

PLAYSTATION, PS2, AR, SATURN, COIN-OPS, NU64, PC, 3DO, MEGA DRIVE, SNES, AMIGA



# COMPUTER AND VIDEO GAMES

## BADDER THAN TYSON - FIRST TEKKEN 2 PLAYTEST!

£8.00 ASCH  
£6.50  
£9.500 L  
OCTOBER 1995  
ISSUE NO 167

**ONLY  
£2.45**



# SHOWDOWN IN VIRTUA CITY

**exclusive**  
**FIRST REVIEW OF  
DESTRUCTION  
DERBY**

**EVERY AM2 SATURN  
GAME PREVIEWED!**

**MASSIVE  
TIPS  
SECTION  
INSIDE!**



**VIRTUA COP  
SATURN SHOTS  
AND ARCADE  
SEQUEL INSIDE**



**SEGA  
RALLY  
FIRST ACTUAL  
SATURN SHOTS**



# DO NOT EAT HIM

MR. TOM CRIBBINS  
(Rotherham)



EAT  
him. 1



# WHERE THE STREETS HAVE VIRTUA NAMES

**Virtua Fighter. Virtua Fighter 2. Sega Rally. Virtua Racing. Virtua Cop.**

**These are just a few of the amazing games AM2 have been responsible for. We visit their very own Virtua City to bring you the full Gen on their Saturn plans.**







# WELCOME TO VIRTUA CITY

So where do all Sega's neat ideas come from? Rad strategically shaves off lumps of his face to get that block-head look and checks out all AM2's Saturn projects from Virtua Fighter Remix to Sega Rally...



# Contents

OCTOBER 1995 ISSUE 167

## SEGA RALLY

After Daytona comes Sega Rally – and we've got the first Saturn shots!

**EXCLUSIVE** 26



Is this really the Next Generation of racing game we've been promised? Well we think so. Find out why every PlayStation owner will want a copy of this game – and remember, you read it here first!



## 48 DESTRUCTION DERBY

**EXCLUSIVE**



# REGULARS

- 6** Editorial
- 8** Connected
- 96** In the bag
- 100** Help
- 102** Cheatmode
- 112** Challenge
- 113** Charts
- 114** Next Month

# VIDEODROME

**70**

First reviews of Rave Racer and Alpine Racer from Namco along with all the usual coin-op exclusives we dredge up every month.



# REVIEWS

- 32-BIT**
- 48** Destruction Derby – PlayStation
  - 52** Bug! – Saturn
  - 56** Ballz – 3DO
  - 61** Space Hulk – 3DO
  - 62** Winning Eleven – PlayStation
  - 64** Discworld – PlayStation
  - 66** 3D Lemmings – PlayStation/PC CD-ROM
  - 68** Mechwarrior 2 – PC CD-ROM
  - 69** Battle Beasts – PC CD-ROM
- 16-BIT**
- 78** Comix Zone – Mega Drive
  - 80** Batman Forever – SNES/MD
  - 82** Doom – SNES
  - 84** Weaponlord – SNES
  - 86** Yoshi's Island – SNES
  - 90** Obelix – SNES
  - 91** Turbo Toons – SNES



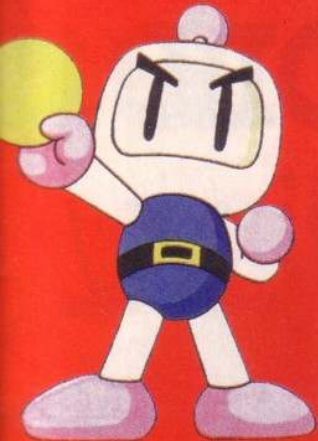
We've played the first pre-production version of Tekken 2 to hit Britain and, surprise surprise, it's amazing. Read all about the new stuff and catch all the pics in our four page preview.

**22**

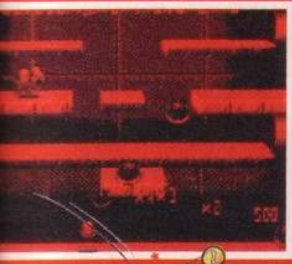
# TEKKEN 2

# PREVIEWS

- 22** Tekken 2 – Coin-op
- 26** Sega Rally – Saturn
- 28** PO'ed – 3DO
- 30** Lone Soldier – PlayStation
- 32** Amok – Saturn
- 34** Assault Rigs – PlayStation
- 36** D – Saturn
- 38** Screamer – PC CD-ROM
- 40** Johnny Mnemonic – PlayStation
- 46** T-Mek – 32X
- 92** ISS Deluxe – SNES



Is it a 32-bit games machine or just a strange and unnatural toy? We review the first games and give you our verdict.



**44**

# VIRTUAL BOY!







# EDITO

**EDITOR:**  
MARK PATTERSON  
**DEPUTY EDITOR:**  
GARY LORD  
**ART EDITOR:**  
JULIE HEAP  
**DEPUTY ART EDITOR:**  
PETREA DOYLE  
**REVIEWS EDITOR:**  
RAD AUTOMATIC  
**FEATURES EDITOR:**  
SIMON CLAYS  
**CONTRIBUTING WRITERS:**  
ANDREW OSMOND  
RIK SKEWS  
RIZLA CHIRAZI  
SIMONE D' BEAUVOIR

Editorial and advertising enquiries: 0171-972 6700  
Editorial fax: 0171-713 6701  
Advertising fax: 0171-216 6219  
Subscription and Back Issues enquiries (9.30-5.30 Mon-Fri): 01858 468888  
CVG Headquarters: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

**ADVERTISING MANAGER:** Lisa Hawkes-Merrit  
**ADVERTISING EXECUTIVE:** Chris Pererra  
**PRODUCTION:** Tina Gynn  
**SYSTEMS AND PRODUCTION MANAGER:** Sarah-Jane Leavey  
**PRODUCT MANAGER:** Tina Hicks  
**MARKETING DIRECTOR:** Nigel Taylor  
**PUBLISHING DIRECTOR:** Graham Taylor  
**SUBSCRIPTION ENQUIRIES:** CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire LE16 9ES TEL: 01858 468888 RATES (includes postage and packing): 12 ISSUES UK: £34.00, AIRMAIL EUROPE: £52.00, AIRMAIL REST OF WORLD ZONE 1: £75.00, AIRMAIL REST OF WORLD ZONE 2: £89.00, REST OF WORLD SURFACE: £48.00, BFPO: £34.00, EIRE: £52.00  
PRINTED IN THE UK BY: St Ives PLC, Peterborough  
DISTRIBUTED BY: Frontline  
(c) COPYRIGHT: Computer and Video Games 1994/5 ISBN NO: 0261-3597  
**DISCLAIMER:** Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

## news from t pilot legs look shaky

Sega are launching a new Saturn peripheral to accompany the release of WingArms. The Sega Pilot Pedals come complete with two Sega Leg controllers. Like the Sega Guns these legs are coloured red and blue to prevent them from being mistaken for real legs and used in violent crimes. To further fox the antisocial element both legs will end in hands.

## where's the nu64? oh there it is

In another shock NU64 plot twist Nintendo have announced that the console will be released by Christmas, with a revolutionary new casing. Apparently, in order to weed out False Gamers from the Nintendo fanbase, fools will not actually be able to see the NU64 at all, thanks to an amazing new chip - made of gold thread - which renders the machine invisible to stupid eyes.

## unstoppable pie-eating animal

Mark Patterson, editor of this very magazine, has announced plans to launch his own range of gaming peripherals. The first of these is the Patterson Pie Pad, a revolutionary controller in the shape of a big lardy cow pie. Future lines proposed are the Cake Pad, Kebab Pad and Jellied Eels Pad.



## ★★★★★HEY! THAT'S RUDE!★★★★★

Budding perverts! Here's your chance for fame and, possibly, fortune. If you notice something in a game which might conceivably look a bit rude, like Chun Li's pants or something, take a photo of it and send it into us. We'll print any good ones and award prizes for really exceptionally smart, tenuously rude things. So get snapping and send your entries in to SNIGGER TEE HEE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.  
PS Don't send in anything really rude and perverted or we'll get taken to prison.



# RIVAL

## he front

### he's an armless dinosaur



The saga of Yoshi's arms continues apace with the release of Mario Tennis for Virtual Boy, in which the young dinosaur is seen wielding a tennis racquet with long, flexible jointed arms. Originally born without arms in Super Mario World, Yoshi strangely sprouted stubby, vestigial steering-wheel gripping forearms in time for Mario Kart, before losing them again, as seen in Yoshi's Cookie and Yoshi's Safari. A leading dinobiologist says "It's likely that the stubby arms seen in Mario Kart were merely Yoshi's milk arms, which dropped off to make room for his real arms in the career gap which spanned Safari and Cookie. But what I

want to know is how he lays eggs in Yoshi's Island if he's a bloke dinosaur."

## WHERE ARE THEY NOW? THIS MONTH: THE DOUBLE DRAGONS

Pioneers of the two-player beat-'em-up were Billy and Jimmy Dragon, the Double Dragon Brothers. They could pick up baseball bats and everything. Everyone liked them. And yet now they're nowhere to be seen, or so surmises Phil Talbot of Rugby in his request to know the whereabouts of his heroes. Well Phil, that might have something to do with the execrable film of the duo's exploits which is now available in straight-to-video format in all the worst video stores (just ask the manager what he recommends and you should get a copy from his enormous stockpile of car boot sale goods).



## people bits

Who knows what tomorrow brings? That's what Joe Cocker wanted to know, and we reckon we're just the people to tell him. Rissole Grunt, personal porcine precognitor to the personnel of this periodical. And that's not just a load of P's. So come with us on a journey through time as we explore the amazing events set to unfold throughout the coming month.

### mark - aquarius the pin

What's better - cake or pie? That's the question confronting you this month as Planet Threng casts its evil purple aura into your slice of the cosmic pie. Or cake. See what a dilemma you're facing? But the choice must be made, with both the Grand Big Cake Eating Contest at Wembley and Pieman - The Ultimate Pastry Experience at the G-MEX falling on the same day in this lunar cycle.

LUCKY BRONTË CHARACTER: Surly Heathcliff

### gary - pisces the spectacles

Your dreams come true this month when you're offered a walk-on part in EastEnders. Your job is to walk into the Queen Vic and order a pint of lager, cheers chief. Sadly you make the mistake of drinking some of the fake screen beer which is really made from wee (for an authentic colour) and you become the first patron of the pub to get barred for being sick all over Barbara Windsor. Gor blimey guv'nor!

LUCKY MILK CARTON: Tetra-Pak

### rad - capricorn the alien-boy

Your interest in body piercing could be the source of irritation this month as you decide to have your head pierced, with a giant ring running through the sides of your skull, directly bifurcating your brain. This is no problem in itself until the ring gets caught in the tread of DJ Mike Smith's low-flying helicopter, resulting in an unplanned undercarriage-dangling flight to Dave Lee Travis' Hairy Bearded Birthday Celebration fete.

LUCKY HAT: Pork pie hat

### si - virgo the brown sauce

Asteroid M drifting into your sign means this month signifies four weeks of split loyalties. What do you spend your money on - games or food? What do you do with your spare time - play games or have a sleep? Should you go out with that girl or concentrate on completing Donkey Kong Land? Our advice is to stay true to the righteous path of Gamos, God of Games, by playing games in each instance.

LUCKY ACCIDENT: Falling downstairs

### julie - scorpio the cabinet

Good news Ju - Vultrex, the star of Abject Human Misery has control over your sign this month. This means - hooray! - the rest of the team experience a hard time. Find out what ails them the most and make constant snide references to it, perpetually reminding them of any minor traumas in their lives. Now sit and laugh as they break down and weep at their desks. Now may be a good time to demonstrate your innate talent for poison pen death threats.

LUCKY RABBIT'S FOOT: A brutally severed one

### trea - gemini the australian

Your uncanny weather-predicting skills get you into difficulty over the next four weeks. Suspicious and small-minded as the CVG crowd are they suspect your up-to-the-minute knowledge of meteorological matters is the result of strange magical powers. A hasty witch trial is set up, where you're ducked underwater to determine which side of the occult tracks you're on. Luckily you float and are merely burnt at the stake. LUCKY WINDOW: Sash





# CONNECTED

Sony gets ready to take

Exclusive news of Indy 500

on hardware games

reaches the CVG offices and

vets Sega as the

some tantalising first pics.

Michael Jackson-

Virgin release some well cool

friendly & George

games on their budget range;

Michael unfriendly

while Interplay shows off some

company launch the

Sat and PSX launches...

PlayStation!



the **wired-up** gaming news section

# 3... 2...

# PLAYST

# BLAST

# SEPTEMBER 29!



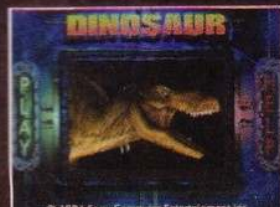
These are the demo stations coming to a retailer near you on the 29th! Join the queue man!

September 29th is Play Day. Yes folks, it's official! Sony's biggest venture since the Walkman gets underway this month.

Sony announced ambitious plans for its 32-bit entry into the console market, and that they hope to shift a stupendous 175,000 PlayStations in the UK in six months, and 1 million European copies inside a year. It's an ambitious game-plan, especially for a company who have no experience of the rigours of the console battlefield. Indeed Sega, who've fought against the best of them, are experiencing a slow uptake from the great British public, having sold between 7,500-10,000 Saturns (depending on whose maths you rely on) since its launch.

Sony will lure gamers towards their PlayStations with prelaunch roadshows all over the UK, comprehensive press advertising and a heavyweight TV and cinema campaign. They also hope to capture lapsed users by promoting such events as club tours in association with dance magazine Mix Mag. Get hip daddy-o.

Part of the PSX bundled disc is this T-Rex which was first shown to developers to demo what the machine can do, and it looks





## SPANNER ALERT!

For the more technically-minded (adjustable tool-boxes) among you, the 32-bit hardware boasts six processors working in parallel at 500 million instructions per second (MIPS), compared to under 200 million for the SNES and Mega Drive. It has 16 megabits of RAM, plus a further 8 megabits of Video RAM facilitating rapid loading of the games. The PlayStation's sound is, naturally, CD-quality, and it functions as a Sony-standard CD player. Some games even let you play your fave music tracks as you grapple with your joystick!



## GAME JUNKIES

But what of the software, you cry? Sony claims to have the largest in-house game development in Europe, as well as 400 third party developers creating games for the PlayStation too. These include such well-known names as Namco, Konami, Capcom, EA, Acclaim and Interplay, with many British programmers on the list also.

The first batch of games to be released on the 29th includes such 3D blockbusters as the self-explanatory 3D Lemmings, the slice-'em-up Battle Arena

Toh Shin Den (first previewed back in the February issue), and a

first-person perspective action adventure called Kileak the Blood. Jumping Flash promises to reinvent the platform genre with depth-cued 3D graphics and six multi-level worlds (more than the import version boasted), while the arcade simulation Ridge Racer will showcase the speed, graphics and impact of the PlayStation.

Further titles to be released over October and November include

the PlayStation's Discworld which offers enhanced audio, Mortal Kombat 3, Air Combat and CyberSled (all October), followed by

Warhawk, StarBlade Alpha and Myst (November).



# 1... ACTION OFF!!!



## WHAT DO I GET FOR MY HARD EARNED READIES THEN?

Well, obviously you get your PlayStation, but unlike the Saturn, there'll be no bundled game. Instead, Sony are packing a disc which

features six playable demos, a variety of non-playable demos and a graphics generator for use with your audio CDs.

Games should knock you for about

£40-£50 a time, an extra pad should come in at around the £30 mark and memory cards for saved games will be in a similar price bracket. However, one inspired piece of judgment from Sony is to include both a SCART and RF cable.



Sony have decided to use the bundled disc to market all the gob-smacking games they have lined up. This offers you the punter plenty of variety, but not much in terms of long term playability that you'd get with Sega's Virtua Fighter.





# GAMEGUN SHOOTS ON TO PC

Calling all potential gun-totting psychopaths who own a PC. Your time is nigh. Yes indeed, all you potential Travis Bickle's out there in personal computer land can now aspire to the dizzy heights that your Mega-CD and 3DO compardrese have escalated to, with the announcement of a PC gun.

No, it's not the ultimate deterrent against the errant night call of an IBM thief, but it is a lightweight, durable handgun that allows PC

users to play their favourite shooting games without having to use the mouse.

Running on the minimum of a 386, the Gamegun can fire accurately from up to 12 feet away from the video target and comes with a 'driver' that grants compatibility with such famous blast fests as Mad Dog McCree, Mad Dog II, Who Shot Johnny Rock, The Lost Gold, Space Pirates, Crime Patrol and Drug Wars.



European distributors Mirage have also launched the first Gamegun specific title, The Last Bounty Hunter. Shot on location on Western backlots used for such classics as Gunsmoke, you play, believe it or not, a lone bounty hunter chasing wild-eyed outlaws with the aid of your trusty six-shooter.

The Gamegun comes bundled with Crime Patrol, a demo of The Last Bounty Hunter and retails for the gun-tastic price of £39.99. And actually it's very good. Anyone worried about frightening old ladies by brandishing this hostile piece of weaponry can relax, it's bright orange and looks about as hostile as an Opal Fruit lolly. Err, suck it and see.

*Left: Don't worry about prolonged use of the Gamegun, this is only a computer mock-up! Scientists have proved that there's no way that users will ever have the same hair-cut.*



Virgin's second torrent of budget CD-ROM software has just been released following the success of their first assault on the 'cheapy' market. Last month saw Virgin's White Label range release Day of the Tentacle on CD and floppy and Star Trek the 25th Anniversary solely for CD owners, both at the bargain price of £12.99.

This month sees the benevolent Mr Branson donning a Darth Vader headpiece as the brilliant Rebel Assault Tie-Fights its way into the shops at the same ridiculously cheap price. To keep its nice shiny box company in the dark recesses of the shops Virgin are also releasing that futuristic gore-fest, Dreamweb, at the same 'much cheapness' price. Virgin promise more next month.



*Above: What do we want? Cheap games. When do we want them? Now. And happy to oblige are Virgin with Day of the Tentacle, Rebel Assault and Rebel Star Trek 25th Anniversary. Good eh?*

## SILVER SCREEN FOR SATURN

Sega's first wave of TV advertising came under the public eye for the first time in a year this month when their Saturn ad trailed with Bruce Willis.

The 60 second ad ran with Die Hard III for a fortnight during late August and will run with Steven Seagal's forthcoming Under Siege 2 this month. Running in conjunction with October releases like Virtuosity and Seven in October and Assassins in November, Sega believe that around 20 million potential buyers will see the ad.

In addition you can look forward to a condensed version to run on TV from the middle of this month and another campaign of the full unabridged ad to run with a number of November's video releases.

## WHAT'S IN A NAME?

Psygnosis, one of Britain's best known games publishers, have been officially killed off (sort of). Following Sony's acquisition of the Liverpool based company in 1993, a decision has been taken to shelve the Psygnosis name after some 10 years of games development. Until recently the company responsible for some of the most leading-edge PlayStation software like Wipeout and Destruction Derby were known as Sony Psygnosis. Now they are to be amalgamated with Sony Electronic Publishing to become Sony Interactive Europe.



# ELITE ON-SIDE FOR PLAYSTATION FOOTY

The footy season starts to hot up as Elite make their move on the PlayStation footy scene. On-Side is an arcade style football title with a management option. In line with the 32-bit revolution, On-Side will feature over 7,500 frames of animation, over 200 polygons per character and a host of digitised commentary (which will be cool as long as it's not Elton bleedin' Welsby).

On-Side will also feature variable weather conditions, pitch damage and a host of camera angles. Plus, you can cover yourself in gold, wear a large leather and fur-look trenchcoat, break your nose with a half-brick, become Ron Atkinson and use the management mode. Look out for a full preview next issue.

*Third party developer Elite get the ball rolling on the PlayStation with On-Side.*



# CONSOLES SENT TO CYBERIA

Following on from the success of the PC CD-ROM version of Interplay's cinematic action adventure thingy Cyberia, news of conversions to the 32-bit consoles has filtered through the CVG games waste disposal unit. Interplay plan to release this visual feastwrich on to Saturn, PlayStation and 3DO formats, so there's no reason for any of you not to see at least one version of it.

Meanwhile they've also lined up a whole host of other product to reach Sony's and Sega's machines by the end of '95. Both machines will see the highly popular Descent spin on to their CD drives, while the PlayStation will get versions of Casper, Waterworld and The Lost Vikings II to add to its library.



Hey, do you want to win the Fantasy League footy compos that are the scourge of all the papers these days? Do you want to be known as the Brian Clough of your street for all the football reasons and not for talking senile nonsense while drunk in a ditch. Well, if you're one of those groovy PC-type things then you can, thanks

to Penguin games. Fantasy League Football Manager allows you to make all those El Tel type decisions within the comfort of your monitor. Equipped with all the player info and performance stats you'll be able to spend your cyber £35 million wisely, enter all the results, transfers and positions so that you can win the league.



# LET ME BE YOUR FANTASY

# MEANWHILE OVERSEAS...



# ROLE PLAYING PLUMBER

That little Italian plumber isn't half putting in the overtime at the moment. The second we put the excellent Yoshi's Island down we get news of a new Mario title being developed for the SNES in Japan.

Super Mario RPG is still in its infancy but these early shots show you that it's an isometric adventure where you travel around a vast land picking up items and battling with mad insects and monsters.

You'll also have a number of sub-games to play and a host of characters to interact with on your journey. It's bound to be absolutely massive as long as they can keep that chirpy-sparrow barrow-boy Bob 'it's good to talk as long as it's not me' Hoskins a phone's length away (which we're sure they will).





# CONNECTED

## CASPER GHOSTS ON TO SNES

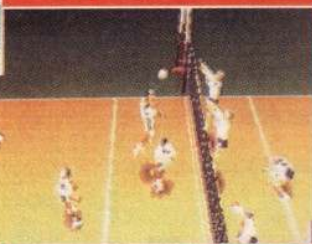
Over in Japan SNES owners are having a chilling time as the 16-bit licence for Casper the Friendly Ghost goes on sale. Information is extremely limited at the moment, but as you can see for yourselves, it's an isometric adventure which follows the plot of the film - as is the nature of a film licence.



## OUT! ERR, IN JAPAN ANYWAY

3D polygon gaming in the best Tekken tradition comes to the PlayStation in the form of Ground Stroke. This state-of-the-art 'virtua' camera style tennis title takes sports in shorts to a new dimension. The characters come with a variety of virtual expressions, and, if you do really crap, your player will throw his racquet to the ground in disgust, great eh?

If your polygon spazmo doesn't break all the racquets in the place then you can enjoy a variety of two player options and even a quick set of doubles. Ground Stroke looks great so let's just hope that it gets released in the UK.



## COP THIS!

Oh yes, the boys are back in town and we don't mean Thin Lizzy or those steroid-quaffing nancies the Gladiators. Oh no, it's those boys in blue from Virtua Cop we mean. Yep, that's right another chance to roam around dodgy places with a light gun because Virtua Cop 2 is on its way. It's pretty unclear whose in charge of development at the moment, but these shots demonstrate that, while it's still early days, the amount of detail and overall interactivity of play will be greater than the original trigger-happy-police-go-bad-ass-polygon-zapping that we know and love. More as it happens.



# INDIE 500 AND THE FATE OF SEGA

The coin-op war just gets hotter and hotter. In fact, there's just no stopping it. Sega's latest arcade offering, developed by Cool Riders developers' AM1 (see page 74 for full review), is receiving top reviews in Japan and rapidly becoming known as the second Daytona. Indie 500 is set on the same oval shaped track as



Daytona except that this time you compete against 30 cars travelling up to speeds of 380 km/h (that's about 230mph-ish to us who still know what a mile is).

Rumour is also rife that Indie 500 will feature a voice link-up allowing you to insult your opponents as you whizz by them. When will someone invent a 'virtua-flob'

option which allows you to spit at other punters? Well, virtually. Anyhow, look out for a full review in Videodrome as soon as Indie 500 arrives on test.



Sega Rally might be swallowing your pounds at the mo', but Indy 500 looks well worth waiting for.

## INTO THE VOLLEY BALL

More polygon sport from Japan, but this time in the gym. 'Virtual' volleyball is the latest 3D malarkey for the Saturn that'll feature lots of texture-mapped blokes jumping up and down in an attempt to make a texture-mapped ball hit the floor. You'll have all the normal camera angles to view it from and you'll have to agree with us that it looks pretty damn good. Let's hope we get a shot at it over here in Blighty.





# SO YOU THOUGHT IT WAS £299.99?

## WHAT PLANET DO YOU COME FROM!?



Official UK Sony PlayStation

DOWN TO EARTH PRICE

**£279.99**

### ACCESSORIES

- |                          |        |
|--------------------------|--------|
| 1. SONY JOYPAD           | £24.99 |
| 2. SONY MEMORY CARD      | £19.99 |
| 3. SONY MOUSE            | £24.99 |
| 4. SONY LINK LEAD        | £19.99 |
| 5. LOGIC 3 PAD           | £14.99 |
| 6. NEGCON PAD            | £44.99 |
| 7. AV SCART CABLE        | £19.99 |
| 8. JOYPAD EXTENDER CABLE | £14.99 |



**RIDGE RACER** - The finest driving game ever to grace a home console! Put yourself in the driving seat and prepare yourself for the ride of your life!!

**MORTAL KOMBAT 3** - Straight out of the arcades and into your home.. A total of 24 fighters plus all-new moves!



### THIS MONTHS HIGHLY RECOMMENDED GAMES

### HERE IS JUST A SELECTION OF SOME OF THE OTHER GREAT TITLES AVAILABLE

#### TOP TEN GAMES

Ridge Racer.....	£32.99	Theme Park.....	£34.99	Ultimate Paradious.....	CALL	Rayman.....	CALL
Tekken.....	£39.99	FIFA 96.....	£34.99	Motor Toon GP.....	CALL	Prowler.....	CALL
Tohshinden.....	£39.99	Primal Rage.....	CALL	Streetfighter The Movie.....	CALL	Creature Shock - Special Ed..	CALL
Jumping Flash.....	£34.99	Split Realities.....	CALL	Cybersled.....	CALL	Defcon 5.....	CALL
Wipeout.....	£39.99	Screaming Wheels.....	CALL	11th Hour.....	CALL	Syndicate Wars.....	CALL
Destruction Derby.....	£34.99	Rapid Reload.....	CALL	Starblade.....	CALL	Goman.....	CALL
3D Lemmings.....	£34.99	Raiden.....	CALL	Krazy Ivan.....	CALL	Rollcage.....	CALL
Mortal Kombat 3.....	£39.99	Boxers Road.....	CALL	Assault Rigs.....	CALL	Air Combat.....	CALL
FIFA 96.....	£34.99	Dynamic Tension.....	CALL	Road Rash.....	CALL	Goal Storm.....	CALL
Actual Golf.....	£34.99	Shellshock.....	CALL	Magic Carpet.....	CALL	Project Overkill.....	CALL
		Waterworld.....	CALL	Spot Goes To Hollywood.....	CALL	Arc The Lad.....	CALL

IF YOU HAVE A FAX MACHINE, USE IT TO GET AN UPDATED PRICE & RELEASE LIST (Calls charged at 39p off peak, 49p peak)  
JUST DIAL 0891 715689, LISTEN TO THE INSTRUCTIONS, ENTER DOCUMENT NUMBER 701 AND PRESS START ON YOUR FAX MACHINE



MAIL ORDER DIRECT ON  
**01442 279701**

217 LONDON ROAD • APSLEY • HEMEL HEMPSTEAD • HERTS HP3 9SE

Cheques/Postal Orders payable to PlayStation Direct Limited

Postage & Packing  
SONYPLAYSTATIONMACHINE  
Software & Accessories

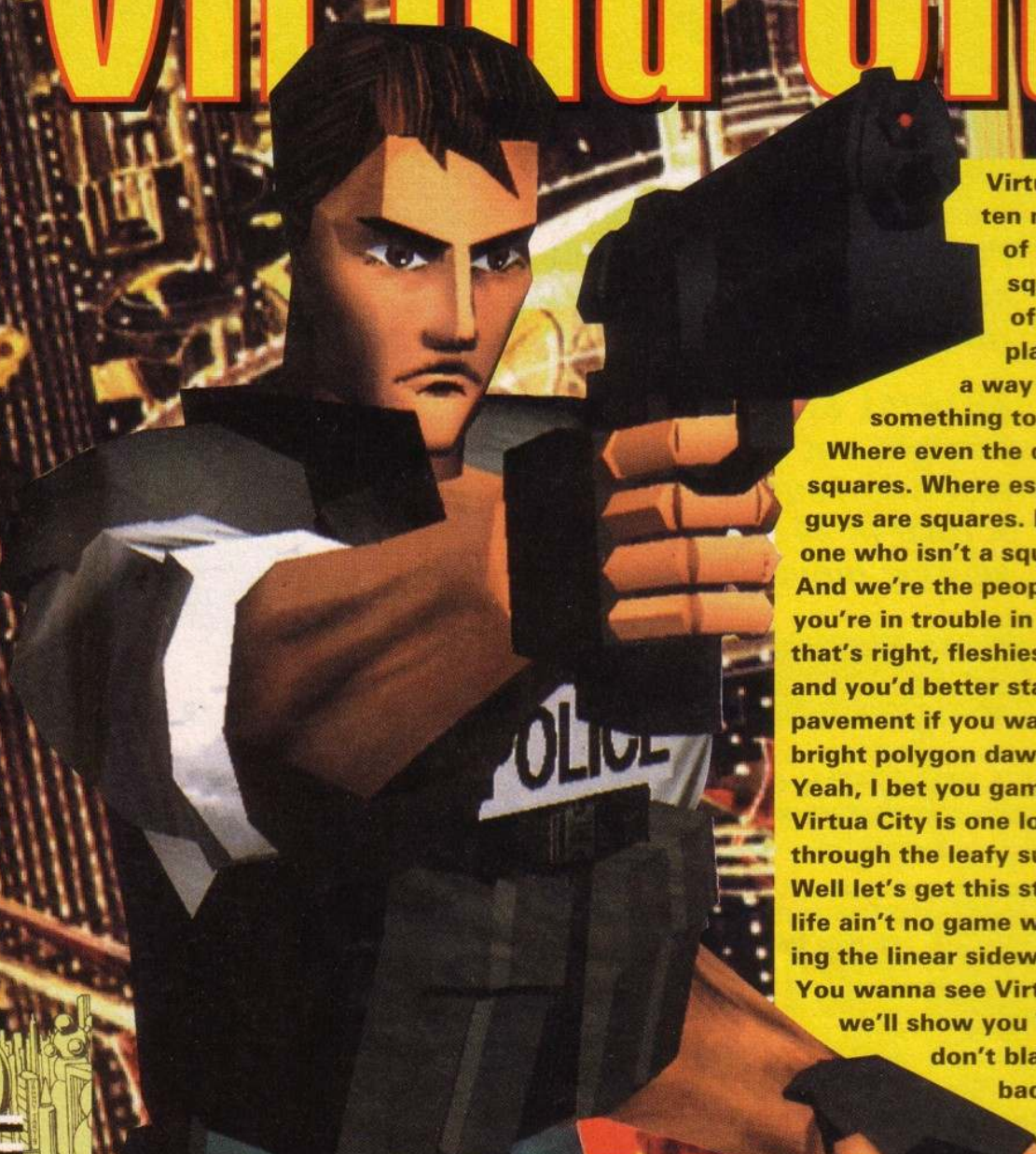
10 TELEPHONE LINES  
Open 10 a.m. - 7 p.m.



£5.00  
FREE



# 24 Hours in Virtua City



Virtua City - a well of ten million souls, each of them as blocky and squared-off as a plate of oven chips. A place where cubism is a way of life, not just something to hang on the wall.

Where even the cool guys are squares. Where especially the cool guys are squares. In fact, where anyone who isn't a square is in trouble. And we're the people you call when you're in trouble in Virtua City. Yeah, that's right, fleshies, it's the VCPD - and you'd better start hugging that pavement if you wanna see another bright polygon dawn, scumpup. Yeah, I bet you gameteens think life in Virtua City is one long virtua drive through the leafy suburbs, don't you? Well let's get this straight doughboy - life ain't no game when you're pounding the linear sidewalks of Downtown. You wanna see Virtua City? Yeah, we'll show you Virtua City, kid, but don't blame us if you come back one pixel short of a texture map.

*Sometimes when I go out to arcades, I stand behind a good player and watch him. I feel that there's an unwritten code which says that only skilled people can play. It's like chess. I wonder what sort of adult I'd have become if I'd had these games when I was a child? Where will the human race go..?*

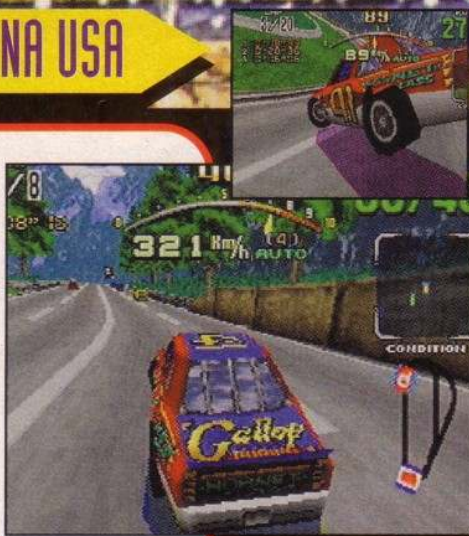
**Katsuya Terada, AM2**



# OUTSHIRTS — DAYTONA USA

Well here we are on the outskirts of the most polygonated conurbation on the face of the Earth. The wooded scrubland which belies the youth of the town is dissected by uncharacteristically twisty turny roads. And it's here that the famous Daytona rally takes place. No, not in Daytona at all, but over the remarkably Daytona Beach-like landscape of Virtua City. Of course, Daytona hasn't been quite the same since the Saturn came along.

Everything's a bit grainier and the cars don't perform in the same way. But it's still the number one favourite pastime of VC residents. That's thanks to the intelligence of the opponents and the speed and sheer god-dam flickability of the game if you ask us. Fair enough, so the borders visible on the UK version of the game limit it to letterbox vision – but quit whining you pussies, it still plays the same. And when we get bored of racing our cars around the track we saddle up our rendered horses and hit the trail. In fact, we don't usually even bother to clear the roads of other cars. our 32-bit powered gee-gees can outrun one of your Earth sports cars any day. And it doesn't even matter if you prang the mother, thanks to its incredible binary wire-frame skeleton Virtua horses can withstand any impact.



Daytona is probably the most 'controversial' Saturn title on release at the moment. Is it great? Or is it pants? That seems to be the crux of the debate. Well we think it's great, and we'll deck anyone who says otherwise. Fair enough, it could have been more polished, the graphics might have been sharper and the sound – well the sound might not have had any godawful singing on it, but we like it just the way it is. So much so that we awarded it 96% in issue 163.



If you'd like to enhance your enjoyment of Daytona USA for the Saturn may we recommend that you steer well clear of the giant clunky Sega Steering Wheel, available from all unreliable and untrustworthy importers? Yet to appear in the UK this is a cleverly moulded controller in the shape of a kind of steering wheel/yoke thing. It's not a bad idea, and it doesn't destroy your game or anything, but it does feel a bit flimsy, and as such it's easy to oversteer. A bit of an expensive novelty. Or white elephant as they were once known in olden times.

# WOODS — SEGA RALLY CHAMPIONSHIP

Of course Daytona isn't the only claim to rallying fame we enjoy in Virtua City, oh no buster. If you care to move a little further off the path you'll find where the real dirt-track racers strut their stuff in the Sega Rally Championship. It's a harder race with tougher controls and a more taxing race environment, but thanks to the cuboid-bashing danger levels not so many lily-livered squarehearts enter the race, so there aren't as many opposing cars around as you'll find in Daytona. What's that you say? You wouldn't mind a go? Ha! That's all you fleshies ever say isn't it? "Hey officer, hand me that Virtua gun, I'm gonna go waste me some blockheads!". Well listen good punk, you try that on our turf and you're looking at a twenty stretch. Now get back in the car!



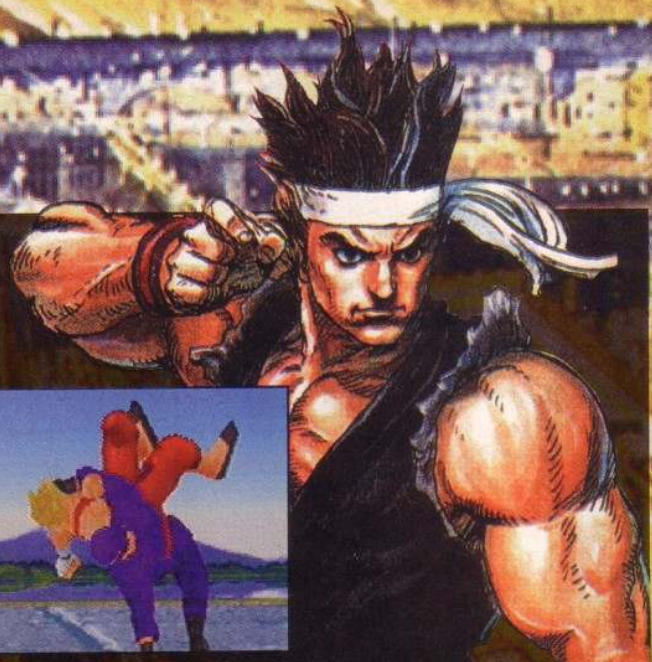
Sega Rally Championship has proved très popular in the arcades thanks to its mix of technical realism with arcade-style car handling. The Saturn version currently underway (see page 26) promises to deliver all the game-play elements which have endeared it to arcade-goers. But will those stunning big cars and sprays of mud and all that stuff survive the transition? Well the shots you here are only the provisional test graphics. Whilst most of the polygon frames are finished the final texture mapping is still to be added using the new SGL graphics library. And it should be compatible with the two-player link-up cable. Or that's what Sega of Japan reckon. And we're sure they wouldn't lie.





## THE QUARTER — VIRTUA FIGHTER REMIX

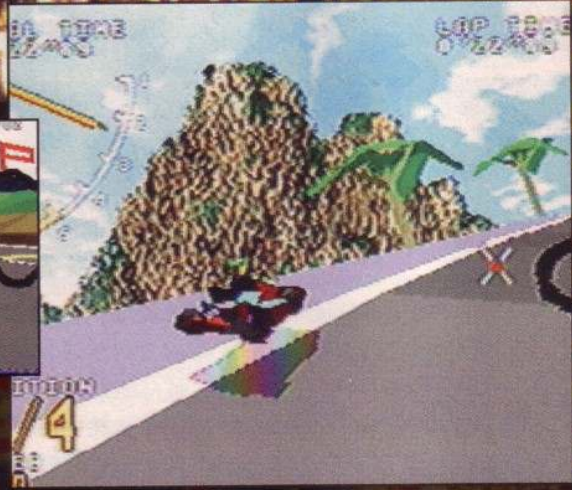
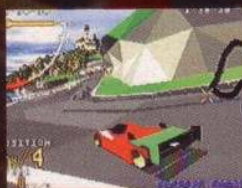
Okay buddy – this here's where things start getting ugly. There's this annual martial arts tournament held in this part of town. And tonight it's a grudge match between this race-driving Jacky guy and his sister who's been brainwashed by an evil crime syndicate who tried to assassinate him once before. Only he doesn't know that, and you better not tell him or you'll ruin the plot continuity. Try to act natural – it's a newly texture-mapped crowd, so you'll probably fit in so long as no-one sees your lips move realistically. Boy would you have been in trouble if this was last year's bag. Those ninja blockheads don't take kindly to strangers. There's not a lot new on offer this time around. Apart from looking prettier it's the same scene for us old-timers, boy.



Virtua Fighter Remix is, play-wise, no different from the old Virtua Fighter Saturn owners will be used to. But that's not the point. The point is that it's been bloody texture-mapped, ain't it. And the rather tatty character portraits have been replaced with stunning inked efforts by virtua artist Katsuya Terada. It shows off the machine a lot better (in fact it's now the bundled game in Japan) and makes the game more enjoyable if you're the kind of shallow game-slut who goes for graphics. Although they haven't confirmed it yet, Sega could be releasing this mid-October.

## CITY STREETS — VIRTUA RACING

Okay, time's moving on and we've got a beat to pound. What say we drop you off at the Virtua Stadium? Japan are playing Brazil today and – hey! Where does that guy think he's going in that go-kart? Must be one of them damn urban Virtua Racers heading for the bridge. No damn respect these new Virtua Racers. Not like your old Formula 1-only drivers. These new Saturn rich kids have five different cars, from those pesky go-karts through to stock racers. And texture-mapping – that's what they want on their backgrounds nowadays. No wonder this city's in such a goddam mess. Yeah, and they've got this new Grand Prix where they compete using each vehicle. Everyone from the 15 teams who wins a race goes through to the next round with a faster machine, racing on the seven new tracks they've devised. And as if that wasn't enough they've gotten hold of a helicopter so's they can get aerial fly-bys of each track before they start, so they know what to expect and can anticipate difficult corners. The gets.



Handled by Time Warner Interactive and not Sega themselves, Virtua Racing should be an interesting Saturn conversion to watch. Instead of just converting the basic and now superseded) VR coin-op TWI have opted to adapt the concept to the limits of the Saturn. The fact that the cars are still polygon only means that the Saturn can shift everything faster than any of its competitors on Saturn or PlayStation (apparently). It also means that those clever programming types have been able to add a split-screen two-player mode – the first game of its kind to eliminate those 'I need a mate with a Saturn and a portable monitor' blues. Hopefully there should be a full review of this little number in a very soon CVG.

VIRTUA CITY



## VIRTUA STADIUM — VIRTUA STRIKER

Well here we are kid, the Virtua Stadium in all its angular glory. Given the importance of Virtua City in the world sports scene it's only fitting that all the big international soccer matches should be held here. And anyone who says the Virtua Striker tournament isn't important gets a hot polygon slug in the mouth. You think it takes hard work to make a great human player? Try doing it with polygons man — that's *maths*. Twenty-two fully undulating shorts-clad players hot-footing it around the pitch, all tracked in real time and playing their positions as you'd expect. The only difference is that all the international teams are automatically handicapped on entering Virtua Stadium, so they're all of a roughly similar level. Beats me why you fleshies can't do that.



While Virtua Striker is undoubtedly a massively ace soccer game it's still unclear as yet whether AM2 will deign to release it on the Saturn. It might be difficult for the console to handle all the players at the same time without reducing the polygon count. But then again, we reckon they will. After all, texture mapping can do wonders for otherwise sketchily constructed characters. As it is right now the only way you'll get to play Virtua Striker is to visit a decent arcade. Something we'd thoroughly recommend, as this is a particularly fine example of the genre.

## ABOVE THE CITY — WING ARMS

So how was the game, bucko? Didya check out those waving polygon flags in the crowd? Pah! Bet you didn't even notice them you no-good gamesnik! Well look in the air — are those WW2 warplanes noticeable enough for you? Yeah, that's the Wing Arms guys doing their stuff. What's that? Isn't it dangerous having madly swooping airplanes dogfighting over the city? Shrapnel's just a way of life in this neighbourhood. If you don't like it buy an umbrella. And what are you complaining for, this is the closest you're going to see to a conversion of the Wing War coin-op, we left that sort of stuff behind in the old Model 1 days with Star Wars. You get just as good a selection of planes, and these mothers have the new texture-mapping too, not like the red and blue efforts of yesteryear. Hey, watch out for that dead pilot!



