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Van Damme — endless possibilities! Anyway, onto the games. From what I’ve seen so far neither game resemble their movie brother there’s no trailers or confectionery adverts before the start but that doesn’t necessarily mean they’re bad.

Or does it? Both games are beat-’em-ups, with fists flying and bodies dying and plenty of hoodlums to put to rights. Just as you finish one gang, another batch wander on looking for trouble. Whether the finished versions intend to feature all the characters of both films and all the action sequences is yet to be seen. The master of the movie universe has a shrewd idea of what his fans want and rarely disappoints. In this case, he selected Last Action Hero from an estimated dozen scripts major Hollywood studios offered him.

He turned down a new project from James’ Terminator 1 Cameron and a war epic in which he was to play the comic-book hero Sergeant Rock to home-in on a S million fantasy adventure about a fatherless kid who finds himself caught up in the movie world of his favourite action hero, Jack Slater.

With two months of pre-production, five months shooting and a meagre two-and-a-half months of post-production, the film met its American release by the skin of its teeth in early June. Thinking on your feet, you think better,’ he says.

He reveals Last Action Hero is a departure for him, in that it’s essentially targeted at a younger audience. That was okay for the Arnold of the Eighties, but not for the Arnold of the Nineties. Even before he entered the world of movies with the title role in a sorry spoof called Hercules Goes Last it’s Action Hero is not only a movie, a marketing and merchandising bonanza of the first order. Bananas , his work in the body-building arena made him a very rich man indeed.

But when you’ve been Mr Universe seven times over, you look around for new worlds to conquer. Why movies? As a boy, I always put myself up on the screen with my favourites like John Wayne, Burt Lancaster and Kirk Douglas,’ he remembers, It wasn’t the money that interested me, but the glamour and excitement of it all.

But his breakthrough came when, after appearing in the bodybuilding documentary Pumping iron, the comedy western Cactus Jack with Kirk Douglas, and Stay Hungry, an unremarkable Jeff Bridges vehicle, director John Uilius signed him up for the lead in Conan The Barbarian, two hours of primeval savagery and swordplay that cut a deep swathe at the box office. Then his casting as the unstoppable cyborg in The Terminator 1984 catapulted him into the major league.

The Arnold juggernaut was underway... The astronomical success of his sci-fi action flick, Predator, bumped up’ his fee-per-movie to a staggering S5 million. If that’s not stardom,’ says Arnold, taking a deep drag on his ever-present cigar, ‘what is? Surely he should be encouraging people to eat healthy, rather than stuff their face with burgers and chips?

Then they go next door into one of my gyms and work it off! Which brings us back to Last Action Hero, a film that’s specifically tailored to a young audience. Now he’s a family man with two young daughters, Arnie strenuously points out you don’t need blood and guts to have a good action movie, ‘Our business is like the political arena: you have to find out what the audience really wants.

America is going in an anti-violence direction right now. I think people have seen enough of what violence has done in the cities. Total rehaul The point of the film becomes clear at the end when Jack Slater Schwarzenegger sees his action hero skills don’t work so well in the grim real world.

Like Terminator 2 the picture simultaneously celebrates violence and makes a statement against it. Maybe he should change cake to burger! Last Action Hem is not only a movie, it’s a marketing and merchandising bonanza of the first order. In keeping with film’s anti-weaponry theme, the Jack Slater action dolls are unarmed and carry the message: ‘Play it smart. Never play with real guns. Big mistake! Ad ress. Postcode Age Anyone under 18 years of age must be accompanied by an adult.

The editor’s stomach is bigger than his eyes and although his decision is food for thought, it’s final and no correspondence shall be entered or bitten into. Any entries delivered after the 20th November will be cold and immediately thrown in the disposal unit so don’t put good paper to waste.

If you don’t want to recieve mail from other companies please tick this box. Just think, you can feast on whatever your duodenum craves and admire the fantastic film memorabilia at the same time. From the early days right up to the present big screen era, no matter what star you admire there’s something for everyone at Planet Hollywood.

