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BANJO KAZOOIE



FROM THE MAKERS OF *GRAND THEFT AUTO*

BODY HARVEST

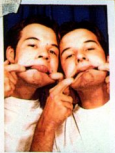
VIOLENCE AND GORE ON N64



PLAYSTATION TEKKEN 3
MASSIVE COVERAGE OF THIS AWESOME GAME

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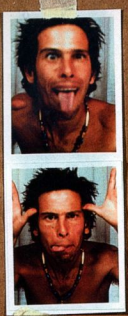
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PARENTAL GUIDANCE: EXPLICIT GAMES COVERAGE

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THIS IS MORE THAN A GAME - IT'S A WAY OF LIFE. AND WE'RE LIVING IT UP, EVERY MINUTE, EVERY SECOND!



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SONY PLAYSTATION

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SONY PLAYSTATION

BLASTO

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SONY PLAYSTATION

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RIDE BIG MOTORBIKES, BEAT THE CRAP OUT OF OTHER RIDERS WITH STICKS AND CHAINS. OUR IDEA OF FUN - AND IN 3D TOO.



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PARENTAL GUIDANCE: EXPLICIT GAMES COVERAGE

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WAY TO GO CVG

Thanks for choosing our magazine. We'd like to think that, when you're through, you'll be thanking yourself too.

Think of us as the express trip to all the exciting areas video games have to offer. If you want to be shown a good time, in the shortest time possible, we call at no stations in between. For £1.50, we're your best value guide, and our experience is second to none.

Computer And Video Games has been running this service for almost 17 years now. In fact this is the 200th issue you're holding. CVG is the only choice if you're thinking more imaginatively than a PlayStation package holiday, or Nintendo 64 round trip. We avoid the badlands of PC games, and bring to your attention only the best which that market has to offer.

Enjoy the ride, but hurry back next month. It'll be returning with BIG news from the Electronic Entertainment Expo '98 in Atlanta, USA!

PAUL

COMPUTER & VIDEO GAMES
SPACE INVADERS! THE HUNT
WIN YOUR OWN ARCADE GAME
CONVERTIBLE MUSEUM
FIRST PLAY!
THE GREAT ESCAPE!

COINCIDENCE OR CONSPIRACY?

The first ever issue of CVG had *Space Invaders* on the cover. Notice any similarities between this and the theme of this new issue? Sci-Fi!

The cover star this month is *Body Harvest*, a terrifying but totally thrilling Sci-Fi shoot-'em-up. Compare this to the simple shooting nature of the original *Space Invaders*, and you get the best illustration possible of just how far video games have come in the time CVG has been around.

One thing *Space Invaders* and *Body Harvest* have in common is class. Just as *Space Invaders* was pretty much state of the art in the early 80s, *Body Harvest* will amaze everyone who plays it. If you haven't done already, check out our massive six-page feature this issue.

TO: **Funksville** RETURN

COMPUTER & VIDEO GAMES
SPACE INVADERS
SPACE INVADERS
THE HUNT
WIN YOUR OWN ARCADE GAME
CONVERTIBLE MUSEUM
FIRST PLAY!
THE GREAT ESCAPE!

VOTE FOR THE TOP 100 GAMES OF ALL TIME

Your chance to influence the most thorough investigation into the WORLD'S Top 100 Games Of All Time. No prizes for your opinion, okay, except that we guarantee that your opinion counts!

Fill in the coupon printed here, and we will add your 10 suggestions to the rest of the world's contributions. We've already received almost 2000 entries in two months, which is why we're keeping this going. The more we get, the more accurate the list becomes, and all the more reason for you to make the effort!

Look forward to a knockout feature in a forthcoming issue of CVG, which will reveal the best games in all fields, no matter how old they are. Just make sure you enter to avoid disappointment.

THE CVG TOP 100 GAMES OF ALL TIME

1. _____
BECAUSE... _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

**BEST GAMES EVER
 CVG
 EMAP IMAGES
 37-39 MILLHARBOUR
 ISLE-OF-DOGS
 LONDON
 E14 9TZ**

CVG RATING SYSTEM

5... EXCELLENT


Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4... VERY GOOD


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

3... GOOD


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

2... PRETTY BAD


Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1... VERY POOR


Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

ED LOMAS



SENIOR WRITER

CURRENT FAV GAMES

- CHARIOT 2
- UNREAL
- COLIN BURGESS RALLY
- SENJI WC '98
- VIRTUA FIGHTER 3

You know there's a problem when Ed says 'Games Are Boring'. What...?! We're talking about a guy who lives on games! He wouldn't even be breathing if *Rolo To The Rescue* didn't exist. So what are we to do? Desperate for a cure, we consulted the CVG oracle, and it says: "You must never let Ed cut his hair again. It is his strength. Now go."

STEVE KEY



SENIOR WRITER

CURRENT FAV GAMES

- BILHART OF FIRE II
- SENJI WC '98
- COMMANDOS
- SPECIAL OPS
- KULA WORLD

Steve scored 100% in the internet Babe Test, and he's very proud. Maybe he's lying, and scored 100% in Universal's Babe test. What's the duck's name in Babe, Steve? "Dunno, never saw that film." Try again; Steve, what was the film Babe about? "Never saw it." Okay, we give in. Steve really does know loads about great-looking girls. What a gent.

PAUL DAVIES



EDITOR

CURRENT FAV GAMES

- TEKKEN 3
- GRAN TURISMO
- BODY HARVEST
- VANDREB SANGEM
- DEAD OR ALIVE

Finally Paul is showing some promise at *Tekken 3*, and says he will take on all comers. Someone should remind Paul of his true standing with *Tekken 3*. That is, not standing at all, in fact very much lying down with someone's boot in his face, warning Paul never to fancy himself at any form of fight game ever again. Get down, and stay down, Davies!

ABDUL MONTAQIM



PROD EDITOR

CURRENT FAV GAMES

- WIPROUT 2097
- TEKKEN
- TOMBS RAIDERS
- RESIDENT EVIL 2
- ISS

Bought a PlayStation. Abdul's on our side now. Problem is, he insists on joining our tournaments. Messes up the routine. You know – crap player versus the gods of gaming. Abdul got a good game the other day, against Steve – a miracle. Generally though, we wish he'd get in some practice before hitting in. It was better when he "preferred to watch".

JAIME SMITH



ART EDITOR

CURRENT FAV GAMES

- STREET FIGHTER II
- STREET FIGHTER II CE
- HYPER FIGHTING
- SUPER STREET FIGHTER 3F ZERO III

Once a Street Fighting legend, now... nothing. It's sad, but we're laughing. Like the White Witch's army in Narnia, when they got to Shave Aslan's mane, tie him to a stone altar, and kill him. Ha-haargh! But why don't we feel so good? Well, Aslan comes back and beats the crap out of everyone. We know we've got it coming to us, as soon as Jaime's out of rehab.

TOM GUISE



DEP EDITOR

CURRENT FAV GAMES

- TEKKEN 3
- DOWNHILL RACER
- TIME CRISIS 2
- GRAN TURISMO

Who does this look like? OO. Got it? It's Tom. Okay, who's this? It's Tom lying down, dope. So we're tired of this game now, since you have no chance of working on a magazine with a bunch of lively, fun-loving dudes such as we have here. We recommend you take a crash course in *Too Many Video Games* for three years, then get back to us. Go! Now!

TONY CORMACK



DESIGNER

CURRENT FAV GAMES

- FRIGIDE
- TEKKEN 3
- WIPROUT 2097
- SOS '98
- COMMANDOS

Yardah yardah yardah. Wah wah wah. Lerh lerh. Yardley yardley. That's what I think, anyway. On the other hand...? And other such conversation pieces could be yours if you are lucky enough to work with Tony. He knows he talks a lot, but he doesn't stop. We have to say things like, "Alright Tony? Answer 'Yes', or 'No'." But we still get "Yardley yardley...!!!"

ALEX HUHTALA



STAFF WRITER

CURRENT FAV GAMES

- BIANCO KAZOOIE
- COMMANDOS
- SOS '98
- JUNGLE
- BODDY KONG RACING

Played *Banjo Kazooie* – one of the only guys in the UK to have done so, making the rest of us jealous. Said he liked it. The last game Alex went crazy for was *Grand Theft Auto*, so this is high praise indeed. N64, cool one more, and all thanks to Alex, whose simple nod can make or break an international company. Hey Al, what do you reckon to Pockemon there?

☆☆☆☆ STARS OF THE MONTH ☆☆☆☆

SEGA DREAMCAST

The new console from Sega gives the slate clean, and wins the company enough cool points to have some left in reserve (which they're gonna need).



BODY HARVEST

Goldeneye gets a run for its money as the single-most street cred N64 game. Come September you'll all be wanting to join this ugly bug ball!



FLUID

This PlayStation game isn't really a game. Making banging club tunes has never been so easy. You could put a lot of pros out of business.



TEKKEN 3

Believe the hype! Even we're usually getting bored with a game after three months, but *Tekken 3* just keeps getting better. Hold on there until September.



©Namco

NEWS



SEGA'S NEW CONSOLE: THE 128-BIT DREAMCAST!

☛ Sega have released pictures of the Dreamcast case and controller, but the main colour scheme could be altered.

On May 21, Sega announced the world's first 128-bit console at a massive preview presentation in central Tokyo.

The machine, imaginatively titled Dreamcast, offers performance levels never seen before in a home console. In short, it's awesome.

Sega Enterprises president Shoichiro Irimajiri revealed what he declared would become the "de facto standard for interactive entertainment", demonstrating the raw power of the machine with two technology demos that blew the assembled audience away. Truly Model 3 power plus is now accessible to the home market. But power alone is not enough, and Mr Irimajiri announced an imaginative new perspective on the video games market which is great news for the casual gamer and perhaps even better news for the hardcore arcade junkie.

Sega even went as far as to announce a release date for the machine: November 20 in Japan. US and European launches were confirmed for Autumn 1999. No rumour, no speculation: that's confirmed.



☛ Sega's Shoichiro Irimajiri, President of Sega said that the emphasis of their campaign would be to capture the light and casual users as well as the hardcore gamers who bought the Saturn.

THE WAY FORWARD



Sega's aim with Dreamcast is not just to be "the gamer's machine", as was the case with the ill-fated Saturn. Dreamcast is designed to be the ultimate machine for gamesplaying in general. The look, feel, and marketing approach to the machine is designed to bring in gamers of all descriptions, and that means a different emphasis on games.

Irimajiri revealed that they have recruited the primary movers, shakers and innovators in the games industry

to create a wide, diverse range of titles right from day one. The machine's look and logo are designed for maximum appeal to all comers. Curiously there is no Sega logo on the machine itself. The reasoning is that Sega's image of creating the "hardcore gamer's games" actually works against the company in the eyes of light users who shy away from the super-realism and high level of technique built into Sega's market-leading arcade machines.

The biggest news perhaps is the confirmation that Dreamcast has a built-in modem designed for internet usage, multiplayer games and even chat sessions. This part of the machine is fully upgradeable, so when communications technology improves, so does Dreamcast's internet performance.

The basic message is that this machine is meant for everyone, with Sega hoping to shift over 22 million Dreamcasts throughout its lifespan in

Europe alone! As it is, Sega are guaranteed a massive launch this Christmas in Japan – simply because the only competition will be Nintendo's 64DD. As Irimajiri was quick to point out, Nintendo are no longer contenders in Japan. Dreamcast's high technology edge (coupled with *Virtua Fighter 3*, still Japan's biggest coin-op) will make it the number one selling piece of technology this Yule season, make no mistake.

INTRODUCING IRI-SAN!

Helping out Mr Irimajiri at the New Challenge Conference was Iri-San, a fully rendered version of the Sega President's head running on Dreamcast hardware. Similar in style to the opening screen of *Super Mario 64*, this demo was astounding. The detail levels on Iri-san were astounding – the animation flawless. It seemed that every grey hair and wrinkle of the president was evident on the Dreamcast rendition – as you zoomed in on his face there was no pop-up, glitching, fog, blurring – and the effect was excellent. Add special effects like fire-breathing, a city invasion (where Iri-san dropped in on a couple of skyscrapers, accompanied by helicopters with searchlights) and you have one fine demonstration. But this was nothing compared to the majesty of the Tower of Babel demo!



☛ Although simple in concept, the Iri-san demo shows off a vast amount of the graphics effects that the Dreamcast is producing. The searchlights and projected logo (above) are the highlight of this particular demo. The levels of light sourcing (left) are far beyond anything seen on any home machine yet!

TOWER OF BABEL

Looks good eh? You ought to see this demo in action as you swoop down through the streets, checking out the detail on every single one of those little buildings! This demo took five people just one week to produce at Sega R&D.



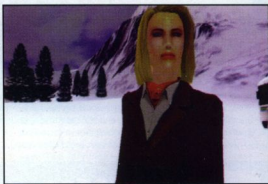
Is the Dreamcast hardware as good as Model 3? The word from Sega R&D is 'yes'. The arcade board renders 1 million square polygons per second. Dreamcast pumps out 3 million triangles a second, making it more than a match. We'll see for sure when we check out *Virtua Fighter 3*.

This demo was designed to show that in terms of polygon-pushing power, Dreamcast can match and out-perform Model 3. So says Hideki Sato, managing director of consumer R&D at Sega of Japan. This demo features a tower built on a mountain set in a desert landscape. Surrounding the tower are hundreds of buildings – an entire town built on the slope leading up to the summit. Mr Sato confirmed that 1 million polygons are used for the entire scene, which features phenomenal sunset lighting effects (which you can control). Best of all are the camera angles: as you zoom into the sky, looking down on the town, you can see every building, with no pop-up or glitching – and then you're swooping down through individual streets, checking out the detail on each building! Both demos ran at a high resolution and at 60 frames per second. The Tower of Babel was astounding and it came as no surprise to learn that Yu Suzuki, creator of *Virtua Fighter*, was producer for this demo. However, the most amazing thing was that this demo was running on an incomplete Dreamcast. Mr Sato told us that the finished graphics chip has 30 per cent more processing power. Truly, the mind boggles!

D2: DREAMCAST'S FIRST GAME!

albeit with a far stronger story angle. Mr Eno stressed that the game was very early, but for those of us prepared for Model 3 arcade levels of animation and detail we couldn't help but feel disappointed. Compared to Sega's own demos, *D2* didn't seem in the same league. We shall have to see.

D2



Two days after Sega's New Challenge Conference, Kenji Eno of Warp held his own show to debut *D2* – the only game yet seen running on Dreamcast software. The Warp show was an incredible spectacle and testament to Mr Eno's popularity in Japan. However, little was seen of *D2*, bar the intriguing rendered into scene and the first level of the game. From what was seen, *D2* looked very similar in style to *Tomb Raider 2*,



This high-resolution domain is very smooth indeed running at 60 frames per second! Notice Laura's legs in the snow.



At the *D2* show Warp boss Kenji Eno revealed that his firm are putting huge amounts of effort into the characters' facial animation.



The sun is setting in this picture, explaining the lack of light in the surroundings. Main character Laura's about to get very cold.



The main intro to *D2* gives us some indication of the quality of full-motion video we can expect to see from the Dreamcast.

FIRST SHOTS AND DETAILS OF NEW SEGA MACHINE

NEWS

THE LOWDOWN ON THE CONTROLLER

Dreamcast's controller is light and easy to use, with analogue and digital controls and six buttons in total (four main, two shoulder). Die-hard Sega fans may be disappointed at the lack of buttons compared to the legendary *NIGHTS* pad on Saturn (and it's bound to cause Sony style control problems on Capcom fighting games), but Sega's research discovered that the mass market found the *NIGHTS* pad to be too confusing. The controller has two ports: the top one is clearly for the Visual Memory System (VMS) system, which integrates perfectly. The second is used for other attachments (maybe a RumblePak style add-on) or can be used to copy data between two VMS units.



G The Dreamcast pad is very impressive indeed. Two slots on the back allow you to plug in multiple accessories (such as the Visual Memory System below) and RumblePak style vibrational units. And to cap it all off, it doesn't half look good too!

INTRODUCING VISUAL MEMORY SYSTEM!

The VMS (Visual Memory System) is Sega's innovative memory card, which plugs straight into the Dreamcast pad. It has an LCD screen, visible via a hole on the pad itself, which allows you access to private information in multi-player games. However, like Sony's new PDA, it's a machine in its own right, allowing you to store data, communicate with other VMS users by plugging them together and it can even be used on mobile phones for more data transfer action! Perhaps most interestingly, VMS is designed to plug into forthcoming coin-ops allowing you to switch info between arcade titles and their Dreamcast equivalents at home! The BIG news though is that VMS launches before Dreamcast - it's going to be available in Japan in the summer.



G The Visual Memory System (VMS) is a standalone system that acts as a personal organiser (and will be released in Japan in July). However, it also slots into the Dreamcast controller allowing to plan special moves and tactics in secret when playing multi-player titles. Additionally, it plugs into special mobile phones (for data transfer) and Sega plan to allow you to plug it into some of their new arcade games!



THE SPECS

CPU SH4: RISC CPU with 128-bit graphics engine (200MHz, 360 MIPS, 1.4GLOPS)

GRAPHICS ENGINE: Power VR Second Generation (rated at 3 million polygons per second)

SOUND ENGINE: Super-intelligent sound processor with 32-bit RISC CPU (64 channel ADPCM)

MAIN MEMORY: 16 megabytes (64Megabit SD-RAM x 2)

MODEM: V34 (33.6Kbps) - built in as standard

OS: Customised Microsoft Windows CE operating system

MEDIA: CD-ROM

CD DRIVE: Maximum Speed 12x

COLOUR: 16.77 million colours

CG: Bump mapping, fog, alpha-blending, mip-mapping, tri-linear filtering, anti-aliasing, environment mapping, specular effects

DATA SAVE: VM system

OTHERS: Clock etc

SIZE: 190mm (width) x 195mm (height) x 78mm (depth)

WEIGHT: 2.0KG

JUST THE FACTS

No game titles were announced at the New Challenge Conference. The first batch of titles will be revealed in August or September with the Japanese public exposed to the power of these games at September's Tokyo Game Show.

- Sega have pulled across some of the greatest gaming minds from their arcade division to help out with Dreamcast. AM2 supreme Yu Suzuki is working on "Naomi" games - this new hardware is actually an arcade board based on Dreamcast technology. Tetsuya Mizuguchi, the producer of *Sega Rally* and its astounding sequel has also joined the elite group of producers dedicated to Dreamcast. Yuji Naka, creator of *Sonic the Hedgehog* was on-board from Day One.

- Mr Irimajini revealed that he is currently negotiating with Squaresoft in order to bring the mega-hit role-playing games to Dreamcast. With *Final Fantasy VII* just about the only game that can conceivably challenge Dreamcast in terms of pulling power, this is shrewd thinking.

- *Sonic the Hedgehog* is definitely coming back - and that's the word from the top. After a poorer showing in games like *Sonic R* and *Sonic 3D*, the Sonic Team themselves have reclaimed their mascot and are producing the Dreamcast game themselves. Great news for true Sonic fans!

- Plain conversions of Sega's big arcade hits will not be good enough for Dreamcast. The games have to be re-tooled to meet the requirements of the home market, meaning more levels of play and more replay value, depending on the game concept.

- Despite featuring in early technology demos, we can assure you that there are no plans for a

conversion of *Scud Race*. However, AM2 are working on an original Dreamcast game with Yu Suzuki as producer and *Virtua Fighter 3* remains a huge possibility for the new machine.

- The Tower of Babel demo was produced in less than one week by one team in Sega's consumer software division.

- There will be five games to buy for Dreamcast when the system launches in Japan on November 20. The only one confirmed so far is D2.

- The main Hitachi SH4 chip that runs the machine is 24 times more powerful than the Sega Saturn!

- The first game for the VMS unit is a Tamagotchi-style title based on the hit movie *Godzilla*. You spice your own dinosaur DNA in order to create your own customised *Godzilla* character and then you do battle with other users or built-in meanses such as the dread Muther!

THE EURO CONNECTION

Sega Europe held a special meeting the day after the New Challenge Conference - the aim being to excite us about their plans for the launch of Dreamcast over here. They succeeded. Not only are they spending around £66m on marketing the machine (more than Sony used to launch PlayStation), they've attracted some of the greatest names in video games to produce games for launch with the Dreamcast in Autumn 1999. Here's the scoop:

Bizarre Creations: This team, whose game *Formula 1* effectively killed the Saturn, has been recruited by Sega to produce a potentially stunning new driving game for Dreamcast. Currently entitled *Project Metropolis*, this game features what Bizarre call the most realistic physics simulation for a driving game and full freedom of movement. Bearing in mind the phenomenal *F1* and *F1 '97*, we believe them!

• **Argonaut:** The creators of *Lylat Wars* and the SNES SuperFX chip are producing what they describe as an adrenaline-fuelled 3D shooting game with spectacular effects and die-hard shoot-'em-up action.

• **Red Lemon:** Ex-Gremlin coders responsible for *Actua Soccer* (amongst others), Red Lemon have a most intriguing idea for their Dreamcast game, it is a "period first person perspective strategy shooter".

• **No Cliché:** The men responsible for the likes of *Alone in the Dark* and *Little Big Adventure* are using the power of Dreamcast for two new games. Again, super-realism is being promised for their action and adventure titles.

• **Appaloosa:** We're promised the return of a



Sega icon and a new lease of life to what could become a major franchise. These guys produced the excellent *Ecco the Dolphin* series of games on Mega Drive and we're betting on the return of the mighty finned one for Dreamcast. Over 100 moves are promised and levels of interaction with scenery never seen before!

NEW AM2 FIGHTING GAME!

Sega's star arcade development team AM2 is said to be putting the finishing touches to their next big arcade fighting game, currently called *Spike*. It features a big selection of characters designed by the *Virtua Fighter 3* team, plus intricate backgrounds designed by the *Scud Race* team. Gameplay is said to be similar to Sqauresoft's *Ehrgeiz*, with full 3D movement and the ability to go anywhere in the arenas. But by far the most exciting thing about the game is the 16-player mode! 16 Model 3 arcade cabinets will be linked by new optic fibre technology to allow more players than ever before. And if you haven't got 15 friends, any spare machines will play by themselves to make up the numbers!

No mention of a Dreamcast version of *Spike* has been made yet, but with the console's impressive internet capabilities, a 16-player worldwide version should be possible. We'll have much more on *Spike* as soon as AM2 let us have a good go on it!

WANT TO KNOW MORE?

There's tons more Dreamcast information that unfortunately we just don't have space to print. Our sister title, SEGA SATURN MAGAZINE is the place to go for every tiny scrap of info released to date (and then some), along with more screenshots and some very special interviews: including the president of Sega Enterprises himself! The July issue of SSM is on sale on June 15th, priced £2.95.

FIRST SHOTS AND DETAILS OF NEW SEGA MACHINE

NEWS

GAME ZONE AT COMET

JULY CONSOLE GAMES CHART

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- 7 FIGHTERS DESTINY
- 8 SNOWBOARD KIDS
- 9 LYLAT WARS
- 10 F1 POLE POSITION



PlayStation

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- 3 PREMIER MANAGER 98
- 4 RESIDENT EVIL 2
- 5 TOMB RAIDER PLATINUM
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WIN A CONSOLE AND FIVE GAMES

As Summer time kicks in, more and more of you seem to want to complain. The hot weather must be making you hot and flustered, and it's making you moan. But pack it in. We want good letters about topical subjects and not just waffle about 'my machine is better than yours', or 'I think this is the best game blah blah'. If you can't think of anything to write, have a gander at the forums on our website at <http://www.game-online.com>, because they're full of rants from gamers around the globe. And bundle your letters off to the usual address. Remember, the best entries stand a chance of winning a console and five games. So get to it!

