

№1 FOR GAMES

THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 206

computer and video games

- + LEGEND OF ZELDA
- + FIFA '99 REVIEWED
- + DREAMCAST LATEST

TOMB
RAIDER 3
REVIEW
SPECIAL!

PLUS

FREE

3D POSTER

& 3D
SPECS



JANUARY '99



METAL GEAR **SOLID!**

PLAYSTATION GAME OF '99

ANYONE FOR A GAME OF SQUASH?

"Absolutely bloody marvellous".

PC Zone **PC ZINE CLASSIC**
95%

"Destruction fanatics
and arsonists alike will
be in hog's heaven".

PC Home
91%

"Bigger, badder and
better than the
original in
all respects".

Ultimate PC
92%



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computer
and
video
games



"Nothing else comes close to this on N64."

THE LEGEND OF ZELDA

REVIEWED ON PAGE 44 ►

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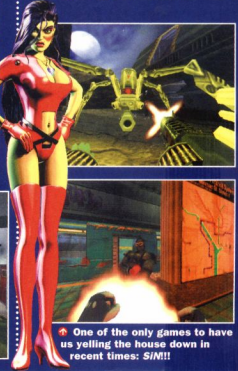
FAST REFERENCE TO EVERY GAME IN CVG.

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One of the only games to have us yelling the house down in recent times: *SIN*!!



PLUS

FREEPLAY

THE 16-PAGE MAG PRODUCED BY US - WITH YOUR TIPS, GAME IDEAS, 'DRAWING' AND A LOAD OF OTHER STUFF. ON 'YELLOW PAPER'!

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FUN FOR HALF THE FAMILY!

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METAL GEAR SOLID

COVER
STORY



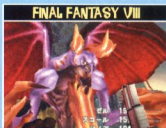
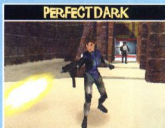
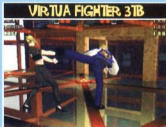
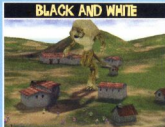
TAKE IT FROM US, THESE ARE THE GAMES YOU'LL BE WANTING IN 1999!



P 16



MORE ACTION FROM METAL GEAR SOLID - THE SUPREME STEALTH ACTION GAME. SEE WHAT THE HELL IS GOING ON FOR THE FIRST TIME!!!

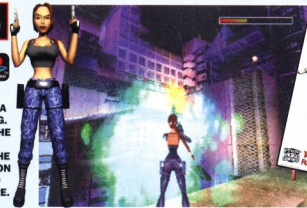


TOMB RAIDER 3

P 36



WE LOVE LARA. LARA LOVES CVG. WE JOIN THE GAMING ICON OF THE NINETIES ON HER THIRD ADVENTURE.



FREE POSTER! AND SPECS!

ASK YOUR NEWSAGENT IF YOU DIDN'T GET A POSTER AND 3D SPECS WITH YOUR MAGAZINE!



TOP 10 GAMES P 32



CVG'S FAVOURITE GAMES OF 1998 ON PLAYSTATION, N64 AND PC.



ZELDA 64



THE WORLD IS SAYING THAT THIS IS THE BEST GAME EVER. FIND OUT WHAT WE THINK...



P 44

SAINT & KEYSIE P 66

ALL THE INFO YOU NEED ABOUT YOUR FAVOURITE FOOTBALL GAMES, AS WELL AS STEVE KEY'S DEFINITIVE ISS PRO '98 MASTERCLASS.



FUN FOR HALF THE

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TOTALLY KICK-ASS GAMES MAGAZINE!

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 to ROCK to all the latest games!!!

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100% GAMES 100% FUN

It's almost Christmas, so we should all be excited, okay! Use this magazine to be as selfish as you like, and hit on the games you want. You want! You want! You want!

When you're done with the shopping list, spend a long time looking at next year's big games. We've carefully chosen ones you should be looking forward to. What we've missed out isn't worth worrying about. Not yet, at least.

The rest of the issue in this Christmas issue is everyone having a laugh, as usual. Don't let it bug you. Join in the fun!

Have a great Christmas on us.

PAUL



OUR GUARANTEE OF QUALITY

You should know what you're letting yourself in for with CVG. This mag is one of a kind. Here are a few warnings:

USEFUL INFORMATION	KNOCK-OUT PICTURES	WE LIKE A JOKE	WE'RE NUMBER ONE
We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.	We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.	We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at games that are stupid, or funny. Same as anyone would.	CVG was the first video games magazine ever in the world - we're 17 years old and counting. CVG is the biggest-selling magazine that talks about every type of game.

CVG RATING SYSTEM

...EXCELLENT	...VERY GOOD	...GOOD	...PRETTY BAD	...POOR
 Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.	 Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.	 Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.	 Unlikely to be especially original, or overflowing with exciting features - there are better examples available. Or this is a clumsy attempt at a new concept.	 Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding in the first place.

CVG TEAM REVIEW OF THE YEAR

PAUL DAVIES




BOSSMAN

FAV GAMES OF THE YEAR

ZELDA 3
VANPIRE SAVIOR
POKEMON
GRAN TURISMO

ZERO X
YOSHIS STORY
PANZER DRAGON SAGA
SONIC ADVENTURE

Xylophones, eh. Well, enough about Xylophones. Let's talk about games. Paul is a big fan of games. How else could he be Editor? Anyway, Paul insists that the CVG staff are as crazy about games as he is.



BEST OF 1998
Sega impress everybody with Dreamcast.
Nintendo start to win back lots of dedicated fans, with great games like *Barjo-Kazooie*.
Game Boy Color made me very happy when I was down.

WORST OF 1998
Nintendo didn't release *Pocket Monster* in time for Christmas in the UK! Nintendo had hardly any games for N64 until August! *Tekken 3* took forever to be released, and when it came out it was running slow. Bah!

HOPES FOR 1999
PlayStation 2, out before Christmas. Dreamcast do fantastically, everywhere in the world - and I want to see *Panzer Dragoon* before Christmas! Nintendo to make an impact on this on, where are yo-ou?

ABDUL MONTAQM




AT LARGE

FAV GAMES OF THE YEAR

ISS PRO '98
WIPEDOUT 2007
TOMB RAIDER II
TEKKEN 3

ZERO X
GRAN TURISMO
POINT BLANK
QUAKE II

Many people have tried to shake this unshakable man. But failed. A washing machine on spin cycle. Abdul LOVED IT! But wasn't shaken. Abdul, your lazes are undone. Hey, now there's no need to get so out up about a thing like that. Abdul, mate...




BEST OF 1998
Dreamcast has brought back some of hype, and high expectation we'd almost forgotten. More people are getting into PCs - more people are going online, and the PC games "club" isn't so exclusive anymore.

WORST OF 1998
Outdated methods used by rival companies trying to stop Sony steamrolling the competition. Seeing the most creative and innovative products fall by the wayside due to lack of marketing skills - eg N64 and Saturn.

HOPES FOR 1999
PlayStation 2 to be released almost head to head with Dreamcast - hopefully resulting in better games all round, and easier access to gaming for everyone. Cheaper and easier access to online gaming.

JAIME SMITH




THE MYTH

FAV GAMES OF THE YEAR

F ZERO X
TEKKEN 3
ZELDA 64
BARJO-KAZOOIE

STREET FIGHTER ZERO 3
STREET FIGHTER EX 2
LEOP SNOWBOARDING
ISS PRO '98

At the start of every day, Jaime is the happiest man alive. At the end of every day, he's even happier. Maybe he hears a lot of good jokes. Maybe he's walking around with feathers in his trousers. We honestly don't get it.



BEST OF 1998
Dreamcast is the most exciting revolution in games since the SNES. Arcade conversions have been great - consoles aren't as far behind as they used to be. This makes Dreamcast even more exciting.

WORST OF 1998
Lack of decent N64 games, in fact the depressing fate of N64 in general. Lots of mediocre stuff on PlayStation. The closure of Sega Saturn Magazine as a result of the Saturn's DEATH.

HOPES FOR 1999
Nintendo pull their finger out of their bum - create a brand new machine (Nintendo 2000), or revive the flagging N64 market. PlayStation 2 to deliver what people expect. Dreamcast to be successful.

STEVE KEY



TOE RAG

FAV GAMES OF THE YEAR

RESIDENT EVIL 2
COMMANDOS
ZELDA 64
GRAND SLAM OF FIRE III
ISS PRO '98
KULA WORLD

ALEX HUNTALA



BITCH

FAV GAMES OF THE YEAR

LEOP SNOWBOARDING
GRAN TURISMO RALLY
GET BASS
RESIDENT EVIL 2
METAL RAY
BARJO-KAZOOIE
ISS PRO '98
POKEMON

ED LOMAS




ASSMAN

FAV GAMES OF THE YEAR

QUAKE II
VIRTUA FIGHTER 3TB
STREET FIGHTER A3
MUSIC

COLIN McRAE RALLY 2
DATATONA USA 2

TONY CORMACK




SLAVE

FAV GAMES OF THE YEAR


LEOP SNOWBOARDING WITHOUT 64
ISS PRO '98
RESIDENT EVIL 2
COLIN McRAE RALLY 2
GET BASS

BRIAN LARA CRICKET
ISS PRO '98
GET BASS


Some people have all the good fortune. Keyzie wangled four days in Frankfurt this month, just to play *Legend of Zelda* on N64. It was for review purposes of course, but it's still some kind of special luck. Thanks Nintendo.




Fast becoming the coolest guy around. Catch him if you can. We're trying our best. You want examples? How about getting into a Velvet Goldmine party? Or strutting his short-ass stuff at private functions during fashion week. Eeee.



Until Ed joined CVG, we had no one to compare our phenomenal gaming skills with. Since Ed joined CVG, it's the best we can do to match our skills to his superior ones. When Ed chooses to honour us with a challenge, that is.



Now Tony is a lively kind of guy. A lively, dancing kind of guy, who doesn't just cut a rug, he'll shred your best carpet as well. When he's really up for it, his drill-like feet could well make a hole in the floor - taking him all the way to Australia!



BEST OF 1998
Resident Evil 2 was phenomenal. The awesome new wave of military-style PC games. Renewed excitement in our industry as a result of Dreamcast, and news of PlayStation 2. Paul's "Pika-Pika-Pika" e-mail alert sound.

BEST OF 1998
Dreamcast attracting lots of third-party developers. Original games really shining in the arcades, mainly due to Namco and Sega. Game Boy Color for making me play all my old GB games again. Met Jeff Minter and Ron Gilbert!

BEST OF 1998
Playing *Virtua Fighter 3tb* on Dreamcast before everyone else, meeting one of the greatest game creators ever (Yuji Naka), playing *Quake 2* every day, *NIGHTS* still being an incredible game to play, MiniDisc players, Sonic's back!

BEST OF 1998
Dreamcast and PlayStation 2 news renewing a wide-scale interest in gaming. Going snowboarding twice in one year. Being healthy. Cutting off my hair. Still being able to dance like a hyperactive mad man.

WORST OF 1998
Pointless money-spinning ideas trying to take advantage of football. There only seems to be two big games publishers who buy up everything. It's not as exciting without all the smaller ones. Having two bags nicked/lost.

WORST OF 1998
Not enough games to play in the Summer. People bad-mouthing Dreamcast before it's even out - not giving it a chance. Delays of software, especially for N64. Too much junk on the PlayStation. Saturn's death.

WORST OF 1998
Not eating at lunchtime for two whole months (too busy playing *Quake 2* to eat), a boring gaming summer. Saturn finally passing on. Nintendo G4 running out of steam, even more crap appearing on PlayStation every week.

WORST OF 1998
Crap games on the PlayStation - *Spice World*. Why? Delays and poor UK conversion of *Tekken 3*. Crap summer weather. David Beckham at France '98. Demise of Saturn. Demise of Nintendo. Summer games = none.

HOPES FOR 1999
Dreamcast software to be the best, specifically *Sonic Adventure*, football games, and *Resident Evil*. CVG to become the success it deserves to be! Konami to make a decent ISS game for Dreamcast.

HOPES FOR 1999
Dreamcast to have the success PlayStation enjoys. Games to bring people together! More than one dominant console. Everything that slipped from last year to finally arrive. *Star Wars: Episode One* to live up to expectations.

HOPES FOR 1999
Fun, clever games on Dreamcast and PS2, more *Sonic* Team magic. *Quake 3 Arena* to kick ass. *Tempest 3000* to be cool on N64. Network gaming to take off, an amazing new console from Sony. Nintendo to hang in there.

HOPES FOR 1999
Top Skater to for Dreamcast. *Cool Boarders 3* on Dreamcast to rule. Win the lottery. Dreamcast versus PS2 to be a healthy saga to regenerate the games industry. Better chocolate bars. Sonic to make games happy again.

TOTALLY KICK-ASS GAMES MAGAZINE!

EDITORIAL

NEWS



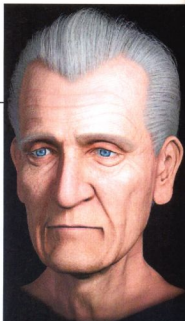
[FINAL FANTASY MOVIE FOR 2001]

You're looking at the first image to be released from the *Final Fantasy* movie. As you can see, it's entirely computer rendered, same as *Toy Story* and *Antz*.

You'll be able to witness the spectacle sometime in 2001. It's

being produced at Square Soft's Honolulu office by the man the director of the *Final Fantasy* series, Mr Hironobu Sakaguchi. The script is being written by Al Reinert, who is best known for the script for *Apollo 13*, starring Tom Hanks. Columbia Pictures will be distributing the film.

Anyone who has played *Final Fantasy VII* on PlayStation will know just how powerful Sakaguchi's direction can be. Even without dialogue. On the big screen, with a great score, and cool dialogue, *Final Fantasy: The Movie* is something worth waiting for!



Ⓢ It's rumoured that this is the grandfather of the film's hero.



Ⓢ Who is she? Why is she so worried? Wait till 2001 to find out!



Ⓢ Warriors line up in their pods, observing plans for... what?



Ⓢ A warrior known as Armorman. Everything else is secret at this stage. You should check out www.aint-it-cool-news.com for more info.

TEKKEN MOVIE TOTALLY ROCKS

If you're a big fan of Tekken, you'll go mental over this anime.

The storyline follows the progress of the fighters' involvement in the Iron Fist Tournament. All the characters from Tekken and Tekken 2 are in here - mainly Kazuma, Jun,

Nina, and Heihachi. There are also some classic scenes which fans might recognise from the plot to the games. Voice-overs are respectable, though Kazuma's voice seems too deep. Music is pretty heavy - Corrosion of Conformity, The Offspring, etc - which goes nicely enough.

Tekken the Motion Picture has just gone out at £12.99, on the AD Vision label. It's worth it just to see Heihachi destroy Michelle's axe by chopping it with his teeth.



Heihachi Mishima. He's so evil, he threw his son off a cliff when he was just a boy, to see if he was strong enough to climb back up!

Kazuma, Heihachi's son. Yes he survived the fall! And YES he wants revenge. This is totally over the top all the way. But it rocks!



NINTENDO 64 NEW HIGHSCORE

It's now one million and counting for Nintendo 64 sales in the UK. This is a big 'so what' for PlayStation fans. However you should know that N64 has passed the million mark quicker than it took PlayStation to achieve the same number, making it the fastest-selling console ever in the UK. So, congratulations Nintendo!

PLAYSTATION DIY REALLY WORKS!



Programming makes you mad!

The first 'Game Developer UK '98' award has been won by a PlayStation Net Yaroze game. The game is called 'Blitter Boy in Monster Mall', and it was written by Net Yaroze member Chris Chadwick. For his skill, 30 year old Chris walked away with £5000. If you fancy a shot at this kind of cash, check out the GDUK website at <http://www.gduk.co.uk>.

If you think Net Yaroze will guarantee you success, phone the Net Yaroze Enquiry Line on 0171 447 1616, or go to their site at <http://www.scee.sony.co.uk/yarinfo/index.html>.

Notice
anything
different?

NEWS

Only a small object from the game, but look at the way light reflects off its surface. Detail is immense.



[PROJECT BERKLEY]

The man who invented the 3D fighting game with *Virtua Fighter* has devoted the last three years to *Project Berkley* - a potentially mind-shattering new game.

Yu Suzuki's new game is a whole new genre - FREE (Full Reactive Eyes Entertainment) So what does it mean? What is *Berkley* about? To be honest, we don't know. But we will find out on December 20, when Suzuki reveals his work at a special presentation in Japan.

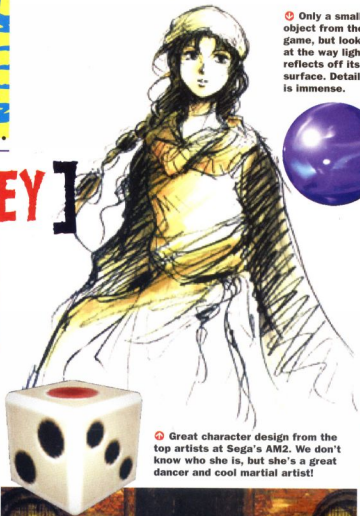
From the clues we've managed to piece together, expect *Berkley* to be an adventure of epic proportions, containing both fighting and racing elements and viewed from a *Tomb Raider* perspective. The pictures shown here give you an idea of the amount of detail in *Project Berkley* - those objects are exactly



Yu Suzuki, AM2's top guy.

as they appear in the game and look almost real.

If, as we suspect, the fighting pictures are indeed screenshots, we're in for a feast of detail. The girl's entire costume is completely animated, and she's doing battle with more than one opponent... which should give us some idea of just how technically advanced this game is going to be. Firm details next month!



Great character design from the top artists at Sega's AM2. We don't know who she is, but she's a great dancer and cool martial artist!



Two men fighting over our heroine. She doesn't look pleased.



As she fights back, her dress moves realistically with the action.

[PLAYSTATION 2000]

We hear Sony have registered the name *PlayStation 2000* for their next system. We also hear that our story of PS2 being DVD compatible is now almost guaranteed.

In early November Toshiba Electronics announced a new, unnamed, chip, which features MPEG 2 decoding. Sony attended the Toshiba conference...

Meanwhile, it's also suspected that 3Dfx could be involved. While Sega looked to Power VR for assistance, Sony may well have joined forces with 3Dfx. The new Voodoo 3 graphics accelerator from 3Dfx

delivers powerful 2D and 3D performance - seven million polygons per second, and 100-billion operations per second. Voodoo 3 is also uses MPEG 2 to decode DVD information.

And finally, a recent edition of Time magazine stated that 'an interactive cable-television product with Net access is expected next year' from Sony. If this is anything to do with *PlayStation 2*, it means the way people play games - how we 'buy' them, and how we interact with them - will change enormously. Think about it.

Meanwhile...

[NINTENDO 2000]

Exciting rumours have started about the next generation Nintendo system: Nintendo have a game running on the system. Key developers are taking trips to Japan to see the new system in action. Nintendo's next major event, *Space World*, is delayed until May 99 so that Nintendo can announce this new machine.

Read between the lines. Nintendo's biggest project after *Zelda*, *Jungle Emperor Leo*, has been cancelled. Yet *Jungle Emperor Leo* would certainly be the most important project for Nintendo since it involved hooking up with a major animation company, Osamu

Tezuka Productions.

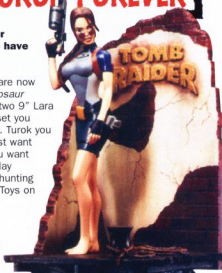
The disc drive accessory for Nintendo 64, the 64 DD, is now cancelled for the US and Europe. It will only be released in Japan when the fortunes of N64 take a major upturn. But in Japan N64 is really struggling, if it weren't for Game Boy and *Pocket Monster*, it's widely agreed that Nintendo would be in severe trouble.

From our experience of Nintendo, we know never to underestimate the cunning of President Hiroshi Yamauchi. We're expecting some groundbreaking news in 99 - which may include Nintendo giving up on cartridges! Well, you never know.

LARA & TUROK FOREVER

Something for the kids - or gamers who just have to have everything to go with their favourite games!

A new series of action figures are now available, based on *Turok: Dinosaur Hunter*, and *Tomb Raider*. The two 9" Lara figures, scuba or original, will set you back the most at £16.99 each. Turok you can pick up for £6.99 if you just want the 6" figures, or £14.99 if you want the collector's figure on a display stand. If you're having trouble hunting these down, phone Playmates Toys on 0116 282 3500.



Lara, as you'll soon see her on bedside cabinets across the UK.

Joshua Fireseed engages in a serious tango with his dino mate.



GOLDENEYE HITS THE BAFTA BULLSEYE

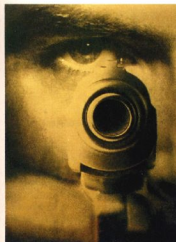
The first ever BAFTA Interactive Entertainment Awards were held last month. And the first

ever Best Video Game of the Year award went to *Goldeneye* on N64.

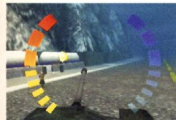
Goldeneye, developed by Rare, is one of the world's best ever games, let alone just for the UK. So it was also nice to see Rare collect the special award for Best UK Developer of the Year.

BAFTA (The British Academy of Film and Television Arts) has now recognised video games as an important part of the entertainment world. The new 'Interactive' category is hoped to push the quality of interactive software even further. This isn't exclusive to just British developers, however. Titles such as *Abe's Oddysee*, developed in America, and *Gran Turismo*, developed in Japan, were also considered. In fact *Gran Turismo* picked up the 'Programming of the Year' award, in honour of the achievements made by Team Yamauchi at Sony.

It's great that interactive software is now a focus for BAFTA. We're really looking forward to next year's event.



Goldeneye on N64. Proving nobody does it better than Rare.



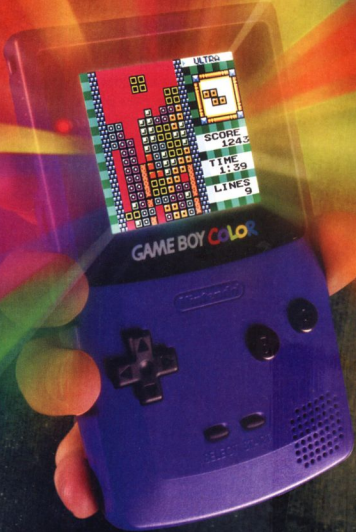
An unforgettable moment from *Goldeneye* - driving a tank!



The most realistic-looking game on PlayStation - GT.

Nintendo

SIMULATED SCREEN IMAGE



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COMET GAME ZONE

It's Christmas and there's a stack of news and things going on in the video games world that you could rant and rave about. Dreamcast games delayed, PlayStation 2, *Zelda* finally getting a release, awesome new games like *Metal Gear Solid*, *Ridge Racer 4*, *Perfect Dark*... need we go on? Anyway, you can win an NG4 or PlayStation plus five games if yours is the best letter – so get scribbling!

SPUD-U-LIKE!

Dear CVG,

One thing that bothers me is the latest screenshots of Pen Pen Tri-celicon and Sengoku Turb on the Dreamcast.

I know Sega have created a stonking machine and have brought back some excitement to the games industry, but I'm worried that they'll make the same mistake as Nintendo – releasing too many cute games. All this does is deter players above the age of 13 and make it a machine for children.

