

★ PLAYSTATION ★ NINTENDO ★ PC ★ ARCADE ★ ONLINE ★ RETRO ★ SEGA ★

computer and video game

1080° SNOWBOARDING

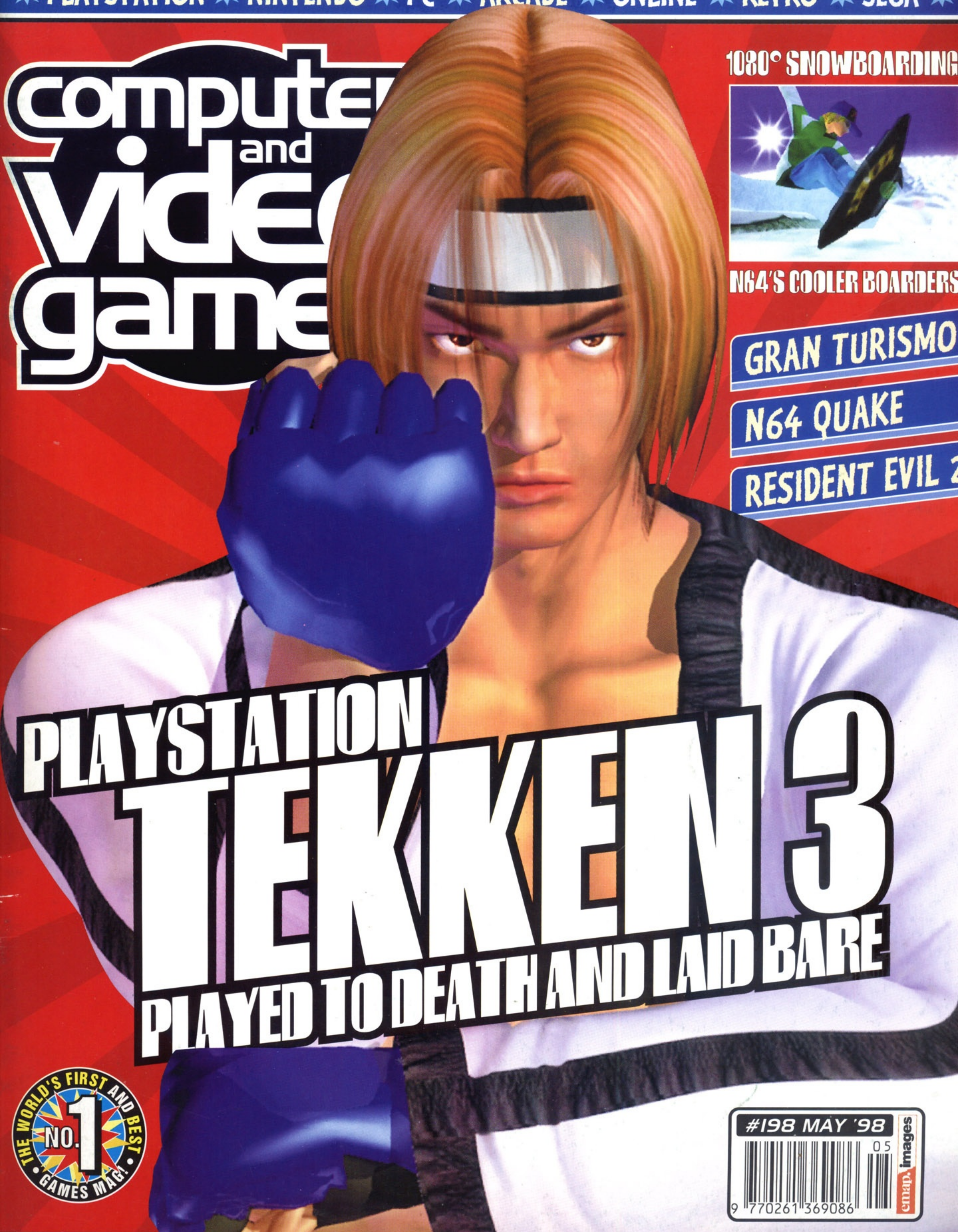


N64'S COOLER BOARDERS

GRAN TURISMO

N64 QUAKE

RESIDENT EVIL 2



PLAYSTATION TEKKEN 3 PLAYED TO DEATH AND LAID BARE



#198 MAY '98

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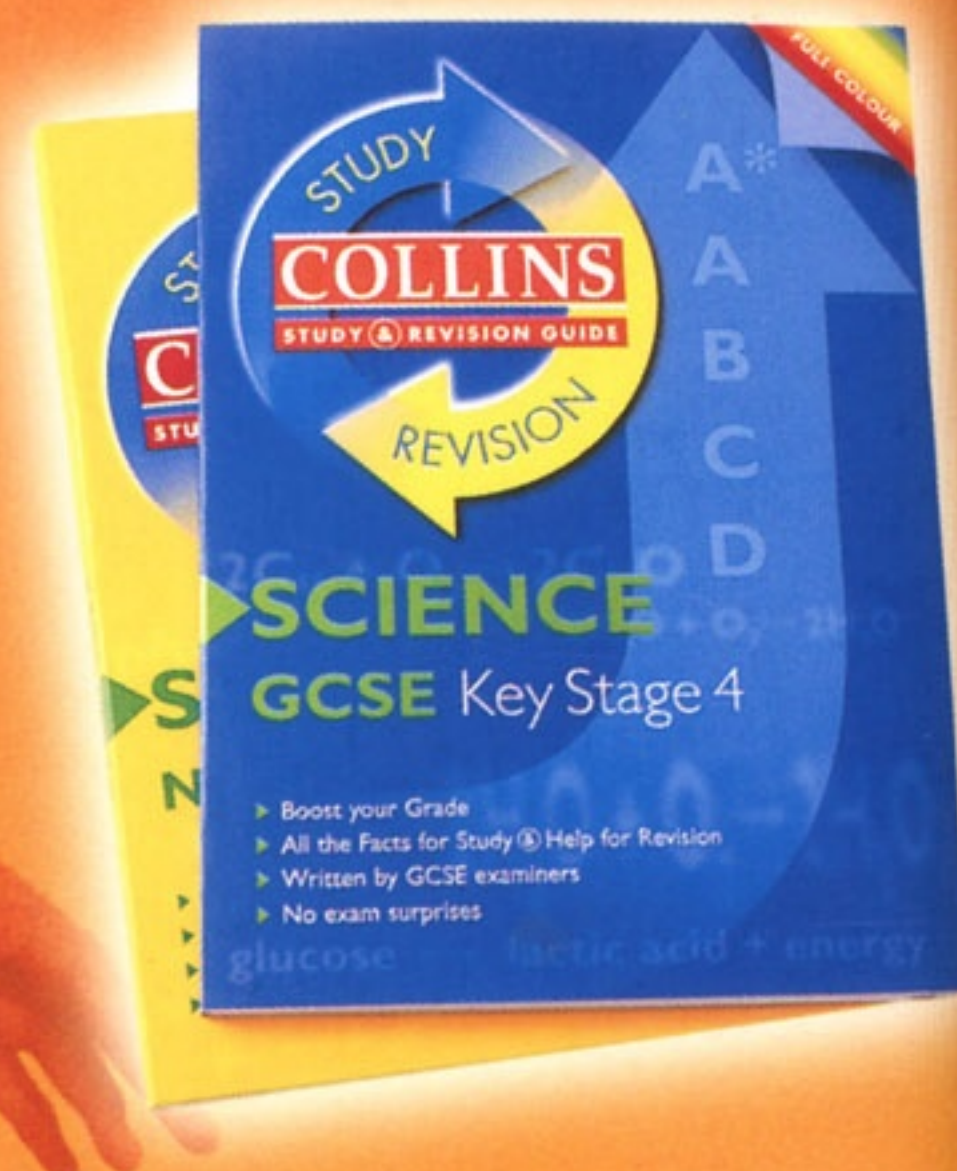
★ GOEMON ★ FIFA WORLD CUP ★ MOTORHEAD ★ BURNING RANGERS ★

4.30PM

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NEWTON'S LAW

OF GRAVITY.



6.00PM

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PRACTISING

IT.

Now, when exams come up, it won't take long before you put your revision down - completed.

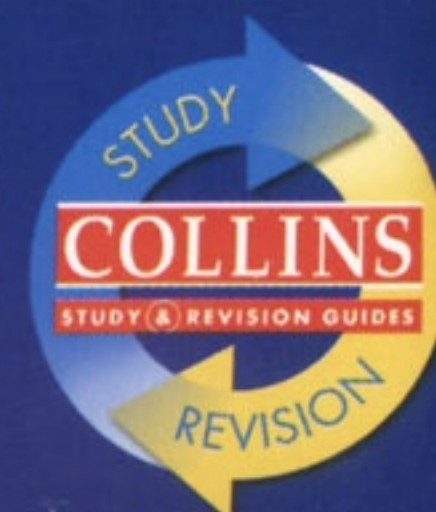
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HAVE YOU GOT THE BALLS?

WORLD CUP '98



ISS '98



THREE LIONS



The biggest event of the football calendar is only weeks away and the video games market has gone into overdrive as every company prepares to unleash their own definitive soccer simulation. Turn to page 28 for a four-page look at the big-name titles that will be competing in World Cup Video Game Showdown '98



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CONTRABULOUS FABTRAPTIONAL - THAT'S CVG!



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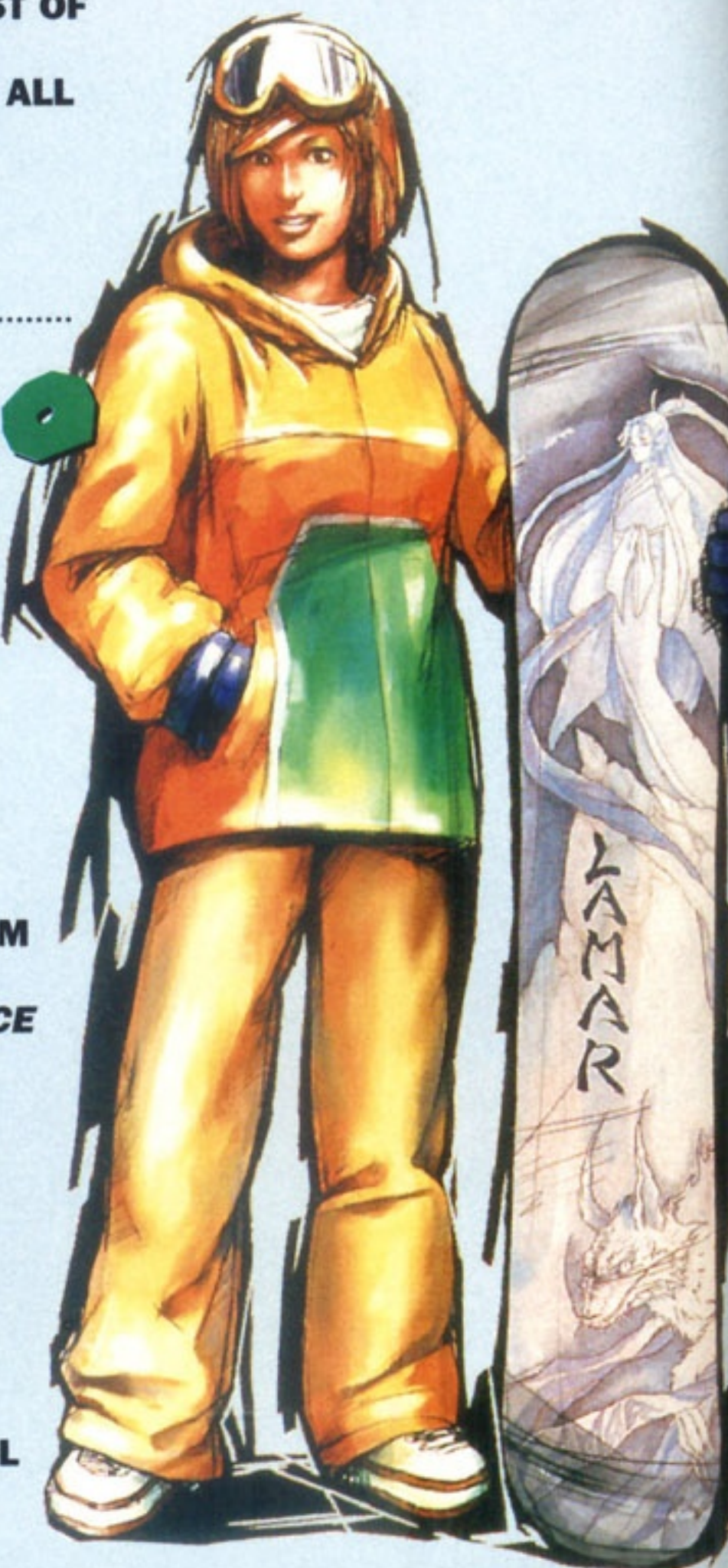
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P16

AN EXCLUSIVE FIRST PLAYTEST OF NAMCO'S AWESOME ARCADE CONVERSION. WE BRING YOU ALL THE INFO ON THIS POTENTIAL PLAYSTATION CLASSIC.

NINTENDO 64

1080°



P22

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SONY PLAYSTATION

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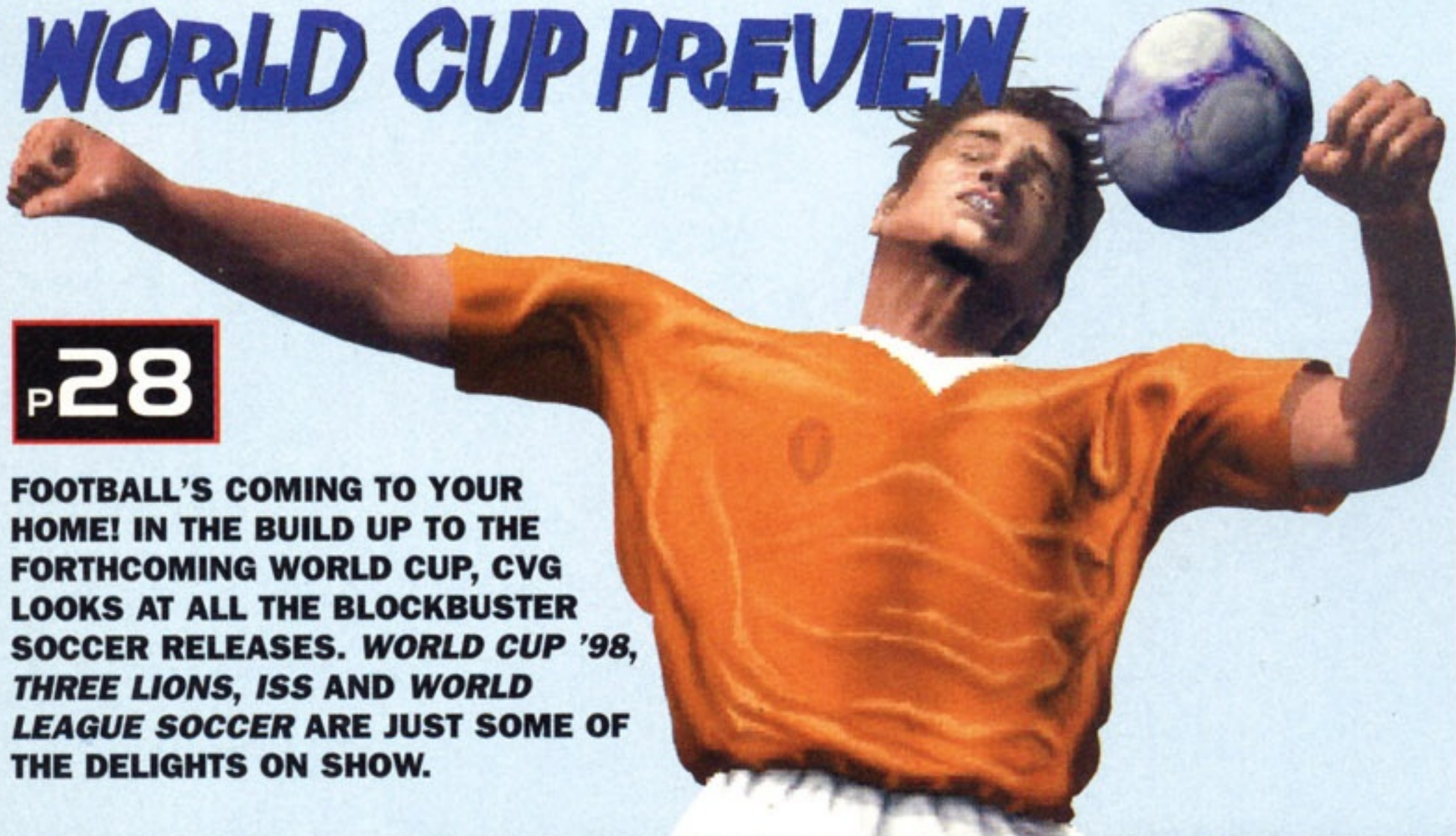
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WORLD CUP PREVIEW

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FOOTBALL'S COMING TO YOUR HOME! IN THE BUILD UP TO THE FORTHCOMING WORLD CUP, CVG LOOKS AT ALL THE BLOCKBUSTER SOCCER RELEASES. *WORLD CUP '98*, *THREE LIONS*, *ISS* AND *WORLD LEAGUE SOCCER* ARE JUST SOME OF THE DELIGHTS ON SHOW.



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SONY PLAYSTATION

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SONY PLAYSTATION

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FREE 16 PAGE PULL-OUT!



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EDITORIAL

NUMBER ONE GAMES MAGAZINE IN THE UK
EDITORIAL

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to bench test all the latest games.

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SEE THE DIFFERENCE!

We're back with even greater coverage of even greater games. The best screenshots, the best information, and the best price: £1.50 - you won't find any better.

We have six power-packed pages dedicated to PlayStation *Tekken 3* this month. We can't believe the quality of this game, and neither will you. We're the first mag in the country to bring you coverage of *T3* because we're the first mag to have played the game. We give you the feedback, with masses of jaw-dropping screen-shots.

You also get to see how N64 handles snowboarding - with nothing less than total skill, in our opinion. *1080°* on N64 is 100% funky, and proves that *Goldeneye* is just the start of N64's Coming Of Age. Our shots of this cooler than cool game will make you shiver with excitement.

CVG's challenge to you is this: find a magazine which gives you better coverage of video games. No, save yourself the trouble - that magazine does not exist. By the time you're through with this issue, you'll know it's true.

Enjoy. **PAUL**



Who else shows you awesome *Street Fighter EX* screenshots?



Nobody does it better when it comes to *Goldeneye* highlights



And only CVG has the guts to laugh in the face of *Resident Evil 2*

VOTE FOR THE TOP 100 GAMES OF ALL TIME

CVG is almost 200 issues old. And so what. BUT we'd like you to help us celebrate by contributing to the CVG Top 100 Games Of All Time.

Only CVG readers have the authority to do this, because only CVG readers aren't dumb enough to vote for a bunch of last year's games. We need you to supply us with your top ten favourite games of all time, which will require some careful thought.

We'll be asking the most important people in the games industry for their opinion too, so make sure your suggestions are the best they can be.

Cut out or photo-copy this coupon, and send it to:

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THE CVG TOP 100 GAMES OF ALL TIME

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

CVG RATING SYSTEM

5... EXCELLENT
HIGH FIVE!

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.

☆☆☆☆ STARS OF THE MONTH ☆☆☆☆

QUAKE II CAPTURE THE FLAG

This is so-o much better than it was in Quake, since id have officially recognised the potential. The levels are better for charging about, and the weapons are better balanced. It's fairer, but it's so much more vicious. Excellent.



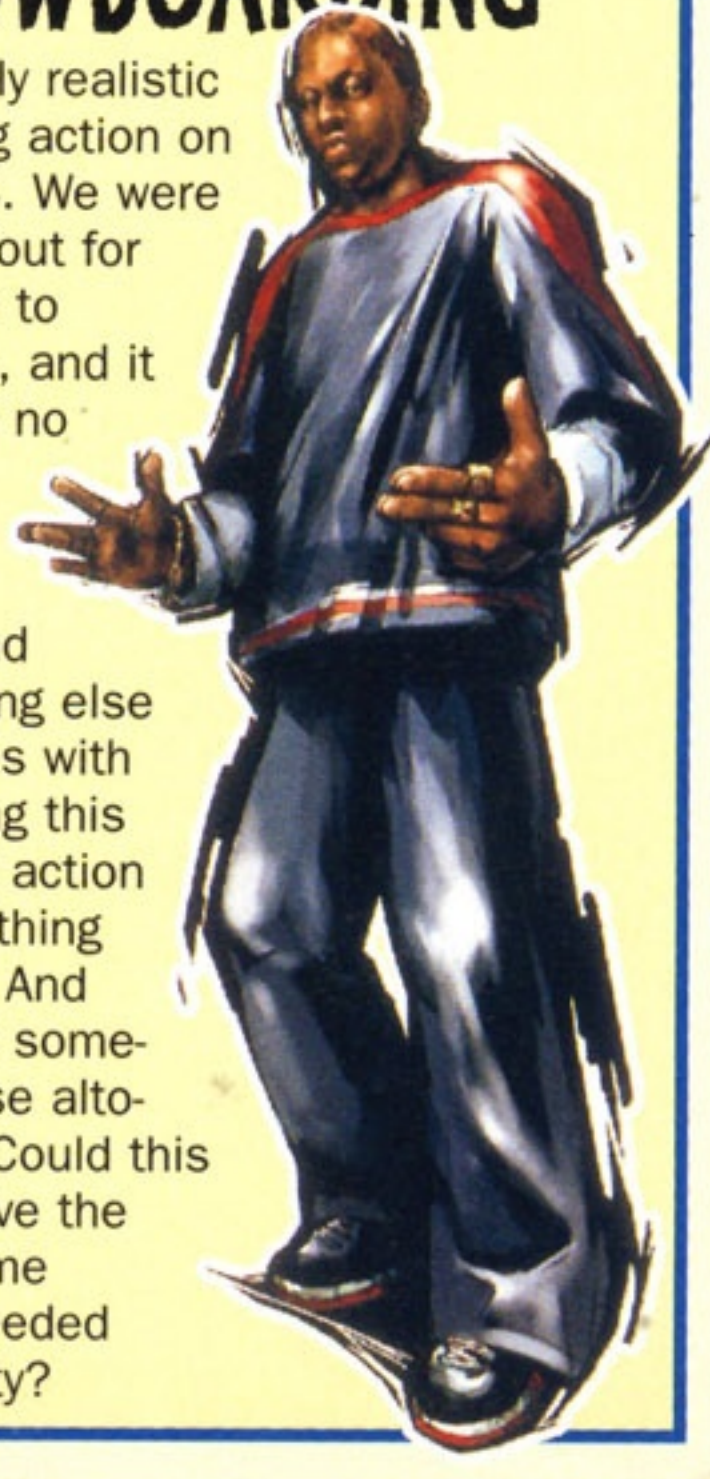
POCKET CAMERA

What we've been doing with this gadget you don't want to know, but what you really should know is that Pocket Camera is a laugh. Especially when you print out the pictures and stick em in places your victims wish you hadn't. Heh-heh.



1080° SNOWBOARDING

Incredibly realistic boarding action on the N64. We were holding out for this one to impress, and it has – in no uncertain terms. Wow, and everything else that goes with it. Seeing this game in action is something special. And laying is something else altogether! Could this game give the N64 some much-needed credibility?



RESIDENT EVIL 2

A truly gruesome game which has kept us in stitches all month. There's nothing funnier than watching your character round up a bunch of stupid zombies, then blow them all away with one shot. You want gore? Step this way...

PAUL DAVIES

EDITOR
CURRENT FAV GAMES:
• TEKKEN 3
• RESIDENT EVIL 2
• GOLDENEYE
• DIDDY KONG RACING
• GRAN TURISMO

When you're busy overseeing the world's greatest video games magazine, there's not much time to mess around. Whatever, Paul has found many opportunities to play video games. In between not messing around and playing lots of games Paul watched the deadly episode of Pocket Monster, and laughed ha-ha.

TOM GUISE

DEP EDITOR
CURRENT FAV GAMES:
• QUAKE 2
• RESIDENT EVIL 2
• POINT BLANK
• TEKKEN 3
• 1080°

Got myself a crying, talking, sleeping, walking, living doll. Got to do my best to please her, just cause she's a living doll. Got a roving eye and that is why she satisfies my soul. Got the one and only walking talking living doll. Take a look at her hair – it's real, and if you don't believe what I say, just feel...

ED LOMAS

SENIOR WRITER
CURRENT FAV GAMES:
• QUAKE 2
• TEKKEN 3
• COLIN McRAE RALLY
• BURNING RANGERS
• EHRGEIZ

Possibly Ed Lomas would be a blonde kid if he didn't eat so much chocolate, and drink so much cola. We get Ed to crap in a box at 11:00 am every day so that we can get free snacks. Choco logs are great. Ed claims he never thought of a day without chocolate and cola, and wouldn't like to try. See.

STEVE KEY

SENIOR WRITER
CURRENT FAV GAMES:
• RESIDENT EVIL 2
• W.L. SOCCER
• MOTORHEAD
• GRAN TURISMO
• QUAKE 2

Steve is a finely tuned human being. He senses the friction in the air as he walks. Even, and this is no lie, when someone else talks. When he's listening to whatever that is on his Walkman, he knows when someone's throwing a few sentences his way because his hair vibrates. Incredible guy.

ALEX HUHTALA

STAFF WRITER
CURRENT FAV GAMES:
• 1080°
• RESIDENT EVIL 2
• QUAKE 2
• POINT BLANK
• EHRGEIZ

First guy in the UK to wear a quiffy hair-cut and get away with it. Then Jimmy Ray ripped him off. Ripped off our guy! Well we have to tell you that Jimmy Ray can't walk as cool as Alex, and anyway how can a guy who smiles like that all the time be cool – Jimmy Ray, that is. No one smoulders like Alex.

JAIME SMITH

ART EDITOR
CURRENT FAV GAMES:
• 1080°
• TEKKEN 3
• QUAKE 2
• GB TETRIS
• WAVE RACE

Yeah he looks stupid. We're sorry about that, and everything, but what can we do? It's not every day that you get some as talented as Jaime Smith to design a magazine for you. It's not every day that we can get Jaime Smith to design a magazine for us. But who's complaining? Not Jaime.

TONY CORMACK

DESIGNER
CURRENT FAV GAMES:
• REAL SNOWBOARDING
• 1080°
• WIPEOUT 2097
• TEKKEN 3
• TOP SKATER

Hey, surprise surprise – Tony's away on holiday again. What a skank. He's snowboarding in France, with his new haircut. We think maybe the French will appreciate Tony's new haircut, because we couldn't say anything which sounded like good English when we first saw it.

ABDUL MONTAQIM

PROD EDITOR
CURRENT FAV GAMES:
• GOLDENEYE
• QUAKE 2
• LARA
• TINA
• SPACE INVADERS

You'll notice that Abdul has Revolution written all over his face. It's in his eyes. It's even in his teeth. Yeah, man! Revolution is here. Only thing missing – Abdul doesn't play games. He thought Gran Turismo was a travel agency for senior citizens. But don't worry about that. He'll soon be demanding his free PlayStation.

NUMBER ONE GAMES MAGAZINE IN THE UK

EDITORIAL

Offer applies to transparent Game Boy Pocket and Tetris game (†Recommended retail price £44.99 and £12.99 respectively). To receive a Game Boy Pocket and Tetris application form, you must apply for and open a new Halifax Cardcash account as an Expresscash customer between 6th April and 30th June 1998. Once your account is open, you will receive the Game Boy Pocket application form with your Expresscash card. Only one Game Boy Pocket will be available per Expresscash customer. All Game Boy Pocket application forms must have been received by 14th July 1998. The minimum account opening balance is £10. The standard daily cash withdrawal from a cash machine is £50. Accounts can be opened at any branch of Halifax plc. The offer is subject to availability and may be withdrawn at any time without notice. Existing Expresscash customers who opened their account prior to 6th April 1998 will not be entitled to apply for the Game Boy Pocket.™ & ® are trademarks of Nintendo Co., Ltd. © 1998 Nintendo Co., Ltd. Halifax plc, Trinity Road, Halifax, West Yorkshire HX1 2RG.



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FINALLY - [GAME BOY GOES COLOUR]



Nine years after the release of the original portable console, Nintendo has announced a new COLOUR SCREEN Game Boy that will be in UK shops in October, priced at £99.99.

Previous colour hand-helds were let down by inadequate screens or short battery lives, but Nintendo claim that nine years of research, in conjunction with electronics giant Sharp, has solved both problems. The Colour Game Boy will be able to display 56 colours from a palette of 32,000, on a new kind of reflective colour screen which, it's promised, will be just as visible in indoor lighting as it is in sunlight. Battery life will not be as long as the mono Game Boy or Game Boy Pocket, but will be significantly improved over the 2-4 hours use that was such a problem with the Atari Lynx and Sega Game Gear. Nintendo have also promised a facility to link the Colour Game Boy with the N64, a feature that will probably come into its own when the Pocket Monster games are released in the autumn.

The processing hardware inside the Colour Game Boy will be compatible with that in the original Game Boy, ensuring that older software can be played on the Colour machine, as on the Super Game Boy. Players will be able to assign colours to the standard four-tone palette, and some games will show a border graphic around the screen. Howard Lincoln, Chairman of Nintendo USA, hinted that new Colour Game Boy software will also work in monochrome on the original GB.

Nintendo confirmed that they have in-house teams as well as external developers working on Colour Game Boy-specific titles for release in time for Christmas. Rare has been mentioned as one developer that is working on a Colour Game Boy title for Nintendo - could a Colour Game Boy version of *Banjo-Kazooie* or *Donkey Kong Country* be on the cards?

This is the latest development in the revival of the hand-held console market that saw 2.8 million Game Boys being sold in Europe last year. But, with a total of over 60 million Game Boys sold worldwide to date, will be



↑ Yeah, well, we've mocked this up, but it won't be far off.

enough people willing to buy a second Game Boy just for the benefits of a colour screen?

Nintendo certainly think so - it's expecting to sell in excess of half-a-million units in Europe between the October launch date and the end of the year.

There are several other questions this raises: for example, will the addition of a Pocket Camera turn the Colour Game Boy into a colour digital camera? Nintendo said it won't be releasing any more information until a more detailed announcement at E3 in May.

[PLAYSTATION 2 RUMOURS]

Although the machine is still a good two years off (at least), rumours surrounding the PlayStation 2 are already circulating. Apparently, Sony wants to make PlayStation 2 more than a mere games machine and reports suggest that the PS2 team are working with Microsoft's Web TV developers to add Internet browsing capabilities to the console. This would allow Sony to market the machine as a mass-market, multi-purpose set-top box that handles games and online entertainment, and could also score millions of new customers for Microsoft's growing online services. Backing up this rumour is news that LSI Logic, a chip manufacturer that supplies Sony, is developing a chip that incorporates exactly the kind of processing facilities required for such a set-top box.

PlayStation inventor Ken Kutaragi was tight-lipped about PlayStation 2 during a Sony press conference at the Tokyo Game Show. The one titbit he did reveal was that he considers the major challenge for his developers is to create a machine that can "convey emotions to the player". Exactly what this means in terms of hardware design is anyone's guess.

[OMYGOD! THEY'VE SIGNED KENNY!]

South Park, the adult cartoon comedy sensation sweeping the USA, has arrived in the UK. Sky One is already screening the show that's said to be more outrageous than *Beavis and Butthead*. Channel 4 are due to air it in July. Meanwhile, Acclaim is

working on *South Park: the game* for PlayStation, PC and N64. For the uninitiated, the show follows the adventures of a bunch of foul-mouthed eight-year-olds and their various acquaintances, including the Melodious Chef and 'Big Gay Al'. Details of the game are thin, but given the content of the show, it's very likely to ELSA-rated 15.



[APRIL FOOLED YA!]

The long-standing CVG tradition of planting stupid April Fools in the April issue continued last month - in case you didn't notice. We had loads of letters and calls from people about the Vectron Powerskin 3000XR (it was Alex wearing a VR headset with plastic cups, a TV remote control, a bit of circuitry and loads of wires Sellotaped all over him). Others callers pointed to Ultra Fernando Cousins (a fiddled-with screenshot of *Super Mario 64*), and the stupid cheats for *FIFA 98* and *Tomb Raider 2*. Many people spotted them, as you were supposed to, but a few still somehow managed to believe them. Oh dear. Better luck next time!



↑ The Ultra Fernando Fools game

[FILM MAKERS WANT LARA]

The *Tomb Raider* movie is now definitely in production at Paramount Pictures, though the role of Lara Croft has yet to be filled. No director has been named either, but action movie old hands, Lawrence Gordon (who worked on the *Die Hard* and *Predator* movies) and Lloyd Levin (*Event Horizon*) are on board as producers and the guy who penned *Mortal Kombat: Annihilation* is working on the script. The finished flick is due some time in 1999, possibly at the end of the year to coincide with the expected release of *Tomb Raider 3*.



[NINTENDO STRIKE GOLD]



↑ The gold-painted N64... a limited edition of just 60,000

[GB-CAM CLICKS AT CVG]



It's NEW!

Fresh from Japan – the Game Boy Pocket Camera and Printer! Naturally we've had one of each flown in and our verdict is... pretty good – as long as the novelty lasts. Tom's face has been pasted into the juggling game and Ed has been using camera trickery to create grotesque pictures of hands with eight fingers. Meanwhile, the printer has been pressed into criminal activities, generating unpleasant stickers to impress the ladies. Currently the camera and printer kit is available from a few importers, though many aren't planning on bringing any over because they don't anticipate much demand for the "novelty item". THE are hoping punters won't see it like that when they release the bundle this autumn at an expected price of £80 for the full kit.



Nintendo is celebrating the N64's first anniversary in Europe by releasing a limited edition (limited to 60,000, that is) bundle featuring a shiny gold (painted) controller. Apart from that, it's exactly the same as the usual N64 packs, so, er, great! It's out now, priced £99.99 at all good retailers. Incidentally, if you fancy a gold memory pak to slot into your gold controller, get down to HMV where they're throwing them in as part of their own N64-and-one-game bundle, priced £149.98. Check the survey on the first page of this month's *Freeplay* for more info.

ED'S 8-FINGERED HANDS + WHO'S YOUR LARA?

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- 9 F1 POLE POSITION
- 10 TOP GEAR RALLY

PlayStation

- NEW 1 TOMB RAIDER (PLATINUM)
- 2 FIFA '98: ROAD TO THE WORLD CUP
- ↓ 3 TOMB RAIDER II
- NEW 4 DIE HARD TRILOGY (PLATINUM)
- ↓ 5 TOCA TOURING CAR CHAMPIONSHIP
- NEW 6 CRASH BANDICOOT (PLATINUM)
- ↑ 7 MICRO MACHINES V3 (PLATINUM)
- ↓ 8 COOLBOARDERS 2
- 9 FORMULA 1 '97
- ↓ 10 DESTRUCTION DERBY 2 (PLATINUM)

SEGA SATURN

- 1 SONIC R
- 2 WORLDWIDE SOCCER 98
- ↑ 3 SEGA RALLY
- 4 SEGA TOURING CARS
- 5 SONIC JAM
- ↑ 6 TOMB RAIDER
- ↑ 7 MANX TT
- ↓ 8 VIRTUA FIGHTER 2
- ↓ 9 ATHLETE KINGS
- 10 -

NEWS

THIS PAGE IS



COMING MAY 98

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LETTERS

It's time once again for you to air your views about anything that's caught your eye over the month - in the magazine or in the industry. Also, if you send a letter to us via E-mail, unless you say otherwise, we'll be printing the address for people to reply directly. Make sure your mail is clearly marked if you don't want other people to know your E-mail address. Keep the letters coming and we'll keep dishing out the prizes!

I'M MAD FOR IT I AM

Dear Paul, Tom, Ed, Steve, Alex, Jaime and Tony,
How are things? Good? I had to write to you, as nobody else seems interested in what I have to say. I have written to Nintendo to try and get them to change their ads. I mean, I know they're aiming at young gamers, but some of the commercials are just plain babyish.

I am 15 years old and like most people my age, I like cars, girls and computer games, not in any particular order. What I was trying to say is that Nintendo should do ads in Loaded and such mags to get people my age interested. Whether you agree with me or not please could you print my letter, if only to humour me.
Ben Router, Spooner Row, Wymondham.

CVG: Maybe you're not the sort of person Nintendo are trying to target with their ads, which is why you're uninterested in them. When a Nintendo game comes out that will attract the older market (like Goldeneye) the coverage and advertising changes accordingly. Mags like Total Sport and FHM had Goldeneye coverage and ads, but hardly anything on Diddy Kong Racing. It's not meant for older gamers, so why try to advertise to them?

ALL HAIL THE SYCOPHANT

Dear CVG,
No one writes nice letters any more. Oh sure, you get the odd sycophant or 14 who start off by saying 'Great mag guys!!!' before they go and get all pants about something else, but no-one writes nice letters. Letters born out of a desire to say something GOOD for a change. So here it is...



When you introduced the five-finger scoring system you took a lot of stick, and I honestly thought you might give in and go back to percentages. But you held out and the mumbles have all but dried up. I reckon current events have proved just how right you were. Look how many mags gave Mario 64 100%. The perfect game in other words. You, on the other hand, simply gave it a High 5. A 'Great game guys', but with no suggestion that there would never be another game this good. The trouble

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with percentages is that someone somewhere, keeps moving the goalposts and there's always going to be a better game. You're trying to score current titles against others that haven't been written yet, and the only alternative is to constantly re-evaluate every game that precedes the one you're currently reviewing. I suppose that's why some mags fill their back pages with thumbnail reviews of every game available... or maybe they're just being cheap?
Deke Roberts, Oxford, via E-mail.



CVG: Not only is this the only letter we've ever had to use the word 'sycophant', but it also is a completely fair letter. Just goes to show that maybe you're all coming round to the High Five, finally.

A PROBLEM AIRED...

Dear CVG,
Help! I am having real trouble deciding what to do about my current gaming situation. My problem at the moment is that I have a Saturn, and I know it's fighting a losing battle. I really want to get into games again, but owning a dying machine isn't going to help. So I have come up with a few solutions to my problem and I just want you to tell me what is the best idea.



1) Stick with the Saturn, buying up loads of the old classics which now cost barely anything, get all the new Saturn games like HotD, Burning Rangers, X-Men vs SF, Panzer Saga etc and maybe get that NTSC thing done to the machine.

2) Buy a PlayStation, so I can own Tekken 3, FFVII, Res Evil 2, Metal Gear Solid, SF EX etc, swap games with all my mates and own the most popular machine around.

3) I own a beast of a PC, but it has no 3D accelerator, so could get one using 3Dfx and get Turok, Res Evil, FFVII and play net games with my mates.

4) Move out to the country and eat beans for the rest of my life.

I only have enough money for one of these, and I don't really like the N64. I hope you can think of the best solution for me, and soon! (I really hate beans.)
Andrew Gardner, Hadleigh, Suffolk.



CVG: We were trying to work out how much money you have to spend, and we reckon about £200 is your limit. So we recommend the following: buy a PlayStation for about £130 (which should include a free game in decent shops) and

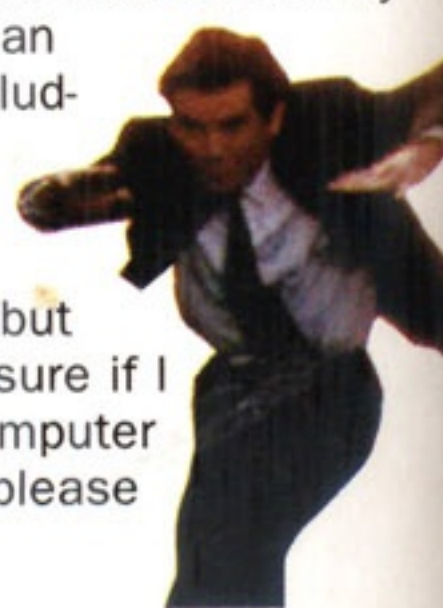
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At Comet Game Zone you can try out the latest games from the top three consoles on the market - Nintendo 64, PlayStation and Saturn - before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each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

get your Saturn converted which costs about £40-50. You should then be able to pick up an import SFA2 for £15 in good importers and borrow a load of games from your mates for the PS. Then, save up a little bit more dough, and get some decent Platinum titles (Resident Evil will be out soon) and some classic Saturn titles, all for £20 or less! Easy.

BOUNCY CASTLE DILEMMA

Dear CVG,
This Christmas, I got a bouncy castle which burst about five days later. My sister bought it for me and my two brothers. She sent it back to Littlewoods and because we didn't want another one, she said we could have £25 or £75 between all three of us. My elder brother George owns an N64. He has six games including Goldeneye and Diddy Kong Racing and I really wanted to get another one. My brothers wanted Turok, but I'm not sure. I'm not even sure if I should get a game for a computer that I don't have. Can you please help me out?



David Hooper, Surrey.
CVG: If you don't want a game, you could spend your £75 on the following: A new macintosh that is three sizes too big so you and your brothers can all go out in it. Or fill up a sleeping bag with £75 worth of Pick 'N' Mix, crawl in it with your brothers and fight each other while eating the sweets. If you want to get Turok together, make sure he'll definitely let you play it before handing over the cash.

DAZED AND CONFUSED

Dear CVG,
I'd like to know what your status on the

COMET STAR LETTER

GRAB A GRANNY

Dear CVG,

I work part time in a games store, which may sound like heaven to your readers. Well not quite. There's one problem, namely your parents and grandparents. You see, there seems to be some unwritten law that states "The older you are, the better your chances are of having a game exchanged or your money back." The number of people we get through the door who have bought their darling son or grandson a game he already owns is staggering. Yet nearly all of these games that are returned have something in common and follow yet another unwritten law. "The crapper the game sold, the greater the likelihood that the customer already owns it."

So come on folks, stop looking for the oldest person in your family to try and return the crap games you've bought and come and face us yourself, if you've got the balls. But be warned, as you leave the shop with the same game you came in with, myself and my colleagues will not be held responsible for the laughter thundering around our shop.

Oh, and by the way, if you do send you grandmother, the same thing will happen to her, although we will laugh a little quieter. Who said the young people of today don't respect their elders?

Stephen Atherton, Workington, Cumbria.

P.S. Judging by your review, *Cruis'n USA* is going to be top of the 'he got two for his birthday' chart



CVG: Well done, Stephen. A funny letter that easily deserves our prize. Get in contact with us to sort it all out.

