RAYMAN ■ GOAL STORM ■ JVC BOXING ■ G-NOME

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

GAMES WORLD

THE MAGAZINE

Blast into the future...

Assault Rigs

EXCLUSIVE PREVIEW

of Psygnosis's latest PlayStation stunner!

Also featured:

Destruction Derby PlayStation
Wipeout PlayStation
Light Crusader Mega Drive
Vampire's Kiss SNES
Captain Quazar 3DO
Simon The Sorcerer II PC-CD
Donkey Kong Land Game Boy

It's a knockout!

Virtua Fighter hits the 32X

■ ISSUE 15 ■ £2.50 ■ SEPT 1995

SKY ONE

Paragon Publishing Ltd

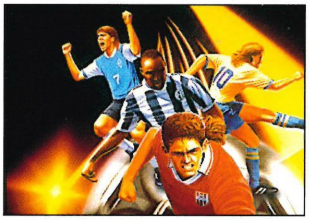
09

9 771354 290003

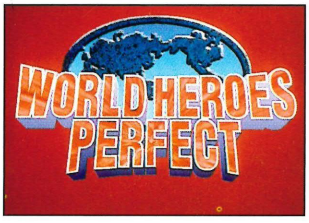
Samurai Shodown II
& Special Moves

The King of Fighters

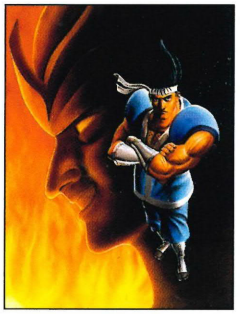
Windjammers

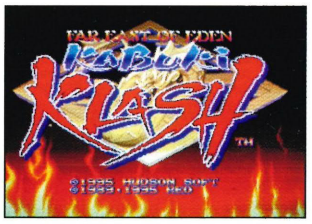


Super Sidekicks 3



World Heroes Perfect



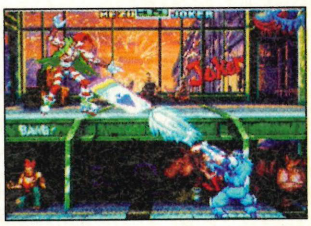


Kabuki Klash

Kabuki Klash

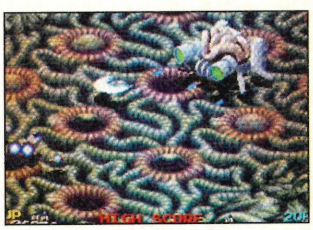
King of Fighters '95

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 CD

* Authorized Distributors PLANET DISTRIBUTION LTD. Unit B8 & B9, Poplar Business Park, 10 Prestons Road, London E14 9RL Tel: 0171 537 3333
THORNLEY DISTRIBUTION LTD. Thornley House, Overens Street, Oldham OL4 1LA Tel: 0161 627 0935. Mail Order Special Reserve Discount Club 0279 600204

Get tanked up for the future!

Assault Rigs

16

We exclusively unveil Psygnosis's latest PlayStation stunner combining classic blasting gameplay with state-of-the-art 3-D graphics.

Enter the crumple zone...

Destruction Derby

20

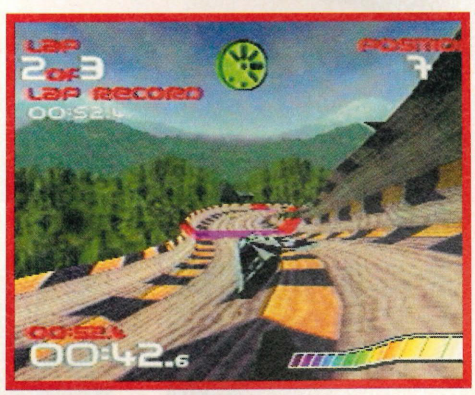
Turn pristine stock cars into mangled wrecks with Psygnosis's own cure for road rage. Smash and crash away to your heart's content!

The fastest racer ever?

Wipeout

24

We take a test-drive in Psygnosis's exhilarating PlayStation racer that looks set to overtake even *Hi-Octane* for high-speed thrills.



You'll go ape over...

Donkey Kong Land

At last, Nintendo unleash their cheeky monkeys onto the Game Boy. Check out our full review of this top platform conversion.

66

SEPT 1995 ISSUE 15

Contents

The 32X fights back!

Virtua Fighter

At last a 32X game to shout about, Sega's astounding arcade conversion should give the machine's critics a fat lip.

36

Dracula bites again

Castlevania: Vampire's Kiss

40

With stakes in hand and garlic on breath, we dare to tackle the vampires in Konami's spooky SNES sequel.

Laugh until you cry

Simon The Sorcerer 2

Everyone's favourite teenage geek returns for another hilarious CD-ROM adventure. It's our Game Of The Month.

64

THE MAGAZINE

Editorial	6
Up Front	7
Net Hed	12
Animal Writes	14
Screen Scene: Assault Rigs	16
Screen Scene: Destruction Derby	20
Screen Scene: Wipeout	24
Maximum Firepower	74
Game Brain	78
Access All Areas	80
Coin-Op Corner	82

Games Watch

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

57-73

PlayStation	28
Saturn	34
32X	36
Mega Drive	38
SNES	40
PC-CD	44
3DO	50

All Reviews

29 games reviewed this issue on all formats. Including: Light Crusader, Earthbound, Simon The Sorcerer 2 and Donkey Kong Land. This is the UK's toughest review section. Unstoppable!

World Games

Action Soccer 70
Battle Monsters.....68
The Bitmap Brothers Compilation.....71
The Chaos Engine ..71
Clockwork Knight...69
Conversion Hardcore Hoops 10
Creation.....8
The Daedalus Encounter 11
Daytona USA.....69
Donkey Kong Land 66–67
Dr Drago's Madcap Chase 73
Dungeon Keeper.....7
Earthbound 62–63
Fade To Black 9
FIFA Soccer '96.....7
FX Fighter.....71
Genewars 8
Greatest Nine.....69
Hell 72
Hi-Octane 71
The Indestructibles ..7
Light Crusader ..60–61
Magic Beast Warriors 68
Magic Carpet 9
Magic Carpet 2 10
NBA Jam TE.....69
Need For Speed.....9
Panzer Dragoon 69
Pebble Beach Golf..69
Pinball Fantasies ...73
Prowler 11
Road Rash 8
SeaQuest DSV 70
Sega International Victory Goal 71
Sherlock Holmes: Consulting Detective.....73
Shin Shinobi Den 58–59
Simon The Sorcerer II 64–65
Space Pirates 72
Super Sidekicks 3 ..73
Theme Park.....10
Ultra Vortex.....73
Vectorman 11
Virtua Fighter 71
Zhadnost: The People's Party 73

up fron

GAMES WORLD
THE MAGAZINE

Managing Editor
Dave Perry

Editor
Phil King

Art Director
Mark Kendrick

Designer
Wendy Ellis

Senior Staff Writer
Ryan Butt

Staff Writer
Simon Lovell

Contributors
Adrian Price
Geoff Spick

Group Ad Manager
Keith Williams

Ad Sales
Alan Walton

Ad Production & Design
Kim Thomas
Francesca Giannelli
Clare Loggey

Production Manager
Jane Hawkins

Systems Manager
Alan Russell

Pre-Press
Suzanne Ryan
Ted Dearberg

Front Desk
Marina Simpson
Paula Wood

Subs + Merchandise
Karen Sharrock

Publisher
Ian Kenyon

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

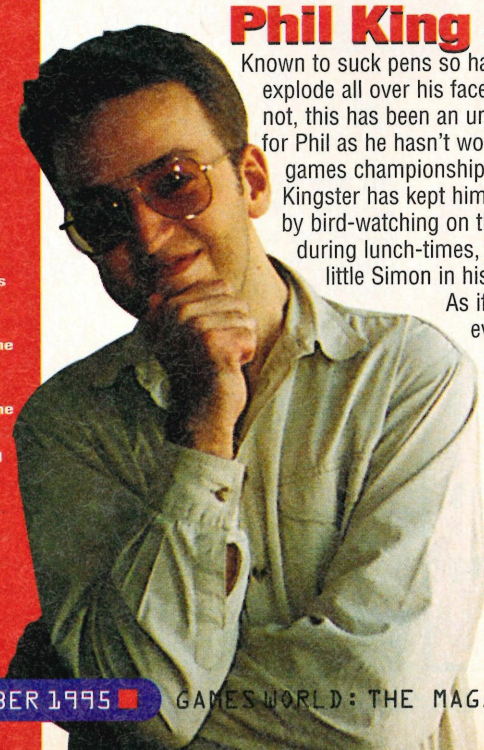
Rather than just praise myself and the mag this month, I thought I'd tell you about a funny thing that happened the other day. I wandered into one of my favourite import shops on the hunt for some hot new games, only to be confronted by a large crowd all straining to get a look at a TV screen. I was about to enquire as to what was going on when I heard a familiar voice. Jazza! For all of you too young to remember, Julian Rignall was the biggest games journalist in the UK up until a few years ago when he was snapped up by Virgin and whisked off to America as a development manager or something. If you think my ego's bad, this guy even had a doll of himself on the front of his own magazine. Not bad, guy! Anyway, since then of course I've been the big noise in the industry, so I was intrigued to see what my old pal was doing in my fave shop. Needless to say, it wasn't the old master himself but a copy of a personal video tape he made of forthcoming products at E3. Is this a games Video Nasty? Has the next-generation phenomenon become so pronounced that people are now distributing home-made tapes on a kind of black market to eager punters desperate for any information they can get their hands on? I'm sure that Julian knows nothing of this, and that if he did he would laugh, but I thought it was a very interesting 'happening', and if you're reading this Jazza, nice one mate, but my tape's better.

Enjoy.

Dave Perry

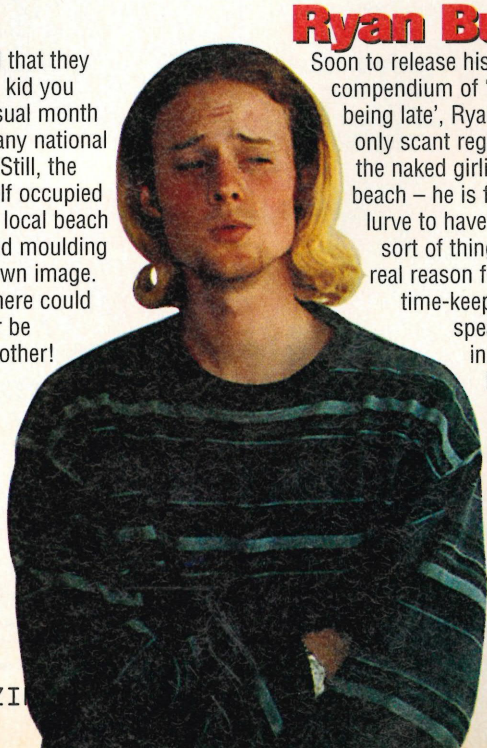
Phil King

Known to suck pens so hard that they explode all over his face, I kid you not, this has been an unusual month for Phil as he hasn't won any national games championships. Still, the Kingster has kept himself occupied by bird-watching on the local beach during lunch-times, and moulding little Simon in his own image. As if there could ever be another!



Ryan Butt

Soon to release his compendium of 'excuses for being late', Ryan has shown only scant regard for all the naked girlies on the beach – he is far too in lurve to have time for that sort of thing (maybe the real reason for his poor time-keeping). As I speak he walks in over an hour late: "Sorry I'm late, had to see my new landlord." Ooh, that scores a low 3 out of 10 for originality I'm afraid.



nt

The Indestructibles

Future SCREENS

- Bullfrog
- PC CD-ROM
- November

Fans of comic books should be leaping for joy with this game. Not only do you get to control your own team of superheroes, but you get to design them too, attributing each member different superpowers such as firebolts and superstrength!

Once you've created your custom crack squad it's time to take on rival superpeople and lay ruin to the cities where they live – nice! They also get to attack your home town, though, so you have to be constantly on your guard, as well as taking care not to injure any innocent citizens in the frantic fights – all shown in impressive rendered 3-D.

Dungeon Keeper

Future SCREENS

- Bullfrog
- PC CD-ROM
- January '96

In another innovative move from Bullfrog, this game turns the Dungeons & Dragons concept completely on its head. Instead of playing a team of adventurers, battling orcs, dodging traps and searching for treasure, here you take the role of the dungeon master.

This entails trying to kill off any cheeky explorers who dare to enter your dungeon home and nick your gold. You have over 40 different monsters (including goblins, skeletons and dragons) at your disposal, placing them in various rooms and strategically moving them around to try and catch the invading adventurers by surprise. A full rotating environment lets you watch the results from any angle, so you can enjoy seeing Boggo The Dwarf and friends get slaughtered. Ha ha!

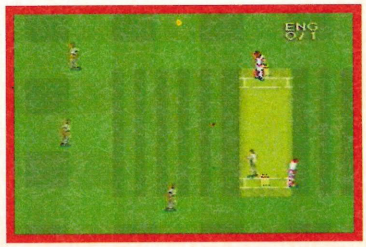
Sierra Get Good Impressions

Obviously frustrated at not being able to impersonate even Frank Spencer or Raquel from the Street, Sierra On-Line have bought Impressions. The veteran American software developers snapped up the strategy specialists whose previous 'hit titles' include *Lords Of The Realm, Front Lines, High Seas Trader* and the recently released *Power House*.

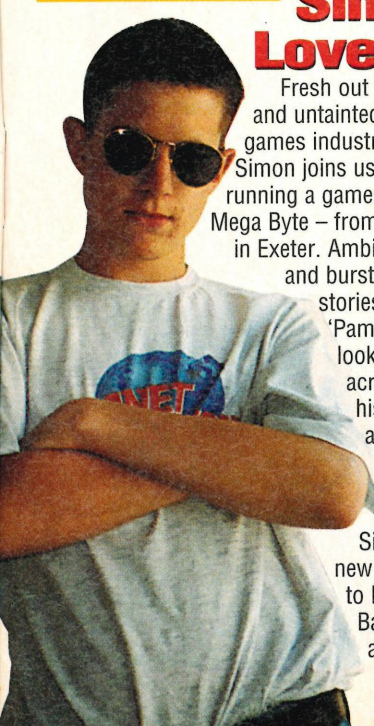
Upcoming Impressions games to be released by Sierra include futuristic space combat simulation *Breach 3* and the Roman Empire epic *Caesar II* – described by Sierra's Ken Williams as "one of the best strategy games I have seen in a long time". So there you are.

Howzat For Nintendo

Nintendo's *Super International Cricket* has hit the opposition for six and run to number one in the Gallup all-formats console chart. Most interestingly, the SNES cricket simulation's fortunes seem to have been heavily influenced by real events in the England–W Indies Test series. The game originally entered the chart at number 8, but when England shocked everyone with a 72-run win in the Second Test, it immediately rocketed to the top spot! Nintendo's Mark Edridge reckoned, "Fans have been trying to recreate the events at Lord's on their Super NES at home."



Simon Lovell



Fresh out of nappies and untainted by the cruel games industry (yet!), Simon joins us after years of running a games fanzine – Mega Byte – from his bedroom in Exeter. Ambitious, keen and bursting with stories about the 'Pamela Anderson' lookalike who lives across the hall in his new house, and with whom he is hopelessly besotted, will Simon be the new Boy Wonder to Dave's Batman? Tights and all.

FIFA Soccer '96

Future SCREENS

- EA Sports
- PS/Sat/PC-CD/3DO
- October

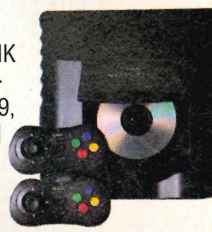
Also due to appear on the 16-bit formats this year, *FIFA* is being totally 'redefined' to take advantage of the next-generation machines. Among the new attractions is a choice of camera angles, taking you right down onto the field. Interestingly enough, for that real Match Of The Day feel, there's also to be a running commentary by John Motson. Well at least he should be less annoying than *Striker '95*'s Andy Gray! Dolby Surround Sound chanting crowds are also promised to enhance the big match atmosphere as the detailed polygon players shoot it out on the pitch.

up front

Superconsole Price War?

Sega's early release of the Saturn seems to have sparked a price war among next-generation consoles. Goldstar have quickly responded by cutting their newly launched 3DO machine by £50 to £349. They're also reinforcing their commitment to 3DO by licensing titles for conversion from Time Warner Interactive – the first of which will be *Primal Rage* this autumn.

Meanwhile Panasonic are also likely to cut their FZ-10 3DO machine to £299 from £399. SNK have already reduced their Neo-Geo CD console by £70 to £329, while Sony's PlayStation is still headed for a pricepoint of £299 when launched this September – a full £100 less than the Saturn. What odds a Sega price cut before Christmas?



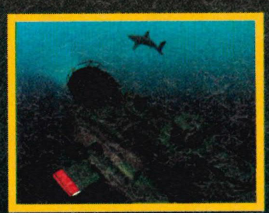
Creation

future SCREENS

- Bullfrog
- PC CD-ROM
- March '96

This aquatic adventure is in the vein of the SeaQuest DSV TV show, with you living in a futuristic city at the bottom of the ocean in the 23rd century. However, if you thought you'd have a nice and peaceful time stroking a few dolphins, you're in for a surprise. Your city comes under constant attack from other factions, so you have to fight to protect it.

Light-sourced rendered 3-D graphics produce a real underwater feel as you explore the ocean depths in your high-tech submarine, searching for useful items and battling with rival sea-dwellers. Should be interesting.



Road Rash

future SCREENS

- Electronic Arts
- PlayStation/Saturn
- December

The ultimate biker game is heading down the superconsole highway and it'll be interesting to see how the new versions manage to overtake the superb 3DO game. Unsurprisingly they'll feature very similar presentation, with loads of atmosphere-enhancing FMV footage between races, plus of course the scintillating soundtrack with heavy metal music from the likes of Soundgarden, Therapy? and Swervedriver – so get ready to turn the volume up and annoy the neighbours.

As for the 3-D graphics, expect them to be even smoother and faster than ever. Improved gameplay is also promised and should be utterly exhilarating as you burn rubber through crowded city streets at hair-raising speeds, punching your biker rivals off course or smacking them with collected chains and crowbars. Born to be wild or what?

Acclaim Back In Kombat

In a deal that's shocked the games world, Acclaim have scooped the rights to 16-bit conversions of Williams' *Mortal Kombat 3*. This follows an acrimonious split between the two former bosom buddies when Williams bought up its own cartridge publisher, Tradewest, last year and started publishing for the home machines directly.

It seems that Acclaim picked up the licence from GT Interactive, who are offloading their 16-bit titles to concentrate on CD-ROM and next-generation games – they also recently sold their SNES *Doom* rights to Ocean. However, GT will still be publishing the Saturn version of *MK3* around next April, when Sony's six-month PlayStation exclusivity period expires.

In a separate deal, Acclaim are understood to have clinched the Saturn and PlayStation rights to Capcom's *Street Fighter*.

Genewars

future SCREENS

- Bullfrog
- PC CD-ROM
- October

For those worried about gratuitous bloodshed in computer games, Bullfrog claim to have created to first ecologically and politically correct wargame. The reason? Well, this is wargame without any weapons!

You see, after constant battling with neighbouring countries, some alien beings popped down and confiscated all your weapons to ensure peace. However, their plan is doomed to failure as you continue the fighting with GOOP. This splodgy substance lets you mutate lifeforms freely, so you can change fluffy little bunnies into man-eating T-Rexes to unleash on your enemies!

The combination of standard wargame strategy and the novel aspect of developing nasty new creatures should make for another Bullfrog classic to rival *Populous* and *Syndicate*.

Magic Carpet

- Bullfrog
- PlayStation/Saturn
- November

Bullfrog should pull the rug from under any superconsole knockers with these PlayStation and Saturn conversions of their award-winning epic. At last, you won't need to spend thousands on a high-end PC to enjoy on one of the most talked-about games of the last few years.

Combining state-of-the-art graphics with superb strategic gameplay, *Magic Carpet* has you flying around incredibly detailed 3-D landscapes, mixing spells and using them to frazzle enemies as you build up a huge empire. Best of all on PC was the brilliant network multi-player option – almost as much fun as the *Doom* games – and the great news is that you'll be able to link up to eight machines with the new console versions. Magic!

Disks Go Green

In a bid to save the environment from the ravages of modern technology, recycling company Green Disk Ltd have launched a new line of 3.5-inch HD disks. The firm simply buy up obsolete stock from software houses, tear up the packages (sending them for recycling) and process the disks: erasing them and checking for defects before formatting and labelling them ready for use. Managing director Dominic King pointed out, "These disks are triple-tested, by the disk manufacturer, duplicator and then by us. We offer people the opportunity of saving money and being world-friendly at the same time."

With prices from under 30p per disk, the 200 Pack of formatted Green Disks costs £58.75 including VAT and postage, available from: Green Disk Ltd, Unit 3, Station Yard, Hungerford, Berks RG17 0DY.

Datel Slot Into Playstation

Always one step ahead of the game, the boffins at Datel Electronics have adapted their Action Replay cheating devices for the Sony PlayStation. Looking just like standard PlayStation memory cards, the Action Replay cards fit into the slots above the joypad ports, enabling players to reach the parts of their games they never could before. For instance, on *Ridge Racer* you instantly get access to all the secret tracks and cars, including the black one.

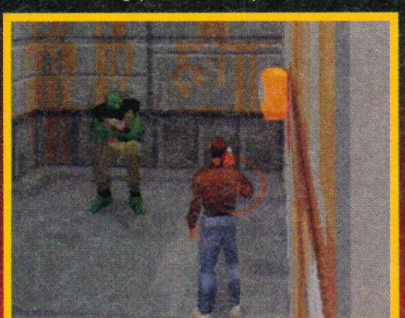
Action Replay Volume 1 contains 15 special cheat cards for top PlayStation games such as *Tekken, Parodius, Kileak The Blood*, and *Fantastic Pinball*. Further volumes with cheats for different games are planned soon.

Fade To Black

- Delphine/Electronic Arts
- PlayStation/Saturn
- September

One of the best Mega Drive games ever, Delphine's epic *Flashback* arcade adventure has been converted to nearly every format going. Well, now the French masterchefs are cooking up something even tastier for the sequel. Created specifically to take advantage of the new 32-bit consoles, *Fade To Black* looks completely different to its illustrious predecessor. Hero Conrad Hart returns for some more adventuring, but this time it's all in glorious 3-D.

After being put into suspended animation, poor old Conrad wakes up in the year 2190 and finds he's been imprisoned by aliens on the moon (this is like something out of the Sunday Sport!). Of course, he soon finds his trusty pistol and starts blasting back with a vengeance through six gargantuan 3-D levels.



The Need For Speed

- Electronic Arts
- PC CD-ROM
- October

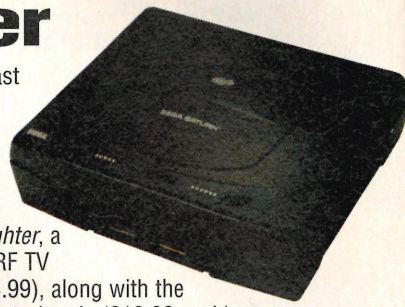
Sswanky 3DO owners have been going on and on about this racing extravaganza for ages – and rightly so, it is top-notch. Soon PC people will be able to quench their need for speed with a corking conversion.

Ever fancied pushing supercars to the limit round country roads and down American freeways? Well take your pick from Ferraris, Lamborghinis and Lotuses. All are depicted in gloriously smooth 3-D, with a choice of camera angles and action replay option.

As well as the usual computer opponents, the PC conversion has the advantage of a network option so you can race head to head against your mates.

up front

Sizzling Saturn Summer



As first revealed in last month's Games World, Sega ...ought the UK launch of ...eir Saturn superconsole ...ward to July 8th. Retailing for £399 it comes bundled with *Virtua Fighter*, a solitary joypad and SCART lead – an RF TV connector is an optional extra (£24.99), along with the Virtua Stick (£34.99) and extra control pads (£19.99 each).

Games available at launch are *Daytona USA*, *Clockwork Knight*, and *Sega International Victory Goal*, all of which have been tweaked slightly for the UK versions. August will see the release of *Pebble Beach Golf* and the excellent 3-D shoot-'em-up *Panzer Dragoon*. For more details of all these titles, see this month's reviews section.

By the way, in last month's report we stated incorrectly that the US Saturn was launched with an enhanced version of *Virtua Fighter*. In fact this 'Remix' is only available in Japan and will not be released in either the US or Europe, as *Virtua Fighter 2* will be ready by December anyway.

Theme Park

- Bullfrog
- Saturn
- October

future SCREENS

Thrill-seekers everywhere will be screaming for speed when Bullfrog's funfair simulation slides down the Saturn helter skelter. After a sell-out success on PC, it's subsequently been on virtually every other format going – including recent conversions to Jaguar, Mega Drive and SNES – so it's almost certain to get a PlayStation conversion too.

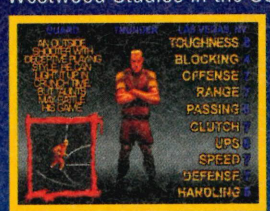
The Saturn version should be similar to the excellent 3DO game, featuring exciting rendered scenes to really make you choke on your candy floss. After building a roller-coaster, bouncy castle or toobin' ride etc, you'll be able to hop on and experience it first hand. Tactical gameplay should be just as compulsive as previous versions as you try to build up your theme park, keeping the punters happy with new rides and shops.

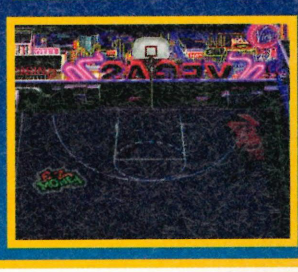
Converse Hardcore Hoops

- Virgin
- PlayStation/Saturn
- November

future SCREENS

The seemingly neverending stream of basketball games continues with this strangely titled offering from Virgin. Programmed by Westwood Studios in the US, it features two-on-two hoop-shooting action on outdoor courts. To get that perfect 'street' feel, there's loads of graffiti on the walls and cool music that changes depending on which American city you're playing in. A basketful of comic-style presentation should also add to the atmosphere.





Most impressive will be the realistic movement of the players. You'll get far more intricate control over them than in most basketball games, with right and left-handed dribbling and variable running speeds. Whether this is enough to beat the legendary NBA Jam (also being converted to the new consoles), we'll have to wait and see.

Mortal Blow For 3DO

Prepare to play *Mortal Kombat 3* and possibly *NBA Jam* on your 3DO. Panasonic Software have finally agreed a deal to convert many current and future Williams coin-ops. While the arcade machine is due out this September and most home conversions are set to appear in October, 3DO owners are likely to have to wait till next spring thanks to Sony's special lock-out deal for the PlayStation version.

Williams vice-president Justin Heber commented, "The 3DO system is capable of reproducing Williams' games with full arcade realism." He was also impressed by 3DO's upcoming M2 upgrade: "The technical challenges of bringing major arcade titles to everyone's home systems will be substantially reduced with this new technology."

Free Fivers From Special Reserve!

Mail-order suppliers Special Reserve have got money to burn. They're currently giving away £5 to club members for every new member they introduce. In the 'Summer Membership Drive Arm Twister', existing members are encouraged to twist their friends' arms to join the club for a year or more! Annual membership costs £7.00, entitling members to discounts on a vast range of software and hardware.

The offer runs until September 30th and there's no limit to the number of fivers club members can rack up with extensive limb swivelling. Incidentally, the fact that Special Reserve sent us a fiver through the post in no way influenced our decision to include this news item!

Magic Carpet II: The Netherworlds

- Bullfrog
- PC CD-ROM
- September

future SCREENS

While PlayStation and Saturn owners prepare to get their magic carpets flying for the first time, PC owners will be feeling the luxury shag pile of this stunning sequel. With the power of their magic programmers, Bullfrog have managed to make it run an incredible 75% faster than the original.

Meanwhile they've fleshed out the gameplay so there's more to do than just hover around. Now there are special missions to undertake and even night-time and underground levels to explore. Magic fans needn't worry either: there are no less than 20 new spells to concoct as you fly around the countryside, bashing your enemies. Paul Daniels and Allied Carpets, eat your hearts out!

future SCREENS

The Daedalus Encounter

- Mechadeus/Panasonic
- 3DO
- TBA

PC owners have already had the pleasure of seeing the babelicious Tia Carrere star in this FMV sci-fi adventure. You play the role of a brain in a box on a spaceship with Tia and her co-pilot. Gameplay involves sending probes out to explore other ships and solving the many puzzle sub-games.

The main difference on the 3DO is a standard full-screen display so you can now see Tia in close-up! – there was an option for this on the PC version, but on most machines it ran very jerkily. The array of icons superimposed on the left of the screen also seems more user-friendly.

Planned for a US appearance soon, Panasonic haven't yet confirmed whether they'll be releasing this officially in the UK. Tia fans start praying!

Sony Swipe Namco Titles

While Sega went for a surprise early Saturn launch, Sony have bolstered their PlayStation machine by signing a deal with top Japanese coin-op manufacturer Namco. The long-term 'strategic alliance', estimated to be worth $100 million, gives Sony exclusive distribution rights to all Namco's PlayStation games throughout Europe, including *Ridge Racer, Tekken* and *Cybersled.*

More importantly, Namco will provide exclusive conversions of future coin-ops, including the eagerly awaited *Ridge Racer 2.* They're also set to use the PlayStation's 32-bit architecture as the basis for some of their new arcade machines.

Sony's Chris Deering commented, "With Namco's games line-up, PlayStation will win the next-generation games machine battle hands-down in the eyes of gamers."

future SCREENS

Prowler

- Origin/Electronic Arts
- PlayStation/ Saturn/3DO
- TBA

Veteran RPG and strategy experts Origin have come with another futuristic horror story. A hundred years from now, it seems the Earth is once again under threat, this time from a race of bio-genic immortals – so exactly how do you kill them then? With loads of high-tech weaponry, that's how! You command a battalion of killer robots and tanks as you strive to save the human race from being completely wiped out. Gameplay is a mixture of thoughtful strategy and violent combat sequences featuring impressive rendered robots battling it out

future SCREENS

Vectorman

- Sega
- Mega Drive
- TBA

If anyone thought Sega were going to forget loyal Mega Drive owners as they strive for Saturn success, *Vectorman* totally scotches that idea. This graphically astounding platform game is already looking like a classic in the making, proving that there's plenty of life yet in Sega's 16-bit machine. Programmers Blue Sky have used some revolutionary vector animation techniques for the polygon 3-D hero as he morphs into various shapes to deal with equally impressive polygon adversaries. The result is a platformer that looks like no other as Vectorman tries to save the Earth from a mad robot. Prepare to be amazed as the Mega Drive is pushed to new limits.

Girl Gobbles Europe

Time Warner Interactive have finally unleashed Mega Drive *Ms Pac-Man* onto the European market – at an eaten-away official price of around £20. The ancient arcade pill-gobbling game manages to stuff 36 maze levels into a 4Mbit cart, and also incorporates a novel two-player team mode where player two controls Pac-Man himself.

However, whether today's gamers will be able to stomach crude 2-D levels and blippy FX remains to be seen. Time Warner's Jeff Tawney admitted that the low price was because "looks-wise it can't compete with most of today's titles, yet it's such a lot of fun to play we're confident it'll go down well."

Net Hed

Net Hed feasts its electronic eyes on the future where the next generation awaits...

Get yourself on the Internet where both official and unofficial information runs free. Most of the console makers and game companies have their own sites on the World Wide Web. Here you can find out all the latest news and ogle the latest game pics.

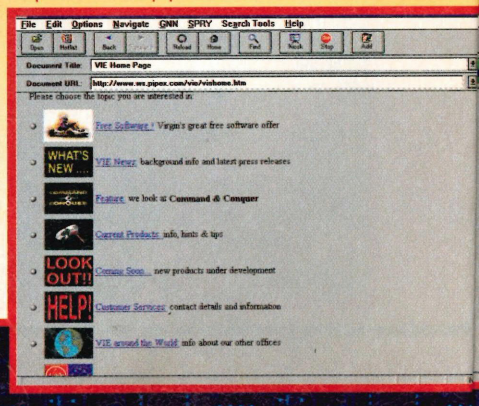
There are also loads of Web sites created by fans; independent magazines that, in some cases, outshine the professional ones. Many are multi-format, covering all the latest systems, while some are dedicated to just one machine or sometimes just one game.

A lot of these are produced by Americans so any information on the US side of things is usually up to date while their knowledge of British games sucks. Luckily, more and more UK-based sites are

Virgin Interactive Europe

Virgin's homepage is still under construction b covers all the systems that they produce gam for, including the future consoles. Hot new P combat game *Command & Conquer* takes pride of place in their current line-up. A free software offer should entice you to head on over and scan throug their site at

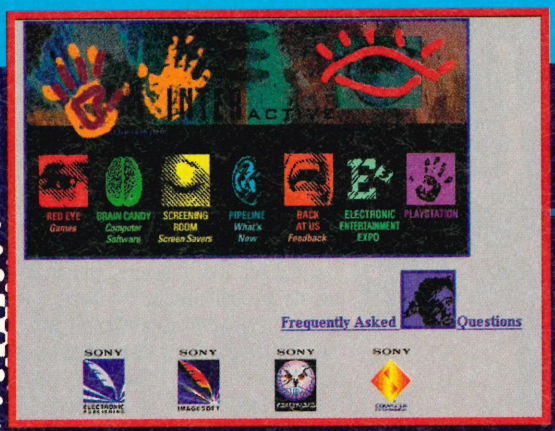
http://www.ws.pipex.com/vie/viehome.htm.



Everything you ever need know about Mr Branson's little empire.

Net Hed is sponsored by US Robotics. The Games World team use a US Robotics Sportster 28,800 modem.

US Robotics®
The Intelligent Choice in Data Communications



▲ **Looks like Sony make everything except toasters. PlayStation worshippers apply here.**

Sony Online

Sony, being one of the world's biggest consumer electronics companies, have a vast array of products which they show off incredibly well at their web site http://www.sony.com/. As well as the vaunted PlayStation and Sony games there are pages for Sony Music, Televisions and Stereos.

The Sony Interactive page is a rather groovy-looking home to their video-games section. Here you can find out about their games, software, the latest news and of course the PlayStation. With the Web being an interactive medium, you can also drop Mr Sony a message about his products.

▲ **From the Interactive page you can drop in on all Sony's video-game departments, including Psygnosis.**

Nintendo Of America

▼ **Nice rendering guys, shame about the naff logo though.**

Nintendo's official site can be found at http://www.nintendo.com. The pages are packed with the very latest information on their range of products, with the Virtual Boy taking current pride of place along with the first pictures and latest news of the Ultra 64. Naturally there is stacks of information about the latest Nintendo games, so what are you waiting for? Go check it out.

The PlayStation Unofficial Homepage

For even more PlayStation news you can try out this well-presented unofficial site dedicated to Sony's new baby. Found at http://bert.cs.byu.edu/~nils/psx.html it offers lots of information and news on the latest games from around the world.

▲ **Want to know what's in the Zig Zag Zone? Find out for yourself.**

Game Zero Magazine

This site is an independent production covering multiple formats including the Saturn and PlayStation. Found at http://www.primenet.com/team-0/ it has games reviews, news and interviews with games producers as well as comics and a PC section. The most recent interview is with the President of 47 Tek about his team's new game *Team 47 Goman*, demonstrating that independent sites don't just have to recycle news from magazines like ours.

