

computer and video games

WORLD'S 1ST REVIEW

ROLLCAGE

EXPLOSIVE RACING ON PC AND PLAYSTATION



METAL GEAR SOLID
PLAYSTATION GAME OF '99 REVIEWED!
SONIC ON DREAMCAST
HEAD-BUSTING GRAPHICS! INCREDIBLE SPEED!

MARCH '99



ICE 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: Ice Slizer lives in a continent of ice and snow. He has to cope with the extreme cold and the constant threat of avalanches. He must also try and avoid the giant furry beasts that inhabit this harsh environment.

MISSION: Collect ice crystals. Defend continent from Judge Slizer.

WWW.LEGO.COM/SLIZER

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video
games

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ROLLCAGE

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PC98

THE RACER THAT WILL FRY YOU THEN FLIP YOU LIKE A PANCAKE!



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SONIC ADVENTURE



THE FASTEST GAME IN THE UNIVERSE! BLINK AND YOU'LL MISS TOO MUCH.



CASTLEVANIA 64



THE WHIP-WIELDING CLASSIC MAKES ITS LONG-AWAITED DEBUT ON N64.



DRIVER

P20

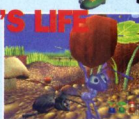
THE MOST AMBITIOUS DRIVING GAME IN YEARS.



A BUG'S LIFE

P47

DISNEY'S NEW FILM ENTERS THE GAMES WORLD.



PLUS

FREEPLAY

FREE 16-PAGE MAG ON (ALMOST) FREE PAPER!

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PROS PLAYING ON YOUR SIDE

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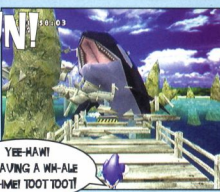
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DOLBY SURROUND
 to get down with the latest games!

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BLINDING GOOD FUN!

I've been into games for 15 years, but never been so excited as I am now. The most amazing titles have only just been made available to the world: *Zelda*, and *Turok 2* on Nintendo, *Metal Gear* on PlayStation, and *Sonic* on Dreamcast. Between times I'm hooked on Game Boy Color. Basically, I'm totally made up! Don't listen to anyone who tells you any different. 1995 is the biggest and best year for video games ever. But it's the stuff we can't tell you about yet that's going to really drive it home. Excitement vampires bite hard!



YEE-HAW!
 I'M HAVING A WHALE
 OF T-IME! TOOT TOOT!

PAUL

OUR GUARANTEE OF QUALITY

We're crazy about games on this magazine. This is the thanks you get for supporting our cause:

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.

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.

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.

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

WE THINK IT HELPS THAT YOU KNOW WHO'S WRITING THIS STUFF. JUST DON'T LAUGH.

PAUL DAVIES

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CURRENT FIVE GAMES:
 + ZELDA
 + TUROK 2
 + SONIC 2
 + METAL GEAR ADVENTURE

CURRENT FIVE GAMES:
 + SONIC ADVENTURE
 + ZELDA
 + TUROK 2
 + COASTER TYCOON
 + METAL GEAR SOLD

CURRENT FIVE GAMES:
 + SONIC ADVENTURE
 + CHAO ADVENTURE
 + ZERIX X
 + QUAKE

CURRENT FIVE GAMES:
 + ZELDA
 + HOLLICAGE
 + ZERIX X
 + QUAKE
 + PREM MAN '99

CURRENT FIVE GAMES:
 + FUTURE COP LAPD
 + TETRIS
 + HOLLICAGE
 + ISS FRO '98

CURRENT FIVE GAMES:
 + TETRIS
 + ROLLCAGE
 + JONES BLEED R
 + SONIC ADVENTURE

CURRENT FIVE GAMES:
 + TETRIS
 + PRO FR
 + CONQUEST 4

Before games, Paul used to burn creepy-crawlers with matches.

Alex got a bang out of being Elvis Presley in the bathroom mirror.

Lomas did nowt before games, except eat sweets, and listen to Floyd.

Looking back, Steve enjoys remembering people he's offended.

Basically Abdul hadn't played a single game until last year!

After joining CVG, Nicola admits video games are not bad actually.

Games can't stop, won't stop, Tony from talking endlessly.

CVG RATING SYSTEM

EXCELLENT **VERY GOOD** **GOOD** **PRETTY BAD** **POOR**

Every game which hits the High Five is essential. Lot there no doubt. This is depth and vision beyond belief.

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

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

Unlikely to be especially original or over/flowing with exciting features - there are better examples available. Or a clumsy attempt at a new concept.

Almost a flat liner, it's so lifeless. You'll be wanting to exchange this for something else straight away. Since you sell the bottle by avoiding in the first place.

The most important
home game of the
season has arrived

Championship
MANAGER 3TM

Release date February 1999



EIDOS
INTERACTIVE

www.eidosinteractive.co.uk

Championship Manager™3. Developed by Sports Interactive Limited. © and Published by Eidos Interactive 1999. All Rights Reserved.

NEWS



Dreamcast™

[SHENMUE ON DREAMCAST]

• NEW 'BEST GAME EVER' REVEALED

On Dec 20th at the National Convention Hall of Yokohama, Sega held a special presentation to announce a new masterpiece - *Shenmue*.

This will be for Dreamcast what *Final Fantasy VII* was for PlayStation. It's seriously the most realistic adventure game ever produced, which should be a massive hit for Dreamcast when it's released in Japan this Spring.

CVG attended the special launch show, where Yu Suzuki himself explained all about his revolutionary new game.



SHENMUE

There are many vital concepts that need to be understood in order to appreciate the

amazing scale of *Shenmue*. Here's everything explained, using Key Words chosen by Sega.

TIME CONTROL

The *Shenmue* world is directly affected by time. Not just the time of day, but the time of season too. Locations are different morning, noon, and night; Spring, Summer, Autumn, or Winter. When you go is as crucial as where you go.



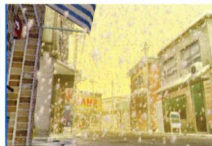
☉ An ocean liner, sailing at midday.



☉ Same boat, this time seen at dusk.

MAGIC WEATHER

The weather changes in real-time, and the affect it has occurs in real-time. As the snow falls it begins to settle, the roads turn white and the accumulating snow gets thicker on top of everything.



☉ It's snowing. It's snowing really hard!



☉ Look how the layers of snow build up!

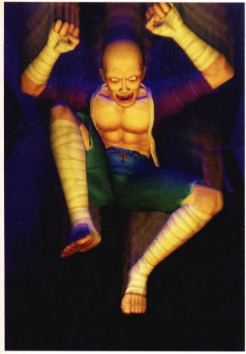
ROOMS

There are a lot of rooms but each one has been hand-designed with astounding detail for unprecedented realism. Where you go and what you do is up to you. You can use a phone, play a tape recorder, read books. It's almost limitless.

☉ Just compare these shots to *FFVII* on PlayStation. The detail here is immense!



☉ Not only is it so rich, but you can pick up nearly every item and examine it. It's hard to believe!



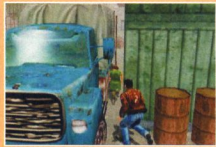
QUICKTIME EVENT SYSTEM (QTE)

The action portions of the game are revolved with the QuickTime Event system. This involves a symbol appearing on the screen which represents one of the buttons on the pad or an arrow key. You must press it while the symbol is still being displayed.

If you succeed, you can continue. But if you fail too many times, something bad might

happen. For example, when you are chasing someone through a shipyard, you must avoid many hazards, such as people carrying crates and boxes stacked in your way.

By pressing the buttons correctly in order you'll be able to dodge round them or jump over them. But if you fail, you'll trip over or bump into someone.



➤ The hero is chasing a thief, but almost gets knocked down!

➤ Here you must escape while hand-cuffed to somebody else!

QTE BATTLE

The above system is also used for the fight scenes, which become just another kind of event. Less than 5% of the game involves fighting. By correct timing you'll be able to perform a variety of cool fighting techniques. The sequences are pre-determined, so you can't control the actions yourself.



➤ Walking calmly into an ambush.



➤ Jackie Chan-style combat action!



INTERACTIVE

Games up to now have been split into two, with typical game screens and movies. The graphical difference is obvious and you have no opportunity for interaction. In Shenmue, this changes to the Play Mode and the View Mode. Graphically they are the same so you can't see any difference, except the view mode is shown in 'widescreen' with a thin black border at the top & bottom. In the view mode you can change the camera's viewpoint at will as the 'movie' is played so you have a different experience each time.

➤ Close-up of a character's face in View Mode. This is the game!

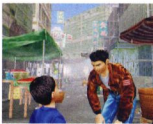


➤ This looks like a movie. But this is a game character! We can hardly believe it.

CONVERSATION

Talking to other characters for information is an important part of the game. Interaction is possible via options requiring either a simple 'Yes' or 'No' answer. The characters all react naturally, and speak in context to the situation you are in. There are no on-screen text messages - everything is spoken. Characters can also point the direction of things with the fingers, arms, head, and so on. As long as you are within speaking distance you can talk to them from any position.

➤ Talking to people smaller than yourself requires some consideration.



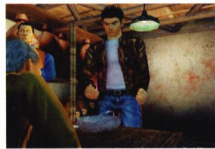
THE GAME SYSTEM

Who you are, what you do, and why things are:

• You play Ryo Hazuki. Your father was mysteriously killed, so you end up going to China to find out the truth. While you are there you get involved in the game's main plot – which is still secret!



• It's a real-time, interactive world, so if you want to stay healthy you'll need to eat. And if you want to eat you'll need money to buy food. Money has to be earned by working, or won by gambling.



• The game changes depending on the speed of your progress. For example, if your boat ticket is stolen, you might have to work for another three weeks to get enough money to buy a new one. During that time, the rainy season might start, so by the time you arrive at your destination, the pouring rain may have cancelled an outside market where you might have been able to buy something useful...



• Whatever happens, no two games will be the same and your experiences will be different from other people's who are playing the same game.



• In the game there are many various events – or mini-games – to keep you amused while you are on your quest. Getting a part-time job and gambling are just two of these kind of events.



• Time is very important. The adventure is set over a three-year period.



• We knew we'd be exploring virtual worlds like this one day. But not so soon! This is the game.



• No other game system could even get near rendering this scene, let alone as part of a game.

SEQUEL NEWS GOES BALLISTIC

TEKKEN 3.5 EXCITEMENT

We hear that a new PlayStation version of Tekken 3 is due for release in Japan SOON. The project is called Tekken 3.5, and is hinted to include re-modelled characters from Tekken, and Tekken 2. Imagine – Jun Kazama, Kazuya Mishima, and Michelle all re-drawn to look as good as Heihachi, Lei and Nina in Tekken 3!

This story may be related to an even more incredible 'rumour' – that an enhanced version of arcade Tekken 3 is coming to Dreamcast! Apparently a graphically enhanced T3, along with versions of Time Crisis 2, and Soul Calibre will make their first appearance at the Tokyo Game Show in March.

Don't worry, we've booked the flight to Japan already!

NEW N64 CASTLEVANIA

There's already talk of a sequel to Castlevania 64 in the works from Konami. It's an extension of the game that comes out this month, and features two 'new' characters. The reason we know so soon is because the sequel is the parts of the game Konami couldn't squeeze into part one.

Cornell, the wolfman, and Kola, a giant, originally had roles in the existing game but were cut because of memory constraints. Likewise the quests they undertook put too much strain on the game, so were removed. Don't know how soon C642 is going to happen, but we'll keep you informed.

NEWS



STAR WARS ROGUE SQUADRON

Rely
on **your**
instinct



FEEL EVERYTHING

NINTENDO 64

**EXPANSION
PAK**
Enhanced

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CASE YOU WERE THINKING ABOUT IT. SORRY.

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Mailbag

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

STAR LETTER

MY MUM IS LARA CROFT

Dear CVG,

Firstly we would like to say how cool your mag is and that it's the best on the market.

Anyway, regarding your computer look-a-likes, we have enclosed some photos of our mum who is Lara Croft and has completed all three Tomb Raider adventures.

She is 42 and is the best mum in the universe! She may not have big tits like Lara but at least she is real. **Luke & Alex Hall, sorry Luke and Alex Croft**

CVG: Hope your mum knows you've sent us these photos. If not, sorry Momma Croft! If anyone else thinks they look like a character from a game or want to embarrass themselves, just send us those photos.

Just take the photo and burn the negatives!



PRAISE A

Dear CVG,

I am not normally one to write letters to magazines, but I have just witnessed something that has simply urged me to put pen to paper. I have been playing video games for over 16 years, but I have never in my life been so amazed by a piece of software.

I am at this precise moment in time playing *Zelda 64* and have just entered the Kakariko Village graveyard. I'm wandering around, slowly reading the gravestones when a sudden pitter patter of drizzle begins to fall, then a huge thunderclap and a flash of lightning shoots from the sky and, to my amazement, the clouds open up and rain begins to fall. Absolute brilliance.

I realise that I have not even begun to scratch the surface of this amazing piece of software, but I am also aware that this has to be video gaming's finest hour.

Darren Griffins, Harrow

PRAISE BE

Dear CVG,

Having played most of the true gaming classics on all formats over the years, I have to say that when I purchased *Sonic* on the Dreamcast one week ago I never expected anything like what I have experienced over the past few days. *Sonic Adventure* is truly my greatest gaming experience ever. Yes, I have played the recent *Zelda* on my friend's N64, and I admit it's one hell of a game. It makes

Stay out of the black, and into the red.



© Nintendo

one want to buy an N64. But *Sonic* being a different genre anyway, makes all my gaming years worthwhile. This is what I've been waiting for.

Even when I replay previous levels, I am in awe of the beauty and genius gameplay this title exudes. Just to think I thought *Metal Gear Solid* was untouchable last month.

Don't get me wrong, I love my PlayStation but Sega have truly won back my confidence in their abilities with this release, even though the Saturn wasn't as bad as everyone would like to believe. I just hope that to secure the future of the Dreamcast, Sega continue to release titles of *Sonic's* calibre.

Adam Shaw, Kent

NUMBER CRUNCHERS

Dear CVG,

Thanks to Sony, the games industry seems to be stuck in a rut. Looking at the recent and forthcoming releases for the PlayStation, it seems that we are

being bogged down with sequels, such as *Tomb Raider 3*, *Crash 3*, *Tekken 3*, *Actua Soccer 3*, *Oddworld 2*, *Toca 2*... the list is endless! And let's be honest, they were good the first time, but this is beyond a joke. What's more funny is the public have been taken in by this, as reflected in the all format charts. Being a PlayStation owner myself, I have enjoyed the original *Crash* and *Tomb Raider*, but after playing the many sequels I find them (dare I say it) dull! Based on this I am considering selling my PlayStation and sticking with my N64 and its original line-up. It's frustrating the way people have been deceived by Sony.

For Christmas I received *Zelda*, *Tok 2*, and *SpaceStation Silicon Valley*. These are entertaining and fun games to play. Remember that PlayStation owners - FUN! It's what we buy a games console for, not the image it produces.

Anyone wanna buy a PlayStation?
SJW, Kent

Dear CVG,

Can I be the only PlayStation owner that feels pretty let down by the distinct lack of killer titles appearing in the UK this Christmas?

This time last year I was itching to get hold of *FFVII*, *Colony Wars*, *Overboard*, *Red Alert*, *G-Police*, *GTA*, *Time Crisis* etc. A year later I've bought both titles of interest, sequels to two of last year's hits.

Now we have to wait to play PAL versions of *FFVIII*, *Soul Reaver*, *Quake 2*, *Silent Hill*, *Metal Gear Solid* and so on. Plus we had to endure the relatively poor *Tekken 3* earlier this year.

Even if I got my machine chipped you can't escape the fact that surely we deserve more than just the third instalments of *Tomb Raider* and *Crash Bandicoot*. I'm a die-hard PlayStation fan, but I'm being drawn towards *Turok 2* and *Zelda* on N64, plus the Dreamcast.

My advice to Sony is this: letting slip specs of PlayStation 2, no matter how damn sexy, won't provide me with quality entertainment NOW will it? **Ross Sillifant, Devon**

Dear CVG,

I think it's ridiculous that there are so many sequels and not enough fresh ideas. Why are developers so reluctant to think up new ideas? If this continues, in 10 years' time, we'll be playing *Tomb Raider 37* on the PlayStation 4. I think developers should make new games. Remember the good old days of *Tetris*, *Super Mario* and *Mario Kart*? Think how original and successful they were at the time. If you want to copy something, follow Nintendo's example.

Martin Reynolds, Glasgow



From Dan Harris, CVG #207. Still looks like ED.

CVG: Just three letters from many we've received on the same subject, brought on by a rather uninspiring line-up of software for the PlayStation this Christmas. Anyone else want to join the revolution?

CONSPIRACY THEORY

Dear CVG,

How much do you get from Sony to be biased against Sega and Nintendo? In Checkpoint for Nov-Dec, at least eight N64 games deserved to be highlighted as hot games in red, but only one was - *Legend of Zelda*. I assumed that *Zero X* and *Turok 2* got rubbish scores and weren't worthy of this prestigious honour, but lo and behold, they each scored 5/5 and 4/5 respectively. I can only assume that the chimps who type up your mag were totally p****d when writing this section.

Martin 'King of Mario 64' Baloch, Manchester

CVG: The red bars on Checkpoint are meant to indicate games that are essential - you'd

WIN LIMITED EDITION GAMING GEAR!

MAILBAG

Dear CVG,
THANK YOU for letting me understand gaming!
James Martin, Birmingham
CVG: You understand it? They're smarter than you thought. Pedal faster!

Dear CVG,
It really annoys me when even a fraction of my £2.50 is wasted on a letter from a "game historian" who doesn't even read CVG.
M. Simpson, Hants.
CVG: And you obviously

don't look at the cover, and the price of the magazine!

Dear CVG,
Why send Ed Lomas to Japan? That does no justice to your great magazines reputation.
Chris Day, the boy from nowhere
CVG: They gave us Godzilla, we thought it was fair trade.

Dear CVG,
Do you know that giant poster of Lara Croft you gave away. The

poster was fine, but the specs didn't work. Can you please send another one?
Robert Howarth, Wigan
CVG: Fine, just send your eyeballs in so we can get the right lenses.

Dear CVG,
I am a proud owner of a Mega Drive and can't understand why mags never mention it.
Martin Smith, Aberdeon
CVG: Just for you Martin: Mega Drive, Mega Drive, no

new games, Mega Drive. Happy? While we're on the subject... Jaguar, Lynx, Master System, NES, SNES, Neo Geo, Spectrum, Atari ST, Amiga, C64 and dare we say it - Saturn!

Dear CVG,
Why oh why did you rate Turko 2 only 4/5?
Martin Kitts, Leeds
CVG: Why oh why do people who are complaining always have to use 'why oh why'?

be a fool not to own them. Now we don't care if your bank balance is like, but not everybody can afford to buy a game a week, so we try and keep the numbers of red hot games to as few as possible. As for the Sony bribe... don't be such a lemon!

SPLATTERHOUSE

Dear CVG,
I buy your magazine every month and have noticed that without fail your Mailbag is full of complaints and moaning about slipped release dates and people criticising your reviews.

I really feel I'm the only person with a genuine complaint. You see I suffer from motion sickness, which means I have missed out on some of the greatest games ever made Goldeneye, Doom, Quake etc.

So really, all I want to say is please, Rare and other top companies, please put a third person view option in your games it would make me so happy and even keep my dinner down.
Steven Ewart, Sunderland

CVG: If this is a genuine complaint we feel sorry for you Steven, if it's not we'll come to your house and play Goldeneye. First one to find a way to make you chuck wins.

