

Computer and video games

+ NEW SUPER-CONSOLE
+ DREAMCAST
+ FULL-ON PLAYTEST

LEGEND OF ZELDA
STRATEGY GUIDE AND TIPS
TOMB RAIDER 3
EXPERT PLAYER'S GUIDE



PLAYSTATION SCOOP!

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02
FEBRUARY '99

SOUL REAVER

WE GUARANTEE IT'LL **FRY YOUR EYEBALLS**

The most important
home game of
the season
is coming up

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MANAGER 3

Release date : February 1999



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computer
video
games

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SOUL REAVER

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CVG DESCENDS INTO HELL TO WRESTLE WITH DEMONS IN THE FIRST UK PLAYTEST OF SOUL REAVER: LEGACY OF KAIN.



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DREAMCAST

THE CONSOLE YOU ALL WANT - SHAMELESSLY FLAUNTING ITS WARES IN CVG!



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VIRTUA FIGHTER 3th

THE BEST FIGHTING GAME IN THE WORLD. AND THAT'S THE TRUTH!



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SAINT & KEYSIE

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IT'S A FOOTIE MANAGEMENT GAME BONANZA THIS MONTH!



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CVG'S EXPERT GAMERS CHART A COURSE THROUGH TWO OF THE BIGGEST ADVENTURES EVER SEEN.

PLUS

FREEPLAY

FREE 16-PAGE GAMING JOURNAL! NOW ON WHITE PAPER!

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BY THE POWER OF GAMES WE COMPEL YOU!

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EDITOR



EDITORS
PAUL DAVIES
PRODUCTION EDITOR
ABDUL MONTAQIM
ART EDITOR
NICOLA CHUBB
DESIGNER
TONY CORMACK
SENIOR WRITER
ED LOMAS
SENIOR WRITER
STEVE KEY
STAFF WRITER
ALEX HUHTALA



CONTRIBUTORS
IRENA POJARIC, MARTIN HORSFIELD
JON BAILEY, STEVE STARVUS, MART YEO,
NINTENDO EUROPE
DR. NUTS (DREAMCAST)
BRYN WILLIAMS
JULIAN GUNZ (PS2/WINDOWS)
ANDREW HARRIS

Editorial Tel:
01753 972 6700
Editorial fax:
01753 972 6715
Advertising Tel:
01753 980 7417
Advertising fax:
01753 980 7443

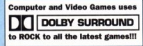
CVG EDITORIAL ADDRESS:
27-28 Millthorpe,
The Isle of Dogs,
London E14 3JZ

PUBLISHER:
BRIAN KATZ
ADVERTISING DIRECTOR:
Julie Munn
CONSUMER AD DIRECTOR:
Karen Munn
CONSUMER SALES MANAGER:
Ealine Traynor
CONSUMER SALES MANAGER:
Glasgow Tiscali
SOFTWARE ACCOUNT MANAGER:
Penny Humphrey
SALES EXECUTIVE:
Kathryn Clements
ADVERTISING ASSISTANT:
Anastasia Green
MARKETING EXECUTIVE:
Zoe Wharmby
GROUP PRODUCTION MANAGER:
Emma Mitchell
ADVERTISING PRODUCTION:
Natalie Adams
SCITECH MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
PUBLISHER'S ASSISTANT:
Michelle DeSouza
FACILITIES MANAGER:
Robert McBride

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FORGET ABOUT IT!

Games are taking over your life. You don't eat. You can't sleep. You smell. Your friends don't understand what you're saying - rubbish about Ocarinas, or worse. Who do you turn to? CVG. We're not going to help you. We're going to make it harder to quit! So you're going to lose your job too? Forget about it!

PAUL

GAMES REALLY IMPROVED MY EYESIGHT AFTER JUST ONE HOUR WITH F-ZERO X. MY BLINKING STOPPED COMPLETELY

OUR GUARANTEE OF QUALITY

CVG isn't like any other games mag - we genuinely enjoy playing the games! Here's what you get as a direct result:

USEFUL INFORMATION
We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.

KNOCKOUT PICTURES
We won't let ourselves show you the boring bits. We want to show you how great games can be. This's how come our pictures are the best around, by miles.

WE LIKE A JOKE
We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at things that are stupid, or funny. Same as anyone would.

WE'RE NUMBER ONE
CVG was the first video games magazine ever in the world - we're 17 years old and counting. CVG is the biggest-selling magazine that talks about every type of game.

WE DO THIS MAGAZINE

WE THINK IT HELPS THAT YOU KNOW WHO'S WRITING THIS STUFF. JUST DON'T LAUGH.

PAUL DAVIES

EDITOR

ED LOMAS

SENIOR WRITER

STEVE KEY

SENIOR WRITER

ALEX HUHTALA

STAFF WRITER

NICOLA CHUBB

ART EDITOR

TONY CORMACK

DESIGNER

ABDUL MONTAQIM

PROD EDITOR

CURRENT FAVE GAMES:
• ZELDA
• POKEMON
• HALF-LIFE
• BEYBLADE

CURRENT FAVE GAMES:
• VF 3D
• POKEMON
• HALF-LIFE
• MURC

CURRENT FAVE GAMES:
• ZELDA
• ISS PRO 98
• SOLD BEAVER
• TETRIS DX

CURRENT FAVE GAMES:
• BIONIC ADVENTURE
• ZELDA
• VF 3D
• TETRIS DX

CURRENT FAVE GAMES:
• COLIN MCCRAE
• BROKEN SWORD 2
• PARAPPA THE RAPPA
• TIME CRISIS

CURRENT FAVE GAMES:
• TETRIS DX
• ISS PRO 98
• SOLD BEAVER
• HALF-LIFE

CURRENT FAVE GAMES:
• ISS PRO 98
• TOMAS RADER III
• NINTENDO
• STRAIGHT UP

Next to games, Paul places real life a close second. Beyond hope!

Every day Lomas arrives late for work. He stays up late waiting to see UFOs.

Would beat you ANY DAY on ISS Pro 98. Beats the crap out of Abdul.

Yeah. Alex is cool with the CVG. Yeah, he knows the score. Big up.

Enter the new girl! Let's see how she gets on with the others on the mag!

Ass. Bory Ass. Licence to snarl. I like to talk. Let's talk. 'Yarda yarda...

Rallies the CVG troops, to make sure we go on sale on time. Hero!

CVG RATING SYSTEM

★...EXCELLENT
★...VERY GOOD
★...GOOD
★...PRETTY BAD
★...POOR

Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

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

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

Unlikely to be especially original or overflowing with exciting features - there are better examples available. Or a clumsy attempt at a new concept.

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

With new LEGO® software you can build your own virtual world

What if you could build with LEGO bricks on your PC? What if they were 3D bricks? What if they never ran out? What if the Government banned the words 'what if'? Then what?

LEGO Creator is equally suitable for those who enjoy deconstruction (or blowing things to bits as we say in English).

OK, Mr LEGO pants, so you've built yourself a virtual helicopter. But that's not enough for you is it? Oh no, you have to get inside the cockpit and fly it. Show off.

We asked Biker Bob to say a few words about LEGO Creator. Sadly, he's made from plastic and therefore unavailable for comment. However, you will find this exclusive LEGO collectors item free inside the box.

Boom!



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LEGO media

Imagine a new way to play

NEWS



ZELDA SALES GO (DEKU) NUTS!

For the benefit of anyone who couldn't get hold of *Zelda* this Christmas, CVG spoke directly to Nintendo's distributor to find out exactly what went wrong.

In case you didn't know, there were not enough copies of *Zelda* in the shops in time for Christmas.

The situation was so bad, there were even fights breaking out in some stores.

Initially THE Games, who distribute Nintendo games in the UK, requested 250,000 copies of *Zelda* from Nintendo in Japan. They were only granted 225,000. However the problems started when only 100,000 got sent out to retail, and then only 62,000 were made available to customers.

Zelda made it into 61,232 homes during its first weekend. According to the major retailers, Nintendo could easily have shifted the entire 225,000.

Though THE Games were working flat out over the Christmas period (the warehouse was operating 24 hours a day) it wasn't enough to satisfy demand. The excuse is simply that *Zelda* was

practically a worldwide release, which kicked off in the States at the end of November where 1 million sold in less than a week!

Look at it this way: Nintendo expect *Zelda* to have cleared 5 million sales by the end of January across the globe, making it the fastest-selling game of all time. Under these circumstances you have to give Nintendo a little slack. Next time, though, Nintendo should honour the fans who pre-ordered the game. It's not like there was any doubt that we wanted this one!

ZELDA'S TRUE HERO

The creator of *Zelda*, Shigeru Miyamoto, has received an award from the Multi-Media Contents

Association (MMCA). The *Legend of Zelda: Ocarina of Time* picked up the Multi-Media Grand Prix 1998 award for its outstanding international success.

PROJECT BERKLEY GETS A NAME

The new game from Virtua Fighter genius Yu Suzuki has been named *Shenmue*. As we have explained before, *Shenmue* is the first of a new type of game called FREE (Full Reactive Eyes Entertainment). There's a whole load of new images and information in New Games this issue, starting on page 56.

RUMBLE PAK FOR GAME BOY COLOR

Top Gear Rally for Game Boy Color will feature a built-in Rumble Pak! This will be the first Game Boy game ever to give tactile feedback. *Top Gear Rally*, a racing game developed by Kemco, will be released early this year, though we have no set release date. Can't wait to see how much of a buzz this really is!



It's still the coolest game machine out there!

FULL ON NUON

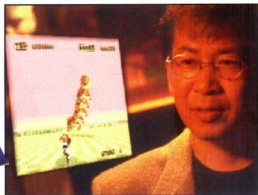
The British-developed technology known as Project X is now officially called NUON. This new technology, expected to hit some time in the year 2000, aims to transform any form of digital video format into an 'interactive media centre'.

In other words, funky presentation screens, internet access, video conferencing, and the potential for a new breed of games. Legendary British software developer, Jeff Minter, already has a couple of titles in progress, including *Tempest 3000*.



SMITH GONE

Our favourite Art Editor, Jaime Smith has left the magazine. Jaime has been replaced by a new favourite Art Editor, Nicola Chubb. Jaime Smith helped created the look of the UK's Number One games magazine. So you should join us in saying 'Thank You', and wishing him Good Luck with his next mission in life. Colonising the stars, last we heard.



ZELDA!!!

NEWS

DREAMCAST PERFORMS



The first batch of 150,000 Dreamcasts totally sold out on day one in Japan. A week later, there were still shortages, as Sega struggled to satisfy demand. This is a stunning performance, which beats the 120,000 sales of PlayStation in its opening week in 1994.

Hundreds of people queued all night outside shops in Tokyo. It's rumoured that the President of Sega took a trip into Akihabara to hand out business cards to the dedicated crowds. True or not,



4 The adventure game *July* lacks character(s), and is dull!

Sega are taking customer service very seriously.

There are many kinds of postal and telephone offers available to Dreamcast owners, who provide purchase information to Sega in return for limited edition gifts. Also, anyone who hooks up to Sega's Dreamcast internet service automatically becomes part of Sega's user network – free gifts on offer on a daily basis.

Provided the excitement is maintained with all these incentives, Dreamcast's popularity should grow very quickly in Japan.



4 *Godzilla's* basic gameplay hasn't even impressed die-hards.

The important thing for Sega is the constant user feedback, making sure that they give players exactly what they want at the right time. Expect a similar onslaught in the UK next autumn. We can't wait!



4 *Virtua Fighter 3tb*, has been the most popular of the first releases.



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THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.
E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG

IN ASSOCIATION WITH



If any of you actually read this bit, we have a small surprise for you. As a reward for reading the parts of the mag that nobody cares much about, we have decided to do a little mini compo. On all of the letters you write to us, mark the envelope Mailbag #207. If you put that on it, we'll draw out one letter and send that person a game we've got lying around the office. It may not be great quality but it's free – and that's on top of the Comet prize.

A CLOSET FEMINIST

Dear CVG,
I am writing to tell the world how crap the *Tomb Raider* series is. It's the worst series ever. I'd rather be playing *Dizzy Goes To Hollywood*. What's good about a posh tart jumping around the jungle, shooting monkeys and large birds? I thought *Tomb Raider 3* was going to be good (I have no idea why) and I was willing to give it a try. When I found that it's just as bad as the other two, I had a violent spasm and I am still in shock. Half of the time you can't see where you're going because it's far too dark and the controls jerk about too much, making it look like Lara is suffering from some sort of tropical ill monkey infection. The graphics aren't as good as people make them out to be either. Close up, the pixels are bigger than beefcakes and the textures on trees and grass etc, look like vomit. So why do people anticipate these games so much and why is there so much hype about them? I'd rather buy *3D Railroad Master* or *Garden Encyclopaedia* than *Tomb Raider*. Why do people compare games like *Tomb Raider* with games like *Zelda* and *Final Fantasy*? To all the sad geeks who idolise Lara and think of her as a sex symbol, GET A LIFE YOU PATTERN IDIOTS, SHE'S NOT REAL!
Hector Tweed,
m01ika00@cwcom.net

CVG: Anyone else hate Tomb Raider as much?



HE'S GOT TO GET ON THE END OF THOSE

Dear CVG,
What do you think about the idea of a Sky Sports soccer game? Imagine: it would have all the excellent Sky Sports graphics for the starting line-ups and so on, excellent commentary from the great Andy Gray and that other bloke, and at half-time you could view the best goals of the game and all the controversial moments using Andy Gray's toys like the Virtual Replay. I'm sure a lot of your readers that agree that this would make an excellent game.
Terry Ohene-Amoako, cygma7@yahoo.com

CVG: The 'other bloke' is Martin Tyler, for your information. Or it could be Alan Parry – he does some commentary sometimes. Maybe the game could come bundled with a virtual pen so that you can draw all over your screen too!

SORRY, DREAM WHAT?

Dear CVG,
I think you could get a bit more excited about the Dreamcast. You don't seem to care too much about it from what I've read. Sega are really trying hard to come back into the spotlight and I think they deserve a break. *Sonic Adventure* looks really good and I can't wait for it until after Christmas. Now I want you to leave the PlayStation scene alone and concentrate on the DC, because it's people like you that can really make a difference.
William Hickey, harping25@hotmail.com

CVG: Not excited? You must be joking! Dreamcast fever in the office has reached fever pitch since we got our machines in. Everyone plays Virtua Fighter and Pen Pen is getting a fair old airing. But in all honesty, you have to look at the amount of people outside of Japan who have a Dreamcast. That number is low and it's not going to come out here until next September, so we'll wait until then to really go over the top.

BAN THE BLOOD!

Dear CVG,
I would like to complain about the use of violence in computer games. It may come as a surprise to you to hear that I am at the tender age of 17, a time when your youngsters are supposed to appreciate this sort of thing in our games. It may also come as a surprise to you to hear that I have enjoyed the violence present in games such as *Grand Theft Auto*, *Quake* and *Carmageddon*



profusely over the last couple of years, but therein lies the problem.
You see, after a while of playing these games, the only reasons left for me to play were violence and gore. I began to enjoy these things way too much. There is nothing like the climactic gibbing of a particularly nightmarish ogre; or the achievement of a Gouranga bonus while driving the Beast – a classic video game moment as Muslims and parents alike stare in disbelief at your joyous murder; or the ever more inventive splatting of pedestrians/zombies in *Carmageddon* (my particular favourite is to neatly land on one after massive air, even better if you have been spinning a lot – you get a cunning stunt bonus).

These things are too much fun. If they become the only reasons that we now play the games, then I think that the censorship or elimination of these elements might be a good idea. It would be much better if – taking a leaf out of Nintendo's book – exploration was the key reason to play. All these games have enough original elements to make them worth playing without needing to sell themselves on violence. *Carmageddon* has its freedom of movement, *GTA* has its open mission structure and intelligent use of music and *Quake* has its revolutionary architecture.

Anyway, congratulations on the mag, and for treating everyone's opinions with respect (I point to the letters from parents and older gamers).
Dom Sinacola,
Dominic@sinacola.freeserve.co.uk

CVG: Resident Evil has a certain amount of exploration to it and without the violence, it wouldn't be half the game it is. You've raised a fair point but you have to remember that some games need violence to make them the finished article, same as the movies.

SCREWS LOOSE

Dear CVG,
I got my NG4 a month ago. When I got it I opened the memory expansion cover and when I looked inside I saw a small memory card shape that said on the front 'Power RAM Prototype'. When I started up my NG4 with the card and game put in, nothing happened. I turned it off and opened it again and pulled out the little red card. I unscrewed it to look for the microchip and it wasn't there.
Mitchell Ratcliffe, Potters Bar.

CVG: Dope.

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LETTERS

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COMET STAR LETTER

DO THEY PROSPER?

Dear CVG,

I have recently found myself buying into a second generation of gaming after 20 years of playing games. By this I mean that for the first time I'm buying my two sons (aged 4 and 6) their own machine. This brings all sorts of parent-like questions to my mind, but the reason for my mail is to ask you about the 'cheat mentality' that I don't want my kids to buy into.

In the heady days of *Space Invaders*, it was just you against the machine. You designed patterns and strategies to get to the next level and you had to be quick; skilful even. As a result, my hand/eye co-ordination became pretty good. This still applies in games like *Colin McRae* where virtual driving skill can

be truly impressive. But recently I got into online gaming, starting with *Quake*, happily building my own set of skins and having a laugh getting killed *ad infinitum*. Then I discovered *Diablo*. You can be proud of a nicely tool-ed-up level 20+ character and the slog it took to get it there. And sharing in the experience online adds community to the equation.

"Nice sword, mate!"

"Thanks. Wrestled it from the hand of a skeleton, I did."

Unfortunately, you can cheat.

You build up a character to decent proportions and some punk-ass with God Mode on does an instant kill and steals all your hard-earned goods by utilising somebody else's hack! And they think they're clever.

It seems an element of (mainly younger) players just don't have the skill or the honour to play nice. They are denying themselves satisfaction and any development of the skills to do this next time.

With



my kids' PlayStation arriving soon, I don't want them to fall into the same trap. What do you see as your role in this? Especially where cheating is at the expense of other gamers? I'd appreciate your input.

Martin Owen,
martin@morosa.force9.co.uk

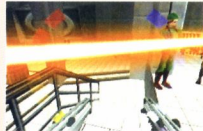
CVG: The emphasis these days appears to rest on the speed in which you can complete games. We get callers who buy *Tomb Raider 3* and ring us demanding cheats before they've even got it out of the box! Cheats and guides are the most popular part of games magazines but we try and wait until the game is out before we print them. But on a general level, you're right. All this cheating shows that the skill of game players is dropping.

SUPER FURRY SNIPPETS

Dear CVG,

When is there going to be a decent four player PlayStation first person corridor game which will be able to rival *Goldeneye* and the forthcoming *Perfect Dark*?