Owned by the dynamic trio Arnold Schwarzenegger, Bruce Willis and Sylvester Stallone, its highly probable you’ll see some major celebrities tucking into a plate of grub while you’re there. Who knows, you may be quietly supping a Perrier when Kim Basinger strides over, arms full of beefburgers, and asks to borrow the ketchup.

Clint Eastwood might well try and scrounge a few chips off you and Sharon Stone could even slink over and ask if you can change a pound for two 50 pence so she can have a go on the fruit machine, it could well happen.

Good Luck! You're about to set out on a breath-taking hyper-adventure. Enjoy the issue. It is advisable to check ten best of its class. This element
of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fares, even without the manual. Don't expect all three of the reviewers to agree with each other at this stage of the review in fact don't rely on that at any point!

First day score One of the team is assigned the game for a complete review after the First Impression sessions I en completed. The first day score achieved is a good indication of how difficult or otherwise a game is. Nofrnally only titles worthy of our Smashing, accolade make it. Comment A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get. Comments include a short summary quote and rating. Even if you don't read anything else — read this. Final ray score The same reviewer who play- tested the game on.

You should expect the final day score to be much higher than the first day one. If it isn't — treat it as a danger sign. Our team is full of.

Final analysis Cast you! The final analysis section consists of paring observations from the same three reviewers who opened the box four weeks before.

A month is a Jong time when you play games all day so look out for opinions 'Tight have changed Zombies Filled with slapstick humour and situation - comedy style hilarity. Groovy puzzles without pretending to be an RPG- A real joy to play!

Fun for one but even better in two - player mode. First day score When Capcom team up with Disney we expect magic. Their latest collaboration, aimed specifically at young players, is no exception. Join us as Goofy goes fishin lor trouble Yes, Spoonerville's biggest money maker isn't dodgy coconut concoctions, nor souvenir Spoonerville sand, the quickest way to make fast buck In this dreamy island paradise is to stick a hankie on your head, shave a ring through your ear There are a variety of special tools hidden throughout the island to help with the quest.

It was a great day for fishing and Goof and the gang affectionately known as The Goof Troop were having a whale of a time cruising the open seas. That was until Pete and PJ were suddenly caught in the ominous shadow of a gigantic pirate ship, kidnapped and taken to Spoonerville island. Determined to rescue their pals, Goofy and Max set out to find the pirate stronghold.

The legend of Disney Their journey is a hazardous one and smacks of Disney meets Zetda. The predominant aim is to find keys allowing further access to Keelhaul Pete's hideout. These keys are well hidden and often require crossing ravines, springing trap doors and defeating level guardians. There are a variety of special tools hidden throughout the island to help with the quest.

Hope guns fire a small grappling hook allowing barrels to be grabbed from a distance and bottomless pits to be crossed. Ring the bell and the pirates come running — perfect for trapping them in a corner or guiding the hapless suckers to a pressure pad.

Should a room be plunged into darkness, candles light the way, while digging with the shovel often reveals power-ups. The catch is, the tool needed to spring the final door and reveal the key isn't known until you reach that room. The result is plenty of back tracking and head scratching but it's all very entertaining. Gameplay can be either one- or two-player simultaneous and there are two characters on offer.

Goofy is stronger than Max and can blast big pirates with a single barrel. The spritely Max makes up for his lack of strength with blasting speed allowing him to dodge even the fastest enemies. Between them they must combine their talents to rescue PJ and Pete and locate Keelhaul Pete's treasure. The crafty pirate leader has devised an array of mind - bending puzzles to guard his gold. Using their brains and a good, swift kick.

Goofy and Max can open gates by kicking blocks onto special markers or switches, The further they progress, the more difficult the puzzles. Luckily, mistakes can be corrected by walking off and back onto the screen — the blocks reset to their original position allowing another attempt..