Saturn is? Despite not being No1 in the UK or the USA, it's top of the tree in Japan (the gaming capital). It's success there has been overwhelming, and it's overshadowed every console and despite third party [titles], I've noticed the Saturn games are better quality. The PS and N64 are welcome to EA, Codemasters etc. The Saturn now has 90%, even 99% support from Capcom giving us 10/10 games like *Vampire Saviour*, *X-Men vs SF*, *Marvel vs Capcom*, *SF3* and *Res Evil 2!* Warp are also giving 100% Saturn attention, with *Enemy Zero* and the first 64-bit game on the Saturn, *D2*. Then there's Sonic Team giving us *Burning Rangers* (who needs TR2 now?) and *Panzer 3*, *Dead or Alive*, *Bomberman 2* and *Shining Force 3* all coming out too!

So I'd like to thank all those who ditched Sega because now we have better quality games by Warp, Sega, Capcom and Hudson.

Adrian Batour, St Albans, Herts.

CVG: 1) Saturn is not No1 in Japan and hasn't been for a while now. The battle is definitely between PlayStation and N64. 2) D2 has not been confirmed on Saturn or the new machine. 3) A hint of sarcasm would have made all the difference to this letter.

THE RATING'S FOUR

Dear CVG,

I'm confused over the situation about the latest snowboarding games, *Cool Boarders 2* and *Steep Slope Sliders*. I'm a massive fan of SSS and in issue #195 of your mag, you gave both titles a worthy four out of five. I was pleased that SSS could measure up to such a massive title like *CB2*, but here comes the confusing part. I was checking the contents of issue #196 and it said there was a review of *CB2*. Anyway, I looked at the review and to my surprise you gave it a lower three out of five! Why did you make this change?

A confused Alex Ramseyer Bache.

CVG: We hold our hands up on this one. The wrong score was inserted in #196 by accident and it went in unnoticed. So, for all those that want to put it right, you can cut out the four out of five box below and stick it over the top.



cut along the dotted line

UNDER THE SURGEON'S KNIFE

Dear CVG,

Do you know of anywhere that I can get hold of *Final Fantasy VII* merchandise (T-Shirts etc)?

Anthony Parker, Brentford, Middx.

CVG: As far as we know, there are no official FFXVII merchandise sellers in the UK. Your best bet is to try a local importer to see if they can get anything for you.

Dear CVG,

After reading Richard Brightwell's letter in issue #196 (who now claims to be dead) complaining about *Bomberman 64* being put in the back of the issue of #193 your reply was that "*Bomberman 64* was at the back of the mag for the simple reason that it was a review. And that is where the reviews go." At first, I thought that was a good reply, but after turning to page 18 there was a review of *Yoshi's Story* before the Coming Soon section. What excuse will you try to make up now? (It'd better be good!)

Kinny, Blackburn, via E-mail.

CVG: Just a little goof we made, Kinny. Soz. But Yoshi's Story in #196 was a Coming Soon feature, but the panels on the latter pages were mysteriously changed to Review ones!



Dear CVG,

A few weeks ago, I bought *Resident Evil 2* on import and to be honest, it's s**t hot. It's got great graphics, great gameplay and tons of gore. This is good.

Mark Holliday, Possilpark, Glasgow.

CVG: "...tons of gore. This is good." Comments like that spark national moral panic attacks, so careful who you talk to.

Dear CVG,

Why do the Spice Girls have a game on the PlayStation? The majority of PS owners are over 15 and most Spice Girls fans are much younger. And from what I've seen, it looks very boring. The Spice Girls craze is over now and Sony have missed the boat.

Hugh MacDonald, Glasgow.

CVG: You've answered your own question. It's aimed at all the younger fans who don't own a PlayStation so they go and buy one, thus increasing Sony's market share even further. It's not meant for your age group which is why you think it's crap.

Dear CVG,

I am a big cricket fan and love *Brian Lara '96* for the Mega Drive. As I've got a PlayStation I never play my MD any more, so it's a shame that there are no cricket games for the PS. Or is there one coming out?

David Wishart, Surrey.

CVG: You'll be pleased to know that Brian Lara is indeed coming to the PlayStation this summer. Cricket fans everywhere rejoice!

SONY - AKA COUCH POTATOES

Dear CVG,

I am one unsatisfied reader and writing to complain about there being a lack of PlayStation arcade games. You see Sega have been dominating the league of arcade games for the last eight years and have taken the world by storm with the opening of Segaworld. I'm almost certain that if Sony built a new park full of PlayStation arcade games, they would be making more money than creating a game that will only make a small profit.

Richard Dowe, London.

CVG: How can you say that games only make a little profit? When Resident Evil 2 was released in America, only the film Titanic made more money the same weekend. Are you telling us that that's not much money?

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LETTERS



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PlayStation *Tekken 3* is complete, and CVG readers get to read about it first. Everything you need to know about this great game begins here.

TEKKEN 3

In the world of *Tekken*, 19 years have passed since the last King Of Iron Fist Tournament. Though it may seem as though 19 years have passed in real life, it has only been two years since PlayStation *Tekken 2*.

The whole gaming world has been waiting eagerly for the follow-up. *Tekken 3* has been a big hit in the arcades over the last 12 months, and the promise of an enhanced home version has had fans salivating to the point of dehydration. Now PlayStation *Tekken 3* is complete and CVG is the first UK magazine to play it. And play it. And play it some more.

Here's the first of our massive reports on what will become the biggest game of 1998. Enter the Tekken!



FIRST UK PLAYTEST OF

THE STORY SO FAR

Tekken 3's King Of Iron Fist Tournament takes place 19 years after the last one, and a lot has happened. Heihachi has regained control of the Mishima family empire from his evil son Kazuya, but not before Kazuya and Jun Kazama have a son, Jin. He was raised by Jun in isolation until, at the age of 15, his mother was killed by the mysterious God Of Fighting. Wanting revenge, Jin turned to his grandfather Heihachi for help. Heihachi spent four years teaching Jin the Mishima fighting style, and chose to hold the King Of Iron Fist Tournament 3 to lure the God Of Fighting out of hiding. Here's where we come in.



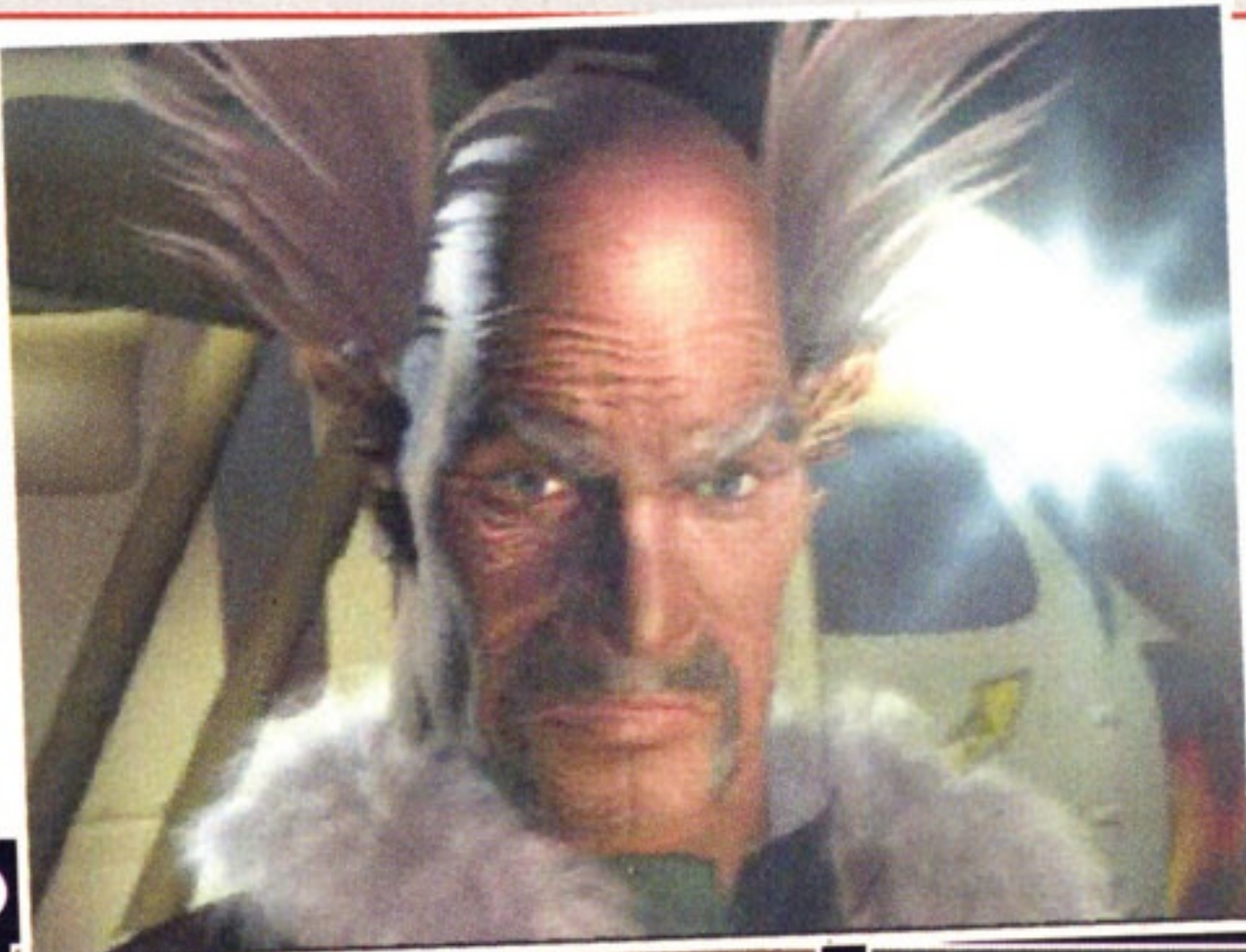
↑ The mechanised space ninja Yoshimitsu wants the blood of the God Of Fighting to save Dr Boskonovitch.



↑ Nina Williams has spent 19 years in cryogenic sleep, but is now awake and ready to assassinate Jin Kazama.

TEKKEN 3: THE MOVIE

The first thing you see after powering up *Tekken 3* on your PlayStation is the most incredible intro movie – ever. It briefly shows each of the fighters in incredible detail, all of whose movements are extremely lifelike, with top-quality cinematic direction. This movie has you itching to get into the game!



COVER STORY



⬆ Forest Law is Marshall Law's son and has been encouraged to fight by Paul.



⬆ Paul Phoenix is 46 years old but in better shape than ever.



⬅ The arcade's short rendered introduction movie is included in the PlayStation version of Tekken 3. Here are Jin's parents.



⬆ The 45-year old kung-fu master, Lei Wulong, is now known to the criminal underworld as "Super Cop".



⬆ King the Second was an orphan who saw the original King killed by the God Of Fighting, and was trained by Armor King.



⬅ Yoshimitsu has a new move in Tekken 3 where he blows a cloud of acidic purple gas into his opponent's face. It's a great surprise move.



SPOT THE DIFFERENCE

The first thing everyone wants to know is how good the PlayStation version of Tekken 3 looks when compared to the arcade original. Don't worry – Namco have done an incredible job. Although the backgrounds have taken a drop in detail (they're not three-dimensional),

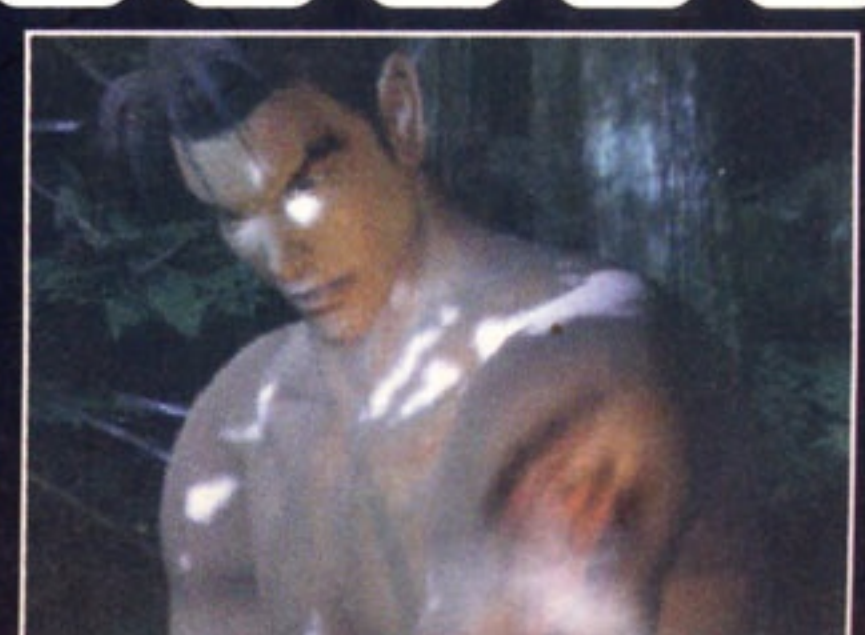
the fighters are all massive and look fantastic! The best thing is that the game plays IDENTICALLY to the arcade game, and we really mean IDENTICALLY! The game code is exactly the same, so everything moves at the same speed and in the same way as the original.



⬆ The characters' legs are slightly less rounded than they are in the arcade version, but otherwise look pretty much spot-on!



⬆ In the arcade version, the backgrounds are made up of multiple layers, but PlayStation Tekken 3 uses only one. Still looks great!



THE NEW CHALLENGERS

As well as the fighters we saw in *Tekken 2*, there are a few new challengers for the title "King Of Iron Fist". They all have their own reasons for fighting as well as their own complex links to the *Tekken* plotline.

EDDY GORDO



THE STORY

Eddy Gordo is the son of one of the richest men in Brazil. His father was killed as he worked to wipe out a massive narcotics syndicate, but he convinced Eddy to hide in prison just before passing away. Eddy learned Capoeira from an old inmate during his eight years 'inside'. He is now ready to join the Mishima empire to gain more power against the drug-dealers who took his father's life.



THE STYLE

His Capoeira dance-fighting style looks strange and can be very confusing as he bounces all over the place, even fighting standing on his hands! Eddy is an easy fighter to play with when first starting, and has some very impressive moves. Thing is, he can take quite a lot of hard work to master.

JIN KAZAMA



THE STORY

Jin was raised by his mother, Jun Kazama, after his grandfather killed Kazuya – his evil dad. Jin is competing in the King Of Iron Fist Tournament so that he can kill the God Of Fighting and get revenge for the death of his beloved mother. Everyone believes he is free from the possession of the devil which plagued his father.



THE STYLE

Jin is the main fighter in *Tekken 3*. He looks and fights a lot like his father, Kazuya. He uses the power of lightning and many familiar techniques, though he has new tricks of his own. He has a great balance of speed and power, and is considered by the team who created *Tekken 3* to be the best overall fighter.



As well as the rendered arcade movie and PlayStation intro, *Tekken 3* also has the real-time sequence with the fighters showing off their moves. An alternate version of it features the hidden fighters.



Law wears this brilliant *Game Of Death* costume in the first *Tekken* game, and it's back in *Tekken 3*! It doesn't take very long to collect, and makes Law appear even cooler than usual.

★ LING XIAOYU ★



THE STORY

Xiaoyu is a 16-year old Chinese girl whose dream is to build the best amusement park in the world, but she doesn't have any money. Xiaoyu's teacher and distant relative Wang Jinrey once told her that the Mishima empire had lots of money, so she climbed onto Heihachi's private boat and defeated his guards. Heihachi was so impressed that he promised to build this theme park if Xiaoyu won his tournament.



THE STYLE

Xiaoyu uses various traditional Chinese martial arts, which make her stand out from the other *Tekken 3* fighters. Her style means that she's constantly moving from pose to pose. Though Xiaoyu is not an easy fighter to master she can be deadly with practice.

★ HWOARANG ★



THE STORY

Hwoarang studied under Baek Doo San, the Tae Kwon Do expert from *Tekken 2*. He's the leader of a gang, often participating in street fights, though he has never recovered from the embarrassment of accepting a draw with Jin Kazama. He's entering the King Of Iron Fist Tournament to beat Jin outright, and to get revenge on the God Of Fighting for killing Baek.



THE STYLE

Hwoarang has many similar kick-based techniques to Baek, as well as plenty of new techniques. One of Hwoarang's greatest skills is the ability to switch his stance at any point, swapping his leading foot to give him different moves. Good speed and agility make Hwoarang an impressive fighter both to watch and control.

ALL-NEW! **TEKKEN FORCE MODE**

The most surprising PlayStation-only feature of *Tekken 3* is Tekken Force Mode. This is a sideways-scrolling mode where you battle against up to five enemies at once. There are four stages in all, each of which has a

major character as an end-of-level boss. All of the enemies are members of the Mishima family empire's Tekken Force – Heihachi's private army which he uses to restore peace and order to the world. As you pick off the Tekken Force, you gain extra time to complete the level. If you manage to complete the whole thing without dying you get... a secret, and a completely amazing new character who we'll reveal next month!



⤴ Certain throws make the virtual camera spin around and zoom in closer than usual to give you a more impressive view of the action. This is one of Hwoarang's basic throws where he holds his opponent by the arm and smashes a powered-up leg down on their back. This is gonna hurt!

⤴ When you pick up a piece of chicken to restore your health, the announcer says "Chicken!" in his gravelly tomb-stone voice! Cheesy or brilliantly funny? You decide.



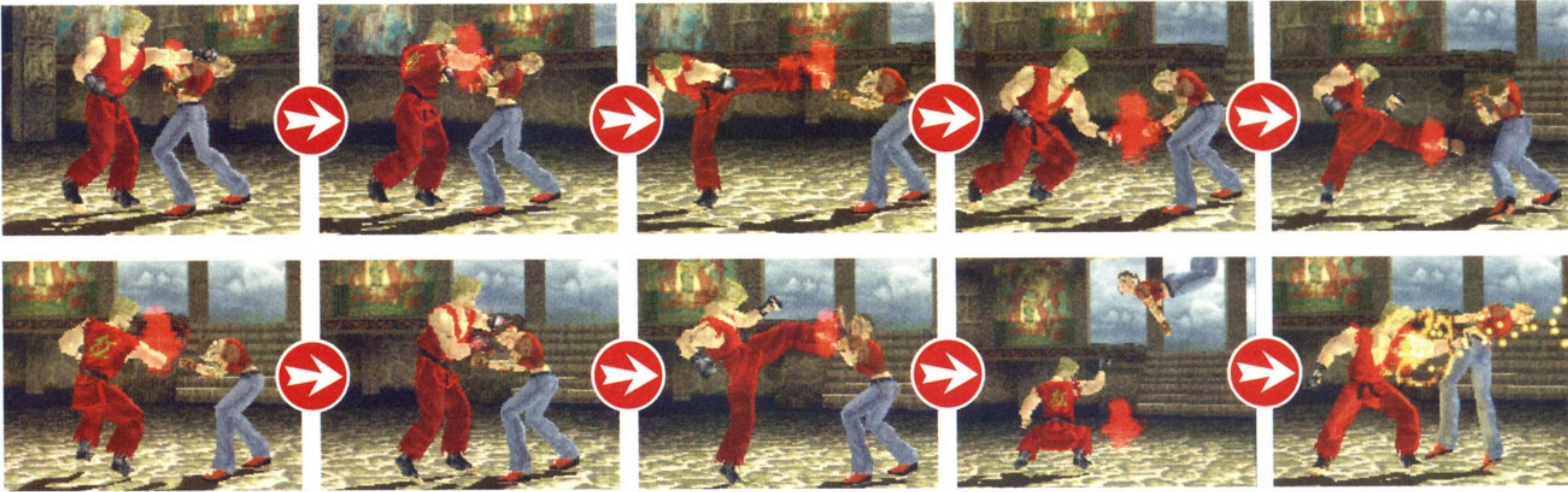


TEN OF THE BEST

You can string together four or five hits in *Tekken 3* by tapping the buttons and hoping for the best.

Getting an impressive 10 hits is a different matter. Each fighter has at least one 10-hit combo to learn, all of which look excellent but take a fair amount of work to master. There are plenty of other combo possibilities, the most useful of

which involve hitting your opponent into the air then keeping them up with repeated attacks. The revised Practice Mode teaches you the basics of these 'floating' combos. This technique is also known as 'juggling'.



Here's one of Paul's 10-hit combos. If each attack connects, this does big damage! If you mess up, you could be left open to attack.

THERE'S MORE

As players of arcade *Tekken 3* already know, there are extra characters who appeared in the game over the course of a few months thanks to the System 12's internal clock. In the PlayStation version you collect these fighters by finishing the game in arcade mode, then save them to memory card. They may be 'secret' characters, but they've had just as much effort put into them as the regular ones.

JULIA CHANG

The adopted daughter of *Tekken 2*'s Michelle Chang. Eighteen-year old Julia uses a lot of familiar techniques. As well as lots of surprisingly powerful wrestling-style throws, Julia also has some fast kick combos.



OGRE

The God Of Fighting in almost-human form. He uses some moves taken from other characters (including some stolen from dead *Tekken 2* fighters such as Wang Jinrey, Bruce Irvin, and Baek Doo San), plus a few of his own.



BRYAN FURY

Bryan Fury (aka Snake Eye) was a cop killed in a shoot-out, then brought back to life by Dr Abel in order to gather information about creating a cyborg army! Super Cop Lei Wulong knows of Bryan's criminal past.



MOKUJIN

A training dummy carved from a 2000-year old oak tree who magically came to life. He copies a different fighter each round.



TIGER



A funky disco dancer with a massive afro. He plays just like Eddy Gordo, but is still fun.

MORE GOODIES FOR PLAYSTATION OWNERS

We've come to expect amazing console-only secret features from Namco's arcade conversions, and *Tekken 3* has some of the best yet seen! For starters, there are a couple of hidden characters to collect, one of which has never been seen before in the world of *Tekken*.

TEKKEN BALL

The idea here is to hit the ball backwards and forwards between the two fighters, trying to make it land on your opponent's side. Certain moves power-up the ball and fire it across at speed. If the charged ball hits, or the ball lands in the other half, it does big damage to the other fighter.



The glowing ball means that it's going to do big damage unless you use a more powerful attack on it!

THEATRE MODE

A hidden Theatre Mode option lets you watch any of the endings you've seen whenever you want. An extra option lets you check out any of the brilliant music, original or remixed. You can even put your *Tekken 1* or *2* CD into the PlayStation and watch any of the movies from those games.



In the Movie Theatre you can watch any of the endings over and over again. Tiger's is one of the best in there.



KUMA

➔ He's the son of Heihachi's original Kuma, and is training to defeat his arch enemy - Paul Phoenix! Kuma has some more cheeky moves in *Tekken 3*, and can even do a dance!



PANDA

➔ If you use a kick button to select Kuma, you get Panda - Ling Xiaoyu's school pet and Kuma's love. Panda has all of the same techniques as Kuma, but looks cooler while fighting because of the way the model's been rounded off.

HEIHACHI MISHIMA

➔ The head of the Mishima financial empire and master of lightning powers. Now working towards world peace with his private army - the Tekken Force - or so he says. Heihachi may look old, but he's more powerful than ever.



GUN JACK

➔ After Jack 2's destruction, the young girl he rescued in the *Tekken 2* introduction sequence (she's now 27) rebuilt him as the new Gun Jack. But there's still a bit of a problem - his original calm, friendly personality is missing.



TRUE OGRE

➔ Ogre's final form is so big that the backgrounds are removed so that the PlayStation can handle him! He can use all of standard Ogre's moves, as well as being able to breathe fire on his human opponents.

ANNA WILLIAMS

➔ Nina Williams' mysterious sister who has also been kept frozen in deep sleep for the last 19 years. In *Tekken 3* she plays in exactly the same way as Nina does, but wears a natty dress instead. She also has some saucy win poses and a bit of a naughty end sequence, as she did in *Tekken 2*.



➔ As well as his original throw combos like this, King has a few new bone-breaking throw sequences. Spend time learning them.

GOING, GOING, GON!

In Japan, Gon is a very popular comic book character. The magazine he's in sells over a million copies a week. He's a tiny monster with boxing gloves, and a bunch of cheeky but useful moves. Gon even breathes fire on his opponents!



➔ Gon's fire breath sends players flying!



➔ Naughty little Gon even farts on other fighters. Prrrrp!



➔ Who could this super-hidden fighter be? We're not revealing too much quite yet, but remember - CVG got him first!

EXIT THE TEKKEN

PlayStation *Tekken 3* will be here in September, and you can bet your bottom pound that it will be absolutely enormous. Meantime we'll be covering the game in detail so that everyone's prepared for *Tekken 3*'s UK invasion. By the time it comes out over here, you'll all be gagging to beat the God Of Fighting's brains out!



Ever since the launch of the N64, Nintendo have been criticised by more mature players for making games that are just too kiddy. *Goldeneye* changed that to some extent by bringing in a bit of shoot-'em-up danger, something that parents might not approve of. Now, as well as danger, Nintendo is using sheer, out-and-out cool to bring in the older gamer with *1080°*, the most realistic, playable and gorgeous-to-look-at snowboarding game ever created. If this doesn't get the club crowd hooked on Nintendo, nothing will! CVG has spoken!

A PISTE OF THE ACTION

1080° offers options to practise or compete in downhill races, trick competitions and combinations of the two. You can control any of five characters, all with different abilities, and put them on simulated versions of seven of the latest boards. All this detail is in there for a reason – to make the control feel as true to the real thing as possible. In fact, that's one of the things that makes *1080°* such a great game, so let's talk about that first.



↑ Watch every replay for some awesome action.

TWEAK THE STIFFY - HMM, MELANCHOLY

When it comes to tricks, *1080°* is a lot more realistic than *Cool Boarders* – there are no 2000°-plus turns here! This is down to two things. You can't power up the jump button to the ridiculous levels of CB, and if you don't release the jump button a few seconds after first pressing it, your guy returns to the standing position and doesn't jump. The next challenge involves some complex combos that have been giving certain CVG players serious thumb ache. Simple moves like tail grabs or a tweak require only a direction plus the B button, but things get difficult when you want to perform a spin. To pull a 360° rotation press the right shoulder button, followed by a full clockwise, or anti-clockwise rotation on the control stick. 540°s, 720°s and the incredible 1080° spins are even tougher, but all the more exciting.

100% COMPLETE NINTENDO 64 NN	SNOWBOARDING	BY NINTENDO	<ul style="list-style-type: none"> NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 64 MEG CART RELEASED BY THE GAMES TEL 01793 653377
	OUT NOW (JAPAN)	1-2 PLAYERS	

From the people that gave you *Wave Race* comes the most realistic snowboarding game ever! Big air! Powder! It's all here, man!

1080° TenEighty



⊖ It may look deadly, but you can land any jump.

GETTING THE BALANCE RIGHT

We've played other snowboarding games on the PlayStation and N64, but *1080°* is the first game that makes you feel like you're controlling the character, rather than just steering the board. Using the 3D Stick, you learn to compensate for every little bump and corner, and even the consistency of the snow. You can perform tight turns when you need them, rather than slow traversing, and if you grind to a halt a little tap forward

gets you moving again. The Z trigger makes your 'boarder crouch, so they can go faster, and so they flex their knees to land after a big jump. The A and B buttons make them jump and grab the board for some stunt action, and the right shoulder button rotates the board on the snow or in mid-air. These simple controls will get you racing down slopes in no time, but the next step is to start performing tricks.



↑ String the moves together to rack up the really big combo points.



↑ Big air helps for really long combos, but you run the risk of a bad landing.



↑ It's good to start with a grab and then a 360°. After that, just go crazy.



TAKE TO THE SLOPES

There are six slopes in 1080°. At first only four are available to race on, but access is granted to the other two when you beat the computer racer on the Hard and Expert skill settings. Don't be fooled into thinking you have to race the same courses over and over again. The second you enter the Hard mode you'll notice the differences – the weather, plus the fact that rival boarders are just that little bit quicker.



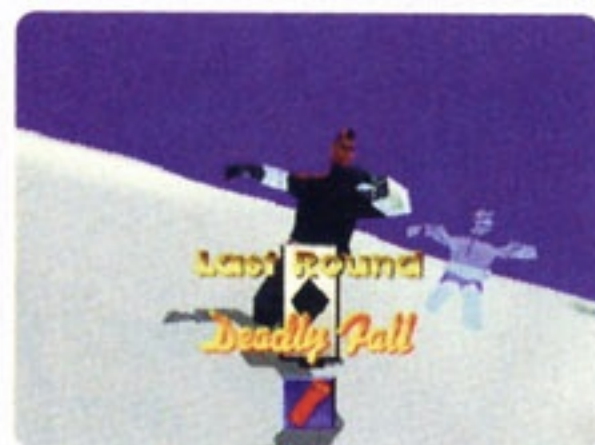
ALL THE YOUNG DUDES

Before you race you've got to pick a character and choose a board. The character select screen is cool. It's a 3D ski lodge where the 'boarding crew are hanging out, just waiting to be picked for outdoor duties. They're a flash bunch, too. Every one of them is decked out in Tommy Hilfiger gear, and they get their pick of eight Lamar snowboards, each with its own strengths and weaknesses.



Dion Blaster

The UK is represented by one Dion Blaster. Each 'boarder has different skills and Dion is extremely fast, but weak on jumps and has poor balance.



Ricky Winterborn

The Canadian is a favourite for any course involving tricks, especially the Half Pipe course. His technique is excellent, but he's a little slower than the others.



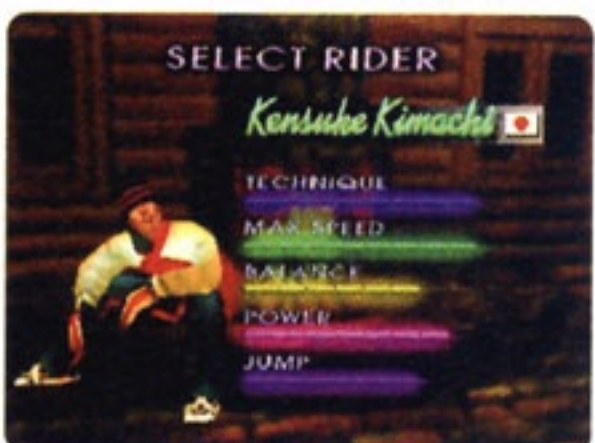
Akari Hayami

The sole female 'boarder hails from Japan. Akari is weak on power and speed, but very strong in all other areas. Another good choice for the Half Pipe.



Kensuke Kimachi

Another Japanese 'boarder, who's competent in all areas, but not the best in any. Kensuke is a good choice for beginners and wears a tall, funny hat.



Rob Haywood

The American representative. He's fast and has good technique, and he's not too bad in the other categories as well. Again, a good choice for beginners.



Just like Wave Race, courses are replayed at various times of day in changeable weather.



Another huge drop, this cliff face is a rather extreme shortcut at the start of the fifth course.



FOR SHOW-OFFS AND EXPERTS

There are two more courses, but these are solely for performing tricks. Take to the Half Pipe in Trick Attack mode and you get 45 seconds to get to the finish line, pulling off as many airborne stunt combinations as possible on the way. Air Make is a huge,



indoor ski-jump; launch yourself off the end and you get lots of air to make the biggest combo possible before landing. But no matter how fancy your stunts are, they're worthless if they're followed by a pathetic face-plant. Staying upright is essential!



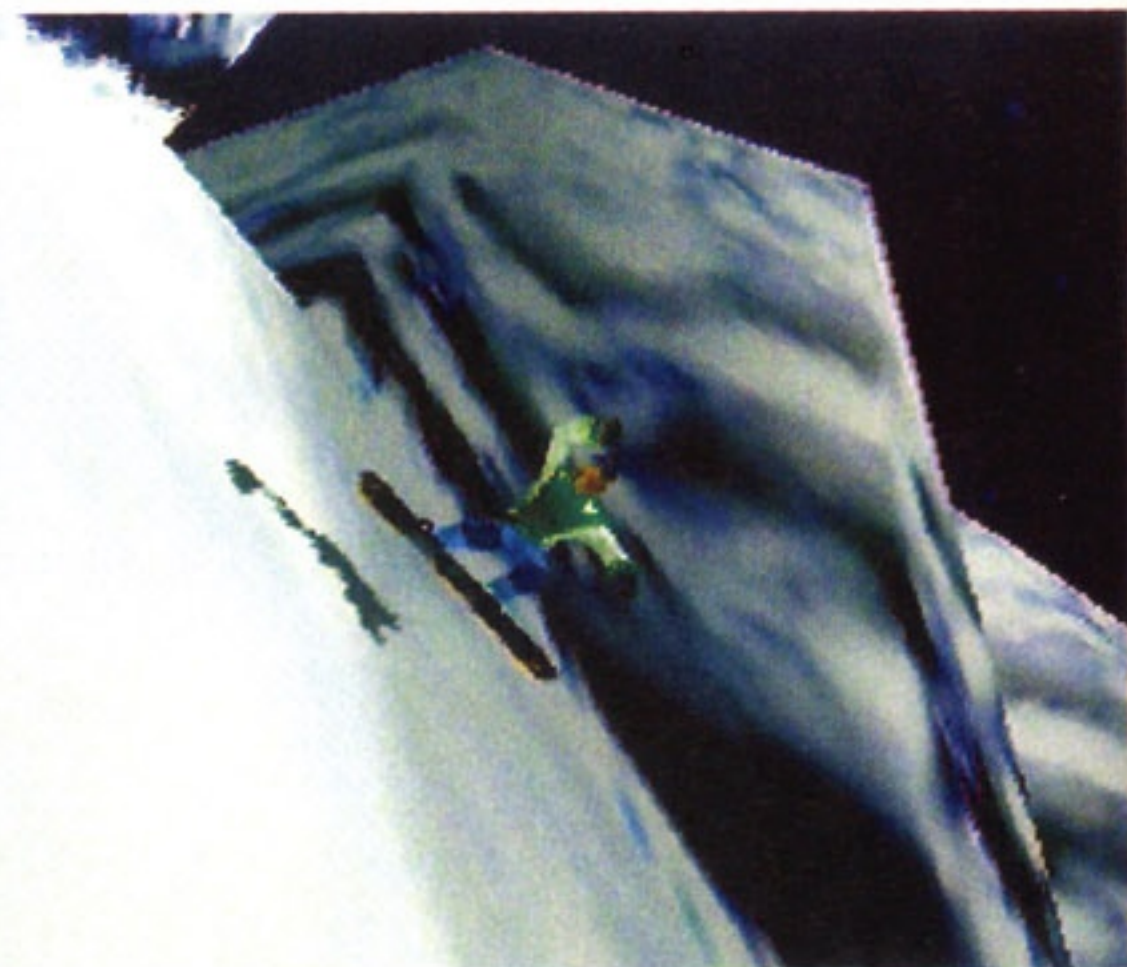
⬆ The Air Make ramp is incredibly steep. It's easy to do cool moves, but landing...?



⬆ Half Pipe is insanely addictive, as it's so easy to push yourself a little more.



⬆ Deep Powder, with sunlight poking through the trees. Magical.



NOW WITH RUMBLERAMA

Just like the water in *Wave Race*, the snow in 1080° is a natural element, and you must be aware of the different surfaces of the courses. Besides various types of snow, such as deep powder and compact piste there's also gravel, rock, tarmac, ice and wood, all of which can play havoc with your balance and have a dramatic effect on your speed. If the snow is actually falling, it can also affect your vision. If you're having trouble spotting the differences between the surfaces you can slot in a Rumble Pak and FEEL the effect!



⬆ The rocky surface makes the Rumble Pak go nuts. If only you could get back on the safe snow.

WINTER WONDERLAND

We're running out of space, so we'll quickly finish off this first look with a more detailed round-up of the six different game modes. Match Race is pure racing, you versus computer opponents in the normal, hard and expert categories. Time Attack is you versus the clock, but there's not enough time on the clock to finish the course, so you have to pass checkpoints along the way to win extra seconds. Trick Attack allows you to tackle any course and try to notch up as many stunt points as

possible. And Contest is a mixture of five speed slopes and trick courses. Red and blue flags are placed around each slope and, to stay in the game, you've got to follow them. Again, you don't have enough time on the clock to make it all the way down, but every flag you pass gives you an extra two seconds. Lastly there's a training mode to help you learn the tricks and a two player versus option, where it's you versus a friend in a cool split-screen, head-to-head battle.



⬆ High scores, fastest times, tricks, contests, two player, training. This game is going to last a while.



BOARD TO BE WILD

1080° is available on Japanese import, and we'll be covering it more fully when it is available officially later in the year. Let's hope this isn't going to be another dodgy *Wave Race*-style PAL translation. 'Boarders with borders ain't cool!



EAT FRUIT



LAY EGGS



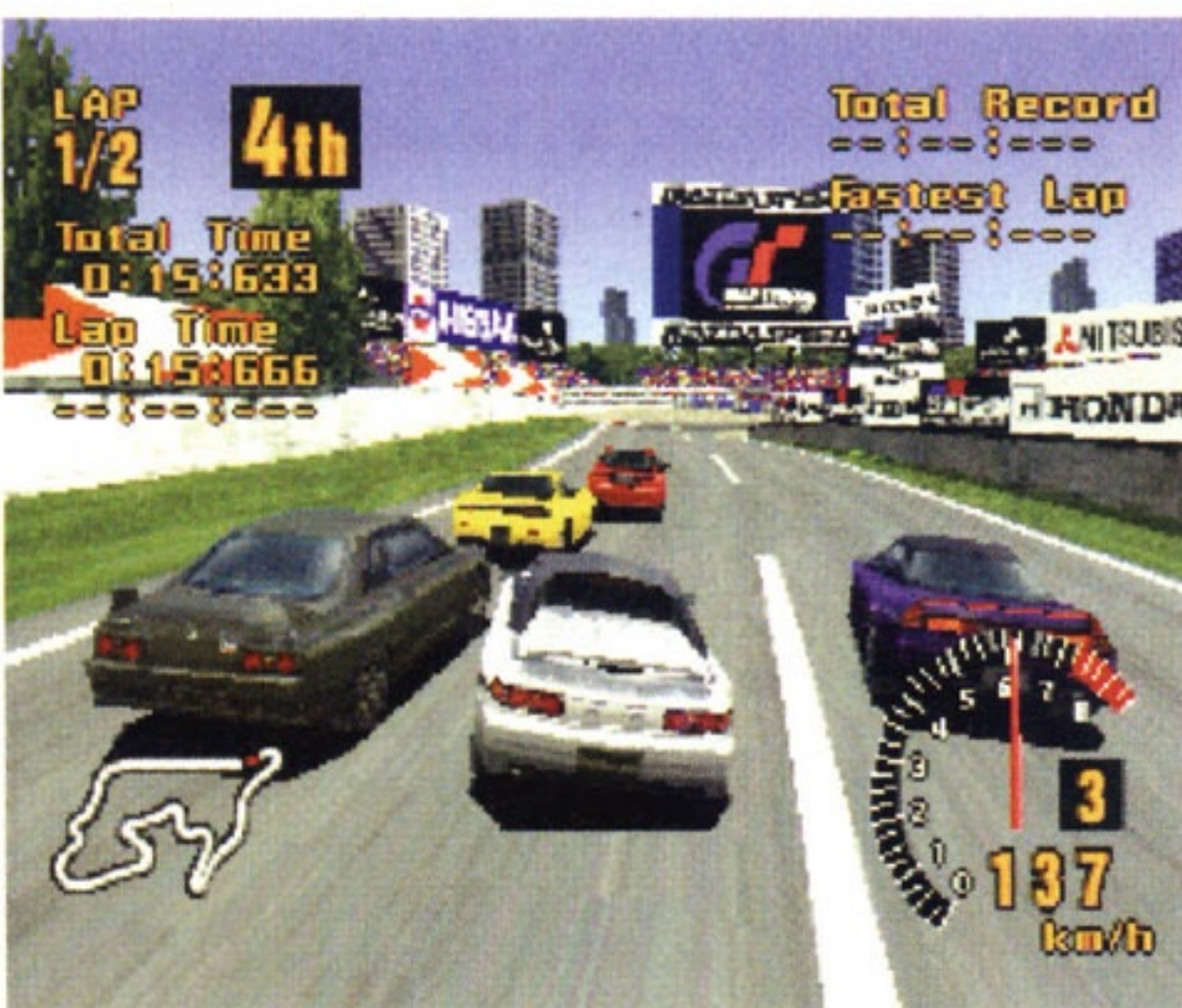
SAVE THE WORLD

YOSHI'S STORY

A PSYCHEDELIC SURREALISTIC, RUMBLE PAK JIGGERING
CRAZY PATCHWORK QUILT OF AN ADVENTURE

HATCHING THIS EASTER

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH



100% COMPLETE

DRIVING SIM

BY TEAM YAMAUCHI

OUT 8TH MAY

1-2 PLAYERS

PlayStation™

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY SONY
- TEL 0171 447 1600

We've already covered this hotly awaited PlayStation racer extensively, but seeing as it's out in May (woo hoo!) here's a final update before next month's review.

While PlayStation third-party support continues to grow, the European market has yet to see any real quality emerge from Sony's in-house teams. *Wild Arms* and *Parappa* were huge in the Far East, but made very little impression sales-wise over here, despite rave reviews. But now it looks like Sony's Team Yamauchi boys have created a driving game that will be as popular in Torquay as it is in Tokyo - their eagerly awaited *Gran Turismo* is every boy racer's dream. Buy a second-hand, clapped-out old banger and customise it into a motoring beast worthy of a *Max Power* cover story. Then cane it around all kinds of exotic-looking circuits leaving others trailing in your wake. All you need now is a car sticker saying "Honk if you love speed" and you're away.

GRAN TURISMO

THE REAL DRIVING SIMULATOR



LET'S GET THIS STRAIGHT!



The debate about the number of cars in *Gran Turismo* remains unsolved. It was originally reported that there were over 300, but this dwindled to 150 at one point before shooting back up to the rather vague 'over 250'. Our own research suggests that there are at least 160 different cars and Sony's claim of 'over 250' rests on the fact that the vast majority of the cars have an alternative bodysell. These new looks for the car can only be bought once every other upgrade is fixed onto the vehicle, and usually only increase the speed by a fraction. But as it's purely for aesthetic pleasure, it should at least impress all of the Southend-in-my-Escort-convertible cruisers who decide to buy this!

MY SKODA VS YOUR TWIN TURBO LADA

One of the features that has made GT such a hit in Japan (as well as in the USA and UK, via importers) is the ability to collect a whole fleet of hot cars by winning races and spending the prize money on new motors. Even better, you can save your collection to a memory card, take it around to your mate's house and race your cars against his in a two-player drive-athon. There's no reason to do this other than gaining ultimate 'smug grin' value, but it's well worth seeing your pal's so-called 'Aston Martin Wonder Wagon' coming a cropper against your puny Toyota!

