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- + **V-RALLY**
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- + **BLAST CORPS**
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FREEPLAY
ESSENTIAL GAMING JOURNAL



THE LOST WORLD



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ALSO DIVING IN:

- G-POLICE
- JEDI KNIGHT
- LAST BRONX
- ACE COMBAT 2
- FORMULA 1 '97
- RESIDENT EVIL PC
- MISSION: IMPOSSIBLE

LARA GETS...

WET 'N' WILD!

IN OUR TOMB RAIDER 2 SWIMSUIT SPECIAL!

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#189 AUGUST '97

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**FIND DR. FRIES AND HIS ICE GUN TO WIN
A HOLIDAY IN CALIFORNIA.**



 In the hot new film '**BATMAN AND ROBIN**,' our intrepid heroes face the chilling **DR FRIES**, who is threatening to put a freeze on Gotham City. And you should be on the watch out for the ice cold villain too. If you find him in any of the packs shown you've won one of 15 fantastic trips to California, the home of the movies. Not that Dr Fries is the only mean hearted crook with a prize on his head. Find **POISON IVY** and you'll be rewarded with one of 3,000 **BATMAN AND ROBIN** soundtrack CD's or one of 10,000 videos of '**BATMAN**,' '**BATMAN RETURNS**' AND '**BATMAN FOREVER**'.



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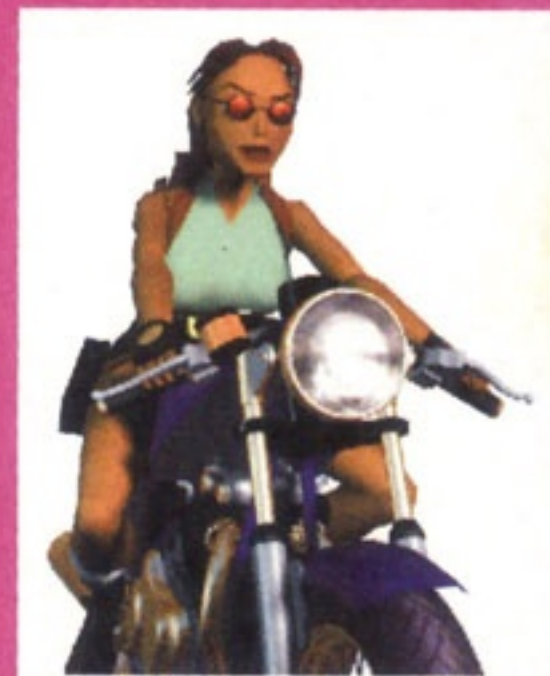


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The Soundtrack, available on CD and cassette, includes REM, R. Kelly, Underworld, Bone Thugs 'n' Harmony and the hit single from The Smashing Pumpkins 'The end is the beginning is the end'.





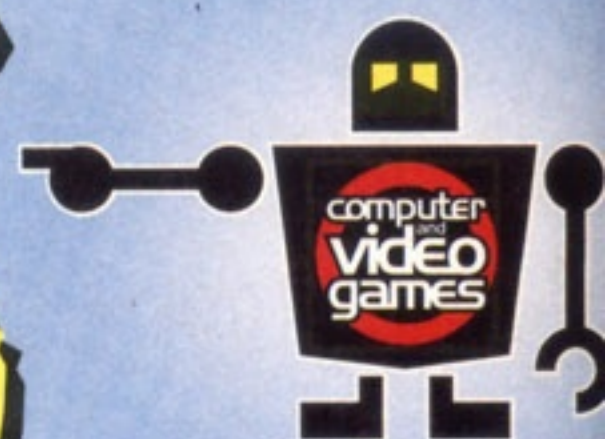
GREAT THINGS IN FRONT OF HER!

SHE'S STARRED IN A SMASH-HIT GAME, APPEARED ON THE FRONT OF THE FACE MAGAZINE, IS TOURING WITH U2, HAS A SINGLE IN THE WORKS AND EVEN A MOVIE IN THE PIPELINE. THE GIRL IS WORTH MILLIONS. BUT CAN SHE MAKE EVEN MORE WITH HER HOTLY-TIPPED SEQUEL, *TOMB RAIDER 2*?

FIND OUT EVERYTHING THERE IS TO KNOW ABOUT LARA CROFT AND *TOMB RAIDER 2*, IN OUR BULGING FEATURE, STARTING ON PAGE 131

© CORE DESIGN

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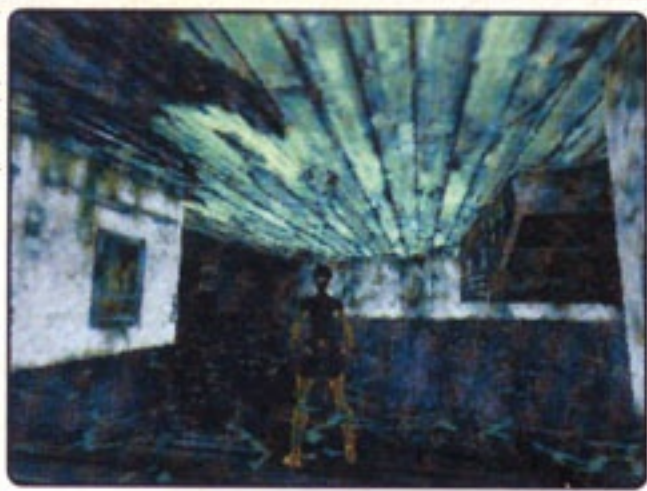
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LARA'S LOOKING SPICEY AGAIN IN TOMB RAIDER 2.

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TOMB RAIDER 2 STAR LARA CROFT REVEALS ALL!

16 PAGE FREE PULL-OUT !!

FREEPLAY



VAMPIRE SAVIOUR GUIDE

FREEPLAY FLOORS THE UNIVERSE WITH A TOTALLY EXCLUSIVE GUIDE TO VAMPIRE SAVIOUR FROM CAPCOM! PLUS! WE REVEAL ALL THE SHORTCUTS TO BE FOUND IN MARIO KART 64. ED SAYS THERE'S NOTHING GREAT ABOUT HIS TIPS THIS MONTH, BUT THERE IS A FULL LIST OF SUIKODEN CHARACTERS FOR YOUR BENEFIT. PLUS! OTHER STUFF, INCLUDING YOUR DRAWINGS!



COMPUTER CABIN!



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MINUTE REPORT



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HIGH MAC MEGA ACTION!

NEW FIGHTING FORCE
THEIR FIST. YOUR FACE. COOL!

NEW GOEMAN 64
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NEW LAST BRONX
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THE MOST PLAYED GAME OF THE MONTH, IF YOU'RE TOM GUISE THAT IS. YOU CAN PLAY THIS TOO WITH HIS HELP!



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EDITORIAL

EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
ART EDITOR:
JAIME SMITH
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA



CONTRIBUTORS:
DAVE KELSALL, JASON FRENCH,
YAS HUNTER, CARL WHITE
THANKS TO:
ROCK 'N' ROLL, THE HOOVER 500, JAMES
LISLE, THE SANDWICH MAN, BRITISH BABES
SPECIAL THANKS TO:
SAM LEE (FOR HER AWESOME TEKKEN 3
PERFORMANCE LAST ISSUE)
US CORRESPONDENT:
MATT TAYLOR
JAPAN CORRESPONDENT:
WARREN HARRÖD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising fax:
0171-216 6219

Subscription and Back Issues:
(9.30-5.30 Mon-Fri):
01858 468888
CVG Headquarters:
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

**EXECUTIVE PUBLISHING
DIRECTOR:**
Sarah Janes
PUBLISHER:
Harry Attrill
COMMERCIAL DIRECTOR:
Sandra McClean
GROUP ADVERTISING MANAGER:
Liza Hawkes
SOFTWARE MANAGER:
Chris Perera
AGENCY SALES MANAGER:
Paul Lanzarotti
CONSUMER PROMOTIONS MANAGER:
Laurence Robertson
MARKETING EXECUTIVE:
Zoe Wharnsby
AGENCY SALES EXECUTIVE:
Geneve Dic
PRODUCT MANAGER:
Kirstin Ritchens
MAIL ORDER SALES:
Justin Wakeman
ADVERTISING ASSISTANT:
Annabel Green
AD PRODUCTION MANAGER:
Emma Minford
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
FACILITIES MANAGER:
Robert McBride

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DOLBY SURROUND
to bench test all the latest games.

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IT'S SUMMER TIME: HAVE FUN. BE HAPPY. GET A SUN TAN.



What do you want me to do, tell you that it's better to stay indoors when the sun is toasting the streets? No. Staying indoors is our job.

Even if you're not dedicating as much time playing the games, don't blow the opportunity to catch some of the awesome titles coming your way. Nintendo have done the right thing and brought forward release dates of their three big games: *Mario Kart* (out now!); *Blast Corps* (July), and *Star Fox 64* (August). Sega are still providing an offer few should refuse: £99 for a machine already playing (and destined to continue) some of the greatest arcade to home conversions ever. PlayStation about to support the realistic *V-Rally* from Ocean, and a refreshing *Wave Race* with attitude title - *Rapid Racer*. These you can save for the rainy

days we're almost guaranteed. Anyone playing *Hexen 2* will lock themselves away in darkness regardless of the weather. Let's be honest, it's part of the image.

We're here preparing to bring the Christmas line-up to you in style. It's all at E3, with the main report to follow next issue. Meanwhile the rest of the team are talking to Santa, making sure only those who read CVG get what they want in a few months time.

This is the only time of year where jealousy is pitched from our side. Bring back the clouds, and we can become the envy of you all once more. Ha-hargh! **Paul**

TAMAGOTCHI FARM

No doubt everyone else is now competing to kill Tamagotchis, fast as can be. But we're still feeling pretty paternal here. Since Jaime is feeling so proud about it, you ought to know the office record is now 27 years old. Without cheating. Alex and Paul both managed to keep theirs until 17 years old, then both died under mysterious circumstances. Paul's cheerful, happy feller copped it during a performance of *Scream* at Warner West End. Alex is too distressed to talk about his. If anybody else has any triumphs or tribulations worth mentioning, write and tell us.



THE BABY YEARS

ADOLESCENTS

ADULTHOOD

CONGRATULATIONS!
YOU ARE THE
PROUD NEW TAM-
AGOTCHI PARENT!

NEEDS LOTS OF
CARE AND
ATTENTION SO IT
CAN START IT'S
LIFE ON A GOOD
FOOTING

YOU MUST NOW
START DISCIPLIN-
ING YOUR PET
OTHERWISE IT
MIGHT BECOME
SPOILT!

WELL DONE YOU OBVI-
OUSLY LOVE YOUR PET
AND ARE CAREFULLY
NURTURING IT READY
FOR ADULTHOOD!

YOU'VE RAISED A VERY
HEALTHY PET. SHOULD LIVE
A LONG HAPPY LIFE, VERY
FEW COMPLAINTS!

HAPPY, CONTENT, BUT
CAN BE VERY NAUGHTY
WHEN IT WANTS!

VERY LAZY...
GETS UP LATE, GOES
TO BED LATE. LIKES
EATING SWEETS!

THE MOST COMMON
CHARACTER TO APPEAR.
VERY SPOILT AND CHEATS
AT PLAYING GAMES!

THIS FELLA IS NOT VERY
WELL AND WILL ONLY LIVE
A SHORT LIFE.

VERY SELFISH, VERY UGLY!
YOU'VE GOT YOUR WORK
CUT RIGHT OUT HERE!

SECRET
CHARACTER

BORING, LAZY,
STUBBORN, LIKES
EATING SWEETS.

THE LIFE OF TAMAGOTCHI

OH DEAR! NEGLECT IS
ALREADY STARTING TO SET
IN! MORE CARE IS
URGENTLY REQUIRED TO
STOP YOUR PET
BECOMING A DELINQUENT!

HATCHLING

0-1 YEARS

1-3 YEARS

3-7 YEARS

5-? YEARS

REMEMBER 1 YEAR IN TAMAGOTCHI
LIFE EQUATES 10 I EARTH YEAR.

HOTTEST EVER ISSUE OF CVG!

EDITORIAL

CVG RATING SYSTEM

5... EXCELLENT
HIGH FIVE!

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



4... VERY GOOD

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

3... GOOD

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

2... PRETTY BAD

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

1... VERY POOR

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

FAIR COMMENT

Hold onto your solicitors. Apparently, so long as we put this little box here, CVG can get away with saying exactly what it likes, when it likes, in the manner it likes, and for ever! Just to make it clear that everything written in CVG is based on our own personal opinion. Fact boxes which head the reviews comprise of information from the relevant companies, or is to the best of our knowledge. Also the news section of the magazine is full of information which we have found to be true, and is correct at the time of going to press. Basically if we say it's good, we think it's good. And when we say it's crap, we honestly think it's crap. We don't have any big organisation breathing over our shoulders influencing review scores or anything sordid like that. We're clean! Long live the truth!

CVG APPEAL: TIME EXTENSION!

We have misplaced many of the entries to our CVG appeal, launched in #187. Basically we asked you to vote for a few worthy causes:
*Pac-Man Revival!
*Lucas to create Star Wars universe server.
*Two-player mode in Saturn Quake.
*Video Games to become a recognised sport.
*Capcom retro collection.

We need more entries. Send postcards to CVG, telling us which ONE of those causes you consider most worthy. Address: CVG, 37-39 Millharbour, Isle of Dogs, London E14 9TZ

ALEX HUHTALA



STAFF WRITER
CURRENT FAV GAMES:

- DRACULA X
- RUNABOUT
- DEAD OR ALIVE
- HOUSE OF THE DEAD
- TOBAL 2

Celebrity status brings has given Alex untold power over EMAP Images. He recently laid claim to a whole two-week holiday (unheard of), has his own personal tele for playing games on his desk (an unknown luxury), is allowed to have a silly haircut (previously the reserve of Ed Lomas), says 'like' a lot in between phrases (even when asked not to), has mates in bands who appear in Select (and says their music is good), makes bad jokes (and we all laugh), doesn't make tea (but neither does Ed), and takes afternoons off to play with his alien mates. Like, we know when we're not wanted Alex. You only have to say the word. We know our place.

JAIME SMITH



ART EDITOR
CURRENT FAV GAMES:

- TETRIS JNR
- MICRO MACHINES V3
- SSF2 X
- SF 3
- MARIO KART 64

Man with a tan, and a house in East Ham. Wait a minute, didn't we use the same line last year? Too late now. Jaime has been paying regular visits to Norwich of recent weeks. For your information, that's where Derek Beatty used to host the quiz of the week: Sale Of The Century. No small coincidence, we think you'll find, since Jaime's profound interest in Quiz Night at his local pub. Norwich is like the Holy Grail for these people, so we hear. Jaime's real reason for going to Norwich is to visit his girlfriend. Is her last name Beatty? We don't want to know. Soon we might introduce a special CVG puzzle column, hosted by our very own quizmaster.

JASON FRENCH



DESIGN ASSISTANT
CURRENT FAV GAMES:

- V-RALLY
- WAVE RACE 64
- MARIO 64
- QUAKE
- WIPEOUT 2097

Actually he's from Watford. Comes out with all kinds of phrases we don't understand, and has charmed the entire office with his alternative style. He could be telling us anything from behind that dashing smile, like how are we supposed to know what a Bush Pig is when one walks by. Are you a scutter? How about a snagger? Believe us, you wouldn't want to be either, though one tastes pretty good unless you're vegetarian. Jason probably has a word for vegetarian too. Weird or what, Jason just came back from Oz and he's replaced Oz. These things couldn't be planned any better. Now all we need is some guys to replace Tom. Not really.

PAUL DAVIES



EDITOR

CURRENT FAV GAMES:

- VAMPIRE SAVIOUR
- RAGE RACER
- STAR FOX 64
- WAVE RACE 64
- GALACTIC PINBALL

Sometimes these 'diaries' are written before the event. Like last month, Paul didn't attend the Tamagotchi party at all – he ended up at the ballet! SO let's just imagine the kind of thing Paul would do this month. Any of this could happen: Paul's debut in an open air concert at Finsbury Park, as the world's best ever crooner. Even the ducks cry. A record 30 times in a row on the new PlayStation ride at Blackpool. Paul carries his insides home in a popcorn bucket. Finally, Paul is the first guy in the office to get all gold trophies on *Rage Racer*, and receives offers of marriage from girls in every country. Even Princess Stephanie of Monaco is interested.

TOM GUISE



DEP EDITOR

CURRENT FAV GAMES:

- HOUSE OF THE DEAD
- DUNGEON KEEPER
- RAGE RACER
- QUAKE
- SCUD RACE

To the best of our knowledge, at the time of writing, Tom is learning to fly a helicopter. Following the tradition set by Blue Peter, we're volunteering Tom for ANY possible death-bringing venture. Last month it was almost parachuting, but that was cancelled because of bad weather. Or Tom's bad-smelling feet. It was one or both of those things. So, Tom ought to be in that helicopter as these words fill the page, filling his pants. Hah hah. Says he loves thrills. If he survives this one we'll think of something better. No wait, how about an alarm clock! Yeah, that would really shock his brain out of his ears. Could be messy.

ED LOMAS



SENIOR STAFF WRITER

CURRENT FAV GAMES:

- QUAKE
- HOUSE OF THE DEAD
- MONKEY ISLAND 3
- FIGHTERS MEGAMIX
- COOL BOARDERS

You might notice how Ed is looking especially refreshed this month. This is because he has enjoyed a three day holiday, bringing his total to eight in the space of two years. You may think this is harsh, but Ed is unlike anybody else on this planet. Now you're expecting to be told why. But we're not going to tell you why, because it's a secret. If everyone knew how Ed was able to work from 10:00 until 10:00, Monday to Friday, play games all weekend, then start all over again for months on end, everybody would be doing it. No we wouldn't. What a bloody joke. We'd all have to be completely mad, and threatened with a stick covered in poo.

STEVE KEY



SENIOR STAFF WRITER

CURRENT FAV GAMES:

- V-RALLY
- QUAKE
- STAR FOX
- SOUL BLADE
- RESIDENT EVIL PC

He's funny on the inside, but pretty straight on the outside, whatever that means. Though it seems to sum Steve up pretty well. Certainly after a few tubes of sherbert, he's the last guy left standing while everyone else is crawling about the floor. That's not to say Steve excludes himself completely from unruly behaviour. If anything he's more of a threat because he remains so precise. Which probably has a lot to do with why Steve, Tom, some guy named Rad, and ex-CVG superstar Claire almost got thrown out of the Football Football diner for throwing paper aeroplanes. The only guy we know who can bullseye a sherbert with a soggy napkin.

a poem about
↓
Summer
by Purple Ronnie

I go to the beach in the summer
But none of my swimming trunks fit
So I use a cold can of Vimto
To cover my dangly bit

hi girls!

as drunk by Purple Ronnie

Vimto
Puts a smile on your face

EDITORIAL

NEWS



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KONAMI FINALLY UNVEIL COBRA ARCADE BOARD!

They've billed it as their answer to Sega's Model 3 board. And after much talk about its games beating the likes of *Scud Race* in looks, everyone's been dying to see it in action. So finally, Konami have revealed their state-of-the-art Cobra technology.

On Tuesday 17th June, Konami unveiled it's fantastic summer line-up of great arcade games at one of Tokyo's most majestic locations, The Imperial Hotel. All of Japan's top gaming journalists were invited to this special press show and nobody was disappointed with what Konami had to offer.

The main event of the show was the final unveiling of Konami's mega fighting game, *Fighting Wu-Shu*. Previously known under it's code name of "PF573", this is Konami's first game to appear on their incredible Cobra board. Those who've been reading our arcade show reports will know we've been following this awesome game for some time, so expectations were high that this could even be a *Virtua Fighter 3* beater!

Basically, *Fighting Wu-Shu* uses the traditional 8-way



CPU characters can analyse your fighting style and change their attacks accordingly. With a clearly oriental theme, *Fighting Wu-Shu* uses some of Asia's greatest martial artists from China, Japan, Taiwan, Hong Kong and Korea. Each character has it's own distinctive personality and unique fighting style that is reproduced with unbelievable realism. In particular, Yun Sonmin, the 28 year old Korean, uses his Tekondo fighting style for devastating results!

Using the incredible power of the Cobra board, Konami have been able to create a graphical masterpiece that needs to be seen to be believed. As the characters fight and move, all their clothes fold and move. And those with long hair have it waving from side to side. Likewise, the ends of the sashes around their waist.. Take a look out for Fa Yue, the 22 year old lady from Taiwan. When she does a high leg kick, her chinese style dress (with the long split down one side) folds beautifully.

Not only are the characters incredibly detailed, so are the stages. Each stage is constructed entirely from polygons so it possible to view the stage from every angle. As your character fights and use commands to move



EXCLUSIVE PICTURES OF ITS FIRST GAME!

stick and 3 button (guard, punch, kick) control system along with a variety of other fighting techniques and special features. All the characters movements have been motion-captured from top martial artists for amazing realism, and all the action is super smooth. In addition, *Fighting Wu-Shu* has an amazing AI system where the

SEGA BANDAI MERGER FALLS THROUGH!

Following the incredible news of Sega and Bandai joining forces (as reported in our March issue), the agreement has now been called off only one day before the agreement was signed.

The deal would have created a a new company – SEGABANDAI – with consolidated earnings of £4 billion, making it one of the most powerful players in the global entertainment industry.

The reason for the sudden change of heart is said to be from inside Bandai. As quoted in Computer Trade Weekly last month, Sega's president Hayao Nakayama said "Bandai is a company where employees do their own thing and develop hit products. If we had tried to push through the merger, it would just kill that creativity."

The news of the deal being called off doesn't seem to have affected Sega's image in the stock market though. Their shares closed ¥80 higher on the announcement day! Bandai's however, dropped by ¥90.

TIPPED TO BE A VIRTUA FIGHTER 3 BEATER!

around your opponent, the stage rotates giving you the opportunity to see all the great surrounding scenery. Some of the stages include a desert, a china-town district, a mountain top and a Korean courtyard. Each stage is full of detail, with such great effects as waves splashing up against the rocks, slowly falling snow and swirling fog etc. In addition, there are other nice little touches such as special lighting effects and interaction with the scenery.

Besides *Fighting Wu-Shu*, Konami were also showing their latest 3D shooting game, *Solar Assault* and a brand new gun-game, *Total Vice*. We'll have a full arcade show report next month with details on all these games and more!

NEW KONAMI COIN-OP HARDWARE LAUNCHED!

NEWS

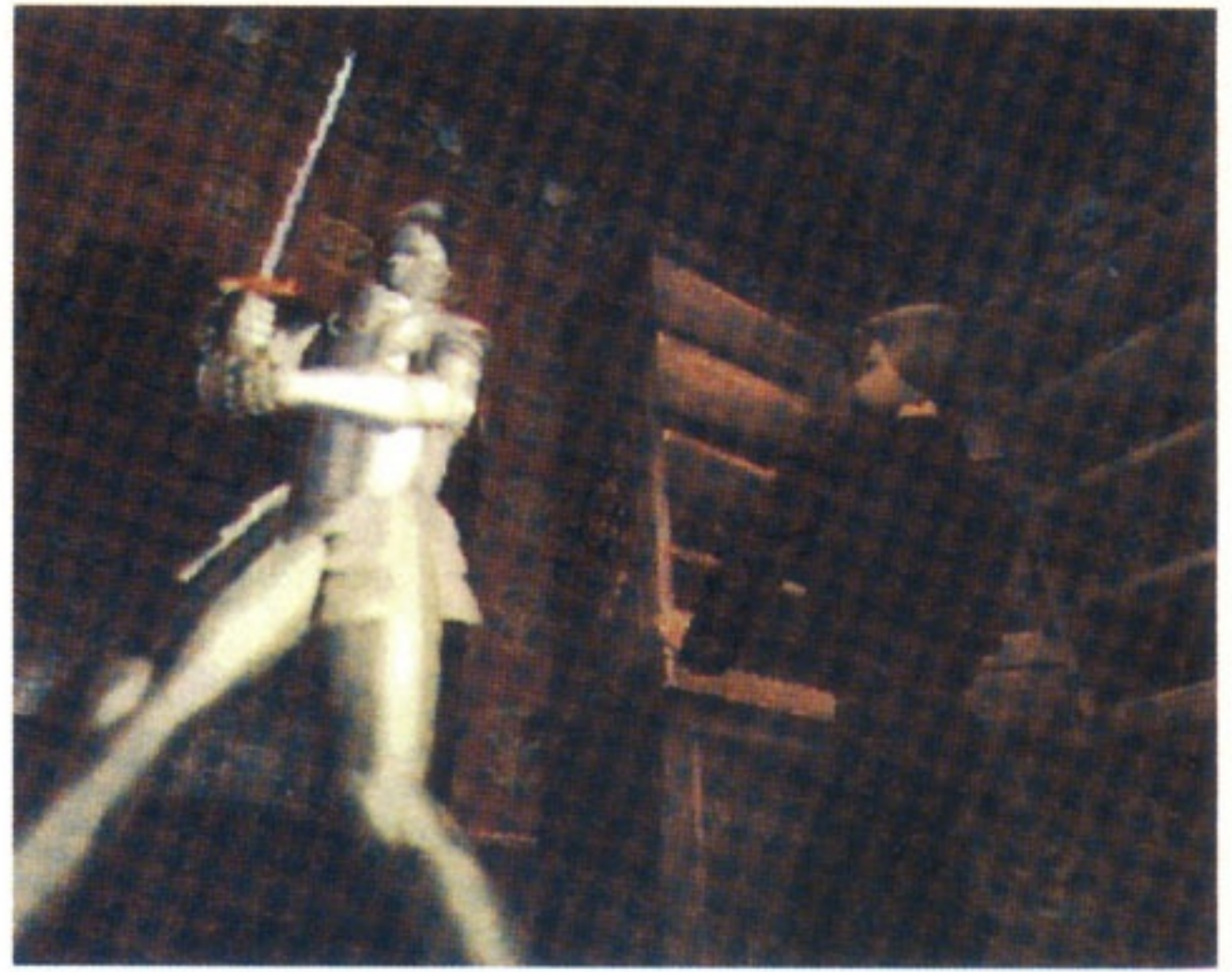
WIN THE LOST WORLD POCKET GAMES!

D2 NOT APPEARING ON M2

We've gone Jurassic Park 2 bonkers this month! And thanks to our friends at Fire, we've got some all-new official The Lost World keyring games to give away. These game, similar in size to the 55-Game keyrings (see our subs page), feature a somewhat bizarre game in which you play a T-Rex, shooting at pteradactyls, triceratops, raptors and stegosaurus' *Space Invaders* style. To win one, simply answer this question. Jeff Goldblum starred in Jurassic Park. Answer:

- A) Yes
- B) True
- C) Correct

Send entries to Can't Go Wrong Lost World Comp at our usual address. The first 10 correct entries win. Fire also have a new selection of N64 universal adaptors and 256K memory paks available. To get hold of them or The Lost World keyrings you can call Fire on 01858 435 350.



Kenji Eno, president of Warp Interactive has said that *D2* (the real-time 3D sequel to *D*) is NOT going to be appearing on Matsushita's upcoming M2 console. The first screenshots were released over six months ago, and the game has been in development for years but this doesn't seem to have affected Warp's decision. Kenji Eno always speaks his mind on subjects such as this, and recently said "If Matsushita is a train going from A to B, they derailed somewhere soon after A". Harsh words they maybe, but Mr Eno has been known to speak out in public about other consoles - at a private presentation of Warp's *Enemy Zero* at the PlayStation Expo show last year, an enormous PlayStation logo morphed into a Saturn logo in front of the shocked audience. Kenji Eno then announced that he wasn't happy with the way SCE of Japan were restricting Warp

and that the game would only come out on Saturn! He's also stated that Warp won't be producing Nintendo 64 games at the moment because he feels that cartridges don't have anywhere near the amount of storage space required to create a Warp game.

There are lots of rumours going around at the moment about Warp continuing development of *D2* for Sega's next console, which seems very likely. In fact, on a recent visit to Sega's headquarters, CVG's very own Japanese correspondent spotted Warp's Kenji Eno and Sega's President Hayao Nakayama chatting to one another. Apparently, Mr Nakayama rarely walks around the Sega building and the staff seemed surprised as he passed them. A bit later, the two left the building in what seemed to be a very good mood. Sounds promising.

HMV/CVG CHALLENGE No.1: LONDON FINALS

UK game fan, get yourself down to London for 3:00 pm on 26 July for the HMV/CVG Challenge Final! Last month Challenge heats took place at 11 major HMV stores up and down the UK. We asked everyone to push their concentration to the limit by shaving seconds off *Rage Racer*'s Lakeside Gate circuit. The survivors are heading down to HMV in London's famous Trocadero centre for the showdown, and the chance of winning a *Time Crisis* coin-op worth £8000!!!

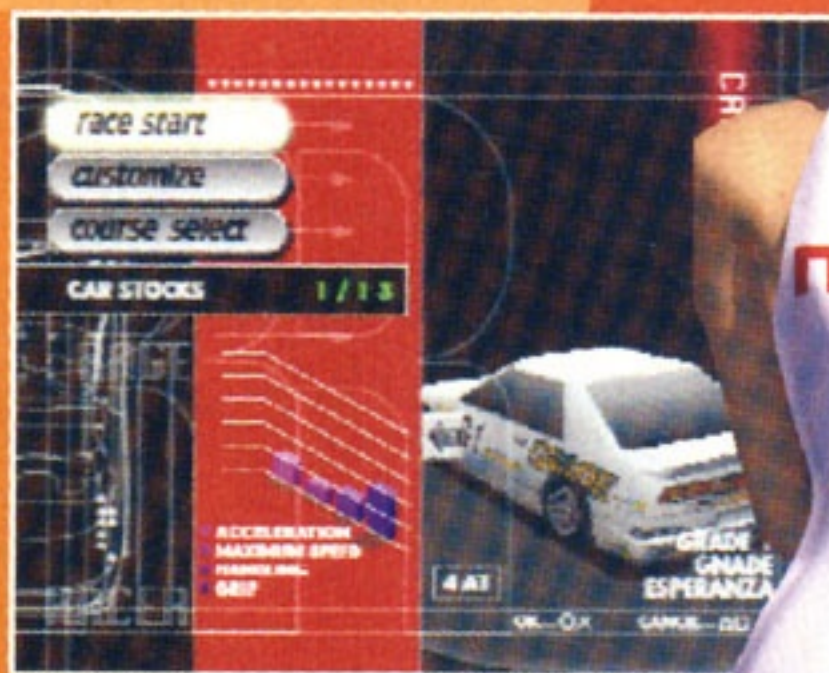
By now you probably think you're the best there is on *Rage Racer*. Well, why not take a trip to London on 26 July to cheer or jeer the 11 finalists who think THEY are the dog's danglies. As this is the very first HMV/CVG Challenge Final, we're expecting a turbo-charged atmosphere! See you there!



THE DATE:
26 JULY

THE TIME:
3:00 PM

THE PLACE:
**HMV GAMES,
TROCADERO BRANCH**



THE HMV/CVG CHALLENGE NO.1: FINALS!

NEWS

The **HMV**
CHALLENGE

computer
and
video
games

NEWS



LAST MINUTE NEWS FROM E3 SHOW IN ATLANTA

[MDK TEAM LEAVE SHINY ENTERTAINMENT]

The design team that created MDK on the PC has left Shiny Entertainment to create their own company. While this sounds very dramatic, they are still part of the Interplay group and are also still associated with Shiny. The new company doesn't yet have a name, but includes some well-known names from both *Earthworm Jim* and *MDK* - Andy Astor, Nick Bruty and Bob Stevenson. Nick Bruty has been quoted as saying that Shiny allowed them to work unhindered, but they are looking for new challenges and that forming a new company is the only way to do so.



[SEGA MOVING TOWARDS PC GAMING]

Although Sega have until recently published all their games on the Saturn first, followed by a possible PC conversion around a year later, they are slowly moving towards simultaneous releases of all games on both formats. Many of their games currently in development are already planned to come out at the same time on both machines, including *Last Bronx* and *Sega Touring Car*. By 1998 they plan to be releasing everything simultaneously. Some people see this as a move by Sega towards becoming purely a software developer, while others feel that it's clever marketing until the release of their heavily-rumoured next console. It can only be good for gamers, as more people get to play Sega's fantastic arcade translations.



[E3 GAMES RUNDOWN]

As a final taster, here are some personal thoughts on the games seen, e-mailed from Richard Leadbetter (editor of Sega Saturn magazine) on the first day of the show.

[E3 SOUNDBITES]

With the Atlanta '97 Electronic Entertainment Expo happening just as this issue went to press, we've been unable to bring you a thorough report on the events and games therein this month. Rest assured, Paul will be giving you his own first-hand experience of the show, in a huge E3 special next month. In the meantime, here's a selection of some of the headlines from the show.

- **Mission Impossible** on N64 has had its release moved back until at least Christmas due to problems with faulty AI.
- Westwood Studios are putting final touches on **Blade Runner**, a real-time 3D adventure based on the cult movie. The concept is obvious - you play a Blade Runner hunting down replicants. The game will come out on a staggering 4 CDs, suggesting much FMV.
- Talking of Westwood Studios, they're also in the process of beta-testing **Command & Conquer**, the on-line version of the game that allows for 50-player battles in a fight-to-the-death scenario. More on this soon.
- Bandai revealed their **Tamagotchi PC game**.
- Following the success of *Interstate '76*, Activision announced work on the sequel, **Interstate '77**. It uses the same game engine as its predecessor, only this time you play Taurus, oil-smuggling from Mexico. Cool new cars, levels and a funky new soundtrack are promised.



One of the editors of GamePro magazine beat **Shigeru Miyamoto** at Starfox and won a joystick.

Dave Perry of Shining Entertainment had this to say of Nintendo 64. "Nintendo's heading towards the cartridge limitation wall at 500mph."



SEGA

No surprises. No VF3. Just about the only two games we haven't seen are *Sonic R* (that's the official name) and *Touring Car*. *Sonic R* is a racing game with just the one track at the moment, but it looks really cool. It's very *Mario Kart*ish in appearance. Not sure about the controls, but the visuals are awesome. No pop-up, very slick. Although Travellers Tales are doing it, it's clearly a Sonic Team game in terms of design. Only *Sonic* is controllable at the moment, but all the characters will be. *Last Bronx* is here, much the same as the build we've already, so none of the special additions promised.



Duke and *Quake* are very, very nice indeed. *Duke* runs at approximately twice the speed of the PSX version, which in terms of update is much like the Saturn version of *Hexen*. It really is cool on Saturn, looking better than the N64 version (although not quite as smooth). I'm going to meet up with Lobotomy later [secrets revealed soon].

Quake is a revelation. Only two levels are playable on the version here, but it truly is phenomenal. All of the lighting removed from the previous version is back, only BETTER, the monsters are far, far superior and overall it's just amazing. And yes, it's still faster than PSX *Duke Nukem*!!!



Oh the *Lost World* coin-op is here. It's very *Virtua Cop*. Haven't had a good look, but I can't believe it's Model 3....

SONY

Haven't spent much time there. Psygnosis have some amazing stuff, but I'm not keen on this *Blasto* character. Psygnosis' *Rascal* is like *Mario 64* on a PSX! As is *Blasto*...

I saw the Star Wars fighting game and it is bad beyond belief. Awful update, couldn't get any moves out. I couldn't even get Luke's lightsaber out. The new character is super-bad I was really looking forward to a *Tekken Soul Blade* thing, but no.

NINTENDO

This *Banjo Kazooie* game looks very, very similar to *Mario 64* as does *Conker's Quest*. *Zelda's* there, and looks cool.



CAPCOM

Marvel Super Heroes. WHAT A GAME! The Saturn version is here minus a few characters, but it's running without the RAM Cart and already looks ten times better than the PSX build we saw earlier (ie most of the animation remains and the backgrounds number more than one. Oh and they're animated). Really, really cool. Still a bit slow, but I think I can live with the current speed. Seriously impressive. And that's without the RAM cart. With it, this game will undeniably rule the cosmos.

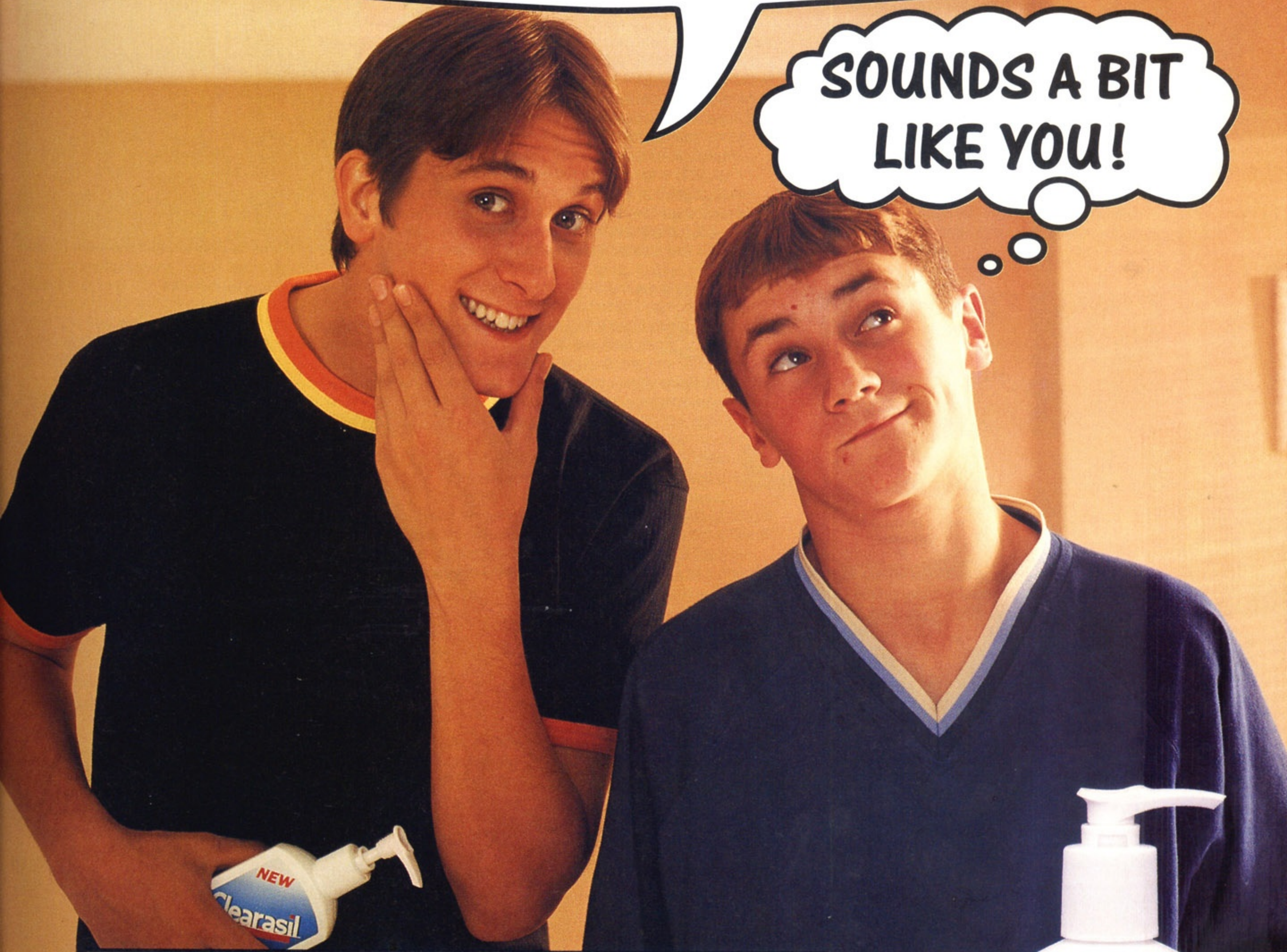
Res Evil Saturn you know about. *Bio Hazard 2* is cool on PS.



SATURDAY MORNING

SPOTS? TRY THIS. IT'S NEW CLEARASIL COMPLETE. IT'S FIVE TIMES BETTER THAN SOAP AND IT'S DEAD SIMPLE!

SOUNDS A BIT LIKE YOU!



THAT'S RIGHT, DEAD SIMPLE! NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS.

CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.

ITS DEEP-CLEANSING MICROBEAD FORMULA AND SPECIAL SPOT STUFF GETS RIGHT TO THE HEART OF THE PROBLEM, KILLING BACTERIA WHICH CAN CAUSE UNWANTED ZITS.

USED EVERYDAY CLEARASIL COMPLETE WILL HELP KEEP YOUR SKIN FEELING CLEAN AND FRESH. ALTOGETHER, IT'S A VERY SIMPLE WAY TO HELP STAY ZIT-FREE.

ALL YOU NEED TO HELP BEAT SPOTS!



*CLINICAL STUDY RUN OVER 8 WEEK PERIOD.

PLEASE SEND YOUR LETTERS TO:



MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

AND WE JUST CAN'T ENTER INTO ANY PERSONAL CORRESPONDENCE. SPEAKING TO YOU ON THE TELEPHONE IS BAD ENOUGH.

MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG

Hey, we just received some training in libel so this is the totally legal CVG MailBag.

Meaning, no more slanderous comments about companies or each other. An end to malicious falsehoods and... oh, what the heck! We'd have no letters here if we had to reinforce all that. But, in case anybody out there is thinking about taking legal action against CVG, remember that this is all OPINION. Whoever said "what you don't know doesn't hurt" was lying out of their anus. But that's only our opinion (just in case). Write to us by conventional means, or by e-mail.

MAILBAG.CVG@ECM.EMAP.COM

SERIOUSLY?

Dear CVG,

I'm a big fan of your mag, but I'm writing to tell you how crap I think the new N64 is. I bought one on the day it came out thinking it would be great, but I was wrong.



The graphics are all blurry, the sounds are duff, and the lastability of the games are abysmal. I haven't played Wave Race since I bought that. I swapped Shadows because it's like playing on a

pocket £5 game. Mario is good but it is very overrated, Turok is a quality game, though that is the only true 64-bit game. Please leave FIFA 64 alone because it's the only footie game out unless you want to pay around £100. If Nintendo don't start making games the same quality, the N64 will be a flop. You most probably won't print this letter, but I bet there's a few disappointed readers out there. Where I live the people who've got N64 think this way too. Sorry about moaning, but it has got to be said.

Paul McDermott, Woodhouse Park



CVG: This is a genuine letter, folks. Hard to believe. Is anyone else reading this feeling as miserable as Paul McDermott?



JOHN AND ROG CONTINUED

Dear CVG,

You smell of poo. Rog was so excited reading your article on Tamagotchis that he went off and got one called Apple-Hopper-Trucker-Harry (A.H.T.H. for short). Now he is too busy playing with A.H.T.H to play with me. I really miss the days when me and Rog used to play with each other. It is all your fault and if you don't give me a million pounds and 2p I am going to blow up Japan!

Lonely John



CVG: Rog's obviously very happy, John. He'll get over Tamagotchi soon enough. Blowing up Japan won't do you any good. Sorry we don't have £1 million and 2p.



LOBOTOMISED

Dear CVG,

Must all mail have 'Most Wanted'? (Find enclosed just in case). Now, about Saturn Quake. Link-up "would slow the action down too much" according to Lobotomy (CVG 187). Have they played PlayStation Doom? I'm no Saturn programmer, but surely when there's more work to do (more players/monsters), a link-up means there's more machinery to cope with it?

Gareth Crowley, N Yorkshire



CVG: Letters which don't include a 'Most Wanted' list for FreePlay don't get printed! Give up on the link-up mode for Saturn Quake, Gareth. It's an entirely different engine to Doom.

NOT GUILTY

Dear CVG,

My friends at school don't think my letter will get printed because they reckon you make up your own letters because nobody would send you any letters. Please prove them wrong.

Scott Perry, Bradley Stoke

CVG: There you go.

WHAT WHERE WHY HOW PLEASE

Dear CVG,

There are thousands of people who have become interested in the videogames scene, thanks to their increased popularity. However many of these people, being so new, have no idea which machine they should purchase. I have written letters to many mags, CVG included, to seek advice on this matter. So why not introduce a new monthly or bi-monthly feature, whereby you assess all of the current available hardware and give your opinion as to whether it is worth buying. The feature would be recurring because, due to the fast pace at which the market moves, it would be necessary to provide updates each month or how well each machine is doing. You could have mini-reviews of the top games for each system included in the feature, as well as the opinions of the machine's owners (a hit with Freeplay Fan). You could include all the pros and cons of each system, as well as future hot releases. In this way you would deal with all of the letters which you receive each month, asking for purchasing advice at once. Please use this idea as it will prevent those of us who are as of yet undecided, from purchasing a good machine (like the Jaguar). You could also have a directory of good software shops to compliment the feature.

Ben A, Tunbridge Wells



CVG: Like we always say to suggestions, and as we generally prove with the magazine, we're looking into the possibility. We appreciate our readers need more help when it comes to making decisions at retail.



Attack of the Mutant Penguins on Jaguar. We recommend you don't buy it.

MOAN MOAN MOAN. WHY DON'T YOU ALL SHUT UP?

LETTERS

SPICE GIRLS HERE

Dear CVG,

Re the letter from 'Mr Bus' of 'Area 51' on the subject of the Spice Girls. Your comment finished off by asking if anyone else had anything to say on this matter. Well, I sure do! I hope you're reading this, Mr Number 21, because I'm going to tear your letter apart piece by piece, boy!

Firstly the CVG boys dare to put Mel C ahead of Victoria in their Spice Girls survey because they can. CVG has always been about expressing opinions and if CVG want to express opinions about anything, including the Spice Girls, then I say go ahead.

I'm glad we've all got your permission to like Emma or Geri but sorry fella, some of us are just going to like Mel C anyway. I find Mel C more attractive than any of the others for a variety of reasons. For starters, I think she is a beautiful woman (I mean, have you seen that Pepsi ad? WOW!) but it's not just that. Have you ever taken time out to find out what kind of people the Spice Girls are? Or are you the kind of man that is blinded by a fit body? Perhaps you find it impossible to comprehend someone liking Mel C because she is a nice person as well as a gorgeous girl. Have you ever read any of the girls' comments in the press? Or do you just like looking at the pictures? Enjoy 'em while you can matey because with what you're up to blindness is in your future.

Maybe I am insane (maybe? I hear you cry) but I'm not going to be called so by a person who calls himself Mr Bus and says he lives at Area 51! I'm also not going to stand by and let you say these things without defending Mel C. Hey, the age of chivalry ain't dead while I'm around, mister! No real man would stoop to personal abuse of a lady but you do gleefully. You find Mel C disgusting? Well, I and plenty of others find you disgusting. And I'm sure the lads at CVG don't need you advising them on their taste in women.

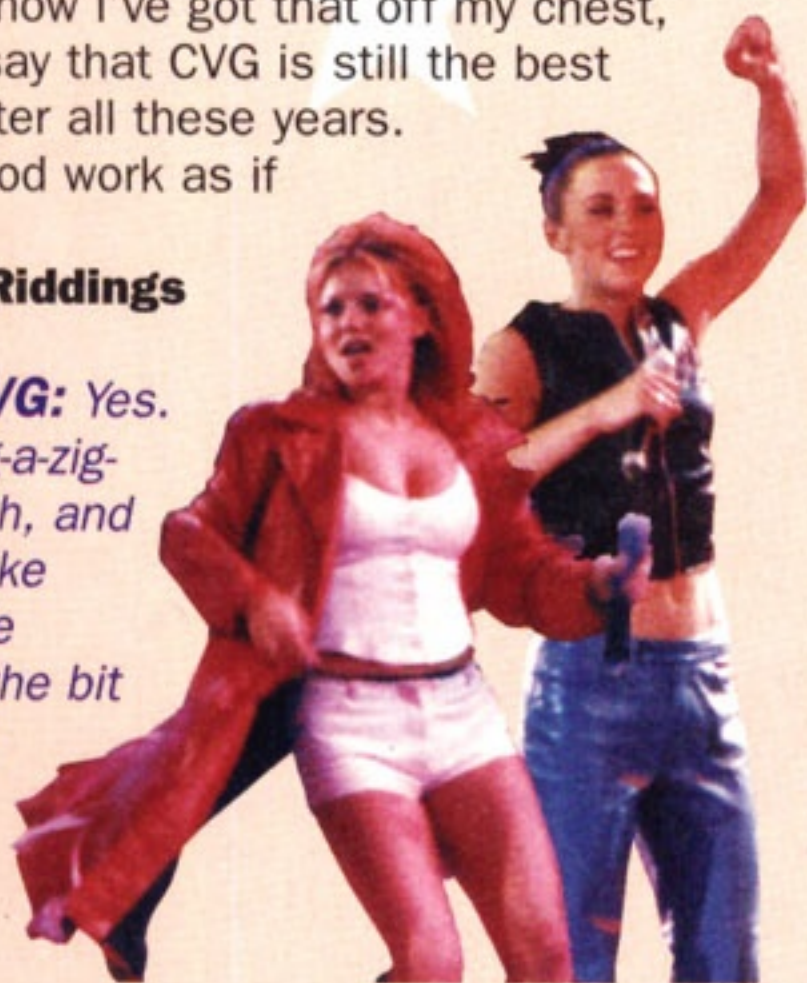
Anyway, now I've got that off my chest, I'd just like to say that CVG is still the best mag around, after all these years. Keep up the good work as if you wouldn't.

David Booth, Riddings



CVG: Yes. zig-a-zig-ahh, and

all that. More like this, please. We especially like the bit about us being able to express our opinion.



OVER IT NOW

Dear CVG,

I am writing to you about some of my personal opinions on video games and consoles. First up is *Mario 64*.

Like many other people I bought a Nintendo 64 on 1st March along with *Mario 64*. Having played it for a few months and collected all 120 power stars I do not think that it is the 'REVELATION' that people say. Don't get me wrong, the game is sheer class and a landmark in video games, but somehow I simply don't find it as THE BEST game ever created. I can think of a dozen games which I enjoyed a lot more which have, in my opinion, far greater lastability. But, what astonishes me the most, is that not one of the CVG team voted it as the best game of '96. I am no stranger to the games and console market as I have purchased a number of consoles including a Sony PlayStation, Sega MegaDrive and Super Nintendo and owned a wide variety of games across these formats. Games that I prefer to *Mario* include *Wipeout 2097*, *Street Fighter Alpha 2*, *ISS Deluxe*, *Tekken 2*, *Resident Evil*, etc...

Now, I know that *Mario* is a totally different game and is expertly designed with some wonderful levels, as well as providing a new dimension in video games, but just because it does, doesn't mean that it is the best game ever!

My point is that just because a game is uniquely different and offers something that hasn't been seen before in a game it doesn't warrant the title of the best game of all time. Surely a game worthy of that title should have lastability beyond belief and be totally enjoyable and rewarding to play over and over again. And, in my opinion, *Mario 64* is not. You even said yourselves in issue #187 that it has no or a lack of competition elements within. After all, what makes a game so unique is playing against a friend.

Having said that, I am absolutely delighted with my Nintendo 64 and think that it has a very promising future indeed. *ISS 64* looks magnificent as I have seen demos of it and the



fluidity of play and animation of the players is exceptional. Roll on June!

Another point I'd like to make is regarding the letter in issue #184 about 'Your Game' ideas. I think this is a really neat idea and would like to see a section in your mag where upon we give our game ideas to you. Big game manufacturers should listen more to what the games playing public want in a game or a sequel as I think they can provide a great inspiration to video games.

As your mag is totally brilliant and improved greatly over the last few years I think a 'Your Game' section would improve it slightly more, or maybe just replace it instead of the 'Retro Computer Cabin' inside 'Freeplay'. I would certainly like to see more news and 'Red Hot Rumours' section within your mag. Nevertheless your mag is brill so keep up the good work boys!!

Daniel Campailla, Llanelli Wales

CVG: *Mario 64* practically reinvented video games. It's fun to recognise a phenomenal achievement. If you disagree with our opinion that's fine - it was deliberately grand. Actually, Tetris IS the greatest game ever! So why not turn to our subscription page now to sample the magic for yourself, FREE! Saying goodbye to the 'Cabin' is one of the last things we'd consider right now.



A GRRRL WRITES

Dear CVG,

Wotcha, I'm a 17 year-old woman-thing and I just wanted to say ta for the totally wicked issue #184. I don't normally buy your mag, but it was that wonderful *Tekken* feature staring up at me that persuaded me to buy it.

I'd heard lots about those *Tekken* games but I thought that they were all about two freakin' muscular blokes beating the crap out of each other. It just so happened that *Tekken II* was churning away on the monitors. 'Cor' I thought, noticing those gorgeous polygons with light sourcing. Yep, I was there for freakin' ages staring at it. I flicked through your mag and read more about *Tekken*. That was two months ago. Now I've got both games and I'm keeping up to date with the latest news by reading your mag. Who'd have thought that pulling off a ten-string into Kazuya's mush could be so darned satisfying? Oh, and get a load of that FMV... (one hour later, after a quick scuffle)... Cheers CVG for showing me the world consumingly brilliant phenomenon that is *Tekken*! Oh, and hello other *Tekken* fans!

Ashley 'button bashing' Trigg, Harlow

CVG: Hi, Ashley!

a poem about

Clubbing

by Purple Ronnie

When I go out clubbing
Everyone just stares
Cos I buy a can of Vimto
And I stuff it down my flares

groove

gasp

ginormous bulge

as drunk by Purple Ronnie

TAMAGOTCHI PARENTAL ADVICE

Dear CVG,

In your June 97 issue you had a lot of info about *Tamagotchis*. And as soon as I saw that issue that had the *Tama*'s on the front I knew I should get it, because I had just bought my own *Tamagotchi* the day before. The bad thing was that it said in your magazine that it slept for 24 hours. So when it fell asleep at 8pm and I went to sleep a while after, I woke up at 7:55am and thought "AWWW HELL!! My Tamas gonna wake up any minute!" So I quickly ran downstairs to where it was, and waited for it to wake up again, and at 8am it didn't get up. Nor at 8:10 or 8:30, but eventually an hour later at 9:00 it woke up. And between 8-9 I was getting pretty worried about him, I thought he'd died in his sleep. But the main thing was that I could have had at least an extra hour's sleep, but I had to watch the crummy early morning cartoons while I was waiting. So I think in future you need to double check on things!!!

Kiel Hanson, Worcestershire

CVG: Surely you mean we said they sleep for 12 hours? Anyhow, the very last thing on our mind, Kiel, was to make upset your relationship with that little *Tamagotchi*. We'd like to apologise to all parents distressed by any misinformation passed on by CVG... hey, what is this! We're not your agony aunt Hanson!



TAMAGOTCHI IN QUAKE!

Dear CVG,

Recently on Channel 4's *Digitiser* there has been a big argument going on about multiplayer games and how only a few people ever get to play one and that companies are forgetting about the one-player modes. Well one person wrote in saying that he got hold of a Bot for *Quake* so he could play against something with a bit of sense. Why doesn't id release an official Bot that professional programmers have spent time on? It could be edited by proper game menus by the user instead of all complicated DOS stuff. The *Tamagotchi* has been a hit, so why not have a *Quake* Bot as a virtual pet, it could be made so it can learn and be trained to become an unpredictable enemy or your friend. It would be able to learn from its mistakes and soon become so good that you can't beat it, so you could then use it on other players and their Bots. It would sell like Mr T ice lollies.

Paul Donnelly, Higher Bebington

CVG: Yeah, and instead of killing the *Tamagotchis* you could offer them food and play a game of peek-a-boo. You know AI wasn't invented with the *Tamagotchi*, Paul. But this is a cute idea.



MEMORIES TOO PAINFUL

Dear CVG,

The last couple of issues of your excellent magazine have had me fuming. Don't worry, it's not something you've done it's the industry's new Big Brother attitude to censorship. Before I got my PlayStation I was a SNES devotee, and I can remember all too well the uproar caused by the censorship of games such as *Mortal Kombat* (the green 'blood') and *Wolfenstein 3D* (the cleaning up of is so as not to offend any friendly Nazis). And now censorship has reared its ugly head once more, on the 32-bit systems. The *Final Fantasy* scandal, the *Soul Blade* controversy and now the merciless slashing out of the saucy 'taste of Honey' pic in *Fighters Megamix*. Don't do it! If the worry is that it will influence people (which for a minute section of the population it will) is completely bull. So according to the BBFC if I whack someone with nunchukka it is illegal, but it's FINE for me to go hit someone with a big metal stick. Hmm, sorry Sony we love your games but that is just a load of poo. Because of this I am worried what will happen to *Duke 3D* in all its gory, foul-mouthed nudey girls packed glory. And as for *Grand Theft Auto*... so, everybody join the Great CVG appeal!

Chris Perkins, Canterbury

CVG: Nunchukas are cool, aren't they! Which is exactly why the BBFC banned them.



Back in the 1970s a whole bunch of illegal Martial Arts schools began teaching kids how to use weapons, made popular by awesome movies such as *Enter The Dragon*. Problem is a lot of these kids sustained some terrible injuries due to poor tuition. Either that or they just picked up a set from a shop and took them into school. The BBFC decided to stop fuelling this hysteria. That's the reason. The *GTA* issue is completely separate, and obvious.



UK Soul Blade features a weird three-piece weapon. Japanese Soul Edge has nunchukas with blades. Don't touch!



VIRTUA FIGHTER 2 MADE OF CARDBOARD

Dear CVG,

Not long ago I got some money, around £150, when my bank went private or something, and so I thought I'd get an N64, second hand. So I went to Computer Exchange to get a US one, but all there was was one Jap one for a massive £175!!! So I thought I'd get a Saturn instead, for just £98 then got *VF2* & *Fighting Vipers* for it. I took it home and set it up next to the beloved PlayStation. I slammed in *VF2* and loaded it up.

97% you gave this! No decent intro I thought. Oh well, on with the actual game. The animation and players are nice, but the backgrounds are awful! They look like cardboard! I tried the arcade mode and completed it the second time I tried it. I waited for the lovely end sequence - but where was it? Huh? So I changed the energy bar to smallest and found I could complete the entire game with one move - Jeffrey's G+P+K move. Still no end sequence! I remember you saying *Tekken 2*'s CPU as a fool...

I played *Fighting Vipers* through, still to no end sequence!!! Is there a special way to get one? How? I unlocked all the secrets and performed Training mode's moves until I lacked only one or two... okay, three OKs all in less than one day. I still have no Kuma Chan or Pepsi Man, though. Are they in the PAL version? I turned off my Saturn after about 10 minutes when all I got as endings were four still pictures which weren't even much good. I hope *Fighters Megamix* is better than this. I switched on *Tekken 2* and got properly awarded for my efforts with great rendered intros, and endings and a hard computer opponent. I guess I'll just have to buy the (supposedly) awesome *NIGHTS*.

I doubt you'll print this, as you obviously like Saturn games a lot, and fell free to cut out anything you don't want to keep.

