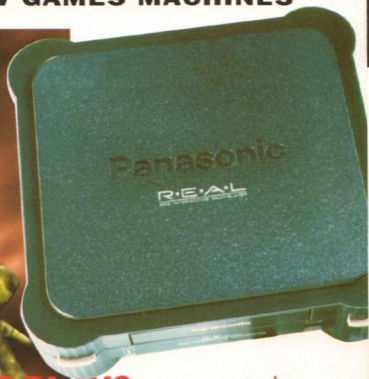


TEKNO

FREE!

THE BEST GUIDE TO NEW GAMES MACHINES



PERFECT PLAYS - must-buy games for Panasonic's 3DO

CHAOS CONTROL - we've never seen a shoot-'em-up like it!

- HAMMERHEAD ON JAGUAR!
- SHINOBI X ON SATURN!
- PORI PORI CIRCUS ON PLAYSTATION!
- GALE RACER ON SATURN!
- PLUS THE LATEST NEWS AND PREVIEWS ON 32X AND THE FIRST RELEASES FOR IT!

produced by

COMPUTER
VIDEO
GAMES

WIN
A
PHILIPS
CD-i 450!

THE MAG REAL GAMERS READ

TEKNO

by the publishers of
**Computer and
Video Games**



Despite a slow start in America, 3DO sales have stormed ahead in Japan and look set to do the same over here. A lot of this can be directly attributed to the software – who can honestly say that they don't want a 3DO after seeing games like Road Rash and Way Of The Warrior? If you've bought one or are thinking about splashing the cash out for one, check out our guide to the machine and the discs we reckon you've got to have if you're serious about your 3DO gaming.

Elsewhere, Rebellion are working on two hot new Jaguar titles, Hammerhead and Legion Of The Undead, both of which are set to top their excellent Alien vs Predator which is reviewed on page 44 of CVG. Meanwhile we bring you the latest 32X news, with previews of the first batch of releases, including two new games from Core.

If you think there's a lot this month, wait until you see our December issue. More games than ever before...



15 Win a CD-i 450 plus DV cartridge



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Play Burn:Cycle!
You can do all this and more if you win this ace competition.



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THE MAG REAL GAMERS READ

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Mega Drive owners watch out, the 32X is almost here. Check out the latest news on the first wave of games, including the first two third-party titles!

6 3DO Guide

Got yourself a 3DO yet? Or maybe thinking of buying one. We tell you everything you need to know about this American wonder console.

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It's the follow-up to Alien vs Predator, it's coming to the Jag and PlayStation and it looks amazing!

14 Pori Pori Circus

The PlayStation's answer to Stunt Race FX is almost finished, so check out why everyone's raving about it.

14 Race Drivin'

Tengen's stunt driving coin-op is coming to PlayStation, with more courses and more speed than ever before.

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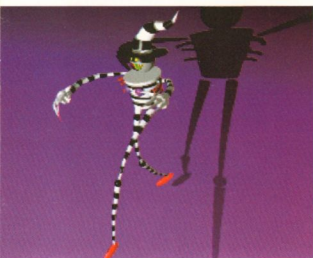
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32X-TRA

With Sega's Mega Drive 32X still 'almost' here, we've got a run down of the latest information and pics of what are most likely to be the machine's first titles...

Tee-Off/Swagman

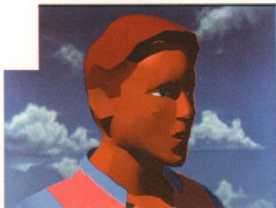
Core Design



Surreal? Quite probably. Swagman is definitely something v. different...

fully-rendered 18 hole courses. In addition to all the usual bunkers, water hazards and rough areas, Core's aim is to create a game which is extremely easy to pick up, yet is still as realistic as possible. Similarly, the new machines' power also means that they can go to town with the course graphics, with the player able to view his progress from virtually any angle — allowing for BBC-style camera angles which actu-

Derby-based Core Design is currently working on two projects for the 32X and Saturn. The first of which is a golf sim called Tee-Off, is a mixture of EA's PGA Tour series and US Gold's Leaderboard, with up to four players making their way across four



Tee Off: One of two golf games coming to Mega Drive 32X soon.



ally follow the ball in the air! Several match styles are also on offer with the customary tournaments complemented by Skins games (where the first person to sink the ball wins cash), and driving and putting ranges.