1 PLAYER SELECT

Concept Car

Max Speed Acceleration Handling

Class A FR 223PS

Machine Selection

Class A FR 289PS Max Speed Acceleration Handling

CAMARO

2 PLAYER SELECT



↑ You join us as we prepare for Ed and Steve's monster race...

↑ Steve takes a dodgy line into the corner and Ed roars past...

↑ Hold on! Ed's looking shaky through the chicane...

SUPER HIGH-RES MODE!

For all those who consider themselves to be true *Gran Turismo* masters, the Hi-Fi mode should be one of the goals you aim for. For a start it's only accessible through the Arcade Mode. Select that and you are presented with a screen showing you the four circuits. You basically have to win each course on the Easy setting to access the extra four, and then beat all of those again on the Hard skill level!

It's not easy, but the reward is worth it. Hi-Fi mode is a super-high-res version of main game, which runs at a super-smooth 60 frames per second! The downside is that some graphical touches are lost in the process, but they're only things like beams of light from street lamps and smoke emissions from the car tyres as you skid around a nasty hairpin. Take a look at our comparison pictures to see for yourselves.



HI-FI



↑ No lighting effects on the street lamps in the Hi-Fi mode.

NORMAL



HI-FI



↑ Look at the huge skyscraper missing from the Hi-Fi pic!

NORMAL



HI-FI

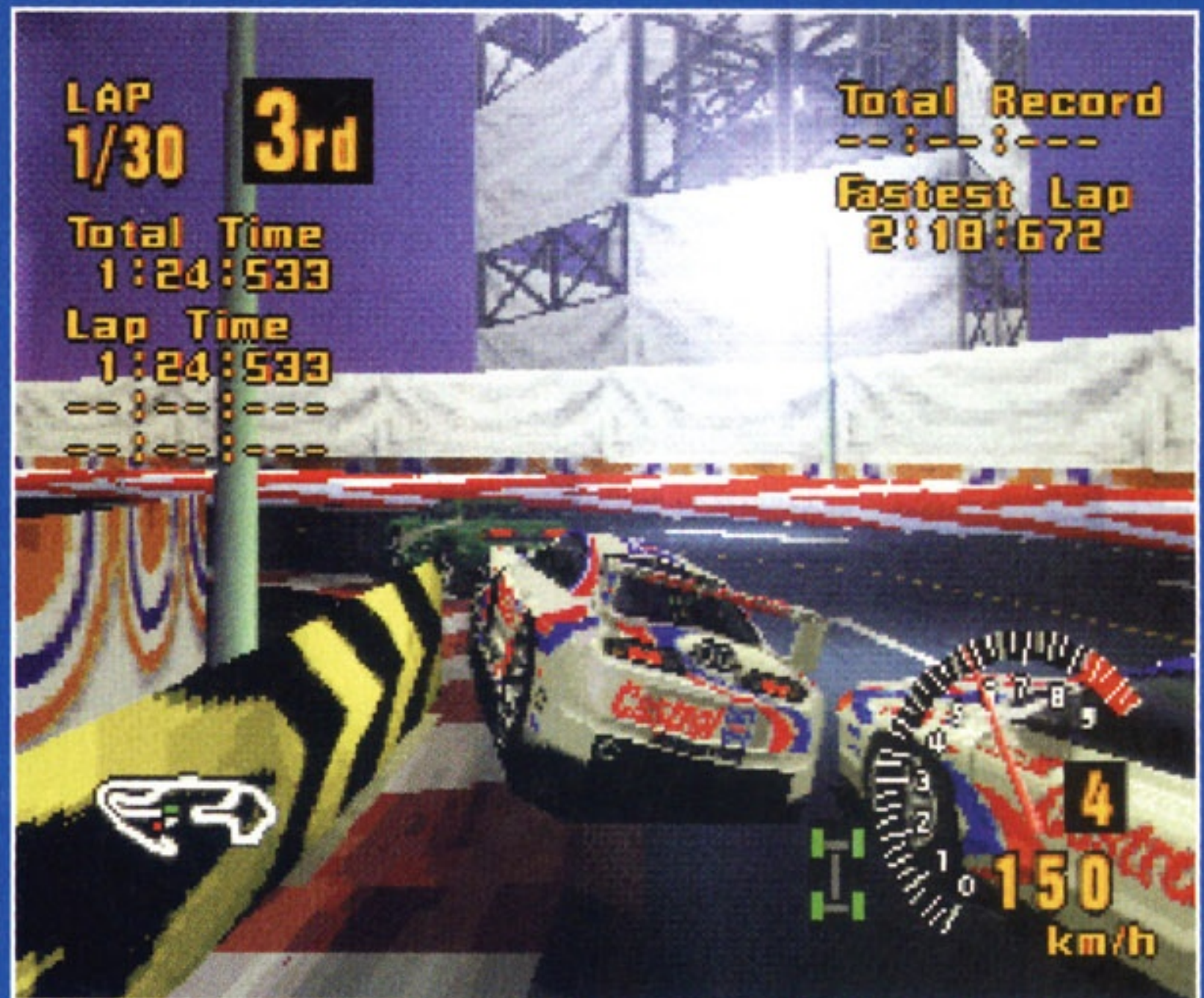


↑ The lack of background detail makes it run much smoother!

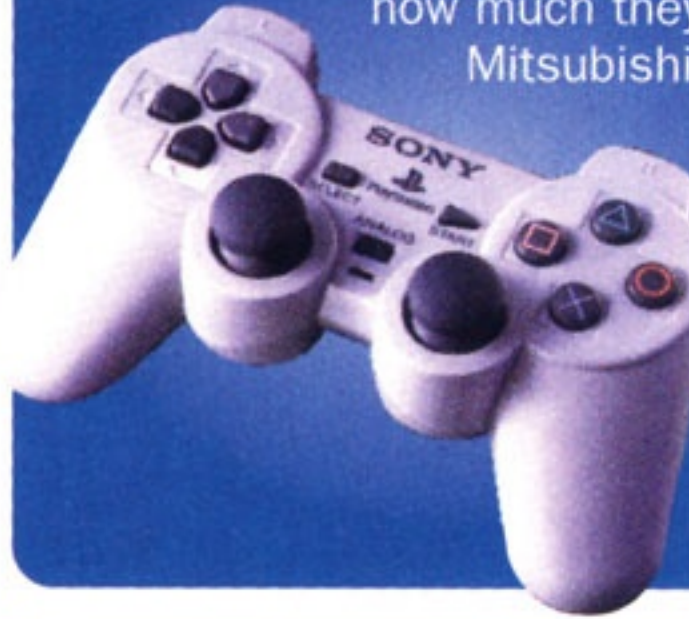
NORMAL



THAT'S SHOCKING!



Gran Turismo was the first game to be compatible with Sony's Dual Shock joypads, and, would you believe it, these new controllers will be hitting our shelves on the very same day as *GT*. These are almost the same as the original Analog Pads, except that they have cooler thumbsticks and they now vibrate, N64 Rumble Pak-style. To feel how much they enhance the game, buy a second-hand Mitsubishi GTO Twin-Turbo and get ready to race. As you pull away from the start you get a slight shudder as the engine kicks into life. Cruise into a major hairpin and the car shakes quite violently, and it really starts to judder if you let it spin out. And if you drive over the rumble strips as you pull away from the the corners the pad goes into a tremblin' frenzy!



CAN'T EVEN GIVE THEM AWAY!



As well as being able to buy new cars, accomplished drivers can also win them! To get your free cars you have to play the game in full-on *Gran Turismo* mode, then win the championship races to get prize money and points. When you've done that you'll be given other cars as bonus prizes. These are not available to buy anywhere in the game! The freebie cars start off being really dire, but the further you get into the game, the more impressive they become.



↑ ... and Steve grabs his chance. Can he take this advantage?



↑ NO! It's all gone pear-shaped as Lomas zooms through...



↑ ... and rubs it in by reversing over the finishing line. Git.

START YOUR ENGINES...

Anticipation for this game is reaching fever pitch, and judging by the letters and E-mails we've received, May 8th cannot come quickly enough for many PS fans. We're reviewing the finished British version next month - be there!





CVG presents four pages of football titles worth looking out for, as the World Cup comes crashing onto a games console near you! Altogether now: the referee's a...



THE GRASS IS GREENER! CVG WORLD CUP PREVIEW

COMING SOON



70% COMPLETE	PC CD ROM	FOOTBALL SIM	BY EA	<ul style="list-style-type: none"> MULTIFORMAT PREDECESSORS AVAILABLE OTHER UPDATES PLANNED STORAGE 1CD, 128MB CART
	NINTENDO 64	OUT JUNE	1-4 PLAYERS	

The official licence is also the latest in EA's best selling *FIFA* series. Motty and Co brush off their phrase books as we go football mad!

This latest version of *FIFA* looks like being the most visually impressive to date. It benefits from a revised engine and many game-play tweaks. EA have also gone mad on commentators, with no less than five big names working on the title. Motty and Des return and in come Gary Lineker, Chris Waddle and Kenneth "They think it's all over...it is now!" Wolstenholme, too! Niggles from the first game - like it being too slow - have been countered. There's also a speed setting.



WORLD CUP 98



The player animation is very realistic indeed.



The human cannonball specialised in diving headers.

ANYTHING ELSE?

There's loads more to this game. It seems to be some sort of fad, but there is a classic teams mode where you can play as some of the great teams of the past and even those that didn't qualify for past championships have made it into the final build.

For those that want a little extra, there is also a World Cup Trivia game included to test your knowledge! Motion capture is also specific to certain players, with the foreign stars and best English players having trademark moves to themselves.



Despite the fuzzy graphics, N64 *World Cup '98* still looks very impressive.



85% COMPLETE

PC CD ROM

FOOTBALL SIM

BY Z-AXIS

OUT MAY

1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY BMG
- TEL 0171 384 7500

Jules Rimet still gleaming! Although BMG couldn't get the official World Cup tag, they opted for the next best thing in the Official England Team Game!

Who can forget Euro '96? Even those who do not follow football got into the spirit of things as the whole nation got behind the squad. "I still see that tackle by Moore, and Lineker score..." was ringing around pubs, houses and football clubs around the country. Obviously, BMG aren't expecting to sell many games in Scotland, Wales or Ireland with *Three Lions*, but they have been included by programmers Z-Axis. *Three Lions* also features classic teams from yesteryear, with England's triumphant '66 team and the 1970 Brazilian side, possibly the greatest team ever. It doesn't have commentary as such, just players shouting at each other and the ability to change tactics during the actual game rather than pausing. With the game virtually complete, we'll have the full review next month.



THREE LIONS



All unmarked grabs are of the PlayStation version.

READY, AIM, FIRE!

Taking a shot in *Three Lions* is slightly different to most football games. As you approach the goal, you'll notice a small target moving around between the sticks. Basically, this is where your shot is going to

end up. Moving the pad left and right or up and down alters the position of this target, and it's down to you to make sure your shots are heading goalwards, but away from the goalkeeper. It's harder than it sounds.



75% COMPLETE

PC CD ROM

FOOTBALL MANAGEMENT

BY GREMLIN

OUT JUNE

1-4 PLAYER

- PC VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY GREMLIN
- TEL 0114 275 3423

PlayStation owners have been crying out for a decent football management game since day one. *Premier Manager '98* will almost certainly silence their cries.

Premier Manager on the PC is one of the greatest management games, and indeed gained a CVG High Five for its troubles. Which is why we're very much looking forward to this PlayStation conversion. With Anco's frankly awful *Player Manager* the only other rival it, Gremlin's title will probably be crowned as an instant King! It will feature a completely up-to-date set of statistics, compiled by the people at Goal! magazine, so the players from each team will have realistic ranks and scores. It also uses the *Actua Soccer 2* engine for all the in-game sections, which show particularly good moves, shots and goals. Barry Davies still provides the commentary for all those hungry for classic quotes. We can hear those clichés already...

PREMIER MANAGER '98

Player 1 LEEDS UNITED

Squad & Formation

Mon 1 Jul 1997

1	Nigel Martyn	GK	★★★★	95	8
2	Garry Kelly	Def	★★★★	95	6
3	Gunnar Halle	Def	★★★★	85	4
4	Lucas Radebe	Def	★★★★	81	7
5	Alf-Inge Haaland	Def	★★★★	91	6
6	David Robertson	Def	★★★★	82	4
7	David Hopkin	Mid	★★★★	78	7
8	Bruno Ribeiro	Mid	★★★★	80	5
9	Harry Kewell	Mid	★★★★	95	7
10	Jimmy Hasselbaink	Att	★★★★	95	5
11	Rod Wallace	Att	★★★★	96	6

Team Rating: ★★★

Formation: 5-3-2

Ian Stones LEYTON ORIENT

Top Scorers

Wed 3 Oct 1997

English Premier League

Player	Club	Goals
Andy Cole	Manchester United	6
Karlheinz Riedle	Liverpool	5
Faustino Asprilla	Newcastle United	4
Peter Beardsley	Bolton Wanderers	4
Dennis Bergkamp	Arsenal	4
Nathan Blake	Bolton Wanderers	4
Lee Bowyer	Leeds United	4
Tony Cottee	Leicester City	4
Les Ferdinand	Tottenham Hotspur	4
John Hartson	West Ham United	4

View Premier Division



The matches are viewed using the *Actua Soccer 2* engine. You can't control players during the game, but can pre-determine their style and tactics.

MANAGER OF THE MONTH

There are two styles of managerial jobs you can undertake in this game. The first is simply *Premier Manager*, which lets you take control of any team you like, with a fair old budget and a squad full of class players. The simulation option is far more challenging

and realistic. You have to start by taking charge of a lower league team and lead them to relative success. Offers will come in from other clubs based on your skills, with your ultimate aim being to take charge of a Premiership winning team.



70% COMPLETE

NINTENDO 64

PlayStation

FOOTBALL SIM

BY KONAMI

OUT JUNE

1-4 PLAYERS

- PS, N64 AND 16 BIT PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD, 128MB CART
- RELEASED BY KONAMI
- TEL 01895 853000

As far as we're concerned, *ISS 64* was – and still is – the greatest football game on any format. But will this update be enough to convince the doubters?

Usually, these updates are little more than gameplay tweaks or an additional game mode added. But it's these finishing touches that can greatly improve a game. And if this is the case with *ISS*, then let's just say that it'll be bloody good. There are now 54 teams in the game and an extra four stadiums (taking it up to eight). Little touches in the game have also been improved. You can now control the height of long balls, and players have different height and build which affects the way they play and move around the pitch. The rather patronising commentary from the first game has been replaced by the slightly more mellow tones of Tony Gubba. The referee and linesmen are on the pitch at all times and when it's raining, there's even spray on the ball as it's passed between players.



ISS '98



England against Germany... ahhh, how the memories flood back. Oi, Gareth...nooooo!

WHAT MADE IT SO COOL?

ISS 64 is one of the only football games where you can score from getting to the by-line and crossing the ball over for on rushing strikers. The intelligence of the other players means that as you muscle your way into the box, players hold off and wait for a cut back while the striker might

run in anticipation for a cross to the back post. When you're bearing down on the opposition's defence, players will make overlapping runs and peel away from defenders. If you would want a player to make a run for you, then he can do it in *ISS*. It's simple, but incredibly effective.



90% COMPLETE

PlayStation

PC CD ROM

FOOTBALL SIM

BY SENSIBLE SOFTWARE

OUT JUNE

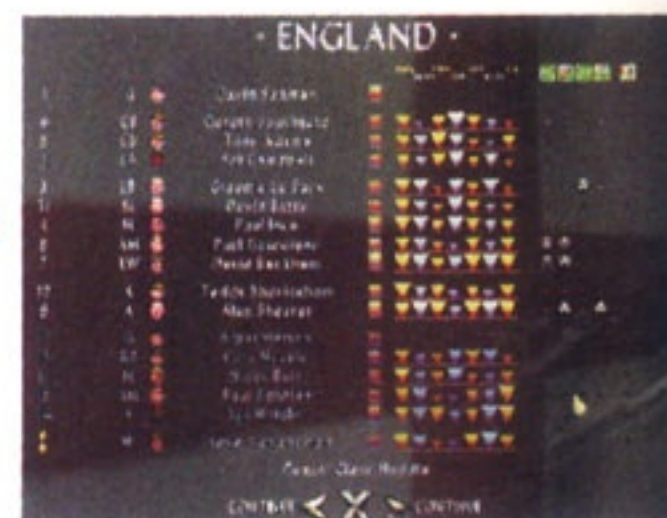
1-64 PLAYER

- MULTIFORMAT PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY GT INTERACTIVE
- TEL 0171 250 3791

One of the classic football games returns with an all new engine, but the same old Sensible attention to detail. If you want realism, then *Sensi* is unmatched.

The guys down at Sensible Software are real football fans. They play, they watch and they even sponsor the local non-league side! This, in short, is the key to their success in the football market. Now they look to have gone one better, and made the ultimate soccer sim. It's unique in that you can make up your own tactics and save them off to use in times of need. If you want to give Berger a free role, or make Shearer pick the ball up from deep, it can be done. Again, it has one button for everything (shooting, passing, tackling), but the additional 'B' button adds a speed burst to let you gain an extra yard on defenders or intercept the ball. To keep the World Cup feeling going, you can also recreate the upcoming tournament as well!

SENSIBLE SOCCER WORLD CUP '98



IS THAT A WIG?

You may not be able to see the players' faces, but in *Sensi*, identifying a player is easy. The hardcore supporters will clock this just by the player's number, but others will see it from the hair colour of their favourite

player. If that isn't enough, the skin colour will determine which member of your team has just slammed in a 40-yard thunderbolt. You can also customise a team, giving you the chance to play as the pub side.



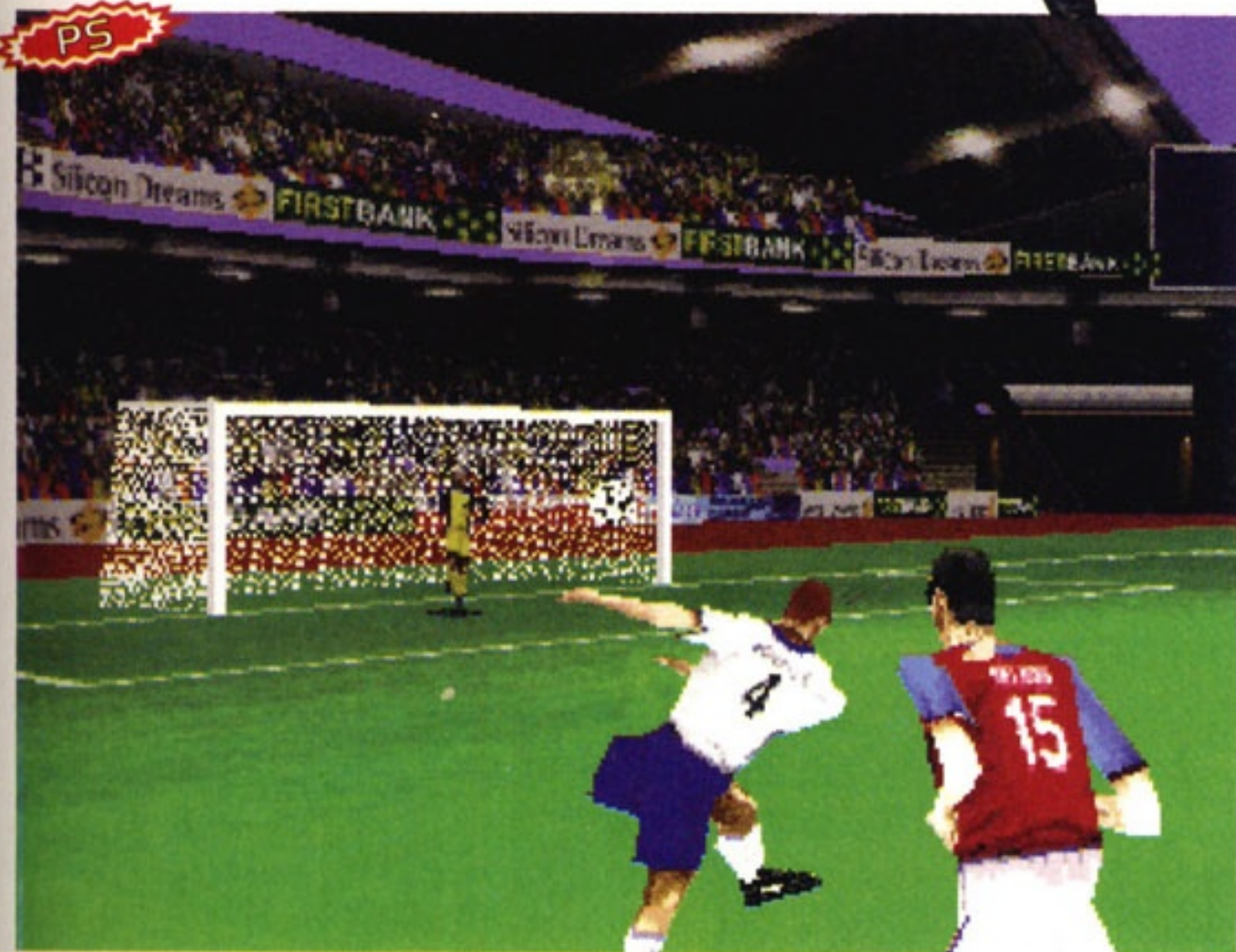
80% COMPLETE	PC CD ROM	FOOTBALL SIM	BY SILICON DREAMS	NO OTHER VERSIONS AVAILABLE
PlayStation	SEGA SATURN	OUT MAY	1-4 PLAYER	NO OTHER VERSIONS PLANNED
				STORAGE 1 CD
				RELEASED BY EIDOS
				TEL 0181 636 3000

The team that brought Eidos the immensely playable *Soccer '97* return with what could be their coup de grace. Keep an eye on this one, it could surprise

Amid all the big-name games jostling for the bestseller position over summer, Eidos are sitting pretty on what could be the dark horse title. For a start, its *World League Soccer* boasts some exceptional visuals, especially on the high-res Saturn version. In terms of realism, the game could hold its own against the best. The game also features the now-obligatory celebrity commentary, this time provided by Peter Brackly and Ray Wilkins of Channel 4's *Football Italia*. You can select over 185 teams to play in the usual array of styles, including league and cup competitions. There are 13 modelled stadia and seven international ones. And, to add a touch more cred, Les Ferdinand provided the motion capture! Silicon Dreams are handling the Saturn game themselves, such is their confidence in the title.



WORLD LEAGUE SOCCER



Scoring in WLS is very satisfying, because you have to build the whole move up, rather than one lucky shot.



50% COMPLETE	PC CD ROM	FOOTBALL SIM	BY CRIMSON SOFTWARE
PlayStation	OUT SEPTEMBER	1+ PLAYERS	

VIVA FOOTBALL

The most important factor in a new football game's sales success is getting a good name with your brand. Games like *FIFA* and *Sensi* sell on the basis of this. And with *Viva Football*, Virgin are taking the first step in establishing a new brand. It's not due for release until the third quarter of this year – maybe to coincide with the new football season – and if early indications are anything to go by, it could be big. An entire team was called in to provide help, analysis and motion capture and,



instead of opting for the celeb commentary, they have chosen to have just players calling for the ball instead.

85% COMPLETE	PC CD ROM	BOARD GAME	BY HASBRO
	OUT NOW	1-4 PLAYERS	

WORLD CUP MONOPOLY

For those that find the rigours of actually playing football too boring, you'll be pleased to know that, courtesy of Hasbro, you'll be able to take part in *World Cup Monopoly!* It's basically the classic board game, but with football teams replacing the traditional street names. And the quality of the teams also represents their place on the board. Obviously Brazil are in Mayfair, and (this is not a joke) Scotland are in the Old Kent Road! The railway stations have become French Football stadiums but the Jail is still there just for the England fans!



Do not go into penalties.

70% COMPLETE	PC CD ROM	FOOTBALL SIM	BY PSYGNOSIS
PlayStation	OUT MAY	1-2 PLAYERS	

ADIDAS POWER SOCCER '98

After the dismal *Power Soccer 2*, Psygnosis had to do something new in order to get some credibility back for their licence. As a result, *Power Soccer 2* has undergone a major overhaul and has a new game engine. It also has an improved database, so all of the players will act and play like their real-life counterparts. We'll have more next month.



This will be better...



...than Power Soccer 2.

THE GRASS IS GREENER! CVG WORLD CUP PREVIEW

COMING SOON

PLATINUM CASE NO 495.672





PLATINUM COLLECTION

**tested
on
humans**

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DIE HARD TRILOGY

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DESTRUCTION DERBY 2

RIDGE RACER REVOLUTION

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SOUL BLADE*

*AVAILABLE SUMMER 1998

£19.99 EACH



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DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION





If you've never heard of *Point Blank* before, get down to your nearest arcade and check it out as soon as possible – you've been missing out. Although *Point Blank* is getting on a bit now, its shooting games are still in a league of their own. This is the greatest fairground shooting gallery in existence! There are over a hundred different challenges waiting to be tackled. Fiendish is an accurate word to describe the game. Things start off easy enough, but once you move up the grades, the challenges get tougher and tougher. Most importantly this game is FUN! The graphics may be cute, but once you pop (some caps) you just won't stop.

MORE THAN JUST AN ARCADE GAME!



↑ Their screams indicate they've met a boss.

No Namco game would be complete without all new home features, and *Point Blank* is no exception. At the start-up screen, you get the chance to select arcade or arrange. The latter brings you to this little section – complete with practice and party modes – where you can improve your skills, and battle it out amongst friends. Then there's the special mode. Which plays just like the arcade game, but with loads of new challenges.

Strangest of the lot is Point Blank Island, a mini-RPG game. Dr Dan and Dr Don have been employed by a guy called Quickback to find the legendary Gunball – whatever that is. Each boss you encounter challenges you to a fight, which is then resolved by completing a standard *Point Blank* challenge. The cool thing is that you have to guide the explorers around the screen by shooting in the direction you want them to travel. As they encounter more enemies, their experience levels and gold increase. Thank you, Namco.



90% COMPLETE

PlayStation™

SHOOTING

BY NAMCO

JUNE RELEASE

1-2 PLAYERS

- ARCADE ORIGINAL STILL AROUND
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY SONY
- TEL 0171 447 1600

So you bought *Time Crisis*, and now you're itching for another great PlayStation shooter. Trust Namco to deliver another bullet-frenzy treat.



STEP RIGHT UP, AND WIN A PRIZE



↑ Shoot the cow. Really!



↑ Over 100 stages.



↑ Cause loads of damage.

There are over 100 challenges in *Point Blank*, ranging from simple to "that's impossible!". By the time you've finished playing the game, you'll have mastered them all. The cool thing is, playing in arcade mode, no two games are the same as the challenges are selected randomly. Here are just a few of the challenges heading your way soon.



↑ Shoot 15 moving targets in 20 seconds. Dirty Harry's favourite.



↑ Press the button



↑ Shoot eight matching targets in 15 seconds. Simple?

↑ One of the toughest challenges in the game. Shoot the tiny fly, who is very fast. That background doesn't make it any easier.

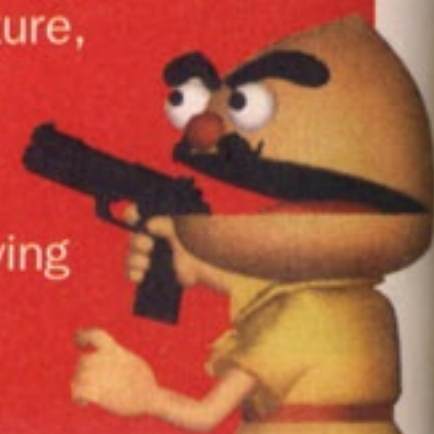


↑ One bullet, now shoot that bottle before it hits the ground.

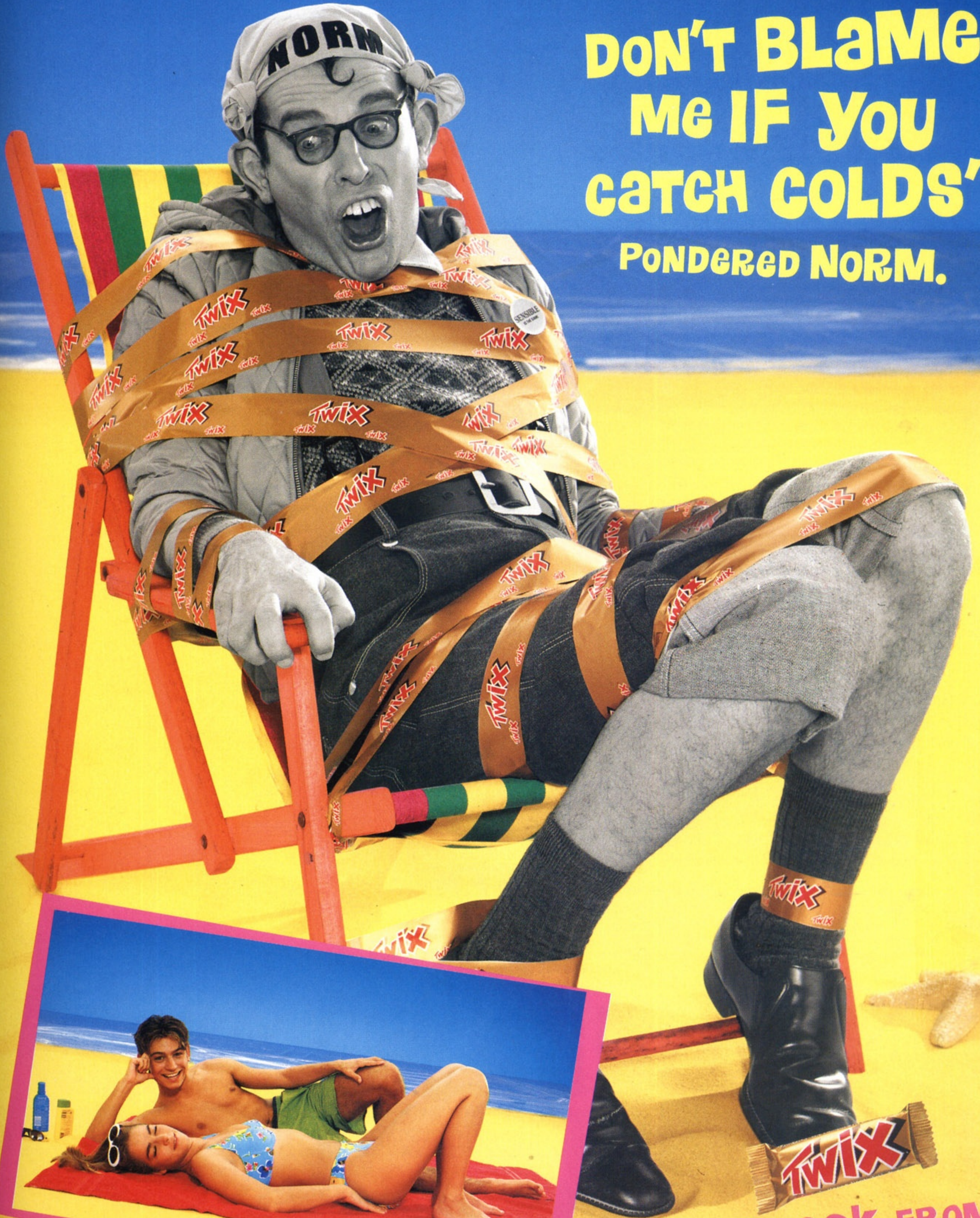


GO FOR YOUR GUNS

This is the only gun game you'll need, until Namco decide to spoil us again in the future, and it's coming to your home. You've got just over a month to start saying your goodbyes to *Time Crisis*.



**"I ONLY SAID
DON'T BLAME
ME IF YOU
CATCH COLDS"
PONDERED NORM.**



**a BREAK FROM
THE NORM™**



90% COMPLETE

NINTENDO 64

PUZZLE GAME

BY ZEDTWO

MAY RELEASE

1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128 MB CART
- RELEASED BY OCEAN
- TEL 0161 832 8833

Every games machine needs a good puzzle game to go with it. Well now it seems the N64 will have two!

This is a puzzle game with a unique twist. Instead of stacking blocks in a well, you need to create landscapes which can hold lakes of water. The more lakes you create, the more points you get. Of course, as well as the standard shapes which raise and lower the land, there are all manner of power-ups to cause problems later on, such as the ice cube which freezes everything, and the bomb which explodes areas of land. These holes need to be patched up – leak too much water and it's Game Over!



wetrix

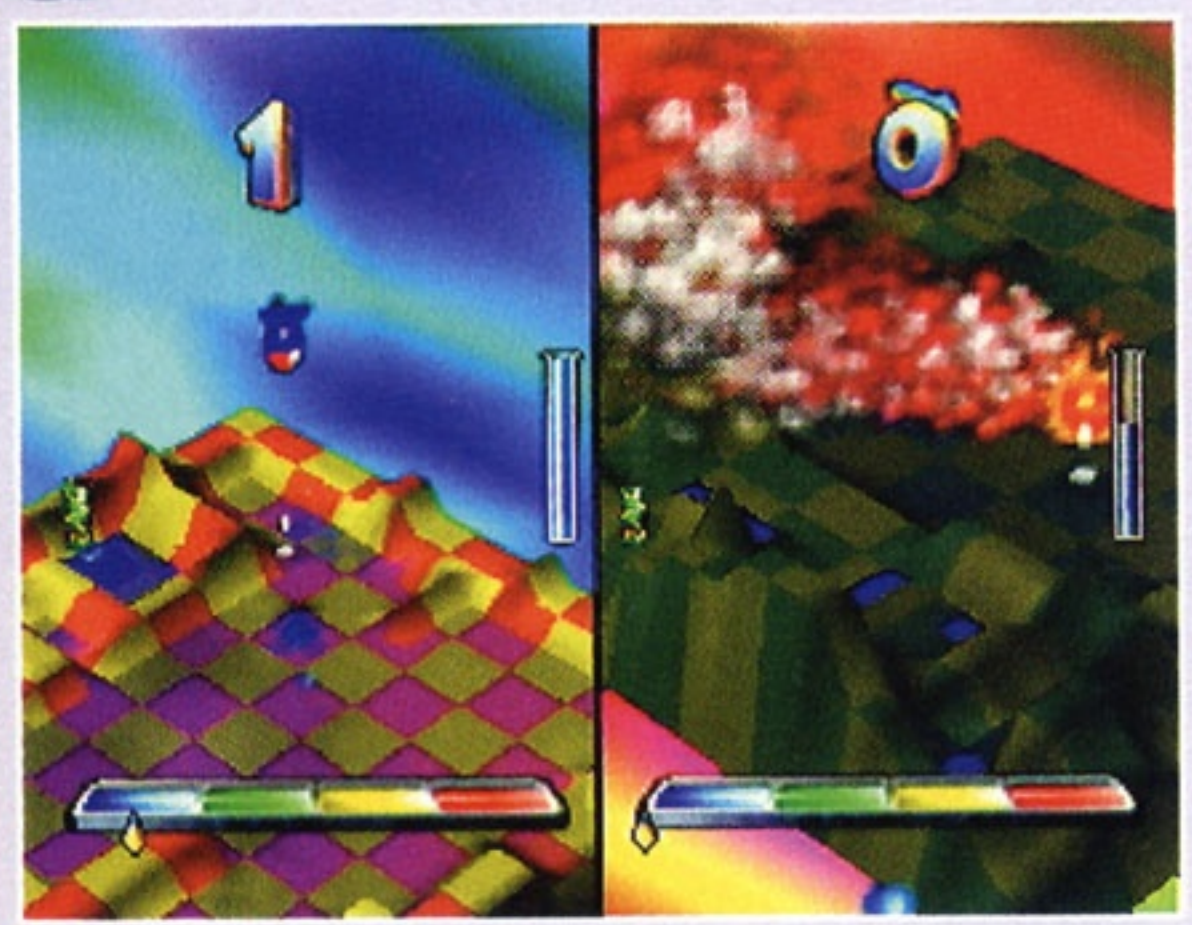
"WET" DO I DO?

The idea of *Wetrix* is as simple as they come – create pools of water, then evaporate them.

- Bombs destroy bits of your land. Dropping them down holes makes more appear!
- The ice cubes appear occasionally and freeze your pools solid. Hope for a flame.



TWO MEN IN A TUB



↑ Player one's water bar is almost full!

Wetrix also has a two-player split screen mode so that you can go against your friends. The rules are just the same, and the only competition is seeing who can last longest before overflowing. Hopefully some more multiplayer features will be added to the final game to spice up the action.

EARTHQUAKE!

You can't just build massive towers to store your water in because of the Earthquake Meter down the left-hand side of the screen. With each block you drop on top of another it goes up slightly, eventually triggering a massive explosion which destroys almost all your hard work. Try to create lots of low-level pools instead to avoid these problems.



↑ These red 'up' arrows raise the land underneath them.



↑ Keep the pools sealed so they don't leak off the edge.



↑ If the ball of flame touches a pool, it evaporates all the water in it. Keep emptying and filling to get more points.

EXCELLENT OPTION SCREEN!

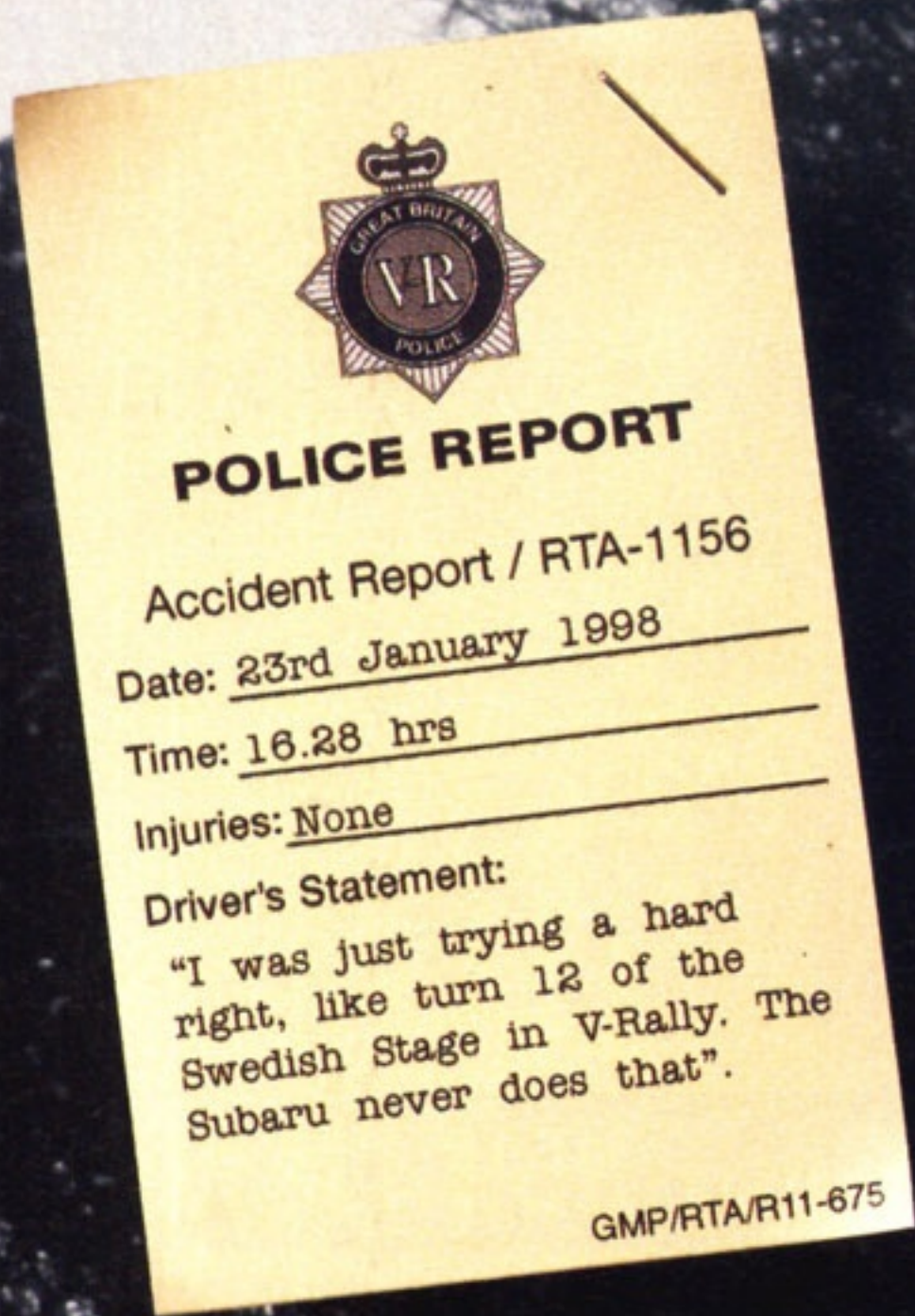
Respect is due to whoever designed *Wetrix*'s main menu screen. We spent ages playing around with it before starting the game itself. The options are represented by small floating toys, each of which can be made to bob up and down by moving the 3D Stick. Waves roll around the puddle and a satisfying splosh noise rings out each time you move something.



JUST "WET" A LITTLE BIT LONGER

Wetrix is practically finished, so we should have a version for review very soon. We're wetting ourselves in anticipation.





60 tracks (mud, slush and gravel come as standard).
11 seriously-tweaked official rally cars.
Unpredictable weather conditions and pretty evil driving terrain.
Split-screen means you can humiliate your mates from the comfort of your own armchair.
A totally realistic driving experience.

Official PlayStation Magazine 9/10 

PlayStation Plus 94%

Coming soon on





He's been around for a decade and has appeared on nearly every console in that time, but now *Bomberman* is making up for lost ground. He hit a sticky patch on the N64 last year with a game that strayed away from everything that made *Bomberman* great. Namely simple gameplay and an awesome multi-player mode – both these elements are back for *Bomberman World*. But in an ongoing quest to breathe new life into the series, Hudson have opted for an isometric viewpoint this time. Does it work? Are *Bomberman's* greatest games behind him? Judging from this, we expect the B-man to be with us for quite a while yet.

