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EXHUMED
DUKE NUKEM MEETS DOOM MEETS TUTANKHAMEN

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**PAGE ESSENTIAL
GAMING JOURNAL**

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CAPCOM RED HOT INTERVIEW WITH THE LEGENDARY VIDEO GAMES CREATORS



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COMPUTER AND VIDEO GAMES #178 September 1996

THE 3 GREATEST GAMES!

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GER-REATI!

SAT

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SOOPURBI!

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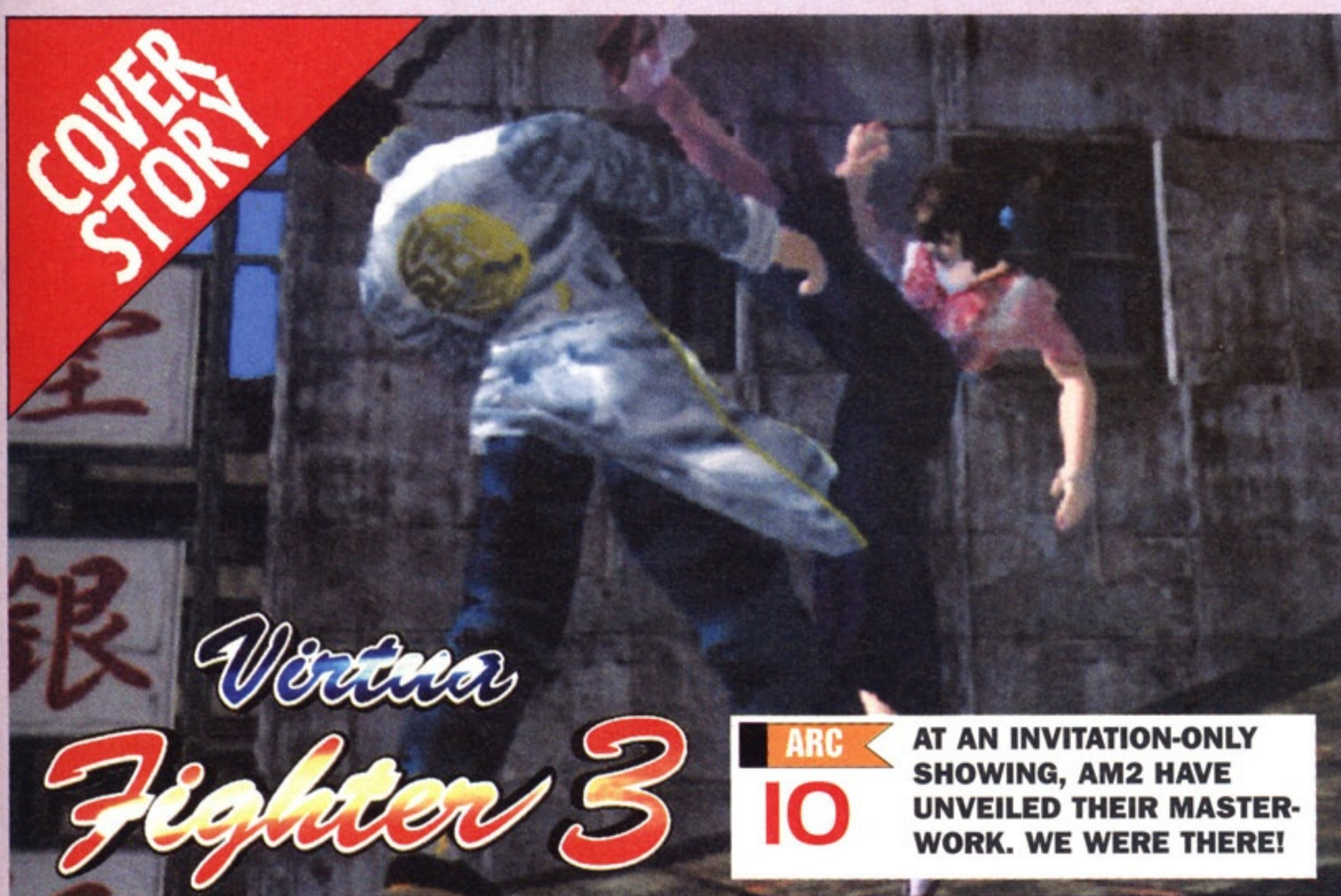
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16 PAGE FREE PULL-OUT !!

FREEPLAY



OLD CRAP GAMES!

ED'S CRUD TIPS!



BLACK & WHITE REVIVAL!

IN THIS MONTH'S SPECIAL PERMA-TAN EDITION THERE'S A COMPLETE MOVES GUIDE TO SOUL EDGE, TOP TIPS FOR TRACK AND FIELD, RED-HOT QUAKE GIBLETS, YET MORE OF YOUR BOLLOX DRAWINGS, AN ALL-NEW DRONING FAN SECTION, AND SOME OLD GAMES ON C15 CASSETTES! PLUS CHARTS!

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WELCOME TO OUR HOME!

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Computer and Video Games uses
 DOLBY SURROUND
to bench test all the latest games.

ALMOST TOO GOOD TO BE TRUE!

In my four years working as a video games journalist, during which time I have seen *Sonic* speed to superstardom, and 32-bit systems bring the arcade experience much closer to home, I have never witnessed a euphoria such as the one surrounding Nintendo 64's arrival. And those who have been here twice that time cannot remember anything quite like it either.



You might guess that there are people here who don't ordinarily 'go for games' in such a big way as the those writing the magazines; marketing personnel and ad managers for example. But all faces lit up at the sight of *Super Mario 64*, and you could

feel the atmosphere in the games room lift in the way it would if a famous celebrity were to make an entrance.

You should read the eight-page feature on the *SM64* to appreciate the step forward this title represents, bearing in mind that this isn't just a hardware issue - all developers should aspire to make games of this standard. Indeed there are some this month which prove imagination and originality in games are not dead: *NIGHTS*, from Sega, is one notable example. The overwhelming adrenaline overload that is id's *Quake* has proven irresistible to everyone in the office too.



Underlying all this are developments with just as much potential, with the only frustration being that the UK has to wait so long to reap the benefits. Still, months feel like days when you're having fun. That's what we're here to provide, right! Just bear in mind everyone reading this will have the choice of kings spread before them by the time six months is up.



CVG RATING SYSTEM

- 5... EXCELLENT**
 HIGH FIVE!
- 4... VERY GOOD**
- 3... GOOD**
- 2... PRETTY BAD**
- 1... VERY POOR**

Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.

These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.

There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.

An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.



Super Mario 64 was never going to be less than great. Still, we didn't expect the landmark achievement it represents. From now on if ever we are presented with such a revelation as *SM64*, that game will receive this new award. Probably you will never see it used again. However we sincerely hope that the opportunity will arise soon.

WRITE FOR COMPUTER AND VIDEO GAMES

Care to be a Staff Writer on the world's first and still the best computer and video games magazine? Here's your opportunity. We're looking for somebody – male or female – who has a vast knowledge of video games, and is able to apply that very important qualification to forming accurate, and entertaining opinions on all the latest titles. Though this may sound pretty glamorous, you will be expected to work overtime for no extra pay, which may include weekends where necessary. In turn this will require you to work well within a team, which should also mean that you are a sociable personality who is at ease conversing with important people in this industry. Emap Images is expanding its territories all the time, so there are big opportunities for all concerned. If you know that you have the right qualifications for the job, submit your CV plus

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Tonbridge
Kent TN10 3RL**



PLANET DISTRIBUTION

These people rushed an N64 to our sister magazine, Nintendo Magazine System, before the postman could get our personal ones over here! By the way, Planet still have a limited number of ultra cheap N64s plus games available. So call them quick, on this number:

0171 537 3333

VIDEO GAME CENTRE

Among the most helpful people we know. The amount of times we've been stuck for a game, and the Video Game Centre has come up trumps. It's mainly imported stuff they sell, but they're right on track with official stuff too. Anyway, here's the number to reach them on:

01202 527 314

APOLOGIES AND A PRIZE!

FROM TOM GUISE

In the flash blind frenzy that consumed me during the writing of the NiGHTS review, I inadvertently named Tetsu Katano as the genius responsible for the music. He's actually the genius responsible for A-Life. The composers of NiGHTS' excellent soundtrack are Tomoko Sasaki, Naofumi Hataya and Fumie Kumatani (pictured here). To make up for my blunder, and also to celebrate the brilliance of Cybersound, I've decided to give away three copies of

the official NiGHTS soundtrack, only available in Japan. Simply answer this question. Which magically-deprived members of the CVG team don't like the NiGHTS music?

**Send your answers to:
Mike and Jaime
Competition, at the
usual address. And
once you've heard it, if
they ever answer the
phone, whistle it at
them!**



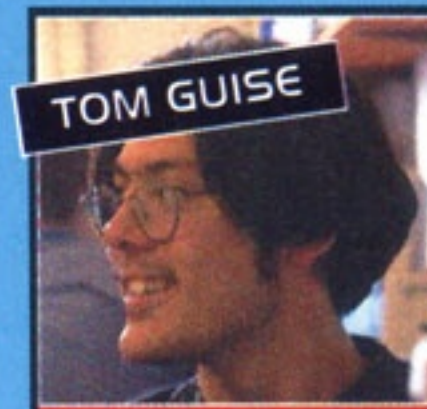
PAUL DAVIES

EDITOR

CURRENT FAV GAMES:

- Super Mario 64
- Pilot Wings 64
- Dragon Quest VI
- Super Mario Kart
- NiGHTS
- VF2

The week following 23 June for Paul Davies was one of the most important in his life. And he immediately entered into a competition with Jaime to fathom exactly which one of them deserved an N64 the most. Paul, because he was Deputy Editor on the official Nintendo magazine. Jaime, because he used to work in an import shop when the Super Famicom first came out – and he has been anticipating the next machine since then. In the end Paul stole the office machine for the weekend. Smelly pooh bag!



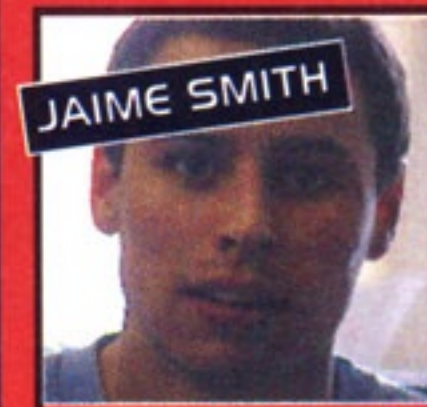
TOM GUISE

DEP EDITOR

CURRENT FAV GAMES:

- NiGHTS (the best)
- Super Mario 64
- Quake
- Virtua Cop
- Prop Cycle
- Time Crisis

Our special Dep Ed celebrated his birthday this month, whereupon he was overjoyed to receive a step-down power converter as his main gift. That's how exciting Tom's birthdays really are, folks. Spiritually Tom has been torn in two-and-a-half this exciting games period. Which does he love the most: NiGHTS, or Mario 64? And then there's Quake, which is "just awesome, man." Well it was Problem Solved when Ed sketched a touching scene of NiGHTS, hand in hand with Mario, on a Post-it™ Note.



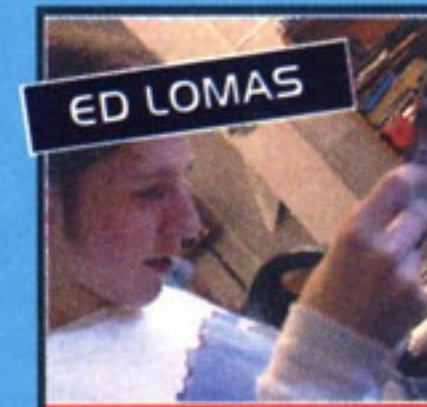
JAIME SMITH

ACTING ART EDITOR

CURRENT FAV GAMES:

- Super Mario 64
- Pilot Wings 64
- Prop Cycle
- Street Fighter Alpha 2
- Tehkan World Cup

What to do when there's everything to do all at once? Simple: Do nothing! That has been the temptation for Jaime right through this month. With N64 singing from the games room, and the most awesome contents of CVG to date awaiting his design credentials, you can't blame him for feeling a little shell-shocked. Only thing that prevented him from sitting, staring into space was the abject terror at the thought of losing it all. So that's what we threatened him with – lazy ass, goodfurnoth-in', sonuwa frassin' rassin'...



ED LOMAS

STAFF WRITER

CURRENT FAV GAMES:

- Super Mario 64
- Quake
- NiGHTS
- Pilot Wings 64
- Fighting Vipers
- VF2

Just how Ed would react to Nintendo 64 remained an intriguing thought prior to the system's arrival. Games don't escape too lightly from Super Staffy's 6th, 7th, and 8th senses – which he employs in times of extreme excitement. Those unearthly Lomas eyes have been turned against NiGHTS – which survived just four hours before succumbing to Ed's powers of 'completion'. Then took Super Mario 64 home for the weekend, during which time he completed that too. Freak.



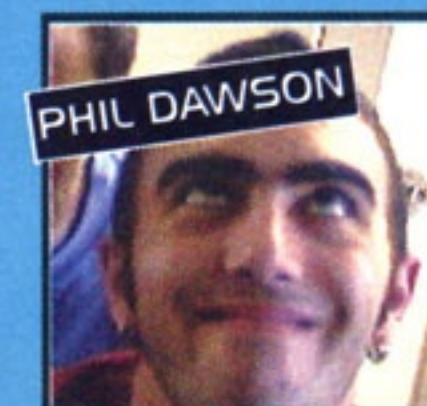
MIKE NEWSON

DEP ART EDITOR

CURRENT FAV GAMES:

- Super Mario 64
- Duke Nukem 3D
- Track N Field
- Quake

It's no secret that we're all the best of mates, now that Mike's converted to the cause: to have everybody in the UK wired up to a games machine within the next five years. Your gran included. Brother Newson's role is to mingle with the unconverted, assuming the guise of a non-believer, then feigning astonishment at the mere sight of a video game. He's the kind of person who stands behind you in the shop and asks, "Who makes this game? It loo-ooksss goo-oodd doezzn't iiiiiiit???"



PHIL DAWSON

PHI'LL

CURRENT FAV GAMES:

- VF2
- Pilot Wings 64
- Street Fighter Alpha
- Quake
- Sega Rally

And so to the hippy-hoppity, bippity-boppity world of Philip Dawson. The first week of the month Phil hadn't, wasn't, and didn't appear to have any intentions of causing disaster. Which is unusual. However it was when we attempted to hook up the TV Systems Converter to the N64 that the news hit us: Two years ago a Work Experience person was asked to set up the recently acquired Japanese PlayStation. In the process he blew up the Converter. The Work Experience person's name? Phil Dawson. AAAGH!!!

NEWS



[VIDEO GAME ARMAGEDDON!]

A very special news section this month, which deserves a small introduction. The release of Nintendo 64 has inevitably caused our industry to seriously examine the broad scheme of things. This has been a crucial month for Sega and Sony as they vie for the best possible position to face the onslaught of *Mario 64* mania!

On the front page of FreePlay, we tell you about how *Quake* has already been pirated and posted right across the Internet. It's a worrying situation when the biggest PC event since Lotus becomes a free for all – placing another perspective on the future of PC Games, especially protection against software pirates. It's a volcanic situation out there, to say the least!

NINTENDO 64 SELLS 300 000 ON DAY ONE!

On 23 June 300 000 people claimed their Nintendo 64 from shops across Japan. The majority of which had been reserved since 21 April. In response to this initial demand, Nintendo planned to ship a further 200 000 systems by the end of June. However latest reports are that 800 000 units have been shipped to Japanese stores in order to meet with consumer demand. Nintendo of America are claiming an "Industry Sales Record", with US customers already asking for more N64s than can be supplied come 30 September – the official launch date. Apparently 500 000 won't be enough! With sales figures like this, Nintendo may not be exaggerating with their intentions to have 3.6 million systems in Japanese homes before April 1997.



BUT!

After the initial N64 furor, hardware sales are reported to have dropped in Japan – apparently through lack of new software. The situation is not that *Mario 64* is in any way disappointing, just that the next batch isn't due until two months after. Nintendo's original plan was to have 21 games available by the end of the year, but that figure has since dropped to 14. However, Nintendo intend on releasing 1.2 million brochures in Japan, introducing these games to the public. Games are also going to be previewed in retail stores. The next big N64 release is *Wave Race 64*, to be released in September, together with the not-so-exciting *Cu-On-Pa* (the Japanese name for *Endorfun*)

CONVENIENCE STORES TO THE RESCUE!

Of course Nintendo fully expected the initial N64 frenzy. It was also guaranteed that *Super Mario 64* would be sold on a ratio of 1:1 (which it did!). So, the company entered an agreement with Daiei Convenience Systems, who own the Lawson chain of convenience stores, to sell the initial three software titles. Seven Eleven Japan, and Family Mart already sold Nintendo software – evidently Lawson didn't want to miss out!

BIZARRE CONSOLE SALES FIGURES!

So is N64 crushing its puny Sony and Sega competitors into the dust? Well, from latest sales figures, printed in Japan's leading video games magazine, Famicon Tsushin, it's difficult to tell. While initially the N64 took a clear sales lead, in the weeks that have followed Japanese PlayStation sales have steadily increased, to the point where its weekly sales are above those of N64. Saturn sales meanwhile, have remained steady. This contradicts sales reports published in Computer Trade Weekly which,

based on the predictions of Alps Electric (who make controllers for Sega, Sony and Nintendo), foresaw N64 affecting PlayStation sales. By their reckoning, N64 would steal market share from PlayStation, which currently holds 42% of the Japanese market (equal to Sega). With Sega holding steady, and N64 claiming 9% by the end of July, this means that Sega would EFFECTIVELY be market leader in Japan! It's going to be a few months yet, before these turbulent sales figures settle and we can more clearly see how things are. Could this be the first three console domination war?

JAPANESE SALES FIGURES FOR THE FOUR WEEKS FOLLOWING N64'S LAUNCH (23rd JUNE).

	NINTENDO 64	PLAYSTATION	SATURN
1st WEEK	30 000 (UNITS)	7 000	3 000
2nd WEEK	25 000	9 000	3 000
3rd WEEK	11 000	8 000	4 000
4th WEEK	8 000	10 000	4 000



↑ Incredibly, both Duke Nukem and NiGHTS have managed to reach the top of the Japanese multi-format games charts in the weeks following N64's launch. There's still great interest in other formats!

NINTENDO AND MICROSOFT VENTURE INTO INTERNET

Meanwhile... Nintendo and Microsoft, together with Nomura Research Institute have announced they plan to launch an information service linked to satellite broadcasting and the internet. Currently, Nintendo run a satellite-based games service called 'Satellaview', for the Super Famicom. Sega also have a netlink add-on for the Saturn in Japan (a screen shot of which is seen below). More news on all these, as and when it comes.



N64 NOT HERE UNTIL NEXT YEAR!

That says it all really. Amid all this N64 madness the fact is, Hiroshi Yamauchi, head of Nintendo, has clearly stated that N64 will NOT be released in Europe this year. So ignore what you've read in other magazines, Nintendo 64 will be here next spring (April, we reckon) at the earliest. If you're really desperate for the machine this year, you're going to have to consider buying an import machine. We don't believe there's any safety risks in buying import (after all, we have ourselves). However, bear in mind your machine won't be guaranteed by the manufacturers, you're going to need a power and signal convertor, you're going to be paying more, and your machine may not be compatible with a UK model. But hey, that's the life of the dedicated gamer!

THE CHOCOLATE BAR PREVIOUSLY KNOWN AS MARATHON

With the battle for global gaming domination reaching epic proportions, it probably makes sense in some bizarre kind of way that even chocolate manufacturers are getting in on the act. Introducing the *Snickers Megabite Peanut Quest*. Claimed to be the fastest downloading interactive game for its size on the internet, the quest requires you to find a golden peanut (stolen from the temple of Snickers, of course), within a 3D maze. Rewards for reaching the inner sanctum consist of an atmospheric movie of the peanut descending slowly onto a pedestal (good grief). Other features on the *Snickers Megabite* interactive global magazine, include football news, travel info and movie reviews. Anyway, if this all sounds appealing to you (weirdo) AND you have Netscape 2 and a Shockwave application PLUS a Quick Time Movie player for the 'peanut' movie, you can find the Peanut Quest on <http://www.snickers.com>.

FEEL THE NOISE!

If there's one feature missing from video games at the moment (even the N64), it's tactile feedback. The Aura Interactor goes some way towards correcting this. Strapped to your back, it bombards your body with pulsating rhythms in response to any bass sounds from games. So in *Quake* you feel a kick from every rocket launched, in *VF2* you're jolted by every punch, and in *Wipeout* you just get thumped every second by the music. The backpack actually uses technology NASA devised to counter vibrations from Space Shuttle lift-offs, but probably due to research cuts, they decided to turn it into a nifty games accessory. So look out for some hand re-entry heat tiles for your dad's shed when you're out next time too. Anyway, it's compatible with every games machine, including Gameboy (just wait until you experience *Tetris* through your idneys!), costs £69.99 and is out in September.



↑ Created by NASA, with packaging by the Grundorgs of Qesal 12. And plastic casing by the goblins that made Star Wars lunch boxes!



NEWS



Virtua

[Fighter 3]

THE WORLD'S MOST POWERFUL ARCADE MACHINE!



“SEGA ENTERPRISES, SPECIAL “HANDS-ON” SHOW, INVITATION ONLY, 2ND FLOOR, SMALL EXHIBITION HALL”

LAUNCH: SPECIAL REPORT

The most powerful piece of gaming hardware was revealed in Kamata, Japan on 26 July: *Virtua Fighter 3*. Our correspondent in Japan received a personal invitation to the event, hosted by Director Yu Suzuki of AM2, and one of Tokyo's most famous gaming celebrities Shinjuku Jacky. His report begins with general observations of the game, and progresses through details of each stage, eventually handing over to Mr Yu Suzuki and Shinjuku Jacky for a final discussion. Enjoy.

GAME DESIGN NOTES

Reaction to new characters

Sega's design team have been handing out a lot of questionnaires at the location tests of VF3 to get feed back on the public's impressions of the game. While most comments have been favourable, one point of dissatisfaction has been the almost naked Takaarashi. Apparently, too much flesh makes him look a little bland so they are taking him back to the drawing board to put some clothes on him.



Texture maps being prepared for use in *Virtua Fighter 3*.



Apparently this is the roof top of a Chinese restaurant. Pai's leg attack is using the new motion blur effect.



Lau uses a sideways dodge [via the E button] to avoid Takaarashi's outstretched arm thrust.



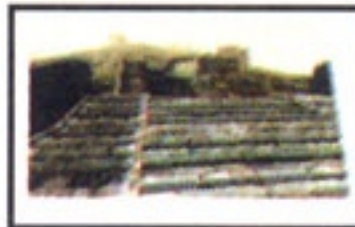
On top of the restaurant again, Lau fights Aoi.



Aoi and Jeffry fight on a desert island in the South Seas.

STAGE DESIGN

Unlike previous games that have a rather artificially rigid feel to them, VF3 has a more natural-looking design. All stages have an open sensation, giving a feeling of freedom. It looks like you can go anywhere. In reality, carefully positioned natural features and man-made objects prevent such wanderings – if they didn't, it would turn into an RPG! The new Undulation (Terrain Topography) adds even more incredible realism. All fighting stages are designed to be a little higher than the surrounding area, so that the camera can swing around and look down and around the characters. Some levels even allow you to jump down ledges, walk up steps or wade through water. Each level has it's own distinctive layout so each one has to be mastered. Now players have to consider the stage layout, as well as their favourite character, as some fighters are better suited to certain areas!



Scenery is used strategically in VF3.

Virtua
Fighter
3

COVER STORY

GENERAL OBSERVATIONS

- When you select a character, their head turns slightly toward you, their eyes look at you, and they screw up their faces in preparation for battle. In two player mode the other selected characters move also – Jacky's hair is always slightly waving.
- Both Wolf's and Shun's hats come off during the game if they suffer a violent hit. Just like Pai's in VF2, the hat remains on the screen where it fell.
- The sound is awesome too, with great noises and sound effects throughout. Selecting Wolf and he imitates the cry of a wolf – it's very realistic. In VF2 the balance of music was 40% to the special effect sound 60%. In VF3 the music is 20% and the special effect sound is 80%. They used a lot of stereo sampling.



DIFFERENT COSTUMES FOR SECOND PLAYER!

Costumes change completely depending on whether you are 1P or 2P. For example Wolf's traditional wrestling kit is exchanged for the all-new cowboy hat and spurred boots. Jeffery has either his tropical look, or his new fishing-boat kit – complete with Wellington boots and strong trousers! Sarah has either blue Jeans, or tight black pants and mini-top. Designing these new outfits took a long time, but the capabilities of the Model 3 board allowed AM2's imagination to run wild!

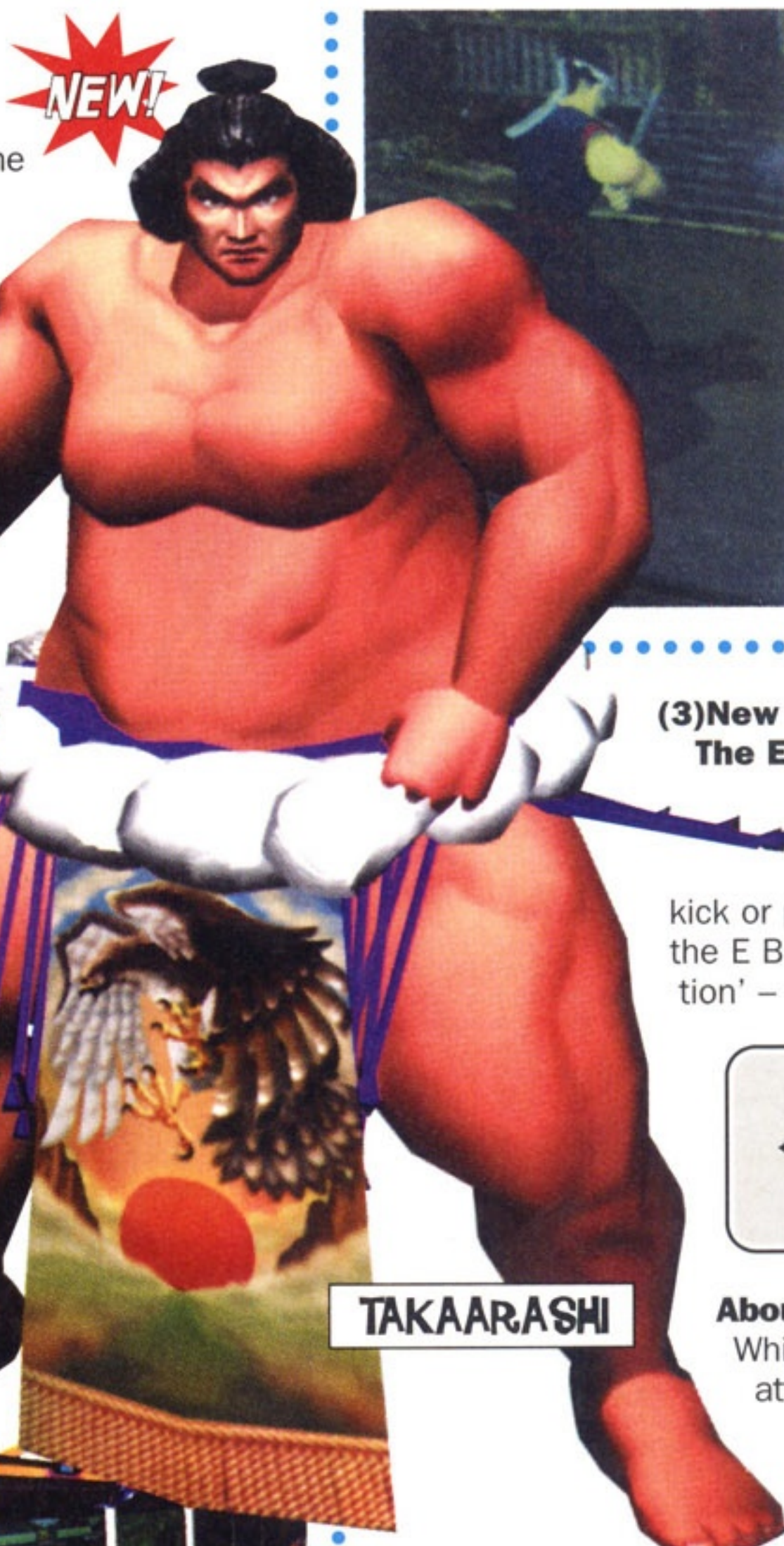
DIFFERENCES BETWEEN VF3 AND VF2

(1) New Characters: Umenokouji and Takaarashi.

First chance players got at hands-on experience, they devoted most of their time to original characters Jacky, Akira, Pai, and the rest. As you would. So everyone is going to be learning from scratch with these exciting new characters.



AOI

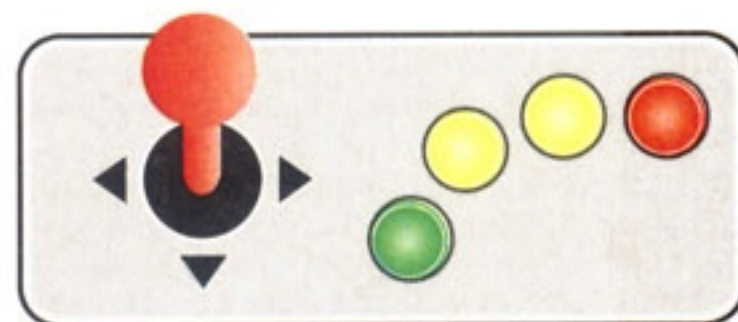


TAKAARASHI



(3) New Dodge Operation: The Escape 'E' Button.

Commonly thought of simply as a sideways-step button. However pressing kick or punch immediately after using the E Button enables a 'transposition' – a move which is key to VF3!



About Transposition Moves:

While dodging your opponent's attack, or straight after you've dodged your opponent, you can get in an attack. It's also very effective for close combat offensive moves:

For example, in the case where your opponent is delivering a barrage of punches, until now you had to suffer the blows by using the Guard Button, using your best judgment for retaliation. But, with the 'E' Button, you can approach the opponent offensively to get your own attacks in. This kind of play is far more positive. Through dodging, sharp players have the scope to increase their chances of victory. With this method beginners have a better chance of trashing even veteran VF2 masters!

(2) Undulation: Difference in Terrain Level.

Where your opponent is sent flying with a mid-air combo, his/her journey down an inclination means the time it takes you to land increases – allowing you to get in more hits during the mid-air combo. On the other hand, an upwards sloping surface decreases your chances of hits in a mid-air combo.

Undulation changes combination attacks to a large degree, so you'll need to adjust to the new fighting system quickly. But of course practice pays off in the end, by making the game much more enjoyable. Also, in the case of a top-down attack from a higher place, the height difference between you and the opponent increases the damage proportionally. Using your skills to position yourself above an enemy makes your attacks much more effective. Making the most of the undulating stages will become accepted as one of the most important strategies in the game.

In VF2 attacks like Sarah's Mirage Kick can prove almost ineffective against heavier characters. VF3 has inherited a similar 'problem', but with undulation two things can happen: 1) three-hit-attack charas at the bottom of a sloping surface might slip back, unable to get in all of their attacks. 2) Where they are at the top of a slope, it is more difficult for an opponent to escape all three hits.



NEWS



Virtua

[Fighter 3]

YU SUZUKI INTERVIEW, WITH SHINJUKU JACKY



STAGE DESCRIPTIONS

Please note that neither the stage names, or which characters are assigned to which stages, have been decided yet. These names and character assignments are my personal opinion only! All levels are still in development. Where you see the word COMPLETED means only that a picture of this level appears on the Stage Select screen, while the other playable levels have only an empty space.

High Rise Building Stage: [Jacky] <COMPLETED>

You get a great feeling of height from his stage – the glass floor and perfectly scaled vanishing points really give you vertigo! Buildings both near and far give the impression of great depth of field. As one who used to work at the top of high buildings, I can tell you it's incredibly realistic. Otherwise the fight area is typically flat, and square. Although protected on two sides with railings, the other two are unprotected. If a character rings out here, the camera pans out faraway as fast as possible, leaving the victor much smaller on screen, while the loser plummets to his/her death. Although the speed is lightning fast, the buildings' scale out beautifully smooth. Distant buildings just have yellow squares for windows, you can't quite make out what it is behind the slightly closer ones, but the nearest are clear enough to see desk lights, furniture and other office equipment. Sometimes looks as though people are moving behind the windows!

Caribbean Island Stage: [Jeffrey] <COMPLETED>

For me, the best stage of all: So many things are moving around the fighters, it feels as though the whole stage is alive. The general setting is a tiny sand bar, a few meters away from a small peninsula. There are clouds in the sky, but the sun is seen shining and it's light reflects off the waves. Because the sand bar is cambered all round, the sea level raises and lowers with the tide, shrinking and enlarging the play area. The rippling effect of the water across the sand is perfect. And when it subsides, a ring of darker wet sand is left. But this quickly dries under the hot sun to a light yellow again. Seagulls, sometimes a few, sometimes a lot swoop and soar in the sky. Occasionally they dive into the water to catch fish! The motion of the birds is very accurate, with their wings folding back as they dive then flapping madly to get airborne again. They fly towards and away from the camera a little as well. Characters can also interact with scenery: sand is kicked up as they walk, and falling on the floor sends sand scattering too. You can take them splashing into the water too. If you are knocked over, the water splashes high. Stand motionless on the edge, and the sea comes in around their feet with a slight ripple effect.

Japanese Fortress Stage: [Akira] <COMPLETED>

Similar old fortresses were all the rage in the Shogunate Era! The fighting area is set inside a fortress, close to one of the main outer walls and fortified entrance. A portcullis prevents escape! This area has a number of height changes: Large steps towards the entrance; a long inclined area; and a long drop to one side where the floor gives way to a lower fortress level. Stone walls and floor slabs have a weathered appearance, with moss growing on the wall, and weeds between the slabs. Leaves resting on the floor are easily disturbed – merely walking on them shifts their position a little. A fast kick or turning action lifts them off the floor whereupon they spin around. Someone falling scatters the leaves in all directions. Attention to detail is amazing, with the leaves quickly rising off the ground, but slowly zig-zagging down. Two continuously fast moving characters are always surrounded in moving leaves.

Chinese Wall Stage: [Pai] <COMPLETED>

Boasts the most impressive scenery of all the stages. A magnificent view of the Chinese wall stretches into the distance, with mountains in the background, and a hillside runs alongside the wall, sharply dropping away. Every guard post on the wall is marked by a giant banner, fluttering in the wind. A rising sun is seen above the land, with a slight blur due to the horizon. Between the hills and mountains is mist (Probably a crisp early morning). The wall follows the curve of the hills up and down, enabling characters to use the steps along the for tactical advantage. They can also use the small walls at either side of top to trap opponents. As the fighting area is long and narrow, occasionally the camera angle puts the wall in the way so you can't see your character, whereby the wall fades to become opaque if the viewing distance is far. Close in, where the wall begins to fill the screen, it fades away completely leaving a clear screen. Wow!

Chinatown Stage: [Shun] <COMPLETED>

AM2 are using Shun's stage for all the official screen shots. The fighting area is on top of a slanted, wooden-board roof of a shop. There are a lot of Chinese signs around so it could be a shopping area. This curved roof gives a great feeling of depth. As the camera angle swings you can see other shops and houses, and the streets below. In the distance are only more houses, so you really get the impression that you're right in the centre of a built-up town area. An iron bar fence to one side prevents fighters from falling off, and the slope of roof becomes steeper on one side, making it look like you couldn't get up it if you tried. In fact it is possible to fall of other side!



YU SUZUKI INTERVIEW, WITH SHINJUKU JACKY

SJ - Shinjuku Jacky YS - Yu Suzuki

SJ - Firstly, the biggest difference for VF3 is the new board. Compared to VF2 what are the main differences?

YS - If you talk about hardware then compared to the Model 2 board it's more than three times as powerful. With the improved computer graphics a whole variety of things have now become possible to do.

SJ - The detail of the stage representation is almost life-like. Would you say that the most important part of VF3 has to be the graphics?

YS - Of course that's an important element. However, whether the game is enjoyable or not has nothing to do with the technology. Really, I want to talk about the technology but, after all, enjoyable gameplay is the most important point. Anyway, the new CPU compared to the Model 2 board is much more powerful. This means that an incredible

amount of detail can be managed. So with regard to the various fighting techniques, they can be produced more beautifully and smoothly.

SJ - This time the biggest difference is the operation configuration. Up to now there have been only three buttons, but now you've added one more. Could you explain this?

YS - In the beginning the VF series was released with 3 buttons, however you could play by just using 2. You could defend by pushing back on the lever instead. Of course, a simple interface is good, however, you can't say that the more buttons there are, the more complex it becomes, and the fewer buttons there are, the simpler it becomes. At a glance,

functionally making the Guard operation a separate button is conceptually easy to understand. In the same way we've made the dodge operation a separate feature, and it also is easier to understand. We've taken this bold move to develop this new interface, and we believe in it. Even so, you can still use two buttons if you want to. This game can handle that. However, the location of the 'transposition' will have lost it's meaning.

SJ - The merit of not having to rely on complex movements means it's now become easier hasn't it?

YS - The distinctive feature of VF2 was that good timing was essential. For someone as good as yourself who's become an expert, the judgment of timing and precision hits isn't a problem, but to the average person getting the timing right is extremely difficult. Those who've already seen VF3 have commented that although it isn't bad, compared to VF2 it has become a little easier.





However, we don't want to reveal lots of fighting techniques all at once. Rather we want to build up gradually by first releasing easy commands and then progressively more difficult ones. By learning the commands in this way everyone has a chance to use them.

SJ - Even though the game is still in development you've decided to make some of the techniques public haven't you?

YS - That's true but just because we revealed some of the techniques doesn't mean that its power to interest people has been lost. Even if you know the techniques, it's the way you use them that's important.

SJ - Looking to the future what do you have planned?

YS - From here on we will continue our efforts day and night in order to get the game balance right. I hope that everybody will look forward to it's release.

Totoro



↑ Nervous gamesplayers study the new VF3 techniques for the first time ever.



YOUR FAVOURITES IN ACTION!



Snowing Waterfall Stage: [Aoi] <COMPLETED>

Set in a small rock gully at the base of two small waterfalls. It's snowing and there's a thin layer of snow on the floor, and the gully walls are frozen with bits of ice and snow clinging to the crags. An irregularly shaped floor is caused by the weathering of the mountain stream, and a slightly sunken pool, with a few streams of water flowing between the rocks. The rock floor is smoothed off, and curves into the water as opposed to a sharp drop. Snow isn't small white drops falling in front of the screen - it's 3D! This means that the snow in the distance is smaller than the snow in front of the screen - so as the camera angle swings, so does the snow. When the camera pans out away from the characters there's a slight misting effect, simulating brief obscured vision. This changes in intensity depending on the distance. At the bottom of the waterfalls white foam bubbles up, then drifts away from the waterfall, fading with distance. Look at the ripples on surface of the water, and you can see that the current shifts away from the falls. Walking, jumping, or falling in the water sends water splashing in all directions. If the gully wall gets in the way, it is faded out or completely removed. No ugly polygon clipping here.

Underground Cavern Stage: [Wolf] <COMPLETED>

Set inside a deep cave, the only light comes from a large log fire in the distance. Fire crackles and spits with little cinders occasionally flying off. The flames twist and change with all the characteristic roaring of a big fire. Light from the fire flickers on the walls. Shadows fade or darken accordingly. The brightness is good enough to pick up the detail of the rock strata - you can even see mould growing, and the occasional mark where water has run down the wall side. Nothing is flat here: Walls curve and bend like a real cavern, there are stalagmites and stalactites in the distance and the floor is uneven. The fighting area has a few rock floor tiers rising on one side, with a gentle slope running from one side to the other. At one-side there's large hole in the floor, revealing another dimly-lit cavern filled with stalagmites and stalactites. Needs to be seen to be believed.

Japanese Sumo Ring/Shrine Stage: [Takaarashi]

<UNDER-DEVELOPMENT>

A long narrow stepped path, cut into the rock, leads down from the Shrine and up to the fighting area - a huge circular rock Sumo ring. To one side in the distance a path winds its way around the mountainside and going over a small red bridge that straddles a small waterfall. On the other side you are looking away from the mountain, and over the surrounding land with an impressive skyline. Although the fighting area is basically flat, the circular Sumo ring gives an unusual visual effect and there's a sharp but not too far drop to a lower ledge on the side away from the Shrine. Players need to be cautious of position when fighting on this level, because the tightness of the Sumo ring is hidden by the deceptive wide open scenery.

Subway Station Stage: [Sarah] <UNDER-DEVELOPMENT>

An apparently disused subway station, the two main features being the passing of a train, and the steps leading to an exit. The train moves fast and smooth, appearing behind the moving characters with no problems whatsoever. Four or five steps are available on one side of the station for strategic fighting. The extra height can be used to jump over your opponent, or make for easier head blows with a kick attack. On a technical note, I saw Wolf knocked down while he was standing on the stairs and his shadow was drawn perfectly on the steps below him! Though the station looks a little barren at the moment, some superbly drawn billboard signs brighten up the place. (Look out for the car commercial in particular). Whether or not you can fall off the platform edge and be hit by a train isn't certain, but it's a possibility.

Desert Stage: [Kage] <UNDER-DEVELOPMENT>

Deceptively simple-looking, but Kage's area contains absolutely stunning visual effects. The entire stage is set in a vast desert which stretches right back to the horizon. In the distance is a blazing sun dips below the dunes, causing heat distortion. Sand dunes fall in huge arcs and curved tips. Whenever the strong breeze blows, and when catches the edge of a dune, it blows up a gust of sand over the dunes. Amazing! BTW this is not a 2D sprite trick, but full 3D. The modelling of the air dynamics as the sand billows and dissipates into the air is beyond belief. And it's not just in the background either; occasionally the sand is blown across the characters' fighting area, straight towards the camera. Wow! Just like in Jeffrey's stage, sand is kicked up and sent scattering by the fighters. Because the sand is darker here, you can see foot steps left by walking. Dragging your feet leaves a line too. Falling over leaves an appropriately sized mark in the sand. And if you watch carefully, you can see the wind gradually erase the marks. Incredible considering this stage isn't finished yet! The stage area is difficult to determine, as I never saw anyone 'Ring Out'. Whether or not you can be pushed off the edge, and be sent rolling down the side of a giant sand dune is yet to be known.

Library Stage: [Lau] <UNDER-DEVELOPMENT>

At the beginning of a new round, when the camera zooms across the great hall, it starts high near the ceiling, then swoops low before fixing on the characters. It's awesome!!! Although I couldn't see any moving parts to the background, it is very impressive. Huge pillars and marble arches support walkways around the side of walls. Detailed patterns are found both in the wall design and stone flooring. Side walls have giant windows running for most of their length, and there's a huge domed ceiling of glass. The main arena is a raised dias in the centre of the library. However, you can come off here and fight around the immediate area too. The steps are carpeted in lush velvet, and all the railings glitter gold. But it is the size of the library which really catches your attention. While the other levels, like the mountain and beach areas, are visually bigger in appearance, the fact is that the backgrounds are just pictures drawn to give the impression of distance. In the library everything is constructed from polygons so the true scale of the model 3 board's capabilities are clearly shown.

Playground Stage: [Lion] <UNDER-DEVELOPMENT>

This stage looked so similar to Shun's Chinatown Stage that for a long time I thought they were the same thing! Set on a concrete yard with a metal fence around the outside, this is the most like Fighting Viper's of them all. Although there are some buildings around the outside of the fighting area, you can still see some scenery in the far distance. Similar to the other levels, there are sharp drops to the sides - meaning Ring Out for somebody. The surrounding fence fades away when it obscures the fight. The fighting area looked flat which is why I'm sure it can't be the other rooftop stage.

Hidden Stage: [Dural] <?>

Although Dural is in the main cabinet illustrations; at the moment, she's not a selectable character and didn't appear in any of the game battles I saw or played. As to whether she will have her own stage hasn't been revealed yet, but with the apparently limitless power of Model 3, the mind boggles as to what kind of stage they could create for this fighting machine.





Do you the world doesn't feel that much different. But to us here at CVG we're in a *Super Mario 64* state of shock. So are we mad or what? Should we really give a damn, or not? Just because the N64 has the most amazing video game ever, does the fact that it stars Mario make your skin crawl? Moreover can one game sell a system above another? C'mon! Get your heads into gear and write with your comments on N64, now it's available in Japan. Two things - no bad tempers and no overly defensive rubbish. Keep it constructive and intelligent



CYBER SUBJECT CHANGER

Dear CVG,

I hoped that you could help with my questions. Will a Japanese controller work on a UK Saturn, as I've seen the Mega Lo and it looks cool? Also, after hearing about the PAL version of *X-Men* being slower than the Japanese version, and not to mention more potentially great games. I would like to know if I got a Datel convertor and played the Japanese version, if there would be a 17.5% speed loss and borders? Can't you get your Saturn 'chipped' so it plays all Saturn games, regardless of their origin?

Also, have you seen the posters of Orchid and that woman with that half-naked chest in *K12*? To me this shows that the industry is developing from the female side. Maybe there should be a game which contains all women fighters and you get to fight girls with hot attitudes. Personally I think that this is what the readers want to see in magazines - babes and news from Japan. Finally I would like to know if there's any way I could find out about the beat 'em ups released for the Mega Drive in Japan - ie *Art of Fighting*. Oh, and if anybody thinks they know my identity, they are all mistaken. All I can say is CYBER CITY OEDO RULES! Have you seen it? All three are excellent aren't they. I just can't stop watching them! I would be honoured if you could tell me where I can get myself the music CD for it, and posters etc. And tell Paul to hold on in August you shall feel a lot better as I will subscribe soon. Please keep up the good work!!!!

Japanese Sensation



CVG: So far we haven't encountered any problems running a Japanese pad on a UK machine. However the Japanese system seems to freeze if switched on with a UK joypad in either port. Yes, you can have your Saturn specially adapted to run every country's games, but the speed still needs sorting out - from 50 to 60 Hz. There have already been fighting games featuring just girls, unfortunately they've all been crap. Anyway, surely there's more pleasure to be gained from a female perspective, with girls kicking guys. Given your chosen nickname we suspect that the best kind of magazine for you is any one of the quality publications to come out of Japan on a regular basis: *Famicom Tsushin* (weekly); *Saturn Fan* (Bi-Monthly); *Dengeki* (monthly); and especially *Gamest* (monthly). There's more Japanese news than you could possibly handle, and more often than not, some cool 'babes'. Most Europeans could find this too much. *Super Street Fighter* is still the best fighting game on the Mega Drive - the SNK games didn't translate that well, unfortunately. Paul is over the moon.

Please send your letters to:



MAIL BAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

Why not invent a sassier name for this section? If it is used, we promise to send you the game of your choice.

MATT

IF SO, WHEN AND HOW MUCH...ZZZZ

Dear CVG,

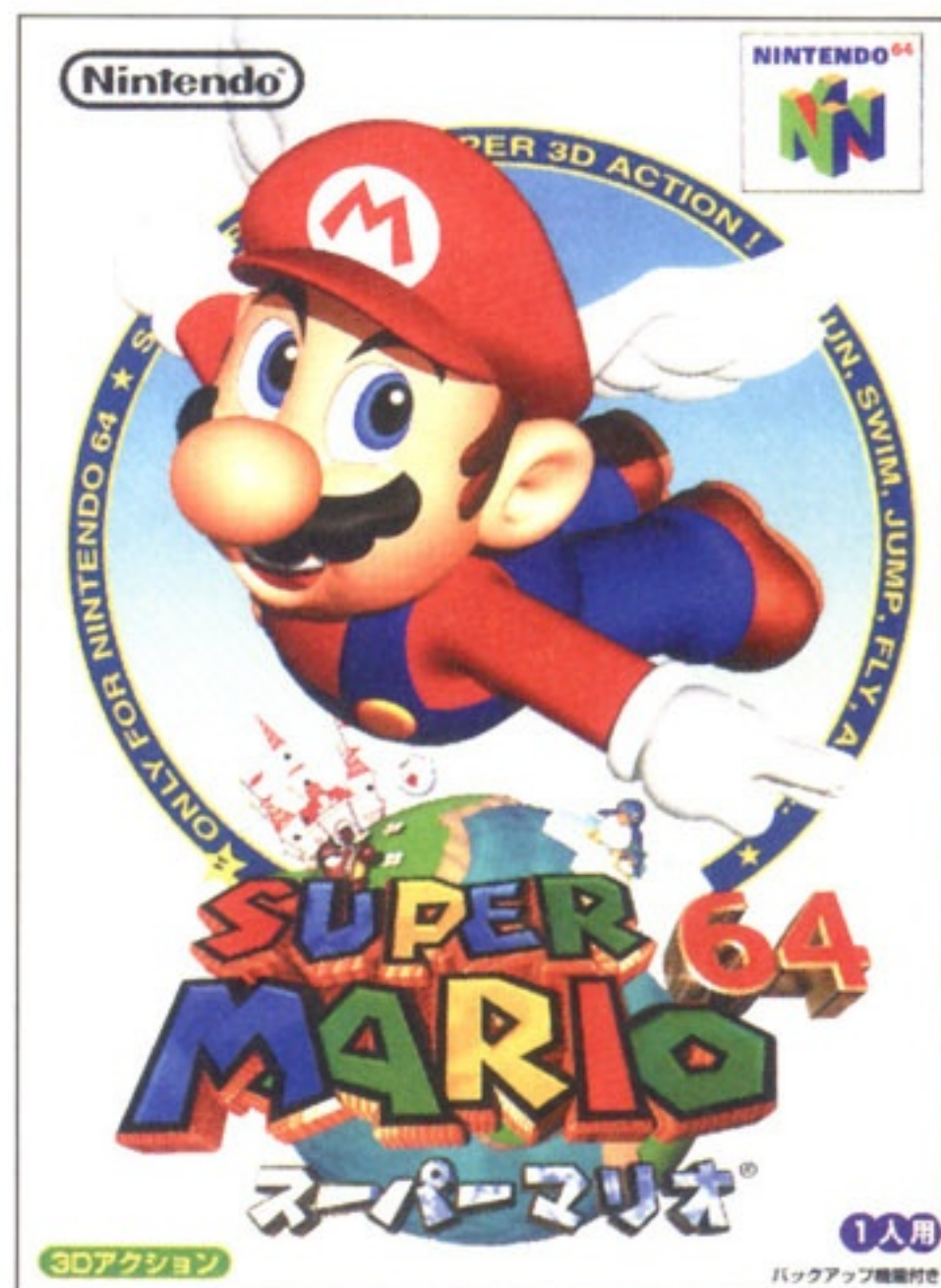
Please answer these questions.

1. I already own a PlayStation and am hoping to get a Nintendo 64 when it is released officially. When is N64 released in the UK, and how much will it cost?
2. How much will official UK N64 games cost?
3. Will the UK Nintendo 64 use the same AV leads as the PlayStation?
4. When is *F1 and Klawd* released on the PlayStation, and is it any good?
5. How's *NHL Powerplay Hockey* from Virgin coming along?

Chris Tiseo

CVG: 1,2, 3. Nintendo Co Ltd's president recently announced that N64 won't be available in Europe until 1997. And there's no official news on price date as yet. The AV leads are not the same as the one used for PlayStation - the console terminals are completely different.

4. Before Christmas, and it appears to be fun.
5. *Powerplay Hockey* is released in September, all being well. There's more details elsewhere this very issue.



If you're desperate for this game, buy an imported N64. Europe must wait.

A PC OF EVERYTHING

Dear CVG,

I would be very pleased if you could answer some questions of mine.

1. I own a 486 66 Mhz PC with a quad speed CD-ROM, 8 Mb RAM. I love speed so what do you think can be the best upgrade to my PC so that it can be fast and I could play smoothly every game?
2. I am about to buy a UK PlayStation but I think that I am going to regret buying it. The main reason that I'll buy it is because of games like *Tekken 2*, *Wipeout 2*, and others. But now you say *Tekken 3* has started and that the PlayStation doesn't have the power to make it, and the other games that will come from System 33. So will it come on PlayStation, and does PlayStation have enough power to make it, along with all the other System 33 games? Otherwise what will Sony do? I heard that an upgrade was planned. If there is I will buy a PlayStation.
3. When is Namco's Power VR coming out officially in the UK, and how much will it cost?
4. What must the power of a PC be to run the Power VR games FAST?
5. When is *Wipeout 2 (2097)* coming to PlayStation?
6. When are *Street Fighter Alpha* and *Marvel Super Heroes* coming out on PC?

Michel Playbell, Cyprus

CVG: 1. Well, a Pentium 133 Mhz plus another 8 Mb RAM would be pretty awesome. 2. There's no upgrade planned for the PlayStation, though it's a nice rumour. But while Sony's 32-bit system may not portray *Tekken 3* to its full graphical advantage (it's rumoured to rival *VF3*), there's no reason why the PS can't reproduce the gameplay - unless that is so incredibly radical too.



PlayStation *Wipeout 2097*. Michel Playbell hopes his PC can match it.

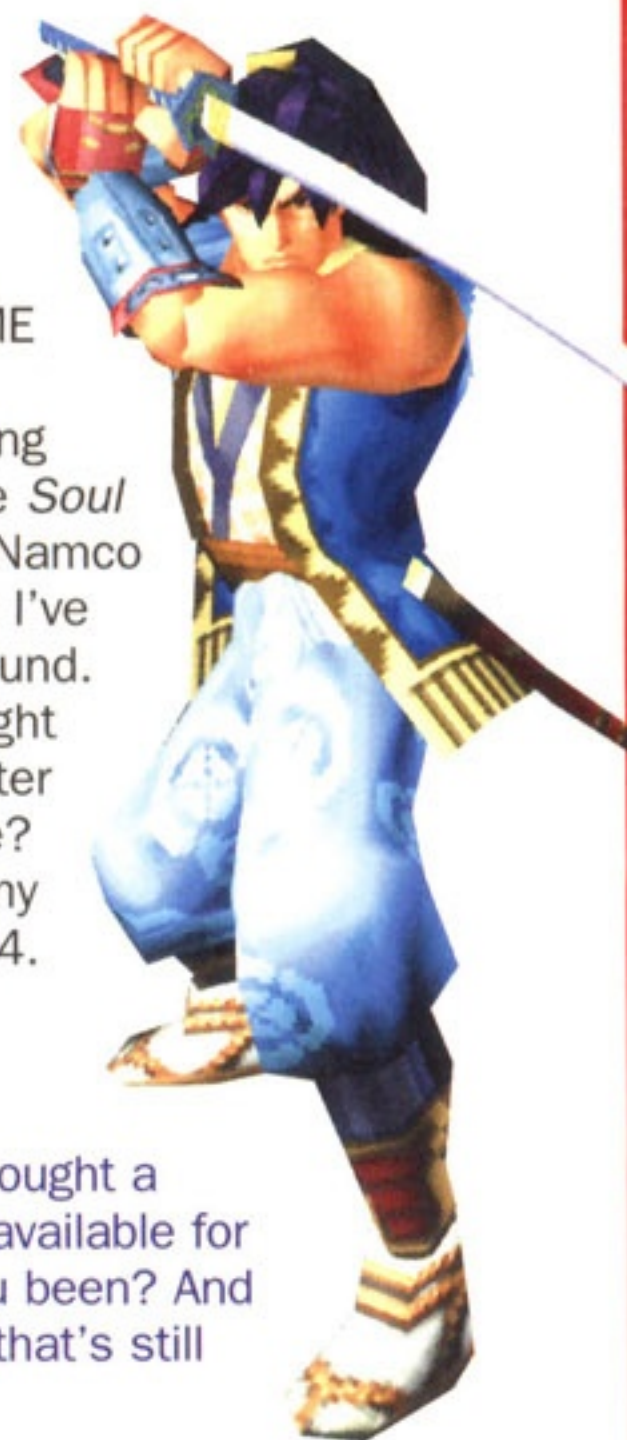


BAG

WE LOVE YOU NAMCO, WE DO!