The 32X version is slightly ahead in terms of development, but the Saturn version's slightly faster process-

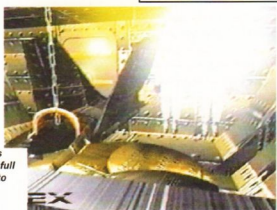
ing power will mean users will benefit from more detailed greens and a slightly faster screen update.

Following hot on the heels of Tee-Off is an arcade adventure called Swagman. Named after its skinny anti-hero, Swagman is a cat-burglar and the game will follow the crook as he breaks into a series of bizarre angular houses. As of yet, Swagman is only at its concept stage, but Core has already designed a full set of in-game characters, all of which look absolutely stunning. Full details will follow as soon as Core's programmers decide on them!

Shadow Of Atlantis

Sega

Lining up for a November/December release is a Sega-produced title which makes SeaQuest DSV's effects look like the pile of dolphin's poo that they are. Shadow Of Atlantis is a stunning-looking arcade/adventure with the player wandering through a series of detailed screens picking up objects and putting them to good use. Extra arcade sections appear as the player moves around the play area in a mini-sub; but further details are being kept very close to Sega's corporate chest. Something tells us that this is going to be something rather special...



Shadow Of Atlantis looks utterly amazing, making full use of the 32X's ability to decode TruVideo - full-colour video images.

Star Wars Arcade

Sega

This is the 32X game everyone has been waiting for, and initial sightings are like, really impressive. Converted directly from the recently-released



arcade machine, Star Wars Arcade casts the player as a rookie rebel pilot who has been sent on a mission to destroy the Death Star. Yes, this may sound like Atari's hoary old vector-based coin-op, but



Sega have recreated George Lucas' classic film in solid polygons, with the player swooping over the detailed surface of the Death Star, and into the tunnels within — all of which is shown in incredible detail. As arcade conversion go, Star Wars Arcade is looking identical to its cabinet-based cousin, and Sega is planning to make it the flagship title of the 32-bit plug-in when it is released in November.

Golf's Greatest Holes

Sega



The players are all digitised, as are the backdrops.

Ready to compete with Core's Tee-Off comes Sega's rival golfer, Golf's Greatest Holes. Sticking to the customary behind-the-sprite view, Greatest Holes is based on some of the world's greatest courses, and includes full replicas of several PGA holes, and stretches lifted from Wentworth. We've seen this in action and, whilst not as visually impressive as Tee-Off, golfing aficionados will love the realism and the chance to play genuine courses. Expect to see the likes of Tarby and Brucey queuing up for a copy of this early next year.



Super Motocross

Sega

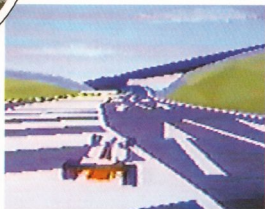
Looking rather like Sega's age-old Enduro Racer coin-op, Super Motocross is a dirtbike rally game, with the player controlling an Eddie Kidd-wannabe across a series of isometrically scrolling

courses. All the usual motocross features and hazards have been included, with jumps galore and nasty water hazards hindering your progress. The game also features a series of computer-controlled racers who do their level best to beat you to



the finishing post. Although quite early in development, Sega is confident that Super Motocross will line up alongside Star Wars Arcade and Doom in time for a November release.

Lots of texture mapping, and a major dose of speed are on hand in this dirtbike simulation.



Virtua Racing Deluxe

Sega

It's another polygon-fest, but this time, unlike the standard Mega Drive version, you're getting all the features of the coin-op, including the high polygon count and speed, combined with more courses and two new cars. We reckon that it'll be the biggest selling title out of the initial 32X releases, especially when you look at the success of Virtua on Mega Drive.

