

Nº 1 FOR GAMES

THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 205

computer and video games

DREAMCAST

WE'VE PLAYED IT!
FULL REPORT ▶ P15



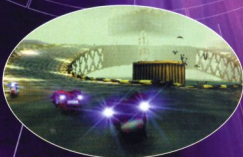
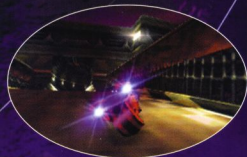
DECEMBER '98
12
9 4770261 369086

REVIEWED ON PLAYSTATION & PC

TOCA 2 ROARS!

extreme G

XG2™



No known side-effects... as yet

Acclaim
STUDIOS

STORM

November 98

PC
CD

ENTERTAINMENT
FAMILY

pkube
ENTERTAINMENT

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Virtua Fighter 3rd



THE DREAM COMES HOME... 015

computer
and
video
games

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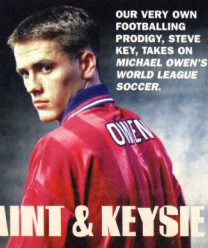
⚡ Fight the alien threat in Body Harvest.



⚡ Blink and miss a lap, in F-Zero X.

WORLD'S MOST POWERFUL GAMES MAGAZINE!

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OUR VERY OWN FOOTBALLING PRODIGY, STEVE KEY, TAKES ON MICHAEL OWEN'S WORLD LEAGUE SOCCER.

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THE HOTTEST NEW GAMES ON ALL FORMATS ROUNDED UP AND REVIEWED FOR YOU, SO YOU DON'T HAVE TO DO IT YOURSELF.

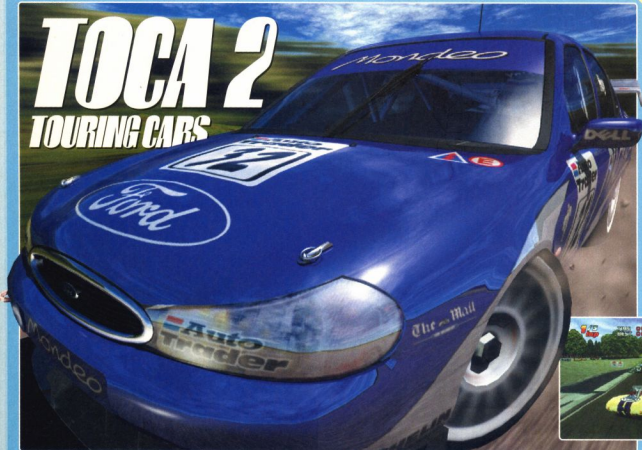
POLITELY DEBATE THE ISSUES OF THE DAY WITH FELLOW GAMERS, OR JUST INSULT THEM NEEDLESSLY. THE CHOICE IS YOURS.

SAINT & KEYSIE

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SPECTACULAR SEQUEL TO THE AWESOME ORIGINAL. MORE CARS, MORE TRACKS, AND MORE REALISM!



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WORLD'S MOST POWERFUL GAMES MAGAZINE!



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TURN INTO AN ALIEN-KILLING MACHINE IN THE MOST VIOLENT N64 GAME EVER!



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- REVIEWER ALEX HUHTALA



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SUBSCRIPTION RATES
 12 ISSUES UK: £18.00
 AIRMAIL EUROPE: £30.00
 AIRMAIL WORLD: £53.00
 (includes postage and packing)

SUBSCRIPTION ENQUIRIES TEL:
 01866 435 350
 (9.30-5.30 Mon-Fri)

PRINTED IN THE UK BY:
 Southern Print, Poole
DISTRIBUTED BY: Frontline
 (c) COPYRIGHT: Computer and Video Games
 1994/5 ISBN No: 0261-3597

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DOLBY SURROUND
 to ROCK to all the latest games!!!

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CVG ULTIMATE SURVIVAL COUNTDOWN!

So many games to play this month. But too many? Never! We knew last month how things were going to get hot in no time flat, but things started even sooner than that!

Sega blazed a trail of credibility when they revealed the first Dreamcast games in Tokyo. We had a man in Japan waiting to play them, as soon as Sega hit the On switch. Hope you'll find our report is the best you'll read.

Everything else you need to know is in here too - the tightest information on the brightest games around. No time-wasting, just straight in with the facts. And you know the fact is that nobody knows games better than CVG.

Stick with us from now through Christmas and into the New Year for UNBEATABLE games coverage.

PAUL



SIGN UP FOR THE CVG TEAM

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

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

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

This is the best opportunity you're going to get to make the magazine

you buy exactly what you want it to be. And we will listen.

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

READER PANEL VOLUNTEER

NAME: _____ **AGE:** _____

ADDRESS: _____

TELEPHONE NUMBER: _____



CVG RATING SYSTEM

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

- POKÉMON
- GHOULS 'N GHOSTS
- F-ZERO 2
- SONIC ADVENTURE
- METAL GEAR SOLID

Pokémon now plays a major role in Paul's schedule. This does nothing to help Paul's rep as the World's Saddest Games Player, but strange behaviour comes with the territory. Like the smell of stale coffee on Teacher's breath. Other weird stuff Paul has been involved with this month include hovering the walls of his flat (the paint's peeling), and plans to get married...

**ED LOMAS****SENIOR WRITER**

- VIRTUA FIGHTER 3TB
- SONIC ADVENTURE
- BRIAN LARA CRICKET
- TGS 2
- RIDGE RACER 4

In the time it takes Ed to finish one page of writing for CVG, you could: build a house, rear a horse, learn a sport to an Olympic standard, get really ill and get better again, ride a generic giant tortoise from Land's End to John O'Groats. In the time it takes for Ed to think of a good excuse why his pages take so long, you could probably snap your fingers – or just about.

**STEVE KEY****SENIOR WRITER**

- ZELDA 64
- RAINBOW 6
- ISS PRO 98
- SOUL REAVER
- MAGIC AND MAYHEM

Killer gags come thick and fast from the motor mouth of Steve "merciless" Key. Cruel, tactless articles that have the entire CVG staff up in arms on every occasion. You will never be able to have Steve round to yours for tea, unless you really want to upset the rest of the family. Take, for example, the one about a man, a genie, and a 12-inch pianist. They get much worse.

**ALEX HUHTALA****STAFF WRITER**

- SONIC ADVENTURE
- GET BASS
- METAL GEAR SOLID
- DEEP BLUE
- MONOPOLY 98

All the time Alex has been working on CVG, he's been quietly loving his Game Boy – at home with the monochrome, kind of thing. Did we ever suspect him of being crazy? Never. Not even now when there's Dreamcast around and about. Alex wants to play his Game Boy that's fine. What we're avoiding telling you is that Alex likes to play *Monopoly* on his Game Boy. Funny lad.

**TONY CORMACK****DESIGNER**

- BRIAN LARA CRICKET
- METAL GEAR SOLID
- MUSIC
- ISS PRO 98
- ABE'S EXODUS

Can't remember why we hired this guy. Maybe because he does good pictures for us, and makes our pages look nice. Yeah, that was it. So does CVG look better these days or what? Is Tony worth the money we're paying him? Well we do get our money's worth. Free advice whenever we need it, but mostly when we don't. Predictions for the future, we get these too. A bargain then.

**ABDUL MONTAQIM****PROD EDITOR**

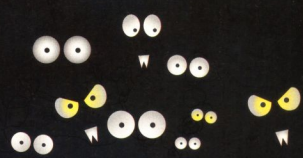
- WIPEOUT 2007
- ISS 98
- BRIAN LARA CRICKET
- TIME TRIPS
- MUSIC

Have you noticed how Abdul looks kind of sinister in every picture we take of him? He's not usually like this in real life, he's much friendlier. Abdul would spend all day helping old ladies cross the road, if he wasn't required to help Ed Lomas find his keyboard. So why the sinister photos then? We put it down to the fact that we're always on deadline when we take them. Then he's a monster!

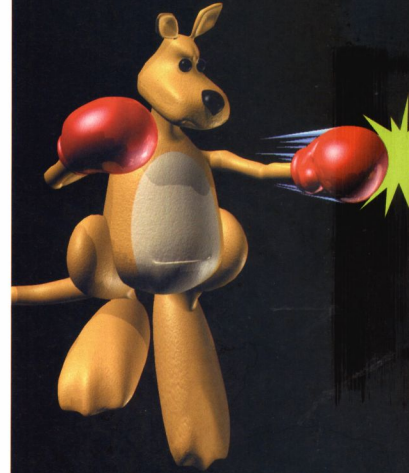
**JAIME SMITH****ART EDITOR**

- HYPER SPORTS
- ZELDA 64
- F-ZERO 3
- VF3TB
- ERNEST EVANS

Until we met Jaime, we had never known anyone with an ability to leap over park benches. So it is our privilege to be on good terms with a man that can scare the wits out of grannies for our amusement over the weekend. It's sometimes more fun to watch Jaime do the thing where he asks someone the time, then hops over their head – like he's vanished. Incredible good times.



Holds no Punches



SACSTATION
SILICON VALLEY

NEWS

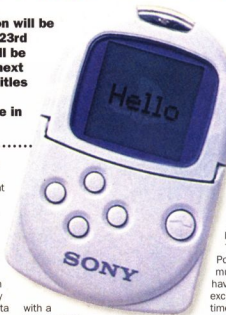


[POCKETSTATION PRIMED]

The Sony PocketStation will be released in Japan on 23rd December 1998. It will be compatible with many of next year's major PlayStation titles - 31 PocketStation/PlayStation games are due in Japan before Spring '99.

Sony hope to revolutionise the way we interact with games with PocketStation, and have stated that "PocketStation is positioned as a new concept, an intelligent peripheral for the PlayStation." Don't think of this as a Game Boy, or anything similar. PocketStation has its own agenda, and it's not all to do with games.

At its most basic, PocketStation functions as a cool-looking memory card. The next step from that is data you can exchange between your PocketStation and PlayStation. You can take a character from a game, and develop them. And you can do this on the move because PocketStation is so small. It even comes



with a strap so you can wear it around your neck.

One thing PocketStation has that PlayStation doesn't is a clock function, meaning that whatever you have stored in PocketStation is affected

by time of day, and even seasons of the year. When PocketStation is linked with your PlayStation, this clock function can be shared, allowing for even more complex PlayStation games to be made. This isn't a completely new feature in games. Sega and Nintendo have been there before, but it's new to PlayStation.

The biggest thing with PocketStation is the infrared communication option. Anything you have stored on PocketStation can be exchanged with other people, anytime, anywhere. Personal details such as phone numbers and favourite things, or just game data. PocketStation will even be able to exchange data with other computer and audio-visual equipment that support IRDA communication, though only if it is as been programmed with the appropriate software.

To top it all off, Sony are encoding each PocketStation with its own identification number, making each one personal to its user. PocketStation

will be your electronic ID. Sony promise that software soon to become available will provide unique experiences for every PocketStation out there.....!!!

SPECIFICATIONS

CPU:

Memory:

Graphics:

Sound:

Switches:

Infrared communication :

LED indicator:

Battery:

Other functions:

Dimensions:

Weight:

ARM7T (32-bit RISC Processor)

SRAM 2K bytes, Flash RAM 128K bytes

32 x 32 dot monochrome LCD

Miniature speaker (12-bit PCM) x 1 unit

5 input buttons, 1 reset button

Bi-directional (supports IrDA based and conventional remote control systems)

1 unit (infrared communication : red)

Lithium battery (CR 2032) x 1 unit

Calendar function Identification number

64 x 42 x 13.5 mm (length x width x height)

Approximately 30g (including battery)

PRODUCT INFORMATION

Product Name:

SRP:

Release Date:

Pack in Accessories:

Casing Color:

Initial Production:

SCPH-4000 PocketStation

3,000 Yen excluding tax (approx £15)

December 23, 1998

Original Handy Strap x 1, Lithium Battery CR2032 x 1

White, Crystal

1 million units per month

[PORTABLE COLOUR GAMING IS HERE!]

Another reminder from us that **Game Boy Color goes on sale on 27 November, priced £69.99. You have to get one, and here's why.**

There is already a library of hundreds of great games to play on Game Boy. Game Boy Color makes these look better than ever - everything is crystal clear, bright, and in colour.

A new line-up that will benefit from Game Boy Color's ability to display 56 colours from a palette of

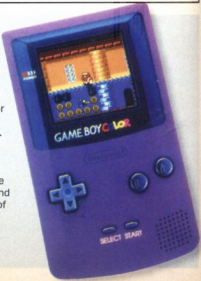
32,000. Most of these new games will work with the monochrome Game Boy systems already out there. However, a select few in development, designed to make the most of the new hardware, will only work on Game Boy Color.

One of the coolest new features with Game Boy Color is that it can communicate with another Game Boy Color using infrared.

This will be great for trading in Pokémons, or any other similar data. For link-up games, we reckon it's

still going to be better to use the link cable though. Game Boy Color is also compatible with old style Game Boy, and Game Boy Pocket.

Look out for *New Color Tetris*, *Harvest Moon*, and *Pocket Bomberman* as some of the first games to take advantage of Game Boy Color's swanky new specs. And look out for the Christmas issue of CVG, in which we'll review all the games you'll be able to buy this year and preview the best ones due out in 1999.



[NAMCO FOR DREAMCAST]

Namco, the developers behind some of PlayStation's biggest games, are confirmed to be supporting Dreamcast.

No titles have been announced yet, but it could mean that big games such as *Ridge Racer* and *Tekken* will be appearing on Sega's new 128-bit console.

However, you should consider that Namco applies a different

strategy to every format they develop for.

On Nintendo 64, for example, they have released only sports titles – *Famista* (baseball) and *Smash Court* (tennis). It all depends on how they see the market for Dreamcast. But at this stage, Namco seem most keen to make the most of Dreamcast's internet capabilities.

namco Dreamcast™

[VIRTUA FIGHTER 3 RPG?]

The man behind the *Virtua Fighter* series, Yu Suzuki, has announced that he has been working on a 'secret project' since finishing *Virtua Fighter 3* in the arcade.

Although the game cannot easily be categorised, the nearest thing to it is an RPG.

It already features 350 characters, but will eventually have more than 500. The size of the game world is

said to be biggest ever. It may sound like a wild claim, but Yu Suzuki reckons the game world is the size of the real world!

Mr Suzuki's secret project has been temporarily dubbed "Project Berkley" – simply because this is the name of a US university, which Mr Suzuki thought sounded cool.

There will be a special conference some time in December to reveal more, much-needed details.



[POKÉMON BREAKS US RECORDS]

The Game Boy game *Pokémon* (aka *Pocket Monster*) has become the fastest-selling portable game in American history!

This RPG/breed-and-battle game went on sale on 26 September, and sold in excess of 200,000 copies within two weeks. By the end of the year, Nintendo of America expect this figure to have reached 1 million. This brings the worldwide sales of Game Boy *Pocket Monster* to almost 11 million. *Pokémon* will be released in the UK in February 1999.



[PLAYSTATION 2 UPDATE]

Last month's news on PlayStation 2 created major waves throughout the industry. What we said about the new system being backwards-compatible, and DVD-based has so far remained unchallenged, but unconfirmed nonetheless. The release date of April '99 in Japan is being treated with heavy scepticism, but hasn't been denied. We're still getting feedback that CVG is close to the truth.

Developers have seen PlayStation 2 in action – this is for sure – and the

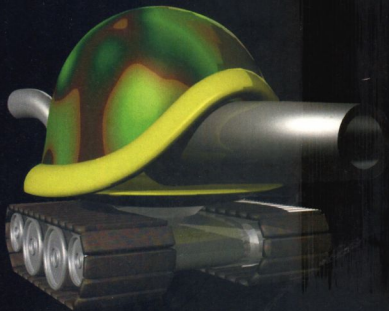
word is that it's so powerful it makes Dreamcast look like a Super NES. According to one developer, "Polygons are irrelevant. PS2 is something else!"

It is also rumoured that the original PS chipset can be produced so cheaply now, it is justifiable to believe that PS2 will be backwards compatible.

Meantime, the most common statement from inside the industry has been along the lines of "Sega are stuffed. The funny thing is that they don't know how stuffed they really are". We'll see. Soon.



Takes no Prisoners



PLAYSTATION
SILICON VALLEY

ANSWER THESE QUESTIONS!

WIN THE CONSOLE OF YOUR CHOICE

PLUS THE GAME OF YOUR CHOICE!

We want to know some mad things about you. Not a lot, but enough to make it a trouble worth rewarding. So we're offering the chance to win a PlayStation, Game Boy Color, or Nintendo 64, plus a game of your choice to go with it. All you do is answer the questions below, and post them off to us at the usual CVG address:

THE TRUTH ABOUT ME
CVG
EMAP Active
37-39 Millharbour
Isle-Of-Dogs
London E14 9TZ



TV AND ADVERTISING

How much time do you spend gaming a week?

How does this compare with TV?

- Don't bother much with TV
- Play games more
- Same
- Watch more TV

Would you play an interactive advert if it came free with a game?

yes no

GIRLFRIENDS

Do you think girls like to date pop stars because they are:

- Talented
- Rich
- Famous

Other (specify)

MONEY AND HAPPINESS

Which is more important? money
happiness

Who would you most like to be? Why?

MOVIES

What's the best film you've seen recently?

What do you think the chances of a big meteorite hitting the Earth in our lifetime are?

- Good
- It could happen
- There's a small chance
- None

CONSOLE I WANT TO WIN:

GAME I WANT WITH IT:

NAME:

ADDRESS:

AGE:

TEL NO:

DO YOU BELIEVE IN ALIENS?

GAME ZONE AT COMET

DECEMBER CONSOLE GAMES CHART

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

NINTENDO 64

- NEW 1 TUROK 2
- NEW 2 F-ZERO X
- NEW 3 BODY HARVEST
- ↓ 4 F1 WORLD GRAND PRIX
- ↓ 5 1080° SNOWBOARDING
- ↑ 6 WWF WARZONE
- ↓ 7 MISSION IMPOSSIBLE
- ↓ 8 BANJO-KAZOOIE
- ↓ 9 ISS 98
- ↓ 10 GOLDENEYE



PlayStation

- NEW 1 TOCA 2: TOURING CARS
- ↓ 2 COLIN MCRAE RALLY
- NEW 3 RESIDENT EVIL (PLATINUM)
- ↓ 4 TEKKEN 3
- ↑ 5 ISS '98
- ↑ 6 ODDWORLD: ABE'S EXODUS
- ↓ 7 TOCA TOURING CARS (PLAT)
- ↓ 8 GRAN TURISMO
- ↓ 9 WWF WARZONE
- ↓ 10 C&C (PLATINUM)

NEWS



TUROK

SEEDS OF EVIL

THE MONSTER AWAKENS NOVEMBER 1998



GAME BOY



Acclaim

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IN ASSOCIATION WITH **COMET** GAME ZONE

If any of you watch Soccer AM on Sky TV, you'll be familiar with the five-minute phone-in, and their Football No-no's. Basically, these are five things they don't want viewers to phone in and moan about. Well here is CVG's version of subjects we DON'T want you to write in and rant about. 1. PAL Tekken 3 and its slowdown. 2. Nintendo vs Sony vs Sega. 3. How do you get past this bit on Metal Gear Solid? 4. Small mistakes in CVG. Yes there are a few of them, but we don't need to be told that. 5. Anything involving the haircuts of our team. Thank you and good night!

SIM CORONATION STREET PERHAPS?

Dear CVG

I am always reading about the dangers of letting your children play on computers. "It's anti-social", they say. "It rots the brain", moan parents. Most of the people who foam at the mouth because their kid is spending the night on their computer are the same idiots who sit in front of the telly all night watching mind-numbing soaps. Surely playing Command & Conquer is far better for the brain than watching Jack Duckworth pulling pints in the Rovers Return? Before they complain about computers, maybe they should look at their own viewing habits.

Simon Watkins, s.watkins@virgin.net

CVG: Fair enough. Our brains ain't bin rotted at ol. We are der cleverest peopl on da planit. Fanx.

GET THE FACTS RIGHT



Dear CVG,

There has been a lot of hype about the new Dreamcast console from Sega, but I want to know one thing: After the Saturn, don't you think they would have learned their lesson? Firstly, if they are going to price their console at £299.99, as I have been told, then they are digging their own grave.

The Saturn was great and still is, but its popularity fell like a brick when the PlayStation came out, so won't this happen when the

PlayStation 2 comes out? The new Sonic game looks great, but once again, if they start out with their prices too high, they are going to be stuffed. Maybe if someone from Sega reads this, it will get through that they need to watch it or Sony will be chewing their ass as soon as it's released. HAVE I MADE MY POINT???

Richard Bennett, St. Albans, Hertfordshire.

CVG: We think you need to get your facts right before you start ranting. The Dreamcast launch price in Japan will be ¥29,000 (about £120) WITH the modem, so we don't know where you got £299.99 from. Also, Namco have now confirmed they are making Dreamcast games, which means that every major developer has at least one title lined up for Sega's new machine.



YES, YES, WE'RE BIASED...

