


TEKNO

THE BEST GUIDE TO NEW GAMES MACHINES

FREE!



SYNDICATE on jaguar – the best
version **and no mistaking**

BURN CYCLE –
the greatest
cd game in history?

STAR CONTROL 2 ON 3DO
THEME PARK ON 3DO AND JAGUAR
IRON SOLDIER – AMAZING 3D
ACTION ON THE JAGUAR
PLUS LATEST NEWS ON SEGA
SATURN, MEGA DRIVE 32-X AND
SONY PLAYSTATION

produced by



THE MAG REAL GAMERS READ

TEKNO

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



THE MAG REAL GAMERS READ

6 **Burn cycle**

Prepare to be dazzled by one of the most remarkable CD games we've ever encountered.

8 **Syndicate**

One of our all-time favourite games comes to the Jaguar in all its violent glory, as we bring you first shots of 32-Bit Syndicate.

9 **White Men Can't Jump**

You've seen the film, now play the game on Jag. There's never been a basketball game quite like this.

9 **Off World Interceptor**

Crystal Dynamics chart new ground with their stunning futuristic driving sim.

10 **Theme Park**

It's one of the games of the year and its coming to the 3DO and Jaguar.

10 **Powerslide**

The most realistic driving game yet? Elite think they've hit the mark with their 3DO all-terrain motor simulation

11 **Iron Soldier**

The Jaguar shows off just what it can do given a few hundred thousand polygons and some very large robots.

12 **Star Control 2**

The original is one of Accolade's best games to date, and now the 3DO sequel is set to take that crown for its own.

12 **Kingdom: The Far Reaches**

Interplay return to the 3DO with this jaw-dropping adventure.

13 **PlayStation/Saturn/32X**

We take a look at what Sony and Sega have in store for later this year.

14 **Win a 3DO!**

Why part with money, when you could have a 3DO for the price of a stamp!



Although we take great care to ensure as far as possible the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

Since 1981 Computer and Video Games has brought you the most up-to-date, accurate and unbiased reports on new machines and games to Great Britain and beyond. No other magazine boasts this kind of pedigree, which is why we're producing a series of supplements to keep you bang-up-to-date as the wave of games machines arrive.

Our aim is to provide to you with unparalleled coverage of all the latest developments - because it's your money you'll be parting with when you buy one of the new games machines.

Some of the new systems are here already and there's plenty more graphics-rich, turbo-charged gaming in the pipeline. The future looks good - so arm yourself with a copy of the world's premier multiformat computer and video games magazine as we finally arrive at the next level of computer gaming...

Mark Patterson, Associate Editor



3 **15 Reasons why you need a new console**

As if you needed telling! Here's why you should be taking new machines very seriously indeed.

4 **Here and now**

We profile all the new generation machines, including the brand-new CD-i games console, and tell you where, and when, you can get your hands on them.



✦ **Edited by**
Mark Patterson
✦ **Designed by**
Wendy Martin
✦ **Produced by**
Gary Lord
✦ **Additional writing by**
Denz Ahmet

**Published by EMAP
Images**, Priory Court,
3D-32 Farringdon Lane,
London EC1R 3AU.
Editorial enquiries
071 972 6700.
Advertising enquiries
071 713 1983.

15 reasons why you need a New machine

Variety

Even at this comparatively early stage we've got beat-'em-ups, shoot-'em-ups, simulations, adventures, puzzle games, strategy games, platformers and some wholly original titles we haven't come up with a pigeon hole for.

Superior Processing Power

Happy with your SNES? Content with your Mega Drive? Over the moon about your Amiga? No intention of ever leaving them? Well think again, here's why you need to upgrade...

To handle all the fab new effects the new wave of games feature, the new consoles need to have the power to push them along at a decent speed. And that's exactly what they're capable of thanks to 32 and 64-bit power-house processors.

Shockwave on 3DO - sprite scaling, texture mapping, game-play and FMV. What more could you ask for?



Gameplay

The gap in technology between these machines is very slight. The difference won't be so much on differing tech, but on tailoring games to the specific abilities of the machines.