Interspersed between these sections are Many of the rooms bear more than a passing resemblance to Zetda. Here the aim is to clear a path to the door. Once you find an item, press [Y] to use it. Rope gun -. Bell: music to the pirates” ears. Attracts all the enemies. Board: use this portable plank to cross broken bridges. Use them wisely, success Blocks: kick these onto markers to open doors.

Barrels: the main weapon. Pick up and throw at pirates. Cherries; adds one heart to the health meter. Bananas: twice as friling, these tasty morsels give two hearts. Diamonds: collect these gems for extra continues Red diamonds: grab these rare jewels for an extra life. Maybe it's the incredibly detailed cartoon-Style backgrounds or the magical aura engulfing the game play.

Even though this is supposedly a 'kids' game, for the day I spent, ng Goof Troop I was in paradise. The puzzles are testing but not frustrating and the gameplay is superb — there are hours of fun to be had throwing the barrels around! It's great to see a game encouraging players to work together rather than compete — a quality which will endear this game to many parents.

In fact, as a children's game it's virtually impossible to find fault with Goof Troop. If there was a rating for children's games, possibly very nearly.

For those over 15 there's probably not enough I a stability to warrant buying this — I completed it in a day! However, pass it by and you're missing a totally magical experience.

The solution? Get yourself a younger Sibling — if you haven't got One. Trust me, you'll spend more time playing it than they do! An n mis sable cart for pre-teens. The aim of this problem is to place all the blocks on the star-shaped squares — only then does the gate explode allowing the key to be grabbed. Although it looks daunting, solving it is easier than it looks. The emphasis of the same is on teamwork, as Goofy is much stronger than his diminutive sidekick it's good tactics for Max to pass barrels to Goofy.

Max spots the place for the first block. The next step is to fill the top left square so. The other go straight in, leaving the middle two. The gate
explores the comic book horror atmosphere. It's技术 impressive, but the atmosphere and the pace at which the action moves is captivating.

Potions have many effects but are unpredictable. Religious icons can be used for fiery smart bombs or shields. Exploding cans of fizzy drink are very volatile but can be useful as decoys.

Chainsaw maniacs and sinister laughing clowns are particularly useful against the undead. The bazooka can be used to crumble certain walls, and plants can be used as a defense against enemies.

The undead have risen, and all manner of creepy creatures walk the neighbourhood. The mortality rate is high, and some levels have hidden weapons. Some power-ups can help players stay alive.

The game is similar to Gauntlet with excellent graphics and sound. It's enough to put you off your popCorn. Graphics Q0 Capcom and Disney combine to provide a range of colourful and charismatic settings.

From the second you grab We joy pad you're hooked! Lastability Should have two ratings. For the age group its aimed at a 90 and for over 15s a We've comprimised.

However, the accuracy of the missiles is low. Maximum wee pons payload of 6, BOO kg. A high quantity of missiles can be carried. Repel enemy attacks, expose their identity and destroy their ability to light. Driven by ultra high-speed Digital Signal Processor DSP to give you the ability to duel at super-speed.

The conundrums take the form of sliding block puzzles, with the object being to push a number of star blocks into the relevant holes. Considering it's aimed at people of ten and under, the puzzles are quite tough. The music is very jolly and helps players. Spot effects are also very good — the fanfare that sounds when you pick-up a special weapon immediately springs to mind.

It's always good to see a two-player shoot-'em-up and this is really funny. Gameplay is similar to Gauntlet and just as good.

Excellent graphics and sound. It's enough to put you off your popCorn. Its a dark and stormy night, and lightning crackles down from the tormented skies. Safe inside their warm, well-lit front room, Zeke black skull t-shirt, jeans, insane quiff and 3D glasses and Julie pony tail, baseball jacket, and often a banana.