Dear CVG,

I feel that your scores are getting more and more biased against the N64. I can understand you feeling slightly disappointed with ISS '98 (N64) but 3/5 is just plain stupid, as it is clearly the best football game out on any console at the moment. Also, did you give the PlayStation 5/5 because it is such an improvement on the original, or because it is genuinely a 5/5 game? I think it was the same with M1 because even though it was a huge disappointment, it was still worth at least a 3/5. I would be very grateful if you can answer this because I think your magazine is the best around, and has been for years.

Masterful M, Stockport.

Y94.ADDISONW@chc.rmpic.co.uk

CVG: ISS Pro is the only game that is regularly played by most of the CVG team members. Every day, you can find the silky skills of the Dutch and Alex Huhtala coming up against the flair and ability of the Italians and Steve. Tony and his French wonders and Abdul and the old has-beens of Germany are always waiting in the wings too. No other game has had anywhere near the hours of play ISS, and that is why it got the High Five. But at the end of the day, it's down to personal opinion and our reviews are never going to please everyone.

PARENTS REVOLT!

Dear CVG,

Being a thirty-something and a parent of a two-year-old daughter, I read with interest the letters from

Andrew Hartley and Mark Oakes. First, Andrew. You've either got a very old Dad who was more interested in what paste he should use to stick his dentures in this morning or maybe he was wondering what locomotive 23764 was doing at Thundersly at 11.17am when it shouldn't arrive until 11.33am (Get the idea? Zzzz...)? Anyway, the point is it's your money, you spend it how you like.

Now Mark. It is we parents who were playing games that were - and still are - rockhard, before most of you were born. This shows when you Dad beat you on holiday. As for him losing to you on your PlayStation, that was more than likely deliberate (he let you win) as the books all say that we (parents) must not shatter the self-confidence of our children as you wouldn't be able to take it.

Games of yesteryear required pixel-perfect jumping and timing that makes Tekken 3 look like one of Andy Gray's action replays. Remember, it was we parents who made the computer/console age happen.

Now where did I put my Cocoa?

Gregor Houghton, Fratton, Portsmouth.

CVG: Blimey. A voice from the other side. Any other oldies want to add their thoughts to this, then write in please. Thank you.

IF WE'VE TOLD YOU ONCE

Dear CVG,

I am sorry to say that I recently purchased your mag as well as a dedicated N64 magazine to see if you rated the recently released F1 World GP. Clearly you didn't, but sadly I chose not to follow your advice and went out and purchased it. The other mag absolutely raved about it and claimed it was the best driving game on any format. Well all I can say is your review was spot on, although a little short. But then again, I suppose only good games deserve a page or more. A lesson has been learned and from now on - I only need to buy one mag.

A. Kirby, Croxteth Park, Liverpool.

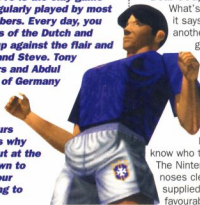
Dear CVG,

What's going on? I read one magazine and it says that a game is poor and I read another magazine and it says the same game is great. Who do I believe?

The games in question were both for the N64 and CVG gave both F1 Grand Prix and Mission Impossible two out of five. Yet I read through some of the Nintendo Magazines and find that these two games are scoring 94 and 92%. How can there be such a difference and how do we know who to listen to? Well here is my theory:

The Nintendo magazines have to keep their noses clean and not be critical of the games supplied by Big Brother. They have to give a favourable review, otherwise their privileges will be stopped and once you are no longer getting those exclusive screenshots and early playtests of the latest games, your magazine is not going to last a long time.

So who do I believe? Well, that's why I buy CVG and glance through the other ones in the newsagents when I've got nothing better to do. P.S. Have any companies ever refused you access

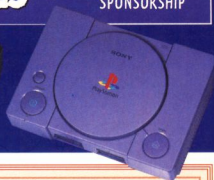


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COMET STAR LETTER

SHINY HAPPY PEOPLE

Dear CVG,

This is a well done and thank you letter to a great bunch of guys that have bought us some of the best games around - Dave Perry and the team at Shiny Entertainment. My family and I were spending a few weeks in California this summer, and whilst in Laguna beach, I wandered hopefully into their offices. To say the greeting they gave us was great would be an understatement!

At first the building seemed empty, but soon two guys appeared to find out who had invaded their domain. They were Scott Herrington and Rob Wright, the PR and Marketing Editor and the Promotional Video Editor. They seemed really pleased that someone from Wales had actually found them. Scott showed us around the offices and Rob took some pictures of us with his digital camera and promised to put them up on their webpage. He showed us the actual video of *Messiah* that was at E3 and also allowed us the FIRST go on a 100% version of *Wild 9* which was like *Pandemonium 2*, but with an electric whip. Oh yeah, he also showed me a playtest version of a new, as yet unnamed game they're developing which is a lot like *Magic the Gathering*. Scott gave me a signed poster of *MDK* from him and Dave Perry, who had suddenly appeared, was grinning like a Cheshire cat telling us he had been to Wales!

Matthew Jones, Old Colwyn, Conwy

CVG: How about that then! Just goes to show that a little effort goes a long way. Top work Shiny people!



EXCEEDINGLY GOOD SNIPPETS

Dear CVG

Why can't you make your magazine more expensive, but get free things?

Dan Muns, jamesynes@hotmail.com

CVG: We don't need to drag people in with gimmicks - just loads of info about games. Anyway, doesn't increasing the price defeat the object?

Dear CVG,

Hil is that image in your issue 203 a sculpture or some trophy? The one I'm talking about is the one coloured gold and she's on top of a PlayStation. If it's available, please tell us so. Thanks! By the way, great mag!

Allan Jay Villanueva, allanjay@icomm.com.ph

CVG: That's a render of Lara and no, you can't buy that in the shops.

Dear CVG,

Do you think it's possible that Sega would change the colour of the Dreamcast to Black before its release? Can you imagine a white Sega machine in circulation? Yuki!

Dave Fernandez, d4vx@hotmail.com

CVG: Not if they had any sense.

Dear CVG,

Could you please tell me if there is a *Grand Theft Auto* in London?

If there is, could you please tell me what console it's on.
Daniel Bevan, Birmingham.

CVG: There will indeed be a GTA in London, and it's going to be released as an add-on pack for the PC version. But no PlayStation code, unfortunately.



to their latest titles because you gave one of their games a bad review?

P. Gilmour, Cumbria.

CVG: Unfortunately, yes. But they need us more than we need them.

TIME OF THE MONTH

Dear CVG,

I am probably one of the few women who write in to your magazine and one of the few of those that own a PC, N64, PlayStation and a Saturn. People might think, "I bet she has no social life whatsoever", but over the past few months I have been out on the town more than ever. Undoubtedly, I put this down to the decent games drought which has hit all of our consoles in the UK. It seems to me that the Japanese and the Yanks appear to get first class treatment, whereas the UK is treated like a rubbish tip. If they can transport bananas in a



© Nintendo

matter of days to England, surely game releases do not have a six month to a staggering year wait. Even when they do come, they're not as fast, and are graphically inferior. We also get crap American Baseball games and it won't be long until a sumo wrestling game hits our shelves. The gaming world needs to unite on this issue and write to our MPs telling them our dissatisfaction with being treated as second class citizens. We need to tell them to demand more game releases instead of more damn bananas!

Samantha Thew - the voice of the gamers, Sheffield.

CVG: Yes, there is a long wait for PAL conversions, but this is often because the code has to be tinkered with to cope with the slower power supply we use here in England. Some of the games with loads of Japanese text will also take a long time to reach these shores, as they have to be translated too.

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WIN A CONSOLE
AND FIVE GAMES

COMET

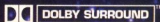
GAME ZONE

LETTERS

COLONY WARS

V E N G E A N C E

PSYGNOSIS PRESENTS THE DEFINITIVE SCI-FI COMBAT GAME. IN ASSOCIATION WITH EPIC, CINEMATIC SEQUENCES, DOZENS OF MISSIONS
AND A DARK, TWISTING PLOT. STARRING SHEDLOADS OF SERIOUS FIREPOWER AND CO-STARRING AN
ARRAY OF COMBAT SPACE CRAFT. DIRECTED BY YOU OVER 5 VAST SOLAR SYSTEMS AND PLANETS AS YOU FIGHT FOR FREEDOM. VENGEANCE IS SWEET.



DREAMCAST COMES TRUE

computer
video
games



Dreamcast

We couldn't wait for Sega's Dreamcast, so we sent Ed Lomas to Japan to play it first!

Sega's dream finally became a reality when, on October 6th, they revealed their 128-bit super-console at the invitation-only New Challenge Conference II in Tokyo. CVG was the only UK mag to attend this exclusive event, as well as the Tokyo Game Show a few days later. Complete details of the machine's Japanese launch, its revolutionary internet capabilities, REAL playable games running on REAL Dreamcasts, and some amazing surprise announcements made it a very exciting experience. Now we'll share it with you.



PRESS

THE MACHINE

Dreamcast will be available in Japan from the 27th November 1998 for ¥29,800 (around £150) and will come with all the necessary leads, one controller, and the Dream Passport CD. This disc will allow gamers to connect to the internet via the modem built into the Dreamcast, letting them send e-mails, access web pages, and register themselves for free goodies from Sega! Other than the various easy-to-use internet features included on the Dream Passport, *Sega Rally 2* will be the only launch game to work with the modem, allowing at least two (maybe as many as four) people to play against one another over the internet.

THE PERIPHERALS

Various extras will be available at launch, with more to follow. As well as the Visual Memory units, Sega showed us a keyboard to make internet access easier, a steering wheel for racing games, a cool six-button fighting stick straight from a *Virtua Fighter* arcade machine, and revealed plans for a microphone (so that you can talk to the Dreamcast!), a rumble pack, a VGA box (for high resolution visuals on a monitor), and a fishing controller for use with *Get Bass!*

THE UK LAUNCH?

There are still no definite details about the UK release of Dreamcast, but Sega had mentioned September 1999 as the most likely date for both the UK and US launches. A price of £199 or less is practically certain, and a big selection of games is guaranteed. Many of the Japanese releases (listed on page 22) are too obscure for the UK, so will be dropped in favour of titles developed by star European and American developers, such as Bizarre Creations and Core Design. We'll have more details as soon as possible.



Ⓢ *Virtua Fighter 3tb* on Dreamcast, complete with awesome arcade sticks!

Ⓢ Warning: Dreamcast games will make you grin like a moron.



Ⓢ All of this comes with the Dreamcast (Ed not included).

FIRST DREAMCAST REPORT FROM JAPAN!

DREAMCAST

85%
COMPLETE

Dreamcast.

ADVENTURE GAME

BY SONIC TEAM

DEC RELEASE

1 PLAYER (TBC)

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 GB

- RELEASED BY SEGA
- TEL IMPORTER

One of the most popular video game characters of all time makes his return to form in triumphant style. Cue the 'hog...

After keeping *Sonic Adventure* quiet for nearly two years, Sega are bombarding the world with their mascot's epic new game. It was playable for the first time, in the form of five specially-created demo versions – one for each of the characters Sonic, Tails, Knuckles, Amy and E-102 Gamma. Big the Cat only appeared on the video showing highlights of later stages. *Sonic Adventure* is probably the best-looking of all the Dreamcast titles so far shown because of the incredible level of detail throughout. Also, everything looks completely solid (though the camera angles occasionally got a bit confusing in the demos).



Here Sonic takes on one of Chaos's watery minions on the city outskirts.

Knuckles can glide, climb walls, and even dig to find hidden rings and bonuses!

SONIC ADVENTURE™

© Sega 1998



THE HEROIC HOG RETURNS IN SONIC ADVENTURE!



This is Speed Highway, and it certainly lives up to its name!



Looks like Robotnik's been at work in these volcanic tunnels.



Big the Cat is slow, and carries his trusty fishing rod everywhere.

THE GREEN HILL HEROES!

We mentioned Sonic's high-speed race across the rooftops of a neon-lit cityscape, Tails' snowboarding session down a mountainside while

being chased by an avalanche, and Knuckles' hunt for buried treasure in mountain peaks above the cloud cover in the last issue of CVG, but

this was the first opportunity to try them out for ourselves, along with special stages put together for Amy and defected Badnik E-102 Gamma.

E-102 GAMMA

In Amy's demo level a big, evil robot chased her around one of Robotnik's bases, trying to catch her with his tracking laser. Various traps along the way meant that quick reactions were required to stay ahead of the chasing droid while avoiding everything from Robotnik's defences. Amy carries around her squeaky mallet which can be used to explode Badniks, which is especially handy considering that she isn't particularly quick.



The characters' facial expressions change and their lips move in sync as they talk.



One of Robotnik's troop of defence robots, E-102 Gamma is now on Sonic's side. He's armed with a laser-targeted cannon mounted on one arm which can lock onto multiple targets at once, a bit like in *Panzer Dragoon*. Also, when he picks up enough speed E-102's legs fold underneath him and turn into wheels. A special jetpack lets him float for a limited time, which came in handy for avoiding the lava pools in the cave-based demo we played.



E-102 Gamma's laser sight folds out of his right shoulder when you press the X button.



			<ul style="list-style-type: none"> ARCADE VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 GB RELEASED BY SEGA TEL IMPORTER

A shark fisherman, a sumo champ, a brain-washed beauty, a race car driver, a stealthy ninja and his robot mum are all here, in...

This latest version of AM2's *Virtua Fighter 3* has been in selected UK arcades for almost a year, but has never been as widespread as in Japan, where it's still by far the most popular fighting game. The 'tb' refers to the new Team Battle, whereby each player chooses a three-character team who then fight one by one until an entire team has been wiped out. Many small enhancements

have been made to each fighter's repertoire of moves, as well as a few slight graphical changes and a playable 'boss', Dural. Get ready for the true test of fighting skill!



Virtua Fighter 3tb



➤ New background lighting!



➤ These graphics will improve.

LOOKIN' GOOOD!

STICK IT TO YA

One thing we noticed from extended playtesting of *Virtua Fighter 3tb* (and we really mean EXTENDED playtesting!) is that the

Dreamcast's standard pad is a little awkward to use, as we'd feared. All four major buttons are needed to play properly, so it's tricky to hold it comfortably and still be able to react as quickly as is needed. Thankfully, a brilliant six-button Arcade Stick will be released at the same time as the Dreamcast, which enables you to play with the same controls as the giant sit-down "Megalo 50" cabinets.

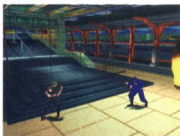


The version of Dreamcast *Virtua Fighter 3tb* which was playable at the New Challenge Conference II and Tokyo Game Show only featured five playable characters - Akira, Jacky, Lion, Jeffry and Kage - but it made it clear just how accurate the final conversion would be. It already plays EXACTLY like the

arcade game in every way, and the graphics are looking fantastic. There's still some work to be done on the character textures, and some of the pieces of clothing weren't moving, but other than that it all looks fantastic. The incredible 3D backgrounds are in there in full, and look just as brilliant as ever.



➤ Shun is far bigger than he should be in these early demos.



➤ Trains race through the station even in the early playable demo.



THE GREATEST FIGHTING GAME EVER COMES HOME!

17

★★★★ ME
IT'S MADE PAROLE

GRAND
THEFT
AUTO

PLAYERS



95%
COMPLETE

Dreamcast.

RACING GAME

BY LAND HO!

NOV RELEASE

1-4 PLAYERS

• NO OTHER VERSION AVAILABLE
• NO OTHER VERSION PLANNED
• STORAGE 1 GB
• RELEASED BY GENERAL ENTERTAINMENT TEL IMPORTER

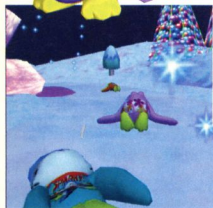
On a distant ice-covered planet, a strange group of creatures known as the Pen Pens are holding a triplet of mad races for you!

Along with *Godzilla Generations*, *Pen Pen Tricelcon* is the first game from General Entertainment who are set to become an important third party developer for Dreamcast. For *Pen Pen Tricelcon*, an elite development team called Land Ho! has been created from people who worked on such classics as *NIGHTS*, *Sega Rally*, *Panzer Dragoon*, *Sonic The Hedgehog* and *Sega Worldwide Soccer*. The demo on show allowed one or two players to race on two circuits, each of which included all three events – running, sliding and swimming. It's all about skill, timing, perfect control... and downright dirty tactics!

PEN PEN TRICELCON



INSANE RACING ACTION IN PEN PEN TRICELCON



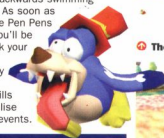
🔥 The madcap Pen Pens pose for a picture.

🔥 The Pen Pens go faster if they hold their fins up.

The Pen Pens themselves all look fantastic, and have an enormous amount of character. Their animations are particularly good – Mr Bow's tongue flaps around as he runs, Jaw looks suitably sly in everything he does, and Sneak has a fantastic backwards swimming animation. As soon as you see the Pen Pens in action you'll be able to pick your favourite, though they each have specific skills and specialise in various events.



🔥 The creepy shark named Jaw.



🔥 Battery, not Rainbow's George.



🔥 Sneak, the comedy squid.

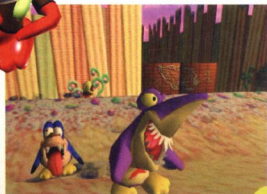
N-ICE LOOKING!

Pen Pen Tricelcon's graphics are, like almost all of the Dreamcast games revealed so far, very impressive. Because of the high resolution and super-smooth frame rate, the Pen Pens look like rendered 3D cartoon characters racing around beautifully.



🔥 The characters themselves look awesome, especially when the view zooms in close like this.

detailed stages. The swimming sections look particularly cool, especially on one of the playable demo circuits where rotating lights above the water's surface shine down into the pool as the Pen Pens race along, leaving trails of bubbles behind them!



🔥 Because the graphics move so smoothly, the character animations look even more amazing!



CARMAGEDDON



CARPOCALYPSE
NOW

NOVEMBER



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80%
complete
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ACTION
ADVENTURE

8Y CLIMAX
GRAPHICS

DEC RELEASE

1 PLAYER

• NO OTHER VERSION
AVAILABLE
• NO OTHER VERSION
PLANNED
• STORAGE 1 GB
• RELEASED BY SEGA
TEL IMPORTER



Terrifying mutants from a mysterious island are wandering the city streets. Find some guns and get them outta here!

With Capcom's *Resident Evil* games so popular here in the UK it's clear that you lot love a good action-adventure game with masses of big weaponry, mutant monsters and blood, blood, blood. *Blue Stinger* is the first game from Climax Graphics, a new group formed from people who previously worked on such Climax games as the Saturn action RPG *Dark Savior*, and has been made in association with some big Hollywood movie people. It has a very cinematic feel, and has made brilliant use of the Dreamcast's power to create an incredibly detailed game environment.



⚡ No time to boogie – there's mutants to kill!



⚡ The weapon effects are all very cool indeed.



There will be more than 40 weapons in *Blue Stinger*, some of which are accurate representations of genuine weaponry, while others have been created to take advantage of the near-future storyline. In the demo we played there was a handgun, a powerful shotgun, and even an enormous bazooka which needed to be hoisted onto Elliot's shoulder! Because there were no close-range weapons, the only way to attack enemies next to Elliot is with good old fists and feet! The final game will include a cool Lightsaber-style weapon which leaves light trails as it swings around!



⚡ Although he's got the cool Lightsaber-style sword, Elliot's been injured badly.



⚡ Elliot uses his fists to fight nearby monsters, no matter how big they are!



⚡ Using the bazooka on the prize shooting game is excessive but fun! Ammo is valuable. Don't waste it.

The special demo of *Blue Stinger* has loads of enormous monsters crammed into a relatively small section of the game, just to show how impressive they are. The sick man responsible for coming up with these mutants is Robert Short, who designed the abominations in the movie *Beetlejuice*, among others. Everything from humans with extra arms and tentacles, through whale-sized swimming beasts right up to monsters as tall as Godzilla who can squish Elliot in one step will be in the final game. Can't wait!



⚡ The monsters have animations which really bring them to life. Very creepy!

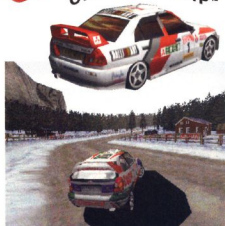
ALL-OUT CINEMATIC ACTION IN BLUE STINGER

DREAMCAST



85% GAMES	LOADING GAME	65% GAMES	ARCADIE VERSION AVAILABLE
	400% RELEASE	50% GAMES	PC-CD ROM VERSION PLANNED
			STORAGE 1 GB
			RELEASED BY SEGA
			TEL IMPORTER

SEGA RALLY 2 SEGA RALLY CHAMPIONSHIP™



4 The high-resolutions graphics look great, but there's still work to be done.



4 The European release of *Sega Rally 2* will feature lots of extra cars and tracks.

The arcade rallying classic is back, and is heading at top speed for the Dreamcast checkpoint!

Unfortunately, the only thing shown of *Sega Rally 2*, so far, is video footage. Apparently the current Dreamcast code has been adapted from the work-in-progress PC game (which is now on hold until the completion of the DC version), and it sort of shows.

The video didn't look as close to the arcade as we were hoping, though graphical glitches and strange car physics made it clear that the version it was taken from was still very early. We just hope it'll be finished in time.