McTarish Penwarden (Tom Bryden), Squatland (East Sussex)

CVG: The translation of *VF2* on Saturn is monumental, not because it mimics the arcade look perfectly, but the gameplay is an exact replica. Enjoyment of the game has little to do with stunning intro movies, or end sequences, it's the opportunity to master a range of unique fighters. Wait until you go up against a great Akira player, then you'll understand! Also, you ought to dedicate some time with expert mode in *VF2* - it's dumb to begin with, but learns as you go along. Eventually you'll find it a challenge to take even one round off the CPU. Of course you can complete the game using one move if the energy bar is down to nothing! You can also complete *Tekken 2* on the hardest setting using just one move with nearly all characters - down and kick (using the circle button). If you've got such a downer on the Saturn's graphical presentation at this stage, you're gonna find fault with everything on the machine. *Tekken 2* is cool to play, and it looks nice. True genius obviously doesn't count with the mainstream.

LISTEN SON, CALM DOWN AND HAVE A PEPSI. THINGS GET WORSE. I'M NOT IN PAL VERSION. GOD, I'M SORRY!



LETTERS YEH, YEH, WAKE US WHEN YOU'VE FINISHED RAMBLING!



Dodgy photos wanted.



I've seen prettier mugshots on Crimewatch. Dodgy snaps. We've all got them. Mates, teachers, mums and dads looking like complete drongos. Dig 'em out, and send them to us. We'll **EXPOSE** the most desperate cases during **The Chart Show**, every Saturday morning on ITV. Send all photies along with both yours and the saddo's name and address, plus a Tizer ringpull or bottle top, to **REFRESH SOMEONE'S HEAD, FREEPOST SL966, SLOUGH, SL1 5BT.**

And because we're such lovely generous people, everyone who sends in a snap receives a **Free Tizer Sabotage Pack**. These are isolated incidents. So please, don't have nightmares. Together we can Refresh the Heads of the Nation.



Refresh Your Head



CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

Beware. You are entering a world where people play video games along telephone wires. Where they gain information from people they've never met. And where there are lots of cheats that don't work. You are entering the world of the internet! Each month we let you know where to find some of the more interesting game-related "things" available to anyone with a modem, but we want you to get more involved. If you have anything that will interest us and our readers, let us know by Emailing us at this address: cvg.world@ecm.emap.com. Otherwise you can send it by the uncool post of the past to:

CVG WORLD,
CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS, LONDON, E14 9TZ

PLAY LUCASARTS GAMES ONLINE!

[HTTP://WWW.REBELHQ.COM](http://www.rebelhq.com)

Lucasarts' two most recent multiplayer games are now running on the internet. From Lucasarts' multiplayer page - Rebel HQ - you can download the latest upgrades for the games, letting you join in the online games. The site also has any other info you might need to get the multiplayer games working properly. Once you're ready to play, follow the links to the Microsoft Internet Gaming Zone and start the game pretty much in exactly the same way as the others on the site. Naturally, *X-Wing vs TIE Fighter* is the most popular game on the site at the moment with some extremely serious players organising enormous battles (as well as some games with terrible pilots flying into each other).



↑ When looking to join an *X-Wing vs TIE Fighter* battle, you can hang out and chat with all the other pilots.

MICROSOFT INTERNET GAMING ZONE

[HTTP://WWW.ZONE.COM](http://www.zone.com)

Chances are that a lot of you don't know anything about Microsoft's Internet Gaming Zone yet, but you should! To be able to use the Zone, you need to first download the game software (it doesn't take long) and the membership software, then register yourself with a screen name and password. There's a selection of simple



games to choose from, including chess and backgammon as well as a few "real" games which have been added more recently. Once you've chosen your game you get pick an area in which to play, ranging from North America to Europe. Players meet to chat in these areas and set up games very simply - you can see which games are being played, who is in each one, and so on. Simply click on the picture and wait for the game to start!



↑ While playing Chess you can chat in the window at the bottom of the playing area! You can also set how much time each player starts the game with.



MICRO MACHINES V3 TIME ATTACK ONLINE!

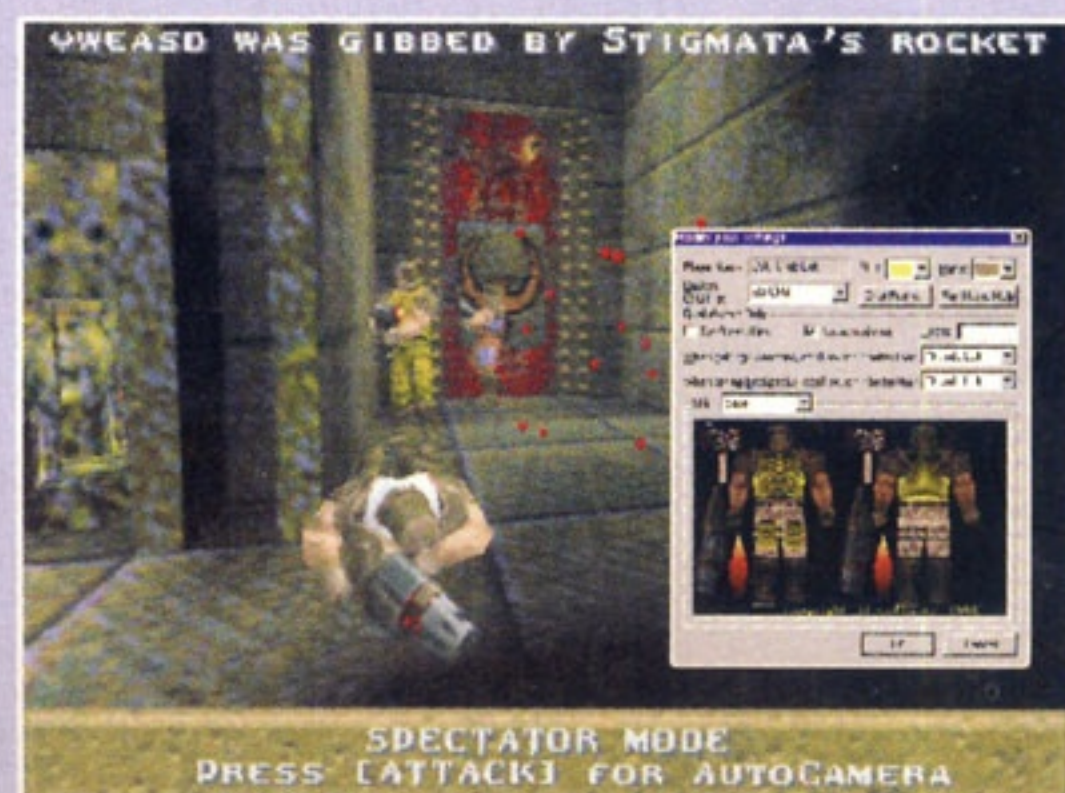
[HTTP://WWW.CODEMASTERS.COM](http://www.codemasters.com)

Since the release of *Micro Machines V3* on the PlayStation, Codemasters have been running a time attack competition on their web page. Take a look at the current top times and submit your own best to stand a chance of winning free games!



THE LOST QUAKEWORLD!

Once more id Software have released a new version of the *QuakeWorld* software! This time there's also a new version of the QSpy front end, giving the player lots more options. The registered version lets players create a buddy list which shows where friends and enemies are currently playing, as well as having a built-in chat mode where *Quakers* can meet and set up games. The new version of the game itself is now compatible with *GLQuake* (3Dfx-enhanced *Quake*), making it look unbelievably good! The spectator mode is now more advanced, with a tracking option which follows a single player around the level and the ability for any player to record their own demos of the matches! The new QSpy front end and *QuakeWorld* client software can both be downloaded from the QSpy homepage (<http://www.quakespy.com>) right now.



↑ Players can now customise their *QuakeWorld* character even more with this new option screen (the insert above).



↑ *GLQuakeWorld* is unbelievably good looking. You'll find it hard to go back to old *Quake* once you've tried it out.

PLAY GAMES ON THE NEW AOL!

Quite a few people have been asking us whether it's possible to play games or use a separate web browser with an AOL account, and now it is.

The new Windows 95 version of the AOL software can be run in the background while other programs use the connection, plus Microsoft's Internet Explorer is included in the package. This means that you can now play games such as Quake on AOL! At the same time, AOL have improved their pricing with three main options: Light Access costs £4.95 per month for 3 hours of time, with additional hours costing £2.35; Annual Access costs £179.40 for one year of use; and Unlimited Access costs £16.95 for a month's unlimited use. These prices are a lot better than the

previous costs, and make AOL a more realistic choice for most internet users.

As you may know, we're encouraging any readers who use AOL to send in their screen names so that others can get in contact with them in the live chat rooms. Here are some of the readers who've already joined the CVG gang: **ManWhoCan, N64untrafn, SMann83266, DaFishsta, Hhenesy, Markie69er, MRaybone, Smokin45, Smellis911, LotusFive, EVERTON, Towers666, RUEGOOD, Zobbster, GXJ, PWhitlow, Gouki9999, CVGfan, Lemski 100 and DiarmuidUK** (from AOL in Northern Ireland). Don't forget, the omnipotent creator of CVG also haunts AOL so send any AOL-related messages to it at: **CVG Brain**.



FREE IRON WOLVES SUBSCRIPTIONS!

Last issue we told you about On-line Games' *Iron Wolves* (<http://www.on-line.co.uk>), the internet submarine battle game. This month we've got 10 free one month subscriptions to give away, giving the winners unlimited access to *Iron Wolves* as well as all of On-line's other games. To stand a chance of winning one of the subscriptions yourself, answer this stupid question:

Sean Connery starred in the submarine movie *The Hunt For Red October*. Is that:

- A) TRUE?
- B) FALSE?
- C) ROGER MOORE?



Send your entries on a postcard as quickly as humanly possible to: **George Lazenby's Iron Wolves competition, CVG World, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ**. Believe us, that question was funny one rainy Sunday in the middle of Docklands.

new
AOL UK Offers New Convenient Price Plans **pricing**

BODYBOARDING ON THE WORLDWIDE WEB!

This month we've got a selection mostly comprising of sites relating to video game music. From these pages you can download loads of tunes and samples from your favourite games of all-time! Let us know about your favourite pages and we'll mention them here!



THE MINISTRY OF DEATH CLAN PAGE
<http://easyweb.easy.net.co.uk/~craigmc/mod.htm>

Jason Clark (aka M.Blaster [MoD]) has asked us to mention his *QuakeWorld* clan's web page, as he thinks it'll get more people to join a clan. We think he just wants to show off. If you're a member of a *QuakeWorld* clan, let us know the address and we may just tell everyone about it.

THE FISH MAN
<http://members.aol.com/DaFishsta/index.htm>

Every member of AOL gets the space to create their own web page, as well as the free software to do so. One of our AOL-using readers DaFishsta (aka Ian Fishwick) and he has created his own page, so if you've ever wondered what he looks like, go straight there. You can also download his *Duke Nukem 3D* levels and find out about Queen. Great.



CODENAME: YAROZE
<http://205.152.50.11/Yaroze/>

For those of you with the Yaroze as well as anyone considering getting one, this page has all sorts of info and links.



THE GONZO GAMER
<http://thunder.indstate.edu/h5/jngonzo/.games.html>

A site which lets you go to masses of internet games, many of which can be played on your web browser.

MORTAL KOMBAT ANNIHILATION
<http://www.nlcpub.com/Trailers/Mortal/>

Okay, so the first film was pretty poor. Funny in places, but overall it was poor. In case you didn't know, the sequel is pretty much finished and carries on from the first film with Shao Kahn's armies trying to claim the Earth as part of his Outworld realm. If you want to take a look at it yourself, go to this

address to download a trailer.

PLAYSTATION GAMER
<http://home.sn.no/~wchan/>

A reader of CVG, Joe Chan is the webmaster of the PlayStation Gamer website and asked us to mention it in the mag. We recommend you bookmark it, as it's very good indeed.

GAMING AGE
<http://ga.simplenet.com/>

You probably already know the Gaming Enthusiast web page, but you may not know that the writers recently all left in one go. They've now started up Gaming Age, and it's already looking very nice. Thanks again to Joe Chan.

ANIME PLAYSTATION
<http://www.aiai.com/~freddy/animepsx/>

Thanks yet again to Joe Chan for letting us know about this site. It's dedicated to Japanese PlayStation games and is packed with everything you'd want to know.



THE VIDEO GAME MUSIC ARCHIVE

<http://www.geocities.com/TimesSquare/Alley/7097/>

An excellent site with loads of game music midi files in .MID format. Choose the system you want to look at (mostly 8-bit and 16-bit consoles), then choose the game. It's well set out and has a brilliant collection of games.

GAME MUSIC HOME PAGE

<http://www.informatik.tu-muenchen.de/~rehrl/GM.html>

A selection of zipped up midi files of game music from the arcades, consoles, PC and Commodore 64. Some of them are particularly good, but the page isn't very well set out, making it difficult to find exactly what you want.

THE UNOFFICIAL SQUARESOFT MUSIC PAGE

<http://www.dragonfire.net/~squaremusic/>

Part of the UnOfficial Squaresoft page, you can get tons of tunes from various Squaresoft games here.

THE COMMODORE 64 AUDIO GAME MUSIC PAGE

<http://www.city.ac.uk/~xa325/c64menu.htm>

Dedicated to C64 music, this has tunes from all the top composers from some really popular old games. There are even details on ordering a CD of C64 music!

GAME MUSIC CORNER

<http://netdial.caribe.net/~rdones/midilist.htm>

Not a very big selection of files to download, but it's well presented and contains an FAQ all about video game music.



Little character icons show each of the available games consoles.





50% COMPLETE	PC CD ROM	3D PLATFORM	BY CORE	<ul style="list-style-type: none"> PC VERSION PLANNED NO OTHER VERSION AVAILABLE
	PlayStation	NOV RELEASE	1 PLAYER	

They've made Lara more curvy, and given her a pony-tail! She gets to wear a wet suit! *Tomb Raider 2* is looking pretty nice too.

The public face of *Tomb Raider* isn't all cool level design, and ground-breaking 3D-ness. For all the respect the technical guys at Core Design gained, the face of *Tomb Raider* is Lara Croft. A bunch of polygons which happen to represent a female. A sex symbol no less! That's S.E.X. boys, and we've always been so careful not to fall into such traps! We could give you, "Core are hard at work creating the sequel to...", or "Take some awesome graphics, a great-looking girl, a bunch of other stuff, and what have you got...", but that would be boring for us. How about we just give you the new Lara, and her new game. There's a lot to know, and more to show. And we do mean show. Where other mags go off too soon, CVG gives you satisfaction guaranteed!



TOMB RAIDER 2



A good look at the awesome new level design of *TR2*. We've seen the Venice level before, but not this excellent interior!



FRONT

Nice girl. Can't see why all the fuss though.



REAR

Nope, all looks fairly ordinary to us. Ahem.



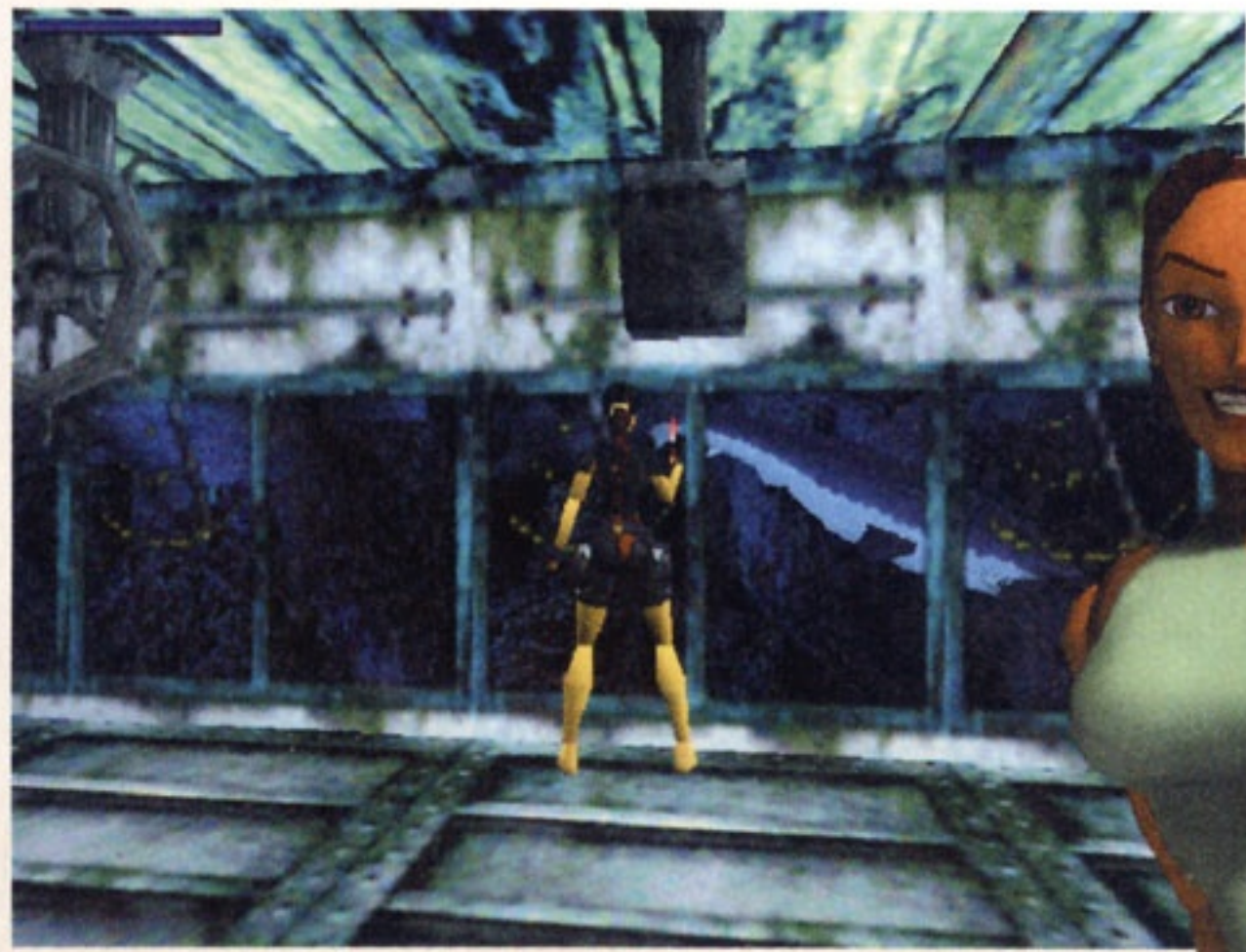
LARA CROFT: SUPERSTAR!

She's a phenomenon and she isn't even real... yet! When Core Design created Lara Croft, they knew what they were doing. A girl with great looks, a mean attitude, acrobatic and gun-slinging talents, and other great asses too obvious to mention. The perfect woman.

Since *Tomb Raider* debuted, she's taken the world by storm. Core Design admit that she's turned their losses of £1.9 million last year into a £7.6 million profit this year. Among video game fans she's the talk of the internet. Daily hit-ratings on scores of dedicated Lara Croft fan-sites challenge their Gillian Anderson and Pamela Anderson equivalents. And news groups are filled with doctored pictures of naked

Lara, and talk of a fabled nude cheat in the game (our April Fool fueling that one!).

But it's the interest of the mass market that's most staggering. Newspapers talk about her like a real celebrity. But the ultimate accolade of cool has to be Lara Croft appearing the on the cover of legendary style magazine, *The Face*, together with a photoset of her in various slinky outfits. And the Lara Croft megastar machine keeps rolling. U2 are taking her on their PopMart tour with them, blazing her across their massive onstage screens. Then there's her single. A actress has been cast as Ms Croft (together with a rumoured chest-enhancement) to release the song through Eidos' own Naked Records. And a movie is indeed at the top of list of possible other ventures. Not bad for someone who doesn't exist!





⬆ With TR2 levels are now set outside!



⬆ The interiors are better than ever too!



⬆ With an enhanced version of the Tomb Raider game engine, Core have been a lot more ambitious with the scenery. And the results seem to have paid off. An excellent Venician townscape.



♥ THE PONY SAYS IT ALL ♥

There used to be a time when a game's flaws remained invisible to its producers. Development teams sitting in their ivory tower, away from the fanatical player. Since the first *Tomb Raider* became available to the world, Core have been well aware of what players especially loved and loathed about the game. Letters they could possibly ignore, but the thousands of individual postings and news-group discussions are still buzzing. Rest assured, every 'what if', and 'I hate it when' has been considered for the sequel. But the ponytail is all Core's idea.



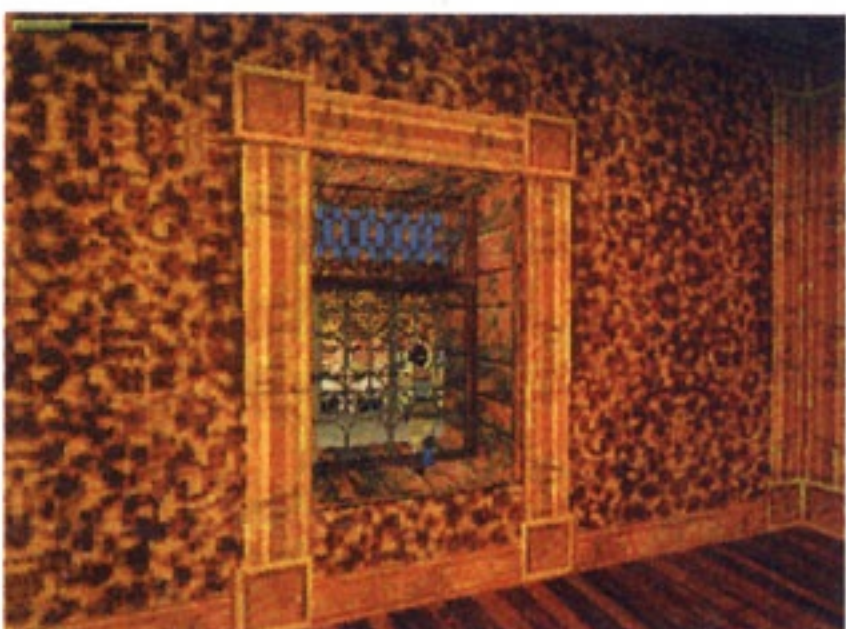
⬆ New look Lara. Hot new wetsuit, that lovely new ponytail and even a flare she can throw about!



⬆ A lot of players found the first three levels in Tomb Raider quite uneventful. Expect lots of surprises early on in TR2.



⬆ The awesome 3DFX version. Compare that anti-aliased water with the normal PC version below!



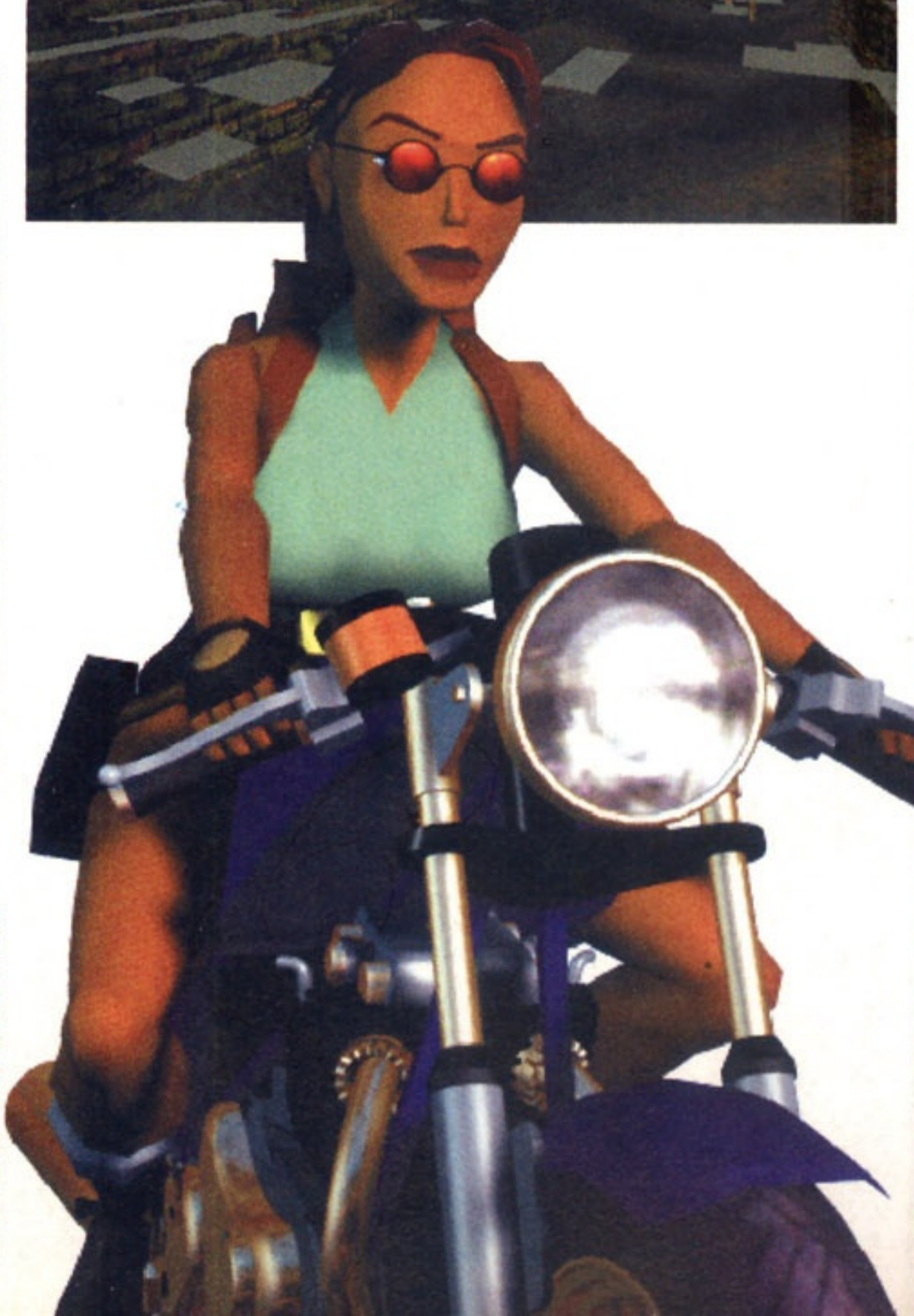
⬆ Lara was pretty agile in Tomb Raider, but players always wished she could do just that little bit more. "Your wish..." as the saying goes.



⬆ Some things don't change. Expect lots of gun action!



⬆ Incredible! Looking at that fantastic shark through the window! With 3DFX these graphics easily rival Mario 64!





⤴ A new feature! Lara smashes her way through a window!



⤴ In this early pic, Lara doesn't have her new ponytail.



⤴ Here it is in motion! Note her new well-rounded breasts too!

♥ BABY FACE CROCODILE SKIN ♥

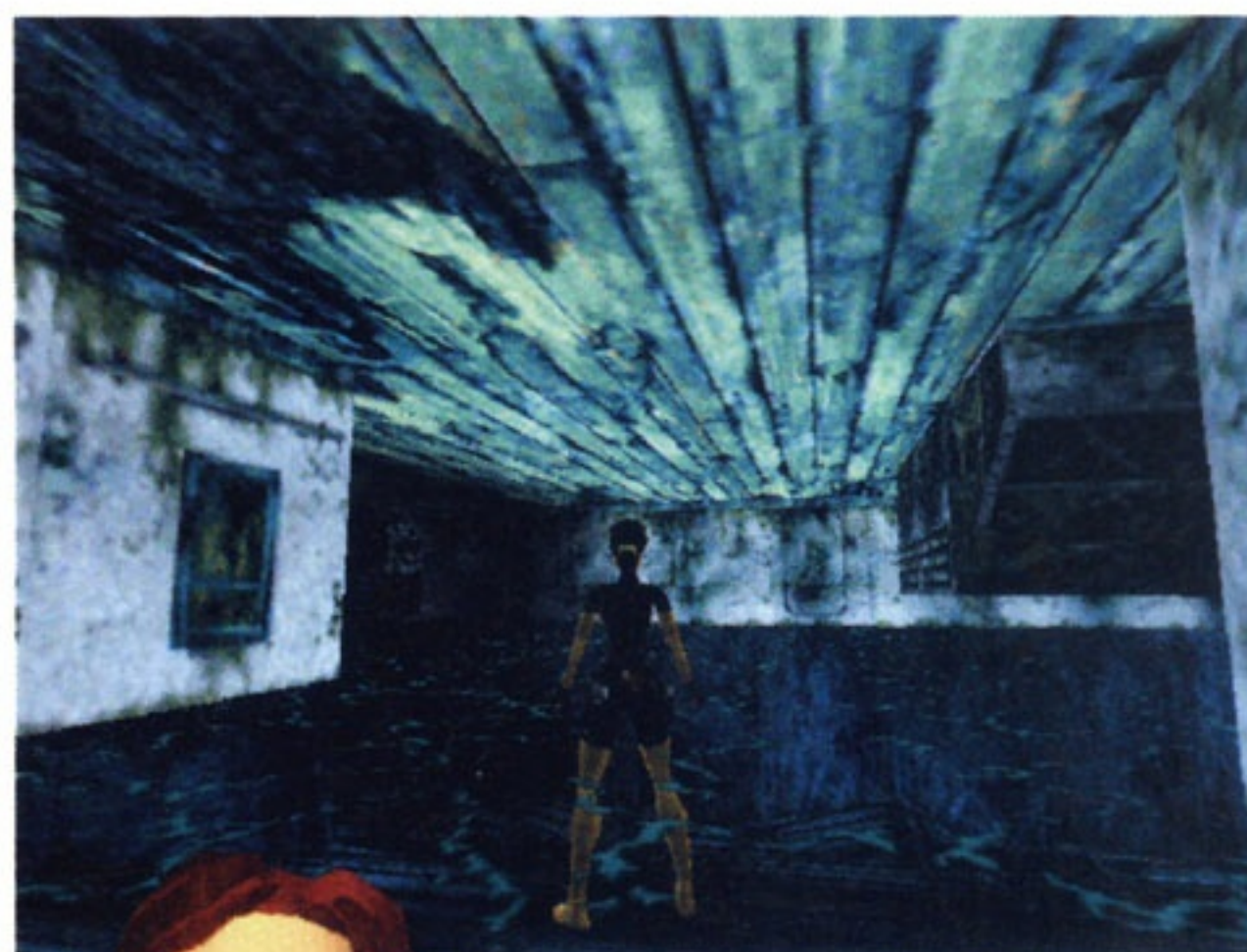
Odd that Lara doesn't freeze to death in the sub-zero sections of *Tomb Raider*. Like, how is a pair of Hot Pants and a sleeveless leotard supposed to keep her warm? And those heavy boots are no substitute for flippers when scuba-diving. Strange that her hand-gun doesn't get knackered too. Only a game, remember. Lara's only a bunch of polygons too, remember that. Still this hasn't stopped Core from adding a touch more realism to *TR2*: climate adjusted clothing, and a target/situation specific set of weapons for Lara. Next time you want Lara to follow your lead into the World Of Ice Cubes mammoth warehouse, she'll want to be properly dressed. And she'll die horribly if confronted with *TR2*'s more terrifying equivalent of a T-Rex with only a pistol to protect herself.



⤴ (Above) Her new winter wear. (Below) Scuba kit!



⤴ Lara feels the cold in *TR2* – a miracle of modern technology, which requires her to wear a virtual fur-lined leather jacket to survive. Lucky she's not a vegan.



⤴ With her climbing ability, Lara can move sideways to new areas!

♥ NO MOUNTAIN TOO HIGH ♥

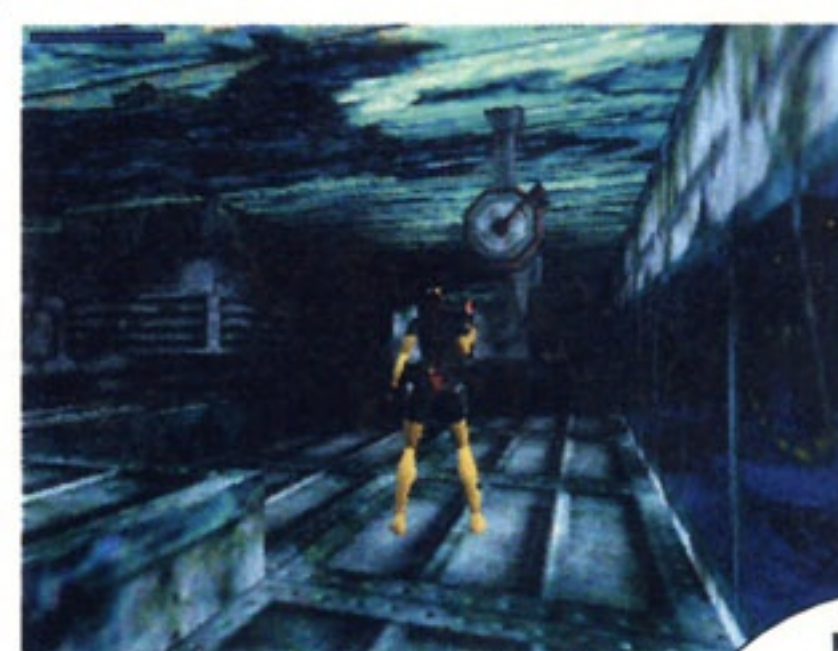
Expect obstacle-based puzzles in *Tomb Raider 2* to present even tougher solutions. This is because Lara has more options available: hand-over-hand climbing, and crawling. In *Tomb Raider* you're typically looking for ledges that are of a suitable height to cling onto, or else some hole in the floor to take a running jump over. Since Lara is now able to venture higher, and slide beneath, there's no telling which route holds the most danger...



⤴ Lara's newly developed technique for scaling verticals enables her to search much higher for switches or hidden panels.



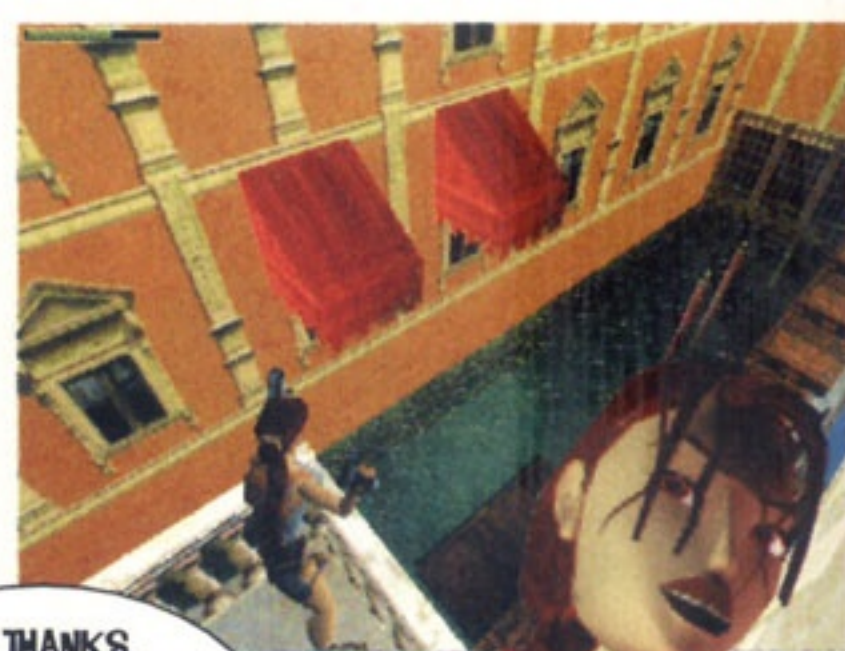
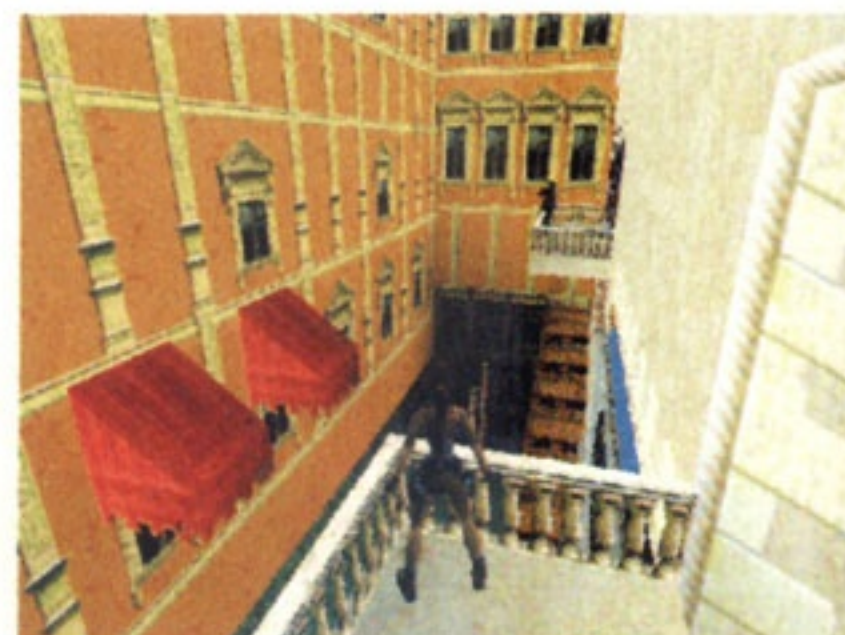
⤴ Subtle clues such as light bleeding into a darkened room should help Lara find exits at ankle height. Lucky she's so skinny.



⤴ New lighting effects illuminate walls, such as when her gun fires. This could be a demonstration of that right here!



⤴ A harpoon is the only weapon to be seen with when you're in the swim this summer. Come on girls, let's show the boys what we can do. And, SWIM!



NO THANKS. I DON'T WANT TO GET OUT OF THESE WET THINGS, YOU BELL-PEPPER!

TOMB RAIDER: THE BIG INTERVIEW!

computer
and
VIDEO
games

WE'VE RANTED ABOUT LARA CROFT AND GAWPED AT HER NEW LOOK. WE'VE LOOKED AT HER NEW GAME AND RAVED ABOUT THE NEW FEATURES. THERE'S ONLY ONE THING LEFT TO DO, TALK TO THE MAN BEHIND *TOMB RAIDER 2*, OPERATIONS MANAGER ANDREW THOMPSON...

♥ CVG: WHAT IS THE PLOT/STORYLINE?

♥ ANDREW THOMPSON : Lara is looking for an artefact that is believed to be hidden in an ancient emperor's palace within the Great Wall of China. When she arrives at The Great Wall she'll have to find her way in and then locate the doors to the emperor's palace. However, it's not as simple as opening the doors and taking the treasure... Here the plot will begin to unfold and will have Lara travelling to several locations in search of clues. These will include Venice and an underwater shipwreck. We can't say too much at this stage as we want the twists and turns of the plot to remain a surprise until you play the finished game.

Lara will have to rely of her flare to light the way. She can throw the flare wherever she likes eg. down dark shafts to see what dangers lurk below. The flare even works underwater...! Dynamic lighting means that we can get really great gun flashes each time Lara shoots - this makes a massive difference to the overall atmosphere of the game, particularly when she's shooting in darker areas. Real-time lighting will mean that by the time Lara has completed a certain stage of the game, the sun may have gone down.

♥ CVG: HOW BUSY IS *TR2* COMPARED TO *TR1* - HAS THE PACE OF THE GAME CHANGED? HOW SO?

♥ CVG: THE SATURN VERSION HAS BEEN 'DROPPED'. COULD THE SATURN SUPPORT *TR2*, SINCE IT IS PROVING TO HANDLE *QUAKE* PRETTY WELL.

♥ AT: The development of *TR2* leads simultaneously on PC and PSX, we felt that in the time we had available to us that we would not be able to do justice to the Saturn as the game would undoubtedly take longer to develop on this platform. We would not wish to release a sub-standard product on the Saturn.

♥ CVG: ANY GOSSIP ON NINTENDO 64 *TOMB RAIDER*? PLE-EE-EE-EASE! PLEASE.

♥ AT: None whatsoever!

♥ CVG: WHICH GRAPHICS ACCELERATORS DOES *TR2* SUPPORT? ARE YOU LIMITING THE PS VERSION IN COMPARISON, OR WILL BOTH VERSIONS BE PRETTY MUCH IDENTICAL?

♥ AT: *TR2* will support all major 3D cards as it will incorporate Direct X drivers. The PC and PSX versions will be identical in terms of gameplay and SFX etc.

♥ CVG: TELL US ABOUT THE *TOMB RAIDER* MOVIE.. WHO'S PLAYING LARA?

♥ AT: We are currently talking to a few people about the movie. However, we have no definite plans at the moment... Who's playing Lara? No idea! Maybe your readers could give us some suggestions.

♥ CVG: WHICH TECHNICAL FEATURE ARE YOU MOST PROUD OF IN *TR2*?

♥ AT: We are very proud of all the technical enhancements made to *TR2*, however, probably the most noticeable will be the dynamic lighting additions. The lighting, as I am sure you will agree, really does add depth and realism to *Tomb Raider 2*.

♥ CVG: HOW MANY *TR2* FEATURES HAVE BEEN SUGGESTED BY FANS, AND WHAT ARE THEY?

♥ AT: Through the many official and unofficial *TR* websites there have been literally many hundreds of suggestions. A great deal of them were ideas we had been playing around with ourselves. For example, Lara now has a number of costume changes and moves throughout *TR2*. It's almost impossible to site examples of fans ideas being specifically incorporated, needless to say though we read with great interest any suggestions that are made.

♥ CVG: WHICH CRITICISMS HURT THE MOST ABOUT *TR1* - HOW FAR HAVE YOU GONE OUT OF YOUR WAY TO TIGHTEN THE GAMEPLAY WITH RESPECT TO THESE CRITICISMS?

♥ AT: In all areas of development we have looked to enhance and generally improve the feel of *TR2*. We were aware of certain minor technical problems in the first game, we feel that we have successfully addressed all of the known problems simply by enhancing the engine and therefore the 3D system etc. For example, clipping and tight spaced camera angles.

♥ CVG: PLEASE GIVE EXAMPLES OF HOW THE VEHICLES ARE INVOLVED - HOW DRASTICALLY DO THEY AFFECT THE GAMEPLAY ENVIRONMENT?

♥ AT: There are certain elements of the game that we wish to keep under wraps just for a little longer - well you've just found one!

♥ CVG: ANY ADVANCE INFORMATION OF WHAT KIND OF SOUNDTRACK WE CAN EXPECT? ANY MAJOR RECORD COMPANY TIE-INS, FAMOUS RECORDING ARTISTS, THAT TYPE OF THING?

♥ AT: The soundtrack for *TR2* will be produced at Core Design by Nathan McCree, the artist who wrote the original *TR* score. He'll be composing in a similar dramatic orchestral style with plenty of atmospheric pieces that'll hopefully give you a few goosebumps.

♥ CVG: ANYTHING ELSE YOU WANT TO TELL YOUR FANS AT THIS STAGE, WITHOUT RUINING ANY SURPRISES? ACTUALLY, WHY NOT RUIN A FEW SURPRISES WHILE WE'RE HERE?

♥ AT: Yes, there is something: there are elements of the game that are so secret that we're not going to tell anyone about them at all. Ever. You'll just have to play the finished game.

♥ CVG: WHEN YOU'RE ALL MILLIONAIRES, PLEASE CAN WE LIVE IN YOUR MANSION?

♥ AT: I think we'll be able to arrange some accommodation in the servant's quarters...



TOMB RAIDER 2: BETTER GRAPHICS, BETTER LARA, BETTER GAME!

♥ CVG: COULD YOU DESCRIBE HOW A TYPICAL *TR2* SITUATION DIFFERS FROM A *TR1* SITUATION. WHAT FACTORS AFFECT DECISION MAKING NOW?

♥ AT: Lara will have more freedom to explore in *TR2*. This is given to her in the new climbing move. She can climb hand-over-hand as well as side-to-side, so instead of looking for ledges to jump up to and making a bee-line for those, she'll have to be looking for hand-holds in the sides of cliffs or other objects that look as if they can be scaled. Once she starts to climb up the walls she can then move across to the left or the right to access further areas of the map.

Also we'll have the underwater combat working in *TR2*. Instead of swimming like hell from the underwater nasties, Lara will be able to shoot at them with her new harpoon gun.

The new lighting effects will also distinguish *TR2* from *TR1*. Lara will be equipped with a flare in *TR2*. We're going to base a few puzzles around this new element. Some stages of the game will be played in complete darkness so

♥ AT: The pace of the game hasn't really changed. We know from the success of *TR1* that the combination of different elements (exploration, puzzles and combat) works really well as it stands. Lara will, however, encounter far more human baddies in *TR2*. The baddies will also be far more intelligent than those in *TR1* so she'll have a lot of ducking and diving to do.

♥ CVG: WHAT GAMEPLAY FEATURES WILL BE INCLUDED TO MAKE PLAYING THROUGH THE GAME A SECOND TIME WORTHWHILE? (TIME RELEASED CODE, REWARD FOR SPEEDY/ACCURATE PERFORMANCE, ETC)

♥ AT: There are, as in the original game, a certain number of secrets scattered throughout the levels. At the end of each stage you will be presented with a statistics screen telling you just how many of them you found. I would be very suprised if you were able to find them all first time!

There will also be a less linear feel to *TR2*, in other words this time you will actually be able to visit rooms second time around that you may have missed during earlier attempts.



PlayStation
PC
CD
ROM

LARA SCORES AGAIN WITH *TOMB RAIDER 2*

COVER STORY



70% COMPLETE

PlayStation

SEGA SATURN

DINO SURVIVAL

BY DREAMWORKS

AUG RELEASE

1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- PC-CD VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EA
- TEL 01753 549 442

The Lost World is gonna hit movie theatres any day now! With hype at the max, the game is set to follow in August. And it promises to match the roar of its big screen counterpart!

The Lost World is one of the biggest cinematic thrills of the year. Maybe ever! But whether you've seen it or not yet, you can work yourself into a frenzy about that by turning to our back page. Here we're gonna talk about the game. A game that has to live up to that movie. In effect, a game that has to dazzle - and terrify - the player with super-realistic prehistoric monsters! But more so, it has to submerge you interactively in their environment. When the last Jurassic Park franchise was turned into a game, we had only 16-bit consoles to play on. And the scariest dinosaur was a sprite of T-Rex head sticking out of a cave. Now we've got PlayStations and Saturns with powerful 3D graphics. So what terrors does *The Lost World* intend unleashing onto us with this technology?



THE BREEDING GROUND

The most obvious concept for a *Lost World* game would be to put you in the role of a human, running around killing dinosaurs and trying to escape. Something like *Turok* perhaps, or *Tomb Raider*. But Dreamworks, the development crew behind the project, were far more ambitious. They wanted to create a game that visualised the setting of the film (Isla Sorna, the breeding site for the dinos seen in Jurassic Park) beyond those seen in the film. As such, they held daily brainstorming sessions and put together storyboards that eventually resulted in a 100-page concept document. One which detailed a 3D action game set over 40 levels with 25 different environments and 20 separate species of dino. Doesn't sound like anything special, but then you've yet to see who you can play as...



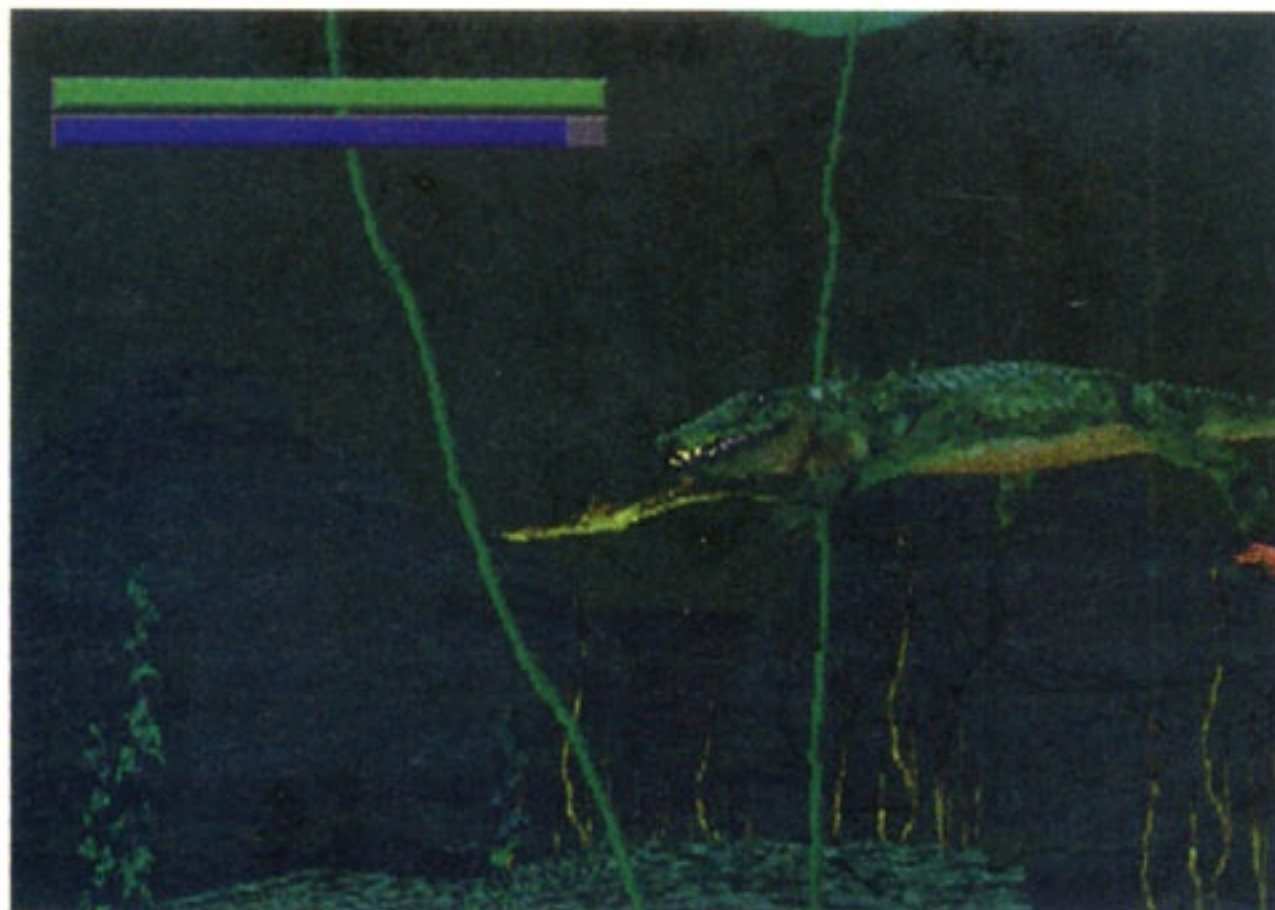
The Lost World game promises incredible animation. This little 'Compy' dodging through the legs of a Brachiosaur should give you some idea of how it moves!



Whatever creature you play as, the key is survival!

HUNT DOWN THE PACK!

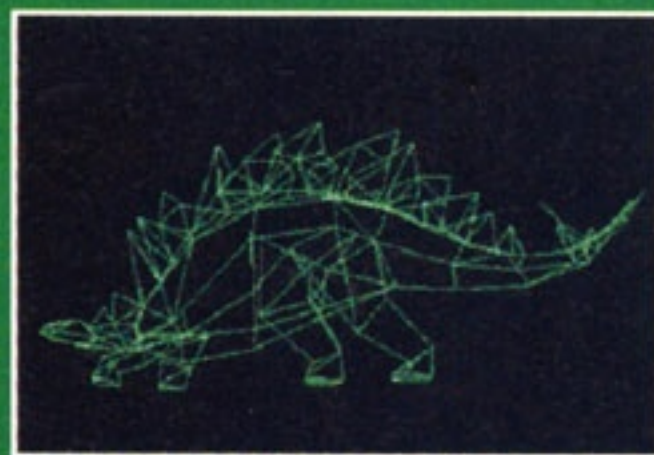
The Lost World allows you to play as five different characters – and only two of them are human. The Hunter is armed with a flame thrower and grenades, and faces deadly carnivores in their natural environment. The scientist uses more technical equipment to stay alive. Aside from them, you get the choice of controlling three dinosaurs! The Compy is a tiny dino, but that makes it agile for escaping huge predators. The Raptor lets you race about as a swift savage predator, armed with incredible leaping power and ripping claws. And finally there's the T-Rex, giving you incredible strength and the ability to devour any creature in your path!



↑ The intelligent camera pans about giving you the best angle for playing. It also provides some breathtaking views!



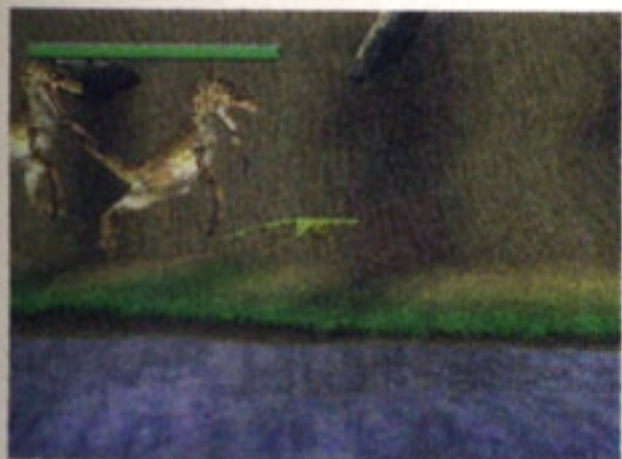
THEY'RE ALIVE! ALIIIVE!!



In bringing the game dinosaurs to life, Dreamworks wanted to make them as realistic as possible! As such, they used latest scientific theories on posture and musculature, together with real skeletal references and Stan Winston's models for the movie, to visualise dinosaurs with a convincing mass and weight. Of course, creating real-time dinos is somewhat different from the pre-rendered monsters from the movie. As such, low polygon 3D models were used, with detailed texturing overlaid. These seamless single-mesh

models were then stretched about to test their durability before animation work began.

To create convincing movement, Dreamworks studied the present day counterparts of dinosaurs by visiting LA Zoo. Some of them even acted out some dino moves themselves. The original JP movie was also used as reference for the likes of the Raptor, T-Rex and Brachiosaur. These moves were then applied to DreamWorks MorphX animation engine to bring the living, breathing creatures to life!



JUNGLE MUSIC!

Creating the creature sounds for a bunch of extinct monsters, the developers had to look to modern day animals. The range of sounds sourced include a Vermillion Flycatcher's clicks, Beluga Whale songs, baby Jaguar grunts and even people blowing through 12 feet of vacuum tubing. These sounds were then digitally manipulated to create the trumpeting roars, shrill screechs and unnatural chirps of the dinosaurs.

The in-game music was made a tad more naturally, but in an equally impressive fashion. A 40-piece orchestra was assembled purely for the game, recording for two days at a

Hollywood studio to create a 45 minute music score that the developers reckon you'd want to listen to in your CD player. On hearing the soundtrack, Steven Spielberg even called the composer, Michael Giacchino, "a young John Williams".

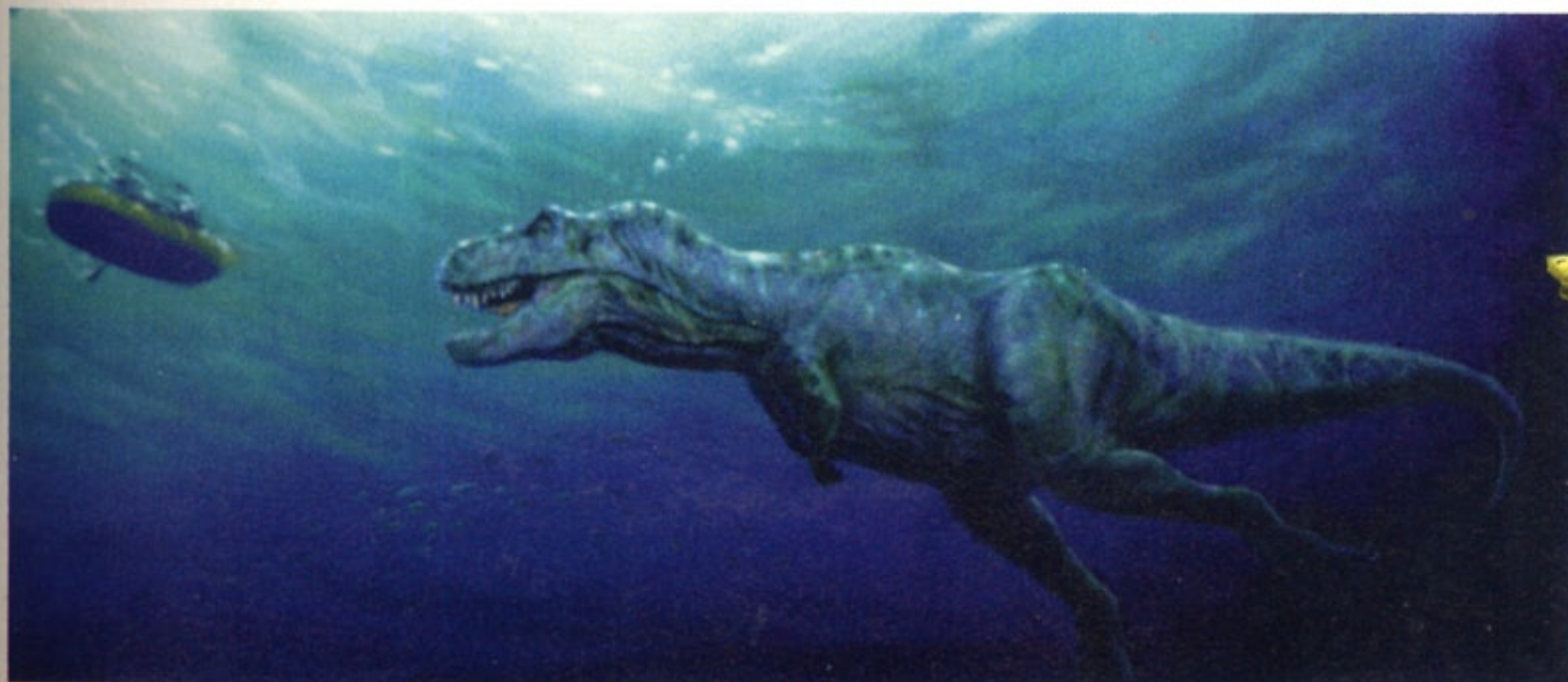
The music also serves an interactive purpose. Each of the five main characters has their own themed music – the T-Rex's is very majestic, the Compy's being more mischievous. However, if you're listening to the Compy tune and the T-Rex theme begins to mix in, it means only one thing – the King Of the Giant Lizards is near by!



↑ Playing as a T-Rex. That's what we want. The chance to rip up jeeps with our jaws!

DINOSAUR ATTACKS!