BARRY NORMAN WANNABE...



Dear CVG,
Tomb Raider – the film...? NO! Please don't let them do it. After the shockingly insulting live adaptation of *Streetfighter*, *Tomb Raider* can only be utter crud. If it is made, I foresee some stupid, usually American, director changing everything to the point that Lara becomes Laura or even Anna Jones to appeal to the American market in an oh-so-funny take on Indiana Jones. You can look forward to the following when the film is released:
1. Action sequences WILL be badly filmed with BIG men falling over at the slightest jab of a fingernail.
2. Incredibly crude toys of the film will be made, and will feature ludicrously outsized body parts and rocket launchers.
3. You'll realise the money you spent on cinema tickets would be better spent buying thumbscrews.
4. Leonardo DiCaprio will be the token love interest (yawn).
5. The Spice Girls will be at the premiere sporting Girl Power stuff and they would most probably do the theme tune.
6. Lara/Laura will be a blonde, top heavy fool who needs a gawky man to stop her stubbing her toe at various points and will probably accompany her throughout the film as the token goofy guy.
Matt, Luton, Beds.

CVG: The latest woman to be rumored for the lead role is Anna Nicole-Smith. What exactly do her and Lara have in common then...?

I AM MENTAL

Dear CVG,
Now don't get me wrong. Games are great. But sometimes I worry that kids today are missing out on so much more.
When I was growing up in the early 90s, probably before most of your readers were born, there was no such thing as video games. Well, OK that's a lie. But they were severely rationed. The only chance I ever got to play such classics as *Harvey Spencer's Fun-Rama* was when Harry the Spiv would bring a copy round hidden in chopped Spam. Three minutes a week was all we would get. And we were glad of it.
These days, what with free consoles for all, a 26-hour day and no school, and everlasting gobstoppers, kids get to play games all day. Without having to eat their way through four pounds of chopped Spam first. And I, for one, don't think it's right. You can say that I'm just jealous. That I'm just being petty. That I don't want today's younger generation having the fun of which I was so cruelly deprived. And in some ways, you'd be right. In all ways you'd be right, in fact.
Anyway, my point is this. There's more to life than just doing what you want. There's doing what you hate, as well.
So go on, clear off.
Ben Prastitis, Croydon

CVG: You're not bitter by any chance are you? It's your parents' fault for bringing you into a world where there weren't many games.

SET UP TO BE KNOCKED DOWN

Dear CVG,
Has anyone stopped to consider that Sony's remarkable climb to the top of the games industry may have been a fluke, and that next time round they may not be so lucky. As Sega know all too well, what worked with one console will not necessarily work for the next. When Sony decided to market the PlayStation for the "older" games player, it was perfect for those people who had owned the Nintendo consoles when they were younger and wanted something more grown up. Nintendo learned that what interests games players now won't interest them several years later. Like Shigeru Miyamoto said at Space World: "A few years ago, players were excited by the Super Mario Bros games but, as they got older, these people stopped playing." This is why when Sony finally release a new machine, they shouldn't just re-use the same formula that made the PlayStation successful. Instead they should just rethink their strategy, and perhaps even aim the new console at the "even older" games player. The last thing they want to do is repeat the mistakes Sega made, for if they do, it will leave Nintendo laughing all the way to the bank.
Sam Edelman, Hampshire



SPONSORSHIP

At Comet Game Zone you can try out the latest games from the top three consoles on the market – Nintendo 64, PlayStation and Saturn – before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.

CVG: In retrospect Sega's mistake with the Saturn seems to have been that the machine was launched at a very high price with hardly any marketing. Sega was expecting the masses of punters who had paid £99 for a Mega Drive to shell out £399 for a Saturn, and of course it didn't happen. Sony demonstrated the marketing expertise they had learned establishing brands like *Wellman* and *Discman* and released PlayStation at a much lower price and, more importantly, put LOADS of resources into advertising, sponsorship and other deals that introduced PlayStation to the general public. There's no real formula to it – you just have to work out who you're selling to and adjust your sales pitch accordingly. Sega ended up with the hardcore gaming minority and Sony got everybody else.

DO YOU REMEMBER THE TIME?

Dear CVG,
Remember the days of the Speccy and C64 when developers weren't afraid to develop new styles of game?
Well why is it now, with all this technology, we get craploads of blatant rip-offs? Can't these monkeys come up with something original that's also good?
I reckon us gamers should all be able to contribute our ideas towards proposed games for the next breed of super consoles. It's only fair seeing as we pay for them.
Lee Thomas Robson, Newcastle

CVG: A pretty good idea in theory, but every person who contributed an idea to a successful game would be wanting a royalty of some sort. It'd turn into even more of a money grabbing exercise than it is at the moment.

I HATE THIS SEGA CRAP

Dear CVG,
I am writing to you to complain about all this Sega crap. When they were launching the Saturn back in



COMET STAR LETTER

IF AT FIRST YOU DON'T SUCCEED

Dear CVG,

I'm writing in reply to Stephen Atherton and his "Grab a Granny" letter in issue 198. I bought a copy of WCW vs the World on the PlayStation thinking it might be decent as I loved *Touken Retsuden 2*. To my horror (after the delightful FMV intro) I discovered it was an inferior game in everyway.

Being the man that I am, I thought, "Fair enough, I'll go to the store and hopefully the assistant will have a sympathetic ear and understand my dilemma." The bloke at the counter was exactly how I'd wished for, and I thought I was going to get my money back and I could buy something else. But then fate dealt the trump card and happiness turned into anxiety.

"Looks fine, I'll just get the manager, shouldn't be a problem." Yeah right! He spun me a lie about the PlayStation laser scratching the disc and thus making the game unsellable. I was well p****ed off! I gave the disc a quick wipe to make it look spick-and-span and gave it to my sister. I figured they'd never turn a girl down.

Three months on and the game is still collecting dust on my shelf. So, a message to Stephen. I went for the bull by the horns and lost. Kiss my arse you ruthless b****er!

Simon Mealing, Manchester

CVG: There you have it. Conclusive proof that certain games shop owners are oblivious to the powers of Woman. A bloke with a VooDoo 2 card on the other hand is a completely different matter...



1994 they said they would still be backing the Magazine 100%, but whenever I read your magazine I never see any new Megadrive releases (Except FIFA '98). They are soon launching the Katana, their amazing 128-bit next generation console and I am wondering if they will be making this promise again regarding the Saturn? I now own an N64 but would like to buy another Saturn and then hopefully the Katana but after the failure of the Game Gear, Mega CD, 32X and now the Saturn, I don't know if I could trust Sega enough to commit money to the Katana. Will the same thing happen to this? I hope not, as I liked the Saturn so much, I was gutted when I swapped it for my equally cool N64 soon after buying Resident Evil and the awesome Quake.

Mike Martin, Merseyside

CVG: Considering that the specs have only just been released for Katana, it would be impossible to predict their marketing plans. However, in following on from the previous letter, you would guess that Sega will have learnt their lesson and decided to 'splash the cash' as it were.

I SPIT ON YOUR GRAVE

Dear CVG,

I have been playing video games for a long time now and have read literally thousands of letters about them in hundreds of different magazines including your own. However, this is the first time I felt I must write a letter to a magazine such as yourself. The reason why? That word of which should be banned (ha, ha, geddit?) for being too crap—censorship.

I first saw the film, the Exorcist when I was aged eight. That was one of my personal favourites amongst other delectable atrocities such as *The Hills Have Eyes*, *Cannibal Holocaust* and *I Spit On Your Grave*. I have also played many violent games in my time (*Doom*, *Quake*, *Resident Evil* etc.) and it has filled me with lust, longing and madness for more of the same actually.

OUT OF THE FRYING PAN

Dear CVG,

I change girlfriends like I change my socks, but PlayStation owners who w*** over Lara are complete losers.

Shaid Majid, Bradford.

CVG: Check out Dr Lovegod!

Dear CVG,

In your April issue you mentioned a modern card sized 32-bit machine with a monochrome screen by SONY... obviously an April Fools trick, but you didn't mention it when you were revealing the other April Fools jokes. It WAS an April Fools joke, wasn't it?

John Merrick, Preston

CVG: Check out Dr Pie!

Dear CVG,

My friend claims that there is a Manga version of Resident Evil series ready to hit the shops. Is this true?

Brian Fox, Metherwell

CVG: There is certainly an American comic series by Wildstorm Comic, which has a very cool online version too. Their address is <http://www.wildstorm.com>. But as far as an actual Manga series, we don't think there is one.

Dear CVG,

I love your mag – the others that are about PlayStation are sold at the most ridiculous prices. I would be most obliged if you'd print this for me I have 10 more places in my under-12 PlayStation club. If anyone that reads this mag in Yorkshire would like to join please contact me through CVG, who have my number.

Rhys Howarth, Yorkshire

CVG: What are you all waiting for?

I can't see the problem if the greatly protected British public is being sold this sort of thing. I can understand that some things are better left from young, impressionable eyes despite what I saw and did when I was at a more tender age (although apart from the lights and music in my head telling me to butcher people, I am fine... no, really!). However, there is a large number of games players out there who are old enough to choose what they would like to be entertained by in their own homes. Look at the sales of games such as *Grand Theft Auto*, *Resident Evil 2* etc. If you want proof that there is a huge market for these violent, yet fanta-sy (that's right, it is not real, Mary Whitehouse) games. If the government are anxious about games such as *GTA* and *RE2* then surely they must be more stringent on laws protecting sales to the younger generation, rather than stopping adults who are completely within their rights to own and enjoy this sort of thing. To be quite honest, I would think having a parent like Ms Whitehouse would create a disturbed mind much more than playing *RE2* for 100 hours without a break!

Anyway, I have definitely waffled for long enough now.

Antony Andreou, Manchester

CVG: It's all very well listing these third rate horror flicks, but you should check out the classics such as Blood Feast, Necromantic and Hideous Mutant Freaks. You'll find them next to Mary Poppins and the Care Bears The Movie at your local video emporium.

SCOTLAND ROCKS!

Dear CVG,

I am writing to express the joy I experienced when I found out that you can actually get a degree in

Computer Games! The University of Aberystwyth in Dundee has launched a load of courses for "Computer Games technology and Virtual Environments"! (You can check the progress of these degrees on the World Wide Web, URL at <http://www.tay.ac.uk>.) Imagine, when you leave school you can get a BSc in computer games! Perhaps this will mean a decrease in games that would be more at home in a trash can, because I have a dream, and that dream is for someone to make a game that everyone will like. This will be the start of that path, so, one message for all of you who drink coffee, eat Mars bars and play video games. GET TO SCOTLAND! Phil Mann, Peterborough

CVG: Now if your parents are moaning, saying you spend too much time playing those bloody computer games, sign up for this course and tell her you're off to university. She can't have complaints, at least until you tell her what you're going to study.

FOLLOW THE N64 ROAD

Dear CVG,

I own an N64. The thing I have noticed is that not many crap games have come out after the first year. Even though there hasn't been many games, they are all high quality with the exception of *War Gods*. But the PlayStation had quite a few crap games when it first came out – as did the Saturn. I know the PlayStation has good games now but I think the N64 is still showing the way.

Dale Harrison, Stirling

CVG: Can we draw your attention to Cruis'n USA, Mortal Kombat Mythologies and Dark Rift possibly?

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COMET
Star Letter

LETTERS



70%
COMPLETE

NINTENDO 64	3D BLASTER	BY DMA	NO OTHER VERSION AVAILABLE
	OUT SEPT	1 PLAYER	NO OTHER VERSION PLANNED

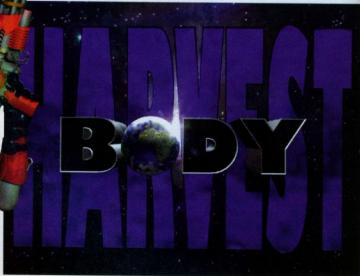
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Anyone inspired by *Starship Troopers* to blast giant-size bugs should sign up for *Body Harvest*. This game's so intense it'll make your eyes explode!

This is VIOLENT! *Body Harvest* is from the same guys who did *Grand Theft Auto*, so what do you expect - fluffy bunnies? That's right, Nintendo 64 is now right at home with guns and gore.

The basic premise is shooting aliens, in a scenario which could have been lifted directly from *Starship Troopers*. Only DMA swear blind it wasn't. These aliens have invaded Earth, though they don't expect to stay forever - just long enough to have a light snack and round up some meat for their freezers. Human meat.

Let the bugs know they're not welcome. And, have fun.



⊕ Nintendo 64's most intense game to date. Full-on shoot-'em-up action, combined with the best problem-solving RPGs have to offer.



VIOLENCE AND GORE ON N64

COVER STORY

IN A WORLD OF CRAZ AND TERROR!



The action in *Body Harvest* takes place in a fully 3D world swarming with alien scum, and it is vast. You have a high level of control over the game's hero, Adam Drake, enabling you to run around as you please, picking off targets as you go.

Your major concern are the aliens, who are rounding up humans for fun! These invaders are on guard at all times, and will

just as soon as eat you up as anyone else. Just like you, the aliens get to roam around as they wish - and they usually wish to do this where there are human bodies to harvest. So the general routine is to wait for wave after wave of aliens to teleport from the mother ship, then track them down before your brothers and sisters are added to today's menu!



⊕ Laser fire looks really cool, burning up the place!

STRUGGLE AGAINST THE ALIEN INVADERS!

To understand how to defeat the invaders, you must know their routine. They're not dumb cannon fodder – they operate intelligently as

groups, with a clear hierarchy. When aliens invade a territory they first set up an enclosure in the form of an energy field to make sure the

humans can't escape. The entire field operation is controlled by a Drone King, who takes charge of these uglies:

Soldiers



These create havoc in the towns and cities, forcing the civilians into the streets – and into the jaws of death!

Scouts



While these fellas are out looking for hunting grounds, there's still time to move in and stop the terror... before it's too late.

Harvesters



The ones most likely to make you say "eugh". Harvesters crap glutinous green bio-blobs which trap humans!

Processor



Every alien, apart from the Queen, is generated by the Processor. Secure the zone by terminating the Processor.

Queen



The Queen is the biggest and most unspeakably ugly representative of the alien horde. Annihilate her to end the invasion.

Allowing for the growth

The aliens dispatch a more powerful class of army according to the time zone they're invading. So, even though you have incredible weaponry to hand in the year 2029, bear in mind that the aliens are even bigger, uglier, and downright more dangerous to make sure they give you grief!

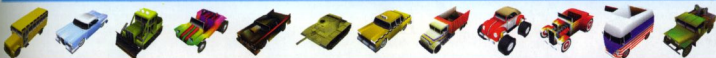
The tougher the aliens get, the more shots they require to the head, and the longer Adam is stood there battling. Which needs skill!



Aliens, circa 1916. You can handle it.



Aliens, circa 2016. Your worst nightmare!



THE WORLD NEEDS A HERO. THAT HERO IS...

Adam Drake is as versatile as his armoured suit will allow. This means that he can run anywhere he pleases, only not so fast or so far up hills since the weight of his suit is restrictive.

The weight problems prevent Adam from swimming, too – he can go for a while, but will soon sink. Still, this is no problem.

Since Adam's main purpose is to take heat from alien lasers, the suit serves him fine. He can fall any distance too without breaking so much as a finger.



Adam's doing a lot of running in these shots. He's out of ammo, see.

Run for your life Adam! No, wait! Save the innocent citizen first!

IN A TIME WHEN TIME HAS NO MEANING!

It's common knowledge that aliens have been planning an invasion for centuries. Well in the end it seems they decide to invade several centuries all at once. This makes the game even

more interesting, since Adam Drake is required to stop the invasion in different time zones as well as in different parts of the world.

Time zones make the game look more varied, but they also affect the gameplay in that the technology used against the enemy changes. Sometimes not fast enough, mind you.



Drake gets to ride around in all kinds of vehicles during the game. In 1916, however, he's limited to bi-planes and 'classic' cars. A Model T versus the scum of the universe?!

Tanks and armoured helicopters. Now this is a much better situation to be in. Still doesn't seem to be having much luck here though. Call in the army! What, they're all dead?



Citizens in big trouble!



Rain affects play...



Scouts search for food!



Sightseeing on the job.



Haha! No chance mate!

BATTLE FOR THE EARTH!

When it's time to meet the queen, not only do you need to be on your best behaviour, you need to have your wits about you. And a spare pair of pants handy.

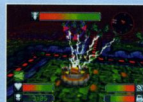
Before the confrontation, you switch from being on foot to driving the hovercraft. This turns out to be the best choice, since the queen terraforms the whole area into a flat plain. It helps her stomp around, since she is so huge, and lets your hovercraft to zip about unhindered.

And she is GIANT!

Get this... there's a different queen for each of the six time zones in the game. Each time she gets even bigger. Like twice-the-size-of-the-screen bigger!



Battling the alien queen is like a classic confrontation with a shoot-'em-up boss. You need to blast off 'arms' and 'legs', then go for the kill!



You need to learn new skills when piloting the hovercraft.



Get out of there! Get out of there now!



Before you can secure an area, you need to defeat the queen alien. She's ugly, like a cross between something from Starship Troopers and Alien, and is well protected.



YOUR TICKET TO THE RIDE OF A LIFETIME!

There are 60 vehicles in *Body Harvest*. They're all controlled differently, but sometimes the difference is only down to the handling.

The coolest vehicles are the aircraft, especially the Harrier jump jet. With aircraft, the differences in handling are extreme, as you're

going from old prop planes to jet fighters.

You can open fire from the confines of a vehicle, but your aim is usually more restricted than it is when you're on foot. If you're aboard the WWII tank or Drake's hovercraft you get full 360° targeting, though.



bi-plane



↑ Buzzing around in this plane beats *Pilot Wings 64* any day of the week. Sadly you can't loop the loop.



harrier jet



↑ The Harrier jump jet is something else. It looks realistic, and makes the coolest noise.



armoured car



↑ Armoured cars stand a good chance, especially when they're armed with cannons!



helicopter



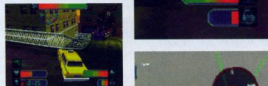
↑ You're more versatile inside a helicopter, but one like this isn't about to take much damage.



WW2 tank



↑ When you fire the cannon, the tank recoils to compensate for the blast. We like it. We like it a lot!



VIOLENCE AND GORE ON N64

COVER STORY



NINTENDO



AN ADVENTURE INTO THE UNKNOWN!

Alongside the action-based gameplay, there is a fair amount of info-seeking to do. By talking to the local civilians you get to hear clues that enable you to solve problems nearby.

This investigative aspect to the game slows the pace briefly, which is a deliberate move on the game designers' part. While you're exploring indoors, the chaos outside is frozen, so it's okay to take your time over a conversation. You can also snoop around the interiors for stray items such as ammo or medical supplies.



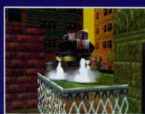
⬆️ **Though you receive clues from around and about, you still need to make sense of the big picture.**



⬆️ **It could be too late for the citizens in this house. If not, Adam can bother them for info!**



⬆️ **Adam's in no danger when he's exploring indoors, but the tension is still there. It was dark here until Adam lit the torches.**



⬆️ **Turning the wheel here could affect the flow of water. If Adam's really lucky, this might flush out a few more aliens...**



VIOLENCE AND GORE ON N64

⬆️ **Despite having the coolest art in the game dedicated to her, Daisy here plays a fairly minor role in the game. That is, she doesn't do anything except give Adam directions from HQ!**

WHERE GLORY IS EVERYTHING

The score maniacs out there – we know you exist – will be pleased to hear that *Body Harvest* recognises skill with points. Obviously the bigger the alien that gets wasted the higher the points, but there are other ways of boosting that bonus.

Small aliens, known as "fleas", can be juggled with gun fire. Each time a flea is bounced, the score doubles. This is a really cool idea, which can relieve a lot of frustration. Not only did you kill that alien, but man, you did it in style!

⬆️ **Line up the enemy in your sights, then shoot em down for big points. Thing is, the aliens are playing the same game!**



⬆️ **To make things more exciting you can take the battle to the air. These Scouts have got it coming!**



COVER STORY



HOLLYWOOD BLOCKBUSTER



➔ **The biggest bang!**

➔ **Monster mayhem!**

DMA have made the N64 go mental with eye-popping visuals, and ground-shaking sound effects. The kinds of things we've seen in *Body Harvest* shouldn't be possible on N64 – it's just too busy! Too extreme!

Music is pretty mad too. DMA are using the technique which allows the music to change character according to the situation. When you're in trouble, you know about it because the soundtrack gets really loud, and really crazy!



➔ **The artists have been experimenting with funky laser effects – searing bright strips of light which appear to leave afterburn on the screen.**



➔ **Wait a minute! Did you see that! This is an N64 remember. It's not supposed to do stuff like this! Where are the butterflies and flowers?**

➔ **Action in *Body Harvest* is the busiest we've seen on N64. As soon as you think you've cleared the area, more aliens fly in for action.**

➔ **It's only because N64 handles 3D so well that scenes like this have such impact. That, and the aliens make sound so intimidating!**

THINK FAST OR WAKE UP DEAD



➔ **Keep an eye on the population gauge. When you notice that six of your flock have been snatched, prepare for some serious trouble...**

Aliens want to have fun with Drake too, and have a multiplier system of their own. Each time they collect six humans, they get enough genetic material to create a Mutant – a terminator unit which goes berserk, and whose prime directive is to track you down. Mutants are tough to kill, and harder to avoid.

It gets tougher to respond to emergency situations as the game progresses, so you really need to plan a course of action beforehand. In some cases Mutants are almost impossible to escape.



LET THEM COME

That just about wraps up our exhausting first look at this year's big N64 game. Make sure you stay with CVG for gut-churning updates between now and September, when we'll have more shots of the gruesome aliens, and tactics on how to beat them.



Face it

02:57

Now break it

Every second counts.

Every bend, every power-slide,
every handbrake turn
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Anyone hoping to become the next King Of Iron Fist, or even close, read and take heed.

TEKKEN 3

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This is part one of a three-part series, in which CVG analyses the Tekken 3 fighters – how to get the best from them in attack, and defence.

The series will also include Tekken 3 player guides, starting with combos this month. Make sure you get as much as possible from these features, as we're preparing to hold our very own King Of Iron Fist Tournament 3 in September.

COMBO KING

Tekken 3 continues the tradition of life-sapping 10-Hit Combos from Tekken 2, with more style and deadly grace. However 10-hitters aren't the only sequences which deal a lot of damage and humiliation. Here's the breakdown of combo styles in Tekken 3.

JUGGLES

Juggling is the technique of keeping opponents in the air with a combo. A Juggle always requires a Launcher - a move which knocks an opponent up into the air - to begin.

A good example of a Launcher is Jin Kazama's Laser Scraper - a powerful uppercut which comes at the end of a three hit combo. After this Jin can go for the same again, or look to other techniques to bounce them along.

BASIC

Easy to perform sequence of two or more hits. Jin's Flash Punch, or Yoshimitsu's Triple Round House are clear examples.



⚡ Jin's Flash Punch is easy to perform, but often gets through.

STRINGS

Special moves require specific button sequences to happen, but they may also result as parts of a String. All of the fighters have at least one String Combo, and all require precision timing.