I know Nintendo were targeting a younger audience but it is a known fact that the average age of games players has risen steadily over the

years, and if Sega don't cater for this they are

doomed to failure.

Knowing Sega, however, they'll probably figure this out in time, unlike Nintendo, who lost a huge amount of customers to Sony and their "cooler" racing and fighting games.

It would be nice if the Dreamcast succeeds because if it doesn't, Sega will have to rely solely on their arcade machines as a source of income.

Geoffrey J. Aldrich, County Wicklow, Ireland.

CVG: Those games you mentioned are Japanese launch games because that's exactly the type of game the Japanese market wants. That sort of game will do badly over here, and Sega will alter their release schedule accordingly. So that means we'll get loads of blood and guts shooting games, most of which require zero intelligence to play, to cater for spuds like you who are increasingly influencing the games market.

TRICKS AND TRACKS

Dear CVG,

I would like to ask you a question. Why are there racing games that boast hundreds of cars yet only have 10 or so different tracks? Take *Gran Turismo* for example. It has in excess of 250 cars yet only has a measly 10 circuits. It's a great novelty to have all these realistic cars to choose from and customise, like the Honda NSX and the Aston Martin DB7, but I am certain that most would agree that it would be better to have 250 tracks! There are some games around at the moment which have a considerable number of tracks – *International Rally Championship* on the PC and *V-Rally* on the PlayStation to name two. *V-Rally* has 42 tracks and 11 cars which, in my view, is better than having 10 tracks and 250 cars. *Ridge Racer 4* is featured in issue 203 of your mag with a fantastic 300 cars, yet there are only eight circuits to race them on.

M. McShane,
Llandaff,
Cardiff.

CVG: Having 250 cars is easier to do in a game like *Gran Turismo*

because the models don't take up very much memory. An entire circuit would require tons of room, and some detail on the tracks would be lost as a result. But it's a fair point you've made. And the majority of the cars race in a similar style anyway.

R.I.P. SATURN MAG

Dear CVG,

This is an urgent letter about the staff of the recently deceased *Sega Saturn* Magazine. I buy both CVG and SSM and I have enjoyed the monthly issues for over two years. However, I was shocked when I bought the recent issue SSM and found out it was the last issue! I know that EMAP published both magazines and I was wondering what had happened to the staff that worked so hard to produce a fine mag, despite the fact that the console was being slaughtered in the market. Have they been sacked (which I think would be very unfair) or have they taken refuge at CVG for the time being? What's more, when the Dreamcast is released, will EMAP be producing a Dreamcast mag like they did with SSM and will the same staff be onboard?

Sam Boulton, Sandbach, Cheshire.

CVG: We can indeed clear this up for you. We will more than likely have a Dreamcast mag when the machine is released, but whether it's the official one remains to be seen. Sega haven't decided which publisher is going to get the licence. As for the staff members, Rich is, and we quote, 'about' and Lee 'the Nutter' is now working on our sister mag, PlayStation Plus. Jason and Matt now work

for Lego mag and Nick is cutting his trade as a freelancer. Gary is still causing a stir on the net with his UK: Resistance site, so have a look there too.

PARENTS – THEY'RE ON OUR SIDE! APPARENTLY.

Dear CVG,

I am writing to you with regards to a letter in your mag titled "Anti-computer parents disease".

I am a housewife and mother of three children aged 12, eight and three. We are proud owners of a PlayStation and have just purchased our own multimedia PC. The PlayStation gets a constant hammering, mainly from me and I have all the latest top games. I must admit I am a *Tomb Raider* freak. Other favourites include *Tekken 1, 2 and 3*, *TOCA*, *Abe's* and *Res Evil* to name but a few. Sometimes we buy Japanese or American versions because we can't wait for the English versions to come out. I also buy all of the top magazines because I like to keep up with the latest.

So, on a last note to Andrew Hartley, we parents are not all the same. Why should we piss out on all the fun because we're parents? To all the parents out there, get your hands on the nearest joypad and give it a good hammering. You don't know what you're missing.

S. Daniels, Staffordshire.

CVG: So next time you get grief from the folks, show them this letter and kiss goodbye to your troubles.

WHEEL LOVE

Dear CVG,

Could you please tell me if there are any steering wheels that would work with both the PC and the NS4. If so, where would I be able to find one?

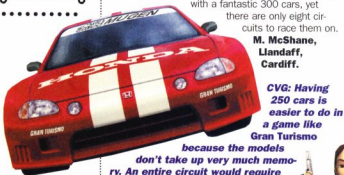
Paul Giannasi, Stoke-on-Trent,
michael@giannasi.freemove.co.uk

CVG: You can buy a wheel that will work with everything. The Act Labs RS wheel is a standard wheel that has a cartridge slot in the back. You then get a special cart made for the wheel and plug it in so that you can link it to any console you want. For more info, drop Act Labs a line at techsupport@actlabs.com, or have a look on their website, which is <http://www.actlab.com>.

PIRACY DEBATE RAGES ON

Yo all,

First of all, piracy is a very important factor here in Malaysia. To us Malaysians, we have nothing but pirated PlayStation and Saturn software. I am a SINES, Saturn and PlayStation owner. The retailers here don't purchase official software. Kinda lame



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LETTERS

COMET STAR LETTER

TIME TO DRAW THE LINE?

Dear CVG,
I am writing to express a view on a recent advertising campaign for the re-release of PlayStation V-Rally. The adverts depict a motor vehicle lying in a field, apparently after a traffic accident, beside a mock police report.

Firstly, I would like to point out that I am capable of separating fact and fantasy. I am thoroughly caning my Subaru around the tracks of Colin McRae Rally, sending my gleaming car to pixelated hell. And I can think of no finer joy than kicking the hell out of a mate on Tekken 3, and I am looking forward to the wonderfully grotesque Thrill Kill. We are dealing with fictions here - well defined, accurately depicted images that are no more damaging to us than a wet dream.

I'm sure that Infogrames are not out chasing ambulances to promote their next piece of software, and that V-Rally photographs are posed wrecks. But the pictures could just as legitimately be used in a cautionary campaign by the police.

I suspect that I may be more sensitive to these images having lost a close friend to a road traffic accident, and perhaps if I had lost someone to heroin addiction I might have had a problem with the pseudo drug culture speak of the Cool Boarders 2 and N2O adverts, both of which were scrapped after "social concern". But these references were not graphic depictions - they were abstract innuendoes (although their publishers denied any intentional narcotic connection). One of your rivals is even hosting a competition whereby the most spectacular photograph of a road crash will win a batch of PlayStation games.

With the realism now possible in a video game, should a line be drawn? Personally I believe the it's not the games themselves, but how their creators choose to represent them in the real world that is the issue. I would be interested in hearing other readers' views on this subject.

J. P. Moore, North Walsham, Norfolk.



CVG: An excellent point and one that we fully agree with. He's thrown down the gauntlet though, so let's hear your views on this subject.



right? We are given the choice of pirated games (at about the price of your mag) or official "out-of-date" games like Dragon Force and Daytona (at the price of half a PlayStation). These games are extremely old and only one retail shop in my state sells official software. Heck, some retailers even sell pirated consoles! Unfortunately, without piracy, we can't get anything. It might hurt the game producer, but we have no choice. If the retailers were more responsible, piracy might stop in my country. Until then, it's pirated games for us. Thanks for your time.

Sephiroth's Student, andrewlee69@hotmail.com

CVG: It's a difficult situation. CVG is against piracy because it harms the games industry, but what are you meant to do if the only games available to you are pirated ones? Write in with your views.

A GAME HISTORIAN WRITES...

Dear CVG,
As we approach the dawn of a new generation of consoles, and the PlayStation 2 is set to hit the streets in April 1999, isn't it time the

CHEEKY CUTTINGS

Dear CVG
First of all I'd just like to say that I've only got a Megadrive.
Anthony Onyetavelli, Rotherham.

CVG: That's very interesting, Anthony.

Dear CVG,
Sega, Nintendo and, hey, Sony are all guilty of one thing - launching at a ridiculous price. It seems that the dedicated games nut gets s*****d every time. Having been violated three times, I'm definitely stalling on the purchase of a Dreamcast and/or PlayStation 2.
Cat, Wallasey, Merseyside.

CVG: £150 pounds for a Dreamcast. That's not what we'd call a 'violation' in terms of a launch price.

Dear CVG,
I am writing to you about a subject that I feel needs addressing - the difficulty setting.
Chris M. Milton Keynes.

CVG: Couldn't answer this one - too hard.

Dear CVG,
A while ago (September 1997) I saw a feature about Space Station: Silicon Valley on the Nintendo 64. It looked and sounded like a good game and I thought that it would be out soon after reading "with only five or six months left it before it takes to the shop shelves". Remember, this was written in 1997 so should "definitely" be out by now. It looked like such a brilliant game.
Oliver Bennett, Wandsworth, London.

CVG: It's another of those N64 games that was announced around the same time as the machine came out, and still hasn't appeared. Thankfully though, it's finally out now and you can read a review in this month's issue on page 62.

Dear CVG,
There. Rant over.
Ben Murray, ben@colyukon.demon.co.uk

CVG: That was the most interesting bit of Ben's letter.



PlayStation was dumped on the scrap heap? It's showing its age, having been around for four years, the releases are slowly going down, and it looks like it'll end up with our SNES's and Megadrives.

I recently bought an N64, planning ahead. I predict the death of the PlayStation by 2000, and the N2000 won't be here until 2001 at least. With more publishers moving to Dreamcast and N64, Sony needs to keep up. Also, as a game historian, I stick to the original companies - Nintendo and Sega. Could Final Fantasy VIII mark the end of the 32-bit age?
Ravi Amarantung, Cambridge.

CVG: Rumour noun 1. information, often a mixture of truth and untruth 2. gossip or hearsay 3. is that too difficult to understand? 4. the PlayStation 2 story we ran was just a rumour 5. no-one confirmed whether we were right or wrong 6. don't pretend you know it all.



TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

It could have been the perfect Christmas gift, but instead it's now the game that will guarantee a Happy New Year. One more time, from the top...



METAL GEAR SOLID

BY KONAMI

1 PLAYER

SPRING RELEASE

We've told you lots about this incredible game over the past year, but with the UK release so close we thought we'd better start

telling you about the enemies Solid Snake will meet in the game, plus the weapons and items he will use to fight them.

THE IDEA:

You are Solid Snake, ex-member of an elite anti-terrorist squad called Foxhound. Terrorists have stolen a nuclear weapon and infiltrated a military installation on Shadow Moses Island. The terrorists have identified themselves as Foxhound, your former colleagues. Like Flash Gordon, you have 24 hours to save the World.

Take two aspirins and apply pressure, pronto.

BEST FEATURES:

- ★ **Premise.** Snake enters the base with nothing but a packet of cigarettes and some binoculars. Everything else on this mission has to be found.
- ★ **Espionage.** Rather than trying to take the base in an all guns blazing fashion, you have to be clever, and as quiet as possible.
- ★ **Realism.** Rats scurry around on the floor, characters' breath is visible in cold areas and you can catch a cold!
- ★ **Characters.** Not only is Snake cool, but all the other characters and enemies are just as important.
- ★ **Fighting.** Rather than shooting guards, you can punch and kick them, or better still choke them to death.



Better check your watch, your days and minutes are numbered.



WHAT MAKES IT DIFFERENT:

The most atmospheric game ever? It looks like a film. With action, special effects, plus great acting and dialogue from all the characters.

HIT POTENTIAL:

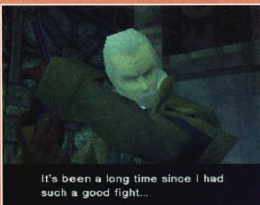
Massive, providing the pirates are stopped. Could be the PlayStation's finest hour. If this were a film, it would win more Oscars than Titanic!

REVOLVER OCELOT

real name: unknown
sex: male
age: 50s

nationality: Russian
height: 182 cm

As his name suggests, Revolver Ocelot is a master of handguns. He is a gun nut who loves cowboy movies and spaghetti Westerns. He shoots with one hand (Western style), and can use all angles by bouncing bullets off walls to reach a target. He hates wasting bullets. Unfortunately his pistol only carries six bullets, and he's extremely vulnerable if he has to reload.



It's been a long time since I had such a good fight...

There's lots of great cut scenes in the game.

DECOY OCTOPUS

real name: unknown
sex: male
age: 30s
nationality: Mexican

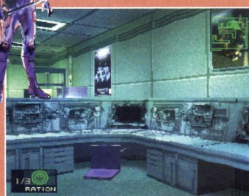
A master of disguise, and former employee of the CIA. To help his disguise he has shaved his cheek bones, jaw and nasal bones. His ears have also been removed, he has a flexible body and can dislocate his joints to fit into small areas, he has good command of over 10 languages and can change his voice. Every time he disguises himself as someone, he asks for mental deprogramming from the military to avoid causing himself confusion.



NINJA

real name: unknown
sex: male
age: unknown
nationality: unknown

Little is known about this mysterious character. He uses stealth camouflage and carries a Japanese katana sword. His reactions are so quick he can deflect bullets with his sword.



Ninja has left the building, but look at the damage the fight has caused. Call Handy Andy.

VULCAN RAVEN

real name: unknown
sex: male

age: 30s
nationality: American
height: 210 cm

Half Alaskan and half Inuit, Raven can withstand severe cold temperatures and is incredibly strong. He's able to handle a gatling gun like it was a small rifle. He has a birthmark in the shape of a raven on his forehead, and tattoos covering his body. You'll fight him more than once.



The first time you fight, Raven's protected by some big body armour.

LIQUID SNAKE

real name: unknown
sex: male

age: 30s
nationality: British
height: 183 cm



Battle Leader of Foxhound. Liquid was given to the British by the American government at birth. Educated by MI5, fluent in seven languages and with an IQ of 180. He works as a mercenary and assassin. Later worked for the SIS and SAS. Destroyed mobile SCUD launchers in the Gulf War and was captured by Iraqi forces. Later brainwashed and used in terrorist activities in the Middle East.

PSYCHO MANTIS

real name: unknown
sex: male
age: 30s

nationality: Russian
height: 190 cm

Psycho Mantis has strong psychokinetic powers and the ability to read minds. As a child he read his father's mind, and discovered his father hated him. Discovered by the KGB who helped train him. Since the awakening of his ESP powers, he has no reason to act physically, making him lose his muscles, and leaving him with just skin and bones. He wears a gas mask to hide his disfigured face.



The chairs are alive with Psycho Mantis.



SNIPER WOLF

real name: unknown
sex: female
age: 20s

nationality: Iraqi
height: 176 cm

Sniper Wolf has such incredible patience that she once kept aim on a target for a whole week, without the need for food or drink. She is incredibly accurate, and uses special bullets packed with mercury.

Sniper Wolf is very good at keeping herself concealed.



Shoot her now, you better be quick.



Not much room for cover, you're a sitting duck.

SHOOTING GALLERY

Weapons are introduced into the action just when you may be getting tired of the neck-breaking fights. It may not seem a huge selection, but it's more than enough for Snake to complete his mission. Besides, how does he carry all this stuff?

SOCOM

A basic handgun, and the first real weapon you'll find. Unfortunately if you fire it off, you'll attract a lot of attention because it's loud. Better wait until you can find a silencer, and then start using it. As it's the first weapon, it also has laser targeting, to get you used to pointing and shooting.



➔ The socom is loud - find the silencer first.

FA-MAS MACHINE GUN

This is more fun. A powerful machine gun, that can fill an area with lead in seconds. Like the Socom it's loud, but with this type of weapon on your side, you won't be worrying about that. We'll tell you a neat trick to get tracer bullets in a future issue.



➔ Those are tracer bullets, not a laser rifle! We'll help you find them.

➔ Snake is cornered and he won't fit down the toilet.

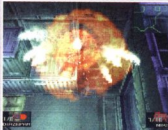


➔ Look out for deadly motion sensors.

NIKITA

This missile launcher is a very impressive weapon. It fires remote-controlled missiles that can be guided to the desired target, and pack a lot of explosive. Guide the individual missiles

with an overhead or more handy first-person view. The weapon gets its name from the Luc Besson film *La Femme Nikita*, Hideo Kojima, *Metal Gear's* director, is a big fan.



➔ The Nikita is very useful for removing security cameras from distance.

➔ You can also give guards a nasty surprise, and chase them Benny Hill style.



THE SNIPER RIFLE!

For those expecting *Metal Gear Solid* to be the PlayStation's answer to *GoldenEye*, we're sorry to disappoint you but they're very different games. Take the sniper rifle for instance. You won't find it until quite a way into the game, and bullets are in short supply. But once you look through that

scope for the first time, you won't be upset, especially if you manage to spot someone else looking at you with a sniper rifle.

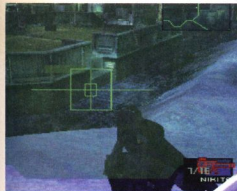


➔ Good shot Jackson!

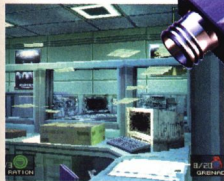


➔ They'll have to re-paint the walls.





ⓐ About to fire the Nikita.



ⓐ Reams of paper fly around if shot.



ⓐ Find the camera and take some rather revealing candid snaps.



FUN WITH CARDBOARD

Metal Gear Solid is a game full of secrets, but we're not going to spoil anything by telling you all of them before you play the game. Instead we'll be selective in what we reveal between now and when you really want them. For now we'll only tell you about the stuff you may find handy before starting the mission. If you don't want to know any more, just stop reading now!

BEAM SNAKE UP

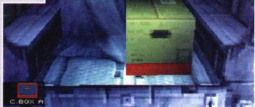
Not only can you hide from guards, by concealing Snake in the

cardboard box, but by climbing inside one you can be transported across the base. Yes, it acts like a warp tunnel in *Mario*. Simply find a cargo truck and climb in the back, get in the box and keep still, a guard will come and drive you to the area noted on the box. This explains why there are three different types.

ⓐ It beats having to get the bus.



Is this all there is to load?



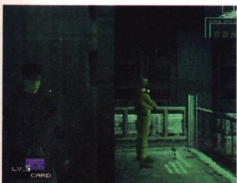
ⓐ It may not look that exciting, but there's a lot of fun to be had with a cardboard box.

TALK TO THE ANIMALS

You'll meet wolves later in the game that will attack you. There's a cool trick you can play with a cardboard box to make them like you, it only works if you do it the first time you enter their lair. All you have to do is shoot Meryl so she makes the wolves attack, immediately get into the box, and the little wolf will come and sniff the box. He'll lift his leg and mark his territory on the box and, more importantly, you. Now you'll smell like a wolf, and can move around in this area with no hassle whatsoever.



ⓐ That frisky little fella is the solution to all your 'avoid the wolves' prayers.



SEE YOU SOON

Next month, CVG will bring you a new interview with the *Metal Gear Solid* team, with questions posed by YOU. Plus, there'll be loads more exciting screenshots and one or two surprises. So until then...

Hot new games for '99!

Sit tight, and sit long. You're about to enter the magazine equivalent of ten rounds with Naz. Knock yourself out with eight pages of the games CVG is expecting will hit big in '99.

FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES

CASTLEVANIA 64

BY KONAMI

1 PLAYER

OUT SUMMER '99

The Castlevania series continues, and for the first time it's in 3D!

THE IDEA:

Stop Count Dracula and his latest scheme to suck the blood out of the land of the living. Battle hundreds of enemies including skeletons and wolves. Solve puzzles, avoid traps and stay alive.



➤ The bosses in this game are FANTASTIC!



BEST FEATURES:

- ★ Play as Vampire hunter Schneider Belmont or Carrie Eastfield a girl with powerful magic.
- ★ Time of day plays an important part. Different enemies depending on whether it's day or night.
- ★ Use a cross-hair to target enemies. If it turns red, your whip or magic is locked on an enemy.

WHAT MAKES IT DIFFERENT:

Castlevania has always been big on action and gross-out enemies. The latest version is no different.

HIT POTENTIAL:

Castlevania games have always performed well on Nintendo consoles, the latest installment should be the biggest success yet.



➤ This enormous skeleton is fully articulated. It chases your hero around the place, trying to jump on his head! You have to see this to believe it. Honestly, it's incredible!



WILD METAL COUNTRY

BY DMA

1-8 PLAYER

OUT MARCH

Fast-paced strategy/battle game, with zippy tanks toting HUGE caliber weapons.

THE IDEA:

The machines take over the planet, and humans have to fight back - yep, just like Terminator. Have fun steering tanks around, blasting enemy tanks to pieces. In a one-player game your aim is to clear areas by collecting power cores.



➤ From the same people who brought you GTA!

BEST FEATURES:

- ★ Computer-controlled enemies are so life-like, they even make driving mistakes.
- ★ Explosions create shock waves, which send tanks reeling - even tip them over.
- ★ Use of real physics affects everything - mines roll down hills, tanks slip and slide.

WHAT MAKES IT DIFFERENT:

Total freedom to exploit your tank and the awesome weapons. It's a pyro playground!



HIT POTENTIAL:

Original, and scope for endless enjoyment. Explosions that light up the sky, and send objects flying. Depth of strategy will satisfy the 'hardcore'.

SHOGUN TOTAL WAR

BY CREATIVE ASSEMBLY

1-16 PLAYER

OUT MARCH

A kick-ass new take on the real-time strategy thing. *Star Craft* be very afraid!

THE IDEA: You are a military general aiming to establish your family as rulers of ancient Japan. You have 150 years to achieve this, which means you'll need to ensure that your children can kick ass too. At your command are 1000s of troops.



PC
ROM

➔ Have you got the nerve to be a great leader?

BEST FEATURES:

- ★ Every soldier has individual skill, strength, and honour. 1000s of would-be heroes!
- ★ Play the game as real-time 3D battles, or as turn-based strategy on an overhead map.
- ★ 100% authentic. Real strategies and characters to carry them out: Ninja, Samurai, etc.

WHAT MAKES IT DIFFERENT:

The most realistic battle game ever. The research behind this game was truly immense.

HIT POTENTIAL:

The theme of Shogun means that it is extremely bloody, and the sense of honour adds another exciting dimension. Yep!



TIBERIAN SUN

BY WESTWOOD

1-4+ PLAYER

OUT WINTER

The original war strategy game gets a third revamp. Could it be



BEST FEATURES:

- ★ Improved multiplayer support: Clans, league ladders and player profiling.
- ★ New vehicles and units. Updated and improved versions of old battle craft.
- ★ It doesn't require 3D cards to run. MMX is the top spec needed.

THE IDEA: Take control of two enemy forces, the GDI or NOD and create an entire arsenal to take down the opposition. Choose where to position you base, send out troops to battle and mine the mineral Tiberian. This gives you more power and money.



PC
ROM

WHAT MAKES IT DIFFERENT:

They've listened to fans requests and made the game how the public wanted.

HIT POTENTIAL:

There's no doubting this is going to be huge. The C&C fanbase is big enough anyway, but the hype is really building now.



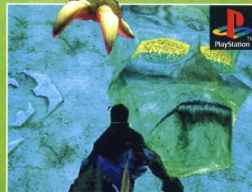
SOUL REAVER

BY CRYSTAL DYNAMICS

1 PLAYER

OUT MARCH

Originally a top down perspective game, Kain is now in 3D!