MICHAEL DOUGLAS

Dear CVG,
I have always had a console, from Atari 2600 to N64, and I have always known that gamers are always looking forward to the next big thing, and eventually the "ultimate".

But deep down we'll never be happy - it'll never be enough. We'll always look nostalgically at the past and eagerly at the future.

What I'm trying to say is that there will never be the ultimate, it's unattainable, because there is always something else. But as far as mags go, CVG is the ultimate.
Andrew Young, Birmingham

CVG: Behold the zen-like wisdom of Master Young. Had a good look? Now put him back in the padded cell.

SMALL WONDER

Dear CVG,
What's all this fuss about Game Boy Color? I've had the Mega Gear - the handheld Mega Drive, also known as Nomad - for years from the States. Is it true that the Game Boy Color is as powerful as the SNES, as I've heard of SNES cart adaptors for the machine on the Net?
Delilah Frisket, Leeds

CVG: GB Color is roughly five times smaller than the Nomad the batteries last much longer, and there's a massive library of games. As for SNES compatibility, it's doubtful, but would you have predicted a camera for the Game Boy a couple of years ago?

LAST MAN STANDING

Dear CVG,
After reading reviews of Quake 2 in several different mags, all of which rated it as one of the best games ever, I got hold of a copy from a friend. I played for a few days, and yes it was quite good.

Yet I was constantly asking myself what exactly the point of the game was. I gave the game back the next day and decided that Quake 2 was okay - but nowhere near the best game ever. It had no real storyline, no variety in its gameplay and apart from the occasional key to be found, or secret area, all there is to it is shooting! Despite great enemy intelligence, and a wide range of weapons, this just couldn't keep me interested for long.



I think that games like this are relying too heavily on violence. Violence and battle can make a great game, but when there is nothing but fighting, I think something has gone wrong.

Why are so many people worshipping games which are boring and the same all the way through? One or two games like this are acceptable, but today virtually half of all the new releases are along these lines. Bring back the original games that seem to be so scarce nowadays.
Anthony Errington, Lancashire

CVG: Perhaps you should have played it for longer than a day, and against some human opponents - which is what makes Quake really special. Plus, you should check out Half-Life - that seems like a game tailor-made to answer your Quake criticisms.

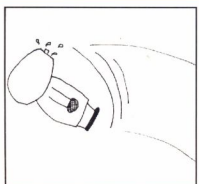
Dear CVG,
I am a little confused about Zelda 64, possibly the best game to grace the computer world. In your review you said that NES, SNES and Game Boy versions were available and that a Game Boy Color version was planned. Since I unfortunately don't own an N64 this was great news for me, but when I saw the cover it said only available for the N64. Can you help me get the facts straight?
Natalie Caswell, Aberdare

CVG: They are all different Zelda adventures, not the same game on different machines, but there are similarities. The new Game Boy Zelda is a colour revamp of the earlier Link's Awakening - now with extra features.

Dear CVG,
I am writing in response to the brilliant star letter in issue 206. I think that the way games are advertised can be very realistic, for example the Tekken 2 ad, in which a person has markings all over his body, and goes insane when he loses. There has to be a better way of advertising games.
Leslie Pitt, Buckinghamshire

CVG: Some of Sony's ads have been classics, Nintendo's too. They have brought video gaming into the mass-market. We can't wait to see if Dreamcast can do the same.

SARCASM MODE: ON! DOMINIC RACKSTRAW PRESENTS THE GREATEST JOKE EVER!





Sonic The Hedgehog's first proper game for years is finally finished, and it's an adventure of truly epic proportions!

Sega's hedgehog did big things for the company when his Mega Drive titles became some of the biggest sellers ever. After four full games and a selection of spin-offs, he graced the Mega-CD with one of its best games, then went a bit quiet.

The Saturn came with promises of the return of the mighty Sonic, but other than a compilation of Mega Drive games and an aborted *Bug-style* 3D platform game (*Sonic X-Treme*), Sega's saviour never appeared.

Instead, Sonic Team started work on the next generation of Sonic game using Sega's latest technology - resulting in *Sonic Adventure*. Can he once again help Sega to the top of the video games industry?

SONIC ADVENTURE™



SIX OF THE BEST

Sonic Adventure is really six adventures in one. You can only play as Sonic to begin with, but through his adventure he bumps into friends who become playable later on.

Each character has their own storyline which crosses over with the others at various points, so the only way to know exactly what's going on is to finish the game with all six characters.

While Sonic's main concern is stopping Dr Robotnik, Knuckles is trying

to collect the shattered pieces of the Master Emerald, Big The Cat is looking for his little froggy friend, and E-102 Gamma is attempting to discover his true self.

Each adventure plays very differently and will take quite a while to complete, and it's great to see the story from all the different points of view. Plus there's an extra-special character, who appears once all the main adventures are 100% complete, to round off the story!



1 Sonic is the ball on this giant pinball table! There's a great *NIGHTS* one too.



2 Tails has to race Sonic to the bottom of the mountain on his snowboard. Gnarly!



3 Knuckles can climb, glide and dig to find hidden pieces of the Master Emerald.



4 Amy gets chased a lot of the way by Zero, a big robot with a targeting device.



5 Big's fishing sections play a lot like Sega's great arcade game, *Get Bass!*



6 E-102 Gamma can hit multiple enemies with his lasers to earn time bonuses.

VARIETY CLUB

Each of the six characters' games consists of both action and adventure stages. While you'll spend some time travelling around, exploring, talking to people and solving puzzles, you also get sections which move at brain-troubling speeds, platform stages which require perfect control, and lots of

mini games which require completely different skills. Unfortunately, because of the large amount of Japanese text and speech in the adventure stages, anyone who doesn't understand the language will miss out on a lot of the story and handy clues. We strongly recommend you wait for an English version.



Adventure sections can be done at your own pace. You can run all the way to that temple, too!



Action stages are a combination of platform bits and amazing high-speed sections like this!



In the Lost World temple, Sonic can walk up magical walls - here we're looking straight down!



Just like Indiana Jones, Sonic has to outrun a giant rolling boulder.



MEGA MINI GAMES

Each adventure has a few Mini Games to play - something a bit different from the usual action and adventure stages. Here are some of the games you'll get to try out again and again:



The Boss Challenge Mini Game.



Race through gates on a snowboard!



All the characters can have a go at the Twinkle Circuit hover car racecourse.



Amy gets to play on Dr Robotnik's Sonic-smashing hammer game.



Sonic and Tails attack the Egg Carrier in a scene reminiscent of *Star Wars*!



As well as snowboarding, Sonic and Tails get to try out a bit of sandboarding!

GET A-LIFE!

The fantastic artificial life system created by Sonic Team for NIGHTS on the Saturn (A-Life) has been expanded brilliantly for *Sonic Adventure*. Cute creatures known as Chao live in special gardens located in the three main areas of the game, and more can be hatched from eggs hidden in the adventure levels. Each Chao has its own personality – some are cheerful, some miserable, some keep falling asleep, some just want to eat all the time, and so on.

Every time you destroy a Badnik enemy, a cute little creature is released from the robot shell. If you collect these, you can drop them off in a Chao Garden and use them to create your very own breed of Chao.

Simply carry a little animal over to a Chao and it'll transfer some of its attributes across – for example, using a rabbit might give your Chao big ears, a fluffy tail or long feet, while a peacock might give it a big fan of feathers. You can mix and match to make your Chao look exactly how you want.

If you feed your Chao on the big nuts which grow on trees in Chao Gardens he'll eventually go into a cocoon and evolve into a more advanced, slightly bigger Chao!



➊ Carry a creature from inside a Badnik to a Chao and it'll pass on some of its looks!



➋ A healthy Chao will come out of a cocoon like this looking even better than ever.



➌ A well-trained Chao can win you a few extra Sonic Emblems in the Chao Races.



➍ When you've raised a Chao from the time it hatched, you can get quite attached to it! Each one has their own look and personality.



➎ After evolving in a cocoon, a Chao is bigger, faster and more grown-up looking than before. This one looks a bit confused.

SONIC ON DREAMCAST IS HERE!

SONIC
ADVENTURE

COMING SOON

FREE GAME: CHAO ADVENTURE!

Once you've got a Chao, take him to the giant Visual Memory unit in Chao Garden and drop him into the hole to transfer him to your own VM, which should be plugged into your Dreamcast controller.

Now you can remove the Visual Memory and start a whole new game – *Chao Adventure!* After giving your little buddy a name, set him off on a journey across deserts, through oceans and up massive trees in search of treasure and adventure.

By winning bits of food in a simple memory game or by coming across treasure chests you can strengthen your Chao, ready to fight any evil Chao he may come across.

When your Chao is trained up, you can go back to Chao Garden in *Sonic Adventure* and enter him in a race against other Chao, either computer-controlled or from friends' Visual Memory units. This whole Chao sub-game is completely separate from the main *Sonic Adventure*, and is a wonderful feature. More please!



➏ When you drop a Chao into the hole in this giant Visual Memory, he pops up on the screen and waves to say that he's made it to your VM unit in one piece! Now you can play *Chao Adventure!*



THE CHAOS THEORY

Sonic's adventure starts with a battle against Chaos, a mysterious ancient water creature recently discovered and adopted by the evil Dr Robotnik. Chaos's first incarnation isn't too scary - although he has some impressive attacks, he can

only stand three hits before disappearing. Later on, however, as Robotnik feeds him on the legendary Chaos Emeralds, Chaos grows and transforms into some of the weirdest and most terrifying game bosses ever!



At the very start of the game, Sonic has to save police riot troops from a small Chaos.



With two Chaos Emeralds inside him, Chaos is bigger and has completely new special attacks.



After four Chaos Emeralds, Chaos becomes this big aquatic beast. He's not too tough though.



With all six Chaos Emeralds absorbed, Chaos becomes a hideous morphing behemoth! Yikes!



THE EMBLEM CHALLENGE!

One reason Sonic Team's games are so great is that they don't finish once you reach the end - that's when they really get going! While it'll take a while to get all the way through all the adventures, the fantastic Emblem Challenges will keep you coming back again and again for more.

Each stage has a number of Sonic Emblems to collect - normally one is awarded to you for finishing a first time, another for finishing with 50 rings, and a final one for completing the stage within a tight time limit.

The challenges vary from character to character, and will certainly take a while to collect - we know there are at least 120 Emblems to be discovered, and a cool bonus is guaranteed for anyone good enough to collect the entire set.

Trial Mode lets you go back to any stage to win any Emblems you haven't collected yet.

トライアル アクションステーション

SONIC THE HEDGEHOG
ソニック マ アドベンチャー

ウイングパイレー	エンブレム
トゥインクルパーク	ベストスコア
スピード ハイウェイ	ベストクリア時間
レッドマウンテン	ベスト取得リング数
スカイアタック	



Some Emblems can be found in the main adventure areas.



Big has to catch a fish which weighs 2000g to get an Emblem.



E-102 has to earn loads of bonus time to get Emblems.



SONIC BOOM!

Sonic Adventure is going to be one of the biggest Dreamcast games for the UK, so we'll be picking your brains with plenty more info on it before the proposed September launch. This is going to be a biggun.



99%
COMPLETE

NINTENDO 64

PLATFORM

BY KONAMI

APRIL RELEASE

1 PLAYER

VARIOUS PREQUELS
AVAILABLE
• HIGHEST VERSION
PLANNED
• STORAGE CARTRIDGE

RELEASED BY KONAMI
TEL. 01895 853 000

The latest in one of the best series of games ever is headed for N64. So dangerous you'll need a crucifix for protection!

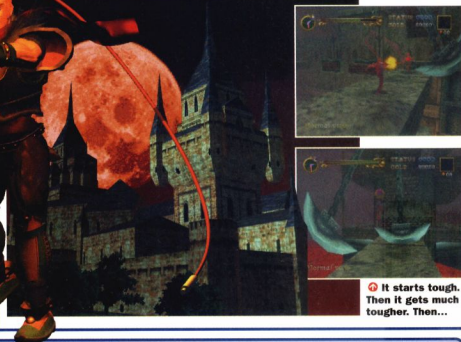
We still think *Castlevania* on PlayStation is fantastic. So you can understand why we're looking forward to the first, fully 3D instalment of this Saga on N64!

The vampire-hunting escapades of the *Castlevania* games are legendary among game fans. Nailing vampire ass has become a classic theme. There have been loads of variations, replacing lead characters, and key items – only a couple have been less than perfect. But for N64 Konami have gone back to the roots of *Castlevania* cool.

CASTLEVANIA 64

CASTLEVANIA COOL

The world of *Castlevania 64* is fully 3D, just like *Zelda, Mario*, and so on. How you get around is pretty standard too – the 3D stick moves you at any speed in any direction. You can climb, crawl, and slide to get where you want, and keep out of harm's way. Where *Castlevania* leaves the rest behind is with the use of cool weapons, for use against seriously wicked bad guys!



It starts tough. Then it gets much tougher. Then...

YEAR: VAMPIRE HUNTERS!

It's either a guy or a gal who's going to help you thwart all evil, and get Dracula. Who you choose affects the course of this treacherous adventure. To experience it all, you'll need to go through at least once with each of the heroes.

REINHARDT SCHNEIDER

The man is Reinhardt Schneider. He's a descendant of the Belmont family, who have been hunting vampires for as long as anyone can remember. Schneider's main tool is a holy whip. He's a strapping lad, as you can see.

CARRIE FERNANDEZ

Slightly less robust, but no less deadly is Carrie Fernandez. She has psychic powers, which have unfortunately branded her as a witch! When Dracula awakes in his castle Carrie feels that it is her destiny to confront him.

Press and hold the attack button for a huge psychic blast! This homes in on enemies to kill them. Makes it much easier.



Players up to the challenge should select this guy. The holy whip magically targets the enemy, but it's tough when he's surrounded.

YEAR: VAMPIRE SCUM

You need to see these guys, because, apart from anything else, *Castlevania* is notorious for its amazing creatures! We don't have names for all of these just yet, but we can tell you what they do. *Castlevania* bad guys always have cool animation, and they look better than ever in 3D.



Will either bite you, or think 'what the hell, I'm from Hell' and toast your heroic ass with demonic fire. From Hell! He's got two heads, which only makes it worse for you.

LIGHT AND DARK

Just like *Zelda* on N64, the game play is affected by the time of day. Certain characters only appear at night, others during the day. This means that problems can only be solved at specific times and places. You also have plenty to think about, and lots of opportunities to admire the huge, detailed areas in the game.



🕒 Dark and mysterious. It's safer to go through these gates in daylight. Not much safer though.

🕒 Slapping skeletons by torchlight. It's a wonderful sight. Looks better at night. Wow!



🕒 Wouldn't be so spooky without the eerie light.

IN THE RIGHT HANDS

Castlevania 64 is on track to becoming another classic because the original development team is on the job. This is their first 3D game, so we shouldn't be over-optimistic. However, this same team also made *Super Probotector (Contra)* for Super NES, which is still bloody awesome. We wouldn't trust this title to anyone else.



🕒 If you've been a fan of *Castlevania* games since NES days, we guess you're slobbering like Ed Lomas over a bag of sweets.

SKELETONS



🕒 Sure to be a favourite. Hack off their legs, but their torsos pull themselves along the ground. Urgh! Urgh! Ak!

DRAGON BREATH



🕒 Giant skull of a dead, evil THING. Blows fire all over your ass. Sometimes you can whip out the flames though.

BOMB SKELETONS



🕒 With exploding skulls! Will you laugh, or curse as these crazies run after you, heads fizzing! Badoom!

BEHEMOTH



🕒 Awesome! This HUGE monster rolled out the wrong side of its pit. It's well angry! And well difficult.

🕒 Yes, THE death. Hard to target because it moves around so much. Slices you stupid with its Scythe!

DEATH



SMELL THE BLOOD

Not long before YOU can sample *Castlevania 64*. We're playing our copy like people possessed to decide whether it goes for the excitement vein, or just sucks bad blood!





90% COMPLETE

PC CD ROM

RPG

BY INFOGRADES

MAR RELEASE

1 PLAYER

- NO OTHER VERSION AVAILABLE
- BROADCAST VERSION RUMORED
- STORAGE: 2 CDs
- RELEASED BY INFOGRADES
- TEL 0181 827 0800

Infogrames take a leaf from the *Final Fantasy* book and attempt their own epic RPG. Early indications are very promising.

It takes a brave (or stupid) company to try and challenge *Final Fantasy VII*, but in *Silver*, Infogrames feel that they have all the right ingredients to give Square's classic game a run for its money.

The game looks and plays in a similar way. You have control of a central character, who runs around pre-rendered backgrounds, and you have a couple of buddies who can help when called into battle.

You play as David, a believer in good and evil, who has had his wife kidnapped by Silver, a rather unpleasant bloke by all accounts. He has caused a lot of aggro and basically you have to get in and sort it out, getting your wife back in the process. Off you go then...

SILVER

CLEAN THOSE BALLS

Despite the many similarities with *Final Fantasy*, *Silver's* control system is very much the opposite. It's not the standard point and click and wait for the computer to pull off the move.

You control the sword swipes or slashes by moving the mouse around. Left to right movements (or vice-versa) make David perform an circular sword swipe. Move forward with the button and he'll jab, and backwards does a backslash.

It's something that has been touched on by other games, and it'll be interesting to see if it works to the full potential in the finished game.



The lighting effects are very impressive but not over the top.



Superglass are to provide voices of the band in the pub!

SPEAK AND SPELL

The magic in *Silver* also plays an integral part in the game. You have to find the relevant power-ups and learn the spells, of which there are eight orbs. There are two different types of spell as well - one which is directed at a specific enemy or target and the other which is cast in an area and effects anything in the immediate vicinity of the spell. The types of magic include Fire, Ice, Life (a healing power), Lightning, Earth (to create meteors), Acid (makes acid rain and acid bots), Time (which slows enemies down) and Light. Light is the most powerful of all the eight orbs, and is the one that you should use the most.



The Dragon is not seen until the latter half of the game.

Spells have three power levels.

THE SILVER SURFER

It's been in development for over three years, has 250 pre-rendered screens and has 19 full time staff slaving away. We'll see if all that time and effort has fulfilled the early promise of *Silver* next month when we get it a full and extensive review.



IT'S A BUG EAT BUG WORLD.

In Disney's latest action adventure game you're going to have to prove that one small ant can make a difference. A motley crew of circus bugs, hungry hordes of grasshoppers and some even larger predators await. Get ready for a bug's eye view of the world and a truly unique gaming experience!

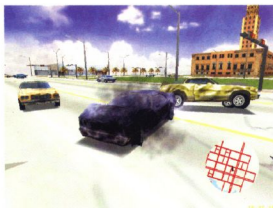


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95% COMPLETE	66 ROM	CAR CHASE	BY REFLECTIONS	<ul style="list-style-type: none"> • NO OTHER VERSION AVAILABLE • MULTIPLE PLAYERS OPTIONS POSSIBLE ON PC • STORAGE: 1 CD • RELEASED BY: BY INTERACTIVE TEL: 9171 985 7388
	PlayStation	MAR RELEASE	1 PLAYER	

They makers of *Destruction Derby* are creating the most ambitious car game ever – and letting you direct the action!

Fans of 70s TV classics like *Dukes of Hazzard* or *Starsky and Hutch* will love this game. But even if you have no idea about that decade, you'll still find *Driver* an exhilarating experience.

You are an undercover cop, doing jobs for the Mob – stealing police cars, helping bank robbers get away, doing whatever you're told. Your overall mission is to infiltrate the Mob and bring them down.

