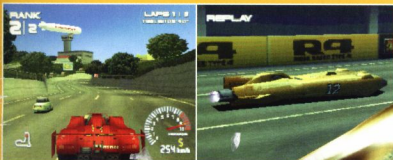


# Computer and video games

FIRST UK REVIEW

# RIDGE RACER 4 TOTALLED

ALL 321 CARS AND EVERY TRACK TESTED!



**PLUS**

**SEGA RALLY 2**

WE ROADTEST THE  
DREAMCAST VERSION

**SILENT HILL**

SCARIER THAN RESIDENT EVIL - THE MOST  
SHOCKING HORROR ADVENTURE EVER!

# CITY SLIZER

10  
5  
0  
cm



EQUIPMENT

AMMO



WE ARE SLIZER. JOIN US.

LEGO Technic

# PLANET SLIZER



FIRE



ICE



CITY



SUB



JUNGLE



ENERGY



JUDGE



ROCK

**ANALYSIS:** City Slizer live in a high-tech city of the future. But it is an urban environment filled with chaos and danger thanks to the intelligent vehicles that try to steal technology from City Slizer for their own use.

**MISSION:** Extract radioactive fuel. Defend city from Energy Slizer.

[WWW.LEGO.COM/SLIZER](http://WWW.LEGO.COM/SLIZER)

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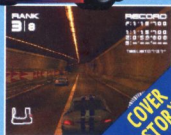
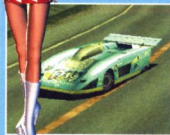


## RIDGE RACER 4

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CRAZY CARS, MAD MUSIC, AND THE MOST AWESOME RACES YOU CAN IMAGINE!



COVER STORY



Classic R-Type Delta action!

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## SEGA RALLY 2

THE ARCADE GAME AND WHOLE LOT MORE IN YOUR HOUSE!



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## FINAL FANTASY VIII

ONE OF THE BEST-SELLING TITLES EVER AND PROBABLY THE MOST BEAUTIFUL GAME IN THE WORLD.



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FIND OUT WHAT THE HOTTEST NEW RELEASES HERE.

## SMASH BROTHERS

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ALL YOUR FAVOURITE NINTENDO CHARACTERS - IN A FIGHT!



## STREET FIGHTER ALPHA 3

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COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH.



PLUS

## FREEPLAY

AWESOME 16-PAGE FREEBIE - EXCLUSIVE TO CVG.

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WELCOME TO YOUR WORST NIGHTMARE...

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## SOMETHING INTERESTING TO SAY ABOUT SOMETHING COOL

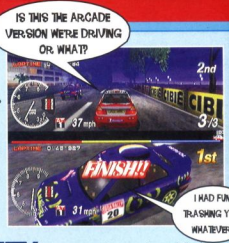
**E**ver tried to explain how fantastic your favourite game is to a mate? You wind up sounding like a drunken moron - the words won't come. "Look! It's just awesome! Watch!" is about all you can manage. So you need help.

This is what we're about on CVG - conveying the thrills. All we want is to make the games we love look great, and for you to get right inside the excitement. Because when you're so hung up on games, that's how it goes. There's a bonus too: by the time you're finished with each issue of CVG, you'll know more about the best games than anyone else. Bargain! Knock yourself out.

## OUR GUARANTEE OF QUALITY

The reason this mag is so full of energy is because we give it all we've got. Further benefits include:

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



## WE DO THIS MAGAZINE SOME COOL PHOTOS OF US, THAT WE DIDN'T HAVE A BLIND CLUE WERE BEING TAKEN...

<p><b>PAUL DAVIES</b></p> <p><b>EDITOR</b></p> <p><b>CURRENT FIVE GAMES:</b> • SEGA RALLY 2 • TURBO 2 • VIRTUA FIGHTER 3rd • SONIC ADVENTURE</p> <p><b>S</b>itting at a computer in my living room, I was clapped in the eyes on Ed's gaming prowess we just had to have him. For the mag.</p>	<p><b>ED LOMAS</b></p> <p><b>SENIOR WRITER</b></p> <p><b>CURRENT FIVE GAMES:</b> • SONIC ADVENTURE • SF ALPHA 1 • SEGA RALLY 2 • F-ZERO X</p> <p><b>T</b>he moment we clapped eyes on Ed's gaming prowess we just had to have him. For the mag.</p>	<p><b>STEVE KEY</b></p> <p><b>SENIOR WRITER</b></p> <p><b>CURRENT FIVE GAMES:</b> • CHAMP MAN 3 • PREM MAN 95 • SILVER • SF ALPHA 3</p> <p><b>O</b>ut of sight we clapped eyes on Ed's gaming prowess we just had to have him. For the mag.</p>	<p><b>ALEX HUHTALA</b></p> <p><b>STAFF WRITER</b></p> <p><b>CURRENT FIVE GAMES:</b> • SONIC ADVENTURE • SEGA RALLY 2 • METAL SLUG • CHAMP MAN 3</p> <p><b>O</b>ne of the reasons we hired Alex is 'cause he loves Sonic Team. That's all it takes. Serious.</p>	<p><b>ABDUL MONTAQIM</b></p> <p><b>PROD EDITOR</b></p> <p><b>CURRENT FIVE GAMES:</b> • ZELDA • TETRIS • GOLDEN • PRO B • B&amp;B PRO '98</p> <p><b>P</b>at has the reasons we're naming Abdul's health. He shows up for work looking shaggy.</p>	<p><b>TONY CORMACK</b></p> <p><b>DESIGNER</b></p> <p><b>CURRENT FIVE GAMES:</b> • PARAPET • BUST-A-MOVE • PRO B • B&amp;B PRO '98</p> <p><b>I</b>t's a past life Tony was a road drill. When he dies of talking too much, he'll be back as halstone.</p>	<p><b>NICOLA CHUBB</b></p> <p><b>ART EDITOR</b></p> <p><b>CURRENT FIVE GAMES:</b> • TETRIS • PRO B • B&amp;B PRO '98 • RIDGE RACER 4</p> <p><b>D</b>on't you think Nic looks like Sandra Bullock? And Abdul looks like George Clooney.</p>
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## CVG RATING SYSTEM

<p>★...EXCELLENT</p> <p>Every game which hits the High Five is essential. Let there be no doubt. This is the depth and vision beyond belief.</p>	<p>★...VERY GOOD</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>★...GOOD</p> <p>Something you may want to own, as opposed to renting it out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.</p>	<p>★...PRETTY BAD</p> <p>Unlikely to be especially original or overflowing with exciting features - there are better examples available. Or a clumsy attempt at a new concept.</p>	<p>★...POOR</p> <p>Almost a flat-iron, it'll be wanting to exchange this for something else straight away. Save your self the bother by avoiding in the first place.</p>
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Whenever, wherever,  
reach for the sun.



VITAMINS  
A-B12-C  
**Sunny  
Delight**

## NEWS



# PLAYSTATION 2: THE EMOTION ENGINE

**T**he terrifying new technology behind PlayStation 2 has been announced. It's called the Emotion Engine, and looks set to be many times more powerful than Dreamcast. The Emotion Engine has been co-developed by Sony Computer Entertainment Inc, and Toshiba Corporation. The two companies

presented the new microprocessor at the 1999 International Solid-State Circuits Conference (ISSCC), held in San Francisco. Though Emotion Engine represents only a part of SCEI's extensive research into the future of computer entertainment applications, its capabilities has left the world in awe.

## THE MISSION

Last year Ken Kutaragi, inventor of PlayStation and CEO of SCEA, said there would not be another PlayStation until it could deliver something different. This has never been a race for something that simply looks better, as far as Sony is concerned.

Sony's ultimate aim with the Emotion Engine is to gain a foothold in the future of entertainment. We've seen images, and heard sound synthesised accurately by computer. The next stage is behaviour synthesis!

Director of software research and development at Sony, Masakazu Suzuki, is quoted as saying, "For example, in a fighting game if someone throws a punch and they are wearing loose clothes, those clothes move. In a racing game a speeding car might move up and down on its suspension. Plotting these motions requires solving unique kinds of differential equations."

## THE MUSCLE

"It's a very, very cutting-edge chip," said Ken Kutaragi, inventor of PlayStation. Try 30 million polygons per second with every kind of special effect switched on. Dreamcast pushes around 1.5 million.

What will eventually become PlayStation 2 also uses a high-end rendering technique called Bezier Surfacing, which allows objects to be created with natural curved surfaces in real time.

This would have been where the NURBS rumber started, which CVG reported on in issue 204 (November). Bezier Surfacing, however, is easier for developers to use, allowing for more creativity. The icing on the cake is that the Emotion Engine has functions which make it tailor-made for Digital TV and DVD.

We will be attending a big Sony party in Tokyo this month, where further details of PlayStation 2 will be announced. Expect a full report in next month's issue.

## SONY/TOSHIBA EMOTION ENGINE SPECIFICATIONS

55 million polygons per second  
(without lightning effects)

32 million polygons per second  
(with lightning effects)

30 million polygons per second  
(with lightning and fog effects)

13 million polygons per second  
(with Bezier Surfacing)

# SEGA

## 9999 EMERGENCY

**D**reamcast goes on sale in the UK on 9th September, this year. The price is more or less confirmed to be £199, and for this you get the DC plus modem. Yes, everyone who picks up *Sega Rally 2* will be able to play on line from the get go!

Online games will be crucial to the success of Dreamcast. Sega are already in discussions with several major communications networks, no doubt trying to arrange a discount service for DC users.

As soon as Sega hook up with someone, you can bet whoever it is will be interested in

making Dreamcast a success too. So expect some kind of monster marketing campaign approaching September.



So far plans are said to include the sponsorship of a Premier League football team - current Premiership Champs Arsenal, last we heard. Also because of the connections with Microsoft, Sega are developing ideas for Microsoft Web TV.

When September comes around, loads more people are expected to be used to checking stuff out on the internet on a regular basis. Broadcasting news through WebTV would be a cool way for Sega to spread the word.



Ⓢ The swirl is blue for Europe, since UK publisher Tivola uses orange.



# THE NEO GEO POCKET IS HERE

A new hand-held console is now available. The Neo Geo Pocket is from the same company that brought you the *King Of Fighters* games – easily the most popular 2D fighters in the arcade.

Though Neo Geo Pocket is a 16-bit system, just like the Mega Drive and Super NES, its display is monochrome. However, the graphics shown in the initial line-up of games prove to be quite detailed. Also the control feel of the "thumbstick" – like a joystick crossed with a d-pad – is superb. It's pretty much the same as on the Neo Geo CD controllers.

Aside from the great mini versions of SNK's arcade games, the most exciting aspect of Neo Geo Pocket is its compatibility with Dreamcast. The first title we expect to make

use of this is *King of Fighters* on Dreamcast. Another big-name game to have been recently announced is *SNK vs Capcom* for Neo Geo Pocket. If there's a version of this for Dreamcast, the world might collapse under its power!

You can pick up a Neo Geo Pocket at one of the major high street retailers now, for £49.99 RRP. The five launch games, *King Of Fighters*, *Samurai Spirits*, *Neo Cherry Master*, *Baseball Stars*, and *Neo Geo Cup*, cost between £24.99 and £29.99.

The machine gets a big CVG thumbs-up. Our only reservation is that this colour version, on sale in Japan this month, could make its way to the UK sooner than later. Any questions, phone Fire International on 01302 321905.



⚡ A tricky game to make work on a tiny hand-held console. But the detail is still very impressive.

⚡ Games which just don't work on more powerful machines are ideal for a portable. *Cherry Master* is fun.



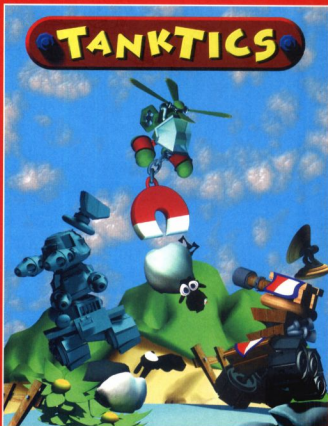
⚡ Neo Geo Pocket is a funky little system. The direction control is especially great.

⚡ The football game is hardly FIFA, but it's a good enough effort.

⚡ SNK are known for their great fighting games. This stripped-down version of *KoF* is worth a try.



## From the Designers of Lemmings



## Prepare to become Billy-No-Mates



## Tanktics - the fastest, most original game created by the hand of man ever...

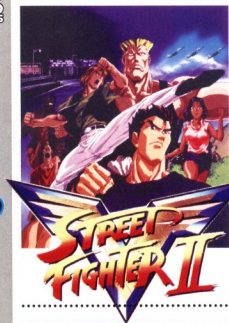


OUT ON PC-CD ROM



## www.tanktics.co.uk

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## POWERFUL STREET FIGHTER ANIME

**N**ow's your chance to get right inside the *Street Fighter* legend. On 29 March, AD Vision release volume one of the *Street Fighter II* animation series. It contains three episodes which follow Ken and Ryu as they set out to find the world's strongest fighters.

The first encounter is with Guile – in a barroom brawl! In the third instalment Ken and Ryu visit Hong Kong where they meet up with Chun Li.

The animation isn't quite up to the standard of the animated movie, but the action and dialogue are superb. *Street Fighter II* is one of the most entertaining anime tapes around – especially if you love *Street Fighter*. It costs £12.99 and can be obtained just about anywhere. So go find it!



Ⓞ Ryu listens to advice from his father. Just before jetting off to San Fran.

Ⓞ The battle against Colonel Guile is a real spectacle. Ryu gets kicked bad!



Ⓞ Guile's on top form here.

## O GOLLY IT'S OTOGE

**N**ext time you see a guy you think is crazy, think again. He might be on a mission to save the earth from space monsters, zombies, or both! The people who brought you *Tamagotchi* – the original virtual pet – recently unleashed *Otoge* on the world. *Otoge* is a virtual sound game, using a headset and pocket-size console.

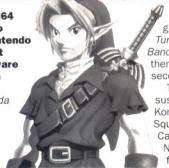
After switching it on, and selecting one of three games, *Otoge* projects the sound of an enemy in 3D space around you. There's a zapper button on the console, which you press to shoot the enemy once you've hunted it down (just follow the noise). Of course you're gonna look like a real idiot doing this, but it's kind of fun.

Only available in Japan at the moment, but we expect the UK version of *Otoge* later this year. More news as and when we get it. If you want it!

## NINTENDO BEAT SONY IN SOFTWARE BATTLE

**D**espite the N64 losing out to PlayStation, Nintendo remain the most profitable software manufacturer in Japan.

Legend of *Zelda* on N64, and the *Pocket Monster* series helped Nintendo out-perform



Sony, whose games *Gran Turismo* and *Crash Bandicoot* helped them achieve second place.

The usual suspects – Konami, Squaresoft, Capcom, and Namco – weren't far behind.

## THE POKÉMON CONSPIRACY

**H**is game isn't even available in the UK yet, but already Pikachu is famous. This is the *Pocket Monster* cartoon character whose antics caused some Japanese children to have seizures.

Now a US conspiracy website says Pikachu may be a deliberate master of mind control, an agent of some group intent on testing a new mind-control weapon using Japanese kids as guinea pigs. The site supports its paranoia with a recent US News and World Report on weapons that could be delivered through the TV, producing similar effects to ones caused by the *Pocket Monster* episode.

## CRYSTAL A-MAZING!

**A** small but incredibly talented company has made a staggering discovery. It could raise the stakes in the next-generation console battle 500%! *Cryst-X Techs™* of Nashville Tennessee has developed a crystal-based deck that computes using light refraction.

The technology that comprises the circuit board is minimal – translators for individual controller signals (optical), and output signal converter to High Definition, Digital TV (also optical). Everything else is done using light refraction, which means instant transfer of information making bus bandwidth a concern of the past.

Last count, the *Cryst-X Mk.03* clocked in excess of 500GB per second (PlayStation 2 can only handle 2GB per second).

Incredibly, the cost of producing a console using this technology is

minimal, due to the natural resources being used. Once the R&D development costs are taken care of, it's all for profit for the games companies, and cheaper prices for you the consumer.

So far *Cryst-X Techs™* are still trying to convince the world's major software developers to pay attention to their console, tentatively named AF-1. Currently they have a few titles being developed in house – *ApeMan*, *Rally Chase 3000*, *Blocky Puzzle*, and *Xthansor* – which we hear are amazing, simply because of the raw power of *Cryst-X AF-1*. Of course once the likes of Namco, Squaresoft, and DMA start making games, then we may see a revolution in the games scene.

More details are expected to emerge on April 1st. And you can guarantee that CVG will be first to report on anything that comes up.

## TETRIS, LORD OF THE UNDERWORLD

**U**K dance act Underworld mention Tetris *Keyrings* in one of the songs on their new album, *Beaucoup Fish*. The track is *Jumbo*, and the words go like this: "Thumbs On The Tetris Keyring/Moving the Grey and Clanging". Amazing, huh! And all because we gave away Tetris *Keyrings* to readers as subscription incentives almost two years ago.



## WHAT IT LOOKS LIKE



Ⓞ Light refraction technology has been studied by the US military since the 1950s. Now it forms the basis of the planned AF-1 console by American firm *Cryst-X Techs™*.



# BLACKMAILER, EXTORTIONIST, THUG.

(And you thought grasshoppers were cute!)

If you've seen the movie, Disney/Pixar's *A Bug's Life*, you'll know just how mean grasshoppers can get. Here's your chance to fight back through the eyes of Flik the ant as he battles against the evil grasshoppers. This new, non-stop 3D action game, set in a stunning natural environment, brings you 15 pulsating levels of pure bug busting fun.

Disney • PIXAR  
**a bug's life**



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LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN

CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

# Mailbag

STAR LETTER WINS LOTS OF EXCLUSIVE GAMES AND GOODIES EVERY MONTH!

## STAR LETTER

### CROFT ORIGINAL?

I found out where Lara Croft was copied from. I was watching the classic Japanese film *The Hidden Fortress* the other day and I noticed the heroine of the film (made quite a long time before *Tomb Raider*) was wearing clothes that I remember from somewhere. Then I saw a haircut that I remember, a face that I'd seen somewhere else. Then I saw... OK, you get the picture. Lara Croft is a complete copy of the heroine from *The Hidden Fortress*, only with breasts enlarged by about 200%.