Support

More companies than ever are getting behind these new machines. Record companies, movie producers and the big name coin-op producers have all given their backing to the next generation of games technology.

Because they're there

You want the best games around, well you're going to get them thanks to hardware capable of delivering almost everything the programmers throw at it.

CD Sound

Speech, recorded music and more! Games such as Road Rash on 3DO feature music by such noted artists as Soundgarden, which adds immensely to a game. The best example is in Interplay's forthcoming conversion of Star Trek: The Next Generation, which has voice overs from the cast of the series.

Twisted on 3DO - interactive FMV at its finest.



Arcade quality

Nearly all these machines use technology similar, or in some cases more powerful, than that found in today's coin-ops. This makes arcade-perfect conversions a doddle, so you'll never have to hang around a seedy, smoky arcade again.

Price

Some of these machines may seem a tad expensive when compared to Super Nintendos and Mega Drives, but when you put it in perspective with the quantum leap in power, what you're really getting is a hi-tech bargain.

Realism

One thing programmers always try to instill is the feeling of being there. Now, more than ever, with all this excellent new hardware at their disposal, they can do just that.

As real as it gets - FIFA Soccer on 3DO.



Networking

3DO promises a global communications modem, while Atari has unveiled a 32-player serial link up system for games such as Doom. A similar system is also promised for the PlayStation.

Depth

With development costs increased, programmers are spending more time making their games value for money. So you can expect software packed with imagination and lastability.

Texture mapping

Essential to create games like Doom and Road Rash. It's the process of covering polygon objects with sprites to create realistic graphics. It's one thing to do this, it's another to do it fast - and that's exactly what the new breed of machines are capable of.

Doom on Jag - thanks to texture mapping a console can produce Doom as well as a powerful PC.



Multimedia

Play games, flick through an encyclopaedia on CD, listen to music, watch films - the possibilities are massive. You only get these with new generation machines.

right here, RIGHT NOW

The time for industry spin-doctors to harp on about the type of games coming our way in the future has ended. Tomorrow's technology is finally here as the first batch of super consoles finally land on the right side of the Atlantic - with more on the way. Here's what you can find in the shops now, and in the coming months...



3DO

Panasonic
£399

Availability: on general sale now

The sluggish start to the 3DO's life has now been replaced with huge interest in Japan and Europe and a decent amount of excellent software. By the time you read this the 3DO will be officially available along with a range of quality titles.

The power of the machine is unquestionable, and as programmers increasingly understand its potential and how to tap into it, the games are starting to get real good. The big name titles are also starting to appear, with Capcom recently announcing the impending launch of Super Streetfighter Turbo - which gives the machine a big one-up over the 16-bit machines.



PlayStation

Sony
£300 (estimated)

Availability: November (Japan)

Sony's first solo console project is shaping up to be the most powerful of the lot boasting a stunning range of technical effects and software support as impressive as the hardware specs.

It too has a strong list of third-party developers, many of whom, such as Namco, have big-name titles such as Ridge Racer in production. If one thing's for certain, it's that Sony is going to great lengths to ensure that the first batch of software really shows what its machine is capable of.

Jaguar

Atari
£229

Availability: Out Now

Despite early distribution glitches, the Jaguar has finally arrived in numbers - offering cartridge-based 64-bit technology with a cheap CD-ROM unit to follow. Now the machine is in place, the games are starting to follow, with hot titles such as Alien vs Predator and Doom well on their way.

One undeniable fact is that because it uses cartridges, the Jaguar is the cheapest standalone machine. Don't think for a minute that cheap means poor, though, because the Jaguar boasts advanced 64-bit architecture which makes it one mean beast.



CD-i 450

Philips
£199

Availability:

November/December

Philips has finally conquered the problem which has held the CD-i back since its launch – price. The latest model, the 450, is expected to retail for under £200. This is due to a radical restyling of the machine. As you can see in these shots, it looks much more like a console than the CD-i's traditional up-market CD-player guise. The launch of the machine coincides with the best CD-i sales figures yet, which is largely due to the extensive advertising campaign Philips has been running all year.