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Even in death, pale blood dripped down the screen to reveal the Game Over message. This is a two-player Gauntlet for the '90s. Mummies, werewolves, chainsaw-crushing murderers — long-live trash culture if it's gonna inspire spin-offs as classy as this. Sound falls into the same category as graphics, but it's got such character and suits the gameplay so well it's a delight to hear the macabre samples over slow n' sinister tunes. All in all, Zombies is a very rare game indeed.

If you've ever enjoyed a crap horror film or cheap shock comic, it'd be a crime to miss this. Poor Kevin, snuffle he'd have loved this. There's plenty of scope for friendly rivalry, with a plethora of weird bonuses for rescuing more victims than a co-player, not using certain weapons, and sending the most demons back to the hell-fire that spawned them.

Night of the living dead. The minions of darkness appear from every conceivable place, crawling themselves from the sodden earth, bursting from red-veined mutant pods and crashing through hedges swinging buzz-saws. Being undead, they refuse to stay down, new beasts taking the place of old in an unending torrent of smug-toothed mortality. Each character has an energy bar to replenish between levels for each life and two different stores of collectables — one for general weapons and the other for miscellaneous items.

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Here are just two classic phrase 5. It also pays to cha. I armour: each time the 1 s a hit, panels are damag itually slowing the car to d still. The more? Listing the top ten drivers, it you slip off this chart you're excluded from the rest of the season. Two players can compete simultaneously or lone drivers can burn up the tarmac against computer controlled cars, and if you want to take time out there's an essential password system so you don't have to slug through earlier races.

Leader of the pack. An easy way to slip through the pack and get up amid the heat of the action is to slam on one of the six nitros you're equipped with.

This provides a sudden boost of speed and is best appreciated at the start of the race — especially when in a bad position. Relying solely on nitros is ill-advised though and if you've any hope of surviving later courses, where the competition is really tough, it's best to save up for bigger engines and sharper changing gear boxes. Nitros are also left on the track, run over the icon and you gain an extra boost. Speed ups act in a similar way, hit one of these and the car accelerates to mind blowing speeds — you'll be blinking in disbelief.

Likewise, fuel is picked up on the track refreshing any exhausted consumption tanks, just don't grab it all in one fell swoop — races can be long and snatching it all on the first lap is only advised if you want to retire with dust in the tank.

Of course the guys in the car won't let your controlling go unnoticed shouting Crash 'n' burn and 'banzai' when you boost off with a turbo.

So that's it the scene is set and the flag is about to drop, all that remains is to pump up the volume on the stereo and slam the pedal to the metal — USA here we come!

Player: enter your name for glory in the championship table. Transmission: either manual or auto — we recommend the latter. Controls: find the set up that suits you from the five available.

Use nitros early as the leaders burn into the distance. A great game comes onto the market. D. Don't leap to conclusions, as racing games go It's revving with energy but it's just not as good as the first.

Once trapped I at the back of the pack it's virtually impossible to catch the leaders. Equipment upgrades are decent with a wide variety of soups-ups, but I preferred the original option of selecting between four cars of varying performance. Devious tracks ensure a relentless challenge but the fog and night circuits are painful to watch.

It's so dark you have to strain to see what you're about to crash into! Lights can't be purchased to see better — Where's the sense in that?

Top Gear 2 is more lifelike than its arcadey' older brother. This is more like real racing I imagine, but over-the-top arcade styles are more fun to play. One more thing, the roar of the engine is like someone whistling into a petrol can while taking off in an aeroplane. Basically, this is Top Gear with a few improvements but a few unneeded subtractions.

Old and new ideas don't always gel together. Final analysis Fast and extremely smooth scrolling make this easily as good as it's predecessor, graphics are also excellent. An open road in which to open up a fast car — this is how racing should be. An untameable lion. Not that different from Top Gear, but still a wise purchase if you don't have the first one.

Final day score Chris Scandinavia spite a great pedigree and incredibly fast speeds this top racer just can't match Exhaust Heat it for sheer thrills, spills and testability.

Sound Nauseating high-pitched engine noise unit craggy tunes hardly send the pulse racing. Payability Instantly appealing especially in two-player mode f through the opposing cars quickly amwy.