Everyone who saw *The Lost World* game at E3 was impressed. Not only will we have a report on that show next month, but if EA's release schedule is correct we may even have the game for review! Gargantuan!



computer
and
video
games

PlayStation™

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THE LOST WORLD
REUNION™

YOU'VE SEEN THE MOVIE, NOW BE THE DINO!

COMING SOON



			<ul style="list-style-type: none"> • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE CARTRIDGE

One of last years most exciting films is going to be one of this year's most exhilarating games. Read these pages well, they self destruct in twelve minutes...



MISSION: IMPOSSIBLE

Mission: Impossible was a staggering movie success. Made all the more impressive because it ambitiously attempted to update a cult 60's TV show. A series with an unforgettable theme tune, self-destructing tape players, but few other trademark features to work with. Yet the resulting movie fully demonstrated the blockbuster potential in reinventing classic action serials. And so comes the videogame on N64, with a similar reinvention task on its hands. It's being developed by Ocean, infamous for a slew of (frankly) poor film licenses on 8 and 16-bit machines. Now they intend on redeeming their reputation. No loosely-connected, formulaic, knocked-out platformer here. With Nintendo 64, Ocean intend on bringing out a *Mission: Impossible* game that matches the thrill, tension, atmosphere and look of the movie. And in the same effort pushes movie licenses into new area of excellence. Impossible!



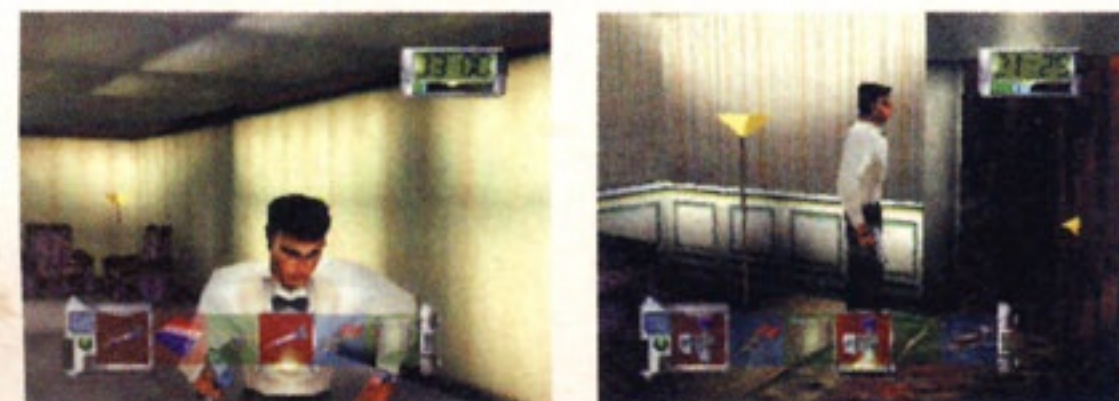
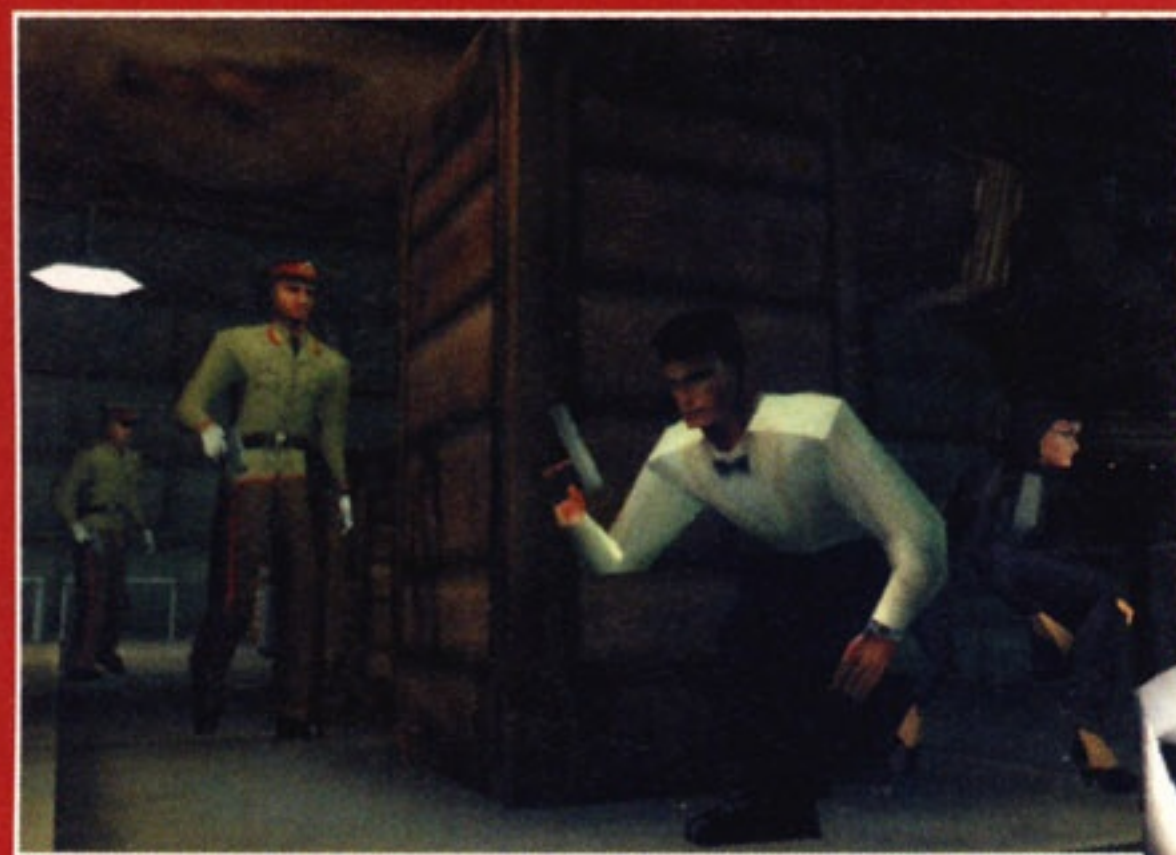
➤ *Mission: Impossible* promises spy action to match the thrills of the movie!

➤ Expect edge-of-the-seat tension as you race against the clock to finish missions.

MISSION: IMPOSSIBLE

GREETINGS MR PHELPS!

The mission, as Ocean chose to accept it, was to make a game worthy of Paramount's franchise and Nintendo 64's power. 3D was an obvious ingredient, but a mere action-based corridor affair didn't seem right. Especially as the movie concentrated more on stealth, infiltration and trickery. Spy stuff! So that's what the developers decided to make the game into - a spy simulation! As they describe it themselves, "it simulates people in the same way a flight sim simulates planes!" A game in which you have to use CIA training and electronic gadgets to 'out-smart' opponents. Okay, we're still listening...



COMING SOON

MISSIONS: IMPLAUSIBLE

While the game is strongly influenced by the movie, basing the whole thing on it would have been a tad hard, considering the film only features three main action set-pieces. These are featured in the game, however some license has been taken with with the plot to give the game more missions. Here's a brief rundown of what's in store for your N64 IM team. It should also give you a brief idea about how the missions aren't just action-based, but more laterally minded.

MISSION 1: THE RUSSIAN EMBASSY



Based on the first big mission from the film, with a level design to match. Here though, the aim is to rescue a computer programmer imprisoned in the Embassy catacombs, and gain her help in recovering a stolen list of CIA operatives.

MISSION 2: THE ARMS DEALER



An example of the game's new extravagant plot. Here, terrorists are planning to buy nuclear weapons from a dealer in Norway. You have to infiltrate the arms dealer's base and induce the two negotiating sides to fall out, killing themselves.

MISSION 3: ESCAPE FROM THE CIA



With too many successful missions under your belt, you are arrested by the CIA – accused of being an enemy mole – and imprisoned in their HQ. The aim here is simple – to escape!

MISSION 4: INFILTRATE THE CIA



Having escaped, you now have to go back in! In an effort to uncover the real 'mole', you work for the other side, entering the CIA building to steal the second part of the NOC list. We haven't seen this bit, but we hope it's like the thrilling computer-room scene from the movie.

MISSION 5: WATERLOO STATION



The build up to the big finalé. You have to get the enemy (Max from the movie) to lead you to the mole. As such you have to avoid her bodyguards at the station and follow her onto the train.

MISSION 6: THE TRAIN



The final level promises a bit more in the way of all-out action, as you'd expect from a climactic ending! Having uncovered the mole, you have to chase them through the train, blasting enemy agents out of the way. Just like the movie, there's enemy support from a helicopter. Only this time it's blowing up the carriages, and you have to stay one step ahead!



⬆️ All-out gung-ho action isn't the key. You've got to sneak about...



⬆️ ...until it all gets a bit messy. Then it's time to wipe out the gun!

HIS DAD'S CALLED MIKE!



Tom Cruise played an all-new Mission: Impossible character in the movie – agent Ethan Hunt. And that's who you get to control in the game. The incredibly detailed character (much like all the others in the game) is generated using around 350 textured polygons. However, detailed as Ethan's face is, there's something wrong with it – Ocean weren't allowed to use Tom Cruise's visage (a request from the star himself!). As a result they used a composite of features. Although Ocean won't say who was used (for legal reasons), the suggestion is that Ethan's mug may or may not have elements of Tom Cruise, and one other movie star who might just enjoy a nice Royale with cheese, in between some funky disco strutting!



MAKE CONVERSATION, NOT WAR!



⬆️ This CG mock-up shows how you 'quietly' disarm foes.



Mission: Impossible's passive 'spy' sim nature lends itself to an all-new type of gameplay. One which Ocean say "stems from the interaction of all the characters with each other and the player". In other words, you have to play it cool! Running around, shooting everyone in sight, will soon screw up the delicate nature of the missions. Instead you have to use more cerebral techniques. Ethan has total interaction (well nearly) with all characters. Allowing him to talk to, knock out, take the clothes, and when he has the gadget – copy the faces, of anyone he encounters. So for example, when trying to get through a security gate, instead of hopelessly blasting your way through, it's far more effective to disguise yourself as someone with access. No suspicion aroused!



VIEW TO A THRILL!

With 3D games, how the action is viewed plays a very important part. *Mission: Impossible* uses a third-person view, similar to *Tomb Raider's* but more advanced. Floating cameras swoop and pan around intelligently to give the best view. When just walking around, these cameras remain at a distance. However, pull out your gun and the camera swings down over Ethan's shoulder. What's more, his body turns translucent and a target appears, allowing you to more accurately aim. Don't think this is a license to kill though. On Tom Cruise's strict orders, Ethan shoots to kill no-one in the game. All his shots are tranquiliser darts, and they don't last long!



↑ The floating cam gives you full 360 vision when exploring!



↑ Trouble! The camera zooms behind Ethan's see-thru head!



↑ This is the computer expert you have to rescue in level one. This pic and the two below are only mock-ups.



NOT AS STUPID AS HE LOOKS!

All this 'interaction' with computer characters obviously requires more than just dumb 'drones' wandering about. As such, the development team have spent ages perfecting a complex artificial intelligence system. Each individual 'being' has its own multi-layered AI, specifically linked to a realistic eyesight and hearing system. At its basic level, this means

everyone goes about their normal tasks. A waiter, for example, will keep serving drinks. However, should it see or hear anything suspicious this program is interrupted. Wave your gun around and the waiter will call for help. Shoot at him and he'll run for his life. A guard won't be quite so wimpy though!



↑ Another CG mock-up showing how the characters will perform normal duties in the game.



↑ This Joe Brown lookalike waiter won't be so chirpy when he sees Ethan behind.



CUE - LIGHTING OF MATCH...

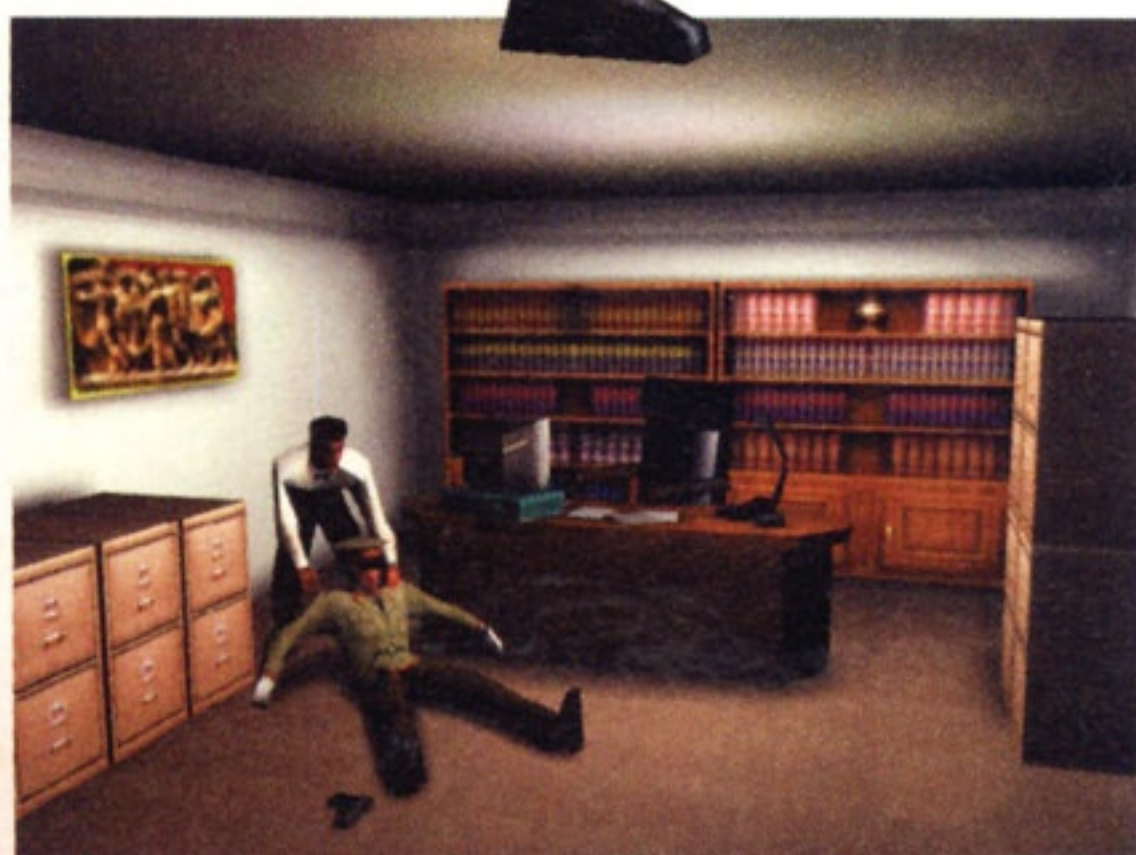
Mission: Impossible is famed for its Lalo Schifrin theme-tune and its a guarantee the final game will have that tune (well, it better be!). However, the musical treats of *Mission: Impossible: The N64 Game* go far further. In a trick fleetingly used by *Mario 64*, the music changes according to your circumstance. If you're in a stealth situation, the music matches the mood. Get discovered though and the tunes power-up. All adds up to a lot more atmosphere.



↑ Expect plenty of tense music for 'sneaking around' sections of the game, like the one mocked up here.



↑ What music this bathroom scene will have is a mystery to us. Tinkly elevator jazz perhaps?



FOR YOUR EYES ONLY!

Ocean are hard at work to finish this game for November. And we want to see more of it before then. Our crack Cug Force will hopefully have penetrated their base and obtained a more advanced copy next month. Nothing is impossible!

KEEP ROAD RAGE OFF THE STREETS



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GUIDE



MEMORY PACK



4 PLAYER



90% COMPLETE

PC CD ROM

SURVIVAL HORROR

BY CAPCOM

OUT AUGUST

1 PLAYER

- PLAYSTATION VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL 0171 368 2255

The smash PlayStation title of last year finally hits the PC in a blaze of '3D-chips' glory. If you've got the hardware, this is one game to look out for!

When *Resident Evil* was released on the PlayStation in 1996, it bought a whole new game bracket into the public eye - Survival Horror! Never before had a game actually been genuinely scary. The dogs breaking through the windows, the monster flying out of the wardrobe and the first time a supposedly 'dead' zombie starts munching on your ankle. No other game has even come close to the atmosphere that Capcom created. Sadly for PC owners, they never had the chance to experience the world of 'survival horror', until now. Courtesy of Virgin and a little bit of wheelin' and dealin', 3Dfx owners will see the goriest European version hit their machines in August. Whether any new stuff has been added though is as yet, unclear. It will be more than a perfect conversion though, with the added power and memory at the programmers' disposal. Needless to say though if any developments occur, CVG will keep you very well informed!

RESIDENT EVIL



THE POSSIBILITIES ARE ENDLESS...

By just looking at some of these screenshots, you can see just how much the game benefits from the added power of the PC. The detail on the Hunters prompted comments such as "Has this version got new monsters?" and the ultra realistic look on the characters faces is pretty remarkable. Here we have a few comparison shots.

PC 	PLAYSTATION
PC 	PLAYSTATION
PC 	PLAYSTATION

READERS WITH RICH PARENTS REJOICE!!!

The good news for all those PC owners with bank accounts larger than Alan Shearer's wallet or those who have a disturbingly wealthy dad, is that this game will run like a dream. It supports all of the major 3Dfx cards and PCs with Power VR or Matrox Mystique. If you own any of the following, jump for joy. If you don't, THIS GAME WON'T WORK! We just wanted to clear that up early.



MY MASTER DOESN'T HAVE A NOSE. HOW DOES HE SMELL? AWFUL! ARF! ARF!



☛ If you look inside the crack in the wall, a clip should be inside.

☛ Cheers Baz mate. But I could have gorn and blown is 'ead off!



IS THAT A ZOMBIE IN YOUR POCKET, OR ARE YOU JUST HAPPY TO SEE ME?

↑ This is the head of Kenneth that the first zombie has bitten off!



↑ The detail on the Hunter has been greatly improved. Awesome!



↑ These stills from the intro may not be make it to the final version.



↑ Once a spider gets close, you're in big trouble!



IN THE BEGINNING...

For all those that have been locked away in dungeons for the past year or so, here are a couple of basic facts about *Resident Evil*. Depending on which character you choose to play as, also alters the difficulty setting. Jill is easier, as she can carry more items and has a shorter version of the game. She also picks up the better weapons earlier on in the game, like the Rocket Launcher. Remember that ammo is sparse inside the mansion, so shooting zombies in the backs when they are on the floor is recommended as it does more damage than a standard shot. When you have the shotgun, shoot the zombies in the head and they'll die with one bullet every time.



A CAST OF THOUSANDS

There are a hell of a lot more characters to *Resident Evil* than meets the eye. Chris and Jill are just the tip of the iceberg when it comes to the Bravo and Alpha teams. Let CVG guide you through the cast.

ENRICHIO MARINI
MISSION LEADER
FORCE: BRAVO TEAM
AGE: 41
HEIGHT: 6FT 3IN
WEIGHT: 183 LBS
BLOOD TYPE: O

BRAVO
Leader of the Bravo team and second only to Wesker for having complete control of the STARS unit. One of the only members who is actually alive when you locate him, he has already twiggged onto the double crossing... to his eternal cost.

RICHARD AIKEN
COMMUNICATIONS
FORCE: BRAVO TEAM
AGE: 23
HEIGHT: 5FT 8IN
WEIGHT: 138 LBS
BLOOD TYPE: AB

BRAVO
Richard doesn't fare quite as well as Enricho, as you encounter his mutilated body just before you meet Yawn the Snake for the first time. He was the communications expert for both the teams and served as the only link back to HQ when on location.

FOREST SPEYER
VEHICLE SPECIALIST
FORCE: BRAVO TEAM
AGE: 29
HEIGHT: 6FT
WEIGHT: 157 LBS
BLOOD TYPE: A

BRAVO
Despite being Alpha teams deadliest shot – for he is a sniper – he falls foul to the evil crows and is one of the first corpses you discover. If you're playing with Jill, you can take his rocket launcher, whereas Chris only finds one clip by his remains.

KENNETH J. SULLIVAN
FIELD SCOUT
FORCE: BRAVO TEAM
AGE: 45
HEIGHT: 6FT 2IN
WEIGHT: 213 LBS
BLOOD TYPE: O

BRAVO
"A mere shadow of his former self." That's Kenneth. Unfortunately, you stumble across him just a few seconds too late, as a zombie finishes munching on his neck and his head rolls round on the floor. Search his body for a couple of clips though.

REBECCA CHAMBERS
MEDICAL
FORCE: BRAVO TEAM
AGE: 18
HEIGHT: 5FT 3IN
WEIGHT: 93 LBS
BLOOD TYPE: AB

BRAVO
The only member of Bravo team who stays alive until the end of the game, providing you do your job properly. A relative newcomer to the team, who has only recently been recruited for her knowledge of first aid. Keep her alive at all costs!

ALBERT WESKER
MISSION LEADER
FORCE: ALPHA TEAM
AGE: 38
HEIGHT: 6FT
WEIGHT: 186 LBS
BLOOD TYPE: O

ALPHA
There is a lot more to Wesker than meets the eye. We'll not say any more than that, but needless to say, he has a few skeletons in his cupboard. He is the leader of the STARS outfit and as a result has the attitude to go with the rank.

BARRY BURTON
WEAPONS SPECIALIST
FORCE: ALPHA TEAM
AGE: 38
HEIGHT: 6FT
WEIGHT: 197 LBS
BLOOD TYPE: A

ALPHA
The longest serving member of the S.T.A.R.S. team, Barry is one of its most respected members. If you're playing as Jill, Barry appears frequently throughout the quest to give her some much needed help and assistance.

BRAD VICKERS
PILOT
FORCE: ALPHA TEAM
AGE: 35
HEIGHT: 5FT 9IN
WEIGHT: 134 LBS
BLOOD TYPE: O

ALPHA
You never actually see him physically, but you hear his voice as he is the one who pilots the helicopter that picks you up from the end of the game. He is also the one who drops the rocket launcher you need to blow up the Tyrant at the finalé.

GORE CITY!

Just a quick note to tell you about the intro. As yet Virgin are unsure whether the full version on the preview disk will make it into the final game, but it is incredibly bloody. In comes the eye hanging out from the dog, the bones popping out from the hand that is still holding the gun, and the mutilated faces of the team. Also included is Kenneth's head rolling about showing his half eaten face. This is one game that is definitely not for the faint hearted!



WHAT HAPPENED TO JILL AND WESKER?

We'll tell you what happened. They're tooling up in time for next month's issue of CVG, where we'll give you the lowdown on how this version matches up to its predecessor.



Seemingly from nowhere, Crush! have appeared with *Soccer Nation*, the first in the proposed "Nation" sports series. It's an all-in-one football simulation with arcade-style 3D gameplay, extremely detailed management options, and a nationwide league complete with weekly fixtures. It's a very ambitious project, but it seems to be coming on brilliantly at the moment, and this August you'll get to try it out for yourselves!



70% COMPLETE

PC CD ROM

SOCCER

BY CRUSH!

AUG RELEASE

1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY SUNSOFT
- TEL 0171 374 2766

All styles of football game are popular, so what about one combining all of them into one and adding an original online nationwide league? Sounds good, no?

Soccer Nation

CREATE-A-TEAM!

Soccer Nation isn't a real-life football simulation, and you don't manage real teams with real players. Instead, you get to create your own team from scratch, give them a name, design a kit, build and name a ground, then buy the best players you can afford. There are 2.5 million individual players each with their own ratings, history, attributes and personality, as well as 500,000 kit possibilities and 8.5 million stadium variations!



↑ This training ground is next to a railway line. While you're playing away, trains trundle past!



YOU'RE THE BOSS

While *Soccer Nation* isn't a 100% dedicated management simulation like the *Premier* and *Championship Manager* games, it is in fact at least as detailed as them. If you choose to manage your own team, you need to control all the finances as well as deciding exactly how each game should be played. You can set exactly where each player should aim to be when the ball enters certain sections of the pitch, as well as give everyone individual objectives and commands for the game. On top of all this control you have over them, their own personalities will also affect the way they play. For example, a greedy player may not want to follow his orders to play the ball up the wing to his team mates!



↑ Here you get to set exactly how each player will move during the game!



↑ If you really want you can make all your players hang around in a bunch.

THE REAL SOCCER NATION!

The most exciting feature of *Soccer Nation* is definitely the nationwide league which is being set up. Once you've created your team from scratch you can enter the league and play fixtures every week against other managers from around the country. You'll be able to buy and sell players on the international transfer market (leagues are being started

all around Europe) by bargaining with real people, and you'll be able to get REAL cash prizes for winning cups and leagues! Playing in a big league with other *Soccer Nation* managers is a fantastic prospect, and with Eurosport covering the big games on TV, it's a surefire winner. Crush! are aiming this online managerial game at football fans as well as games players, making it more of a hobby than just a video game.



↑ When you have an away fixture, the game automatically downloads the look of the opponent's ground in a matter of seconds.



↑ The online league will be full of strange team names.



START WARMING UP

Soccer Nation has the potential to become one of the biggest games of the year and beyond, and is certainly coming on brilliantly at the moment. We should have a near-complete version next issue, so expect a full feature then.





improve your chances with
the opposite sex.
Start using protection.

The daily wash that helps prevent spots before they start.

Spots. Oxycute 'em





70% COMPLETE

SEGA SATURN

RETRO COLLECTION

BY SONIC TEAM

AUGUST RELEASE

1 PLAYER

- MEGADRIIVE VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 4 CDS
- RELEASED BY SEGA
- TEL 0181 996 4620

The chance to play all the classic *Sonic* games on one awesome Saturn CD! An opportunity that cannot be overlooked. Let's go back to the future!

Last month we took a first hands-on look at *Sonic Jam*, Sonic Team's brilliant collectors pack of all their excellent Mega Drive platformers. This month we turn up the heat as the work nears its completion. Of the four games included, only *Sonic & Knuckles* still needs fine-tuning. So, having given you a taster of the 3D museum front-end in the last issue, we thought we'd take this chance to refamiliarise (or perhaps introduce) you to each of the games in turn. And also show just a little bit of what makes them some of the greatest video games ever made!

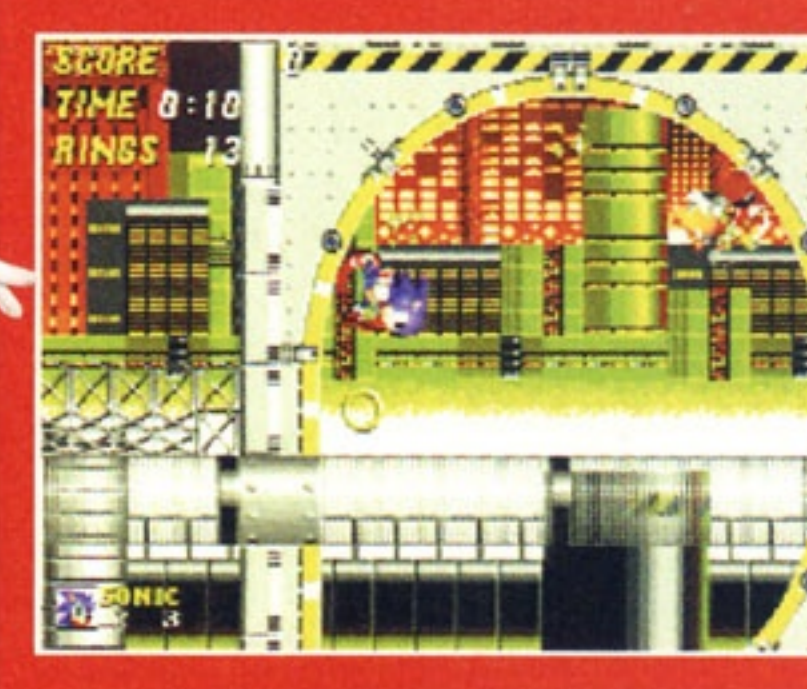


SONIC THE HEDGEHOG: 1991

The game that started the ball (and hedgehog) rolling. Blatantly lifting the platform formula laid down by the 8-bit *Mario* games, it added all the trademark frills that single-handedly turned the Mega Drive into a world-wide success. Superfast action, wickedly constructed roller-coaster levels, brilliant graphics and sound, and most importantly, an universally appealing character!



A milestone in gaming history. Great fun too!



SONIC 2: 1992

This hugely-awaited follow-up was launched worldwide on the now legendary Sonic Tuesday (24th November 1992), at the very peak of the Mega Drive's popularity. Joining a sleeker Sonic was a sidekick Tails (controllable with the second pad), a funky two-player race mode, the essential super-spin, even sharper levels (more of them too), and the awesome surprise of yellow Super Sonic! Without a doubt, this was the coolest game in its day!



Sonic 2's split-screen mode used hi-res compression!



SONIC 3: 1992

After a long period of near-complete silence, this game exploded into existence in February '94. A new grittier graphical style - with a boss-eyed, bandy-legged Sonic - matched the more aggressive gameplay. Cool power-ups (fire, magnetism, bubble shield), levels with more action set-pieces (level one explodes into fire!) and a new 'misguided' enemy, Knuckles, made this the paciest of the series. Marred only by a weak ending. But then there was a reason for this...



Definitely the most thrilling of the Sonic games. The massive levels were packed with surprises like this!

SONIC & KNUCKLES: 1994

Released in October of the same year, this was Sonic Team's big finalé to the Mega Drive series. What made it so unique was the fact that the cartridge was opened, allowing other *Sonic* games to be plugged in. With *Sonic's 1* and *2* this just meant extra bonus levels, or playing Knuckles in *Sonic 2*. But with *Sonic 3*, it became the 'true' second half of the game - giving you access to Knuckles only sections of the levels, and presenting Hyper Sonic and Super Tails!



Knuckles could climb!



ELECTRIC BLUE!

Sonic Jam is on course for an August UK release. And we've got a *Sonic* celebration lined up for it! Everything you need to know about the awesome games contained within and the finished 3D front-end next month.

YOU CAN BEAT THE SYSTEM!

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100% COMPLETE

SEGA SATURN

RPG

BY WORKING DESIGNS

AUGUST RELEASE

1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA
- TEL 0181 996 4620

Since *Dragon Force* is already available in America, the English text translation is already complete. It's just a matter of time before it arrives on British soil.

DRAGON FORCE

You either love RPG's or you hate them - there is no in between, or middle of the road opinion. Slowly the Western world is coming around to the fact that taking over the role of a young hero in a fantasy world usually makes for weeks of absorbing gameplay. The UK is the last port of call for the *Dragon Force* crew, with moorings in Japan and America having already taken place. The reason behind the delay is unclear, but seeing as this is a slightly different RPG compared to the standard affairs we are used to, the wait may well prove to be insignificant. The combat engine, the map screens and the RPG elements are all twists and tweaks on the normal style, so if you don't like, say, *Shining Wisdom* or *Dark Saviour*, this may appeal to you.



↑ The monks are the best troops to have under your control.



ONCE UPON A TIME...

The biggest challenge in *Dragon Force* is getting to grips with the control method, and working out the best way of fighting opponents fairly. Let CVG give a brief beginners guide to the ins and outs of *DF*.



STEP 1: CHOOSE A KINGDOM

To begin with you're given a choice of six kingdoms to take charge of, each with differing abilities. The land you choose affects the number of Generals you have in your party, the type of soldiers they can command, and the fighting style you adopt. We found that the Izumo Kingdom is a good one to start with. Once you've selected a character, you get a small plot intro for him or her and it's onto step two.



STEP 2: ORGANISE THE GENERALS

You are now thrust into the command of your castle. There are four options to plough through initially, mainly to do with domestic affairs. These include awarding medals to those generals who have performed exceptionally well in the field, persuading captives to join your team, and checking on the health of your party. Simply select 'done' when you think you've finished, to go to the map screen.



STEP 3: DEPLOY TROOPS

This is the most complicated part. Click on the castle you inhabit and another set of options appear. Select 'deploy' to round up the troops. Assign a leader, then decide whether you want he/she to enter into battle. Next you assign the rest of the party to a division and you're ready for battle! It's up to you whether you want to abandon the castle completely, but generally it's better to leave it completely.



↑ Izumo Kingdom is a good first choice.



STEP 4: SELECT CASTLE TO ATTACK

Time to gather up your troops and attack the enemy. The first time you attempt to attack you'll be automatically asked to select a destination. Simply move the pointer to a castle you want to invade and you move there. Other times you have to select 'army' then 'direct' from the options. If you bump into another person on the map screen you automatically take them on in the heat of battle.



YOU GOT SOMETHING TO SAY?

When you're on the map screen, the characters walking between the towns let you know what they are thinking by a series of speech bubbles appearing by their heads. If they want to fight somebody a small sword appears, and those who are running away show a small, panic-stricken man. Victory is shown by a man with his arms raised aloft, and defeat is a small angel floating into heaven. When someone is awaiting instructions a group of dots appear.



↑ Running away seems to be common in this part of the map.



FIGHTING FORCE

Fighting the enemy is a strange affair to say the least. You don't have direct control over the troops, you simply instruct them in tactics and formations. The battle takes place over a large expanse of land, and the only characters who fight are your small troops. It's strange to begin with, so let us lift the lid a little more:



STEP 1: SELECT TROOP FORMATION

Firstly you have to sort the troops into a formation that matches your strategy. We found that the most effective is 'Melee', which basically sets all of the troops onto the enemy in a completely random pattern. If any rival troops manage to break through, they come back to help. You can select a defensive pattern to protect the leader (you) but it isn't as effective, and you often lose more troops that way.



STEP 2: THE BATTLE BEGINS

After selecting the formation, your mini army is sent into action. Soldiers make their way towards the enemy and usually encounter them in the middle of the arena. Your army swipes and attack their way through the enemy ranks, in a bid to get to the General, then attack him or her. You don't do anything until the troops run out or the enemy is defeated. So sit back and watch the show as it were.



STEP 3: SPECIAL ATTACKS

The one thing you can inflict on the opposition is your special attack. Select 'special' from the in-fight menu and you'll be shown a list of all the spells you can administer. To begin with you only have one, but as your levels of experience and magic points increase, more magic becomes available. Launching a Sonic Boom for example will cut through any smaller troops and hit the General, scoring average damage points.



STEP 4: DEFEATING THE ENEMY

Defeating the General is the main objective at the end of the day, and they will do almost anything to avoid capture - even if it means running away with their tails between their legs! If you successfully defeat the main leader of the army, they and all their troops will be captured, and you have the chance to persuade them to join your team. Castles also become yours if you beat the enemy inside.



STEP 5: DUEL

The most common way of winning a battle is The Duel. This occurs when all of the troops from both sides are killed, and only the two generals are remaining. You are then given the chance to fight a one-on-one battle or retreat. If you select 'Duel', the enemy tell you if they've decided to fight and you'll battle them to the death. If they run you win, though you can't capture enemies who retreat.



↑ The special attack for the beastmen is a Vega-style claw attack.



↑ When the enemy casts this spell, you're in trouble!

USE THE FORCE...

We're taking a while to appreciate *Dragon Force*, so that we can give you the expert opinion next issue. Expect only the most incredible battle screenshots, and informative plot details from CVG!





Westwood. The talent behind such great games as *Command and Conquer* and ...er *Command and Conquer: Red Alert*. They're not only confined to that classic strategy game though, for they have also given us *Dune II*, *Eye of the Beholder*, *Monopoly* and of course *Lands of Lore*. Not ones to rest on their laurels and turn out endless sequels to the C&C series, they have decided to return to their RPG roots. *Guardians of Destiny* is the follow up to the popular *Throne of Chaos* adventure. Take on the role of Luther, cursed son of Scotia and prepare to explore these strange and ancient lands.

90% COMPLETE PC CD ROM	RPG	BY WESTWOOD	<ul style="list-style-type: none"> NO OTHER VERSIONS AVAILABLE NO OTHER VERSIONS PLANNED STORAGE 4 CDZS RELEASED BY VIRGIN TEL 0171 368 2255
	SUMMER RELEASE	1 PLAYER	

Three years in the making. The sequel to one of the greatest RPGs on the PC finally rears it's head from the shadows, and prepares to step into the spotlight!

LAND OF LORE 2 GUARDIANS OF DESTINY



THE LONG AND WINDING ROAD

As with all RPGs there is a lot of back-story and history to wade through, before you begin the game proper. The Lands of Lore you are about to journey through are rich in feuds, battles, magic and sorcery, curses, monsters and death! It is an incredibly detailed world. In the first game your character explored the land searching for an elixir to aid the poisoned King Richard. The evil Scotia (boo, hiss) was behind this treachery, and is now in possession of the Nether Mask. With this mask she can assume the shape of any living creature. Needless to say, Scotia the Sorceress met with her maker, and all wrongs were righted. Or were they? Before her demise, Scotia had managed to send the mask to her son Luther. However the transmission was jumbled in the ether, producing a warped version of the mask. Now Luther has the power of the shape-changing magic, but has no control over it. As Luther you must search for a cure, but there are others in the land that want the mask!



⚡ No, the guard doesn't have bad dandruff, he's just been attacked by Luther magic.



⚡ Hey it's the cousin of the wampa ice creature they put in *Empire Strikes Back* Special Edition.



⚡ Careful positioning of the pillars here, result in the guard being squashed. SPLAAAAATT!

MOVE ANY MOUNTAIN

Not content with interaction from the other creatures in this land? Then simply interact with the objects. Each location contains 'hot' objects that can be moved or positioned for your advantage. Placing boxes on top of each other, to create stairs allows you to reach previously unreachable secret areas. Again it is possible to dispose of enemies by interaction with objects. Moving pillars can make ceilings cave in, and messing with water channels can cause rooms to flood.





OUR FUGITIVE IS ARMED AND DANGEROUS

The Nether Mask that has produced your curse is also the bearer of more bad tidings. Other people want it! The mask is a source of great magical power and two rival parties need it for their own purposes. An evil creature known as the Mother Beast is seeking the mask, so she can use the ancient magic to resurrect the even more sinister Belial. Mother Beast has begun to spawn her lesser children – grotesque spider-like creatures, which tunnel to the surface in search of magic. The odds aren't entirely stacked against you as the rival camp are almost on your side. Draracle will stop at nothing to thwart Belial's plans. Luther seeks out Draracle in order to find a cure, and is then directed to visit the Southern Continent. He is not alone on his journey of this new land!



PLEASE DON'T HURT ME!

Although Luther will encounter many creatures, not all of them are his enemies. The game brilliantly mixes FMV sequences of the inhabitants into the normal surroundings. During these moments you are free to converse and gather as much information as possible. Should you grow tired of the chat, you can of course kill the creature. However, do this too many times and word will spread of your evil ways. Which will have serious ramifications later in the game, when what were once friendly creatures, will attack you instead of sharing vital clues.



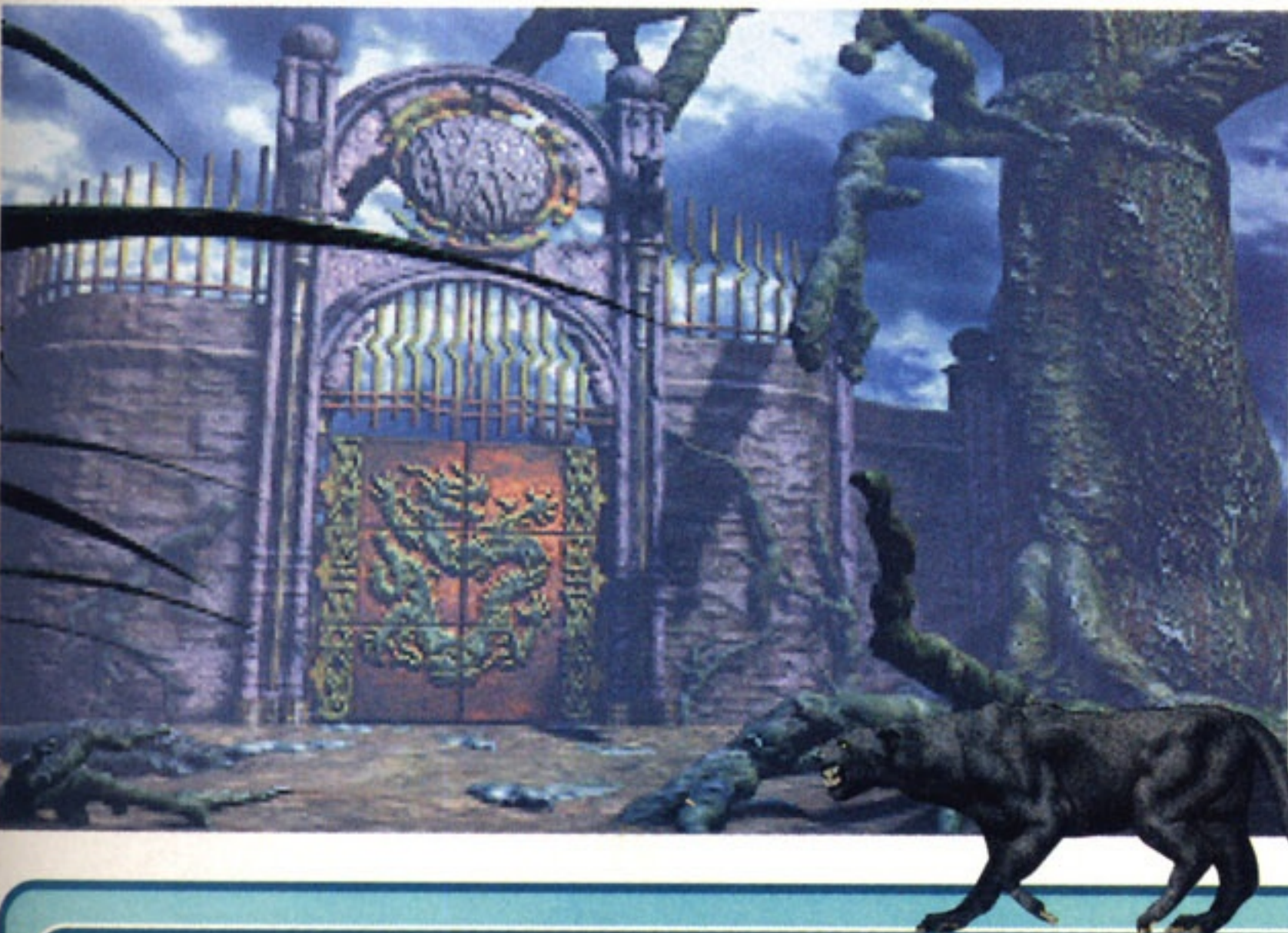
⬆ Luther must beware of the creatures lurking in the forest.



⬆ A villager. He's armed, though he might offer help.



⬆ By using magic spells near this pool of oil. Luther is able to produce sparks and ignite anything that may be nearby!



COOL HAND LUTH

Combat with other creatures you encounter is simple. In your inventory, click on the weapon of choice, then drag the icon onto the hand of Luther. It is worth mentioning that combat is not always necessary. Hack at your opponent one too many times with a sword, and you might damage any valuables they might be possessing. Often armour can be ruined by doing this. Instead, look for other means to dispose your enemies. Early in the game it is possible to use magic to explode a guard! The guard in question happens to be standing in a pool of oil. Not very clever if you can fire lightning bolts!



DON'T GO CHANGING, REARRANGING...

Luther's curse sees him transforming into different creatures against his will. Ranging from a tiny lizard to a hideous beast. While the transformations might not last long before he reverts back to human form, they can pose problems. While in lizard-form, Luther must be wary of larger creatures. Even spiders can pose a threat! However, the curse can also be a blessing in disguise. At the start of the game Luther must escape from a dungeon through caves. These are patrolled by guards. Changing into a large beast will give Luther the upper hand against human opponents, improving the chances of his escape.



SUPER LUTHER, LIGHTS ARE GONNA FIND ME!

Lands of Lore 2 is shaping up to be a mammoth adventure. Four CDs worth of game should have most RPG fans occupied for ages. The completion and release of the game is imminent, so stay tuned for a review real soon.





Jedi Knight is looming on the horizon. After many months of analysing the tiniest detail of grainy screen shots, we have finally been granted access to this behemoth of Star Wars games. No more "wouldn't it be cool if..." because now we know how cool it really is. *Jedi Knight* is such a graphical improvement over its predecessor, that it is very hard to compare them. Offering lightsabers and multiplayer battles, this game is bringing your Star Wars dreams even closer to home. We've said it before, but now we can justifiably say - The Force really is strong in this one!

70% COMPLETE PC CD ROM	CORRIDOR GAME	BY LUCASARTS	<ul style="list-style-type: none"> PC, PLAYSTATION PREDECESSORS AVAILABLE NO OTHER VERSIONS PLANNED
	SEPT RELEASE	1-8 PLAYER	

While *X-wing Vs Tie Fighter* is basking in the spotlight, currently at the top of the charts, LucasArts are applying final touches to the other fan-demanded sequel. You wanted it, you got it - *Dark Forces 2*!

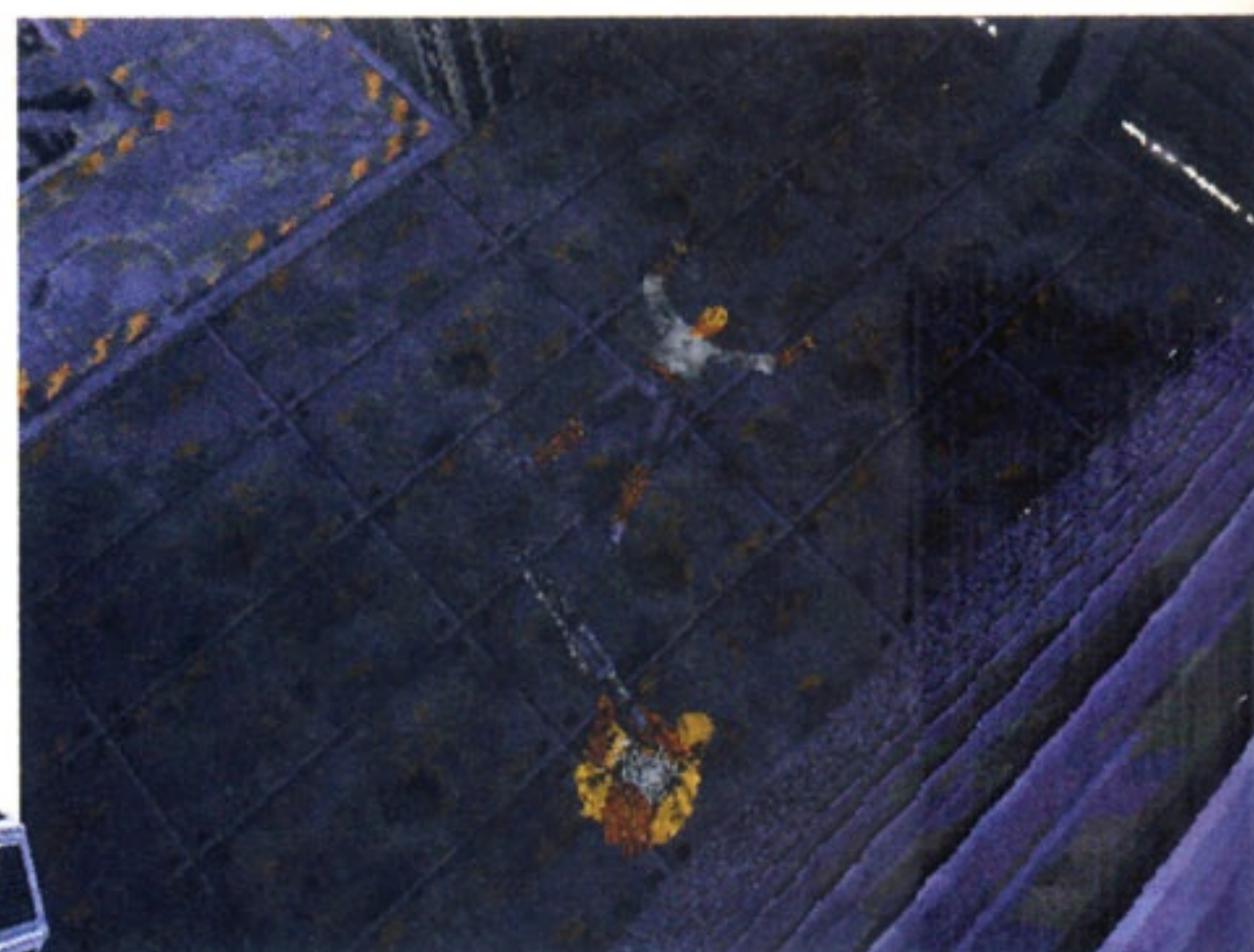
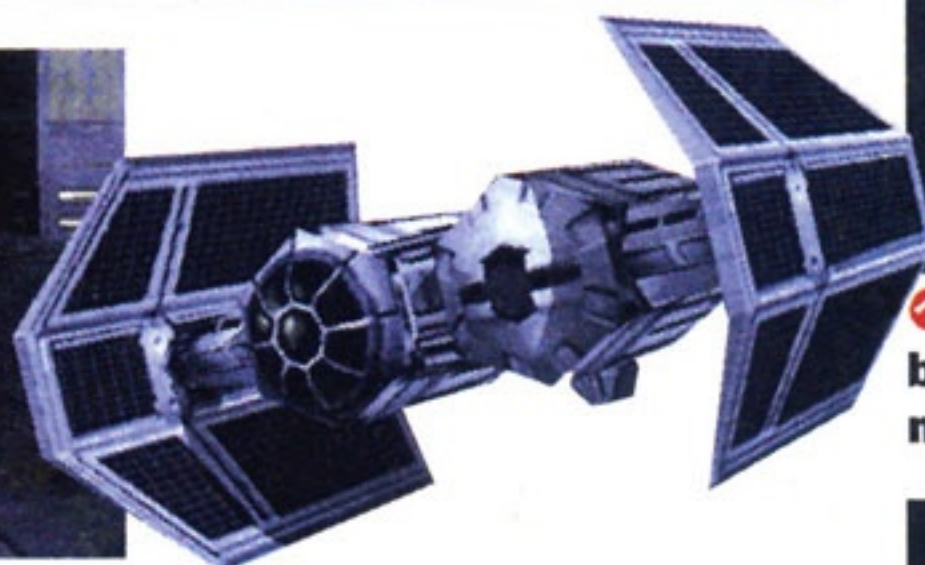
JEDI KNIGHT: DARK FORCES 2



WHO'D RISK HIS NECK FOR HIS BROTHER MAN?

The original game saw Kyle Katarn hired by the Rebel Alliance to thwart the Emperor's Dark Trooper project. Now years later, Kyle is once again about to embark on a quest - learning the mysterious ways of the Jedi. With his new found knowledge and ability, Kyle must stop seven Dark Jedi from

unlocking the powers of a hidden Jedi burial ground - 'The Valley of the Jedi'. The story is set after the events of *Return of the Jedi*, meaning Darth Vader will not be appearing in this game. Or Boba Fett for that matter, although there may be mention of them.



↑ The death of Kyle! Oh no. Shot in the back by a bounty hunter in a horrible yellow jump suit. Still, musn't grumble - lovely perspective isn't it.

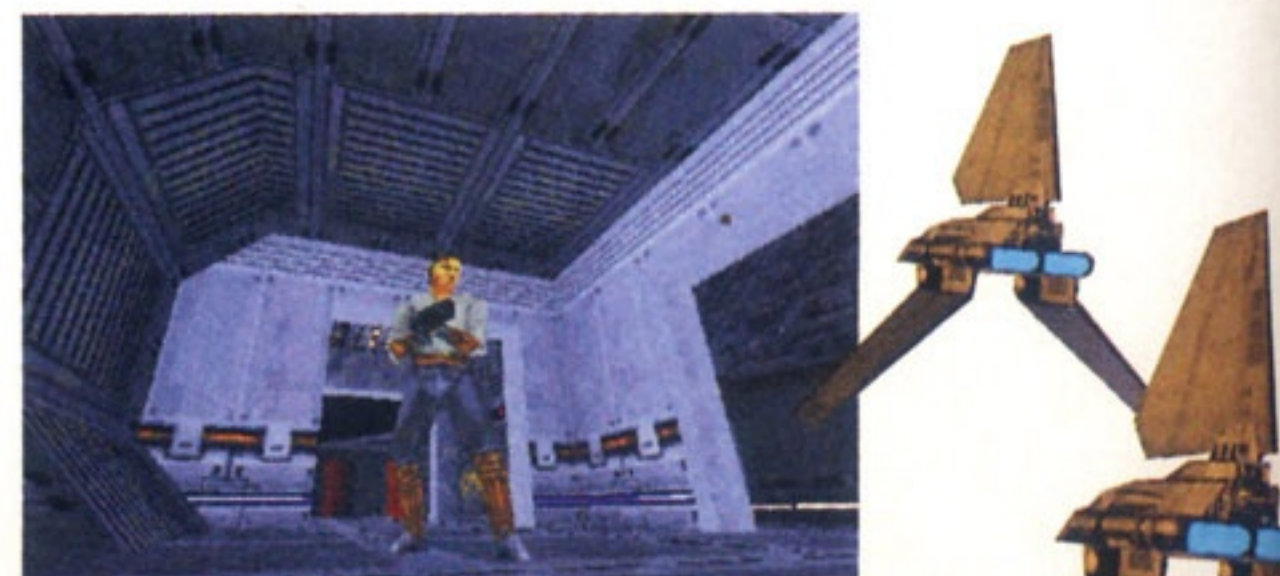
IMPRESSIVE... MOST IMPRESSIVE!

Now that Kyle is learning the ways of the Jedi, he is allowed to wield the ultimate weapon of the Star Wars universe. The lightsaber! Just imagine duels between Kyle and the Dark Jedi. This weapon and the close combat challenge it provides, could change the feel of the whole game. In the version of the game we played, the control over the weapon was not yet fully implemented. At the moment, control is achieved by

pressing the left mouse button, which results in a variety of different attacks. In the final game it is heavily rumoured that your lightsaber will be completely controlled by the mouse. Move the mouse left and the lightsaber will follow. A full range of moves including overhead and side slashes, swings, parries and upward attacks. The lightsaber is also the best weapon to defeat an AT-ST Walker!



↑ Using the Force to choke the Rodian. look at that yellow mist (or is it a laser blast?). Could it be an aura the Force gives when being used!



SAY HELLO TO MY LITTLE FRIEND

As in any corridor game, a variety of weapons is essential. While this list reveals not much has changed in the way of arms in the Star Wars universe, there is one very important addition. To our knowledge this is the complete list of weapons in the game at present. More may be added, and some may be removed!

FIST

When the going gets tough. You don't have any ammo, but you still need to hit the enemy with something. Don't throw a fit, throw a punch.

BRYAR PISTOL

The most basic of weapons from *Dark Forces* returns. Accurate, but slow-firing and weak.

STORM TROOPER RIFLE

The most common weapon in *Dark Forces*, expect the same here. Rapid firing, but uses lots of ammo quickly.

THERMAL DETONATOR

Basically a hand grenade. Can be thrown to explode on impact, or on a three second fuse.

TUSKEN PROD

New Weapon! Though the most doubtful to make it into the finished game. Long, use it to stun your foe, basically gives the enemy an electric shock.

REPEATER RIFLE

Much like the Stormtrooper rifle, though faster rapid firing, and not quite as accurate.

RAIL GUN

We haven't seen this in action, though it's been described as similar to the alien weapon in *Turok*, which is like the gun in the movie *Eraser*. Anyway, it causes massive damage.

SEQUENCER CHARGE

Similar to the IM mines in *Dark Forces*. Drop them and run as fast as possible. They have a very short timer.

CONCUSSION CHARGE

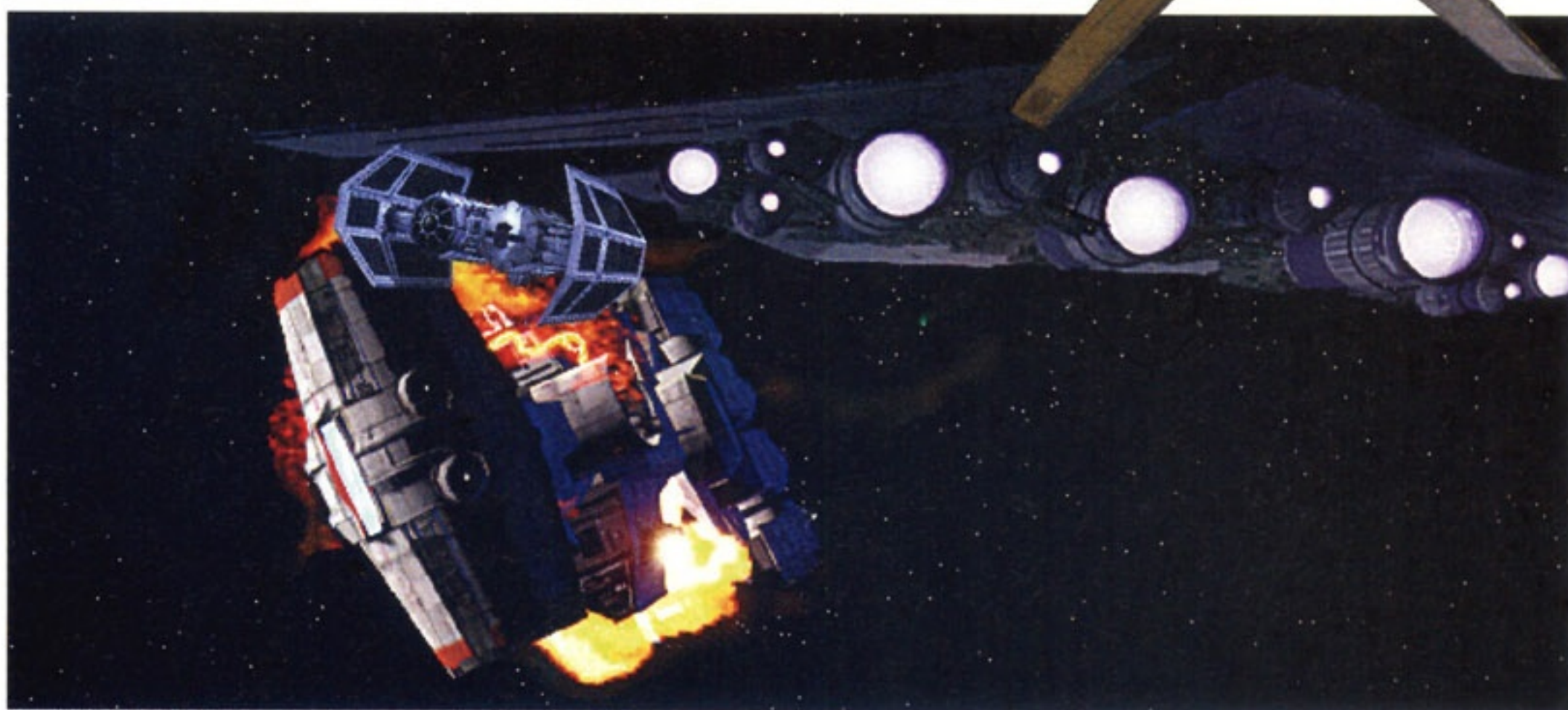
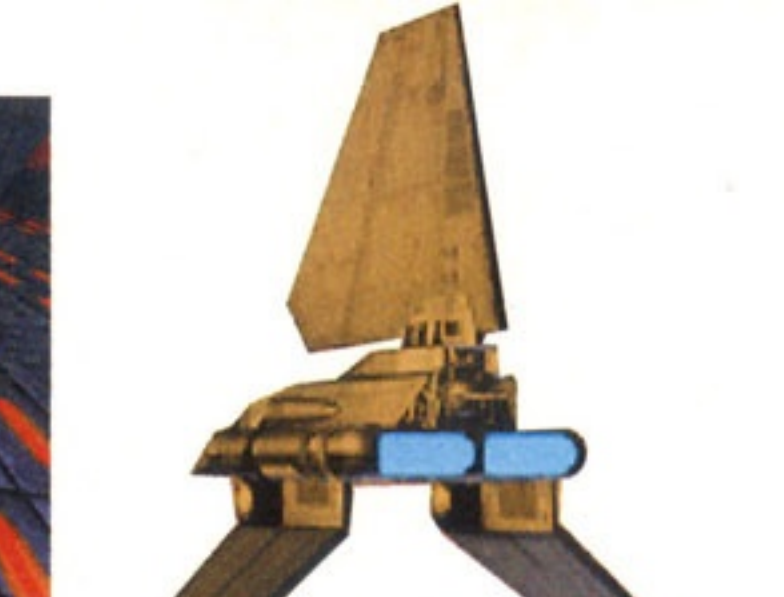
Fires ionised air bullets, which explode in massive shockwaves. Definitely for long range use.