PlayStation

THE IDEA:

Keep yourself alive by sucking the souls from creatures and absorbing them yourself. You control Raziel the vamp and have to battle through two dimensions against 10 class of rival vampires. Play the game without intrusive icons on screen.

➔ Soul Reaver looks like being one of the best designed games of 99. The art is out of this world!



BEST FEATURES:

- ★ The morphing between the two dimensions, Eerie sound and graphic effects are cool.
- ★ Visual touches. The stream of bubbles coming from Raziel as he swims for example.
- ★ Hand to hand combat. Use anything that's near to impale and slice enemies.

WHAT MAKES IT DIFFERENT:

A cool vampire game. Only Castlevania has been successful making this concept work in games.

HIT POTENTIAL:

Our initial impressions are that this is awesome. It looks fantastic, and has loads of ideas that could make Soul Reaver something special.

QUAKE 2
BY ACTIVISION

1-2 PLAYER

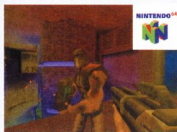
Proof that console conversions of the best blaster ever created are coming on strong!

OUT 1ST QUARTER



PlayStation Quake 2 already looks the funk!

THE IDEA: Blast your way through the mutant Strogg troops in search of weapons, switches, keys and hidden areas. With multiple players, the idea is to find your friends and blast them! Hopefully Quake 2's best features will all be carried over to the consoles.



WHAT MAKES IT DIFFERENT: The original mouse/keyboard control is being redesigned to work quickly on analogue joypads.

BEST FEATURES:

- ★ The PlayStation version's graphics are extremely fast and smooth, even in split-screen mode.
- ★ Split-screen deathmatches - one of the best multiplayer modes ever, now on the consoles.
- ★ Lots of big guns which turn enemies into big chunks of bloody meat. Lovely!

HIT POTENTIAL:

With the PC original being so massively popular, console Quake 2 could be enormous! We're all very excited about this one.

VIRTUA FIGHTER 3tb

BY AM2

1-2 PLAYER

The best arcade fighting game ever will show off Sega's Dreamcast in September 1999!

OUT SEPT

THE IDEA:

Create the ultimate team of three martial artists, then take on another team in one of the 3D fighting arenas. Battle away one by one until all three members of a team have been worn down and knocked out, or forced out of the ring.

**HIT POTENTIAL:**

The Virtua Fighter games have never been as big in Europe as they are in Japan, but VF3tb could be the one to convince everyone.

BEST FEATURES:

- ★ The Team Battle mode - choose your team of three, then battle until your opponent is all out!
- ★ Arcade-perfect gameplay - the quickest and most skill-based fights ever in video games!
- ★ A Dreamcast-exclusive training mode so you can master even the most complex techniques.

**WHAT MAKES IT DIFFERENT:**

A simple control system, intuitive moves, and unlimited fight possibilities! Find your own style.

PERFECT DARK
BY RARE

1-4 PLAYER

OUT MAY

The game which stands a chance of making Goldeneye look crap!



Better gameplay and higher levels of crap

THE IDEA:

You're a highly trained secret agent, a lot like James Bond. Main difference is that you take on the role of a girl - Joanna Dark. The game is played from a first-person perspective. Prove your skill through expert use of weapons, gadgets, and stealth.

BEST FEATURES:

- ★ From the same people who did Goldeneye, the best game on Nintendo 64.
- ★ Uses the Memory Expansion Pak, so everything looks super sharp and detailed.
- ★ More guns and gadgets than Goldeneye, which means more strategy involved.

**WHAT MAKES IT DIFFERENT:**

A two-player simultaneous adventure! Team up with a mate to handle missions together.

HIT POTENTIAL:

The cred of a new Goldeneye-style game, mixed with a heroine who is sexier and more deadly than Lara Croft. Perfect Dark is irresistible.

TANKTICS

BY DMA

1-4 PLAYER

OUT MARCH

Build tanks, and move them around landscapes to defeat others!

**BEST FEATURES:**

- ★ Original control system - an anti-gravity crane, suspended over the 3D play area.
- ★ Tanks are made of separates - an engine, radar, tracks, and weapons.
- ★ You can mix and match parts to create an infinite range of weird tanks.

THE IDEA:

Tanks defeat other tanks in abstract worlds, according to your quick reactions and ability to think. Use your mouse to control a crane that pieces together tanks. Compete against the computer, or up to three other players across a network.



Gameplay is weird, but fun and inventive.

WHAT MAKES IT DIFFERENT:

Easily the most original take on a wartime strategy game we've seen. It's a laugh too.

HIT POTENTIAL:

DMA are one of the software teams you can rely on, 100%. Corry, but: Tanktics is a game that can be picked up and enjoyed by anyone.



THE BATTLE FOR PARADISE HAS BEGUN

STAR TREK INSURRECTION

PARAMOUNT PICTURES PRESENTS A RICK BERMAN PRODUCTION A JONATHAN FRAKES FILM "STAR TREK: INSURRECTION"
 PATRICK STEWART JONATHAN FRAKES BRENT SPINER LEVAR BURTON MICHAEL DORN GATES McFADDEN MARINA SIRTIS E. MURRAY ABRAHAM
 DONNA MURPHY ANTHONY ZERBE WRITTEN BY JERRY GOLDSMITH DIRECTED BY PETER LAURITSON EXECUTIVE PRODUCERS PATRICK STEWART AND PETER E. BERGER, A.C.E. PRODUCED BY HERMAN ZIMMERMAN
 DIRECTED BY MATTHEW F. LEONETTI, A.S.C. EXECUTIVE PRODUCERS MARTIN HORNSTEIN BASED UPON "STAR TREK" CREATED BY GENE RODDENBERRY STARRING RICK BERMAN & MICHAEL PILLER
 PRODUCED BY MICHAEL PILLER DIRECTED BY JONATHAN FRAKES



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1.1.99

SILENT HILL

BY KONAMI

1 PLAYER

Creepier than *Resident Evil*, and even more atmospheric. This game will freak you out!

OUT 1ST QUARTER

WHAT MAKES IT DIFFERENT:

Lots of puzzles and great creatures. The direction makes it a serious challenge to *Resident Evil*.

HIT POTENTIAL:

If the finished game is as good as the demos we've played, you should start saving now! We can't stress enough how atmospheric it is!

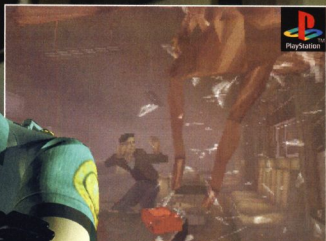
➤ **Better gameplay and higher levels of creep**



➤ **Get them off me!**

**THE IDEA:**

Your daughter's gone missing, and you're going to find her. But you'll have to take a detour through the creepy town of Silent Hill, a place full of strange creatures, grisly murders and flickering lights.



➤ **Kind of reminds you of Resident Evil, right? Well, don't underestimate this game!**

BEST FEATURES:

- ★ More atmosphere than *Resident Evil*: restrictive camera angles, plus lots of flickering lights.
- ★ Makes you scared while playing, not always for what it shows you, but what it doesn't.
- ★ Incredible rendered cut scenes help the story, plus some of the best game music ever heard.

SONIC ADVENTURE

BY SONIC TEAM

1-4 PLAYER

He's been in hiding for years, but Sega's bright blue hedgehog is back to conquer the world!

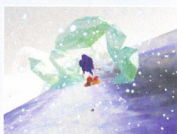
OUT MAY

**THE IDEA:**

Travel the world defeating Robotnik and Chaos's evil minions, while searching for Sonic's friends. You can use other characters to find extra routes.

Reach extremely high speeds to test your reactions, or just explore the enormous game world.

➤ **Detail and atmosphere like you won't believe!**

**WHAT MAKES IT DIFFERENT:**

Each of the six playable characters plays through each level in a completely different way!

BEST FEATURES:

- ★ Some of the biggest levels ever in a game, packed with beautifully-detailed graphical touches.
- ★ Little dudes who live in the game can be moved into your VMS then played with on the move!
- ★ A real plot that develops through characters speaking to one another during the game.

HIT POTENTIAL:

Sonic 2 on the Sega Mega Drive was one of the biggest games ever. There are plenty of *Sonic* fans in the UK who are going crazy for this!

QUAKE 3 ARENA

BY ID SOFTWARE

1-64 PLAYER

id Software's classic gets a third groundbreaking installment! The best multi-player yet.

OUT SUMMER '99

THE IDEA:

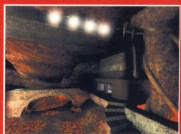
Quake 3 Arena is being designed entirely as a deathmatch game. Even in single player mode, you'll be fighting against artificial intelligence bots - lightning reactions and perfect control will be essential!

PC
BOX
ROM**BEST FEATURES:**

- ★ Three player classes - Light, Medium and Heavy - each with varying speed and armour ratings.
- ★ Enhanced effects. Plus an all-new Haste power-up for speed, and Predator-style cloaking device!
- ★ High-resolution textures, curved surfaces, and fantastic effects mean *Quake 3* looks unbelievable.

WHAT MAKES IT DIFFERENT:

"The best graphics, the best net-working, the best gameplay - but no plot." (John Carmack, id)

**HIT POTENTIAL:**

id Software are hoping to attract casual gamers with easier-to-understand level design and control.

FINAL FANTASY VIII

BY RARE

1-4 PLAYER

OUT MAY

Few games can duplicate the excitement and drama of the *Final Fantasy* series.

BEST FEATURES:

- ★ Stunning magic attacks, plus breathtaking pre-rendered backdrops. A visual feast.
- ★ Another epic masterpiece of a musical score to compliment the drama on screen.
- ★ Heightened graphical realism means you empathise with everyone in the game.

WHAT MAKES IT DIFFERENT:

Closest thing yet to 'playing a movie'. Hard to describe - an experience like no other.

HIT POTENTIAL:

Everything you loved about *Final Fantasy VII*, with better everything. With *Final Fantasy* fans legion across the globe, this will be big!



Return of the Leviathan!



This winged demon is gonna toast your ass!

THE IDEA:

The classic *Final Fantasy* themes, updated once more for PlayStation. Meet the kind of characters George Lucas would kill for. Get to know them like family, and develop their skills. Follow numerous amazing adventures on the way to defeat the ultimate evil.

OMIKRON

BY QUANTIC DREAM

1-? PLAYER

OUT OCTOBER

A new life awaits you on the off-world colony of Omikron.

THE IDEA:

In the crystal-domed city of Omikron, far away in the parallel universe of Phaenon, the evil Prince Of Demons, Astaroth, is harvesting souls. Your mission is to take over the body of one of Omikron's inhabitants and stop Astaroth.



It's so cold, his smile has frozen on his face!

BEST FEATURES:

- ★ Go anywhere in Omikron, meeting people as you do.
- ★ Taking over other people's bodies when you die!
- ★ The futuristic alternate universe looks excellent. Everyone drives hovercars like in *Back To The Future 2*.

WHAT MAKES IT DIFFERENT:

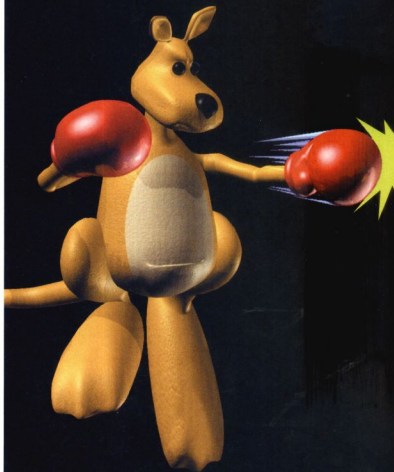
Omikron is going to be the first game to feature facial motion-capture in real-time. Look forward to super-realistic expressions.

HIT POTENTIAL:

It's still early days, but it's already looking cool. But with Eidos's extremely successful marketing team behind it, *Omikron* can't fail.



Holds no Punches



PLAYSTATION
SILICON VALLEY

DUNGEON KEEPER 2

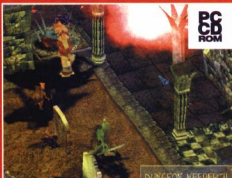
BY BULLFROG

1-2+ PLAYER OUT JULY

Construct yourself a horror pit and command the inhabitants.

THE IDEA:

You are the Dungeon Keeper and must build a dungeon in which your followers can survive. Create places to eat, treasure rooms so you can pay them, explore new areas of the level and then fight off any other enemies in your area.

PC
ROM

↑ A new graphics engine makes DK2 rock!



DUNGEON KEEPER 2

BEST FEATURES:

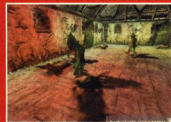
- ★ The characters are in 3D so you cannot walk through them. It's more realistic.
- ★ Over 20 cutscenes mean that the game has a small storyline to it.
- ★ Huge multiplayer support is included. You can also have one-player skirmish games.

WHAT MAKES IT DIFFERENT:

Improved 3D technology means the minions have more of a psychological affect on things.

HIT POTENTIAL:

It could be a big one. The Internet support is always helpful and as long as there are some cool spells and magic too, it'll be a stormer.

**OUTCAST**

BY APPEAL

1 PLAYER OUT 1ST QUARTER

Imagine *Stargate* but in video game form. That's basically *Outcast*.**BEST FEATURES:**

- ★ The fully working eco systems. Creatures hunt less dangerous animals for food.
- ★ The AI reacts to how you play. If you butcher people, nobody will speak to you.
- ★ Soundtrack is composed by the Moscow Symphony Orchestra. Very atmospheric.

WHAT MAKES IT DIFFERENT:

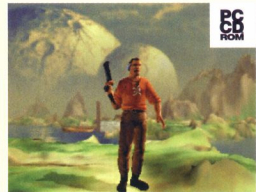
The way the other characters interact with you and alter their feelings about you.

HIT POTENTIAL:

It's yet another visually stunning game on the PC, but the hit potential of this one is not as great because it is an original concept

PC
ROM**THE IDEA:**

Scientists have discovered that there is a parallel universe and in trying to create portals to warp between them, they sent a probe to investigate. The probe was attacked by other life forms, and the resulting chaos sucked everyone through!

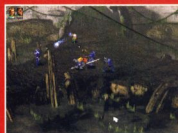
**SILVER**

BY INFOGRAMES

1 PLAYER OUT MARCH

A PC Role Playing Game in a similar mould to the recently released *Final Fantasy VII*.PC
ROM**THE IDEA:**

You control a hero called David. One day he has his wife kidnapped by a sorcerer known as Silver and he becomes hell bent on revenge - the usual business. Magic, sorcery and fight scenes by the bucketload, with a cool new control method.

**BEST FEATURES:**

- ★ The fully upgradable weapons. Eight magical abilities, each with three power levels.
- ★ Over 250 scenes that you have to walk, fight, interact with.
- ★ You can control up to three characters at once, each with different attributes and moves.

HIT POTENTIAL:

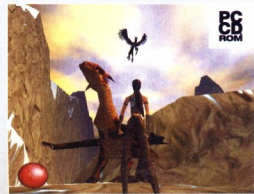
It looks amazing (heard that before have we?), but it's been in development for over three years. Surely, no game can be bad after that amount of development time!

DRAKAN

BY SURREAL

1 PLAYER OUT EARLY '99

Panzer Dragoon meets Tomb Raider? Whatever, it's a top looking game from Psygnosis.

PC
ROM**THE IDEA:**

The game is one huge level, split up into 10 different worlds. In this there are four different regions within this, each is blended into another. Because you ride on a dragon, the worlds are as high as they are long. It certainly adds another dimension.

**WHAT MAKES IT DIFFERENT:**

The Surreal team have created their own unique engine. Something you haven't seen before.

BEST FEATURES:

- ★ Each race of creatures have their own AI. You need different tactics to beat each one.
- ★ The dragon is under your control but when you get off, it attacks things that stray too close.
- ★ Could the heroine Rynn, be the new Lara Croft? Well the boobs certainly match up.

HIT POTENTIAL:

PC mags are already wetting themselves over this one, but we've yet to see it running. Psygnosis are due another massive hit. This could be it.

Combines *Zelda*, and *Magick: The Gathering* to make a great new experience.

PIDGEOTTO
HP: 128

Sandy 132
HP: 72/72

Sandy used CUT!

HIT POTENTIAL:

Once you get started, you're hooked. It's a fun, simple game with huge possibilities. Japan and America have been taken by storm (1.1 million copies sold). You're next.

WHAT MAKES IT DIFFERENT:

Trainers everywhere will be hot working in the streets to trade and fight their pokéEmon!

DODRIO
HP: 134

Zzzz 122
HP: 67/67

Enemy DODRIO used DRILL PECK!

⬆ Battles in pokéEmon involve a lot of tactical skill. You don't need the biggest moster to win, so long as you know your rival's weakness!

BIRD KEEPER wants to fight!

BEST FEATURES:

- ★ The adventure is as good as *Zelda* on Game Boy. Great little story. Cool puzzles.
- ★ All 151 Pokémon types are unique - even the same type can be trained differently.
- ★ Two versions - Red and Blue - feature different monsters, so you have to trade!

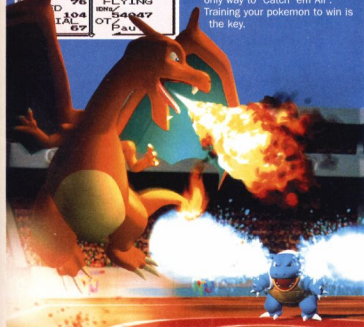
Supa 142
HP: 118/118

No. 022 STATUS/OK

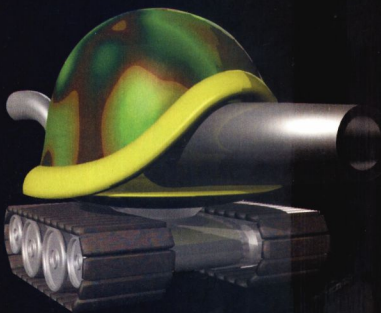
ATTACK	90	TYPE	NORMAL
DEFENSE	76	TYPE	FLYING
ID	104	MOVE	FLAME
IAL	67	OT	PAU

THE IDEA:

Use your skill and cunning to track down 150 Pocket Monsters (pokémon): Solve mysteries, and fight rivals to access new hunting grounds. Trading with friends is the only way to "Catch 'em All". Training your pokémon to win is the key.



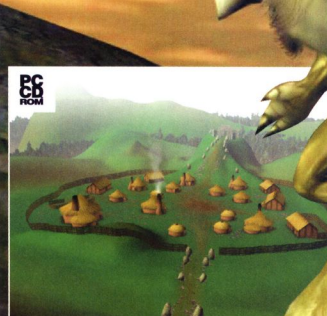
Takes no Prisoners



STAGSTATION
SILICON VALLEY

THE IDEA:

It's *Populous*, meets *Magic Carpet*. You're a sorcerer, observing the world from a remote citadel. You must gain, and maintain, control through the minds of tribes people - using the rituals of the world's ancient religions to create magic, for good or ill.



BEST FEATURES:

- ★ All tribes display natural behaviour, such as working, playing, and falling in love.
- ★ Battle with other sorcerers using spells. You can anticipate spells and counter!
- ★ Nurture a giant creature. Breed him to be good or evil, perform magic, eat people!

WHAT MAKES IT DIFFERENT:

'Gesture Recognition' - cast spells by practising intricate patterns with the mouse.

HIT POTENTIAL:

Fans of Peter Molyneux's games will snap this up immediately. Word of mouth should ensure it long term success. Should be another milestone for PC.

PC
GAMING

28

How a celtic village looks, when represented by this amazing graphics engine.

JET FORCE GEMINI

BY RARE

1 PLAYER

OUT FEBRUARY

The busiest, most explosive action game on N64. Looks amazing.

BEST FEATURES:

- ★ The busiest 3D worlds to have appeared on N64. The action in *JFG* is relentless.
- ★ Promises to have the best cinematic cut scenes in any game in Nintendo 64.
- ★ Packed with secret zones, so you won't be finished playing this game in a hurry.


WHAT MAKES IT DIFFERENT:


A packed 3D world, in which lots of characters buzz about at speed, shooting each other.

HIT POTENTIAL:


A fresh approach to one of the most popular themes in games. Quality is guaranteed, since this is from the makers of the best N64 games.







Where are you getting yours?



Axen Games Limited 0181-423 7359
 106 High Street, Harrow-On-The-Hill, Middle HA1 3LP
www.axen.com Fax: 0181-423-7359





First game ever to feature a robo-dog as hero!

THE IDEA:
 Far-fetched fun! You control one of two heroes, out to protect the galaxy from the rule of an evil tyrant. This brings fast-action sci-fi shoot-'em up scenes to N64, as your guys engage in gun-fights with alien 'insectoids'.

AGE OF EMPIRES 2

BY MICROSOFT

1-8 PLAYER

OUT SPRING

A sequel that's out to prove one million owners can't be wrong.

BEST FEATURES:

- ★ New civilisations include the English, and raiders like Celts, Mongols and Vikings.
- ★ Armies inflict more damage depending on where they attack the enemy - flank or rear.
- ★ Can be played solely as an economic game, so passive players needn't worry about battles.



WHAT MAKES IT DIFFERENT:

Each civilisation has one unique unit, that will be a major component for its success.



HIT POTENTIAL:

The original sold over a million. The sequel looks like it will be even better. If it doesn't get to number one on the PC charts we'd be surprised.

PC ROM



THE IDEA:

Take control of a civilisation and survive history. The original only let you play into the Stone age, so the sequel spans four new eras from Dark to Imperial Age. That means all new units and greatly improved Artificial Intelligence.

INDIANA JONES AND THE INFERNAL MACHINE

BY LUCAS ARTS

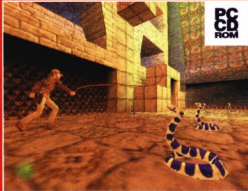
1 PLAYER

OUT SUMMER '99

The man with the hat is back, Tomb Raider style. Hang on...

THE IDEA:

1947. The Cold War has begun and The Nazis have gone. Indy's up against a new enemy - Soviets. They are exploring the ruins of the fabled Tower of Babel, in search of the mysterious Infernal Machine, but not if Indy gets there first.



PC ROM

★ 'Snakes! Why did it have to be snakes?!

BEST FEATURES:

- ★ 16 levels set amongst the ruins of Babylon and underground labyrinths of the Olmecs.
- ★ From Hal Barwood the man who gave us Indiana Jones and the Fate of Atlantis.
- ★ Lots of snakes, plus that famous theme tune. Should send a tingle up the back of your neck.

WHAT MAKES IT DIFFERENT:

Tomb Raider stole heavily from the Indiana Jones movies, so who better to steal the idea back!

HIT POTENTIAL:

A Tomb Raider-style adventure starring the greatest action hero ever. We've got our fingers crossed.



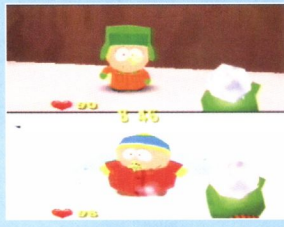
SOUTH PARK

BY IGUANA/ACCLAIM

1-4 PLAYER

OUT FEBRUARY

Shooting and swearing with the world's most offensive 'heroes'.