But you're on your own. The ordinary cops don't know what you're up to. They just see you driving crazy all over the city, down alleys and on sidewalks, jumping red lights and going the wrong way on a one-way street. And they're all out to stop you, by any means necessary.

WE'RE ON A MISSION FROM GOD

There are over 40 missions of varying difficulty, and they're all set in famous American cities – Miami, New York, San Francisco and LA. Some missions involve stealing police cars, others require driving members of the Mob from one place to another, there's even one where all you do is scare someone!

However, even straightforward missions can result in a monumental *Blues Brothers*-style pile-up. Your car is tougher than the rest and can withstand more damage than the cop cars, but none of the 15 cars in the game are indestructible and the cop cars really go for them.

You can choose to play in the story mode or the quick challenges. If you opt for the story, you'll progress from city to city, successfully completing missions and meeting various characters along the way. These jive-talking, afro-wearing characters are straight from the Seventies and appear in cut-scenes to move the story along.



⚠ You won't damage the car by just smashing a few objects.

⚠ But be careful, as it does take serious hits.

DRIVER



📷 You can position cameras all over the place to capture cool movies of your adventures.

TAKE THE WHEEL – AND THE CAMERA!

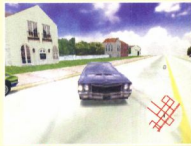
One of the coolest things about *Driver* is that you can "film" your car chase using as many cameras in as many positions as you want – then replay it. So not only do you star in the film, you direct the whole thing as well!

If the film isn't to your liking when it's replayed, you can go back and edit all the whole sequence frame by frame. In the hands of the right players, *Driver* could be

used to create chase sequences worthy of any action movie.

There have been other games – notably, *Stunt Island* – with the "director" facility, but none as ambitious as this.

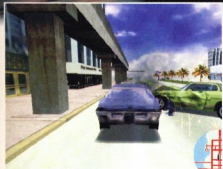
If Reflections can make the director facility accessible, and get the graphics right, *Driver* will surely be one of the bestselling car games of 1999.



📷 Start with wide angles for a truly cinematic look.

📷 When there's action, move in close for a bit of detail.





THE STREETS OF SAN FRAN, MIAMI, AND LA...

Driver is a massive game, taking in some 20 miles of road in one part of Miami alone – never mind the other cities. It's a colossal programming task, but one that will result in players being able to use any route to go to any location shown in the city.

The cities that are being faithfully recreated by Reflections at the moment include New York, Miami, LA and San Francisco. And not only do you get the main streets and famous buildings, you also get the back alleys and dingy, deserted industrial estates. And remember you can go absolutely anywhere,

using any route you want! A map at the bottom of the screen tells you where you are and where the cops are.

Some of the more famous American sites in the game include the Golden Gate bridge and Alcatraz in San Francisco, the Empire State building in New York, and the beaches in Miami.

Two jummy members of staff at Reflections were sent to the States to drive around and photograph the cities, so everything is as realistic and as accurate as the graphics will allow.

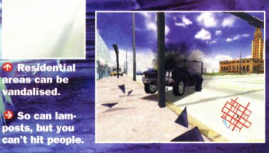
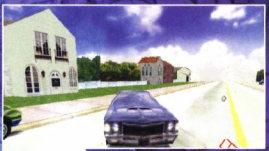
THOU SHALT NOT KILL

Reflections are keen to retain the sense of danger in *Driver* without resorting to gore, violence and destruction, or criminality.

This will help them to avoid an 18 certificate and differentiate it even more from games such as *Grand Theft Auto*.

And unlike *Carnageddon*, *Driver* will not enable players to kill pedestrians – a simple bit of code will make them jump out of the way of oncoming traffic. At the moment, they're a bit too casual. Simply side-stepping speeding cars as if they were bits of dog-poo.

But when the game is finished, it's likely that they will fly out of the way in a variety of comical ways. They will also look around and watch the car chases as they happen.



Residential areas can be vandalised.

So can lampposts, but you can't hit people.

I'M GO'NA PULVERISE YO' ASS!

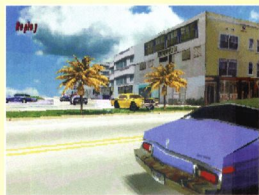
The cop cars in *Driver* are some of the most aggressive you'll ever see! The programmers haven't decided whether to tone them down a bit or provide the player with the option of selecting their level of aggressiveness.

Either way, they're likely to be the most relentless law enforcement vehicles you'll ever play against. You can, if you want, be a wuss by ignoring the time limit given for your mission and driving around slowly, sticking to the speed limit and generally being a "good motorist".

This keeps the cops off your back, as they only come after you if you commit a serious offence – and even then, they only come after you if the offence is committed in front of them.

The cop cars are only slightly lighter than yours, and sustain damage more quickly, but there's a lot of them and they don't quit until they've stopped you. As with the rest of the game, the progressive damage done to all cars is as realistic as possible.

If you're a very good driver, you can actually "lose" the cops. If they can't see you, they can't chase you, but they'll continue to patrol the area, so you have to stay alert.



The cops are relentless in their pursuit!



DREAM DRIVE

Driver will definitely stand out from other driving games. It's certainly got the ideas behind it – now it's all down to how they're implemented.



Set early in the 21st century, *Tiberian Sun* is the true follow-up to the original *Command & Conquer - Red Alert* was a prequel remember? As real time strategy games go, C&C is one of the best, and this sequel is one of the year's biggest, most anticipated games.

This time out the notorious NOD leader Kane returns, he's back after being presumed dead at the end of the original C&C. Plus there's aliens, intent on terraforming Earth with deadly Tiberium. The Global Defence Initiative (GDI) is evacuating the world's population to the Antarctic, where Tiberium infestation is slower. The stage is set for an epic war!

THESE ARE THE GOOD GUYS!

To win the war against the Brotherhood of NOD, GDI need vehicles that can withstand the environment and ground troops that can adapt to the terrain. Buildings must be protected better than ever before, and the NOD forces aren't the only opposition to worry about.

➔ GDI forces with a strategic attack on a bridge. Hit it enough times and watch it tumble.



90%
COMPLETE
CD
ROM

STRATEGY GAME

BY WESTWOOD

APR RELEASE

1-8 PLAYERS

• NO OTHER VERSION AVAILABLE
• NO OTHER VERSION PLANNED
• STORAGE 2 GBs
• RELEASED BY EA
TEL 01753 648 442

The true sequel to *Command & Conquer* is almost here! We hook up with the GDI forces and take a closer look at their firepower.

COMMAND & CONQUER TIBERIAN SUN



VEHICLES



ORCA TRANSPORT

Aerial APC can carry infantry into battle, or evacuate them to safety quickly. Build Orca pads in your base for all airborne craft.



DISRUPTOR

This high-powered weapon concentrates sonic power into a devastating beam of high energy. So strong that it can rupture metal and destroy flesh!



HOVER MRLS

Multi-Rocket Launching System moves quickly over almost any terrain. Equally effective firing on land or aircraft. There's only one drawback - the light armour.

INFANTRY & BUILDINGS



POWERED ASSAULT ARMOUR

Built to brave the harsh elements of Tiberium poisoned regions, these poised skilled officers to operate them.



DROP POD LIGHT BATTLE INFANTRY

Fast troops. Can cover almost any terrain. Dropped into hot zones, their pulse rifles are weak but effective.



JUMP JET INFANTRY

Futuristic version of Rocket Infantry. Jet packs allow these troops to fly over obstacles, but they can be shot by anti-aircraft fire.



ORCA CARRY-ALL

Just like the APC transport, the Carry-All is used to transport vehicles to and from the battlefield. A real workhorse for the GDI. Good Carry-All deployment and strategies can be the key to ensuring victory in battle.



MSV

Mobile Sonar Vehicle. These are used by GDI to detect the new NOD tanks that are capable of burrowing underground to spring a surprise. Also handy at detecting stealth units, but the range is limited and armour is weak.



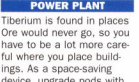
COMMUNICATIONS CENTRE

Buildings can be enhanced by adding upgrades. Ion Canon Control is one, and can be attached to your Comm Centre.



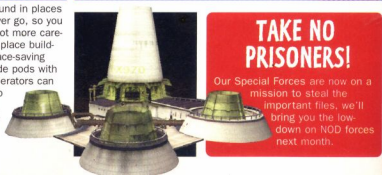
WAR FACTORY

Without this you might as well quit. Use this to construct hi-tech weapons. Many classified weapons only become available if you prove your skills.



POWER PLANT

Tiberium is found in places Ore would never go, so you have to be a lot more careful where you place buildings. As a space-saving device, upgrade pods with additional generators can be attached to power plants, with six separate slots of expansion available.



TAKE NO PRISONERS!

Our Special Forces are now on a mission to steal the important files, we'll bring you the low down on NOD forces next month.



90% complete

PC ROM

STRATEGY GAME

BY FIRAXIS GAMES

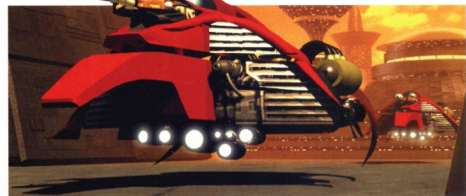
SPRING RELEASE

1-7 PLAYERS

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ALPHA CENTAURI



Civilization is one of the biggest games ever to grace a PC. Putting you at the start of history, it asks you to raise tribes and survive. Along the way there are inventions to be discovered, and new civilisations to meet, wars to be fought and peace and trade to make. It's a completely engrossing game, and more versions are planned, with two separate sequels arriving this year. But what's all this got to do with *Alpha Centauri*?

The answer is simple, and it's to do with the name behind the game – Sid Meier, probably the greatest strategy game designer in the world, who along with Bryan Reynolds created *Civilization*. And now they bring you the 'unofficial' sequel!



It may not look exciting, but believe us, it is!

SOME BELIEVE...

The ultimate aim in *Civilization* is to reach the closest star to Earth, *Alpha Centauri*, paving the way for Man's colonisation of the stars. Of course, this is where *Alpha Centauri* starts, except plans have gone a little wrong.

The UN starship Unity arrives in the new sun's orbit, the captain is murdered and the crew splits into seven factions. The factions are led by very different personalities – each has their own philosophy on how to colonise the planet.

Each faction decides to take a colony pod from the ship and then land on a different part of the planet. This allows them to build a base. Due to the limited resources, they don't have the capabilities to leave the surface, and this is where the new game starts, familiar territory to any *Civilization* fan.



Your history is recorded on a giant temple.

Aliens of the planet can help or attack you.

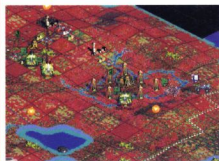
THERE MAY YET BE BROTHERS OF MAN

Alpha Centauri is a turn-based strategy game, where you must play as one of the seven tribes, and plan your survival in the new world. Once you build your first city you'll face a number of important options, what to build next, and what you should research.

The key to success lies in what you research, and in what order, because this research allows you to build new units. As you

begin to explore the planet, you'll encounter the six factions.

When you meet, you can decide to make peace and trade, or wage war, especially if several factions warn you about another leader. Being diplomatic and respecting other factions earns you admiration, putting you on the path to being voted Supreme Leader – which is how you win the game.



CALLING OCCUPANTS

Alpha Centauri has everything – there's exploration, empire-building and conquest, plus all the smaller details that fill in the cracks. This is going to be good.



SID MEIER'S ALPHA CENTAURI – A WHOLE NEW WORLD!

COMING SOON



Mr Nukem is back on Nintendo 64 once again – this time he's kicking alien butt throughout history!

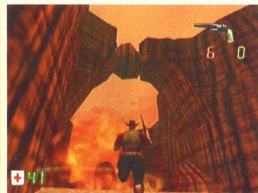
Damn those alien scumbags. Not only have they come to our planet to steal our babes, now they're travelling around in time trying to change the future to their advantage!

Playing as the heroic Duke Nukem, you have to save present-day New York from the alien invasion, then travel back in time to get rid of them once and for all.

The aliens have set up camp in both the old Wild West and Victorian London – so you'd better get to work now if you're going to save the world once more.

NICE BUTT!

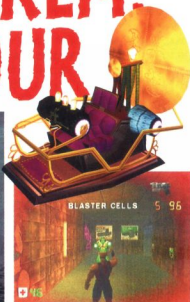
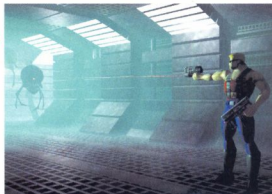
Eurocom have chosen to forget the original *Duke Nukem* 3D-style first-person view and instead use a *Tomb Raider*-style third-person view from just behind Duke. Obviously this changes the way the game plays quite a bit, though the recent *Duke Nukem: Time To Kill* on PlayStation should give you some idea of what to expect. Because it's harder to aim the guns quickly the action is slower than in most corridor games, but the level layout is better suited to this kind of thing.



☛ You've got to be careful in this canyon – boulders often fall down from the cliffs above.



DUKE NUKEM: ZERO HOUR



FOUR DUKES A-KILLING...

As with the last *Duke Nukem* game on Nintendo 64, *Zero Hour* has a four-player deathmatch mode. The view changes back to the original first-person perspective when a

group of people play at once to keep the speed up. Plus there are now some nice, small deathmatch levels to play on instead of just the enormous one-player stages.



☛ Two-player deathmatches keep a lot of the detail from the main game.

☛ There's even a deathmatch level called 'Goldenguy'...



SHARPEN UP

Duke Nukem: Zero Hour is another Nintendo 64 game to use the Expansion Pak for high-resolution graphics. In the 90% complete version we've been playing, the hi-res mode looks sharper than normal but is noticeably jerkier.



When you're in the middle of a firefight, the last thing you want is jerky graphics so we're hoping this will be smoothed out a bit for Expansion Pak owners who play the final version.

☛ Expansion Pak-enhanced graphics mean more detail.

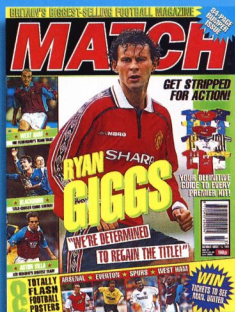


☛ The sniper rifle's always fun!

OUTATIME!

Zero Hour is practically finished, so we should be reviewing it next month. At the moment we're not overly excited about it, but the last few weeks of work could give it an extra bit of sparkle.

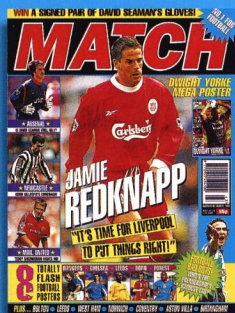
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The original *Rayman* failed to excite most of us who played it. The game didn't even have all the elements you expect from a decent platformer. But with *Rayman 2: The Great Escape*, Smart Dog are promising 'a whirling dervish hero, who is fighting fit and ready to go'.

Given that the first game made us wish the fighting fit hero would just 'go', we expect this sequel to make a better impression on us. There's plenty of interest in this game, though – the original went Platinum! And with new moves and a brand new adventure, *Rayman 2* may prove another big seller.

LOOK BACK IN HUMOUR

The robot-pirates have taken over the world and only Rayman can stop them. Always an awkward customer, Rayman proves to be a real obstacle for the robots as he walks, runs, climbs, swings and slides his way through the game to beat them and rescue his friends. Rayman can also use his hair to fly like a helicopter!

The speed of the game means you're never required to work too hard to figure out where to go next. And the odd touches of humour follow your every step, never quite catching up with the action.



I TELL A LY

Rayman's allies include Smallbeings, who are, as they're named, small beings. They glide along hot air currents and can be captured and put to work on your side. Globox is the guy who's afraid of everything, but he has odd powers which you should discover.

Ly is the agile, feisty and clever feline creature who is Rayman's would-be partner in the adventure. She can be very helpful, and is capable of being cruel and cunning – so be warned!



The first *Rayman* sold lorryloads even though we thought it was a pretty average platform game. This sequel deserves more credit.



RAYMAN'S GUIDE TO THE UNIVERSE

The game is divided into six 'universes', so there's more than enough for the fan to get stuck into. And there are loads of maps for each universe to help him on his quest.

For each universe, Rayman has to open six cages to free his friends. There are also two extra lives to collect, and 40 lums – 30 lums

will give him one life.

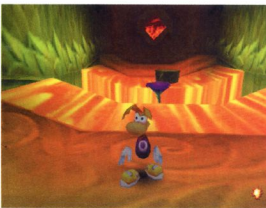
The universes differ from one another dramatically. One has a volcanic atmosphere, with hot lava all over the place, while others feature forests and aquatic coasts.



4 Rayman has volcanic lava fired up his ass, but still he goes on...



4 Rayman's never happier than when he's got a stupid hat on.



4 Never look back – the jokes might get you!

WHERE THE SUN DON'T SHINE

If you're one of the people that made the original a Platinum game, you'll be pleased to know that it looks like you'll be getting more of the same.



80% COMPLETE
CG ROM

MANAGEMENT

BY CHRIS SAWYER

1997 RELEASE

1 PLAYER

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CG ROM

If you think you've already built the ultimate theme park in a game of yesteryear, you may want to check out something new.

Anyone who's played the Bullfrog classic *Theme Park* might think that *Rollercoaster Tycoon* is more of the same. Chalk up the similarities between the two and you'd end up with a long list, but eventually you'd come to the decider - which game allows you to create your own rollercoasters?

You don't need a degree to figure out the answer. All manner of roller coasters can be built, great or small, just make sure you've hired enough cleaners to mop up the rivers of puke.

TWISTING MY MELONS MAN

Roller coasters aren't merely attractions built to make you lose your lunch - they're colossal rides waiting to be created and conquered. Constructing a good one is a fine art.

You have to take into consideration the g-force on the body that the ride causes, the length and time of the ride and, more importantly, the excitement, intensity and nausea levels that the ride will generate.

These aren't the only considerations. Should you build a "woody" or a tubular metal beast? And what about those important features, like on-ride photos and things like loops, corkscrews and double helices. Most importantly you've got to get the propulsion and banking right, or the cars won't even move!



➤ A classic wooden coaster. You can even change the colours of the cars, and give the ride a name.



➤ The variety of rides and 'coasters is brilliant. You can see the log flume and river rapids here.

ROLLERCOASTER TYCOON



IF YOU BUILD IT, THEY WILL COME

We don't know the formula for building the perfect theme park (yet), but we have a fair idea that it should include plenty of variety, and should be well kept.

Roller coasters aren't the only attraction available to build. Pump enough money into the research and development team, and soon you'll be able to choose from cate-

gories labelled thrill, gentle and water rides.

Everything you've ever witnessed at a theme park is in here, from the haunted house and helter skelter to go-karts and 3D cinema. Like the 'coasters the big rides can be built to a custom design, so if you want to have the biggest log flume in the world, you can.



➤ The most thrilling ride ever!



➤ See what guests are thinking.



➤ Switch the ride on before it's completed and you could have a nasty accident on your hands.

OPENING SOON...
CVG LAND

Building the perfect roller coaster is a real challenge, but very enjoyable. Keep an eye open for *Rollercoaster Tycoon* - it's going to be big.

MAKE MONEY CHURNING STOMACHS

COMING SOON



It's easy to judge a PC against how much 3D this or that it can do, plus special effects. What's often overlooked is how in-depth games can be with so much power. Better than that, how much realism is possible!

It's a side of the PC game scene that hasn't seen much action since *Command & Conquer*. Now *Shogun* is here to shake it all up, with a war game so detailed that only PCs, and maybe Dreamcast, can handle it.