One of the most hotly anticipated Saturn titles at the moment has to be Wing Arms (previously features in this mag under the name Mystery Plane because we didn't know what it was). It's based on Wing War, one of the earlier Virtua efforts and also one of the best coin-ops released last year (like anyone noticed it even existed). Apart from the quality of the graphics (brilliant) and the speed of movement (flipping fast) it also plays bloody well. We've got high hopes of this being a real killer title. More info next month.



VIRTUA CITY



## BACK IN THE QUARTER — VIRTUA FIGHTER 2

## DOWNTOWN — VIRTUA COP

Okay, seen enough? No, well then you better try coming on the night shift with the Virtua Cops. But seeing as it's on the way back to the pound anyway, why don't we drop back in on the Virtua Fighters again. There's a new tournament going down with a couple of new characters we're still checking out. Not everyone's in it yet — only Lau, his daughter Pai, Jacky, Akira the ninja and the new dudes Shun the decrepit alcoholic and Lion the young smart guy have made it into Tournament 2 as yet, but everyone else should be ported over within a month or so. There's a lot of new techniques on show and everyone's costumes have been jazzed up no end. And man is there a lot more strategy in their pugilism now. None of this tappy-tappy punch-and-block sequences anymore, you bet your butt. There's a counter for every combo and a combo for every counter. You'd better be sure of yourself if you want to try and get in the ring.

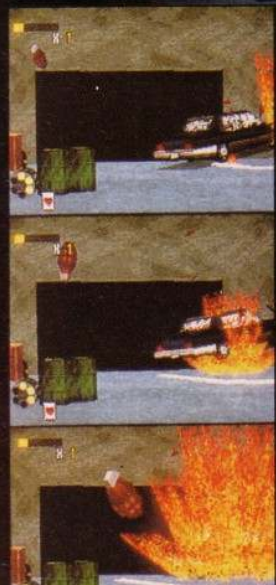
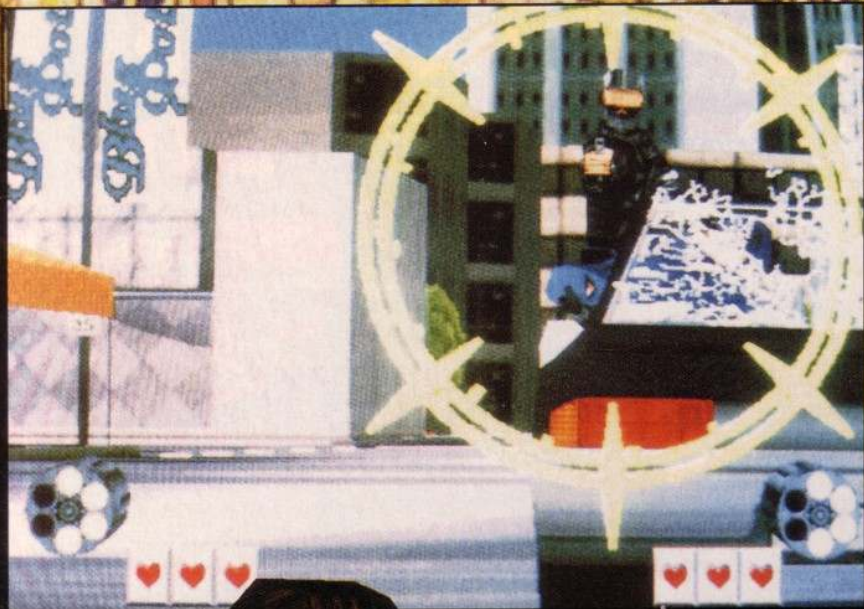
Okay skinboy, this here is our patch. Downtown, where the polygon perps hang out. They're the ones wearing black suits and shades carrying machine guns in case you're wondering. The only language this filth understands is Virtua Gun speak, and we're just the guys to talk dirty to 'em. You're in luck, this here's our Saturday, so there should be more to see. What it is yet, we're not sure, but we've been warned to be on the alert for non-coin-op elements. All we know is to aim for the head — shooting the arms or legs of a villain still only debilitates them, and we want them DEAD. Here, take this unconvincing pink handgun man and start a-shootin'!



Definitely the most eagerly anticipated release for the Saturn has to be this here Virtua Fighter 2. They said it couldn't be done (they said it, not us) but it looks very much like AM2 have pulled it off, thanks to the new polygon-friendly Saturn Operating System 2 (SGL OS2 to the initiated). AM2 are concentrating on getting everything moving at the same speed as the coin-op rather than going all-out on the graphics, but even in these shots it's hard enough to tell the difference between the Saturn and arcade versions. All the features of the original should remain intact, along with special Saturn-only improvements — and of course you'll be able to play as Dural, if you're good enough to find out how.







Pencilled in for the earliest release of any of AM2s conversions, Virtua Cop is nearing completion. It'll be compatible with the regular Saturn joypad (obviously) and you could always use the Steering Wheel Controller of Doom if you feel like it (although it's not something we'd recommend unless your arms swings on ballbearings). But truly the best way to enjoy the game is with the Sega Gun, a rather sexy-looking piece of kit which is an almost exact replica of the ones found attached to every self-respecting Virtua Cop arcade machine. The guns will be ridiculous colours over here because of our strange replica gun laws (ie they can't look realistic), but only the terminally fashion-conscious should care. Of course this means you might not be able to get a nice black Sega Gun if you've got an import Saturn, or you'll be arrested if you do. Still, them's the breaks eh?

## WHAT SAY AM2?

The production head of Virtua Fighter 2, the sinisterly-named Mr Okayasu, recently spoke to big-kahuna Japanese magazine Famitsu Express about the development of the Virtua Fighter 2 coin-op. And now you, the British public, can experience the full wealth of his knowledge.

Q How far into development is VF2 so far?

A We've just about completed all the characters and the data for their techniques. There's no scoring technique [collision detection on the characters - CVG], but you can move the characters and produce their techniques. We have also completed the thinking routines of the computer. And we've also completed on winning pose for each character. These are hot off the press! The camera work and replays are yet to be done. Things will get tough from now on.

## Q Why is that?

A It's because there's so much data. For example, if we didn't have to consider the speed [of the game - CVG] we could do the conversion very quickly. But with so much data we can only move slowly. With Virtua Fighter 1 we could use the arcade data for each technique with just a few changes, but with 2 there's just too much data. But we have done well, though how is a secret!

## Q How did you actually perfect the speed?

A It's simple. We look at the program we've made and cut out the unnecessary bits. We look again to check... this is the main kind of process. Of course we have the know-how from previous experience. I just don't think we could have made 2 if we hadn't made the first work. But it's just as tough! We owe a lot to the new SGL OS2 software.

## WHEN AND WHERE?

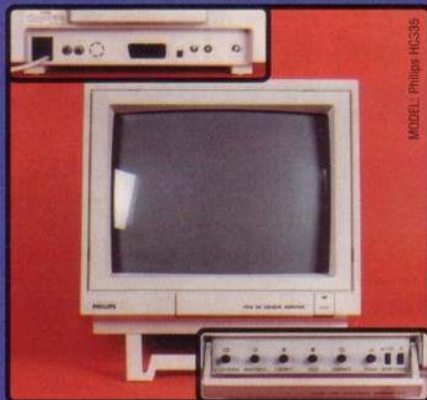
So you've read about all this exciting new software, but when's it going to come out? Well most of them should see the light of day in Japan by the end of the year. But officially?

Read on...

- Virtua Racing - October '95
- Virtua Cop - Christmas '95
- Virtua Fighter 2 - Christmas '95
- Sega Rally Championship - Christmas '95
- Wing Arms - Early '96
- Virtua Striker - TBA
- Virtua Fighter Remix - Possibly October '95







MODEL: Philips H6385

# COLOUR MONITORS

- AMIGA, NES, SNES, MEGADRIVE I & II AND ATARI ST COMPATIBLE
- FULLY REFURBISHED, TESTED AND BOXED
- SCART RGB AND COMPOSITE PHONO INPUTS
- INTEGRAL SPEAKER
- FOLD AWAY STAND

ONLY  
**£99**  
INC VAT

# NLQ PRINTERS

ONLY  
**£55**  
INC VAT

- FOR AMIGA, ATARI ST, FALCON & IBM
- FULLY REFURBISHED, TESTED AND BOXED
- EPSON & IBM COMPATIBLE
- 80 COLUMN 9 PIN DOT MATRIX 120CPS SPEED
- NEAR LETTER QUALITY PRINTING
- TRACTOR & FRICTION PAPER FEED
- PARALLEL CENTRONICS INTERFACE



MODEL: Philips NMS1436

Postage & Packing : Single item £15, both items £19.50 CHEQUES OR POSTAL ORDERS ONLY - MADE OUT TO "MICRO-T"

TELEPHONE : 01938 556575 / 556623 FAX : 01938 555501

MICROTRADE THE REDWOOD BUILDING LEIGHTON RD BUTTINGTON WELSHPOOL POWYS SY21 8HE



# RAVEN GAMES LONDON

74 BROMLEY ROAD, BECKENHAM KENT BR3 2NP

TEL: 0181 663 6810 MAIL ORDER/ CREDIT CARD LINE: 0181 663 6822 FAX: 0181 663 0046



## FIRST WITH THE LATEST RELEASES

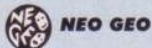
### OWN YOUR OWN ARCADE MACHINE

SUPER GUN DELUXE inc. PAD ..... £149.99  
AS SEEN ON ITV'S BAD INFLUENCE AND REVIEWED IN THE EDGE

6 BUTTON CAPCOM STICK ..... £49.99  
6 BUTTON PAD ..... £19.99  
OTHER EXTRAS AVAILABLE - S.A.E. FOR PCB LIST

P.C.B. VIDEO SHOWS LOADS OF OLD CLASSICS ..... £4.99 P&P £1.50

UK / USA / JAP MACHINES ALL IN STOCK - PLEASE RING  
ALL ACCESSORIES PADS / MOUSE / ADAPTORS / DIGITAL  
CART IN STOCK  
JAPANESE MAGAZINES INC. DISC ..... £24.99  
PLEASE RING FOR LATEST RELEASES



NEO GEO CD JOYSTICK ..... £49.99  
NEO GEO CD (PAL OR SCART) INC. 2 PADS  
+ GAME +2 VIDEOS ..... £369.99  
NEO GEO VIDEO - SHOWS EVERY GAME ..... £4.99 P&P £1.50

### SOFTWARE

SAMURAI SHODOWN II (CD) ..... £59.99  
KING OF FIGHTERS 94 (CD) ..... £54.99  
SIDE KICK SOCCER II (CD) ..... £44.99  
LAST RESORT (CD) ..... £34.99  
NAM 75 (CD) ..... £29.99  
TOP PLAYERS GOLF (CD) ..... £29.99  
BASEBALL STARS II (CD) ..... £34.99  
WORLD HEROES JET (CD) ..... £54.99  
VIEWPOINT (CD) ..... £49.99  
SOCCER BRAWL (CD) ..... £54.99  
FATAL FURY III (CD) ..... £59.99  
SENGEKO II (CD) ..... £49.99  
3 COUNT BOUT (CD) ..... £49.99  
PUZZLE BOBBLE (CD) ..... £54.99  
SIDE KICKS III (CD) ..... £59.99  
GALAXY FIGHT (CD) ..... £59.99  
DOUBLE DRAGON (CD) ..... £59.99  
WORLD HEROES PERFECT (CD) ..... £59.99  
SAVAGE REIGN (CD) ..... £59.99  
SAMURAI SHODOWN II (CART) ..... £94.99  
KING OF FIGHTERS 95 (CD) ..... £59.99  
GOAL GOAL GOAL (CD) ..... SEPTEMBER  
MR. DO! (CD) ..... SEPTEMBER  
AERO FIGHTERS III (CD) ..... SEPTEMBER  
WORLD TOUR GOLF (CD) ..... PLEASE RING



SONY PLAYSTATION INC. GAME ..... PLEASE RING  
ACTION REPLAY ..... £29.99  
SCART CONVERSION / SCART LEADS AVAILABLE  
PLEASE RING  
JOYPAD / NAMCO PAD / MEMORY CARD / JOYSTICKS /  
PAD EXTENSION LEADS ..... PLEASE RING  
JAPANESE MAGAZINES ..... £10.99

### SOFTWARE

SAE FOR FULL LIST  
RIDGE RACER ..... £74.99  
TEKKEN ..... £74.99  
MOTORTOON ..... £64.99  
KILLEEK THE BLOOD ..... £64.99  
KINGS FIELD ..... £64.99  
GUNNERS HEAVEN ..... £69.99  
VICTORY ZONE ..... £64.99  
JUMPING FLASH ..... £69.99  
RAIDEN I + II ..... £69.99  
FANTASTIC PINBALL ..... £74.99  
ACE COMBAT ..... £74.99  
GUNDAM ..... £64.99  
ARC THE LAD ..... £74.99  
CYBER WAR (3 DISCS) ..... £99.99  
DRAGON BALL Z ..... £74.99  
KONAMI SOCCER ..... £74.99  
PHILOSOMA ..... £74.99  
KINGS FIELD II ..... £74.99  
NIGHT STRIKER ..... £64.99  
SSF II THE MOVIE ..... £79.99  
GROUND STROKE TENNIS ..... £79.99  
ZERO DIVIDE ..... £74.99  
RAY MAN ..... PLEASE RING  
BOXERS ROAD ..... PLEASE RING  
HYPER FORMATION SOCCER ..... PLEASE RING



100'S OF NEW PC ENGINE GAMES FROM £9.99  
PC ENGINE DUO R SCART + GAME ..... £229.99  
PC ENGINE FX ..... £549.99  
PC HAND HELD ..... £99.99  
**ACCESSORIES IN STOCK**  
JOYSTICKS \* S PLAYER TAP \* SYSTEM CARDS  
JAPANESE MAGAZINES \* TIPS BOOKS \* CD ROM

### SEGA SATURN

HAVE YOUR UK SATURN CONVERTED TO RUN AT  
CORRECT SPEED / NO BORDERS 50/60HZ SWITCH  
UK / JAP TEXT SWITCH ..... £44.99 P+P £6.00  
SEGA SATURN NTSC / SCART INC. GAME ..... PLEASE RING  
USA / UK SATURN ..... PLEASE RING  
SEGA SATURN JAPANESE MAGAZINE (INC. DISC) ..... £24.99  
ADAPTOR TO RUN ALL UK / USA / JAP GAMES ..... £39.99  
JOYPADS / JOYSTICKS / STEERING WHEEL ..... PLEASE RING

### SOFTWARE

JAPANESE + USA  
SAE FOR FULL LIST  
VIRTUA FIGHTERS REMIX ..... £49.99  
BUG (USA) ..... £44.99  
MYST (USA) ..... £49.99  
SHINOBI DEN ..... £59.99  
DIGITAL PINBALL ..... £49.99  
RIGL'ORD SAGA ..... £49.99  
GRAN CHASER ..... £49.99  
CLOCKWORK KNIGHT II ..... £54.99  
DIS DINER (2 DISCS) ..... £74.99  
RACE DRIVING ..... £54.99  
SSFII THE MOVIE ..... £64.99  
SHINING WISDOM ..... £64.99  
SLAM DUNK ..... £59.99  
LEGEND PINBALL ..... £59.99  
POWERFUL BASEBALL ..... £59.99  
DARK LEGENDS ..... £59.99



### MESADRIVE

HAVE YOUR MACHINE CONVERTED TO RUN EVERY GAME 50/60  
HZ JAP TEXT / UK TEXT ..... £25 P&P £6

### Nintendo / SNES / VIRTUAL BOY

HAVE YOUR UK SNES CONVERTED TO 50/60HZ  
RING FOR LATEST USA / JAPANESE RELEASES  
S.A.E. FOR FULL LIST



JAGUAR VIDEO SHOWING 30 GAMES ..... £4.99 P&P £1.50  
JAGUAR CD ..... PLEASE RING  
SCART LEAD - £14.99 SVHS VIDEO COMPOSITE LEAD ..... £14.99

## SPECIALISTS IN JAPANESE / AMERICAN IMPORTS

OPENING HOURS MONDAY - SATURDAY 10AM - 5.30PM WEDNESDAY 10AM - 1PM

P&P GAMES, MAGAZINES, PADS £1.50, WE ARE NOT JUST A MAIL ORDER COMPANY COME AND SEE US AT THE ABOVE ADDRESS AND SEE ALL THE ABOVE MACHINES ON DISPLAY. S.A.E. FOR FULL LIST. PLEASE MAKE CHEQUES PAYABLE TO: RAVEN GAMES ABOVE PRICES ARE MAIL ORDER ONLY. SHOP PRICES MAY VARY. NEXT DAY DELIVERY. TRADE ENQUIRIES WELCOME



# THE NEXT GENERATION

## 22 Tekken 2 **EXCLUSIVE**

We've played it and this could be one of the greatest fighting games ever made.

## 26 Sega Rally - Saturn **EXCLUSIVE**

We bring you the first actual Saturn shots from this scorcher of a coin-op conversion.

## 28 PO'ed - 3DO

Studio 3DO's shifty affair with the rather strange monicker.

## 30 Lone Soldier - PlayStation **EXCLUSIVE**

The PlayStation gets nasty with this stunning 3D Commando variant from Telstar.

## 32 Amok - Saturn

Sega play their development joker in the form of Scavenger, their rapidly rising creative stars.

## 34 Assault Rigs - PlayStation

Get ready to rumble as Psygnosis release another top PlayStation title.

## 36 D - Saturn

This weirdo adventure went down well on 3DO and now it's coming to the Saturn!

## 38 Screamer - PC CD-ROM

PC owners get ready to stick two fingers up to Ridge Racer with this Virgin racin' driver!

## 40 Johnny Mnemonic - PlayStation

No Keanu Reeves (phew), but will the PlayStation's first interactive movie be any good?

## 42 Crazy Ivan - PlayStation

Da comrade! Giant psycho robots try to take over the world on a PlayStation near you, soon.

## Virtual Boy - 44

Great toy, neat games, but should you part with your cash for some? Rad plugs in and gives you his thoughts as we review the first games.

## 46 T-Mek - 32X/PC

The two player arcader shoots its way on to home machines, get ready for a blast fest.

## 52 Bug! - Saturn

No sign of Sonic for the Saturn, but he'd better watch his back 'cos there's a new platform hero.

## 56 Ballz - The Director's Cut - 3DO

The erstwhile beat-'em-up comes to the 3DO. Is it a threat to Super Streetfighter? We think not.

## 61 Space Hulk - Saturn

A thinking man's Doom comes the 3DO's way.

## 62 Winning Eleven - PlayStation

It's football! It's on the PlayStation! It looks great! All that, and it's still not worthy of Premiership status.

## 64 Discworld - PlayStation **EXCLUSIVE**

This top-rated PC adventure becomes the first game of its kind to hit a 32-bit console.

## 66 3D Lemmings - PC CD-ROM/PlayStation

Oh no, they're back and this time they're in 3D.

## 68 Mechwarrior - PC CD-ROM

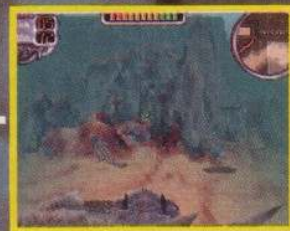
Big robots, fancy graphics and a hell of a lot of action.

## 69 Battle Beast - PC CD-ROM

Animated chaos as you enter the crazy amphibian-infested world of the Toadman.

## VideoDrome

First reviews of Rave Racer, Alpine Racer and Cool Riders as we head down the arcades once again to bring you the best coin-op coverage of any magazine.



## Hot Shot

### P48 Destruction Derby Psygnosis/PlayStation

Hot on the heels of the 96%-rated Wipeout (last ish) comes another racing tour de force. Destruction Derby is graphically better than Ridge Racer and has more thrills, spills and smashes than Daytona. Find out why every PlayStation owner will have a copy of this game on page 48!



TEKKEN 2

- Developed by: ..... Namco
- Released by: ..... Namco
- Out: ..... On Test

60% complete

PlayStation version planned  
No other versions available

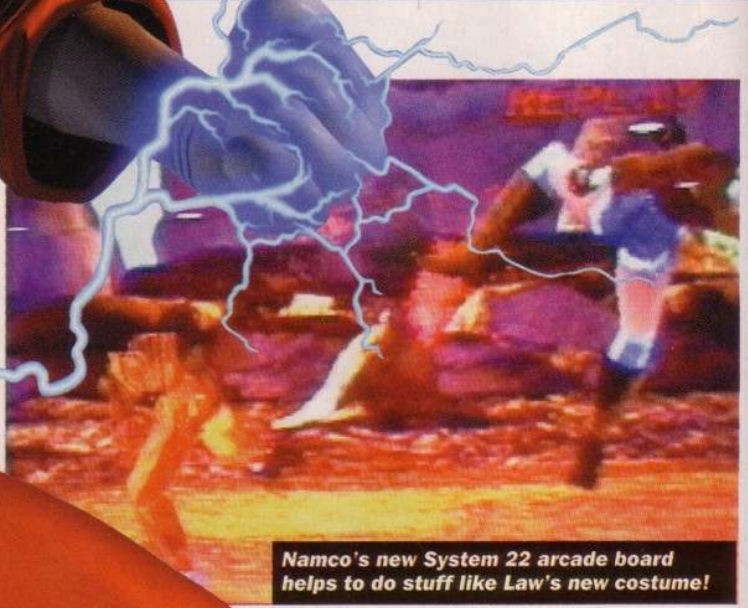
COIN-OP

**PUNCH DRUNK!**

One of Tekken 2's new moves is the devilish implementation of punches and kicks that are so powerful that they obliterate your opponent in one savage blow. Check out Heihachi's energy bar before and after Paul whacks him and how far the blow knocks the horned one.



Last month we brought you exclusive first shots of the game that should become the undisputed heavyweight beat-'em-up champ of the world, Tekken 2. Now we've actually played the coin-op we know Tekken 2 will be the game to completely floor the opposition, and leave them clutching their aching 'nads.



Namco's new System 22 arcade board helps to do stuff like Law's new costume!

# TEKKEN 2





**W**hen we first saw Tekken we were totally totalled, never had a beat-'em-up game so impressed the

CVG crew or, for that matter, delayed us for so long from what we should have been doing. Such was the power of Tekken that grown men turned down beer in favour of a joyous bout of polygon pummelling.

Lovesick adolescents ignored the doe-eyed advances of their sweethearts, preferring to gaze at the bone-crunching animations that followed a special move, and most curious of all, docile pacifists openly morphed from 'ban the clenched fist' types into twisted halfplings

addicted to fresh blood and ritualistic self-abuse.

Well as if this bout of insanity wasn't bad enough, those workaholics in Namco's Research and Development department have gone and done the impossible - improved the original Tekken.

Be warned however, all these creamy shots of Tekken 2 came from a development machine that's only 60% complete and the PlayStation version, while a dead cert, won't be released even to Japanese gamers until late Spring '96.

Never fear, though, because if you want to play on the best fighting game since the birth of fighting things, then come early autumn, you'll be able to fight until your heart's content at your local arcade.

### DOWN BY LAW

Err, it seems a bit unfair but Law's moves now allow you to beat the opposition up while they're down. Hey, we know it seems a little rough, but we don't make the rules and you never know she may have deserved this, well-ish.



### A PROPER FISTING

Here King demonstrates to great effect that two fists are better than one.





**BACKDROP-KICK**

OK, so it's not the best heading in the history of titles, but it's better than 'Tekken 'em all on' or some other such dribble, and it conveys the message quite concisely that all the backdrops in Tekken 2 have been changed and improved to make the characters feel more part of it.



Jack-2 gets K'Oed by Jun's splits.



Newcomer Lei gets a good kickin'.



**NEW KIDS ON THE BLOCK**

Tekken's winner from the first tournament was Kazuya. His winnings bought him a life of idling around, gorging on chocolates and swilling beer from a really big bucket. Unfortunately, they also gave him a huge belly and thus he was unable to fit into his texture-mapped pants and fight.

So for Tekken 2 Heihachi, the horned boss-man, joins the fray along with two totally new fighters. Lei's the guy with the flick hair-cut and a master of Chinese fist-fighting, while Jun spends her nights practising her limb-twisting Aikido moves.



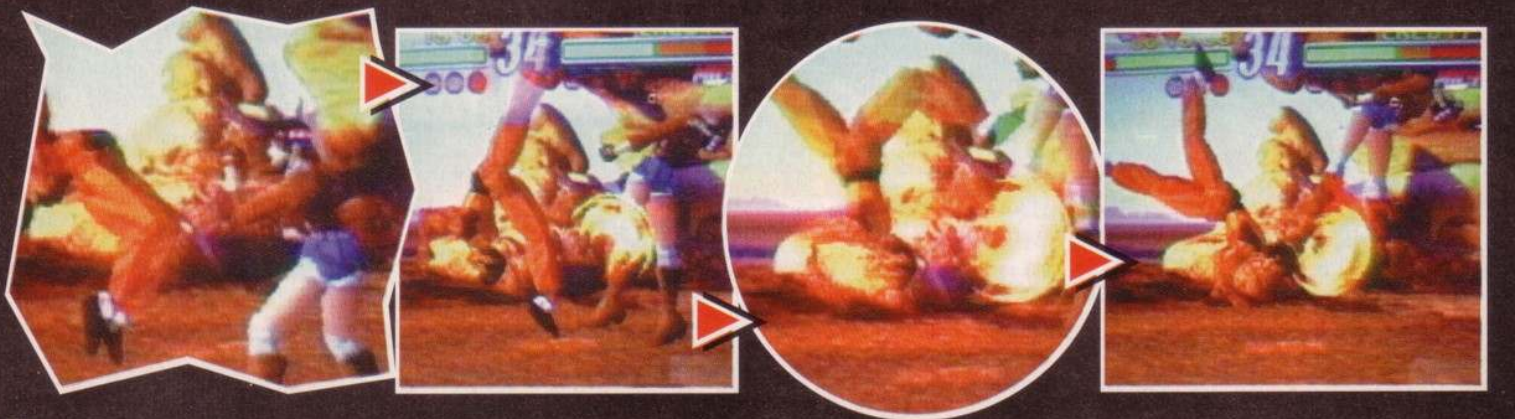
**NEW BLOCKS ON THE KIDS**

In the first Tekken your characters had only one way of blocking attacks. In Tekken 2 you've got the choice of three - high, middle and low. These not only make things feel more realistic, but add depth to the game as well.



**YOU SPIN ME RIGHT ROUND**

Law's spinning kick's demonstrated here to full effect. Plus take a look at his nice new outfit as he performs yet another hernia inducing kick.







### ROLL ME OVER AND DO IT AGAIN

In the original Tekken you could roll forward or backward in an attempt to avoid the savage blows inflicted by fellow fighters. Now your characters can also roll sideways to avoid a painful confrontation.



Just time for a quick sit down then.



The weird looking masked geezer's still here.

# TEKKEN 2





**SEGA RALLY**

- Developed by:.....Sega
- Released by:.....Sega
- Out:.....£Unconfirmed

**60% complete**

No other versions planned  
Arcade version available

**SATURN**



**Bloody Italian drivers! Crashing cars everywhere!**

# sega rally

**We're not going to mention anything about Daytona-beaters. But this might be one.**

**RALLY DRIVING EH?** It's not much fun to watch, that's for sure, but it'd probably be a bit of a laugh to participate in. Providing you're good at driving, otherwise you'd probably just get yourself stuck in a hedge, surrounded by inquisitive cows. Someone from Sega in Japan obviously thought long and hard about this while watching the Lombard RAC Rally on holiday in Blighty one day, and hey presto – Sega Rally was born. It was definitely the Lombard Rally, because it

also occurred to them to set the course in slightly more exciting locations than Stoke. Put simply the Sega Rally coin-op is the closest thing you can get to actually driving a Kevin Furry-Dice dream car at top speeds without killing yourself, especially if you select manual gears and have to contend with almost all the real tribulations of operating a motor vehicle. And now, you lucky dogs, a conversion is underway for the Saturn. The test version cur-

rently on display to (some of) the world's press is still very early in development, but as you can see it's already looking mighty fine. Lots more pics and news as we get it, Sonic-hounds.

**...AND WIDE TREAD BACK TYRES, PLEASE**

Cars. Ca-ars. As Gary Numan would doubtless have referred to them had he been writing this preview. Anyway, if you want to go rally driving, you're

going to need one (a car that is, not a Gary Numan, unless you're going prop 'plane flying because he's good at that). And – hey! – if only Sega don't go and give you a choice of four! Actually, it doesn't. It gives you a choice of two in either automatic or manual transmissions. One of the cars, true townies will be excited to hear, has a whacking great big rear spoiler. Can Sega Rally beat Daytona's 'clippy' graphics, watch these pages for the definitive review.

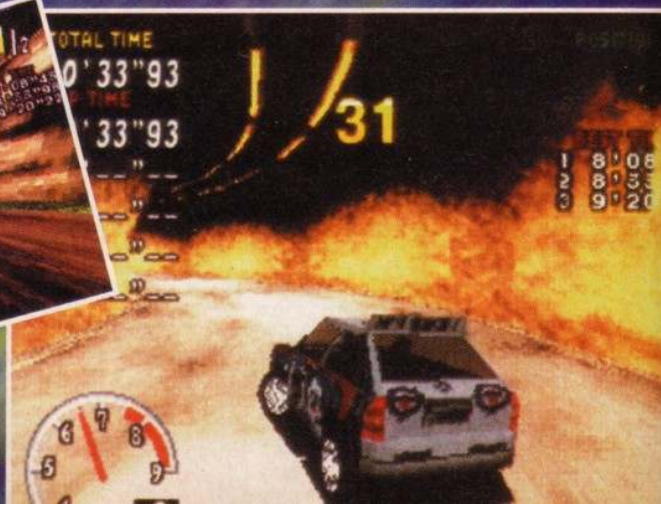


**Can Sega convert this faithfully?**

**Eat my dust! VROOOOM Wahey!**



**Dreams of a four player link up run rife!**



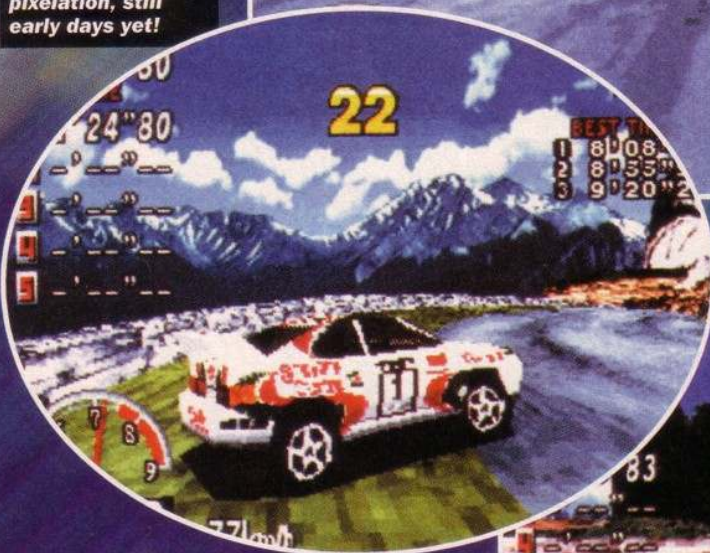


## ARCADE VS UNFINISHED SATURN VERSIONS

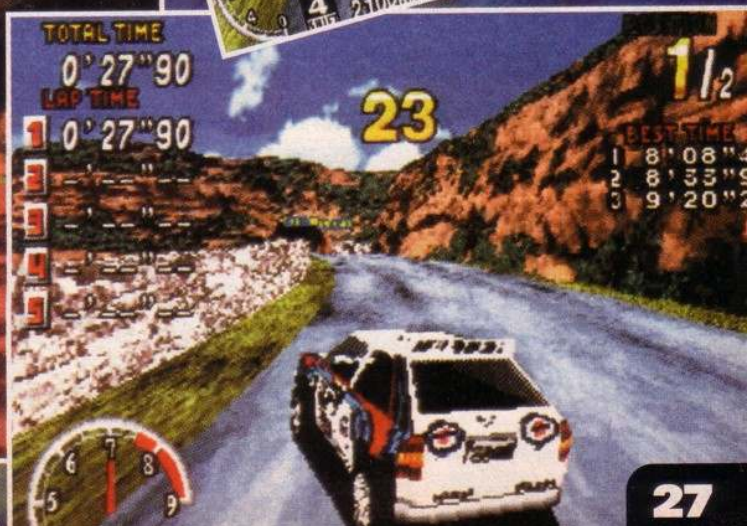
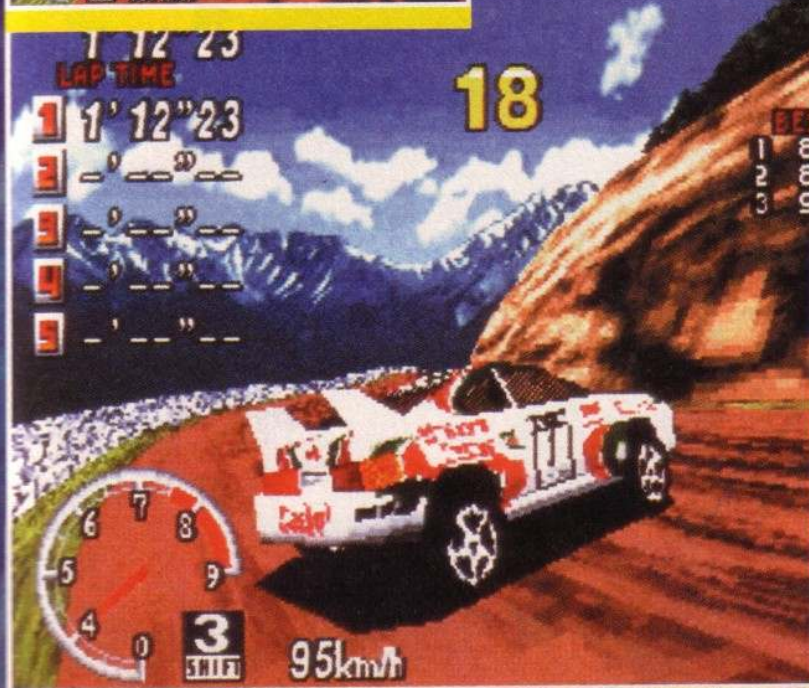
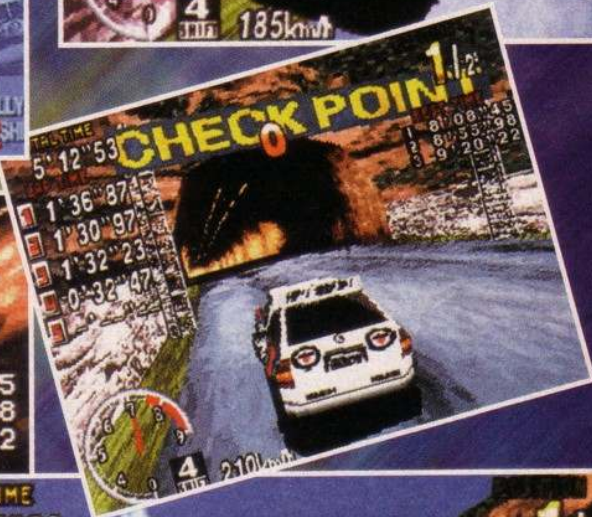
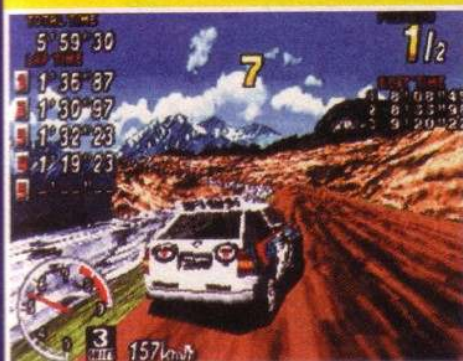
Obviously, despite the alleged power of the Saturn, it's completely unfair to compare it with a multi-thousand pound arcade machine. But we're going to do it anyway, because it's about time you learnt that life *isn't* goddamn fair. As you can see from these side-by-side screenshots Saturn Rally has that kind-of grainy look Daytona players will be familiar with. However, the actual car/background graphics are well represented and are certainly colourful enough. Only time will tell if the annoying 'ethereal cars syndrome' of the arcade has been rectified, preventing you from driving through your opponents.



Lush amounts of pixelation, still early days yet!



Cruelty to greenery as the Toyota flies on Mountain Stage.





**PO'ED**

Developed by: Any Channel

Released by: 3DO CO.

Out: October '95

**85% complete**

No other versions planned

No other versions available

**3DO**



▲ Ready, steady, let's slate Gary's musical taste.



# Po'ed

**What does the PO stand for, who knows and who cares as the 3DO gets ready for yet another new and original release...**

**W**hile the two Next Gen heavy-weights battle it out in the media, the 3DO and its many little workers burrow away in their caves producing plenty of original games for the Trip Hawkins dream machine. One such title is PO'ed which has been hanging around release

now but should be hitting the shop shelves in late September, early October. It's the work of 3DO development team Any Channel and it looks like being their 3DO alternative to Doom, Dark Forces et al.

Naturally you've been sent to some alien planet-metropolis only the problem is that your entire crew have been wiped out, leaving you, the humble ship's cook to sort out the grubby, and not-altogether-friendly

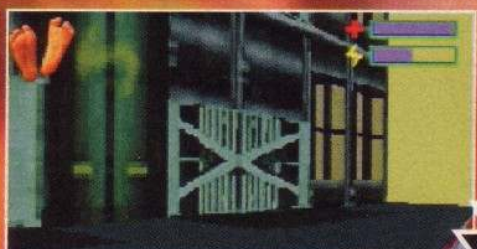
aliens. The 3D environment isn't quite as claustrophobic as the likes of Doom as it's quite free form and decidedly futuristic. Heftier weapons can be found en route and you don't just have to run around on foot as you have a power-pack which will let you hover around the landscape, which is dead handy when you're zeroing in on the enemy. Should have a fully fledged review in the forthcoming issue of this very magazine.

schedules for some time



## YOU'LL BE NEEDING THESE SIR...

Yes in PO'ed there is a 3D map that you can scroll all the way round, and of course you start off with a more than suitable weapon selection.



The icon to the left tells you that you're flying high.

▲ Did you know Disco Inferno is Gary's fave song?

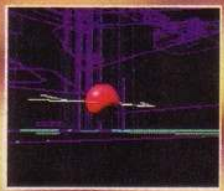


Keep that aim high and that trigger button pulled real tight.



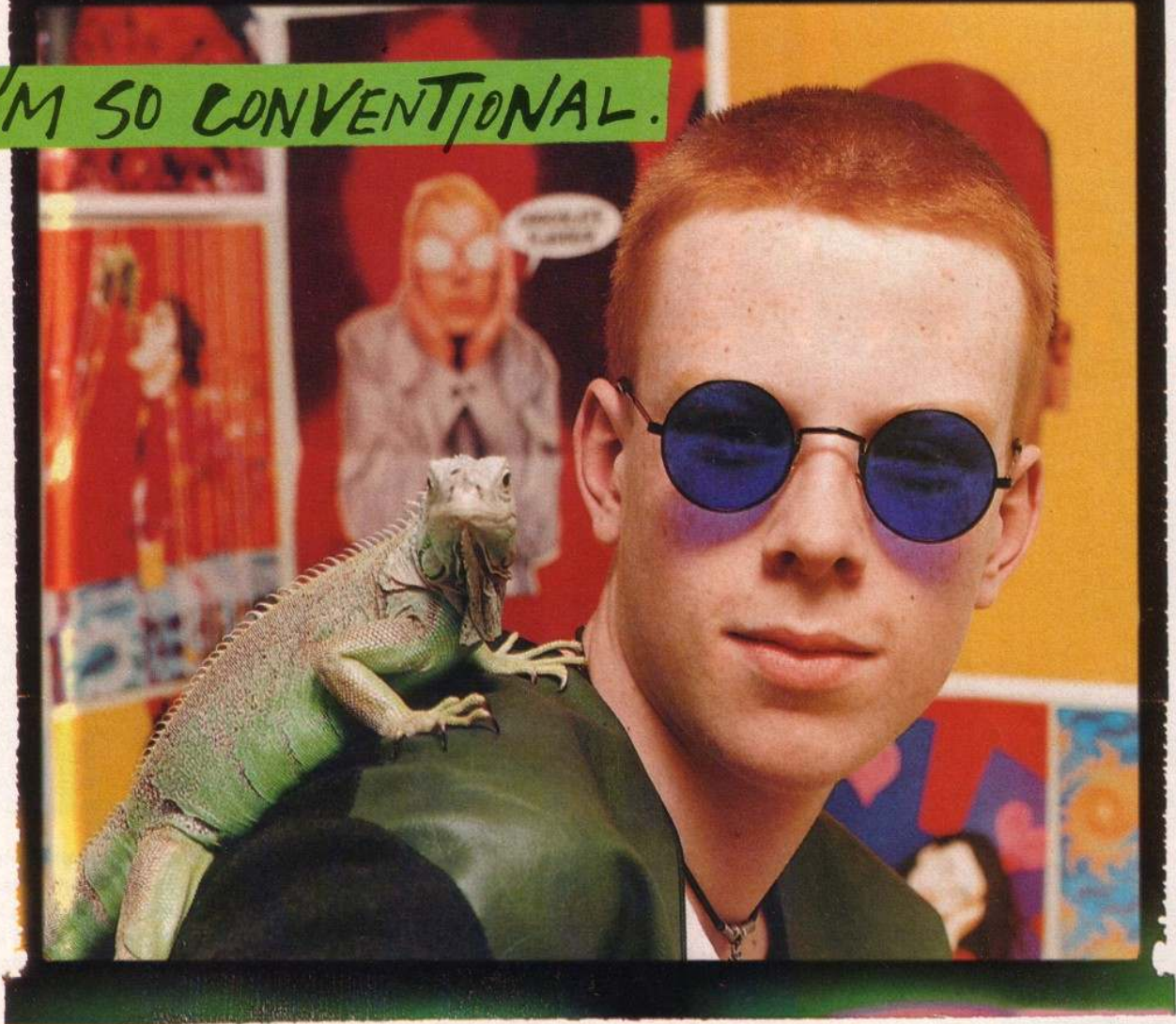
◀ The map has an excellent zoom in and out feature.

We don't condone real violence but we love the pretend stuff. ▼





I'M SO CONVENTIONAL.



I ALWAYS CLEAN MY FACE WITH OXY DUO PADS. THE ROUGH SIDE  
CLEARS ALL THE DEAD SKIN, GREASE AND GRIME OUT OF YOUR  
PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE  
WIPES OUT THE BACTERIA THAT CAUSE SPOTS. WHAT'S MORE,  
IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS.  
I USE OXY DUO PADS EVERY MORNING  
AND EVENING WITHOUT FAIL. YOU CAN  
CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER;  
BUT YOU CAN'T CALL ME SPOTTY.