★ I'm not sure about this script. I thought the first series was better...

★ Forget chainguns. Snowballs can hurt really bad if they're packed tight!

THE IDEA:

The latest TV craze makes the inevitable cross-over into a game. The result is a shoot 'em up where a passing comet has made the South park residents go crazy. It's up to our four foul-mouthed heroes to save the day.



NINTENDO 64

BEST FEATURES:

- ★ South Park on N64 looks better than TV. All your favourite characters now fully 3D!
- ★ Weapons include Cow Launchers, Sniper Chickens, Snowballs... and yellow Snowballs!
- ★ All the characters make an appearance including Chef, Mephisto and the rest.

WHAT MAKES IT DIFFERENT:

Nothing has been toned down. Get ready for lots of swearing and other offensive stuff.

HIT POTENTIAL:

Providing the South Park bubble doesn't burst this will be huge. But after Turok, Quake, and GoldenEye does Nintendo really need another shoot 'em up?



DANGER



computer video games

FIRST LOOK AT HOT NEW SOFTWARE!

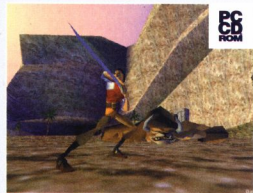
NEW GAMES

GALLEONLara Croft is about to meet her nemesis: First new game from the creator of *Tomb Raider*.

BY CONFOUNDING FACTOR

1 PLAYER

OUT 3RD QUARTER



From the creator of *Lara Croft*: Cpt. Sabrier!

**PC
CD
ROM**
THE IDEA:

Top secret first game from this new company, headed by the creator of *Lara Croft* and the main programmer of *Tomb Raider*. You play a legendary mariner and warrior in search of the origin of a mysterious ship and its precious cargo.

**BEST FEATURES:**

- ★ The main character, Captain Rhama Sabrier, has superb animation and a wide range of moves.
- ★ Captain Rhama has the ability to lock on, and then propel himself off objects with his sword.
- ★ A large adventure, spent visiting a series of islands, each full of puzzles and large creatures.

HIT POTENTIAL:

The *Galleon* team are keen to avoid *Tomb Raider* comparisons, but quick to criticise the game they left behind: *Galleon* will gather a lot of attention.

DAIKATANA

BY ION STORM

1-32 PLAYER

OUT SPRING

John Romero says *Daikatana* will finally be unleashed in 1999!

Scenes the likes of which you've never seen!

**PC
CD
ROM**
THE IDEA:

Travel through time battling badass creatures, searching for the truth behind the murder of your mentor. The *Daikatana* is a magical sword with time-traveling powers which was recovered in 2455AD the evil man responsible for everything wrong with time.

BEST FEATURES:

- ★ Levels set in different time zones from Ancient Greece through to a future San Francisco.
- ★ Tons of weapons. A complete different set for each time zone, so you get lasers as well as swords!
- ★ Having the creator of *Doom* and *Quake* in charge of the project makes *Daikatana* very exciting.

**WHAT MAKES IT DIFFERENT:**

Computer-controlled teammates work with you throughout the game. Co-operation is essential.

HIT POTENTIAL:

Romero's name features in the *Daikatana* logo - that's how cool he is! His game is looking great too. Should be a match for *Half-Life*!

X-WING ALLIANCE

BY LUCASARTS

1-8 PLAYER

OUT SPRING

The *Star Wars* space combat series continues in great style.**THE IDEA:**

More than 50 new missions for fans of the *X-Wing* series to enjoy. The story is stronger than *X-Wing Vs. Tie Fighter*, with the action picking-up after the Battle of Hoth, and including the Battle of Endor. Plus for the first time, your chance to pilot the Millennium Falcon.

BEST FEATURES:

- ★ The Millennium Falcon, need we say more? You can even control the quad laser cannon turrets.
- ★ Double the action of previous *X-Wing* games - spectacular battles, and twice as many craft.
- ★ Take part in a 'Secret Weapons of the Empire' battle involving experimental starfighters.



She might be a hunk of junk, but she's fast!

WHAT MAKES IT DIFFERENT:

The Millennium Falcon, plus the *X-Wings*. An improved one-player game, which is what we want.

HIT POTENTIAL:

Anything with the *Star Wars* name is going to be massive next year. There's loads of new games on the way, but *X-Wing Alliance* is first!

**DANCING IN THE AISLES**

That's a lot of cool games to lose your mind over. We almost lost ours trying to fit them all in eight pages. Still we've more left over, which shouldn't be ignored.

From Konami, you should keep an eye out for a great new fight game called *Kensei*, and a Resident Evil-style game on N64, *Hybrid Heaven*. Stay sharp for *Street Fighter Zero 3* on PlayStation - can't wait to see how Capcom made PocketStation work with that one.

The *Conker's Quest 3D* platform game on N64 could set new standards. According to a spokesman at Rare:

"There have been a lot of changes.

People will be shocked. Some people will have to eat their words." Wow.

Rayman 2 from Ubi Soft is a graphical showcase for Power VR and Dreamcast. But we'll hold out for the gameplay.

Warzone 2000 - a 3D strategy game from Eidos, which looks especially cool on PlayStation. Command and Conquer, be afraid!

Finally, Sid Meier's *Alpha Centauri* - the next big step in the Civilisation series. Colonising the stars using your skills of government and military strategy.

➔ An original fighting concept in *Kensei*, from Konami. '99 looks good!



With new LEGO® software you can build your own virtual world

What if you could build with LEGO bricks on your PC? What if they were 3D bricks? What if they never ran out? What if the Government banned the words 'what if'? Then what?

LEGO Creator is equally suitable for those who enjoy deconstruction (or blowing things to bits as we say in English).

OK, Mr LEGO pants, so you've built yourself a virtual helicopter. But that's not enough for you is it? Oh no, you have to get inside the cockpit and fly it. Show off.

We asked Biker Bob to say a few words about LEGO Creator. Sadly, he's made from plastic and therefore unavailable for comment. However, you will find this exclusive LEGO collectors item free inside the box.

Boom!

PC CD-ROM

also available

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PLAYSTATION

TOP 10 MUST-HAVE GAMES

1998 has been the year of the racing game for PlayStation – with the best ones making it onto our list. Plus there's a few hit sequels you should consider adding to your collection.

100 100 JUN '98 100 DRIVING GAME 100 100 JAPAN 100 100 PLAYERS

GRAN TURISMO

Over 160 different types of car, loads of upgrade options, and tough races to compete in. Add an innovative licence test that has to be completed before you even get to sit on a starting grid, and some super-realistic handling. The finished result is a game worthy of "the real driving simulator" tag.



100 100 MAY '98 100 SURVIVAL HORROR 100 100 CAPCOM 100 100 PLAYERS

RESIDENT EVIL 2

A whole town overrun by the living dead and two new stars to survive the horror. All monsters, shocks and graphics are cranked up to an awesome new level. The best feature is the added replay value – you can only discover the whole game by completing the different scenarios.



100 100 SEP '98 100 FIGHTING GAME 100 100 NAMCO 100 100 PLAYERS

TEKKEN 3

The graphics are only a slight compromise compared with the original arcade game. All the fighters are present, now with even better rendered movie-style endings. There's also the secret characters to find, a scrolling fighter Tekken Force mode, and a bizarre game with a beach ball.



100 100 ISSUE 100 100 PLATFORM 100 100 CORE 100 100 PLAYERS

TOMB RAIDER 3

Dedicated to all those people who thought the second game was too soft. This is the perfect mix of the original game's puzzles, and the sequel's shooting, with some of the toughest Tomb Raider levels you'll ever play. There are also new vehicles, new creatures, new weapons and lovely hi-res graphics.



100 100 DEC '98 100 RACING GAME 100 100 COLEMANISTERS 100 100 PLAYERS

TOCA 2: TOURING CARS

Double the size of the original, with improved graphics. There are added bonus tracks, seven different support cars with unique handling, and a bunch of cool secrets. With the closest and most exciting races in any driving game, no speed fan should be without TOCA 2: Touring Cars.



100 100 AUG '98 100 RACING GAME 100 100 COLEMANISTERS 100 100 PLAYERS

COLIN McRAE RALLY

It may not have the same amount of cars to play with as Gran Turismo, or graphics to match, but Colin McRae is all about the driving. It does this even better than Gran Turismo (plus you can roll the cars). The car physics are incredible, and the tracks you race are a driver's dream.



100 100 NOV '98 100 SHOOTING GAME 100 100 NAMCO 100 100 PLAYERS

TIME CRISIS

The best gun game available for PlayStation at a budget price. Rescue the President's daughter by shooting all the guards in the fortress. Even more incredible than the quality of the conversion is the new PlayStation mode: an extra eight-stage mission which is bigger than the original game!



100 100 DEC '98 100 FOOTBALL GAME 100 100 KONAMI 100 100 PLAYERS

ISS PRO '98

It may not have great commentary, or real players' names – although these can be changed. But it does have the best football action around – lovely passing and off-the-ball movement from players. If you like football, you need this game. We play this game every day of the week, without fail!



100 100 NOV '98 100 STATISTIC RACING GAME 100 100 PSYGNOSIS 100 100 PLAYERS

WIPEOUT 2097

The oldest game here, but still unsurpassed. Wipeout 2097 is a super-fast racer with weapons – the sport of the future today. A dance-fuelled soundtrack coupled with the speed-thrill visuals and fancy weapon effects make this the most attractive club night you could have, without going out.



100 100 DEC '98 100 MUSIC CREATOR 100 100 INTERACTIVE 100 100 PLAYERS

MUSIC

A music creation tool that allows you to make dance music with your PlayStation. 3000 different instrument sounds, and more than 750 pre-set riffs, pieced together with a simple interface. You can create a tune in less than 30 minutes, and make a video to accompany your creation.



NINTENDO 64

TOP 10 MUST-HAVE GAMES

The releases are coming thick and fast in time for Christmas after another slow start to the year for Nintendo. *Zelda* is the star here, plus the best snowboarding game ever!

computer
video
games

NINTENDO 64



TOP GAMES FOR CHRISTMAS & NEW YEAR!

TOP 10 GAMES

THIS ISSUE | **LEGEND OF ZELDA** | RARE | PLAYERS | WINNER 1997!

LEGEND OF ZELDA

Fans of *Zelda* always had faith that this game would be amazing. All the trademarks from previous *Zelda* adventures have been retained, but thanks to everything now being in 3D, the gameplay seems incredibly fresh. The size of the game means that you'll still be playing this well into next year.



THIS ISSUE | **DIDDY KONG RACING** | RARE | PLAYERS | WINNER 1997!

DIDDY KONG RACING

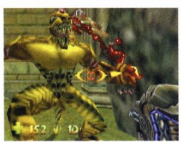
Brilliant multi-player modes, and an awesome one-player racing adventure. You're not confined to just karts – there are hovercrafts and planes. A great enemy in the guise of Wizzpig, and some of the best game secrets ever. If you think "cute" means "easy", think again – this is a tough challenge!



THIS ISSUE | **TUROK 2** | RARE | PLAYERS | WINNER 1997!

TUROK 2

Turok has a score to settle – he's out to prove that his game beats *GoldenEye*. It doesn't, but *Turok 2* has thrills all of its own, not least the outrageous weapons! There are new multi-player modes that aren't in the original, and, thanks to the Jumper Pak, this is the sharpest-looking game on N64.



NEXT ISSUE | **WIPEOUT 64** | PSYGNOSIS | PLAYERS | FIND OUT NEXT MONTH!

WIPEOUT 64

Rather than port the PlayStation game onto N64, Psygnosis have built a game around the console's strengths. What you get is a remix that's every bit as good as the original. Only thing missing is the famous music, but the N64-exclusive four-player split-screen mode makes up for this.



THIS ISSUE | **BANJO-KAZOOIE** | RARE | PLAYERS | WINNER 1997!

BANJO-KAZOOIE

This game brightened up a dull Summer – a platform romp to rival the mighty *Mario 64*. The size of the adventure, plus the huge amount of things to collect, is very impressive. Add dollops of cute, intelligent puzzles and enough polish to embarrass Mr Sheen. A sequel is on its way.



THIS ISSUE | **1080° SNOWBOARDING** | RARE | PLAYERS | WINNER 1997!

1080° SNOWBOARDING

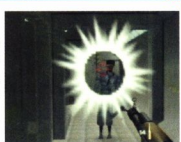
The most realistic snowboarding game around, thankfully it's a lot of fun as well. 1080° wins style points for having you control the 'boarder and not the board. There are six large downhill courses, an air-make ramp, half pipe and some cool shortcuts. Tricks take real skill to pull off.



THIS ISSUE | **GOLDENEYE** | RARE | PLAYERS | WINNER 1997!

GOLDENEYE

As James Bond, you must stop the bad guys in style. It's an intelligent game, where stealth pays, and enemy AI must be observed before striking. *GoldenEye* is home to one of the best multi-player death-match modes around. Still the best shooter on N64, and another must-have Nintendo-exclusive.



THIS ISSUE | **F-ZERO X** | RARE | PLAYERS | WINNER 1997!

F-ZERO X

Speed demons chasing after the original thrill of future racing should check this. Nintendo choose performance over fancy bodywork; sacrifice scenery for more speed. There are times where the 1-P challenge seems impossible – but you come back for more. Multiplayer rocks!



THIS ISSUE | **ISS 64** | RARE | PLAYERS | WINNER 1997!

ISS 64

For great football on N64, this is our recommendation. The '98 update doesn't offer much more in our opinion. The joy of *ISS* is the amount of moves available. Analogue control lets you place the ball where you want. The 'keepers are a bit easy, but only if you choose not to score with style.



THIS ISSUE | **BODY HARVEST** | RARE | PLAYERS | WINNER 1997!

BODY HARVEST

A time-travelling, alien-invading adventure. Rid the Earth of alien menace by travelling back in time and fighting them. *Body Harvest* is a mixture of many game styles – puzzles, shooting, and driving. It works! Sometimes the controls are a bit awkward, but live with this and you're in for a rare treat.



PC-CD ROM

TOP 10 MUST-HAVE GAMES

A rather weak year for the PC, with a lot of big titles missing the holiday period altogether. Thankfully there are some big strategy games to play in the meantime, and of course *Quake*.

2000 DEC '99

ACTION GAME

RED STORM

10 PLAYERS

HIGH FIVE!

RAINBOW 6

Join the SAS. *Rainbow 6* is more realistic than Goldeneye, featuring one-shot kills – one hit to the head or chest and it's game over. A shot in the leg makes you limp, one in the arm and you can't hold a gun. Jungle hideouts, embassies, airports, etc. must be infiltrated. Tense and extremely addictive!



2000 FEB '99

ACTION GAME

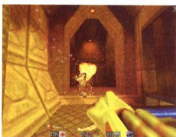
DO SOFTWARE

MULTIPLAYER PLAYERS

HIGH FIVE!

QUAKE 2

A year after release and we're still playing *Quake 2*. This is because of the host of updates, new levels, and player skins available on the internet. These days our *Quake 2* sessions include Homer Simpson battling Teletubbies! No wonder console owners are getting excited about forthcoming conversions.



THIS ISSUE

NO GAME

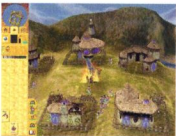
DIALOGUE

10 PLAYERS

HIGH FIVE!

POPULOUS: THE BEGINNING

You control a shaman, who must earn the respect of his tribe. Wage war against rival tribes, and learn magic spells to help you conquer levels. *Populous* is simple to learn, and totally addictive. It looks incredible, especially the hardware version, with humorous touches and spectacular effects.



2001 AUG '99

STRATEGY GAME

RTT

10 PLAYERS

HIGH FIVE!

COMMANDOS

The soldier game you've always wanted. Control a crack squad of men on daring missions deep behind enemy lines. Levels are expertly designed and incredibly tough, but you'll get satisfaction out of trying again and again. Each new challenge leaves you with a smile across your face.



THIS ISSUE

ACTION GAME

RTT

10 PLAYERS

HIGH FIVE!

SIN

Current contender for the *Quake* crown, which is not surprising as it uses the same game engine. Enemies show damage when they're hit, and there's the usual array of fantastic weaponry. *SIN* has a much more urban setting, but its biggest stronghold is the involving story in one-player mode.



2000 NOV '99

RACING GAME

DO MASTERS

10 PLAYERS

HIGH FIVE!

COLIN McRAE RALLY

One of the biggest games of the year, thanks to PlayStation sales. The PC version offers the same thrills, with some visual improvements thanks to hardware acceleration. Now chunks of gravel fly about when you powerslide! Not so much when you race for PC, so *Colin McRae* sticks out by a mile.



2000 DEC '99

RACING GAME

DO MASTERS

10 PLAYERS

HIGH FIVE!

TOCA 2: TOURING CARS

Like *Colin McRae*, *TOCA 2* has everything the PlayStation game has, plus slightly tastier graphics. A network mode means you can race with more friends. This adds a lot to races, replicating the fun of a link-up arcade *Daytona USA* in the home. But that would be a very rich home, with lots of PCs!



THIS ISSUE

ADVENTURE GAME

LUCASARTS

1 PLAYER

HIGH FIVE!

GRIM FANDANGO

The graphic adventure equivalent of *Final Fantasy VII*. LucasArts ditch the much-loved point-and-click style of old and replace it with controls more in line with *Resident Evil*. Fans of adventures will marvel at the storytelling and puzzle solving. One of the most stylish and enjoyable games around.



THIS ISSUE

EMPIRE STRATEGY GAME

IMPRESSIONS

10 PLAYERS

HIGH FIVE!

CAESAR III

Sin City in a togal! Build towns and manage their productivity to please the Emperor. Trade with other towns and protect your citizens from the Carthaginian menace. Unlike other empire games, the peaceful solution is always available. You'll be playing this for months, mastering its intricacies.



2000 JUN '99

STADIUM MANAGEMENT

IMPRESSIONS UK

10 PLAYERS

HIGH FIVE!

USM '98

Might not be as technical or involving as *Championship Manager*, but it's just as much fun. Especially as you can offer bungs when buying players, or bet on match results. You can also improve your stadium and fix the price of pies and beer. Plus you've got the team to run.





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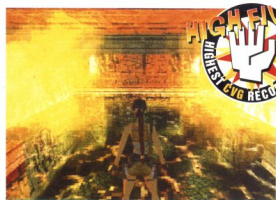
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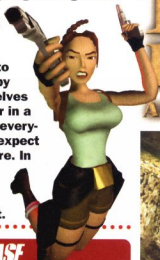
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She's been around the world twice before. Now Lara Croft returns in her biggest and best adventure yet!

Taking time off from becoming a national treasure, negotiating movie rights and who's going to play her, Lara Croft is back, doing what she does best – leading the assault into the Christmas period by appearing on shop shelves for the third November in a row. The new game is everything you've come to expect from Ms Croft and more. In what could be her PlayStation swan song, she's definitely saved the best 'til last.



TOMB RAIDER III

ADVENTURES OF LARA CROFT

Now with new and improved vehicles!



CUT TO THE CHASE

This year, Lara is searching for pieces of meteorite – fragments from a big one that hit Antarctica millions of years ago. The crash created a new island, where life has flourished at an accelerated rate.

Since then it has frozen over and remained hidden for centuries. Polynesian settlers created an altar around the meteorite and trapped the energy that radiates with four smaller pieces. Those pieces are now missing, and Lara has been hired by a mysterious organisation to find them.

But what would happen if they were all returned to their original location?



➤ Easter Island style heads here? Someone at Core's been reading Graham Hancock books.

GLAD YOU COULD JOIN US

If you've never played a *Tomb Raider* game, you're probably wondering what all the fuss is about. Simply, the *Tomb Raider* series is famous for making a lady called Lara Croft an international star. Ms Croft happens to have a rather large chest, a simple fact which has helped make her previous adventures gargantuan sellers. The vision-impaired may argue that the success of the series is based on the exploratory nature of the gameplay, where Ms Croft travels through large levels and negotiates her way past many hazards and pitfalls. Meanwhile, wild beasts and the occasional goat-tee-wearing male attack her. She also finds keys to open doors, push blocks and has fights with strange mytho-

logical beasts when visiting locations such as Atlantis, or entering an area known as the Tomb of Qualopec. The game has a rather addictive quality, which makes you try and get that little bit further before being impaled on some well-hidden spikes. At this point, you hear the birds singing outside your window and realise you've got to be up in a couple of hours. Remember – you have been warned.



➤ It's not a three, it's a two. A simple jump and grab, look... OK it was three.

➤ The boulders are back with a vengeance – you'll have nightmares!



AROUND THE WORLD IN 80 SAVES

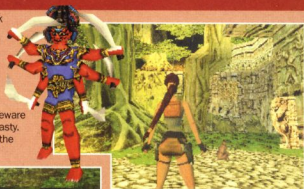


Tomb Raider 3 differs from its predecessors by letting you choose where Lara travels to next. The game starts in India, and Lara doesn't yet know the scale of her quest. Once you have completed the first four levels, Dr Willard informs Lara of three more pieces of meteorite. These are located in London, Nevada

and on a South Pacific Island. You can now choose which of these adventures to embark on next. Each has its benefits. For example, you may find a rocket launcher if you go to the South Pacific, and that would make the Nevada levels a bit easier, but the London levels may contain more health packs.

INDIA

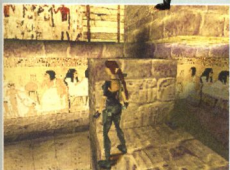
The adventure begins in thick jungle. Beware of poisonous snakes, quicksand and monkeys that steal medipacks. There's lots of water, which is home to hungry piranhas and strong currents. Best of all is the size of the second level - these levels are big, and nasty. Soothing sitar music makes the experience more enjoyable.



➤ Greedy little critters, they'll eat anything.

LONDON

The London levels are all set at night, and visibility can be a bit of a pain. Better stock up on those flares so you can light the way. Lara finds herself jumping around rooftops, playing around the cathedral, journeying through an abandoned tube station and negotiating a high-rise office block. And for those that think London isn't an exotic enough location for Lara to explore, check out the Egyptian rooms in the museum.



➤ Those masons get everywhere!

NEVADA

The desert might not seem a particularly exciting place to visit, but what about the Area 51 part of it? The military base famous for being home to bad-driving aliens is Lara's next place to explore. Area 51 is a hi-tech establishment that features a few surprise exhibits. Plus some ultra modern security systems and heavily armed guards. Very reminiscent of the oil rig sections of *Tomb Raider 2* - only better.



➤ Don't shoot the rocket! Guards in Area 51 are all heavily armed. Good job they're not too clever.

SOUTH PACIFIC

Want to know where the dinosaurs are hiding in the third game, then look no further than the South Pacific. These levels are also home to the natives, and some crash survivors who are fighting for their lives against a bunch of mean velociraptors. You can also enjoy the thrill of venturing down some white water rapids in a trusty kayak, or get wet exploring the huge waterfalls.



➤ Another new vehicle, and a huge level to practice paddling.

computer
video games



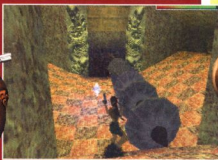
PC
ROM

TOMB
RAIDER
III

REVIEW

HOW DO YOU SAY DE-GROOVY?