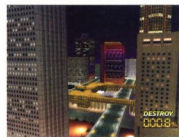


85% GAMES	DESTRUCTION	65% GENERAL ENT	4 IN VERSION AVAILABLE
	400% RELEASE	50% PLAYERS	NO OTHER VERSION PLANNED
			STORAGE 1 GB
			RELEASED BY SEGA
			TEL 0124 XXX XXX

GODZILLA GENERATIONS

The humungous mutant lizard goes on the rampage around Japan, but this time you're in control of him!

The storyline for *Godzilla Generations* is the same as the classic movies – massive monster trashes buildings... army attacks massive monster... massive monster trashes army. The idea is to wipe out a set area of a famous Japanese city. A map shows the remaining buildings, as well as the army who are out to save civilisation. Each city is accurately built in tasty 3D.



4 The Tokyo Government building looks just like the real thing!

There are a few Godzillas selectable at the start – regular Godzilla, first series Godzilla, Mecha-Godzilla, Minira and the recent Hollywood Godzilla. Each one has their own special moves, such as tail swipes, laser beams, stomps, and a brilliant one for Mecha-Godzilla where his head spins and his fingers fire rockets! You can also plug in your *Godzilla Visual Memory* game and load up the cute creature you've bred into a four-player 3D battle arena!



★★★★ ME
IT'S WON ALL
THE AWARDS

GRAND
THEFT
AUTO
PLAYERS

DREAMCAST ROUND-UP

Plenty more exciting games were revealed at the exclusive New Challenge Conference II (which CVG was the only UK mag to attend, by the way). Here's what delights you can expect to be released in Japan next year.

Capcom's special video demo of the next in their *Biohazard* series (*Resident Evil* in the UK and US) blew the entire audience of the conference away. It's very early in development, but already looks extremely impressive, with fully-3D locations and characters, including Claire Redfield, who looks as good as the fighters in *Virtua Fighter 3!* Not much is known about the storyline, but Capcom said Claire's brother, Chris, will be involved. A release date has not been set, but it's been confirmed that *Code Veronica* will be a *Resident Evil* adventure exclusive to Dreamcast, and that it will be released before the next PlayStation game is available. The zombies, guns and gore have never looked so good - this could be the game to convince the UK that it needs Dreamcast.

Release Date: After April 1999



CLIMAX LANDERS

At last - the follow-up to the fantastic Mega Drive RPG, *Landstalker Climax Landers* was at the Tokyo Game Show in very early playable form, but already looks very cool indeed.

The look is similar to *Landstalker* and *Climax's* Saturn Action RPG *Dark Savior* - only it's in spectacular 3D. *Landstalker* star, Nigel, should feature in it too. At times, when the game was left alone, the scenery would look like a particularly impressive section in *Final Fantasy VII*. The big difference being that picking up the pad would allow the whole thing to be moved around in 3D perfectly smoothly! The playable demo version didn't give much away about the plot, but was certainly very promising. We reckon this'll be a corker.

Release Date: January 1999



GEIST FORCE

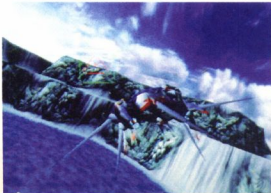
Like *Sega Rally 2*, this is a game which is due out this year but wasn't playable at the Tokyo Game Show.

The video footage we saw didn't look too exciting either, as the graphics jerked about and there were no enemies to speak of.

An early video of *Geist Force* was shown behind closed doors at this year's E3, and everyone who saw it claimed to be very impressed by it. Thing is, we've found out for a fact that the E3 demo was pre-rendered on a powerful workstation and wasn't running on Dreamcast at all, even though Sega claimed it was.

Geist Force could turn out to be good after all, but it's very hard to tell at the moment.

Release Date: 10th December



OTHER RELEASES

GAME NAME	PUBLISHER
27TH NOVEMBER 1998	
July	Fortyfive
23RD DECEMBER 1998	
Incoming - Humanity's Final Battle	Imagineer
Evolution	Sega Enterprises/ESP/Sega
Seventh Cross	Nihon Denki Home Electronics
Monaco Grand Prix Racing Simulation 2	Ubisoft
JANUARY 1999	
Senjoka Turb	Nihon Denki Home Electronics
FEBRUARY 1999	
Aerodancing	CSK Sogo Kenkyujo
Digital Horse Racing Newspaper	Shouei Systems
Get Bass	Sega Enterprises
To the North: White Illumination	Hudson
MARCH 1999	
Cool Boarders	UEF Systems
Mah Jong	Kaga Tech/Naxat Soft
Puyo-Puyo	Compile
Great Buggy	CSK Sogo Kenkyujo
Cho-Hamano Golf	Sega Enterprises
AFTER APRIL 1999	
The King of Fighters '98	SNK
Merukurissa Pretty	NEC Interchannel
Monster Breed	NEC Interchannel
Biohazard: Code Veronica	Capcom
Power Stone	Capcom
Hiryu-no Ken Retsuden	Culture Brain
Crack 2	Sieg
Nijiro Tenshi	Japan Corporation
Akihabara Denno-Gumi Pata Pies!	Sega Enterprises
Giant Gien - Japanese National Pro-Wrestling	Sega Enterprises
Virtual On: Oratorio Tangram	Sega Enterprises
Project Berkley	Sega Enterprises
Let's Make a Professional Soccer Club!	Sega Enterprises
Let's Make a Professional Baseball Team!	Sega Enterprises
Entertainment Golf	Bottom Up
Gundam	Bandai
Harukaze Sentai V Force 2	Bling Kids
Elemental Gimmick Gear (E.G.G.)	Hudson
Onsumo	Bottom Up
D2	Warp
Shiesury 2	Warashi
Dynamite Robo	Warashi

IT MAKES THE REST LOOK TAME

S.C.A.R.S.

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



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

It's here! The racing game that makes the

others look like a drive in the park. Half animal, half machine these cars are ready to rip the road to shreds. In a no holds barred adrenalin charged speedfest, you can take on 4 players on split screen on the PSX and N64 with multi player mayhem on the PC. Dual Shock Compatibility, staggering 3D graphics and sheer driveability make S.C.A.R.S. a game that will really leave its mark.

4 PLAYER
PSX & N64

NINTENDO⁶⁴



PC CD-ROM

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It's been in development for as long as we can remember, but *Zelda 64* has always remained at the top of most wanted lists.

Nintendo were adamant that *Legend of Zelda: The Ocarina of Time* would get a European release before Christmas, but the games industry press dismissed this as nonsense – us included. But credit goes to the people at Nintendo of Japan for getting the job done, and creating an absolutely storming game in the process. Only a select few journalists were invited to attend the 'Zelda Summit' in Germany, CVG being one of them, to play a virtually finished English language version. And despite the years of waiting, we weren't disappointed.



ZELDA 64



Light a Deku stick in this flame and use it to ignite other unlit torches.



You can only get Epona the horse from this girl once you're a teenage Link.

THE NAVI-GATOR

Your quest begins with you being awoken by Navi, a small fairy who is to become your companion throughout the game. She is an integral part of the quest, and has been sent by the Great Deku Tree to find you and help you save Hyrule. Navi will often fly to scout around the area that you're in. If she does, a message will flash in the top of the screen, telling you she has something to say. Press the top C button to activate her.



Navi won't attack enemies.



IN THE BEGINNING...

Your house is situated in Kokiri Forest, and this is where the game begins. You are summoned by the Great Deku Tree, but before you can see it, you need to find a shield and a sword. The shield is for sale in the shop, so you need to find 40 rupees to get it and the sword is in a small cave at the top of the map. You have to crawl through a small hole to get to it. Talk to all the people in the Forest because they'll all give you advice on how the controls work and some useful tactics. They're not too boring, so you don't have to wade through tedious speeches and all the info is relevant. It guides you nicely into the game, and prepares you for what is to come. Once you've scouted the area, head up to the tree where the story unfolds.

The tree has been poisoned and it's down to you to cure it, so get in and start exploring.



READY, AIM, FIRE!

The most important aspect of succeeding in *Zelda* is to master the combat controls. Otherwise, you find yourself frantically reeling off shots in the vague hope of actually achieving something.

You have to get used to the Z button, which is a targeting option. This button will help you "lock on" to the nearest target, and follow it around until you unlock it – or one of you gets killed. It also targets the weak spots of enemies, so you can save on bullets.

While you're in this target mode, Link's movements become slightly different as well. By holding a direction and pressing A, you can make Link jump sideways by pressing left or right, or backflip away by tapping backwards, and lunge at an opponent by pressing forwards.

If you have multiple enemies to defeat, pressing Z will toggle through all the targets in your view. If there is only one target, Z will return to the normal attack view.

When in this mode, using the Slingshot will not bring up the first person view you'd normally get when using it.



Don't let the guards spot you.



The target has locked, so attack!

▶ **BUTTON MOON**

The display at the top of the screen is a standard affair, showing the three items equipped to your C buttons, and the weapon. And well as the weapon you're holding and the action button. This blue sphere plays a very important part in the game, because it will basically tell you exactly how you can interact with what's going on. For instance, when you approach someone in a village, it'll flip to speak and pressing the button activates that action or it'll switch to climb when you walk past a box or ledge that can be scaled. The Rumble Pak will also give you a few pointers, because it shakes gently when you go over areas in the ground that can be bombed.



▶ **The owl appears at key points to give you advice.**



▶ **When riding the horse, the action button switches from A to B. Here, B whips the steed.**

▶ **PLAY US A TUNE**

As you leave Kokiri Forest for the first time, Saria gives you an Ocarina which becomes an integral part of the game. There are loads of tunes which you must learn, and each has varying effects. Play Zelda's Lullaby whenever you see the Triforce logo on the ground to open a door or other such effect. Saria's Song will let you talk to Saria telepathically wherever you are and she can sometimes offer cool snippets of advice. The third song you'll learn is the Sun Song, which will freeze any undead zombie folk who are giving you a hard time.



▶ **Some tunes you learn on the Ocarina will open doors, others let you talk telepathically.**

▶ **WHAT'S IN THE BACK PACK?**

The first few items you collect do a lot more than just give a few extra health points back, for example. The Deku sticks can be used not only to batter opponents, but also as fire lighters. Equip one and walk past a flame and it'll catch alight, enabling you to light all burnt-out flames. The Slingshot is a cool weapon – when you fire it, the view switches to a first person view, enabling you to perfectly aim a shot. Shields are bought from most decent shops and as

soon as you have to chance to upgrade one do so, as it's usually relevant to the part of the story. A bit further in, the Egg you are given hatches into a chicken which can be used as a wake-up call (a little tip for you there).



▶ **The Shield can be used to reflect certain enemies bullets back onto them.**

CAN YOU SAVE HYRULE AGAIN?

The Japanese release date is 20th November. The American release is the 23rd. In Europe we'll be getting it on the 27th of the same month! Those are the facts, and we'll have a huge review next month.

★★★★★ **ME**

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25



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Tired of all those one-on-one fighters? Well, why not try beating up three people at once!

SHAOLIN

Fighting games or racing games – that seems to be all you can buy on the PlayStation at the moment, and how are you meant to distinguish one fighter from another? *Shaolin* deserves a second look because it's doing things differently. In a saturated market of one-on-one fighters, the next logical step is to put more than two characters on screen at a time. It's happened before in the long-gone 8-bit days, but *Shaolin* aims to take the concept to the next level.

JIN VS JIN VS JIN VS JIN, ROUND ONE. FIGHT!

Shaolin will give fighting fans something they've dreamed of for years – the chance to beat up three friends at once. Yes, this game is four-player compatible, something that will have lots of players drooling already. In one-player mode, the game will feature up to seven fighters on screen at once. The control system to take advantage of these new features has had to be revised from the usual beat-'em-up fare. Two new buttons are needed, a target select and a hit behind. These are used to switch your focus, like in the four-player wrestling games already available. The hit behind button is useful for when you are surrounded by opponents, but then so is a spinning kick.



You can escape from ring outs by clawing your way back into the action.

ENTER THE 36th CHAMBER

There are 12 different characters available to play with – some are very young, others are really old. All of them wear traditional costumes, but at this stage none of them has a name!

The characters will be experts in one of six different styles of martial arts. Our favourites so far include Jeet Kune Do and Hung Gar.

The animation of the characters is fast and the moves look very realistic. This should make it one of the most authentic fighters around.

Besides the Versus mode, *Shaolin* will also include a Quest mode, where the character must search for martial arts spirits. This mode promises to mix action and RPG elements.



The enemy will try to gang up against you.



The fighters come in all different shapes and sizes.

This woman has just been spun by a kick – it looks great!



Short skirts can dazzle opponents.



At last, Samo Hung is a game!

Fights can be won quite quickly.



SHAOLIN-A-DAMMA-DING-DONG

For a game with a lot of work remaining, *Shaolin* looks very promising. Come February, it may make an interesting diversion to the *Tekken* and *Virtua Fighter* powerhouses.

NEW

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System Requirements:

- To operate 8482 LEGO Technic Cybermaster you need a:
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 - Speakers and a free serial port.
 - 1 Mb graphics card.
 - Sound card (graphics and sound cards must be X compatible).
- You will require six 1.5 Volt batteries for your mobile unit and one 9 Volt power pack battery for the Tower Unit.

CRUSHER

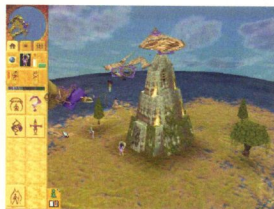
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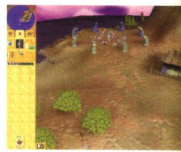
Technic



100% COMPLETE	STRATEGY/GOD GAME	BY BULLFROG	* NUMEROUS PROCESSORS AVAILABLE * PLAY STATION VERSION PLANNED * STORAGE 1 CD * RELEASED BY EA TEL. 01753 549 943
	NOV RELEASE	1-4 PLAYERS	

Another hit game from yesteryear is dusted down and given a makeover. This looks like it could build a whole new following.

POPULOUS THE BEGINNING

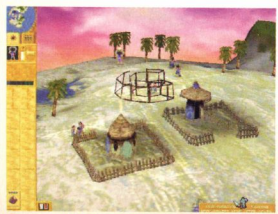
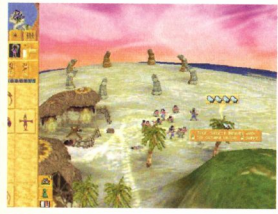


Populous paved the way for a new breed of games when it first appeared nearly nine years ago. Placing you as a God, and giving you control over a tribe of people was a first. You could raise and lower land to accommodate their needs, and wage war against other settlements.

Populous: The Beginning is what game fans have been waiting for ever since. If it wasn't for Bullfrog making more classic games in the meantime, like *Theme Park*, *Syndicate* and *Dungeon Keeper*, we'd have been able to play this game a lot sooner.

FOLLOW THE LEADER

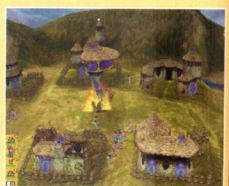
So what's changed for the update? The main difference is that you are no longer a God, you're trying to become one. You control a female Shaman, who orders the tribe and operates from land. You must guide your tribe to victory, by defeating other tribes and gaining knowledge. As you progress, you'll gain more experience, new abilities and hopefully more followers. The more followers you collect, the more mana you'll have at your disposal, and it's mana that allows you to perform spells. This is the biggest difference between the classic *Populous* and this sequel. In the original, you controlled the land, but in this one, you guide the people – and you can only change the land by performing spells.



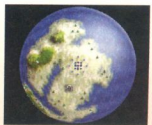
⊕ Your tribe builds a fortress to train warriors.

DANTE'S PEAK

Whereas the original game was viewed from an isometric perspective, now we can enjoy a full 3D world. As a nice touch, all the levels can be viewed as planets, which can be rotated, allowing you to zoom in on the action – just like a real God! Once the action heats up and the tribes are ready to do battle, you can fully appreciate the game engine, and acceleration. Battles are won or lost on the ability to perform spells, all of which look very impressive. The most basic are tornadoes and swarms, where bees chase your opponents, dispersing them in all directions. Creating an earthquake will completely alter the shape of the land, and calling upon an angel of death unleashes a winged demon, who firebombs and eats villagers. The ultimate spell though is the volcano. If placed beneath a village, this can destroy nearly everything in sight. The lava flows create new land mass, and can bury settlements in seconds.



⊕ The level select is displayed as planets in the solar system. It looks really cool.



LAVA, LAVA, LAVA

Populous: The Beginning will be reviewed in the next issue. We can tell you now that it's a game you must play, and is going to be at least as popular as the original.

Countdown to Christmas



F-Zero X

With 30 futuristic hover vehicles on screen at the same time, gravity defying tracks and 4 players racing competitively at over 1000kph, precise steering is imperative.

£37.99



1080° Snowboarding

Deep powder, blinding sun and big air, this game has it all. Add in over 25 tricks, 8 Lamar boards, a half pipe and 6 extreme slopes to ride on and you've got the most realistic snowboarding game ever.

£37.99

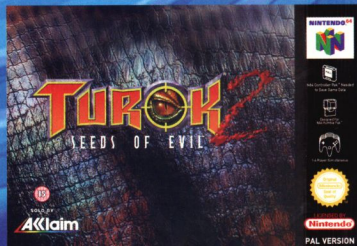


Body Harvest

"We love Body Harvest. Always have, always will. The action's frantic, the aliens are vicious and the huge worlds are amazing. It's gonna be a monster!" Nintendo Official Magazine.

£42.99

Released 13th November.



Turok 2

Turok returns to delve deep into the core of a violently twisted world in order to find and destroy the evil Primagen. Featuring gruesome enemies, explosive new weaponry and a multi-player death match that will leave you breathless.

£37.99

Released November '98.

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INCOMING MESSAGE: We have in our possession an English copy of *Metal Gear Solid*. Pay us 10 million pounds or we'll tell you all about it.

Another month and Metal Gear continues to blow us away. Getting our hands on the English language version of the game is the reason for this, and what a difference the text makes. Now we know all about the characters, the plot twists and clues. We know what the enemies say when they're confused, and what causes Snake and Meryl Silverburg to laugh. Over the next few issues we will be telling you even more about this incredible game. Here's what we've discovered this month.



TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID

BROADSWORD CALLING DANNY BOY

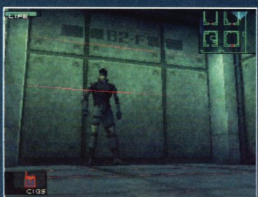
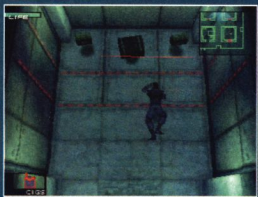
Metal Gear Solid boasts 10 times the amount of dialogue found in a feature film. Characters talk at great length during cut-scenes, talking about themselves, the mission and giving hints.

A lot of this dialogue takes place over the Codec, a device which sits in Solid's ear, allowing him to talk to support members and the Colonel. It works like a radio, with different frequencies linking Snake to different members.

A METAL GEAR SOLID MOMENT

OOH, THEY'LL BE THE DEATH OF YOU!

Your character, Solid Snake, starts the game with no weapons. The only items available to him are a packet of cigarettes and a pair of binoculars. Both these items are invaluable as the game unfolds. The cigarettes are useful for detecting infrared beams - light one up and the smoke unveils where the beam is. Be careful not to use too many though, because the cigarettes are harmful to health, as Snake's life bar will indicate!



↑ It's very feint, but the infrared beam becomes visible, thanks to magic cigarettes.

COLONEL ROY CAMPBELL 140.85



They're working on a limited budget. They try to put on a pretty face for the media, but this is the grim reality of it.

The man in charge of your mission. Roy will inform Snake of which buttons to press and offers clues. Dr Naomi Hunter is also on this frequency.

MEI LING 140.96



The truth is, I always wanted to become a fighter pilot.

This is where you save your game. Mei Ling is very friendly and usually likes a chat. She also likes to share her knowledge of ancient proverbs.

MASTER MILLER 141.80



In war, a split-second can mean the difference between victory and defeat. Don't ever hesitate.

This guy is a bit New Age, as he talks about your mind and staying focused. He's really there to help you with tactics, and gives you hints, like where to hide.

NASTASHA ROMANENKO 141.52



No. But if the casing is damaged they may be leaking nuclear materials. Please make sure you do not use your gun around there.

A Russian weapons specialist. She has a vast knowledge of nuclear weapons and their movements and availability through the former Soviet Union.



COMING SOON

THAT FEELS FUNNY

If you haven't already got a Dual Shock pad, you must get your hands on one while playing this game. The pad adds another dimension, and increases emphasis and atmosphere on certain sections. The first time you'll notice it is when a guard spots you. The pad rumbles as the alarm starts. It will also rumble if you are

shot or hit. The next type of vibration you'll encounter is when talking to DARPA chief Donald Anderson. He starts to moan and clutches his chest. The pad then vibrates to simulate a heart attack, becoming more violent as the pain increases.



computer
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PlayStation

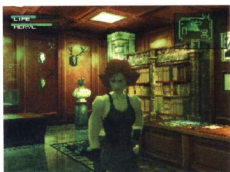


Now you want to shut me up!

➔ Kenneth Baker hits Snakes leg with his cane in the cut scene. Fool that pad vibrate.