LIGHTSABER

Now we're talking, the real McCoy. The weapon of a Jedi! Truly you are powerful with one of these!



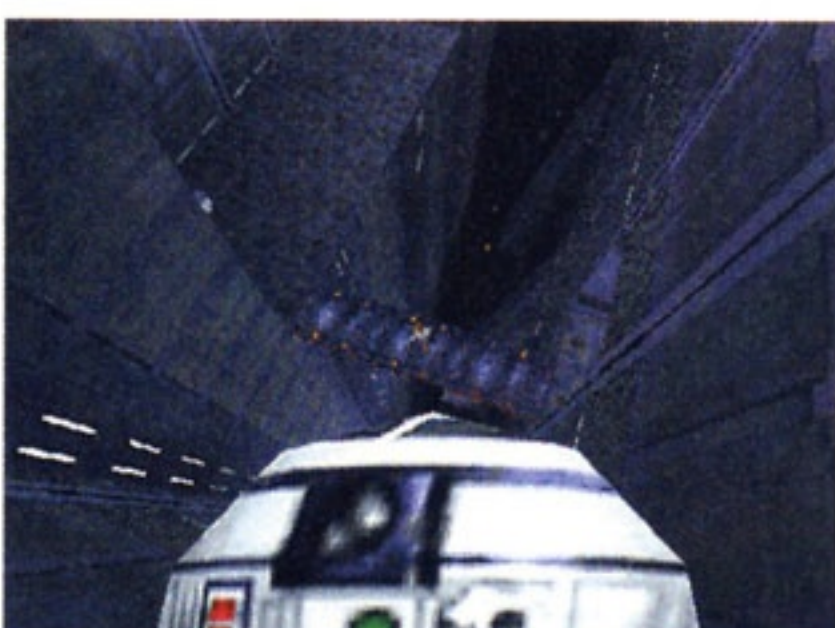
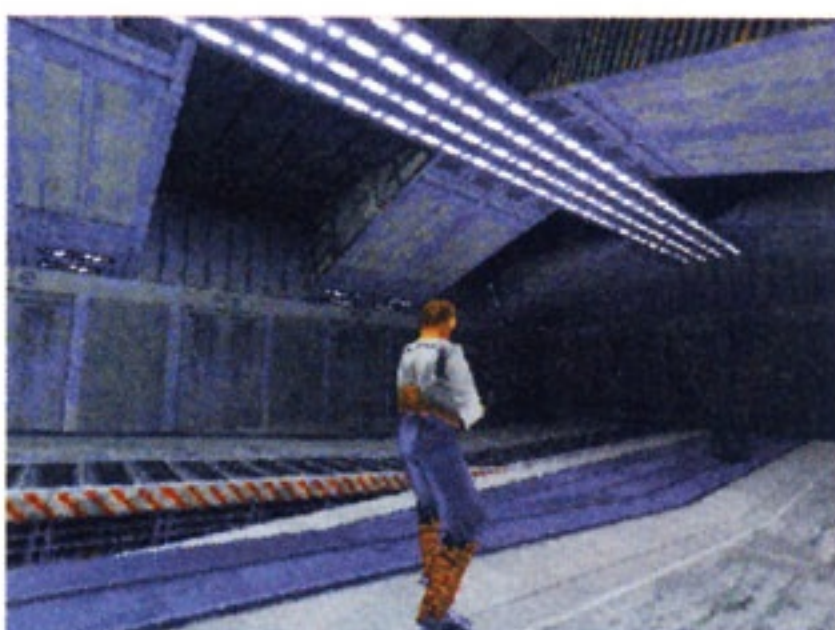
← Check out that weird weapon. The new Tusken Prod. No wonder greeny looks scared!



FEEL YOUR ANGER SWELL INSIDE YOU

Some may feel that there are surprisingly few weapons available, for a game of this type. How wrong they are, because Kyle's about to discover something far more useful than a blaster or detonator – the power of the Force! Based on a points system, you

must explore each level in order to tap the full potential of the Force. The points will increase your understanding and knowledge. Completing each level will add a couple of points. Exploring will add more!



IT IS YOUR DESTINY!

Both the dark and light sides of the Force are present in the game, and Kyle must choose between them. Your actions in the game, will decide which path Katarn takes. Three quarters of the way through the single-player game Katarn's fate is decided, with levels playing differently depending on which side you are on. Choose light and you will protect the Valley of the Jedi from Jerec. Choose dark and you will protect Jerec from the Valley, so you can claim the ultimate power for yourself.

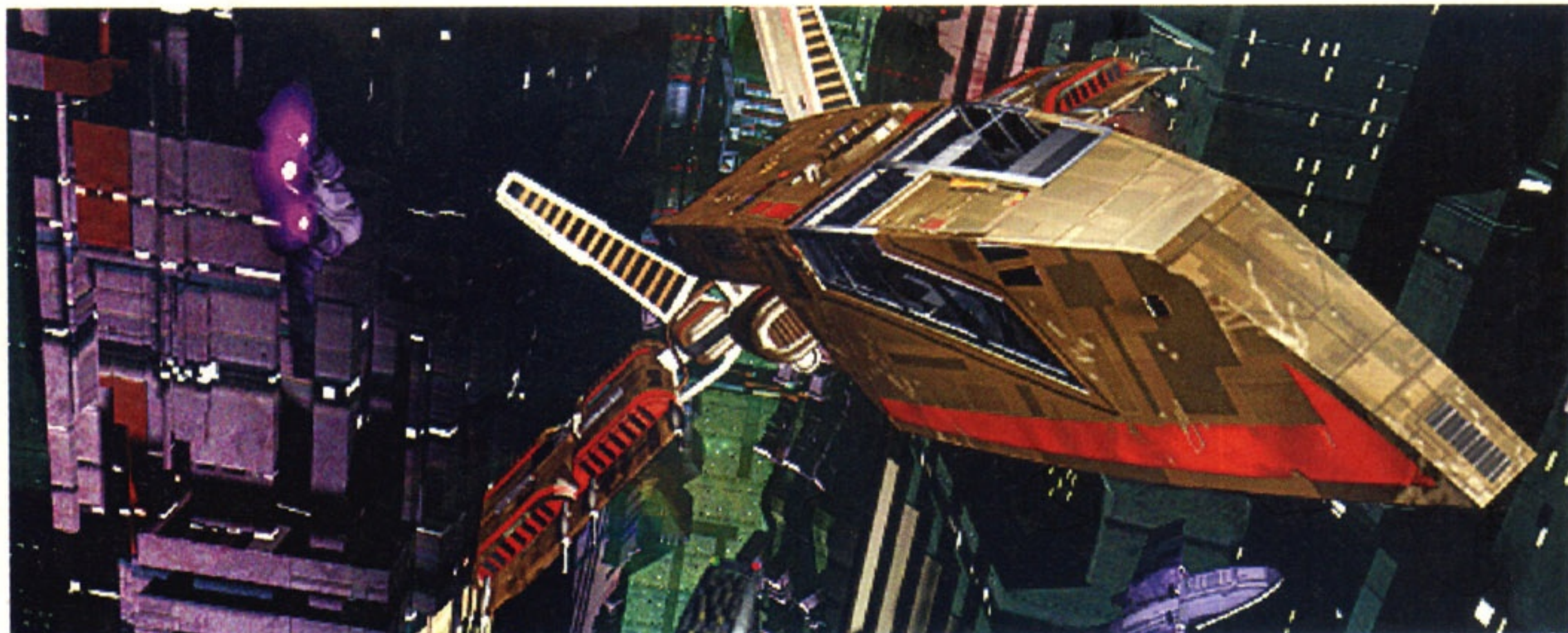


computer and video games

PC CD ROM

JEDI'S AT THE READY - THE DARK FORCES 2 ARE A COMING!

COMING SOON



↑ Above and below a huge shuttle landing platform.

SCUM AND VILLAINY

With all these weapons and Jedi skills, you're probably wondering who's going to be around to use them on. Well, here's our rogue's gallery of

the *Jedi Knight* bad guys. You're certainly going to have your work cut-out for you, with the amount of Dark Jedi present in the game. Dark Jedi can only

be defeated with a lightsaber, so expect several long hard duels through the course of the game. With plenty of objects flying about!

GAMORREAN GUARDS



Big and strong, plus they can withstand a fair amount of blaster fire. Mind you don't lose your head.

RODIANS



Relatives of Greedo, the rodian who now looks like a crispy duck courtesy of one Mr Han Solo.

TRANDOSHANS



Same race as Bossk, the reptilian bounty hunter with the powerful concussion rifle.

TUSKEN RAIDERS



These guys are like the special forces. They can attack on speeder bikes or by riding Kell dragons.

STORMTROOPERS



The most common enemy, though they don't appear in the first few levels. When you're not around, they scratch their heads. If someone sounds an alarm, they give chase.

AT-ST



Younger brother to the AT-AT. Instead of using tow cable, the best way to stop these is by chopping off the legs. Not with a common kitchen knife though.

PROBE DROIDS



Back from the original *Dark Forces*, but looking better after their holiday. Not as easy to kill as they were in the Hoth scene of 'Empire', and they fire back too!

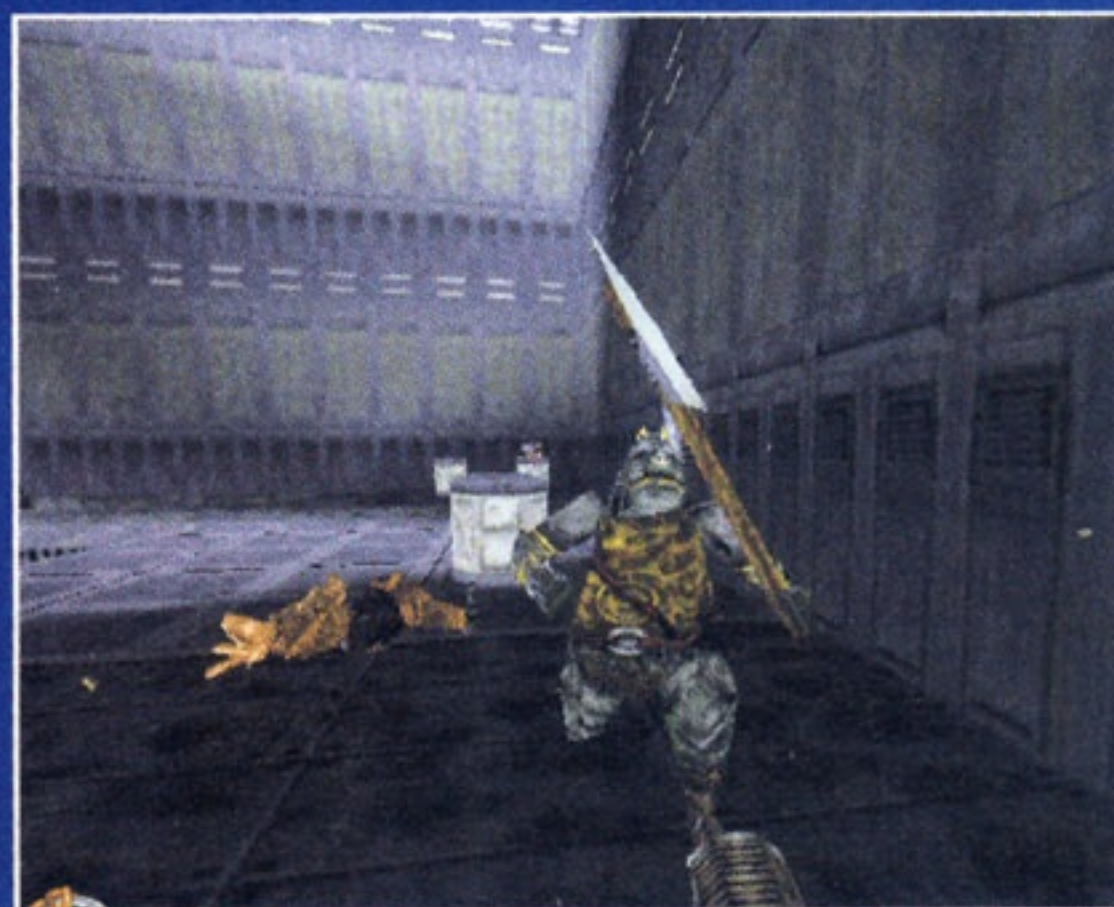
GRANS



Also present in the original. Otherwise known as (Th)Ree-Yees, a quite clever anagram of three eyes. Just like in *Dark Forces* they're armed with thermal detonators.

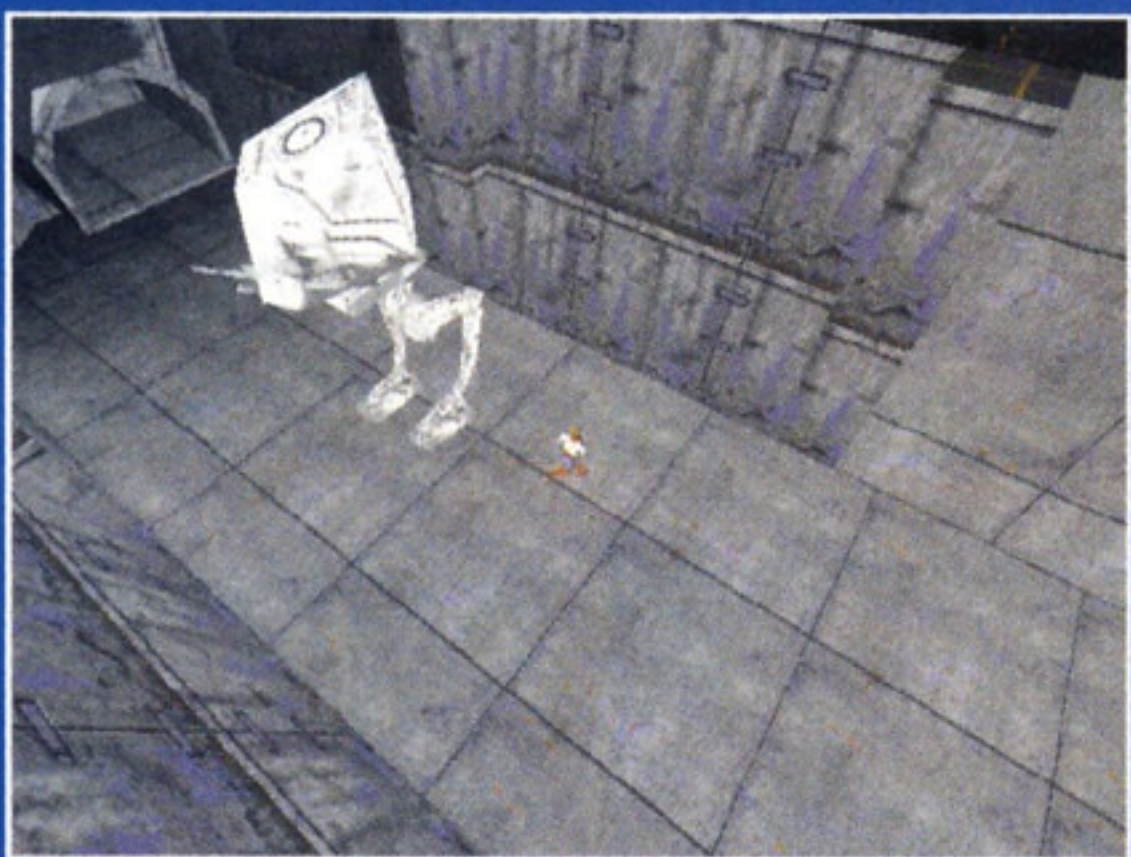
THEY'RE BOTH SO TEMPTING

Both sides of the Force have their own unique powers. The quick and easy path is the one leading to the dark side. Here you will gain the ability to fire lightning bolts, a psychokinetic power to throw objects (such as your lightsaber). Plus best of all, the lethal 'force grip'. Now you can choke your opponents by just lifting a finger! Go the light way and you learn the power of persuasion/ invisibility. A force field and the ability to repel laser bolts with your lightsaber is also possible. Some Force powers will be available to both sides. Healing, levitation and super jumping could all appear in the game. Plus the ability to retrieve objects from far, even out of opponents hands! Also mentioned is an ability to see through walls, though this may not make it into the finished game.

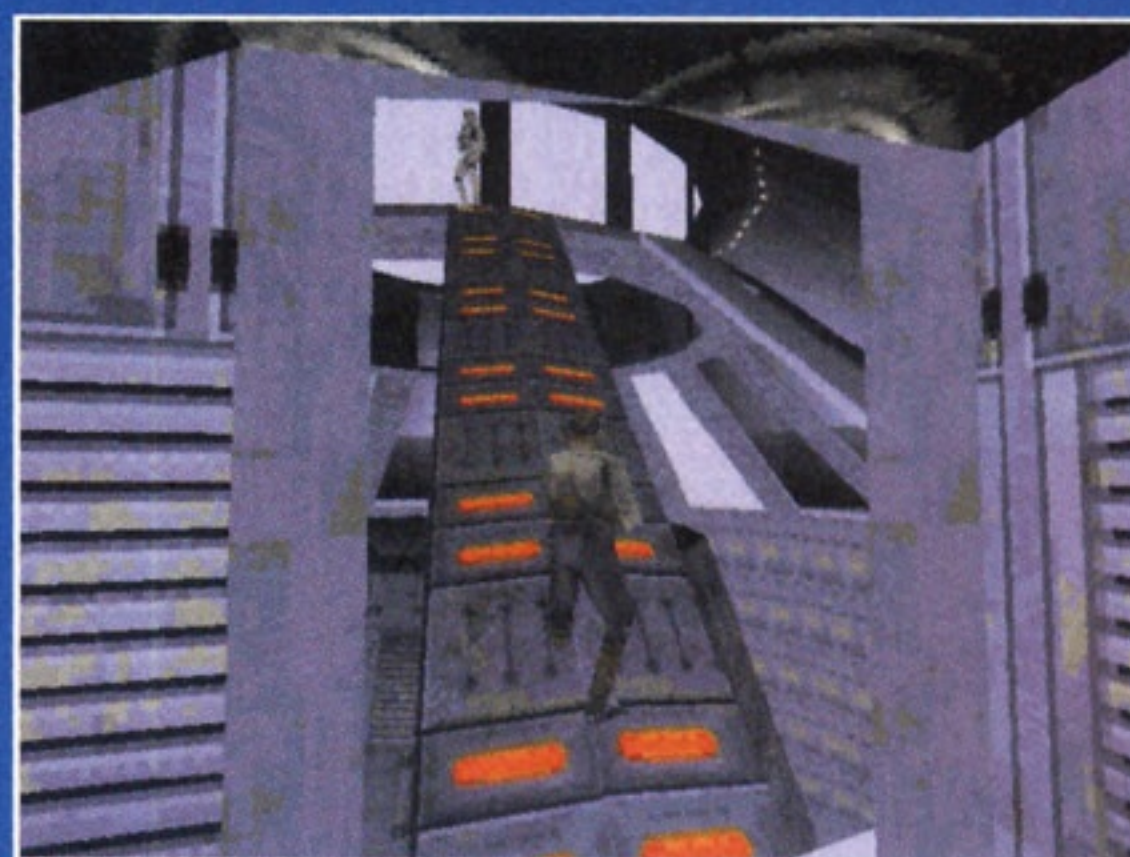


IT'S TOO BIG TO BE A SPACE STATION

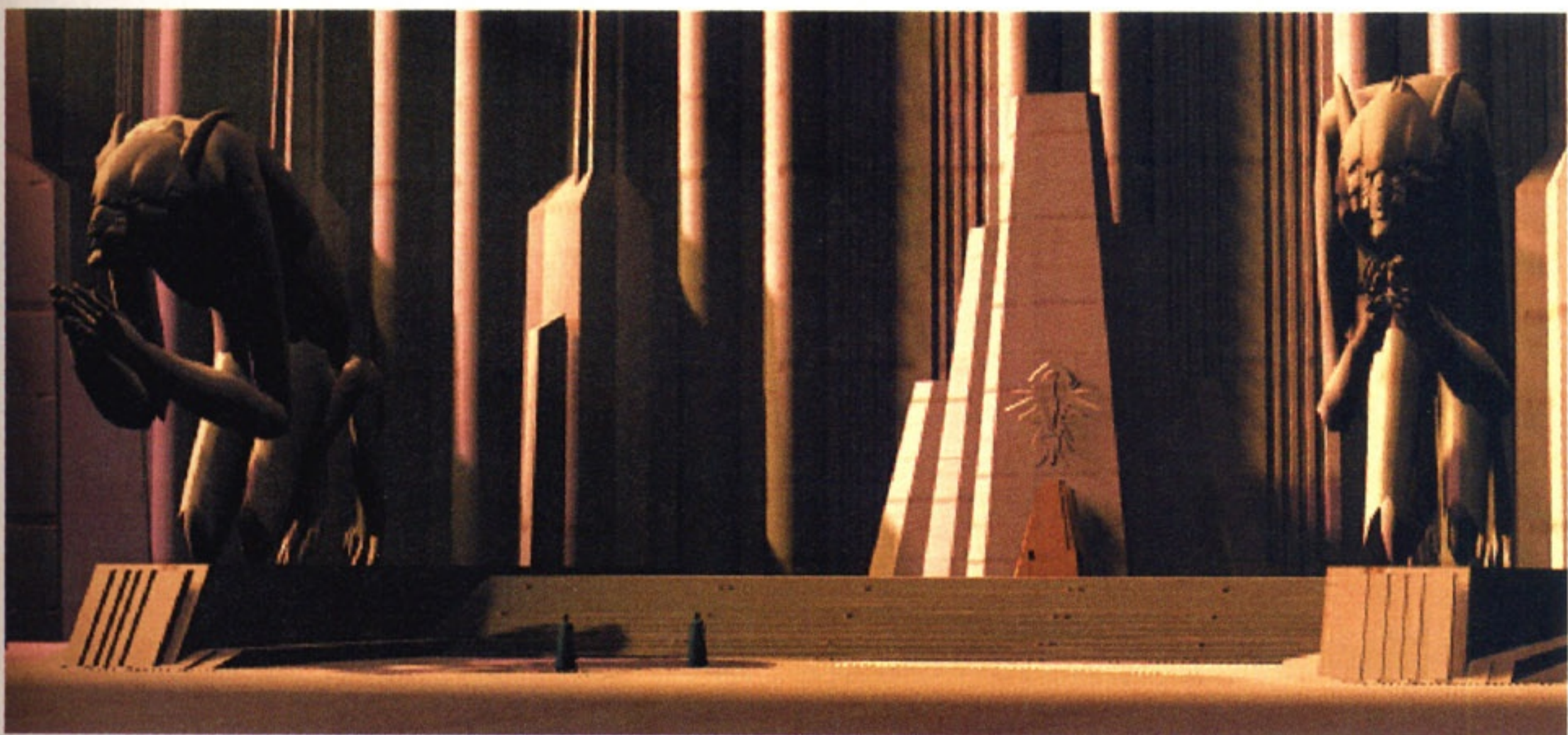
The new *Jedi Knight* game engine, nicknamed Sith is even more impressive than *Quake's*. Not because it looks better, but for the fact that it does things differently. Instead of the 2.5D of the original game, *Jedi Knight* is a full 3D affair. Complete with polygonated texture-mapped characters and of course, light sourcing which makes the whole thing look even more dramatic. The really revolutionary thing is the ability to change the view from Kyle's first-person perspective, to a new third-person floating camera. This makes the game look a lot like *Tomb Raider*. The reason for this extra sense of your surroundings is simple. To make the lightsaber duels effective, you will need to see them from an external view. Whether this view will be available in multiplayer mode remains to be seen, but it'll be cool if it is.



↑ A really high view of this battle between Kyle and the AT-ST. Now it's a 3D world Kyle might even be able to jump onto!



↑ There are lots of sloping ramps which add height to all the levels. Expect lots of places to explore and hide for death matches!



THE DARK JEDI

YUN

A Jedi who is relatively young and inexperienced. Because of this be wary of his unpredictability in battle.

GORC and PIC

They're twins, but they don't look the same at all! Gorc is eight feet tall, Pic only four. They fight as a team with Pic being carried around by Gorc. Pic is noisy and likes to talk a lot.

MAW

Although Maw doesn't have legs, he uses the Force to levitate. Loyal to no-one, he is merciless, bitterless and very strong.

SARISS

A Jedi who doesn't rely on physical strength, but on the mental aspects of the Force. She is described as a master and perfectionist, quiet and observing.

BOC

A bit of a show-off this Jedi. Not content with one lightsaber, he wields two. He also likes to taunt and play with his opponents.

JEREC

Kyle's ultimate nemesis, and with a reason - Jerec killed Kyle's father. He is also the leader of the Dark Jedi, so expect him to be the final boss and the most dangerous opponent.

TALES OF THE JEDI

The multiplayer part of the game is what most players are really getting excited about. LucasArts are great admirers of their audience, and if enough people request something you can guarantee they pay attention. Well, here's what the fans of *Dark Forces* wanted most - multiplayer battles! You will be able to use the character you have built-up in single player mode (an extra incentive to play the single player game several times to the end). Those that have progressed further into the single player game, should therefore be stronger in *The Force*. Multiplayer modes include all-out combat, team battles, and a mode similar to Capture the Flag games. Expect about eight purpose-built death match levels to come with the finished game. The level of detail in the graphics will even allow you to see what weapon each opponent is wielding!



↑ Someone else looking like Kyle, it can only be a death match. We can't wait!



↑ Check out the level design. It's a big improvement on *Jedi Arena*!



↑ A line up of villains. Gorc and Pic are on the right, the other two could be Yun and Maw.



↑ More villains. Definitely Boc, Jerec and Sariss. The three dastardly amigos.



↑ Jerec and Kyle are locked in battle in this game artwork.



WE SENSE A DISTURBANCE...

From the version of the game we've played, *Jedi Knight* looks like it will be amazing. However, there is still a fair amount of work to be completed before release. As always, we'll keep you posted of further details. In the meantime start practising with your sword arm!





90% COMPLETE

NINTENDO 64

RACING GAME

BY GENKI

SEPT RELEASE

1-2 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN
- TEL 0161 832 6633

One N64 with analogue stick, and a rumble pack. Vital ingredients for the first convincingly arcade-like 64-bit race game!

So far Nintendo 64 has created a reputation for itself – as the most powerful gaming machine around – based on a selection of uniquely impressive games. *Mario 64* was simply unique and impressive, *Pilot Wings* showcased awesome landscapes, *Wave Race* demonstrated incredible water dynamics and *Star Fox* features jaw-dropping enemies. However, the machine has yet to really succeed on the same gaming ground as the Saturn and PlayStation. How would a Nintendo 64 3D fighting game fare against the likes of *Fighters Megamix* or *Tobal 2*? And what about a serious driving game (*Mario Kart* being too comical, and we don't talk about *Cruisin' USA*)? Well, that second question is soon to be answered. Imagineer's *Multi Racing Championship* is an N64 racer that can be directly compared to the very best Sega and Sony equivalents, *Sega Rally* and *Rage Racer*.

MRC

MULTIRACING CHAMPION



HEAD-TO-HEAD!

There's no better test for your custom-tuned automobile, than against a human opponent. The Versus Mode is already in the game, and with Rumble Pack action, *Daytona*-style bumper car battles are guaranteed!



Two-player mode. The screen size is a bit on the small side, but the road battles should be great!



SPLIT DECISION!

The recent *GTI Club* coin-op stands out for its brilliant course short-cuts. *Multi Racing* offers similar fun, with each course featuring multiple forks. Discovering which one is actually the shortest route though, adds an extra element to the races! In some cases too, the short cuts are actually cleverly hidden!



SEÑOR BUTCHER, WITH THESE CARS YOU ARE SPOILING US!

Initially, there are eight cars to race in (with two secret ones!). Each has its own body shell and team logos – some are even 4x4 trucks! The performance of each machine varies quite considerably. However, if you're not too happy with the abilities of your chosen hotrod, you can tune its features to your precise liking in the extensive garage option! Everything from the sensitivity of the steering and tyre type, to the hardness of the suspension and degree of your aerofoil can be configured!





MALPHAS



➤ The opening stretch demonstrates some of MRC's awesome scenery. Look at that ship!



RIALLARO



➤ After the open stretches of Malphas, Riallaro offers tighter roads, like this town.



➤ There's some cool shortcuts here too!



CASSANDRA



➤ It gets bumpier than ever on the Expert course. Tighter turns, more hills, worse terrain!



➤ One minute dry concrete, the next - snow!

THREE TRACKS. EXCELLENT!!

The classic Beginner, Medium and Expert ratings accompany the three tracks. Starting with the short simple Malphas oval, you can then move onto the longer Cassandra course, before taking on the full winding might of Riallaro. And to make each circuit memorable, each one has plenty of awesome - and sometimes familiar - scenery!



STOMACH POWER!

Enjoy the rolling terrain of *Sega Rally*? Or the ludicrous vertical slopes of *Rage Racer*? Well, *Multi Racing* combines elements of both to create what could potentially be the ultimate in turbulent undulating racing. Constantly changing terrain, car-launching bumps and bowl-edged curves push the four-wheel suspension of your car - not to mention your analogue-stick wielding - to the limit!



➤ The rough terrain spits up plenty of dust and rubble. Prepare for a surface change when you scoot out of a shortcut!



➤ Plenty of steep slopes to speed and slow you up! The car rocks around on its suspension very convincingly too!



➤ The detail on the cars is very impressive. The N64's anti-aliasing makes all the body textures look smart. Especially when the cars are close-up!



ROAD RUMBLE!

Multi Racing aims to bring to N64 the feel of a powerful arcade racing game. As such, it keeps to the tried and trusted formula laid down by the very best arcade-style racers. A selection of snazzy cars, three carefully-graded circuits and checkpoint-based racing. However, there are two more elements that put *Multi Racing* even closer to that arcade experience. First up, it uses the N64's analogue stick for more realistic steering. And, unlike any previous home racer, it gives tactile feedback, thanks to compatibility with the new rumble pack! Bumpy terrain, smashes from other cars, the power of the engine - you can feel it all!

STEP ON THE GAS

Ocean have already snapped up the license to this potentially excellent N64 racer. In the meantime, expect more on it next month. Perhaps even the review...





Psygnosis' PlayStation track record is impeccable. *WipeOut* sold one-for-one with the machine on its launch. And *Formula One* broke all CD-ROM records with its first week sales. So the likelihood of Psygnosis claiming the no.1 spot on this Christmas' gaming charts seems like a fair bet. But with such an impressive end-of-year line-up (see last issue's New Games), choosing the pick of the bunch would seem a tough task. Not that Psygnosis think so. Their confidence in *G-Police* is unflappable. Describing it as a fast exciting flight simulator, the development team thought it would be 'cool to fly around a dense city environment' instead of the usual flat featureless landscapes. However, restrictions were needed to stop the player just flying away from the city. Encasing the cities in domes was the answer. The explanation? The cities are off-world colonies. And you are a Blade Runner style cop. Only five months to Christmas...



70% COMPLETE

PlayStation™

FLIGHT/COMBAT SIM

BY PSYGNOSIS

OCT RELEASE

1 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE TBA
- RELEASED BY SONY
- TEL 0171 533 1400

When Ian Hetherington, head of Psygnosis, says a game is going to be the Christmas number one, you've got to listen. And that's exactly what he said of *G-Police*!

G-POLICE



WELCOME TO FUTUROPOLIS!

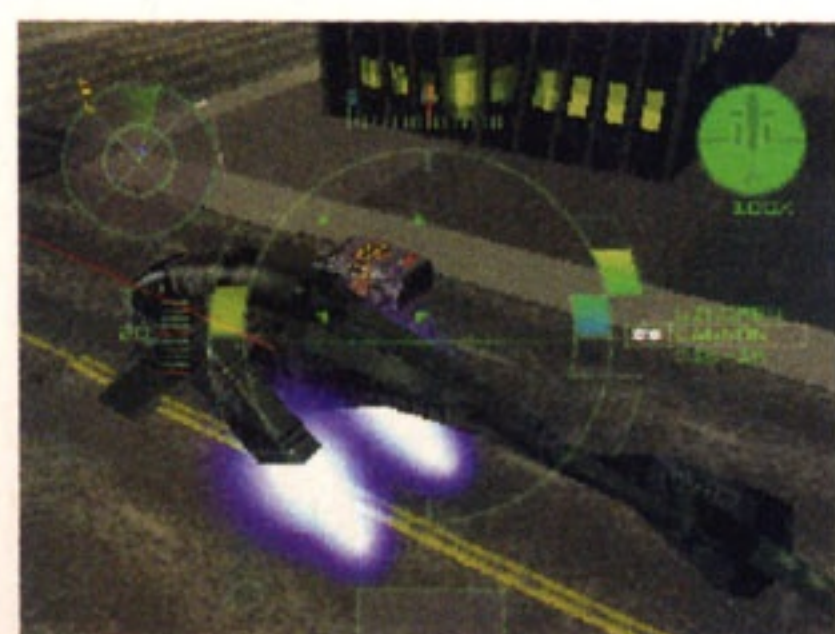
The year is 2097. The place is Jupiter's moon, Callisto. Following an Earth-shattering (literally) war, people have abandoned government in favour of corporations and their method of running society so it's 'good for business'. Enter - the G-Police, an independent law enforcement agency created to safeguard the corporation territories. Patrolling the cities in their airborne HAVOC gunships, they are ruthlessly efficient. Now meet Jeff Slater - G-Cop, Airborne Division. A man with a personal mission. His sister, a fellow HAVOC pilot, died in action, the circumstances were suspicious, and he want to know what they were!



↑ Blade Runner is a confessed inspiration. ↑ The cityscapes are incredible looking!

UP AND AT 'EM!

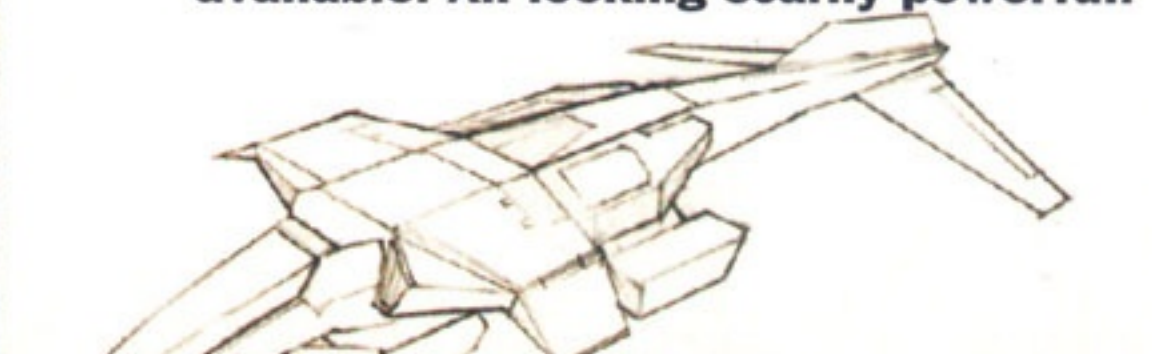
You, of course, play Jeff Slater. Which means you get to pilot the HAVOC. Similar to a modern-day gunship, the main difference is it doesn't have any rotors, instead being ion-powered. That aside, it fulfils the developers' intentions to make a kind of flight sim, controlling like a highly manoeuvrable helicopter. Add to this some meaty weaponry ranging from the mainstream Vulcan Cannon to a devastating Plasma Launcher to a hundred kilo bomb, capable of obliterating buildings! Of course, being a cop you can't just unleash ammo freely - all civilian traffic is vulnerable to your weapons. That said though, you won't be too badly scolded for civilian termination, the authorities know how hard your job is!



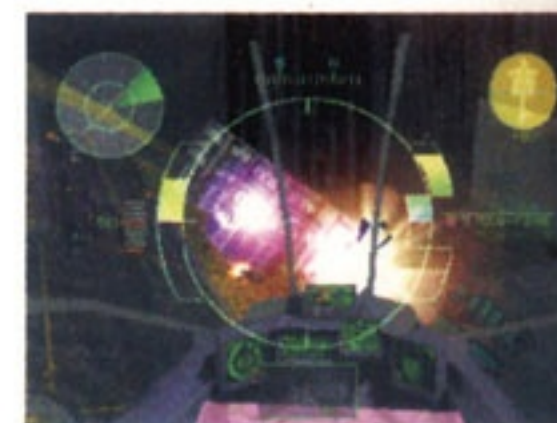
↑ Sketches of the HAVOC air support craft. No rotors, but basically a copter.

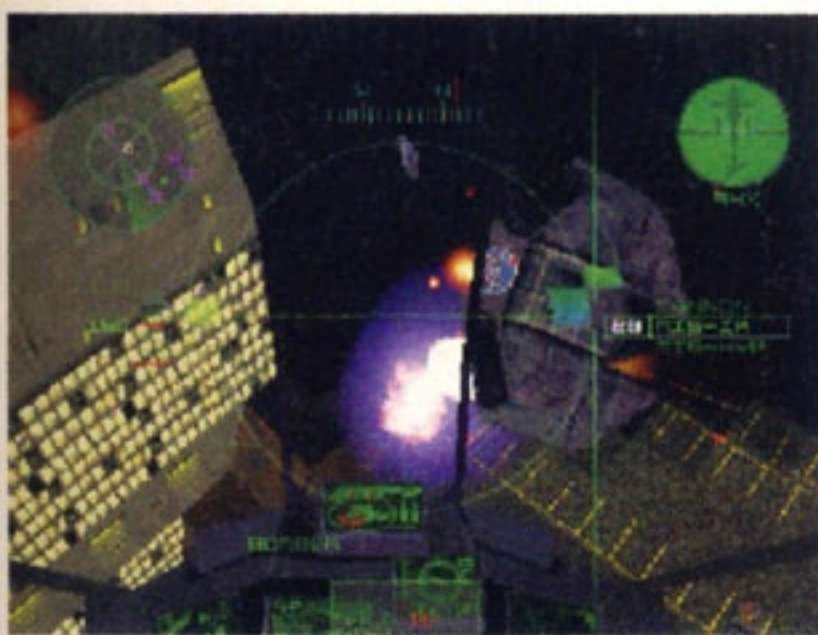


→ A selection of some of the weapons available. All looking scarily powerful!



← The HAVOC in action. The outside view isn't practical, but looks great!





↑ The architecture of all the buildings makes a convincing city!



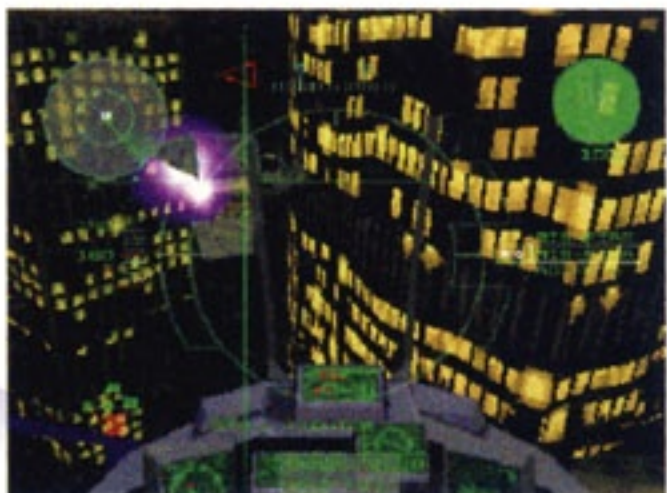
↑ The cities are packed with traffic. Take out them cars!

PRIME DIRECTIVES

There are 35 missions to *G-Police*, all set across bustling 3D cityscapes. Although all are heavily biased toward shoot 'em up action, the developers wanted to avoid churning out the typical find/destroy scenarios. Each mission offers something new, and as you grow in experience you can take control of wingmen and co-operate with ground units. What's more, the missions take place in real-time. Fail to react to a situation and the trouble continues to escalate. Watching other characters attempting to cope without your help is fascinating... until you fail.



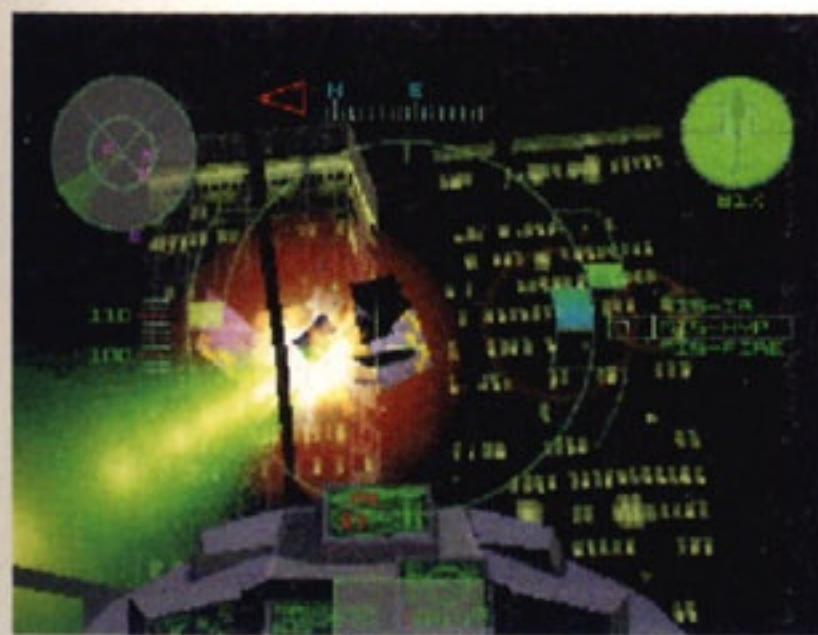
↑ A preliminary sketch of a ground assault vehicle. If these aren't part of your ground crew, it's guaranteed they're enemies



CALL THE GRAPHICS-POLICE!

Actually don't, because *G-Police's* graphics are turning out to be awesome! The actual game engine has been developed as a generic one to use in future products. Its strength is in creating enormous environments (cityscapes for example) without using up a lot of memory. As such, the extra memory can be used to add finer details to the environments. In *G-Police's* case this means a more populated city, with chimney flames and rotating billboards (Psygnosis have typically signed up some cool advertising logos for these!). Even the traffic follows the highway code! The effects too, are superb, with incredible light-sourcing, explosions and weapon effects. The developers admit that currently this has forced them to lower the pop-up distance. However as the game is optimised they promise this problem is being gradually eased. And if anyone knows what they're doing graphically, it's Psygnosis!

ONE OF THE MEGA-WEAPONS IN ACTION! CHECK OUT THE TRAFFIC BELOW! ALL THE CARS OBEY ROAD LAWS!!



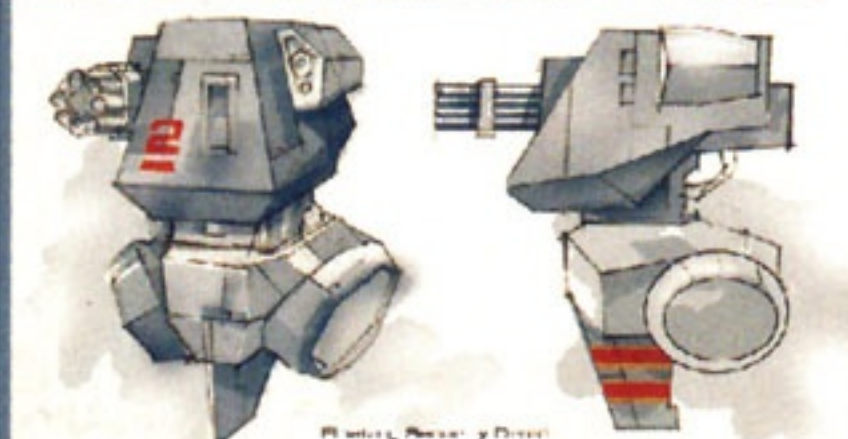
↑ Launching a missile at another craft. Probably for bald tyres!



↑ One of the other bio-dome levels. This one looks like a dustbowl.

MOVIE DOME!

Psygnosis claim the SG-generated FMV in *G-Police* is 'some of the best seen in a game' and they're not wrong! The intro looks straight out of *Aliens* (the pre-production version we saw even used the *Aliens* soundtrack temporarily), as G-Cops run around urban environments blasting away. Highly cinematic, the motion-captured movement is incredible. However, it's the faces that are most impressive, with virtual actors pulling totally realistic expressions, generated using optical motion-capture. What's more, these FMV scenes aren't just decorative, they're intended as part of the gameplay experience. Only by listening to what is said will you follow the ever contorting plot and understand your missions. And Psygnosis promise each piece of footage is gripping enough to keep you hooked!



↑ More sketches of future law enforcement machinery. This time a floating security droid!



↑ Look at the shockwave on that explosion. This game is going to be awesome!!

CRIMEWATCH!

G-Police sounds like a brilliant game concept, and from the early version we've seen, it's turning into a brilliant game! Christmas no.1? Definitely on course for being a contender! More next issue!





80% COMPLETE

PlayStation™

RACING

BY PSYGNOSIS

- NO OTHER VERSIONS AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD

SEPT RELEASE

1-2 PLAYERS

- RELEASED BY PSYGNOSIS
- TEL 0151 282 3000

With the Formula 1 season getting more exciting by the race, Psygnosis get ready to release the new, improved official game!

FORMULA 1 '97

Last year's *Formula 1* was a guaranteed hit right from the start. Looking as good as it did, with the official licence and attention to detail there was no way that it could fail – and it didn't. It immediately became the fastest-selling CD game of all-time, and gave the PlayStation a massive boost, so it's no surprise to find that there's a new version on its way. What may be surprising is that Psygnosis aren't just updating some of the drivers and adding a few new features – all the criticisms of the first game are being addressed. Also, the licence is completely up-to-date, rather than being a year behind as with most officially-licensed games – this season's teams, drivers and courses. It looks as though Psygnosis may well have another biggie on their hands.



FOLLOW THE YELLOW BRICK MODE!



As in the first *Formula 1* game, there are two main modes – Arcade and Grand Prix. One of the criticisms of *Formula 1* was that the two styles were very similar, with features simply removed from the standard game to make Arcade Mode. *Formula 1 '97* separates them right from the start, with completely different front-end menu screens.

ARCADE MODE



When choosing your car in Arcade Mode, you get a rotating 3D model of each of your options, just like most coin-ops. The game itself is very much like *Virtua Racing*, with crazy powerslides and over-the-top crashes, as well as higher speeds than the serious Grand Prix. There are also checkpoints around the courses with time limits which must be beaten in order to keep going, and there's a different commentary from the "proper" races (more on that later).

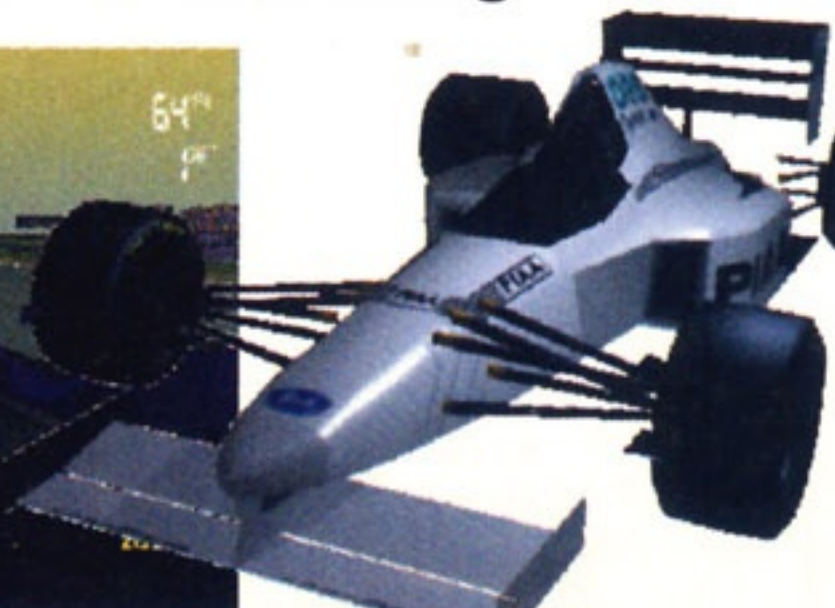
GRAND PRIX MODE



The mode for those after a real challenge, as you compete in a complete season featuring all of the real courses and drivers. As before, Psygnosis haven't gone completely over-the-top with all of the complicated setup options of *Grand Prix 2* on the PC, though there are more detailed rules and regulations in the races than before. You now have to worry about all the real flags during the races, as well as weather effects, car damage which affects performance, and longer races.



⬆ The view backwards from your car. The high-resolution graphics make *formula 1 '97* one of the best-looking console games so far. It looks even better moving.



⬆ Gotta hurry! Only 43 seconds remaining!



This game is your only chance to drive the new McLaren super-car!



Tut tut. The power of the Benetton was too much for you, and you've been black-flagged!



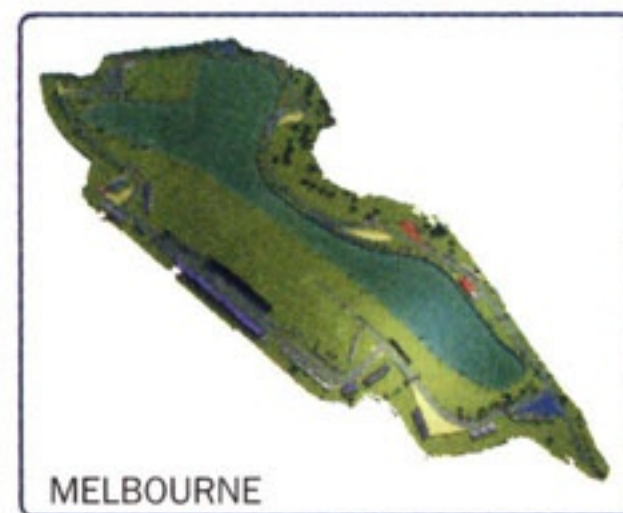
THE DRIVER OF YOUR LIFE!

As the licence for Formula 1 '97 is for the current season (Formula 1's licence was for the previous 1995 season) all the real drivers and teams are included. The McLaren car is the new silver model, Damon Hill is trundling around in his Arrowsmobile, and the Stuart team is

HEY, BABY. SEE THAT ON MY SUIT? POWER HORSE. THAT'S ME.



also "competing", meaning that it's even better for fans of the sport than the last game. You can choose to play as any of the real drivers, and you should also be able to name your own driver and race for any team you want! When racing against computer drivers, they each have more detailed artificial intelligence than before, meaning that each driver has a personality to match their real-life counterpart. You'll get to know how everyone takes each corner and how they like to overtake, as well as who is more likely to put up a fight as you come up to pass them.



MELBOURNE



THE HUNGARORING



SILVERSTONE



MAKING TRACKS

Keeping with the official licence for the latest season means that Psygnosis have included the new tracks for this year. All 17 tracks are available, including the new A1 ring in Austria and the Spanish Jerez circuit. These are being built piece by piece using footage and maps of the real courses, and all of the existing courses are going through an overhaul. Buildings are being made to look more solid and realistic, while new details are being added to the tracks themselves.



ESTORIL



MAGNY-COURS



FOLLOW-UP TO PSYGNOSIS'S AMAZING FORMULA 1

COMING SOON

DAMON VS JACQUES! ROUND 1! RACE!

One of the disappointing things about the first *Formula 1* was that it didn't have a split-screen two-player mode. Naturally, this problem has been corrected in the new game with head-to-head races which can be played with either a horizontal or vertical split-screen. The trackside detail has been reduced, and you can't compete in full races with all the other cars, but the speed is kept pretty much the same as in the one-player game!



While the detail around the track is reduced, the frame rate and speed of the game is almost the same as in one-player mode! Challenge your friends!

TOO MUCH DETAIL? NAAH!

The attention to detail in *Formula 1 '97* is ridiculous, but in a good way. There are loads of small touches which will appeal to racing fans all the way through the game. For example, as you use your brakes the brake disks glow orange with the heat! Other details included bits of gravel being left on the tracks, tyre marks being left on the tarmac, your view brightening and dimming slightly as you enter and exit tunnels to give the impression of adjusting your eyes, and there are even labels on new tyres to let you know when they're warmed properly!



Watching replays of your best races is just like watching the real thing on TV!



Watching replays of your best races is just like watching the real thing on TV!



If you're playing in the Grand Prix mode, this is likely to mean the end of your race!



Switching views during a race lets you analyse your car status.



In Arcade Mode, you won't get in trouble for causing this crash.



Oh dear. A bit too close to the other car, and we've lost a wheel.



Manage to get out of a trap, and you spray gravel on the track!

DARK SKIES

The weather can now change in the middle of a race, meaning that more strategy is required in the timing of pit stops and tyre changes. Wet races now look a lot more impressive than before, with individual raindrops falling realistically as well as fogging and spray from other cars. A race can now start off brightly and slowly grow darker as time goes on, eventually ending in a full-on downpour forcing all the drivers to the pits to change to their rain tyres! Once the rain has stopped the course dries out gradually, with the dry line appearing first and the damp patches slowly clearing.



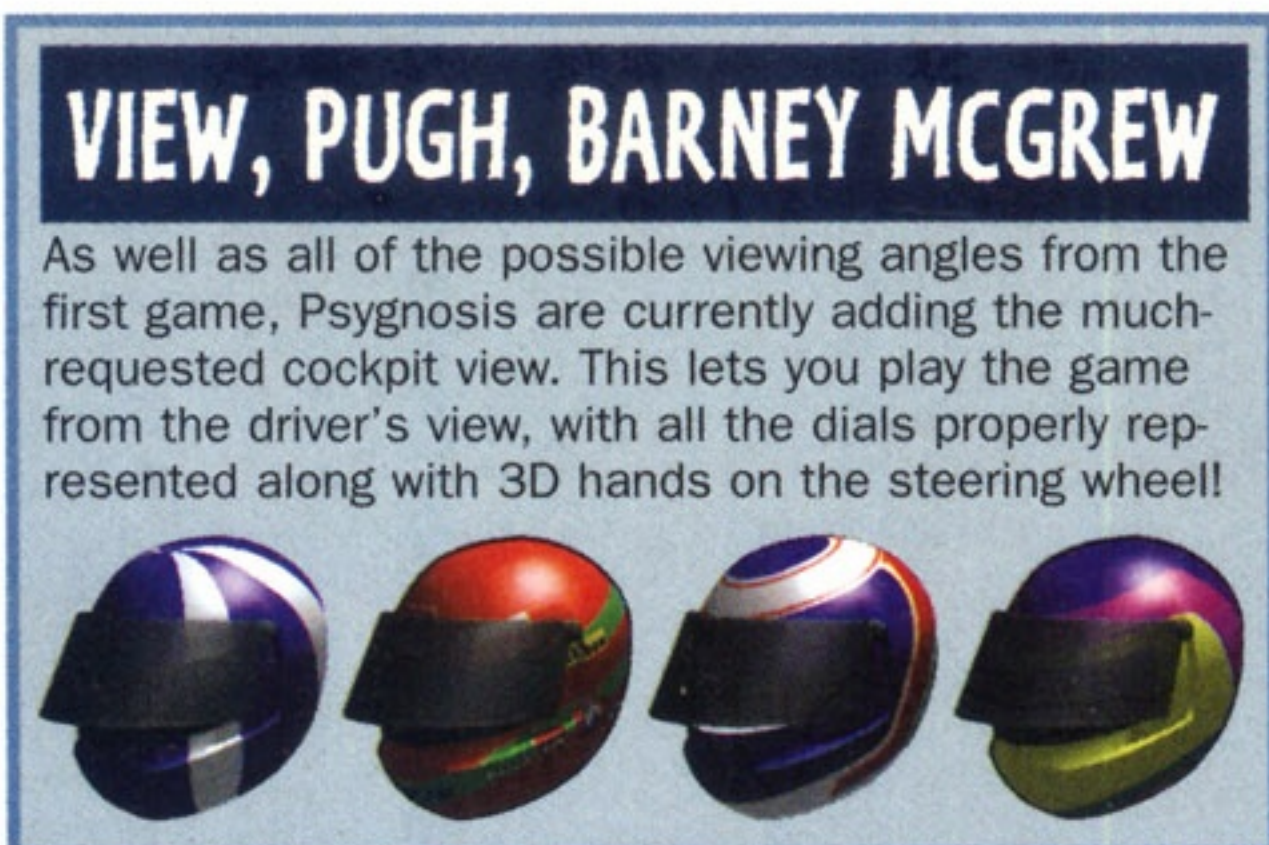
Racing in the rain is a lot harder than normal. Your visibility and grip are both reduced greatly.



As before, your rear light comes on in the rain!



⬆ This head-on collision shows how the cars take damage to the bodywork during a race.



⬆ Psygnosis are currently experimenting with the in-car view, but it should look similar to this.



⬆ As well as the cockpit view, you can choose this new TV-style camera on top of the car.

THE WHITE FLAG IS OUT. THIS IS THE FINAL LAP!

To add to the realism of the Grand Prix mode, warning flags have been included. Upcoming crashes are indicated by a yellow flag, and dangerous driving can get you a caution – one too many and you're disqualified immediately! This is another feature which adds to the overall realism of the Grand Prix mode without going over-the-top.



⬆ Uh-oh! The red flag means the race must be restarted!