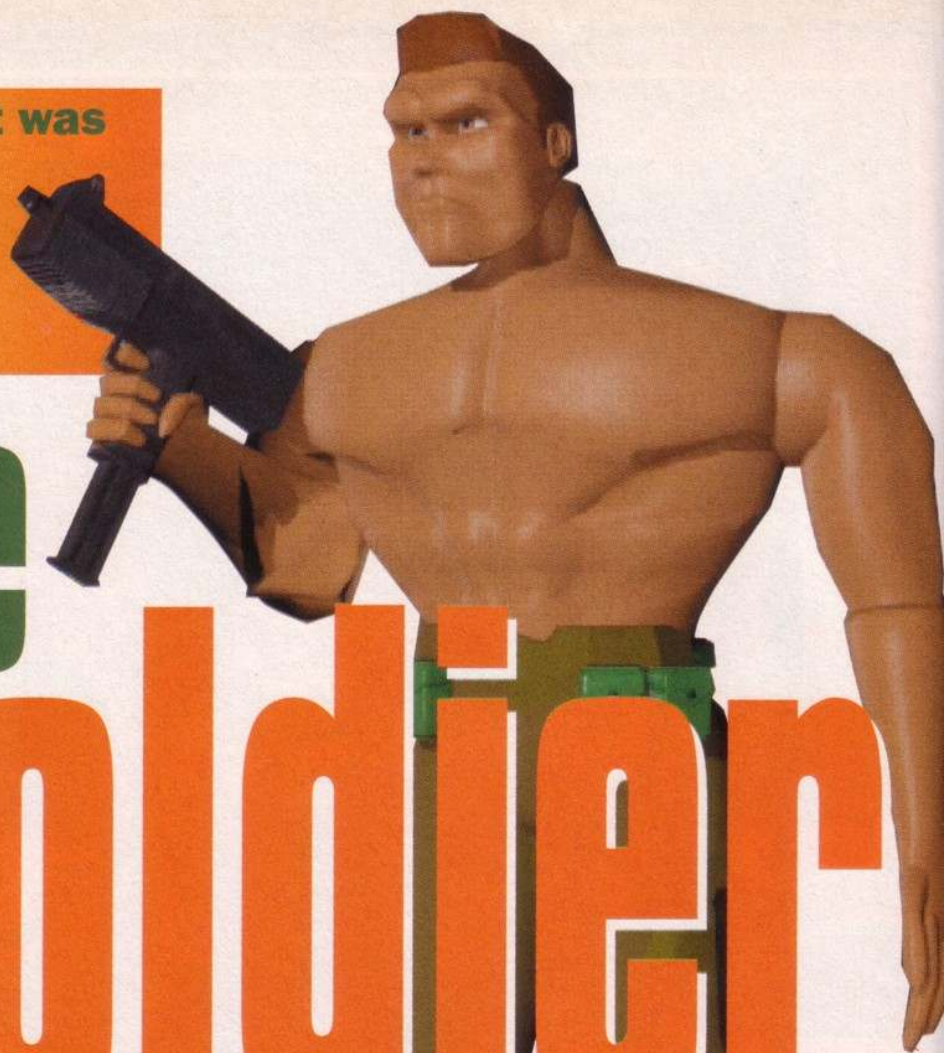


SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE. ALWAYS READ THE LABEL. OXY AND OXYCUTE 'EM! ARE TRADE MARKS.



Just when you thought it was safe to hang up your headband, Rambo – or his twin brother – returns to kick ass...



# Lone Soldier

**LONE SOLDIER**

- Developed by: Tempest
- Released by: Tekstar Electronic Studios
- Out: November

75% complete

No other versions planned  
No other versions available

**PLAYSTATION**



Lone Soldier's rock-hard...

**LET'S FACE IT**, these Rambo chappies don't belong in the movies. Their colossal physiques, their badly animated body movements, the habit they have of creaming whole armies at the tip of a hat... yes, the secret is out! These people are actually living videogame sprites, created by a conspiracy of movie directors circa 1975. Think about it: would real parents christ-

ten their sprog Stallone? Or Van-Damme? And as for Schwarzenegger...

At least Lone Soldier doesn't pretend to act, and you won't find him waving his rude bits in 'The Italian Stallion'. No, he's just a common-or-garden megahero, never happier than when machine-gunning racial

stereotypes or nuking military dictators. A fully animated 3D model in a 3D world, he's shot from behind (ouch) and loaded with bazookas, grenades and other goodies.

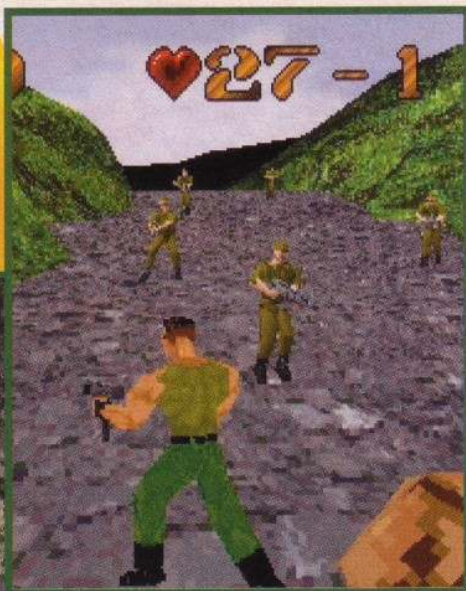
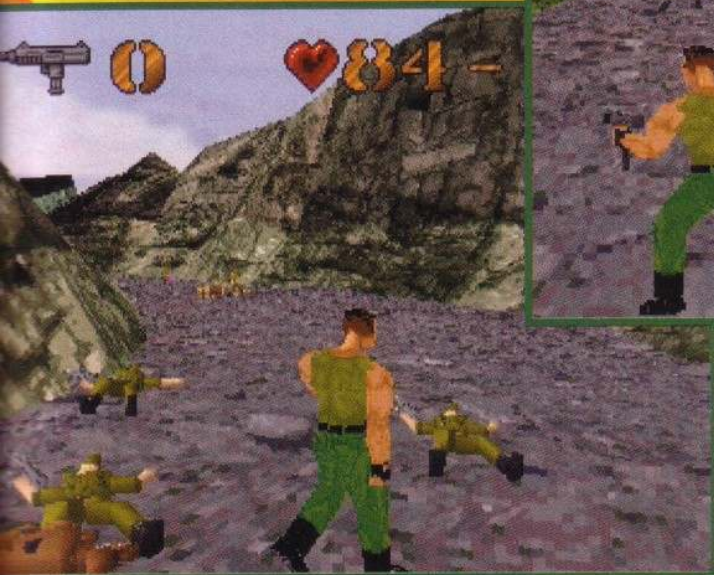
Lone Soldier's got his work cut out, though – slogging through miles of jungle and quick sand, dodging snipers and vine traps, and negotiating a tricky ravine or two. Add to that rivers, forests, a Middle Eastern city (plus army) to take out, and throw in an alien invasion force that's come to join in the fun.





## COMMANDO-DO

Lone Soldier reminds us of the old coin-op classic *Commando*, except this time it's all 3D and most certainly a product of 90s technology. Just take a look at these tasty pics:



That's a lot of carnage, even in four multi-level scenarios.

The folk at Tempest promise lots of lifelike action - or should that be deathlike? - as you chuck grenades at the enemies and watch them reach escape velocity. Also expect swooping camera movements, nifty character spot effects and the now predictable cartoon interludes.

**Didn't we see this gravel-pit in Doctor Who?**



**Everywhere he goes, Lone Soldier kicks bottom.**



## NOT FORGETTING...

Lone Soldier is only one of the upcoming releases from software publishers Telstar. Here are some other titles you'll ache for in the next few months:

**Havoc:** Race futuristic vehicles on land, underwater or in space, dodging traps and trashing opponents.

**Fable:** Cross worlds of Earth, Wind, Fire and Water in this fantasy/sci-fi adventure.

**Star Fighter 3000:** 50 missions await you as an ace squadron leader in this strategy-action game.





**FX APPEAL**

One thing the Scavenger team have cracked is special effects. We're always the first people to say 'gameplay over graphics' but we like special effects and fancy extras as much as anyone, and Amok looks as though it will come packed with them.



The two-player mode looks like a laugh.

**AMOK**

- Developed by Scavenger
- Released by Sega
- Out December

**70% complete**

32X version planned  
No other versions available

**SATURN**



The status window takes up a lot of room, doesn't it?

# amok

I used to know a kid in school called Amok, well, Armok, but it's almost the same.

Ooh, different Virtua view-points. Never seen that in a game before. Oh no missus.

IF THERE'S ONE thing the Saturn's really lacking it's a decent shoot-'em-up. While Raiden's on its way, it's not a game most people would regard as typical Next Generation stuff – even if it is bloody good.

So enter Scavenger, a bizarre amalgamation of Finnish and American programming talent who are the real rising stars of Sega's 32-bit operations. Last year they were

responsible for a set of mind-blowing 32X demos and this year they're about to burst on to the scene with Amok, the first genuine Next-Gen shoot-'em-up for the Saturn.

Amok is by no means a run-of-the-mill blaster. While there's a nice selection of giant robots, tanks and bases to zap, there are also legions of giant waspy things and diddy little blokes who prove no match for your giant stomping robot suit.

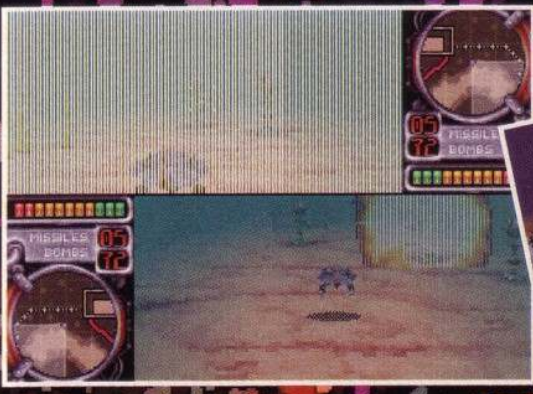
After seeing Scavenger's 32X demos we're expecting a hell of a lot from this game, and on the surface it looks as though they're going to deliver. As well as adding depth to gameplay through a variety of missions which varying objectives (shoot this, rescue that, etc) they've thoughtfully included a split-screen two-player mode and not taken the easy option of relying on impending link-up cables to do the job.

After all, when a machine's new, chances are you'll struggle to find a mate who owns a Saturn let alone another copy of the same game.

If Scavenger do come up trumps with Amok, they'll be well on the way to becoming one of the hottest development outfits next year. It's a lot of pressure on a relatively new team, but the rewards could be really huge.







More metal mayhem head-to-head.



### PAINT IT BROWN

Driving a giant robot suit across an enemy-infested landscape is a little more challenging than careering down the M1 in a Triumph Dolomite. For a start there's a lot of extra controls and fiddly dials and things, although it doesn't get stuck in neutral and the radio can pick up more stations that just Capital Gold.



Below: A little fat bloke heads towards his ultimate doom. Dumb, isn't he?



This isn't a muggy shot, it's just one of the game's special effects.





**ASSAULT RIGS**

Developed by:.....Psynosis

Released by:.....Psynosis

Out .....November '95

**55% complete**

PC version planned

No other versions available

**PLAYSTATION**



**JACKANORY...**

It's the future. While Michael Barrymore dies on the set of Cybermarket Sweep and his autopsy reveals him to be totally composed of soft fruit and small furry mammals, networked games have reached cult status and are massive business. Huge corporations sponsor contestants to fight it out in virtual arenas in charge of tooled up 'Assault Rigs'. Millions of punters log into the net to watch the cat and mouse battles between competitors tooled up to the eye-balls. Which is just as well because the system itself is full of traps and defence units and it'll be your turn, soon.

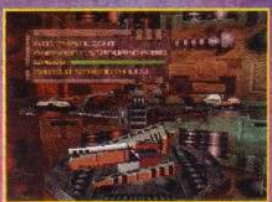
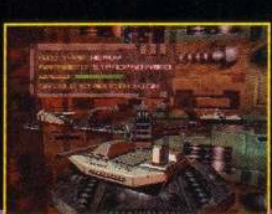
◀ **Snazzy World War II tanks like this one are available for your amusement on some of the levels.**



**Psynosis just can't stop producing games. This time it's large cybernetic tanks battling it out in a virtual arena. Blimey, they've come a long way since Brian The Lion.**



# assault rigs



**H**ANDS UP WHO'S ancient enough to remember the old Atari 2600/VCS system. Not many though, that teaky wooden thing that looked like a cross between a Hammond organ and an air-conditioning unit, but had less power. It was the kind of thing you expected Rolf Harris to stroll up to, stroke, and say "And it plays

real good tunes too!", before whipping out a thin metal rod and breaking into 'Telstar'.

The point, if there is one, is that Atari's piece of late 70s technology had one of the most playable two-player games bundled with it, Combat.

Combat was simplicity itself; two tanks, two players fighting in the death in 2D. Now Psynosis, inspired

by the concept, are updating the idea for the 32-bit market, and of course, adding a bit of their own no-how.

Assault Rigs will feature 40 texture-mapped 3D arenas for you to battle it out in. Each level has its own theme, whether it be a

inspired VR level or a WW2 tank battle where V2 rockets rain down.

Although it's only just over half finished the majority of the power-ups, traps and secret passages are in place. And, having had a good old mess around on Assault Rigs, we

reckon the Psyggies are on to another winner.



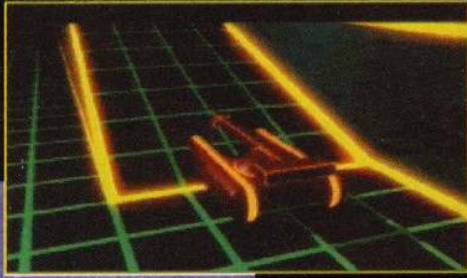
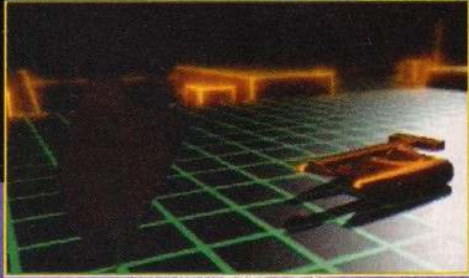
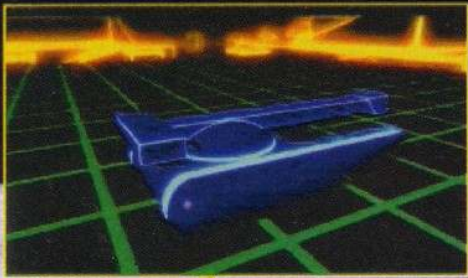
▲ **Bang! Eat my lead you strange thing from a virtual dimension you!**

◀ **On our left we have your choice of tanks. What'll it be? Heavy, medium or light.**

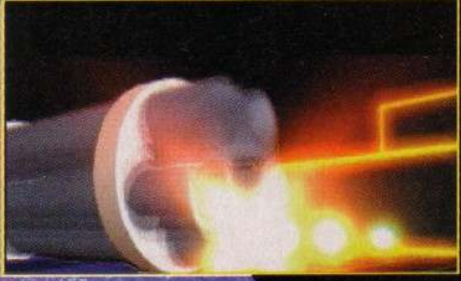
**This has got to be the sexiest tank of the lot with its groovy patchwork quilt-type effect ▶**



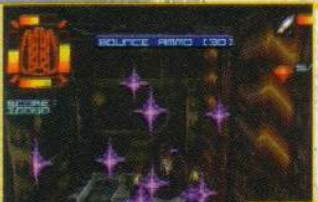




◀ Assault Rigs will feature a wide variety of views for you to fight from.

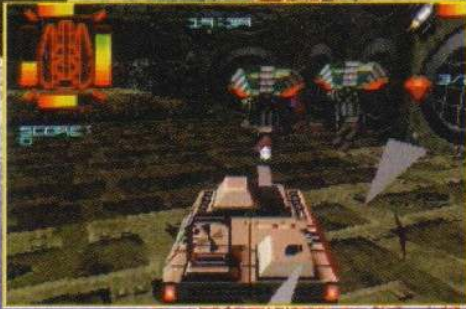


▲ Hey, if I go to Tronland I want a tank, not a poxy motorbike!



▲ Iced Gems or a PlayStation special-effect when you drive over a crystal.

Ha-ha! Check out my cybertank chics. See that windmill on the back, I got that from Halford's. ▶



▲ This little guy could easily pass himself off as one of those lovable little Micro Machines.

### IT'S ALL CRYSTAL CLEAR NOW

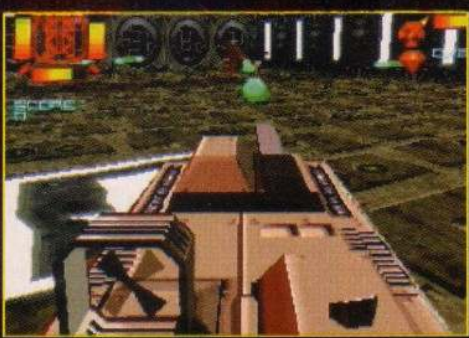
Just like old baldy-chops ex-of that crappy Crystal Maze program, in one-player mode you have to drive your big tank around in search of crystals. Collect enough without taking a pasting from the opposition and you can move on.



▲ Hey, isn't that Nintendo's Virtual Boy?

### OOH, RUBBER BULLETS

Talk about re-living a genre. Just like in the classic 70s Atari game, *Combat*, your tank has a range of odd weaponry including those classic bouncy bullets. Retro or what? Can we also assume that Psygnosis are jiving around their offices in pear-drop collars and flares while chewing a Spangle?





**D**

Developed by: .....warp

Released by: .....Acclaim

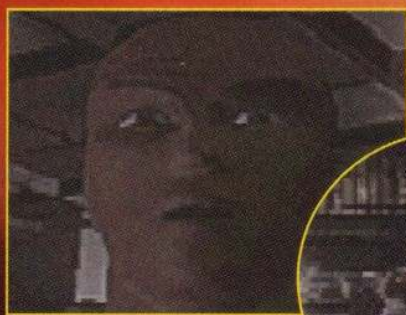
Out: .....November '95

**85% complete**

No other versions planned

300 versions available

**SATURN**



◀ You get a whole host of close-ups of vacant eyed homicidal maniacs in *D*.



# d



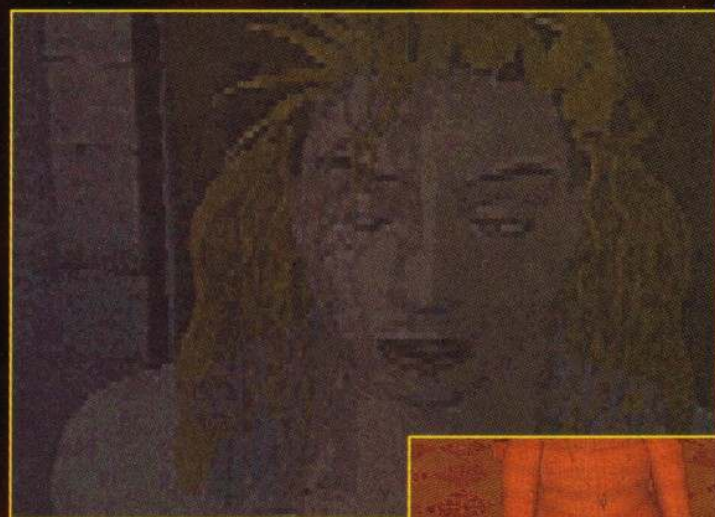
**It's time to do a Scooby-Doo and wander aimlessly around a haunted house with D on the Saturn**



WHAT IS IT ABOUT attractive young women and old dark houses? I mean, any sensible bloke wouldn't pass the front door without arming himself with machine-guns and a few decent lightbulbs, but your average babe saunters in without turning a hair. Usually to get her head chopped off in the next scene. Unless she's Lola, that is, a rock-hard supernatural investigator who's about to appear on the Saturn version of the 3DO adventure 'D'.

Lola has to explore a sumptuously animated 3D-perspective mansion, keeping her peepers open for assorted death-traps and trying not to step in too many dead bodies. (Always remember, just because they're dead doesn't mean they've stopped moving.) The game promises cutting-edge full-motion video animation, some of the grisliest graphics ever seen on the Saturn and (probably) a 15 or 18 certificate. Spoilsports!

As in the original,



▲ Alright sexy pants, wanna come to a disco and have a snog with me, or are you to wrapped up in this macabre murder mystery?

**GORE BLIMEY!**

Remember the fuss the tabloids kicked up over 'Mortal Kombat', with its lovingly detailed scenes of slaughter? If that was anything to go by, we reckon the hacks will have a field-day with 'D', with its numerous piles of gutted corpses smeared in tomato ketchup. Fans of bad Eighties slasher movies should feel right at home... Pint of AB, anybody?



▲ It's a bit like Murder She Wrote without that fat old slapper.



 WING CMDR 3 SAVE £15 29.99 3DO	 SPACE HULK SAVE £14 30.99 3DO	 RETURN FIRE SAVE £20 24.99 3DO	 SAMURAI SHODOWN 2 SAVE £9 50.99 NEO	 KING OF FIGHTERS SAVE £14 50.99 NEO	 DOOM SAVE £14 45.99 JAG	 THEME PARK SAVE £20 29.99 JAG	 CANNON FODDER SAVE £14 35.99 JAG
--	--	---	--	--	--	--	---

 SINT'S CRICKET SAVE £6 33.99 SNES	 CHAOS ENGINE SAVE £25 14.99 SNES	 PGA TOUR GOLF SAVE £25 19.99 SNES	 SECRET OF MANA SAVE £6 33.99 SNES	 MORTAL KOMBAT 2 SAVE £35 29.99 SNES	 SUPER BOMBERMAN SAVE £21 17.99 SNES	 BATMAN RETURNS SAVE £10 19.99 SNES
--	--	---	---	---	---	--

 DAYTONA USA SAVE £8 41.99 SAT	 PANZER DRAGON SAVE £8 41.99 SAT	 L'ENFORCERS SAVE £15 24.99 MD	 THEME PARK SAVE £9 35.99 MD	 BRIAN LARA SAVE £7 32.99 MD	 PGA EURO TOUR SAVE £23 16.99 MD	 STAR WARS SAVE £30 29.99 32X	 CHAOIX SAVE £10 39.99 32X
--	---	---	---	---	---	--	---

 DAYTONA USA SAVE £8 41.99 SAT	 PANZER DRAGON SAVE £8 41.99 SAT	 L'ENFORCERS SAVE £15 24.99 MD	 THEME PARK SAVE £9 35.99 MD	 BRIAN LARA SAVE £7 32.99 MD	 PGA EURO TOUR SAVE £23 16.99 MD	 STAR WARS SAVE £30 29.99 32X	 CHAOIX SAVE £10 39.99 32X
--	---	---	---	---	---	--	---

 DAYTONA USA SAVE £8 41.99 SAT	 PANZER DRAGON SAVE £8 41.99 SAT	 L'ENFORCERS SAVE £15 24.99 MD	 THEME PARK SAVE £9 35.99 MD	 BRIAN LARA SAVE £7 32.99 MD	 PGA EURO TOUR SAVE £23 16.99 MD	 STAR WARS SAVE £30 29.99 32X	 CHAOIX SAVE £10 39.99 32X
--	---	---	---	---	---	--	---

### SUPER NES

SNES WITH STARWING	79.99
SNES WITH S/FIGHTER TURBO	79.99
SNES WITH MARIO ALL STARS	79.99
SNES WITH FIFA SOCCER AND MARIO ALL STARS	94.99
SNES WITH DONKEY KONG COUNTRY	111.99
ALL BUNDLES COME WITH ONE NINTENDO CONTROLLER	
PHASE 9 MULTI PLAYER ADAPTOR FOR SNES	14.99
SCART LEAD - SNES TO TV	9.99
NINTENDO CONTROL PAD	16.99
TECHNOPLUS CONTROL PAD FOR SNES	10.99
BATMAN FOREVER	47.99
BATMAN RETURNS	19.99
CANNON FODDER	27.99
CHAOS ENGINE	14.99
DOOM	49.99
FIFA INTERNATIONAL SOCCER '96	40.99
FIFA SOCCER	34.99
ILLUSION OF TIME	36.99
INT'L SUPERSTAR SOCCER	39.99
JOHN MADDEN '93	39.99
JUNGLE STRIKE	36.99
KILLER INSTINCT	49.99
LEGEND OF THE MYSTICAL NINJA	19.99
LETHAL ENFORCERS (WITH GUN)	49.99
MARIO ALL STARS	24.99
MORTAL KOMBAT 2	29.99
MORTAL KOMBAT 3	47.99
NBA LIVE '96	40.99
NHL ICE HOCKEY '96	40.99
PGA TOUR GOLF	19.99
PGA TOUR GOLF '96	40.99
PRIMAL RAGE	44.99
SECRET OF MANA	33.99
STREET RACER	32.99
STUNT RACE FX	39.99
SUPER BOMBERMAN (4 PLAYER)	17.99
SUPER MARIO KART	33.99
SUPER INTERNATIONAL CRICKET	33.99
SUPER MARIO KART	33.99
THEME PARK	39.99
WATERWORLD	39.99
WEAPON LORD	43.99
WORLD MASTERS GOLF	39.99
WORMS	36.99
ZELDA 3 - LINK TO THE PAST	26.99

### MEGADRIVE

MEGADRIVE 2 WITH EURO CLUB SOCCER	69.99
MEGADRIVE 2 WITH SUPER KICK OFF	69.99
MEGADRIVE 2 WITH 6 GAMES	89.99
WORLD CUP ITALIA '90, GOLDEN AXE, STREETS OF RAGE, REVENGE OF SHINOBI, SUPER HANG ON, COLUMNS AND ONE CONTROLLER	
MEGADRIVE 2 WITH SPORTS PACK	89.99
ULTIMATE SOCCER, WIMBLEDON TENNIS, SUPER MONACO GRAND PRIX AND ONE CONTROLLER	
MEGADRIVE 2 WITH LION KING	99.99
UNLESS STATED ALL BUNDLES ARE SUPPLIED WITH TWO SEGA CONTROLLERS	
COMPETITION PRO 8 BUTTON PAD	7.99
SATKAT MEGAPAD X 6 BUTTON PAD	13.49
SCART LEAD - MEGADRIVE TO TV (STATE MEGADRIVE 1 OR 2)	9.99
ACTION REPLAY CARTRIDGE	37.99
BATMAN FOREVER	40.99
BRIAN LARA CRICKET	32.99
CANNON FODDER	36.99
CHAOS ENGINE	16.99
EARTH WORM JIM	31.99
FIFA INTERNATIONAL SOCCER '96	22.99
FIFA INTERNATIONAL SOCCER '96	37.99
LETHAL ENFORCERS (WITH GUN)	24.99
LETHAL ENFORCERS 2	26.99
MEGA BOMBERMAN	29.99
MEGA GAMES 1	
WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON	19.99
MEGA GAMES 2	
REVENGE OF SHINOBI, STREETS OF RAGE, GOLDEN AXE	24.99
MICRO MACHINES 2 '96	36.99
MORTAL KOMBAT	24.99
MORTAL KOMBAT 2	43.99
MORTAL KOMBAT 3	40.99
NBA LIVE '96 (BASKETBALL)	22.99
NBA LIVE '96	37.99
NHL ICE HOCKEY '96	27.99
NHL ICE HOCKEY '96	37.99
PETE SAMPRAS TENNIS '96	36.99
PGA EUROPEAN TOUR	16.99
PGA TOUR GOLF '96	37.99
PGA TOUR GOLF '96	37.99
PRIMAL RAGE	41.99
ROAD RASH 2	19.99
ROBOCOD (JAMES POND 2)	10.99
RUGBY WORLD CUP '95	22.99
SONIC AND KNUCKLES	29.99
STREET RACER	35.99
THEME PARK	35.99
URBAN STRIKE	22.99
VIRTUA RACING	47.99
WATERWORLD	33.99
WEAPON LORD	39.99
WORMS	33.99

### SEGA SATURN CD

SEGA SATURN CD CONSOLE WITH VIRTUA FIGHTER	349.99
ONE CONTROLLER PLUS FREE FAST DELIVERY TO UK MAINLAND	
SEGA RF UNIT TO RUN SATURN VIA RF AERIAL SOCKET FOR TV'S WITHOUT SCART INPUT	24.99
SEGA SATURN 8 BUTTON PAD	19.99
SEGA SATURN VIRTUA STICK	39.99
SEGA SATURN ARCADE RACER STEERING WHEEL	49.99
SEGA SATURN MEMORY CARTRIDGE FOR GAMES THAT REQUIRE BACK UP MEMORY	39.99
SEGA SATURN MULTIPLAYER ADAPTOR	29.99
CLOCKWORK KNIGHT	31.99
DAYTONA USA	41.99
INTERNATIONAL VICTORY GOAL	34.99
MORTAL KOMBAT 2	39.99
PANZER DRAGON	41.99
PGA EUROPEAN TOUR	16.99
THEME PARK	36.99
VIRTUA RACING DELUXE	31.99

### SONY PLAYSTATION CD

SONY PLAYSTATION WITH ONE CONTROLLER AND DEMO CD	289.99
PLUS FREE EXTRA CONTROLLER AND FAST DELIVERY TO UK MAINLAND	
LINK CABLE TO CONNECT TWO PLAYSTATIONS FOR CERTAIN GAMES	24.99
PS GAMEPAD 8 BUTTON CONTROLLER WITH SEMI AUTOFIRE FUNCTION	19.99
PS PROPAD 8 BUTTON CONTROLLER PROGRAMMABLE WITH AUTO FIRE AND SLOW MOTION	22.99
SONY CONTROLLER	29.99
SONY MOUSE WITH MOUSE MAT	29.99
SONY SMART CARD ALLOWS YOU TO SAVE AND LOAD GAME DATA	24.99
3D LEMMINGS	37.99
AIR COMBAT	37.99
ASSET T RIGGS	37.99
CYBER SLED	37.99
DESTRUCTION DERBY	39.99
DISC WORLD	37.99
EXTREME SPORTS	37.99
JUMPING FLASH	37.99
KLEOK THE BLOOD	37.99
KRAZY IVAN	37.99
MORTAL KOMBAT 3	41.99
NOVASTORM	37.99
PGA TOUR GOLF	36.99
PHILISMOG	37.99
PSYCHIC DETECTIVE	36.99
RAPID RACER	37.99
RIDGE RELOAD	39.99
STARBLADE ALPHA	37.99
TEKKEN	39.99
THEME PARK	36.99
TWISTED METAL	37.99
WARHAW	37.99
WING COMMANDER 3	36.99
WIPE OUT	39.99

### ATARI LYNX

ATARI LYNX 2 WITH BATMAN RETURNS	29.99
MAINS ADAPTOR FOR LYNX	10.99
ATARI KIT CASE FOR LYNX	12.99
BATTERY PACK FOR LYNX	10.99
COMLYNX CABLE	7.99
AFB	15.99
BASKETBALL	9.99
BILL AND TED'S EXCELLENT ADV	3.99
CHECKERED FLAG	16.99
CHIP'S CHALLENGE	19.99
CRYSTAL MINES 2	9.99
DESSERT STRIKE	25.99
DINO OLYMPICS	15.99
ELECTRO COP	15.99
HYDRA	9.99
MS PACMAN	15.99
NFL FOOTBALL	15.99
NINJA GAIDEN	15.99
PAPERBOY	15.99
PINBALL JAM	14.99
QIX	12.99
RAMPAGE	12.99
ROBOQUASH	12.99
ROBOTRON 2084	12.99
S.T.U.N. RUNNER	9.99
SHADOW OF THE BEAST	9.99
SHANGHAI	12.49
SLIMWORLD	12.49
SWITCHBLADE 2	11.99
TOKI	23.99
TOURNAMENT CYBERBALL	9.99
TURBO SUB	15.99
ULTIMATE CHESS CHALLENGE	16.99
WARBIRDS	25.99
WORLD CLASS SOCCER	12.49
XENOPHOBE	12.49
XYBOTS	9.99

### SEGA 32X

SEGA 32X EXPANSION MODULE FOR MEGADRIVE 1 OR 2	99.99
CHAOTIX	39.99
DOOM	39.99
GREATEST 3D HOLES	45.99
METAL HEAD	45.99
MORTAL KOMBAT 2	43.99
MOTOCROSS CHAMPIONSHIP	37.99
NBA JAM - TOURNAMENT EDITION	41.99
STAR WARS ARCADE	29.99
STELLAR ASSAULT	37.99
SUPER AFTERBURNER	32.99
VIRTUA RACING DELUXE	37.99
WWF RAW	39.99

### 3DO CD

GOLDSTAR 3DO WITH FIFA SOCCER AND ONE CONTROL PAD	319.99
3D ATLAS	49.99
ALONE IN THE DARK	30.99
CANNON FODDER	26.99
CREATURE SHOCK	27.99
DIGITAL DREAMWARE	34.99
ESCAPE FROM MONSTER MANOR	33.99
FIFA SOCCER	29.99
FLASHBACK	21.99
FLYING NIGHTMARES	35.99
HELL RATED 10	32.99
INCREDIBLE MACHINE	29.99
JOHN MADDEN 3DO	33.99
KILLING TIME	35.99
RATUN FIRE	24.99
ROAD RASH 3DO	34.99
SAMURAI SHODOWN	32.99
SLAM AND JAM	32.99
SLAYER	34.99
SPACE HULK	30.99
SUPER WING COMMANDER	33.99
SYNDICATE	29.99
THEME PARK	29.99
WAY OF THE WARRIOR	36.99
WING COMMANDER 3	29.99

### AMIGA A1200

AMIGA A1200 + SOFTWARE AND 8 FREE GAMES	399.99
AMIGA A1200 + SOFTWARE, 8 FREE GAMES AND 170MB HARD DRIVE	499.99
BOMB JOELY COMP	19.99
CANNON FODDER, SETTLERS, CHAOS ENGINE, T2	17.99
CHAMPIONSHIP MANAGER 2	20.99
CLASSIC COLLECTION - LUCAS ARTS MONKEY ISLAND, INDI JONES ADVENTURE, LOOM, MANIAC MANSION, ZAK MCKRACKEN	19.99
COLONIZATION	22.99
DUNE 2 - BATTLE FOR ARRAXIS	13.99
FORMULA 1 GRAND PRIX (512K)	10.49
FRONTIER - FIRST ENCOUNTERS	19.99
HISTORILINE 1914-18	12.99
INDY JONES FATE OF ATLANTIS ADV	24.49
PLAYER MANAGER 2	15.99
PGA EUROPEAN TOUR	12.99
SECRET OF MONKEY ISLAND 2	12.99
SETTLERS	15.49
SENSELESS GOLF	19.99
SENSIBLE WORLD OF SOCCER	19.49
SPEEDBALL 1 & 2 (512K)	7.99
SUPER SKID MARKS 2	20.99
SYNDICATE	12.99
UFO - ENEMY UNKNOWN	20.99
ULTIMATE SOCCER MANAGER	19.99

### MEGA CD

MEGA CD 2 WITH ETHERNAL CHAMPIONS CD	119.99
BILL WALLACE COLLEGE FOOTBALL	9.99
EARTH WORM JIM	35.99
LETHAL ENFORCERS (WITH GUN)	26.99
LETHAL ENFORCERS 2	26.99
PUGGYS	19.99
SNATCHER	26.99

### ATARI JAGUAR

ATARI JAGUAR WITH CYBERMORPH AND ONE CONTROL PAD	114.99
SCART LEAD - JAGUAR TO TV	14.99
CONTROL PAD FOR JAGUAR	18.99
ALIEN VS PREDATOR	47.99
CANNON FODDER	35.99
CHEQUERED FLAG	45.99
DOOM	45.99
DRAGON	35.99
HOVERSTRIKE	46.99
IRON SOLDIER	39.99
KASUMI NINJA (AGES 17+)	43.99
PINBALL FANTASIES	39.99
POWERDRIVE RALLY	38.99
SYNDICATE	40.99
TEMPST 2000	27.99
THEME PARK	29.99
TINY TOWN ADVENTURES	46.99
TROY AKMAN (US) FOOTBALL	48.99
WOLFENSTEIN 3D	34.99

### NEO GEO CD

NEO GEO WITH 2 CONTROL PADS	309.99
2020 WORLD BASEBALL	43.99
AGGRESSORS OF DARK KOMBAT	50.99
ART OF FIGHTING 2	39.99
KARNOV'S REVENGE	43.99
KING OF FIGHTERS 94	50.99
MUTATION NATION	43.99
NINJA COMMANDO	45.99
SAMURAI SHODOWN 2	43.99
SAVAGE RAIN	50.99
STREET HOOP	39.99
SUPER SIDEKICKS 3	50.99
TOP HUNTER	43.99
VENGEANCE	43.99
WIND JAMMERS	43.99
WORLD HEROES 2 JET	43.99

### PC CD ROM

BIOFORCE	31.99
CIVIL WAR	29.49
COMMAND & CONQUER	31.49
DARK FORCES	34.99
DESERT STRIKE	9.99
DISC WORLD	36.99
FRONTLINE	24.49
FLIGHT UNLIMITED	33.99
FORMULA 1 GRAND PRIX 2	31.99
FULL THROTTLE	31.49
FRONTIER - FIRST ENCOUNTERS	20.99
PRIVATEER	24.49
H OCTANE	35.99
INDY CAR RACING	9.49
MICRO MACHINES 2	26.49
PICTURE PERFECT GOLF	29.49
PRIVATEER - DATA DISKS	13.49
SIMON THE SERFER 2	27.99
STAR TREK - TNG	33.99
SUPER STREETFIGHTER 2 TURBO	24.99
SYNDICATE - DATA DISK	13.49
THEME PARK	27.49
ULTIMATE DOOM	21.49
ULTIMATE SOCCER MANAGER	21.99
WING COMMANDER 3 (RATED 15)	35.49
X-COM - TERROR FROM THE DEEP	28.99
X-WING COLLECTION X-WING, B-WING, IMPERIAL PURSUIT + 6 NEW LEVELS	29.49

### NOKIA 14" COLOUR TELEVISION

- HIGH QUALITY
- REMOTE CONTROL
- SQUARE TINTED TUBE
- HEADPHONE SOCKET
- SCART INPUT
- MADE IN GERMANY
- SCART LEAD AVAILABLE SEPARATELY

THE PERFECT PARTNER FOR YOUR GAMES CONSOLE

NOKIA 14" COLOUR TV .....159.99

NOKIA 14" (TELETEXT) COLOUR TV WITH NICAM DIGITAL STEREO AND SOUND DEFLECTORS ALL FOR ONLY .....214.99

**REGULAR**  
48-PAGE COLOUR CLUB MAGAZINE  
CHEATS & MOVES  
RELEASE SCHEDULE  
CHARTS  
REVIEWS  
HUGE RANGE ALL GENUINE UK PRODUCTS  
HEAVY DISCOUNTS  
XS SAVERS  
CREDIT TERMS  
GREAT PRIZES TO BE WON

10am to 8pm  
7 days a week!

**01279 600204**

Membership Card Sales: 01279 600204

**Special Reserve**  
Special Reserve Discount Club  
Games Club in the World

Club Shops at  
**CHELMSFORD, ESSEX**  
43 Broomfield Road.  
Just around the corner from the bus station  
**SAWBRIDGEWORTH, HERTS**  
The Maltings, Station Road.  
A few miles from the M11, near the station.  
Items bought in the shops carry a 50p surcharge on the Mail Order prices.  
Members only but you can order as you join.

**WE ONLY SELL GENUINE UK PRODUCTS**

GENUINE SOUND BLASTER PRO SOUND CARD WORTH £150  
GENUINE CREATIVE QUAD SPEED IDE CD ROM DRIVE  
GENUINE SAMSUNG 14" SVGA 0.28 MONITOR + TILT AND SWIVEL  
GENUINE SAMSUNG HIGH SPEED 1080 MB HARD DRIVE + SPARE IDE  
GENUINE MICROSOFT SOFTWARE BUNDLE WORTH OVER £500  
AND EIGHT GREAT CLASSIC GAMES FREE

**TRUST QUAD MULTIMEDIA PC EX VAT**

DX4/100 + 4MB	1174.99	1021.27
DX4/100 + 8MB	1314.99	1127.65
PENTIUM P90 + 8 MB	1549.99	1297.86
PENTIUM P90 + 16 MB	1749.99	1510.63

**PLUS ALL THIS SOFTWARE**

**MS WINDOWS 95**

- MS ENCARTA 95
- MS WORKS
- MS SCENES
- MS PUBLISHER & DESIGN PACK
- MS GOLF
- MS MUSICAL INSTRUMENTS
- MS BOOKSHELF 94
- MS ANCIENT LAND



**SCREAMER**

- Developed by: GRAFFITI
- Released by: VIRGIN
- Out: October '95

80% complete

No other versions planned  
No other versions available

PC CD-ROM

The phrase 'not unlike Ridge Racer' springs to straight mind. ▼



▲ This was programmed in Italy where all the drivers are maniacs with Alfa Romeos.

**Calling all PC owners... Fed up with hearing about Ridge Racer? Turned green by reviews of Daytona USA? Worry not, your time has come with a game that promises to have console-owners eating dust.**

# SCREAMER



IN RACE, no one can hear you scream... so runs Virgin's excruciatingly punning tag-line to Screamer, the game that promises to do for the PC what Ridge Racer did for the PlayStation. In fact, Screamer resembles Ridge Racer in both looks and gameplay, as you screech round snowy mountains,

roar across suspension bridges and tear through neon-lit cityscapes. However, Virgin's game also offers an eight-player link-up mode and the chance to thump your best mates off the road (or be thumped yourself, of course). Other features include six tracks

(one hidden), championship options, instant replays and sampled speech. The preview version we saw boasted a screen update fast enough to give the PlayStation a run for its money, with graphics and sound to match. All in all, it looks like this one could scream it's way to pole position; we'll be push-

ing that speedo needle to the limit next issue.

Cor, super VGA graphics. Don't they look smart? You'll need a whacking great PC to run them, though. ▼





## FATAL SCREAMING

There are winners and losers in this world: Blur beat Oasis to that numero uno spot, Hill succumbed to Schumacher at the Ozzie Grand Prix, and with two quite brilliant car racing games on the way from two quality software houses then it looks like the challenge is on. Of course you know all about Screamer, but the other game due out of its development garage is Fatal Racing (previewed in the July issue), and you'll be able to check out which of these PC giants comes out on top next ish.



▲ Screamer's set to be the fastest, loudest most Ridge Racerist multi-player game on the PC.



◀ Welcome to sunny Milan, where the people say 'Prego' all the time.



▲ Be the editor of CVG and get this as your company car. Except you won't, because they're tight.

We've been to Milan. The bogs there are just these little squatty pits in the floor, you know. ▼

**CIRCUIT 2**  
**BEST LAPS**

RANK	NAME	TIME
1	100	00:00:00
2	100	00:00:00
3	100	00:00:00
4	100	00:00:00
5	100	00:00:00



I hate captions like this. I mean, what can you about this pic that's funny? ▼







# johnny mnemonic

**IN FACT**, despite having the lead role in the forthcoming Johnny Mnemonic movie, he doesn't actually appear in the game. Which is just as well, really, because it wouldn't exactly look blokey popping down to your local shop to buy a game with Keanu

plastered all over the box. What you get instead is an interactive movie with plenty of unknown actors, but a good deal of special effects and action which makes the whole thing very watchable. As for the interactive bits, well, at certain times during the action the screen compresses into letterbox format, at which point you control where the characters head next, solve puzzles and engage in bouts of fisticuffs against your cyber enemies.

Whether or not Psygnosis have cracked the elusive playability problem that's plagued every interactive movie since programmers first fancied trying their hands at being directors, remains to be seen. One thing's for certain, they've done a bloody good job of producing their own version of the movie, but that on its own won't be enough of a reason to buy the game.