The notorious 10-Hit Combos are String Combos taken to the extreme, but can be broken down into smaller segments. Experienced players confuse opponents by stopping during a String to remain unpredictable.



⚡ Here Jin finishes his hardest-hitting 10-hitter!



⚡ Juggles aren't so difficult to perform, the secret is timing. If you're too quick or too slow on the buttons, you mess it up.

FLOATS

These are similar to Juggle combos, but require a sharper eye and lots more practice to get right. The big difference between a simple Juggle Combo and a Float Combo is that Floats can be started after an opponent has hit the ground, even as they're trying to get up. After that the same principles that apply to Juggles work here.



⚡ Paul Phoenix is the king of Float Combos, with his powerful Rapid Fire elbow attack. Just as you think it's all over... it ain't!

SUPERCHARGER

This is new to the Tekken series. By pressing LP, RP, LK, and RK all at the same time your fighter summons a brief (roughly three seconds) of extra power. Any attack scores as a counterstrike while Supercharged, which not only causes more damage to the opponent, but often acts as a Launcher for bad combos! Only downside is fighters can't block when Supercharged.



⚡ Jin, Xiaoyu, and Yoshimitsu charge up. Law beats on Paul's head for fun!





PROFILE

Country Of Origin:

USA

Fighting Style: Martial Arts

Age: 25

Height: 177cm

Weight: 66kg

Blood Type: B

Occupation: Second Master, Marshall Dojo (maybe)

Hobby: Shopping

Likes: Credit cards (Forest paid for Paul's Tournament fee, and petrol)

Dislikes: Riding on the back of Paul's motorbike (Paul's driving scares the hell out of him!)

FOREST LAW

RETURN OF THE FLAMING DRAGON

This is the son of Marshall Law (one of the original fighters in the King Of Iron Fist Tournament). Forest is prevented from taking part in any competitions outside of the dojo, as his father knows how dangerous it is. The reason Forest is entered into the King Of Iron Fist Tournament 3 is all Paul Phoenix's fault (Paul is a regular at Marshall Law's dojo). While Marshall is away, Paul suggests to Forest that he is a better fighter than his father. This is his chance to prove it.



Law has some of the greatest throw moves in the game. The one on the left sees him diving down on his opponent!



FIGHTING AS LAW

Want to be Bruce Lee? Law has some powerful attacks which require simple commands to perform. He's also very fast, making him one of the strongest guys in the tournament all round. Once Law gets through with a technique, he saps energy with big punch combos and/or sequences of kicks. Opponents who make more than a couple of mistakes are goners, basically.

BEST DEFENSE

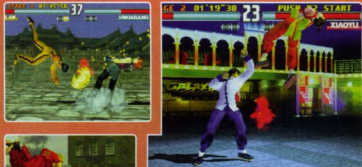
Law can keep attacks out with his Thrust Blocks, which give him a quick chance to reply. He has a Fake Step, which is new, that avoids punches at close range and gives him the option for a Fake Step Blow – but only if the opponent is too stupid to see this coming! Generally, though, just dodge.



(Bottom-left to Top) Law side-steps Yoshimitsu's attack, setting up a throw. Jin Kazama is made to look foolish (almost impossible!) by a Fake Step. And Paul Phoenix eats a large portion of Fake Step Blow, and gets stomach ache!

BEST OFFENSE

Favourite of all Law's combos is his Dragon Storm punches. The third punch is a Launcher, and what comes next is as nasty as you want it to be. Law's Dragon's Tail is good to throw in occasionally, keeping opponents down. His Somersaults are tough to combat, and can even intimidate expert players.



(Bottom-left to Top) Paul wishes he had seen this Dragon's Tail coming. Hwoarang (profile next issue) gets clipped on the jaw by a Somersault. No fun whatever for Ling Xiaoyu as she is jammed with a Dragon Storm combo.

10 HIT COMBO

You should learn all of Law's 10-Hit Combos, as they form a major part of his strategy – same as with Jin Kazama. There are key points where these can be interchanged, keeping opponents guessing.



LIVING IN HIS FATHER'S SHADOW

PAUL PHOENIX

HOT-BLOODED MARTIAL ARTIST

The eyes of an eagle, with the strength and reflexes of a tiger – even now! At 46, Paul is one of the oldest (human) fighters in the tournament. He missed out on the chance to prove himself in the last King Of Iron Fist Tournament, due to a traffic jam caused by a motorway pile up. For the past 19 years Paul has been training at Marshall Law's Dojo, and winning lots of small competitions. However he recently received an invitation to the King Of Iron Fist Tournament 3.

FIGHTING AS PAUL

Paul's trademark is capitalising on others' mistakes, in no uncertain terms. A good Paul player can punish opponents physically and mentally given half a chance. You might even call Paul Phoenix dirty, if it weren't for the skill required to get the best out of him. Intimidation is definitely the key, as Paul can also reverse attacks leaving opponents at a loss for tactics. One of the best there is.



Most of Paul Phoenix's offensive relies on heavy punches. As you can see, he is full of fun when dealing these blows.

PROFILE

Country Of Origin: USA
 Fighting Style: Combined
 Martial Arts based on Judo
 Age: 46
 Height: 187cm
 Weight: 81kg
 Blood Type: O
 Occupation: None. Still trains with the intention of being #1
 Hobbies: Motorbikes
 Likes: Pizza, and the smell of petrol
 Dislikes: Japanese motorways (ever since the traffic jam)

BEST DEFENSE

Master the timing of Paul's Reversals, and you'll have the psychological advantage for sure. Add to this your goal to keep opponents down, so they just can't hit back. Bone Breakers and/or Hammer Fists catch panicked opponents as they rise. It gets so your opponent dare not flinch!



(Bottom-left to Top) Making sure Law doesn't get chance to stand back up. "King, I swear if you ever try that again I'll break your rockin' arm, dude!". Xiaoyu is rocked by Paul's Shoulder Charge.

BEST OFFENSE

Paul's Jaw Breaker into Stone Breaker (zero-range elbow into uppercut) can set up short, but damaging combos. Tag a Bone Breaker (low kick into elbow) onto the end, and you've got some very dissatisfied customers. And, there's fun to be had starting combos with Paul's Sway technique.



(Bottom-left to Top) Keeping Nina away with a hefty reverse kick. This low kick is the start of a three-hit Sway combo. "King, dude, you try grabbing at me like that and you will eat my fist!"

10 HIT COMBO

If you don't have the will to come back after being flipped like a pancake by Paul's 10-Hit Combos, best join the winning team. Think you'll be this hot when you're 46? Choose life - choose Paul Phoenix!





PROFILE

Country Of Origin: None (formerly Japan)
 Fighting Style: Advanced
 Manji Ninja Arts
 Age: Unknown
 Height: 178cm
 Weight: 63kg
 Blood Type: O
 Occupation: Leader of the Manji Clan
 Hobby: Watching Sumo, Net surfing
 Likes: Video game arcades (especially those in Shinjuku, Tokyo)
 Dislikes: Villains, and poor losers (at video games)

YOSHIMITSU

MECHANIZED SPACE NINJA



Doctor Boskonovitch saved Yoshimitsu's life, so the story goes, but the circumstances remain unknown. Whatever, Yoshimitsu now fights to raise money for the Doctor B's research, and to aid the poor and disadvantaged. The ultimate favour Yoshimitsu can do for Doctor B is to bring him the blood of the God Of Fighting. With this Boskonovitch can complete his research, and bring back to life his daughter who died as a ginuea pig in his 'Cold Sleep' experiments.



Yoshimitsu can be very intimidating to fight against. This throw move against Hwoarang drains an opponent's energy!



FIGHTING AS YOSHIMITSU

Just as Eddy is viewed as the beginner's choice to frustrate experts, Yoshimitsu is the expert's choice to make fools of beginners or even advanced players. The Space Ninja requires skill to be effective, since he must keep the pressure on opponents to hide the fact that he has such poor defense. Be confident, however, and Yoshimitsu is the biggest crowd pleaser there is.

BEST DEFENSE

Since only good players should trust Yoshimitsu, it's best to have fun with defense. Yoshimitsu can heal himself, either by meditating or stealing an opponent's energy. Also warping behind opponents is a unique, and great gag if used skilfully. Yoshimitsu Flash is his best standard counter. His poison breath is a surprise move that only complete beginners will fall for, though it is cool.



An early design of Yoshimitsu, post Tekken 2, pre T3.



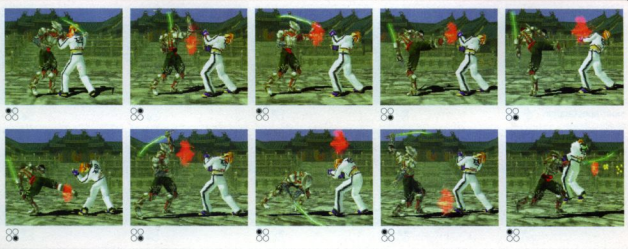
(Bottom-left to Top) While sitting like this Yoshimitsu regains energy. Same again here but he's more vulnerable - this is being cheeky! Yoshimitsu Flash will make Law wish he hadn't tried this.



(Bottom-left to Top) This knee strike is called Fubuki, and gets through quickly. Juggling opponents is a favourite of Yoshimitsu's. Hwoarang gets his legs whipped by Manji Kicks.

10 HIT COMBO

It's unlikely that you'll use many 10-Hit Combos with Yoshimitsu, as he is easy to counter. If you're chances are good, however, go for the ones ending with a Sword Stab.



LENDING A HELPING HAND



LING XIAOYU

PROFILE

Country Of Origin: China
Fighting Style: Hakke Ken, Hike Ken, and various Chinese martial arts
Age: 16
Height: 157cm
Weight: 42kg
Blood Type: A
Occupation: Student, Panda caretaker
Hobbies: Traveling, visiting amusement parks all over the world.
Likes: Chinese steamed buns and shrimp dumplings, Peking Duck.
Dislikes: Maths teachers



HIGH SPIRITED GIRL

Despite being young and relatively small, Xiaoyu is a strong fighter. So powerful in fact that she once beat up a bunch of Heihachi's guards who found her hiding on the old man's private yacht. Her reason for being there was to meet up with Heihachi, who Xiaoyu knew to be a very wealthy man, and request some money from him - to build an amusement park! Heihachi was amused no little with Xiaoyu's show of strength for such a selfish reward, and entered her for the tournament.

FIGHTING AS XIAOYU

Anyone who can think as fast as Spinner can perform will have no problem upsetting opponents. Xiaoyu's combos are quite easy to manage, though cause a great deal of damage and humiliation - especially since many are done with her back turned. Be constantly on the move, linking one technique with another, to become expert with Xiaoyu. And be sure to take extra care when her back is turned.



⬆ Xiaoyu has two Insult moves. Neither cause damage, though her wave slaps opponents away briefly.

BEST DEFENSE

A good Xiaoyu player can have fun combining side-steps with her Spinner - taking her behind, or well to the side, of an opponent very quickly. The Phoenix stance causes problems for opponents, as it is so low - they have to think harder to begin combos on Xiaoyu down here.



⬆ (Bottom-right to Top) in her Phoenix stance Xiaoyu is tricky to hit - plus she can fight back fast. Spinning out of harm's way, making Paul look foolish (not difficult). King gets the old heave-ho after Xiaoyu side-steps and throws.



BEST OFFENSE

The Mistrust technique is central to Xiaoyu's combo strategy, as it sets up all kinds of Juggling opportunities. Xiaoyu also has a range of powerful options from the Phoenix stance - popping up with mid or high attacks, or taking away an opponent's legs with kicks.



⬆ (Bottom-left to Top) Eddy Gordo (profile next month) is Launched by Xiaoyu's Wave Crest-Heavy - pop-up attack from Phoenix stance. Storming Flower ends a juggle combo, Mistrust Launches some of Xiaoyu's finest juggle combos.



⬆ School uniform. Play as Xiaoyu 50 times to earn this.



10 HIT COMBO

Though she only has two 10-Hit Combos, these rate among the most spectacular of all. Xiaoyu dances her opponents into a state of absolute despair while slapping them silly.





PROFILE

Country Of Origin:

Japan

Fighting Style:

Advanced Mishima style fighting karate. Kazama style of Self-Defense. (Combines his own method with that of his mother's)

Age: 19

Height: 180cm

Weight: 75kg

Blood Type: AB

Occupation: Martial artist

Hobby: Forest bathing

Likes: Mother's teachings

Dislikes: Deceiving others



Q Jin Kazama also has a school uniform. When Jin and Xiaoyu choose this secret costume, they battle outside the college.

JIN KAZAMA

FATAL LIGHTNING

Jin is the grandson of the legendary King Of Iron Fist, Heihachi Mishima. The God Of Fighting killed Jin's mother, Jun Kazama, when Jin was 15 - the same year he discovered demon-possessed Kazuya Mishima was his father! (Kazuya was killed by his father, Heihachi, because he was cursed.) Four years have passed. Under the expert tuition of Heihachi, Jin is now ready to avenge Jun's death. Little knowing that Heihachi is using him to lure the God Of Fighting...

FIGHTING AS JIN

Since he is the main character in the game, Jin is the best overall. He has no moves which are too strong, or too weak. Jin is fast, and versatile. He has solid defense, which includes Reversals, and a wide range of interchangeable Strings. A good Jin player should be able to turn any fight to his advantage by remaining unpredictable, and capitalising on speed.



BEST DEFENSE

Jabs, high and low, keep out most opponents long enough for Jin to find an opening. He can't be thrown while jabbing high, and low jabs stop a lot of stronger attacks such as side kicks. Jin also has one of the biggest side-steps in the game, and sound Reversals.



↑ (Bottom-left to Top) Eddy gets stopped mid-cheese by a simple jab. King is reminded never to try anything funny by Jin's Attack Reversal. Jin's side-step is fast, and travels far, allowing him to reply with a swift Back Spin Kick.

BEST OFFENSE

Jin can go for damaging combos from an uppercut counter-strike, or Rising Uppercut. Both launch opponents to set up juggles. Rapid-fire punch combos, starting with swift jabs, is tactically sound too. Jin's Crouch Dash moves are full of surprises, he can pop-up with anything from a Dragon Uppercut to Tsunami Kicks.



↑ (Bottom-left to Top) The Demon Slayer is fast and painful. Jin's Twin Pistons attack ends in an uppercut, which can start a juggle combo. Out of a Crouch Dash, and into Demon's Paw - straight into Lei's Wulong's gut.



◆ Namco dropped the skull from the final costume.



10 HIT COMBO

Jin has four basic 10-Hit Combos, which can be adapted and/or extended to form others. This one is the easiest to perform, but the most damaging. It's weakness is that it can be stopped quite easily.





While *Donkey Kong* is waiting in the wings for his next epic, *Banjo and Kazooie* are about to be unleashed on a 3D platform adventure that's all their own. A brief appearance in *Diddy Kong Racing* probably wouldn't have won you over to Banjo's charms, but once you see his own game, all that will change. Prepare to venture through misty dry-ice as Banjo and Kazooie are about to become stars in your eyes!

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Goldeneye and *Diddy Kong Racing* proved what could be done with the 64-bit console. Now Rare are back with the Summer's biggest Nintendo game.

BANJO KAZOOIE



UGLY AND THE BEAST (STORY TIME!)

The evil witch Gruntilda watches over the once peaceful valley from high up in her mountain-top lair. She's searching for a victim so she can use her favourite invention. If she finds a creature beautiful enough, her machine will suck the physical beauty from the victim, and transplant it onto Gruntilda, transforming her hideous features. By far the cutest creature of Spiral Mountain is Tooty, Banjo's sister. Gruntilda sweeps Tooty away on her broom and holds her prisoner in her lair. Banjo wakes up from his usual deep sleep, alarmed by all the noise. Kazooie is squawking at him to wake up and come quickly. Amid the noise, Banjo makes out the cries of Tooty. He leaps out of bed, reaches for his backpack and makes his way to Gruntilda's lair.



Gruntilda's spooky lair.



There's some real mutants who hang out around here.



No wonder she's a witch, this place is super freaky.

GETTING STRONGER

Another friend who'll help out the duo on their quest is Bottles, the mole. The duo need to search for Bottles to learn new moves, since he's their instructor. Bottles's training course should be the first place you visit in the game. He'll also pop his head out of a mole hill on later levels, teaching B&K some new moves just when they need them.



ANY MOLES NEED FLYING?

They're inseparable these two, and we think they're great.

FOREVER FRIENDS

Banjo and Kazooie are this year's Mel Gibson and Danny Glover. They haven't got lethal weapons but they're the best of buddies. Banjo's a honey bear who's main hobby is sleeping, he also enjoys swimming and dancing.

Kazooie is a red crested bregull, a real loudmouth and always boasting. The two of them are a great team though, which is a great help because their adventure involves a lot of teamwork.



The Rat-tat rap can peck enemies. Wait a minute, what is that thing?
Looks like this bull has seen Kazooie's red feathers. Better run to safety quick.
Ohmigod they killed Yoshi! Not really, but greenie is a meanie.



One of the moves you'll use the most is the Talon Trot, here Kazooie carries around his honey loving chum. He runs a lot faster than Banjo, see.





➤ That big ape is Conga, solve his puzzle quickly or else!



➤ Nipper the crab is another mini-boss. You can go in his shell!

WHAT'S WRONG WITH KEYS?



If you thought collecting all 120 stars in Mario 64 was a lot of work, you should see the amount of stuff you have to collect in Banjo Kazooie. Before you can do this you have to get onto the levels, which is a huge task in itself. All the levels are accessed from Gruntilda's lair, and of course she's made things kind of difficult.

To access levels you'll need to find jigsaw pieces. There are 10 of these hidden on each level. Once the missing pieces of jigsaw are placed in a puzzle, the level will be opened. These puzzles, although they might look like it, are not like the portals in Mario, the level is opened elsewhere in Gruntilda's lair, and now you've got to find it.

Also blocking your tracks are the note doors. These can only be opened once you have collected enough musical notes, there are 100 on each level, but then you need large amounts to open these doors.



➤ Who left these here?



➤ A small piece of the puzzle.



➤ That chest bites! Be careful.
➤ Another piece of the jigsaw, and an ocean view to die for.

LOTS AND LOTS OF THINGS TO DO

Apart from the musical notes and more importantly the jigsaw pieces, there are lots of other objects to find on each level. One jigsaw piece on each level is obtained by finding five Jinjos.

These creatures have been captured and hidden in each level by Gruntilda. You'll also need to stock up on eggs, these act as weapons for Kazooie, and are also needed in some puzzles. There are also extra lives hidden around, these take the form of golden Banjo statuettes, they're usually hidden in some very tricky to reach places. Finally there's honeycombs, these are used to refill Banjo's lost energy, if you find enough extra honeycomb pieces, Banjo's health bar can be extended.



➤ Launch an egg into the birds' beak.



➤ Hello little Jinjo, I have saved you.



➤ Those Jinjo's, they get everywhere.

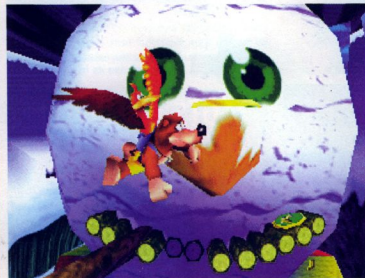
LET ME AT 'EM.
LET ME AT 'EM.
ONE
ARM TWO BEHIND
MY BACK.



VOODOO RAY

Another person who can help Banjo and Kazooie on their quest is Mumbo Jumbo, a former teacher of Gruntilda. The mystical shaman was transformed by the witches' magic, so now his face has been replaced by a mask. Mumbo can be found on some levels in a strange skull hut. Next to Mumbo's seat is a sign displaying the amount of

tokens Mumbo requires to perform his magic. Give him the tokens and he'll transform Banjo into a different creature, unique to the level. Where can you find these tokens? Hidden around each level of course.



⚡ Ever get the feeling you're being watched? That's a big snowman!

A WHOLE NEW WORLD

There are nine large levels to explore before you face Gruntilda for the final showdown. That may not be as many as *Mario 64*, but believe us, there's more to do. They all have the trademark Rare touches, with levels themed around similar ideas to those used in *Diddy Kong Racing*. Some of the highlights are a pirate ship, a swamp, a desert with pyramids and a snow-covered level with a giant snowman. The best is saved for last, Click Clock Wood is the final level, and it's split into four separate parts all representing the different seasons. This level could be a game all by itself, with some very original ideas and lots to do.



⚡ It's not all cute, cute, cute. Check out those detailed backgrounds and textures.



⚡ A giant tortoise! Hope he's friendly.

THE BEAR UP THERE

Banjo may be slow, but Kazooie is quick. Which is why they make such a good team. Being a bird, Kazooie also likes to get airborne, which comes in very handy but at a price. Not more collecting is needed, this time you must search for red feathers, and also a flight launch pad. The pair can only really get big air from one of these pads. Once in flight, collected feathers are removed from your collection the higher up you go, and the longer you stay in the air.



⚡ Getting up high is a good way of checking out the levels.



⚡ Sometimes you'll find a little help to get you up in the air.



⚡ The sights you'll see on this adventure can be quite funny.



TOOTY NEEDS HELP

We're holding back on some of the coolest features of this game, but believe us they're special. Banjo Kazooie is going to be one of the games of the year, and we're already forming a queue to buy our copies.

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Unless otherwise indicated, competitions close on 31/8/98 after which they may be replaced by a similar service on the same number. Competitions involve multiple choice questions with tiebreaker except where 'Instant Win' is shown. The Big Five-O has 10 questions worth 1-10 points each and winners must beat a target score. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Most services require a tone phone. For rules or winners' names, see our web site www.InfoMedia-Services.co.uk or send SAE.

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 PlayStation	99% COMPLETE	PLATFORM ADVENTURE	BY SONY INTERACTIVE STUDIOS	* NO OTHER VERSION AVAILABLE * NO OTHER VERSION PLANNED * STORAGE 1 CD * RELEASED BY SONY TEL 9177 847 1600
	OUT SUMMER	1 PLAYER		

Invading aliens, women in cages and a blond beefcake who thinks he can save the world. It doesn't happen only in the movies.

Blasto is a space adventurer with troubles that make handling alien invaders look easy. Blasto made its debut at last year's E3 show. Hailed as being the next big thing, it was quickly brushed aside and forgotten about. Come Christmas '97 and the expected release date, the game was nowhere to be seen. Blasto has clearly had problems, but now Sony are once again confident that his time has come. His ship is about to land, and pretty soon you'll be able to decide if he really is a hero, or a zero.



BLASTO™



Exciting crate-pushing action.



A force field blocks the exit.

YOU CALL THIS SAVING THE WORLD?

Each level is a three-dimensional maze, with Blasto having to find switches to progress further. These switches open up locked doors or move objects. You need a good memory to figure out where to go next though. Often the door just opened will be at the other end of the level. The levels also include many planes, best described as looking like a multistory car park with gaps everywhere. You must locate lifts or platforms to travel between these planes. In the tradition of all platform games, of course, this isn't easy.

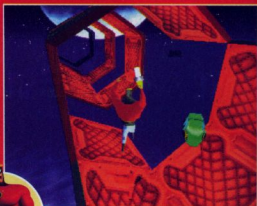


Oh no, he's fallen down the plughole! Phew, it's just a lift.

