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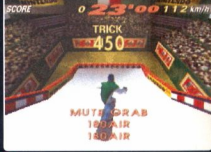


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1080° Snowboarding on Nintendo.

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THE COOLEST GEAR IN THE COUNTRY IS NOT THE WHOLE WORLD! ONLY IN YOUR VERY OWN GIZMO PALACE.



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ALL THE MAJOR GAMES RELEASES - PLUS A CHANCE TO WIN YOURSELF A FEW OF THEM!

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PLAYSTATION 2 EXCLUSIVE; STUNNING NEW SEGA COIN-OP; COLOUR GAME BOY.

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ROUND-UP OF THE LATEST GAMES, WITH AMAZING DREAMCAST SHOTS, PLUS PLAYSTATION HORROR-FEST SILENT HILL

MAILBAG P.12

YOUR CALL ON THE SUBJECT OF GAMES. SOME OF THIS STUFF MAKES SENSE, SOME OF IT WE APOLOGISE FOR...

WORK HARD! PLAY HARDER!!

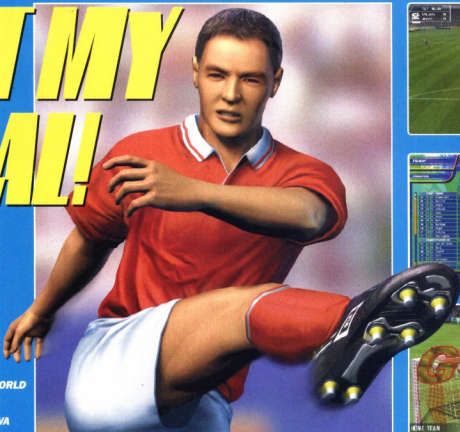
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EAT MY GOAL!

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CYG KICKS OFF THE NEW SEASON WITH AN EXCLUSIVE FIRST LOOK AT PREMIER MANAGER '99, PLUS ACTUA SOCCER 3, WORLD LEAGUE SOCCER '99, CHAMPIONSHIP MANAGER 3, AND VIVA FOOTBALL.



COVER
STORY

TUROK 2

P 16



YOUR N64 NEVER LOOKED SO GOOD! MAD WEAPONS! Madder Dinosaurs!



ABE'S EXODUS

P 36



THE EVIL GLUKKONS ARE ON THE RAMPAGE AGAIN IN ABE'S HOME. AND ONLY YOU CAN STOP THEM!



SPYRO THE DRAGON

P 50 GREAT-LOOKING PLAYSTATION GAME - IF A LITTLE CUTE. WE PUT THE PURPLE PEOPLE HEATER THROUGH HIS PACES.

1080° SNOWBOARDING

P 46 THE MOST REALISTIC 'BOARDING GAME AROUND. FIND OUT HOW MUCH FUN IT IS.



METAL GEAR SOLID

P 20 MOST WANTED PLAYSTATION GAME IN EXISTENCE. WE SHOW YOU WHY, AND HAVE SOME FUN WITH EXPLOSIVES!

RIVAL SCHOOLS

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WORK HARD! PLAY HARDER!!

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 TO ROCK to all the latest games!!!

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CAN'T STOP

Phenomenal times are just around the corner! Solid rumours are now circulating about PlayStation 2 (April next year), Dreamcast is only a month away in Japan. There's even a British super-console primed for action some time soon.

Everyone we know is busy finding out more. No one is busier than CVG - I guarantee it. I can also assure you that the best coverage of the best games around will continue in CVG. Expert coverage, which has no equal. This is all a big accident, by the way, caused by massive enthusiasm on our part each month.

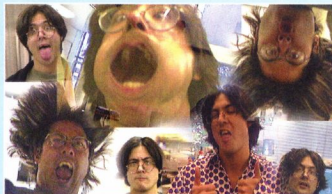
Full-on Tokyo Game Show report for you next issue. We can't wait! Hope the fun we're having here is contagious.

PAUL

WON'T STOP



BYE BYE BAD ASS BYE BYE



This guy Tom once worked for CVG. Now he doesn't. Tom's making cool comic books now. We're envious of that, but it doesn't hurt too bad. At least we get to play Dreamcast before Tom does.

You may remember Tom from such public sensations as Megatech (a MegaDrive magazine), Sega Magazine, Sega Saturn Magazine (same thing but fewer Sonic games), and as one of the protesters against the Criminal Justice Bill featured on an ITV newsreel.

CVG could never live up to Tom's former glories, we could only wait until something more glamorous came along. Which it did. Good luck Tom, from all your fans in the UK, and small parts of the world.

SIGN UP FOR THE CVG TEAM

If you think you and your mates have got anything interesting to say about CVG, and the way it brings you the information you need, fill in the form below and consider yourself hired.

Truth is we can't pay you for your time. However we can get you play-

ing some of the biggest games in the world for free, and we'll even make the journey to your house if getting down to where we are (London) is difficult.

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azine you buy exactly what you want it to be. And we'll listen.

Fill out the form, and send it in with your opinions to: **Reader Panel, CVG, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ.** If you've got something useful, we'll be in touch.

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CVG RATING SYSTEM

- 5** **EXCELLENT**

- 4** **VERY GOOD**

- 3** **GOOD**

- 2** **PRETTY BAD**

- 1** **VERY POOR**


Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

Something you may want to own, as opposed to renting out for a couple of days. Here is a good, entertaining game to suit most tastes. Quality, but not great.

Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else 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 straightaway. Save yourself the bother by avoiding in the first place.

PAUL DAVIES

EDITOR
CURRENT FIVE GAMES
 • NIGHTS
 • TEKKEN 3
 • MUST A GROOVE
 • WARRIOR SWORD
 • RADIANT SILVERGUN

Because Tom left the magazine this month, Paul has been really gloomy. To cheer him up, everyone lost at *Tekken 3* (very convincing the tears were too), and said how we've all realised that crap old games are, in fact, great! So far, this has prevented seven out of 10 outbreaks of paranoia. But it didn't stop the one about the world suddenly losing interest in video games. Lost, but not forgotten.

STEVE KEY

SENIOR WRITER
CURRENT FIVE GAMES
 • CHAMPIONSHIP MGR 3
 • ISS PRO '98
 • METAL GEAR SOLID
 • WCW VS NWO REVENGE
 • 1000' SNOWBOARDING

Only one guy on CVG knows how to impress the ladies – and that's Steve Key. Cleaning ladies, mind. Steve's such a neat person. You rarely see him dressed in anything less than the smartest clothes (unless it's the cleaning ladies' lucky day), and his desk is immaculate. Since Steve himself is so pure, he can investigate every dirty piece of gossip and spread it around unscathed.

ED LOMAS

SENIOR WRITER
CURRENT FIVE GAMES
 • NIGHTS
 • BRIAN LARA CRICKET
 • COLLARS 2
 • DAYTONA USA 2
 • N/O

Now Ed is 21 he has become very responsible indeed. He is polite to people who work on other magazines. He washes his hair every day. He consults his family on life's most important decisions – usually regarding chocolate. Ed only consumes three cans of Coke a day. Ed will not let any game which doesn't deserve four or five get more than three. The world awaits him.

ALEX HUHTALA

STAFF WRITER
CURRENT FIVE GAMES
 • METAL GEAR SOLID
 • WCW VS NWO REVENGE
 • NIGHTS
 • SONIC ADVENTURE
 • 1000' SNOWBOARDING

You don't know Alex. You might think you do because you read this stuff every month, however you do not really KNOW Alex. Enigmatic characters have been and gone throughout history, and they've been pretty popular too. The Mona Lisa, The Man In The Moon – both known, but unknown. This is the fate of Alex Huhtala. Unless he gets a guitar and learns to rock.

ABDUL MONTAQIM

PROD EDITOR
CURRENT FIVE GAMES
 • POINT BLANK
 • ISS PRO '98
 • TEKKEN 3
 • TORNE RASER 2
 • WIPEDOUT 2097

After all the fuss last month over *ISS Pro '98*, Abdul is now finding it hard to impress anyone with anything much. Our office cleaners are better than Abdul at *ISS*, and they're only dusting the controllers. Tony's jokes are funnier than Abdul's, and Tony's jokes have a low perceived amusement value in any part of the world. Abdul is irritated no end about his situation. The bigger they are, and all that.

TONY CORMACK

DESIGNER
CURRENT FIVE GAMES
 • 1000' SNOWBOARDING
 • METAL GEAR SOLID
 • BRIAN LARA CRICKET
 • ISS PRO '98
 • COOL BOARDERS 3


Spend more money on trainers. Tony's motto. Doesn't matter, right, if the rest of your wardrobe fits you like something that doesn't fit you at all, so long as your feet are sitting snug in the skate scene's latest shopping list. Tony gets through trainers like there's no tomorrow though, because he's such a keen dancer. He also sincerely believes that there will be no tomorrow. Perhaps you do too?

JAIME SMITH

ART EDITOR
CURRENT FIVE GAMES
 • NIGHTS
 • MAC QUAKE
 • F ZERO 3
 • SF ALPHA 3
 • METAL GEAR SOLID

Since Tom left CVG, Jaime has happily gone about being the hippest person on the magazine. He's the only one left to pull stupid faces, eat things you shouldn't eat, and say things you shouldn't say – all performed at once. Seriously, anything you have in your coat pocket when you happen to meet Jaime in the street (where he lives) he will devour in seconds while criticising your upbringing.

☆☆☆☆ STARS OF THE MONTH ☆☆☆☆

NIGHTS

 This magical game is one of the greatest ever. Please do yourself the favour of buying a Saturn just to play it.

TUROK 2

 A super-sharp, high-resolution, awesome-looking game on N64! We're seeing it, but we're hardly believing it! Check it out!

SONIC ADVENTURE

 You've seen what all the fuss is about now. So were we telling the truth or what? Isn't this game looking truly incredible!

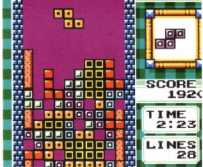
METAL GEAR SOLID

 Can't be so about this one. It's the best thing PlayStation has at the moment, and it's coming to the UK in February.

100% VIDEO GAMES AND COMPUTERS

EDITORIAL

NEWS



[PLAYSTATION 2: APRIL '99!]

PlayStation 2 will be on sale in Japan in April '99, and Europe before Christmas '99. More surprising than that, it will be backwards compatible with PlayStation - you WILL be able to play all PlayStation 1 games on PlayStation 2.

The news is not official yet, BUT the rumour has become too big to ignore. That is, we're hearing the story from very reliable people within the industry, though Sony Europe will not (cannot) confirm anything.

We hear that the big announcement will come just before Dreamcast is launched in November. Obviously, this would make a lot of Japanese PlayStation fans think twice before buying Sega's new system. We also hear that PS2 is being shown to software developers, behind closed doors, at the Tokyo Game Show.

What's got to be worrying Sega the most is that Dreamcast may be in direct competition with PS2 in Europe and the US. Sony apparently intend to get PS2 on sale in the West in September - the same time as Dreamcast.

Our contact at Sony has been assured that the claims are ridiculous. "PlayStation 2 is nothing more than a project. Only a few people know anything about it - including Ken Kutaragi. The release date has got to be ridiculous." The official word from Sony's PR department is, "no comment".

release date has got to be ridiculous." The official word from Sony's PR department is, "no comment".



⚡ Saturn lost to PlayStation because Sony marketed their machine to a new audience.



⚡ Dreamcast looks slick, and is extremely powerful. PS2 needs to be really special.

TECHNICAL PLAYSTATION 2 STUFF

• We're told that PlayStation 2 uses DVD (Digital Versatile Disc) to store its games. DVD discs look the same as standard CDs, but hold around five times as much information.

Games like *Final Fantasy VII* will no longer require three discs, they'll

just need one, which makes production cheaper, meaning cheaper games for you.

DVD also guarantees better reproduction of video footage, so that movie sequences in games will look better than Laser Disc quality.

⚡ DVD will enable PS2 to generate CG movie sequences with no loss of quality. *Final Fantasy* movies will look as good as Disney's CG movies, *Toy Story*. The idea is just too incredible to imagine.



• PS2, we hear, will feature NURBS-based hardware. Even when you know what NURB stands for - non-uniform rational B-spline - it doesn't help much. However, graphics engines using NURBS create something which looks more natural due to models being made out of

curves, instead of triangles or squares. The downside is that NURBS require a colossal amount of processing power to create interactive environments. It's likely PS2 will use NURBS to create realistic worlds, then populate them with polygon-based characters.

PLAYSTATION 2: APRIL '99 IN JAPAN!

⚡ *Prey*, from 3D Realms, will be one of the first PC games to use NURBS. Sony will be at a great advantage if they can deliver an affordable, mass market machine with NURBS capabilities.



COLOUR GAME BOY FOR CHRISTMAS

Gaming history will be made on 27 November, when Nintendo's colour Game Boy finally goes on sale. It's affordable at £69.99, considering the benefits

— great games whenever you want them, in colour, and no screen-blur, at under £25 each.

Nintendo hope to have six cool (we think) games available with the machine when it goes on sale, with more to follow: *Conker's Pocket Tales* — a platform game by Rare; *New Color Tetris* [sic] — work it out; *Pocket Bomberman* — the classic puzzle game, with some nice extras; *Quest For Camelot* — action/RPG based on the upcoming animated movie; *Game and Watch Gallery 2* — fun, but basic old-school games; and *Harvest Moon* — an RPG-style game in which you raise a farm.

All the games mentioned above take advantage of Colour Game Boy's ability to display 56 colours, from a palette of 32,000. This is a similar performance to the Super NES. Re-coloured versions of *Zelda: Link's Awakening*, and *Warioland 2* will be available in the new year. Lots more games publishers have taken an

interest too, keeping Colour Game Boy healthy for a long time.



INTERVIEW THE METAL GEAR SOLID TEAM!

Metal Gear Solid will be one of the biggest, and best PlayStation games of 1999. So how would you like the opportunity to ask the producers of the game any question you like?

Well you can. Write your questions down and post them to us. We're expecting lots, so only the best ones will be passed on. Best thing for you to do is get your great questions to this address as soon as possible: METAL GEAR Q&A, CVG, 37-39 Millharbour, Isle Of Dogs, London E14 9TZ.



NINTENDO POSTPONE THEIR SHOW

Nintendo have postponed this year's Space World — their biggest annual event — since the late 1980's in Japan. For Japanese Nintendo fans, this is almost as bad as postponing their New Year celebrations.

The decision coincides with a further delay of the 64DD expansion unit, and the release of the long-awaited Silver and Gold editions of Pocket Monster. Now the Pocket Monster games, 64 DD, and subsequently Space World will happen in May 1999. Makes you wonder if Nintendo are planning to announce a new machine. Well...

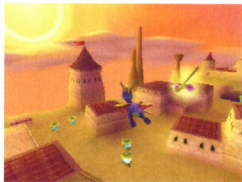


◀ Nintendo's biggest show of the year, postponed. Curious.

GOOD PRICE FOR ISS '98

Konami's *International Superstar Soccer '98* for Nintendo 64 is priced £39.99, not £59.99 as printed in last month's issue.

SECRET CRASH 3 DEMO



There's a secret demo of *Crash Bandicoot 3* in *Spyro the Dragon*, and vice-versa.

These demos are unique stages of their respective games, so the only way to play them is to buy both *Spyro* and *Crash 3* and set your hardcore gaming genius at work trying to find the demos.

You might ask yourself, "Why am I doing this?", but it's the coolest secret since Romero's head on a stick in *Doom 2*.

Seeing is believing!

SEGA ARCADE BOARD ROCKS!

Twenty software developers have signed up to make games for Sega's new arcade board, Naomi. The first games to be announced are *Dead Or Alive 2* from Tecmo, and *Power Stone* from Capcom.

Naomi shares technical specifications with Dreamcast, the only difference is that Naomi games

run on higher resolution displays than a domestic screen (TV). You already know Dreamcast/Naomi is more powerful than Model 3, but the coolest deal is the exchange of game info between Dreamcast and Naomi games via the Visual Memory System (VMS).

Train your fighter, tune your car, whatever, then take them down to the arcade to prove their worth. Nice.



POKÉMON POPCORN

Nintendo are rubbing their hands yet again over the success of *Pocket Monster* in Japan. Over five million people have so far paid to see the *Pocket Monster* movie, making it the sixth biggest movie of all time over there. Did Pikachu scare off the T-Rex in *Jurassic Park*?

We're not sure, but it's some performance! Expect to be seeing this sometime next year in the UK.



DOOM GENIUS FRAGGED?

We heard a shock story this month, along the serious lines that John Romero, president of Ion Storm, and co-founder of *Id Software*, had been shot dead!

All kinds of tributes started appearing on the 'net, paying tribute to the long-haired one's mighty works. Then we found out that it was another guy by the same name who had suffered the injustice. John Romero of Ion Storm is still functioning in full effect on *Daikatana*!



So when do we get to see Princess Daisy in a game like this, Nintendo? Ka-pa-paow!

NINTENDO 64 THRILLS!

The arcade system announced by Nintendo and Seta a year ago has reached fruition. The technology was unveiled at the recent JAMMA Show in Tokyo. It's called the *ALECK 64*, and its board is based entirely on the Nintendo 64 chip-set. Games produced for the board will also make use of the 3D stick - something the arcade scene has not seen before.

Something Nintendo 64 has not seen the likes of before is the first *ALECK 64* game, *Vivid Dolls*. This is a two-player "adult entertainment" game in which you remove patterns to reveal naked girls, and you can collect secret keys to find bonus "Vivid Dolls" to add to your memories. *Vivid Dolls* is unlikely to make it to N64, but other games, such as Seta's as yet unnamed new racing game, will.

GAME ZONE AT COMET

NOVEMBER CONSOLE GAMES CHART

TRY BOTH CONSOLES OUT FOR YOURSELF IN OUR NEW FUTURISTIC CONSOLE DISPLAY AND BROWSE THROUGH OVER 75 GAMES AND A WIDE RANGE OF ACCESSORIES.

NINTENDO 64

- ↑ 1 **F1 WORLD GRAND PRIX**
- 2 **MISSION IMPOSSIBLE**
- NEW 3 **BANJO KAZOOIE**
- 4 **MORTAL KOMBAT 4**
- 5 **DIDDY KONG RACING**
- ↑ 6 **QUAKE 64**
- ↑ 7 **SUPER MARIO 64**
- ↑ 8 **WETRIX**
- 9 **MARIO KART 64**
- NEW 10 **YOSH'S STORY**



PlayStation

- ↑ 1 **ISS PRO '98**
- ↓ 2 **TEKKEN 3**
- ↓ 3 **WWF WARZONE**
- NEW 4 **TIME CRISIS (PLATINUM)**
- NEW 5 **MEDIEVAL**
- NEW 6 **BREATH OF FIRE III**
- 7 **TEKKEN 2 (PLATINUM)**
- ↓ 8 **TOMB RAIDER (PLATINUM)**
- NEW 9 **MEGA MAN LEGENDS**
- NEW 10 **FUTURE COP LAPD**



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MAIL BAG

IN ASSOCIATION WITH **COMET** GAME ZONE

As the cold winter nights draw in, that crappy jumper you got for Christmas gets dug out of the wardrobe and soup sales go through the roof. But Mailbag remains the same, reliable source of opinion, humour and everything that's topical in the world of video games. Not like our weather, which is anything but reliable and never stays the same from one day to the next. Anyway, remember that unless you specify otherwise, we'll print all e-mail addresses of letters we receive.

WALK THE PLANK

Dear CVG,

When computer games magazines print warnings about the dangers of using pirated games, I used to think they were just saying that just to stop a games company losing money. But the truth is that they were right. I sold my PlayStation to help pay towards a PC, which I thought would be great as I knew people who could easily get me free games. I was given a pirated copy of *Tomb Raider 2* recently, which I thought was fantastic as I got it free. But when I installed it, I realised I was better off spending the cash on an official version of the game. Why? Because the quality of the pirate version was a pile of horse-cack! First of all, there was no music. Then I realised that the cut scenes had been left out, so I had no idea of the storyline. This made the game very dull. The main problem though was that my computer has started to crash frequently since I installed the game. I might'll take more notice of what magazines tell me from now on.

Martin Cobb, Sherwood, Nottingham.

CVG: The reason you got such a dull game is because pirated versions are usually taken from unfinished versions of the actual game. Even less reason for you lot to use pirated games.

MORE PARENT AGONIES...

Dear CVG,

A few days ago, my mum did the most silliest thing ever. I had just bought an incredible Sony PlayStation and thought I didn't need my NES anymore. So I advertised it with two games for just £20.00. Apparently, while I was at school,

someone rang up asking for it, so my mum naturally said that it was at our house and that he could come round whenever he wanted. When I came home from a hard day at school, to my horror my mum didn't sell my NES with two games, but she gave him the PlayStation complete with *Kula World* and *Wipeout 2097*. But the worst thing is, the bloke got it all for JUST TWENTY QUID!!!! Just watch your backs, cos your parents might be invaders who want to ruin your lives.

Joseph Kelly, Warrington.

CVG: Look on the bright side. Ed's mum sold his Commodore 64 and 100 games for £2. At least you made more money!

MR BIFFO CHOMPS SCROTE SCRAPINGS!

Dear CVG,

Have you heard what Digitiser were saying about the Sonic Team? They were saying that they hoped Sega weren't doing *Sonic Adventure* on Dreamcast because they think games like *NIGHTS* and *Sonic 3D* were rubbish. *NIGHTS* is awesome and *Sonic 3D* wasn't made by the Sonic Team anyway. Digitiser then went on to say that *Sonic 3D* was the last Sonic Team game (again, remember it wasn't by Sonic Team). Get it right, Digitiser – *Burning Rangers* (which they still haven't reviewed), and which you gave a fair mark) was the last one. They also said that *Sonic Adventure* sounded rubbish. Digitiser must pay for this insult to one of the world's best software developers!