I only hope that the makers of the film can sue Core Design and Eidos for all their ill-gotten gains!  
Aaron Souppouris, via e-mail

**CVG:** You could be right, Aaron. The woman in question is Misa Uehara (above), who plays a Princess, and as the *Hidden Fortress* is acknowledged as a major influence on *Star Wars*. That would make Misa not only a Lara looky-likey, but also the inspiration for Princess Leia. As for the Lara connection - Core, have you got anything to say for yourselves?



## NEW SLOGAN NEEDED

Dear CVG,

I have a question for Nintendo. What are they going to say when Dreamcast comes out? A new 128-bit console and Nintendo's machine being only 64-bit. They can't say "THE FASTEST MOST POWERFUL CONSOLE ON EARTH" because it won't be! I have a suggestion "THE 2ND FASTEST MOST POWERFUL CONSOLE ON EARTH".

Matthew Reid, Edgware

**CVG:** We think they'll go with an exclusive software angle. But has anyone else got a suggestion for a slogan? The best we can come up with is "The only 64-bit console made by Nintendo".

## THIS EMULATION, RUIN THE NATION

PC emulation of old machines is the only way for the general public to play many classic, and less than classic, games that appeared on systems that are no longer available. This is, in my opinion, a necessary evil. However, the recent news of Nintendo 64 and PlayStation emulators is worrying because these emulators, while being impressive programs, have only one real use: piracy. And piracy can only shorten the life-span of a machine.

Anyway, if you can afford £2,000 to buy a PC capable of emulating these systems, then surely you can afford £100 to buy the console itself. So please, PC owners, keep your emulation to those consoles that are already dead before there are no consoles left to emulate.

Iwan Lambie, via e-mail

## HEAD! PANTS! NOW!

Dear CVG,

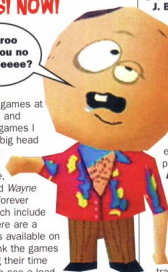
I am writing to complain about the number of "big head" modes or cheats there are on games at present. I own an N64, and seven out of the eight games I own include access to big head modes. Some of these games are *Goldeneye*, *Turok 2*, *NBA Hangtime*, *Mission Impossible* and *Wayne Gretzky*. I could go on forever about other games which include such features. Yes, there are a number of other cheats available on these games, but I think the games companies are wasting their time because I don't want to see a load of fat heads on my screen and I am sure most other people would agree.

Andrew Wingrave, via e-mail

## BETTER LATE THAN NEVER

Dear CVG,

Is anyone else just a little bit p\*\*ed off hearing about games which sound really good, then finding out they're in Japan and won't be out in July old Blighty for at least five months/years/centuries. When the set launch date comes round - shock horror! - it's been delayed for another five months/years/centuries, as per usual.

Take for instance *Final Fantasy VIII*. This game

has been getting up my ass well since mid-last year. Any sign of it? No. Hmm. Perhaps if we had a decent gaming system company over here we could get some decent quality games out in my lifetime. I know some games take AGES to make, but at least can they stop spreading the word about it like about a year before it's actually gonna get MADE!

Ahh well, I've had my moon, and I shall go back to sipping my cocoa under my marquee on the croquet pitch with Allan. Teehee, I wish!

Lady Insanity, via e-mail

CVG: Who the hell is Allan?

## ALAN'S MORISSETTE?

Dear CVG,

I am disappointed that with the great advances in the graphical capabilities of consoles gameplay has been forgotten. In the era of the SNES the graphics weren't up to much, so a game's success was based on gameplay and narrative. *Tomb Raider III* is a triumph of gameplay over graphics, and is getting the acclaim it deserves.

Games such as *Unreal* are visually blinding but the storyline and originality are non-existent. I am also disappointed at the number of sequels - companies seem to have become lazy. They have a sort of "if it works, let's improve the graphics and make people pay another £40 for it" attitude.

So come on, less sequels and more original gameplay please!

J. Brown, Leytonstone

## TWEED WATCH

Dear CVG,

After reading the letter "A Closet Feminist" from issue 207, I would like to answer your question - "Anyone else hate *Tomb Raider* as much?"

The answer is obviously no, because a) everyone else has friends, b) everyone else had taste and c) everyone else has a decent name. Hector Tweed, your parents were gits.

Adam Neather, Milton Keynes

Dear CVG,

Hector Tweed does not have a clue as to what he's talking about. Anybody knows that *Tomb Raider* games are s\*\*t-hot in every way - graphics, sound, gameplay etc. He obviously can't get off level one, or even the mansion training level. I bet Lara's butler can get around the assault course quicker than he can.

Simon Liptrout aka Lippy, Leyland

**CVG:** Believe it or not, we had a letter from someone who wanted to know how to get off the mansion level in the original *Tomb Raider*!

## DREAMCASTS INTO NIGHTMARES

Dear CVG,

I must say that your Dreamcast coverage has really whet my appetite. However, there did seem to be

**Dear CVG,**

A lot of English football fans who buy the FIFA games are members of Nationwide clubs. Maybe I'd like to play as Mbong of the Malaysian league, or Chéabed of the Brazilian league. We prefer to be teams like Stoke, Man City and Sunderland! In FIFA 2000 it would be worth buying if Nationwide clubs were in it. **Steve Coulthard, Newton CVG. But what about supporters of Mbong who don't want to play as Stoke?**

**Dear CVG,**

I'd like to be the first to actually complain about PlayStation's Platinum games. People think that these games are good quality for a good price, but I preferred the days when you had to shop around for a bargain and was proud for discovering it. **Ben Krefta, Rochester**

**Dear CVG,**

A company that tries to innovate – with such creations as the Mega CD or the Saturn's

NetLink – and fails is better than a company who simply follows trends and succeeds.

**William Turner, Skellingthorpe**

**Dear CVG,**

I would like to say to the staff, how are you all doing? **Christopher Reilly, Doncaster CVG. Pretty good, and our security guard is fine too.**

**Dear CVG,**

I am writing because I am sick

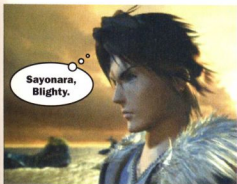
of sexism towards girl gamers. The Zelda advert is s\*\*t and a load of f\*\*\*ing crap. **BM, Ireland**

**Dear CVG,**

Is this the shortest letter you've ever received? **Adam Massey, Milton CVG. No...**

**Dear CVG,**

Shortest letter ever? **Karl Nicholas, Woodbridge CVG. Yes!**



quite a bit of ambiguity regarding the UK release of the console. Might be September '99, you say. This is as well as not knowing if it will come with the modern add-on or not – surely a huge incentive to buy this thing.

This is typical of the attitude towards the UK games-playing public. The UK always gets less, later than everyone else, and has to pay more for it. The length of time we have to wait to get hold of PAL versions of games is ridiculous. Games such as *Parasite Eve* and *Final Fantasy Tactics* are old hat before they are even released over here, if, in fact, they ever are.

I have had my PlayStation chipped so that I can keep up-to-date with the great games that are being made but are unlikely ever to reach these shores officially. Note to publishers – not everyone likes racing/platform/football games. Didn't you learn anything from the success of *Resident Evil* and *Final Fantasy VII*.

Another way the UK loses out is in the cost of buying games and consoles. You could go over to the States tomorrow and pick up a copy of *Metal Gear Solid* and pay less in dollars than you would in pounds for the PAL version.

I really hope that Sega don't treat the UK Dreamcast market with the same disregard as other companies, but, call me cynical, I have a horrible feeling in my stomach that we won't see the console until 2000, at probably over £300, and with a fraction of the games available, probably a racing game, a platform game and a football game. Please prove me wrong! **Nicholas Turner, Blackpool**

## MASTERPIECE THEATRE PRESENTS:

**Dear CVG,**

People often say, "Children say the funniest things", but how about "parents say the funniest things". When my Mum and Dad visited me recently I was my usual sociable self and continued to play *Tomb Raider III* as my Mum withered on about Auntie Ethel's latest bowdlerisms. My Father sat silently watching Lara Croft's every move. I know what he's looking at I thought to myself as I tried to fight off a velocipator. Then it happened – one of those



conversations that suddenly changes your perception of things.

**Dad:** "How much does a game like that cost?"

**Me:** "40 pounds."

**Dad:** "That's cheap."

**Me:** "You're joking aren't you?"

**Dad:** "No, remember that old Atari console we bought you about 20 years ago? Well the cartridges for that were 30 quid, and they were crap compared to this."

It was a point about which I was stuck for a reply, as I'd always considered today's software for the dedicated consoles to be grossly overpriced. Yet suddenly my father had come up with one sentence that made me think again.

So no longer will I complain about the price of games. As my Dad said, the price of games has hardly changed in 20 years, and that's for the best games that were available back then against the best that are available today. And judging by the glint in my Dad had in his eyes, given the choice between Ms Pac Man or Lara Croft, I know which one he'd rather be playing with.

**Brian Atherton, Workington**

**CVG: Or you could argue that games have ALWAYS been overpriced.**

## MEMORY CARDS. ROUND THREE. FIGHT!

**Dear CVG,**

I would like to take this opportunity to respond to Mr Winter's letter printed in issue 207. We make sure all of our peripherals are of a reliable, high standard and we have often rejected products that do not come up to scratch. However, like all mass produced items, faults can occur, and in these circumstances we do offer help if needed or a replacement product where necessary. Which is the service Mr Winter received, and as he wrote in his letter I sent him a better memory card, but unfortunately he seems to have had some difficulty operating the card.

I personally tested his replacement card before sending it to him so that I could be sure he had a memory card that was working correctly. Rather than contacting me again to get help with the memory card, he has decided to publicly blame our product for his difficulties.

Provided the instructions are followed correctly and you make a note of which page you have saved your game on there is no reason for any Joytech memory card to lose data through normal use.

**Chris Foulger, Customer Service Executive, Joytech Europe**

**Dear CVG,**

I am writing to you about the issue of third-party memory cards, which you printed a letter about in issue 207. I used to work for a large videogame chain store and I feel qualified to share my thoughts on the subject with you.

If someone buys an official Sony memory card and it fails to work,

then I think as far as people are concerned, then it's just faulty. However, if they have a third-party memory card with a fault then it's because it's a third-party product. You get what you pay for and if you pay £3.99 for a memory card, or a free memory card with the latest new game, or even a jigsaw then it should be obvious what kind of quality you are going to get.

I think a lot of the problems people have with the third-party memory cards is to do with the larger 240/300 block ones, as they are hard to use. The set of red lights or numbers on the front indicate which page you are on, and as the memory card screen on a PlayStation can only display 15 blocks, the saves have to be divided into sets of 15 pages. To change pages you have to push the button the same amount of times as the page you want. This is okay if there is only 10 or so pages, but when there are 40 pages it becomes a bit too much. No wonder some people are having their saves lost – they are not lost from the card they're probably hidden on page 39 or whatever.

Another problem about the large cards is that they use software compression to shrink the saves into a smaller space. The saves were not designed to be compressed this way so it can't be good for them. No surprise then when you load up your game and find it's been corrupted.

The solution is to use a memory card that offers real memory. These cards have only just been invented and do not use any compression and so are a lot safer to use, although they still suffer from having lots of pages to hunt through to find a specific save file.

Take a chance with the third-party cards, but remember you get what you pay for. Alternatively, have a large stack of official memory cards – it's down to personal preference.

**C. Wall, Milton Keynes**

**CVG: Two more sides of the story, and both with valid points. We'd like to add that it seems that certain games are more likely to cause save problems than others. We'll keep an eye on the culprits.**

**And that's all until next month!**

## NEWSFLASH! by The Emperor.



## WE NEED FUNNY PICTURES!

Send your drawings or comic strips to MAILBAG, CVG, 37-39 Millharbour, The Isle of Dogs, London E14 9TZ

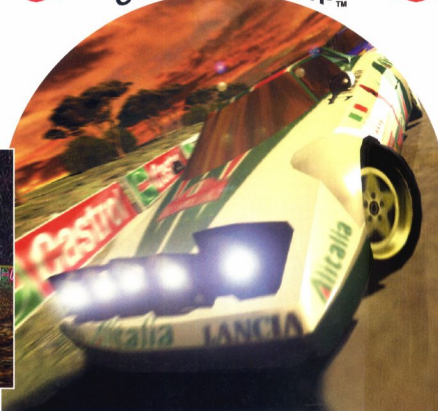


RACING GAME	BY AM ANNEX	<ul style="list-style-type: none"> <li>ARCADE AND IMPACT VERSIONS AVAILABLE</li> <li>NO OTHER VERSION PLANNED</li> <li>STORAGE 1 GB</li> <li>RELEASED BY SEGA TEL IMPORTER</li> </ul>
OUT NOW	1-4 PLAYERS	

Dreamcast's first racing game just went on sale in Japan, and it's shaped up to be far better than any of us expected!

SEGA RALLY 2

SEGA RALLY CHAMPIONSHIP™



Originally intended to be a launch game for Dreamcast in Japan, *Sega Rally 2* had some serious development problems.

The game wasn't even playable at the Tokyo Game Show in October 1998, so *Sega* delayed it until the end of January and put a whole load of extra people to work on the project.

All kinds of rumours had been flying around, suggesting that the game had been scrapped and started again from scratch. Some reports suggested that it wouldn't be out until Summer 1999 – but it's made it.

And it's not the straight conversion of the arcade game we were all expecting – it's got a whole lot more to it than that!



The TV-style replays look excellent, as the cars slide around getting covered in mud.

RALLYING AROUND

The arcade version of *Sega Rally 2* has four excellent courses, but the Dreamcast version has at least 17! There are five main areas – Desert, Mountain, Muddy, Isle and Snowy – each of which opens up differently to make three courses each. Plus there's the Riviera stage and one hidden

super rally stage that we know of so far. Each course has its own road surfaces, hazards and memorable sections to learn, though the time of day and weather can affect the way a course plays a lot, giving you plenty more techniques to master.



You get to race the arcade's Riviera course during daylight hours on Dreamcast.



On the bonus 55 course you race against a local rival on the other side of the barrier.



The fantastic Desert course from the original *Sega Rally* is here in 128-bit glory!



Ⓢ This bonus car is a lot of fun to drive because it slides all over the place, but it's not much use for winning races. Hey, who cares?



Ⓢ Spectators scramble off the course as you race towards them, while others take photographs from behind the safety barriers.

## ALSO AVAILABLE IN WHITE

*Sega Rally 2's* car count has increased from the original's two – the Lancia Delta and Toyota Celica – to a much more healthy eight, while the Dreamcast version adds at least another 11 real cars which are collected by winning the various championships. The detail on these cars is quite remarkable, as they look practically as good as the

rendered artwork you'd find in some games! Special effects such as realistic reflections – ones which move properly, unlike those in *Gran Turismo* – mud and snow sticking to the bodywork, and flashes of flame from the exhaust make the game look even cooler. Some cars even have a hidden alternate paint job – just hold L when you pick your car.



Ⓢ The car select menu gets bigger and bigger the more championships you win.



Ⓢ This is the fastest car of the lot, and it's nice and easy to drive too. Tons of fun!



Ⓢ There's a detailed commentary and driving demo for each car in the game.

## TEN YEARS OF RACING FUN

In the arcade version of *Sega Rally 2*, players have to race through four courses within a tight time limit, passing through checkpoints along the way to earn time bonuses. The Dreamcast game has a straight conversion of this Arcade Mode, but also has a new 10-Year Championship – a collection of 10 whole

arcade-style rallies to work your way through!

Before each race, players get information about the upcoming stage such as road surface, course layout, length, undulation, time of day and chance of rain. It's then possible to set the car up so it's just right to take on the next set of hazards, adjusting the suspension,

brake balance, steering sensitivity, tyre type – even whether you have a male or female co-driver in the car with you! Some of the later championships can take a fair bit of practice to win, especially when you have to race on the trickier courses in terrible weather. An extra car is your reward for each first-place finish.



Ⓢ It's well worth adjusting your car settings for the snowy stages as it's easy to lose lots of time sliding all over the place.



Ⓢ If you finish a championship in first place your drivers celebrate in style. You'll also be given a brand new car to add to your collection.

## SEGA RALLY 2-PLAYER

While *Sega Rally 2* is a great one-player game, there's also a lot of fun to be had playing against friends. The Dreamcast version has two ways of playing against other people – a two-player split-screen mode, or a four-player internet game using the console's built-in modem!

Split-screen mode is surprisingly good, as the speed of the game isn't affected much and the graphics keep almost all of their detail. Also,

Dreamcast's high resolution means that it's easy to see what's going on all the time.

The four-player online mode is the most exciting though, as only a few simple menus have to be negotiated before you're playing against friends anywhere in the world! This is the first console game ever to support internet match-ups, and should be one of Sega's biggest games when it's released with the machine in the UK this Autumn.



• You can watch cool full-screen replays of two-player races.



• Two-player races aren't as aggressive as in some other games, but they're a good test of skill.



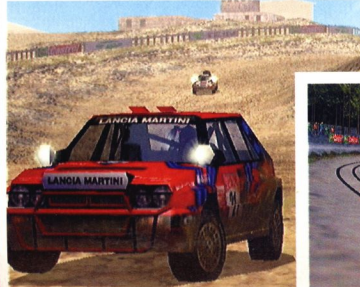
• The spectators don't bother turning out for two-player races, but the essentials are still there.



• *Sega Rally 2* has the usual 'Slower Car Boost' option to keep the races as exciting as possible.

## MIRROR SIGNAL POWERSLIDE

*Sega Rally 2* can be played with either the digital pad or analogue stick on the Dreamcast controller, or with the new Dreamcast steering wheel. The regular controls work very well, as you not only have analogue steering, but also analogue acceleration and braking thanks to the L and R triggers underneath the pad. These give you excellent control over the car and mean you can play just as you would in the arcades or in real life – if you happen to be a rally driver.



## PORTABLE HIGH SCORES

The Visual Memory (VM) system is used to good effect in *Sega Rally 2*. Not only can you save your championship details and complete rally replays, but you can also check out your best times in a special VM mini game! Top scores for each course in every mode are stored, along with player names and the car settings used.

You're also given a password which can be sent to Sega using a special internet site accessible from the Dreamcast, where your times will be entered into the online high score table! Sega can even e-mail out special rewards to top players.



• Mastering powerslides like this is the key to winning rallies.