3DO

One month on from the official launch of the 3DO and things are looking really cool for the multiplayer. Over the next four pages we'll be telling you what games to go for, and the kind of things to expect for the machine in the coming months...

It's all well and good magazines such as ours telling you how good these 32-bit consoles are – but it's not until you see them running yourselves that you can really appreciate them. And when we say that what's on offer from machines such as 3DO is a world apart from the kind of games you're used to we're not just talking a load of hype.

With the 3DO's first month on the shelves has come a wave of excellent software – with many more remarkable titles on the way between now and Christmas. The machine's technical capabilities were questioned when it first appeared, especially when it came to accessing the CD while a game was being played

b u t

these teething problems were down to the programmers inexperience with the system rather than any problems with the 3DO itself. In fact the first 3DO game, Crystal Dynamics' *Crash 'n' Burn*, was written before the operating system for the machine was developed, which was a remarkable achievement.

3DO's technical potential is vast. At the heart of the machine is a processor whose job it is to simply make sure that the rest of the hardware is talking to itself. The graphical capabilities of the machine are excellent for something in this price range, with the

The 3DO's joypads can be linked together for multi-player games and come with a decent length of cable.



real-time texture mapping being the feature most exploited by programmers to date. At the moment this is the most powerful CD console money can buy, and considering how new the machine is, the quality of the software is all the more impressive

CROSS COMPATIBILITY

As well as the Panasonic incarnation, Goldstar and Sanyo now have their own versions of the 3DO Multiplayer. Basically they're exactly the same as the Panasonic machine on sale in this country, with the only difference being the case design. PC owners will soon be able to join the ranks of 3DO users too, thanks to a novel card from Creative Labs, which lets any CD-based PC run 3DO software.

Although the 3DO got off to a slow start in the US, where loyalty to Sega and Nintendo is solid, sales are picking up steadily. The machine is beginning to get a firm foothold on the market and there's a healthy sales forecast for Christmas. The Japanese, however, have gone crazy for the 3DO. Sales have been phenomenal. Many Japanese companies are now developing their own titles for the machine - which is excellent news in the extreme.

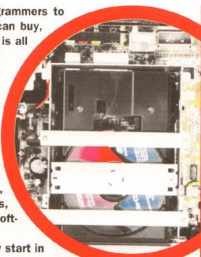
As for the machine's long-term prospects, it's definitely here to stay. Official release dates for machines such as PlayStation, Saturn and Ultra-64 are still a long way off, which gives the 3DO more than enough time to establish itself as a major player. And a major American company now has an easy, cost-effective way of converting PC software to 3DO in a matter of weeks, which furthers the potential for software and, we hope, means that we'll soon be seeing PC classics like the Doom series appearing on our Multiplayers some time next year.

Although there are no plans to release Who Shot Johnny Rock and Mad Dog MacCree in this country, they're both available on import, and if you fancy trying them you might want to keep an eye out for the Game Gun which makes them much easier to play.

3DO Tech Spec:
 Processor: 32-bit ARM 60 RISC
 Drive: Double speed CD
 Colours: 24-bit, 32,000 on-screen at once
 Clock Speed: 12.5Mhz

A 64-bit booster cartridge is planned for the end of 1995 which, as well as improving the graphics, will speed the 3DO up to 66Mhz - enough to rival a high-end PC. An FMV cartridge is also planned.

The 3DO can also play conventional audio compact discs as well as Kodak photo CDs. A digital video board is also planned which will run CD movies.



WATCH OUT SOON FOR ..

SAMURAI SHOWDOWN

Crystal Dynamics
 Could be the conversion of SNK's excellent beat-'em-up.

GEX

Crystal Dynamics
 Highly original platform game where you control a lizard.

KINGDOM: THE FAR REACHES

Interplay
 Interactive cartoon. Looks great, should play well.

SUPER STREETFIGHTER TURBO

Capcom
 The most successful beat-'em-up ever is coming to 3DO early next year.

POWERSLIDE Elite

Quality texture-mapped driving sim. Coming out later on this year.