MASSIVE GRAPHICS

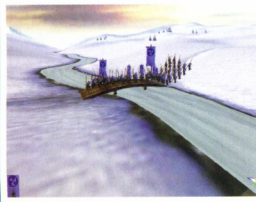
First thing we ever saw on this game was a poster-sized screen-shot of a battlefield. The big "so what" is that *Shogun* is so detailed, it can stand up to this level of scrutiny. Thing is, the insane level of detail is essential. You have thousands of men to keep track of on screen, as groups or individuals. You also need to navigate the realistic landscape – make tactical decisions, taking rivers, mountains, and trees into consideration.



⊕ The valley spreads out below you. Find the best way down.



⊕ Control the bridge and you gain the upper hand in the battle.



70% compatible

PC
CD
ROM

WAR STRATEGY

BY CREATIVE ASSEMBLY

OUT SPRING

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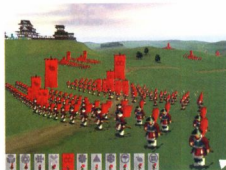
SHOGUN



FULL-BLOODED DETAIL

Loads of research has gone into making *Shogun* 100% authentic. The strategy is based on a document called "The Ancient Art of War", written by ancient Japanese warlord SunTzu.

In addition to this, all the characters and scenarios have been checked by a leading expert in ancient Japanese history. Whatever happens, you know it's for real.



THE WARRIOR'S GAMES

You get to select from three styles of game play in *Shogun*, according to your taste. The big deal is a full-on multiplayer campaign – 16 players engaged in strategic and tactical warfare! You can play over the internet, even post your strategic moves via e-mail.

Otherwise, break it down into just playing tactics, which is the exciting battlefield scenario, or strategy which is *Civilization*-style resource management enacted on a map.

⊕ If you've played *Risk* or *Civilization* the tactic-style game in *Shogun* should be familiar.



⊕ You can see the Ninja who has been deployed to sneak into the enemy camp, and kill the Shogun!

TOTAL WAR

We'll be testing the mettle of *Shogun* in a couple of months. There's a lot of hype surrounding this one, so we need to be sure of its quality. At this stage, we can assure you that *Shogun* will be very big on the PC scene. So pay attention!

Shenmue-vies

You've seen some astonishing stills of Yu Suzuki's new Dreamcast opus in this month's C&VG. How can you actually see it moving?



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Psygnosis unveil their newest racing title. Meet the game that could finally eclipse *Wipeout* as the best futuristic driving game?

Psygnosis take another step into the future with *Rollcage*, this time moving away from the floating vehicles of *Wipeout* to ones that stick to almost every surface!

It's fair to say that *Rollcage* isn't like your conventional racers. The cars are indestructible and you can flip them over and carry on driving on what you thought was the ceiling.

It's all about fast-paced, hi-octane chaotic destructive racing. To top all this off, they have a celebrity track list that any club promoter would be proud of. It's time to start... rolling!



BULLETS OVER ROLLCAGE

No matter how good you think your driving skills are, the simple fact is that unless you master the weapons and work out the best times to use them, then you'll get nowhere in *Rollcage*. So here are the eight different pick-ups and some tips on what to do with them.



HOMING MISSILE

Doesn't home in on enemies, but wrecks the scenery along the side of the track. Try to fire them so that they crumble just as you've gone past so that anyone following you will be blinded by the explosion, or tossed way off course by debris. A small target appears to let you know that there's something to destroy.



DRILLER

Not as exciting as it sounds, but it's still an impressive looking weapon. Three missiles are fired from your craft and they spiral forward, taking out any cars that get in the way. They won't stop until they touch an indestructible target either. Using them at close range is best for complete enemy wipeout!



TIME WARP

Take a mad psychedelic five seconds with this power-up. Once collected, hit the fire button and it'll send everything around you into a way warp effect. All the other cars will have their engine power cut and speed reduced. And during this freaky five seconds or so, you can drive straight through other cars!



ICE SHEET

A couple of electro ice bolts fire out from the front of your car, and anyone who is unfortunate enough to wander into their path will have the friction on their tyres cut by 80%. Use this on large bends and corners to make people drive head first into solid concrete or off the edge of high ledges. Very funny.



TURBO

Go on. Take a guess at what this one does? This is brilliant for use on most of the Harpoon Islands courses, as they aren't too twisty, unlike the tracks in the Outworld stages. Also, if someone was sent a leader missile your way, these are good for outrunning it and avoiding a nasty explosion – and you dropping to last place.



LEADER MISSILE

This basically homes in on the driver in the lead, flies past them and doubles back to land a direct head on hit. If you're first when you fire it, it'll kill you, so don't bother shooting it. If you're first and someone else launches one, you'll hear a beeping and the top status bar will flash red. Then start to panic.



WORMHOLE

Potentially the most annoying weapon in the game. A ring of light appears in front of your car and then flies to the one directly in front of you. It hovers there for a couple of seconds before teleporting that player directly behind you! Use it on the finish line to REALLY annoy people! Excellent stuff.



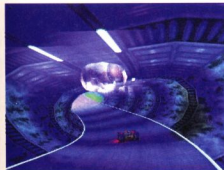
SHIELD

The best thing you can do with these is keep hold of them. That way, once a Leader Missile has doubled back on you, you can quickly activate the shield and suffer zero damage. It's also worth using these on the last lap if you're winning by a fraction, as this way you cannot be hit at the last minute by a Driller.

UP ON THE ROOF

The big appeal of this game is that as long as there is a vaguely flat wall, you can drive on it. You are also encouraged to race along tunnel rooftops. Speed-ups can nearly always be found on the ceiling and on the side of walls, so try

and use them whenever possible. It's best to drive back down the walls as you near the end of a tunnel rather than flying off, because when you land, you'll lose all the speed gained and have a much greater risk of crashing horribly.



These two shots are taken from the excellent replay mode. It's just like TV!



Coming off the course slows you down so stay on the racing line where possible.

SAY WE ARE TOP-OF-THE-LEAGUE

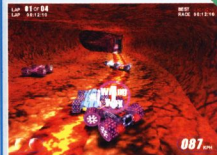
The game begins with only the Gemini Leagues open to you. These are three of the easier tracks and consist of only three laps in each. By coming top in the league, you progress into the second championship, called Scorpio, and winning that takes you into the final group, the Taurus league.

The incentive is not just on finishing top either. By collecting maximum points in each league you'll uncover a previously unselectable deathmatch track.

Winning the Final League also brings up the Mirror Mode and Hard difficulty setting. And it really is a hell of a lot harder.

When you go into Arcade mode, you'll see that not all the tracks can be accessed there either, and they too are gained by finishing the group stages top of the tree. There are also lots of short cuts cleverly hidden in the tracks.

You'll find most of them by accident, but again finding these adds a new challenge and helps you to shave seconds off your best times.



One slight nudge from the computer and you're history. Now it's catchup time.



One narrow short cut, and every car has tried to get down it. Chaos!

GATHER ROUND

As we've mentioned, being successful in the one-player mode brings up specific death match arenas. In these, the sole object is to simply shoot your opponents. Every hit is recorded and the winner is whoever finishes with the most kills.

But because the arenas are so small, three or four player matches turn into absolute chaos! And you can still race in the normal tracks too, and

have the computer race as the remaining cars.

The other strange idea in *Rollcage* is that you can have up to four players racing from one machine! If you don't have at least one joystick, this becomes very cramped and to be honest, silly. But dedicated servers will be starting up, so there's no need to rely on one standalone machine for your deathmatch kicks.



You still race with a couple of computer-controlled opponents in the four player mode.



One direct hit from a Driller causes this kind of explosion and another score for you.



Another Driller hits, only this time it sends your opponent into the clouds! Awesome.



SO LONG FUTURE BOY!

Reaching the first bend in the lead is very important, due to the sensitivity of your cars. One little nick from a rival is enough to send your vehicle careering out of control. So the speed start is ever important. It's much the same as other racing games, in that you have to do is wait until the timer has just ticked down to '1' and press the accelerate button. It's also good as you can quite often get to the first set of power ups the quickest too.



If you drive into the start grid, that comes crashing down as well. But you'll be in last place!



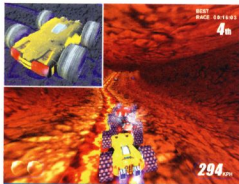


☞ The trail of fire is a meteor crashing on the track. When one lands near you, a flash of light will blind you for a split second.



MEN, WOMEN & MOTORS

There are a total of six drivers in the game and, as is standard with racing games, their styles and cars are completely different. Here is a glance over the drivers and their attributes.



LENNY HICKS

Nationality:	Irish American
Age:	25
Acceleration:	2
Top Speed:	7.2
Strength:	9.4
Grip:	1

He's a dirty gyt and will more often than not be the one giving you little nudges as you attempt to take a corner. He himself has no grip though, so it's a case of what goes around comes around when you unleash a Driller onto him.



LEON MANEVAL

Nationality:	French
Age:	28
Acceleration:	4
Top Speed:	5
Strength:	6.3
Grip:	7

The best beginners car to pick and he is average in all fields. The high grip will work to your advantage in the early days of Rollcaging. Once you've moved onto the harder skill setting though, it's time to get another driver.



RIA SIMBA

Nationality:	Italian
Age:	31
Acceleration:	7
Top Speed:	7.1
Strength:	3.1
Grip:	4

Her combination of lightning fast acceleration and an impressive top speed make her an ideal choice for the later levels. However, the lack of strength means that one well-placed Driller or shunt from behind and she's all over the shop.



LOTHAR MAIER

Nationality:	German
Age:	39
Acceleration:	7
Top Speed:	2.2
Strength:	6.2
Grip:	4

The computer-controlled Lothar is lethal with his weapons. A very accurate shot and quite shrewd when it comes to storing them. He can also tail hits better than most, and won't be knocked all over the place by rubble as much as others.



JET AND TETSUO

Nationality:	Japanese
Age:	21
Acceleration:	5.6
Top Speed:	2.3
Strength:	3.1
Grip:	9.4

For supreme handling, look no further than Jet. Weaving through cars and wrecks needn't be a problem with this lass. Speed suffers as a result, but that is where the Turbo power-ups and track speed boost come into effect.



TONY RICHARDS

Nationality:	English
Age:	20
Acceleration:	9.2
Top Speed:	5
Strength:	9.5
Grip:	1

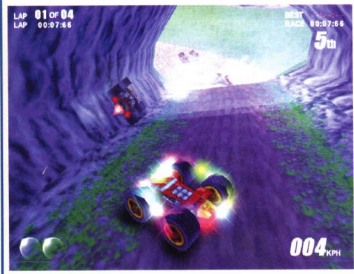
The strength coupled with acceleration mean that Tony is more likely to go through you than around you! He may be as tough as old boots, but zero grip is a downer and makes his performance on the twisty circuits erratic.

EVERY WAY BUT FORWARDS

Initially, the sheer speed and sensitivity of the game will have you screaming in frustration or laughing hysterically as your car performs multiple flips and turns in mid-air, giving you motion sickness.

However, until you get the hang of the game (basically, until you make it onto the hard settings) there is a

handy button that points you in the right direction. During a spin or nasty crash, hitting the face front button will make your car spin on the spot for a second or so before stopping and letting you drive off in the proper direction. Handy to begin with, but don't start relying on it because it ain't always gonna be there!



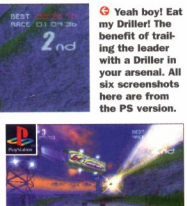
WHAT ABOUT THE PLAYSTATION VERSION?

Of course, there is no way this could even resemble the PC game in terms of looks and smoothness, but it does still look impressive.

The latest PS version is far from complete, with tracks still missing but those that are included look very good. It shifts at a fair old rate as well, but we'll wait until we've seen

the finished version before we compare it to other titles.

Some modes, like arcade, aren't here either, although we're not 100% sure if that will ever make it to the PS port. Anyway, take a look at our selection of screens and judge for yourselves. We'll have the full review next month, just in time for its release.



And there goes a Leader Missile. On the replay mode, the camera will follow these missiles if you fire one off.

Yeah boy! Eat my Driller! The benefit of trailing the leader with a Driller in your arsenal. All six screenshots here are from the PS version.

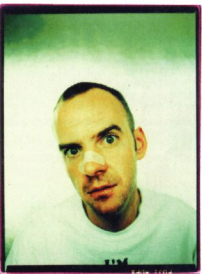
TUNES. HELP YOU WEAVE MORE EASILY

One thing that the PS version has over the PC one is the music. Psygnosis have pulled off some major coups with the DJs and producers who've licenced their music to the PlayStation version.

The biggie is of course the DJ of the moment and Zoe Ball's other half, Fatboy Slim. Two tracks from his newest album *You've Come a Long Way Baby*, *Soul Surfin'* and *Love Island* are being used.

The other artists who are already producing tracks include the EZ Rollers, Aphrodite, Hoax, Ed Rush and Nico, Pressure Rise, Ashley Beedie Presents, Pascal, Freestyles, Les Rosbifs, Ratman and Dan Mass.

If that means nothing to you, then trust us when we say that most of them are some of the leading DJ's in Britain at the moment. Unfortunately, none of these are on the PC one... just the in-house music composed by ATD.



The EZ Rollers.

Fatboy Slim: A skinny man.



These two are Pressure Rise. They make very good music. OK?

And this is Ratman aka Receiver. His album *Chicken Milk* is out now.

CVG OPINION

I am very impressed by *Rollcage*. We've had the finished PC version for a while now, and it's definitely one of the most enjoyable games I've played in a long time. It looks amazing and some of the effects and graphical touches are awesome.

The learning curve and difficulty settings are almost perfect, as once you've got over the initial fumbling about, you'll find yourself getting through the early levels quite quickly. The later stages and increased difficulty settings give a much-needed challenge.

The multiplayer element is good and once dedicated servers are made, it should come into its own. There are a couple of little things that prevent this from getting our top mark though.

Getting the smallest nudge from another racer can send you skywards, and the actual characters are a bit poo. It doesn't seem as instantly playable as *Wipeout*, but it gives the floaters a good run for their money. *Rollcage* is a hell of a game. Excellent.

BYRON BLY

RATING



Is it better than *Wipeout*? Well, not quite. But in terms of pure and simple action and high speed kicks, it's one of the best around. Top stuff.



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NEXT MONTH

- ★ FINAL FANTASY VIII
- ★ SILENT HILL
- ★ SOUTH PARK

★ PLUS!

PRINCE
NASEEM

BOXING'S BADDEST EGO ON PLAYSTATION

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ISSUE No. 209

OUT MARCH 17TH 1999

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BACK ISSUES!

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



Ultimate review of the awesome racer, TOCA 2. CVG goes to Japan for the latest news on Dreamcast Plus, reviews of Turuk 2, FZero X, Body Harvest, Rainbow 6, Abe's Exodius 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 64. 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!



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GOTTA CATCH 'EM ALL!

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BACK ISSUES

35

RESERVATION

Dear Newsagent,
I need to stay home and meditate for as long as possible in order to play and understand video games. I only break my concentration to pick up my copy of CVG, so please could you save a copy for me. That way, I won't need to come out more than once a month.
Cheers ears.

NAME

ADDRESS

SIGNED

DATE

computer
video
games

CHECKPOINT

This month's events and software releases at a glance. **February — March**

IN ASSOCIATION WITH **electronics boutique**

Can't get enough of games? You've come to the right place. Whether you want to have a go at winning some of the best games around by entering our competitions, or just want to find out when the next big title is due for launch from our release schedule, Checkpoint is the place to be. Plus, we tell you when the big shows are so you can keep your ears to the ground at the right time and get all the gaming news from around the world.

TOKYO GAMES SHOW

12th to 14th March
Tokyo, Japan.

All eyes will be on any announcements of the new machines.

Sony and Nintendo should both be commenting on new developments and Sega will no doubt be showing off the second wave of titles for Dreamcast...

More dates than Cilla could shake a stick at! It may be a bad gag but just check out this month's release schedule"



House of the Dead and Resident Evil: Code Veronica maybe? Stay tuned to Checkpoint for news as it happens.

GAMES DEVELOPERS CONFERENCE

15th to 19th March
San Jose, USA.

Basically, this is where you get the chance to pitch any ideas, wrangle yourselves a job at a major games company or just pick up a few tips on how to go about making your own games. If you're interested and can afford the fare, this could be well worth the effort.

FEB-MAR SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

electronics boutique

KEY: ■ These games are hot
■ These are not

GAME NAME	FORMAT	GAME NAME	FORMAT
5th February 1999			
StreetRat Expansion Pack (Cendant)	PC CD-ROM	A Bugs Life (Sony)	PlayStation/GB Color
Eliminator (Psygnosis)	PlayStation/PC CD-ROM	Tonic Trouble (Ubi Soft)	Nintendo 64
NWC vs NWC: Thunder (THQ)	PC CD-ROM	Lufwaffe Commander (Mindscape)	PC CD-ROM
Rainbow Six: Eagle Watch (Take 2)	PC CD-ROM	Monkey Hero (Take 2)	PlayStation/PC CD-ROM
Smurfs (Infogrames)	Game Boy Color	Thrust, Twist and Turn (Take 2)	PlayStation/PC CD-ROM
Tiger Woods (EA)	PlayStation	Violent Conduct (Telstar)	PC CD-ROM
Zelda (THE Games)	Game Boy Color		
Street Fighter Alpha 2 (Virgin)	PC CD-ROM		
12th February		2nd March	
Recoil (EA)	PC CD-ROM	Redline (EA)	PC CD-ROM
Wario Land 2 (THE Games)	Game Boy Color	Superbikes World Championships (EA)	PC CD-ROM
Command and Conquer: Megabox (EA)	PC CD-ROM	Populous - The Beginning (EA)	PlayStation
19th February		5th March	
Akuji the Heartless (Eidos)	PlayStation	South Park (Acclaim)	Nintendo 64/PC CD-ROM
Mario Party (THE Games)	Nintendo 64	Rugrats (THQ)	PlayStation
Mass Market (Activision)	PC CD-ROM	Wall Street Tycoon (Interactive Magic)	PC CD-ROM
NFL Blitz (THE Games)	Game Boy Color		
Alpha Centauri (EA)	PC CD-ROM	12th March	
Twisted Edge Snowboarding (THE Games)	Nintendo 64	Half-Life: Team Fortress (Cendant)	PC CD-ROM
Beavis and Butthead do Hollywood (GT)	PlayStation	Retro (Psygnosis)	PlayStation
North vs South (Interactive Magic)	PC CD-ROM	Commandos Data Disk (Eidos)	PC CD-ROM
		Bugs Bunny 3 (THE Games)	Game Boy Color
		FIFA '99 (EA)	Nintendo 64
		Warzone 2100 (Eidos)	PC CD-ROM
22nd February		Shadow Gate (THE Games)	Game Boy Color
Starseige (Cendant)	PC CD-ROM	Rollcage (Psygnosis)	PlayStation/PC CD-ROM
		Resident Evil 2 (Virgin)	PC CD-ROM
26th February		19th March	
Heavy Gear 2 (Activision)	PC CD-ROM	LiveWire (SCI)	PlayStation/PC CD-ROM
Metal Gear Solid (Konami)	PlayStation	Big Air (EA)	PlayStation
Lands of Lore 2: Classic (EA)	PC CD-ROM	G-Police: Platinum (Psygnosis)	PlayStation
Mortal Kombat Mythologies (GT)	PC CD-ROM	Tai Fu (Activision)	PlayStation
Player Manager '99 (Infogrames)	PlayStation	Wing Over 2 (Virgin)	PlayStation
F16 Aggressor (Virgin)	PC CD-ROM		
Viva Football (Virgin)	PlayStation/PC CD-ROM	26th March	
		Homeworld (Cendant)	PC CD-ROM
February (no set release)		Kingsley (Psygnosis)	PlayStation
KX2 (Acclaim)	PC CD-ROM	Revenant (Eidos)	PC CD-ROM
Blood Lines (Sony)	PlayStation	Soul Reaver (Eidos)	PlayStation/PC CD-ROM
NBA Jam '99 (Acclaim)	Game Boy Color	Street Fighter Collection 2 (Virgin)	PlayStation
Frogger (Take 2)	Game Boy Color	Nations (Psygnosis)	PC CD-ROM
Machines (Acclaim)	PC CD-ROM		
Tom and Jerry (Take 2)	Game Boy Color	March (no set release)	
Battleships (Take 2)	Game Boy Color	Turok 2 (Acclaim)	PC CD-ROM
Wipeout 64 (Psygnosis)	Nintendo 64	FA Soccer Manager (Eidos)	PlayStation
Brian Lara Cricket (Codemasters)	PC CD-ROM		

GAME NAME

Interstate '82 (Activision)	PC CD-ROM
Three Lions (Take 2)	Game Boy Color
Sex 3 (Eidos)	PlayStation
3D1 (Psychosis)	Nintendo 64
17 Rally (Infogrames)	Game Boy Color
Looney Tunes (Infogrames)	Game Boy Color
TOCA 2: Touring Cars (Codemasters)	PC CD-ROM
XND: Krossfire (Infogrames)	PlayStation
Bandow Six (Take 2)	PlayStation
Pocket Tales: Conker (THE Games)	Game Boy Color

GAME NAME

Rally Cross 2 (Sony)	PlayStation
Daikatana (Eidos)	PC CD-ROM
Rat Attack (Mindscape)	PlayStation
Premier Manager '99 (Gremlin)	PC CD-ROM
Yanktics (Gremlin)	PC CD-ROM
Wild Metal Country (Gremlin)	PC CD-ROM
Grand Theft - London (Take 2)	PC CD-ROM
Running Wild (Sony)	PlayStation
The Granstream Saga (Sony)	PlayStation
Jimmy White's 2 Cueball (Virgin)	PC CD-ROM

FORMAT

WINNERS! WINNERS!