Michael Bell,
MBell140306@aol.com

ED: Here's a simple solution for everyone who's got a problem with Digitiser – don't waste your time reading it. And you're right, Michael – Sonic Team kick ass!

SOMETHING FOR DA HONEEEEEZZ

Dear CVG,

I am a 13-year-old girl who until recently thought game consoles looked good but were a waste of money. About a week ago I was browsing through the magazines in my local newsagents and found CVG. I thought it was absolutely great and I am now saving up for a PlayStation!

Kelly Bond. No name and address supplied.

CVG: She must have seen pictures of our gorgeous selves in the editorial section.

"... THEN TWO COME ALONG AT ONCE!

Dear CVG,

I am a girl game player. Yes – a girl game player! And I am sick of the boys telling me that girls are rubbish at using computers. In actual fact, we aren't.

I came 6th in the *Tekken 3* tournament in Namco World, beating at least 10 other boys in the process. I was also the only girl who bothered to take part.

Also, I don't see many girls' letters in your magazine. Is it because you are sexist, or is it because not many write in? I am as good as any boy game player at any game.

My point is that it doesn't matter which gender you are if you play games, it's how you play them. I am your biggest girl CVG fan.

P.S. I think Tom Guise is very cute.

Tanya, Warrington, London.

CVG: Oh dear. She fancies Tom Guise! If you heard his amazing dream or bowel stories, you'd soon be put off. As far as your gaming skills are concerned, we'd be the first to say girls can be as good as – or even better than – boys at games. But we don't hear of many.

NO, NO, NO, NINTENDO!

Dear CVG,

I'd just like to make a quick response to Shelly Friend, Nintendo PR Manager (who explained in CVG 202 that Nintendo's release schedule is still something to get excited about). In the past three years, I have bought some 40 PlayStation titles, 30 Saturn games and only ONE Nintendo title (*Goldeneye*). I will admit that *Goldeneye* was superb and I myself voting it number one in the CVG All time 100 games list. However, the catalogue of cutesy characters and boring platformers (*Mario* and *Banjo*) just isn't good enough. The only game on the horizon that I might be tempted by is *Zelda*. That would be two games in two years. Dreadful!

Paul Bannon, Co. Donegal, Ireland.

CVG: It seems that not everyone agrees with you as *Banjo Kazooie* has rocketed to the top of the all formats sales chart and stayed there for a couple of weeks!

IMPOSSIBLE I TELL YOU!

Dear CVG,

I am writing to complain about the amount of Saturn coverage in your magazine. For example *Radiant Silvergun* got 5/5 but you only gave it half a page, whereas *Moss*:



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COMET STAR LETTER



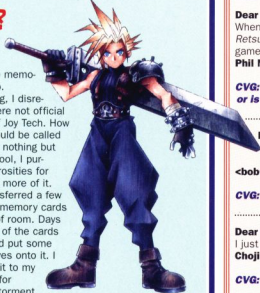
MEMORY LOSS?

Dear CVG,

A few weeks ago, I was in Blockbuster renting a game, when I spotted some memory cards going on the cheap. Thinking only of the price tag, I disregarded the fact that they were not official Sony products, but those of Joy Tech. How ironic that the company should be called Joy Tech when it bought me nothing but grief and anguish. Being a fool, I purchased two of these monstrosities for a tanner, and thought nothing more of it. Upon returning home, I transferred a few saved games onto the new memory cards to give my Sony card a bit of room. Days later, tragedy struck as one of the cards was blank even though I had put some *FFVII* and *Vandal Hearts* saves onto it. I was not amused, so I gave it to my brother. For my next crime, for which I shall suffer eternal torment in the fiery pits of Hell, was to put my game of *Gran Turismo* on the remaining card, only for that to do a Houdini on me as well. Please find enclosed the offending material, which I destroyed with a hammer in a fit of rage. The moral of the story folks is to ALWAYS BUY OFFICIAL, or run the risk of being screwed out of your cash.

Robin Thomas, Gloucester.

CVG: Not only was it funny to see the actual smashed-up memory card arrive in the post, but also the fact that Robin gave the other dodgy one to his brother! How about that for family love!



THE CRAZIEST LETTERS IN THE WORLD... EVER! PART 6438

Dear CVG,

When are you going to do a feature on *New Japan Pro Wrestling: Toukon Retsuden*? It's an ace game on PlayStation import. The new *WWF* game sucks!!

Phil Nelson, Birmingham. <nelson@nelson.povnet.co.uk>

CVG: We're unlikely to feature it - unless it comes out over here or is popular on import.

Dear CVG,

Do u like nuts I do and I have a dog called biff from Gareth Row row row your boat gently down the stream.

<bob@mandat.globalnet.co.uk>

CVG: Spam this man!

Dear CVG,

I just wondered what your view is on the current emulation scene?

Chojin Kibagami <osaka-chojin@geocities.com>

CVG: Why would you want to emulate a current?

Dear CVG,

You've said before that playing Japanese rumble analogue compatible controllers with PAL analogue compatible games will cause a PAL PlayStation to blow up. I was wondering, what about playing Japanese/JUSA analogue rumble compatible games with the new English rumble analogue pad?

Jonathan Teoh, London

CVG: Using Japanese or American analogue rumble compatible games with the new English rumble analogue pad should be alright.

Dear CVG,

I think you're dead right to treat games as being 100% pure fun, instead of being like all those "serious" mags. We don't play games and start looking at the technical side of things - that's for people who are making the games!

Karl Kent, Lancashire

CVG: You're right there, Karl. Remember, we're the first mag in the whole wide world to treat computer games as fun.

Impossible got 2/5 and got three pages?

Please explain.

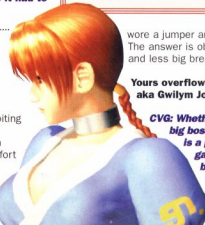
Richard Ewing, Gainsborough, Lincs.

CVG: The problem with *Radiant Silvergun* is that it's never going to be officially released over here. So there seems little point in us taking up three or four pages on a game most of you will never get to see. Mission: Impossible was one of the biggest games around at that time, so it had to get the coverage.

DON'T TRY AND MANIPULATE US WITH YOUR LARGE BOSSOMS!

Dear CVG,

I am writing to complain about games makers' cheap way of exploiting customers by featuring female characters with unfeasibly large bossoms to sell their rubbish games. The result of this obsession with female body parts is that games developers can put more effort into creating the characters' breasts than the gameplay. For example, would Lara Croft, from the hugely successful *Tomb Raider* games, have sold as well had she had a small chest,



wore a jumper and baggy trousers?

The answer is obviously "No". So let's have more gameplay and less big breasts.

Yours overflowinglly, The Red Alert Master,
aka Gwilym John.

CVG: Whether gameplay always suffers as a result of big bossoms is hard to say - after all, *Dead or Alive* is a pretty cool fighting game. The *Tomb Raider* games are hugely popular, and it can't be just because of breasts. Developers who rely on big breasts usually make tits of themselves, because nobody buys their games.



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LETTERS



88%
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PlayStation™

3D SHOOTING

BY NEVERSOFT

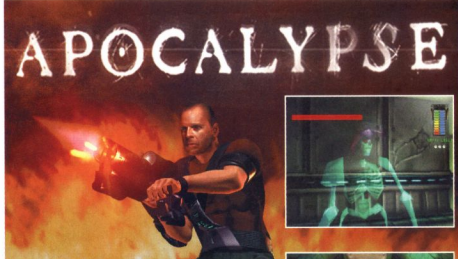
NOV RELEASE

1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 100
- RELEASED BY ACTIVISION
- TEL 01888 46780

You've watched his movies since you were a kid, and you've always wanted to be like him. Now you can. Activision is proud to present:

This game has been in the making for years. Originally designed to have Bruce as the 'buddy' to the main character - you. But after a troubled development, now you are Bruce! *Apocalypse* is a 3D platform game of the *Smash TV* and *Robotron* kind, with the same twin-stick control system - the more you shoot, the merrier. And shoot is about the only thing you'll do in this game, but there's nothing wrong with that now, is there?



NOT QUITE YET, APOCALYPSE SOON!

DIE HARD

A harrowing story of one man fighting to save mankind in the apocalyptic world of future. The man in question is Trey Kincaide - that's Bruce to you and me. This is the judgment day and Bruce has to fight rabid dogs, zombies in sewers, lots of "universal soldiers" and armoured vehicles. And that's just for starters! After he's dealt with all that, he has to face each of the four horsemen of the apocalypse. Will Bruce save the day again? Will there be a happy ending? Did you see *Armageddon*?



ⓐ A building blows up. Bruce just smirks.

ⓐ Shoot first ask questions later. Questions? Forget it - just shoot!

WITH A VENGEANCE

A cool thing happens in the open levels of the game, like the city streets for example. You get huge video screens blasting music videos when you get near them and the volume drops as you walk away. Bruce has never been much of a dancer himself, but he can't resist the opportunity to roll with it. Just kidding - he doesn't really dance, but there are music videos.



ⓐ The videos play and Bruce just freaks out. Well he does if you press the roll button anyway.

COMING SOON

DIE HARDER

Apocalypse starts with Bruce shooting his way out of a prison. At the beginning he is equipped only with a machine gun and a couple of smart bombs. Soon enough Bruce starts finding all sorts of fancy weapons that have limited use. Don't worry, they'll crop up again. So we've got flamethrowers - and zombies really don't like those. Then there are rapid green and wavy purple lasers, homing missile guns and rockets. Nice.



ⓐ Run about, shoot things, shout wisecracks. Bruce is just perfect.

12 MONKEYS

Apocalypse isn't going to win the Nobel Peace prize or anything - it's pure mindless shooting action. But ask yourself one question: can you resist the opportunity to be Bruce?

THERE'S A NASTY LITTLE BUG GOING AROUND

TOTAL 64 MAGAZINE

92%

64 MAGAZINE

90%



**Buck
BUMBLE**

PESTICIDAL MANIAC
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80% COMPLETE

NINTENDO 64 ROM

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TUROK

Both the Nintendo 64 and PC CD-ROM versions of *Turok 2* are coming along very nicely now. The game should be finished in time for a full review next issue, but for now we're going to update you on some of the more interesting new features. As if the early Nintendo 64 version we previewed in issue 201 wasn't impressive enough, Iguana have become the first team to use the console's Jumper Pak expansion port to allow more memory to play with. And they've used the extra power to good effect, running the game in an excellent high-resolution mode to make the graphics look sharper than ever. Check it out!



TUROK-ING ALL OVER THE WORLD! TUROK

NATURAL BEAUTY

Turok 2's graphics are particularly good now – even better than when we first saw the game a few months ago! Both the Nintendo 64 and PC CD-ROM versions have high-resolution graphics with all manner of fancy effects such as real-time coloured lighting

and real-time shadows. The levels are also a lot more detailed now, with some fantastic architecture. Although the outdoor sections are all very foggy, they still look great, and seeing massive structures emerge slowly from the gloom can be very atmospheric.



↑ The coloured lighting and subtle use of shadows makes everything look solid.



↑ Set pieces such as these explosions at the start enhance the atmosphere.



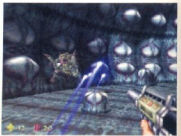
- ↑ In an ideal world you'll never see one of these guys this close up. Run away now!
- ↑ Ick! These disgusting little alien mites get everywhere. Wipe them out!

COMING SOON

"HELP ME, TUROK!"

One of *Turok*'s new tasks is to rescue captured children hidden around the game world. You'll hear their cries for help long before you see them, and you'll need to listen carefully to work out exactly where the sounds are

coming from. You'll need to solve a fairly easy puzzle to get the kids out of their cage. It's well worth rescuing them just for the delightful "Thank you, Turok!" sound you get as you release them. Aaaaah.





EVEN MORE WEAPONRY



Most of the weapons are now in the game, though the biggest and most impressive are

yet to be completed. Here are a few more of the fantastic guns you'll get to use in *Turok 2*:

SCORPION LAUNCHER



🔥 This fires four missiles at once, which weave in and out of one another as they home in on a target.

TEK ARROWS



🔥 These stick in an enemy, charge up, then explode in a flash of blue light. Very powerful and very cool!

STANDARD BOW



🔥 Any arrows you fire can be collected and re-used, even when you have to collect them from a dead monster.

PLASMA RIFLE



🔥 Fires a bolt of green plasma which explodes on contact. This can send enemies flying through the air!

GRENADE LAUNCHER



🔥 The grenades bounce all over the place before exploding, and leave a yellow trail behind them.

FIRESTORM CANNON



🔥 This rapidly fires red bolts of energy. It looks especially impressive when used in dark rooms.



🔥 There's lots of blood, but you can turn it off if you find it too scary.

🔥 This is the PFM Layer. After a few seconds, the mines explode and send out streams of green plasma energy. Coolio!



🔥 The flamethrower looks great and is a whole lot of fun to use too. Enemies catch fire when hit with it!



COMPUTER
VIDEO
GAMES

NINTENDO 64
N64

PC
CD
ROM

TUROK—ING ALL OVER THE WORLD!

COMING SOON



MEAT-EATING... MEATOSAURUSES

There are a few new enemies in the latest versions of *Turok 2* as well. Some of them are regular dinosaurs, but most of them are strange alien

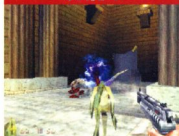
mutants armed with some ferocious weapons. Don't bother finding out where they're from – take them down as soon as possible!

VELOCIRAPTOR



These standard velociraptors are extremely quick, and can jump onto your face from right across the room.

COMPY



The tiny 'compy' from the *Jurassic Park* movies run around in packs, swarming all over you. Little gits!

FIREBORN



These guys are quick, and run close so that they can swipe at you with the sharp claws on the end of their long arms.

JUGGERNAUT



A big, scary dude who wanders around looking for heroic indian warriors such as Turok to beat up with his giant sword. Beware.

ENDTRAIL



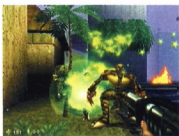
This big mutant stomps around, using his hand-cannon to lob green laser shots at you. Keep moving and fire back!



PC POW-WOW

The PC version of *Turok 2* is coming along very nicely too, and uses various graphics accelerator cards to the max. All the PC game's features are the same as the Nintendo 64 version, apart from the multiplayer

mode, which lets up to eight people play at once through a local network or over the internet. Also, using a mouse and keyboard combination to control Turok himself gives the game a slightly different feel.



The high-resolution mode makes *Turok 2* one of the best-looking console games yet seen. The final version should be even better!

KRIS KROSS'LL MAKE YA... JUMPER! JUMPER!

To get *Turok 2*'s impressive high-resolution graphics running on the Nintendo 64, Iguana has taken advantage of the console's as yet unused Jumper Pak expansion port. The Jumper Pak will come with the game (included in the proposed £39.99 price), and will

fit in the port under the flap on top of the machine, in front of the cartridge slot. The extra memory it gives the console means that the game runs in a lovely high-resolution mode, with far smoother movement than would normally be possible!



You can see the difference the Jumper Pak makes from these pictures. The textures are far better with the add-on.

Each enemy casts their own shadow which moves around on the floor as glowing shots fly past. Tasty!

CVG NO SPEAK WITH FORKED TONGUE

Turok 2 is very nearly finished, so we'll certainly have a final reviewable game ready for next issue. It's looking great already, but it'll be interesting to see how well the finished article plays.

IT MAKES THE REST LOOK TAME

S.C.A.R.S.

"Imagine Mario-Kart-style nasty racing action combined with some impressive looking 3D graphics."



"Looks a peach and the mad battle-racing is a riot." PlayStation

It's here! The racing game that makes the

others look like a drive in the park. Half animal, half machine these cars are ready to rip the road to shreds. In a no holds barred

adrenalin charged speedfest, you can take on 4 players on split screen on the PSX and NG4 with multi player mayhem on the PC.

Dual Shock Compatibility, staggering 3D graphics and sheer driveability make S.C.A.R.S. a game that will really leave its mark.

4 PLAYER
PSX & NG4



PC CD-ROM

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100% COMPLETE P PlayStation™	SURVIVAL ESPIONAGE	BY KONAMI	<ul style="list-style-type: none"> • MSX & NES EDITIONS AVAILABLE • NO OTHER VERSION PLANNED • STORAGE: 2 CD'S • RELEASED BY KONAMI TEL 01800 853 000
	WINTER RELEASE	1 PLAYER	

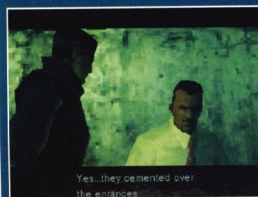
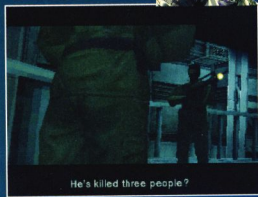
After months of waiting, and tons of hype, the PlayStation game of the year has been released – in Japan! Allow us to show you just a little bit more.

For those that arrived late, here's the story so far. Terrorists have stolen a nuclear weapon and infiltrated a top-secret military installation in Alaska. The terrorists have identified themselves as Foxhound, a special troop whose members received gene therapy. You are Solid Snake, an ex-Foxhound member who must now combat his old colleagues. You have 24 hours to infiltrate the base, eliminate the terrorists and disarm the nuclear missile. Are you feeling lucky?

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID

DON'T CALL US, WE'LL CALL YOU

We've been inundated by calls and mail at the office by hundreds of you who have already bought the game on import. All we can say is, if you don't know Japanese then don't buy it. You're spoiling not only the game, but one of the greatest game stories ever told. The dialogue and information that other characters in the game share with Snake is both extensive and vital in some sections for progress. Without the dialogue you're only getting half the game – seriously. Real-time cut-scenes can last up to 10 minutes as Snake learns new information.



⬆ Without this vital piece of information, people playing the Japanese game have got stuck.

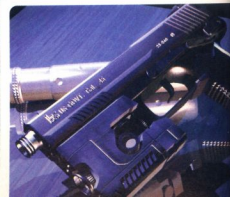


A WHOLE NEW WORLD

Not only is the military base you're trying to infiltrate full of heavily armed guards, but the quieter corridors and rooms could be host to some well-concealed booby-traps. The first you'll encounter are trap-doors concealed in the floors of a very innocent-looking room. There are also alarms triggered by infrared beams littered around the base. If you make a habit of checking a room out with thermal goggles, all these traps can be easily negotiated.



⬆ This room has five infrared beams moving at intervals. Tread carefully.





LA MISSILE NIKITA



In our interview with the game's director, Hideo Kojima, in issue 201, he told us how he's influenced by films, and that one of his favourite directors is Luc Besson. You won't need to look hard in the game to find the proof. The Nikita missile is a homage to Luc Besson's film of the same name. It's a remote-controlled missile that can be directed from overhead or first-person views. It also travels very fast and turns sharply, so you'll need practice to guide it to a chosen target.



👉 Guide the missile with a first-person view. Watch out for the security cameras.

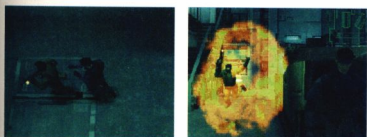
👉 Resident Evil revisited? The story is just as good.



👉 Plant C4 on the guard's back...



👉 ...and watch the fireworks!



BEL BIV DEVOE AND NEW ADDITIONS

We have learnt from our friends at Konami that there are plans to include some extra features in the Western version of the game that are absent from the original. The first addition is a ranking mode. Although details of how this will work still haven't been finalised, we believe it will work in a way similar to *Resident Evil 2*, with a score table showing how long it took to complete the game, and how many saves you used. Unlike *Resident Evil*, there won't be any secrets unlocked

for finishing the game in a certain time. The other addition will be different difficulty settings. Again, details of how this will be implemented haven't been finalised, but Konami are looking into the possibility of reducing Snake's health, or perhaps increasing the guard's field-of-vision.



!?! BACK TO SCHOOL !?!

We thought the opening section of the game was perfect at allowing players to get to grips with the control system of *Metal Gear Solid*. Obviously not, because Konami have included an incredible VR training mode. Consisting of 10 levels, it allows you to learn how to stay concealed and evade guards. Complete the 10 simple levels to unlock a time attack mode.

Complete this and you'll access even more modes. And given that there is another option on the menu screen labelled "special", with details about the original *Metal Gear* games, these aren't the only secrets the game is likely to offer.



👉 On these training levels, you aren't allowed to fight the guards. Wait 'til later.



👉 A few levels later, you become a one-man killing machine who remains undetected.



👉 Are you looking at my... never mind. While you're in the toilets, stand next to the hand dryer, it actually works!

WHILE YOU ARE WAITING...

If you can't wait any longer to sample what all the fuss is about, you'll be pleased to know that you get a two-level playable demo of *Metal Gear Solid* bundled with *ISS Pro '98*. We'll bring you more action next month.



70% more life

PlayStation 2
E6 FROM

RACING GAME

BY CODEMASTERS

NOV RELEASE

1-2 PLAYERS

- PLAYSTATION AND PC PROCESSIONS AVAILABLE
- NO STEER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CODEMASTERS TEL 01206 014132

Don't let the name fool you – *TOCA 2* has a lot more to it than just touring cars!

TOCA 2

TOURING CARS™

While Formula 1 races gradually get less and less exciting – with the odd exception – Touring Car has recently got a lot more exciting. As well as new rules, such as compulsory fuel stops and tyre changes, the legendary Nigel Mansell joined the Ford Mondeo team for some of the most entertaining races in years. Codemasters' original *TOCA Touring Car* was a top seller last Christmas, and they're not simply boshing out the same game again this year. *TOCA 2 – Touring Cars* has tons of new features, and here's our first proper look after playing early versions on PlayStation and PC.



COOL CARS

Even though the game is called *TOCA 2 – Touring Cars*, there's a lot more to it. As you'll know if you've ever been to a real Touring Car race, there are lots of support races before the main event, and *TOCA 2* features some of them. As well as all the 1998 British Touring Car Championship cars, you can race in a Formula Car, Jaguar XJ220, TVR Speed 12, Lister Storm, AC Superblower Grinnall Scorpion (the cool 3-wheeler), the awesome Ford Fiesta, plus more yet to be announced!