THE OLD FAVOURITES RETURN

Like all other *Bomberman* games since the year dot, the new version is made up of several separate modes of play. You get the single player story mode, where our B-man must battle to save worlds from the evil B-men. The challenge mode is just that – a two or five minute challenge where you try to clear a heavily guarded room and defeat a boss in the allotted time. There are bonuses to collect and extra points be won for time remaining. Finally, there's the battle mode, where you and four friends can battle it out in a variety of arenas. There are lots of options to play around with in this mode and they allow different weapons to appear. The number of rounds won constitutes victory.



↑ The battle mode is back to how it should be – 10 arenas, and lots of power-ups to fight over.

80% COMPLETE

PlayStation™

PUZZLE ACTION

BY HUDSON SOFT

MAY RELEASE

1-5 PLAYERS

- NUMEROUS VARIANTS AVAILABLE
- NEW N64 GAME PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
- TEL 0171 447 1600

He's graced every other console and brought millions of players joy. Now B-man makes a PlayStation debut and proves it really is a...

BOMBERMAN WORLD

I WAS FLAT BUT NOW I'M ROUND

The isometric perspective employed in *BW* suggests that the game is trying to find a happy medium between *Bomberman* games of old and his 64-bit adventure.

The viewpoint works, but it takes a little while to get used to. On later levels

this camera angle is well utilised when enemies can attack from higher platforms.

Judging from this and the Nintendo game, though, *Bomberman's* clearly finding it hard trying to exist in, and compete against, 3D games.



↑ It's pretty easy to see enemies and bombs here.

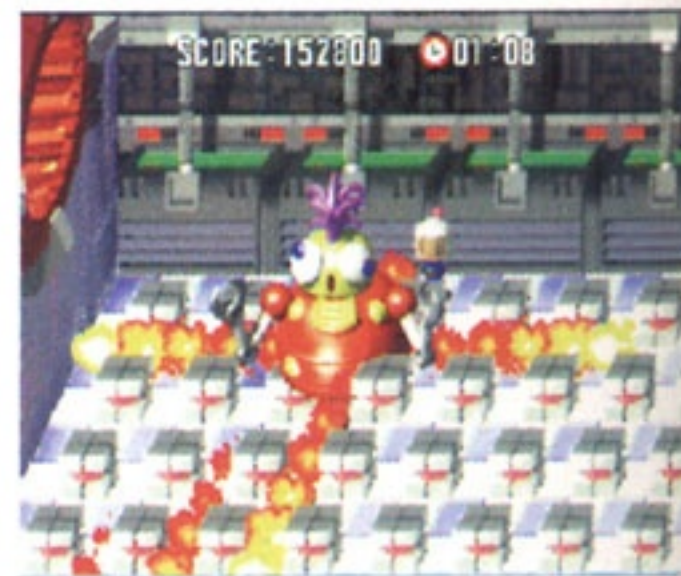


THE NEW STYLE

So what's changed? What element is going to convince the B veterans and the newcomers to want to play the latest installment of the Man? Not a great deal, we're afraid, just a few minor additions.

There's a new bomb that can cause mass mayhem – the spiked bomb, which is the most powerful bomb the series has seen. It has the range of a power bomb, but the blast is not prevented from expanding by a destructible wall – it continues until it reaches an indestructible object. If your enemy has these, you're in trouble.

There are also several mini games that play similarly to an electric stick challenge, where B races through the course to collect bonuses, but he's not allowed to touch the sides.



↑ There's a little monkey that hides in a tree, throwing bananas at you. Go blow him up if you like!

BOOM-BYE-YAH!

Those starved of *Bomberman* on the PlayStation will be glad to hear that Sony are releasing the game very soon. It may not be his greatest adventure, but he's still got the classic multi-player skills!



THIS PICTURE IS BROUGHT TO YOU BY BLOODY ROAR. THE GAME THAT TURNS MEN INTO CRAZED, SLOBBERING ANIMALS.

Ever mutated into a punching, kicking, biting gorilla? No? Then welcome to Bloody Roar. Official Playstation Magazine gave it 8 out of 10 and called it 'an absolutely top-notch beat'em up.' Playstation Plus said it's 'fast and sexy' and 'top class' and gave it 93%. But then they could have been talking about the girl, not the game.

HYPER BLOOD BARI



BLOODY ROAR



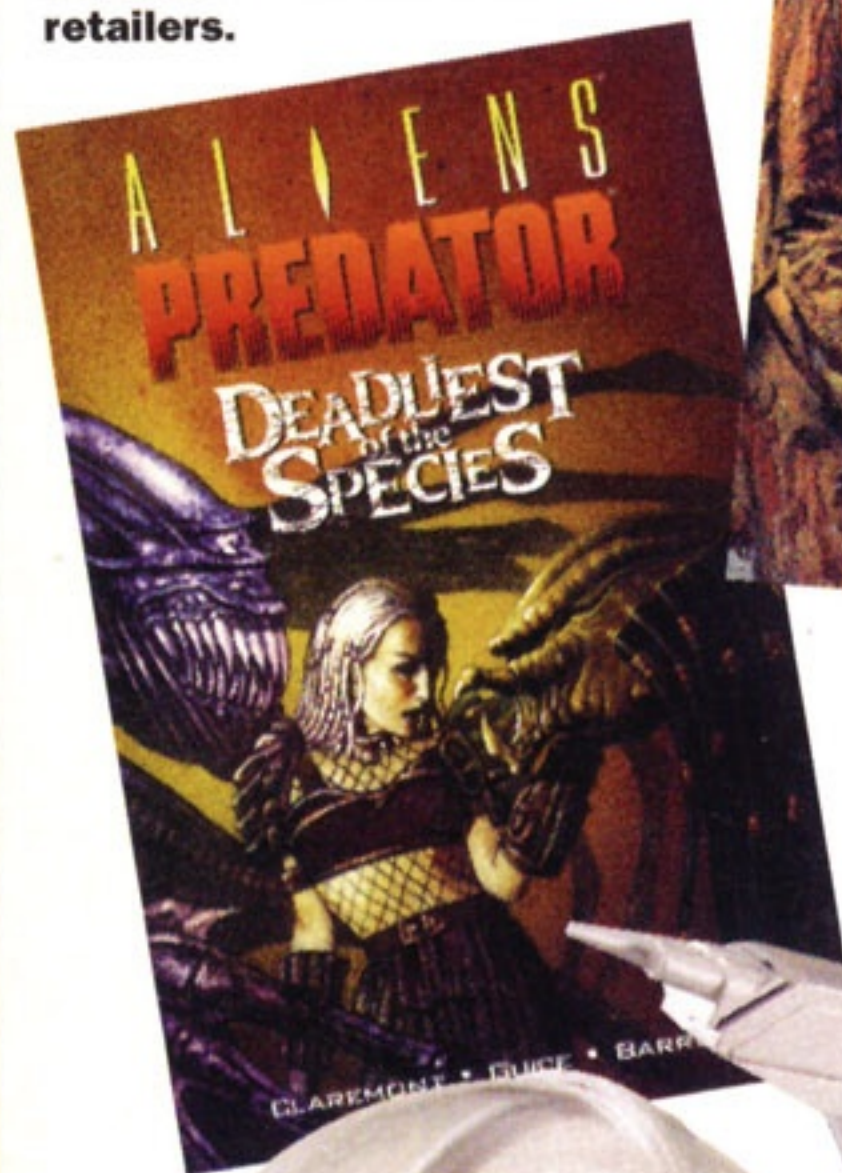
GIZMO PALACE

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THE LATEST COMIC COLLECTIONS

Three new titles this month including a reprinting of the classic Violent Cases, a collection of Preacher short stories, and another ruckus as those Aliens and Predator fight.

£6.99 - £19.99 Titan Books, available from all good retailers.



ASCII ENHANCED CONTROL PAD

Who designs these things? The enhanced control pad features a one-piece 360° directional disc, to eliminate thumb fatigue apparently, and an extra-long cord, described as "an added edge for success" (eh?), plus a whole host of little switches. Available from all good retailers.

THE MINGO CITY OF MAGNIFICENT MERCHANDISE!

GIZMO PALACE



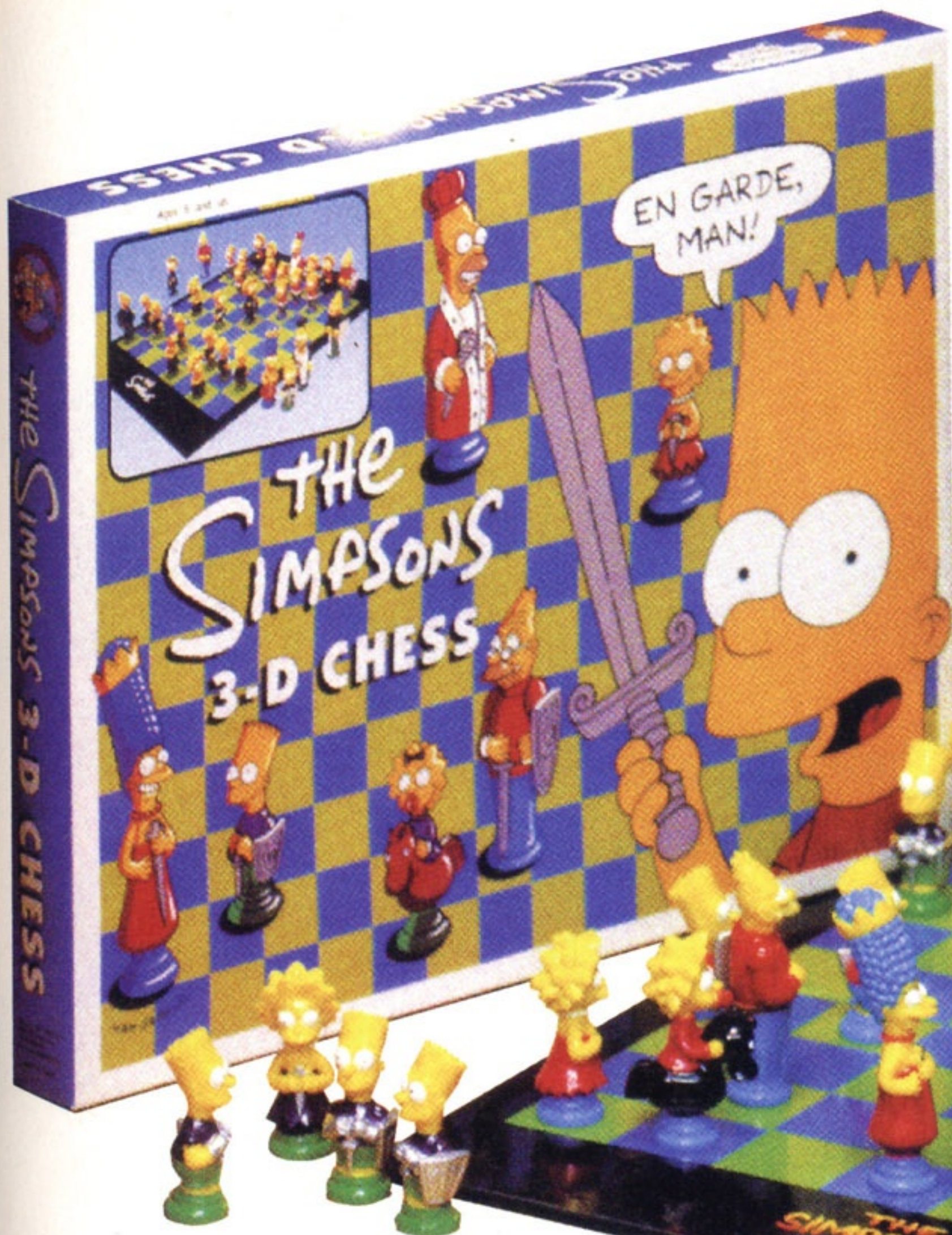
NO! DON'T PUT THE BATTERIES UP THERE! PHEW! MY NAME IS **BLAWP**, HAVE YOU SEEN MY FRIENDS **BELCH** AND **BURP**? NO? OH WELL, EH-OH!

LOST IN SPACE MOVIE TOYS

The movie is still a few months away, but the toys will be hitting the shelves soon, and here's the proof. The ships are pretty cool, but that talking yellow thing - whatthehellis that! Flush them all down the toilet, video it, and tell your friends you've filmed the sequel.

Toy Options 0161 633 9800, Deluxe Bubble Fighter, Large Jupiter 2, Talking Blawp, Transforming Space Blaster and Giant Basic Movie Robot available soon, prices TBA.





SIMPSONS 3D CHESS SET

Heh heh, it's the Simpsons and chess. Two products that were destined to go hand in hand. It's funny because it's true! The whole family is there, twice, but sadly no Monty Burns or Ned Flanders or Chief Wiggum or...

£29.99 Really Useful Games
Stockist Info: 0171 240 0880

I'M JUST A PAWN IN YOUR SIDE! AHH, THAT WAS LAME, EVEN BY MY OWN MEDIOCRE STANDARDS! HOW DO YOU PLAY THIS STUPID GAME ANYWAY?

BAH, I'M OUT OF THE GAME ALREADY. BOO HOO, NO ONE CARES ABOUT US OLD FOLK ANY MORE, WE'RE JUST RELEGATED TO THE SIDELINES. NEVER MIND, I'M OFF TO WATCH **MATLOCK!**

WHY HAVE THEY GIVEN ALL US OLDIES THE SPEECH BUBBLES? OH, MY MISTAKE, THIS IS A THOUGHT BUBBLE... DON'T THEY KNOW THE SIMPSONS ARE INCAPABLE OF THOUGHT?

HUNGRY HIPPOS

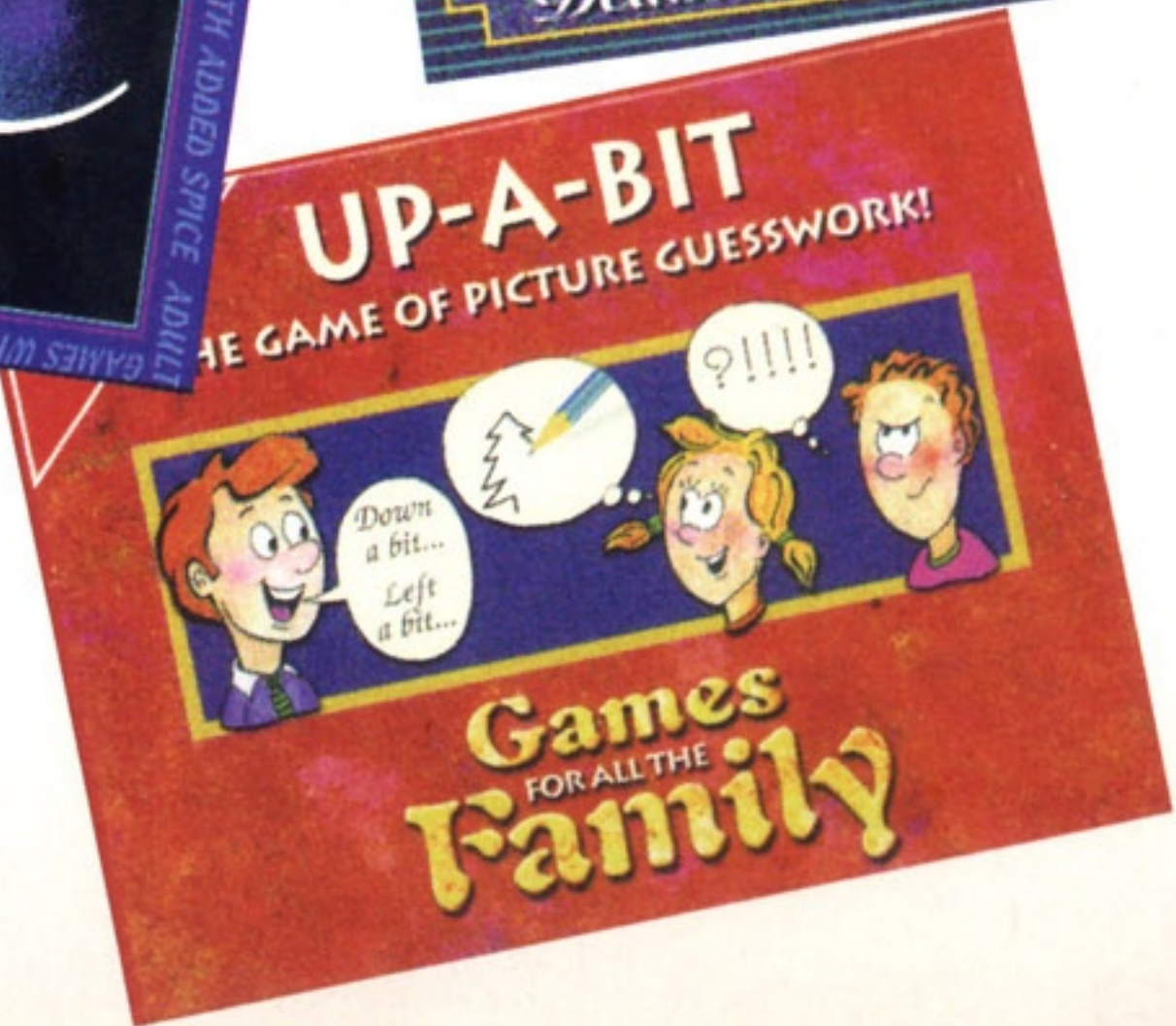
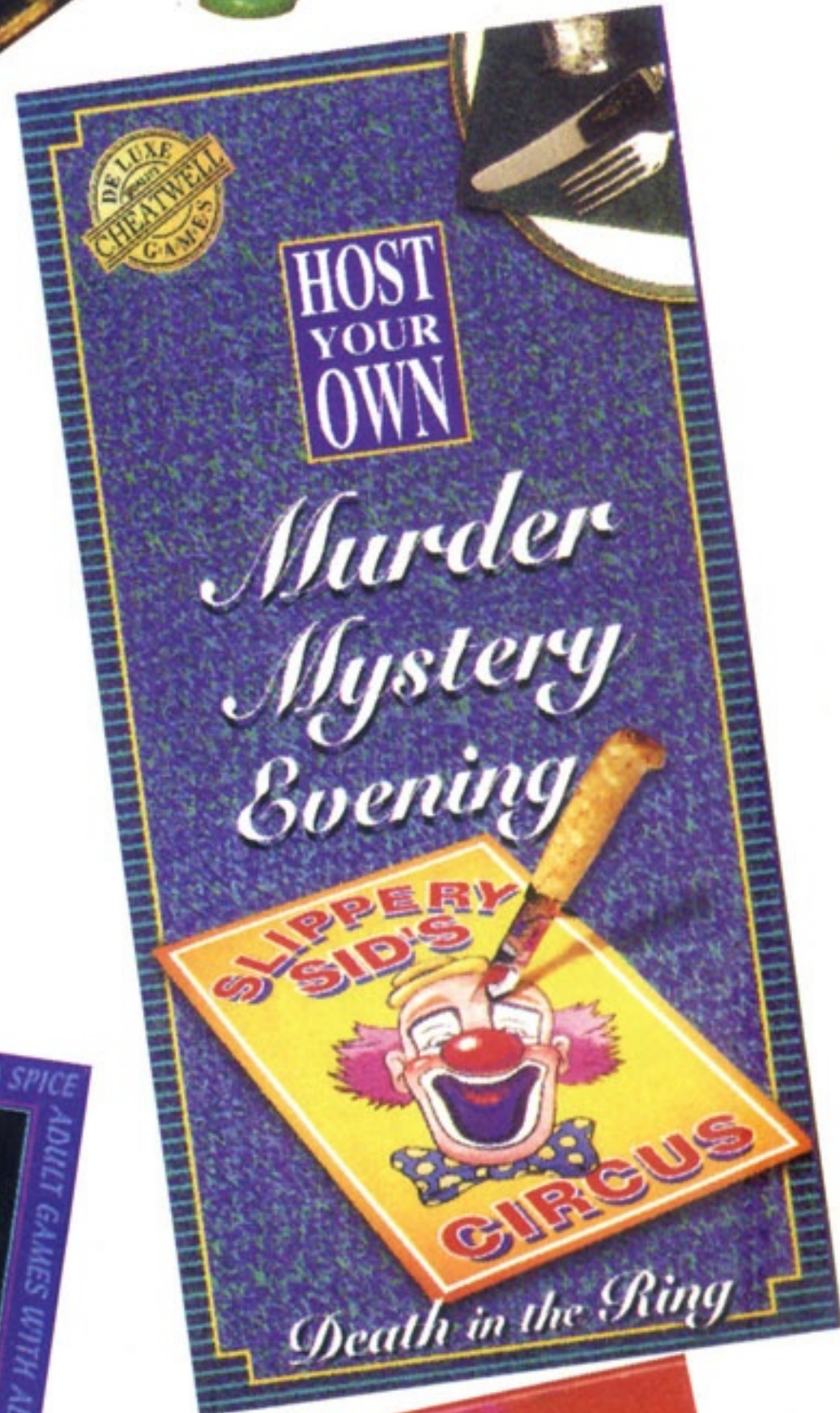
The classic game that's guaranteed to give anyone over the age of five an intense headache after 10 seconds of play. These hippos need feeding with marbles, but they also have a habit of chewing little fingers. And you thought Mouse Trap was dangerous!

MB Games £14.99 available at all good toy stores Luke and his X-Wing just crash landed as we were taking the picture, and Ernie rushed to the scene in his car to see what all the fuss was about.



IT'S NO USE MASTER YODA, IT'S JUST TOO BIG TO GET OUT OF THE SWAMP. WAIT A MINUTE, YOU'RE NOT YODA, WHERE AM I? I'M ON THE WRONG SET!

GEE, BERT, THAT IS WHY YOU FAIL!



CHEATWELL GAMES -

They may not have the recognition of a Scrabble or Monopoly, but this bunch of games will provide hours of fun, with a selection for the family and some naughty games for adults, plus a murder mystery to solve in the circus. Who cares if they come in horrible-looking boxes?

Cheatwell Games, Family and Spice games £5.00 each, Death in the Ring £9.99



DANCE EJAY

The latest, simplest way to make bargin' hardcore choons. The box states you can make tunes in seconds, which is a slight exaggeration. There's 1,250 samples for you to play around with, all recorded at 140 bpm, plus you can import and record your own PC.wav files. Still, get out your white gloves, get a mate on the dimmer switch and you're raving!

£24.99 by Fast Trak Software, 01923 495 496
internet address: www.fasttrak.co.uk

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GIZMO PALACE



NO!

HAY!

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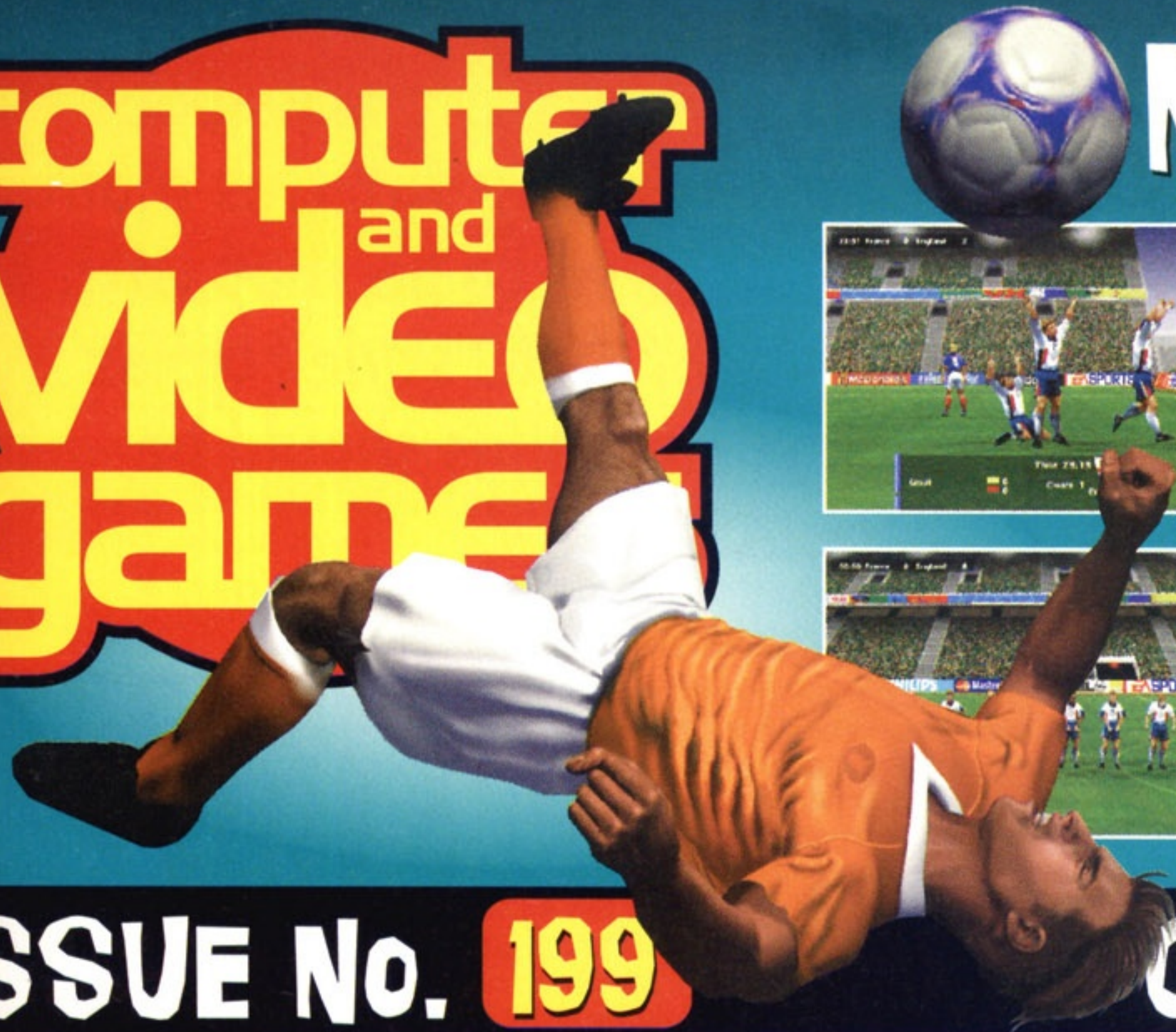
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WORLD CUP FEVER! ALL OF THIS YEAR'S FOOTBALL GAMES REVEALED!

PLUS: BEST TEKKEN 3 COVERAGE ANYWHERE, METAL GEAR SOLID, GRAN TURISMO, COLIN MCGRAE RALLY, MISSION: IMPOSSIBLE, VAMPIRE SAVIOR, FORSAKEN, BREATH OF FIRE 3, AND LOADS, LOADS MORE!!



ISSUE No. **199**

OUT ON 13TH MAY

computer and video games

BACK ISSUES!

computer and video games

IF YOU DON'T HAVE EVERY ISSUE...



World exclusive playtest of *Resident Evil 2*. Players guides to *Tomb Raider 2*, *Diddy Kong Racing*, *Sonic R* and *MK 4*, cool free stickers and the first review of *N64 Nagano Winter Olympics*!

Massive report on the HOTTEST games coming in 1998 - including *Tekken 3*, *FZero X*, *Metal Gear Solid*, *Sentinel Returns*, and *Xenogears*. The ultimate guide to this year.

Resident Evil 2, *Gran Turismo*, *Yoshi's Story*, *Mystical Ninja Goemon*, *Sega Rally 2*, *FZero X*, *Snowboarding 1080°*, *WCW Vs NWO*, *Street Fighter Collection*.

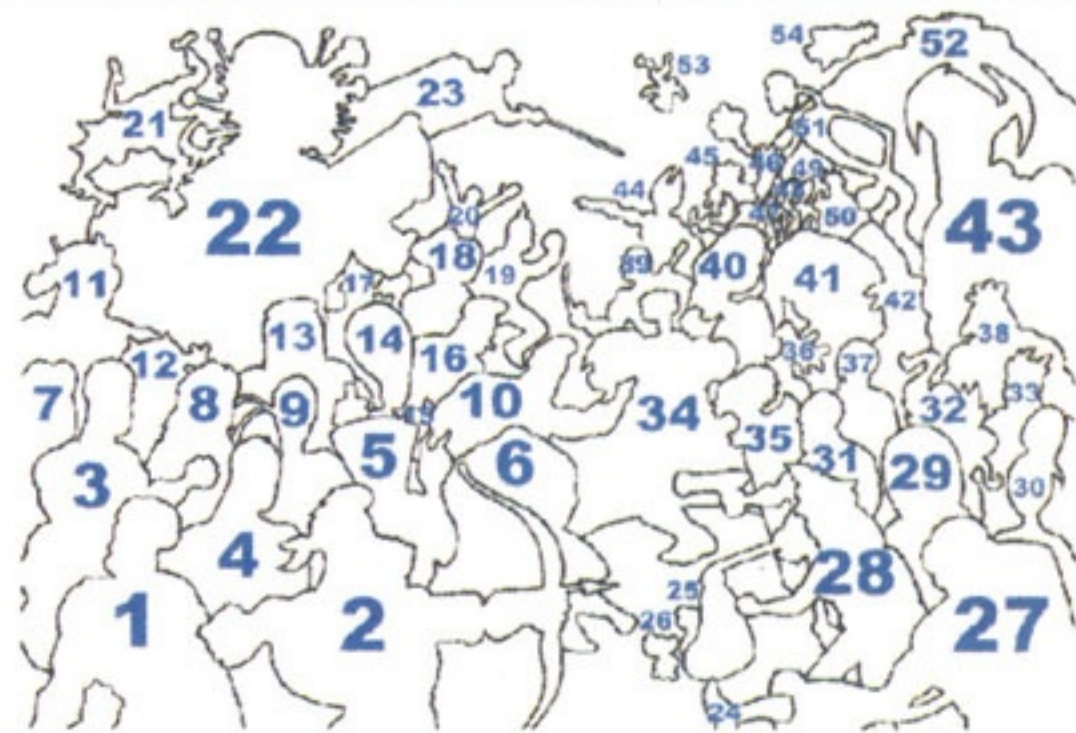
Yoshi's Story, *Resident Evil 2*, *Panzer Dragoon Saga*, *Quake 2* guide, *Grand Theft Auto* tips, *Gran Turismo*, *Battlezone*, *Forsaken*, *Alundra*, *Bust-A-Move*, *Motorhead*, *Gex 2*, more!



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| 1. Captain Courageous | 19. Radioactive man | 37. Dead Head |
| 2. Quiver | 20. Camouflage Kid | 38. Red Rooster |
| 3. Captain Colostomy | 21. Arachnoid | 39. Assassin 8 |
| 4. Waterworks | 22. Sgt Rock | 40. Krapulax |
| 5. Dr Magini | 23. Blind Spot | 41. Aggro |
| 6. Mandroid | 24. Vanishing Lad | 42. Nick O' Teen |
| 7. Comrade 7 | 25. Pinky | 43. The Galaxian |
| 8. Shai | 26. Brain | 44. Neon Wrist |
| 9. Buddhist Fist | 27. Vax | 45. Bulemia |
| 10. Super Trooper | 28. Gestapo Girl | 46. Voluptua |
| 11. Big Brother | 29. Techno Fear | 47. Wam |
| 12. Wonder Warthog | 30. Latex Lass | 48. Bam |
| 13. Powdered Toast Man | 31. Axel Pressbutton | 49. Thank You Mam |
| 14. Cerebella | 32. Rapunzel | 50. Kanibaal |
| 15. CVG | 33. Firestarter | 51. Contorta |
| 16. The Comedian | 34. The Communizer | 52. The King |
| 17. Martini Man | 35. Doc Halitosis | 53. Wipeout |
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Dear Newsagent,
The gargantuan battle between good and evil raging in the streets means that I may not be able to get a copy of **Computer and Video Games** straight away. Please reserve me a copy so that I may retrieve it at any time.

NAME

ADDRESS

SIGNED

DATE

computer and video games

computer and video games

NEXT MONTH

BACK ISSUES

43

RESERVATION

CHECKPOINT

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

IN ASSOCIATION WITH **electronics boutique**

If you aren't excited about the games coming out this month, you deserve to be shot with a *Resident Evil 2* style rocket launcher! Palms should be sweating NOW!

These have to be the biggest two months in this year's gaming calendar so far. The life-span of this month's Checkpoint sees some of the most eagerly-awaited games ever. *Resident Evil 2*, *Burning Rangers*, and *Yoshi's Story* hit the shops in April and *Gran Turismo* in May. PC owners can look forward to the awesome *Motorhead* and *Forsaken* in April and May respectively. Basically, no matter what machine you own, a Must-Have game is appearing this month. And with a further £5 off with CVG and Electronics Boutique, you have no excuses whatsoever!



E3

May 28-30
Atlanta

As all the journos and execs prepare for three days of hell, the public waits with bated breath to find out what's in store at this year's E3. We can but guess, but we're hoping to see Sony's new PlayStation add-on and maybe *Turok 2*, *Mario 64 2*, *Parasite Eve* and *Metal Gear Solid*. Oh, and a new machine from Sega perhaps? Whatever happens, you can bet your bottom dollar it's going to be huge!

So, you've snapped up your game using the voucher in this month's issue, but what other benefits can Electronics Boutique bring to you? Sign up to receive your free loyalty card and be rewarded with discounts and special offers. If you've gone off a game, you can trade it in to get discounts on other leading titles. If you want any information, then give the customer support line a ring on 0800 317778.



EVENTS AND SOFTWARE RELEASES

CHECKPOINT

WIN!

WIN WITH
electronics
boutique

WIN!

RESIDENT EVIL 2

We couldn't really NOT offer you a competition for this now could we? And we thought of all the usual things, like draw a new weapon blah blah, but that's all really boring. So, instead we want you to do this. You know how you always look like grim death in the morning...almost zombie-like. Well, we want you to send in the most awful pictures (preferably of parents or brothers/sisters) of people who've just woken up. Oh, and by the way, you have to be over 18 to enter, because that's the rating the game will get. Mark entries to **KNOCKING ON DEATH'S DOOR**.

BURNING RANGERS

The latest game from Sonic Team is this firefighting effort. And we're giving three of you lucky lot the chance to own one as soon as it hits the shelves on the 24th April. And seeing how cool the official artwork is for the game, we want you to come up with your own *Burning Rangers* artwork. If it's in a Manga style, then even better! No tracings are allowed and basically this is a showcase to see who really can draw out there. Only the best will doodle. Mark your drawing and works of art to **OPEN MY MASTERPIECE NOW, FOOLS!**

GOEMON 64

The next big(ish) release for N64 comes in the form of Konami's own blue-haired boy, and you can win yourself a copy this month. With so many 3D platform games around at the moment, we decided to have a sort of mini Melting Pot for this compo. We simply want you to come up with a cool little sub game for Goemon and his pals that should go into this title. Who knows, they might never make another one. But anyway, humour is of paramount importance so make sure it's got laughs in it. The rest is up to you. **THAT BLUE-HAIRED BOY** is the address you should put on the envelope.

Send entries as soon as possible to:

**CHECKPOINT #198 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ**

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
3rd April 1998		
Pitfall 3D	Activision	PlayStation
Dark Omen: Warhammer	EA	PlayStation
Diablo	EA	PlayStation
Reboot	EA	PlayStation
Armour Command	Take 2	PC CD-ROM
Need for Speed 3	EA	PlayStation
Jet Rider 2	Sony	PlayStation
Theme Hospital	EA	PlayStation
9th April		
Soul Blade: Platinum	Sony	PlayStation
10th April		
Yoshi's Story	THE Games	Nintendo 64
House of the Dead	Sega	Saturn
Cyberstorm 2	Sierra	PC CD-ROM
17th April		
Premier Manager '98	Gremlin	PlayStation
Three Lions: England's Glory	BMG	PC CD-ROM
24th April		
Men in Black	Gremlin	PlayStation
Lucky Luke	Infogrames	PlayStation
Motorhead	Gremlin	PlayStation/PC CD-ROM
Street Fighter Collection	Virgin	PlayStation
Burning Rangers	Sega	Saturn
29th April		
Resident Evil 2	Virgin	PlayStation
April (no set release)		
Triple Play '99	EA	PlayStation
Xenocracy	Grolier	PlayStation
Goemon	Konami	Game Boy
Addiction	Microprose	PC CD-ROM
Nine-One-One	Take 2	PC CD-ROM
Redneck Rampage 2	Interplay	PC CD-ROM
Alundra	Psygnosis	PlayStation
Descent Freespace	Interplay	PC CD-ROM
Micro Machines V3	Codemasters	PC CD-ROM
Might and Magic 6	Ubi-Soft	PC CD-ROM
Acclaim Sports Soccer	Acclaim	Nintendo 64
Treasures of the Deep	Sony	PlayStation
Goemon	Konami	Nintendo 64

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GAME NAME

COMPANY

FORMAT

Wario Land 2 THE Games Game Boy

1st May

N20	Gremlin	PlayStation
Cart World Series	Sony	PlayStation
Pet in TV	Sony	PlayStation
Cardinal Syn	Sony	PlayStation
Wrecking Crew	Telstar	PlayStation

8th May

Blast Radius	Sony	PlayStation
Klonoa	Sony	PlayStation
Gran Turismo	Sony	PlayStation

15th May

Pulse	Sony	PlayStation
Kula World	Sony	PlayStation
Riven	Sega	Saturn
Ghost in the Shell	Sony	PlayStation

22nd May

World League Soccer	Sega	Saturn
Wetrix	Ocean	Nintendo 64
Sierra Pro Pilot	Sierra	PC CD-ROM

29th May

Actua Tennis	Gremlin	PlayStation/PC CD-ROM
Total NBA '98	Sony	PlayStation
Hardwar	Gremlin	PC CD-ROM
Medievil	Sony	PlayStation
Spice World	Sony	PlayStation

May (no set release)

Forsaken	Acclaim	PlayStation/PC CD-ROM
Batman and Robin	Acclaim	PlayStation
Spirit Masters	Acclaim	PlayStation
Constructor	Acclaim	PlayStation
Falcon 4.0	Microprose	PC CD-ROM
Wrecking Balls	Acclaim	Nintendo 64
World League Soccer	Eidos	PlayStation

24th Apr



29th Apr



10th Apr



6th May



WINNERS! WINNERS!

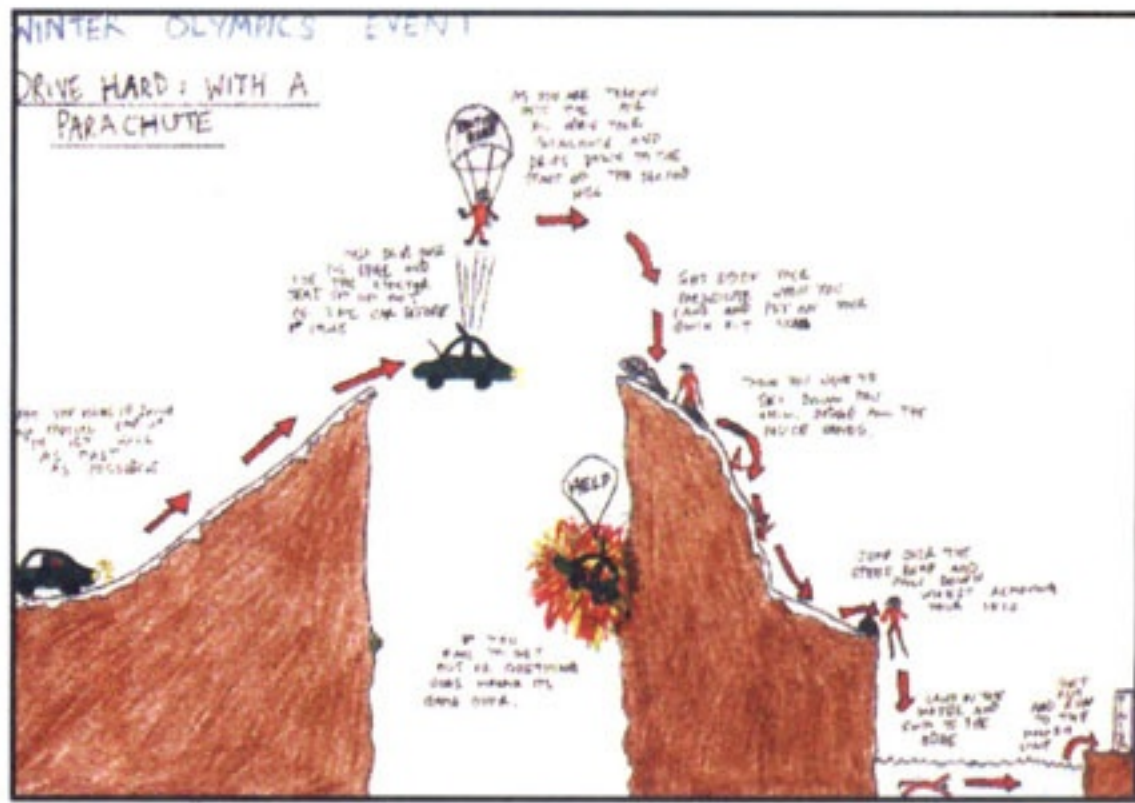
BLOODY ROAR

A lack of photographs for this compo, but nevertheless we still had some really funny drawings showing the worst cases of sunburn. A special mention must go to Gregory Lawson, who sent in some rather strange pictures of his mum (enough said), but we couldn't print any of those. Our three winners are Scott Prince (with his bum out), Philip Concannon and Khalid Khandker. Well done, people. The game is in the post.



WINTER HEAT

After hours of curling throughout the Winter Olympics, we were refreshed to see that so many of you could come up with new ideas for an event. However, most of them involved melting ice with farts and such like. Drive Hard with a Parachute (below) was one of the funniest, so Andrew Stephens is one of our winners. The other two are Gary Morris for his novel way of melting snowmen and Mark, who designed a comic strip. We lost your address Mark, so can you get in touch with us, and we'll sort it out.



NAGANO WINTER OLYMPICS

Finally, you had to come up with a limerick about Eddie Edwards for our final competition this month. It was a pretty poor effort to be honest, but we did manage to find three good entries. Phil Burn and Carl Holding are two of the winners, and the third prize goes to Jeremy Billiald for this effort: There once was a crap skier called Eddie, Who had a small dog called Freddie, One day on a run, He got out his gun, And then little Freddie was Deaddie. So there you go. Funny, maybe.

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PlayStation TM	SURVIVAL HORROR	BY CAPCOM	• PRICE £44.99 • PS, SAT AND PC PREDECESSOR AVAILABLE • SAT VERSIONS PLANNED • STORAGE 2 CDS • RELEASED BY VIRGIN TEL 0171 368 2255
	OUT APRIL 29TH	1 PLAYER	

Cock the Hammer – it's time for action! *Res Evil 2* is about to touch down in the UK, and CVG is waiting with a loaded 12-bore.