**Keanu Reeves, eh. What's he got that any of us haven't? Apart from wads of cash.**

**JOHNNY MNEMONIC**

Developed by:.....Psygnosis

Released by:.....Psygnosis

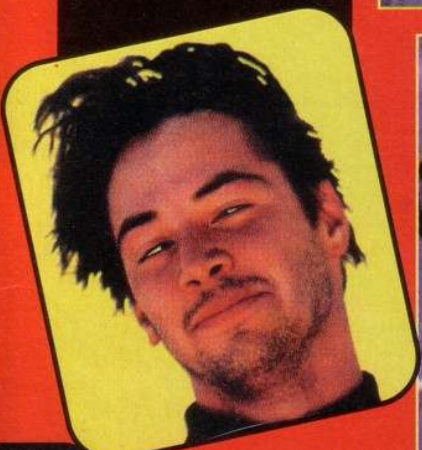
Out:.....October

**90% complete**

PC CD-ROM version planned  
No other versions available

**PLAYSTATION**

**MNEMONIC IS A SILLY WORD**  
The story's based on the William Gibson novel of the same name. It's about a bloke with a computer virus in his head. This is Keanu in the movie and some bloke whose name we can't remember in the game.



(Left) "No mate, that wall's got wet-rot alright!"



(right) A tube tunnel entrance yesterday.

(Left) Johnny avec crumpet hides from the baddies.



Johnny M will feature lots of dark places.



# BLOWN AWAY

JEFF BRIDGES

TOMMY  
LEE JONES

Light the fuse and stand well back as the dynamic combination of Oscar® winner Tommy Lee Jones ("The Fugitive") and three-time Academy Award® nominee Jeff Bridges star in Blown Away.

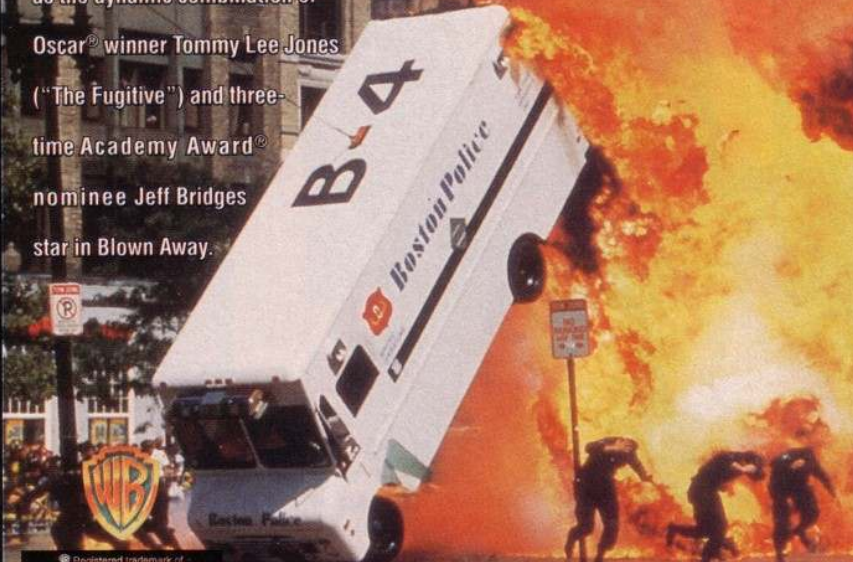
# MIND BLOWING!

"Tommy Lee Jones dominates the film with a portrayal of pure evil that is hypnotic to watch"

(The People)

"...non-stop excitement. A real blast"

(The Sun)



Registered trademark of Warner Brothers. All rights reserved. © 1995 MCA/UA Home Entertainment Inc. All Rights Reserved.

AVAILABLE TO OWN ON VIDEO FROM MONDAY 28th AUGUST

## Wanna know about

# SEGA SATURN™ ?

Just pop down to the newsagent

# SEGA

MAGAZINE  
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE





**KRAZY IVAN**

Developed by: ... Sony Inter.

Released by: ... Sony Inter.

Out: ..... October '95

**75% complete**

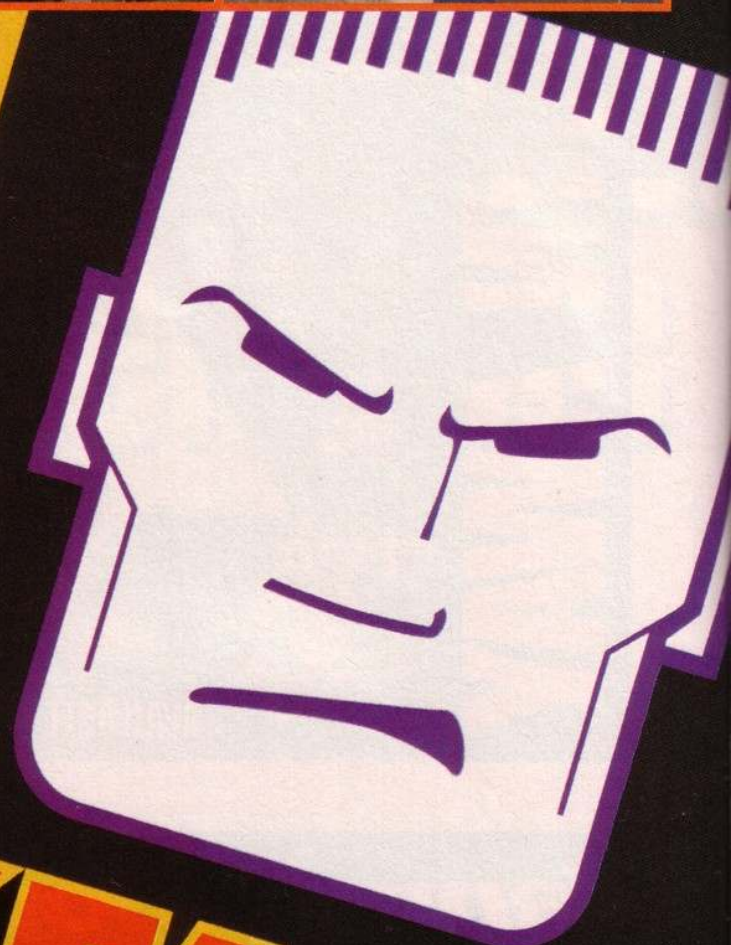
No other versions planned

No other versions available

**PLAYSTATION**



**It's big-robot time Russian style. Does this mean you get a choice of black, a go-cart's interior and a cabbage-powered engine? Or will it mean another 32-bit piece of mastery from Sony Interactive.**



# KRAZY IVAN

WE HERE ON CVG like big robots. But Russian ones? It's not that we're anti-Russian, we're just a little concerned with the build quality. I mean it seems that practically all Soviet technology looks either reject quality or knock-

ered. Which begs the question, do you really want a Russian built robot that's hand painted with some nice matt emulsion and a coat of that stuff

which that angry bloke tells you to buy to stop your bricks from rotting.

Fortunately, Krazy Ivan's set in

next century Russia, where its black and white style society has evolved into a technicoloured land with lots of cash and less cabbage.

Unfortunately, hordes of aliens have invaded large areas of the globe and placed force-

fields all over the shop. The answer, send in Krazy Ivan in his new 'suit' to go psycho on the alien robots and try and save humanity.

While the AI hasn't been implemented properly yet, Krazy looks

smart and we're looking forward to getting our mech-warrior type hands on this 3D droid carnage fest as soon as Sony Interactive let us.







(Below) Alright so he's got the biggest forearms in the universe, but look at his titchy tadger!



**WHAT A FRONT END!**

Krazy Ivan features a pretty impressive front end which took six months to put together and a whole load of blue-screen cut-away sequences that take place during play. Plus, and this is rather self-indulgent, loads of footage of top model and ultra-babe Sarah 'thank Crunchie it's Friday' Stockbridge. Be still my beating heart.



(Left) Attack of the giant metal insects, starring giant metal insects.

**"TRY IT IN A 38 SIR"**

Krazy Ivan's suit isn't your £99 special from Top Man. Oh no, this little off-the-peg number's a mech-warrior that's 45-feet tall, 50 tonnes in weight and packed to the rafters with deadly weapons. Please, if you go looking for one of these, beware, the silver-fleck number in Burtons does not have a flame-thrower on-board.



**RISE OF THE ROBOTS**

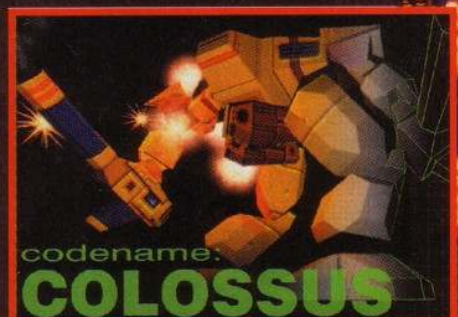
There are absolutely tons of different enemy 'bots in Krazy Ivan, here's just a few of the rust-buckets.



A 58-foot joke of a robot, a little on the stupid side (as robots go), but equipped with a nice line in strong armour and Fireball launchers.



He's pretty dense, but has a pretty savage arsenal at his disposal. Sounds like your average club bouncer really, doesn't he?



The Travis Bickle of the robo world, about as rock as they come and will attack you directly the moment he lays a cybernetic eyeball on you.



Basically a couple of big guns on legs. His powerful weapons make up for his manoeuvrability of a shopping trolley and acceleration of a slug.

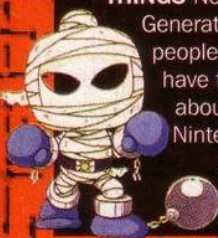


# virtual boy extravaganza

**It's the great forgotten console of the decade - AND IT'S HERE!!!!!!!**

**IN THE RUSH OF ALL THINGS** Next

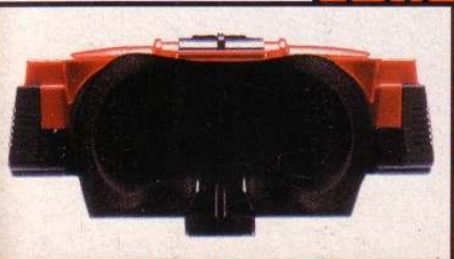
Generation, most people seem to have forgotten about Nintendo's first console release



**THE HEADSET**

The Virtual Boy looks like a regular VR headset, but it's mounted on a stand. Apparently Nintendo were forced to add the support to prevent people from wandering round the house wearing the Virtual Boy, falling down the stairs and suing the company.

There's a nice squashy rubber visor to prevent light getting to the (backlit) screen and to give you something to rest your face on. There are also focus and contrast controls so you can tune the machine to a non-eyestraining personal perfectness.



since the SNES. There are two reasons for this. First, the Virtual Boy might not be granted an official European launch, and second, while the technology is quite novel the Virtual Boy doesn't have any sexy Silicon Graphics-like visuals. But the big surprise is it's actually a pretty good toy.

The Virtual Boy, despite its crimson mono screen, is a 32-bit console. And why does it need such hardware to shift red sprites? Because the screen has roughly 120 layers of 'depth', that's why. This means sprites can be scaled into or out of the screen with very little effort, and as most of the 3D routines are handled in hardware you end up with a more convincing effect that you'd expect. The headset screen adds to this by excluding all vision except the monitor, immersing you in the game environment. There are two speakers at ear level on the headset and since

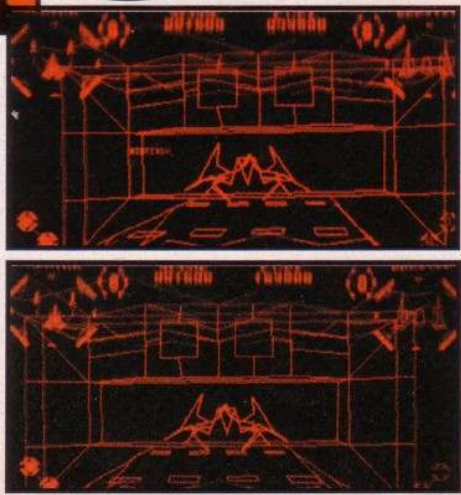
**red alarm**

your head is positioned right next to them you get maximum sound volume with minimal output. The Virtual Boy is possibly the most irritating console to watch someone play. It's not like a Saturn or



*Red Alarm is a sort of wire-frame Starfox. The joypads rotate or slide your craft around 360 degrees in the direction you press. The object is simple - negotiate warren-like technotunnels blasting the bits out of wire-frame alien machines. The feeling of depth and space is amazing - not a game you could produce on a 2D machine. Luckily, there's not much to let Red Alarm down. Even when you know how to pilot the ship effectively the levels and enemies are more than a match for your mum.*

**RED DOT RATING 92%**



PSX where you can marvel at the graphics even if you can't have a go. With the V-Boy you're stuck with the spectacle of someone gazing into what looks like a seaside pier telescope while listening to the Walkman-headphone-leakage sound emanating from the red unit. Now this all seems like quite a laugh - like a grown-up cyber-Game Boy. But the snag is that the Virtual Boy is a Jap' import machine and costs £200. Now for £80-100 it would be a perfect Chimbo present-type time waster, but at twice the price, well you're talking proper console price-age. At CVG we're surprised



to find that the Virtual Boy is pretty nifty, has a great 3D effect and already a number of playable games to support it, but unless you're a bit of a rich kid/hard-working wage slave you might be better investing the money elsewhere.



**THE HANDSET**

The VB handset has two handles, with D-pads for each thumb. L and R buttons are beneath the pad, easily positioned for your index fingers. This allows for greater scope of movement in the 3D environment, as both joypads can be assigned to different types of motion with two buttons easily accessible. The down points are the sloping handles and attached batt-pack makes the controls cumbersome and heavy after a while.



# mario tennis



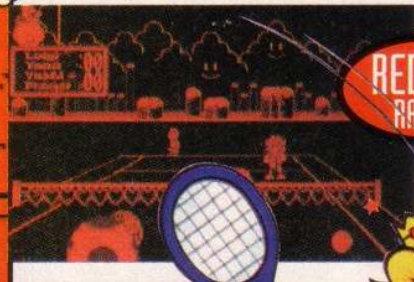
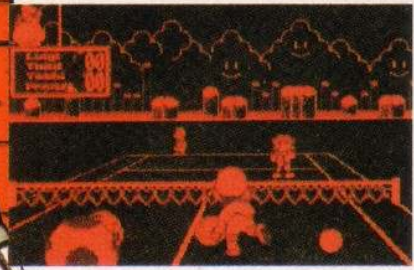
86-89), and here's his first stab. All the usual Mario Kart Klan are present, each with their own playing style and attributes. Only regular NES/Game Boy controls are used, with A and B striking regular line shots and lobs respectively. Forehands, backhands and smashes are dictated by your player's position in relation to the ball. And that's it. The 3D effect is pretty good on this one, especially given that there's no ball shadow, yet it's still easy



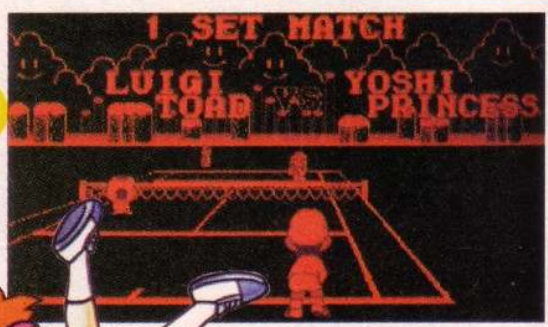
Obviously the still amazingly popular Mario has to feature in any Nintendo launch line-up (check out the incredible Yoshi's Island review on pages

enough to tell where the pill is depth-wise. However, whilst it's an enjoyable stab at the genre the one-player game is a bit on the easy side. Even though the

opponents are challenging on Hard mode there's only a maximum three games in the tournament, which isn't many compared to Wimbledon or anything. All in all, a valiant effort, and it's absolutely great fun in two-player mode, but if you're a lone-star VB-head you could find a more suitable launch purchase.



**RED DOT RATING 81%**



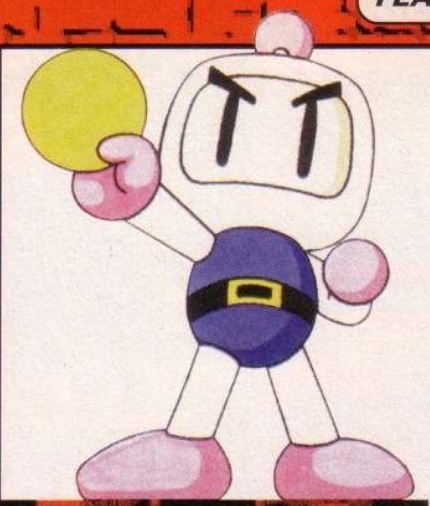
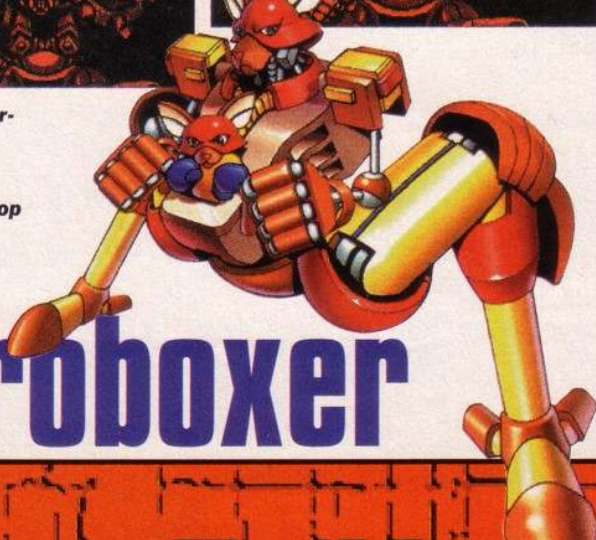
Teleroboxer - or Tel as we call it - is the most action-packed (ie - violent) game for the VB so far. It's a first-person perspective boxing game featuring huge cool-looking Manga-style robot pugilists. It's like Super Punch Out with scaling fists bludgeoning your eyes. Tel also has the most complex controls so far; the two joypads control a respective fist. Up and Down are high and low guard, left and right dodge to the side. Pressing one of these with the L or R button pro-

duces one of a variety of punches, each of which moves at a different trajectory to cause a different amount of damage. Once you can get used to the controls and get your co-ordination right Tel is top ace fun, and it's certainly going for yonks.

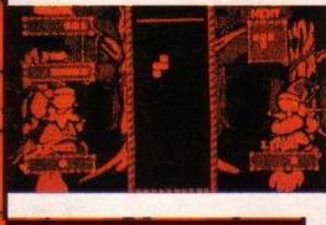
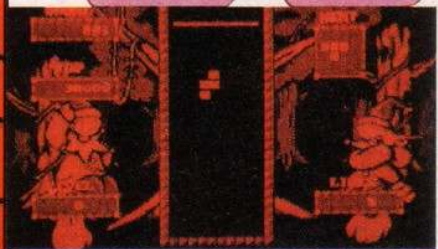


**RED DOT RATING 90%**

# teleroboxer



# panic bomberman



Bomberman, the most popular character from the Bomberman series of games, has his own Tetris variant - and it's in 3D! Like that makes a difference! You've seen this thing before - icons drift down from the top of the screen. Match three or more and they disappear. Activate string of these combinations and reap bonuses, this time with an explosives theme. This time though there's a scrolling backdrop in 3D and a foreground picture of your opponent in 3D, and the playfield in regular boring old red 2D. In fact the only really impressive 3D in Panic Bomberman is in the intro.

**RED DOT RATING 73%**





**T-MEK**

- Developed by: Bit'ss
- Released by: Time Warner
- Out: October

80% complete

No other versions planned  
NArcade version available

**PC/32X**



PC



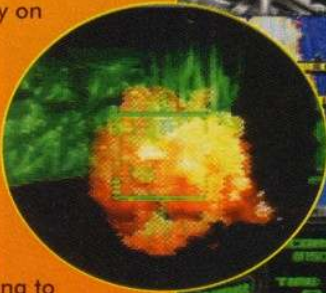
# t-mek

**Coming from an arcade machine that was near you comes an Atari original that involves lots of tank-like Meks.**

**MOST ARCADE** devotees will have fond memories of Battlezone, the vector line graphics tankathon shoot-'em-up that Atari made famous circa 1983, however they didn't quite revive the enthusiasm with their Ninties tank battler T-Mek. God knows why not because when CVG went to T-Mek's conversion kings, Bits, in north London we renewed our acquaintance with the two-bod arcade cabinet and we realised that it is a whole lotta fun especially.

the same as the arcade machine where you take control of a high-tech tanky affair with the object of blowing out the oppo' and crucifying the fella/fellaress sat next to ya. Expertise depends on your ability to suss out your Mek's special abilities. And each Mek has a special attack-feature, ie a cloaking device or the power to reflect enemy fire. The 32X version is destined for a rocking 20 levels (plus your bonus secret three) and the PC accrues 27 (and secret three). The game's appeal will be it's two-player mode on 32X, and modem

and network play on PC, as there's nothing better than scrambling with your hume oppo-ent(s) for special weapons et al. We're assured that the conversion is going to be a very close one and not suffer any slow down as sprite scaling has been used as opposed to hardware scaling; the former involves thousands of sprite frames to give the feeling of movement. Review next month.



*Special weapon is a guided missile, but can you guide it to its target?*



## TWO PLAYER OR TWO MACHINES

Obviously games' appeal seems to increase if it has a two player mode, though it seems that companies these days are (Psygnosis for one) are going for two (or more) machine link ups rather than those irritating half screens which may well get left behind with the Mega Drive.





# THE 'I'M MAD ABOUT SCI-FI ME' COMPO

**Boldly go where no has-been actor has gone before, in CVG's sci-fi competition...**

**C**ue those luscious red lips at the beginning of 'Rocky Horror

Picture Show:

**Science-Fiction Double Feature...**

**Doctor X will build a creature...**

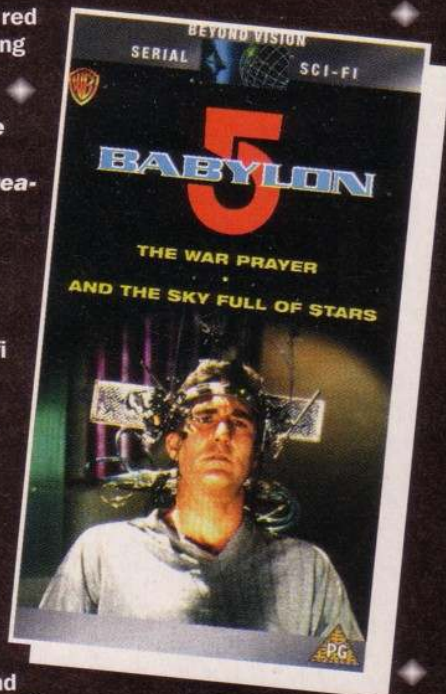
**See androids fighting Brad and Janet...**

**Anne Francis stars in Forbidden Planet...**

and so on. Yes, it's sci-fi nostalgia time, as new specialist label Beyond Vision offers three sets of fantasy favourites from TV and video.

First tape in the bunch is THX-1138, George 'Star Wars' Lucas' cult vision of a synthetic future, produced by Francis Ford Coppola and featuring the late Donald Pleasence. Next up is 'Logan's Run', a wonderful bit of Seventies movie hokum with Micheal York and Jenny Agutter as the fugitive lovers. Both these videos are released in widescreen and include trailers and collectors' cards.

On the TV side, there's the first (and best) installment of the fondly remembered 'V', in which aliens-in-human-clothing prove to have unsavoury plans for us Earthlings. Last, Beyond offers four episodes of the current sci-fi



champ Babylon 5, currently screening on early-evening Channel 4. If you've been missing out on the chronicles of this Amiga-generated giant, here's your chance to catch up on the original series and wonder why Deep Space 9 wasn't half as good.

To take the lot, just tell us:  
**Which 32-year-old sci-fi epic looks likely to be revived in America?**



Answers on a postcard to: I'm Mad About Sci-fi Me compo, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 050. No cash alternative will be offered etc, usual rules apply. (Actually that last word should have read apply, sorry it's my crap typing.)



**INTERNATIONAL SUPERSTAR SOCCER**



**Get ready for the only game with real BALLS!**



When a team introduces a new season strip do you feel ripped off? When a games publisher releases a sequel do you ever feel let down, a bit like someone had punctured your footballs? How long will you believe them when they tell you that the new '95 or '96 version is so different to the last one?

Well, get ready for a whole new experience - a sequel with a difference! In fact, there's over 40 improvements or additions to the "best ever" soccer game; and we're not talking a load of old balls.

**New teams, new players, new stadiums, new strategies and new techniques - the best just got better!**

**It's Outstanding!**

**Release Date: 17th November 1995** **SUPER NINTENDO**



### BOWL OVER

The Bowl sounds like something from a Hollywood prison drama. "Any more trouble out of you Sternhouse and you're going to The Bowl", that sort of thing. But it isn't. It's the name of one of the play areas in Destruction Derby. It's a big round patch of dirt, but the games which take place there are most exciting. Basically it's stock car racing at its most unhinged, as the cars smash each other to bits. There are two ways to play. One where every automobile is after you and the object is to survive for as long as possible in the name of high-scoring. The other is more every-man-for-himself-esque and has an intriguing points-based score system. You score for causing cars to bash into each other (thereby avoiding impact damage yourself), and spin around (360s good, 720s better) and even more for combining the two. If you don't quite get the idea just pop down to your local council estate after pub closing time and pick up some tips from the local joyriding boy racers.



PLAYSTATION

RACING

PSYG/SIE

£44.99

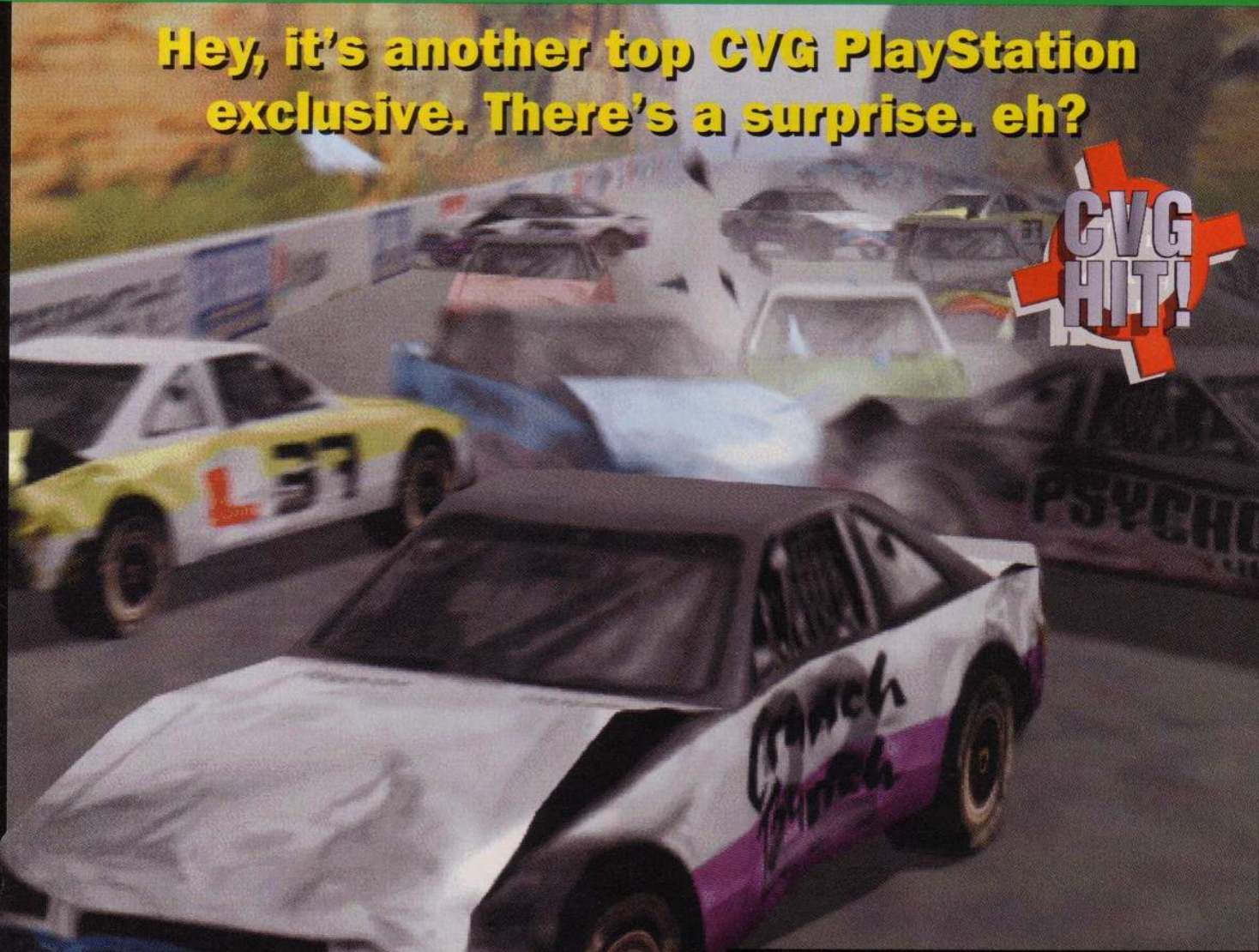
OUT SEPT/OCT

1-2 PLAYERS

PC CD-ROM VERSION  
PLANNED

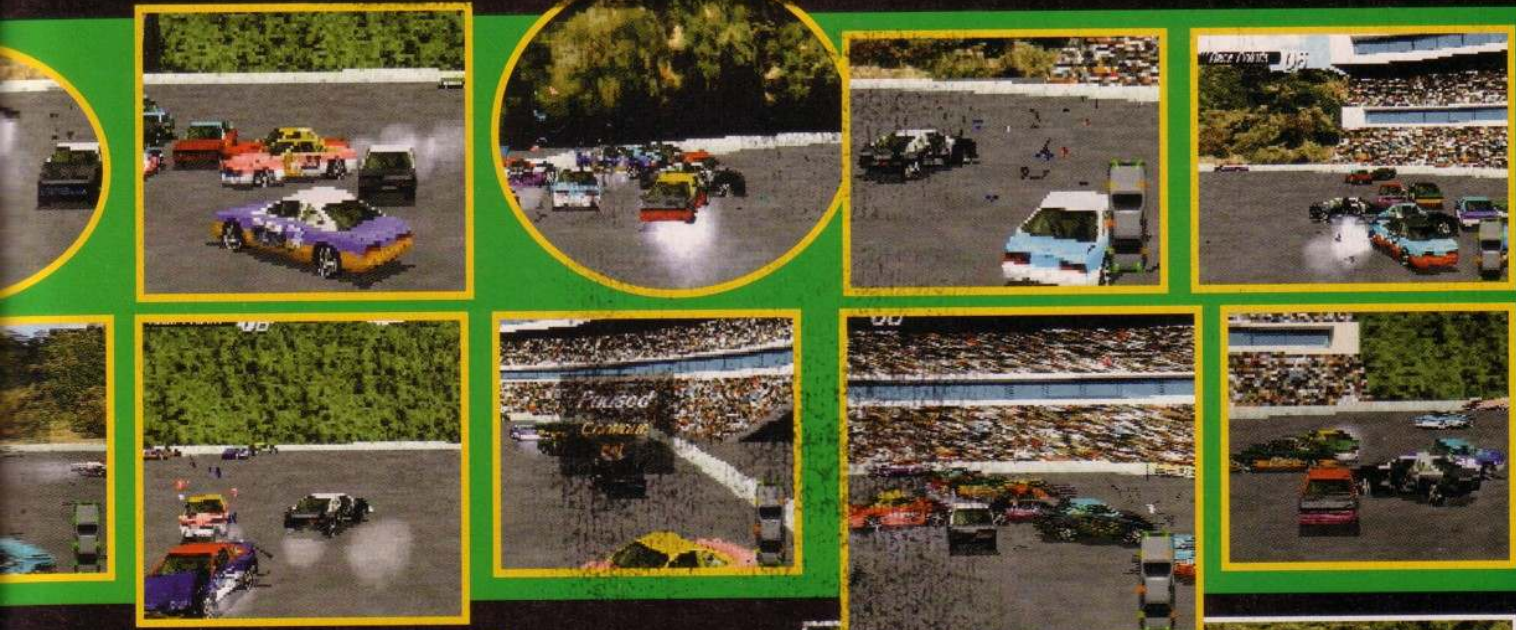
NO OTHER VERSIONS  
AVAILABLE

**Hey, it's another top CVG PlayStation exclusive. There's a surprise, eh?**



# DESTRUCTION





**S**tock car racing. Stock car racers probably reckon they're dead hard, I'll bet. But I was in a Donkey Derby when I was at school. We all had to ride these unsaddled rabid hell-donkeys around the scabby playing field for charity. I was first out of the pack, and in the lead up to the first corner. Then this fat hard kid knocked me off and I got trampled on the head by every single one of the other mules. I came to just in time to see the last (unseated) contestant hobbling over the finish line, and then had to run around to the end, concussed and in pain, in full view of all my assembled schoolmates. And their families. And the rest of the town. Now that's what I call a destruction derby. It signalled the destruction of my reputation, my self-esteem and my hopes of future professional donkey-riding glory. Ultimately the psychological damage to my ego led me to entering the delinquent world of computer games reviewing whilst the eventual winner is no doubt now a successful financier or something. Stock car racing my arse.



Dead cars emit black smoke.



**REPLAY STATION**  
Replays allow you to see what you've done after you've done it, when you may have missed it all first time in the heat of actually doing it. Anyway, Destruction Derby, true to form of having things, has a comprehensive replay system which allows you to view your race not just as a quick fly-past (à la Ridge Racer), but



Hey, and it's cheaper than real driving.

The first three have handy arrows.



# DERBY



with your choice of camera angles, camera paths and even where the cameras are positioned. And if you've an especially ace replay, you can even save it to the memory card and show off to your friends.



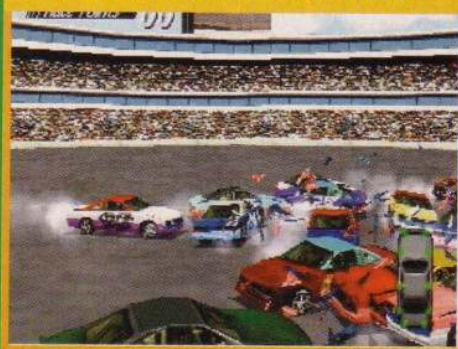
## CRASH BOOM BANG

Damage – the name of a boring song by Black Flag. And also something which happens to cars when they smack into things, which happens a lot in Destruction Derby. To reflect this fashion in re-sale diminishing, Psygnosis (or whatever they're called this week) have equipped every car with a damage meter.

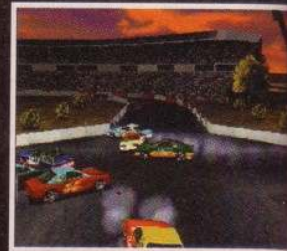
This measures, in tones from green (healthy) to red (knackered) the amount of a bashing each area of your wheels has taken. Once a car region has been completely depleted it blows up – which could mean the loss of your lights (not so bad) your side panels (pretty fatal) or your engine (complete and utter doom, game over time). If glancing at the bottom-right corner of the screen is too much like hard work for you don't fret – it's pretty easy to tell how shagged your motor is just by looking at it.



## "FROM THIS... TO THIS"



And there's a brilliant link-up mode too.



Junctions are the trickiest hazards.



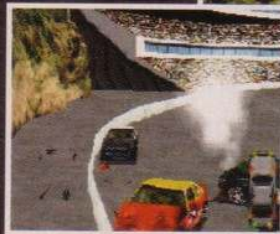
## RUN OVER A FRIEND

Got a friend? You lucky dog. But what about a friend with a PlayStation? And a copy of Destruction Derby? And a swish monitor? And a real car to carry it all round to your house? Well if you can answer "Why yes! But how could you know?" to all these questions Destruction Derby has something special just for you. With the aid of a simple link-up cable you can go head-to-head against another Destruction Derby player in any event.

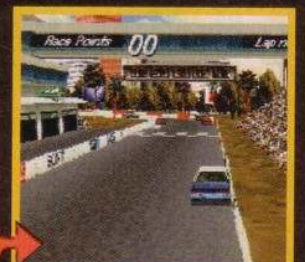
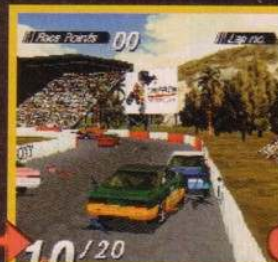
An example of how not to overtake.

## VIEW FROM THE BRIDGE (BUT NOT)

Virtua Racing started all this camera-angles nonsense, and at the time lots of people came out with rubbish like 'It's like having four different games, what with four views and everything' and 'That first-person view is just like being there and is completely different to all the other views', which as any sensible games fan knows is nonsense. But it's a clever idea, and most genre members have copied it, Destruction Derby being no exception.



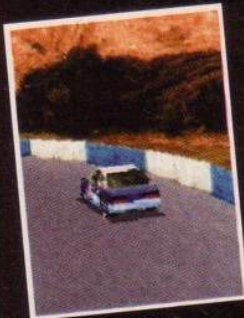
It's crunch time! Ha, ha, ha.





## BACKWARDS COMPATIBILITY

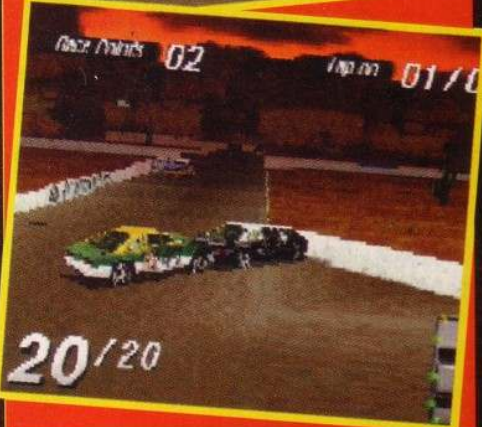
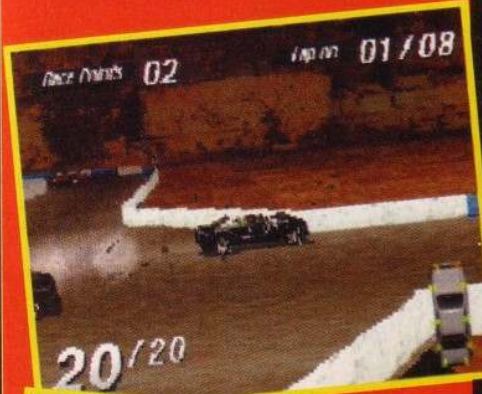
Reverse gears are great. They make you go backwards, which can only be a good thing. If I had my way all cars would be made to drive backwards. Except on my street, because I don't want to get run over. But I suppose that's one ambition which I'll never see fulfilled. Sigh. So instead I'll have to play loads of Destruction Derby, which has reverse gears in full effect, accessed with a single button press and lets you do handbrake turns!



The Ocean Drive isn't too difficult with only a few twisty turns.



Ooh, it's all dark and evil in Cactus Creek.



## TEAM VERDICT

### SIMON CLAYS

Forget yer poxy wheel-spins away from the lights or your screech of tyres at the round-a-bout, this is a driving experience. All budding Nigel Mansell's should keep well away from this game - you need proper bottle to play this sexy smash-'em-up.

### GARY LORD

As a pure racing experience goes I think that I prefer Ridge Racer. What I love about this game though is its novel approach: you basically smash your opponents to smithereens, plus this game just wouldn't have worked on the 16-bits.

### MARK PATTERSON

Daytona only won out against Ridge Racer because of its spectacular crashes, but here we have a game that combines superb visuals with action and, quite simply, leaves the competition stalled on the starting grid. Urk.

**Buckle up... and sit tight!**

## VERDICT

### PLAYSTATION

Despite their superficial similarities it'd be unfair to compare Destruction Derby and Daytona USA. DD concentrates far more on the smashing up element of stock car racing. All those get-the-right-racing-line skills go out the window and a new style of play comes in - MURDER! Destroying without being destroyed is the key to success here. Although being destroyed is almost fun thanks to the amazing graphics. Basically, the lads have done good once again, and whilst I don't rate this as highly as Wipeout, it's certainly more fun than Ridge Racer.

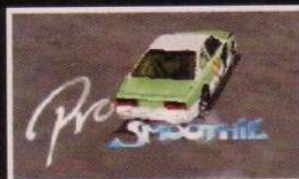
**RAD**



A rather peaceful moment as two cars decide to run away for the quiet life.



Hey, there's also hidden tracks as well.



Kill. Destroy. Eat cabbage. It's doom-time.

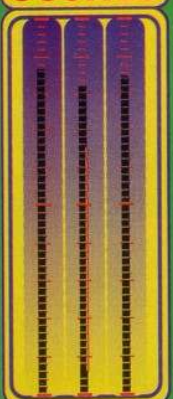


Look, skidmarks. Huh, huh, huh.

## STEERS AND CHEERS

Anyone who's ever watched The Sweeney or even The Bill, will know that there are two ways to turn a steering wheel. The first is hands at ten-to-two style taught to people by driving instructors. The second is a frenzied twisting assault which involves crossing your arms over whilst shouting "Oi Tosh, run that slaaaag orf the road!". And that's how you drive here thanks to the excellent handbrake button.

## SCORES



DAYTONA USA...  
RIDGE RACER...  
DES. DERBY...

### GRAPHICS 96

Amazing sprites, with each molecule of damage tracked.

### ANIMATION 87

The wheels spin convincingly, but cars don't jerk about.

### MUSIC 94

Techno techno techno techno! C'moon, techno techno.

### SOUND EFFECTS 92

Realistic engines and crashes, plus plenty o'speech.

### GAMEPLAY 94

The controls are instinctive and rewarding.

### VALUE 96

Absolutely tonnes of options and a great deal of challenge.

### OVERALL

Maybe not a Wipeout-beater (choke), but definitely a classic game and one which all race fans should buy.

# 94





Just when you thought that all was quiet in the Sega garden (they hadn't seen that hedgehog for a while) when out crawls a bug that's determined not to be stamped on.



# BUG



If he was the only bug in the world and I was the only foot, I'd probably tread on 'im, by mistake of course.

- SATURN
- PLATFORM
- SEGA
- £49.99
- OUT NOW
- ONE PLAYER
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE

For me it's nylon sheets and scratching your toe nails on them, for Mark it's people leaving dirty washing up water in the sink and for Rad it's when we borrow his CDs and put the wrong CD back in to the wrong box (though that one bugs me as well). So that's what bugs us, but what's bugging Sega at the moment, apart from fledgling gamers Sony, is in fact Bug. Yes they've gone Bug! mad down at Sega HQ, as they're hoping that this critter is going to be one popular little platform hero. Or heroine. Or green invertebrate.

What we have in Bug is, like Jumping Flash, a new perspective on the platform genre as instead of running along the screen as you would with the Sonics and plumbers of this world, you actually run into the screen. There's a massive 3D environment which means you can see in the distance (so to speak) the rest of the level (well, not all of it as each level's quite huge) and there's lots of other clever little graphical touches that Bug! springs on you which makes you think, that's very Saturn. For example when Bug runs up a vertical bit of the platform your view of him change accordingly so that you basically see an aerial view of him.

Bug! is stuffed full of everything that you would expect from a platformer: power-ups, lots of enemies: giant grasshoppers, little spiders, mad bees and some tricky muthas at the end of each level which will keep even the most dextrous of gamer scratching his head.





## I WANT TO BE IN AMERICA

Because if I was in that place of truth, justice and the American way (ie shooting and murdering one another lots) I would be able to have a wee chat with the team behind Bug! You could probably guess that it wasn't programmed in Japan, in that it's not full of pastel colours and surreal characters. Sega of America actually set up a special in-house team to develop Saturn products: the Away Team, and will also be bringing you the likes of Congo, Ghen War and Blackfire.



Yes, the Americans have humour as this is Bug's end! Geddit?



There's a generous number of continues to save all that going back to the beginning.