## GAME OVER, YEAH!

Dreamcast *Sega Rally 2* is one of the most impressive games we've played for a long time, though there are a few little problems. The super-smooth frame rate often drops a bit when going round corners, plus the collision detection on enemy cars can be used to your advantage – certain powerslides let you pass through the side of cars instead of crashing. We're expecting this to be one of the main Dreamcast games in the UK, so some extra work is likely. We'll have more info soon!

# Beetlemania is Back.



OVER THE TOP RACE ACTION IN  
THE COOLEST CAR EVER BUILT.



  
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Adventure  
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100% COMPLETE

NINTENDO 64

FIGHTING GAME

BY HAL LABORATORIES

APRIL RELEASE

1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY THE GAMES TEL 01783 653 377

Mario beats up Link as well as hordes of multicoloured Yoshis? Yes, that's exactly what happens in *Smash Brothers!*

# SMASH BROTHERS

Perhaps peeved that the N64 still doesn't have a unique fighting game to rival *Tekken* and *Virtua Fighter*, Nintendo have taken the bull by the horns, and used the weight of their greatest asset - characters.

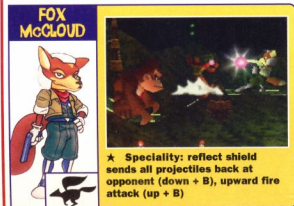
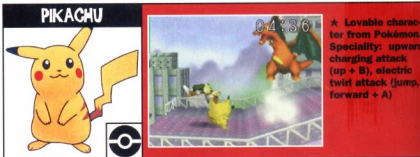
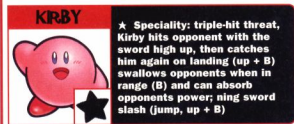
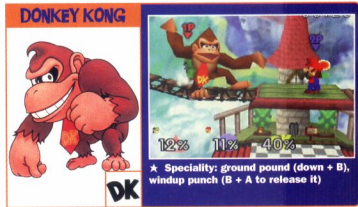
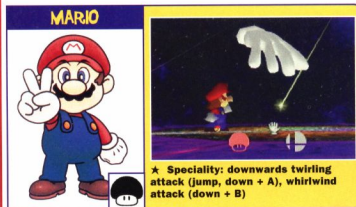
*Smash Brothers* takes a leaf from the *Mario Kart* book of game style reinvention, allowing you to find out what sort of damage Mario could inflict on Yoshi if he ever felt the need. Not that *Smash Brothers* is full of blood and gross-out finishing moves - it's cute in looks and sound. Plus it has a few innovations up its sleeve to please loyal Nintendo fans.



## ★ AND THE LINE-UP IS... ★

The starting line-up will be familiar to any dedicated Nintendo fan. With only Samus, Kirby and Pikachu being perhaps unfamiliar to newcomers. All the

characters have moves you'll know if you've played their previous games, and most of them have some sort of weapon to throw at the opponent.



COME AN' HAVE A GO IF YOU THINK YOU'RE MARIO

COMING SOON



## ★ SUPERSTAR BATTLEGROUNDS ★

You complete a stage when you knock your opponent off it. This sounds easier than it actually is – the stages are pretty small, but they all have more than one platform, so you'll be chasing opponents up and down.

All characters have a special stage as well as familiar music from their games, like Congo Jungle where you fight a giant Donkey Kong, the Castle of

Hyrule with the familiar *Zelda* music where you fight Link, or Yoshi's Island where you fight not one, but a multitude of Yoshis – 18 of them!

Don't worry, they are easy to send flying off the platform. *Smash Brothers* doesn't restrict you to one-on-one fights either. For example, when you fight Mario Brothers, to balance the odds another character appears to help you.



➤ Samus's stage looks just like *Metroid*. The higher platforms play an important part.



➤ The Donkey Kong level contains a rather special guest – Giant Donkey Kong!



➤ Battle against Fox McCloud on the back of the famous Starfox mothership.

## ★ GIMME, GIMME, GIMME ★

After every third stage you complete, you'll enter a bonus stage. There are three in total and the first two are designed with slight differences depending on which character you're playing. On the first bonus stage you have to shoot a number of targets, while on the second you have to jump onto specific platforms. These two you can practice in the training mode. On the third bonus stage, you have to get from one end to the other, avoiding obstacles and dummy characters which will try to slow you down.



➤ This bonus game is like Mario's debut game against Donkey Kong. You have to jump futuristic barrels and avoid the pink polygon enemies.



➤ See those small targets, hit as many as possible in the time limit.



➤ In the second bonus game you must activate as many switches as possible before the timer expires.

## ★ PICK-ME-UPS ★

You can pick up different items that become available during the fight by pressing the A button to help you beat the opponent on each stage.

A star, from *Mario Brothers*, will make you temporarily invincible. Beam Sword, from *Zelda*, Star Rod, from *Kirby* games, and Hammer (from *Donkey Kong*) are particularly useful on stages with multiple opponents and will get rid of them quicker.

Red Shell, from *Mario Kart*, will home in when thrown at an opponent and keep on attacking him. There are lots of different power-ups, and the best even have their own special music when being used.



➤ That crate is a weapon, by picking it up and throwing it you can squash and stun opponents.

### SAMUS ARAN



★ Throws a fireball.  
Specialty: downwards twirling attack (jump, down + A), whirlwind attack (down + B)

### YOSHI



★ Throws, well, eggs;  
Specialty: swallows the opponent and turns him into an egg (B), treadmill attack (jump, down + A)

### LA LA LAND

Not only will *Smash Brothers* appeal to a younger audience and Nintendo fans, but we think there could be some of you who can't stand cutsey Nintendo characters – well now's your chance to get revenge and beat them up!





RPG

BY SQUARESOFT

SEPT RELEASE

1 PLAYER

- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 4 CD

 PUBLISHED BY SQUARESOFT  
TEL N/A

It's all here: jaw-dropping movie sequences, thrilling battle scenes, and intense emotional trauma. Magnificent!

**W**hen *Final Fantasy VII* came to PlayStation, it redefined an entire scene. Role playing games (RPGs) had a less than spectacular rep everywhere except Japan. Then *Final Fantasy VII* came and knocked us out.

With number eight the intrigue is stronger than ever as you have more interaction with the world. There's a much stronger sense of everything developing around you.

We've had a Japanese version of the game long enough to make sense of everything that's going on!

# FINAL FANTASY VIII



☞ Shots taken from the classy intro movie. This is a tale of love and war. So life is going to be tough, no matter what the situation.

## IT'S LIKE SAVED BY THE BELL

The new hero is Squall Leonhart. He's a student at Garden university, training to become a ranking officer in the world's armed forces known as SeeD.

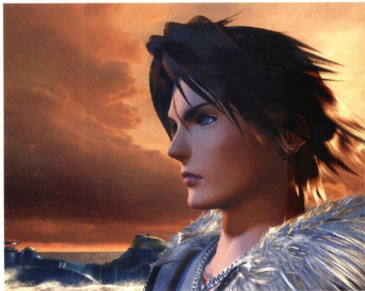
Compared to Zell Dincht, Squall is a model student. Zell is a total skater – he has the attitude, and the hover-board. It says a lot about Zell's character that he practices unarmed combat, preferring Chi Kung over the elaborate weapons used by his peers.

The guy Squall really needs to be on the look out for is Seifer Almay – Squall's rival at Garden. Seifer is a natural leader – he's confident and skilled with it.

Everyone's tutor is Qistis Trepe,

an extremely beautiful young woman. Qistis seems to take a personal interest in Squall's welfare. She accompanies Squall on his first missions, and advises him even when students have time out. Don't get confused though, Qistis is not the 'love interest' in *Final Fantasy VIII*. At least not Squall's.

Perhaps Squall could have something going for a cutie names Selphie Tilmitt. However Selphie seems to have stepped right into Yuffie's boots from *FFVII*. No, Squall has only got eyes for the enchanting Rinoa Heartily, Rinoa is the girl who features in the opening movie to the game, and is introduced gradually to the plot.



☞ Detail in all the scenes is even more intense than *FFVII*. The garden area features animated water. Inside the school the decoration is amazingly fine.



☞ Squall is the main character. Resembles Tom Cruise a bit.



☞ Qistis is a sexy teacher. Looks like Jennifer Aniston.



☞ Seifer is Squall's rival. He's hot headed, but a strong fighter.



☞ Zell, the skater dude. A real smart ass – he knows he's good!

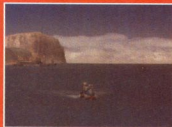


☞ Selphie is extremely cute. Deadly too with her nunchuka.



☞ Rinoa! Phwoar! We're hoping that Squall gets this great girl!

## JUNCTIONS: WAY TO GO TEAM!



Before heading out into the world, Squall is referred to his desk in the classroom to check out his personal console. From here Squall – and at the same time you – may learn all about the way things work in his world.



↑ The Guardian Force known as Ifrit soars into the sky and smashes lava rocks onto the enemy!

### PREPARING FOR BATTLE

A new, essential option for *Final Fantasy VIII* is the Junction select. This is where you choose abilities for each character when they're out in the field – exploring, or battling. Characters have the option of carrying a bag of items, being accompanied by Guardian Forces, use of magic, or an ability to 'Draw' magic from others.

#### GUARDIAN FORCE

The spectacular Elemental Forces that made *Final Fantasy VII* so amazing to watch are back. This time they are regarded as part of the team, and as such gain experience points to become more powerful as the adventure continues.



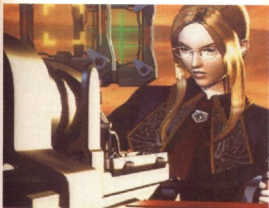
↑ Quetzalcoatl is an electric Force who cooks the bad guys with lightning!

#### DRAW

Your character uses psychic energy to absorb a magic ability from another character – usually the enemy. There are also 'Draw Points' scattered about the world – fountains of energy that your character can draw upon for health or increased power.



↑ Shiva attacks with Diamond Dust – a real blast!



Qaites gets behind the sights of machine gun to save her students from a giant robot! She has a sensitive side too though, like in the scene below.



## THE LOOK AND FEEL OF FFXIII

It's tough to see on the page, but the appearance of *FFVII* is so natural compared to the hard edged CG style of *FFVIII*.

The overall effect Squaresoft wanted to achieve is a seamless transition from movies to game, so that characters not only look more realistic as stand-alone 'objects', they blend into the scene itself more convincingly. Works too.

It's the small details, and lots of them, which impress you the most. Even a dog that features in one of the early scenes looks and behaves extremely lifelike. Though it's also great to see that all the action is presented full-screen, including the battles. In *FFVII* the menu part of the screen took up half the image. Now all the menus are superimposed on the action, making for a more dramatic experience. You certainly feel more involved than before.



One of the most spectacular ways of destroying the enemy is to use a 'Limit Break'. This system has been modified for *FFVIII* to be more interactive. For Squall, you must hit the attack button in time with the energy bar. Other characters use different techniques

## FINAL FANTASY VIII: THE CARD GAME

Seems like there's a real craze for trading cards in the world of *Final Fantasy VIII*. Practically every place you go there's some kid, or cool guy/gal wanting to challenge you at a game of Triple Triad.

We're assuming the Triple Triad card game isn't just for a laugh – no doubt there are some prized items that can only be obtained by winning important matches. Also Triple Triad is sure to make great use of the new PocketStation, already available in Japan.

Cards are four sided, each has a number. You place your card somewhere on a nine-tile board, and hope the other player doesn't have a card whose number beats yours. If it does, your card changes to his colour and you stand a chance of losing it – unless your next card beats his.



## ANOTHER BRILLIANT FINAL FANTASY

It wouldn't have been enough if all we had to say was *FFVIII* matches *FFVII* for quality. So it's great to tell you that this sequel is many times better than expected. Soon as we have the UK release date you'll get the best possible coverage of *FFVIII* we guarantee!



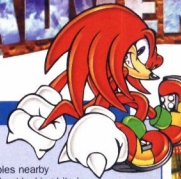
100% complete	ACTION GAME	BY SONIC TEAM	<ul style="list-style-type: none"> <li>NO OTHER VERSION AVAILABLE</li> <li>NO OTHER VERSION PLANNED</li> <li>STORAGE 1 GB</li> <li>RELEASED BY SEGA</li> <li>TEL: 011 47 63 044</li> </ul>
	Dreamcast.	OUT NOW (JAPAN)	

Sonic's adventure is only just beginning! Check out some more highlights before everything kicks off later on in the year.

**W**ith Sega's Dreamcast getting closer by the hour, excitement surrounding what will almost certainly become the console's main title – *Sonic Adventure* – is reaching fever pitch! Last issue we told you what it was all about, and this month we want to show you a few more cool bits.

Don't worry – we're not going to ruin any of the big surprises for you, we just want to let you know what's coming your way this September. With CVG's help you can start saving your cash and tuning your eyes up, ready for the speed overload that is *Sonic Adventure*!

# SONIC ADVENTURE



## FINGERPRINTS OF THE GODS

The main reason we recommend waiting for an English-language version of *Sonic Adventure* is so that you'll be able to appreciate the story properly. Part of it involves characters having flashbacks to a mysterious time where the Floating Island temple containing the Master Emerald is in pristine condition and guarded by Knuckles's

ancient relatives. A massive pyramid and various temples nearby are some of the best-looking bits in the game, though the full story behind it all is something you should discover for yourself.



⊕ This is how the Master Emerald's ruined stone temple looks in modern times.



⊕ But long ago it was part of an advanced civilisation's major city. What is its secret?



⊕ This is the view from the second floor of the Casinopolis. Is that incredible or what?



## BY THE POWER OF DREAMCAST!

Most of the action stages have amazing setpieces that show off the power of Dreamcast and make the levels even more exciting. One of the best sections

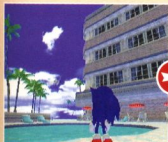
is the massive whirlwind, which sucks Sonic up and destroys a whole chunk of the Windy Valley stage, leaving you right in the eye of the storm!



⊕ To begin with the Windy Valley stage looks lovely, then a whirlwind starts up and sends bits of the level flying – Sonic, Tails and all!

## MEANWHILE...

The six separate character stories in *Sonic Adventure* are made even cooler by the way they cross over with one another. It's most enjoyable to finish the game as Sonic first before going back and playing through again with the others so that the story makes more sense. For example, near the start of Sonic's adventure, he sees Tails crash his biplane behind the Station Square hotel, then runs along Emerald Coast to find his friend. Tails's own adventure starts with the bi-plane crash where he gets knocked out, only to be woken by Sonic at the end of his first action stage. Take a look:



➤ Sonic watches as Tails's biplane spins out of control and crashes behind Station Square's hotel on the Emerald Coast...



➤ In Tails's adventure, you see the crash from inside the biplane, then get woken up by Sonic before going to the first stage! Cool.

## SONIC SPINBALL RETURNS?

In the Casinopolis stage, Sonic has to earn loads of rings on two pinball machines — one with a Sonic fruit machine built into it, and another based on Sonic Team's fantastic Saturn game, *NIGHTS*. As well as music from the game, it's also got lots of hidden bonuses to find, including an extra reverse table and a super-tough Ideya-collecting challenge inside a small section of the Spring Valley level from *NIGHTS*!



➤ Big the Cat does a celebratory dance when he catches his frog chum to finish a stage. Shake it!

➤ Figure out how to collect all five Ideya balls and place them in *NIGHTS*'s temple to earn hundreds of rings! The graphics are even made to look like they're running on Saturn!

## THE ADVENTURE OF A LIFETIME

We've been playing *Sonic Adventure* for months now and have racked up many, many, many hours of play — and we're still going! Searching for all of the Emblems will take even *Sonic* experts a long time, yet there's still lots in the game for everyone to play. Expect more on *Sonic Adventure* when an English language version becomes available.



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## THE ULTIMATE DRIVING FORCE ...

ENGINE: 3908(248) NUMBER OF CYLINDERS: 18R (28) SCORING NUMBER OF VALVES: 48 TOTAL DISPLACEMENT: 2.977CC MAXIMUM POWER: 75HP FUEL SPEED: MAGNETI MARELLI DIGITAL ELECTRONIC INJECTION  
GEARBOX: FERRARI LONGITUDINAL SEMI-SEBBOX GEARBOX CONTROL: SEMIAUTOMATIC ELECTRONICALLY CONTROLLED NUMBER OF SPEEDS: 7 + REVERSE BRAKES ON ALL FOUR WHEELS: VENTILATED CARBON DISCS  
SUSPENSION: INDEPENDENT PUSH-ROD ACTIVATED TORSION SPRINGS FRONT + REAR CHASSIS: CARBON FIBER AND HONEYCOMB COMPOSITE STRUCTURE LENGTH: 4.267 WIDTH: 1.795 HEIGHT: 0.901 WHEELBASE: 2.880W  
WEIGHT WITH WATER LUBRICANT + DRIVER: 685KG



Set in a small US town shrouded in mystery, painted with blood and littered with corpses, could this game be scarier than *Resident Evil*?

## SILENT HILL

**H**arry Mason and his seven-year-old daughter Cheryl are driving to the sleepy lakeside resort, Silent Hill. Suddenly, a young woman appears in front of their jeep, forcing Harry to swerve off the road. The crash causes him to lose consciousness.

When he wakes up, Cheryl's gone, and a thick fog has covered everything. In the distance, Harry can just about see a little girl before she vanishes into the fog. He follows her into a dark alley when, suddenly, he is surrounded by demonic creatures which seem to enjoy the taste of his flesh.



### BETTER GO WITH THOMAS COOK!

This was the wrong place for a holiday, Harry's now thinking. Help comes in the shape of Cybil Bennet, a young policewoman from the neighbouring town who's come to Silent Hill to find out why all contact with the area has ceased. Something strange is going on here, but Harry has to find Cheryl. He gets a gun from Cybil, only the gun alone won't help him – the fog is just too thick to see anything. He comes across a portable radio, which emits strange creepy signals whenever there are creatures around. The signal gets louder when the creatures are near. This will be very handy in the adventure ahead.



There are violent and disturbing images in this game.

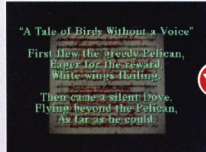
⚠️ **YES!** A content warning, where have we seen that before?