RESIDENT EVIL 2

Final checklist: Blood count? High. Mortality rate? Even higher. Decapitations? Frequent. Any sign of slightly deformed – maybe mutated – creatures lurking in the darkest corners of the Police Station? Err, check. And so ends the final programmers' meeting for *Resident Evil 2*. They've spent months and months making sure that zombies' heads explode with the kind squelch and general mess that the public wants. And that the arms and legs fall off after a particularly nasty shotgun blast.

This is the one you've all been waiting for. Once again you've entered the world of survival horror. Good luck...



RESIDENT EVIL 2



PASS WITH DISTINCTION

The key to discovering the secrets and cool stuff in this game is in the rank you get once you've finished a scenario. The two ranks you really need to get are A and B, as they unlock the secrets. To get a B score, you need to finish the game in under three hours and use a maximum of 12 save positions. For an A grade, you need to do exactly the same as before, except you

cannot use any of the special weapons (ie the ones that take two memory slots). This is easier said than done until you get to the final boss, as the temptation is there to use the rocket launcher.



COME AND HAVE A GO!



Fans of the original *Jaws* movie will be lapping this up! Stumbling into the water pool and the bottom of the sewage level reveals a long, winding corridor with nothing inside it. That is until you reach the end...

THE CANISTER

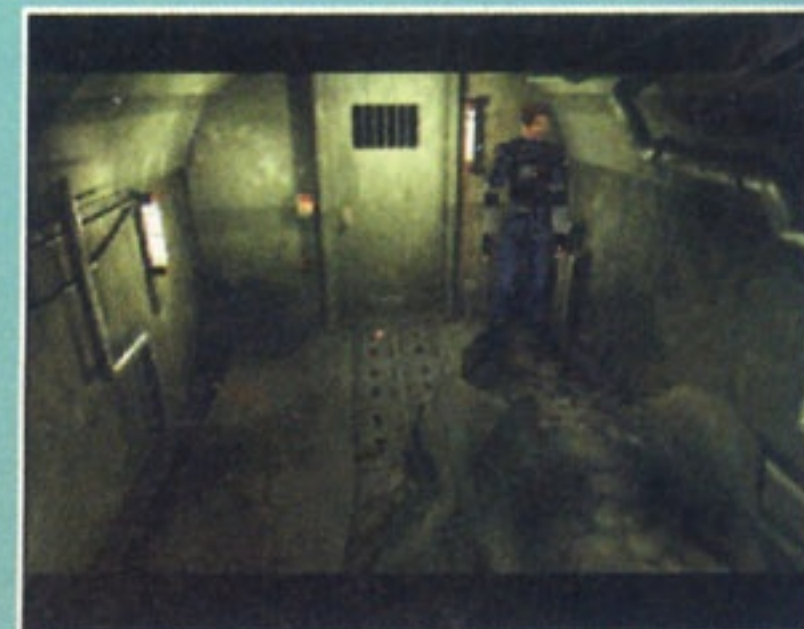


← As soon as you have regained control of the character, run back along the corridor until you see the flashing light. Use your action button and the canister will roll out and into the path of the 'Gator. One shotgun round later...

THE HARD WAY



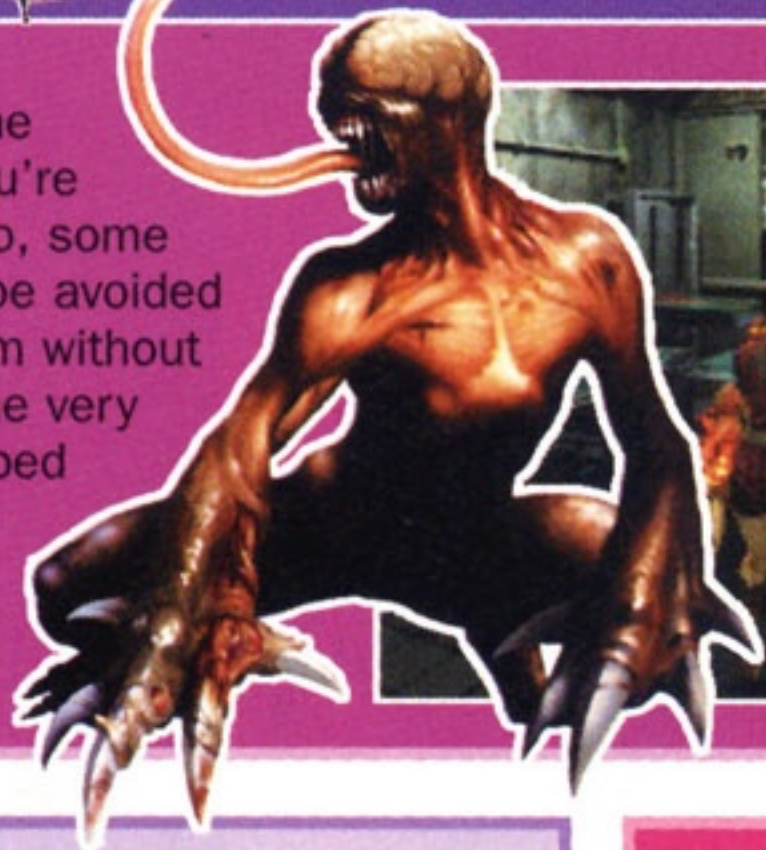
← Show your skill by taking on the over-grown lizard with everything you've got and live to tell the tale. There's no real surefire way of doing this, but just make sure that you don't let it get too close. And have at least two F-Aid sprays too.



REVIEW

I'VE GOT TO GO SIR!

One trick that has remained from the original version is the "leave the room" tactic. If you're trying to conserve your ammo, some of the tougher enemies can be avoided altogether by leaving the room without killing them and returning. The very first Hunter can be side-stepped like this. Of course this doesn't work all the time but it's worth trying if you get a little stuck.



LAUGH 'TILL YOUR SIDES SPLIT



As the zombie staggers nearer, Leon aims the Shotgun and pumps the zombie with a stomach full of lead. As he mutilates the other zombie, the torso slowly crawls towards his feet! One handgun round to the head and it's bye bye!

One of the most visually satisfying aspects of this game, is the ability you have to split the undead into two pieces. Doing this is pretty difficult as – more often than not – you'll simply find yourself blasting zombies rather than slicing them. But if you're lucky, one shotgun round aimed at the midriff is enough to carve a walking corpse!



YER VALVE'S GONE GUY



The Valve handle is one of the most important items in the game. Its location usually changes and depends on the scenario you're playing, but it's one of the first things you pick up. Apart from putting out the fire on the helicopter. It can also be used in a couple of other situations, which aren't immediately obvious. Once you've made your way into the sewers, the Valve handle is used to raise and lower the platform that lets you get to the Alligator and control rooms. Additionally (and this is the one that isn't immediately obvious) it turns off the fan that lets you sneak back through to the sewers...



Do you think that this guy is dead? The helicopter is just around the corner, so dispatch all of these bad guys before you attempt to put the fire out. The zombies in the pic below float after they're dead!



Remember this pool...



Another one bites the dust.



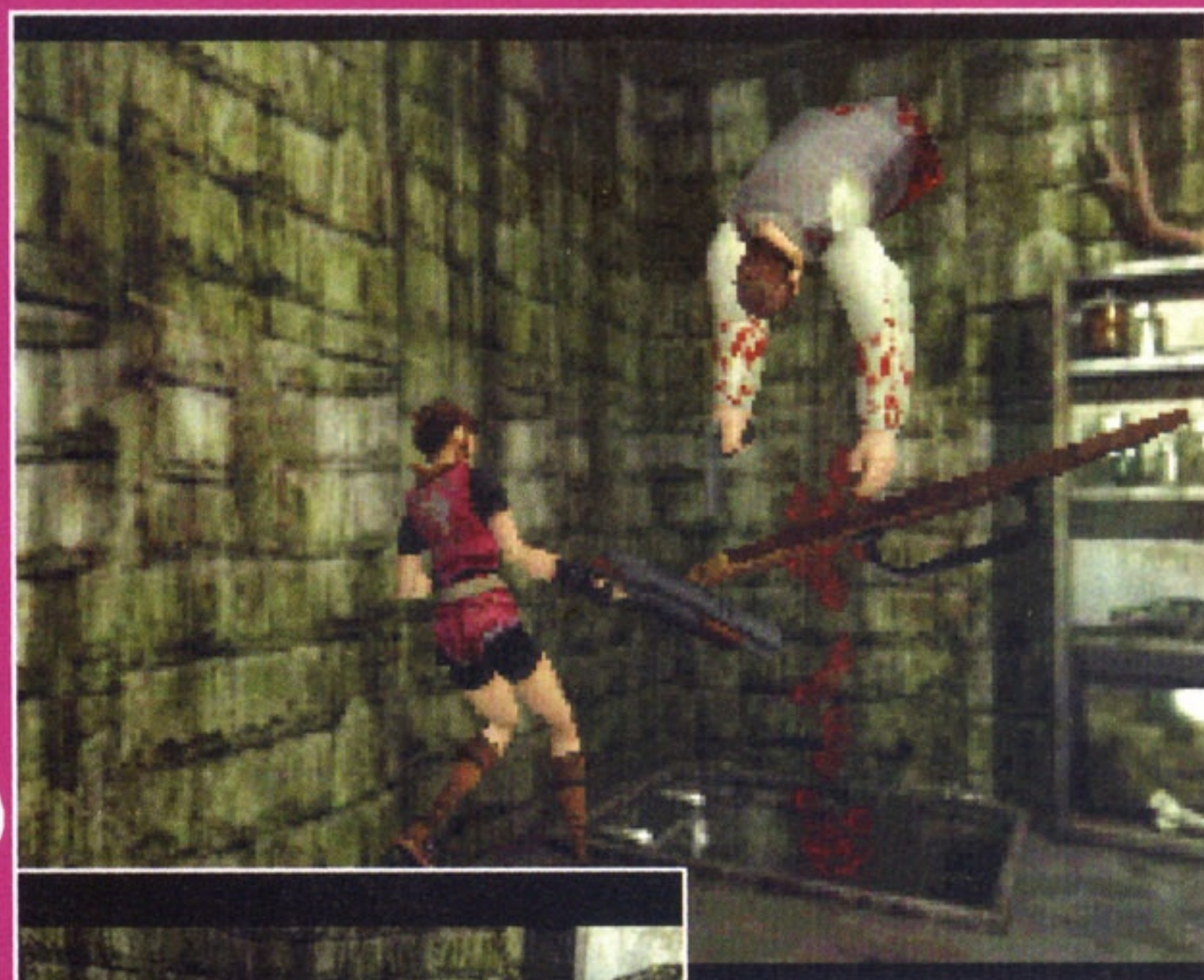
Crow, meet Rocket Launcher!

WHEN IT HITS THE FAN...

It turns out that the main culprit behind the chaos in Raccoon City is the Chief of Police, Brian Irons. Basically, he was working in secret with Umbrella and taking lots of envelopes from behind the radiator in order to keep the police away from their labs. But it all turned against him when Umbrella tried to take the T-Virus and it spread throughout the city. Playing as Claire, you get to meet the twisted man, and also see his grisly demise. There are two ways in which he kicks the bucket, both with ultimate gore satisfaction. These are really funny, but also damn scary!

Scenario one sees him being infected by William, and having a small mutant hatch from his chest.

Scenario two gives you the opportunity to watch Irons get dragged to his death by a huge tentacle, and half his body spat back up at you.



↑ Oh dear. After revealing all of his trade secrets to you, a tentacle appears to drag the chief away! One quick look...

← ...and the remains are gobbed back up by the beast! Obviously Mr Irons' legs had more use as toothpicks than his midriff.

LET THE BAT HUM

As well as the secret game modes, there are also other weapons to be had by completing the game in double quick time. By completing any original scenario for each character with a rank of B or higher, you get yourself a Rocket Launcher with infinite bullets to maim zombies with. When you start up the next game, it'll be located in the first weapon storage box you come across. Then, complete the second story for either character and you can expect a Gatling Gun with infinite bullets for your troubles! This is an extremely cool weapon, and with this pumping 10 rounds a second, you cannot fail to feel like Blain from the movie Predator.



↑ Nothing lives after the Gatling Gun whirrs into motion! Chew on this fools!

ONE HUNK OF A MAN

The first 'secret' game puts you in control of Hunk, who is a member of Umbrella's SWAT Team. This time however, your aim is to get from the sewers to the roof of the building, so you can escape with the Virus. It becomes a lot clearer once you've seen the rendered sequence about half way through the game, explaining how the T-Virus escapes and spreads into the city.

The second game is another variation of the Hunk game, but is called Tofu. And you control a bit of bean curd. The bean curd only has a minimal amount of weapons and ammo and is rock hard to complete. He turns red and starts puffing when energy is low even wears a beret. Quite why Capcom elected to put this in the game is a mystery, but nevertheless, it's a fun little quirk if you can be bothered to try and access it.



↑ More Gatling Gun action. Once this is up, you can go for Hunk, pictured far left.

← The Rocket Launcher with infinite ammo. One shot kills everything with this baby!

↓ And this is the mysterious To-Fu. Armed with only a knife, this is one rock hard sub game.



THE LOST FILES



↑ The weapon storage room? The big link are the lockers at the end of the room, as the open door is where you find the Sub Machine Gun in the final game. No dogs in here though.

So what ever happened to the version of *Resident Evil 2* that they scrapped? Now officially crowned as *Res Evil 1.5*, a 60-70% complete version still exists, which makes speculation rife as to its future. With no official word on what's going to happen to this disc, the very fact that it's still kicking around suggest to us that it could well be released as a special collectors edition or something similar? We also thought it may go straight to a budget range seeing as the game wasn't that finished? As you can see from our comparison shots, it seems that some of the elements were used in the final game, but how much was left out? Will we ever know?



2ND OPINION

Wow. This delivers everything I'd hoped for in a *Resident Evil* sequel. The graphics are amazing. They make the original seem sparse and almost redundant in comparison. I can't say that the gameplay has really been added to - there are some nice puzzles, but none that offer a huge leap over the original. For me it's the overall effect which is so satisfying. Little touches add to the atmosphere, like the way characters don't take their eyes off the dead, or the different ways they walk when injured. Even the variety in sounds for shooting and walking are amazing. Add the replay factor, some cool secrets, and everything that made the original great but significantly enhanced, and you've got another Must Have game.

ALEX HUNT

CVG OPINION

I would go as far to say that this is one of the most involving, scary, and outright awesome games I've ever played. Our forum page on Game Online has differing views on *RE2*, many complaining that it's too short. Initially, I would have to agree with them. However, once you start playing all of the scenarios, the plot changes and new locations or items really do make a difference. I never got bored playing through the mansions again, and there was always a nagging feeling inside that I had to find the secret weapons and hidden games. I don't think I've ever played a game as much as this, and quite simply cannot praise it enough. It proves that with a bit of thought, you can make games that feel like movies and this is a prime example. It's everything you hoped for and much more besides.

STEVE KEY

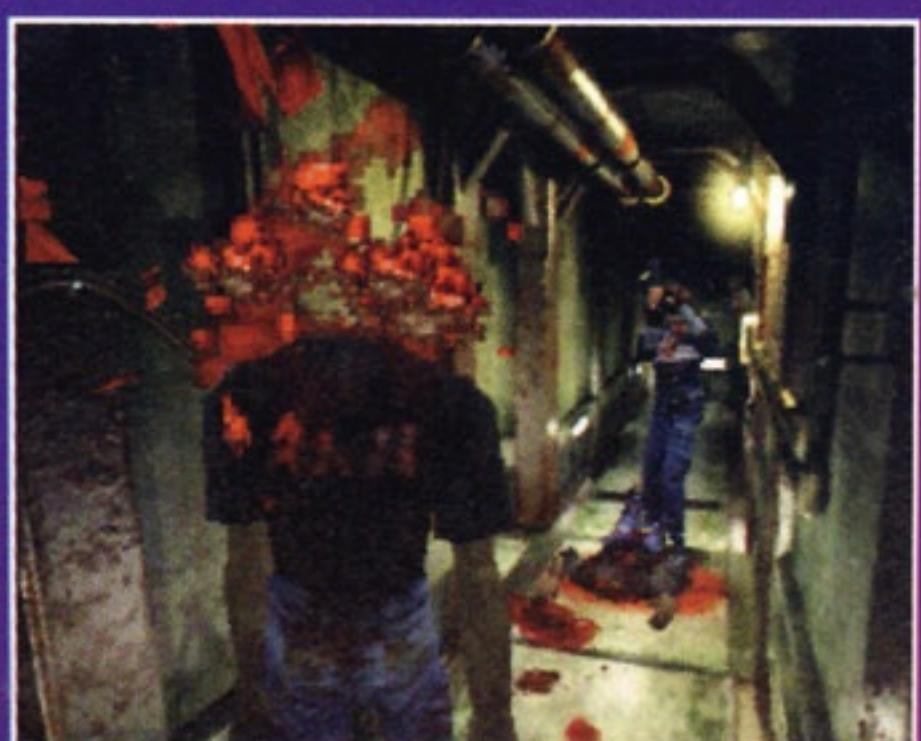


RESIDENT EVIL 3?

More speculation, but this time we have a bit of a hint to go on. Without wanting to spoil too much of the game for you, there are an absolute ton of loose ends at the end of *RE2*. Chris and Jill never make an appearance, which, considering that Claire is only in town to find her brother, means that there must be a next installment. Sherri makes it through as well, so what happens to her because she never finds out the whole story about her parents. Put it this way, it wouldn't surprise us if *RE3* was already in production.



↑ Will we see William in RE3?



↑ You're guaranteed plenty of this!



You knew this was going to be awesome and it most certainly is. You won't get much better on your PlayStation for a very long time.



	RPG PLATFORM	BY KCE OSAKA	<ul style="list-style-type: none"> PRICE £59.99 SNES PREDECESSORS AVAILABLE NO OTHER VERSIONS PLANNED STORAGE 128MBIT CART RELEASED BY KONAMI TEL 01895 853000
	OUT APRIL	1 PLAYER	

It might look like a *Mario 64* clone, but there's more to *Mystical Ninja* than jumping around platforms. The first N64 Action RPG is here, and it's really funky.

Nintendo die-hards will need no introduction to *Goemon* and Konami's *Mystical Ninja* series. But for the sake of the rest of you here's the deal. The *Goemon* games are comedy quest adventures set in ancient Japan, and star two thieves turned folk heroes, namely the spikey-haired Goemon and Ebisumaru, his rotund pal.

Action is based around solving puzzles, finding items and completing sub-quests for characters you meet along the way, but the games are full of platform-vaulting and smacking monsters over the head with sticks. In the Super NES *Goemon* games, the blend of tight action and imaginative adventure was perfect. Now Goemon has made the leap from 2D to 3D, and the effect is something special.

MYSTICAL NINJA STARRING GOEMON



THE FOUR NINJAS



A strength of the *Mystical Ninja* series is the way you can switch between characters with different capabilities. The N64 game stars the full line-up of characters from the last Super NES game. Hard man Goemon and his comedy side-kick Ebisumaru are here. They're joined part-way through the game by Yae, a female secret agent, and Sasuke, a robot ninja.

As well as wielding different weapons, the characters also acquire their own magical powers during the course of the game. Also, other characters in the game react differently to you depending on which player you're using, so one character might help you if you're playing Ebisumaru but not if you're Goemon.



Meet Yae in Zazen Town.



Sasuke appears shortly after Yae, but he's lifeless until you find some batteries.



From the left, Sasuke, Yae, Goemon and Ebisumaru. Their new friend - the big guy in the back - is Giant Robot Impact, who is currently filming a movie in France. Apparently.

LOOK OUT - HE'S GOT A PIPE!



Goemon wields a pipe and throws gold coins. These are upgraded to an extending chain pipe (also serves as a grappling hook) and flaming coins.

Ebisumaru packs a 'saw hammer', and later on picks up a 'meat saw hammer' that turns smashed foes into nutritious dumplings!

Yae starts off with a sword, which she later learns to turn into a shield. She also gets a bazooka that fires three-way and homing shots.

Sasuke comes armed with kunai (ninja knives, later upgraded to freezing kunai) and cracker bombs, useful for smashing doors.

Within the walls of the towns, everyone is friendly enough. But out in the countryside bizarre mechanical monsters roam free, and self-defence becomes important. All the characters start with one weapon, but they find new ones as they progress. Combat is generally close-quarters stick-beating, but ranged weapons also turn up later on. The 3D view makes these tricky to aim, but it's manageable.



MYSTICAL NINJA POWERS



Goemon has to play a monster-smashing game to earn the right to wear this Crown of Strength.

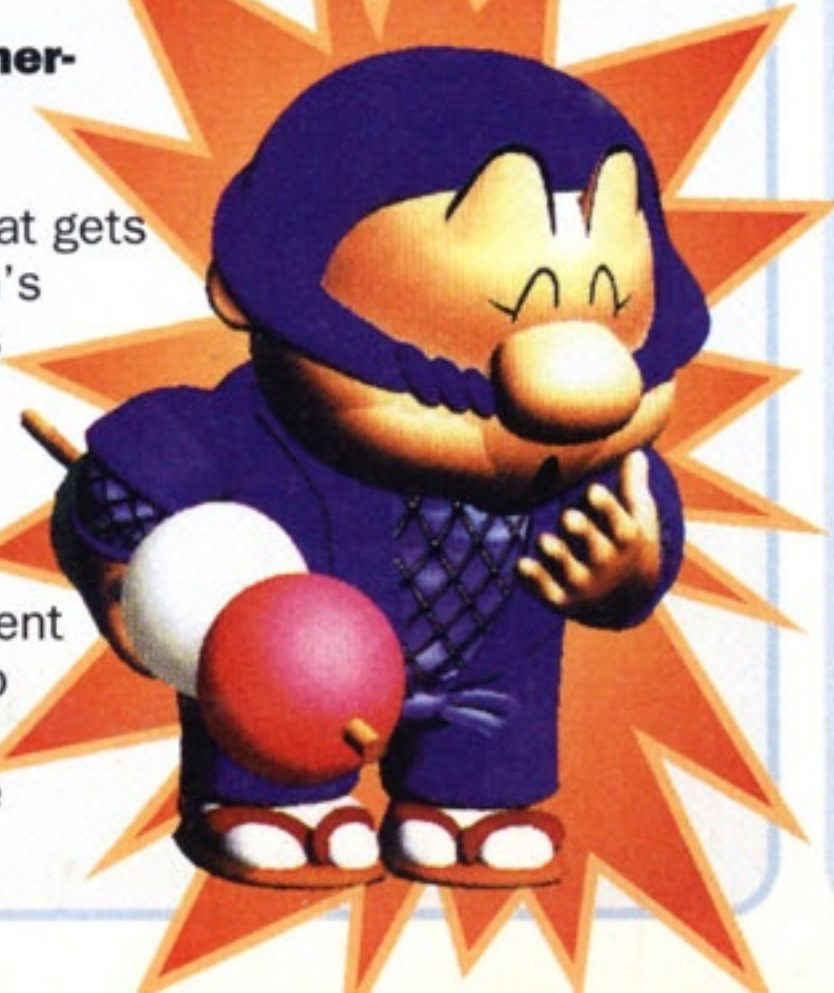
Sasuke's challenge is to leap from platform to platform on this tall, rotating pillar. Then the Power Jump is his.



If Ebisumaru collects eight sweets from this giant cupboard he can get through tiny gaps.

If Yae can jump to the top of a waterfall she can transform into a mermaid and find underwater secrets.

Each character has one magic power that gets them past impassable objects. Goemon's power is super strength, Ebisumaru's is the ability to shrink to mouse-size, Yae can transform into a mermaid and swim underwater, and Sasuke can earn a sort of jet pack that lets him jump extra high. This is all very convenient of course, but all magic abilities have to be earned by completing a sub-game. And though they look easy, some of them can be quite demanding.



FIND THE CLUES



You need to get this camera from a fairground-style crane game, but the power is off.



A bit of searching reveals the power switch. Throw it then find your way back.



Now you can use the buttons to control the crane and retrieve the camera!

The puzzles in *Mystical Ninja* aren't that tough. If you're ever stuck for what to do, who to see, or where to visit next, just ask the people around and they'll give you a heavy-handed clue. Once you're in an enemy stronghold, most of the puzzles are to do with finding keys to doors, and you don't usually have far to look. Keep your eyes open for hidden stuff, too. There are lots of extra lives, health-boosting cat charms and life-restoring dumplings hidden about the place.



Wonder what this can be? Some kind of seed, perhaps?



What happens if I drop it on this patch of earth?



Way-heh! It's a magical plant full of lovely goodies!

YAE'S FLUTE OF FLIGHT

In previous *Goemon* games you had to travel around Japan by boat, or by being shot out of a cannon. This time around you're going first class – on dragon-back! Unfortunately this dragon has been hypnotised and is ram-paging about the skies. But once you've destroyed the boss controlling it, the dragon becomes more co-operative. It gives you a flute, and when Yae plays it, the dragon arrives to take you to any town, castle or coffee shop you've already visited.



↑ Yae just has to play a few notes...



↑ ... and Koryuta the Dragon arrives.

GOEMON TRADING ESTATE



↑ A night at an inn restores mind and body. You can also save your game here.



↑ Golden armour gives great protection but can you afford it?

As ever, duffed-up baddies drop Ryo medals, the local currency that comes in handy when you visit one of the many traders around. Feeling knackered? Visit a restaurant for some sushi, or spend a night at an inn. Worried about a forthcoming battle? Head

down to your local armourer to pick up anything from a straw sombrero (cheap rubbish) to golden samurai armour (protects against eight hits!). Plus there are fortune tellers and the strange Plasma guy, who provide quest guidance for a small fee.



GIANT ROBOT WARS

Giant Robot Impact, last seen in *Mystical Ninja 2*, has returned to help the gang in their latest adventure. Whenever a similarly large alien robot appears, Goemon just has to blow on the Triton Shell to call Impact, then he climbs inside and starts the two-stage battle.

BATTLE STAGE ONE



Giant Robot Impact skates through this scrolling stage, destroying buildings and ground forces by firing medals at them, and smashing air defenses with his mighty pipe. Pipe-powered destruction fills up Impact's oil gauge (representing his stamina) and anything taken out with medals earns yet more medals.

BATTLE STAGE TWO



Impact squares off against his opponent and we get a cockpit view of the action. As well as his fists and feet he's armed with a medal launcher, a chain pipe and a laser. Simple button combos control the weapons, and it's fairly easy to use them to trounce any opponent. Drag them in with the chain pipe, then punch!





THE DANGEROUS ONES



Konami have always excelled when it comes to creating bosses and *Mystical Ninja's* maintains the game creators' usual standard of style and ingenuity. But once you've worked out a strategy they're not terribly difficult to beat.



↑ An easy one to kick off. Just keep smacking the spot under King Robot Congo's chin to beat him.



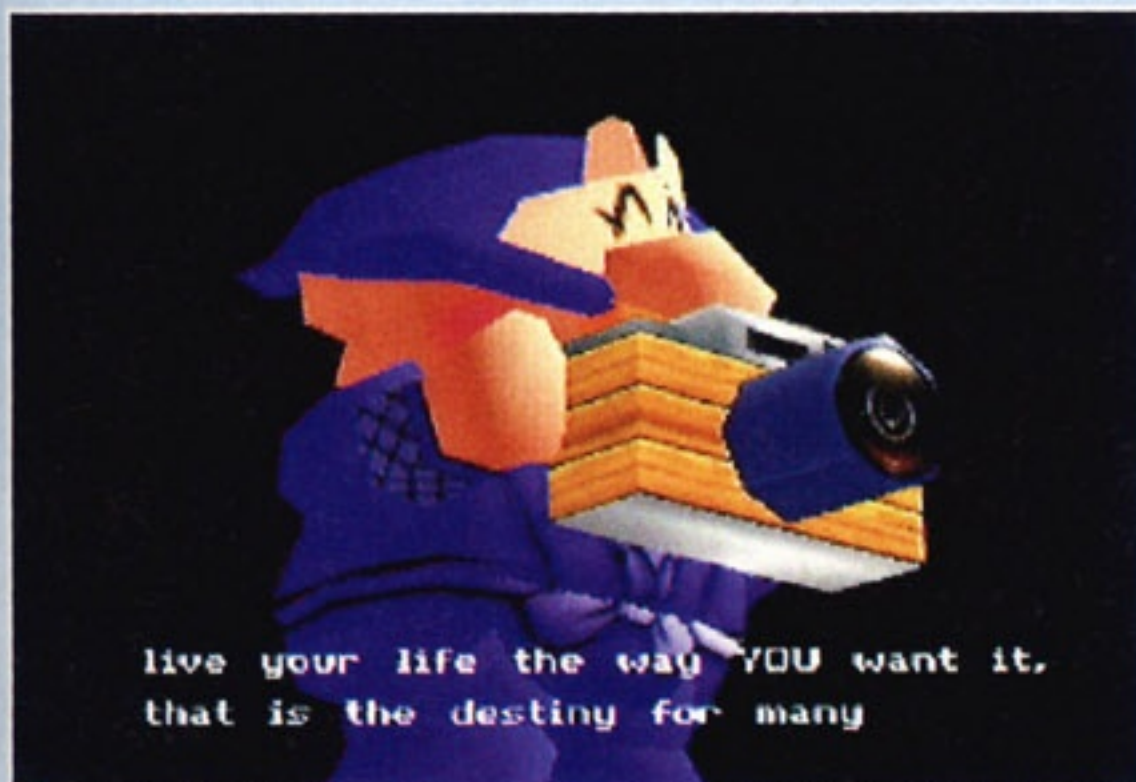
↑ This one takes teamwork. Ebisumaru uses his camera to reveal Dharumanyo's heart, then Goemon attacks it.



↑ The traditional *Mystical Ninja* plate-spinning boss. The tactics are always the same – knock 'em straight back!

LET'S START OUR JOURNEY AS WE WHISTLE ALONG

Mystical Ninja has its own theme song which features at the beginning of the game and at certain dramatic moments. The singing is in Japanese, but English subtitles appear to tell you what the song is about... sort of. These are literal translations so the songs come across as being peculiar. Lyrics like 'Even if the harsh winds were to take you away, live your life the way YOU want it, that is the destiny for many' wouldn't be out of place in the average Eurovision entry. The difference is that these tunes are all very catchy indeed and we can't get them out of our heads!



↑ There's a message for us all there.



↑ Maybe it loses something in the translation.



↑ Harsh winds, yes. We must beware of them.



↑ Sigh. Another night in a single bed.



↑ Kill alien invaders and earn ££££s!



↑ Eek! Mechanical dumpling beasts!



↑ So... hot... Water...!

CVG OPINION

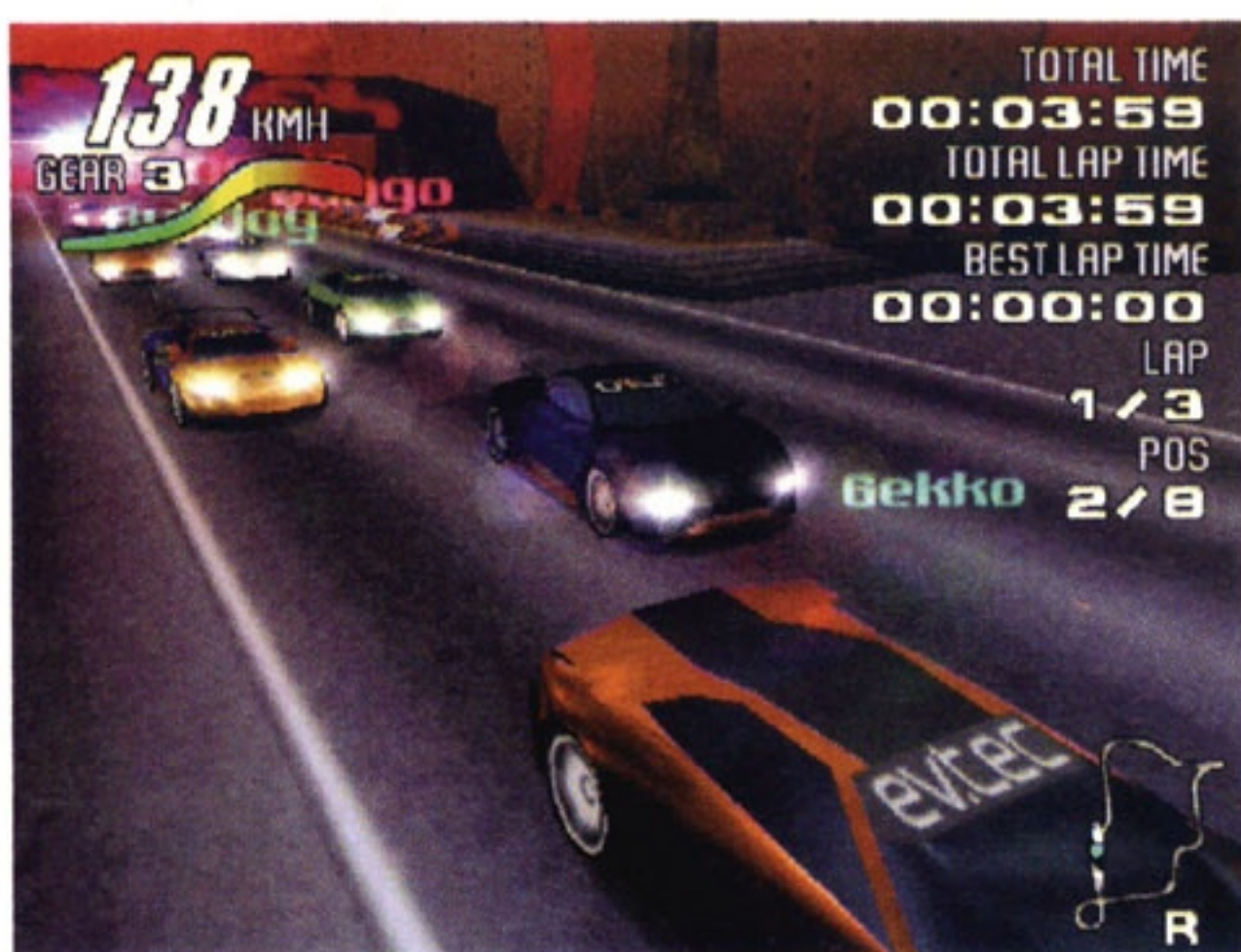
This is a great game but I can imagine it being ignored by the masses just because it looks a bit different. *Mystical Ninja* has a very strong Japanese flavour, and the direct translation of the storyline, the dialogue, and even the jokes has left it looking and feeling quite surreal. If you're prepared to cut it some slack and play along, though, it's a really entertaining adventure, with loads of combat and platform action and excellent surprises along the route. Also the quest is enormous, with only the slightest hint of linearity. The graphical style is great – the scenery is detailed, and the characters are superbly rendered. The 3D isn't quite as smooth as *Mario 64's*, but the layout of the rooms means there are fewer ambiguous-looking jumps. So, don't be put off by your prejudices – make this the most popular *Mystical Ninja* game yet. It deserves your support!

PAUL GLAUCES

RATING



This is one of the most entertaining Action-RPGs you'll ever play. It's weird, but all the more wonderful because of it.



Gremlin are taking a huge risk by pitching *Motorhead* against *Gran Turismo*, but it shows the confidence they have in their product. This futuristic racing title is in a similar mould to *Pod*, but it's far more stylish and enjoyable. *Motorhead* programmers Digital Illusions, who also made *True Pinball* and *Benefactor*, have been working on this for nearly two years now, but it hasn't been until the last couple of months that we at CVG have been treated to a look at it.

The main selling point of *Motorhead* for Gremlin is the game's emphasis on speed. The PlayStation version runs at 50 frames per second and the graphics-accelerated (and UNACCELERATED!) PC versions are bound to impress. Take a butcher's at these screen shots and you get an idea of how good the graphics are.

YOU DON'T NEED THE CASH

One of the good things about PC *Motorhead* is that you don't need a top-spec machine to play. Having a 3D accelerator card will help you get the most out of this game, but any games-grade Pentium machine will still be able to run an extremely quick and graphically very detailed version of the game.



↑ The lighting on the PC version is awesome.



↑ Missing the split under the garage is fatal.



↑ Cameras are fixed all around the track and replays can be viewed from virtually any angle.

FUTURIST DRIVING

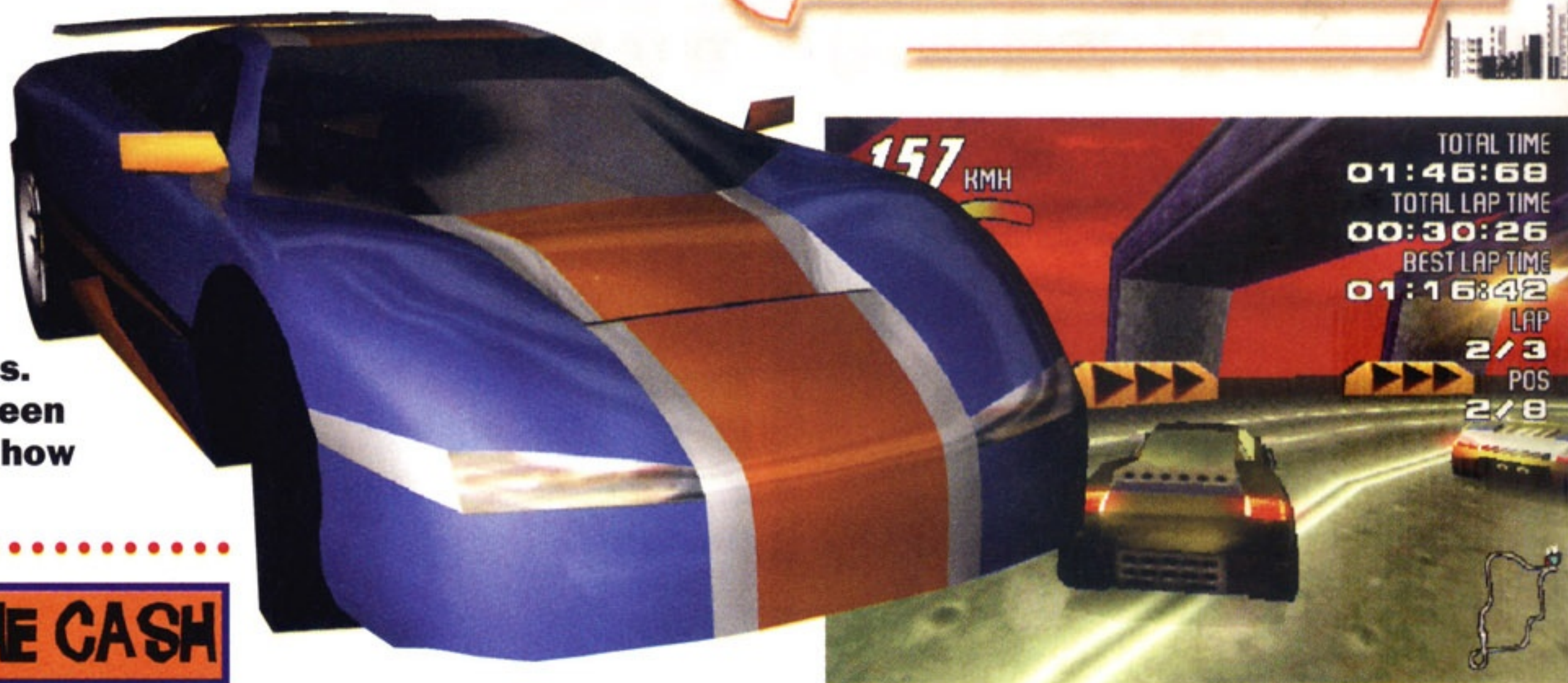
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OUT APRIL

1-8 PLAYERS

If you PC owners are feeling hard done by as the PlayStation gets *Gran Turismo*, rejoice. *Motorhead* is your chance to swoon over some awesome graphics in a driving game.



!?! HOW DOES THE GAME WORK? !?!

There are various game modes you can play in *Motorhead*, but the main one is the League game. After naming your car and making a team for yourself (you can also select the

specific colour of your car, if you want to distinguish teams in multiplayer), you enter the lowest *Motorhead* division. This is where the game really revs up and gets going.

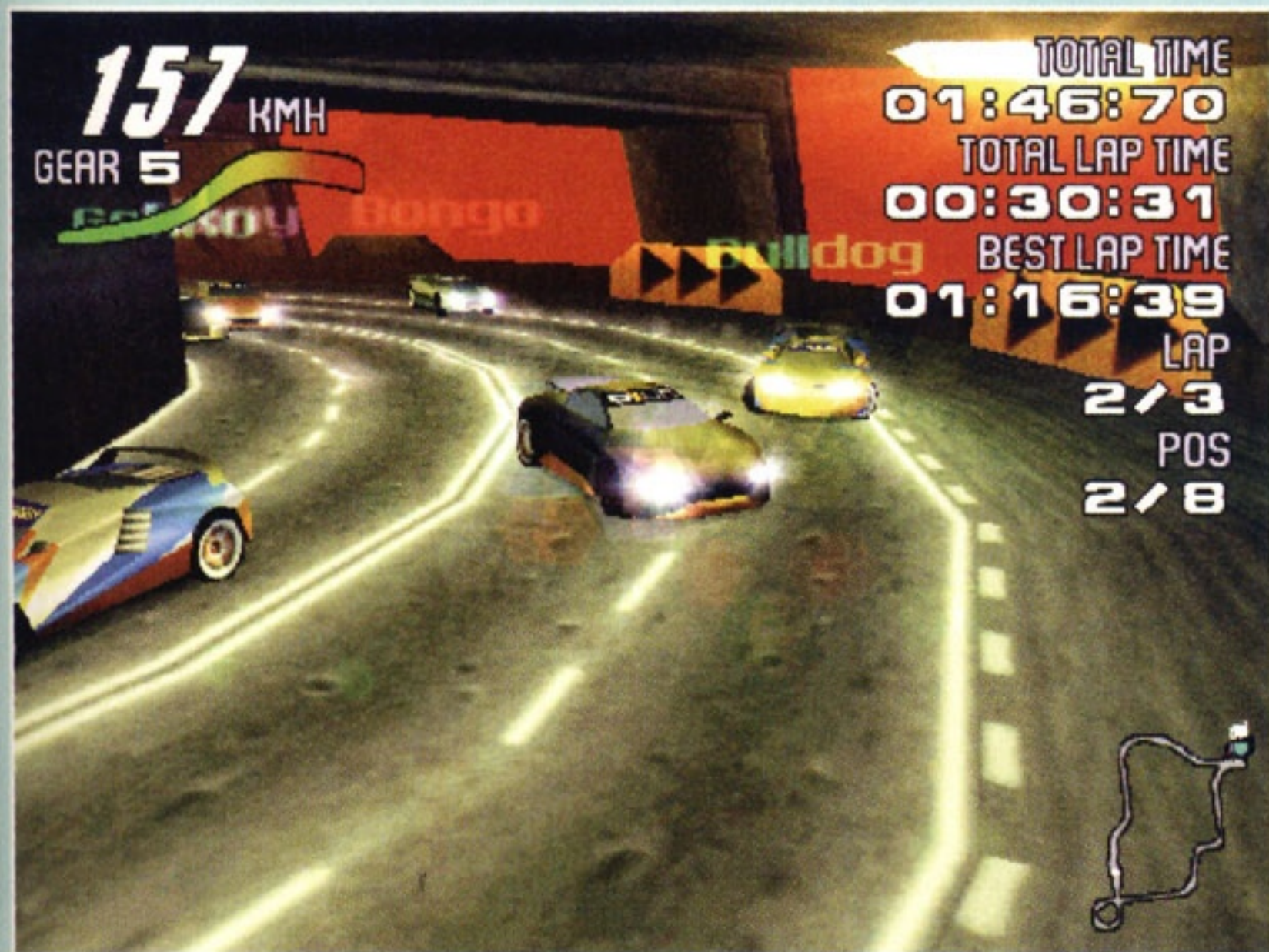


↑ If you hit the ramp with the car at an angle, you end up in a major pile up!