Jonathan Bilson,
dalurvedactor698@yahoo.com



CVG: Unfortunately, the closest you're going to get to a four player shooter will be *Quake 2*, and that's not due for a few months yet. Even then, it's only two players but there is a possibility you'll be able to play four player link-up. We'll keep you posted.

Dear CVG,

Could you please kindly tell me if any of the games companies will ever make a fighting game featuring the DC comics characters? **Nisal Karunanayakage,**
106372.50@compuserve.com

CVG: Sunsoft and Titus have the licence to produce DC games, though they haven't made any recently.

Dear CVG,

Please, please, please, please can you say that the N64 is a lot better than the crappy PlayStation? Or else I will cut my ears off and stick them on my arse.

Andrew Hamlen, Lancashire

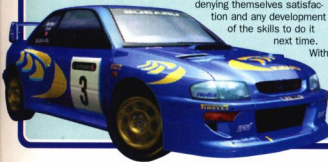
CVG: Say hello to the only boy in Lancashire with a vertical smile.

Dear CVG,

I am writing about the game that's most wanted, dead or alive – *Goldeneye 007* on the Nintendo 64. It's got good graphics, shoot-neo-the-ass playing mobility.

Imran Ali, Bradford, West Yorkshire.

CVG: We stopped this letter here, because he's waffling nonsense. Fool.



LET'S TAKE THIS OUTSIDE

Dear CVG,

When I started buying CVG in July last year there was one High Five in two issues or less. In the July/Aug editions this year, there were at least four – namely *Banjo Kazooie*, *Colin McRae*, *Tekken 3*, and *Radiant Silvergun*. What I would like to know is are the games getting better or are you getting softer?

Robert, pallas@gibnynex.gi

CVG: It's not that we're getting softer – far from it. It's down to when the games are released. The months you mention happened to have four of the biggest games of the year released. Other, quieter months will have none at all. There may be a couple of our review scores that you don't agree with, but that's a personal opinion, like all reviews. We try but we can't please everyone. That's the way CVG works.

THIS ONE IS A WARNING

Dear CVG,

With reference to Robin Thomas and his amnesiac memory card, I purchased such an item of plastic cleverly disguised as a memory card. But instead of breaking it I sent it back to Joytech Europe who then promptly returned to me another item of plastic. But this one was four times – that's four times – a standard card. It's got a little button for you to make a choice of LEDs you want lit! And they flash (mimm, nice). Doesn't do f**k all else though. This time I was well prepared. It lasted 14 days until it really started flashing too much. Sadly, all information was lost. Boy oh boy; the moral is, "Yours." Er are... "ave lit!"

S Winter, Winchester, Hampshire

CVG: We've had lots of letters about third party memory cards, and they all say don't bother. However, we'd like to hear the other side of the story if there is one.

WIN A CONSOLE
AND FIVE GAMES

COMET

GAME ZONE

LETTERS



Dreamcast

THE NEW SUPER-CONSOLE

The first Dreamcasts are now in the hands of the world's video gamers! Here's what you can look forward to this Autumn.

Sega are responsible for many of the greatest arcade games of all time. They're also responsible for the most successful games console to ever hit the UK - the Mega Drive. They've constantly created new technology for the arcade, raising peoples' expectations of video games each time. And now, after a few problems with their last home machine, they're back with Dreamcast - a console which out-performs even the most powerful arcade system currently available! You too could be playing the next level of video games this September.

THE MACHINE

BUILT-IN MODEM

The tiny little modem fitted into the back of the machine lets you browse the internet, send e-mails and play games against people around the world. It can be removed and upgraded too.

COOLING SYSTEM

A fan and liquid cooling system built into the Dreamcast stops the internal workings from overheating. It also makes the machine hum quietly like a PC.

SEGA AND WINDOWS CE LOGOS

The final version of the Dreamcast, as launched in Japan, has 'Sega' and 'Designed for Microsoft WindowsCE' logos on the front.

FOUR JOYPAD PORTS

Four joypad ports mean you don't need add-ons for multiplayer games, plus you can use multiple peripherals at once (steering wheel and light gun, for example).

VISUAL MEMORY

COMMUNICATIONS PORT

If you remove the plastic cover, you can link your VM with another unit, a mobile phone, or the Dreamcast joypad.

SCREEN

You can check on your saves, or even download mini games onto your VM and play them on the move.



JOYPAD

CONTROLLERS

STICK: The analogue stick is very light to move around, but feels totally accurate.
D-PAD: The d-pad is similar to the N64 pad's, only diagonals are much easier to press.



VM SLOT

There are two slots in the joypad for Visual Memory units. The screen shows through the hole in the pad, giving you extra bits of information.

THE FRONT END

If you start up a Dreamcast without any game inside, you'll go to the front end menu. From here you can check your Visual Memory status, set the machine's internal clock, play a music CD, and change the sound and general options, including making all the front end text English. These aren't features you're likely to use often, but the bouncing 3D icons are very pretty!

☺ The internal menus don't look very stylish, but they do their job just fine.



COMING TO THE UK

Sega aren't keen to talk about the UK launch of Dreamcast. So far, the only "definite" facts revealed are that it *might* be launched in September 1999, but a modem will be available at the same time.

It has not been decided whether the modem will be bundled with the console, as it is in Japan, but we're expecting an announcement before too long. Sega won't even hint at a price (though we're expecting it to be under £200), and won't reveal

anything about the line-up of games. We're not expecting many Japanese games to be released, other than big arcade conversions such as *Virtua Fighter 3tb* and *Sega Rally 2*, or major titles like *Sonic Adventure* and *Resident Evil: Code Veronica*.

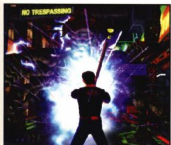
Instead, games by top European and American developers should provide the kind of games the UK market goes for at the moment – mostly ones involving driving, killing or driving AND killing.



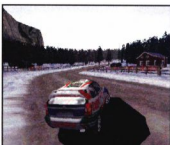
❖ If it's finished, *Resident Evil* will be a UK launch game.



❖ The amazing *Sonic Adventure* is guaranteed to sell Dreamcast.



❖ *Blue Stinger* has the kind of action UK gamers will love!



❖ An enhanced version of *Sega Rally 2* is rumoured for the UK.



❖ Here's our man in Japan, Warren, with all the Dreamcasts and games we bought on launch day! Stacks and stacks of the things!



THE NEXT GENERATION

The most noticeable thing about Dreamcast's extra power is the step up in terms of graphics. The machine can handle much more polygons than N64, PlayStation or Saturn at a much higher resolution than any of them.

In fact, even though we make sure we take the best possible screenshots, standard computers can't get pictures of the games at their true resolution. Check out our pictures of *Virtua Fighter 3tb* – while it looks amazing, the actual game runs at more than double the resolution and at 60 frames per second!

To give you an idea of the

difference, below is a screenshot of *Tekken 3* on the PlayStation – one of the most impressive-looking games on the console – and one of *Virtua Fighter 3tb* on Dreamcast.

While the PlayStation struggles to have two 3D fighters on an entirely flat 2D background, Dreamcast easily runs two super-detailed fighters in a massive 3D arena which goes right off into the distance. And all of this at high resolution and a constant 60 frames per second. You can expect Dreamcast graphics to improve considerably as developers get used to the machine, too.



❖ Great-looking fighters, but the floor is a flat, rotating picture and the flat background just slides left and right. The effect works, but there are limits.



❖ Here, Jacky and Lion are on the curved roof of a shop with streets below and into the distance, 3D buildings all around, and even some 3D birds!

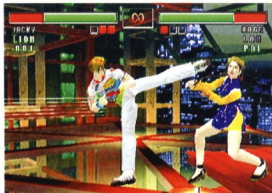


❖ *Pen Pen Trilcelon* looks like a rendered 3D cartoon at times because it moves so smoothly.



❖ While *Godzila Generations* doesn't look fantastic, there are still some very cool effects.





100% COMPLETE	3D FIGHTING GAME	BY AM2/GENKI	<ul style="list-style-type: none"> ARCADE AND JAPANESE IMPORT VERSIONS AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 GB RELEASED BY SEGA TEL 0191 930 2300
	Dreamcast	SEP RELEASE	

People are paying up to £2,000 for a Japanese Dreamcast, just for the chance to play this game in their homes. That's still a bargain!

Although four games came out at the same time as Sega's Dreamcast in Japan last November, just one of them made the machine sell out instantly - *Virtua Fighter 3tb*. Although AM2 have been extremely rushed, with work on Yu Suzuki's *Shenmue* and the top-secret *Virtua Fighter 4* for the arcade, they've still had time to oversee Genki's conversion of *VF3tb*. Now that we've got our Dreamcasts, we've had the chance to play the game a LOT (who needs lunch anyway?) and can give you a first proper look at the home conversion of the best fighting game ever. Nobody knows *Virtua Fighter 3tb* better than CVG, so stick with us all the way!

Virtua Fighter 3tb



© SEGA

IT'S COMING HOME! IT'S COMING HOME!

ARCADE



DREAMCAST



↑ The clothing movements aren't quite as pronounced as in the arcade version. It's most noticeable with Aoi's giant sleeves.



↑ Though the characters look incredible, the arcade originals had a few more polygons than you. You'd hardly notice though.



↑ The fighters' shadows break up occasionally on Pal's rooftop stage, which they didn't do in the arcade version. No big deal.

One thing worth noting is that amazing though Dreamcast *Virtua Fighter 3tb*'s graphics are, they're not quite identical to the Model 3 arcade original. Most people won't notice the differences, so being the ultimate video games magazine, it's up to us to point them out.

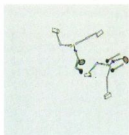


↑ Amazing to think that you can now play the best-looking game in the arcades at home! It's *Virtua Perfection!*

HISTORY TODAY

One great extra included in Dreamcast *Virtua Fighter 3* is the History Mode. This is a high-quality video showing early versions of all three *Virtua Fighter* arcade games. There's some very rare footage of an extremely early *Virtua Fighter 2* with some abandoned characters, plus the original *Virtua Fighter 3* demo which wowed the crowds at the E3 show in 1996.

Once you've completed the game you'll also be able to watch the fantastic rendered video used to promote arcade *Virtua Fighter 3*.



ADVANCED PROTOTYPE. MIMETIC POLYALLOY



Fighting Dural from the new first-person view shows just how incredible she looks.



There's a special version of each background for fighting against Dural.



In Team Battle mode, you can see right through Dural when she's been damaged.

Virtua Fighter 3's reflective metal boss character, Dural, is for many people the most impressive part of the game. Amazingly, she's in the Dreamcast version looking just as good! As always, she uses a selection of special moves taken from all the other characters, only she's a lot quicker and can put together some incredible combos.

If you play through to the end of the game in Team Battle mode, you need to defeat three Durals in a row. The first of these is the same as usual, but the second version gets more and more translucent as she's damaged. The third Dural flickers on and off as she gets more damaged, making her look as if she's malfunctioning!



When Dural starts fading during a fight, it can get very hard to spot her, especially in dark areas like this. Just stay alert and time your attacks to perfection.



TWO GAMES IN ONE!

Both versions of *Virtua Fighter 3* are included on the Dreamcast GD-ROM for extra variety, which is great news for everyone!

NORMAL MODE

As well as the full version of *Virtua Fighter 3tb* you also get a conversion of the original *Virtua Fighter 3* included on the game disc. As well as only using a single character for each fight, you also get the original game's backgrounds (which are, in our opinion, better than the newer Team Battle versions) and the original fighting style of the characters.



Here's Jeffrey's sandy island in the tropical sunshine...



In Normal Mode, Wolf fights as the desert sun sets.



Aol's original background is filled with fog and light snow.

TEAM BATTLE

The main mode in the game is Team Battle, whereby two players choose up to five characters and fight one-on-one until a whole team has been wiped out. A successful fighter gets a bit of energy back at the end of a fight, depending on how quickly they won, ready for their next opponent. Creating the ideal team can be fun, as finding the best combination is very important.



And here it is by the light of the silvery moon.



In Team Battle mode, it's daytime with a cloudy sky.



The Team Battle version doesn't look quite as chilly.



A roundhouse kick should see Lau off the edge.

OUT OF THE RING

One of *Virtua Fighter 3*'s revolutionary features is the use of undulating fighting arenas. Each stage is completely different from the last in terms of size, shape and scenery, making the choice of arena very important. Some stages are relatively small and have Ring Out opportunities all around them (such as Taka-Arashi and Jeffrey's stages), while Wolf's desert goes on forever. Others have walls and bits of scenery which you can use to your advantage, if you know how.



Shun's rafts and boat move up and down independently, as do your legs if you stand with one foot on each.



The Great Wall goes right the way back across the hills in full 3D! Wow!

The water laps around the edge of the small island while seagulls circle above.



VIRTUA REALITY

As *Virtua Fighter 3tb* is the first game on a brand-new console, you'd expect it to be the best-looking game so far seen, but that's still not enough to prepare you for the quality of *VF3tb*'s graphics. There's not

much point us going on and on about the graphics – just take a look at these top-quality screenshots and see for yourself. In this game's case, a picture speaks more than a million words.



Wind blows up clouds of sand which sweep around the desert.

The amount of detail on the characters and scenery is unbelievable!



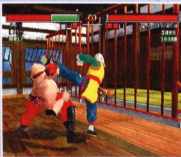
Characters stay totally solid, even when you see them close up.

Some fast moves use this cool blur for added effect.



DUCKIN' AND DIVIN'

Controlling your fighters couldn't be simpler. You use four buttons – Guard, Punch, Kick and the new Escape button. This lets you dodge in and out of the screen whenever you want, either to move into a better position within the arena or to avoid attacks. It's well worth learning to use the Escape button quickly and effectively as it can be used to set up some great opportunities.



BETTER RUN HOME TO MOMMA NOW!

Amazing though the Japanese version of *Virtua Fighter 3tb* is, it doesn't have as many great new features as we'd hoped. There's a possibility Sega will add extra bits and pieces over the next few months for the American and European launches, but there's still no definite word on whether that will happen. You can trust CVG to keep you updated!



100% COMPLETE	RACING GAME	BY LAND NO!	* JAPANESE IMPORT VERSION AVAILABLE - 45 OTHER VERSIONS PLANNED - STORAGE 1 GB * RELEASED BY GENERAL ENT TEL IMPORTER
	Dreamcast.	TBC RELEASE	

Here's a game that will truly twist your mind, burst your eyes and kill your ears. The thing is, you'll be smiling all the way!

PEN PEN TRICELON



The things that make a game successful in Japan are very different from those which make a game do well in the UK. Over there a game has to be fun, it has to play well, and it must have strong lead characters to be popular. In the UK it's mostly down to easy-to-play games involving lots of death, which is why *Pen Pen Tricelton* isn't likely to come out over here. But as one of the four Japanese Dreamcast launch titles, and one of the nicest-looking games so far, it's well worth a look. And if you think you've got a head that can handle this kind of madness, check it out!



A PLACE FOR CRAZY PEOPLE

There are four different race areas on Iced Planet, each of which is divided into a number of sections. A regular race consists of swimming, sliding and waddling stages, but there are also extended versions of each course with extra sections. As you race through the game, more hazards appear on the courses - rolling boulders, bats, giant hands, flowing water, pinball bumpers, and loads more - just to make things harder.



⬆ This is the most annoying part of the game.

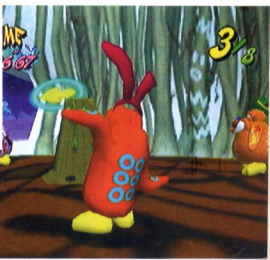
FASHION VICTIMS

By winning races in one-player mode you can earn extra pieces of clothing for the Pen Pens. Various hats, shoes and props can be

collected, as well as complete costumes such as a firefighter, bunny girl, and one which makes a Pen Pen look like the Terminator.



⬆ This screen lets you dress up your Pen Pens.



⬆ Where did you get that hat?

PEN PEN QUAD-ICELON

Pen Pen Tricelton is the only Dreamcast game to use the Dreamcast's four joypad ports, allowing a bunch of people to race at once. The detail of the courses and the frame rate of the graphics in two-player mode are kept almost exactly the same as in one-player mode, while four-player isn't quite as smooth. Races are still a lot of fun with a group of people as the game can get extremely competitive!



⬆ Multiplayer races can turn nasty!



ONLY IN JAPAN

While *Pen Pen Tricelton*'s not one of the best games around, it can be a lot of fun to play. Although a UK release isn't too likely, we'll be updating you as soon as we hear anything.

P-P-P-PICK UP A PEN PEN!

COMING SOON



	100% Big Game Experience	DESTRUCTION GAME	BY GENERAL ENTERTAINMENT	<ul style="list-style-type: none"> • 3D MINI GAME AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 GB • RELEASED BY SEGA TEL IMPORTER
	OUT NOW (IMPORT)	1-4 PLAYERS		

A game where buildings are destroyed by giant mutated creatures, and the army are of no use. It can only be...

MONSTER GENERATIONS

Sega had the services of the biggest star in movies to help launch the Dreamcast. The fact that he's Japanese was also a help, as Godzilla has a huge following in his native land, especially with a younger audience. This fan base probably explains why the finished game is simple in its controls and nature, but even with limited features Godzilla still has a lot of charm.

'ZILLA KILLER!

Fans of the real Godzilla will be pleased to know that the game is based on the original Toho movies, and not the recent Hollywood interpretation, although that strange beast is a playable secret. You start the game with a choice of whether to play as Godzilla or Mecha-Godzilla. Each has varying abilities, and both have a slow stagger, as you'd expect for a huge creature. The aim of the game is to demolish a city within a time limit, this means destroying buildings, stomping on trees, and engaging in combat with the local army. Total the city in the allotted time, and you're allowed to progress to a new location.



Use your special Godzilla powers to wreak havoc on the local architecture, and watch it magically disappear!

SMASH IT UP

The larger buildings that Godzilla can tear apart with various stages of distress. It's possible to take a swipe at a building and smash the

with pipes and the steel frame exposed. A large number of on-screen objects catch fire, and emit smoke, and the devastation on display can be quite impressive.



Use your tail to whip buildings into rubble.



The military will try and stop your progress. Swat them like flies or squish them like ants.

YOU MAY REMEMBER ME FROM SUCH FILMS AS...

Apart from the normal game you can try your hand at Time Attack, where the army won't interfere with your plans, it's just your smashing skills versus the clock. There are also original cinema trailers from all of Godzilla's Japanese movies to unlock and watch. Plus for those that bought the original Godzilla VM game back in July, you can plug in your stored monsters, and battle them *Pockémon Stadium*-style in a cute battle mode.



Unlock hidden versions of Godzilla.



G-babies. Gotta catch 'em all!



SEE YOU LATER ALLIGATOR GODZILLA!

Godzilla Generations is unlikely to be released in the UK, and it's no great loss, although fans will enjoy the limited fun. But if you want to read more about the game in the magazine, write in and let us know.