CRASH BANDICOOT 3

Possibly the most ridiculous compo we've ever run with the answer almost as easy as those you used to get on Movies, Games and Videos. But still some of you got it wrong! When have you seen "Star Wars:

The Phantom Bandicoot" then? Anyway, our three winners are **Simon Hong** from Hackney, **Scott Harris** from Forest Gate and **Adam Hodgkins** from Radford, Nottingham. Well done.

SOUTH PARK

Mr Hankee, Mecha Streisand and Skuzlebutt. Just three of the South Park characters you could have drawn in our compo, and most did. By far the best of the bunch was **Rob Dalton** of

Exhall, Coventry who even had Kyle's dad, Mephisto and the four-assed monkey in this. The other winners were **James Hall** from Cheltenham and **Jack Peters** of Brackwell, Bristol.



Rob Dalton's brilliant use of colour alone could have won him a prize, but his picture also has loads and loads of characters, all with great facial expressions.

Jack Peters's effort may not be as pretty as some of the others we had, but it was as inventive as any we've seen. You can rip Kenny's head off over and over again.



James Hall's picture had plenty of offensive things in, so had a real South Park feel.



HERETIC II

"Tell us who the developers of Heretic games are?" was the simple question and not surprisingly, everyone who entered got it right. But the three winners we rescued from our

sack of mail were **Keri Carter** from Chester, **Ian Pratt** from Irthingborough, Northants and finally **Matt Hedges** from Doncaster. As soon as we get them, there in the post.



ROLLCAGE

Win yourself a copy of our awesome cover story this month by getting your crayons out. Have a look at some of our screenshots and the artwork and draw a cool Rollcage picture. If you can manage to get cars racing on the ceiling and floor, that will be rewarded as well. Send your entries to **ROLL, ROLL, ROLL YOUR CAGE** at the address below.

MARIO PARTY

The newest Mario game to hit your shelves is this strange board game affair featuring the plumber and his mates. It's a fun enough game, and will probably appeal more to the younger generation. If you fancy winning one, tell us what would you buy for Mario if he had a birthday party. Address entries to **MARIO IS A DJ** please. Thank you very much.

RESIDENT EVIL 2 (PC)

Awesome on the PlayStation, and promises to be even better on the PC with the added bonus of the Voodoo accelerator cards. And we've got three to give away. To win a copy simply tell us the name of the firm conducting all of the secret experiments in the Resident Evil games? Entries on the back of a postcard please to **WHAT HAPPENED TO JILL AND WESKER?**

Send entries as soon as possible to:
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SPECIAL THANKS



Thanks once again must go to EB and all of their sterling efforts in getting this section the way it is. Everything you see here would not be possible without them. Just remember that OK?

EVENTS AND SOFTWARE RELEASES

CHECKPOINT



HIGHEST
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SURVIVAL
ESPIONAGE

BY KONAMI

FEB RELEASE

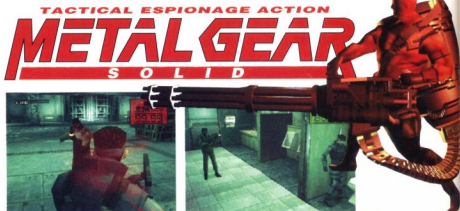
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The waiting is over. The most eagerly anticipated game in the history of PlayStation is finally here!

If you've been reading CVG at any time in the past two years, you'll probably know what this game is all about. But for anyone new, or anyone who may want to do a bit of revision, we've crammed everything we know into the following pages. Plus we tell you why you should go out and buy it.

In the coming months we'll bust the game open with tips, and expose all the secrets, and for those that have been waiting patiently, we'll also bring you that exclusive team interview.



SOMETHING WICKED THIS WAY COMES

A military installation on a remote island has been overrun by terrorists. They identify themselves as Foxhound, a former anti-terrorist squad, and they now have access to some nuclear weapons. A lone soldier has been picked to enter the base, and has 24 hours to save the world. You are that soldier, the legendary Solid Snake, ex-member of Foxhound.

This simple story sets up the greatest action-adventure the PlayStation's ever seen. A game full of guns, death and a strong anti-war message. What follows is action, great dialogue and set-pieces that would put most movies to shame. If you've ever read that video games are the new Hollywood, this game's the undeniable proof of how close we really are.



Before you start the game, you can select to view files on the foes you'll be facing, and info on the mission ahead.



BE CLEVER, BE QUIET

Snake must act smart if he's to stay alive on this mission, he's heavily outnumbered, and doesn't want to alert guards to his presence. To survive, Snake must avoid contact with guards where possible, always watching for guards patrolling the base, and timing his movement accordingly.

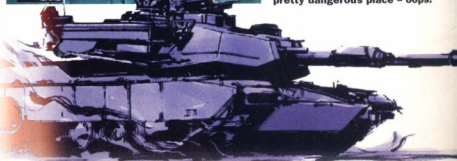
If he does have to scrap it out with a guard, it's best not to use a weapon. Sneak up behind them, and break their necks. That way they can't talk later! Fighting moves are limited to simple punches and kicks. Firing guns is usually quick and effective, but alerts other guards – and that means more trouble.



Meryl appears throughout the game. If you make Snake stare at her she'll start to blush!



Snake gets physical with a guard, but the fool is standing in a pretty dangerous place – oops!



KEYSTONE COPS

The guards in *Metal Gear Solid* start out dumb, and they're prone to falling asleep if left alone for long enough. But they get tougher as the game unfolds, and there's more of them, so you must be alert at all times.

The guards have a short sight-line, meaning you can stand in front of them, and from a certain distance they won't spot you. But make a sound, and you could be in trouble.

They're alerted by sounds such as running – they'll hear your footsteps, or the splashing of water, or even a sneeze. Be careful if you're outside in the snow too, because Snake leaves footprints in the snow, which can be followed!



COMPUTER
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GAMES



THE NUMBERS, CAROL

If a guard spots you, a countdown appears in the top right of the screen. You now have two choices: make a stand and fight the guards, which is foolish, or take the sensible option and run.

By moving behind crates and other

objects, you can hide from the guards, stay undetected, and when the escape counter reaches zero you'll be relieved to hear the all-clear signal. The guards will then return to their original patrol positions, and you can try and sneak past them again.



⚡ You've been spotted. The exclamation mark indicates the guard's surprise – and ours too!



⚡ Spotted by the camera, now a guard wants to fight.



⤵ In the first location, dive into the water to escape.

EXTREME CLOSE UP

As Snake moves around the compound, the way the action is viewed is very impressive. If Snake is moving, you see the action from an overhead, birds-eye view. Should you want to have a look around from Snake's position, you can switch to a first-person view while you're stationary, this is handy for watching guards, or even looking for exits.

The best camera switch happens when Snake positions himself next to a wall. The camera positions itself so you can view Snake and what is happening behind him. This is very handy if Snake is hiding behind a wall, waiting for the right moment to pounce.



⚡ The radar in the top corner shows you enemies' fields of vision.



⚡ The radar can be jammed though.



⤴ The overhead view. This allows you to get a good view of Snake's surroundings.



⤴ In first-person mode you can look around – but you can't walk while using this view.



⤴ Lean against an object and the camera switches to a view like this. Very sneaky.

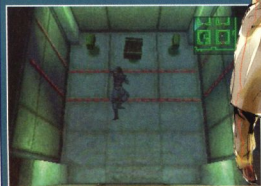
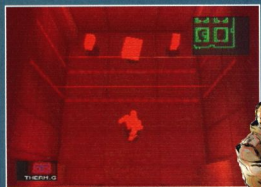
VERTICAL REMEDIATION ACTION
METAL GEAR
SOLID 2

REVIEW



IT'S QUIET, TOO QUIET

Even when the coast looks clear, it may not be safe to step out too soon – bobby-traps litter the base. These can be trapdoors hidden in the floor, or infrared beams that traverse rooms. Trapdoors can be fatal. Penetrate an infrared beam and you can release a poison gas into the air.



With and without the infrared goggles.

PAY ATTENTION, DOUBLE-S

Snake starts the mission with two objects – a pair of binoculars and a packet of smokes. They will both prove useful as you progress



The binoculars allow you to zoom in so close to the enemy, you can see the whites of their eyes. Use the scope to view an area from a safe distance.



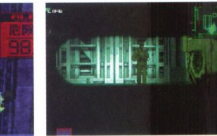
Finding rations will help you stay alive in times of emergency, patching up any problems you may be having with the health bar and enemy bullets.



The Codec is a device that sits in Snake's ear. It's a small radio that lets him speak to the outside world, he doesn't always use it properly though.



The cardboard box may not be exciting, but it can help you out in emergencies, and you can also use it like a bus pass... or should that be truck pass?!



Spy on people from within the cardboard box.

You can throw enemies down stairs and over railings in certain areas.

IT'S TRAINING MEN

Before you start the mission, you may want to spend some time in a virtual reality training simulator. This has been cleverly designed to look basic, with electrical pulses shooting around a basic grid, suggesting that

the action in the main game is in fact real. Training is actually a mini-game in itself, because as you progress through the training stages, you unlock tougher tasks, testing your shooting and speed, among other skills.



VR training teaches you how to avoid guards.

Handy for 'real' events like this in the mission.



READY, AIM, FIRE!

There are only a handful of weapons in the game, and a limited amount of ammo, so you better be conservative when you fire a gun. Killing guards

without them spotting you usually results in them dropping items. Most often it's health rationals, but sometimes it's valuable ammo too.

SOCOM



The Socom is the game's most basic weapon. It's a rather weak handgun, but luckily it has laser targeting to help you figure out where you're pointing it. It makes a lot of noise, so maybe you'll want to find a silencer for this gun first.

FA-MAS MACHINE GUN



A big weapon that can fire bullets quicker than you can count, but because of the noise it makes it'll alert guards quicker than you can mow them down.



NIKITA



This weapon fires remote-controlled missiles. It's big, and where Snake puts it when he's not holding it we don't know. But those missiles, and the way you can steer them, are very handy.

SNIPER RIFLE



Bullets for this beauty are in short supply, plus you'll need a steady hand to shoot someone with it. If you can't find the drugs that will give Snake a steady arm in the game, then let him smoke a cigarette, it almost does as good a job.

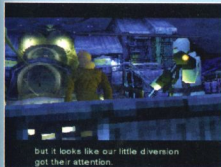
AND THE AWARD GOES TO...

Metal Gear Solid is littered with cut-scenes, sections where the action of the game takes a back seat, and Snake learns more about his adversaries and troubles that may lay ahead.

The acting in these scenes is excellent, not just the voice acting, but the animation of the characters as well.

They aren't short either. A good bulk of this game is taken up with these story scenes, or with Snake communicating with his back-up team, via the Codec.

But don't skip through these sections, as they're vital to your progress, and help create a great deal of atmosphere.



But it looks like our little diversion got their attention.



Who are you?

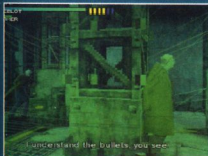


You were lucky. We'll meet...

☛ It's Sean Connery. Oh no, it's not!

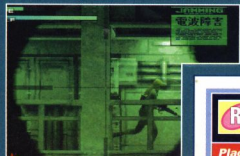
WHO'S A NAUGHTY BOY THEN?

The enemies you'll come across in *Metal Gear Solid* are some of the greatest game adversaries ever created. The regular guards that patrol the base may be a bit simple, but the bosses are brilliantly fleshed out characters. Each has their own important history, plus the drama really gets cranked up whenever you encounter one. Even if you manage to get past them onto the next challenge with relative ease, you won't forget the encounter.



I understand the bullets, you see.

☛ The first boss you'll encounter is Revolver Ocelot. He's hiding at the back.



CRASH



CVS OPINION

What can I say about *Metal Gear Solid* that hasn't already been said? Quite a lot actually, but I haven't got the room here, so I'll keep things simple. *Metal Gear Solid* is an incredible game, if you can call it a game. Like *Half-Life* on the PC, this seems an experience best described as a true interactive movie, a game full of atmosphere and immense detail.

It isn't a huge game, and you'll be able to complete it quite quickly, but I don't know how anyone could feel disappointed after playing it as it's completely immersive and full of neat touches and surprises. Like an action movie it's full of set-pieces, but there's also unforgettable encounters, great dialogue, and memorable music.

The controls and gameplay may be limited and repetitive, but there's so much going on that you'd be a fool to complain. It's the things that you immediately take for granted that make *Metal Gear Solid* so brilliant. If you stop and look around once in a while and think about what you've seen, said and done, you'll realise what a complete work of genius it really is.

ALEX RYAN/ITALIA

RATING



Places you in the middle of the greatest action movie ever made. One of the PlayStation's best, and the first big-event game of the year.

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VERTICAL SCROLLING ACTION
METAL GEAR
SOLID

REVIEW

NINTENDO⁶⁴

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Imagine the first and best level of *Shadows of the Empire*, expanded to a new 16-level adventure. That's what we wanted all along!

If there's anyone out there who doesn't actually like *Star Wars*, maybe you should spend the rest of the year on the moon, before it's too late. *Rogue Squadron* is the first of this year's crop of new *Star Wars* games, but once the long-awaited new movie comes out, prepare to be blitzed by wave upon wave of product – not least many more N64 *Star Wars* games. Until then, let's concentrate on *Rogue Squadron*, where you get to be Luke Skywalker!



EPISODE 4, CHAPTER 7, PARAGRAPH 15

The evil Empire is at it again. After the destruction of the Death Star, they're regrouping, gathering their strength for an all-out assault on the Rebel forces. To thwart this menace the Rogue Squadron has been assembled. A group of the best

starfighter pilots the Rebels have in their ranks. Led by Luke Skywalker and Wedge Antilles, Rogue Squadron are assigned the most difficult and challenging missions. You'll encounter the Empire in dogfights, and air-to-ground combat, across a wide variety of locations and terrains.



Forget about getting bugs on your windshield, watch out for steaming Bantha crap!



Stay on target! Just shoot this bomber, and the city is saved. No, there's another!

PICK A CRAFT, ANY CRAFT

As the game progresses, and your skills improve, you are deemed worthy of flying new craft into battle. Your superior officer General Rieekan will brief you on missions, and advise you of tactics. The choice of ships, when allowed, is up to you. There are five different craft to choose, and each have their strengths and weaknesses.



X-Wing – An almost perfect balance of speed, manoeuvrability and defence shields.

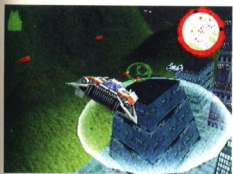


Y-Wing – The workhorse of the fleet, not quick or flashy but it gets the job done.

USE THE Z-LIKE BUTTON LUKE

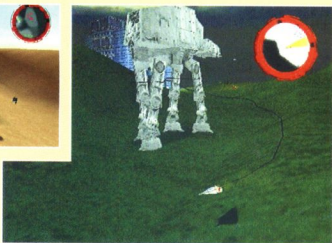
The missions consist of many different objectives, such as defending cities, rescuing ships or important people, escorting craft and ground units, plus pulverising the enemy, in daring assault missions. During these missions your skills don't go unnoticed.

Medals are awarded if you complete objectives within a set limit or save enough civilians. Accuracy is also taken into account, so you can't fire recklessly. Earning enough medals rewards you with some tasty extras later in the game, so are well worth earning.



4 Tatoonie is in trouble, save the farmers from suffering probe droids.

4 This AT-AT's about to destroy a city, get it in a twist before it's too late.



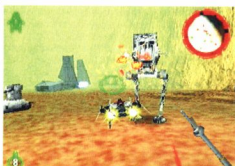
YOU'RE A FEISTY ONE

Fans of the movies will love *Rogue Squadron*, you'll fly past locations made famous in the movies, encounter lots of ships and even bump into some of the more famous characters from the trilogy. It all looks really good too, the graphics are super sharp, and detailed thanks to the new RAM expansion pack, although there's some pretty bad pop-

up. Finally, there's an extra treat for everyone who was disappointed by the lack of speech, and had to wade through the boring text in *Shadows of the Empire*, this game has speech, lots of it. Not just between levels, but during levels as the Rogue Squadron pilots talk to each other, it all adds to that *Star Wars* atmosphere.



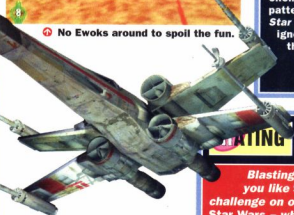
4 The Jawas out on a Sunday drive.



4 No Ewoks around to spoil the fun.



4 Han Solo shows up to get cocky. Really!



CVG OPINION

After reviewing the PC version of *Rogue Squadron* last month, my opinion hasn't really changed, but the first thing that grabs you, when playing the N64 version are the graphics. Thanks to the RAM expansion, they look identical to the PC version not having spectacular graphics to begin with. But still, as old Darth would say, 'Impressive'. Dig into the gameplay, and you can admire the variety in the action, and the tasks ahead of you. Most impressive. But take away the X-Wings, sound effects and locations, and what you're left with is a slightly messy game. The pop-up and frame rate is pretty dire, and the enemy craft always follow the same patterns and routes. But, if you like *Star Wars*, you'll easily be able to ignore these flaws, and get stuck into the enjoyable action. Now roll on the Summer and the new movie!