Usenetting

If you want to chat with other people about video games then the best places to visit are the newsgroups. Here you will find open discussion on what is good and bad about all the systems and games in existence. Most people who chat on newsgroups are helpful folks but there is always the odd pain in the butt looking to offend and cause trouble.

alt.games.video.sony-playstation	PlayStation
alt.games.doom.ii	Doom
alt.games.mk	Mortal Kombat
alt.super.nes	SNES
comp.sys.amiga.games	Amiga
alt.atari.jaguar	Jaguar
rec.games.video.sega	Sega

There are tens of thousands of other newsgroups covering every subject on earth. Try some out.

Letters

Animal Writes

This month we have a special 3DO and Jaguar complaints Animal Writes. It seems that many of our 32-bit and 64-bit gamers are feeling a little miffed at the treatment their machines have been getting in the press. Being magnanimous, fair, and always willing for a good argument I've decided to give them their say. Take it away lads...

You See Me In 3DO

Dear Dave,
Firstly, I would like to say how great the magazine is. Keep it up lads.

My real reason for writing though, is to encourage all those game fiends out there. Yes, I am talking about the 3DO. Don't worry, this is not a 'My computer's better than yours' letter, I'm simply trying to point out that it seems silly that people are still upgrading their Mega Drive when everything they could possibly want in a machine is bolted onto a 3DO. I'm not saying that the Mega Drive is crap, far from it, it's a great games machine, it's just that two years down the road the 16-bit machines will have, let's face it, faded into nothing. When you look at these old

Clawing Its Way Back

Dear Dave,
I think you are discounting the Jaguar too early because it is selling better now that the price has dropped (nearing 250,000 in the US, and 150,000 in Europe with nearly 40,000 of those sales coming from the UK alone). Atari is not about to lie down and give up: as they get their act together and the games improve the Jag will become more viable option. When the Jag CD comes out you will have a machine potentially more powerful then the 3DO, just as powerful as a Saturn and only slightly less powerful than a PSX. All for only £300.

Atari does indeed have 180 titles in development with 100 promised this year, and 20 by the end of the summer but I think that you will find the majority of these titles are on CD. Third parties are also supporting the machine (or rather taking advantage of it) but this means that the Jag will be getting second and third generation titles soon. Atari must be doing something right because they actually broke into profit this year and will now be able to advertise and promote the machine, as well as commission loads of titles.

If Atari delivers decent home VR at a decent affordable price this Christmas then I will be a very happy chappy indeed and with the Jaguar 2 due next year that's at least four times more powerful than the PlayStation then I could well forgive them for the early Jaguar fiasco.

Once the Jag CD is out I think you should reconsider about producing a Jag Mag because I'd buy it, and I'm sure the Jaguar market will soon stabilise with people like Time Warner, Williams, Acclaim, Virgin, Team 17, Core Design, ReadySoft etc, etc, all gearing up to heavily support the machine.

■ **Tony Hutchison, Saltney**

■ *Tony, we have not discounted the Jaguar (unlike Atari – boom, boom!), we support the machine whole-heartedly and I'm sure that the new £149 price bracket will help sales. However, I have a personality trait that gets me in a lot of trouble: it's called honesty. I can only give people my opinion on the market, whether they take it or not is up to them, but it is certainly more informed than most. Certainly more informed than yours it would seem. 40,000 sales in the UK? Atari themselves are only officially claiming 60,000 sales in the whole of Europe and it is their job to build up the hype. A little different from your projection of 150,000 isn't it?*

Whilst I am sure that things will improve for Jag owners, and that the VR helmet, even if it has no real exciting games as yet, and the CD, though no-one's really seen it yet, will both pep things up a bit in what is a bit of a stagnant format. I am often required to advise people on what to spend their cash on, and my loyalty is always with the gamesplayers who read my magazine, not with the big companies. So, if I believe that the 3DO, Saturn and PlayStation all represent better value for money than the Jaguar, and I do, then I will say it.

The Jaguar is not one of the priority formats in the marketplace, which means it will nearly always get the big games later than the other consoles, which for me isn't good enough. As for the games in development...

Jaguar Vs Mega-CD

Which one gets the big drop? It's only a matter of time before I take that long trudge to the top of the multi-storey car park with either a Jaguar or a Mega-CD and send one of them spiralling to their death, never to appear in this mag again, so keep writing in with your support or condemnations.

At the moment the needle is firmly swinging in the Jaguar's favour with the Mega-CD not receiving one vote. Here are some of your comments:

Dear Dave,
I think you should continue to support the Jaguar because this is a real powerful machine that's only at the beginning of its life and the Jag CD isn't out yet... whereas the Mega-CD has run its course! Both machines really need their profiles lifting though, so if you do decide to drop one off the roof... make sure it's done properly. Preferably from somewhere like the Empire State building.

■ **An anonymous reader**

Dear Dave,
Jaguar has got a lot of crap games on cart, but don't forget all the good ones: Tempest 2000, Doom, Syndicate, Aliens Vs Predator, and more to come. The Jag CD is coming with some ace games (Primal Rage, MK3, Highlander, Defender 2000 etc) and yes it will have some crap ones too, but name a system that doesn't! You've got gamelink cables coming out soon so you can have two-player games of Doom and hopefully Gauntlet

machines, the only games they have are fighting, platform and simulation games, whereas the 3DO has such a wide variety. It's one of the few machines to be as perfect as the next. I've seen written evidence of people slagging it off. Well, I've got one and it's amazing, so don't slag what you don't know about. The best part is that it's upgradeable like a PC so you don't have to worry about future technology. Think about it people and get ready to make way for the future.

■ **Simon Beauchamp, Surrey**

■ *Thank you Simon, you've really cheered me up. Sorry, were you serious?*

I agree with you that 16-bit is nearing the end of its life span, but it is not dead yet. As for variety, you don't really expect anybody to believe that you can get more variety on a 3DO at the moment than from the whole Mega Drive catalogue, do you? Sorry Simon, but it would seem that it is you who really doesn't know what he is talking about.

Still, I am glad that you consider your console to be amazing. That is what gaming is all about, enjoying what you have rather than constantly worrying about the future. The 3DO has grown steadily over the past year, and has some interesting titles available for it. There is also M2 to look forward to, although I'll want playable proof rather than flash demos to convince me. I'd like to see a picture of your upgraded 3DO, it must be great by now with all the brilliant add-ons that have appeared in the past two years, like the... er, and... er... It's all right boasting about how upgradeable a machine is, but at least a PC has things to upgrade with, for the 3DO it is still really just talk.

I've not got a downer on the machine, Simon, it's just that I always believe actions speak louder than words.

Compo Winners

Here are the winners of the Silverstone Grand Prix and Sega Snowboarding competitions from issue #11. Well done guys. Enjoy!

Grand Prix Winners

After many entries, the winners have been selected and they're off to the British Grand Prix at Silverstone. The runners-up all receive copies of BC Racers from Core Design.

1st Prize
Don Cochrane, London

2nd Prize
P Maldon, Doncaster

Runners-Up
Gary Robinson, London
Ian Simpson, Tyne and Wear
Adam Wilkins, Leicestershire
Stephen Ling, Gillingham

Snowboarding Fun

The winner gets a Mega Drive and 32X, while the runners-up nab some snowboarding goodies.

1st Prize
Mr P J Cawser, Birmingham

Runners-Up
David McCallum, Scotland
Lee Murphy, Merseyside
A Fennell, Suffolk

Ultra Late

Dear Animal Writes,
I'm sure that you have plenty of letters to get through, so I'll get straight to the point. I have recently read that Nintendo are planning to launch the Ultra 64 simultaneously in Japan and America on November 21st this year. So why can't it be launched over here around the same time? It's simply not fair, the Americans are always getting things first, and we end up getting it 10 years later! I think that we Europeans should be treated more fairly. The Ultra 64 is supposedly not launched here until 1996. People will buy other consoles for Christmas like the 3DO, Saturn, and PlayStation – I know I will. Is there any chance of Nintendo releasing the Ultra 64 in the UK before Christmas? Wouldn't it be great if we all unwrapped our Ultra 64s on Christmas morning?

■ **Carl Griffiths, Colwyn Bay**

■ *Great? It would be bloody brilliant! Unfortunately, it's not going to happen Carl. I wouldn't be surprised if that November overseas release date was more than a little hopeful too.*

I think my opinions on the Americans and the Japs getting games and hardware before us are well documented. Why should we be treated as second class citizens? The European market may be small by comparison, but it is full of avid game fans, all equally eager to play the latest consoles. It's not as if we just have to wait a week or so, is it? It takes bloody forever for official consoles to appear and sometimes the games disappear before the average gamer ever gets to see them. I put it down to one thing, Carl: fear. The Japs and the Americans know that we are the greatest gamesplayers in the world, and so they try to get a year's practice in before we get our hands on the games. Have you ever noticed how much easier import versions of games are? Enough said.

2000. Also the Jag will be the first console with a VR helmet, giving Doom and A Vs P a whole new perspective. The Mega-CD? Well, that's got the Sega Saturn coming out... Enough said.

■ **Paul Millward, Redditch**

The Norwich 'Jag Posse' Get Riled
Dear Games World,
I want the Atari Jaguar/Jag CD to continue being featured in future issues of your magazine. I am sure the Jag CD has far more potential than the Mega-CD, so just give it a chance.

■ **Andrew Green, Norwich**

Dear Dave,
Please support the Atari Jaguar/Jag CD and give it some street cred.

■ **A Norwich Games Nutter**

Dear Dave,
Please feature the Jaguar machine in all issues of your fab magazine, then I'll continue to read Games World: The Magazine

■ **Avid Atari owner... Norwich (Yawn)**

Big 10 Dave's Unstoppable Chart

Loads of new entries in my personal chart this month, plus a dramatic re-entry by Virtua Fighter to coincide with its official UK release. Here are the top ten games that keep are keeping me up all night at the moment!

The Charts

1	(RE)	Virtua Fighter - Saturn
2	(NE)	FX Fighter - PC-CD
3	(NE)	Player Manager 2 - Amiga
4	(4)	Fever Pitch - SNES
5	(NE)	Screamer - PC-CD
6	(NE)	Donkey Kong Land - GB
7	(NE)	Space Hulk - 3DO
8	(NE)	Simon The Sorcerer 2 - PC-CD
9	(NE)	Bass Masters - SNES
10	(1)	Tekken - PlayStation

If you want to have your say about video games, magazines or just want me to comment on a rumour or story you've heard. Send your letters to the most: Animal Writes, Games World, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Remember – you don't need a bandana to be a bigmouth.

No Stamp Required!

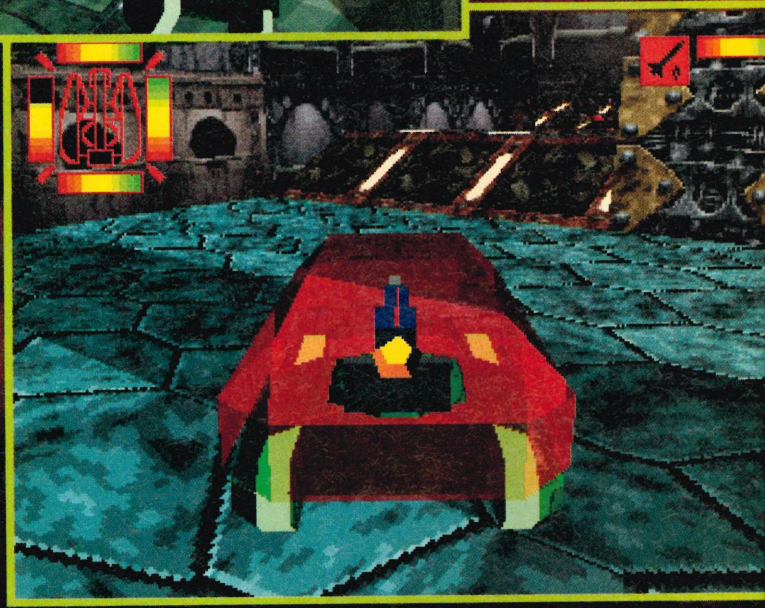
Embracing the tide of technology which seems to be trickling its way into a number of households around the country these days, from now on you will be able to send messages to me, to your friends or to other readers on the Games World E-Mail number on Compuserve. Every month I will print the most amusing, 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

Ryan Butt belts up, gears up and powers up his photon cannon to commit acts of gross carnage in this thrilling new shoot-'em-up...

Let's face it, *Cyber Sled* was trite... yucky, sludgey, puke-evoking tripe that totally failed to do the neat arcade game any justice at all. On its PlayStation import release, some bought it purely for the fact that there was bugger all else to buy apart from *Ridge Racer*, but others had the sense to avoid it in their droves. This isn't, as you may suspect, a blatant attack on *Cyber Sled*, but merely a launch pad to trample over the smelly inferior product to get to the good stuff. Psygnosis have successfully produced a 3-D tank game that totally blows *Cyber Sled* out of the fray, so prepare to embark in top tantalising torpedo action with the Assault Rigs!

The origins of *Assault Rigs* isn't your usual bloke earning too much money sat in big comfy chair suddenly hit with a flash of inspiration type affair... it's slightly more far out than that. It all happened when 'The Net' had just started to become up and running. Championships were introduced to allow competitors to challenge people from all over the world in various games with huge cash prizes up for grabs. This league entitled "The World Net Championships" introduced an original new game called... you've guessed it, *Assault Rigs*, which was a state-of-the-art 3-D tank game.

Your green tank topples sideways as it speeds up a steep slope. The top-left damage indicator shows the state of all four sides of the tank. Your front end is almost fatally damaged – any more damage and it'll be more wrecked than a *Destruction Derby* car!

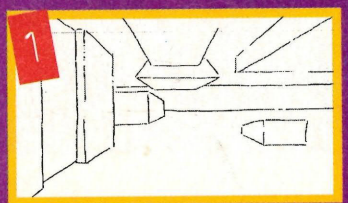


There are six tanks to choose from, each with different strengths and weaknesses. This long red one (ahem) is approaching a ramp ahead.

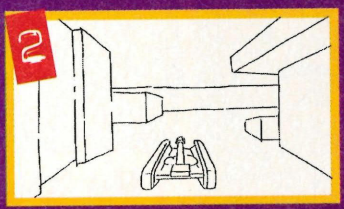
Assault R

Tank Views

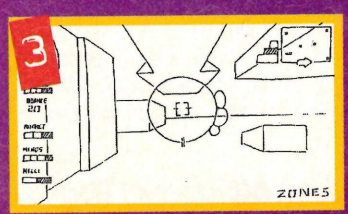
There are four different perspectives for you to choose from in *Assault Rigs*:



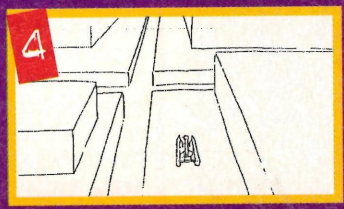
First-Person Perspective
Viewed straight from the driver's seat, without the HUD display.



Third-Person Tracking Viewpoint
Useful for tackling tricky obstacles.



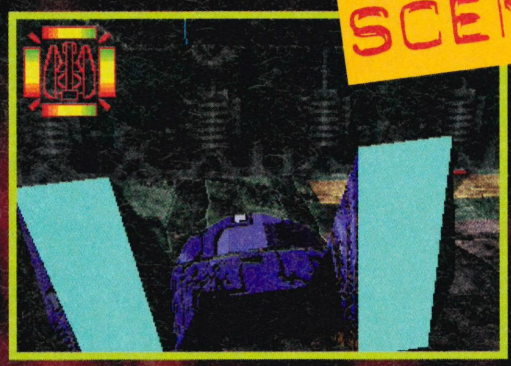
First-Person Perspective With HUD Display
Same as before only the player gets weapons displays, maps, and targeting sights.



Third-Person Perspective
Handy for viewing surroundings and spotting enemy Rigs.

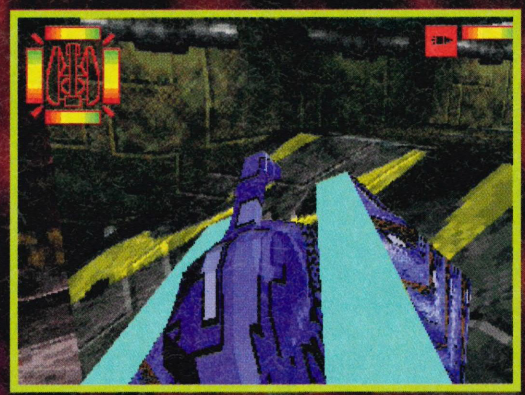
Psygnosis ■ PlayStation ■ £TBA ■ 1 CD ■ November

▲ Your green tank approaches a tight gap in an industrial zone.



▲ The third-person tracking perspective gives a close-up view of your tank climbing up a very steep ramp. It's even possible to turn it upside down if you're a particularly reckless driver!

▲ In one of the military levels, your blue tank leans perilously off balance.



▼ Your currently armed with fly-by-wire missiles. These can be guided to the target using their own on-board cameras (see boxout).

▲ The virtual reality zones use Tron-style vector graphics.

▲ Select your weapon from the icons at the bottom of the screen. You need to pick up extra ammo on your travels.

Rigs

▼ Graphics from the Tron-inspired original game design. More varied scenarios have since been added.

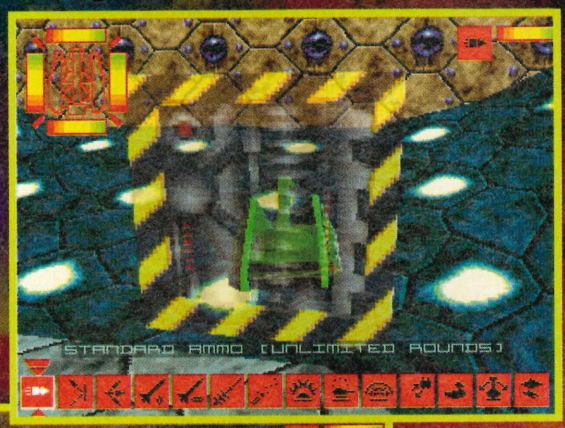
The Dream Team

Here are the talented chaps in charge of transforming *Assault Rigs* from a warped idea to a stunning reality...

Studio Manager/Producer – Simon Gardner
Team Leader/Senior Programmer – Dominic Robinson
Senior Programmer – Neil Duffield
Programmer – Ben Stragnell
Programmer – Mario D'Onofrio
Programmer – Gavin Whitlock
Artists:
Kevin Ayre
Trevor Slater
Peter Johnson
Theo Pantazi
Designers:
Scott Johnson
Ross Thody
Musician – Matt Furniss
Music Programmer – Andrew Crowley
Voice-overs – Steve Cooke

Assault Rigs

You've almost reached the end of one of the military zones. There's just one enemy gun emplacement between you and the level exit – seen here via the first-person perspective.



As well as loads of standard blasting weapons to choose from, you have the option of placing block and tank holograms. These are used as decoys to fool your enemies – especially in two-player link-up mode.

The auto-turret is a dead useful weapon, automatically rotating to aim at nearby enemies. You'll need it in these baddie-packed military zones.

Armed with standard shells, you explore a gloomy industrial level. Just ahead are a row of ramps to climb over – I bet there are laods of enemies to greet you on the other side.

Rules & Regulations

Assault Rigs is divided into two distinct modes of play, Single Player, and Multiple Player, here's how they work:

Single Player Game

The player must enter each arena in turn and collect all of the Power Gems. Once all of these gems have been obtained, the player must travel to the exit to progress to the next... er, that's it really.

Multi-player Games

These multi-player games come in two distinct packages, non-bio and... sorry, Rig Rumble and Gems War.

Rig Rumble

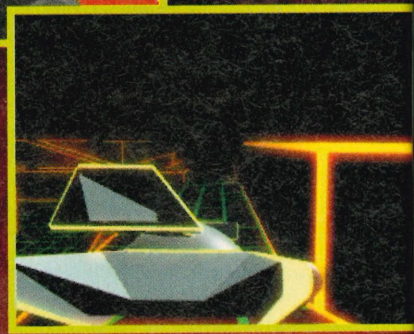
Each player chooses a Rig to control and an arena to fight in. Then the idea is to destroy more human controlled Rigs than anybody else. If a Rig is destroyed, they will be regenerated in the arena.

Gems War

This is like the single player game, except that each player competes against the others to collect the gems and get to the exit. If they are blown away whilst carrying gems, all of the gems will be restored to their original position.

The appearance and mechanics behind the game are very much in the vein of *Cyber Sled* – only way cooler with more weapons, more tanks, more arenas, plus crafty traps and concealed defence units housed within the walls of the arenas to hinder the player's progress.

The game has been developed at Psygnosis's Stonehouse office in Gloucestershire. Set up in December 1993 in a converted wool mill, they are currently working on four PlayStation and three PC CD-ROM titles that all utilise the same 3-D engine so that they can be developed in parallel.



Whoosh! You unleash a fly-by-wire missile in one of the industrial zones. There are also normal and heat-seeking missiles to select. You'll need to use them sparingly as ammunition is in short supply.

Missile Command

When launching fly-by-wire missiles in *Assault Rigs*, the player can guide them to their destination.

▼ Lean on me. Some of the VR zones are totally psychedelic, man.

▲ Eat my turret! A close-up from the third-person aerial perspective.

▼ The first-person perspective comes with optional HUD for targeting.

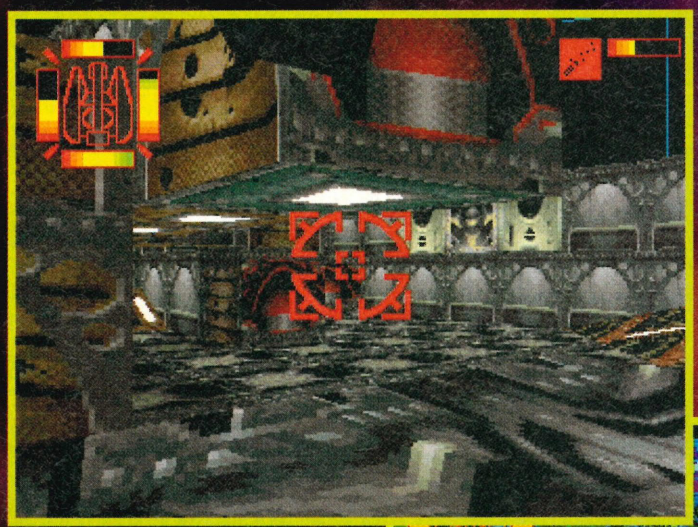
The idea for *Assault Rigs* was triggered in early 1994 as an act of rebellion against the countless 3-D flight sims that were endlessly being churned out. Most of the development team had played the Atari classic *Combat*, which was a hit on the 2600/VCS in the early Eighties. Everybody loved it, but it was the two-player option which was the main attraction. Talks were later held as to how they could improve the game, and transforming it from 2-D into full 3-D was by far the most popular, be it far-fetched, option. Everyone liked the idea of tanks and vast amounts of firepower, and so the team artists went away and developed the look of the game. Influenced by the Disney film Tron, it features state-of-the-art real-time Gouraud shading, texture mapping, light sourcing and a lightning fast frame rate to give the game that hyper-advanced edge.

▲ In the future, perhaps all warfare will be conducted in this sort of virtual reality environment.

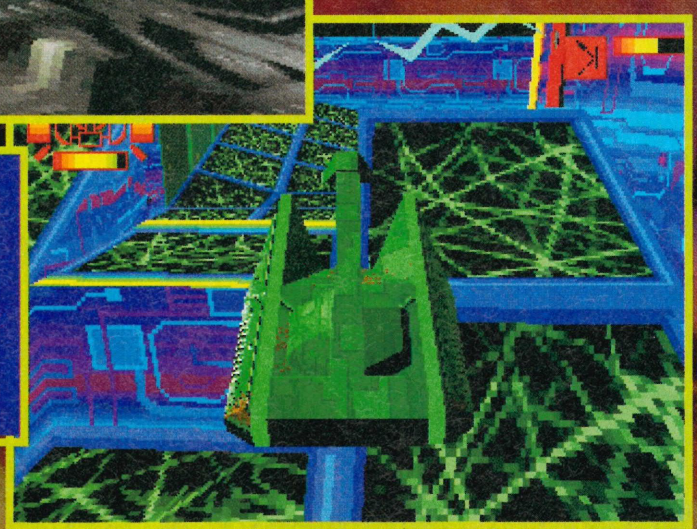
Perhaps the most important area of *Assault Rigs* is the maze design. Whereas the arenas in Cyber Sled were fairly straightforward and packed no real surprises, the arenas in *Assault Rigs* totally blow them away. For a start they are set over many different levels so that the player can actually go up and down ramps to reach other sections. There are also holographic entrances that look like normal segments of wall, but in actual fact lead into hidden weapons-dens or places of sanctuary. Plus there are skyways, trenches, push blocks, elevators, push rods and plenty of enemies to overcome.

The game will feature over 40 huge zones to explore, set in four different graphical environments: Hybrid VR, Industrial, Military, and World At War (using authentic tanks). To conquer these, the player gets a choice of three interactive Rigs to control, each with their own distinct look and feel.

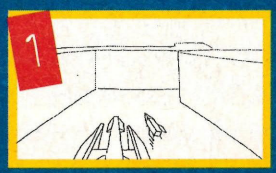
Although its release has now been delayed until late November, *Assault Rigs* is already looking like one of the top titles to spearhead the PlayStation's battle for superconsole supremacy this Christmas.



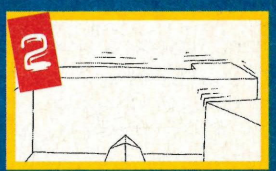
▲ These are the brand-new weapon icons that will be used in the finished game.



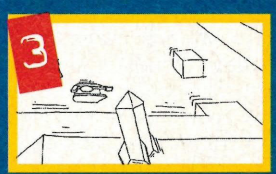
◀ Another scene from one of the VR zones. The fourth graphical style, World At War, is yet to be completed, but it'll feature authentic tanks used in real warfare. And you don't have to join the army.



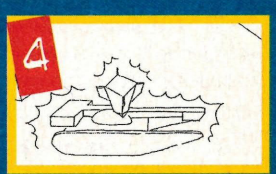
Launch the missile from your desired Rig.



The viewpoint then switches from Rig to that of the missile.



The player then has full control of the missile and must guide it to the enemy Rig.



Once the missile has hit the target or run out of fuel, the action will flick back to the original Rig.

Destruction Derby

As Ryan Butt buckles himself into one of the most eagerly awaited next-generation releases of the year, he asks just one question... "Erm, what's this round thing in front of me for?"

Demolition Modes

The first options screen in *Destruction Derby* offers a choice of four basic game styles:

1.Wreckin' Racing

These take place over a variety of different circuits. You get points for causing opponents to go into a spin (awarded depending on whether they spin 90°, 180° etc) and generally wrecking their vehicles. You'll also get points for crossing the line first, but you'll be better off if you concentrate on the crashing.

2.Stock Car Racing

Just straight racing this one, you earn points for crossing the line and not for collisions – but there aren't any rules to say that you can't engage in the odd battle.

3.Destruction Derby

You race around in an open bowl in an all-out frenzy to be the last driveable car remaining. This is by far the best element of the game for pure adrenaline-pumping bumper-car action.

4.Time Trials

For those that thrive on speed, this option lets you race against the clock without any other cars on the tracks.

▲ As the cars race towards the finish line it's total turmoil.

▼ In the Destruction mode, the aim is simply to smash the other cars up to earn points.

Well, we've thrashed the life out of *Ridge Racer* (with the aid of an Action Replay card – cheers Datel!), chewed up and spat out *Daytona USA* (well it was never as good as *Ridge Racer*, was it?) and now the Games World crew are ready for a fresh new challenge to tax our motoring skills – enter *Destruction Derby*.

Not only is this the most eagerly awaited game of the century (with the other big Psygnosis game, *Wipeout* clawing closely behind), but having now had the opportunity to go for a good ol' bump and grind behind the wheel, it has become apparent that this isn't just another barrel of hype destined for the proverbial cellar of stagnant tripe – no siree. What we've got here is a stunningly innovative surge in technology, for which the Saturn seems to have no retaliating ace in its pack. Another notch up on the PlayStation's scoreboard methinks!

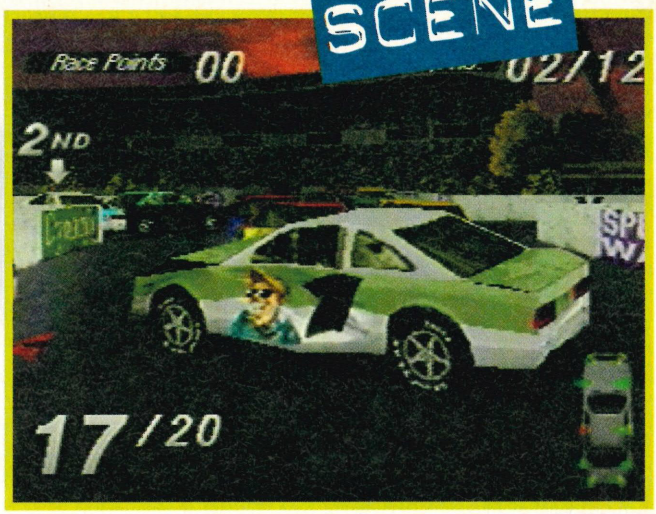
Destruction Derby first cast enthusiastic ripples amongst the computer entertainment industry when early preview screens appeared on promo videos several months ago. Since then the ripples have grown into fully fledged tidal waves after several new features were added and the name underwent something of a rethink. You've probably heard of the game under the early working title of *Demolish 'Em Derby*, but whatever the damn thing's called there's no disguising the fact that it is a driving game, and it involves a great deal of destruction – and that's just the fly on the windscreen.

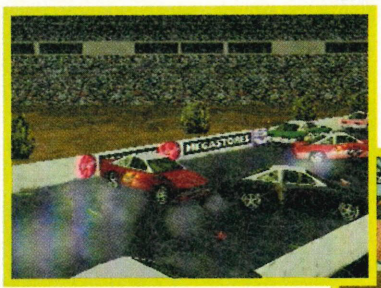
The game brings all the scuffed paint, twisted bonnets, buckled doors and bowed roofs of stock-car racing in full real-time 3-D to the comfort of your sitting room or the degradation of your bedroom. The main difference between stock-car racing and conventional racing is that driving recklessly with as little care and attention as possible is actually a major advantage – you job isn't just to win races, but to create as much mayhem en route as is humanly possible without being called Mark Pilkington (Paragon's own M25 fender-bender!). There are no rules nor restrictions; you just cruise out into the battle ground, put your pedal to the floor and take out as many muthas as possible whilst still managing to retain a standing in the race without completely trashing your motor.

▶ Well that's buggered your headlights up! As the bottom-right indicator shows, though, you haven't done serious damage to your car. So spin it round and carry on.

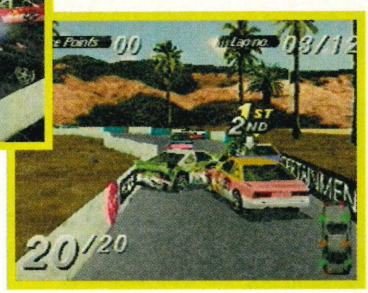
■ Psygnosis ■ PlayStation ■ £TBA ■ 1 CD ■ September

ction erboy



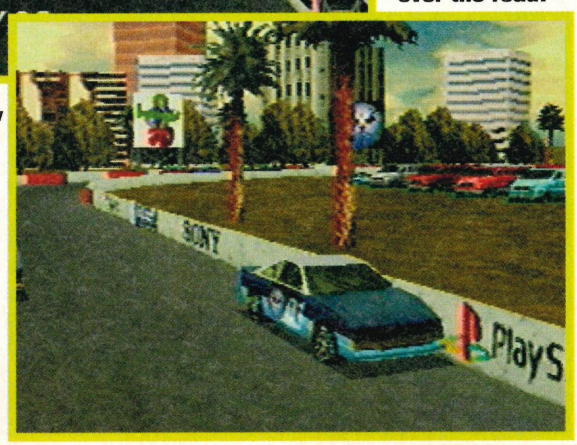


▼ Whoops. Too many cars try to squeeze through a narrow chicane.



▲ It's complete carnage as the cars pile into a corner. Smoke is already pouring from your radiator – a few more hits to the front and you'll be out of the race.

◄ There's no giving way at the crossroads on this track – it's just a case of smashing your way through the traffic! This time you're unlucky and are spun back into the barrier, debris flying all over the road.



▶ Somehow you've escaped the terrible traffic and have got a clear run down the straight. Chances are it won't be like that for long, though.

Race Against The Machine

Once you've selected your basic game mode, you'll then have to choose the type of race you wish to enter:

1.Practice

It's sometimes a good measure to practise the tracks before you embark on the competitive matches. This allows you to suss-out where the best places to pile up and break away can be found.

2.Championship

Players enter a divisional league to race for promotion. You start at the ass-end of division five and then challenge four other drivers over six races. The top-ranked driver in each division at the end of the season will be promoted to the next. Each new season brings new courses, night-time stages and reversed tracks. Watch out because if you don't make the mark, you could be demoted.

3.Multiplayer

Up to 20 players enter their names and compete (separately) in one large league table. Players can race over as many seasons as they like and the winner, obviously, is the player at the top of the scale.

4.Duel

The player competes against one other player to test their wrecking skills without other cars getting in the way. This can be played with the link-up cable to race against a mate.

5.Team Pairs

This can only be played in link-up mode. Up to 40 players can enter in teams of two. Over each race, you and your partner work together to accumulate points and generally help each other out of trouble.

6.Total Destruction

This is played in one-player mode inside a bowl. The test starts with all cars lined up facing yours and then when the go-ahead is given they all surge towards you. The idea is to survive for as long as possible. Simple as that!

7.Tag

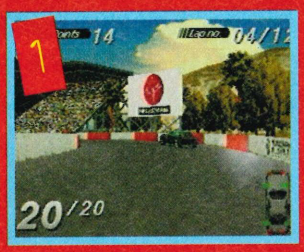
As the name suggests, you or player two is 'It' and the idea is to tag each other so that all the other cars chase whoever is tagged. Good clean fun.

PLAYSTATION

Destruction Derby

View To A Prang

Destruction Derby lets you zoom the camera in and out to watch from various viewpoints...

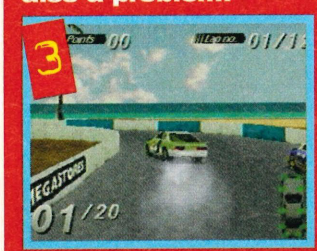


1.In-Car View

This is probably the most manageable view to race in, but when you get caught in them pile-ups you won't see who the hell is ramming you.

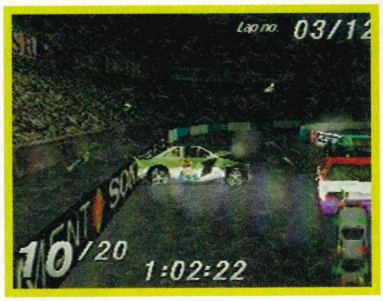
2.Close View

This views the action from close-in behind the bonnet of your car. When using this angle the cars are fabulously big, but seeing around you is also a problem.