⚡ The Formula Fords aren't very big, but will move at a fair old speed if you push them hard enough.

TAKE TO THE STREETS

As well as a big collection of extra cars, *TOCA 2* has all-new race tracks on top of all of the real-life BTCC courses. In the final game you'll be able to drive around a Scottish loch, an American city, a German town, the French Alps, English A roads, and more. These stages should feature multiple routes as well, making the game far more varied than before.

On top of all of the proper race tracks, a test track will be included which will have areas where you can try out and master your cornering, skidding, braking, and various other skills.



⚡ Pit stops are very important in *TOCA 2*. Make sure you time them just right or you're in trouble!

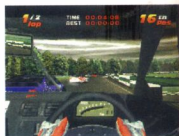
⚡ The weather effects are very realistic too. As before, wet tracks reflect the cars' brake lights.

TOTAL DETAIL

TOCA 2 is going to be a lot more detailed than the first game, with especially cool damage effects. Pieces of the cars will come right off, such as wings and bonnets, plus windscreens shatter and even show raindrops and tiny bugs splatting onto them! This level of detail continues in the courses themselves, with nice touches such as a flock of pigeons flying off when the noisy cars approach.



⚡ This PC screenshot shows how realistic the action looks from a low TV camera-style view.



ROLLING START!

When we get a more complete version of the game, we'll cover it in a bit more detail, – hopefully next month. As it's due for release in November, we should be reviewing it in full before too long.



⚡ In the PC game, you can clearly see the drivers bobbing around inside the cars! Very impressive.

In '67 Legends were born...

...in '98 they're back for another season.

Grand Prix Legends



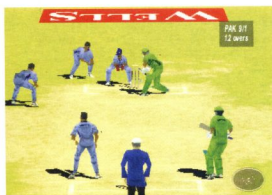
Based on the legendary 1967 season, Grand Prix Legends is the first ever historical racing simulation. The game's setting allows players to experience realistic racing action that is markedly different from that in modern-day sims. In particular, the race tracks of 1967 were far more exciting and dangerous than those in use today. Famous drivers, teams and the greatest racing circuits of all time are featured in the game. Grand Prix Legends is the first game to incorporate a 3-D "virtual" cockpit similar to those found in recent flight simulators, allowing the player's viewpoint to be "disconnected" from the cockpit graphic. G-forces acting on the player's "head" convey bumps, elevation changes, cornering forces and even collisions!

With this state-of-the-art game, expect nothing less than the most compelling and immersive racing experience ever!

<http://www.sierra-online.co.uk>

SIERRA

Minimum system requirements: Windows 95, Pentium 166, 16MB RAM, SVGA card, 4x CD ROM Drive, Windows compatible soundcard. (Supports 3DFX) For further information contact: Cendant Software UK Ltd, Unit 2 Beacontree Plaza, Gillette Way, Reading, Berkshire RG2 0BS Tel: 0118 920 9111



Although most people will say that they hate cricket if you ask them, there's always been great demand for video game simulations in this country. As soon as the original *Brian Lara Cricket* was released on the Sega Mega Drive it went to number one in the sales charts and stayed there for 10 weeks! Codemasters are the only team who've ever managed to get the right balance between accuracy and entertainment, and it looks as though this latest version is going to be the best yet. Everything a cricket fan could want is included, as well as plenty of features to attract even those who've no idea what a googly is.

80%
COMPLETEPlayStation
32
BIT
ROM

CRICKET GAME

BY CODEMASTERS

OCT RELEASE

1-4 PLAYERS

- MEGA DRIVE PREPROCESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

- RELEASED BY CODEMASTERS
- TEL 01226 814 132

Aaahh, cricket. The crack of leather on willow. The shouting of drunken yuppies. Lots of staring at giant sheets of drenched tarpaulin. It doesn't get better than this!



THE BATSMAN'S HOLDING, THE BOWLER'S WILLEY

Brian Lara Cricket is made all the more exciting for cricket fans because it contains the real names of more than 240 international players from all around the world. Each player has

detailed statistics so that they play like their real-life counterpart, and the 3D models are varied enough to make it possible to spot certain players straight away. You can play on more than

40 real grounds from around the world, including an accurate representation of the Home of Cricket - Lord's (although the impressive new Media Centre hasn't yet been added).



Gough's 67 saves England from yet another batting collapse.

Owzat! A thin top edge to the 'keeper and it's all over.



"...AND WE'VE HAD A LOVELY CAKE SENT IN..."

To make the game extra-realistic, Codemasters have got real-life BBC cricket commentators Geoff Boycott and Jonathan Agnew to provide the commentary. Before each match, the two commentators chat about the performance of the two teams, as well as the condition of the pitch. Their conversations are very natural, and fit the action very well indeed.



PLAY WILL RESUME AFTER LUNCH

Brian Lara Cricket is due for release towards the end of November, so Codemasters are going to be working hard to smooth out bugs in the gameplay in time. The game's already a lot of fun to play, and should be a winner when it's completely finished. Hopefully we'll have a review next issue.

Aaaaagh! I missed the Sonic Adventure launch

I didn't log on to **Game-Online** on Sonic Saturday. I missed the shots, the show report and the chance to leave my own Sonic Soundbite on the site. Quelle Horreur. But I can still tune in for previews of games like D2, import Q&A and an online countdown to the launch.

A close-up, high-angle shot of a woman's face, likely Laura from the Sonic Adventure game. She has long, dark hair and is looking upwards with a slightly worried or pleading expression. The lighting is dramatic, with strong highlights on her face and deep shadows, creating a moody atmosphere. Her eyes are a striking green color.

www.game-online.com
you can't afford not to

Where will you find the quickest and most comprehensive Dreamcast news on the web? Ask Laura.





100% COMPLETE	RHYTHM ACTION GAME	BY ENIX	<ul style="list-style-type: none"> • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY SONY TEL 0171 447 1000
	PlayStation TM	NOV RELEASE	

Prove that you've got rhythm, prove that you've got the moves, prove that you're the greatest dancer.

Imagine a fighting game without any punches or kicks being exchanged - just two dancers on the screen exerting energy of a more positive kind. *Bust-A-Groove* is a game of long combos, mad music and, most importantly, rhythm. The dancers prove who's the best by engaging in bouts, backed by the beats of techno, hip hop and some bizarre Japanese stuff. All you've got to do to witness the action is tap your fingers.



BUST-A-GROOVE



Shorty attacks opponents with sweets.



Is this the most vain victory pose ever?

WIND YOUR BODY, WIGGLE YOUR BELLY

Your purpose in *Bust-A-Groove* is to prove that you're the best dancer. You do this by dancing in heats against rival dancers. Just like a fighting game, you must defeat all the other opponents by proving to the judges that you're the best. Visit each rival's stage, and prove you can groove to their tune even better than they can. Out-dance all the other competitors, and you move onto the mysterious final boss.



Each character has their own stage. A fast food restaurant is home to Hamm and burger dog!

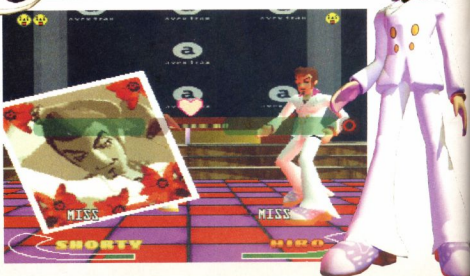
AND THE BEAT GOES ON

To get your dancers moving, you need to pay close attention to the beat. The beat is displayed on the screen as a green bar. The bar flashes in time to the beat, on the fourth beat the bar flashes red and you

must input a final command. Miss the input on the fourth flash and your dancer loses his or her rhythm. And to get your dancer performing some mad steps, you must input combos before the fourth flash.



- If you haven't got rhythm stay well away from *Bust-A-Groove*.
- Heat causes a disco inferno with his special flame grill attack.



ALSO KNOWN AS THE FLINTSTONE FLOP

The dance moves available to you are displayed on the screen. These start off simple. If you perform the moves correctly, a gauge at the bottom of the screen will fill up. Once this has reached a certain level, the moves available

will be displayed in pairs. One move will be simple, the other slightly harder. If you choose the tougher move, the next selection will be even more complex. As you'd expect, the more difficult the combo, the cooler the dance move.



Two choices of moves. Which should you take? The more complicated one of course! No slackers here!



Complete a huge combo and Chillin' appears. More points from the judges for being this good.

Heat shows his best moves, then adds a finishing Freeze! move at the end. You can tell he's doing well by looking at the position of the camera.



WIGGLE IT, JUST A LITTLE BIT

Remember this is a contest between two dancers. So how do you know how well you're performing? Simply by the position of the camera. The camera will concentrate on the better of the two dancers. When the music stops, whoever the camera is concentrated on is the winner.



The animation for all the characters is very impressive.



Activate Fever Time. A reward for dancing well, your character will give you a special little show.



I DON'T WANNA DANCE

If you find it too hard to keep up with the cool moves of your rival. What you need to do is put them off. You have two chances to do this in each dance. Instead of pressing a cross or circle on the fourth beat, press triangle to

hinder your opponent. If your attack is successful, your opponent will lose the beat, and have to start their combo sequence all over again. These attacks are blockable however, so be careful when you use them.



A sealed chamber is Gas-O's special attack. If you see him attempting a special, dodge it.



Some attacks are cuter than others. Like Hamm's giant Hamburger. Mmm... looks tasty.



Go on Shorty - Bust-A-Groove!

YOU SHOULD BE DANCING

Bust-A-Groove is a lot of fun, and the dancers' animation is some of the best around. We'll bring you a full review next month.



EVERYBODY DANCE NOW!

COMING SOON



80%
complete

NINTENDO 64

WRESTLING

BY ASMIK

NOV RELEASE

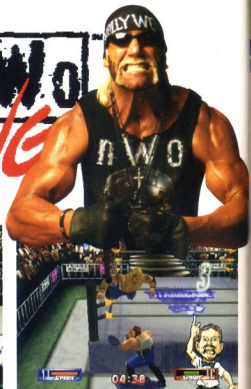
1-2 PLAYERS

- HIGH vs LOW RELEASED NOT LONG AGO
- PLAY THE REMIX VERSION PLANNED
- STORAGE 120MB CAR T
- RELEASED BY NIG TEL 01443 707 800

Those men with mullets, masks, assorted facial hair and ludicrous names are back!

WCW/NWO

REVENGE



There was a time when wrestling games were ridiculed. Not any more. Since the original WCW game on the N64, it seems wrestling has caught up with the rest of the fighting pack. Whereas in previous games you could only face one opponent at a time, this game allowed four. It also added lots of moves, ring-outs and weapons! Since then, *WWF Warzone* has come along and challenged its supremacy. So now the WCW boys are going to fight back. Put your pants on – it's time for *Revenge*!

ROYALE WITH CHEESE



↑ The action cuts to the new opponent running to the ring.

↑ Remember to watch your back in this mode. Hit out at all three opponents and you could have a tough time on your hands. Just throw them all over the ropes. Easy!

One major new improvement for the sequel is the Battle Royale mode. Up to 40 fighters can now compete. Although no current machine has the power to feature all wrestlers at once,

Revenge does the next best thing, by having them come out in turn, for one super-long continuous fight. Every time a wrestler is eliminated, another takes their place. As you start this challenge as one of the original four wrestlers, you've got a fight on your hands. If your chosen wrestler is eliminated, luckily you can control the next wrestler who's introduced.



↑ By reaching into the crowd you can get objects like chairs, and pieces of wood.

↑ It's now a lot easier to launch yourself from the top of the turnbuckle.

A HELLACIOUS MOONSALT

Another new feature for *Revenge* is the option to play as one wrestler for an entire season. This includes your wrestler appearing on the TV show, *Nitro*, competing in special pay-per-view events like *Bash at the Beach* and *Starrcade*. Plus,

you get the chance to compete for the Championship belts. The game now features realistic wrestler entrances and their own theme music. There's also the added attraction of wrestlers arriving at ring side to interrupt bouts.

MUCHO MACRO



↑ Some wrestlers are accompanied to the ring, you can beat them up as well.



↑ A Hellacious Ballbag Reversal. Surely this shouldn't be allowed. Ref?

So what else is new? Well there's now over 80 wrestlers, and thanks to battery back-up, you can keep an eye on the win, lose and draw records for each wrestler. An instant replay feature can cut into the action if you pull off a big move, and of the moves themselves – there's more than 300 of them for each wrestler. Add secret characters and weapons, plus much smoother animation and graphics, and THQ should have another hit on their hands.

PANT IT BLACK

WCW/NWo Revenge is looking very tasty indeed. We'll bring you the full skinny as soon as we get our hands on a finished version of the game.

NEW

CYBERMASTER

LEGO LEGO LEGO

The combination of
LEGO® Bricks & PC's
provide the ultimate
opportunity to create
your own Robots!

- The set includes CD ROM with brilliant graphics and sound which sets the scene for your robots to come alive.
- You can build, fight and even control your robots personality and behaviour.
- Bricks, gears, wheels, motors and even touch sensors to help you build and create lots of different intelligent robotic vehicles.
- Talking Robot!

System Requirements:

- To operate 8482 LEGO TECHNIC Cybermaster you need a:-
- Pentium 90 Mhz PC 16 Mb RAM.
- 4 x CD ROM drive.
- Windows 95 40 Mb free hard disk space.
- Speakers and a free serial port.
- 1 Mb graphics card.
- Sound card (graphics and sound cards must be X compatible).
- You will require six 1.5 Volt batteries for your mobile unit and one 9 Volt power pack battery for the Tower Unit.

CRUSHER

TAXI JIM

THE LEGO® BRICK COMES ALIVE

AVAILABLE AT: TOYS R US,
HAMLEYS, JOHN LEWIS PARTNERSHIP,
FENWICK TOY DEPARTMENTS AND
MOST INDEPENDENT TOY SPECIALISTS
AND DEPARTMENT STORES.

LEGO

Technic



99%
complete

PlayStation™

3D FIGHTING GAME

BY CAPCOM

NOV RELEASE

1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CAPCOM
- TEL TBA

Can any other game de-throne *Tekken 3* as the King of PlayStation fighting games? Ready to take on Namco's mighty game is the contender from Capcom - *Rival Schools*.

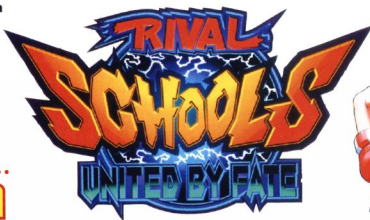
Yes, *Rival Schools* does have Dragon punches and Fire Balls. OK they both star school-girl Sakura. But that's where the similarity with *Street Fighter* ends and *Rival Schools* comes into its own. Combining pretty slick gameplay with more modes and options than you can shake a stick at - not to mention a feature that enables you to 'grow' your own character - *Tekken 3*'s crown might not be that safe after all...

TAG TEAM BATTLE

Choose two characters from a total of 20 and set out to defend your schools against the *Rival Schools*. But unlike Capcom's other team battle systems, you can't switch fighters midway through a fight and can only alternate between the two after a round has finished. This doesn't mean that your choice of partner has no effect on the fight though if she or he is taking a break from the action - each character has their own individual Love and Friendship. For example, if your partner is Tiffany, she will dash on to the screen, plant a kiss on the current fighter and replenish a little of the energy bar! So choosing your partner carefully is a very important strategic decision.



Love and Friendships vary from Tiffany's Hugs & Kisses to this, Akira's 13-Hit punch fest!



LOVE AND FRIENDSHIP

A stock gauge is added every time you attack or take a hit. When gauges are stocked, you have two options: Use up one stocked gauge to perform a Super Combo, or use two stocked gauges to use the Love and Friendship. By pressing the strong

punch and kick simultaneously, your partner will come and lend you a helping hand. The types of Friendship varies from character to character and they include the likes of straightforward super attacks to energy replenishers.



Here comes Tiffany to show Kyouzuke her unique way of cheering!



Hinata's five-hit combo sends Natsu flying into the stands!

A football game and a beat-'em-up rolled in one?! Incredible!

ARCADE DISC

The *Rival Schools* package comes on two discs: the 'Arcade' disc and the 'Evolution' disc. The Arcade disc is the standard arcade game with cut scenes between the fighters before and after fights to add atmosphere to the storyline. The usual modes of play, such as Versus, Team Battle, and Image Gallery are included. Extra characters have been added to arcade original of 16. There are also an additional four secret fighters waiting to be discovered – as well as extra options!



Could Akuma be a hidden fighter?

PLAYSTATION EXCLUSIVE

The chain combo system has been tightened up for the Playstation exclusive version, so big combos become harder to achieve. But more importantly, you can pit the characters you create in the adventure mode by selecting them instead of the "established" fighters! Other modes have been added, such as league and four-player team battle.

CREATE YOUR OWN CHARACTER

Almost all the characters in the game are based on high school students in Japan, from the likes of biker gangs to baseball players. And this was a key point that Capcom relied on to make the characters popular with the Japanese punters. How they will fare with the British public remains to be seen but the option of being able to create your own characters is a plus in anybody's books.



STINGING LIKE A BEE



The *Rival Schools*' combo system has to be the simplest and the most forgiving that Capcom have ever devised. Tap either weak punch or kick twice, followed by a strong punch or kick, then a direction on the D-pad, plus a strong attack, for an instant chain combo. A special move can be tagged on the end or even a X-Men style floater to start an air chain combo! Very user friendly, even for beginners, but could prove to be a bit too restrictive for the hardcore *SF/KOF* players.

EVOLUTION DISC

The Evolution disc may sound like a novelty but in fact, it's quite an absorbing mixture of character-creating, adventure, sub games as well as a PlayStation only version of *Rival Schools*.

The main aim of the Evolution disc adventure game is for you to "live" a year in the shoes of a rival school's student and try to become the top dog at that school.

First you must enroll your student into a high school of your choice, then decide its name and

looks. From there you will meet a host of characters, ranging from the likes of fellow students like Sakura and Hinatsu to the hot blooded PE teacher Hayato Neketsu. And, depending on how you interact with them, they'll either become your ally or your enemy.

Successfully completing a sub game will enhance attributes, such as stamina, as well as give your character more special moves to choose from.



Score as many points as you can during Natsu's mini game to get more punching power.



Laugh at my tracksuit and I'll chop off your head, and spit down your throat!

KEEP YOUR EYES PEELED!

A polished package, but it's in for a hard time against *Tekken 3*. With the additional Evolution disc and the huge amount of modes and options though, it could still hold its own in the crowded PlayStation beat 'em up market. Find out in the CVG review very soon!



100% COMPLETED	GRAPHIC ADVENTURE	BY LUCASARTS	<ul style="list-style-type: none"> • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE: 1 CD • RELEASED BY ACTIVISION TEL 01800 436700
	NOV RELEASE	1 PLAYER	

From the company that brought you *Monkey Island* and the creator of *Full Throttle* and *Day of the Tentacle*. Introducing this year's graphic adventure masterpiece...

GRIM FANDANGO

LucasArts, the company famous for producing the best adventure games in the business, is at it again. But this time, they're changing the rules. The cartoony look of old has been ditched, and for their next big release at least, they're doing things in 3D. A cocktail of different influences – ranging from Art Deco to Mexican and Aztec designs – give *Grim Fandango* its unique style. When it comes to plot and humour, well that's all LucasArts' own.

DEAD MEN DON'T WEAR PLAID

The game is set in the Land of the Dead. You play Manny Calavera (very Humphrey Bogart), travel agent at the Department of Death. His job involves selling package deals to souls on their four-year journey through the afterlife and towards eternal rest. Manny's got problems though. The afterlife is full of schemers, double-crossers, bad guys and femme fatales – and guess who's caught up in a conspiracy, slap-bang in the middle of this bunch?



➤ The Land of the Dead looks very stylish.

I'VE GOT A GOLDEN TICKET

Manny's problems revolve around tickets. Stolen tickets. In the afterlife, you get given a ticket when you die. If you've led a good life, you get a first-rate ticket. This entitles you to a mode of transportation through the

afterlife, like a car or train. If you've been bad, you have to walk. Manny used to be a reaper, but when a woman named Mercedes Colomar walks into his "life", he discovers a world of corruption, and stolen tickets.



➤ Mercedes is the best-looking skeleton in the whole game.

➤ Ms Mercedes Colomar, are you trying to seduce me?



THE DAYS OF OUR LIVES

Grim Fandango features hundreds of puzzles, as Manny tries to solve these crimes. The story spans four years, as the journey towards eternal rest unfolds. During this time, characters change, and their relationships change. With a cast of 55 characters, this means you won't quite know who to trust. It's also possible to be "murdered" in the afterlife. It's not a killing, however, the term the characters use is "sprouting" – if someone is shot, the victim turns into a heap of flowers!

➤ That big orange thing is called Glottis. He's Manny's driver and mechanic.



GRIM AND BARE IT!

This is one eagerly anticipated game. From what we've seen of it so far, it doesn't look like it will disappoint. A review, very soon.