LEAGUES 3, TRACKS 8

The first league has only two tracks in it, and these are fairly easy to complete. If you finish first or second in this competition, you're promoted to the next division and get three new cars and a couple of extra tracks to play as a reward. This second league is where the

difficulty setting is way beyond the first. If you can't get up to speed quickly enough at this level, you'll find yourself being relegated back to the bottom division. But if or when you make it to the final league, more cars and tracks open up and become accessible.



THE CARS

It's important that you pick the right cars for the right tracks, as some of the circuits are made for speed rather than expert cornering. Of the 10 cars available to you, only three are selectable from the start. Once you start driving, you soon realise that certain cars are more suited to your own style of driving. The first few vehicles are all easy to take around corners, but aren't that powerful when it comes to top speed. The more advanced cars have a whopping maximum speed, as well as tyres that stick to the tarmac like glue. But you have to be in the top leagues to win these.



⬆ The handbrake is the only way to make these turns in one piece.

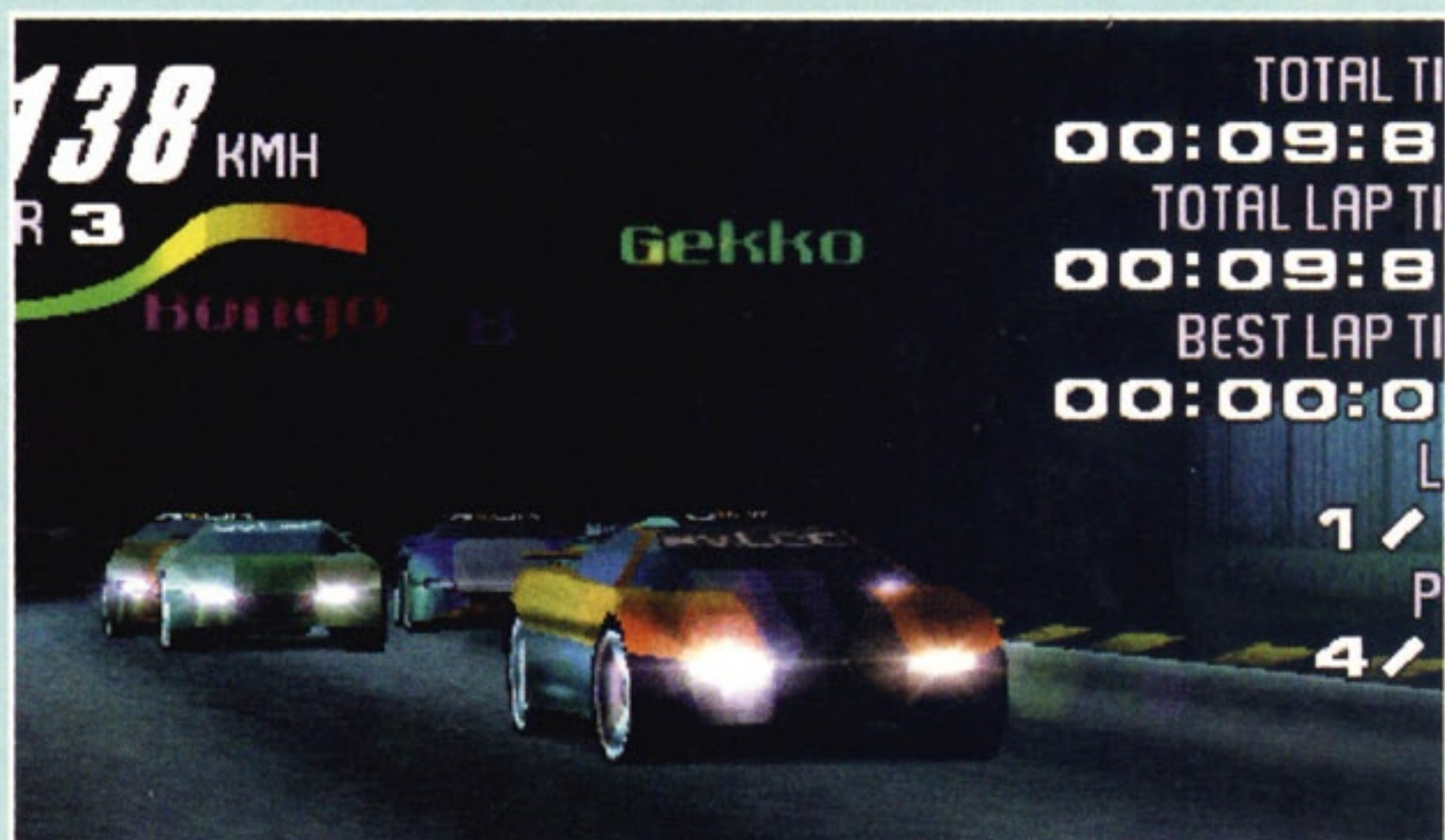


⬆ Regaining control of the car after this jump will be difficult.



⬆ There's only room for one person at a time under this bridge.

BANGIN' CHOONS. OH YES



In the CVG office, it's taken as gospel that a decent driving game will also have a thumping soundtrack, and *Motorhead* doesn't disappoint. The futuristic look of the game, the cool lighting and the smoothness of the graphics, especially on the PC version, fit the ambient-style music backing the earlier tracks. As you move on to the tougher races, the sounds become more up-tempo, adding to the excitement of the race. As a bonus, you can assign any music track to any circuit so you can always race to your favourite tune.



⬆ Even on the PlayStation the lighting effects are very impressive. The cars illuminate as they pass under lights.

MULTIPLAYER FOR THE LONERS!

There is a strong multiplayer element to PC *Motorhead*, and up to eight players can compete over a LAN or modem connection. But Lone drivers can also experience the delights of this game. For a start you can record your entire race and save it to your hard drive. As well as being

able to watch this again from a variety of flash camera angles, you can also race against a ghost which follows the route you recorded. If you think you've got a world-beating time, you can even e-mail this saved game to a friend, and they can try their luck racing against it! If you're hooked up to a network, there is also a chat

option in the pre-race lobby where you can engage in friendly banter. Plus, a spectator option lets you race with any of the other competitors without you touching a button. The PlayStation version's multiplayer option isn't so comprehensive, but it does have a split-screen Versus mode, so challenging your mates is no problem.



VIEW FROM THE SIDELINE

As *Gran Turismo* will demonstrate, the replay option in driving games is just as important as the game itself nowadays. In the PC version, the recorded race can be played back and viewed from a variety of angles. You have the TV-style multiple views and the option to watch from the two standard camera angles, inside or outside of the car. These are the perspectives you can view from in the actual game. You'll be suitably impressed when you see this, trust us.



00:15:63
TOTAL LAP TIME
00:15:63
BEST LAP TIME
00:00:00
LAP
1/5
POS
4/8

The replays are a real eye-opener. Onlookers will be impressed.



The brake lights of the cars ahead of you come on when they slow down.

One mis-judged corner and the whole race can be lost.

CVG OPINION

It's clear that Gremlin have a pretty awesome title on their hands in *Motorhead*. It's one of the most visually appealing driving games you're likely to find, certainly on the PC and maybe on the PlayStation as well. It's an immensely fast game, something you notice even with the first few cars, and there is hardly any sign of pop up. The soundtrack is also something I really liked, despite a few comments from passers-by about how it sounded like an 'Eighties disco'. The one major gripe I would have about the game is that it can seem a little bland at some points. There isn't too much going on in some of the stages, and if the other cars get too far in front then you find yourself going through the motions. There is a catch-up option, but this doesn't work in the league mode. Overall, however, *Motorhead* is a stylish racer, and one that I found impressive.

STEVE H&J

RATING



A worthy competitor for *Gran Turismo*. It looks amazing and plays extremely well, too. A must for fans of arcade-style racers.

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You've heard a lot about *Quake's* dungeons recently, and now Nintendo 64 owners have the chance to experience them first hand.

Q U A K E

Quake is a game without a plot. It's got no intro, no 'bad guy', no main character, no reason for any of it being the way it is. The thing is, *Quake* doesn't need any of this. It's as pure as games come – some bloke in some places with some weapons killing some things. On the PC it's bigger than big, and it's one of the most popular subjects on the Internet. It has revolutionised PC gaming and is now heading to the Nintendo 64 with fancy new graphical features. But does it carry across the most important thing... the playability? Well, hold onto your rocket launchers, it's time to *Quake!*

HOW TO PLAY... QUAKE

In case you have trouble working out what to do in *Quake*, even after you've read the instruction manual four times, here's a little explanation.

1



↑ First of all, find a weapon – the bigger the better. These range from a standard axe to a meaty lightning gun.

2



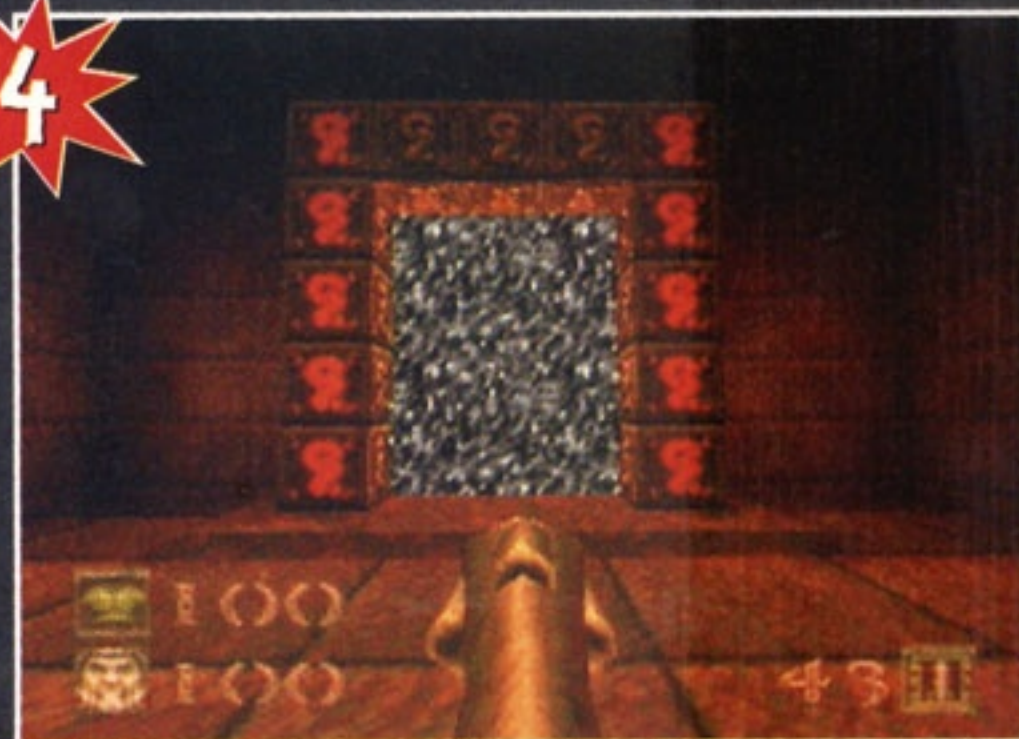
↑ Get some health and armour so that you can last a bit longer against each level's wandering hellspawn.

3



↑ Find some enemies and kill them with your weapon. They should turn into a bloody mess. If not, keep shooting.

4



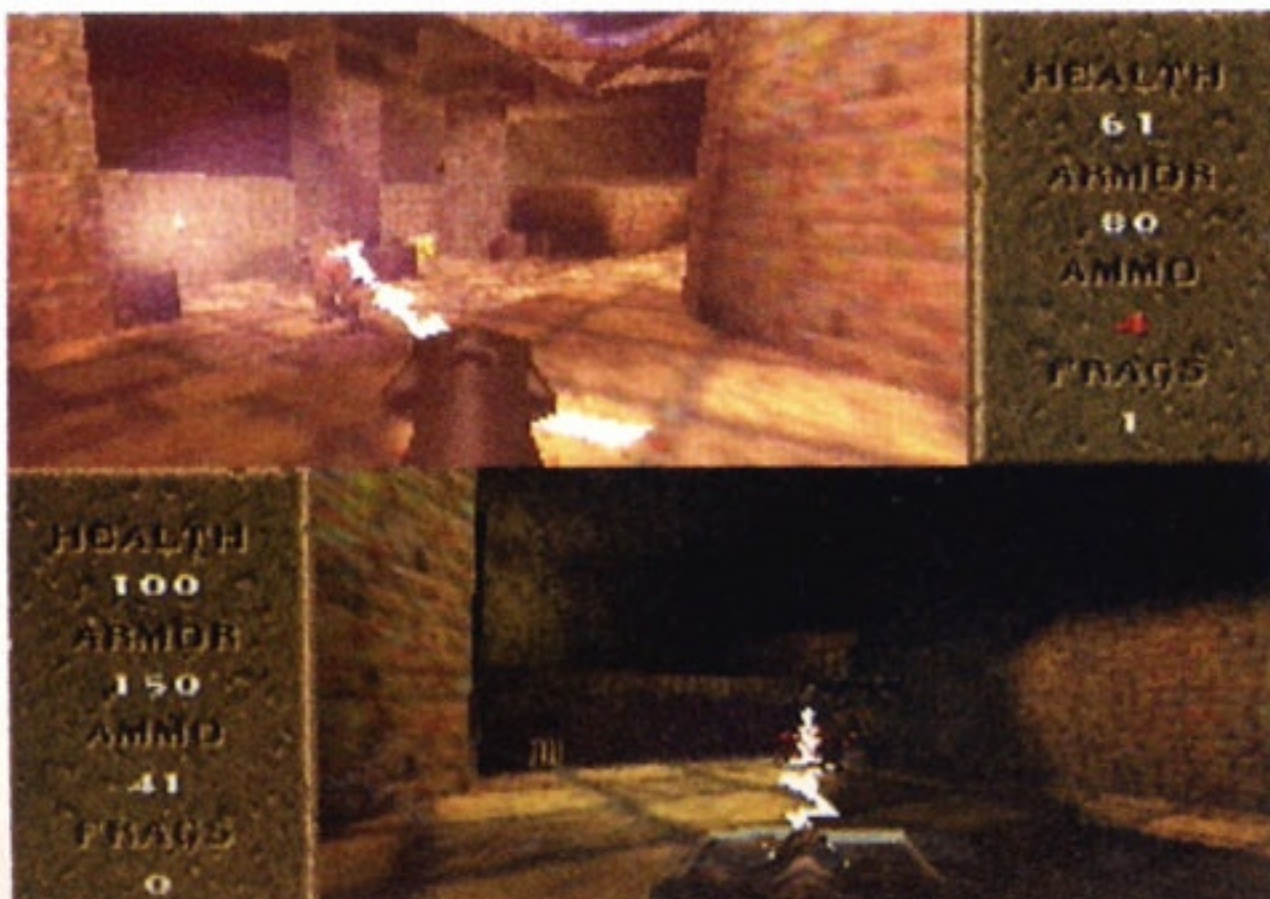
↑ Repeat the steps 1-3 until you find the exit. Go through to the next level.

I'M GONNA FRAG YO ASS!

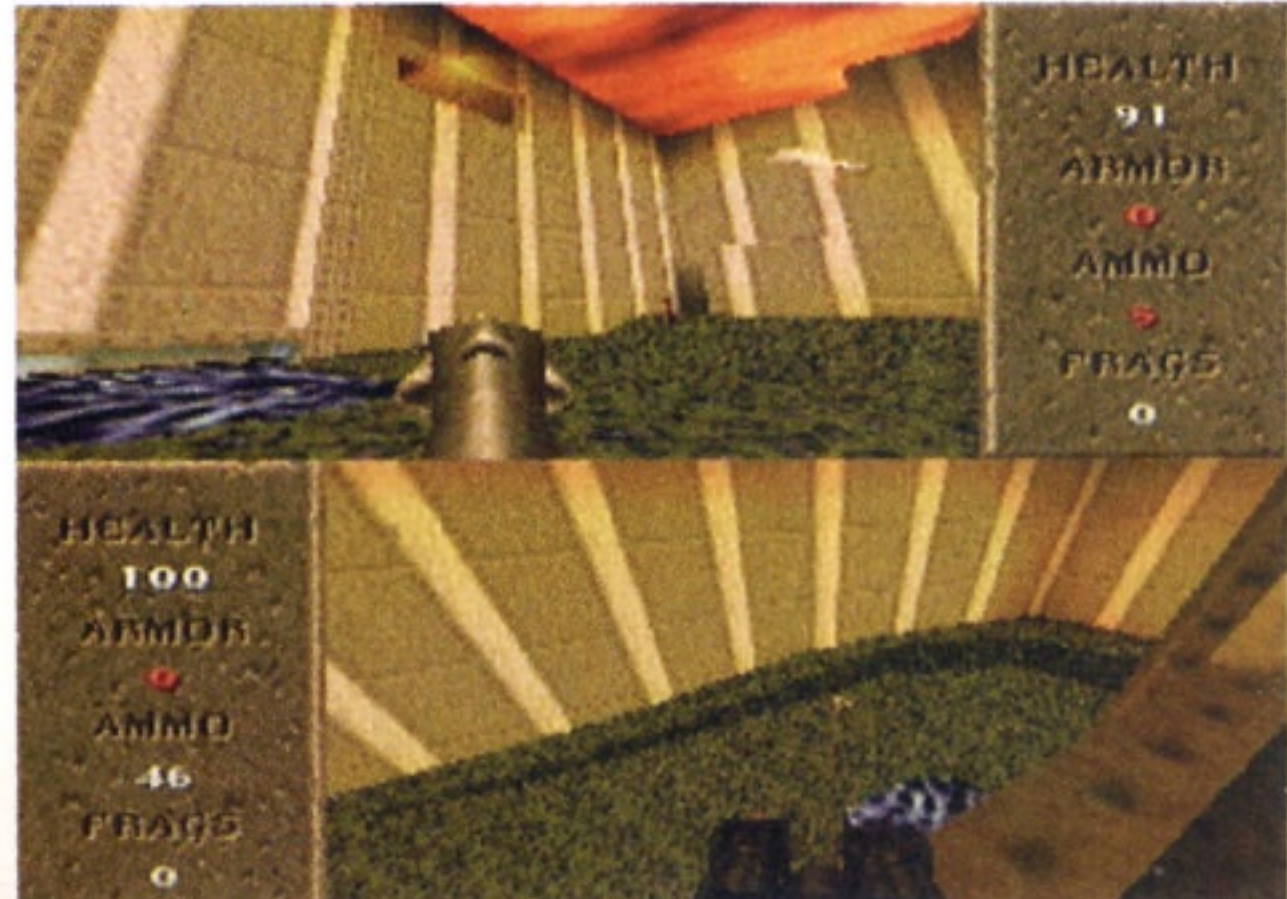
One of the suggested reasons for *Quake's* sudden leap up the release schedule is that Midway decided the proposed four-player split-screen mode would be impossible to get working at a decent speed. Thankfully they haven't left out the multi-player options entirely, as two of you can battle it out at the same time in the mode that made *Quake* so popular – deathmatch!



↑ The six original deathmatch-only levels are included plus there's an extra level specially created for the Nintendo 64 game.



↑ All of the deathmatch levels in N64 *Quake* are hundreds of times more interesting than *Goldeneye's*. Well, we think so, anyway.



↑ In multiplayer mode, it can be a bit hard to see what's going on, and the frame rate is just jerky enough to cause a few problems, but otherwise there's a lot of fun to be had.

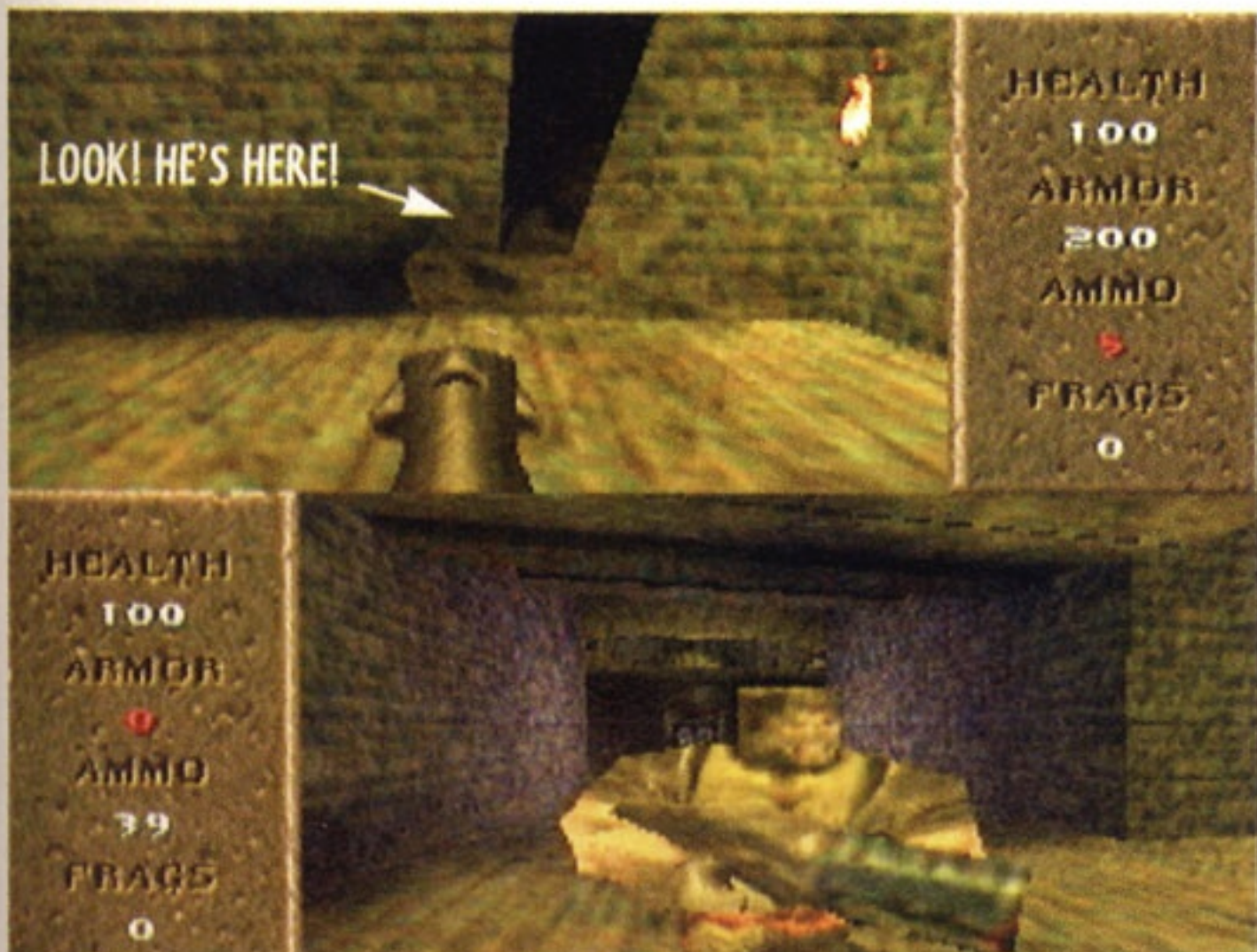
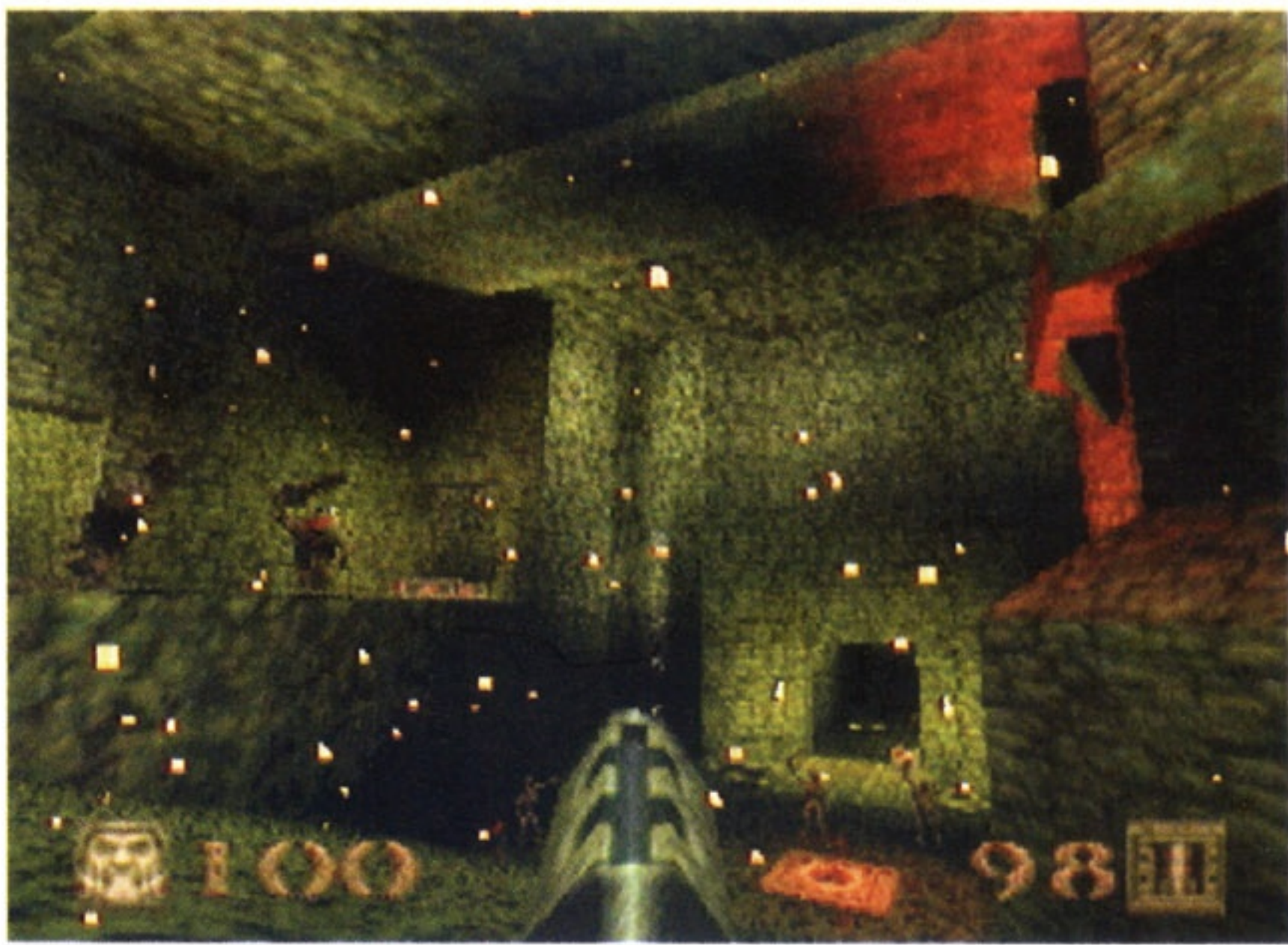


Q U A K E

REVIEW

IT'S LIKE A DISCO IN HELL

Nintendo 64 *Quake* uses some of the 3Dfx-enhanced PC version's techniques to create the great graphics. All of the textures are anti-aliased so that they look smoother, plus there are some great new coloured lighting effects. Unfortunately, the brilliant real-time effects of the Saturn version aren't used here, but the levels are lit in a new and very impressive way. Lava-filled areas glow red, watery sections are blue, and other colours are used to add atmosphere. Everything under these lights changes colour accordingly.



Ⓛ The Ring of Shadows power-up makes a player translucent and very hard to see. Look closely, then blow them to bits!

NOT ALL THERE

We always knew that it wouldn't be possible to fit all of *Quake* onto a relatively small Nintendo 64 cartridge, and the final version has a fair few features missing. First of all, seven levels have been removed entirely (still leaving 25), and practically every other one has been cut down. Normally these cuts are fairly small things like secret sections or unnecessary rooms, and they don't really affect the levels. Also, some of the larger areas have been reduced in size. The most noticeable times are when tall rooms or buildings have been shrunk, just as they were in the Saturn version.



Ⓛ Gloom Keep isn't as impressive from the outside as it was originally. It's now about half as tall as it used to be!



⤴ The foul Shub-Niggurath! Don't look at her or you'll go maaaad!



FEEL YOUR HANDS QUAKE

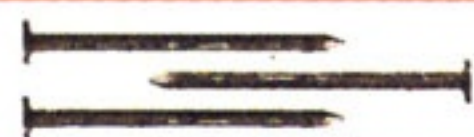
As with most Nintendo 64 games, *Quake* is compatible with the Rumble Pak. Every time you fire the pad shakes, and getting hit by grenades almost hurts for real.



⤴ You'll really feel this with a Rumble Pak!



⤴ Don't worry about the Fiend and Ogre above the Shambler, they're fighting one another and don't care about you.



MONSTER MASH



One technique which can come in extremely useful when playing on Hard or Nightmare difficulty is getting the baddies to fight among themselves. If one creature gets hit accidentally by another, it'll fight back. A battle to the death normally follows, which is both useful and fun

to watch! Two monsters of the same race won't fight, except for the humans (they'll kill anything), but it's still a trick worth using. If you meet an Ogre, get another enemy between you and him and there's a good chance that a stray grenade will start them fighting.



⤴ The bases are packed full of zombie human guards waiting to be gibbed.

⤴ Get the Quad Damage and use the Super Shotgun to blow enemies into meaty chunks of flesh. You also get a satisfying gurgling noise as they die.



CVG OPINION

I was very impressed to find how close Nintendo 64 *Quake* is to the original PC game. Everything moves in pretty much the same way, and even little tricks such as the rocket jump are possible. The lack of levels is a bit disappointing, and it's a shame that some of the new features of the Saturn game weren't included (such as real-time coloured lighting and extra secret levels). *Quake 64's* graphics are very impressive - there's lots of detail, the new lights look good (but a little TOO colourful at times) and it all moves around very smoothly. One point - make sure you turn off the 'Filter' option as it makes everything look very fuzzy otherwise. Two-player mode is fun, but the 3D stick doesn't let you turn as quickly as is often needed. Although you can only play with two people, the excellent level design makes *Quake* a good alternative to *Goldeneye* for death-matches. This game has everything going for it, except the N64 already has a brilliant selection of one-player corridor games, so *Quake* isn't going to stand out from the crowd as it should, no matter how great it is.

ED LOMAS

RATING



A brilliant version of one of the best games ever. Everyone should play this game at some time in their life.

BEAST WARS TRANSFORMERS

THE MAXIMALS AND THE PREDACONS ARE AT WAR. AFTER A MAJOR BATTLE ABOVE 'PLANET ENERGON', TWO BADLY DAMAGED SCOUT SHIPS FROM OPPOSING SIDES ARE FORCED TO CRASH LAND.



THE MAXIMALS CRASH IN THE JUNGLE AREA OF THE PLANET. SIX TRANSFORMERS SURVIVE.

I... F-E-E-L W-E-A-K. MY E-N-E-R-G-Y'S DR-A-I-N-IN-G.

OH SH-I-T! ENERGON!!! THAT'S ALL WE NEED!

FYI: ENERGON: LETHAL TO TRANSFORMERS. AS IT DRAINS THEIR POWER.

THE LOCAL ANIMALS DON'T SEEM TO BE AFFECTED? I WONDER?

A MAXIMAL SCANS THE MOLECULAR STRUCTURE OF A CHEETAH.

DO YOU MIND?

MEANWHILE IN THE DESERT REGION THE PREDACONS HAVE HAD THE SAME IDEA.

TOGETHER THEY...

TRANSFORM

INTO BEASTS... CREATING CHEETOR AND TARANTALUS.

YOU STAY AND FIND MORE ANIMALS TO TRANSFORM INTO, I'M OFF TO FIND THOSE DAMNED PREDACONS.

CHEETOR MAXIMAL RACES TO FIND THE PREDACONS...

SOON HE NEARS THEIR SHIP.

UNSEEN, TARANTALUS SPOTS THE APPROACHING CHEETOR.

AT LAST REVENGE IS MINE!!!

I'LL SKIN YOU ALIVE... MAXIMAL SCUM! PREPARE TO DIE!!!

CHEETOR DODGES THE MISSILES AND TRANSFORMS TO USE HIS AWESOME WEAPONS AGAINST TARANTULUS.

I'M GOING TO PULL YOUR LEGS OFF ONE BY ONE, THEN I'M GOING TO GET REALLY NASTY.

I THINK NOT... FUR-BALL!

WHO'LL WIN THE BATTLE BETWEEN THE MAXIMALS AND THE PREDACONS?

BEAST WARS
TRANSFORMERS

ONLY YOU CAN DECIDE!

AS TRANSFORMER WEAPONS ONLY OPERATE IN ROBOT MODE, TARANTALUS CHANGES BACK AND HAS ONLY A SHORT TIME TO DISPOSE OF HIS ENEMY BEFORE THE ENERGN TAKES EFFECT!



After *Quake 2*, *Hexen 2* and *Dark Reign*, you could be forgiven for thinking that Activision had put all PlayStation titles on the back burner. But while we all went mad for their impressive PC line up, they continued work on an update to their classic licence and now we have the end result.

It's the same old *Pitfall*, with Harry Jnr swinging across vines, jumping over lava and the usual stuff, but it's in glorious 3D! There's been a lack of true platform games lately, with the majority of coders going for a *Mario 64* style of game. Maybe *Pitfall* will bridge that gap.

CHARGING ENERGY

As you guide Harry Jnr through the various stages, picking up the small crystals is very important. As well as giving you bonus points at the end of each level (which leads to bonus lives), they also act as a reserve supply of energy should you get into trouble. If you come across a small plume of swirling light tucked away in the corner of a level, walk into it (note the cool lighting) and you should see your crystal count decrease but your overall energy count increase. Obviously, you can only trade energy for crystals providing you have them in your possession so making a bit of an effort to get a hidden stash could be worth your troubles.



➔ Watch out for these crystals. Smashing them usually reveals power-ups that boost Harry Jnr's health. Cool!



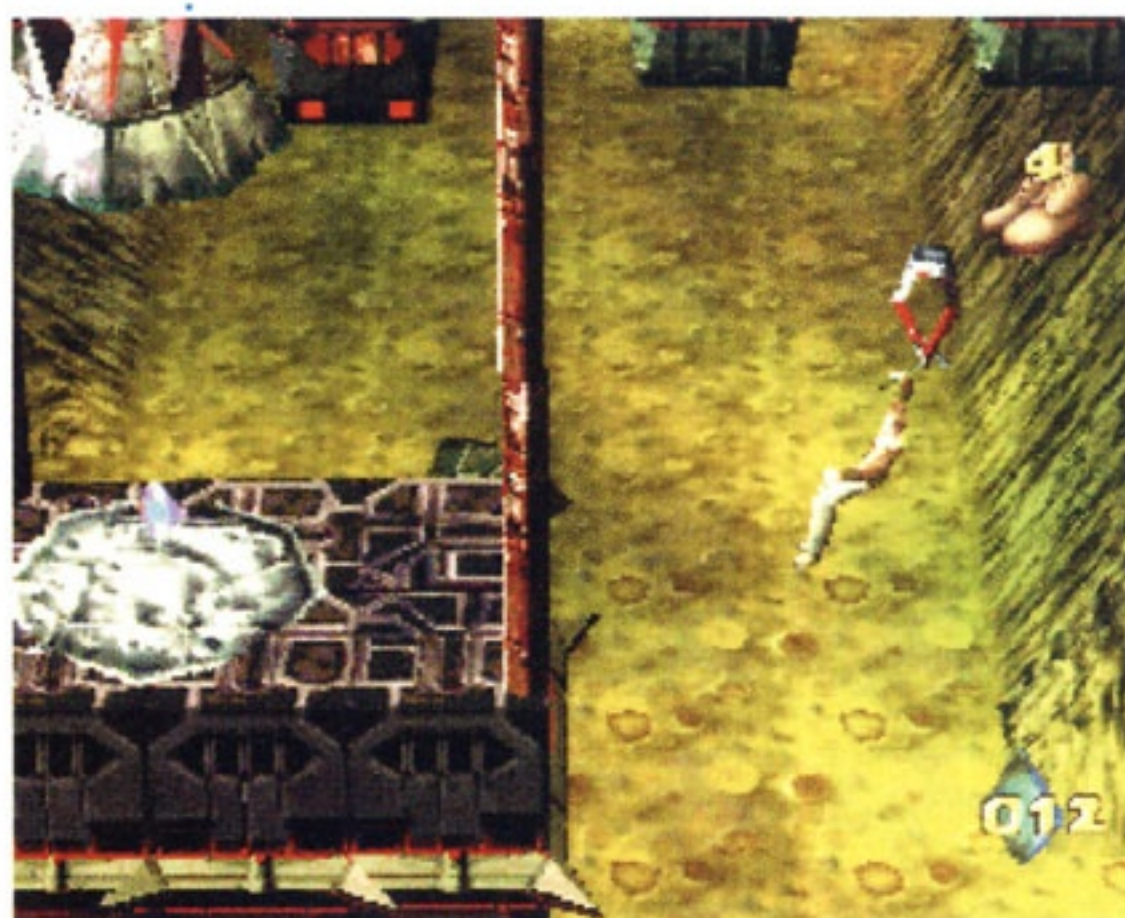
PlayStation TM	3D PLATFORM	BY ACTIVISION	• PRICE £44.99 • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY ACTIVISION TEL 01895 456700
	APRIL RELEASE	1 PLAYER	

Pitfall Harry has had a son, and he's called Harry, too. And he swings from vines, just like his old man. Fantastic.

PITFALL

3D

BEYOND THE JUNGLE



USING THE PICK AXE

The main weapon Harry Jnr has is the pick axe. He uses this to attack, and as an aid for getting across difficult chasms and gaps. When you come across hooks suspended in mid-air, all you have to do is jump onto them and Harry hooks himself onto the rail. From here you use the axe in a similar way to a vine, in that you swing backwards and forwards to gain a bit of momentum then jump off.



⊖ This chimp is a tough guy to get past. Use your roll to get as close as possible before you start hacking away like a madman.



FORK IN THE ROAD

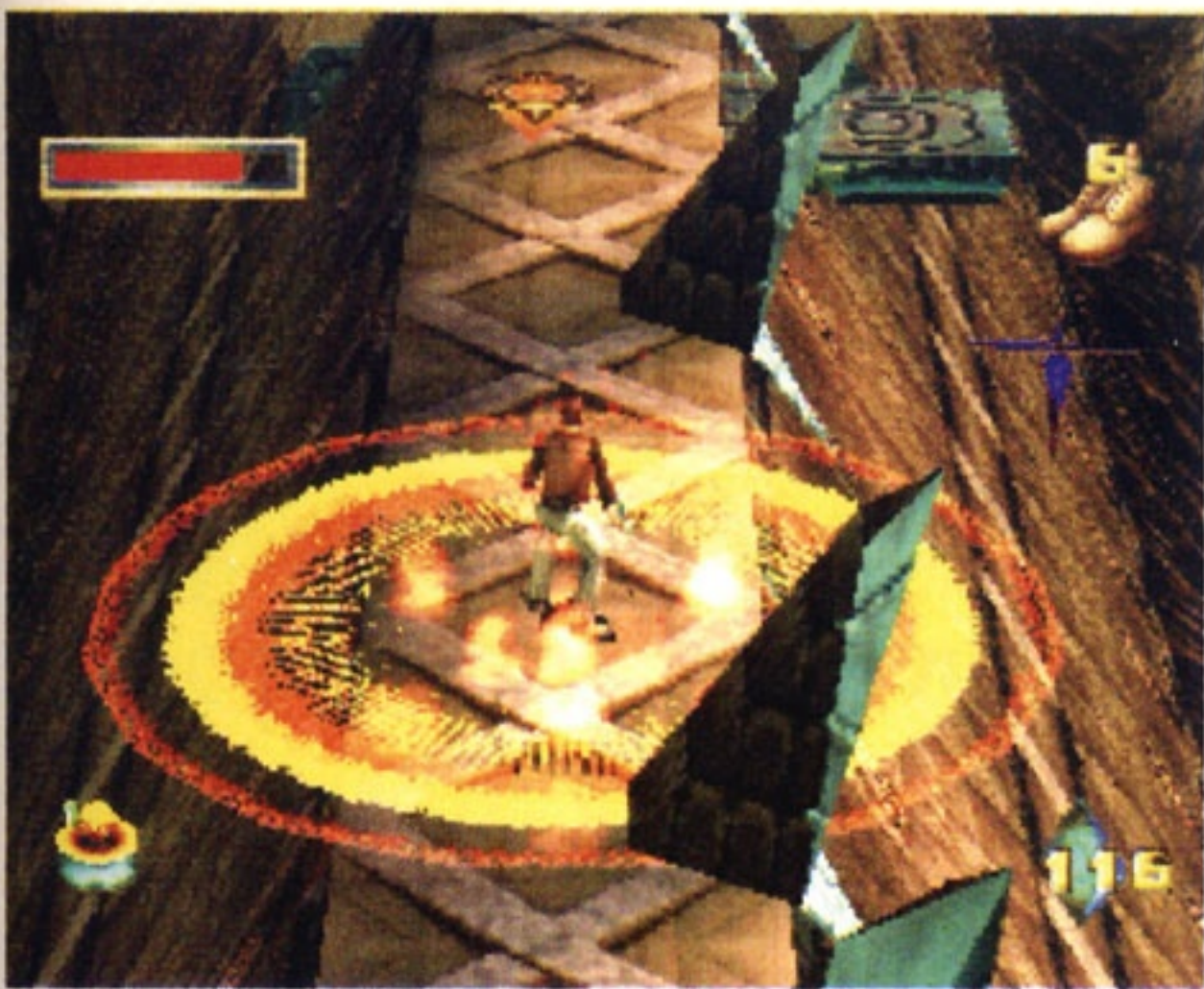
The good thing about *Pitfall* is that you are constantly thinking whether or not you've covered all the areas in the level. While there is only one real route to a particular stage, the branches and splits in the path often lead to power ups, life, or that all-important energy recharge point. It's well worth exploring because you may well find secret rooms or caverns too. Scouting all angles is essential on the later stages because switches required to trigger, say, the power generators are located in the far reaches of the stages.