Dear CVG,

About two years ago I stumbled into a Bridlington arcade, where I saw an incredible beat 'em up called *Tekken*. Since then I have been playing it non-stop, as well as its bigger brother – *Tekken 2*. I thought *Tekken* was THE GAME (even better than *VF2!*) Since that experience I have been hooked on video games, and especially Namco games. I've played all their recent ones including *Rave Racer*, *Dirt Dash*, *Time Crisis*, *Cyber Cycles*, *Alpine Racer*, and of course *Soul Edge*. All are brilliant (except maybe *Alpine Racer*). I was so overwhelmed by Namco I bought a PlayStation with *Tekken*. I was hoping to buy *Tekken 2* as well. But I've heard out of all the above mentioned games only *Soul Edge* is PlayStation bound. THIS REALLY P*****S ME OFF! Because Namco were the only reason I bought my PlayStation. Recently the top games mags including EGM and GamesMaster have said that *Dirt Dash* and *Rave Racer* would be made for N64. Is this true? Was I wrong in saying only *Soul Edge* on PlayStation? If I wasn't, I'm selling my PlayStation and buying a Saturn. Or if Namco do develop for Nintendo, an N64. Please put my mind at rest.
Chris Charlesworth



CVG: We love Namco stuff too, and it's understandable that you bought a PlayStation just to play their great games. But *Tekken 2* is already available for PS, Chris, and we know that *Time Crisis* is coming. Where have you been? And even if *Soul Edge* were the only Namco conversion in the pipeline, that's still bloody amazing! As for Namco and N64 – our lips are sealed

STAR LETTER

MSX AND THE PSX

Dear CVG,

I own a US PlayStation and *SFA* and *Resident Evil* as my top games. As an import machine owner I would like to see more of the import scene in your mag. I was thinking, maybe you could put in a checkpoint for the US and Jap games, because their release dates are almost always different from the European games. Before I had a games console I owned an MSX computer. There were a lot of great games available for it. Is there any chance that any of the following MSX games will come out on PlayStation: *Solid Snake* (*Metal Gear 2*); *SD Snatcher*; *Maze of Gallious*; *Nemesis*; *Fray*; and *Xak*? If you've heard of MSX, you know that they're fantastic games. Main developers were Konami and Micro Cabin. Since Sony made MSX machines for the European and Japanese market, I was wondering if Sony still has connections with MSX developers. If not, maybe they could restore those connections. I'm sure that those games in a 32-bit version will be perfect for the PlayStation.

Peter Klungel, Appingedam
PS Best games mag around. Keep it up!



CVG: Crikey – when somebody starts talking about the MSX you know they love their

games! Konami have *Gradius* (aka *Nemesis*) Deluxe Pack available in Japan, and *Track n Field* (AKA *Hyper Sports*) is now available for PlayStation in the UK. Unfortunately Micro Cabin aren't developing for Sony. Back to your first point, we hope to incorporate some kind of Japanese and US release schedule soon, though only for the titles which people are likely to want on import, as we don't want to encroach too much on our UK coverage – have you seen how many games are released in Japan each month!



Could it be that *Dirt Dash* is one of the first N64 games from Namco...?



↑ *Soul Edge: Version B* is being ported over to PlayStation. Yee-haah!

PC FIGHTER '96

Dear CVG,

Your change in the magazine's look was astonishing. So keep up the good work. My questions here are, in my opinion, very useful for people who all need a satisfying answer. So please give answers that are straight and understandable.

1. With the things you wrote in your Free Play (issue #3) you meant that after its arcade release *Tekken 3* will come out exclusively on Power VR card?"
2. I've got a 486/ 100 DX4 and 8 Mb RAM. Which is the wisest upgrade? (I was thinking for a Pentium Pro upgrade)
3. Are *Marvel Super Heroes*, *SF Alpha 1&2*, *Tekken 2* and *Night Warriors* coming out on the PC? If yes, when?
4. On what and when is *Street Fighter 3* coming out? And do you have any idea of how good it's going to be? (You said it's going to be 3D, but where's the proof?)
5. Will there be exclusive games for Saturn 2, and will the current Saturn games run on it faster? Is the current adaptor compatible with it?

Anastasis Antoniou, Cyprus



CVG: 1. No, what we said was *Tekken 3* is rumoured to be using Power VR.
2. Either a Pentium or another 8 Mb of RAM – depends on what you can afford.

3. Noooooo...

4. The arcade, and it's being previewed in September. Capcom have officially announced that *SF3* is 2D. The 3D thing was always just a tasty rumour.

5. We take it you mean the Flash Saturn? In which case the answer is no. Sorry, you didn't say which kind of adaptor so no one could answer the last question.



↑ Arcade *Rave Racer*. It looks incredible through Power VR too.



★ USERS VOICE OF COMPUTER AND VIDEO GAMES

LETTERS



⤴ You cannot get a Level Editor of PS Doom...

MR HYDE WHO HAILS FROM CLYDE

Dear CVG,

Great mag! Nice to see a games magazine adding humour in here and there! Please answer my questions.

1. I've played *Duke Nukem 3D* on the PC-CD ROM and it has loads of controls. So how will the PlayStation control-pad cope? Will this mean some of the controls will be left out of the PS version?
2. Will there be a PS *Doom* Level Editor coming out? And a *Duke Nukem* one?
3. How do you get cheats out of games? Do you need to have the Action Replay card?
4. *Resident Evil* looks superb, but is it true that you can kick the zombies' heads off? And can you put the barrel of the gun in their mouths? Where can I get a demo of it?

CVG: 1. The honest answer is "we dunno".

2. No. No.

3. Ed Lomas fell onto the conveyor belt when the Action Replay cards were being made. So we have our own walking/ talking living cheats device. He writes pretty well too, and makes great Pot Noodles.

4. You can kick and stomp on the heads of zombies in *RE*, but you can't put the gun barrel in their gob. Please see a psychiatrist Craig! And why worry about seeing a demo. Just buy the game, you won't regret it!



⤴ ...or a Duke Nukem one for that matter!

I TELL YOU...

Dear CVG,

I have a couple of suggestions to make your magazine even better:

1. Put coverdisks/ CDs on special editions of your magazines. For example a special PlayStation edition on which there would be a cover CD.
2. Use charts to show which games scored highest with your rating system, and compare this to the chart of the most bought games.
3. More competitions, with better prizes – not Power Ranger toys!
4. A gossip column that tells rumours about companies' games, and suspected releases.

Gavin Gregory, Potters Bar



CVG: 1. To put a CD on the cover would put the price up. As its contents would be great for some, but not all, we'd rather give you more in the magazine for less money.

2. The most bought games tend to be those with an attractive price. That's why budget titles feature in the charts quite a lot. So comparing our ratings to sales isn't worthwhile.

3. Hopefully the recent competitions are more to your liking. Power Rangers is a Paul thing which crops up from time to time. He's on stronger dosage these days.

4. We'd rather fill space with facts, but where there's room – ie Free Play – we don't mind sticking in a few potential 'time bombs'.

ROLL ON CHRISTMAS!!!

Dear CVG,

I stumbled upon your magazine and, judging by the cover, bought it. I must admit that your magazine is definitely number one, tied with Maximum. The amount of depth and screenshots surprised me. I think that the gaming world is becoming more and more advanced each day. I own a Mega Drive 2, and I practically love Sega. The quality of games coming out for Saturn are incredible, which has made me come to the conclusion that I'm going to get a Saturn this Christmas, no questions asked. I would get a PlayStation because of only one game: *Tekken 2*. But with the rest of Sony's tatty games (excluding the Namco stuff of course), you can understand why Saturn sales are going up. And Nintendo with their 64-bit machine... I mean it looks promising but expensive. Finally a few questions:

1. When is the S2 coming to the UK?
2. If you hire a *Tekken 2* arcade machine with a key for a week for home play, how much will it cost?
3. Where can you get a guide for *King of Fighters '95* which tells you all the moves for all the characters, and how much would it cost?
4. Have you printed move lists for any other beat 'em ups like *X-Men* or *Samurai Shodown 3* in any of your issues?

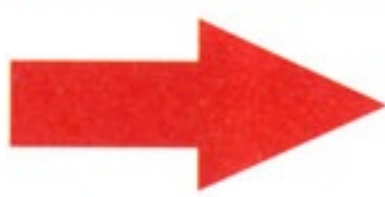
Keith Brooks, Chadderton

CVG: Thanks Keith! Glad you know exactly what you're after, though you've quite a wait until Christmas! A dedicated fan of beat 'em ups, judging by the extensive list of games supplied with your letter? Your answers:

1. If you mean the "M"2, the answer is, probably, never.
2. We guess that figure would come to around £500. Expensive, eh!
- 3, 4. Not yet, but it's something we're considering. All requests for guides are taken into account – keep sending them in!



DEAR HORSE AND PONY



Dear CVG,

I am writing to ask if you could send me some visual information about PlayStation, Nintendo 64, and the Sega Saturn. I would be very grateful if you would, because

I am in the middle of an Electronic Toys and Games project. Duanne Spalding.

CVG: You're looking at it Duanne!





ecstasy

know the score

Ecstasy's effect on your brain can make you feel happy but could also cause periods of depression and anxiety that last for days afterwards. It might even cause brain damage. Taking Ecstasy doesn't guarantee you a good time.

The long term effects of Ecstasy are still unknown. If you take Ecstasy you're a human guinea-pig.

Taking Ecstasy can cause kidney and liver damage. A bad reaction to E could suddenly develop even if you've taken it before and felt O.K. Another danger is dehydration. The best way to combat this, if dancing, is to sip about a pint of water an hour, take regular rests and keep salt levels up.

Ecstasy could be pure or it could be cut with all kinds of other stuff. You just don't know. Even if it's pure, that doesn't mean it's safe. The dangers could also be increased if it's taken with other drugs or alcohol.

**national
drugs
helpline
0800 77 66 00**

If you'd like more information about drugs or just a talk, give us a call free and in total confidence.



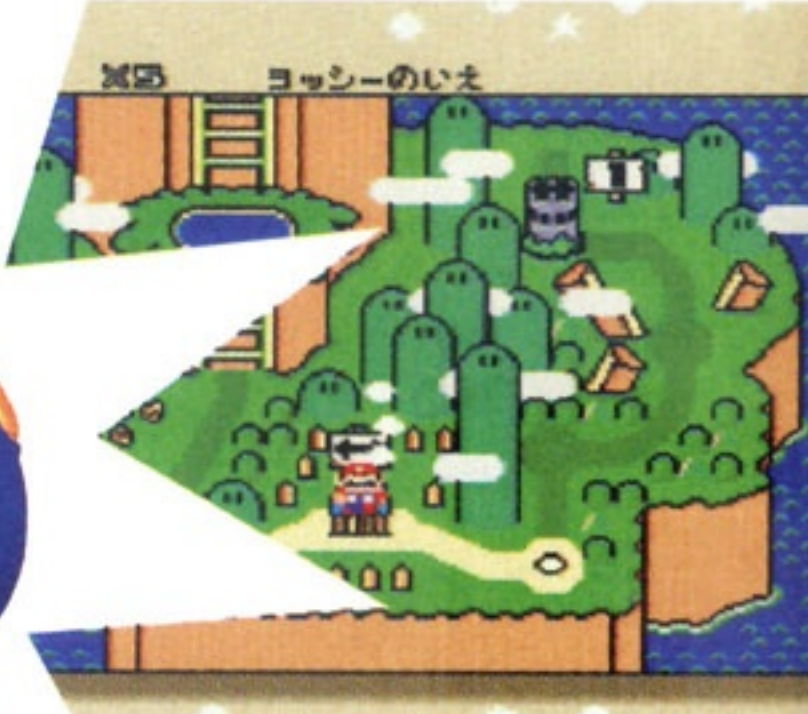
100% COMPLETE NINTENDO 64 NN	3D PLATFORM	BY NINTENDO	<ul style="list-style-type: none"> NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE CARTRIDGE + BATTERY BACKUP RELEASED BY - NINTENDO TEL: N/A
	OUT NOW (JAPAN)	1 PLAYER	

Answer this one question: Do you love video games? If the answer is even only "maybe", *Super Mario 64* will transport you to a high you never knew existed. We've been there. We know. Better than that, we can tell you all about it.

SUPER MARIO 64



Just six years ago...



... Mario looked like this!



GREATEST GAME!

Amazing. The game? Sure. But not just that. No, it's amazing how quickly everyone got used to it here – arguably the greatest video game experience ever; *Super Mario 64*.

At first the very sight of a mere attract sequence is enough to draw gasps of wonder. Disbelief which is magnified X10 after realising this is the game environment displayed to brief, dramatic effect – not an untouchable pre-rendered demo. Soon as Mario takes less than twenty steps into his new world, any inquisitive mind in attendance with eyes to serve it, and a mouth to voice ideas, goes into overdrive. It's very difficult to keep sugges-



tions and exclamations to yourself when watching another player. If you're lucky enough to be in charge of Mario you will hardly be able to speak at first, guaranteed. And all this before Mario so much as goes near one of the enchanted paintings in Princess Peach's castle. Now, at long last, the time has come to go inside. And we recommend anybody with a thirst for the new and exciting to take a look at what Nintendo have achieved.

64-BIT TECHNOLOGY 24-CARAT GAMEPLAY

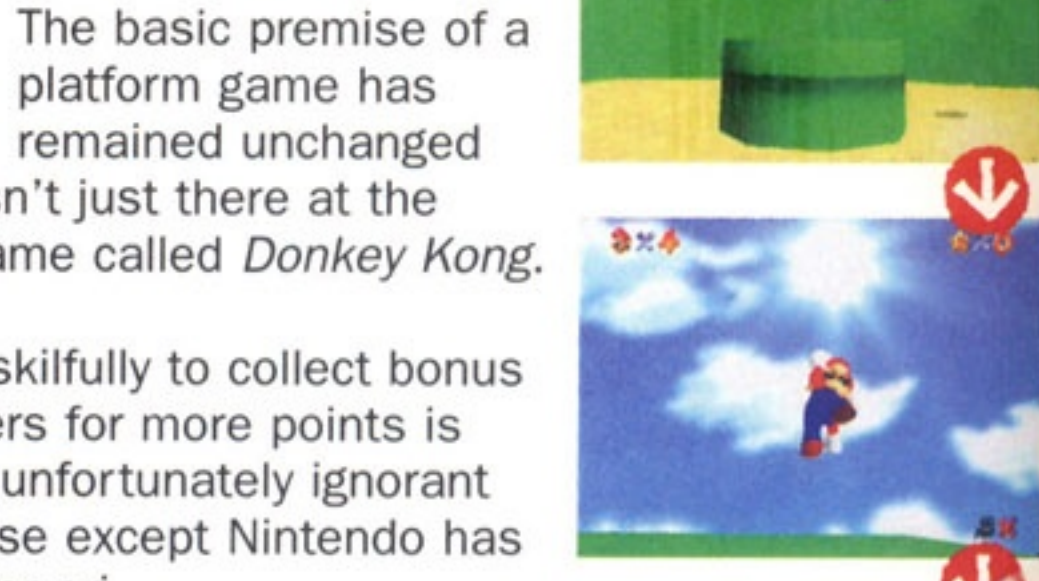
Super Mario 64 is all about unlocking secrets, searching for clues which may lead to astonishing discoveries. Rather than release a new type of driving game, or advanced 3D fighting game to establish what N64 is about, Nintendo have opened a whole new world of gameplay with *Super Mario 64*. Its creators didn't set out to demo how a Silicon Graphics Reality Engine can merely enhance existing video game environments. Instead they crafted something entirely new. An unknown. This is the celebration: We have a new technology to appreciate – great! But more importantly, there are these people who know how to create the perfect guided tour of that technology.



THERE ARE PLATFORM GAMES



A introductory tour of the castle, courtesy of Lakitu.



for over ten years. Nintendo's Mario wasn't just there at the beginning, he was the beginning; in a game called *Donkey Kong*.

Running from left to right, manoeuvring skilfully to collect bonus items, and jumping onto enemy characters for more points is Mario territory. You're either stubborn or unfortunately ignorant not to recognise this. The best anyone else except Nintendo has ever achieved with an original character oriented action game in the light of this has been attitude and variation, with one exception – *NIGHTS* from Sega, which you can read all about elsewhere this issue.

It's worth reminding ourselves what traditional Mario gameplay is about, in order to highlight the huge step *SM64* represents. Many of the most ingenious stuff first appeared in *Super Mario Bros 3*.



As each new door opens in SM64 you don't know what to expect!

COMING SOON



MULTI-BOUNCE

Bouncing across a line of enemy charas without touching the ground triggers a score multiplier. Once it passes 8,000 points Mario starts clocking up extra lives! Sometimes multi-bouncing on the spot is the only way to defeat some bigger foes.

Mario now gets no extra points for multi-bouncing. However, because SM64 is true 3D there are times where he is surrounded that this technique becomes necessary!



COS-PLAY

Dressing up has always been a favourite way for Mario to gain more power. It started with Fire Mario, and progressed to the likes of Frog Suits and the famous Super Cape which tipified the total freedom of *Super Mario World*.

Instead of collecting a leaf or feather to transform, Mario dons a new hat for a each ability. In the case of the transparent and metal hats, Mario's whole body is affected.



'P' BLOCK

Hop onto one of these and something special happens: a bridge appears, or enemy charas transform into large grey coins worth big points. In *Super Mario World* these were the key to reaching many of the hard-to-find areas.

P-Blocks in the truest sense don't exist in Super Mario 64. However there are blocks which serve exactly the same function, though they can't be placed.



PLATFORMS

Of course. But the Nintendo team are always full of clever surprises in this area. What you see in a Mario game one year, is sure to appear in somebody else's game a few months later. *Super Mario IV* boasts a wealth of clever approaches.

Now platforms/ sections of land lie in any direction through 360°. There's still the same level of inventiveness, like the wind-up catapults, and magic carpet.



SWITCH PALACE

First introduced in *Super Mario World*, like the Warps these are key to the ultimate completion of the game. In the Super NES game there are hundreds of transparent blocks which form paths to far-off locations, or contain useful power-ups.

As Super Mario 64 isn't connected in the same way as Super Mario World, Switch Palaces don't have the same wide ranging effects. At least not that we know of yet.



WARP

There's so much travel involved in Mario games that shortcuts are deliberately included to save time – and tired fingers. However there's no big sign-post saying 'shortcut here'. Players have to find them, which is part of the fun.

Most courses hide invisible areas which transport Mario, Star Trek style, to another section of the same course. Not so wide ranging, but useful in another way.



CANNON

Sometimes exits in *Super Mario World* take the form of a cannon, disguised as a pipe. These launch Mario into the air, at the perfect height to pass through a half-way bonus gate. It's a neat feature which adds humour, but not much to the game.

When Mario climbs into a cannon during his new adventure, players may direct him wherever they please – within a 180° left or right.



LOOK AHEAD

A useful feature in *Super Mario World* which helped accustom players to the L and R buttons on the Super NES controller. The feature allows Mario to see what's slightly before and after him, by scrolling the screen left or right.

Mario can look all around him from any point. Lakitu hovers close behind his head, allowing players to examine anywhere except behind. For that he just turns around.



A DATE WITH BOWSER

In all except *Super Mario Bros 2* (aka *Super Mario Bros USA* in Japan) a showdown with this mutant dinosaur, is inevitable. He's always in custody of Princess Peach, and almost always totally easy to defeat. What a buffoon!

Bowser is absolutely terrifying in his 64-bit incarnation! Now this is how you always believed a fire-breathing, sorcerer king to appear. Still a buffoon though.



FINE TUNED

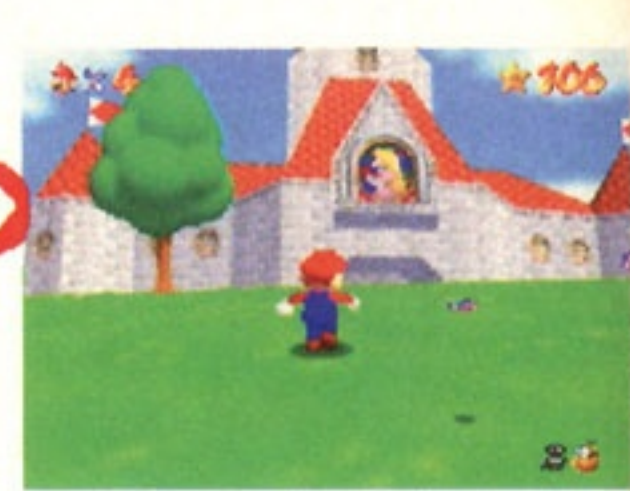
We thought that you would appreciate seeing just how much work has gone into the development of *Super Mario 64*. So here are some comparison pictures, matching the 50% complete version on show at Shoshinkai last November against the 100% final code which sold around half a million copies in just one week. Everything from the biggest graphical overhaul, to the tiniest of gameplay details has been refined and honed to near perfection.



⬆ Cold Cold Mountain looks so bare, there may as well be scaffolding!



⬆ We much prefer the stain-glass window to that dreary old clock.



⬆ Look, there are no floating islands in the 50% version.



⬆ This little ledge used to cause frustration. So Nintendo added a ramp.



⬆ Major refurbishment needed here. No staircase!



REGULARS

Super Mario 64 is teaming with Bowser's cohorts, all out to prevent Mario reaching the Princess. However there are a number of stock items which are never hard to find, which prove to be of great help.

SIGN POSTS

Read these for clues. Western players who have bought the game on import need to learn Japanese to appreciate them though!



TOAD

Esteemed citizen of the Mushroom Kingdom offers advice too. But he doesn't know any English yet either.



KOOPA SHELL

A small, but blinding little highlight of the game is the ability to surf on a stolen Koopa shell. First of all Mario punches the original owner, who leaves its home behind. Mario can ride this thing until he bumps into a wall or is attacked from above. Otherwise all other enemies are powerless against it. While he travels, the old invincibility music chimes in the background. Excellent!



1-UP

In tricky places an extra life is never hard to find, allowing Mario to experiment a little. Additional lives are more discreet, and there are a number of ways Mario can uncover them just by paying close attention to his surroundings.



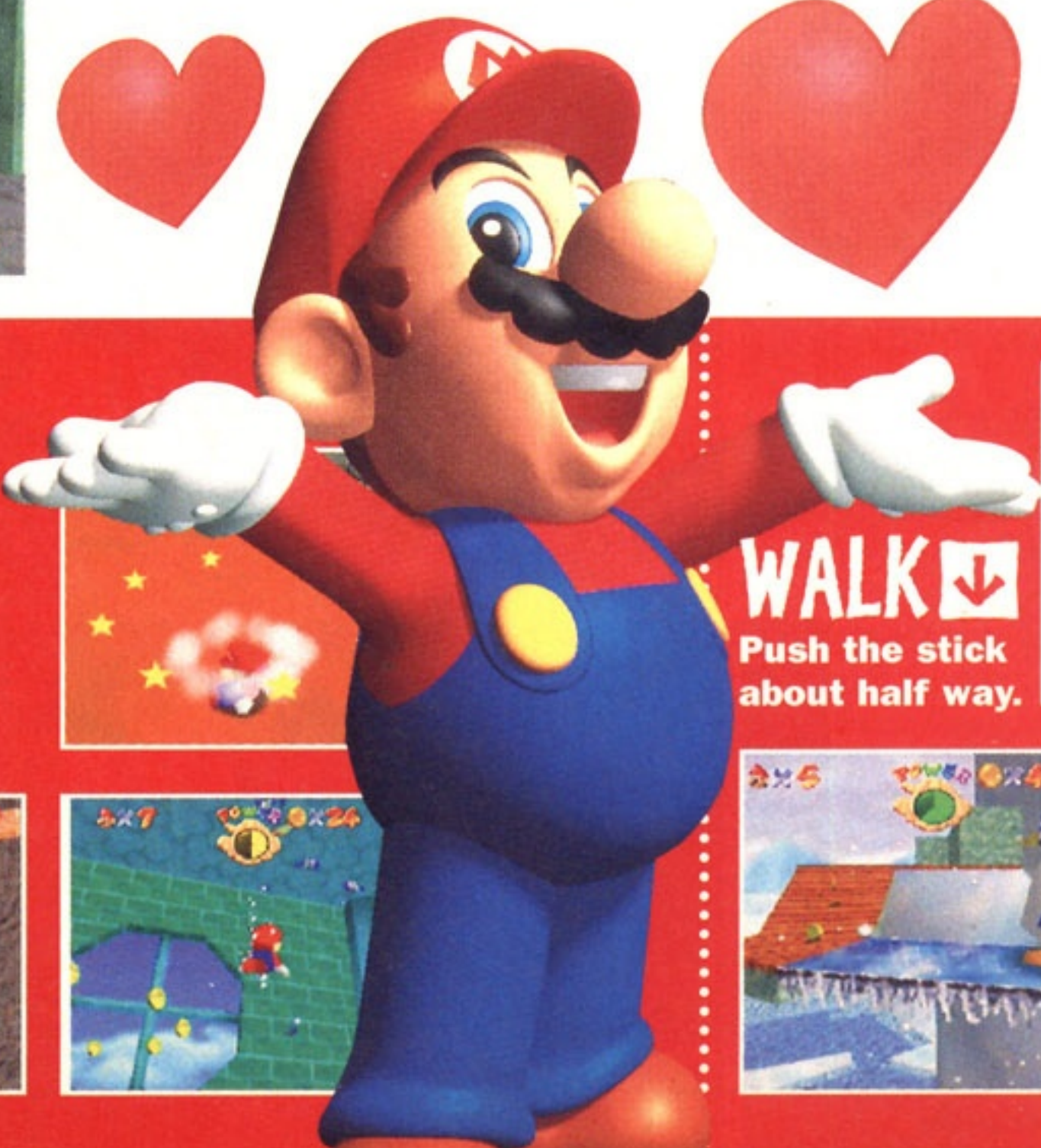
REVOLVING HEART

Restores Mario's health to full. Only, he has to run into it a number of times to gain full benefit.



ALL NEW SUPER MARIO TECHNIQUES!

Finding himself in a totally three-dimensional environment, Mario has lots to learn in order to first survive then become master of all he surveys. Consequently players have their work cut out for them in practising these new commands. At first even landing on a Goombas head seems tricky. But soon everyone is cartwheeling and power jumping Mario like it's second nature.



WALK ⬇
Push the stick about half way.



SNEAK ⬅
Push very lightly on the stick.



RUN ⬆
Full tilt stick action!





BLOCKS

Their colour dictates their prize. Initially the red, green, and blue variety are transparent, for which Mario needs to locate the Switch Palaces in order to solidify them. There are eight red coins found in each Switch Palace, providing incentive to spend more time than absolutely necessary in each one.



↑ Yep, it's the green switch Mario – now go and press it quickly to fill all those green blocks!



↑ Collect the red coins as Mario circles in to land on the tower.



↑ The Power Star appears on the far side of a metal cage.

YELLOW:



Break these for a bunch of coins. It's a good idea to jump again to prevent the coins from scattering about the place – jumping collects them before they hit the ground.

GREEN:

Terminator T-1000! Now Mario is able to withstand damage from all enemies, and his extra eight enables him to walk beneath the water – where usually he just floats. In this way he is able to run around and collect all the red coins necessary for the Green Palace Power Star.



RED:

Imparts the ability to fly. Before triggering the red switch, Mario is required to demonstrate his aerobic skills – otherwise he can't reach the button. There are two ways to get Mario airborne: getting fired from a cannon, or performing three jumps in succession.

BLUE:

Turns Mario ghostly transparent! In this altered state he is able to pass through certain types of wall in order to gain big prizes. The Blue Switch Palace assault course is the most hair-raising of the three, with deadly slides and skin of the teeth jumps along the way.



SOUNDS ALIVE!

Because *Super Mario 64* is streamed from a cartridge, Nintendo have been able to work wonders with the sound. More specifically the music, which adapts to suit the scene the split second that scene changes. This is happening all the time, sometimes it's so slight the player hardly notices. So if suddenly you feel a little more cautious than usual, or closer to discovery, the music is no doubt the reason.



↑ Heading down this underwater channel, the music is overlaid with soft chords.



↑ When these Piranha Plants are asleep, a lullaby quietly plays. When they wake up, so does the music!

COINS

Retrieve at least 100 coins from each course and Mario receives a special Bonus Star! It's always important to collect coins of any sort, as they replenish health. Even when underwater.



YELLOW:

Most common variety. Charge one block of health. Rings of yellow coins, if collected in the right order, trigger secret bonus items.

RED:

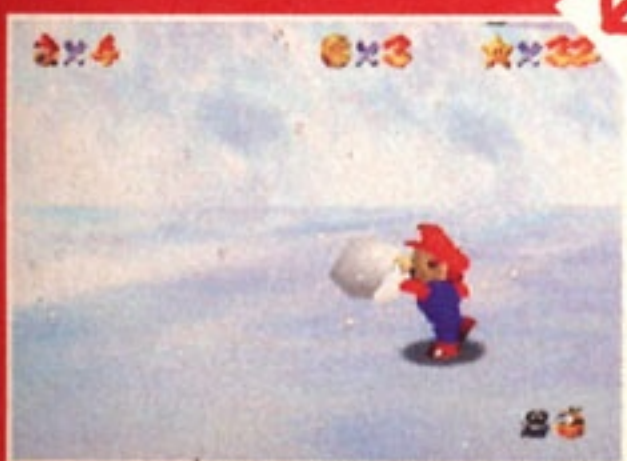
Common to all courses is the task of locating eight of these. So as well as replacing two blocks of energy, they're worth a whole Power Star!

BLUE

Good for three blocks of energy, and quite secretive. Larger enemies conceal them, and special blocks reveal them.

PUNCH! PUNCH, PUNCH! PUNCH, PUNCH, KICK!

All using just the attack button.



CARRY

Stand Mario next to the object and press the attack button.



THROW

Once he's carrying a block, he can lob it at something using the attack button.



POWER STARS

We know of 120, and there is rumoured to be still more! There are six, plus a bonus one in each of the 15 courses. The remainder are accounted for as Castle Secrets. A specified number of stars rewards Mario with increased access to various parts of the castle. Plus certain events are triggered upon reaching key amounts.



BOMB SOLDIER'S BATTLE FIELD



COURSE 1

Bomb Soldier's Battle Field
Lots of open space for Mario to stretch his legs, and for players to get accustomed to his control. Trailing Mario up the side of a mountain is the first breathtaking experience in the game – as the ground level fades into the distance, and huge iron balls rumble toward you.



Bomb King lifts Mario before throwing him off the mountain!



COURSE 2

Batan King's Fortress
First time Mario visits this area he races to the top of the fortress to challenge the Batan King – a huge slab of stone with a hideous face! Learning to pace Mario's steps is one of the key objectives, in order to escape being squashed by Thwomps, or accidentally plummeting into oblivion.



How does Mario get up here? It's a secret! We're not telling!



COURSE 3

Pirate Cove
Remember the armada of Pirate ships from Super Mario Bros 3? Well there's one lying half buried beneath the water here. Mario's first task is to raise the vessel, which in turn presents a new set of sea-level targets. All the while a magnificent, and dangerous eel inhabits the depths.



Careful not to get too close to this eel. He bites, you know!

COURSE 4

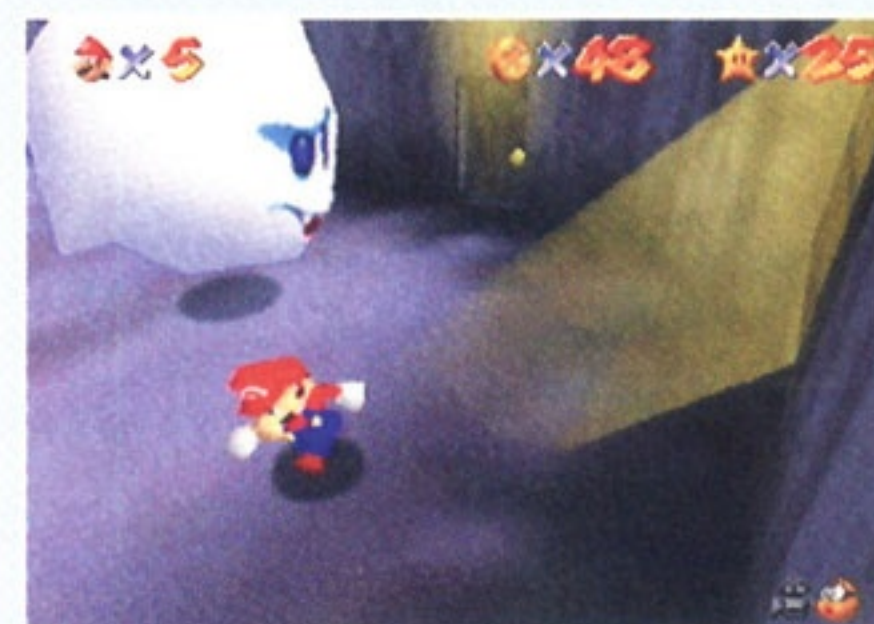
Cold Cold Mountain
Charming as it is treacherous. While Mario gets a lovely warm glow by returning baby penguins to their mother, some precarious jumps keep him chilled to the marrow. Here's where players start to realise that learning advanced skills really does pay off – and sooner than expected.



Somewhere in Course 4 this baby's Mummy is worrying.

COURSE 5

Terressa's Horror House
Who's Terressa? Well, the Boos (ghosts) are called Terressa in the original Japanese Mario universe. This is where they don't live. To exhume all the ghost house secrets Mario must... b-b-become one of them! But only for a short time – and herein lies the challenge, friends!



Trick here is to get behind this Big Boo, only he moves very fast!

TRIPLE JUMP

Press jump three times in succession while running. Each progressive leap goes higher, culminating in a cool forward somersault.



JUMP KICK!

Press jump then attack. Try working this into a combo for groups of enemies.



CARTWHEEL

Head off in one direction, then quickly reverse and press jump.





COURSE 6

Cave Melting in the Dark

It's almost as if Mario has wandered onto the sound stage of a new Indiana Jones movie here: Giant boulders rumble into a bottomless pit; Sulphuric gas poisons our hero, and a secret treasure awaits to be found. What's more, Nessy – of Loch Ness fable – is encountered cruising the underground lake.

↑ Poisonous gas chokes Mario in the volcanic caves.

↑ That-a-way Nessy! I said that-a-way you dumb animal! Tsch!



COURSE 7

Fire Bubble Land

The first of several magical worlds where players think they've seen everything a course has to offer, then stumble upon a sizeable uncharted section. Molten lava engulfs the area, occasionally burying some of the lower sections. Wouldn't you know the enemies here like to buffet infiltrators into the furnace!

↑ Run rings around the eyes to make them dizzy, so they vanish.

↑ Just like taking a ride at the best theme park in the world!



COURSE 8

Scorching Desert

Giant Pokey, and a pain-in-the-ass buzzard tempt Mario to keep his eyes trained on the skies. But it is what lies beneath his feet that is the major concern in the dunes – SAND TRAPS! Solving the riddle of the Pyramid is of paramount importance, a task which unveils some of the desert's untold mysteries.

↑ Punch the giant hand in the eye to win!

↑ Mario is safe, only if he stands under the cut-out in that cube.



COURSE 9

Water Land

Even by looking at the picture in a magazine, it's hard to convey the enormity of Bowser's submarine. Apart from the Star which hovers above the deck, secrets found elsewhere in Water Land are much less obvious. A whirlpool threatens to suck Mario in, as he struggles to collect coins.

↑ Looks like Bowser's been here. Yep, definitely him.

↑ Well at least he was daft enough to leave this Power Star!



COURSE 10

Snow Man's Land

Even the water is treacherous now, with sub-zero temperatures all around freezing shallow pools and chilling ponds. Before chatting to the cannon monitor, reaching the top of the giant snowman is a tricky problem, with an amusing solution. And this is another course that hides an exciting sub-level.



↑ If Mario isn't careful, he'll wind up with snow all down his back!

POWER JUMP

Full-on forward, then quickly press Z and jump.



HIP DROP

Jump over an enemy, or switch, and press Z.



BACK FLIP

Face away from the platform, press Z, then jump.



CROUCH KICK

Hold Z and press attack. Mario performs a little sweep.



SLIDE KICK

Run toward an enemy, press Z then attack. Great



COURSE 11

Flooded City

Hey, no problem! Mario's a plumber, right, so handling a course which depends on the flow of water should be a cinch. Much of his time is spent raising and lowering the water level in order that he may gain access to bonus blocks and helpful signs. A trip 'down town' requires being shot out of a cannon!



He's not friendly. So be careful.



COURSE 12

Big Big Mountain

Anyone who has played the Legend of Zelda series should be familiar with Wa-Ki-Ki the monkey. He's here again, though at first it appears he's just playing games and won't be a help at all. He even steals Mario's hat! Explorers should keep a sharp eye out for anything mysterious.



Gimme my hat back you monkey!



Hard to find, this bit.

COURSE 13

Little Big Island

Mario uses his magic pipes to alternate between giant and miniature versions of the island. Puzzles which arise as a result are truly ingenious, plus there's the obvious comic benefits too. For obscure, how about "find five secrets" as your clue! For amusement value you need only to have Mario biff a tiny koopal!



Giant Piranha Plants. Aak!



Hate creepie crawlies!

COURSE 14

Tick-ta Clock

Even entering Course 14 at the right time requires thought. Once inside Mario is confronted by an abstract representation of clock workings. Pendulums swing with enough force to knock him flying. Other moving parts make allow little time to gain a steady footing for some nifty manoeuvres. Curse those cubes!!!



Watch the time carefully, it...



The clock tower is incredibly high!

COURSE 15

Rainbow Cruise

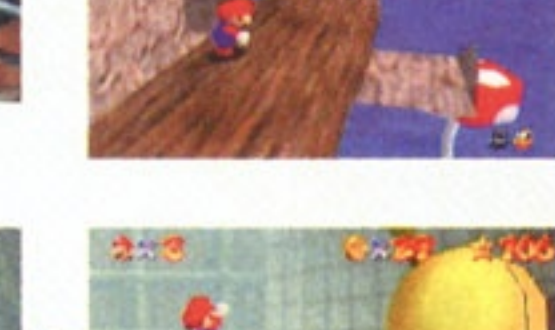
So fantastic that we don't want ruin all the sights for you. But we will tell you that this matches the Tubular Star World in SMBIV for complexity. Ride the magic carpet as it tracks the rainbow road, avoiding Spikes thrown by Lakitu, while vaulting from rotating platform to collapsing bridge. Waaa-aaa-aaa-aaah!



Those paddles twist and turn.



Okay Nintendo! You must be kidding!



CRAWL

Hold the Z Trigger, then push any direction on the stick.



MONKEY SWING

Just keep holding that jump button or he'll fall!



HAND STAND

Tap up on the stick when at the top of a tree or a pole. Chances are Mario will reveal a secret!



SWIM

Direct Mario using the stick. Tap jump to power him along. He's a good swimmer.



SUPER MARIO 64 IS HORRIBLE, BUT LOVELY

TOM CHISE

Mario 64 is definitely the best-looking game I've ever seen. But that doesn't make it the best game ever. It just means it's on the most impressive machine ever. What DOES make Mario 64 the best game ever is the quality of the gameplay. The level design is unbelievable! Huge unfolding set-pieces that each provide a uniquely genius series of challenges. It's the classic Mario formula granted full-freedom in a totally solid-looking world. This combination makes it a gaming experience far beyond anything I've encountered before. It does have faults. The camera angles are ill-thought out and DO hinder play at times. It's driven me to frustration and I've almost smashed my machine. But this isn't justification for criticising Mario 64. It's scary how quickly we accept what is unbelievable and then start knocking it. Whether it's my favourite game or not is irrelevant. Mario is something totally new and brilliant. You have to experience it to understand why people aren't even comparing it to other games.

SUPER MARIO 64 IS PROBABLY BETTER THAN ALPHA 2

JAME SMITH

Although I'm obviously not as devout as 'freak boy' Lomas, to the quest for absolute perfection in video games, I have played Mario 64 quite extensively over the last month, more so in fact than any other game during the last five years, including Street fighter. The level of excitement generated by this game and the release of the N64 only compares, in my opinion to, the release of the Super Famicom over six years ago. Most people seem to be questioning whether or not Mario 64 is the best game ever. All I can say is that it is the only game that I have ever considered to be that, even though it is certainly not perfect. Aesthetically the game really is something else, and although there are some technical faults it really is the most incredible game ever.

WHY SUPER MARIO 64 IS TOTALLY AWESOME DUDE!

BY LOMAS

Right from the beginning of the game it's clear that you're playing something new - not just because of the graphics but because of the freedom of movement - and it's something amazing. The worlds have been designed so carefully that every puzzle is logical and can be worked out. Maybe a star will elude you for a week, but you know that with some work you'll get it in the end. Bad points? The camera view isn't totally free, occasionally wandering off to stupid angles just as a tricky jump needs to be made. This means that lives are lost when it's not your fault - something that never happens in Super Mario World. Also, serious gamers will play all the time for about a week to finish it, and I've got slight doubts about how much it's going to be replayed. But the overall game is one of the best EVER!

VIEW FROM A BRIDGE: 360° GAME VISION!

➡ Up close. Pressing the top C button zooms players right in to the scene.



⬇ Tap the right C button to swing Lakitu around to the right of Mario.



⬅ Your friendly camera bug boy swings to the left if you press the left C button.



⬇ To get a wider view of the scene below, press the bottom C button.



⬆ Now we always used to think that stained glass windows were pretty boring, but now... Co-ooar!



⬆ Mario uses his 30 stars to open this door.



⬆ Easily one of the most beautiful scenes in the game.

©1996 Nintendo



I ACTUALLY DON'T MIND PLAYING SUPER MARIO 64

MALE NEWSON

Mario 64 is the most structurally sound breakthrough since the Wonderbra. Graphically excellent, an eye opener, with superb three dimensional gameplay. Overall a well rounded concept, packed with hours of fun...And the game's not bad either!!

WHY SUPER MARIO 64 IS MY FAVOURITE GAME EVER

PAIN DAVIES

I'm known for getting very enthusiastic about most great games. In a sense I feel like The Boy Who Cried Wolf a lot of the time. But I have never gone on record to say that a game is the best one ever. Until now. Super Mario 64 is the best console game ever for a number of, mostly obvious, reasons: First of all it is immediately accessible to any player, which reflects Mr Miyamoto's wishes that his game is essentially a toy. People can have as much enjoyment fleeing hissing bombs, and jumping over small hills as mastering the trickiest obstacle on Course 15. Next up, to somebody who has been playing video games for 14 years, discovering a completely new game environment is really special. The 32-bit systems have done a great job of mimicking the arcades for the last couple of years, but SM64 - save the obvious platform heritage - is totally original. Even greater than that, it manages to play incredibly despite being so different some people could have been completely turned off by it. The great hardware and Nintendo's flair for great graphics and entertaining music only support the experience - they don't rule it. The image of SM64 I carry in my head is not just the amazing routines I have played through, but which puzzle I am going to solve next. If I have one observation which may disappoint hardcore Mario fans, it's that Super Mario 64 is not the logical next step after Super Mario World; that continuity isn't there. But none of you will want to exchange this for anything else, I guarantee it.



	SKY SPORTS	BY NINTENDO	<ul style="list-style-type: none"> NO OTHER VERSIONS AVAILABLE NO OTHER VERSIONS PLANNED STORAGE CARTRIDGE AND BATTERY BACK-UP RELEASED BY - NINTENDO TEL: N/A
	OUT NOW (JAPAN)	1 PLAYER	

Being there. That's a feeling you don't often get from games. But *Pilot Wings 64* imitates almost total reality for N64. And we ain't joking!

The power of *Pilot Wings 64* to impress is so great that, for a time, some of us here were inclined to play this in favour of *Super Mario 64*. But that's not so strange as you might think: even considering the excitement around *Mario*, *PW64* carries enough graphical whack and sensational gameplay to enthrall whole groups of people at one time. In fact there were a couple of evenings here where security had to boot us out at midnight, after we took turns to progress through the ranks!

So, *Pilot Wings 64* is another very special game. Not bad considering it's one of the three N64 launch titles. We mentioned last month about the demonstration of power *Pilot Wings 64* represents. You really won't believe how awesome this demonstration could be, but we'll try to show you all the same.



PILOT WINGS 64



SKY SPORTS SIMULATION

The whole idea to *Pilot Wings 64* is simply to prove your worth in a variety of aerial challenges, piloting a variety of specialist craft. Difficulty is affected by a choice of route, or goal, and the natural hazards of each location. Performance is graded good to bad using Gold, Silver, and Bronze awards. Of course you can also fail, which places you right back at the beginning! Achieve at least a Bronze with each craft in a set class – Beginner, Amateur, Intermediate, or Professional – and you can move on to the next. Earn a Silver or higher in all three craft and an extra game becomes available. More on that later.

→ Until Pilots are awarded at least Silver in each group of tasks, they cannot see the bonus stages. However a Bronze is enough to earn a chance at the next round. This way players can see much of the game in only a short amount of time.

機種とクラスを選んでください

	HANGGLIDER	POCKET HELICOPTER	BIPLANE	BIRD MAN
ビギナークラス	100PTS	100PTS	100PTS	エキストラゲーム
A証クラス	100PTS	100PTS	100PTS	CANNONBALL
B証クラス	240PTS	270PTS	240PTS	SKY DIVING
P証クラス	245PTS	270PTS	240PTS	JUNKY THROPPER

WOULD YOU LIKE TO FLY?

If this game appeals to you in theory, you'll love it in practice. A lukewarm attitude usually meets with some disappointment. Basically if you're not into flying, any number of interesting permutations on the theme isn't going to excite. So we're assuming that you either a) bought and loved the original *PW* for the Super NES, or b) are intrigued at the thought of owning a bonafide, fun oriented flight sim. In any case, and even if this doesn't seem like your thing at all, we guarantee you'll be blown away by the stunning hardware capabilities of N64 on display.

IT'S PERFECTLY SAFE

First of all let's talk about the three types of vehicle available. Paradigm based these on physical models of the genuine articles, but modified the handling to make flying fun – not a complicated business of dials and gauges, as it is in reality.

HANG GLIDER

Arguably the best vehicle to convey the true experience of flight. Pilots are at the beck and call of the elements, so the trick is first of all to sustain height in order to carry out the tasks set. As with the Rocket Belt, the pilot's legs are the undercarriage. But, unlike the Rocket Belt, there's no propulsion to enable a soft landing if the approach is too fast!



↑ Some hang glider missions involve taking photographs of famous landmarks.



↑ Pilots use the wind to maintain height, swooping then climbing to maintain speed.



↑ Thermals – air currents rising up from the ground – lift the glider to greater heights.



↑ Tapping the B button stalls the hang glider, by letting some air out of the canopy.

ROCKET BELT

Strapped into one of these, the temptation to explore is hard to resist. Pilots have total freedom and such fine control that heading toward a tiny cave instead of a series of rings is standard at first. The Rocket Belt events are all about precision flying, with a hover button used to free up time for thinking, and an overhead view adopted to make landing on miniature platforms easier.



Look, you can see the heat distortion blurring the landscape around the burners!



You need to adopt this overhead view in order to land on such tiny platforms.



Looking down on your character also helps when flying up through bonus rings.



Using the hover button eats up fuel, but it's great for 'braking' around tight corners.

GYRO COPTER

Many of the Gyro copter objectives involve speed of completion, so pilots need to make like a daredevil – powering beneath bridges, and skimming rocky crags to pierce the bonus rings. Tasks involving missiles vary between target practice, and encounters with a giant metal robot gone haywire. With the music volume low, sound effects up, and flown from the pilot's eye view, the Gyro copter sections are truly awesome!



At ignition a cloud of smoke billows from the exhaust. Well, we thought it was cool.



Tackling the Grand Canyon in the dark is a scary experience. Mind those rocks!



The metal giant known as Mecha Hawk hurls giant pieces of rock at the copter. Aki!



Keeping on target with gale force winds blowing is tricky. Landing is hard too.

Y-YOU G-GO F-FIRST!



View from behind the gyro copter. Looks pretty interesting.



Gulp! This is how it appears from the pilot's eye view.



Hang gliding from the far view. It's relatively easy to fly like this.



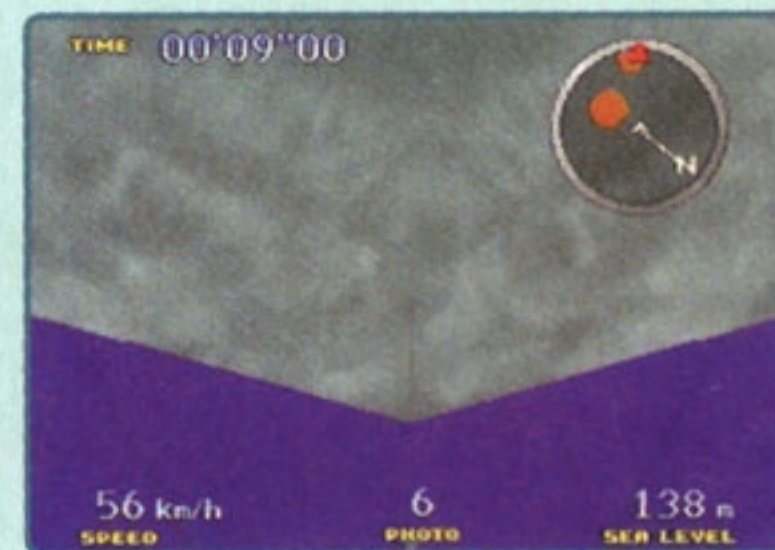
From this position the animation of the pilot can be fully appreciated too.

I CAN SEE FOR MILES AND MILES AND...

Using the 'C' (camera) buttons, those with a stomach for heights can take a look around. And we do mean all around! These viewpoints come in especially handy for the hang gliding and parachuting sections, where there's a fair bit of circling required before landing. It helps to peer over to the right or left to see where you're hoping to land.



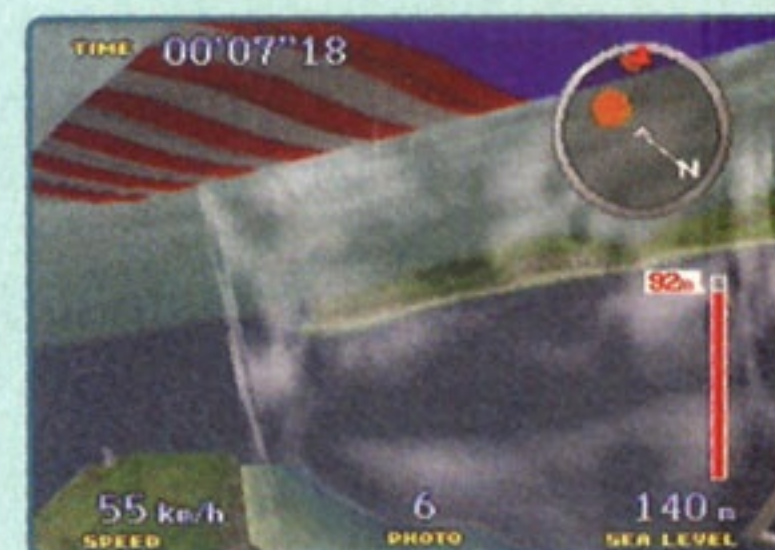
Top C button.



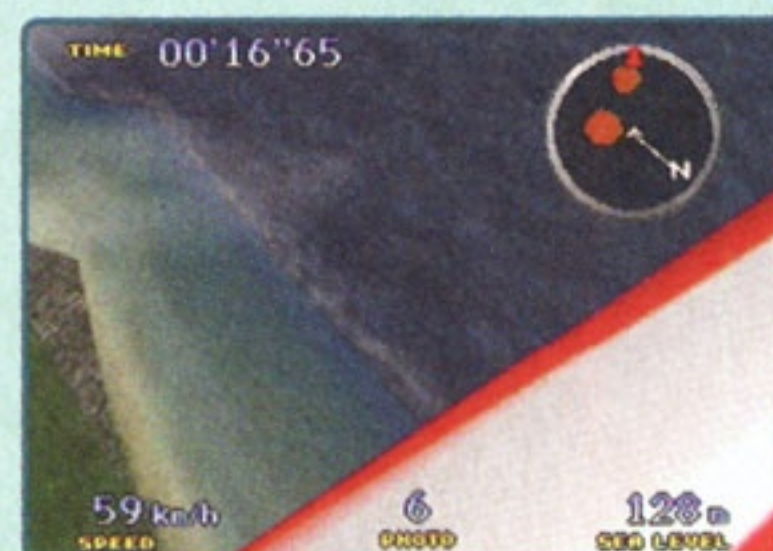
Lower C button.



Right C button.



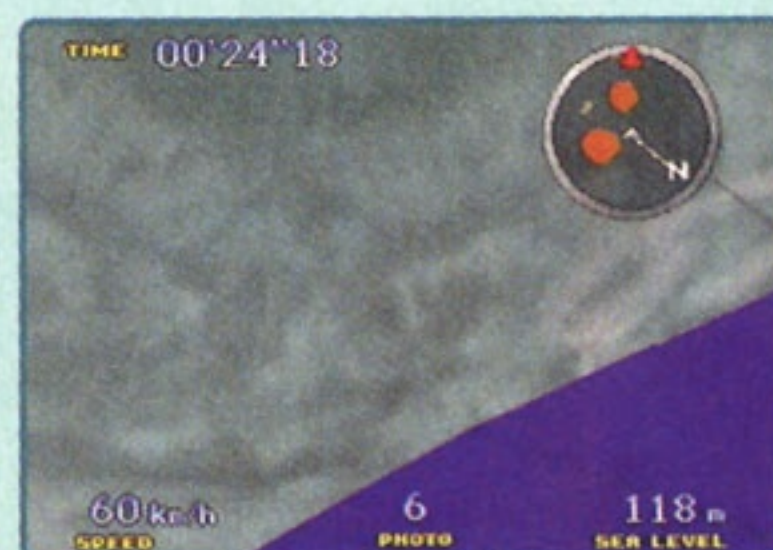
Left C button.