FLYING NIGHTMARES

Domark
 Action-orientated flight-sim which is also coming out on Mega-CD.

STAR CONTROL 2

Crystal Dynamics
 Quality game which combines sci-fi RPG gameplay with shoot-'em-up action.

STAR TREK: THE NEXT GENERATION

Interplay
 Revolutionary space adventure featuring voice-overs from the actors of the television series.

3DO

CVG RECOMMENDED

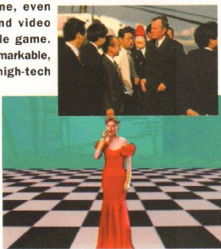
So you've got your 3DO, eh? You'll probably want to know what games to look out for then. Here's what we think your first purchases should be. All these games should be in the shops now...

Twisted

ELECTRONIC ARTS

It's hard to classify this game, even though below the humour and video footage, it's basically a puzzle game. However, the presentation is remarkable, with the game set out as a high-tech gameshow complete with manic hosts, strange contestants, puzzles, pitfalls, prizes and dollops of entertainment. Twisted is in a league of its own - you won't find a game like it on any other system. All it lacks is a one player mode.

Reviewed **Issue 150: 88%**



Road Rash

ELECTRONIC ARTS

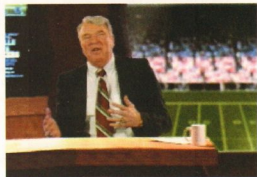


This was a game title we had high hopes for - and it delivered with a bang. The game itself follows the same cross-town motorbike race format as the Mega Drive original, but with amazing graphics, speed, sound and gameplay. The only thing we've encountered that can top the excellent texture mapping is Daytona USA in the arcades, and this still gives it a run for its money. All this is combined with a soundtrack featuring top rock-meisters like Soundgarden, Paw and Swervedriver, loads of incidental footage and a good variety of options. Easily the best 3DO title to date.

Reviewed **Issue 155: 91%**

John Madden's Football

ELECTRONIC ARTS



There's no debating the playability of the Madden's series on Mega Drive, which explains why Electronic Arts has basically stuck to the same format for the 3DO version. The graphics in this version, however, are all digitised - from the commentators to the players, which makes a massive difference to the gameplay. It's extremely playable, but you do need to know a little about the sport to enjoy it. And, like most sports sims, John Madden's Football on 3DO is best enjoyed with a friend.

Reviewed **Issue 150: 82%**

Another World

INTERPLAY



Converted from the Amiga classic, this excellent platform-cum-

adventure game benefits from all-new digitised backdrops in this version, with the basic format unchanged from the original. The absorbing gameplay draws you and keeps you hooked right through to the end thanks to a well-thought-out plot and plenty of variety in the action. Not quite the best 3DO title money can buy, but very close to it that's for sure.

Reviewed **Issue 151: 90%**

Burning Soldier

PANASONIC



This full motion video shoot-'em-up gets around the gameplay problems which often affects these titles through a combination

of challenge, pace and sheer inventiveness. It's also helped enormously by having a two-player mode which, although fun, doesn't make the game any easier. Currently Burning Soldier is one of the best 3DO shoot-'em-ups you can lay your hands on, and it's not a game you'll finish in a hurry. One thing's for certain, it'll definitely impress your mates.

Reviewed **Issue 154: 76%**



Shock Wave

ELECTRONIC ARTS



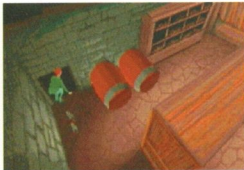
Alien scum have invaded the Earth in this smart texture-mapped shoot-'em-up. The graphics are amazing and the action fast, however there are occasional stages which are a little too quiet. On the whole, though, Shock Wave packs quite a punch both visually and playability wise, it's no Defender, but there's certainly enough here to test experienced gamers.