MAKE ROOM FOR THE MUSHROOMS

The stage is set for the game to begin. Blasto must make his way through eight worlds, kicking alien ass along the way. Each stage sees him take one step

towards his final showdown with Bosc the Terrible. Enter the 3D spaceports as Blasto embarks on his greatest adventure yet - er... his only adventure yet!



TAKE THAT, SNOTBALL!

No platform game would be complete without enemies out to thwart you. *Blasto* features an army of aliens armed with ray guns, who'll pop out from behind every corner waiting to zap

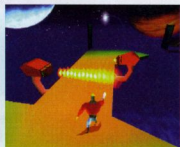
Blasto in the butt. The easiest type to shoot are those that walk around, things get trickier when you have enemies firing at you that can fly. These aliens are also quite smart, if shot they

will continue to move, to try and evade your fire. They will take cover behind objects, and can sneak an attack on you. Later levels provide some tougher, stranger looking opponents.



On his heroic quest, *Blasto* can make use of a number of power-ups. He can also find weapon add-ons to make his job a little bit easier. Weapon power-ups and health refills are hidden on each level.

Look, it's Bosc. Shoot him. Oh, drat, it was only a video screen, but wait what's that giant eyeball? Scream! It's one of the aliens' quick shoot it, shoot it! They're very cunning you see.



A bug-eyed Mexican stand-off.

It's dangerous but he can do it.

You can even shoot the glass!

Shoot it! Shoot it! Shoot it!

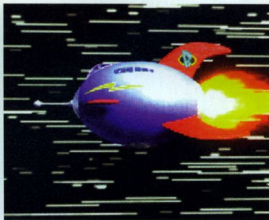
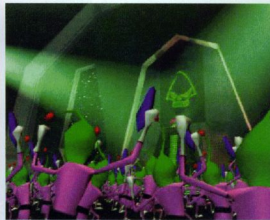
HELLO LADIES

On each level there are scantily clad females that *Blasto* must try and save. Don't ask us why the aliens have caged these women, it's not very PC. These cages are usually placed in some very difficult to reach places. Like the doors to progress through the levels, you must locate switches to release the cage. That's the easy bit. Then you must find the girl, who will now be wandering around where the cage was, if you can get to her, she'll reward you with a kiss.



LOOK ISSA CARTOON, INNIT?

Check out the looney intro that details Bosc's plans to invade Earth, and shows *Blasto* alerted to the danger. The whole look of the game has been inspired by classic Warner cartoons like *Bugs Bunny* and *Daffy Duck*.



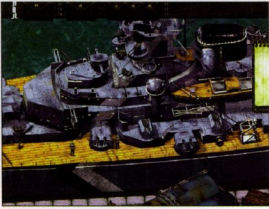
Blasto has got a really fat ship. That's fat as in large, not phat as in good, alright. Wonder what he keeps in there anyway.

DARN, DRAT AND BLAST-O!

From what we've seen of *Blasto* so far, we feel a little short-changed. At the moment the gameplay and levels are pretty predictable, hopefully deeper into the game exciting things will happen. We'll find out very soon.

DO NOT FEAR BLASTO IS HERE!

COMING SOON



70% COMPLETE

PC ROM

ARMY STRATEGY

BY PYRO

OUT AUGUST

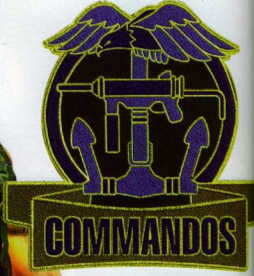
1-6 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD

• PUBLISHED BY EBROS
TEL 0101 636 3000

Infiltrate the enemy camp, slit the guards throat and drag his limp body behind cover. Storm the base and blow up the communications post. That's just the first stage!

There is something about getting a gun into your hands that instantly makes everybody feel like the hardest man on the planet. Those that have experienced paintball will be able to vouch for this statement. That same feeling of tension has yet to be re-created onto a computer. Games like *C&C* had a good war feel to them, but you're not too bothered if one of your guys takes a pasting because you can just make another one. *Commandos* however, is nothing like that. You get the troops you're given and everything they do is down to you. If one dies, the level is over so you need the ultimate in tactical planning if you're going to survive. But do you have what it takes?



Once you've infiltrated the enemy base, set the explosives and get the hell out! The whole place is going up in smoke!



BEST OF THE BEST

The number of soldiers in your platoon is dependent on the tasks set for you on one of the 24 missions. A simple level will only require you to have 3 men, like the first one on the six stage demo we've played. You need to know which of the men does what, so you don't send the explosives man in to sweet talk one of the guards!

RENÉ DUPOUWA A.K.A. "FRENCHY"

Frenchy is the guy who waffles his way into Army History. A sabotage expert, he can assume the disguise of many different people to bluff his way into enemy camps. Speaks fluent English, French, German, Italian and Russian!

JANE "BUTCHER" O'HARA

The hardest man of the group. A July Redford Green Beret, and a former boxing champ gets stuck in where it hurts. He can carry bodies away from danger areas and also moves heavy barrels.

SAMUEL BROOKHILL

If something needs fixing, Samuel is the guy to do it. Having spent his younger years stealing cars and committing armed robbery, he then turned his attention to the special forces, where he proved a valuable asset in obtaining enemy vehicles.



THOMAS RAMPOCK A.K.A. "FIREMAN"

Fireman is the team's explosive expert, and has earned himself many honours during his long career in the Army. He has also learnt to make bombs out of virtually any material available to him. A very daring soldier.

SIR FRANCIS L. WOODFORD A.K.A. "DUKE"

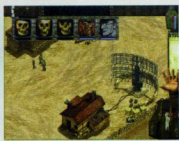
He may be 'standoffish' when it comes to battles, but when he is the expert marksman with the sniper rifle in his possession, does it really matter? Even when the going gets tough, you can always rely on Duke's steady hand.

JAMES BLACKWOOD A.K.A. "FINN"

As a former member of the three-time Oxford boat race winners, he is the guy that gets you from shore to shore. He also has a complete set of Scuba gear that is accessible once you get close enough to the water.



🔥 The flames reduce enemy sight.



💀 The skulls are your dead troops.



👥 A three way stand off! Cool!



👤 A lone soldier is not all bad.

EASY DOES IT

The key to being successful in *Commandos* is stealth. There is no point in running in, all guns blazing because you'll simply get wasted. Your best play is to send in the 'Butcher' and take out the troops one by one. Killing a single guard in his own is easy, you simply select the knife, run up behind him and slit his throat. Carry the body away so the guards don't become suspicious. If there are a couple of enemies patrolling a certain area, use your handgun to finish them off. Each soldier takes three hits, but the guns have a very good rate of fire, giving you the advantage.



'Fins' is one of the most important members of the team. He is the guy that can pilot the inflatable dingy if necessary, and also has a complete Scuba outfit on him, so he can swim from island to island to take out any guards on his own. However, he cannot run very quickly, due to the immense weight he carries with him. To use the scuba gear, all

you have to do is run to the edge of the water, and a gas cylinder will appear on his backpack in the bottom right corner of the screen. Click on this and he'll dive in, ready for action. The benefit of this, is that you can sneak right up to men while still in the water, dive out and slit their throats before they have any idea what is going on!



EYE, EYE, CHERRY PIE.

The 'Eye' icon in the top right of the screen is a very important tool you have use of. By clicking on this, and then moving the icon over an enemy sergeant, you'll be able to see their entire field of vision. It'll show you which objects they cannot see around, who or what they are guarding, and the distance they can shoot at you with. If you stray into the light green area of their sight, you'll be subjected to an absolute pasting, as this is the 'guaranteed hit area' if you like. The light green section is further away and obviously, the shots have less chance of connecting.

👁️ The gun icon shown here means that any target here will be out of range. You need to get closer.

AT THE BOTTOM OF THE OCEAN

THE KEY TO VICTORY

To save you from clicking all over the screen, pulling out various weapons and wasting time, all of the important moves have shortcut keys on the keyboard. For instance, if you want to make a guy run to a barricade, crouch behind it, then storm a guard and slit his throat, you can do it doing three simple button commands. Double click where you want the guy to sprint to, and hit C to crouch. S makes him stand up and X puts out the knife. Double click the knife icon on the guy you want to top and that it. One dead guy in double quick time.



👣 Footprints alert any nearby soldiers.

EVERYBODY GET DOWN!

The aspect of *Commandos* that has the most potential is the multiplayer element. Although not yet installed into the demo version, the multiplayer game will let up to six people take control of one troop at any time. This means that you don't have to think about who does what, but can instruct others to get in where it hurts, or even cover the forward running enemy to distract the enemy fire!



🔊 Once you make a noise, or gunshots are fired, troops start to pour out of the houses in an attempt to ambush you.

SIR YES SIR!

Commandos has a ton of potential, and at this early stage looks as though it could be fulfilling it. It really engrossing and you find yourself getting sucked into the missions without realising! However, the demo version did have a few bugs in it, so we'll reserve any major judgement until the review, which will be in next month's issue.

MAYBE YOU CAN HIRE: THE COMMANDOS!

COMING SOON



PLATFORM

BY WHOPEE
CAMP

OUT JULY

1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
- TEL 0771 447 1000

It may look like a basic platformer with a pink-haired caveboy, but Tombi is one of the most imaginative games we've ever played!

TOMBI!

Capcom is one of the most famous and respected games companies in the world, producing an endless stream of classics that have entertained us over the years. Although not released by that famous company, Tombi has a common link with them. And that link is Mr Fujiwara, the creator behind some of Capcom's greatest hits. His career highlights include *Gods and Goblins*, *Street Fighter*, *Mega Man* and *Resident Evil*. Looking for a new challenge, Mr Fujiwara has set up his own software company and, through a deal with Sony, is to start the ball rolling on some new projects. *Tombi* is the first of his new ventures.



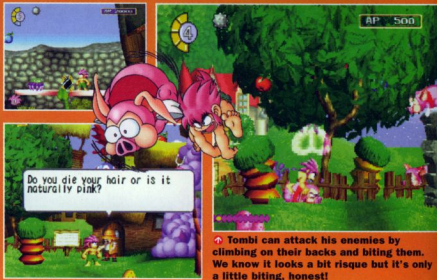
★ WHAT'S HE DOING TO THAT PIG? ★

Watch someone playing Tombi and you might not see anything amazing. From a distance it seems an average platform game, with simple graphics. But play the game and you'll be surprised. Although

Tombi is like a 'Now that's what I call music' compilation of platform's greatest hits, it does have a few tricks buried in the hero's pink hair. The objects he collects allow Tombi to deal with hazards and give him new abilities.

★ SQUEAL LIKE A PIG ★

Tombi is a pink-haired caveboy. Like us, lots of the game's other characters think it's strange that Tombi's got pink hair. But anyway, the boy is about to become a man because he's embarking on a great adventure to reclaim his Grandpa's stolen bracelet. Tombi must search for seven evil pigs who have brought havoc and misery to the land, stealing belongings and causing confusion. They've also changed the once-beautiful landscape into something to suit themselves. The change has caused all kinds of problems for the locals. It's up to Tombi to try and solve everyone's problems, and rid the land of those evil pigs.



Tombi can attack his enemies by climbing on their backs and biting them. We know it looks a bit risqué but it's only a little biting, honest!

Tombi gets in a flap, caught trying to pinch that big eye. He'll soon fall back down to Earth, but that bird looks angry so he better seek shelter fast!



TOMBI LIKE UM PINK HAIR

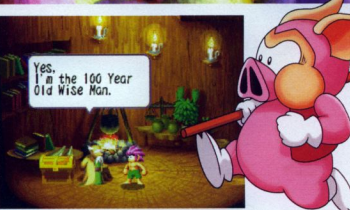
Tombi is a classic mix of old and new. A side-scrolling platformer featuring 2D characters and 3D backdrops. But there's more to this game than meets the eye. We said Tombi was side-scrolling, maybe that was a little lie, because although the game tricks you into thinking this, Tombi can venture in and out of the screen to search for objects and a way through the levels – thanks to the 3D backdrops. It may look simple but Tombi is smarter than it first appears.



➔ Climbing up here, will allow T to make a massive fried egg.



➔ Search everywhere for other paths. It's pretty easy really.



★ GOTTO DOUBLE BACK AGAIN ★

Tombi's path is often blocked by friendly people who need help. The only way to progress is to solve their problems. This involves doubling back on yourself to search for lost or hidden objects and people. You also need to look for other routes for the journey. This is where the 3D comes into play, as you must find paths leading into or out of the screen. This is where Tombi gets exciting. There are lots of secrets to find and small sub-games to play – and points to rack up. If you manage to find everything, you're a true master!



Wow! You'll give us your bananas?

Used the Bananas:

➔ Collect bananas from this guy and go visit the monkey.



My friend was captured by one of the spores on the tree and was hanging from there.

➔ Not quite Final Fantasy, but it'll do. Now let's save his friend.



➔ 1/3 RPG – here's the proof.



➔ Ball and um chain, hit hurt!

TOMBI UM COMIN' AT YA!

Tombi should be ready to roll in the Summer, and looks likely to please those looking for some simple platform thrills. We'll bring you more soon.

➔ Platforms, jumping, sorted!



100% PS2 compatible

PlayStation™

ACTION SHOOTER

BY SCE JAPAN

OUT JULY

1 PLAYER

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

The immensely popular and hardcore Manga story is adapted for PlayStation, with some top tunes and great gameplay.

In the middle of the current fad for great graphics and crap gameplay, games like *Ghost In The Shell* come as a pleasant change. This



ain't no formulaic fighting or driving game, you can be sure of that. In addition to the original gameplay there's an impressive soundtrack with top DJ Dave Angel, one of a host of names who have mixed for the game. One of the only reasons to stay indoors this summer.



Shoulder buttons are strafe buttons, and, if you hold them both down, you get a burst forward. However, you cannot climb buildings when dashing.



You have three main weapons: a machine gun, missile launcher (activated by holding down shoot so the bombs home in), and a grenade launcher.

BARREL OF LAUGHS

Ghost In The Shell is no pushover. The first really tough mission you come to is stage three, in which you're given a set time limit to blow up a series of oil drums. In addition to having the enemies to dodge, you have to look up and down to locate the barrels, as well as in front and behind.

After you've blown up the initial batch, you have to move to a new area with even more barrels and an even stricter limit. There's no room for error with the clock ticking, because the game isn't exactly over-generous with the seconds!



WHY IS THIS COOL THEN?

In short, *Ghost In The Shell* is a lot of fun. The controls get you straight into the gun blasting action, without having to wade through an instruction manual to work out what to do. The gameplay is very addictive, that's why it's cool.

You have to shoot the laser firing enemies to cut out the beam. Or you can simply jump over them!

This boss spins around the arena belting out this huge laser at you. Use the strafe buttons to avoid its reach.



RENT A GHOST

We'll be reviewing *Ghost In The Shell* next issue, when we'll tell you whether it lives up to its early promise.



OFFICIAL

THIS STEERS PRETTY DAMN SWEET, 93% - PLAYSTATION PLUS



GIZMO PALACE

STOCKING FILLERS IF IT WEREN'T SUMMER!

SCORPION GUN

This new lightgun for Saturn and PlayStation looks hyperrealistic, apart from the long lead sticking out from the handle, and its Guncon compatible. It also features a rather weedy vibration when you fire. Not bad, but it's more of a handbag weapon. **£19.99** By Fire, available at all good game stores now.



MAD CATZ WHEEL

The only official PlayStation wheel, and it's not bad. There's a little gear stick, and some pedals and the wheel also turns! Everything you'd want in a wheel really. **£36.95** by Mad Catz. Out now.



SPAWN FIGURES

Based on the hit comics, and not-quite hit movie and poor game. These two figures are from the latest mad range, Manga Spawn series 2. Featuring amazing detail and weapons. They look so good, hang 'em up on your wall. **£16.99** to **£18.99** By Kids International, available from branches of Beatties and Forbidden Planet.



GIZ MORE!



WHO'S BEEN FEEDING ON THE LAMPPOSTS ROUND MY MANGER? I'LL HAVE YA!



ANIMATED PETZ

Based on the successful PC games Dogz and Catz, these plush pets are a lot easier to look after. Each come with accessories that are sensor activated and produce sounds. Give the dog his bone and he'll chomp and bite it. Cool! **£29.99** By Toy Options, available from all good toy stores soon. Call 0161 633 9800 for info.



TEKKEN 3 CONTROLLER

Out now in Japan is the ultimate controller to play the latest in the Tekken series. It's expensive and big, but we know some of you will want it. Prices vary, contact importers.



WANNABE A POP STAR GAME

Become a band and create music. Choose band members, make a record then get spots, and break up. **£29.99** by Attica out now.



GIZMO PALACE

PLAYSTATION GLOVE

Simply called 'The Glove', now you can play games with the added luxury of not having to hold anything. The Glove reads brain patterns, er... no it doesn't. It simply responds to the way you move your wrist. Allowing you to hold your favourite beverage and play a game at the same time, or reach for a box of tissues.

£49.99 By Reality Quest, available at stores now.



SUPER SOAKERS

What the Summer was invented for. Fill your dayglo weapon with water and soak someone, super! These are the cutting edge of water pistols, used by the SAS and Navy Seals on covert operations. Or maybe not. Our personal favourites are the Xp 275 and CPS 2000, they'll make a very dry thing quite wet!

£4.99 to £29.99 By Toy Options, available from all good toy stores.



FINAL FANTASY VII FIGURES

Free the Midgar seven, or collect them. The cool figures from the hit game finally arrive in the UK. Now your favourite Fantasy will never need to be Final! Just have new adventures over and over again. **£8.99** each By Bandai, available soon.



NEW PLAYSTATION PADS

The Gamester analogue and official England jypad are in stores now. Why Eng-er-land need an official jypad we don't know, but it's still good to know you have a choice.

England pad £11.99 and **£19.99 gift pack**, **Analogue pad £19.99**. Both from Gamester in stores now.



GIZ MORE STOCKINGS!

GIZMO PALACE

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NEXT MONTH

WE PREVIEW THE N64 VERSION OF THE
AWESOME RACING GAME, WIPEOUTSPECIAL REPORT ON E3, THE YEAR'S
BIGGEST GAMES EVENT; WE REVEAL
SECRET CHARACTERS FROM DEAD OR
ALIVE AND SHOW YOU SOME KILLER
MOVES FROM TEKKEN 3; PLUS SIM CITY
2000, F-ZERO; AND THERE'S MORE...ISSUE No. **201** OUT ON JULY 15THcomputer
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video
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BACK ISSUES!

computer
and
video
gamesDON'T BE AFRAID OF
YOUR TELEPHONE!

Resident Evil 2, Gran
Turismo, Yoshi's Story,
Mystical Ninja Goemon,
Sega Rally 2, F-Zero X,
Snowboarding 1080°,
WCW Vs WWF, Street
Fighter Collection.

Yoshi's Story, Resident Evil
2, Penzer Dragoon Saga,
Quake 2 guide, Grand
Theft Auto tips, Gran
Turismo, Battlezone,
Forsaken, Alundra, Bust-A-
Move, Motorhead, Gex 2.

First UK coverage (that
isn't a complete joke!) on
PlayStation Tekken 3, and
the best N64 1080° story.
Plus N64 Quake; Ergheiz
(arcade); Quake 2 guide
(all you need in four
pages!).

Extensive coverage of all
the best football games to
coincide with the World
Cup. Plus reviews of Gran
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Ghost in the Shell. What
more do you want?

**01 858 435350**IF YOU CAN HANDLE GAMES
YOU CAN, AND WILL, DIAL
THIS IMPORTANT NUMBER.EARLIER ISSUES
ALSO AVAILABLE!

BACK ISSUES

43



I'm normally mild mannered,
but when I get angry, I go
ballistic. Know what I mean?
So when I come in to your
shop to collect my copy of
CVG, it'd better be there, or
else! Do we understand each
other? Good.

NAME _____

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SIGNED _____

DATE _____

computer
video
games

RESERVATION

CHECKPOINT

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

IN ASSOCIATION WITH **electronics boutique**

This Checkpoint, covering the months of June and July 1998, is the best we've ever had! Absolutely fantastic. Without a doubt, the cream of the crop. Oh yes.

Joking aside, we have to say that this is one of the best Checkpoints in terms of Competition entries. The *Burning Rangers* entries we had were simply phenomenal, and we had so many top class drawings that we had to get half the building to judge! Nevertheless, we wittled it down to three winners whose entries you see on these very pages. However, if you fancy having a gander at some of the better entries, we've posted them on Game-Online. Have a look at the CVG section and you should find a link there. The address is <http://www.game-online.com>.

ECTS '98

September
Earis Court Olympia

There is absolutely no other way to describe this than to say it is the British equivalent of E3. Most of the titles that appeared at E3 will also be here, along with the eagerly awaited - to say the least - British version of Tekken 3, which is due for release around the same month.

JAMMA SHOW

September
Tokyo Big Site

Arcade shows don't get any bigger than this. Expect *Street Fighter Alpha 3*, *Fighting Vipers 2*, *Soul Calibur*, *Virtual On: Oratorio Tangram* and hopefully *Treasure's Radiant Silvergun* too. This show is guaranteed to have some of the biggest arcade machines ever, and we'll be there in force.

APRIL-MAY SOFTWARE RELEASES
AT A GLANCE IN ASSOCIATION WITH

electronics boutique

KEY: ■ RED It's hot, so buy it! ■ BLUE Avoid like the plague!

GAME NAME	COMPANY	FORMAT
5th June 1998		
NBA Courtside	THE Games	Nintendo 64
Rampage World Tour	GT Interactive	Nintendo 64
Buggy	Gremlin	PlayStation
Robotron X	GT Interactive	Nintendo 64
World League Soccer	Sega	Saturn
Super Pang	Infogrames	PlayStation
Micro Machines V3	Codemasters	PC CD-ROM
Wayne Gretzky	GT Interactive	Nintendo 64
Megaman Battle and Chase	Infogrames	PlayStation
Megaman 8	Infogrames	PlayStation
Strike Zone	GT Interactive	Nintendo 64
Castrol Honda Superbikes	Pinnacle	PC CD-ROM
Sensible Soccer: World Cup '98	GT Interactive	PC CD-ROM
International Football '98	Sega	PC CD-ROM
12th June		
Breath of Fire 3	Infogrames	PlayStation
Tommi Makkinen Rally	Europress	PlayStation
Burning Rangers	Sega	Saturn
Street Fighter Collection	Virgin	PlayStation
Road Rash 3D	EA	PlayStation
Conflict: Freespace	Interplay	PC CD-ROM
Unreal	GT Interactive	PC CD-ROM
Grand Prix Legends	Sierra	PC CD-ROM
Half Life	Sierra	PC CD-ROM
13th June		
Cruis'n World	THE Games	Nintendo 64
19th June		
Shining Force 3	Sega	Saturn
Aeronaughts	Infogrames	PlayStation
Commandos: Behind Enemy Lines	Eidos	PC CD-ROM
Panzer Commander	Mindscape	PC CD-ROM
Dune 2000	Virgin	PC CD-ROM
Cyberstorm 2000	Sierra	PC CD-ROM
26th June		
Heart of Darkness	Infogrames	PlayStation/PC CD-ROM
Viper	Infogrames	PlayStation
Final Fantasy VII	Eidos	PC CD-ROM
Crime Killer	Interplay	PlayStation
V-Rally	Ocean	PC CD-ROM
Battlespire	Virgin	PC CD-ROM
30th June		
San Francisco Rush	GT Interactive	PlayStation
Atari Greatest Hits	GT Interactive	PlayStation
Mortal Kombat 4	GT Interactive	PlayStation

EVENTS AND SOFTWARE RELEASES

CHECKPOINT

COLIN McCRAE RALLY

The follow up to TOGA Touring Car from Codemasters is everything we thought and hoped it would be, so there is every reason to want to be one of our three winners. If you want a copy of this sitting in your PlayStation, then do the following. You have to draw a rally car, similar to the ones found in the game, and then draw it. But you have to add your own sponsors. They can be made up, but those that have the funniest collection of real life sponsors stands a better chance of winning. **TEAM ICE POP COLA BOTTLE** is what to mark your entries.