⚠️ **Some of the strange creatures you'll meet in *Silent Hill*, mutated cousins of Morph with knives!**

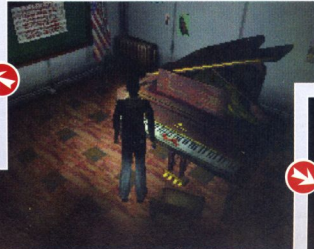
### EVIL THINGS AT WORK

Skinless dogs roam free on the streets ready to attack, flying demons follow you around – is there anything living in this place? And where is Cheryl? You'll soon find turn pages of her sketch book with the message "To School" written on it. Of course, getting to the school is going to be

a little more difficult. Harry is equipped with a map, but the routes to the school are all cut off. This is the first of many clever puzzles in *Silent Hill*. As Harry solves the puzzles, you will slowly unravel the secrets of this seemingly quiet little town.



⚠️ **The clues are easy to find, like this musical clue pinned to the wall. But, as you can see, it's quite cryptic, so you'll need to think hard if you want to work it out.**



⚠️ **Look at the piano on the left and you'll see blood-stained piano keys, and here they are close up. Add the strange clue on the left, and figure out the correct tune.**



## TWO SIDES TO EVERY COIN

*Silent Hill* is a mysterious game. As you progress, you'll unravel more of the story and the reasons for these strange occurrences. You learn that somehow there are two towns: first, the real *Silent Hill*, where Harry wants to spend his holiday; and second, the dark, surreal *Silent Hill*, where the creatures run free. The disturbing thing is, the two keep changing over! The fact that Harry doesn't know what's going on around him – apart from knowing that his daughter is missing and a bunch of evil cannibals are running loose – creates a great premise for the game. Atmospheric sounds and eerie music can at times make you feel a bit uneasy and that's exactly how Konami, the game's makers want you to feel.



➤ Buying a Coke in the good *Silent Hill*.



➤ The evil version looks very different.

## PARALLEL UNIVERSE

In order to save your progress, you'll have to log on to registers. These are found in larger buildings.

This will probably remind you of typewriter saves in *Resident Evil* games. There are other similarities too: for example, when you shoot a creature, you can step on it and kick it to finish it off. The game also has similar controls and the inventory screen. The first two weapons Harry finds are a gun and a knife, familiar?

While *Resident Evil* is full of jump-out-of-your-chair type shocks, *Silent Hill* is an altogether more psychologically disturbing game – you hear the enemies for a few seconds before you actually see them, which creates an eerie anticipation.

Plus, the puzzles in *Silent Hill* are also very cryptic and tough too.



## DARK AND TWISTED

*Resident Evil*, look out! *Silent Hill* is sure to appeal to horror fans, give younger players nightmares and looks likely to earn an 18 certificate. We can't wait.



23



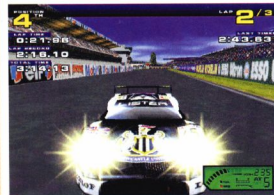
## UNTIL NOW...

## TANK vs ICEBERG

MODEL: LECLERC SPORTS MAIN GUN: 120MM, 62 CALIBRE ROUNDS: APFSDS AND HEAT ENGAGEMENT: 6 TARGETS IN JUST OVER 30 SECONDS MUZZLE VELOCITY: 1,700 M/SEC MAXIMUM RANGE: 3000M LENGTH: 9.9 METRES WIDTH: 3.7 METRES COMBAT WEIGHT: 50 TONNES POWER: 1,500 HORSEPOWER TRANSMISSION: 5 FORWARD 2 REVERSE SPEED: 120KM/H CROSS COUNTRY SPEED: 50KM/H REVERSE SPEED: 40KM/H POWER TO-WEIGHT RATIO: 37HP/T



No sooner had the guys and gals at Eutechnyx finished working on *Max Power Racing* than they turned their attention to *Le Mans 24 Hours*, their newest racing game. It features an enhanced version of the *Max* engine with smoother frame rates and higher resolution as well as the official Le Mans licence. This gives them access to the tracks, cars and everything else that goes with the 24-hour race. If the team carry out all the proposed tweaks and features to the game, then there's every possibility it could be a hit this summer.



You can flick between the normal and rear view at any time in the game, just to see what's coming.

## WIPERS? CHECK.

The whole point of the Le Mans race is that anything can happen over the night and day you compete in. Weather is one of the key elements which can affect your performance. It's vital that you check the conditions before you start a race so that you can choose the most suitable tyres for maximum grip. But you still need to keep an eye on the weather as you're racing, as within a couple minutes the skies can change from bright sunshine to grey clouds and a downpour in a matter of minutes.



**80% COMPLETE**

PlayStation **PC ROM**

**RACING SIM** **BY EUTECHNYX**

**APRIL RELEASE** **1-2+ PLAYERS**

NO OTHER VERSION PLANNED  
NO OTHER VERSION AVAILABLE  
STORAGE 1 CD  
RELEASED BY INFOGAMES  
TEL 0161 827 0000

It's one of the most gruelling races in the world, and it attracts millions of spectators. Now Le Mans is coming to PC and PlayStation.

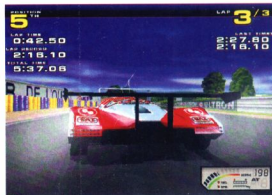
# LE MANS 24 HOURS



As you can see, the Newcastle United sponsored car is in here, as well as all the other official vehicles and endorsements.



Use the slipstream to overtake.



Car damage can be turned on but it's tougher.

## SMASH AND BURN

As well as the weather, you also need to take into account the damage the other drivers can cause – and your own incompetence behind the wheel! The programmers have gone to great lengths to make sure that any crash will be replicated as accurately as possible. The angle, speed and location of the impact will all be considered when damage is tallied onto your car. The vehicles will also flip, roll or spin depending on the force of the smash. The wear and tear of the tyres is another thing that could determine whether you finish first or fifth.



Trackside detail is also high.

## BRING THE PRO PLUS

Twenty-four hours at the wheel of a car is not easy, and thankfully you don't have to do that in the game. And in any case, will you even want to stay up until the early hours to play *Le Mans*? Find out in next month's review.



PC  
CD  
ROM

PlayStation

# TANK RACER

LOOKS ARE DECEIVING!!!

- SINGLE AND MULTI-PLAYER FRENZY!
- RACE YOUR OPPONENTS AND BLOW THEM TO BITS!
- TRASH THROUGH 22 TRACKS IN ONE OF 15 TURBO CHARGED TANKS!

GLASS  
GHOST



GROLIER INTERACTIVE



<http://tankracer.grolier.co.uk>

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**Y**ou can usually tell when you first see a game whether or not it's going to be much cop. We didn't even have to unwrap *Iznogoud* to tell it was going to be a steaming turd of a game. But *V-Rally* always looked like it would be a big title, and it was. With the success of the original, however, Infogrames have a lot to live up to with the sequel. This is the first batch of shots we've received, and early reports – suggesting over 90 tracks and 20 official cars – are not to be sniffed at. Be prepared for the *V-Rally* onslaught again this summer.

## DOUBLE YOUR MONEY

Up until more or less the last minute before the release of *V-Rally*, there was a four-player via link-up mode included. At the time we thought it could be yet another final breath for the doomed link cable. It was even in the version we reviewed. Then, for whatever reason, Infogrames took it out of the finished game. There is DEFINITELY a two-player mode in *V-Rally 2*, either horizontal or vertical split-screen, but as yet we're unsure as to the full quota of players this game will let you have. Our guess is that it'll stick to two, considering the trouble they had before.



⚡ The game is still at the very early stages of development, and only a few tracks are playable.



⚡ As well as the increase in the number of tracks and cars, the scenery will look far more realistic.

50%  
COMPLETE

PlayStation™

RALLY SIM

BY INFOGRAMES

- PLAYSTATION PREPROCESSOR AVAILABLE
- V-RALLY PLANNED FOR PC
- STORAGE 2 CDs (POSSIBLY)

• RELEASED BY INFOGRAMES  
TEL 0161 627 8000

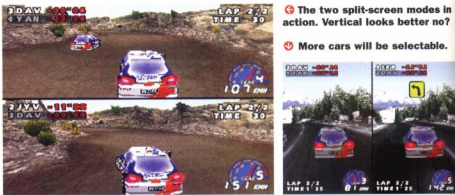
JUNE RELEASE

1-2 PLAYERS

It's one of the most successful games Infogrames have ever released, and it's been in the top 10 right from the start. Get ready for the sequel...

# V-RALLY 2

## CHAMPIONSHIP EDITION



⚡ The two split-screen modes in action. Vertical looks better no?

⚡ More cars will be selectable.



⚡ Sun, sand (well dust) and fast cars. What more do you want?

⚡ The dust churning up should obscure the view of other drivers.



## NOTHING FOR A PAIR

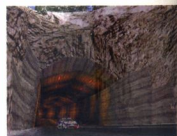
It's all very well saying that this is *V-Rally 2*, but you need something to assure you that this is worth buying, especially if you already have the original.

The new engine provides more detail on scenery and cars, so mud and dust will stick to the wheels and side arches. The in-car view now has driver and co-pilot animations, and you get exhaust flames and overheating brake discs for thrashing it too much.

It's Dual Shock compatible too, and when it's coupled with the different track terrains it should make some courses rumble all over the shop.



⚡ As you can see, the trackside detail is immense. Whether there will be any pop-up though has yet to be seen.



⚡ Since *Gran Turismo*, game makers have really gone to town with the replay camera angles.

## V-REALLY GREAT!

We're hoping to have a playable version in next month so with any luck we'll be able to bring you our first reactions and impressions. Hopefully...

# STAR WARS ROGUE SQUADRON

Rely  
on **your**  
instinct



FEEL EVERYTHING

NINTENDO<sup>®</sup> 64

EXPANSION  
PAK<sup>™</sup>  
Enhanced

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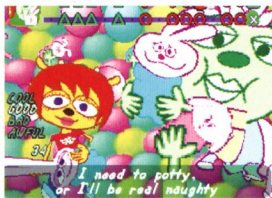




**S**ay what you want about *PaRappa the Rapper* – the game may be too simple, too cute, or that it's for kids. But there's no denying the game's had a big impact. Just look at the other rhythm action games that are popping up, like *Bust-A-Groove* and *Beatmania*, evidence that the doggy style did indeed turn heads, if not exactly setting the charts alight. He's still a big favourite of ours, but the sequel has a difference, gone is the rap music, and in comes a guitar based adventure, starring a female axe-grinding lamb that goes by the name of Lammy!

## DOGGY DOG WORLD

*PaRappa The Rapper* was a game that starred a young pup out to prove his rapping skills. Six different levels offered you the chance to improve your skills, in a simple call and response game. The first four levels have a teacher, who says a rhyme and you have to repeat it with combinations of button-pressing, the real challenge was to match the timing of the rhythm, if you miss beats an important rating bar in the corner of the screen could drop to poor, and that's just not good enough, you need to get good or higher to progress.



④ No more 'I gotta believe'. Lammy's catchphrase is 'My guitar is in my mind'. Hence the rabbit!



④ Lammy's band MILKCAN, featuring Katy Kat on bass. The game is set around getting to the gig.

90%  
complete

PlayStation™

RHYTHM ACTION

BY SONY

SUMMER RELEASE

1-2 PLAYERS

- THE INSPIRATIONAL PARAPPA STILL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
- TEL 0171 447 1000

The sequel to *PaRappa The Rapper* is finally unveiled, but the little hound dog is nowhere in sight!



## LAZER SHEEP DIP FUNK

*Um Jammer Lammy* is basically more of the same in principle, except the major difference is that rather than offering a sing-along style. Here as Lammy you must repeat the lyrics of the song on your guitar. This is not just a question of getting the timing and correct notes, but if the singer puts emphasis or delay on a certain word or note, you've got to try and match it with your guitar skills. Like the ocarina in *Zelda*, the basic buttons allow you to produce a wide variety of notes. Basically this creates a higher level of difficulty than *PaRappa*, and also allows you to be more creative in your playing.



④ Like *Scream 2*, *Um Jammer Lammy* likes to make fun of sequels as our heroes dissect *Jet Baby 2*.



④ Help this dog put out a fire.



④ Thrash action with a mad pilot.



④ Story sections are too bizarre.



④ Now with a two-player model!



## JAMMY LAMMY SING-SONG

*Um Jammer Lammy* should arrive on these shores later in the year. Expect a name change and possibly some new tracks.



Link's fate  
lies in  
your hands

A new dungeon awaiteth you - ZELDA DX now has added colour

**GAME BOY. COLOR** FEEL EVERYTHING EVERYWHERE



	3D SHOOTING	BY DMA	<ul style="list-style-type: none"> <li>• NO OTHER VERSION AVAILABLE</li> <li>• DREAMCAST VERSION PLANNED</li> <li>• FORMAT 1 CD</li> </ul>
	APRIL RELEASE	1-16 PLAYERS	

Churn up rugged terrain in a 'maxed-up' tank. Hunt down your mates with the ultimate in weapons technology!

**T**his is one of the tightest, most playable, and impressive games we've seen in a while. But that's the least you'd expect from the producers of *Grand Theft Auto*.

Everything in *Wild Metal Country* is class. Nothing is in here just for effect. Just like all the best games, every detail contributes to the game.

This is a lesson in design, which we recommend you get right into. It's also coming to Dreamcast, so there should be no-one out there turning the page!



### WAR MACHINE

It's so simple. Just select a tank, from five different types, and head off into the fray. The style of game you play depends on which tank you choose. There are five varieties of tank, and they're based on animal traits. These range from Rhinos to Roadrunners, adjusting speed and power capabilities to suit the character, as well as the build.



- Hyenas are fast, and agile. A good choice.
- If you like intimidating people, go for the Blui.



Controlling your tank isn't so straightforward, though. You drive as you would a real tank – each track controlled independently using four buttons on the keyboard. The cannon turret is operated independently using left and right keys. It takes around 15 minutes to get used to the feel. After that, you're totally locked into the idea.



**G** If your tank is in trouble, you can call the emergency services – in the case of *WMC* it's a chinook. It hoists you up and fills your energy.

### OH BOY! CHECK THESE!

You'll be impressed with the range and style of weapons in *WMC*. After the standard shell, 11 upgrades have big tactical possibilities. The Teletop missile, for example, allows you to switch places with the enemy – forcing people to think twice before unleashing major artillery unless prepared to be on the receiving end! The most fun to be had, from what we've seen so far, is with the Magnetic Mines. These drag tanks toward them, before exploding. However, they can also be used to lure the enemy over a cliff edge. You get the gist.



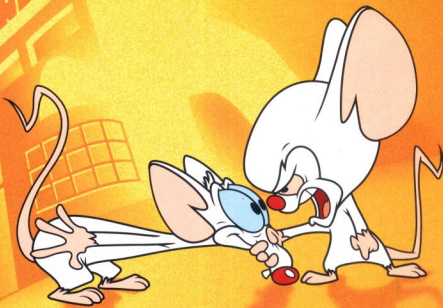
### WHAM BAMA-LAMA BLAMO

You get totally drawn into the crazy *WMC* world because everything has realistic values. Like, if your tank is operating on snowy terrain, it slips and slides to get a grip. If an enemy tank broadsides yours, the blast sends you skidding out of control. This use of physics can be played to your advantage – like deliberately heading up a steep climb only to tumble back down over the head of an opponent. Then you can blast them!



### WILDER BY THE MONTH

That's the essence of the *Wild Metal Country*. Next issue we'll look at the different player modes, detailing multi-player and single-player missions. Don't miss it.



You see Pinky, the plan is to develop a secret hypnotic message that will make humans think I am their almighty ruler, and embed it in an action-packed video game. Naturally we will be the stars, People will play the game by themselves and become horribly addicted. Then they will want to play the game with their friends, and their friends will become addicted. Soon, they will play the game over the Internet, a silly little information infrastructure that humans use to "chat" with each other. Anyway, once we control the Internet, every human being will bow down before me, their rightful master. And by the turn of the new millennium, the world will be ours!

# World Conquest™

multi-player maze game

Release Date: 26th March  
Price: £29.99

ACTIVISION

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featuring  
**PINKY  
AND THE BRAIN™**

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BY IREM

MAY RELEASE

1 PLAYER

PLAYSTATION HERO  
COLLECTION AVAILABLE  
• NO OTHER VERSIONS  
PLANNED  
• STRIKE 1 CD  
• RELEASED BY SONY  
• TEL 0171 647 1000

Another classic game is given a fresh lick of paint. This time it's the best shoot-'em-up ever that gets the remake treatment.

# R-TYPE DELTA

**S**hoot-'em-ups are a genre that have been greatly missed since games went 3D. Side-scrolling 2D used to be all the rage not many years ago, but these days it's like they never even existed. A pity, as these games were the ultimate test of reflexes and hand-eye co-ordination, and before the days of video clips and luscious renders, the only thing worth playing for was the highest score. Nostalgia fans were treated to the brilliant *R-Types* last year, a retro collection of two of the greatest shooting games of all time. Now, get ready for the next level.



## ASS-WIPE SMELTYAI

As in previous *R-Type* games, the Bydo empire is back, and you're the lone gunman out to stop the alien menace. Nothing much has changed, apart from the obvious graphical improvements.

The major difference is that you now have a choice of craft. There's three available, including the standard R9. The R13 houses a new anchor type weapons system, which can unleash a really powerful beam when it's powered up. It also has lightning lasers that lock onto enemies.

The RX proves to be really handy as well – its tentacle weapons system can be launched anywhere on the screen, where it will start to fire independently, chasing its own enemies, as good as any wingman would.



ⓐ A distant relative of a famous old boss.



ⓑ Another classic enemy makes a comeback. It's destroyed in exactly the same way.

## MARMITE BELCHER

What sets the *R-Type* series of games apart from other familiar-looking shooters is the addition of the Force Unit. This device houses your main weapons and can be attached to the front and rear of the craft. Use it tactically depending on where the next wave of enemies comes from. It can also be launched into corners of the screen, where it will still fire, so you can clear another area. The Force Unit allows for a wide variety of tactics, and being as the Bydo empire can attack from any direction, you'll use all of them.



ⓐ The Force Unit is quickly dispatched to deal with the menace behind.

ⓑ The anchor weapon system is deployed, and it's fired right into the heart the boss.



Ⓒ Another ugly boss, this time underwater. That strange green slug is cannon-fodder – the real menace is the pink thing.



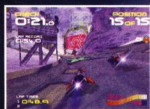
Ⓓ Collect multiple power-ups and create some incredible displays of deadly pyrotechnics.