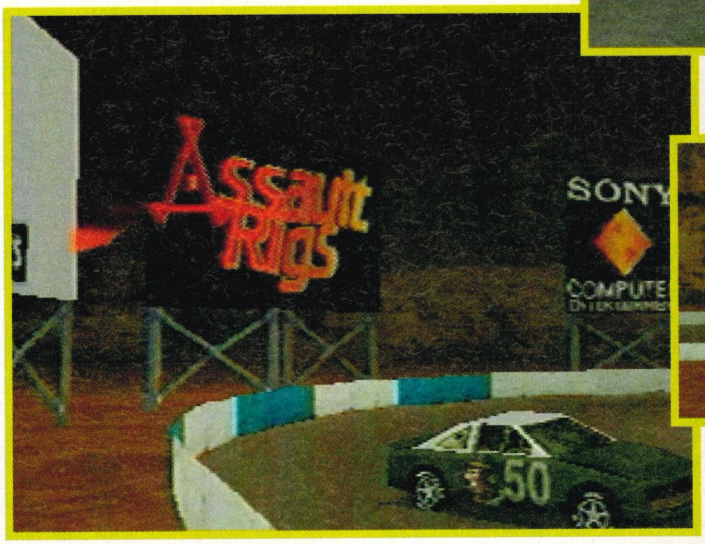
3.Far View

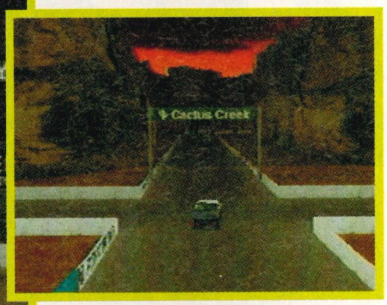
This is more like it. Viewed from afar, you see everything that's going on from a safe distance without getting showered with shrapnel. Control can be a problem though.



Smoke and metal fill the air as your car is once again battered against the barrier. Your right side is badly damaged, so try and avoid getting hit there or you'll be wrecked.

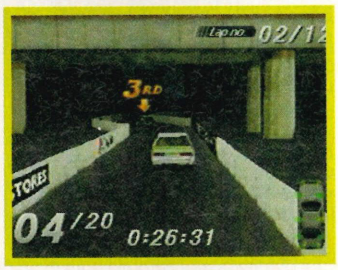
Trashing cars is far more exciting than drifting along in a hot air balloon.



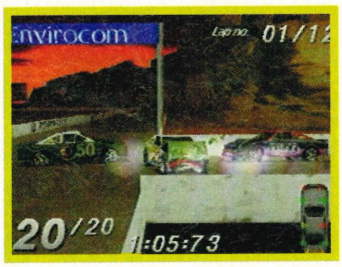


For once it's all quiet on the crossroads at Cactus Creek – perhaps all the other cars have been wrecked!

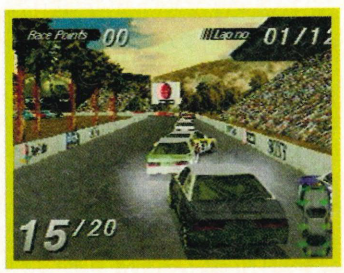
For a more exhilarating view of the carnage, check out the first-person view from inside the car. Your in first position with a clear track ahead.



As you motor underneath a bridge, you can see the third-place car up ahead. Put your foot down to overtake – or better still, smash him into the side wall.

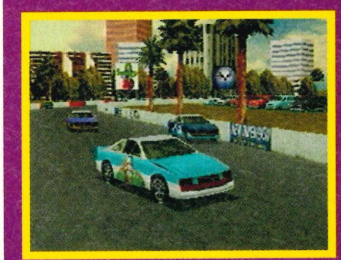


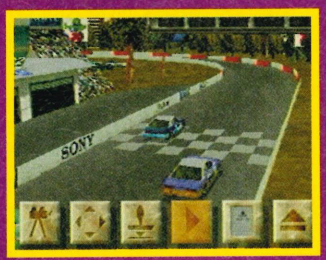
Thwack! Your car gets sandwiched between two rivals at the crossroads – no wonder you're in last place.



A long line of cars zoom down the straight – what's the betting they'll all pile up at the end of it?

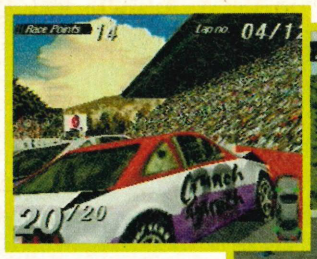
Action Replay





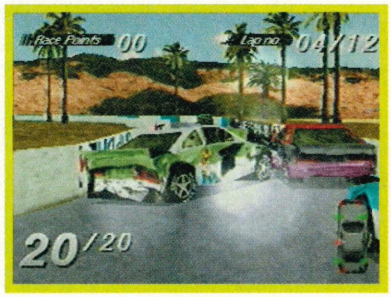
Tarantino Time

One of the more novel aspects of Destruction Derby – and a means of using spare disc space – is the action replay option. This allows you to capture snippets of your previous race, alter the angle – zooming in and rotating if need be, and then splice then all together in one long action-packed sequence. If you're particularly proud of your work you can save reams of them onto PlayStation memory cards and keep them as a record of your best-ever races. Let's go to work!



▲ You can zoom the view in to get even closer to the destruction on the track. It's harder to see what's around you, though.

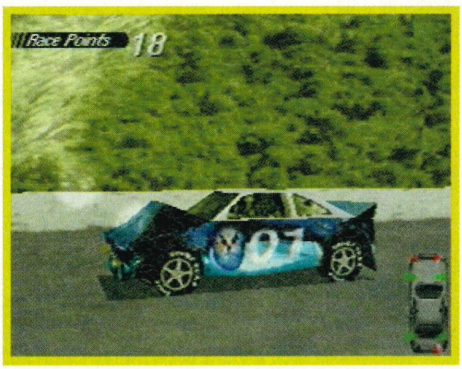
◀ In the Destruction bowl, the cars all head into the middle for a massive smash.



◀ It's crunch time s two cars both go for a tight gap. You haven't yet earned any race points and your car is already looking like something out of the scrap yard.

To monitor how much damage you sustain during the races, a diagram in the corner indicates which areas are the worse off, and then the idea is to counterbalance the troubled areas by ploughing in with the less battered parts. For example, if your engine has taken a hammering and the radiator is on the verge of exploding, what do you do? One more hit could end the race and so the only way to go on for glory is to drive the remainder of the race in reverse! This may sound weird but in the crazy, carnage-stricken world of stock-car racing this is a regular occurrence.

▼ Your bonnet is crumpled in two and smoke is pouring from your engine – one more hit and it's race over.



Destruction Derby boasts an amazing array of options including two-player link-up and four different modes of play (see boxout) which branch into a further set of hefty options and assorted races. There's also an abundance of tracks to trash about on which utilise the PlayStation's capabilities to breaking point – if you thought the frame rate on *Ridge Racer* was impressive, take a look at this baby!

By far the most impressive aspect of the game, though, is the amount of cars on screen at one time – 20 in total including yours, all of which home in on you like ravenous predators and pile in for mass destruction. As the vehicles collide, fragments of body shell spew off in all directions and smoke gushes from the various cars that have been wounded in battle. Close examination also indicates caved-in fronts and rears and severely dented doors which will never open again. This all goes to convey the attention to detail and realism that is such a major selling point of this game.

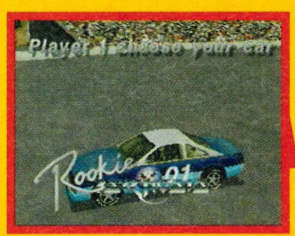
With games such as *Destruction Derby* and the aforementioned *Wipeout* spearheading the launch of Sony's next-gen dream machine in September, only a fool would bet against the PlayStation to clean up the 32-bit market this Christmas. Yo-ho-ho!

Class Cars

There are three different skill levels in Destruction Derby which are reflected in the cars that you race with. Take a look at the stats and decide if you're a racing wizard like Damon Hill, or a has-been.

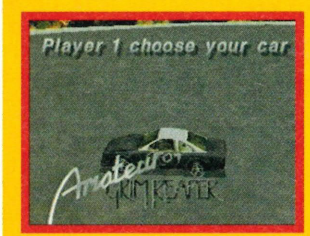
1.Rookie

This car is very sturdy and durable in times of need, but speed and handling can be a problem – especially if you've taken a few knocks.



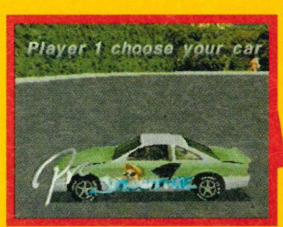
2.Amateur

A pretty good all-rounder: fast, furious and can handle itself in a crisis. This is your best bet for trashing opponents and winning races.



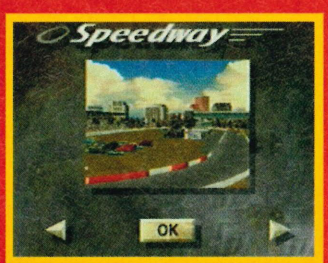
3.Pro

You're messin' with the big boys now. This state-of-the-art viper can go like the wind, but if you fail to break away from the pack, it'll crumple like a paper hammer.



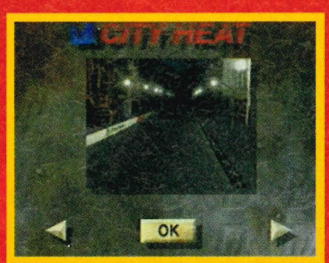
Track Meets

There are six different tracks to race, each catering for different drivers, be they flat-out racers or all-in thrashers. Only four are finished so far...



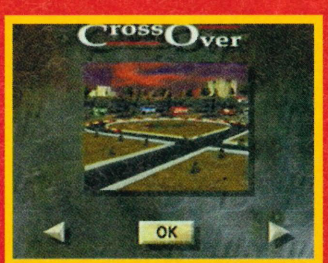
1.Speedway

As the name suggests this track is ideal for speeding straight for the line without running into trouble.



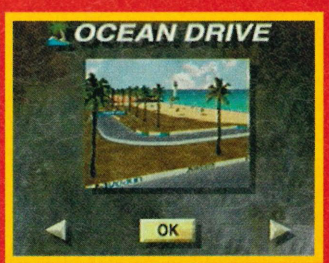
2.City Heat

This is for the skilled driver that can go like the wind and take out competitors at the same time.



3.Cross Over

If mass pile-ups are your forte then look no further than this course for head-on collisions aplenty.



4.Ocean Drive

More of the same thing here only with picturesque beaches to look at. Some twists of the track are especially thin so watch yourself.

wipeo

Psygnosis ■ PlayStation

You may have seen something similar, but nothing faster or more exhilarating could have prepared you for *Wipeout*, as Simon Lovell found out...

Now I've played a lot of speedy games in my time. Ones that thrilled me, saddened me, or just gave me the buzz to go in search of something better. One minute you're playing something that knocks your socks off; next something comes along and kicks its butt clear into orbit.

Psygnosis certainly seem to have produced the ultimate racer with *Wipeout*, a game that surfs the waves of next-generation technology, puts a new meaning to 'crème de la crème' and may just pop the cherry on the bun... We're talking about a game that could take the world by storm! The general idea may be a tad simple, but it's the pure adrenaline that will get you twisting and turning the poor PlayStation buttons until you collide full-on with a wall.

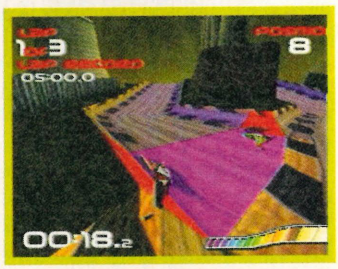
In the Anti-Gravity racing league, the future-sport of Formula 3600 sets to make any slowcoach very terrified indeed. There are two championship classes to choose from – Venom and the even faster Rapier – along with four different racing teams (see boxout). Each championship is played out over six mind-blowing tracks, in superb texture-mapped 3-D and running at an incredible 30 frames per second. They're real roller-coaster-style affairs with sharp banked bends and even ramps to leap over gaps in the track – miss the other side and you'll lose valuable time being lifted back on the course.

On some tracks there are also forks in the road, giving you a choice between a faster route or one packed with useful weapon power-ups. The latter are essential to return fire against computer rivals who won't hesitate to play dirty with missiles, rockets and mines. However, only one power-up can be used at a time and rather than blowing up the opposition, the aim is simply to slow them down so you can overtake – this ain't *Destruction Derby*, you know.

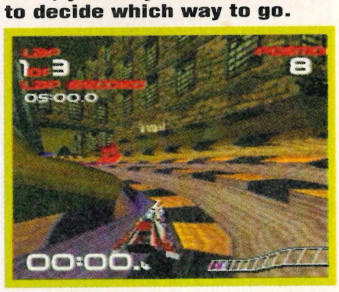
▼ **It's the final lap of three and you're hammering down a straight at top speed – shown by the gauge in the bottom-right corner. You'll have to go some to improve on seventh position, though.**

Before you stand a chance of winning races, you need to master control of your ship. As it's suspended magnetically above the track, it handles completely differently to a standard car on a road. To help you negotiate tight hair-pin bends, the top buttons on the PlayStation pad activate air brakes – producing the futuristic equivalent of a hand-brake turn! All the tracks can also be practised in the time trial mode, where you can set lap records with no rivals to worry about.

By linking up two PlayStations you can even race head to head against a buddy. Psygnosis eschewed the type of split-screen two-player option seen in games such as the Saturn's *Gran Chaser* as they would have had to compromise on graphical detail and speed. Instead their in-house programming team have gone all-out to produce one of the smoothest and fastest racers ever seen. Prepare to be thrilled when it's released simultaneously with the PlayStation's launch this September.



▲ **Zooming up to a fork in the road, you only have a moment to decide which way to go.**



On The Right Track

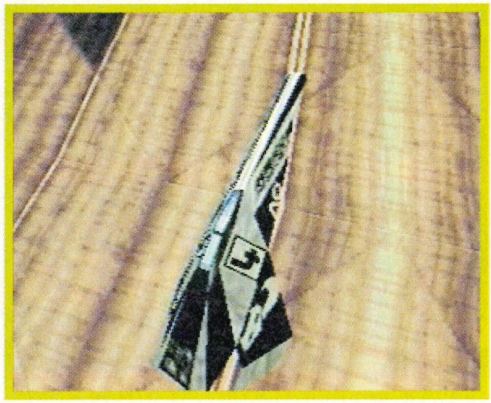
There are six different tracks to race on plus, according to Psygnosis, one hidden one. Shown here is an overhead map of the Korodera course, complete with ramps to fly over gaps in the track and forks in the road to choose different routes.

Screen SCENE

Shooting down a long straight, you've just picked up a turbo power-up to make you go even faster!

...ub

£TBA ■ 1CD ■ September



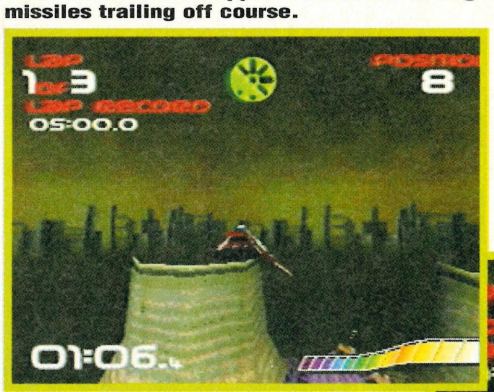
Zooming over a gap in the track, you should have enough momentum to land on the other side.

Learning to control your craft takes a while as the steering is very sensitive. Here you're leaning right over to go round a banked bend. Currently armed with mines, you can drop them in your rivals' path.

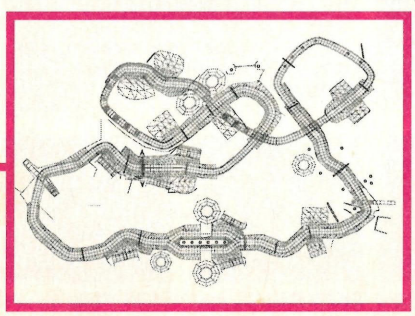
The flares are a good defensive power-up – fire them to send opponents' heat-seeking missiles trailing off course.

As you bank round a tricky 'S' bend, you've picked up a shield to deflect attacks.

You need to go over that green patch on the track to pick up another power-up. You're currently holding the Negmag icon which reverses your opponent's controls!



Some of the tracks feature long winding tunnels to race through – don't bang into the sides.



Racing down a trench at blistering speed, you can zap rivals with your electro-bolts.

PLAYSTATION

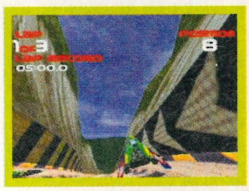
wipEout

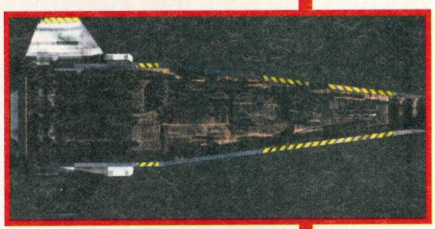
Two-man Teams

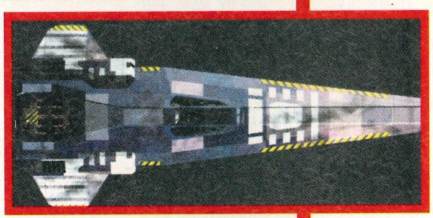
The four racing teams each have their own unique vehicles – the same model being piloted by two team-mates, identified by different colour schemes. Each vehicle type has pros and cons: some have better speed and acceleration while others boast improved armour to protect against enemy weapons.

Various colour-coded power-up panels are scattered around the tracks. This green one will give you mines when you fly over it.

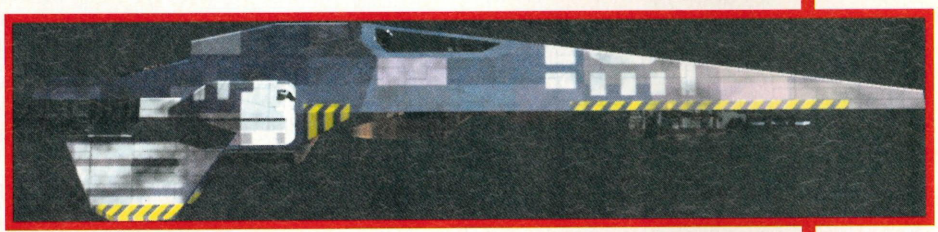
You can zoom the view right in for an even more exhilarating first-person perspective of the action.



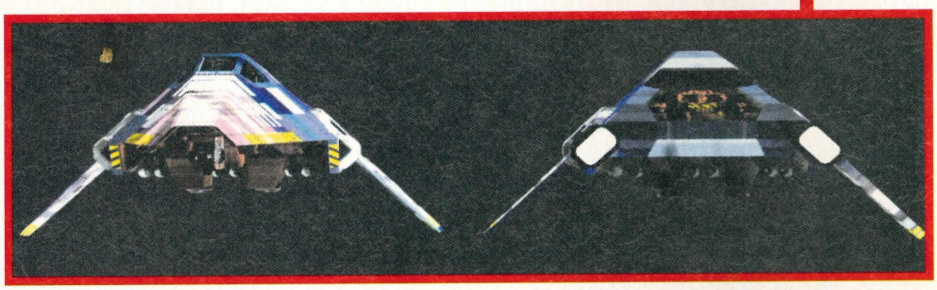




It's 'make your mind up' time: which route will you choose at this fork in the road?



As you prepare to fly into another twisty tunnel, a blue power-up panel looms on the road ahead.



Oi, didn't anyone ever tell you never to overtake on the brow of a hill?!

Water, water everywhere, nor any... Er, where's the road disappeared to?

Choose Your Weapon

By gliding over the special coloured squares on the track, you can activate turbo-boosts and collect various power-ups. Weapons such as mines and missiles will stop opponents in their tracks, while shields protect you from retaliation.

The logos for these, along with the game's front end, have been created by The Designers' Republic, famous for their work on album covers for the likes of Pop Will Eat Itself and The Shamen. The pop connection extends to the game's music which includes special tracks by Orbital and Leftfield.

ELECTRO-BOLT

MINES

HEAT-SEEKERS

SHIELDS

ECM-POD

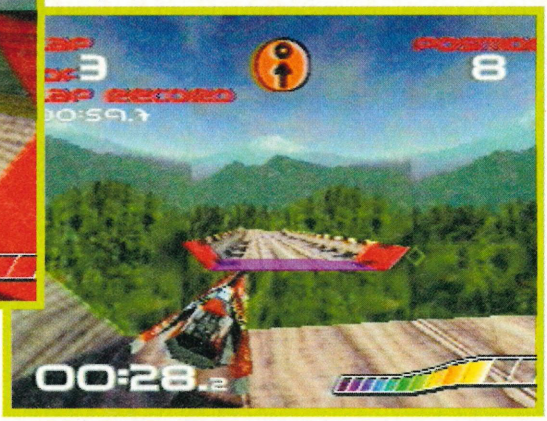
Screen SCENE

This yellow panel will give you an ECM-Pod power-up. Apparently this will only be of use in the two-player link-up game.

Warm-Up Lap

As in most CD games these days, a rendered intro sequence shows the racers zooming around the track from various angles...

Blimey, I bet Damon Hill doesn't have to put up with gaps in the track. Get ready to leap over to the other side.



The texture-mapped tracks in *Wipeout* look superb. What you can't tell from these screenshots is how flippin' fast they move – the speed is incredible.

Don't worry about speed cameras on bridges – it's full throttle all the way in this game.

A fly-past in another scene from the intro.

Coming up for a grandstand finish... or rather trailing in last place on the first lap.

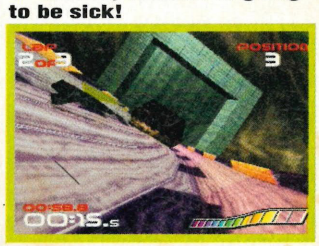
FLARES

NEGMAG

TURBO

The vehicles line up on the grid at the start of a race.

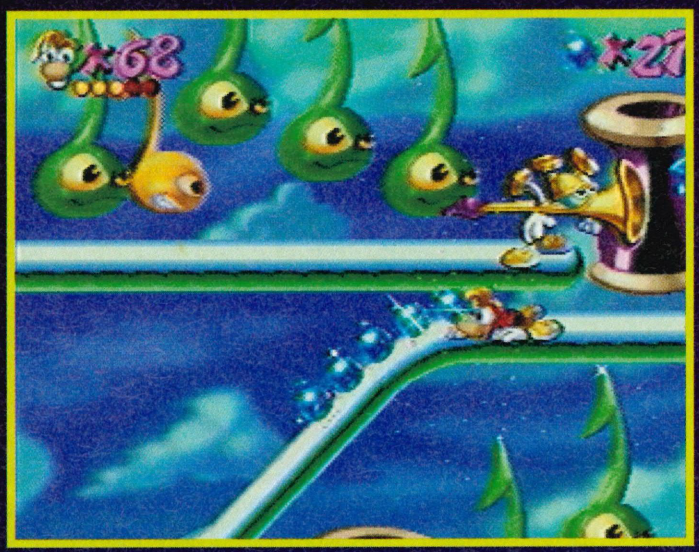
Whoah, I think I'm going to be sick!

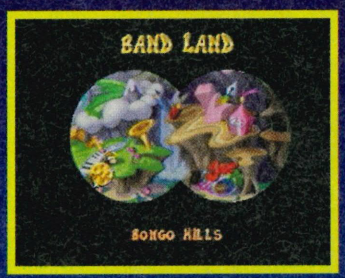


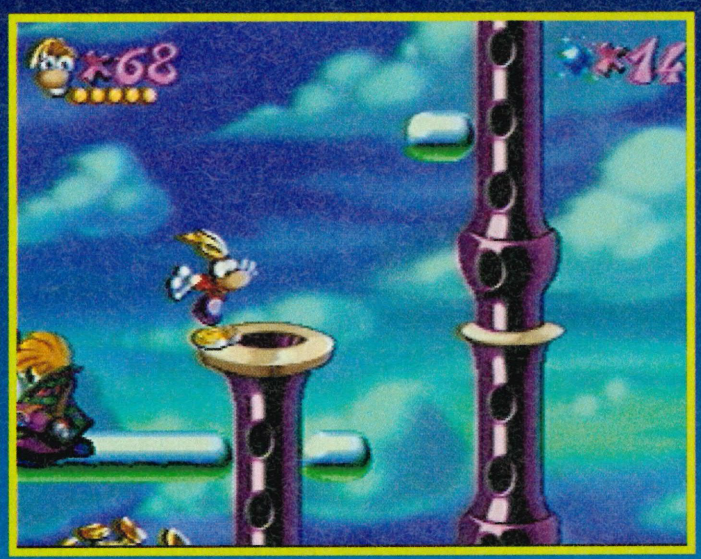
Ubi Soft ■ PlayStation ■ £TBA ■ 1 CD ■ September

RAYM

Who is he? What is he? Where does he come from? Ryan Butt grabs a mike and sets out to find out more about the silly-looking dweebo, Rayman.







▲ Rayman teeters on the edge of a giant recorder pipe in a musically themed stage.

Welcome to the flowery, tranquil, peaceful world of Rayman, where people and nature live hand in hand together in perfect harmony – sounds good ya!

However, one day, the evil Mr Dark steals the Great Protoon and... scrreeech! Hang on a second, what in the name of Elvis's nappy is a Great Protoon? Apparently it is the thing that provides and maintains the harmony and balance within the world, but to us it sounds like just another hastily thought-out platform plot that stands as much chance of floating in the ocean of credibility as a lead dolphin.

Anyway, when Mr Dark nicked this Protoon thing he defeated the rock 'ard fairy Betilla who was supposed to be protecting it. And, get this, the Electoons (hahaha!) who used to gravitate around the Protoon have been scattered far and wide throughout the land. Now, ahem, let us guess what Rayman has to do!

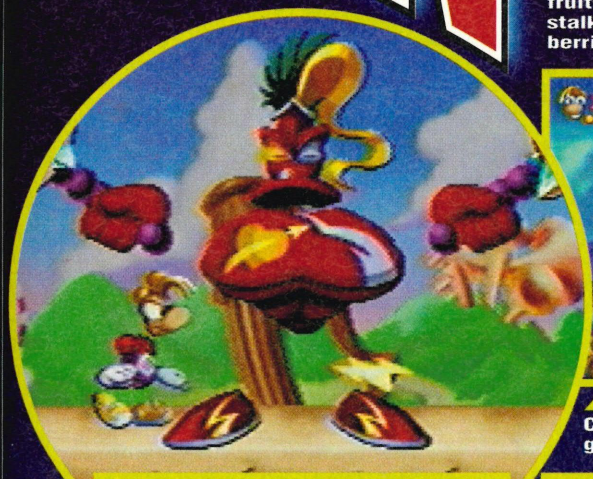
Yup, he has to scale the world in search of the pesky things. There are loads of levels to explore, each one containing six Electoons to be freed. Every now again, Betilla will appear on the scene to give Rayman a new power, which include the ability to punch, cling, crawl and fly. All come in handy for the forthcoming levels. Plus, if there are Electoons on earlier levels that were previously inaccessible, with your new-found power you should be able to return and rescue them – how's that for nonlinear gameplay?

Games WATCH

Mosquito Net

There are many big bosses encountered on Rayman's travels. This giant mosquito-type creature attacks our hero early on, rocketing across the screen to spike him. However, when defeated, he's befriended by Rayman who then gets to ride him in a side-scrolling section.

▲ Leaping through a thick forest stage, Rayman finds some purple fruits. By punching them off their stalks he can use them these bouncing berries as platforms.



▲ Rayman drums up some support. Collect 100 of those little blue gems to earn an extra life.

GOAL S

After the league-topping *International Superstar Soccer*, Konami kick off with their debut PlayStation footy game. Phil King blows the whistle...

With Japan's creditable performance in the recent Umbro Cup (they were so unlucky against England!), they proved they know a thing or two about football. But then anyone who's played Konami's superlative *International Superstar Soccer* will already have realised this. And now they're applying the same silky soccer skills to Sony's 32-bit superconsole.

However, *Goal Storm* is not the sequel to *ISS* – that's coming this autumn on SNES – but a conversion of Konami's latest soccer coin-op due to hit the UK arcades very soon. In Japan it's known as *J League Winning 11* (from which these shots were taken) and includes all those 'well-known' Japanese teams and players. The good news is that these will be replaced by top international sides for the European version.

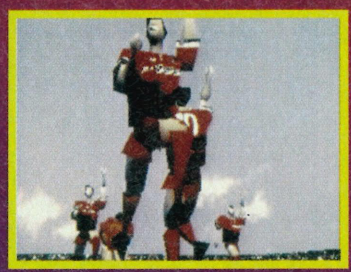
As in the Saturn's *Victory Goal*, you can swing the camera around to view the polygon players from various angles and distances. Hopefully the gameplay should be a bit better than in that title, though. To make play as instinctive as possible, only three buttons will be used to control the players, but you'll be still be able to do swerving shots, headers, passes and two types of tackle. And if you don't like one of the ref's decisions, you can even wallop him – don't expect to stay on the field though!

It's Antlers against S-Pulse! Thankfully the European version will have international teams.

The ref reaches in his pocket to book someone for a bad foul.

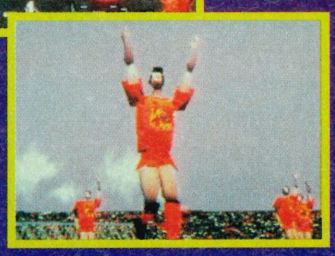
The keeper jumps up to make an easy catch.

The animation is very realistic as the players go in for crunching sliding tackles – pity he missed the ball!

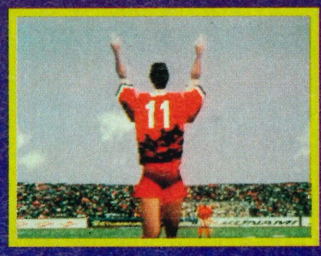


The players celebrate another goal by punching the air with delight.

When there's a free kick near the penalty area, the defenders form a wall to try and block your shot. Try swerving it round them.



Either the number eleven's celebrating another goal or he's trying to take a throw-in without the ball! Now that's just being daft, Brian.



Konami ■ PlayStation ■ £TBA ■ 1 CD ■ October

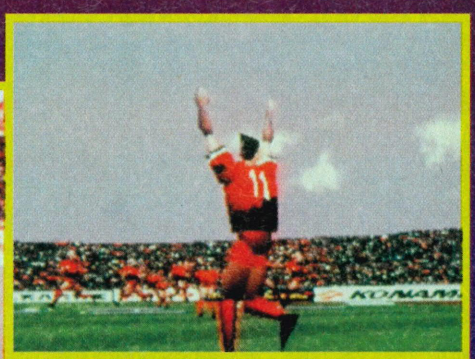
STORM

▼ With just over five minutes left on the clock, a throw-in's about to be taken.

◀ After skilfully dribbling past the defenders this striker's one on one with the keeper. He'll need a steady nerve to slot it into the net from here, Ron. He's only got a split-second to make up his mind where to put it – and if he misses he'll look a right pillock.

▼ There are no holds barred as two polygon players go for the ball. The camera zooms in to get a close-up view of this exciting midfield battle. Nice one.

▲ One of the golden rules is 'don't much about in defence – clear it.'



▼ This guy's getting away from you, but don't be tempted to tackle him from behind – you could well get a booked or even sent off. It just isn't worth the risk.

▲ 'Ere, it's that number eleven again with his arms in the air. I'm telling you, Brian, this geezer's a bit dodgy.

◀ Pull someone down in the box and the ref's likely to award a penalty – unless he's blind and doesn't see it!

As hundreds of Lemmings fall onto the PlayStation, Phil King sees them splat in glorious 3-D. Oh no!

Lemmings 3D

Psygnosis ■ PlayStation ■ £TBA ■ 1 CD ■ September

Once upon a time, those lovable Lemmings were tiny sprites on simple 2-D screens. But with the advent of high-powered superconsoles, they've taken the giant leap into three dimensions. On PlayStation, as on PC CD-ROM, the texture-mapped levels can be viewed from any angle. Most ingenious of all is the Lemmingcam that lets you see the world through the eyes of a Lemming – the view even wobbles realistically as he walks along!

As well as looking great, the new graphics add an extra dimension to the gameplay. However, to make sure it never gets too complicated, Psygnosis have reduced the number of skills you can assign the Lemmings as you try to keep them alive. Instead of the 50 or so fancy ones seen in *Lemmings 2*, it's back to the standard blockers, climbers, floaters and builders of the first game.

This 'back to basics' approach relies more on the fiendishly puzzling 3-D level designs to keep you hooked, rather than a Lemmingload of novel abilities – Icarus wings, who needs 'em?

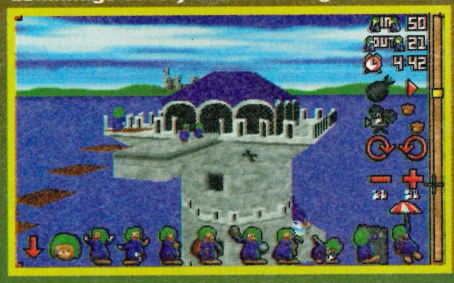
▲ King and Queen Lemming tuck into a banquet on one of the many rendered intro screens.

▼ It's more than three steps to heaven as the Lemmings walk up a stairway to freedom.

▲ The Lemmings leap over a gap in an icy landscape. Blimey, there's hundreds of the little critters.

▼ These tricky 3-D levels will have your brain hurting!

▼ "I'm the king of the castle!" The Lemmings safely reach their goal.



▼ After building a staircase, your Lemmings reach the ramparts.

▲ When the Lemmings get their own ship, you just know they're going to try and go overboard.