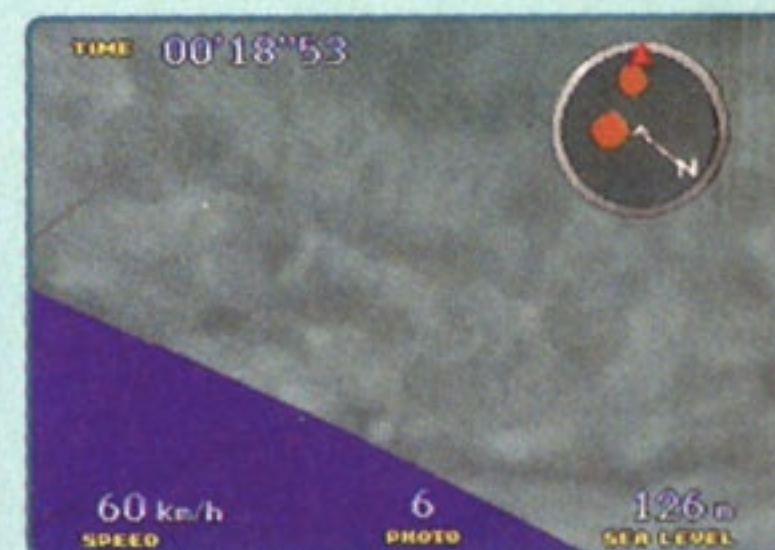
Left and top C buttons together.



Right and top C buttons together.



Left and lower C buttons together.



Right and lower C buttons together.

In the original *Pilot Wings* for the Super NES players had no choice but to take a kind of back seat to the action. 'You' were just the observer. Now, similar to how most arcade racing games and air combat titles perform, players can fly from the pilot's eye view. This feature is only in full effect for the gyro copter excursions, and to a lesser extent the hang glider. Unfortunately the relevant button is used to select the top down view for the Rocket Belt.

ISLAND HOPPING MAD!

Best way to take you through Pilot Wings 64, we reckon, is to focus on each island individually. There is a fair bit of switching between locations as pilots work through the grades – unlike the original Pilot Wings where each new island marked a new level of difficulty. We suppose this new approach ensures that all players, whatever their skill level, get to appreciate the magnificent landscapes in all their glory.



↑ Check out the beach on Crescent Harbour. The detail on the yachts is phenomenal!



↑ Looks like the kind of place you'd like to take a holiday, right? Hey, what a coincidence.



↑ See if you can spot the famous face here. Yes it's Abraham Lincoln! Well done everyone!



↑ Looks better than any winter scene Disney put out, don't you reckon! This is Ever Frost.

CRESCENT HARBOUR

Has the appearance of a millionaire's retreat: speed boats cutting through the surf; plush hotel with fountain; and a tiny island dedicated to just yachting. Most unique about this place is the underground tunnel, which opens out into a magnificent subterranean cave. The waterfalls about this place are especially pretty too.

LANDMARKS



Caverns

No doubt popular for pot holing excursions. As for pilots, the caverns take on a more risky character. But successful negotiation is its own reward. This underground vista is a wonder to behold. Eerie too.



Willy the Whale

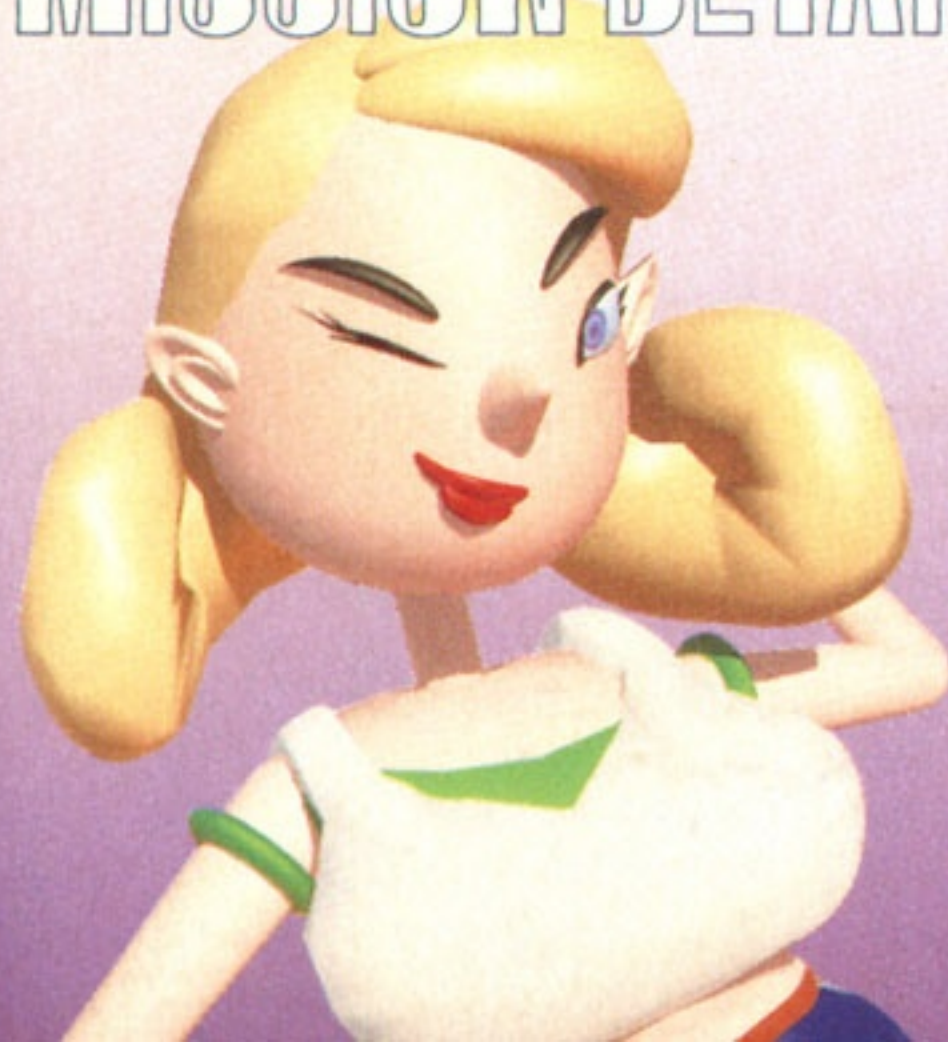
Somewhere swimming in the briny is a cute black whale. Just to remind you that this is a video game, and not a film real of actual marine life footage. You can track him by following his spout.

Water Falls

It's a lot of fun just approaching these falls, if only to see how close you can get without being dragged under. They're three-tiered, and framed by rocky crags and arches. Wonder if this is based on a real life place?



MISSION DETAILS



Underground Race

We couldn't believe it, but Nintendo expect players to guide their Rocket Belt pilot down these tunnels at speed. Each time you crash into the sides, that's two seconds deducted from your overall score. Tricky.



Ride the Thermals

Avoid stalling while taking a lift from thermals. The aim is to attain 400 meters, by travelling between these. Soon as the indicator flashes it's time to make a landing. And pilots have their overall score clipped for taking too long.



Say "Plankton"

Search for Willy the Whale (it's not his name, we made it up), and take a snap-shot of him. While you're at it, swoop in low over the hotel fountain and get a pic of that. Oh, by the way: don't fall in the sea!



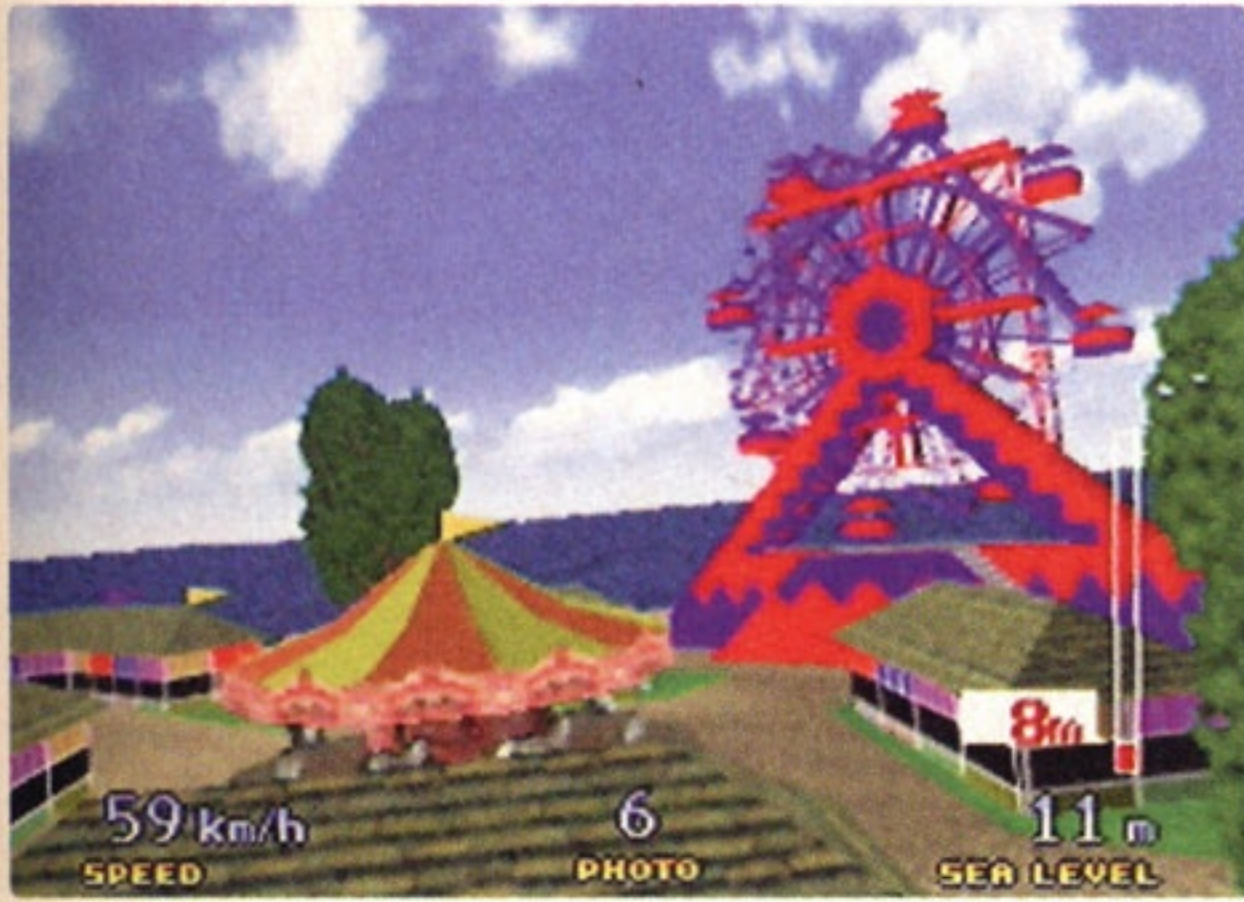
N64'S MIND BOGGLING SKY SPORTS SIMULATION

COMING SOON

HOLIDAY ISLAND

Geared toward total entertainment. Holiday makers – we guess that means you – can fly their gyro copters beneath picturesque rocky arches, or circle the bell tower of a church. There's an interesting little cave somewhere which magically changes the time of day. But nobody is quite sure why!

LANDMARKS



Check out the Merry-Go-Round next to the Ferris Wheel. It spins too.



Tiny details such as this speed boat make exploration interesting. There is lots to seek out.

Fairground

We asked ourselves: Wonder if that Ferris Wheel spins? And sure enough, when you fly close enough, it does! Plus the jolly fairground music is heard ringing out as it goes. Unfortunately you can't take a ride.



Fountains

Fountains in everyday life are just – well, fountains. But when you see 'em in Pilot Wings 64 looking just like fountains it's something else! The best way to view them is from overhead where the translucency and ripples look awesome.



Bell Tower

On top of the hill. Hear it clanging as you fly past, and take more time out to appreciate the view from just behind the thing. Set against the surrounding hillside, this building is almost picture postcard perfect.



Gyro Copter Run

Pilots are introduced to the delicate controls of the copter by tracking bonus rings surrounding the Island. It's truly exhilarating swooping low for a sea level target, then pulling up hard to reach a hillside marker before ducking over a ridge.



Ride the Thermals

Geared toward total entertainment. Holiday makers – we guess that means you – can fly their gyro copters beneath picturesque rocky arches, or circle the bell tower of a church.



Land that Glider!

Fly through the rings, and land. So simple really. Seems Holiday Island is best suited to beginners, meaning that tasks aren't designed to show you around as much as in other locations. You need that star!

MISSION DETAILS



computer and video games
NINTENDO
N64'S MIND BOGGLING SKY SPORTS SIMULATION
COMING SOON
29

LITTLE STATES

Imagine an island where the Grand Canyon is just over the hill from down town Manhattan, or Cape Canaveral is just around the corner from Mount Rushmore. That's Little States. Pilots are guaranteed to go exploring, just to discover the class of detail lavished on all the major monuments – it's astounding.

LANDMARKS



📍 New York, New York – so good in this game, you'll not get over the shock for weeks! When up close you can hear the noisy (invisible) traffic.



Mount Rushmore

Most striking about this monument is how detailed the 3D model is. Players can stand their characters on the peak of the four heads, and even peer up their noses if they wish. The Wario cheat here is inspired!

Statue of Liberty

From a middle distance point, Miss Justice for All doesn't look so hot. But close up she's a dream. At night she's lit up too. Okay so the back of her head is a bit flat, but the face and flame burning above look real.

N64'S MIND BOGGLING SKY SPORTS SIMULATION



Cape Canaveral

Best viewed at night. When that Shuttle lifts off, and you hear the rumble, you feel like opening the windows and screaming for the neighbours to come and take a look. It's that awesome, folks!



MISSION DETAILS



City Tour

Wearing the Rocket Belt, pilots are led around New York City in the hope of bagging a few hoops. Manoeuvring is tough as the buildings are so close knit. There's also the danger of splashing down in the bay water.



Stop Mecha Hawk!

You're on a mission to prevent the Giant Mecha Hawk from trampling valuable farm land. This metal monster is stark, raving bonkers. They've tried gentle persuasion but it seems missiles are the only way of stopping him!



Ride those Thermals again

Maintain height for exactly four minutes by using the thermals emanating from the warm ground as the rain pours. It's scenes like this that almost convince players that they're looking at real life film footage.

EVER FROST

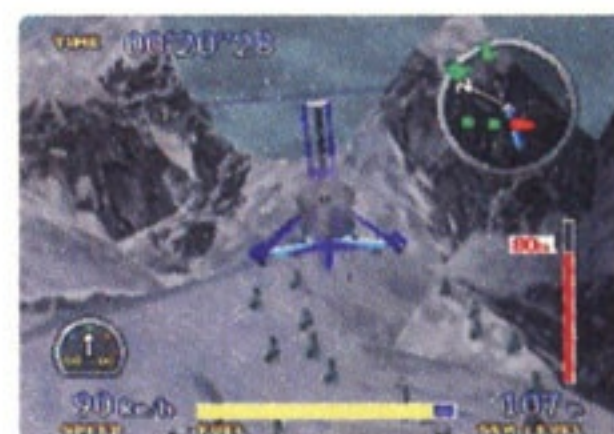
Blizzards, causing poor visibility. Thunderous mountains, where the roar of the wind is deafening. Glaciers, and ice bergs breaking away from the coastline. Ever Frost lives up to its namesake for sure. Probably something to do with the cold, but the assignments here are the most surreal in the game.

LANDMARKS



Water Falls

This pretty-as-a-picture area is the clue to a nearby secret entrance. Even if you can't find it – which is easy – there's plenty to admire here, in the way it looks and sounds. Clear, blue waters and the icy trickling as it falls.



Oil Refinery

Complete with fountains of oil. Close to these is the main industrial area, complete with rigs just off the shore line, with each individual production block boasting a tower surmounted by flame. Fly through these and you get burned!



Ski Slope

Once again the attention to detail is astounding. Though we're only talking about a few chair lifts, this degree of authenticity is unprecedented. First you see the pulleys, then the cars, then them trailing up and down the lines. Cor, blimey!

MISSION DETAILS



Target Run

In the pilot's seat of the copter once more, players search for targets to destroy. They're not hard to find. No, the difficulty is claiming them all as there are so many, and they're all so close together. The trick is to look for formations.



Circle of Light

Pilot Wings 64 has a tendency to get very surreal in some instances – like this! The task here is to bounce a huge turquoise ball into the centre of a curtain of purple and green light. It is sooo weird, and very tricky indeed!



What a rush!

Nose dive into this terrifyingly narrow ravine, aiming to pierce every last one of those bonus rings. This is an intermediate, learning event where players discover how great lift can be gained out of a dive at high speed. Yeeaaaargh!

CRAZY BONUS SECRET STUFF!

No Nintendo game is complete without its share of secrets, rewarded for players whose skills are beyond compare. Should players achieve at least a Silver ranking in the three areas per skill level, they may take part in an alternative event – one for each skill level:



⬆ Looks to be on target, but there's a fair way to go yet. Most likely the momentum isn't quite enough. Oh dear.



⬆ Nope! Definitely too low here. Goose is heading right for the barn! Next time the player should aim a little higher!



⬆ Keep your eye on that power meter – it needs to be maxed out in order to reach that distant target.



⬆ Keep your eye on that power meter – it needs to be maxed out in order to reach that distant target.



SKY DIVING

The best event to show you just how much Nintendo games have progressed since 16-bit. Sky diving is genuinely breathtaking as you break cloud cover to reveal the island far below. Watching the ground rush toward you on landing is pretty scary.



⬆ Hold formation for three seconds, then move onto the next. Try to complete as many stunts as possible before entering the clouds.



⬆ Aaaargh! It's too far down! I can't look! As you turn, the island spins rapidly causing terrible vertigo! And you have to land safely!



⬆ Approaching the landing site. It's necessary to circle continuously in order to home in close on the target. Then choose a run up.

JUMBLE HOPPER

We've never heard of a Jumble Hopper before, though some pretty funky boots went on sale in Japan, which enabled crazy people to leap very high. These are probably the inspiration behind Jumble Hopper (we'll try and get a picture of those boots for you to show next month!)



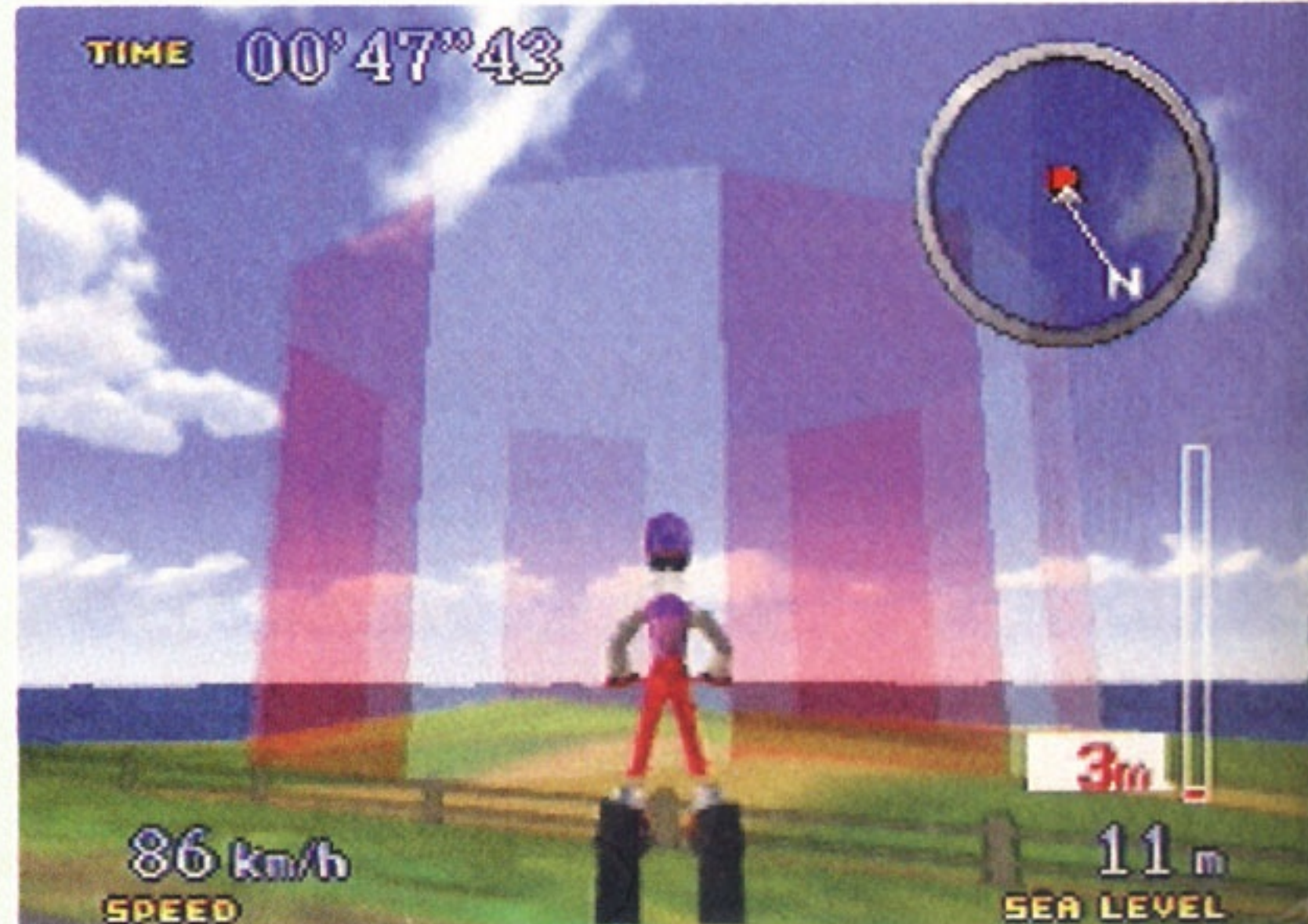
⬆ Pretty cool, eh! Wouldn't be seen wearing them in the street though, would you!



⬆ By pushing slightly forward on the analogue stick, take off sees your character forward somersault twice!



⬆ It's not the end if you make a mistake. Characters just pick themselves up and take off again – minus time bonus.



⬆ This is where you're heading for – the goal! Bounce toward this light-gate as fast as possible to claim maximum points.

Depending on which character you chose, the performance in each area is affected. For example Ibis, pictured right, is great for the rocket belt thanks to her light weight. Hawk, the big bloke with the moustache, is ideal for hang gliding – you may think his weight is a hindrance, but it helps gain speed and improves control.

STAR MAN

We have discovered that three of the four islands hide a secret star which, when collected, grants players the impossible dream of flight – with wings!!! Here's how we got them:



Glacier Gauntlet Deep within Ever Frost, at the end of a treacherous passageway, leading to an underground waterfall, hangs the star.



Low Flying Follow the coastline around Holiday Island to find this rocky arch. It isn't difficult. Right below is the star – hooray!



Little America We found the star here by flying low between the buildings of mini Manhattan. It's not always there, however. We suspect that there's conditions for finding it.

I SMACKA YOUR FACE!

In addition to the bonus events, and secret "Birdman" opportunities, there's some deeper hidden tricks. So far we've found two, but there may be more!



You know this game really doesn't take itself too seriously at all. Mecha Hawk is hysterical, as are the Human Cannonball sections. You can have hang gliders run backwards off mountains, and anyone who nose dives with the rocket belt sees their character's legs flail in the air as their heads are buried in the ground! It's excellent!

Issa Me – WARIO!!!

Aim the human cannon ball at Mario's face on Mount Rushmore, and it smashes to reveal the foul image of Wario. Egads! On a similar subject, we discovered that pilots wearing a Rocket Belt can perch on the peak of Mario's cap.



Lights out

By carefully manoeuvring into this small cave, and heading toward the grate which lies at the end, the time of day changes from morning to night. Whether or not this affects anything else in the game, we're not so sure.

UP, UP AND AWAYEE

A summary of the pros and cons of *Pilot Wings 64* (Japanese version) is on page 78. Whatever you find our opinion to be, we're sure that nobody can deny that the game is such a powerful display of N64 capabilities. And remember, this is just the beginning!





100% COMPLETE

SEGA SATURN

ACTION PUZZLE

BY HUDSON SOFT

OUT NOW (JP)

1-10 PLAYER!!!

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY HUDSON SOFT
- TEL: N/A

Hudson's legendary 'High Ten' version of their classic all-action, multi-player game has just been released for Saturn in Japan. Somebody's got to bring it over here!

SATURN BOMBERMAN

Let's be straight about something before going too far: *Bomberman* is not everyone's favourite character. But those die-hards who have followed the series since PC Engine days are sure to be going wild right now.

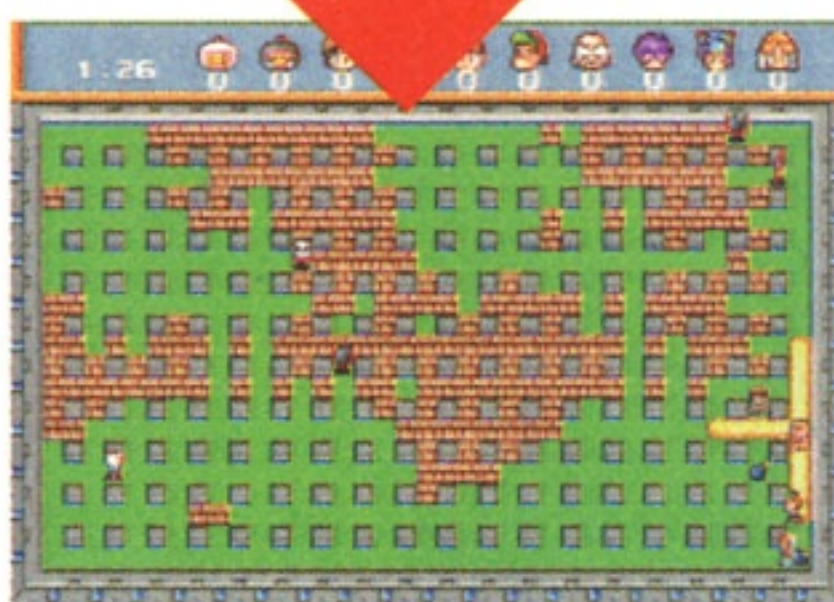
Of all Hudson Soft's famous games, *Bomberman* is the one players associate with the most. Mainly because Bomberman is best played with a group of friends in a four-player competition. But the ultimate in *Bomberman* thrills have previously only been available on rare occasions - at major video games events where Hudson staged challenges on their special *High Ten Bomberman* set up.



HIGH TEN...?

In other words: Ten-player *Bomberman* played on a High Definition, Wide Screen TV. Obviously a specialist set up, not intended for home use. Bringing players together has always been part of the 'Human' Hudson Soft tradition, which reached its peak with *High Ten Bomberman*. Previously the most players a consumer (home) version of *Bomberman* could support at one time was four. In fact Hudson were the people who pioneered the four-player multi-tap to make this happen. With *Saturn Bomberman* players have their first opportunity to experience the awesome fun *High Ten* offers whenever they want, at home.

TEN-PLAYERS ON SCREEN AT ONCE!!!



You need a pretty huge TV to benefit from this incredible ten-player scenario. And at least five or six mates there with you! Players can go against nine other CPU competitors if they wish - but it's a real chore if you lose first.

High Ten mode uses Saturn's High Resolution.



MASTER BLASTER

Just like in *Virtua Fighter 2*, *Saturn Bomberman* has a Ranking Mode – in this case known as 'Master Game'. With just one life, players take one of the ten characters through a succession of qualifying rounds, interrupted by confrontations with Bosses. After making it to the end, but most likely after you are beaten once, a certificate is displayed on screen, with information on total score; maximum score; date achieved, and so on. Something to show your mates and lay down a challenge.

BECOME THE TOP BOMBERMAN!



Survive as long as possible against lunatic boss characters like this.

After losing just one credit, players are graded on their skill. Oh dear.

This dino creature is 'Tailor'. After hatching he takes a while to grow before Bomberman can hitch a ride.

CHOOSE YOUR TAILOR

Taking over where the Louis the Kangaroo-like creature left off is Tailor – a dinosaur breed. Like Loius, who appeared in *Mega Bomberman*, Tailor features in five colours; each with its own special ability.



Pink Tailor can hop over walls.



Green Tailor runs very fast.



Yellow Tailor stuns the enemy!



A battle in outer space! Phil asked us to include this picture especially as it is his favourite.



In this stage a train track crosses the play area, and Bomberman uses the locomotive as a tactical device.



THE FAMILY HUDSON

Joining the celebration are eight of Hudson Soft's best-loved Japanese heroes, only two of which are familiar to us Westerners: Mr Higgins (*Adventure Island*), and BC Kid (aka *Bonk!*). Others we recognise are Kabuki (*Kabuki Klash*), two lead characters from *Tenji Makyo* – Kinu and Sengoku Manjimalu – and Milon (*Milon's Castle*). The two we don't know too well are Honey the Cowgirl, who is currently hosting Hudson's Fun Club on their web site, and her Samurai partner, Cotetsu, who is apparently her number one fan!



BANG ON FOR A UK RELEASE?

At this time we know of no plans to bring *Saturn Bomberman* to the UK. However we're putting pressure on those who we know might break, so hopefully we'll have good news soon. Stay active.



80% COMPLETE
SEGA SATURN

SHOOT 'EM UP
OCT RELEASE

BY PROBE
1 PLAYER

PLAYSTATION VERSION AVAILABLE
NO OTHER VERSIONS PLANNED
STORAGE - 1 CD
PUBLISHED BY ACCLAIM
TEL: 0171 344 5000

The bitch is back! And this time she's brought her smash hit PlayStation game to the Saturn. She's also her to plug her new cookery book and talk about childbirth.

ALIEN TRILOGY

It's one of the best-selling PlayStation games to date, and no surprise! The combination of a *Doom*-style shoot 'em up and the awesome presence of the infamous acid-blooded Aliens, is perfect grade-A videogame fodder. And it's something Saturn owners have been begging for (some of them, anyway). Well, the begging stops here, cos the Saturn version is just around the corner. It looks to contain all the traits of the PS version. The brilliant blasting action, the spooky atmospheric graphics, the totally unthreatening aliens that look like men in rubber suits, and the facehuggers that resemble Ed's spindly hand over your face. Still, there's always the samurai androids (obviously removed from the films) to provide a hard-core challenge. Yippie kie yay, everyone!

BURSTING WITH ALIENS!

If it isn't already obvious to you, *Alien Trilogy* is a game based on the three movies. Unlike the three-game *Die Hard Trilogy* though, these movies have been combined into a single ongoing alien-hunting adventure. Taking on the role of Ripley (who else?) the game starts at the Acheron colony base, after your marine compadres have been wiped out. From there, the action moves onto the prison colony of Alien 3 (obviously it's just next door), and finally onto the crashed alien ship from the first film, which has to be destroyed to end the spread of aliens.



▲ The intro is great, but strange. All the rendered people look so real they might as well have been!



▲ Ed, get your hand off the screen, I can't see what's going on.



▲ Right, I warned you, freak-boy. You'll never play the piano again!

ALIEN-REPELLENT ROCKET WEAPONRY!

With the exception of the second film, the *Alien* movies aren't exactly dripping with gung-ho weaponry. Not a problem with this game! It just ignores this fact and loads you up with plenty of destructive toys. Not straight away though. Starting with just a pistol, you work your way up to shotguns, flame throwers and of course, the trusty pulse rifle. Adding to the atmosphere too, are the legendary motion-trackers. Guaranteed to make your stomach tighten every time a blip appears on the scanner!



▲ The shotgun works well enough on these Alien grunts, but when dealing with the big momma herself, you need something a bit more explosive!



YOU WANT SOME?

SWITCHING TO SPECKLE VISION!

► You have to watch out for the giant popcorn kernels that fall from the ceiling. Use them to your advantage.

If there's one question over the Saturn version, it's the usual "How well have the lighting and transparency effects been converted?". Well, just to upset all those anal-retentive worry-warts out there, the mist-effects have transformed into floating net-curtains, but apart from that, the games look near identical. The trade-off (just to cheer you up), is that the Saturn version has much superior sound. - But look, quit worrying about it. If you're still bothered by this whole transparency effect issue, you don't deserve an ace machine like the Saturn.



NEXT MONTH...
GAME NOT OVER, MAN!

Grief no. In fact, it's only just started as we review the finished version of this long-awaited 3D blaster. Until then, to quote the second film. "Flippin' heck, we best scram!"

actua

GOLF

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SEPT RELEASE 1-2 PLAYER

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- STORAGE - 32-MEG CARTRIDGE + BACKUP
- RELEASE - JUNE
- PUBLISHED BY THE GAMES
- TEL: 01793 653 377

He's one of Nintendo's most innovative characters, created by none other than Shigeru Miyamoto. A fully fledged Kirby platform game has been a long time coming, but the result has been worth the wait!



↑ Takes you back, doesn't it! Traditional platform action on the Super NES, with lots of twists.

KIRBY SUPERSTAR

Harnessing such a versatile character as Kirby is tricky. Which is probably why we've seen his name associated with numerous alternative titles such as *Pinball*, *Blockball*, *Dream Course* and *Ghost Trap*. As a platform personality, Kirby is too clever for his own good - which made the Game Boy and NES outings a doddle to complete (though they are enormous fun while they last). The Super NES, however, is no stranger to intense platform games...

I AM YOU AND YOU ARE ME

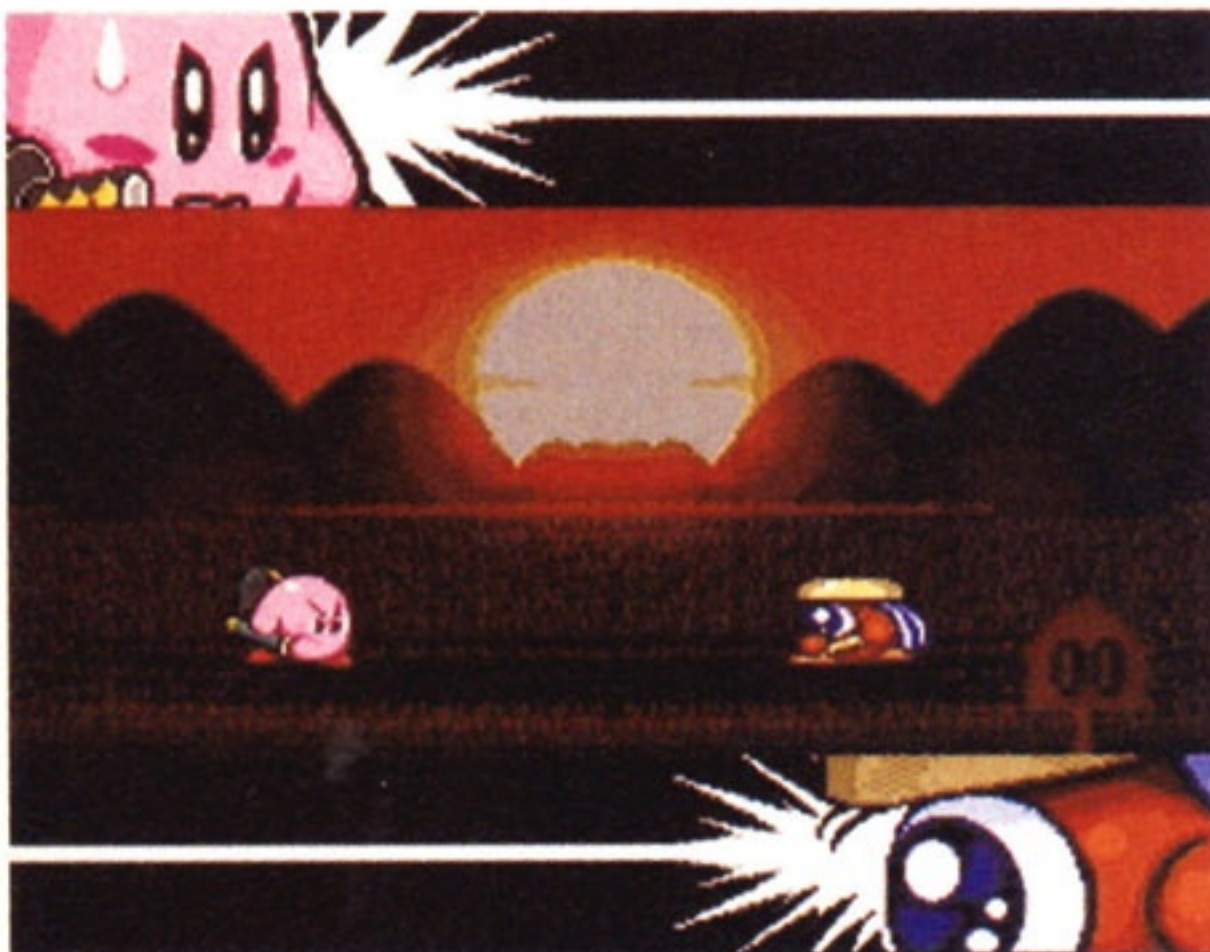
In case you needed reminding, Kirby has a rather unique way of dispatching his enemies. Which in turn leads to a rather unique way of gaining power-ups. Instead of being limited to bonus items found in boxes, Kirby need only look as far as his next foe for assistance. The majority of smaller enemies can be swallowed whole, then spat out as a missile, or absorbed in order to take on their power. In the case of larger enemies, their weight is such that it causes stars to emerge from the ground as they pounce. Kirby uses these as against them!



↑ Schloop! Kirby attempts to vacuum this tiny Dedede trooper. Over here!



↑ Once Kirby has absorbed an enemy, he wields their special power.



SIX PACK

There are six styles of game in Kirby Superstar, two of which are only accessible after working through the first four. They're mostly platform-style affairs, but with a broad spectrum of crazy ideas thrown into the mix.

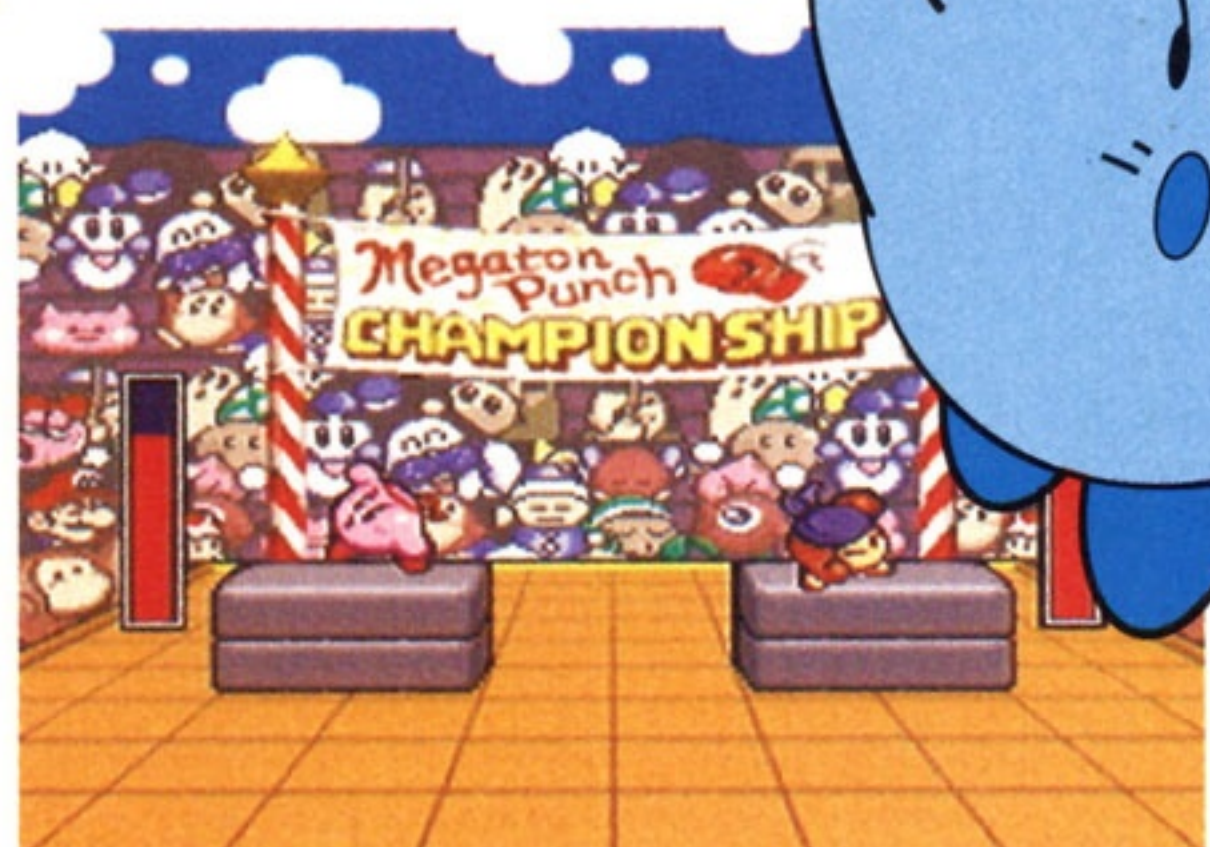


Gourmet Race

Kirby races his arch enemy King Dedede to all the castle food. They both have hefty appetites.

Dream Land

An expanded version of the original Game Boy 'classic'. Meet up with all the old favourite bosses.



Dyna Blade

Kirby dons his ninja persona and goes in search of a giant eagle who has kidnapped some baby chicks!

Magaton Punch

A test of strength: Kirby takes the stage to compete with a Dream World opponent, and breaks pieces of stone in half!



↑ Check this powerful Kirby ice magic!



Samurai Showdown!

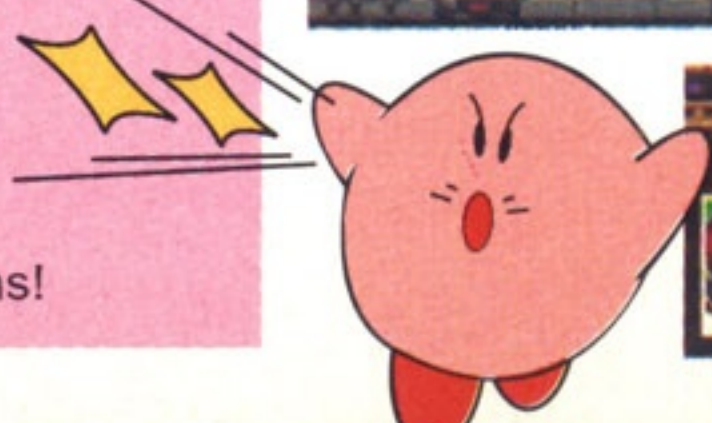
Originally we thought this was a Sumo wrestling event, then we worked out that Kirby is battling with fans!



"Kirby's behind the nozzle! Fix him!"

SUCKERS!

We feel really sorry for everyone who traded in their Super NES for a different games system! The 16-bit Nintendo is still one of the coolest around, and *Kirby Superstar* is another cool title to look for. Look for the review next issue.





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Devoted fans of the Mega-CD might remember the original *Keio's Flying Squadron*. At least you may remember waiting for that game, only it didn't come out in the UK by virtue of an enormous marketing disaster. But that's all by the way. Very soon Sega Saturn is to support the equally funky 32-bit antics of Bunny Girl Rami Nana-hikari, and her pet dragon Spot.

100% COMPLETE SEGA SATURN	ACTION	BY JVC	NO OTHER VERSIONS PLANNED MEGA CD PREQUEL STORAGE - 1CD PRICE - £44.99 PUBLISHED BY JVC TEL: 0171 240 3121
	SEPT RELEASE	1 PLAYER	

Why would a Japanese school girl dress in a Bunny Suit, and brandish a hammer? It's about time you knew.

KEIO'S FLYING SQUADRON 2



WOAH DRAGON!

Rather than release a graphically enhanced version of Mega-CD *Keio* for Saturn, JVC have modified the game structure. Instead of setting out as a shoot 'em up, Saturn *Keio* begins as a platform game. It's very similar in style to the 16-bit *Goemon* games from Konami - lots of traditional Japanese culture references and ingenious boss characters. It's only after progressing through the first couple of scenes that Rami meets with her trusty steed Spot and takes to the skies.



Collect the golden bunnies for bonus points. Sometimes there are big stashes hidden away in chests.



For the last section of each level, the game reverts to some classic *Keio Flying Squadron* shoot 'em up action.

IT'S A BOSS THANG

While Saturn *Keio* is blatantly unoriginal, it boasts some ingenious boss routines within that tired structure. Until recently all platform games were judged on the complexity of the boss routines, so it's refreshing to encounter this 'old school' again.



Boss No 1 is encountered in the Sumo Stadium. Seems the people here are used to seeing weird stuff.



First of all Rami hops onto this good luck charm, as it bounces around the screen.



After three hits it transforms into a furious muscle man who tries to pummel Rami.



Lastly the charm spins like a top on a pencil - time to bounce on its head again.

GREAT EXPECTATIONS

An interview with Yasushi Endo, programmer of *Keio's Flying Squadron*, printed in *Sega Magazine* in 1994 revealed some interesting promises for the Saturn sequel. There was talk of using video backgrounds and including 3D bonus stages. Though we haven't encountered any such thing yet. Still, the interview took place before the Saturn hardware was finalised, so we can't hold Endo-san responsible for anything he may have omitted under the circumstances.

TIME FLIES

There's not a great deal more we can add at this stage, short of showing all the game in full-blown detail. We intend to bring you the full, explanatory review next month - yes, even the mystic Japanese stuff too.





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80% COMPLETE

PlayStation

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OCT RELEASE

2 PLAYER (LINK)

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- PUBLISHED BY - PSYGNOSIS
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The most eagerly awaited follow-up game on PlayStation is nearing completion. Here's the last batch of teaser shots before we go in depth on the final game!

WIPEOUT 2097

Still buzzing after our last dose of adrenalin™, provided by the original *Wipeout* we have been chasing Psygnosis for updates on their intense sequel. We provided some details last issue, but with the game 'almost there' the team responsible have released a brand new set of revealing pics. Now most of the stuff you know about can be shown, and explained further. Wazzzoo!



Just when you thought you were getting tired of Wipeout...

BUILDING ON WHAT THEY KNOW

The basic structure of Wipeout is still ahead of its time, insofar as race games go. So unlike Reflections who have completely revised Destruction Derby 2, the basic game engine in WO has remained the same. What Psygnosis have done is find new ways to exploit their original concept, dedicating time to perfecting the gameplay rather than allocate those long hours recreating everything from scratch.

MORE DETAIL!

Roadside detail is increased for *WO2097*, with extensively animated scenery much of which is totally unique to the sequel's new circuits.



Roadside detail is immense this time around, just look at it!

AWESOME NEW WEAPONS

Weapons play a more significant role in *WO 2097* as ships can now sustain damage. The pyrotechnics are pretty spectacular.



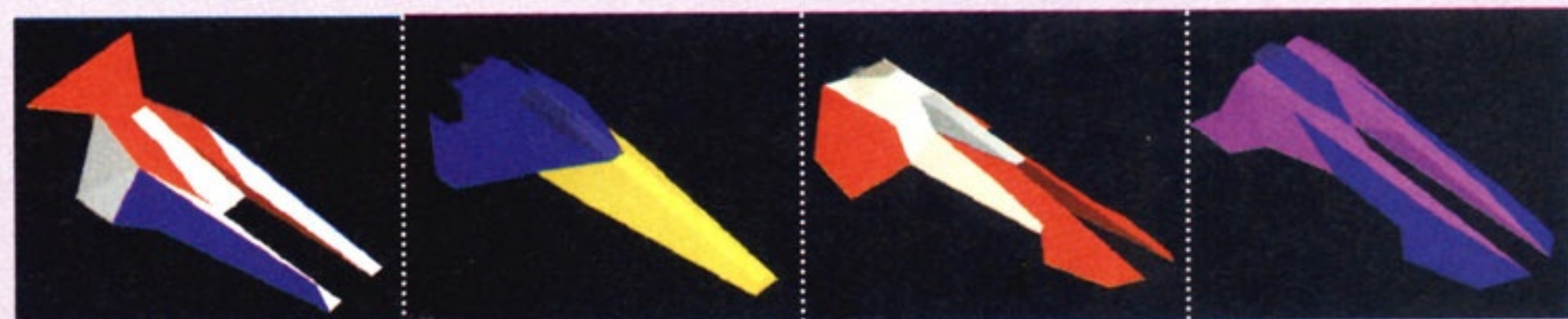
New to the game is this three-way missile.

Oomph! Here's what running over a mine does.

Getting clever with a standard missile.

NEW MODELS

We mentioned last month how the various craft showed more distinction. Well, here's a selection to highlight those differences.



Auricom - like Buck Rogers, eh?

Fiesar - not much different to before. Fast! Fast! Fast!

Qirex - just don't mess, okay!

PRESENTED BY DR™

Once again Sheffield boys *Designers Republic* have been employed to reestablish Wipeout's cool branding.



Yeah man! Wicked artwork, guy! Cool logos man! Neh!



OVER TO YOUR LEFT..

Four of the seven new circuits are almost complete, enabling Psygnosis to provide us with some high quality shots of them. You can see how much the depth of roadside detail has boosted the visual appeal



1. "ODESSA"

Present day Tokyo viewed through a fish-eye lens, and suffering from too much caffeine. Futuristic aircraft fly overhead. And the architecture is just space city!

2. "TALONS"

Industrial architecture, but brightly coloured nonetheless. Ducts enclose the track, characterised by pipes varying in size. Light reflects spectacularly off all surfaces.

3. "SAG"

Identifiable from its blue-green road surface, through being coated in ice. Snow-covered mountains loom in the distance, occasionally encroaching on the track.

4. "VALP"

Like the Valley of the Kings, only this track threads through Alien architecture which looks disturbingly real. It appears some kind of rain forest is in the background there.



↑ All kinds of weird products are advertised throughout.



↑ Err... what's that?!



↑ Faster than sound...



↑ ... KABOOM!



↑ Atmospheric lights.



↑ Last, but looking good!



↑ It's the same graphics engine, but Psygnosis have stretched it to the limit. Looks fantastic.



↑ Two pilots do their best to wreck the other's rocket.



↑ Race craft recognition time: guess the team.

A CHALLENGER COMES!

We checked out the options screen for WO 2097, to see if there are any more clues to the gameplay. Arcade style we know about, which is exactly like the original except with an energy bar creating extra tension. Time Trial is obvious, but Challenge? Could be that the game designers have devised some extreme tasks to complete: finish a race without sustaining damage, that type of thing. If we are right about this option, the game will absolutely demand hours and hours of practice!



ADRENALIN™ RUSH

With the finished game mere weeks away, CVG is now EXTREMELY eager to pilot the new line of Anti-Gravity racers. You won't know what's hit you when those pages appear in the magazine!!!

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BY REFLECTIONS

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DD2 features a new physics engine, enabling flips, rolls, and smashes like you wouldn't believe!

Everything that *Destruction Derby* stands for – hyper realistic visuals, awesome 'auto' annihilation, and, er, more awesome 'auto' annihilation – is doubled for the follow-up. Yippee!

DESTRUCTION DERBY 2

Wrecking cars is what *Destruction Derby* is all about – with a vague kind of racing theme thrown in for good measure. But once you get past that, what then? Well there's always learning how to make those crashes more spectacular – earning points for 360° spins, and so on...

Well, for a lot of people this routine lost its appeal once the magic of the PlayStation's powerful 3D graphics wore off. For the sequel, development team Reflections thought more about the number of tracks, and the intricacies of them to make more of a racing game. While also increasing the authenticity and detail of the physical models. Plus a big name sequel also gets its own guest celebrity to do the commentary – Paul Page. What an overhaul!

DECONSTRUCTION CLASSICS

No doubt about it, *Destruction Derby* is best known for its crash scenes – 'drivers' don't need to come in first all the time for thrills. For DD2, the designers re-wrote almost the entire game engine, enabling separate parts of the bodywork to show severe damage. To make this even more spectacular, sparks fly and cars which catch fire may even explode!



Both the 'hood' and 'trunk' of a car can be sent flying in DD2 – if hit hard!



Tracks are now wider to allow drivers to get back into the race after a spin-out.



THE PITS

To account for the excess of damage possible in DD2, the game now features a pit-stop. Reflections are yet to decide how much this service will be limited, as it would be fairly shambolic having drivers nipping in there every second lap!



Drivers who spend too much time covering in the pits miss out on all the action!

THE INCREDIBLE DANCING STOMACHS

Tracks are now longer and more complex in design; typically meaning that there are jumps involved, and banked corners characterising circuits up to eight-times longer than before. To compensate for this, the handling of all cars has been written from scratch too. In DD2, when cars bank too hard, the four-wheel independent suspension may react – just like in real life – by flipping the car over. We're told that skilled drivers using an analogue controller (Mad Catz, Neg-Con) can drive on two wheels after a bit of practice.



You can roll or flip the car in DD2, thanks to the 3D impact dynamics employed.



CRASH AND BURN?

Expect at least seven race tracks, and four 'Destruction Derby' bowls in the finished version of DD2. If the release date holds, we should have the review next issue.

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Last month we revealed the first pictures of Saturn *Fighting Vipers*. This month you could be playing it. We already have!



FIGHTING VIPERS

Only two weeks after this issue hits the newstands, *Fighting Vipers* will have been released in Japan. Incredibly, the date has been set for August 30th! Perhaps, following the release of N64, Sega want to remind fans why they bought a Saturn, and there's no better reason than AM2's fighting games. *Virtua Fighter* and *VF2* almost singularly sold the machine in Japan (to the current figure of over 3 million) and *Fighting Vipers* is set to maintain this fan following. For UK Saturn owners, news of a Japanese release may not seem so exciting. But get this, *Fighting Vipers* is out here in October! We've already played a 75% complete version and it's incredible!



ALL THE FIGHTERS REVEALED!



Previously only six Vipers had been revealed. Now all nine are present, and they're all fully playable! Every move for each character (with the exception of the wall-climbing ability) has been programmed in, complete with all the hit detection. Timing of the moves, chaining, recovery times, everything is exact. And it's all up and running at arcade speed. Even at this stage, we can confidently say the gameplay is coin-op perfect!



GRACE



BAHN



RAXEL



TOKIO



MAHLER



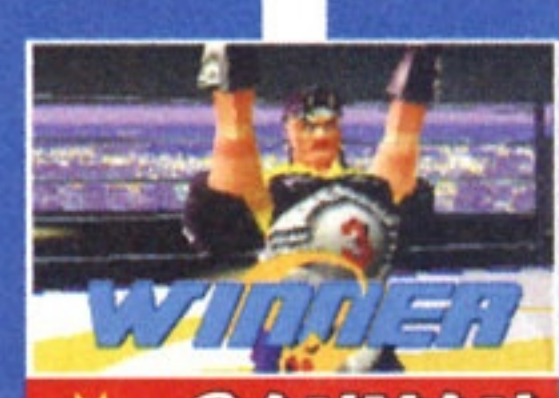
PICKY



HONEY



JANE



SANMAN

SECOND PLAYER COLOURS!

All the alternative costumes are now in the game too! At present, the method for selecting them is different from the arcade. You hold UP and C just like in Saturn VF2.

WEAPONS ACTIVATED!

Finally we get to see the two armed Vipers, Picky and Raxel – complete with their weapons! Fully-functioning and ready to SLAM!

SKATEBOARD ATTACK!

Picky's board makes an excellent bat. Smack 'em down!

KISS MY AXE!

One in the guts sends them flying! Raxel uses his guitar like a real axe, cleaving his foes!