The first thing you'll notice when playing the new game is the new look. The graphics in the PlayStation version are now viewed in lovely high resolution, which sure makes the exotic locales look prettier. The new look is due in part to a new engine for the game. This new engine is able to build levels with a lot more variety. Gone are the square and large block constructions of old, and in are more natural looking levels thanks to triangular polygons.



↑ The Underground with no other people? Only in a game!



⊕ Complete the other levels and travel to Antarctica. Looks like Lara's found a vehicle!

DOWN ON ALL FOURS



The new variety in the level design is highlighted by Lara's new moves. The *crawl*, promised for *Tomb Raider 2*, finally makes an appearance. It means you'll be looking twice as hard, because not only will you be looking for bricks to climb onto, you'll be looking for areas to crawl under as well. Lara has also learnt how to monkey swing – it's basically an extension of

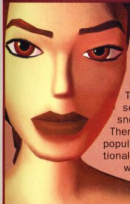
the climb she gained in the last game – and it lets you move hand over hand while clinging to some sections of the ceiling. There's also a speed burst – handy for trying to outrun falling boulders and assorted booby traps. If you press jump at the end of the speed burst, Lara will do a dive, which helps you evade booby traps, or stay out of reach of enemy gun fire.



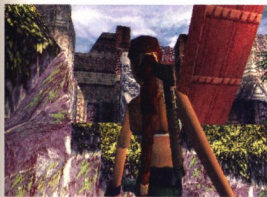
⊕ There are poison darts flying all over the place in this temple. Could be a good place to try running.



STOP, LISTEN, WHAT'S THAT SOUND?



Take a few steps in *Tomb Raider 3*'s new world and you'll notice something different. The surfaces that Lara steps on now make an appropriate sound. There's a wide variety of sounds, from gravel to snow or metallic walkways. There's also the remix on the popular theme tune, and additional music by Nathan McCree which add to the more dramatic moments of the game.



CHANGING ROOMS

The famous Croft home makes its return in grand style, featuring the return of the assault course, with the training section from the first game back in the main hall. Visit the music room and you'll notice Lara's got a brand new widescreen TV. The bed from *Tomb Raider 2* has gone, and is replaced by a new four-poster affair, and her bathroom has got some lovely new tiles and a larger bath. There's one new room – it's next to the kitchen and is a rather lavish dining room. Venture into the gardens and you'll notice the maze has gone, but there's something rather fun there instead...



What's this quad bike doing in Lara's garden? That checkered flag is a clue.

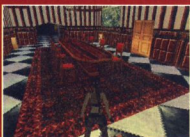
At the end of the assault course, you'll find Lara's butler wearing a target on his chest. If ever there was someone who needed shooting...



NOW WITH EXTRA HAIR-PULLING

Hands up who thought *Tomb Raider 2* was too easy. All of you? Good. The main cause of this was the ability to save the game anywhere, and because you could save every few steps, the tension found in the first game was virtually absent. The tension is back in *Tomb*

Raider 3 – because those dreaded save crystals are back. Now you'll curse and replay those same sections over and over, and the game will take you twice as long, and you'll probably lose half your hair along the way. But thanks to those save crystals, it'll be worth it.



CVG OPINION

Before I started playing *Tomb Raider 3* I had my doubts as to how good it was going to be. Do people really want another Lara adventure so soon? After playing it, I can honestly answer, yes you do. This is one of the most incredible sequels you'll ever play, mainly due to the amazing level design. The levels are massive, filled with booby traps, enemies and only a handful of save crystals. The game is a perfect mix of the exploration and puzzles of the original, and the more-to-shoot nature of the sequel. While playing, I kept uttering, 'It's like the first game', or could be found quietly laughing as I figured out a puzzle, as if embroiled in an incredible game of wits with the level designers. The graphics, new moves, weapons and the non-linear nature of the game all add to the experience. But it's the difficulty and design of the levels that has kept me smiling all the way from India through to the showdown in the Antarctic. If you think you've seen everything *Tomb Raider* has to offer, think again.

ALEX HOPTON

RATING



The biggest *Tomb Raider* game yet. With more emphasis on exploration, and plenty of new surprises to make it worthwhile.

computer video games



PC ROM

TOMB RAIDER III

REVIEW

B-MOVIE™

THEY CAME FROM
OUTER SPACE!



CHOOSE THE BEST PILOT
FOR YOUR MISSION



HEAD OUT FROM YOUR SECRET
MILITARY BASE IN SEARCH OF
THE TARGET



YOUR JOURNEY MAY TAKE YOU
INTO SPACE, ALIEN TERRITORY...



...IT MAY TAKE YOU TO
THE PRESIDENT...



...WHEREVER, AN ATTACK
IS IMMINENT



STRATEGY, SKILL AND ANTICIPATION
OF THE ENEMY WILL PROVE CRUCIAL





PAL

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THEY CAME FROM OUTER SPACE!



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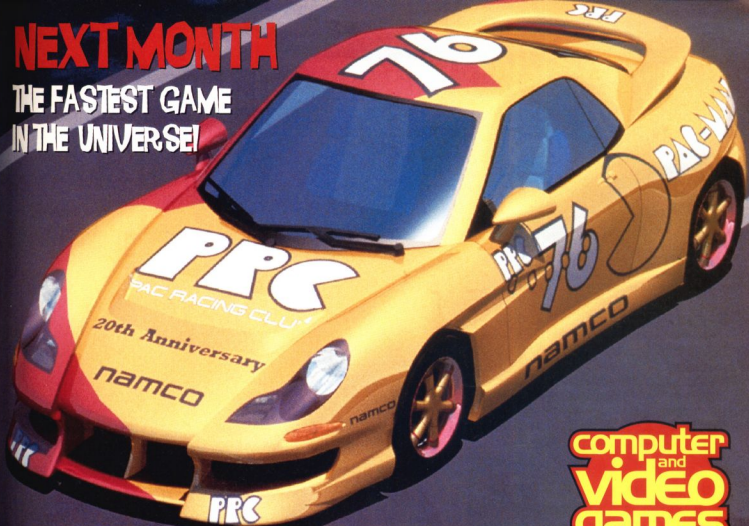
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43

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Merry Christmas and a Happy New Year.

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You thought it couldn't be done. But *Legend of Zelda: Ocarina of Time* is THE best N64 game ever. Yes, it's better than *Goldeneye*!

You have been chosen by the gods of Hyrule to protect the land they created – you are the boy Link, and Hyrule is your hometown.

The gods' power is locked inside a capsule known as the Triforce. An evil knight called Ganondorf has stolen the Triforce, and turned Hyrule into a monster filled nightmare! People in the villages and towns dare not venture outside.

But Princess Zelda of Hyrule saw the future, and will aid you on your quest. Together, you must save the land.

To make sure you do, the master swordsmen at CVG are ready to assist!

NICE OUTFIT SON

You play as Link both as a boy, and as a teenager. Both need special gear to brave danger.

As a teenager, Link must secure himself three types of Tunic if he is to survive the rigours of Hyrule, starting with his bog-standard Kokiri clobber.

His first upgrade is to the Heat Resistant Tunic, vital for getting into Death Mountain Cavern. Next up is Zora's Tunic, without which he is unable to explore some of the underground water sections.

Link can swim underwater as a young boy, but only for a short time. He also gets a bracelet to enhance his strength. Yet it's only when he is a teenager that Link performs the incredible.



🔥 A Red Tunic stops Link from burning.



🐠 A Blue one lets him breathe underwater.

BOYZ II MEN

The basics of the first part of the game are simple. You have to find the three Spiritual Stones to open the Temple of Time, and find the Legendary Sword.

All this is done while you are still young Link. However, once the sword is retrieved, you're in for a shock. Link has been asleep for seven years and is now a young adult!

As teenage Link, new items and weapons can be used, as you are stronger and bigger. Some tools you had as a boy cannot be used, though. To get around this you switch between the two time zones, as items you find later in the game will help you as a boy and vice versa.



👉 The three Spiritual Stones are returned to the Temple of Time and the doorway to you hopping between time zones is opened.



👉 The beam of light points to something set in stone at the top of the altar. What are you waiting for...? Get up there!

NAME THAT TUNE IN ONE

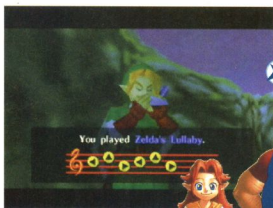
The Ocarina is one of the most important items in the whole game.

Just owning the Ocarina isn't enough though, as you have to learn to play the different songs using the C buttons on your controller!

There are two different types of tune you can play. The first six you learn are used to trigger switches, open doors, or make people speak to you. The songs are all taught by specific people in the game, such as Malon at the Lon Lon Ranch.

The second group of six tunes are all warp songs. Once you're a teenager, these songs are learned to help you warp back to key areas of the game.

You don't have to worry about trying to remember them, as they are all recorded on your Quest Status subscreen in the Start Menu. Excellent!



As well as affecting living things, the Ocarina can help you with landscapes too. Stand on the Triforce symbol in front of the Waterfall and play a quick rendition of *Zelda's Lullaby*.



And right before your eyes, the waterfall slows down, letting you jump through the water and into Zora's Domain and the next instalment of your quest. Look for the Triforce symbols whenever you are stuck in the game.



WOAH THERE NELLY



The Zombies are a real pain to kill without Ocarina magic...



... but all you have to do is belt out Sun's Song on the Ocarina...



... and they become frozen, so you can kill them at your leisure.

Epona the Horse has become a well documented but sadly unexplained mystery – until now.

The further into the game you get, the more important Epona becomes. The first part of securing her services is to visit the Lon Lon Ranch when you're still a boy.

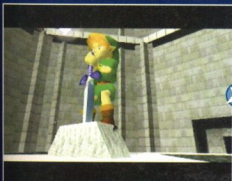
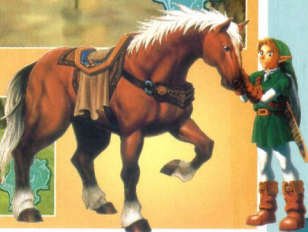
You find Malon singing to a foal in the middle of a field. If you talk to Malon repeatedly she tells you the song she's singing. This is your opportunity to get out the Ocarina and learn Epona's Song.

Back at the ranch when you're a teenager, you can pay Ingo to ride a horse. Ignore the steed by the gate, instead head for the now grown-up Epona in the field. Play her song, and she'll come to you. Climb aboard then go and speak to Ingo. Race him twice and win, and the horse is yours to keep!

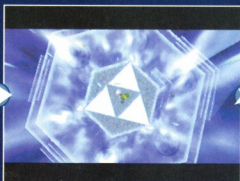


THAT'S NOT ALL

Epona cannot enter any of the cities until quite a bit further on in the game, but the cool thing is that she waits outside the town until you come back to pick her up. However, if you decide to start using the Ocarina warps, she'll return to Lon Lon Ranch and wait outside for you. How's that for loyalty and devotion?



You are told that only true heroes can remove the Legendary Sword from its stone resting place. You are the chosen one.



Link is engulfed in a shower of light and magic as the power of the sword is released. However, evil is afoot.



Look what happens to the Temple once you've grown up to become a teenager. Hyrule has become a bad place now.





THERE'S MORE...



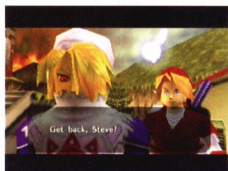
↑ This Heart Piece can only be reached when Link is wearing the Blue Tunic and the Iron Boots.

↑ Killing the Gold Skulltala will reveal a Gold Coin which you need to collect. Getting all of them reveals a secret.

In addition to the main game, there are lots of sub-plots you can delve into which, while not essential, are still fun to complete.

The biggest two sub-plots involve collecting the Heart Pieces, and the Gold Skulltala. There are loads of heart pieces hidden all over the game which you'll never find in your first attempt. Many you can see, but need certain items to get at them.

In those cases, the boomerang will return the pieces to you. The Gold Skulltalas are enemies that give you a gold keepsake every time you kill one. If you visit the Skulltala House in Kakariko village, they'll explain that they have been cursed and if you manage to find every one in the game, thus un-cursing some villagers, they'll reward you! Find 10 and you'll receive a useful reward. Ten more, and...



Get back, Steve!

↑ Sheik comes to your aid when you first awaken as a teenage Link.



↑ Use the Longshot to get across the quicksand in the Desert.

DOUBLE OR QUITS



Another excellent feature in *Zelda* is the number of games you can play as you wander from town to town. Many of these will only give you money if you complete them successfully, but others will give you much better things than that. The Bomb game in Hyrule Castle will give you a bigger bomb bag if you are victorious, and there is a shrub that will give you extra Deku Nuts in the Lost Woods if you can deflect the Deku Nuts he spits at you back onto him.

↑ Find this old woman and sell her any Poes you catch.

THE FAIRIES



↑ Catch a fairy in a bottle and save it for later.

As well as Navl, there are other fairies in the game that are of great assistance to you. The fairies with a glowing red body, that you may find when you smash certain pots for example, will restore your life for you. If you manage to bag one of those in a bottle, they'll revive you when you die, without causing you to restart from way back in the level.

The Queen of the Fairies is someone you should look out for as well. Her home is at the top of Death Mountain, and playing *Zelda's* Lullaby next to her fountain will make her appear and talk to you. Every time you find a new location for her (there's one at Hyrule Castle and Zora's Fountain for example) she'll give you a new power to help you on your journey.

SWORD MAGIC

And the first thing The Queen of the Fairies gives you is cool sword magic. The green energy bar beneath your hearts is your magic meter.

Every time you use this sword attack, the green energy bar goes down. Killing enemies will often reward you with refills for this bar in much the same way as you get hearts from destroying monsters.

To activate the Sword Magic you have to hold down B and wait for the sword to charge. It'll go blue first, then the screen darkens and it flashes orange. Release the button for a swirling flame attack that is almost guaranteed to take out almost anything close to you. You can also perform this move without charging, but by rotating the stick a full circle and pressing B. It's worth remembering.



↑ The longer you charge, the better the attack.

LOST WOODS



1 Come back to this opening when you're a teenager and take the Mushroom from the old guy sitting by the tree stump.

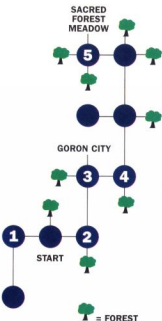


2 Score a certain amount of points by firing your slingshot at the gong and get a special reward for your efforts.



3 Once you have the bombs you can blow a hole through here and get a short cut to Goron City. It saves you time anyway.

This area is an absolute swine to get through if you don't know what you're doing. But because we're good to you, here is a map of the woods to help you through. Whenever an exit leads to one of our lovely trees, it means that you'll return back to Kokiri Forest and will have to go through all of the woods again!



4 Once you have the Scale from Princess Ruto you can dive down here and warp to Lake Hylia at any time! Very handy.



5 This leads to the Sacred Forest Meadow. When you're a big lad you can enter the Forest Temple.

AT THE END OF THE DAY

An honorary mention must go to the boss characters in *Zelda*.

Some of the monsters and mutations you have to fight on your journey are awesome looking. The first real eye opener is the second boss, the Dodongo Dragon. As you drop down into its lair, the thud of footsteps reminds you of the classic scene from *Jurassic Park*. When it appears in front of you and belows a plume of fire, you almost wet your pants!

The key to defeating this huge beast is to throw bombs into its mouth as it prepares for another firebreath attack. It'll explode inside him and you'll have the chance to run in and do some damage with your sword. Stand as close to the walls as you can when he starts roaring and you'll escape danger. Look out for the flying fire dragon and the Electric Tentacle too.



Run for your lives! The trick is to throw the bomb into his mouth as he is gearing up for the firebreath attack. Then you can whack him.



The bomb has stunned him so get in and finish him off.

CVG OPINION

Right from the word go, the plot, storyline, character development and general immersive effect will have you so engrossed you lose all track of time. That extra heart piece you cannot reach, or the one dungeon door that won't open - you have to find a way to do it, even if that means sitting up until the early hours of the morning. The graphics are amazing not only to look at (obviously) but in the way that the 3D element adds a whole new dimension to the puzzle solving and dungeon exploration. The new combat system is far more exciting than the turn based RPGs as you are constantly in control of Link and with the targeting option - it gives you hints to the bosses' weak spots too. But it's the way that there is so much going on that makes this game stand out. Little sub plots, and item fetching that you feel you have to finish in case you miss something important. Make sure you buy this game at all costs, or you'll miss out on a piece of gaming history. Absolutely brilliant!

STEVE BLY

RATING



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Meet freaks like this later on in *SIN*



Blam! The shotgun sends him flying!

HARDCORPS WEAPONRY

In corridor games, one of the things which must be spot-on is the selection of weapons. *SIN* has some brilliant guns, but doesn't go so far

over-the-top that the gameplay balance is affected. Here are just some of the awesome weapons available near the start of the game:

CHOPPER CANNON

The very first stage in the game involves gunning down terrorists with a chaingun from the side of a helicopter!



FISTS



John R Blade punches a bit like a girl, so you don't want to use these often.

SHOTGUN



Very useful indeed! Use it at extreme close range for maximum effect.

ROCKET LAUNCHER



A fairly quick shoulder-mounted cannon which can wipe out a bundle of enemies in one go.

MACHINE GUN



The Machine Gun is common from the start of the game, and is mucho fun!

CHAINGUN



A super-fast machine gun which slices through baddies easily!



SHINING ARMOUR

The armour system works well in *SiN*. Different bits of armour affect different parts of your body, as shown on the diagram in the bottom-right of the game screen. When you kill an enemy who's wearing armour, you can steal it by standing over their body and pressing the "use" key. However, if you shot them up completely it won't be of much use to you, so aiming for a clean headshot is the key to getting fresh armour. Obviously you'll want to protect your own valuable brain box, so keep an eye out for any spare riot helmets which happen to be lying around.



⚡ If you get the opportunity, be careful with your shooting. Otherwise, blast away like Rambo! Aah!



THOU SHALT NOT KILL

SiN really isn't for the squeamish. Although other games of this kind are a bit gory, *SiN* is slightly more realistic in its portrayal of violent death. Enemies show damage on various parts of their body when shot, plus blood sprays up walls and ceilings and spills onto the floor. Powerful weapons can do nasty things to soft, fleshy humans – a direct shotgun blast to the gut can explode the top half of a man, leaving only a pair of legs and some red mush on the floor. Ick!



⚡ The shotgun can blow the top half of a man into big hunks of meat in one shot!



A WORLD OF SiN

Because *SiN* uses a modified *Quake 2* game engine, the multiplayer mode is very vibrant. It's just as easy to play on the internet as it is on a local network, and new versions of programs such as GameSpy (www.gamespy.com) make it dead simple to find other people playing around the world. A

decent selection of deathmatch levels comes with the game, though none of them are particularly good for fewer than four players. Plenty of add-ons are already all over the internet, and what with extra levels, characters, skins and sounds all so easy to create, *SiN* could even become as big as *Quake 2* in time.

⚡ Only three player models come with *SiN*, but many more are already available.



⚡ Now people down in a high-speed forklift truck escape!

CVG OPINION

SiN has everything a good corridor game needs – a fast engine, well thought out levels, loads to kill, excellent physics and balanced weapons. It's also got a load of things to push it well out of the ordinary – tons of stuff to mess around with in each level, a good storyline, a sense of humour, lots of sickeningly entertaining violence, varied enemies, cool secrets, and a great style of its own. A great deal of time has obviously been spent on design and it's all been put together brilliantly into a one-player adventure which is a whole load of fun. The multiplayer mode is also great, but isn't quite on the same level as the genius of *Quake 2*, especially if you don't have at least four people playing. Anyone who likes *Duke Nukem 3D*'s high-speed insane gameplay will like the way *SiN* has similar elements combined with some very 'Quake 2' bits. Internet-using corridor game fans will find that it's one of the very best out there, plus anyone after an atmospheric single-player adventure will love it to bits. Awesome!

CV LOMAS



ON THE LEVEL

What makes *SiN* really stand out as a top-quality corridor game is the fantastic level design. Most of the stages are set in near-future cities and buildings, and are very believable both in their look and layout. For example, after the bank heist in the first level, you have to follow the bad guys through an abandoned building and into an old subway. All of this is set out in a completely believable way (there are even tramps living in the basement!) and has some fantastic set-pieces, such as jumping around in the rafters, running across collapsing platforms, crawling along window ledges, jumping from one rooftop to another, and using a wrecking ball to create a ramp out of steel girders. Also, everything flows

together brilliantly in a very cool story which unfolds in real-time cutscenes between stages.



⚡ "It smells like a dried-out turd!"

RATING



A brilliantly-designed and extremely enjoyable one-player game, with a great multiplayer mode. This comes very highly recommended.





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You must come with me, young ones, for I am the Grim Reaper! It is too late for a prayer now. Hasta la vista baby.

GRIM FANDANGO



Time for our annual fix of frustrating yet utterly silly puzzles, charismatic and intriguing characters and knotted and twisted plot lines. Ever wondered what happens when you're dead? LucasArts have. The most eagerly anticipated PC adventure game of the year is here – and it's in 3D!



DEAD AND LOVING IT

Manny Calavera works as a reaper, only he's not too happy with his job. He works as a travel agent for the Department of Death, selling dead people travel packages to the ninth underworld. You see, in death you get what you deserve in life. So if you've been bad, you get to spend the next four years walking your way to Valhalla. If you've been nice – saved lives or fed starving children – you get a first class ticket or a ship or a train to make your journey much quicker. Manny has a problem though – his track record is pretty bad, to say the least. He only ever gets bad clients and his boss wants him out. And the only reason he works as a reaper is to pay off a debt from a previous life. So when he reaps a beautiful woman called Mercedes, who is practically a saint and qualified for a first class ticket, Manny knows his time has come. Only someone's been naughty and stolen the golden ticket. As Manny soon finds out, all is not well in the underworld.



DEATH BECOMES HER

Grim Fandango is a game set in a unique and original underworld. Based around the Mexican Day of the Dead, and with its roots set deeply in film noir territory, it's a fiesta for the eyes. The look and the decor are strictly 1920s, with bits of Mayan and Aztec mythology thrown in. The mood is matched with music, which changes with practically every new scene, from cool jazz

to mariachi. No wonder the characters are so snappily dressed skeletons. As your four-year journey through the underworld progresses, the look of the characters changes – they grow older, they change clothes. And everyone smokes, which probably explains why they are dead. And if you thought dead people are dead and that's it, think again. They can be killed or "sprouted", which makes them turn into a pretty flowerbed.



Max has a much better office in the second year of the game.



Check out the design of the hat. Everything adds to the style here.



DEAD CALM

In the game, you control Manny. But this being a game that heavily relies on character interaction, you'll soon come across many more. Don Copal is Manny's difficult boss, always on his case and threatening to fire him. Eva is his seemingly indifferent secretary and Domino the sales agent who always gets the best clients. Glottis is a friendly, oversized demon who fixes cars and dreams of being a driver himself. Manny makes his dream come true. There are evil crime bosses, disgruntled workers and noble communist revolutionaries.



Maybe this boat will help transport someone quicker?

Manny travels to the land of the living, it's portrayed as an abstract 2D place.

Glottis, the best game sidekick ever?