NEXT Generation

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

UK Goldstar 3DO £CALL
Fifa Int. Soccer, leads and 1 Controller
£ CALL FOR BEST PRICE

UK Panasonic 3DO inc. Starblade, 1 Controller and Leads
£ CALL FOR BEST PRICE

Biosfear	£Call
Ballz-The Directors	£Call
Demolition Man	£32.95
Doom	£CALL
Fifa Int. Soccer	£29.95
Flying Nightmares	£CALL
Foaes of All	£CALL
Gex	£37.95
Killing Time	£CALL
Rebel Assault	£38.95
Return Fire	£39.95
Slam 'n' Jam	£38.95
Syndicate	£38.95
Space Hulk	£38.95
The Need for Speed	£38.95

Sega Saturn

UK SEGA SATURN INC. VIRTUA FIGHTERS + 1 JOYPAD PSU AND SCART LEAD £389.95

UK Clockwork Knight	£35.95
UK Datona USA	£48.95
UK Panzer Dragon	£48.95
UK Pebble Beach Golf	£39.95
UK Victory Goal	£39.95

RING FOR LATEST TITLES

SONY PLAYSTATION

SONY PLAYSTATION CALL FOR PRICE

MEGA DRIVE

SUPER NINTENDO

JAGUAR

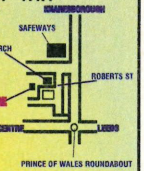
ATARI JAGUAR INC CYBERMORPH & 1 JOYPAD + RF LEAD LIMITED OFFER £120.00

ATARI JAGUAR CD ROM AND BLUE LIGHTNING £145.95

AVAILABLE AUG/SEP

Jag Link Cable	£18.95
Jag Joypad	£19.95
Jag Scart Cable	£9.95
Checkered Flag	£32.95
Cannon Fodder	£42.95
Doom	£49.95
Dragon Bruce Lee	£46.95
Fight For Life	£44.95
Syndicate	£44.95
Sensible Soccer	£49.95
Wolfenstein 3D	£43.99

Many More Titles in Stock



AMIGA

PC CD ROM

Prices Correct at Time of Printing Please ring to confirm

Postage	£1.20
Hardware	£5.00
NEXT DAY DELIVERY	£8.00

More Hardware & Software Available
ALL PRICES INC VAT

Please Note We Have Moved To Shop Premises Callers Now Welcome

MAIL ORDER

VIDEO GAME CENTRE

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

SATURN

UNIVERSAL ADAPTOR	39.99
V. FIGHTER REMIX	49.99
SHINOBI X	59.99
PANZER DRAGOON	59.99
3D PINBALL	64.99
GRAN CHASER	59.99
PARODIUS	64.99
BATTLE MONSTERS	59.99

3DO

SPACE HULK	39.99
WING COMMANDER III	44.99
SYNDICATE	39.99
PANZER GENERAL	39.99
FLYING NIGHTMARES	39.99
THEME PARK	39.99
DEMOLITION MAN	24.99
B BUTTON JOYPAD	24.99

PLAYSTATION

ACE COMBAT	79.99
GUNDAM	19.99
AQUANAUTS	79.99
ARC THE LAD	89.99
TEKKEN	79.99
JUMPING FLASH	69.99
MEMORY CARDS	29.99
SONY JOYPADS	39.99

JAGUAR

BURN OUT	49.99
PINBALL FANTASIES	49.99
SYNDICATE	39.99
THEME PARK	39.99
TEMPEST 2000	29.99
WOLFENSTEIN 3D	29.99

MEGADRIVE/CD

LUNAR II CD (USA)	49.99
PHANTASY STAR IV (USA)	74.99
FIFA 95	29.99
PGA GOLF III	29.99
URBAN STRIKE	29.99
SURGICAL STRIKE (CD)	39.99

SUPER NES

EARTHBOUND	64.99
FINAL FANTASY II OR III	64.99
OGRE BATTLE	54.99
HAGANE	54.99
LADYSTALKER (JAP)	64.99
YOSHI' ISLAND (JAP)	CALL

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

£420 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

- SEGA XS
- SUPER GAMER
- SEGA PRO
- GAMES WORLD: THE MAGAZINE
- 3DO MAGAZINE
- AMIGA CD32 GAMER
- MEGA POWER
- PC POWER
- PC TACTIX
- PC BUYER
- INTERNET & COMMS TODAY
- NET USER
- CD-ROM & PC KIDS
- CD-ROM USER
- CD-ROM GAMES
- CD-ROM PC OFFICE

CALL
01202 299900
or Fax
01202 299955

TELEGAMES

SPECIAL LYNX OFFER FREE GAME WITH EACH LYNX BOUGHT CHOOSE FROM - ISHIDO, SHANGHAI, BASKETBRAWL, ZARLOUR MERCENARY, PINBALL

ONE OF THE WORLD'S OLDEST AND LARGEST VIDEO GAME SPECIALISTS

ALL THE NEW JAG TITLES IN STOCK NOW

£27.99

BUY ANY ONE OF THE ABOVE JAG GAMES FOR £50 ANY 2 FOR £75 ALL THREE FOR £95 LIMITED OFFER

ATARI 2600 + 7800
LOADS OF NEW GAMES AND ACCESSORIES - SPECIAL PRICES

Games from £9.99

THE BEST COLOUR Hand Held Console Ever!

THE **ATARI LYNX II** for only

Great Games Galore

Including these great titles

'Bubble Trouble'

The game is centred around a scientist called Travis. You are Travis, arriving in a world built of bubbles. Travis is luckily rescued by a friendly denizen of this bubble world , one of the rare free floating air bubbles. This is able to help him from the hostile environment. The only hope of survivial is to find the right radioactive deposits that will allow Travis to go home again.
Travis can wander around a level freely to search for the deposits that will send him home.There are 5 sections where radioactive deposits before he can be found. Travis must traverse each level, to waste the energy to jump to the next section. When all the deposit have been collected the level fades away as Travis teleports into the unknown

We have -COLECOVISION GAME BOY - SUPER NINTENDO- SATURN - JAGUAR - GAME-GEAR - INTELVISION - MASTERSYSTEM - 32X - MEGA CD - PLAYSTATION - MEGADRIVE - NEO CD - 3DO - FAMICOM ETC

Access VISA

TELEGAMES

WIGSTON, LEICESTER, LE18 3TE
TELEPHONE :(0116) 288 0445/ 281 3606
FAX: (0116) 281 3437

Send SAE for lists- state make of game req

JVC ■ Saturn ■ £TBA ■ 1 CD ■ September

JVC

Get ready to rumble as JVC's heavyweight contender for the boxing crown enters the ring. Phil King hits the canvas...

Combining *Virtua Fighter*-style 3-D graphics with skilful gameplay, *JVC Boxing* aims to catch that exhilarating big fight atmosphere. For added impact, the polygon fighters can be viewed from positions both inside and outside of the ropes – and each round replayed from alternative angles.

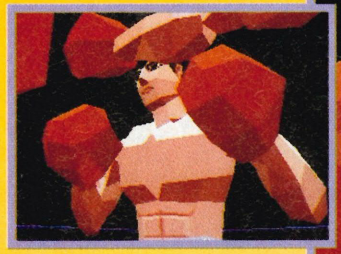
As well as standard hooks, jabs and uppercuts, each fighter has a total of 17 different 'special weapons', including combinations and defensive techniques. To evade punches, you can duck, sway and guard different areas of your body. And if you're feeling cocky, why not taunt your opponent with a bit of showboating?

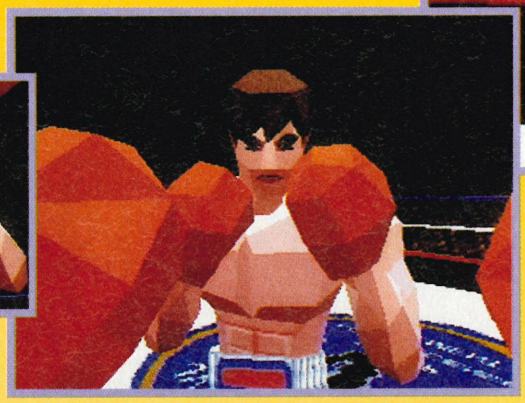
The game won't just rely on glitzy graphics and arcade action, though – it's a serious simulation packed with options. You can even create your own boxer from scratch, selecting from 15 faces, five body types, six weight classes and several different fighting styles. Up to ten fighters can be saved for later use, including the two-player game where you can take on your mates' boxers!

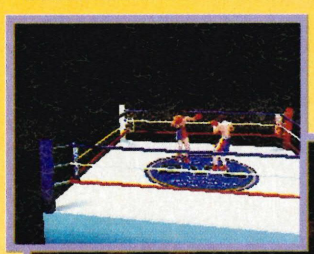
Alternatively, try your hand at the Championship, working your way up the rankings from number 31 by beating CPU opponents – including four female fighters! But before stepping in the ring you'll need to improve your skills by sparring or training on punch ball, sandbag and skipping rope. Remember, 'no pain no gain'!

▼ Nice try, but a whiff of your armpit won't knock out these tough computer opponents.

▼ The view zooms in to show the blow-by-blow action. Feel the power.



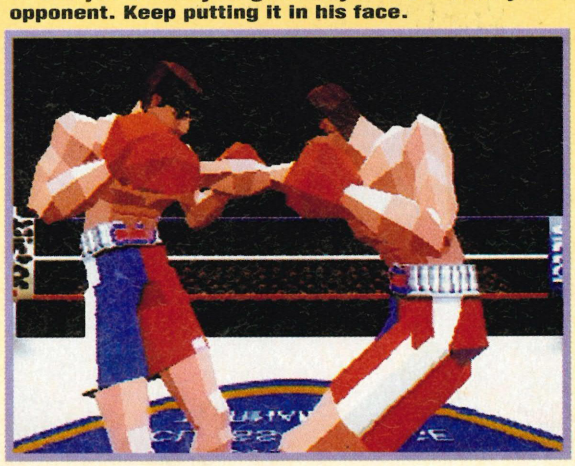




▲ Select the first-person perspective and it feels like you're really in the ring.

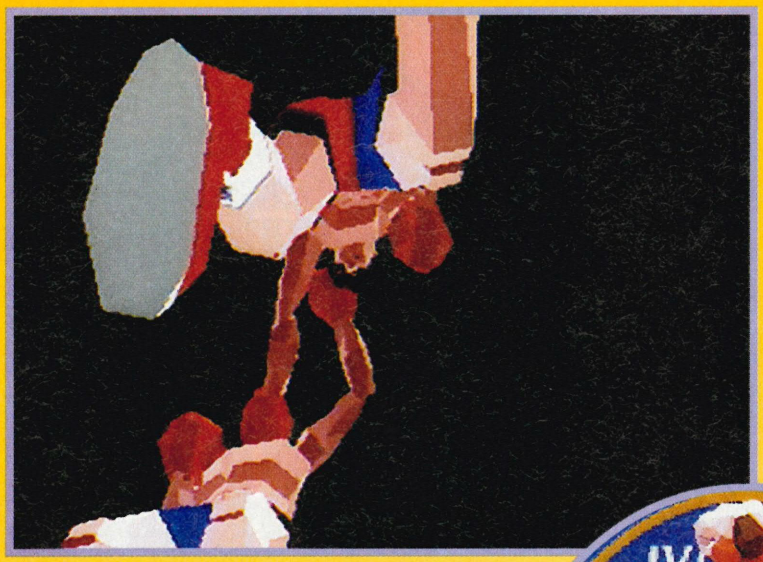
▼ A ringside seat costs you no more than any other view. Now how's that for value?

▼ The jab is always a good way to wear down your opponent. Keep putting it in his face.



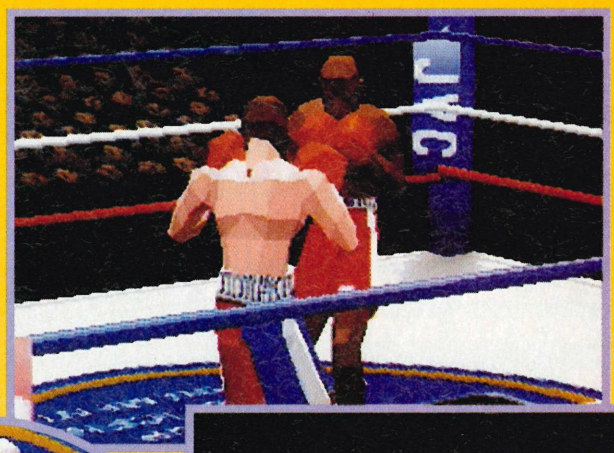
▲ As in real boxing, you need to avoid getting trapped in the corner or you may well get hammered against the ropes.

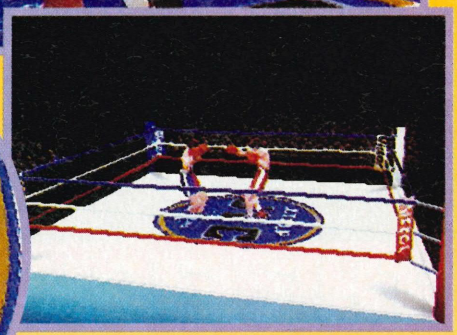
BOXING



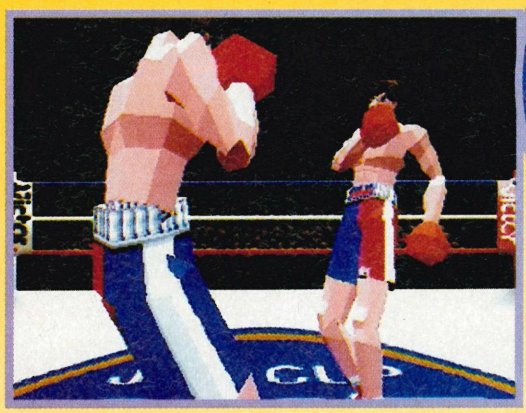
▲ How's this for a revolutionary new view? I bet you never see this camera angle on 'Big Fight Night' – unless they get a glass floor!

▼ This bald bloke looks a bit like the legendary Marvin Hagler. Each fighter has a different boxing style – with unique and highly realistic animation.





▲ Zoom the camera out to view the whole ring – you can't see much action from here though.



▼ This bird's-eye view clearly shows the fighters' movements all around the ring. See them dance like butterflies and sting like bees. Hmm, that sounds familiar.

▲ Test your rival's chin with a tasty uppercut. There are lots of different punches to use.

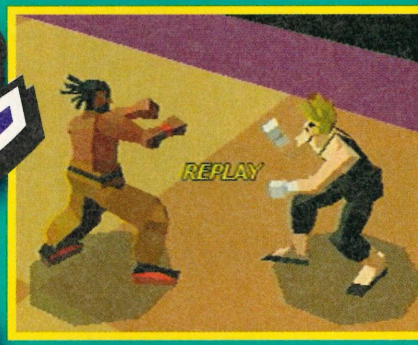
Sega ■ 32X ■ 32 Mbit ■ £TBA ■ October

Virtua Fighter

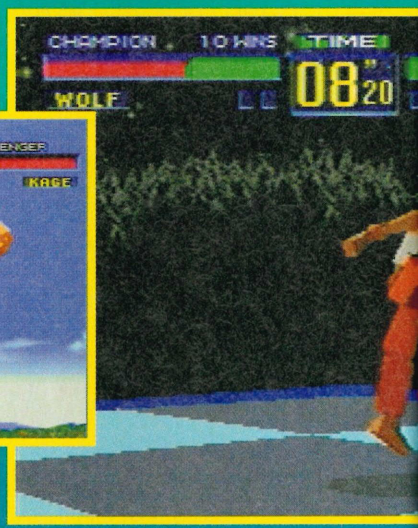
They said it couldn't be done, but Sega have somehow converted their top beat-'em-up to 32X. Phil King is knocked out...

When Sega first announced they were converting *Virtua Fighter* to 32X, we were highly sceptical to say the least. The classic coin-op may have been effortlessly transferred to the near-arcade-standard Saturn, but how could they possibly cram it all into a 32Mbit cart? Well, I reckon Sega must have Paul Daniels working for them, because they've done it – and in style!

The 32X game is absolutely magic. As you can see from these screenshots it looks surprisingly similar to the Saturn version, the only compromise being a reduction in the number of polygons so the fighters appear slightly blockier.



▼ After every round you get a replay of either the whole fight or just the finishing move from a different angle.



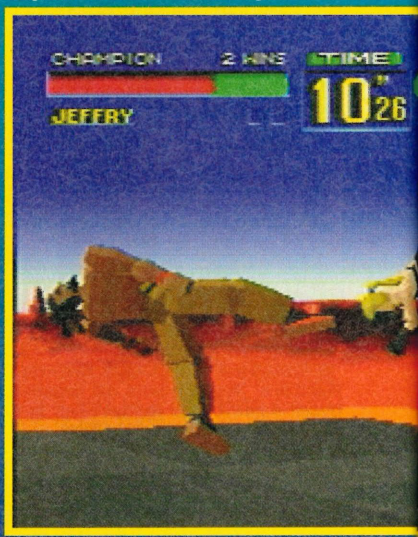
▼ Go on Jeffry, knee that Wolf bloke where it hurts and you'll be the new champion.

▲ "I'm the daddy now!" says Wolf as he poses for his victory close-up.

What you can't tell, though, is how darn fast and smooth the animation is.

Not only does it look and play like its superconsole counterpart, it even boasts some extra options. As well as the normal arcade, versus, and ranking modes, there's a new tournament option. Putting the eight fighters in a knockout contest, this mode also enables you to customise their costume colours. Other options let you squeeze the screen, choose from four camera angles, and replay the whole fight or just the finishing moves.

Even in its unfinished state, we can safely say *Virtua Fighter* is easily the best 32X game yet. As Paul would never say, "You're going to like this... a lot!"



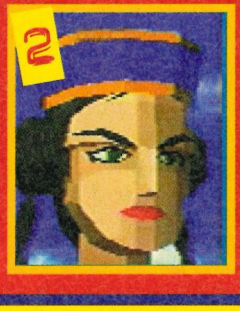
▼ The deceptively tough Sarah does a spinning superkick to deck Jeffry.

THE FIGHTERS

As in the arcade and Saturn versions, there are eight polygon fighters to choose from, all with unique fighting styles...

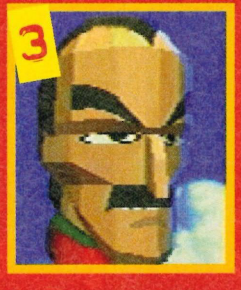
AKIRA

COUNTRY: Japan
AGE: 25
SEX: Male
JOB: Kung-Fu Teacher
BLOOD TYPE: O
HOBBY: Kung-Fu
SPECIAL MOVES: Renkantal, Rimonchocho, Mokokohazan



PAI

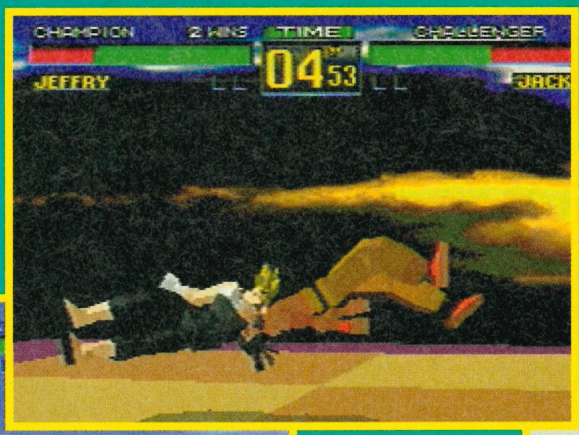
COUNTRY: Hong Kong
AGE: 18
SEX: Female
JOB: Action Star
BLOOD TYPE: O
HOBBY: Dance
SPECIAL MOVES: Senpuga, Ensenhiryu, Renkantenshinkyaku



LAU

COUNTRY: China
AGE: 53
SEX: Male
JOB: Cook
BLOOD TYPE: B
HOBBY: Chinese Poetry
SPECIAL MOVES: Senpuga, Tenshinhainsho, Renkantenshinkyaku

All the special moves have been kept, including wrestling-style throws and slams. Here Jacky does his famous arm-swing move to smack Jeffry's head into the floor. Yowch!



Wolf picks up Lau with ease and prepares to slam him head-first into the ground. That'll knock his energy right down.

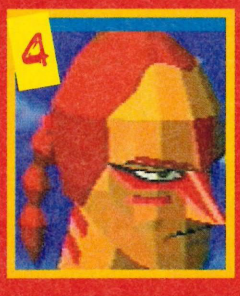
Dressed in black, the mysterious ninja Kage sticks his foot in Wolf's face with a mid-kick. This is a sure knockout blow as he never washes his socks!

Jacky and Akira are such tough geezers, they mould their hair with chisels.

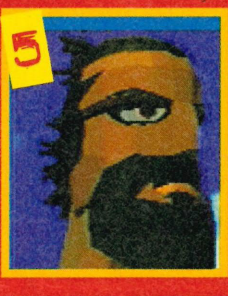
JACKY
NAME: Jacky Bryant
COUNTRY: America
AGE: 22
SEX: Male
JOB: IndyCar Racer
BLOOD TYPE: A
HOBBY: Training
SPECIAL MOVES: Spinning Back Knuckle, Elbow Spin Kick, Spinning Arm Attack

SARAH
NAME: Sarah Bryant
COUNTRY: America
AGE: 20
SEX: Female
JOB: College Student
BLOOD TYPE: AB
HOBBY: Sky Diving
SPECIAL MOVES: Joint Butt, Double Illusion Kick, Combo Rising Knee

KAGE
COUNTRY: Japan
AGE: 21
SEX: Male
JOB: Ninja
BLOOD TYPE: B
HOBBY: Mahjong
SPECIAL MOVES: Suishageri, Koenraku, Kagegasumi



WOLF
COUNTRY: Canada
AGE: 27
SEX: Male
JOB: Wrestler
BLOOD TYPE: O
HOBBY: Karaoke
SPECIAL MOVES: Body Slam, Axe Lariat, Double Arm Suplex



JEFFRY
COUNTRY: Australia
AGE: 36
SEX: Male
JOB: Fisherman
BLOOD TYPE: A
HOBBY: Reggae Music
SPECIAL MOVES: Power Slam, Elbow Upper, Power Bomb

Infogrames ■ Mega Drive ■ £TBA ■ 8 Mbit ■ September

SPIROU

You'd be forgiven for thinking that Spirou was a brand of chewing gum or denture cream, but across the Channel it's a totally different story as Ryan Butt discovers.

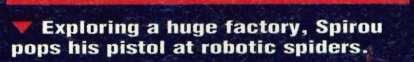
Spirou is a star! Well, actually he is a daft detective kiddie cartoon hero, but he's popular all over Europe so he must be a star. Now the company that barraged the Nintendo with Asterix and showered Sega in Smurfs are about to unleash Spirou onto an unsuspecting British public who haven't the foggiest who, or what, he is – although there are plans to screen the cartoon on cable.

The game is a platform adventure with a very iffy storyline. At the International Congress Of Scientific Research, Count Champignac is about to unveil his latest Earth-shattering inventions when a malicious robot called Cyanida crashes through the window and makes off with the old-timer. Naturally, Spirou and his pet squirrel Fantasia are on the case to get him back.

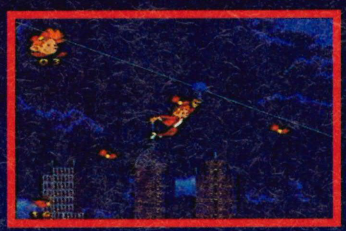
12 hectic levels take them from the hazardous streets of New York to the dense jungles of darkest Africa, with plenty of objects to use and scenery to interact with along the way. Most notable is the level of graphical detail: with over 300 frames of animation on Spirou alone, it certainly looks the part.

▶ Deep within the enemy base, the intrepid Spirou dives to the floor to avoid a killer robot's fire.

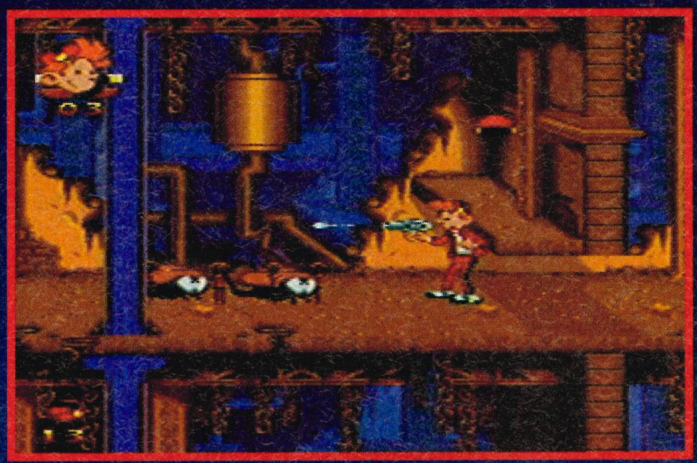
▼ Don't do it, son. It's only another platform adventure.



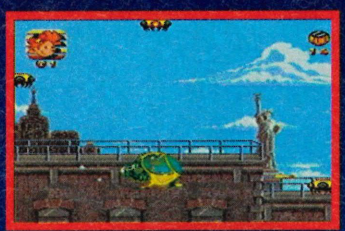
▼ Exploring a huge factory, Spirou pops his pistol at robotic spiders.



▲ Wheeee! Spirou zips down a death slide in the heart of New York City.



▼ It looks a bit like *Pitfall* as Spirou leaps over a bug-eyed creature in the swamp.



▲ There's even a side-scrolling flying stage.

▲ This toyland level is reminiscent of *Clockwork Knight* on the Saturn.

▲ In the middle of the night, our young hero shimmies across a clothesline – it's a wonder he's not arrested as a peeping tom!

◀ Spirou holds his breath and goes for a swim in the obligatory underwater level.

Sega ■ Mega Drive ■ £TBA ■ 24 Mbit ■ October

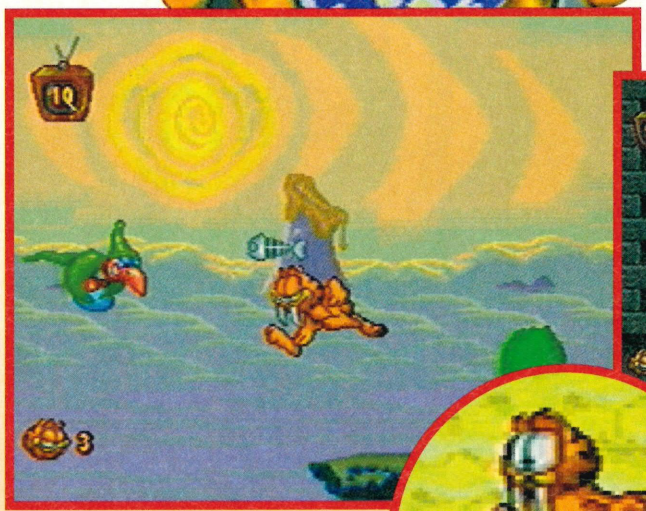
Garfield Caught In The Act

The cat's out of the bag... fat feline Garfield is about to star in a new platform game. Phil King gets his paws on it.

Porky pussycat Garfield is one of the biggest cartoon stars in the world, earning millions from mountains of merchandise – including the odd video game appearance. Having previously starred in Amiga and Game Boy titles, he's now set for a new Mega Drive adventure. And with such a fat cat, what would you expect but an extra-large 24Mbit cart?

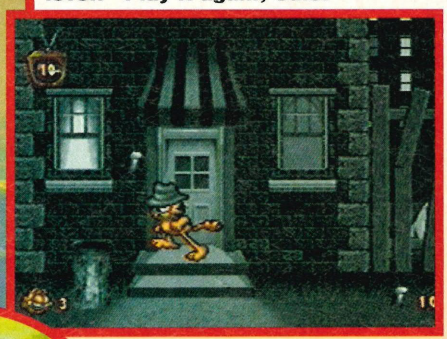
When the lasagne-loving moggy falls asleep in front of the TV, his dreams form the scrolling levels of a huge platform game. It starts with a prehistoric stage where a sabre-toothed Garfield swings on ropes in true Tarzan style, pushing rocks around to use as platforms to reach higher ledges or rolling them onto high-spouting geysers. Along the way, he can also collect fish bones to throw at various enemies, and food to replenish lost energy.

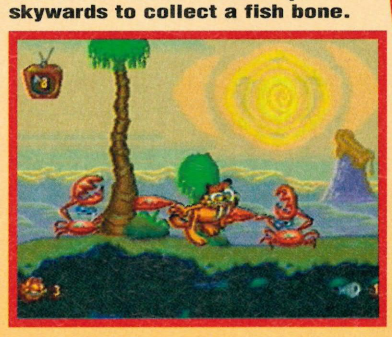
As well as being one of the biggest platformers around, it should be one of the wackiest. Themes for later levels include a black and white gangster movie, icy Viking land, alien planet, and electrical circuitry. There's even a level made of cheese, complete with flowing rivers of molten Mozzarella – food is never far from this cat's mind!



▲ In the prehistoric level, the sabre-toothed Garfield leaps skywards to collect a fish bone.

▼ Garfield dons a trilby to star in a black and white detective movie level. "Play it again, Odie."





▲ Yowch! Our feline hero gets caught in a pincer movement between two crabs.

▲ In the Ancient Egyptian stage, Tuten-Garfield explores the Pyramids, avoiding the mummies.

Konami | SNES | ETBA | 16 Mbit | September

Drac's back and this time he's really pissed! Ryan Butt grabs his whip and goes vampire hunting.

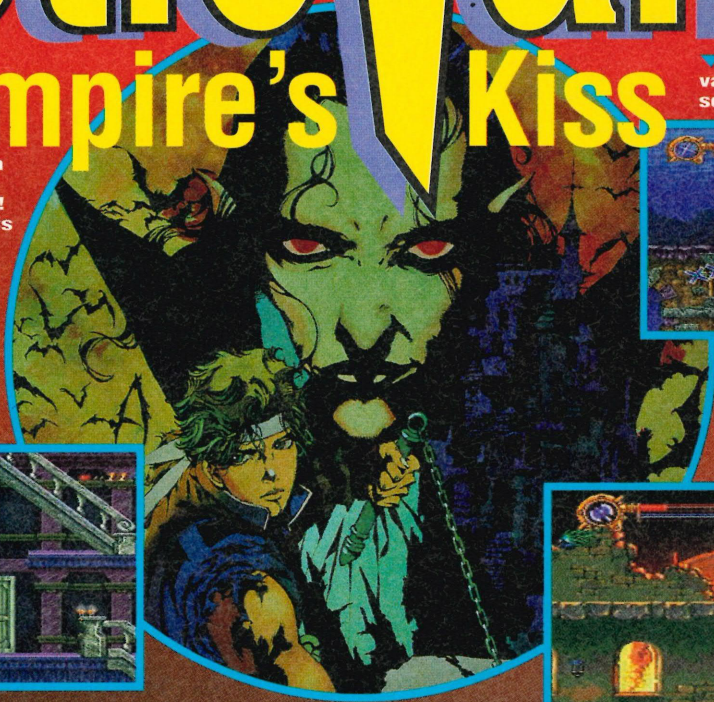
The first level features a brilliant shimmering fire effect. Watch out for this demonic bull.

It's enough to drive you batty!

Throw these daggers to slice up the baddies.

Castlevania

Vampire's Kiss



Never trust a person with bright red eyes! Count Dracula is back again to wreak havoc – only the chain-wielding Richter can stop him.

Everyone knows vampires hate crosses – so fling them around.

Savaged by a vicious black mutt with very sharp teeth.

Smash these spitting skulls to dust with a few swipes of your trusty whip. That'll teach 'em to gob in public.

This holy rain should burn a few vampires – I blame it on all that sulphur dioxide, you know.

It's been several hundred years since the gallant Simon Belmont drove Dracula back to the stinking pits of hell, or in real time, it's been three years since the platform epic *Super Castlevania IV* took the SNES by storm and heralded the start of the truly decent platformers.

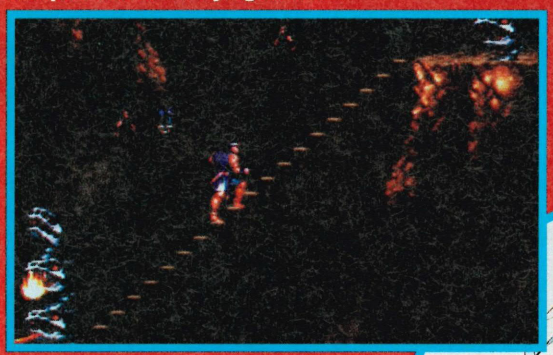
Vampire's Kiss is based on the ye olde classic PC Engine adventure, *Dracula X*. It features the brightest and most energetic of the Belmont clan, Richter, who battles to combat the evils of Dracula's rekindled spirit. However, this time it's more personal because fang-features has kidnapped Richter's loved ones and is threatening to give them ever-lasting hickies if Richter stirs up trouble...

So what can you do? Sit on your bum and watch as Drac corrupts the entire town, or grab your trusty family heirloom bullwhip and go in there and flush the devious nocturnal nincompoop out? Right that's enough pondering, in you go tiger and use whatever resources available to bury this undead toss-pot once and for all.

Entombed in this side-scrolling platform game are seven stages of monster-maiming fun, plus alternate routes which feature different endings to the tale. Can you finally sever this immortal blood-line forever? You'll have to wait until September to find out.

▲ Our intrepid hero comes under attack from vampire bats and flying demons.

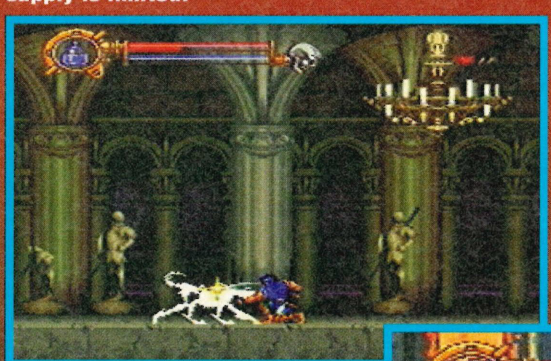
▼ More fire-spitting sjulls block your path up the dank castle walls. Watch out for spiked platforms too – unless you like pain.



▲ Climbing up a gloomy staircase, yet more dangers lie ahead.

▼ With such a massive challenge, the level passwords are invaluable for avoiding frustration. Start the game where you left off.

▲ Various extra weapons can be picked up along the way. Use them sparingly though, as their supply is limited.



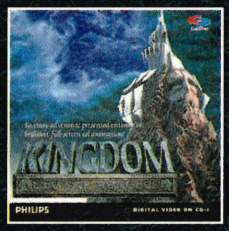
▲ The Dangerous Dogs Act won't protect you from hell-hounds!

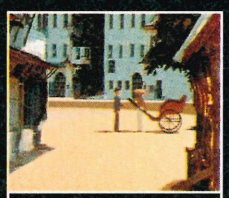
▲ The further you venture, the harder it gets. A stack of skulls and spooks are after your blood.

▲ Feel the heat as you hack up demons on the first level.

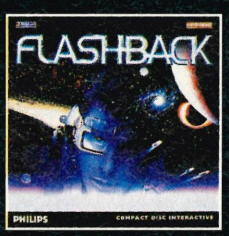
Wanna pla

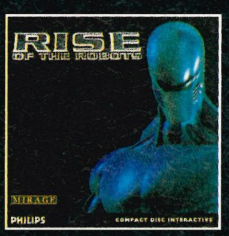
B




SECRET MISSION

WHO SHOT JOHNNY ROCK?





"Red" from Who Shot Johnny Rock?™ by American Laser Games.

call the Phi

CD-i

0891

Secret Mission © 1993 Philips Media France Microids Le Club D'investissement Media Flashback © 1993 Delphine Software International © 1993 U.S. Gold Ltd. All rights reserved. MicroMachines © Codemasters 1994. MicroMachines is a trademark of Lewis Galoob Toys Inc. Kingdom © 1994 Capitol Multimedia Inc. © 1994 Virtual Image Productions. Rise of the Robots © Mirage Technologies/Time Warner Interactive. Who Shot Johnny Rock? is a trademark and licensed product © American Laser Games Inc. in association with Capdisc. Lost Eden © 1994 Cryo/Virgin Interactive Entertainment (Europe) Ltd. All rights reserved.

ay with the
ig
Boys?

...Whether it's with gangsters, molls and guns in Who Shot Johnny Rock?, as Zack, the teenage whizzkid helping Hulk Hogan in Thunder in Paradise, or fighting robots in the best-selling Rise of the Robots, Philips Media have a great games line up for the summer and these are just a few of over 200 titles currently available in CD-i.

in prizes!

Get tips and hints

TITLE	FORMAT	AVAILABLE	PRICE
KINGDOM	CD-i	NOW	£39.99
THUNDER IN PARADISE	CD-i	NOW	£39.99
SECRET MISSION	CD-i	SEPT 1995	£39.99
FLASHBACK	CD-i	SEPT 1995	£34.99
MICRO MACHINES	CD-i	SEPT 1995	£34.99
RISE OF THE ROBOTS	CD-i	OCT 1995	£34.99
WHO SHOT JOHNNY ROCK?	CD-i	OCT 1995	£39.99
LOST EDEN	CD-i	NOV 1995	£39.99

All prices and release dates correct at time of going to press.

CD-i 210 £499.99
(Including Digital Video Cartridge + Free Software.)

lips Media Clubline

244424

Calls cost 39p per min cheap rate, 49p per min at all other times (max possible cost £3.68). Please get permission from the person paying the bill. The above information is correct at time of publication.

PHILIPS

PHILIPS

G-Nome

It's been voted best-looking game of the year – and it isn't even finished yet! Ryan Butt investigates the *G-Nome* phenomenon.