It also features the new CD-i Joypad, which is a whole lot easier to use than the standard remote-control device. Aside from that, what you're basically getting is exactly the same as the more expensive models – bar the looks.

An enhanced version of the

machine, the 550, should appear around the same time. The main difference will be the built-in digital video cartridge, which boosts the price by almost £150. Finally it looks like Philips has managed to produce a machine that is financially acceptable.

Mega Drive 32X

Sega
£149.99

Availability: November

While being a Mega Drive upgrade rather than a standalone machine, the 32X still boasts a good array of hardware features, and it also has the capability to boost the features of the much-maligned Mega-CD.

The advantage of the 32X is that you'll still have all your old Mega Drive games to play with, instead of relying on

Sega and their third party producers to deliver the goods early on. The real edge, for Mega Drive owners at least, is that it's the cheapest way to get into 32-bit gaming.

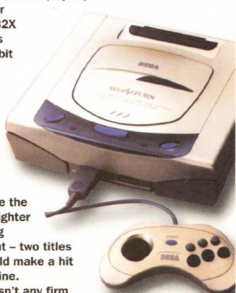
Saturn

Sega
£300-400

Availability: November (Japan)

The next step for Sega after the 32X is the Saturn, its stand-alone 32-bit console. The machine's been a long time in coming, but should be out in Japan before Christmas. The initial portfolio of games include the likes of Virtua Fighter and the stunning Clockwork Knight – two titles which alone could make a hit out of the machine.

Sega still hasn't any firm plans for a UK launch, however, it's rumoured to be destined for America between March and July next year, so hopefully it won't be too long after that before it arrives over here.



■ CD-i

■ ADVENTURE
■ ETBA ■ OUT OCTOBER■ NO OTHER VERSIONS AVAILABLE
■ PC AND MAC VERSIONS PLANNED

Burn:Cycle

Forget everything you've ever heard about FMV adventures – Philips is set to rewrite the rule book...

▼ *Burn:Cycle* is a huge technical achievement for CD-i. It plays as smooth as a cartridge game.



▼ Her name is *Gala* and she'll do anything for money. Her assistance proves invaluable during the game.



▲ Throughout the game there develops a bit of romance between the two principle characters. But is she just using him?



▲ Cutter's woman, *Kriss*, gets it in the back. Basically it's a case of exterior decorating, but with your interior.

With the launch of the sleeker CD-i 450, Philips is trying to carve its way into the minds of videogames junkies everywhere. And with this radically redesigned machine comes a stunning new game which looks like being the best title yet.

Burn Cycle from Trip Media takes CD-ROM games to a new level. Rather than attempt to make an interactive movie, the programmers have produced something which merges distinctly different styles of play (arcade, strategy

and adventure) into a seamless futuristic challenge which merges an unpredictable plot with tactically used FMV.

It starts off with your character, *Cutter*, who's trying to come to terms with the fact that some git's im-

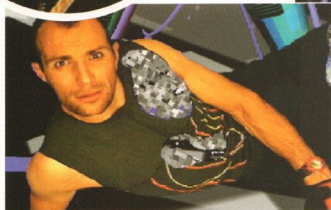


▲ Sol Cutter is your character in the game. Trouble is, he's got a virus eating away his brain. Not good.



WIN THE GOODS

A full review of Burn Cycle will be appearing in our very next issue, and we'll be giving away, courtesy of those funky people at Philips, copies of the game plus a brand new CD-i 450! Don't miss it.



▲ These graphics are not just of a fancy intro. The game actually looks like this with realtime 3D scrolling via point-and-click controls.



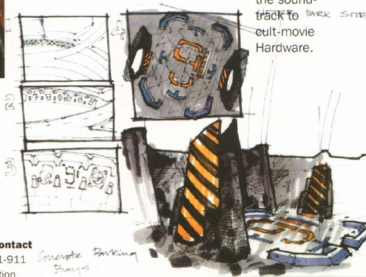
▲ There are many characters in the game which you need to chat, deal and fight with. Very interactive.

planted a virus in his head which will kill him in less than 120 minutes. From there on in you're on your own - it's your actions which unravel the plot. This blend of never knowing more than you need to will hopefully keep you hooked.