It's a complete reworking of the original *Kain* game, a title that has already gained a cult following in the US. You control Raziel (pronounced Raz-eel), a former minion to the Great Devil himself, Kain. But he grows increasingly frustrated with the lack of power he has, so in a bid to break away, he gains some extra powers. Kain is not impressed though, and Raziel is banished to a bottomless vortex.

However, Kain is rescued by the Elder and told of how Kain too deprived him of his soul reaving. Together they will get their revenge...

PAY CLOSE ATTENTION...

One of the most impressive aspects of *Soul Reaver* is the morphing between the two planes in the world of Nosgoth. There is the normal time, which is the world you stand in. Here, you have the ability to manipulate objects around you and use them as weapons. You also find Kain's minions in the normal world.

Once you've learnt the morphing spell, however, the Spectral plane represents a new challenge. In this, time is frozen. All normal enemies disappear and new enemies come for you. The entire landscape morphs as well. This is worth remembering when you come to a section in the stage and think you are stuck. In some cases, this can fill up entire sections of a level with water or drain it.

The morphing effect between the two stages is very impressive, with the whole level changing colour and becoming distorted. You don't have to be in any particular position to do it either, just one tap of the button once the spell is in your possession will do the trick. Also, you can carry on moving as you do, which is very impressive.

CRYSTAL DYNAMICS SPEAK!

We thought you'd like to hear from the programmers themselves, so we got in touch with Rosaura Sandoval, Associate Producer of *Soul Reaver* at Crystal Dynamics, to find out a little more about their newest title.

CVG: Do you have any inspirations behind the creation of this game - old Vampire movies for example?

CD: We were inspired by the history of vampires in ancient folklore as well as literature and films like *Nosferatu*.

CVG: Have you thought about

having an instant camera view button that automatically returns the view to behind Raziel? Like the one you find in Zelda on N64?

CD: That is something we are currently looking into. We have a camera committee dedicated solely to tackling the challenges of the camera in 3D space.

CVG: Can you tell us a little more about the weapons you'll be able to use. We've seen the dart and torch, but what other items have you got planned?

CD: There is also the Soul Reaver from the first game. The legendary sword of Kain. It is destroyed in one of your confrontations with Kain. It

ACTION
ADVENTUREBY CRYSTAL
DYNAMICS

MAR RELEASE

1 PLAYER

• PS AND PC
PREDECESSORS AVAILABLE
• NO OTHER VERSION
PLANNED
• STORAGE 1 CD
• RELEASED BY EIDOS
TEL 0171 930 3000

In the last game you had to suck blood. This time, the only thing on your personal diet plan are Souls. And lots of them. It's hard being undead don't you think?

LEGACY of KAIN™

SOUL REAVER

CLOAK AND DAGGER STORY

Raziel doesn't carry any weapons - if you discount his metal claws on his hands - so he has to make do with any of the objects lying around the landscape. Objects can only be picked up in the normal dimension, but they can be carried into the Spectral realm. But they won't be of any use to you, as you cannot throw them! Darts-cum-spears are the first weapon you'll find. Walking up to it and pressing Square will make Raziel summon

the item to his hands. By holding the button down you can skewer enemies by impaling them on the end of the spear, or you can simply slash away at them by repeatedly pressing the button. And for all of the Jocky Wilson wannabes, you can lob the dart too! The trick here is to make sure you hold R1 before you throw it, and it'll auto aim onto the nearest enemy.



☛ The enemies have to be bleeding before they can be skewered like this.



☛ One fried vamp coming up! Weaken the enemy, and throw the torch at them.

can, however, be reclaimed in the Spectral Plane and Raziel gains the ability to summon the Soul Reaver back to the Material Plane with all new powers that come with it.

The Soul Reaver can take on the abilities of the elements by bathing the weapon in an elemental forge: Sunlight, Water, Stone, Fire, Sound and Spirit - adding these elements to the Soul Reaver will make it an even more destructive force.

CVG: Can you reveal anything about the spells?

CD: Raziel gains abilities throughout the game by defeating his brother vampire lieutenants, and fighting Kain. All of these abilities will be

used against Raziel before he receives them.

Pass Through Barriers:

This skill allows Raziel to phase through gates to reach new areas.

Spectral Shifting:

Allows Raziel to shift between the planes at any time. This skill must be learned, otherwise Raziel must find a portal to get back to the Material Plane.

Possess:

Possess the body of an enemy. This can be used to force enemies to solve puzzles for you, and to kill off particularly difficult baddies.

OUR POWERS COMBINED

There are ways to kill enemies without using weapons. You can use the puzzles that are there to test you as an added weapon.

For instance on one stage, you're required to fix together a small section of water piping so that when you turn the supply on, the water flows through. However, there are a couple of enemies lurking around the valve section where

you activate the water, so all you have to do is lure them back to the pit and chuck them in.

Now turn the water on and Bob's your uncle, one dead minion. If you run back there quick enough, you can also nab their soul for your troubles. Because water burns vampires skin like acid, this can be used as a useful play to dispose of pesky enemies.



NOVACANE FOR THE SOUL

The object of the game is to steal souls. So once you've killed an enemy by sticking a spear through their windpipe, you'll notice the small green glow that appears from their corpse. Holding circle will make Raziel absorb the soul and give himself

a bit more energy. If you look closely at him when he sucks in the spirit, you can see that as he pulls down his face mask, he has no jaw or neck! Spooky. You have to be quick when getting the soul though, because if you leave it there too long, then the body will reanimate.



🕒 If you look closely, you can see his jaw missing when he sucks in souls. Gross!

🕒 I'm addicted man... These souls man... I can't get enough man... It's da bomb honest...



Swimming:

Raziel can now jump into the water without being sent to the spectral plane. The player can now reach all new areas.

Force:

Allows Raziel to move object from a distance important for puzzle solving

Amplified Force:

A second version of force that is more destructive than the first.

Constrict:

This ability allows Raziel to run around objects and enemies and cause a force that will turn dials and crush enemies in its centre.

Scale Walls:

Allows Raziel to climb walls to new areas.

CVG: Considering that you save so much of the game onto memory card, how did you manage to only use two slots?

CD: Now, if we told you that, it wouldn't be a secret, would it?

CVG: Have you managed to implement all the ideas for use with the freezing of time? For instance, do you think it'll be possible to throw a spear, morph to the Spectral time and run around the ledge before catching the spear again on the opposite side of the level?

CD: Everytime you go into the spectral plane, time stands still in the material plane. You can move a block off the edge of a chasm and, as it is in the air, switch to spectral to use it as a floating platform to access an unreachable area.

CVG: We've seen a few of the basic enemies, but what surprises have you got in store for us? Can you reveal anything about some of the bosses?

CD: I'll give you a taste of one of the bosses. The skinner boss is an enemy made up of a huge patchwork of flesh from a myriad of poor souls.

All of the bosses are at least twice the size of Raziel and each has its

own particular weakness. After defeating each boss, Raziel acquires the skills of each boss whether it be immunity to water or the ability to climb walls.

CVG: Do you have any plans for a Soul Reaver game on Sega's new console, Dreamcast, or PlayStation 2?

CD: No comment.

CVG: Finally, do you have a message for CVG readers and other mad gamers?

CD: I would just like to say thank you, because without them, we would not have the exciting and enjoyable job of creating quality video games.



The animation on Raziel and in general throughout the game is top notch. Crystal dynamics enlisted the help of Hollywood animators to make sure that Raziel looks and moves to the best standard.

When he is swimming the effect is especially good as well with streams of bubbles emitting from

his feet and hands. Architect students have also been drafted in to ensure the look of the levels is as believable as it is colourful and imaginative.

Take a look at some of the buildings in some of the later levels and you'll see where all of the time and effort has gone.



Ⓢ The bubbles appear after every stroke and foot paddle.

Ⓢ You come across humans as well. This soldier carries a gun, for what it's worth.

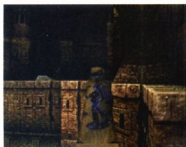


Ⓢ The detail on his body is excellent. Couple that with the lighting effects from the stained glass window behind, and it looks amazing!



Ⓢ This demon is about to get whacked for six! Later.

Ⓢ Switch planes here, and new ledges will appear.



BRAINS OF A ROCKING HORSE

Crystal Dynamics have also worked hard on making sure that the AI on the enemies is not just a simple slash-fest until someone dies.

As soon as you get in range of a rival vamp, it'll start to move forward and attack you. However, some enemies will try to run away and scarper if they take a pasting and others will lure you into a wide open space so that two of them

can team up and attack you from the front and behind.

They also learn how you attack and try to develop their attack patterns accordingly. Bosses will try and use their obvious size advantage over you. And if you're the lover not a fighter type, you can try recruiting other vampires to the Elder's cause, just so that you're not always on your todd!



Ⓢ Check out the lighting effect.



Ⓢ Eye eye cherry pie! Ho ho.



Ⓢ The spear will kill off the undead much quicker than your claws.

YOU PUSH IT REAL GOOD!

OK, so pushing blocks isn't exactly revolutionary, but the way in which Raziel does it is especially cool. If you tap square, he'll push the block a short distance.



☞ Don't forget to check out all the patterns on the block.



☞ Holding the crouch button and hitting square flips the block.



☞ Pick up pots and lob them at enemies to make them weak!



SOUL STREAMER

Another cool element of the game is one that most of you won't give a second thought to. This game doesn't load like standard titles as there's no waiting in between each stage.

Once you start the game an initial bulk is loaded, which is about four to five sections of the level, and stored onto the PlayStation's memory. Everything else is streamed direct from the CD. This allows you to see much more of the level and fogging is reduced to a minimum.

You can also save off the entire

world state to your memory card. This means that whenever you move a block or throw a spear and leave it stuck in a wall, the world state has changed.

You can save those changes to your card, so if you ever want to go back to a level to finish a puzzle, everything will still be as you left it. This, surprisingly, only takes one or two slots on your memory card!

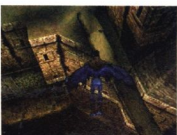
And when you consider that *Soul Reaver* is programmed on an enhanced version of the original *Gex 2* engine, it makes the whole thing seem even more impressive.



☞ The lava will kill you. OK?



☞ Stop the glow to kill them.



REAVE WITH ME

For the those wanting proof that their Dual Shock pads were a good buy, you'll be pleased to know that *Soul Reaver* is also compatible!



☞ This boss is made up of skins - from other human beings! Awesome!

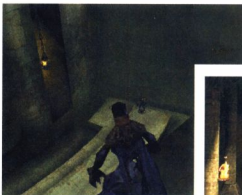
THE FLIPSIDE OF THAT

Some of the puzzles in *Soul Reaver* require a great deal more than just hitting a switch or killing some enemies. There is one level that requires you to complete a mural on a wall. The cool thing is, this story is meant to be the plot for the original *Legacy of Kain*!

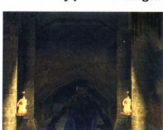
Locate the blocks hidden around the room, and drag or push them down into the hieroglyphics. They may also need to be flipped around to make them fit the puzzle.

Another cool puzzle involves pipes and water. The idea is that you have to connect two pipes together to complete the water flow. This requires moving blocks with holes already in them so they all fit together and complete the system.

If you manage to do this and turn the water on, this will power a huge water turbine, which in turn feeds a power supply for another level making the whole thing light up. How cool is that?

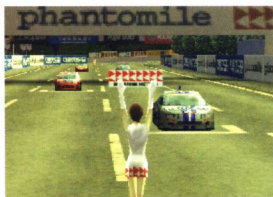


☞ The detail on the levels enable you to look really far into the distance to see any potential danger.



REAVE YOUR MAGIC

Next month should, hopefully, see a finished version of this potential stormer of a title. We're awaiting this one with baited breath.



100% COMPLETE

PlayStation™

RACING GAME

BY NAMCO

JUNE RELEASE

1:2 PLAYERS

- THREE PROFILES AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
- TEL 0171 447 1100

The greatness of this one sneaks up on you. Like a freaking aftershock. Can anything really look this good on PlayStation?!

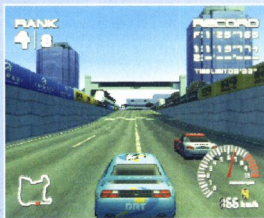
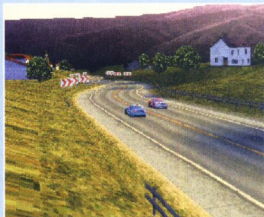
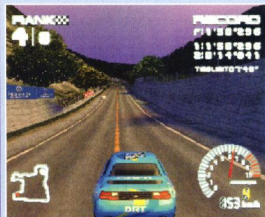
Picture *Gran Turismo* with extra special effects – that's how good *Type 4* looks. The best thing is, although *Type 4* looks more realistic than *Gran Turismo*, the cars are out of this world. And not only do the cars look freaked out – ultra-stylised and super slick – the handling is hyper too! This is what games are all about – taking what's real, and making it better. This fourth instalment in the *Ridge Racer* series leaves the rest standing.

RIDGE RACER TYPE 4

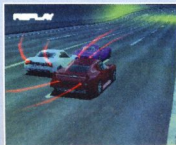
HYPER PLAYSTATION GRAPHICS

It's uncanny how realistic *Type 4* looks, from the detailed models of the cars, to the amazing depth of view on the roads. The coolest talking point is the motion blur on the

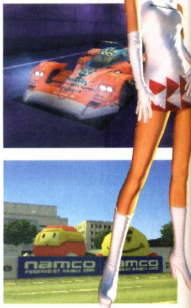
lights – night driving has never looked so realistic in a video game. This is all helped by a 60 fps display – allowing these stunning images to run as smooth as a Ferrari.



⊕ All the cars look superb, even the basic models. They look sharp, and super-stylish. Check out the motion streaks on the lights. Out of sight!



⊕ The detail in this game is just nuts! *Type 4* is easily the best-looking racer on PlayStation. Close up, the detail is still unbelievable.



LIZARD IN YOUR POCKET

Type 4 is the first PlayStation game to use PocketStation.

The tiny Sony handheld stores all your car information, and you can check it out on the LCD screen. We're not certain if you can trade this data, since PocketStation isn't available to buy yet. Whatever, it's a neat idea.



HEAD TO HEAD CRED

The clarity of the graphics in *Type 4* makes all the difference in two-player games. Since you don't have to squint to make out the corners, you can

just get on with the business of cutting up your rival! *Type 4* could be the two-player racer you go back to the most.



It's easier to see where you're going, thanks to the brilliant quality of the visuals.



You can race against computer-controlled cars too. This way it's always a challenge.



The level of detail is immense, even in two-player games. How did they do it?!

THAT'S 3-2-ZERO BABY

320 cars – this is how many you're expected to go for, if you're the hardcore. At the very least you're looking at 80 basic models – 20 for each car manufacturer. You get the majority from completing the Grand Prix.

Then there are the super models, which you just have to try for once you've seen them. Completing Grand Prix mode gives you access to Extra Trial mode, which is like the classic one-on-one battles from *Ridge Racer* and *Ridge Racer Revolution* – beat the other driver and you get to keep his car.

Getting the 320 is not such a mystery, as a lot of it is down to team colours, and grades of engine. However a full garage proves your skill, as you have to win the grand Prix on the toughest setting.



It's called *Utopia*, and you can see why. This car is a rocket on wheels, what else can we say? How about: **Jeez!!!**

Nicola's favourite car. When this one takes corners, the little thing leans right over on its side – though small, it goes like lightning!



RIDGE RACER MKI REVAMP

As a bonus for fans who've been with *Ridge Racer* since the beginning, *Type 4* comes with an updated "High-Spec" version of the original on an extra CD. This is the basic circuit from the 1994 PlayStation edition,

only in high resolution, running at 60 frames-per-second. Compared to *Type 4* it's no great shakes, but you can still see the difference. The original is on the same disc to compare. Hope Sony bring this to the UK in June.



High-Spec *Ridge Racer Mk1* comes free with *Type 4* in Japan. We're not sure if Sony are planning to bring this to the UK. We'll keep you informed.

FORCE FEED BACK STEERING CONTROL

Introducing JOGCON, the new controller designed by Namco to compliment *Type 4*. The centre-piece is a jog-shuttle dial, which provides force feedback just like racing games in the arcade. It's much easier to use than Namco's original specialist controller, the NEGCN. Looks better too.

On a less positive note, you'll find that *Type 4* isn't compatible with the analogue on Dual Shock controllers. Either be happy at the prospect of using the digital direction

buttons, or pray Sony have plans to release JOGCON in the UK!



A Centring Gauge shows you the position of the lock on your 'steering wheel'.



SHE'S YOUR TYPE

Expect to see *Ridge Racer Type 4* on sale in the UK before summer. We reckon it will be June or July. We'll have the best *Type 4* coverage around kicking off closer to that time.



100% COMPLETE	EGG ROM	RACING GAME	BY ATD	<ul style="list-style-type: none"> • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD RELEASED BY PSYGNOSIS TEL 0151 282 2000
	PlayStation	MAR RELEASE	1-2+ PLAYERS	

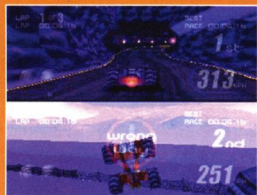
It's a no-rules, high-octane racer from ATD and Psygnosis. The cars are indestructible and the action comes thick and fast. This is...

ROLLCAGE

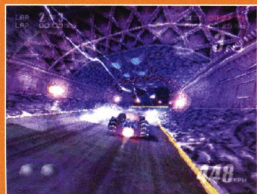
Rollcage is slightly different from the conventional racing games, as you would expect from Psygnosis. The game is 360° racing, which basically means the car can keep on going even if it crashes and flips over – there is no underneath of the vehicles. There are no rules either, so playing dirty is very much the order of the day. Bump, hustle and ram opponents whenever you can. It also looks amazing. The PC version we saw running was super smooth, ultra high res and generally awesome. Of course the sound-track is quite special too. The licencing deals haven't yet been finalised, but we know who they're planning to sign up and it'll be something else!

TIME TO START...ROLLING!

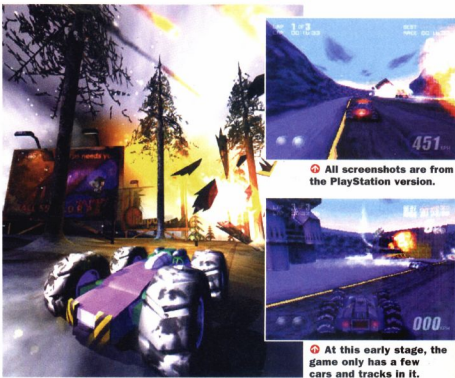
There are a total of 20 tracks in *Rollcage*. It works in a similar style to *Wipeout* in that there are three divisions to race through, with 10 of the courses spread over these leagues. Certain tracks are only accessible once you've been promoted to the relevant class. There are four deathmatch tracks, and three specific multiplayer courses. For those doing the maths, there are two hidden circuits and a practice track.