DEAD AGAIN

Grim Fandango is a bit of a departure for LucasArts. This is their first 3D adventure game. Instead of being a point and click adventure where you use a mouse, *Grim Fandango* is controlled by a keyboard or a joystick, it plays more like a *Resident Evil* game. To save time inspecting unnecessary objects, Manny will turn his head and look at objects himself, making it easier for you to notice things

from a few paces away. All this takes time to get used to. But once you do, the game plays well. When you save a game, you'll get a snapshot of your present location and you can also see how far you've gone. Every time you solve a puzzle, you'll get another jigsaw piece on the save game screen.

The rooms are very detailed, but Manny will focus his attention on the important objects, to save you time.



CVE OPINION

Grim Fandango is a great game. From the day that Manny's face appeared in a restaurant in *Monkey Island 2*, I couldn't wait to get my hands on it. And the game delivers. The transition to 3D works brilliantly and the graphics and the art direction are truly amazing. The strongest part is the writing. It makes you feel you are in a movie yourself. The puzzles get tougher as you go on, although their nature will probably be familiar to the people who've played the *Monkey Island* trilogy. Plus there are numerous references to past adventures to let you know who's game you're playing. The characters are very imaginative and their interactions funny. In short, it's what we've come to expect from LucasArts. And we want more of it, and maybe a new Sam and Max game while we're waiting!

ALEX PROFFER

RATING



Perfect for LucasArts adventure lovers, nobody does it better. And for the uninitiated, where have you been all this time?



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A regular day at the office turns into the adventure of a lifetime for Gordon Freeman in the first true interactive movie!

What started off being looked at as just another corridor game using the *Quake 2* engine has now become one of the most exciting games in PC history. The internet is buzzing with *Half-Life*, as is the head of anyone who's been lucky enough to experience the game first-hand. Unlike *SIN*, which plays like a non-stop-fast-guns-blazing action movie, *Half-Life* feels like a classic sci-fi thriller such as *Alien*.

The design of the locations, the detailed and surprising storyline, and the atmospheric direction make *Half-Life* the nearest thing yet to an 'interactive movie'. So much to talk about, but so many surprises we don't want to ruin...

THE DUKE OF HAZARD

Before starting on the real adventure it's a good idea to have a quick run through the Hazard Course where a holographic tutor will teach you everything you need to know about the Hazardous Environment Suit (or HEV to his friends). After completing the course you'll be able to perform any of the moves in the game, as well as use your weapons to a competent level.



This is your virtual instructor. She will even demonstrate tricky moves before you try them.

HALF-LIFE



Battles take place in the game without you being involved.

Watch out! Incoming attack!

WELCOME TO MY UNDERGROUND LAB...

Half-Life proper begins with a lengthy credits sequence as you ride through a network of underground passages on a monorail. As you travel along, loud-speakers spout day-to-day messages about the high-security complex in which you work. At the end of the line a security guard walks up to you and checks your identity before letting you into the main lab, complete with a friendly reminder that you're

30 minutes late for a special assignment in the test area. From here on in you're in the grip of *Half-Life*. The whole first section of the game will draw you in completely, meaning that once everything kicks off you'll have assumed the persona of Gordon Freeman and will want to know exactly what's going on in YOUR workplace, to YOUR friends, and what's crawling up YOUR leg.



The reception area on a regular day.



Before long you've got big problems!



Troops shout a warning and run to cover when they see a grenade.

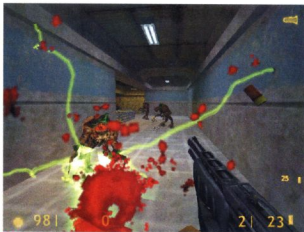


When shot in the leg, enemies limp away to find cover and help! Mega, eh?

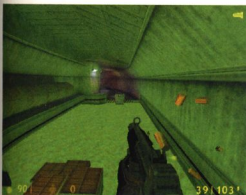


SUITS YOU SIR!

All the time during the game you'll be wearing your trusty HEV Suit. This wonder of future technology provides you with limited armour, an on-screen display, voice warnings and even a few handy gadgets. For example, if you get to an area with leaked radiation a Geiger counter starts clicking to warn you of the danger. Icons appear in the corner of the display to warn of dangerously high or low temperatures, electric shocks, chemicals, or lack of oxygen. You need to keep your HEV's power topped up by plugging yourself into the chargers found dotted around the labs or picking up power packs.



⊗ These aliens take a second or two to charge their attack – just enough time to get in a shotgun blast!



⊗ Radioactive acid like this gives off a bright green glow which lights up the whole area.



⊗ Ex-scientists need to be taught a death-based lesson in manners. Die!



⊗ To recharge your health or suit power, stand in front of one of these chargers and hold the 'use' button to download.

HALF-DEATHMATCHES

Although *Half-Life* is a magnificent one-player adventure, time has also been spent making the multiplayer mode brilliant. As you'd expect, it's possible to play on a local network or the internet against as many players as you can get hold of. Although the game comes with a selection of deathmatch levels and a few player models, the game allows for plenty of customisation – expect a wide choice of home-made characters and levels all over the internet before long. In the deathmatches themselves you can even spray-paint your chosen logo onto walls to indicate to others where you've been! Weapons such as the laser tripbombs and sniper crossbow give plenty of opportunities for sneaky, stealthy play rather than *Quake 2*'s all-out fragfests.



⊗ Spraypaint your logo on walls!



⊗ Send alien mites to attack!



⊗ The blue lines are laser tripbombs – break the beam and BOOM!



⊗ A laser targeting device lets you guide rockets in the air.

PLOTESSENTIALS

The things which really set *Half-Life* apart from other corridor games are the story sequences. Rather than stopping the game to fill you in on the plot, everything runs in real-time. For example, when you walk into one room you'll see a scientist frantically trying to pull his friend out of a ventilation shaft by his legs. As they

shout for help, the first scientist is pulled right into the shaft, dragging his chum with him. Screams and strange noises follow, after which partially-digested chunks of boffin come flying back out. This kind of thing happens all the time in *Half-Life*, adding to the tension and the feeling of being right in a movie.



PC
CD
ROM



Here's Barney, the friendly security guard at Black Mesa.



CHRISTMAS BLOCKBUSTER

As games get more and more impressive, designers get the opportunity to really make them like big budget movies. As with the fantastic *Metal Gear Solid* (see page 16), *Half-Life* even opens with a scene-setting credits sequence which eases you into the mood of the game perfectly. To make the action feel even less game-like, *Half-Life* isn't divided into separate levels. Instead, the game loads sections as you reach them, pausing for a few seconds every now and then. Although it can be slightly frustrating, it keeps the atmosphere at maximum levels and means you can go backwards and forwards through the game at any time.



Part of the cool credits sequence.

WEAPON SYSTEMS ACTIVATED!

Most of *Half-Life*'s weapons have two ways of firing, similar to those in Lucasarts' *Dark Forces*. For example, the machine gun has a grenade attachment which often comes in very handy, the shotgun can fire either a single or double shot, and the rocket launcher can fire laser-guided missiles as well as standard rockets.



The crowbar's meant for clearing debris, but it'll still smash heads in.



The most powerful handgun in the world. Do ya feel lucky, punk? Well?



Place the bomb, then trigger from afar!



CVG OPINION

First off, *Half-Life* ISN'T just another corridor action game – it's something new. It's the kind of video game people have been dreaming of for years, but never entirely believed was possible – the interactive movie. The plot isn't shown to you as in most games, instead you're part of the story. Although everything is meticulously planned and set up, it's done in such a way that you can believe it's all really happening around you by chance. The sequences can be so shocking that you'll spend the entire game on the edge of your seat, not knowing what's coming next. There are so many twists and mysteries in the plot that you'll get completely involved and want to find out exactly what's going on. *Half-Life* is the most atmospheric game I've played for years, not only because of the storyline but also because the graphics and sound are so magnificent (in fact, I'd say that *Half-Life* has the best sound ever in a video game). But the one-player adventure isn't all there is to the game – the multiplayer modes are also brilliant, giving you plenty of reasons to keep playing. There's so much in *Half-Life* that you've just GOT to see for yourself, so please treat yourself to one of the best games for a very long time. And if you don't have a PC, you should seriously consider a £1,000 loan. Seriously.

CV LOMAS

RATING



One of the most thrilling games of any kind for years. *Half-Life* is a glimpse of the way all games will be one day.

HALF-LIFE

REVIEW

win Sony PlayStation!

0991 181886



win Tomb Raider 3!

0991 181888

win Tekken III!

0991 181887

win Actua Soccer 3!

0991 102891

win Spyro the Dragon!

0991 102892

win Pentium II Computer

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0839 405087 Instant Win!



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THE HIGHER THE SCORE THE BIGGER THE PRIZE!

Personal Stereos, Video Players, PlayStations, Nintendo 64's, 14" Remote Controlled TV's and many other prizes!

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0991 102898

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0991 102899

win a Holiday to Ibiza or Florida!

0839 405093 Instant Win!

A week of fun in the sun for FOUR people! Entrants 18 or over!

SHOOT OUT!

Answer questions then score SIX goals to win a great choice of prizes

* 14" Colour TV! * Video Recorder! * Sony PlayStation! * Stereo System! * Nintendo 64! + other Instant Win prizes if you score 3, 4 or 5 goals!

0839 405086 Instant Win!

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone.

Instant Win Competitions. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner.

Other competitions involve multiple choice questions with tiebreaker and end on the 28th February 1999, after which they may be replaced by a similar service on the same number. Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you win send your claim to InfoMedia Services Limited 'Claims Dept', PO Box 28 Northampton NN1 5DS, Helpline: 01604 732028. www.InfoMedia-Services.co.uk

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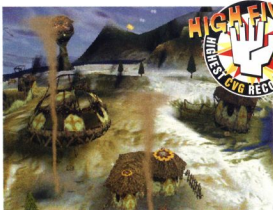
100% STRATEGY
GAME

BY BULLFROG

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You're a tribal shaman out to prove that you're no little leaguer any more. You must lead your followers and braves onto better things. You travel your way around the universe, conquering different planets. And if you do well, your shaman ultimately becomes a god. Each new planet you settle on represents a new level. Once you've defeated another tribe living on that planet, you progress to the next, where new spells and tougher challenges lay ahead.

I WANNA BE ADORED

The shaman possesses spells which will help you defeat the enemy. In order to learn the spells, the shaman and tribesmen have to worship various artifacts. Every tribe you encounter has a vault of knowledge – only your shaman can worship these. When the shaman enters a vault of knowledge, she will gain the information stored there, this could be a new spell or a new building. Once she gains this information, it is permanent. Obelisk is another artifact that can only be worshipped by your shaman. Totem Pole can be worshipped by any of your tribesmen and it triggers a spell beneficial to your tribe. Stone Heads have also been left on the world by the Ancients. These will provide a single shot of a powerful spell if your shaman stops to worship them.



MANA – THE POWER THAT BE

Once your shaman gains a new spell, she needs Mana or special energy to charge it. Right click on the spell icon in the menu to begin charging it. Braves living in huts will produce Mana for you. The bigger the hut, the more Mana it pro-

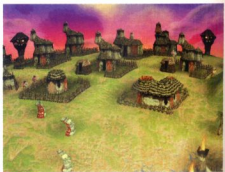
duces. If you kill an enemy shaman, you will gain 25% of her Mana – but if your shaman gets killed, then it's the other way round. Provided there are still tribesmen left, your shaman will be reincarnated on a special site if she gets killed.



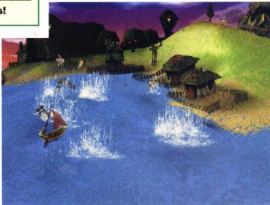
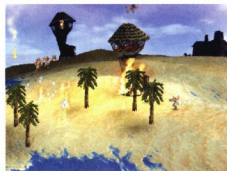
They must really want that Bruce bonus!



The tall buildings are watchtowers, and the little men with books – preachers.



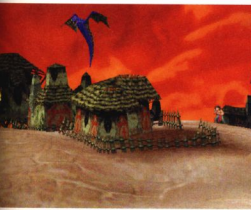
These are the more domestic dwellings. Building them allows for a bigger tribe.



Your people aren't confined to the land. They'll soon discover shipbuilding and flight with the aid of hot air balloons.

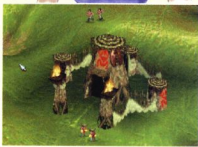
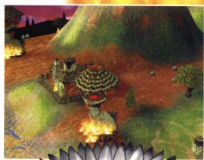
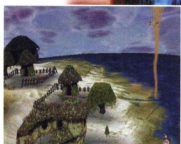
ALL ALONG THE WATCHTOWER

The Reincarnation Site is the base of your village. Here you can start building huts and training grounds. When you want to build something, your braves will, as in the first two games, start jumping up and down on the selected site to even out the land and then chop trees for building. You can also build watchtowers to warn you of any enemy attacks – you will hear bells ringing in warning. It is advisable to build watchtowers on higher ground, to make an enemy attack more difficult. Protect them well, as enemy shamans will always attack the watchtowers first.



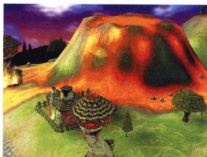
WOODEN PEOPLE

At the start of the game, you get a small number of braves. These can then build huts and produce more braves. You can train braves into warriors and later into fire warriors. You can also build training grounds for preachers and spies. As the game progresses you get to build ships and balloons which are very useful when you attack enemy grounds. When you send preachers into an enemy village, the enemy won't attack them. But sit down and listen to prayers, and after a while, they'll convert into your followers. If any tribes men die, their souls will be reincarnated into wilds men. Wilds men roam freely through the levels and your shaman can convert them too into loyal followers.



SPELLBOUND

The shaman becomes more powerful when she learns new spells. At the start of the game you will only have basic attack spells like Fire, Swarm and Thunder Bolt. Cast Swarm into an enemy hut and it will send its inhabitants running and screaming, fleeing from a swarm of insects! Later in the game you learn powerful land-altering spells. The best of these are Earthquake and Volcano which raises the land then sends lava spewing out at the enemy. These permanently alter the land. Angel of Death is a devastating attack spell, it creates a man-eating winged monster that will fly into an enemy village and create havoc. Once you are certain that you outnumber the enemy and can win, you can cast the



Armageddon spell. This creates an arena and all tribesmen, from braves to fire warriors, will be transported there for the ultimate battle. The shaman will stand on top of the arena and cast spells at each other. Once all tribesmen from one tribe are killed, their shaman dies and the tribe has lost the battle.

☞ If an enemy springs a volcano on your doorstep, run! Lava flows are devastating.

☞ Be a real God and view the action below.



CVG OPINION

Populous: The Beginning is one great looking game. From the planet orbiting level select screen to the way braves' souls rise up to the heaven if they are killed – everything is very stylish. Thankfully it plays well too. In fact, so well that if anyone spent 15 minutes playing it, I'd be surprised if they disliked it, and surprised if they wanted to stop. The concept is very simple and easy to learn, with the difficulty level perfectly pitched to allow beginners enough time to get adjusted. Later levels can have three different computer tribes playing against you and the artificial intelligence is pretty awesome. Bullfrog are great strategy game makers and it's good to see their first game without Peter Molyneux on board sticks to the usual high standards. Go buy it and enjoy.

ALEX MONTANA

RATING



A classic strategy game is reborn. It boasts clever enemies and lovely graphics but, more importantly, it's fun and addictive.

GAME BOY COLOR

Tired of waiting for Dreamcast, or bored of the talk of PlayStation 2? Well why not buy the successor to the best selling console of all time.

Game Boy Color® is the realisation of a dream all original Game Boy owners must have had at one point in their lives. We've seen other handhelds, far more powerful, come and go since it's debut nearly ten years ago, but Game boy is a legend, and now we no longer have to play with monochrome sprites.



Ⓒ The top of the new unit, the on/off switch has been replaced by the cool infrared port.



Ⓒ You can still link the Game Boy Color to the original.

GAME BOY COLOR IS HERE

Game Boy Color is capable of displaying 56 colours on screen from a palette of 32,000. Plus all your old Game Boy games will work on it, with the bonus that they'll now play with some basic colour. The new machine also boasts four times the RAM, and eight times the ROM over the original. A feature that won't be fully exploited for a while yet, but can already be seen if you pop in an old cart - you won't get the horrible blur that affected many games, the display is now crystal clear. In fact so clear, that Nintendo have completely removed the contrast control of old, just tilt the unit towards the light and you'll be fine.

Another new feature is the infrared port that sits where the old on-off switch used to live. Although no games have been made to utilise this feature, if a short transfer of data is required just point two units at each other, provided

they're not too far apart and you won't need to use a link cable.

Best of all is the improved battery life. It was feared the colour display would mean the new machine would be a major alkaline sucker, but instead the opposite has happened. It depends on the type of cartridge the machine is running, but as an indication Alex managed to squeeze 40 hours of Pokémon out of his, before that battery life started to flicker. All powered by only two AA batteries.

In short we think the new Game Boy Color is what you've always hoped it would be, and more. Sadly the screen is not backlit (probably saved for a future model) and slightly smaller than the Pocket Game Boy, but once you play on the new machine, you won't care about the difference.

***Yeah we know this is the American spelling of colour, but sadly that's what the machine is called over here too, sorry!**

BRING ON THE GAMES

Game Boy is well supported by software. There's plenty of new titles in development for the machine. Future goodies to look forward to are re-releases of some old classics like *Metroid 2*, *Tennis* and *Kirby* which strangely enough work very well with the consoles monochrome to colour conversion method, there's also *Conker's Pocket Quest* from Rare and a revamped version of *Zelda* including new dungeons!

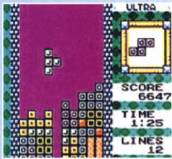


Ⓒ Some old games like the classic *Tennis* enjoy a new lease of life thanks to the amazing colourisation of the new machine.

Ⓒ An early screenshot from *Conker* proves it hasn't always been in colour.



THE LAUNCH GAMES



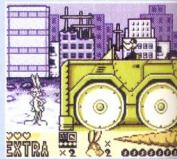
TETRIS DX
The old warrior returns. The game that sold the Game Boy has turned colour, and has a few new modes of play. There's traditional Marathon Mode, Ultra Mode where you must earn a high score in a three minute time limit, and 40 Line Mode, which times how long you take to get 40 lines. Prepare to be addicted all over again.



POCKET BOMBERMAN
Another game that's already seen a UK release, but that's going to get another shot at the big time by being transformed Stars in their Eyes title into colour. Bomberman's got 25 levels to clear of pests, spread across five worlds. Besides the traditional game, there's also a Jump Mode, where B-Man must jump up the screen while dropping those bombs.

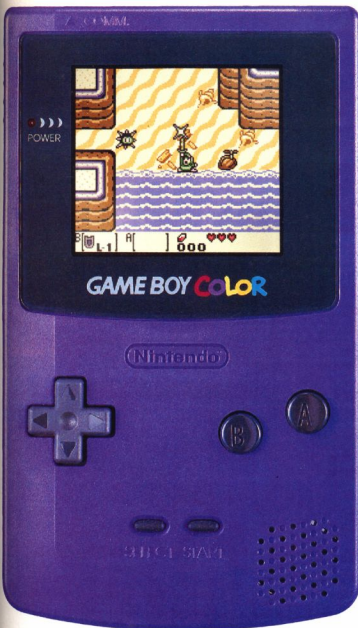


GAME AND WATCH GALLERY 2
Being as the Game Boy was the evolution of Nintendo's old Game and Watch series, it's a nice thought that this cart should be among the debut releases on the new machine. *Gallery 2* allows you to play the classics *Parachute*, *Helmet*, *Chef*, *Vermin* and *Donkey Kong* in original and updated versions. Starring Mario, Luigi and other Nintendo superstars.



OPERATION CARROT PATCH
Play as Bugs or Lola Bunny in a search for stolen carrots that will see you travel through many platform locations on the Warners lot. Loads of other Warners characters crop up on the quest featuring favourites like Daffy Duck, Marvin the Martian, and Tazmanian Devil. Collect Tweeties bonuses to play mini games. Another tasty looking title.

FEATURE

**BREAKFAST ON THE RUN**

Starring Sylvester the cat and Tweety, you play Sylvester and as you probably guessed you're chasing the speech impaired little canary through multiple levels in this platform romp. Beware of Granny because she'll hit you if she can get you. As you can see from the screenshots, this is one of the better looking releases.

**MONTEZUMA'S RETURN**

From the makers of *Reservoir Rat* Here the shade wearing one is replaced by a small explorer, in a game that looks incredibly similar to *Reservoir Rat*. But no, you must negotiate platforms and collect jewels and keys while avoiding snakes and fire. Very hard, and not much fun sadly. If adventure has a name it must be Indiana Jones!

**COOL HAND**

Play Blackjack, Solitaire and Cribbage in Atlantic City, Vegas and London, while trying to rack up a small fortune. It's gambling baby! Cool Hand is nice enough to teach you each game, and give you plenty of options to play around with. It's also quite hard to beat each casino, but like Dustin Hoffman in *Rain Man* you can count cards!

**RESERVOIR RAT**

From the makers of *Montezuma's Return!* A platform game starring a character that's pretty devoid of... well character. You assume the role of the rodent of the title who turns out to be a leather jacket, shade wearing dude. He then jumps around platforms while collecting food, avoiding hazards and jumping on enemies, er... and that's it.

COMING SOON

**PITFALL**

Pitfall Harry Jr. stars in another platform adventure, off saving Princess Mira and the Shenrak. There's the usual scorpions, vultures and booby traps in his way, plus moving platforms, conveyor belts, bubbling lava, vanishing floors and of course plenty of pits.

**WARIO LAND 2**

It may have already been released in the UK, but in Japan gamers are making a big deal over Wario's return, and you'll be able to find out why soon. They never got *Wario Land 2* before, and this time it'll be in colour, and that makes it more fun to play!

**MIB: THE SERIES**

Based on the animated series rather than the movie or comic books. This is a side-scrolling action affair where you star as agent Jay protecting the Earth from Skraaldians and Fmecks. Jump and shoot through six levels, while finding goodies like the neutralizer and "noisy cricket" gun.

**GEX: ENTER THE GECKO**

For the first time in his career Gex will be without voice. Hooray! Surely the best addition in the series so far, the rest is business as usual. Gex must venture through 16 levels inspired by famous movies and TV shows, while clinging to walls and finding TV remotes.

**MORTAL KOMBAT 4**

The first beat 'em up to benefit from the new hardware is a cut down version of the latest in the long running series. Also look out for a few more titles from Midway including *Rampage World Tour*, *NFL Blitz* and *San Francisco Rush*, plus conversions of old arcade hits, including... *Spy Hunter* and *720° We want Robotron too!*



ROGUE TRIP

If you've played either of Singletrac's *Twisted Metal* games, you'll know whether you're going to like *Rogue Trip* or not. Although the title and basic idea are different, the games are very similar indeed — they even look almost identical. It's set in the future, where you're one of a group of rival Auto Mercs, chasing around after a single tourist trying to rack up cash bonuses for driving to certain photo opportunities. If someone else has the tourist, beat them up or use a special weapon to launch the holidaymaker out of their vehicle. There are plenty of characters, each with wacky vehicles (there's even one with a big sausage on top! Ha-ha-ha... ha... etc) which look fantastic as they rotate on the select screen, but look pretty plain once you get into the game proper. Stage design is similar to the *Twisted Metal* games with loads of ramps and things to send you flying through the air as well as all sorts of bits to blow up and mess around with. The idea itself is good, the presentation's neat, there's lots going on, but it's still basically the same game as the first *Twisted Metal*. If you're a fan — go for it, but there's no way this is going to change the mind of anyone who found the previous games dull.