Lastability A password system and lots at add-ons to save tor. Several races later and each track becomes similar. QR3Q mewtiau Calls cost 36p per min cheap 48p per min other times.

Please be sure you have permission to make this call. Where Instant Win is indicated there is no tiebreaker and prizes are won instantly.

Other competitions close We are not related to or endorsed by mem. Infinite Battery Save What the makers say Equinox brings a whole new world of mystery, magic and intrigue to the Super Nintendo. Think of a fantasy film or game setting and there's bound to be a host of characters and places with ludicrous names. Glendaal's father Shadax sounding like an early 'SOs pop band has been kidnapped and is being held in dungeons deep under Galendonia's surface.

Assuming he role of Glendaal locate your father and free him. Play begins with you walking around a large 3D landscape, one of eight kingdoms. These Mode 7 continents can be rotated via the [L] and [R] buttons as you traverse them, and unlike well-known RPGs, all creatures you meet put up a light; don't expect to hold conversations with anybody in this game. With FX to suit every stomp, crash and blood-curdling cry the rooms become increasingly unnerving. Luckily, magic runs in the family. Your father is an excellent wizard, and you've inherited many weird and wonderful powers.

Upon encountering a creature on the map screen, the viewpoint changes to a single screen with just you and the enemy in question. Fighting depends on which weapon Glendaal has in his possession, and he When encountering a goblin, the view switches to a close-up shot. To kill him, jump and repeatedly hit the goblins head.

Spells, however, have a devastating effect and are gained by collecting magic parchmrj-nrif. Opportunity 'nox. The main element of Equinox is exploring the underground caverns. Here the viewpoint changes to an above-the-ground side view as you investigate 3D rooms in the pursuit of
twelve tokens. Once found, the tokens call up the level boss and only by destroying the guardian can you continue to the next continent and begin
the task of finding another twelve tokens. As tradition dictates, there are unhelpful monsters stalking the rooms and only by scooping up magical
potions and weapons can you ever hope to defeat them. Potions restore energy, while weapons like daggers and shurikens take their toll on
the enemy.

It’s usual fare for one new weapon to be hidden in every dungeon, but finding it is no pushover and considering the size of several levels it’s a
wonder they can be found at all. Greenberg, David T. Blackaby, Susan MG 4. Howe, James MG 4. John, Laurie UG 5. Brust, Beth Wagner MG

Bowdtich Latham, Jean MG 5. MG Erickson, John R. Kroll, Virginia LG 5. Clyde, Densey LG 5. Christopher, Matt MG 5. Roberts, Willo Davis


Analysis!


Martin Luther King Jr. Medieval: Medicine in the Middle Ages Dr. Seuss Foran, Jill LG 5. Seuss Wheeler, Jill C. Carey, Diane UG 5. Jerry MG

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London Wl. Sinclair Direct has no connection with Amstrad pic. Clive Sinclair is a consultant to the company. Ishar 1 CD. Patrician CD.

Robf'l Assault CD. S Strip Poker CD. R the act that they needle identically. Above Look at the army, leggy things on that. And without those,
how will your astronaut training be complete? What do you get for your money? Red- Shift is the definitive astronomy software package; Elite II
combines accurately-mapped star systems with something to do; Star Control II is just a good laugh.

In fact, the only way to see your ship is to use external views. What you also get The other thing you get is the opportunity to blast off to distant
galaxies. Both real and imaginary solar systems have been included. Just endless, randomly generated planets. Oh yes, all very pretty, but ultimately
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Crashing into the moon. Top right A thing in space.

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flesh dripping from walls etc.

Figuratively speaking. Tracking down your victims and then mailing them is a pleasure. Make sure you save your game whenever things start looking dangerous. The sound effects are great, right down to the squelchy noise made by a chunk of bad guy hitting the floor. Oh poo I finished Dreamweb in two days. Not two days of solid play, but two days of casual attachment.