Even in the split-screen mode, the frame rate and feeling of speed remains of the highest order.



Check out the trackside detail. Freaky tunnels and lightning race past your eyes!



All screenshots are from the PlayStation version.

At this early stage, the game only has a few cars and tracks in it.

SET 'EM UP, KNOCK 'EM DOWN

Having an indestructible car doesn't mean that everything else is safe as houses. In fact, it's very much the opposite.

Entire buildings are often at the mercy of your vehicle as you go crashing into them at breakneck speeds. Some of the power-ups you collect too will have a similar effect.

The LockOn Missile does exactly as it says – homes in on bits of scenery like buildings, and billboards or the cars in front of

you. If your timing is spot on, you can bring down some scenery just as you go past, so that it falls onto the cars following you.



One well-placed shot and the tower comes crumbling down. Keep the missiles coming!

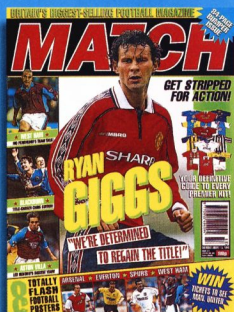


The lighting effects are cool.

RAGE IN THE CAGE

Hopefully we'll have a full-on, playable copy in time for next month's issue and we may be able to lift the lid off the musical score too. Keep it locked, my selectors.

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95% Dig
COMPLETE

NINTENDO 64

3D SHOOTING

BY IGUANA

FEB RELEASE

1-4 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION AVAILABLE
- STORAGE 128MB CART
- RELEASED BY ACCLAIM
- TEL 01773 344 5000

The hit TV show is heading for the Nintendo 64, complete with all the characters, lots of humour and even more profanity. Kick ass!

South Park has taken over! You can't walk into a store these days without seeing those four faces of Stan, Kyle, Cartman and Kenny staring back in paper, plastic and fluffy form. And soon, the game departments won't be safe either! *South Park* is weeks away from appearing on the Nintendo 64, and our foul-mouthed friends will never be quite the same again. Thanks to the miracle of gaming, the fiendish four will appear in 3D and enjoy a game that utilises the 4MB expansion pak, and the same engine and controls as *Turok 2*. Howdy ho!

ARMAGEDDON OUT OF HERE!

A comet that passes the Earth every 666 years is heading towards South Park, and all evil is let loose. The turkeys have gone mad and are attacking the locals, plus Cartman's mum has been kidnapped by aliens. The only chance of survival is for our heroes to fight back. Step forward Cartman, Kyle, Stan and Kenny. These young stars of *South Park* arm themselves with some strange weapons and take to the streets to kick some turkey butt!



Ⓜ A very faithful version of that famous intro. The music is exactly the same, but no Mecha-Streisand!

MEET SOME FRIENDS OF MINE

You can play the story mode as any one of the four *South Park* stars. On certain levels, you'll have to find the others, or even control different characters depending on what weapons you are using.

The most amazing thing about the game is the amount of speech. Stan, Kyle, Kenny and Cartman all utter lots of different phrases and profanities. You'll hear all their famous

catchphrases, and their reactions to the situation around them.

There's also a wide range of supporting characters that appear throughout the game, they don't have as much speech as the four boys, but they do all talk!

Best of all is the fact that they're all playable. By completing levels, you unlock characters that can be selected in the multiplayer games.



Ⓜ They make the transition from 2D to 3D so well, and they swear!

Ⓜ Kenny! No jokes about killing him, you've only got a dodge ball.

I WANT MY CHEESY POOFIS!

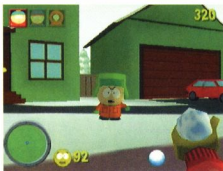
The effects of the weapons available in *South Park* aren't as impressive as Turok's, but the novelty value is obviously far higher. The most basic weapon is a snowball, by pressing the trigger you can throw one at an opponent, or by holding down Z you can enjoy rapid fire. By pressing another button you can power-

up your weapon. When doing this with a snowball you'll hear a little zip sound, followed by a soft vibration on the rumble pak.

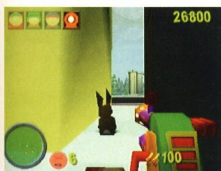
When the snowball reappears it's not white anymore - it's yellow! Sweet! Other weapons include a dodgeball, sponge dart gun, sniper chicken, fart doll and cow launcher.



❖ A yellow snowball - that's disgusting! Look at all the spray coming off the clone.



❖ No don't shoot Kyle, he's your friend. Besides, you should pee on the snowball.



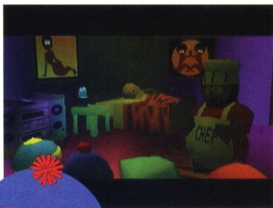
❖ You wouldn't shoot a cute, innocent little bunny rabbit would you? Go on then!



❖ What's that doll? Terence or Phillipe? Throw it and watch the fart fumes flow.

GOBBLE GOBBLE GOBBLE

The levels of *South Park* are based around the town and the surrounding woods. Chef appears at the start of each level to instruct the boys, sometimes appearing in his "shack o' love", which is quite funny. The first few levels consist of marauding turkeys - and there are a lot - which need to be shot. A radar in the corner of the screen will help you identify where the trouble is coming from. Use it to pick off the turkeys with ease. Later levels see clones of famous characters popping up and causing trouble, they're tougher than the turkeys but just as dumb.



CHOP OFF HIS WEE WEE

We'll have a review of *South Park* next month. In the meantime, we'll be checking out the later levels and find out if all you do is shoot turkeys!

competition

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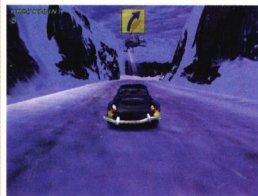
HELPLINE 0870 740 1002 (HELPLINE CALLS COST 10p PER MINUTE)



With the advent of 3D hardware accelerator cards, PCs can now produce games which look as good as the best arcades can offer. *Speed Busters* from Ubi Soft looks like an arcade game, but it's never been out of the home in its life. As well as being a surprise laugh, *Speed Busters* is also of interest because it's planned to be one of the first Dreamcast games to come out of Europe, and we're expecting a conversion which is at least as impressive as this PC version. Forget any respect for speed laws you may have and get ready to race to the max!

SO LONG, COPPER!

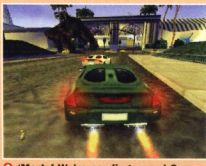
In Championship mode, you need to earn money to buy new cars, upgrades, repairs, nitro, and so on. You do this by finishing well in the races and racking up the highest speed possible as you pass through police radar checks around the course. Keep an eye out for hovering choppers, roadblocks or cops on bikes, then make sure you whizz past them as quickly as you can – the faster you go, the more money you get at the end of the race!



⚡ Copper chopper ahead! Step on the gas, man!

CAN'T THIS THING GO ANY FASTER?

After each race, you'll get to spend your money on upgrades, repairs, new cars and, of course, nitro. While racing, you can use it to get up to speeds of 300kmh, which is not only handy for getting ahead of the competition but will also earn you loads of money if you blaze past the cops that fast. Make sure you keep your nitro supplies stocked right up before starting races or you could get left behind.



⚡ 'Marty! We're sending you...' Oops.



RACING GAME

BY UBI SOFT

FEB RELEASE

1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- BREAKFAST VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY UBI SOFT
- TEL 0101 664 0000

While in real life any sensible person sticks to the speed limit, here's a game which requires a complete disregard for virtual safety!

Speed Busters



MIND THE BURNING DINO, MARLON!

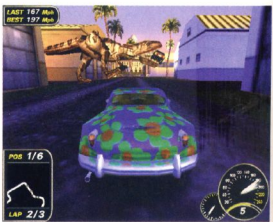
Although *Speed Busters* courses are set in real locations, they're totally blown out of proportion. For example, while racing in California you speed through a film studio where you'll find a flaming T-Rex running

across the track ahead of you! In Louisiana you've got to do a Dukes Of Hazzard-style jump across an opening bridge, while on the Mexican course you've got to avoid rolling boulders and swinging blades!



⚡ Drive onto boats in the harbour here!

⚡ Mommy's very angry, so stay alert!



SPEED BUSTED!

We should've been able to review a finished version of the PC game next month, and we might even have a look at the Dreamcast conversion before too long. *Speed Busters* is good fun already, so if there's enough to the final game it could be a surprise hit.



⚡ Ancient temples in Mexico.

99 Big Ones

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STRATEGY

BY LIONHEAD

LATE '99

1+ PLAYERS

- NO OTHER VERSION AVAILABLE
- FINEST VERSION BROWSED
- STORAGE 1 CD

RELEASED BY EA
TEL 01753 549 442

The creator of some of the greatest strategy games of all time is back with a new company and a genre-busting new game.

After leaving behind the company he helped form, Peter Molyneux is out to prove that his decision to leave Bullfrog was the right one, and that his new company, Lionhead, will help keep the creative juices flowing.

The first game from Lionhead is *Black and White*, a game that promises so much it sounds like a greatest hits compiled from all his previous games.

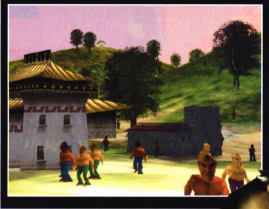
Read on, and you'll discover parts of *Populous*, *Powermonger*, *Syndicate*, *Theme Park* and *Dungeon Keeper*. If Lionhead achieve what is hinted at in this preview, this could be one of the greatest games of all time!



BLACK AND WHITE

TRIBAL GATHERING

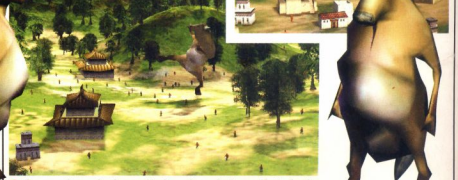
The game is set in a land called Eden, a peaceful place – until the sorcerers came. You play a sorcerer, worshipped by inhabitants of the citadel, your home. You gain your power from this worship. How you treat the people is up to you, whether you send plagues or unleash creatures to wreak havoc, or rainclouds seeded with healing elixirs to maintain their health. But without worship, you are nothing. Different tribes also give you unique powers. Enough worship from Egyptian followers will result in access to building spells, Tibetans allow mental magic, while Zulus reward you with powerful battle spells. As you start the game, your tribe is very secure, but as the game progresses, you will come into contact with rival tribes, and that means trouble!



UNLEASH THE TITANS

So far, so *Populous*, but next onto the scene come the Titans. These are creatures who must be raised as pets. Pick a wild or domestic animal from the countryside of Eden, whether it be a lion, gorilla, sheep, chicken or even a cow. These creatures are kept in a pen, and will grow as the game unfolds. Soon they will tower over the citadel, with the gorilla looking like King Kong. The Titan is a formidable weapon, as it

will learn from your input, good or bad. Unlike you it doesn't need worship, and can generate its own energy for magic attacks.



Get your hands off me, you filthy ape! It's human feeding time for the big gorillas.

A normal cow looks pretty harmless, but one that size?

THE MOST AMBITIOUS STRATEGY GAME EVER!

COMING SOON

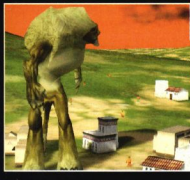
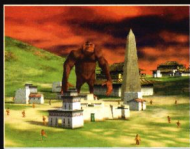


⊕ This artwork shows the diversity you can expect from the different cultures. Can't wait to be a Zulu!

TURN TO THE DARK SIDE

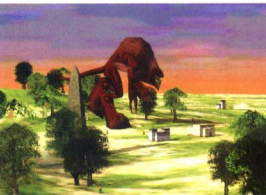
There's no set target in *Black and White* – not yet anyway. The aim is for the game to adapt to your playing style, conjuring up fresh challenges for you to face. So perhaps it will never end. The most ambitious feature of *Black and White* is how the game will judge what sort of player you are, adjusting everything accordingly – the game evolves around you. The most obvious changes occur on the

landscape and your pet Titan. So if you control your citadel like a ruthless dictator, the landscape will start to look a lot more mean and twisted. Trees will wither and the once lush ground will dry up and crack. Lionhead are designing good and evil versions of everything you see in the game, and the game blends the good and evil versions, to create a unique world, true to how you play the game.



TURN IT UP

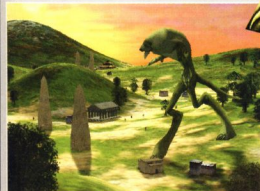
Lionhead are also developing a new "Gesture Recognition" technology that will be used to cast spells. To make the control system as simple as possible, and make it more appealing to all gamers, spells can be cast with simple mouse movements. To cast a ring of fire, for example, sweep the mouse in a circle, to return to the citadel you make a letter H. If this system works well enough, it could change the way games are played forever.



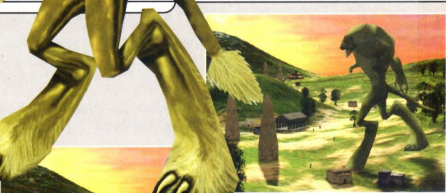
⊕ The shadows here look impressive. So do the trees, the Titan, the people, the buildings. In fact, everything does!

LIVING DOLL

The Titans also blend between good and evil, as well as a neutral design. These three representations allow infinite possibilities for variation in the creature. Depending on how you take care of the creature, it will pile on the pounds, or become thinner, taller, shorter and so on. The Titans will also have a large range of facial animation, so you know what they are thinking. As you learn spells, your Titan will watch you and learn them as well. If in battle you unleash an impressive spell, the Titan will actually turn around and look at you, and smile!



⊕ This good lion won't be in *Animal Hospital*.



⊕ A slightly heavy, evil lion. Isn't he scary?

⊕ A splendid, neutral creature.

"...AND RED ALL OVER

This game is certainly a mouth-watering prospect, and hopefully we'll get to play the finished article before the end of the year. But judging from Peter Molyneux's previous games, don't be surprised if it's released – when it's ready!

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That's almost
everything Ned. Zelda's
ready to go if he's strong
enough? Just...
... say the word

I don't know Bill, he
looks about ready to puke
video games all over
the lab!

Uhh...back forward
punch... weak point
is der belly... ugh

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- ★ CHAMPIONSHIP MANAGER 3
- ★ PLUS...



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ISSUE No. 208
OUT FEBRUARY 17TH

SONIC ADVENTURE

READY TO RECRUIT NEW SONIC WARRIORS

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BACK ISSUES!

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Exhaustive coverage of Tekken 3, with moves lists for more of your favourite characters. Plus, Wipeout 64, Tomb Raider 3, C&C: Retaliation, and all the retail games that matter, including Fifa '99.



All the top football games, including an exclusive first look at one of the biggest-selling management sim series ever! Plus a fantastic preview of Turuk 2, as well as hot news about Dreamcast and PS2.



Ultimate review of the awesome racer, TOCA 2. CVG goes to Japan for the latest news on Dreamcast! Plus, reviews of Turuk 2, FZero X, Body Harvest, Rainbow 6, Abe's Exodius and more.



Hot New Games for '99, starring Metal Gear Solid! The best games of 1998 on leading formats, Tomb Raider 3 review. First extensive playtest of Zelda 64. Plus around 100 other games in a packed issue!

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YOU'VE GOT SOME CATCHING UP TO DO - SO HURRY!

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BACK ISSUES

35

Dear Newsagent,
The world of games is changing fast and I've got to keep up, so please save me a copy of CVG or I'll fall behind forever, and never be able to join the gaming elite. My future is in your hands.

NAME _____
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computer
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RESERVATION

CHECKPOINT

This month's events and software releases at a glance. **January — February**

IN ASSOCIATION WITH **electronics boutique**

Win yourself the latest games, or at least find out when they're being released. Plus keep abreast of industry events worldwide.

Recovered yet? Have the blisters on your thumbs calmed down after the two-week binge on *Zelda 64*? Are you completely *Tomb Raidered*?

Well then, the only cure for all this mad gaming, is to go and buy a new one! And that's what Checkpoint is here for. Courtesy of Electronics Boutique and our good selves, these pages give you all the info you need to get hold of the games you want. Excellent!

ATEI Show

22nd January (ish)
Earls Court, London

As far as arcade shows go in this country, this is a biggie. Last year we were treated to first looks at *Marvel vs Capcom* and *Beat Mania* among many others. The delights awaiting us this year are being closely guarded, but maybe Sega will pull something good out of the bag, *House of the Dead 2* perhaps? Or maybe we will be treated to some new Namco stuff... Tekken 4 for all the dreamers?

Tokyo Game Show

March
Tokyo (obviously)

Always throws up some awesome surprises and this year promises to be no different. *Resident Evil: Code Veronica* will hopefully get a first look, and many other Dreamcast titles. Could we also expect the next *Mario*? And this would be the perfect opportunity for Sony to unveil *Gran Turismo 2*! Whatever happens, you'll be the first to know after us.



EVENTS AND SOFTWARE RELEASES

JAN-FEB SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

electronics boutique

KEY: ■ These games are hot
■ These are not

GAME NAME	FORMAT
-----------	--------

8th January 1999!