## E-TYPE JAGUAR

*R-Type Delta* should please any fan of the series, as well as winning some new admirers with its new look. It's also a very hard game, so players with no skill: stay well away!



# wipeout™ 64



4 player Wipeout only on



# NINTENDO® 64

FEEL EVERYTHING

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**MIDWAY**

featuring music by **FLUIKE**  
and **PROPELLERHEADS**



1-4  
Player/Simultaneous



Designed for  
N64 Controller Pak™



Designed for  
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GOTTA CATCH 'EM ALL!

BACK ISSUES



Ultimate review of the awesome racer, TOCA 2. CVG goes to Japan for the latest news on Dreamcast! Plus, reviews of Turok 2, F-Zero X, Body Harvest, Rainbow 6, Abe's Exoddus and more.



Hot New Games for '99, starring Metal Gear Solid! The best games of 1998 on leading formats, Tomb Raider 3 review. First extensive playtest of Zelda G4. Plus around 100 other games in a packed issue!



Soul Reaver playtest! First look at Virtua Fighter 3tb. The Dreamcast laid bare. The ultimate Tomb Raider 3 player's guide, and the first part of our colossal Zelda guide. South Park, R4, Rollcage, and more!



World's first review of futuristic racer Rollcage; a closer look at Sonic Adventure; preview of Castlevania G4. Plus, first look at Driver, more Metal Gear Solid, and top strategy games.

EARLIER ISSUES  
ALSO AVAILABLE!

35

Dear Newsagent,

I have been in a state of transcendental meditation for nearly one month now. I only need to contemplate the next issue of CVG to reach my nirvana. Please save me a copy so I can achieve my perfect state of karma, or my mum will just think I'm a lazy bugger. On.

NAME

ADDRESS

SIGNED

DATE

computer  
video  
games

RESERVATION

# CHECKPOINT

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

MARCH - APRIL

**A** bit of a change for Checkpoint this month. Normally, we'd have a few new competitions. But they've had to take a back seat this month as we bring you the winners from our *Metal Gear Solid* competition. We had some fantastic entries, the best of the bunch you can see opposite. We'd just like to congratulate everyone who took part. If we could give you all a prize, we would, but unfortunately that's not possible. So check to see if your name is one of the 20 winners...

## GAMES DEVELOPERS CONFERENCE

15th to 19th March  
San Jose, USA.

You'll have missed this one if you bought the mag two days after it came out, but still, some of you may have so much money to throw away that you'd like to go. Basically, it's loads of programmers for you to chat to and throw ideas around with.

## E3

12th to 15th May  
Los Angeles, USA

The granddaddy of them all, Sega will be there strutting their stuff, Sony are expected to announce some big things for the future and Nintendo should have the next big wave of titles. It just gets bigger and better every year.

A smaller release dates section this month, as this is traditionally a slower time for the games market. But E3 is looming...

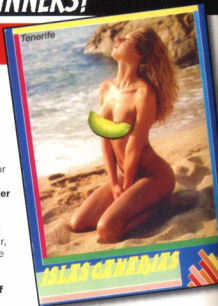
## WINNERS! WINNERS!

### MAX POWER RACING

Thank you everyone that entered this competition for brightening up our dull mornings when these postcards came out of our mailbox.

The idea was simple: find a postcard to reflect the desires of Max Power fans. Obviously, that means ones showing cars or women. These are the winners. **Stephen Purser** from Leicester for the picture of Hannah Hauxwell, **Nicky Parnell** of Peterborough for one of famous "page 3 stunts" Maria Whittaker, and **Ben Cox** of Salisbury for the Tenerife effort. Well done.

❖ We couldn't find pictures of puppies or bazookas. Sorry.



## MAR-APR SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

**KEY:** ■ These games are hot  
■ These are not

GAME NAME	FORMAT
<b>12 March 1999</b>	
Rollcage (Psygnosis)	PlayStation/PC CD-ROM
Retro Force (Psygnosis)	PlayStation
TOCA 2: Touring Car (Codemasters)	PC CD-ROM
Fighter Squadron (Activision)	PC CD-ROM
Pro Boarders (Sony)	PlayStation
Viva Football (Virgin)	PC CD-ROM
Championship Manager 3 (Eidos)	PC CD-ROM
Command and Conquer Megabox (EA)	PC CD-ROM
C&C Red Alert Megabox (EA)	PC CD-ROM
<b>19th March</b>	
G-Fal Fu (Activision)	PlayStation
RKND: Krossfire (Infogrames)	PlayStation
Yoyo's Puzzle Park (Virgin)	PlayStation
Tomb Raider 2 Platinum (Eidos)	PlayStation
Heavy Gear II (Activision)	PC CD-ROM
Starshot (Infogrames)	PC CD-ROM
Sports Car GT (EA)	PC CD-ROM
Silver (Infogrames)	PC CD-ROM
Micro Machine 64 Turbo (Codemasters)	Nintendo 64
Atari V2 (GT)	PlayStation
Wing Over 2 (Virgin)	PlayStation
Elder Scrolls: Red Guard (Virgin)	PC CD-ROM
<b>26th March</b>	
Holy Magic Century (Virgin)	Game Boy Color
Street Fighter Collection 2 (Virgin)	PlayStation
FA Manager (Eidos)	PlayStation
FIFA '99 (EA)	Nintendo 64
NHL Face Off '99 (Sony)	Nintendo 64
Warzone 2100 (Eidos)	PC CD-ROM
V-Rally (Infogrames)	PC CD-ROM/Game Boy Color
Recoil (EA)	PC CD-ROM

GAME NAME	FORMAT
Running Wild (Sony)	PlayStation
Asterix (Infogrames)	PlayStation
Civilization: Call to Power (Activision)	PC CD-ROM
Darkstalkers 3 (Virgin)	PlayStation
Redline (EA)	PC CD-ROM
(UEFA Champions League (Eidos)	PlayStation/PC CD-ROM
Puma Street Soccer (Infogrames)	PlayStation/PC CD-ROM
<b>March (no set release)</b>	
All Star Tennis (Ubi Soft)	Nintendo 64
Star Wars: X-Wing Alliance (Activision)	PC CD-ROM
Classic Line: Star Wars Archives (Activision)	PC CD-ROM
Player Manager '99 (Infogrames)	PlayStation
Monaco Grand Prix (Ubi Soft)	PlayStation/Nintendo 64
Power Quest (Infogrames) Gameboy Color	
<b>1st April</b>	
Jimmy White's Cueball 2 (Virgin)	PC CD-ROM
GeX: Deep Cover Gecko (Eidos)	PlayStation
<b>2nd April</b>	
Mortal Kombat Mythologies (GT)	PC CD-ROM
Need for Speed: Road Challenge (EA)	PlayStation
Beavis and Butthead (GT)	Game Boy Color
Street Skater (EA)	PlayStation
Lands of Lore 3 (EA)	PC CD-ROM
Beetle Adventure Racing (EA)	Nintendo 64
Civilization 2 (Activision)	PlayStation
Sports Car GT II (EA)	PC CD-ROM
Unreal Tournament (GT)	PC CD-ROM
Moto Racer Platinum (EA)	PlayStation
Unreal Level Pack (GT)	PC CD-ROM
San Francisco Rush 2 (GT)	Nintendo 64
Triple Play Baseball 2000 (EA)	PC CD-ROM
C&C Tiberian Sun (EA)	PC CD-ROM

GAME NAME

FORMAT

<b>4th April</b> Ridge Racer 4 (Sony)	PlayStation
<b>9th April</b> Marvel vs Street Fighter EX (Virgin) Street Fighter Alpha 3 (Virgin)	PlayStation PlayStation

<b>16th April</b> Commandos: Beyond the Call of Duty (Eidos)	PC CD-ROM
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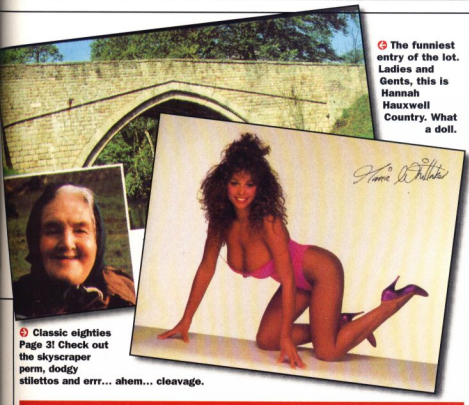
<b>23rd April</b> World Cup Cricket (EA) Bloodlines (Sony)	PC CD-ROM PlayStation
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GAME NAME

FORMAT

<b>30th April</b> Bloody Roar 2 (Virgin) World Cup Cricket (EA)	PlayStation PlayStation
---	----------------------------

<b>April (no set release)</b> Duke Nukem Zero Hour (GT) Driver (GT) Official Formula One Racing (Eidos) Legacy of Kain: Soul Reaver (Eidos) Warzone 2100 (Eidos)	Nintendo 64 PlayStation/PC CD-ROM PC CD-ROM PlayStation/PC CD-ROM PlayStation
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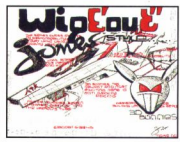
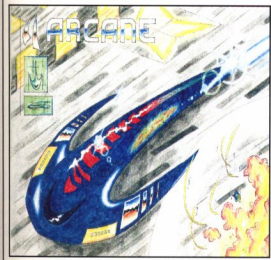
☺ The funniest entry of the lot. Ladies and Gents, this is Hannah Hauxwell Country. What a doll.

☹ Classic eighties Page 3! Check out the skyscraper perm, dodgy stilettos and errrr... ahem... cleavage.

WIPEOUT 64

Not as good as the normal efforts from the Nintendo boys, but three entries did stand out in our "design a new Wipeout car" competition. The three winners are **Chris May**

from **Norwich, Craig Bailey of Bristol** and **James Hare** for the cool specs and overall style he used. James, get in touch as we don't think you put your address on the entry.



CHAMPIONSHIP MANAGER 3

Easily the most popular comp this month and also the simplest. All we asked you to do was to name the jewellery-clad manager came up with the following quote: "I never comment on referees and I'm not going to break the

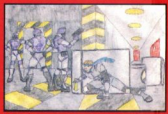
habit of a lifetime for that prat." The answer was c) Ron Atkinson and the three winners are **Geoff Daley of Dunstable, Dave Heddliey of Fallsworth, Manchester** and **Mr K. S. Hunt of Treforest, Pontypridd**. Well done.

METAL GEAR SOLID WINNERS



Here are the **10 winners of the First Prize - the limited edition signed box set**.  
James Hare, Lanarkshire, Scotland, Jason Tammeemag, Co. Dublin, Ireland, Ian Ormerod, Preston, Mark Reynolds, Co. Meath, Ireland, Glynn Evens, Leeds, Alex Watkinson, Littleover, Derby, Tuan Hong, Hackney, London, Neil Clarkson, Melksham, Wiltshire, Christopher Patrick, Leek, Staffordshire, Daniel Burns, Mostyn, Flintshire.

The remaining **10 winners will all bag themselves a limited edition Metal Gear goodie bags**.  
Christopher Smith, Ashton, Bristol, Luke Daniel, Solihull, West Midlands, Dan Byron, Ashford, Middlesex, Ray Byrne, Dublin, Ireland, Simon Taylor, Twickenham, London, Gareth Davies, Westminster, London, George Dragon, Low, Woodhouse, Sheffield, Michael Jennings, Bradford.



The final two entries that we picked from our magical hat had no names on them. Get in touch with us if you recognise the two drawings above.

EVENTS AND SOFTWARE RELEASES

CHECKPOINT



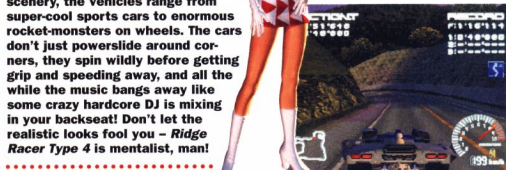
**N**amco's *Ridge Racer* series isn't meant to have any relevance to real life. Everything is taken to the extreme – the courses feature massive drops, insane corners and amazing scenery, the vehicles range from super-cool sports cars to enormous rocket-monsters on wheels. The cars don't just powerslide around corners, they spin wildly before getting grip and speeding away, and all the while the music bangs away like some crazy hardcore DJ is mixing in your backseat! Don't let the realistic looks fool you – *Ridge Racer Type 4* is mentalist, man!



The PlayStation's original rollercoaster-ride of a racing game is back once again, bigger than ever before. Hold onto your lunch!

# RIDGE RACER TYPE 4™

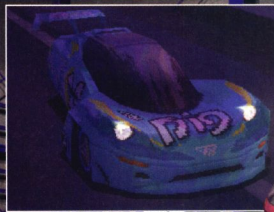
PlayStation™	RACING GAME	BY NAMCO	<ul style="list-style-type: none"> <li>PRICE £29.99</li> <li>PLAYSTATION 3 PROCESSORS AVAILABLE</li> <li>NO OTHER VERSION</li> <li>PLANNED</li> <li>STORAGE 1 CD</li> <li>RELEASED BY SONY</li> <li>TEL 0171 447 1000</li> </ul>
	APRIL RELEASE	1-4 PLAYERS	



## 600-AAA, TONS OF CARS!

*Ridge Racer* may have a big selection of cars, but it's nowhere near the size of *Type 4*'s. In total, there are 320 to collect. Did you get that? 320. Three-hundred-and-twenty! These are divided among four teams, each of which awards players new cars as they compete in the Grand Prix, depending on how well they perform in the races. Extra Trial races also open up, which take the form of classic one-on-one battles against speedy drivers who give up their car if beaten.

Collecting the whole set of 320 cars will take ages, but it's worth it as completists are rewarded with an extra, super-cool, super-hidden 321st – and an absolutely fantastic bonus tune to go with it!



What could this cleverly disguised mystery mobile be? Only the very best *Ridge Racers* will find out!

## A COURSE IS A COURSE, OF COURSE, OF COURSE



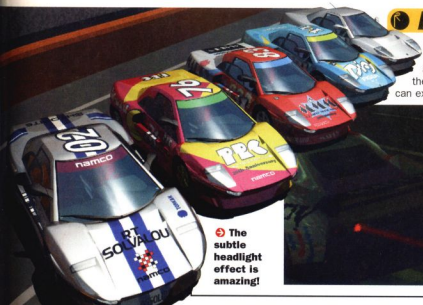
*Type 4* has four main courses, though as is the tradition with *Ridge Racer*, each one has different routes which open up, and can also be raced around in reverse. The course design doesn't follow the increasingly ridiculous style of the previous games – instead, everything looks a lot more realistic and there aren't so many over-the-top hills, jumps, banked corners, tunnels and mad architecture as you might expect. This is a bit disappointing, especially as the car handling is just as crazy as ever.



## ● LIGHT FANTASTIC

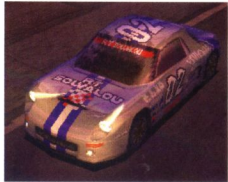
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PlayStation



● The subtle headlight effect is amazing!

To add to *Ridge Racer Type 4*'s stylised look, Namco has used an excellent trail effect on the lights of the cars. As they move around, they leave red streaks behind them (anyone who's seen the excellent anime movie *Akira* will know how cool they look). You can expect to see this effect used by loads of games developers soon.



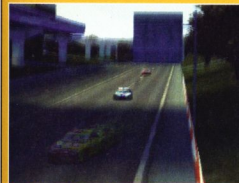
● After winning the Grand Prix (which finishes at midnight on 31st December 1999!) you get to race one-on-one to earn more cool cars.



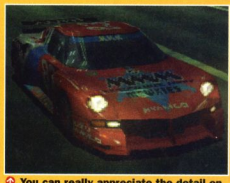
## ● LET'S SEE THAT AGAIN... PHWOAR!

As always, finishing a race gives you a replay of the last lap or two, giving you a chance to re-live your moment of glory (or failure) once more. The dramatic camera angles show off *Type 4*'s excellent

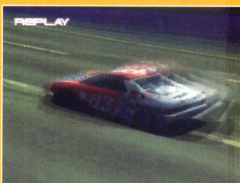
graphics, especially the cool light streaks, plus you can turn on a neat blur effect similar to the one used throughout Konami's *Metal Gear Solid* and in sections of *Psynopsis' Rollcage* if you really want.



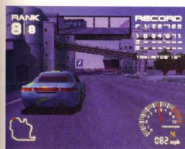
● At times, the replays can look extremely realistic - this could almost be real! Almost.



● You can really appreciate the detail on the cars in the replays. Just look at the reflections in the bodywork of this one!

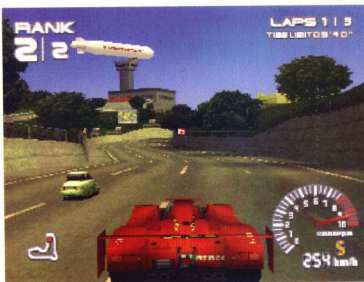


● The replay blur effect works better in motion than it does in pictures, believe us.



RIDGE RIDER  
TYPE 4

COVER STORY



## DESIGNER LABELS

Although the cars are covered by sponsorship logos while racing in the Grand Prix mode, once added to your garage collection you can choose your own paint colour and bonnet "decal".

As with *Ridge Racer*, the game comes with a selection already drawn for you, including lots relating to previous Namco games such as Yoshimitsu from *Tekken 3*, classic arcade game logos, and various other things (including the ever-popular flaming skull).

An edit feature lets you create your own decals too – the simple drawing package gives you access to loads of colours, plus special options to make whatever logo you want on your fleet of dream machines. Here's a CVG logo we knocked up in a matter of minutes (about 30 of them).



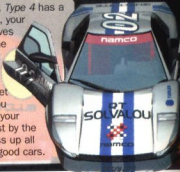
➤ The editor has all the options you could possibly need to create a perfect team badge.

➤ Seeing your home-made logo on the bonnet of a car as it flashes past the camera is very cool.



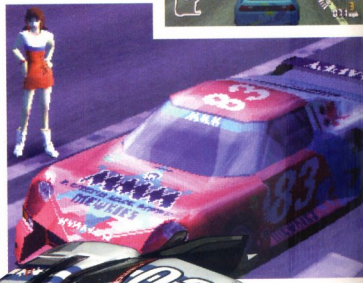
## WHO DA BOSS?