■ 7th Level ■ PC CD-ROM ■ £TBA ■ 486 ■ Late '95

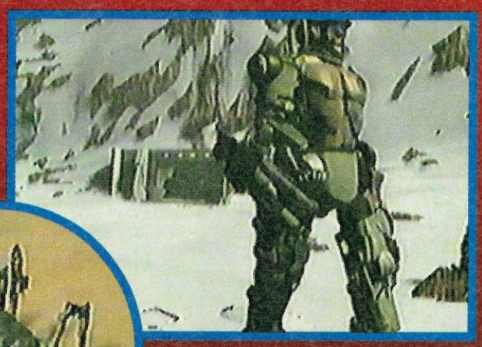
Interactive movies have become big business – now it seems every Tinseltown actor is queuing up to appear in them. The latest CD-ROM show-stopper has no visible stars as such, just beautifully rendered graphics that look and move even better than the real thing.

In *G-Nome*, the player takes the role of a sheriff assigned to a planetary group on the outer fringes of the galaxy. Unknown to its inhabitants, a dangerous life-form long since thought extinct returns to wreak havoc. Your skills of communication, negotiation and combat will be severely tested as you try to track down the demonic beast and bury it once and for all.

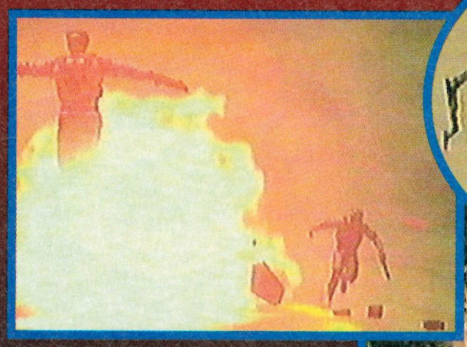
The scale of *G-Nome* is colossal with hundreds of jaw-dropping locations to explore. The game blends fascinating mystery with pure arcade action to produce one of the most eagerly awaited releases of the year. Although *G-Nome* won't appear for some time, you can expect the barrel of hype to start rolling now because this is truly shaping up to be a spectacular breakthrough in CD-ROM technology – even more so than Virgin's long-awaited *Heart Of Darkness*. Our bets are on this one to clean up.

◀ Someone's waking up after months of suspended animation.

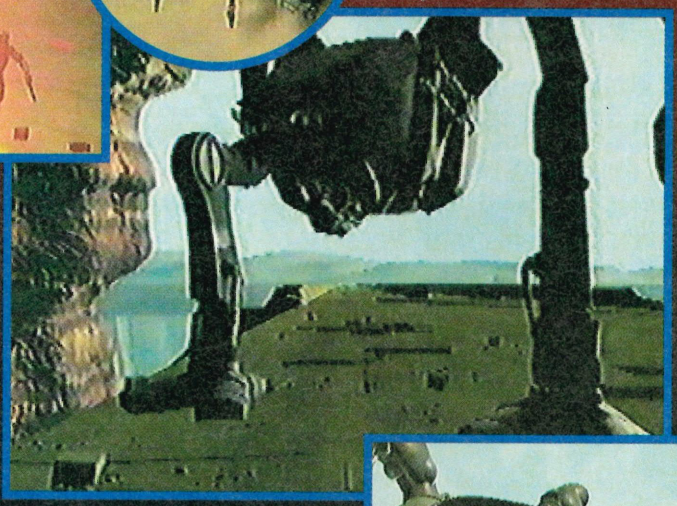
▶ This trooper is perfectly equipped for the treacherous icy terrain.

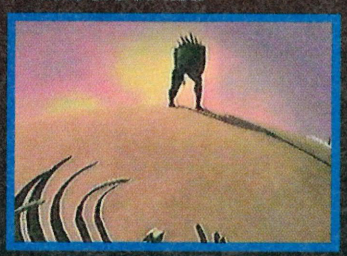


▼ The glorious rendered graphics have to be seen to be believed. Erm, so here they are...

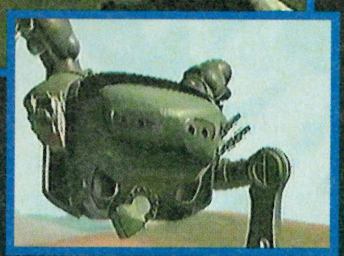


▲ The spectacular graphics effects are so hot.



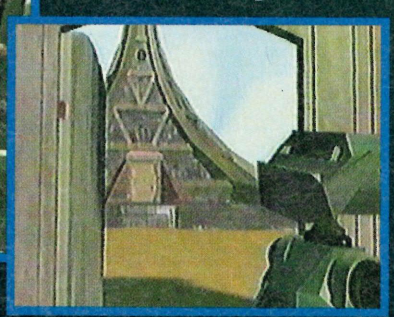


▲ A lone predator strides across the desert.



▼ Approaching the gateway to eternity, dare you enter and face unknown dangers?

▲ This mechanical monster can stride through the desert with ease – it's better than a camel!



▼ Watch out, there's a terrifying alien about.

Noticeboard

NEW & USED GAMES
AT LOW PRICES

GAME ZONE

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, MEGADRIVE, SNES, JAGUAR ETC...

C.C.S

MAIL ORDER
TEL/FAX 01869 324472

SATURN WITH 1 GAME	£370.00
3DO FZ10 WITH 3 GAMES	£384.25
STAR TREK FINAL UNITY CD	£33.00
HI OCTANE CD-ROM	£33.00

Software and hardware available for PC, PC CD-ROM, 3DO, SEGA NINTENDO, CD-i, VIDEO CD, CD32, at low prices
For a price list phone or fax or write to 3 HILLSIDE CLOSE, UPPER ARNCOTT, BICESTER, OXON, OX6 OPF
Please add 1.50 games 9.00 hardware

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

ZONE VIDEO
336 Londonderry Road, Warley B69 9MP
We specialise in Mega Drive, SNES, 3DO, Neo Geo CD, Sega Saturn, Sony Playstation
Very cheap prices on all formats
£2 OFF with this ad
Also Specialise in Japanese Animation, Martial Arts films, Hong Kong films & Ex-rental films
Tel: 0121 511 1436
Fax: 0121 544 7041

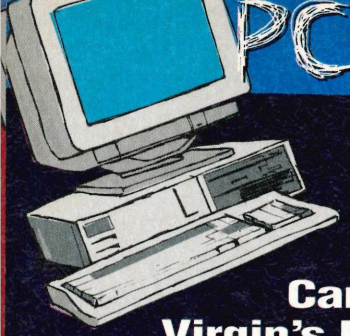
Live Consoles

Video Games are like underwear, sooner or later you have to change them.

CALL NOW FOR PART EXCHANGE DEALS ON LATEST CONSOLES.
Visit our shop at:
7 Fennel Street,
Loughborough
(01509) 217260

MANGA VIDEOS
MANGA POSTERS
TRADING CARDS
MANGA CLOTHING
MANGA VIDEO
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

AMK CONSOLES
Mail Order Specialist for the ATARI JAGUAR
Call 01179 854 193
genuine LOW prices !!
Saturn & PLAYSTATION
Call for free price list and info sheet. Correspondents to:
159 Wells Rd, Knowle, Bristol, BS4 2BU



Can Virgin's PC racer overtake its console rivals to take the chequered flag? Phil King screams for speed...

We've all been impressed by the excellent conversions of *Ridge Racer* and Daytona USA on the PlayStation and Saturn respectively. But as Bullfrog's *Hi-Octane* (reviewed this issue) has proved, you don't necessarily need a 32-bit console for exhilarating racing – just a top-of-the-range PC!

Coming in VGA and SVGA (Pentium recommended) versions, the aptly named *Screamer* is a more traditional arcade-style game than most PC racers. Indeed it's very reminiscent of *Ridge Racer* as you push supercharged sports cars to the limit, power-sliding instinctively around tight bends. Viewed from a choice of camera angles, the 3-D scenery is impressively smooth and detailed as it whizzes past at incredible speed.

Better still, *Screamer* has the advantage of five different tracks and even a secret course to discover. And although there's no split-screen mode, a link-up option allows up to eight players to race head to head..

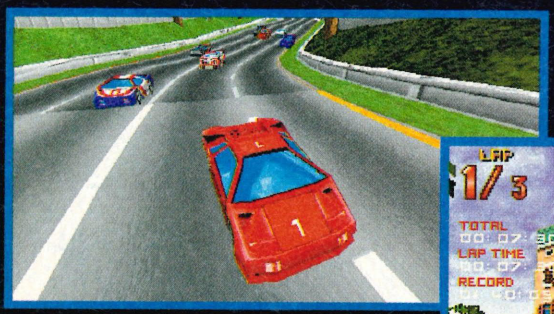
Lovely to look at, exhilaratingly fast, and easy to drive, this could well give the superconsole racers a run for their money.

SCREAMER

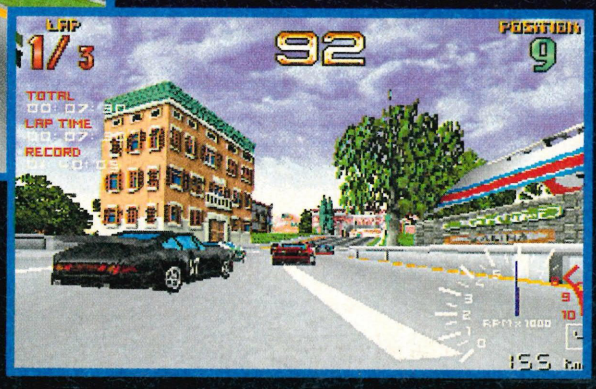
Virgin ■ PC CD-ROM ■ £TBA ■ 486/Pentium ■ October

▼ It's exhilarating wheel-to-wheel action as you try to overtake on the inside of a banked bend.

▼ Viewed from an overhead angle, this gorgeous red sports car takes the lead.



▲ With a deft touch of the accelerator you can power-slide your car round corners at hair-raising speed.



▲ The race has only just started and you're back in ninth position. Put your foot down on the straight and you should be able to overtake that Porsche.

▼ Whoops. You've obviously overcooked round a bend and gone into a spin.

Team17/Ocean ■ PC CD-ROM ■ £TBA ■ 486 ■ September

With a quick switch of vehicles, Phil 'Speed Demon' King goes off-road for a bumpy ride and a roll...

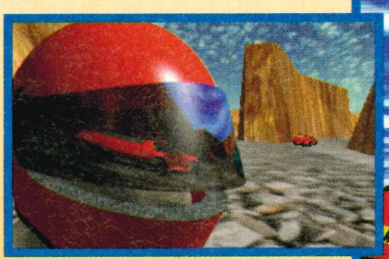
Rollcage

The first next-generation game to come from the new Team17-Ocean partnership, *Rollcage* will have you rocking to its heavy metal soundtrack and rolling your car.

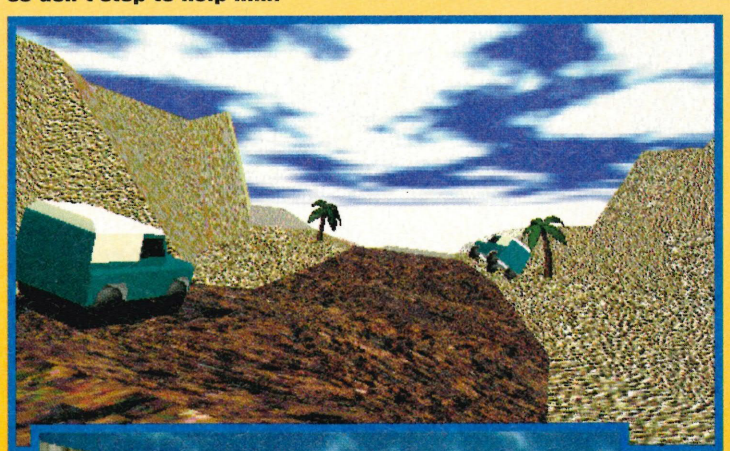
You get to choose from ten very different vehicles, including Land Rovers, cars and buggies, pushing them to the limit in all sorts of challenging terrain. There are no less than 20 tracks, set in locations ranging from deserts and canyons to the more bizarre storm drains and multi-storey car parks! This tough terrain isn't just for show either – lose control and your car will spin and roll right over! An added bonus is the multi-player network option that'll enable up to six people to rock and roll together.

Despite employing such elaborate graphical effects as full-perspective texture-mapping, depth shading and horizon pixel blending, the 3-D game engine has been developed to provide frighteningly fast speed. With superior processing power it should be even better on the planned Saturn, Jaguar and PlayStation versions – Team17 reckon it'll knock the socks off *Ridge Racer*!

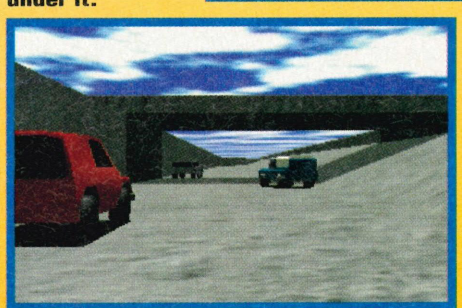
▲ **The rough terrain means Land Rovers can compete against hot hatches.**



▼ **Oops, even Land Rovers will roll if you push them too hard. That guy up ahead looks in trouble, but hey, this is race so don't stop to help him!**



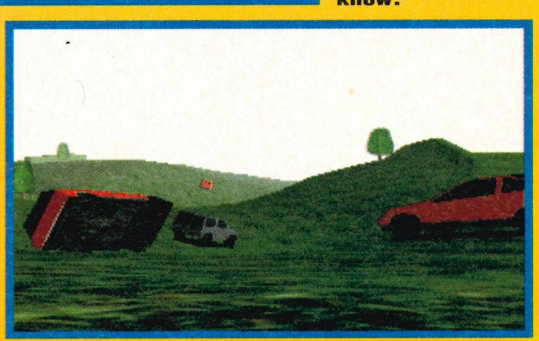
▼ **What's this concrete bridge doing in the middle of the desert? Never mind, just drive under it.**



▲ **There are several different vehicles to choose from.**

▼ **Now that's what I call a roll in the grass. It's dead easy to lose control on this bumpy ground – it's not a smooth motorway you know.**

◀ **That dune buggy should perform well on this sandy beach. And if you're wondering wher all the bikini babes are... well, would you sunbathe in the path of oncoming cars?! There'll be no stopping for ice-creams either – you've got a race to win.**



TOTAL DISTORTION

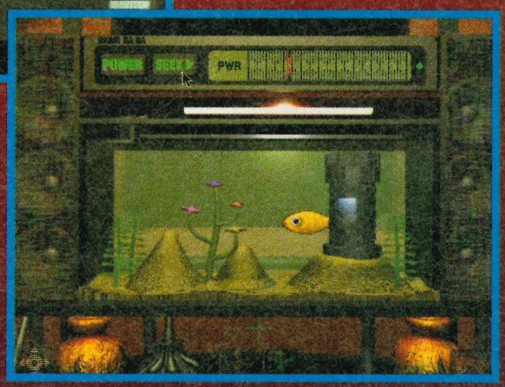
Rock 'n' roll wannabe Phil King grabs his axe and strikes a power chord with this music-video adventure...

Mindscape ■ PC CD-ROM ■ £44.99 ■ 386 ■ September

Mindscape claim to have created a new multimedia game genre with *Total Distortion* which combines standard adventuring with the creation of music videos. Most folks would live a life of leisure after inheriting millions of dollars, but not your character. Instead you decide to become a top rock video maker, travelling to the Distortion Dimension to collect unique footage.

▼ Make your own video masterpieces with the footage you've collected.

▼ Your media tower home is full of amusing gadgets such as this radio aquarium. Now that's what I call a 'tuna'!

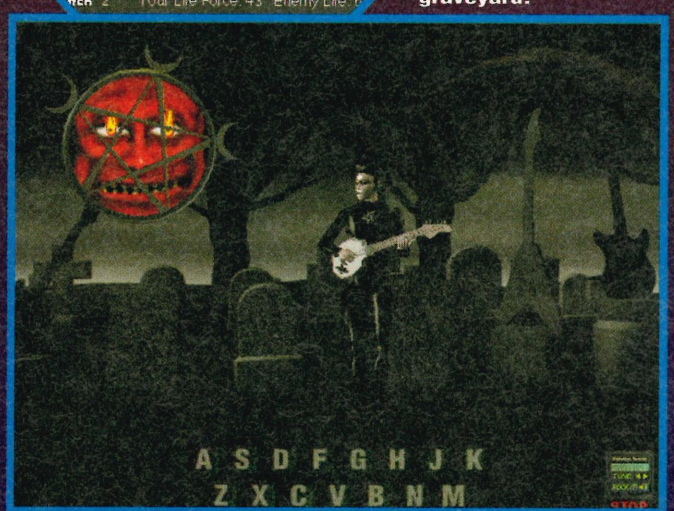


▲ Go to a concrt and watch this weird rock chick strut her stuff on the stage.

◀ Try to sell your video to gullible producers on Earth.

▼ Prepare to do battle with a Guitar Warrior. Strum the right chords or you're dead.

▼ Play along to the spooky sounds in the graveyard.



▲ Your media tower is a high-tech fortress of fun.

Your base is a high-tech personal media tower containing a library of books to peruse, sandwich bar (create your favourite sarnies with loads of ingredients), and bed – even sleeping requires you to play a surreal sub-game to avoid nightmares! There's also the Video Sequencer where you create your videos by mixing backdrops, foregrounds, characters and collected footage. Once you've edited your masterpiece to perfection, try to sell it to one of the producers back on Earth via the VidFone.

To impress them you'll need lots of interesting footage, obtained by leaving your tower and exploring. It won't be easy though: many locations are guarded by Guitar Warriors. Armed with your own axe (choose from various models), you have to battle them by blocking their chords with identical ones before 'counterattacking' with your own – talk about Death Metal!

BRITAIN'S BRIGHTEST MONTHLY POSTER MAGAZINE!

new!

Top footy action! Every month!

football heroes

£1.95 Monthly

GAZZA DAZZLA!

The shaping of a superstar!

On sale 3 Aug

- Exclusive Dennis Bergkamp interview!
- 15 stunning mega star posters
- The lowdown on all the Premier League hot-shots!

FREE!

MASSIVE POSTERS OF GAZZA AND PLATT!

New!

Oi newsagent!

Please reserve me a copy of football heroes (ISSN 1358 -0299) at £1.95

name: .....

address: .....

.....

.....

postcode: .....

telephone: .....

football heroes is distributed by Seymour Ltd (0181 679 1899) and published by Paragon Publishing (01202 299900). Fully SOR

Studio 3DO ■ 3DO ■ £TBA ■ 1 CD ■ October

He's cool, suave, sophisticated, and cares not for human life – not if it means being cautious with a gun! Ryan Butt meets Quazar...

CAPTAIN QUAZAR

In this isometric shoot-'em-up set, you squeeze into the fetching combat tights of Captain Quazar to carry out a number of devilishly challenging missions. These include rescuing hostages, preventing the launch of world-threatening missiles, and generally blasting the hell out of anything and everything. The ultimate aim is to flush out a wicked count controlling the enemy assault from deep within his heavily secured fortress.

You have a limited supply of ammunition including bullets, missiles and grenades to fend off enemy troops and destroy missile silos and chemical plants. Plus there are a whole host of other power-ups hidden inside crates (see boxout).

Then there are the transporters. These devices warp you to hidden sections and essential areas of the levels that are inaccessible on foot. To use them you must first find the commanders and beat them into submission so they'll reveal the necessary password.

Although *Captain Quazar* is in its early stages of development, the gameplay already shines through as being nothing short of amazing. The fact that you can obliterate absolutely everything gives you a great sense of well-'ard accomplishment when wading through the levels. Watch out for Quazar – he's a natural born thriller!

▲ Pick up these speed boots to stride around the levels at superhuman pace.

▼ Captain Quazar is a one-man destruction zone, causing huge explosions wherever he goes.

▲ The inventory screen lets you manipulate items, view a map, and save the game.

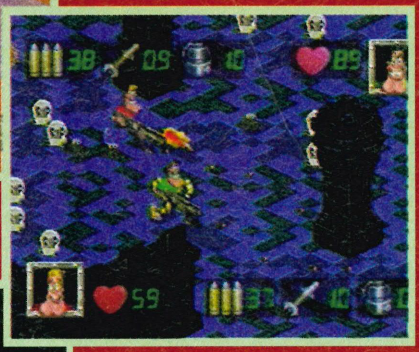
▼ These two baddies'll soon be mincemeat.

▲ When caught, some of the baddies can be interrogated for useful info.

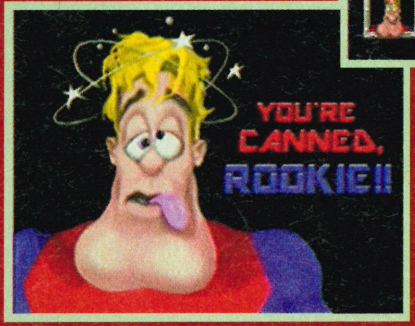
◀ Blammo! Clouds of smoke rise into the air as the Captain bazookas a huge oil drum. It's a wonder Greenpeace aren't after him.

▲ On a later level, Quazar visits a rocket site and blows them into orbit.

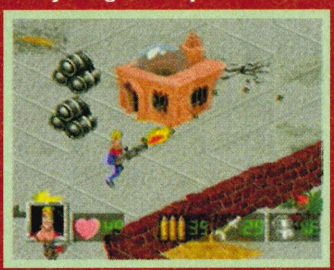
▲ It seems the aliens have landed in this flying saucer. Don't reckon much to their parking, though.



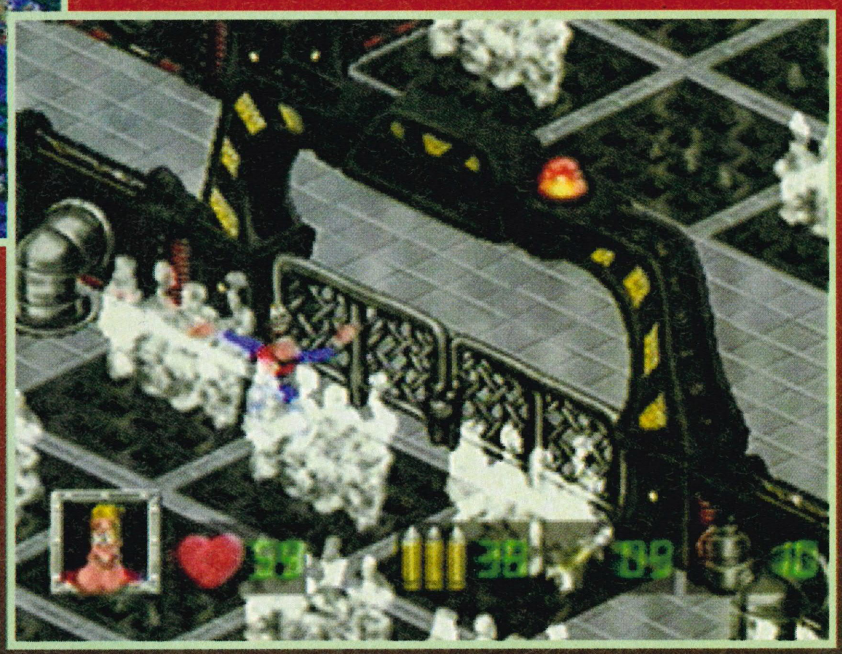
▼ The Captain destroys everything in his path.



▲ You've blown it. Unlike Captain Scarlet, this gun-crazy hero isn't indestructible.



▲ As well as blasting countless enemies, Captain Quazar likes nothing better than blowing up every building he comes across. Here he sets his sights on that green shed.

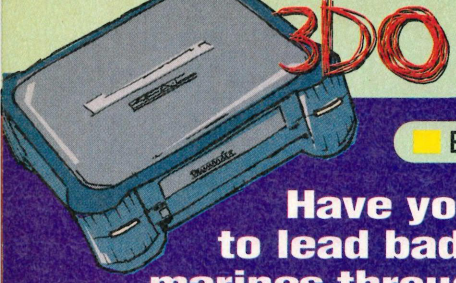


▲ Yow! Quazar feels the heat as he passes over these steam jets.

Quazar's Collectables

1. Extra Life – Just that matey.
2. First Aid – Restore hit points.
3. Invisibility – Vanish without a trace.
4. Keys – Needed to unlock prisoners.
5. Bullets – Another round of 15.
6. Missiles – Here, have another 10.
7. Grenades – Don't use them all at once.

▲ Step into this teleporter to reach a new location.



Electronic Arts ■ 3DO ■ £TBA ■ 1CD

Have you got the nerve to lead bad-ass space marines through an out-of-control craft? Ryan Butt sure hasn't, but he'll have a crack!

Marines! We are leaving!..." Leading your troops into the darkness of the huge derelict spaceship, the only audible sounds are nervous breathing and the steady beeping of your radar scanners... suddenly the beeping intensifies to fever pitch, the air is filled with the smog of gunsmoke, and within a matter of minutes the whole team has been wiped out. A powerful scene from Aliens springs to mind, but forget that – Ripley wouldn't stand a chance against these muthas.

▼ The Space Marines cagily approach a dimly lit staircase. "You go first..." "No, after you mate!"

▲ Talk about in-yer-face graphics. "Give us a snog!" says this ugly-mug baddie. Steady on, pal, or you can kiss my laser rifle.

SPACE·HULK

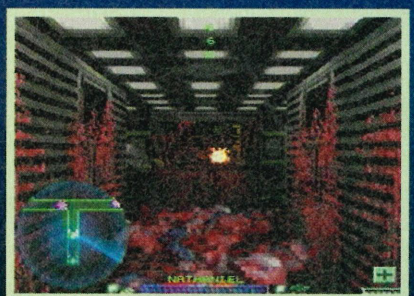
Vengeance of the Blood Angels

▼ Hey, this could be a new type of action art: simply blast your enemies and see their blood splatter onto the walls!

▼ Arrrgghh, it's a purple people eater! Sometimes you have to deal with more than one baddie at once. Zap the swines!

▲ Check up on all the enemies you're likely to meet.

▲ "He's on fire!" The 3-D action is as gory and satisfying as *Doom*. I feel like a murdering psycho already!



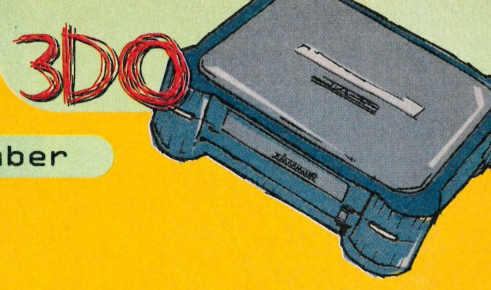
▲ Mutlitated corpses and blood lie all around you after another battle. Fun, ain't it?

Combining the ultimate in shoot-'em-up action and strategy, you must lead and position your marines through the gargantuan ship and thwart its planetary collision course at the engine room. However, the place is crawling with parasitic predators hell-bent on sucking your brains out.

The action is mainly of the *Doom* variety with beautiful detailed texture-mapped corridors, but the ability to assign your team to different locations to cover your back is a very original element that gives the game infinitely more depth. The visual effects are also completely out of this world.

There are loads of sub-missions to fulfil before reaching your goal, and your ammo doesn't last long, so what do you do? That's for you to decide, Sgt!

3DO ■ Studio 3DO ■ £TBA ■ September

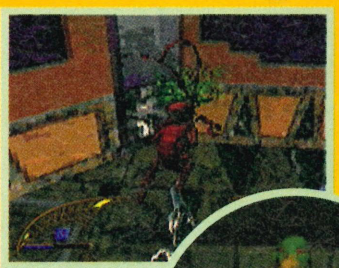


Killing Time

Trapped in a time warp, Simon Lovell blasts the bad guys and solves the puzzles in what could be a Doom beater.

An island mansion and a 1920s party have left you standing still in time. Your only chance of escape is to discover how to break the spell which keeps the island in chaotic limbo. Sounds simple?

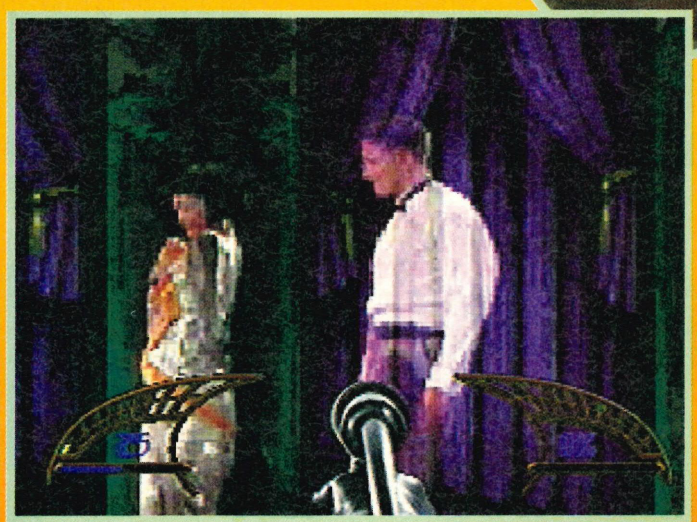
Killing Time was obviously inspired by the PC blockbuster Doom, but this 3DO corridor game uses some excellent digitised character graphics with over 30 different 'Killing Zones' (ie massive maze-like levels) to perform frenzied attacks in. Shotguns, flame-throwers... they're all here in full force. Apart from the main gory action, the game also incorporates puzzle and adventure aspects.



Don't worry about shooting guys in the back – just fire away!

You can emulate the royal family by blasting defenceless little ducks!

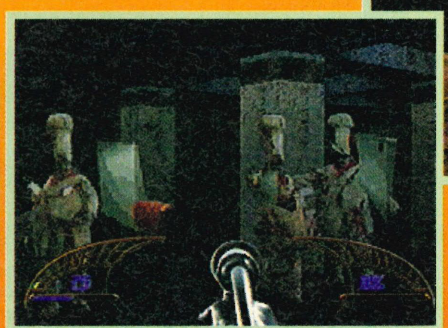
Whoah! Just look at the way your shots light up the scenery realistically.



In this strange dimension you often run into ghosts – portrayed using a neat transparency effect.

If there's a fly in your soup, don't bother complaining – just blast the poor chef's head off with a shot gun!

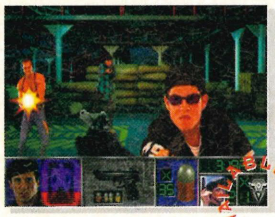
There's only one thing these Uzi-toting gangsters understand: extreme violence.



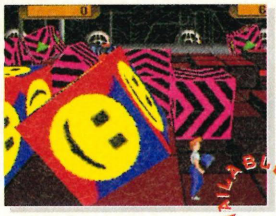
The endless blood and gore in this game should make it a firm favourite with the moral majority!

The only similar title on 3DO is EA's Escape From Monster Manor, released a few weeks after the console's launch. It didn't make much use of the machine, though, unlike Killing Time which features infinitely more varied 3-D graphics enhanced by transparency effects.

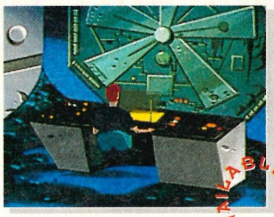
If you feel like tracking down felons and then inviting yourself in with a flame-thrower in the face, hang on and await the full review soon.



Demolition Man™
Virgin Interactive Entertainment



Gridders™
Studio 3DO/Tetragon

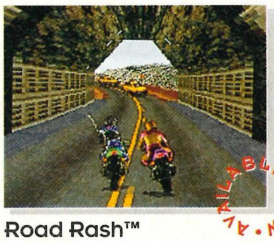


Another World™
Interplay Productions

Total Eclipse™
Crystal Dynamics

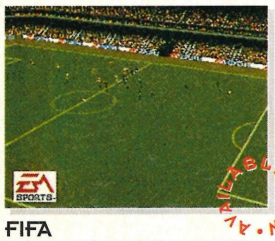
Star Control II™
Crystal Dynamics

Shock Wave: Invasion Earth™
Electronic Arts

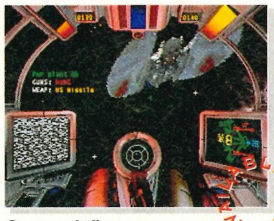


Road Rash™
Electronic Arts

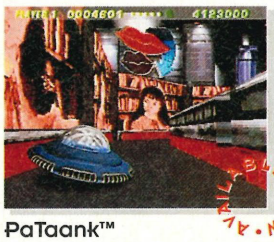
Off-World Interceptor™
Crystal Dynamics



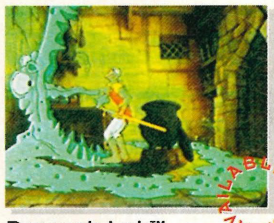
FIFA International Soccer™
Electronic Arts



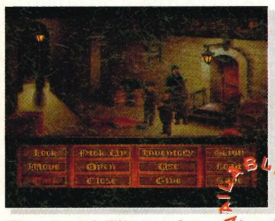
Super Wing Commander™
Origin/Electronic Arts



PaTaank™
Crystal Dynamics

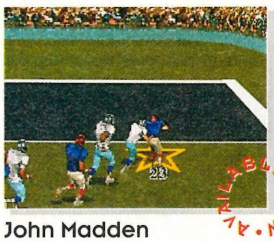


Dragon's Lair™
Elite

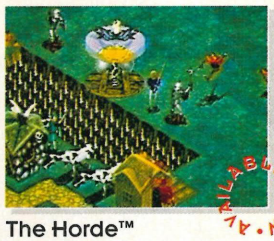


The Lost Files of Sherlock Holmes™
Electronic Arts

Escape from Monster Manor™
Electronic Arts



John Madden Football™
Electronic Arts

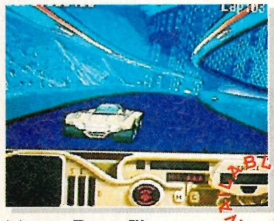


The Horde™
Crystal Dynamics

Sewer Shark™
Virgin Interactive Entertainment/ Digital Pictures

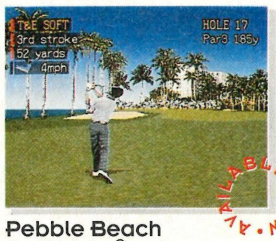
Night Trap
Virgin Interactive Entertainment/ Digital Pictures

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

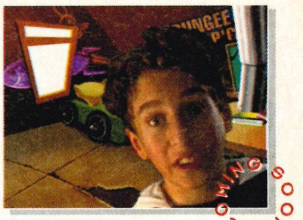
Introducing the 3DO system

3DO and the 3DO logos are trademarks of The 3DO Company. All other brand names and product names are trademarks or registered trademarks of their respective owners. © 1994 The 3DO Company. All rights reserved.

Theme Park™
Bullfrog/Electronic Arts

Super Street Fighter II Turbo™
Panasonic Software

GEX™
Crystal Dynamics



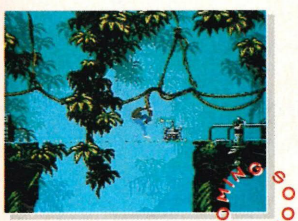
Club 3DO: Station Invasion™
Studio 3DO

Samurai Showdown™
Crystal Dynamics

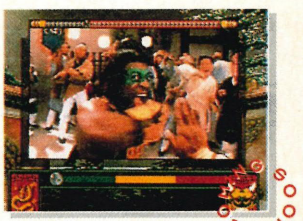
Virtuoso™
Elite Systems

Wing Commander III™
Origin/Electronic Arts

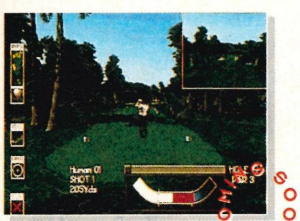
Need for Speed™
Electronic Arts



Flashback™
US Gold

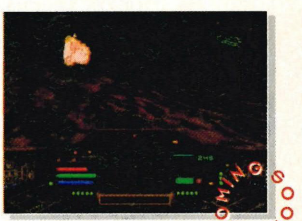


Corpse Killer™
Acclaim/Digital Pictures



World Cup Golf™
US Gold

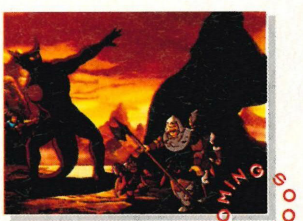
No limits



Shock Wave: Operation Jumpgate™
Electronic Arts

Twisted™
Electronic Arts

Way of the Warrior™
Interplay Productions



Kingdom™
Interplay Productions

Supreme Warrior™
Acclaim/Digital Pictures

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.