Tai Fu (Activision)	PlayStation
---------------------	-------------

15th January

Max Power Racing (Infogrames)	PlayStation
Heavy Gear II (Activision)	PC CD-ROM
Saga (Cryo)	PC CD-ROM
Puma Street Soccer (Infogrames)	PC CD-ROM
Speed Busters (Ubi Soft)	PC CD-ROM
Football World Manager (Ubi Soft)	PC CD-ROM

20th January

Wild Arms (Sony)	PlayStation
------------------	-------------

22nd January

Pol Shark (Gremlin)	PlayStation / PC CD-ROM
StarScape Tribes (Cendant)	PC CD-ROM
Soul Blade (Platinum)	PlayStation
Viper Racing (Cendant)	PC CD-ROM
Pitfall (Interplay)	Game Boy Color
Gex (Interplay)	Game Boy Color
North and South (Interactive Magic)	PC CD-ROM
Men in Black (Interplay)	Game Boy Color

29th January

Bugs and Lola (Infogrames)	Game Boy Color
Death Karz (Infogrames)	PC CD-ROM
Eliminator (Psygnosis)	PC CD-ROM

January (no set release)

Big Air (EA)	PlayStation
Devil Dice (Sony)	PlayStation
XG2 (Acclaim)	PC CD-ROM
PTA Soccer Manager (Eidos)	PlayStation
Wipeout 64 (Psygnosis)	Nintendo 64
Golf Pro: Empire	PlayStation
Turok 2 (Acclaim)	PC CD-ROM
NBA Jam '99 (Acclaim)	Game Boy Color
Megaman Legends (Infogrames)	PlayStation
Megaman X4 (Infogrames)	PlayStation
Prince of Persia 3D (Broderbund)	PC CD-ROM
NFL Blitz (GT)	PlayStation/N64
NFL Xtreme (Sony)	PlayStation
Pro Boarders (Sony)	PlayStation
Star Control 4 (EA)	PlayStation
Zelda (THE Games)	Gameboy Color

GAME NAME	FORMAT
-----------	--------

The Contract (Psygnosis)	PlayStation
Tiger Woods (EA)	PlayStation
VIVA Football(Virgin)	PlayStation

5th February

Eliminator (Psygnosis)	PlayStation
------------------------	-------------

12th February

Global Domination (Psygnosis)	PlayStation
South Park (Acclaim)	Nintendo 64

19th February

Micro Machines 64 Turbo (Codemasters)	Nintendo 64
---------------------------------------	-------------

February (no set release)

Bug's Life (Sony)	PlayStation
Blood Lines (Sony)	PlayStation
South Park (Acclaim)	PC CD-ROM
Warrio Land 2 (THE Games) GameBoy Color	Game Boy Color
Tonic Trouble (Ubi Soft)	Nintendo 64
Championship Manager 3 (Eidos)	PC CD-ROM
Bugs Life (THE Games)	Game Boy Color
LiveWire (SCI)	PlayStation
Sim City 3000 (EA)	PC CD-ROM
Metal Gear Solid (Konami)	PlayStation
Bugs Bunny 3 (THE Games)	Game Boy Color
Omikron: The Nomad Soul (Eidos)	PC CD-ROM
Warzone 2100 (Eidos)	PC CD-ROM
Rogue Squadron (Activision)	Nintendo 64
Civilisation 2: The Test of Time (Microprose)	PC CD-ROM
Running Wild (Sony)	PlayStation
Civilisation 2: Multiplayer (Microprose)	PC CD-ROM
The Granstream Saga (Sony)	PlayStation

12th March

Pro 18 World Tour Golf (Psygnosis)	PlayStation
Retro (Psygnosis)	PlayStation
Roll Cage (Psygnosis)	PlayStation

March (no set release)

KKND 2 (Infogrames)	* PlayStation
Star Trek: Birth of Federation (Microprose)	PC CD-ROM
ODT (Psygnosis)	Nintendo 64
Fly (Take 2)	PC CD-ROM
Rat Attack (Mindscape)	PlayStation
Shadow Gate (THE Games)	Game Boy Color

CHECKPOINT

WINNERS! WINNERS!

LEGEND OF ZELDA

It's no surprise that a competition to win the greatest N64 game ever prompted a huge response. But there can only be three winners, and those lucky people, who correctly said

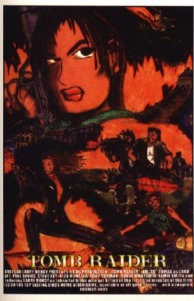
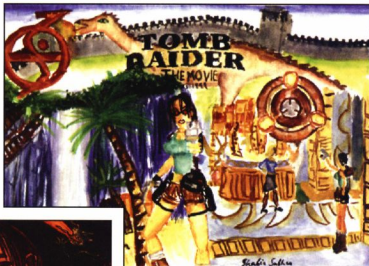
Hyrule was the land where Link's adventures took place, are **Solomon Nevins from Cardiff**, **Kevin Curtis of Penzance, Cornwall**, and finally **Ryan Mullins from Hemel Hempstead**.

TOMB RAIDER 3

Draw us a movie poster of *Tomb Raider* was the task, in readiness for the upcoming film, and the number of entries we had still shows that Lara is a major crowd-puller. Anyway, the three winners are **Large Lad Larry Bundy Jrn from Northwood, Middlesex**, **Shabla Subhan of Gosforth, Newcastle-upon-Tyne** and **Thomas Nicholson of Beeston, Leeds**. Congratulations people.



Q The first winner is **Thomas Nicholson of Beeston in Leeds**. Apparently, **Theresa Gallagher** is playing Lara. This Theresa is a mystery woman to us, but we reckon Thomas is just on the pull. Slacker.



Q **Shabla** came up with this cool painting and so we decided to give him a prize. And that's about it really. Well done mate. The prize is winging its way to you as we speak.

Q If you're wondering why this Lara doesn't look that realistic, that's because **Large Lad Larry Bundy Jrn** has drawn Lara as Ed!

POPULOUS 3

What would you do if you were God for a day? The majority of you came up with predictable "ideas" like, "Make me rich" or "Make some supermodel fancy me". Those with the most "original" ideas were **Katie Bond** from **Preston** for her plea to make Ed love her; **Mr J Temple of Colchester** and the person who fought to include their name, but wanted to go back to the swinging sixties. Get in touch whoever you are.

WIN!
WIN!

WIN WITH
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WIN!
WIN!

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video
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MAX POWER RACING

We're giving you lucky punters the chance to get hold of a copy of the cool new racing game from Infogrames and our sister mag *Max Power*. But this is a competition with a difference. In keeping with the fast cars and lovely ladies of *Max Power*, all you have to do is send us the best postcard you can find with either cars or women on them. If it has both, then all the better, but basically it's the latter we're interested in. Mark the entries **YOU'LL GO BLIND YU FOOLS** to the usual address at the bottom of this column.

WIPEOUT 64

More driving shenanigans this month, as we put the newest *Wipeout* up for grabs. It's a worthy competitor to *FZero X* and it should be an interesting battle to see who comes out on top. If you fancy one without shelling out though, we have the following simple competition for you. All we want you to do is design a new car for this game. Make it as stylish as the game is, and don't go putting silly weapons all over it. The cool lighting effects will get you bonus points with the harsh judges we have at CVG. Entries to **WHERE'S THE HANDBRAKE?** please.

CHAMPIONSHIP MANAGER 3

The latest and what promises to be the greatest *Championship Manager* game is out in the shops very soon! So beat the hordes of people waiting for a copy by earning yourself a free one. To do so, all you need to do is tell us which jewellery-clad manager came up with the following quote: "I never comment on referees and I'm not going to break the habit of a lifetime for that prat." Was it:
a) Terry Venables
b) Joe Kinnear
c) Ron Atkinson
Answers marked with the following heading please. **ARE YOU BLIND REFEREE?**

Send entries as soon as possible to:

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EVENTS AND SOFTWARE RELEASES

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SPECIAL THANKS



Once again we extend our arm in the direction of EB and shake hands firmly, as we say "Joy Good Show old boys" at their supreme efforts in getting this page sorted every month. But remember, neither of us are responsible if it all goes pear shaped. Thank you.

CHECKPOINT



NINTENDO 64	RACING GAME	BY PSYGNOSIS	• PRICE £44.99 • PC, PS AND SATURN PRECEDESSED AVAILABLE • ALL OTHER VERSIONS PLANNED • STORAGE 73MB CART • RELEASED BY HIGHWAY TEL 014
	FEB RELEASE	1-4 PLAYERS	

Preparations are underway for the latest season of futuristic F5000 racing, and the rule book's been rewritten!

wipeout⁶⁴

After a lot of rumours and counter-rumours about Nintendo 64 *Wipeout* and many months of delays, the game is finally ready for release. Many people thought it could never be done well but Psygnosis have turned in a conversion which takes the best bits of PlayStation *Wipeout 2097* and adds new features, new tracks, new weapons and analogue control to make a new game – *Wipeout 64*. It's still set over 100 years in the future, it still involves speedy F5000 hoverships, but the rules have changed slightly. To find out what's new, and what works, read on.



BEEP-OUT 64?

Wipeout 64's music will come as quite a surprise to anyone expecting the usual Nintendo 64 beepy-twenty stuff. Top dance acts Fluke and Propellerheads have provided three of the tracks, while the rest are Psygnosis's own tunes written especially for the PC version of *Wipeout 2097*. Apparently the music tracks take up a very large portion of the cartridge, but they're almost CD-quality (albeit only in mono).



HERE COMES A NEW CHALLENGE!

Wipeout 64 has a new mode to replace the original *Wipeout*'s Championship and *Wipeout 2097*'s various modes. The new Challenge Modes (Race, Time Trial and Weapon) set you a goal with three possible medals, one of which is required to progress to the next challenge. Each of the three modes has eight progressively harder challenges, resulting in bonus ships and a bonus course if you can get through all of them.

Challenge Mode is a great option, but it's not really for casual gamers. The PAL version has some particularly tough challenges, and getting all the Gold medals will take a fair bit of work on anything above Easy setting.



➤ The Weapon Challenge – destroy everything!

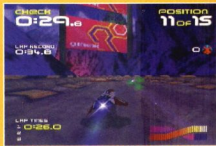
WEAPONS OF THE FUTURE

New rules for this season of F5000 racing allow each team to develop one weapon exclusively for their own use. The teams are now very different from one another, not only

because of their speed, handling and acceleration, but also because their special weapons vary greatly. Try out each team to find the one which suits your style best.



➤ Fiesar have a rapid-firing Minigun attached to the front of their ships which can destroy enemies in under a second.



➤ AG Systems have a Shield Raider which sucks energy from another ship and transfers it to your own.



➤ Auricom's Energy Sphere takes time to charge and is hard to aim but it will destroy any ship in a single shot.



➤ Qirax use the Power Snare – a glowing translucent wall which damages any ship which dares pass through it. It's not great.

WHERE WE'RE GOING WE DON'T NEED ROADS!

computer
video games

NINTENDO 64

Six entirely new courses have been designed for *Wipeout 64* instead of using the original PlayStation circuits. Although they initially appear very simple and rather dull in comparison, you'll soon discover that they've all got their own charms. All the usual *Wipeout* sections are used to full effect – massive drops, super-fast straights, big jumps, dark tunnels, well-placed speed-ups, banked corners – the lot!



Ⓢ The Dyoness course has this excellent twisty tunnel section. If you get it just right, it's possible to gain a lot of time here.

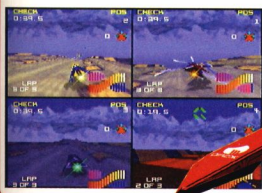


Ⓢ Doron IV is the most flat-out course of the lot. Concentrate!



WIPE YOUR MATES OUT

For the first time on a console, up to four people can play *Wipeout* at once. With two players, the screen splits horizontally and allows you to compete against a full course of 15 racers, while three or more players get a quarter of the screen and a track to themselves. The four-player mode slows down quite a bit and the lack of detail makes it hard to see what's going on, but the two-player mode looks great. Now you can prove your *Wipeout* skills!



Ⓢ There's no scenery in four-player mode.



CVG OPINION

Seeing as *Wipeout* was invented for the PlayStation, I never thought it would be possible to make a decent version on any other machine. But Psygnosis have done a great one for Nintendo 64, with enough new features to make it worth fans buying as well as 2097. The new courses aren't as distinctive as the originals but still provide plenty of thrills once you've learned them well. Challenge Mode is a great alternative to the usual championships but takes quite a bit of effort to get through. Earning a Bronze medal normally takes good knowledge of the course you're on but a Gold medal requires absolutely perfect play. The graphics are very impressive, though the PAL version does have a slightly lower frame-rate than we'd hoped for. The ships still go extremely fast at times and the handling works very well with the new analogue control. Although PlayStation *Wipeout 2097* is still the ultimate game in the series, *Wipeout 64* is a brilliant alternative to Nintendo's *F-Zero X* and one which fans of high-speed action will adore.

CV LOMAS



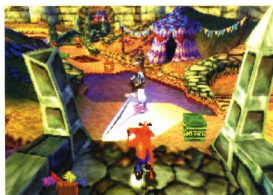
RATING



One of the best racers on the N64, and a great addition to the classic *Wipeout* series. It's even worth getting if you've already got *Wipeout 2097*.

wipeout
64

REVIEW



 PlayStation™	PLATFORM GAME	BY NAUGHTY DOG	* PRICE £34.99 * PREDECESSORS STILL AVAILABLE * NO OTHER VERSION PLANNED * STORAGE 1 CD * RELEASED BY SONY TEL 0171 447 1400
	OUT NOW	1 PLAYER	

Sony's unofficial mascot spins back onto the PlayStation. Prepare to be warped, as Crash Bandicoot travels through time.

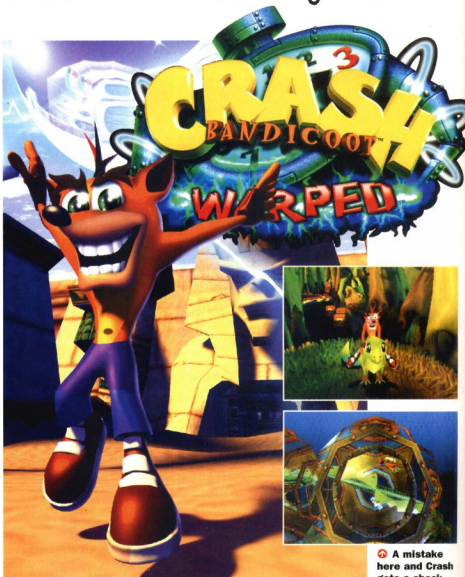
Crash Bandicoot games have a proven track record. They may not be as inventive as *Mario* or *NIGHTS*, for example, but they've sold tons and proved very successful for Sony. Yet everyone would agree that the previous offering was not so brilliant, just a re-run of the original. That's why Naughty Dog, the game's makers, have had a good think and come up with *Crash Bandicoot: Warped* – a game that looks and plays much better than the previous two outings combined.

ALL IN A DAY'S LIFE

What is it with arch enemies – don't they ever die? Crash's nemesis, the evil Dr Neo Cortex, is at it once again. Only this time he's definitely not alone. He's working for someone even more evil than himself. Witch doctor Uka-Uka has escaped prison and together they've travelled back in time and stolen all the crystals – the source of the world's energy. Crash has to go back in time too, to get the crystals back and repair the damage. He is assisted by his little sister Coco and advised by the good witch doctor Aku-Aku – you've guessed it, Uka-Uka's good twin.



⊕ Boss N. Gin is having some external engineering work.



⊕ A mistake here and Crash gets a shock.



SOMETHING FOR EVERYONE

This being a platform game, there is only so much you can do before things start getting repetitive. Worry not, *Crash Bandicoot: Warped* is full of new features, varied courses and added bonuses. There are five warps, each contain-

ing five courses and once you've found five crystals within a warp, you can try and beat a boss. Once you've got all 25 crystals and have defeated all the bosses, you've only completed about a third of the game. You can now go back to

each warp and get the extra-likes gems. Some you'll get if you smash all the crates on a course and others (gold or platinum) will be hidden and revealed only when you have already collected a certain amount.



⊕ Déjà vu? No, this year Crash gets chased by a triceratops.



⊕ All manner of strange characters try and stop your quest.

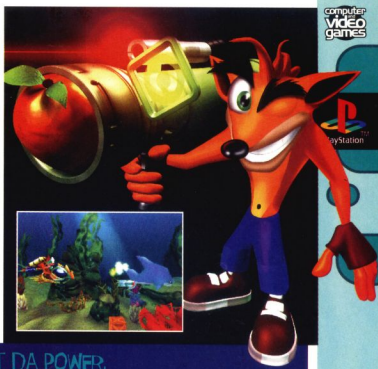


⊕ Coco rides Pura the tiger – and finds some hidden crates.

I WISH TO COMMANDEER THIS VEHICLE

To make things more entertaining, each warp has differently designed courses and vehicles. In the swimming courses, Crash uses a jet-sub which makes him move much faster, allows him to reach enclosed crates, and to fire missiles at the enemies. There are racing courses too. Crash gets a motorbike and has to win a race in order to gain another crystal. Crash is the main character in

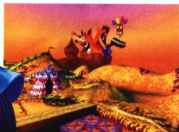
the game – that's why his name's on the box – but in some courses you get to play as his little sister Coco. Armed with a pretty pink laptop, she can't do much on her own but she does get to ride Pura the tiger in a mad run on the Great Wall of China and she can jetski too. Both Crash and Coco get to fly biplanes and shoot zeppelins and planes while under enemy fire to gain crystals.



HE GOT DA POWER

When you defeat a boss, you'll open the door to the next warp and you'll be given a special power-up. Armed only with a belly flop and spin, Crash isn't a match for later enemies but the power-ups can do real damage. Super Belly Flop will allow Crash to break metal crates; double

jump makes him jump higher and it can be combined with Death Tornado Spin, making Crash jump and keep on spinning, destroying everything in sight. Bazooka is great – it makes defeating enemies much easier – and Crash Dash will make our hero run super fast.



Go, go Super Belly Flop!



Bazooka! Take that and party!

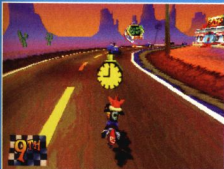


The Tazmanian Devil returns!

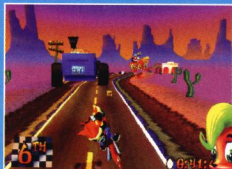
GOING THE DISTANCE

Completing the normal game shouldn't take you much more than a day but of course that's not the real challenge of *Crash Bandicoot: Warped*. The more items you collect, the more chance you have to play five secret courses and get an extended ending to the game. And if that's not enough to keep you interested, there is a new

Time Trial mode too. Each level uses Time Trial mode – beat the computer's best time you'll receive a relic. These relics are vital for opening the later levels. For super-fast times your blue relic will be transformed into a gold or even a platinum one. Time Trial is easy on early courses, but later ones are sure to bring headaches.



Hit the clock to enter the time trial.



Vroom, vroom, vroooooom!!!



Don't panic, it's like crossing a road!

CVG OPINION

Crash Bandicoot: Warped is a much more inspired offering than its two predecessors. You still get to escape from 'boulders' and ride on the back of small animals but thankfully there's quite a few new ideas to add some variety. Graphics are a major improvement and camera angles change with different courses too. Instead of running away from a rampaging animal for a whole level, the action is nicely interrupted by some crates to jump, and side scrolling interludes. The new features make the game more challenging and, like *Yoshi's Story* on N64, the challenge isn't solely to complete a level – it's what you do while you're there that counts. The new Time Trial is a great addition, particularly on racing courses, and finding all the hidden gems can prove to be quite difficult on later levels. If you liked the first two games, you'll love this one even more. Even people that hate orange might enjoy it.

ALEX HUNT/AJA

RATING



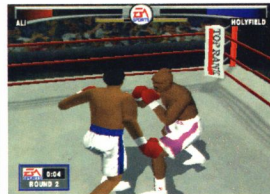
Crash Bandicoot grows up. It's still one for younger players but the added variety and challenge could attract a whole new audience.



Boxing games have always been a hit and miss affair with fight fans and armchair sportsmen. The original *Victory Boxing* is the closest to the sport we've played but now EA Sports step into the ring with their first attempt at the art of bobbin' and weavin'. Featuring nearly 40 previous and current boxing champs, it hopes to nail realism bang on. Join us at ringside.