WORLD LEAGUE SOCCER

One of the best football games to arrive this summer is made all the better for the fact that it's appearing on the Saturn too. And it's that version we're giving away for you this month. To win a copy you have to use your skill, knowledge and luck by telling us who won the Golden Boot award at this year's World Cup. It should still be incredibly fresh in your minds, so any wrong answers will be met with ultimate scorn. Send your answers to **IT'D BETTER NOT BE THE GERMANS AGAIN!** at the usual address.

UNREAL

This fantastic looking game from GT and Epic Megagames is finally here after all the hype and delays. And it looks amazing. So we want you lot to have the chance to play it. In the wake of the awesome *Burning Rangers* compo, we're going to try our luck again by seeing how many of the PC owners can produce awesome drawings. Again, all you have to do is make a new piece of artwork for the game, but has to be top top, high quality drawings. Mark your entries **ANYTHING SATURN OWNERS CAN DO...** at the address below.

Send entries as soon as possible to:

CHECKPOINT #200 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

GAME NAME

COMPANY

FORMAT

June (no set release)

N20	Gremlin	PlayStation
Alistar Baseball '99	Acclaim	Nintendo 64
Point Blank	Sony	PlayStation
Klonoa	Sony	PlayStation
GT 64	Infogrames	Nintendo 64
Sallman and Robin	Acclaim	PlayStation
Monopoly	Konami	Game Boy
Kula World	Sony	PlayStation
Baby Universe	Sony	PlayStation
Bomberman	Sony	PlayStation
Armored Core	Sony	PlayStation
Everybody's Golf	Sony	PlayStation
Wrecking Crew	Telstar	PlayStation

3rd July

War Games	EA	PlayStation
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10th July

Colin McRae Rally	Codemasters	PlayStation
War Games	EA	PC CD-ROM

26th July

X-Files: The Game	EA	PC CD-ROM
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July (no set release)

WWF: Warzone	Acclaim	Nintendo 64/PlayStation
Bust a Move 3	Acclaim	Game Boy
Colin McRae Rally	Codemasters	PC CD-ROM
WWF '98	Acclaim	Game Boy
Brian Lara Cricket	Codemasters	PlayStation
Pocket Camera	THE Games	Game Boy
Pocket Printer	THE Games	Game Boy
Strike Zone	GT Interactive	PC CD-ROM
Ghost in the Shell	Sony	PlayStation
NBA Jam '98	Acclaim	Game Boy
Dead or Alive	Sony	PlayStation
Wild Arms	Sony	PlayStation
Shadow Gunner	Ubisoft	PlayStation

BURNING RANGERS

The best competition we've run in Checkpoint. The standard of entries was simply outstanding and everyone who entered can take great satisfaction from what they've done. However, we had to pick three winners and here they are: Alex Watkinson from Derby, Stephen James of Skipton and Jean Paul Larché from Hayes all win themselves a copy of the game. Look at these drawings and you'll see why.



EB now have over 100 stores nationwide, which means there is no excuse for not being able to get your hands on the latest titles. Sign up to be a member of EB and not only will you get discounts on titles, but also be eligible for money off promotions and reward points. If you don't like what you've bought (and if you read CVG, there should be no reason to get duff titles) then EB also has a 10 day, full refund, return policy. For more information ring 0800 317778.



SPECIAL THANKS



Once again, a special mention must go to our pals at EB. Without them, this page just wouldn't happen. But we must mention that neither ourselves, or EB can be held responsible for games slipping. All release dates are correct at time of going to press.

July

1998

TINA



Wanted, *Dead or Alive*, by CVG team and every-one else - this game makes your eyes bounce!

WINNERS! WINNERS!

RESIDENT EVIL 2

Some of the funniest pics we've had in a long while, and it's a shame we couldn't print all of them. However, these three win themselves a copy of Capcom's horror classic, Lorraine Lawson (this time you win!), Matt Clark plus Hollie and Jess Carew are all winners. Well done!



GOEMON 64

Again, some really cool ideas, but some pretty bizarre and scary ones too. However Karl Moores for his 'Mystical Birja', Robin Laird with his Adam 'Ay Fry' and Carl Holding and his 'Kill a Famous Idiot' complete the trio of winners. Well done lads.



 PlayStation™	3D FIGHTING GAME	BY TECMO	 <ul style="list-style-type: none"> • PRICE £29.99 • ARCADE AND SATURN VERSIONS AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY SONY • TEL 0171 437 1000
	JUNE RELEASE	1-2 PLAYERS	

Being brilliant at *Tekken 3* isn't enough any more. If you want to be a true fighting game champion, you need complete mastery of Tecmo's *Dead Or Alive* as well!

Tekken 3 gives you the chance to act like you're in a Bruce Lee movie, but *Dead Or Alive* is more like a super-high-speed Jackie Chan fight-fest. It's got everything that makes kung-fu movies so much fun to watch – wild moves, painful throws, and plenty of edge-of-your-seat last minute escapes. The whole idea of the game is to master evading and returning attacks, and fights are constantly being turned on their heads when two good fighters are playing. There's nothing quite like it, and you'll need to get your head in gear before you get stuck into the game – which is where we come in...



HOLD IT!

As you may know by now, *Dead Or Alive* doesn't have a standard Guard button like most other 3D fighting games. Instead it has the unique Hold button which lets you quickly push attacks away, or do certain throws. Here's the basis of how it works:

COULDER ATTACKS

Although *Dead Or Alive* seems to play like Sega's magnificent *Virtua Fighter* series, there's one big difference – you can't just guard every

attack. The Hold button makes your fighter quickly push attacks away, giving you a chance to hit back, but you'll need to perfect the timing.

➔ Learn your opponents' behaviour so that you can predict when they are going to attack, then catch their moves and hit back!

GRAPPLE THROWS

As with all the best 3D fighting games, certain characters can link holds together to make powerful throw combos. These are the most damaging attacks in the game, plus they look brilliant if you manage to pull them off during a fight. You use the Hold

button to start the throws off, then add extra moves onto the end to do even more damage. You can normally spot which holds can be extended with extra throws by watching the way the fighters move. Take some time to figure all of them out.



➔ Jann-Lee has this headlock throw using the Hold button.



➔ You can use the Hold button to initiate a second throw...



➔ Which links from the headlock smoothly. Very cool.



➔ Here's one of Gen-Fu's simple Hold button throws.



➔ He holds his opponent's hand, then hits their face...



➔ And a second Hold throw makes him slap them away!

DOES MY BUM LOOK BIG IN THIS?



➤ One of Zack's costumes makes him look like a Teletubby.

As with the Saturn version of *Dead Or Alive*, there are loads of hidden costumes for each character. Each male fighter has five outfits (Raidou has three), while the ladies each have 15! As you finish the game with someone, another choice is added to their virtual wardrobe so it takes quite a bit of work to collect the whole set. The costumes aren't all serious – in fact, there are some completely bizarre ones!



➤ Surely Bayman's scuba outfit would be difficult to fight in.



➤ Each of the female characters has a big selection of wacky skimpy costumes.

ANGER: KEEP OUT!



One of the most original features of *Dead Or Alive* is the Danger Zone around the edge of the fighting arenas. It's safe to walk or jump on it, but if you're knocked over, an explosion does lots of damage and throws you high into the air, ready for more hits. This adds lots more strategy to the fights, as it's possible to lure your opponent into the Danger Zone and do big damage to bring a fight back from the edge of defeat.

In the arcade and on the Saturn it's easy to see the Danger Zone – it looks like a metal grid with hot coals underneath, but in the PlayStation version the difference is more subtle. Also, there's no limit to the arenas as in previous versions so it's not possible to get a Ring Out victory any more. Instead, the stages go on and on infinitely as they do in the *Tekken* games.

➤ You can use the Danger Zone's explosions to throw your opponent back into the air where you can keep hitting them. This lets you do some amazing combos.



➤ Throws do a lot of damage when performed in the Danger Zone. They can even start combos!



The PlayStation version of *Dead Or Alive* adds two fighters to the original arcade bunch. On top of the standard eight selectable characters and the final playable boss, Raidou, you also get a wrestler called Bass and a hidden white-haired girl, Ayane.

BASS



↑ Bend one of her arms...



↑ Then break them both...



↑ Then drop her on her head!

A Hulk Hogan lookalike (he even does a similar pose when he wins a fight!), Bass has loads of cool throws and powerful punches and kicks. He's a lot slower than the other fighters, but can be a lot of fun to play. Take some time to learn everything that he can do before you take him into a proper fight or you'll look like a bit of a fool.



DEAD OR ALIVE



Once you've collected every single one of the costumes in the game you'll get to play as Ayane, another character exclusive to the PlayStation version of *Dead Or Alive*. She has an unusual floaty kind of fighting style, but has some great moves. Her quick punches make stringing combos together easy, and her throws are great for hitting people into the Danger Zone.



↑ This rear throw of Ayane's does plenty of damage if you do it in the Danger Zone.



AYANE



↑ Ayane swings round Raidou...



↑ Sticks her feet in his back...



↑ And throws him backwards!

REVIEW

FRESH LOOKS

PlayStation *Dead Or Alive* looks very different from the original arcade version. The whole game has a feel similar to that of Squaresoft's Japanese fighting game *Tobal 2*, and many of the backgrounds have been redesigned so that they work better with the new infinite fighting area. For example, the impressive moving elevator has been replaced with a new city ruins stage.

Arcade *Dead Or Alive* runs on Sega's Model 2 board, and though the fighters and backgrounds look fantastic, there is no real-time lighting. The PlayStation version has lovely coloured lighting effects in places which make the fighters look very solid and realistic.



While fighting on this new snowy stage you can see the fighters' breath because it's so cold!



GET YER BITS OUT FER THE LADS!

You'll no doubt have heard about the over-the-top movement of the ladies' breasts in *Dead Or Alive*, as it's one of the features that's going to get tons of 12-year-olds buying the game. Thing is, Tecmo took them seriously too and had one programmer dedicated entirely to ensuring that they moved realistically! What a job!



2ND OPINION

After *Tekken 3* and *Virtua Fighter 3* you miss the ability to step around your opponent. However, the exchange of attacks in *Dead Or Alive* is so fast, you don't really have time to worry about this. Reversing and counter-reversing attacks is simple, but it's what you do with the opportunity this creates that is the key. Novice players tend to wind up trading slaps, but it's when you become skilled enough to reply with an impressive combo that this game really comes alive. I think *Dead Or Alive* is less rewarding in a solo game than *Tekken 3*, but with two players competing, *Dead Or Alive* pretty much makes it up.

PAUL PAVLAS

CVG OPINION

Dead Or Alive makes more sense to me than *Tekken* does. Like the *Virtua Fighter* games, you can figure out your own combos and moves without resorting to a big list as you must with most fighting games. The thing that really makes it play differently is the way that it's so easy to counter moves, and this keeps the speed of the fights up. Also, someone who's not so great at the game will always have a chance of turning things around if an expert makes a mistake. The graphics are great, but don't look much like the arcade game - the best thing is that they move so smoothly that it's easy to see what's going on. In two-player mode, *Dead Or Alive* is lots of fun, especially if you've got two decent gamers playing. You really need total concentration if you're going to have a chance of winning, and you have to constantly plan in advance. The one-player game is marred by the fact that the age-old fighting game trick works - constant jump kicks will beat any opponent on any difficulty level, ruining the feeling of fighting real people. But still, anyone into fighting games MUST get this as well as *Tekken 3* - it's more of a skill test than a memory test.

CV ADAMS

RATING



A brilliant fighting game slightly let down by a few minor points. Certainly one of the best of its kind on the PlayStation.

computer
video
games



DEAD OR ALIVE

REVIEW



	DRIVING SMASH-TACULAR	BY LUXOFLEX		PRICE £39.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1GB RELEASED BY ACTIVISION TEL 01800 407070
	OUT 26TH JUNE	1-2 PLAYERS		

You could say this is a cross between a driving game and *Mortal Kombat*, but *Vigilante 8* deserves a better description.

It's Vigilantes versus Coyotes in this game of road rage in the American outlands. Mobile gangsters are out to ruin the USA by destroying its oil supplies, while outraged citizens fight back in the only way they know how – fitting high-powered, top secret weapons to their cars and blasting the gangsters off the road. *Vigilante 8* is the PlayStation 'adaptation' of Activision's PC title, *Interstate '76*. It's not a conversion because the game structure has been changed and a couple of elements have been removed, but it still features the same kind of highway carnage and 70s style as its forerunner.

VIGILANTE 8



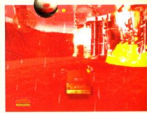
DESTINY'S ROAD



You start *Vigilante 8*'s Quest mode with eight characters, four evil Coyotes and four good-guy Vigilantes, each with their own vehicle and their own 'destiny'. To fulfill his or her destiny, a character has to complete four missions in arena-style settings around the USA, with the prime objective of destroying particular targets if you're a Coyote, or defending them if you're Vigilante. To progress from mission to mission you have to complete the main objective (blasting power transformers at the Hoover Dam, for example) and also eliminate an ever-increasing number of enemy cars. At the end of the third mission you take on a boss. Beat



him and you're treated to a video of your character meeting their final destiny. As drivers complete their missions, new characters and new arenas are revealed. To totally finish the game you have to collect every character and complete their destinies. Only then will you discover the mysterious force behind this car-based carnage.



TRUCKS WITH GUNS

As well as a bonnet-mounted mini gun, all the vehicles have room for three special weapons. Stock up on homing and dumb-fire missiles, as well as auto-cannons, mortars and mines by



Houston 3 can pick up a laser turret.



Loki's missiles split into bomblets!

crates, which are found in open country and hidden inside buildings or in hard-to-reach places (like in mid-air) so getting to them needs a bit of trick driving.



This warp takes you to mid-air prizes!



AUTO KOMBAT!

You've thrashed your opponent within an inch of his life, but before you deliver the killing blow watch out for the 'TOTAL IT' message. This is the equivalent of the *Mortal Kombat* 'Finish Him' and it's your cue to obliterate your foe with a special move or a special weapon. Pull it off quickly and your foe gets thoroughly toasted while you get extra mission credit!



⚡ The Strider has almost had it. Quickly pull off a combo!



⚡ A Crater Maker special move and he's TOTALED! (sic)



⚡ Such a cool kill nets 85% and a Most Wanted rating.



DUEL WITH A DUAL!

V8 plays better with one of the new Dual Shock controllers. That's not because of the vibro-palm effects, but because the car is easier to control with the left thumb stick, and you can also rotate and zoom the view to follow a target with the right thumb stick.

CAR-BORNE COMBOS

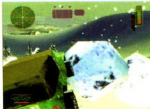
Each weapon has two other high-powered functions which are activated with special joystick manoeuvres. Most are along the lines of firing several shots at once, or concentrating all your ammo into one enormous firestorm, but that's not all. Rockets can be used as decoys to draw away enemy homing weapons, or you can fire them without releasing them to give your car a speed boost. You can also fire shots which flip an enemy car over or send it out of control, or lay mines that magnetically trap a car, thus leaving it vulnerable while you lay into it with your bonnet-mounted mini-gun. Ho ho.



CO-DRIVERS

V8 has a split-screen two-player mode which works as one-on-one battle or a co-operative game. Pick your car then pick your opponents and set up how many you'll be facing. In the one-on-one battle the winner is the last man driving, but in co-op mode the game is over as soon as one of you cops it, so you've got to watch out for each other.

⚡ We prefer the horizontal split mode (below).



CVG OPINION

This looks like a rather uninspiring deathmatch game with cars, but a bit more playing reveals the truth. Completing the missions while fending off the enemy cars is fun, and the basic challenge is really lived up by the addition of the special moves, the large, detailed arenas complete with hidden areas and weapons, and the way this whole 'destiny' business is structured. You might think repeatedly playing the game through with all the characters would be tedious, but the varied locations with new objectives and weapons make it different every time. Whether you go for the 70s style or not (it's not that prominent anyway), this is a cool and unusual shoot-'em-up which is definitely worth a shot.

PAUL GARDNER

RATING



Car-based shoot-'em-ups rarely work as well as *Vigilante 8* does. A bit weird but fans of cars and explosions won't be disappointed.



REVIEW



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BY CAPCOM

OUT JULY

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It seemed that nobody wanted to pick up the rights for *Breath of Fire 3* outside of Japan. However, Ocean took the plunge and it looks as though they'll reap the rewards.

RPGs changed after *Final Fantasy VII*. Most viewed it for the better, the remaining minority for the worse. And their reasons for that were that the traditional RPGs would be lost amidst the 3D graphics overload. For the benefit of those people, *Breath of Fire 3* is exactly what you have been waiting for. Everybody else, this is your chance to experience pre-*FFVII* hype. It's not about the look, but about how the game plays, and this is totally absorbing. Building up your character from a small, helpless boy into the awesome dragon-morphing warrior gives a real sense of satisfaction. The next three pages should convince you of the quality of this game.



After the Unicorn guys kill you, the Dragon blood flows through your veins and you morph into this pup.



ENTER THE DRAGON

You start the game as a Dragon, but soon find that this is not how you stay. In fact, it's only once you really start to progress that you learn what is called the Dragon Gene System.

Basically, even though you take the form of a human for the bulk of the game, you have the blood of a dragon flowing through you. This means you can alter your appearance during bat-

ties to utilise all of the powers a dragon would have. Once you have the power to morph, it's down to you to pick up all the dragon genes, so that you can use all the spells.



First, you need to pick the spell that morphs your character into a dragon.



Then sit back and watch the transformation underneath this huge explosion.



In your new Dragon form all of these spells can be used, using no magic points.



The Whelp Breath is the best looking attack and can hit more than one enemy.



And the Fire Claw attacks one enemy, but with an awesome amount of power.



WHO'S THE DADDY NOW?

There are a total of 17 masters in *Breath of Fire 3*, and finding them is crucial to your task. You see, once you have assigned yourself to a particular master they act as mentors, teaching you new attacks. You can talk to one of these wise old men and he'll offer advice. You can select which characters he is to tutor. The way you acquire new skills is

by returning to them after you've increased in experience levels. The more experienced you become (or the more fights you win) the more he can teach you. It's worth remembering that if you're ever in the area to go back and learn a few new spells.



SPOOKS YOU SIR!

Busting your way into the mansion of McNeil is one of the tasks you have to undertake in the early stages of the game. Having saved the city once, you're asked if you can storm the mayor's mansion to rob him of all the tax money that he has stolen from the citizens. The trouble is, the McNeil ancestors are still kicking about in a ghostly form and are intent on stopping you. You have to defeat four of the old family members who haunt the mansion, before they all cobble together to make the ultimate ghostly beast. Defeating them all is tough, especially as you don't have Lei included in your party, but thankfully he returns to you in time for the final and most important ghost battle in McNeil's bedroom.



⊕ The Jolt attack is one of the most common attacks for your team and enemies.



⊕ The ghosts are still quite tough in this form. Here we have the sleep spell in action, complete with swaying pendulum which, surprise surprise, makes one of your party fall asleep!



DO YOUR JOB MATE



In order to break into the McNeil mansions, you need to negotiate the guards who are patrolling the boundaries. The good thing as far as you're concerned is that most of these guys are really slack at their jobs, and can easily be sweet talked into letting you through. The first guard wants fifty gold pieces to move, and you get that from a thief who is hiding in the grounds. The second has lost his wallet which you have to return to him, and another can be moved by ringing a bell, fooling him into thinking it's his time for break. It all culminates in the guard you fooled into taking a fog break saying that if you go and defeat the guard dog, it will look like it's the pup's fault rather than his, and he'll turn a blind eye as you scamper past! You soon discover the dog is no pup, though!



⊕ 50 gold pieces and you're through.



⊕ But this is the ghost they all morph into. It can cast all the spells the smaller ghosts had, plus a couple of other nasty attacks that you won't be expecting.



⊕ After you morph into the dragon, your captors take you to their king to present you as a gift to him.



Magic and spellcasting are the key ingredients to this game if you want to get any great distance into it. As mentioned elsewhere though, you cannot get the better spells until you have the experience points and have linked up to a master.

However, the programmers have really gone to town with the effects some magic has, as these shots demonstrate.



I AM THE MAGIC MAN



❶ The Dream Breath spell sends the unfortunate recipient into a deep sleep, but this gradually wears off after two or three rounds.



❷ The small egg above the dead Rei is actually you! The Chicken (called Rocky) has a spell which turns characters into eggs! And it last ages.



KICK, PUNCH, CHOP!



❸ Once you meet up with these two guys, you know you're about to get into the really serious parts of the game. You cannot beat them in a fight, but you will get the chance for revenge later.

Each character has a special attack or move that can be used at any time, even when you're not in battles. Each of these moves is activated by pressing the Triangle button. Your character swipes his sword, which is used first for chopping wood once Bunion has caught you in his house. Teepo has a kick attack which you need to boot over small rocks and boulders. Rei picks locks with his, and Nina (who you meet later in the game) gives you a swipe with her magic wand.



CVG OPINION

As you may have already guessed, I love *Breath of Fire 2*. It's this sort of RPG that restores my faith in the gameplay over graphics debate, because this is so engrossing to play, you really do become fully immersed in the story. The difficulty pitch in this is perfect too, with it being challenging all the way through and yet easy enough to progress once you've taken a little time to think about what you're supposed to be doing. Graphically, it certainly doesn't match *FFVII*, but it doesn't try to. And apart from the fact that they are both RPGs, there is no similarity between the two games. You can own both and see the best of both sides of the RPG spectrum. It's one of the few games that I really want to play through to the end, and I advise all of you to do the same. Awesome.

COCKTAIL SIR?

As well as magic spells, you can also pick up items that have the same effect. Searching the more obscure areas of dungeons and houses will reap you rewards. Items like the Molotov, which sends a huge explosion crashing down on an unsuspecting enemy, or

the Firecracker, which inflicts huge damage on a group of enemies, are good items to have stashed away. If you select Use from the fight menu, and scroll through the items you have, their effect is displayed at the top of the screen, in case you were wondering.



❹ A small, but powerful explosion.



❺ Do you think they'll survive that?



A totally engrossing RPG that will have you sitting in front of your TV screen for hours. This comes very highly recommended.

WE'VE HAD HER

WE'LL TELL YOU
WHAT SHE'S LIKE!

DEAD OR ALIVE

First review

plus

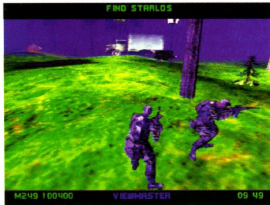
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When you think about it, why nobody has tried to create a game like *Special Ops* before is a mystery. But that is irrelevant now, as Zombie have claimed this type of game as their own. This, they are hoping, will be the title that establishes the *Special Ops* brand, and their follow-up games reinforce it as the ultimate in army-based combat games. It went to number 2 in the all-formats chart in America, which is no mean feat. But will it do the same in Britain? If you people have any sense, it will!