ALEX HOMPALA



Blasting action with lots of variety. If you like *Star Wars* you should enjoy the challenge on offer here, and if you don't like *Star Wars* - what's wrong with you!



4 A-Wing - The fastest fighter, capable of matching a T.I.E. Interceptor for speed.



4 V-Wing - A new ship, fast, light and unpredictable, weapons prone to overheating.



4 Snowspeeder - Hugs the ground well and is quite manoeuvrable, upsets AT-AT's.



From humble beginnings as a short cartoon earning cult status on the internet, *South Park* has now become one of the biggest money-spinning franchises in the world. A massive TV series, T-shirts, fridge magnets, toys, dolls, a forthcoming Hollywood movie and just about anything else you could possibly imagine can now be bought in the shape of Cartman and co. And now Iguana, creators of *Turok 2*, have finished the video game of the same name. Fans can walk around their favourite town, checking out the sights, sounds and smells first-hand!



Those foul-mouthed little brats are heading your way, and they're packing yellow snowballs! Watch out, dude!

SOUTH PARK



TURKEY, TURKEY! TWO O'CLOCK!

The kids of *South Park* certainly use some strange weapons in their quest to save the town from total destruction. To begin with you've got to use good old snowballs, although you can make special "yellow" ones which do a lot more damage. Before

long though, you'll get your hands on bouncing dodgeballs, a multiple toilet plunger launcher, a Nerf-style foam dart launcher, the sniper chicken that fires eggs at people, the cow launcher, the alien dancing machine from "Cartman Gets An Anal Probe", farting Terrance and Phillip dolls, and Mephesto's terrifying Warpo Ray. They're all very odd, but fun to use at the same time.



This rapid-fire foam dart launcher can do some mean damage very quickly.



The N64's four-player mode is okay, but nowhere near as good as good old 007's.

OH MY GOD! THEY KILLED... A TURKEY

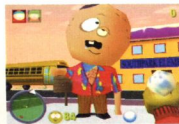
The one-player adventure starts with masses of evil Thanksgiving turkeys attacking the town – and we really mean MASSES! Giant "Tank" turkeys walk around, creating even more regular turkeys as they go. Although the enemies themselves change later on – into mutant clones, robots, cows, and so on –

there's always a big Tank version which goes around creating more enemies for you to kill. Naturally, killing hundreds of the same enemy on each level soon gets very dull, and the non-stop gobbling noise the turkeys make will drive a lot of people mad before the end of the third level.

No, please. Take them away. No... more... bleedin'... turkeys...



Mutant clones are funny for a while, but soon get just as annoying as the turkeys!



The big 'Tank' versions of each enemy get really boring early on in the game.



CVG OPINION

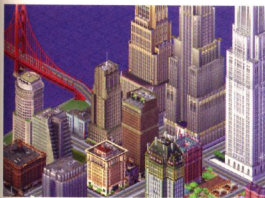
South Park could have been fantastic, but it's obvious that it was put together quickly in order to be in American stores by Christmas. The graphics are quite impressive, and everything looks pretty much as you'd expect it to be in 3D. There's a good selection of characters from the cartoons too – collecting the set for use in deathmatches is the only real reason to want to play through the one-player game. The main problem here is that it's all so repetitive – the first hour or so of the game is spent throwing snowballs at turkeys, which gets mind-meltingly boring very quickly. Things get a little better later on, but the action is practically identical all the way. PC deathmatches work fairly well – you can even play on the internet, but the Nintendo 64 version gets very confusing with four people playing at once because of a fair amount of slowdown – a shame, because this is the only half-enjoyable part of the game. *South Park* fans should buy themselves a few more Kenny T-Shirts instead.

CV LOMAS

RATING



Boring levels, repetitive action, and an overall feeling that everything's been put together in a rush without much effort. For patient fans only.



PC CD ROM	STRATEGY	BY MAXIS	<ul style="list-style-type: none"> PRICE £34.99 NUMEROUS PROCESSORS AVAILABLE AS OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY EA TEL 01753 549 942
	MAR RELEASE	1 PLAYER	

computer
video
games

PC
CD
ROM

A mayor's life is tough – there's the crime rate to think about, taxes, pollution, not to mention earthquakes and invading aliens.

SIM CITY 3000

It's been a long time coming, but *Sim City 3000* is finally here, the sequel to the hugely popular *Sim City 2000*, which itself was a sequel to, well you get the idea. Incidentally, did you know it's *Sim City*'s 10th anniversary this year, who'd have thought? Anyway, onto the game.

You are the mayor of *Sim City*, and must make the decisions that will affect the lives of the Sims, the residents of your newly created metropolis. Prosper and become a hero, but if you do badly, prepare for riots.

DON'T GO CHANGING, REARRANGING

The basic principles of the *Sim City* series have gone unchanged for this sequel, but of course, now there's plenty of new attractions. For starters the graphics have been completely changed, there's an air of familiarity about the city, but all the buildings have been redesigned, and the menu system to control the action has been modified.



Gone is the newspaper and in is the ticker-tape new feeder at the bottom of the screen. You can also now trade commodities with neighbouring cities, selling them surplus electricity. There are extra levels of zoning, allowing you to select the density, and even declaring certain buildings historic landmarks.

The most important and best overhaul, however, comes in the form of business deals and ordinances from local groups. People are often petitioning for laws that will have a dramatic effect on the city. Luckily you have an expert team of advisors to help you make the right decisions.



Proof of how crop circles are created! Who'd have thought?

REFLECT MAYOR GOLDIE WILSON

For newcomers to *Sim City*, the concept is simple. As Mayor you must decide what buildings go where, designating zones for residential, commercial and industrial property. Make sure these zones have electricity and running water, and sort out the transportation and recreation facilities too.

Once people start moving into your city, you'd better make sure they're well looked after, build local amenities, such as schools and hospitals, plus make sure the city has ample police and fire coverage.

The ultimate aim of the game is to survive, make a thriving city, and keep those important books balanced. If it sounds complicated, it's not, but it can be difficult.



Industrial areas pump out the pollutants, but you can ban them from coming to your city in the first place, but they do make you money!



CVG OPINION

Sim City has already stolen a vast amount of hours from my life, but I'm not sure if this sequel will have quite the same effect. This is because of the initial disappointment any fan of the series will have when first starting their new city in *3000*. Where are the improvements?

After a while you'll notice some new additions, the petitioners who play an important part in the game, the variety of buildings, and the way low pollution can completely change the look of your city, but at the end of the day, it's really more of the same. And that's the problem, it plays like a remix, not a sequel.

I know people will say, 'if it ain't broke, don't fix it'. And I'd have to agree – this is still a good game, especially if you're new to the series. But I feel a bit let down. This is *Sim City* we're talking about, one of the biggest PC games of all time. Surely it deserved better treatment than this.

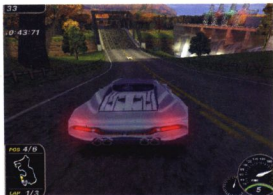
ALEX HINDSALA

RATING

If you haven't played *Sim City* before you should enjoy what's on offer here, but fans who have waited for this may be disappointed.

SIM CITY 3000

REVIEW!



PC
CD
ROM

RACING GAME

BY UBISOFT

MAR RELEASE

1-6 PLAYERS

PRICE £34.99
NO OTHER VERSION
AVAILABLE
▶ BROADCAST VERSION
PLANNED
STORAGE 1 CD
▶ RELEASED BY GIGASOFT
TEL 0181 845 0000

A bent copper handing wads of filthy cash out to people who bust speed limits wide open – does this sound like fun to you?

At the beginning of *Speed Busters'* introduction sequence we're told that somewhere in America, a policeman has won \$1million on the lottery and is handing it out to racers who clock up the fastest times as they pass through police speed traps. As one of these racers you've got to buy and upgrade a super-cool automobile, stuff it full of nitro and blaze your way around America, making sure you're going full pelt whenever you spot the fuzz. The faster you go, the more money you get. The more money you get, the better goodies you can afford. The better goodies you get, the faster you can go!

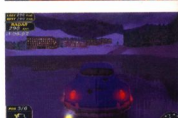
Speed Busters



CROSS-COUNTRY RACING

Speed Busters' racetracks are set all around the Americas, from Mexico to snowy Colorado. To begin with, only three courses are available but two others appear as you work through the championship. Each course is packed with impressive scenery, mad jumps, moving hazards and hidden shortcuts which can really help your situation in a race if done properly.

Obstacles vary from rolling boulders, opening bridges and swinging blades to avalanches, giant fans and a bus full of tourists throwing luggage onto the track!



Search for hidden shortcuts, like this one over an icy lake.

CVG OPINION

Speed Busters has a lot going for it – it looks very good, sounds great (there's some good bluesy guitar music in there), and is certainly very quick. But there are a few things which can really ruin the fun, such as the way enemy cars only need to nudge you slightly from behind to send you at right angles into a tree, lamppost, lake, or whatever happens to be next to the road. And once the car has spun it takes a long time to get facing the right direction – the quickest way to turn round is to deliberately get hit by another car! Also, many of the obstacles are very difficult to avoid, with some seeming as though they're meant to stop you completely rather than give you something to dodge. Still, some of the tracks are excellent fun (especially the Canadian course) and performing well enough in the races to earn upgrades is great. If it weren't for the few annoying problems, *Speed Busters* would have been a top-class game.

CV LAMAS



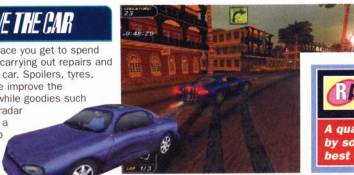
Louisiana by sunset looks lovely!



The big shark in the pool takes a bite out of this bridge on the final lap of each race!

CHICKS LOVE THE CAR

After each championship race you get to spend any money you've earned carrying out repairs and upgrades for your beloved car. Spoilers, tyres, faster engines and the like improve the performance of your car, while goodies such as road maps and police radar detectors make the races a little easier. If you save up enough cash, some very impressive cars become available later on!



RATING



A quality arcade-style racing game, let down by some frustrating design. Still one of the best of its kind on the PC though.



PC CD ROM	PLATFORM ADVENTURE	BY TRAVELLERS TALES	PRICE £29.99 AVAILABLE * PC OTHER VERSION PLANNED STORAGE 1 GB * RELEASED BY HISKEY INTERACTIVE TEL 0191 222 1971
	OUT NOW	1 PLAYER	

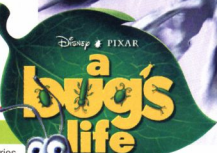
computer
video
games

PC
CD
ROM

If you haven't seen the film yet, then do so because it's brilliant! But we're not a movie mag, so what about the game? Erm...

After *Toy Story* and *Small Soldiers*, we were banking on someone to come up with a decent game based on a CG movie. After all, most video games have some sort of CG rendered bit in them anyway, so basing a whole game around it shouldn't be too much of a problem right?

A Bug's Life is incredibly close to the film in terms of locations and characters – everyone from Flik and Dot to the Blueberry Scouts are here. But, unfortunately, the game is far less entertaining than the film.



PICK, PLOW, FLIK, GOAW!

Flik starts the game with an unlimited supply of berries at his disposal and that's about it. By picking up the berry loons and seed tokens, you can start adding to your arsenal. The different coloured berries represent alternative weapons. For example, the green ones are homing berries and blue are super berries. The latter are the only ones that can kill the tougher enemies so it's best to keep hold of those if you can. The tokens you collect represent the plants you can grow.

Whenever you come across orange seeds in the floor, bouncing on them will make a mushroom grow from them, letting you bounce up to higher ledges and platforms. However, collecting the tokens will result in different plants growing from the pods. Green tokens make leaves grow, with the leaves getting higher the more green tokens you collect. Blue makes blue berries appear from the plant, similarly with gold tokens. You also get brown tokens that

turn the seed into a propeller plant or even a cannon if you collect enough!



CVG OPINION

Here's a thought. I could go and watch *A Bug's Life* on the biggest screen in London's West End three times and still have plenty of change from £30, or I could buy the game of the film and be treated to a glitchy, clumsily put-together bit of software instead.

I think it's brilliant that we finally get games from big movie licences appearing at the same time as the celluloid version, but not when they're rubbish like *A Bug's Life*. There's some terrible pop-up in places even on the 3D accelerated version, and some other bad graphical glitches. And why we had to have the American voice constantly repeating the same phrases all the time is a mystery. I don't want to hear 'Ahh, the life of an Ant' or 'Iridescent lighting – I like it' every five bloody minutes!

It could've been good, but instead it's just an annoying game with loads of FMV sequences of the film. *Pop.*

Steve Kelly

LETTERS MAKE PRIZES

Through each level you'll find four letters hidden in remote parts that spell out your character's name, Flik. Do this in every stage and you're rewarded with a token at the end of the level.

If you manage to find 50 pieces of grain and kill a certain amount of enemies with a Gold Berry, this stopping them from ever regenerating in that

lace, you also get tokens. Collecting all these tokens results in you getting access to special movie clips and FMV sequences.

You also get new sequences from the film at the start of every level. The trouble is, the resolution on these clips is bad, making it impossible to tell what's going on sometimes!



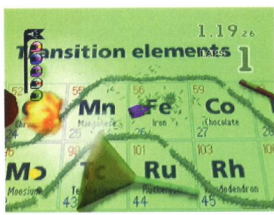
RATING



Nice film, shame about the game. The licence was there to be utilised and instead we got a quite frustrating and linear platform game.



REVIEW



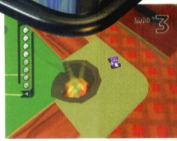
	RACING GAME	BY CODEMASTERS	<ul style="list-style-type: none"> PRICE £39.99 PLAYSTATION VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 20MB CLUT RELEASED BY CODEMASTERS TEL 01920 814 132
	FEB RELEASE	1-8 PLAYERS	

The latest game in the classic toy-racing series finally hits the Nintendo 64, and it's going faster than ever. Try to keep up!

Although having pretend races around the house with Micro Machines toys is a lot of fun, you reach a certain age where it's not cool to crawl around the kitchen floor, pushing tiny cars through old bits of food and fluff. Thanks to Codemasters, big kids everywhere can keep on with this classic pastime, only with a little more dignity. 3D kitchens, dining rooms, gardens, classrooms, pool tables and more are all in *Micro Machines 64 Turbo* for you and a bunch of friends to race around without getting dirty knees - now with added super speeds!

THE ORIGINAL Micro Machines SCALE MINIATURE

64 TURBO



TURBO CHARGED TOYS

The word "Turbo" in the title refers to the new selectable speed settings - when you start a game you can pick anything from a bit slower than usual to super-fast expert speed! If you've ever played a *Micro Machines* game before, you'll know just how quickly some of the vehicles go normally, but you'll need top-notch reactions to race *MM64 Turbo* on the highest setting.



There are loads of giant pieces of 3D scenery to drive through, over, under and around like this.

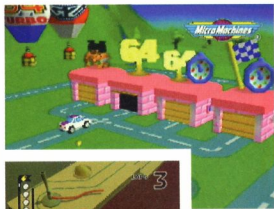


Before each game, choose your turbo speed. Three wheels is normal, while five will hurt your brain.

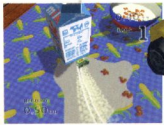
MULTIPLE MICROS

While *Micro Machines 64 Turbo* is fun with just one player, by far the best way to play is with a group of friends. Up to four people can play in a regular race, where the idea is to drive as far ahead of the other racers as possible. Anyone who falls far enough behind that they touch the edge of the screen gets

blown up and drops out of the race for a bit. The last person remaining gets extra points and the game goes on until someone reaches the target score - it really is fantastic stuff! Up to eight people can race together in a special mode where each of the four joypads is shared by two players at once.



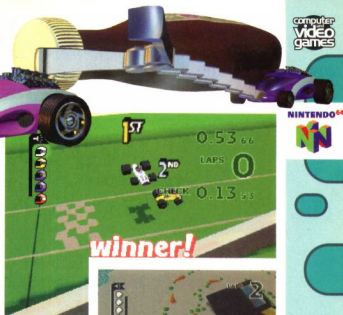
Even the options menu is 3D these days. Bunsen burners set the cars alight!



... COME IN COLLECTIONS OF FIVE!

The Keepsies Mode is one of the best features of this latest *Micro Machines* game. As you compete in races against the computer you can win special vehicles and save them onto a Memory Pak. Once you've built up a bit of a collection of vehicles you can take on a friend and challenge them in all-or-nothing races – the

winner steals the loser's car, unless they've already got one the same, in which case a mallet smashes it to pieces! Putting prize possessions on the line like this makes Keepsies races very exciting.



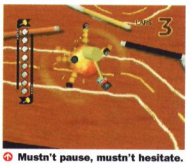
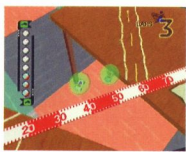
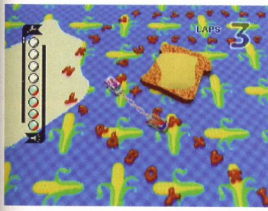
computer
VIDEO GAMES

NINTENDO 64



I HAVE THE POWER (UP)!

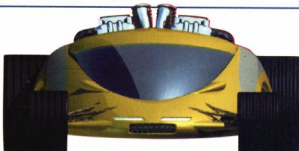
Power-ups dotted around the courses make the races even more aggressive than they were before. Various things are available, such as a giant mallet, sticks of TNT, a grabbing claw, and one which turns your vehicle into a speeding fireball. While they don't really add too much to the game, they're quite a laugh at times.



🔊 Cars celebrate wins by bouncing.



🔊 Mustn't pause, mustn't hesitate.



MANY MINI MACHINES

Tons of tidy toys are in *Micro Machines 64 Turbo*, each with their own unique handling style. Tanks trundle around and fire explosives at each other, sports cars powerfire around

bends, helicopters hover about and speedboats bounce over ripples in ponds. Because of the different feel of each vehicle, everyone will have their own favourite mode of transport.



🔊 The speedboats are quick, so they're good fun to race.

CVG OPINION

It's strange that it's taken so long for *Micro Machines* to appear on Nintendo 64 seeing as it's pretty much identical to the PlayStation game released almost two years ago. The new turbo speeds are a nice idea as they make it easier for beginners to learn the game, while letting experts challenge their reflexes to the max. Other than that, not a lot's different – the main menu is now in 3D and the in-game graphics are slightly smoother-looking (and a bit fuzzier, as with most N64 games). Unfortunately, there's a bit of slowdown on some courses, which is extremely frustrating at high speeds. While there are loads of circuits, there aren't all that many you'll want to play over and over, unlike the original 2D *Micro Machines* games. But the good ones are very, very good! *Micro Machines 64 Turbo* is a perfect game for Nintendo 64, and will go down well with every kind of gamer, right from young beginners to hardcore speed freaks. If you've got any friends, you should certainly consider getting this as well.

CV LOMAS

RATING



Micro Machines 64 Turbo is a fun, challenging racing game which really comes to life when it's played with a group of friends.

MicroMachines

REVIEW



AKUJI THE HEARTLESS

With Crystal Dynamics' forthcoming *Soul Reaver* looking so promising, we were hoping that *Akuji the Heartless* would also be pretty hot. Unfortunately *Akuji* doesn't seem to have had anywhere near the same amount of attention paid to it by its creators, and has ended up as nothing more than a pretty standard 3D platform game. The graphics are quite impressive, with some good coloured lighting and nice effects, but *Akuji* himself looks a bit stupid – he jogs around like someone who's worried they're going to fill their pants any minute, for example. Just wandering about, pressing switches with so little effort to do isn't a lot of fun, and the fiddly controls will encourage most people to turn off quite early on.