THRILLER IN MANILLA

Knockout Kings allows you to pick a boxing legend and pit them against someone of equal stature. EA must have got a pretty large cheque book out, because they've signed 38 fighters, past and present, to appear in this game. This generosity allows you to see if Ali really was the greatest and pit him against some more modern opponents, or if Jake LaMotta really was impossible to put on the canvas. If you're looking for an arcade experience head for Slugfest Mode or, if you like to be a bit more tactical and wear down your opponent, select Exhibition Mode.



⊕ All swings a hook from Evander's blind side.



⊕ Fighters get cut and bruised as the bout unfolds. Check out Jack Dempsey's shiner.

PlayStation™	BOXING GAME	BY EA SPORTS	• PRICE £44.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY EA SPORTS TEL 01753 548442
	OUT NOW	1-2 PLAYERS	

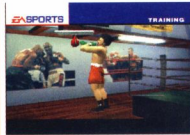
We want both boxers to come out fighting, with no biting, scratching, cutting, spitting, hair-pulling, girly style and especially no Steven Seagal hand slapping.

KNOCKOUT KINGS



RUMBLE IN THE JUNGLE

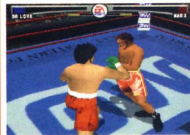
If you get bored of fighting with the virtual legends, why not try and create your own? Career Mode allows you to build a fighter from scratch, train him and work your way up the ranks to become champion. Like other boxing games with this feature, it may start off slow but as your fighter improves, the game becomes more rewarding.



⊕ Jab, jab, hook, uppercut. Easy!



⊕ Watch your boxer train on speed, stamina and strength. Sadly you can't control these sections.



⊕ CVG's Dr Love moves up the rankings with a win over Mark X.

CVG OPINION

For people spoilt on the likes of *Tekken 3*, *Knockout Kings* may seem a bit basic, with limited moves and seemingly slow gameplay, but dig beneath the surface and you'll find a game with plenty to offer (provided you're a fan of boxing to begin with). Each fighter behaves realistically and some have very unique styles, plus you really have to punch your opponent tactically to make them drop their guard. The graphics are slightly basic but the different fighters are easily recognisable. The action does become a bit repetitive and the computer opponents are a little too easy to beat for my liking but if you desperately want a boxing game on the PlayStation, this is a good start from EA.

ALEX HARRIS

RATING



A good attempt at simulating the sport, lots of real fighters and realistic action. Boxing fans should check it out.

NINTENDO 64



WRESTLING GAME

BY ASMIK

OUT NOW

1-4 PLAYERS

PRICE CAN VARY
 NO PREVIOUS OR
 OTHER VERSION
 PLANNED
 STORAGE 128 MB
 RELEASED BY TNO
 TEL 01463 767 006

COMPUTER
VIDEO
GAMES

NINTENDO 64



The WCW boys are back to provide the best grapple action around: more moves, more wrestlers, and much more PAIN. We worked this one into submission!

WCW/NWO REVENGE



Although the WWF may be more popular, those WCW boys are keen to prove that they have the best wrestling game. Hollywood Hogan, Macho Man Randy Savage, Sting and other bizarrely named wrestlers are back, but this time there's even more. Now there's over 80 wrestlers, more than 300 unique wrestling moves and brand new modes of play. Prepare to slap, punch, kick, throw, head-butt and grapple your way to the championship belt. Those men in pants are waiting.

WRESTLE AN ACTION MAN

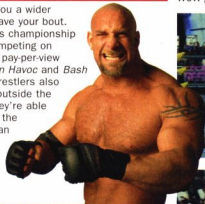
On starting *WCW/NWO Revenge*, fans of the original game will notice one major difference straight away – the wrestlers make an entrance. Not just walking through a door and making their way to the stage, but with all those fireworks and explosions too. Some wrestlers are even accompanied by their managers and, if things get out of control, their entourage can join the fight. Get in the ring and if a fight becomes a bit one-sided another wrestler may run in and lend a helping hand. There's also a Costume Edit Mode which allows you to change your wrestlers' attire should they have a drastic makeover before the next WCW game arrives.



Let your manager join in face-kicking action.

THE TOP OF THE TURNBUCKLE

Revenge also gives you a wider choice of where to have your bout. Competing for various championship belts will see you competing on shows like *Nitro* and pay-per-view events like *Halloween Havoc* and *Bash At The Beach*. The wrestlers also have more freedom outside the ring in this game. They're able to take the fight into the entrance aisle and can grab objects from ringside which can be taken into the ring to pummel their opponents.



CVG OPINION

Compared to something like *Virtua Fighter 3tb*, games like this are still a long way behind. But, if you're a fan of WCW wrestling, you're going to want to play this and in truth it's a lot of fun. There's a wide choice of wrestlers and a larger array of moves. The different events, especially the Battle Royale mode, add to the game's longevity and make...*Revenge* a worthy multiplayer title. There's only one downfall – the computer opponents are easy to beat with only a few simple moves. Still, if you've got the patience to learn moonsaults and the like, plus a few friends to play against, ...*Revenge* is a good game.

ALEX HUNT/SLA

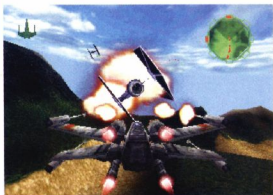
RATING



Wrestling games continue to fight back; ...*Revenge* is very playable, with plenty of options and lots of moves to learn.

WCW/NWO
REVENGE

REVIEW



You are Luke Skywalker, leader of the Rogue Squadron, a team of Rebel pilots best described as the best of the best. Partnered by Wedge Antilles, your team will fly into dangerous territory and embark on crucial missions, striking a blow at the heart of the Empire's operations.

Anyone who's played *Shadows of the Empire* on N64 or PC will tell you that the first level, the Battle of Hoth, was the best. Piloting a Snowspeeder, shooting probe-droids and getting the AT-AT's all in a tangle was quite good fun. This latest *Star Wars* game expands on this action, and allows you to fly similar thrills.

WITH A REBEL YELL

Being Luke Skywalker allows you to fly one of five different vehicles into battle. Old favourites like the X-wing, Snowspeeder and Y-wing are all immediately recognisable to any fan. You can also fly the fastest fighter in the fleet, the A-wing, plus the previously unseen V-wing. Each ship handles differently, and has different weapon configurations. On certain missions you'll enjoy a choice of craft, and can choose between the extra firepower of the Y-wing or manoeuvrability of the X-wing.

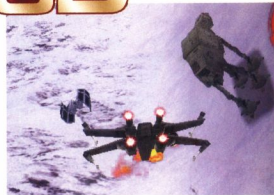
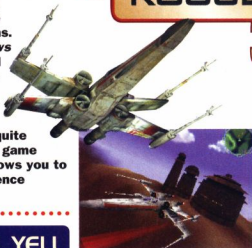


⚠️ Y-wings are slow and bulky, so be careful of those tall buildings.

PC CD ROM	SHOOTING GAME	BY LUCASARTS/ FACTOR 5	<ul style="list-style-type: none"> PRICE £24.99 NO OTHER VERSION AVAILABLE NO4 VERSION PLANNED
	OUT NOW	1 PLAYER	

After the destruction of the Death Star, the Imperial army is preparing an all-out assault on the Rebel forces. You must stop them!

STAR WARS ROGUE SQUADRON™ 3D



THEY CRY MORE. MORE. MORE!

A handful of Rebel fighters fly deeper into Empire territory on each mission. The game starts with the simple liberation of newly acquired cities, and defending Rebel transportation. A radar in the top corner of the screen allows you to check on the targets in your immediate vicinity, plus the simple red

and green blips indicate who's friendly and who's not – very handy in the middle of a crowded dogfight. The Empire is well equipped to meet any menace that the Rogue Squadron may provide, and as the game progresses you'll face bigger odds and tougher opponents.

CVG OPINION

A *Star Wars* tie-in always seems to give a game extra appeal, making the average seem slightly better. That's my only problem with *Rogue Squadron*. Being a *Star Wars* fan, I think it's a nice little game, not too challenging and with enough variety to make playing enjoyable. But scratch beneath the surface, and imagine those X-wings are something else, and you can start to see numerous faults. Like the simple enemy AI, and the way computer ships can't fly in a straight line, jiggling slightly – they fly like flies! The fogging, pop-up and frame rates are also a problem, and for a game that doesn't look particularly fancy to begin with, this is a bit of a downer. Still, it's *Star Wars*.

ALEX HUNT/USA

RATING



If you liked the flying sections of *Shadows of the Empire* and love *Star Wars*, you'll no doubt enjoy the blasting action on offer here.

Jurassic Park is back! Revisit *The Lost World* and venture into the mysterious Site B. It may have been abandoned by humans, but there's still plenty of dinosaurs at home.



Trespasser is a story about Anne, a young woman who's just had the good fortune to survive a plane crash, only to wake on a remote island. If she could just find a phone, she might be able to get herself out of this mess. Slowly piecing together clues, Anne realises she's stepped into the infamous Site B, a place she thought was an urban myth. If only. Now she must find a way off this island and her instincts tell her to head inland and that's where the adventure begins.



TRESPASSER



I OWN AN ISLAND

Anne must make her way through Site B's abandoned buildings and jungle, picking up weapons as she goes and facing puzzles that frequently block her path. These puzzles usually consist of building a staircase out of strewn crates to reach higher ground. The game boasts very realistic physics, so you can throw stones, move crates and roll barrels. Knock a plank of wood and it will fall convincingly. Although technically impressive, this actually causes major headaches. Stacking boxes – something that should be simple – can take ages; crates topple, or simply start shifting on the ground. Oh well, onto the dinosaurs.



ⓐ **A toilet, a long stretchy arm - is there a link?**

CVG OPINION

Trespasser promised much, unfortunately something's gone wrong. For starters the gameplay is so linear, you'd think it was on rails! Anne's run is best described as a crawl, making the game dull and annoying. And judging by the length of her arms and their contortions, she must also be some sort of freak. Equally annoying is the voice acting, provided by big names. Anne shows complete lack of wonderment at the sights around her, while John Hammond chips in with inappropriate dinosaur trivia. Meanwhile, the dinos are not at all like their film counterparts. Obviously they look less impressive, but they also contradict the 'knowledge' we've gained from the films (such as raptors being pack hunters). There are many faults with the game – this is the tip of the iceberg! I'm not trying to put the boot in, but *Trespasser* is possibly the worst game I've ever played.

ALEX HUNT/ALA

LIFE FINDS A WAY

The real attraction of *Trespasser*, or so the box would have you believe, is the living, breathing realistic eco-sphere. The reality is much like in the movie *Jurassic Park*, when the scientists and kids take the tour for the first time and don't see anything. That's not to say you don't see anything – you do sporadically – but it's as disappointing as a no-show. The dinosaurs behave themselves. Odd. Anne will find all manner of weapons scattered around the island, and can defend herself from the carnivorous attacks, but with dinosaurs this dumbly realistic, it's a lot easier than the films would lead you to believe.



ⓑ **Go on make a handbag out of him. Hit him with that... strangely erect snake?**

RATING



The digital sequel to *The Lost World*, directed by Alan Smithee and starring a bunch of inebriated puppets made out of pipe cleaners. Good grief!



DEVIL DICE

Made by the same team who produced last year's *Kurushi*, this is an intelligent puzzle game with lots of different modes, and something that requires plenty of practise to really enjoy. The idea is simple enough: You control a little devil who stands on top of a dice, you move it and match it to fellow six-sided dice to clear groups and progress. To form a group you must have the amount of dice that match the surface number, so five dice that have five as the number facing the surface when placed together will disappear. The various modes on offer make four very different games out of this idea. 'Trial' is like *Tetris* - clear away dice, they'll regrow and things will get faster. 'Battle' is a two player match where you win by being the last to form four groups of different value (this can be difficult). Wars can be played against four opponents - groups give you more seconds to stay in the game and whichever player's timer lasts longest wins. Finally, Puzzle asks you to put together certain groups within a limited amount of moves. It starts easy, but soon gets very difficult. Overall, this is a very challenging puzzle game, similar to *Tetris*, and just as addictive and fun.

ALEX HUHTALA

PUZZLE GAME

OUT NOW

BY SONY

1-5 PLAYERS

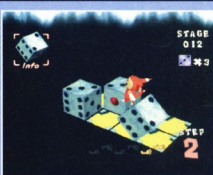
- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



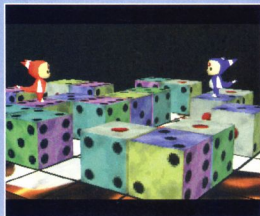
How many board games would you have to raid to play this game for real on your carpet?



Exciting dice rolling and lightning!



The little red fella with a big play.



So what have we got? Little devils straddling dice, so that's how they thought of the name!



NFL XTREME

While it may look quite serious to begin with, *NFL Xtreme* soon goes a bit mad. Players can leap high into the air, run around with flaming feet, and survive more violent tackles than any normal human being. The graphics are good enough, though there's something about the players' proportions that makes them look a bit strange. As with *NFL Blitz*, the play selection is far smaller than the usual gridiron simulations and the action is quite exaggerated. The thing is, it's not quite instant enough to be worth playing for a quick thrill, and not detailed enough for a proper game. It's also got really annoying speech and sound effects - the crowd yells non-stop all the way through the game, which is enough to make you want to turn the sound right down. With the selection of NFL games around, *Xtreme* is a bit of a waste of time.

ED LOMAS

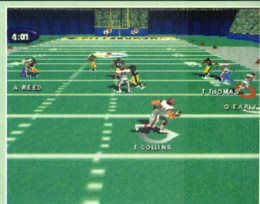
ARCADE SPORTS

OUT NOW

BY 989 SPORTS

1-4 PLAYERS

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



Not mad enough to be mad, and not serious enough to be taken seriously. What a paradox!



BUGS AND LOLA BUNNY OPERATION CARROTPATCH

All the carrots have disappeared from Bugs and Lola Bunny's home, and now they're going to find them. Searching the Warner Brothers studio, they encounter past friends and enemies, and enter themed levels starring your favourite Warner Brothers cartoon stars. Each area is split into three levels, with a Boss stage and also a bonus game between levels if you collect the right objects. This is yet another platform adventure which offers nothing new or innovative. But it still manages to be strong as a game, mainly thanks to a difficulty level that lets you get a little bit further each time and the best use of colour seen on the new Game Boy so far. It's a title that looks as polished as some old SNES games and makes you wonder what the Game Boy Color could be offering in 12 months' time.

ALEX HUHTALA

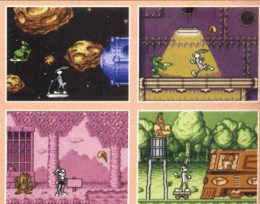
PLATFORM GAME

OUT NOW

BY INFOGRADES

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRADES
- TEL 0161 832 6633



The best-looking Game Boy Color title so far. Look at the minimalist use of pinks and greys.



LIBERO GRANDE



The idea behind *Libero Grande* is sound – instead of controlling an entire football team, you choose a single player with limited control over your team-mates' actions. For example, if you choose a striker, you've got to set up and score goals, and then wait around the halfway line yelling at your defenders. The graphics weren't particularly great in the arcade and they've been simplified further here. Players jog around like old women and their necks often disappear back into their bodies when the ball goes in the air. The frame rate judders a bit (especially in two-player mode) and the PAL conversion is frustratingly slow. The lack of speed makes quick turns impossible, ruining the feeling of having total control of a single player. The idea is good, but the poor conversion makes *Libero Grande* something of a mess.

ED LOMAS

FOOTIE GAME

OUT NOW

BY NAMCO

1-2 PLAYERS

- PRICE £45.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Unfortunately, the computer players are about as intelligent as a lobotomised Beckham.



THE SMURFS NIGHTMARE



The Game Boy has plenty of platform games already but *The Smurfs Nightmare* is one of the first to take advantage of the Game Boy Color's extra power. The very first section of the game shows just what the machine is capable of, with a detailed, colourful scene using multiple layers of parallax scrolling. The whole game looks very good indeed (at least Master System quality, almost pushing Mega Drive standards) and it has some nice animation too. The gameplay itself is pretty much the usual stuff – jumping, collecting, swinging, pushing, and so on. The levels are relatively interesting but only the high quality of the graphics make it stand out from the crowd of similar games on the standard Game Boy. However, if you're desperate for a good-looking Game Boy Color game, *The Smurfs Nightmare* is worth a go.

ED LOMAS

PLATFORM GAME

OUT NOW

BY INFOGRADES

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRADES
- TEL 0161 832 8623



As the old saying goes: 'A greath graphic don'teth making a greath gameth.' How true.



FUTURE COP LAPD 2100



The PlayStation version was a really good laugh, but a little too repetitive to make it anything special. The PC version is basically the same but, thanks to the enhanced 3D graphics, it's a lot smoother and better to play. However, you still cannot escape the monotonous gameplay, where all you're doing is just blasting away at things. The first thing you'll have to grapple with when you start playing are the controls. Once you've sussed them, and twiggod how to combine the strafe and turning, it becomes much more enjoyable. But it baffles me why there is no mouse control offered. A Quake-style control method with the arrow keys used for strafing would be perfect, but sadly that's not on offer. However, it's still a good laugh – there's loads to blow up, and the two-player co-operative mode is excellent. A good conversion.

STEVE KEY

ACTION SHOOTER

OUT NOW

BY EA

1-2 PLAYERS

- PRICE £39.99
- DEMONSTRATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 0153 554492



One day, all law enforcement will be as super smooth and high resolution as this. Honest.



SYLVESTER AND TWEETY BREAKFAST ON THE RUN



Sylvester the cat and Tweety Pie the canary make it onto Game Boy Color in this straightforward platform game. If you've seen any one of their cartoon adventures on telly, you'll know what to expect in terms of storyline. Sylvester's hungry and he wants to eat the bird, of course. However, not only is Tweety much faster than Sylvester but granny, her guard dogs, and countless other hazards get in his way. The game features fast-paced 2D sections, while the stronger section is an isometric 3D affair, very similar to vintage Spectrum games like *Head Over Heels*, and *Knight Lore*, but sadly not as good as those decade-old games. Sluggish controls are mainly to blame, but the sparseness of the colour are also partly responsible. A near miss, I'm afraid. This game looks like it could have been good, but it isn't.

ALEX HUHTALA

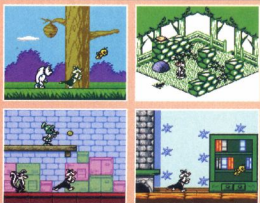
PLATFORM GAME

OUT NOW

BY INFOGRADES

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRADES
- TEL 0161 832 8623



See. Side-scrolling and isometric can live together in perfect harmony. It is Ape law!