Reviewed **Issue 154: 78%**

Alone In The Dark

INFOGRAMES

The 3DO version of this classic PC game is as accurate a conversion as you could possibly ask for. One of the key features of the game is the



way the camera angles change to follow your character as he walks through the various locations. The puzzles are logical, but because of the amount of objects you find in the game, they're not always as straightforward as you first think. If your idea of a good games night in is something which requires more brainwork than good hand-to-eye coordination, then this should go straight to the top of your list.



Reviewed **Issue 155: 86%**

The Horde

CRYSTAL DYNAMICS

Again, originality outshines any technical features in this excellent action adventure from Crystal Dynamics. Strip away the FMV footage, which is all good stuff, and you're still left with a surprisingly fun game. It's a bit like Sim City

meets Dungeons & Dragons, with frenetic bursts of creature killing coupled with resource management and strategic planning. If you fancy something a bit out of the ordinary, there's no better game than this. The difficulty level is pitched just right, and the storyline, and the way the action builds up will keep you busy all night.

Issue 155: 80%



■ CD-I

■ SHOOT-'EM-UP
 ■ £TBA ■ OUT NOVEMBER
 ■ NO OTHER VERSIONS AVAILABLE
 ■ PC-CD VERSION PLANNED

EXCLUSIVE

Chaos Control

It's the CD-I's most action-packed game yet: smooth, fast and jaw-droppingly good looking...



This is an excerpt from the intro where the Aliens steal an Earth satellite – don't ask us why.

For the first stage you battle around The Statue of Liberty. Don't worry, you can't crash.

00036114



The pink robots move a lot faster than the blue ones, which makes them trickier to target. They also fire back a lot more.



Any decent proprietor who has managed to get himself a Galaxian 3 coin-op will be the first to tell you what a crowd puller it is. Firing off sequences of stunning graphics, Galaxian 3 invites multiple players to blast relentlessly at everything and anything. Admittedly, not much gameplay for £3 a go but an experience all the same.

Chaos Control is VERY similar to said coin-op. You get points for as long as you can stay alive. It's not easy, and you have just one life to get through the game. The challenge is a simple one: survive the onslaught of incredibly fast 3D terrains and the enemies which twist and dive around you, while avoiding their fire. You

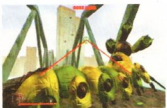
play the fighter pilot Liberty Ironwood in a bid to prevent alien invasion. Sadly, in this version you have no control over where you fly and you can't actually crash, but the sensation of battle and excitement is well conveyed in this early version.

Clearly, it's the gorgeous rendered graphics which hold most of the appeal. Using the

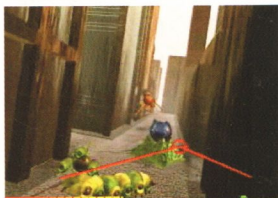


These flying bugs are a real pest. Most of the time they fly in from behind you and swoop in front taking you by surprise.

Travelling along the bridge to the city you'll find plenty of these worm-like robots. Aiming for their heads is the best way to dispose of them



These mid-level mother ships can't be destroyed, so concentrate on the enemy ships they release.



Digital Video cartridge there isn't any slow-down, and the scrolling is glitch free. Perhaps Infogrames will be kind enough to include a two-player option and extra weapons for the finished game.

Game programmed by Infogrames. Contact Philips Media (071-911 3000) for information.

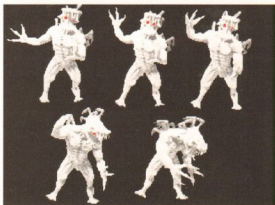
Swooping in on the city you need to battle with many aliens and destroy their eggs and bases.



Rebellion Assault



Amidst the spires of Oxford lies a development team dedicated to the wholly unacademic pursuit of producing gobs-macking shoot-'em-ups for a new wave of machines...



As with *Alien vs Predator*, the monster graphics in *Legion Of The Undead* are made up from digitised models.

In *Alien Versus Predator* Jason Kingsley and his crew at Rebellion have just produced the best game yet for the Atari Jaguar. As a result Kingsley's producing additional games for the Jaguar console and has won a potentially lucrative contract to develop for the Sega Saturn. These debut games on the Sony PlayStation (plus further PC games) and possible Hollywood deals are set to make

Rebellion a development team to really watch out for.