Burn Cycle offers suspense and atmosphere in its scrolling 3D world. You'll also find the game very violent in parts, but that just adds to the intensity. Yes, we are excited by this product and you'll see by how much next issue's review.

THE CYCLE OF A GAME

It's taken trendy Trip Media two years to knock out Burn Cycle. This included a 14-day film shoot (with good actors) and over 400 storyboards for the plot. Burn Cycle features over 27,000 frames of animation and includes 20 minutes of moody music from the guy who composed the sound-track to cult-movie Hardware.



► Game by Trip Media/Philips ► Contact Philips Media (071-911 3000) for information
Game size One CD

JAGUAR

EXCLUSIVE

STRATEGY

ETBA OUT NOVEMBER

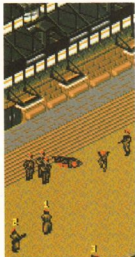
PC, MAC AND PC CD-ROM VERSIONS AVAILABLE
SNES AND MEGA DRIVE VERSIONS PLANNED

Syndicate

It's violent, it's dark, it's one of our favourite games and it's going to make a big impact on the Jaguar...

The cyborgs can be moved individually or as a group. It often pays to strategically position one, preferably armed with a mini-gun, as a look-out for enemy agents. ▼

Considering the complexity of the gameplay, the controls are very straightforward. You simply click on where you want your cyborg to go to or, with another button, where you want him to shoot. ▼



▲ As well as being kitted out with new weapons, your cyborgs can also have updated body parts added. Fresh legs will get them moving faster while new eyes increase accuracy.



BIG Bang One of Syndicate's main features are the massive, and very destructive weapons you're given to play with. For close-up combat there's the shotgun.

If your target's in a crowd you can finish everyone off with the rocket launcher, or for pin-point accuracy there's always the laser rifle.



PC game - and it looks like it will be even more playable.

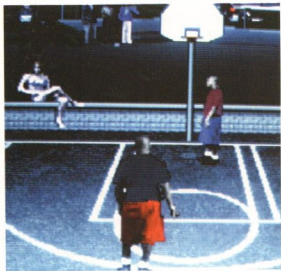
Set in a violent future where the world is controlled by giant corporations, the only corporate take-over you'll find will be by the barrel of a gun. These syndicates have long since given up negotiating any share deals, instead they prefer the direct approach, when they want something done they send in a team of heavily armed cyborg death machines to negate the unruly and

kidnap anyone of potential use.

This is where you fit in. Your syndicate has taken a hammering and it's been left to you and your cyborgs to pick up the pieces. You command up to four cyborgs at once through 50 missions, dealing death to anything that gets in your way. Syndicate is going to be massive on Jag. Watch this space.

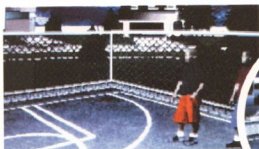
► Game programmed by Bullfrog ► Contact Bullfrog (0483 579399) for more information

JAGUAR

SPORTS
ETBA OUT DECEMBERNO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNEDWhite men
CAN'T JUMP

It's the Jaguar's very own two-on-two basketball game, so get ready to boomshakkal... well, you get the idea.

▲ If Atari can make this game as playable as NBA JAM on the Mega Drive and SNES, but with great 3D graphics, it will be on to a real 'basket' of a game.



▲ Each stage will have its own opposing basketballers who get progressively more skillful throughout the game.

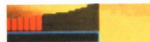
out on to the court. The player's view pans and zooms as the game ensues and, although this is still only very early on in its life, the effect is unlike anything you've ever seen in a basketball sim.

White Men Can't Jump by Trismark Interactive. Contact Atari (0753 533344) for more information.

White men can't jump, apparently. But the black-and-red Jag can provide you with a basketball game like you've not seen before. This is street basketball (much like us Brits kicking a footie against a wall and hacking your mates' shins out), only this time it's two-on-two with marvellous 3D graphics.