For the first time in a *Ridge Racer* game, Type 4 has a storyline of sorts. When you join a team, your mechanic introduces him/herself and gives you a bit of a background story. Each one has their own personality and psyches you up for the next race in their own special way. Afterwards they comment on your performance and occasionally get you a new car depending on how well you did. If you manage to win every race on your first attempt you'll be driving a real beast by the time you reach the Grand Prix final. Mess up all the time and you won't be trusted with good cars.



➤ This rocket on wheels is one of the four top cars in the game. It's quite fast...

➤ For the first time in *Ridge Racer*, passing aeroplanes leave pretty vapour trails!



➤ The action seems a lot quicker from inside the cars.





## GO JOGGING

As we've shown before, Namco have created a special controller especially for use with *Ridge Racer Type 4* – the JogCon. A rotating dial in the middle of the pad works just the same as steering wheel would, even fighting as you slide around corners. While it's not the best controller ever it's certainly good fun, and being able to feel when the car's tyres grip the road rather than just listening for the sound is handy at times.

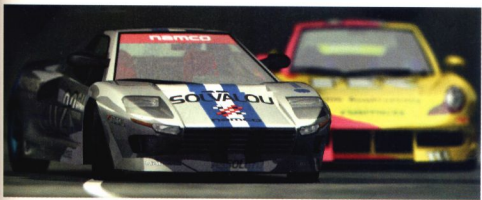
For the UK version of the game, Namco have also added Dual Shock analogue controller support, something Japanese gamers had to do without.



☛ The little triangle at the bottom of the screen shows where you're pointing the JogCon.



☛ Some of the character stories are a bit strange, and don't come across too well.



## WHO IS THE REAL RIDGE RACER?

*Ridge Racer* home games have only ever been for two players, and even then only if you've had two PlayStations, two copies of the game, two TVs and a link cable. *Type 4* is the first to feature a two-player split-screen mode, and it

works very well – the graphics stay very detailed and move almost as fast as they do in the one-player game! It's also possible to race with one or two computer-controlled opponents for that extra bit of challenge.



## HIDDEN 4-PLAYER MODE REVEALED!

Although it's not mentioned in the game or instruction booklet, *Ridge Racer Type 4* can be played with four players at once! You need a friend with a copy of the game to lug their PlayStation and TV to your house, plus you need a link-up cable, but it's fun if you get it working.

☛ The four-player mode slows down a bit, but is still very cool.



## CVG OPINION

While people may try to compare *Ridge Racer Type 4* to *Gran Turismo*, the two are about as different as driving games get. Although they both have fantastic graphics and a massive selection of cars, *Type 4* is an arcade game through and through – there's nothing realistic about it at all. Grand Prix mode starts off a bit dull as the initial cars are a bit slow, but once you start getting upgrades and more ridiculous vehicles things improve drastically. The hints from your team don't really help, but they go some way to creating a bit of atmosphere, though the script is mostly rubbish. Collecting the complete set of cars isn't as enjoyable as it was in *Rage Racer*, as you need to keep playing Grand Prix over and over, finishing in different positions – though there are some spectacular hotrods if you make the effort. One annoying thing will deliberately cut you up and even drive into you. This would be fine in most racing games, but contact of any kind in *Type 4* loses you lots of speed – very frustrating. Also, the circuits aren't as insane as they were in previous games, while the car handling is just as crazy-bonkers as ever. But as a high-speed, high-intensity, over-the-top experience, *Type 4* is very hard to beat. **CV LOMAS**

RATING



If you can handle the pace and madness, go for *Ridge Racer Type 4*. It's perfect for both quick speed fixes and marathon racing sessions.



PC CD ROM	RPG	BY INFOGRAMES	<ul style="list-style-type: none"> <li>PRICE £34.99</li> <li>NO OTHER VERSION AVAILABLE</li> <li>NO OTHER VERSION PLANNED</li> <li>STORAGE 7 CD</li> <li>RELEASED BY INFOGRAMES</li> <li>TEL 0161 827 0800</li> </ul>
	MARCH RELEASE	1 PLAYER	

With titles like *Boulder's Gate* and *FFVII* proving that RPGs have a place on the PC, *Silver* attempts to top them all.

**D**on't be confused by the title of this game. You might think the title refers to the hero, but *Silver* is in fact the main enemy and the character you are out to destroy.

He starts off by stealing your girlfriend so he can have her as his new wife. Then as the game unfolds, he proceeds to hurt you in many more ways which we don't want to spoil. One motive is usually enough, but the deeper you get the more reasons David, your character, has for eliminating the wrong-doer.

Learn spells, earn new weapons and befriend others whose lives have been changed by *Silver*. The journey starts here...

# SILVER



## FEEL THE POWER OF... MY MOUSE

The combat control method in *Silver* is a novel one, but also one that works well. The only keyboard button you use during the game is Control – everything else is done using the mouse.

There are two modes of control as well – a fighting section and the standard in game part. In the normal game, left mouse moves your character (double-click for run) and the right mouse brings up the inventory. From here you can use items, change weapons, activate spells... all the usual RPG elements. The icons are all easy to understand too, so there's no problem trying to decipher everything.

To switch to fighting mode, all you do is hold down Control and the pointer icon changes to a sword and you're ready to fight.

Tapping left mouse swipes your sword and holding it down and moving the mouse results in different attacks. Lunges, reverse hacks and half-circle swipes can all be pulled off. Holding the right mouse button with a shield equipped puts you in a defensive pose.



**Q** You'll find the first boss here. A giant demon appears in the plume of light and spits fire at you. The two rocks in the centre are good cover.



**Q** The range and strength of the spells increase as you get deeper into the game. They also look more spectacular.

## SPEAK EASY

If you want to go for the full-on, atmospheric effect of *Silver*, you can choose to have all the dialogue between the characters actually spoken. It takes a long time to listen to it all obviously, but it's a nice option to have.

There are celebrity cameos as well, with the band at the Inn being voiced by Supergrass! However, if all that is a bit much for you, simply switch the voices off and read them yourself!



## CVG OPINION

While the PC market is dominated by strategy games, corridor clones and flight sims, occasionally a title comes along to break the mould. And while *Silver* certainly isn't groundbreaking, it's something of novelty. It's also what I would call a good starting point for getting into RPGs. It's very simple to use, and the real-time fight sequences are always more fun than turn-based games. The tutorial part tells you pretty much everything, and yet there is still a hell of a lot of challenge involved.

Graphically, it's dark and atmospheric and very high in detail. The music is tops as well and helps enhance the mysterious air of the game. Sometimes the action can get a bit repetitive, in that you don't progress as quickly as you might like, but perseverance reaps rewards. It's a very entertaining game, and one that will keep you occupied for hours as you battle through the two discs. Excellent stuff.

STEVE BOY

## RATING



It looks amazing, plays extremely well and is a worthy rival to *FFVII* on the PC. If you find RPGs too confusing, *Silver* will change all that.

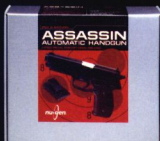


**Q** The battles by the dock are shrouded in mist and very eerie looking. The musical score is also excellent, and blends in well with what's going on.



PSX & SATURN

# ASSASSIN AUTOMATIC HANDGUN



"ICE COOL... ABSOLUTELY SPOT ON... YOU COULD SHOOT OFF INDIVIDUAL EYELASHES WITH THIS BEAST... THIS GUN COMPLETELY ROCKS."

IGN, FEBRUARY 1998 MAGAZINE, NOVEMBER 1998

"MORE OF AN EXPERIENCE."

IGN, PSX/PS1 GUN POWER SPECIAL, FEBRUARY 1999

"IT PLACES ALL THE IMPORTANT CONTROLS WITHIN EASY REACH... THE GUN'S SIZE MAKES IT FEEL LIKE A REAL SIDE ARM. IT'S KICKBACK FEATURE COMES INTO ITS OWN WHEN RELOADING, WHICH CAN BE DONE AUTOMATICALLY."

WFO, GAMES MASTER MAGAZINE, NOVEMBER 1998

"THE BEST LIGHT GUN WE'VE SEEN ON ANY MACHINE."

IGN, PSX/PS1 GUN POWER SPECIAL, NOVEMBER 1998

"IF YOU WANT A REALISTIC LOOKING LIGHT GUN, YOU COULDN'T DO MUCH BETTER THAN THIS. IT FEELS GOOD AND SOLID IN THE HAND, AND THE TRIGGER HAS A DEFINITE 'SQUEEZE' TO IT."

IGN, PSX/PS1 GUN POWER SPECIAL, JANUARY 1999



- FULL KICKBACK ACTION FROM ONE PIECE SLIDING TOP
- AUTO-RELOAD ALLOWS INFINITE ROUND CAPACITY
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	APRIL RELEASE	1-2 PLAYERS	

One of video gaming's truly classic series just keeps on rocking. The World Warriors have never been in such good shape!

# STREET FIGHTER ALPHA 3

Capcom's *Street Fighter Alpha* series may drive some people mad, but there's no doubt that they manage to improve with each update. This time around a whole load of old favourites have returned in suped-up form, along with some excellent new fighters – plus, especially for the home version, *Super Street Fighter 2*'s New Challengers make a comeback! On top of all this, everyone has three different fighting styles, making *Street Fighter Alpha 3* a real dream game for fighting nuts. If you're not a *Street Fighter* freak yet, you probably never will be – instead you'll just have to sit back and watch everyone else having the time of their lives.



Blanka and his electrical powers return!



Evil M. Bison is even more powerful!

## ★ BACK FROM THE DEAD ★

Capcom always add extra bits to home conversions of their arcade *Street Fighter* games, and *Alpha 3* has the best yet! T. Hawk, Fei Long and Dee Jay, the New Challengers from the *Super Street Fighter 2* games have been included, complete with new moves and animations. They've not been completely redrawn like the other classic characters so they look a bit out of place, but they're a lot of fun to play. Their new super combos are particularly cool.

## GUILE RETURNS!

One character *Street Fighter* fans have been hoping would make his return to the series is Guile, and he's back for *Alpha 3*, albeit as a hidden fighter! While he looks and plays almost as he did last time we saw him, he's got a great new super Sonic Boom.



Guile has all of his original moves, plus this incredible-looking super Sonic Boom. *Street Fighter* fans will love learning him again.



Chunky sumo E. Honda is one of the strongest in the game.

## NEW KIDS ON THE BLOCK

The arcade version of *Street Fighter Alpha 3* added seven new regular characters – Vega, Cammy, Blanka and E. Honda from the *Street Fighter 2* series, plus Cody from *Final Fight* and new girls R. Mika and Karin. All of these are in the PlayStation version, along with the three extra time-release fighters – Balrog, Juli and Juni. All the old guys have been redesigned to fit in with the dramatic cartoony style of the *Alpha* series and look fantastic for it, especially Vega. The all-new characters are up to *Street Fighter*'s high standards as well.



Karin's animation is brilliant. All of her special moves and regular attacks are extremely stylish and dramatic, yet she looks like a harmless little girl.



R. Mika is a female wrestler with some insane super combos. Here she jumps off the top turnbuckle of a handy nearby wrestling ring and suplexes rival Zangief!

# ★ ★ ★ ★ ★ WHAT'S YOUR STYLE? ★ ★ ★ ★ ★

As well as having the biggest selection of fantastic characters in any fighting game, *Street Fighter Alpha 3* also has three different modes for each.

Known as ISMs, they give a fighter different moves, damage ratings, super combos and abilities, meaning that there's more to master than ever before.

## X-ISM

This is the most basic, but damaging mode. Most characters play a lot like their original *Super Street Fighter 2* versions, without recent features like mid-air blocking, ground recoveries, Alpha Counters, but with original moves such as Chun-Li's Spinning Bird Kick.



❖ If you pick Sodom and use his X-ISM, he carries katana swords instead of his usual sais, just like he did in *Final Fight*

## V-ISM

The least damaging of all modes, and one which takes a bit of getting used to. Instead of Super Combos, characters can perform Original Combos similar to those in *Alpha 2* – for a few seconds you can launch loads of special moves at your opponent, creating some amazing combos.



❖ Finishing someone off with an Original Combo gives you a big purple explosion. With practice, the V-ISM can be deadly.

## A-ISM

The main mode is the A-ISM, where characters cause regular damage and have access to all the new features. Fighters have three Super Combos each, making it the most enjoyable mode for the majority of players to use.



❖ Alpha Counters are performed in a new way, but they still let you hit back at your opponent at lightning speed. Very handy!

computer  
video  
games

PlayStation

## ★ THE STREET FIGHTER WORLD TOUR ★



Another new feature for the home version of the game is the World Tour mode. After picking a fighter you go from country to country taking on other characters in order to earn new moves and abilities. Some stages require you to finish your opponent with a Super Combo, or take on two fighters at once

for extra variety. You also get to customise your character for each battle, choosing which abilities you want to use and setting up your damage balance. World Tour is a great mode for all levels of *Street Fighter* player, and makes a pleasant change from the regular one-on-one arcade battles.



❖ Native American Indian T. Hawk has very powerful Super Combos, but is quite tricky to play as.



❖ It takes time to build your character right up, but it's well worth it.

❖ On some World Tour stages you have to fight multiple enemies at once.

LEVEL	STAGE	BOSS	TYPE	HP	EXP
1	COVY	EDDY	Normal	1000	1000
2	MEK	ANGEL	Normal	1000	1000
3	WIKEN	LU	Normal	1000	1000
4	WIKEN	LU	Normal	1000	1000
5	WIKEN	LU	Normal	1000	1000

## CVG OPINION

Although I'm a big fan of the *Street Fighter Alpha* series, I've been telling myself that it's gone too far – it's not fun any more. But all my prejudices went out of the window when I started playing *Alpha 3* – it's fantastic! Okay, so there are people who are never going to get into *Street Fighter* games, but for anyone who ever has, this is the ultimate. Everyone's favourite characters are included, and the new characters are up to the usual excellent Capcom standard. This PlayStation conversion is also surprisingly good, and the lack of animation is hardly noticeable when you're playing. The thing is, most hardcore *Street Fighter* fans are likely to also own a Saturn and/or Dreamcast, and with both versions due for release in Japan soon it might be worth waiting – the Saturn version will certainly be better as it uses the 4Mb RAM cartridge. *Street Fighter Alpha 3* is the best in the series, and the greatest 2D fighting game ever. It's time for the world's ex-*Street Fighters* to come out of retirement and take up a new challenge!

CV LOWAS



❖ Cody has been locked up in jail since *Final Fight*, but has escaped for *Alpha 3*. He wears his jail uniform and is handcuffed, but still gets to pick up and use knives!



❖ Spanish matador Vega (known as Balrog in Japan) looks brilliant in his new Alpha style. He can still climb and jump from cages!

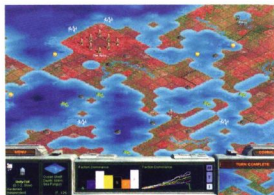
RATING



It's not *Street Fighter* games that are getting boring, it's the people who aren't playing them. This is the best yet – a fighting classic.

STREET FIGHTER ALPHA 3

REVIEW



PlayStation™	STRATEGY	BY FIRAXIS	<ul style="list-style-type: none"> <li>NO OTHER VERSION AVAILABLE</li> <li>NO OTHER VERSION PLANNED</li> <li>STORAGE 1 CD</li> <li>PUBLISHED BY EA</li> <li>TEL 01753 340 442</li> </ul>
	OUT NOW	1-7 PLAYERS	

It was a small step for Neil Armstrong, but now you can take a giant leap and colonise the universe. First stop, *Alpha Centauri*...

# SID MEIER'S ALPHA CENTAURI

**A**lpha Centauri takes off exactly where that other Sid Meier game finished (*Civilization 2* – you may have heard of it). You are one of seven factions travelling for 40 years on the Mothership from Earth to a new planet. The aim when you get there is to let mankind begin again.

You have to explore the new territory, establish cities and armies, make scientific discoveries, rule your people well, and make friends or enemies with the other six factions. In short, you'll have your hands full. The aim of the game is to conquer the planet, or become its supreme governor the peaceful way.



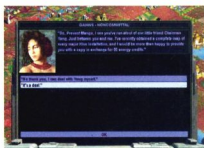
④ When you have the technology, you can build almost anything.

④ The majority of the game shows your world as pretty calm – as if!

## SO WHAT'S NEW THEN?

When you start the game, choose what faction of people to lead. The seven communities are quite diverse, each with their own benefits and pitfalls. You can choose to be a ruler of militant Spartans, UN peacekeepers or maybe religious fundamentalists. Each group has very different ideas on how to colonise the planet. Once you've built your first city, you have to decide what your researchers should focus on – military or scientific research, or maybe developing better facilities for your people.

Your research and discoveries will determine what course your game takes. The game is played in turns. At the beginning of each turn, you instruct your cities on what to build and give orders to your units that they'll automatically execute.



## CVG OPINION

*Alpha Centauri* is a brilliant strategy game. There are so many options you can take and you'll be absorbed in it for weeks.

The factions have well-developed ideologies and you'll want to play as all of them. Professor Zakharov, the mad scientist, was a personal favourite. But the game does have its down sides.

For example, most inventions and discoveries just sound like technical mumbo-jumbo – difficult to understand and use unless you have a PhD in Physics, especially when building military units. It can be very confusing when deciding which ones to update and which ones to build, because you don't really understand what they're good for.

The diplomatic side of the game is much improved over *Civilization*, and buying votes to become the planet's governor is clever.

Sadly, the game doesn't feel like a big departure from *Civilization 2*, and veteran players of that game will find too many similarities here. Still, it's a well-made strategy game. It's just a pity it retreads too much old ground.

ALEX NICHOLSON

## PHYSICAL EDUCATION

Since the game is set in the future, you get to explore things like applied chaos theory and applied theory of relativity.

When your researchers have made a new discovery you get a screen telling you how it can be practically applied and what can be discovered next. Some of the things you discover will go way over your head, but there are help screens so you can find out exactly what it means.

As your research goes on, your military units develop too, old ones become obsolete or you can choose to upgrade them. Your scientists continually build new prototypes which you can then customise if you wish.

④ You've built a new city. Wow!



④ The seven tribes often to elect a planetary governor, and also to vote on important issues.



## RATING



Alpha Centauri will impress strategy fans and budding scientists. Never played Civilization? Get this and discover what all the fuss is about.