It reminded me of an After Eight Mint - dark, delicious, and satisfyingly bad for you, but disposed of in seconds. I wanted more. Much more. Oh yes - one last very important point before I go.

Is this a first? Left The inventory A daft looking bloke wearing shades is always handy as well. Right Here it is Established Pacific Air War.


I Please allow sufficient time for cheque clearance. We supply only official UK product. All prices subject to change without notice. Most of the time they make the grade, until you realise that somehow something seems to be missing The game. Where is it? Or has it just gone round the pub.

You violently eject it from the cd drive and vow never to full prey to the wonders of cd-rom again. A legend speaks The action takes place over 12 mammoth chapters which house 40 different worlds. And each world is massive. Only two other races inhabit the planet Twinsen: the Grobos, which are like highly evolved elephants, and the Rabibunnies, essentially a breed of intelligent, streetwise rabbits. For some inexplicable reason all three races managed to live in peace and harmony until the heinous Dr Funfrock reared his ugly head.

He seized power, created a police state and forced the inhabitants to relocate to the southern hemisphere of the planet. At the start of the game Twinsen has already upset the status quo by daring to speak of the Legend of Sendell. This is where the game opens after the obligatory, and admittedly, swoon-worthy intro featuring the brilliant dino-fly and your first task is to get Twin- sen out and back to his home and loved one, Zoe.

Uttering this word can send the most fearsome baddies into a quivering state of apoplexy. Rabibunnie Clone This robotised Rabibunnie clone is slightly awkward in its movements, but unleashes a nasty three shot salvo in your direction at the slightest provocation.

Hitting these characters with your special magic ball is a real treat - they collapse in a heap with the first hit, struggle to their feet, then on receiving the coup de grace, turn a head over heels somersault that would make Nadia Komenech coo with pride. Grobo Clone These clones are based on the much more substantial elephant derived race, and are consequently very tough.

Surveillance Machine At first sight this new Funfrock invention looks rather endearing. All citizens are required to stand stock still when this chap is in the vicinity - unless they actually want a nasty salvo fired in their direction, that is.

Cue entrance of a lumbering grobo brute who grabs Zoe as you flee for your life. Basically you use the arrow keys for direction commands - forward, backwards, left and right - and the space bar to effect a particular action. But one of the most novel features of this adventure is the fact that you can change your mood - and have violent mood swings without a drop of alcohol passing your lips. Twinsen can be normal, athletic, aggressive or discreet - all at the touch of a button.

Some are downright obvious, such as athletic mode to jump across a gap, or normal mode when you want to talk to someone. Others require a bit more thought. Take if you need to get past a guard, for instance, do you tune into athletic mode and bolt past him at a rate of knots, do you cunningly select discreet mode hoping to slip by unnoticed, or do you opt for being aggressive and punch him in the gob?

Inventory items take the form of things like a holomap, identity passes, ferry tickets and the indispensable magic ball your principal weapon in the game until you swipe something far more destructive from your evil nemesis.

Any extra lives or hearts, money, keys or magic points are displayed on the different moods screen. Characters are good for gleaning information and will tip you off about your The animation is a kind ox ex-oss between Flashback and Alone In The Bark, onlvir next best move. Often you can extract more than one piece of info from the same character, if you approach them again. However, my one minor quibble is that unlike LucasArts adventures.

Each character has been coded with a series of orders - some having priority over others - with the number of orders being virtually unrestricted. Yes, yes, yes. The graphics are amazing - just take a look at the screenshots. Far right Yet another port of call - our hero hangs out with the local Captain Birdseye.

Below Snog-time for our swinging lovers. It really comes into its own during the cinematic level-linking sequences: the sight of a seasick Twinsen is just too moving for words.