It's polygon-overload as the texture-mapped players step

3DO

SIMULATION
£39.99 OUT OCTOBERNO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNEDOff World
Interceptor

A driving game that's out of this world? It sounds like a corny intro, and guess what, it is.



What's always a good test of a new games machine is the quality of its driving games. It started with Chequered Flag on the Spectrum and now it's evolved into the roaring interplanetary texture-mapped extravaganza, Off World Interceptor.

▲ Seeing as Crystal Dynamics won't be releasing Crash And Burn in the UK, this will be the first driving sim for PAL 3DO owners.



▲ Even if you flip your buggy over you can still control it while it's in mid-air!



It's set on six alien planets, with a variety of terrains and aliens for you to race over and against, as well as a split-screen two-player mode – an essential feature in any game like this. As well as the excellent graphics, the programmers have

spent an extremely large amount of time perfecting the computer-simulated physics that control the way your buggy handles, which is important as gravity is most definitely not a constant factor in this game.

► Game by Crystal Dynamics ► Contact Crystal Dynamics (071-973 0011) for more information

■ JAGUAR/3DO EXCLUSIVE

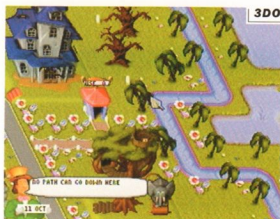
■ SIMULATION
■ £TBA ■ OUT NOVEMBER

■ PC, MAC AND AMIGA VERSIONS AVAILABLE
■ SNES AND MEGA DRIVE VERSIONS PLANNED

Theme Park

The year's most innovative game is coming to hit the Jaguar and 3DO – it can only be Theme Park...

▼ Some attractions, such as the tree house aren't the most exciting things in the world of entertainment, and don't attract very big crowds. So it's up to you to decide whether you want to flood your park with basic rides, or just keep a few decent attractions until you can afford some more.



▲ The amusement arcade is just one attraction you can build. Click on it and you'll be able to play Pacman.

Theme Park may already be one of the year's success stories, but the bandwagon is still rolling on, with the first 32-bit console versions due to appear at the end of the year. Both the

Jaguar and 3DO games will retain all the features that make this game so good on PC and Amiga. This is partly because developer Bullfrog has chosen to stick with the basic gameplay engine,

rather than be lured into the technology trap of redeveloping the game from scratch – something which has killed seemingly promising titles in the past, especially when the 16-bit machines arrived.

■ 3DO

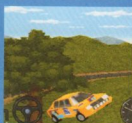
■ SIMULATION
■ £39.99 ■ OUT NOV/DEC

■ NO OTHER VERSIONS AVAILABLE
■ PC CD-ROM AND SNES VERSIONS PLANNED

Power slide

With more realism than a Madonna movie, Elite gets ready to hit the road with a whole new driving experience...

▼ The texture mapping will make the game look as realistic as it plays.



▲ This is actually one of the easier courses in the game – for starters it isn't raining. Just wait until you hit the glaciers on the Scandinavian stage.



Realism isn't something that comes easy to computer driving sims – unless you're prepared to brick yourself in the face every time you come off a fast turn in Domark's F1 Grand Prix. But Elite, with the aid of genuine in-the-flesh motor designers have come up with PowerSlide – it's realism to the max as you put your pedal to the metal. A lot of work has gone into making the vehicles you drive handle just like the real thing. And to make sure you appreciate what rally drivers go through, there's a selection of terrains more hostile than a Baraka decapitation move.



▲ Your car will need to be tree-ted to a new paint job after this

▼ The 3DO versions lets you actually try out the rides via a series of ray-traced sequences.

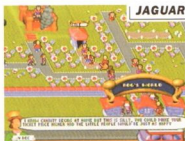


3DO

The game's aim is to build a successful theme park by developing rides, and then planning its layout, supplying sundries such as hotdogs and, generally making sure people have a good

This character's on hand at every stage of the game to give you advice on what to build, where to put it and how much you should be charging the punters. ▶

time. The only real difference between the two versions is that the 3DO game, being on CD, lets you try out the rides in a series of ray-traced sequences. More fun than Euro-Disney. Probably.