PC CD ROM	ARMY ACTION GAME	BY ZOMBIE	<ul style="list-style-type: none"> PRICE £34.99 NO OTHER VERSION AVAILABLE PLAYSTATION VERSION OUT CHRISTMAS STORAGE 1GB RELEASED BY TAKE 2 TEL 01753 65444
	OUT NOW	1 PLAYER	

As a US Army Ranger your job is simple. Get in, kill anyone or anything and get out. No questions asked. Think you're up to the task?

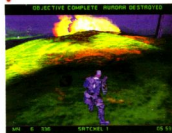
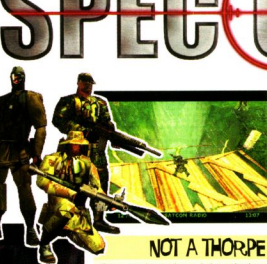
SPEC OPS:



⚡ If you do not move away from explosives once they are planted, you'll take damage from the blast.

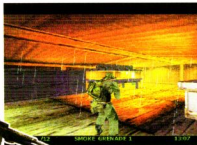
THE HILLS ARE ALIVE

The sound is one of the main reasons this game works as well as it does. When you begin a level you can hear mortar fire in the distance and machine guns firing all around. Straight away you get into a sense of panic and hit the deck in case you picked off. You also have voice commands to instruct your other ranger. They're only basic, but "follow me" and "fire 'em up" are useful messages to activate at the touch of a button.



NOT A THORPE PARK RANGER

Once you've selected the mission you want to play, you're given a choice of rangers to carry out the orders. These change according to the specifics of the level, but choosing the wrong people will usually result in your failure and death. The further into the game you get, the better-equipped the rangers become. The Sniper, for example, has a x4 zoom scope on his gun. Later on, he gets night-vision goggles too.

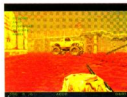


⚡ As you can see, the lighting from 3D accelerated versions is very cool.

CVG OPINION

Right from the word go, you can tell *Special Ops* is going to be a good game. The military sounding music and still pictures are very cool, but nothing compared to what awaits you in the actual levels. Seeing your two guys ducking behind foliage and picking guys off with the sniper rifles is immensely satisfying. The missions are varied and become more challenging as you progress deeper into enemy territory. Graphically it's very impressive too. 3Dfx owners will be treated to loads of lighting effects (once a building catches fire, the flickering flames illuminate the ranger) and realistic terrain layouts. It's a shame more wasn't made of this game, but if they manage to get the SAS or Navy Seals license as they are hoping, the *Special Ops* series could become huge.

STEVE BAY



⚡ The camouflage outfits your guys wear change depending on the terrain.

RATING



One of most atmospheric, enjoyable and engrossing games we've played in a long time. *Special Ops* deserves to be in your collection.



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Other than the big games from Capcom and SNK, there are relatively few 2D fighting games around at the moment. Instead, many developers have chosen to make 3D fighters – drawing and animating original detailed characters takes too long for most people to bother with. Which is why *Guilty Gear* comes as such a surprise – a traditional-style 2D fighting game which has clearly had a lot of effort put into it.

A KICK IN THE CHOPS

A good combo system is what makes a great fighting game, and *Guilty Gear*'s works very well indeed. Like the *Street Fighter Alpha* games it's possible not only to link standard attacks together in a 'chain' combo, but also to mix them in with special moves and super attacks. With a little bit of practice you can figure out chain combos of over 10 hits which are very satisfying to pull off. It's also possible to do 'juggle' combos and keep your opponent in the air while you repeatedly kick them in. Unfortunately, *Guilty Gear* has one of the worst Training Modes ever. There's no way of calling up a moves list, there are no real training options, and your opponent falls over and restarts when they run out of energy. You might as well just play in Versus Mode.



PlayStation™	FIGHTING GAME	B.Y. ARC SYSTEM WORKS	* PRICE £29.99 * NO OTHER VERSION AVAILABLE * NO OTHER VERSION PLANNED * STORAGE 1 CD * RELEASED BY NISGAM TEL 0161 932 8033
	OUT JUNE	1-2 PLAYER	

There can be only one name for a tournament featuring epic battles between the universe's greatest fighters – *Guilty Gear*!

GUILTY GEAR

BUT WASN'T HE IN SOMETHING ELSE?

There are 10 standard characters available when you start playing *Guilty Gear*. None of them are particularly original, but they all look and control differently from one another, even if just about every move is similar to one from another fighting game.



Chipp is the standard Ryu/Ken style fighter who is fairly quick, fairly powerful, and even has a Dragon Punch.



Zato's very Vampire Savior. He has loads of dark spirits which attack from around him, a bit like Demitri.

SHINKUU-HADOKEN!

As you'd expect, a power bar at the bottom of the screen goes up every time you attack, enabling you to do a super attack when it's full. These are performed in pretty much the same way as *Street Fighter*'s moves – normally two fireball motions – followed by an attack button – and they do similar things. Could be a big fireball, could be a crazy throw, or even a multi-hit combo.



Super attacks start like this.

CVG OPINION

Guilty Gear is initially totally unappealing, with unoriginal characters and nothing that hasn't been done loads of times before. But take time to figure out some combos and it gets a lot better. Just about anything goes in terms of combos – jumping attacks, chains, juggles, supers, even mid-air specials – so 2D fighting game fans will appreciate this. The graphics aren't great, but a lot of effort has been put into certain characters, especially in terms of animation. The controls are just about right too, and everything moves at a decent speed. There's no way *Guilty Gear* is going to attract casual gamers, but hardcore 2D fighting game fans who've already had too much *Street Fighter*, *Marvel Super Heroes* or *King Of Fighters* will find plenty here to keep them happy. Unfortunately, no-one else will give a brass monkey's uncle's ass about it and will hate *Guilty Gear* completely.

CV LOMAS



RATING [thumbs down] [thumbs down] [thumbs down] [thumbs up] [thumbs up]

Doesn't look great, doesn't do anything special, but can be fun to play if you take the time to learn it. One for real fight fans only.

...AMAZING!!!



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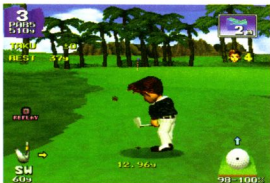
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Everybody's Golf has been out in Japan for quite a while now and, somewhat surprisingly, managed to stay in the top 10 best-selling games chart while games like *Gran Turismo* and *Yoshi* were released. So what's the big deal then? It's just the pure simplicity of it that seems to have made it a winner. There are no ultra-complicated swing bars or tons of on-screen info to confuse you. It's just a plain and simple arcade style golf game. Anyone can pick it up and can, within a couple of holes, master the basics and will be looking at pars and birdies the rest of the way round. Cool.



PlayStation TM	GOLF SIM	BY CAMELOT	<ul style="list-style-type: none"> PRICE £39.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STRANGE LCD RELEASED BY SONY TEL 0171 467 1800
	OUT JUNE	1-4 PLAYER	

Those who are fed up with all the football hype and World Cup palaver can rest at ease. They can get away from it all on a leisurely stroll around the golf course instead.

Everybody's GOLF



Course 2 is not selectable at the start.



Notice the grass divot, even though the golfer is on the water's edge.

STRAIGHT DOWN THE MIDDLE

Taking a shot is incredibly simple in *Everybody's Golf*. The shot meter is a bar at the bottom of the screen and all you have to do is press X to start it going. Hit the same button when it gets to the end of the bar to set the power, and again when it returns to its starting point to judge the direction of the shot. Stop it too early and the ball will hook to the left. Too late and it'll slice off to the right. However, if you manage to stop it at maximum power and exactly on the accuracy line, you'll get the perfect shot. Your player will whistle as they are about to hit it, and the caddie will blow "Nice Shot" as the same phrase appears at the top of the screen – just to make you feel even more smug.



First the power meter is stopped at the full monty...

...and once stopped on 100% accuracy, the guy whistles...

...and whacks the ball with the orange trail, followed by...

...this lovely little message and approval from the caddie.



A cool little feature to *Everybody's Golf* is the option you have to play Crazy Golf. As purveyors of Southend sea front or Brighton Pier will no doubt recognise, this is basically a nutty version



of the real thing. You are placed in strangely shaped putting greens with small barriers running along the hole so that the ball never leaves the area. Then you have three shots to



get the ball into the hole. This may sound simple, but when you have to deal with huge hills, U-shaped holes and water hazards, it can get tricky. But not that difficult really.

WATCH THE BIRDIE



Try telling us that this view is actually useful.



Once you hit the green and are sweating it out trying to get that vital last par to win the tournament, a whole host of options become available to you. If you want to have a closer look at the putt in question, the triangle and circle will zoom in and out and start flips the camera to a view looking down on the green from a far view. R1 toggles the grid squares and L1 switches to a camera behind the hole. The cool thing is that everything can be used at the touch of a button.

Playing in tournaments is the way to access all of the hidden courses and players. As you are playing, you may notice that you get points for birdies and eagles. These are your experience points. Once you collect a few of them, more of the game's features open up. By winning the first tournament, for example, you get enough experience to free the second course up. It does mean a heck of a lot of play if you're going to get the full benefits from this, but the rewards are quite satisfying.

KING OF THE NINE IRON TOURNAMENT



Every birdie and eagle you get will be rewarded with experience points. At the end of the tournament these are converted and you get a bulk total. Get over 50 on the first course, and the second becomes playable.

CADDYSHACK

Among other little things that may interest you is the caddie. If you want to, you can have the caddie help you out with all of your shots. Use the options screen to select a male or female voice for your caddie, who will then automatically select the best club for you and adjust the difference in length as necessary. Sometimes you may need to override them by changing from a chip to a putt, but generally, they will do everything for you, leaving you to just watch buttons.



By pressing R2, you can gauge the wind distance as a handful of grass will fly up and blow in the right direction.

CVG OPINION

If you want to be eased in to PlayStation golf games, then you can't go wrong with this. Graphically it is par for the course (no pun intended), and has multiple replays and so forth. But if you buy *Everybody's Golf* expecting some PGA simulation, after a couple of days' play it will end up gathering dust. Although this is a simple game to just pick up a play, there is no real sense of enjoyment in sitting through tournament after tournament trying to get the hidden courses up. It feels like robot golf. Swing, hit, chip, putt and repeat until finished. It's OK for the quick nine holes, or even multiplayer with a few mates but unless the competition is fierce, you'll find yourself pretty bored. Something else which seems strange is the fact you cannot quit out of the game without physically turning off the machine!

STEVE BORG

RATING



Everybody's Golf certainly won't be for everybody, but it's a fun and enjoyable little golf game nonetheless.

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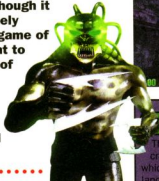
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It's been almost four years in development, but the time has paid off. Prepare yourself for the most amazing graphics ever seen!

We've had to wait ages for *Unreal* – it was first shown at around the same time as original *Quake* and has been worked on solidly since. Every time a breakthrough was made in PC technology, Epic MegaGames made sure that *Unreal* took full advantage of it. The result is a game which matches their original design, even though it once sounded completely impossible to make a game of such scope. If you want to experience the future of video game graphics today, buy the most powerful PC you can get your hands on and check out *Unreal* – it'll blow you away.



UNREAL LIFE

The planet on which the Vortex Rikers has crashed gives off strange magnetic forces which have caused many other species to land over the years. The violent Skaarj have killed most of the other creatures, and are therefore the dominant species.

The Naii are peaceful four-armed creatures who have lived on the planet for generations. If you're nice to them, they'll often guide you to hidden rooms, but go around threatening them and they'll just cower in the corner.

W-WHERE AM I?

The basic story of *Unreal* goes like this: You're a criminal being transported across the galaxy in a giant prison ship called the Vortex Rikers which goes haywire as it passes a distant planet. There's a massive crash and you wake up, injured, inside your damaged cell with the bodies of dead prisoners around you. Your first task is to get out of the prison ship, then work out where you are and what's going on...



• You'll meet a few of these guys straight away.



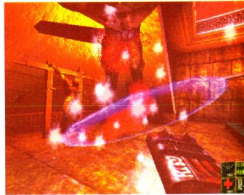
• The Naii look like four-armed versions of the Mudokons from *Abe's Odysssey*, only they don't go around farting. Be nice to them.

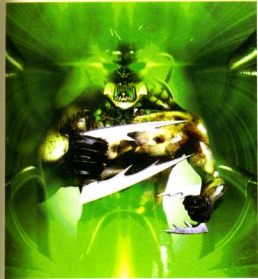
• There are various classes of Skaarj warriors. The more armour they are wearing, the better their weapons are going to be.



A BULLET IN THE HEAD

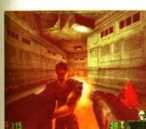
You start *Unreal* completely unarmed, but soon find a small laser blaster with an energy source which recharges infinitely. Plenty more turn up as you play through the game, each with its own ammunition and two firing styles. As well as a standard shot, each weapon can be fired a second way just like those in *Dark Forces*. For example, the standard blaster can fire single shots or can be charged up to fire more powerful blasts. The Eightball gun can be used as a rocket launcher, grenade launcher, homing missile, or even a super-powerful multiple shot cannon!





DEATH FOR ALL THE FAMILY

With multiplayer PC gaming getting more and more popular, it's essential for an action game like *Unreal* to have a good deathmatch mode. You can have free-for-all battles, team games, King Of The Hill games, and the cool DarkMatch. Here you play in a pitch black level where every player has a torch. The deathmatch levels each have clever gimmicks – in one level there's no health apart from a big green pod in the middle. Stranding here regenerates your health, but makes you an easy target to the other players. In another, a voice lets everyone know when you tread on certain touchplates!



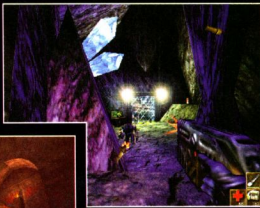
☛ The glowing green thing is the Heal Pod. A switch in the level makes the roof squash anyone inside.

HOLD ONTO YOUR EYEBALLS!

Unreal certainly has some of the most impressive graphics we've ever seen. Just about every single special effect so far invented has been used to create some incredibly atmospheric levels: Coloured real-time lighting, lens flare, volumetric lighting, real-time fractals, anti-aliasing, extro-triscrotular trunking, bicrinal scabbing, and even polar sprouting. All of this means nothing until you actually play the game and discover that you get completely sucked into

the game because of the amazing atmosphere that the graphics create.

As you can probably guess, *Unreal* needs a big machine to run smoothly. Preferably something faster than a 300MHz Pentium II with 64Mb RAM and a Voodoo 2 card (plus over 300Mb of hard drive space). We played the game on a MMX Pentium 200 with 32Mb RAM and a 3Dx card and it's hardly playable at all. Unfortunately, *Unreal* is a game for enthusiasts only. Rich enthusiasts.



☛ The scenery is truly amazing. The blue crystals on the left give off an amazing rippling blue glow.

☛ The detail on the creatures is astounding. You'll be letting them get right up close just so you can have a good look at them, even though they'll kill you in seconds.

☛ The Razor Jack is great fun to use in deathmatch mode.



CVG OPINION

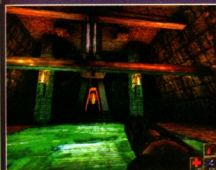
Wow. Wooooow. Waaaaaanaaaaaooooow. *Unreal* is the most impressive game I've seen for a long time. Every single graphics effect invented so far has been used to create one of the most absorbing game environments ever. The levels are all excellent, with awesome architecture and brilliant use of lighting, plus the atmospheric sound effects work really well too. But *Unreal* certainly isn't without its faults – the physics of the game aren't quite right, and some of the fiddly little jumps you're required to do can be very annoying as you bounce off walls and drop off ledges. The enemies aren't as varied as we'd hoped, and you'll be fighting practically the same bunch on the last level as you were at the start of the game. At times they can be remarkably stupid too, though most of the time they act in a fairly lifelike way. There aren't as many enemies as there are in *Quake*, so more of your time is spent exploring and solving puzzles instead. And of course, we can't forget that you really do NEED a top-of-the-range PC to run the game at a playable speed. If you've got the power to run *Unreal*, you've got to have the game – it's as simple as that. And before you ask... no, it's not as good as *Quake 2*.

CV LOMAS

CREATE NEW WORLDS

Unreal's amazing game engine took Epic MegaGames ages to create, and the few level designers included with the game makes it clear why. Anyone will be able to create incredible levels without too much trouble – you can add real-time moving coloured light sources

in a second, create fractals based on any pattern you draw, and watch the whole thing created in 3D as you do. One of the most exciting things about *UnrealEd* is that it will mean that there will be hundreds of level creators available within the first week of release.



☛ The *UnrealEd* game engine allowed Epic MegaGames to create stunning lighting effects such as this. You can do it too!

☛ You can create stunning moving fractal patterns like this with ease using *UnrealEd*.

RATING



The most impressive game you can buy. A great story, brilliant atmosphere and clever design, but you'll need a lot of money to play it.

UNREAL

REVIEW



 PlayStation™	RACING GAME	BY EA	 * PRICE £29.99 * PAL VERSION PROCESSOR AVAILABLE ** NO OTHER VERSION PLANNED * STORAGE 1 GB * RELEASED BY EA TEL 01753 604 642
	OUT NOW	1 PLAYER	

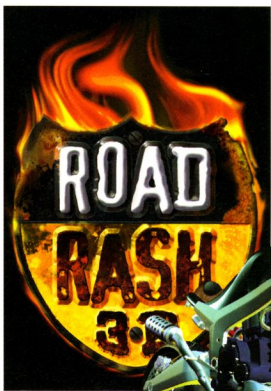
'Doctor, doctor! I've got a 3D motorbike fighting game growing out of my back!'
'Sounds like Road Rash to me.' Boom boom.

Motorbike racing is entertaining enough when it just involves riding around a circuit repeatedly, but when it comes to zooming along packed public roads with a load of other riders, it's even more fun. The *Road Rash* series has been giving speed freaks the chance to risk their virtual lives for years, but is now coming up to date by turning 3D. As well as a whole new graphic style there are more new features, such as complex alternate routes, a massive city with roads connecting all of the game's 100 miles of track together, and even a simulated gang war going on. Get into your leathers – it's racing time!



Later in the game, fighting is the only way to win the races.

You can get some air off the hills when you've got a fast bike.



GOU-ROAD RASH!

There have been four *Road Rash* games already, but this is the first to be properly in 3D. For the first time there are banks and cliffs on either side of the track, plus all of the vehicles are 3D models. You can even hold the R2 button while racing to get a rear view and check who's coming up

behind you. The 3D-ness of the game is shown off occasionally – at the start of the race the view zooms around the bikes on the grid, plus when you crash into a car the virtual camera spins around to give a more dramatic view of the accident.



The rear view is very handy, but make sure you're on a long, straight bit of road before using it.



If you get busted by the cops, the view rotates around and flies off. The wonders of 3D, eh?



That was very close indeed.



You don't want to get run over.



Hit a car and you go flying!



If you crash, get going quickly.

THE CLUB SCENE

Road Rash 3D isn't just about getting to the end of the race before everyone else through skilful riding – it's also about violence! While racing you can punch and kick other riders to knock them off their bikes, though they'll do the same back to you. Watch out because some riders have

weapons such as baseball bats, planks of wood or even bike chains. If you can time your punch to perfection it's possible to grab weapons and take them for yourself, and you can now carry more than one, switching between your selection as you want.



➤ Beat rivals off their bikes with your baseball bat.



➤ Steal his plank by punching at just the right time.



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games



HAVE YOU SEEN JOHN CONNOR?

The Road Rash races that you take part in are 100% illegal, so you've got to keep an eye out for the cops. A distant siren is normally the first clue you get, but before long you'll have them all over your tail. Whatever you do, don't fall off your bike when there are cops around because you'll be picked up and busted, and fines don't come cheap. Your best bet is to try and outrun the law, but you can stay and fight if you want – it's even possible to steal a police truncheon and use it as your own!

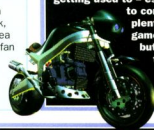


➤ The cops can go just as fast as you at the start of the game, so knock them off their bikes when you get the chance.

CVG OPINION

Road Rash has always been fun – flying along open roads with a club in your hand, piling into oncoming cars is a winning formula. The change to 3D graphics is a welcome one, but the game doesn't look as good as it could. The bikes and scenery are pretty juddery and glitchy, and can get confusing at times. The game plays almost the same as it used to, with only a few changes. For one, punching and kicking is slightly slower than before making fights harder to start, let alone win. Also, when you fall off your bike you just magically appear on it rather than having to run after it like before. Dodging in and out of traffic to get to your damaged bike was one of the best things in the old Road Rash games, so it's a shame to lose it for Road Rash 3D. The bike handling is more realistic, and will take a bit of getting used to – especially learning how to control slides. There are plenty of better racing games on the PlayStation, but Road Rash 3D is certainly fun for a while.

CV LOMAS



SPEEDING ON THE NEEDLEBLISS

CRUX: ROADHOUSE

Pick a race:

Not in Kansas
5.1 miles
Rolling hills to
mountain roads.
Light traffic.

Ends at Der Panzer Klub

In Big Game Mode you race around America earning money from illegal high-speed Road Rash races so that you can afford better bikes. There's a big selection of rides, ranging from lightweight speed demons to easy-to-control beasts.

LET'S RAAAAAWKI

Road Rash 3D is a real rock 'n roll experience thanks to the noisy soundtrack. It features bands such as CIV, Full on the Mouth, Kid Rock, The Mermen, Sugar Ray and The Tea Party (our Tony's a particularly big fan of some of these bands) and plays during the races as well as while you watch the intermission sequences.



➤ Fire eating and rock music. Awesome!

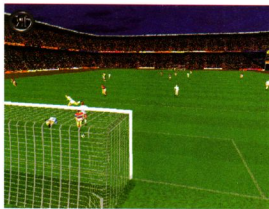
RATING



A bit of a messy game, but still has enough of the classic fun factor of traditional Road Rash for it to be worth playing.

ROAD
RASH
3D

REVIEW



PC CD ROM	FOOTBALL SIM	BY SENSIBLE SOFTWARE	<ul style="list-style-type: none"> PRICE £24.99 MULTIFORMAT PREMISSIONS AVAILABLE PLAYSTATION VERSION PLANNED STORAGE 1 GB RELEASED BY INTERACTIVE TEL 01773 500 7300
	OUT NOW	3-16 PLAYERS	

First it was coming out in '97. Then it was delayed until the World Cup. It was put back again, but now it's in the shops! Blimey!

Attention to detail and being hardcore football fanatics are the main reasons behind the will-it-or-won't-it mind games surrounding *Sensible World Cup '98*. You see, the guys over at Sensible Software are real football fans. They have spent the best part of six months tweaking, re-touching and generally perfecting the minor details of the game. But the fact remains, that this is still the classic *Sensi* formula that enthralled Amiga owners all those years ago. The trademark top down view has benefited from a new 3D engine, so the players have much more animation than in any of the previous versions. It all adds up to another awesome *Sensi* game.

SENSIBLE WORLD CUP '98



The 'keeper isn't happy!



Tips it over the bar.



TIME FOR A CHANGE

One of the coolest features about this and most of the other *Sensi* titles is the ability you have to completely customise your favourite team or incorporate your local pub side into the proceedings. Even though none of the real

player names are in the game, it is really easy to change them back if you want to have Shearer up front for England rather than Shoarer for example. There are a whole batch of custom teams too, so if you fancy playing as a kebab...