JOIN THE COMMANDO ELITE



SMALL SOLDIERS

Tracks performed by
Queen,
Edwin Starr &
The Pretenders -
remixed by Wyclef Jean,
Pras & Bone
Thugs-n-Harmony.
CD available on

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UNIVERSAL PICTURES AND DREAMWORKS PICTURES PRESENT "SMALL SOLDIERS" KIRSTEN DUNST GREGORY SMITH JAY MOHA PHIL HARTMAN
KEVIN DUNN AND DENIS LEARY FRANK LANGELLA AS THE VOICE OF "ARCHER" AND TOMMY LEE JONES AS THE VOICE OF "CHIP HAZARD" PRODUCED BY PAUL DEASON
MUSIC COMPOSED BY JERRY GOLDSMITH VISUAL EFFECTS SUPERVISOR STEFFEN FANGMEIER ANIMATION SUPERVISOR DAVID ANDREWS ACTOR FIGURES AND STAN WINSTON EDITOR MARSHALL HARVEY EXECUTIVE PRODUCER WILLIAM SANDELL
DIRECTED BY JAMIE ANDERSON EXECUTIVE PRODUCER WALTER F. PARKES PRODUCED BY COLIN WILSON AND MICHAEL FINNELL WRITTEN BY GAVIN SCOTT AND ADAM RIFKIN AND TED ELLIOTT & TERRY ROSSIO

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REPORT TO A CINEMA NEAR YOU OCTOBER 23



BIG GAME

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0800
192.192



Cool Boarders may have been the original snowboarding game, but since then it's been eclipsed by the incredible 1080° Snowboarding on the N64. In an attempt to turn the tables, Sony have hired a new development team to improve the look and style of the game. They've also made sure that the third instalment makes full use of analogue and dual shock features. There are so many changes and additions, virtually the only thing in common with the previous games is the name!

70% more content!

PlayStation™

SNOWBOARDING BY 888 STUDIOS

WINTER RELEASE 1-2 PLAYERS

- PROCESSORS AVAILABLE
- NO OTHER VERSION
- PLANNED
- STORAGE 1 CD
- RELEASED BY 888
- TEL: 8175 467 1888

The oldest snowboarder on the block is back. Boasting an all-new look, and all new modes of play.

COOLBOARDERS 3



NOW WITH LESS GLITCHES!

The immediate difference in *Cool Boarders 3*, compared with its predecessors is, of course, the look. *CB3* looks a lot neater. It may not be as fast in places, but you get a lot less pop-up, and the snow no longer has "seams". If you've played the previous

games, you'll quickly realise a big difference as you head down the first slope - there's now a lot more to do. Ramps, cars and long rails litter each course. Tricks rule the day, but only depending on which event you're competing in.



Ⓢ If they're going to park here, why not!



Ⓢ This log isn't much wider than a board.



Ⓢ Don't hit that piste basher. A little touch to make the game look a lot more believable.



Ⓢ Big air on display here, but not much else. Tricks are still a very important part of *Cool Boarders*.

GO JUMP OFF A CLIFF

The game is spread across five different mountains including Mount Everest. There are six different events to compete in. From the straightforward Downhill and Slalom to Half-pipe. Each mountain is home to six separate courses for each event. *Cool Boarders* games are full of secrets, and already *CB3* is no exception. One secret course has you trying to outrun an avalanche!



Ⓢ The trees look a lot more realistic compared to the original game.

Ⓢ There's now a punch button. Why?

ALLEY-OOP'S GONE FUNNY

Another difference for this year's outing is the control method. Tricks are performed in a similar way to 1080°. Instead of the button and shoulder combos of its predecessors, *CB3* uses the directional pad and holding down buttons to perform tricks. The results end up being similar to the original, but this way allows for more variety.

SLOPEY SECONDS AND THIRDS

Cool Boarders holds a soft spot in our hearts, but it's going to take something very special to come close to 1080°. We'll find out how close *CB3* gets soon.

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. The Pop Five-0 has 10 questions and each question is worth between 1 to 10 points and to win a prize you must beat a target score.

Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1998, 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 www.InfoMedia-Services.co.uk or send a stamped addressed envelope to the address below. If you win an INSTANT WIN prize send you claim to **InfoMedia Services Limited** Claims Dept., PO Box 28 Northampton NN1 5DS. Helpline: 01604 732028. Winners Line: 0839 404000. www.InfoMedia-Services.co.uk



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Nintendo 64 Games 0839 405091 Instant Win!

PLAYSTATION!

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PlayStation Games 0839 405090 Instant Win!

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PRIZE INFORMATION LINE 0839 407000

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0839 405096

THREE LIONS!

Be Glenn Hoddie and lead England to the World Cup Final. Plus a PlayStation to play it on!

0839 405092



ALIEN ATTACK!

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0839 405098

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PRIZE INFORMATION LINE 0839 407000

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 * 14" Colour TV! * Video Recorder! * Mountain Bikes!
 * Snorkels! * Tents!
 * Stereo System! * PLUS a whole bunch of other instant win prizes if you score 3, 4 or 5!



SUPERCOP!

Arrest all SIX Bower Bruvers and win a Super choice of prizes...

0839 405099

INSTANT WIN!

PRIZE INFORMATION LINE 0839 407000

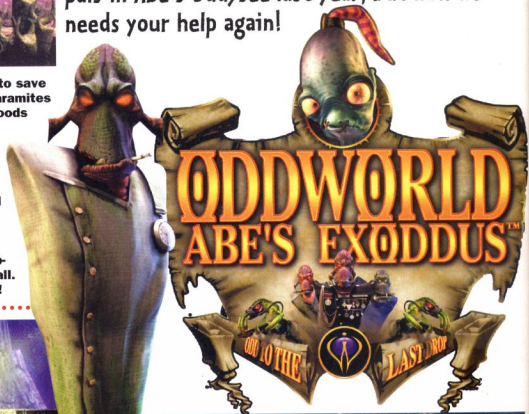




In the first Abe game you had to save the Mudokons, Scrabs, and Paramites from being made into snack foods for the evil Glukkons. This time around, they're using enslaved Mudokons to dig for the bones of their elders which are to be ground down and made into a popular Glukkon beverage – Soul Storm Brew! Abe is visited by spirits who give him the task of rescuing the Mudokon workers, infiltrating the brewery, and stopping the Glukkons once and for all. Get ready – *Oddworld* needs you!

85% COMPLETE	PlayStation PS2 ROM	PLATFORM	BY ODDWORLD INHABITANTS	PLAYSTATION AND PC-GD HIGH PROCESSORS AVAILABLE
	NOV RELEASE	1:2 PLAYERS	NO OTHER VERSION PLANNED	
				STORAGE 3 GB RELEASED BY GT TEL 0171 565 7300

We all went crazy over Abe and his Mudokon pals in *Abe's Oddysee* last year, but now he needs your help again!



ODD WORLD ABE'S EXODDUS

A BIT OF BLODDSHED

As with the first game, *Abe's Exoddus* has a strangely funny sense of humour all the way through. As before, Abe can fan out with a simple button press, but there's now an all-new comedy situation you'll deliberately end up getting into – slap fights! On occasions you'll come across Mudokons who are completely out of control, often because of laughing gas. To stop them running about giggling like fools you need to give them a good slap in the face! Normally this'll bring them round, but don't go over the top or they'll fight back, resulting in a bundle of Mudokons slapping each other in the chops until someone starts apologising or even dies! Cool.



- Watch out for laughing gas as it drives Mudokons mad!
- Looking after six Mudokons can be tricky.



THE INTRODDUCTION



The game starts with another extremely impressive introduction sequence, mixing incredible rendered animation with detailed hand-painted scenery. It shows the evil Glukkons forcing Mudokons to dig for the precious bones with their eyes stitched shut so that they never see what they're mining, then Abe having the evil plot revealed to him by some

helpful Mudokon spirits. Abe and his pals then follow a train full of bones to the Soul Storm factory, get separated, and start their adventure. As before, rendered sequences will pop up throughout the game to link sections together and expand on the storyline, and there's no doubt that they'll be as fantastic as the first game's.



The blinded Mudokons are working away in the mines.



At a party in Abe's honour, he falls and knocks himself out.



In his dream, Mudokon spirits explain the Glukkons' plan.



Abe and his pals set out to rescue the Mudokons.

POSSESS NEW BODDIES

Abe has the magic ability to possess the bodies of other creatures, then make them do whatever he wants. In *Abe's Oddysee* it was only possible to possess the Slig guards, but now there's a wider range of species to control, each with their own selection of Gamespeak phrases. Once you've finished with a body shell, either walk off a massive cliff, into a deadly trap, or explode it from the inside. You'll even get the chance to control the evil Glukkons in *Abe's Exoddus!*



As in *Abe's Oddysee*, use the Slig bodies to do your dirty work, then kill them off however you choose!



You'll find Mudokons in big groups.



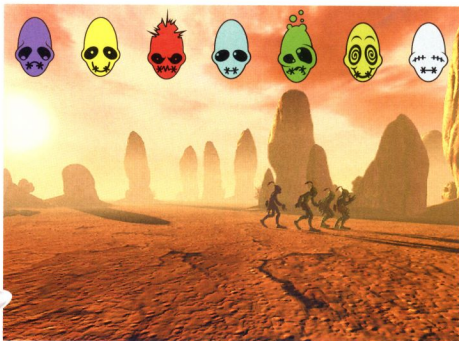
A bone! The piece of evidence that points to Soul Storm.



The imposing Soul Storm Brewery itself. Onward!



Clambering in, the adventure begins!



THE OXFODD MUDOKON DICTIONARY

Abe's Oddysee introduced us to Gamespeak, a feature which allows Abe to talk to the other occupants of Oddworld. *Abe's Exoddus* adds a bunch of new phrases which you'll need to use to get past certain sections.



The Gamespeak control system is the same as before, only with a few new phrases.



Get everyone's attention!



Make Mudokons work for you.



Apologise to unhappy dudes.

ADDITIONAL GAMES ON THEIR WAY!

Oddworld inhabitants have said from the start that the *Oddworld* series will contain five games, the first of which was *Abe's Oddysee*. *Abe's Exoddus* isn't the true second game in the series – that's going to be called *Munch's Oddysee* and will appear on PS2 or Dreamcast – instead, it's a follow-up to the original adventure which explains why it's so similar. Apparently, all five games in the series will have follow-up adventures along the same lines as *Exoddus*.

IN OUR NEXT PERIODICAL...

Abe's Exoddus is due for release in November, so we should be able to review a final two-CD version of the game before too long. Although it's very similar to the last game there are tons of Abe fans crying out for more who are going to love *Exoddus*, for sure.



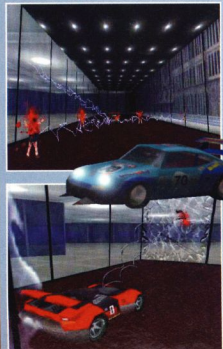
70% COMPLETE PC CD ROM	DRIVING GAME	BY STAINLESS SOFTWARE	PC PREQUEL AVAILABLE PLAYSTATION AND DVD VERSIONS PLANNED STORAGE 1 CD
	NOV RELEASE	1-8 PLAYERS	RELEASED BY SCI TEL 0171 565 3308

Anti-violence lobbies are sharpening their pencils for *Carmageddon 2: Carpocalypse Now*. Just watch how you cross the road.

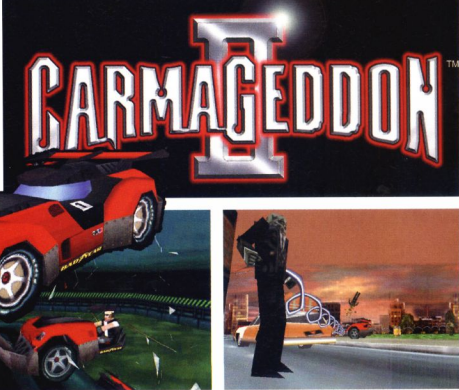
As any 'serious' driver will tell you, the thought of tearing towards a crowded zebra crossing and dismembering pedestrians is an appetising one. This is the general idea behind *Carmageddon 2*. The good thing about this sequel is that instead of acting on a whim, the guys at Stainless Software listened to criticisms of the first game – from punters and on the internet – and acted on them. So there are loads more cars, more weapons, and best of all as far as the in-the-head sickos are concerned, loads of ways to kill Joe Public. Just don't loiter around street corners, OK!

DIE PUSSYCAT, KILL KILL!

As mentioned, there are a stack of new ways to send innocent civilians to their doom. The funniest is the Pedestrian Repulsicator, which sends multiple springs from the front of the car and throws people against the nearest wall, their innards flying everywhere. Napalm bombs burn people to death and give you a barbecue bonus for your troubles, mines can be used to eliminate other drivers, and the Electro Bastard Ray automatically fries anything in its way, giving you huge kill combos.



↑ The Pedestrian Repulsicator in full effect. Intestine spillage is imminent!

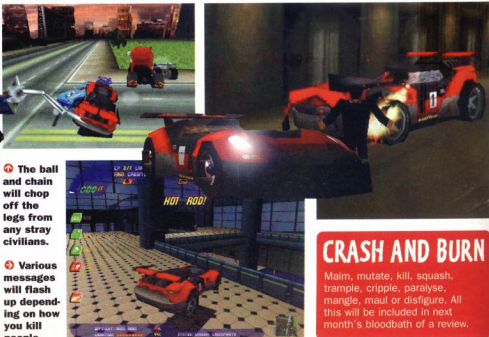


WHEN I LAY MY VENGEANCE UPON THEE



As well as the weapon power-ups, there are a number of other pick-ups and bonuses that effect the way the people are killed. For example, you get an extra style bonus for running over a person in reverse, and a piledriver bonus for ramming them into a wall

at high speeds. You can pick up an exploding pedestrian power-up that causes them to chunder as soon as you hit them, and give the humans greased shoes so they can't run away as you approach. It's all very sick, but very funny as well.



↑ The ball and chain will chop off the legs from any stray civilians.

↑ Various messages will flash up depending on how you kill people.

CRASH AND BURN

Maim, mutate, kill, squash, trample, cripple, paralyse, mangle, maul or disfigure. All this will be included in next month's bloodbath of a review.

AN ACTION HERO
WITH A DIFFERENCE.

He's dead

MEDIEVIL

DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION



CHECKPOINT

This month's events and software releases at a glance. Oct — November

IN ASSOCIATION WITH **electronics boutique**

Find out which games are due out before Christmas by reading Checkpoint — then make sure you've got all the money ready.

It could be Nintendo's Christmas this year, judging from the release schedule here. Even after you consider the giants, such as *Turok 2* and *F-Zero X*, we know Nintendo have at least one big secret planned for Christmas — and we don't mean *Zelda 64*, which WILL be awesome. *Diddy Kong Racing* last year. *Goldeneye* the year before. *Donkey Kong World* is coming!

THE BBC BIG BASH

26-29 November
NEC Birmingham

Music, pop groups, videos, gadgets and video games. Everything you could possibly want in entertainment at this weekend show organised by the BBC. We'll have more for you next month!

JAPANESE DREAMCAST LAUNCH

20 November
All over Japan

Sonic is here! Dreamcast hits the shelves! Mass hysteria beckons! It's crunch time for Sega and their wonder machine. Countdown to UK Dreamcast fever has begun — 10 months to go...

SEP-OCT SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

electronics boutique

KEY: ■ These games are hot
■ These are not

EVENTS AND SOFTWARE RELEASES

GAME NAME	FORMAT
16th October 1998	
Rushdown (Infogrames)	PlayStation
Buck Bumble (Ubi Soft)	Nintendo 64
Game of Life (Hasbro)	PC CD-ROM
Soccer Pro Manager (Infogrames)	PlayStation
Space Circus (Infogrames)	Nintendo 64

21st October	
Actua Golf 3 (Gremelin)	PlayStation

23rd October	
Bomberman Hero (THE Games)	Nintendo 64
Pro Pilot '99 (Cendant)	PC CD-ROM
USM 98/99 Add On (Cendant)	PC CD-ROM
Newman Haas (Psygnosis)	PC CD-ROM

30th October	
Actua Soccer 3 (Gremelin)	PlayStation
Formula One '98 (Psygnosis)	PlayStation
Sim City 3000 (EA)	PC CD-ROM
Knockout Kings '99 (EA)	PlayStation
ODI (Psygnosis)	PlayStation/ PC CD-ROM
Gangsters: Organised Crime (Eidos)	PC CD-ROM
Silicon Valley (Take 2)	Nintendo 64
Puma Street Soccer (Infogrames)	PlayStation/ PC CD-ROM
Glover (Hasbro)	Nintendo 64/ PC CD-ROM
Small Soldiers (EA)	PlayStation
Tenchu (Activision)	PlayStation
Unholy War (Eidos)	PlayStation

October (no set release)	
Atlantis (Cryo)	PlayStation
Baby Universe (Sony)	PlayStation
Monkey Hero (Take 2)	PC CD-ROM
B-Movie (GT)	PlayStation
Conkers Quest (THE Games)	Nintendo 64
Dreams (Cryo)	PlayStation
Micro Machines 64 Turbo (Codemasters)	Nintendo 64
Medieval (Sony)	PlayStation
Fighting Force 64 (Eidos)	Nintendo 64
Megaman Battle and Chase (Infogrames)	PlayStation
Megaman Legends (Infogrames)	PlayStation
Football World Manager (Ubi Soft)	PC CD-ROM
Gex 64 (GT)	Nintendo 64
Turok 2 (Acclaim)	Gameboy
Magic and Mayhem (Virgin)	PC CD-ROM
Megaman X4 (Infogrames)	PlayStation
NFL Extreme (Sony)	PlayStation
Bass Hunter (Take 2)	Nintendo 64
DTF Road Challenge (GT)	PlayStation
Rocket Fighter (Virgin)	PlayStation
Rival Schools (Virgin)	PlayStation
Sensible Soccer Club Edition (GT)	PlayStation
NBA Jam '99 (Acclaim)	Gameboy
Spyro the Dragon (Sony)	PlayStation
Thrill Kill (Virgin)	PlayStation
X-Men vs Street Fighter (Virgin)	PlayStation
Zero Divide 2 (Sony)	PlayStation

GAME NAME	FORMAT
6th November	
NBA '99 (EA)	PlayStation
Star Control 4 (EA)	PlayStation
F-Zero X (THE Games)	Nintendo 64
Sin (Activision)	PC CD-ROM
S.C.A.R.S. (Ubi Soft)	Nintendo 64
Test Drive 5 (EA)	PlayStation/ PC CD-ROM
Turok 2 (Acclaim)	Nintendo 64

7th November	
Oddworld: Abe's Exoddus (GT)	PlayStation

13th November	
Apocalypse (Activision)	PlayStation
Colony Wars 2 (Psygnosis)	PlayStation
FIFA '99 (EA)	PC CD-ROM
Tonic Trouble (Ubi Soft)	Nintendo 64
Michael Owen's WLS '99 (Eidos)	PlayStation/ PC CD-ROM
Wargasm (Infogrames)	PC CD-ROM

18th November	
Brian Lara Cricket (Codemasters)	PlayStation/ PC CD-ROM
TOCA 2 Touring Car (Codemasters)	PlayStation

20th November	
Asterix (Infogrames)	PlayStation
Big Air (EA)	PlayStation
FIFA '99 (EA)	PlayStation
Thief: The Dark Project (Eidos)	PC CD-ROM
Psybadek (Psygnosis)	PlayStation

27th November	
Pool (Gremelin)	PlayStation
Tiger Woods '99 (EA)	PlayStation
Heretic 2 (Activision)	PC CD-ROM
WCW vs NWO Revenge (THQ)	Nintendo 64
Tomb Raider 3 (Eidos)	PlayStation/ PC CD-ROM

30th November	
Wipeout 64 (Psygnosis)	Nintendo 64

November (no set release)	
Assault (Telstar)	PlayStation
Blasto (Sony)	PlayStation
Bust a Groove (Sony)	PlayStation
XG-2 (Acclaim)	Nintendo 64
Colour Gameboy (THE Games)	Gameboy
Cool Boarders 3 (Sony)	PlayStation
Libero Grande (Sony)	PlayStation
FIFA '99 (EA)	Nintendo 64
NBA Jam '99 (Acclaim)	Nintendo 64
Rat Attack (Mindscope)	PlayStation
Rogue Trip (GT)	PlayStation
Rayman 2 (Ubi Soft)	Nintendo 64
MVA Football (Virgin)	PlayStation
Wild Arms (Sony)	PlayStation

CHECKPOINT

WINNERS! WINNERS!

TEKKEN 3

Despite the flood of entries, the overall quality was pretty average. But we managed to find three awesome pics that correctly managed to draw two fighters from Tekken 3, er, fighting! The first winner is **Jack Reubsae**



from **Sittard in Holland** (centre) – the best pic we've received in a long while! **Chris Ollis** from **Welwyn Garden City** (right) and **Royce of Northampton** (this is the comic strip) are the other winners.

MORTAL KOMBAT 4

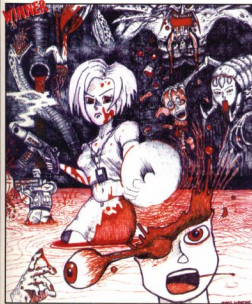
To win the latest *Mortal Kombat* game, all you had to do was draw any fatality from any of the games. Of course, Sub Zero's Spine Rip was the most popular one – two of the winners feature it. **Darren Nicholls** of **Redhill** drew one fatality from all four games, and **Luke Spicer** from **Edmonton** did the awesome double fatality pic (right). Finally, **Geoff Chunk** (cool name) of **Wiltshire** wins for his *Fartality*.



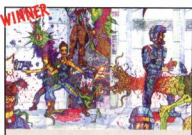
☛ The most powerful fart in the world featured in **Geoff's pic**, while the other two went for blood.

DEEP FEAR

Finally, for the last ever official Saturn game, you were told to draw a gore-infested pic because there is a bit of blood in *Deep Fear*. The three winners are **Christopher Patrick** of **Staffs**, **Chris Haycox** of **Warwick** and **Allan Dean** of **Moray** in **Scotland**. Nice one chaps.



☛ This is a journey into the gory minds of **CVG** readers. There's nothing like a touch of violence to get the creative juices flowing.



WIN!
WIN!

WIN WITH
electronics
boutique

WIN!
WIN!

computer
video
games

ODDORLD: ABE'S EXODUS

One of the surprise hits of last year gets a long-overdue sequel and we have three of them to give away. To do so, all we want you to do is as follows. The intro in both Abe's games are spoken in short poems so you have to tell us what you did today in no more than two verses of a poem. Mark your entries **MY ODE TO ABE** at the address below. We reckon this might be popular with the ladiez, as Abe has that certain something that appeals to the kinder gender. Apparently.