JAGUAR

▶ Even though the ray-traced sequences are unique to the CD versions, the Jaguar game will have all the features of the PC original.

3DO



▲ As you progress through the game your R&D department come up with all-new rides, one of which is a killer roller coaster. Once invented it's up to you to determine how high, long and dangerous it's going to be.

▶ Game by Bullfrog ▶ Contact Bullfrog (0483 579399) for more information

JAGUAR

STRATEGY/SHOOT-'EM-UP
ETBA OUT NOV/DEC

NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

Iron Soldier

This game is played in a sort of open arena providing full virtual movement in a game of military hide and seek...



Of all the original games currently in development for the Atari Jaguar 64-bit console, few have impressed us quite as much as Iron Soldier. Running at an amazing 30 frames per second,

◀ The enemy likes to lurk behind the many towers in the game, so blow them to pieces to reveal their hiding spots.



this polygon-based 3D strategy-blast will simply blow you away.

Programmed by Germany-based Eclipse, Iron Soldier gives you the chance to dish out generous amounts of destruction from the cockpit of a giant robot. It's not the most original of concepts, but the strategic element

where you have to play your campaigns, take different approaches in the combat zone, and the sheer technical excellence of the graphics are all factors which should see this game really making an impact on the Jaguar scene.

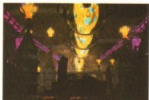
▶ Contact Atari 0753 533344 for more information

■ 3DO

■ SHOOT-'EM-UP
 ■ £39.99 ■ OUT SEPTEMBER

■ PC VERSIONS AVAILABLE
 ■ NO OTHER VERSIONS PLANNED

Star control 2



The original was one of our favourite two-player Mega Drive carts, and now give a mighty huzzah! as the sequel hits the 3DO.



▲ The FMV sequences outline the background to each race in the game and why they arrived at the particular design of their craft.

▲ Just a few of the totally bizarre ships in the game. Each has its advantages and disadvantages which you'll find out for yourself when you play the game.



▲ This is Earth's entry in the space combat excellence that is Star Control 2. It's slow and hard to steer but comes with homing missiles and a devastating short-range laser cannon.

If you've ever played Star Control you'll see why we're getting so worked up about this. Basically you and a pal, or the computer, select a ship from a battery of alien craft, then go head-to-head in a fight to the death. It's that simple, but astoundingly playable.

The 3DO version is basically the same as SC2 on PC, but with speech and some real-

ly excellent FMV footage supplying background information on all the game's space craft. If the finished article turns out to be as good as we think, get ready to shell out for a second joy pad - it'll be worth every penny for the two-player mode.

► Game by Crystal Dynamics
 ► Contact Crystal Dynamics (0171 973 0011)

■ 3DO

■ ADVENTURE
 ■ £TBA ■ OUT SEPT/OCT

■ NO OTHER VERSIONS AVAILABLE
 ■ NO OTHER VERSIONS PLANNED

Cartoon games aren't noted for being interactive, but all that could soon change as Interplay wheel out their first fully animated adventure.

▼ When you look at the success of comparatively non-interactive products such as Space Ace and Dragon's Lair, all the signs point to this being a potential 3DO smash.

Kingdom: The Far Reaches



The actual gameplay is a mixture of arcade action and puzzle solving as you attempt to find five pieces of a shattered amulet, which, when reunited, should banish evil from the land. Here's hoping.

Despite its faults, a lot of people made a lot of money from the Dragon's Lair series, so it came as no surprise when Interplay unveiled its first cartoon game. However, this won't be like anything which has surfaced before, it features interaction with

other characters in the game world, collectible items to boost your character's abilities and multiple plot lines. The result is 400 megabytes of animation coupled with digitised speech and a simple point-and click interface.

Interplay is cur-

rently putting a lot of effort into developing CD-based products with other movie-style titles such as Cyberia, Stonekeep and Voyeur coming soon to CD-ROM. Let's hope they end up on 3DO soon.