Legion of the Undead was originally intended as a Jaguar-only entry-level exploration-'n'-shoot opus using the engine from *Alien Versus Predator*. "We realise now that's cheating," admits Kingsley, "it's been totally rewritten, and as well as the Jaguar version we'll be writing the game for PlayStation and PC."

Kingsley is convinced that hard core gamers are happy to play the same game if it's good on all the machines they own - so next year for PC, Jaguar and PlayStation owners Rebellion will be producing three different versions of Legion.

"You can post-rationalise the plot all you want - but it's a simple, fun game in which you run around solving a series of nested puzzles to access pressure

SEGA SATURN

SHOOT-'EM-UP RACER
£TBA ■ OUT EARLY '95

NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED



As you can see, the graphic detail is incredible - easily rivaling the visuals of games like *Daytona* and *Ridge Racer*.



Gale Racer

It's kill or be killed in this dose of hi-tech motorway madness that is Sega's lethal new racing game...



The combat angle should be enough to set *Gale Racer* apart from other driving games.

While all eyes are still turned towards Sega's conversion of *Daytona USA*, this little number could well end up stealing its thunder. *Gale Racer*, like *Daytona*, is a texture mapped driving game - but with attitude. It's set in the

future where the roads are worse than the M25 in rush hour, mainly because if anyone gets in your way, you shoot them.

Looking particularly exceptional is the graphic detail, and it's reported to be on the

extremely fast side too. However, it's still not known whether it will appear before or after *Daytona*, but we've only heard good things about this so far, so let's hope it shows up at the same time as the console.

Scary, isn't he? This is the kind of thing which should set Legion apart from conventional games.

pad-operated doors to dungeons and defeat a central baddy called Centurion Gargath and its minions," claims Kingsley.

"We'll ramp up the levels for the PC and PlayStation versions – so that once you've defeated Gargath in his domain you'll have to go to hell or wherever to finish him off. And we'll probably make the puzzles more difficult for the PC version."

The engine in Legion of the Undead differs from that in Alien Versus Predator and Doom in that it allows you to look up and down, and to turn through 360 degrees without any long-winded manoeuvres with the joystick. Some of the walls in the dun-

geons jut out at 45 degrees so you can press against them before breaking cover to attack.

Hammerhead however is what Kingsley terms a 'bespoke' or a 'custom' game, currently designated for one machine only – the Jaguar. The game is one of the flight-sim set-in-the-future ilk, and a lot of detail has been paid to the cityscape in the game, in which you fly, skimming roads and roof tops alike in pursuit of the enemy. The results so far are truly atmospheric, especially some of the top-down views as you fly over the high rise buildings.

Rebellion is committed to the new technologies. It doesn't have favourites, even

though its new Sega Saturn project is an obvious source of excitement for the company. Kingsley and co are used to dealing with American companies – Atari USA and now Sega USA, and now they're handled by one of Hollywood's largest agents, ICM, who they hope will introduce them to prestigious licence deals.

Legion of the Undead will be produced for the Atari Jaguar first and "discussions are under way" with large American companies to produce PC and Sony PlayStation versions. Hammerhead is currently slated for a Jaguar-only release. Price details and release dates for both games to be confirmed.



Blade Runner, perhaps? Hammerhead owes a lot to some classic sci-fi movies.

SEGA SATURN

■ ACTION

■ £TBA ■ OUT EARLY '95

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

Shinobi

He did wonders for the Mega Drive, and now Joe Higashi is ready to rumble on 32-bit...

Back in the early days of Mega Drive gaming you had Sonic and you also had Joe Higashi – star of the Shinobi games. While that hedgehog has gone on to better things, the Shinobi series got the axe after the third game, only to resur-



face now on Sega's new super console.

The 32-bit version still sticks closely to the format which made the original games

such hits. You still control Joe on a crusade against Japanese gangsters, he still has a sword, throwing stars and ninja magic, and



Thanks to the game's digitised graphics, the combat moves look more realistic than ever before.