NOW INCLUDES ROLL-CAGE!

The dynamics of the cars themselves have been improved to make the handling more realistic. For one, they can be knocked into the air slightly when involved in a collision, knocking the driver off course and damaging the car itself. Also, going over rumble strips now banks the car and wobbles the view as it would in real life. The cars take more damage than they did in the first *Formula 1* which could only show lost front and rear wings, as the entire body of the car is now reshapable. You can see damage anywhere on the bodywork, as well as seeing parts of your valuable speed machine go flying! Naturally, damage to your car affects performance and downforce in the relative areas.



⬆ As you can see from the pictures, the crashes are really spectacular. In wet races they become quite common.

MURRAY'S BACK!

Where would *Formula 1* racing be without Murray Walker? Not only has he been kept on for ITV's coverage of the F1 season, but he's also back in *Formula 1 '97*! This time he's not alone – Martin Brundle joins him, providing slightly more informative comments than Murray's excited yelps. The two commentators have recorded hundreds of new phrases each which are used throughout the races, as well as a detailed circuit run-round for the start of each course. Your pit crew will also talk to you during the race to keep you updated on the condition of your car. There is also likely to be an option to have a full commentary or a shortened version to simply warn you of the most important things going on if you want. The Arcade Mode has its own commentary featuring a cheesy American character called "Troy Foster" to provide a bit more variety.



MURRAY WALKER - "OH NO! HE HIT THE ARMCO WITH A SICKENING CRASH! I HOPE HE'S NOT BADLY HURT!"



MARTIN BRUNDLE - "IT LOOKS LIKE THERE'S SUBSTANTIAL DAMAGE TO THE REAR WING!"

©1996 STEPHEN LAMB MBSC



AND THEY'RE WATCHING THE LIGHTS...

There's no doubt that *Formula 1 '97* is going to be massive when it is released in September, so we'll be keeping you informed on its development. We'll hopefully have a new version of the game in the next few months, so stay calm until then.



FOLLOW-UP TO PSYGNOSIS'S AMAZING FORMULA 1

COMING SOON

FREE

55-GAME KEYRING! IF YOU SUBSCRIBE TO CVG NOW!!

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The ultimate in miniature gaming style! And thanks to our friends at Fire International we're giving our most faithful readers the chance to be one of the first members of the cool gaming elite. Subscribe NOW to CVG and you'll get a 55-In-One keyring completely free!!



TETRIS!

An awesome version of the block-dropping puzzle game, that matches any system! Worth it for this alone!

TURBO!

A high-speed race game as you accelerate your sports car up the screen, steering out of the way of oncoming barriers!

GALAXIA!

A miniature shoot 'em up frenzy, as you blast away attacking aliens with your laser base!

SNAKE!

Guide the hungry snake toward the power pills without hitting the sides. But watch out, the more it eats the longer it grows!

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PILOTWINGS 2, JURASSIC PARK 2: THE
LOST WORLD, X-FILES: THE GAME,
TIME CRISIS, CRASH BANDICOOT 2,
DUKE NUKEM FOREVER, GOLDENEYE,
PROJECT SONIC, SEGA TOURING CAR

NEXT MONTH

ISSUE No. 190 OUT ON AUGUST 13TH



BACK ISSUES!



Only got one puny
issue of CVG, loser?



#185



#186



#187



#188

FREE Sony PlayStation video. Every great Star Wars game ever made. Previews of *Blast Corps*, *Doom 64*, and *ISS 64* on N64. Part one of our *Soul Blade* player guide. *Final Fantasy VII* feature.

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Amazing coverage of the Tokyo Game Show '97. Everything you need to know about *Tamagotchi*. Part one of our expert *Fighters Megamix* guide. *Street Fighter 3* strategy guide. *ISS 64* review.

Tekken 3 guide (with extra tiny moves), first in-depth look at *Star Fox 64*, second part of our pro-guide to *Fighters Megamix*, full reviews of *Mario Kart 64* and *Dungeon Keeper*.



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BACK ISSUES

Dear Dr Newsagent,
I have concocted a deadly serum that I intend to release into the water system of this town unless you hand over one copy of CVG. You have been warned.
Signed The Reader!

NAME _____
ADDRESS _____
SIGNED _____
DATE _____



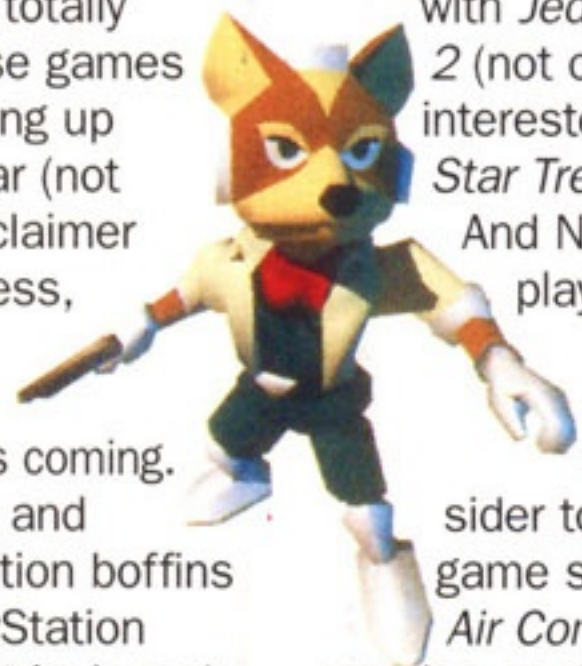
RESERVATION

CHECKPOINT

The month's events and software releases at a glance. July-August

Another month, another cracking time for games. But hey, don't just take our word for it! Everything you need to know about the cream of this month's releases is revealed here, in Checkpoint!

Games are booming, ya hear! Every month we get an awesome line-up of top releases in Checkpoint. But that could just be because Checkpoint is totally inaccurate and it's all those games that keep slipping, just piling up towards the end of the year (not our fault though - see disclaimer at bottom right). Nonetheless, if Checkpoint is to be believed this month, we've got some real corkers coming.



In July, *Syndicate Wars* and *Warcraft 2* provide PlayStation boffins with some mind food. PlayStation *Castlevania* (a total sell-out in Japan) finally arrives. *Alien Trilogy* and *Bust-A-Move 2* join Sony's Platinum range. And the long-awaited and awesome

looking PS boat game, *Rapid Racer* is slated for the end of the month. On the PC front, the potentially top *Broken Sword 2* is set for release, together with *Jedi Knight 2*, *Manx TT*, *Myst 2* (not one we're particularly interested in) and the promising *Star Trek: Star Fleet Academy*.

And N64 owners finally get to play *Doom!*

August is a HUGE month for N64, with the UK release of what we consider to be the machine's best game since *Mario - Star Fox 64*. *Air Combat 2* and *Formula 1 '97* are also on the cards. As is our regular 'red herring', the never-seen, totally unspoken about, but always on the list - *Planet Of The Apes!*

HMV/CVG CHALLENGE FINALS



Saturday 26th July. HMV Level One



If you've been reading CVG the last couple of months, you know what this is all about. Held at 3:00pm on this day, this is the muchos grandos, ultimate test of gaming prowess. Beat all-comers at *Rage Racer* and walk away with your own *Time Crisis* coin-op!



Of course, this is only if you've actually turned up for the qualifying heats (already held on June 28th) and managed to win yourself a place in these finals. For the rest of you, watching the finalé and meeting the CVG crew is your only reward.

However, it doesn't all end here. This is just the first of our collaborations with HMV to bring you the greatest games challenge ever. After this, we'll be holding another tournament, with another HUGE prize and another scoop game to test your mettle on. But you can read all about that in future issues of CVG.

In the meantime, turn to our news pages for details about this month's final. And dream of winning that *Time Crisis* coin-op. Or someone else winning it if you're a loser.

EVENTS AND SOFTWARE RELEASES

★ COME GET SOME ★

But only if you're luck enough to win these prizes by pandering to our stupid competitions.

V-RALLY ON PLAYSTATION

Ocean reckon this is their answer to *Sega Rally...* and more besides. And we can't argue with that. Incredible third-generation PlayStation graphics, over 40 tracks, and genuine rally cars (well in computer form anyway!). Our only real fault with it is its poor music. Its Achilles Heel so to speak. Demonstrate your concern for this situation, and so win the game in the process, by designing a pair of comfortable shoes for Achilles. So his heel doesn't get hurt no more. Entries to THESE WEAKLY THEMED COMPETITIONS ARE THE ACHILLES HEEL OF CHECKPOINT COMP.

PANDEMONIUM ON SATURN

While *Pandemonium* isn't competing for greatest platformer ever, its fast pace and frankly stunning graphics certainly make it an enjoyable game. The Saturn game is perhaps even more impressive, considering the usual standard of conversions. Win it by designing the greatest 'conversion' machine of all - a device that can convert water into gold! Send your blueprints to MONEY FOR OLD PEE COMPETITION.

DUNGEON KEEPER ON PC CD

This game is awesome! Granting you the power you to control a dungeon full of convincingly alive minions, and even allowing you such freedom as to travel into the dungeon, it's a sure contender for greatest game ever made! Perhaps even beating *Quake*. Although 'The Master' might have something to say about that. Help us convince him and win yourself the a copy of this essential game by designing the master a throne worthy of furnishing his dungeon. Make it out anything (skulls, babies, anything). Add gadgets as you wish! Send to ONE FOR THE MASTER'S BONEY ARSE COMPETITION.

Send entries as soon as possible to:

CHECKPOINT #189 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX

★ WINNERS, THE LOT OF 'EM! ★

In response to awesome competitions as featured in issue #187

★ EXHUMED ★

We wanted you to invent us a new corridor game. One that takes place in a real corridor. God, we had some boring ones. "Play Sega Lock-On" being one. Some underwater plank game (we couldn't be bothered reading it all) being another. However, there was one clear and hilarious winner. *Fart Racing*. Played in a spaceship with zero gravity. Just look at those faces. Pure bowel-pushing grimaces. Well done Manoj Khetia from the Vale of Glamorgan!



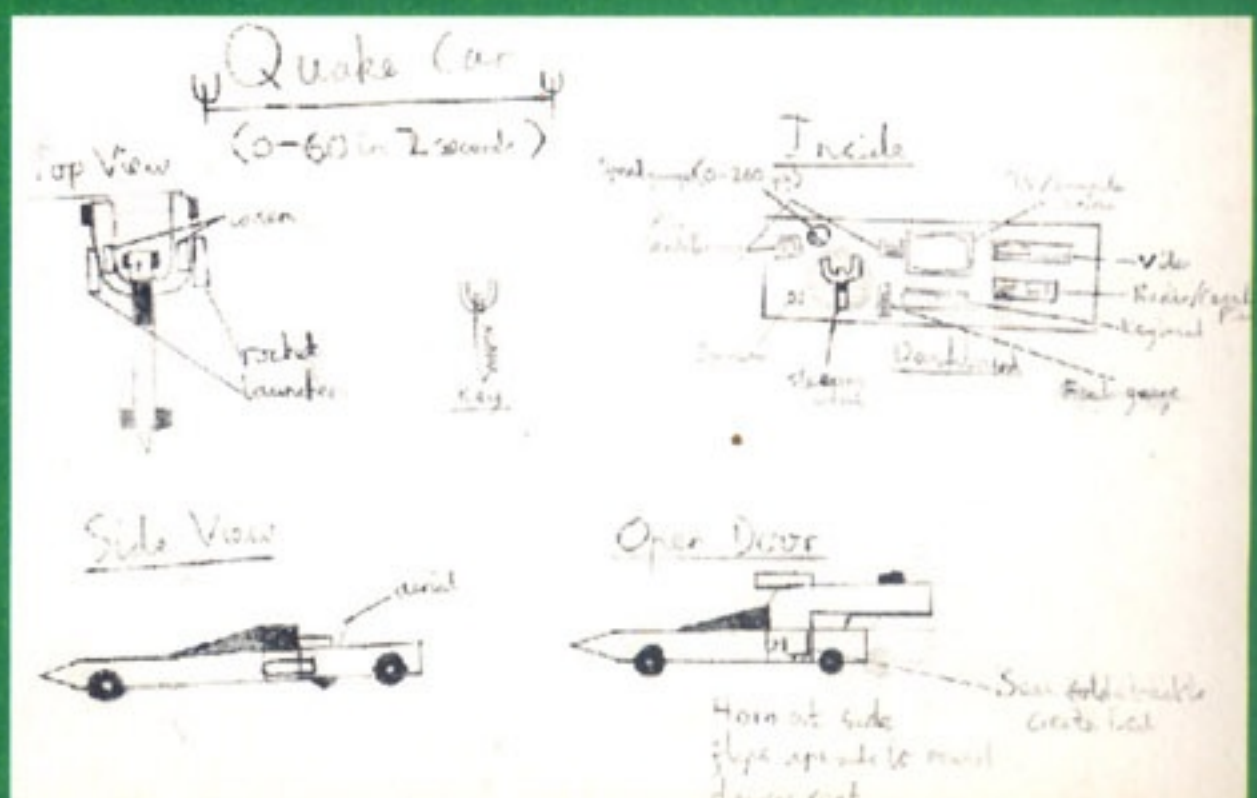
★ SATURN BOMBERMAN ★

Reveal the next stage of human evolution we asked you. Most of the specimens we received featured the expected large heads. However, this picture from Leon White of Sheffield convinced us the most. This is the future of mankind! Just look at its trio of upper appendages, the all-encompassing eyes, the telepathically-tuned cranium with retro-futuristic hair. But most of all, look at the lower half sitting in the plant-pot. Surely, born from the soil of Venus after we send human embryos in cryo-seeds to the green planet!



★ POD ★

To win this game we asked you to design a pod for Ed. We actually meant an Aliens-style pea-pod thing, but most of you seemed to think we meant a *Pod* car. No matter, the one that amused us most (thus winning) was the awesome *Quake Car*. 0 to 60 in two seconds, but best of all it looks like the *Quake* logo and even has a *Quake* logo steering wheel and matching keys. Notch up one frag for Philip Bell of Crawley, West Sussex.



CHECKPOINT

KEY: **Red** It's hot, so buy it!

Blue It's rot, so don't!

GAME NAME

COMPANY

FORMAT

4th July

Alien Trilogy (Platinum)	Acclaim	PlayStation
Bust-A-Move (Platinum)	Acclaim	PlayStation
Independence Day	Electronic Arts	PC CD
Killer Instinct Gold	THE Games	Nintendo 64
NHL Open Ice	GT Interactive	PlayStation
PGA tour Pro	Electronic Arts	Win 95 CD
Syndicate Wars	Electronic Arts	PlayStation
Warcraft 2	Electronic Arts	PlayStation

10th July

Total Heaven	Europress	PC CD
Actua Tennis	Gremlin	PlayStation
Castlevania	Konami	PlayStation
Killing Time	Acclaim	PlayStation
Monster Trucks	Psygnosis	PlayStation

18th July

Doom	GT Interactive	Nintendo 64
Road Rage	Konami	PlayStation
Shadow Warrior	Eidos	PC CD

25th July

Actua Golf 2	Gremlin	PlayStation
Bubble Bobble 2	Virgin Interactive	PlayStation
Rapid Racer	Sony	PlayStation

July (no set release date)

Armored Fist 2	Electronic Arts	Win 95 CD
Broken Sword 2	Virgin Interactive	Win 95 CD
Jedi Knight: Dark Forces 2	Virgin Interactive	PC CD
Lands Of Lore 2	Virgin Interactive	PC CD
Manx TT	Psygnosis	PC CD MMX 3DFX
RIVEN: Myst 2	Broderbund	PC CD
Star Trek: Star Fleet Academy	Interplay	Win 95 CD
X-COM Apocalypse	Microprose	PC CD

1 August

Fantastic Four	Acclaim	PlayStation
Grand Theft Auto	BMG Interactive	PlayStation
Lethal Enforcers 1 & 2	Konami	PlayStation
Links 99	Eidos	PC CD
Z	Bitmap Bros	PlayStation

14th August

Football Manager	Europress	PC CD
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16th August

Air Combat 2	Namco	PlayStation
Sierra Pro Pilot	Sierra	Win 95 PC CD
War Gods	GT Interactive	PlayStation/ N64
Viper	Ocean	PlayStation

August (No Set Release Date)

Hexen 2	Activision	Win 95 CD
Legacy Of Kain	Activision	Win 95 CD

1st September

Constructor	Acclaim	PC CD
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6th September

Discworld 2	Psygnosis	PlayStation
NBA Hangtime	GT Interactive	PlayStation/ N64
StarFox 64	THE Games	Nintendo 64
Ninja	Eidos	PlayStation

12th September

Formula 1 '97	Psygnosis	PlayStation
Red Baron 2	Sierra	Win 95 CD
StarCraft	Sierra	PC CD

19th September

Deathtrap Dungeon	Eidos	PC CD
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25th September

International Rally Championship	Europress	PC CD
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26th September

Bust-A-Move 3	Acclaim	PlayStation
Planet Of The Apes	EA	PlayStation



Jedi Knight: Force-powered deathmatches, soon!

12th Sept



Formula 1 '97: Shaping-up awesomely!

July



Broken Sword 2: The sequel to Broken Sword.

20th Jun



StarFox 64: The best N64 game since Mario!

BIG THANKS GO OUT...

To our pals Dougal and Darren at HMV orbiting headquarters. Without their masterly help each month, we wouldn't be able to put together Checkpoint. Lacking, as it would, the release schedule and any of the prizes (so all you'd have is four screenshots). As such, you can't blame them (or us) for any inaccuracies in the release dates. It's the software houses' fault. They change them all the time. First they say June, then they say July...





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What's the best Rally game around? *Sega Rally*, of course, no contest! Well, Ocean are hoping that their own *V-Rally* is a *Sega Rally* beater, and they may just have a case...

Last year, the Saturn proved its power with its 'Big Three' titles. *Virtua Fighter 2*, *Virtua Cop* and *Sega Rally*. Three awesome arcade games that have translated superbly onto Sega's 32 bit machine. The PlayStation needed something to challenge these titles and started warming up its own money spinning titles. *Tekken 2* challenged *VF2* to the fighting game crown. *Time Crisis* will be out in Japan by the time you read this and probably stealing the limelight from *Cop* (and *Cop 2*) as the best gun game around in the process. And now *V-Rally* has touched down to provide PlayStation owners with a perfect alternative to *SR*. *V-Rally* can be looked upon as a new age at Ocean. Having suffered sales wise with titles like *X2* and *Cheesy*, this title represents a huge step in the right direction for the Manchester-based company. And considering Sony tried to buy the title from them instead of releasing their own *Rally Cross*, that must tell us something about the quality as well.

VIRALLY

97 CHAMPIONSHIP EDITION



↑ This narrow bridge will cause a crash EVERY time. Awesome!

VIRALLY

REVIEW

THE CHOICE OF CHAMPIONS

Even though *V-Rally* has a choice of Arcade and Championship modes, the actual game doesn't change or the handling of the car doesn't differ. Some of the smaller elements alter though, give you enough variation between the two. Take a brief look at them both starting with the Arcade mode.

ARCADE MODE

You begin this with only four courses to choose from, and you have to play each of them through in order to gain access to the next. Once they have been completed, you can move onto the next set of six tracks. Once those have been negotiated successfully, another eight can be raced under. The only downside is that you have to complete all of the tracks in that group before you can save your game. You are also under a pretty strict time limit so you can't afford to make mistakes.



CHAMPIONSHIP

The racing is still the same, but a couple of the settings change. For a start there's no time limit, so there is less pressure. Also, the championship runs in a league basis, so the emphasis is on you to finish higher up to gain more points and progress onto the next group of tracks. There are eight different stage settings and 24 tracks in total during a tournament, with you getting the choice of which to race. Once a country has been completed, its picture darkens to indicate a success.

RESULTS

	PL1	DAV	WED	BOE
STAGE 1 :	05.15.20	06.14.32	06.27.92	06.17.08
STAGE 2 :	03.01.68	05.14.32	05.25.36	03.21.24
STAGE 3 :	04.33.04	04.42.00	05.17.84	06.01.44
TOTAL :	13.09.92	16.30.64	17.11.12	15.39.76

OK



IN THE COUNTRY!

The country scenes for the stages of *V-Rally* are all extremely detailed and very true to life. When driving in England it's nearly always chucking it down with rain, whereas Spain is set along coastlines and sunsets. Icy roads and snowfall is waiting for you when you journey to the French Alps as well. The variation of the stages is one of *V-Rally's* big strengths.

INDONESIA

Nothing stereotypical about this country, what with you racing in rice fields and all that! The tropical weather fluctuates between blazing sunshine and pouring rain. The surface is always gravel, so make sure the tyres are equipped accordingly.



↑ A pile up is inevitable.

ENGLAND

Our own beloved country is also set entirely on gravel, so by now you should be used to the handling and power-sliding on this surface. If you're playing the Championship Mode, it's also be the first time you encounter a night level.



↑ Cut through the middle.

SPAIN

Sun, sea, sand and Skodas? Not the ideal combination, but even so Spain houses some tough stages. Asphalt is the choice of track here, so you don't need to slide as much, because of the increased grip. Remember to switch to wets in the rain.



↑ Overtake on the outside.

SAFARI

The swamps, the desert and the forest. Sounds like a typical safari to us! Again, the stages are all set on gravel, but due to the tropical weather conditions there's a lot of variation between tracks. The wet gravel is a lot harder to power-slide on.



↑ Watch out for strays!

CORSICA

As close as you're going to get to a town level, Corsica is the first track you play on in arcade mode and in general, they are the easiest. Asphalt surfaces are commonplace so you have the chance to settle into the game with a little less hassle.



↑ Powerslide this corner!

NEW ZEALAND

No sheeps, but lots of rock hard tracks. New Zealand holds the hardest set of levels anywhere, with loads of small but really tight bends. Look out for the very impressive wooden bridge on one of the levels. Awesome graphical capabilities!



↑ The hills are alive!

FRENCH ALPS

The alps are possibly the most realistic of all the courses. Even though they are all on Asphalt, you have to take the snow falling level with extreme care otherwise you end up on your back all of the time. The courses are extremely tight too.



↑ Use extreme caution.

SWEDEN

The only tracks where you need to equip the snow tyres, these are really tough! The icy conditions are hazardous even with the front wheel drive cars, and you have to race them numerous amounts of time to even come close to a perfect.



↑ Picturesque locations.

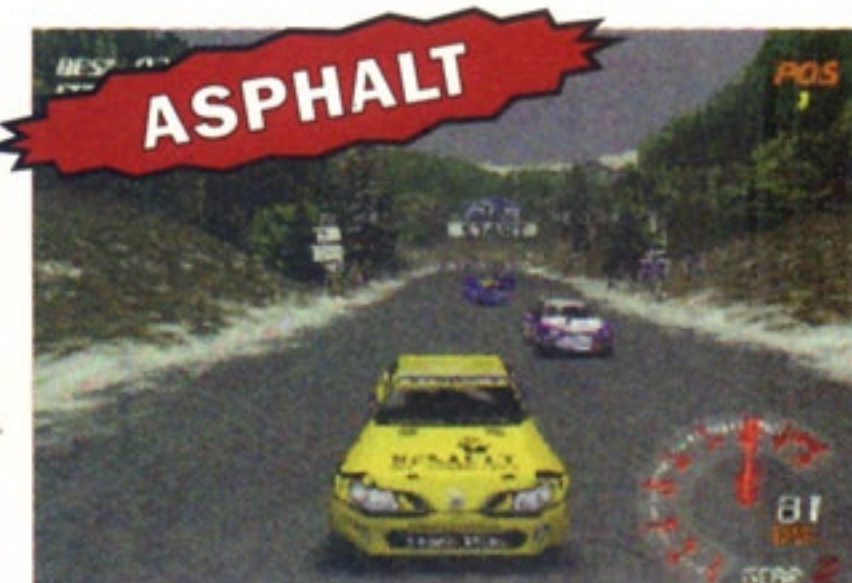
THE LINK CABLE LIVES ON

V-Rally also benefits from a strong multi-player element. The game enables you to play a split-screen two player mode, and you have the choice of dividing the screen horizontally or vertically. You can also have a two-player link-up game. But best of all, and perhaps the saving grace for the doomed link-up cable, is the four player link-up mode. This enables two people to play on one screen and another two on another screen. Absolute mayhem wouldn't you agree?



WE'RE THE BOYS TO TRUST

As you're probably aware by now, the terrain you are racing on and the tyres you equip, affect the performance of the car during races. The default setting for tyres is Asphalt, which is standard road surface. This is probably the easiest set of tyres to use because they have a high grip, so you won't skid around as often. There is also a wet version for rain conditions on the road. Gravel levels are a power-sliders heaven, and with the wheels to match, the rally element really starts to hit home. The fourth wheel variant is specifically for snow. This has untold amounts of grip, but due to the conditions you end up using them in, that becomes redundant.



FAIR WEATHER RALLY DRIVER

Also detrimental to the way that *V-Rally* plays is the weather conditions. You know about snow needing a different set of tyres, likewise wet asphalt is also the time to call in the boys from Kwik Fit. The graphical superiority of this game really comes into effect when you hit one of the night stages. The lighting effects on your headlights are truly amazing, especially when you see the stage in replay mode. Only parts of the track within a couple of car lengths in front of you are exposed in your headlights, so you really do get the same feeling of uncertainty.



← The rain falls vertically until you start to move, when it then shoots towards your screen, adding to speed factor!



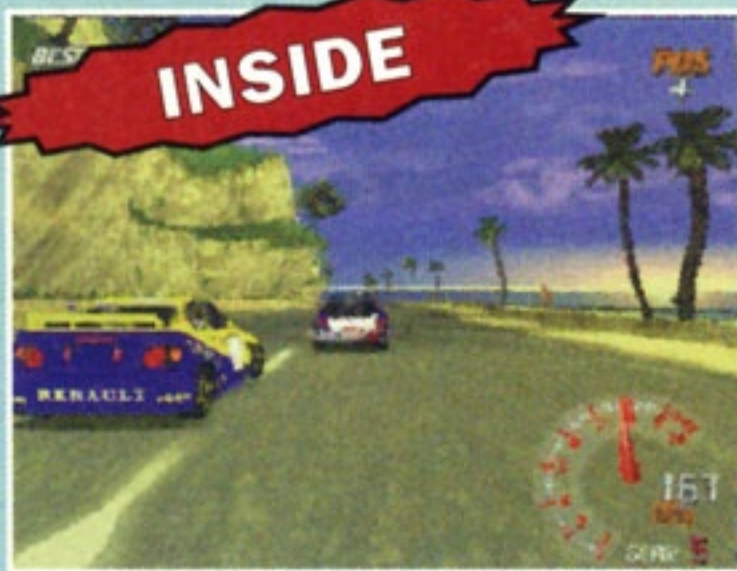
← Your lights illuminate the cars in front at the start. The other vehicles don't have any headlights though. Doh!



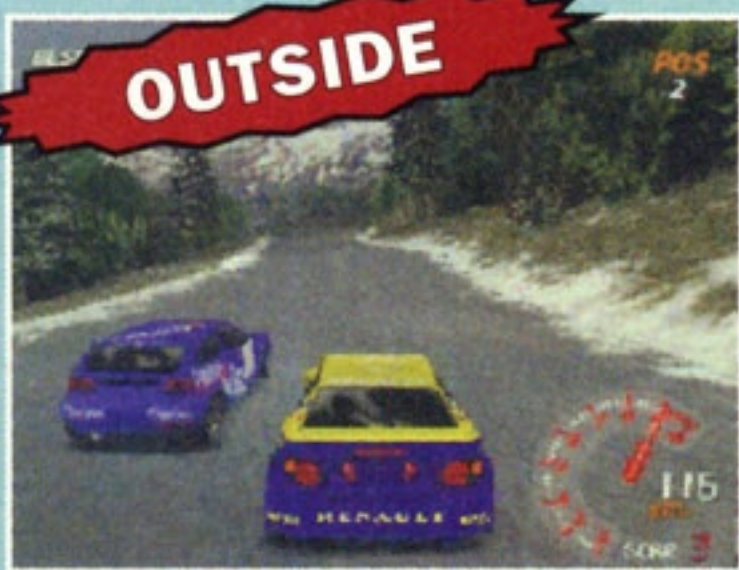
← As you can see from this shot, the headlights are very impressive. Use the outside view to make the most of them.

INSIDE AND OUT

As has become the norm with racing games, you're given a choice of two views to race under – the inside and outside car view. Surprisingly, playing from the outside works well, as you get a greater awareness of what is around you and can avoid unnecessary collisions with other vehicles. But for a sheer feeling of speed and realism, the inside camera is unmatched. The game doesn't suffer from hideous pop-up either, so not only do you get a smooth ride, you get a damn quick one. A small word of warning though. If you are using the in-car view and happen to roll it, change to the outside view quick, otherwise there's a real danger you could get motion sickness. You can also flick instantly to a rear view by holding L2, which is handy for avoiding hits from behind after you crash.



INSIDE



OUTSIDE



REAR

CRASH BANG WALLOP



The main difference between *V-Rally* and *Sega Rally* is realism. *SR* is definitely an arcade title. One you can pick up and play instantly with no fear of crashing. Designed for fun only. *V-Rally* on the other hand incorporates a lot more simulation aspects into it. The weather conditions, the tyre changes, and two car types are some examples of the depth the game delves. And then of course you have the crashes. It

maybe viewed as a fault, but it is incredibly easy to spin or stack your car. As soon as you clip the side of another car, or the side of the course, you lose all control and often a few vital seconds in the race. It may look spectacular, but it can prove annoying. Which is where the biggest incentive lies with *V-Rally* – in that you are always striving to race a perfect lap without stacking it. And that takes a lot of practice!



ACCEPT NO IMITATIONS



↑ The car in front is... err a Peugeot? Branding is commonplace on all of the vehicles and all the real-life sponsors get their little plugs as well.

Something Ocean are very pleased about with regards to this game, is that some of the tracks are modelled exactly to real rally courses and settings. Although no official license is displayed, it features all of the real cars from rally tournaments, complete with all the sponsors. And can you believe that the current champion car is a Skoda? We lie not.



Here we see how the handbrake can be effective. The car is spinning over the track, caught in lots of time-wasting rolls. By hitting the brake, he's stopped dead in the middle of the track, ready to rock. Step on the gas!



And then there's the reverse effect. It's the same sort of situation – spinning helplessly out of control as the cars whizz by – and yet this time once the handbrake is activated, you drop into the trees on the roadside!

STEP ON THE BRAKE

At first glance it may seem pretty weird having a handbrake in a game such as this, but once you think about it, it does serve a good purpose. When you press and hold the brake (R2) the car stops dead. If you are suffering the effect of a horrendous crash, the handbrake is often the best way to stop yourself. The problem is, that it resets you to wherever you are on the course, either on the track or off it. Time it right and you can save yourself some valuable seconds.





SPOOKY GOINGS ON



If you're having trouble coping with the rigours of a competitive Rally, why not race against yourself? The best thing about the trial is that you can select any of the tracks from the championship or arcade modes. And you have an automatic ghost mode too. All you have to do is



complete a couple of laps, and when you begin a third, a ghost car of your previous circuit will automatically appear for you to compare yourself against. If you just want to race on your todd, with no silhouette or anything, you can select that too! They thought of everything!

COMMENT

V-Rally is very impressive. The third-generation PlayStation graphics are incredible. Great looking/ moving cars, and super-realistic scenery put it visually way ahead of the (still) brilliant-looking *Sega Rally*. In another effort to beat the Saturn title, the wealth of tracks and the range of 'genuine' cars is astounding. In this respect, there is no contest – V-Rally is a more appealing game. It plays superbly too, but not, in my opinion, better than *Sega Rally*. The over-sensitive controls spoils the pace. I'd still give SR a Five now. Excellent as VR is, I don't think it's everyone's cuppa.

TOM GILBE

FOUR WHEEL DRIVE MAYHEM!



There are eight standard cars to race with, and they are all front wheel drive. The benefit from this is that they corner very well without much give when you're powersliding. However, they leave more than a little to be desired in the speed stakes. Which is where the four



wheel drive cars come into play. There are an additional three four-wheel drive cars to choose and they are lightning quick compared to normal vehicles. The handling is razor-sharp though, and you end up powersliding around every corner.

REVIEWER

Let's get one thing straight now. If I could give this 4.9 out of 5 I would. If we still did percentages, V-Rally would still get at least 90%. As it stands though, this isn't a revelation that warrants a High Five rating, simply because it won't appeal to everyone. Some will get annoyed by the ultra sensitive controls to begin with, which do need a lot of getting used to. Once mastered though, V-Rally becomes possibly the greatest rally game I have played. Comparisons are rightly drawn to *Sega Rally*, but I have to say I prefer Ocean's title. It has 45 tracks for a start, and that is not even with a cheesy mirror mode. Compare that to the four from SR and you're already way ahead. Even though 'V' isn't as instantly accessible, it still offers a great deal of challenge and depth. But it's the graphics that set this apart from any of its competitors. The level of detail on the tracks is very impressive indeed and you can see so far into the distance without the huge amounts of pop-up that other games suffer from. Ocean have released a stormer of a game, that comes highly recommended.

STEVE ABEY



RATING



V-Rally wipes the floor with all other titles like this. It is as good as, if not better than, *Sega Rally* in many elements, and is definitely worth purchasing.



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The best thing about video games is that they give you the chance to do things you've always dreamed of but never had the guts to do. Like demolishing buildings!

When we first saw *Blast Corps* at the Shoshinkai show in 1995 (it was called *Blast Dozer* back then) it already looked very impressive. It also had a very interesting basic idea – smash down buildings! Although it may seem as though that's all you do, there's a lot more to it now. You still need to clear a path through anything that may be in the way of the out-of-control truck carrying a delicate nuclear missile, but there's a lot of strategy to it. As well as figuring out exactly how to complete each stage there are literally hundreds of bonuses to find, including hidden levels, more vehicles, and extra money. It's also turned out to be one of the best games on the Nintendo 64 so far!

BLAST CORPS



⬆ Eh? What's this? I don't think we're in Kansas any more.



⬆ From the start of the level it's a race against the carrier!



⬆ From a vantage point on the top of a hill, you must use Ballista to shoot out the crates below!



⬆ When not flying forward, J-Bomb relaxes in mid-air!



YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...



Each level starts with a fly-by view of the area showing the path of the nuclear carrier, letting you know which buildings it is going to hit. You then need to jump into your vehicle and destroy anything in the path of the carrier by any means necessary. This often means that you need to find other vehicles and work out ways of saving the planet from the enormous explosion which will wipe everything out if you fail. As soon as you've cleared a safe path through the current area you can go to the truck at the end of the level and leave, or you can spend time searching around for hidden bonuses, meaning that there are loads of sub-objectives for each level on top of simply saving the carrier.

SHE'S GONNA BLOW!

Some of the buildings can't be destroyed by the normal means of smashing into them with one of your vehicles. These buildings need to be taken down with the help of a box or two of TNT. Once a crate is touched it starts ticking and glowing to indicate how long is left before it blows, meaning that you need to rush with it to the target structure. The TNT crates are also useful for the speed vehicles such as the Police Car as they don't have the power to destroy buildings on their own.



⬆ Here's how simple *BC* is. The chopper drops you off...



⬆ You then smash up any buildings in the way...



⬆ And finally get in the big yellow truck at the end!



DREAM MOBILES!



There are loads of controllable vehicles in *Blast Corps*, each one with different strengths and weaknesses. Each level has a set selection of vehicles, some of which are hidden in the area. You can switch between vehicles easily enough, by simply pressing the Z trigger to get out of one vehicle and running to the next.

YOU

Although you spend most of your time inside the myriad vehicles, you can jump out by pressing the Z trigger. Normally this is only useful for swapping vehicles, but occasionally there are only areas accessible on foot.



DESTRUCTION VEHICLES



These are the land-based vehicles that are best used for smashing down buildings, as well as getting around the rougher sections of the levels.

RAMDOZER

A powerful bulldozer which can destroy most things in one go, simply by driving straight into them. It's also relatively fast, making it good for using on bonus stages which require buildings to be demolished quickly.



BACKLASH

A fast dumper truck which knocks down buildings by power-sliding into them. While driving, hold the R shoulder button and turn sharply to go into a slide, then steer the back end into the scenery.



BALLISTA

A speedy motorbike armed with rocket launchers! It can be a bit tricky to control at times, but being able to fire rockets by pressing the R button makes up for that. Ammo is often scarce, so you need to be careful not to waste it.



SIDESWIPE

A luggage carrier which is difficult to control when in confined areas. Pressing the R shoulder button makes the panels on either side spring out and damage whatever you're next to.



SKYFALL

A fairly fast buggy which can use turbos by pressing the R button. To destroy buildings with Skyfall you need to find a ramp, turbo up it, and fall onto your target! A gauge in the bottom corner of the screen shows your remaining turbo power.



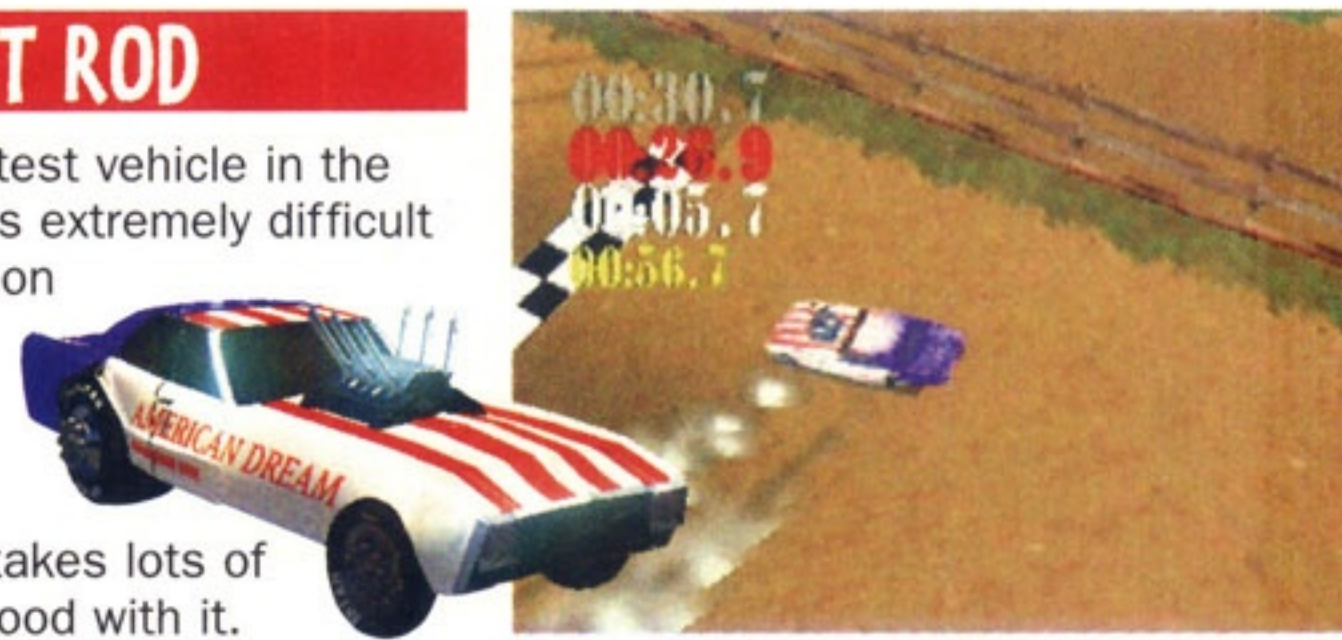
SPEED DEMONS



These vehicles are best used on the time trial bonus stages, as they're very fast but not powerful enough to destroy buildings without pushing TNT crates. They all need to be discovered throughout the levels before they can be used.

HOT ROD

Probably the fastest vehicle in the game, though it's extremely difficult to control. As soon as you turn it goes into a ridiculous powerslide, meaning that it takes lots of practice to get good with it.



RACING CAR

Almost as fast as the Hot Rod, only with better handling. The Racing Car is also useful because it can go through some light barriers which stop most other vehicles. These often lead to secret bonuses and areas.



POLICE CAR

Similar to the Racing Car in that it's fairly fast and controllable, it can also go through most barriers. Holding the R button makes the lights flash and the siren sound for extra entertainment.



MINI VAN

Totally based on the A-Team van, this is fast and controllable, plus it's tough enough to do fair amounts of damage to buildings. Pressing the R button makes the driver shout "Get outta mah way!"



HYPER ROBOTIC SUITS

In case you didn't realise, this is a video game so the vehicles in *Blast Corps* don't have to be totally realistic. Rare have included some fantastic robot suits which you can use to flatten any buildings in your way.

THUNDER FIST

A big silver robot with one arm missing. Pressing the attack button makes him roll along the floor, then jump and punch upwards with his other giant fist! It's possible to take out large sections of buildings when used properly.



J-BOMB

Probably the most entertaining of all the vehicles, J-Bomb has massive jets on its back. Using these you can fly high above the level, then dive feet-first onto whatever you want to destroy! Very powerful and lots of fun!



CYCLONE SUIT

The Cyclone Suit isn't anywhere near as big as the other two robot suits, but can still do a lot of damage. Pressing the attack button makes it go into a cartwheel then back-flip, destroying whatever it comes into contact with.



BONUS LAND-BASED VEHICLES

These aren't normally classed as vehicles as they don't show up on the world map, but you still get to control them every now and then.

PLATFORM CRANE

Running into the base of the crane gives you control of the moving platform. It's often used to lift vehicles and objects around the level to sections you wouldn't normally be able to reach.



TRAIN

The train is used to move vehicles from station to station. When you drive it up to a platform, a small smiley face appears in the corner of the screen to let you know when you're stopped in just the right place.



BOAT

Like the train, the boat is often used to move vehicles around. There are also numerous occasions where boats need to be placed correctly to allow the carrier and yourself across waterways.



GET THE PERFECT BONUS!

On top of clearing a path through the level for the carrier, there are lots of other things to do on each level. Complete a level to a decent level and you're awarded a bronze medal. Earning the silver and gold medals takes a bit more work, as you need to search the level thoroughly to find every last

one of the items mentioned here. It's possible to leave and enter any level at any time, meaning that you can play through the game slowly getting gold medals on each level, or you can fly through to see every level as quickly as possible then go back later to collect all the medals.



COMMUNICATION POINTS

These satellite dishes are often hidden inside buildings or in hard-to-reach areas. Touching them sends a signal which opens up another level on the world map. The stats screen for each level shows how many Communication Points you've found for that stage.



ALL THE BUILDINGS

In your quest to get perfect gold medals on every level, finding and destroying every structure in the game is essential. You only need to clear the essential buildings to save the carrier, but clearing the entire level earns you another 100% bonus which goes towards your gold medal.



SURVIVORS

These aren't so much of a problem to find as the other items, as they are only ever inside buildings. When you destroy a building containing survivors, they run out into the open where they are collected by your friendly helicopter. Getting them all gives you another 100% bonus.



RDUS

These little lights are placed in the ground around the stage, usually to give a clue as to the best route through the level. When you drive your vehicle over them (or get very close at least) they light up orange. There are 100 of them on every level, and lighting every last one of them counts towards getting the overall 100% rating needed to get the gold medal. This sometimes takes a while, as big clusters are often hidden away together.





IT'S NOT ALL SMASH, SMASH, SMASH!

Bonus levels open up either when you complete a certain "standard" level, get promoted, or find the right Communication Points. They are different from the normal game levels as they don't have the carrier to protect - instead they involve completing set

challenges in a strict time limit. Medals are awarded depending on the time taken to complete the stages - the target times which have been set by Rare for each medal are perfectly worked out to provide a challenge to everyone, while still being in the realms of possibility.



Many of the bonus levels have three or four-lap time trial races against the clock. You get to race against a ghost image of your previous best time.



A few of the bonus levels involve driving around a maze, lighting all the RDUs while avoiding the other vehicles. These are somewhat familiar...



On this stage you have to push the triangle of boxes of TNT into the six corner pockets to clear the giant snooker cues out of the way!



At one point in the game you'll come across six levels in a row featuring the J-Bomb. These are similar to the jetpack stages in *Pilotwings 64!*



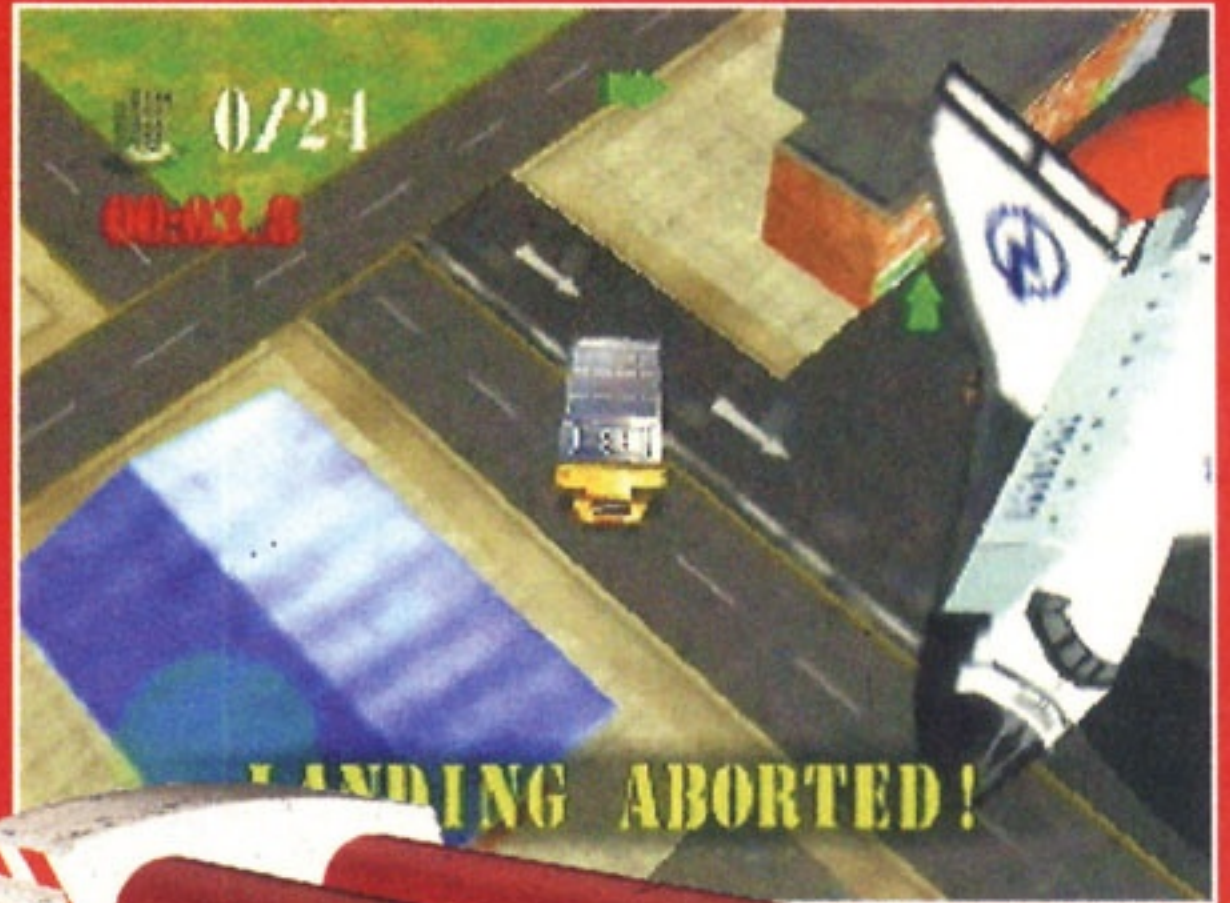
To get the gold medal on this stage, you need to wipe out all the buildings in only a few seconds, following the red arrows on the floor! It takes practice!



Some bonus stages are made harder by being remote-controlled. The view stays fixed while the vehicle you're controlling goes off into the distance!

SAVE THE SCIENTISTS!

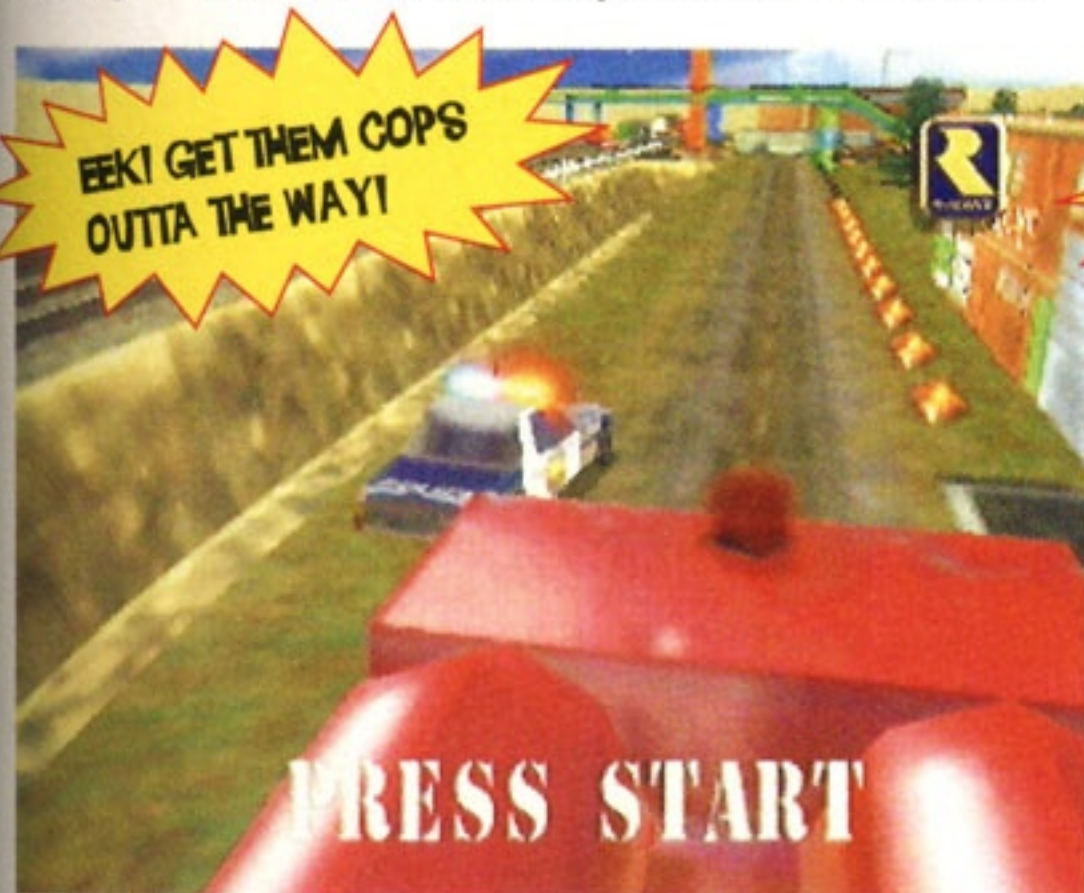
There are six scientists hidden in various levels around the world map, and finding them all gives you an extra section of the game. Each scientist gives you a clue to finding the next one, and as they are all well hidden any help comes in handy. We really don't want to ruin the surprise for you, but there's definitely more to the game than just the levels you see on the world map.



RELIVE YOUR MOMENT OF GLORY!

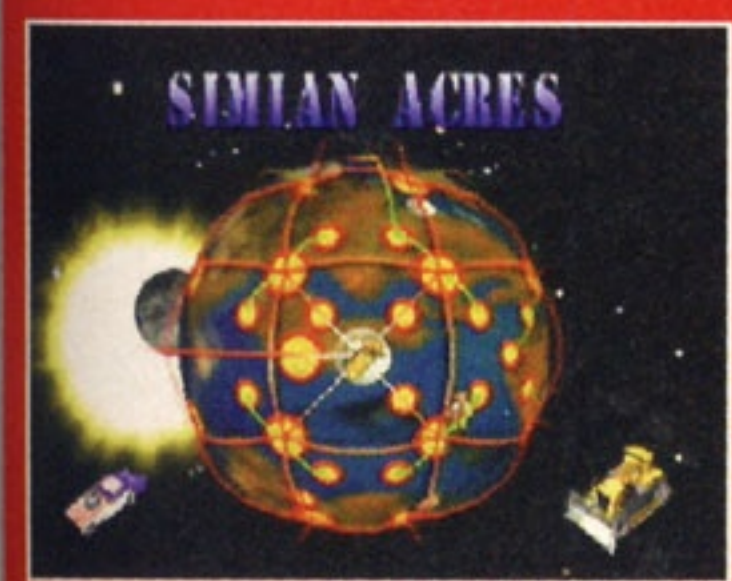
Once you've completed a level (or failed miserably) you get to see it again from an excellent angle - right on top of the cab of the deadly carrier! Unfortunately, not as much has

been made of the replays as we'd hoped, but it's still great to see yourself skidding around smashing buildings from right under the camera at the last minute!



BLAST CORPS GOES PLATINUM!

After completing and getting gold medals on all of the levels and bonus stages on the world map, then completing the extra section you get by discovering all the scientists, the Platinum Time Trial challenge becomes available. You then need to enter levels again and complete them before a very strict time limit runs out to get the level marked with the platinum medal. These challenges aren't just "rock hard" - they're far tougher than that!



See that? That's a platinum medal. If you can collect every single one of these, you really are a bit good at games!

REVIEWER

The idea of smashing down buildings is one which surely appeals to most games players, though it's not something that's going to last long before it gets boring. This is where *Blast Corps* is a pleasant surprise, as it's got a lot more to it than just destruction. The levels are brilliantly worked out, and can be played at many different levels - beginners can take a few goes to work out how to finish the level, while experts can spend ages searching thoroughly to get the coveted gold medal. The bonus stages provide a lot of variety, and have target times which are worked out perfectly so that they always seem possible, but just out of reach. There's also a LOT of game here with over 70 levels to find and complete, as well as more levels and some brilliant surprises once they're finished. On top of all that, the game saves all your best times for each level to give you and your friends something to play against. In fact, *Blast Corps* is more like the sort of thing I had come to expect from Nintendo than most of their own N64 releases so far - a big, entertaining game world which changes as the player progresses, always surprising and giving new reasons to keep playing. It's great fun, and is big and tough enough to satisfy even serious gamers after a lasting challenge.

ED LOMAS

RATING



On top of the brilliant graphics and non-stop destruction, there's a big, enjoyable game here waiting to be explored. Surprisingly good stuff!

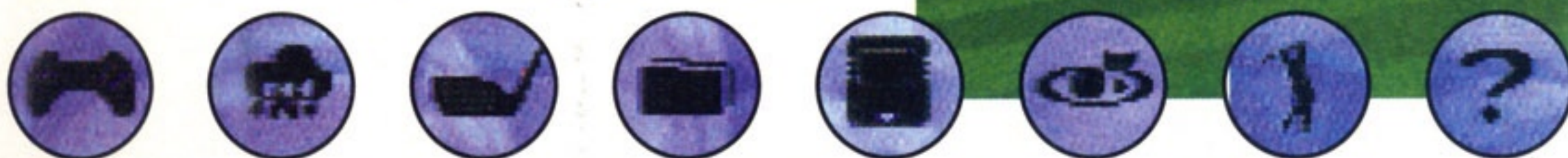




'Gaulff' as the Americans call it, is a strange game. The older you get, the more you seem to like it. It must be like a time release gene inside your body, that as soon as you hit forty you suddenly feel the urge to buy a pair of plus fours, a tartan beret and little furry animals to put on the tops of your clubs, to wander around the English countryside shouting 'Fore!' whenever something bad happens. These days though, with the advances in modern technology (ie a PlayStation), you no longer have to leave your house to view the delights of golf. When Gremlin released *Actua Golf*, an unprecedented level of realism was reached within the ever popular market. With the second, not only have they added six new courses, but a wealth of shots and even another commentator! Now if only they could get the 19th hole going...



As you can see, the programmers have added loads of new shots variations for you to choose from. The game will automatically give you the ones that are applicable for each shot you take.



!?! ANOTHER FAMOUS ALEX? !?!



BLIMEY! WHO'S THAT GORGEOUS LONG-HAIRED GIRL THERE? OH IT'S ED. NEVER MIND.

Another Alex just as famous than our own Huhtala? Surely not!! Alex Hay is his name and, along with Peter Alliss, they make up the backbone of BBC golf. Gremlin obviously liked the sound of that and hired the pair of them to do some witty anecdotes and little quotes to liven up even the dullest of rounds.



GOLF SIMULATION

BY GREMLIN

• PRICE £44.99
• PLAYSTATION, SATURN, PC PREDECESSORS AVAILABLE
• PC VERSIONS PLANNED

• STORAGE 1CD
• RELEASED BY GREMLIN
TEL 0114 275 3423

OUT NOW

1-4 PLAYERS

Golf!!! Balls!!! Clubs!!! Battery-powered trolleys that old grandads run you over in!!! Maybe the thought of *Actua Golf 2* will get you excited instead!

actua GOLF 2



☕ ☕ ☕ RELIVE THE RYDER CUP! ☕ ☕ ☕

AG2 features a grand total of six new courses, three of which are modelled on actual professional courses. Those who recognise their golfing circuits will remember that Kiawah Island was the setting for the 1991 Ryder Cup in which Bernhard Langer missed the last putt on the final green to win it for Europe. Carnoustie, a Scottish Links course that has just been selected to host the 1999 British Open, is another that is well known to fans. The trio is completed with The Oxfordshire, the venue for the B&H International Open. The other three are all fictitious, but are made up of some of the best holes from venues all over the world.

AG2 has a new front end!



REVIEWER

Actua Golf 2 is one of those rare sports sequels that actually represents a good enough leap forward from the original to consider buying. Six new courses is not something to be sniffed at for a start. Kiawah Island is a very sandy course, with loads of bunkers, whereas the Carnoustie is situated in more woodland areas. The thing that grabs me about this version is the sheer playability. You really do get caught up in the action. Four player skins become tense affairs, and even the commentators rub it in after a particularly bad shot. Everything you possibly could want in a golf game is here, and that is all you need to know. Excellent.

STEVE A&S

RATING

The Actua license continues to work wonders for Gremlin. This betters the original in every way possible, resulting in the definitive golf sim.