ARE YOU A GLADIATOR?

There are only three boss characters in *Pitfall*, but they are an impressive bunch. Take Gladiator, for example, who is the first boss you face. Harry is flung into a room full of Lucense, a gas with levitational properties

which is the focal element of the game. Harry must float around the room and fill it with the gas so that Gladiator asphyxiates. However, if Harry takes too long to finish him off, Gladiator pulls the plug draining the entire arena! Doh!



It's difficult enough to control Harry Jr on the gas itself, let alone avoid laser beams and a boss!

DA BOMB

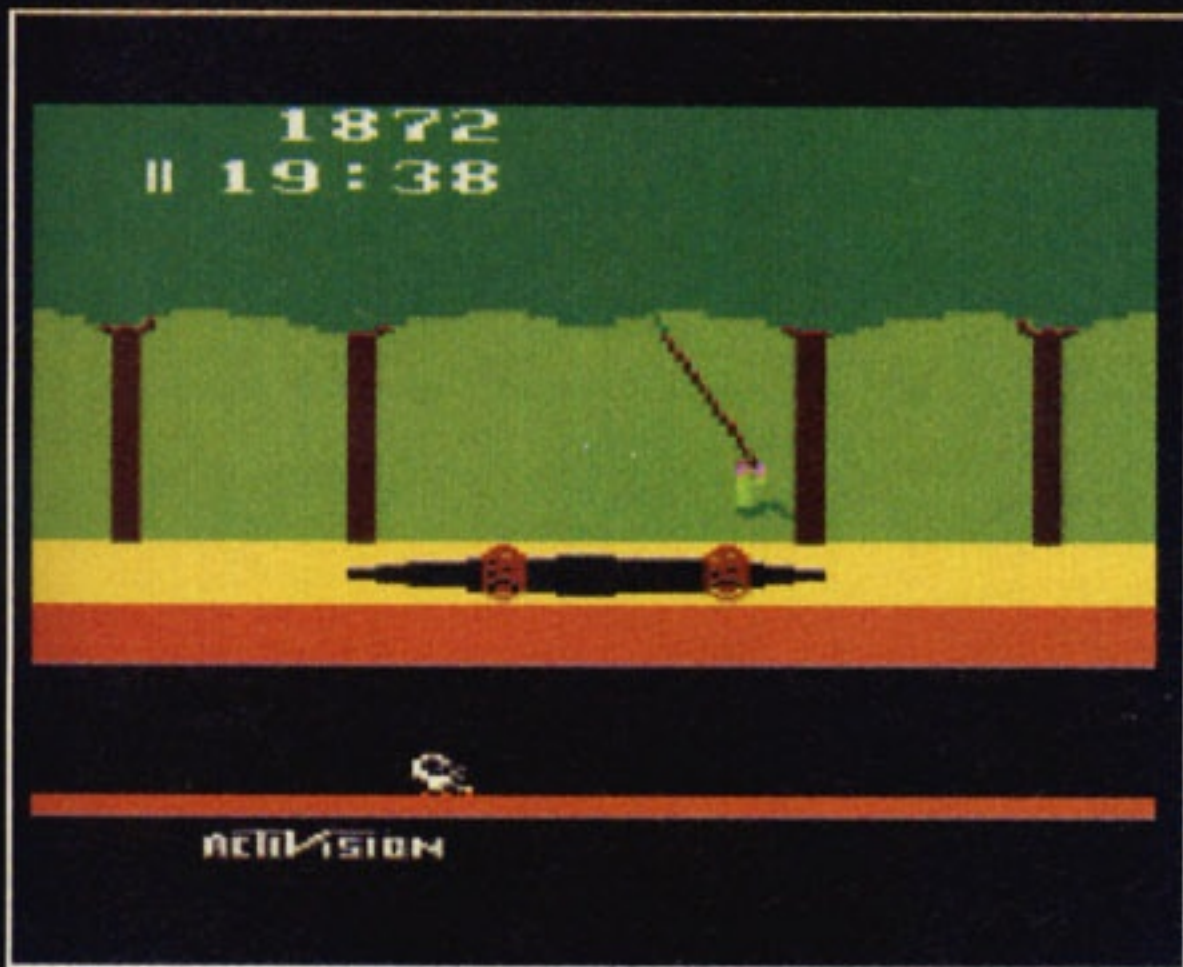
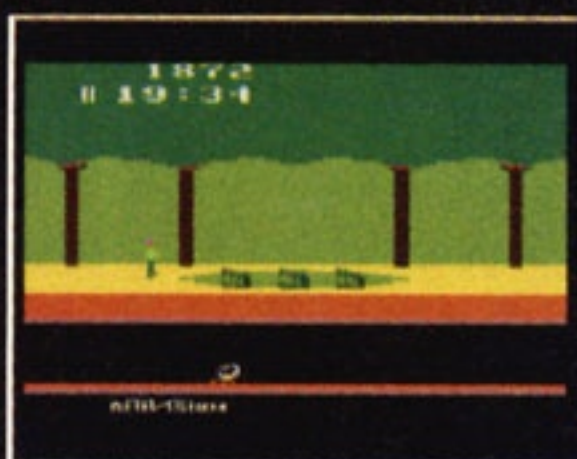
Harry Jr also has a couple of special weapons that can be collected. They are usually found under barrels and crates that you need to smash, and look like small jars. Pressing the Triangle button cycles through items you've collected, and the Circle button uses them. You can pick up small shields which circle your body, acting as protection, bombs and energy power ups.



You climb into this machine to defeat the second boss. You only have a few shots to fire, and once they are spent, Harry is ejected from the hotseat and you have to do it again!

ORIGINAL AND BEST

For all the Retro freaks out there, you'll be pleased to know that you can play the original *Pitfall* game as a secret bonus. We won't reveal how to do it just yet, but in all honesty, having something like this is pretty pointless and serves only as a novelty.



This was the best thing ever 15 years ago. Back then only a madman loaded with booze would have dreamed about Pitfall in 3D, but today that madman's dreams have come true!



ITEM	QUANTITY	POINTS
CRYSTALS	116	1160
GOLD BARS	006	3000
DIAMONDS	016	0120
RECOGNIZ	012	1200
POW	011	1100
PASSWORD	1872	06710
KEYS	06	
TOTAL SCORE	007650	107

CVG OPINION

The first time I played this I was very impressed – the initial stages seemed imaginative and were just the right difficulty. Then it all seemed to go a little downhill. *Pitfall* is still a fun enough game, but it got too frustrating and repetitive to play for any length of time. The camera perspective often proves really annoying, as you think you're making a normal jump onto a ledge, but end up crashing to the floor in a heap of death. Some of the textures on the levels can be deceiving too, as you think you're jumping onto a solid ledge but it turns out to be part of the background. I really was looking forward to playing this, but ended up getting frustrated and wanting to switch it off.

STEVE ABB

RATING



What started out as a very enjoyable platform game slowly morphed into a frustrating and repetitive leaping competition.



	FIREFIGHTING GAME	BY SONIC TEAM	<ul style="list-style-type: none"> PRICE £49.99 IMPORT VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY SEGA TEL 0181 995 3399
	MAR RELEASE	1-2 PLAYERS	

The future needs you! Join the space-age Burning Rangers team in their battle to rescue civilians from crumbling infernos!

BURNING RANGERS

As a Burning Ranger, you will have to put the safety of others before your own life. You will have to master the use of a rocket pack, as well as a high-powered extinguisher cannon. You will have to battle giant robots and mutant plants. You will have to risk your life in rapidly disintegrating buildings. You will have to be the ultimate hero. Do you reckon you're up to it? The genius creators of *Sonic The Hedgehog*, one of the biggest games of all time, want to know if you have what it takes to be a Burning Ranger.



WE ARE BURNING RANGERS, YEAH!

Burning Rangers is initially a very confusing game, so here's a simple explanation of what you do in each level.

COLLECT CRYSTALS



The crystals work both as your energy, and to teleport civilians to safety. Some are found lying around, but you can get more by putting out fires. Beware, because the powered-up extinguisher shot can shatter nearby crystals.

PUT OUT FIRES



Use your powerful extinguisher gun to put out any fires you find. You can hold the button to charge up your shot, which gets rid of big groups of flames in one go. Beware of canisters packed full of explosives too.

RESCUE CIVILIANS



There are civilians dotted around the disintegrating buildings for you to save. You must have at least five crystals to be able to teleport each one to safety, but it's worth it – they each send you a "thank you" letter once you complete the game!

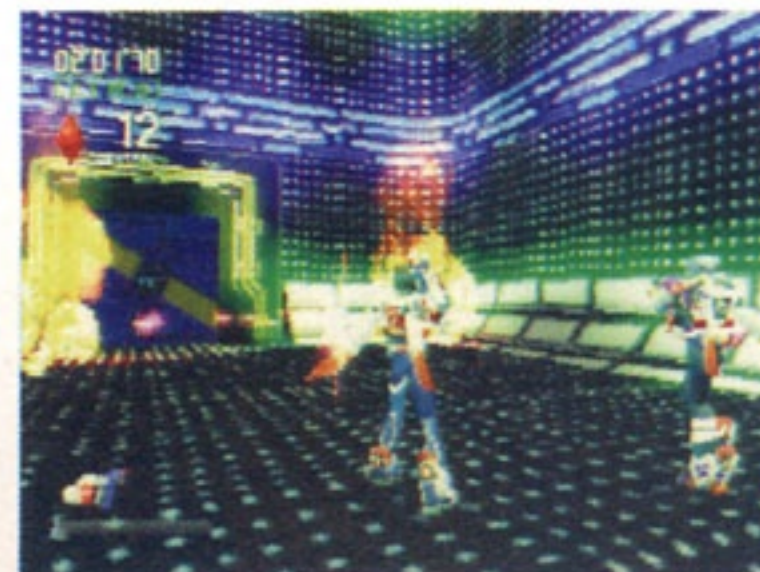
WATCH THE PRESSURE



At the top of the screen is a red and green bar which moves up and down as you play. If it fills completely red, you'd better start moving as jets of flame burst out from the floor all around you for a few seconds. Keep putting fires out to lower the pressure. If you spend too long in a level and the meter reaches 100%, the building erupts in flame until you either die or complete the stage.

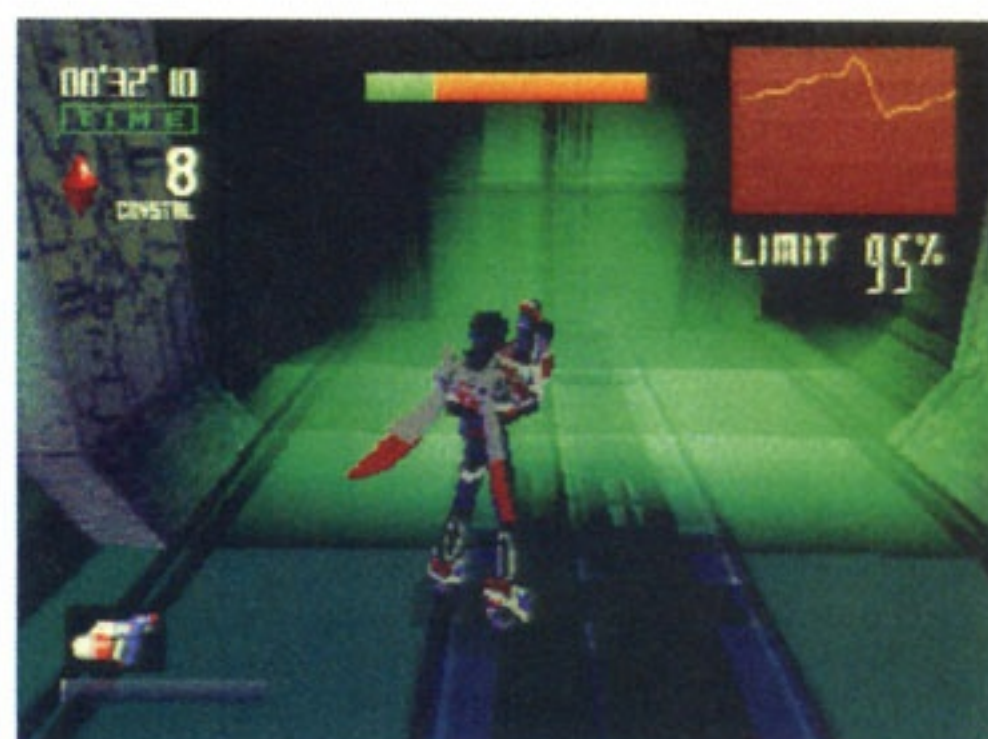
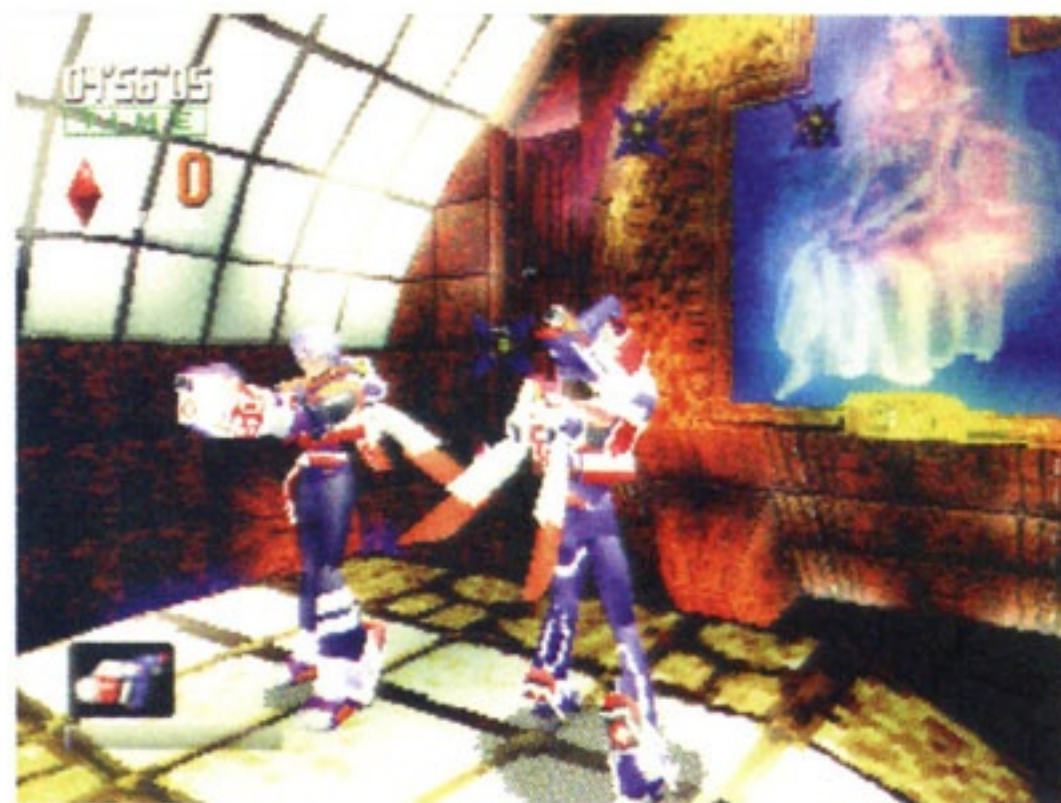
BEAT THE BOSS

At the end of every building there's an enormous boss to destroy. These range from spitting plants to giant robots, but each has various weaknesses. After finishing one off you get given a rank based on your overall performance, meaning that you can challenge yourself to complete each level in loads of different ways



HUBBA HUBBA CHUGGA CHUGGA

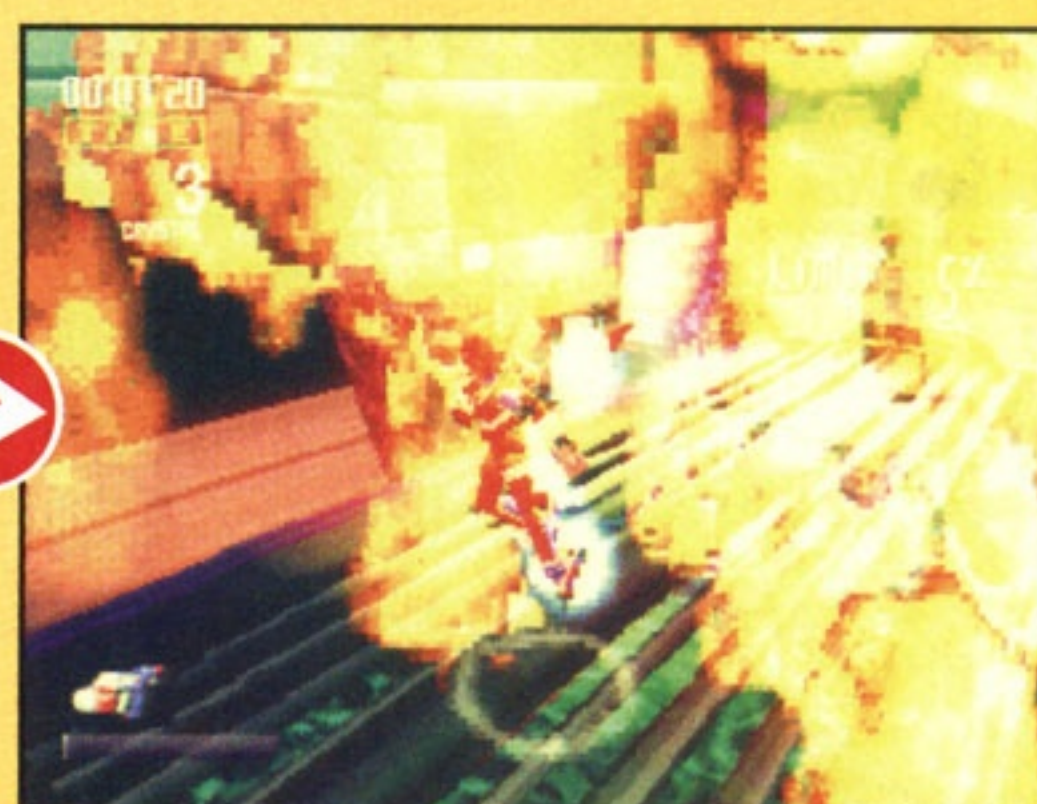
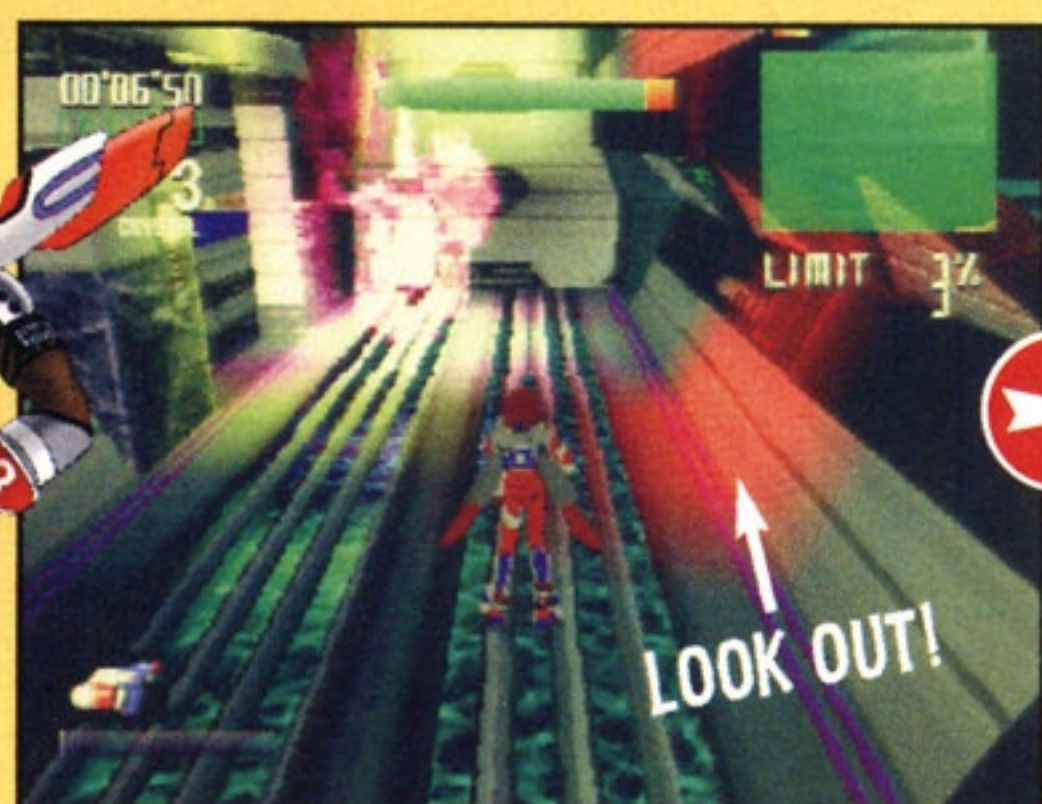
Burning Rangers has some quite incredible special graphical effects. For a start, the coloured lighting is extremely impressive. All the flames around the levels give off a red glow which almost makes them feel hot. The construction of the buildings themselves is excellent too, from intricately detailed sections to massive arenas, many of which move around and collapse with the pressure of the fire.



At the time of writing we've not had the chance to play a final English language version of *Burning Rangers*. Hopefully the story will be as good as the rest of the game.

FEELING HOT HOT HOT!

While searching the buildings for survivors you'll find lots of rooms engulfed in flame. These are easy enough to avoid, but there are plenty of other opportunities for fires to start. The most common of these are jets of flame which burst out of the walls. To avoid them you need to watch out for glowing red patches then, as you hear the pressure build, quickly tap Down on the controller to jump backwards.



If the wall starts glowing as you run towards it, quickly tap Down on the joypad to backflip to safety. Then put the fire out and get moving!



CVG OPINION

Burning Rangers has grown on me in exactly the same way as *NiGHTS* did. For the first day I didn't know what was going on at all, the graphics looked ropery and it all seemed very small and boring. But once I finished it and realised how little of the game I'd actually seen, I really got into it. Although the graphics can make it hard to see what's going on the game is very stylish. The look and feel is great, and there are loads of brilliant little touches such as the way rescued survivors send "thank you" letters. It's amazing when you come to play the game through for a second time and realise that parts are different, but after that it changes every time, always giving you something different to do. True, the graphics do often look a mess, and they do slow down at times, but once you get into the game they're not important. As with *NiGHTS*, if you make the effort to get into it, and it does take some time, you'll see that *Burning Rangers* is magnificent.

ED LOMAS

!?! ☺ C'MERE... THERE'S MORE ☺ !?!

As with Sonic Team's *NiGHTS*, *Burning Rangers* really gets going once you've finished it. After going through once, take a look at the list of people you've rescued. There are over a hundred to be found, but nowhere near that number can be reached the first time through.

The second time you play a level you'll notice a few subtle differences with new survivors lying around. The third time there are much bigger changes as previously locked doors open to reveal

completely new sections with new traps, enemies and survivors to find. As we understand it, Sonic Team have somehow made the game react to how well you play, and edit the levels accordingly.

The word from Japan is that there are well over 3000 (yes, THREE THOUSAND) different versions of the game for you to find! As well as challenging yourself to find all the survivors, you can also play to earn better grades by completing the various versions of the levels in different ways.



RATING



Another work of class from Sonic Team, but one that really does take time to get into. If you're a lazy git, play something else.

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	MAY RELEASE	1 PLAYER	

They've mastered every other genre on the PlayStation. Now the boys and girls at Namco tackle the platform game head on.



T true gamers know that some styles never go out of fashion. Witness the brilliant *Castlevania: Symphony of the Night*, or *Sonic Jam* which was a major hit among Saturn owners who are still demanding a 2D Saturn *Sonic*. While there is no rightful place in the game stratosphere for the likes of *Johnny Bazzooka* or *Rayman*, *Klonoa* is a welcome addition.

KLONOA

DOOR TO PHANTOMILE

MAGICAL WORLDS OF PHANTOMILE

The game features five different platform-packed lands for Klonoa to explore. It's quite easy to get through them, especially with the aid of the continues, but there are a few guaranteed Namco secrets to discover. For example, there are six villagers to rescue on each stage. What will happen when you rescue them all?



BREEZEGALE - THE WIND VILLAGE



↑ An easy level to start you off. On the right, Klonoa's riding a whirlwind up to a high ledge.

FORLOCK - THE TREE VILLAGE



↑ Release the tree-dwelling natives in this level and their anguished buddies will help you out.

SHELL CASTLE - THE KINGDOM OF JUGPOT



↑ Shell Castle is a watery kind of world. Precise jumping skills are required to cross the columns.

REALLY BLOW YOUR ENEMIES UP!

There are four tricks you need to master to survive the world of Phantomile. First is Klonoa's ability to flap his large ears to give himself a bit of extra distance if he's caught short in mid-jump. Secondly, Klonoa is carrying a magic ring that allows him to grab enemy

creatures and inflate them like balloons until they pop. By grabbing inflated foes and hurling them downwards, Klonoa can also give himself a double jump that reaches the loftiest of platforms. Alternatively, he can lob them at other enemies, to take all of them out at a stroke.



↑ Different routes are cleverly done.

BACK AND FORTH

Klonoa plays in a similar way to *Pandemonium*, but the levels are more three-dimensional. The first level sees you moving from left to right to get to the end, but as the levels get more complex you have to move into and out of the screen. What's good is that you can often look into the background and see areas that you won't reach until you find a path that leads off in that direction. Very cool.

CVG OPINION

Rather than just being an exercise in platform skills, *Klonoa's* clever level design gives it a satisfying puzzle element. Part of the fun is the quality of the characters, the way they behave as well as the way they look. They're all cute in a Japanese way, and I liked the way you have to use the different enemies to make progress. I even liked the way all the characters speak in weird squeaks. *Klonoa's* look and the low difficulty level make it perfect for young players, but more experienced gamers should also find it satisfying and fun to play.

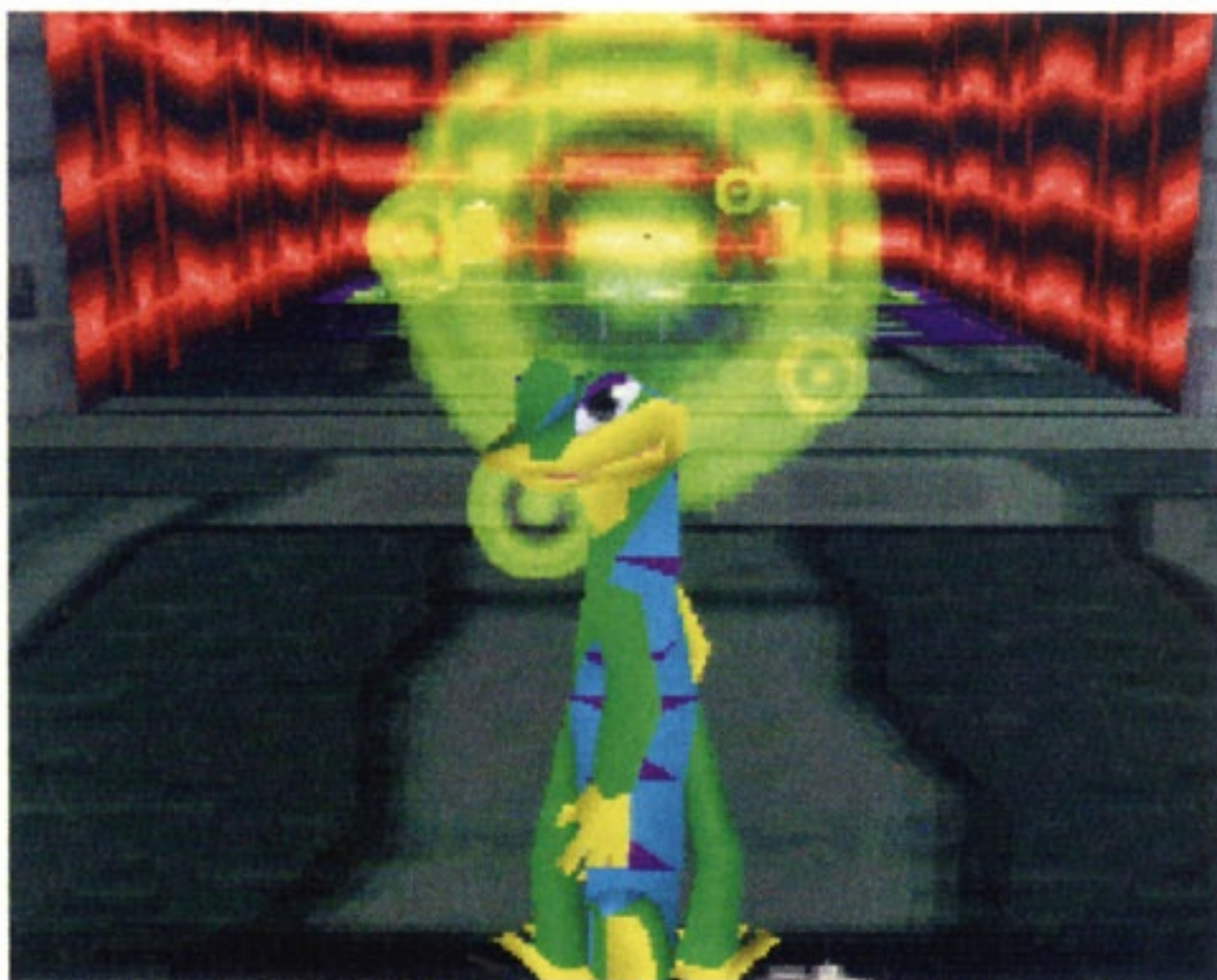
ALEX HAMPALA

RATING

A little short, but the quality just shines. Namco show the rest how to create an entertaining and imaginative 3D platform game.

KLONOA: DOOR TO PHANTOMILE

REVIEW



PlayStation™	3D PLATFORM	BY CRYSTAL DYNAMICS	<ul style="list-style-type: none"> • PRICE £44.99 • PREDECESSOR AVAILABLE • PC & N64 VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY BMG TEL 0171 7500
	OUT NOW	1 PLAYER	

Minor Character In Good Game Shocker! Yes, Crystal Dynamics' infamous gecko is back, in a by-the-numbers attempt to bring Super Mario 64-style action to the PlayStation.

It takes a lot of courage for a widely-loathed game character to attempt a comeback. To our minds, Gex was stuck at the bottom of a very tall pile, being propped up by other also-rans. If any character was to take on the mighty *Mario 64*, we would never have considered Gex for the prime candidate. Yet the green-skinned wonder has pulled off the almost impossible task of stealing the best parts of Mario's groundbreaking adventure – and getting away with it. Enter a 3D world, with numerous pop culture references, as a new and improved Gex enters the Media Dimension once again.

GEX™

ENTER THE GECKO

GEX™
ENTER THE GECKO

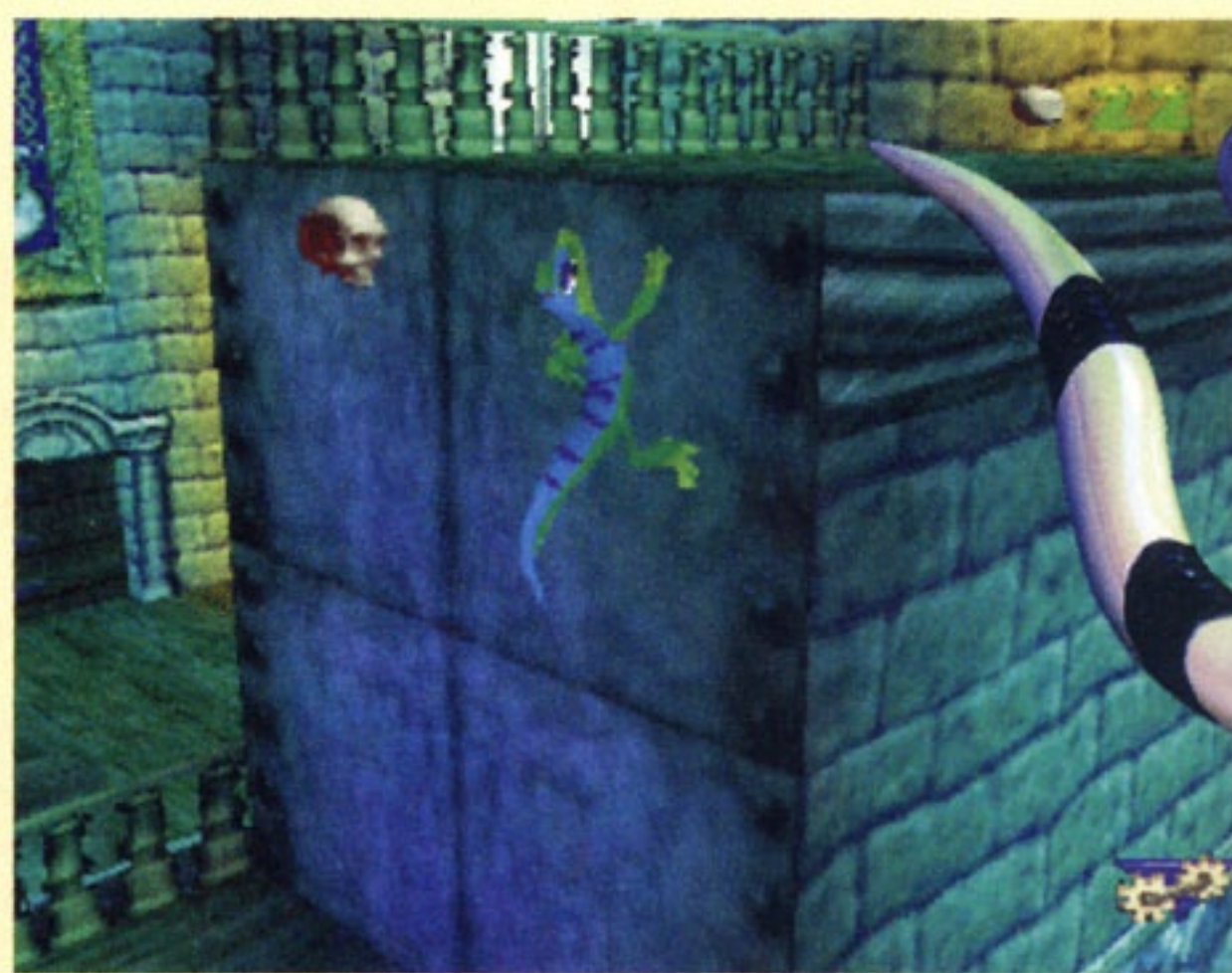


OL' SQUARE EYES IS BACK



The aim of the game is simple: locate remote controls in various worlds inspired by TV shows and movies. This land is called the Media Dimension, and Gex has been transported here to do battle against the evil Rez. This

time Gex is working for the government. OK, so they offered him a load of cash, but the clincher was a secret agent suit. Get ready to walk on walls, and chew bugs, 'cos the gecko is back.



GECKO MAN DOES WHATEVER A GECKO CAN



Being a gecko, Gex has some very special abilities. The most impressive of these is the ability to walk up walls, and even on ceilings. He can only do this in certain places however, otherwise

this would be a very easy game. He also attacks his enemies, not by jumping on them, but with a whip of his tail, a bit like Crash Bandicoot's spin attack. His tail can also be used to gain extra

bounce on a jump, allowing Gex to reach higher platforms. If he can't quite make a jump, he'll sometimes lash out his tongue, which makes him cling on the edge of the platform.



↑ He has a habit of doing this.

↑ Spin that tail now Gexy.

↑ Hmm, major tongue action.

↑ Plus lots of platforms too.



Oh Gezilla! There's a mean robot to beat in this boss level.



OOOHHHH HELLOOO!



No pun is too corny for Gex, and whenever it's vaguely appropriate he lays one on you. Lucky for us he's got over 500 different lines of dialogue, or we'd be reaching for the mute button a lot quicker than he'd like. It's also lucky that Crystal Dynamics hired a British comic actor, Leslie Phillips, to deliver these puns. This transforms the 'turn-off' factor of the original Gex witticisms into 'turn-on' fun.



GOLD COINS ARE FOR WIMPS

Mario had coins and stars to find in his quest, Gex locates 'collectibles' and remote controls. Collectibles serve the same purpose as coins. In Gex, they are different depending on the level, and how many you've collected.

For example, in the Kung-Fu levels, you need to find 30 noodle boxes to receive an extra life, and then you have to start collecting a different kind of object. Collect 40 of these and you earn another life. The final collectibles on this level are Kabuki masks, and once you've collected 50 of these you earn a silver remote control. When you've reached that target you can keep collecting to earn yet more extra lives.

FIND THE CHANNEL CHANGERS

The Media Dimension is split into many themed areas. Each one takes after a particular style of movie or TV show. You'll encounter sci-fi, horror and cartoon levels, plus many more. A certain number of remote controls are hidden in each world. These are indicated above the monitors which transport Gex to the action.

As you enter a level, you are shown a clue, and sometimes the location of a remote control. The standard remote to search for is red. Collect enough of these and you'll gain access to boss levels, and open up gates that take you to deeper sections of the game.



TV'S ARE YOUR FRIENDS

Besides searching for remotes and collectibles, Gex must also keep an eye out for TV screens. These offer health power-ups, extra lives, fire and ice attacks, plus small periods of invincibility. There are also some very useful TVs which act as a restart point when Gex croaks. These are usually only found in places that are very tricky to reach.

REMOTE REMOTES

As well as the regular remotes, each level contains two silver remotes. One is hidden somewhere and the other is gained by gathering the third set of collectibles. Collect three silver remotes and you open up a bonus level. Best of all are the gold remotes which you get by completing a task on a bonus level or defeating a boss. Collect four of these to open a secret level.



Remote controls are essential for opening later levels, so to go everywhere in the game, you have to do some major exploring.



ENTER
THE
GEX
THE
GECKO

CVG OPINION

This is a genuine 'Come and have a go if you think you're hard enough' assault on *Mario 64*. It steals the game's dynamics completely, but everything else is pure Gex. Leslie Phillips, with his distinctive voice, is a revelation. He adds humour to the game as opposed to nuisance value. The levels are well thought out, with some touches of originality, and with so many remotes and rewards to collect, this is a lasting challenge. The learning curve is excellent, just like in *Mario 64*, and while there may be a few graphical shortcomings when compared to Nintendo's masterpiece, Gex proves a worthy challenger. In the past the gecko has had the reputation for being a dud character in a dud game, but this is sure to change players' opinions.

ALEX HAMPALA

RATING



Mario beware: the opposition has finally caught up! An amazing comeback with humour, gameplay and great graphics. Crash Bandicoot, your time is up!





PlayStation™	PLATFORM	BY TRAVELLERS TALES	<ul style="list-style-type: none"> • PRICE £39.99 • SNES PREDECESSORS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY PSYGNOSIS TEL 0151 282 3000
	OUT NOW	1 PLAYER	

From the makers of Sonic R comes a game that tries to prove that Mario is old news. Stand aside for the naughty little boy...

Rascal. That's not a good name to call a kid, but that's the main character in this game - a little guy who wears a backwards baseball cap and wraparound shades in an attempt to look cool. Rascal has a reputation for causing trouble, usually when he's out on his skateboard. But here, in his very own game, he's out to make amends. And it's all because of his Dad and the evil timelord Chronon, but we'll get to that later. You can bet Rascal is gonna save the day. Armed only with a bubble gun, it's up to him to right all the wrongs, and get his Dad back to the future... er no, make that back to the present!



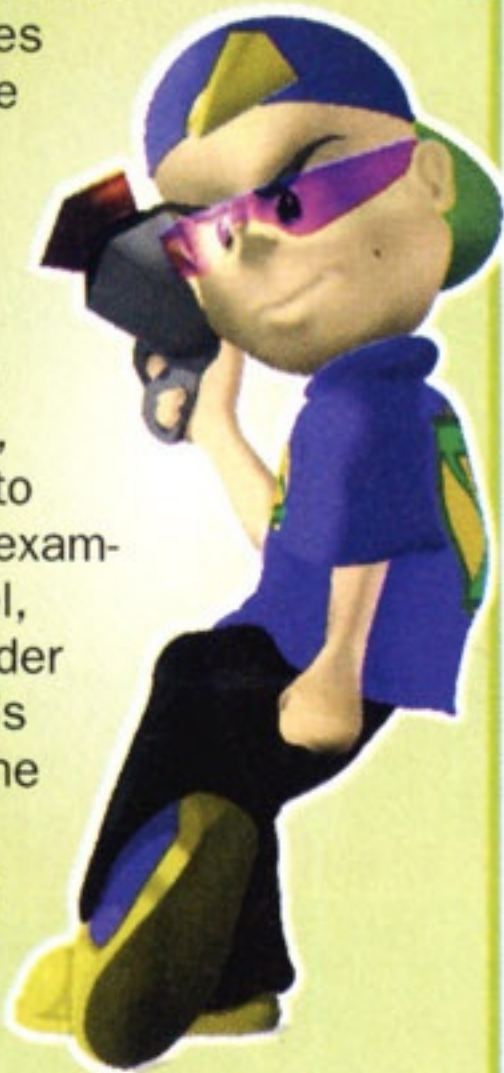
CHRONON AND CLOCKWISE

All was going well for Rascal, playing around on his skateboard, when these two little men turned up. This is shown in the opening title sequence, which sets the scene for the rest of the game. Rascal is genuinely startled, and after some nifty footwork, he evades these strange creatures. He runs to his father's laboratory, searching for answers, only to see his Dad (Casper Clockwise) confronted by something hideous - the evil Chronon. A flick of the Professor's latest invention causes both of them to vanish. Now Rascal's got a big problem - the invention was a time travel machine and his Dad could be anywhere. All that remains after the pair vanish is a bubble gun, something Rascal knows will help him. With a deep breath, he jumps into the time bubble in the hope of bringing back his Dad.