3DO

Don't monkey around – subscribe to Britain's ultimate games mag today!

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, Freepost 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.

4play Reviews

Time for our regular reviews roundup – this is the part of the magazine where software producers start shaking at the knees! Over the next 16 pages we will be showing no mercy to this month's crop of carts and CDs. After all, if you're handing a wodge of hard-earned cash over the counter for games, you've got to know about even the tiniest shortcomings. When a game finally receives its percentage you can be sure that every member of the crew has pushed it to breaking point and beyond.

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

Shin Shinobi Den 58–59
Light Crusader 60–61
Earthbound 62–63
Simon The Sorcerer II 64–65
Donkey Kong Land 66–67

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

FX Fighter

"*FX Fighter* is the greatest PC beat-'em-up of all-time on a format that does not usually suit combat games. Finally PC owners will have the chance to show what they're made of – man to man!"

PHIL

Simon The Sorcerer II

"Not only is the game consistently funny – I had a permanent smile on my face – but it's a mighty fine adventure too."

RYAN

Simon The Sorcerer II

"Truly thought-provoking and immensely challenging, *Simon The Sorcerer II* is definitely my game of the month."

SIMON

Donkey Kong Land

"Character movement is excellent, as well as the way the levels have been put together. It's one in a million and it works!"

REVIEWS

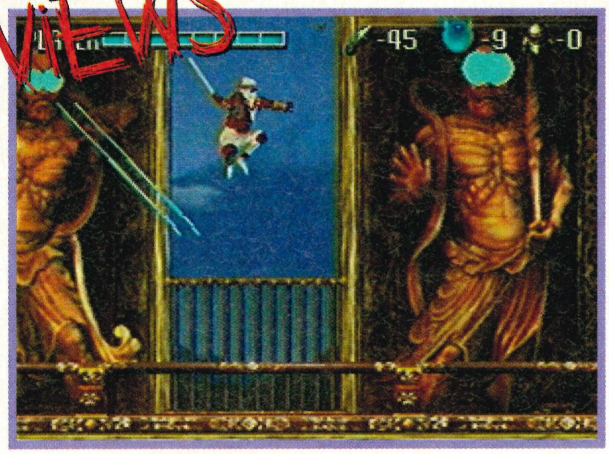
REVIEWED 4 YOU!

Action Soccer 70
Battle Monsters.....68
The Bitmap Brothers Compilation 71
The Chaos Engine.....71
Clockwork Knight 69
Daytona USA.....69
Donkey Kong Land 66–67
Dr Drago's Madcap Chase 73
Earthbound 62–63
FX Fighter 71
Greatest Nine 69
Hell 72
Hi-Octane.....71
Light Crusader ..60–61
Magic Beast Warriors 68
NBA Jam TE.....69
Panzer Dragoon 69
Pebble Beach Golf 69
Pinball Fantasies ...73
SeaQuest DSV 70
Sega International Victory Goal.....71
Sherlock Holmes: Consulting Detective 73
Shin Shinobi Den 58–59
Simon The Sorcerer II..64–65
Space Pirates 72
Super Sidekicks 3 ..73
Ultra Vortex 73
Virtua Fighter.....71
Zhadnost: The People's Party.....73

Sega ■ Saturn ■ £59.99 (Import) ■ 1 CD

He threw stars in the arcades, danced with a dog, and had his revenge on the Mega Drive. Now the ninja that refuses to die is possessing the Saturn.

Shin Shin



▼ Our sword-wielding hero reaches another boss. As the pair duel on a wooden bridge, it looks like he's marginally losing the battle. You need to use defensive moves to parry your adversary's attacks.

◀ That blue gatekeeper swirls his nunchukas and breathes fire at you. You need to get in close and slash him quite a few times. Once he's beaten, you can go through the gate.

The very idea of a Shinobi game on the Saturn seemed an insane likelihood. After all, the previous games were, strictly speaking, 16-bit products. *Shin Shinobi Den* duplicates the game engine of its predecessors, but adds plenty of 32-bit magic to give the theme a new lease of life for the next generation.

In this side-scrolling platform slash-'em-up you're hot on the trail of a band of homicidal psychopaths who've kidnapped your girlie. There are ten levels crawling with evil sword-bearers and mutated creatures to slash your way through, each having a strange boss at the end. When each guardian has been successfully maimed, a full-motion video sequence depicts the next instalment in your quest (a sort of Power Rangers Vs Jackie Chan type scenario!).

You come armed with a razor-sharp sword which literally slices your tormentors in half, plus a hefty supply of throwing stars to pick off foes from a distance. If the worst comes to the worst, you can also tap into your ancient and extremely trippy ninja magic to out-karma everyone.

PHIL: Yet another old-fashioned game format hits a next-generation machine, but it's still very playable stuff. I certainly enjoyed swashbuckling with enemy ninjas, jumping up walls, and tackling tricky end-of-level bosses. Graphics are polished rather than impressive, but the very long video interludes are a nice reward for getting through levels – if only I could understand Japanese!

CONTACT THE VIDEO GAME CENTRE 01202 527314 FOR MORE INFO

Going for a slash. Enemies constantly pop out from the scenery to eagerly take you on. Suckers!

SIMON: This addictive hack-'em-up has convinced me that not all Shinobi games are that bad. The easy and gripping gameplay is instantly addictive and pretty tough. The Saturn's graphical capabilities really help and *Shin Shinobi* churns out the bad guys like something else. Presentation is also top-notch with full-screen video footage between levels enhancing the storyline. A challenge and a half!

Shinobi Story

Between the levels, surprisingly long video sequences tell the story. Even if you don't understand the lingo you can see it's the usual case of rescuing your girl from the baddies.

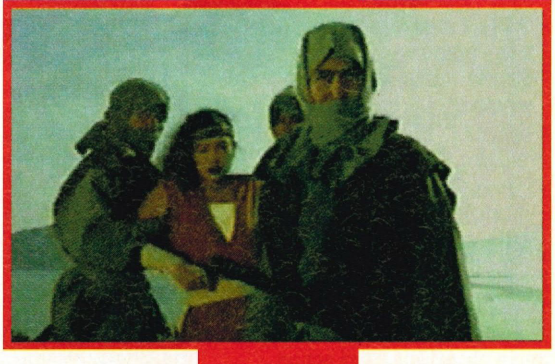
obi Den

It's worth exploring all the passageways to find some magical weapon power-ups like this giant warrior who kills enemies on contact.

RYAN: I think the mystic ninja has just about pulled it off! I thought this game would sink like shark poo on the Saturn, but although the theme and structure has remained unchanged for years, the Saturn's capabilities manage to shine through and make this something special. There are huge monsters, dazzling ripple effects, stunning animation complete with added gore effects, plus some A-class full-motion video to convey the somewhat flimsy storyline.

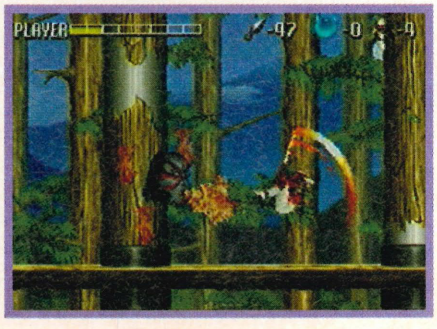
To defeat this boss you must deflect his magic bolts back to him.

If you're ever walking in the green hills of the Japanese countryside, watch out for nasty ninja bosses like this.



With a massive cloud of black smoke, you conjure up a magic dragon – and his name isn't Snap!

DAVE: Polished, challenging and full of glorious animations, this is the kind of stopgap conversion we can expect to see in the early days of 32-bit+. At least it's been jazzed up enough to look next-generation. The trouble is, underneath the sheen, it's not. Sorry, but this is just a spruced-up variation on the *Shinobi* games. Not awful, but not a 'must have' item either.



A good old-fashioned platform hack-'em-up. Playable but not amazing.

Overall 81

Sega ■ Mega Drive ■ £49.99 ■ 16 Mbit

Sega have returned to the realms of dungeons and dragons, aiming to repeat their *Story Of Thor* success. Time to shed some light on it...

Light Crusader

When people start vanishing in the kingdom of Green Row, there's only one man able-bodied enough to track them down and spank their kidnappers into submission – Sir David, he of the golden mane, piercing blue eyes, chiselled jaw and a thrusting sword action.

David's quest begins when he foolishly walks into a gravestone, only for the bulky granite to shift sideways revealing a hidden passage into the lower chambers – a twisting network of tunnels populated by axe-wielding goblins, merciless skeletons, malicious sorcerers and tight-soiling dragons.

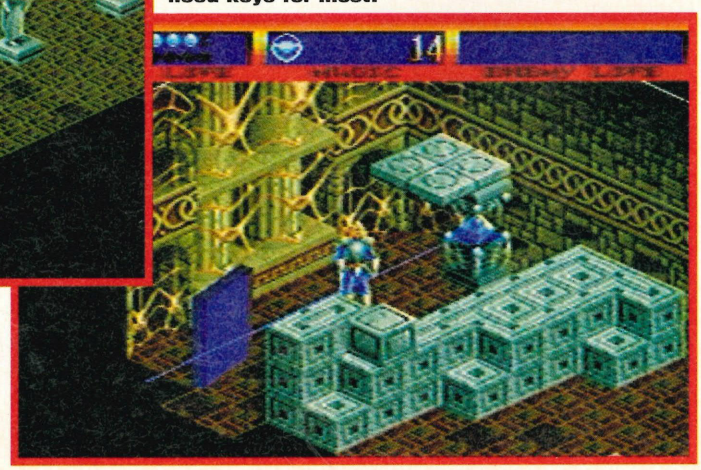
There are six huge floors to conquer with usable items to uncover, treasures to hoard and devilish puzzles to fathom. The latter usually pave the way ahead, so if you can't get your head around them, well you're a bit stuck mate!

The action starts off moderately simple, but as you progress the puzzles get tougher and the foes notch up a gear into psychotic homicidal mode. In true RPG fashion you can interact with townsfolk to gain useful hints and save up you dosh to purchase mightier weapons. Where *Story Of Thor* was criticised for being too easy, *Light Crusader* is designed to root out the hardcore RPG wussies from the elite adventurers... which are you, bud?

▼ **Yikes! Our hero comes across a terrifying two-headed snake. Slice it into little pieces.**

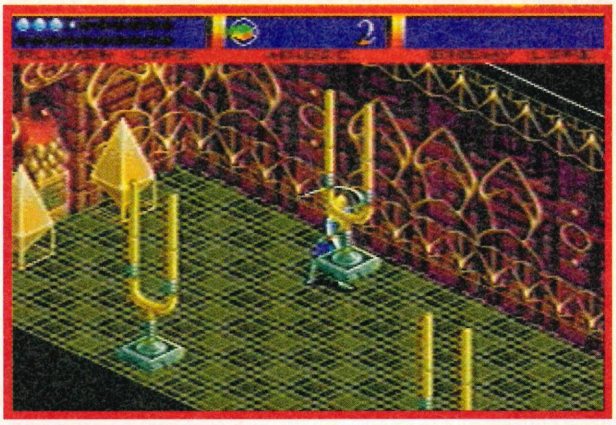
▼ **Ha, these fire-spitting ghosts don't scare me. Let's do some bustin'.**

▼ **By pushing this portable laser around you can use it to burn open locked doors. However, you'll need keys for most.**



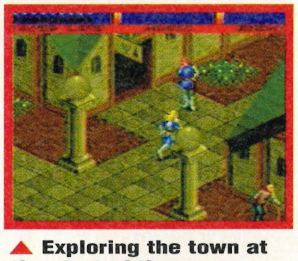
▲ Wading through the water, you're ambushed by some lilies!

RYAN: This game exceeds even my wildest expectations of a decent Sega RPG and as a result I was captivated for days. I initially thought the puzzles and bosses were dead easy, but as I got further into it, the difficulty increased to a point at which I was literally crying down the phone to the friendly Sega guy, begging for advice on how to get further. A brilliant game that made me forget about my PlayStation for ages. Keep 'em coming Sega!

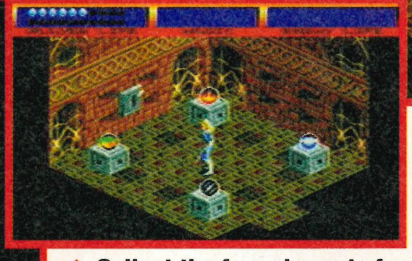


▲ What are all these giant tuning forks doing here? I dunno, but the music in this game's a bit naff.

PHIL: From the moment you see those slick isometric graphics (very reminiscent of The Immortal) and start exploring the vast play area, you know you're in for a treat. Boasting lots of logical puzzles and some nice big baddies, Light Crusader is both challenging and entertaining. Apart from the often humorous dialogue, I was tickled by the way you can literally push other characters around the rooms! An old-fashioned but polished adventure.



▲ Exploring the town at the start of the game.



▲ Collect the four elements for magic, mixing them up to concoct different spells.

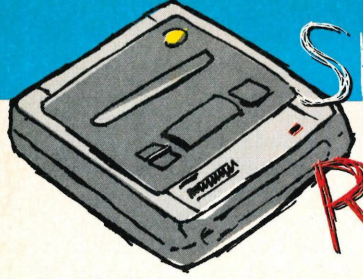
DAVE: Graphically you can't fault this. Sega have come up trumps with an RPG that is visually stunning and progressively challenging. Maybe not as stats packed as hardcore adventure fans would like, or action-packed enough for hack n' slash aficionados, it is, however, enjoyable, once you get used to the quirks in the gameplay, like mastering the strange perspectives and being able to stand on people.

SIMON: Standing on cows isn't my idea of fun, but obviously our Pamela Anderson lookalike hero has different ideas. There wasn't enough action in Light Crusader for me, but some aspects appealed including the way you can stand on people's heads, push them off walls and walk on tables. This brought the rebel out in me! Graphically not bad, but there wasn't much here to keep my interest.

◀ Whoah! There are plenty of large creatures to kill, including this fire-breathing dragon. You need to jump up to slash him a few times – or better still zap him with a powerful meteor spell.

Another slick adventure from Sega with plenty of puzzles and combat action.

Overall 85



Snes Reviews Earthbound

UNSTOPPABLE!

The Martians have landed, the whole town has been thrown into complete chaos, and your parents expect you to sort it all out before bedtime!

Nintendo ■ SNES ■ £64.99 (Import)

Why is it that when our beloved planet is threatened by little green men, the only force capable of stopping them is a small-fry geek who should be worrying about girls, acne and homework? Such is the scenario in Nintendo of America's gripping new RPG.

When a meteorite crashes into the hills overlooking a dead-end American town called Onett, the inhabitants start to act very peculiarly indeed. But one person unaffected by its infectious rays is a young boy (nameless until you personalise his handle) who sets out on a quest to send the extra-terrestrial goons back to their own universe with their tentacles flapping between their legs.

The playing area is colossal with many different town and countryside locations to scan through. Most impressive, though, is the level of interaction. Using a cash card to draw funds, you can shop in department stores, hire bikes to bomb around on, and even take in a show at the local theatre. You can also gain useful allies to accompany you on your quest including other mixed-up kids, heroic bumble-bees and pathetic pooches – all of which will be only too happy to join you in your plight to vanquish the formidable interstellar dwellers from Earth... Not!

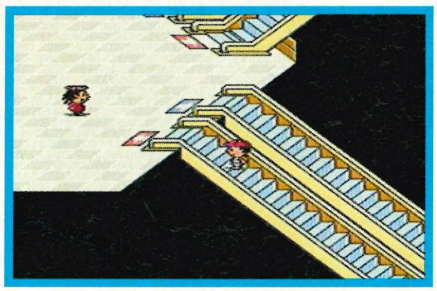
SIMON: I'm not much of an RPG fan myself, but this had something going for it, maybe the fact that you can name all of your characters helped. Graphics might have been better but the easy playability helps a lot. Maybe a Zelda clone but an enjoyable and good one at that. If you're a fan of the genre then you won't be disappointed. Massive!

DAVE: The SNES excels at these games. Check out the software catalogue and you'll find a bewildering choice of huge RPGs. Not everyone's cup of tea, but fans of this genre will wet themselves over Earthbound. It's enormous, it's funny and it's guaranteed to wreck your social life... just ask Ryan. Nice to see that it's also not set in the clichéd world of medieval fantasy. Cool.

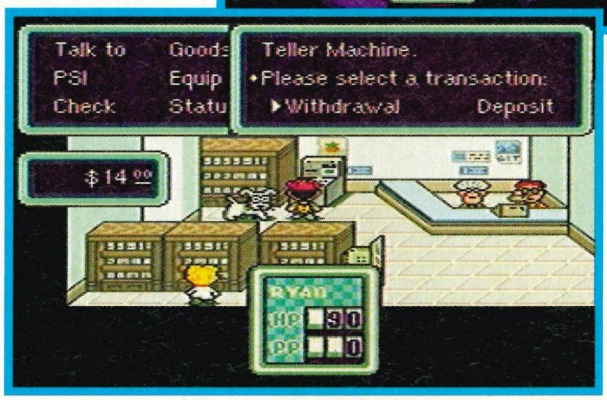
▼ The tiny heroes go to see where the meteorite landed... Oo-er, it looks like they're in for a close encounter.

▲ Once you've withdrawn some cash with your dad's card (!) you can hire a bike to get around town quicker.

▶ Doing battle with a mutant ant! The combat system is easy to use and quite fun. Choose whether to attack, defend, use magic or, if you're getting beaten, run away!



▲ Blimey, this department store is huge. Now where are the bargains?



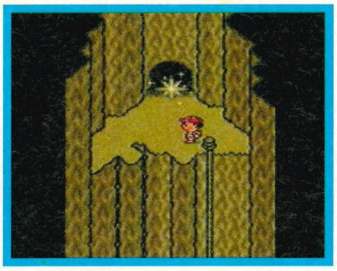
▲ Cash machines can be found in hotel lobbies and drugstores. You'll need money to buy things.

◀ There's loads of interaction with the folks around town. Most of them will give you useful hints for your epic quest.

CONTACT THE VIDEO GAME CENTRE 01202 527314 FOR MORE INFO

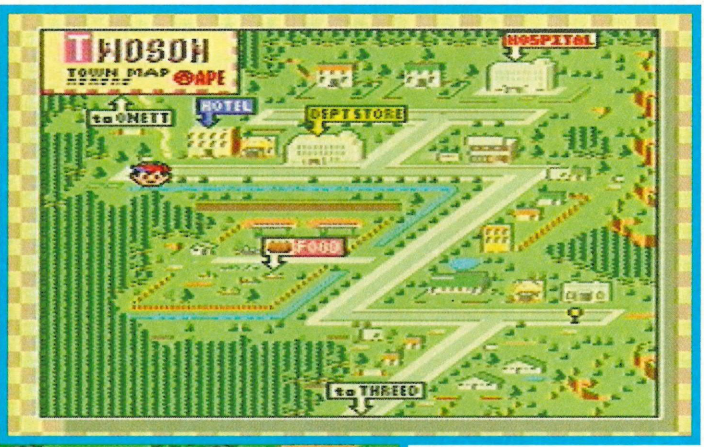
Earthbound

24 Mbit

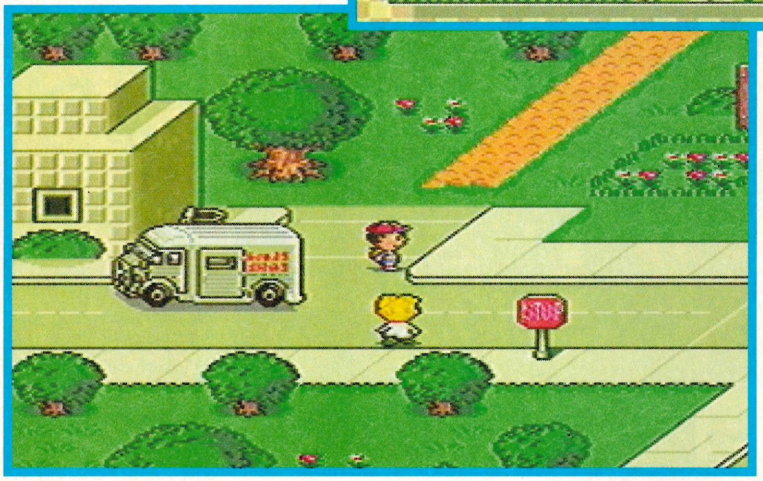


▲ At certain points you can go underground to explore some more. I wonder what that shiny star is.

▼ Visit the library and you can get a map of the town. It's dead useful for finding your way around the huge scrolling play area.



PHIL: Fantasy RPGs are two a penny nowadays so it's nice to see something with a modern theme for a change. Far from taking itself too seriously, Earthbound is packed with tongue-in-cheek humour to keep you chuckling away. Don't be put off by the cutesy graphics; this is a supremely entertaining adventure with a huge challenge. As an added bonus, you even get a brilliantly produced walk-through guide – just don't peek too often!



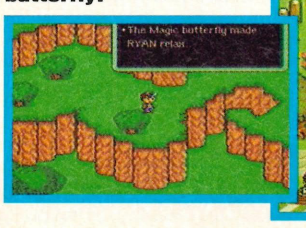
▼ Ganging up on a little kid? Talk about police brutality!

RYAN: It's been a while since a game has captivated me like Earthbound did. A game rich in story, gameplay, longevity and challenge, the only minus points are the graphics which at times look like an NES game, but after a while they become superfluous as you delve deeper into the many secrets and elements tucked away. What you've basically got here is a stroke of genius that has to be played to be appreciated. Utterly brilliant.

▲ Watch out for runaway vans on the roads. Remember your green cross code, young man. You don't want to get splattered all over the tarmac.

◀ When this photographer takes your picture, your position is saved to battery backup so you can resume your adventure later. Essential as the game's so darn big.

▼ Soothed by a magic butterfly!



◀ There are plenty of things for sale in the market place, most of them sold by dodgy-looking geezers with glasses and beards.

Extremely entertaining and challenging, this brilliant RPG will have you hooked.

Overall **92**

Adventuresoft ■ PC CD-ROM ■ £44.99 ■ 386

UNSTOPPABLE!

How could one unfashionable hippie have so much bad luck? To be whisked back in time twice, someone up above must really hate you Simon!

Simon The Sorcerer

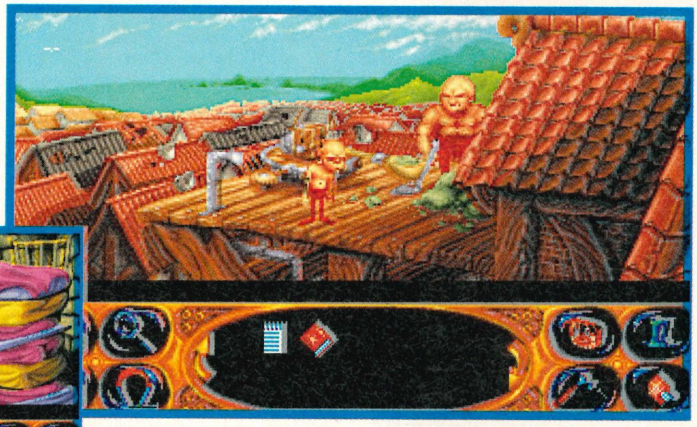
They say that curiosity killed the cat (nah, that was just poor chart success surely!), so if unfortunate degenerate Simon was a moggy then his quota of lives would have expired aeons ago. This tale begins when the long-haired lout discovers a strange wardrobe in his grotty digs. Unable to resist having a nose, he wanders inside only to emerge in a medieval kingdom with no obvious means of getting home. It would appear that the wardrobe is in fact a highly advanced time machine powered by a rare substance called Mucusade.

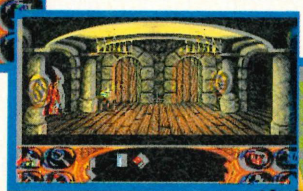
Unsurprisingly, this point-and-click adventure revolves around obtaining said fuel. Hence poor Simon embarks on a quest involving lots of danger, hair-raising encounters, and loads of hilarious interaction with the strange townsfolk (the best being a sad anorak with John Major's voice!). By collecting and using objects, Simon gradually paves the way to acquiring the slimy-sounding substance so he can get back to the future.

With voices supplied by the Spitting Image crew, and highly amusing character sprites, *Simon The Sorcerer II* is a tongue-in-cheek adventure of epic proportions that will tax the brain and push adventure-playing skills to breaking point.

PHIL: Proving that adventures certainly aren't just for anoraks, this game offers hilarious entertainment for all. The cartoon graphics are truly superb, packed with character which is enhanced by the brilliant speech. Not only is the game consistently funny – I had a permanent smile on my face – but it's a mighty fine adventure too, offering excellent character interaction and well-designed puzzles for a massive challenge. Miss it at your peril.

▼ **These two baldies are in charge of that catapult – I wonder if it could be of use to Simon?**





▼ **This dodgy dealer shows you the contents of his suitcase.**

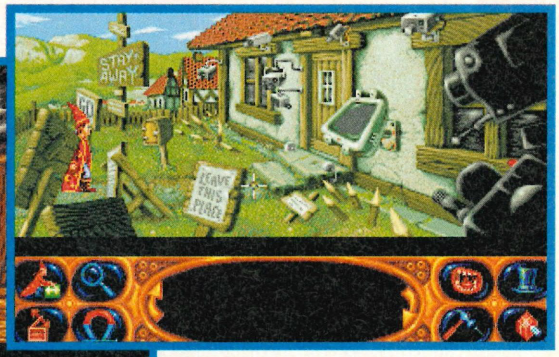
▲ **Simon strolls down another corridor. There are several routes which he can take now – better try them all.**

▲ **What a beautiful spot on the beach. This is no summer holiday though – snooze off in your deck chair and you'll never get back home.**

SIMON: It's not often that I get totally immersed in an adventure, but this one really stands out from the rest. Its predecessor was cool, and the sequel's even better. If you want a good laugh then I can promise you'll get more than just the odd chuckle in this. After the superb lengthy intro, you enter a world which even I found hard to understand. Weird but funny. Buy it now!

▼ Simon meets a king on the throne – whatever happened to privacy?

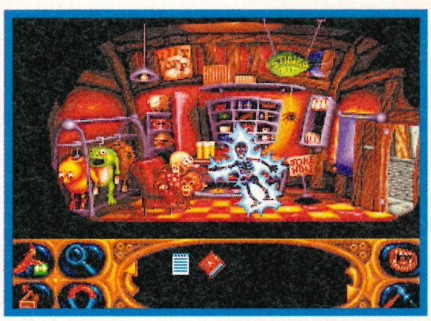
▼ This group of loonies includes a bloke who thinks he's a fly!



IT

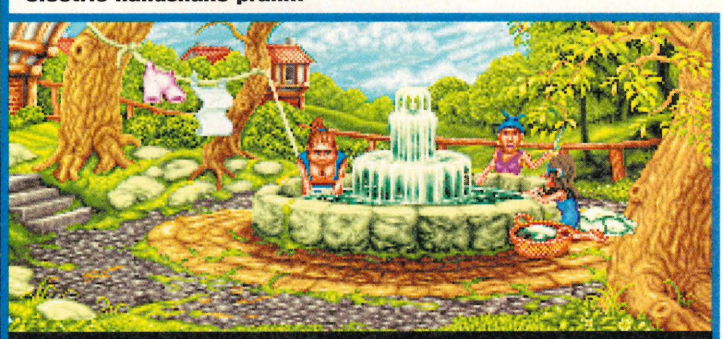
RYAN: I never had the good fortune of playing the first Simon game, but the sequel had me totally captivated. Although the game is easy to grasp, you aren't handed any favours because you're thrown in at the deep end from the very start. The graphics are excellently detailed with a cartoon flair, and the hilarious voices and sound effects are the icing on the cake. Truly thought-provoking and immensely challenging, Simon The Sorcerer II is definitely my game of the month.

▼ A motley bunch of adventurers meet in this strange café with mushroom tables and chairs.



▼ This shop is full of junk – maybe some it is useful.

▲ Inside the joke shop you're treated to the old electric handshake prank.



DAVE: Lots more of the same from the mirthful magician. Okay, so Chris Barrie no longer lends his vocal talents to this title, but the challenges, characters and near-the-knuckle humour are all still here in abundance. In fact, *Simon The Sorcerer II* does a rare thing: it impresses you just as much as its predecessor. A huge game and great fun, you'd have to be dead not to enjoy this.

▶ Fancy a quick dip in the fountain? Or maybe you could get these ladies to do your washing.

▲ Low technology abounds in this medieval world. This device is some sort of power generator.

Slick presentation and hilarious characters make this adventure a joy to play. Superb.

Overall 93

DONKEY LAND

Questions were asked in the Nintendo camp about whether to even attempt such an ambitious game on the handheld, but they've done it!

The superlative *Donkey Kong Country* took us all by surprise last Christmas. Several months on and the Game Boy is in for similar treatment with a game based on the SNES smash hit.

The main story remains the same, with the evil Kremlins hiding your precious bananas all over the scrolling platform levels. *Donkey Kong Land* incorporates most of features of its SNES big brother, including animals to ride and many secret bonus stages to find. Instead of copying *DKC* rigidly, new levels have been introduced to suit the new format, in the process making it more enjoyable for those who've already played the SNES game.

The platform gameplay is very familiar, however, with Donkey Kong or Diddy (press Select to switch between them) throwing barrels around and jumping on baddies' heads to kill them. With 32 jam-packed levels to wade through, the battery backup facility also proves invaluable.

Taking into consideration the Game Boy's graphical capabilities, it seems Nintendo have produced the ultimate platform experience, leaving Mario down the pan and past his sell-by date.

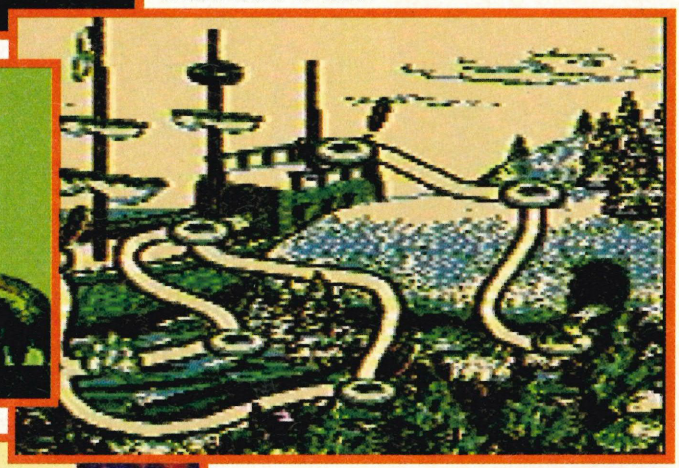
PHIL: Although nowhere near as technically amazing as DKC was on SNES, this is still one of the best handheld games you can get your erm... hands on. It plays surprisingly similarly to its SNES counterpart with well-designed levels to really test your gamesplaying skills. Old-fashioned platform action it may be, but thanks to the sheer playability it's far from tired.

▼ It's a barrel of laughs as Kong is rocketed skyward, picking up a bunch of bananas on the way.

▼ On your travels, you can pick up different letters to spell out KONG. This will give you an extra life.

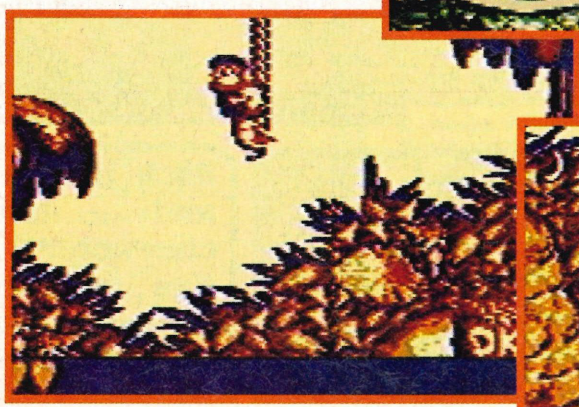
▼ The main map shows the levels accessible so far – at certain points you get a choice which route to take.

▶ Kong leaps through the air into a load of bananas – collect a hundred of them for an extra life.

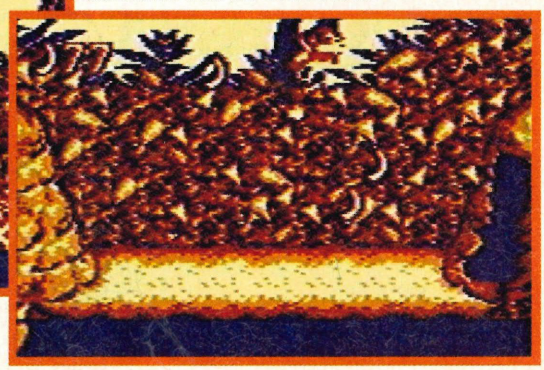


▼ Kong finds one of the many hidden sections in the game. Here lots of bananas can be collected.

RYAN: Whereas DKC had amazing graphics to disguise the dated theme, with DKL they just don't do as good a job of hiding the fact that this plays like just another Mario game. Don't get me wrong, the graphics are brilliant and it is a damn playable game, but it doesn't pack as much of a punch and you come away feeling like you've seen it all before.



▲ The only way to get past here, Diddy, is to jump onto the moving rope. And so he continues his quest to defeat the Kremlins.

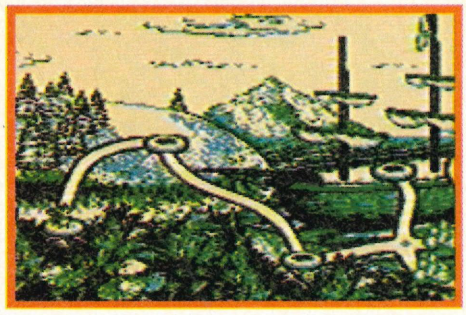


£29.99 ■ 4 Mbit

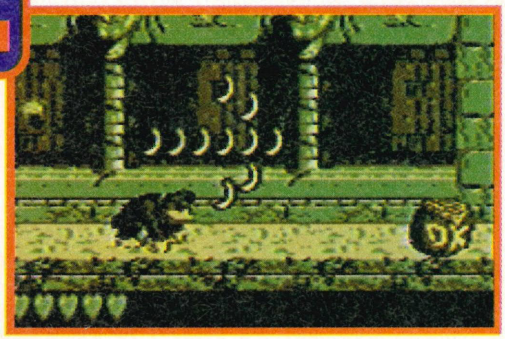
KONG LAND

TM

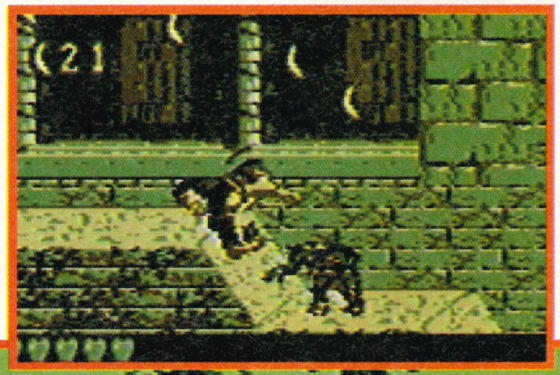
SIMON: Donkey Kong Land is the most playable game on the Game Boy to date. Halfway through the making of DKC on the SNES, Nintendo decided to give the idea a go on their handheld machine and the final result is a corker. Character movement is excellent, as well as the way the levels have been put together. It's one in a million and it works!