Get reacquainted with an all-new GEX.

And his Miss Adventures.



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**EIDOS**  
INTERACTIVE

PlayStation™	STRATEGY GAME	BY MICROPROSE	* PC VERSION AVAILABLE * PC SEQUELS PLANNED
	OUT NOW	1 PLAYER	



Often described as the best strategy game ever. Now, for the first time, it's available on PlayStation. But is it the same thing?

# CIVILIZATION II

**C**ivilization did wonders for strategy games. Soon everyone caught on, and now there is a multitude of choice for strategy gamers. But the original is still hard to beat. And the idea is so simple – you choose a tribe you want to be and you play the game through the known history of human civilisation.

You build up your territory and units, and make discoveries, with the ultimate goal being colonisation of the space. You can do this peacefully, making friends with other tribes or fight wars to become the ruler of the whole world.



## WE HAVE ALL THE TIME IN THE WORLD

If you do well, your subjects will make additions to your throne room, but keeping them happy can get a bit difficult. If you do anything wrong they'll start revolting and can overthrow the government. It is advisable to build The Statue of Liberty as one of your Wonders – it will allow you to choose from all types of government available, so you can choose Democracy, which will keep your subjects happier and make you more profit too. It is also good to make friends with other tribes, then you can establish trade and swap knowledge. Once you've built up enough military, you can declare war on other tribes depending on how strong they are, but make sure your people are supportive.

## WHOLE WORLD IN YOUR HANDS

For beginners, *Civilization II* provides a little tutorial to help create the right settings before you start playing. You choose the size of your world, the level of difficulty – Chieftain being the easiest – as well as the number of other tribes and barbarians on the planet.

The game then plays in turns. Your settlers will found new cities which your armies have to defend from barbarians and other tribes.

As your scientists make new discoveries, you will be able to build more efficient military units and provide your citizens with better facilities.

Once your cities start prospering, you can build Wonders of the World, like the Pyramids or Isaac Newton's College, which will add to your *Civilization* score and give your people various bonuses.



Your advisors will offer help in the running of your empire. The Elvis look-a-like is a nice touch.

It's 1852 and the Mongols have trucks. How's that for supremacy?

CIVILIZATION II



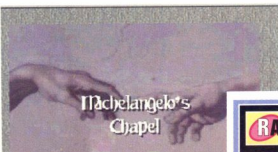
Worshipful English Embassy  
 "We warmly welcome the friendship of the Mongol people and their most wise and magnificent leader: President Genghis Khan."



Check in on your Throne Room often, as this shows how much your people value you. Do well and it will be extravagantly decorated.



As exciting as the action gets. That's a gunfight, make no mistake.



Michelangelo's Chapel

Construct a Wonder of the World, and you're treated to a video clip.

## CVG OPINION

*Civilization II* on PlayStation has nearly all the features from the original game, but it's sadly not the same. Elements have been re-designed to give the game a more 'arcadey' feel, with the interface being more complicated than the original, and not as effective.

When it comes to playing... well it's not the same. The world is viewed in two modes: super-close-up, or too far away. And even though there's lots more problems beneath this surface, it's the graphics that illustrate the biggest flaw.

*Civilization* wasn't a 'looker' to begin with, and if the PlayStation can do a reasonable impression of the more complicated *Command and Conquer*, why not a faithful conversion of *Civ*? If you've never played the original, this is still good, but it doesn't match the classic status of the original.

ALEX NICHOLAS

**RATING**

A good strategy game is always a welcome addition to the PlayStation archives, but fans of the original will feel something's missing.



# LETHAL

IMPACT



# LOADED

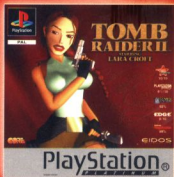
ACTION

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Make no mistake, you are now looking at the two biggest football management games. Say goodbye to your friends and family.

# PREMIER MANAGER NINETY NINE

**O**kay, so you walk into a shop and you see *Premier Manager '99* and *Championship Manager 3* staring you in the face. Both huge brands and both worthy of your cash. But which one do you buy? This page is dedicated to the reasons why you should get *Premier Manager*, and the other is for *Champ Man*. Read both and you should have reached your own decision. If you haven't, then buy both. Easy.

## MORE DODGY 'KEEPING

If you're watching the game in the Highlights mode, as we would suggest you do, then the really classy element of *Premier Manager '99* kicks in. Once a goal is scored, the game cuts to a rendered environment that shows you exactly how the goal was scored. The moves and angles are all exactly as you see them and not just pre-rendered sections as they were in the PlayStation version and this makes it even more believable and realistic.

Here you can monitor your income through sponsorship and TV deals.

## CVG OPINION

One page for a game of this magnitude is never enough. There's so much to talk about and I can't fit it all in, so I'll keep it to the facts. This game is absolutely brilliant. Everything from scouting youth teams for up and coming stars to upping the price of burgers by a couple of pence in the cafes... it's all catered for.

Whereas *Championship Manager 3* is purely for management side of it, *Premier Manager* covers all of the other aspects too, almost player/chairman simulation. You can pick sponsors for hordings around the pitch, TV rights, upgrade the stadium, fluctuate the ticket prices for big games... it's all here. And you have complete control over what you want to manage.

You can have auto finances, auto tactics or just manage the youth teams. It's all up to you. One other major plus is that you can watch the action and pick out weaknesses in the opponent rather than looking at text messages. And that's what makes it for me.

STEVE ROSS

## BECKS! PUT IT IN THE MIXER!

Chop and change the line-up at this screen.

You can set the price of Coke, fish and pizza here!

These are the advanced tactics options.

The Advanced Tactics option is one of the most detailed seen in a management game. You now have the power to influence exactly where a player is standing and the runs he should make depending on the location of the ball.

The pitch is split up into small sections and a click on each one will

show you where players should be. Simply drag the icons around and that's it. You can even set up dummy moves like a counter attack and watch how players transfer from defence to attack.

All tactics can be saved off and employed during a game, so you're best moves needn't be a one-off.

RATING

It's definitive, addictive, easy to play and... words can't do it justice. *Premier Manager '99* is the end of pubs, clubs and social lives as you know it.

50



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STORAGE 1 CD

PUBLISHED BY EIDOS

TEL: 0121 634 3000

The long-awaited third version of the best football management game ever. Now with more options, statistics and sackings.

# Championship MANAGER 3

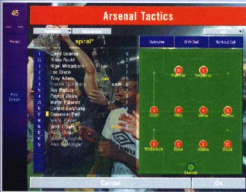
There's two things a good football management game needs, the ability to change everything around to get a result, and realism. *Championship Manager 3* has both of these elements firmly in place with real players, world leagues, national squads and more tactics than a packet of chalk could ever help explain. Not only do you get to pick the squads, but also the backroom staff, and if you want even more responsibility you can even manage the youth team. Even though it still has the text-based match screens, it's the most advanced management game on the market, and it's also the toughest.



Palermo of Boca. Our best buy so far.

## SCHOOL OF EXCELLENCE

If you've played an older *Championship Manager* game, it's safe to say any winning tactics you may have picked up will have to be put to one side, because this is a completely different game. Thanks in part to the overhauled tactics editor, that allows you to give individual instructions to the players, and to determine the positions of players with and without the ball. Training can now quickly improve your players, but leave them out of the squad, and they'll demand a transfer even quicker.



Choose where players will make their runs.



Sacked!!! That wasn't meant to happen... yet.

## GET ME THE NEW RONALDO!



The transfer market has been improved, with your scouts performing better than ever. You can really fine-tune the parameters for their search, so you should be able to find a bargain player in no time. The wide variety of leagues, and national squads means you can choose from the best players in the world, even the old folk who go and play in the USA and J-League. Plus you can apply for jobs abroad, should you desire a move, or new challenge, the game can run 10 world leagues simultaneously, which takes a bit of time on slower PCs, but means players statistics are constantly updated.

## CVG OPINION

Of all the football management games on the market, when it comes to the realism, none can compete with *Championship Manager*, and that's what makes it such an attractive game, rather than the visuals. It's a statisticians dream with screens full of player data, which you need to study to get the most out of the game. And although it may look like the previous games at first, scratch beneath the surface and you'll appreciate the new and refined features. At the end of the day it's a game that you need to spend some serious time with to really enjoy, and getting a result can be difficult at first, especially at the top level. There's no other management game I'd rather play, it's so involving that it might be fair to say it's no longer a game, it's almost become a simulation of the real thing!

ALEX HUTTON

**RATING**

👍
👍
👍
👍
👍

Don't be fooled by the static screens, this is the most realistic management game around, but you may need to give up your day job to play it.

Championship MANAGER 3

REVIEW



Whatever else puts you on the spot,  
it needn't be spots.

Uh-oh! Bit of an embarrassing spot? Still, look on the bright side. OXY products help kill spot causing bacteria on contact, helping to prevent spots **before** they start. Which means, at least it won't be **that** sort of embarrassing spot that puts a cringe making blemish on your day. **SPOTS? OXYCUTE 'EM.**





# ROLLCAGE

Having marvelled at the PC version of *Rollcage*, we were a little disappointed we couldn't bring you the PlayStation review at the same time. However, now that we do have the game it's fair to say that it's every bit as good as its PC counterpart. For a start it's a lot easier to control on the PlayStation. Even if you have a PC joystick, it still feels like it was always made for Sony's machine. Graphically, it's very good for the PlayStation with loads of explosions, cool warping effects and some really bright levels to dazzle you. The game shifts at a fair old rate too which is always important with this sort of game. And of course, the music is head and shoulders above anything else. Father and co suit the game perfectly and it's not ears-bled techno either. Stuff you can actually listen to while driving. There is a good challenge level too, because you cannot access the harder difficulty setting or the hidden deathmatch options until you have finished the previous league in first AND won every race. That is something that you won't finish in a hurry. It may not be the next *Wipeout*, but *Rollcage* is a classy title nonetheless.

STEVE KEY

**FUTURISTIC RACER**

**OUT NOW**

**BY ATD**

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- PRICE £39.99
- PC VERSION AVAILABLE
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- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0151 282 3000



Here we have the Leader missile flying through the worm-hole power-up. Both are headed for the first-place car, which gives you the perfect chance to sneak through into first place.



The glow in front of your car appears once you've reached the top speed. This is achieved by a combination of using the speed boosts on the floor and the icon you pick up as you're racing.



One nudge is all it takes to lose it...



Another Leader missile is launched.



# RUGRATS: SEARCH FOR REPTAR

Unfortunately, instead of being a good use of the *Rugrats* license, *Search For Reptar* is a sloppily-made, badly thought-out cash-in. As a regular PlayStation game it's no good – poor graphics, bad controls, basic games, and lots of lazy glitches (Don't walk behind Spike's kennel to pick up the Reptar biscuit – you'll never get out). It'll also only take about an hour for most people to wander through it all. *Rugrats* could have been great for introducing very young kids to video games, but again, *Search For Reptar* is a failure. The text between levels is far too long and complex for kids, the controls are extremely confusing, and even finding the next stage will be too much of a chore for youngsters. Also, the 3D characters look like freaky mutant versions of their cartoon selves and could cause nightmares. Maybe with a night's rental if you want to really distress a small relative.

ED LOMAS

**VARIOUS GAMES**

**OUT NOW**

**BY NOVA**

**1 PLAYERS**

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY NOVA LOGIC
- TEL 0121 505 1227



This is one of the game's highlights. In most games it would be considered the worst bit.



# STREET SK8ER

Here's another game which takes a cool sport and makes it amazingly uncool. Garish colours, cheesy graffiti-style text and an American "dude" shouting things like "Aaawesome!" seem to be essential to skateboarding and snowboarding games. Just look at the title – *Street Sk8er*, for crums' sake! Instead of giving you proper control over your tricks (powering-up jumps, choosing how to spin, flip and grab, etc), *Street Sk8er* uses a basic button-and-direction press for each trick. The courses are simple timed trick challenges on ramps and rails, but more sections open up as you complete sections and collect more characters. There is a strange charm to it – probably in that it lets you do ludicrous tricks with no effort – but overall there's not much to the game other than a few hours of entertainment and a lot of frustration at poor controls and stupid design. One to rent.

ED LOMAS

**SKATEBOARDING GAME**

**OUT NOW**

**BY**

**1 PLAYER**

- PRICE £19.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EA
- TEL 01753 549 142



Live out your *Gleaming The Cube* fantasies with the turdally radical *Street Sk8er*, dooooodz!

GAME BOY  
Color



## LOONEY TUNES

Another colour update from Infogrames, this time of an old Sunsoft game from 1992. *Looney Tunes* is a platform game starring loads of Warner cartoon stars like Bugs, Daffy and the rest, and it borrows heavily from the Game Boy classic *Super Mario Land*, even down to the music! But saying that, the game itself isn't bad, and better than Infogrames' own recent games starring Bugs and friends. On each stage you take control of a different hero, and must get to the end of the level where you'll face a boss. There's diamonds to collect on the way, and villains like Yosemite Sam and Marvin the Martian to fight. The different characters add variety to the levels. As Tweety you fly and must avoid Sylvester, Daffy Duck swims underwater, and Porky Pig flies a plane. *Mario* may be better, but as imitations go, this isn't bad.

ALEX HUHTALA

PLATFORM GAME

OUT NOW

BY SUNSOFT

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOTRAC
- TEL 0171 384 7800



SCORE 0008200 X02 TIME 267  
Porky Pig leads the way for the other swill suckers, by proving pigs really can fly.

GAME BOY  
Color



## HOLLYWOOD PINBALL

A collection of seven pinball tables that fit into the palm of your hand, each table is movie-inspired. The tables themselves are quite basic, with all the usual score multipliers, trick-shots and jackpots. Pinball purists will gripe that you can't get enough power off the flippers, and some of the channels your aiming for are poorly placed. The scrolling can be a bit nauseating after a while, as the tables are far bigger than the screen, and as the ball gets bounced around, the screen bounces around in tandem.

Each table is based on a famous movie, or genre, but cunningly called something different. But what gives it away is the theme tunes accompanying each table, offering near note-for-note renditions of famous music, with some notes clearly off-key for a reason - very funny stuff, right down to the re-working of the 20th Century Fox fanfare at the start of the game.

ALEX HUHTALA

PINBALL GAME

APRIL RELEASE

BY TARANTULA STUDIOS

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY TAKE 2
- TEL 0171 384 7800



A subtle critique of the Hollywood system, and its lack of original ideas? Or maybe not.

GAME BOY  
Color



## FROGGER

This hit game of yesteryear makes an ideal game for Game Boy. The idea is simple: a frog tries to get across a busy road, to get to the other side, but once you work through the levels, this can get tough. The lanes of traffic become more congested, the high-speed cars become more frequent, and those gaps to accommodate your journey are harder to find. Once you're past the traffic, you're only half-way home, now you must cross the river, jumping onto logs and lily pads that are being constantly washed downstream. Make the final leap home, and you earn points, and start over again. Fill the five gaps at the top with frogs, and you're onto the next level. Later, not only is the traffic a problem but crocodiles like to cruise the river, and snakes will hide in some awkward places. *Frogger* is a classic game, and it's a faithful version that proves to be a lot of fun, even if it is basic.

ALEX HUHTALA

PLATFORM GAME

APRIL RELEASE

BY MORNING STAR

1-2 PLAYERS

- PRICE £24.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY TAKE 2
- TEL 0171 384 7800



1 UP 380 LEVEL 2  
The game that could have been inspired by a Richard Attenborough wildlife documentary.

GAME BOY  
Color



## CENTPEDE/SUPER BREAKOUT

Another two games that have been released before, here given a colour update, and two games that are almost as old as videogaming itself. *Centipede* is a classic shooter, which was originally played with a trackball. It's a Space Invaders imitator, but one of the better ones, where you must blast the centipede of the title and other bugs, while protecting your craft at the bottom of the screen.

*Super Breakout* is a bat and bouncing ball game, you must hit the ball against a wall to remove bricks, while keeping the ball in play. This version offers various modes of play. A great idea, back in the day, but it was soon eclipsed by better imitators. *Centipede* and *Super Breakout* are very basic compared to other Game Boy titles on offer. I'd have preferred new games, rather than these conversions, which won't win many new fans.

ALEX HUHTALA

SHOOTING GAME

APRIL RELEASE

BY CODE MONKEYS MORNING STAR

1-2 PLAYERS

- PRICE £24.99 EACH
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY TAKE 2
- TEL 0171 384 7800



Games don't get more basic than this, apart from Pong - that game didn't even have a wall!



## NHL FACE OFF '99

You could say that 989 Studios are on something of a roll at the moment. First we had *Rally Cross 2*, then *NFL Blitz* and now *NHL Face Off '99* - all extremely poor. It's a decent enough game to play and look at, but there's nothing here that other games haven't done before. One thing that's a good plus point is that it's very quick - the players move extremely fast. But they don't feel like they're skating, more like gliding. But everything else has been seen before. There's the usual quota of national and international teams as well as the varying game modes. Eight players is a good option, but not one that will get used very often. Those wanting to break into NHL games for the first time will like this, but realistically, there are many better Ice Hockey games available - like EA's *NHL '99*.

STEVE KEY

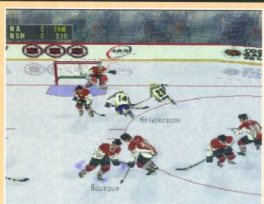
ICE HOCKEY SIM

OUT NOW

BY 989 STUDIOS

1-8 PLAYERS

- PRICE £39.99
- PLAYSTATION PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1800



Stand in front of goaltenders when they have the puck and they'll often pass straight to you.



## PLAYER MANAGER 98-99

Having just acquired a mouse in the office, I thought I'd try it out on *Player Manager* to see how it worked. I wish I hadn't bothered as the game is pants. It says in the manual "Move the cursor to the top of the screen" to bring down the top set of menus. Only the mouse doesn't seem to go that far up to do it! And get this - there's no way of skipping matches or getting instant results.

It takes about five to 10 minutes just for one game! And there's nothing you can do about it. The database of players is quite big though with the best players from most clubs approachable. And seeing as it's *Player Manager*, you can try a Villi-style game as you pick yourself as a player too! But it's far, far too slow to be any good. It... takes... too... long..... If I can just... keep it... together....