Jumping on the mushrooms in the style of Sonic will help you up to a higher level.



## TELL US A STORY THEN

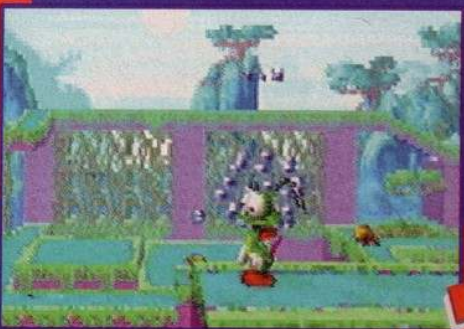
Well it's Friday afternoon, it's deadline, all our computers are crashing in the heat and we could all lose the plot, but luckily I've found it, it was hiding under Rad's chair. It concerns queen of the bugs, who is a big, black widow spider called Queen Cadavra who's not too far away from Robotnik on the not-very-nice scale. And what's she gone and done? Run off with all his insectie mates and is probably going to eat their tiny bug brains.







*You know when you're on holiday and there's always that buzzing insect noise. Well that's cicadas that is.*



**HE KNOWS HOW TO MOVE...**

Well you would hope so because Bug himself has 300 plus frames of animation, in fact he makes Earthworm Jim look possibly static. And he's almost as cool as Cool Spot as he has some excellent phrases which he bellows out when he demolishes one of his opponents or is in desperate need of some bug juice (replenishes his energy).



*You'd think with mince pies like 'is that he'd be able to spot any trouble up ahead and take evasive action.*



**VERDICT**

**SATURN**

Sega US have come up with a formidable platformer in that, unlike Rayman, it makes proper use of the Next Gen machine's graphical capabilities and uses a proper 3D environment. There is also a huge game in here with a plethora of power ups, well drawn characters and lush backgrounds, numerous game routes and some ingenious bonus rounds. My only reservation is that the game doesn't have an immediate hook, you really have to sit down and play it for some time before you become enthralled and begin to really enjoy it.

**GARY LORD**

**SECOND OPINION**

**SATURN**

Although Bug! didn't have the same impact on me as Sonic when we first got our hands on a Mega Drive, it's still a bloody impressive game. The graphics are a little too basic in places, but compensated for by the magnificent bosses. Obviously it's the 3D aspect of the gameplay which makes Bug! so different from everything else. It's uncomplicated, absorbing, challenging and unique. Four things that you rarely see in games these days.

**MARK PATTERSON**

**SCORES**



JUMPING FLASH  
BUG!  
RAYMAN

**GRAPHICS**..... 92

*Superb rendered characters and imaginative worlds.*

**ANIMATION**..... 91

*He moves along as smooth as a baby's butt.*

**MUSIC**..... 85

*A decent enough theme tune.*

**SOUND EFFECTS**.. 88

*Bug sounds just right and there are some great samples.*

**GAMEPLAY**..... 90

*This game is huuuuge and taxing too.*

**VALUE**..... 90

*If you've got Daytona and Fighter, get Bug! next.*

**OVERALL**.....

*Surprisingly playable, but not quite Sonic, if you get what we mean. Still, we get the feeling we won't have to wait mcuh longer to see him on Saturn.*

**90**



SEGA SATURN • SONY PLAYSTATION • PC • NEO GEO CD • ARCADE • 3DO

# MAXIMUM

THE VIDEO GAME MAGAZINE ISSUE 1 £3.50



*THE FIRST ISSUE*  
**ON SALE NOW!**

TEKKEN 2 • SEGA RALLY • KING OF FIGHTERS '95 • STREET FIGHTER ALPHA



# BALLZ

## THE DIRECTOR'S CUT

**THESE BALLS WERE MADE FOR ROLLING**

If you're into ball games then pick one of these little spherical numbers and you'll be able to hit, thump or kick it.



**BOOMER**



**BRUISER**



**CRUSHER**



**DIVINE**



**KRONK**



**TSUNAMI**

**300**

**BEAT-'EM-UP**

**PF MAGIC**

**£39.99**

**OUT SEPTEMBER**

**TWO PLAYER**

**NO OTHER VERSIONS PLANNED**

**SNES AND MEGA DRIVE VERSIONS AVAILABLE**

In *Ballz: The Director's Cut*, all the characters are made up of... well, balls. Obviously this could be the foundation for a thriving comedy industry ('My balls are greener than yours', 'Yeah, but mine have pink spots', and so on), but being civilised they prefer to have friendly games of hand-to-hand combat.

There are nine standard characters, ranging from Divine, a psycho ballerin' with a fine in eye-wateringly high kicks, to Zomble, a body-part chucking ghoul. In one-player mode, you also get eight bosses to fight through - pulverise the lot to get to numero uno fighter The Jester. No doubt SNES and Mega Drive owners will remember the 16-bit versions of this game, and it does seem to have taken its time to make it on to the 3DO. What makes *Ballz* spesh though, is that it's the first 3DO beat-'em-up to be set in a *Virtua Fighter*-style 3D arena. As usual you have about 99 seconds to perform all the usual punches, kicks, grapples and jumps on your moves.



*I'll bust your balls.... Boomer is unglued, permanently.*



As you can see, the *Ballz* contestants are an athletic bunch.

**VERDICT**

**3DO**

The characters in *Ballz* do look great, the 3D is good to see on the 3DO and the sound bangs, thumps and cackles in all the right places, but the game seems a bit old now. There's not much sense of strategy either: much of the time the best course is to hammer the joystick and hope, with no incentive to master specials. Not only this but the characters don't feel dramatically different from each other, further limiting long-term appeal. Fun but uninvolving.

**ANDREW OSMOND**

*Boing, boing, boing, boing (ad infinitum).*



**SCORES**

**GRAPHICS**..... 70  
Competent backdrops and neat touches, but nothing revolutionary

**ANIMATION**..... 85  
Excellent and unusual sprites.

**MUSIC**..... 81  
An array of suitably crazy tunes.

**SOUND EFFECTS**.. 81  
Plenty of different sound effects for each character.

**GAMEPLAY**..... 63  
Fun in the short term, but lacking real depth.

**VALUE**..... 68  
There are better 3DO games than this.

**OVERALL**.....  
Looks great, sounds great but plays decidedly average. Buy only if you want an expensive conversation piece.

**71**

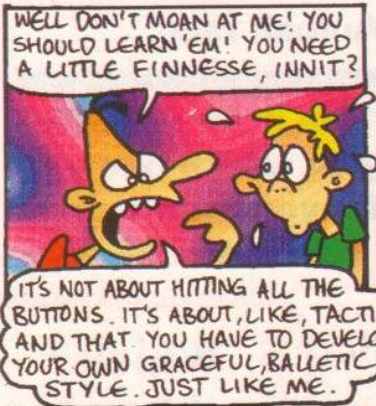
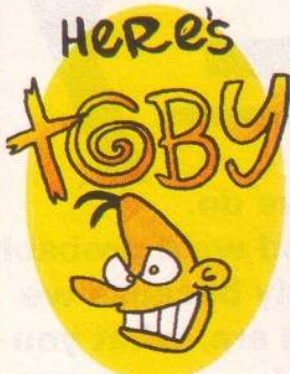




SONY SEGA Nintendo IBM PC 3DO NEC ATARI SNK

(0171) 636 2666

Check out our funky new Website: <http://www.cex.co.uk/cex/>



CHARLIE BROOKER



We're the bloody best.

VISIT OUR GAMING BRANCHES:

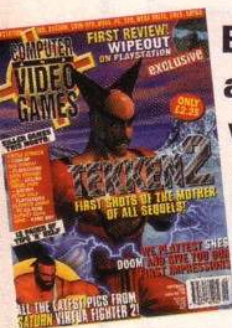
32 RATHBONE PLACE,  
LONDON W1P 1AD  
OPEN 7 DAYS A WEEK  
(0171) 636 2666

282 STATION ROAD, HARROW,  
MIDDX, HA1 2EA  
OPEN MON - SAT  
(0181) 427 5800



# SURVEY

You know, we love you guys and gals out there. In a purely matey kind of way that is. I mean, we like you a lot, really we do. But if you turned up here asking for a tongue sarnie with Rad we'd probably make you go away very quickly. And hurt you. But that's only because we care, which is why we want to know all about you. Who you are, what you do, what machines you own, what you think of us and whether or not you bite your toenails or clip like a normal member of the human race.



By this point you're probably wondering what's in it for you. Well the answer's a Saturn or a PlayStation, depending on which one you want. So when you've filled in all the bits, write your name and address on a separate bit of paper along with which machine you'd like if we draw your name and send it to:

**We Know Where You Live, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

## 1. Hey, ARE YOU A:

- Guy
- Gal

## 2. How old ARE you?

\_\_\_\_\_

## 3. WHAT do you do:

- At school
- At college
- At university
- In a part-time job
- In a full-time job

## 4. Which MACHINES do YOU OWN OR HAVE ACCESS TO?

	Own	Have access to
PlayStation	<input type="checkbox"/>	<input type="checkbox"/>
Saturn	<input type="checkbox"/>	<input type="checkbox"/>
PC	<input type="checkbox"/>	<input type="checkbox"/>
PC CD-ROM	<input type="checkbox"/>	<input type="checkbox"/>
3DO	<input type="checkbox"/>	<input type="checkbox"/>
Jaguar	<input type="checkbox"/>	<input type="checkbox"/>
Amiga	<input type="checkbox"/>	<input type="checkbox"/>
CD-i	<input type="checkbox"/>	<input type="checkbox"/>
32X	<input type="checkbox"/>	<input type="checkbox"/>
Mega Drive	<input type="checkbox"/>	<input type="checkbox"/>
SNES	<input type="checkbox"/>	<input type="checkbox"/>
Game Boy	<input type="checkbox"/>	<input type="checkbox"/>
Game Gear	<input type="checkbox"/>	<input type="checkbox"/>
Virtual Boy	<input type="checkbox"/>	<input type="checkbox"/>
Neo Geo	<input type="checkbox"/>	<input type="checkbox"/>
Neo Geo CD	<input type="checkbox"/>	<input type="checkbox"/>
Apple Macintosh	<input type="checkbox"/>	<input type="checkbox"/>

## 5. Which MACHINE do YOU INTEND TO buy NEXT?

- PlayStation
- Saturn
- PC
- PC CD-ROM
- 3DO
- Jaguar
- Amiga
- CD-i
- 32X
- Mega Drive
- SNES
- Game Boy
- Game Gear
- Virtual Boy
- Neo Geo
- Neo Geo CD
- Apple Macintosh



**6. How much do you spend on games each month?**

- £0-9
- £10-20
- £21-30
- £31-40
- £41-50
- £51-60
- More than £61

**7. What do you think is a fair price for a next-gen console?**

- £0-150
- £151-300
- £301-500
- £501+

- 1
- 2
- 3
- 4
- 5 or more

**8. How many people read your copy of CVG?**

**9. Which next-gen console do you think will be number one?**

- Saturn
- PlayStation
- Jaguar
- 3DO
- Nintendo Ultra 64

**10. Do you think CVG should:**

- Cover more games but give them less space
- Cover less games but give them more space
- Keep things the same

**11. If you could change one thing about CVG, what would it be?**

**12. Do you think CVG is:**

- Too old
- Too serious
- Just frivolous

**13. Which other games magazines do you buy?**

- Edge
- Ultimate Future Games
- GamesMaster
- Gamepro
- X-Gen
- Sega Magazine
- Mean Machines
- NMS
- PC Review
- SuperPlay
- Sega Power
- PC Format
- PC Gamer
- PC Attack
- Other: \_\_\_\_\_

**14. How often do you buy CVG?**

- Every month
- 6-9 times a year
- Infrequently
- Only when there's something that interests you on the cover

**15. How would you rate CVG covers out of 10?**

**16. Rate the following CVG sections out of 10**

- News
- Next-Gen Previews
- Next-Gen Reviews
- VideoDrome
- 16-bit Previews
- 16-bit Reviews
- In The Bag
- Help
- Tips
- Challenge
- Charts

**17. Do you think CVG should stop covering 16-bit and handhelds?**

- Yes
- No

**18. What makes you decide to buy a particular game?**

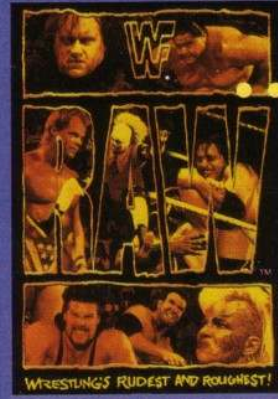
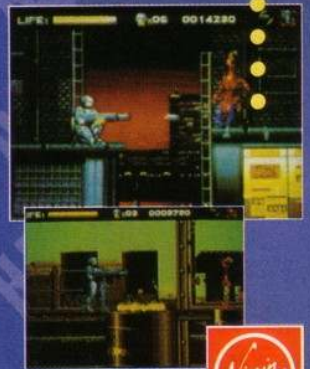
- Preview  TV or cinema advertising
- Review  Coin-op original
- Magazine advertising  Friends' advice



# THE ONE YOU CAN'T AFFORD TO MISS!

# HELP!

# 2



## MEGA DRIVE

All of the games in this strictly limited edition multi-pack have been donated free of charge by Acclaim Entertainment, Data East, Electronic Arts and Virgin Interactive Entertainment. All profits from the sale of this pack will be donated to a number of leading charities including The Prince's Trust.



exclusively available at

# WOOLWORTHS





# WIN! A PRIMAL RAGE COIN-OP WORTH

**Dixons**

# OVER £3000!



**Y**es, why make do with a conversion when you could own the real thing! All you have to do is pop down to Dixons, buy a copy of Time Warner Interactive's home version of Primal Rage and the nice shop assistant will give you a scratch card.

Rub off the silver panel and if the number underneath is 23,642 you'll have been shortlisted to go through to the prize draw where you could win the coin-op!

To enter the prize draw simply complete the competition form and send it with your scratch card to: Primal Rage Competition, Marketing Department, EMAP Images, 30-32 Farringdon Lane, London, EC1R 3AU.

All forms received will be entered into a prize draw. The winner of the Primal Rage coin-op will be drawn at random. Runners-up will receive a Time Warner Interactive goody bag.

Winners will be notified by post by 30th November 1995.

Employees of EMAP Images, Dixons Stores Group and Retail Ltd, and Time Warner Interactive, their families and associates, are not eligible to enter this competition.

No cash equivalent to the prize is available.

No entries received after the closing date (30th November 1995) will be accepted.

No correspondence will be entered into by employees of EMAP Images, Dixons Stores Group and Retail Ltd or Time Warner Interactive in all matters relating to the competition.

Due to the nature of the prize, parental consent is required if entrants are under 16.

UK applications only.

By entering you agree to take part in any post-event publicity.

No purchase necessary. Simply write to Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU and a card will be scratched on your behalf. Phone for details 0171 972 6700 extension 2485.



**YES, MY SCRATCH CARD NUMBER IS 23,642**

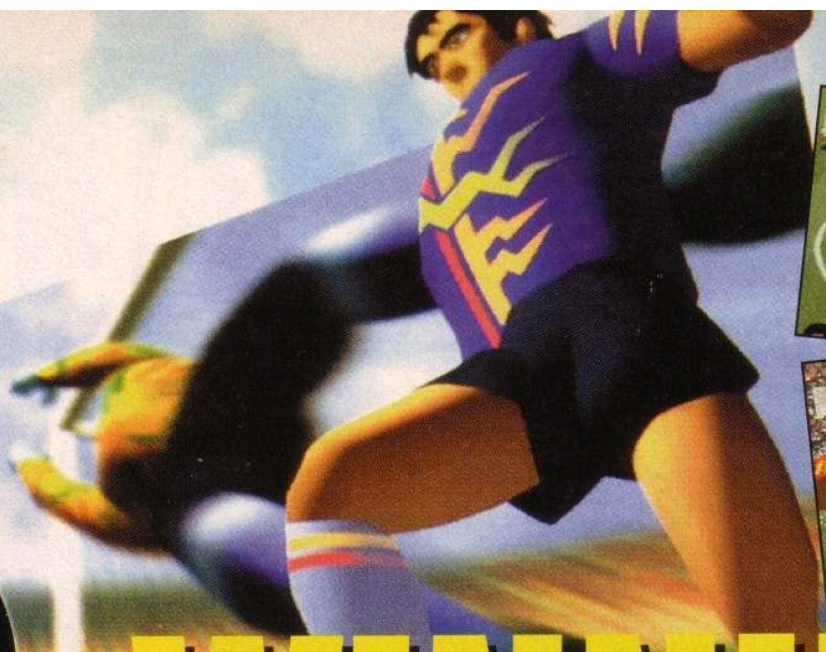
Name: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

Sign by parent if applicable:





**In British football we sing silly songs at the opposition. But the Japs just make daft ninja noises.**

# WINNING

# ELEVEN

**T**he world of football games takes another twist as the first of the PlayStation's efforts is released. Konami's soccer sensation uses some highly stylised, but odd-looking shapes to create its players.

So odd that last night I had a dream-like vision... The team stumble at half-time, 5-0 down and there's about to be a rolocking when I realise that none of the squad possess any eyes. It's then, glancing down the tunnel, I see 11 little polygon white sticks propped up against the wall.

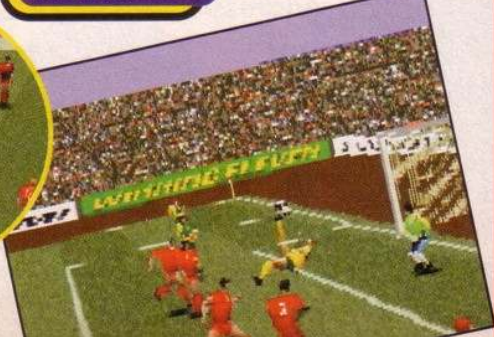
Panicking, I turn to look at what was thought to be a championship winning side, to find all 11 angular players fumbling around the changing rooms grasping for slices of polygon orange with badly deformed triangle hands.

Then there's a trickling sound beside me. This trickle is then accompanied by a friendly bark and the warm appreciation of a polygon Labrador waiting for its master to recover for the second half while urinating little golden triangles all down my own polygoned manager's leather trenchcoat. Oh no, we're all polygons in a kind of Bertie Bassett polygon world! Then as it suddenly goes dark the realisation spreads that I haven't got any eyes either. And all this because of Konami's Winning Eleven and 32-bit gaming.L

- PLAYSTATION
- FOOTY SIM
- KONAMI
- £IMPORT
- OUT NOW
- 1-2 PLAYERS
- UH VERSION PLANNED
- NO OTHER VERSIONS AVAILABLE



*Some of the player's movements (like the bloke running) don't look realistic.*



*When the goalie kicks the ball he sounds like a Virtua Fighter.*

**STORM WARNING!**

No this has nothing to do with Dogger or German Bite, we just thought we'd tell you what Konami are doing for the UK version which they're calling Goal Storm:

- 1) A pitch scanner.
- 2) Fully controllable action-replay.
- 3) 36 European sides with accurate kits.
- 4) Commentary in a language you'll know.
- 5) £30 cheaper.



## MATCH OF THE DAY

Every time there's a New Generation of machines you can expect a whole rook of footy games. We thought we'd give you a little insight into what you can expect on the PSX before too long.

### ELITE ON-SIDE

This number boasts multiple camera views, various pitches and different weather conditions, and it's going to have a management mode bolstering the arcade action.



When you score a goal the players all run around like wildebeest.

### VERDICT

#### PLAYSTATION

Winning Eleven was a surprise result in many ways. We thought W11 was going to be pretty average and a little uninspiring, but it's quite the contrary. Okay, so it has its little flaws like a few dodgy ways to score, but on the whole it's competent. The graphics are effective, especially when the camera zooms in, there's plenty of animation to keep things fresh, it plays very well and you can score some pretty spectacular and diverse goals. My advice though is to wait a couple of months for the official UK version with all its extra little enhancements.

**SIMON CLAYS**

### GREMLIN INTERACTIVE ACTUA SOCCER

Gremlin's foray boasts plenty of pitches, weather conditions and views. It also uses motion capturing to make the players look realistic.



### NAMCO J-LEAGUE PRIME GOAL

Namco's arcade footy title looks unusually lame for the standards Namco normally insist upon. However, the version we saw was way off completion.



**PSYGNOSIS POWERSPORTS**  
Not too much is known about the Psyggie's footy title apart from that it looks really nice and should be up to the same standard as their recent releases.



### SECOND OPINION

#### PLAYSTATION

The beauty of Winning Eleven is its playability: getting the hang of the controls is easy and the whole game moves so smoothly. The game's main drawback is that it's on import and you have unfamiliar Jap teams and commentary. Put that factor aside and you'll thoroughly enjoy this excellent footy game. The players move realistically, there's plenty of moves (overhead kicks, sliding tackles, crosses, headers) awaiting to be discovered and it's nailchewing stuff when it's nil-nil after extra time and it's penalty shoot out time.

**GARY LORD**

## SCORES



**GRAPHICS** ..... 90

*Snazzy stylised polygon fellahs with detailed kits.*

**ANIMATION** ..... 80

*A little strange considering the players are motion-captured.*

**MUSIC** ..... 76

*Decent overall, apart from the supermarket background music.*

**SOUND EFFECTS** ..... 82

*Sounds like a cross between a kung-fu movie and football.*

**GAMEPLAY** ..... 85

*Immense fun, despite the odd bug or two.*

**VALUE** ..... 70

*Save yourself £30 and wait for Goal Storm to come out.*

**OVERALL** ..... 85

*Considering that WE was developed for the Jap market it's very good. It looks good and feels good but wait for the UK version.*

# 85

## THE REFEREE'S A POLYGON!

Hey, in Winning Eleven you can't afford to foot-up with the ref. No sooner do you Tony Adams some poor bloke and the ref's over brandishing different flavours of cardboard at you. And don't think you'll be able to get around him by looking sheepish.







**CVG  
HIT!**



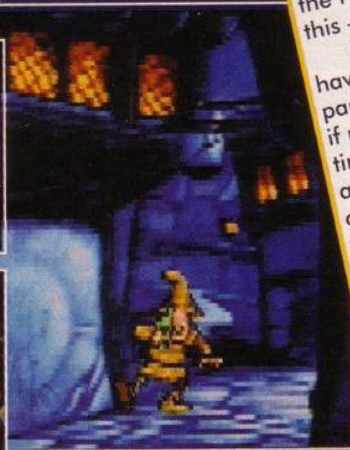
Five months on and Discworld has proved itself to be one of the most popular PC games this year. But will console owners be as smitten?

# DISCWORLD

- PLAYSTATION
- ADVENTURE
- PSYGNOSIS
- ETBA
- OUT OCTOBER
- ONE PLAYER
- NO OTHER VERSIONS PLANNED
- PC CD-ROM VERSION AVAILABLE



*This bloke's the University's Arch-Chancellor.*



**T**here hasn't been a series of books like the Discworld novels since Douglas Adams decided to wipe out the Earth in the Hitchhiker's Guide To The Galaxy. Although it's grossly unfair to compare the two series, simply because Terry Pratchett's Discworld books are just so much funnier.

Like Hitchhiker's, the Discworld books plagued the best sellers' list until a nice man with a big cheque turned up to nab the licence. This resulted in this – the PlayStation's first English adventure. In an all-expenses spared conversion, Psygnosis have ported the PC original direct to PlayStation, pausing only briefly to re-master the sound. In fact, if memory serves (and it often doesn't 'cos I'm getting old), this is probably only the second true point and click adventure to appear on console – with the other being Monkey Island on the Mega-CD. But we don't talk about things like that now.

In the meantime, trust us when we say if you're one of the legions of raving Discites or Discettes out there, you'll love this game. The voice characterisation takes a little getting used to, as does some of the familiar locations and situations, even if the plot is drawn from several of the books.



Discworld's graphics are all drawn in a stonking 256 colours.



### THESPIAN RIGHTS!

Like the PC version, the graphics in the PlayStation conversion aren't anything we haven't seen before, and have been completely surpassed by games such as Full Throttle from LucasArts. What is does have though, is an all-star cast of Brit actors (makes a change). Lining up in front of the microphone are such names as John Pertwee, Eric Idle and Tony Robinson. Not exactly at the level as Anthony Hopkins and Brian Cox, but they get the point across well - even if Tony Robinson sounds like Baldrick most of the time.



### VERDICT

#### PLAYSTATION

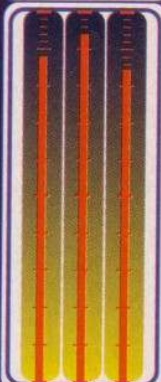
As with the PC version, my only criticism of Discworld is that you spend a bit too much time listening to dialogue rather than actually playing the game. But it is a good game and that's what counts. The humour from the books translates well, although a lot of the descriptive comedy can't be translated into a game. The graphics artists have had a bloody good crack though, making full use of the licence and turning what could have been an average adventure into something a bit special.

**MARK PATTERSON**

*It's Rad. It iiiss. Really. Look at the arms.*



### SCORES



DISC WORLD.....  
FULL THROTTLE.....  
PRISONER OF ICE.....

**GRAPHICS**..... 88

Colourful, well animated and with a sense of humour.

**ANIMATION**..... 90

Cartoon-quality characters which reflect the books' humour.

**MUSIC**..... 82

Quiet and inobtrusive. You hardly notice it's there.

**SOUND EFFECTS**..... 93

The speech really helps set the atmosphere.

**GAMEPLAY**..... 92

It's big and it's tough. Novices might struggle.

**VALUE**..... 94

Currently this is the only PSX adventure game around.

**OVERALL**.....

A fine adventure. Perfect for ex-PC users who've converted to consoles.

# 93

### OTHER VERSIONS

#### PC CD-ROM

Not a remarkable adventure compared to some of LucasArts' offerings. But if you're a fan of the book, you'd eat your undercrackers for a copy.

REVIEWED ISSUE ... 160/947

A building. In a game. Yesterday



The game's plot is cobbled together from various books.



### GUARDS! GUARDS!

Much of the game's dialogue, settings and characters are ripped straight out of the first six Discworld novels. Fans will probably recognise them, everyone else had better be prepared for a surprise.



- PLAYSTATION
- PUZZLE
- PSYGNOSIS
- ETBA
- OUT SEPT
- ONE PLAYER
- PC VERSION PLANNED
- NO OTHER VERSIONS AVAILABLE



These beautiful SGI shots look absolutely lovely.



**They're back! Again! And this time they're in 3D! Hooray!**

# LEMMINGS

# 3D



I am Lemming and I am many. That's what the Bible would have said about this game if God was writing it nowadays. Lemmings truly are the emissaries of Satan. There's loads of them, they all look exactly the same and they all follow their orders mindlessly, doing exactly the same thing unless they're told otherwise – just like Legion, the servant(s) of Lucifer, if our rusty primary school Scriptures memories serve us correctly.

So if that's true, and it probably is, this title casts you in the role of Beelzebub, the fallen angel (a bit like Darth Vader who used to be a nice chap). Your job, aside from scaring the crap out of religious folk, is to guide your little helpers down through the earthly planes to the portal of Hell usually found at the bottom of each level.

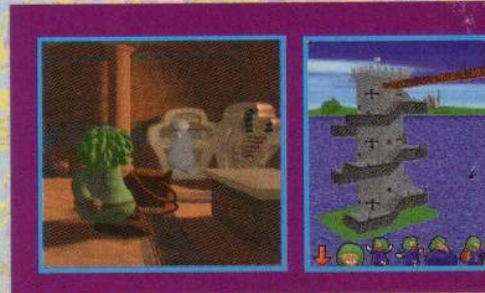
Woah – heavy trip, ecclesiastically speaking. Is the gaming world ready for such theological responsibility? And how ideologically sound is it? I mean, if you're actually leading the retreat of the devil's forces back to their homeland, fine, but what if this is all part of some preparation for Judgment Day? Is this the sort of example we should be setting Our Kids? Oh well, it's only a game. Or is it? (Cue spooky Twilight Zone music).



Check out those scary steps.



More Lemmings seeking death.





### 3-IN-1 DIMENSIONS!

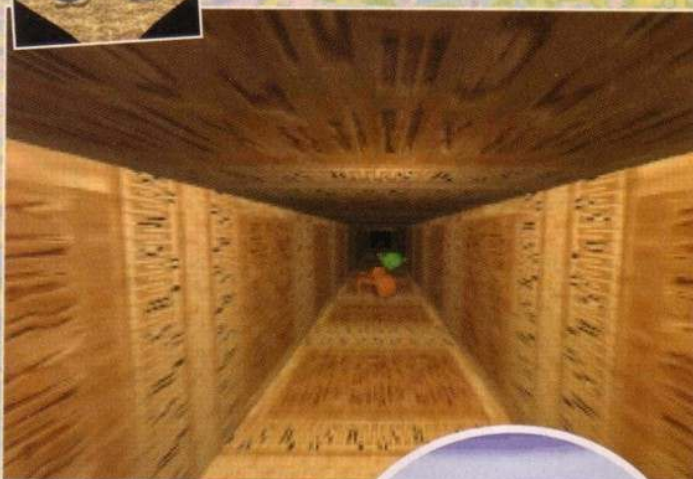
Lemmings 3D. The very title spoils the surprise, doesn't it? Well obviously you don't need us to tell you what a difference Next Generationism has made to the Lemmings format. You've got eyes haven't you? You'll already have clocked the title, seen the screenshots and come to the right conclusion. But this 3D idea has more to it than you'd think. With a single press of a button you can transform yourself into a Virtual Lemming,



seeing things from the point of view of your favourite rodent, even rotating their little Lemming head to take in the sights. This means you can check out just what hazards await your Lemming tribe in much greater detail (until you die). How great.



Aah, yes, here we see that Lemmings 3D truly captures the real ankh-st of the 20th century. Arf arf.



Woah! Virtual Lemming scenario in full effect!



Gazza shows off his haircut for the new season.



That's you that is. No, I think it is you. No no no zzz.



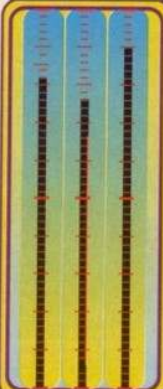
### VERDICT

#### PLAYSTATION

The thing with Lemmings is you either love 'em or hate 'em. No-one ever thinks 'Ooh, I'll just have a go at a couple of levels and then go to the shops'. It's either all-out all-night Lemming-rescue or complete anathematic revulsion. That's the thing with Lemmings 3D. It's harder than normal Lemmings and it takes some time to get into, due to the new camera angles. But at the end of the day it isn't going to convert anyone. I can see why loads of people will love and buy and cherish this title, but I am going to run away.

**RAD**

### SCORES



LEMMINGS 3D.....  
LEMMINGS 2D.....  
PICROSS.....

#### GRAPHICS 89

Convincing 3D and lots and lots of Lemmings.

#### ANIMATION 88

They move! They groove! Except groove! But never mind!

#### MUSIC 87

You couldn't accuse it of not having any. Unless you're deaf.

#### SOUND EFFECTS.. 83

As usual, gamuts of effects take the back burner to gameplay.

#### GAMEPLAY 86

Takes time to get into. When you do it's the same story.

#### VALUE 91

Loads of levels and a good challenge, if you like this sort of thing.

#### OVERALL

It's a Next Gen puzzler alright, and it's a laugh. But those without patience for the little critters should think twice.

# 87

### CAMERA-DERIE

It was hard enough playing old 2D Lemmings, scrolling around the screen all time, so imagine what it's like trying to keep tabs on all your critters wandering in and out of the screen as well as left and right and up and down. Luckily Lemmings 3D is equipped with four Virtua-style cameras. Each of these is positioned in a different area for maximum coverage. Switching between them is a piece of cake, and if you're using a mouse it's equally easy to swing the cameras around on their axes for full control Lemming visibility.





ARCADE ACTION

Way before the game comes to the PlayStation in the UK, Toh Shin Den 2 should be hitting the arcades, much in the way Namco did with Tekken. So anyone too poor to afford a 32-bit console will still be able to play the game. Keep an eye on Videodrome for more info and the location of the first test machine.



Come September 29 you'll all be playing Toh Shin Den. Probably. While we'll be checking out its sequel 'cos we're ace and you're not.

TOH SHIN DEN 2

- Developed by: TAHAARA
- Released by: SONY
- Out: Dec '95 (JAP)

70% complete

Coin-op versions planned  
No other versions available

PLAYSTATION

# toh shin den 2



The two fighters blundered around the arena wildly, vision obscured by their floppy fringes.

HERE ARE THE exclusive first pics of the rather splendid looking Battle Arena Toh Shin Den 2. Apparently it's scheduled for release in arcades as well as on the PlayStation, although whether this is a Jap-only arrangement or not remains to be seen. The basic game mechanics look virtually

unchanged. It's still a one-on-one 3D combat title with swords and spikes and whips and all manner of other martial arts-type weaponry. The old cast and

crew from the first title, due for official release very soon, have returned, this time with smoother-looking texture mapping and (it would appear) more polygons to their physical make up.

There's also a couple of new additions to the cast, principal among these being a giant face-painted barbaric warrior-looking sort with weird Etric-y armour and a massive sword the likes of which you will never have seen before in your life. The basic assumption here is that he'll be the end boss, but as it's early days produc-

tion-wise that's just an educated guess. This is very new news indeed, so release dates and any real game details are sketchy at best, but hopefully the Japanese team will take a hint from the Brits and leave out the skill-spoiling single-button special moves which meant any old gimp could win a match with enough flailing switch-bashing. This is all there is to see as yet, but (furious touching of wood) we should have some firmer information (along with more lovely pictures) in next month's issue. Or the issue after.

This man is a collection of polygons. Do not try this at home, kids.

Hey, like, calm down man. Can't we just, like, talk this through? Man.





PC CD-ROM

COMBAT

7TH LEVEL

£39.95

OUT NOW

TWO PLAYER

NO OTHER VERSIONS  
PLANNED

NO OTHER VERSIONS  
AVAILABLE



Like, these are beasts, right? And they're always fighting, OK? And this into isn't funny, but that ain't my fault.

▲ Pretty colours, ahh. Battle Beasts has to be one of the best-looking combat games currently available for the PC.

# BATTLE BEAST



Shock, horror! The world is threatened by killer toads - don't laugh, these things are more deadly than Jeremy Paxman. You are a Battle Beast, a cute 'n' cuddly animal who can morph into a heroic armoured warrior (as you do). As well as taking out the toads and their revolting Toadman leader, you have to fight several Battle Beasts who've been converted to Toady's cause.

What all this boils down to is a wacky beat-'em-up as you and your assorted foes fight through war zones linked by a maze of sewers. You have a choice of six characters, each with their own strengths/weaknesses and 100-fight moves apiece. Said moves include roundhouse kicks, reverse sweeps and upgradable weaponry - look out for the hidden arsenal and bonus rooms. After six fight scenes, the winning player progresses to Toadman's lair for a crack at Warty himself.



▲ Flee. Flee through the maze of madness. Kill the battle beasts. Get lost. Have a picnic, then wait for your mother to come and rescue you.

## VERDICT

### PC CD-ROM

Battle Beasts is one of those rare games which combines the cartoony appearance of Space Ace or Dragon's Lair with genuine playability - just about. If you're going to be picky, the gameplay feels a tad sluggish at times (partly because the characters, though great to watch, move slightly jerkily). The fighting moves also take some getting used to, particularly if you're using a keyboard. That said, the game looks and sounds absolutely stunning, with oodles of sight-gags that'll have you chuckling at the screen throughout. Beat-'em-up fans should lap it up, especially in two-player mode.

**ANDREW OSMOND**

Battle Beasts is just one step away from being a great game. ▼

## HEADING

A picture's worth a thousand words, particularly when it's as good as the ones here. Battle Beast boasts over 8,000 frames of hand-drawn animation, digitally painted by the guy who drew episodes of Ren 'n' Stimpy and Beavis 'n' Butthead. There are also loads of pre-game and in-game cartoon scenes, and the combatants have their own 'victory' and 'death' dances at the end of a fight.



## SCORES

GRAPHICS..... 91

ANIMATION..... 89

MUSIC..... 79

SOUND EFFECTS..... 87

GAMEPLAY..... 84

VALUE..... 81

OVERALL.....

**82**





You lucky sods you. This month we review the first versions of *Rave Racer* and *Alpine Racer* from Japan to hit the Western world. Yes folks, these games are as fresh as the proverbial lurking dog poo that has just slipped warmly from its spasming canine owner into the camouflage of the long summer grass. Read on and careful where you stand.

# VIDEO

# Rave Racer

**Rave on!**

- **Driving** *Slm*
- **£1 per play**
- **Namco**
- **1-2 Players** (Comms link could make that eight)



When *Ridge Racer* first arrived on our virgin shores it shocked the public. Its graphics completely blew Sega's *Virtua Racing* off the track and, in all its varying forms, it set new standards for coin-op gaming. Things have never been quite the same since with all the key players attempting to outdo each other in the games equivalent of the Sixties superpowers space-race. Not that we mind of course because us gamers have been able to gorge ourselves on a torrent of succulent gaming morsels ever since.

Namco's freshest prime-cut is the latest extension to the *Ridge Racer* series, *Rave Racer*. But what can Namco add to *Ridge Racer*? We hear you

immediately scream above the shrill screech of psychotic children eager to pump their parents' hard-earned cash into a potential clone rip-off.

Well, before anyone thinks about smelling the dubious odour of a rat, let us reassure you that practically everything about *Rave Racer* is totally new. Even the original 'city' track has

totally revamped graphics and a thumping new soundtrack to beef it up.

But while the enhancements, like a faster update and absolutely no visible clipping, are impressive on the city courses, the proof of the gaming pud is in the new mountain track

Hard is an understatement. This course is riddled with tight bends, for the main part is only three lanes wide and also features a totally new aspect to *Ridge Racer* - the ability to drive off the edge of cliffs and

drop 50 foot in a kind of Milk-Tray bloke-in-a-black-tight-knit-sweater-type-way. Except, you don't get some nice chick 'cos you gave her fancy chocolates for risking your life. No, you lose vital time for being a dill and crashing your car off a precipice.

*Rave Racer* is a great addition to the arcade racing experience. Not only does it look far better than any of the other *Ridge* series, but it plays much better and has an absolutely thumping jungle and trip-hop soundtrack. Both the link-up and the solo options are top fun and will bring out the true road-rage experience in you from the comfort of a 50-inch screen. Roll on a PlayStation version and the arcade eight player link-up.

- **SPRITES** 19
- **ANIMATION** 19
- **REALISM** 18
- **PLAYABILITY** V cpu 19
- **MULTIPLAYER** 19

**94**

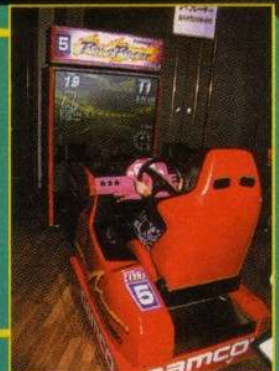




# DROME



**THE SECRET OF THE BLACK MAGIC BOX**  
 Use the six-speed box and you've really got your work cut out for yourself. Although your car moves faster and sticks like glue to the bends using the manual box, this is only productive if your timing and line's spot on. Too early with a touch too much brake and you're horribly out of gear losing valuable time trying to find the right cog to build some inertia again, and too much power in too high a gear and you'll end up manoeuvrably-challenged up the side of a rendered mountain.



**EVEN BETTER THAN THE WHEEL THING**  
 Remember in the original Ridge Racer how the front wheels stayed static when you went round a bend. Well, not anymore because Rave Racer has turny fat tyres that screech and spin as you steer.

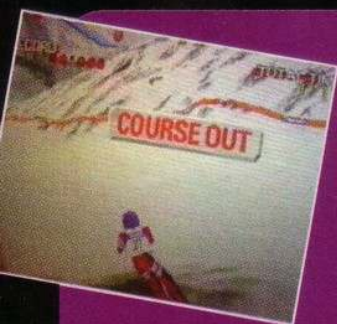


**ON THE RIGHT TRACK**  
 Gentlemen! Start your engines. Yes, folks this is the all new 'Mountain Course' for you to peruse. Alternatively you can turn this handy map into an exciting race game of your own with the use of a simple six-sided die. Vroom.



# VIDEO DROME

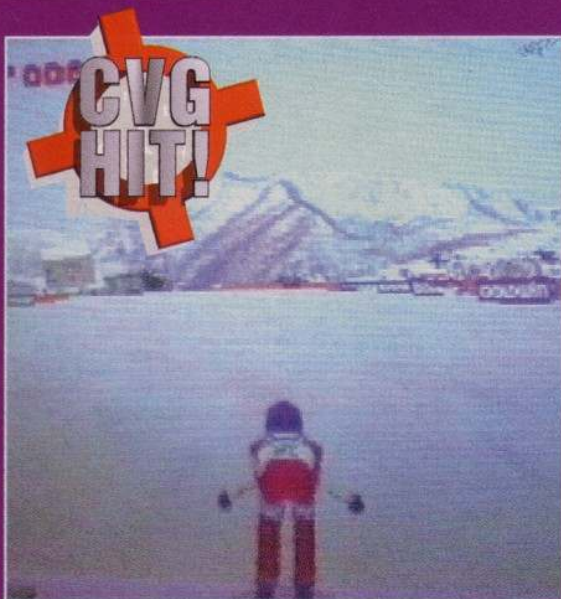
**namco®**



- Ski-Slm
- £1 per play
- Namco
- 1-2 Players

# Alpine Racer

## On the piste again?



**Skiing is no longer a sport limited to divorced royals, hanger-ons with bizarre association to the fifth Marquis of Fartbury, or the stupidly rich with a dress-sense by-pass operation. Oh no, now those of us not clad in a glorified shell-suit and anti-glare nipple gloss can ski until our little hearts are thoroughly content, courtesy of Namco.**

Yes indeed, it would seem that Namco can't put a long slat of wood that's been polished with some greasy stuff wrong

at the moment because they've actually managed to convert the sport of rich prats successfully into a videogame.

The skiing or rolling down a hillside wearing two planks of wood, depending on how good you are, takes place over two events. Mimicking top British athlete Eddy the frozen turkey-eagle you can challenge five other downhill racers to a 'first over the line' competition, or go it alone skiing through the gates against the clock.

As with most other Namco products you can select to play at varying levels of difficulty, can race against different classes of opponent and we assume (because we didn't get that far before we died of hypothermia on a frozen slope) access some secret course or other - although it's probably not reversed like in Ridge Racer

- SPRITES 18
- ANIMATION 19
- REALISM 18
- PLAYABILITY V cpu 18
- MULTIPLAYER 19

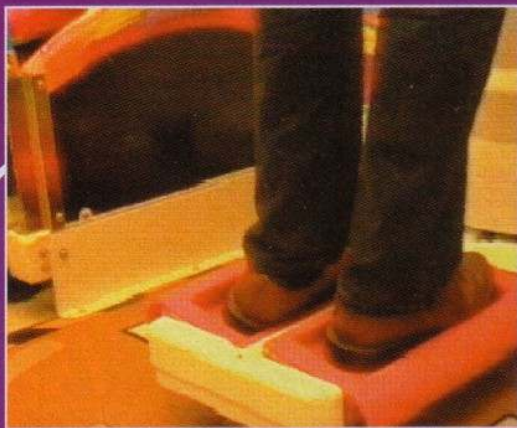
**92**





### ICE DANCE

So what if you've got the balance of an extremely drunk bloke, you can impress the judges (well you can't, but you can bring your friends the gift of laughter) with your tomfoolery. While your skier doesn't actually fly A over T and get polygon icicles all over his texture-mapped snowballs, he does do a nice line in gymnastic tumbling if you hit a tree or something as equally abrupt.