The first Shinobi game was a massive hit on Mega Drive, and it looks like Sega is set to repeat that with this Saturn version.

there are plenty of platforms to ninja leap on to. What has changed though is the graphics, which now combines digitised characters with traditional drawn backdrops. The result is a coin-op quality action game that should go down a

storm when it's launched, especially if these early graphics are anything to go.

And with the release of Shinobi on Saturn, we wonder what the chances are of any other Sega by-gones re-appearing? Golden Axe IV perhaps...

PLAYSTATION

■ DRIVING SIM
 ■ £TBA ■ OUT DECEMBER

■ NO OTHER VERSIONS AVAILABLE
 ■ NO OTHER VERSIONS PLANNED



The PlayStation's answer to Stunt Race FX is almost finished – and it's looking fantastic. The graphic engine is in place and running at full speed, all that remains now is a course of bug-hunting



The onus of the game is entirely on fun and speed, which explains the typically cute characters it features.

Just why is everyone betting on Pori Pori Circus being the first game to top the PlayStation charts?

Pori Pori Circus

and a few small alterations to the gameplay.

At the moment it's very much a single-player game, although there could be a link up feature in the final version which will facilitate multi-player games by serial linking several PlayStations together.

As this is going to be one of the initial releases, Sony has really pushed the boat out in order to make it as playable as possible. In many ways this is the PlayStation equivalent to Sonic or MarioWorld – a piece of software which is specifically

designed to show what marvels the machine, and its developers, is capable of.

It's certainly worked. The Japanese press is going crazy over this game, and if it plays even half as good as it looks, we'll be going nuts over it too.

PLAYSTATION

■ DRIVING SIM
 ■ £TBA ■ OUT EARLY '95

■ AMIGA, PC AND MEGA DRIVE VERSIONS AVAILABLE
 ■ NO OTHER VERSIONS PLANNED

Race Drivin'

A 32-bit driving sim that doesn't use texture mapping? It could be a dangerous precedent...

This cow's a hang-over from the original Hard Drivin'. It lets out a pathetic moo when you hit it.



It's true; as strange as it seems, Tengen's conversion of its hit coin-op Race Drivin' will be arcade perfect – so that's polygon graphics, not texture mapping. What that does mean is that this game

is going to be very fast indeed, which should more than compensate for the sluggish 16-bit versions.

What really separates Race Drivin' from most other driving

games is that it's designed to be realistic. There are two types of track to race on, a straightforward speed course, and a stunt track. The latter



To survive this corkscrew-style road you'll need to have your speed exactly right.



features ramps, loops and lethal jumps which take precise timing and coordination to negotiate. It may not be very flash, but providing Tengen updates

the game with a few new features, since the coin-op is four years old now, it could turn out to be a very decent game – and no mistake.

Win

burn:cycle and a CD-i

It's perhaps no surprise that Philips, the inventor of CD, is now offering one of the most accomplished CD-ROM games CVG has seen for yonks - Burn:Cycle. With the arrival of this killer game comes the new sleeker and cheaper CDi-450 at £299 and that means another serious contender for your next machine.

It's Burn:Cycle's absorbing use of FMV and genuine gameplay that has earned it the desirable CVG HIT stamp (see review in main issue). The promise of interactive movies is finally here, and to live the experience you need look no further than CD-i.

So, if Burn:Cycle has convinced you about CD-i then you'll be pleased to hear Philips is giving away the goods in an exclusive competition with CVG. Yep, one 'probably too young to appreciate it anyway' reader will walk off with a brand new CDi-450 console fitted with the Digital Video cartridge, so you'll be able to watch movie CDs too! Additionally, a copy of Burn:Cycle, 7th Guest and International Tennis will also be snuggled in. As for runners up, there are also five extra copies of Burn:Cycle to be claimed.



IT'S ALL MINE!

To win this top notch piece of kit all you need to do is read the Burn:Cycle review on page 40 of CVG and answer this simple question:

Who's Burn:Cycle programmed by:

- Trip Media
- Tripatron
- Media Junkie

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