The unusual graphic style is also sparkingly original; its curious blend of cartoony, bizarre characters interacting in familiar locations, such as prisons, taverns and libraries, is uncannily effective. This magical graphic world is undeniably enhanced by the sound. Changing moods also affects the sound. Although our human equivalents, they are not at home in watery environments. Walk Twinsen into water, and he drowns. Put him on a ferry, and he turns green and unearths the contents of his stomach.
Grobo Chumsy but cuddly Grobos resemble French screen darling, Babar. Wobbling blancmange-like throughout the game, they are sometimes in need of your help due to their disturbingly low IQ. Well-meaning Grobos can also lend you a helping hand but their slow, drawn-out speech can drive you to distraction.

But is it weird? Well, yes it is weird in that inimitable Gallic way. The gameplay itself has weird twists too, with the non-linear element being a massive plus point. Often there are various ways of tackling the same predicament, and this places LBA high in the longevity stakes. Sometimes it takes a while to get beyond a certain stage without being killed, but the game automatically saves positions for you, allowing for a certain amount of risk-taking. In short, Anglo-French relations will never be the same after this game.

Anyone fearing a Channel Tunnel invasion will be instantly appeased. Its rigorous blind test procedures are both revered and feared by hi-fi manufacturers everywhere.

And no other hi-fi guide contains as many pages of invaluable hints, tips - and buying advice too. Paying for your subscription by direct debit is the hassle free way. Banks may refuse to accept instructions from some types of account. No acknowledgement required. With numerous add-ons being produced for the pc you can rest assured that a few: of next years hottest games will support full Virtual-Reality modes In all, we have 11 copies of Delta V up for grabs ten runners up plus one to go with the first prize and dah, dahh!

So, what do you have to do to win? Cash value 0. Gooch World Cricket For customer peace of mind, all parcels are sent out by recorded delivery. All items subject to availability. Please note: Some games may not be released at time of going to press. Please allow for cheque clearance.


Incredible Toons Nick Faldo's Golf. Zool 2. Middle The big kick. You can actually get it well into the other half if you really put your mind to it. Roberto Baggio. You can, however, use the Editor to alter the names of your players a much needed improvement and although the new name appears in the text at the bottom of the screen, Tony Gubba still uses the old name.

A bit slow on the uptake these footie commentators. The game proper then kicks in and off you go. Say what? The commentary? Game on? You then find yourself waiting for the camera or screen view to catch up with ball only to see it bouncing in the back of the net.

Your target man dives for a ball automatically when you want him to hang back for the rebound. In addition to its comprehensive range of over 40 titles including best selling series. Sierra's diverse catalogue of gaming styles now meets the ever increasing needs of today's software enthusiast.

Every effort is made to provide our players with innovative quality products that exploit the hardware of today PC, CD ROM and Macintosh platforms. Are you prepared for a new dimension of gaming? Unfolding in novel-like chapters, this game establishes an unprecedented blend of Hollywood film production, digital effects and interactive computer-rendered worlds.

Told through breath-taking, cinema-quality animation and accompanied by a beautifully orchestrated score, King's Quest 7 establishes a new standard for animated adventure games. Metically detailed historic missions, array of combat modes, combined v ring the New Dimension ecial effects, digitized voices and stunning 3-D aphic art, result in a gripping and highly mospheric game.

Find the kidnapped Dr. An interactive high solution cartoon in Tex Avery style. With multiple levels, defeat the enemy troops and take control of their food supply. Your objective: collect lost treasure as you climb, dig and out manoeuvre the enemy, along with the option to create your own levels! Available on PC 3. You are: captain of the ship Calypso, searching for a planet to settle the last human colony.

Your mission: govern the colony, fight off hostile life forms, build defenses, crush rebellions. The future of the human race is in your hands Available on I EC 3. Earth has been invaded by the Cybrids, intelligent robots programmed to destroy you and take control of the planet.

A game where strategy and tactics count as much as fire power. First name:. Computer :. I does. It involves a planet being taken over by an evil empire or some load of toss like that. Shot to pieces From the mountains of shooties that have appeared over the years, there have only been a couple of good ones, such as Xenon II and, erm Xenon II. Although the basic idea is exactly the same, good shooties are strangely playable.