TUROK 2

Acclaim's monster smash is back with a vengeance this month, and it's going to send shivers down your spine again. We can feel our spines tingling already! All you Nintendo 64 owners who've been waiting patiently for this game should get your pencils out if you fancy winning yourselves a copy, as we want you to draw us a cool *Turok* picture. Straight copies of existing artwork or tracings will be given to Steve, who will either throw them in the bin or rip them up first and then throw them in the bin. They have to be original ideas only. Send them to **TUROK ROK ROK ROK, TUROK ROK ROK**.

SIN

Forget confession, this game is all about Sin – as in the "cosdy sins". All seven of them – geometry, geography, history, and buying-a-mag-other-than-CVG. Er, maybe not. Anyway, that's more than enough religion (and clues) for one issue of CVG. What we really want to know is if you fancy winning a copy of Activision's cool new corridor blaster? If so, all you need to do is jot down the seven deadly sins on a postcard and send them to us. With your name and address clearly marked. The title of this compo? **FORGIVE ME CVG FOR I HAVE SINNED**.

Send entries as soon as possible to:

**CHECKPOINT #204 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.**

SPECIAL THANKS



Thanks once again to all of the people at EB. Without you, there would be no EB. And a lot less game shops and no release dates for CVG. Remember though, if the date is wrong, it was correct when we printed it! It's not our fault. Sorry.

EB are one of the fastest-growing video game retailers in the country. They now have over 160 stores nationwide and that figure is always growing,

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- ★ FIFA '99
- ★ SONIC ADVENTURE
- ★ TUROK 2
- ★ METAL GEAR SOLID

ISSUE No. **205** OUT NOVEMBER 11TH

computer video games

BACK ISSUES!

computer video games

PHONE NOW TO GET YOUR BACK ISSUES



Review of the fantastic new N64 game, *Body Harvest*; the world's best Gran Turismo guide; and reviews of *Dead or Alive*, *Vigilante 8*, *Breath of Fire*, *Special Ops*, *Gully Gear*, *Lureal*, and loads more.

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Interview with the team behind *Tomb Raider 3*. Plus a look at the all-out mad/rush racer *FZero X*; the definitive *Tekken 3* review; *Metal Gear Solid*; *Wipeout 64*; *Ninjab*; and tons more!

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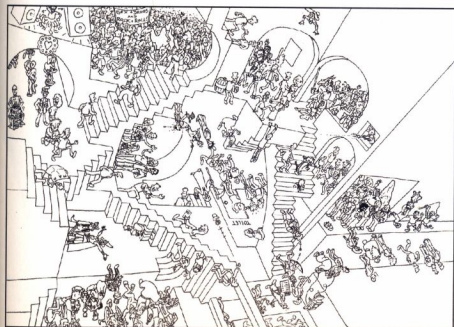
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EARLY ISSUES OF THE WORLD'S FIRST GAMES MAG IN SHORT SUPPLY, SO HURRY.

EVERY ONE A MASTERPIECE!

BACK ISSUES

43



G'day mate,
How's it hangin'? I just thought I'd hand you this here little coupon to remind you to save a copy of CVG for me, so I can read it when get back from my walkabout. Good on ya, mate.

NAME _____

ADDRESS _____

SIGNED _____

DATE _____

computer video games

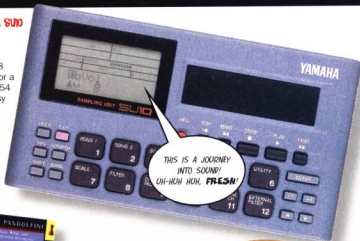
RESERVATION

GIZMO PALACE

WHERE PRODUCTS FLAUNT THEIR CRAZY WARES!

YAMAHA SUD

A handheld sampler that allows you to save up to 48 waveforms, for a maximum of 54 seconds. Easy to use, and good for beginners. **£199**, by Yamaha.



THIS IS A JOURNEY INTO SOUND! OH-HOH HOH. FRESH!

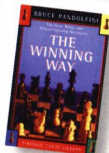
ASCI SPHERE 360

It takes a while to get used to, but think of that ball as your head in the game. Tilt it to turn, pull back to look up etc. Pretty good, but you need a real tight touch. **£49.99** by ASCII, available from November.



SPIN THE BOTTLE

The party favourite returns in electronic form. Truth, dare or kisses are dished out by a talking bottle. Weird? **£15**, by Really Useful Games.



WOW! A CHESS BOOK!

Chess strategies explained in detail. Whoever thinks video games players are nerds hasn't read this! **£8.99**, Simon & Schuster.



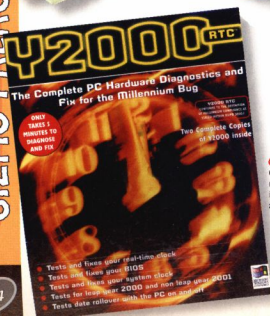
UNDERCOVER SPY GEAR

If you've ever been burgled, imitate Charles Bronson, and do the job yourself by dusting for the perp's prints. **£7.99**, by Benjamin Toys.



APPEARING IN A SHOP NEAR YOU NOW

GIZMO PALACE



Y2K BUG KILLER

Check your PC for the millennium bug, with this idiot-proof bug fixer. **£49.99**, by GT.



DIABLO PAD

To quote the box, the pad features "a multi-directional navigation button allowing for greater control when steering". You can't argue with that.

£6.99, by NuGen.



I NEED A HERO "BY THE END OF THE NIGHT, HE'S GOT TO BE BIG, GOT TO BE STRONG, AND GOT TO BE FRESH FOR THE FIGHT."

WHY COULDN'T ANOTHER PART OF MY ANATOMY HAVE BEEN HORRORFULLY MUTATED INSTEAD? I AGAIN... WHAT AM I GOING TO DO WITH A BIG ADM?

RESIDENT EVIL TOYS

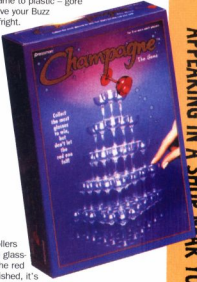
Only available on import in the UK. Jill, Chris, Tyrant, Forest Spayer and a Maggot Zombie, among other favourites, make the leap from game to plastic – gore intact. Go give your Buzz Lightyear a fright.

£8-15, Importers only.



SEGA LOOK-ON-2

You too can look like Jean Claude Van-dammit in *Alien Soldier*, thanks to the funky head strap (above). A light-gun game where the guns can fire up to 40 metres. **£29.99 or £59.99** for twin pack, by Bandai.



CHAMPAGNE

The game for high rollers everywhere. Remove glasses without toppling the red one. Once you've finished, it's off to Barbie's Dream House for a party.

£8, by Really Useful Games.



MORE SPY GEAR

Write secret messages and look behind you without turning round! **£3.49** each, by Benjamin Toys.



GYRO PRO IV

A wireless joystick for PC games. Features analogue and digital modes, and a four-metre range. Very Star **£49.99**, by One For All.

APPEARING IN A SHOP NEAR YOU NOW

GIZMO PALACE



	SNOWBOARDING	BY NINTENDO	<ul style="list-style-type: none"> PRICE £49.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE IN REG. CART RELEASED BY THE GAMES TEL 01783 833777
	NOV RELEASE	1-2 PLAYERS	

Wax up your board and put on your winter warmers. The most realistic snowboarding game ever finally hits the UK.

Before we get to the review of *1080°*, we'd first like to give it our own special award – for the strangest delay in games history, due to the six-month wait we've had to endure for the game. The reason for the delay? Incredibly, Nintendo blamed the weather. Some marketing people decided that we wouldn't want to play the best snowboarding game ever while the sun was shining outside. Instead, it's been delayed until now – the start of the Winter sports season. Get ready for the white powder rush.

1080°

TenEighty



SEE YOU AT THE BOTTOM

The bulk of *1080°* is taken up in the match race mode. Here you must race one 'boarder at a time down a series of courses. You must win each race to progress. There are six tracks in total, but only four are available at first. Six may not sound a lot compared to other snowboarding games, but the courses of *1080°* are full of short-cuts, and – like the best race games – are instantly memorable.



SELECT BOARD

Scout 156

EDGE CONTROL
ACCELERATION
RESPONSE
STABILITY
FLEX

TIME 1'00"98
DAMAGE

1st
2nd

TIME 0'26"56
DAMAGE

98 km/h

1st
2nd

TIME 0'21"87
DAMAGE

86 km/h

1st
2nd

SELECT RIDER

- ☛ Hitting a rival effects your balance and can add a notch to the damage bar.
- ☛ Choose a boarder at the lodge, much better than a static select screen.

THIS FEELS FAMILIAR

The game that has most in common with *1080°* is *Wave Race*. It's not surprising – both games are made by the same team. *1080°* has the same realism and feel. Like *Wave Race*, you can also perform tricks. But in *1080°*, there's a longer list of moves that you can perform, ranging from a simple grab to the near-impossible move that gives the game its name. All moves are performed with combinations of the direction, shoulder, and B buttons.

TIME 0'24"94
DAMAGE

118 km/h

1st

TIME 0'20"09
DAMAGE

118 km/h

1st

- ☛ This mogul field is very similar to the big breakers in *Wave Race*. It's easy to wipeout.
- ☛ The deep powdery snow seems almost real.

BEND ZE KIPS, HEELS AND TOES

One of the coolest things about *1080°* is the balance of your character. Unlike other snowboarding games where you steer the board, in *1080°* you take control of the boarder. This immediately makes *1080°* feel more realistic than other snowboarding games. Every little rock, bump, jump, and type of snow can affect your balance. You'll have to make minor adjustments on the 3D stick to compensate for these. If you don't, you'll end up face first in snow, and there's only so many times you're allowed to wipe out on each course before it's Game Over.



Wonder if you can jump the hut?



IT'S TRICKY TO DO A TRICK

Another realistic part of the game is the trick events. *1080°* doesn't make it easy to perform the really difficult tricks, so you won't make any 2000+ turns here. To notch up huge scores in the trick events and on the half-pipe you have to learn how to link moves together. A series of moves will reward you with higher points. Long after you've finished racing, you'll return to *1080°* just for the trick events, especially the addictive half-pipe.



Intergalactic Tony Cormack pulls off the top trick in the game. He is useful for something after all!



This replay shows Alex jumping a huge tree!

Replays make everything look spectacular.

CVG OPINION

Compared to other 'boarding games on the market, *1080°* is definitely the king. Not only in looks, but more importantly in the way it plays and feels. From the moment you pick your 'boarder at the lodge you know this game is special. It seems like the game has been made by people who have tried snowboarding (rather than those that offer you their interpretation of what it must be like), and what you're getting is almost a sim. The "natural" physics that are evident in *Wave Race* are equally as impressive in *1080°*, and the rumble pack makes things just that little bit more exciting. It's not a perfect game, and one that is fairly easy to beat, so I won't give it top marks. But until the next 'boardin' game comes along, this is the current daddy!

ALEX NIPPALAA



Score attacks can be so addictive... one more go!

Two can play this game!

RATING



Simply the most realistic snowboarding game around. Luckily *1080°* plays as good as it looks, which, you've got to admit, is awesome!





PlayStation PlayStation	ACTION GAME	BY SCE CAMBRIDGE	PRICE £24.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STRINGS 1 CD RELEASED BY SONY TEL 0171 467 1000
	NOV RELEASE	1 PLAYER	

'Please try our new Yo' Ass credit card.'
Thanks. I'm going to get *MediEvil* on Yo' Ass!

MEDIÉVIL

An evil sorcerer named Zarok has turned the once-peaceful land of Gallowmere, into a place haunted by zombies. Only one person can save the day, but he's not all flesh and blood. Zarok's evil spell has revived Sir Daniel Fortesque from his eternal sleep. Now it's time for payback. Sir Dan is going to fight all the ghouls and ghosts that are littering the land, just so that he can go back to his peaceful afterlife.

GIVE US A CLUE

MediEvil is a mix of action and puzzle solving set across more than 20 levels. As you navigate the 3D world, keep an eye open for statues and books. You can talk to some statues who offer clues of your dilemma, and about Sir Dan's past. Books also give clues to puzzles in your immediate surroundings. The clues are cryptic, but it doesn't take a Stephen Hawking to figure them out.



Ⓢ The evil Zarok, and a trail of green gunk. Eurrgh!



MEDIÉVIL

REVIEW

THE VESSEL WITH THE PESTLE



Ⓢ **The Hall of Heroes.** Sir Dan can come here to collect new weapons and be insulted by statues.



By finding chests or shopping at the hidden weapon stores, you can replenish your weapon stocks during your quest. You also have to keep an eye out for a choice on each level. Kill enough enemies, and the choice will become full. Collect it, and at the end of the level you'll be transported to the Hall of Heroes. Where you can collect a special weapon.

Ⓢ **The Phantom of the Opera** is playing an awful tune. To go further, you'll have to give him a musical hand.

CVG OPINION

If you've ever played the Capcom classic *Ghosts and Goblins*, you'll know what *MediEvil* is all about in the first seconds of play. The hack-and-slash action and look is eerily familiar, unfortunately *MediEvil* isn't as memorable as Capcom's game. The main problem is repetition, the game doesn't really get going until the third or fourth level, and by then I was a bit bored. That's not to say *MediEvil* is a bad game, just short on genuine thrills.

ALEX PRITCHARD

RATING



Nothing you haven't seen before. *MediEvil* looks nice, and plays OK, it's just a bit too repetitive and tedious to be recommended.

MONACO

GRAND PRIX

racing simulation 2



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TAG HEUER



Castrol



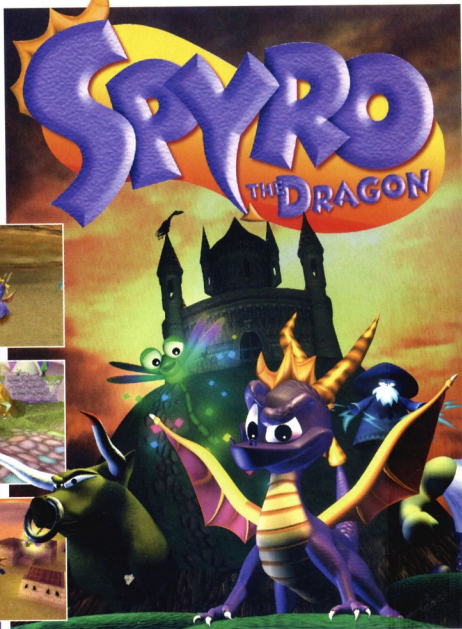
PlayStation™	3D PLATFORM	BY INSOINMIC GAMES	PRICE £24.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY BONY TEL: 0171 647 1000
	OUT NOW	1 PLAYER	

No blood, no twitching body parts and no kalashnikovs. But we do have rabbits and plenty of dragons on the menu.

Something for everyone – that's Sony's way of thinking, and rightly so. *Spyro The Dragon* is a sure winner in the 'cute' category, but can the little horny one cut it in the big league? With graphics of such high quality, an amazing depth of field and playability, you can't say Spyro isn't trying. Oh, and the music is by Stuart Copeland of *The Police* fame too.

HE DA FIRESTARTER

Since Spyro is only a small dragon, he isn't very powerful at the start of the game. Like all dragons, he can breathe fire and has little horns to charge at his enemies with. Some enemies are scared of him, while others are downright cheeky. Soldier frogs will moon at Spyro as he gets close to them. Others, like vultures and golden rams, waste no time and attack! A little dragonfly follows Spyro around and looks after his health – if Spyro gets hit, the dragonfly changes colour from gold to blue and then to green if he gets hit again. To stay healthy, Spyro has to feed his dragonfly butterflies. We warned you this was cute.



ENTER THE (LITTLE) DRAGON

Spyro used to live in a happy place. Then evil Gnasty Gnorc came along, turned all Spyro's dragon friends into crystals, and stole their jewels. Now Spyro has a search and rescue mission to accomplish. He must travel through different worlds, looking for his friends and collecting the jewels. There are hidden levels and secrets to be discovered. If you get stuck, the dragons that Spyro frees on the way offer help and advice.



NO PLACE LIKE HOME

Each world has a "home" part which leads into all other levels. Home is where the jewels are. You can always come back here to replenish your energy, or build up an extra life.



ARTISANS

The game starts here. Green pastures and happy sheep. Lots of opportunity to practice gliding. Stone Hill is a perfect example of how well this game is made. When you are transported up to the central tower you can glide pretty much anywhere and see the whole level underneath you. The bulls in the town square provide some light entertainment. Charge them and they will fall, and get stuck on their horns!



Most 'stars' in games have an 'inactive' animation. Spyro looks back for his.



Apart from freeing dragons, collecting butterflies and jewels and trying to stay alive, Spyro also has to look out for the blue guy. The blue guy is the thief who stole all the dragon eggs. He appears throughout the game holding an egg and running away as soon as you get near him. Annoying little feller really, but you can easily jump on him from higher ground and steal the egg back.



It's difficult to get this close.

FLY AWAY HOME



17.5

Spyro uses gliding a lot in the game, it will get him into hard to reach areas. He can't fly properly but there are hidden courses in each world where Spyro can at least practice flying. These are time attack courses and Spyro has to perform tasks like shooting planes and barrels off speeding trains, and flying through rings or arches.



50.60

Chase the runaway trains and ignite those barrels for prizes.



PEACE MAKERS



A dangerous ground, full of nasty enemies, cliffs and ledges.

Parts of this world are quite difficult to get to and you have to perform some serious glides to get into hidden parts of the level.



MAGIC CRAFTERS



The enemies in this world consist of magicians and their creations. From little green lightning-bolt-men to purple gorillas. In Magic Crafters, you can learn to supercharge them from special platforms. The same move will allow you to cover greater lengths in gliding in High Planes and if you don't reach your destination, three little angels will pick you up and take you back where you came from.



A super-turbo-charged Spyro. What is that weird thing?



BEASTMAKERS



This is a swamp world, where the enemies are electrifying – literally! There are also nasty killer weeds which swallow Spyro and spit him out.



Poor Spyro, he gets chewed up by a plant and spat back out again. That's not very nice is it?

WHO THAT?

computer
video
games

PlayStation
100

Spyro
The
Dragon

CVG OPINION

This is for kids. That was my initial reaction when I saw this game. But I have to say I enjoyed playing it.

Spyro The Dragon is a fun game to play. It is easily the best 3D platform game on the PlayStation. It looks great, it sounds good, it has many funny and memorable and imaginative characters. It's very playable, and can even be quite difficult. The flying courses in particular are pretty challenging. The only downfall is the originality. There's nothing here that we haven't seen before. How long it can sustain a serious gamer's interest is another question – but here's hoping it does.

ALEX HOPKINS

RATING



WARNING: this is a game with a serious cute content. Still, it's good looking and fun. Give fighting and racing a break – vote Spyro!

REVIEW



PlayStation TM	3D ACTION GAME	BY N SPACE	PRICE £29.99 VARIOUS PRECESSIONS AVAILABLE NINTENDO 64 VERSION PLANNED STRIKE 'S GO RELEASED BY OT INTERACTIVE TEL 0171 555 7300
	OUT NOW	1-2 PLAYERS	

Time-travelling alien scum are now threatening history's babes, and that really gets Duke mad...

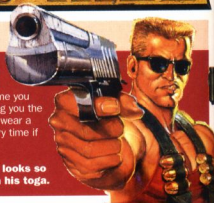
DUKE NUKEM TIME TO KILL

After a super-successful PC debut and very popular console conversions, Duke Nukem's taken a break from the usual Doom-style corridor game action and gone into Tomb Raider territory. Instead of viewing the game from inside Duke's eyes as we've always done before, *Time To Kill* gives us the first chance to see our hero in action. Although the look of the game might be quite different from before, the action's fairly similar - wiping out legions of evil aliens while searching for items hidden away in secret areas, only with a lot more tricky platform-style sections than veterans will be used to. Get to work - it's time to kill!

SO LONG, FUTURE BOY!

After completing the initial task of repairing and activating the aliens' time machine, Duke must travel through history, wiping them out for good. In each time zone, Duke dresses to blend in, such as wearing a cowboy hat in the Wild West, chainmail in Medieval times and a toga in Ancient Rome. In multi-

player mode, you can select any costume you want, giving you the chance to wear a dress every time if you fancy.



← Duke looks so manly in his toga.

DUKE'S NUKES

On top of the original game's weapons, *Time To Kill* has a big selection of new guns to get your hands on. You come across them gradually as you go through the one-player adventure, ending up with some incredibly powerful kit. There's even a special comedy weapon - the Holy Hand Grenade from *Monty Python and the Holy Grail*.



🔥 The new shoulder-mounted RPG launcher is brilliant. Destroy that evil robot cowboy, Duke!



CVG OPINION

Time To Kill's got a lot going for it - the cheeky jokes and gore of *Duke Nukem 3D*, combined with the gameplay of *Tomb Raider* - but doesn't quite come off perfectly. The controls work well enough, being almost identical to Lara Croft's, but *Time To Kill* is a lot more shooting-oriented than *Core's* game. Duke's relatively slow and fiddly movement makes clearing rooms full of enemies practically impossible without losing energy (the enemy count only really gets this high on the toughest settings), and there are times that even jumping to a ledge or activating a switch can be a pain. The hidden sections are excellent, and there are little things to play around with all the way through the game, though the level design in general isn't all that exciting. One big disappointment is the multiplayer mode. The jerky graphics make it hard to play, and the weapons aren't very well balanced at all - the top level weapons are practically unbeatable, plus aiming with the weaker weapons is very tricky. *Time To Kill* is great for *Tomb Raider* fans after a bit more action, but might frustrate high-speed blaster addicts.

CV LOMAS

TAKE MY WIFE... PLEASE!