ED LOMAS

ACTION GAME

OUT NOW

BY SINGLETRAC

1-4 PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 565 7300



Two-player mode is cool, but it's not quite enough to win over newcomers.



The President needs your help. Go and explain the meaning of 'sexual relations'.



Have a bit of a boogie before you go out and blast your enemies. It helps calm the nerves.



BUST-A-GROOVE

Bust-A-Groove is like a fighting game, but without the contact. The idea is simple — dancers challenge each other to "dance duels" to see who's got the best moves and the best rhythm. Like a fighting game, you must confront other dancers and beat them on their own stage, before progressing to a boss. The control method is similar to that of *PaRappa the Rapper*, and requires you to repeat button combinations that are displayed on the screen in time with the beat. These get your dancer moving. Keeping the sequence going makes your dancer perform more impressive moves. *Bust-A-Groove* is a nice idea, it's humorous and superbly presented, with some of the best character animation seen on the PlayStation. It's not for everyone, but people looking for something different should check it out.

ALEX HUHTALA

RHYTHM ACTION GAME

OUT NOW

BY ENIX

1-2 PLAYERS

- PRICE £ 39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 547 1600



If you preferred John Travolta before his *Reservoir Dogs* days, this game is for you.



GEX 64

The trouble with Gex is that, while he may have taken off in America and become a well-known games character, the European market hasn't warmed to him as much. Europe hasn't warmed to him at all in fact. And even as the game has improved over time, that lingering sound of the cheesy 'Yank voice is always with us.

Gex 64 is a conversion of the third PlayStation *Gex* and is pretty much "as you were" for the super-smooth lizard. The game looks nice enough, and while it isn't as nice as *Mario*, it still works well. The gameplay is your standard platform affair, but isn't too repetitive. Ultimately though, this is yet another platform game, much like others you've seen, done much better by lots of other companies. You still can't beat *Mario* when it comes to a quality, entertaining platform game.

STEVE KEY

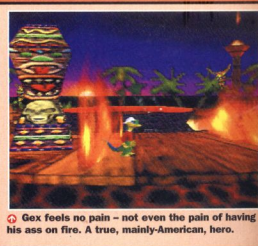
3D PLATFORM

OUT NOW

BY CRYSTAL DYNAMICS

1 PLAYER

- PRICE £39.99
- PS-3AT AND RDD PREDECESSORS AVAILABLE
- 4TH PLAYSTATION PLANNED
- STORAGE 128MB CART
- PUBLISHED BY G1
- TEL 0171 565 7200



Gex feels no pain — not even the pain of having his ass on fire. A true, mainly-American, hero.



RIVAL SCHOOLS

The look of *Rival Schools* is very similar to Arika's other games – *Street Fighter EX 1* and 2, plus Namco's forthcoming *Fighting Layer*. The characters are a bit blocky, but they're well animated and have a distinctive look about them. It didn't do well in UK arcades, but has translated to PlayStation brilliantly – not only do you get an arcade-perfect conversion, but you also get a second CD packed with extra features. These include a cool training mode, various sporty bonus games, and even a create-a-character feature to collect. The game's simple to play, and stringing combos and special moves together couldn't be easier, but there's still a lot of depth for hardcore combat fans. Trouble is, it's not as instantly gratifying for light users as *Tekken 3*, and it's not as fast-paced and technical as the *Street Fighter* games.

ED LOMAS

- 3D FIGHTING GAME
- OUT NOW
- BY ARIKA
- 1-2 PLAYERS

- PRICE £ 45.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 CDs
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255



It may look very similar to other fighting games, but *Rival Schools* is in fact very different in many ways. Maybe a bit too different for the UK.



V-RALLY '99 EDITION

Infogrames' *V-Rally* was a big success on the PlayStation, but this N64 version has been a long time coming. The graphics are similar, but have the fuzziness we've come to expect from N64 translations and a few bits of jerkiness. The cars handle pretty much the same way too, with the same ridiculous slides and the same superlight feel which makes you roll over as soon as you clip a bank at the edge of the road. There's a big selection of cars and tracks, though the design of these is very plain, especially when compared to Colin McRae *Rally's* fantastic layouts. Although *V-Rally '99* is probably the best game of its kind on the Nintendo 64, it's certainly not perfect. It'll also caused a straight split between gamers. Personally, the unrealistic slippery handling drives me mad, yet there are still people who love it to bits. You'll have to figure out which kind of person you are for yourself, I'm afraid.

ED LOMAS

- RACING GAME
- DEC RELEASE
- BY INFOGRADES
- 1-2 PLAYERS

- PRICE £49.99
- PLAYSTATION VERSION A AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 30MB CART
- PUBLISHED BY INFOGRADES
- TEL 0161 832 6633



What kind of person are you – the slippery kind or the straightforward kind? That's the only question that matters when playing this game.



STARSHOT: SPACE CIRCUS

Starshot is a space circus juggler who's searching the galaxy for acts to come and join his band of performers. There's one problem – a rival circus is in town competing for the same acts. You must explore planets, negotiate hazards and try and sign those new acts. If you don't, your rival will win. Apart from having one of the worst game names ever, *Starshot* also suffers from having a dull hero and messy graphics. *Starshot* appears very small on screen, and so do the items he has to collect. Bad fogging make it difficult to see what's happening around your character, and awkward controls make the task rather tedious. *Starshot* gets his name from the way you collect stars to fire at opponents – not very imaginative, and similarly uninspired moments appear throughout the game. In all honesty, it's one of the worst games I've ever played.

ALEX HUHTALA

- PLATFORM GAME
- OUT NOW
- BY INFOGRADES
- 1 PLAYERS

- PRICE £39.99
- OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MB CART
- PUBLISHED BY INFOGRADES
- TEL 0161 832 6633



The colours are pretty. What more do you want? Whatever it is, you ain't gettin' it here.



ACTUA GOLF 3

We've always maintained that *Actua Golf* has been the better of all the PlayStation golf games. And this third version does much to cement that statement. The biggest difference between this and the other titles in the series is the controls. Using the power of the analog joypads, you can control the swing using the sticks. By pulling the stick back, you start the backswing. Quickly moving it forward activates the downswing. The speed at which you push the stick alters the power and distance of the shot. It's a cool new way of playing these games, and is also a difficult one to master, especially on the smaller putts and chip shots. The graphics are still good, although they aren't an improvement over the others. And the commentary is worse – they ramble on about any old thing now. It's still a top golf game though.

STEVE KEY

- GOLF SIMULATION
- OUT NOW
- BY GREMLIN
- 1-4 PLAYERS

- PRICE £ 49.99
- PS AND PC PREDECESSORS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 0114 263 9900



Beat the winter blues with this top golf game, and find out where Bernhard Langer ended up.



SPACE STATION SILICON VALLEY

A futuristic amusement park goes haywire, and is on a collision course with Earth. You must save the day by taking charge of the animals in the park. Each breed of animal has unique abilities, and you must make use of them to solve puzzles. Silicon Valley is the most inventive platform game in a long time, because rather than control one lovable character, you control a bunch of them! The game has been a long time in the making – it should have been one of the first N64 games. As a result, the graphics may seem a bit out-dated, with sparse locations and simple characters. But *Silicon Valley* is a game that benefits from simplicity. It's easy to figure out what's going on, and you can see far into the distance – which helps with certain puzzles. I enjoyed this a lot, although some may find it too simple or – like other N64 games – too cute. It's full of charm, playability and humour.

ALEX HUHTALA



PUZZLE
ADVENTURE

OUT NOW

BY DMA

1 PLAYER

- PRICE £ 39.95
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 6.5 MEG. CART
- PUBLISHED BY DMA
- TEL 01 453 733 3000



type	environment	skill A	skill B	water resistance	mass	armour	strength	traction
bear	freazy	huge	medium	power	lift			

Ⓜ This bear is one of the many characters you can control. Use his skills to aid you.



Ⓜ The graphics may look a little basic, but simplicity is the key to enjoying the puzzles.



POOL SHARK

We can't hold it against *Mirage* that years ago they created *Rise of the Robots*, one of the worst games of all time. Or that they followed it up with *Rise of the Robots 2*, an even worse game. What we can hold against them is that they've made *Pool Shark*, a game which is somehow even worse than anything they've done before. There are a few things which are essential in a pool game, such as the ability to judge and fine-tune a shot to perfection but *Pool Shark's* graphics don't allow for this – plus there's no way of bringing up a guide line. Setting the power of a shot is a bit of a random affair too, with a golf game-style power bar which doesn't work well at all. Plus, the computer opponents play erratically. There are a fair few other things to the game, all of which demand criticism but I'll save you the effort of reading about them – just don't bother playing this... ever.

ED LOMAS

SPORTS GAME

OUT NOW

BY MIRAGE

1-2 PLAYERS

- PRICE £ 29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY CREALIFE
- TEL 01753 473 3423



Ⓜ The computer can pull off an incredible shot or miss completely, so don't expect any logic in this.



PSYBADEK

I really wanted to like this. I STILL really want to like this, but it's just not possible after the intense frustration of playing the thing. *Psybadek* looks fantastic, with a cool graphic style and some very impressive sections. It sounds fantastic, with music by David Holmes and Bentley Rhythm Ace. It involves hoverboards and Vans clothing. It's got a mad sense of humour and some truly bizarre stages which will really mess with your head. But it also has extremely frustrating game physics which make your 'boarder slide everywhere, making certain stages a nightmare – especially when a simple mistake caused by a glitch in the level can mean instant death. Some stages are very boring too, and the 'shooting penguins' bit right at the start could be enough to put most people off playing any further. *Psybadek* could have been brilliant, but the levels are so dull and annoying that it is, in fact, crap. What a shame.

ED LOMAS

ACTION GAME

OUT NOW

BY PSYGNOSIS

1-2 PLAYERS

- PRICE £ 44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0161 282 3000



Ⓜ Be careful here – one simple mistake and the game will make you start all over again.



NHL '99

I really enjoyed last year's NHL '98, and this year we get a better game again. The first improvement is that it's Dual Shock compatible. Now you feel every barge and slam, plus the analogue controls make moving about easier. The AI has been tweaked for the better, there's improved commentary and a new training mode. The puck has been made even more realistic, skilful players will now be able to ricochet shots into the net. The option screens have been improved, and there's a rendered fly-by of the stadiums before each game. During a season or playoffs, players will dip in and out of form, especially if they're left on the bench. Best of all is the stadium announcer, who addresses the crowd at the end of periods. The only negative thing is the frame rate - it's a little sluggish in places. But I can live with that.

ALEX HUHTALA

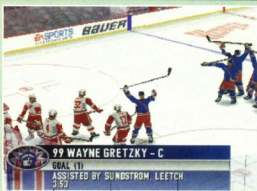
ICE HOCKEY

OUT NOW

BY EA SPORTS

1-8 PLAYERS

- PRICE £ 39.99
- NUMEROUS PREQUELS ON LOTS OF FORMATS AVAILABLE
- HDX VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 558 442



99 WAYNE GRETZKY - C
GOAL 111
ASSISTED BY SUNDBROM LEETCH 3-93

“Go on, have a sniff. We use that new spray, Musk de Gamer. You should try it, it's awesome.”



WARGASM

The first thing you'll notice when you turn on Wargasm is the amazing graphics. With Voodoo 2 at the helm, you cannot fail to be impressed by the scenery and general detail the game goes into. But how about the playability?

The training mode should be everyone's first port of call as you cannot possibly go straight into the game without it. And while that may be a little dull, the it's worth doing so that you can get into the main game knowing what you're doing. Choose an area of the map to attack and you'll enter a smaller map screen where you can choose tactics, position people in a similar way to C&C.

And at the touch of a button you can assume the view of any of your vehicles to get right in the heart of the action. It's slow to get going, but ultimately Wargasm proves to be quite engrossing and entertaining.

STEVE KEY

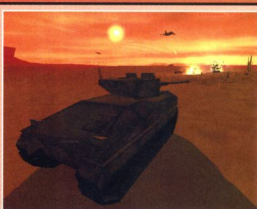
WAR SIMULATION

OUT NOW

BY DID

1-4+ PLAYERS

- PRICE £ 29.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFODOMAINES
- TEL 0161 827 8800



“Wargasm is another fantastic looking game, but some of the environments are a little bland.”



APOCALYPSE

Not content with playing as a character called Trey Kincaide? Then why not play as Bruce Willis playing Trey Kincaide. For he of the famous smirk is the star of Apocalypse, and he's fighting for the fate of mankind against the Four Horsemen of the Apocalypse. Which such incredible cast members you'd expect an epic of Ben Hur proportions, but what he have here is a damp squib of a shoot-'em-up, with an annoying character running around shouting pathetic comments like "You want some? Oh you want some too!" The best part of the game is the twin-stick control method as seen in the classics Robotron and Smash TV, that allow you to run one direction and shoot in the opposite. An average game, Bruce meanwhile has probably headed off into the sunset with a large bag labelled "swag".

ALEX HUHTALA

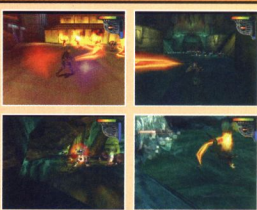
3D SHOOTING

OUT NOW

BY NEVERSOFT

1 PLAYER

- PRICE £ 29.99
- NO OTHER VERSIONS AVAILABLE
- HDX VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACERVISION
- TEL 01895 456 780



“Mindlessly slaughter everything in sight, with Bruce Willis yapping away in the background.”



RAKUGA KIDS

Kids' drawings are brought to life by some magic crayons, and instead of doing the decent thing and playing innocent party games, they get into loads of fights! Which, as it turns out, is a lot of fun. You see, the local bully made some drawings too, and they're causing trouble, so the good drawings have to sort them out. Rakuga Kids may look even cuter than the usual Nintendo fare, but don't let that put you off. It's clearly learnt its moves from the Street Fighter school of fighting games, using the same control method and special bar system. The characters themselves boast great animation and lots of colour. Their special and finishing moves are both outrageous and humorous. Older players may soon get bored once they've seen all the characters and what they have to offer, but younger fight fans will find this a lot of fun.

ALEX HUHTALA

2D FIGHTING

OUT JAN

BY KONAMI

1-2 PLAYERS

- PRICE £ 49.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 64 MEG CARTRIDGE
- PUBLISHED BY KONAMI
- TEL 01895 853 000



“The little guy has some crazy moves, but does he have the stamina to see it through to the end?”



COLONY WARS VENGEANCE

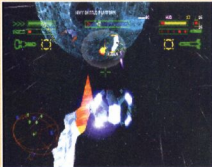
When *Colony Wars* first arrived, we were blown away by the fantastic visuals. But the game itself turned out to be a little repetitive and the "wow" effect was lost a little.

Now the second version has arrived, it's like we've gone back in time. Amazing graphics, but sadly still repetitive.

This is still an extremely well-presented game, and is highly atmospheric. If you have the added bonus of a surround-sound TV to play it on, you'll be totally blown away. It's stylish too, with some cool rendered sequences and cut scenes.

Another cool feature is the fact that if you mess up a mission you don't get the chance to simply start the level again. Problem is that you'll end up seeing lots of the game quite early on. Shoot a few ships, escort some convoys, destroy a radar etc. There's not that much variety in the levels. There is no doubting the game's quality, but you can't help thinking that Psygnosis, with their track record, could have done a lot more with this.

STEVE KEY



SPACE SHOOTER

OUT NOW

BY PSYGNOSIS

1 PLAYER

- PRICE £29.99
- PREQUELS ALSO AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0151 282 3000



☞ To destroy bigger ships like this, first you must destroy the shield surrounding it and then concentrate on the hull. Then...BOOM!



☞ The planets and stars provide a fantastic background to *Colony Wars*. There is no doubting that it's a fantastic looking game.



B-MOVIE

My initial impression of *B-Movie* was one of confusion. I found the front end presentation too fiddly and off-putting. But when I eventually got into the game, that was all forgotten. The engine the programmers have created may not be the best looking, but it moves incredibly smoothly and has no slowdown when a lot's going on.

You start with the choice of three ships, but completing a level will uncover more. You can also research new weapons to upgrade your ships. The first level is a simple tutorial and one which will tell you all the basics needed to play the game, like following waypoints and using your Suck-O-Matic to grab supplies and wandering humans. It's nothing majorly new or groundbreaking, but it's an entertaining little game nonetheless, and well worth renting for a couple of days.

STEVE KEY

ACTION SHOOTER

OUT NOW

BY KING OF THE JUNGLE

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INTERACTIVE BY
- TEL 0171 960 7300



☞ Calling your game *B-Movie* is a smart move - people have lower expectations of it. We did.



CAESAR III

You have been handpicked to improve the quality of cities in the Roman Empire. Do well and the Emperor will promote you to a larger, harder city. *Caesar III* plays like a cross between *Sim City* and the Settlers games. Each new city has a set target to be met, and citizens to please. Choose which buildings go where, and allow business to prosper. Keep a close eye on food levels, and when in hostile areas, build a sufficient army to protect the city. There are also gods who require attention, build them temples and hold festivals or face their wrath. *Caesar III* is a much better game than many rivals on the market, and is the first game to truly challenge *Sim City*. In some ways it's better, as you have more control over the city and population. The only downfall is the combat, which doesn't work too well. Just try to keep the peace to avoid the game's only weak spot.

ALEX HUNTALA

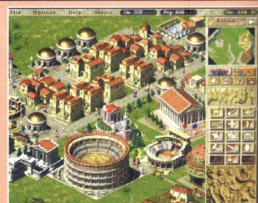
CITY BUILDING STRATEGY GAME

OUT NOW

BY IMPRESSIONS

1 PLAYER

- PRICE £34.99
- PREQUELS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY CENDANT
- TEL 0118 920 9100



☞ A city-building game that should give the *Sim City* series a good run for its money.

PC
CD
ROM



HEDZ

Full credit to the programmers of *Hedz* for attempting something different – and it seems to have paid off. *Hedz* is a really enjoyable game and one that you can totally get engrossed in. The idea is a simple and yet addictive one. You have control of five Hedz (Head Extreme Destructive Zone) and are set in a level with loads of other Hedz running around. Shooting one will cause their head icon to be spilled into the playing area and you can then collect it to make it yours. With the money you collect, you can then swap this head into your roster of five playable Hedz. All others are stored in a backpack. Graphically, *Hedz* is quite lame, as some textures have been continually repeated, which is lazy, but it plays brilliantly and with 225 Hedz to collect, there's loads to do as well. Plus, in multiplayer mode, you can battle for other Hedz too. Excellent stuff.

STEVE KEYS

HEDZ-APPING

OUT NOW

BY VIS

1-4 PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE OR PLANNED
- STORAGE 1 CD
- PUBLISHED BY HASBRO INTERACTIVE
- TEL 0181 569 1234



Rush around and blow up other Hedz with your Hedz. Then add their Hedz to your collection. Cool.

computer
video
games



COOL BOARDERS 3

This is a disappointment, probably caused by the change in development teams at Sony's request. The creators of the first two *Cool Boarders*, UEP Systems, are currently working on a Dreamcast version of the game. What we have left here is *Cool Boarders* by name only. Everything you knew and loved about the previous games has been thrown out the window in an attempt to improve graphics and gameplay. While the graphics may be better, the controls and indeed fun have been completely removed. What you have instead are 34 tracks, which are all too similar, and some new modes of play like Boarder Cross and Slalom. The controls are the downfall – a new jump meter has been included which takes all the fun out of doing tricks, but worst of all is the Road Rash-style fighting between boarders. Why? If you haven't played the previous games you might like it, but fans beware.

ALEX HUHTALA

SNOWBOARDING

OUT NOW

BY 989 STUDIOS

1-2 PLAYERS

- PRICE £29.99
- PLAYSTATION PROCELS AVAILABLE
- DREAMCAST COOL BOARDERS IN DEVELOPMENT
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 442 1600



This guy's about to attempt a move that the new version of this game doesn't allow.

65

competition

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TOMB RAIDER 2

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FOOTBALL SIM

BY EA

• PRICE £44.99
MULTIFORMAT
PRECESSIONS AVAILABLE
• PC OUT NOW, N64 OUT FEB

• STORAGE 1 GB
• RELEASED BY EA
TEL 01753 848442

OUT NOW

1-8 PLAYERS

While EA can boast phenomenal sales figures for their numerous FIFA games, we can't help but point to flagging review scores.

Some of you may view this as good news. Others may look upon it as bad news. But EA have just signed up the rights to the next two World Cups, Euro 2000 and an eight-year extension granting them the use of the FIFA licence. And they've promised to release three big-name licenced games every year! Hopefully they will develop themselves a new engine to go with the new licences, but one thing is for sure - you're going to be blitzed by football games over the next couple of years. Starting with the newest addition to their already huge portfolio of soccer games, **FIFA '99**.



THE CUSTOM CUPS

FIFA '99 now gives you the ability to create your own customised cups. There are the pre-set tournaments you can enter, like a cup version of the Champions League. But if that isn't really what you're looking for, you can make up one of your own. The cup can be either made into a straight knockout competition or a league then knockout like the Champions League. You can have up to 32 teams competing or as little as two, and choose how many times you play against each opponent in your group as well. And you get to give it a hilarious comedy name too! Now all you need are some mates to play with!



Yorke watches the ball sail into the top left corner as he puts Man Utd 2-0 up against Newcastle.



⊕ Fiddle and fiddle some more. One or two legs? Knockout or league? Decisions, decisions.



⊕ Just don't use all of the hot water.



⊕ The players' animation is top notch.

⊕ Change the view back to the classic FIFA cam.

CVG OPINION

The sad fact is that FIFA has had its day. With so many better and more enjoyable titles already out there, I'd strongly advise you to have a look elsewhere, namely *ISS Pro '98*. Even those who'd stand by FIFA can't seriously say that there is that much difference between all of the games in the series to make this one worth buying. It's still a good game, but it's still not as realistic as it could be. There are a couple of new game modes which are very good, like the Golden Goal option where you set a goal limit and the first to hit it wins - that's good. But everything else is too similar. It plays like the others, and looks like the others. Hell, it IS the others - with a different kit on.

STONE WOLF

RATING

Still a good game, but has been overtaken at the top of the games league. You'll find better football games out at the moment.



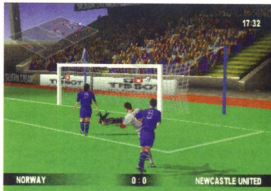
FOOTBALL SIM

BY SILICON DREAMS

OUT NOW

1-4 PLAYERS

- PRICE £44.99
- PS, SAT AND PC PREDECESSORS AVAILABLE
- NEW AND PC VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS
- TEL 0181 676 3000

computer
video
games

Can Michael Owen's WLS '99 really challenge ISS Pro as football game champ? Can it fend off the challenge from Actua 3 and FIFA too? Read on...