▲ The start of a whole new adventure for Donky Kong and Diddy. What will they encounter on their travels?



▶ Oh look, there's a chance to get Diddy back. So pick up the barrel and lob it. Hopefully you will be able to knock one of the baddies senceless as well.
The bananas seem also to be pointing Kong in the right direction. So helpful.



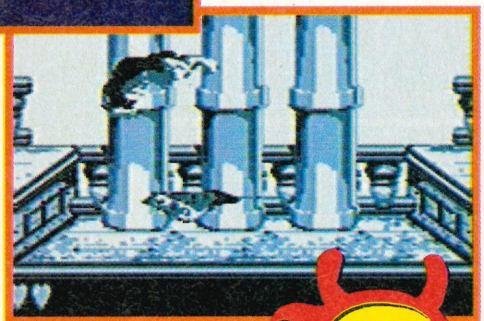
▼ Maybe not the standard of graphics as *DKC*, but the bad guys are just as bad!

▼ Someone's nicked my tyres! But they've been put to great use says Kong, who uses it to get to higher places.

▼ Diddy looks scared. But what's behind that opening?

▼ I bet Kong wasn't expecting a nasty boss to scare him like that. The Game Boy might be small, but the end-of-level baddies just get bigger and bigger to fend off as you go through each level of this epic challenge.

▲ A leap to safety for Diddy as he rides on the back of the Rhino, who will be able to help in in more than one way.



DAVE: The Game Boy is definitely a big favourite of mine, a real value for money machine that has a multitude of high-quality titles. Donkey Kong Land is sure to be one of the biggest of them all. Suffering a little from screen blur, but not surprising when you see the quality of the graphics and animation, this WORKS! Lots of original monsters and levels. GB owners will just have to buy this.

▶ Our cheeky monkey climbs up a rope, grabbing tons of bananas as he goes.

With some slick graphics and addictive action, this is one pretty tasty banana.

Overall 87

Magic Beast Warriors

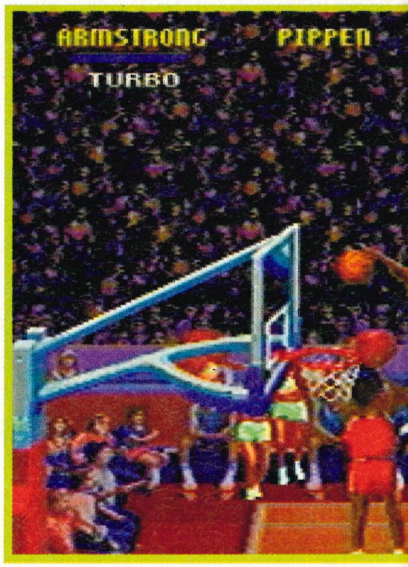
■ Allumer ■ PlayStation
■ £75.99 (Import) ■ 1 CD

Oh God it's started, the PlayStation has been out on import for several months and the decent software is drying up and trickling out in drips and drabs, leaving spaces for laughably inferior products such as this to seep through the quality control net. *Magic Beast Warriors* is a crappy beat-'em-up affair interlinked with video footage.

Although the central characters are reminiscent of the classic Monkey TV series (remember that?), the video bits clearly show them to be actors dressed up in ridiculous foam costumes that make Power Rangers seem as though it's working with a budget to rival Waterworld. The action itself is just boring old 2-D visuals, daft special moves, and tacky presentation. The only good thing about this game is the music, and it's a damn sight cheaper strutting down to Our Price for some funky vibes.

Overall 36%

NBA Ja



■ Acclaim ■ 32X
■ £49.99 ■ 16 Mbit

Ho-hum, *NBA Jam* has arrived on the 32X and what reason do we have to get excited?... The players have big heads! That's just about the only real difference. In fact, so big are their heads that the players generally look like mutated chimps dashing

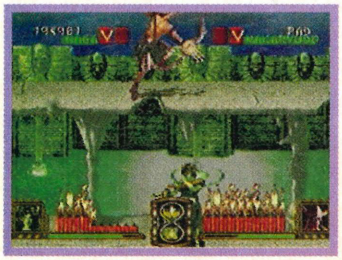
Battle Monsters

■ Naxat ■ Saturn
■ £79.99 (Import) ■ 1 CD

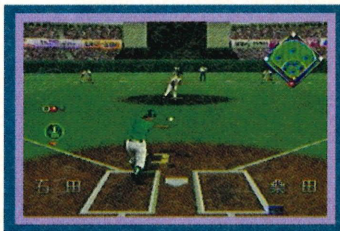
With *Virtua Fighter* firmly established as then Saturn beat-'em-up king, it still doesn't prevent others from having a pop at the title, and this incredibly strange B-movie-style affair is indeed a brave attempt. It is done in the traditional 2-D perspective, but with plenty of zoom-in scaling effects and many more novel features besides. It boasts a whole host of mythical combatants ranging from snake-haired Gorgons to Frankenstein look-alikes, headless Arabs to sword-wielding skeletons. All have some truly imaginative special moves and look convincingly menacing in their surroundings.

A good element is the way in which there are platforms scattered around on some arenas for multi-level action, and the whole thing is presented very well with eerie intro screens and spooky backgrounds. We found it a bit easy to complete, but the final boss, Leviathan, is a real challenge and has to be defeated four times for ultimate victory – each time changing form.

A good game that will probably be sadly overlooked by most cash-conserving individuals.

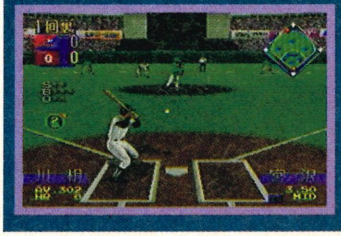


Overall 76%



■ Sega ■ Saturn
■ £69.99 ■ 1 CD

Traditionally, baseball games on these shores have gone down about as well as five-a-side soccer evenings in OAP homes, so it comes as some surprise to realise that the first 'inferior rounders' game to hit the Saturn is actually quite good. You pick a team from a hefty assortment of unknown Jap teams and then march out into the beautifully drawn and scaled stadium to whack a few balls into the crowd – or at least that's the general idea. Hitting some extravagant home runs is merely an impossible dream as far as we were concerned.



n Tournament Edition

around the court as opposed to easy-to-recognise NBA stars. Everything else from the 16-bit version is here, albeit touched-up and enhanced in places. The game plays just as well as before – especially compulsive in two- or four-player mode – and there's even a bit of perspective on the players to solve the old 'am I under the net or not' debate. Still a damn fine game, but the alterations on this version don't warrant preferential treatment in our book.

Overall 86%

Clockwork Knight

■ Sega ■ Saturn
■ £39.99 ■ 1 CD

One of the first games to arrive on import, *Clockwork Knight* wowed us with its slick graphics and innovative use of 3-D – such as enemies sneakily emerging from the backdrops and buildings falling out of the screen. The big drawback, however, is the ease with which the game's four platform levels are completed. Despite reducing the number of continues available, the new UK version still proves a lightweight challenge.

Overall 74%

Daytona USA

■ Sega ■ Saturn
■ £49.99 ■ 1 CD

UNSTOPPABLE!

The eagerly awaited coin-op conversion is an essential purchase. Featuring extra options to the arcade, near-perfect 3-D graphics (apart from the negligible clipping glitch) and equally fast racing action, it's a winner from start to finish. The only change in the UK version is the ability to access the special Karaoke option in Saturn racing mode as well as Arcade – by pressing Up + C on the Circuit Select screen.

Overall 94%

Greatest Nine

This is graphically brilliant and it plays as smoothly and straightforwardly as baseball games should – less of the complicated superfluous stats and straight into the action without dilly-dally. If you're into the sport then this is the game for you, and even if you're not it's still a good laugh and an enjoyable waste of time.

Overall 81%

Panzer Dragoon

■ Sega ■ Saturn
■ £49.99 ■ 1 CD

UNSTOPPABLE!

The best-looking shoot-'em-up yet has you flying through 3-D levels on the back of a wing-flapping dragon. The ability to rotate and zoom the view proves essential for shooting at airborne enemies attacking from all sides. These have been made more aggressive for the UK version, as Sega reckoned killing dormant creatures wasn't cricket! Gameplay doesn't quite match the gorgeous graphics, but it's still a great blast.

Overall 90%

Pebble Beach Golf

■ Sega ■ Saturn
■ £44.99 ■ 1 CD

The Saturn's first golf game is a bit of a bogey. There's plenty of options and FMV razzmatazz, including tips from Craig 'The Walrus' Stadler – at least in the UK version you can understand his advice! However, the game slices out of bounds thanks to a tricky control system and some appallingly blocky scenery when close up. Although slightly more palatable than the £80 import, there should be better golf sims to come.

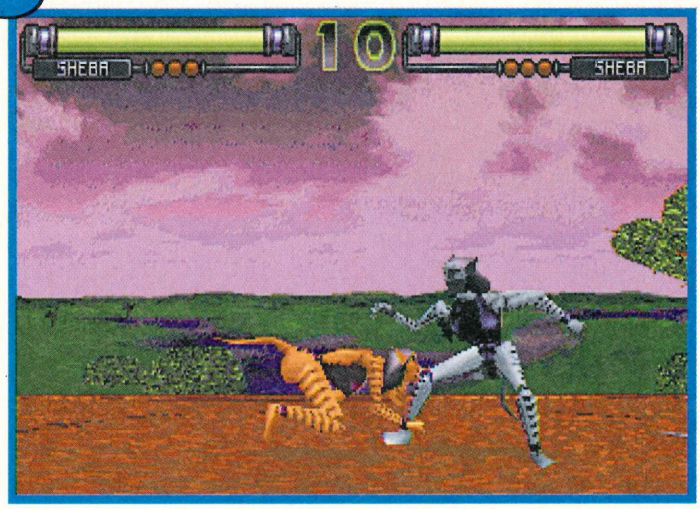
Overall 58%

FX Fighter

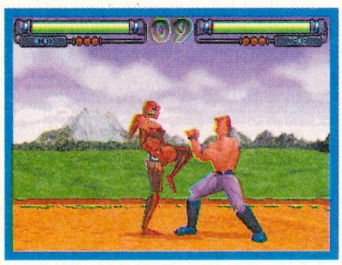
■ Argonaut/GTE Entertainment
■ PC CD-ROM
■ £39.99 ■ 486 33MHz

Argonaut's PC rival to *Virtua Fighter* and co zips you off to some distant galaxy called the Aycul System whose planets have devised a combat contest to determine the superior race. The seven fighters on offer contrast with those in other polygon beat-'em-ups – this lot consist of only a few human combatants with enlarged insects and mutants making up the numbers.

If you manage to overcome the prize fighter from a certain planet, you get the satisfaction of watching that planet explode. Keep winning and by the end of the contest your planet will be the only left standing in the solar system – so who's going to argue with you then?



FX Fighter is a very polished product that proves that the PC can hold its own against the Saturn and PlayStation beat-'em-ups. One gripe though is that the controls aren't as smooth as they should be, and the moves don't seem to slot together as well as say, *Virtua Fighter*. But hey, this game is pretty damn impressive and deserves to be a huge success.



Overall 82%

■ Bullfrog ■ PC CD-ROM
■ £44.99 ■ 486 DX 50MHz

More usually associated with sedate strategy sims, Bullfrog have joined the frantic chase for the top PC racing game. For increased performance, *Hi-Octane* adds a dash of blasting action as you shoot up rivals with miniguns and missiles – very satisfying. There are six vehicles to choose from, ranging from a well-armoured lorry to a high-speed flyer, to race on the six championship tracks.

It's all exhilaratingly fast stuff – at least on a 120MHz Pentium PC it is! Yes, this one really does need a Pentium processor: even when the graphical detail is reduced, it'll still be relatively jerky and slow on a 486. However, if you're rich enough to own a top-end system, *Hi-Octane* is the game for you. Best of all is the facility to network up to 12 players for some devious racing battles. Definitely one of the best link-up games around.

Action Soccer

■ Ubi Soft ■ PC CD-ROM
■ £34.99 ■ 486 66MHz

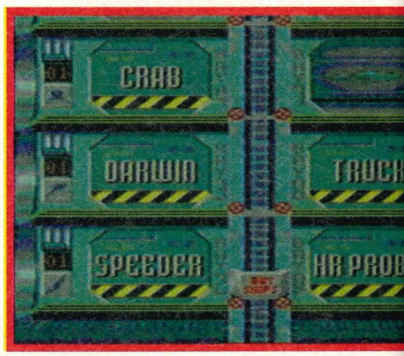
Ubi Soft have taken a slightly different approach to the football genre with this 'funny old game'. The first things you notice are the bright cartoon-style presentation and wacky humour – the completely over-the-top commentary provided by Sky Sports' Jonathan Pearce is side-splitting stuff.

On the pitch – either viewed side-on or in FIFA-style isometric 3-D – the players eagerly deck each other with shoulder-barges to get to the ball. Thanks to agile computer goalies, shooting straight for the net rarely works – the best technique is to cross into the box to your waiting team-mates. Although this encourages more passing play, the scoring tends to be a bit formulaic as most goals are achieved with a cross and volley/header/overhead.

▲ There are two views to choose from, including this isometric one.

It's a fun if not amazing game of football with options including different weather conditions, team formations and various tournaments to compete in. The rather ordinary in-game graphics are the main letdown – especially when compared to the latest next-generation soccer sims.

Overall 79%

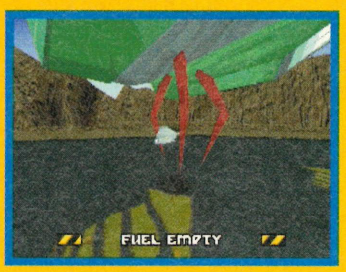


■ Black Pearl ■ Mega Drive
■ £TBA ■ 16 Mbit

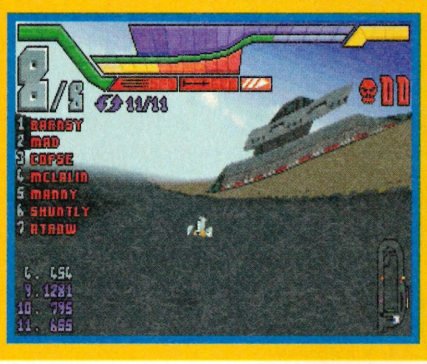
Snivel! Wail! Drone! Blub! What the hell has happened? Honestly, Sculptured Software produced a stunning game on the SNES called *SeaQuest DSV*. It looked great, played exquisitely and was an all-round good game. However, from its transition from SNES to Mega Drive, this game has lost something drastic. The initial playing area seems to be dramatically scaled down from a vast underwater wilderness to a mere duck pond, and the controls are all messed up.

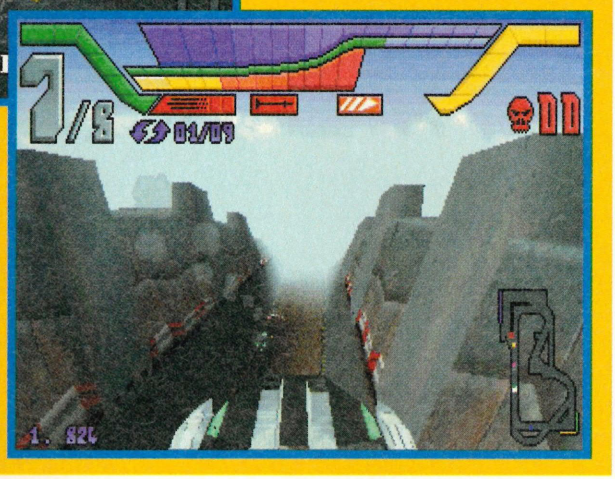
Despite this, though, it is still a decent enough game that incorporates loads of different missions and frantic underwater chases, plus there is also the added bonus of having loads of pretty sea-life bobbing around in the surf... even

HI-Octane



Overall 86%





Sega International Victory Goal

■ Sega ■ Saturn
■ £44.99 ■ 1 CD

Originally hailed as the future of football, Sega's first Saturn soccer sim has proved a big disappointment. Sure, the flashy polygon graphics are all very nice with the ability to rotate and zoom the view like a drunken cameraman. Unfortunately the *Striker*-style gameplay isn't nearly so impressive or realistic – unless you're a Wimbledon fan. Although substituting international teams for the import version's Japanese ones, the UK game still struggles to score.

Overall 65%

Virtua Fighter

■ Sega ■ Saturn
■ £N/A ■ 1 CD

UNSTOPPABLE!

Compared to new rivals like the PlayStation's *Tekken*, it may not look quite so impressive now, but Sega's original polygon beat-'em-up still packs a powerful playability punch. Looking and playing identically to the arcade machine, it really is a perfect conversion. Bundled with the Saturn, the UK version has even eliminated the import game's glitching on the replays, as well as adding English text for those Ranking Mode game tips. A knockout.

Overall 93%

SeaQuest DSV

if you do get fined $800 for blasting a bloody shark. Worth a look but this should have been so much better.

Overall 74%

The Bitmap Brothers Compilation

■ Warner Interactive ■ PC CD-ROM
■ £29.99 ■ 386

Surely the coolest programmers around, the Bitmaps have a string of top games to their name. This CD compilation features five hits of yesteryear. Slick platformer *Gods* and brilliant future-sport sim *Speedball 2* are the star attractions. The other three offerings – *Cadaver*, *Xenon 2* and *Magic Pockets* – are looking a bit long in the tooth now. Nevertheless, pretty good value if you don't own any of the games here.

Overall 70%

The Chaos Engine

■ Warner Interactive ■ PC CD-ROM
■ £29.99 ■ 486

First released on the Amiga and then onto consoles, *The Chaos Engine* is a top-notch arcade adventure cum shoot-'em-up. Although looking almost identical to its predecessors, the PC version is still playable as hell as you explore baddie-packed maze levels.

Countless weapons and power-ups are all here, with a variety of well-'ard characters to choose from. Two-player gameplay is slightly limited but great fun nonetheless.

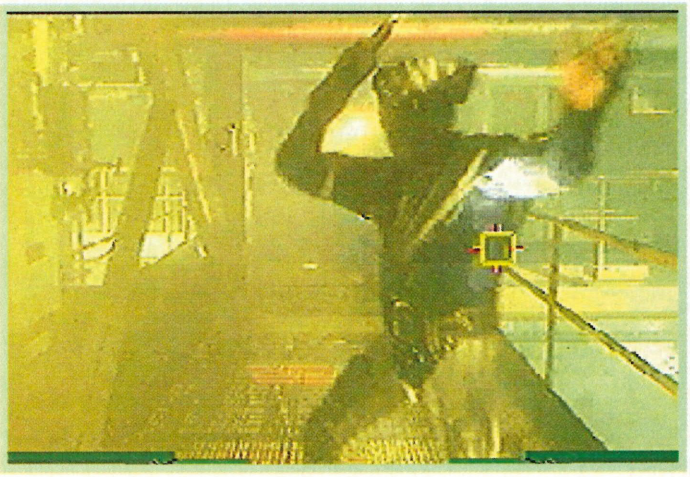
Overall 89%

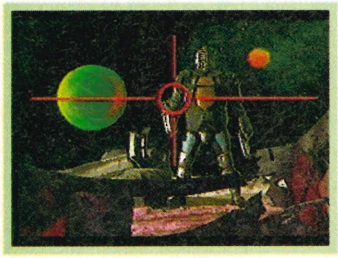
Space Pirates

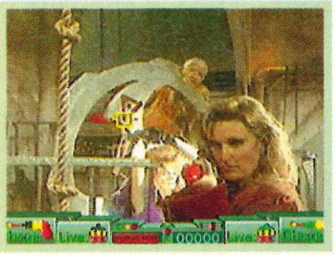
■ American Laser Games ■ 3DO
■ £TBA ■ 1 CD

Oooh! Quiver! A bunch of ruthless mutated hell's angels are threatening to take over the galaxy and only you armed will a fetching orange light-gun can thwart their plans.

The game is split into numerous levels which fork out on different routes. The action is classic light-gun stuff and a mighty fine laugh for the first few goes, but there are only so many times you can sit through this feeble plot and watch the badly acted sequences on constant loop like a scratched record.







▲ Shoot the space baddies and untie the girl – well, if you really want to...

It is pretty challenging and takes a sharp eye to progress through the levels, but *Space Pirates* is severely lacking long-term appeal and like ourselves you'll probably get miffed and switch to alternative means of entertainment after a while.

Overall 68%

Hell

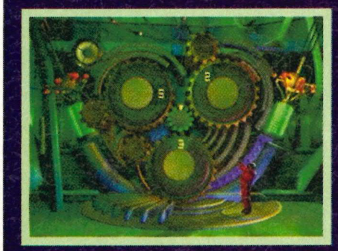
■ Gametek ■ 3DO
■ £39.99 ■ 1 CD

One hundred years from now, the US government consists of a zealous religious movement called The Hand Of God which sends folks to hell for indulging in forbidden activities like drinking and gambling. You see in this particular time period, hell meets Earth and one can pass to and fro between the two: in fact Washington's streets are plagued with hell-spawn.

The game focuses on Gideon Eshanti and Rachel Braque, two ex-agents for The Hand who went on the run after being targeted for banishment to hell by their boss. Your mission is to find out why.

This investigative adventure starts off very slowly with you plodding around chatting to other characters, gathering clues and useful objects. The rendered 3-D characters are excellently portrayed with several famous celebs making an

Zhadnost: The People's Party



■ Studio 3DO ■ 3DO
■ £39.99 ■ 1 CD

How many people apply to take part in TV gameshows? But how many feel the urge to pick up a joypad and play a simulation of one? Well 3DO owners can now get their paws on *Zhadnost*, an interactive gameshow complete with oily presenter and dancing contestants!

The players compete to make the most dosh in many different puzzle sub-games. These include fitting parts of films together, answering amusing multiple-choice quizzes, and matching voices in a time limit against an opponent. With up to four people joining in the game it's competitive fun – the only downer is that you can't play *Zhadnost* solo (unless you're a sad git and play as more than one contestant!).

Most impressive is the super-slick presentation. There's lots of funky music, while special techniques have been used to smoothly superimpose the digitised characters onto the garish rendered backdrops.

Though its simple gameplay isn't exactly riveting, *Zhadnost* is a good laugh with a group of mates.

Overall 74%

The Next

■ SNK ■ Neo-Geo CD
■ £TBA ■ 1 CD

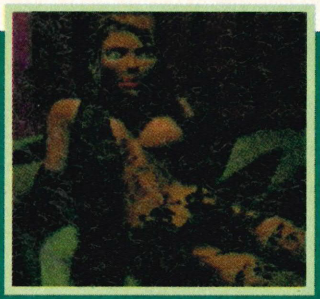
With an ultra-cheesy title like 'The Next Glory' you'd be forgiven for mistaking this for the next *World Heroes* or *Fatal Fury* game, but oh no it is in fact the next extra big dollop of footie pie. Admittedly, we couldn't see much improvement over the last game – apart from Super Long Shots, Faints and back-passes the action is almost identical. And yes, you'll be pleased to know that the bloody annoying loading sections are back in full force!

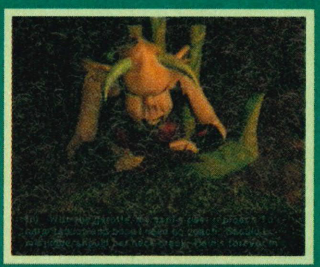
This is simple arcade football that requires little skill to master. There are several tournament modes to compete in, to keep you going for a while, but once you've blitzed all opposition a couple of times you'll soon get bored. The two-player game is a good laugh, though – especially when utilising the vast array of defensive combat moves to rupture your opponents! Good but hardly glorious.

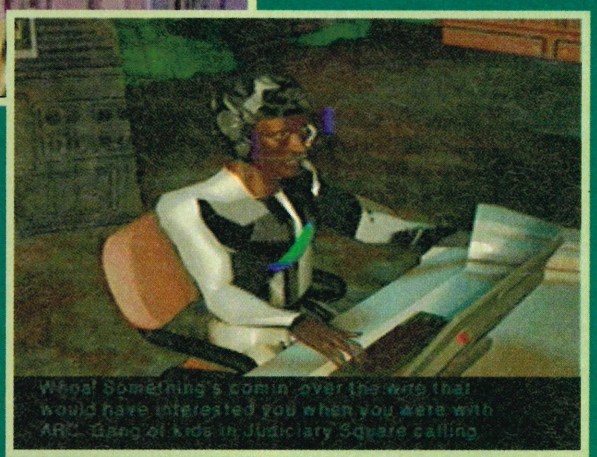
Overall 81%

appearance including Grace Jones, Stephanie Seymour and Dennis Hopper – who totally steals the show as the shifty demon, Mr Beautiful. Apart from the odd combat sequence there isn't much action in the game, but once you start solving a few puzzles you become hopelessly hooked. A massive challenge.

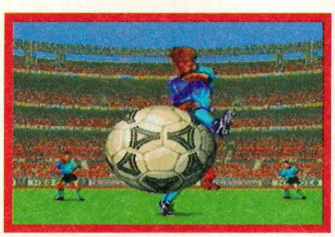
Overall 80%

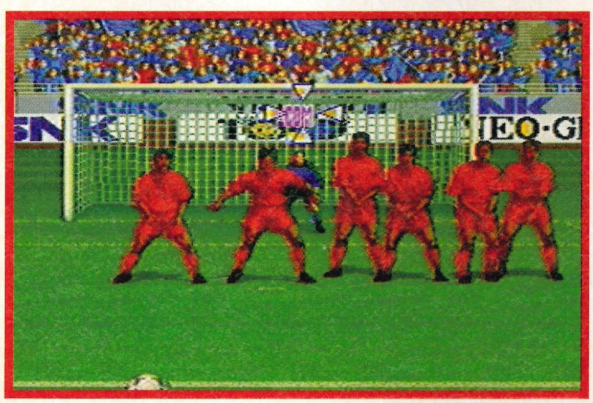




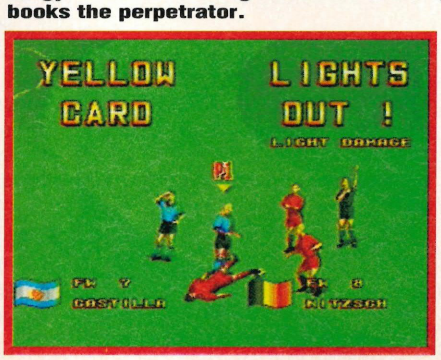


Glory: Super Sidekicks 3





▼ **Trust the Argies to start a bit of argy-bargy. The ref's having none of it and books the perpetrator.**



Dr Drago's Madcap Chase

■ Bluebyte ■ PC CD-ROM
■ £39.99 (£49.99 with pad) ■ 386

Bluebyte's computerised 'board' game comes bundled with an optional joypad for easier control. Up to eight players can join in, moving their vehicles around the European map in a race to randomly selected towns. Spice is added by deviously using chance cards (sugar in tank etc) on rivals and trying to avoid the money-nicking Drago. Although some aspects (eg buying property) aren't fully exploited, it's a fun game to play with friends.

Overall 80%

Sherlock Holmes: Consulting Detective

■ Viacom NewMedia ■ PC CD-ROM
■ £34.99 ■ 386

This three-disc pack features a total of nine cases for the supersleuth to solve. In fact, the first two games were released yonks ago on the Mega-CD. Obviously the quality of the countless FMV scenes is superior on PC, while the gameplay is still enjoyable as you trek around Victorian London searching for clues. With such a big challenge it represents pretty good value for mystery fans.

Overall 78%

Pinball Fantasies

■ 21st Century Entertainment
■ Jaguar
■ £44.99 ■ 16 Mbit

Asking this much for a two-year-old Amiga game seems a little rough on Atari owners. On the other hand, it's undoubtedly better than most (if not all) of the original Jaguar games released lately!

You get four scrolling themed tables to choose from, all excellently designed with loads of features and bonuses to discover. Whether played solo or with up to seven friends, it's compulsive stuff for pinball wizards.

Overall 82%

Ultra Vortex

■ Atari ■ Jaguar
■ £54.99 ■ 16 Mbit

If this went up for a fight against the likes of *Tekken*, *Virtua Fighter* or even *Mortal Kombat 2*, it'd get its head kicked in. Atari's hapless challenger is a risible attempt at cracking the beat-'em-up genre, with no redeeming qualities whatsoever. Totally lacking in imagination, it features sad sprites battling it out with predictable moves on dull backdrops. It looks amateurish and plays like a lemon – don't suck it!

Overall 30%

MAXIMUM firepower

The name's Max, Max Firepower... secret tips agent 008. This month's mission sees the fearless female tipster leaping over perilous platform chasms to beat up hordes of robotic henchmen, before putting her foot down for the climactic car chase to the Games World office...
And all just to remind you that the new address to send your top-secret tips to is Maximum Firepower, Games World, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.
Warning: this message will self-destruct in five seconds.

After Burner

■ 32X

Arcade Mode

When you've been shot down, continue on from the exact point at which your fighter bought it by following this nifty trick. Whilst the Sega logo is displayed at the start of the game, keep A and C held down on controller two and press Start. The only drawback of this cheat is that your continues are reduced to three.

Daytona USA

■ Saturn

Mirror Mode

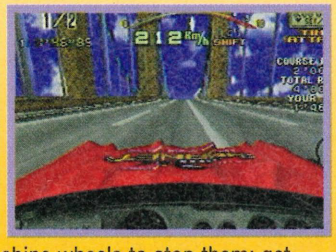
Whilst in Saturn mode, hold down the Start button whilst the track select screen is displayed to see it reversed.

Karaoke Mode

Whilst selecting a track in Arcade mode, push Up as you make your selection to enter a silly Karaoke version of Daytona that has the words to the annoying song scrolling along the bottom of the screen.

Time Attack

In Saturn mode, press and hold Start during the select your car screen to enter a special Time Attack mode. This has your Hornet racing on an open track against the clock.



Get Slottin'

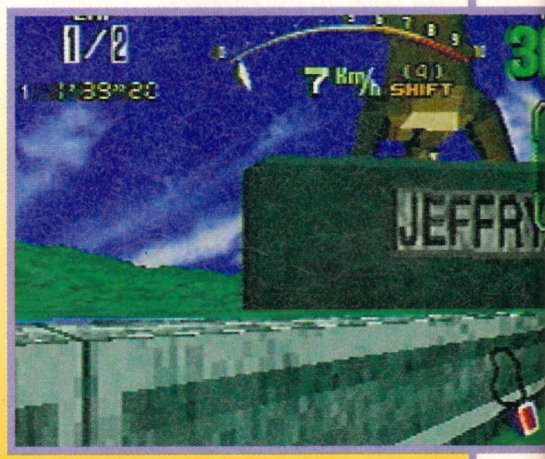
Whilst racing on the beginner track, press the X button as you pass in front of the rotating slot machine wheels to stop them: get three sevens for extra time.

Dancing Jeffry

Whilst in the expert mode, pull over next to the Jeffry statue situated at the side of the track and press X to make him boogie.

Mo' Music

To blast some tunes from any of the AM2 games, simply enter your initials on the high-score screen as the initials of that game. For example, VF for Virtua Fighter, AB for After Burner, ORS for Out Runners, or VR for Virtua Racing.



Horse Racing

Come first on all of the tracks with the settings on Normal, and also come first on the Advanced track. If successful, you'll be able to race as one of your four-legged friends.

Deadalus

Saturn

Secret Codes

To get these cheats to work you must have two controllers plugged in, plus you must keep L and R pressed on controller one at all times.

Floor Warp – Press Start on Controller two.

Repair Damage – Press A on controller two.

Tank Up Generator – Press B on controller two.

Weapon Power-up – Press X on controller two.

Replenish Ammo – Press Y on controller two.

Show Map – Press Z on controller two.

Fighter's History

SNES

Play As Chelnov

Here is a cheat to play as the final boss in Data East's controversial *Street Fighter II* clone. Watch the intro sequence and then during the title screen press Down, Down, Up, Up, Right, Left, L, and R.

Skitchin'

Mega Drive

Become Rock 'Ard

When the Warning screen is displayed at the start of the game, enter the following code on controller one: B, A, Down, A, Start, and Start (BADASS). Now go to the password screen and enter any of the following codes for the desired effect:

Grade 5 Equipment – ARMOUR
Extra Cash – MONEY
Top Three Weapons – THRASH
Toronto – JAYS
Miami – PALMS
New York – LIBERTY
Denver – BRONCOS
San Francisco – HILLS
San Diego – BEACH
Vancouver – TOTEM
Detroit – CARS
Washington – CAPITOL

Ristar

Mega Drive

Level Select

Go to the password screen and enter the code: ILOVEU (ahh!). If the code has worked you should see the words "Select Active". Now simply use the D-pad to flick through the levels.

Iron Soldier

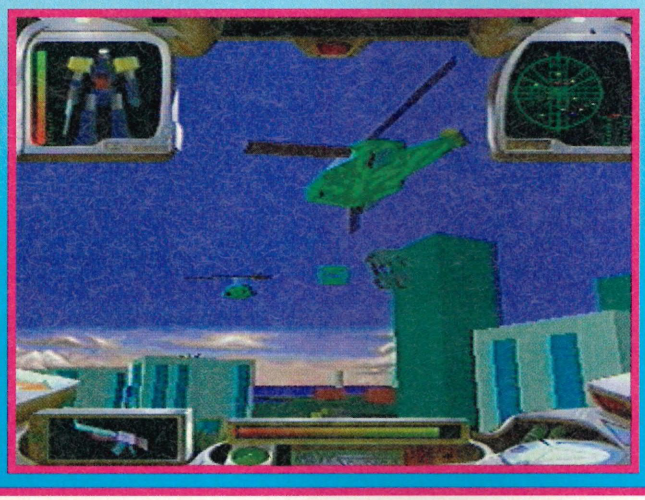
Jaguar

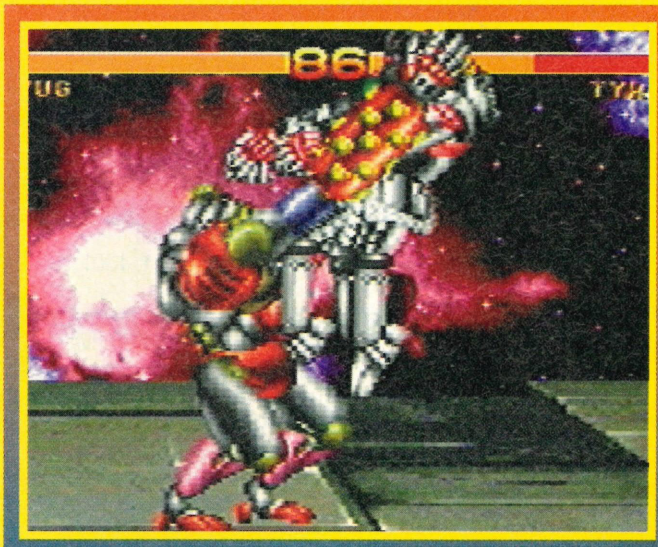
Level Select

Go to the Options screen and enter the number 37668242 on the joypad. If the code has registered, the screen border will shake. Now by starting the game, you'll notice that all 16 missions are fully selectable – plus, as an added bonus, all of the weapons are now at your disposal as well.