CHECKPOINT 1: THE SHADOWS



The 50% Tokyo Toy Fair version featured character shadows. These have been removed from the latest code. Clearly AM2 are reworking them. Unlike VF2, stunted shadows won't be good enough for some levels, especially the low-lit Bayside stage.

CHECKPOINT 2: THE WALLS



All the enclosures are present and look excellent. Railings, concrete walls and even the transparent barriers are there (although the latter have a net-effect to their reflections). Busting through them is already possible too!



CHECKPOINT 3: THE SOUND

All the arcade music is in there and it ROCKS!. Saturn VF2 was criticised for poor sound effects (due to memory capacity, it's rumoured). VF's sound is currently quieter than we'd like, but the coin-op's effects were always more potent than VF2's (more similar to VF's), so that's an immediate advantage.

CHECKPOINT 4: BACKGROUND ANIMATION

The backdrops in Saturn FV are flat. However, they seem to be cleverly locked to the foreground, so the 'floating ring' of VF2 isn't so apparent. Moving scenery such as the truck and plane are still missing and we don't know if they'll be included.

CHECKPOINT 5: EXTRA CHARACTERS? YEP!

For starters, the boss Mahler (BM over here) is playable. But get this, AM2 are 100% DEFINITELY including a character called Pepsi-Man. Fighting Vipers features Pepsi advertising in Japan (see Picky's board). In Japanese Pepsi TV ads, there's a T1000-style character with no features, who saves the day (by refizzing people's Pepsi for example). He's going to be in the game! Yes, yes, YES!

★ ARMOUR EXPLOSION!

One feature of Saturn FV we've been dying to see is the armour busting off the Vipers. Now we have, and it's everything we hoped for. Shattering your opponent's protection with an impact move is every bit as dramatic as it is the arcades. Just look at this!



↑ Awesome overhead view...



↑ Watch out! She's powering up an impact move!



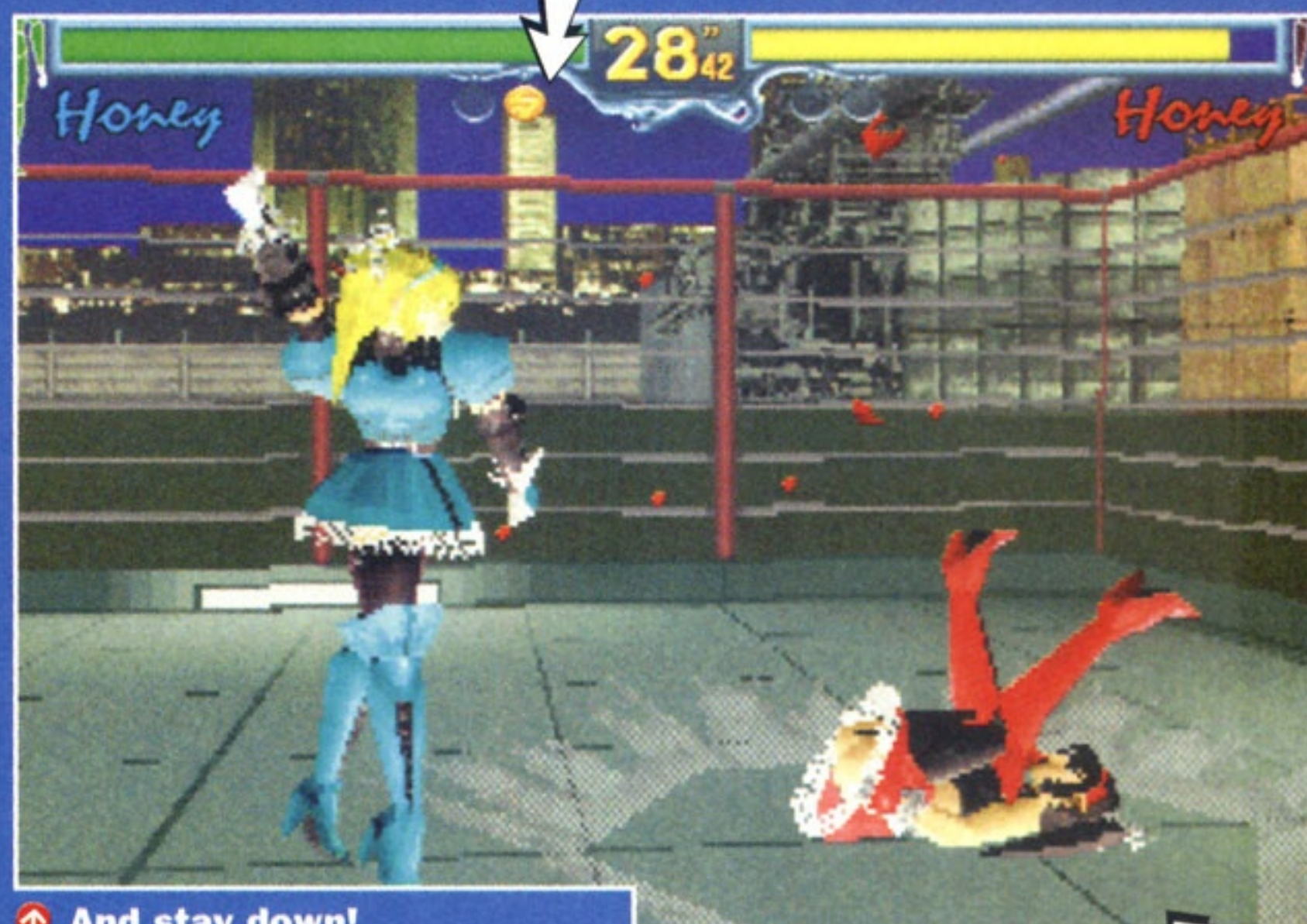
↑ of Picky getting shelled!



↑ The sharp smashing sound increases the pain!



↑ Take that you little runt!



↑ And stay down!

PLAY IT AGAIN!

Arcade Fighting Vipers is famed for its awesome multiple replays of the armour-shattering. The Saturn version replicates this effect to perfection. Three multiple-view replays instantaneously cut in, emphasising the power of the attack!



★ LIGHTING VIPERS!

Saturn VF2 pushed console graphics to new heights with incredible hi-resolution visuals and 60 frames-a-second animation. As we showed last month, Fighting Vipers goes two steps further. First by light-sourcing all the fighters, and secondly by gourard-shading them. There is a cost for these added effects though. The resolution is lower (although not so much as Sega Rally's), and we're unable to tell whether the frame rate is still 60 fps, mainly because of the staccato nature of the action (it's all snapping attacks and impact moves). Don't worry though, it all looks totally awesome.



↑ The observation tower is a good demo of the lighting-sourcing. Each corner has a set of floodlights that flick alternately on and off.

NEXT MONTH...

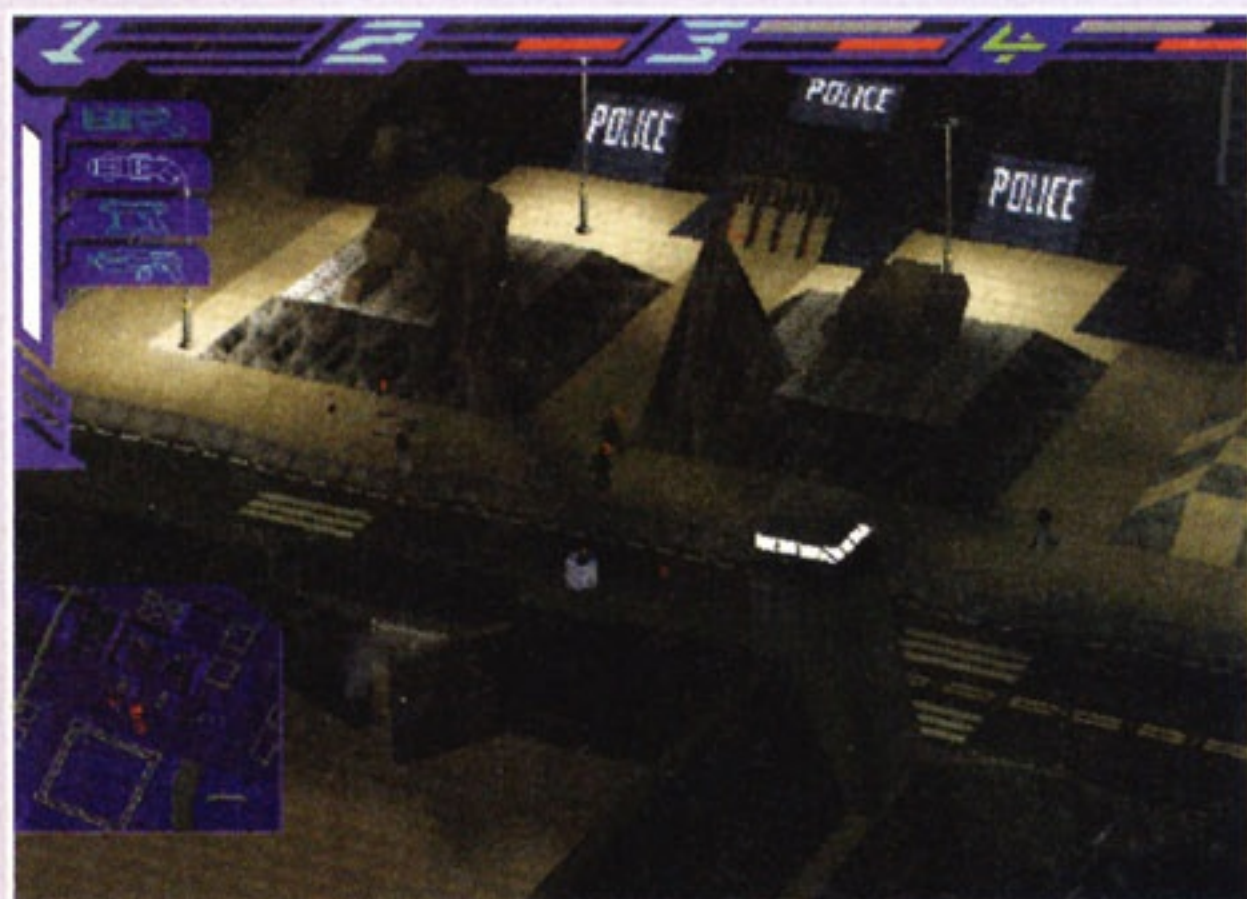
The close proximity of FV's Japanese release date to our press deadline, more than likely means we won't be reviewing it next month. Nonetheless, we'll give you better coverage than any other magazine around. Trust us.

NEXT
VS
MATCH



The original *Syndicate* was a phenomenal game, perfectly blending superlative isometric arcade action with a hint of strategy. It became a landmark title on the PC, reaffirming Bullfrog's position as a premiere developer of innovative software, and has duly received the conversion treatment to every gaming platform known to man. All excepting Game Boy and Game Gear, of course.

Now, with the advent of 32-bit technology, Bullfrog have responded to public demand and produced a sequel to the ever popular original, designed to take full advantage of the power of the latest systems. The Corporation is back, ladies and gentlemen, and they've never looked better.



CHIP OFF THE OLD BLOCK

A hundred years have passed since the sinister Corporation achieved global domination in the original *Syndicate*. Since then they have discovered a way of controlling the world's population with an advanced mind control device known as the CHIP. When attached to a victim's nervous system, the CHIP renders the recipient ignorant of the grim reality of everyday life, and keeps their mind pure of all rebellious thoughts. After almost a century of unchallenged authority the Corporation has grown complacent, and is slow to react when a growing number of CHIPS start to malfunction, allowing citizens to perceive life as it really is. Out of this chaos have risen two major forces: a chain of marauding biker gangs, and a religious cult – both using the breakdown of order to seize territory from the Corporation. The scene is set for an explosive showdown, in which YOU determine the outcome!



↑ The intro shows an ordinary citizen being gunned down by a *Syndicate* hit squad. Charming.

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SYNDICATE

THE CORPORATE WARS

Syndicate Wars has **NOTHING** to do with a group of people arguing over a lottery ticket! It has **EVERYTHING** to do with guns, violence and badass corporate assassins in the Cyber-Punk cities of the future!



Explosive action!!!

↑ Follow this sequence from left to right: The corporation agents drop a mine then run for cover. A moment later, the mine explodes, reducing the stacks to a pile of rubble. Destruction like this is common place in *SW*!

TAKING SIDES

Compared to the original, the basic structure of *Syndicate* remains unchanged: Arm your team of crack 'agents' with hi-calibre weapons and cybernetic body parts, then deploy them into an isometrically scrolling city to effect a series of missions. This time players may adopt the role of Corporation Exec, or a Church Elder; with control of the third power – a biker gang – planned to appear on an expansion disk at a later date. Each power requires different tactics to succeed.



↑ You can play *PONG* and *BREAKOUT* on that screen! No, you can, honestly!



↑ Just one example of the many powerful weapons in *SW*'s arsenal!



There are two different sides that you can take in *Syndicate Wars*. The men in trench coats are Corporate agents, while the white robes belong to the Church.

BULLFROG'S CORPORATION IS BACK!

COMING SOON

MISSION: IMPOSSIBLE!

Missions are based around 30 international cities, and are much more complex than those in the original *Syndicate*. Some involve visiting two or three locations before completion, where failure to complete part of a mission can result in the mission goals changing. For instance, if a prisoner whom you are transporting escapes, your objective may change from 'Escort' to 'Terminate'. Also, there is more than one way to complete your mission objectives. If you are sent to assassinate a prisoner in a Police Station, you could sneak into the building, kill him quietly, then escape. Or you could just bring down the whole building down on his head!



AESTHETIC EXCELLENCE!

Thanks to the power of the 32-bit machines, *Syndicate Wars* is a visual feast, with the player being able to rotate the 'camera' through 360 degrees in order to view the game from any angle. Where tall buildings might obstruct the view, obtrusive parts are rendered transparent, thus overcoming the 'blind spot' syndrome of the original. So, no more cheap ambushes by enemy agents hiding round a corner. Such is the power of the *Syndicate Wars* graphics engine that the landscape contains several large video screens playing real time FMV adverts!



Use keys to spin the camera angle around your agents. These graphics are incredible!

LOCK AND LOAD

Original *Syndicate* offers a diverse range of weapons, each with unique tactical uses. 'Wars' looks set to continue that tradition with a total of 24 weapons, some old favourites and plenty of new additions. Highlights include:



Napalm Mine: burning chemical fun aho! Sticks to its victims.



Grenade: Slightly more powerful than your garden variety pineapple.



Quantum Devastator: uses energy from the nearby buildings



Laser Gun: Long range beams of death! Accurate and lethal!

NEXT MONTH... URBAN ANARCHY!

Syndicate Wars has been in development for absolutely ages now, but according to Bullfrog its finally nearing release. Still, they said that about *Dungeon Keeper*... six months ago! So don't hold your breath - or you might suffocate.

SUBSCRIPTIONS

SUBSCRIBE TO CVG AND RESCUE ROOT-BASED MIKE FROM LIFE OF CRIME!



JAYMEE FRIEND. MIKE
HELP JAYMEE. MOOMAN'S
BAAD. NOT FRIEND!!

KEEP BRINGING ME
SHINY STONES MIKE OR
I'LL FEED YOU TO THE
HUMANS.

Maintaining CVG's reputation as the World's no.1 games magazine, requires a uniquely talented team. As such, art editor Jaime went to unnatural lengths in recruiting a suitable second-in-command - seeking the advice of a wise Chinese conjuror, who in turn gave us Mike Newson. Mike is in fact a babapapa, a root-based creature grown from the soil. From the day we popped him out of his jar, he was a joy. Amusing us with tricks such as turning his lower half into

that of a horse, or transforming his nose into a trunk and carrying logs with it. But recently matters have changed. Having reached maturity, he has been going out on evening jaunts with Jaime. At first these sessions seemed harmless enough, with Mike changing his face into that of young Ed to impress the girls. But now we've read reports of robberies all over town, supposedly committed by a long-faced gentlemen. Can it be that Mike is impersonating Paul to do these dreadful deeds?

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WE MUST EDUCATE OUR BABA-PAPA BEFORE IT'S TOO LATE!!

It seems Jaime has led impressionable Mike astray for his own personal gain! Who knows what filthy lies he's spun to get poor Mike to do his bidding? But things are worse than you could imagine. When the Chinese conjuror handed over Mike, he gave us a strict warning. If a babapapa ever commits bad deeds, it will turn into a kakapapa, an evil root-based demon that will devour the Earth! There's only one chance! We must send Mike to school and educate him about right and wrong. But we desperately need the money from your subscriptions to buy his school books. In return, we'll give you 12 issues for the price of 10. Plus we'll make sure you get your copy before they're even on the shelves. Hurry though! Term starts again at the beginning of September...

BACK ISSUES!

Want some? come get some!



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are ready and waiting to
take your call

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ALSO AVAILABLE!



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computer and video games

WE GO BEAT 'EM UP CRAZY
WITH FIGHTING VIPSERS, STREET FIGHTER 3
AND TOBAL NO.1
AN IN-DEPTH LOOK AT FINAL FANTASY VII ON
PLAYSTATION REVEALED.
INTERVIEW WITH THE CREATORS OF TEKKEN 2.
PLUS THE UK REVIEW.
PLUS EVERYTHING YOU NEED TO
KNOW ABOUT QUAKE!



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NEXT MONTH

ISSUE No. **179** OUT ON SEPTEMBER 9TH

Dear News Vendor.
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NEXT MONTH

CHECKPOINT

The month's events and software releases at a glance. August-September

Your at-a-glance release info on games which are available between the dates this issue of CVG is on sale. Also news of a European trade show which could, for the first time in years, be genuinely amazing.

EVENTS AND SOFTWARE RELEASES

A monumental month for Computer and Video Games in the global sense, but closer to home we're not seeing anything so ground breaking as N64. Or as exciting for that matter. August is summertime, don't you know, and console publishers tend to hang on until late September/ early October for their major releases. Which leaves us with a lot of second rate PC CD-ROM stuff, with only a few exceptions – namely *Syndicate Wars* from Bullfrog (13 September), and *Quake* (August – allegedly). Saturn gets the second batch of Psygnosis titles – *Discworld* and *Destruction Derby* – so hurrah for that. And PlayStation clears the floor for a cool *Micro Machines 3* session. All very well, but far from the assault on the senses that we can expect to see on these pages next month. Can't wait to see finished UK versions of *NiGHTS* and *Tekken 2* sitting on the shelf; now that will be a sight for sore eyes. Meantime here's the release schedule with the best and worst games highlighted to help you make that slightly-shorter-than-usual wants list:

WIN! WIN! WIN!

HYPERBLADE

At the time of writing we're not sure if the release date is going to hold on this one, but even if it slips *Hyperblade* is worth waiting for. Now for the spur of the moment competition requirements: *Hyperblade* portrays the action of a cool future sport. We want you to devise your own 25th Century team sport. Send your sketches and/ or imaginative concept essays to HYPER CYBER ROLLER DEATH BALL RACE.

F1 PLAYSTATION

Whether fans of Formula 1 or not, PlayStation owners need this game. Everything looks and sounds completely authentic, due to Psygnosis having worked the official FOCA license for all its worth. All the viewpoints are based on existing BBC camera positions which improves the realism even more. The near finished version we've played is a joy, so you simply must enter this competition. Just tell us the name of the Scalextric rival which allowed drivers to change lanes. Address to: THIS COMPETITION ROCKS!



NIGHTS

Do you own a Saturn? Do you want to be the envy of everyone who doesn't? We have the answer: *NIGHTS* is unlike anything you've ever played before, and it is TRULY MARVELLOUS. To see *NIGHTS* in action is hypnotic, to hear it is even more enchanting. But playing the game is what makes all the difference. With it Sega have something refreshing and unique, so you'd be a fool to turn down this opportunity. Just tell us what is so refreshing and unique about your good self. We could do with a laugh. Here's the address: I EAT TOE JAM FOR BREAKFAST



Send entries to:
CHECKPOINT #178 FREEBIES,
Computer And Video Games,
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU

ECTS '96

8-10 September (Olympia, London)
Event organisers Blenheim are hoping Nintendo will choose ECTS '96 to demo the N64's spectacular line-up of games. And if all associated major publishers take the initiative, this should prove unmissable. How likely this will be in the light of the new UK delay is for them to worry about, then Sega and Sony, who will of course be there, to gloat over. Again. As usual all the latest developments in PC technology will be on display, and hopefully ECTS will be the place we get to play Shiny's *MDK* in depth for the first time. Excellent! Also this is the event Sega are choosing to hold the biggest launch party since *Sonic 2* for *NiGHTS* at Segaworld! It's going to be absolutely awesome!!!



⬆️ If you know someone, who knows someone, you could attend the video game party of the year!

JAMMA

12-14 September (Nippon Convention Centre, Tokyo)

JAMMA is the biggest amusement show in the world, where all the major companies preview their next generation of coin-operated video games. Traditionally no company releases information about their line-up until the first hour of the first day. But that doesn't stop the rumours flying. Most popular of course being that *Street Fighter 3*, *Virtua Fighter 3*, possibly even *Tekken 3* will be there. Whatever secrets are being held by companies like Capcom, Namco, Konami, and Sega they're sure to be ground breaking. Of course CVG will have someone there to report back with all the hottest new developments.



⬆️ Could be that we shall see Sumo Takarashi in action at the JAMMA show this September. Plus many secrets are expected to be revealed.

KEY: Red It's hot, so buy it!

Blue Avoid like the plague!

GAME NAME	COMPANY	FORMAT
15 August		
Bugs Bunny	Sega	Mega Drive
Destruction Derby	Psygnosis	Saturn
Discworld	Psygnosis	Saturn
Indycar Racing	Virgin	Saturn
Raw Pursuit	Virgin	PlayStation
16 August		
Australian Rugby League	EA	PC CD-ROM
Indian in the Cupboard	CIC Interactive	PC CD-ROM
23 August		
Euro PGA	EA	PC CD-ROM
Z	Warner interactive	PC CD-ROM
28 August		
Hyperblade	Activision	PC CD-ROM
30 August		
Dawn of Darkness	Ocean	PC CD-ROM
Powerplay Hockey	Virgin	Saturn/ PlayStation
Spacehulk VOTBA	EA	Saturn
Time Commando	EA	PC CD-ROM

GAME NAME **COMPANY** **FORMAT**

August (No set date)		
Alphastorm	Psygnosis	PlayStation
Casper	Interplay	Saturn/ PlayStation
Crumplezone	Gremlin	PlayStation
Cyberstorm	Sierra	PC CD-ROM
Deadlock	Warner Interactive	PC CD-ROM
Iron Man X/O	Acclaim	PC CD-ROM
Locus	GT	PC CD-ROM
Mortal Kombat 1&2 Combo	Acclaim	PC CD-ROM
NFL Quarterback Club '97	Acclaim	Saturn/ PlayStation
Night of the Monsters	Acclaim	PC CD-ROM
Putty Squad	Acclaim	PC CD-ROM
Realms of the Haunting	Gremlin	PC CD-ROM
Quake	GT Interactive	PC CD-ROM
2 September		
Micro Machines 3	Codemasters	PlayStation
4 September		
DarkStalkers	Virgin	PlayStation
Elder Scrolls: Daggerfall	Virgin	PC CD-ROM
Mechwarrior 2: Mercenaries	Activision	PC CD-ROM
Skeleton Warriors	Virgin	Saturn/ PlayStation
6 September		
Alien Trilogy	Acclaim	Saturn
Chronicles of the Sword	Psygnosis	PlayStation
Complicity	Virgin	Saturn/ PlayStation
Die Hard Trilogy	EA	Saturn/ PlayStation/ PC
Enemy Nations	CIC Interactive	PC CD-ROM
Hardline	Virgin	PC CD-ROM
More Bugs in Boxes	CIC Interactive	PC CD-ROM
The Simpsons - Cartoon Studio	EA	PC CD-ROM
On-Side	Telstar	PlayStation
Swagman	Core	Saturn/ PlayStation
Tilt	Virgin	Saturn/ PlayStation
9 September		
Aladdin	Virgin	PC CD-ROM
Lion King	Virgin	PC CD-ROM
10 September		
Monstrous City	Virgin	PlayStation
11 September		
Bust A Move 2: The Arcade	Acclaim	Saturn/ PlayStation
13 September		
Crusader: No Regret	EA	PC CD-ROM
Deep Space 9 Episode Guide	CIC Interactive	PC CD-ROM
Formula 1	Psygnosis	PlayStation
International SuperStar Soccer Deluxe	Konami	Mega Drive
Syndicate Wars	EA (Bullfrog)	PlayStation/ PC CD-ROM
19 September		
Legend of Thor	Sega	Saturn



↑ Destruction Derby on Saturn - worth the wait?



↑ Shareware Quake - At last you can play it!



↑ Skeleton Warriors - an impressive platformer.



↑ Thor - the legend continues on Sega Saturn.

EVENTS AND SOFTWARE RELEASES

CHECKPOINT

WINNERS! WINNERS! WINNERS!

RESIDENT EVIL
We asked you to devise a great way to kill zombies, and we get some shocking responses! But it was Richard Norman who made us laugh the most: "Yes, now you can be part of Britain's best computer mag team. Now in Surround Sound, so you can feel like you are really in between the amazing CVG talk. Hear Ed's voice from all four corners of your room, and marvel at their intelligent speech in the CVG 20 hour non-stop, uncut office chat. Available in all major retailers."
The picture was great too, Richard. Nice one.

GUARDIAN HEROES
Design your own sword! Before announcing the winner, a special mention must go to whoever submitted the 'actual size' AD VENIUS design. We now have it on the wall as decoration. But it is Martin Reed who hath claimed the coveted prize of a free Guardian Heroes, for ELEMENTUS - a sword which "summons elemental spirits to guard your character." Although he depicted everything in glorious HB, Martin's imagination and attention to detail stunned us all. Keep it up Martin, you may well have a future as a games designer.

DUKE NUKEM 3D
Must have struck a cord with the psycho masses out there, with our Design a Duke Nukem utility belt competition. Pretty much every single entry we received features X-rated accessories, but that's not why Andrew Palmer won at all. Here are some of his best accessories: "Turd in a Tin: Can be sprayed on the floor. Any other player who steps in it will leave an easy to follow trail."
"Laxatives: Although Duke uses the toilet to recharge, surely he can't always get it out. This should help him be the king of the s*****s."



LORRA LORRA THANKS...

... To the HMV dojo, especially those whose undying fanaticism for CVG, and its readers, enables this section each month. And of course thanks to all the companies who supplied the complimentary games this month. We'd like to give away more - so keep 'em coming! As always, neither CVG or HMV cannot be held responsible for any changes to the release schedules. It's just not our fault OK!





SCORE ATTACK!!

BY SONIC TEAM

OUT SEPT

1-2 PLAYERS

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HOLD EVERYTHING! Reading this review is essential to everyone interested in video games. Witness here the birth of an all-new game type – the Score Attack!

NIGHTS

into dreams...

For months now, we've said *NIGHTS* is going to be brilliant. But what did we know? We hadn't played it properly. So we feel no shame in admitting to you that we were wrong. Brilliant is way too ordinary a word for *NIGHTS*. It's one of the most sensational video games EVER made! And we're saying that in a month when the two other greatest games on Earth have arrived. *Super Mario 64* redefines the boundaries of video games, *Quake* pushes escapist violence to the most vividly believable limits, but *NIGHTS*' contribution lies in its uniqueness. Sonic Team have disregarded all previous videogame rules and created a totally new game concept! Prepare to have your game-brain turned upside down!

THE EXHILARATING SENSATION OF FREE-FLIGHT!

For their first Saturn game, Sonic Team wanted a character that would outpace even their famous hedgehog. As Naoto Oshima, the designer of the Sonic character says, "You can't beat Sonic running on the ground, so that left flying and the search for a greater thrill from it!"

The result is a character with amazing freedom of movement. Even though *NIGHTS* is only steered about in a 2D fashion, the degree of control is staggering! So much so, that Sonic Team have created an analogue pad to more effectively play the game.

ANALOGUE CONTROL!

Although not crucial to the game, the analogue controller is no gimmick. The self-centring cup can be rolled and curled about with ease, more accurately and pleasantly steering *NIGHTS* about. The best way to describe its movement is like your eyeball, following *NIGHTS* around the screen. This should also give you a better idea of *NIGHTS*' 2D control. He can freely fly up, down, left and right, but can't be steered into the screen.



You'll be able to buy the game with or without the pad. We seriously recommend you get it WITH the pad, for tighter control and relief from the excruciating thumb-ache the normal D-pad causes.



The A-pad turns the stiff control into pleasant rolling sensation.



Tight loops like this are simply impossible with the normal D-pad!



Pushing the pad fully in one direction increases *NIGHTS*' speed.



Hitting the fire button powers *NIGHTS* forwards. You can smack enemies away with this.

Performing a full loop, creates a warp that sucks anything into it, including baddies.



PARALOOP!



When hovering, L and R twist *NIGHTS* left and right respectively.



Floating upwards, they wheel him both clockwise and anti-clockwise.



When in motion though, they really come into their own.

DOING THE TWIST

Sonic Team wanted *NIGHTS* to portray the sensation of free-flying to a greater degree than merely looping about the screen. That's where the L and R buttons come in. Tapping these allows *NIGHTS* to spin and flip about his axis in a multitude of ways. It's when using these that you realise *NIGHTS* is possibly the most intricately animated game character ever devised.



Flicking his leg up and curling him back.



Cupping his chest, he twirls about.



He even grabs his toes and tumbles.

HE'S LIKE A RAG ON A STICK!

PLOT! WOT!

There is a storyline to all this escapist madness, and it's as surreal as the gameplay! It follows two children, Elliot and Claris, from the town of Twin Seeds. Both are having trouble in real life, but when they sleep they dream of a mischievous character called NIGHTS. He has been imprisoned by the ruler of the Nightmare World, and can only fly free when joined by the kids. In return for their help, he flies around Nighttopia searching for their Ideya – the strength to overcome their real-life problems – stolen by the Nightmares. It sound like nonsense (and it is), but Sonic Team heavily researched the works of German psychologists, Jung and Holtz, to create this game.

What this breaks down to – in easy to swallow game chunks – is three dream levels for each kid, with a final level where they face the ruler of Nightmare – Wizeman!



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SATURN



THE STUNT RIBBON!

When collected, this ribbon trails behind NIGHTS, and for twelve seconds you get a chance to perform as many stunts as possible, with a rating given at the end. Paul was overjoyed to be commended by the comment 'Nice One!', until he realised it meant he'd only done one stunt! Ed's record is a Magnificent Nine, Tom's got a Superb Ten, but the office record is a Dreamy Eleven! Not so amazing when you consider there are around 35 stunts possible! Anyway, the Stunt Ribbon gives us the perfect opportunity to show off how the L and R buttons twist NIGHTS about!



↑ Passing through these loops triggers the Stunt Ribbon.



↑ Woah, an Excellent Seven. Not bad, but you could do better!



A FOUR COURSE DREAM!

THE BASIC GAME

With the play mechanics sorted out, it's time to face the game itself. Each dream level has four courses that have to be completed. These courses are like aerial race tracks. NIGHTS can't deviate from the route, but can move freely within them. Shown here are the course layouts for Elliot's first dream – Splash Garden. Each one is longer and harder than the last. Once you've completed one, you move straight onto the next.

1. This hint shows the basic objectives to idiot gamers. And it serves as a good demonstration here!
2. This is where you start – NIGHTS' temple! Heading left is the way to go!



5. Now clock up points – collecting balls, flying through loops etc.
6. Get back to NIGHTS' temple before the time's out. Your score is totalled, and your course rating shown.



3. Collecting blue balls is your primary task. You need twenty (indicated top left).
4. They have to be dropped off here. Once done, it explodes and you enter BONUS TIME!



EXCELLENT THING!!



↑ In Splash Garden there's a clock showing the real time! (if your Saturn is set correctly).

THE END? That's only the tip of the iceberg in what is one of the most devious games ever created! If you think the objective of NIGHTS is to finish the seven levels and see the end, you're sorely mistaken. Turn the page now and witness NIGHTS: The Real Game!

NIGHTS
GREATEST GAME!

REVIEW



SCORE ATTACK - THE REAL GAME!

"We made it to take several hours to finish, because we want everyone to see the end. After that, you can still enjoy playing for hours by the 'score attack' function."

So say Sonic Team, almost nonchalantly, about *NIGHTS*' most important feature. This is where the spirit of *Sonic* is reborn. True *Sonic* fans know the games didn't end on the final boss. Breaking time completion records, gaining all the Chaos Emeralds, collecting every ring on each stage - this was what kept you coming back! And Sonic Team have evolved this fan-culture into recognised gameplay. Complete mastery and hi-score records are the only objective of *NIGHTS*!



⬅ Stop admiring the view and start taking notice of those score multipliers!

BONUS TIME!

From the name, you'd think this was just 'a bit extra' to occupy your remaining seconds. But Bonus Time is when you get to clock up all the big points. So drop off those twenty blue balls as quickly as possible and concentrate on the following areas!



Collect Chips

Once into Bonus Time, all the blue balls turn into gold balls known as chips. Collecting these is the most obvious way to earn big points.



⬆ Because the chips are found where the blue balls were, they're the easiest items to locate.

⬆ Groups of balls are best collected by sucking them into a loop warp.

⬆ Cages of balls are hidden around the courses. Smashing them yields big rewards.

Stars

They exist for no other reason than points scoring! Grab these at every opportunity.



⬆ Stars aren't essential to complete the game. So you may overlook them. But they make essential fillers when making long links.

Rings

On every course there are tunnels of rings, which often guide you through the best route. Passing through these adds to your score like everything else. Each ring passed through, causes a consecutively higher-pitched sound to ring out, until you miss one. Pleasant, but it also creates an incentive to make 'links' of these rings. And that's when the big revelation of Score Attack becomes apparent! LINKS!



THOSE MEDDLING KIDS!

The kids are only controlled on two occasions - at the beginning of each level, when you guide them to NIGHTS. Secondly, when time runs out they separate from NIGHTS, and you have to collect the balls on foot and find NIGHTS again. The kids have full 3D freedom to wander the entirety of every dream level, but they are SLOOOOW. At first their importance seems minimal, as if Sonic Team put them in with no real purpose. As if they would!!



⬆ Following the arrow at the start, leads the kids to NIGHTS.

⬇ Instead of going straight to him, you can wander off collecting balls first.



⬆ Some are only available to the kids. Such as these in the igloos!



⬆ NIGHTS has to fly up this tower...



⬆ ...but Elliot can take this lift to the top!



⬆ When time runs out NIGHTS dumps the kids!



⬆ If the alarm clock catches them, they wake!



FANCY A NIGHT CAP!

RUN AWAY!

LINKING - THE KEY TO HI-SCORES!

It's not just chains of rings that link together - everything can! Collecting balls in a row, stars in a row, balls and then stars and then rings in a row! What's more, as your link increases, so it acts as a score multiplier, making links the most vital Score Attack technique! We've discovered that on some courses, complete links are possible - meaning you can go around the course again and again, making immense links! The highest we've seen is a 114 link! It's yet another competitive element of NiGHTS - first stunt chains, now longest links!



↑ The number of links is indicated at the bottom of the screen. As it increases, so it changes colour.



↑ One slight gap in your link and the indicator starts to fade. Make that link to pull it back. For spectators, watching the indicator alone is thrilling enough!



↑ This pod is totally link-related. Once collected, you have to maintain a link to open it...



↑ ...revealing a mass of score bonuses!

EXAMPLE: A COMPLETE LINK IN ACTION!



↑ Flying through these rings starts the link off.



↑ Now circle these balls, meanwhile collecting the stars.



↑ That reveals more balls! Circle them again and accelerate away!



↑ Hit this bouncy roof, grabbing the link-pod, as NiGHTS is thrown.



↑ Pass through these rings and hit that bumper...



↑ ...which catapults NiGHTS through these rings.



↑ And you're back at the start! 43 seconds left - break that link record!



↑ Circle these stars and drag them along to fill the gap while you pass NiGHTS' temple.



EXCELLENT THING!!

↑ On Mystic Forest you can guide this car to its garage for loads of points!

REPLAY!

As in a racing game, once you've completed a level you get a replay of your actions, played back from really coooool angles!



↑ Now you're a dream-master it's time to face your living world!

Computer and Video Games
SEGA SATURN
NiGHTS
GREATEST GAME!
REVIEW

THE WORLDS OF NIGHTS!

Seven levels may not seem like much, and in a normal game they wouldn't be. However, in *NIGHTS* they are more than just stages – they are dream worlds! Sonic Team have designed *NIGHTS* so that you don't merely move from one level to the next. You can choose your favourite dream world and play that. Once completed, it's game over! It's more akin to selecting a race course in a driving game, than working your way through a platformer. What's more, there's more incentive to return, than just beating your hi-score. You need to nurture each of the dreams.



SPRING VALLEY

↑ Each world has its own A-Life. Anyone playing can affect it. So beware who you let play!



MYSTIC FOREST



SOFT MUSEUM



SPLASH GARDEN



STICK CANYON

FROZEN BELL



FINAL STAGE



A-LIVING GAME!

No joke, *NIGHTS* is a living game! Sonic Team have incorporated what they call A-(for Artificial) Life into the game. Each of the dream worlds is inhabited by creatures called Nightopians. These coneheads are actually programmed with emotion parameters, allowing them to be happy, sad or angry. This isn't randomly-generated, but affected by their surroundings. If *NIGHTS* doesn't harm the creatures, they relax – fishing, painting or sweeping. If he kills them (you can suck them into a paraloop, whereupon they squeal horribly), they start to fear him and run away. If he treats them well – hatching their eggs – they play him tunes, mimmick him, follow him. And yes, they really do breed, increasing the numbers of Nightopians on each level! The final level excluded, this gives you six fully-developing environments saved inside your Saturn. And you dare to label them as mere 'levels'.



↑ There! See! Little eggs. Just fly over and tap them.



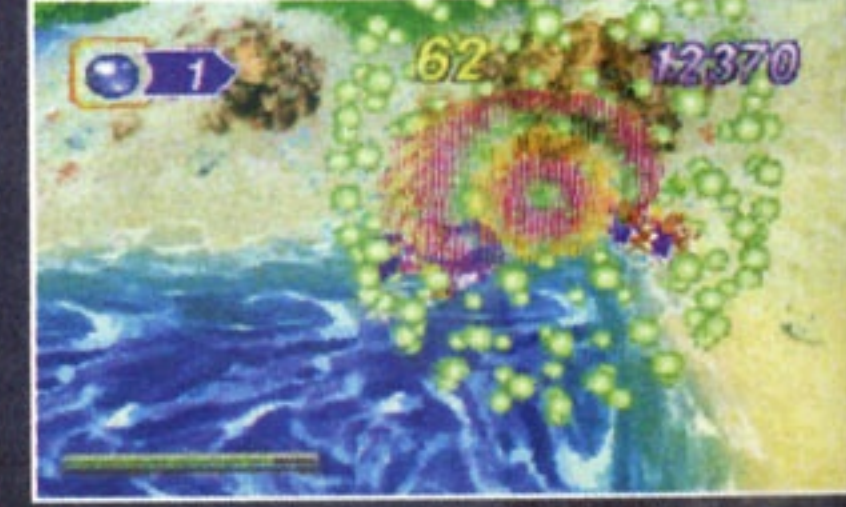
↑ Out pop baby nightopians. Delicious between two slices of bread!



↑ The little fella is playing his flute – you can see the notes, look.



↑ Loads of the little brats. Come on breed or I'll kill the lotta ya!



↑ Haha, squeal you little turds. You're toast!

WEIRD HAPPENINGS!

Sonic Team have claimed the A-Life may cause weird things to happen, which even they had not conceived of. Well how about this – we hatched a Nightmaren from a horrible green and yellow egg! When you hit the baddies about, they bounce about, eventually coming to rest. Should a Nightopian then touch it, they become contaminated and lay mutant Nightmaren off-spring. They truly are disgusting to look at!



↑ A selection of freaks for your curiosity. DISGUSTING!

EXCELLENT THING!!



↑ In Stick Canyon, *NIGHTS* passes through a beam that magnetises everything to his body. Drag the cluster to the scales for big points.

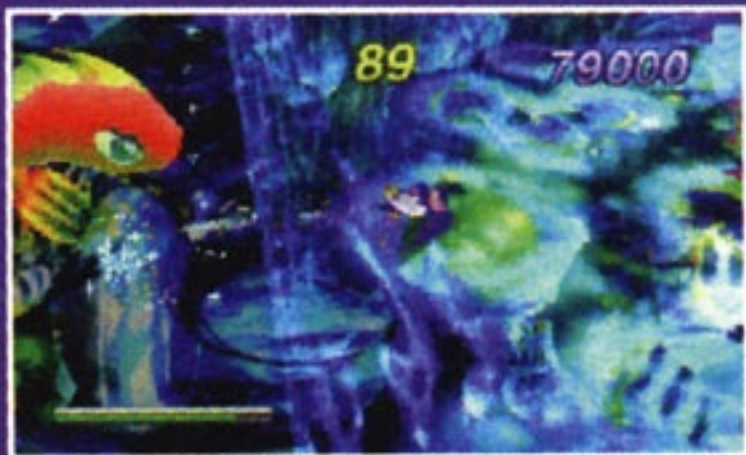
LIVING SOUND!



NiGHTS is full of amazing features, but easily the most incredible is the sound. It is truly unlike anything we've witnessed before. All the tunes (created by Sonic Team maestro - Tetsu Katano) have that distinct Sonic flavour, sounding much like those of *Sonic CD* - initially. Sonic Team have invented a system called Cybersound that is tied into the A-Life. Each time you play a level, the Saturn sound chip randomly remixes the tunes. We can't emphasise how phenomenal this is. At first, new instruments are blended over the tunes, but before long the tracks are almost completely unrecognisable - new sections have been added, all the instruments have been changed - but it ALWAYS sounds superb! We've yet to find the continuous remixing reaching any limit. This IS the best videogame sound ever - FACT!



↑ The in-game music is played off the Saturn sound chip, mutating with each play.



↑ Music for the boss levels is taken off the CD. It's brilliant, but doesn't change.



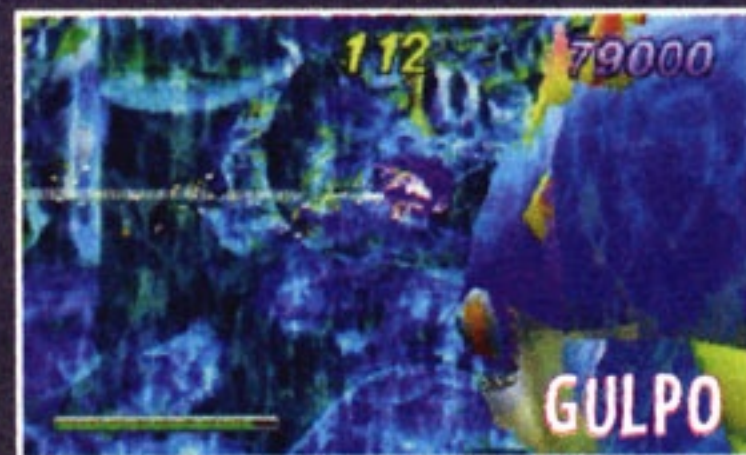
↑ There are two replay tunes. One for a record-breaker and one for a normal score.

BOSS-A-NOVA!

At first the bosses in *NiGHTS* seem incredibly easy. But that's when you first play the game to complete it. Once you play for hi-scores, they're infuriating! The time remaining from your boss encounter, is turned into a score multiplier. Beat them with a hundred seconds left and you get your score doubled (x2.0). Beat them with 10 seconds left and you get hardly anything (x1.1). What's more, your boss performance can effect your overall rating for that stage, pushing you up to an A or dropping you to a D. Never before have bosses been speed tests too!



GILLWING



GULPO



REALA



CLAWZ



JACKLE



PUFFY

DREAM FOR TWO!

Once you beat Reala, a versus option is opened up, allowing a second player to control him in a split-screen flying dog-fight. It's mildly diverting as you try to loop-attack each other, but overall quite dull. We think Sonic Team could have made much more of this bit - stunt ribbon challenges or link races. Sigh.



COMMENT

Just when I thought score-based games were dead, *NiGHTS* revived those 'old time' thrills in a major way. Of course I wouldn't have devoted long hours finding this out if *NiGHTS* weren't such a revolutionary experience from the Sonic Team. On the surface, yes it is possible to see everything in a couple of days. Less if you're dedicated. But as soon as you start chasing those impossible links, and revelling in yet another dreamy remix of the best video game music ever, EVER, you'll wonder what you ever did with your life without this game. To say I'm hooked doesn't do the thrill justice. *NiGHTS* is like hanging onto a favourite recurring dream: when you're deep into it, you don't want out!

PAM DANIELS

COMMENT

Like Tom, I'm a massive Sonic fan, so the style of *NiGHTS* appeals to me, but I wasn't as instantly impressed as he was. I finished the game in a few hours, and while I enjoyed it, there didn't seem to be a lot to do other than collecting balls and flying to the right. But playing it again I realised the lasting value - racking up massive scores, finding hidden bonuses, mastering the stunt ribbon, getting complete links - and then I discovered the magic of A-Life! Breeding a completely new creature and having it live in your level forever is such an amazing idea! This game is pure magic!

ED LOMAS

REVIEWER

Sonic Team haven't let me down! *NiGHTS* is the perfect evolution of the Sonic game. The high-speed looping gameplay, enhanced by the freedom and power of flight, is more captivating than ever! The incredibly animated character, fantastic worlds and sound, create a hypnotically magical atmosphere. Completing it is easy, but that's not the objective. After initially hanging on for dear life, you suddenly become aware of the razor-tuned gameplay within, goading you to be the best. It's all about rewards. That's why the A-Life is fascinating. Developing your own worlds, breeding your own creatures (monsters if you want) is chilling. Each game should come with adoption papers! And the ever-mutating music is as amazing as it sounds - it IS the best! People judge games by technical merit, as such *NiGHTS* won't be acclaimed as the greatest. It has too many graphical shortcomings. But beneath the surface it's doing things never done before. *NiGHTS* has provided me with the most enjoyment of all the games this month. It's my favourite game, and you HAVE to play it!

TOM GRIFFIN

RATING



Exhilarating gameplay like nothing before. And touches of genius that make it a real magical game. As high a five as you can get!

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Never, NEVER go on holiday with Bruce Willis. Terrorists stick to this man like flies to poo!

Few action movies have succeeded in spawning a series of superb sequels. Star Wars and Raiders of the Lost Ark are probably the most famous, with Terminator and Alien (excluding the dreadful Alien 3) following close behind. And then there's the totally superb Die Hard. The original Die Hard film is responsible for more spin-offs than just its own sequels. In fact, it invented the whole everyday-joe-stuck-in-lethal-terrorist-situation-with-trousers-down genre, subsequently keeping Steven Seagal, Wesley Snipes and Keanu Reeves in healthy employment. But we're not concerned with those lesser clones (otherwise we'd be looking at a game called Die Hard and Friends). Nope, what concerns us is the three Die Hard movies. Following the massive success of *Alien Trilogy*, Probe have turned their roving film-license-exploiting eye to *Die Hard Trilogy*. It's multiple Bruce Willis' in a Yippie Kie Yay overload. Or something.

DIE HARD TRILOGY

DIE HARDCORE!

Unlike *Alien Trilogy*, this Die Hard license doesn't pack all three films into one continuous game. If that was the case, Bruce would be jetting across the expanse of

America, battling East European terrorists in his bare-feet! Instead, it's split into three distinctly separate games, each one concentrating on bringing home the best flavour of its respective film. First stop - Nakatomi Plaza!



One neat feature of the first game is the 'fading walls technique'. So the scenery doesn't block your view, as you steer Bruce around the various corridors, the foreground walls subtly fade away. It's much appreciated when you're playing, but to a casual observer it looks like the graphics are screwing up!

DIE HARD

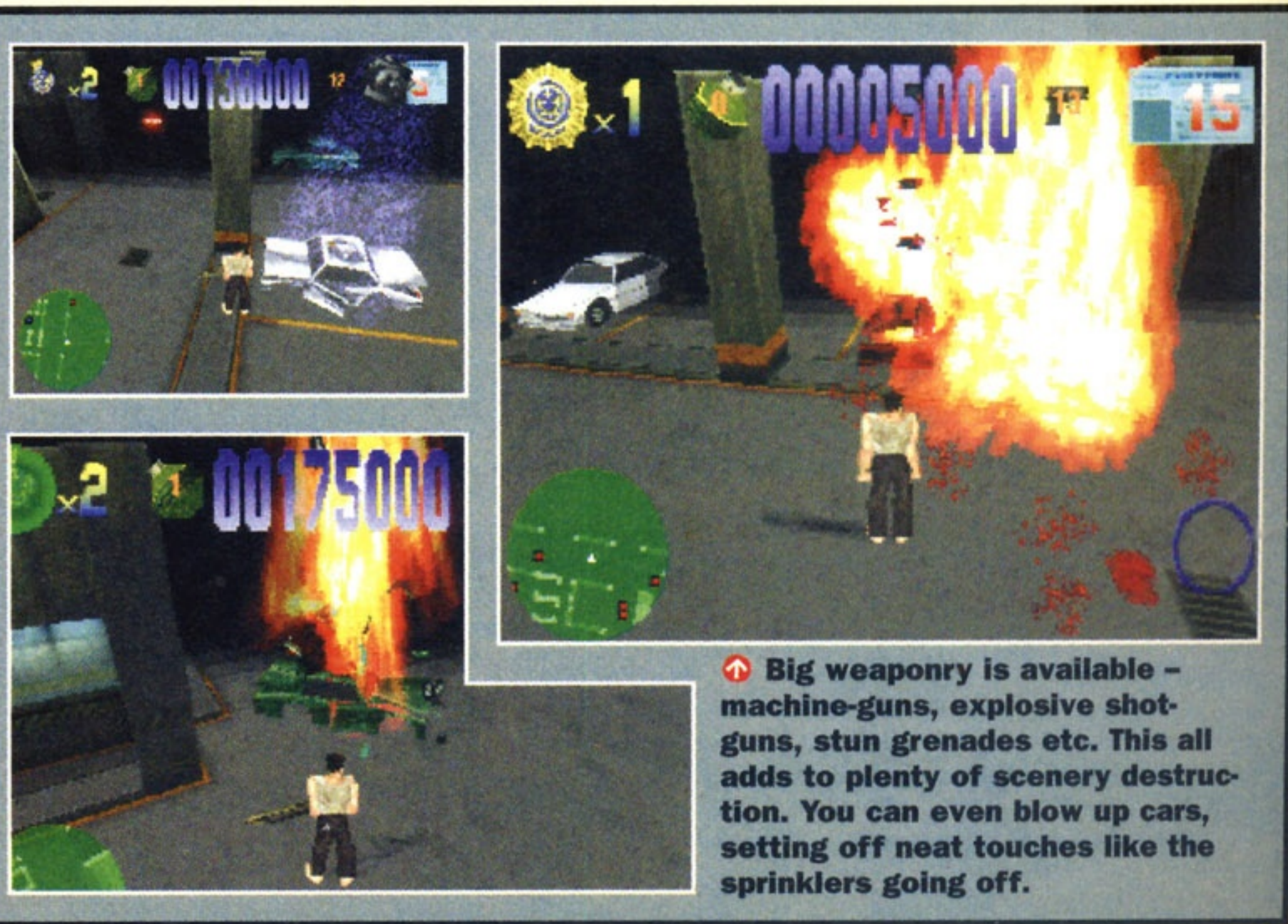
The first and best of the films has spawned a semi-overhead 3D blast 'em up. Controlling John McClane on (bare) foot, you have to work your way up through 19 storeys of the Nakatomi Plaza, starting in the basement car park. The objectives are simple enough - shoot all bad guys and rescue all hostages, then move onto the next storey. On first impressions, this game doesn't seem so great. The tasks seem too repetitive and simple, and actually avoiding enemy fire proves frustrating. However, after a few go's, it develops into a much more enjoyable affair. Learning to tactically avoid the bad guys, strategically picking up power-ups and conserving firepower creates an atmosphere not so far removed from the film's. Even the graphics - which initially seem too chunky and unappealing - get better as you progress to higher, more intricate levels. Good solid fun.



Food can be collected for much needed health. Look it's a hotdog. Yum yum.



Once inside the main building, things get a lot tougher. Expect to make your own escape route.



Big weaponry is available - machine-guns, explosive shot-guns, stun grenades etc. This all adds to plenty of scenery destruction. You can even blow up cars, setting off neat touches like the sprinklers going off.

DIE HARD 2: DIE HARDER

The second film's Washington airport hijack scene has spawned a *Virtua Cop*-style gun game. Compatible with the PlayStation light-gun too! The similarities with *Virtua Cop* are quite outrageous in places. The circular targets appearing over primary targets, for example. However, *Die Harder* has merits of its own, that prevent it being just an uninspired rip-off. Such as being able to pan the view around an area slightly larger than the screen. Also, as with the rest of this trilogy, the over-the-top gore factor is highly entertaining. You can torch people, explode them (neatly filleting the skeleton) or just pop loads of shots into them, spraying fleshy wads everywhere. This extends to the nature of the game too. Unlike *Virtua Cop*, you don't get penalised for shooting innocent people (good thing too, cos it's fun). If you don't murder citizens though, you get rewarded with a Good Cop Bonus, which gives you an extra section of destruction, yielding 'permanently' acquired weaponry. With the gun, this is highly entertaining (and reasonably fills that 'we want *Virtua Cop* on PS' gap). However, if you haven't got the gun (which is more likely), it's all quite frustrating, although still bearable.



↑ Easily the best feature of *Die Harder* is the scenery destruction. You can destroy near enough anything. Look at those bullet holes everywhere!



↑ Plenty of high-powered weaponry is up for grabs. The amount of carnage you can cause is impressive.



↑ New York is packed with people who just get in your way. Don't worry though, you can just run 'em down, popping them like Ribena berries.



↑ The levels alternate between Central Park and the city streets. The park is more fun, as you just race anywhere.



↑ Collecting a special icon calls on the ambulance, which ploughs cars out of your way. Hur hur.



DIE HARD 3: DIE HARD WITH A VENGEANCE

The final game picks up on the latest film's racing-through-New-York-in-a-car scenario. It's also the most impressive game of the pack. Following a red arrow on your radar, you have to reach various bombs dotted around the city before each one's time limit runs out, wiping out the Big Apple. The concept is THAT simple, but the way it's been executed makes it really good fun. The graphics are gritty, but smooth, as you smash your car around the city with immense freedom. It's like stock car racing! The explosions, when you detonate the bombs, are very impressive.



↑ Woo, better out than in!



All the more amusing when people and pigeons get caught in the blast, flipping their flame-broiled bodies into the air. Also, the time-limits have been fine-tuned to add some genuine nail-biting tension to the proceedings. Sometimes, you're down to your last seconds and only following a line of 'extra time' icons perfectly, keeps you alive! Plus, to spice up events, sometimes the bomb is hidden in a car which you have to chase, smashing into pieces!



↑ Sometimes the only way to reach a bomb in time is to collect a LAUNCH icon, sending you flying over road-blocks and ponds. Gnnnn!