➔ Snake is spotted - the pad shakes again!



PSYCHO MANTIS'LL MAKE YA JUMP, JUMP

Our favourite demonstration of Dual Shock compatibility is when you encounter Psycho Mantis, the strangest of all the bosses. Before you confront this boss, you will hear of his strange powers, and upon meeting him he will want to demonstrate these to you. Psycho Mantis is a master of telekinesis - he has the power to move objects without touching them. To prove it, he tells you to place the control pad on the floor. Then, using the power of his mind, he moves it! Thanks to the powerful vibrations, his words are proven true. This character has the ability to control the world outside the game!



➔ As the mission progresses, Snake encounters a tougher bunch of guards.



➔ Psycho Mantis can move objects in the game as well. Remember to duck his attacks.

➔ The gas mask is to hide his disfigured face, a bit like another famous villain who wears black.

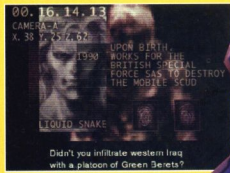


Still don't believe me?

ESCAPE FROM SHADOW MOSES ISLAND

For those that find the plot completely engrossing, you may be interested to know that Konami have included a briefing section. Accessed from the options menu, here you can watch Solid Snake beginning to get a grasp of the severity of his mission, as Roy Campbell and Dr Naomi Hunter tell Snake the story so far. From these

tapes you can see Snake's initial reluctance to accept the mission, but when he learns of the serious nature of his adversaries, he changes his mind. These sections fill you in with background information for the enemies and their demands. They also show you why Snake doesn't need to eat during the mission.



Didn't you infiltrate western Iraq with a platoon of Green Berets?

WIN A METAL GEAR BOX SET

Not only will the UK be getting an updated version of *Metal Gear Solid* that is superior to the American game. You'll also be able to purchase a limited edition box set - not available anywhere else in the world! The premium pack looks similar to a box set that was released in Japan, but the contents are different.

What you'll get for your money is a copy of the game, a soundtrack CD featuring music from past and present *Metal Gear* games, FOXHOUND dogtags, stickers, an exclusive T-shirt, artwork book and possibly some post-cards. Konami have been kind enough to give away 20 copies of this box set, and prizes will be signed by Hideo

Kojima the director of the game. To win one, all you have to do is draw a picture of *Metal Gear Solid* that symbolises the three essential aspects of the game: Tactical Espionage Action. Send your entries to **I'M ADDICTED TO METAL GEAR, CVG, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ.**

While we're here we'd like to remind you that we've got an interview with the *Metal Gear Solid* producers next month, and if you'd like them to answer some of your questions then please send them to this address: **METAL GEAR Q&A, CVG, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ.**



FIGHT THE FUTURE

Next month we'll show you some of the enemies you'll be facing on this deadly mission, revealing a few more secrets and bringing you an exclusive interview with the team.

A METAL GEAR SOLID MOMENT

COMING SOON



GENTLEMEN, DRAW YOUR WEAPONS

COMING SOON



100% COMPLETE	TENDO 64	2D FIGHTING	BY KONAMI	<ul style="list-style-type: none"> NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE CART RELEASED BY KONAMI TEL 01000 433 000
	NIN	JAN RELEASE	1-2 PLAYERS	

Magical crayons have brought drawings to life, and boy are they angry!



There are millions of fighting games already on the market, so you'd think there would be a few more innovations by now. Unfortunately, there aren't. You can count the number of classic fighting games on your fingers, all the rest are just pale imitations. *Rakuga Kids* is hoping to make a name for itself by being different - very different. For a start, these aren't martial artists out to prove who's best, or super heroes saving the universe. These are kids' drawings magically brought to life, and they know some cool moves.

WIN, LOSE OR DRAW

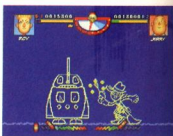
Before the kids finish bringing the good drawings to life, a bully steals the crayons and draws his own friends. Now the good drawings must battle the bad to save the day. A cross between *PaRappa the Rapper* and a classic Capcom fighter, *Rakuga Kids* is a strange breed. Younger players will like the cartoon looks. Everyone else may stay well away.



Roy the cowboy likes to play with the bulls.



- DDJ the cat deafens opponents with his boombastic super move.
- Choose your fighter with some pop-up art.



- The chalk mode removes all the colour to show the animation.

HE AIN'T PRETTY NO MORE



Andy starts his super finish...



...Beartank is outta there!

Rakuga Kids' bouts last three rounds, with *Street Fighter* style attacks and combos. There's also a special bar at the bottom. Fill this up, and your character performs a special attack. Fill it up three times for something spectacular. The characters are cute, but they also hold dark secrets. Special attacks result in extra features being drawn onto the fighters, making them far more fearsome - betraying their cute looks.

ROLF'S CARTOON CLUB... NEXT WEEK

PaRappa crashed and burned on release in the UK, so what chance has *Rakuga Kids*? We'll have to wait and see.

BEWARE OF RADIOACTIVE MATERIALS



ESCAPE... ☢ OR DIE TRYING





PlayStation™	3D FIGHTING GAME	BY KONAMI	* NO OTHER VERSION AVAILABLE * NO OTHER VERSION PLANNED * STORAGE 1 CD * RELEASED BY KONAMI TEL 01800 805 000
	NOV RELEASE	1-2 PLAYERS	

With no sign of a *Fighting Wu-Shu* coin-op conversion on the horizon, Konami instead bring a brand new 3D fighter to PlayStation.

KENSEI

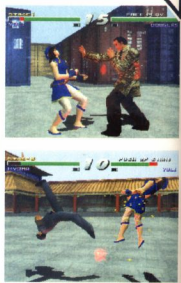
Yep, *Fighting Wu-Shu* may have come and gone at the arcades, but Konami hasn't abandoned its fighting game development. Due for release later this year is *Kensei*, a cool looking little scrapper that appears to combine the best elements of *Tekken*, *Dead or Alive* and even Sega's *Virtua Fighter* series to great effect. But with loads of great 3D beat-'em-ups already flooding the market, how's this tough title gonna stand out?

GET YER HANDS OFF!

As in *Dead or Alive*, talented players are capable of unbalancing incoming attacking players and using their own momentum and moves against them. Of course, this takes careful timing, but taking out cocky opponents with just one button is still pretty cool.



➤ *Kensei's* throws and holds look spectacular.



DUCKIN' 'N' DIVIN' 'N' DODGIN'

Unlike many other fighting games, *Kensei* players are unable to crouch or jump. Instead, tapping the d-pad up or down activates the game's dodge feature, enabling characters to swiftly avoid opponents' attacks. Used in conjunction with other moves, the dodge technique opens up all sorts of devastating combos!



➤ Kick redneck butt – backwards!

I KENSEI YOU...

Any fighting game worth its salt has a ton of hidden characters just waiting to be discovered, and *Kensei* is no exception. Taking the *Tekken* and *Dead or Alive* route, players simply complete the game with each fighter in order to gain others. We won't reveal just who else is tucked away in there just yet, but some of these folks are truly bizarre!



➤ There are 22 playable characters to discover.



➤ As well as hidden fighters, there are secret stages and rumours of additional game modes.

VIRTUAL FIGHTER TOO

Kensei could be a big hit on PlayStation, with its mixture of fighting styles and solid visuals. Whether it'll be the *Tekken*-beater Konami hopes is still to be determined, but our impressions so far are extremely favourable. Expect a full review next issue.

KENSEI

COMING SOON

WARNING

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43
MODELS
IN ONE BOX!



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12
MODELS
IN ONE BOX!

**3532
ZNAP JETSKI!**
You can transform this into a jet swarm.

31
MODELS
IN ONE BOX!

**3551
ZNAP Dino-Jet.**
You can transform this jet into a huge dinosaur.

9V
MOTOR TRANSFORMER

30
MODELS
IN ONE BOX!

**3571
ZNAP Blackmobile.**
You can transform this motorised blackmobile into a super powered spaceship. Build a scorpion with turning claws and tail!

9V
MOTOR

22
MODELS
IN ONE BOX!

**3552
ZNAP Hover-Sub.**
You can transform this motorised helicopter into a top-secret surveillance submarine or even build a motorised chainsaw.

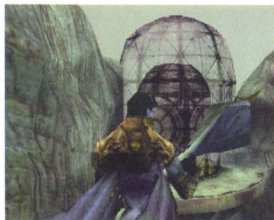


Available October 1998

IT BUILDS BIG. IT BUILDS FAST. IT TRANSFORMS!

LEGO

just imagine...



PlayStation™	VAMPIRE SIM	BY CRYSTAL DYNAMICS	PLAYSTATION AND PC PROCESSORS AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY EIDOS TEL 0181 634 0308
	MAR RELEASE	1 PLAYER	

Heir to the critically acclaimed *Legacy of Kain*, the chilling vampire epic. Even at this early stage, *Soul Reaver's* looking hot!

LEGACY OF KAIN™

SOUL REAPER™

You would normally assume that vampires drink blood to keep themselves alive. But this is not strictly true in the case of *Soul Reaver* – blood merely feeds the bodies they live in. According to Crystal Dynamics, the creation of a vampire occurs when you steal a soul to re-animate a corpse. This is what you must do in their game, *Soul Reaver*: steal souls and suck every last bit of life from the innocent, and blissfully ignorant.

Visually, *Soul Reaver* is already stunning, with high praise being heaped upon it. Even in this early 'demo' version you can see the graphical quality. Whether the whole game hangs together as well remains to be seen, but we'll be keeping you informed.

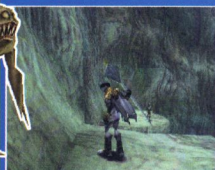
I'M A SOUL MAN!

To release the souls of the enemy, you have to kill them first. This can be done in a number of ways, with some being a higher risk than others. You have your fists to batter people with, and you can impale enemies with your hands, then lift them above your head to drain away their life force. Arrows

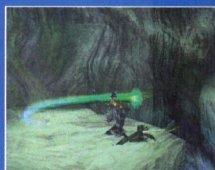
can be picked up and thrown at people from a distance, and you can stab or skewer people if you have the dart ready for a bit of close-range combat. Once the green soul has been freed, Raziel (your character) removes his mask to suck in the life force through the tiny tube he has for a neck! Cool.

FLY LIKE THE WIND

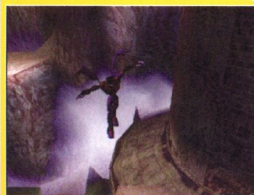
If you're having trouble making certain jumps, there are a couple of alternatives to help you clear the distance. By holding L1 next to a particularly steep cliff, you can jump almost twice as high as normal and grab the steeper ledges to haul your self up. Hitting jump again while in mid-air will cause your wings to open up, helping you to gently glide down to the floor below.



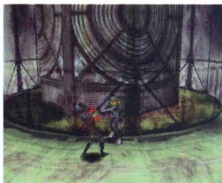
• You can auto aim the dart if you like.



• I know you got soul, brother.



• A demo of *Soul Reaver* is going to be bundled with *Unholy War*, Crystal Dynamics' latest release.

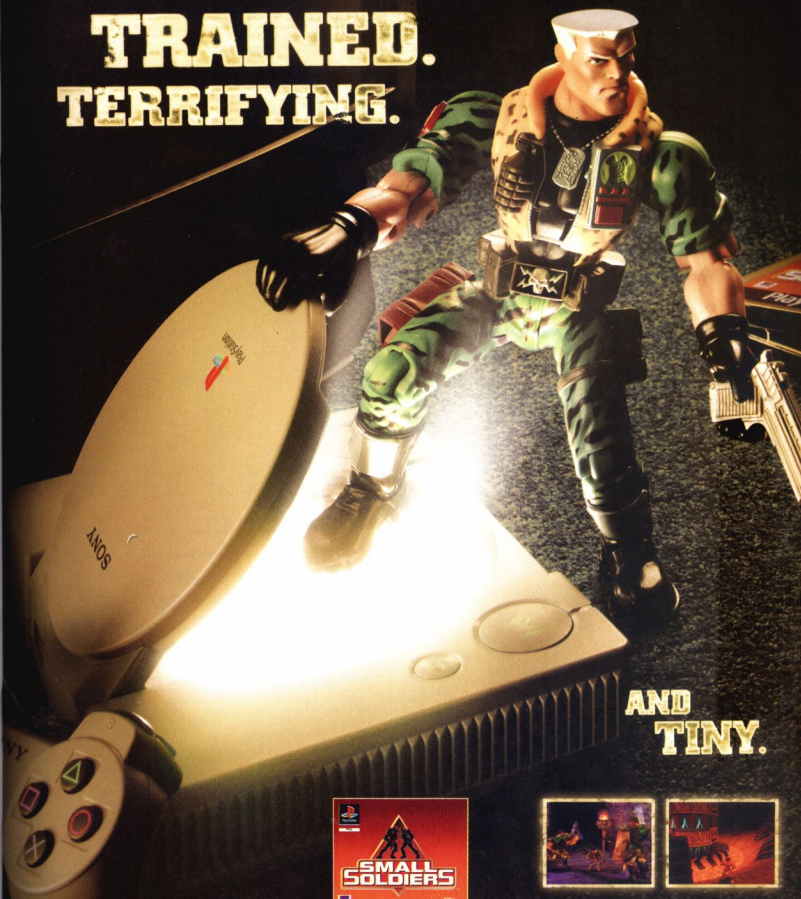


THE HEART AND SOUL

We are already drooling at the mouth waiting for this one. As soon as we get some preview code, we'll let you in on more of *Soul Reaver's* dark secrets.



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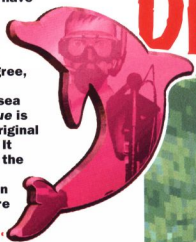
1 PLAYER

- NO OTHER VERSION AVAILABLE
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- STORAGE 1 CD
- RELEASED BY KONAMI TEL 01895 803 006

Take a deep breath – you are about to discover an underwater world of aquatic creatures and sunken treasure.

DEEP BLUE

Some strange leisure pursuits have been transformed into games before, from ten-pin bowling to deer hunting. Most are offered as realistic simulations of the real thing and, to a certain degree, succeed. But how do you make an exciting game based around deep sea diving? Konami know, and *Deep Blue* is the proof, being one of the most original games we've seen for a long time. It mixes life or death situations with the wonder and beauty of underwater creatures and – best of all – sunken treasure. Put your wetsuit on, we're about to take the plunge.

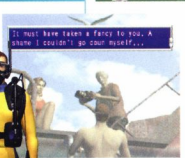


WATER DIFFERENCE A DAY MAKES

You play a diver who has just arrived in a small coastal town. You team up with an old man who knows the local waters, and embark on a scheme to get rich quick. The press reports that the world's largest ocean liner sunk near this town, and she holds an impressive cargo. Before searching for the treasure, you must train, and earn money to buy equipment. You do this by salvaging antiques from the ocean floor.



There are many hazards like debris.



There are lots of places to explore under water, and you'll be better equipped as you progress.

Still pictures help move the story along.

CREATURES FROM THE BLACK LAGOON

At the start of the game, you are equipped with nothing. Flippers, wetsuits and oxygen tanks, and their benefits, will be available later. So for the first few dives into the deep blue, you'll have to hold your breath, and look for pockets of air in the underground caves. Caves aren't the only objects of interest down below. You can look at coral formations, plant life and, of course, hundreds of different creatures – not all of which are harmless.



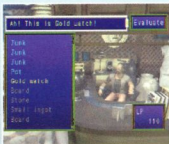
Explore wrecks and turtles.

GOLD WATCHES - TEN BOB EACH!

Apart from the sea life, there are other things to look for on the ocean floor, namely treasure. Discarded objects cannot be closely examined in the murky depths, so you'll have to take them to a local dealer to discover their true worth. What you thought was a rope underneath may become a gold watch on the surface, and is indeed far more valuable. By salvaging these objects, and running errands for people, you can earn money to buy equipment and fund your bigger dives.



That looks valuable. Get it!



Pot and gold watch? Dodgy!

COULD THIS BE UNDERWATER LOVE?

At this stage, *Deep Blue* shows a lot of promise. We can't wait to explore the finished game, which shouldn't be too far off.

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CHECKPOINT

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

IN ASSOCIATION WITH **electronics boutique**

Show this page to your parents, other half, best mate or whoever, and subtly point out that it's Christmas soon.

Here's your simple step-by-step guide to saving money this Christmas. First, read Checkpoint to find a game you like. Next, go to EB with this copy of CVG. Then find the game you want, and take it to the counter.

Finally, cut out the coupon at the bottom of these pages and hand it to the assistant and marvel at how easily you just gained some extra cash. Fantastic!



THE BBC BIG BASH SONIC ADVENTURE LAUNCHED IN JAPAN!

26th-29th November
NEC Birmingham

All your favourite teeny bopper celebs gathered under one roof. Expect such delights as Billie, B*Witched, Jamie Theakston and possibly the greatest coup ever – The Chuckle Brothers! What more could you want from a weekend?

17th December
Japan

The game that everyone is waiting for finally hits the shelves, only a week before Christmas. Advance orders are already going through the roof, and it's sure to be the game that will make Dreamcast a big Christmas hit in Japan.

SEP-OCT SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

electronics boutique

KEY: RED These games are hot
BLUE These are not

EVENTS AND SOFTWARE RELEASES

GAME NAME	FORMAT
6th November 1998	
Blasto (Sony)	PlayStation
F-Zero X (THE Games)	Nintendo 64
Skull Caps (Ubi Soft)	PC CD-ROM
Megaman Legends (Virgin)	PlayStation
Sin (Activision)	PC CD-ROM
Railroad Tycoon 2 (Take 2)	PC CD-ROM
Megaman X4 (Virgin)	PlayStation
Knife Edge (THE Games)	Nintendo 64
Sim City 3000 (EA)	PC CD-ROM
Pocket Fighter (Virgin)	PlayStation
Small Soldiers (EA)	PlayStation
Turok 2 (Acclaim)	Nintendo 64
Test Drive 5 (EA)	PlayStation

13th November	
Apocalypse (Activision)	PlayStation
Colony Wars: Vengeance (Psygnosis)	PlayStation
Dungeon Keeper Gold (EA)	PC CD-ROM
Michael Owen's WLS '99 (Eidos)	PlayStation/ PC CD-ROM
Body Harvest (Gremlin)	Nintendo 64
Top Gun 2: Hornets Nest (Microprose)	PC CD-ROM
NBA '99 (EA)	PlayStation
Powerslide (GT)	PC CD-ROM
Small Soldiers (THQ)	PC CD-ROM
Settlers 3 (Blue Byte)	PC CD-ROM
NFL Blitz (GT)	PlayStation/ Nintendo 64
Magic and Mayhem (Virgin)	PC CD-ROM
Oddworld: Abe's Exoddus (GT)	PlayStation
Earthshine 3 (Cendant)	PC CD-ROM
Moto Racer 2 (EA)	PC CD-ROM
Starshot (Infogrames)	Nintendo 64
Tonic Trouble (Ubi Soft)	Nintendo 64
Oddworld: Abe's Exoddus (GT)	PC CD-ROM

18th November	
TOCA 2: Touring Car (Codemasters)	PlayStation
Brian Lara Cricket (Codemasters)	PlayStation

20th November	
B-Movie (GT)	PlayStation
Max Power Racing (Infogrames)	PlayStation
KNOX 2 (Infogrames)	PlayStation
Music (Codemasters)	PlayStation
Worms Armageddon (Microprose)	PC CD-ROM
NBA Live '99 (EA)	Nintendo 64
Heavy Gear 2 (Activision)	PC CD-ROM
PFA Soccer Manager (Eidos)	PlayStation
Populous 3 – The Beginning (EA)	PC CD-ROM
Playback (Psygnosis)	PlayStation
NHL '99 (EA)	Nintendo 64
Rival Schools (Virgin)	PlayStation
Tomb Raider 3 (Eidos)	PlayStation
Rogue Trip (GT)	PlayStation

GAME NAME	FORMAT
NBA Jam '99 (Acclaim)	Nintendo 64
VIVA Football (Virgin)	PlayStation
27th November	
Actua Soccer 3 (Gremlin)	PlayStation/ PC CD-ROM
FIFA '99 (EA)	PlayStation/ PC CD-ROM
Legend of Zelig: The Occarina of Time (THE Games)	Nintendo 64
WCW vs NWO: Revenge (THQ)	Nintendo 64
Bugs and Lola (Infogrames)	Gameboy
Heretic 2 (Activision)	PC CD-ROM
Silverster and Twety (Infogrames)	Gameboy
Pool Shark (Gremlin)	PlayStation/ PC CD-ROM
TOCA 2: Touring Cars (Codemasters)	PC CD-ROM
Gex 64 (GT)	Nintendo 64
Streak (GT)	PlayStation
Gangsters: Organised Crime (Eidos)	PC CD-ROM
Tiny Tank: Up Your Arsenal (EA)	PlayStation
NASCAR '99 (EA)	Nintendo 64
Wargasm (Infogrames)	PC CD-ROM

30th November	
Wipeout 64 (Psygnosis)	Nintendo 64

November (no set release)	
Bust a Groove (Sony)	PlayStation
NBA Jam '99 (Acclaim)	Gameboy
Cool Boarders 3 (Sony)	PlayStation
All Star Tennis (Ubi Soft)	Nintendo 64
Colour Gameboy (THE Games)	Gameboy
Colour Tetris (THE Games)	Colour Gameboy
UBIK (Crvo)	PlayStation
Turok 2 (Acclaim)	Gameboy
Bust a Move 3 (Acclaim)	Nintendo 64
Wild Arms (Sony)	PlayStation
Pocket Tales Conker (THE Games)	Colour Gameboy
Quest for Camelot (THE Games)	Colour Gameboy
Game + Watch (THE Games)	Colour Gameboy
Harvest Moon (THE GAMES)	Colour Gameboy
Pocket Bomberman (THE Games)	Colour Gameboy
XG2 (Acclaim)	Nintendo 64/ PC CD-ROM
Rayman 2 (Ubi Soft)	Nintendo 64/ PC CD-ROM
Top Gear Racing (THE Games)	Nintendo 64
'Star Wars' Yoda Stories (Acclaim)	Gameboy

4th December	
Asteriods (Activision)	PlayStation
S.C.A.R.S. (Ubi Soft)	Nintendo 64/ PC CD-ROM
Konockout Kings '99 (EA)	PlayStation
Test Drive 4x4 (EA)	PlayStation
Buck Bumble (Ubi Soft)	Nintendo 64
NBA Live '99 (EA)	PC CD-ROM
Tiger Woods '99 (EA)	PlayStation
Future Cop LAPD (EA)	PC CD-ROM
V-Rally (Infogrames)	Nintendo 64

CHECKPOINT

GAME NAME	FORMAT
Thief: Dark Project (Eidos)	PC CD-ROM
11th December	
Sensible Soccer: Club Edition (GT)	PlayStation
December (no set release)	
3Sixty (Cryo)	PlayStation
Deathmatch South Park (Acclaim)	Nintendo 64

GAME NAME	FORMAT
Lara Lara Cricket (Codemasters)	PC CD-ROM
South Park Austin Project (Acclaim)	Nintendo 64
Crash Bandicoot 3 (Sony)	PlayStation
Libero Grande (Sony)	PlayStation
Turok 2 (Acclaim)	PC CD-ROM
Star Wars: Rogue Squadron (THE Games)	Nintendo 6

WINNERS! WINNERS!