The last of the 'big three' football games to be released just before Christmas is Michael Owen's WLS, and in the fiercely competitive market, they even bought the release forward so that they could get some shelf life in before FIFA and Actua arrived. Then FIFA did the same by moving its launch date forward a week. It's all dog eat dog you know. So was it all worth it? Well out of the three, we think that Michael Owen's is the best. It may not look the best, but it plays well. And that's all that matters to us.

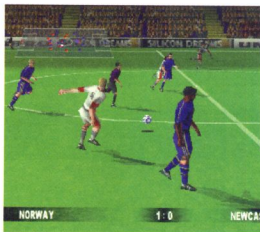
Michael Owen's WORLD LEAGUE SOCCER WLS '99

WE'LL HAVE A DIG YOU KNOW

Scoring from free kicks is very easy to do in WLS, but only if you know your angles. Once you're in range of goal and get bought down, the camera pans round and faces the goal from behind your player. You then get control of an arrow, and this is like the first way point. This is where the free kick will initially head towards. The second arrow then appears and this is where you want the kick to end up. You can alter the height of this one as well as just the direction. Then all you have to do is shoot and hope you've got it right. If they do go in, it's very impressive to watch a few times, especially if a mate is on the receiving end.

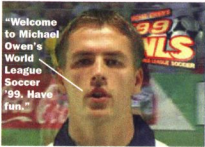


Don't put the second arrow right in the top corner. About here is usually high enough.



Acrobatics in the six yard box. Hold shoot as the corner comes over and you'll scissor it in.

The through ball works best in the middle of the park.



Young: yes. Talented: yes. Good looking: yes. Sincere: not especially.

CVG OPINION

Michael Owen's version of WLS is a significant improvement over the original. They've made it easier to score so it's more accessible the first time you play it and added lots of more advanced moves and tricks to give a little bit extra to learn. Graphically, it's in a higher resolution but animation is still a bit dodgy. Players run like they're all bow-legged and have barrels under their arms. And when the shoot, they skate along the floor before kicking it. And it's still too frustrating to tackle people. At least now you can run into players to get the ball. The ball seems a bit 'light' as well, as it tends to float in the air after headers and punts up field. But, I did enjoy playing it and there is always that feeling that you could just score a blinding one-two volley if you keep practising.

STEVE BISH



It's fun to stay at the Y-M-C-A! Boom boom.



RATING



A big improvement over the original. Still doesn't match up to ISS Pro '98, but is certainly the best of the new bunch of footie releases.

Michael Owen's
WLS '99

REVIEW

SAINT & KEYSIA

Football tips from CVG's footy experts!

This is a challenge for all Saint and Keysie readers. If you've bought yourself a copy of *ISS Pro '98*, *WLS '99*, *Actua 3* or *FIFA '99*, send in some tips to us. We'll be compiling a Reader Tips Special on all the big football games this Christmas. And to make it worth your while, we're giving away loads of prizes to all the best tippers – so get writing!

INFOGRAMMES TO PUBLISH UEFA MANAGEMENT TITLE

With all the big official licences running out and being snapped up by Eidos and EA, Infogrammes have jumped into the fray with the announcement of their forthcoming management game for the PC, *UEFA Manager 1999*.

One thing we must stress at this stage is that you mustn't confuse this with the other UEFA game due to be released from Eidos, and the Champions League licence. It is a fully approved UEFA licence and one that will benefit from having all their official facts and figures and team rotas. All the players will have the correct attributes, so that the genuine star men of teams will shine. Zidane, Del Piero and Bergkamp will obviously star for you more than Gimandi and Jordi (if he even plays!).

FIVE LIVE STALWART

The programmers have also gone to great lengths to work on a new way of developing players. Management games don't usually go

into that much detail with regards to youth teams, but the programmers have promised to give you the chance to pick and choose players for signing on a YTS basis and decide when to bring them up to being a full time player. Fans of the now-obligatory celebrity commentary will be pleased to know that BBC legend and the man who says that even 40-year thunderbolts are "because of bad marking" Alan Hansen and Radio Five Live stalwart Alan Green are there to warble on at you.

Infogrammes are extremely confident that this will go on to become one of their most successful titles and are spending a huge amount of money promoting it. As well as the standard advertising, they'll be sponsoring radio sports programmes, and holdings will surround most UEFA matches as well as Premiership and Nationwide games. Whatever your opinion on the game, it's going to be everywhere and Saint & Keysie will bring you a first playtest next month.



Table more than one offer at a time.



View the competition's top scorers.



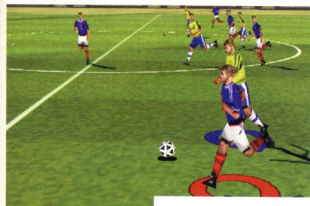
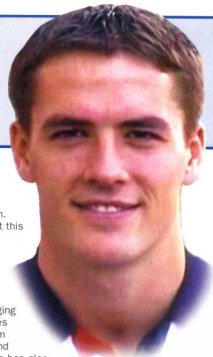
This is the screen you see during a match.



Check out who your scout has recommended you make an offer for.

You're given a few hints about the weak spots and general playing style of your opposition. Nice.

MICHAEL OWEN IS N64 BOUND!



Notice the lack of 'fuzz' even when the camera zooms in this close to the action.



The animation is good too. Chest traps are easy to do.

There's not much more to say about *Michael Owen's World League Soccer '99*, except that these are the first shots we've seen of the Nintendo 64 version. Eidos are quick to point out that this version will not be like other Nintendo football games. They're even quicker to add that the resolution it runs at will mean there is no fuzz!

In terms of teams to choose from, it'll feature over 200, ranging from all of the International sides right down to the top teams from each of the major leagues around Europe. The artificial intelligence has also been improved not only for the goalkeepers but for the outfield players as well. The release date pencilled in by Eidos is April 1999, so with any luck, we'll be able to bring you a full preview in the next couple of months. Until then, have a drool over these pictures.

Michael Owen's WORLD LEAGUE SOCCER WLS 99



The trick moves roast defenders.



The Usual Suspects. Boom boom.

Games League

No surprise this month as *ISS* remains top of the charts. Keep sending in your favourite top five football games on your Spot the Ball entries, and one day, we might send you back a prize.

Pos.	Title	Format	Price	Rating
1	ISS Pro '98	PS	£44.99	5/5
2	Michael Owen's WLS '99	PS	£44.99	4/5
3	Actua Soccer 3	PS	£44.99	4/5
4	FIFA '99	PS, PC, N64	£44.99, £34.99, £49.99	3/5
5	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
6	ISS '98	N64	£39.99	3/5
7	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
8	Premier Manager '98	PS	£44.99	5/5
9	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
10	FA Premier League Manager '99	PC	£34.99	N/A

SPOT THE BALL!

So we made the ball harder to spot. So what? The first couple were way too easy. Only a few of you spotted the ball in issue 204, cunningly disguised in the *Bust-a-Groove* Coming Soon on page 27. Andy Parrington of Filton, Manchester was one of those who did, and he'll be getting some Mizuno goodies and Michael Owen's WLS '99, courtesy of Eidos! Find the ball somewhere in this month's mag, other than in Saint and Keyzie, and send entries to Spot the Ball #206.



FACE THE FACTS

A face the facts first! This month, we turn our attention to crappy ARTWORK and their real-life counterparts. First up, we have Alan Shearer and a monkey. Can you spot the difference?



Alan Shearer.

A large nose.

All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE #206
COMPUTER AND VIDEO GAMES
37-39 MILLHARBOUR
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E14 9TZ

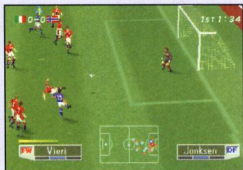
SAINT & KEYSIA



ISS PRO '98 TIPS SPECIAL



GENERAL TIPS



Shots from this angle never go in. Use Triangle to roll the ball across the box instead.

• Computer-controlled players in this game normally run at the same speed as you. If you run at normal speed, you'll have more chance to twist and turn past defenders. Leave the runner button until you have only one or two defenders to beat, because they'll catch up otherwise.

• **The computer-controlled defenders go to ground a lot more than decent human players will. Bare that in mind when trying to dribble it around players.**

• If you're running behind an opponent, or are almost level with him, it is possible to slide tackle and not give away a foul. Do it so that you're almost side by side, running in the same direction, then press the slide tackle button. This will nudge the ball away a split second before the player staggers over your tackle, meaning you can get up and retrieve the ball.

• **There are some parts of the penalty area**

that you never score from. The most common is about five yards to the left and right of the penalty spot. Shots from here go wide, so it's best to pass it sideways, or do a triple-tap cross into the six yard box where another striker can finish it off.

• The centre of the park is the best place to play through. If you've just robbed the opposition of the ball, string a few one-touch passes together until you have worked it to the player who is in the opposition's half, but just outside the centre circle. He'll always have time to roll a through-ball or run it himself. Try to draw defenders away from the attackers if you can.

• **The best player in the game is - surprise, surprise - Ronaldo. He is the quickest, and the most deadly finisher by far. Get running at the space between defenders, and he'll never be caught if he gets away.**



THE BEST GOALS

A couple of little tweaks have been made to the final version of the game to the one we reviewed, so here are our revised cheesy goals for you to mull over.

ROUND THE GOALIE

Still the most dead-cert way of scoring in this game. Once you're past the last defender and racing towards goal, take your finger off the run button until the 'keeper starts to run out towards you. Then simply change your direction a fraction so that you're running away from him and hit the run key and you'll stroll past him and tap into an empty net.



It's vital to turn in front of the goalie at just the right moment, or he can adjust his run and dive to claim the ball off you.

THE SHOVEL FOOT

The best way to add a touch of class to your goal - the chip - is now incredibly difficult to pull off. But thanks to us, you'll know how to execute the move almost every time. The key is your position in the penalty box. Try to get it so that you're running at an angle towards either post, and when you're level with the penalty spot press the shoot button. Immediately hit L1 and release the shot button at about 3/4 power and hold the d-pad away from the goal. Cool as you like.



Timing is even more important in this move. Plus you need to be spot-on with the buttons, or you'll hit the goalkeeper.



CORNER KICKS

Corners are good way to keep the pressure on your opponent and maybe set up a score. Here, we tell you some of the best ways to take them.

The key to making corners work is to look at where the defenders are standing and adjust your tactics accordingly. When the view switches to behind the corner-taker, move his view slightly, and the players should all change their positions to take account of this. Now is the time to check out what's going on and make your mind up.

• **If the defenders leave the striker unmarked on the edge of the six yard box, triple tap the circle button for a low, hard cross and then repeatedly tap Square. This usually makes the striker scissor-kick the ball into the net.**

• If the defenders move forward and the striker stays where he is, or even shuffles back a bit, hold up on the d-pad and double tap Circle. This should send a whipped cross over the head of the first defender and onto the head of your striker. This one has the best chance of being cleared though.

• If all the defenders and forwards move towards the goal, they will leave a huge gap between the penalty spot and the edge of the 18-yard box. Move the view out to there and triple tap Circle again. This will plant the ball at the feet of a midfielder who can have a shot at goal.

• **The alternative to the above-mentioned kick is to make the midfielder pass the ball immediately after receiving it to a striker, who should now be in a bit of space. A first-time shot into the roof of the net is what's required next to finish it off.**

• If none of the above are options open to you, hold left and press X once to roll the ball sideways to the man standing next to you. Advance into the box and you again have two options. A cross into the box using circle or a pass into the six-yard box where the striker should run to. Use X to roll it him and again charge a first-time shot so he shoots as soon as the ball's at his feet.



Check out players' positions.



Chip the ball into Owen.

CHECKPOINT

This month's events and software releases at a glance. **DECEMBER - JANUARY**

IN ASSOCIATION WITH **electronics boutique**

This is traditionally a slow period for video games. Most of the big releases will have come in late November and early December in time for Christmas, so the start of the year is quiet. You do get one or two huge games though, and with games like *Donkey Kong World* and *Perfect Dark* on the N64, *Metal Gear Solid* and *Roll Cage* on PlayStation and *Tiberian Sun* and *Daikatana* on PC all scheduled for early '99,

there's still a lot to keep gamers interested! And with Dreamcast out next year too, it should be an awesome 12 months. Happy New Year readers!

LEGEND OF ZELDA RELEASED IN UK

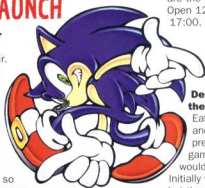
11th December
United Kingdom

We very rarely mention the releases of games in Checkpoint, but a game as momentous as this is a welcome exception. Make sure you order yourself a copy, because this game is going to be huge.

SONIC ADVENTURE JAPAN LAUNCH

23rd December
Japan

Well, it's only fair. This game could well be another step up for the industry and Sonic's return to the limelight. They have pre-sold all of the copies from the initial shipment, so getting hold of a copy is going to be TOUGH!



CHRISTMAS

Sometimes December, Mr the World Eat lots, Drink and be merry, presents. If it's game, Christmas would be 85%. Initially very good, but the longer you play the less exciting it is. Until you finish being a moody teenager, and it's lovely jubbly once again. Whatever you do this festive season, have a good one!



PROJECT BERKLEY

20th December
Pacific Yokohama in Yokohama (next to Tokyo)

Yu Suzuki's new project will be officially unveiled

DEC-JAN SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

electronics boutique

KEY: ■ These games are hot
■ These are not

GAME NAME	FORMAT
4th December 1998	
NBA Jam '99 (Acclaim)	Nintendo 64
Powerslide (GT)	PC CD-ROM
NBA Live '99 (Acclaim)	Nintendo 64
Asteroids (Activision)	PlayStation/ PC CD-ROM
The War of the Worlds (GT)	PC CD-ROM
B-Movie (GT)	PlayStation
Heretic II (Activision)	PC CD-ROM
Starshot - Space Circus (Infogrames)	Nintendo 64
Rogue Squadron (Activision)	PC CD-ROM
Brunswick Bowling (THQ)	PlayStation
NHL '99 (Acclaim)	Nintendo 64
NBA Live '99 (EA)	PlayStation/PC CD-ROM
V-Rally (Infogrames)	Nintendo 64
UEFA Manager '99 (Infogrames)	PC CD-ROM
Abe's Odyssey (GT)	Game Boy Color
Turok 2 (Acclaim)	Nintendo 64/GB Color
Thief: The Dark Project (Eidos)	PC CD-ROM
Test Drive 4x4 (EA)	PlayStation
S.C.A.R.S. (Ubi Soft)	Nintendo 64/ PC CD-ROM
Sea Battle (Infogrames)	Game Boy Color
Buck Bumble (Ubi Soft)	Nintendo 64
Test Drive 5 (EA)	PC CD-ROM

11th December	
Legend of Zelda: The Ocarina of Time (Nintendo)	Nintendo 64
Crash Bandicoot 3 (Sony)	PlayStation
Abe's Exodius (GT)	PC CD-ROM
Knockout Kings '99 (EA)	PlayStation
Libero Grande (Sony)	PlayStation
Future Cop LAPD 2100 (EA)	PC CD-ROM
Pool Shark (Gremlin)	PlayStation
Pro Pilot '99 (Cendant)	PC CD-ROM
Sensible Soccer Club Edition (GT)	PlayStation
Worms Armageddon (Microprose)	PC CD-ROM

GAME NAME	FORMAT
18th December	
Street (GT)	PlayStation
24th December	
Tiger Woods '99 (EA)	PlayStation
Sim City 3000 (EA)	PC CD-ROM
December (no set release)	
35Sixty (Cryo)	PlayStation
Brian Lara Cricket (Codemasters)	PlayStation/PC CD-ROM
Twenty and Sylvester (Infogrames)	Game Boy Color
Civilisation 2 - The Test of Time (Microprose)	PC CD-ROM
Civilisation 2 - Multiplayer (Microprose)	PC CD-ROM
NFL Blitz (GT)	PlayStation
Heroes of Might and Magic III (Ubi Soft)	PC CD-ROM
NBA Jam '99 (Acclaim)	Game Boy Color
Pro Pinball - Big Race USA (Empire)	PlayStation
Turok 2 (Acclaim)	PC CD-ROM
South Park (Acclaim)	Game Boy Color

2nd January 1999	
Speed Busters (Ubi Soft)	PC CD-ROM
8th January	
Heavy Gear 2 (Activision)	PC CD-ROM
15th January	
Max Power Racing (Infogrames)	PlayStation
Football World Manager (Ubi Soft)	PC CD-ROM
20th January	
Wild Arms (Sony)	PlayStation
22nd January	
Starsteige Tribes (Cendant)	PC CD-ROM
Viper Racing (Cendant)	PC CD-ROM

GAME NAME

FORMAT

GAME NAME

FORMAT

29th January

Bugs and Lola (Infogrames)	Game Boy Color
Eliminator (Psygnosis)	PC CD-ROM
Pro 18 World Golf (Psygnosis)	PC CD-ROM

January (no set release)

Big Air (EA)	PlayStation
Devil Dice (Sony)	PlayStation
Golf Pro (Empire)	PlayStation

NFL Extreme (Sony)	PlayStation
NFL Blitz (GT)	Nintendo 64
Pro Boarders (Sony)	PlayStation
Star Control 4 (EA)	PlayStation
South Park (Acclaim)	Nintendo 64
Tai Fu (Activision)	PlayStation
The Contract (Psygnosis)	PlayStation
Timy Tank: Up Your Arsenal (EA)	PlayStation
Viva Football (Virgin)	PlayStation

WINNERS! WINNERS!

ABE'S EXODUS

Our first competition of Issue 204 was to come up with a good limerick in no more than two verses on what you did that day. Strangely, most of the opening lines went something along the lines of "I woke up this

morning and did a poo". But, we did manage to get three winners and they are **Darren Garbutt of Hull, J.L. Francis from Rhonda, Mid Glamorgan and Simon Homewood of Wakefield.**

TUROK 2

Some excellent pics again from the Nintendo camp as they tried to come up with the new bits of artwork for the game. We had to be really ruthless with the judging, as there were so many good entries, but these three are the winners. **Chris Davie of Fallfield, Manchester** for his cool style of drawing, **Daniel Clarke of Moseley** for the silhouette picture and **Kieren Willcocks of Cheshire** for his clever low res modde gag. Well done all.



☺ You can tell **Daniel Clark** went back to study his old **Take Hart** vids for this awesome picture. Here, it takes pride of place in the Checkpoint gallery.



☺☺ **Kieren Willcocks** raised the biggest laugh with his richly detailed picture, above, showing a scene with **Turok** destroying evil dinosaurs. And his 'low-res' version of the same game, right. Bet you think you're pretty smart, eh, Kieren?



☺ This superbly executed comic-book style pic by **Chris Davie** oozes style and taste.

SIN

Another simple question to win this awesome game from Activision. All you had to do was name the seven deadly sins. And **T.N. Leaman of Putney Vale, London, Peter Oyediran from**

Battersea and Carol Doherty from Darlington all correctly identified Pride, Wrath, Envy, Lust, Gluttony, Avarice and Sloth. Well done people, the game is one the way.

WIN! WIN WITH WIN!

electronics boutique

CRASH BANDICOOT 3

The crate smashing, apple chomping Bandicoot is back to drive PlayStation owners insane this Christmas. To win yourself a copy, simply answer an extremely easy question. Send entries to **BANDY LEGGED CRITTER**. Which of these is a real film, sourcing not unlike the main character of this game.

- a) Crash b) The Bandicoot Show
- c) Episode 1: The Phantom Bandicoot

SOUTH PARK

It's coming to N64! Kyle, Cartman and Stan kill all be killing Kenny on a regular basis now as South Park fever once again sweeps the nation. And seeing as they are so easy to draw, that's all you have to do. Come up with a cool South Park drawing. Easy! We have three copies of the game to give away so mark your entries to **HOWDY HO KYLE!** Oh, and the more South Park characters you can get in it, the better.

HERETIC II

The latest in the seemingly never ending line of PC corridor games from Activision is Heretic II, the sequel to last year's hit title. If you want to win one for your PC, all you have to do is tell us who programmes the Heretic series. It's easy we know, but at least that's minimum effort for you. Send your entries to **THINGS ARE GETTING HERETIC** **ROUND HERE** at the usual address.

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SPECIAL THANKS



Leave some mince pies out for those folks at EB this month, for once again making lots of people's Christmas happy as they provide yet more prizes for you all. And some releases lists so you can suss out those last minute presents.

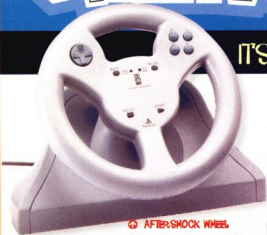
EVENTS AND SOFTWARE RELEASES

CHECKPOINT

GIZMO PALACE

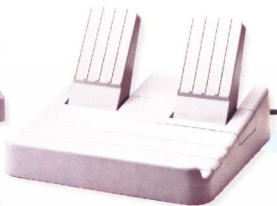
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LOOK WHAT THEY WON!

The cream of British gamers descended on the Virgin Megastore in London's Oxford Street, on Saturday 24th of October, to compete for the right to become TWIX Gamesplayer of the Year!

The finals had whittled down the entries to the last eight gamers on each format. The three games used to display gaming excellence on were *Goldeneye* (N64), *Gran Turismo* (PlayStation) and *World League Soccer* (Sega Saturn). And the prizes? Everybody won themselves a box of TWIX, the overall winners got much more. PlayStation and Nintendo winners bagged themselves £1000 worth of Dreamcast and the Sega winner will own a Dreamcast machine when it's released next year.

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TWIX GAMESPLAYER OF THE YEAR

★ MOTOR MADNESS

Gran Turismo started with defending champion Rajesh putting his title on the line, and narrowly scraping through. His expertise was shining through again, and it took a rematch of last year's final between him and Stuart Morrison to stop him taking the title again. Stuart made amends for his defeat last year to comfortably take the semi-final. And the final couldn't have been closer, with Stuart stealing the race almost on the finish line. He couldn't contain himself much longer and proudly proclaimed it "has been one of my ambitions to win this".



Stuart's life is made complete by winning the exciting TWIX competition.

★ THE NAME'S FERRY, JAMES FERRY

The Nintendo challenge involved a match in "Licence to Kill" mode in *Goldeneye*. The person scoring the most hits after five minutes would win. We witnessed some of the most awesome *Goldeneye* play ever. Despite the noise and verbal banter from the people around him, James Ferry kept his cool and composure, casually dispatching all his opponents with consummate ease.

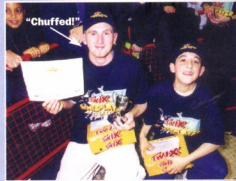
The margin of his victories was quite embarrassing and he quite rightly strolled off into the sunset with his prize money. And one of his relatives came all the way from Scotland to watch him too. Happy days all round!



James Ferry is indeed the Daddy. Oh yes.

★ 'AVE A WORD REF

And after the excitement of the previous challenges, the WLS challenge had a lot to live up to. And again it showed that the defending champs are being challenged by new gamers, as previous Saturn winner Alex Lieng was knocked out in the first round 2-0, one of which was an own goal! Needless to say, he was suitably humiliated. But Shaun Oldridge ran out an easy winner in the end, and in true footballer fashion, came up with the best quote of the day. When asked how he felt after winning himself a Dreamcast, he said he was "chuffed". Shaun, we salute you.



Has Shaun got enough TWIX to keep him occupied until he gets his Dreamcast?

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