► Game by Interplay
 ► Contact Interplay (0235 821666)

Way Out East

As Sony and Sega gear up to launch their new systems this November, we bring you a sneak peek at their latest game shots and the discs we reckon will go down a storm in the first few weeks.

Panzer Dragon

Sega Saturn
Sega

This game's come a long way since we last featured it. All the background graphics have been replaced and now look better than ever, while the graphics for the dragon have been smoothed out to make it look even more realistic.



Victory Goal

Sega Saturn
Sega

Formally known as plain old Saturn Soccer, Victory Goal is looking better than ever before. The 3D graphics feature similar panning view-points to FIFA Soccer on 3DO. This could really be a giant step into the future of sports games as we know them.



Gail Racer

Sega Saturn
Sega

If anything stands a chance of topping Daytona when it comes to the Saturn its Gail Racer.

Although at a relatively early stage it already seems capable of matching the Daytona coin-op, with fast ultra-detailed graphics and a combat angle which makes the action ferocious and violent.



Daytona USA

Sega Saturn
Sega

Sega now have a very early version of Daytona up and running. There's so much left to be added that it's impossible to gauge what the finished article will be like, however, it looks as though they've got graphics sussed; let's hope they can keep the speed too.



Star Blade

PlayStation
Namco

While Virtua Star Wars is destined for the 32X, Namco are gearing up to launch their 3D polygon-loaded blast-fest Star Blade on the PlayStation. It should be a doddle for the machine to run, so we look forward to some arcade-perfect space combat action in the very near future.



Zero Device

PlayStation
Zoom

If Zero Device is anything to go by it could be the end of the line for Streetfighter. This hi-tech robot riot looks very good indeed with full 3D graphics, multiple view points and enough moves to make the PlayStation's 14-button joypad seem limited!



Virtua Racing Deluxe

Mega Drive 32X
Sega

We want this game and we want it now! Virtua Racing Deluxe could end up being better than even the coin-op, with the addition of new tracks and two new cars - stock and prototype. The good news is there isn't any discernible slow down.



Deadlus

Sega Saturn
Sega

The Saturn's fist traditional-style shoot-'em-up is shaping up very well indeed. Aside from the ray-traced sequences the 3D first-person action promises to be fully interactive, unlike games such as Microcosm.



Shadow Of Atlantis

Mega Drive 32X
with Mega CD

Sega
This underwater RPG makes use of the 32X's palette enhancing and TruVideo functions to present almost video-quality images. So unpack your Mega CD, you're in for some really first-rate software.

Free D-0!

With Panasonic's excellent 3DO now on sale in Britain, we'd thought it would be rather smart if we saved you the bother, and the money, of having to go out and buy one yourself by giving one away.

Powered by a 32-bit ARM processor and capable of displaying over 32,000 colours on screen at once, it's undeniably one of the most powerful consoles available. And all you have to do to get your hands on one is identify three 3DO

games, write your answer on a post-card or the back of a sealed envelope and post it to: A 3DO! For Me! No, you're too kind!, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

You need to get your entry in by 15 October as Rob our post geezer is under orders to 'recycle' any that come in late.



This competition is not open to employees of Enap, Panasonic or Granny Skewes. No cash alternative will be offered and the editor's decision is final 'cos he's big and has a large baseball bat.

**WE WERE THERE WHEN
THE 8-BIT MACHINES
ARRIVED...**

**WE WERE THERE WITH
OUR VIDEO CAMERAS AT THE
BIRTH OF 16-BIT
TECHNOLOGY...**

**WE ARE HERE AS 32 AND
64-BIT TECHNOLOGY
ARRIVES...**

**AND WE'LL STILL BE
AROUND TO BRING YOU
THE NEWS WHEN SPRITES
IN THE FUTURE ARE 6
FEET TALL!**

COMPUTER AND VIDEO GAMES.

EUROPE'S FIRST, AND BEST, MULTIFORMAT COMPUTER
ENTERTAINMENT MAG. TRUST US, WE'VE SEEN IT ALL.