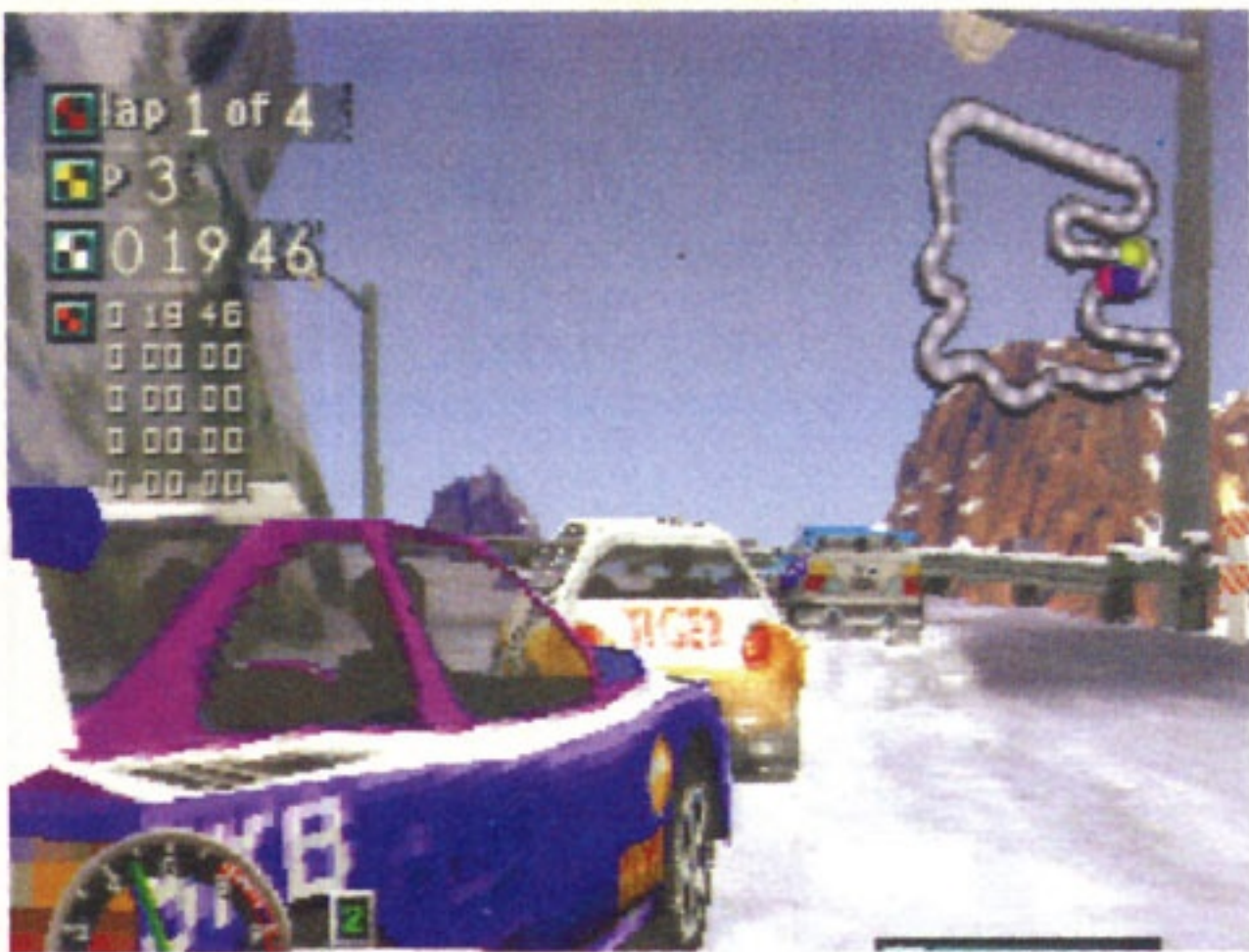
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For the best view of the PlayStation games' scene, you need...

PlayStation plus
**BRITAIN'S BEST-SELLING
INDEPENDENT PLAYSTATION MAGAZINE.**



RACING

BY SCE AMERICA

★ PRICE £34.99
★ NO OTHER VERSIONS AVAILABLE
★ NO OTHER VERSIONS PLANNED
★ STORAGE 1 CD
★ RELEASED BY SONY
★ TEL 0171 447 1600

OUT NOW

1-4 PLAYERS

You wanted it, you got it! A game with the words Rally and Cross in the title. Yes, without further ado, ladies and gentlemen, boys and girls here's Rally Cross!

RALLY CROSS

Poor PlayStation owners, you've waited for years for a Rally game to grace your beloved console. Then without warning, guess what happens? Two turn up at once, oh the cheek of it! While the beautiful V Rally hails from the land of France, famous for its fine wines, art and striped jerseys. Rally Cross arrives from the other side of the pond, the land of the free, with their fat greasy food, rock music and dodgy graphics. When you look at Rally Cross, you'll realise we're not being too harsh with this stereotyping. The land is free - the courses are full of shortcuts and alternate routes. The cars are fat and handle greasy - lots of power sliding and over-steer. There is the obligatory rock music and the graphics are reasonably dodgy. Hold onto your butts, it's going to be a bumpy ride.



↑ This is meant to be England! Omygawd!



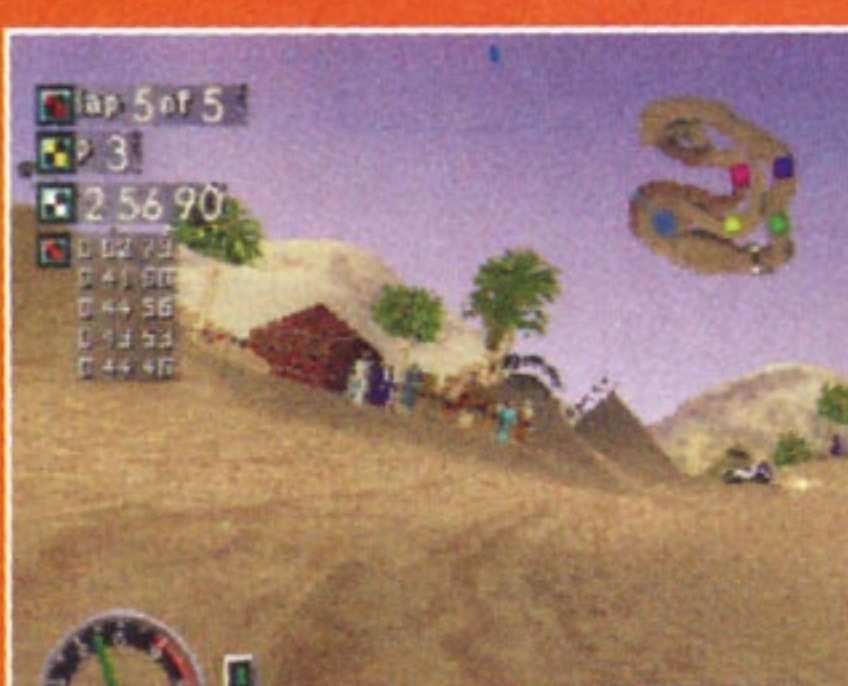
RALLY CROSS

REVIEW

LOTS AND LOTS OF MOTAH!



↑ you need good handling here.

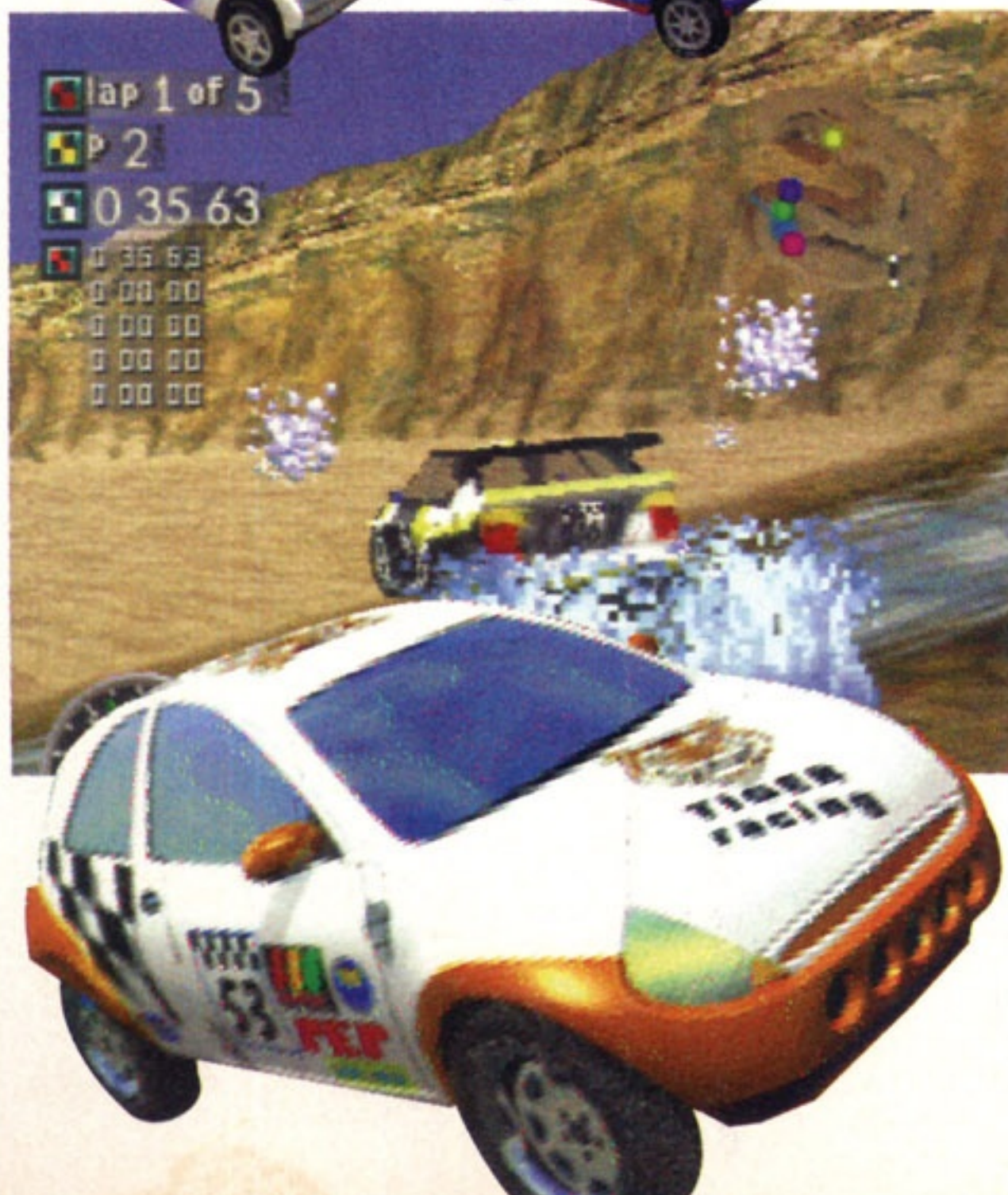


↑ In car view. It's PUKE-A-RAMA!



↑ Look out for that pillar! DOH!

At the start of the game there are eight rally cars to choose from. Each has different variations on three attributes; acceleration, handling and speed. Win the three different seasons; rookie, veteran and pro and the number of cars available increases to sixteen. All cars are relatively the same when you start the game, but once you start winning those championships the performance of the vehicles improves.



stadium lap record

0'11"43

dr_love_

↑ Another record for Dr. Love. Is there no stopping this demon!



WORLD KEEPS ON TURNING



Due to the many bumps on each course, and the fact that the computer drivers are very competitive. You may find yourself spending a fair amount of each race upside down with nowhere to go. To get yourself back in the race, you'll need to rock your car back onto its four wheels. Using the L2 and R2 shoulder buttons, build up a rocking momentum. Skilful drivers are able to control tipping over, even managing to drive on two wheels. plus if your feeling particularly wicked, give the computer drivers a taste of their own medicine.

ALPINE... CHECK! FOREST... CHECK!

There are six courses on offer here, taking place over desert, island, mines, woods, alpine region and stadium. None entirely original. However in addition to mirror modes for each course, there are alternate routes. Each course except the arena have three variations of the same circuit. Sometimes this variation will result in extra roads, shortcuts or extra mud on the road. Every course has its fair share of bumps and fast bends. You need to compensate for these in your driving, because if you don't you end up belly-up. Yes, this game has the ability to roll your car. Sometimes it's an incredible feat just to stay on four wheels! With practice, you will discover where to hit the brakes, and where to apply the gas.



↑ The Oasis - lots of sand.



↑ The mountain - muddy.



↑ Mines - dark and dingy.



↑ Alpine level - snowy.



↑ Royal gardens - regal.



↑ Stadium - crowded.



↑ Cheats are hidden in the game. Though they don't improve your performance. Look NO WHEELS!

← The four player mode is surprisingly good fun - if a little jerky.

↑ Another cheat. Strange there's no cars, instead just race with the WHEELS!



MENTAL MODES OF PLAY



Not content with your normal single races and championship seasons, Rally Cross offers some quite unique modes of play. Head-on mode lets you compete against one other driver, except he's driving around the course in the opposite direction. The challenge here is to avoid too much fender bending. For even more craziness try the suicide mode. Here instead of the single opponent of the head-on mode, you are competing against three drivers! You'll never drive full speed into a tight turn again.



↑ Look how high in the air that car is. That'll teach us to speed up over jumps. We're gonna land in the ocean!

REVIEWER

While there are plenty of options, lots of cars and even a few original ideas. None of the game seems to stand out as being amazing. This is a racer, the likes of which we have all seen before. Two years ago it would have been hailed as amazing, now it is sadly left at the back of the starting grid. Not entirely without merit, this is a very tough game to complete. I'm not sure many will want to stick with what is a rather average game, to discover all the cars and course variations. The four player mode is another great idea, though things do get a bit jerky. On the whole it's one to avoid, there are already loads of great racing games on the PlayStation, Rally Cross just isn't one of them. A difficult learning curve, and pretty unforgiving game play. A pity.

ALEX HAMPALA

RATING



Lots of options and different modes of play. Just not entirely original or exciting. If you want rally driving on your PlayStation go for V Rally.



DRIVING

BY CLIMAX

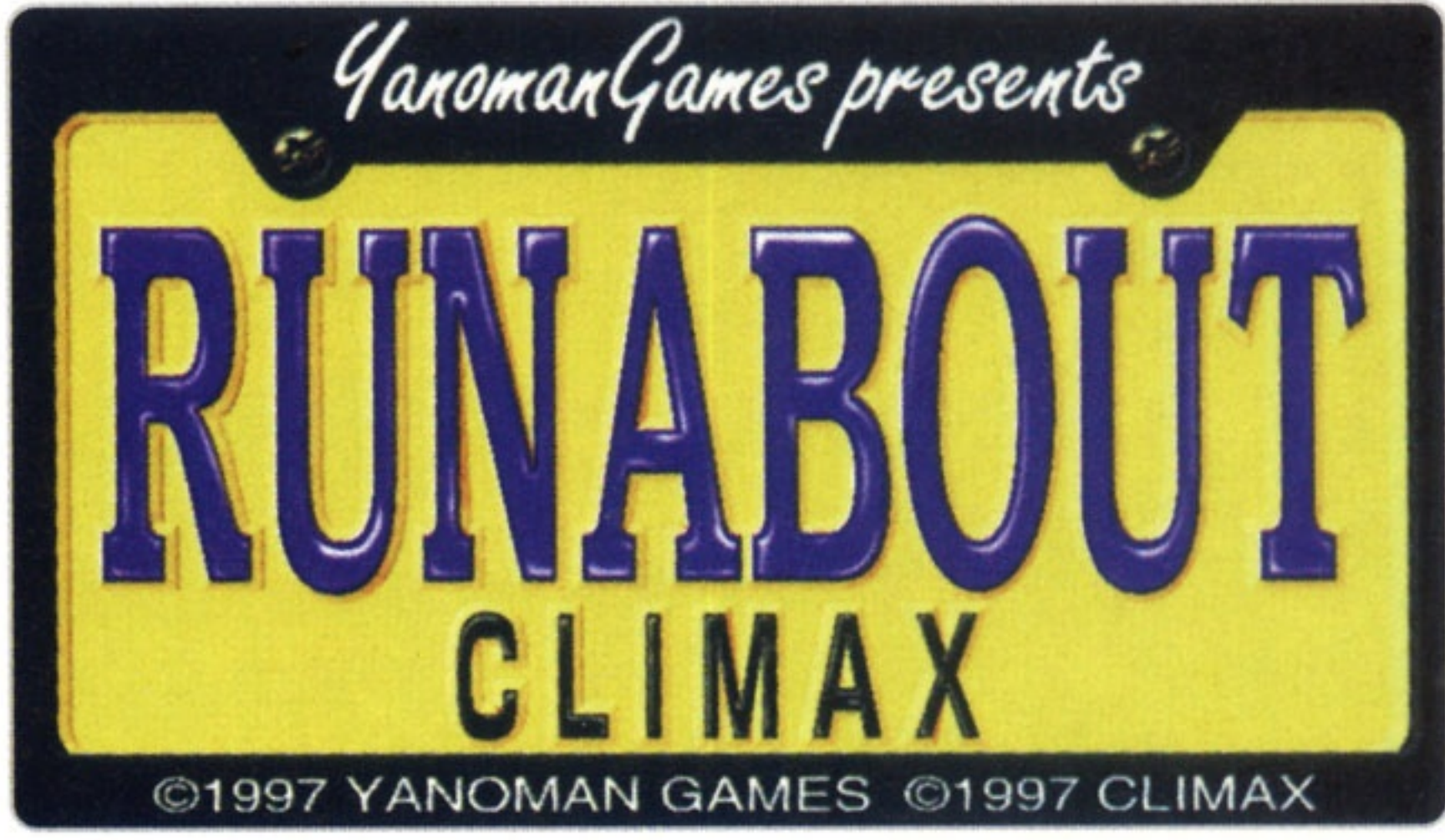
- ★ PRICE IMPORT
- ★ NO OTHER VERSIONS AVAILABLE
- ★ NO OTHER VERSIONS PLANNED
- ★ STORAGE 1 CD
- ★ RELEASED BY YANOMAN GAMES
- ★ TEL N/A

OUT NOW (JAPAN)

1 PLAYER

Part driving, part adventure and part score attack. Put your foot on the gas once more, because *Runabout* is smashing through. Are you born to drive?

Ken Naito, the legendary creator of *Landstalker* became disillusioned last year. Disturbed by the lack of sales for his brilliant *Dark Saviour* on the Saturn he decided to make a game that would appeal to the mass market. He saw the light in the form of a driving game. He was quick to point out that there are loads of driving games already available, but *Runabout* would be different. The game is set around city streets and coastal roads, heavily populated areas, and full of traffic. The game takes a free form of driving, with no set route to get to the goal. Weave around traffic, take ninety degree turns into streets, and most importantly find shortcuts! Although *GTi Club Rally* may have beaten *Runabout* in the free driving arena, Ken Naito was right - this game is different...



There is an interior view for all but two of the vehicles. When you're driving a coach or lorry the perspective is viewed from a higher angle.

I FOUGHT THE LAW

There are four courses to choose from in *Runabout*. Three make up the game proper, set around the city in different areas. Each level is not a course or a stage however, these are missions! The first mission is DOWN TOWN set around the streets of Chinatown. The second mission takes you to the SEA SIDE, the final mission is METRO CITY, where the night time setting and busy streets make for an action

packed finalé. The fourth course is the test circuit, useful for putting each vehicle through its paces. "Why are the levels missions?" you may ask. It's because you've been hired to steal some very valuable artifacts. Each mission requires you to acquire different items before making your way to the pick-up point. A racing game with an adventure element? You betcha! Told you this game was different!



Fine tune your car and then take it out for a spin on this course. Here the police car records an amazing top speed.

BREAKING THE LAW

Nearly every object in the game is breakable. Not the majority of buildings - though there are a few choice shopping malls to wreck. Every breakable object is allotted a value to its worth. So wreck a road sign and the score is \$400, window \$5,000, telephone box \$10,000 and police car \$100,000. Unfortunately, your vehicle is susceptible to damage as well. Create too much destruction and your car will start spouting flames, and pretty soon it's game over. Instead you have to be selective, wrecking objects that have a higher dollar value. If you complete the mission not only are you given your finishing time, but also a total of the damage you've caused. Not just a novelty aspect, this is a major score attack challenge!



Pop quiz hotshot. There's a major pile-up blocking the road. Either add to the damage or find an alternative route. The clock's ticking.



Is it the Toyota Celica of Sega Rally fame? It looks, sounds and drives almost the same!



A pleasant cruise along the beach. Major dollars for ruining the life guard and his car!



THE DIRTY DOZEN

At the start of the game you are given the choice of four vehicles – pick-up truck, 320 series BMW, Mini Cooper and a Vespa scooter! Each have different attributes, with the truck able to sustain heavy damage, the BMW fast and the Mini excellent at cornering. Complete each mission and

you are given two extra vehicles. In addition to these ten, there are a further twelve hidden vehicles, awarded for achieving different goals on each level. How to attain the extra twelve is not printed in the instruction manual. Only through trial and error are you awarded them.



The awesome soundtrack to Runabout is provided by Japanese band The Surf Coasters. A classic mix of Dick Dale and Link Wray style surf guitar.



THIS IS A SELF PRESERVATION SOCIETY

One of the most appealing aspects of the game is the amount of shortcuts contained within each course. Once you get to know each course, most become apparent fairly quickly, and they're serious fun. They also prove vital for shaving some serious seconds off your course times. Here's a quick selection of some of our favourites.



There are a couple of these hidden in the game and apart from the odd train there's no traffic.



Why take three corners when you can just drive straight ahead? Earn \$10,000 for each trashed sofa.



Crash through these billboards to miss out a pointless loop, but there's also a shortcut there too!



Don't drive in the water, but along the sides. You can still achieve top speeds, but you need to concentrate.

REVIEWER

I love *GTi Club* in the arcades and have been hoping for a conversion for ages, but now *Runabout* has appeared my craving has diminished. *Runabout* is up there with the best on the PlayStation, coming very very close to knocking *Rage Racer* off its podium. It really is that good! Four long courses, 22 very different vehicles, and some neat surprises make this a very attractive game – apart from the graphics. While not visually brilliant looking, the speed of the game is impressive, coming very close to *Rage Racer* again. The choice, playability and original ideas are the game's saving grace. With cars all performing how you'd expect, each posing a different challenge. While you might see nearly everything the game has to offer on the first day (which racer is different?) you'll definitely come back for more. There is still room for improvement, but that's no bad thing – since this spin on the racing genre is still very young. The only downer is that there isn't an official release date yet. Hopefully from reading this, you'll all bombard Sony to release the game pronto!

ALEX HAMPALA

RATING



The birth of a new breed of racer. Forget the graphical shortcomings, buckle up and enjoy the ride. This game is going to change all the rules!



PC CD ROM

FOOTBALL MANAGEMENT

BY EA

OUT NOW

1 PLAYER

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASED BY EA
- TEL 01753 549 442

FIFA Soccer does a 'Big Ron' and moves upstairs. Hung up its boots and opted for increased levels of stress, loss of hair and failed transfers.

FIFA SOCCER MANAGER

Being a football manager has to be one of the most high risk, stress induced jobs going, especially if you manage the England Team. Terry Venables came in for a load of stick over his handling of the team during the now infamous 'dentist's chair' incident. The team then goes on to restore national pride, subsequently increasing sales of anything alcoholic by 100% and everybody has forgotten about it. Had the team failed, Venners' head would have been on a stick, or a least superimposed to that of a turnip. Although *FSM* cannot recreate the tabloid hell for you as a manager, you still have all the daily running of the club at your disposal. Everything from making sure the pitch is of a playable standard, down to punishing players for not sticking to curfews, is your responsibility. Have you got the bottle to stick at it?



Drag the shirt icons around to switch player positions and subs.



FEELING HOT HOT HOT!

Transfers are the key to surviving in the world of football management. Bringing in the bargain basement players and nurturing them through the years not only saves you pots of money, but also shows you have a good eye for the discount team members. Spending loads on importing a foreign player could also cost you dear because, if he fails, you have a huge transfer fee to try and earn back. *FIFA Manager* features a new idea for these games, in that you can have a transfer hot list. Any players you particularly want in your team can be added to this, then every month or so it automatically bids for the player in question. He'll then either accept, or say he's been flattered by the interest but is happy where he is.



I don't care how attached you feel, I want to buy you!



This player menu appears when you attempt a transfer.

BALANCE SHEET

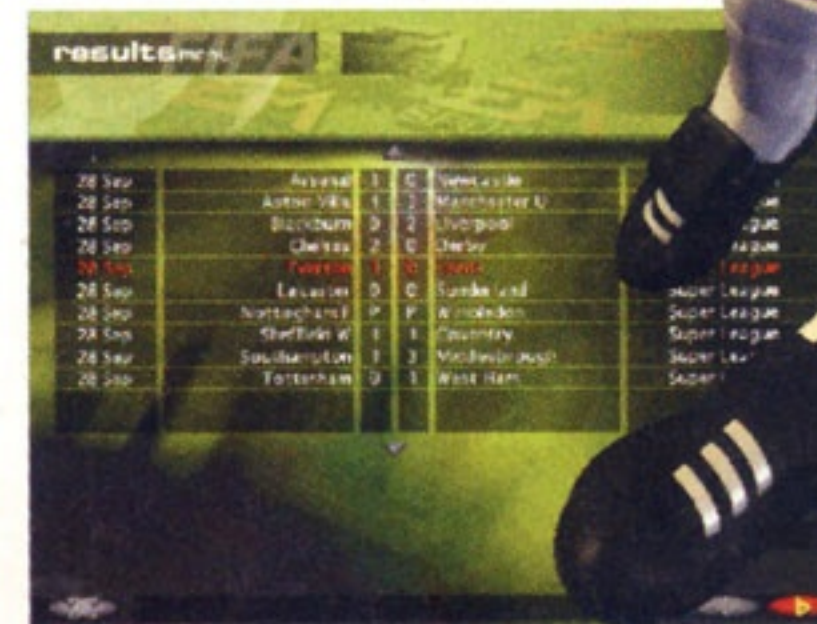
	INCOME (£)	OUTGOINGS (£)	
Merchandise	43,920	Wages	0
Player Sales	0	Merchandise	0
Loans	0	Player Purchase	0
Ticket Sales	698,100	Loan Payments	0
Concessions	0	Pitch Maint	1,000
Events	0	Stadium Maint	0
Grants	0	Building Costs	0
Gifts	0	Match Costs	330,818
Winnings	0		
Third Party	0		

THE GUIDED TOUR

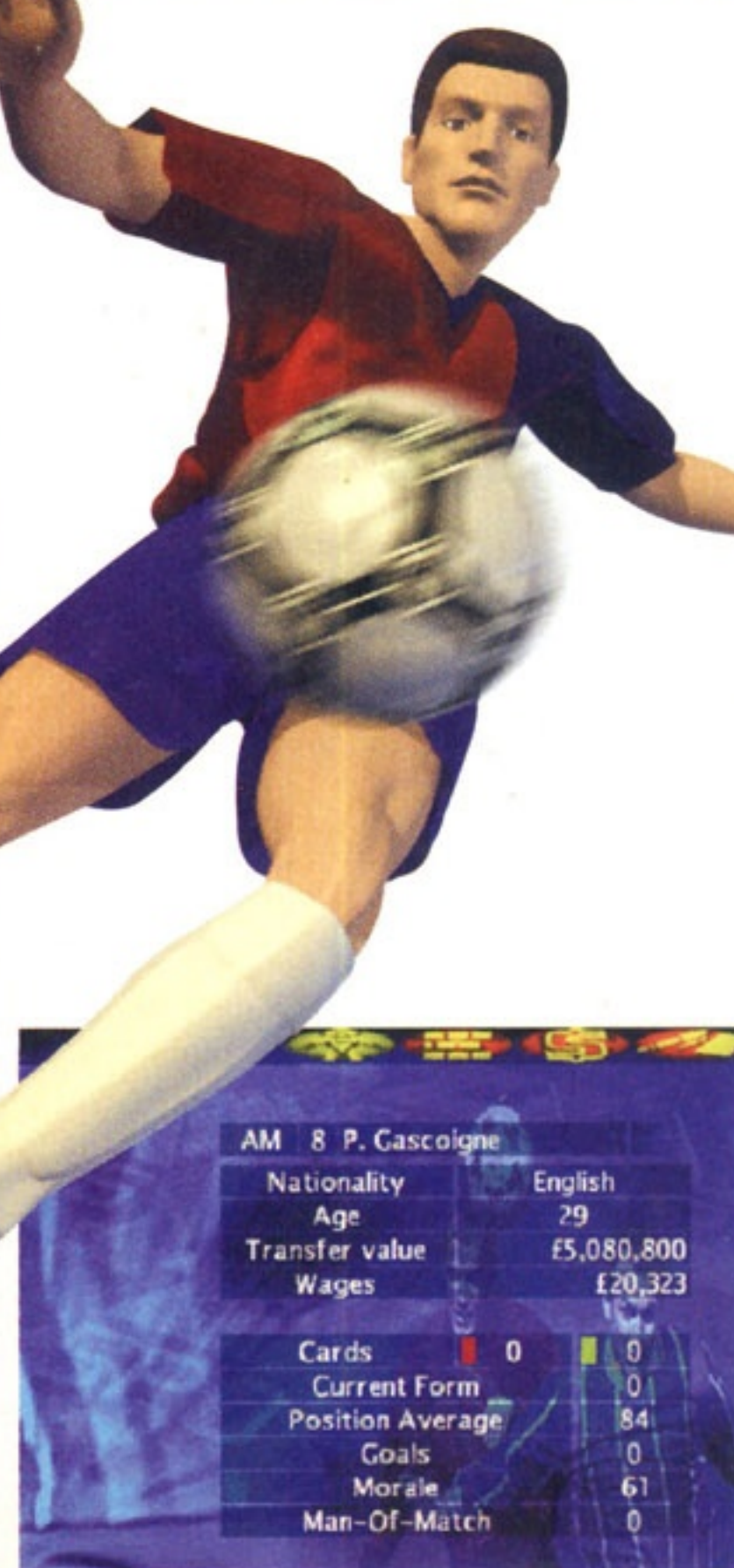
Another part of the game that is pretty unique to *FIFA Soccer Manager* is that all of the clubs have their own stadiums in the game. Right the way down the Goldstone Ground Brighton, all the details are there. The actual stands are true to life as well, of which Old Trafford is the best example. They have been created in the old isometric *FIFA* style and because of this, upgrades can be added to your stadia. Once you're inside the upgrades section of the game, you can view any small section of the stand and upgrade it, or add corners to the existing structures to make the ground completely rounded.



Select the specific tactics for the team in general and the individual players if you so desire.



This is Everton's first win of the season and it's 28th of September! Can only get better!



MATCH RESULT
Everton 0 - 1 Southampton
Super League - Wed 11 Sep
Man-Of-the-Match: D. Beasant - Southampton

HOME
Select Seats: Tickets Sold 11,810 of 34,279 at £20, Total £236,200
Standard Seats: Tickets Sold 524 of 1,717 at £15, Total £7,860

AWAY
Select Seats: Tickets Sold 3,809 of 3,809 at £20, Total £76,180
Standard Seats: Tickets Sold 191 of 191 at £15, Total £2,865

Total: £323,105
Match Cost: £165,409

Here you find out exactly how much money you've lost, and that Dave Beasant is MOTM! Noo!

finance
Current Date: Mon 29 Jul
Balance: £1,000,000
Next match: Wed 7 Aug

ARSenal vs Leeds

INCOME	OUTGOINGS
Merchandise	Wages
Player sales	Monthly
Loan	Player purchases
Transfer fees	Loan payments
Commercial	Player wages
Events	Stadium Wages
Grants	Stadium Costs
Gifts	Total Outgoings
TV/Broadcast rights	Profit Total
Total party	

facilities
Liverpool vs Oxford U

PITCH MAINTENANCE

Pitch condition: ■

Monthly Payment: £500

One-off Payment: £0

Good Condition: ■

Unacceptable Condition: ■

HEADING FOR THE RED

The club is not generating enough income through merchandise and gate receipts to cover expenditure on player wages and transfer fees. You are going to have to pay close attention to finances before you slip irreversibly into debt.

Oh well! I was fun while it lasted and the club is going to go bankrupt! Cool!

YOU, MAKE THE TEAS!

You can also allocate specific tasks to players in a bid to break down your opponents. As well as being able to play on the break, or even time waste if you are winning, you can give players specific tasks. Wingers can be told to run with the ball and cross it, strikers can be ordered to shoot on sight, or midfielders can keep hold of the ball and make sensible passes. More than one skill can be combined, but obviously you don't want defenders to run into space because they'll end up running all over the park, sacrificing their defensive duties.

squad
Current Date: Mon 29 Jul 1996
Balance: £1,000,000
Next match: Wed 7 Aug
FCLC

Gothenburg vs Rangers

STYLE

- Shoot on sight
- Crossing game
- Long ball game
- Passing game
- Run into space
- Run with ball
- Possession game

Player list:
 GK 1 A. Goram
 LB 17 J. Brown
 CD 5 R. Gough
 CD 4 G. Petrie
 RB 2 C. Moore
 DM 6 S. McCall
 AM 8 P. Castiglione
 LW 26 J. Albertz
 RW 7 B. Laudrup
 FOR 10 G. Durie
 FOR 9 A. McCaist

The pitch on the right shows who has been allocated what skill by little arrows and drawings.

THE IN-BETWEEN BIT

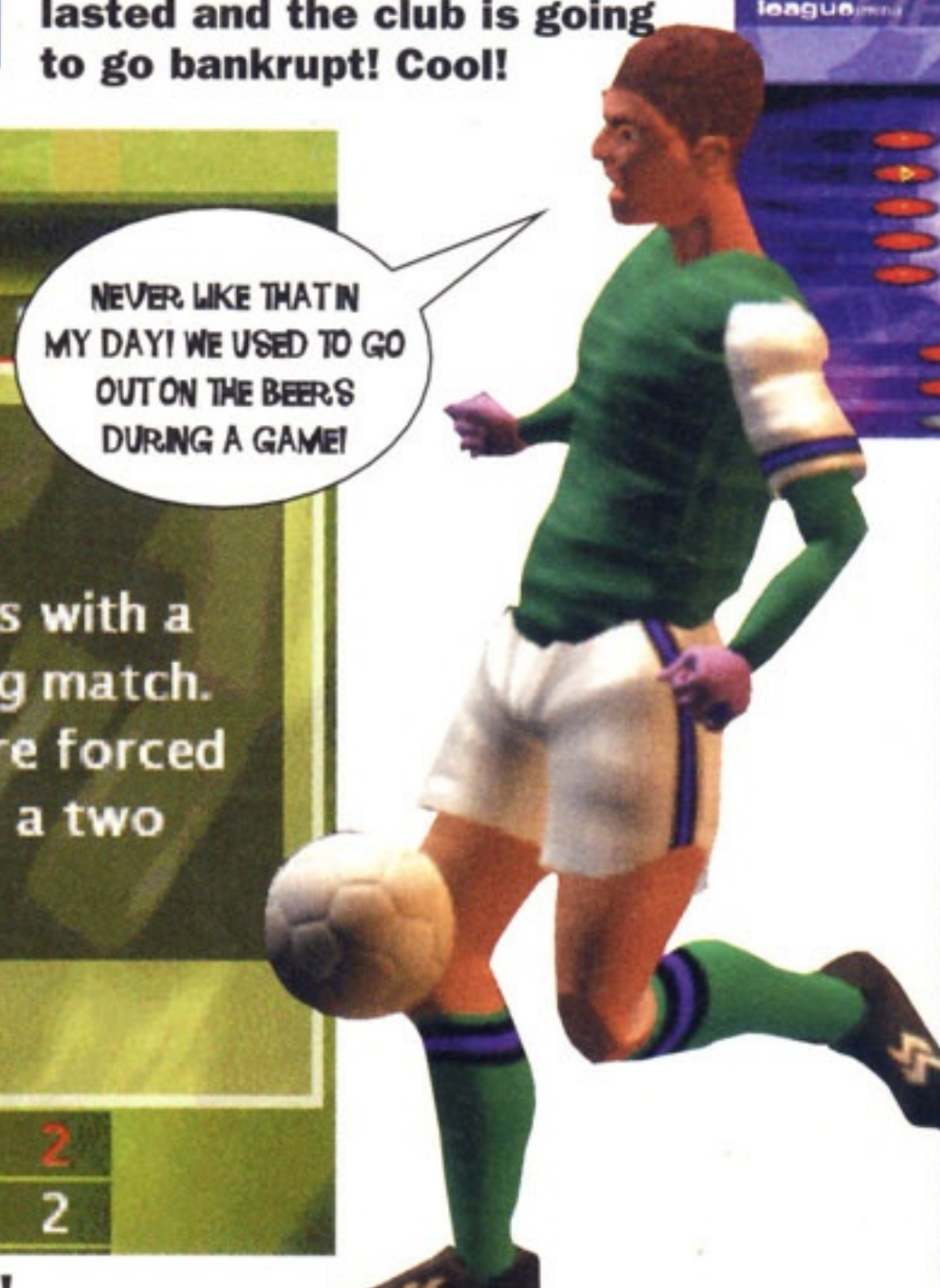
All your decisions have been made, the players are out on the pitch, and all you can do is wonder whether you've made the right decisions. The good news for you is that you can watch your players as they battle through the league. You are given two options before each match, one is to generate the outcome so all it does is give you the score instantly. The second is to watch the whole match. This can become quite tedious, but you can double the speed to reduce this. The camera can be switched to any of four angles and an overhead view if you fancy a Sensible Soccer style game. Unfortunately, we were unable to get any shots of this, so you'll just have to take our word for it.

OUT ON THE TILES

Hinchcliffe was spotted out on the tiles with a Page Three stunner the night before a big match. The tabloids have a field day and you are forced to discipline him with a heavy fine and a two match suspension.

League Table:
 P W D L F A
 Southampton 3 0 2 1 3 5 2
 4 0 2 2 2 5 2

What kind of preparation is that for a big match?!



league

Legend: ■ Legend, ■ Contender, ■ Favorite, ■ Rival, ■ Saviour

Division 1
Division 2

PLAYER CONTRACTS

Player	Duration	Wages
GK 1 D. Seaman	34M	£290K
LB 3 N. Waterhouse	53M	£277K
CD 4 M. Keown	29M	£77K
CD 11 S. Stewart	72M	£764K
CD 6 T. Adams	48M	£308K
RB 2 L. Dixon	23M	£288K
DM 4 P. Vieira	22M	£388K
AM 7 D. Platt	22M	£355K
AM 9 P. Morrison	47M	£710K
FOR 8 I. Wright	58M	£548K
FOR 10 D. Bergkamp	54M	£12M

REVIEWER

I have to say that, after playing *Premier Manager*, this game just didn't give me the same level of enjoyment. I didn't feel as if I had the same level of control over what was going on as in *PM*. Because there is no choice of game, ie minimal or complete control, you are dropped straight in at the deep end. Every time I started a new game I was losing money, as soon as the second week of the season. I put the ticket prices down in order to attract more punters, but the same number of people turned up. I tried to buy a big name player, but had to get a loan and so I was in even more debt. The vicious circle of management or just annoying? Little things like instructing full backs to play the long ball game, and all they did is run with it until they were tackled frustrated me immensely. And no matter how I set up the team, loads of formations and strategies, we always lost! Even with teams like Rangers who should be dominating their league! It's still a good management sim but seeing as there are so many different, and better variations of this game, you'd be better off going for one of those.

STEVE TAYLOR

THE Y-AXIS CUTS THE Z-AXIS

For all the statistically minded out there, EA have replaced the pages of numbers and opted for a slightly easier-on-the-eye graph system. You can pick virtually any area of finances, ground maintenance and such like, and compare them all in a graph. It's especially good for checking the money situation of your club, for example if you think that merchandise sales are down.

Why have a 'terrace' option when all the Premier stadiums are 'all seater'?

FINANCE ANALYSIS
Everton vs Leeds

Balance
Income
Outgoings
Ticket Sales
Premium Seats
Select Seats
Standard Seats
Terraces
Pitch Maintenance
Stadium Maintenance
Merchandise

Cash Holdings	£7,000,000
Available Credit	£39,807,664
Set Loan	£79,999
Player Loans	10
Monthly Interest	0.8%
Minimum Monthly Payment	£7,083
Monthly Payment	£7,185
One-off Payment	£0
Loan duration	79

Quantity of Merchandise	6000
Stock	6000
Sales per Month	0
Retail Price	£32
Production Cost	£20
Profit	£12
Total Monthly Profit	£0



Player	Possession Bias (%)
GK 13 P. Whitehead	50
LB 3 M. Ford	50
CD 4 M. Elliot	50
CD 10 D. Purse	61
RB 2 L. Robinson	50
DM 18 D. Smith	50
LM 15 J. Beauchamp	50
RM 25 M. Gray	50
AM 22 M. Angel	50
FOR 23 N. Jemson	50
FOR 16 M. Aldridge	50

Team	Goals	Points
Hadjuk Split	0	3
Partisan Belgrade	1	3
Alania V'kavkaz	0	0
Widex Lodz	3	1
Panathinaikos	4	2
Brondby	0	3
Slavaia Pr ague	1	6
Leveski Sofia	3	3
Grasshoppers		
Steaua Bucharest		
Rapid Vienna		
Fenerbache		
Gothenburg		
Rangers		
Rosenborg BK		
Anderlecht		

RATING



Doesn't offer enough in the way of new features to make it an instant classic, but it's a good variation on a slightly well-worn theme.



Despite EA having continued success with the sales of their recent big name titles, the specialist press are fast losing their patience with the endless sequels. The old EA magic that saw them become one of the top publishers over the last few years is fading, but with titles like *Moto Racer* and *FIFA Soccer Manager* on the horizon, and the gaining of the *Lost World* license, the critical acclaim could soon be returning. *Darklight Conflict* is their latest game to be converted from PC to PlayStation and if it's only competition is EA's other title *Wing Commander IV*, the war is over.



Getting this close to the ships is the only way to guarantee infecting them with the virus bomb.



And another one bites the dust! The heavy artillery weapons leave satisfying explosions.

THE ANGLE OF THE DANGLE

You are given three views to play under in *Darklight*. One is an arcade-style-behind-the-ship view and another is like a television viewpoint, which rotates around the craft. Although both of these make for nice screenshots, they aren't practical for playing under. The most efficient is the inside, simulation view. There are three coloured triangles situated around the screen that are your biggest guide. The yellow one in the bottom left points towards any enemies on-screen. The green arrow at the top shows any of your targets that cannot fire back (like the barges or mothership), and the purple pointer indicates the whereabouts of the fellow Repton craft. Use these otherwise you'll become completely lost and incredibly bored.



darklight

CONFLICT

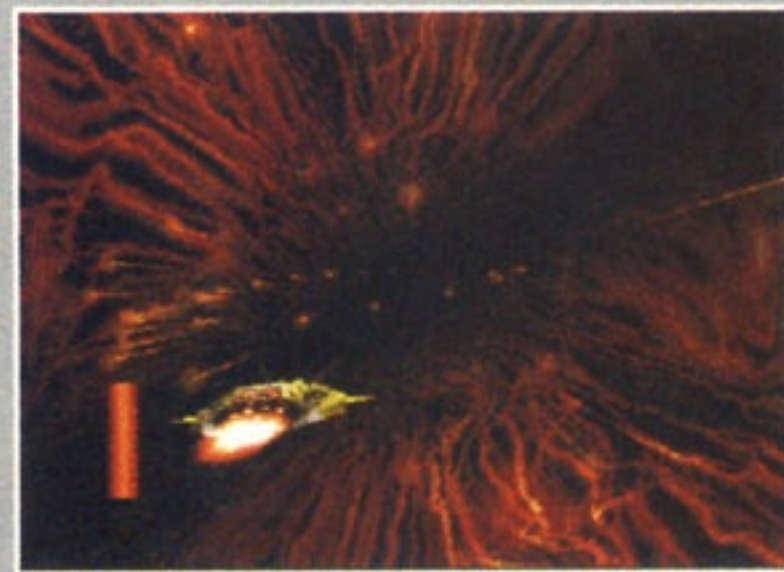
While space simulations are infinitely more popular on the PC than PlayStation, EA are hoping to put that right with their conversion of *Darklight Conflict*.

SPACE SHOOTER BY RAGE SOFT
OUT NOW 1 PLAYER
PRICE £44.99
PC VERSION AVAILABLE
NO OTHER VERSION PLANNED
STORAGE 1CD
PUBLISHED BY EA
TEL 01753 549442

I'LL TAKE YOUR BRAIN TO ANOTHER DIMENSION!

The links between you and each of the stages come in the form of Hyperspace Portals. These are star-shaped items that float in space, that once flown through, give you access to the next mission. Once inside you briefly fly through a psychedelic trippy

stage, where the object is to avoid as many of the coloured energy blasts as possible. You then emerge through another portal to continue on with the level. Also, you can only enter these warps when all of the tasks for the stage have been completed.



The orange bolts shown right, actually replenish your energy once they hit you, so try to fly into as many as possible, thus filling your bar!

REVIEWER

To be honest, I think that these sort of games only work on PC. They seem to suit the market a lot more than consoles. And however hard the companies try to make them more arcade-esque, it never seems to work. Having said that, *Darklight* is the closest I've seen too almost getting it right. The graphics are very good with light-sourcing galore, that cannot fail to impress. And the game has very slick presentation with a highly polished feel. But when you actually get down to playing, that's where it loses the marks. For a start, the difficulty pitch rises from easy to rock hard in the space of one stage, which is strange. I also found myself regularly flying around empty spaces wondering where the next enemy was coming from. It can be good fun, but it's nowhere near great.

STEVE ABBY



SUCKED ME RIGHT IN!

Before you begin playing the real levels in *Darklight*, you have to go through ten training missions, each of which highlights a various tactic or weapon you need to master to progress. You learn how to use high-powered missiles and bombs, how to infect space barges with a virus and how to use the tractor beam to take objects through the dimensional warp, among other things.



RATING



A very polished space combat game, which almost succeeds in getting the perfect balance between arcade and simulation. Almost.



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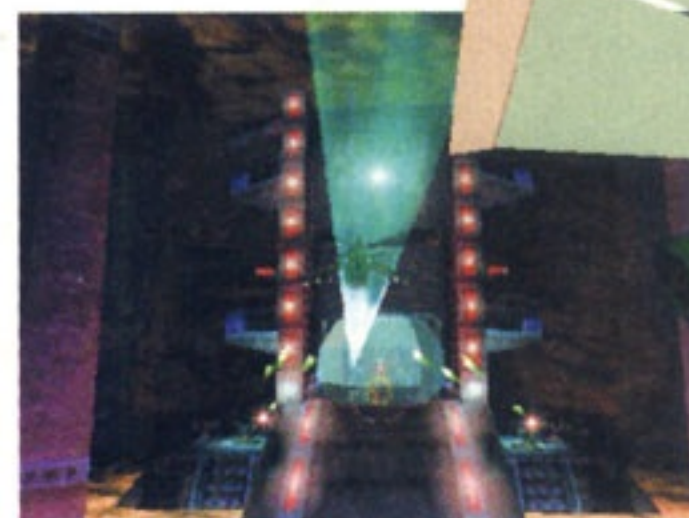
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There's not yet been a game which fulfils our desire to be part of Airwolf, but *Extreme Assault* certainly gets very close!

EXTREME ASSAULT

Blue Byte have become well known for their excellent strategy and adventure games with such titles as *Settlers 2* and *Archemedian Dynasty*, but aren't one of the biggest action game producers around. You may be expecting a serious simulation from *Extreme Assault*, but it's very much an arcade-style blaster. Set in the future, your helicopter and tank are both armed with fantastic weapons which make destroying the mysterious alien invaders lots of fun. Let's get out there a whup ET's ass!



EXTREME ASSAULT VEHICLES!

There are two vehicles that you get to use during the six campaigns of *Extreme Assault*. Most of your time is spent in the helicopter, but some of the later missions require you to use the special tank to explore smaller areas.

HELICOPTER

The Sioux AH-23 attack helicopter is a futuristic helicopter armed with some fantastic weaponry. It's also very manoeuvrable and fast, and great fun to fly. You can play from inside the 3D cockpit with the ability to look all around, or from one of many external views.



TANK

The T1 tank isn't like any tank we've ever seen before. For a start, it can move sideways as it hovers instead of running on tracks like the tanks we're used to. The turret can be raised or lowered at any time, and it has all the same weapons as the Sioux AH-23 helicopter.



GORGE GRAPHICS!

Extreme Assault's graphics are particularly brilliant, and use lots of fancy effects not often seen in PC games. The developers are especially proud of their PlayStation-style translucent effects and the way that the whole thing looks so good without any accelerator cards. The models of the main vehicles and enemy ships are brilliantly detailed, plus there are some excellent little touches throughout, like the clock tower in the first village having the current time on its face!



⚡ This clock tower shows the right time if you've got your PC's internal clock set properly!



⚡ Use the T1 tank to infiltrate enemy bases!

CAMPAIGNS FOR NUCLEAR ARMAMENT

Each level starts with a mission briefing shown on the monitor inside your vehicle's cockpit. There are four pilots to choose from at the start of the game, each representing a different difficulty. On Easy level you can only play the first two campaigns, while the top setting lets you go through all six with more difficult enemies than usual. At the start of the game, you are called to clear areas of enemies attacking small villages, but an alien invasion soon becomes clear!



↑ The Fire Flash weapon is really impressive and can destroy most enemies in a single shot. From the outside view it looks amazing!



↑ Near the start of the game, you defend small villages from attacking armies.



↑ Before long you're discovering and exploring alien bases deep inside a volcano!



↑ Problems around a ruined ancient village.



↑ A remote enemy installation in the snowy mountains!



↑ When you get a warning to let you know that a guided missile has been launched, switch to the external view and try to shake it off! Plus it looks really flash!

WELL TOOLED UP!

Your main weapons are the Razor Gun and Laser Cannon. These each have gauges in the top left-hand corner of the screen to show how much ammo they have remaining. The gauges have three sections to them which indicate the power

of each weapon, so keeping ammo levels high is very important throughout the game. A Razor Gun with maximum ammo fires multiple shots very quickly, while one low on ammo fires single shots very slowly. That's easy enough to understand.

RAZOR GUN

The Razor Gun is the weapon you're likely to use most often. When fully armed it fires lots of tiny homing shots very quickly, making it excellent for catching moving enemies.



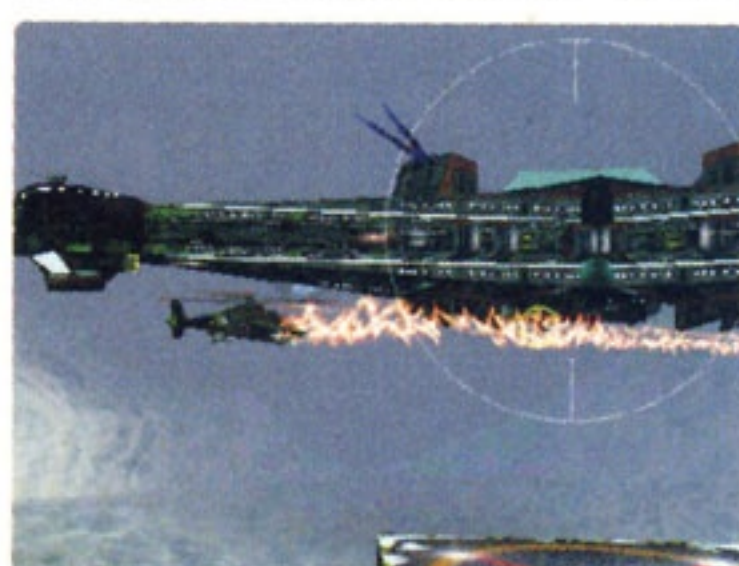
LASER CANNON

The Laser Cannon fires slowly but is more powerful than the Razor Gun. Because of its feeble firing rate, it's best used against fixed targets which can't shoot back.



FIRE FLASH

Although you don't have this until a few campaigns into the game, it's very powerful indeed. Holding the fire button charges the weapon, then it fires lightning bolts straight out the front!



GUIDED MISSILE

The Guided Missiles are fairly common, and very useful against the larger enemies. Once you've got a lock, these will almost always hit their target.



SMART BOMB

The most entertaining weapon by a long way. When you've got a screen full of enemies, firing this will launch a homing missile at each of them at the same time!



THUNDERBOLT

Fires a green shot which can be tricky to aim at times. When they explode, they break into lots of deadly grenades. Best used against stationary targets.

REVIEWER

While *Extreme Assault* looks like it could be a serious helicopter simulation, it's really a long way from being one. Instead it's almost non-stop futuristic action all the way, with plenty of strategy and skill involved. The game looks brilliant when running on a high end PC (there are options to lower the detail and resolution instantly while playing if the frame rate gets a bit low during the game) with excellent effects, detailed items and some spectacular scenery. Flying the helicopter itself takes a bit of practice, but before too long you'll be able to do whatever you want with it, and the same goes for the tank. The missions themselves are excellent, with loads of variety and an entertaining plot which develops as you get further into the game. There's always something to do, with bonus points awarded for finishing levels quickly plus hidden sections containing power-ups for those who take time to search for them. *Extreme Assault* is a fast, fun strategy blast which will be lapped up by PC owners after a bit more action than the usual flight sims. Very good indeed.

ED LOMAS

RATING



Extreme Assault is excellent fun. The missions and storyline are always entertaining, plus the game looks wonderful on a powerful PC!

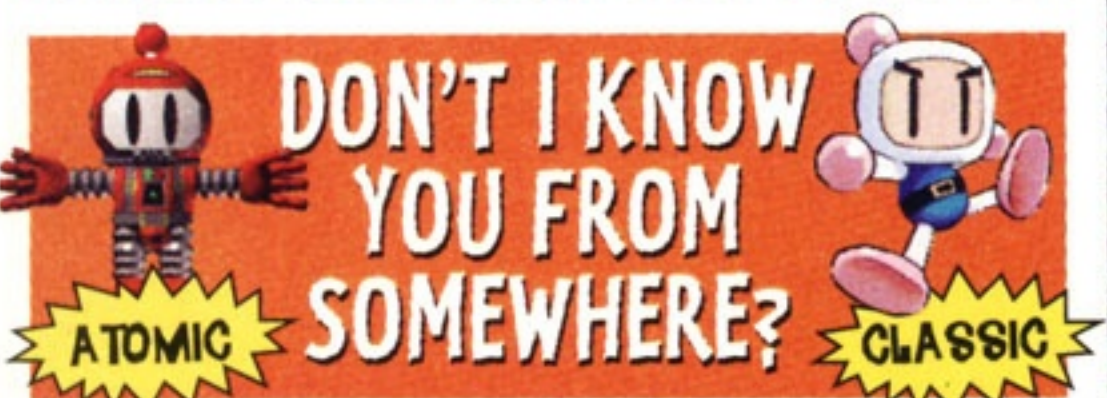


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Bomberman is about to unite players from all around the world. As the destructive fun makes its internet debut!

Ahh, Bomberman, Bomberman, how do we love thee, let us count the ways. Over the years the explosive fun has been experienced by so many. Now with his return to the PC, the pyromaniac is about to start a world war. *Atomic Bomberman* allows players from all over the globe to blast each other to smithereens, all from the comfort of their own home. No more being the best B-man among a group of friends. Now you can be Champion of the World! Take on Klaus from Stuttgart, Nicole from Lyon, Riki from Helsinki and many more. Perhaps the UN should referee?

ATOMIC BOMBERMAN



"What have they done to the Earth?" cried Michael Jackson. When you see what Kinesoft have done to *Bomberman* you may also feel the need to cry to. *Atomic* features classic and enhanced modes of play. Classic is the regular battle mode, with a standard range of power-ups. Enhanced makes full use of the rendered graphics, by allowing you to see what power-up each bomber is carrying. In both modes Bomberman looks a little 'beefed' up compared to how we've seen him before. Looking taller, plus he seems to be wearing a suit that makes him look like a robot.



↑ It's *Bomberman*, but not as we know it! Cute is out, Robosuits are in. Bah humbug!



↑ 10 player! But the stages are too small.

THE KILLER DISEASE

Lots of new power-ups appear through the game, including a hover scooter, armour and super gun. Strangest of the lot is an even more deadly skull than the standard cranium. This time it's called Ebola! This special skull contains an even deadlier curse than before. Whereas the standard skull gives you one ailment, ebola can give up to three! This can sometimes result in controls being reversed, extra slow speed and bomb runs! Talk about deadly!



YOU TALKING TO ME?

Bomberman talks! It had to happen sooner or later, and now it has. The B-man is now equipped with verbal put-downs and taunts. These are for the real show-off players, who spend as much time talking as bombing. There is also different dialogue for when B-man is in near-death situations. Such as if he has been trapped by a bomb. Or if he has been detonated he will utter some last words. The voice talent behind *Tiny Toons* and the voice of *Stimp* from *Ren & Stimpy* provide all the dialogue.



REVIEWER

Bomberman has always been one of the simplest games in existence, which is where its main appeal lies. It's cute, addictive, no-nonsense fun where game-play is king. *Atomic Bomberman* doesn't seem to realise any of these points, which is why I find it such a mess. Lucky Hudson Soft - for they weren't responsible for this version! The speech is plain annoying, immature and not funny. The graphics don't retain the feel of the original games, plus there's far too much slowdown. There's no one-player game, only a battle mode, and no high-ten mode like the Saturn version. This means if you're having a ten-player battle, the game takes place in a standard sized arena. 'What have they done' has been the general response from all in the office, a genuine chorus of disapproval. For PC owners starved of *B-man* thrills, this still plays alright - but nowhere near great. *ALEX HAMPALA*

RATING

Attaching the Bomberman name to this game is almost a crime. All that remains is the idea. Saturn Bomberman had all the right improvements, this doesn't. It's that simple.

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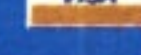
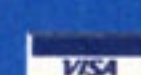
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CVG delves into the import scene to bring you one of the most entertaining titles in recent months. Ladies and Gentlemen, this is *Metal Slug*.

Even though there is a shortage of British Saturn titles at the moment, the import scene is hotting up. With games like *Last Bronx*, *Sonic R* (the *Sonic* racing game), *Resident Evil* and *Sonic Jam* starting to emerge in the Far East, the similar tale of quality not quantity appears to be the motto for Sega. *Metal Slug* may not be one of the big name titles but it is still a classic platform shooter, that represents a return to the sprite-based days. There is no real plot behind this game just some madman who has threatened to blow up the Earth and all that. You can expect loads of over the top weapons, mindless destruction and wanton killing, and that is just the first stage! If only all reminiscing could be as fun as this.



METAL SLUG



METAL
SLUG

FROM HERE TO KINGDOM COME

One of the most satisfying things about *Metal Slug* are the calibre of weapons you can pick up during the course of the game. They are collected by simply picking up the small lettered icons that are

given to you by the hostages you save. Some of the power-ups are also stashed in crates that you need to shoot open.

HOMING MISSILE

The H icon is the most common weapon you'll pick up. You get 200 when you pick up the icon but their rather rapid rate of fire means that you lose them quickly.



FLAME THROWER

Produces a rather amusing death scene in which the recipient waves their arms in agony as they're consumed by the flames. Always worth a laugh in our book!



ROCKETS

These rockets not only pack in a mean punch, but they home in on enemies as well. They are even more effective when used to shoot baddies above or below yourself.