ED LOMAS

3D PLATFORM
GAME

OUT NOW

BY CRYSTAL
DYNAMICS

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 01753 549 942



Ⓢ A half-naked dude running about picking up dead people's heads should have been fun.



TEST DRIVE 4x4

The *Test Drive* series is growing ridiculously fast – unusual, considering that all the titles so far have been crap. *Test Drive 4x4* deserves a special mention for its extreme crapness – a crapness beyond the every other crap driving game for the PlayStation. It's really not an exaggeration to say that it looks and plays like the kind of thing you'd expect to be able to make yourself in one afternoon – the graphics would have been laughed at if this were the first game on the PlayStation, but coming after things like *Gran Turismo* they're beyond a joke. The courses are the most boring and annoying ever, the poor car handling is made worse by wonky tracks which make it impossible to build up any decent speed, the music is sub-Dutch *Amiga* underground standard, and the non-stop cries of "Awesome!" will drive you nuts. An absolute disgrace of a game.

ED LOMAS

RACING GAME

OUT NOW

BY ACCOLADE

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 942



Ⓢ For those of you who aren't too hot with figures, here's a quick lesson from CVG: 4x4 = 1.



WCW/NWO THUNDER

With wrestling games being such big sellers at the moment, developers are bringing out "upgrades" as often as they can. While there are some that deserve their success, the PlayStation WCW games certainly don't – *WCW Nitro* was poor, and *WCW/NWO Thunder* is the same game with a few feeble new features. First off, the graphics are terrible – the wrestlers have decent faces, but they shamble around the ring like zombies, and the crowd is a big mess of pixels. All the moves are extremely slow to react, even regular punches or kicks take time, and the computer opponents are even slower – getting in and out of the ring repeatedly is enough to confuse them completely. With two wrestlers on screen at once, the game slows down so much it becomes unplayable. If you're desperate for a WCW game you'd be much better off shelling out for a Nintendo 64 and *WCW vs NWO Revenge*.

ED LOMAS

WRESTLING
GAME

OUT NOW

BY INLAND
PRODUCTIONS

1-2 PLAYERS

- PRICE £24.99
- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY THQ
- TEL 01483 767 656



Ⓢ Loads of ageing ex-WWF stars are playable in *WCW/NWO Thunder*. Bushwackers not included.



SUPERBIKE WORLD CHAMPIONSHIP

While most people would rather play a car racing game than a motorbike one, there's a big group of people crying out for biking titles. And EA Sports may have a hit on their hands here, as *Superbike World Championship* will drive motorbike fans Brands Hatch, Donington, Hockenheim, and the super-cool Laguna Seca, as well as real riders and bikes. There are two main modes of play – Action and Simulation. Action mode is easy to play and has computer-assisted braking and gears, and Simulation mode can give biking fans the true simulation they want. In the full Simulation mode, it's very difficult to even stay on the bike for a whole lap, so it's not for casual gamers. *Superbike* fans will love the challenge, but the Action mode isn't really enjoyable enough to make the game accessible for everyone else.

ED LOMAS

RACING GAME

OUT NOW

BY MILESTONE

1-8 PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 942



Ⓢ The rider's view is great – when you go round corners it leans over to almost touch the track!

PC
CD
ROM**BEAVIS AND BUTT-HEAD:
BUNGHOLE IN ONE**

The idea of a round of crazy golf with holes based on major characters and locations from *Beavis and Butt-head* cartoons is a strange one, but one which could have been done so much better than this. It's amazingly basic to play – point the mouse at the ball, hold the button and move the pointer to pull your club back, then let go to hit the ball. Most of the holes are a par two or three, though there are sections which can hold you up for loads of shots with a simple mistake. The graphics are basic, and the speech samples aren't the best they could have been. There's very little to *Bunghole in One*, and though it can be fun in places, it's honestly not worth buying at all. This sucks!

ED LOMAS

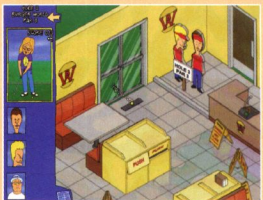
MINI GOLF GAME

OUT NOW

BY GT INTERACTIVE

1-4 PLAYERS

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD (100MB INSTALLED)
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 567 3300



Uh huh-huh huh-heh, heh, heh-heh-heh, huh-huh, heh-heh, uh-huh-huh-huh, uh... ball, heh-heh...

PC
CD
ROM**TEST DRIVE 5**

Every driving game on PC looks great with the help of a powerful machine and a fancy 3D card, and *Test Drive 5* is no exception. It's very fast, the graphics are sharp and it moves smoothly – the problem is the look of the game in general. Although a feature some of the coolest cars in the world, they all look terrible – their proportions are all wrong, rather like cheap toy versions of the real thing. The scenery is also very basic, with flat buildings and dull textures. But still, the overall speed can make things a lot of fun at times, even though the car handling can occasionally seem quite strange. There's even a *Chase HQ*-style mode where you drive a police car and try to ram speeding drivers until they stop and can be arrested. Although there are lots of better driving games on both the PC and PlayStation, *Test Drive 5* has a certain charm that makes it worth trying out. Rent it.

ED LOMAS

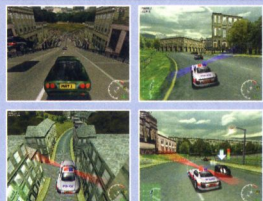
RACING GAME

OUT NOW

BY PITBULL

1-4 PLAYERS

- PRICE £34.99
- VARIOUS PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD (111 MB INSTALLED)
- PUBLISHED BY EA
- TEL 01753 549 442



Clockwise from Top-Left: PC, PlayStation, PC, PlayStation, PC, PlayStation, PC, PlayStation...

PC
CD
ROM**MONSTER SEED**

Large numbers of ancient monster seeds have recently been discovered in a big mountain range, along with ways of altering the monsters who will be grown from them. Evil gangs go around terrorising people with their collections of evil monsters, and it's up to you to get your own protection and sort things out. A nice idea, which uses some of *Pokémon*'s best features, but in a really terrible way. One of the worst things is the English translation of the text – loads of grammatical errors, long, drawn-out conversations, and some really strange comments which don't make any sense at all. Fighting is slow and dull, and exploring towns is enough to send even die-hard RPG fans to sleep. *Pokémon* on Game Boy is a far better monster battle in every respect, and there are loads of PlayStation RPGs better than *Monster Seed*. Don't touch.

ED LOMAS

RPG

OUT NOW

BY NK SYSTEM

1-2 PLAYERS

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SUNSOFT
- TEL 0171 826 8813



Eh?

PC
CD
ROM**RALLY CROSS 2**

The original *Rally Cross* didn't do much on PlayStation, partly because it was released at the same time as the massive *V-Rally*, and partly because it was a bit cack. *Rally Cross 2* would have been an opportunity to sort things out, but nothing much has been done. The graphics look like PlayStation games from three years ago, with atrocious reflections added to the cars, a bit like in *Gran Turismo* – only really rubbish. The vehicles bounce and float around a lot, and turn very quickly. While it's not at all realistic and occasionally frustrating, these ridiculous slides make *Rally Cross 2* quite fun at times, even though the courses are badly designed overall. With Colin McRae *Rally* on sale and *V-Rally* now available on platinum for under £20, there's no place for *Rally Cross* other than in rental shops.

ED LOMAS

RACING GAME

OUT NOW

BY 989 STUDIOS

1-2 PLAYERS

- PRICE £34.99
- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 547 1608



A track designer lets you put together basic circuits. They'll be better than the real ones, too.



ZELDA: LINK'S AWAKENING DX

This was originally released on Game Boy back in 1994, in mono-chrome. It's still respected as an all-time great. Nintendo have coloured the whole thing, added an extra dungeon, and that's it. But that's enough to make it worth looking at again. Just like all the *Zelda* games, the main character is Link. Unlike all other *Zelda* games, the quest doesn't happen around Hyrule, and the goal isn't to rescue Princess Zelda. Instead, Link is trying to solve the mystery of Koholint Island, and awaken something weird called the Wind Fish.

The gameplay involves the usual problem-solving in dungeons, using an increasing range of cool tools to defeat enemies.

Meanwhile, Link also gets wrapped in helping out the island folk with tasks, in exchange for useful items. *Link's Awakening* features the Oceanaria, same as on NG4, to trigger key events. Set pieces are all based on classic *Zelda* themes too. The new dungeon, whose theme is colour, can only be accessed if you have Game Boy Color – it's not so amazing, but it adds a cool extra feature to the game if you complete it – which is easy! Overall a great game. Though you need to be a *Zelda* die-hard to own both colour and black and white versions just for the extra dungeon.

PAUL DAVIES

ACTION RPG

OUT NOW

BY NINTENDO

1 PLAYER



Instead of dull monochrome, you get to see Link in his familiar green garb, with yellow hair.

- PRICE £26.99
- NES SNES RGB VERSION AVAILABLE
- HEAD-UP VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY THE GAMES
- TEL 01783 953 377

The key thing to notice here is the new menu. It shows how Link can switch costumes in the game.



DELTA FORCE

I was the one who gave *Commandos* and *Rainbow Six* the High Fives they so rightly deserved, so when *Delta Force* arrived in the office, it was only fair for me to do it. And before I go on, I'd like to stress that we had it running on a P400 with Voodoo 2 and over 120MB of RAM. And it was one of the worst-looking games I've ever seen on a machine that powerful. The hills were so pixelated they look like stairs!

Then you find a couple of guys to shoot and they have one animation frame that goes from standing to lying down. You look at the detail that went into *Rainbow Six*, like your view moving slightly as you run, and then you take a look at this game, and you wonder why they bothered.

They say "Be the Best" in the army. This game says, "I'm crap – go away."

STEVE KEY

ARMY SIMULATION

OUT NOW

BY NOVA

1-4 PLAYERS



At this size, the graphics look half-decent. But don't let that fool you into thinking it's any good.

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE: CD
- PUBLISHED BY NOVA
- TEL 0121 685 1222



ODD WORLD ADVENTURES

A new Abe adventure exclusive to the Game Boy, and apart from the obvious loss in the quality of graphics, it's surprising how much of the familiar Abe's gameplay and level design has remained. There's the usual sneaking past Slig guards, jumping chasms and chanting to control the enemies. There's even a limited version of Abe's speak, which lets you whistle and fart, plus lots of familiar enemies are here, such as the Paramites, Sligs, Sligs, Bats and Bees.

To progress, you must light a flintlock, which lets you get to the next level. It's easier said than done, because this game – like the bigger Abe's – is tough! Allowing you to get just a little further each time, but not without some major hair-pulling. A good addition to the Game Boy library, but I would have preferred to have seen a better looking game, and in colour.

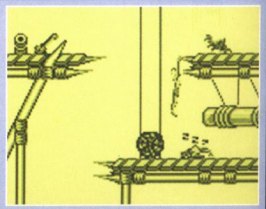
ALEX HUHTALA

PLATFORM GAME

OUT NOW

BY SAFEFIRE/ODD-WORLD INHABITANTS

1 PLAYER



Some elements of the bigger game have been included in this Game Boy version – so fart away!

- PRICE £25.99
- PLAYSTATION ABE'S GAMES AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE: CARTRIDGE
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 595 7300



MORTAL KOMBAT 4

Never being a massive fan of *Mortal Kombat* I may not be the best person to review this, but I know a bad beat-'em-up when I see one, and even taking into account the limitations of Game Boy Color this is a bad game. The back of the box promises lots, but the truth is a lot worse. The hype on the packaging speech – the famous “FINISH HIM” – is barely distinguishable, and the volume of the game itself is very low, perhaps deliberately. Get to the fights themselves, and there’s about 10 fighters to choose from. You’re then limited to simple punching and kicking exchanges, where tactics don’t seem to matter. Then there’s the most bizarre animation you’ll ever see, I thought the fatalities were a really important part of *Mortal Kombat*, but the makers of this game obviously don’t think so. Do yourself a favour and avoid this game.

ALEX HUHTALA

FIGHTING GAME

OUT NOW

BY DIGITAL
ECLIPSE/MIDWAY

1 PLAYER

- PRICE £29.99
- INSTANT PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD-ROM
- PUBLISHED BY MIDWAY
- TEL 0171 565 3300



⊕ A big, fat, fart of a game. Dio-hard fans might find it enjoyable, but we just found it hard going.



PENNY RACERS

If only we were allowed to give one-word verdicts on games, this review would be easy. Sadly the word I want to use is unprintable, so I'll have to carry on. *Penny Racers* is a cute racing game, featuring super-deformed cars. It's racing of the *Mario Kart* style, with similarly themed tracks, and weapons to collect and pester rival drivers with. But when compared to the likes of *Mario*, or *Diddy Kong Racing*, *Penny Racers* just isn't in the same league, not only in looks, but in design and gameplay, too. Imagine *Mario*'s circuits devoid of all roadside objects. Then make all the textures really bland, and use the same six colours throughout the game, and you get a pretty good idea of how poor this game looks. Trying to race around courses is not only boring, but the races themselves are pathetic. Win and you can upgrade your car, and compete on tougher courses, but then again, why bother?

ALEX HUHTALA

RACING GAME

OUT NOW

BY TAKARA

1-4 PLAYERS

- PRICE £49.99
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE IN HIGH CARTRIDGE
- PUBLISHED BY TAKARA
- TEL 01483 767 650



⊕ A cute little driving game, *Penny Racers* fails to hold its own against the big boys.



RUNNING WILD

Running Wild is a strange racing game, starting a variety of animals. Imagine the *Crash Bandicoot* levels where Crash rides an animal into the screen, and you'll get an idea of what this game looks and plays like. There are six different tracks to race around. Increasing difficulty levels alter the layout of the courses, adding obstacles and power-ups. So far, not bad, hints of an original idea, sadly the execution is lacking. The animals have all been humanised, wearing shades and leather jackets, and all have been made bipedal – and they're badly designed. The courses are bland, and glitch consistently, with the chase camera disappearing behind walls. The action moves at a decent speed, but this is still a poor game. There are plenty of decent racers to choose from on PlayStation, and even though this has been aimed at a younger audience, why should they be victimised?

ALEX HUHTALA

RACING GAME

MAR RELEASE

BY BLUE SHIFT

1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 567 1600



⊕ Badly designed animals race around bland circuits in a bid to entrap younger games players.



LIVE WIRE!

This game is almost too much, from the pumping house sound-track to the bright fast moving visuals. It's no secret who the game's being aimed at. *Live Wire!* is a simple puzzle game, but frustratingly tough once you begin to play. Pick a character and you're off, zipping around a 3D wireframe grid, leaving a coloured marker trail behind you. The idea is to colour all four sides of a square. Once you've done this, it becomes your own. When the timer reaches zero, if you've coloured the most tiles, you win. Of course, with three opponents all trying to do the same thing, it gets pretty difficult, especially as there's all types of nasties roaming each level – that can really thwart your progress. There's nothing to really criticise about *Live Wire!* As with all puzzle games, you'll either love it or hate it. My only gripe is that it can get pretty confusing at times, but maybe that's just me showing my age.

ALEX HUHTALA

PUZZLE GAME

OUT NOW

BY THE CODE
MONKEYS

1-4 PLAYERS

- PRICE £29.99
- PC VERSION AVAILABLE
- GAME BOY COLOR VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SGI
- TEL 0171 565 3300



⊕ You'll either love it or loathe it, but as puzzle games go, *Live Wire!* is difficult to dislike.

SAINT & KEYSIE



Tips and news from CVG's sports experts!



DREAMCAST SPORTS GAMES



FIELD-ING GOOD... Track and Field.

FIRST DETAILS REVEALED!

THE ONE THING the Dreamcast lacks at the moment are quality sports titles. But now, CVG can reveal that a clutch of top-class sports games are in development. Several major players have already jumped out of the blocks, and information has leaked about some of their biggest licences.

EXCLUSIVE

By STEVE KEY

The runaway leaders seem to be Konami, who are set to bring both *International Superstar Soccer* and *Track and Field* to Dreamcast.

The company has not made any official comments. However, further investigation revealed that both

titles are happening, and we expect first news and screenshots to appear at the Tokyo Game Show, or certainly E3.

We also know that Major A, the team behind the Nintendo 64 *ISS* games are the favourites to convert Konami's lucrative and highly successful football series to Dreamcast.



BACK ON TRACK... Track & Field has the potential to be huge.



ARE YOU JAVELIN FUN?... We are.



POLE POSITION... A Konami hit?

Sega lead sports bonanza!



Dreamcast™

THE NEXT RUMOUR to reach the CVG Sportsdesk was the story that Sega themselves are planning to convert some of their own huge sports titles as well! *Virtua Striker*, as well as the '99 edition which recently arrived in the arcades, will benefit from a proper conversion to the new Sega machine.

Ice hockey, American football and baseball games are all also in development, with selected journalists being treated to a behind-closed-doors demo of a couple of them. The reaction? Well, be prepared to be blown away is the only thing we can say.

Silicon Dreams, hot on the heels of the announcement that they have secured the right to program the official Olympic Games titles for the next two tournaments, announced that they would be bringing that licence to Dreamcast as well as a conversion of one of their major football games, either the UEFA game or *Michael Owen's World League Soccer*.

Finally in our rumour bonanza, we have the last bit of speculation this month. With *Premier Manager* the latest in the Actua Sports series to clean up in the charts, the news that *Actual Soccer 4* is already in development – and the hard-bitten, “seven-it-all-before” sports hacks on CVG believe that this is going to be on Dreamcast too.



FOOTBALL SIM

BY CRIMSON

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

APR RELEASE

1-4 PLAYERS

- PUBLISHED BY VIRGIN
- TEL: 0171 266 2259

Brazil 1970, the greatest team ever, versus England's 1998 heroes with Michael Owen? Only in your dreams right? Not exactly...

The fierce battle between FIFA, ISS, WLS and Actua for the football crown is not something that welcomes new challengers. Indeed, many have tried and failed - *Three Lions* is a prime example.

And now we have another young pretender to the crown in *Viva Football* from Virgin.

It's been in development for quite some time, and the programmers have been continually putting the release date back as they tweaked and fiddled with their engine and gameplay.

Now it's finally getting a release into the most competitive of all the sectors in the video games market. And the good news is that it more than holds its own against the heavyweights.



VIVA FOOTBALL



⊕ Oi ref... You're losing a bit on top here. Friar Tuck mate... ha ha.

'50, '62, '90 - COMING!

The big selling point of *Viva Football* is that you can basically recreate the World Cups of old using any of the teams that qualified in a certain year. All the real players are in here, and there's no bias towards England or anything like that - you won't be able to play as the '94 team because they never made it to the finals! Any of the old teams can be matched up and the rules even change depending on who you play as. For instance if you play Germany '66 against Germany '98, the rules will be as they were in 1966, because they are the home team. So don't be surprised when the 'keeper picks up a back pass.

⊕ Now be honest... how many of you have wanted to do that to a ref? And you'd say it was a mistake.



CVG OPINION

Viva Football makes it easy for you to pick up the basic controls and still leaves lots to learn with regards to trick moves and more complete controls. Anyone with an ounce of football game knowledge will be playing precise through balls and intricate passing movements.

The look of the game is impressive. It's nothing groundbreaking, but players don't have long, drawn-out animations, it's all instant, which is vital in a football game. Having said that, there isn't much room for quick free kicks as you have to charge a long energy bar, leading to you playing short piddly kicks. Another small gripe I have is that the shooting and goalkeeper quality seem strange. Keepers let in the most feeble shots and pull off Gordon Banks style saves for the impossible.