ON SALE THE 15TH OF EVERY MONTH.

THE GAMES ARENA

SOFTWARE CLEARANCE
HURRY! ONLY WHILE STOCKS LAST

MEGA DRIVE



STREET FIGHTER 2
SPECIAL CHAMPION EDITION

NOW ONLY £29.99

HOME ALONE	WAS £24.99	SAVE £10	£14.99
WWF WRESTLEMANIA	WAS £20.99	SAVE £6	£14.99
SIMPSONS	WAS £19.99	SAVE £5	£14.99
TALESPIN	WAS £19.99	SAVE £5	£14.99
KID CHAMELEON	WAS £16.99	SAVE £2	£14.99
BATMAN RETURNS	WAS £17.99	SAVE £3	£14.99
SONIC 2	NOW ONLY		£19.99
MICKEY & DONALD	NOW ONLY		£19.99
SUPER KICK OFF	WAS £21.99	SAVE £7	£24.99
JURASSIC PARK	WAS £21.99	SAVE £7	£24.99
FATAL FURY	WAS £21.99	SAVE £7	£24.99
COOL SPOT	WAS £24.99	SAVE £10	£24.99
SONIC SPINBALL	NOW ONLY		£29.99
JUNGLE STRIKE	NOW ONLY		£29.99

MEGA-CD



ECCO THE DOLPHIN
WAS £44.99

SAVE £20
£24.99

WOLF CHILD	WAS £28.99	SAVE £14	£14.99
BLACK HOLE ASSAULT	WAS £28.99	SAVE £14	£14.99
PRINCE PERSIA	NOW ONLY		£19.99
JAGUAR XJ220	NOW ONLY		£19.99
SHERLOCK HOLMES	NOW ONLY		£19.99
SONIC CD	WAS £34.99	SAVE £10	£24.99

SUPER NINTENDO



JURASSIC PARK

NOW ONLY £29.99

STREET FIGHTER 2 ORIGINAL	WAS £34.99	SAVE £10	£24.99
COOL SPOT	WAS £22.99	SAVE £8	£24.99
SUPER STAR WARS	WAS £38.99	SAVE £14	£24.99
STREET FIGHTER 2 TURBO	NOW ONLY		£29.99
MORTAL KOMBAT	NOW ONLY		£29.99
ALADDIN	NOW ONLY		£29.99

GAME GEAR

SONIC 2	NOW ONLY		£14.99
STREETS OF RAGE 1	WAS £17.99	SAVE £3	£14.99
ALIEN 3	WAS £19.99	SAVE £5	£14.99
TAZMANIA	WAS £16.99	SAVE £2	£14.99
SONIC CHAOS	WAS £23.99	SAVE £4	£19.99
JUNGLE BOOK	WAS £24.99	SAVE £5	£19.99

Master System

SONIC 2	WAS £24.99	SAVE £10	£14.99
TAZMANIA	WAS £20.99	SAVE £6	£14.99
OLYMPIC GOLD	WAS £21.99	SAVE £7	£14.99
BATMAN RETURNS	WAS £17.99	SAVE £3	£14.99
SONIC CHAOS	NOW ONLY		£19.99
JUNGLE BOOK	WAS £27.99	SAVE £3	£24.99

COME IN-STORE
AND PLAY GAMES FOR

FREE

GAME BOY

DR FRANKEN 2	NOW ONLY		£19.99
PINBALL DREAMS	NOW ONLY		£19.99
MORTAL KOMBAT	WAS £27.99	SAVE £3	£24.99

PLUS MANY OTHER TITLES FROM ONLY £4.99

**MOST NES TITLES
NOW ONLY £4.99**

HUNT DOWN

JAGUAR

AT
THE GAMES ARENA
NOW!

MANY MORE PRICES
SLASHED IN-STORE

RUMBELOWS



HURRY WHILE STOCKS LAST. OFFERS VALID UNTIL 30.9.94.

RUMBELOW LTD, BARNWOOD, BRISTOL, ALINGTON BUSINESS PARK, TRAILL ROAD, BS7 4JL