Nobody knows why, not even Norris McWhirter and he knows just about everything. There are multiple reasons behind this. Firstly, although they are a great laugh to start off with, you do get very bored with them after a short space of time. Above Be warned - they may look like birds but these bastards are after your blood. Above Unperceptive as ever, your tiny capsule wings its way right into the thick of things for a change. The graphics on the game are pretty good, and scroll very smoothly at quite a high speed.

Your guard, she is empty! Nothing to slake your thirst, and not a cold drinks dispenser in sight. You check the sign again. You sigh, and head for the ramshackle bridge to Tirich. The village looks even less inviting from here. This is too much. You turn to leave - then remember the alternative.

Sighing from your boots, you enter the village From the grass behind you, an evil, midgety elf thing emerges to smack you across the legs with his two-headed axe.

You regain consciousness to find yourself Left Watch out for the lightweight, alchy bears, they get extremely lary after just half a lager shandy. He seems to have taken a distinct dislike to you. This seems a little unfair. Welcome to Tirich.

Fully-rounded characters The first thing to strike you about Ecstatica is the sheer quality of the animation. When you slump to the ground, you
slump like a ballet dancer would slump if asked to slump in a smooth and graceful manner. My vital statistics are and I like to go horseback riding and also I like to knit. My name is Graham. My statistics are and I have a penis like a baseball bat. And you can take and give out just as much punishment with the female as you can with the male.

Ecstatica uses ellipsoid technology instead. Up to 80 separate ellipses have been used on each character, with the result that they operate more fully in three dimensions, have pretty accurate muscle definition, and even get bigger convincingly as they walk towards the camera.

The only way out is the bridge, and if you try to use that, it collapses beneath you. When sneaking, your character hunches its shoulders, places its feet toes-first with elaborate care, and even has a slightly anxious expression on its face. Your first violent encounter with the werewolf gives you a fairly good idea of what to expect if he catches you again - and believe me, he will.

And so will a giant spider, the enormously powerful minotaur, some dragons, some Below Oooh, I say, what is that wild beast going to do with our heroine? So what should you do? You run. And run and run. Because these chaps come after you. So you can escape from the werewolf, dash into a house, dive Left No matter what the babe with the hitched-up skirt does, our hero will not be swayed from his quest bloody wuss!

Ah, the lost subtleties of fencing. High tension So, the over-riding element in the game is one of fear of being caught. You start to dread turning the next corner. Eventually you do, but nothing happens.

At first this can all be a little disheartening. But then you start to pick up scraps of information here and there. Then you might find a knife, and perform your first successful stabbing. If you want to carry something, you carry it in your hands.

And make it snappy, because I can see the werewolf over your shoulder. Anything you drop may well still be there when you get back. Unless, that is, someone else has taken a fancy to it. Which means fighting to escape all over again, or facing another serious beating and probable death.

And so on. Gradually your despair evolves into a kind of dogged determination; you become resigned to the beatings, and just want to get back into the fray as quickly as possible. Born Freeee Lemon-squeezy, then is it? The freedom of actions extends to your relationship with the few surviving humans.

For example, to test different Nowhere to run, nowhere to hide You need the all- new Hide-O-Matic from Zonko. Basically, Ecstatica is a bit of a humdinger. You adjust your direction for one angle, then the camera changes and you realise you have to adjust again; the problem being that when you change direction, you have to stop running.

It all adds to the terror, I suppose, but occasionally - as with getting stuck against a doorframe - it can lead to you taking a pummeling. The speed of blows from your persecutors make it impossible for you to move and get away. When this happens all you can do is wait to see if you get beaten to death, or hit the Load Game button.


Well, do you promise to tell the truth? Judge: Um, yes Judge: Indeed. You are charged on one count of being a good idea but not a particularly great game, and a further count of having a ludicrously complex key-press system.