IT ALL SEEMS FAMILIAR

The play with time travel conjures up some nice surprises. As each location is visited in the different time periods, things start to change. For example, one level, The Jolly Raider Pirate Ship, is centred on the fine vessel captained by the dread captain Peg Lee Pete. The first time you see the ship, it's seaworthy, well known and feared in every port. But when you visit the same site in the present, the boat lies shipwrecked at the bottom of the ocean. A further surprise lies in the future as the ship is again on dry land, in the middle of a scorching desert. In all future zones, Rascal must face the evil Chronon. Every level has neat little tricks like this, so it's worth paying close attention to each new location.



RASCAL VS CROC... FIGHT!



From this brief introduction, it's safe to assume that *Rascal* is aimed at the younger gamer. Much in the same vein as *Croc*, but sadly nowhere near the complexity and ingenuity of a *Mario* title. The controls are simple, you've got only directions, jump and shoot to worry about.

The main game consists of searching for missing segments which, when collected, form a time bubble,

allowing you to pass to a new time zone. Finding these segments can be quite tricky. They are hidden in the large levels, and once you've collected them all, you've still got to locate the time bubble. Add keys required to open doors, falling objects, hazardous falls and flames and *Rascal* has got a lot of problems to worry about. We're not even mentioning the life forms that also patrol each level.



↑ The pirate ship in the past and the sunken present.



↑ The Wild West becomes a movie set in the present.



↑ The obligatory mine cart level, steer Rascal past some boulders!

← That's the little fella's bedroom. Looks way too big for him.

I'LL PUT A SPELL ON YOU

Chronon has already visited each of the locations and time zones that *Rascal* must venture through, and has put all the inhabitants of these places under an evil spell. They now all answer to him. The first place you visit is Castle Hackalott, renowned for its famous dragon – Gordon the Good-Natured. The problem is, though, Gordon is now under Chronon's spell, so the "good-natured" dragon could cause you some damage.

There are many more creatures like Gordon you'll meet on your travels, especially as *Rascal* must travel to such exotic places as the land of the Aztecs, the Wild West and even the Corridors of Time itself. This is where the game becomes quite innovative. For although there may only be six locations in the game, each must be visited three times – in the past, present and future. Lucky for *Rascal* he has access to a time travel machine.



↑ Rascal is about to eat lead. This gangster wanders around the movie set.

CVG OPINION

When it comes to looks, it's pretty hard to knock *Rascal*. But in most other areas there's something sadly missing. First of all, where are the controls? Jump and shoot, that's all you've got. As a result, *Rascal* is limited. The biggest crime in *Rascal* concerns the camera angles. The view sweeps around when you enter a room, the trouble is you can never quite position it where you want, and there's also no first person viewpoint (something that a 3D platformer should never omit). Also, where's the music? Every game hero has some sort of theme and semi-memorable tunes. But here the music is simply forgettable. This is clearly aimed at the younger players, and like *Croc* before it, will no doubt do well. It seems though, that this game hasn't lived up to its full potential. Why sell yourself short by appealing to a younger age group when you could 'do a Mario' and attract all?

ALEX HUNT/ALPHA

RATING



For the younger gamer and no-one else. Amazing graphics but simplistic controls. Sadly, a frustrating and below-average game.

GAMEBOY™



WARIO LAND 2

Thieves have stolen Wario's beloved treasure and hidden it around his castle. Now Wario's got to run around the place trying to find it. That's the simple set up for this simple sequel to one of the Game Boy's top platformers.

The basic idea is to collect coins to buy clues in a puzzle game at the end of each level. Fifty coins get you one clue in the puzzle, which requires Wario to guess a number that's partially hidden. If you win, you earn a prize that goes toward revealing a bigger picture. There's another puzzle game hidden on each level, a simple matching pairs game. Complete it and Wario wins back a piece of his stolen treasure.

That's the overall objective, but each level also has a specific goal, like finding an alarm clock or turning off a tap, and making things difficult throughout are a variety of witchcraft-empowered enemies. They can molest Wario with a variety of strange magic spells, making him fat, hot, crazy and even turning him into a zombie. The clever bit is that Wario can use each of these to his advantage in certain circumstances, so, for example when he's fat he can break blocks and defeat enemies he couldn't before, and when he's a zombie he can fall through floors. That's about all you need to know, apart from the fact that the game has a variety of different endings, and the one you get depends on how many coins and pieces of treasure you collect on the journey.

This is a solid platforming adventure with plenty to do, and loads of secrets to find, but it has one major flaw – it's very easy. Wario is invincible(!) which reduces the challenge somewhat, and makes this one of the few platform games where you don't have to worry about tough jumps. In fact the only thing the enemies can do to make your life harder is steal coins.

But in spite of the low skill level this is still a quality little game, and younger players and the hardcore Mario/Wario fans should really enjoy it. **ALEX HUHTALA**

PLATFORM

BY NINTENDO

OUT NOW

1 PLAYER

- PRICE £ 24.99
- PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 8 MEG CART
- PUBLISHED BY THE GAMES
- TEL 01703 653 377



NINTENDO 64



AERO GAUGE

As a futuristic racer, *Aero Gauge* sits awkwardly between the releases of *Extreme-G* and *F-Zero X*. To stand a chance against either of those games, it needs to be spectacular – but it isn't. Its lack of variety is the first knee in the groin. *Aero Gauge* gives you a choice of five vehicles and only four courses. The vehicles are poor and, for machines that are supposed to fly around tight courses at breakneck speeds, their design is atrocious. The handling is difficult, as you have to keep adjusting your height as well as judging corners. Not surprisingly, this makes it hard to stay in the running, and your only trick is a crap turbo boost. The final insult is some awful pop-up, which even the N64's reliable fogging can't hide this time. Overall, this is an appalling racer that would be an insult to any machine. Nintendo should stop tarnishing its image with titles like this. **ALEX HUHTALA**

FUTURISTIC RACER

OUT NOW

BY ASCII

1-2 PLAYERS

- PRICE £ 49.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 64 MEG CART
- PUBLISHED BY ASCII
- TEL N/A



⬆ An N64 rival for *WipeOut*? Unfortunately not. Stick to *Extreme-G* or wait for *F-Zero X*.

PlayStation™



HELP

Sony go into charity mode again with this collection of old hits. For your generous donation you get *Broken Sword*, one of the best point-and-click adventures of recent years. This benefits from a great story and great animation and characters as well as some hair-pulling-out problems. Next up is *Myst*, another point-and-click adventure, which is at the opposite end of the style scale to *Broken Sword*. Here, the puzzles are logical, and the locations very atmospheric. It may be on the slow side, but millions of fans can't be wrong, can they? Finally there's the 3DO's finest hour – *Road Rash*. This motorbike beat-'em-up was already old by the time it arrived on the PlayStation, and that was a couple of years ago, but it's something to play while you're stuck on the two adventures. This is a strange trio to be bundled together, but it's a decent selection all the same. **ALEX HUHTALA**

COMPILATION

OUT NOW

BY VARIOUS

1-2 PLAYERS

- PRICE £ 39.99
- INDIVIDUAL GAMES AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 3 CD'S
- PUBLISHED BY SONY
- TEL 0171 447 1600



⬆ The only semi-duffer here is *Road Rash*, but even that's not too awful.

GAMEBOY™



GOEMON

Goemon is like a Japanese Robin Hood, but instead of giving to the poor, he spends the money on himself. He's not that selfish though, as he also protects villages from evil spirits, and that's the point of the game. Guide Goemon around Japan, speak to people and engage in the odd fight. There are sub-games to discover, such as dice-throwing and target practice, and when you get stuck, the inhabitants help you, but watch out for the karate guys and sumo wrestlers. As Game Boy adventures go, there is only really one to get, and that is *Zelda: Link's Awakening*. *Goemon* is a nice attempt at trying to capture some of *Zelda's* classic gameplay, but it falls short. The graphics are messy, and the overall gameplay is repetitive. He may be big in Japan, but *Goemon* will need try harder to impress European Game Boy players. **ALEX HUHTALA**

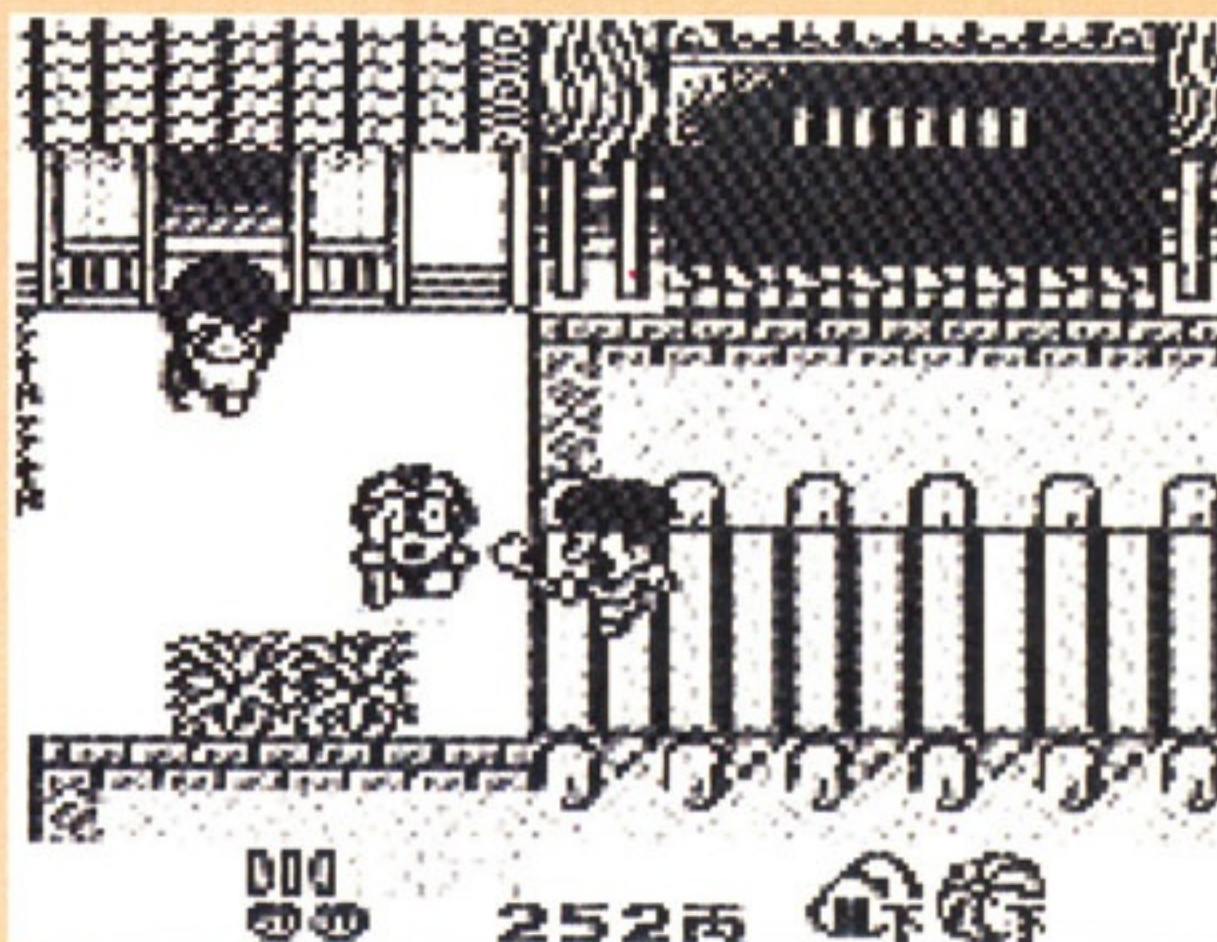
ADVENTURE

OUT NOW

BY KONAMI

1 PLAYER

- PRICE £ 24.99
- SNES AND N64 VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 2 MEG CART
- PUBLISHED BY KONAMI
- TEL 01895 853000



↑ A big disappointment this, especially coming after Konami's ace N64 *Goemon* game.

PlayStation™



SPAWN

You know the story of *Spawn* don't you? A guy called Al Simmons is murdered. Now he's come back from Hell to seek vengeance. Yeah, heard it all before. *Spawn* is the game of the comic book, of the action figure, of the movie. It's also one of the worst games you'll ever play. Do we hear the words 'cash in'? *Spawn* is little more than a weak beat-'em-up, with poor moves and abysmal controls. There are 15 levels, and *Spawn* has to explore each one, looking for bad guys and beating them up, and that's about it. All right, you also need to find keys to open up new sections. How imaginative. It wouldn't be so bad if the fighting was good, but it's BAD. The levels are also full of graphical bugs, with pop-ups around every corner. As if things weren't bad enough the controls are incredibly sluggish. *Spawn* - great comic book, lousy game. Don't call us, we'll call you! **ALEX HUHTALA**

3D FIGHTING

OUT NOW

BY SONY

1-2 PLAYERS

- PRICE £ 34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



↑ It might not look too bad in a screenshot, but *Spawn* plays like a real dog.

PlayStation™



KULA WORLD

This puzzle game must qualify as one of the most bizarre ever, but at least the objective is simple enough. You have to move your ball around floating 3D mazes, collecting keys to unlock the door to the next stage before the time runs out. Collect five bits of fruit before you exit and you'll be transported to a bonus stage, then on to the next level where even more obstacles appear to try and stop you. Spikes will puncture the ball if you touch them, pills speed up the clock but slow you down, and the moving enemies capture you if you stray too close to them. Rotating the maze gives you access to some of the more difficult-to-reach sections, and jumping down a level is also a tactic to bear in mind. It takes a bit of getting used to, but once you've got the hang of things this reveals itself to be a very entertaining title. Well worth a look. **STEVE KEY**

PUZZLE

OUT MAY

BY GAME DESIGN

1-2 PLAYERS

- PRICE £ 34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



↑ It looks crazy, but *Kula World* is an excellent addition to the small band of PS puzzle games.

PC
CD
ROM



ULTIMATE RACE PRO

The original *Ultimate Race* was widely given away with 3D accelerators, and while it was a fine 3D demo, it wasn't much of a racing game. The same could be said of the sequel, which has come out in time to challenge *Gremlin's Motorhead...* and just loses out. *Kalisto* have done a fair job on the graphics (which also work without a 3D accelerator), although there's the occasional dodgy translucency effect, but *Motorhead* looks far more flash. Also, *Ultimate Race's* controls seem very vague. Rather than steering it with the front wheels it looks like you're turning the car around its central axis, and you get no resistance from the steering the way you do in, say, *Gran Turismo*. Multiplayer options (via serial cable, network and the Internet) are plentiful, but I'd be very surprised if it ousted *Quake 2* as the toast of the Internet gaming fraternity. **PAUL GLANCEY**

RACING

OUT NOW

BY KALISTO

1-16 PLAYERS

- PRICE £ TBA
- PC PREQUEL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY MICROPROSE
- TEL 01454 893900



↑ We couldn't take pics of the 3D-accelerated game, so this is the standard version. Not bad.



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ARCADE

THEY'RE
CRRRRRRRRATE!

You'll notice that there are crates in some of the screenshots of *Ehrgeiz*. These can be used in a few ways – you can jump onto them to avoid attacks, you can hurl them across the arena and into your opponent, or you can smash them to find extra power-ups. These range from extra weapons to potions which restore life and increase the strength of your attacks.

Yes, it's a strange name and yes, it's got some strange features for a fighting game. But it also happens to be one of the best games in the arcade right now.

FIGHTING GAME	BY DREAM FACTORY
OUT NOW	1-2 PLAYERS
• PLAYSTATION VERSION RUMOURED • DISTRIBUTED BY NAMCO	• UNKNOWN SYSTEM • TWO-PLAYER CABINET

GOD BLESS THE RING EHRGEIZ EHRGEIZ



Ehrgeiz is developed by Dream Factory, the team responsible for the fantastic Japanese adventure/fighting game, *Tobal 2*. This time around, the Squaresoft developers have worked with Namco to produce one of the most exciting combat games ever made for the arcade! It takes many of the excellent ideas used in *Tobal 2* and adds even more speed and interesting techniques. Now that the game is appearing in arcades all around the country, we're going to tell you why it's so great. Pay attention.



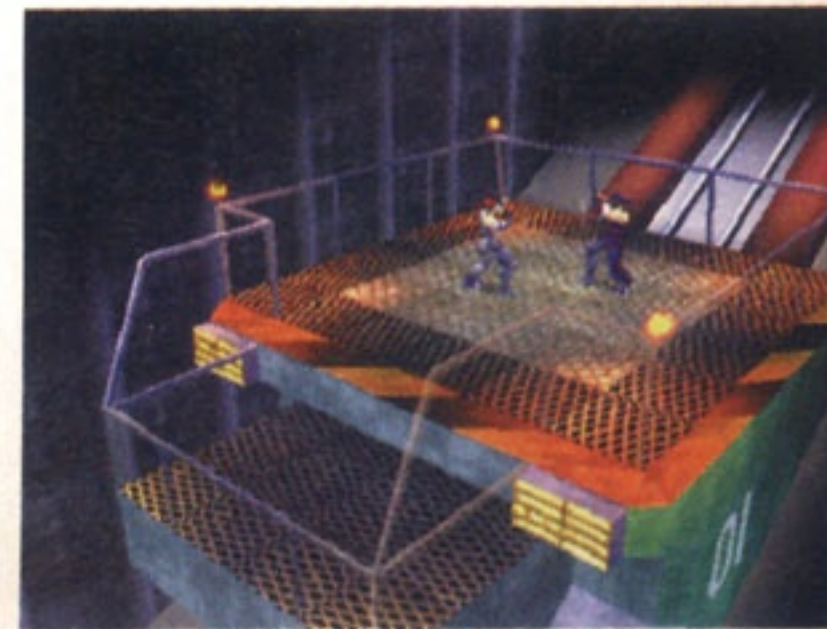
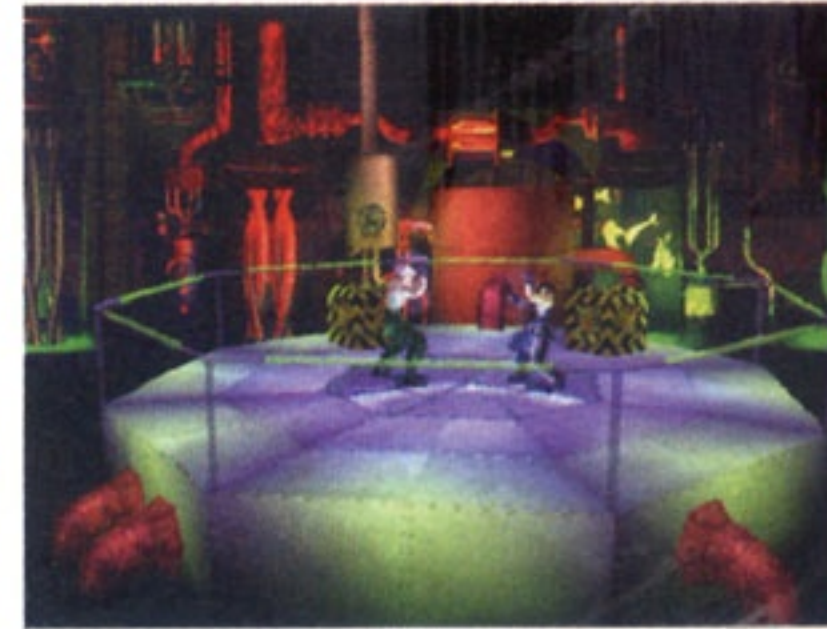
As you can see, *Ehrgeiz's* graphics are great, especially when the view zooms in close to the fighters like this.

THE ARENAS OF DEATH

The fights in *Ehrgeiz* take place in a selection of varied and impressive backgrounds. Like *Virtua Fighter 3*, these are irregularly shaped arenas with floors of different levels and walls surrounding most sections. Because of the control system it's possible to run anywhere you want with ease, even jumping and climbing to higher ground to get away from certain attacks. It's worth trying out all of the stages to find your favourite as the current challenger gets to choose the next battleground.



After slamming into a wall, you can bounce back at your opponent with an attack. Wow!



ARCADE
EHRGEIZ – SQUARESOFT'S BRILLIANT NEW FIGHTING GAME!

ARCADE



THE EHR-GUYS



Ehrgeiz has eight main playable characters from the start, each with their own unique fighting

style, selection of moves and occasionally weapon. Here's a brief introduction to each:

SASUKE



AGE: Unknown
NATIONALITY: Japanese
SEX: Male
OCCUPATION: Future Ninja
SPECIAL ATTACK: Shuriken, Katana, Enmaku, Makibishi



LEE SHUWEN



AGE: about 47
NATIONALITY: Chinese
SEX: Male
OCCUPATION: Martial Artist
Murderer
SPECIAL ATTACK: Long Spear



HAN DAEHAN



AGE: 23
NATIONALITY: Korean
SEX: Male
OCCUPATION: Action Movie Star
SPECIAL ATTACK: Missiles



INOBA



AGE: 38
NATIONALITY: Japanese
SEX: Male
OCCUPATION: Pro-wrestler
SPECIAL ATTACK: Pro-wrestling arts



YOKO



AGE: 17
NATIONALITY: Japanese
SEX: Female
OCCUPATION: ICPO Agent
SPECIAL ATTACK: Yo-yo



JO



AGE: 18
NATIONALITY: German (but certified as dead)
SEX: Female
OCCUPATION: Prisoner
SPECIAL ATTACK: Transformation



NASEEM



AGE: 29
NATIONALITY: British
SEX: Male
OCCUPATION: Kick Boxer
SPECIAL ATTACK: Rocket Punch



WHAT DOES WHAT?

One of the things that makes *Ehrgeiz* stand out is the way that the controls work. Each character has a massive selection of moves, many of which are very easy to figure out and use. Here are the basic controls:

JOYSTICK

Pushing the stick in any direction makes your character run that way. This keeps the fights extremely fast and means that it's very easy to get out of a tight spot.

(A) GUARD

Holding the Guard button causes a small defensive barrier to appear around your character, though it's still possible to move around the ring. You can also make yourself crouch with the Guard button.

(B) LOWER ATTACK

As you'd expect, a low attack – normally a kick of some description.

(C) UPPER ATTACK

Normally a punch or high kick. Both of the standard attacks are easy to link together into combos.

(D) SPECIAL ATTACK

This makes your characters perform one of their unique moves, often some sort of fireball.

Pressing Guard and either standard attack button gives you a more powerful move; Guard and Special makes you jump and the Guard, Lower and Upper Attack buttons together initiates a throw. This system works brilliantly, and makes *Ehrgeiz* play unlike any other game.

GODHAND



AGE: 26
NATIONALITY: Japanese
SEX: Male
OCCUPATION: Ex-Mercenary. CEO of Mishima Construction Company
SPECIAL ATTACK: Arm Gun, Mine, Grenade



FIGHT-AL FANTASY VII



There are also secret characters to be found, including Tifa and Cloud from *Final Fantasy VII*! Having seen them ourselves, we can tell you that they look magnificent in the game!

EHRGEIZ - SQUARESOFT'S BRILLIANT NEW FIGHTING GAME!

ARCADE

NEW GAMES

Colin McRae Rally is gonna make TOCA look like Go-Kart racing, we can't wait until Summer to get the finished game. Read about it here, plus lots more first looks at some red-hot new games.



THE LATEST NEW GAMES IN THREE ACTION-PACKED PAGES

90% COMPLETE
 PlayStation
 3D SHOOTER
 BY PSYGNOSIS
 MAY RELEASE
 1-2 PLAYER

BLAST RADIUS

This is a weird one. It looks as though Psygnosis have recycled most of *Colony Wars*, taken out the dodgy story bits and the *Star Trek* reject spaceships – and turned out a really cool, *Old Skool*, space shoot-'em-up. Of course, we say 'Old Skool', but the Old Skool never looked this good. Once again, Psygnosis demonstrate their talent for PlayStation pyrotechnics with dazzling laser effects and explosions, and the backgrounds and starships look just as slick. The interplanetary spaceways are swarming with starfighters, freighters and battlecruisers that look like they've been inspired by the work of 70s airbrush artists like Chris Foss. The action itself is a simple case of blasting as many enemy ships as your mission requires, getting home and counting the credits you've racked up. Next time out you can spend them on new weapons for your ship and do even more damage. There are 31 missions in the game and you often get a choice of two to try next, so there are numerous routes through the game. If that isn't enough to keep you occupied, you can always convince a mate to lug his gear round to your house for a head-to-head spaceborne death-match. Now there's something you don't see much of these days.



100% COMPLETE
 PlayStation
 3D ACTION GAME
 BY SONY
 OUT NOW
 1-2 PLAYERS

TENCHU

Tenchu is a ninja simulation available now in Japan, though a UK release hasn't yet been announced. Stealth is the key as you go through the various missions rescuing and killing people. An on-screen indicator lets you know when you've been spotted by any guards, but you should really try to stay well out of their way. If you need to, you can creep up behind them and slit their throats before they even know you're around. You also get a choice of items like shurikens, caltrops, and smoke grenades. Your ninja also uses a grappling hook to reach rooftops and other high areas. A UK release doesn't look too likely for this interesting action game, but we'll keep you posted.



Execution-style killing!



40% COMPLETE
 PlayStation
 PC ROM
 RACING
 BY...
 JUNE RELEASE
 2 PLAYERS

COLIN MCRAE RALLY

Since the fantastic *TOCA Touring Car Championship* was revealed, we've been busting to find out how good CODEMASTERS' follow-up would be. Now we've got the first playable version of the PlayStation game, we can tell that it's going to be fantastic! So far, only one complete rally is in place – New Zealand – and a lot of the presentation is still to be added. But one thing is clear: Colin McRae Rally plays superbly! There's still some tweaking to be done, but already the handling of the cars is very realistic. The graphics are very similar to TOCA's, but have some excellent effects. When driving at night, your rear lights shine into the cockpit and light up the dashboard whenever you brake! Your co-driver is absolutely essential as there are times that it's very hard to see

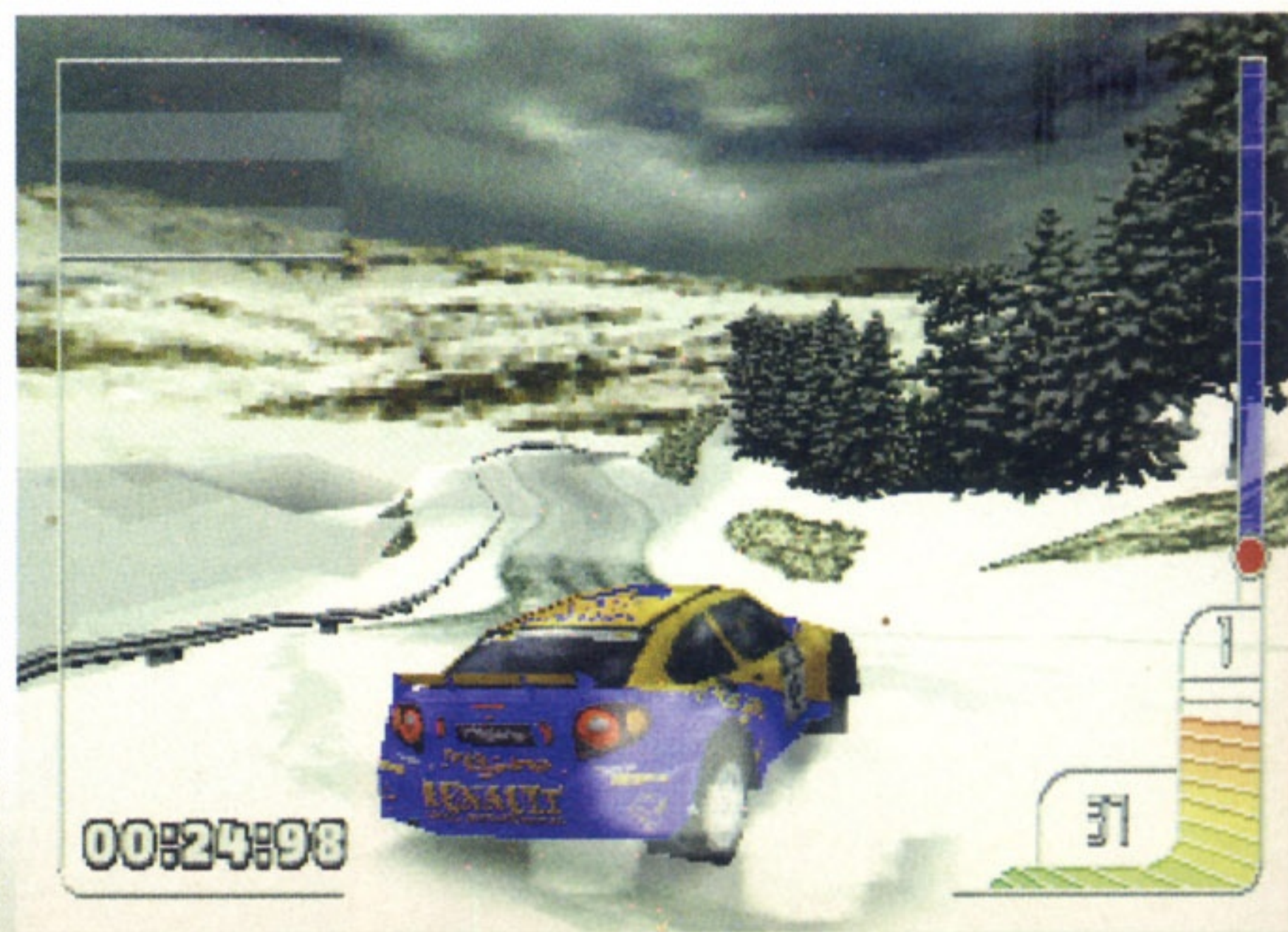


This is the first stage of the British rally, and you're in a Skoda.

what's up ahead. You have to translate his cries of "Over crest, one left into three right, K ditch" while racing with limited vision at 60mph! If you're not careful you could end up smashing into a tree and damaging your car. Between each stage of the rally you get one hour to repair your vehicle, so go easy on it! The final game will include a 2-player mode, plus a rally school, and plenty more features. This is going to be massive, we guarantee it.



The night stages are the best-looking and most challenging of the sections in Colin McRae Rally.



FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES

90% COMPLETE
CD ROM
ACTION
BY RAGE
MAY RELEASE
1-8 PLAYERS

INCOMING

Being a PC owner can be a right palaver – there's just so much technology you have to keep up with! 3D cards, Force Feedback, DirectX, AGP, 3D Spatial Sound: all very fancy but what do they do? The answer to that question is this: they 'do' *Incoming*. This game takes advantage of pretty much all of the latest PC hardware and software technology to create a 3D shoot-'em-up so impressive that companies like 3Dfx have been using it to demonstrate to other game developers what their 3D cards can do. Now it's close to completion and there's no denying that it LOOKS utterly gorgeous. The idea is to defend your bases from enemy attack from behind the controls of an air defence gun turret, a helicopter gunship and a tank. In all game modes the graphics are wonderful; smooth, shiny, detailed craft roam over the realistic-looking landscape just waiting to be turned into burning fireballs by a well-placed rocket, complete with smoke trail. As



⬆ Battlezone, never heard of it?

a change of pace, there's also a more strategic game variation which gives you a plan view of your base and lets you assign units to see off waves of invaders attacking from different directions. There are also network and split-screen modes (nice touch that) so you can enjoy incinerating close acquaintances. Sounds like fun to us.



100% COMPLETE
CD ROM
3D FIGHTING GAME
BY TECMO
JUNE RELEASE
1-2 PLAYERS

DEAD OR ALIVE

PlayStation *Dead Or Alive* is now available in Japan, and Sony are getting ready to release it in the UK this summer.

There are a few changes from the Saturn and arcade versions. For a start, there are two new characters. One, Bass, is a lot like Hulk Hogan – a bandanna-wearing wrestler with loads of throws and slaps. The other is a girl who is only accessed after a bit of play. Some backgrounds have been redesigned for the PlayStation, and there are no Ring Outs any more. Instead, all the stages go on infinitely like those in *Tekken*. The graphics are excellent, with big high-resolution characters who move very smoothly. As anyone who's played *Dead Or Alive* in the arcade will know, it plays



a lot like *Virtua Fighter 2*, with plenty of counters and fast-paced combination attacks. And the feature which will appeal to most PlayStation owners? Big, bouncing breasts.

90% COMPLETE
CD ROM
ACTION STRATEGY
BY CRYO
MAY RELEASE
1 PLAYERS

UBIK

We haven't seen much from Cryo since *Lost Eden* a couple of years back, but the Frenchie render-specialists are about to return to the games scene in a big way, with numerous releases on PC and PlayStation coming up over the next few months. One of their finest is *Ubik*, based on a book by classic sci-fi penman and *Blade Runner* author, Philip K Dick. Like *Blade Runner*, it's set in a near-future cyberpunk sce-



⬆ Bright eyes burning like fire, how does the dur dur dah dur...



nario, in which you play a strike team leader for the espionage department of an aggressive corporation. There are 25 different missions in which you have to take a small team of crack troops, some with special psychic powers, into the HQ of rival corporations and steal their secrets or kill their key personnel, as well as quite a few guards too. Pick your team according to their skills, arm them up with heavy artillery, then control them all individually throughout the mission. It's a bit like *Syndicate* meets *Command and Conquer*, but with some quite slick 3D environments. Yes, very interesting. Quite looking forward to this one.

100% COMPLETE
CD ROM
ADD-ON PACK
BY XATRIX ENTERTAINING
MAY RELEASE
1-32 PLAYERS

QUAKE 2: THE RECKONING

What's that? Finished *Quake 2* and still gagging for more? Well, we like your style, and so, probably, do Activision. In May they'll be releasing the first official *Quake 2* mission pack, dubbed 'The Reckoning'.

This adds a set of new single-player missions set in a moonbase and an enemy spacecraft, as well as a selection of extra deathmatch levels for 32-plus-player battles. The pack also adds several new enemies as well as three new weapons, a particle shotgun, a high-powered plasma accelerator and an energy trap that catches enemies and turns them into extra health.

Though Xatrix have done the coding and design, id Software have given the pack their approval, so the office *Quake 2* junkies are expecting something really special. Expert opinion, next month.



⬆ Hello fat bloke, what do you reckon then? Really?



⬆ Don't stand there, join in.



100% COMPLETE	TENDO 64	BOARD GAME	BY TITUS
		OUT APRIL	1-4 PLAYERS

VIRTUAL CHESS

You probably didn't buy an N64 to play *Virtual Chess*, but, hey, there's no denying that it's a timeless strategy game, and if the opponent AI is clever enough it can make a brilliant video game. On PC, Titus' *Virtual Chess* has won two world championships, so there's no questioning the power of its algorithms, and for the N64 version the basic game has been tarted up with a 3D graphics mode, a variety of chess sets (including 'Viking Tribe vs Kingdom of the Knights'), and even 3D animations which play whenever a piece is captured. There's even a four-player mode so you can have two one-on-one games going simultaneously! And if you don't know one end of a pawn from the other, the game even gives you interactive chess lessons. If there's a chess sim that offers more we ain't seen it, so watch out for it, you crazy 'chess fiends'.



Must learn chess. Arghhhh!



Let's have a look at a replay of that lovely cross-board Bishop.

100% COMPLETE	PC CD ROM	RETRO ARCADE	BY GT
		OUT NOW	1-2 PLAYERS

MIDWAY ARCADE GREATEST HITS 2/ ATARI GREATEST HITS

You crazy retro fans will go mad for these two. After success with its Williams compilation (containing *Defender*, *Robotron*, et al), GT are bringing out two new packs of classic arcade games from the early 80s, and unlike a lot of similar retro compilations, these two are both laden with memorable classics. The Midway pack contains seven games: *Spy Hunter*, *Burger Time*, *Moon Patrol*, *Joust 2*, *Rootbeer Tapper*, *Splat!*

and *Blaster* (don't remember those last two, but the others are awesome). The Atari pack is the one we're really looking forward to, though, seeing as it contains *Paperboy*, *Road Blasters*, *Gauntlet*, *Marble Madness*, *Crystal Castles* and *Millipede*. Every one a winner! As before, each game is original arcade code running on emulator software, so you can be assured of pixel-perfect conversions all round. Rejoice, o ye nostalgia fiends!



100% COMPLETE	FIGHTING SIM	BY SQUARE SOFT
	TBA RELEASE	1-2 PLAYERS

BUSHIDO BLADE 2

The first game has only been out in the UK for a few months and the sequel is already available in Japan.

The game is very similar to the first, but has a selection of new features such as the ability to use more than

one weapon at a time. The graphics are slightly improved and it's all been sped up a bit to make the fights a bit more action-packed. A UK release will probably depend on the success of the first game, and as yet hasn't been confirmed.



Play as the ARP warden from Dad's Army!



New-look POV Mode.

100% COMPLETE	PLATFORM	BY SONY
	TBA RELEASE	1 PLAYER

TOMBA

Scrolling platform games are really coming back into fashion on the PlayStation. Following hot on *Klonoa's* furry heels comes *Tomba*, a sort of cave-guy (perhaps a distant cousin of Joe and Mack from the ancient *Caveman Ninjas*) who is on a

mission to... well, we haven't quite worked that one out yet. However, we do know it requires jumping on piggy guards and wrestling them into submission, smashing dino-bird eggs to retrieve chicks, as well as solving numerous bizarre problems and clambering, swinging and jumping over outlandish obstacles. Like *Klonoa*, the scenery scrolls left and right, but it's actually multi-layered so you can go into or out of the screen to explore hidden areas. The level also changes direction every now and then, and you get to see that the flat scenery is actually a three-dimensional playfield. Interesting, but it looks a bit more 'junior gamer' than even *Klonoa*. Still, we won't hold that against it in the forthcoming review.



100% COMPLETE	GOLF GAME	BY EMPIRE
	OUT NOW	1 PLAYER

THE GOLF PRO

Golf games have come a long way since you had to type in angles and percentages to set the direction and strength of your shot. EA's *PGA Tour Golf* was the turning point, with its timing-dependent shot control that became the standard for just about every golf game since. Except this one. *The Golf Pro* uses an all-new stroke system that lets you control your backswing and drive by moving the mouse almost as you would move a golf club. Slide

the mouse to the right to set the backswing, then bring it left to drive the ball up the fairway. Golfing spods that we are, we had a bit of trouble getting the 'swing' of it (hur-hur!), but Empire claims that, once mastered, the technique can actually help improve a real-life golfer's technique by helping them perfect their rhythm. If you get completely stuck, Champ-of-Yesteryear Gary Player is on hand to provide digitised lessons. As you can see from the pics, the graphics are quite lush, but then the game is set in two of the world's most famous courses, We were getting a bit blasé about golf games, but the unusual control means we'll be taking a further interest in this one in a future issue.



1080° vs

TenEighty

THE REAL THING



Hyped as the best snowboarding game to date, how does 1080° compare to the real thing? CVG's token snowboarder, Tony Cormack, goes on the piste in the south of France before playing the game, and realises that life imitates art or something.

If you ever wonder what it feels like to throw yourself headlong down a snow-covered piste, or if you ever dream of being surrounded by bright sunlight while you slide on pure, white snow, with a gentle breeze blowing on your face, then 1080° is where you should be at. Nintendo 64's new snowboarding game is the closest you'll get to experiencing the wonders of gliding down gorgeous mountainous landscapes, doing lines in endless acres of snow – without actually leaving your own home. The makers of 1080° have created an incredibly realistic experience, and paid enormous attention to the details of the sport and its followers.

The boards and 'boarders

Just like in real life, the 'boarders in the game have a wide range of abilities – one has great technique but lacks power, another has power but doesn't have many tricks, and so on.

The boards that you can choose from are all made by the top name, Lamar, and come in a variety of shapes, sizes, weights and patterns.

Details such as these will impress seasoned game players and snowboarders alike.



OH MY GOD! I'VE JUST COME OVER ALL FUNNY. I THINK MAYBE I'M GONNA... UGGGGHHHHH! TOO LATE!



The courses

1080° also manages to capture a huge variety of conditions, covering both piste and off-piste 'boarding. Though riding on ice and gravel may be too extreme for some, they help make the game a richer experience. Boards and 'boarders can pick up damage and injuries when competing in hazardous conditions, and again the game manages to incorporate this into the overall package seamlessly.

Lines in the powder

There is nothing like hitting fresh powder and leaving the first trail of the day. In 1080° this is recreated perfectly – you hit the powder and sink down low, leaving spray and carve marks in your wake – AWESOME!

The end result

1080° captures the spirit of snowboarding beautifully. It's a fantastic start for a game which may revive the N64's fortunes when it comes to mature gamers' market.



Who is the cool dude in all the pictures... could it really be Tony?



WAIT A MINUTE, I'M SURE THAT BOLT'S NOT MEANT TO BE COMING LOOSE!

TOP TIPS TO ADD TO THE REALISM

Strap an old plank to your feet while playing 1080°. When your character falls over, you can tumble as well. You are likely to hurt yourself and be in some pain. But if you want more reality, you have to pay for it.

Wear loads of silly jumpers and jackets, sit in a chest freezer for one hour (with the door slightly open so the light will still be on, giving you a sense of sunlight). This will give you a better idea of the temperature and weather conditions. A fan could be used to imitate the breeze.

Advantages of The Real Thing over 1080°

1. Loads of fit 'boarding babes and ski babes going down on slopes.
2. You get to spend loads of money on brightly coloured clothes that people think are cool to wear at any time of year.
3. People might think YOU are cool. Apparently.
4. You get to visit a beautiful part of another country, rather than mosey down the stairs to your front room.
5. No matter how good the game is, it can't beat the feeling of free-riding on virgin snow.



Advantages of 1080° over The Real Thing

1. You can create an environment suitable to you, using our "add to the realism" tips.
2. No babes to laugh at you when you fall flat on your arse or roll down the mountain for several kilometres in a giant snowball.
3. You can always be first on the snow, and you don't have to get out of bed at the crack of dawn for the privilege.
4. No strapping your board on and off at ski lifts (unless you take our "add to the realism" tips way too seriously – you mugs).
5. No long, annoying queues of German skiers staring down their noses at you and asking if you take drugs. In fact, no skiers at all.

THE REAL
THING
VS
1080°
TenEighty

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