BLAST GUN

The best and funniest weapon of the four, this literally blasts the enemies to pieces once fired, leaving a blood explosion as well. Hold onto them for a long as possible.



REVIEW

'SCUSE ME, COMING THROUGH!

Every soldier gets a little battle weary from time to time, so the troopers from *MS* have the advantage of being able to jump into the namesake tank of this game, the Metal Slug. This futuristic style tank is the perfect way to mow down any number of ground troops while destroying buildings in the process. The Slug has it's own energy bar at the top of the screen and can take four hits before it blows. Collecting any gas canisters will give you back a

quarter of the energy as well. It also has a rotating gun turret on its side that can shoot in any direction, but the disadvantage is that the gun mode is in tandem with the direction you move in. If you drive forwards, the gun rotates to face the direction you're travelling in. The Slug can also be triggered as some sort of megabomb where you jump out and it explodes killing all around. Do this by pressing A, B and C together once you're inside it.



MONSIEUR, MONSIEUR!



↑ These three hostages have all been shot free and will wander around until you touch them again, after which time they drop a bonus for you. They can't be shot dead though.

Bonus points are awarded in *Metal Slug* for rescuing the POWs trapped inside the various levels. To save one, you have to first shoot or slash the ropes caging them and quickly run along and catch them before they run away. They then whip out a cape and drop a power-up or points bonus before saluting you and running off. The game keeps a count of how many you've rescued for each stage and gives you bonus points for them at the end. If you lose a life during the level though, all the hostages you've collected up until then will be discarded, and you have to start collecting again!

CUT THAT MUTHA RIGHT THERE!



↑ One swish of the knife and the foe is spitting blood! Dare you stand in my way!

For added blood value, there is also a close combat weapon available to the good guys. It doesn't require any special buttons to activate, as all you have to do is get close to an opponent and hit the attack button. Your character then whips out a knife and slashes the foe resulting in a lovely squirt of blood and a corpse. Excellent!



WHAT DO POINTS MAKE?



There are tons of little details in *Metal Slug* that you never end up noticing until the third or fourth time you play it. Shooting the helicopters releases certificates that give you more points. Also, on the second level, once you

reach the section where the enemies parachute in from above you, shoot the points-switch on the floor and once the enemies are dead, shoot it back the other way to gain a 5000 bonus. Nothing major, but interesting all the same.

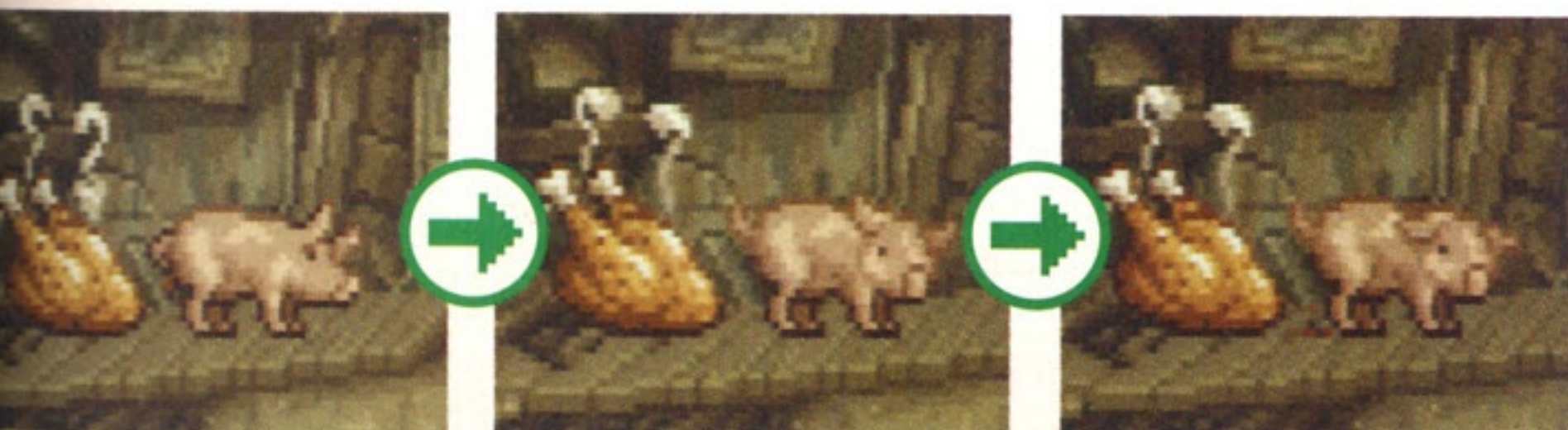
THE ANIMATION GAME

The most impressive thing about *Metal Slug* is the animation. The game will not run unless you have the RAM cartridge, but the effects are very recognisable. There are so many little details – like the crewman jumping a sinking ship holding their noses, while their colleagues desperately try to bail out water – that really add to the feeling of the game. You can see the characters breathe on the snow levels, and flies buzz around the dead fish on the first stage. Keep an eye out for these little quirks, as they can be quite amusing.



AND FINALLY...

The last word must go to the pig who turds. Yes, if you successfully manage to shoot one of the shop fronts on the fourth level, you'll see a little pig standing on a ledge. Stand and watch him for a moment and you should see him let out a nice runny dump. Does it get much better than that?



REVIEWER

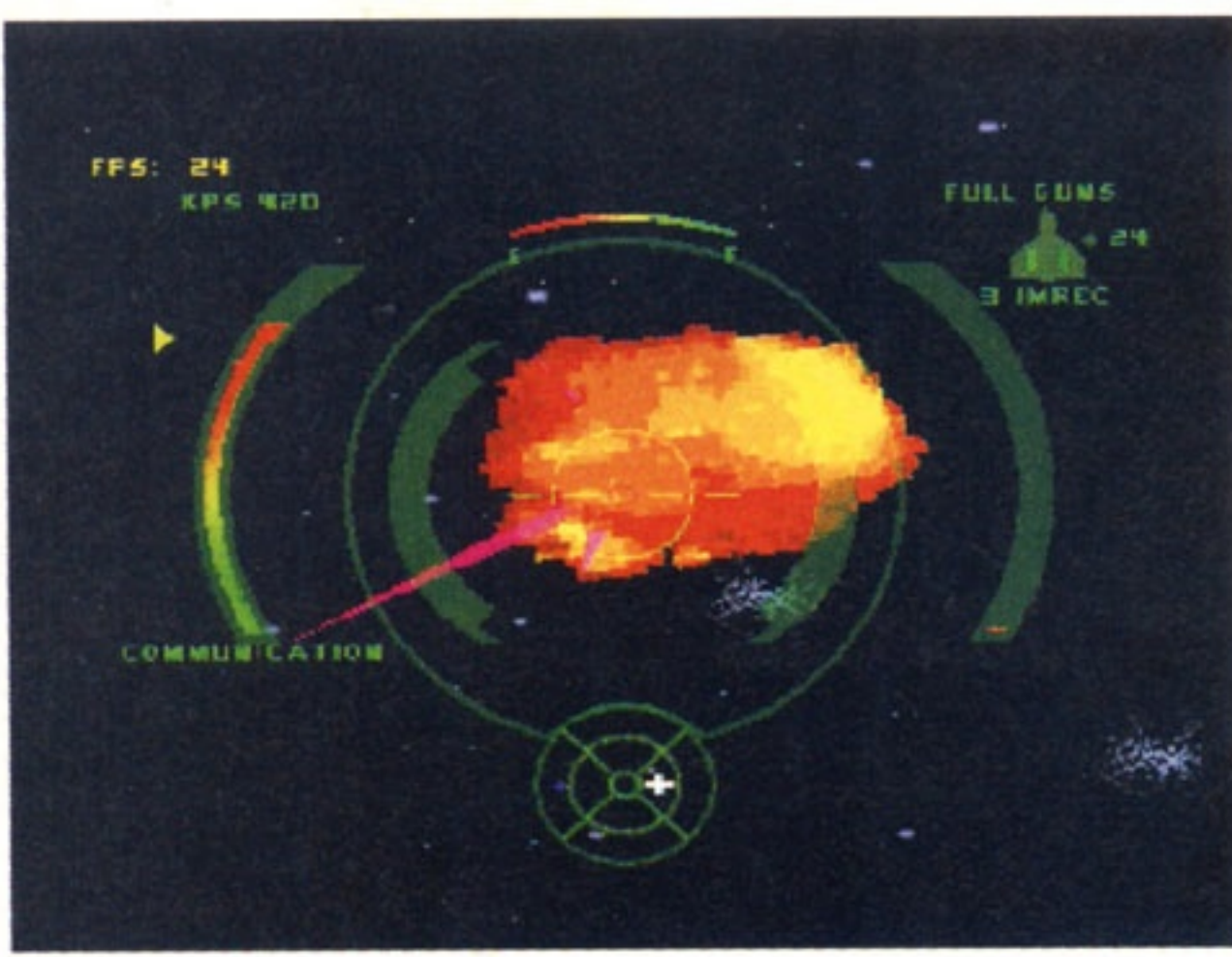
You can't go wrong with this sort of game. It's non-stop action from start to finish and is one of the few games you actually enjoy simply playing. Sure it is simple in theory and it's far too easy to complete. You can still pick it up and waste half an hour blasting seven bells out of people and feel satisfied at the end of it. The two-player mode is also a really good laugh, with the action teetering on the brink of chaotic at times. And it's games like this that show you that just because we've moved into the 32-bit era dominated by polygons, sprite-based games can still work well. As yet, we're still unsure whether this is going to get an official release, but anyone who has access to Japanese machines will have a ball playing this. Top laffs all round!

STEVE FLY

RATING



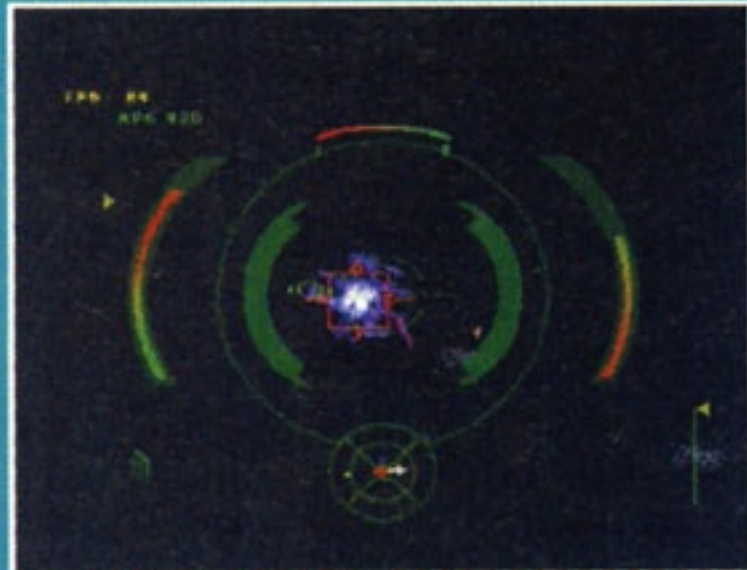
Shock!!! Horror!!! 2D game gets praise in games mag. Metal Slug is blood, action, weapons and pure enjoyment on a CD. Cool.



If you think about it with an open mind, you could say that EA's delay in releasing *Wing Commander IV* is a stroke of marketing genius. Compare its launch on PlayStation to the release of the *Star Wars* Trilogy films, and even *Shadows of the Empire* for N64. All *Star Wars* related, and *WCIV* has the lead character of the *Star Wars* Trilogy in the main role! Brilliant! All they need to do is splash the words 'Mark Hamill' all over their ads and *WCIV* will instantly gain attention! Now if only they could add the words "stars in the most fantastic space combat game ever" underneath and everything would be fine and dandy. Sadly that isn't the case...

AIMING HIGH!

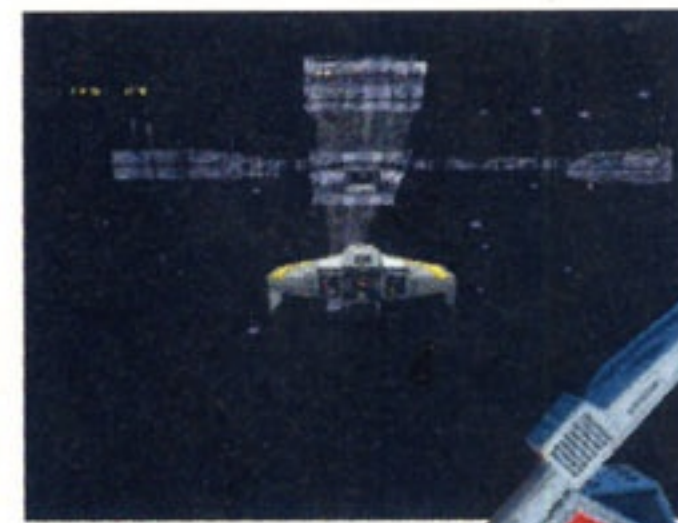
Even though *Wing Commander IV* is essentially FMV based, you still have some say in what goes on. And when you climb into the cockpit of the Hellcat, you are thrust headlong into a real time battle. The wealth of controls available may prove confusing to begin with. Most you won't even use, like the smart targeting, or rear view. Really, shoot and accelerate are all you need. To give you an extra helping hand, every enemy has a small target preceding its flight path, showing you exactly where to shoot. Not only that, if you are firing close enough to the point, the lasers home in automatically!



↑ This is actually a shield on the ship. Not that you care.



↑ Doesn't this look fun!



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* We don't think.

WING COMMANDER IV



MONKEY ISLAND IT AIN'T!

Considering the amount of FMV in this game, it's probably a wise idea that the programmers added a few plot twists for you. At certain points in the footage you are given a couple of responses or questions to choose from, with the subsequent clips altering depending on your decision. For instance, when you're sitting in the bar at the beginning of the game, two guys come crashing through the door. You are given the choice to get up and sort out the disturbance, or sit there and mind your own business. Ahh decisions, decisions...

REVIEWER

If I wanted to watch a movie on my PlayStation, I'd buy *WCIV*. If I wanted some entertainment to go with that movie, I'd buy a video for a tenner, and spend the rest on a Platinum title. The problem with a game like *WCIV* is that there is hardly any game to speak of. After hours of FMV which, in all fairness, is very entertaining, and finding something I could play, I was overcome by boredom. In-game graphics are ropey, and jerk about all over the place. The space craft are pixelly, and the fiddly controls ruin any short term appeal *WCIV* may have had.

STEVE KEY

☹️☹️☹️☹️ I NEVER FORGET A FACE! ☹️☹️☹️☹️

The fact that this game contains quite a few well known actors has been well documented. You all know about Mark "Feel The Force Luke!" Hamill, but what about some of the others. Well, there is Tom "make like a tree and get outta here" Wilson from *Back to the Future* fame. John Rhys-Davies who gained his star status from *Indiana Jones* and Malcom "viddy well, little bruvver" McDowell, who you may have seen in such films as *Star Trek: Generations* and *Clockwork Orange*. Now you know.

RATING



Wing Commander IV proves that this sort of game is only suited to PC, and is in no way suited to the PlayStation. It feels as though the days of Mega CD are returning.

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MORTAL KOMBAT TRILOGY

The best home *Mortal Kombat* game so far has been *Mortal Kombat Trilogy* on the PlayStation. It carried across all the elements that make the arcade version so enjoyable, but unfortunately the same can't be said for the Nintendo 64 conversion. For a start it loses out on a load of characters – the four bosses, four “classic” character variations, and even regular Sub-Zero are left out. The graphics are also poor, with masses of animation cut out, making the characters jerk about all over the place. The sound is particularly terrible, and the game itself becomes very difficult to play with the standard N64 joypad. I'm sure that the problem here isn't entirely the N64 cartridge's lack of storage space – it's the absence of any kind of effort on the part of the developers. Don't waste your time with this. **ED LOMAS**

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↑ “Rmmnf wnsnf! Ffnalityf!”. The sound in N64 MKT really adds to the gloomy atmosphere (lie).



RAY TRACERS

Ray Tracers is truly an arcade-style driving game. You're racing against the clock, trying to catch the enormous enemy vehicles at the end of each level. Along the way there are plenty of other cars which can be bashed into until they explode, giving you loads of points. Your car reaches extremely high speeds in only a few seconds, and keeping it under control while dodging obstacles and flying over jumps is excellent fun. The graphics are also brilliant, even though they don't look so hot when still – the lighting and shadow effects are particularly good. The whole game is very reminiscent of old-style arcade games like *Chase HQ*, but unfortunately it finishes far too quickly. The whole game will only take a few goes to complete, and there's not enough replay value to make it worth buying. Fun though *Ray Tracers* is, there's just not enough to it. A real shame. **ED LOMAS**

RACING

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- PUBLISHED BY SONY
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↑ A selection of pictures of the first level. A bit longer and the game would be finished.



TRASH-IT

The idea of *Trash-It* is to trash everything, “it” included. Using your weapon (one of over 30 different hammers) you need to destroy the whole level and suck it up into your vacuum cleaner to get through to the next stage. Collecting little creatures called Timmys lets you buy more powerful hammers as you go through the game. The multi-player mode is a race to the end of the level where you need to ring the bell. There are loads of little things to drive you mad, like the way that you can fall all the way back to the start of the level from one single hit, and the way that some of the levels are designed to rely more on luck than skill. The controls are poor, the movement is terrible, the graphics are crap, the “sense of humour” and character designs are horrible and overall it's too darned boring and annoying. In fact, it makes me feel sick just thinking about it. **ED LOMAS**

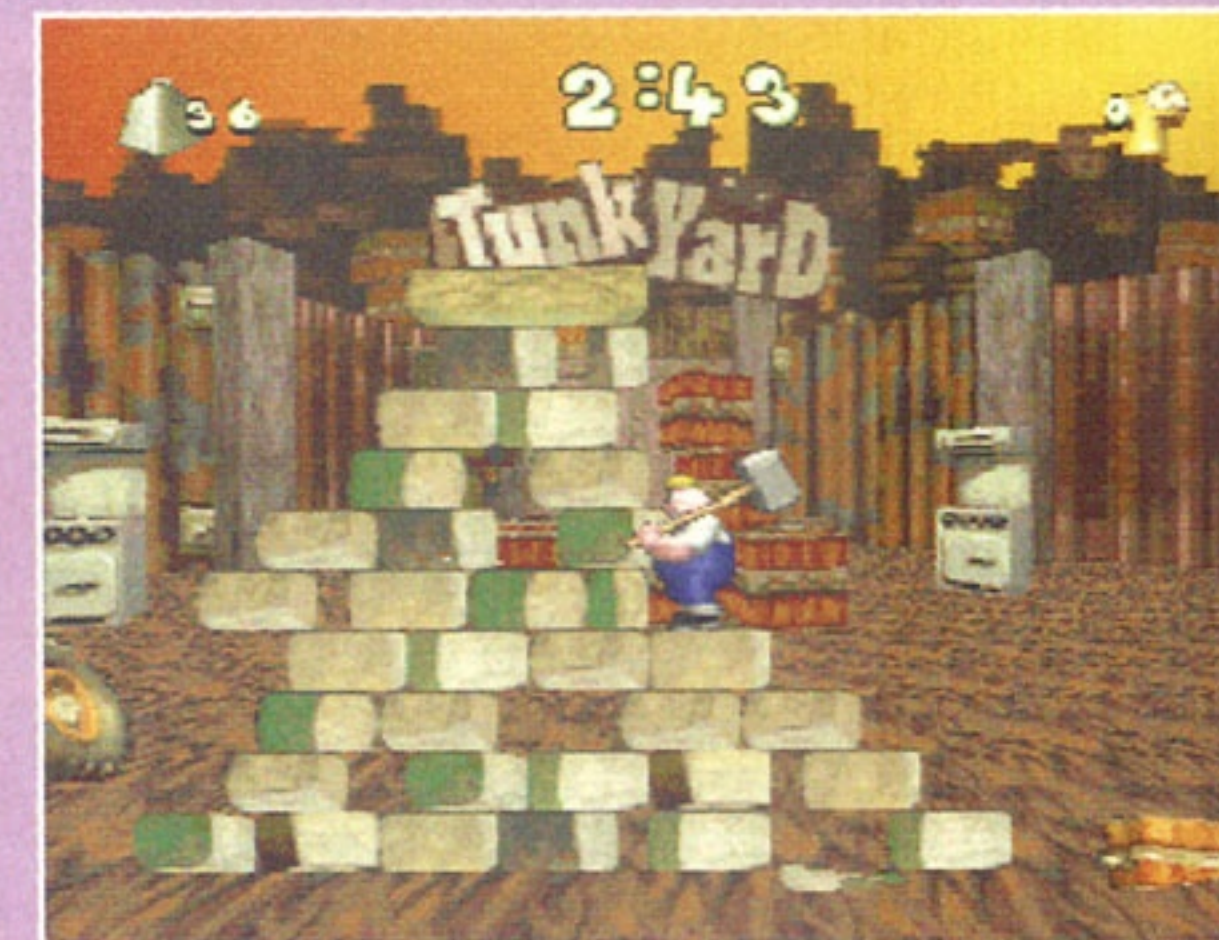
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↑ Quick! Smash those bricks before the time runs out! Hurry! Um... naaaah... why bother?



THE LAST EXPRESS

July 24, 1914 as Robert Cath you make a last minute dash to board the Paris-Constantinople Orient Express. Once on board you learn of the murder of longtime friend Tyler Whitney. Solve the mystery of his murder, and more importantly stay alive. On board are all manner of passengers, each more mysterious than the last. *The Last Express* is a very lavish game and the attention to detail is incredible, creating the illusion of pre-war Europe. The characters are believable and well acted, even speaking their respective languages perfectly. The train itself has been modelled on original blueprints. It's just a shame it all ends too soon. There are multiple endings, and plenty to do once on board, but not much room for error. Complete with a 10 minute “making of” documentary, *The Last Express* is as cinematic a game as you're likely to find. A little short, but a real gem. **ALEX HUHTALA**

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↑ Round up the usual suspects - the cook, the thief, his wife and her lover, the butcher, baker..



VR BASEBALL '97

As baseball games go VR is one of the best on the market. Offering large polygon players, all the real teams, players, and stadiums. The game uses a unique control method, where pitching is implemented by sequences of D-pad and face buttons. First choose the type of pitch then speed, and lastly swerve. Simple, yet no-one's thought of it before. A large combination of pitches are offered by this method. Multiple camera angles including ball cam, and TV-style coverage are offered, plus the usual home run derbies and batting practice modes. The game goes to town on its realism in the stadiums. All look accurate, plus ambient crowd noise and vendors selling hot dogs and popcorn can be heard in the stands, and the effect is great. If you like baseball, this is good fun. **ALEX HUHTALA**

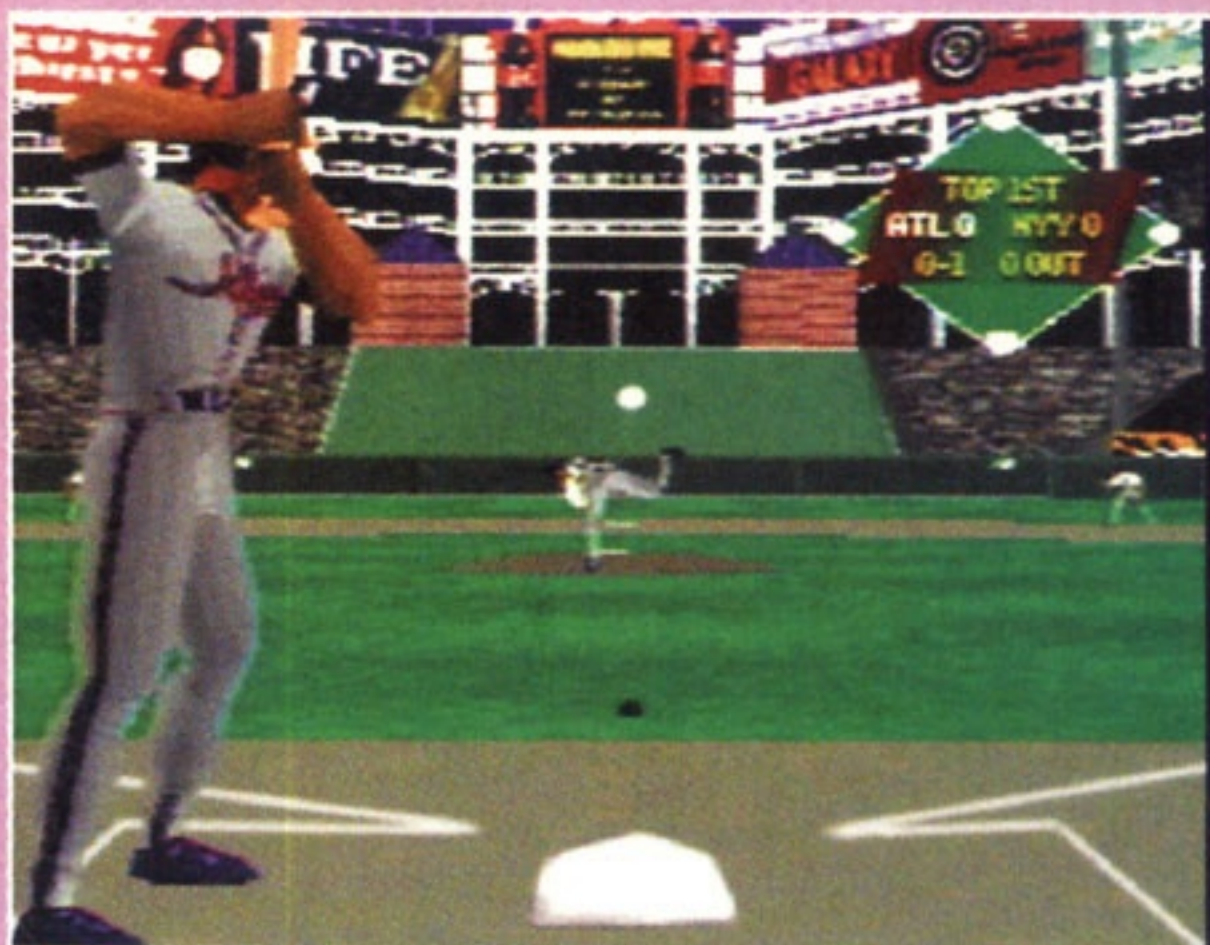
BASEBALL

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1-2 PLAYERS

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↑ Heeee-ey batter, batter, batter, batter. Sa-wiing batter, sa-wiing batter. Kennedy, Kennedy...



STAR TREK: GENERATIONS

This seems a long time coming. It's based on the three year old Trek movie that saw Jean-Luc and James T. united on screen for the first time and follows the plot of the movie almost scene for scene. You play different characters from the Enterprise as they go about their duty to stop the evil Soran. As Riker you must embark on away missions, as Data you aid the Captain in Stellar Cartography. As Picard you must command the ship in battles against Romulans and Klingons. All the cast of the movie have been invited back to participate in the game to provide the voices for their in-game characters. The result is a very polished game. For the Trek fans, there are unique cinematic scenes specially created for the game. As a game of a movie, this is very good, if a bit late. However, it follows the plot of the film quite closely, so is short on real surprises. **ALEX HUHTALA**

TREK ADVENTURE

OUT NOW

BY MICROPOSE

1 PLAYER

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- TEL 01454 893 893



↑ Two captains for the price of one! Plus that silver guy and the one with pizza on his head.



PRO PINBALL: TIMESHOCK

The Web was a really great game released early last year to rave reviews. This is the sequel, and is more of the same. You get a new table, which is even better than its predecessors, though unfortunately is still flawed. The table is designed using Silicon Graphics technologies, and is really beautiful to look at. Awesome PCs will let you play the game in some unbelievable resolutions with up to 16 million colours! The table is 3D, with options to view in any conceivable angle. Every bit as good as the Web. Though in the options menu, things get a bit silly. Allowing you to change game settings, scoring and so on is fine, but performing lamp and ramp tests on your virtual table is pushing the simulation aspect too far. How about a sub game where you have to replace cracked glass? A very well designed table, though the ball movement spoils the overall enjoyment. **ALEX HUHTALA**

PINBALL

OUT NOW

BY EMPIRE

1-2 PLAYERS

- PRICE £34.99
- NO OTHER VERSIONS AVAILABLE
- PS VERSION PLANNED
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- PUBLISHED BY EMPIRE
- TEL 0181 343 9143



↑ Shoot the left ramp for millions. Ball held. Tilt, Tilt - warning Will Robinson WARNING!!!



BALLBLAZER CHAMPIONS

An update of one of the best 8-bit games ever. A futuristic cross between football and hockey as two players compete in various large arenas. There's a choice of eight characters and their craft, plus if you do well there is an all-important upgrade shop, with power-ups thrown into the mix. Is it as good as the original? Unfortunately not, though it comes very close. The speed to begin with is too slow, and the views available don't allow you to see your opponent. Gone is the split-screen approach of the original, allowing you to always view your opponent. Instead single-player games are viewed full-screen. Gone too is the scoring system, where longer, more skillful goals were awarded more points. It looks very pretty, with lots of PlayStation effects being used to their full advantage, though the once-classic gameplay is a little too flawed to warrant 'must-have' status. **ALEX HUHTALA**

FUTURE SPORTS

OUT NOW (US)
AUTUMN (UK)

BY LUCASARTS/
FACTOR 5

1-2 PLAYERS

- PRICE IMPORT
- 8-BIT VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255



↑ Not quite a blaze of glory, but those balls sure is hot. Heh, heh I'd like to chomp your balls!

ARCADE

(C) SEGA ENTERPRISES LTD 1997

PLAYERS GUIDE

THE HOUSE OF DEAD



KEY	
BRIDGE	DESCRIBES THE AREA YOU'RE IN.
4	THIS INDICATES A ROUTE JUNCTION.
D	SIGNIFIES A ROUTE LEAVING THE MAP.
G	SIGNIFIES A ROUTE JOINING THE MAP
BOSS	SHOWS YOU WHERE THE BOSS IS!

STAGE 1

MANOR GROUNDS

1 JUNCTION 1

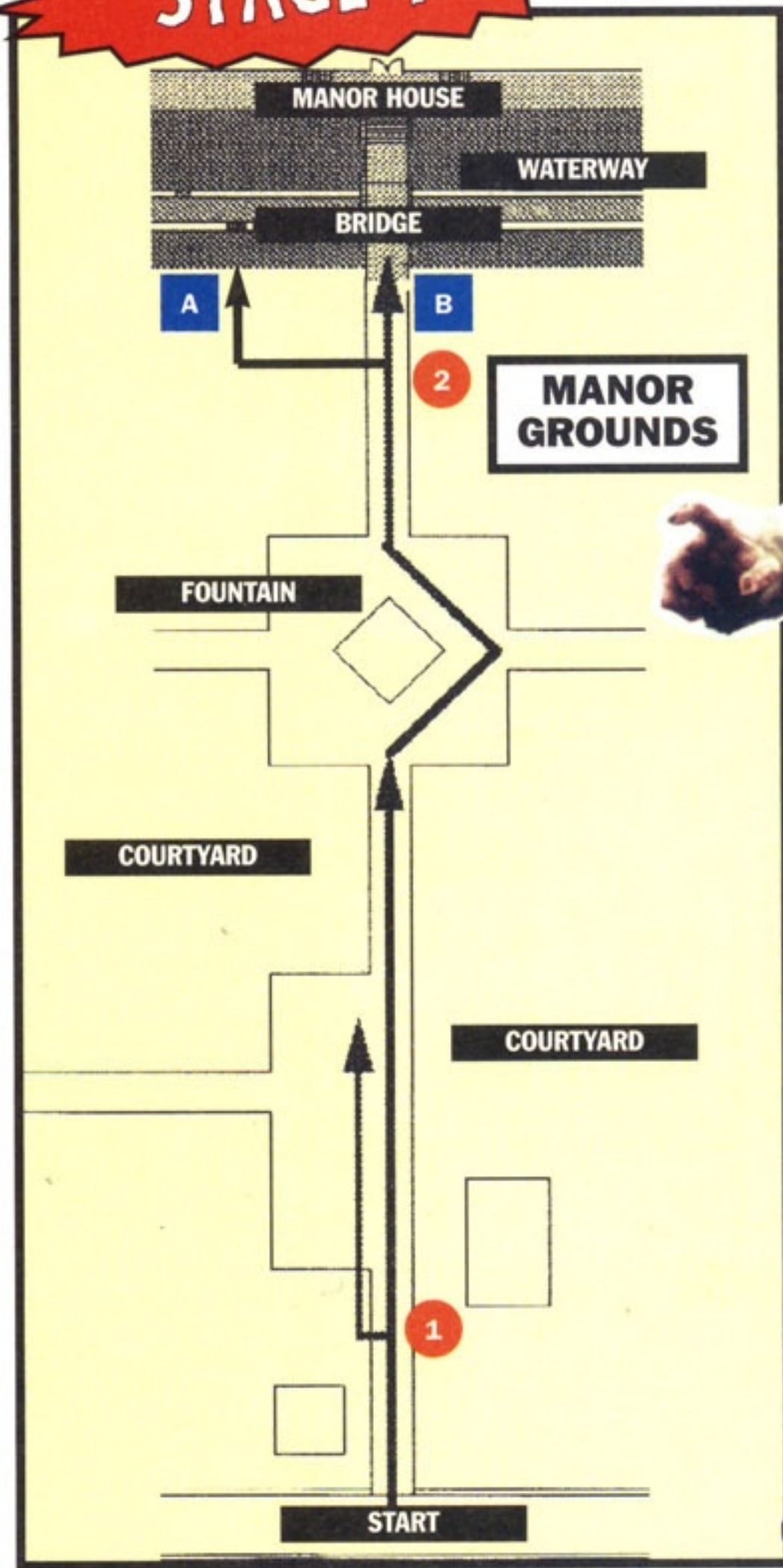
On entering the opening courtyard there are two scientists fleeing from attacking zombies. Save the scientists and you proceed more swiftly to the fountain. If either scientist dies you face more zombies. There's no real change in your route, so this junction isn't that important, but you want to save the scientists for more life bonus.

2 JUNCTION 2

Approaching the bridge front of the manor house, there's a zombie carrying a scientist. Kill it before the scientist is thrown over the side of the bridge. The scientist rewards you with a LIFE-UP and you proceed to the main entrance of the manor house. If you fail, you walk down to the WaterWay - the only way to get to the Water Wheel Room (leads to J7).

COMMENT

"If you head to the waterway, shoot the red barrel on the opposite side of the river (next to the zombie) to reveal a LIFE-UP!"



MANOR HOUSE - GROUND FLOOR



3 JUNCTION 3

In the Entrance Hall of the manor house you are attacked by two monkey zombies. Shoot the right monkey and you follow the left monkey upstairs to the first floor (leads to J6). If you shoot the left monkey then you proceed straight ahead through the double doors smashed open by a zombie (leads to J4).

COMMENT ON J3

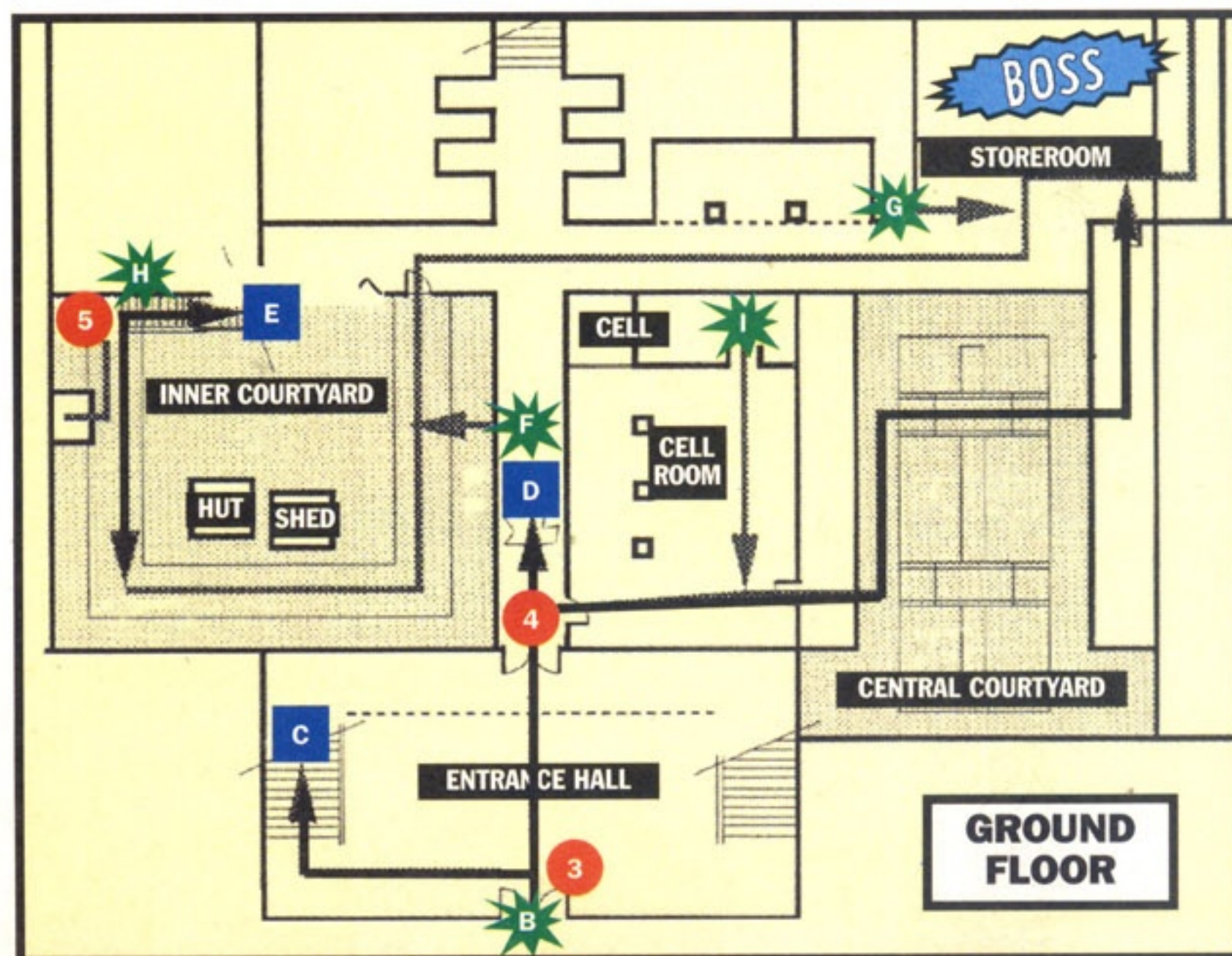
"If you aren't pushed into the courtyard, going upstairs is the easiest way to get to the BOSS, plus the next scientist you save yields an LIFE-UP. However, the other route is more exciting."

4 JUNCTION 4

Proceeding down the Main Hallway you're stopped by a huge hole in the floor. As you turn around you're attacked by a zombie. If the zombie hits, you're pushed down the hole into the basement (see J7). If you kill the zombie, you go directly into the Cell Room (leads to Central Courtyard).

COMMENT ON J4

"Falling down the hole gives you a longer route to the BOSS with more opportunity to increase your score."



CELL ROOM

Which ever way you enter this, get ready to shoot the switch on the wall. This frees the scientists within the cell. Now quickly shoot the zombie inside to free a scientist who give you a LIFE-UP.

5 JUNCTION 5

In the Inner Courtyard, the stairs leading up to the first floor are blocked by rubble. Shoot the rubble and it collapses allowing you to go up (leads to J6). If you don't shoot it, you must walk around the courtyard (leads on to storeroom). Going up the stairs is the easier route, as the path round the Inner Courtyard is fairly dangerous.



MANOR HOUSE - FIRST FLOOR

6 JUNCTION 6

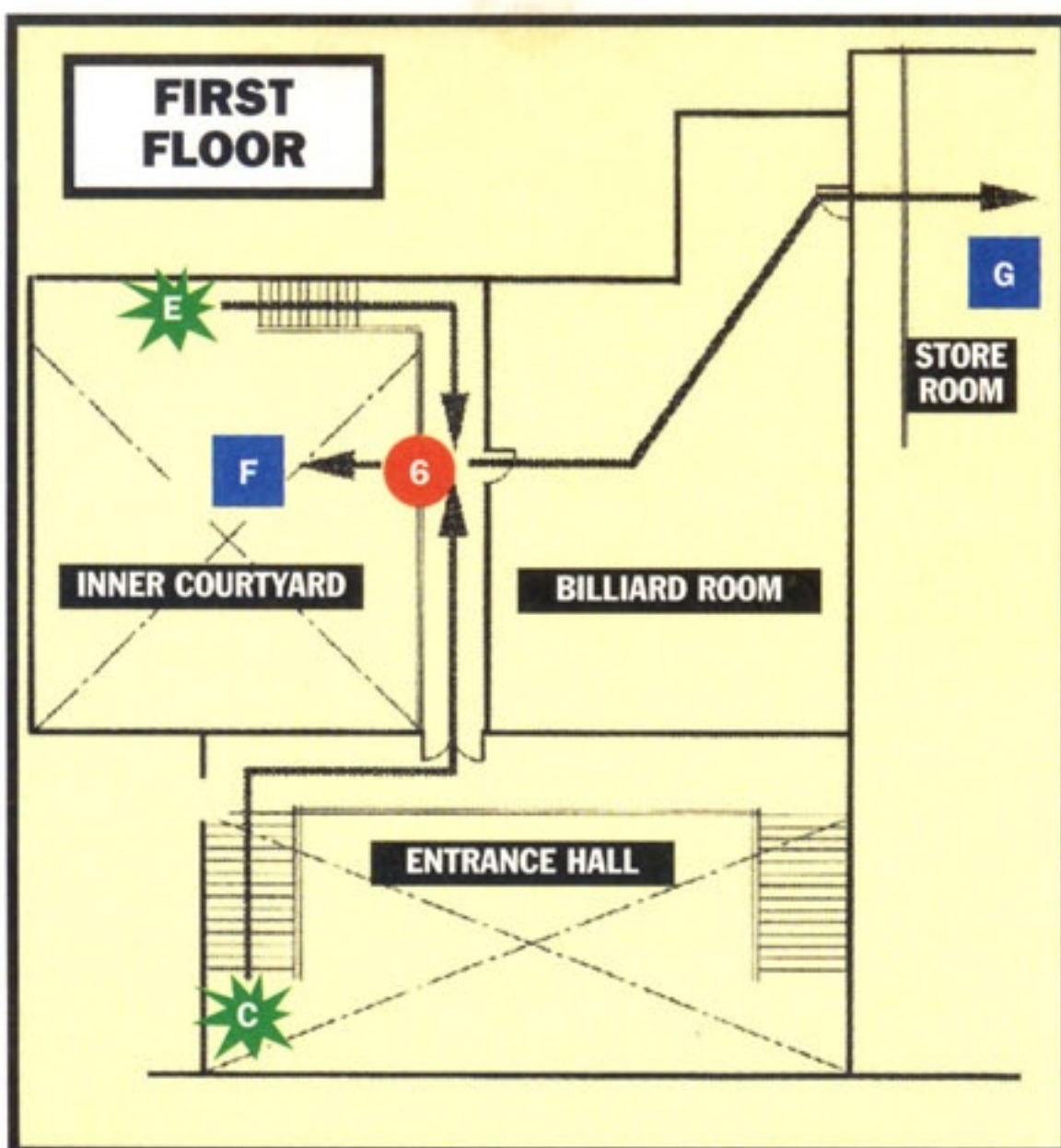
As you go to open the door to the Billiard Room, it's suddenly opened by an attacking zombie. If it hits you, you're pushed over the railing and fall into the Inner Courtyard (leads on Ground Floor). If you kill the zombie, you proceed into the Billiard Room (leads on to BOSS).

COMMENT ON JUNCTION 6

"This is your only way to the Billiard Room so unless you want to suffer damage from falling, kill that zombie. However, going via the Inner Courtyard is more challenging and offers a chance at a higher score."

BILLIARD ROOM

After the first zombie pops out from behind a billiard table, take care! The next character to emerge is a scientist!



- ↑ **STEP 1.** Hit that weakspot on his Chariot's chest.
- **STEP 2.** Strip off his flesh when he's exposed!

FIRST BOSS! CHARIOT

LOCATION: Chariot drops down through a glass skylight in one of the larger rooms of the manor house as you're about to rescue Sophie.

WEAK POINT! Chariot is a huge zombie clad in indestructible armour, however there is a hole in the armour over its right breast. Shooting anywhere but here is hopeless. You can tell when you hit because a sickly yellow fluid pours out. It's quite small, but he's slow moving.

ATTACK! Chariot lumbers forward, attempting to get close enough to slash you with his huge battle axe. Only shooting his weak spot slows him. Just keep rapid-firing at it until all his armour flies off. Now start shooting all his flesh off. Start with the legs to stop him running, then hit the arms. Don't waste time shooting at any exposed bone. He soon keels over.

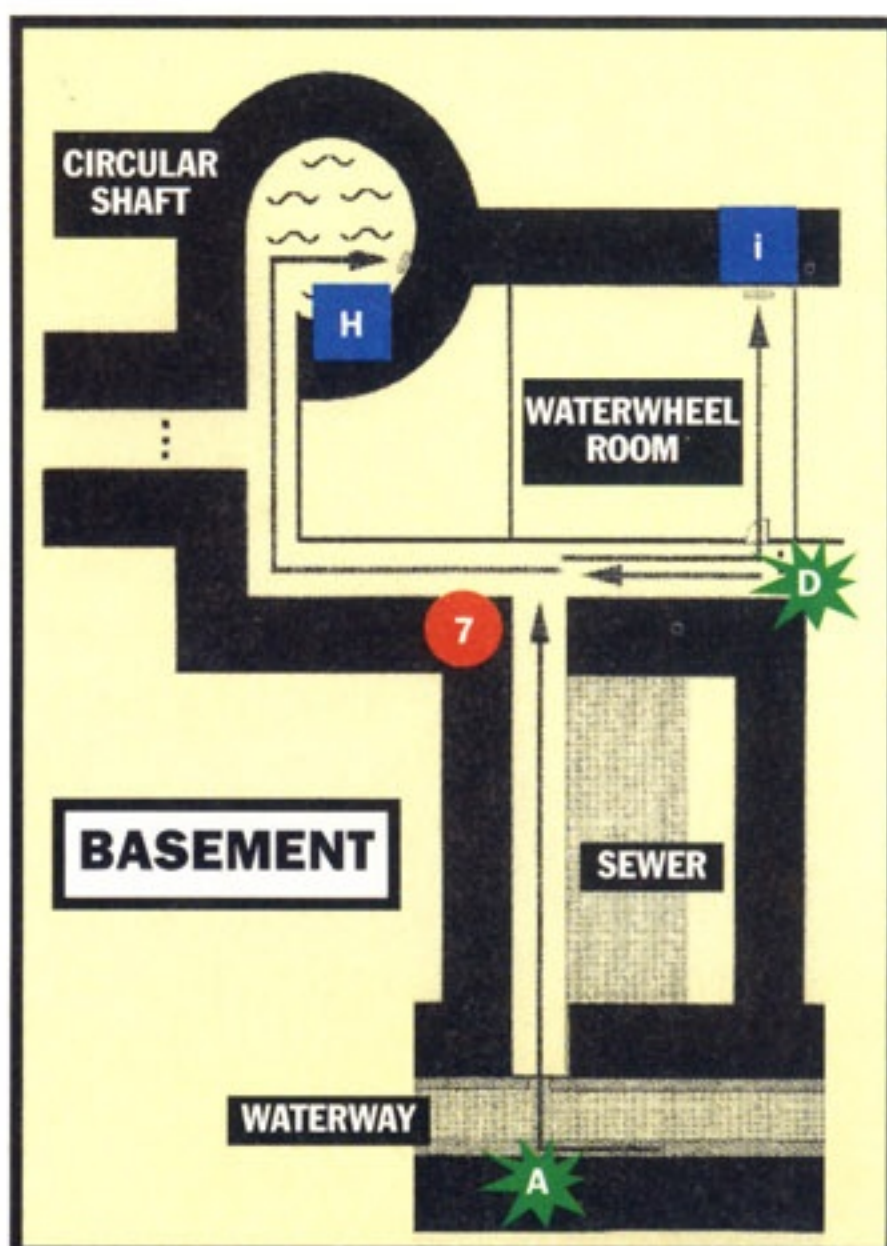
MANOR HOUSE - BASEMENT

7 JUNCTION 7

Reach the T-junction and you see a scientist being attacked. Rescue him and he points you to the Water Wheel Room (leads on to Cell Room). If he's killed, you go to the Circular Shaft (leads to J5).

NOTE: This junction is only for those who have come from WaterWay. Those who have fallen through the hole are too late and the scientist has already been killed so you automatically go to the Circular Shaft.

⚠ **WARNING!** Bubbles are a sure sign that at any moment something is going to jump out of the water. In particular look out for the Ebitan-A (slime humans) and Buelu (frogs).



STAGE 2



MANOR HOUSE - SECOND FLOOR

8 JUNCTION 8

On the floor is a trapdoor. Shoot it and you proceed down a chute to the ground floor (leads to the Kitchen). If you ignore the trapdoor you go through the door (leads to J9). Going down the chute certainly gives a more claustrophobic experience of narrow winding corridors, compared to the usual open rooms.

9 JUNCTION 9

As you cross the walkway you can see a control panel on the opposite wall. If you shoot it, the walkway will lower to the first floor (leads to Kitchen). If you ignore it, you proceed to the Art Room. Going down is both the harder and the more interesting route.

10 JUNCTION 10

As you enter this decaying room, parts of the floor collapse. If you are then hit by a zombie you fall into the Bar below. Kill the zombie and you go to the Hall (where all routes join back up). It's best not to fall down as you both lose life and don't really get to see anything special. If you want to explore downstairs try J8 or J9 instead.

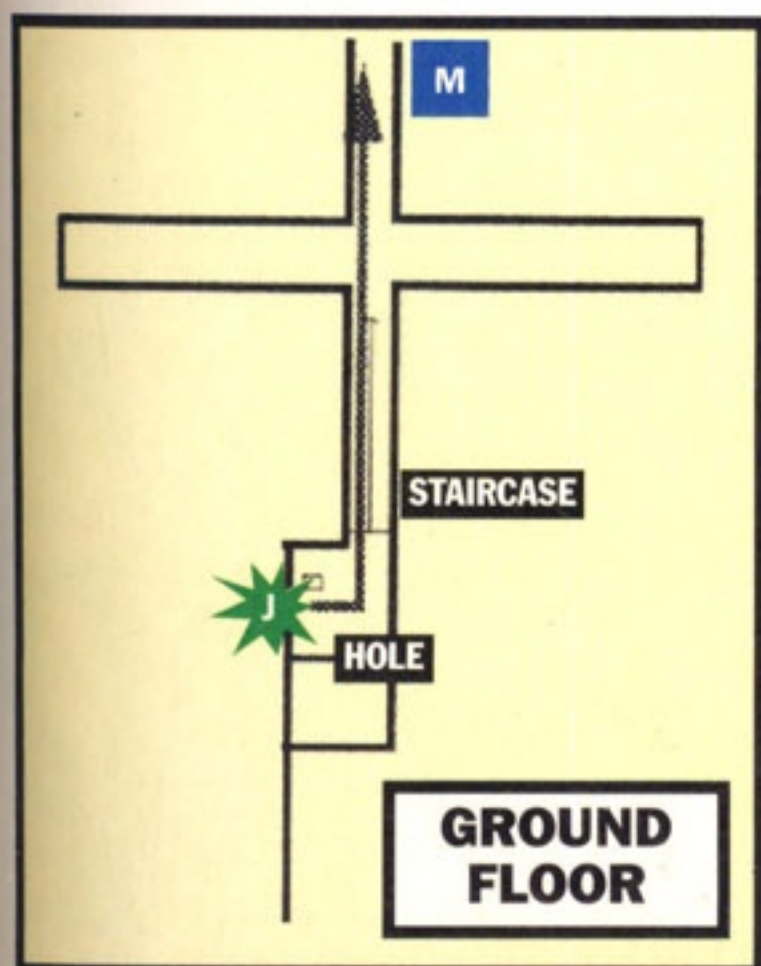
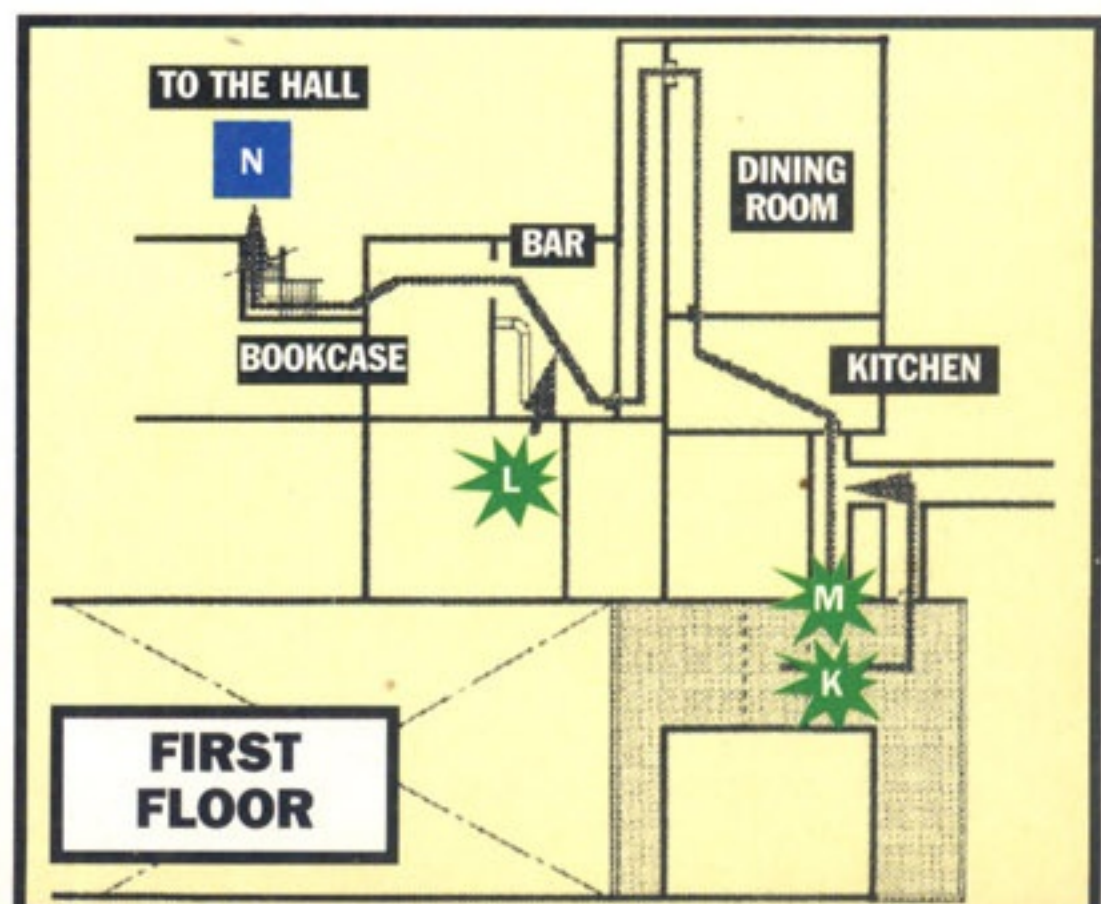
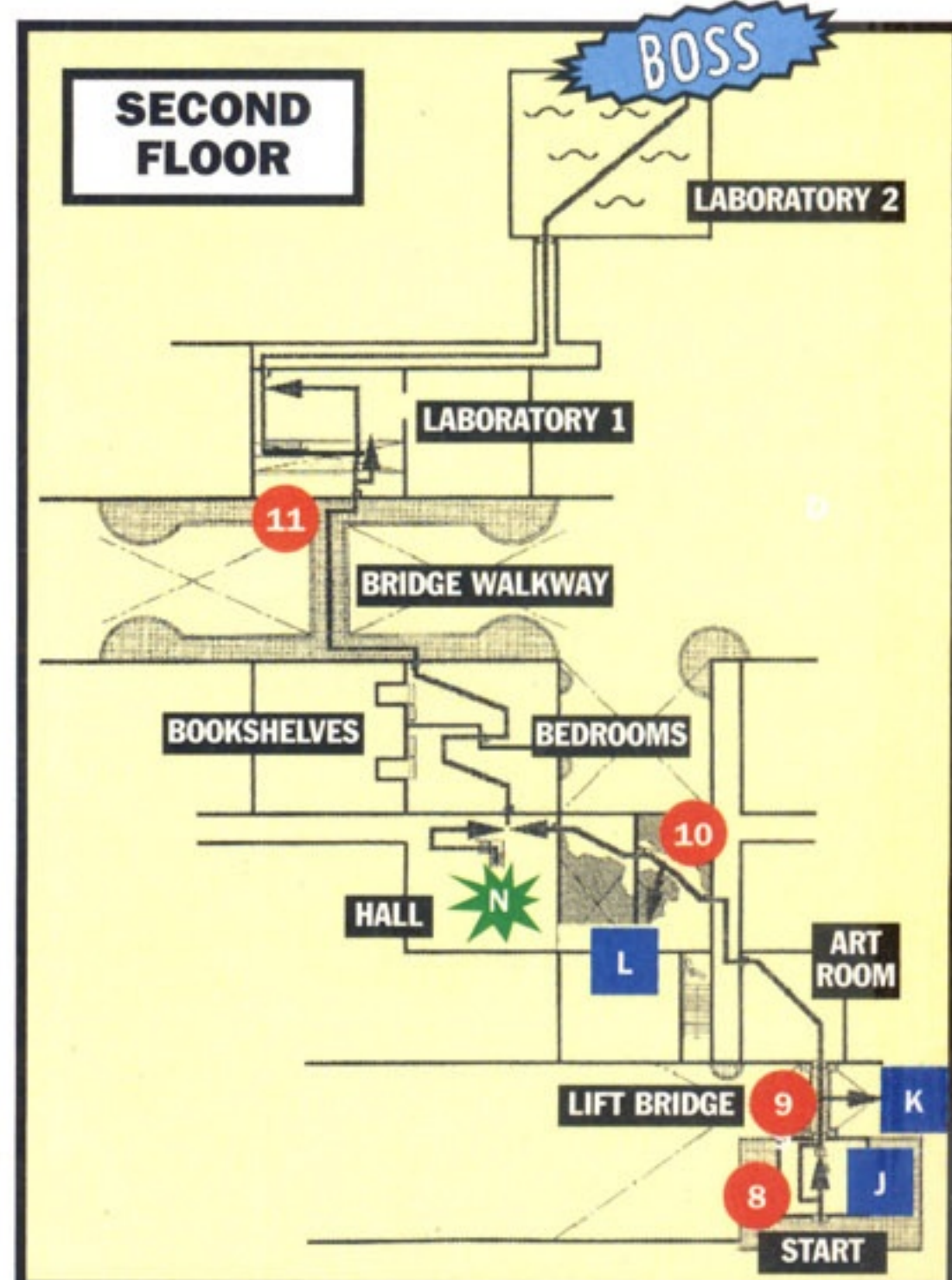
THE BEDROOMS

In these maggot-filled quarters, look out for the bookshelves! Shoot the first one open to reveal a scientist who give you a LIFE. The shelves in the second room (next to the aquarium) harbour a zombie!