↑ You can actually stop at car lots and pick up other vehicles. As with everything else in the game, it's all done at brake-neck speed. You just plough into other car and you're off!

REVIEWER

That fact that *Die Hard Trilogy* is three distinct game-types, and doesn't just follow the already-proven *Alien Trilogy* formula, shows that some consideration has gone into capturing the flavour of the films. Although none of the games would actually stand alone as a quality title (they're just too simple), together they make a highly entertaining package. The first game, although initially annoying, turns into quite a tactical maze game, with ever-increasing tension as you get closer to death. The second game is also an impressive gun game - but it only shines if you have the gun. And *Die Hard 3* is just mad-cap edge-of-the-seat fun. For PlayStation games, I don't think they look THAT great (the third game is the best-looking). But on face value, this is just a highly entertaining action game. If that's what you want, you won't be disappointed.

TOM WALSH

RATING

A good fun gaming trio that captures the atmosphere of the movies more than adequately. Action-a-go-go!



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Athlete Kings is better known as *Decathlete* in the arcade, where it runs off Sega ST-V technology. Question is can the Saturn version – which is identical in every way – out perform *Olympic Games?* Or *Track n Field* on PlayStation for that matter?



ATHLETE KINGS



Assuming that you're languishing in some kind of Olympic frenzy at the moment, Sega may well have the perfect supplement. In athletic video game tradition, the control is essentially very basic – button hammering in case you hadn't guessed – though Sega introduce a couple of interesting elements to the formula. Once you learn that AM3 have assisted the project, a couple of control innovations is the very least we could expect. The team who enabled the spectacular Sega Rally visuals on Model 2 have managed to turn around some super sharp 3D for *Athlete King*. So, what might appear as just another sports sim is really worth chasing after all.

PLEASE SELECT...

Two players may compete in whichever gameplay mode is chosen. Strangely though, *Athlete Kings* is just as enjoyable when one player goes up against the computer, as the game's arcade heritage lends it more addictive qualities. This is largely due to the variety of control methods available to master.

ATHLETE KINGS (AKA DECATHLETE)



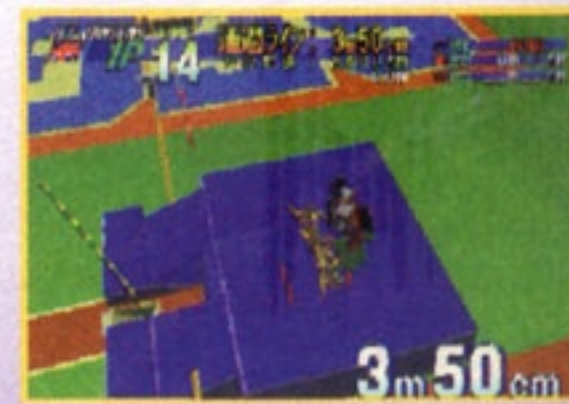
DUSK TILL DAWN

Each time an attempt is made at an event, the time of day changes. It's a cool idea, though it doesn't alter the gameplay – except to make whoever is doing the High Jump at dusk feel inferior to the player who managed five meters at noon!

One thing the time settings add is a touch of atmosphere.

POLE VAULT

PRO



1. Gather speed by tapping A or C.
2. At the line, press and hold B to lower the pole.
3. Release the B button.
4. Hit the B button as the power reaches the top.
5. As the athlete begins to push over the bar, hammer B for more lift.



HIT THE GROUND RUNNING

In addition to the arcade version of *Decathlete*, *Athlete Kings* on Saturn offers two unique game modes. The events are the same, only the order of approach is changed.

SIMULATION

Qualify in the first five events – 100 Meter Dash, Long Jump, Shot Put, High Jump, and 400 Meter Race – to progress onto the next five.

TRAINING

What to do when clearing the hurdles is a problem? Easy – practice your technique!



INTERMEDIATE

REVIEW



LONG JUMP



EASY



1. Tap A or C fast as you can.
2. Press and hold B at the line to set the angle for take off.
3. Just before landing, tap B again to push out with the legs.

100-METER DASH

With teeth biting lip, hammer extremely fast and hard on the A or C button.



EASY

SHOT PUT

1. A Power Meter rises and falls rapidly. Press B to catch the line at its peak...
2. Keep the pressure on B until the correct angle is set, then release.



EASY

110-METER HURDLES

1. Tap A or C for speed, once again.
2. But leave one finger free to time the jumps using B.
3. The longer you keep B pressed, the higher the jump.



INTERMEDIATE

1500-METER RACE

1. Keep tapping A or C to maintain speed.
2. As with the 400-meter race, keep the stamina up throughout.
3. Try running in front of the other runners, who clumsily bash your runner ahead!



INTERMEDIATE

JAVELIN



1. Use A or C to gather speed for the run up.

EASY



2. At the line press and hold B to set the angle of the throw.

DISCUS



21.97m

1. Rotate the pad to generate enough 'wellie' for the throw.
2. Tap the B button to stop spinning.
3. Keep the B button pressed to set the angle, then release.

PRO

HIGH JUMP

1. Sprint toward the bar by tapping A or C.
2. At the bar press and hold B to set the angle.
3. Once in the air tap Down on the pad to raise the legs.



INTERMEDIATE

400 METER RACE

1. Tap A or C at an even rate to maintain an even pace...
2. ... reason being that there is a stamina bar to manage.
3. Reserve energy until the final straight!



REVIEWER

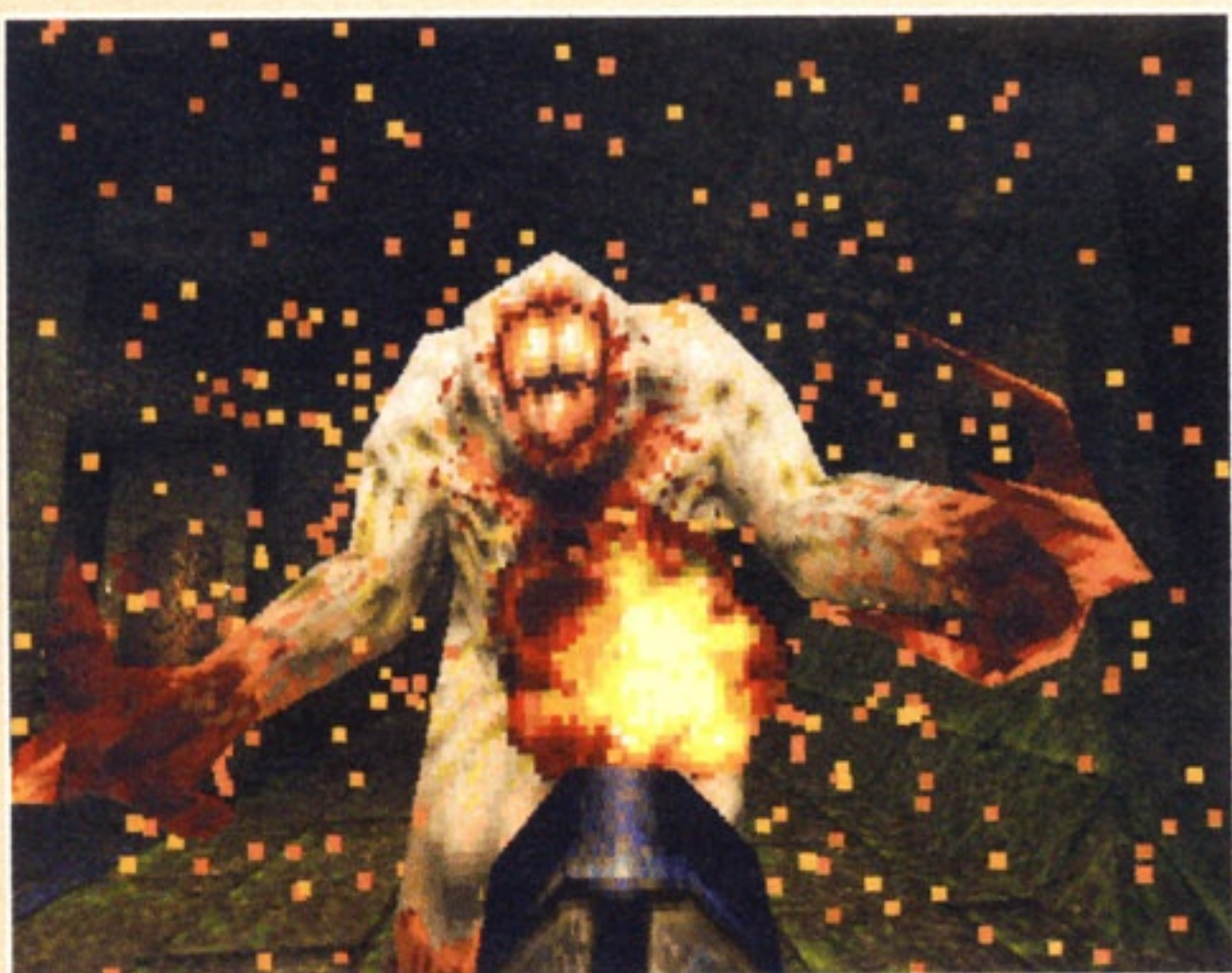
What you see within the first half hour of play here accounts for everything; with extended time being spent getting the most out of the athletes. Something similar could be said about most fighting games, except fighters have many complex moves and tactics which require months to perfect. A game which employs such simple techniques is nowhere near as rewarding. Of course the competitive element could make all the difference, except Athlete King only supports two players. Perfectly understandable in the arcade, but a little disappointing for a home game. The 3D engine is extremely slick and, for the most part, solid. A few glitches here and there is all (though watching someone's head flicker on and off is pretty disturbing!) *Athlete Kings* is definitely a classier title than *Olympic Games*, but on balance has less to offer in terms of replay value.

PAIN DAVIES

RATING



Slick, professional, arcade action with the Sega pedigree. But stunted in comparison to their 'bigger' coin-op conversions.



PC CD ROM	3D SHOOTING	BY ID	<ul style="list-style-type: none"> PRICE FREE TEST VERSION AVAILABLE NG4, SATURN AND PS VERSIONS PLANNED STORAGE - 1 CD PUBLISHED BY GT INTERACTIVE TEL: 0171 258 3791
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id Software's *Doom* defined the 3D action game, and was rewarded with massive success. Now, its son comes to do the same! Bow before *Quake*!

QUAKE

When the first playable test *Quake* levels were made available in February - the *QTEST* - the PC world went crazy. Finally, after another five months of waiting, the first episode has been released as shareware and the whole world looks set to explode with excitement as the true successor to *Doom* arrives. This version is available just about everywhere on the internet for free, and features a total of eight levels - six regular, one secret, and one for the boss. Shareware *Doom* is installed on millions of machines the world over, and *Quake* is going to be just as big. Want to know why? Just read about episode one, then turn the page for the complete nightmare!



The Knights grab their bleeding necks!



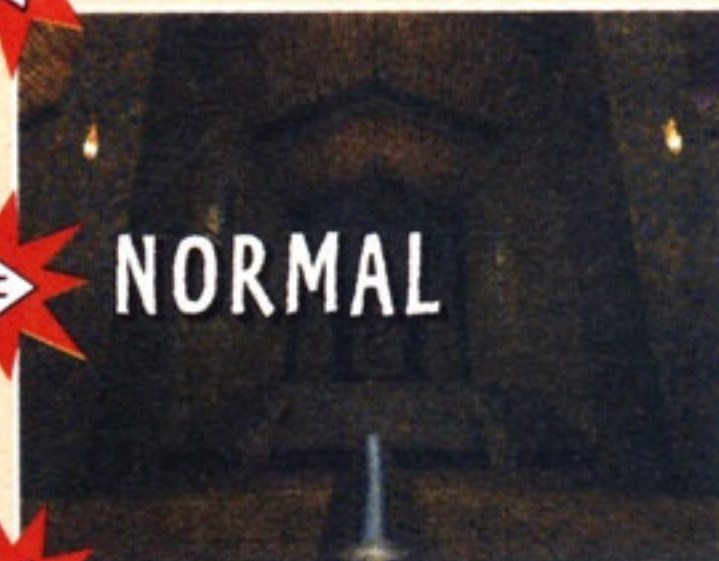
Quad Damage sorts out the evil Fiends!

WE DON'T NEED NO STINKIN' MENUS!

One thing that hardcore 3D shooting fans don't want to do when they turn on *Quake* is fiddle with boring options to select their difficulty level and starting episode. Id Software don't either, so they've transformed these options into levels!



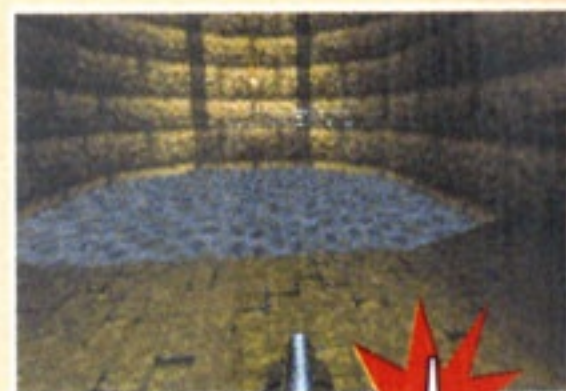
This is your starting room - left for easy, middle for normal and right for hard!



THE SECRET NIGHTMARE MODE!

Nightmare mode is hidden in *Quake*, so it takes a good player to even select it! Of course, we're brilliant, so here are directions! Unlike *Doom*, nightmare mode is actually of a sensible difficulty - the enemies are faster and more accurate than usual but do not respawn as before.

1. Select any difficulty and from the second chamber, head to the fourth episode entrance (first right).
2. Drop into the water pool and hold backwards to fall out of the bottom right against the edge. You should land on a wooden rafter.
3. Walk around the rafter to the arch in the wall, then walk along the corridor to find the nightmare slippgate!



BOSSTIME!

After fighting through the six main levels of shareware *Quake*, and the secret level if you're good enough, you'll come to this stage - House of Chthon. It may look like an empty room with a lava pit in the middle, but when inspected, a massive beast stands up from the lava! It then throws chunks of exploding rock at you with incredible accuracy! He can't be harmed with normal weapons, instead he must be destroyed by lowering pillars on either side of him, then treading on a touchplate to activate a lightning bolt through his head! That's actually a lot easier to do than you may think.



The terrible Chthon roars as he's awakened, then attacks with exploding lava! Electrocute him three times to finish the episode.



HEY. OVER HERE!

The level designers at id Software are a fiendish bunch, and *Quake's* levels are the best they've ever come up with. The amazing 3D game engine means that the levels don't just look awesome, they can have some evil puzzles and secrets hidden around, too.



1. On the first level, run behind the pillar near the start of the base...
2. Look up and shoot the TV screen to raise a hidden lift...
3. From the ledge, shoot the TV screen on the right to open a hidden door...
4. Where you'll find the Quad Damage power-up! Go explode some dogs!



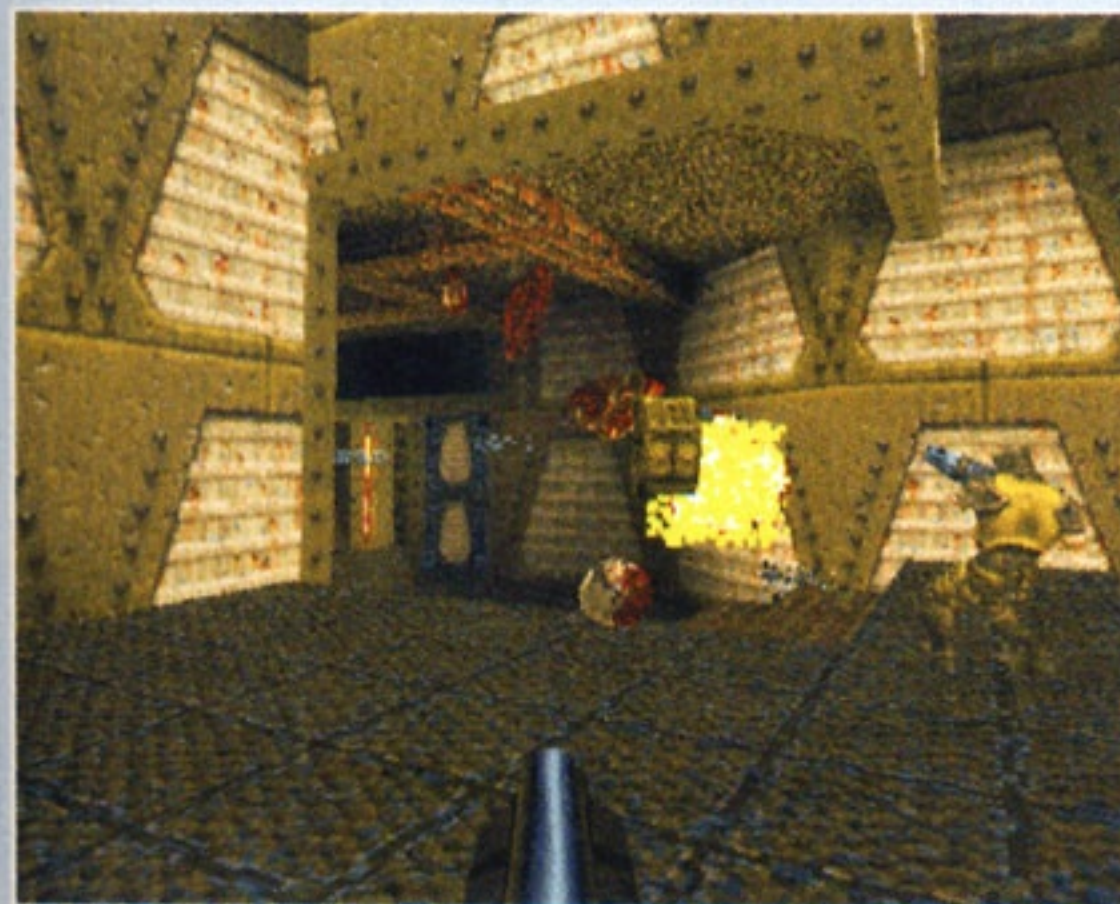
BLOODGARTER RODE ICHUNK - MASHER S ROCKET

Shareware *Quake* has already taken off on the internet, big time! *Quake* servers all over the world are now set up and waiting for your call! Unlike *Doom*, it's possible to join in to running games, then exit whenever you feel like it, meaning that you can have a quick 16 player

deathmatch during your lunch break! After only a few goes on the net, you'll start to recognise regular players, making both friends and arch enemies at the same time!



Here, two players have an axe battle right in front of us while another player tries to get three frags at the same time by firing a rocket into the bundle!



Running around the corner, you stumble upon two players having a shootout - BLAM! One of them destroys the other with a rocket!

SCRAP! SCRAP! SCRAP! SCRAP!



The advanced artificial intelligence of the enemies means that they won't stand for mistakes by others. If one monster gets hit by another, they'll normally ignore the player and go for personal revenge, even if it means jumping from bridge to bridge - something we've seen happen before!

1. Here, a Fiend gets in the way of a Shambler's lightning bolt...
2. The Fiend jumps for the Shambler...
3. And bashes away at it with his claws...
4. But in the end the Shambler wins, and the Fiend is pounded into the floor! Wow!

ACCESS THE SECRET LEVEL, - IZTIGGURAT S VERTIGO!

1. Play through level 4 until you reach the room with the touchplate triggers.
2. Press them all and hit the switches on either side.
3. Go back to the main water section, and swim up the newly-opened cave.
4. Go round behind the secret slip-gate and walk through from behind!



The secret level is very strange - the gravity is really low, making it play as though you're in space! It's also great fun for deathmatches!



A big stone pyramid!

REVIEWER

This is the game I've been waiting for! Ever since I got *Doom* I've been looking for something with the same quality level design, imaginative enemies and fast, destructive gameplay. And here it is. It's obvious that id have spent ages on this; adding incredible light-sourcing effects to the awesome levels to make the game one of the best-looking on any system; having Trent Reznor do the excellent atmospheric background sounds and cool ambient "music"; designing some of the best levels ever seen; perfecting the movement and inertia of the players - getting just about everything perfect! The one-player game works brilliantly, but it's the multi-player mode where the fun is multiplied by hundreds! The shareware version may only be eight main levels, but there's enough in it to keep many people playing forever, while teasing everyone else just the right amount to make them get the awesome full game. There really is no way I can recommend this as much as I want to, other than saying it's the best PC title EVER, and the most enjoyable action game around. And how many video games can you name which will literally last forever?

EV LOMAS

RATING

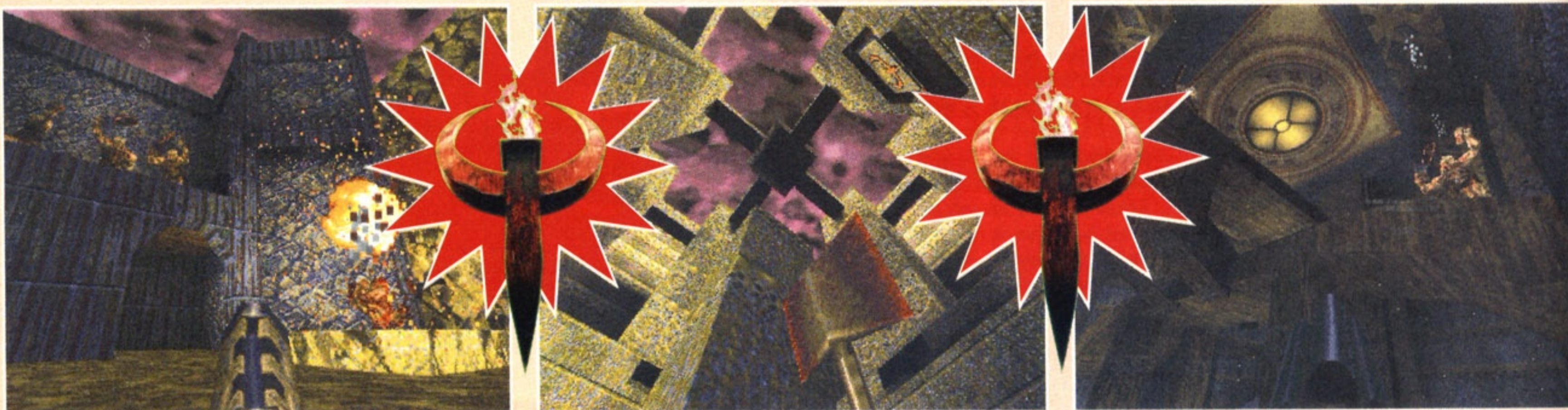


HIGH FIVE!

By far the best PC game available, and one of the most important video games ever. It sets new standards in every area.

THE HORROR CONTINUES IN THE FINAL THREE CHAPTERS OF QUAKE!

PC
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GREATEST GAME!

FEATURE

BATTLE BEASTS!

The monsters in *Quake* have all got more advanced artificial intelligence than any other 3D shooter, meaning that they take more cunning to kill than *Doom*. Once destroyed, those carrying weapons drop a backpack for you to collect which contains a few units of ammo.

➔ Almost identical to the players, only with horrible mangled zombie faces! Only take a couple of hits from even the weakest weapons.

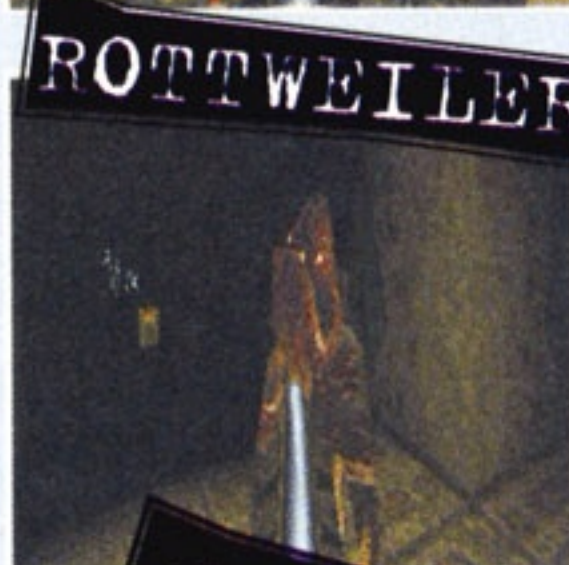
➔ Normally hang around gangs of Grunts, then jump at your face! As weak as they come, but very fast and quite scary. Sometimes.

➔ These guys throw grenades from the other side of the room, and use a chainsaw when they get close. They can cause a lot of damage, and take quite a lot of hits before going down.

➔ These started off in the *QTEST* as big Demons, but are now much smaller – just bigger than the Rottweilers. They are very, very fast, and jump for your head from large distances. In close, they swipe with their single-claw fists to try and punch your head off!



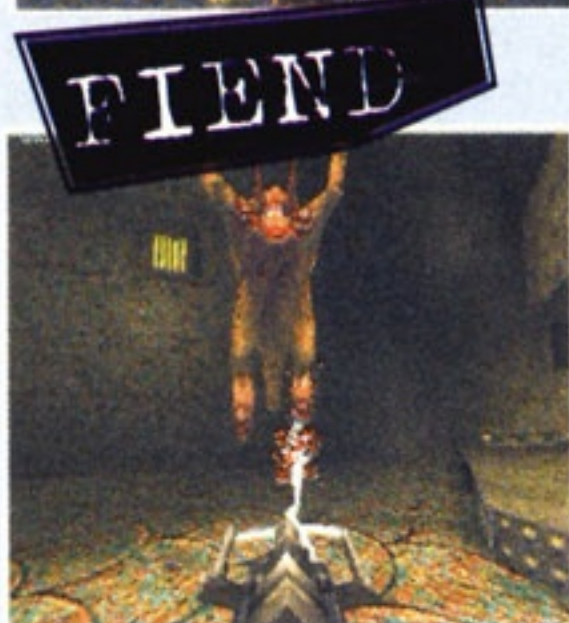
GRUNT



ROTTWEILER



OGRE



FIEND



ZOMBIE

➔ The Zombies stagger around pulling chunks of flesh from their buttocks, stomach and head, then throwing them at you. Normal weapons will take them down for about ten seconds, but they'll keep getting up unless you gib them with a rocket or grenade!

➔ The *QTEST* Wizards now float around firing green snot trails from above. They don't take much to kill, but often come out of nowhere to attack from behind.



SCRAG

➔ The Knights aren't too much to worry about. Their swords can hurt, but they don't take long to kill, even though they patrol in big groups.



KNIGHT

➔ The massive white yetis jog about, launching lightning bolts from their hands. When they get close, they use their huge claws to pound you in the head. They take LOADS of hits to kill and can cause instant death with a direct hit. Very nasty!



SHAMBLER

DEMONS FROM THE GUTS OF SATAN!

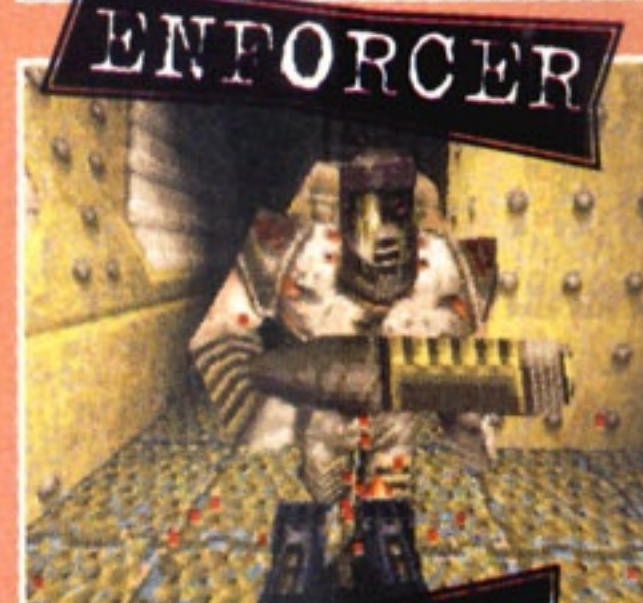
While you may think that the enemies introduced in episode one were tough, wait until you get further into the game and meet these guys!

➔ These disgusting creatures first appear at the end of episode two, crawling around like three-legged spiders. They fire magic spikes which home in on players!



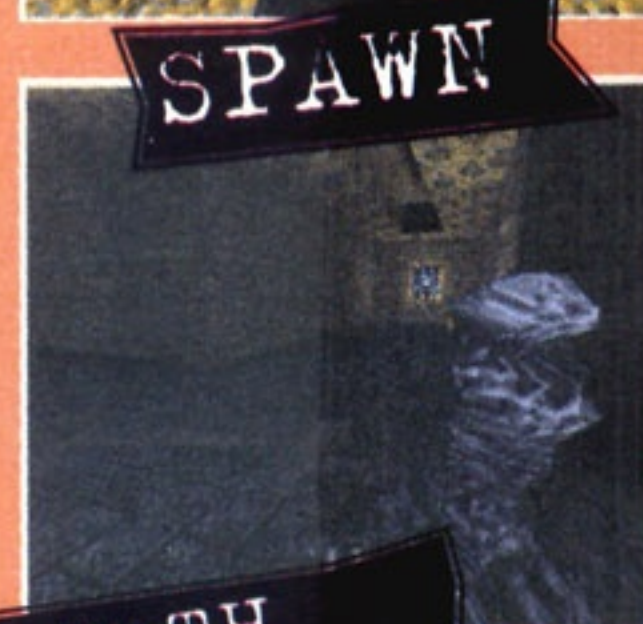
VORE

➔ Only found in the base levels at the start of each episode, these armoured soldiers fire powerful lasers but only take a few good shots to kill.



ENFORCER

➔ Blobby lumps of blue goo which bounce all the room very quickly, off the walls and the ceiling only to pound you in the face! When destroyed they puff up and explode!



SPAWN

➔ Like the regular Knights, these have got a long sword for close up attacks, but can also fire an arc of magic sparkles from the other side of the room!



DEATH KNIGHT

➔ Only found in the water, in case you hadn't guessed. These disgusting fish swim up to you and gnaw away at your flesh, slowing your progress down – and that can mean drowning!



ROTFISH



➔ Just look at these graphics! This truly is one of the best-looking games EVER!



DOWN TO THE DEPTHS OF HELL!

After the shareware episode Dimension of the Doomed come three more, each with their own radically different style. Each episode starts in a space base before moving on to the "proper" levels where the aim is to work through until you discover the powerful Rune at the end. Once all four are collected, their power combines to blow open a new section revealing the slip-gate to – SHUB-NIGGURATH'S PIT!



THE REALM OF BLACK MAGIC ➔

This episode is pure evil! During the first episode, players get to learn how to defeat different species of enemies, but never this many at once before! Set in and around evil fortresses, players need to find a way inside first – sometimes through the front door, and other times by sneaking in via a moat! There are plenty of traps and puzzles to solve, but most of the time is spent hunting around for ammo and health to take on the hundreds of monsters!



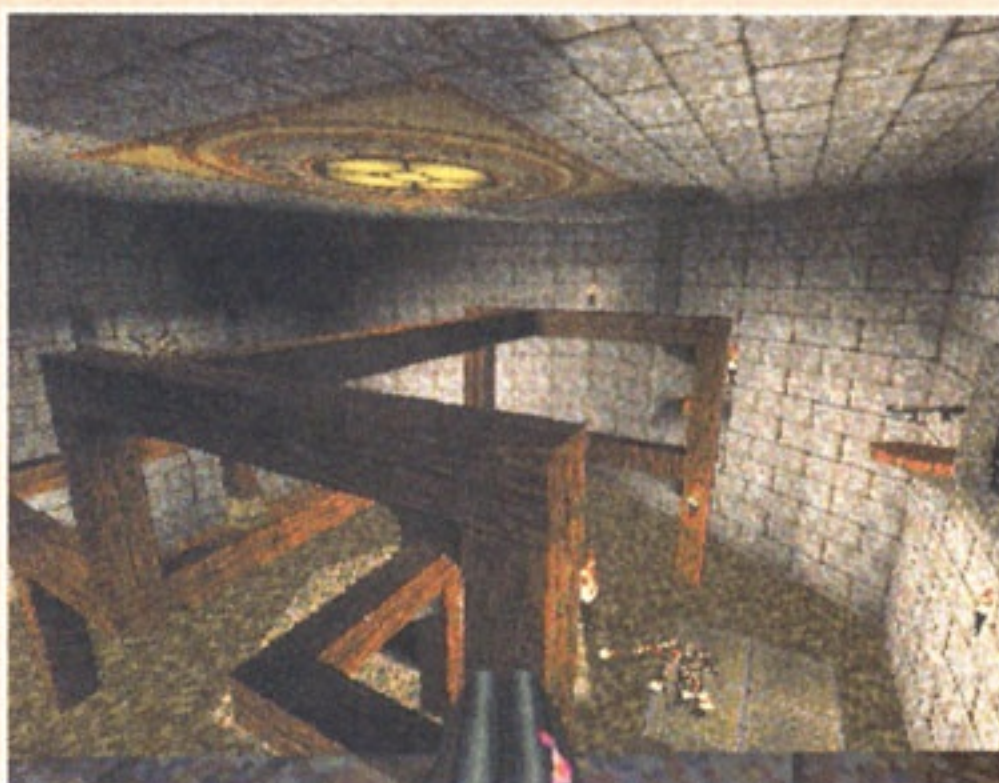
THE NETHERWORLD ➔

A very clever episode indeed. After the mass carnage of episode two, it's nice to see the enemy count drop slightly, but that doesn't mean that this is any easier to complete! Loads of tricky trap sections need to be negotiated and deadly lava needs to be avoided in order to get through these levels. Level five of this episode – The Wind Tunnels – is one of the most fun in the game, as the player gets sucked and blown along a series of giant pipes as they try to find a way out!



THE ELDER WORLD ➔

Total confusion! This episode plays tricks with your mind, as things often aren't as they seem to begin with. For example, you may see a pool of water with a key on the other side, but jump in and you fall straight out the bottom into a pit with a Shambler! Sections of the episode are almost impossibly dark, and there are some terrifying moments with well-placed monsters. But work your way through to get the final Rune and only Shub-Niggurath awaits!



DEATHMATCH

As well as the three real episodes, id Software have created some of the best Deathmatch-specific levels ever! Each one has its own theme, from loads of teleporters, to giant levels, back to tiny arenas for just two players, and even modified versions of the original three QTEST maps are included! These are the levels to play to enjoy multiplayer *Quake* to the max!

OBJECTS OF POWER!

QUAD DAMAGE

The blue *Quake* symbol powers all of your weapons up so that they do four times as much damage as usual, meaning that most regular enemies can be gibbed with a single shotgun blast! It's easy to spot a player with Quad Damage – they glow, lighting up all the walls around them!



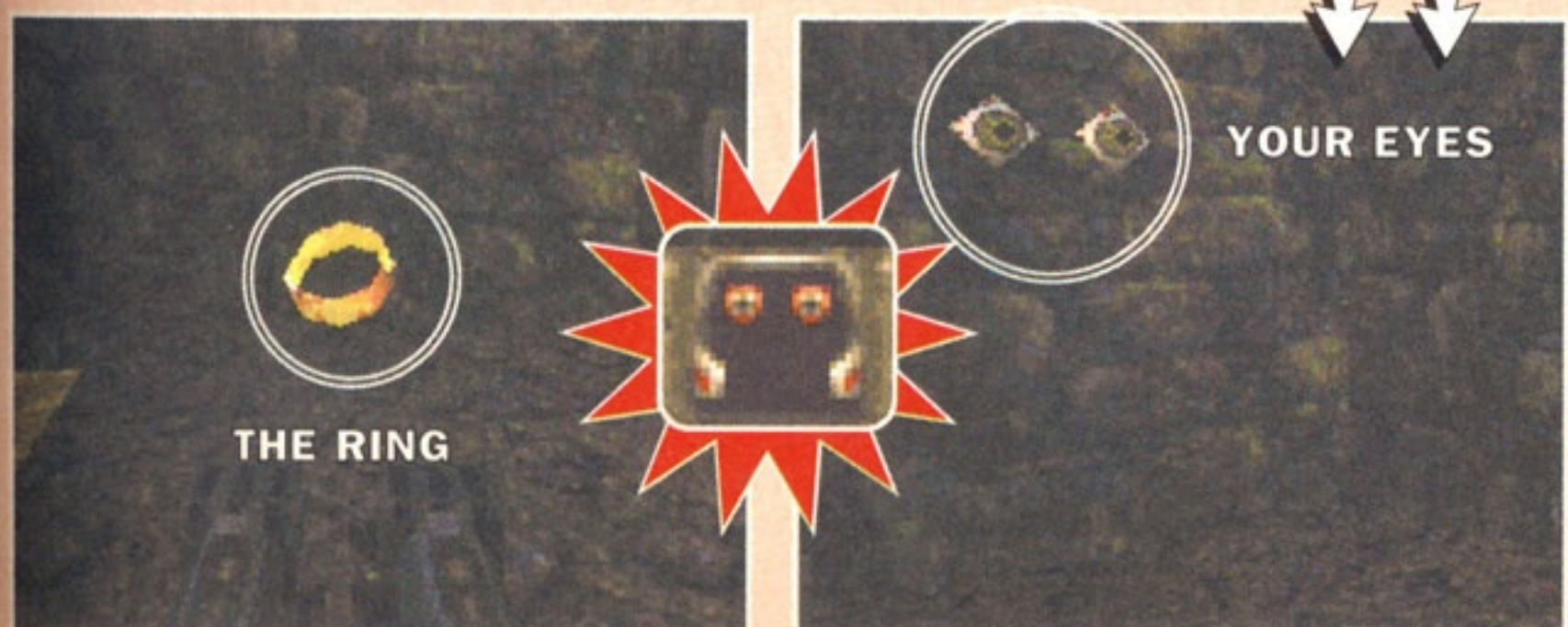
PENTAGRAM OF PROTECTION

The red pentagram gives the player 666% armour for around 20 seconds, making them invincible. As with the Quad Damage, players with the power of Satan glow, making them easy to spot.



RING OF SHADOWS

The Ring of Shadows is rare in the early part of the game. It makes players invisible and therefore difficult to spot. It's just as effective against the computer enemies, as they have difficulty aiming properly. It would be unfair to make a player totally invisible, so all that can be seen of Shadow players is a pair of floating eyeballs!



BIOSUIT

The biosuit enables players to survive underwater for longer than usual, as well as making it possible to swim in poisonous slime.



THE GUN GALLERY!

It's important for a game like *Quake* to have a good selection of well-balanced weapons. Thankfully, id Software knew this and gave the player an excellent arsenal of guns to play with!



ROCKET LAUNCHER

This fires a rocket straight forward at very high speeds, doing loads of damage to whatever it hits. Absolutely useless at close range, but one of the most valuable weapons against distant enemies and Deathmatch opponents.



AXE

Usually used as the last-ditch weapon when totally out of ammo, but does more damage than you might expect. It's especially good fun when using the Quad Damage power-up.



NAIL GUN

The nail gun fires two lines of rapid nails but isn't as powerful as the other weapons. Also, the view shakes around quite a bit when it's being shot, which is enough to confuse stupid players.



SUPER SHOTGUN

Fires slower than the regular shotgun, and uses two shells per shot, but is still very handy. A direct shot close to an enemy does masses of damage, and from long-range it has a large damage area.



SHOTGUN

The standard weapon which fires at a reasonable rate, but isn't any use against big enemies. Should be upgraded as soon as possible.



GRENADE LAUNCHER

Fires a grenade at a time which can be bounced off walls and around corners, or aimed directly at enemies to explode on impact!



SUPER NAIL GUN

Much like the regular nail gun, only the nails are fired in a more concentrated stream and at a much higher rate. Can wipe out some enemies in under a second.



GREATEST GAME!

THUNDER-BOLT

Only available in the shareware version by cheating or by using the "Registered 1" command in Deathmatch mode. In the later episodes, it's just about everywhere! It's also really powerful, but shouldn't be used when you're in the water - you'll fry everything in there, including yourself!

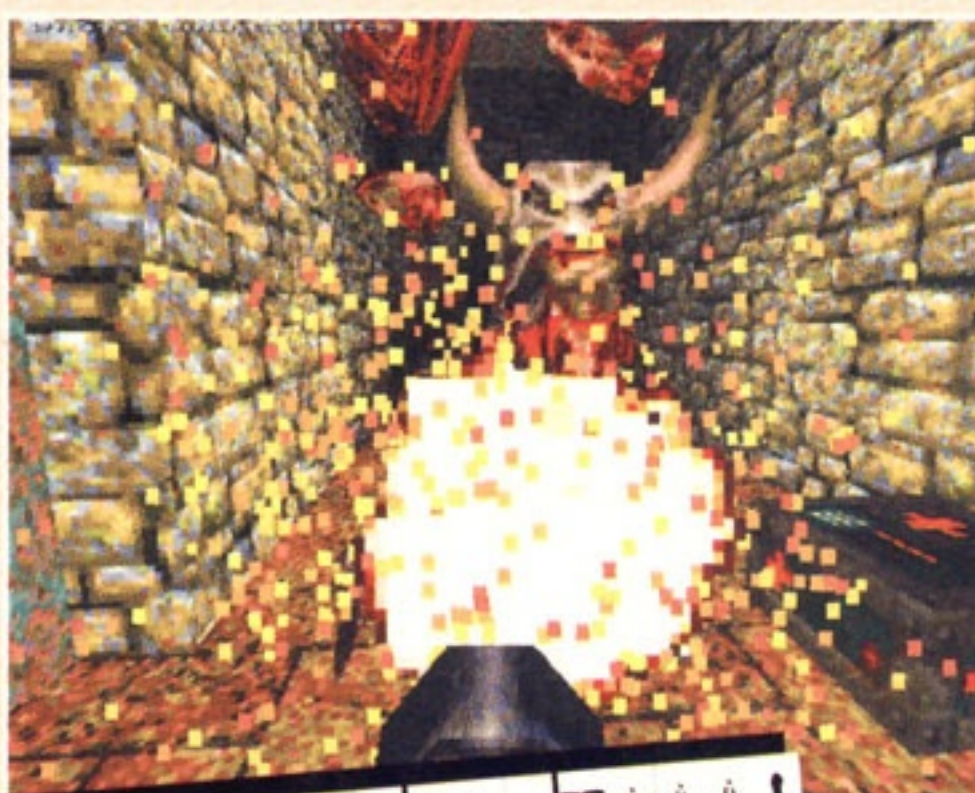


SHAREWARE SECRET!

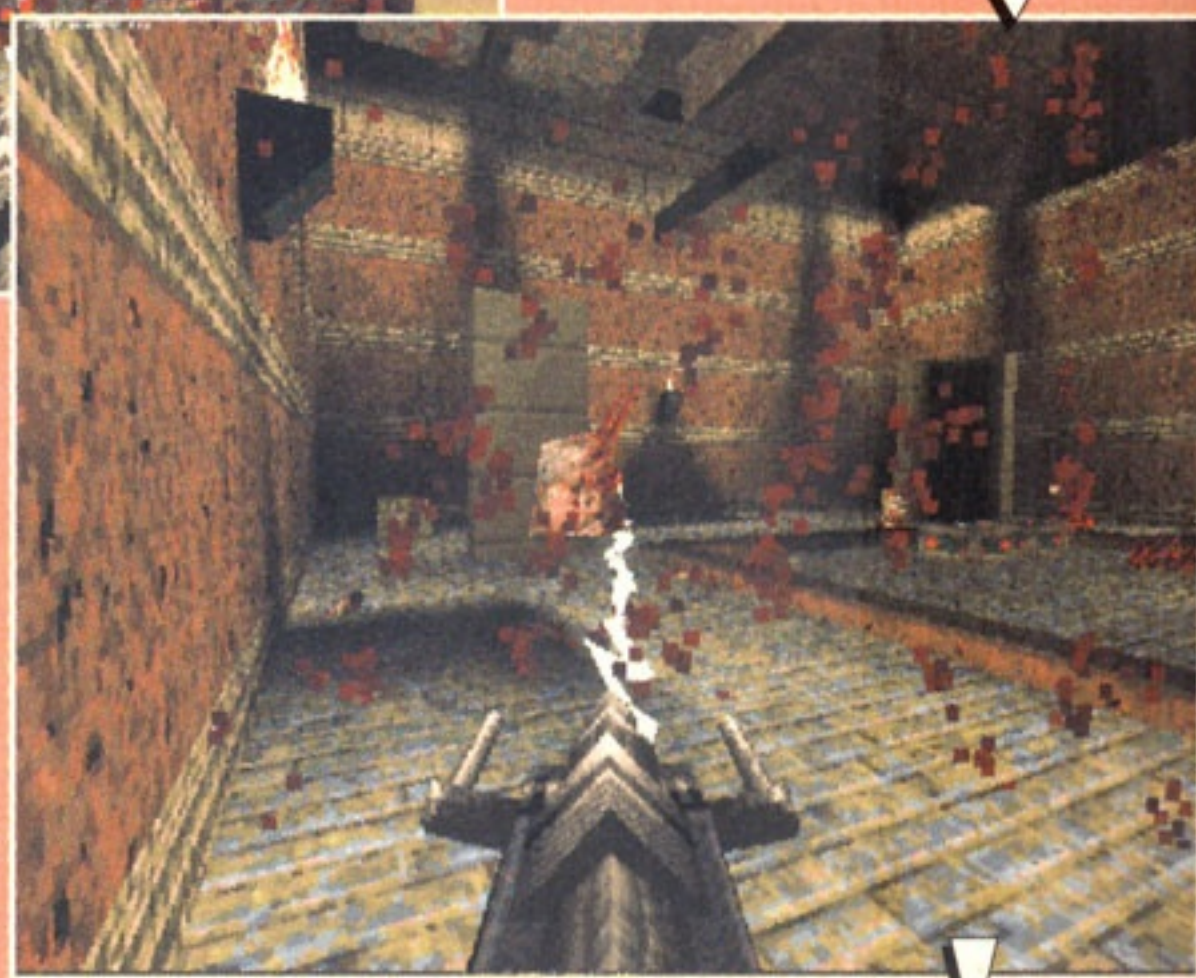


I'D LIKE A PIECE OF MEAT!

Like *Doom* before it, *Quake* is filled with blood and violence. When hit, chunks of flesh fly off enemies, blood flies around the room, and screams ring around the dungeons. If weakened enemies are destroyed with a powerful attack, they are often gibbed - that is, blown into chunks of innards, limbs and a head which then bounce off walls with a trail of blood behind!



KER-SPLAT! MAAAAH HA HAAA!



CALLING CTHULHU!

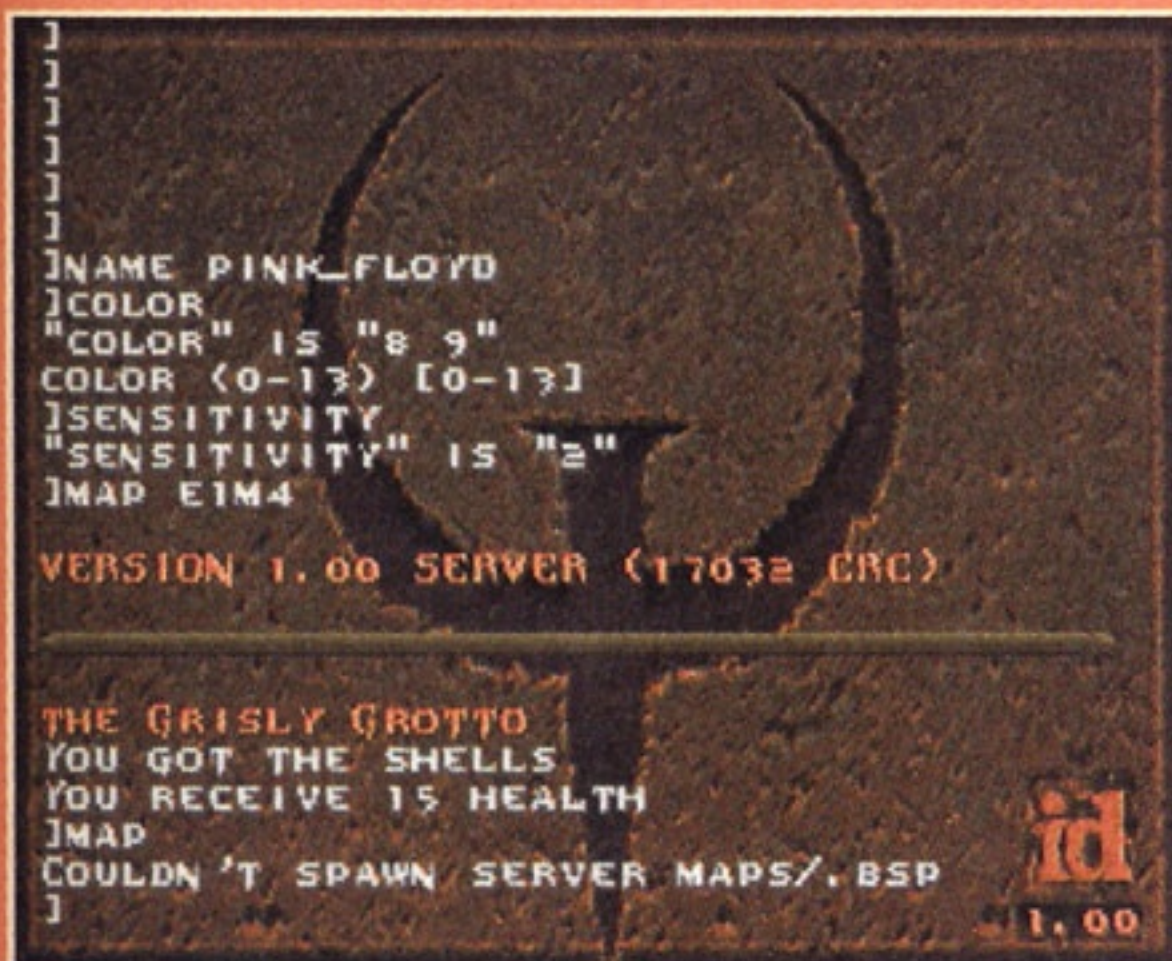
Does the name Shub-Niggurath ring a bell? It's probably because of *Quake's* roots in the Cthulhu myths created by HP Lovecraft. Many of the creatures and level names in the game are from the popular horror writings, but where's the link? The answer lies in Sandy Peterson – creator of the Call of Cthulhu Role Playing Game and one of id Software's premier designers.



It's said that the beasts in *Call of Cthulhu* are so hideous that people go insane just at the sight of them! We've seen the final guardian – Shub-Niggurath – and now walk around with buckets down our trousers! That's the truth!

CONSOLE YOURSELF

Every option in *Quake* can be controlled from the console. It's sort of a special version of DOS which can be called up at any time during the game, enabling players to set options and launch new games. Not all of the commands are known yet, but we've already found lots of hidden modes including GOD and FLY. Boy, were those difficult to find!



To avoid having to set up your character every time you play, config files can be created containing all of your personal options. Store your player and server name, your costume colours, your controls, and even fiddly "alias" modes – like Ed's Robo-Binoculars and X-Ray Goggles! Take a look at *FreePlay* page 12 to find out about some more of the commands.

MULTI-PLAYER MALARKEY AHOY!

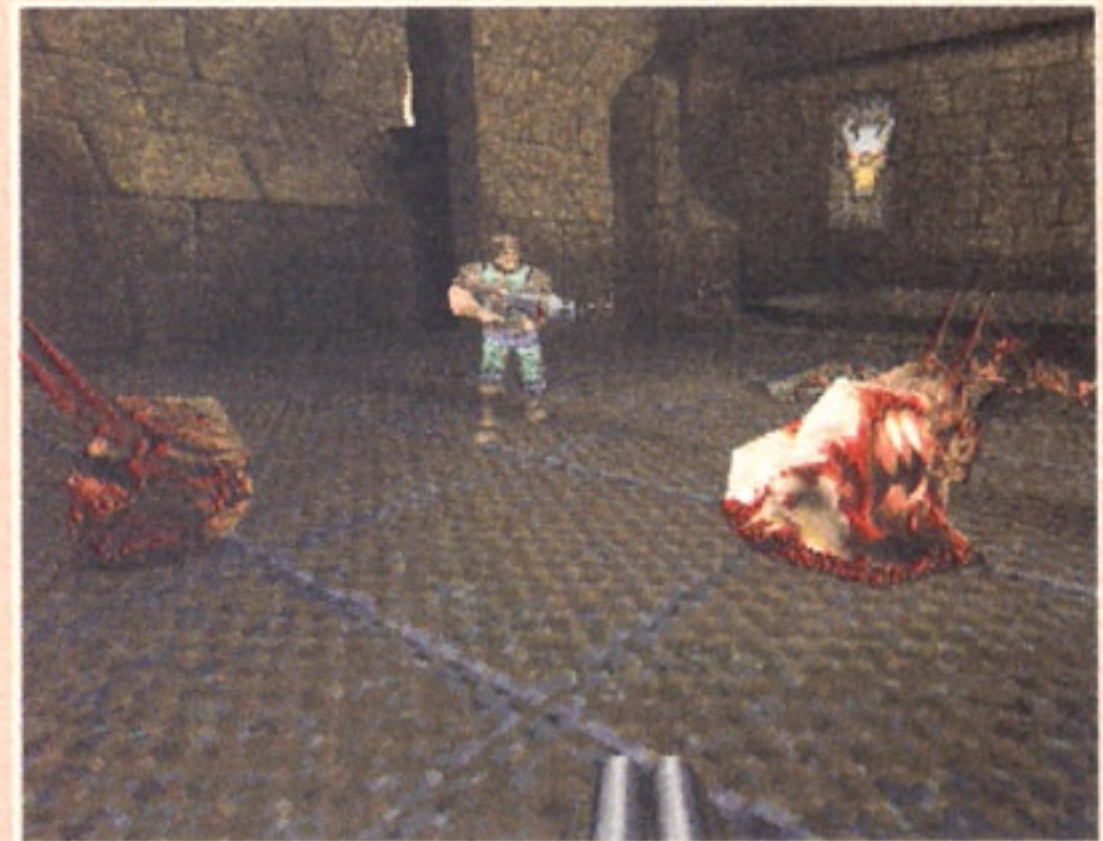
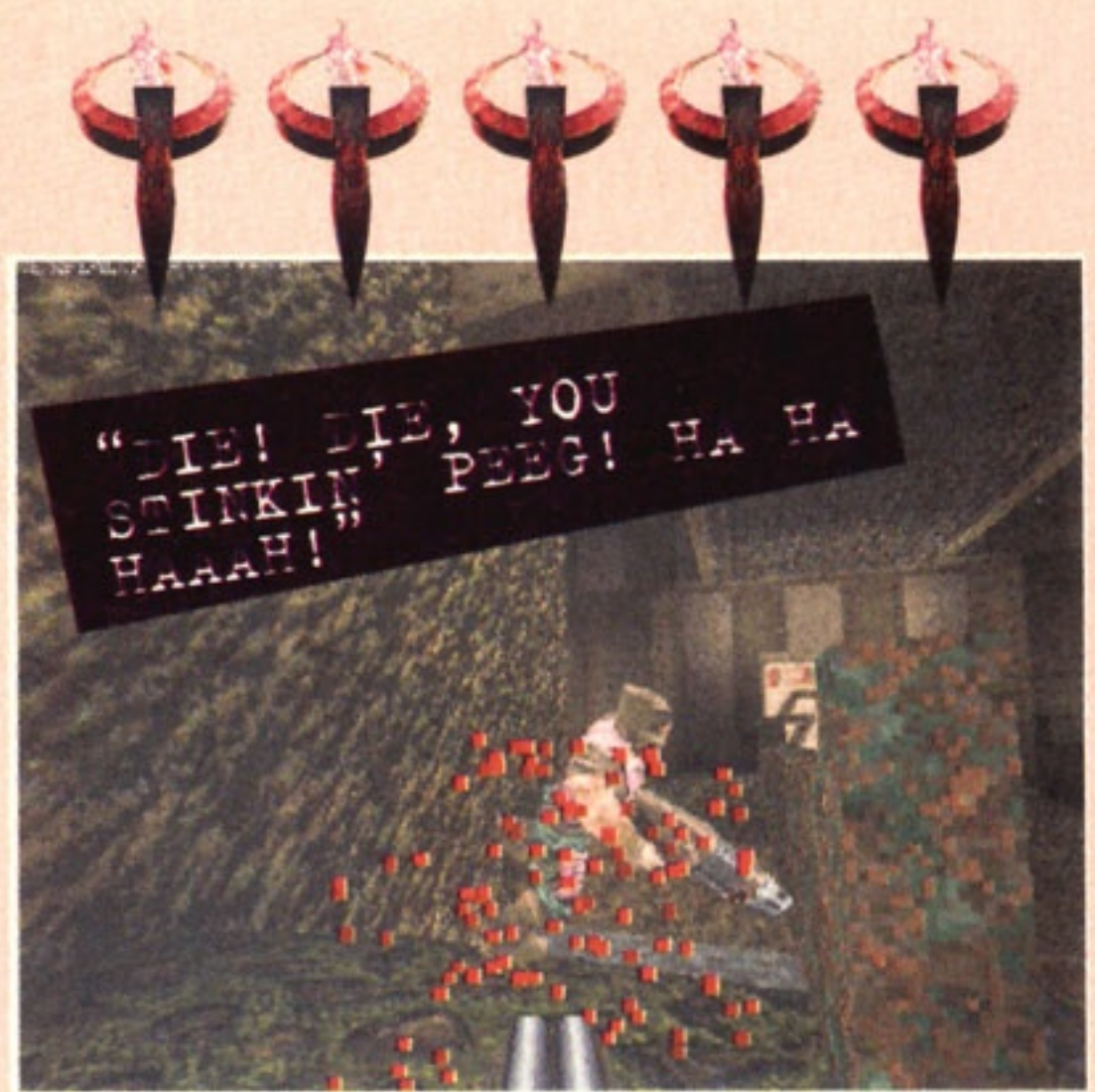
3D shooting games like *Doom* and *Quake* are always ten times better with two players than one, and the fun levels go through the roof with any more players! In fact, setting up a two player game isn't as hard as you may think – just go to any decent PC shop and buy a serial cable (otherwise known as a null-modem) for about £7. Then get a friend to lug his/her PC to your house and stay up all night playing Deathmatches! It's well worth the slight hassle!