### LOOK MA NO HANDS!

That natty red thing you can see on the shot is your means for controlling the skis. Using the sticks to lean your weight on, the two red foot paddles swivel from side to side depending where you direct your weight. The harder you lean on to the edges of the paddles, the tighter a turn you'll pull. It sounds rather bizarre, but mimics skiing very well and feels quite natural.



The good thing about simulated skiing is that you don't get slush down yer trousers.

because that would mean skiing uphill! Play also features some rather speedy shortcuts on the tougher levels, some very heavy snowfalls and even a polygon freezing blizzard for you to contend with.

Playwise, Alpine Racer is revolutionary. Not only does it look amazing but it also utilises a completely different method of control than joystick waggling promotes. Obviously you still need great hand and eye coordination to follow the best

line, but the skill is in the balance.

This game will appeal to gamers of all persuasions. But we suspect those who are pretty nifty on a skateboard will be particularly good at this and perhaps savour it a tad more.

Alpine Racer will hopefully encourage Namco to use this engine on other snowy type titles. Hopefully there's not much chance of a Torville and Dean simulator, but we might get a snowboarding title or perhaps even a bob-sleigh game.

### GATE-CRASHER!

Hey, if you don't fancy racing against polygon Austrian blokes then take up a touch of slalom and weave your dizzy way between flags down a frosted hillside.





# VIDEO DROME

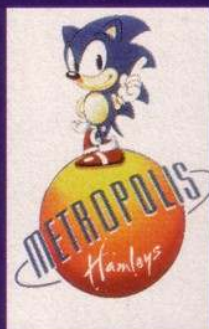
- **Driving Sim**
- **£1 per play**
- **Sega**
- **1-2 Players**

## All you budding

Hell's Angels out there in arcade world better get ready to don your best denims (or is that 'worst' I was never actually sure), pull on your studded leather gloves and matching 'Ace Of Spades' leather to play Sega's latest arcade extravaganza to wheelspin into the arcades.

Sega's Cool Riders works on the same premise as that old classic Outrun. Set against the clock, Cool Riders competitors have to reach checkpoints and select a route. But rather than in Outrun, or more recently Nintendo's Cru'sin' USA, you don't just travel from one side of America to the other, you circumnavigate the world in a kind of Hell's Angel's, nose-picking, litter-dropping, generally-crude, Around-The-World-In-80-Days type fashion.

Obviously, any serious self-respecting, dandruff-shaking bike freak's gonna want the biggest hog on the



street to compete on, but strangely the bikes in Sega's oil-'em-up vary widely. From Mods to Moshers there's something for everyone's taste.

As you journey around such bizarre locations as Polynesia and the Aussie Outback you're accosted by the locals. For example, while Cool Riders is principally a racing game, when you tank through Hawaii there's every chance that a Great White shark might leap up from the depths. Likewise, there's equal opportunity for your hapless rider to get a hitchhiking Koala from the Outback clinging to you.

Cool Riders features some nice digitised backdrops, a thumping range of sound samples and a pretty quick update, but that's about it. Play itself feels pretty outdated and, for a game that is supposed to generate longevity, remarkably easy.

Ultimately, Cool Riders will find it tough to compete against the current crop of titles wowing gamers in the arcades. It's an average coin-op and will probably feel more comfy on the Saturn.



- **SPRITES** 13
- **ANIMATION** 14
- **SOUND** 14
- **PLAYABILITY V cpu** 14
- **MULTIPLAYER** 15

**70**

## Easy Riders

# Cool Riders



## THINGS THAT MAKE YOU GO VROOM!

What wacky bikes these computer-generated type people drive. Not only do they look bizarre, but hit the right jump on the road at the right pace, and... lift-off!



Top insert: When you get to a checkpoint you get the three choices of destination. A bit like the Holiday Show really, now where's that silly cow who presents it? I feel the need to wheel-spin on her face.





inserts... inserts... inserts... inserts... inserts... Ins



# Park Life!

**Good news for everybody** who loves playing arcade machines but doesn't want to hang around in a gloomy, smoke-infested sweat-box while big kids hassle you off the machines and nick your bus-fair home. No it's not a free big gun to blow dem punks away with, it's a whole new concept in theme parks that's set to change the face of arcade gaming in the UK.

The Namco Wonderpark on Great Windmill Street in London is the second of Namco's arcade theme parks to illuminate the streets of the UK. The other casting rays of sunshine are on steely Sheffield. Obviously Namco are more than a little experienced at knocking these concept parks together, having the Wonder Eggs theme park in Tokyo and the Aladdin's Castle site in the States.

The £7 million site boasts a clockwork brass robot who welcomes visitors and a giant steam powered fish that, well, does fishy type things in a very large way. But the real stars of the show are the games themselves and to endorse the concept further all the titles are divided up into areas that reflect their particular style. For example, in the driving area an eight-player Ace Driver sits next to a full size Ridge Racer complete with Mazda MX-5 and wrap-around screen.

The other great thing about the park is that Namco's research department test all their latest projects there, so you get the opportunity to play the likes of Tekken 2, Rave Racer and Alpine Racer months before they hit the streets. And don't fret that this cool park's in London and you live too far away, because Namco have plans for similar parks in every major British city.



Inspiration for the UK's parks come from Namco's Wonder Eggs and City parks.



London's Wonder Park boasts four player Cyber Cycles (above), and an amazing eight-player Ace Driver (below).



Left: The giant steam-fish looks the part, but tastes crap with salt 'n' vinegar. Below: Namco's giant footy star.



Above: The carnival area is ideal for baby's first gaming experiences.

Right: The smug satisfaction of getting to play on all these scrummy games before anyone else.



Above: Ridge Racer Mazda MX-5 style. Below: Do you think you'll have much trouble finding it then?





## HEARTS LEISURE (LONDON)

125 BOWES ROAD, PALMERS GREEN, LONDON N.13 4SB  
TEL: 0181 889 0811 / 0181 360 5562 FAX: 0181 881 9558

### SPECIAL OFFER

EX- ARCADE FULLY WORKING 2 PLAYER ARCADE MACHINE WITH 20 INCH FULL COLOUR MONITOR INCLUDING ONE OF THE FOLLOWING GAMES: WORLD CUP, EUROLEAGUE, P.O.W. OR INSTEAD, MAKE AN OFFER OF ANY OTHER GAME

**ONLY £150.00**

DELIVERY ARRANGED ANYWHERE AROUND THE WORLD - FULLY COMPATIBLE WITH ALL JAMMA P.C.B. GAMES -

OVER 500 P.C.B. GAMES IN STOCK, P/X WELCOME FOR FULL PRICE LIST OR SPECIFICATION SEND S.A.E. MANY OTHER VIDEO GAME ARCADE MACHINES IN STOCK

FULL REPAIR & UPGRADE SERVICE FOR SUPERGUNS AND ARCADE MACHINES.  
SPARES AVAILABLE

## CONSOLE CITY

SUPPLIERS OF

Sega Saturn, Sega 32X, 3DO, Sony Playstation, Jaguar, Nintendo, PC, CD Rom, Amiga

Sega Saturn  
(Virtua Fighter)  
£389.00

**Special Offer**

3DO FZ10  
(Starblade)  
£375.00

WE BUY, SELL & 'PX' ALL GOODS  
CALL NOW FOR CHEAPEST PRICES

104B Wolverhampton Road, Stafford, ST17 4AH Tel/Fax: 01785 56202

## GOLDEN GATE

GLOBAL DISTRIBUTORS OF FAR EAST VIDEO GAME PRODUCTS

# BEAT THIS!



PLAYSTATION  
& RGB CABLE

**£310**

**ULTIMATE  
MACHINES  
ULTIMATE  
GAMES  
ULTIMATE  
ACCESSORIES  
ULTIMATE  
PRICE  
CALL NOW!!**



SEGA SATURN  
& RGB CABLE

**£320**

PHILISOMA	£59
BOXER'S ROAD	£57
DRAGON BALL Z	£59
ACE COMBAT	£58
STREET FIGHTER II	£65
VAMPIRE	£59
TEKKEN	£55
ZERO DIVIDE	£58
RAYMAN	£58

SKIN SHINOBI DEN	£45
VIRTUA FIGHTER REMIX	£50
DAYTONA USA	£45
GRAN CHASER	£45
VOLLEYBALL	£60
CALL FOR OTHER SATURN GAMES	

Please make Cheques/P.O.'s payable to G.C.E.C.I.  
**GOLDEN GATE EXPORT Co. INTERNATIONAL**  
55 DICKSON ST, WIDNES, CHESHIRE WA8 6NX  
TEL : 0378 190009 FAX : 0151 424 0216

# NOW DIRECTLY FROM ORIGIN

EXPORT FROM FAR EAST AND USA  
ALL KINDS OF CONSOLES, VIDEO GAMES  
AND ACCESSORIES

## GOODS DELIVERED IN 72 HOURS

FOR WHOLESALER OR RETAILER

VISA INTERNATIONAL LTD  
7TH FLOOR, PRINTING HOUSE,  
No. 6 DUDELL STREET  
CENTRAL, HONG KONG  
TEL 00852 - 23951727 / 23951797  
FAX 00852 - 23951797



# THE OLDE WORLDE

Let us take you on a trip, back to when games didn't have any of this modern polygon stuff. The year is 1815, and famous British industrialist Robert Pershing Nintendo has invented a new steam-powered console. Across the channel Jean-Luc Sega has patented his rival the Mega-Drive. That's how old 16-bit consoles are. But if you're too tight to upgrade, there are still a few decent little hits left for your dear old 16-bitter.

## 78 Comix Zone

An original Sega game? Can it be true? And it's a bloody good one too.



## 80 Batman Forever

It's from Acclaim, but it's not a platform game. Strange, but eerily true.



## 82 Doom

Who'd have thought it possible? A perfect Doom conversion on SNES.



## 84 Weaponlord

Big warriors with large weapons slug it out on the SNES.



## 86 Yoshi's Island

YesYesYesYesYesYesYesYesYes! It's the sequel to Marioworld and it's even better! You'll go completely mental over this.

## 90 Obelix

Fatboy in the house! Zut Alors – Asterix c'est fini!



## 91 Turbo Toons

If you're under 18 you won't remember any of the stars of this game.



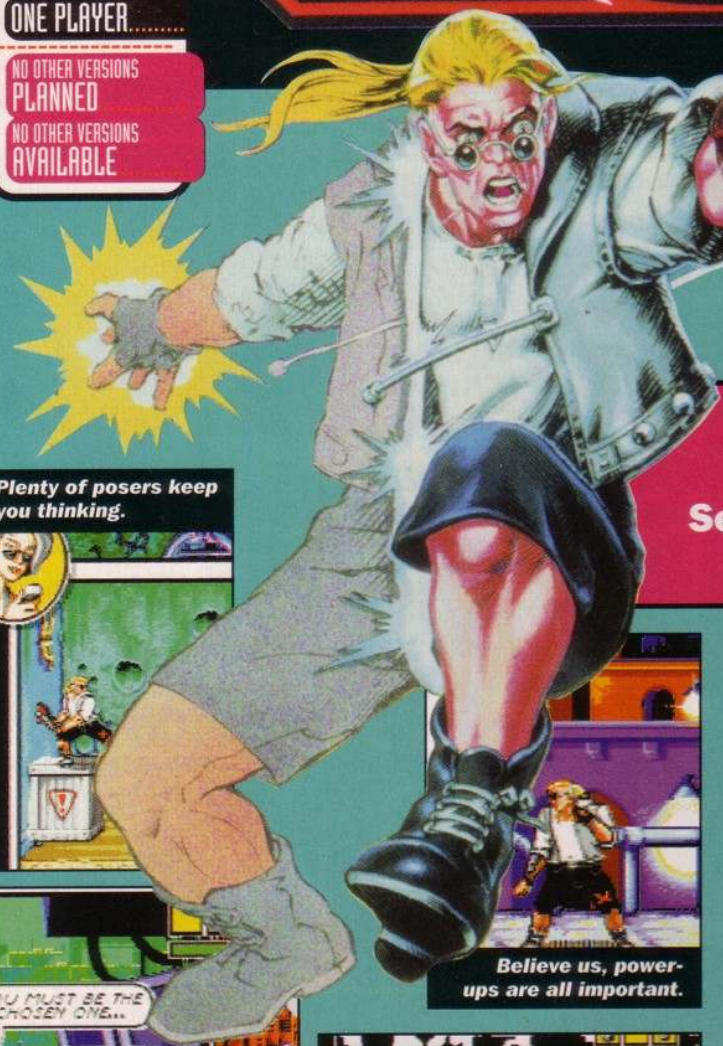
## 92 International Superstar Soccer Deluxe

OK, this time it really is the best football game ever!



MEGA DRIVE  
PLATFORM BEAT-'EM-UP  
SEGA  
£44.99  
OUT SEPT  
ONE PLAYER  
NO OTHER VERSIONS  
PLANNED  
NO OTHER VERSIONS  
AVAILABLE

# COMIX



CVG  
HIT!



Fight, 'whamm', 'wack' and 'bamm' your way through a comic strip that Sega have created in a great platform revival for the 16-bit machine...

Plenty of posers keep you thinking.



Believe us, power-ups are all important.



Can't you just dig those cartoon exclamations!



**T**here's nothing like a novel idea to sustain interest in a games machine which has now been superseded. Nintendo manage it with the Game Boy and the likes of Picross, Donkey Kong Land and Wario. And the reason the Big Nin have been able to do it is that these games have a degree of individuality, plus they're great fun and full to the brim with gameplay.

Sega now has to do like Nintendo, seeing as the Saturn has arrived and the pressure's on the Mega Drive to come up with something to excite the now lowly 16-bit market. Luckily they've found it with Comix Zone. OK, basically it's a platform beat-'em-up and is not dissimilar to the likes of Acclaim's Wolverine, but it's such a great idea... You play the comic's

artist, Turner who is (think of Tron, but this time it's a comic rather than a game) pulled into the very comic strip adventure he's been drawing. He has to beat his way through each picture, fighting off robot-like guardians, hooded ninjas and scorpion-like giant ants. To aid Turner through the strip are various hidden power-ups which restore life or turn him into an all-powerful superhero.



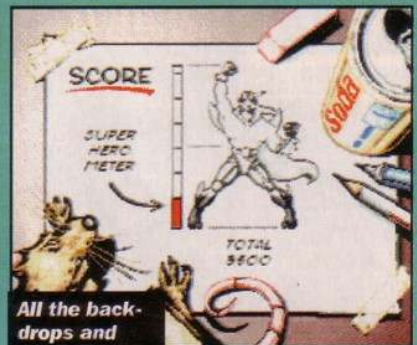


# NOT JUST ANOTHER DAY AT THE OFFICE

Well as with most comics (or is that comix) it's best to let the pictures do the talking...



A jump and a high kick will get rid of these flying vermin, watch their scorpion-like tails though!



All the backdrops and game furniture have a distinct style.



Utilise your superhero icon and any miscreant in the area will be yesterday's news.



## VERDICT

### MEGA DRIVE

Comix Zone's appeal has got to be its new twist on a platform beat-'em-up. It's such a novel idea to have the hero jumping from one cartoon strip to another, and graphically Comix Zone is so well polished, and the fact that most of the graphics are meant to remain static means that this is an excellent game for a 16 bit machine. Unfortunately there's not much more to the gameplay than smashing your way through the levels, though plenty of thought is needed to get through the whole shebang. A worthy Mega Drive purchase.

**GARY LORD**

## SECOND OPINION

### MEGA DRIVE

In the words of the Emperor 'Only now at the end do you understand the true power of the dark side of the force.' Bloody right mate. Only now have Sega proved just how creative they can really be with the Mega Drive with this superb cart. Comix Zone oozes style, looks fantastic and plays brilliantly. The SNES may have the big-name games (such as Doom and Killer Instinct) heading its way, but it doesn't have this and that's something Mega Drive owners can feel right chuffed about.

**MARK PATTERSON**

## SCORES

- GRAPHICS 85
- ANIMATION 80
- MUSIC 80
- SOUND EFFECTS 85
- GAMEPLAY 88
- VALUE 89

## OVERALL

**92**



SNES/MD

PLATFORM/BEAT-'EM-UP

ACCLAIM

ETBA

OUT OCTOBER

1-2 PLAYERS

NO OTHER VERSION  
PLANNED

NO OTHER VERSIONS  
AVAILABLE



SNES



MEGA DRIVE

*This week –  
Batman and  
the Case of  
the Invisible  
Floating  
Dentists  
Chair. The  
fiends!*



**The film's ace,  
the toys are  
alright, so how's  
the game?**

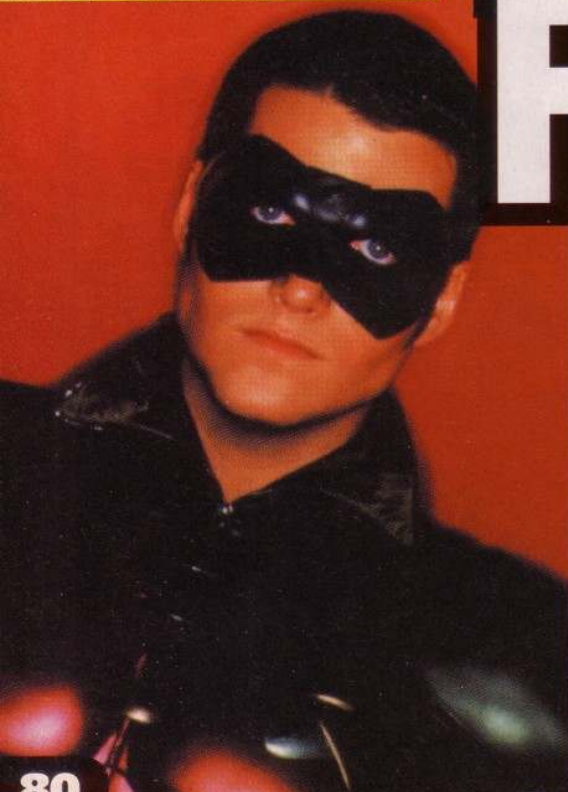


SNES



MEGA DRIVE

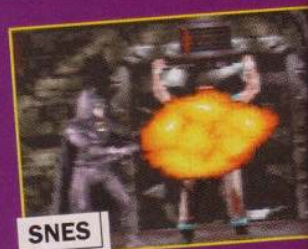
# BATMAN FOREVER



**I**t's amazing how pervasive Batman Forever has become in popular culture. Shirley Bassey is famous for yodelling "Batmen are forevooooor" over 20 years before the film was even launched. And only recently has that annoying "I'm the Batman... be bop bop bodobo etc" record left the charts. But that's because everyone likes Batman. Even if he is a scary weird hero. The hero who obviously isn't all there.

The saviour of mankind to whom the word 'bats' is applicable in more ways than one.

I mean, you can imagine Superman doing a talk on crime prevention at local primary schools, but if Batman tried that you'd just end up with a very wet assembly hall floor and a horde of screaming kids running for the exit. And he'd just stand there, grimacing. Before tying them all up with a Batarang and forcing them to look at pictures of criminals he's beaten up just to put them off a life of villainy. Great bloke. Never hear a word said against him.



SNES



MEGA DRIVE



## INSPECT YOUR GADGET

Batman has loads of gadgets because he's a rich bloke with enough money to have them made. But how come the workshop who make them haven't cottoned on to Bruce Wayne's alter-ego yet? "Hey blimey Ern, here's yet another consignment of Exploding Gas Batarangs to deliver to Wayne Manor. Think he's going to another fancy dress party as Batman again?". Anyway, all the gadgets you could wish for are here. The Batarang swingy rope thing comes as standard, plus two more optional weapons for each level. As the game progresses various gadgets come into their own somewhat more than others. And it's up to you to work out which.



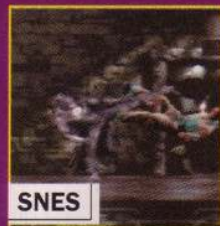
SNES

Batman's ace floaty cape thing move strikes fear into men!

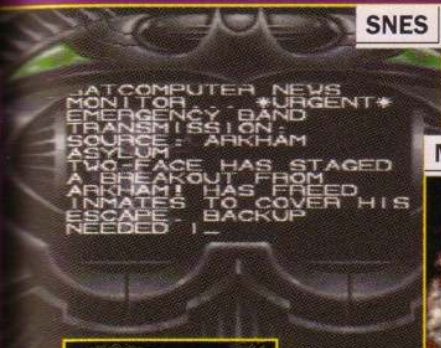


MEGA DRIVE

Robin's strange Lycra body and tights strikes fear into men!



SNES



SNES



Robin goes for the old "your shoelace is undone" trick.

MEGA DRIVE



MEGA DRIVE

MEGA DRIVE



SNES

## ARE YE STARIN' AT MY RUBBER SUIT?

Batman is pretty hard. And Batman Forever illustrates exactly why. Both Batman and Robin (yes, he's in the game too) have a massive array of combat moves. They can both punch and kick, produce backfists, whirly back kicks, throws, knee-butts, crouching attacks and all sorts. Plus they can dodge attacks by turning their backs and hiding behind their girly capes at the touch of a button.



MEGA DRIVE

Two mad people play catch - with Robin as the ball! Aieee!

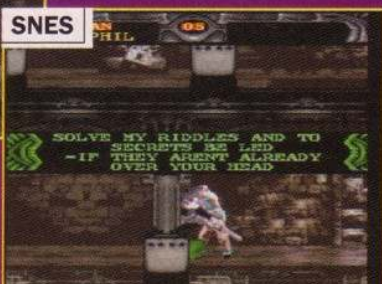


SNES

That looks suspiciously like a Bat-enemy flying backwards after having been thumped.



MEGA DRIVE



SNES

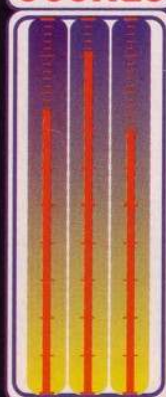
### VERDICT

#### SNES/MD

I like Batman, and Robin, and the Riddler for that matter, so no-one can accuse me of being prejudiced against one of their games. But the thing is, whilst Batman Forever excels graphically I can't help but be disappointed by the general unoriginality. It's another dark-looking platform beat-'em-up the world does not need. Still, this one plays better than most (especially the faster Mega Drive version) and if bats and bashing are your bag, doubtless you glean a degree of pleasure from this challenging and well implemented take on the genre.

**RAD**

## SCORES



BATMAN FOREVER  
HAGANE  
BATMAN AND ROBIN

### GRAPHICS 91

Digitised actors play the heroes and villains.

### ANIMATION 93

The digitisation of the characters means they move very nicely.

### MUSIC 89

Renditions of familiar film themes. Thankfully, no U2.

### SOUND EFFECTS 87

Not the best effects ever, but Batman always was a bit muffled.

### GAMEPLAY 80

There's loads to do, but it does get a bit samey at times.

### VALUE 85

It'll take you a long, and there's a two-player combat mode too.

### OVERALL

Whilst Batman Forever won't win any prizes for originality it's still an enjoyable and aesthetically sound smack-a-thon.

# 81



SNES  
 SHOOT-'EM-UP  
 OCEAN  
 £60 (APPROX)  
 OUT SEPTEMBER  
 ONE PLAYER  
 NO OTHER VERSIONS  
 PLANNED  
 PC, JAGUAR AND MEGA  
 DRIVE 32X VERSIONS  
 AVAILABLE



Now your  
 really gun-  
 ning for it  
 yer know.

One potato  
 head, two  
 potato  
 head,  
 three pota-  
 to four.



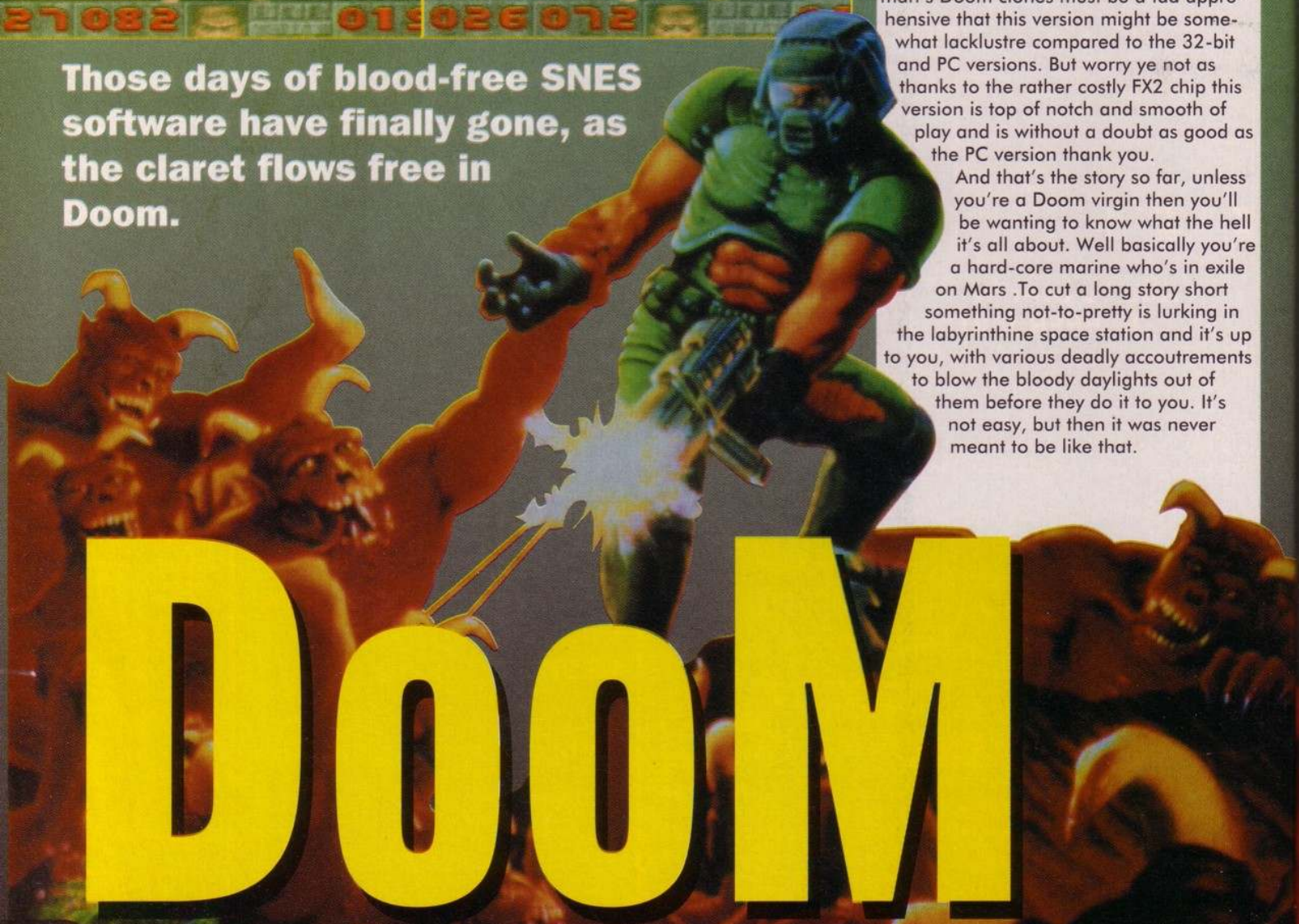
Those days of blood-free SNES software have finally gone, as the claret flows free in Doom.

**CCW**

W e're all doomed", would be the verdict of cynical Scot, Fraser, in that archetypal 70s BBC comedy, Dad's Army. And he was often right then but he'd be even more right now as those gamers of the Nintendo persuasion are going to be finally rewarded for their loyalty, yes Doom has arrived on the SNES.

Anyone who's played any poor man's Doom clones must be a tad apprehensive that this version might be somewhat lacklustre compared to the 32-bit and PC versions. But worry ye not as thanks to the rather costly FX2 chip this version is top of notch and smooth of play and is without a doubt as good as the PC version thank you.

And that's the story so far, unless you're a Doom virgin then you'll be wanting to know what the hell it's all about. Well basically you're a hard-core marine who's in exile on Mars. To cut a long story short something not-to-pretty is lurking in the labyrinthine space station and it's up to you, with various deadly accoutrements to blow the bloody daylight out of them before they do it to you. It's not easy, but then it was never meant to be like that.



# DOOM



## HAVEN'T I SEEN YOUR FACE BEFORE...

Many times in fact. Starting off way back on the PC it was the game to have on the office machine, and the best way to play Doom on PC is with a few colleagues on an office network. Then of course last year the game came to console, unfortunately it came to the

jaguar and Mega Drive 32X, and although they were excellent conversions, not too many people owned those machines compared to the huge number of SNES owners out there.

### PC



### 32X



### JAGUAR



Back on the Chain Gun Gang.



Waste him before he throws a fireball.

### ALTERNATIVE

#### PC

THE ULTIMATE DOOM THY FLESH CONSUMED...

#### GT INTERACTIVE

This is the original game plus one extra chapter and the shareware version of Heretic, and the multiplayer option, which is probably the best bit.

REVIEWED ISSUE ... 166-897



### COMING SOON (STILL)

#### 3DO

#### DOOM

#### THE 3DO COMPANY

There are a couple of Doom clones on their way to 3DO (Killing Time and PO'ed), however if you want the real thing then hold on for Doom this Chrimbo.

It's that suit, chicks love the suit.

### VERDICT

#### SNES

Doom on SNES is a veritable carnage of blood, bullets and guts, that is as frenetic as it is addictive, and the only qualms I have about the SNES version is why did it take so long to come about, that you don't hear enemies firing at you (you only hear their effects), and lastly that at 60-odd notes it don't come cheap. I'm sure, however, that most peeps should be able to get it for cheaper. Every version of Doom has scored over 90%, and this version is no different and for a 16 bit Old Gen' machine it's done the game proud.

GARY LORD



When all around you are losing their heads it's a good idea to hang on to yours.

### SECOND OPINION

#### SNES

Bloody hell! All things considered this conversion is nothing short of remarkable. Bar the smaller play window and a slightly poorer frame rate, this is a perfect conversion of the PC original. Even the blood and guts have been left in, which surprised me knowing what Nintendo are like when so much as a drop of the red stuff appears. So it's hats off to Ocean, and a wander down to the bank because if there's one thing this game isn't, it's cheap.

MARK PATTERSON

## SCORES

GRAPHICS..... 85

ANIMATION..... 80

MUSIC..... 80

SOUND EFFECTS..... 85

GAMEPLAY..... 90

VALUE..... 70

OVERALL.....

**92**





- SNES/MEGA DRIVE
- BEAT-'EM-UP
- OCEAN
- ETBA
- OUT SEPT
- 1-2 PLAYERS
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE



SNES

MEGA DRIVE

**It's time to grab a highly sharp metal cleaver, hatchet, chopper or generally big, sharp metally thing and cut the living day-lights out of one of the Weaponlords...**



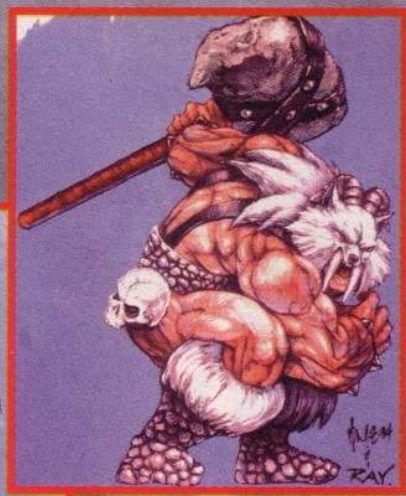
# WEAPO

**T**here is a train of thought that you can't get enough of meaty one-on-one beat-'em-ups, and Ocean have certainly bought their Inter City day return for that particular train. Weaponlord is the monicker that the pretender to the Street Fighter/Mortal Kombat crown goes by. Is there room in the beat-'em-up fraternity for Ocean? Well let's take a look at the Lords with the rather hefty tools...

And hefty weapons they do have too. It's certainly not down to fisticuffs here you know, as each of the six contestants have a hard and heavy mediaeval war weapon to slash their way through the best of three bouts. The reason being that there's one evil muther known as the Demon lord who needs putting in his place (ie his grave) and it's up to one of the seven contenders to beat the Paxo Sage and Onion out of one another to decide who goes head-to-head with demon face himself.

**Bane**

Popular choice in that he has a 150lb hammer to wield although at 28 stone (397lbs) he's not exactly agile.



**Talazia**

She really is a bird (ie she has the mannerisms of a falcon) and uses her claw shield and talon blade to rip her opponents apart.



**Divada**

The chicks in beat-'em-ups usually have big mammaries and Divada, AKA Mistress of Death, in Weaponlord is happy to oblige.



**Korr**

And that's precisely what you'll end up saying when you see is hefty sword.



**IT'S THE QUIZ OF THE WEEK**



SNES

## THE HAPPY COUPLE

Weaponlord is actually a Namco game that Ocean is converting for the Mega Drive and SNES, and if Namco are happy with what the licence kings do with their beat-'em-up then they might let Ocean do some of their titles for the Saturn. Watch this space.

Now that's what I call really quite beaten up.

MEGA DRIVE

And ye olde beat-'em-up went henceforth.

MEGA DRIVE

MEGA DRIVE

SNES

MEGA DRIVE

SNES

MEGA DRIVE

SNES

Blood, blades and bosoms.

SNES

### VERDICT

#### SNES

Beat-'em-ups are certainly fairing well in the 16-bit SNES market, or so it would seem with three (Primal Rage and Killer Instinct) of the bleeders on the market. The lush backgrounds and indomitable number of hits and combos in Weaponlord certainly makes it an attractive purchase, as does the long term playability, but whether the mediaeval setting will appeal compared to dinos and the combatants in Killer is doubtful, but all in all it's a sound and very playable gothic challenge with gore and blood in maximum effect.

GARY LORD

### VERDICT

#### MEGA DRIVE

Weaponlord is a true beat-'em-upper's beat-'em-up that's for sure. Against the CPU it's a hard enough game and amidst some frenetic hacking and slashing it's a challenge to try and muster the plethora of special moves - and the fatalities score pretty high on the gruesomeness too. The sound has plenty of the clangy metallic crashing you'd expect from such a medieval soir e, the only real drawback is that with six characters you are left thinking, is that it? A fine enough fighting game nonetheless.

GARY LORD

# WEAPONLORD

### Zorn

This guy is particularly nimble with his axe, so much so that they call him the Axmeister, or is that Axminster.



### Jen Tai

The other token woman and a bit of a goody-goody as apparently she is full of honour, and doesn't kill her victims, she just duffs 'em up a bit.



### Zarak

A favourite in the CVG office mainly because of his nifty web-like special move and the spider he throws on to his opponent's face.



### SNES SCORES

GRAPHICS.....87  
ANIMATION.....80  
MUSIC.....80  
SOUND EFFECTS.....86  
GAMEPLAY.....90  
VALUE.....85

OVERALL.....

86

### MEGA DRIVE SCORES

GRAPHICS.....85  
ANIMATION.....80  
MUSIC.....80  
SOUND EFFECTS.....86  
GAMEPLAY.....90  
VALUE.....85

OVERALL.....

87



- SNES
- PLATFORM
- NINTENDO
- €IMPORT
- OUT NOW
- ONE PLAYER
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE



# YOSHI'S ISLAND

**Dig out that old buried SNES – we've got a twister comin' Martha!**



**D**ear Gamestrels, Recently there has been a lot of conjecture in gaming magazines concerning the appearance/disappearance of my arms. Realising the distress this rumour-mongering could cause my fans, I thought it was time to make a personal statement to set the record straight.

It's true that I began my career in games without arms. But the apparently sudden appearance of my diddy little hands in Mario Kart was not the result of cosmetic surgery. The species of dinosaur to which I belong grows arms in a similar way to that in which your Earth antelopes and mooses grow antlers. First, during dino-youth, stubby little arms develop just below our necks. These strengthen constantly from tyran-no-puberty onwards. We use these arms in the summer mating season to thumb-wrestle for mates, like deer with their horns. Which is why I haven't got any arms in this game either.

And as for how I can lay eggs if I'm a bloke dinosaur, as a leading dinobi-ologist asked in the front of this magazine, well that's just as simple. Anyone who's seen the film Jurassic Park can tell you that dinosaurs can change their gender to balance boy/girl deficiencies. Hanging around with Mario has obviously left me with very few opportunities to meet dinosaur babes, and as a result I've become some strange sort of hermaphroditic mutant arms/no-arms dinosaur hybrid from hell.

Thank you for your time,  
Your friend and Mario's,  
Yoshi the Dinosaur



Mario answers nature's call (Above).



Yoshi tries out the see-saw with Mario (Left).



## SPIN AND WIN

At the end of each level Mario spins a roulette wheel which gives him the chance to play a number of lives-awarding bonus games.

These rather entertaining diversions are as follows.

### DRAWING LOTS

Select a single card from those pictured on-screen. Pick a goodie card and it's lives ahoy, pick Kamek the Koopa and it's game over.

### SCRATCH AND MATCH

Like National Lottery Instant, frankly. Scratch three boxes, and the number of baby Marios revealed dictates the lives awarded.

### SLOT MACHINE

Press a button, stop the reels. Collect some lives if you're lucky. Fortunately, unlike real fruit machines you can't put all your lives back in and lose them again.

### FLIP CARDS

Flip a card, any card, don't tell me which one it is, collect the prize pictured, repeat as many times as you like and hope it isn't Kamek on the other face as you'll lose everything you've won.

### MATCH CARDS

Use your amazing memory skills to match pairs of prize cards, flipping a pair at a time. There's a bonus prize if you can clear all the cards in time.

### ROULETTE

Place your bet and spin the wheel of lives. Chancey, definitely, but if you're lucky you can pick up absolutely herds of lives on this one.



A lottery scratch card is present in the form of this bonus stage, where you can win 'power ups'.



The super FX2 chip allows flash things like doors and draw-bridges to look very real!



## THE CHANGING MARIO

Even as a nipper Mario had the heroic plumber in his blood.

Grab a Super Star power-up and, for a limited time only power fans, he's transformed into the mighty Powerful Mario.

Powerful Mario leaps from Yoshi's back and puts himself under your control. Not bad, because

Powerful Mario is invincible, can run at super-speeds, climb up walls (with rapid left and right joystick tapping) and float in the air.

Needless to say this gives the player scope for some serious Koopa clobbering.



Yoshi's is parallax scrolling to the max.



So Shigeru Miyamoto does it again, with arguably the most addictive Mario game on any platform. See the Connected news section for info on the new Mario RPG!

## MANYANA BUBBLES

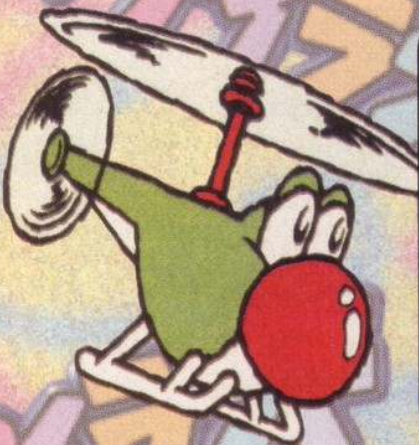
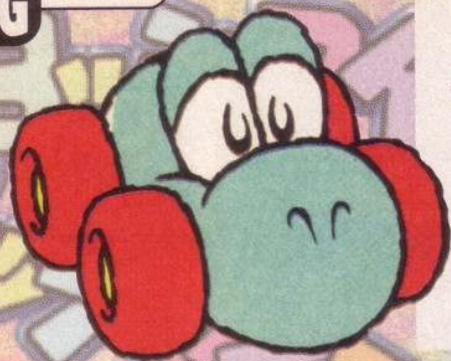
Yoshi's main task is to safeguard baby Mario against the would-be kidnapping Koopa hordes. Mario is safe so long as he remains seated on Yoshi's back, but a single hit is all it takes to dislodge him. Once this happens he floats skywards in a bubble, and Yoshi has 10 seconds to catch him before the Koopas do. This is no mean feat given the convoluted platformyness, but you can improve your chances by collecting stars, which up the timer by a second each, up to a maximum of 40 seconds.



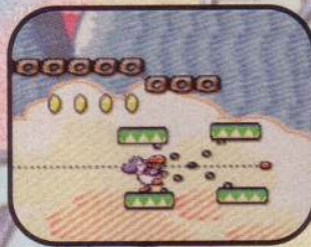


## EVERYTHING CHANGES BUT YOSHI

Mario isn't the only character in the game with mighty morphin' abilities. Yoshi, when he feels the need, is also a dab hand in the transformation stakes. All Yoshi has to do to activate his latent genetic costume changing abilities is touch a Metamorphosis Bubble, whereupon he assumes the identity of the item pictured on the sphere. The vehicular guises on offer are helicopter, tunnelling mole tank, torpedo-firing submarine, chuffy chuffy steam train and cute tip-toeing cartoon car (like the cab in Roger Rabbit).



*Y-Island's raison d'être is Mode 7 style translucent graphics.*



*Miyamoto got his inspiration for these lovely new graphics from children's artwork, hence the streaked-type shading.*



## EGGS ON LEGS (NEARLY)

Yoshi and eggs. Egg – Yoshi, Yoshi – egg, as Tommy Cooper might have put it. An important relationship, especially in Yoshi's Island. Every time Yoshi noshes on an enemy he has the choice of spitting them straight out as a projectile, or transforming them into an egg. Eggs are best. Pop one out of Yoshi's rear and it'll follow him around, with up to five buddies, until called into use with a press of the A button. This brings the aiming cursor onto the screen, which arcs from straight ahead to directly above Yoshi and back again until stopped with the L or R button. Press A again and off fires the embryo (unless you use L or R to re-aim). One hit with an egg is enough to destroy most foes, and also draws floating bubble-bound Mario a short distance towards Yoshi in emergencies.





VERDICT

SNES

It's easy to forget in this 32 bit climate just how groundbreaking and stunning each Mario game has been. Yoshi's Island is the perfect reminder. The graphics use the SNES' hardware capabilities to great effect, with lots of scaling and rotation warping the primary-school felt-pen ambience. And the sound's great. The gameplay is superb. Yoshi and Mario have so many abilities – all essential to progression – it's almost obscene and the levels throw up an equal number of challenges. This is easily the most difficult Mario title yet and the most playable too. Buy it, or kill yourself.

**RAD**



Christmas has come early as red and green Santas hinder Yoshi's quest to protect Mario. (Right)



Eggs, eh, how do you like 'em? Sunny side up, scrambled or littering your fave Mario character's world. If it's the latter then Yoshi's Island is for you.



The use of the FX2 chip makes doors and draw-bridges look very effective.