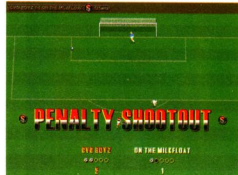
NO.	POS.	NAME	ATT.	DEF.	STR.	HT.	HAIR	SKIN
1	CB	Adam Smithson	10	10	10	10	10	10
2	CB	Alan Buxton	10	10	10	10	10	10
3	CB	Fred Davies	10	10	10	10	10	10
4	CB	Robin Morrison	10	10	10	10	10	10
5	CB	Tommy Cox	10	10	10	10	10	10
6	CB	Steve Kay	10	10	10	10	10	10
7	CB	James Smith	10	10	10	10	10	10
8	CB	Ed Lomas	10	10	10	10	10	10
9	CB	Tommy Cox	10	10	10	10	10	10
10	CB	James Smith	10	10	10	10	10	10
11	CB	Ed Lomas	10	10	10	10	10	10
12	CB	Tommy Cox	10	10	10	10	10	10
13	CB	James Smith	10	10	10	10	10	10
14	CB	Ed Lomas	10	10	10	10	10	10
15	CB	Tommy Cox	10	10	10	10	10	10
16	CB	James Smith	10	10	10	10	10	10
17	CB	Ed Lomas	10	10	10	10	10	10
18	CB	Tommy Cox	10	10	10	10	10	10
19	CB	James Smith	10	10	10	10	10	10
20	CB	Ed Lomas	10	10	10	10	10	10

Pick a team you're never likely to play as, and then you can begin dissecting them. Here we have the finished *CVG Boyz* with everyone from Paul Davies to Hunter the Dog in there and even a few old-skool *CVG* members too.

If you make your own team, you have to go the whole hog and change the players' looks as well. Hair style, colour and skin tone are all variables you can muck about with. We even managed to get Ed's mullet in as well!



Double Cream is taking the corner for Milk Float, with Orange Juice and Pint in the box.



Tense moments as *CVG Boyz* sneak a lead in the penalty shootout after a dull 0-0 draw.



The weather elements and pitch condition are randomly selected by the computer.

BECKHAM - MOVE UP AN INCH!

The level of detail you can go into when planning and executing tactics is quite astounding. It's obvious that this is where the time has been spent simply because of the depth you have to fiddle about with each player. Click on the coach option at the bottom of the screen and then have a fiddle!

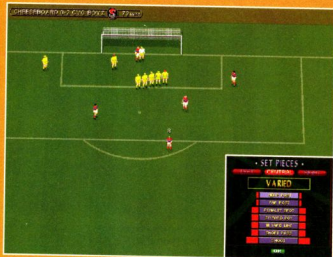
SPECIFIC PLAYER ATTRIBUTES



Pick a player from the team you want to coach, and a whole heap of options appear. Firstly, you can tell them whether you want them to make tackles or not, which is obviously more important for centre midfielders than strikers. From there, you then tell them

what to do once they've won the ball. They can hold up the ball to wait for support players, hoof it miles, or take the easy pass for safety reasons. Wingers should be told to run with the ball, while strikers need to be instructed to shoot on sight.

SET PIECES



Corners and free kicks can provide you with good opportunities to bulge the back of the net. And you need to be able to place your big centre half in the thick of things, in case he manages to get a flick header goalwards. And this is where you do it. Depending on

where the kick is being taken from, you can change the side attackers come running in from, or where they stand from the start. You have to coincide this with who takes the kick, as there is no point in having the kick taker also going up for headers!

CHECK OUT THE SUPERSTAR!

Before each game, you're given the chance to select the key players in the team. You have to pick corner takers from each side of the pitch, free kick takers and a penalty taker. You also need to choose who goes for the corners (as mentioned in the Set Pieces boxout above), as well as who is to come back and be a part of any defensive wall your keeper sets up. There is a default setting for each team, but you may well want to chop and change those settings to suit your style of play.



⚡ This is incredibly unrealistic, as Tom Guise would never get man of the match. Even against women.

A WORD OF ADVICE



Taking penalties is something you're going to have to do the first couple of times you play, at least until you get the hang of the controls anyway. Let us give you a couple of hints about spot kicks. One thing you should know is that you don't control the 'keeper. The computer does all the work for you. And when you step up to the spot, hold left or right on the pad BEFORE you take the kick. Then hold the shoot button for about half a second with the direction still held down, and the shot will swerve into the corner, away from the goalie.

JOHNNY BOY!

And a special mention must go to John Hare. Not only did he pen the awesome (!?!?!?) theme tune AND sing it, he also wrote and voiced the commentary too. And he still found time to go to the bog and wash his hands afterwards! Is there anything this man cannot do?

CVE OPINION

The trouble with a game like *Sensi* is that the previous versions were so good, that you'll always be hard pressed to topple what has gone on before. And that seems to be the case here. Without comparison, *Sensible World Cup '98* is fantastic. Brilliant fun to play and learn and especially good in multiplayer. But, little touches like being able to alter the difficulty settings to incorporate the star players and so forth. None of that is here. And remember, *Sensi* was always about how the game played, so the 3D engine is really only a small addition. I also found it a little jerky to begin with, but you do forget about that after a couple of goes. You cannot deny the quality of this game, but it doesn't significantly improve on any of the existing titles to make it the definitive *Sensi*. But hardcore fans will of course go mad for it and I advise those that have never played a *Sensible Soccer* game before to go and see what you've been missing.

STEVE BISH

JUST THE ONE

In light of the recent battle between ITV and Sky for who could have the most ridiculous camera angles, *Sensi* has plumped for something a bit less harrowing. At any time during the game, hitting F5 will send the game into replay mode, where it plays back roughly the last 10 seconds of action. It automatically does this after a goal too. However, the programmers have gone to great lengths to ensure that you get to see everything in the replay, rather than an enclosed area.



⚡ And that one's come back off the bar! *Sensible* have chosen to add only one replay camera which switches views depending on the action down on pitchside.

RATING



A couple of missing details prevent this from being a classic, but is a fantastic football game nonetheless, and one we recommend highly.



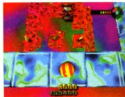
Moving a ball around a floating maze may not sound like much fun, but you'll have to trust us when we say that *Kula World* is, well, cool. The basics of the game are as follows: you have to move the ball around the maze, collecting a set amount of keys to open up the gate to the next level. Picking up fruit is also of some benefit to you, as once all five have been collected, you'll gain access to a bonus stage. The maze can be rotated in any way, and you can look over the edge of sections if you think a platform may be just out of view. Still not convinced? Just nip down to the shops then and give it a go. You'll be surprised...



PlayStation TM	PUZZLE GAME	8Y GAME DESIGN	* PRICE £29.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY S.C.E.E. TEL 0171 447 1000
	OUT JULY	1-2 PLAYERS	

Fed up with the endless stream of fighting games? Driving games sending you round the bend? *Kula World* could be your saving grace.

KULA WORLD



⊕ If you can't work out what to do next, have a look over the edge of the maze.

⊕ Touch the timer to spin the clock at the top of the screen back in your favour.

YEAH MAN. IT'S LIKE, WICKED!

Negotiating the mazes is only half of your worries. The further into the game you get, the more obstacles get in your way. Pills distort the screen, slow you down to a crawl but make the timer tick quicker. Rolling over an egg-timer will flip the existing clock to give you more or less time. Gems and coins are nothing more than points, but considering you lose points for falling off a level or running out of time, they are very important collectibles. Spikes, flames, ice patches, whirlwinds and crumbling blocks are just some of the other hazards you'll encounter.

CVG OPINION

Yes yes, we know we've already reviewed *Kula World* a couple of issues back. But since then, changes have been made, so we thought it only fair that it gets another test run. Despite it getting the same score, it has been improved after the tweaks. So what makes it good then? Well you actually have to use your brain while you play. A bit of logical thinking is what's needed, and that in itself is refreshing enough for today's serious gamer. But it's also incredibly addictive. Once you breached the first few simple levels, the hours fly by as you become more and more focused on the task at hand. It's pure and simple fun, simple as that.

STEVE WOOD



⊕ A leap of faith is required, as some levels have invisible blocks that you can jump on. Floating objects are the big giveaway as to their location.

RATING [thumbs up] [thumbs up] [thumbs down] [thumbs down] [thumbs down]

A simple, yet brilliant puzzle game. It has the perfect difficulty setting and loads of levels to tax even hardened puzzle game fans.



Pet in TV, as the name would suggest, is all about raising a pet who lives in your TV. All you have to do is select the pet you wish to raise and help the creature develop. Give it some attention, food and play games with it. It may sound like a Tamagotchi, but *Pet in TV* is a much bigger game. This isn't a pet that'll eat up your spare time, it doesn't need you constantly, just play with it when you want. But remember to leave some milk near the TV.



ⓐ Maybe he shouldn't have kicked that object.



ⓑ Lots of bridges here to try and get across.



ⓒ A little pat on the head always cheers them up.



 PlayStation	VIRTUAL PET	BY SONY	 • PRICE £34.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE: 1 CD • RELEASED BY SONY TEL 0171 667 1880
	OUT NOW	1 PLAYER	

Like the hula-hoop and the yo-yo, the virtual pet craze continues. Not on a key-chain, but now in your PlayStation.

PET IN TV



Trying to turn upside down

ⓓ He shouldn't be doing this, he should try to eat the food.

THREE MEN AND A BABY

Pet in TV is more about mental growth rather than physical. You must make all decisions for your pet, and take it for a walk in the strange surroundings. Your pet is just a baby, so it's seeing everything for the first time. You must

teach the pet how to react and approach each object he comes across. Do this well and, in time, your pet will know what to do if it comes across the same object. Mess up and your pet will become very confused.



ⓔ Safety back home. Dr Y, your teacher and friend, will help your pet overcome any troubles.

CVG OPINION

Pet in TV won't win any awards for graphics, sound or even gameplay, but that's not to say it's a bad game. Its main fault is that it has missed the virtual pet craze by a year, and now people probably won't be interested in it. The game itself is simple, with you having limited but vital control over the pet. Watching your creation develop is mildly rewarding, but it does seem more of a chore than fun. Basically it's a puzzle game with your parenting technique helping to speed the proceedings along. Sadly, I can't see who this would appeal to, it doesn't have the attraction of other 'odd' games like *PaRappa* or *Mr Domino*, and is best labelled a curiosity.

ALEX HOPKINS

I WILL SAY THIS ONLY ONCE

To help you get started, there is a useful training ground. Once you've learnt the basics it's on to one of seven different levels, where the exploring gets increasingly tougher. Each part of a level is like a mini



puzzle with several objects and, sometimes, other creatures to check out.

There'll also be times when you need to move objects in order to progress, for example using blocks to build a bridge over a gap. It's not easy being a parent.

RATING



Too much pain for too little gain. Out-dated attempt at jumping on the virtual pet bandwagon. Will anyone actually want to buy it?



PlayStation™	ACTION	BY HUDSON	PRICE £39.99 HD VERSIONS AVAILABLE MORE VERSIONS PLANNED STORAGE 1 GB RELEASED BY SONY TEL 0171 467 1000
	OUT JULY	1-5 PLAYERS	

The little fella with explosive tendencies just won't go away. He's back with another of his multiplayer delights – this time, he's dropping bombs on the PlayStation.

BOMBERMAN WORLD

The Bomberman phenomenon continues, with a long overdue PlayStation debut. What we have here is another variation on the tried and tested Bomberman theme. Cute graphics, explosive action and multiplayer mayhem are the essential ingredients, and they've served a fine dish in the past. What a pity then, that our favourite bomb chucker has had an identity crisis of late. You see, the little fella has had a difficult time trying to break into the third dimension. He's desperate to do it, and has given it more than one shot. He's tried different styles of games, but all to no avail. Now, desperate for some more recognition, he's trying to keep it simple again. The same explosive gameplay, with an isometric viewpoint being the only hint at 3D. But even this small slant may dampen his dynamite.



HOW TO MAKE A CLASSIC

The Bomberman series is a testament to gaming excellence and essential sequels, marred only in recent years by a mild identity crisis. The secret to the success is simplicity, because Bomberman is something anyone can play. It only takes minutes to learn the controls and devious gameplay. As Bomberman, you plant bombs then take cover. Essentially that's all Bomberman is. Along the way there are multiple power-ups to collect, boosting Bomberman's abilities. Conquer the story mode and defeat the huge bosses, then battle it out against your friends in one of the best multiplayer games in existence. Those are the basics of what a classic Bomberman game has and needs. Bomberman World features all this, but there are a few teething troubles.



↑ There's 10 different battle stages, all in the traditional super-cute Bomberman style.



↑ A new addition is the electric stick challenge, playable after you win a battle.



↑ For a different test, try the challenge mode, where you must rid an entire level of nasties and defeat a boss in the required time. The challenge is you only have one life!



↑ The story mode is set over four worlds, with Bomberman visiting each and ridding the planets of all nasties, and bosses.

IT'S ALL WONKY!

For the first time, your *Bomberman* thrills are presented in an isometric 3D perspective. Previously, the game has been viewed from an overhead angle, and in full 3D in *Bomberman 64*. As the *Bomberman* series has been around for so long, this slight slant on the action will divide the long-time fans. The graphics now look like they belong on a PlayStation rather than a NES, but it does hinder the gameplay slightly. Especially in the story mode, enemies will sometimes be obscured by objects in the foreground which can be quite frustrating. If you've never played a *Bomberman* game before, you probably wouldn't even question this, but the purists will be up in arms!



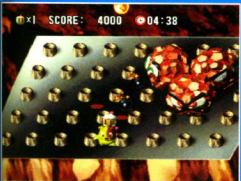
Indiana Jones was here, and every platform star ever since. The runaway minecar is back!



Pretty levels, but some of the scenery can get in the way of the destructive action.



Look out for that hand. It can throw bombs at you.



Another boss, but Bomberman has got an extra life, thanks to the creature he's mounted.

I'LL BLOW YOU AWAY



Like in most *Bomberman* games, the multiplayer battle mode justifies the price of the game on its own. This is the section of *Bomberman World* you'll come back to and play long after you've completed the quest and tournament modes. Featuring ten specific battle arenas, with the trademark last man standing rules for up to five players, this is where Bomberman comes into its own, as one of the best multiplayer games in existence. Again the isometric perspective plays a part in things, as some arenas feature a split level, if B-men get to the upper level, they can drop bombs on their opponents.



DAZED AND CONFUSED

Compared to some of the other games in the *Bomberman* series, we found this *Bomberman* adventure quite easy. Even with the addition of creatures who can trip you up, leaving you vulnerable to attacks. Keep an eye out for the moles and little monkeys who do this. Remember, you can always try to plant bombs near where you think a mole will pop up.



Look out for the living rock!



CVG OPINION

Another new *Bomberman* game, and the successful formula becomes diluted and confused. *Bomberman World* is the first game in the series I've played that's been marred by some basic errors. The two main culprits are the speed of Bomberman himself, who is far slower than his enemies even with multiple speed-ups; and there's some poor collision detection. Considering the superior playability of the series, these errors are catastrophic. The rest of the game is slightly spoiled by the perspective and difficulty level. Only the excellent battle mode saves this game from being a complete waste. It's a shame, as PlayStation has won over so many new gamers, and this would have been their first taste of *Bomberman*, now he may never get the chance to win their hearts, like he won mine many years ago.

ALAN MONTAGNA

RATING



Some basic flaws spoil the game. Thankfully the multiplayer mode shows signs of the true Bomberman skills.

PC
CD
ROM



CASTROL MONDA SUPERBIKE

The most accurate motorcycle simulation ever made is the claim on the box, and we won't deny it. Not that we've ever certainly gives you the impression of tearing around hairpins and through chicanes at unsafe speeds, with an enormous beast between your thighs. There's no shortage of tournament and bike-tuning options, and you can activate effects like weather, bike damage and driving help such as braking and steering assistance. If you have a 3D accelerator installed the hi-res bike graphics and the exotic scenery look ace, but if not you're going to be riding around Chuckyville at about 10 frames per second, as we found on our P200(1). If you're a major bike fan and you've got the hardware required, though, you won't be disappointed. **PAUL GLANCEY**

BIKE RACING

OUT NOW

BY INTERACTIVE
ENTERTAINMENT

1-6 PLAYERS

- PRICE £ 79.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INTERACTIVE ENTERTAINMENT
- TEL 0191 263 7318



Here's how it looks if you've got a 3D card.



MR. DOMINO

As we know from Record Breakers, the Japanese are mad for domino toppling who why has it taken this long for them to come up with a domino toppling video game? Mr Domino is a living domino who runs around Micro Machines-style household courses laying dominoes and then toppling them in spectacular stunts. You have to steer Mr D (or a Teddy Bear-shaped pal) around the course, avoiding obstacles and laying the dominoes so that, when nudged, they hit the switches that set off the stunts. The ultimate test is to lay them so that one nudge sets off all the stunts via an unbroken series of chain reactions. It's not very often we see a unique PlayStation title, and it's even more unusual to see such a game that's actually any good, but Mr Domino is both original and fun. I can't see it appealing to everyone but anyone after something different will love it. **PAUL GLANCEY**

TOPPLING SIM

OUT JULY

BY ARTDINK

1 PLAYER

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY JVC
- TEL 0171 240 3121



You're always moaning at us about no original games. Well what about this then?



BLAST RADIUS

On the face of it, this looks like Psygnosis wheeling out its Colony Wars engine for another easily-produced round of 3D space shoot-'em-up action. Even if this is true, though, Blast Radius is the better game, being more of a pure blast than Colony Wars, without the hokey story-telling and with much better graphics. This time, as well as saving the Earth from aliens, you have to obliterate enemy ships to earn bounties that buy improved shields, better guns and smarter missiles for your ship. Colony Wars' spectacular pyrotechnics are back in force, but the clunky-looking vessels have been replaced by curvy star-steeds, decorated with intricate texture maps and elegance lit. It's a bit of a timbo game, sure, but the lovely visuals, together with the simple but varied missions are just about enough to keep you coming back for more... and more. **PAUL GLANCEY**

ASTRO-FIGHTING

OUT NOW

BY PSYGNOSIS
LONDON

1-2 PLAYERS

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0151 282 3080



The style of the graphics is reminiscent of the work of 70s airbrush king, Chris Foss.



VS

Now that we've all seen Tekken 3 in action, any 3D fighting game on PlayStation has its work cut out and Vs may well lose out simply because it looks so old-fashioned. The chunky polygon ensemble of street kids give it the semblance of Fighting Vipers, except not as classy. On the plus side, all 16 fighters have different styles to master, and the action is sufficiently fast and fluid to let you string together impressive chains of punches and kicks and juggle airborne opponents. The specials are mostly throws rather than projectiles, so there's not much in the way of pyrotechnics, and there are one-button power moves so powerful they can throw off the balance of the fight. All in all, it's not a bad beat-'em-up - but is three months really too long to wait for the best ever console fighting game? **PAUL GLANCEY**

3D FIGHTING

OUT MAY

BY POLYGON
MAGIC

1-2 PLAYERS

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY THQ
- TEL 01483 767856



Yeah, well, the characters don't exactly look the business, but it plays okay.



DEAD BALL ZONE

A 32-bit version of the Bitmap Brothers yester-hit, *Speedball*, has been a long time coming, but this is more or less it. *Dead Ball Zone* is a violent future sport, a bit like football, except for the fact that the players carry the ball, throw it to each other, bounce it off the walls, then slam it into the net. In *Speedball* the violence didn't go much further than charging down the opposition, but in *DBZ* you can arm your players with guns, bombs and chainsaws to eliminate the opposition's star striker. Blood isn't the only thing that flies in this game - players that take a bit of a hammering end up vomiting on the pitch. Aside from the violent factor this is a good game with a surprising amount of skill involved. The slow-witted may find the action is so fast it's hard to follow, but hey, that's their problem. **PAUL GLANCEY**

FUTURESPORT

OUT NOW

BY RAGE

1-2 PLAYERS

- PRICE £ 34.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INTERACTIVE
- TEL 0171 258 3781



It's a goal! Yeah, but you can't see the field full of dismembered corpses behind the striker.



TOTAL NBA '98

The now-annual update of Sony's take on the NBA action is more of the same with some new moves, new commentary, new dunks and of course updated stats, but sadly still no Michael Jordan. Perhaps the most interesting thing about basketball games these days is spotting which players have been included and which have been left out for contractual reasons. Surprisingly Shaq is here, as Kobe Bryant, who is also set to appear in Nintendo's forthcoming *NBA Courtside*. How confusing. Anyway, for those that enjoy the sport, this is a good game, and the attention to detail in sounds and visuals is especially impressive. The trainer squeaks sound better than they ever have before, and George Muresan towers above everyone else. Total NBA '98 is better than last year's incarnation, with more off-the-ball movement and some cool dunks. **ALEX HUHTALA**

BASKETBALL

OUT NOW

BY SONY

1-8 PLAYERS

- PRICE £ 34.99
- ANNUAL PREDECESSORS AVAILABLE
- '99 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1000



Basketball - the sport in which ten men compete to see who is the tallest.



WCW NITRO

The smaller brother to the N64's *WCW Vs. WWF*, *WCW Nitro* features fewer wrestlers and only allows two players to compete simultaneously (not that surprising, really). Sadly the number of moves has also been reduced, and the ones we're left with aren't as instinctive to select either. There seems to be a slight lag between pressing a button and your wrestler moving, which proves annoying after a while. The extra texture-mapping on the wrestlers mean it looks slightly better than the N64 game, but the animation is a lot jerkier. My favourite part of the N64 game was a four-man battle royal, but the closest thing in *WCW* is the tag team challenge. Sadly this is essentially half of what the N64 game offered, hence the title change. Only diehard *WCW* wrestling fans should consider getting this, or perhaps wait and see what *Accam* do with the *WWF* licence. **ALEX HUHTALA**

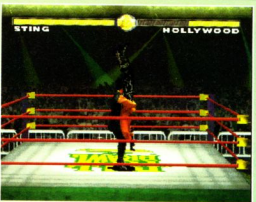
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The wrestlers take time out to demonstrate how to stop a nose bleed.



PHAT AIR: EXTREME SNOWBOARDING

We reviewed this back in March under its original Japanese name and in the intervening time we've had longer to play *Phat Air*, and discover more of its shortcomings. Maybe it's got something to do with the amazing *1080i* coming out since then. *Phat Air*'s main flaw is the controls - far too sluggish. It takes great effort just to perform a small trick, and after a while it feels like too much hard work. The tracks prove more pleasing, and the graphics make the courses look quite realistic compared to *Cool Boarders*. There's also the now compulsory big air ramp and halfpipe, plus a championship mode with slalom races. The best feature is the ability to improve your boarder by earning points which can be added to different attributes. If only the controls were better, this would be a game worth investigating. As it stands, it's badly flawed. **ALEX HUHTALA**

SNOWBOARDING

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BY PONY CANYON

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Better than *Cool Boarders*? Hmm... Nah, don't really think so.

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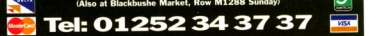
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ARCADE

Kids fighting with skateboards and BMXs while hanging from the bottom of a helicopter! What is the world coming to?