DEATHMATCH

The Deathmatch Mode is similar to *Doom's* – each player for him/herself, running around a level shooting everyone else for Frags (the technical term for kills). An option new to *Quake* is Team Deathmatch, whereby one bunch of players gangs up on another bunch, making for a real blood bath! Deathmatch is the real man's way to play games, and it leads to some great quotes being screamed at one another in the heat of battle – Rad Automatic's "I'd like a piece of meat!", said in Arthur Lowe's Mr Noisy voice is the current office favourite!

CO-OPERATIVE

Co-operative Mode is something that's often overlooked in 3D games, but can be as much fun as Deathmatch! The players work together as a team to get through the levels, helping each other through traps and letting the rubbish player collect all the health. Otherwise, they end up getting in an argument then shoot each other repeatedly.



Playing in Co-operative Mode makes some sections much easier, as dying doesn't reset the level totally. Also, big monsters are easier to take out with more than one player. Here's a rare sight, a Shambler head not attached to its body! We did this by accidentally telefragging it!



Nails shoot out of the floor, killing the player and the Zombies!



Two Fiends jumping for an Ogre!



This graveyard in episode four is one of the best bits of the game. Zombies break out of the graves and attack with rotten flesh!



Here, Ogres hide in alcoves, throwing grenades at your floating platform. The way to get rid of them is by shooting the switches above – these bring the roof down on their head!



... When you go up close, you can see the Ogre blood spread up the walls and all over the floor, with a head sat right at the front! Brilliantly messy!





FIGHTING GAME

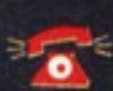
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“Better run home to momma now!”, said Sarah Bryant in *Virtua Fighter 2*. They took her advice.

Virtua Fighter

While *Virtua Fighter 2* is one of the best

games ever, there are still people who aren't too keen on it. To attract more people to the game, as well as give fans a collectable update, Sega have released *Virtua Fighter Kids*. All of the characters and moves are the same, but the super-deformed fighters are faster than before, making it slightly easier to link moves. Also, there are plenty of new options to make the game all the more accessible to beginners.

Kids



Here are all the modes available in *VF Kids* - Arcade, Vs mode, Ranking Mode, Combo trainer, Watch Mode, Records view, Controller config, and even more options!



KIDS PLAYROOMS!

With a game this cute you wouldn't expect a normal sound test screen, and by gringo you don't get one! Here, the *VF Kids* band plays each tune to you!



Once the game's been completed with any character, they go and sit in the Movie Room, where it's possible to watch any of the end sequences again! Simply highlight a character so that they turn around and watch the movie play on the screen!



GREMLINS: THE NEW BATCH

One of the most attractive reasons for *VF* fans to consider buying *Virtua Fighter Kids* is the awesome rendered intro sequence. It shows all of the *VF Kids* characters and their adult counterparts doing battle in their home areas - Lau in the kitchen, Wolf in the wrestling ring, Kage in the forest. In an unfinished version of the game we saw, the fights took place on a plain black background, and the adults occasionally won, but that's now been rectified as the kids always outwit their giant relatives!



NEW VIEWS!

Whenever a throw is performed, the camera shifts around the arena to give a better view of what's happening. Normally, it's just viewed from slightly above, but some throws give special camera angles – Wolf's Giant Swing, for example.



↑ When Wolf swings Lion round...

↑ The view spins around with him!

↑ Rooargh! You feel dizzy after the move!

"KRRKI EVIL MODE ENGAGE!"



↑ The robot Dural doesn't only use the moves of other characters – she occasionally changes her eyes to match other fighters too! Also, when she's hit or she performs a particularly mean combo, her eyes go an evil red!

RENDERED ENDS!

It was slightly disappointing to get to the end of *Virtua Fighter 2* only to be "rewarded" with a still image of your character and the end credits, but *VF Kids* sorts out this problem with some amazing rendered ending sequences! Some of the endings relate to other AM2 games – Jacky driving the *Daytona Hornet* car, and Pai starring in a *Virtua Cop* movie, for example!



↑ This cheat makes Dural see-through, revealing that she's got a fish in her head! Its expression changes instead of hers! Hold C and Start after choosing Dural!

"Y' WHA?"



↑ *VF Kids* has got a great sense of humour, and we still laugh every time a challenger enters and makes the kids look up, surprised! We're very sad.

SUPER VF PUNCHOUT KIDS!

One of the biggest surprises about PlayStation *Tekken 2* is that it has an excellent wireframe mode cheat. *VF Kids* boasts an identical secret option where the player gets to view the action from behind their see-through character. It's easy to find – just hold the L button while selecting a character, but it's great for seeing the expressions on opponents' faces.



↑ Characters grimace when hit hard!



↑ Controls remain the same as usual.



↑ Wolf looks angry when he's knocked down.



↑ Wireframe mode looks really excellent!

REVIEWER

In my opinion, *Virtua Fighter 2* is one of the best games ever – definitely the best 3D fighting game available. Because of this, I think *VF Kids* is excellent too – not surprising considering it's an almost identical game. The cosmetic differences are instantly noticeable (big heads, colourful backdrops, squeaky voices), but it takes a few goes before you notice just how different it is to play. For beginners and young children, it really is perfect – the extra speed makes it more fun, and moves can be linked much more easily; plus the extra "Kids" mode makes special moves as simple as pressing one button! For *VF2* players, these changes may just make the game more frustrating. The fighters have a smaller range, and have had their special attacks weakened, meaning that a new style of play needs to be learned. Personally, I find the one-player mode a bit annoying, as complex special attacks are often less effective than rapid punches and kicks, but the two-player Vs option evens things out slightly. Even with this element of frustration, this is an excellent game, and one that can be recommended to all *VF* fans, and newcomers alike.

ED LOMAS

RATING



Cute, cute, cute, cute, cute. And one of the best fighting games available – now with added giant heads!



SHOOT 'EM UP

BY LOBOTOMY

OUT SEPTEMBER

1 PLAYER

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Saturn owners have been pulling their hair out in frustration, waiting for a decent *Doom* game to arrive. Well, Sega fans, give the follicle tugging a rest and cop a load of *EXHUMED*! It's incredible!

EXHUMED

It has to be said that the Saturn back-catalogue isn't exactly overflowing with decent first person perspective shoot 'em ups. There was *Deadlius* (*Robotica* over here) and, er, well, that's about it. While the PlayStation, Jaguar and even Super NES have all received versions of id's seminal blastathon *Doom*, the Saturn has remained worryingly *Doom* free. Until now...



EX-DOOMED!



While *Exhumed* offers a lot of innovative features for a 3D shoot 'em up, it still owes a large debt to *Doom*. The style of play, weapons-selection system and control mechanics are all essentially the same as id's classic – which is no bad thing. The player views the action through the eyes of the hero, moving 'into' the screen to negotiate mazes, blast enemies, collect power ups and solve puzzles. Weapons aim into the centre of the screen, and you target enemies simply by moving to face them. Sounds easy, right? If only!



See that purple triangle? That's a save game point. They only come once every few stages, meaning you have to conquer most levels WITHOUT saving!



The inside of the tomb is bathed in a eerie red glow. Only kidding. It's because I was getting hit!

LOGICAL PROGRESSION!

Everyone knows that *Doom* is coming out for the Saturn, and this may lead people to think that *Exhumed* is merely a derivative *Doom* clone. Not so! *Exhumed* contains plenty of innovative features that lift it above *Doom*, and indeed any other 3D shoot 'em up. Take a look at the opposite page!



Lighting effects (left) and buckets of gore (right). What more could possibly you ask for?

GUNS, GHOULS AND GORE

As with any 3D shoot 'em up worth its salt, *Exhumed* contains more than its fair share of weapons, monsters and excessive violence, while maintaining the game's Egyptian 'theme'. So expect to see plenty of spiders, mummies and Anubis guards lurking within the games many tombs and temples, while the weaponry is a blend of the mechanical (Pistol, Machine Gun, Flame Thrower) and the supernatural (Staff of Ra, Fire Ring, Amulet of Power). As for the gore, Sega reputedly asked for the game's violence level to be stepped UP a notch on the Saturn, resulting in every creature dying in a explosion of blood and guts – no matter which weapon you use!



The Anubis guard throws blue light sourced fireballs. They look amazing!



Arrgh! 'Orrible boney fly things that buzz! Kill them all! Kill them all! Ahem.



You won't get far if you suffer from Arachnaphobia. Spiders are everywhere!



1) LOOK UP AND DOWN!

By holding down the 'look' button, you can then use the d-pad to angle your view either up or down, allowing you to view areas above or below you. This was a feature that was sorely lacking in *Doom*, and allows for multi-level fire fights.



Look up! Look down! Look everywhere! You can with *Exhumed's* fully three dimensional graphics engine. Good for aiming too!

2) JUMP!

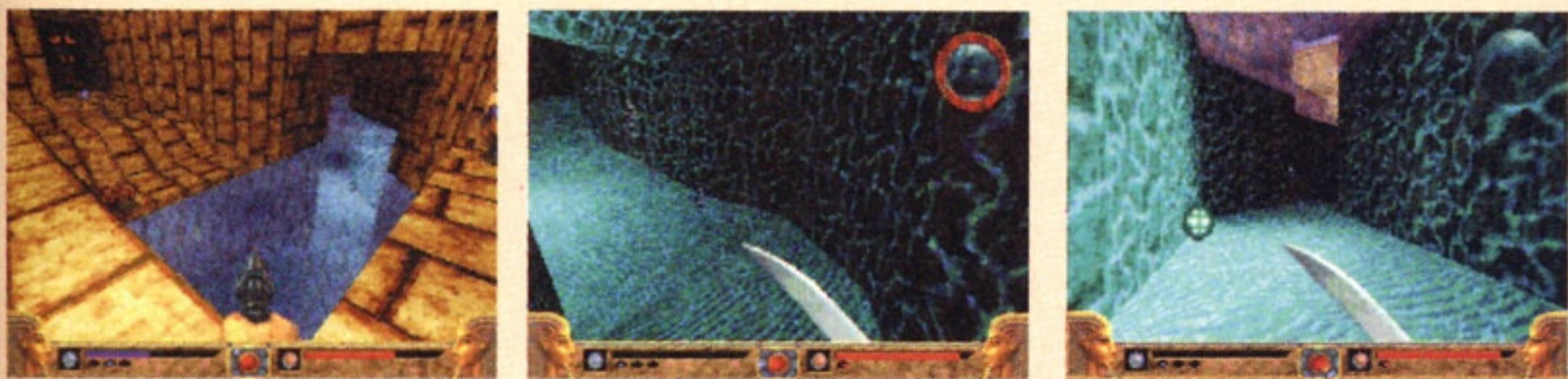
One of the buttons allows you to hop up small ledges and leap across platforms. Because long drops are potentially fatal (unlike *Doom*), this adds a real sense of vertigo to high locations, as you are often required to jump from platform to platform.



See that gap? You've got to jump that, you have! Just don't look down!

3) SWIM!

After jumping into water control is automatically switched to 'look' mode. The control-pad is used to point in a direction, and the B button to swim there. But watch out for man eating piranhas, as most of your weapons are ineffective underwater.



Unlike *Quake* or *Hexen*, in *Exhumed* you can actually see through the surface of the water! Though until you get the aqua mask you can't swim far before you drown!

4) ITS LIKE AN RPG!

Exhumed abandons the traditional 'level to level' linear structure of most 3D blasters, opting for a *Hexen*-like 'hub' system instead. Several special artifacts and weapons allow you to reach new areas in old levels as progress is made deeper into the game. For instance, winged shoes allow for higher jumps, thus allowing you to reach previously inaccessible ledges on the first level, while a flame thrower is used to burn down certain wooden doors.



The intro features the voice talents of the man behind a thousands film trailers!



Collect artifacts, guns and the pieces of your radio transmitter. Or look at your map.



REVIEWER

I love *Doom* style games, and rate *Doom 2* as one of the best games of all time. Recently the 'corridor' genre has been taken to new heights by the *Duke Nukem 3D* and *Quake* both of which I've played extensively. So for a 3D blaster to impress me, its really got to be something special. Which, to my surprise, *Exhumed* is. Surprising because I'm used to playing this type of game on a high end PC, and this is the Saturn! The speed and smoothness of the graphics is something you'd expect off a £1000 Pentium, while the sound effects and CD audio are utterly amazing. It's been a long time since a game's sound has made me sit up and take notice, but *Exhumed's* crystal clear FX and spooky Egyptian tunes really create a palpable atmosphere all of there own. The tried and tested search and destroy *Doom* gameplay is as addictive as ever, but Lobotomy go one step further by adding an RPG structure that puts as much emphasis on exploration as it does on killing. If you're a Saturn owner waiting for a 'corridor' game, and can live without a link up mode, your prayers have just been answered.

DANIEL JEVONS

RATING



Not just a typical *Doom* clone - *Exhumed* ranks among the best 3D Blasters around! Go and dig it up for yourself now!

	WACKY RACING	BY POLY'S	<ul style="list-style-type: none"> PRICE £TBA JAPANESE VERSION AVAILABLE NO OTHER VERSIONS PLANNED STORAGE 2CDS PUBLISHED BY SONY TEL: 0171 447 1600
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WACKY TRACKS

Circuit design is totally mad! The first few tracks in Toon Village look relatively normal, but later tracks are enough to make you go blind! Crazy Coaster, for example, is set partly on a translucent pink sky road which twists and dips all over the place! Another race is set in a massive world, all across giant keyboards, roulette wheels and pool tables!



Replays show off the trackside detail.



This giant house is full of fantastic-looking scenery.



The Wacky Races cartoon was great. And *Motor Toon GP* is just the same – mad cartoon cars bouncing around loony courses, shooting each other with weird weapons. Also, to add to the cartoon feel, the cars bend and wobble as though they're made of rubber! To play, just bounce your way around the courses, driving over speed arrows, collecting bonuses, and doing anything to win!



CRAZY CARS

There are five main characters to begin with, and three more are accessed once the 'Normal' championship is won. Each car handles totally differently from the next; for example Raptor & Raptor's UFO turns almost on the spot, and hovers over some scenery, while Vanity's motorbike has to be banked right over to get round corners.



These are all you need for 2 players!

WHAT A GOOD IDEA!

As with *Jumping Flash 2*, the Japanese game comes in an excellent value package. Along with a complete version of the game, a second disc with all but the boot data is included, meaning that two-player races are possible without buying a second copy! The bonus events can also be played in link-up mode!

REVIEWER

The first *Motor Toon GP* was pretty rubbish. Though there's not much different here, there's still enough to make it worth playing, but thinking about buying it is something else. For a start, the wobbly cars and over-the-top scenery make the game look pretty good, though not a lot better than when the first game was released two and a half years ago. The track design is interesting, but occasionally it seems as though more time was spent making them look fancy than was spent making them play well. But the main problem is that the car handling is very strange. The graphics probably have you expecting cars with unrealistic and fun control, but most of them handle very heavily, ruining the feel a bit. Overall, *MTGP2* is worth a go and is occasionally good fun. Yet even the hidden features and excellent two player mode don't make it anything worth recommending highly.

ED LOMAS

HIDDEN GOODIES!

Players good enough to win a championship season on the Normal setting (just about everyone) get an extra three characters and five new tracks. By winning in Professional mode, two hidden games are revealed – *Tank Combat* and *Submarine-X*. Though the games aren't brilliant, they're a real incentive to play the actual *Motor Toon GP* more. There are also bonuses gained by winning the season in Hard and Expert modes, but we don't want to give everything away just yet.



ONE TANK COMBAT

Drive your tank about, and shoot the other player! Can be linked up!

TWO SUB-MARINE-X

It's just like Battleships, only with 3D graphics! This can be linked up too!

RATING

While it looks pretty, and is quite good fun to play, *Motor Toon GP 2* isn't quite worth a high recommendation to anyone.

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First the distinctly surreal *Keio Flying Squadron*, and now a fishing sim from JVC! Well, its too odd for us to review. Let's hand it over to an expert.

SEA BASS FISHING

Cap'n Blackbeard's the name and fishing's the game. I've sailed the seven seas, braved storms more ferocious than Jaime on deadline and caught everything with a pair of gills. Anyway, CVG have given me this here *Sea Bass Fishing* game to review. See if it measures up to the real thing and all that. It'll be hard work playing it with no arms or legs, mind you, but I'll give it a shot anyway. Saturn Ahoy!



Cap'n Birdseye offers you the range of findus options.

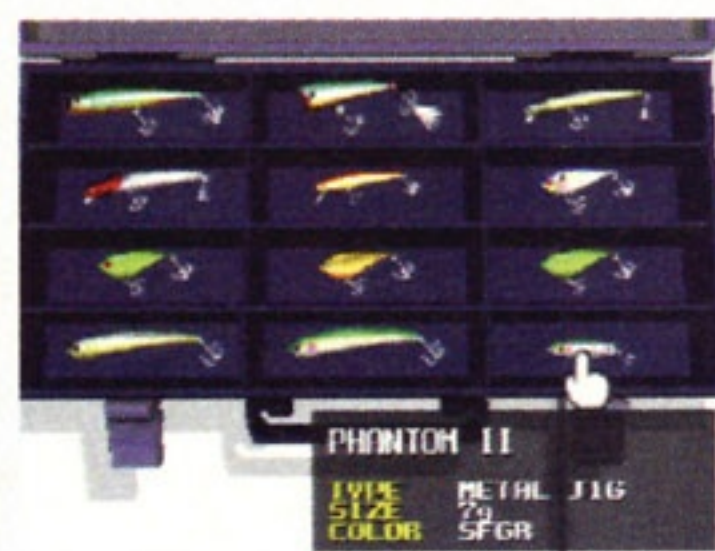
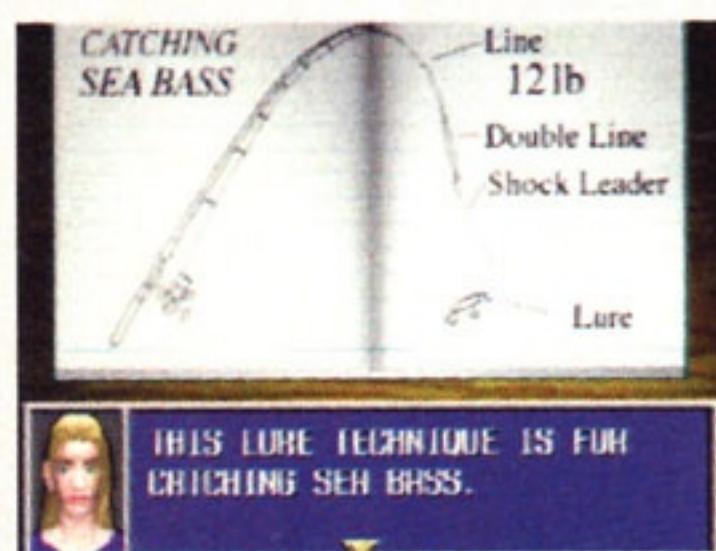
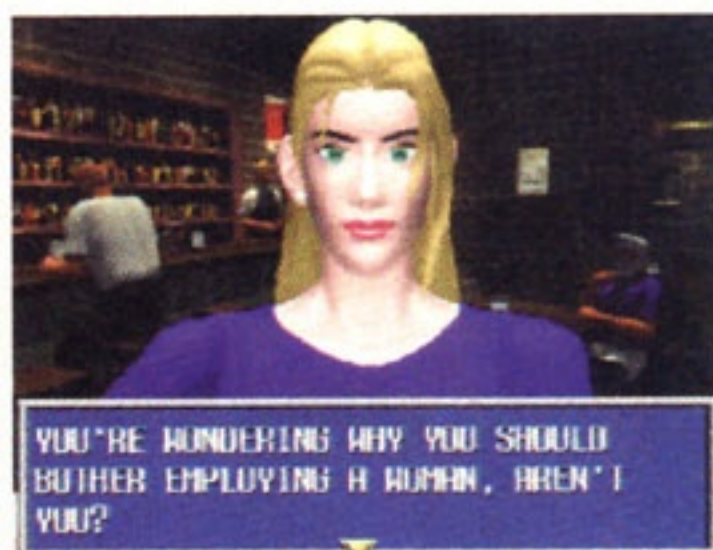


THERE'S SOMETHING FISHY GOING ON

Well, shiver me timbers, this game's got it all: from choosing your lure to the mid morning nap. Why its so realistic I can even the smell the fish! Though that could be my gammy leg stump. Anyway, in case you're not experienced in the ways of *Sea Bass Fishing* here's how it works. You pick up your skipper (normally at the local pub), pick your lure, sail out to your designated fishing area then wait.



Your skipper provides an element of social interaction to *Sea Bass Fishing*. Should you pick the woman? Well, at least she could cook the fish properly afterwards.



Hmm. Seems she's not so bad after all. The in-game characters offer advice on the best fishing tactics and locations. Whether you choose to accept them, however, is up to you.

A VERITABLE FRIDGE FREEZER OF FISHY FINGERS!

Them thar coasts are loaded with fish! You can't turn your boat without bumping into a shoal of amber-jacks or yellow tails. You can even catch dolphin! I caught a dolphin once. It got tangled in my tuna nets. Anyway, make sure you net the right fish during a competition or you'll earn some harsh words from your skipper or Captain. Your prize catch is the Sea Bass, a worthy aquatic adversary that requires real skill to catch. Why I lost both me arms bagging mine! Master the Sea Bass and the next thing you know you'll be harpooning whales!



Reel 'em in! Give 'em some slack. Then reel 'em in. Then give 'em some slack!

REVIEWER

Well, slap me around the chops with a wet kipper if *Sea Bass Fishing* isn't actually a half decent game. Yes I know it's a game about fishing, but there's a lot of enjoyment to be had here. From the strategy of choosing your lure and location to the adrenaline rush of reeling in a hooked fish, *Sea Bass Fishing* consistently exceeds your expectations of what a fishing game would be like. The aesthetics are better than you'd expect from this type of game (particularly the polygon reeling in bits) and the atmospheric static shots and laid back jazzy music all go create a strange sense of, dare I say it, involvement! Admittedly, fish 'em ups are about as niche a market as you're going to get, but if you're even remotely interested in sport you're definitely going to get your money's worth here. In fact, I can safely say that *Sea Bass Fishing* is without a doubt the best fishing sim I've ever played on the Saturn! Make of that what you will.

DANIEL JEVONS

RATING



Stone the crows! A fishing sim for the Saturn! And it's actually an alright game! Will wonders never cease!

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LIMITED EDITION ISSUE ZERO! GET 'EM WHILE THEY'RE HOT!

FROM AUGUST 17TH, GAMES MAGAZINES WILL NEVER BE THE SAME AGAIN!!



SUPER MARIO 64



Here is the greatest home video game that has ever been. Good – you trust me enough to carry on reading for an explanation. *Super Mario 64* deserves this recognition, because it has opened our eyes and senses to a completely new gaming environment; one that brings us closer than ever to full interaction with a set of virtual worlds. Corridor games *Doom*, *Duke Nukem*, *Quake*; they're all awesome, and that theme – with all its possibilities outside of the solo-player situation – keeps getting better. Driving games; fighting games; shoot'em ups – these are all developing in new and exciting ways. But *SM64* is, to its very core, a huge multi-faceted surprise waiting to unfold. The splendid, almost perfectly solid 3D environment is only the half of it. We could never have predicted the intuitive, versatile, and perfectly attentive control method given to Mario. Players feel completely in touch with their virtual marionette at all times, to a degree that has never been experienced before. Where there have been criticisms, these have always, and only, been focused on the few shortcomings of Lakitu the 'camera man': sometimes he is difficult to position, and there is one occasion where he just can't see Mario at all. It's unlikely that the latter problem is deliberately placed. In spite of this ONE hiccup, the whole is a true monument in the development of video games. There hasn't been anything so revolutionary – a game that you just accept unconditionally as amazing – since maybe arcade *Virtua Racing*. It's still hard to believe *Super Mario 64* exists as a home game. Most people who have played *Super Mario 64* have proclaimed it as the best game ever. That kind of comment doesn't come from nowhere. We have never seen the like, and I doubt that we will again for quite some time. **PAUL DAVIES**



↑ Toasted Plumber!



↑ Grrr...where is he?



↑ A game so amazing to see, you find yourself stopping to admire it.



↑ A game so amazing to play, you want to try anything to find secrets.

- PRICE 9 800 Yen
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 64 MB CART
- PUBLISHED BY NINTENDO CO. LTD.
- TEL: N/A



PILOT WINGS 64



There's already a divide emerging between dedicated fans of this 64-bit sequel, and those who simply find it boring. But whatever your opinion of the game structure, *PW64* is unquestionably magnificent. It is almost as though the design team had tried too hard to impress: the Space Shuttle taking off; ocean cruisers churning the waters; night time cityscapes; perfect star-lit skies; mountains; with any number of dramatic routes available out to appreciate it all. But while we're judging this game primarily on its killer graphics engine, the accuracy of control and user-friendly presentation should not be taken for granted. After qualifying with at least a Bronze in each area, players can dip into whichever mission they wish in order to perfect times, and admire the relevant landscapes in more detail. This is a strength. However the possible downside is that *Pilot Wings 64* is not structured in the same way (and some would argue as well) as its predecessor. Most players enjoy being led from A to B, so long as there is an element of freedom between times. With *Pilot Wings 64* a competent player will find everything laid out before them after the first day. Which means no more surprises. The game might not sell machines in the same way *Super Mario 64*, or even future titles will. But its performance cannot fail to convince potential customers of the N64's prowess. I'd like to put CVG on record as saying that Paradigm and Nintendo have produced another landmark title. If you already own an imported N64 the extra shell-out is worth it – you will love your system even more. The majority hanging on for the official launch should have it near the top of their 'wants' list also. **PAUL DAVIES**



↑ Fly over miniaturised versions of the United States of America. Visit the White House if you like!

SKY PORTS SIM	BY NINTENDO
OUT NOW (JAP)	1 PLAYER

- PRICE 9 800 Yen
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 64 MB CART
- PUBLISHED BY NINTENDO CO. LTD.
- TEL: N/A



SAIKYO HABU SHOGI

If you're into Shogi (Japanese Chess), read Japanese proficiently, and value Yoshiharu Habu as your hero, THIS IS YOUR GAME! But we're almost certain that none of these attributes rest so easily with the person reading this, so we could justifiably end this review right by saying, 'don't buy this game'. Even if we were to recommend *Shogi*, there's a fat chance of being able to obtain it seeing as so few importers are bringing the game into the UK. Regardless, there are a few factors which contribute to making *Shogi* of interest. On a purely technical note, Seta's is so far the only N64 game to use the Controller Pack, on which to save complex game data. So we can tell you that information takes approximately six seconds to transfer, with progress displayed on screen as percentages. Anyone



attempting some kind of game discoverers that *Shogi* features extensive speech samples, albeit of one lady commentator who announces all moves, and welcomes players into, then bids farewell out of each game – "arigato gozaimasu", and so on. Which is great! (Sort of). As for why the Japanese should go after the game, playing Shogi is a popular pas-

time for many people. And the features included cover every possible wish list: Habu-san offers the advice of a champion, and even sets examinations to monitor the player's status, which is saved onto the Controller Pack. In addition there is a selection of real life professional Shogi players to match your wits against, with the ultimate goal of challenging the World Champion himself at the end. There are options to toggle music and speech on/off, so that extended learning sessions can be spent in silence. On fact overall the presentation is excellent, though it doesn't require an N64 to produce. There's no reason why *Shogi* shouldn't be a steady seller for Nintendo in Japan, though not in a major way. But any Westerner needs to be totally N64 crazy, or a closet Shogi fanatic, to chase it.

PAUL DAVIES

TABLE GAME	BY SETA
OUT NOW (JAP)	1 PLAYER

- PRICE 9 800 Yen
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 64 MB CART
- PUBLISHED BY NINTENDO CO. LTD.
- TEL: N/A



↑ These people have the patience of a CVG designer. It's true.



HI CHICKS!



OKAY KID, GO FOR YA TILES!



PRINCE OF PERSIA

The original *Prince Of Persia*, when converted onto the Super NES, was a brilliant game. It took the groundbreaking computer platformer, added superb graphics and atmospheric music, tidied up the controls, added more levels (including Hell and a god for the final boss) and turned it into a much more arcadey adventure. By comparison, *Prince Of Persia 2* is really quite poor. It looks worse than the original and doesn't offer anything new in terms of gameplay. The rotoscoped character animation isn't impressive anymore, and the poor response time is awful. Even the Megadrive, while lacking a good *Prince Of Persia* conversion, doesn't need it. It has *Flashback* after all. Once you're used to the controls, it's an alright action/puzzle platformer. But why go for an alright game on SNES and Magadrive now, when there are tons of superb games available? TOM GUISE

PLATFORM		
OUT NOW		
BY PSYGNOSIS	<ul style="list-style-type: none"> • PRICE £49.99 • AMIGA & PC VERSION AVAILABLE • NO OTHER VERSION PLANNED • FORMAT 16 MB CART • RELEASED BY TITUS • TEL: 0171 700 2119 	
1 PLAYERS	<p>⊕ The stuff of ancient legends. And it should stay that way too.</p>	



MEGARACE 2

The first *Megarace* game wasn't very impressive. Using FMV backdrops to create its sprawling scenery, the gameplay was distinctly limited. You were boxed-in by the sides of the road, and when you slowed down the backgrounds would jerk as the film ran slower. *Megarace 2* attempts to make up for all this. The cars move much more freely, with power-sliding and car-bashing thrown in. The backdrops too, look and move more convincingly, although you still can't spin the view around. Do a U-turn and you steer into the screen. The weaponry – missiles and mines – really don't affect the game that much. Driving and avoiding damage is the main objective. *Megarace 2* is an okay racing game, but it pales in comparison to far more advanced full-3D racers like *Screamer*. Less ambitious visuals and more freedom are what's needed.

TOM GUISE

RACING GAME	
OUT SEPT	
BY CRYO	
1 PLAYER	

- PRICE £44.99
- PC & 300 PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- FORMAT 1 CD
- RELEASED BY MINDSCAPE
- TEL: 1444 246 333

⊕ Incredible looking, but the limited 3D freedom puts it below the par set by true 3D racers.

MINI REVIEWS



SONIC WINGS SPECIAL

First things first – this is boring. It's a vertically scrolling shooting game with aeroplanes and guns, with no original features. The graphics are really poor – one layer backdrops scrolling past with rubbish enemies floating around aren't what you expect on the Saturn, or even the Mega Drive for that matter. But it's not just graphics that are a problem – the game's just so dull and unoriginal that everyone except real shoot 'em up freaks will turn it off within half an hour. The main ship moves around alright, making it possible to dodge the spread of bullets and waves of planes, but it doesn't seem worth it. Everything about this is a waste of time and money – just buy something good like *NIGHTS* or *Panzer 2*.

ED LOMAS

SHOOTING

OUT NOW

BY MEDIAQUEST

1-2 PLAYERS

- PRICE £TBA
- JAPANESE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA
- TEL: 0181 996 4620



⊕ How many times have you seen games that look like this? Loads. And I bet they were all better.

MEGA
DRIVE



WORMS

There are some people who think *Worms* is the best game ever, and there are just as many who think it's the worst. Not many people are in between, so everyone's got their own definite opinion already. Unfortunately, even to fans, this is terrible! Firstly, the graphics are very poor – they jerk about with no explosions when the weapons go off, and the screen moves around badly. But far more important than the graphics is that two of the weapons have been left out – the homing missile and the mines! Any *Worms* player will know that this ruins the game totally. The whole thing's a bit of a mess, and misses out on the hype by over six months, meaning that it's just not worth it.

ED LOMAS

STRATEGY

OUT NOW

BY TEAM 17

1-4 PLAYERS

- PRICE £TBA
- PC, SATURN, PS, AMIGA, AND SNES VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 8MB CARTRIDGE
- PUBLISHED BY OCEAN
- TEL: 0161 832 6633



⊕ Paul's the biggest Worms fan here, and he didn't like this version much. But he still played it lots. (all untrue)

PC
CD
ROM



BAKU BAKU ANIMAL

Baku Baku, the Saturn's excellent puzzle game, can now be played in Windows 95. The idea is the same as ever – match the animal heads up to the corresponding pieces of food, but unlike *Virtua Fighter PC* it doesn't look quite the same. The resolution is pretty low, meaning that to get it looking good the window must be very small. At full-screen it looks rubbish. The music's not on the CD, so it's not amazing quality, and even the blocks move around jerkily. This block movement is annoying at times, because it can be off-putting to have an important monkey head jump one space too far, ruining your combo. Overall, it's a bit of a poor conversion of an excellent game – especially when you consider that *Virtua Fighter PC* is better than the Saturn version.

ED LOMAS

PUZZLE

BY AM3

OUT NOW

1-2 PLAYERS

- PRICE £TBA
- SATURN AND GAME GEAR VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA
- TEL: 0181 996 4620



⊕ Now it's possible to play Baku Baku in a tiny window while using MS Word!



PC
CD
ROM



VIRTUA FIGHTER PC

At the end of last year, a big deal was made about Sega's *Virtua Fighter* being released for the Diamond Edge 3D board, meaning that PC owners could finally play one of the best fighting games ever. Now, it's been released again so that loads of other PC owners can play it – as long as they've got at least a Pentium 90. The graphics are of the same detail as on the Saturn – the characters don't have separate fingers like the arcade version – but the resolution can be set really high and there's no glitching. There are play options not in the Saturn version – team battle and watch mode – and textures can be turned on to make the game like *VF Remix*. It plays just right when using a pad or even the keys, and everything is included to make this even better than the Saturn version. It's just a bit outdated now, and it requires a monster PC to run perfectly.

ED LOMAS

FIGHTING

OUT NOW

BY AM2

1-2 PLAYERS

- PRICE £TBA
- SATURN AND ARCADE VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- FORMAT 1 CD
- RELEASED BY SEGA
- TEL: 0181 996 4620



⊕ We all think that the original light-sourced VF looks better than the textured VF Remix.



KIRBY'S DREAM COURSE

Instead of rebuking this game for being old hat and left behind, *Dream Course* has proven itself as refreshing as the day it first launched in Japan – two years ago. Kirby together with his yellow alter-ego adopts the form of bouncy balls, then takes to a series of crazy golf courses. These are inhabited by Dream World creatures who pose as obstacles between the two friends and the holes. Points are scored by bowling them over, in turn collecting power-ups which make the task more rewarding. I almost said 'easier', but there's the risk of falling off the edge, and players need to be accurate with their shots. Probably this hasn't made much sense! That's because *Dream Course* is such an original game. It's also one of the best ever made for the Super NES, so you should definitely try it. **PAUL DAVIES**

CRAZY GOLF

OUT SEPT

BY NINTENDO

1-2 PLAYERS

- PRICE TBA
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 8 MBIT CART
- PUBLISHED BY THE GAMES
- TEL: 01703 653 377



✦ It's like crazy golf, but in your dreams. If you dream of little pink balls that is. Whatever.



KIRBY'S GHOST TRAP

Originally *Puyo Puyo*, this game was called *Kirby's Avalanche* in the States. And now, two years from its first appearance, it gets a new name for UK release. Anyone who knows the *Puyo Puyo* format knows this game. It's exactly the same, but with Kirby characters thrown in to make it more appealing. Pairs of beads fall down the screen, and by linking up four of the same colour, chain reactions of beads can be removed and sent onto your opponents half of the screen. *Puyo* has always been an addictive, fun puzzler, but it has staled a bit with time. The gameplay doesn't seem as fine-tuned as more recent combo-heavy puzzlers. Namely *Panel De Pon*, soon to be released over here as *Tetris Blast*. We reckon you ought to wait for that.

TOM GUISE

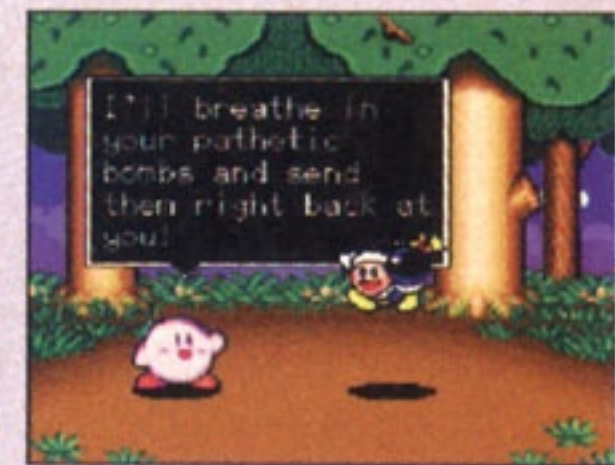
PUZZLE GAME

OUT SEPT

BY COMPILÉ

1-2 PLAYERS

- PRICE TBA
- NO OTHER VERSION PLANNED
- MEGADRIVE AND SATURN VERSIONS AVAILABLE
- STORAGE 8 MBIT CART
- PUBLISHED BY THE
- TEL: 01703 653 377



✦ Shigeru Miyamoto's toes are gonna curl when he reads those homeboy quotes of Kirby's.



TETRIS BLAST

In a month when everyone's been arguing about what is the greatest game ever made, it's saying something that Game Boy *Tetris* was mentioned. The game is arguably the most accessible, universally-appealing game ever made. It's proof of its popularity that so many *Tetris* variations keep appearing. And this is the latest one, not to be mistaken for *Tetris Attack* (mentioned above), which is not *Tetris* at all. This IS *Tetris*, albeit with bombs. Instead of clearing the screen by making lines, you have to build lines with bombs in them. These then explode, removing nearby tiles. That's the novelty element of *Tetris Blast*, together with a 'fight' feature which has annoying gremlins leaping around the screen. As with all these spin-offs, it's not as good as the original – which you ought to have if you've got a Game Boy. It is after all, one of the best games ever made. **TOM GUISE**

PUZZLE GAME

BY ELORG

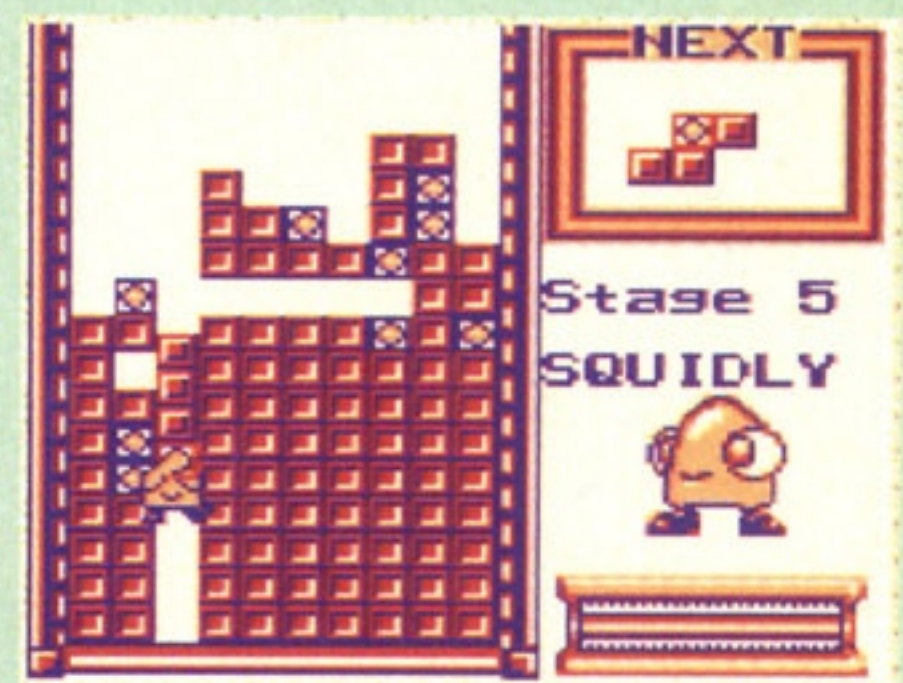
OUT NOW

1-2 PLAYERS (LINK)

- PRICE £24.99
- OTHER VERSIONS PLANNED (PROBABLY)
- MANY OTHER VERSIONS AVAILABLE
- FORMAT 1 MBIT CART
- PUBLISHED BY THE
- TEL: 01703 653 377



✦ These are the annoying gremlins that make Tetris Blast so charming.



FATAL FURY 3

SNK's cartridge system, used with *King of Fighters '95*, worked really well making the game look almost the same as the arcade with nice, short loading times. *Fatal Fury 3: Road to the Final Victory* doesn't use the cartridge, and it's instantly noticeable. The characters are badly animated, and the screen moves around jerkily, ruining any chance of having a fluid fight. Also, the loading times are bad – over 20 seconds for each fight, and around five seconds just for the menu screens! The characters and moves are the same as the Neo-Geo arcade original, meaning that it will only really appeal to the select band of SNK fans – unlike *King of Fighters '95* which managed to get a few more people interested. With such a slow and jerky conversion, it's highly likely that even fans will be annoyed. Just get *KOF '95* or wait for *Fatal Fury Real Bout* with the cartridge. **EG MUNGLOK**

FIGHTING

OUT NOW(JAP)

BY SNK

1-2 PLAYERS

- PRICE IMPORT
- SATURN SEQUEL PLANNED
- ARCADE AND NEO-Geo VERSIONS AVAILABLE
- PUBLISHED BY SNK
- TEL: IMPORTERS



✦ It might look goos when it's still, but it ONLY looks good when it's still.



Mr Shinji Mikami, Senior Planner at Capcom Co Ltd.



If you know video games well, you know Capcom. It's that simple. CVG brings you this exclusive report, direct from Capcom HQ in Japan.

Of the key Japanese software developers, Capcom are currently enjoying a higher profile than most. Whether you spend your time playing in the arcades or at home, everyone reading this should be feeling the excitement surrounding Capcom's games. With *Street Fighter III* short months away, the promise of a sequel to *Resident Evil*, plus the big 64-bit question - are Capcom developing for N64? - CVG just had to find out more. Our man in Japan, Warren Harrod, visited Capcom's R&D team recently to hear news on their new games for 1996-97. We put some questions to Mr Shinji Mikami, Senior Planner of the Producer Section.



★ CAPCOM AND CONSOLES ★

What do you think about the consoles currently available?

SM- The general impression I have is that the Sony PlayStation's ability to display polygons is very high so it's a very good machine for creating 3D games. With regards to the Sega Saturn, compared to other hardware platforms up to now it has strong 2D capabilities. We haven't finished evaluating the whole specification of the Nintendo 64 yet, so it's not possible to say.



Do Capcom have any plans to release games for the N64?

SM- It's our intention to do so, but we haven't decided in what way we'll begin development.

Have you started R&D on the N64 yet?

SM- No, development hasn't started yet. First of all we need to plan the production line.



Are you in the planning stage at the moment?

SM- Yes, the N64 is currently being examined. We can definitely say that we are intending to release titles for the N64.

Can you say how long it would take for the production of your first N64 game?

SM- No, it's impossible to say.

Will you be able to release anything this year?

SM- No. It's not possible for us to release anything this year.



If you use this system are perfect conversions of arcade games possible?

SM- It depends on the game. For example, if we don't use it for *Street Fighter Alpha 2* then it certainly isn't possible. However, having not yet tried to use it we don't know whether a 100% conversion is possible or not. In the case of a simple game then a perfect conversion is possible, but the amount of data for each game is completely different.



With the popularity of compilation disks of old classic games, is there any chance of a Capcom coin-op Classics disk?

SM- Yes, we would like to do one, however, at present it's not under development.

Can you say which games would likely to be included on a classics disk?

SM- We have yet to decide what form this disk will take so we can't reveal any titles but, there are three possibilities: Firstly, we select all the games from our old titles in order one by one. Next, we choose only the classic games that were a big hit at that time. Finally, we only select games using the CPS system.

With Dynasty Wars 2 already released, and Cyberbots on the way, do Capcom have any plans to translate any of their other older coin-ops to 32-bit?

SM- We do intend to convert *Alien VS Predator*, but there's no chance of *Muscle Bomber*. It wasn't very good.

We've already seen 32-bit versions of Rock Man (Mega Man) and Street Fighter. Is there any chance of a 32-bit version of Ghouls 'n Ghosts or Final Fight?

SM- At the moment there's no chance for either of them.

★ ARCADE CONVERSIONS ★

It seems to us that the primary limitation with arcade conversions of your fighting games for both the Saturn and the PlayStation is memory. After the success of The King of Fighters '95 on the Saturn, have you given any consideration to using the duel disk and memory cartridge system to faithfully reproduce all of the animation and backgrounds of the originals?

SM- I can't tell you for definite which games will use the duel disk and memory cartridge system but, from now on Capcom certainly want to use it.

Are there any games currently in development planning to use this system?

SM- At present no.



★ STREET FIGHTER ALPHA 2 ★

Why was the decision made to make chaining normal hits harder in Alpha 2 than in Alpha?

SM- It wasn't our intention for people to have this impression. The reason may be because the damage levels for *Alpha* and *Alpha 2* are different. When we were trying to get the balance of *Alpha 2* right we only concentrated on *Alpha 2*. That's the one that's important. We don't really have to get the actual same damage as *Alpha*. In *Alpha 2* some new characters were introduced, so in order to maintain the game balance we had to increase the damage for the normal hits. In addition, this time for *Alpha 2* we wanted to focus on the importance of the normal hits and not just the specials.

Why was the random character select box removed? Was it unpopular?



APCOM



★ VIDEO GAME LEGENDS PRESENT THEIR NEW CHALLENGERS ★



SM- I'm sorry I don't know much about this character so I can't tell you about him. There are three hidden characters for the foreign versions. However, these are only for the foreign versions, not the Japanese version. They were chosen by Capcom USA. The evil Ryu character appeared in a comic published by Shinseisha, but I don't know the story.

CVG *To whom do the two secret backgrounds (Australia and Venezuela) belong?*

SM- These don't belong to any secret characters. Australia appears when the player is Sagat and the final CPU boss is Ryu. Venezuela appears when the player is Nash and the final CPU boss is Vega.

CVG *Is there a dramatic battle option similar to Alpha, and against who?*

SM- No, there isn't.

CVG *Do you have any kind of special battle option instead of this?*

SM- No we don't.

★ ALPHA 2 CONVERSION ★

CVG *Are you expecting to do as an accurate a conversion of Alpha 2 to the PlayStation and Saturn as Alpha was?*

SM- Yes we are.

CVG *Will there be a loss of animation as with X-Men and Vampire Hunter?*

SM- Yes, we will have to cut the pattern of the characters. I can't say which character's will be cut at the present, but certainly for big ones and ones with a lot of patterns like Zangief there will need to be cuts. Other than that it will be an almost perfect conversion.

CVG *How soon can we expect to see the conversions?*

SM- They were about 70-80% complete at the Tokyo Toy Show so they should be completely finished by the time of the Tokyo Game Show.

CVG *Can you improve on the long loading time on the PlayStation version of Alpha, or is it unavoidable?*

SM- We're doing our best to overcome this particular problem but, it's dependent on the hardware and software libraries so there's not much we can do about it.



Both Saturn and PlayStation conversions are accurate.



Below is the Super Famicom (SNES) version. Incredible because it boasts all the moves!



SM- No, it was because it wasn't necessary to use it.

CVG *The secrets for the hidden characters and so on in Alpha 2 seemed to have been released a lot later than with Alpha. Was this a conscious decision on your part?*

SM- Yes, we did this on purpose. It's a simple story: When we first released Alpha on the market for the coin-up all our secret codes and characters were discovered by the players very easily and what happened was that it was all put on the Internet, and so the next day everybody knew about it. Of course, once the shops find out they all display the moves so it didn't take a lot of time to spread to the general public. As a result of this we decided this time to make it more difficult.

CVG *Does the Evil Ryu secret character have a proper name, and what is the story behind him?*



RESIDENT EVIL SERIES

Is there any chance of a Saturn version of Resident Evil?

SM- It's possible and we are actually considering doing it really hard at the moment.

Is it possible to do a near perfect conversion of the PlayStation version?

SM- In reality it's extremely difficult for us to do so. The current state of affairs is that it's almost impossible for the Saturn to get close to the level of the PlayStation so we've having to consider what to do about this situation for the Saturn. If the quality isn't good enough we won't release it. When we can clear up this problem and match the level of the PlayStation, we'll release it at that time.

Resident Evil relies on a lot of problem solving. With the PlayStation version already out for a long time will you want to make any changes to the story or game to give Saturn users a fresh experience?

SM- There's little chance of the item placement being changed, however, for the monsters, the numbers of them and the type will be changed. As I mentioned before the Saturn isn't really suited for polygon games, so when we consider the frame rate that can be used on the Saturn we will probably have to reduce the number of monsters. It is possible to make the monsters simpler and use less polygons, but it's more likely that new monsters will be have to designed using less polygons.

Resident Evil is one of the most innovative and atmospheric Capcom games to date. Can you tell us anything about the proposed sequel?

SM- The sequel's setting will be completely changed from the first one. Also, the number of monsters appearing at any one time will be increased to induce a feeling of fear. As for *Resident Evil* there were maybe only three or four zombies at any one time. For *Resident Evil 2* there'll be around seven or more. We want to have the sensation of terror as the monsters swarm around the character.

Will the sequel feature the same characters, or will there be a completely different background story?

SM- The game characters and the player characters will all be changed. As for the monsters, only the zombie will remain. We are planning to have all new monsters and characters.



Resident Evil is one of the PlayStation's hottest games!



graphics as well as more animation patterns. Because we are using a new board it has become possible to use more colours and the game will be able to zoom into and out of the screen. It's going to be dramatically different from the present SF series.

You've already got a new Marvel Super Heroes and Vampire Hunter in development. Where does SF3 come in your production schedule?

SM- We'll probably release it within this year.

What percentage is it complete?

SM- Presently less than 50%.

Does this mean you're not planning to make a 3D Street Fighter at the moment?

SM- We are actually considering it presently.

Are you waiting for the reception of Star Gladiator or would you need a much more enhanced 3D graphics system for SF3?

SM- We haven't decided anything yet so we can't comment on specific details.

Will the Street Fighter 2 series be continued, even after Street Fighter 3 is released?

SM- For a short period they can continue together as separate games but, eventually *Street Fighter 2* will be dropped.

If Street Fighter 3 is so super can it be converted onto any of the current home consoles?

SM- Impossible. It would just be too difficult. It would need additional hardware and great care. This the major difficulty. There are other problems but, other than this they are all minor problems.

How much have you learned from converting Street Fighter Alpha, Vampire Hunter and X-Men? In what ways will this help Marvel Super Heroes a better conversion?

SM- It's related to the memory issue you mentioned earlier. We've learned how to cut the characters' animation patterns a lot better. And also streamlined the conversion process, and shortened the development time. From a technical viewpoint these are the two main areas.