**THROUGH THE KEYHOLE**

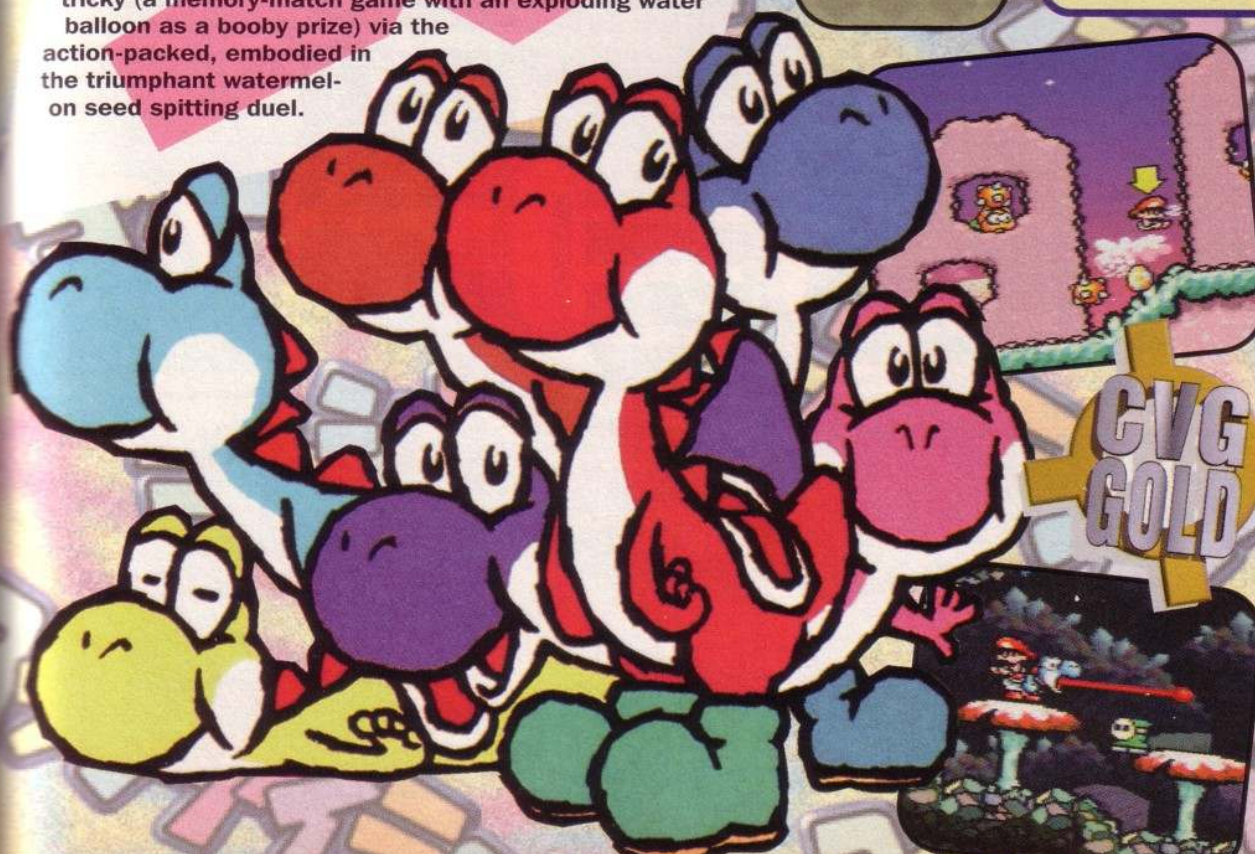
Despite not having any arms Yoshi is an expert at turning keys. In fact, it's his favourite hobby. Which is useful, as (providing he's collected the hidden keys) there's a number of secret doors to unlock. And behind each of these secret doors is a secret bonus game. These battles pit you against an evil Koopa representative in a match of skill. The events range from the simple – bursting balloons and collecting coins – to the tricky (a memory-match game with an exploding water balloon as a booby prize) via the action-packed, embodied in the triumphant watermelon seed spitting duel.

SECOND OPINION

SNES

Even to this day I rate Super Mario World as one of the finest games ever created – and I still go back to it even after completing all 96 stages. But Yoshi's Island is really something else. It's totally fantastic and in my opinion almost as good as Mario World. Then I'm a real spanner when it comes to nostalgia so I'll never admit to any SNES game being better than Mario's first 16-bit outing. What I will say though, is that this is one of the top five SNES games of all time and you'd deserve a good beating for not buying it.

**MARK PATTERSON**



SCORES

GRAPHICS	95
ANIMATION	98
MUSIC	97
SOUND EFFECTS	96
GAMEPLAY	97
VALUE	96

OVERALL.....

**97**

**CVG GOLD**



# ASTERIX & OBELIX

SNES/GAME BOY

PLATFORM

INFOGAMES

£44.99/£24.99

OUT NOW/OUT SEPT

TWO PLAYER/ONE PLAYER

NO OTHER VERSIONS  
PLANNED

NO OTHER VERSIONS  
AVAILABLE

Gaul blimey guvnor, if it ain't the Frenchies' answer to Little and Large. Only Ast' and Ob' are funny. And popular.



The year is 50 BC. Gaul is entirely occupied by Romans... look, you know the score. There's these two Frenchies, right, the little sneaky one with the moustache and the nifty helmet and the big fat one with the pigtails and the boulders. They're called Asterix and Obelix, and they enjoy bashing the crap out of Romans and annoying Julius Caesar. And if that's not your bag then go back to reading books about stupid boy detectives with tufty hair.

In Asterix and Obelix you control either of them as they wander the world, helping their friends and thumping all and sundry. Fighting scurvy pirates. Traversing slippery mountains. Crawling sandy deserts. That sort of thing. Along the way, you can take time out to participate in a lethal rugby game, brave a bullfight, or even try out for the Olympics. Just remember to be back in time for supper - it's roast boar tonight.

### ASTER LA VISTA

To break-up those Roman-harassment sessions, take time out to enjoy some national sporting pastimes...



## SCORES

SNES

GRAPHICS 84

ANIMATION 81

MUSIC 75

SOUND EFFECTS 75

GAMEPLAY 83

VALUE 75

OVERALL

79



▲ Boof! Talk about a serious belly ache.



## VERDICT

### GAME BOY

The layout is different from the SNES version, but the gameplay's fundamentally the same. On the one hand, that means you lose the bright cartoony graphics that gives the SNES version its edge, but the game's fun enough and big enough to have you tapping away for a long time. For 25 sovs it's worth splashing out on but only if you've already got Wario, Picross and all the other stunning Game Boy games out there at the moment.

ANDREW OSMOND

◀ Why does Obelix pull his trousers up so high?

## SCORES

GAME BOY

GRAPHICS 80

ANIMATION 82

MUSIC 76

SOUND EFFECTS 74

GAMEPLAY 83

VALUE 84

OVERALL

82



## VERDICT

### SNES

At first sight, Asterix and Obelix looks to be little more than a standard platformer-cum-thump-'em-up. In its favour, though, it plays pretty well and there are levels aplenty to give you either pleasure or pain plus there are numerous locations to explore, some with multiple routes through them. The programmers have clearly done their homework, with the characters and backdrops capturing the classic strip perfectly. A good licence and a well-made, albeit unexceptional, game.

ANDREW OSMOND



SNES

RACING

EMPIRE INTERACTIVE

£29.99

OUT SEPTEMBER

FIVE PLAYER

NO OTHER VERSIONS  
PLANNED

NO OTHER VERSIONS  
AVAILABLE

This game is fun for kids but it has little or no appeal for older gamers.



**COULD BE...**

A trip through Saturday morning memory lane... Clockwise, we have a chop-sockey doggie (H-K Phooey), a camp cat (Snagglepuss), a decidedly un-average bear (Yogi), an equine gunslinger (Quickdraw), a law-abiding hound (Huckleberry) and a feline hustler (TC).



**Top Cat, he was the leader of the pack, but now the pack's getting on a bit...**

Long before the Power Rangers came along, in fact even before the likes of He-Man graced our humble SCART-socketless TVs, back when Space Invaders was state-of-the-art and Doctor Who was hi-tech, nerdy kids made do with more innocent entertainments. Entertainments like the Hanna-Barbera cartoons, which fell into two categories: the cool ones and the crap ones. In the cool corner were Top Cat (him of the Phil Silvers voice and live-in dustbin) and Hong Kong Phooey (without doubt the greatest superhero in the history of the universe). In the crap corner were all the others: remember Snagglepuss, Quickdraw McGraw or Huckleberry Hound? Nope, neither do we.

Turbo Toons the game does though, and it unites cool and crap in a running game where up to five players can compete. Each player controls a different HB character, each of which has different running attributes (speed, balance, etc.). To hamper the competition, just bounce into them and leave them reeling. There are several play modes including four racing leagues of ascending difficulty and a special 'hunt the crystals' challenge. Over 30 track layouts are available for your delectation, most of them accessed by pass codes within the game.



# TURBO TOONS



▲ I thought we could have all the characters, like, floating.



▲ One of the many courses in this game which at least gives the game lastability.

**SCORES**

GRAPHICS.....66

ANIMATION.....66

MUSIC.....61

SOUND EFFECTS..58

GAMEPLAY.....69

VALUE.....67

OVERALL

**65**

**VERDICT**

**SNES**

Turbo Toons has the look of a 'junior' game with its bright colours and pint-sized characters, and play doesn't do much to remove this impression. To be fair, the rulebook claims the game's best with a maximum five players (linked via a Multi-Tap adaptor, not included), whereas we could only muster two in this office. The main problem is that the single-screen races feel fiddly and restricted and there's not much sense of challenge (no imposed time-limit, for example). If you regularly play games with a bunch of mates then it's worth a look for a bit of multiplayer mayhem, but other than that then I think I'll pass.

**ANDREW OSMOND**



- SNES .....
- SPORTS .....
- HONAMI .....
- UNCONFIRMED .....
- OUT NOVEMBER .....
- ONE PLAYER .....
- NO OTHER VERSIONS PLANNED .....
- NO OTHER VERSIONS AVAILABLE .....

**ON THE HOOF**

Football players are known for their silky skills, dodgy hair and poor taste in music. Only one of these things is represented in ISS Deluxe. And you can breathe easy, because you're not going to be subjected to follicular horrors or a chorus of I Can't Dance by Genesis. But if you're a joypad jessie you might not breathe easy after all, because the overall silkiness level of skills has improved considerably since the none too shabby original. This means there's a whole world of joypad commands to learn in order to make your players run, slide, dummy, shove, volley and generally show off like in real life. Ooh, my poor brain.



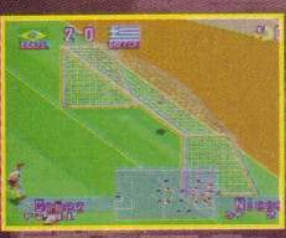
As you can see, Gomez has just pulled off a skillful sliding shot which is right now sailing its merry way past the fingers of the goalie. Well done that man. A goal to you sir! ▼



**He shoots, he doesn't score... it must be International Superstar Soccer!**

# INTERNATIONAL SUPERSTAR SOCCER

**DELUXE**



Once upon a time just about any soccer game released for a console could be assured of favourable reviews. Not because things were better in the old days or anything like that, but simply because there were hardly any footie games on cartridge. Well times have changed since then, and the Japanese as a race have taken good old Tommy Britisher's favourite sport to their heavenly bosom, which

has of course resulted in much home-grown demand for football titles. And now there's millions of them. No one bothered when it was just European gamers who wanted soccer games. But then America hosted the World Cup and Japan established the J League and now you can't move for the bleeders. Typical. But look on the bright side – once upon a time we had the execrable World Cup Italia on the Mega Drive, and now we have

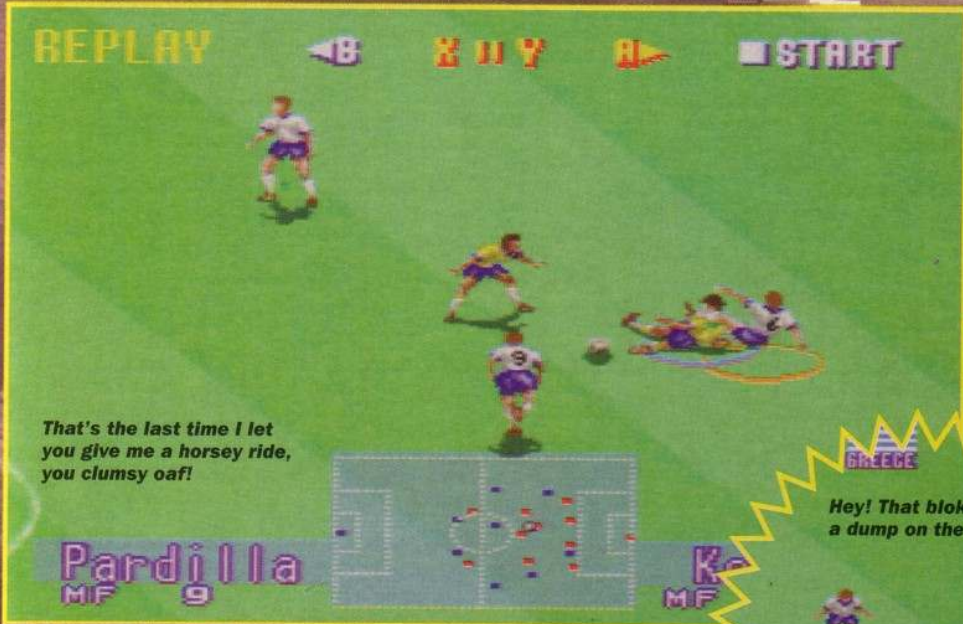
gems such as International Superstar Soccer for the SNES. And as if that wasn't enough, those blinding geezers at Konami have been and gone and programmed a pseudo-sequel, known as International Superstar Soccer Deluxe. It's a bit like the first one, but with extra stuff in (and that's our carefully considered expert opinion).



What a brilliant kick. Wish I could do those. And I wish all my mates could do 'em as well.







That's the last time I let you give me a horsey ride, you clumsy oaf!

Pardilla MF 9

Hey! That bloke's having a dump on the pitch!



▲ The pitch quality at each stadium affects the speed of the game. Spain is the fastest one. We think. We might be wrong.

▲ Despite this arrow pointing up, this is a caption for the pic below. ISS action ahoj!

## BLINKIN' TOURNAMENTAL

The thing with sports games is that they're always best when played by more than one human. That's competitiveness for you. And ISS Deluxe, why it's one of the most competitive games around. It doesn't just let you take on a fellow human in a single match, it features any number of multi-player league and cup options too. You can have, with a multitap, any combination of players on either side (three against one, four against the computer etc etc). And if that's not enough for you, you can have up to six individual players going head-to-head on a hardcore tournament tip.



This screen lets you alter your players' stats for your perfect 11. ▼



▼ Right lads, we'll push forward on the Western front... oh no no no! Sorry! We'll make it a passing game. Sorry!



# CVG DIRECTORY

**SKILL** THE FASTEST WITH NEW GAMES



**PlayStation Saturn**  
**£390** with choice of game  
 Stepdown Transformer & Scart Conversion

**0956 423 482**

Scart Leads £20 Games £60  
 9am-8pm 7 days a week Same day/ Next day delivery available  
**SKILL ACADEMY**  
 PO Box 5913, Ealing, London W13 9ZX

**WORLD**  
**COMPUTER & VIDEO GAMES**

▶ 3DO ▶ AMIGA ▶ ATARI ◀  
 ▶ NINTENDO ▶ SEGA ▶ PC ◀  
 ▶ CD-ROM ▶ SONY ▶ MANGA ◀  
 ▶ SOFTWARE EXCHANGE ◀

9 WILTON PARADE, HIGH STREET, FELTHAM, MIDDX. TW13 4BU  
**0181 893 2100** FAX **0181 844 2575** **0181 844 1944**

## WEST LONDON

## MIDDLESEX

MON - SAT  
 10.00 AM  
 8.00 PM

**GAMES F/X**

45 - 47 High St  
 Bloxwich, Walsall  
 W53 2BZ  
 (01922) 473 512

**WE BUY, SELL & PART EXCHANGE**

**BRAND NEW TITLES** | **MANY USED TITLES**

**U.K SATURN IS HERE!!!**  
 + VIRTUA FIGHTERS  
 - £389.99

DAYTONA USA .....£44.99  
 CLOCKWORK KNIGHT...£39.99  
 VICTORY GOAL.....£39.99  
 (WE WILL STOCK EVERY SATURN  
 GAME THAT IS RELEASED. PLEASE  
 RING FOR LATEST TITLES)

**USED 3DO SYS  
 + 1 GAME  
 - £299.99**

WE STOCK BRAND NEW &  
 USED 3DO GAMES FROM  
 £15.00

**32X (USED)  
 - £79.99**

PRICES DO NOT  
 INCLUDE P&P

**WE ALSO STOCK  
 SUPERNES &  
 MEGADRIVE  
 GAMES,  
 NEW & USED.**

PLEASE RING FOR ANY  
 TITLES YOU ARE AFTER.

**MAIL ORDER  
 AVAILABLE**

**DYNAMITE KONSOLES**  
*Hardware to blow your mind!*

TEL - FAX: 01234 342568  
 9-7 pm Mon-Fri  
 9-5 pm Sat-Sun

SEGA SATURN - VF REMIX.....£360.00	SONY PSX - R-RACER/TEKKEN.....£380.00
RAY EARTH.....£49.99	WIP-OUT / DESTRUCTION DERBY.....CALL
CLOCKWORK KNIGHT.....£49.99	PILOSONA.....£64.99
STREET FIGHTER.....£49.99	RAYMAN.....£64.99
LEGEND OF PINBALL.....£49.99	HYPER FORMATION SOCCER.....£64.99
RACING DRIVING.....£49.99	ZERO DIVIDE.....£64.99
GRAND CHASER.....£39.99	BOXERS ROAD.....£64.99
PARODIUS DELUXE.....£39.99	STREET FIGHTER (MOVIE).....£64.99
SATURN JOYPAD.....£29.99	JOYPAD/MEMORY CARDS.....£29.99

**3DO GAMES:**  
 NEED FOR SPEED.....£29.99  
 GEX.....£29.99  
 WING COMMANDER III.....£34.99  
 MYST.....£29.99  
 FLASHBACK.....£24.99  
 RISE OF THE ROBOTS.....£24.99  
 BURNING SOLDIER.....£24.99  
 ALONE IN THE DARK.....£29.99  
 RETURN FIRE.....£24.99  
 ROAD RASH.....£24.99

**PACKAGE DEALS AVAILABLE  
 CALLERS WELCOME BY APPOINTMENT  
 ALL MACHINES WITH 12 MONTHS WARRANTY  
 FREE DELIVERY TO ALL LOCAL CUSTOMERS**

**SPECIAL OFFER THIS MONTH:**  
 SATURN SHINOBI.....£35  
 PSX GUNDAM.....£40  
 PSX AQUANAUTS HOLIDAY.....£40

**Dynamite Konsoles UK 31 Woodstock Road, Bedford, MK40 4JY**

## W. MIDLANDS

## BEDFORD

**WILD CONSOLES** TEL: 01908 640162 TEL: 0850 994372  
**SPECIALIST IMPORTERS** TEL: 01908 379049 FAX: 01908 379049

**U.S.A. GOLDSTAR 3DO  
 110V STEP-DOWN TRANSFORMER  
 3 GAMES OF YOUR CHOICE**  
**ONLY £299** S.W.C.D.X 32 .....ECALL  
 CDR .....ECALL

**3DO GAMES BEST PRICES GUARANTEED**

GEX.....£39	MELL.....£30	SHOCKWAVE.....£55	CORBOY CASINO.....£25
FLASHBACK.....£39	OSP IX.....£35	THE COWEN.....£25	VIRTUAL STADIUM.....£25
MYST.....£39	SAMURAI SHODOWN.....£30	MAD DOG II.....£30	SUPREME WARRIOR.....£30
VR STALKER.....£30	SLAM + JAM.....£25	RETURN FIRE.....£35	GOLDSTAR JOYPAD.....£30
CRIME PATROL.....£35	ALONE IN THE DARK.....£35	SHADOW.....£20	2X INFRA RED.....£35
REBEL ASSAULT.....£30	THEME PARK.....£22	PUZZ PUTT.....£20	3DO SCART BOX.....£60
STARBLADE.....£30	DEMOLITION MAN.....£35	ROAD RASH.....£30	NEED FOR SPEED AND EXCHANGE SERVICE AVAILABLE CALL 01908 640162
TOTAL ECLIPSE.....£15	POWERS KINGDOM.....£25	IMMERCINARY.....£35	SEXY DAW AVAILABLE
COORPE KILLER.....£35	BURNING SOLDIER.....£25	QUARANTINE.....£35	BLETCHLEY MILTON KEYNES MK3 7QF

**SEGA SATURN** | **SONY PLAYSTATION**

DAYTONA USA.....£35	AIR COMBAT.....£70
ASTAL.....£35	TEKKEN.....£70
PANZER DRAGON.....£35	RIDGE RACER.....£60
VIRTUA FIGHTER.....£30	JUMPING FLASH.....£70
VICTORY GOAL.....£40	BOXERS ROAD.....£70
CLOCKWORK KNIGHT.....£35	TOSHINDEN.....£80
VIRTUA FIGHTER REMIX.....£35	PILOSONA.....£65
USA.BIG WITH DATEL.COM & MORE.....£80	& MORE

**We Will Beat Any Retailers Advertised Price**

**ACE Consoles** Tel/Fax: (0181) 539-9980

<b>Sony Playstation</b> £385.00	<b>Sega Saturn</b> £385.00	<b>Neo-Geo CD</b> £319.99
Ridge Racer.....£69.95	Daytona.....£55.00	Fatal Fury 3.....£55.99
Toh Shin Den.....£69.99	Clockwork Knight.....£46.99	Samurai Shodown 2.....£55.99
Tekken.....£69.99	Race Driver.....£59.99	Viewpoint.....£52.99
Arc The Lad.....£76.99	Street Fighter Movie.....£68.99	Top Hunter.....£45.99
Dragon Ball.....£79.99	Slam Dunk Ball.....£71.00	Puzzle Bobble.....£51.99
<b>3DO Panasonic</b>	<b>Atari Jaguar</b> £139.99	Double Dragon.....£54.99
Icebreaker.....£49.99	White Men Cant Jump.....£65.00	Galaxy Fight.....£51.99
Space Ace.....£52.99	Syndicate.....£46.00	Baseballers 2.....£33.99
Mad Dog 1 & 2.....£52.99	Theme Park.....£46.00	Windjammers.....£46.99
Pebble Assault.....£35.99	Sensible Soccer.....£46.00	Savage Reign.....£55.99
Mind Teazer.....£35.99	Doom.....£46.00	Mutation Nation.....£45.99
		World Heroes 2 Jet.....£50.00

**FREE P&P for Games and Consoles if delivered in the London Area**  
**ACE CONSOLES** PO BOX 7269, LONDON, E10 5XA  
**ACE NO. 1** GAMES & FUN

## MILTON KEYNES

## EAST LONDON



# INFO ZONE

## 96 Letters

More ramblings from you, our loyal readers, as you put pen to paper and scratch out your thoughts for the month.

## 100 Help!

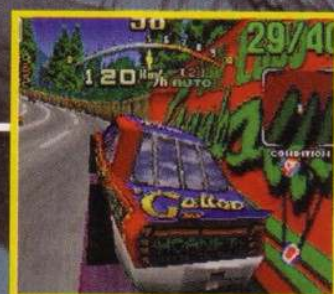
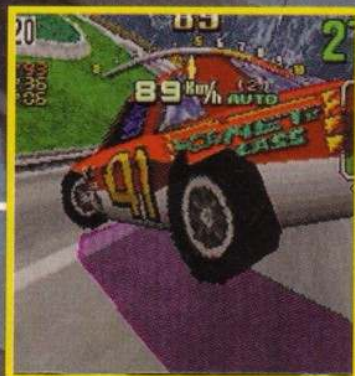
We could be off saving the world, or stopping the French blowing up the South Pacific, but instead we're here to answer your questions.

## 102 Toh-Shin-Den Master's Guide

Got yourself a copy of Toh-Shin-Den to go with your PlayStation? If the answer's yes then you can't afford to be without our major combo guide.

## 106 Daytona USA

All those devious little tricks that should help you get your times down and entertainment up as we print all the cheats for this major Saturn mover.



## Win! NBA Vids

That's right, you could be the proud owner of a video showing lots of very large men running around in trainers throwing a ball to each other. Yes, it's basketball thrills and spills all the way.

## 108 Cheatmode

More of those clever little cheats for people who really can't get the hang of playing games properly.

## 112 Challenge

The venue's set, now all we need are the finalists. Find out how you can get your shot at being the Game Lord of 1995 here.

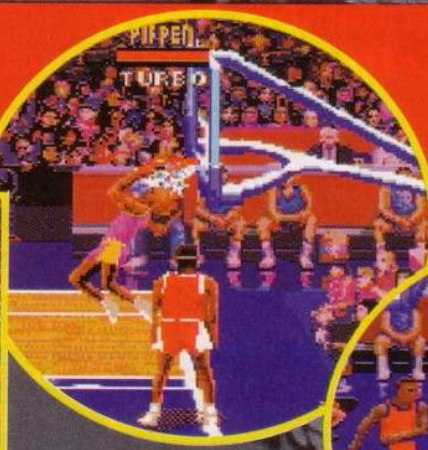
## 113 Charts

More movers and losers in this month's HMV charts.

## 114 The Accurate Next Month Page\*

Once again we plug ourselves in the ether, eat a few suspicious looking mushrooms and try to foretell what's coming in the next issue.

\*This is a lie



## Win!

### Oxy Blackhead Buster!

Zap those zits (not that you have any) with the latest bit of spot removing kit from Oxy. We're giving the stuff away so you won't have to go and get your mum to buy it for you.



**LOOK**, we slave our butts off every month to give you a magazine which is interesting. Something you want to read, perhaps refer to later on or bury in a time-capsule for your mutant offspring to look at in the future. All we ask in return is that you be interesting for us. A bit like performing dogs. Be funny. Be witty. Stand on your head, drink lager and write us a letter. Please. Look, here are a couple of suggestions.



**This month's topics are:**  
 Is new technology too pricey?  
 Virtual Reality – good, bad or sad?  
 Why aren't programmers funny?  
 Reasons why Liz Hurley should go out with Mark.

**There.** Easy. You can, in fact, write to us about anything to do with games, hardware or associated practices. Oh, and by the way, you're a swearsy little bunch aren't you? 25% of the letters that came into our office contained swears but only 13% featured the letter X. Strange, eh?

**Anyway,** send your musings to: In the Bag, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Or fax us on 0171-972 6701 or E-mail us on CVG@emapimag.demon.co.uk. Tally-ho!

# in the

## MR CAN'T WRITE PROPER

Dear CVG  
 I'm sick of all these people who keep on saying "who cares about the graphics it's the gameplay that counts." Well all I can say to that is... (censored). I have recently dumped my SNES as I am planning to buy a Next Generation console.

The major reason for me upgrading is the graphics. After playing Ridge Racer, Daytona, Virtua Fighter and Toh Shin Den I just can't face my SNES' graphics. Although playability is important, I'd rather have my SNES than a Jaguar or 3DO any day. The point I'm trying to make is that graphics and sound are just as important as playability, but you want good sound and graphics when you're paying £300-400 for a console.

**Andrew Spiretos, Leeds**

PS Why do you slate the Saturn? I found Daytona far more playable than Ridge Racer.

**CVG Sez:** A) You should learn how to communicate properly as all you've done is contradict yourself and, B), We love the Saturn and if you bothered to read our review of Daytona you'd have found that we liked it a lot more than Ridge Racer. You arse.





# bag

## I AM POINTLESS



To The Ultimate Games Mag Around, What has happened to the 'AWESOME RAD AUTO HAIR CUT™'? Are you being nasty again and forced him to have it cut?

**David Lawrence, Herts**

**CVG:** Oh come on, his old hair awesome? It looked like a half-bald bog brush, now it just looks like a completely bald bog brush. Well, it's an improvement.

## PLAYSTATION MAG ON WAY

Dear CVG,

The Saturn and PlayStation are the only true Next Generation consoles to have been released. I don't think that all these new consoles will revolutionise gameplay, they'll simply improve it. Gameplay and gamestyles do change, for instance Mario Kart on the SNES couldn't be done on a Mega Drive because it used Mode-7, so

likewise the gameplay will change on these new consoles.

PlayStation games are, in my opinion, absolutely brilliant. In fact, in your preview of Destruction Derby you continuously said how amazing it was, which is reason enough to say that Next Generation games are good.

**Sam McGuinness, Molesey**

PS, any chance of Emap producing a dedicated PlayStation mag.

**CVG:** Yes we are doing a PlayStation mag, and you should have got a free issue with this copy of CVG.



## COW'S BUM

Dear CVG

I bloody hate all this PlayStation vs Saturn crap. I own a Mega Drive and I'm skint, so I won't be getting either. I just want all the bloody whingers to shut up and go stick their fat heads up a cow's arse.

**Anthony Burke, Newcastle.**

**CVG:** Dear Mr Burke, sorry to hear you are skint. We're not and we've got three Saturns and two PlayStations. So up yours.

## GOLDEN SHOWERS

Everybody has heard about the Saturn, PlayStation and NU64. They are all pretty good, but fair play, the Nintendo Ultra 64 is going to piss on the rest.

Keep up the good work lads.

**Richard and Andy.**

**CVG:** Well, we'll just have to wait and see about that. But in response to your questions (which we couldn't be bothered to print) there isn't any firm info.

## SCARTALOGICAL BEHAVIOUR

Dear CVG,

I'm intending to get a PlayStation, and when the Saturn was released I decided to go down to my local shop and check out the competition. I saw that it was going for £400 with a copy of Virtua Fighter, one pad and a SCART lead. Horror struck me. My TV is fairly modern, but doesn't have a SCART socket, so I asked the bloke in the shop what I'd do if I bought a Saturn. He said for £25 he could sell me a PAL conversion lead from Sega. So I phoned them myself and they said I would need to send them the SCART lead and

£15 in exchange for a PAL cable. Major rip-off. But down at Tandy I saw that they had a SCART conversion set that only costs £13.99. Be warned Sega fans, don't go to Sega for your PAL lead. It beats me why Sega didn't bundle a normal Mega Drive-style lead in the first place.

**Richard Noon, Walsall**

**CVG:** Who knows? Is this some devious plan by Sonic to make us all buy SCART tellies? Whatever, we agree with you - it certainly wasn't the brightest idea ever.





# Join the pus-busters!

Wave goodbye to squeezin' and steamin' with your spotless CVG...

**W**e all know how the world sees gameheads - spotty, spectacled nerds bereft of style and charm, just a few chromosomes removed from trainspotters or Blake's 7 fans. And we know that's a load of rubbish. As you read this mag, your smooth, sharply chiselled features illuminated by the glow of a state-of-the-art monitor, a girlfriend in each arm and two more on your lap (Don't overdo it - Ed), you can relax in the knowledge that you're an all-together dude and certainly not in need of any kind of skin overhaul. Of course not. Perish the thought.

But just in case you are, those hygiene-conscious folk at Oxy have come up with the Oxy Blackout, a revolutionary alternative to wiping off the bathroom mirror every morning. (No blank looks now, you know EXACTLY what we mean.) First, paint the unique Oxy Blackout liquid on to the bits that need it; leave to dry, then apply Oxy's peel-away tape with firm even pressure. As you pull it away, out will come all the things that made you regret puberty - grease, oil, dead skin cells and even those dreaded blackheads! A dream come true! You can keep the tape as a souvenir... mount it, frame it, show it to your friends.... well, maybe not.

Blackheads are fascinating things, actually. Did you know, if every spotty kid in Britain was a Take That fan, they'd be hogging No.1 at Christmas? No, and we didn't either. Much more interesting would be if every spotty kid was a CVG fan... Until that day we'll just have to keep offering freebies, like 20 fab new packs of Oxy Blackout currently clogging up our office. To be in for a chance of winning one, all you have to do is answer this spot-related question...

What's the best way to get rid of blackheads? Is it:

- a) Get your girlfriend to suck the pus out.
- b) Try to suck the pus out yourself.
- c) Oxycute them with Oxy Blackout.

Send your answers on the back of a spot scab to: Puss tastes luvly, CVG, Priory Court, 32-32 Farringdon Lane, London, EC1R 3AU. Answers must reach us no later than 11 October.

THE BAT-SPOT CASEBOOK



All too often young love is thwarted by hideous palooka deformities. Take this chilling case from our bat-files...

Holy Pustulence! If only Batman knew why his oily teen sidekick really wears this gosh-darn mask...

Put me down Harry! I only said you needed a facial scrub and some OXY-10.

CASE OF THE CRATER-FACED KILLER



Harry's gone complexion crazy since puberty!

To zink, iff only you had used zis Oxy 10 zat innocent young fraulein's life could haff been saved...

**DIE BITCH!!**

Warder, help me I think I'm going to pop!



Oh Sandy, how could I have let my awful crusty pizza face drive me to ... **MURDER!!!**

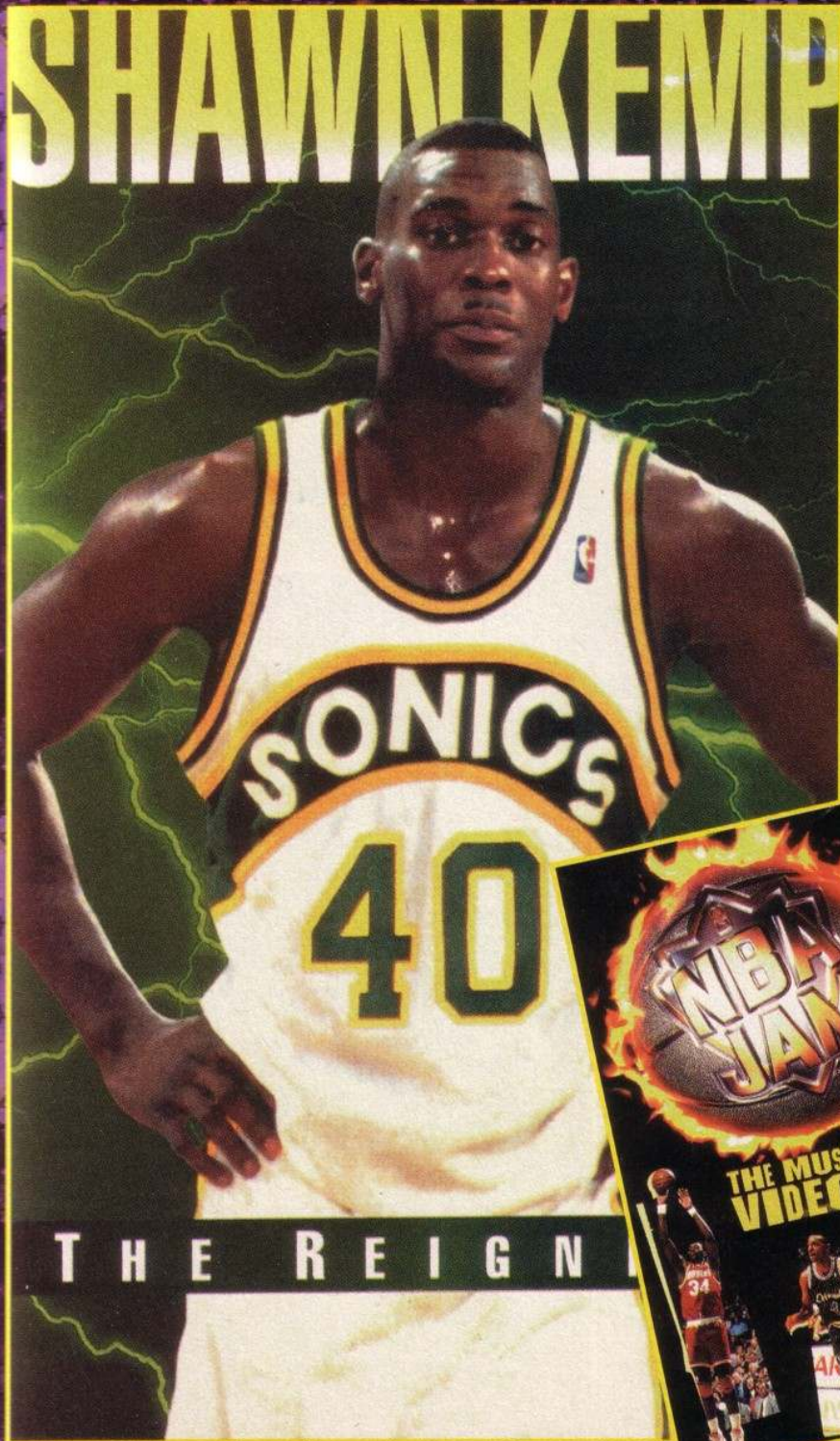
Oh, my God! You've turned into one giant weeping pus ball!

PRISON: THE WARDER'S OFFICE

ZEE PRISON DOKTOR



# Big Blokes Court In The Act!



**T**ake a long list of all the things we're crap at in this country then add basketball to the end of it. The Americans have got the game stitched up. But they also have no idea what satirical wit is, can't fight wars properly and shoot each other with guns on a regular basis.

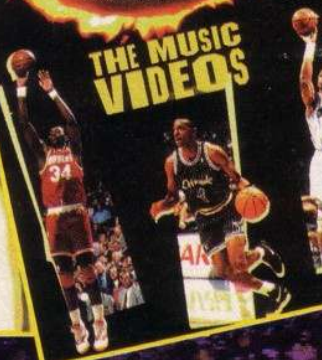
So why go all the way to the States to watch basketball only to be brutally killed by someone who can't shoot straight and doesn't have a sense of humour? You see, you don't have to thanks to Fox Video's latest round of official NBA vids. In fact, win this compo and you won't even have to buy them.

On offer are 10 copies of Shawn Kemp – The Reignman who, apparently plays for the Seattle SuperSonics and is already one of the biggest stars in the game while still being dead young. Also up for grabs are 10 copies of NBA Jam – The Music Videos. As well as lots of tall blokes strutting their stuff on the court to music, the vid also features cheats and tips for NBA Jam Tournament edition.

All you have to do to enter is answer this dead easy question:

**What number shirt is Michael Jordan famous for wearing?**

Send your answer to: Big blokes with suspect balls comp, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date's the 14 October, the editor's decision is final even though he knows spug-all about the sport and no cash alternative will be offered. Because these videos sell for just £10.99 and if you wanted money instead of a vid you'd be a real cheap-skate.



*Blimey, as though they could miss that ball, eh?*



**Hot basketball action ahoy!**



**SNES STUFF**

Dear CVG,

1. At the moment I own a SNES with two pads, Smash Tennis, NBA Jam, SF2 Turbo, NHL 95 and Donkey Kong Country. I received my SNES as a present last Christmas so it's quite new. Now I want to sell it but don't know how much to advertise it for. What do you think?

CVG: No more than £150 would be about right. Unfortunately second hand 16-bit software and hardware isn't worth much these days.

2. How much will the Sony PlayStation retail at and is it worth it?

CVG: £299 and it is worth it.

3. Which new console's best?

CVG: The PlayStation's specs are superior, but you choose a machine on its software, and most of our fave games are on the PSX at the moment, with a few Saturn games coming a close second.

4. Will the Satellaview ever be released here?

CVG: Probably not, more's the pity.

Paul Lawrence, Bolton



**MODEL LOOKS**

Dear Help!,

Please, please could you answer my questions about the 3DO as I plan to buy one soon. Thanks a lot!

1. Which 3DO is the best machine to buy, because the Goldstar version is £50 cheaper than the Panasonic one?

CVG: Not any more it isn't, they now both retail for £299. The only differences between the machines are cosmetic so go for the one you think is the best looking!

2. Are Quarantine or Creature Shock any good?

CVG: Quarantine isn't bad, but Creature Shock sucks somewhat.

3. I intend to buy Wing Commander 3, The Need for Speed and Return Fire first, which would be the best games to get next?

CVG: Theme Park, Cannon Fodder and SF2 Turbo X.

4. Do you think the 3DO can survive with the Saturn and PSX about? Do you think the M2 will improve 3DO's position?

CVG: In its current guise the 3DO looks a little shaky but the M2 certainly has the power to keep the 3DO bandwagon rolling, it just depends on whether 3DO can keep the price of M2 down or not.

John H Rolfe, Norwich



**BORING CRICKET INFO**

Dear CVG,

Could you please answer the following questions about the Saturn, as I'm getting one soon.

1. Is Premier Manager 3 or any other soccer management game coming out on the Saturn?

CVG: We don't know of any soccer management games being developed for the Saturn at present.

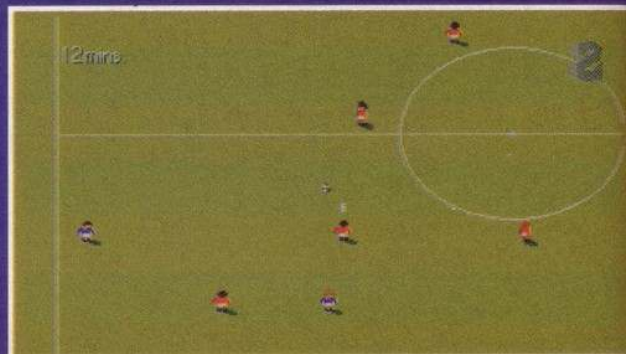
2. Is there going to be a cricket game on the Saturn?

CVG: Unlikely at present. Most Saturn software is sourced in Japan or the USA where cricket isn't exactly the most popular sport in the world and so wouldn't be commercially viable. Perhaps when the Saturn is more established an English softco like Codemasters might consider converting Brian Lara Cricket to the system.

3. Is Sensible World of Soccer coming out for the Saturn?

CVG: Not as far as we know but it's rumoured to be heading for both the PlayStation and Ultra 64, with enhanced graphics of course.

NG



**We've had enough of being mauled down in the lion's den, so us good Samaritans at CVG are taking a break to exercise our brains instead of our legs. How are we going to do that? By answering all your hardware and software problems of course. Mind you, we're finding it quite tough to reply considering we've now got bleeding stumps where our arms once were!**



**KILLER QUESTIONS**

Dear CVG,  
Please could you answer these questions.  
Thanks!

1. When is Killer Instinct coming out on SNES?

CVG: September 22.

2. Do you think the 32X will do as badly as the Mega-CD?

CVG: Yep.

3. Will the moves for Killer Instinct and Primal Rage be the same on the SNES as in the arcade?

CVG: More

or less.

4. How much will the Ultra 64 cost in the UK?

CVG: Nintendo haven't said yet but somewhere between £250-300 seems likely.

5. My friend and I

both think MK3 is really good but find the idea of being able to give someone energy back when they are almost dead a bit stupid. What do you think?

CVG: It's cool. What better way of humiliating someone than beating them twice in the same round?!

6. Is it safe to use adaptors for US games on SNES?

CVG: Hmm, bit of a debatable one this. Technically the answer is no as it puts more pressure on the SNES' innards but we do it all the time at CVG and have never experienced any trouble. We do know people that have however, so the decision is yours, as they say.

7. My friend Rob says that Sonic will come out on the Ultra 64. Is this true?

CVG: YES! And you read it here exclusively! Doh, wake up, of course not!

Richard Firth, Cheshire



**PS GAMES**

Dear Help!

1. What would you buy out of Ultra 64, Saturn and PlayStation, taking the wait for Ultra 64 into consideration?

CVG: Well, we haven't seen a finished Ultra 64 so it's impossible to answer your question properly. We're sure the Ultra 64 will be awesome but at present judge for yourself on the software that's available.

2. If I should happen to buy a PlayStation without a game, what are the first three games I should buy if I want one fighting, one racing and one 'other' game style?

CVG: Fighting: Tekken, Racing: Destruction Derby and Wipeout (they're both too cool to choose between!) and 'other': Jumping Flash.

3. Do you think Namco will come out out with a sequel for Tekken?

CVG: They already have. Tekken 2 is out in the arcades now and should be released on the PlayStation either at the end of the year or the start of 1996.

4. Do you know if there are any good RPGs coming out on PlayStation?

CVG: Arc the Lad looks quite good, although it may be a little statistics and text heavy for some.

Christian Adam, Seychelles



**SATURN THE FENCE**

Dear CVG,  
Your mag is brilliant. I've just bought a UK Saturn for a steep £400. So could you answer these questions for me please?

1. Is the UK version of Victory Goal better in terms of gameplay than the Jap version as I heard it was crap?

CVG: You heard right.