CARMAGEDDON 2 CARPOCALYPSE NOW

You'll have probably heard about the furor surrounding the second *Carmageddon* game. After SCI's last battle in the courts over the original game, they've again been denied a certificate so we have to review the zombie version here. Those in the know, however, can download a full-game version from the Net. Whatever version you have, *Carmageddon 2* is really good fun. You are competing in a race with the bonus attraction of running people over. In various ways. You get bigger bonuses depending on how you kill people too, squashing them up against walls or landing on their heads, for example. The trouble is that the game becomes a bit linear after that. If you want to run people over all day, that's fine, but there are no real extra bits to make it different when you play. The multiplayer game is a lot of fun though, and once you start designing skins for your cars then you'll really start getting into it. I personally found the one-player game too samey and that's still an important part for your cars then you'll really start getting into it. There are better driving games, and violence-seekers will get a better fix from titles such as *Resident Evil*.

STEVE KEY

CAR GAME

OUT NOW

BY STAINLESS SOFTWARE

1-6 PLAYERS

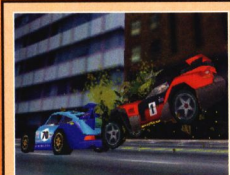
- PRICE £35.99
- PC PAL/DESCRIPTOR AVAILABLE
- PS LINE 164 - VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SCI
- TEL 0171 585 3308



⊕ The best excuse you'll ever have to mow down zombies and other beings with green blood.



⊕ Or, if you're a sicko, you can download the blood patch and play the game like this.



⊕ Those of a nervous disposition... BOO!



⊕ Sponsorship by Badyear. Ha ha.



X GAMES PRO BOARDER

After the disappointment of *Cool Boarders 3*, I wasn't expecting much from this game. But *X Games Pro Boarder* could well surprise a lot of people. The first thing you'll notice is the quality of the graphics. The slopes are all solid, with none of those polygon breaks that plague so many PlayStation games. And what really makes you sit up and take notice are the courses themselves. They're all well-designed, and there's a trick course full of opportunities to show off (future course designers take note, more like this please). The controls allow you to perform a wide variety of tricks, realistic to a certain point, but the real riders featured in the game thought it would be fun if you could also perform a few impossible moves too. Add loads of sponsorship and tracks by the Fox Fighters, No FX and more, and the result is a game that should attract a few admirers.

ALEX HUHTALA

SNOWBOARDING

OUT NOW

BY RADICAL ENTERTAINMENT

1-2 PLAYERS

- PRICE £39.99
- PC CD-ROM VERSION PLANNED
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



⊕ Choose to play as the best of the best from the real sport, or our creation - 'Player 1'!



NFL BLITZ

Like *NBA Jam* before it, *NFL Blitz* takes a popular American sport and blows it out of all proportion. All the action is ridiculously fast - you even have to select your play almost instantly! It's got very simple controls, which basically requires just three buttons to do everything. And it's not even essential to have any knowledge of American football, seeing as most of the rules have been changed or ignored completely for the sake of simple gameplay. While it's extremely easy to play, there's not a lot to *NFL Blitz*. Fun though it is, the selection of plays is very small, though once the ball's been snapped, everything goes crazy anyway. As an arcade game, *NFL Blitz* is a lot of fun, but as a home game it doesn't stand up against the more faithful simulations already available. Rent it for a few nights of fun instead.

ED LOMAS

ARCADE SPORTS GAME

OUT NOW

BY MIDWAY

1-4 PLAYERS

- PRICE £39.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 585 7300



⊕ Carefully set up your play, snap the ball at just the right time... then GO CRAZY! RAAAAGH!



POOL HUSTLER

Another pool game for people who don't fancy the trek to the pub every time they want a match. *Pool Hustler's* main feature is the Story Mode, where you travel around the city playing against opponents, gambling money on games. If you're really sneaky, you can even deliberately play badly to get them to raise the stakes, or place bets on single shots. The controls are unusual – in analogue mode you pull back on one stick to set the power. But in standard mode you hold the X button to power up, which works better because it's also easier to aim shots. The graphics are okay, the computer opponents are a bit slow but good enough, and there are all the usual features – practice, trick shot, two-player and so on. But the music doesn't fit too well – it sounds like poor Mega Drive Sonic *The Hedgehog* music. While *Pool Hustler's* a decent conversion of the sport, it's not a particularly exciting one.

ED LOMAS

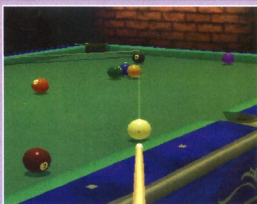
POOL SIM

OUT NOW

BY ASK

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SUNSOFT
- TEL 0171 374 2766



For maximum enjoyment, get brilliant at this game, then hustle your friends for real cash!



ALL-STAR TENNIS

There have been plenty of tennis games over the years, but very few have been any fun to play or represented the sport properly. Ubi Soft's *All-Star Tennis* uses a control system which feels like *Smash Tennis* on SNES, only it doesn't work quite as well. Powering up and aiming shots is hit-and-miss, and smashes and dives take ages because of motion-captured animation sequences. The graphics are slack too, with a cardboard cut-out umpire who can't be seen from the side. There are some neat sounds though, and the crowd reacts well (even booing somebody when their mobile phone rings!). As well as regular matches, you can play the special Bomb Tennis mode where a bomb appears on the floor wherever the ball bounces. If you hadn't guessed, this mode is absolute cack. There's not much choice for tennis fans on PlayStation at the moment, but still that's no excuse to rush out and get this.

ED LOMAS

TENNIS GAME

OUT NOW

BY SMART DOG

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY UBI SOFT
- TEL 0101 944 9000



The umpire on the chair to the right is taking a break from the John Smith's Bitter adverts.



MAX POWER RACING

It was formerly known as *C3 Racing* and then the people at our sister magazine *Max Power* came in and put their name on the title. But underneath it all, it's really still just another racing game on the PlayStation. *Max Power Racing* is not a bad game, but considering *Gran Turismo*, *TOCA 2* and *Colin McRae Rally* are already well established, it'll always play second fiddle to those. It's still a decent enough game, with some nice graphical effects in places and a huge range of options to customise your car with. The tracks have to be earned too, so it gives you lots of short-term goals to keep you entertained. And of course, there's loads of vehicles you can uncover. But there is much better out already, so have a look at those first before you pump for *Max Power*.

STEVE KEY

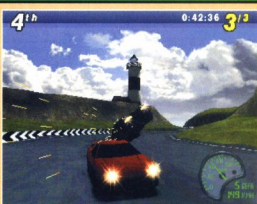
DRIVING SIM

FEB RELEASE

BY EUTECHNIX

1-2 PLAYERS

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFORMAGES
- TEL 0161 827 8800



It's like reading *Max Power*, but without the birds, and blokes who chat about dump valves.



ASTEROIDS

The original *Asteroids* is one of my favourite games of all time, and this update retains the same simple gameplay, but adds a fresh lick of paint. The original shoot, thrust and hyperspace controls have been retained, but there's now also a shield button to get you out of scrapes, and an assortment of power-ups to be collected for limited use. You control a spaceship stuck in the middle of an asteroid field and must blast everything you see on screen. Large asteroids shatter into smaller fragments when shot, and litter the field of play. Hostile craft and other floating space debris also enter the fray. The deadliest addition are crystal asteroids, which regenerate if left alone. The graphical overhaul looks nice, with lots of particle effects, and backgrounds play a part in some levels. If you're a fan of the original, you'll love this update. And if you're looking for a challenge, *Asteroids* can be one tough game.

ALEX HUHTALA

SHOOTING GAME

OUT NOW

BY STROX

1-2 PLAYERS

- PRICE £29.99
- PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01885 456 700



Spot the difference, three of these are the new game. Can you tell which is the original?

SAINT & KEYSIA

Football tips from CVG's footy experts!

More big signings in the world of football video games this month, and the build-up to a management game frenzy. Plus your chance to win some Mizuno goodies in our Spot the Ball competition, courtesy of Eidos. We've also got an assortment of 'goodies' for readers who send in their tips, cheats and moans about football games.

NEW PLAYER MANAGER GAME FOR PLAYSTATION!

After releasing the first management sim for the PlayStation, the original *Player Manager*, Anco are preparing to launch the '98-'99 update to go head to head with Gremlin's chart-topper, *Premier Manager*, and PFA *Soccer Manager* from Eidos.

The first *Player Manager* was nowhere near as successful as *Premier Manager*, but it was launched at a time when the PlayStation wasn't as popular as it is now. Hence the reason for Anco putting a considerable amount of time and money into promoting it. The big selling point for the game, is the fact that you can watch the matches being played – not just the stats.

Anco claim the game's 3D engine is bound to impress, as it greatly enhances the game-play, but we'll wait until we've seen it running before we make our judgement.

GENUINE ARTICLE

The rosters have been completely updated so

include all the latest transfers and squad details and all the kits are accurate representations of the genuine article.

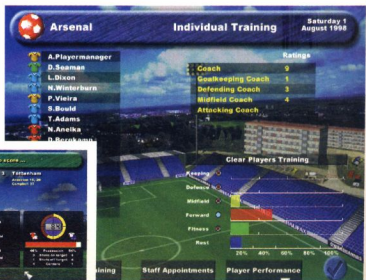
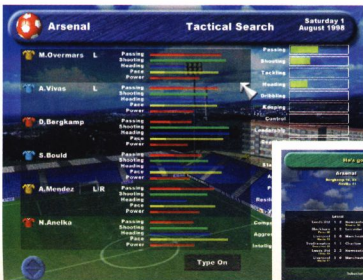
They've also included all the British leagues, including the Vauxhall Conference, to give you the chance to start right at the bottom of the management ladder.

The competitions are all in there too, with the Champions League beckoning for the real stars and the Cup Winners' Cup for those who get more than just an extended run in the FA Cup. There are over 7,000 players stored in the game too.

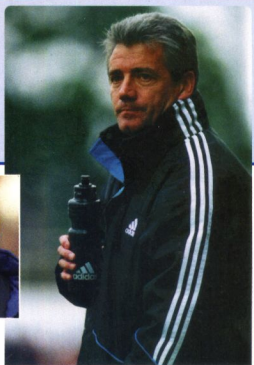
The late January-early February release date looks assured, so we should have a review for you next month. It's going to be a big winter for management games, with at least five major titles early this year – *Championship Manager 3* and *Football World Manager* on PC being the other two. Keep it locked to CVG to find out which one really is the king of the dugout.



Lee Dixon is top of the goalscoring charts. Realism still needs a bit of tweaking then.



KEEGAN AND WEIGER GO HEAD TO HEAD



Sticking with the management games, two major football coaches have been signed up to represent and promote two of the biggest games this year.

Gremlin have acquired the talents of Kevin Keegan, the former Newcastle and current Fulham manager, to help them promote Premier Manager '99. The ranks of Gremlin superstars is swelling – they already have Alan Shearer, George Weah and Oliver Bierhoff to promote their football games worldwide!

Eidos have countered this by enlisting the services of the most successful foreign coach of recent times, Arsène Wenger to help them gain a few extra column inches for *Champ Man 3*. His face will adorn all the ads and features linked with the game, so get used to seeing that cheerful grin in a few more places.



Big Kev and Big Arse... Hang on a minute.



Expect to see Mr Wenger's head as the mouse pointer and icons... This is a lie.

In keeping with the Arsenal connection, we have a picture of the Gooners. And it's boring.

Championship MANAGER 3



Games League

FIFA '99 rockets straight to the top of the charts, blitzing everything else in sight. Just goes to show that it's still the biggest football game around. Office favourite ISS Pro slips down to fourth.

Pos.	Title	Format	Price	Rating
1	FIFA '99	PS, PC, N64	£44.99, £34.99, £49.99	3/5
2	Michael Owen's WLS '99	PS	£44.99	4/5
3	ISS Pro '99	PS	£44.99	4/5
4	ISS Pro '98	PS	£44.99	5/5
5	ISS '98	PS	£39.99	3/5
6	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
7	Prattler Manager '98	PS	£44.99	3/5
8	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
9	FA Premier League Manager '99	PC	£34.99	N/A
10	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5

SPOT THE BALL!



Balls balls balls. Some of our are still telling us the ball is in the S&K logo. **IT'S NOT ON THESE PAGES!** And it's not on page 64 either! But if you think you've spotted the ball elsewhere in this issue, send us a postcard to **Spot the Ball #207** along with your name, address, phone number, plus your boot and clothes size. Last month's winner was Ben Almaydy of Sible Hedington, Essex. He correctly found the ball on Page 52 above the Music logo. Well done Ben, we'll be in touch.

FACE THE FACTS

More "surrealist" game artwork, this month. We have Michael Owen and his render with flipper feet, huge spams and matchstick arms. Basically, they textured his face onto a render of a Dall painting. Shearer and his monkey have a rival.



The auditions for Fat Les went rather well.

All compo entries, tips and general football blab should be sent to this address:
**SAINT AND KEYSIE #207
COMPUTER AND VIDEO GAMES
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LONDON
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ARCADE



Swim the Seven Seas searching for lost treasure and mysterious deep-sea creatures to deep fry!



The Ocean Hunter



DISCOVER THE MYSTERIES OF THE DEEP SEA

We humans like to think we know everything about every animal on the planet, but we don't.

There are myths and legends concerning giant sea creatures which are supposed not to exist, and there are deep parts of oceans which have never been explored. In *The Ocean Hunter*, you and a few colleagues are swimming around, exploring the bottom of the beautiful briny, armed with electronic stun guns just in case you come across any hostile marine life. Unfortunately, it seems as though the entire ocean is against you, including a whole bunch of enormous creatures which supposedly don't exist!

IT WAS TRILITHIS BIG!

There are seven stages in *The Ocean Hunter*, each of which ends with a fight against a massive boss. You'll have to do battle with a giant shark, crab, octopus and more, each with a selection of tricky attacks to avoid. These battles are the best parts of the game because the enormous sea beasts look so brilliant!



☞ You could feed a whole school full of seafood-loving kids with just one of this crab's legs. Kill it and eat it now!



☞ This massive shark could eat Jaws, his family, and all of his friends in a single chomp, so take him down fast!



AUTOMATIC SUB-MARINE GUN

Your only weapon in *The Ocean Hunter* is a two-handed underwater gun which fires electrical stun bolts to knock out any creatures which try to attack you. Using the gun effectively requires different techniques to most shooting games, as the shots move far slower than you'd expect. Also, only five shots can be fired at a time – ideally you

should fire carefully and avoid wasting shots, or you could be left not being able to shoot in an emergency.

The gun mounted on the arcade cabinet has two fire buttons – one under each thumb – and shakes around whenever it's fired. Swivelling the gun around with two hands makes aiming very different from regular shooting games.



☞ Here's Flipper's uglier big brother. There are some real freaks down here.

ARCADE

SPIKEOUT™

AM2's latest fighter goes on the move and takes on an entire city at once. Are you up to the challenge of *Spikeout*?



Fights can break out anywhere – even on these moving escalators! Chuck 'em over the edge!



Sega's latest fighting game is now all over the country. *Spikeout* takes the scrolling fighting game made popular by classics such as *Final Fight* and *Streets Of Rage* and brings it bang up to date. As always, a gang of heroes travels around the city streets beating the crud out of crowds of evil hoods. But this time, rather than a feeble gang of just two people, you can get up to four going around at once, each controlled by a powerful Model 3 machine! Here's a look at a game we think is a prime contender for conversion to Dreamcast, complete with online multiplayer modes!

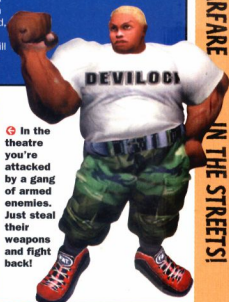
FOUR BECOME ONE

Spikeout cabinets are linked to one another by optic fibre cables so that up to four people can play together at once. When you start a game, you get the option to go from the beginning or join any games already running in the arcade. If someone joins a game already in progress, the action stops as all the machines connect. They then display the new, larger team on screen before resuming. Enjoyment of *Spikeout* increases with the number of players – get three friends and head to an arcade now!



SCRAP! SCRAP! SCRAP! SCRAP!

Because *Spikeout* is by AM2, it plays a bit like the *Virtua Fighter* games. The control system is simple, using four buttons – Shift (hold to sidestep around), Beat (the regular attack button), Charge (hold to power up special moves) and Jump (press to... wait for it... jump!). By far the most effective way of dealing with enemies is to use combos. These are fairly easy to do because the Charge button special moves often send people flying into the air, ready for more hits. You can also pick up weapons and bits of scenery lying around, or even throw enemies into one another. In multiplayer mode you can work with your friends, holding enemies still while they beat them up or launching yourself off a teammate and into a bundle of bad guys!



In the theatre you're attacked by a gang of armed enemies. Just steal their weapons and fight back!



A FIGHT ON THE TOWN

All of *Spikeout* is set in one big cityscape, divided into 12 areas such as the Department Store and Downtown. Although you can walk in any direction, bits of scenery often block your way until you've cleared all of the baddies out and get the opportunity to smash your way through to

the next section. To give you some idea of the size of these stages, AM2 say each of the 12 is around 80 times bigger than a *Virtua Fighter 3* arena! It's amazing considering the amount of detail on both the scenery and characters – and you can get up to 10 of them battling away at once!



There's loads of stuff you can use to fight off the bad dudes – you can even set them on fire!



You'll get into some great scraps in the Department Store. Mass bundle!



Here you can see just how enormous the stages are – just look at the map!

GANG WARFARE

IN THE STREETS!

ARCADE

ARCADE



Muddy it may be, but rallying just can't compete with the downright filthiness of *Dirt Devils*!



RACING GAME	AM3
OUT NOW	1-4 PLAYERS
• BROADCAST VERSION REMODELED	• MODEL 2 STEP 2 BOARD
• DISTRIBUTED BY NEOTR LEISURE	• 617-RUMOR CABINET

SEGA RALLY'S DIRTY COUSIN!

Driving a car around on slippery mud at high speeds is loads of fun. The only problem with rally driving is that it's pretty much a non-contact sport, so AM3 have created *Dirt Devils* – a circuit racing game with plenty of contact and plenty of mud! Customised cars with jacked up suspension zoom about, flying over jumps, through puddles of mud, and around corners sideways. Though your shiny car might look lovely at the start of the race, it's guaranteed to look like a giant clump of mud on wheels by the end!



MUD FEEL IT

Dirt Devils has three racecourses packed full of mud for you to splash around in – the Canyon (a wide, open oval), the Stadium (lots of spectacular jumps), and the City (a narrow, windy track with lots of puddles to avoid). Each one plays differently and works best with a different vehicle, so it's worth experimenting a bit. You should also learn a few dirty tricks you can use to ruin your opponents' chances, such as ramming into them just as they're about to take off from a ramp!



MOTOBILES

There are five vehicles available from the start of the game – the Desert Buggy, Baja Bug, Toyota Racetrack, Humvee, and Euro Prototype. The cars all handle differently, with the Humvee just steaming through the mud

while the Euro Prototype bounces all over the place, slowing right down if it gets stuck in big puddles of mush. Extra vehicles are available, such as a powerful juggernaut cab, but you'll have to figure out how to earn them yourself.



↑ The Toyota is pretty good in every area, so it's a safe choice for beginners.