F1 '98

Loads of entries for this F1 competition, which isn't surprising considering the ease of the task we set. Anyway, the three people who identified Ralf Schumacher and

Damon Hill as the two drivers from Jordan were **John Carroll of Hampton, Jonathan Moody of Wallsend and Mr A Morgans of Gillingham**. You lucky people!

1080° SNOWBOARDING

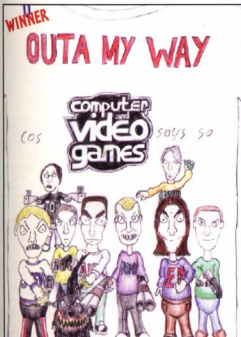
There were some strange, weird and funky entries for our design a T-Shirt competition, and these are the three who can expect a copy of 1080° to drop into their letterbox soon. **Andrew Guglielmoni from Tonypany and his CVG Team T-Shirt, Henry McCausland from Brighton for his funky drawings and Natalie Creighton of Co. Antrim** are those lucky three.



Cool 'pro-snow anti-drugs' design from Natalie Creighton.



Gamers Spirit, captured by Henry McCausland.



This is guaranteed to get Andrew Guglielmoni to the front of any queue, anywhere.

HALF LIFE

Again the PC owners show a lack of interest in Checkpoint competitions, as the number of entries is poor. Maybe that's unfair, as not many of you can afford PCs.

But we did manage to find three winners, and they were **Andrew Tranter of Hardwicke, Owain Griffiths from Cheshire and Gareth Bishop of Leighton Buzzard**. Well done.

WIN WITH electronics boutique

TOMB RAIDER 3

We couldn't afford not to give you the chance of winning this huge game now could we? And, seeing as the movie is up and coming, we thought we'd try and link the two together. So, we want you to draw a James Bond style Movie poster featuring something from all three games, even if it's Lara in a couple of different outfits. Lots of action is the key, so get cracking people. Send entries to **THE NAME IS CROFT, LARA CROFT** at the usual address.

ZELDA 64

Without a doubt this is going to be one of the biggest games this Christmas, and one which we think you should all own. So we want you to win a copy. And it couldn't be easier, as all you have to do is answer this simple question: What is the name of the land where Link's adventures take place? Answers on the back of a postcard please marked **A LINK TO THE FUTURE!** at the address at the bottom of this page. Thank you so much.

POPULOUS 3

The classic God simulation returns in what could be the best of the bunch, and you have to chance to play the Almighty One once again. But what if you really were God for a day? We want you to tell us the one thing you would change in the world. It can be anything you like but use your imagination. "Make me rich" entries will head for Mr Bin Sharpish. Send your suggestions marked with this headline: **I AM THE GOD OF HELL FIRE!**

Send entries as soon as possible to: **CHECKPOINT #205 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ.**

SPECIAL THANKS

Raise your glasses as we toast the people at EB for their fine work in sorting out the release list and competition prizes for these very pages. And a voucher too to save you a couple of extra pennies when you buy the games. Lovely.

EB are one of the fastest growing video game retailers in the country. They now have over 160 stores nationwide and that figure is always growing, which means there is even more opportunity for you to get the games you want. Become a member of EB and use your loyalty card scheme to get discounts and money off offers, and feel safe in the knowledge that your 10-day full refund policy will take back any unwanted titles. For more info, give them a bell on 0800 317778.



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- ★ COOL BOARDERS 3
- ★ CASTLEVANIA 3D
- ★ CRASH BANDICOOT 3
- ★ THEME AQUARIUM

NEXT MONTH

ISSUE No. 206 OUT DECEMBER 9TH

computer
video
games

BACK ISSUES!

computer
video
games

The best Banjo Kazooie review... ever! Plus, previews of Final Fantasy 8, Metal Gear Solid, Turok 2, Perfect Dark. And more reviews of great games - including Colin McRae Rally and Commandos.



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



Exhaustive coverage of Tekken 3, with moves lists for more of your favourite characters. Plus: Wipeout 64, Tomb Raider 3, C&C: Retaliation, and all the footy games that matter, including FIFA '99.



All the top football games, including an exclusive first look at one of the biggest-selling management sim series ever! Plus a fantastic preview of Turok 2, as well as hot news about Dreamcast and PS2.

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YOUR TELEPHONE!

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YOU CAN, AND WILL, DIAL
THIS IMPORTANT NUMBER.EARLIER ISSUES
ALSO AVAILABLE!

BACK ISSUES

43

Dear Newsagent,

You don't know me, and I don't know you. But if you save me a copy of CVG this month, it might help break the ice. If you don't, I might have to break your head. Only joking. Thanks very much.

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RESERVATION



NINTENDO 64



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Leapin' lizards! Turok's back in the N64 sequel you've been waiting for. Big guns, big levels and bigger dinos await warrior braves!

When N64 owners were crying out for quality software, the original *Turok* arrived with a bang. As the first game was such a hit, developers Iguana knew they had to pull out all the stops to deliver a superior sequel with enough extras to satisfy demanding gamers. The good news is, *Turok 2* is the ultimate first person shooter you've been after... and so much more!

TUROK 2



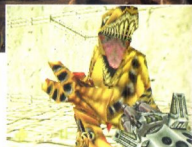
TIME TO TAKE A TRIP

Following the defeat of The Campaigner in the first game, Turok hurled the reassembled Chronosceptor into a volcano to destroy the device. However, what this cheeky Cherokee didn't know was that this act also unleashed an ancient evil in the form of The Primagen! To prevent this abomination from spreading its dark powers, Turok must defend the Lost World's seven energy poles, locate a number of keys to access the Primagen's prison and defeat this hideous monster once and for all.



Fans of the first game will be more than happy with *Turok 2*.

Right: The game's 3D engine is silky smooth.



Dino AI has been improved.



Yeesh! It's barbecue time!

IGUANA VS RARE

Turok may have set the standard for great N64 corridor games, but there's no denying *Goldeneye*'s phenomenal success. In an effort to quash their talented competition, Iguana have pulled out all the stops to make *Turok 2* a "must-have" title. New features crammed into the game's monster 128MB cart include 24 player split-screen Death Matches, advanced real-time lighting, an enhanced 3D game engine, and sophisticated enemy AI. Of course, *Turok 2* still contains all the over-the-top weaponry, carnage and heart-stopping action you'd expect, but this time it's been taken to the limit!



Ⓢ If Rare thought they'd already developed the ultimate first person shooter, they're gonna have to pull out all the stops with *Perfect Dark*.



Ⓢ Later stages look even more impressive... if you can get there.



Ⓢ 'No kill ill!' Most of these bad boys are pretty easy to kill.

ANOTHER LEVEL

Turok 2's single-player game offers six massive levels to explore, with each stage containing many sub-sections. Players need to be extremely thorough in their travels in order to collect additional weapons, ammunition, health icons and other essential equipment. What's more, locked doors and portals may only be opened with the correct keys or energy cells to power them up. From the relatively easy task of competing The Port of Adlia to the creature-packed Hive of the Mantisids, *Turok 2* challenges even the most experienced players every step of the way!



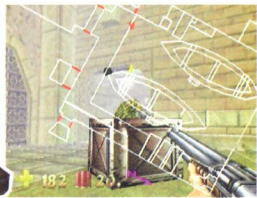
Ⓢ Getting to grip with the levels is taxing.



Ⓢ The Cerebral Bore: possibly the grossest weapon in *Turok 2*.



Ⓢ As expected, Attention to detail is evident in every single level.



Ⓢ The Left shoulder button brings up the map.



CHRONO-CONTROLS

Those of you used to playing *Goldeneye* may be worried about *Turok 2*'s unique control method. However, this needn't be a problem as Iguana

have obviously listened to consumers' comments and included both options. So, if you're a fan of *Turok*'s analogue stick weapon

aiming, that method's still available. On the other hand, if *Goldeneye*'s handling is what you're used to, you're also in luck.



Ⓢ Both control methods are available to all players.



Ⓢ We prefer the *Goldeneye* method, but the choice is yours.



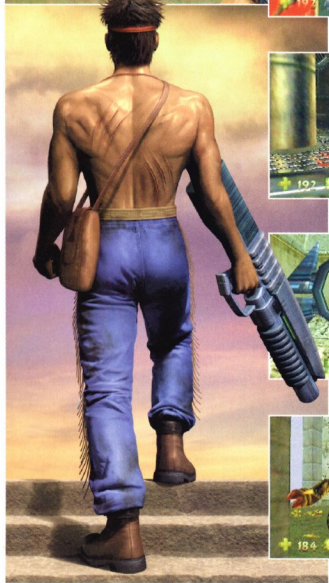
Ⓢ Use long range weapons to avoid bloody, drawn-out battles.



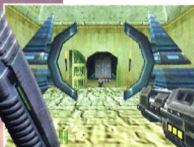
Ⓢ Take that you, you slimy blood-sucking er... insect things.



Ⓢ Locate the satchel charge to blow boxes.



Ⓢ Check out the cool lighting effects.



Ⓢ These gates act as save points.



Ⓢ Yep, over-the-top weapons are back.

CHILD SAFETY

Turok 2 isn't just about blasting dinosaur ass y'know. During your explorations, you'll also discover innocent kids locked behind bars. Freeing them isn't essential, but who knows what extras this may unleash? Once you've located a cage, you need to find the correct switch or solve a particular puzzle in order to spring them. Good luck! Oh, and by the way, you can't shoot these little brats so don't even try. Damn.



Ⓢ Save the kids in each level to access... whoops! Better not mention that little gem yet.

FANGS FOR THE MEMORY

As we mentioned last issue, Acclaim plans to bundle Nintendo's new Jumper Pak with Turok 2. This nifty bit of hardware plugs into the N64's expansion port (located at the front of the machine in front of the cartridge slot) and boosts the machine's memory significantly. Playing the game with the Jumper Pak installed is definitely recommended as Turok 2's visuals will now be displayed in glorious high-resolution!



Ⓢ It may not look impressive here, but the Jumper Pak makes a lot of difference.

BLOODY HELL!

Iguana have to be commended for their violent approach to Turok 2. All weapons inflict massive amounts of damage, spilling dinosaur blood and

splattering the screen with the sticky stuff. But the fun doesn't end there. Firing the Cerebral Bore sends a projectile spiralling into the air

which then drills into a hapless opponent's skull. You can then admire you're handy work as gallons of blood spurt out of your victim's noggin!



Ⓢ Blow off enemy limbs for a laugh.



Ⓢ The big guys in Turok 2 bleed big time.



Ⓢ All weapons causes massive destruction.

WESLEY SNIPES

Turok 2's sniper feature isn't as impressive as Goldeneye's, but it does let players take out opponents from a safe distance. This mode only works with two weapons, and is activated by tap-

ping left on the d-pad to bring up a special sight. However, whereas Goldeneye blows players away with its stunning zoom feature, Turok 2 warriors instead have the ability to still move and fire simultaneously.

Use the sniper mode for taking out the trash from a distance.



Remember the movie, Krull?



Enemies are tough to spot in later levels, such as the swamps.

2ND OPINION

Turok 2 has to be one of the best-looking Nintendo 64 games ever, even without the Jumper Pak. With it, however, the graphics are awesome - an amazing high resolution and smooth frame rate. The action is noticeably different from the first game, with less confused wandering around empty levels. My problem with the game is that the level design isn't really up to scratch. The original Turok had some convincing natural locations which, although fairly sparse, at least made sense. In Turok 2 there are sections which don't feel 'real' at all - they're very deliberately set up, ruining the atmosphere slightly. Still, the weapons are cool, there's loads to do, and it's fun, fun, fun. Turok-ing!

CV LOMAS

CVG OPINION

The original Turok was a great game, of that there's no doubt. However, it wasn't perfect by a long shot and the obvious lack of a multiplayer mode annoyed many players. So it's encouraging to see that Iguana have listened to criticism and taken their creation to the next logical stage by including as many incredible extras as they can cram into a 128MB cart. Turok 2 offers something new at the turn of every corner. Whether it's lightning-fast monsters springing a surprise ambush on unsuspecting players, to nail-biting 4 player Death Matches, it's got the lot. If Iguana set out with the intention of creating a Goldeneye-beater, then they've certainly come close. Turok 2 doesn't offer the multiplayer thrills and strict level structure of Goldeneye, but employing new technology (the forthcoming Jumper Pak) and upping the gore factor will entice many N64 owners itching for an all-out action title.

MATT YEO

METAZOIC MULTI-PLAYER MADNESS!

Without a doubt, Turok 2's finest features are its multi-player modes. The two available options are Bloodlust (a standard 2-4 player all-out firefight) and Frag Tag. While the first option may be played in team, timed and frag limit modes, the second allows one player to be "it", complete with a target on his back, as the other players track them down. It's up to the hunted to avoid the hunters and reach a special checkpoint in one piece.



Four players can deathmatch at once. Black spaces denote lack of friends.



The Shredder is an excellent weapon for deathmatches because it's so easy to hit people with.

Two-player battles can get very frantic. These are a true test of Turok 2 skill.



RATING



Turok 2 is just what you're craving. Fast, fluid action coupled with awesome weapons and amazing multiplayer mayhem!



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Trading looks for speed and gameplay, *F-Zero* is back. The game that inspired *Wipeout* returns to win a few crowns.

Eight years have passed between now and then. Between the appearance of a SNES game called *F-Zero*, and the latest of Nintendo's 64-bit revivals. This seems a long wait for what, in hindsight, has proved to be quite an influential little racer. After all, this is the game that bears more than a passing resemblance to Psygnosis' masterpiece, *Wipeout*, and spawned *Extreme-G* among others. But now it's back, and rightly so. With major injections in the size and speed department, *F-Zero X* has mutated into a heavyweight racer with a grudge. Buckle up!



F-ZERO X

SCHUMACHER WHO?

Hover cars race around huge tracks suspended over giant cities. Welcome to the future, this is *F-Zero X*. No weapons, just the drivers' skill and speed will see them to the finish line. Up to 30 cars line up on the starting grid, for a race set over three large laps. During the race, contenders will be eliminated, by being slammed against barriers, or vice - falling into the city far below. Finish in the top six, and you'll be awarded points. Gain enough and you'll win a trophy, and be rewarded with new vehicles and more circuits to race.



With 30 cars, things can get very messy.



Four player is almost identical in looks.



DIDN'T HE DO WELL?



There are six vehicles to choose from at the start of the game. The way to gain more is by winning trophies. You can enter the Jack, Queen or King races for Easy, Intermediate and Hard, for a chance to win a trophy. Come first in these three Cups and you'll be

able to compete in the tough Joker Cup. This is a real test, but the reward is something that will keep you called for quite a while. The final mode is called the X Cup, a random track generator that creates six new tracks every time you want to race it.





SMASH IT ALL UP!



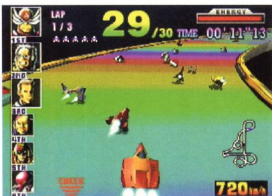
The controls to make you race at incredible speeds are kept very simple. Accelerate, boost and brake are all you need to worry about. And you don't have to worry about the boost button too much as you can only use it a limited number of times. The lack of weapons means you have to use skill to play dirty against your opponents. You can do this by putting your ship into a spin attack, or by ramming into your opponents. But be careful, contact with the other cars, and using the boost will deplete the energy bar in the corner of the screen. If this reaches zero at any point, you'll blow up.



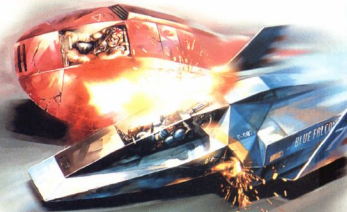
⊙ A good time to nudge other drivers is when you're sailing through the air.



⊙ One rock and roll too many takes its toll on your vehicle. Crash and burn!



⊙ Be careful of energy when using boost.



FIGHT TO THE FINISH

The various Cup competitions aren't the only areas of play. There's also the hair-raising Death Race, where your aim is to be the sole survivor. All 30 vehicles are present in this destruction derby at top speeds, as you smash and crash your way to victory. There's no limit to the number of

laps, but lots of ways to be eliminated. You can also set new fastest laps in the Time Attack mode. Rather than racing solely against one best time or ghost car, you can race against three. If you reach certain lap times, some of the programmers will even challenge you to beat their best times.



CVG OPINION

For spectators, F-Zero X can be a dull experience, which usually ends with them making derogatory comments about the game. But put the pad in their hands and tell them to play, and you'll get a much better response. Once you concentrate on your speeding car, the real game starts to take over. It's not about fancy graphics, effects or anything else – these things could slow the speed of the game. It's all about gameplay, and that's where F-Zero X shines. The tracks are memorable and challenging, and the computer drivers can put up a good fight. The four-player mode is good, and explains why the detail in the one-player game is kept to a minimum. If you've been disappointed by the lack of decent N64 racers, your long wait is over.

ALEX ANDERSON



RATING



The best racer on the N64, with enough tracks, cars and modes to keep you occupied while you're stuck on Zelda.

REVIEW



	ACTION ADVENTURE GAME	BY DMA	• PRICE £39.99 • NO OTHER VERSION PROCESSING AVAILABLE • PC CD-ROM VERSION PLANNED • STORAGE 128MB CARTRIDGE • RELEASED BY ORION/NN TEL 0114 260 990
	NOV RELEASE	1 PLAYER	

Only one man can stop the world's population being gobbled up by alien freaks. Guess what? You've drawn the short straw.

It's the year 2016 and humankind is on the brink of extinction after 100 years of 'harvesting' by a massive alien fleet. The survivors, orbiting the planet on the Space Station Omega, devise a plan to send genetically-enhanced soldiers into the past using a prototype time travel device. But they've run out of time – the aliens are back, and they need you to go into Earth's history in order to safeguard its future. In each time zone you'll come across hordes of aliens in the process of harvesting genetic material from helpless humans, as well as massive generators which need to be destroyed. You start off with a simple pistol and no transport, so you've got quite a big task ahead.



BACK TO THE FUTURE

There are five time zones which need clearing out, starting with Greece in the year 1916 and ranging right up until the "present day" – on the face of an artificial comet spaceship in 2016! Each of these eras has a number of alien processors, giant boss creatures which need to be destroyed in order to save the world, and is surrounded by a translucent blue shield. Once the processor is destroyed a portal opens in the shield wall, giving access to the next area.

The action is a mix of shooting, driving (in the massive selection of vehicles around the stages) and RPG, with scattered survivors who'll set you various tasks and give clues to solving the various puzzles.

PUBLIC TRANSPORT

Walking around takes far too long so it's handy that there are cars, trucks, boats, planes and even hovercraft all over the place which you can jump into and use at any time. Not only do they provide you with a bit of protection from

the aliens, but the majority also move a lot quicker than you would on foot, and some even come fitted with extra weapons. There are more than 60 different vehicles to use, but here are a few of our favourites.