But, it's an enjoyable game and is certainly better than some of the other dross being churned out.

STEVE WES

COCKNEY WIDEBOYS

There is no commentary in *Viva*, probably because there are no decent commentators left to be signed up. Nevertheless, the sound is made up of more realistic crowd noises and players shouting. Every so often as you break away with the ball, or get into wide positions, you'll hear players call for a cross, a short ball inside, or a through ball. You can have this option set into the native languages of the countries, but if you have it in English, the players shout at you in a cockney style rant. It works well in the context of things, and while the info that players shout at you may not be vital, it's still a cool idea.



⊕ He rose like a pilchard at the back stick... or is that haddock? Hmmm.



⊕ Take that... and another Goal pie indeed.

⊕ Have a dig son... BOSH!

RATING



It may not be original, but *Viva Football* is a very playable game and one that's very easy to pick up. Well worth a look.



PlayStation™

FOOTBALL MANAGEMENT BY GREMLIN INTERACTIVE STUDIOS

OUT NOW 1 PLAYER

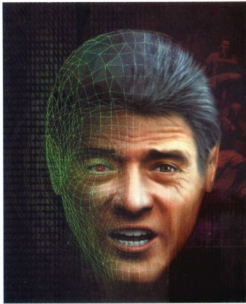
- PRICE £49.99
- PC PS PREDECESSOR AVAILABLE
- PC VERSION PLANNED
- STORAGE 1 GB
- PUBLISHED BY GREMLIN
- TEL: 0174 263 0900

Premier Manager was the best-selling game of 1998, and Gremlin are confident this new version will do the business for them again.

PREMIER MANAGER NINETY NINE

Gremlin have shown just how much they value this game by getting the PlayStation version finished before the PC, even though the PC is where this style of game is most at home. But with most of the gripes and complaints people had with the original now removed this should be the definitive version.

Barry Davies still provides the commentary for the action parts, and now the whole interface has been made it easy to negotiate, as it's joypad-friendly. The pointer cycles between all of the available options now rather than you having to do everything manually.



OTHER CHANGES

You can now take over a team from anywhere in England – or one of the Italian Leagues, which wasn't an option before. There are a couple of more "chairman-like" decisions for you to make too, such as you want to sponsor the shirts and when to make ground improvements.

If the improvements work, you reap the finan-

cial benefits of increased attendances. Also, if you get sacked three times in a row, the game no longer lets you use that moniker!

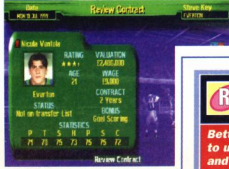
Unfortunately, you still can't change the tactics during a game if you're watching the highlights, but if you're just looking at the quick game everything can be altered from there.



PLAYER POWER

Transfers are obviously a major part of the game, and your ability to poach the best players is vital. Some clubs require you to trim the current squad, and putting the reserve team fringe players out on a free transfer isn't

a bad idea. Players worth looking out for are Philippe Clement from Coventry – he scores loads, Gustavo Poyet from Chelsea, as he also notches a fair few, and Kinkladze – if you can get him. He's well worth the cash.



CVG OPINION

When I first played Premier Manager '99, I wasn't exactly bowled over. But as the season got going, things improved. The little changes make everything more obvious, so there's no fumbling around swapping players or negotiating contracts.

Within a couple of months of the season, I'd found Poyet, Aaron Winter from Lazio and Nicola Ventola from Inter Milan to be the 'mighty' Everton, and we had one eye on Europe while sitting in seventh place. But then we got a couple of long-term injuries, three men sent off in one game and form dipped.

Despite reaching the semi-final of the FA Cup, Everton were relegated, and that's when you realise this is a brilliant game – not only is it tough, but you feel loyal to your team and want your retain your credibility as a manager so you won't be brought them back. So I'm off the take Everton to Birmingham. Think of me when you're in Europe. Sob...

STEVE WEBB



Better than the original in every way. Much easier to use and navigate, it'll have you cheering and moaning in true Premier Passions-style.

PC
CD
ROM



ULTIMATE SOCCER MANAGER '99 SEASON EDITION

Ultimate Soccer Manager proved to be a fun management game last year. As well as all the usual wheeling and dealing that comes with this sort of game, it also allowed you to offer bungs when trying to buy players, and even bet on games. This update includes everything that made last year's version great, plus one major addition – the Dutch league. This may not sound like much, but this league is a major talent pool and gives you the chance to buy the De Boer brothers.

One good or bad thing, depending on your personal opinion, is that players switch allegiances to other clubs very quickly. Players who you know wouldn't leave their clubs in a million years are transferred within months of the game starting, which slightly upsets the believability. Apart from this, nothing else has changed, not even the old photo from Euro '96 that appears on the loading screen. It's still a good game, but we would have liked a few more reasons to go out and buy the update.

ALEX HUNTALA

FOOTBALL
MANAGEMENT

OUT NOW

BY IMPRESSIONS
UK

1-8 PLAYERS

- PRICE £29.99 (£14.99 FOR AND-ON EDITION)
- 97/98 SEASON STILL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1GB
- PUBLISHED BY SIERRA
- TEL 0118 928 9100



Good to see they've worked out the equal proportions of everything in this game.

PC
CD
ROM



NBA LIVE '99

Electronic Arts Sports expand their ever-increasing portfolio with the latest PC version of the NBA Live series. From the start you can tell it's going to be another highly polished piece of EA Software. The front end is very smart and easy to use and the look of the game is brilliant.

The players all have their real faces and for this update they have facial expressions too. When they go up for dunks, they start shouting and if they're knocked over they winces or frowns. The other side of the coin with regards to the dunks is that for a simulation game, the players jump to almost NBA Jam heights, which kind of spoils the emphatic nature of the jam. If you're playing on a keyboard, the game isn't as good, as you have too many moves and not enough fingers to use all of the buttons. But it's good fun and excellent for those with any sort of NBA interests.

STEVE KEY

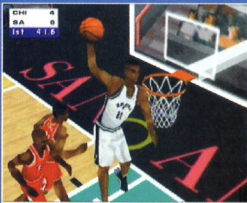
BASKETBALL
SIM

OUT NOW

BY EA

1-8 PLAYERS

- PRICE £19.99
- MULTIPERSONAL
- PREDECESSORS AVAILABLE
- PC VERSION PLANNED
- STORAGE 1GB
- PUBLISHED BY EA
- TEL 07753 530002



Robinson drives into the paint, leaps and slams down the emphatic jam. Quite.

PC
CD
ROM



FOOTBALL WORLD MANAGER REVIEW

Comprehensive. That's the first thing you can say when you see Football World Manager. With somewhere in the region of 25,000 active players, each with stats and little mock-up pictures, you have a lot of scope. All the major leagues are here and you can pick players from any of them.

You can also do all of the less managerial things, like stadium improvements. You get a little action bit at the top of the screen showing what's happening in the game which although limited, is quite funny. It's also very easy to change tactics during the game.

I do have some small gripes though. I found it difficult to swap player positions, and trying to rearrange after a sending off is difficult. It's a classy management game, but doesn't quite match up to games like Champ Man and Premier Manager.

STEVE KEY

FOOTBALL
MANAGEMENT

OUT NOW

BY CAFFEINE
STUDIOS

1-8 PLAYERS

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1GB
- PUBLISHED BY ORBI SOFT
- TEL 0181 944 9000



FWM carries the 'Big Ron Seal of Approval'. And so does Carlton Palmer, which is worrying.



SPOT THE BALL!



Remember folks that the CVG Football we've cunningly hidden somewhere in the mag is NOT ON THESE PAGES! Got that? So no more of your clever letters on the subject. Thank you.

If you think you've spotted the ball this issue, send it on a postcard to Spot the Ball #208 along with your name, address, phone number plus your boot and clothes size. Last month's winner, who correctly found the ball on Page 54 on the Half-Life review, was Andrew Dawson, of Kenton Bar East, Newcastle. Give us a call Andrew and we'll sort something out.



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

SAINT AND KEYSIE #208
COMPUTER AND VIDEO
GAMES
37-39 MILLHARBOUR
ISLE OF DOGS
LONDON
E14 9TZ

SAINT & KEYSIE

Hot new games

Dreamcast has ARRIVED with a stunning conversion of *Sega Rally 2*. We're not doubting any more. Meanwhile *Gran Turismo 2* is cooking!

FIRST LOOK AT HOT NEW SOFTWARE!

SEGA RALLY 2
 BY AM ANNEX 1-4 PLAYERS OUT NOW (JAPAN)
 Exclusive! First UK playtest of Sega's massive Model 3 arcade conversion!

THE IDEA:

A conversion of the fantastic arcade game with loads of new features especially for Dreamcast owners. More than 20 real-life rally cars race around fictional courses which are designed to test your racing skills to the max, complete with the best graphics yet in a driving game!



Can you believe this is running on a console!



BEST FEATURES:

- ★ Play against up to four people around the world simultaneously on the Internet using Dreamcast's built-in modem!
- ★ A two-player split-screen mode lets you challenge friends without taking up with other machines.
- ★ The four arcade courses are included, as well as more than 15 all-new stages. Plus the original Sega Rally Desert course!
- ★ Collect loads of hidden real-life rally cars by playing through the massive 10 Year Championship!
- ★ Store your best times on the special Visual Memory mini-game and show them off to everyone you meet!



- ★ Before each championship race you get to check out the map, weather and car settings.
- ★ Racing through a muddy jungle on a foggy, rainy day at 129mph is a hell of a lot of fun! Get your car settings just right if you want to win.
- ★ The two-player split-screen mode is great - the graphics have lots of detail and run quickly, and the car handling is just as good as always!

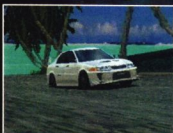
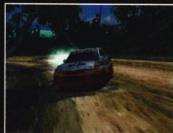
GRAN TURISMO 2

BY POLYPHONY DIGITAL 1-2 PLAYERS OUT TBC

The sequel to the UK's biggest-selling game of 1998 is now in production!

THE IDEA:

Amazing though the first game was, the original team believes they can improve on it for this sequel. Expect improvements in every area, plus a whole load of awesome new cars to race – this should be the peak of PlayStation driving games!



BEST FEATURES:

- ★ More racing styles including rallying and street races, each with their own selection of cars.
- ★ GT2 will work with the PocketStation so players can take their cars everywhere.
- ★ Over 400 genuine cars, each with even more realistic handling than in the original *Gran Turismo*. It even features Mini Coopers!
- ★ Improved artificial intelligence for computer drivers – races will be more competitive and exciting than in the first game.

STREET FIGHTER ALPHA 3

BY CAPCOM 1-2 PLAYERS OUT APRIL

THE IDEA:

The latest addition to the *Street Fighter Alpha* series. More characters, more moves, and all manner of detailed gameplay adjustments.

BEST FEATURES:

- ★ Super *Street Fighter* characters return!
- ★ Unique, multiple "ISM" fighting styles.
- ★ First *Alpha* game for Blanka, Vega, etc.



⬆ This is a picture of the arcade version, but the PlayStation game looks almost identical. Expect a full feature next month.

WIPEOUT 3 (WORKING TITLE)

BY PSYGNOSIS 1-2 PLAYERS (TBC) OUT NOV

THE IDEA:

The follow-up to the massively successful *Wipeout 2097*. Expect more of the futuristic anti-gravity racing which made PlayStation a hit.

BEST FEATURES:

- ★ Eight all-new circuits and three new teams.
- ★ Dual Shock support for analogue control.
- ★ Expect a big-name dance soundtrack.



⬆ No in-game shots of the new *Wipeout* just yet. You'll just have to imagine what it looks like, along with the rest of us!

INCOMING: HUMANITY'S LAST BATTLE

BY RAGE 1-2 PLAYERS OUT NOW (JAPAN)

THE IDEA:

Stop the alien invasion! Converted from the 3D card-enhanced PC game. Proof that Dreamcast can match a £1,000 PC.

BEST FEATURES:

- ★ Hardcore weapons including a Harrier Jet!
- ★ Graphics as good as the top-level PC.
- ★ Non-stop action! No time to sleep!



⬆ Incoming looks great and plays like a modern 3D version of *Space Invaders*.

DONKEY KONG 64 (WORKING TITLE)

BY RARE 1-2 PLAYER (TBC) OUT DEC (TBC)

THE IDEA:

Rare haven't revealed anything much about the game, other than this incredible screenshot! Yep, this is the game.

BEST FEATURES:

- ★ Will create a new standard for N64.
- ★ Famous *DKC* buddy-style gameplay.
- ★ A massive 3D playing area. Loads to do.



⬆ *Donkey Kong Country* made SNES perform the impossible. Now it's N64's turn.

V-RALLY 2

BY INFOGRAMES

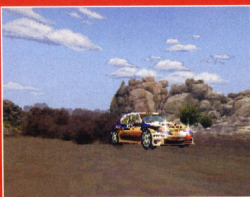
1-2 PLAYERS

OUT MAY

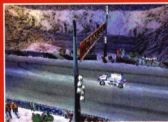
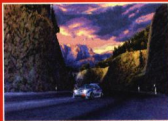
Long awaited sequel to last year's best selling V-Rally game.

THE IDEA:

Step into some of the best rally cars in the world and race your way through all the continents, power-sliding around corners and generally putting your foot down as much as possible. It'll be better looking and have so many more options to choose from.



▶ Yet another stunning PS racer on its way!



BEST FEATURES:

- ★ Infogrames claim there will be 92 courses to choose from!
- ★ You can learn how each car handles at a new rally school before attempting the races.
- ★ Cars now take damage, so be prepared to lose the odd wing or wheel in nasty collisions.
- ★ In addition there are 20 official cars from the World Rally Championship and lots of hidden classic cars too.
- ★ The game now has six game modes including arcade, time-trial, championship, rally, duel and battle modes.

COMMANDOS: BEYOND THE CALL OF DUTY

BY PYRO

1-6 PLAYERS

OUT MAY

A stand-alone update to the hit army game from last year.

THE IDEA:

You take control of a group of soldiers, each with different abilities. Combine their skills to kill enemy soldiers, infiltrate bases and take out the enemy. This time, it's set in Eastern Europe and Greece during WWII.



▶ More detail means better gameplay when it's this fiddly.

BEST FEATURES:

- ★ New, higher resolution graphics and larger textures.
- ★ Game maps are double the size, with multiple mission objectives.
- ★ New weapons have been added, including BAR and M1 rifle.
- ★ German troops now feature, as well as more aircraft and tanks.
- ★ Best of all, the way you can use decoys has been enhanced. Look out for cool tricks with rocks, handcuffs and cigarettes.



LE MANS

BY EUTECHNIX

1-6 PLAYERS

OUT MAY

THE IDEA:

Based on the gruelling 24-hour race. From day to night, and back again, in simulation or just have a burn around in the arcade mode.

BEST FEATURES:

- ★ The Le Mans circuit perfectly recreated.
- ★ Real-time 24-hr racing with time reduction.
- ★ Cars made according to real life models.



▶ Oh no! It's another graphical stunner vying for position. Come May we're going to have our work cut out for us on CVG!

STREET WARS

BY INFOGRAMES

1-4 PLAYERS

OUT MAY

THE IDEA:

Become a recognised gangster. Take over property, run Strip Joints and Peep Shows, while avoiding the Old Bill.

BEST FEATURES:

- ★ Choose the right heavies for the "job".
- ★ Go from Hicktown to downtown Chicago.
- ★ Bribe cops to ignore your dodgy dealings.



▶ Wonder if this game will feature gangster speak too. Then it will be cool.

RETRO FORCE

BY PSYGNOSIS

1-4 PLAYERS

OUT MARCH

THE IDEA:

You are part of Retro Force, a team of elite combat pilots. You must stop a plot by aliens to take over the world.

BEST FEATURES:

- ★ 4-P simultaneous or turn-based game.
- ★ Ground and air based missiles and lasers.
- ★ Four main bosses, plus loads of sub-bosses to blast.



▶ The Japanese writing says Lemon. Let's hope Retro Force is anything but. It's this versus R-Type Delta, friends.

POPULOUS: THE BEGINNING

BY BULLFROG

1 PLAYER

OUT MARCH

THE IDEA:

You are a Shaman who must protect and lead a primitive tribe, ensuring their safety and development, by conquering any hostile neighbours.

BEST FEATURES:

- ★ 26 different spells to inflict damage!
- ★ 3D worlds can be rotated and enlarged.
- ★ The Armageddon spell! Wait and see!



▶ Hopefully it's the 'beginning' of something big for PC. A curse on whoever said PC games were dull and boring!

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KEEGAN ON ME 'EAD SON!



He's still one of the most recognisable characters in world football – and we got invited to have a kickabout with him!

PREMIER MANAGER
NINETY NINE

When Kevin Keegan was signed up to endorse the new Premier Manager game by Gremlin, it raised a few eyebrows. After all, why not go for a slightly more high-profile manager – Alex Ferguson or maybe Gianluca Vialli. But having spent the day with **Wor Kev** and seen him in action, it's easy to see why.

We were invited to go down to Fulham's plush training ground to put through our paces by ex-Everton star Paul Bracewell. A "light" training session would be followed by a five-a-side tournament in the afternoon. Then a Q&A session, in which we got to ask those questions you've always wanted to ask. The thing is, once Kev got going, there was no stopping the man!

FORGET SHEARER, ROB LEE IS THE MAN

A scattering of football mag journo's, games press and TV reporters, assembled for a press conference. Kevin was ready and waiting to take any questions aimed at him. Something that may surprise you was his answer when quizzed about his best buy ever. Darren Huckerby was

one mentioned, Andy Cole another, but the one he plumped for was Rob Lee. When asked who he would buy if he had unlimited funds, Zidane was his choice – unsurprisingly.

WE ATE ALL THE PIES!

Now imagine all the notoriously unfit reps and journo's donning some high-class Premier Manager clobber and boots that haven't seen the light of day in some months now and being put through their paces on the training ground.

A few laps and already people are sweating. Exercises? A few more pounds shed. But nobody dropped out. Onto the tournament. Our man on the inside, Steve "Kev" Key, and his fellow team members were arguably the best side on display with their silky passing and movement. So it came as no surprise that they won the tournament with a three seconds, golden goal winner in the final.

Another medal for the Key mantlepiece. It was a top day and one that confirmed Kevin Keegan as an all round top fella. He was only riled when someone tried to nutmeg him in one of the games. The old head never falls for that one...



* WIN SIGNED COPIES OF THE GAME! *

You read about the greatness of the man, now own his game! Gremlin have very kindly offered to stump up five copies of Premier Manager '99, five top footballs and five posters all signed by the great man himself.

To win yourself one of these goodie bags, all you have to do is write in and tell us in which 70s TV show Kevin Keegan fell off a bike? Ask your parents if you don't know. Send answers to **KEV IS THE DON** at the usual address. The closing date is 15th March and we'll print the winners in CVG Sport in the May issue.

FEATURE

PREMIER MANAGER
NINETY NINE

PREMIER MANAGER
NINETY NINE

PREMIER MANAGER
NINETY NINE

PREMIER MANAGER
NINETY NINE

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0991 102897



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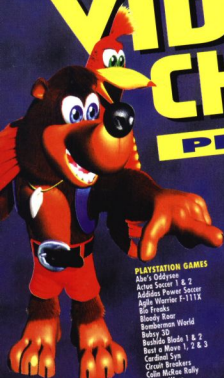
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Other competitions involve multiple choice questions with tiebreaker and end on the 31st May 1999, after which they may be replaced by a similar service on the same number. Calls to these numbers cost up to £3, so it is important that you ask permission 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

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