STEVE KEY

FOOTBALL MANAGEMENT

OUT NOW

BY ANCO

1 PLAYER

- PRICE £39.99
- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFOGRAMMES
- TEL 0161 827 8000



This game has the pace of John Barnes (none) and the skill of Martin Keown (zero). Pants.



## RETRO FORCE

*Retro Force* is a good, fun shooting game. But sadly, as with most PlayStation games these days, it's average. Nothing mind-blowing, nothing innovative, just a decent little game. In fact, it's got "Rent me" written all over it. The graphical style is a bit shabby, but the viewpoint from which you play is constantly changing - one minute it's from behind the ship, the next it's top-down, which is a nice trick. There are three forward firing weapons to pick. Each has five stages of power and three ground-based bombs or missiles and they again have five power-ups. It doesn't ever get that frantic and you often feel as though you're playing through the same levels, as everything seems similar apart from the backdrops. It's quite repetitive, but still entertaining enough for an evening or two. See you at Blockbuster then...

STEVE KEY

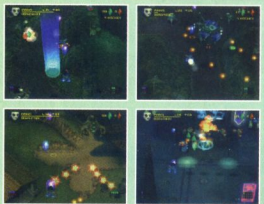
SPACE SHOOTER

OUT NOW

BY PSYGNOSIS

1-4 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0151 282 3000



The blue plume of light in the top left picture is a re-start point so make the effort to get it.



## KKND: KROSSFIRE

Trying to better a game that doesn't need bettering seems like an impossible task. But strangely enough, many choose to undertake that task. And most usually fail. They make decent enough games, but when it comes down to it *Command and Conquer* still rules the roost. *KKND* is basically just a poor relation of that. This version has been specially made for the PlayStation so that the control method is joystick-friendly and it also has a two-player mode for some head-to-head action. Given the nature of the game, the graphics are still a little blocky, but the rendered stuff like the mission briefings and intro are all top class. The lack of a training mode means that unless you're familiar with real-time strategy games, then it may be a little confusing. Again, this one is worth renting, but nothing more.

STEVE KEY

REAL-TIME STRATEGY

MARCH RELEASE

BY MELBOURNE HOUSE

1-2 PLAYERS

- PRICE £39.99
- PC VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFOGRAMMES
- TEL 0161 827 8000



If you have the patience, the game does get quite interesting when the action is like this.



## KENSEI: SACRED FIST

We had high hopes for *Kensei*, but it's turned out to be a real disappointment. The first, and biggest problem, is that it's so incredibly slow. While certain attacks still move at a reasonable speed, the majority of the game is played at real underwater pace. Characters take forever to land when knocked into the air, and it's easy to spot moves coming a mile off, ruining any element of surprise.

*Kensei*'s selection of characters is slightly uninspiring too. Most of them have moves and styles taken from other fighting games, and the hidden characters mostly use the same attacks as the main characters. Even the high-resolution graphics look bad - characters glitch quite often, the backgrounds are feeble, and most of the animation is feeble too.

None of these points completely ruin the game, but they certainly don't help carry the few good features (some impressive moves and a decent guard-and-dodge system). Also, the dodgy artificial intelligence which means computer opponents fall for sweeps when getting up almost every time isn't exactly a plus point either. What a shame.

ED LOMAS

- FIGHTING GAME
- OUT NOW
- BY KONAMI
- 1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI
- TEL 01895 833 000



There aren't many exciting fighters in *Kensei*. Take 'David', for example.



The guy in the lovely brown jacket looks exactly like Steven Segal.



A lightning-fast high kick (this is a lie).



## V-RALLY

A colour revamp of the Game Boy version of *V-Rally* that was released last year. There are 40 different rally stages to test your skills in, with nine opponents on each course. The courses are fairly easy, with simple bends to negotiate, and hazards like oil spills and roadside objects to avoid. It's hard to learn the courses, as they all feel so similar.

Instead the game is a test of reactions, with signs telling you when you're about to approach a bend. Races take part in different countries which is illustrated by the simple background objects on each stage. There's four different rally cars to choose from, and Arcade or Championship modes, plus a variety of difficulty levels. This is a simple game, and one of the better racers on the Game Boy. The good use of colour should help make it stand out from the crowd.

ALEX HUHTALA

- RACING
- OUT NOW
- BY INFOGRADES
- 1 PLAYER

- PRICE £29.99
- PLAYSTATION VERSION AVAILABLE
- 16-BIT VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRADES
- TEL 0161 832 6633



The road to nowhere. It appears that you're driving to the alps, but you'll never get there.



## BRIAN LARA CRICKET

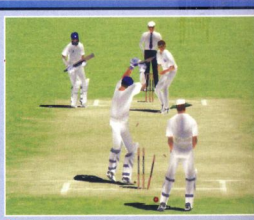
This is practically a straight conversion of the PlayStation game of the same name which was released before Christmas and did surprisingly well. The graphics have been optimised for use with 3D cards, but as with the PlayStation version they aren't particularly impressive, though they do their job just fine.

The controls are the same too, with an easy-to-pick-up batting and bowling system which still hasn't been bettered. Because of the pace of cricket they also work well with whatever controller you use, including the keyboard. The commentary by Jonathan Agnew and Geoff Boycott is also one of the best in any sports game. With a group of people matches are a lot of fun - strangely enough, even non-cricket fans will have a great time if they just give it a go.

ED LOMAS

- SPORT GAME
- MARCH RELEASE
- BY CODEMASTERS
- 1-4 PLAYERS

- PRICE £39.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CODEMASTERS
- TEL 01926 814 132



Aaaaazant! Prepare yourself for a summer of cricket with Brian Lara's groovy game on PC.



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0991 102896



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0660 102070 Instant Win!



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0660 102072 Instant Win!

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0660 102073 Instant Win!



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win Gameboy Color +

Camera and printer!

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win a palm size  
Mini Discman

0991 102897



win Amstrad Micro hi-fi!

0991 102899



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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 31st May 1999, after which they may be replaced by a similar service on the same number. Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you win send your claim to: InfoMedia Services Limited 'Claims Dept.', PO Box 28 Northampton NN1 5DS. Helpline: 01604 732028. [www.InfoMedia-Services.co.uk](http://www.InfoMedia-Services.co.uk)

# Hot new games

A powerful new fighting game on Dreamcast, and a bloody one for PlayStation. Plus an update to the best-looking PC game ever – *Unreal*



## POWER STONE

BY CAPCOM

1-2 PLAYER

OUT NOW (JAPAN)

The first successful fully 3D fighter, produced by the masters of combat – Capcom!

### THE IDEA:

Choose a super human fighter to compete against others in volatile 3D arenas. The one-player game is a quest to retrieve the legendary Power Stones. The two-player game is skills showdown. Use objects as weapons in addition to regular and special attack moves. Pick up gems to transform into immense alter-egos!



➤ Visually, *Power Stone* is easily one of the most spectacular fighting games ever!



### BEST FEATURES:

- ★ Simple command system, but a wide and varied selection of moves to access.
- ★ Throw, kick, punch, and bring objects crashing down on opponents to win!
- ★ Screen-destroying special

attacks happen when powered up by the three gems.

- ★ Clean, bright, and colourful graphic style - makes Dreamcast look amazing!
- ★ Mental sound effects, and crystal clear music themes sound magnificent too.



➤ When we played this game, we couldn't believe our eyes! Guaranteed you'll feel the same. But you'll have to wait, as the game won't be out here for a little while. But it's likely to make Dreamcast's success a certainty.



➤ There are plenty of surprising elements in *Power Stone* - things that you wouldn't normally expect from a fighting game.



➤ Not only can you cause carnage on the ground, you can also jump onto the roof, or hang from the edge - and still carry on scrapping!

## CRICKET WORLD CUP '99

BY: EA SPORTS

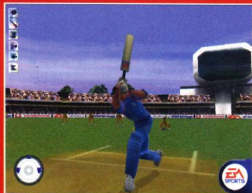
PLAYERS: TBC

OUT SPRING

The official game is coming – Brian Lara better watch his back!

### THE IDEA:

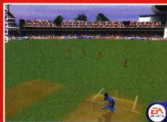
The official World Cup '99 game with all the real teams, players, grounds and spectacular presentation you'd expect from EA Sports – the group behind the FIFA games. We've not played it yet, but these first in-game screenshots certainly look very promising.



➔ The Lord's Media Centre is in place! Yay!

### BEST FEATURES:

- ★ Play-by-play commentary from Richie Benaud and David Gower.
- ★ More than 600 motion-captured animations from Ben and Adam Hoolioake.
- ★ Loads of camera angles (such as batter and stump cameras), plus you can create your own.
- ★ Two wildly different play modes – Arcade and Simulation – to allow everyone to get into the game.
- ★ Everything and everyone involved in the real World Cup is in the game in full detail.



## REQUIEM: AVENGING ANGELS

BY: UBISOFT

PLAYERS: 1-8 PLAYERS

OUT AUTUMN

Calling all avenging angels, angels, kick-ass angels!

### THE IDEA:

You play Malachi, a Chosen Angel in human form who must stop the evil Fallen Angels out to destroy creation itself! Combining Quake-style 3D shooting with angelic powers and an interactive plot, *Requiem* is looking very original indeed.



➔ That's you, that is. No, you. No, your mum. No, yours.

### BEST FEATURES:

- ★ Play as a secret agent-style angel warrior battling against evil angels on a future Earth!
- ★ Angelic powers such as boiling blood, turning people to salt, and possession!
- ★ Computer characters to interact with as they go about their daily business.
- ★ Futuristic cities and some truly spooky Hellish environments.
- ★ Multiplayer options for teamplay and capture the flag.



## CROC 2

BY ARGONAUT

1 PLAYER

OUT MAY

### THE IDEA:

Refined gameplay, and graphically improved sequel to '97's huge-selling platform game, starring the same character – Croc.

### BEST FEATURES:

- ★ Cute character design aimed at kids.
- ★ Solve clever puzzles to move on.
- ★ Tricky obstacles, and wily enemies.



➔ A surprisingly popular game character, Croc is back for a second bite.

## GEX: DEEP COVER GECKO

BY CRYSTAL DYNAMICS

1 PLAYER

OUT APRIL

### THE IDEA:

This time around Gex is a secret agent out to rescue Agent Xtra.

### BEST FEATURES:

- ★ New effects, like scuba diving, gliding, and snowboarding.
- ★ Two new secret playable characters and new worlds.
- ★ Loads and loads of film references.



➔ Gex does his Bond bit, as he drives a tank in a bid to rescue fellow agent.

## BLOODY ROAR 2

BY HUDSONSOFT

PLAYERS: 1-2 PLAYERS

OUT APRIL

### THE IDEA:

The sequel to the surprisingly-good humans-becoming-massive-scraping-animals fighting game.

### BEST FEATURES:

- ★ Amazing high-resolution graphics.
- ★ Cool new characters.
- ★ Faster, more intense gameplay than before.



➔ Wouldn't it be cool if the guy from *Manimal* was a hidden character and he could turn into a panther? Hmmn, no.

## UNREAL TOURNAMENT

BY: EPIC

PLAYERS: 1-16 PLAYERS

OUT SPRING

### THE IDEA:

A deathmatch-based *Unreal* for use with or without the original game.

### BEST FEATURES:

- ★ New weapons and a new look for all of the originals.
- ★ New levels especially for deathmatch and capture the flag.
- ★ A tournament mode for single players.



➔ The computer-controlled bots in *Unreal Tournament* are some of the most advanced yet seen. Deathmatches for all!


## EB HOME

# Braveheart

BY RED LEMON 1-12 PLAYERS OUT MAY

The game of the movie! Lead a clan of warriors and fight for freedom!



**THE IDEA:**  
According to the programmers it's a real-time strategy game within a turn based, build your empire title. You get the chance to play as William Wallace and knock out the English army. This will involve fighting, and being a shrewd businessman. After all, money is power.



⚡ The fight scenes are pretty chaotic!

**BEST FEATURES:**

- ★ Take part in 12-player network or co-operative death matches!
- ★ It may be possible to have hundreds of warriors on screen at once, all beating the crap out of each other. Cool.
- ★ Loads of clans to become leader of. Each have their own fighting styles and strengths.
- ★ 20 different style of troops. Train people to be heavy cavalry or siege equipment operators.
- ★ It's an official game, so real actors, locations and costumes will be used. But no sign of Mel Gibson, unfortunately.

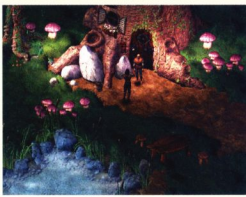
## EB HOME

# Revenant

BY CINEMATIX 1 PLAYER OUT SUMMER

A new action RPG for PC owners. Swords at the ready...

**THE IDEA:**  
Cinematix have tried to combine elements from a couple of game styles to make the perfect action adventure. It mixes spells, sorcery and various combat modes and uses loads of graphical tricks and highly detailed levels to try and create the perfect title.



⚡ The lighting effects make this seem a very moody game.

- BEST FEATURES:**
- ★ Four combat modes. Weapon, hand-to-hand, bow and stealth. The more experience you get, the more moves you learn.
  - ★ Characters have finishing moves if you like. You and the enemy can perform fatalities, throws and even wrestling moves.
  - ★ Planned *Revenant* editor gives you the chance to create your own levels and monsters, etc.
  - ★ The enemy AI is very advanced. Characters have hearing, sight and path finding abilities so they'll chase you through levels!



## EB HOME

# Shadowman

BY IGUANA UK 1 PLAYER OUT AUGUST

**THE IDEA:**  
Dark 3D adventure in which the hero is out to track down a bunch of serial killers! Like *Zelda* but much less cheerful!

**BEST FEATURES:**

- ★ More sinister than *Resident Evil*.
- ★ Respectable platform challenges.
- ★ Intriguing plot. Great characters.



⚡ A mean and moody game, full of mystery and malice. Looks promising.

## EB HOME

# Air-Board Racer

BY CRITERION 1-2 PLAYER OUT TBC

**THE IDEA:**  
Red hot, Dreamcast "air-boarding" game. Use ramps and half-pipes to get Massive air, and score major style points.

**BEST FEATURES:**

- ★ Stylish characters, awesome arenas!
- ★ Link stunts for outrageous combos!
- ★ Win extra speed!



⚡ A cool twist on 'boarding game - could achieve *Wipeout*-like credibility.

## EB HOME

# Goemon 2

BY KONAMI 1-2 PLAYER OUT JUNE

**THE IDEA:**  
Revival of the cool platform antics of Konami Japan's biggest character. It's 2D action, with 3D graphic style and gameplay twists.

**BEST FEATURES:**

- ★ Series famed for inventiveness.
- ★ A huge quest. Varied challenges.
- ★ Going 2-Up is a great laugh.



⚡ Shares some similarities with *Zelda*, but there's no-one quite like Goemon.

## EB HOME

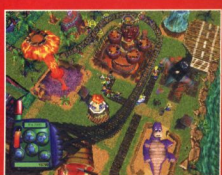
# Theme Park 2

BY BULLFROG 1 PLAYER OUT SUMMER

**THE IDEA:**  
It's the long awaited sequel to the best selling Theme Park. All new rides, a new engine and a new interface awaits you!

**BEST FEATURES:**

- ★ It's 3D! This should mean you'll be able to ride your own rides and attractions!
- ★ Awesome new rides to dazzle your thrill hungry punters.



⚡ How cool does this look? With any luck the people getting off your triple loop Rollercoaster will puke in 3D too.

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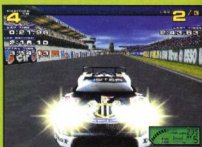
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# MY OTHER CAR'S A FERRARI!

Steve Key visits Le Mans to race in some top Ferraris. Could there be a better blag?

**T**here's two cars down there. 'You can either go in the quick one, or the really fast one. Which would you prefer?' Now certain questions don't really need asking. For example, 'Would you like this free bundle of £10 notes, or that bigger free bundle of £10 notes?' And when you're talking about sitting in a Ferrari F355 or a suped-up, raceworthy version of the same car, which goes a hell of a lot faster, there's no contest as to which one to pick. This was the dilemma facing us at The Circuit de la Sarthe, home of the Le Mans Race, as we travelled to see the first running version of Infogrames' newest racing simulation.



## THE GAME

The main object of the day was to look at the *Le Mans* game (which you can read all about on page 24). It's the next game developed by Eutechnyx, the team behind *Max Power Racing*, and is your chance to take part in the famous 24-hour race. Obviously, it's not actually 24 hours long, because that would be stupid, but nevertheless it's a promising looking game.

## THE CARS

The Ferrari F355 – not a car you'll see very often cruising around the M25. And here was not one, but two of the beauties waiting patiently for us to get in, accompanied by two top-class drivers, one of whom was a previous winner of Le Mans!

The first Ferrari was a "normal" road version, that anyone with that sort of money could buy from dealers. It's a ludicrously fast car but you still poo yourself when the small bits of gravel rattle underneath the car like machine gun bullets as you take a corner at around 100mph! The second was also a 355, but this one had been customised for rally purposes.

Time for the crash helmets. And when you think that the driver has taken the bend too fast, and you're going to roll the car off the track... the car sweetly cruises around the corner as if nothing was wrong. New underwear please.



DAD  
I TOLD YOU NOT TO  
PICK ME UP IN THE  
SERVANT'S CAR.

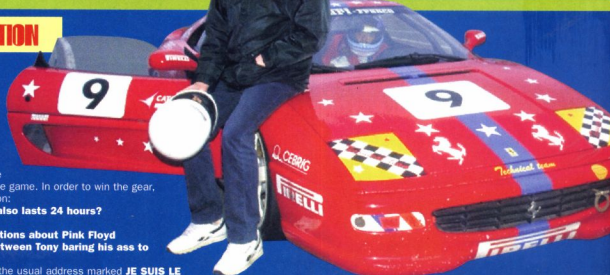
## THE COMPETITION

We tried to get you a Ferrari for a prize, but unfortunately, our resources didn't stretch that far. However, the kind people at Infogrames have offered to stump up a Le Mans goodies bag featuring a £300 remote-controlled Le Mans car and a copy of the game. In order to win the gear, simply answer this question:

Which of the following also lasts 24 hours?

- One day
- One of Ed's conversations about Pink Floyd
- The length of time between Tony baring his ass to the rest of us

Entries should be sent to the usual address marked **JE SUIS LE MANS**. Thank you. Closing date is 13th April 1999. Thank you again.







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