4 You can fly all around the massive play area in the various aeroplanes.



4 Motorbikes are particularly good fun as they're fast and easy to ride.



4 A good old New Yawk taxi cab can outrun most of the alien scumbags.



4 Giant tanks like this are slow, but can give and take massive damage.



4 The hovercraft can go over just about any surface it comes across.



4 You can even ride this cable car to the top of a mountain in 1940s Java.

I'VE GOT A BRAND NEW BODY HARVESTER

Computer
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Games

The Body Harvest itself is carried out by legions of aliens, each of which has its own characteristics

and objectives. They attack in groups, and harvest humans quickly, so you need to know which to

take out first. Here's a guide to a few of the threats, but there are over 60 different types.

SCOUT



⚡ Not too tough, their job is to locate and mark buildings for the others.

GOLIATH



⚡ These destroy buildings to force the refugees outside, ready to be harvested.

HARVESTER



⚡ These secrete green blobs which collect and return humans for it to eat.

MANTASAUR



⚡ These defend the top-level aliens with their high-powered lasers. Very tough.

PROCESSOR



⚡ These giants protect the shield wall portals and control the alien attacks.

MUTANT ALERT!



⚡ If the aliens eat enough humans, they create a Mutant. Don't let this happen...

WHUP ET'S ASS

The weapons you get to use depend on the current time zone. You always have a standard pistol which never runs out of ammo, but it's not much use against the larger aliens. Machine guns, shotguns, and even high-powered lasers become available later on, plus you'll be able to get your hands on special weapons such as TNT, magical artifacts, and various extra weapons built into the vehicles.



⚡ The tanks have rotating turrets so you can fire in one direction while travelling in another.



⚡ The fire engines don't have weapons. Instead they have water hoses which can be used to save burning villages.



⚡ Hoo boy! Just look at the size of this beast's weapon! Powerful vehicles such as this are normally used to get past big puzzle sections.

CVG OPINION

Body Harvest feels a lot like classic Nintendo games such as *Metroid*, with its massive playing area, clever design, and distinctive graphical style. Yes, the colours are hideous, but the basic-looking aliens have a great retro look. The levels are big, but well thought out to give a clear objective while still allowing for plenty of exploration and messing around. One of the main problems, however, is that there are occasions where the puzzles are very obscure. Logic won't necessarily get you through these sections - instead you must go through the level slowly, searching every single area for signposts and clues which can get boring. The other downer is that Adam is awkward to control. Small movements are tricky and even simply turning around is slow, making the indoor sections annoying (plus you can't play the pianos - a big let-down). *Body Harvest* also gets very tough later on so it's not for casual gamers. The more hardcore of you wishing there were more massive, challenging adventures like the 'good old days' will find *Body Harvest* a welcome breath of fresh air. *CV LOMAS*

RATING

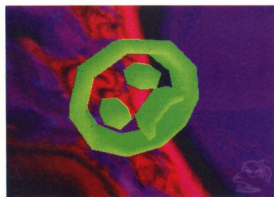


A little rough around the edges, but there's a hell of a lot to *Body Harvest*. A fun, challenging hark back to the days of the classics...

NINTENDO 64



REVIEW



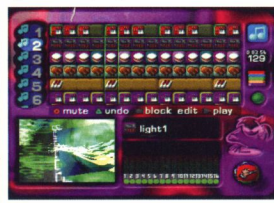
PlayStation™	MUSIC CREATOR	BY JESTER INTERACTIVE	• PRICE £24.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 GB • RELEASED BY CODEMASTERS TEL 01 FOX 814 132
	NOV RELEASE	1 PLAYER	

Now you don't need a converted farmhouse and two million pounds to produce bangin' choons – just a PlayStation and Codemasters' latest creation.

The music in the charts today, eh? Pah! You could do better yourself, right? With *Music* you've got a chance to put your money where your mouth is, so to speak. With over 3000 instrument sounds incorporated into more than 750 pre-set riffs, absolutely anyone can piece together a tune in 30 minutes to rival even the mighty 2 Unlimited. But the surprising thing is that *Music* doesn't stop there – it lets you create fancy 3D videos to go with your musical genius, and has an extremely detailed editor which lets you create your own riffs and even mess around with every aspect of each sound. Come on, join the party!

IN THE STUDIO

It's simple to make a tune in *Music*. On the main screen you have 16 lines, each one representing a different track. Simply pick a riff from the bottom-right window and drop it in wherever you want it to play. There are loads of different riffs, including basslines, drums, samples, vocals, sound effects, and instruments ranging from horn sections to rock guitar. The controls are simple, and allow you to copy and paste bits and pieces together until it's just right.



FINE TUNING

If you're feeling really clever, you can even edit the instrument sounds and create your own riffs. Each note can have its length, pitch, stereo position, reverb and just about everything else changed until it's exactly what you want. It takes time, but the results can be quite spectacular.



➔ You can place the exact timing and pitch of each note in a riff.

THE CHART SHOW

In the bottom-left of the main screen is a display showing how your video accompaniment is coming along. A special video version of the main track editor lets you time your backgrounds, models, camera angles and special effects perfectly with the music.



➔ The video editor works like the standard music one, with 16 tracks for separate special effects. Great things are possible.



➔ Various graphical borders are available. Here's the kickin' 'Dred Rocks' in progress.

CVG OPINION

This is a real surprise – even though it's simple to use, it's possible to create some very impressive tunes with *Music*. The interface is as basic as it could be (though the main window can be too small when creating epic tracks), and no musical talent whatsoever is required. The selection of riffs isn't that varied, but there are plenty of sounds waiting to be put into a cheesy rave anthem. Unfortunately, the majority of the vocal samples are horrible, and it's difficult to put them into a tune without it sounding bad. After a few dance tracks you'll want to do something a bit different with *Music*, which is where it gets tricky. Either you spend ages creating your own riffs and sounds then work them into something original, or you give up completely. But still, it's great fun for a group of people to create tunes to swap with one another. It's a complete music studio for £35 – bangin', man!

DJ DRED LOMAS

➔ This is the video for DJ Dred Lomas's second single, Acidspaz.

RATING

Now you can make chart-quality music in your living room! Might get a bit dull eventually, but a great alternative for the PlayStation.

The World's most successful puzzler is now available for your PlayStation®!

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British Touring Car racing is some of the most exciting in the world, and it's finally been done justice by Codemasters!

TOCA 2

TOURING CARS™

The first *TOCA Touring Car* came out of nowhere at the end of last year and became the best-selling racing game of Christmas. Because of its popularity, *TOCA 2 Touring Cars* has a lot to live up to, but we reckon it more than does the job. Not only does it have an improved game engine and up-to-date rules and teams, but also has a whole selection of extra features – practically enough to be counted as a second game included on the CD! *TOCA 2* is the ultimate test of true driving skill and concentration, combined with a no holds barred, high-speed destruction derby. Find out if you've got what it takes!

COMPUTER CIRCUITRY



☛ The delightful Silverstone.



☛ The dashing Brands Hatch.

The main feature of *TOCA 2* is the official British Touring Car Championship, featuring races around eight of the country's finest race circuits – Thruxton, Silverstone, Donington, Brands Hatch, Oulton Park, Croft, Snetterton and Knockhill. Although they were featured in the original *TOCA*, they all look far better this time around, with more detail and less pop-up. Even the surface of each track is accurate, as tiny little bumps in places can cause a speeding car to lose control – just like the real thing.

SPEED GARAGE

All of the genuine BTCC teams from this season are featured with their new cars – the Honda Accord, Audi A4, Vauxhall Vectra, Volvo S40, Ford Mondeo, Nissan Primera, Peugeot 406 and Renault Laguna are all playable. Although the cars are all very close to one another in terms of power, subtle handling differences are noticeable if you try them all out.

The most exciting thing is that there are seven exotic vehicles that are available from the start – the Ford Fiesta and Van Diemen Formula Ford – and other beauties become available by doing well in the Support Car Championship.



These handle just like the real thing! It's brilliant around tight corners, but is prone to skidding and tipping over at high speeds.



These drive like go-karts – only they travel at over 130mph! Even tiny nudges will often make the cars flip right into the air.



A mean set of wheels which gets to ridiculous speeds very quickly. It's easy to lose the back end because it's so light.



☛ Nasty weather at Knockhill.

☛ Snetterton is a simple but fast track.

☛ Bumper to bumper around speedy Croft.

TAKE TO THE STREETS



These wide city streets give you a chance to get the faster bonus cars up to top speeds.



This course sweeps through the German countryside, taking in some pleasant scenery.



Don't look too hard for monsters while racing round this Scottish loch - concentrate!

As well as the real-life BTCC courses, TOCA 2 features a selection of made up tracks which can be earned by performing well in the various races. These tracks feature shortcuts and alternate routes, as well as some chances to get the cars up to some amazing speeds. Races on the bonus tracks don't feel a lot like the regular BTCC ones, and instead play more like arcade-style games such as *Daytona USA*. We don't want to give too much away about them yet, but here are a few shots to let you know what kind of thing you're in for.

CHECKPOINT CHALLENGE!

In case the BTCC and Support Car Championships are too serious for you, an arcade-style Challenge Mode has been incorporated. It's a series of quick two-lap races with time checkpoints at set intervals around the courses, meaning you can't afford to make a single mistake. Points are given for final race positions, and are saved in a high score table for all time!



SOMEONE IN MY HEAD...

Playing from the "helmet cam" is even better than it was in the first game. The cars have real working wing and rear-view mirrors which let you see behind you without having to switch to a different view. Pressing Down on the pad makes your driver look at the mirror, while the L2 and R2 buttons make him look out the left and right windows! It's cool to have a car fill your mirror, then vanish, only to show up when you look out the side window.



If another racer cuts you up, your driver angrily shakes his paw at them! Oops, sorry - fist.



Don't look out the side too often...



Use the mirror to block opponents.

AC SUPERBLOWER



A lovely open-top machine which has far more power than it does grip. They're very heavy to drive, but are so cool it doesn't matter!

GRINWALL SCORPION



This three-wheeler doesn't drive like anything else in the game, unsurprisingly. You've got to try it for yourself to see what we mean.

TVR SPEED 12



A turbo-powered monster of a car, the TVR is a dream to drive. You've got to hear the engine hum from the driver's seat!

JAGUAR XJ220



The glass-roofed XJ220 will get up to over 200mph in no time at all, so it takes nerves of steel to keep control for an entire race!

computer
video
games



PC
CD
ROM

TOCA 2
TOURING CARS

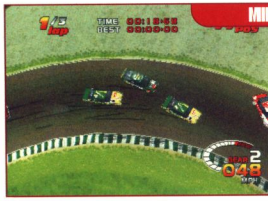
COVER STORY

EXCLUSIVE CHEAT MODES FOR CVG READERS!



Put in one of the cheats here and choose OK, then enter your real name before starting the race.

All Codemasters games for the last few years have had a big selection of cool cheats hidden away, and TOCA 2 is certainly no exception. As you play through the Championships you'll be rewarded for particularly good performances with a secret code. Because we're so cool, Codemasters have decided to give CVG readers three secret codes to play around with straight away! Simply enter these as your driver's name and you'll hear Tiff Needell say "Cheat mode enabled!", then you'll get the chance to enter your real name before starting the race.



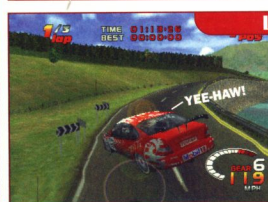
MICROCARS

Enter this to play the game from a Micro Machines V3-style overhead view! When you start, cycle through your views with the Triangle button and you'll find the extra one hidden away.



PADDLED

The barriers around the edge of the circuits will make the cars bounce all over the place when they hit them! You can cause some totally insane pile-ups if you try hard enough!



LUNAR

This lowers the gravity in the game, meaning that you can get some incredible air from little jumps! The Formula Fords will backflip all over the place if they hit one another.

IT'S JUST A SCRATCH

Losing concentration for a split second will more than likely result in you piling into a barrier or competitor at high speed. TOCA 2's cars all take damage from collisions, both in terms of performance and appearance. Bits of bodywork dent and fall off, windows crack, shatter, then

break out completely, bumpers and bonnets come off and engines give off plumes of black smoke. Although it's possible to reduce your car's handling and speed by crashing, you can't trash it completely - you can always limp round to the pits and repair any damage.



Two XJ220s smashing into one another like this would cost tons of money to repair! Heh heh!



You can even see the drivers bobbing around and steering inside all of the cars! They lean over to one side on fast corners.



Horizontal split-screen is better while learning courses, but vertical is more practical.

DUEL EXHAUST

If you enter your name before a race, it shows up above your car when an opponent sees you ahead of them. You can only pitch two like cars against one another.

TOCA 2's multiplayer mode allows two people to battle it out in either one-on-one battles or full-on races with computer-controlled opponents. You can either use a single PlayStation with a horizontal or vertical split-screen, or even link two machines together for full-screen races. Although the graphics are noticeably slower than normal, two-player games are still good fun. And if you get bored of racing, just try to smash each other's cars up! Lucky PC owners can enjoy even bigger multiplayer games on a Local Area Network.



CVG OPINION

There isn't much to criticise about the original TOCA Touring Car, other than it looking a bit bland and not having enough options. TOCA 2's graphics are a massive improvement, although they're still not anywhere near the quality of things like Gran Turismo. The smoother frame-rate really helps give a good impression of speed, and the extra trackside detail makes things look more realistic. The championship races are excitement all the way because they're so close from start to finish (being fired for not performing up to scratch can be frustrating though). Support Cars are a great addition and handle so differently to the touring cars it's like having a separate game to play! Also, the various championships and challenges are well worked out so that you're rewarded with bonuses for good play, making you want to learn how to drive every car and circuit perfectly. With the most accurate car handling yet, as well as such a massive selection of features, TOCA 2 is a racing fan's dream.

CV LOHAS

RATING



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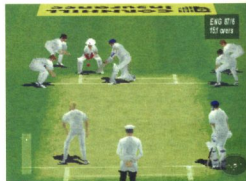
	SPORT GAME	BY CODEMASTERS	<ul style="list-style-type: none"> PRICE £44.99 MEGA DRIVE VERSIONS AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD
	NOV RELEASE	1-4 PLAYERS	

Stroke googlies through the covers, glance balls down fine leg and hit bouncers for six in Brian Lara's third video game innings.

It's strange that cricket isn't more popular considering it's so simple to understand. Two men go out onto the pitch and go in, while the other team of 11 try to get them out. The bowler bowls at the batsman, who hits the ball onto the off or leg sides, then runs to score 'runs'. If he hits the ball over the boundary of the pitch (called 'The Boundary') he doesn't have to run and gets four runs for free. If the ball hits a stump and the balls fall off (stump x three + balls = wickets) the batsman is out and goes back in. The batsman is out 'Leg Before Wicket' if the ball hits his leg before the wicket, but only if it's plum or turning from off – if it pitches outside leg it's safe, unless the batsman doesn't play a shot, in which case... um... everything stops for tea.



Close run-out decisions get a slow-motion video replay. He's given it!



Shane Warne's spin gives a catch chance.

LEATHER ON WILLOW

Playing *Brian Lara Cricket* is a lot easier than it may at first seem. To bowl, set where you want the ball to bounce (or 'pitch'), to use the correct term) then press a button to choose the kind of delivery, whether it be a normal ball or something a bit special like a flipper, googly, slow ball, inswinger or whatever, depending on the kind of bowler you're using. When batting, just hold a direction on the d-pad to select a shot, then press X to swing. Using Circle instead makes you hit a bit harder and attempt for a six, while Square plays a defensive shot and Triangle makes you duck out of the way. The key to batting is timing – play your shot too early or too late and you're in big trouble!

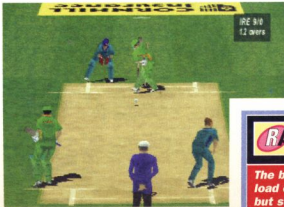


Tournaments can be hosted by any of the major cricket nations. And England.

Practice your batting and bowling in the nets before a proper match.

THE LIFE OF BRIAN!

There are plenty of options in *Brian Lara Cricket*, enabling just about anyone to play. Game length can vary from a 10-over match right through to an entire summer's worth of Test Matches in a full series, touring round a country as you go. In Tests, a clock keeps track of the time – an important part, as everything stops for bad weather as well as tea and cucumber sandwiches. The Classic Matches are particularly good, as you must take over a genuine historic match at a critical point and see if you can pull off the same amazing cricketing feats as your real-life counterparts!



Even Ireland compete in the World Cup!

CVG OPINION

Being someone who can watch Test cricket non-stop for an entire five days, I'd expect to enjoy every cricket game ever made. Thing is, the only ones that have ever got the right balance of realism and entertainment are Codemasters' *Brian Lara* games. This is a dream come true for cricket fans, with loads of accurate models of famous grounds, real players, a decent commentary from Geoff Boycott and Jonathan Agnew, varying pitch conditions, loads of possible balls and shots, plus plenty of different play modes. Even non-cricket fans will enjoy slogging the ball about in a limited over match because it's so simple to play. The graphics are great, though the 3D models wobble about and occasionally look really freaky. Some great touches such as slow-motion replays for third umpire decisions and some cool little animations add to the realism. Essential for fans of the sport, and a cracking multi-player alternative to the myriad PlayStation football games.

CVG LOMAS



The best cricket video game ever, and a whole load of fun for everyone. A bit fiddly in places, but still a real corker! It's a four all the way.



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At the end of this month, the world's most powerful games console will make its debut in Japan. The new Dreamcast system offers the most graphically intense videogames ever made. It offers more graphical and gaming power than the most advanced arcade games of the day. It has the potential to redefine what we should expect from videogames.

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	OUT NOW	1-2 PLAYERS	

Psygnosis delve into their Formula One licence once again for the '98 incarnation. But this is one title that hasn't improved with age.

FIA FORMULA 1 WORLD CHAMPIONSHIP

FORMULA 1 98

The first *Formula One* game was awesome, but it had loads of bugs – some real clangers in fact. *F1 '97* made up for that and, looking back, was probably better than the original.

So to take things one step further, Psygnosis hired a completely new programming team to try and get a new approach. They made a brand spanking new graphics engine, but in all honesty, this new look is nowhere near as impressive as the lavish visuals of '97.

The AI of the cars is a bit doolally too, as some vehicles spin on the start grid! Yes, it's sad, but it's true – unfortunately.



⊕ This is a good time for a scrap!



⊕ You can almost smell the rubber.



⊕ Split-screen race action!

THE FULL MOTIVITY

It's worth pointing out that despite the obvious flaws in the game, *F1 '98* is still a fan's dream. It has all the tracks from the season re-created to adequate standards and all the official cars along with their relevant sponsors and manufacturers. The drivers are all correct up to the end of the season that's just finished, but Villeneuve is still not in, due to him having his own licence! Add to this a two-player mode – which is only link up unfortunately – and you do have an impressive selection of options.



⊕ Be careful when revving up the car at the start, as it's likely that the car will spin out of control.



⊕ A bit of a pile-up at Silverstone has slowed Schumacher down. But the Comeback Kid ain't done yet!



1 HAKKINEN McLAREN MERCEDES FASTEST LAP 1:22.908

⊕ F1 fans will love the game, as it's so faithful to reality.

CVG OPINION

What happened here then? Celebrated games-makers Psygnosis win the best F1 licence around, but then they go and undermine their success by releasing a sub-standard sequel to a sequel. There is no denying that it's a good game, but when you consider the high standards of the previous two, the slightly rushed feel this one has is quite dis-heartening. The realism is nowhere near as good as the other two either. For instance, when cars touch each other they spring across the track under some strange external force. And for some reason, the frame rate is worse as well. All in all, it's a major disappointment and proves that Psygnosis had it right with Bizarre Creations. Roll on *F1 '99*.

STEVE WEA

RATING

⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕ ⊕

It doesn't look or play as well *F1 '97* and is a disappointment. Hopefully, this will just be a blip in the impressive F1 licences from Psygnosis.

99 Big Ones

Currently showing on Game-Online: ninety-nine nice games for next year. Get your hands on the essential guide to Millennium-minus 1.



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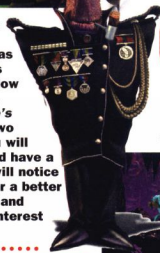




	PLATFORM	BY ODDWORLD INHABITANTS	PRICE \$44.99 PLAYSTATION AND PC PREDECESSORS AVAILABLE * NO OTHER VERSION PLANNED STORAGE 2 CD'S * RELEASED BY W. INTERACTIVE TEL 0171 888 7300
	OUT NOW	1-2 PLAYERS	

Another great platform game to feature the kooky-cute character Abe, and stacks of mind-bending puzzles to solve.

About 12 months ago a new platform hero emerged. His name was Abe, and he had to save his race of fellow Mudokons. Now he's at it again in *Exoddus*, which continues where *Abe's Oddysee* left off, and the two games are very similar. You will meet the same enemies and have a similar objective, but you will notice that *Abe's Exoddus* is by far a better game, with better graphics and better playability. Can we interest you in some Mudokons?



ODD WORLD

ABE'S EXODDUS™

WASSUP ABE?