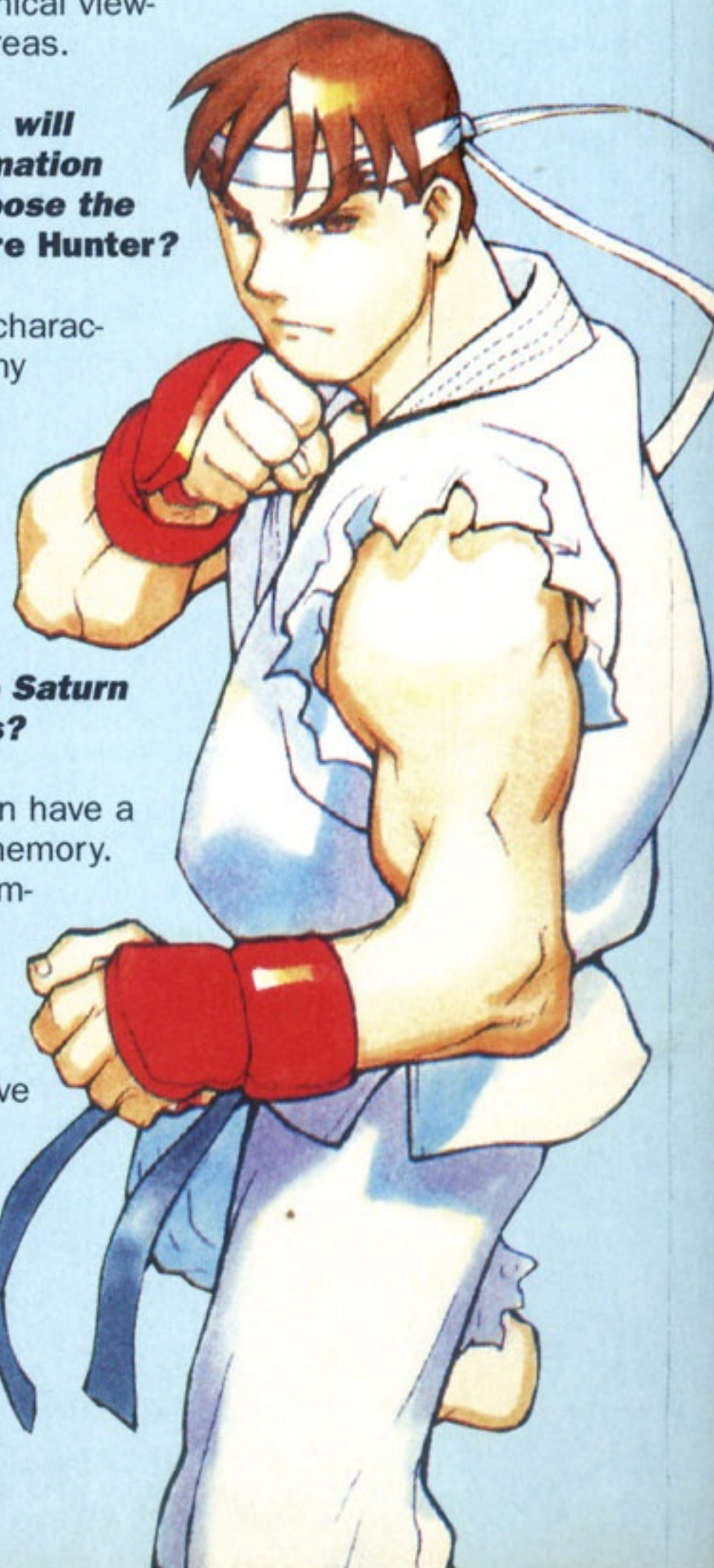
If animation is missing, will you consider a full animation cheat when both players choose the same character, as in Vampire Hunter?

SM- Yes, we will. Unless both characters are the same there isn't any other way to get full animation.

There is a great deal of difference between the loading times of the PlayStation and Saturn Capcom titles. For example, Alpha's loading times on the Saturn are a lot quicker. Why is this?

SM- The PlayStation and Saturn have a problem with the size of their memory. In order to save memory we compress all the graphics to fit in, and so it takes a fair while to decompress the graphics data. As the PlayStation has less memory than the Saturn we have to decompress more and so it takes longer.

So does this mean that games released on the PlayStation will always load slower than the Saturn?



STREET FIGHTER 3

Are there plans to release another Alpha game before SF3?

SM- No, we won't be releasing another *Alpha* game before we release *SF3*.

Will Street Fighter 3 be a 2D or 3D fighting game?

SM- It'll be 2D.

Can you tell us which characters will definitely be making an appearance in SF3?

SM- Ryu and Ken are the only characters that I can say will certainly be in *SF3*.

Can you tell us what hardware the game will be using?

SM- That's a secret, but we'll be using a new board.

Please tell us a little about SF3.

SM- It's going to be the ultimate 2D fighting game. There'll be improved

CYBERBOTS

How accurate a conversion do you hope to achieve with Cyberbots?

SM- We hope to have a 100% perfect conversion.

Compared to Alpha 2 is it going to be a lot simpler to convert?

SM- No – much more difficult because of the size of the characters.

Are there any new features not present in the coin-op?

SM- There won't be any new features.

Are there going to be any changes for the Saturn version?

SM- There won't be anything added but, it will certainly need to be altered.

Can you tell us what percentage complete it is?

SM- We haven't really made that much progress. It's proving to be very difficult to convert. We're still in the early stages of development.

At the moment it's only planned for the Saturn. Is a PlayStation version possible?

SM- No. There's no possibility for a conversion to the PlayStation.

Is this because it's too difficult to convert?

SM- Just because we don't plan to develop for the PlayStation doesn't necessarily mean that's too difficult. In this case, it's simply that the Saturn version is more profitable for us. It's a marketing decision.

Are the secrets in the game accessed in the same way as the coin-op or do you plan to slightly change them as with the Alpha conversions?

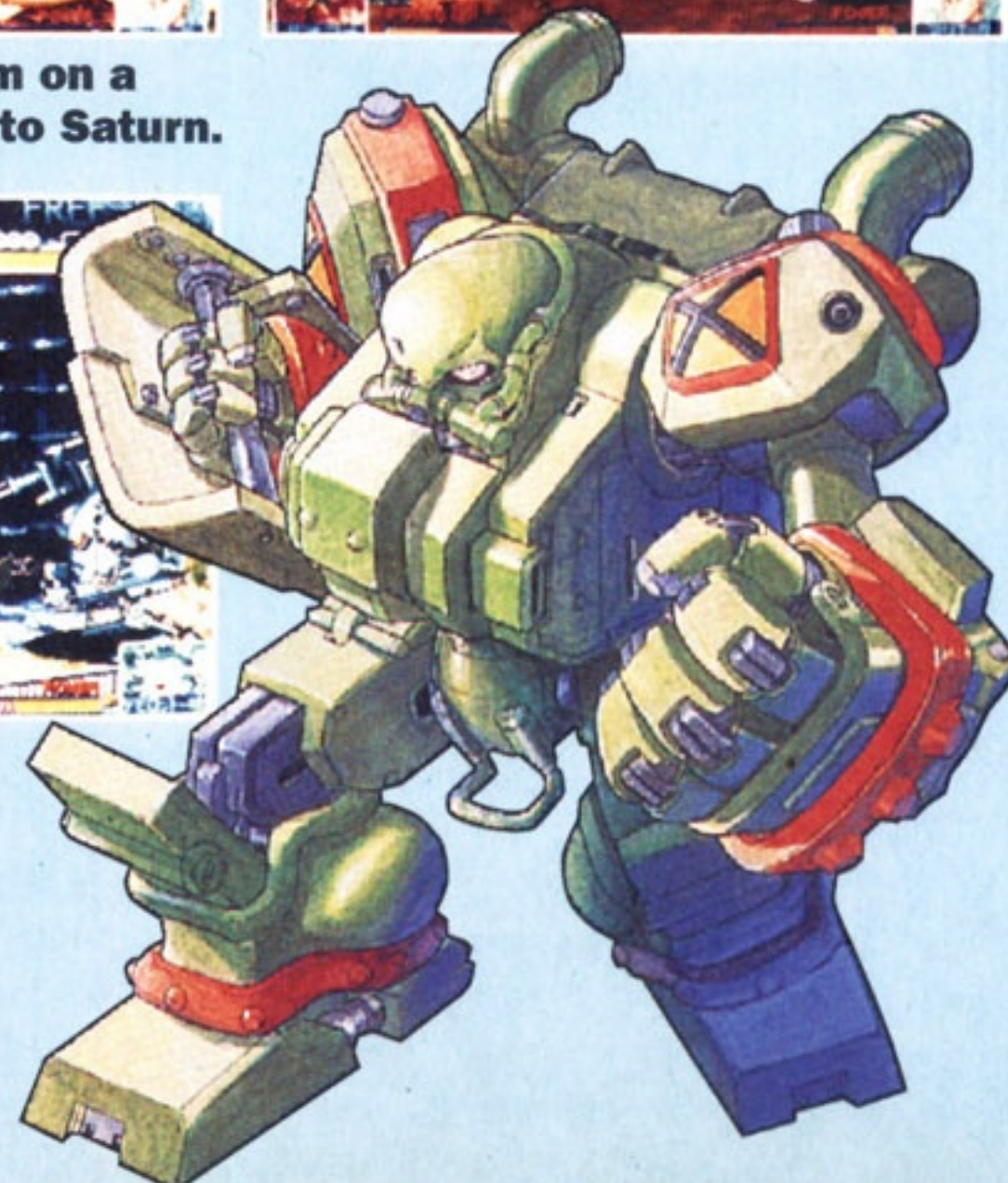
SM- There will be some hidden features so it'll be essential to change them so that the arcade players can't find them so quickly.



↑ Sprite-based mayhem on a colossal scale, coming to Saturn.



↑ Mech warfare like you won't believe!



↑ The bigger they are, the harder they are to convert!



↑ Dr Doom is truly the master!



SM- No, I don't think so. Not all titles. It depends on the game, what kind of data they're using and how much data they have. Also, it depends on where they put the CG data on the disc. It takes time to load the data so if the game has been badly programmed with the CG fragmented and stored here and there all over the disc the seek time will be high. It's much quicker to read the data all in one go. Every game is different, so you can't say that the Saturn is always going to be faster than the PlayStation. There will be times when the PlayStation is faster.

Is the PlayStation version of Marvel Super Heroes going to take a long time to load?

SM- It depends on the programmers' skill. It's difficult to say because it's not finished yet. We don't really know how long it'll take until it's actually finished.

Are you planning any extra home version specific modes of play in Marvel Super Heroes, for example a Survival mode or Practice mode?

SM- At the moment we're thinking about it, but we're still in the middle of development so we haven't decided for definite. We have to consider the issue of time.

Although we want to add some new modes, we don't know whether or not we'll have time to do so. If we have time we'd like to, but we have to finish the game first.

Does any particular character in Marvel Super Heroes pose any problems when being transferred from the arcade game?

SM- For big characters the size is the problem, so characters like Black Heart are particularly difficult.

To prevent this memory problem from occurring again will you design future arcade games with the home conversion in mind?

SM- We will always make arcade games for the arcade. We regard quality as important, and we make all our games to the highest level possible. Only after that do we consider the consumer version. If the consumer specification isn't sufficient to handle the conversion then we won't do it.

Do you intend to include the cheats to play as Doctor Doom and Thanos? If so, does this present any particular programming difficulties?

SM- We have no plan to do so. The reason being that we don't have the time to include the data for the characters.

Capcom have always produced extremely close arcade conversions. With Marvel are you actually intending to add to the game, with a new home version character?

SM- If it's possible we would like to do so, but it's going to be difficult.

Your contract with Marvel required you to put a Street Fighter character in X-Men. Is this the same for Marvel Super Heroes also?

SM- I'm not sure whether Marvel Super Heroes has the same condition as X-Men. We may not have to put a character in.

Will there be a follow up to Marvel Super Heroes?

SM- Yes there will.

Can you tell us anything about this at the moment?

SM- Not at the present. Production has only just started so it's still far too early to provide any information on it.



STAR GLADIATOR



Can you tell us a little about the origin of Star Gladiator? What was the original objective behind the project?

SM- Up to now we've only produced 2D sprite games, but we have been conducting research into 3D polygon fighting games. We were actually creating several 3D fighting games at that time and this is one of them. Only when they liked the look of the final version of *Star Gladiator* did they decide it is was good enough to be released.

Was your decision to market Toh Shin Den anything to do with 3D game development?

SM- Yes, it was for study. We didn't do all the programming ourselves, other companies were involved also. The reason we did it was to specifically do technical research.

Why has the look of many of the fighters been changed to make them seem more human?

SM- I don't think we've changed them to make them more human-like. There have been many design changes for all the characters since development started but what probably happened was that the first pictures released were still early in development. Since then we've improved the technical level of the software and been able to round off and smooth the images so bringing them closer to the original designs.

Did you use stop motion capture for the character motion?

SM- No, we didn't use stop motion capture.

What were your influences when creating *Star Gladiator*? Have you modelled the gameplay on any other 3D fighting games, or on previous 2D fighting games?

SM- We haven't used anything as a reference. It's completely original.

What features does *Star Gladiator* possess that make it different from other 3D fighting games?

SM- It has a lot of special moves. In general there are about 20 special moves for each character including hidden ones.

There's been a recent trend in fighting games to change the guard button to something else to stop passive play. Have you done anything similar for *Star Gladiator*?

SM- We haven't changed the function of the guard button, but if you continuously try to keep guarding you can be thrown easily by your opponent.

Other than combat moves, are there any other special or unusual features? For example, in *Tecmo's Dead or Alive* they have a Danger Zone around the main arena filled with explosive traps.

SM- Each stage has normal gravity, but if you exit the ring you are in an anti-gravity area, so your character will float upwards towards the top of the screen. That's ring out.

Can you tell us what the Plasma Bar at the top does?

SM- This is used for the special Plasma Combination attacks. You'll need to check this before entering the combination command.



↑ Spectacular special effects like this WILL appear on PlayStation!



↑ Funky new characters, eh!



Star Gladiator was at the Tokyo Toy Fair. What percentage was that complete?

SM- It was about 90% complete.

Is it due for release soon?

SM- Yes it is.

How accurate do you hope the PS conversion will be?

SM- We're trying to do an accurate a conversion as possible.

Is there any chance of a Saturn version?

SM- No, there isn't. It's just too difficult.

Does Capcom have a name for its PlayStation-based arcade board?

SM- Yes, it's called the PlayStation board for the arcade.

What frame rate does *Star Gladiator* typically run at?

SM- It runs at 30 frames a second.

3D fighting games are very similar conceptually from *Virtua Fighter* to *Tekken 2* - in what ways is *Star Gladiator* different to and better than the competition?

SM- *VF2* and *Tekken 2* don't really make much use of the space on the screen. For *Star Gladiator* you can use the air to attack you opponent.

Can the characters hover in the air?

SM- It depends on the character but, some of them can fly.

Anything else?

SM- For *VF2* and *Tekken 2* they just fight face to face, but what you can do in *Star Gladiator* is actually shift around your opponent in 3D. Once you press the guard button you can use the direction controller to shift you position and move in a 360 degree arc and either attack from the side or avoid your enemy's attacks.

If your opponent also changes his position and faces back to you where does the camera point?

SM- The CPU automatically chooses the easiest to see viewpoint and angle and rotates the camera around accordingly.



VAMPIRE HUNTER



The full animation option in *Vampire Hunter* on the Saturn was a brilliant idea. Any plans to use this option on future conversions of other games?

SM- Yes, we plan to use it wherever possible.

Will *Vampire Hunter* appear on the PlayStation?

SM- No, it won't.

A *Vampire Hunter* sequel has just been announced for the arcades. Can you reveal any details to us?

SM- It's still a secret, but I can reveal that there will be new characters. However, I can't say which.

Are you planning to make any major differences to the game?

SM- No, there won't be any big changes.



FINAL ROUND

What involvement does Capcom have with the American games, such as Werewolf and Major Damage?

SM- From now on we'll provide development support for them. Mainly advice on conversion etc.

Are there any other hardware platforms that you plan to support in the future?

SM- Yes, we plan to release games for the PC.

Can you tell us anything about your immediate plans for that platform?

SM- Our first game will be *Resident Evil*?

Why was Resident Evil chosen as your first PC game and not a 2D sprite game?

SM- When you consider the PC market, *Resident Evil* is the most suited title for release.

Can you give us a preliminary release date?

SM- We'd like to release it by the end of the summer this year if it was possible, but it's more likely to be around the end of year. Currently we are still studying 3D boards and evaluating which are the most suitable.

Have the development staffing levels increased significantly to cope with increase in games produced?

SM- Yes, the development division have increased by more than five times since we first started. From here onwards it'll continue to increase, but not so dramatically.

Does Capcom train the excellent artists in-house?

SM- Yes, we make them study.

What about the incredible musicians? Is there a Capcom 'talent scout'?

SM- In one division there is, but we haven't found anybody famous.

Do you have any RPGs in development at the moment?

SM- *Breath of Fire 3*. But, it's a secret so I can only tell you the name.

What are your personal thoughts on the N64 controller?

SM- I feel it opens up a lot of possibilities, but my thumb gets sore after playing it for a while.

If you developed a game for the N64 would you want to make specific use of the 3D stick?

SM- We wouldn't consider about that at first. Only if it's necessary for the players to play easily, or if they have to use it for the actual game would we include its function into the game.

Have you ever considered a Street Fighter game with every character in like the MK Trilogy?

SM- We haven't thought about it, but I can't say I'd like to really make it.

Is it possible?

SM- If we really try it's possible, but it would take a lot of time to develop it.

Are Alpha 2 and War of the Gems your last games for the Super Famicom [Super NES]?

SM- No, not yet. We'll still continue developing games for the Super Famicom. At the moment we can't say when will be the last game.

What is Capcom's relationship to the TV SFX drama series Guyferd? Are you planning a game tie in?

SM- Yes, we are going to produce a game based on this character. Development hasn't started yet but, we are currently planning what to do. It'll be released next year some time.

CAPCOM ON AND ON...

Shortly after the interview, Warren was invited to a private viewing of *Street Fighter 3*. By the time this issue goes on sale, he will already have played it! We're totally green with envy of course, but this proves how CVG is in a great position to bring you all the hottest news from this premier company. Hey, it's the least we can do for you! Look forward to more from Capcom, and other major developers in future issues of CVG.



↑ Astaroth stars opposite Knight Arthur in this new puzzle game.



↑ It was originally a game called Incredible Toons.



↑ Guyferd is kind of like Guyver crossed with Power Rangers.



↑ Looks like we all saw the same tailor!



ALL ARTWORK © CAPCOM CO LTD



↑ War of the Gems, for the Super NES.



ARCADE



FLYING GAME	BY NAMCO
OUT NOW	1 PLAYER
• NO OTHER VERSION PLANNED • DISTRIBUTED BY NAMCO	• SYSTEM 22 • WOBBLY YELLOW BIKE CABINET

PROP CYCLE



⬆️ Crikey! Look at this bonus floating island up in the sky!

Namco are getting a reputation for creating fun arcade games which don't go by the usual "Joystick and six buttons" cabinets. Here's what is probably the most unconventional of the lot!

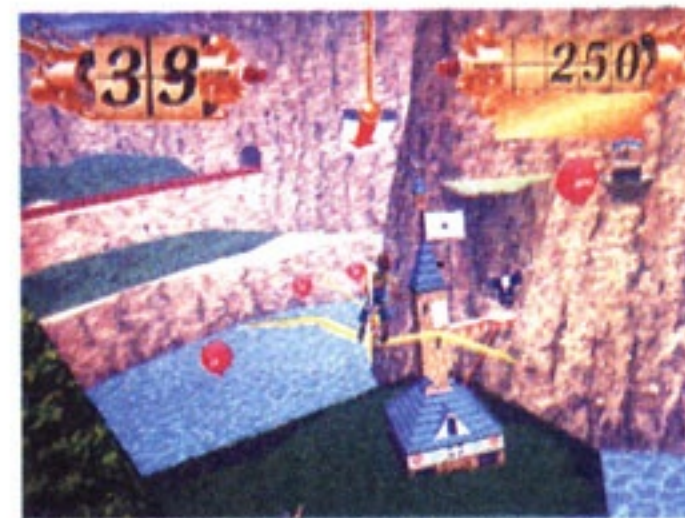
Namco again move away from the traditional joystick and buttons control system to create a new experience, rather than a regular game. *Propcycle* is controlled by sitting on a full-size bright yellow bike and peddling away! The bike's steering and angle is controlled by moving the handlebars about. In addition to the moving bike and giant screen, the cabinet has also got a fan just in front of the player which gently blows fresh air while playing the game, to give the impression of flying.

The idea is to take off from the starting ledge, and fly around popping all the red balloons on the way by flying into them, collecting flashing balloons for extra time on the way. These time balloons are often hidden (there's a 20 second bonus behind the start point on the first course), and some are in excellent secret sections – in a cave behind a waterfall, for example.

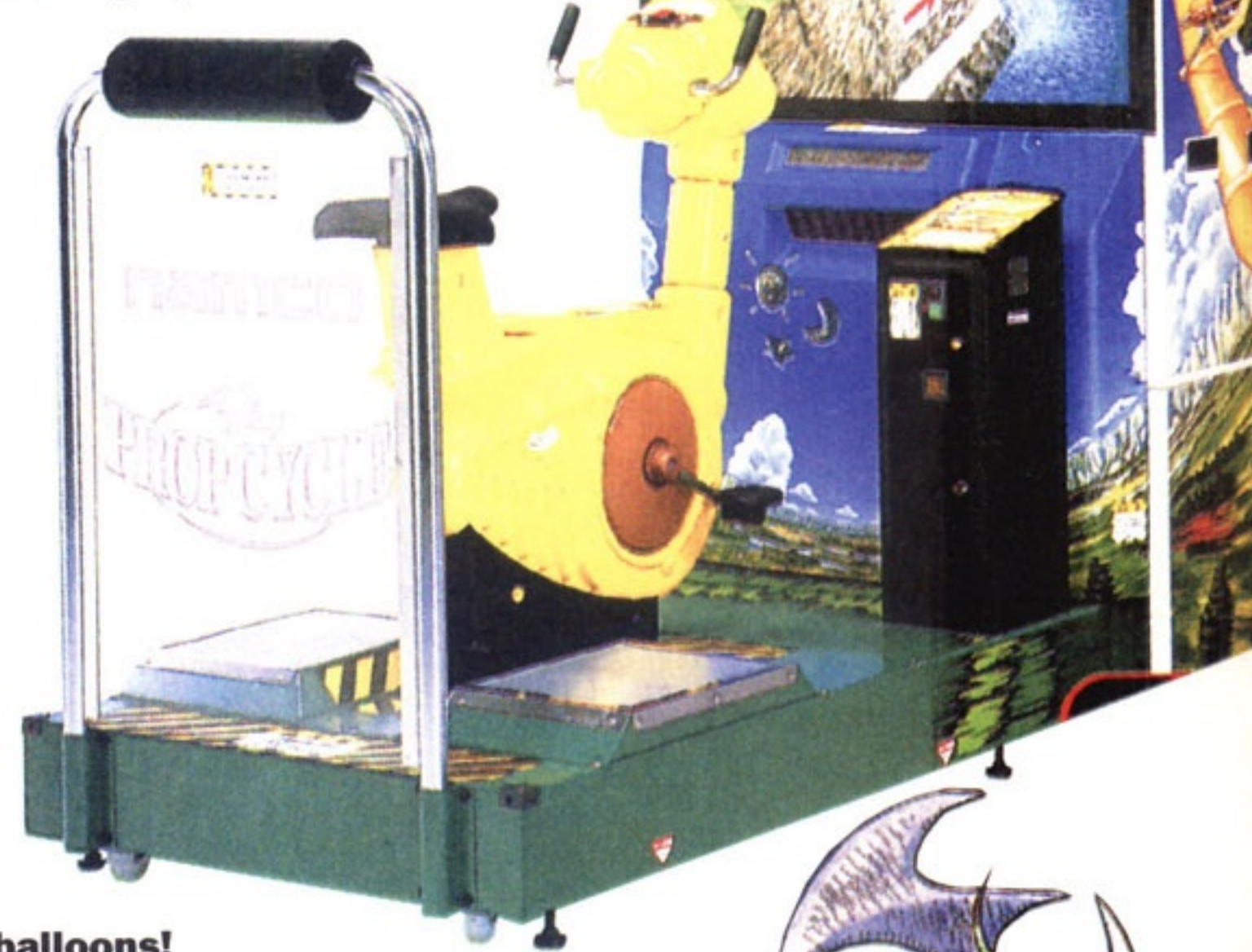
There are two modes – one of which is a simple time attack while the other is a story mode: Get up, watch a bit of plot, do a level, go to bed. There are three regular courses of increasing difficulty, each with amazing scenery. The graphics are the usual System 22 quality – clear and smooth – and the overall feel is similar to that of *Pilot Wings 64*. While it's not really the type of game that will appeal to regular arcade fans, it's excellent fun and good value as you can get quite a bit of play for £1. Highly recommended.



⬆️ This is the actual quality of the graphics!



⬆️ Dive down low to get the balloons!



NAMCO AND SEGA'S CRAZY CABINETS!

ARCADE

PUZZLE GAME	BY CAPCOM
OUT NOW	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY ELECTROCOIN	• CPS2 • SIT OR STAND CABINET

SUPER PUZZLE FIGHTER X

Capcom's new puzzle game is now in selected arcades around the UK. It's very much like *Tetris* or *Columns*, where the player has to drop coloured gems into a well, making chains for points. The big difference is the way that gems of the same colour made into squares will join to make one giant bonus gem.

To make the Capcom link, there are four *Street Fighter Alpha 2* characters and four *Vampire Hunter* characters to choose from, who fight in a window in the middle of the screen while you play. They fight according to how well you're doing and look extra-cute as super deformed characters.

Super Puzzle Fighter II X has got a lot of style and it's quite a pleasant change to be able to play a puzzle game in an arcade again. And when it's this much fun, it's well worth a go.



GUN GAME	BY AM3
OUT NOW	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY DEITH LEISURE	• MODEL 2B • MEGALO 50 WITH GUNS CABINET



↑ This boat looks incredible!



↑ Single shots explode like this!



FIGHTING GAME	BY NAMCO
OUT NOW	1-2 PLAYERS
• PLAYSTATION VERSION PLANNED • DISTRIBUTED BY NAMCO	• SYSTEM 11 • SIT DOWN CABINET

SOUL EDGE: VER II

This is a chip upgrade for Namco's supposed follow-up to *Tekken 2*. The first version is hard to find around the UK, and as such hasn't done too well. The upgrade adds two more playable characters to the game: Cervantes and Hwang – the sub boss and the secret character from the regular version, as well as their backdrops. Also, small alterations have been made to the other characters, ironing out a few bugs and glitches. Overall though, the game still looks slightly rough compared to *Tekken 2* and *VF2* as the frame rate is a bit low, and it plays pretty much the same as before. This simply means that fans will love the two extra characters, but everyone else won't be bothered at all.



↑ See FreePlay for a Soul Edge moves list.



↑ You can fight as Cervantes on his background now.

GUNBLADE NY

Like *Alien 3: The Gun*, the *Gunblade NY* cabinet has got giant guns fixed to the front of it, instantly meaning that it plays differently from *Virtua Cop* and *Time Crisis*. The best difference is that the player's got infinite ammo, meaning that you can just spray shots around without having to worry about reloading. Also unlike the Namco and AM2 shooting games, the player isn't walking around the level – they're hanging on to the side of a high-speed helicopter which aims roughly in the direction of the enemies. Also different is the way that the enemies don't die instantly with one hit. There are fewer targets than most other gun games, but



this is because just about all of them act like bosses – jumping about to avoid shots, and getting up after being gunned down, only to explode in an awesome mushroom of Model 2 flame when destroyed! A lot of the scenery is incredible to look at, with the usual Model 2 style of crisp graphics – like the giant boat carrying loads of troops! The whole game is non-stop action, with loud explosions and bright flashes all over the screen all the time, giving good value for money. There are three sections to each of the levels, so there's quite a bit to see, and anyone can play it – gun game experts or complete novices. Great fun, and a good challenge in either one or two player mode.

SNOW BOARDING	BY NAMCO
OUT NOW	1 PLAYER
• NO OTHER VERSIONS PLANNED • DISTRIBUTED BY NAMCO	• SYSTEM 22 • WOBBLY SNOWBOARD CABINET

ALPINE SURFER

Alpine Racer is very popular in arcades at the moment. People who'd never normally consider playing an arcade game can step up and play straight away, and on top of that, it looks great and is good fun to play. *Alpine Surfer* is almost the same, only it's based on snowboarding – therefore, the cabinet has changed from two footholes to a half-size snowboard. The graphics are also just like *Alpine Racer* – clear, smooth and detailed with the usual two views – first-person and just behind the player. There are two different difficulty levels, each with two courses. While riding down-hill, players come across ramps and handrails which can be used to perform tricks – though this doesn't seem to be beneficial to the overall score. Also, the tricks don't seem to be controllable – riding straight over a jump can often cause a backflip and an excited "Yaaaaahooooo!" cry. Surprisingly, it's not as much fun as *Alpine Racer*, and the stupid yells and lingo ("Gnarly", "radical", etc) are just annoying. Also, the games are over far too quickly for it to be worth £1.



↑ It's a pretty awesome cabinet isn't it? Shame it's boring.



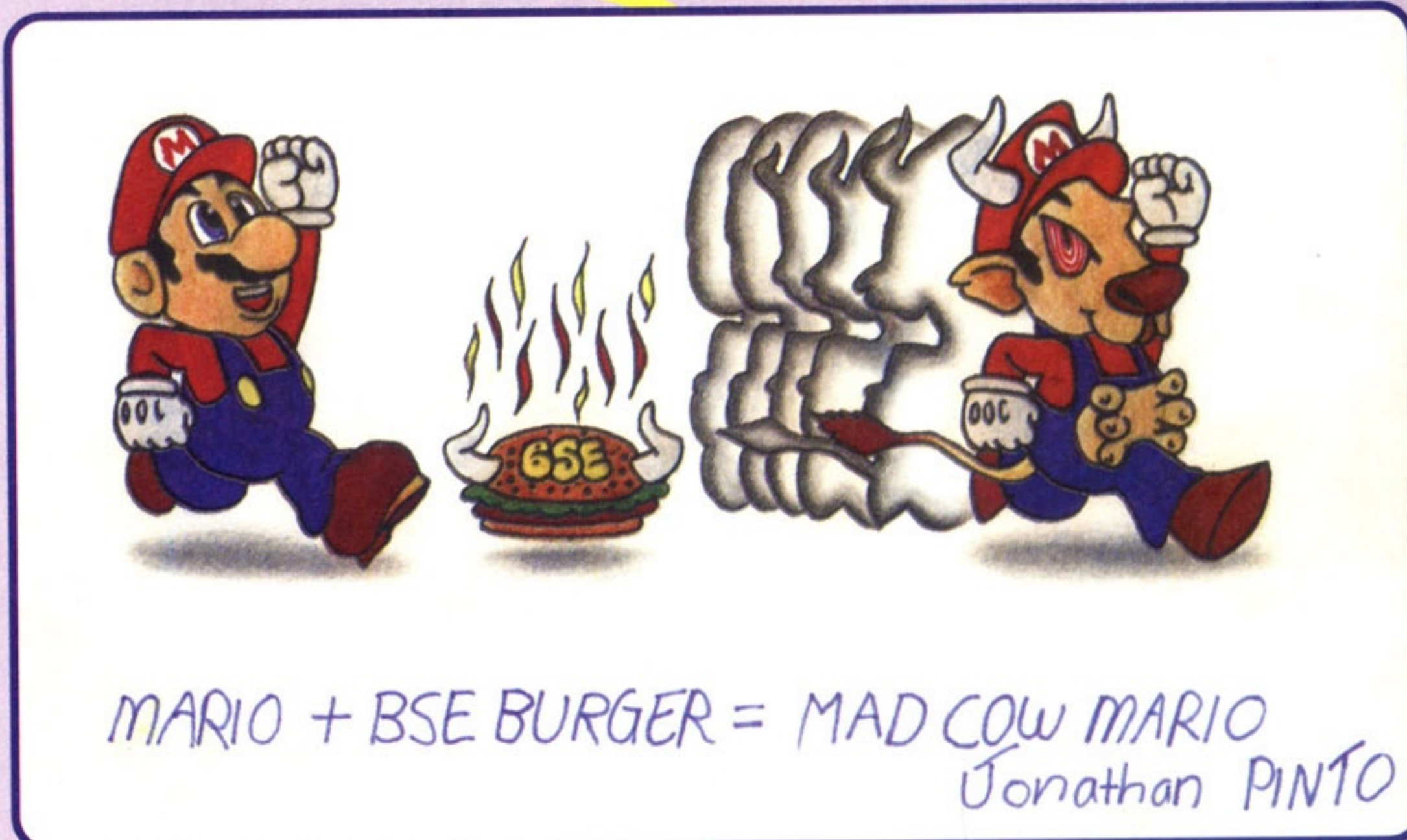
NAMCO AND SEGA'S CRAZY CABINETS!

ARCADE

MARIO COMPETITION

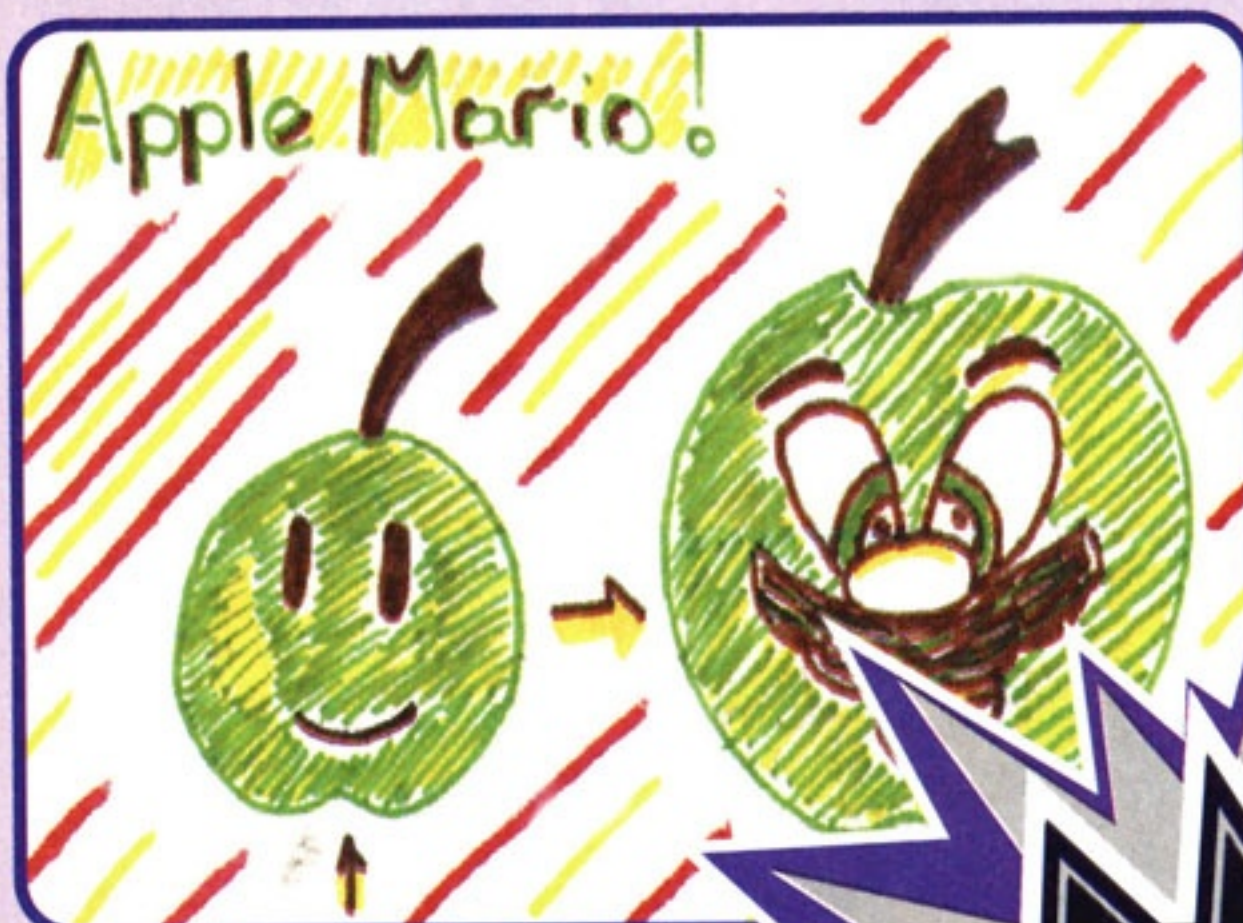
THE FIRST INCREDIBLE RESULTS OF OUR 'WIN A NINTENDO 64' COMPETITION!!

Since we kicked off our Mario competition two months ago, to celebrate the Japanese launch of Nintendo 64, it's proven to be our most popular competition ever! We've had absolute tons of entries. So much so that we can't stand it anymore! We've decided to reveal just a few of them to you now - AND announce our first winner! There's still another Nintendo 64 up for grabs, so keep sending your abysmal attempts in. Closing date is the end of August, so you haven't much time. And just in case you've forgotten (or more likely, you haven't been reading CVG regularly), what you have to do is invent a new power-up for Mario, and, as a tie-breaker, tell us how Yoshi acquired his arms to steer his mariokart. And obviously we don't want any ideas already seen here!



Clearly the BSE Burger also makes Mario change sex too. And become an exhibitionist, as he proudly flaunts his bristles. Jonathan Pinto is responsible.

DRAWINGS WOT YOU DUN OF MARIO - SPESHUL!



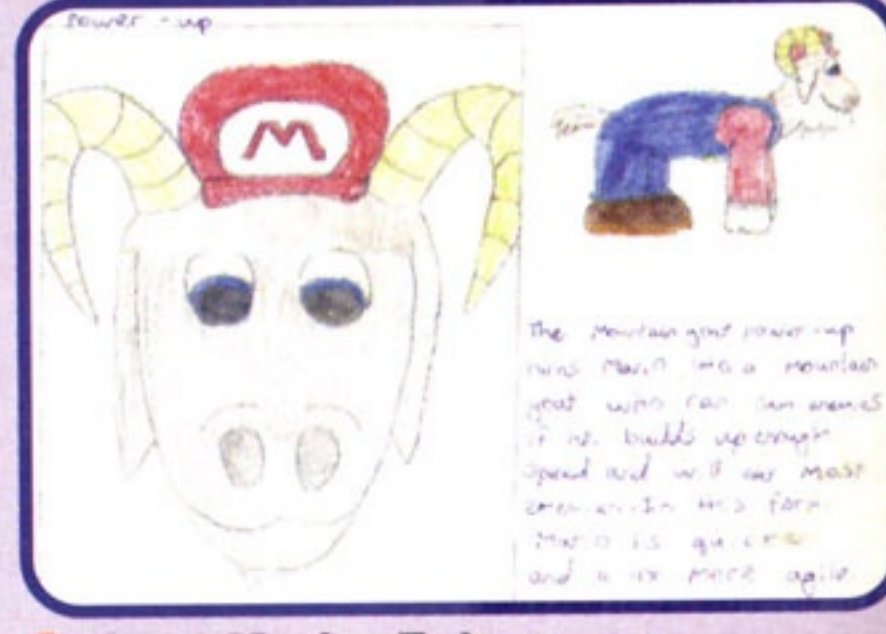
Aaron Tasker-Lynch's apple poisons the enemy's brain!



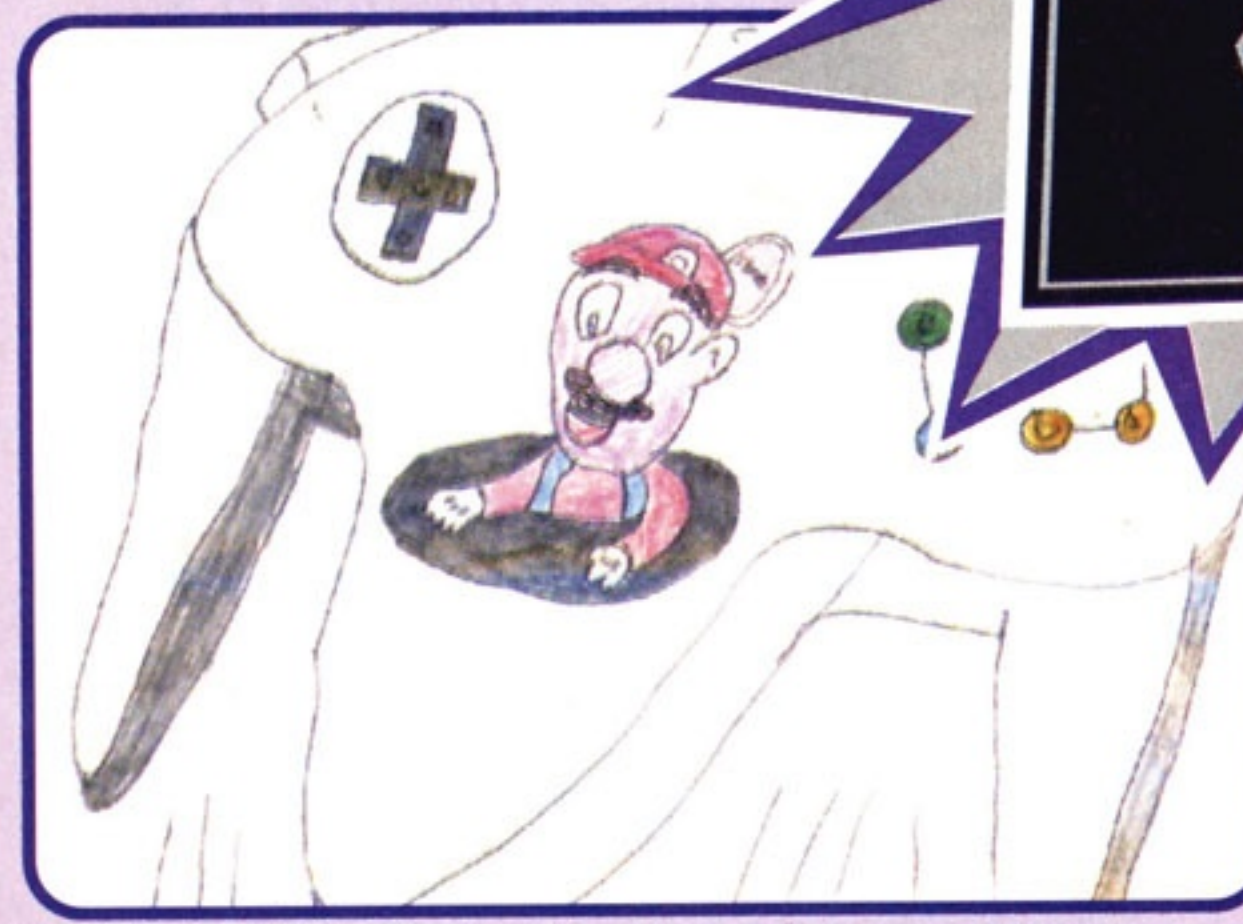
Red-hot Mario eats hot beans. From Adam Snow.



Devil Mario. The icon is dog plop.



Goat Mario. Eats everyone.



A cool flying-machine from Michael Miller. He did an N64 tank too. (There's a theme there).



A witty play on words yields an ingenious power-up from James Sumner of Swinton.



Thundergod Mario. Excuse his reddish face says Dan Thomas.

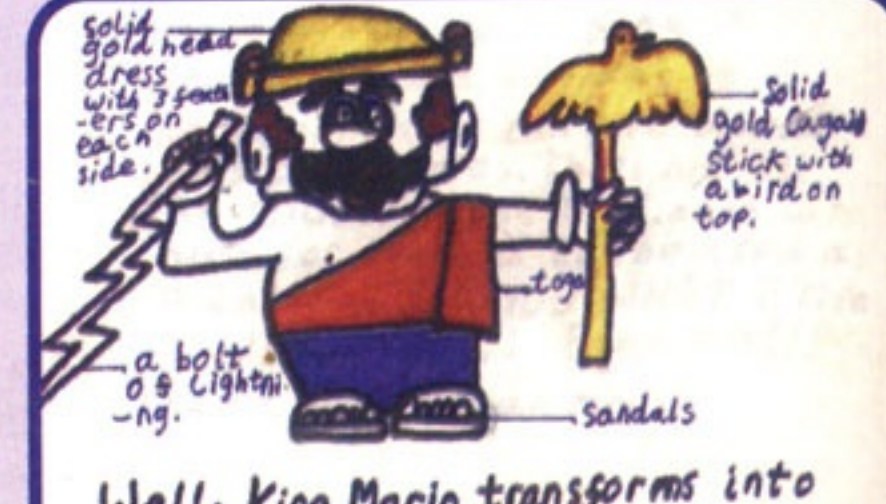
THE ONES THAT KEPT APPEARING AGAIN AND AGAIN...
 A Boxing Glove. (snooooore)
 The Ice Flower. (oh, how interesszzzzzzzz)
 A Football. (mmm, oh good)
 A Mortal Kombat power-up. (fascinating)



We've had some appalling entries. Bill Gilmore's pizza should give you some idea.

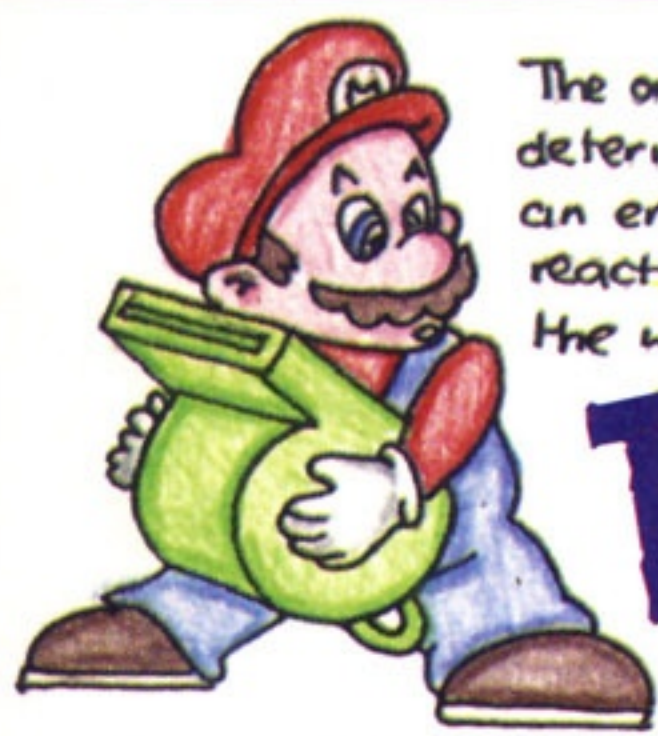


It's Mario 99. He hits you with his flake and falls on you. Obvious really.



Well, King Mario transforms into Zeus (Jupiter) King of gods and god of thunder.
 Nothing less than Zeus, King of the Gods! From Naveed Akhtar.

COMPETITION



The only way to determine how an enemy will react is to test the whistle.

THE WINNER!!!



KOOPA TROOPA

Mario can throw the shells of the Koopa Troopa's. If six of these are used at one time this can be a formidable attack.



Mario swimming using cheep-cheep

Here are some examples of Mario's abilities when his enemies become allies due to the Rainbow Whistle.



Mario protected by Spark

Spiny works in much the same way as Koopa Troopa but does double the damage due to the spikey shell.

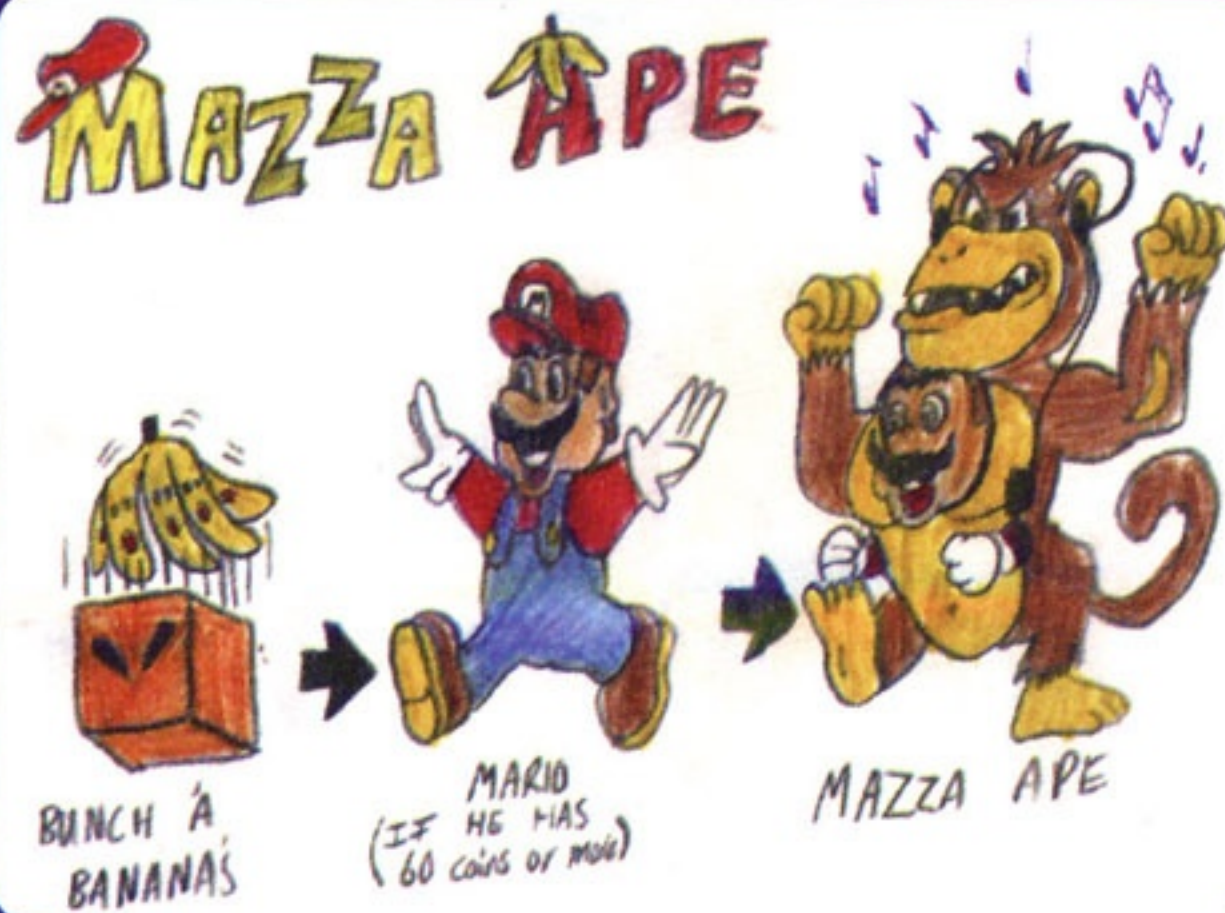


SPINY

David Bell from Stockport put together a superb fully-illustrated notebook, labelled The Rainbow Whistle. It shows how each baddy is affected by the whistle. The pictures are just excellent, capturing the Mario-flavour perfectly. A well-deserved win!



Great Scott, put it away Mario! Oh, it's a golf club. Phew.

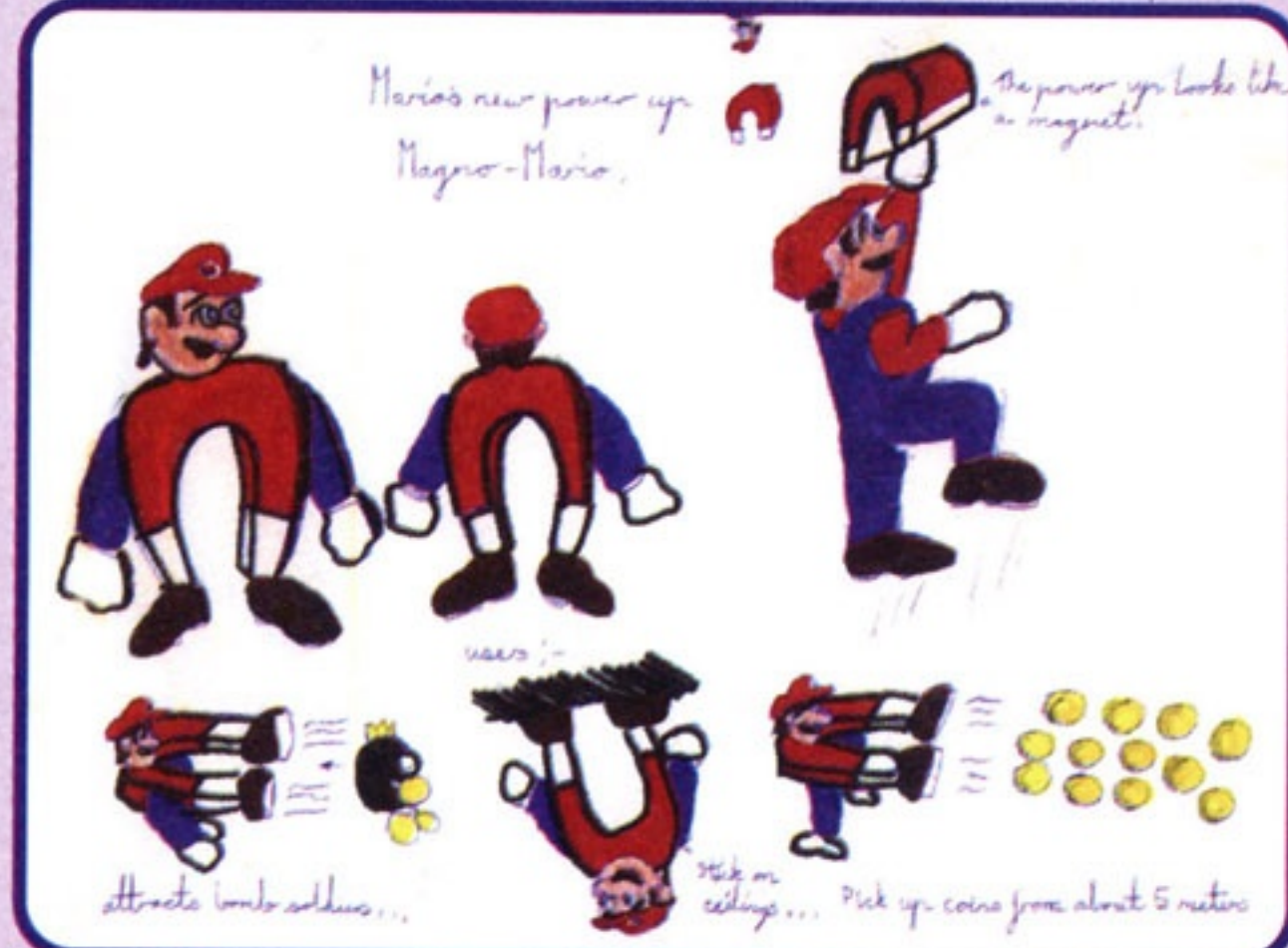


BUNCH 'A BANANAS

MARIO (IF HE HAS 60 COINS OR MORE)

MAZZA APE

Mazza Ape may look funny, but he's Mario's best friend. Supposedly. Well, they certainly look close.



Mario's new power up Magno-Mario

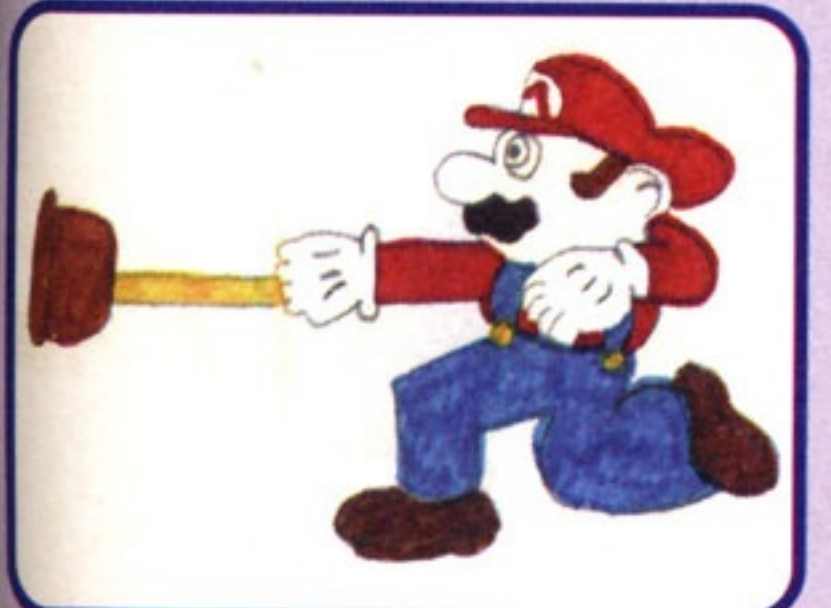
The power up looks like a magnet!

attracts bombs and...

uses...