↑ The Desert Buggy is quick but light, so it doesn't grip the dirt too well.



↑ Because the Humvee is heavy, it doesn't bounce around over the hills.



↑ The Baja Bug is the coolest of the vehicles, and is good fun to drive too.



⊕ Light cars get thrown all over the place by the bumpy tracks.



⊕ As some of the races progress they get darker and darker.

STAR WARS TRILOGY ARCADE



Fly an X-Wing, race speederbikes around Endor, and even go one-on-one in a lightsaber duel with Darth Vader!

MOVIE GAME	AM4
OUT NOW	1 PLAYER
• BROADCAST VERSION REMODEL	• MODEL 3 STEP-2 BOARD
• DISTRIBUTED BY GHEM LEISURE	• SPECIAL CABINET

This isn't the first *Star Wars Arcade* game Sega have made – their last one was a Model 1 game which didn't have much more variety than flying about shooting down TIE Fighters, eventually flying into the Death Star to finish things off. This time around they've based a game on the entire trilogy of movies, letting them take some of the best scenes in cinema history and turn them into video game stages. There's much more to *Star Wars Trilogy Arcade* than flying spaceships – you also need to be a master with a blaster and lightsaber, and have to be able to adapt to whatever the Empire may throw at you. Only a true Jedi will make it all the way.



A TECHNOLOGICAL TERROR

Star Wars Trilogy Arcade uses a totally unique cabinet, designed by the experts at AM4. Each stage is controlled with the special force-feedback joystick, whether it be firing guns, flying spaceships or whatever. The best bits are the bonus lightsaber battles where you must use the stick as your weapon – you even get to feel Darth Vader pushing you back, or Boba Fett's laser blasts ricocheting off your lightsaber.

HOW I AM THE MASTER

Since we last showed you the game, two bonus stages have been added. Now, if you do the right things while playing, you'll have a lightsaber battle with Boba Fett or Darth Vader! Because of the unique

control system and virtual reality-style first-person view, this is the nearest to being "in" the *Star Wars* movies that most people will get.

DUEL WITH BOBA FETT

Boba Fett, one of the galaxy's most fearsome bounty hunters, wears modified Mandalorian armor including a jet pack, magnetic grasping hook, knee-pad rocket dart launchers and other various weapons. Now, he is after you on request of his employer, Jabba the Hutt.

Now you get to take on everyone's favourite bounty hunter face to face!

SUCCESS: 100

MECH FEET

Use the Force, Luke! Meaning: look at the arrows to see where he'll shoot!

DUEL WITH DARTH VADER

Darth Vader, once a Jedi Knight, was removed by the dark side of the Force. Now, he has become the Dark Lord of the Sith, and instills fear not only upon the Rebels, but on his subordinates. He is determined to lead you down the Force dark path.

Papa Vader wants you to take over the family galaxy dominating business.

SUCCESS: 400

DRAGON BREATH

Just remember that it's only the Green Cross Code man inside the suit.

Could good old Chewie be hiding in that AT-ST?

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065

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060

YOU CAN NEVER HAVE ENOUGH STAR WARS!

ARCADE

Hot new games

You think this Christmas was stacked with incredible games? You ain't seen nothing yet! Well you've seen a fair bit, but here's more!

FIRST LOOK AT HOT NEW SOFTWARE!



G-POLICE: WEAPONS OF JUSTICE

BY PSYGNOSIS

1 PLAYER

OUT MARCH

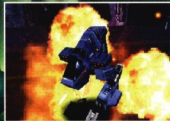
Patrol cities in a variety of sci-fi vehicles. Use pyro as persuasion to enforce the law!

THE IDEA:

Sequel to last year's blaster, where you patrol and protect cities – flying around huge domes in a futuristic helicopter. The sequel adds more variety, easier controls, and lots of new missions. More strategy, and a more engrossing challenge.



★ One thing this game doesn't lack is funk.



BEST FEATURES:

- ★ You're not confined to the skies – you can tackle crime in a wide variety of land and air vehicles.
- ★ Some 30 vehicle types, and 30 missions to get the best out of them. This won't be over too quick!

- ★ Improved Artificial Intelligence sees fellow officers tackling criminals, who are smarter.
- ★ Specifically designed to get the best out of PlayStation, meaning that it should look better.
- ★ More "adventure" elements to the game, including sub-plots make it much more involving.



★ Weapons of Justice has been designed specially for PlayStation, so it will look as good as possible. All we want is for Psygnosis to make the game exciting.



MARIO PARTY

BY HUDSON SOFT

1-4 PLAYER

OUT TBC

THE IDEA:

A board game with lots of cool differences. You're rolling dice to decide who moves, and how far, but when you land on a square it all goes crazy.

BEST FEATURES:

- ★ Each square holds one of 50 Mario-style party games.
- ★ All games are based on a Nintendo theme.
- ★ Mad stuff like two-player vs two-player boosleigh races.



★ Four people on the controllers, but everyone can chip in and have a go. Well, it's a party game innit!



SMASH BROTHERS

BY NINTENDO

1-4 PLAYER

OUT TBC

THE IDEA:

Nintendo's best-loved characters try to knock each other out! It's harmless fisticuffs with a Nintendo slant. Best thing is, it's four-player.

BEST FEATURES:

- ★ Stages, unique to each character, feature mad obstacles to catch you out.
- ★ Has trademark power-ups, and super weapons relevant to each character.



★ Link uses the Master Sword. Yoshi turns enemies into eggs. All the moves are in here, but it's totally whacked-out!

NEW GAMES

ROLLER COASTER TYCOON

BY MICROPROSE/HASBRO 1 PLAYER OUT SPRING '99

Earn yourself a pile by making kick-ass roller coasters.

THE IDEA:

Take control of theme parks and manage the running and construction of new rides. Hire staff, plant trees, spend money marketing the park, and research new attractions. Most importantly, build roller coasters – big ones!



➔ Make them big, and bad, so people puke!



BEST FEATURES:

- ★ Build time-saving preset designs or create your own roller coaster from scratch.
- ★ Many types of roller coasters – wooden, steel, stand-up, or hanging. Can you build them all?
- ★ Make lots of money selling food, souvenirs, and charging for entry to the park and rides.
- ★ If your roller coaster is evil enough, people will throw up – better hire some cleaners.
- ★ Created by Chris Sawyer, who gave us the brilliant *Transport Tycoon*.

ROGUE SQUADRON

BY LUCASARTS 1 PLAYER OUT MARCH

Great-looking shoot-'em-up that's as good on N64 as it is on PC.

THE IDEA:

This is the N64 version of the PC game reviewed in this issue. You play Luke Skywalker, co-founder of the *Rogue Squadron*, a bunch of the best Rebel pilots who embark on daring high-risk missions where the odds are stacked against you.



➔ The whole game plays like stage one of *Shadows*.

BEST FEATURES:

- ★ Pilot five vehicles: X-wings, Y-wings, A-wings, V-wings and snowspeeders.
- ★ Uses the Memory Expansion Pak, and looks as good as the PC version!
- ★ Plays like the best levels of *Shadows of the Empire*, but with more to do.
- ★ Unlike *Shadows of the Empire*, this game has got speech, and lots of it.
- ★ Have fun spotting lots of familiar vehicles and locations from the movies.



PRINCE NASEEM BOXING

BY CODEMASTERS 1-8 PLAYER OUT APRIL

The coolest boxing game, for the man who expects nothing less.

THE IDEA:

Become Prince Naseem, the WBO Featherweight Champion, in the first boxing game to earn his approval. Three different modes of play offer unique challenges, including the chance to manage a fighter and train them to the top.



➔ Sparring. Well, you wouldn't really want to do it with Naz, right?



➔ That guy was lucky! Next time he won't get away with it! Think you can perform like Naz? You're gonna need lots of practice.

BEST FEATURES:

- ★ Manage one of 90 different boxers in the World Game mode, train them and choose their fights.
- ★ Unlock secret fighters in the Showcase, where Naz challenges fighters from around the World.

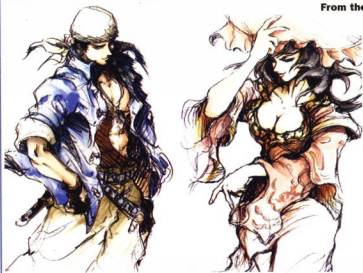
- ★ Wide range of moves, and fighters build up sweat as the fight unfolds.
- ★ Uses "dynamic node skeletons based on Kinematics", so the fighters move realistically.
- ★ Fastest boxing game ever made – to honour the skill and prowess of the mighty Naz!!!

SHENMUE
BY SEGA AM2

1-7 PLAYER

OUT TBC

From the creator of *Daytona USA*, and *Virtua Fighter*, comes a first of its kind.



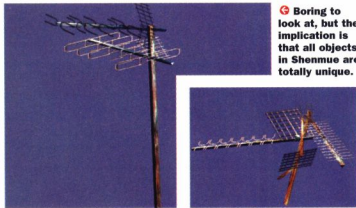
THE IDEA:

The only info to be released is that *Shenmue* will be the first "FREE" style of game - Fully Reactive Eyes Entertainment! Basically, the first go-anywhere, do-anything game that players have dreamed about since the dawn of video games. Big wow!



Detail goes right down to hand movement!

Boring to look at, but the implication is that all objects in *Shenmue* are totally unique.



BEST FEATURES:

- ★ 500 individual characters for you to interact with, many under your control.
- ★ An unprecedented level of detail on all objects - living, or inanimate.
- ★ Guaranteed to introduce some of the coolest-ever game personalities.

- ★ The *Shenmue* world is claimed by AM2 to be as large as planet Earth!
- ★ Overall destined to be the most important game Sega have ever produced.

© SEGA

SIM CITY 3000

BY MAXIS

1 PLAYER

OUT SPING '99

THE IDEA:

You are mayor of Sim City, and must design and manage a popular city, keeping crime down, attracting business and battling space aliens!

BEST FEATURES:

- ★ Create landmark buildings like Big Ben or the Empire State.
- ★ Building Architect Tool allows you to create your own buildings.
- ★ "Zoning" allows you to include historic areas.



You can see the run-down buildings in a zoned area here. It's your responsibility!

LINK'S AWAKENING DX

BY NINTENDO

1 PLAYER

OUT FEBRUARY

THE IDEA:

Our hero Link gets shipwrecked on an island, whose people are being attacked by monsters. Help Link to storm dungeons, solve the mystery.

BEST FEATURES:

- ★ Easily as involving, and just as much fun as the N64 game.
- ★ Revised presentation screens from the original GB version.
- ★ A new dungeon for Game Boy Color.



One of the original dungeons from GB *Zelda*. See the new ones next month.

RAYMAN 2

BY SMART DOG

1 PLAYER

OUT MARCH

THE IDEA:

Love him or hate him, Rayman has a following. This is his chance to prove his worth to the masses worldwide.

BEST FEATURES:

- ★ 3D worlds that push N64, PlayStation, even PC to the limit.
- ★ An original character with an inventive range of techniques.
- ★ Promises over 40 hours of gameplay, packed with puzzles.



Looks nice, doesn't it. We're pretty confident the game will hold up too.

WCW THUNDER

BY THQ

1-2 PLAYER

OUT SPRING '99

THE IDEA:

This PlayStation version has major advantages over N64 for the real fans: video clips, and all the wrestler theme tunes.

BEST FEATURES:

- ★ 64 wrestlers to choose from (double the previous game).
- ★ Test your strength by button-bashing *Track and Field* style.
- ★ New cage matches, Battle Royale, new moves with weapons!



'Oh yeah!' 'Oh YEAH!' 'OH YEAH!' 'OOH YEEEAHH!' 'OOORGH YEEEAARGH!'

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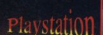
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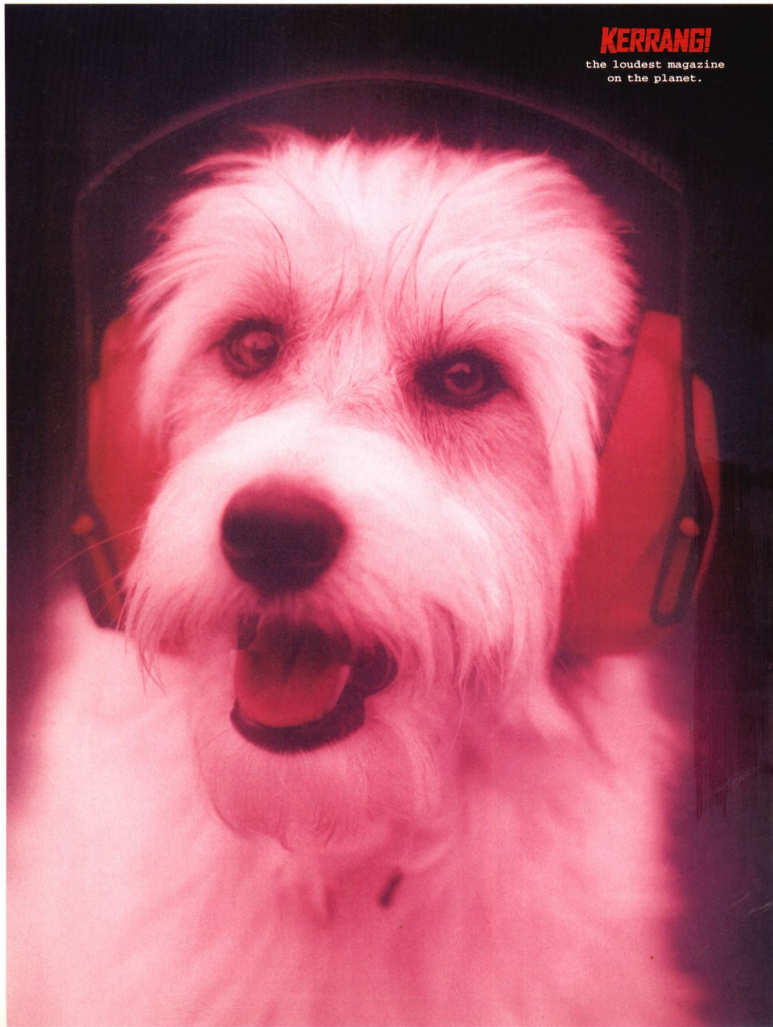
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KNUCKLES

Here he is found in the desert
The blood of my ancestors flows inside me
We have it to honor the Master's legacy

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BIG

Keep smiling for a nice someone
You got nothing to worry me
Come on let's just get up and go, go, go!

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With his two tails he can spin so fast
He can fly and he can fly so fast

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DR. EGGMAN

Am I a villain? Am I a villain?
Am I a villain? Am I a villain?
Am I a villain? Am I a villain?

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I'll never look back, I've got no regrets
Cause time doesn't wait for me
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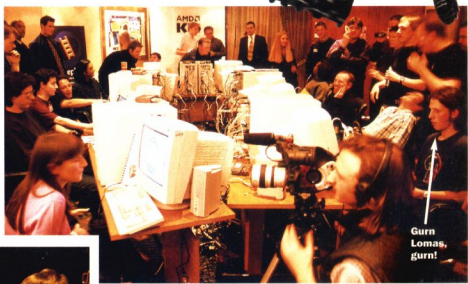
With £500 on offer to the overall winner, 32 entrants formed eight groups of four. The top two from each would go through to the knockout stages, where Golden Goal and Penalties could decide the outcome... only, the penalties weren't working, so it had to be re-matches!

THE GROUP STAGES

Originally it was meant to be only Steve who was the CVG representative, but due to someone dropping out, Ed (who had only turned up as a spectator and to drink free beer) ended up as "supersub". And, as luck would have it, he was in the same group as Steve. A titanic battle was promised. Steve's first game saw him face Sam Richards from the new *Arcade* magazine. Proving that the new kids on the block still have a bit to learn, Steve won 2-0, thanks to a rather dodgy sending off. Ed also won his first game against Steve Hill, a freelancer for So mag. Ed was especially happy as he had never played the game before, while Steve had been reviewing it for the past three days. The next two games finished goal-less, and Sam beat Steve Hill to finish with four points. Steve and Ed both had four too. And they still had to play each other. A draw and they're both through. Ed couldn't lose. Steve could afford to. CVG vs CVG. Mag pride at stake. A crunch game. It finished nil-nil. "Boring" and "dull" were just two printable comments in the post-match banter. So, Steve goes through as top, Ed runner up.

SECOND ROUND

The beer is gradually kicking in, and Ed is getting louder. Up against Steve Owen from PC Gamer, his alcohol-fuelled rampage is brought to a halt. He crashed out 1-0. Steve is taking on a competitor from *Shoof* magazine, and it takes a Golden Goal winner to see him through to the quarter-final and a chance for CVG to get their revenge. Steve Owen is paired against Steve, who makes amends for Ed's exit by winning 1-0 and sneaking through unnoticed to the semi-finals. But the smell of the cash was to prove Steve's downfall.



Gurn Lomas, gurn!



Well I've swung it over and 'ee's boshed it in.

☛ You should have seen all the jacket and tie guests at the hotel when we walked in!

☛ The boy Key does his best to pretend he's played this game before.



☛ And here is the Sunderland striker Michael Bridges. Now, as much as we wish him well in his career, it was still a dodgy penalty. Bitter? Us? Get out of here.

THE SEMI-FINALS

Drafted in as the celebrity players were Sunderland's Michael Bridges and ex-Brentford player Gus Hurdle, who now writes game reviews for *Total Sport*. Both of them were now in the semi final. Steve had to face young Bridges, who had seen off the defending champ in the previous round. Michael took the lead with a soft goal at the near post in the second half. Steve and his Everton raiders then produced a 25-yard thunderbolt of an equaliser in the 85th minute. Still a stalemate after extra time and onto penalties. But they don't work! So we have a replay. Into the second half of the re-match and Ed's loitering behind Steve shouting all manner of drunken abuse and cheering. But then the most controversial moment of the championship occurs. Bridges puts in a cross to the Everton box, and the ref stops the game. Spotting an off-the-ball foul that nobody else saw, he gives the penalty. He converts and takes the lead. Steve is shellshocked and despite dominating the game, can't get another equaliser. He's out.

WHO WON THEN?

Despite not managing to get one games mag journo into the final, the atmosphere is still upbeat. Ed is babbling on like a tramp now, and Gus takes the championship 2-1. The money goes to a charity of his choice, which makes the defeat easier to take for Steve. "Roll on *Actua 4*" is the only thing on Steve's mind at the moment. He still has nightmares about that penalty. Some things stick with you for life. Ha-ha.



Ha ha! I always wear this jumper. That's why it smells.

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Other competitions involve multiple choice questions with tiebreaker and end on the 28th February 1999, after which they may be replaced by a similar service on the same number. **Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill.** If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you win send your claim to InfoMedia Services Limited 'Claims Dept', PO Box 28 Northampton NN1 5DS. Helpline: 01604 732028. www.InfoMedia-Services.co.uk



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