After freeing 99 fellow Mudokons in *Abe's Oddysee*, Abe is now celebrating. But, during the celebration, Abe gets a disturbing visit from old Mudokon spirits. The evil Glukkons are pillaging Necrum, the sacred Mudokon burial ground, and using Mudokon bones to make a special brew! Furthermore, they are using blind Mudokons to dig up their own ancestors' bones. Abe and fellow Mudokons have to stop them.

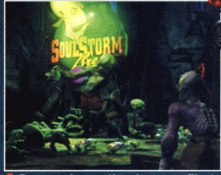


LET'S DO IT

The game starts with Abe and five other chosen Mudokons arriving at Necrum mines, but soon enough, Abe is left on his own. He has to save as many Mudokons as he possibly can. And he should try and save them all. Otherwise, as you can see from the ending sequences from *Oddysee*



included in the game, he will meet a bitter end. Some of you might have played *Oddysee* and will be familiar with the game. If you haven't, fear not. Throughout the game, almost in every room you enter, you will see a "tutorial" green neon sign, giving you hints or explaining what to do.



For new players, there's even a film telling you what happened in the last game.





TALKING HEADS

To save Mudokons, Abe says "hello" to each one and asks them to follow him to special portals which take them away. A new feature for this sequel is that Mudokons now have different feelings, and Abe must deal with them accordingly. You can tell how they're feeling by their colour. Red Mudokons are angry and Abe has to pat them on the

shoulder and tell them he's sorry. Yellow Mudokons are silly under the influence of laughing gas – they just keep laughing and wandering off. Slap them and they'll be fine! There are also blind Mudokons who keep on walking, Abe must tell them to stop before they harm themselves.



❖ The laughing gas means Abe will need to slap these mudokons to help them.



❖ Sometimes it's best to say you're sorry, especially when you anger them.



❖ The Mudokons will follow your every move, so be very careful.



❖ Don't move! But how to get to the lever?



❖ Many Mudokons hands make light work.



❖ Sometimes, it all gets too much, and it's more fun to watch Abe explode instead.



IN CASE OF ATTACK...

Abe is a peaceful bloke, so is unarmed. This means he has to use cunning in order to get past the nasty Glukkons. Most of them like to sleep and Abe can easily sneak past them. He can also stand still in the shadows and the Sligs won't see him. The game is full of traps, like motion detectors and mines and Abe's moves have to be finely tuned to avoid being blown up into little pieces.



Occasionally Abe gets the chance to get back at Glukkons, using their own weapons against them. Later in the game, Abe learns spells which make him invisible for a short period of time or, even better, able to chant and possess enemies like Sligs (cyborg gunner), or Slogs (dog-like creatures). These will then go off and self-destruct or pull levers he isn't able to reach.



❖ Those eyes in the sky are deadly, especially when there are Sligs close by.

❖ The athletic Abe will have to perfect his jumps to avoid creatures like Scrabs.



CVG OPINION

Abe's Exoddus is just like *Oddysee* – a brilliant platform game. There isn't much difference between the two games – Abe's moves, enemies, and *Exoddus* looks and plays much better. People who have never played *Abe's Oddysee* can easily get into *Exoddus*. Those who like the first game will laugh at the new Mudokon characters' interaction, and other additions. *Oddworld* is definitely one of the most imaginative platform game worlds, and *Exoddus* is a fun game to play.

ALEX HOPKINSON

RATING



A brilliant platform game, with a puzzle to solve on every screen. It may be more of the same, but there's nothing else like it.

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REVIEW



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If you thought *Special Ops* was cool, prepare to be frozen solid by *Rainbow Six*. This game rocks beyond belief!

You want Alpha Team to head around the back of the embassy, and Bravo Team to charge in through the side door. With minimum sound and maximum force, you must take out the drug baron and free the embassy official who has been taken hostage. And the best bit is... one shot kills. A single slip-up, and you'll find yourself six feet under. Every room must be scouted out and every nook, cranny and ledge checked and cleared before you can move on. *Rainbow Six* is an incredibly in-depth game - you cannot simply go in all guns blazing. Tactics play an all-important part and have to be mastered if you want to make progress.

Tom Clancy's RAINBOW SIX



☛ You have five seconds to comply.



☛ You can move into a sniper mode to shoot enemies from afar.

WAYPOINT THE WAY



At the start of every mission, you're given the plan of attack, targets and hostages. You can kit your men up in whatever uniform you like, and give them a choice of weapons, grenades, bombs and clips. The key to success is planning waypoints so that you can give the troops a set path to work along and define tactics. For the first few missions, you can get the computer to plan for you. But the further you get, the more responsibility you have. It's best to run through the missions before you decide where to direct your men, because you'll know where the enemy hotspots are.



☛ Once your men reach their set starting point, they won't continue without your 'go' code.

REQUEST BACK-UP!

There are two views you can use when playing. The first-person view is best for getting the feeling of tension and atmosphere. But for sections that require tricky manoeuvres, you can zoom out to a third-person view. Depending on the gun you have armed, you can also use a sniper mode to pick

off opponents from distance. Small handguns only have a short sniper view, whereas machine guns have a much longer range. You also have nightvision goggles which can be activated at any time, and the awesome heartbeat sensor which will tell you of any living people in the area!

☛ If you shoot the weapon out of the enemies' hands, they'll drop to their knees and surrender!



CVG OPINION

Rainbow Six is one of the best games I've ever played. The tension you feel while playing is almost unbearable. Sneaking slowly around a corner, only to find a guy aiming to blow your brains out - as another of your troops is felled - is panic-inducing. The graphics are impressive too. Your troops can be distinguished by their eyes alone, and if you look at people who are standing still, you can even see them breathe. And with 17 levels, each of which gets significantly more difficult, it'll be a while before you finish the game properly. Add to that the multiplayer mode, and you're looking at a fantastic complete package. No wonder Tom Clancy, writer of many Hollywood blockbusters, got involved. Absolutely awesome!

STEVE BORG



One of the most addictive, compelling and tense games ever to grace the PC. The only way to describe this is AWESOME!

PlayStation™	3D ACTION	BY PSYGNOSIS	* PRICE £39.99 * NO OTHER VERSION AVAILABLE * NO OTHER VERSION PLANNED * STORAGE: 1 GB * RELEASED BY PSYGNOSIS TEL 0151 282 3000
	NOV RELEASE	1 PLAYER	

Nope. We have no idea what 'ODT' stands for either, but you just know it's gotta be something rude...

ODT

Mix a dash of *Tomb Raider* with a healthy helping of *Chaos Engine* and you've got *ODT*, Psygnosis' very own 3D action adventure. Set in the unique world of Tontazin, players explore sprawling levels, battle strange beasts and master their own individual brands of magic. But even with four playable characters, head-scratching puzzles and bucket-loads of combat, has *ODT* got what it takes to beat Lara at her own game?



NOW THAT'S MAGIC

Each character has his (and her) own specialised abilities, weapons and powers to use and these may also be upgraded over time. Mastering all these skills is the key to successfully beating each stage and avoiding a right good pasting. What's more, some characters are actually more suited to handling specific situations than others. Picking the right face for the right job is essential.



Select healing spells and special attacks.



Hit 'em with magic attacks and drain them of energy. Power-ups are often left behind.



CVG OPINION

While it was always inevitable that the *Tomb Raider* series would inspire similar titles, no developer has yet managed to capture the feel and gameplay of Core's large-chested champion. *Fifth Element* was a mere clone, *Nightmare Creatures* was a mess and *ODT* simply tries too hard to be too many things at once. It's a 3D platformer, it's an RPG, it's a shooting game... It's gonna confuse a lot of people. Not that Psygnosis have failed to deliver an interesting title, it's just that we've seen it all before and it's usually been a lot better. On the plus side, multiple characters and massive levels do provide a real challenge, but even these positive points are swept aside by glitchy graphics, an annoying virtual camera angle and enemies who seem to be able to attack you even when you can't see them. *MATT SCO*

YOU'RE ALL MOUTH



At key points in each level, there are characters you have to talk to. These folks will give you clues and mission guidelines to accomplish. These range from locating objects to defeating bosses. Some of these friendly faces even give you useful items and power-ups.

Don't be shy. Chat to folk in each level to find out vital clues.

RATING



It's no *Tomb Raider*, but it's no disaster either. Unfortunately, repetitive and unoriginal gameplay holds *ODT* back from being a real hit.

	PUZZLE GAME	BY INTERACTIVE STUDIOS	<ul style="list-style-type: none"> PRICE £49.99 NO OTHER VERSION AVAILABLE PC VERSION PLANNED STORAGE 128MB CART RELEASED BY HASBRO INTERACTIVE TEL 0181 569 1234
	OUT NOW	1 PLAYER	



For the first time in a game, you get the chance to control a glove! *Marble Madness* meets *Kula World* – but with a mitt!

GLOVER

Here's the deal. A wizard chucks the wrong potions into a broth he's concocting. As he staggers back from the resulting explosions, he inadvertently falls down a big hole in his lab. But just before he does, the magic gloves he's wearing fly off.

One falls through the window – this is Glover, the character you go on to control. The other falls into the strange mixture – he appears from the cauldron a changed glove, and is now an evil mitt called Cross Stitched.

Then all the crystals decorating the castle fall off and Glover changes them all into balls to prevent them from smashing. But they roll away, and so you have to find them all and bring them back.



It's got a lava level, an ice stage and even a desert stage for you to explore.



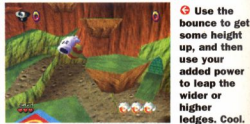
GLOVER

COOL HAND LUKE

Your first task in each level is to locate the ball, which is obscured from your view initially, but is usually only tucked behind a wall close by. If you hold down the B button, the glove will point to the ball's location just for added help. Once you've found the ball, walking up to it will cause the hand to grip the ball, then you can roll it along. Once the ball is under your control, you can throw it to higher levels, bounce it to take both yourself and the ball up a ledge, slap it or lob it a higher but shorter distance. Remember, you cannot finish the stage without the ball in your control so don't go tearing off.



The monkeys will steal and play with the ball if you're too slow.



Use the bounce to get some height up, and then use your added power to leap the wider or higher ledges. Cool.

GREATBALLS OF FIRE

Glover is by no means useless without the ball, and in certain sections you have to ditch your spherical friend and explore parts of stages without him. If you find yourself stuck at a point, try using the cart-wheel to sneak through small crevices, or try smashing some crates with the fist slam. This move will also let you activate the non-ball switches and kill enemies.



The enemy is dazed so now you need to fist-slam him!

CVG OPINION

It's certainly a weird idea for a game and an original one, which is a rarity these days. Controlling a magical glove and a ball, and guiding it around mazes may well draw a few comparisons to games like *Marble Madness*. But ultimately, it proves too repetitive and too frustrating to be really special. As it is, it's an entertaining game in short bursts. But the tenth time the ball rolls off the edge of the level and it goes back to the bottom of a set of stairs, you just want to switch it off. And I wasn't the only person to say that. It looks very nice, almost identical to *Mario* in fact, and there are some cool ideas in here too. The whole concept of the game is a good one, but some parts can become too frustrating for casual gamers.

STEVE BEEZ

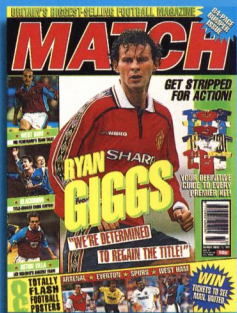
RATING



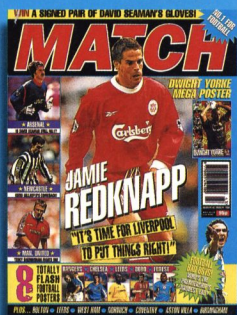
An original idea and one that works well. Fun to play in small doses, but those looking for long-term appeal may find it frustrating.

REVIEW

What do you get in the UK's biggest selling football magazine that you don't get anywhere else?



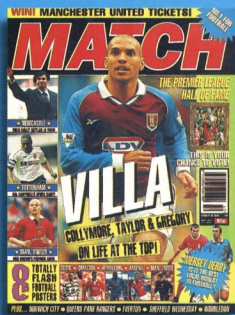
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	RELEASED BY GREMLIN TEL 0114 263 0000

Actua 2 was a big improvement over the original and with Gremlin flying high at the moment, **Actua Soccer 3** needs to deliver.

When Gremlin released their much-anticipated **Actua Soccer 2** back in November '97, the face of their game, Alan Shearer had just obtained a serious ankle injury in a pre-season friendly. As a result, he wasn't fit enough to even do the motion capture. The ironic thing is that they got in an unknown striker from Liverpool to do the animation for them - one Michael Owen. Now Owen is the potential spoiler waiting in the wings with Eidos and **World League Soccer**. But what has this latest version of **Actua** got to offer over the previous two? Well, ladies and gentlemen, that's exactly what we're here to tell you.



actua SOCCER 3



ⓐ Bottle out of a 50-50 challenge like this and you get your legs broken. Kapeosh?

ⓑ Even in the mist and fog, Vlaovic still manages to slot that away nicely.

PUT ON YOUR SHOOTING BOOTS

Those of you having a little trouble finding the net may want to have a quick peek at this goal that we have found most reliable for getting those crucial goals. Basically, you need to work the ball to your winger, or have one of the strikers dribble the ball out wide. Run until you're about level with the penalty spot, and you should see the other striker unmarked in the box. Hit triangle once (don't hold it down) and the player will whip a low cross into his path, where an empty net awaits.



ⓐ If you look closely, you can see Ronaldo and Bebeto waiting.



ⓑ The pace of the ball beats the goalie, but he still saves the shot.



ⓒ However, Ronaldo is on hand to tuck in the rebound. 1-0.



ⓐ Ortega fires the Argies into a 2-0 lead. You don't miss those.

ⓑ You're supposed to get the whole team to do it, fool.



IT'S A MAN'S GAME!

The weather changes in **Actua 3** have a very dramatic effect on the way the game plays. All sorts of variants are utilised and most of the time these are completely random selections. The teams you are playing against also helps the computer to make a decision. If you draw an away game against Ukraine for instance, the chances of getting a snowy game are very high, whereas English teams will usually be playing in the rain. The pitch is affected by these conditions too. During the rainy games, the ground will cut up a lot more and the ball will hold up in the mud. The pace of the players becomes slower too, as they trudge through the puddles.



ⓐ The ball is orange in the snow.

LOMAS PLAYS A ONE TWO

We touched on it briefly last month, but now the Player Editor section has been completely finished and you have the chance to make up your own teams. First you need to change the team name, kit and playing styles. Then start editing the players. You're given £150 million to customise players in six categories: control, passing, shooting, speed, tackling and heading. Each time you increase the bar for a particular skill, the players cash rating improves and your total comes down. You have to be realistic with the stats, as it's impossible to make an unbeatable dream team. You can import players from other clubs, with the best players obviously costing a fair old wedge. Height and weight will affect the physical appearance of players with the 'big boned' midfielders appearing chunky and slow, with the smaller, skinny players being very nippy on their feet.



Team CVG in all its glory. Whether Hunter can come up with the goals remains to be seen.



This was the closest head in the game that vaguely matched Ed Lomas's flowing locks.



Not only are we a top team, but we also cut it in the looks department with our swanky kit.



Man-to-man marking in a standard 4-4-2 attacking formation should do the trick.



Oh dear. In our first match Abdul's infamous temper gets the better of him. Yellow card sir.



Any really dodgy tackles are rewarded with a replay of the offence...



... this is usually followed by a picture of the injured player hobbling off. Ha ha.

A DROP OF THE SHOULDER

The programmers have added a couple of new moves to the game, giving the player a greater range of skills to try and beat the last defender. Hitting R2 will now cause the player to drop his shoulder to try and sell the defender into making a tackle. Holding L1 or R1 will also bring up a second arrow on your control icon at the player's

feet, and passing will switch the play in the direction of this arrow. These crossfield balls and reverse passes now mean that defences can be pulled all over the place, creating more chances. Another cool little trick is that in the training mode, R2 will call up a fake wall to let you practice some Beckham style free kicks!



The shoulder drops and the space is created. Another bit of Brazilian magic.



A shoulder feint can also help you avoid sliding tackles.



Goal kicks show the entire pitch.



CVG OPINION

The Actua Soccer games have always been good, but never had the complete feel to them to take them into the classic league. This third version comes close, and is certainly the best of the three. It's an immensely playable game and it is a lot easier to pick up than the second game.

The controls aren't too complicated, but still have enough diversity to make for an intricate game. But there are a few flaws which led the game down. For a start, you hardly ever need to head the ball. Huge punts upfield always bounce unchallenged in the middle of the pitch. And the AI on some of the players isn't up to scratch. When you're running with the ball, you expect teammates to overlap on the wings, but you have to wait an age for them to get there, which often leads to you losing possession.

But, Actua 3 is a very impressive title that has loads of options and gameplay features to keep fans occupied for months to come. Excellent.

STEVE HAY



Another step forward for the Actua Soccer series. Good fun to play, loads to uncover and still the best commentary around.

SAINT & KEYSIA



Football tips from CVG's footy experts!



The mad managerial merry-go-round has started and we're not even at Christmas. Georgie Graham and his Magic Hat has jumped the sturdy SS Leeds and gone to Tottenham Titanic. At the time of writing, Martin O'Neill has done the dirty deed by committing himself to Leicester and it's only a matter of time before Glenn Hoddle gets a vegetable or a piece of fruit superimposed on his forehead. Stuck to video game football management fellas. It's a lot safer, and better for the fruit and veg industry.

MICHAEL OWEN'S WLS '99 - FIRST PLAYTEST

Just as we were planning to put Saint and Keysie to bed this month, a previewable copy of WLS '99 dropped into our laps! Seeing as the only other version we've played so far was a two-team demo, to show off the engine more than anything, we thought it's about time you lot got to read how it plays. Bearing in mind it's still only a preview version of the game, here's what we think.

For starters, the control method has changed now so that it's slightly easier to pick up and play, and yet has all the moves and tricks for the people that want more control over the game. Double Tapping X still does the one-two passes, and the shoot and chest buttons are still the same. But holding R1 will open up a new range of new moves. For example, R1 combined with any direction and triangle will cause the player to perform a little trick on the ball. Whether it's dragging it to one side, or rolling both feet over it, the tricks will pull you a couple of yards away from oncoming defenders.

SCRATCH

The look of the game has been improved as it's now a higher resolution, but animation on the players hasn't been brought up to scratch yet. Heading the ball is a lot more reliant on

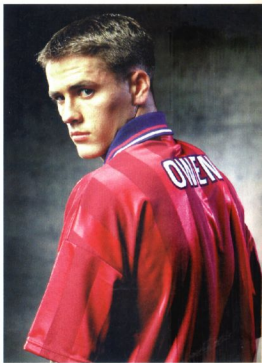
you to get the timing right, which is strange but does show off your skills as a gameplayer a lot more.

But until you've mastered the timing, you'll be sailing underneath every ball that comes your way. Tackling is still a bit frustrating, as it was in the predecessor, because the players appear to fall down on the spot they are standing on, rather than move towards the player. Scoring is not as immediately difficult as it was before which is also a good thing, because at the end of the day that is the aim of the game.

Overall, this version is still far from complete, and has a few niggling problems, as we've mentioned. It'll be interesting to see if the animation changes for the finished version and if tackling becomes easier. Whatever happens, CVG will have our full, honest review next month.



Ⓢ Nationwide League, dead ahead Captain!



Ⓢ What about that for a bullet finish!



Ⓢ The players look a lot more solid than before but some animation is still missing.

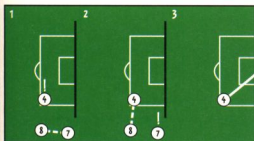
Matthew Mallett (if that's wrong, sorry) has sent us in some top-notch tips for *USM* on the PC. We'll sort out some prizes for you, Matt! Check out these good formations which will nearly always lead to goals, or so he says anyway. The numbers we talk about refer to the player numbers, so 9 and 10 are the strikers for example.

From the Kick-Off:

First set it so that 10 passes the ball to 9 from the kick-off. Then get 9 to dribble the ball to just outside the top right hand corner of the box, where his final action should be to whack the ball across the goal and into the far corner.

From a Corner:

Number 7 should be taking the corner and he plays a short kick to 8. He then knocks a short ball into the box to 4, who is hovering by the edge of the six yard box, level with the penalty spot. Number 4 then shoots at the near post and notches for your team.



Free Players!

And here's a tip to get loads of money and free players which, if slightly adapted, will work on most football management games. Follow this step-by-step guide.

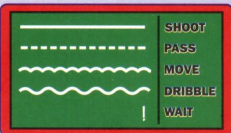
Select as many human players as you want, but for this example we'll use two.

Pick one human team as someone low down, say Brighton, and another as Inter Milan or other giants of the game.

When it's Inter's turn, offer to buy one of the players from Brighton and, because this is also a human controlled team, you get to decide his value. Set your asking price at

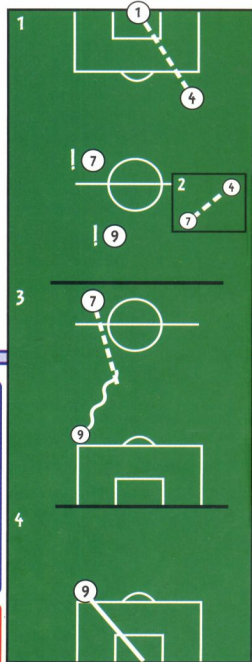
£20,000,000. When the offer comes back to Inter, accept this price and in his contract offer the player £100,000 for every game he plays and stick in Ronaldo too, so the deal is a player-plus-cash swap.