2. With the AM2 boys bringing Virtua Striker to the arcades I was wondering if a Saturn version will follow?

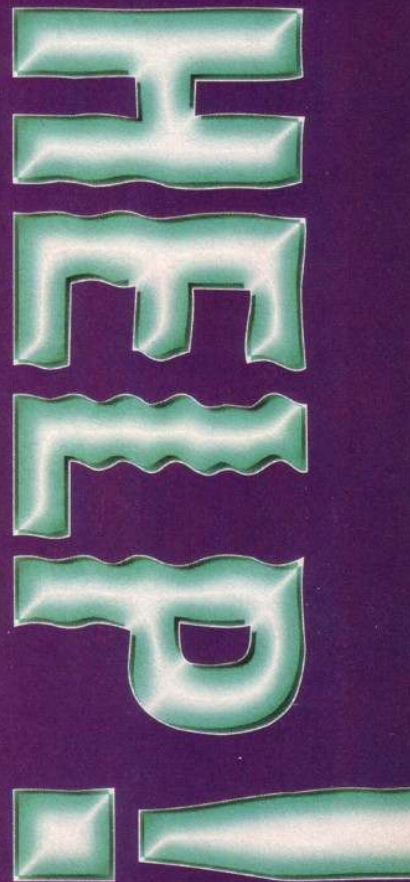
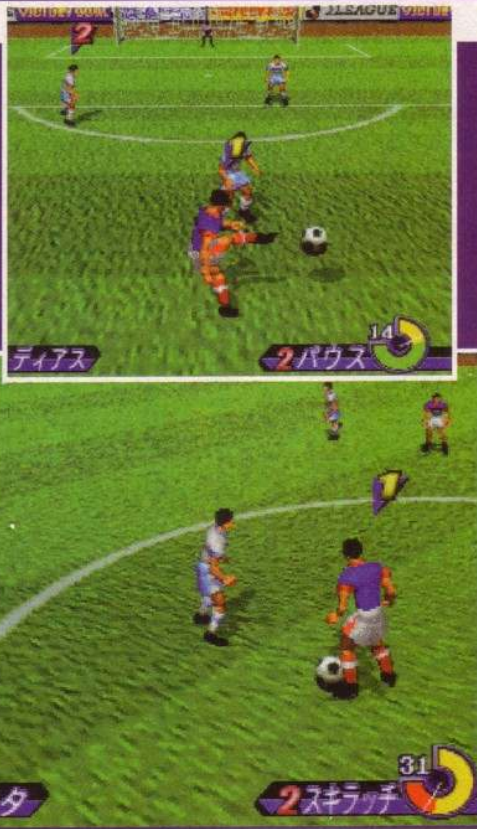
CVG: No plans as yet, but Virtua Striker seems a definite for conversion to the Saturn before too long.

3. Have you seen anything of Virtua Fighter 3? Is so, does it look good, and are there any new fighters?

CVG: We haven't seen anything yet but chief AM2 bod Yu Suzuki is quoted as saying that it will be something very special.

4. I want to buy a PlayStation but do you think I should wait until the Ultra 64 comes out before deciding?

CVG: Oooooooh... Listen right, the PlayStation is very, VERY nice indeed and there's no reason why you shouldn't buy one this instant. However we won't moan if you sit on the fence and wait for the Ultra 64 as it does look very promising indeed. If you can afford both then buy both, if you can wait for Ultra 64 get a PlayStation now and if you can wait for another year then you'll be able to make a much better decision than we can right now.





# CHEAT MODE

So, you're gonna get Toh Shin Den on your new and spankingly brilliant Playstation eh? Well, for all you rock 'top of notch fighters out there you'll be pleased to hear that all those easy one-button special moves on the Jap version of the game have been taken out of the Anglo PAL Toh Shin Den. So now the game actually requires a degree of gaming skill. However for all the gamers out there who are a bit turd at this 3D polygon paggafest, us Shin-Den impressarios at CVG have got the hottest fighter's guide in town! Read and drool gamers!

## KEY

- F = Forward
  - D = Down
  - L = Left
  - U = Up
  - DR = Down & Right
  - DL = Down & Left
  - UR = Up & Right
  - UL = Up & Left
  - P = Punch
  - K = Kick
- Combos can be done by using fierce or weak attacks.



## EIJI SHINJO



Weighing in at 63kg and measuring 175cm on our very big ruler he is one of the best characters for the simple reason that he has a plethora of attack moves. If you're really good at this game then you will have noticed that this guy can pull off some extremely damaging combos.

### COMBO 1

Here's one that's easy enough to do, but has devastating effects on your opponent. When close to your opponent press the following combination on your pad:  
 Jump in then P, P, (D, DF, F+P)  
 Then follow this directly with a (F, D, DF+P)  
 Which when they land you follow with (DF, K)  
**TOTALLY DEVASTATING 8 HIT COMBO**



# THE BIG AND BOLD

# TOH SHIN DEN

# BATTLE GUIDE







**COMBO 2**

This combo will help you out if you're in trouble and your energy bar is flashing red. And it goes like this:

Jump in or walk into your opponent and then: P, K, K, (F, FD, D, DB, B, DB, D, DF, F+High Punch). The combination described in the brackets is Eiji's finishing move and when combined with the combo described above can take away a third of your opponent's life guage. **BUT REMEMBER THE FINISHING MOVE WILL ONLY WORK WHEN YOUR LIFE GUAGE IS FLASHING RED!**



Kayin gets knocked out by Eiji's super death fart. Phooah (Left)

**KAYIN AMOH**



He's aged 22, weighs only 64kg and is 178 cm tall. Strangely enough, even though his name doesn't sound American, his accent is positively Yankee-doodle! He too is one of the better fighters in the

game, in fact he is the Ken of the game and Eiji is the Ryu. They both have very similar moves and so logically you can use the same combos interchangeably. So let's move on and see just how much polygon-bashing, virtual pain-inducing troubl' we can do with Our Kay!

**COMBO 1**

Go running up to your opponent with the following: K, P, (D, DB, B+K) then follow this up swiftly with a (F, D, DF+P)

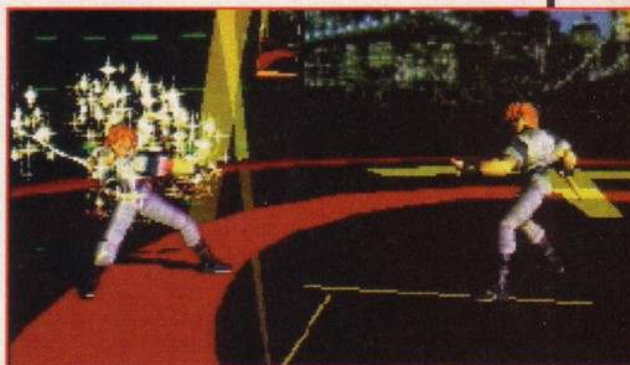
If done efficiently this should result in a combo, taking off well over half your opponent's energy in one go!



**COMBO 2**

Do the following moves when your energy bar is flashing red for TOTAL DEVASTATION! (This one is strictly for joypad connoisseurs who can do complicated pad moves with relative ease). (F, FD, D, B, DB, B, F +HK and Weak K simultaneously) then after you've recovered from the graphical shock try to follow this up swiftly with the following F, FD, D, DB, B, DB, D, DF, F + HP) - finishing move.

Again, like Eiji's second combo this can only be done when Kayin's energy bar is flashing red!



**RUNGO-IRON**



Next up is 30-year old Rungo man, who weighs in at a fairly hefty 92kg and is 176cm tall. However, let's face it, although he's a spectacularly powerful mutherfunster he's absolute waster when it comes to combos, simply because he is so slow! Anyway try out these moves and you should be amused for a 'hot minute'!

**COMBO 1**

F, FD, D, DB, B + P. Then try to swiftly follow this up with F, FU, U, UL, L, R, RD, D + HK +HP.

If done correctly, and if it works this should clear a whopping half the energy bar from fresh!



**COMBO 2**

There's not really many combos you can do well with this bloke so instead we'll give you his rather superb finishing move.

When your energy bar is flashing red, get close to your opponent and press: B, BD, D, DF, F, DF, D, DB, B +HP -[finishing move]

If you like playing as this guy then you'll find





## FO FAI



The next character in the line up is, like, mega old. He's 106! and weighs in at 48kg, and is 154cm tall. He's quite a formidable warrior but you really have to learn to use his special moves well, and only then can you pull off some rather amusing and effective combos!

**COMBO 2**  
Do this ultra damaging combo only when your energy bar is flashing red!  
Get close and do the following: F, FD, D, FD, F, B, D +HP+WK and B, D, DF + P. And follow all this swiftly with F, FD, D, DB, B, DB, D, DF, F + HP (finishing move). If done correctly, this combo can almost kill your opponent from fresh!



### COMBO 1

Try to be really close to your opponent for this 'wicked' combo to inflict max damage: jump in with P, WP, K, Sweep, and then swiftly follow this with D, DB, B + K.  
This should really give your opponent something to worry about as their energy level plummets to the half mark from fresh.

*Trust Takara to put some totally unbelievable and ridiculous moves in this game. Oh well, if anything it makes it totally different from the rest.*



## SOFIA

One of the two girlies in the game is Sofia and in true Takara style (the programmers of both this and the Fatal Fury games) she is blessed with the token big jugs. However this does not seem to flaw her abilities as a superb fighter. She is fast and agile and carries a bizarre-looking long whip. In fact her whole outfit wouldn't look out of place at a Soho strip joint. Anyway let's see how well she performs in the ring!



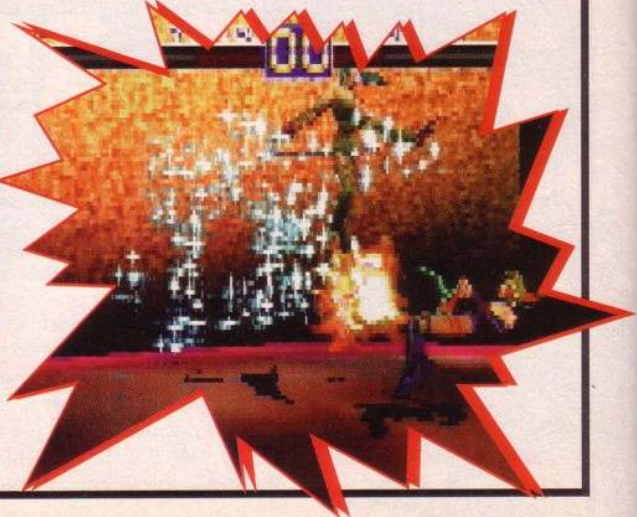
**COMBO 2**  
This is the finishing move which can only be done when your player's energy bar is flashing red, it can also, in this situation, be added to the end of combo 1, and it goes a little something like this: F, B, F, B + HP) - finishing move.

### COMBO 1

F, FD, D, DB, B +P followed by D, DF, F + P and D, DB, B + P 'SMOKING'.



*The Sofias like nothing better than whipping up a bit of hot fighting action.*





## ELLIS

Next, the youngest fighter in the Battle Arena contest is little Ellis. She's aged a mere 16, weighs in at a surprisingly light 46kg, and is 155cm tall. She's the easiest person to pull off flash moves and combos with. So let's take the little girlie for a test drive. Fire up 'n' Fight.



### COMBO 1

Jump up in the air and do the following in mid air D, DB, B + K. Then once you land quickly do the following F, D, DF + P. And finish this off with FD, D, DB, D, DF, B, F, D + HP & HK. TOTALLY AWESOME 8 HITS!

### COMBO 2

Link this to the end of the first combo if you are in trouble and your bar is flashing red: (F, B, F, B + HP) - finishing move.



## MONDO

The most difficult player to beat in the one-player mode, so wouldn't it be nice to see just how the 'jammy sod' does it eh?

Well follow this and you're almost sure to be well on the road to victory!

### COMBO 1

D, DF, F + P and D, DB, B + P

This a simple but damn effective combo to help get out of those sticky situations.

### COMBO 2

The same as above but with this finishing move on the end: D, DF, F, D, DF, F, B + HP (only activated when energy bar flashes red).

SECRET MOVE: F, FU, U, UB, B, F, FD, D + HP & HK.



## DUKE-B-RAMBERT

Last up and clocking up 29 of your Earth years and weighing in at a slim 75kg (without the armour I'm guessing), and storming in at an impressive 190cm tall. He's gotta be the toughest bloke here, but he is far from exciting to play as. However do not let this dishearten you in any way because these combos make him ace. Try them and see exactly what I mean!

### COMBO 1

B, F, FD, D + P and FD, D, DB, D, DF, D, B, F + WP & HP.

See what we mean!

### COMBO 2

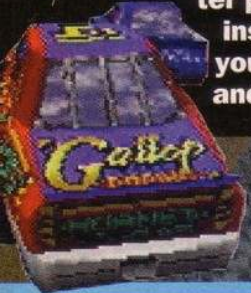
Try putting this at the end of the first combo when your energy is flashing red: BD, D, DF, F, B & HP (finishing move). NASTY!



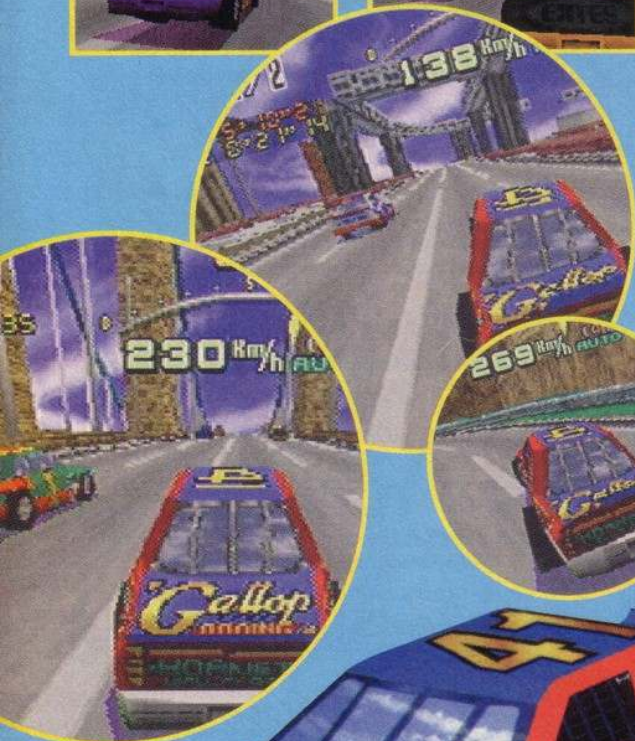


# CHEAT MODE

Alright Mr Automatic, can you read that licence plate on the blue car? Good, now buckle up and we'll cover all the driving basics including how to tune the radio in. What? You've got no arms and legs so you can't drive? Oh well, then you'd better play Daytona instead, using only your tongue, nose and chin then...



# Daytona

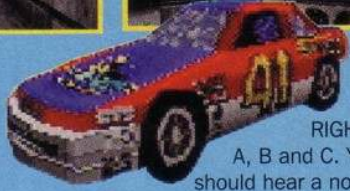


## HERE HORSEY

In case you haven't heard about it already, there's a cheat in Saturn Daytona which lets you drive a horse around the tracks at a heady 200mph. To select it put the game in Saturn mode and come first on each track on normal difficulty mode or tougher. Each complete track earns you two new cars and when you've done the lot you get the horse. It comes in automatic and manual options with metallic paint, plush leather interior and overhead cam-shaft, whatever one of those is.

If you're crap, though, you won't be able to finish all three tracks.

Instead when the title screen appears hold UP-LEFT on the D-pad along with A, B, X, Z and START, which should give you all the motors and horses in one lump.



RIGHT, A, B and C. You should hear a noise which means the game's now set to Maniac Mode which is dead hard and should shut you up for a while.

## THEY'RE BREEDING!

As if your supersonic stallion wasn't enough, beat any track in Endurance Mode and you'll get yet another horse-related option. Select that and your four-legged chum will race along accompanied by its offspring.

## ROAD RAGE

On the other hand, if you consider yourself not-crap at the game, when the white Sega logo appears enter UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT <

## JOHNNY ENGLAND MODE

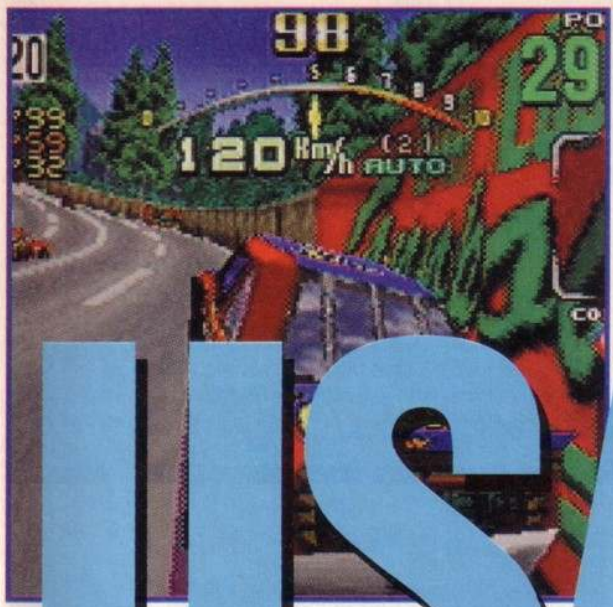
Fed up with the dodgy Euro Kilometres read out? We are. Miles per hour is much better. And it's English. Hold down X, Y and Z on pad two while the title screen's up to get rid of the dodgy French metric measurements.

## SKY CAM

For a new slant on the replays, set the pad controls to A and during the replay in







# USA



Time Lap Mode position the viewpoint to the highest setting then press A for a top-down view. Other viewpoints can also be selected by flicking the L or R shoulder buttons.

## ONE-WAY STREETS

Holding down START on the track select screen activates



the mirror mode. But did you know that if you race in the opposite direction your times are still logged? It's great for playing chicken with the other cars.

## SKID MARKS

When you're in the pits press A, B, C and START at the exact moment the pit crew remove your tyres. When you've finished the race, watch the demo and you'll see that the silly blighters forgot to put the wheels back on so your car sort of floats around the track, hovering along.

## SOUND TEST

Enter any of the following

initials on the high score table for some extra tunes.

- LAU - Virtua Fighter
- J.M - Virtua Fighter
- A.Y - Virtua Fighter
- J.B - Virtua Fighter
- K.M - Virtua Fighter
- PAI - Virtua Fighter
- S.B - Virtua Fighter
- W.H - Virtua Fighter
- VFT - Virtua Fighter 2
- TET - Tetris
- ANI - Altered Beast
- HSB - Galaxy Force
- AO. - Super Monaco GP
- KAG - Afterburner
- NAG - G-loc



## ADVANCED DRIVING CLASS

To improve your times even further it's important to master a few extra tips which will shave precious seconds off all your times.

### SLIPSTREAMING

This is an essential skill when it comes to overtaking and it lets you bust your car's top speed. Simply drop in right behind the car in front and you'll instantly start picking up speed because the lead motor is soaking up all the wind resistance. It should put you in the perfect position to pull out and and cruise right past.

### JUMP STARTS

This only works on Advance and Expert courses, but it's worth learning. On the starting grid hold down break and rev the engine so the pointing hovers between six and seven thousand. Just before the lights go green let go of the break and you'll burn off at top speed.

### SKIDS

Just like real life the best way to get out of a skid is to steer into it. It's important to remember this because skidding costs valuable seconds.





# CHEAT MODE

**If you're having trouble keeping yourself pale and spotty in this iceberg-melting, seas-a-rising, world's gonna end soon hot weather, then the following four pages could be just what you're looking for. So grab some fizzy pop, a 12 pack of crisps, pull the curtains to and settle down for another collection of up-to-the-minute tips and cheats.**

## CD32

### FLINK

Can the CD<sup>32</sup> pull itself back from the precipice of doom and despair? I don't know, but what I do know is that Andrea Huber from Germany has supplied a darn useful cheat for Psygnosis' pretty cool platformer. To access the cheat, start the game as normal and press and hold the pad down then the pause button. Now release the down button but while keeping the pause button pressed hit right, right, right, left, left, left, right, right, left, left, right and finally left. If you've entered that little lot correctly a cheat menu should have appeared. This allows you to reset the level you're currently on with full magic and three lives, as well as allowing you to skip backwards and forwards to any level.



## SNES

### CANNON FODDER

This is a similar cheat to that featured in the rapidly approaching crinkledom Amiga original. It comes from Mat Swannell down in Surrey and goes like this. On Mission 8, Phase 2, go right through the forest and cross the river, all the while heading towards the bottom of the screen. Eventually you should reach a hut and once you do kill the innocent bystander (remembering that no one is innocent in war, conscience fans) and go into the bush with just one man. In the bushes you should find 50 lovely jubbly bazookas just sitting there for the taking.



## AMIGA

### ATR

Things look a little less bleak for the Amiga with the likes of Team 17 still putting their considerable weight behind the machine. Here's a cheat for one of their best games from recent months, the racing game ATR. This cheat will allow you to access the tough-as-rock space levels without the hassle of playing through the earlier tracks. To do so, select battle mode and then forest world. Now choose track two and the formula car. Finally select a two player game and let player one win all the races. When you return to the title screen, select the battle mode once more. This time round you should be able to select the far out space world. Ta muchly to Dominic Cahalin from Ealing, London for that.



## PC

### WING COMMANDER 3

Reuben Dennis also sent in this cheat for EA's superlative space soap shoot-'em-up which will boost your score with little effort. Go to the options menu during in-game flight and switch COLLISIONS OFF and INVULNERABILITY ON. Return to the game and carry on until you meet an enemy carrier. Use your wingman to cover you and use your afterburner to get close to the carrier and then fly in through its landing tunnel. Once inside the carrier there should be plenty of sitting duck enemy fighters docked in the landing bay. Destroy them, exit and then destroy the carrier too, which obviously is now lacking much of its defence. Et voilà, on return to base your score will be boosted by all the fighters and the carrier itself that you destroyed. Simple huh?





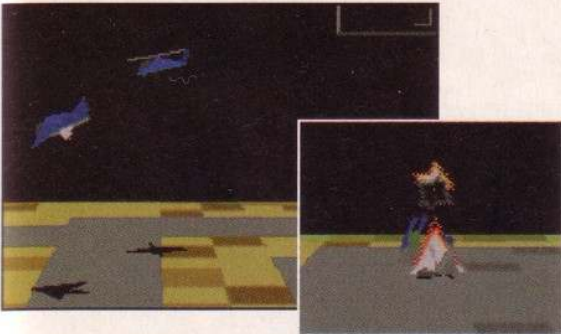
AMIGA

**ZEEWOLF**

Perhaps the best cheat we can offer for this classic slice of Amiga blasting action is to make sure that you have an A1200 to play the thing on, 'cos it's a bit snail-like on the creaky old A500. Still, you might find these levels codes courtesy of Adam Rachels just the ticket too.

- Mission 5: IMAGO
- Mission 9: TIBURON
- Mission 13: ARGUS
- Mission 17: MARTEN
- Mission 21: SOCKIN

Still reading? Good, 'cos you can get even more fun by entering the following code: FRAMPAGE. This allows you to retry earlier levels while piloting a kestrel jet which is very smart indeed, we can assure you.



3DO

**FIFA INTERNATIONAL SOCCER**

We seem to get a never-ending stream of calls asking for 'all the wacky cheats' to this the definitive version of FIFA so far, so here they are! To access them follow this sequence. Firstly, start a match and press the P button. Now enter the codes below, one at a time. Press P again once you've entered the code. Note, for all the 3DO codes R indicates the right shoulder pad, while RIGHT indicates a right movement on the D-Pad.

- Beef Cake: R, A, L, B, A, C, L, A, B, A
- Big Ball: B, C, B, A, L, L, A, B, A, L, L
- Brute Mode: R, A, B, B, A, C, L, L, B, A, C, L
- Crazy Bounce: L, A, B, A, R, R, A, C, C, A
- Giant Player: B, A, B, A, R, B, A, B, B, A, R
- Hot Potato: C, R, A, B, B, R, L, A, B, A, B, B, R
- Invisible Walls: A, B, B, A, C, A, B, A, B, B, A
- Laser Ball: L, A, C, R, B, A, L, L
- Metallic Men: B, A, R, C, L, B, A, B, B, A
- Radical Curve: C, A, R, C, A, B, R, A, B, B, L



SNES

**MAXIMUM CARNAGE**

If you're finding Venom's venom a bit too much to handle in this so-so fump-'em-up from Acclaim, then you'll be wanting these useful cheats from Douglas Eve up in Toxteth. All the cheats must be entered on the Start Game screen by the way.

Infinite Cameo Calls (must collect first though): B, X, UP, DOWN, Y and SELECT.

8X Mega Energy Bar: LEFT, L, A, X, Y and SELECT.

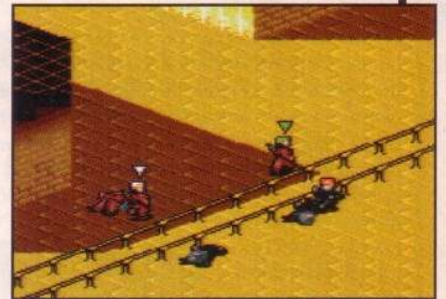
Five Lives: DOWN, Y, B, R, L and SELECT.

Five Continues: UP, UP, Down, A, B and SELECT.

**SYNDICATE**

We'll do anything for you, our beloved readers, including making ourselves go blind by typing in these eye-straining codes for Bullfrog's classic, thoughtfully supplied on a nice typed sheet by Dan Stanley of Oldham.

- Level 03: BB5 WZVB2 D9BB
- Level 04: BBS FMWQ VNGZC
- Level 05: BBS FFDPC 52C2B
- Level 06: BB9 HJS6P CQG8DB
- Level 07: BB8 TWW6 9NG42ZJB
- Level 08: BB8 FF280 LNJRBV
- Level 09: BLN 3LO2D 4ZKMRB
- Level 10: BNX 5KJN8 KWWQ6VC
- Level 01: BNX 59TQZ 5TJJXSKQCB
- Level 12: BNJ 773LO 3L12PJO
- Level 13: CBB LCJB8 KJQ7TJFVMDNB
- Level 14: CBB LCKB8 KJZ7TJFL8FDB
- Level 15: CBB LCTB8 KJZ7TJFF5FQB
- Level 16: CBB LFTB8 KJ77TJYMQGSB
- Level 17: CBB LKT88 KJ77TJXPGLB
- Level 18: CBB LKTC8 KJ77TJFTGPB
- Level 19: CBB LKTF8 KJ77TKWWGLB
- Level 20: CBB MKTF8 KJ77TKTOGGB
- Level 21: CBB MKF8 KJ77KRZGLB
- Level 22: CBB MT F8 KJ774GDB
- Level 23: CBB PT F8 KJ774HHBB
- Level 24: CBB TT F8 KJ37FGRB
- Level 25: CBL TT F8 KJ79HHCB
- Level 26: CCL TT F8 KJ790LJPB



- Level 27: MCLTT F8KJ79 H4JPB
- Level 28: MCLTT Y8KJ79 6CKPB
- Level 29: MCQTT Y8KJ79 PPKKB
- Level 30: MCSTT Y8KJ79 TZKJB
- Level 31: S9LGP SPSSKX V1TTKB
- Level 32: MCSTT Y82KZ9 Y5KDB
- Level 33: MCSTT Y82K19 8JLHB
- Level 34: S9LGP SP7SSJ B0346HB
- Level 35: S9LGP NHSKFV S2SFB
- Level 36: S9LGP Z3RGB1 8RFV
- Level 37: S9LGP Z3OBZ1 8GB
- Level 38: S9LGP ZLMBNK KKB
- Level 39: S9LGP ZBCVT8Y JB
- Level 40: J9TGX HNBB95 FB
- Level 41: J9TGX HBB711 BB
- Level 42: J9TL1B B38QQT CB
- Level 43: J9TVDB BOS6TC
- Level 44: 5CNBB ZT2KB
- Level 45: 56BHB B705B8
- Level 46: 5MVDB B0Q0DB
- Level 47: 5CNBN B2T15CB
- Level 48: NFHBH V6T49KB
- Level 49: DZBZB 506K6B



**GAME BOY**

**MEGA MAN IV**

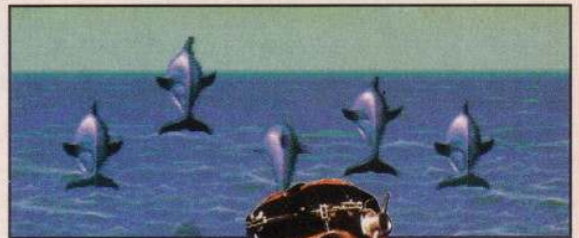
Here's a short but sweet tip for the small but neat Game Boy game Mega Man IV from Capcom. To access the Secret Mega Buster simply die four times on the same stage. Easy when you know how eh? Cheers to Rob Woodward from Stockton for supplying that 'un.



**MEGA CD**

**ECCO 2**

Mammal fan Daniel Asefa from Bromley has supplied us with these super useful cheats for that rarest of rare things, a decent Mega-CD game. Start a regular game and pause it. Now press A, B, C, B,C, A, C, A and B. Do it right and a level select and invincibility options should appear. It's also possible to watch all the rendered footage by going to level 34 and singing to the History Glyph just in case you were interested.



**SNES**

**CHAOS IN THE WINDY CITY**

I remember the halcyon days when programmers used to have cheats that were both easy to enter AND remember in their games. You know the sort of thing enter 'I want to cheat' on the hi-score table screen. None of these 50 metre long passwords like wot there is nowadays. Ignoring the trend for hideously complex passwords, Ocean's Chaos in the Windy City has a delightfully simple code which will allow you to visit anywhere on the map screen and also get a massive 73 lives. To access the cheat simply enter 12345678999 on the code screen. So says Ben Saunder of Yapton anyway.



**MEGA DRIVE**

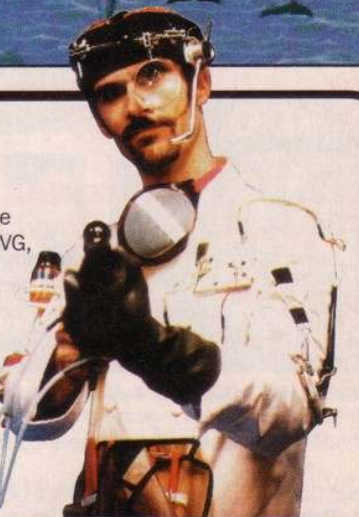
**TRUE LIES**

Hasta la Vista, baby! Oops, wrong film but same game engine. Ooh, bit of politics, my name's CVG, goodnight! Anyway, enough of the chatter, here's some handy codes for one of the better movie licences to have appeared in recent months.

INFINITE LIVES - BGLV5



- INFINITE ENERGY
- BGGRLY
- ALL WEAPONS - BGWPNS
- LEVEL SELECT - MNCHT
- SHOTGUN - SHTGN
- WATCH CREDITS - CRDTS





**PC**

**SLIPSTREAM**

Go to the main screen and type in **REFINERY**. Not only will this enable you to race on each and every track, it will also bulge your pockets with a whopping wad of cash to use on hardware boosts. This will make sure that your opponents won't be able to get anywhere near you once the race proper starts. Clap for Dennis Ruben who sent that cheat in.



**MEGA DRIVE**

**PETE SAMPRAS '96**

Forget what any of your Nintendo-owning mates say about Smash and Super Tennis being the best tennis games around. They're not. This is. And here are some equally brilliant cheats posted in to us by Andrea Krause from Denmark. Actually this isn't quite as cool as the hidden crazy tennis option from the first game but it is still smart. Basically it lets you play as a T1000-like robot super player. To access the robot, go to the password screen in the World Tour and enter Robo. There's also a hidden space-based zero-gravity court and you can access this by following the same procedure but instead of entering **ROBO**, enter **TIMEWARP** on the password screen instead.

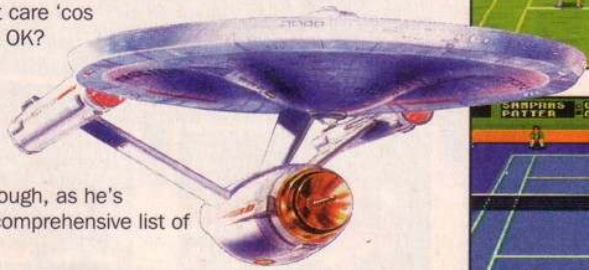


**GAME GEAR**

**STAR TREK GENERATIONS: BEYOND THE NEXUS**

Wow, the Game Gear has seen some monstrously great software this year and while STG: BTN isn't the greatest bit of code to be squeezed into some ROM chips we just don't care 'cos it's Star Trek OK?

Andrew Monahan from Glasgow clearly enjoyed it though, as he's sent in this comprehensive list of level codes:



**LEVEL**

- 1: HARRIMAN
- 2: DEMORA
- 3: SOREN
- 4: VERIDAN
- 5: OGAWA
- 6: FARRAGUT



**CD-i**

**BURN CYCLE**

Ever has a real bad headache, the kind that feels like someone's stuck a large swordfish in the back of your brain? Believe me, it's nothing compared to the pain that Sol Cutter's going through. Be a human paracetamol and help him out by utilising the following codes in this CD-i goodie.



Start a new game or resume an old one and go to the inventory. Once there click on the virus icon, then the save option and enter one of the following codes:

**CH\_Hart\_END** - Goes to the section just before Kris is killed.

**CH\_KARM** - Sends you to the Karmic church.

**CH\_HTEL\_EXT** - Will take you to the hotel exterior.

**CH\_HTEL\_INT** - Transports Cutter to his hotel room.

**JOHN\_WHO** - Plays all the non-interactive bits and pieces. Huh?





# the ultimate games challenge

**PART 3**

The venue's been decided – the grand final of the CVG Ultimate Games Challenge will be taking place at Namco's Wonder Park in Great Windmill Street right in the heart of London. And the prize? Well we'll tell you about that next month – but believe us when we say it's massive!



This month we're after your high scores. They need to come from recent games, preferably ones from the top ten all formats, or top five single format charts in the last five months. Remember we're relying on you being honest, 'cos if you're not you could end up in the final and being utterly humiliated

and publicly disgraced. So it's not worth cheating, really. You can enter as many times as you like on as many different games as you want. And when we get round to printing the top 10 and you've bettered your, or someone else's, achievements, then feel free to enter again.

If you don't want to base your entry on high scores, try one of the challenges we've outlined in the last two issues.

- 1 Complete level 13 of Doom just using your bare hands.
- 2 Finish Panzer Dragoon with a 100% hit rate and tell us what happens next.
- 3 The closest times to 17 seconds on the first course of Daytona
- 4 Double flawless on Shao Kahn.
- 5 Best time on the City track in Need For Speed.
- 6 Beat Brazil as South Korea in Super Star Soccer.

## EVIDENCE!

If you're thinking about cheating, remember, we've played almost every game out there and know what kind of scores are possible. If you can, it's always a good idea to send in a picture or video recording of your achievement, especially if it's so amazing it's almost beyond belief.

Send your entries to: CVG Ultimate Game Lord Challenge, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



# chart attack with HMV

## all format top 10

<b>1</b>	<p><b>★ Player Manager 2</b>  <b>■ Virgin</b>  <b>■ PC CD-ROM</b></p> <p>The follow-up to the hugely popular Player Manager hits the number one spot just in time for the new footy season. Hey, but why play when you can now watch the real thing?</p> 
<b>2</b>	<p><b>▼ Sensible Golf</b>  <b>■ Virgin</b> <b>■ Amiga</b></p> <p>Sensible Software do to computer golf gaming as they have done to the football genre and the warring game culture and have made an excellent and refreshing attempt at what can be an otherwise dull kinda game.</p> 
<b>3</b>	<p><b>▼ Star Trek TNG: A Final Unity</b>  <b>■ MicroProse</b>  <b>■ PC CD-ROM</b></p> <p>Trekkers and adventure game nuts alike will love this - it's closer than any film tie-in has come to keeping the fans of a show happy.</p> 
<b>4</b>	<p><b>★ Across the Rhine</b>  <b>■ MicroProse</b> <b>■ PC CD-ROM</b></p> <p>Historically accurate tank simulation set at the end of the Second World War that is more strategy than shoot-'em-up.</p>
<b>5</b>	<p><b>★ Terminal Velocity</b>  <b>■ US Gold</b> <b>■ PC &amp; PC CD-ROM</b></p> <p>TV is a terrific first-person perspective flying shoot-'em-up in a Star Wars mould. Top flying and fighting skills required.</p>
<b>6</b>	<p><b>▲ PGA Tour 3</b>  <b>■ EA</b> <b>■ Mega Drive</b></p> <p>The sportsmeisters conjure up yet another sequel to their formidable series: and if you like golf then go and play on a real course why don't ya.</p>
<b>7</b>	<p><b>★ Zelda Link's Awakening</b>  <b>■ Nintendo</b> <b>■ Game Boy</b></p> <p>Crumbs, cripes and orkey this superlative 8-bit RPG can still hang out with the best of them in the all-formats chart!</p>
<b>8</b>	<p><b>★ Gloom</b>  <b>■ Daze</b> <b>■ Amiga &amp; CD32</b></p> <p>Who says that the Amiga's future looks Gloomy? Puns aside, this is a veritable Doom clone for the old Commodore machine.</p>
<b>9</b>	<p><b>▼ Sensible World of Soccer</b>  <b>■ Virgin</b> <b>■ Amiga</b></p> <p>There's no keeping down a decent footie game and this version of Snesi even had Sensi purists all gooyey eyed on its release! Buy it!</p>
<b>10</b>	<p><b>▼ Dark Forces</b>  <b>■ Virgin</b> <b>■ PC CD-ROM</b></p> <p>Not as much blood as Doom, but in the same genre and lots of Star Wars types shooting at you!</p>



The Saturn and PlayStation may be waiting in the wings like to assault the all-formats charts in a Blur and Oasis-type pop battle, but the old stalwart PC and Amiga titles are not gonna let go for some time...

### md top 5

- 1 **★ PGA Golf 3**  
■ EA
- 2 **★ Theme Park**  
■ EA
- 3 **▲ Rugby World Cup**  
■ EA
- 4 **▼ Brian Lara**  
■ Codemasters
- 5 **▼ FIFA Soccer '95**  
■ EA

### snes top 5

- 1 **● Internat. Cricket**  
■ Nintendo
- 2 **▲ Street Fighter**  
■ Nintendo
- 3 **● Illusion of Time**  
■ Nintendo
- 4 **★ Superstar Socc**  
■ Nintendo
- 5 **● Secret of Mana**  
■ Nintendo

### gb top 5

- 1 **● Zelda: Link's**  
■ Nintendo
- 2 **● FIFA Soccer**  
■ THQ
- 3 **● Donkey Kong**  
■ Nintendo
- 4 **● Tetris 2**  
■ Nintendo
- 5 **● The Lion King**  
■ Virgin

### playstation

- 1 **● Tekken**  
■ Namco
- 2 **● Ridge Racer**  
■ Namco
- 3 **● Jumping Flash**  
■ Sony
- 4 **● Gunners' Heaven**  
■ Sony
- 5 **▼ Ace Combat**  
■ Namco

### iaq top 5

- 1 **▲ Hoverstrike**  
■ Atari
- 2 **▲ Alien Vs Predator**  
■ Atari
- 3 **● Doom**  
■ Atari
- 4 **● Theme Park**  
■ Atari
- 5 **● Iron Soldier**  
■ Atari

### pc top 5

- 1 **● Star Trek**  
■ MicroProse
- 2 **★ Across the Rhine**  
■ MicroProse
- 3 **★ Terminal Velocity**  
■ US Gold
- 4 **▲ Dark Forces**  
■ Virgin
- 5 **★ Ultimate Doom**  
■ Virgin

### saturn

- 1 **● VF Remix**  
■ Sega
- 2 **● Panzer Dragoon**  
■ Saturn
- 3 **▼ Daytona USA**  
■ Sega
- 4 **● Virtua Fighter**  
■ Sega
- 5 **▼ Panzer Dragoon**  
■ Sega

### amiga top 5

- 1 **★ Player Manager 2**  
■ Virgin
- 2 **★ Sensible Golf**  
■ Virgin
- 3 **▼ Sen World Socc**  
■ Virgin
- 4 **▲ Super Skids**  
■ Guildhall
- 5 **▼ Ultimate Soccer**  
■ Daze

### 3do top 5

- 1 **● Wing Comm 3**  
■ EA
- 2 **★ Multigame Sampler**  
■ 3DO
- 3 **★ Cannon Fodder**  
■ Virgin
- 4 **▼ Kingdom: Far Reaches**  
■ Interplay
- 5 **★ Need for Speed**  
■ EA

**key** ● non-mover ▲ move up  
 ▼ move down ★ new entry



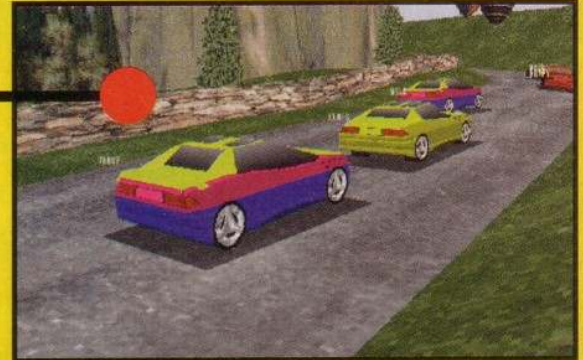
Did you know that the next issue of CVG marks 14 years of publication? That means we've reviewed more games, seen every games machine ever and sold literally millions of copies. Crumbs, we're a bit good really.

**N  
E  
X  
T  
M  
O  
N  
T  
H**

# IN THE NEXT INSTALMENT OF CVG – THE VEXED GENERATION

PC owners may have to do without Ridge Racer and wait a few months more for Destruction Derby, but two track-tearing racers are due to hit PC next month. We put them head-to-head on the starting grid and you can find out who's won next ish.

## SCREAMER VS FATAL RACING



## MORTAL KOMBAT 3

With a googolion versions due to appear before Christmas we'll be rounding all the conversions, putting them side-by-side and letting you judge which one's going to be the best.



## ASSAULT RIGS



## VIRTUA COP

A full preview of this eagerly awaited Saturn disc along with more pics from the coin-op sequel which is due to break in Japan before Christmas.

It's Battle Tanks for the PlayStation and as you've probably seen from the preview this month it looks great. More info and possibly a review for November.

## VIRTUA FIGHTER 2

By the time we finish the next issue we'd have had a full play on this already stunning coin-op conversion. We'll be bringing you our first thoughts as to how Sega's new operating system handles one of the most complicated coin-op conversions ever!

## MUMMY, I'VE GOT WORMS

That's right, Worms, one of the most eagerly awaited games of the year is due to erupt all over your machine – regardless of what you own. It's probably the most multiformat game in history and we'll be looking at all the versions.

## AND THAT'S JUST FOR STARTERS!

The November issue of CVG will bring you the best conversion on all the leading games machines. We're doing it already so we can only keep getting better.



**CVG 168 on sale October 13**







# MICRO MACHINES IS UNDERGOING A COMPLETE OVERHAUL



**THE ORIGINAL**  
*MicroMachines*  
**TRUCK MINIATURES**  
**TURBO TOURNAMENT**  
**'96**

+

**CONSTRUCTION**  
**KIT**

**OCTOBER 20: TIME TO MAKE TRACKS**

Codemasters

© Codemasters Software Co. Ltd 1995. Micro Machines is a registered trademark of Lewis Galoob Toys, Inc.

**J-CART**  
FOUR PLAYER POWER