One thing which made *Duke Nukem 3D* so much fun was the cheesy sense of humour throughout. *Time To Kill* has loads of little jokes hidden away

in the levels, including references to famous movies, games, and songs, as well as many completely pointless but entertaining gimmicks.



↑ This mistress hides some secret ammo...



↑ CVG's advertising beauties.

RATING



Time To Kill has some great sections and can be a lot of fun, but is too awkward in places. A great alternative for *Tomb Raider* lovers.

competition

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WIN!
call 0896 309 3312

win games

ISS PRO 98



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call 0896 309 3315

WIN!

TEKKEN 3



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WIN!

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& TOMB RAIDER 3



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BANJO KAZOOIE



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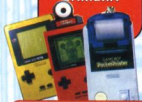


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	OCT RELEASE	1-2 PLAYERS	

The people at Nintendo are getting excited about *Buck Bumble*. Are they right to pitch it as one of their big titles of the year?

Flying a bumble bee around a garden, shooting wasps and beetles, may not sound like the best game on paper. But when you consider that most of the team behind *Buck Bumble* also worked on the original *Starfox*, you start to think otherwise. A group of insects called the herd have threatened to pull the wings off all the little flies, and seeing as you're the only cyborg bumble bee in the area, you have to save the day.



THE AMBER NECTAR

When you're stuck for energy it's worth remembering that every time you come across one of these plants, they'll have a small drop of nectar hanging from the bottom. This is your energy refill and all you have to do is fly through it collect it. They only give you back about a fifth of your total energy bar, but there are usually a couple of the plants next to each other so you can get a decent refill.

Look out for these plants to pick up some much needed health.



ALL GUNS BLAZING

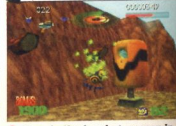
At the start of the game, Buck only has the standard single shot laser to pick off the enemies with. But through a combination of destroying other bugs and finding hidden power-ups you can pick up over 10 weapons. There are two very effective bombs for ground-based enemies, and an awesome homing weapon that'll take out almost any normal enemies in a couple of hits.



Check this mother out! One shot and the quarterback is toast!



This laser weapon will affect any enemies in the vicinity.



Here is the homing weapon in action. Nothing survives this one.

THE BEES KNEES

There are seven main enemies that Buck encounters regularly throughout the game, a couple of which prove to be more than just a little annoying. Have a look at these...

The most basic and easy of all the enemies, is also the first you'll come across. They can only drop bombs, so you'll be safe if you don't fly underneath them. Using the default laser saves time and valuable ammo.

CRANEFLY



The most annoying of all. They'll fly straight at you and basically go for the kill as soon as you get into their path. The more of them there are, the more chance they have of killing you. They have no ground capabilities though, so stay low.

WASP HMK'D BUNT



Not as mobile as the Wasp, but even more powerful. These tend to hover in one place and use the powerful Pulse Laser to pick you off as you circle around. It's also very heavily armored so you'll need big guns to see them off.

DRAGONFLY



Another bad guy that hunts in large groups, ants launch ground attacks only. Once you kill one, another will emerge from the anthill, giving an endless supply of them. The best bit is that they all release bullets once killed.

ANTS



They may not be the fastest of enemies, but dangerous they definitely are, as you'll find out if you stray too close. They gob acid at a very quick rate and they're heavily armored too. A couple of bombs to the head will suffice.

GAZ BEETLE



These hulking masses carry loads of acid that is sprayed all over the surrounding area once one is killed. Some also hold rockets that home in on you as a punishment for killing them. A small acid cannon is mounted on top too.

TRANSPORTER



Anywhere you find a stretch of water, these Killapillas will be lurking. All they do is pop out of the water and fire a barrage of energy balls at you. The only weak point is their head, so give it everything you've got in that area.

KILLAPILLA



Here we have two tractor beams protecting the tunnel.



Find this generator and another like it, take them out and the energy beams will switch off.

FLOAT LIKE A BUTTERFLY

To progress to the deeper levels of the garden, you often have to take and destroy certain objects which open up doors into new areas. These aren't as obvious as

All you have to do now is blow away the small protective layer and you'll be through.



simply finding a lever, as most of blocked areas are protected by energy shields. This means you have to find the power generators and cut off the supply.

PUT YOUR LEFT CAM IN...

Buck Bumble also has the option to let you play through two different views. By hitting the top C button, you can flick between the standard view you see in most of these screenshots, to a much closer camera that

rests just behind Buck's head giving you an almost bee's-eye view. The other C buttons can be used to scroll backwards and forwards through your weapons and to perform an instant barrel roll.



The standard view lets you see a far wider area of the level.



CVG OPINION

I have mixed opinions about *Buck Bumble*. Once you got the controls sussed, and worked your way through a couple of the early stages, it becomes a very enjoyable shooting game. However, after playing for about an hour or so, the novelty wears off and it starts to get a little repetitive and frustrating. Certain enemies just won't leave you alone, and if you're trying to save ammo they keep hounding and hounding you until you're forced to whittle off those last few bullets. There is no real reason to kill things in the game either. On some stages you can fly all the way through to the generators at the end of the level, blow them up and that's it - level over. It is a very good game, and there's nothing else like it on N64, but it could have been so much better.

STEVE WELSH

RATING



It's a technically excellent game, but a couple of frustrating elements prevent it from being so much better. It's still good fun though.



SAINT & KEYSIA

Football tips from CVG's footy experts!

PREMIER MANAGER '99 FOR PLAYSTATION

Shock news! Saint and Keysia is to be bought out in a multi-million pound takeover. Following in the footsteps of BSKYB's purchase of Man Utd, and the proposed Carlton/Arsenal deal, S&K received an e-mail from Sonic the Hedgehog, who has offered 10 rings and some speed-up boots for overall rights to the S&K pages. Rumours that Mario and Luigi are also thinking of offering Princess Daisy in a trade for Saint are as yet unconfirmed.



Info on your chosen team appears on the right.



The front end has been tweaked.

Gremlin have released the first information and screenshots about their '99 update to the fourth-biggest selling game of last year, *Premier Manager '98*.

After many months of waiting, the British public answered the doubts being raised by software houses as to whether football management games had a place in the PlayStation market. *Premier*

Manager flew from the shelves, giving Gremlin their most successful year for a very long time. And, responding to the minor criticisms aimed at the first game, they are hoping they have struck gold this time around.

Anglo-Italian

Many changes will be introduced

into the new game. For a start, players will have the choice of managing either an English or Italian team. Those wanting to manage in Italy will have the choice of either Serie A or B, and will compete in the Coppa Italia too. The Anglo-Italian Cup has also been added to PM '99, enabling teams that haven't made it into the better European competitions to have a

taste of Euro action.

A more extensive list of tactics and formations have been added, allowing more freedom when giving individual players specific tasks.

The finances section has also undergone a little fine tuning - you can now have a line in the capacity of the stadium and the amount of TV revenue among other things.

Perhaps the funniest option though, is the way the computer handles sackings. If you're unfortunate enough to be sacked from three successive managerial posts, the computer will fire you from your current employer and then inform you that because of your continual lack of success, no other jobs have been offered and you have to completely re-start the whole game!



There are a load of new tactical formations available to you as well as the standard options like man-to-man marking.

The European Qualifiers will be up-to-date for the first season, so it has a little more realism.



Stats are updated instantly.



The computer will give you its team of the week, based on individual player ratings or how many goals were scored by each player, for example.

EIDOS' SECOND MAJOR SIGNING OF THE YEAR!



UEFA

CHAMPIONS
LEAGUE

Yet again, Eidos have pulled off a major coup by securing the rights to the UEFA Champions League game. It's being developed by Silicon Dreams, the team behind WLS and Soccer '97, and is due for a Spring 1999 release, to coincide

with the beginning of the tournament's final stages. Considering that last year's final between Real Madrid and Juventus attracted a TV audience of nearly 500 million, it's obviously an impressive licence to have.

It will be available on both PC and PlayStation, and will have all the official sponsors and teams in the game.

As yet, other details on the game are scarce, but we'll have more in the coming months.

THE VOTE OF CONFIDENCE



FIRST LOOK: PFA SOCCER MANAGER

Eidos are on something of a crazy football roll at the moment. Not content with the prospect of the awesome Championship Manager 3 waiting in the wings to conquer the PC market, they've announced their game to go head-to-head with Premier Manager '99 on PlayStation.

PFA Soccer Manager is fully endorsed by the Professional Footballers Association. This means all the stats in the game will have a far more realistic feel, with the programmers, Krisalis, getting a full, behind-the-scenes look at wages, bonus structures and the day-to-day running of football clubs.

Brian Moore does commentary, and, for the first time, a comprehensive list of non-league teams have been included. It's due for a December release, so hopefully we should have some more on it next month.



• The first games of the season.



• The squads haven't been finalised.



EUROPEAN CUP PRELIMINARY ROUND

First leg starts Sun 18/ 8/ 96; second leg starts Sun 1/ 9/ 96

Team	W	D	L	P	F	A	TS
Real Madrid	0	0	0	0	0	0	0
FC Ajax	0	0	0	0	0	0	0
Chelsea	0	0	0	0	0	0	0
Coleraine	0	0	0	0	0	0	0
AS Roma	0	0	0	0	0	0	0
AC Milan	0	0	0	0	0	0	0
IFK Norrköping	0	0	0	0	0	0	0
Beşiktaş	0	0	0	0	0	0	0

LEAGUE AND CUPS

- League Division 1
- League Division 2
- League Division 3
- GM Conference
- League Cup
- F.A. Cup
- European Cup
- Cup Winners Cup
- EUFA Cup

FACE THE FACTS

Check this out for a double whammy! Here we have Chelsea player manager Vialli not looking quite right. The barnet is there (or not) but there's something else... And this is a genuine screenshot by the way.



• Vialli was more than happy with the Chelsea away kit for their trip to Millwall.

All compo entries, tips and general football blab should be sent to this address:
**SAINT AND KEYSIE #204
 COMPUTER AND VIDEO GAMES
 37-39 MILLHARBOUR
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SPOT THE BALL!



The CVG football has been cunningly hidden somewhere in the mag (but not in Saint and Keysie - doh!). Find it and you could win yourself some goodies. The winner from issue #202 is Nazakat Hussain of Salfley, Birmingham. Entries marked Spot the Ball #204.

Games League

ISS Pro '98 explodes straight into the number one spot in our players' chart, as the readers hanker for some top-class football action. Next month, however, sees the heavyweights enter the fray. Keep the charts coming people.

Nº	Title	Format	Price	Rating
1	ISS Pro '98	PS	£44.99	5/5
2	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
3	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
4	Premier Manager '98	PS	£44.99	5/5
5	ISS '98	N64	£39.99	3/5
6	ISS Pro: Platinum	PS	£19.99	5/5
7	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
8	Worldwide Soccer '97	SAT	£34.99	N/A
9	Road to World Cup	PS, N64, PC	£44.99, £64.99, £34.99	2/5
10	Championship Manager '97-98	PC	£29.99	N/A

SAINT & KEYSIE

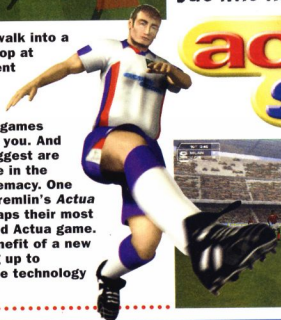


60% COMPLETE	PlayStation	FOOTBALL SIM	BY GREMLIN	MULTIFORMAT PROCESSORS AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD PUBLISHED BY GREMLIN TEL: 0114 282 9999
	EG ROM	NOV RELEASE	1-4 PLAYERS	

Not for the first time this season, Alan Shearer and Michael Owen go head to head. But who has the bigger licence?

actua SOCCER 3

You can't walk into a games shop at the moment without seeing virtually an entire shelf full of football games staring back at you. And three of the biggest are about to collide in the battle for supremacy. One of the trio is Gremlin's *Actua Soccer 3*, perhaps their most well established Actua game. It's had the benefit of a new engine to bring up to scratch with the technology advancements.



A REAL WEEPY



Before we take a look at the game itself, special mention must go to the epic, almost tear-jerking intro. It starts with some black and white footage of the beautiful game (but we all know that old football was rubbish).

This moves on to some footage of modern day Premiership action, featuring Shearer and Giggsy among others.

During all this, a pass-the-tissues violin tune is whingeing away in the background, making you feel like you should be buying some life insurance!

➔ Could those shorts be wedged up any higher?

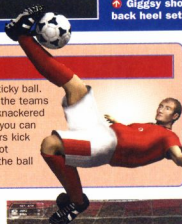


➔ Giggsy shows us a touch of class as his back heel sets up another good chance.

MAD SKILZ

The in-game options can be customised to suit your preferred style of play. If you're one of those players who prefers a highly skilled, continental game with lots of top class passing, you may want to leave assisted passing and shooting on, in order to give you a bit more accuracy. Afterwards, touch can also be turned on and off as well

as the option to have the sticky ball. Player fitness lets you stop the teams from becoming completely knackered and (how's this for detail?) you can even switch it so that players kick better with their stronger foot rather than whichever side the ball happens to be on.



OLD MOTHER HUBBARD

There's an old football gag that goes something like this: Manchester City's trophy cabinet was broken into and the contents stolen last night. Police are on the lookout for two men, seen carrying a cutting of blue carpet. Well, the same sort of thing applies in *Actua 3*, because if you're a bit crap at the game, then you don't get to see the hidden spoils. By entering the trophy room, you'll be shown a list of the teams you've completed the game with, and given a trophy. Completing with certain teams will also give you a hidden code to turn some cheat modes on. But what are these codes? You'll have to wait a couple of months before we tell you!



WIELDING THE AXE

The Editor mode lets you create some of your own teams, to give the game the personal touch. There are loads of empty teams stored in the game that are waiting for you to fill – with your Sunday league side, your classmates or even the local pub side. If you wanted to make your own dream team as well, that's no problem.

The kit can be adapted and editing players goes as far as letting you change their stats. Everything from their heading

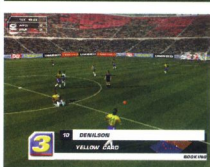
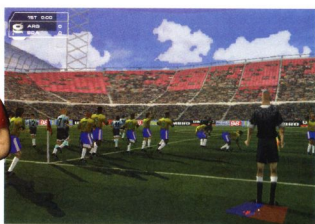
ability to their head and colour of their skin. Basically, your team will become as realistic or as fantasy as you like. And you only have a certain amount of points to allocate between your players, so there is no chance of you creating the ultimate dream team.



Switch the formation around, the team name, playing style...



... and then onto the players themselves. This is Spare Head 1.



As players run out onto the pitch, they check the turf and other silly superstitions.

A late tackle gets the punishment it deserves. Referees are very strict.



The players' injuries are shown on screen.



A SECRET LOCATION

The training mode is a good way to get to grips with the most basic elements of the game. If you want to try out some set plays, the computer pits your entire team against one goalkeeper and you can have a fiddle about with basically anything you like. You have the freedom to run anywhere on the pitch, and can work on one-two's and the long balls. The keeper is pretty tasty, so you can fine tune your shooting if you have the patience and the time.



UNDER THE WEATHER

There are a couple of game options you can muck about with before the game starts. There are 11 weather variations to select from, ranging through night and day to snow and rain, as well as loads of true-to-life stadiums. Most of the biggest and best

known stadiums are here, as well as a couple of other not so grand grounds, like Wigan. And the best part of it is, grounds are extremely accurate representations of the real thing. Right down to the few empty seats you get in the corner.



A clear blue sky makes a perfect day for football. Shame about the empty seats then.



And the sun is shining. Hip hip hip hooray! Let's put our hats on and play.



SOCCER IT TO ME

Next month's Clash of the Titans will see us review *Actua 3* as well. Then we'll really be able to see which of the latest football games cuts the mustard.



He is, without a doubt, the biggest star in English football at the moment. People are still talking about 'that goal' - and now he's signed up to promote *World League Soccer*.

Where were you when Michael Owen scored the goal that has now immortalised him in English football history? Everybody should be able to remember, because it's one of those moments you can't forget. Two Argentine defenders trailing in his wake, and a rocket of a shot into the top corner... aahhh, sweet memories. Anyway, *Michael Owen's World League Soccer '99*, to use its full name, will benefit from Owen's considerable talent in not only motion capture, but also in advice, with his own training mode. What an all-round good egg he is.



SKELETON IN THE CLOSET

PlayStation owners looking for differences between the two versions should notice instantly that the graphical resolution has been greatly improved. For a start it's been ported over to a high-res mode as standard, which means that everything looks much smoother and more realistic. Also, the programmers have made their own "skeletal animation system", which means the players have bones that their texture is mapped around. This stops the players breaking up and polygons being lost in close-up sections of the game.

➔ At this early stage the solidness of the players is evident.



THE PHAT CONTROLLER

Another big improvement to the game is the way the controls work. The more casual games players, who owned the original, apparently found the previous control methods a little too confusing. To counter this, they've added a much simpler way of playing. The four buttons on the PS version will now operate the basics, like pass, shoot, header, tackle and so forth, but the more complicated

moves are operated with one of the shoulder buttons held down. This gives players the chance to go straight into a simple game, or practice complicated moves to help you bust open the defence. Little trick moves have also been added. These allow the player to run over the ball, trying to sell the opposition a dummy, or drag the ball left or right, to avoid sliding tackles.



➔ Shading on the players will be ultra realistic. Trick moves and acrobatic kicks have also been improved.

➔ Players watch the man with the ball to see when he's going to release it. Cool.



OWEN ME, OWEN YOU

So what other things will Michael Owen bring to WLS? Well, as yet these are mostly just ideas and possibilities, but have a look and see what you think.

Some phrases and snippets that be used in the final commentary. What exactly he will say is unclear, but "No thanks, Teddy - I'll just have an orange juice" has definitely been ruled out of the final version.

There will certainly be some classic Owen footage from last season - as

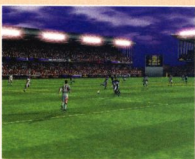
much of it as they can get! You can bet that this will include his three goals so far for England, and the majority of the 16 he scored for Liverpool in the Premiership last season.

They are also thinking of putting some FMV screens you get of Mickey when you win tournaments or single matches.

The motion capture for all of the trick moves and more spectacular kicks and volleys will be done by Owen too.



It's not quite a re-enactment of that goal, but at least it's going in.



The stadiums have a high level of detail, as you can see here.



The PC version is looking very tasty indeed. It will support all major graphics cards, including Voodoo 2.

KNOCK IT NOW!

One-two's in WLS are the best way to breach either the computer or manual controlled players. By hitting X for a pass along the floor and pressing it again, the recipient of the pass will roll it back to the player for him to run onto. Alternatively, hit square before collecting the first pass and the player will chip the return pass, usually over the head to the nearest defender, giving you a clear run in on goal.



These are all PlayStation shots.



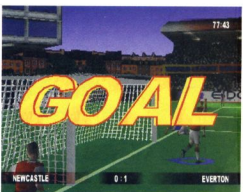
SHOOT TO KILL

Another aspect of WLS '96 that proved to be a little frustrating was the shooting. Previously, you had to be facing towards the goal to get anything on target. This often meant snapshots would end up hugging the touchline rather than the back of the net. This

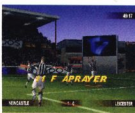
time, however, every shot will automatically go towards the goal, so that you have more chance of scoring. This doesn't mean that you'll be racking up scores of rugby proportions though, as goalkeeper AI has also been improved to counter this.



The goalkeeper AI has been improved too, so they'll learn where you always aim shots.



Do you think, you know - maybe we're just being silly - but hasn't someone just scored?



The TV screen in the back will flash up messages when players score or when subs are made.



What this guy is up to is a mystery.

HE'S G-OWEN ALL THE WAY!

The last version we have played was only a two-team demo made specifically for ECTS, so it's going to be difficult to tell just how good this game will be. However, a review version is due any time now, so expect it to be put through its paces next issue.



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Football management sims are getting more realistic. *Champ Man 3* could be the next best thing to having Alex Ferguson as your dad!

Just as playable football sims appear to be coming at us from all sides, so do the management games. But unless you've already got yourself an established name – such as *ISS*, *Actua* or *FIFA* – breaking into the market is going to be difficult. *Championship Manager* has the benefit of being one of the most well-respected and best games of its kind, which is why this sequel of a sequel is so eagerly anticipated. And on the face of things, it's not going to let anybody down!



Championship MANAGER 3



☛ Draft in a few of the reserves for the less important games to give them a run.

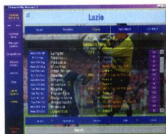
☛ Plan your pre-match tactics by checking out other teams' weak and strong points.

EVEN YOUR GRAN COULD USE IT!

The biggest difference between *Championship Manager 3* and the previous updates is the menu system and general accessibility of the game. Whereas before, you'd spend ages wading through the various menus trying to get to transfer screens and such like, now everything is done via a Windows '95 style environment. There is now a small bar along the left side of the screen which holds everything you need to run the day to day management of the club. At the click of a mouse button, you can call up all the cup games played in England, or whichever other countries you want, or awards for the month for example. Have a closer look at the Manager Options section for a better idea.



☛ The green menu on the right lets you set up specific tactics.



☛ Lazio's squad can be called up instantly, and offers made for any of the players.

MANAGER OPTIONS

By clicking on this bar in the side panel, you can bring up all the following options. You can instantly flick back to the squad you're in control of, or check out any news on your transfer wheelings and dealings!

Alternatively, if you want to put in a bid for a player, you can search for him through-out the huge database of players. The club's history and records can be pulled up, as well as you deciding to go on holiday, resign or retire as manager, if you're feeling down in the dumps.

Basically, it's all the management options you need in one menu.



☛ Pack the penalty box or flood the midfield – it's up to you.



☛ You'll be regularly updated with news happening in your division.



☛ Barrow have the best away record in the league you know.



Teams won't always accept your invite.



Even average attendances are displayed.



All these tactics are for just one player!