When it comes back to Brighton's turn, accept the offer and you have not only £20mil in the bank, but the Brazilian wonder striker playing at the Goldstone Ground! Cool.



From a Goal Kick:

From the kick, the 'keeper plays a short pass to 4 who is about 35 yards out. Number 7 should be positioned just inside your half to the left of the centre circle and number 9 almost on the edge of the opposition's penalty box. Number 4 should be told to pass to 7 and he'll pass to 9. He should dribble to the far left corner of the 18-yard box, where he shoots into the net for yet another goal.



Games League

The big three are out in a couple of weeks, so expect to see a radical change in next month's chart. This month ISS pro holds strong again with our readers but World Cup '98 moves up a

Pos.	Title	Format	Price	Rating
1	ISS Pro '98	PS	£44.99	5/5
2	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
3	FA Premier League Manager '99	PC	£34.99	N/A
4	Premier Manager '98	PS	£44.99	5/5
5	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
6	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
7	Road to World Cup	PS, N64, PC	£44.99, £64.99, £34.99	2/5
8	Championship Manager '97-98	PC	£29.99	N/A
9	ISS '98	N64	£39.99	3/5
10	Worldwide Soccer '97	SAT	£34.99	N/A

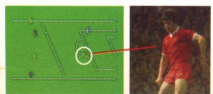
SPOT THE BALL!



Eagle eyes at the ready as CVG's Football is stashed away somewhere in the mag (but not in Saint and Keysie) and locating our spherical wonder could result in some goodies for you. The winner from issue #203 is Daniel Conliffe of Ashton-in-Makelfield, Wigan. The ball was on 59, covering the CVG logo in the top right corner of the review. Mark this month's entries to **Spot the Ball #205**.

FACE THE FACTS

Check out the 1982 Intellivision Soccer game with a Kevin Keegan from the same era.



Man or pixel - the perm is still dodgy.

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

**SAINT AND KEYSIE #205
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PC
CD
ROM



TIGER WOODS '99

Tiger Woods may be the big man on the green at the moment, but there's no getting away from the fact that golf is a really, really dull sport. C'mon... tartan trousers, slip-on shoes and Bruce Forsythe... that's what golf is all about! Even Chris Evans, presenter of *TFI Friday*, tried and failed to make the act of searching for a tiny ball in huge, green spaces seem interesting in his golfing TV show. Having said that, golfing sims are usually among the most realistic and well-received sports titles, managing to capture the relaxing feel of the game, even with basic visuals. Not that *Tiger Woods '99* lacks believability, with its realtime 3D accelerated graphics and motion-captured players, EA's offering delivers a mighty fine package indeed. Chuck in the option to challenge players across the internet for a true competitive edge and this slick swinger is a real treat. **MATT YEO**

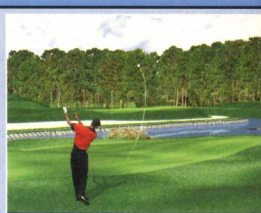
GOLFING GAME

OUT NOW

BY EA

1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 542



⚡ Tiger Woods injects some swing into the golfing games market with this fine little title.

PC
CD
ROM



NEED FOR SPEED 3

With so many high-quality racing games doing the rounds these days, it's often tough to spot the gold amongst all the you-know-what. *Need for Speed 3* falls into that grey middle ground of games, lacking *Gran Turismo*'s perfect road-handling or *Colin McRae Rally*'s sheer playability. Nevertheless, the game does live up to its name by providing players with a wealth of lightning-fast dream machines to race. It also provides you with the option of downloading even more vehicles from EA's own website. The PC version actually nips ahead of its PlayStation counterpart in terms of graphics, with subtle weather and wearing effects really shining through. The chance to play chicken against the police is also well worth a mention, as players dodge radar traps and high-speed cop pursuits. **MATT YEO**

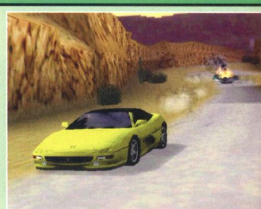
RACING GAME

OUT NOW

BY EA

1-2 PLAYERS

- PRICE £39.99
- PC JUST 10100
- VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 542



⚡ Better graphics for the PC make playing chicken against the fuzz more fun in *Need for Speed 3*.

PlayStation



NASCAR '99

Another year goes by and another set of sports updates from EA arrive in the office. First out of the bag this month is *NASCAR '99*, the officially licensed racing title that features high-octane tarmac-tearing with EA Sports' trademark realism. Twelve months on and very little has changed as far as the game-play goes, but there are a handful of extras to tinker with, ranging from seven all-new tracks to current US team stats. Presentation has always been EA's strong point and *NASCAR '99* is no exception. Spot-on in-game commentary from ESPN faces as well as multiple game-play modes are welcome additions, while high-res cars and detailed tracks give the graphics a solid enough feel. Unfortunately, pit this puppy against the likes of *Gran Turismo* and *TOCA* and *NASCAR '99* fails to even get off the starting grid. **MATT YEO**

RACING GAME

OUT NOW

BY EA

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 542



⚡ Yet another update of *NASCAR* that fails to give the top driving games a run for their money.

PC
CD
ROM



NBA LIVE '99

And the EA sports onslaught continues with the best of the bunch, the annual update to the game that – unbelievably – made stars out of the Harlem Globe Trotters. Yep, it's *NBA Live '99*. Keeping America's No. 1 sport up-to-date, this latest addition to the series basically features more of the same. More realism, more courts, more moves... more chances to prove if you got game! Mastering *NBA Live '99*'s new moves proves to be the real appeal for fans of the last title, with some spectacular dunks and smoothly animated character animation giving the game real depth. As with previous basketball outings, tackling the CPU to championship matches offers no lasting challenge, but rope in a mate for some one-on-one action and you've got a game with true longevity. A worth successor to *NBA Live '98* in every way. **MATT YEO**

BASKETBALL GAME

OUT NOW

BY EA

1-8 PLAYERS

- PRICE £39.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 542



⚡ The CPU is easy to score against, even when you're surrounded by two players in this way.



MAGIC AND MAYHEM

The first thing you may want to know about the little-known game *Magic and Mayhem* is that it's programmed by the same bunch of people that brought you the PC strategy game, X-Com. The second thing is that it's also an excellent strategy-cum-action game. With your wizard in tow, it's your job to gain control of power sources and use them to create your own little army of warriors. If you think that you could do better yourself, there are over 40 spells to use, and all of them can be conjured up relatively easily. By mixing Magic Elements together, you can create loads of variations of spells to give the biggest range of power to your forces. It's a nice enough game graphically, and it plays extremely well. Add to that the multiplayer element, it can prove very addictive indeed. This is excellent stuff.

STEVE KEY

**ACTION
STRATEGY**

OUT NOW

**BY MYTHOS
GAMES**

1-4 PLAYERS

- PRICE £29.99
- PC OTHER VERSION AVAILABLE
- CD OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY WINDY
- TEL 01223 551205



Beautiful imagery and brilliant gameplay in this little-known strategy-cum-action game.



ACTUA TENNIS

This may have been released out of season, but that doesn't appear to have prevented Gremlin from trying to knock out a half-decent tennis sim. The results? Well, we've definitely played better, but *Actua Tennis* certainly tries to live up to the game's fast-paced reputation. Motion-captured players, detailed 3D courts and multi-player features are enjoyable enough and the game even manages to grab your attention for a few hours at a time. But gripes are plenty and it's only when you recall the likes of the classic SNES game *Super Tennis* that you realise just what a great game *Actua Tennis* could have been. The reassuring tones of commentators Barry Davies and Sue Barker do take you back to those lazy summer afternoons watching washed-out Wimbledon matches, but the real magic just ain't there.

MATT YEO

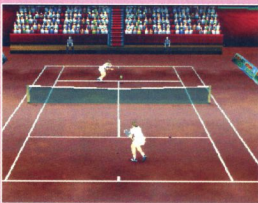
TENNIS GAME

OUT NOW

BY DMA DESIGN

1 PLAYER

- PRICE £19.99
- PC CD ROM
- CD OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 01122 639300



Even if you swing at the ball and miss, the ball seems to fly at your opponent anyway!

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Anyone who enjoys *Final Fantasy*, *Zelda*, or even the card game *Magic: The Gathering*, will go for this in a big way.

Forget the hype, just look at what this game will offer you, hopefully not long after Christmas.

Pokémon, otherwise known as *Pocket Monster*, is primarily a Battle RPG – a role playing adventure with lots of fighting involved. The adventure casts you as a boy, setting out in the world to capture 150 Pocket Monsters. It's a test of skill set by your mentor, Professor Oak. To help you the Prof gives you one monster for free at the start of your adventure. You are now an officially registered Pokémon Trainer!



POKÉMON



THE POKÉMON INVASION IS COMING

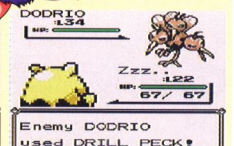
I PUT MY HEAD IN ITS MOUTH

Everything hots up big time when you encounter one of the other Pokémon Trainers. Trainers are likely to have at least two Pokémon they wish to nail you with. You can't trap a rival Trainer's Pokémon – it's just a battle to the death (actually Pokémon don't "die", they "faint"). To be sure of

your skills, however, you need to defeat the eight Pokémon Leaders. These guys own Gyms in all the major towns. If you trash their students, and ultimately defeat the Pokémon Leaders, your awards are special abilities, enabling you to catch rarer Pokémon!



This guy only has one Pokémon. Hah!



Yikes! But his Dodrio is pretty mean!

REAL-LIFE RIVALS

Biggest, and best, thing about Pokémon is that you can battle against, or trade with, another player by linking Game Boys. In a battle you choose your best monsters to humiliate the other guy. In a trade, you get to browse each other's Pokémon, decide which one you'd like to brag, and if the deal is good you do a swap. Traded Pokémon develop quicker. But beware: powerful Pokémon don't respond to weak trainers – you might end up with a bad-ass monster you can't control!



Visit the Pokémon Center to trade or fight.

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071	072	073	074	075	076	077	078	079	080
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091	092	093	094	095	096	097	098	099	100

Choose a POKÉMON.

It's a hard decision when it comes to trading. All your Pokémon are valuable!

151 POKÉMON MARATHON

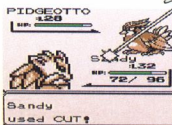
Bagging the remaining 150 Pokémon depends on your ability to trap weakened Pokémon inside "PokéBalls". This isn't so straightforward. All 151 monsters have different strengths and weaknesses.

They all have magic abilities, based on their type – earth, water, air, electric, etc. These strengths are also their weaknesses, however some monsters are combination types

which makes it tougher to out manoeuvre them. You also need to make sure that the monster you choose has the best defence against the one you're fighting.



Search grassy areas for wild Pokémon. Come out! Come out!



Weaken the Pokémon you want, then throw a PokéBall.

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072 TENTACOOL	00
074 GEODUDE	DATA
075 GRAVELER	CRY
	AREA
	QUIT

These are all the Pokémon you've seen and/or caught.

POKÉMON SCHMOKÉMON!

There's no way around it, Pokémon is aimed at "kids"! However, this doesn't make the game too simple. Pokémon is its own brand of cool, just like all the best Nintendo games – where would you be if you sacked *Diary King Racing* or *Banjo Kazooie* for being childish, eh? Pokémon is one of the hottest games to look forward to in 1999. More in the next couple of issues.



NEW GAMES

NEW GAMES



Some major titles here to look forward to. Check the wacked out *South Park* game on PlayStation, and read all about the new *Mario* game for N64 – it's not what you expect.



SOUTH PARK

A comet that passes the Earth every 666 years is heading for South Park, and everything is going crazy. Aliens kidnap Cartman's mum and the local turkeys have gone berserk. Only Stan, Kyle, Cartman and Kenny can save the day.

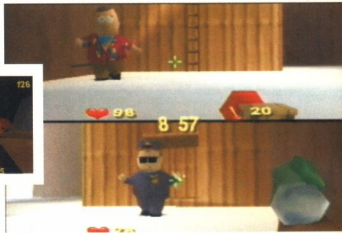
Arming themselves, the boys take to the streets of South Park and deliver some payback! Weapons include a Cow Launcher, Dodgeballs, Snowballs, Sponge Dart-Gun, Sniper Chicken, and a Fart Doll. You can play as any of the gang, plus there's lots of other characters from the show who'll be making an appearance such as Mr. Garrison, Chef, and Big Gay Al.

The single player game looks good with lots of missions (a current high-light includes a battle with a giant mechanical turkey!) but the multiplayer game looks like it'll be the most fun. Different play modes include Grudge Match, Capture The Flag and Kick The Baby! If the current South Park craze continues, this game could be huge. Hopefully Acclaim won't tone-down the humour.

Two-player death match in *South Park*. It's an original approach for a licensed game, but perfectly suited.



Kill the Mad Thanksgiving Turkeys! *South Park* would have been ideal for Christmas.



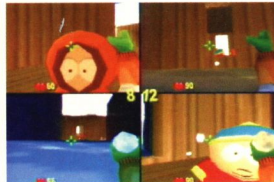
Rabbit! Rabbit! Two O' Clock!



Mad Thanksgiving Turkeys! Eek!



They may take our lives...



Mad Thanksgiving Robots?

'Uu-ke mokko abbana rammo akka. Iss-a gweely aw-sellen! Weee!' More from Ike in Feb '99!



RIDGE RACER TYPE 4

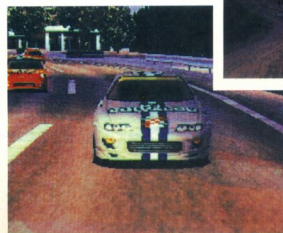
The latest in the *Ridge Racer* series could be available as soon as March in the UK. *Type 4* has the option to drive as a free-lance racer – prove your skills and join the winning team.

Type 4 is also a two-player game, with the screen being split horizontally. The most noticeable feature is the new graphic style – *Type 4* has taken on board the ultra-realistic approach of *Gran Turismo*. The screen-shots we've chosen here show you just how far you can see into the distance. There is very little sign of objects popping up on the horizon



either. It's very convincing. The gameplay feel is great too, since Namco have really gone to town on the drifting style which contributed to the *Ridge Racer* series' popularity. Powersliding will be a technique you have to master in order to win. With 300 types of car for you to master, we're expecting *Type 4* to be a lot of fun – on extended play!

You can see way off into the distance in *Type 4*. The distance-drawing is the best on PlayStation.



Getting the best out of *Type 4* takes power-sliding prowess!

The detail on the cars is equal to that seen in *Gran Turismo*. Cool designs too.



PRINCE NASEEM BOXING

We've had lots of requests for this game in the Most Wanted chart, and also quite a few NetPot suggestions, but now it's actually going to happen, and all thanks to Codemasters who have involved Prince along every step of the games production.

Set to feature over 100 different boxers and exhibition and career modes, this game promises to capture Prince's high-velocity boxing style. Prince Naseem is quoted as saying this about his

game: "I wanted to have my own game and there has been no shortage of offers. But I wanted to do more than just give my name and Codemasters have really involved me in the whole project. Reflecting everything I stand for: the power, the energy and, of course, the showmanship, providing a game that captures the spirit of the sport. I'm very excited to be on board". Knowing Codemasters recent track record for sports titles, fans should start getting all fired up.



Go on Prince! Shake him! Go on Prince! Shake him!



Shake him! Go on! Knock him out! Yeah come on!



Oo! Oo! Think's he's hard now, eh! You can have him! Go on!

MARIO PARTY

Nintendo will release a new four-player Mario game in Japan on Dec 19th for the N64.

It's called Mario Party and is being coded by Hudson Soft. Don't expect another 3D platformer - Mario Party is a dice-based board game featuring over 50 mini-games,

including racing and fighting. This is Nintendo's first Mario game since Mario Kart, two years ago. It will probably be popular in Japan where families gather together over the new year. Nintendo hope to sell over 100,000 copies over there. No news on a UK date yet.



STREET FIGHTER ZERO 3

A great conversion of a flashy arcade game. PlayStation can't handle all the animation, but no matter - all the gameplay, like it or not, is here.

What's interesting to PlayStation owners specifically is that SF Zero 3 is expected to make use to the new PocketStation PDA. It's not confirmed, but we expect PocketStation to provide some kind of mini game



Oops...

related to SF Zero 3 - a simple timing thing, dealing and blocking attacks.

Capcom hope to have SF Zero 3 ready for Christmas in Japan. No word from Capcom Europe about a UK release yet.



These are shots taken from the arcade version of Zero 3...



... but the PlayStation version should look just as good.



HYBRID HEAVEN

The US president has been kidnapped by aliens. John Slader and his team of special agents have been picked to save him.

Hybrid Heaven is a huge sci-fi adventure that plays like a cross between Resident Evil and an RPG. As you explore, you'll encounter strange mutated aliens, fighting them is controlled by a menu system. Exploit the aliens weak-spots, dodge moves, and power up your attacks. Lots of cut-scenes and characters help keep the story moving. Other characters also help to solve puzzles by passing on information, and giving you objects. The graphics are impressive and the gameplay varied. We'll be keeping a close eye on this game.



This could be the most stylish game on N64 in a long time.



Fight scenes are menu driven, kind of like an RPG.



NO FEAR DOWNHILL MOUNTAIN BIKING

The first authentic downhill mountain biking game is due next year. It features tracks set across 10 international locations.

Race the deserts of Morocco and the volcanoes of Japan. Beat opponents over a timed distance, testing your skill and balance at high speeds. Tricks are possible, as well as lethal accidents. Bikes can be adapted for different terrains by adjusting the suspension and brakes. Special upgrades are available if you do well. The game will follow in the tradition of Colin McRae Rally and TOCA, offering a realistic racing simulation.



Downhill, on a mountain bike.



The unusual control feel of this game should be a lot of fun.



THE B-BOYS DONE GOOD

THE UK PLAYSTATION BREAKDANCE CHAMPIONSHIPS '98

WORD UP! WANT
BIG UPS TO ALL YO
G-BOYS OUT THERE. YA
KNOW GAME BOYZZZZ!

TEAM
BOYZZZZFRUEND!



Where else would you get to see a Windmill, a Caterpillar and Crazy Legs? It has to be the coolest event of the year, the PlayStation UK Breakdance Championships.

Saturday 27th of September saw some of the most flexible males and females on the planet descend on the Britton Academy to demonstrate possibly the coolest dancing ever invented. Breaking is back in a big way, and the third annual event in the UK is fast becoming a globally respected tournament. Teams from the UK (obviously), America, Japan, France, Germany and Denmark were here to battle it out in one-on-one battles, and full on crew battles. Afrika Islam and Westbam were the DJs on hand to provide the beats so everything was set. Let the B-boying begin!

ROUND ONE - FIGHT!

For the actual team battle, every crew gets a set of a maximum eight minutes to strut their stuff, and four are selected to go through. Unlike other tournaments, you do not go into a semi final or quarter final. The judges picked the two crews to go straight into the final and two crews to battle for third and fourth place. Second 2 None and Move From The Other Side (Germany) battled it out for third place, with the British crew winning. The final was between Style Elements and the Spartan Rockers, and the Japanese crew were crowned champions. There was a bit of controversy as the crowd seemed to think that Second 2 None should have been in the final, so they challenged the Style Elements to a special battle. Crazy Legs joined in with the American team along with one of the Buffalo Gals. Little Tim from the Freestylers, who was there for the individual event, jumped in with his British chums. And after all that, Second 2 None won anyway!



Everybody's doing a brand new dance now, c'mon baby do the locomotion!

THE CREWS

The reigning UK Champions are Second 2 None who have been breaking since 1985, so it's a fair bet to say that they know what they're doing. Style Elements are the big American crew, as they won the 1997 Battle of the Year. The Spartan Rockers were the other main crew to watch, and are possibly the best posse to come out of Japan. They are famous for some really unusual moves and styles, so they could prove a threat this year.

BUFFALO GALS!

And then there was the B-girls. The Buffalo Gals are the first allgirl breaking crew. They were there to do a display set, and got some of the biggest cheers of the night. This was an awesome event and one which we recommend you get down to next year. You don't know what you're missing!



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

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

Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1998, after which they may be replaced by a similar service on the same number. Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill. If you would like a copy of the rules or a list of winners' names, see our web site www.InfoMedia-Services.co.uk or send a stamped addressed envelope to the address below. If you win an INSTANT WIN prize send you claim to **InfoMedia Services Limited** 'Claims Dept', PO Box 28 Northampton NN1 5DS. Helpline: 01604 542399. Winners Line: 0660 011 001. www.InfoMedia-Services.co.uk

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SONY PLAYSTATION!

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THE NEW TEKKEN 3!

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0991 181888

ADIDAS SPORTS WATCH

0991 181883



A PAIR OF ROLLERBLADES

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RECORDING WATCH!

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NINTENDO 64!

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MISSION IMPOSSIBLE

0991 181882



F1 WORLD GRAND PRIX

0991 181889



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ANYTHING
EXCEPT THE RED**



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