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FV2 FIGHTING VIPERS 2



©SEGA 1995, 1998

The Vipers may have defeated the evil mayor BM two years ago, but he's back to his old tricks in Armstone City. His hatred for the young fighters has grown, and many of them have been hunted down and imprisoned. But there's one bunch who won't give up – the eight original Vipers, Mahler (a relative of BM) and two new kids on the block. They're taking to the streets of Neo Armstone City dressed in battle armour and armed with whatever they happen to have on them at the time – skateboards, guitars, whatever. *Fighting Vipers 2* is going to feature some of the most incredible fights you've ever seen.



☛ Honey's costume is more risqué than it has ever been! She'll catch a cold wearing that.



☛ Grace is still the kicking master in *Fighting Vipers 2*. Her quick advancing combos are very hard to avoid.

THE VIPERS ARE BACK IN TOWN!

SIGHTING VIPERS

Fighting Vipers 2 runs on Sega's incredible Model 3 Step 2 arcade board, and has a completely new look to it. The powerful hardware means that the characters can be far more detailed than they were in the first *Fighting Vipers* (Emi even has a scrolling LCD display on her arm!), and the backgrounds look especially good. For example, on one stage you fight in a glass arena hanging from a helicopter, while another is set inside a museum with a giant rotating T-Rex skeleton right next to it!



☛ This ring is made of clear glass and is carried around the city underneath a helicopter! Wow!



☛ Grace now wears lovely yellow glasses.



☛ Tokio's just as cool as he was before.

ARCADE

THE NEW KIDS

All of the original Vipers are back with brand new moves and improved techniques. Plus two new characters have been added to the game.

EMI

Sex: Female

Age: 12

Specialty: Mech Smash

Personality: Bright, full of energy and sassy, but smart and level-headed.

Emi fights with a giant Teddy Mech strapped to her back which she uses as part of her strange style. She's joined the Vipers in their battle against B.M. in order to rescue her kidnapped grandfather.



Emi looks very weird with her giant boots, gloves and teddy.



CHARLIE

Sex: Male

Age: 17

Specialty: Bicycle Move

Personality: Hot-blooded, quick to fight and hates to lose.

Charlie is a BMX-riding expert who can use his small bike in fights. He goes to the same school as Picky, who is his arch-rival. His desire to be better than Picky at everything has led him to become a Viper and fight against BM.

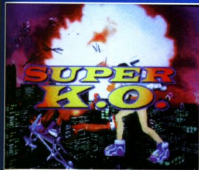


Charlie can even fight with his BMX hanging from his back.



SUPER KO!

The first *Fighting Vipers* has a lot in common with the *Virtua Fighter* games, but *Vipers 2* moves much further away. Everything has been exaggerated and speeded up, plus it's now possible to pull off Super KO attacks. These can't be blocked and will take all of a fighter's armour off and finish them in one go! These moves provide some very impressive special effects when they connect.



FIGHTING VIPERS RPG?

The regular Arcade Mode of *Fighting Vipers 2* is very unusual. Rather than simply fighting through a group of characters, one by one, your route changes each time depending on how well you fight. Before each fight you get to see a map of the game showing which route you've taken, so you can come back on another occasion and take a different path through the story.



See the route map at the bottom?



Fights start with this split-screen.





Once again the fate of the world is in the hands of Earth's greatest warriors. Soon you'll be able to defeat the evil Shinnok from the comfort of your own home.

For some people, a fireball is an impressive move in a fighting game.

Tekken's leg-snapping will raise a cheer from most, and *Killer Instinct's* 80-hit combos impress just about everyone, but there's a big gang of gamers who want more. More violence! They want to see limbs bent backwards in their sockets, they want heads pulled off, they want hearts ripped out, they want dead bodies blended in giant fans. These sick people are known as *Mortal Kombat* fans, and they're going to go crazy for the latest in the series – *Mortal Kombat 4*. Here's a first look at all three home versions of the game.

MONSTER IN MY POCKET

Each fighter keeps a weapon concealed in their pants which can be pulled out with a simple button combination. These range from a crossbow to swords and clubs, plus it's possible to pick up and throw bits of scenery such as boulders and skulls! You can even steal your opponent's weapon and use it against them.



➔ You can hit people right into the screen!



➔ Weapons can really turn the fights around.

MORTAL 4 KOMBAT



➔ You have to beat this 3D Goro before Shinnok in arcade mode.

CAN YOU BE SHANG TSUNG? OR BARAKA? OR KANO?

Mortal Kombat 4 has 15 regular playable characters, some of whom you'll remember from previous MK games. The old favourites are Raiden, Liu Kang, Reptile, Scorpion, Jax, Johnny Cage, Sub-Zero and Sonya, and they're joined by new boys Kai, Shinnok, Reiko, Jarek, Tanya, Fujin and Quan Chi. The Nintendo 64 version is currently the most complete, and also has Goro as a boss! The final game should have both Goro and Nubb Saibot as playable hidden fighters.



➔ Liu Kang has stayed almost the same through all four MKs.

WE WANT DEATH! WE WANT DEATH!



➔ Whoops! There go Sonya's arms.



The *Mortal Kombat* games are known for their excessive comic violence, and *Mortal Kombat 4* has just as much as ever. Buckets of blood are thrown around as you fight; arms, legs, backs and necks can be snapped, and you even get to kill the loser in some disgusting fashion. Although the Fatalities aren't as comical as some of *Mortal Kombat 3's*, each one will make you chuckle quietly. There's something sickeningly funny about watching someone's arms being pulled off...



➔ Jarek is like Kano – he can even rip hearts out.



➔ This is one of Scorpion's Fatalities, not an Animality.



➔ Raiden's lightning can explode his opponents.



GET OVER HERE!
WHY THE HELL NOT?

MORTAL KOMBAT MORE

As the release of *Mortal Kombat 4* has been brought forward, we'll hopefully be reviewing all three versions of the game next issue. If you want to get in some practice, get down to the arcade and play *MK4 Revision 3* – they've finally got rid of most of the bugs!



FINAL FANTASY VIII



There was a time when only a madman would have thought a role-playing game could sell more than 6 million copies all over the world. And yet here we are, a year after the Japanese release of *Final Fantasy VII*, all desperate to find out what happens next to Cloud, Barret and the rest of the Avalanche gang.

On May 15th, Square held a press conference in Japan, revealing the first details of the new game, and among them was confirmation that the stars of *FFVII* won't be topping the bill in the sequel. Apparently *FFVIII* will be a more in-depth story with two distinct threads and two stars, 17-year-old warrior, Squall Leonhart, and 27-year-old Laguna Loire, whose paths cross somehow during the course of the game. Once again, the setting is futuristic, but this time Square's designers have given the action a more realistic look, with properly proportioned, texture-mapped characters. However, the battle scenes will feature even more spectacular effects than *FFVII*'s.

Final Fantasy VIII is down for Japanese release towards the end of the year and elsewhere shortly after. Square's President, Tomoyuki Takechi, has promised that FF fans elsewhere won't have to wait as long as they did for the last game, so we could be looking at a European release by Easter of '99. The hardcore, I-Can't-Wait-That-Long FF fans will be pleased to hear that Square is releasing a demo disc featuring a sample of gameplay and a 10-minute video that was shown at the press conference. The disc is being given away free with Square's next PlayStation title, *Brave Fencer Musashiden*, which is out in Japan on July 16th and will no doubt find its way into some import shops purely on the strength of the free demo. Are you sufficiently FF crazy to splash out for that? We want to know!



Quite a different look from the last game, eh? The characters look much more realistic.



If you thought *Final Fantasy VII* was good, this stands even higher chance of blowing your mind!



SPACE CIRCUS

These French chappies are right ones for their cute platform adventures. In the works at UbiSoft is *Tonic Trouble*, while over at Infragames they're cooking up this perky little tale.

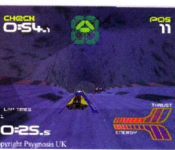
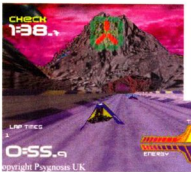
Shorthot is the pixie-like alien who is travelling the galaxy seeking new creatures to star in his employers' Space Circus, but he has a snag. A scout ship from Virtua Circus is also on break-hunt duty and Shorthot has to get his space boots into gear to make sure he beats them to it. There are seven huge worlds to explore and over 300 different characters out for your space blood, and the advanced world from our French underground is that Space Circus is looking pretty good with its cartoon nuttiness and slick animation. More news closer to the release date.



WIPEOUT 64

Woahh, Nelly! We can't wait for this one. The PlayStation version may be nigh-on three years old but we have no objections with

Psynosis reviving a modern classic. What can we expect from *Wipeout 64*? *Psynosis* says it will be an evolution of the original PlayStation games rather than being *Wipeout 3*. The gameplay won't change drastically but the graphics will be enhanced, plus there will be new tracks and a split-screen multiplayer mode that allows up to four people to compete - let's hope they can keep the speed up, eh? The other thing we want to know is which control model they'll be using - the smooth, skillful one from the first game or the more responsive one from 2097... or indeed, something totally new that uses smooth 3D-stick power?



Apart from a few scenery details in the new levels it doesn't look that much different from PS 2097. But these pics are from the E3 demo, and there's still much to do.



TUROK 2

The Dino-Hunter returns! Turok thought he was in the clear after chucking the almighty

Chronosceptre into a volcano at the end of the first game, but it turns out his weapon-disposal trick has revived the Primagen, a ferocious beast trapped in a buried spaceship.

Turok now has to negotiate each level, fiddling up keys and weapons (24 different ones this time, including a freeze ray) and blasting monsters on the hunt for the five force field generators that are holding the Primagen at bay. It all amounts to eight levels of 'Turokkin' action which take in jungles, portside towns and boglands, all packed with

Yeah baby! *Jurassic Park* in the house! Your house very probably. It still amazes us that a £99 console can do this kind of stuff.



new breeds of henchmen, aliens and good old Raptors. As you can see from the screenshots, Iguana have improved the graphics (pretty impressive considering how cool the first game looked) and included the now-essential multiplayer mode. Now you can take Turok or seven other characters on a split-screen frag/fest, in deathmatch, team-play or tag modes, and the PC version will feature a 16-player network mode. Turok-a-doodle-doo!



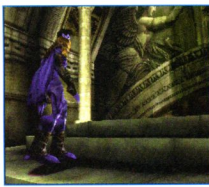
NEW **CB ROM** **PS2 ACTION** **CRYSTAL DYN.** **PS2 RELEASE** **PS2 PLAYER**

LEGACY OF KAIN: SOUL REAVER

Blood Omen received mixed reviews, but no-one will be in any doubt over the sequel. Crystal Dynamics has replaced the standard top-down RPG look of the original with a more *Tomb Raider*-ish engine. The star is Raziel, one of Kain's vampire acolytes who has been cast into a vortex for the sin of developing superior skills to his master. In the vortex, Raziel meets The Elder, an ancient power who has his nose put out of joint when Kain took over and now wants his own back. As Raziel you're the tool of the Elder's revenge, traveling between spectral and material realms to claim souls for your new master. The quest involves exploring around the 3D environment, solving puzzles and engaging in hand-to-hand combat with the characters you meet, then sucking their souls out for sustenance. Sounds unholly, but, as you can see from the pics, it looks pretty cool.



☛ **Cool vampire action headed your way. We kinda liked the old Kain look, but hey, progress...**



NEW **CB ROM** **STRATEGY** **CD ROM REL.** **PS2 FIRAXIS** **PS2 PLAYERS**

ALPHA CENTAURI

Strategy fans will know the name of Sid Meier. One of the gods of game design, Sid designed classic empire building games like *Civilization* and *Railroad Tycoon*. In his latest, *Alpha Centauri*, you find yourself aboard a colony ship that has left Earth only to collide with an asteroid. By the time the ship reaches Alpha Centauri, the colony is in chaos and the passengers have formed into seven factions, all fighting for control. As a faction leader it's up to you to gain control of the whole colony and steer it towards survival. It's all about exploration, terraforming, creating tools and weapons, avoiding hostile alien creatures, conquering the other six factions, and ultimately leading them to the next stage of evolution, which is nice. It might sound like standard stuff, but Sid Meier has never been one to disappoint so we're betting this will be a game to look forward to.



☛ **This is it, the surface of your Alpha Centaurian colony. The more of it that you control the harder and cooler you are.**



☛ **Use your scientists to develop and build space-ships and aircraft, then research new weapons and armour to bolt onto them. See? Strategy games can be such fun!**



NEW **CB ROM** **STRATEGY** **PS2 RELEASE** **PS2 PLAYERS** **PS2 HOTHOUSE**

GANGSTERS

Shocking. Criminal megalomania used to be frowned upon, but these days Eidos is encouraging it with this a strategy game that casts you as a minor 1920s hood out to take over the city. Starting with a modicum of capital you have to build up your business piece by piece, working protection rackets, prostitution, illegal liquor, gambling and eliminations. Use legit businesses and charitable organisations as a front for your illegal operations, and if the cops come snooping around splash some payola around at City Hall or pull out your Tommy guns and start shooting (not a good idea). You can expand your business by making alliances with other bosses (other players in network game mode), but if you get too big you may attract the attention of a major player and start a gang war. Oh yeah, it SOUNDS like fun, but remember, kids, gang wars are BAD!

☛ **Danger lurks on every street corner. Beware of men with violin cases.**



NEW **CB ROM** **3D SHOOTING** **PS2 PROLIFIC** **PS2 RELEASE** **PS2 PLAYER**

RETURN FIRE 2

Return Fire was one of the few decent games to appear on the 3DO, so we welcome Electronic Arts' sequel with open arms and - mmm - slaverling lips. For the uninitiated, it's a sort of heavy armour combat sim-cum-deathmatch, with you roaming cities, deserts, jungles and arctic tundra, hunting enemy players so you can blast them to shrapnel. As you can see, the developers, Prolific, have abandoned the old bird's-eye view of the action in favour of a more in-the-thick-of-things 3D viewpoint. The range of vehicles has also been expanded to include helicopters, jump jets, and even aircraft carriers, and this should broaden the range of the



combat quite a bit. The multiplayer mode has also been expanded so that 16 players can shoot holes in each other over a network. Nice.

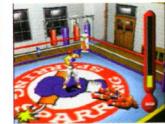


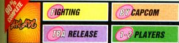
☛ **'Aw! I broke it!' (Phil Dawsonism)**

NEW **CB ROM** **UNCHING SIM** **JVC** **PS2 RELEASE** **PS2 PLAYERS**

VICTORY BOXING 2

Boxing - there's no better way of getting paid to slip into a coma. Victory Boxing 2 puts you in the trunks of a muscly biker and lets you punch the teeth out of a whole string of big lads. As well as having realistic bobbin'-and-weavin' 3D fighters, VB2 features realistic splashes of blood and hit zones that swell up and turn purple. Keep smacking the painful areas and you'll put your opponent on the canvas in no time. JVC is promising fast and furious close-in action, and an array of moves that extends well beyond the usual hooks, jabs and uppercuts.





STREET FIGHTER ZERO III

Big news for you 2D fighting junkies. Capcom's next Street Fighter coin-op is the latest in the Zero/Alpha series. Details are a bit thin on the ground at the moment but here's what we know. First, it's running on Capcom's CP-System II hardware. Secondly, it features the 18 characters from Zero 2 plus seven (possibly) new ones.

Actually four of them aren't new at all. Wild man Blanka, fat man E. Honda, matador man Balrog and, er, tongue-eating spy Cammy have all been revived from previous SF games. The real new boys are Cody and even he isn't new because he was one of the stars of Capcom's old walking beat-'em-up, Final Fight), a tubbosed girl called Karin and a



Back in 2D for the first time in ages, it's E. Honda vs Blanka!



No Street Fighter game is complete without Ken and Ryu.

lady wrestler who is apparently a female equivalent of Zangief (without the beard hopefully). The game is currently on test in Japan so we should see it over here by the end of the summer.

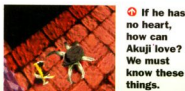
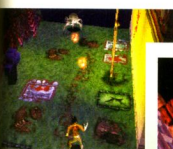


New girl Karin takes on Sakura.



AKUJI THE HEARTLESS

It's a bad day when someone rips your heart out, but when it happens on your wedding day and the guy who does it is your brother, who also turns out to have been a voodoo priest on the side, you've got to say that life has dealt you a blow. So it is with Akuji, who, not surprisingly, now finds himself condemned to hell. His only hope of escape is to locate the spirits of his ancestors and use their powers to get back to Earth, and you've got to do the hard work. In *Akuji the Heartless*, Hell consists of 14 levels of 3D action, packed with sinister underworldians who will happily remove the rest of Akuji's body parts if you don't fight them off first. Akuji can fight hand-to-hand with a set of Wolverine-style retractable claws or use a selection of voodoo spells, setting them on fire, setting demons on them or even teleporting inside an enemy so that they quite literally burst open.



If he has no heart, how can Akuji love? We must know these things.



COMMAND AND CONQUER-TIBERIAN SUN

Coming soon from Virgin – the sequel to the game that launched a thousand clones. After the alternate-past setting of *C&C: Red Alert*, *Tiberian Sun* takes you a bit further into the future, when the Global Defense Initiative is taking on the terrorist Brotherhood of Nod. As before it's a case of collecting resources, building your forces then sending them out to conquer the enemy or defend installations. This time around your vehicles and troops are more high-tech, so you get stuff like airborne dropships, robot patrol drones, and the Devil's Tongue Flame Tank, which sounds nice. The updated setting is also reflected in missions which give you stuff like breaking into enemy installations, hacking their computers and stealing information. The other main gameplay upgrade is that now each unit can accumulate experience points with each battle, improving their speed, armour, weapons or special abilities. Also, the graphics engine now features



dynamic lighting, so when you get sent on a night mission you can improve your chances by shooting out floodlights and attacking under cover of darkness. The campaign and network multiplayer modes are in as before, but Westwood has added a Skirmish mode which lets a solo player take on seven other CPU commanders over a network.



FIRST CONTACT

First Contact is about as close as you can get to real combat without actually getting down to the army recruiting office and signing up. It's been commissioned by the Ministry of Defence and will be available free from careers offices, public libraries or through special offers in national newspapers. If you're thinking, 'Yeah, if it's free it's gonna be pants', you can just shut your cake-'ole, you 'orrible little maan! It's made up of five smart-looking subgames that combine realistic army strate-

gy action and slickly presented info-bits. You start off in basic training, assembling SABO rifles against the clock, then it's out into the jungle to learn survival techniques. The third game casts you as a Royal Engineer, rescuing civilians in an African earthquake zone. The fourth game gives you command of an infantry platoon and the final section sends you on a mission to rescue POWs using a battalion of Challenger tanks and Apache helicopters. Five games for the price of none – is that value for money? Sir, yes SIR!



Well it's not quite *Battlezone*, but *First Contact* introduces wannabe squaddies to real-life army tactics and situations.

FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES

FIELD OF DREAMS

(PLUS MUSIC AND GAMES)

When we were offered the chance to see the first UK edition of Sony's new musical-cum-DJ game *Fluid*, we jumped at the chance. The fact that it was at Creamfields was neither here nor there - honest!

creamfields

Top tunes played under a blazing hot sun...the best way to kick-start the show

FIELD OF DREAMS (PLUS MUSIC AND GAMES)

After PaRappa the Rapper failed to stir PlayStation owners into becoming the next musical genius, Sony are hoping that *Fluid* will turn all music lovers into budding DJs.

The idea behind the game is very simple, but those that fancy their chances on the wheels of steel or are already hardened pros on the decks, will find *Fluid* a cool little alternative to vinyl and slipmats. In a nutshell, you start the game in control of a dolphin, which you must guide into different patterns of music located in an ocean called Silent Space. Once inside, you enter a cruise stage where the game learns new music beats and riffs. Then you head back to Silent Space and into the Groove Editor where you can then mix and juggle with the samples until your heart's content. It sounds weird, but it's immensely cool.

THEN WHAT?

You save your master mixes to your memory card and then return to the silent space arena. Then all you have to do is swim back into whichever pattern you've come from, and your music will be playing as the dolphin glides through relaxing underwater stages! Cool. This is also where you discover the new beats and samples, because the option appears as the dolphin is swimming to duck out into new sections with new music.



PlayStation

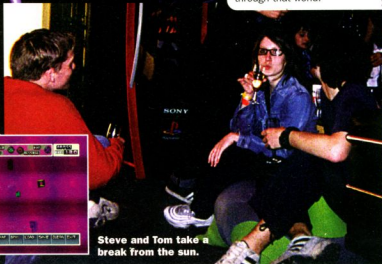
TEEN NAME PAUL OAKENFOLD WITH 23 YEARS AGE, THE FIRST BAND TO PLAY HERE IN PAUL'S BACKGROUND. THEN PAUL'S GUN. BACKGROUND. HIS BAND NAME IN THE VERY FIRST PAUL'S BAND NAME WAS CONCEPTUAL. PAUL THEN MET WITH A GROUP TO FORM HE MADE A SONG OF IN THE CITY. HARD ON PAUL'S BAND. CONCEPT

GUEST

GROOVE CITY

Once you're into the Groove Editor, this is where the game really opens up. You can change drum beats, cymbals, bass lines and even the BPM (that's Beats Per Minute, you philistines). The thing is, you're not just restricted to one particular style of music. The longer you play, the more variations appear. Anything from big beat stuff, to dodgy, tinny drum 'n' bass can be fiddled with, providing you've guided the dolphin through that world.

Paul Oakenfold plays without watching the screen: Cool.



Steve and Tom take a break from the sun.

CREAM OF THE CROP

And finally Creamfields. A 17-hour dance spectacular in a field in Winchester. The cream (no pun intended) of British and European DJs were playing to packed-out tents. Roni Size, Fatboy Slim, Run DMC, Chemical Brothers, Daft Punk, Pete Tong and Judge Jules were just some of the names worth mentioning, so needless to say, it absolutely rocked. If you have the chance to go next year, take it. Things like Creamfields don't happen very often.



Norman Jay mixes a little TV with music.

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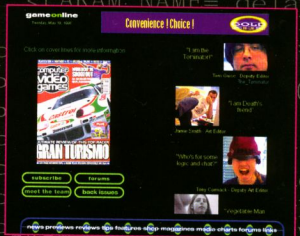
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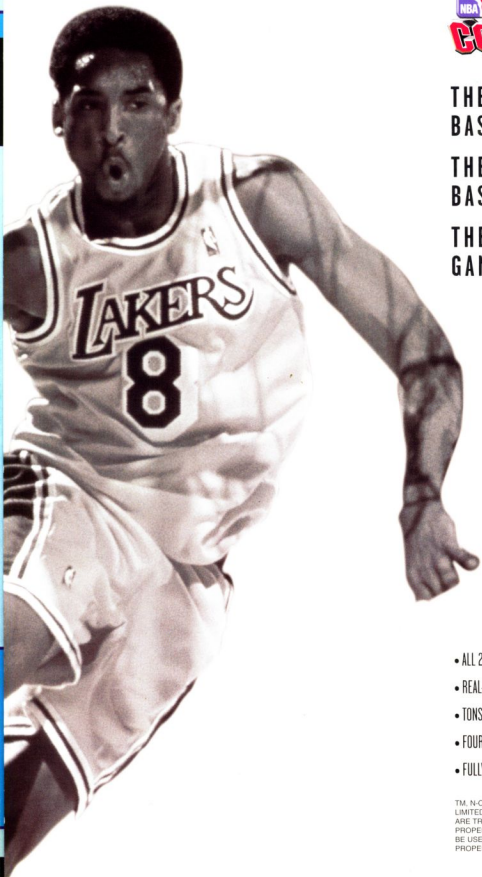
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Kobe Bryant in

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