As manager, it's your job to organise pre-season friendlies. The game will select a few for you, but if you fancy

organising a mini tournament, the game will let you do that too. You can invite teams from any league,

but not all of them will accept your invitation. You can change the number of teams, the rules like

golden goal or penalties too. And who knows, maybe you'll get an invite to a tournament yourself!



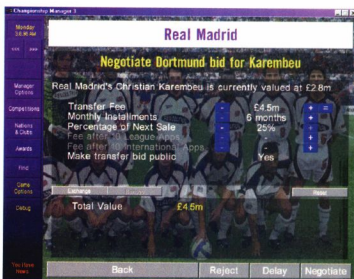
Don't expect to fly him over.



Check on games at any time.

So your ailing squad has just suffered another defeat and you're under pressure to bring in a high-profile signing. The good news for you is that the transfer system in CM3 is simple, but in-depth. First, find the player you want to buy, then click on him. This will bring up his stats, and an option to bid for him. Click on that, and a screen will appear, showing how much you have to spend, and how much his club value him at. If you don't have enough money, you can select a member of your squad for an exchange or cash-plus-players deal. Then it's down to him to get back to you. Once he does, you finalise his personal details, by negotiating his weekly wages, signing on fee and length of his stay. Also, the player may request a scoring bonus, clean sheet bonus and other perks, but that's down to you to find as they're not instantly displayed. Forget to offer him what he wants and the player will soon become restless or even decline the move completely.

IN YOUR SHOPPING BASKET



You can even decide whether to make the bid public or not!

AND THE WINNER IS...



Pick up players while they're on form.

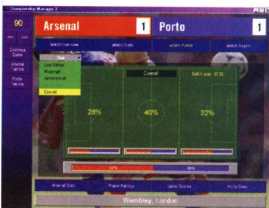
Once the season is under way, you can earn yourself some awards for your management skills. Manager of the month awards are dished out and you can look back at the entire year's awards in one go. Also, the game selects players of the week and makes a team of the week for you, so that's a good place to scout for in-form players. And if you want to look at the stats for any player who's taken your fancy, simply click on him and you'll be given everything about him. From this screen you can table an offer too.

A GAME OF TWO HALVES

Once you've sorted out all the players, transfers and everything else, you're going to want to start playing. As you're watching the events of your team's match unfold, there are a number of other options available to you. The incidents bit is the bar that continually flashes up all the action points of the ongoing game. But in CM3, whenever you choose another option away from this, the

bar is shrunk slightly and moved to the bottom of the screen so you can always tell what's going on. You can watch the stats for each player update as the game goes on, and see the action zones. Results from all the other games can be watched in a teletext style display and a full match report of everything that has happened in the game can be called up just in case you missed something.

The Inter-toto Cup. Perhaps the most pointless competition in the whole footballing world.



Here you can see all the action areas for the Arsenal vs Porto game. Porto appear to have been defending mostly, but still managed to sneak a draw.



THE FINAL WHISTLE

It's going to be touch and go to see whether or not we get a review version in time for next issue, but needless to say this game is looking very hot indeed.



85%+ COMPLETE

PC CD ROM

FOOTBALL SIM

BY CRIMSON

NOV RELEASE

1-4 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 GB
- PUBLISHED BY VIRGIN
- TEL: 0171 266 2255

Amid all the sequels and updates comes *Viva Football* from Virgin. Of all the new football games coming out this Christmas, *Viva* shows the most promise.

Seeing as all the main football licences have now been snapped up, programmers who don't have much cash to throw about can concentrate on making sure that their game has all the playability and realism that the fans want - in theory anyway.

Viva Football may not benefit from any official endorsements, but that doesn't stop it having all the post-war teams to have competed in a world tournament, from Brazil 1970 to Bobby's Heroes, the England 1990 team.

The cool thing about this is that depending on who the home side is, you must play by the rules of their particular era. So if it's before '94, the back pass rule doesn't exist. It also has all the real player names. And even though there is no commentary, you do hear the shouts the other players make to themselves.



viva FOOTBALL



4 Holding the pass button down is also a through ball.



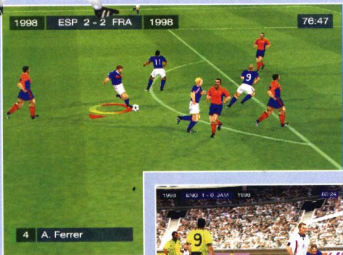
5 It is possible to dribble the ball away from the goalkeeper.

6 Drop of the shoulder... see ya!

STATTO! STATTO! STATTO!



The player statistics in *Viva* are more than just a bunch of meaningless numbers for you to look at and moan because your favourite player is cack. They are actually a fair representation of the game. For instance, if statistics show a player like Overmars to be incredibly quick, then it's shown in the game too. He can be slowed when the ball is at his feet, but tapping it just ahead of him will enable him to build a full head of steam. There are other obvious differences too, like Shearer having a much better shot than Adams.



7 Shooting from distance is tough, but when they go in, Goal of the Month beckons.

8 Adams steers the ball away from the danger zone.



9 The way the players chest the ball down is very realistic.

THE REST IS HISTORY



9 The way the players chest the ball down is very realistic.

The History option in the game lets you take over a world tournament from a specific year. You get a choice of the qualifying teams, and basically get the chance to redress the balance for Maradona's handball, or prevent that deflected free kick against Germany. Some of these classic moments are also depicted in the games intro sequence, which has motion captured players re-enacting famous situations. Banks's save from Pele and, of course, the "Hand of God".



8 'Ave a dig, moi saahn', or 'Put it in der mixa'. Sorted.

EAGER VIVA

First impressions indicate that *Viva* could be a decent football game. However, a couple of tweaks need to be made, and we'll tell you if the finished version matches the early promise next month.



80%
COMPLETE
PC
CD
ROM

FOOTBALL
MANAGEMENT

BY EA SPORTS

• YEAR OLD PREDECESSOR
AVAILABLE
• NO OTHER VERSION
PLANNED
• STORAGE 1 CD
• PUBLISHED BY EA
• TEL: 0753 549 842

NOV RELEASE

1 PLAYER

They tried last year to challenge the mighty *Championship Manager* and failed. Now EA's management sim fights back.



FOOTBALL MANAGER '99

Thanks to an undisclosed amount of money being spent, EA can now boast that this is the only officially licensed FA Premier League management game – something they hope will get the punters going through the turnstiles of the local game shop, and parting with cash. What repercussions this license has for other management sims remains to be seen. There's one thing we can be sure of – this is the only management game around that's going to have the Premiership trophy. Or a nice render of it anyway!



mo' money

So what else does that license buy? Well for starters all the real team names, nicknames, logos and 3-D representations of stadiums will be featured. These won't add anything to gameplay, which is why the football fans who make up EA Sports new UK studio have put their thinking caps on. The result is a list of improvements to last years game, and several features that haven't been utilised in a management sim before.

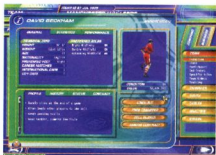


Improve your stadium right here, right now.

YOU'RE ALL FIRED

EA have given some of these features fancy names, so bare with us as we try to explain them to you. The first is EAMail™, a new system that provides communication between you and your players, coaching staff and business contacts. You should also be able to chase up transfer

news with this system as well. Virtual Managers is another new system, where you can decide which parts of the game are of no interest to you, then delegate them to a virtual manager. So if you don't want to pick a team, click here and the computer will do it for you.



QUITE REMARKABLE!

Once you've finished wheeling and dealing, and are ready to take control of a match, you'll be able to watch the game using EA's Virtual Stadium technology. You can zoom in on the action, or view it from overhead for increased speed. The enthusiastic tones of John Motson will offer commentary. If you're good enough offers may flood in from abroad, and you can play in the bonus European leagues.



Dwight Yorke must be good. Look at how full Old Trafford is!

MAN MANAGEMENT

More news as soon as we get it, which shouldn't be too soon. Until then, go scout some players.





MORTAL KOMBAT 4

The mania surrounding *Mortal Kombat* has died down a lot since the console release of the first game six years ago, but they've still got a massive following. *Mortal Kombat 4* is the first in the series to be in 3D, bringing it up to date with the Tekken and *Virtua Fighter* games, though it still manages to play a lot like the originals. The fighters have practically identical basic moves, meaning that anyone can play straight away with any character, though their special moves vary quite a lot. The game plays more like *Mortal Kombat 2* than *Mortal Kombat Trilogy* – a deliberate attempt to make it more instantly enjoyable to casual gamers, though the big combos and fatalities still take some learning. The conversions are great, with the Nintendo 64 version looking most like the arcade original. It's all pretty funny too, with great evil laughs, plus some extremely amusing deaths and injuries. For super-casual gamers (grannies, little kids, late-night drunken players, etc) and super-hardcore fighting fans (people who live in the arcade, people who can remember every special move ever, and those who spend all their spare time on *Mortal Kombat* internet sites) *Mortal Kombat 4* is fantastic. I just don't think there's quite enough for those people in between.

ED LOMAS



3D FIGHTING GAME

OUT NOW

BY EUROCOM

1-2 PLAYERS

- PRICE £29.99
- GENRE AND IMPORT VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD (PAL/US ONLY)
- PUBLISHED BY CE INTERACTIVE
- TEL 0171 535 7300



Most of the characters look a little bit rubbish, but it all adds to the strange charm that the *Mortal Kombat* games have.



The weapons don't really add anything to the gameplay, but having a fight where two people throw a skull at one another can be amusing.

PC
CD
ROM



COLIN McRAE RALLY

Colin McRae Rally is already one of the biggest games of the year, and this PC version is only going to help. It's practically the same as the PlayStation game, only with graphics that take advantage of the various accelerator cards available. All the textures are nicely smoothed off, everything looks very sharp, plus there are a few extra touches such as chunks of gravel flying about when you powerslide. If your PC set-up isn't totally up to scratch, however, it can get a bit tricky to control the car. But with a decent machine, *Colin McRae Rally* is as much fun to play as ever. One thing that's a bit strange – the presentation screens are practically the same as the PlayStation's, only the FMV is grainier and the rotating menus don't rotate any more. But hey, what's a rotating menu between friends when you've got a racing game as fun as this?

ED LOMAS

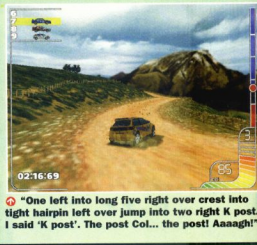
FACING GAME

OUT NOW

BY CODEMASTERS

1-2 PLAYERS

- PRICE £34.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD (HARD AND INSTALL)
- PUBLISHED BY CODEMASTERS
- TEL 01928 814 132



"One left into long five right over crest into tight hairpin left over jump into two right K post. I said 'K post'. The post Col... the post! Aaaagh!"

PlayStation™



ZERO DIVIDE 2

There are some good ideas in *Zero Divide 2*, but it feels so out of date that it soon gets boring to play. The graphics are fair enough, but the characters are often very confusing to look at – there are many occasions when all you can see is a pile of polygons rolling around in a heap. There's not a massive selection of moves, but the combo system is similar in feel to *Virtua Fighter* or *Dead Or Alive*, if a bit simple. Not a lot of effort has been put into the PAL version either, so the fights are extremely slow. As with the first *Zero Divide*, the one-player game has some secret features to collect, but at this kind of speed it's hard work staying awake when completing the game for a sixth time. The PlayStation's got far too many good fighting games to make *Zero Divide 2* worth playing.

ED LOMAS

3D FIGHTING GAME

OUT RELEASE

BY ZOOM

1-2 PLAYERS

- PRICE £34.99
- SATURN AND PS IMPORT VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1800



It'll take nearly 20 seconds for Draco to land at this speed. We're exaggerating slightly...



VICTORY BOXING 2

The original *Victory Boxing* has enjoyed a healthy spell of being the best boxing game by virtue of being the only one around. Nearly two years later, JVC have tried to revamp the title, with improved graphics, and the same fight action. Except that I haven't quite gone to plan. For starters, the control system has been changed, and it's not quite as effective. The separate buttons for jabs and punches on each arm has been changed to a high attack and low attack button. Repeated pressing results in short combos from your fighter. Also the option to create a boxer has been changed, along with the opportunity to develop your skills with training. This is like ripping the heart out of the original, and what you're left with is a competent boxing game. It's just a shame that JVC can only boast of having improved the graphics. **ALEX HUHTALA**

BOXING GAME

NOV RELEASE

BY JVC

1-2 PLAYERS

- PRICE £44.99
- PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

• PUBLISHED BY JVC
• TEL 0171 240 3121



Can you spot Dennis the Menace in the crowd? A bonus point to anyone who spots two of him.



THE FIFTH ELEMENT

A below-average game of an above-average film. Play as taxi driver Corben Dallas or the lovely Leeloo as you try to save the world by finding four element stones. What follows is a sub-standard *Tomb Raider* clone. This is running, jumping and shooting territory, with a few simple puzzles thrown in. The levels don't really match the film to a great extent, so to remind you of why you might be attempting to play this, clips from the film are thrown in between levels. The characters are poorly realised, badly animated and the available moves are limited. The levels are all straightforward and predictable – if you've seen one, you've seen them all. The final insults are the enemies. Thanks to bad pop-up, they appear out of nowhere, and their design is bad. I can't remember any small flying robots in the film, but they keep attacking Leeloo, and that's the biggest problem of all – it's not *The Fifth Element*. **ALEX HUHTALA**

ACTION ADVENTURE

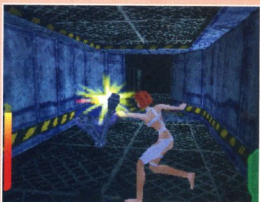
NOV RELEASE

BY KALISTO

1 PLAYER

- PRICE £34.99
- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD

• PUBLISHED BY SONY
• TEL 0171 447 1600



Funny thing is, Paul Davies is such a big *Fifth Element* fan he'll be forced to buy this game. Hal



POCKET FIGHTER

There's a lot more to *Pocket Fighter* than initially meets the eye. When you first have a go, it seems like an extremely out-down *Street Fighter* with a super-simple control system, but there's actually quite a lot of stuff to do in it. First off, for Capcom fighting game fans (and there are a lot of them) *Pocket Fighter* is a brilliant collector's item – the little bits of background detail and references to various games are very cool, plus the cute super-deformed characters look excellent. Although pulling off Flash Combos is very easy, putting together longer and more powerful combos can take some work. The selection of special moves and Super Combos is massive, and some of them are so bizarre you can't help but laugh. But the best thing is that it's a Capcom fighting game that just about anyone can play and enjoy straight away, while still being complex enough for the more hardcore fans. Also, although the PAL version is slower than the arcade original, the speed options mean you can get it running at practically the right rate. It's not quite *Street Fighter Alpha 3*, but *Pocket Fighter* is still a cracking little game. **ED LOMAS**

2D FIGHTING GAME

OUT NOW

BY CAPCOM

1-2 PLAYERS

- PRICE £39.99
- ARCADE, Saturn and PS VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 308 2255



Which of these Professions would you like to be in the most?

4G- Vv ller
h c o r

l a w y e r
D o c t o r

When doing Tessa's bizarre quiz be truthful with your answers, unlike us.

Dan (far left) has some moves even we can't understand.





PARASITE EVE

Only one aspect of *Final Fantasy VII*, if not the entire *FF* series, lets it down: it's kind of all laid out for you. You don't explore as much as you do in, say, the *Shining Force* games. You don't battle as skillfully as you do in *Breath of Fire III*. What makes up for all this is the phenomenal movie sequences, and the haunting, sometimes unbearably emotional, plot. *Parasite Eve* takes this balance and throws it all out of whack. The cinematics are stunning as ever, perhaps more so than *Final Fantasy VII*—they're certainly more adult. But the sci-fi horror plot feels phony, and the battle system, which has enormous potential, is underworked, and therefore not so exciting. In the end *Parasite Eve* falls somewhere between *Resident Evil 2* and *Final Fantasy VII*, but never reaches the genius behind either of those games. Aya is pretty tough. **PAUL DAVIES**

CINEMATIC RPG

OUT NOW (USA)

BY SQUARESOFT

1 PLAYER

- PRICE (IMPORT)
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SQUARE ENIX
- TEL: IMPORTER



☞ If Aya hadn't been so pretty, there's a good chance Paul would have only given this 1/5.



TIME CRISIS: PLATINUM

The best gun game available for the PlayStation, and now at a budget price. If you don't know this game by now, then you're not a game fan, but for those that arrived late, read on. *Time Crisis* is an incredible conversion of the smash-hit arcade original. You play Richard Miller, a hero for hire, who must rescue the President's daughter from an island fortress. The trouble is, the clock is ticking—if you're too late, she'll be killed. You must eliminate all guards, and clear areas as you progress through the levels earning more seconds for your quest. A duck button adds to the excitement, as you stay concealed and out of the way of enemy fire. All the arcade thrills have been perfectly captured, but best of all is a new PlayStation mode—an eight-stage new mission, which is better than the original game. Buy, buy, buy. Bye! **ALEX HUHTALA**

GUN GAME

NOV RELEASE

BY NAMCO

1 PLAYER

- PRICE £19.99
- FULL PRICE AND ARCADE VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1000



☞ Those who cannot afford a light gun will be pleased to know you can bung tomatoes instead.



UNHOLY WAR

The mix of strategy and realtime fighting makes *Unholy War* a strange, but very playable title. The first part of the game is the strategy element. You select three characters, which are then placed onto a hexagonal map. The idea is then to move your creatures to the other side of the map, and kill all the enemies. You also have a main base, which can create new fighters for you, depending on the amount of cash you have. And by standing a character on the hexagonal tile that holds ore, you get more money. Come face to face with an enemy and you enter the real-time fighting in a battle to the death. The fighting bit on its own is pretty good, but couple that with the strategy, and the whole thing comes together as an immensely cool little package. A surprisingly good game. **STEVE KEY**

FIGHTING STRATEGY

NOV RELEASE

BY CRYSTAL DYNAMICS

1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA GAMES
- TEL 0161 936 3000



☞ These 3D real-time fighting bits look really good. And just check out the fighters' names!



FUTURE COP: LAPD

There is nothing more enjoyable than blasting the hell out of everything in sight. *Future Cop: LAPD* is a prime example of this. There is no real plot or any great puzzles to solve, but the element of destruction, pure and simple, is very entertaining. There are two forms of gameplay mode. The first is where you are given a specific thing to blow up on a stage, and upon completion you'll move on to a new area. The second pits you and a computer controlled "cop" against each other, and you have to blow up as many things as you can. Whoever causes the most devastation wins. It's a very good game graphically, and the moody future city comes across in a very atmospheric way. Overall, it's a very entertaining game and one which will keep you playing for a while, but there's no great variety in the levels, so things start to get repetitive. **STEVE KEY**

ACTION GAME

NOV RELEASE

BY EA

1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



☞ At least the next lot of LA riots will be very exciting, what with all these mechs battling it out.

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you can read all about, starting on PAGE 78!

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ARCADE

Namco's *Soul Edge* follow-up is gobbling coins in arcades all around the world at the moment. Here's why...

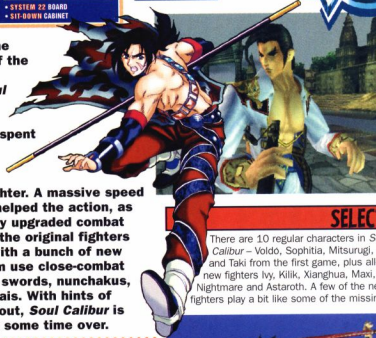


④ Nightmare fights with the legendary Soul Edge.

3D FIGHTING GAME	BY NAMCO
OUT NOW	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY NAMCO	• SYSTEM 22 BOARD • SIT-DOWN CABINET

SOUL CALIBUR

Because of the popularity of the PlayStation conversion of *Soul Edge* (known as *Soul Blade* in the UK), Namco have spent a lot of time developing *Soul Calibur* as a top-quality arcade fighter. A massive speed boost has really helped the action, as has a considerably upgraded combat system. Some of the original fighters are back, along with a bunch of new faces, all of whom use close-combat weapons such as swords, nunchakus, battle axes and sais. With hints of *Tekken 3* throughout, *Soul Calibur* is well worth taking some time over.



SELECT-A-SOUL

There are 10 regular characters in *Soul Calibur* - Voldo, Sophitia, Mitsurugi, and Taki from the first game, plus all-new fighters Ivy, Kilik, Xianghua, Maxi, Nightmare and Astaroth. A few of the new fighters play a bit like some of the missing

original characters (Maxi uses his nunchakus like Li Long, while Astaroth has a gigantic battle axe similar to Rock's). There are a few secret time-release characters too, including the original game's Hwang and even *Tekken*'s own special ninja Yoshimitsu!

GO YOUR OWN WAY

Soul Edge was one of the first fighting games that gave players the ability to move in and out of the screen during fights. *Soul Calibur* has a system known as the '8 Way Run' which makes the battles a lot more open than before. You can use this system to sprint anywhere in the arena you want, even unleashing impressive attacks as you go. Because the stages are all different shapes and sizes, the 8 Way Run is very handy for luring the enemy into tricky situations, and it makes it possible to escape and buy yourself some recovery time.



④ Here's new boy Kilik with his deadly red rod.



④ This is the lovely Xianghua, a 16-year-old sword-handling expert.



SOUL CALIBUR

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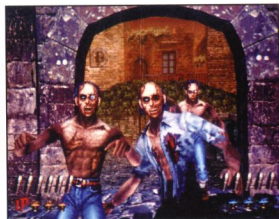
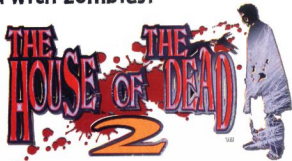
Come and have a go if you think you're hard enough...

ARCADE

Here are the first two games to run on Sega's Dreamcast-based Naomi arcade board, and they're both infested with zombies!