Pick up coins from about 5 meters

Itsa meee, Magno-Mario! From Selengia Stambali. Looks just like Paul with his shorts pulled up high.

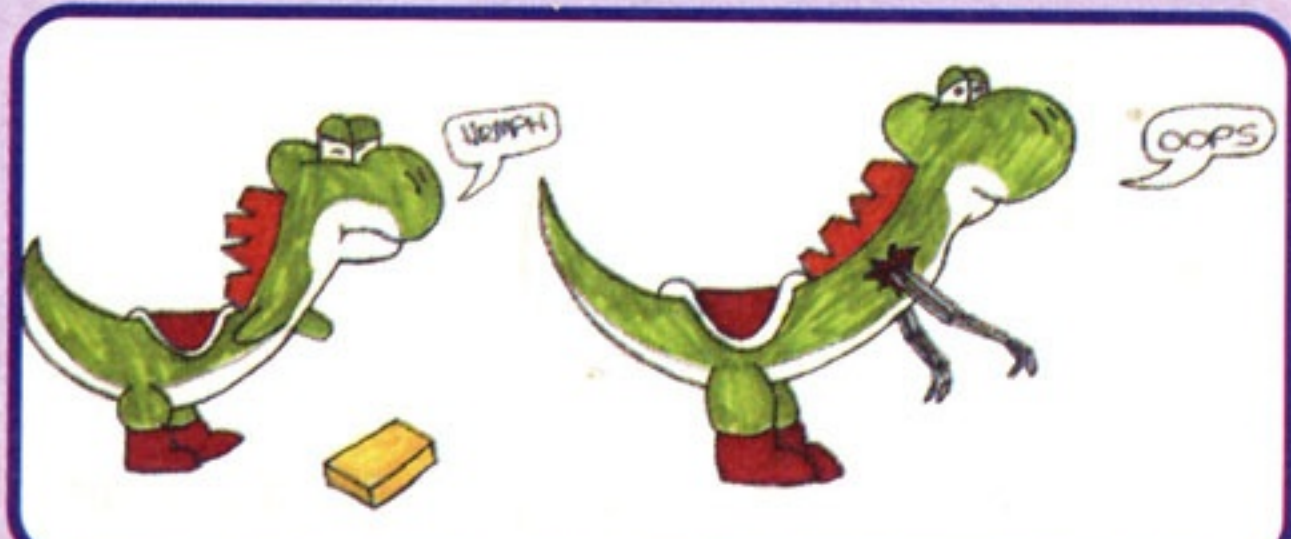


No, it's not a poo on a stick. It's a plunger. Used for climbing.



Hammer head shark mario

Shigeru Miyamoto must weep at some of your caricatures.



This is all very distressing. Just one of your sick (SICK!) explanations for Yoshi's arms. Seek help!

"HOW DID YOSHI ACQUIRE HIS ARMS TO STEER HIS MARIOKART?"

Here are just a few of your mentally-stunted suggestions.

Doctor Mario transplanted them. Karl Heath from Heysham and a thousand others.

He tore off Jax's arms from Mortal Kombat 2. Half the known population.

I think Yoshi grew his arms by eating some of the Princess' fertiliser made with horse poo and one of Yoshi's eggs that had gone bad! And this caused him to sprout arms. Mark Sargeant, Ipswich

He got them with the car. Ignacio Prieto, London

Yoshi acquired his arms after swimming in a lake near Cellafield. James Sumner, Swinton

Yoshi was looking in the dustbin when Yoshi found two arms and Mario super-glued them on Yoshi. James Sunter, Bradford

Use his feet. Josh Lucette, Toubridge

Because the cart has an accelerator, brake and a steering wheel, so he uses his hands and his feet. (?) Gareth Woods, Manchester

I have 3 ideas for Yoshi. He has kids in the kart and they steer or his thought steers or his balls steer. Nicholas Daly, Co Dublin

I think Yoshi acquired his arms to steer by growing potatoes in his ears, then carving fingers into them and super guling (sic) the potatoes to his body. Edward Ford, Highgate

Actually, if you look in the SMW manual he does have arms, but I'll answer anyway. The arms are metaphysical projections of his desire to control his own environment. John Edwards, Llandudno

He had arms since he was made. Don't really understand the question. David Kellett, Stockport

Yoshi built a time machine, went back in time and asked Dr Frankenstein to make him some new arms. Adam Newman, Tamworth

Yoshi got his arms because Bowser planted a bomb in one of his eggs and Yoshi's chest exploded itself two perfectly formed arms. Paul Creasy, Horley

I think Yoshi got his arms by putting an ad in Freeplay Classified: Spare green arms wanted. Will give 50 cookies or swap for Super Mario World. Graham Billings, Birkenhead

It's due to his mother sleeping around before he was born, eg. male dinosaur, then another, then another, then got bored so she tried a human, then 10 months later Yoshi comes with arms (freak).

Yoshi wanted to be in Super MarioKart so much that he found a magic star and made a wish, but didn't tell. Next morning there they were (arms). Steven Manta, Cumbria

His steering wheel. Marc Humphries, Cannock

Yoshi got his arms from a door-to-door arm salesman. David Couture, Germany

DRAWINGS WOT YOU DUN OF MARIO - SPESHULLI

COMPETITION

NEW GAMES

TOMB RAIDER

LET'S RAID SOME TOMBS!

FORMAT: SATURN, PLAYSTATION
AND CD-ROM

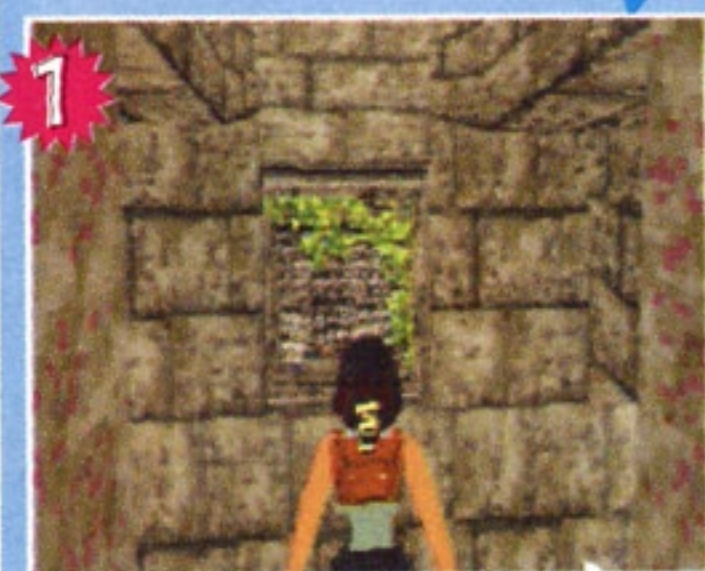
BY: CORE DESIGN

PLAYERS: 1 PLAYER

DUE: OCTOBER

'MAZING MOVES!

To get around the 3D levels, Lara needs to have loads of different abilities which can be pulled off with the minimum of fuss. All the motions are amazingly smooth, making Lara look really solid, and some of the things she does are brilliant to watch – shooting wolves while backflipping, then sliding down a slope with her guns still firing!



1 This looks like a tricky jump...



2 Hup! Noo! I'm not going to make it!



3 Whoah! Hanging by the fingernails, Lara pulls herself up!



4 The water refracts the light, making everything beneath the surface appear all wobbly!



1 That's a heavy looking switch. How are you going to pull it?



2 Lara grabs the beam and puts her feet on the wall...



3 Then pushes off to force the switch down!

GORGEOUS GRAPHICS!

Tomb Raider is a very ambitious game for the 32-bit machines, as it manages to create a full 3D level in a similar way to *Super Mario 64*! The graphics don't suffer much from the limitations of the machines, and everything looks surprisingly solid. There are also some great special effects, like the way that everything ripples when underwater.

All of the character movement is excellent, and what's more, it hasn't been motion-captured! Instead, the programmers have used key-frame animation to keep the game playing properly, rather than concentrate too much on the graphics. To tell the truth, we couldn't tell the difference – Lara moves so convincingly that it just as easily could be motion-capture!



5 As with *Super Mario 64*, *Tomb Raider's* stages are completely 3D. Because of this, Lara can stop and look around the level with a camera view just behind her head.

CORE'S AMAZING 3D ADVENTURE GAME!

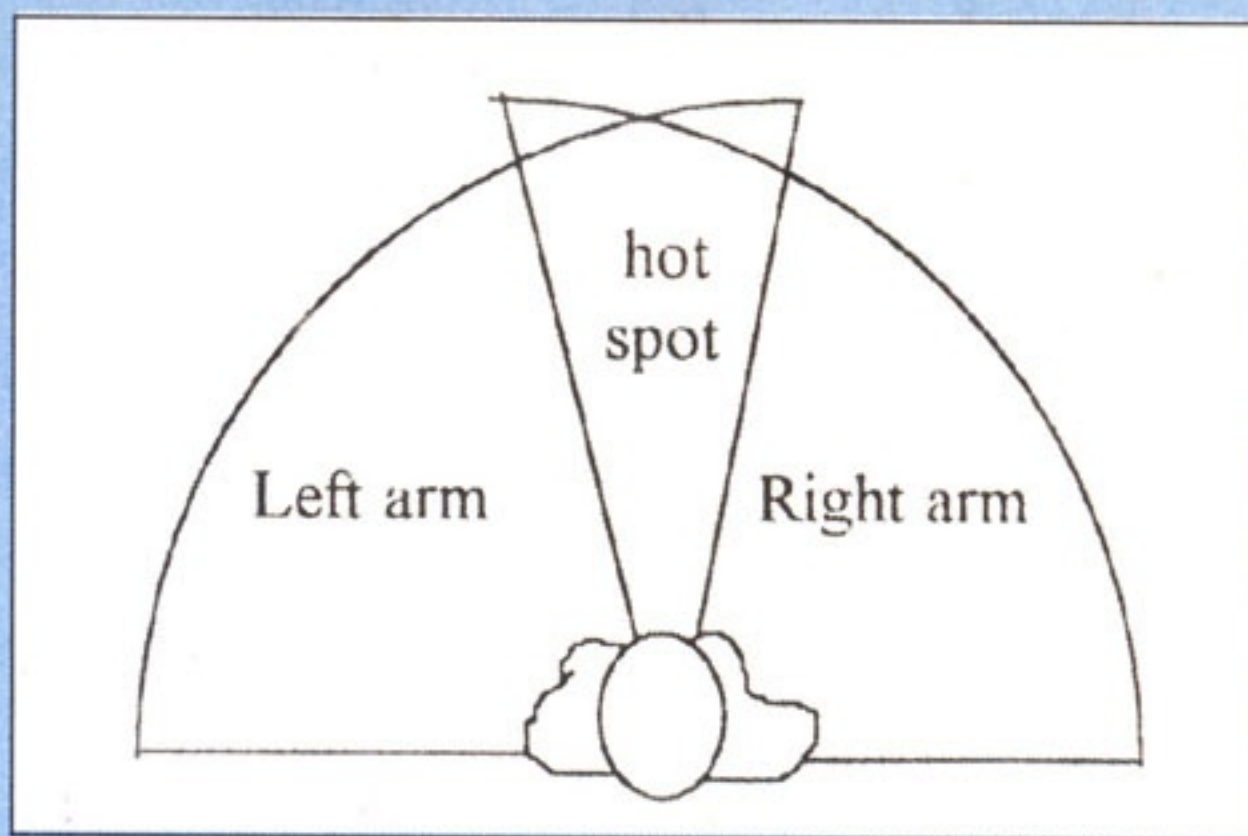
NEW GAMES

SPECTACULAR SHOOTING

The shooting system is very impressive in *Tomb Raider*. Not only can Lara hold two guns at once, she can also fire them at separate targets!

This sketch shows how the aiming works; any enemies in the hot spot will be targeted with both guns, otherwise each arm will aim at any enemies in their sector. This means that Lara can be running towards two enemies while shooting them both at the same time, one with each gun! Cool or what?

Although Lara has no reason to shoot when there's nothing around, she can arm herself. With her guns raised, her movements are slightly limited but she will aim at any threat. This makes it much easier to spot

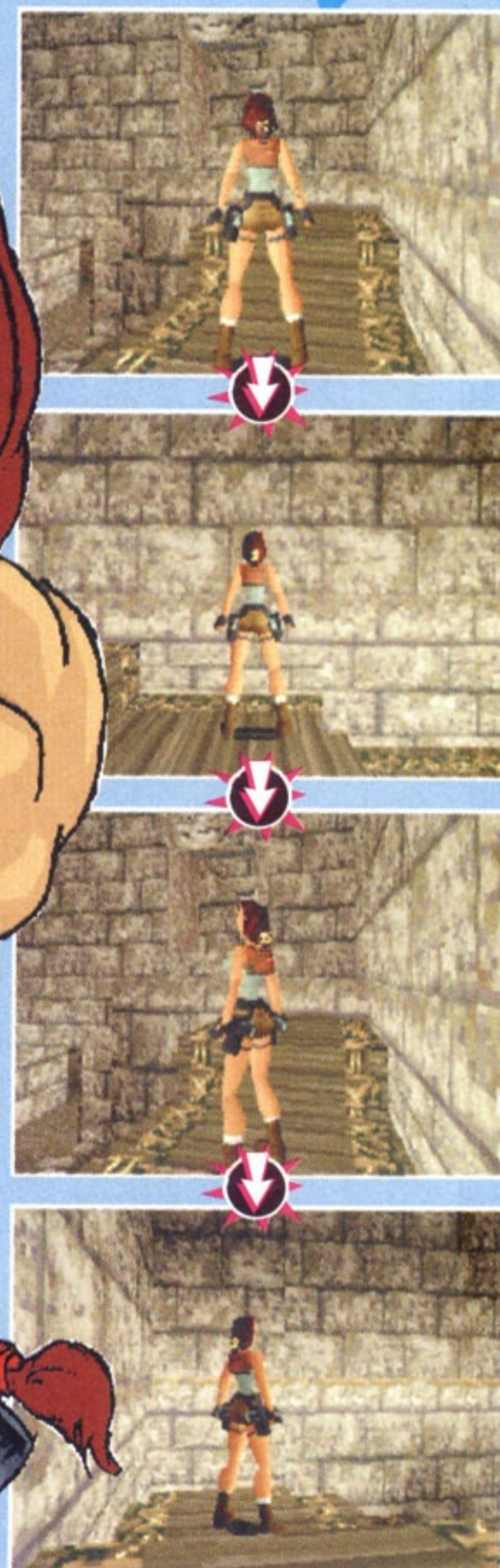


enemies in the dark, and is a clever way of managing an attack system which could be really complicated.



LOVELY LIGHTING!

On all the versions of the game, there is excellent light-sourcing on the main character. When Lara walks into bright light, she lights up all over, but there are times that the lighting comes from the side which looks even better!



By rotating Lara around, you can appreciate how the lighting affects her.

NOTE!

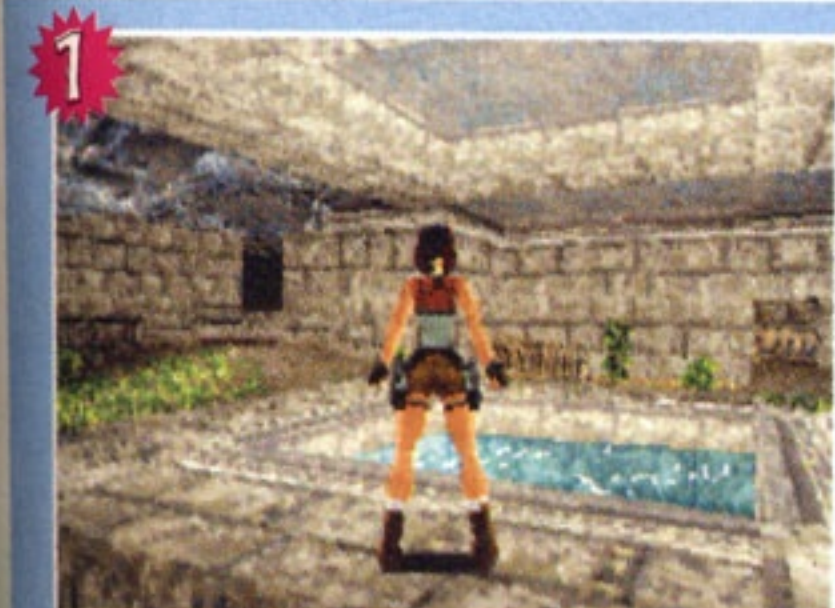
Though the game's coming out on Saturn, PlayStation and PC, all of these pictures are of the Saturn version.



Shoot the disgusting wolves quickly, before they get close.



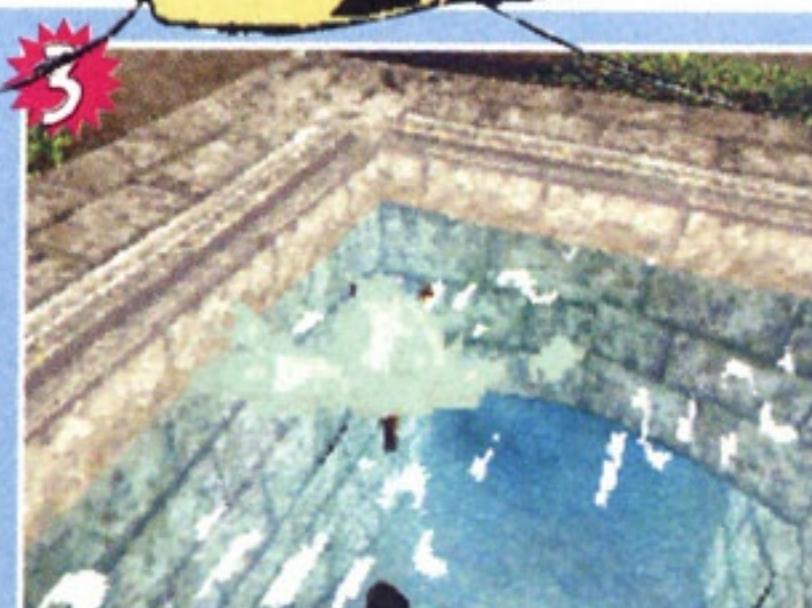
If you don't, you'll be leapt upon and mauled to death!



Hmmm. Fancy a dip in that lovely water?



Hup! Why climb in when you can somersault?



Ker-splash! Totally pointless, but nice to look at!

NEW GAMES

VANDAL HEARTS

FORMAT: PLAYSTATION
BY: KONAMI
STYLE: STRATEGY RPG
DUE: 30 AUGUST (JAP)

Konami treated us to an early demo of their forthcoming Fighting RPG, *Vandal Hearts*. As with *Suikoden*, due late September, this is another graphical masterpiece from the company's in-house R&D division, but its main selling point is the ambitious battle system. The version we saw only had three set scenes to depict the action: A Spanish-style galleon, a castle keep, and a huge rolling iron train. Similar to *Ogre Battle* by Quest (soon to appear on Saturn) the terrain affects the performance of each character – their attacks are either strengthened or weakened by their height position. For example arrows have greater impact on lower targets, as they have time to gather more momentum. The degree of force is indicated by a funnel effect. Magic is spectacular, as you can see. In addition players can make use of buttons and switches to ensnare unwitting adversaries – our party of warriors fell to their doom when the enemy collapsed a bridge beneath them. With all kinds of viewpoints available to make tactical decisions wiser, and sickening amounts of blood spilled by most attacks, Konami deserve to do well with *Vandal Hearts*.



TETRIS ATTACK

FORMAT: SUPER NES
BY: NINTENDO
STYLE: PUZZLE
DUE: OCTOBER (UK)

When you're on the subject of awesome upcoming games, it's a crime to ignore the newly revised version of *Panel De Pon* - the brilliant block puzzle game which we praised back in issue #171. Now called *Tetris Attack* (thrrp!), the game has undergone major visual changes – from fairy folk to Yoshi and co – but the genius gameplay remains intact. The Tetris link is really tenuous. Probably just to sell it off the name. What Nintendo should be thinking about is exciting people with the news of a strategically mind-melting, but infectious and fun ORIGINAL new puzzle event: repeatedly join groups of at least three identical panels as fast as possible to clear the screen. Line-up four or more for bigger points. If you're competing with another player, player controlled or CPU, the match can be rigged so that long\ lines, or combinations of longer lines, result in comical devastation for the rival. The Yoshi branding works well, and Koji ↗

→ Kondo's great *Yoshi Island* music is almost a perfect match. Gamesplayers with a taste for funky and exciting challenges should be getting pretty worked up about this one.

SWIV

FORMAT: PC CD-ROM, PLAYSTATION
BY: SCI
STYLE: SHOOTING
DUE: NOVEMBER (UK)

Years ago, one game which brought the company SCI (previously Storm) to our attention was *SWIV* – a vertical shoot 'em up made popular on the ST and Amiga for its two-player jeep/ helicopter combination. And guess what – the game has been revamped for the 3D hungry PC CD-ROM users out there. A useful 3D terrain is laid out, impregnated with 'enemy' bases, which occasionally spill out into the waters which surrounded the islands. Players control an armoured jeep or helicopter, following orders *Thunderhawk* style, in order to complete mission objectives. Currently the jeep of the future sports a choice of flame thrower, homing missile, or cannon for offense. It can jump out of the way for defence! The heli is pretty standard by comparison. So far. It's not much more than a demo at the moment, but *SWIV* already looks promising.



WARHAMMER

FORMAT: PLAYSTATION
BY: SSI
STYLE: STRATEGY
DUE: OCTOBER

It's a battle strategy game by SSI. For some people this may mean statistic-based tactical fun! For others, it sounds like statistic-based tactical boredom. We tend to fit into the second category after our experience of SSI's 'gripping' *Panzer General*. *Warhammer* however, makes the whole affair more appealing. It's based on the popular Games Workshop fantasy battle game of the same name. Elves, orks, ogres, skaven (frogs) and dwarves make up the ranks. There's magic, war-machines and bizarre humour. Fans of *Warhammer* know how brilliant the table-top game is. And without all that dice-rolling and pencil-scribbling it could be awesome!

HARDCORE 4X4

FORMAT: SATURN, PLAYSTATION
BY: GREMLIN
STYLE: OFF ROAD RACING
DUE: NOVEMBER (UK)

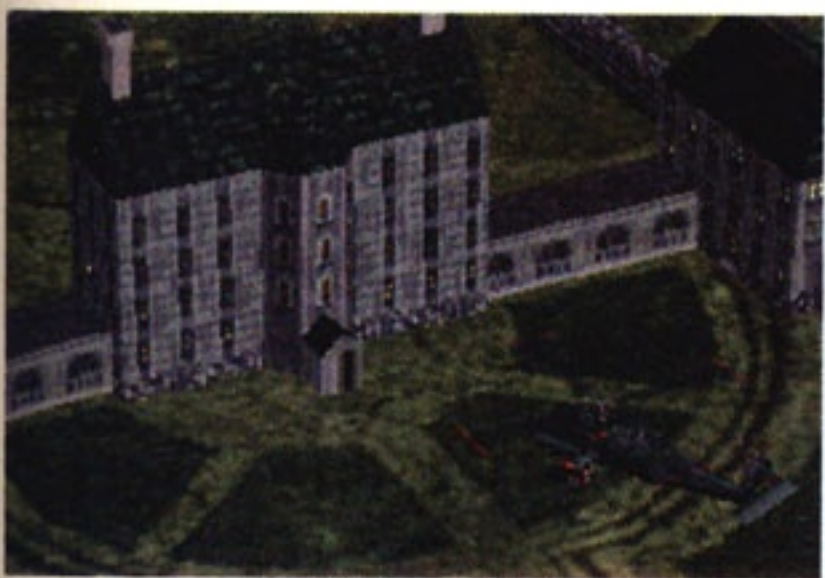
In the real life competition on which 4x4 is based, drivers are disqualified for so much as brushing against another car. The rules have obviously changed a little bit for the video game. Gremlin intend this off-road racer to be valued as the most intensely realistic experience ever to tear up a console. To enable this they've introduced 'real world' physics to the project, so that six types of vehicle can rock on their suspension across six types of terrain. Circuits range from glacier to rocky mountain pass, in all cases using high walls and tight corners to mask any pop-up or clipping. The result is close to seamless, and thus very authentic. Fun is hoped to extend from being placed in competition against five other drivers, and the ability to seek short-cuts in the 3D environment. This is true cross-country racing. True physics also result in cars rolling over if they corner too hard, or career up a slope. Also expect to rumble over old wooden bridges, and power slide across ice patches to qualify. Could this be the 32-bit equivalent of *Stunt Race FX*? We'll see.



SOVIET STRIKE

FORMAT: SATURN, PC, PLAYSTATION
BY: ELECTRONIC ARTS
STYLE: SHOOT 'EM UP
DUE: NOVEMBER

As the latest part of the Strike series gets closer, we've got some more information and screenshots for you. As expected, it's very similar to the 16-bit games – *Desert Strike*, *Jungle Strike* and *Urban Strike* – in that the player flies a helicopter around isometric 3D environments, completing set missions. All of the objects and enemies are 3D models, but the background scenery is all rendered, and read off the game CD while the game is being played. This is one of the first times that this technique has been used, and it look very impressive indeed. There are some spectacular effects – like the way that an explosion runs the length of a fuel pipe, only to explode the entire factory at the end – and everything seems to be coming along brilliantly. We should have a full Coming Soon feature for you soon.



WORLD WIDE SOCCER

FORMAT: SATURN
BY: SEGA
STYLE: GARDENING
DUE: OCTOBER

Victory Goal '96 came as quite a surprise when it was released in Japan – because it was good. Now Sega are getting ready to release a version over here with new teams, graphics, intro sequence, and some of the slight bugs tidied up. The graphics are now very much like *Virtua Striker* in the arcades, crossed with the original *Victory Goal*, meaning that there are excellent looking stadia, as well as motion-captured players. The play is fast, with loads of moves to perform, so we're looking forward to playing it properly. Especially because our names are in there (except Tom's).



MORTAL KOMBAT TRILOGY

FORMAT: PLAYSTATION
BY: GT INTERACTIVE
STYLE: BEAT 'EM UP
DUE: DECEMBER

Though we don't have any amazing new pictures for you (or even any rubbish ones), we thought you should know that we've played an early version of the game and there are currently 32 playable characters! This includes the four main bosses from the series – Goro, Kintaro, Motaro and Shao Kahn! You hear us? GORO! Also, Johnny Cage is playable, but he's been refilmed with a new actor after Daniel Pesina, the original actor decided he wanted nothing more to do with the series. As well as this, all 23 *Ultimate MK3* characters are available, plus Rain, Noob Saibot, Raiden and Baraka! Next month we'll hopefully have space for a proper Coming Soon feature. Don't miss it!

TANK

FORMAT: SATURN, PLAYSTATION, PC
BY: NMS
STYLE: BLOW 'EM UP
DUE: JANUARY

Following the success of *Return Fire*, there's yet another military destruction game on its way, offering even more firepower and destruction. *Tank* puts you in charge of a sausage (just kidding, a tank) and gives 24 missions to perform. Nothing tricky or strategical though. Just blow the shinola out of everything – hangars, skyscrapers, bridges, other vehicles, anything! As the missions progress, so the missions get tougher. Larger installations, deadlier enemies with guided missiles and so on. Nifty 3D graphics give the whole destruction-fest a much more satisfying look and, from the look of an early version, *Tank* could be a hugely enjoyable, yet simple blaster.

THEME HOSPITAL

FORMAT: PLAYSTATION, SATURN, PC
BY: BULLFROG
STYLE: HOSPITAL SIMULATOR
DUE: NOVEMBER

The excellent *Theme Park* managed to combine a funny and enjoyable game with a serious strategy management game, and was very successful because of it. Now the follow-up is coming on nicely, with the same graphic style and sense of humour – people puking – only this time it's set in a hospital. As before, character artificial intelligence is very important, so the patients all react realistically to your decisions, but a lot of time is also being spent on little graphical touches, as you can see from these pictures. More information soon.



BEDLAM

FORMAT: PLAYSTATION
BY: MIRAGE
STYLE: CHEESY PUFFS GAME FROM THE LOOK OF IT
DUE: SEPTEMBER

Syndicate may be all well and good for some people, but what about those of us who want a bit more death and destruction action to our isometric strategy games? Here's the answer – *Bedlam*. Use a group of robots to destroy everything, switching between them at certain times, to solve puzzles or to protect the weaker robots. It's good looking, with some fantastic explosions and, as an added bonus, just about everything can be destroyed! And with so many different types of weapon available, this is likely to do very well.



KING OF FIGHTERS '96

FORMAT: NEO-GEO ARCADE
BY: SNK
STYLE: BEAT 'EM UP
DUE: SEPTEMBER

The yearly tournament is starting again. This year, there are nine teams of three fighters each competing, and the 27 characters can again be made in to any one of 2,925 team combinations! Slight adjustments to the gameplay are: Fighters can land on their after hard hits by using a key combination (a bit like in *SF Alpha*); Air blocking is possible; fighters can knock their opponent's guard down, making the next hit unblockable; "Power Max" also increases the force of special attacks; AND there are four completely new characters and one new team! No doubt a load of *KOF* fans have just exploded, but we'll be covering this more for the survivors as soon as we can get it.



NEW GAMES



NINTENDO 64 N64 RELEASE SCHEDULE NINTENDO 64

3RD PARTY

SEPTEMBER

Cu-On-Pa (by T&E Soft)

This looks very much like *Endorfun*, the controversial 3D puzzle game. It's not yet clear exactly how it will play, but expect it to be fairly similar.



1996/ 97

ACCLAIM

Turok: Dinosaur Hunter

Turok is coming on very well. It's now almost finished, and stands up very well even when compared to *Quake*. With more outdoor sections, and more amazing weapons, this will be a hit.



⬆ The animation on these bad guys is really excellent!

EPOCH

•DORAEMON

The popular Japanese comic book cat helping two useless kids. It looks similar to *Super Mario 64*, with amazing 3D worlds, and hopefully it'll be as good to play!



SETA

- SAINT ANDREWS
- WILD CHOPPERS
- REV LIMIT

HUDSON

•BOMBERMAN 64

This is going to be one of the main reasons to buy extra N64 joypads. Hudson are also rumoured to be working on a new version of *Tengai Makyō*, one of the most popular RPG series ever in Japan.

•SUPER PRO LEAGUE

IMAGINEER

- PRO BASEBALL KING
- MULTI RACING



HUMAN

- HUMAN GRAND PRIX, IN FORMULA 1: THE NEW GENERATION

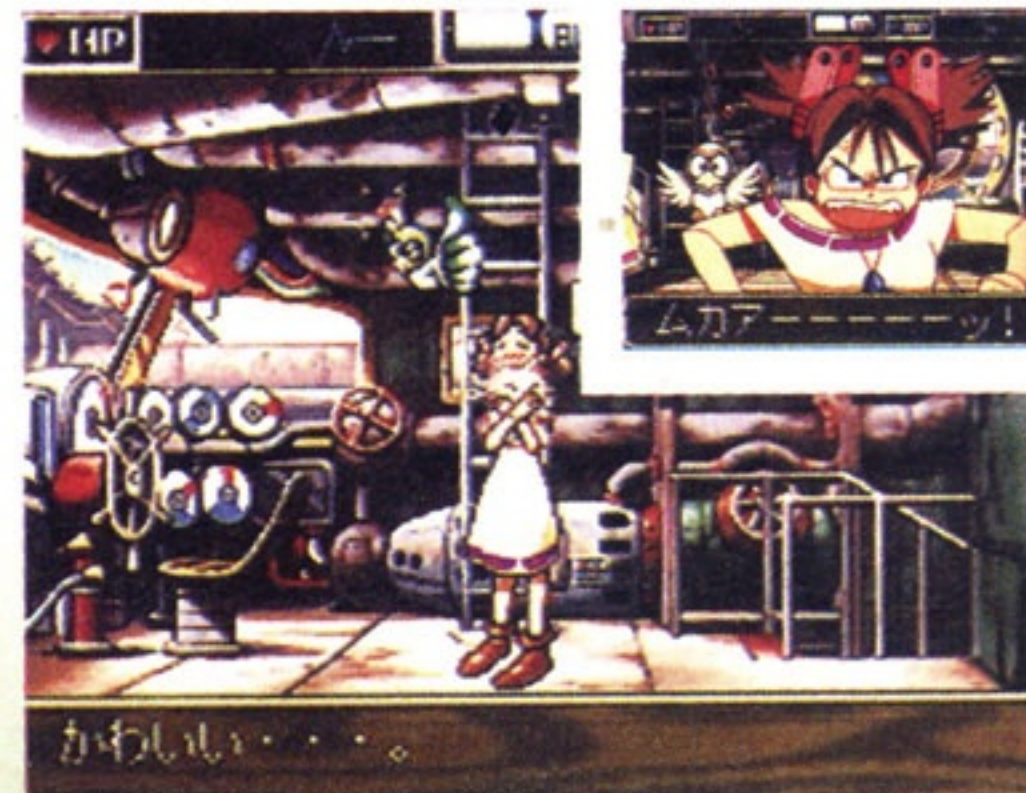
- VIDEO SYSTEM MAH JONG SHOOTING



ENIX

•WONDER PROJECT J2

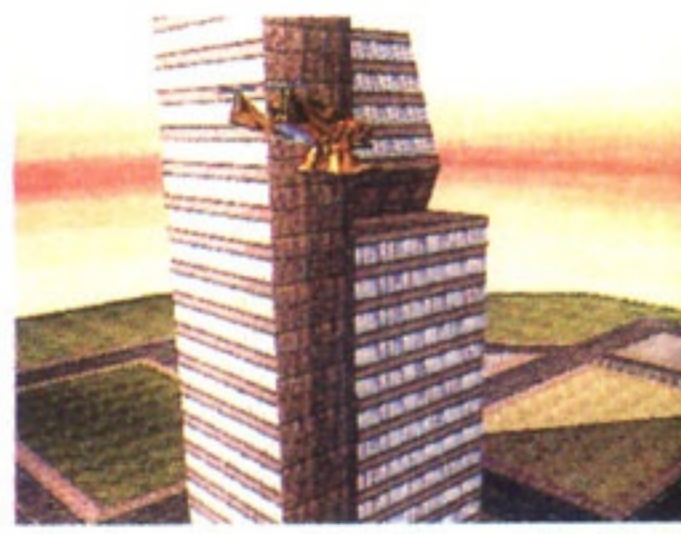
The makers of *Dragon Quest* follow up their Super NES game, where the object is to teach your puppet boy to do things. It's really clever, and the N64 should make for a very interesting game.



KEMCO

BLADE AND BARREL

Another four-player simultaneous split-screen game. This time, it gets the players shooting everything from the confines of a helicopter cockpit! It's being done by the UK company, Software Creations, who are also doing *Creator*.



⬆ Good, solid 3D and slick lighting effects on B&B.

KONAMI

- MAH JONG
- SOCCER
- GOLF
- GOEMON ADVENTURE
- BASEBALL

OFFICIAL RELEASE LIST

SEPTEMBER

- WAVE RACE 64



OCTOBER

- TETRIS-PHERE
- STAR WARS SHADOWS OF THE EMPIRE

NOVEMBER

- MARIO KART 64
- GOLDEN EYE 007
- BODY HARVEST
- BLAST CORPS



⬆ Wait until you see the updated version of this!

DECEMBER

- KIRBY'S AIR RIDE
- STAR FOX 64
- BUGGIE BOOGIE
- CLIMBER
- GOLF



⬆ Totally weird! Can't wait to make sense of it.

F-ZERO 64

At last! One of the games we've all been hoping for has finally been officially confirmed for a December release! It should now feature amazing contoured tracks, and hopefully all the original characters.

YOSHI ISLAND 64

Not the 3D game you might expect, but a 2D follow up to the awesome Super NES platform game. Excellent!



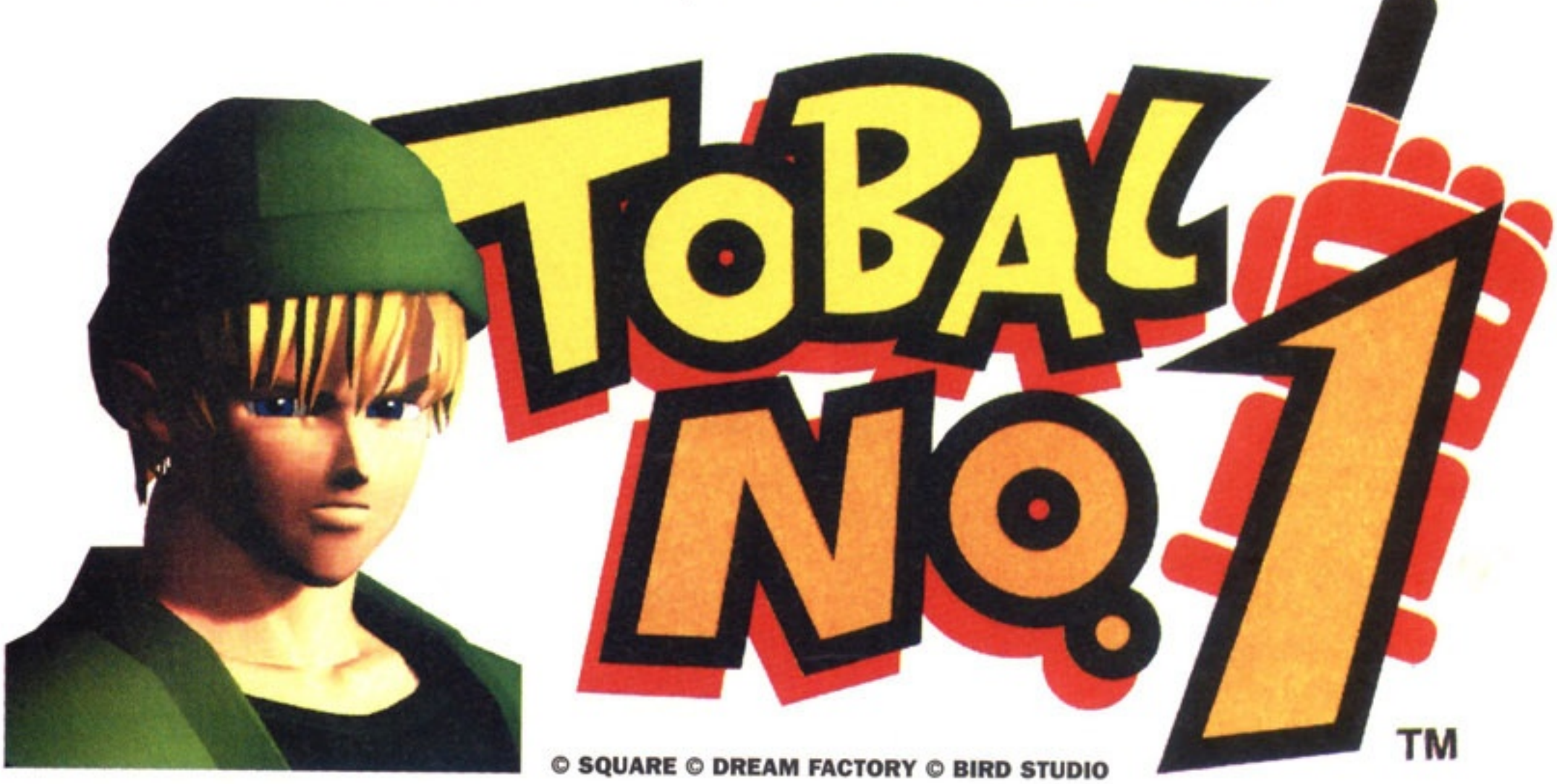


NEW GAMES

When *Tobal No.1* previewed at E3, players were surprised at the three dimensional range of movement. Instead of 3D characters operating on a 2D plane, fighters have 360° freedom in any fighting area – toward, away, to the left, or right of an opponent. Jumps and crouches are executed by holding the block button, which also triggers grapple attacks. So, initial impressions led everyone to expect a complex fighting game from Square, something far removed from their usual adventure games. Well, a lot has changed since then.

 PlayStation™	100% COMPLETE	FIGHTING/ADV	BY DREAM FACTORY	* NO OTHER VERSIONS AVAILABLE * NO OTHER VERSIONS PLANNED * STORAGE - 1CD * PUBLISHED BY SQUARE OR LTD * TEL: N/A
	AUTUMN 96'	1-2 PLAYERS		

A short while ago, CVG featured an amazing new RPG from Square – *Final Fantasy VII*. This awesome game is nothing less than expected from Square, but no surprise – apart from the PlayStation angle. *Tobal No.1*, on the other hand, is a rare revelation!



© SQUARE © DREAM FACTORY © BIRD STUDIO TM

FIGHTING SYSTEM

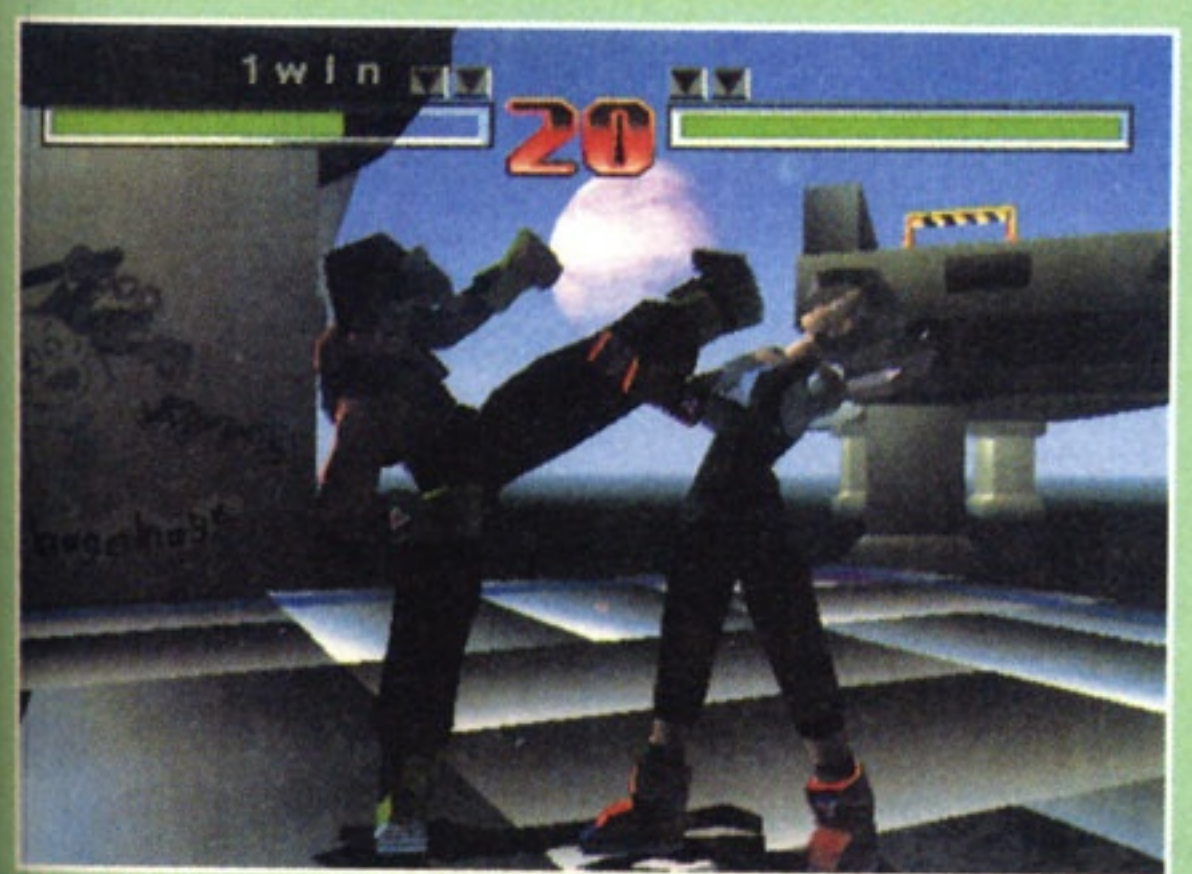
Four buttons are used command the fighting: High, Middle, Low attacks, plus Guard (Triangle, Square, Cross, and R1 respectively). When Guard is not being used, the direction buttons walk the fighter around – up moves away from, and down moves toward the screen. In this mode the attack buttons affect punches and kicks only. By holding Block, pressing up jumps, and down crouches. Pushing away from the opponent leans back. To grab an opponent, hold towards plus the mid attack button. Once inside of a grapple, players may choose to elbow, knee, or throw their foe around. It's all very clever!



↑ A high attack, which takes the form of a kick.



↑ Powerful sweeps typify low level attacks. Woosh!

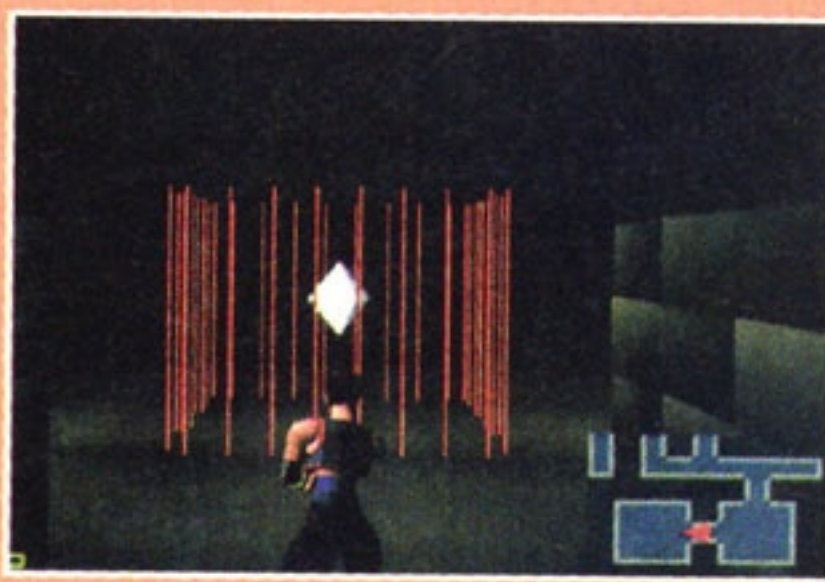


↑ Motion-captured animation adds extra realism to the already awesome visuals.

THE SQUARE UMBRELLA

You might be surprised to learn that *Tobal No.1* is being developed by a team called Dream Factory, working alongside design agency Bird Studio. Square's involvement is as producer and publisher of the game. We mentioned this before, and the rumours still stand, that some members of the Tekken and Virtua Fighter teams have been involved with the project.

➔ Akira Toriyama, creator of *Dragon Ball Z*, penned the artwork before CG artists transposed it.



↑ A force field protects the crystal, preventing central character Chuji Wu from getting near.

ANOTHER DIMENSION

Another area of the game places characters in a dungeon setting, where they battle enemies using combat techniques learned in the isolated arenas. Here players go in search of crystals – a valuable high energy mineral – which will help restore the balance of power on planet Tobal. We haven't played these sections yet, so we're looking forward to talking about this in more detail next month. So far we know there are potions and food as health pick ups. And huge rolling boulders, deep pits, electric walls, and so on as hazards.



➔ Hom – a miner droid – tackles an ugly dungeon creature. monsters are unique to each dungeon



We'll have the Japanese version of this potentially PHENOMENAL collaborative effort next month.*krkk*



REVOLUTIONARY NEW STRATEGY EXPLORATION FIGHTER

NEW GAMES

REAL-LIFE PILOT WINGS

PilotWings 64 is so awesome! It's just like the real thing! But how do we know? Cos we packed off the resident office guinea pig Dave Kelsall to sample the delights of "real life PilotWings", that's how!

Paragliding is one of the simplest forms of flight in the world and originated about ten years ago in the ski resorts of the Alps. Parachute enthusiasts found ways of gliding down the slopes in a similar fashion to hang-gliders and with the availability of modern materials the sport of paragliding was born.

Now, to fully appreciate the pleasures of paragliding it's definitely recommended that you spend a weekend away at a specialist training centre where the instructors wean their students from theory to the hillside, where you move further up a hill depending on your ability. As you progress into the sport you are taught new techniques that will have you staying aloft for hours! Wahey! Just like *PilotWings*! (See **PARAMANIA** in that **ORANGE** box over there!).

Unfortunately deadline restrictions meant that I had to go for the slightly cheaper "getting dragged into the air by a tow cable on a race-course option". After my 15th attempt to successfully fall onto a mat in the correct manner for landing, and a bit of theory, I was finally ready. With the chute laid out behind me I started to run and within seconds the cable had launched me into the air. A couple of minutes later and I was flying. The adrenaline rush was unique, and apart from hang-gliding, is possibly the nearest sensation you could possibly get to flying. In the comfortable harness I just relaxed and took in the view as I gently tugged at the ropes to steer the craft around the sky.

Unfortunately, on landing I managed to plough my way through a plastic showjumping fence but under-terred I prepared for another two flights that made me confident that paragliding (one of Europe's most popular outdoor pursuits) is a

sport that I'll definitely be taking up.

Though hot-air ballooning has never made it into a *PilotWings* game (probably due to the fact that they're only semi-steerable) they offer an extremely beautiful and relaxing form of flight (you've also got a pilot to worry about the flying!). Thunder & Colt and Cameron balloons, one the worlds largest hot-air balloon manufacturers were the target of my next blagfest as I prepared for a trip in a craft that gave man his first genuine flight in 1783.

From launch to landing, where its tradition to get a nice glass of champers, the flight was awesome and, because ballooning is very much a complete experience, most operators encourage you to help prepare and then pack away the balloon afterwards. And don't be put off by the fact that you're standing in a laundry basket under a bag of hot air at 3,000 feet, because you're at no greater risk than the retrieve crew that follow in a vehicle below!

As you can probably gather I've got pretty addicted to this flying lark and YES I'd certainly say that *PW 64* is an accurate simulation of the feeling you experience when airbourne! Trying it out for real won't be everyones cup of tea, but I've included a few numbers for anyone interested.

USEFUL NUMBERS

PARAMANIA (01544) 350 375 Learn the thrills of paragliding with the experts, over a fun packed weekend in Spain or the Welsh Borders.
SPORTS IN THE SKY MAG (Newsagents & <http://www.freepubs.co.uk>) All you want to know about microlighting, hang-gliding, parachuting etc...
British Hang Gliding & Paragliding Association (0116) 261 1322
British Parachute Association (01162) 785 271
British Microlight Aircraft Association (01868) 338888
BALLOONING Check your local press for flight operators.

CHARIOTS OF FLYERS

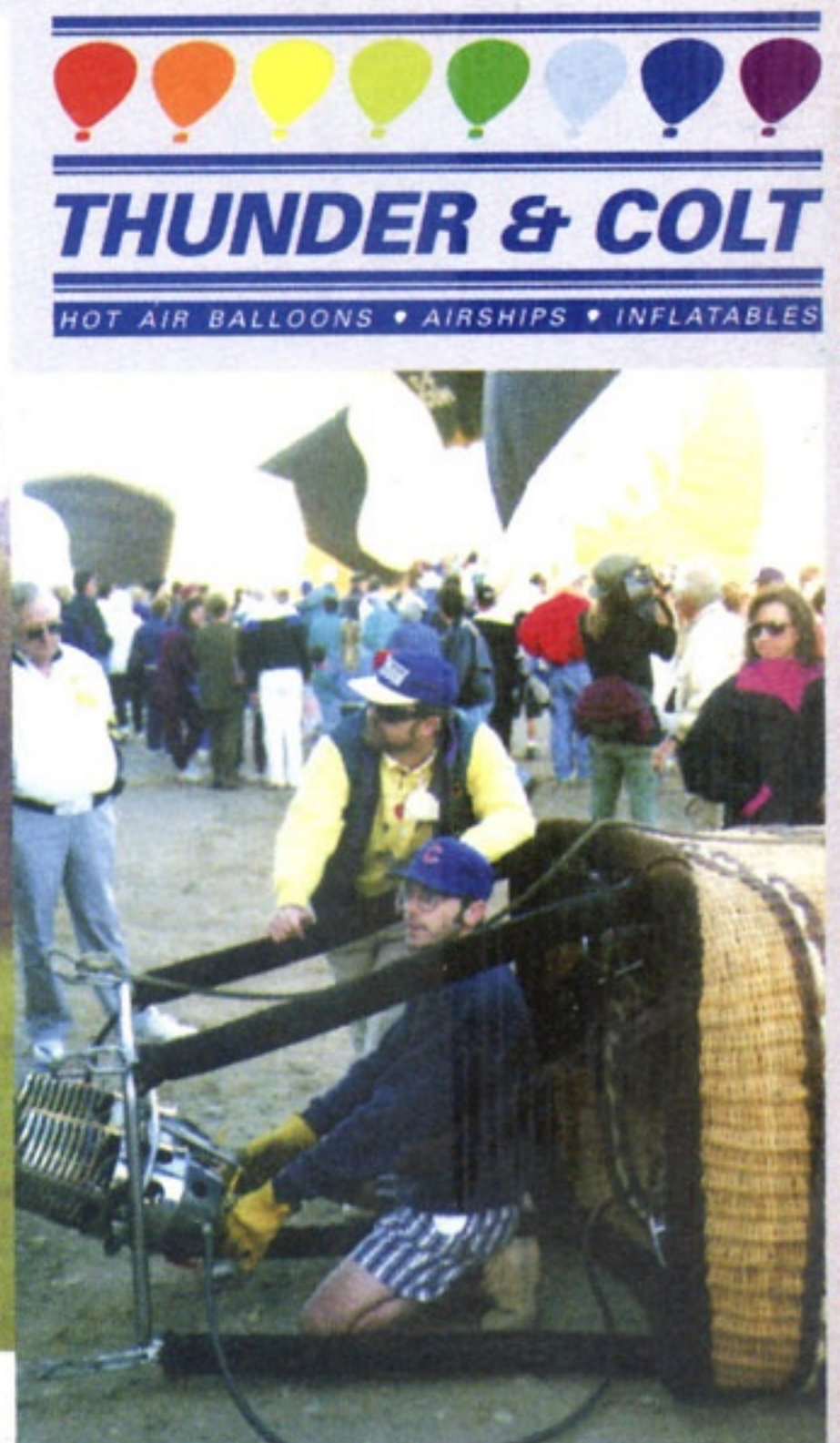
FEATURE



(TOP) Training day at PARAMANIA looks eeeeexcellent!
 (BELOW) Aaaaaaaga Do Do Do push paraglider off a hill.



(TOP) If Sonic's this big I'd dread to see the size of his rings.
 (RIGHT) Oh Dear!



The skyhopper and the airship are two vehicles to include in *PilotWings 64 II*... I reckon!



BLAM! -MACHINEHEAD

See! through the eyes of Dr Kimberly Stride as you ride the Vorpak Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama. **Gasp!** with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV. **Laugh!** in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration. **Scream!** with terror at horrific hordes of mutated polygonal enemies.

Beg! for mercy as you face the Machinehead in the mother of all showdowns...

**Play! Blam!-
Machinehead!**
for the ride of
your life.



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