Infinite Ammo

Go to the options menu and enter the code 272837 and then start the game. If the cheat has worked, you should be able to blast away to your heart's content and never run out of ammo.





Cosmic Carnage

32X

Cyber Brawl

If you're getting bored of using the same old fighters, simply hold X, B, and Z when you switch the machine on. Then press Start at the introduction screen to be given a whole new range of human fighters. Note how the title screen changes to display the Cyber Brawl logo.

Parodius Deluxe Pack

PlayStation

Hidden Stage

To uncover a hidden stage in Parodius Deluxe Pack, start playing the original game and then when you get to stage two, shoot down all the ships in the first wave. When the second wave fly on screen, shoot the very first ship and then avoid the others. Shortly after, all of the enemies will explode and you'll be warped straight to a rather tricky hidden stage.

Pitfall: The Mayan Adventure

Mega-CD

Level Warps

To go straight to the forest on level two, go to the Start/Option screen and press B, Left, A, C, B, A, Left, Left and Start. To go straight to the waterfall on level three, press B, A, Right, C, B, A, and C. Then move to the Start option and begin on your desired level.

Space Harrier

32X

Arcade Mode

This cheat will allow you to enter a special arcade mode in which you will be awarded three continues to help to get through the game. Simply hold down the A and C buttons on controller two when the Sega logo appears and then hit Start. If the cheat has worked you will hear a voice say "Get Ready!" and then on the title screen you should see the words "Insert Coins". However, this cheat doesn't allow you to enter the options screen, so if you want to change anything, do so before you enter the cheat and then reset the machine.

John Madden '95

Mega Drive

One Minute Game

To be able to play exceedingly short games, go to the Team Match-Up screen and enter B, A, C, A, C on controller one and then on controller two. Then enter the same code on both pads simultaneously followed by the B button on both controllers simultaneously. Now highlight the Game Length option and it should display a new one-minute game length.

StarBlade

3DO

Infinite Continues/Rapid Fire
When the title screen is displayed, press Up, Up, Down, Down, Left, Right, A, A, B, B, C and C for rapid fire. If you also want to enter the code for infinite continues, wait until the demo runs and then when the game reverts back to the title screen, press Up, Right, Down, Left, A, B, C, Up, Left, Down and Right.

Way Of The Warrior

3DO

Hidden Characters
If you fancy introducing a new wave of fighters into the fray then follow these simple instructions. Go to the option called 'Names' and then enter the following birth details for each of the following characters:

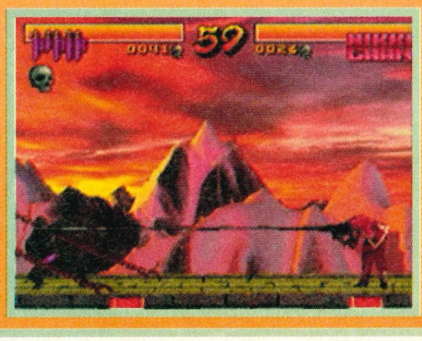
Gulab Jamun
A brand-new Indian fighter with some devastating moves.
Gulab, February 29, 1900

Black Dragon
A darker version of Dragon with a fierce mean streak.
Wyvern, March 9, 1927

Major Trouble
A darker version of Major Gaines with more steroids.
Bad Boy, February 4, 1908

Voodoo
A darker version of Fox who doesn't fight fair.
Evil, June 6, 1966

Hidden Stages
Yes, as well as new characters, there are also several brand-new stages to uncover. Simply go to the 'Names' option once again and enter the corresponding name and date to fight against these scenic backdrops:



Garden Stage
You'll be whisked off to India to fight above the picturesque pond outside the Taj Mahal.
Taj Mahal, January 1, 1901

Turbo Stage
You fight inside a dark, dank cave with no floor. Battles on this stage will be considerably faster.`
Speed, August 8, 1980

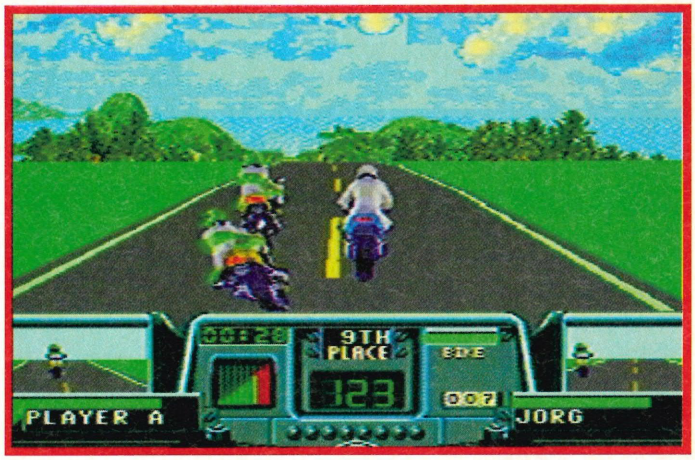
Alley Stage
This novel stage is in fact a tug-of-war-type affair in which the life-meter acts as the rope.
Tugawar, April 16, 1964

Pointless New Character Poses
If you fancy seeing a few new battle-winning character poses, try out this utterly useless cheat. Go to the 'Arena' selection screen and choose the Lava Pit, and then choose Versus mode from the 'Game' select option. This cheat only works for Nobunaga, Dragon and Crimson Glory, so pick one of these as player one. Once inside the game, allow player one to win the first round, then let player two take the second. On the third round, the bridges at either end of the island have been removed. As player one, walk towards the second player and push them back into the lava, thus winning you the round and then when the rematch screen appears... voilà, your character will strike a brand-new pose.

Road Rash 3

Mega Drive

Special Passwords
Go to the 'Set Passwords' screen and enter the following code: 15S9 PU03. This dynamic code will award you with the top-of-the-range bike, $200,000 in hard cash, plus all of the upgrades – not bad.



Clockwork Knight

Saturn

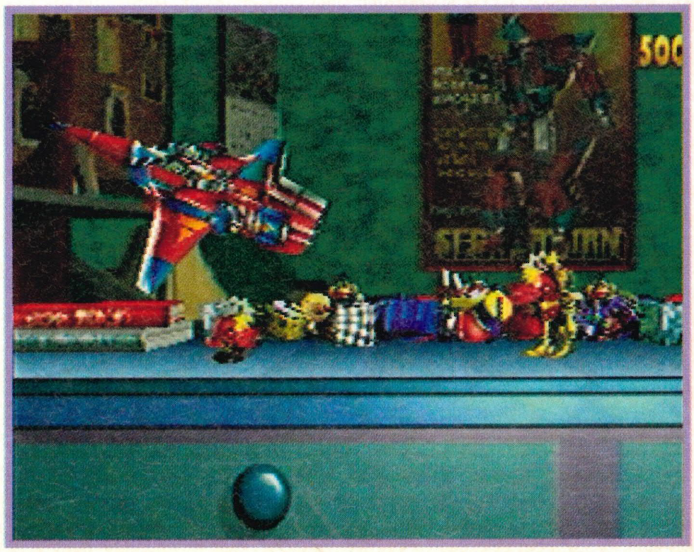
Mega Cheats
This barrage of nifty cheats will give you a stage select, warp you straight to the final stage, give you 999 lives plus one million points.

Stage Select
When it says "Press Start Button" on the title screen, press Left, Up, Right, Down, Down, Right, Right, Up, and R. Then press Up or Down to choose the stage.

Final Stage
After inputting the previous code, press Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, and R.

999 Lives
When it says "Press Start Button" during the title screen, press Up, Right, X, X, X, X, X, X, X, X, X, Down, Down, Down, Down, Down, Down, Left, X, X, X, X, X, X, X, Z, X, Y, Y, Y and Z. If the cheat has worked the opening song will reset.

Points Boost
Finish stage 2-2 (the train stage) in under 30 seconds, making sure you get the clock item, and one million smackers will be yours.



Rise Of The Robots

SNES

Invincibility

During the screen that allows you to choose a one- or two-player game and the options, enter the following code: Down, B, Up, B, Down, Left, Right and B. Now when you start your game you won't take any damage at all.

Zool 2

Jaguar

Special Codes

All of the following codes should be entered during the Options screen. If they have worked, a rooster will screech to confirm it.

Level Codes

Blueberry Hill – 7, 7, 7, 4, 9.
Tooting Common – 8, 8, 5, 6, 3.
Snaking Pass – 3, 3, 6, 6, 6.
Mount Ices – 1, 1, 9, 6, 8.
Mental Blackage – 9, 1, 2, 6, 6.

Bonus Round

(will appear after every level) – 3, 1, 8, 6, 7.

Invincibility

– 1, 1, 2, 7, 5.

99 Lives

– 3, 1, 9, 6, 5.

Demolition Man

3DO

Level Select

Pause the game at any point and press L, A, Up, Down, R, and Up. Now by holding the B button you can scroll up and down through the levels. When you find one you want, simply release the B button.

Plumbers Don't Wear Ties

3DO

Uncut Version

Calling all pervs, there is a cheat to remove the censor bars from the steamy scenes in this odd 3DO title. At the start of the game when the woman is talking, enter the following code: Up, Down, Right, Left, Down, Right and X. If the cheat has worked there will be a warning message and then hey presto... full nudity for your sordid pleasure. Don't forget the Kleenex!

Panzer Dragoon

Saturn

Harder Game

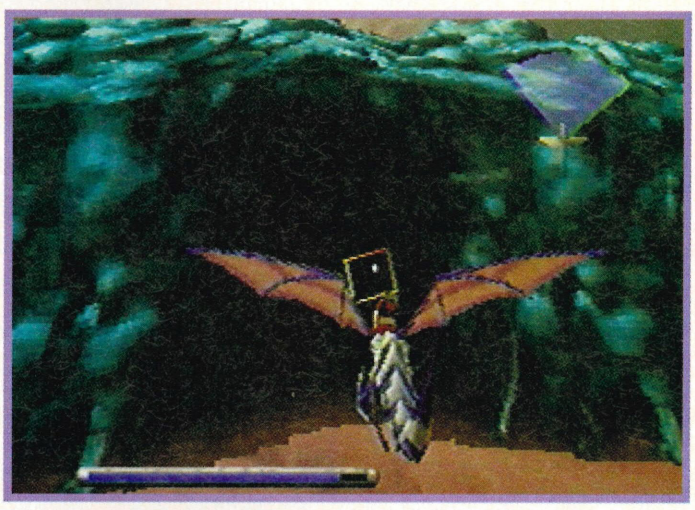
Finish the game on hard level and then using the top two buttons, press: L, R, L, R. Then using the control pad, press: Up, Down, Up, Left, Right. The game is run again at twice the speed, making it a lot harder.

Super Mode

To play the game at turbo speed, press L, R, L, R, Up, Down, Up, and Down during the title screen.

Space Harrier Mode

Go to the Saturn options screen and change the language to German, then on the title screen of the game, press Up, X, Right, X, Down, X, Left, X, Up, Y and Z.



The Need For Speed

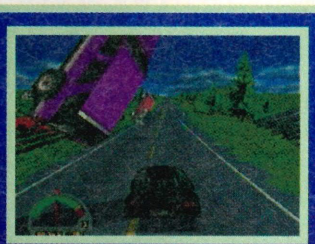
3DO

Clear Roads

Go to the options menu and highlight 'Skill Level'. Then on controller one, press and hold the X, R, L and A buttons. If the cheat has worked the skill level indicator will turn from yellow to pink. Now start a race and be the only car on the road... it's just a bummer that you can't save any records in this mode.

Hidden Picture

When the credits start to roll after a race, press L and R to toggle between the regular background picture AND a brand-new picture featuring the Need For Speed staff. Wowee!



Bouncing Cars

Start the game and then during the loading screens, press and hold L, R, and Left on pad one. Then quit the game and restart, pressing L, R, and Up during the loading screen. Repeat the process a further two times pressing L, R, and Right, and then L, R, and Down, and then start racing. Nothing will seem out of the ordinary until you hit the brake button whilst traffic is around!

Rocket Scooter

Play the game for at least ten seconds and then go to instant replay. Rewind the replay to the start of the race and press R, Down and B simultaneously on pad two. Now quit the race and restart the race against the mysterious turbo-charged moped.

True Lies

SNES and Mega Drive

Infinite Everything

Go to the password screen and enter the following codes for the desired effect: BGLVS for infinite lives, BGGRLY for infinite energy, and BGWPNS for infinite weaponry. Now get maiming, Harry!

FROM THE DEPTHS OF THE LABORATORY, A GAMING MUTATION REVEALS ITS UNHOLY KNOWLEDGE

The Game Brain

"Right, let's get on with it. I'm not in a good mood this month so don't wind me up! I've got a headache, and seeing as my head is Dave's head that makes it a bigheadache. Get it? Well anyway, I don't make my living as a comedian do I? I am the cerebral celebrity, the conqueror on console conundrums... and I am in pain! I'd take some aspirin or paracetamol or something if I had a stomach, but I haven't, and I've got sackloads of your problems to go through. Just don't expect me to be nice!"

WHERE'S THE GEAR?

Dear Game Brain,
I will get straight to the questions...
1) What is your favourite game of all time on the Mega Drive?
2) Will *Theme Park* come out on the Mega Drive and if so when?
3) What do you think of my collection of games? *Aladdin, Talespin, Chiki Chiki Boys, Winter Olympics, Corporation, Columns, World Cup Italia 90, Super Hang-On*, and *Two Crude Dudes.*
4) Is there a cheat for *Corporation*?
5) Why do you never have many Game Gear reviews?
Wayne Chutter, Guildford

Good start pal, my favourite subject: me!
1) I think my all-time favourite Mega Drive game would have to be either NHLPA '93 or Super Street Fighter 2. I love them both equally and for different reasons.
2) It's out now, run to the shops, run.
3) Can I be honest? Your games are very dated, you should be saving your pennies and trading them in for some more modern titles as you are missing out on a lot of fun.
4) On the Password screen, type in – FX AK BX AM GN AV GS GU IK OT BK DT – and you will be given level 7 security clearance.
5) We only have so many pages per issue Wayne, and we try to cover as many of the biggest games for the biggest formats that we can. Sadly, the Game Gear has long been sliding down the slippery slope into gaming obscurity, and we no longer consider it a high priority format here at Games World.

DON'T TRY TO TALK ME OUT OF IT!

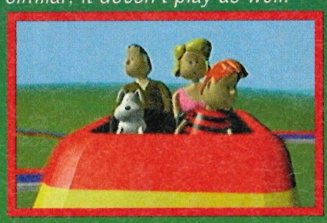
Dear Game Brain,
I've written three times to you but you have not put me in your mag. Can you help me out?
I am going to get a Jaguar soon (don't say keep your money and get a PlayStation or Saturn because I only want a Jaguar).

I COULD DO WITH A 'D'

Dear Mr Chairman of Games World: The Magazine,
I am very disappointed that your 'New Look' has completely ruined my schedule. I get the magazine every months and think it is great. I have collected the G, A, M, E, S, W, O, R, and the L, but the D is missing. Please could you answer my questions.
1) Where can you buy *Theme Park*?
2) Is *Dragon* for the Game Gear good?
3) When will *FIFA '96* be available?
4) Why don't you print solutions?
5) At the end of *MKII* when you fight Shao Kahn in round 3, when you first hit him he stands still and starts shaking. I have tried everything to kill him. I have tried every special move, every death

Could you answer these questions?
1) I've played *Theme Park* for the Mega Drive and I thought it was great. Is the Jaguar version any better?
2) What's the difference between the Jaguar and Jaguar CD?
3) I've played *Alien Vs Predator* for the Jaguar and it's the best game I've ever played. Is there another *Alien Vs Predator* coming out? If there is, how much will it cost, and when will it be out?
4) I've only bought three of your issues (May, June, July) and I will start buying it regularly. Are there any of your magazines that have more than three Jaguar games in? If so, where can I get them?
5) Have you got a magazine with pictures of *Alien Vs Predator* in? Where can I get this?
6) I've seen a Jaguar for £155. Is this cheap or can I get it cheaper elsewhere?
John McLean, Tyne and Wear

Okay, okay. You've made your mind up and I respect that. I'm a busy Brain okay? Don't go on because I didn't put you in my mag. Sue me! Now what's first?
1) No, the Mega Drive version rules. Although it may look very similar, it doesn't play as well.



2) Well for a start, you won't be able to play Jag CD games unless you already have the Jaguar console itself. The CD is an add-

move and all the Babalities and Friendships. But... I keep running out of time. How do you do it?
Luke Charman, Hoddesdon

Look, I've already apologised for this, as has Dave. Didn't you get the DIY spine we included in issue #13? I want to hear no more talk of the missing D. The subject is closed. Finished with. You understand?! Now what are your other problems.
1) Well, go into any shop that sells computer games and they'll probably have a copy for you.
2) Not really, no.
3) FIFA '96 will be released in November.
4) The reason we don't print solutions is so we can cover more games than any other magazines. Many publications do this just to fill space, but if we started taking up large parts of the mag with solutions, you wouldn't get the best coverage of the 'games world' in the UK any more.
5) Do you mean when you defeat him he starts shaking? If so, you won't need to perform a finishing move as this is what happens at the end of the game. Shao shakes before exploding into a million pieces. So... don't worry. However, if he just stands there shaking when the fight is not yet over, there is something badly wrong with your copy of the game matey.

on. But if you do have both then you'll be able to play all Jaguar games.
3) What? Please, are you serious? Anyway, as yet there are no details concerning a sequel to your favourite game of all time. But, as probably the console's most successful dedicated game it will almost certainly spawn follow-ups, so you could well be in luck. Maybe even a VR version.
4) Most of our back issues have ample Jaguar previews and reviews contained within. Phone 01202 200200, ask for Karen, and she'll sort you out with as many back issues as you require. Also check out Issue 4 of Games World that came with a 16-page Jag Mag – perfect for Atari gamers like yourself.
5) Yep, Issue 2 carried a preview of Alien Vs Predator. Phone Karen.
6) Pay no more than £149 for a stand-alone Jaguar John. Although, if you keep your eyes peeled while on your travels around local shops, you may be able to pick one up for about £99, which is what a number of stores are selling them for in London. That, as they say, is a bargain.

CHEAT FOR DUMMIES!

Dear Game Brain,
Third time around!
1) I have found a cheat for *Crash Test Dummies* on the Game Boy. On the title screen, push Up, Down, Left, and Right for a password screen, do you know of any passwords?
2) True or False? The Super Game Boy has increased sales of the Game Boy? If this is false, why are Nintendo weakening their grip on the handheld console market?
Cerebrally yours,
Tom Porter, Bootle

Thanks for that cheat Tom. I'm sure that there are loads of Dummy fans out there who will be overjoyed with your discovery. Yeah, at least three of them!
Now to your question:
False, the Super Game Boy has had very little effect on the sales of the Game Boy. The new coloured units however have had a huge impact. The Game Boy is a hugely popular and ever-increasing format, but the Super Game Boy was designed simply to open a new catalogue of carts to SNES owners. Cheaper than SNES carts, and in many cases, extremely playable, they provide a new challenge for owners of the 16-bit console. If, as a result, these gamers then go out and buy a Game Boy to play the carts on the move, then all well and good, but this was not the main reason for launching the add-on.
As for Nintendo weakening their grip on the handheld market, are you insane? The Game Boy rules. It has seen off all opposition and is still selling in droves.

Big Incomprehensible Nonsense Of The Month Shocker!!!

See what I have to deal with? Check out this confused piece of literary fumbling from Brent in Birmingham.

For the easily offended and upholders of the English language... turn your eyes away now.

For poor old Brent... "Stop playing video games and get some letter writing practice in, young man!"

This letter could cause madness if stared at for too long. Read on people at your own risk...

Dear Game Brain,
I got my problom because I not got any more for cheats for *International Superstar Soccer*, *Kick Off 3* and *Unirally* because I upset with them with SNES game Please you will Show me cheat for me.
From Brent Allen from B'ham in Wordsly
Thank you, Brain.

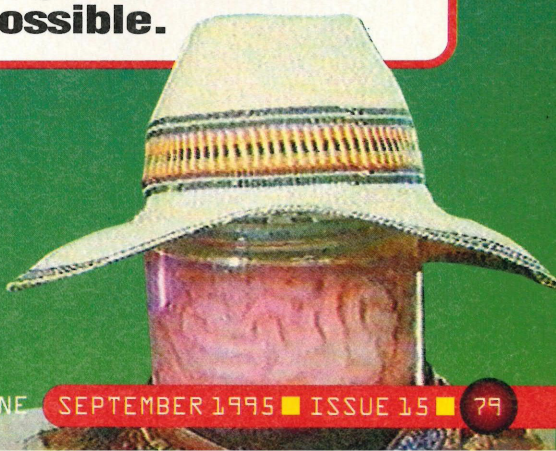
Brent, you are a madman. But here are some cheats for International Superstar Soccer...
Maximum Health for all your players – Up, Up, Down, Down, Left, Right, Left, Right, B, A.
Superstar Team – B, B, X, X, A, Y, A, Y, Right, Left, X.
I hope that's what you wanted. Now go and get a head transplant.

SUPER-BORED

Dear Dave,
I've got three games for my SNES and I am bored with them. Can you give me some cheats, tips, or any Action Replay codes. These are my games: *Super Street Fighter 2*, as well as *Turbo*, and *Donkey Kong Country*.
Mr Intelligible Handwriting, Somewhere

First off, let's go with a playing tip before we cheat huh?
As far as the Street Fighter games go, the best fighters to choose are Ken, Guile, and believe it or not, Dhalsim! Dhalsim has a nasty little combination that is guaranteed to offend all self-respecting fighters. Let off a small fireball with the Down, Down-Towards, Towards, and slow punch. When your opponent jumps over the top, hopefully towards you, do a light and fast kick. Frustrated? They won't know what hit 'em! There are no cheats for Super Street Fighter II, but on Turbo, when the TURBO letters go across the screen, press Down, R, Up, L, Y, B on Controller 2. Do it fast, before the word disappears and you will get ten different speeds to play at. Not bad eh!
With Donkey Kong Country, at the start of the game before you do anything using a combination of the keys and the control pad, input: D, Y, D, D, Y. You'll now be able to play and practise the bonus games.

If you fancy pushing your luck, send your letters to me at...
Game Brain
Games World: The Magazine
Paragon House
St Peter's Road
Bournemouth
BH1 2JS
...and I'll ignore them for as long as possible.



After a brief spell in the Algarve, Access All Areas is back to please the British public. Competently assisting Adrian Price in this month's feast of entertainment is Ryan Butt, man of many charms, and fake watches...

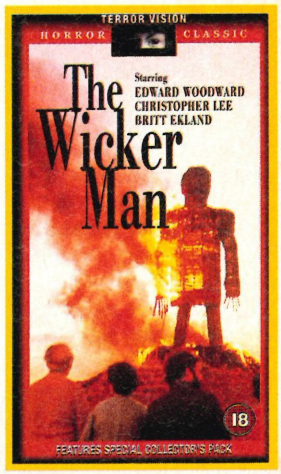
Videos To Buy

Warner Home Video are about to launch two new ranges of classic movies that are essential for any self-respecting collector. Beyond Vision focuses on rare, repackaged Sci-Fi classics, and Terror Vision gives you a chance to stock-up on cult horror films that spawned a thousand sequels and imitations. The range includes never-before-seen wide-screen versions with original cinema trailers. Here are some of the bargains on offer:

Terror Vision

The Wicker Man

Released: July 17th
Certificate: 18
Price: £10.99
Plot: When snobby bobby Edward Woodward arrives on a remote Scottish island to investigate the disappearance of a young girl, he gets more than he bargained for. He soon encounters bizarre Lord Summerisle (expertly played by Christopher Lee) and is drawn into a world of pagan rituals and sacrifices. This collector's pack includes behind-the-scenes cards and information, but is ultimately worth a look just for Britt Ekland's trippy nudey song-and-dance routine.



Also released...

Beyond Vision: Forbidden Planet (Wide Screen £14.99), Batman (Wide Screen £12.99), At The Earth's Core (£9.99), Babylon 5 Pilot (£9.99), Babylon 5 Vols 1, 2, and 3 (all £10.99).

Terror Vision: House Of Wax (£10.99), Theatre Of Blood (£10.99), Wolfen (Wide Screen £14.99), To The Devil A Daughter (£10.99), Taste The Blood Of Dracula (£10.99), Frankenstein Unbound (£10.99), The Hitcher (£10.99), It (£10.99).

Sky Listings

August Premieres

SKY MOVIES

Hoffa

Wednesday 2nd
10pm
Unlikely drinking pals Danny DeVito and Jack Nicholson team up as the leaders of the biggest union in America during the Depression era. Not only does DeVito star but he directs as well.

Mother's Boys

Saturday 26th
10pm
After a brief absence a wife returns to get control of her family, who have now found a new life. Using loads of nasty tricks and tactics, she sets out to become the big mama once more.

Free Willy

Saturday 5th
8pm
A moving tale of one boy and his killer whale. Makes a change from one boy and his dog. Should be good as Mr Blond (Michael Madson) from Reservoir Dogs stars. Don't expect the kid to lose an ear though. Lori 'Tank Girl' Petty co-stars.

The Age Of Innocence

Thursday 3rd
8pm
Daniel Day-Lewis, Michelle Pfeiffer, and Winona Ryder are all involved in a three-way love triangle. A bit of a shocker really as this is set in the 1870s. Martin Scorsese directs.

SKY THE MOVIE CHANNEL

Wayne's World 2

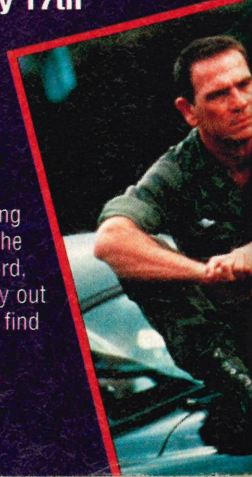
Saturday 12th
8pm
Wayne, Garth, and of course the delicious Cassandra all return for more hilarity in the sequel to one of the funniest films ever. Not. With Wayne's festival Waynestock just around the corner, things take a turn for the worse when Christopher Walken steps onto the scene.

A Bronx Tale

Saturday 19th
10pm
Robert De Niro directs and stars as a father who's trying to protect his son from the influence of the local gangsters. But as time goes on he loses the battles and sees his son become one of the underworld's key figures.

Mr Wonderful

Thursday 17th
8pm
Matt Dillon and Annabella Sciorra both star as a separated husband and wife. After paying alimony which he really can't afford, Matt sees a way out of this mess... find his wife a new husband!



Beyond Vision

Mad Max (WideScreen)

Released: July 17th
Certificate: 18
Price: £12.99
Plot: A chilling tale of bitter revenge set against a barren post-apocalyptic Australia, Mel Gibson stars as the vengeful cop hell-bent on pursuing a group of crazed bikers. Now in Wide Screen format with its original Australian dialogue, George Miller's stark portrayal of the future still remains as disturbing now as it was in 1979.

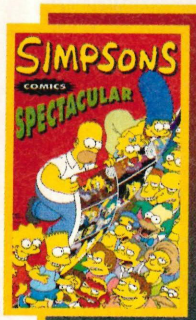
Batman Returns (WideScreen)

Released: July 17th
Certificate: 15
Price: £12.99
Plot: Tim Burton brings us another visionary masterpece as Michael Keaton once again becomes The Dark Knightof Gotham City. Although in ome ways better than the original (who could resist Pfeiffer in PVC?), this film at times becomes disjinted. Now available in Wide Scren complete with the original inema trailer, Bat-fans can't go anss with this collector's edition.

Competition

We've got a little competition for you to enter. All you have to do to walk away with the spoils is send in a postcard with your name on and saying in more than 15 words why you'd like to win... one of five limited-edition models of a Patlabor mobile-police suit. Only 25 have ever been made so this is a bit of a scoop! You'll also get a video of the film to accompany the robot. Write to the usual address, marking the card "Patlabor Kicks Ass". Watch out for the sequel in November, imaginatively titled Patlabor 2.

Books



The Simpsons Comics Spectacular

Released: 14th September
Price: £6.99
Plot: The world's most yellow family are back for more adventures in stories such as "Dead to the last drop" with the gun-toting McBain, and "I shrink therefore I am". WooHoo!

Star Trek: The Ashes Of Eden

Released: 20th July
Price: £9.99
Plot: Written by William Shatner, The Ashes Of Eden centres around Kirk's decision to leave Starfleet and head off towards a strange planet where military technology is falling into the wrong hands. Always ready to play the hero, Kirk sets off to save the day, but all of his old crew in the new Excelsior have orders to bring him back... Dead or Alive.

Cinema

Casper

Certificate: PG
Released: July 28th
Plot: Casper's a ghost. Not a horrible phantom capable of tearing up the joint in a mad bid to scare everyone, but a cute little bulbous-headed sheet who cares. Nice touch. With Wednesday from the Addams Family starring as the small girl, and a host of special effects, this should be one for the kids.

Waterworld

Certificate: TBA
Released: August 11th
Plot: Kevin Costner and Dennis Hopper head the most expensive film ever to be made. Everybody thinks it's going to be a flop but I personally will reserve judgment until I see it. Give it a chance... I mean, with Dennis Hopper being the bad guy and causing enough trouble on the ocean wave, that should be all you need.

The Remains of the Day

Thursday 31st
8pm
Sir Anthony Hopkins and Emm Thompson are the two stars in is periodic drama based on a boo by Kazuo Ishiguro. Ant would fancy Em, if only he'd just say so. We all know he would though, eh?

Heaven & Earth

Wednesday9th
10pm
Tommy Lee Jones is a Vietnam soldier who falls in love and marries a Vietnamese woman. After the war he brings her home to America, but life isn't as happy as it was envisaged.

Manga

Dominion Tank Police 9

Released: 7th August
Certificate: PG
Price: £5.99
Plot: The Tank Police have a lot on their plate this time as a caper is well under way to undermine the city of Newport and eliminate the Mayor. Only the reckless Tank Police can save the day.

Tokyo:The Last Megalopolis

Released: 7th August
Certificate: 15
Price: £13.99
Plot: Live-action Manga this time as a horrific tale of the destruction of Japan is thrust into our eyes. Wanting the destruction of Tokyo more than anything, Kato calls on the demon Masakado to help him reach his goal.

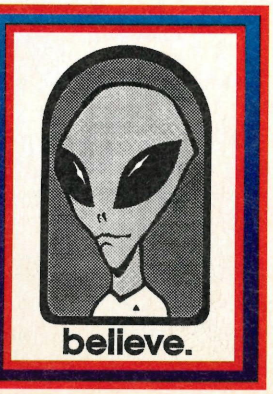
Macross Plus 3

Released: 7th August
Certificate: PG
Price: £9.99
Plot: The race is on between Bowman's experimental starfighters and Myung who is desperately trying to get back to Earth first. Sharon Apple also becomes self-aware for the first time.

Clothing

Alien Workshop Merchandise

Slowly but surely they're starting to take over. If you don't believe us, check out this funky merchandise. Covering all avenues of clothing – T-shirts, shorts, baggy trousers, bags, skateboards, and caps – the Alien Workshop logo has a bit of fun with the menace we (don't) face every day. Listen, if they do come and you're not wearing something appeasing like this... you could end up as an intergalactic pie. Or something. For more information on where you can get this life-saving material phone Faze 7 on 0178 726 9900. Tell them we said "Er, Hello Earthlings." Thanks.



COIN-OP CORNER

With a pocketful of change and nerves of steel, Ryan Butt checks out the latest arcade action...

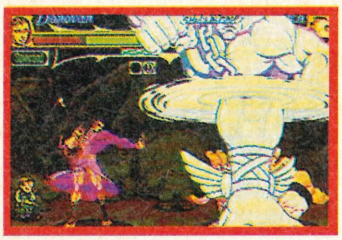
Night Warriors Rave On

▼ Just a quick note to fill in a few gaps missed out of last month's report on Capcom's excellent follow-up to *Darkstalkers*.

One of the new features that wasn't mentioned was the Special Move gauge, which is no longer limited to just one move – oh no! Now you can store up to nine ultra moves which can even be carried through to other rounds. There are also realistic Chain Combos, performed using normal kicks and punches. Now a bit about the new characters:

Donovan Baine – The son of a human mother and demon father, Donovan is a dark vampire hunter intent on ridding the world of evil. He wields a huge living sword called Kilshred and is accompanied by a small girl called Anita.

Hsien-Ko – This character consists of two sisters, Ling-Ling and Lei-Lei, housed inside the body of Chinese Ghost. What happened was one sister died and the other sacrificed herself to bring the deceased back to life, and now in the guise of Hsien-Ko, they enter the tournament.



A Perfect World

▼ Following the recent release of *Fatal Fury 3*, Japanese coin-op giants, SNK are hitting straight back with another beat-'em-up sequel (as if there weren't enough already). *World Heroes Perfect* is the latest upgrade with a stupid name. Little is known about the game other than the fact that there aren't actually any new characters – the existing line-up have gone through the revamp process and had their moves upgraded. Plus there are also super-move power bars at the bottom of the screen that work in a similar vein to the *SSFII* Turbo ones whereby mega moves are slowly charged up and unleashed with a fiddly button combination. There is also a possibility that then player can take control of Zeus and gain access to his ultra-impressive barrage of moves.

World Heroes Perfect is likely to make an appearance in arcades worldwide in a couple of months, with preview cabinets doing the rounds at selected centres very soon.

Fast Draw Revisited

▼ Following in the apparent success of American Laser Games' 33" *Fast Draw* machine, the Albuquerque-based company now plans to release a slightly scaled-down 25" version with many new modifications to suit player demand.

For the benefit of anyone who hasn't had a chance to blast the quick-drawing punks in this light gun coin-op, the player takes on the role of a fast-talkin' rootin' tootin' gunslinger who's out to engage in 'pistols at noon'-type shenanigans with a band of ruthless wasters.

One of the new features is a volume control that the player can notch up to room-shaking levels if the arcade becomes too noisy to hear the outlaws' witty one-liners. The gun holster is now Teflon-coated to enable an easier and smoother draw technique to be achieved. Perhaps the best new feature is the tournament mode which allows the player to enter a special contest against a mix of evenly-matched gringos.

This new and improved upgrade should be shipping over to these shores any time now so be on the lookout. Yee-hah!

Future Change Drainers

Super Circuit – Jaleco
An alright-looking racing game to compete with the likes of *Ridge Racer* et al. The cars and scenery are all well drawn and the frame rate is reasonably quick. Hardly a major contender though.

Cops – Time Warner
Based on the US TV show, *Cops* is a dual-themed game split between *Lethal Enforcers* shooting action and frantic car chases. This looks great with fully digitised graphics and witty dialogue.

Virtua Fighter 3 – Sega
This is the biggie that everyone and their cat is waiting for. Very little information has been released about *VF3*, but going by the playability and visual appeaance of the second one, this is going to be twice as good.. no, three times!

Stagate Pinball – Prenier Technology
Base on the hit blockbuster mov, this table certainly look the part with plenty of pyrnids and futuristic traits tha luminate whenever you kn the marble somewhere exing. Fine it you like this so of thing.

Eggy Ball – Vtuality
I like football only with ggies, yeah? Oh, and it's a ual reality game as well, ich means you have to wear idiculous helmet and shake ur head like a demented evie Wonder. We'll believe it hen we see it.

Dactyl's Nightmare 2 – Virtuality
Another offering from the supposed entertainment of the future. This just goes to show that there's a long way to go before Virtual Reality is worthy enough to be taken seriously.

Backfire – Data East
An inferior rally game that emulates Data East's other rally sim, *Great 1000 Mile Rally* too much to stand out as anything special on its own. The cars are simple to control and the handling leaves much to be desired.