GUN GAME	BY AM1
SPRING RELEASE	1-2 PLAYERS
• DREAMCAST VERSION HUMOROUS • DISTRIBUTED BY DEATH LEISURE	• NAOMI BOARD • REGALO 30 CABINET

The first *House Of The Dead* was arguably the best arcade shooting game since the original *Virtua Cop*, and the sequel looks as though it should be even better. Not all that much is known about the game yet, but the early version shown at the recent JAMMA arcade show in Japan blew everyone away! It's the first game to use Sega's new Naomi arcade board (basically a cabinet with a Dreamcast inside) and shows just how powerful the system is. For now, look at these early screenshots and get ready for a big update nearer the game's release.



When zombies get hit, chunks of flesh fly off them. When they hit the deck, they dissolve.



OUR SAVIOURS!

In the original Model 2 arcade game, Thomas Logan and G had to work their way through a massive mansion after the twisted Dr Curien. In *House Of The Dead 2* the situation is a lot more serious – the zombies have taken over the whole town! There are four major characters, two of which are playable from the start, though we're still not 100% sure that the original heroes are back to save the day again.



Tackling this guy will be tough since his buddy is covering him!

TWO NEW UNDEAD TITLES FROM SEGA'S AM1

COMBAT GAME	BY AM1
SPRING RELEASE	1-2 PLAYERS
• DREAMCAST VERSION HUMOROUS • DISTRIBUTED BY DEATH LEISURE	• NAOMI BOARD • STAND-UP CABINET

BLOOD BULLET

As well as a *House Of The Dead* sequel, AM1 are working on *Blood Bullet*, a *House Of The Dead Side Story*. The story goes that the military has been conducting experiments to create an army of undead warriors, and a terrible accident has meant that they've escaped and you need to take them all down. The game itself is a cross between a sideways-scrolling fighting game and a Role Playing Game, in that there are multiple storylines to follow as well as loads of ass to kick. For extra variety all the characters are able to fight either with their bare hands and feet, with proper weapons, or even with bits and pieces of scenery along the lines of Sega's *Die Hard Arcade*. This could be a LOT of fun!

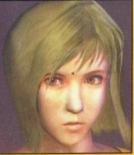


THE SUPER FLY CREW

There are three main characters in *Blood Bullet*, each with their own characteristics and attacks. The brilliantly-named Stick Breitling, Linda Rotta and Rikiya Busujima have to battle through the streets and buildings, taking just about every-

thing to pieces with whatever comes to hand. On top of scrapping, there are various tasks to complete, such as finding items and taking them to certain areas, operating machinery and talking to other characters. Sounds good to us!

STICK BREITLING RIKIYA BUSUJIMA LINDA ROTTA



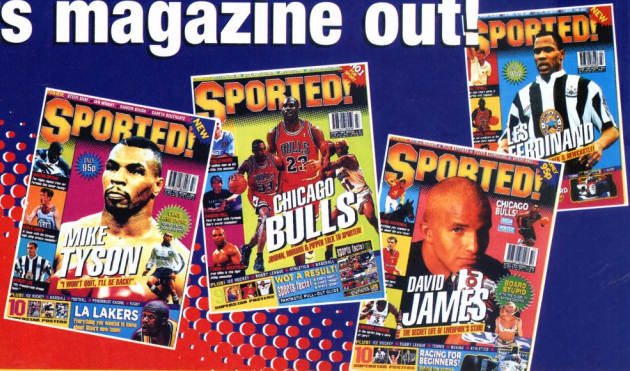
Brings back memories of the great *Streets Of Rage* games. Choose your buddy, then kick criminal ass!



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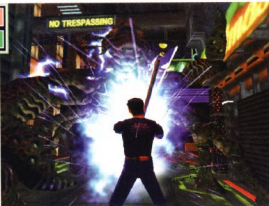
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	ADVENTURE GAME	CLIMAX
RELEASE	PLAYER	

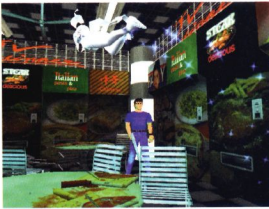
BLUE STINGER

Climax, the RPG experts who made *Landstalker* and *Dark Savior*, as well as original racer *Foalry 11-79* have revealed their first Dreamcast project.

Blue Stinger is an adventure game on the lines of *Resident Evil*, only in complete 3D. The storyline is very important and has been done by Hollywood writer Pete Von Sholly, who has previously worked on things like *Fist of The North Star* (the live-action one) and *The Shawshank Redemption*. Because of mysterious secret tests carried out in the near future you'll come across plenty of hideous monsters created by Robert Short, make-up man on the movie *Beetlejuice* and creature designer for countless horror movies. We don't need to tell you how good the graphics are – you can tell for yourself just by looking at these incredible genuine Dreamcast screenshots!



Will you look at that? Just look at it! Phwoar...



You can expect to get your hands on some massive weaponry during the course of the game.



	DESTRUCTION GAME	GENERAL ENTERTAINMENT
RELEASE	PLAYER	

GODZILLA GENERATIONS

More pictures of Sega's *Godzilla* game have been released showing more incarnations of the famous monster.

As well as the original "man in a rubber suit" version, the "man in a shiny suit" Mecha-Godzilla and the "not a man at all" 1998 movie versions are known to be in there. One thing Sega are keen to point out is that all of the levels in the game are based on real Japanese locations, such as downtown Tokyo. As you can tell from the screenshots, the detail of the cities is very impressive and the simple idea of destroying everything sounds like excellent fun. More soon.



There's even a "Sany" building in Tokyo for you find and destroy. Just who could that be based on? Hmm.



Now this looks like fun! Only 98.3% to go.

	ADVENTURE GAME	FORTY FIVE
RELEASE	PLAYER	

JULY

Not too much is known about the mysterious *July* at the moment, but it certainly sounds interesting.

The game's storyline is based loosely on the prophecies of Nostradamus, and is set in 1999. A new type of human is being born, one which takes over the bodies of other humans in order to



Expect some real excitement in this lovely hospital ward.

reproduce. You play as Joshua, a regular human with a few unusual traits caused by a "new" human called Gene. The game is a full-on adventure which will feature lots of Japanese text and speech, and an English translation isn't looking too likely at the moment. Still, we'll let you know what it's like nearer release.

You'll have to guess what this is about yourself. We know nothing.



	ADVENTURE GAME	ARTIBDAY
RELEASE	PLAYER	

ELEMENTAL GIMMIK GEAR

A Role Playing Game mixing impressive 3D battles with detailed hand-drawn 2D adventure sections. Sounds interesting.

EGG is set on a distant planet where archaeologists have recently uncovered a mysterious device with a man sleeping inside. After studying this device, they build their own versions, eventually mass-producing it as an everyday vehicle – the Elemental Gimmik Gear. A hundred years later, giant earthquakes shake the city and giant tentacles spread out of the ruins and start attacking nearby villages. The man inside the device wakes up having lost his memory, and sets out to find out what's been going on.

The story sounds good enough, and the pictures make the game look great too. More on EGG soon!





D2

The very first Dreamcast game to be revealed is coming on nicely, as these impressive screenshots show.

The lighting effects are particularly good, as you can tell from the sunset scenes filled with a beautiful orange glow. Laura Parton, the main character, can go anywhere in the large game area she wants, and there are various vehicles around for her to take advantage of. These



☛ The Laura Parton character model is intricately detailed.

pictures also show some of the enemies Laura will encounter, as well as the way the firing system works. As you can see, the view zooms into Laura's eyes for a first-person view along the lines of *Goldeneye* on Nintendo 64. *D2* should be a big one.



☛ It looks as though these mutant creatures burst from the chests of human host bodies, a bit like in *Alien*. It's disgusting, but we like it! We just hope that *Warp's D2* is as good as it looks.



MONACO GRAND PRIX RACING SIMULATION

The sequel to UbiSoft's *Grand Prix Racing Simulation* is coming to Dreamcast as well as PC CD-ROM.

The PC version will be available before Christmas, and really shows how good PC games can look with the aid of impressive



graphics cards. The detail on the cars themselves is quite remarkable, with accurate models which reflect the light brilliantly. UbiSoft have translated an early version of the PC game onto Dreamcast, and should have a fully-enhanced version ready for release before too long.

☛ The detail on the cars is quite amazing. It's good fun to play, too.

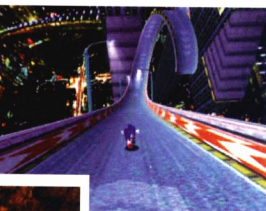


SONIC ADVENTURE

After last month's pictures and details of the Japanese revealing of *Sonic Adventure*, the CVG team has had a proper close-up look at a demo version of the game.

These screenshots show the three stages which we saw in full. Some of the graphical effects are truly amazing, and the size of some stages will blow you away. Check out the pictures, then imagine the game moving around perfectly smoothly – everything looks so solid it's hard to believe it's a video game. The music is also worth mentioning, as it sticks to the traditional *Sonic* style only with a great rockin' feel to it. Expect a great playtest of the awesome *Sonic Adventure* in next month's issue!

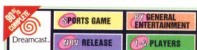
☛ Speed Highway – Sonic gets up to insane speeds on this level.



☛ Knuckles gets to glide above the cloud cover.



☛ As the giant snowball follows you downhill it takes out fences and other scenery, getting bigger all the time! Tension all the way.



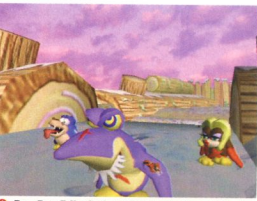
PEN PEN TRICELTON

Now confirmed as one of the Japanese Dreamcast launch games, more information is coming out about the wacky racer, *Pen Pen Tricelton*.

It's set on the distant Iced Planet, where the crazy Pen Pens are holding races in three events – running, swimming and sliding. The characters all look great, if a little unusual, and each has their own racing style and areas of expertise. *Pen Pen* is likely to be the first Dreamcast game for big groups of people, and may turn out to be a bit of a party hit!



☛ The high resolution of the graphics means that it's hard to believe these are genuinely in-game pictures.



☛ *Pen Pen Tricelton's* weird characters all look great, and will no doubt be well animated too.

PS2	ADVENTURE	57 CORE DESIGN
ROM	NOV RELEASE	2 PLAYER

TOMB RAIDER 3

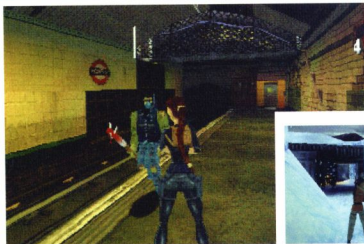
Another month, and more progress is made on the latest Lara adventure. This month sees the new costumes making an appearance, as Lara puts on the outfits to suit the occasions.

We got our hands on an entire Area 51 level, which features lots of new hazards to negotiate. There are infrared trip wires (or are they lasers?) everywhere, plus machine-gun mounted motion detectors.

More gameplay details have been revealed, along with the first shots of a new vehicle – it's a canoe, and all we see is Lara about to get into it.

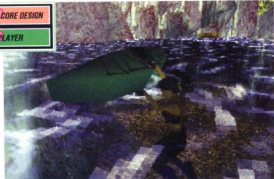
Plus there are lots of new shots showing off the dramatic lighting, and enemies in all the levels. It's only a month away now!

➤ **Lahndan Tahn Underground.**



➤ **Area 51, and the MPs can't resist dancing with Lara.**

➤ **Boom! Cry wolf, and try not to hurry!**



➤ **That's a canoe, and she's going to use it!**



PS2	ACT	57 NINTENDO
GC RELEASE	2 PLAYER	

LEGEND OF ZELDA: OCARINA OF TIME

There are only two months to wait until the official UK release of "the big one" according to THE Games. We're still sceptical, but to prove it, there were quite a few English language versions of the game at ECTS.

As with Castlevania, people packed around the screens to see it (even if the interior of Nintendo's stand was cramped). As usual, this month sees more new screenshots being unveiled and some more news on what to expect from the game. Riding Link's horse, Epona, is as simple as holding the B button. Depending on how many carrots are displayed, Link can whip the horse to go faster. The horse is vital for travelling between towns, as the distances that separate them are huge.



PS2	ADVENTURE	57 KONAMI
GC RELEASE	2 PLAYER	

DEEP BLUE

A game about deep sea diving may not sound exciting, but this game aims to prove otherwise.

It's all about an old boat that sunk before World War 2, called the Gigantic Matilda (please, Konami UK, change that name). Legend has it that the ship contained a valuable

PS2	ADVENTURE	57 KONAMI
GC RELEASE	2 PLAYER	



treasure that has never been found.

Your mission is to salvage the treasure, but before that you must train, and buy equipment.

As you start the game with nothing but a pair of yellow trunks, you've got a long way to go! By finding antiques on the sea bed you can earn money and, buy items like flippers and scuba gear.

➤ **Here's a clue, follow the dolphins. And buy some new trunks boy! Yellow?**



PS2	HORROR	57 KONAMI
GC RELEASE	2 PLAYER	

SILENT HILL

Fans of Resident Evil will be impressed by the look of Silent Hill, as it features some stunning rendered sequences, brilliant music and what could be the scariest gameplay ever!

It all starts when your daughter is kidnapped. From here on in, things



➤ **The rendered cut-scenes are incredible. The characters look very realistic.**

➤ **It's already mutated into a human form. Shoot it! No, wait it's Morph!**



get weird. The game has some jump-from-your-seat scares, but much darker and worse is the whole atmosphere.

It's psychologically creepy, with camera angles, music and lighting all adding to the effect. Unlike Resident Evil, the graphics are made up entirely of polygons, so the gameplay should prove less restrictive. We'll have to wait until next year to see.



ADVENTURE **BY ATLUS/KONAMI**
CUT-SPRING '04 **1 PLAYER**

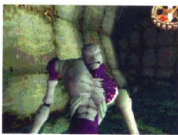
DARK MESSIAH

Something evil lurks under the streets of Tokyo. The disturbances started with an underground accident, and somehow you were involved.

Now you have to clear up the mess, venturing into the sewers and underworld of Tokyo, where a secret world of tribes and monsters await. Early indications suggest *Dark Messiah* is a mixture of *Myst* meets *Resident Evil*, and the cut-scenes provide plenty of gore.

Looks like this guy strolled in from *Saturn House of the Dead*.

More high-quality FMV action.



ADVENTURE **BY KONAMI**
CUT-SPRING '04 **1 PLAYER**

CASTLEVANIA 64

This game was sneakily hidden in the middle of the Nintendo stand at the recent ECTS show, but had a constant crowd gathered around the consoles. The whip-wielding Belmonts are back.

This time it's the turn of Schneider Belmont to face the resurrected Dracula. Of course, the added attraction of this *Castlevania* is that the action is now in 3D. An early look indicates that a lot of ideas from *Symphony of the Night* have been carried over into the latest game.

Even the Saturn only features have been borrowed, as *Castlevania 64* can

The time of day now affects the enemy's powers.

be played with one of four characters. Besides Schneider, there's Cornell Reinhardt, a master of hand-to-hand combat who can also transform into a wolfman, Carrie Eastfield is a small girl, so her combat skills aren't very effective. She does have very powerful magic attacks.

The final character is Kola, about whom not much is known, except that he wields a chainsaw. There will be unique endings for each character, and the game will be different, due to the multiple pathways and routes.

One new feature of the series is how the time of day can affect an enemy's power. While there is sunlight, vampires will cover in the shadows, while at night – well you know about vampires, don't you?



If it moves, whip it! Except for flames!

FIGHTING **BY KONAMI**
WINTER RELEASE **1-2 PLAYERS**

RAKUGA KIDS

2D fighting game, in which the combatants aren't martial artists or super heroes – they're a bunch of kids' drawings.

The characters are introduced at the start as doodles, and while you fight, you'll see some crayon skills being applied to the on-screen action. Once an attack gauge is full, you can unleash a special attack. These sometimes take the form of additional drawings, with weapons or contraptions being drawn around an opponent.



FIGHTING **BY KONAMI**
WINTER RELEASE **1-2 PLAYERS**

KEN SEI: SACRED FIST

A promising fighting game that uses a control system similar to *Soul Edge*, although the characters don't use weapons. There are nine available characters to start, with space for 22 available on the options screen.

A nice (dirty) feature is the variety of attacks you can launch on



More loopy-likeys. It's Jin Kazama and The Crow!

an opponent if they are facing away from you. Face to face, you might press throw to roll an opponent – if they are facing away, the same button combination might result in a bear-hug. Characters are from around the world, and each has a distinguishable style.

One character is very dodgy however! While *Tekken* has characters who bear more than a passing resemblance to Bruce Lee and Jackie Chan, Douglas in *Ken Sei* looks suspiciously like Steven Segal! Good Grief!

It's him! It's Steven Segal!

STRATEGY/RPG **BY ATLUS/KONAMI**
WINTER RELEASE **1 PLAYER**

REBUS

A turn-based strategy/rpg. The look and moves are similar to *Final Fantasy Tactics*, and as that game never came to the UK, you may want to sample this instead.

Characters can perform the usual attacks and spells plus build armies. The one addition to the genre, is the ability to adjust the terrain to your tactical advantage.

This includes raising terrain so you may cross land, plus lowering the land to trap or halt your enemy.



STRATEGY/RPG **BY ASCII**
ASC RELEASE **1-4 PLAYERS**

MASTER OF MONSTERS

An update of an old Mega Drive game of the same name. You are one of six monster masters, and aim to take over the world.

Each of the six masters has his own special skills and monsters available to them. What's really interesting is the way you can cross-breed your monsters to create new species.

Set in medieval times there are over 200 different types of monster, including dragons and unicorns, and over 100 spells.



Choose one of six monster masters. Who will then help your quest – that's nice.

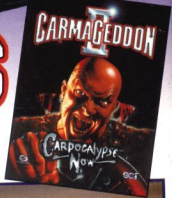


Breed a monster army, and go to war. But why not build a peaceful, nature-loving monster society?

BANGERS

AND

MASHED UP MOTORS



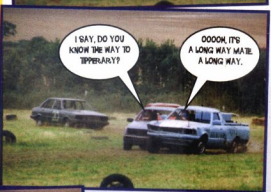
What better way to prepare for *Carmageddon 2* than to go banger-racing? And who better to go banger racing than Steve Key, a man with 'infinite driving skills' and a love of racing games...? Er, someone who can drive real cars maybe?

GRUMPLE ZONE

For most people, their first driving lesson is a trauma. Stalling at the lights, being seen by your mates with both arms clamped onto the wheel doing a sound barrier-breaking 20 mph! Or being overtaken by pensioners in their Robin Rollants – it's a nightmare-inducing experience.

But the first time I stepped into a car, the main worry was the fact I was about to have a head-on collision with clapped-out old Escort. You see, the first time I sat down in a car to drive it, my aim was to smash it to ribbons! Not a pumping stereo in sight. No tinted windows (there were no windows at all) and not even a passenger seat. This is driving at its best!

I managed to stop the car stalling long enough to get it out of the pits for the first race, then stalled it on the start line. But I got the damn thing going again and hared through the first couple of laps. Then I had the urge to bash one of the cars lapping me with consummate ease. I hit him, but my car turned round completely and was now stationary but facing the oncoming traffic. Head-on collisions weren't allowed, but in this position I was cannon fodder. Frantically trying to get the damn car started, the engine finally kicked in but just as it did I got a nick on the side of the car. The engine immediately cut out and I was helpless. As I sat there like a plum, four cars battling for first place bombed round the corner towards me – a pile-up was inevitable. The outside car lost control. There was only one thing that was going to slow him down – me. Crash! My foot-long bonnet was now about an inch long... But at least I can say my car was the first write-off.



STOP STALLING

Not wanting to sound like a complete driving dunce, I sat in my first car (a Fiat) and tried to convince myself that I knew how to start a car. Revs... ignition... engine starts. Excellent. First gear... judder forward... stall. Repeat the last task about three times before finally managing to pull the damn car out of the pits. The first race is a 'no-contact' – to get used to the course. So I trundle around in second gear and get lapped by everyone twice. Then they let me loose on the race proper. Man against man against machine. Greased Lightning it isn't.



A Field in the Isle of Wight. And 34 manic drivers. Happy days!

WHEN I SAID I WANTED A CAR THAT A BABY COULD DRIVE, I DIDN'T THINK THEY'D GIVE ME AN UPRATED DOWN PRIMER. BUT IT WASN'T TOO GOOD ENOUGH FOR YEM COX.

COULD IT GET ANY WORSE?

One car down, and all that remains was the demolition derby part of the day. Get in a car and smash it up. Excellent! What happened between the start and finish of that race is a bit of a blur, but the fact that we wrote off 34 cars in an hour-and-a-half gives you a fair indication of the carnage. A special thanks must go to Peter Noble, Sam, and the SOI crew, and the Stainless guys for springing the day out. Top stuff.

A The tyres on these clapped out old mules have more bald patches than a bunch of Lombardo lookalikes.

BANGERS AND MASHED UP MOTORS

FEATURE



WAR ZONE™

Know^{the}Score



No. 1
Both sides
of the Atlantic



"Wrestling is back with a bang! If you're beat 'em up nuts then give this one a crack!"

90% - **Awesome Award** - Official Nintendo Magazine

"Top grappling action!"

64 **Sizzler Award** - 64 Magazine

"A playable party monster!"

Total **Playstation**

"Easily the best wrestling game on the N64!"

N64 **Pro**

"Bags of fun! As far as wrestling games go, WWF Warzone is the best yet! Flesh slappingly good!"

Playstation Pro

"Warzone is an excellent wrestling game and loads of fun!"

Total **64**

"A total riot! The best wrestling game without a doubt!"

Star Game Award - N64 Magazine

"The N64 has never witnessed anything like it before!

The characters are stunning!"

V64 Magazine

"At last a wrestling game that's playable and entertaining... It's brilliant!"

Playstation Power

Stone Cold Steve Austin



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