11 JUNCTION 11

The laboratory is divided into two by a lower room area. If you shoot the control panel, a walkway platform raises allowing you to walk across. If you ignore it, you jump down into the lower room area then come back up the steps.



ARCADE



COMMENT ON J11

There's no basic change in your route, but going straight across walkway does give the opportunity to battle something unusual! Going down gives you more shooting potential and a chance to raise your score, but is harder."

BOSS 2! HANGEDMAN

LOCATION: The Hangedman appears in the air over a large central courtyard while you're walking along an outside walkway on the roof.

WEAK POINT! The entire main body and head is susceptible to damage. You can tell when you hit because he flashes. To compensate for this he's really fast.



ATTACK! The Hangedman is surrounded by an army of zombie bats (26 of them) known as the "Devilons". The devilons fly around Hangedman until ordered to swoop down and attack you in groups of 1, 2 or 3. At first it's difficult to see which ones are attacking until they're fairly close. They only attack once each whether you kill them or they hit you. After Hangedman sustains half damage, all the remaining devilons drop from the sky (presumably dead) and he attacks. Hangedman first flies left to right, occasionally swooping in to strike with his claws. Once down to 25% damage he flies off and your character continues along the roof. However, without warning the Hangedman swoops down, knocking your character off the walkway. Before plummeting to his death, your character grabs the end of the roof with one hand and the attack continues. This time Hangedman prefers to soar up high in the sky and dive down at you. After diving it flies across the courtyard, occasionally flying up from directly below as well. Fire even when he's in the distance to win as quickly as possible.



HOUSE OF THE DEAD PLAYER'S GUIDE!

STAGE 3



SECURITY ZONE

12 JUNCTION 12

In the final room of this area are two elevators. Shoot the left control panel and you ride in the left elevator (ROUTE 1). Shoot the right control panel and you ride in the right elevator (ROUTE 2).

COMMENT ON JUNCTION 12

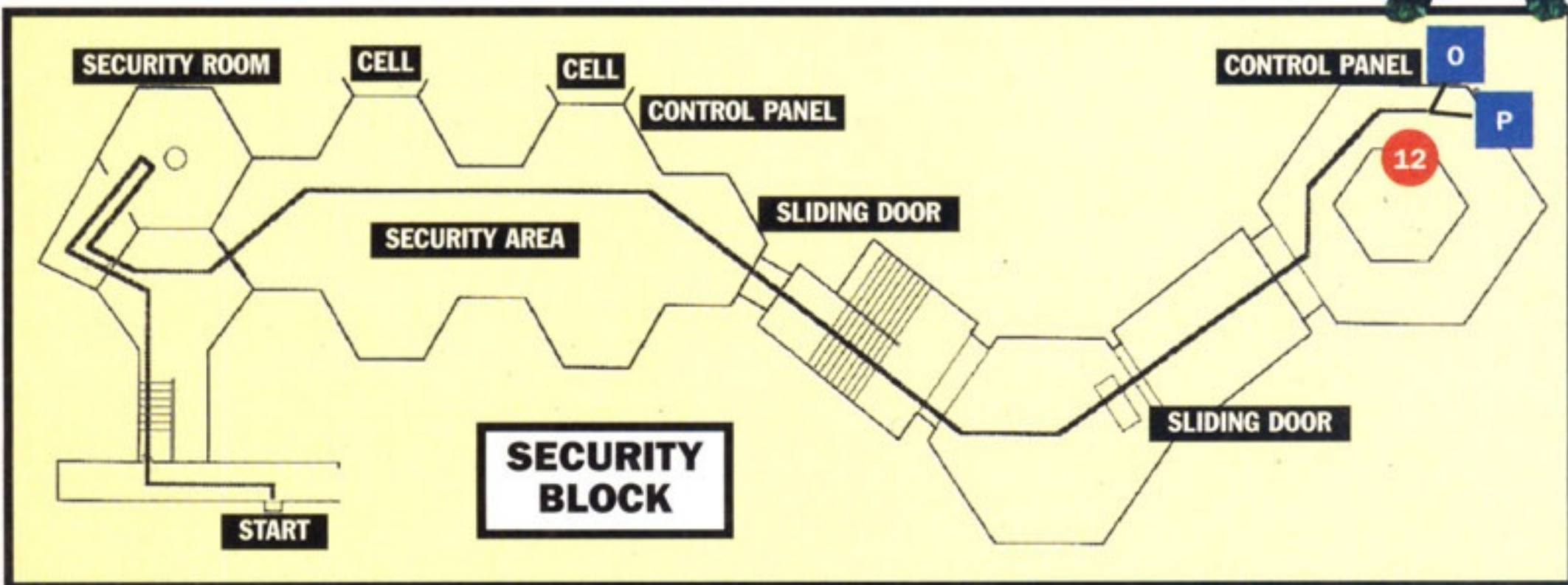
"Zombies appear from both elevators before you get in, but if you ride in the left elevator, you are attacked twice on the way down, while the right elevator is safe."

O ROUTE 1

The path leads through a large factory section, with zombies throwing projectiles (axes, barrels, themselves!). Because they are all at a distance, this is the better route for an accurate marksman.

P ROUTE 2

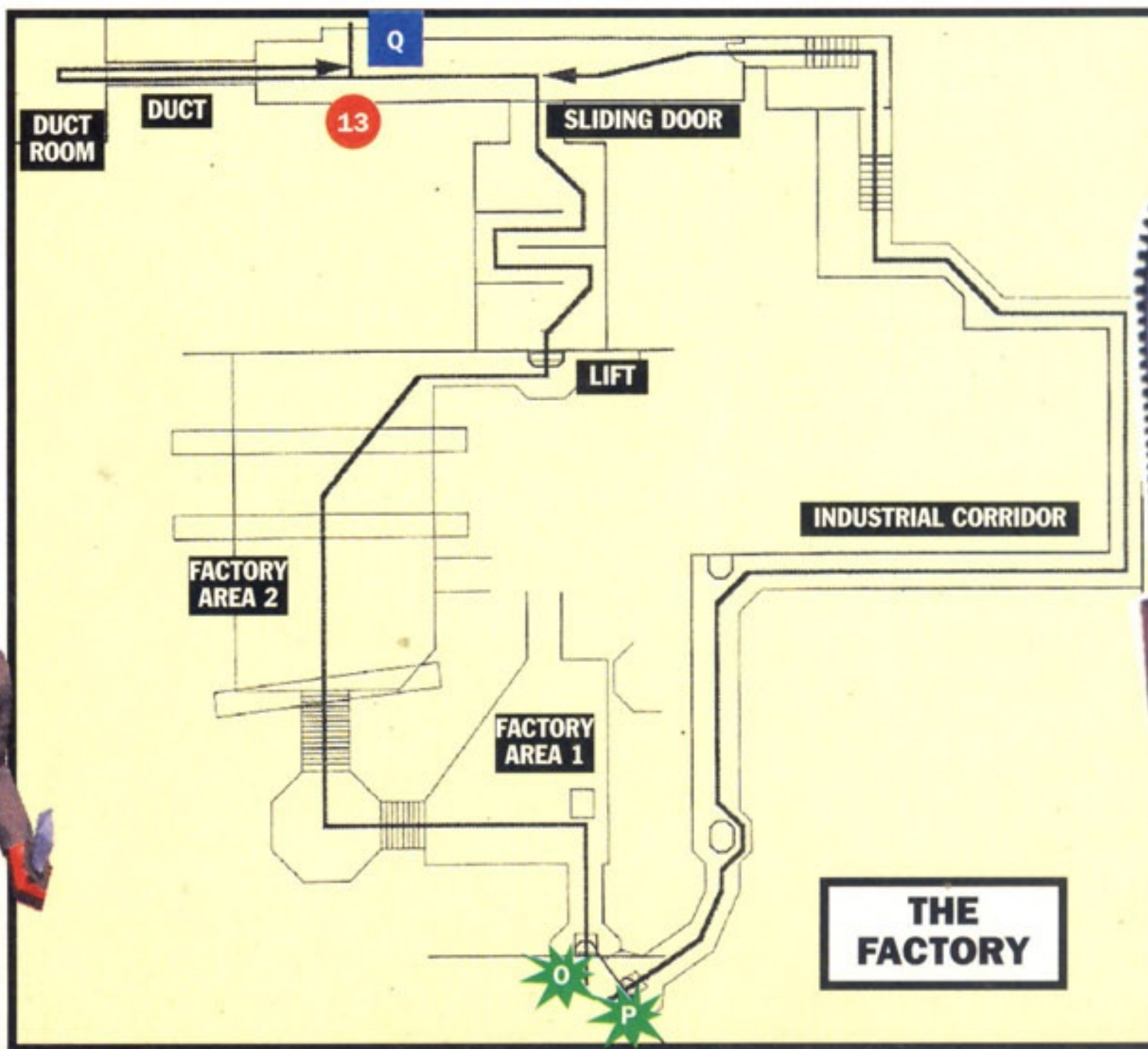
Leads you through a claustrophobically narrow duct. Here the zombies surprise attack close in! This route is recommended only to those with super-fast reactions.



FACTORY ZONE

13 JUNCTION 13

Coming down the corridor you see a scientist being attacked by a zombie. Save the scientist and he gives you a security card to go through the door. If the scientist is killed he falls down the chute into the Duct Room. You then follow him to retrieve the security pass. No real difference in route, but entering the Duct Room is quite fun and increases your score.



ARCADE

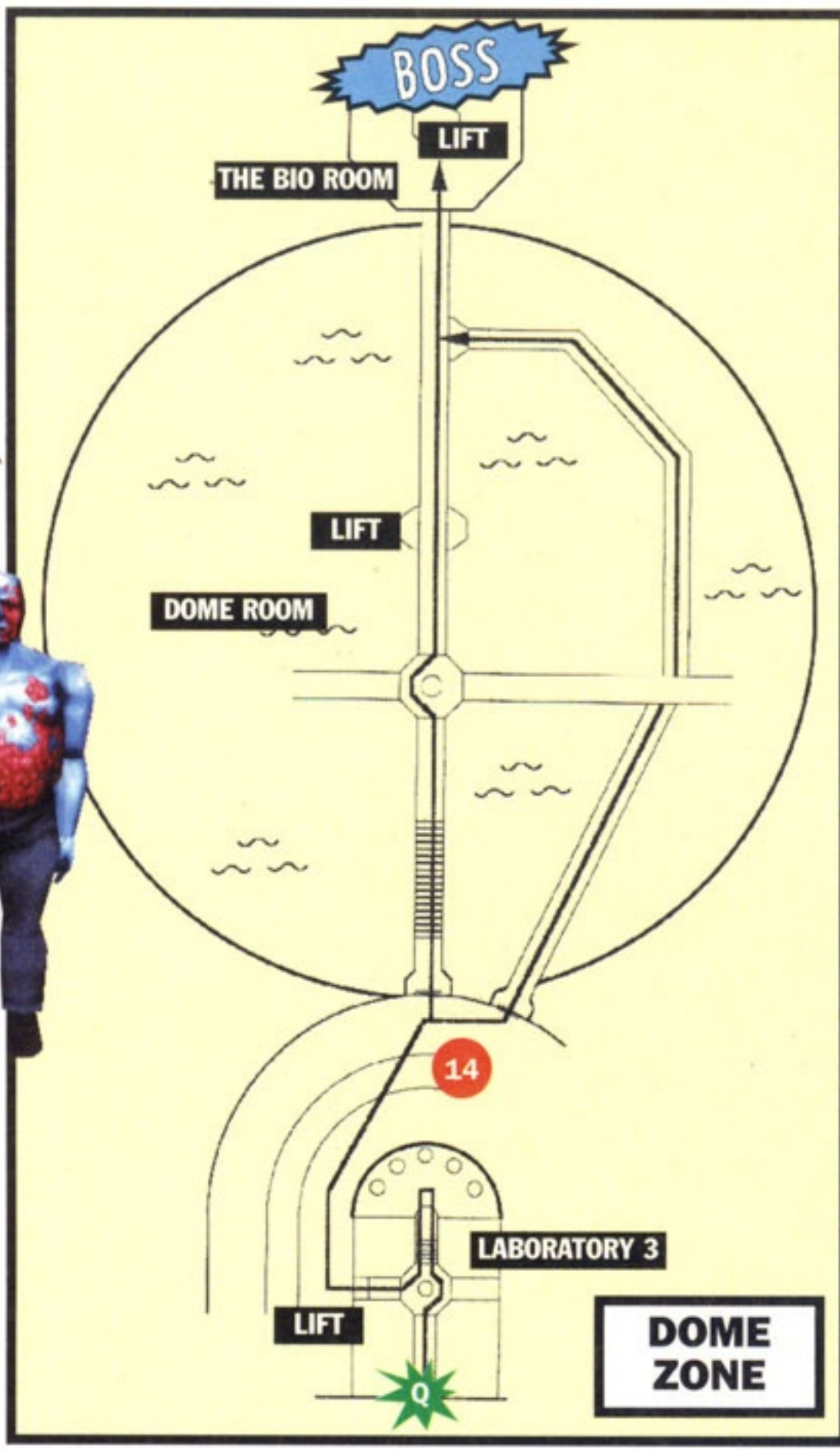
DOME ZONE

14 JUNCTION 3

There are two entrances into the Dome Room. If you shoot the shutter across the left entrance then you proceed through the left entrance. Otherwise you proceed through the right entrance.

COMMENT ON J14

"The left entrance is the easier route and most is also the most interesting. Only go right if you want more of a challenge!"



BOSS 3! HERMIT

LOCATION: In the strangely designed "botanical" room at the end of stage three, you meet Dr. Curian for the first time. As he makes his escape via a secret elevator your pursuit is halted by the Hermit.

WEAK POINT! The head is the only weak area with the armoured body and legs deflecting all bullets. Although its head is a fairly large target Hermit's legs often partially obscure it. You can tell when you hit because blood gushes out and the head flashes.

ATTACK: At first you are at the top of the elevator looking down. This gives you an advantage, because he simply climbs up and down the elevator shaft attacking with his front legs. His head is always bobbing back and forth, so learn to judge the timing of head. After one third damage, he retreats down the elevator shaft which changes from vertical to horizontal about 10-15 metres down. You follow Hermit who recommences his assault. Turning around, he fires web-balls from his backside. The web balls aren't particularly fast, so you do have time to reload. Miss them though and some obscure your vision, shielding Hermit's advance. After two thirds damage, Hermit attacks with his clawed legs. He doesn't retreat so far down the shaft when hit and quickly attacks again. This time he uses his front legs to shield his head while advancing. Rapid fire regardless to end this confrontation quickly.



STAGE 4



FINAL AREA

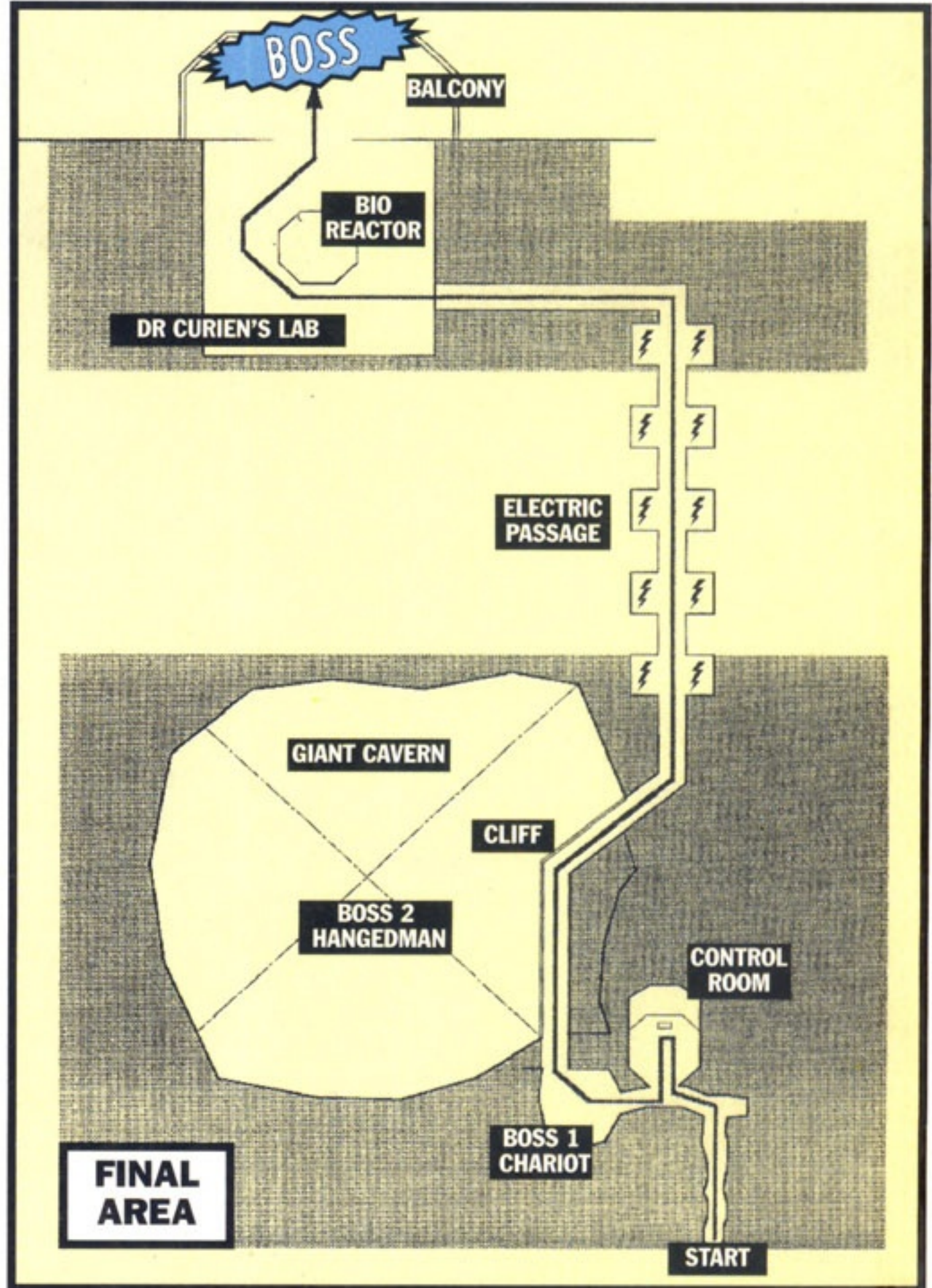
The final stage features no route changes. It is however, broken into four main blocks. The first, control room, sees you facing Chariot (the first level boss) again. Beat him and you move onto a large cavern wherein awaits Hangedman (the second boss). Beat him and you face a final corridor filled with crackling pillars of electricity. These do you no harm, but zombies do keep popping out. At the end of this, you see Dr Curien who leads you into the final chamber – his secret laboratory!

BOSS 4! MAGICIAN

LOCATION: The Magician is released from the Bio-Reactor by Dr. Curian in the final secret laboratory, but escapes and goes outside onto a large balcony.

WEAK POINT! The weak point blueprint says 'unknown', but look carefully and there are several easily recognised "unfinished" body areas that are vulnerable – lower right leg, upper left arm etc. You can tell when you hit because he flashes.

ATTACK! First he flies around shooting energy-balls at you, sometimes only using one hand (for a double energy-ball attack) and sometimes using both hands (for a quadruple energy-ball attack). Use the motion blur to home in on Magician's movement, to damage him before he can shoot his energy-balls. Succeed and he pauses for a while – a great opportunity for more hits. Do sufficient damage and the Magician's blur shadow changes from blue to red and he increases speed slightly. This time he only uses one energy-ball, but instead of shooting it at you, he comes right up close and smacks you with it. He's an easy target, so even if you take damage make him pay for it. After that he returns to the first attack pattern. Once nearing death, the Magician generates a large number of energy-balls, throwing them up and raining them down on you. He's quite far away, but doesn't move around while summoning up the energy-balls, so inflict a lot of damage. When the fireballs come down you need fast accurate shooting to take them all, before they hit.



HIGH SCORES!

There are three endings in *HotD*. However the only way to see the true ending is to get 1st ranking (62,000). To help you out, these are the all-important point values.

Each rescued scientist:	+400
Each scientist killed by a monster:	-100
Each scientist killed by you:	-200
Each monster killed:	+80
Each time you shoot a monster's head:	+120
Each time you are hit by a monster:	-100
Each time you collect a medal:	+200
Each time you collect a golden frog:	+1000
Stage 1 Boss:	+1500
Stage 2 Boss:	+1500
Stage 3 Boss:	+1500
Stage 4 Boss:	+2500



75% COMPLETE

SEGA SATURN

FIGHTING GAME

BY AM3

AUG RELEASE

1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
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Sega's AM departments continue to produce brilliant translations of their best arcade games, and *Last Bronx* is coming on a treat!

The Saturn version of *Last Bronx* is coming on very well indeed. Last month we showed you the first version of the game, specially created for the Tokyo Game Show, but now we have a far more complete game. With all the fighters and most gameplay features already there, it may seem that work on Saturn *Last Bronx* is almost over, but AM3 are currently adding loads of new features especially for Saturn owners. This month we take a look at the eight gang leaders taking part in the battle to decide who takes control of the entire city!

LAST BRONX



The characters are really detailed when close.

STATUS REPORT!

The Saturn conversion has come on a long way since the Tokyo Game Show version featured last issue. All of the main characters are now in the game, all the backgrounds are working, and the motion blur traces have been added to the weapons. There's still a lot of work to be done though - fighter shadows need to be coded, plus AM3 are likely to add lots of new features. Hopefully these will include some more hidden fighters as well as the usual survival, training and team battle modes.



PAINT THE FENCE

While the walls aren't as big as those in *Fighting Vipers*, they are still useful. A simple jump lets you get on top of the wall, and any button will make you jump off with an attacking move. Ring Outs are possible, but not very common as the walls are just the right height to save fighters from most moves.



The walls aren't as much use when attacking as those in *Fighting Vipers*.



They are best used for jumping off to get away.

WARNING: MAY CONTAIN TRACES OF WEAPONS

The weapon traces have now been included to the Saturn conversion of *Last Bronx*, and they look excellent! Like *Soul Blade*, when a fighter swings their weapon they leave a visible blur trail behind them, giving an impression of speed and movement. Some of the more impressive moves cause brilliant trace effects!



The traces look super-fab!



This looks very painful.



IDENTIFY YOURSELF!

The Tokyo Game Show demo version of *Last Bronx* we showed you last month only featured four of the main characters. This latest version has all

eight of them in place, along with the hidden boss – Red Eye! Here's a bit of information about each of the fighters in the tournament.

YUSAKU

SEX: MALE
AGE: 19
HEIGHT: 171 CM
WEIGHT: 66 KG
GANG: NEO SOUL
STAGE: NAKED AIRPORT
WEAPON: 3-NODE ROD



A GOOD ALL ROUND FIGHTER WITH A QUICK WEAPON AND DECENT SPEED, HIS VARIETY OF MOVES MAKES HIM ONE OF THE BEST CHOICES FOR STARTERS.



ZAIMOKU

SEX: MALE
AGE: 26
HEIGHT: 183 CM
WEIGHT: 102 KG
GANG: KATSUSHIKA DUMPSTERS
STAGE: NIGHTMARE ISLAND
WEAPON: MALLET



THE OLDEST, BIGGEST, STRONGEST, AND SLOWEST OF THE FIGHTERS IN THE *LAST BRONX* TOURNAMENT.



LISA

SEX: FEMALE
AGE: 17
HEIGHT: 159 CM
WEIGHT: 45 KG
GANG: ORCHIDS
STAGE: MOONLIGHT GARDEN
WEAPON: TWIN STICKS



A VERY QUICK YOUNG FIGHTER WITH LOTS OF HIGH SPEED COMBOS USING HER TWO WEAPONS, HER JUMP ATTACKS ARE GOOD FOR COMBOS.



JOE

SEX: MALE
AGE: 23
HEIGHT: 179 CM
WEIGHT: 76 KG
GANG: SHINJUKU MAD
STAGE: DARK ROOFTOP
WEAPON: NUNCHUKAS



JOE IS VERY GOOD AT QUICK DASHING COMBOS WITH HIS NUNCHUKAS, BUT HAS A SLIGHT DELAY AFTER CERTAIN MOVES WHILE HE SHOWS OFF HIS SKILLS.



NAGI

SEX: FEMALE
AGE: 23
HEIGHT: 167.5 CM
WEIGHT: 52 KG
GANG: DOGMA
STAGE: TEARS BRIDGE
WEAPON: SAI



ANOTHER FAST FIGHTER, NAGI USES HER SAIS IN LOTS OF CLOSE RANGE MOVES. TROUBLE IS, SHE WEARS SOME REALLY NASTY 80S CLOTHES.



KUROSAWA

SEX: MALE
AGE: 25
HEIGHT: 177.5 CM
WEIGHT: 71 KG
GANG: ROPPONGI BEAST SOCIETY
STAGE: RADICAL PARKING LOT
WEAPON: WOODEN PLANK



WEARING A GROOVY SUIT AND BANDANA COMBINATION, KUROSAWA USES HIS WEAPON LIKE A BASEBALL BAT!



TOMMY

SEX: MALE
AGE: 18
HEIGHT: 165.5 CM
WEIGHT: 54 KG
GANG: HELTERSKELTER
STAGE: CROSS STREET
WEAPON: POLE



HIS POLE GIVES HIM A LONG REACH, BUT TOMMY'S NOT AS POWERFUL AS SOME OF THE OTHER CHARACTERS, MAINLY DUE TO HIS SIZE.



YOKO

SEX: FEMALE
AGE: 20
HEIGHT: 163.5 CM
WEIGHT: 49 KG
GANG: G-TROOPS
STAGE: LUST SUBWAY
WEAPON: TONGFERS



DRESSED IN HER COMBAT GEAR, YOKO IS ONE OF THE BEST FIGHTERS FOR FLOATING COMBINATION ATTACKS AND DAMAGING THROWS.



RED EYE

SEX: MALE
AGE: UNKNOWN
HEIGHT: UNKNOWN
WEIGHT: UNKNOWN
GANG: UNKNOWN
STAGE: UNKNOWN
WEAPON: TONGFERS



HE'S THE FINAL BOSS IN THE ARCADE BUT THERE'S A SECRET WAY TO PLAY AS HIM. RED EYE LOOKS VERY STRANGE, AND FIGHTS A LOT LIKE YOKO, ONLY MUCH FASTER.



SPOONS AT TEN PAGES

As fans of arcade *Last Bronx* will know, there's an excellent – if pointless – cheat which changes all of the fighters' weapons. Well, it's already in the Saturn conversion! It transforms the weapons into strange household objects, making the game completely surreal! For example, Tommy's fighting pole is turned into a broom, Yoko's Tongfers are turned into umbrellas, and Kurosawa's wooden sword becomes a giant fan!



↑ Here's the terrifying Zaimoku beating Tommy with a giant fish!



↑ Joe fights with two corn cobs on a chain in the hidden mode!



↑ Nagi doesn't look quite so deadly with giant kitchen utensils!



PLEASE HOLD FOR
MORE LAST BRONX

We won't be able to review a finished version of *Last Bronx* for a while, but we'll keep you updated on any developments on the way.

NEW GAMES



	3D PLATFORM	BY KONAMI	<ul style="list-style-type: none"> • NO OTHER VERSION AVAILABLE • SATURN VERSION PLANNED • STORAGE 128 MEG CART • RELEASED BY KONAMI TEL N/A
	AUG RELEASE (JP)	1 PLAYER	

One to take note of, if only because Konami reckon it will scorch the dungarees off Mario's back! Whatever happens, *Goemon 64* pushes N64 to the limits in a giant 128 Meg Cart!

Inside the gaming underworld Goemon has celebrity status. It's a similar situation to the popularity of Bruce Lee versus Jackie Chan – one is so well known your Grandma is in on it, the other is a legend with experts. Sort of. Also, like Mario, Goemon is something of a mascot for Konami, and has starred in their games since the late 1980's. The Goemon format has remained relatively unchanged in this time – platform action, crossed with puzzle-solving exploration. Using the N64's solid 3D technology, and drawing on their unique pool of creative talent, Konami aim to surpass everything achieved by *Mario 64*. Alrighty!

GOEMON

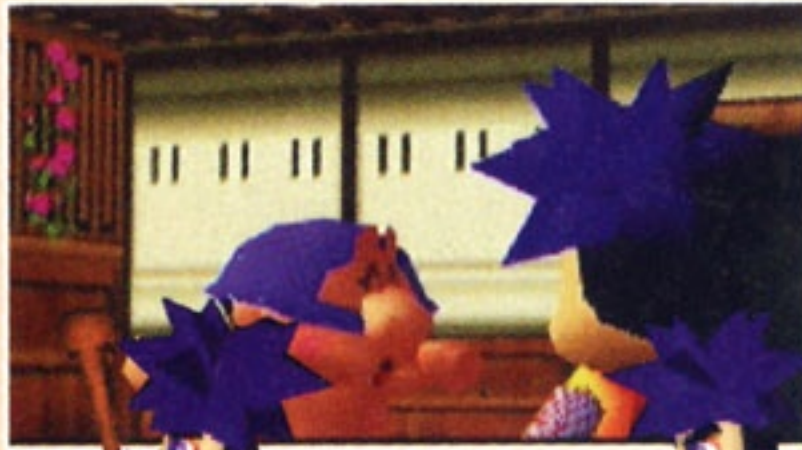


KONAMI'S MARIO 64 CHALLENGER!

WHO IS THIS SUPER HERO?

Just to remind the experts, and inform the rest of you, Goemon – the guy in red – is described as a Japanese 17th Century Robin Hood. Only he got caught. The authorities boiled Goemon in oil, inside a pot which since became known as the Goemon Pot. This is according to Konami's UK

office, by the way. Goemon's closest friend is Ebisu Maru, origin unknown, who is the hero's comedy sidekick. Players may switch between Goemon and Ebisu to overcome different sections of the game – press a button and the two exchange places in a puff of smoke.



TREASURE HUNTER GOEMON

Compared to *Mario 64*, the action in the dungeon areas are far more intense. Goemon or Ebisu are constantly bothered by enemies while they attempt to find keys, flip switches, and generally avoid getting lost. Enemies explode when they are hit, similar to *Mario 64*, and usually leave behind an item – money, or food. Also scattered around the dungeons are boxes containing similar items.



Aside from being a powerful weapon, Goemon's yo-yo can be used to latch onto boxes and drag himself at speed across floors.



NEW GAMES



LOOKING FOR CLUES

The storyline is carried along by conversation in the villages. Goemon visits many locations during the course of this adventure, learning of how extra-terrestrials are terrorising the land. In between stories of woe, Goemon and his pal Ebisu can visit shops to stock up on food, and buy protective clothing. They need these to survive in the 'dungeon' areas.



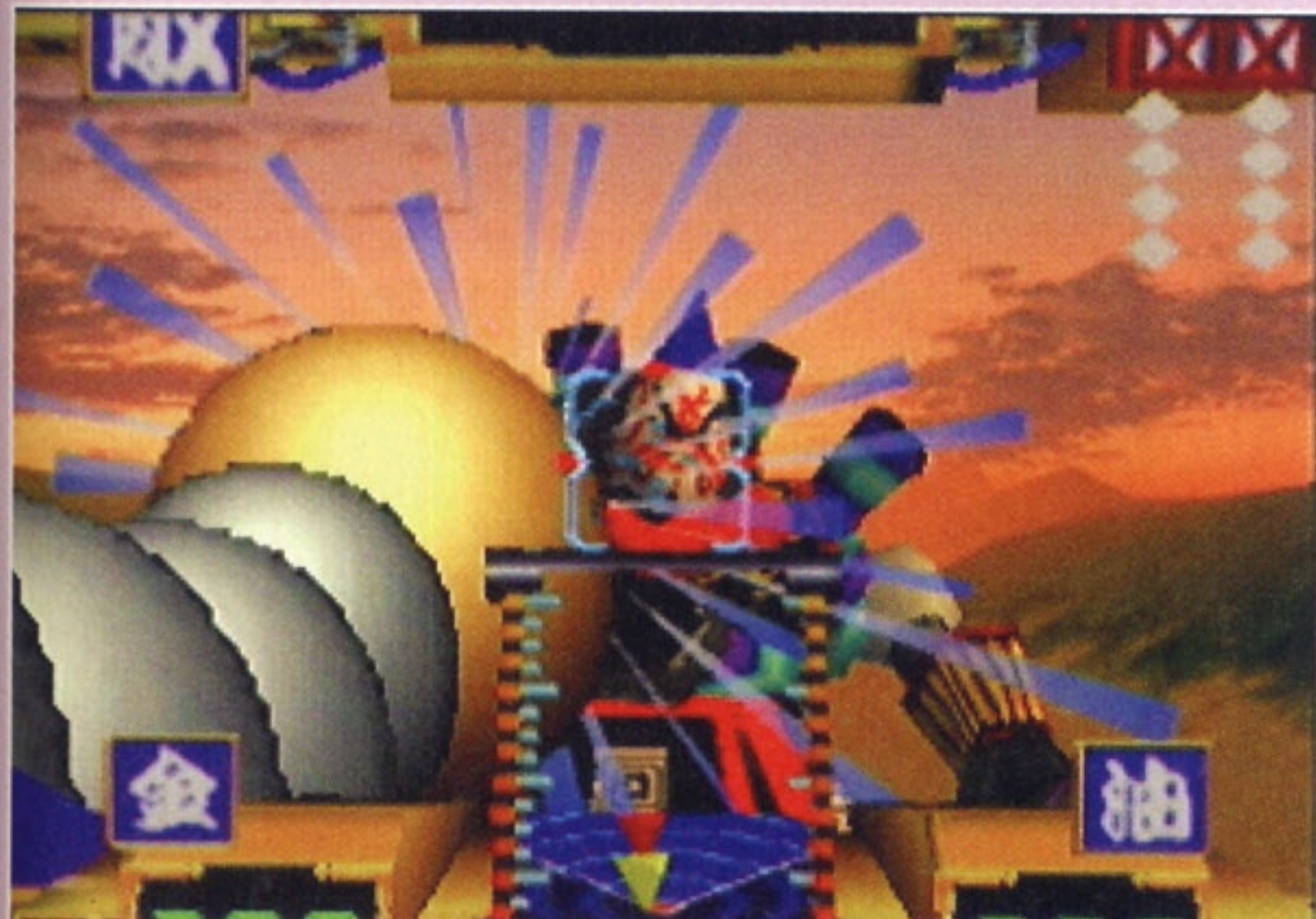
↑ Care must be taken when crossing this lava pool.



↑ He can swim, but not dive.



TOTALLY IN YER FACE!



Woah! The 3D battle sections are amazing in *Goemon 64*. Just like the technique pioneered in the Super NES versions, the action is viewed from inside the cockpit of a giant Goemon robot. Opponents are similar sized robots, who launch a fantastic array of attacks. Players are required to master blocking and punching with the robot's arms, and punishing blows with the extendible pipe weapon.



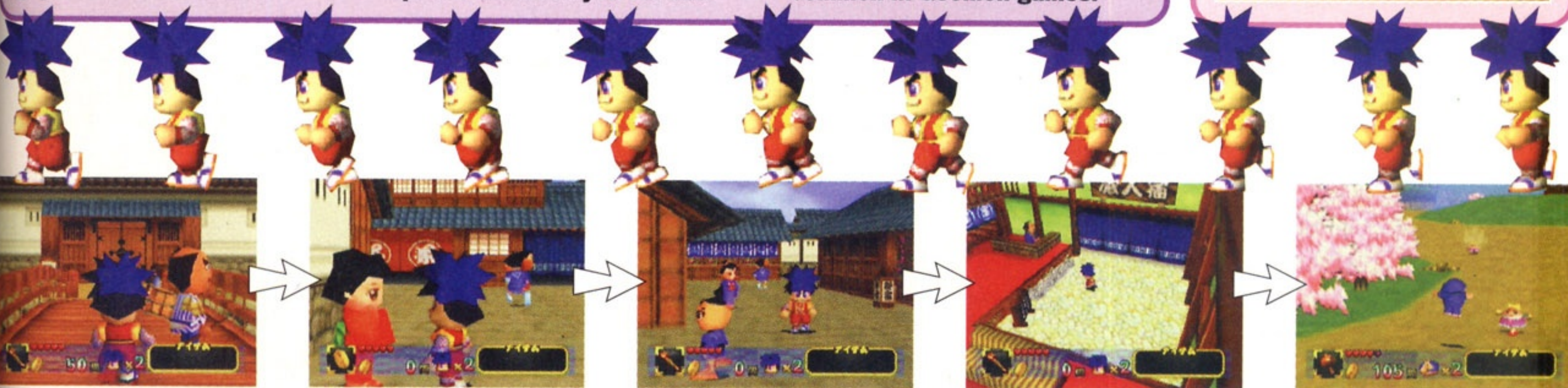
↑ Now the boss characters appear in terrifying detail! This guy has looks that kill!



↑ Slap to the face! This Kabuki-style mech has the power to knock you for six!



↑ Bizarre weapons such as these umbrellas are pretty common in *Goemon* games!



ITSA ME, GOEMON!

Control in *Goemon 64* is very similar to *Mario 64*. The characters Goemon and Ebisu move around at a speed dictated by the position of the 3D stick. Push lightly to walk, a little more to jog, and full tilt to run. Just like Mario these guys can swim, though in the version we played they

couldn't dive under the water. Instead of punching and kicking Goemon uses a pipe to thwack his enemy, and Ebisu uses a mallet. Both characters can crawl to slip beneath obstacles. For long range attacks the guys dig into their pockets for cash retrieved from defeated enemies.



↑ Players can view Goemon or Ebisu from any angle using the camera buttons, just like *Mario 64*.



↑ Changing facial expressions are a new feature Konami have introduced to their 3D characters.



TOO BIG FOR EUROPE SHOCK

Due to *Goemon 64* being presented on a massive 128 Meg cart, it's unlikely that Konami will consider releasing the game in Europe. It would cost too much (£100+). Add to that the problem of translating the Japanese text, and fans just don't have a hope. Kind of a low note to end the feature with. Try not to hate us for it. Hey, we could have kept this game a secret y'know!



60% COMPLETE	SEGA SATURN™	3D BEAT 'EM UP	BY CORE	<ul style="list-style-type: none"> NO OTHER VERSION AVAILABLE PLAYSTATION AND SATURN VERSIONS PLANNED STORAGE 1 CD RELEASED BY EIDOS TEL 0181 780 2222
	PC CD ROM	PlayStation™	SEPT RELEASE	

The legacy of the scrolling beat 'em up incarnate. *Fighting Force* drags the age old formula banging and crashing into the '90s.

We're not about to go shouting the house down for *Fighting Force*, after all this is a scrolling beat 'em up. And how many of these have we seen in the last decade! But this game is cool. In fact we're surprised countless other software houses haven't tried the same thing - bringing one of the most popular game styles up to date, with more bone-crunching realism than ever before. Only Sega's *Die Hard Arcade* comes close. Spring-boarding off every idea which made the classic *Streets Of Rage* and *Final Fight* games so successful, *Fighting Force* incorporates the popular 3D angle to great effect.



FIGHTING FORCE



ISMASHA YOUR FACE

Case you're one of the few people who doesn't know what a scrolling beat 'em up is, here's how *Fighting Force* works. In the main game, one or two players lead a street-fighting crime-buster in an assault on some big-city thugs. Your arena is the city streets. All fighting moves are pretty simple to perform: one button to attack, another to jump, with a third to trigger a special attack. Nowhere near as complex as *Tekken* or *Virtua Fighter!* The fun here is all gained from trashing as many crooks as possible, in a few imaginative ways.



STICKS AND STONES AND BITS OFF CARS



Our lesson in tradition continues with a resume of improvised weapons. At all times, unarmed combat is the best all-round way of serving justice. However there are alternatives. In the old-style scrolling beat 'em ups, weapons such as iron pipes, daggers, and smoke bombs were found mysteriously scattered in the street. To add an element of believability *Fighting Force* is a little less obvious. Resourceful players must look toward parked cars or drinks bars for help - smash a car into pieces to grab a piece of metal. Kick a bunch of drinks over for a broken bottle. It's a cool idea.

FOUR AGAINST ONE IS FUN

Though we are assured it exists, we must confess to seeing nothing as yet of the promised four-player rumble mode. This has been explained to us as an every man/woman for him/herself scenario, in an enclosed arena with no CPU controlled characters to get in the way. Guess the last person standing will be classed the winner. Who knows. Look forward to finding out though! And, by the way, you'll need a multi-tap to take part.





THE (FAIRLY) FANTASTIC FOUR

Four characters, each with their own fighting style, give players opportunity to defeat the syndicate in style. The choice evens out with two hefty blokes, and a couple of hard-as-nails 'grrrls'.



↑ Smile for the cameras Hawk. Hey, you guys, act like it hurts!

HAWK MANSON

The all-rounder who most beginners choose to play. Average speed. Standard moves.



MACE DANIELS

Lightweight, but fairly powerful. She has a fairly orthodox martial arts style, and cool hair.



BEN 'SMASHER' JACKSON

He's a heavy guy, so is slow to move. One punch from him and you're flat as Ed's feet.



ALANA MCKENDRICK

Tiny skate chick who's all over you before you have time to retaliate. Sounds like fun.



HIT IT!

You can trash pretty much anything in *Fighting Force*, and the variety of stages introduce some great opportunities. LIKE the yellow cabs driving through Core's best representation of New York. Due to the fact that *Fighting Force* is real time 3D, the yellow cabs can be 'tampered with' – you can stop the traffic and kick them in! During the lift routine, which used to be so predictable in the 16-bit forerunners, everything is livened up by the chance of crashing thugs through the windows.



↑ Hawk turns on an unsuspecting pick-up truck.



↑ Now he's taking it out on a wall panel. He needs help.



FIGHTING THE WORLD

This long-awaited tribute to a classic gaming era is on course for an Autumn release. Expect loads of hype, to include red hot, real-life incarnations of Alana and Mace, to happen soon. Don't be too surprised if Eidos manage to make this bigger than the original *Tomb Raider*.



IDENTITY PARADE

We've seen all the versions of *Fighting Force* running side by side. Only the PC version benefiting from a 3D accelerator card stood out as visually superior – the textures are cleaner, and the definition is sharper. Otherwise the Saturn, PlayStation, and standard PC set-up look EXACTLY the same as each other. It's great to see a major software publisher working so hard to keep everyone happy.



NEW GAMES

BAGGED ONE!



100% COMPLETE

PlayStation™

AIR COMBAT

BY NAMCO

OUT NOW (IMPORT)

1 PLAYER

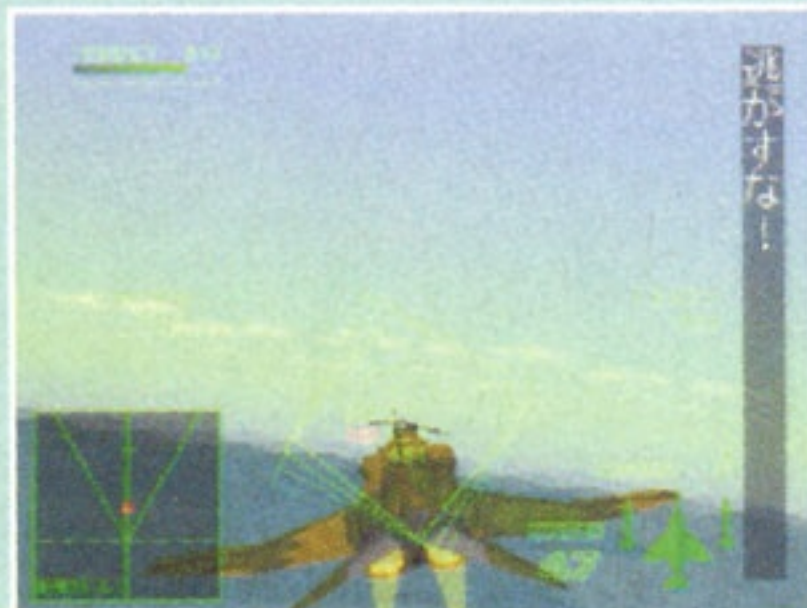
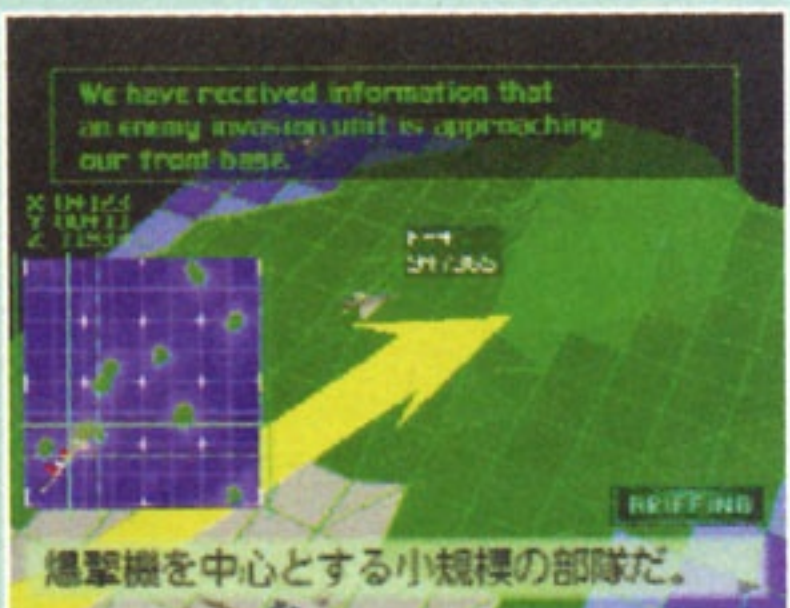
- IMPORT AND PREQUEL AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
- TEL 0171 447 1600

It's from Namco. It uses the new analogue controller. It's a vastly improved sequel. It could be the best flying game on the PlayStation! You wanna know why?

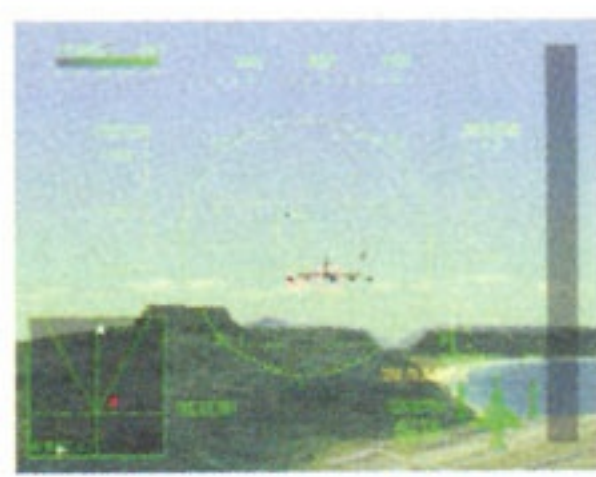
The original *Ace Combat* has sold reasonably well on the PlayStation. Of course being from Namco, success was practically assured. Even now the game still sells well on the Platinum range. Although dated visually, there's still an excellent two player mode. Realising there was still room for improvement, Namco went back to the drawing board. Now we can reveal the fruits of their labour. Its name - *Ace Combat 2*. Better graphics and a much tighter game. Though sadly the two player mode is absent. Cheer up, because there's still a lot to get excited about here.



FLY ME TO THE DANGER ZONE



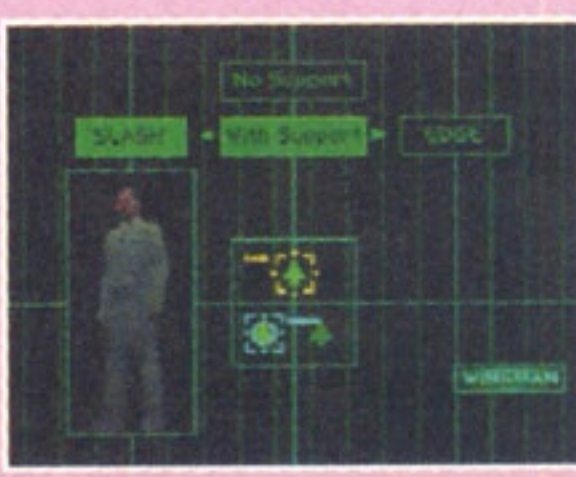
Ace Combat 2 is a mission based game. Quite large it is too, because there's 30 missions in total to complete. The mission structure is non-linear. Meaning at the end of certain missions, you will have a choice between two candidates of where to go next. At the end of mission 16 Power Play, your choice will lead to two separate sub campaigns - operation Alphaville or operation Bellissima. Each mission also has lots of variety. The first missions will get you used to combat. Here you will be encountering bombers and slow fighters. Later tanks, anti-aircraft guns, warships, and helicopters all make an appearance. Targets are not always machines either. Take out oil fields and a variety of buildings. The designers have really gone to town as every type of enemy you could think of has been included.



Another amazing Namco intro movie. Here your plane takes off from an aircraft carrier and engages the enemy. Cue missiles, explosions etc.

THEY'RE WITH ME - BACK UP!

Certain missions are considered too difficult for just the lone pilot. Unless you really fancy yourself as Top Gun. For these missions you will have the option to pay a wingman to go to the party with you. John Hervard or Kei Nagase, also known as Slash and Edge respectively, are the two potential candidates. Once you've chosen your wingman, you need to give them instructions for the mission. Get them to cover your tail, attack enemy aircraft, attack ground base targets and so on. Of course this makes the mission easier, but upon completion you've got to pay your partner some hard-earned dollars.





YOU ARE THE WIND BENEATH MY WINGS

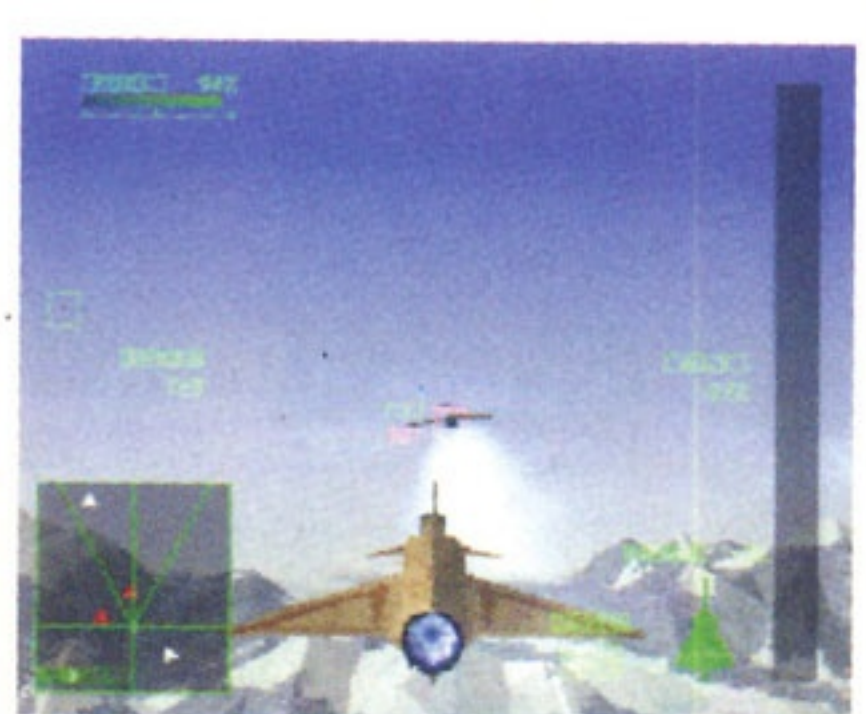
Before the start of each new mission you are offered the chance to buy or sell aircraft. This works in a similar way to *Rage Racer*. For each target you destroy during a mission, you receive more money. Accumulate enough money to purchase new and improved aircraft. In total there are 24 different planes too add to your collection. You start the game with the A-4 and F-4. Two basic craft but enough to get you through the first couple of levels. Before you know it, you're in possession of an A-10 Tank buster and F-117A Stealth Bomber. We won't spoil the rest for you, though there's some very sexy craft later on.



Take out the enemy base!



Oops! Flying dangerously low.



Smoke trails on the missile.



A-10 Good all-rounder.



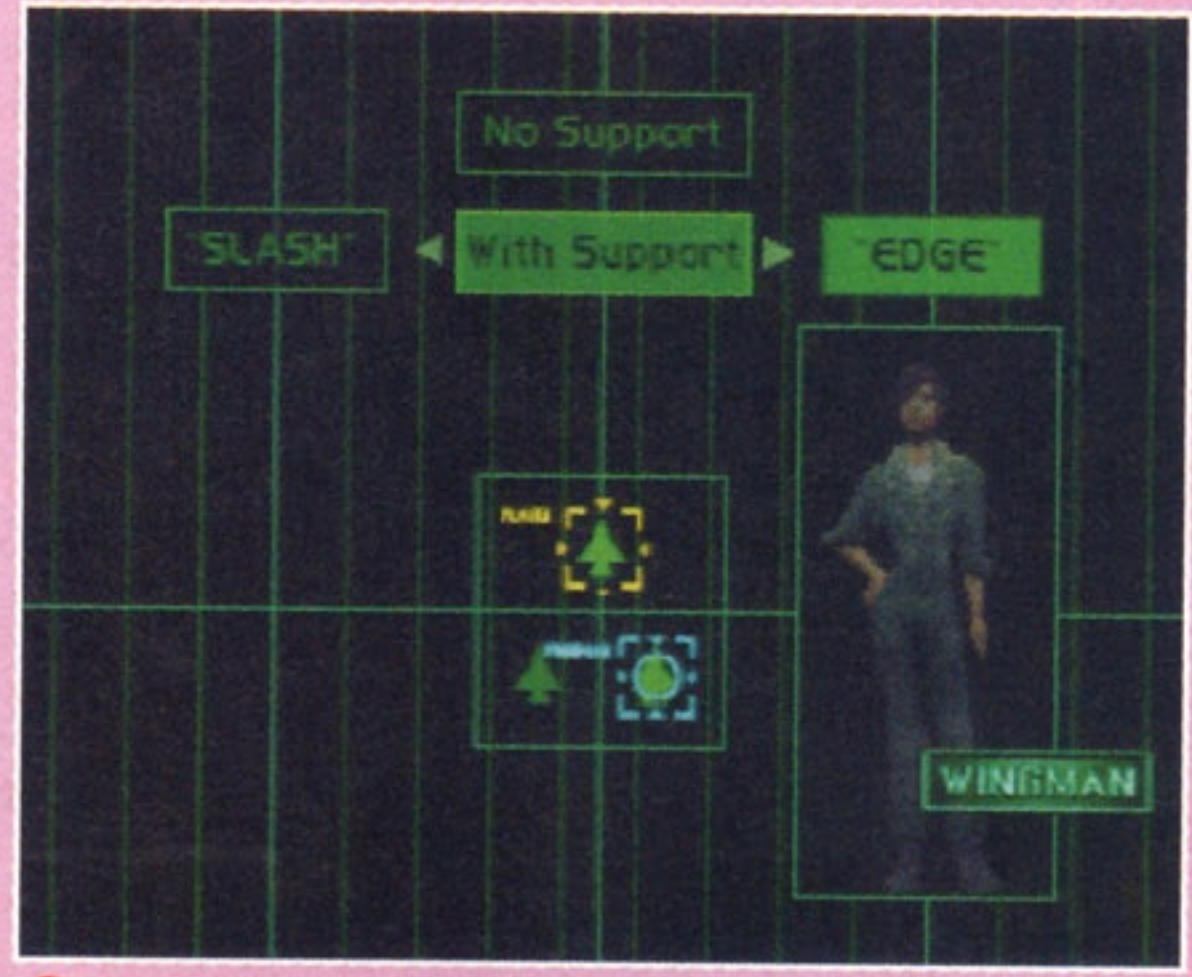
A-6 ground attack king!



F-4 Very good stability!

YOU LOOK KIND OF FAMILIAR

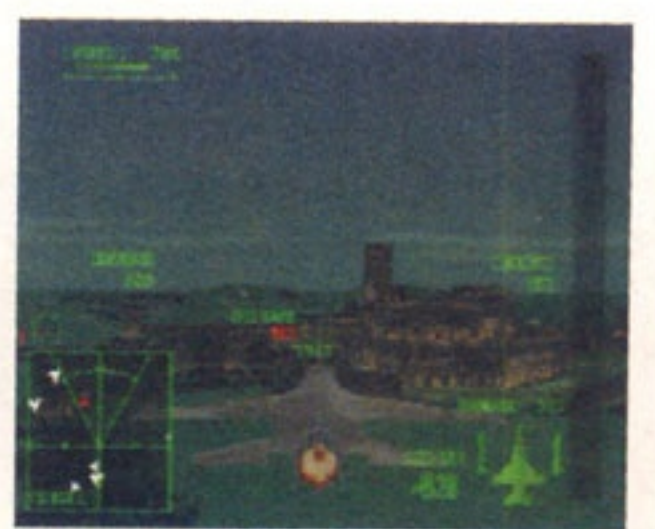
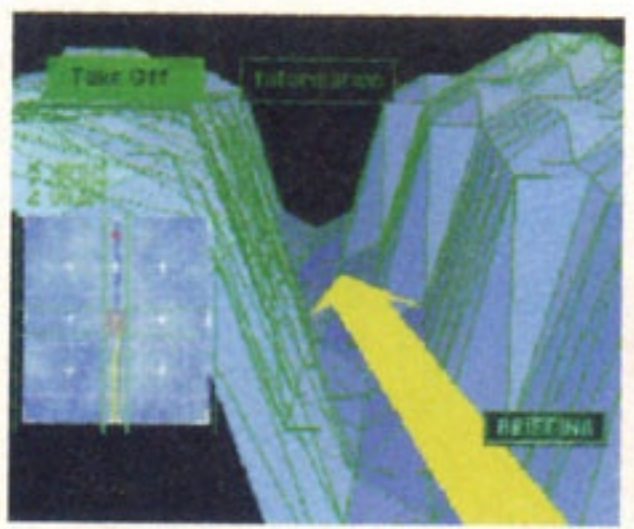
Namco fans should of course have guessed that Kei is related to *Rage Racer's* Reiko Nagase. In case your interested by these things, Kei is Reiko's younger sister. Her birthday being 31st March 1977. Her hobbies include playing Tekken 3.



Kei is younger and less experienced than 'Slash' but she's also cheaper and far prettier!



Deep in the ravine and a chance to show off!

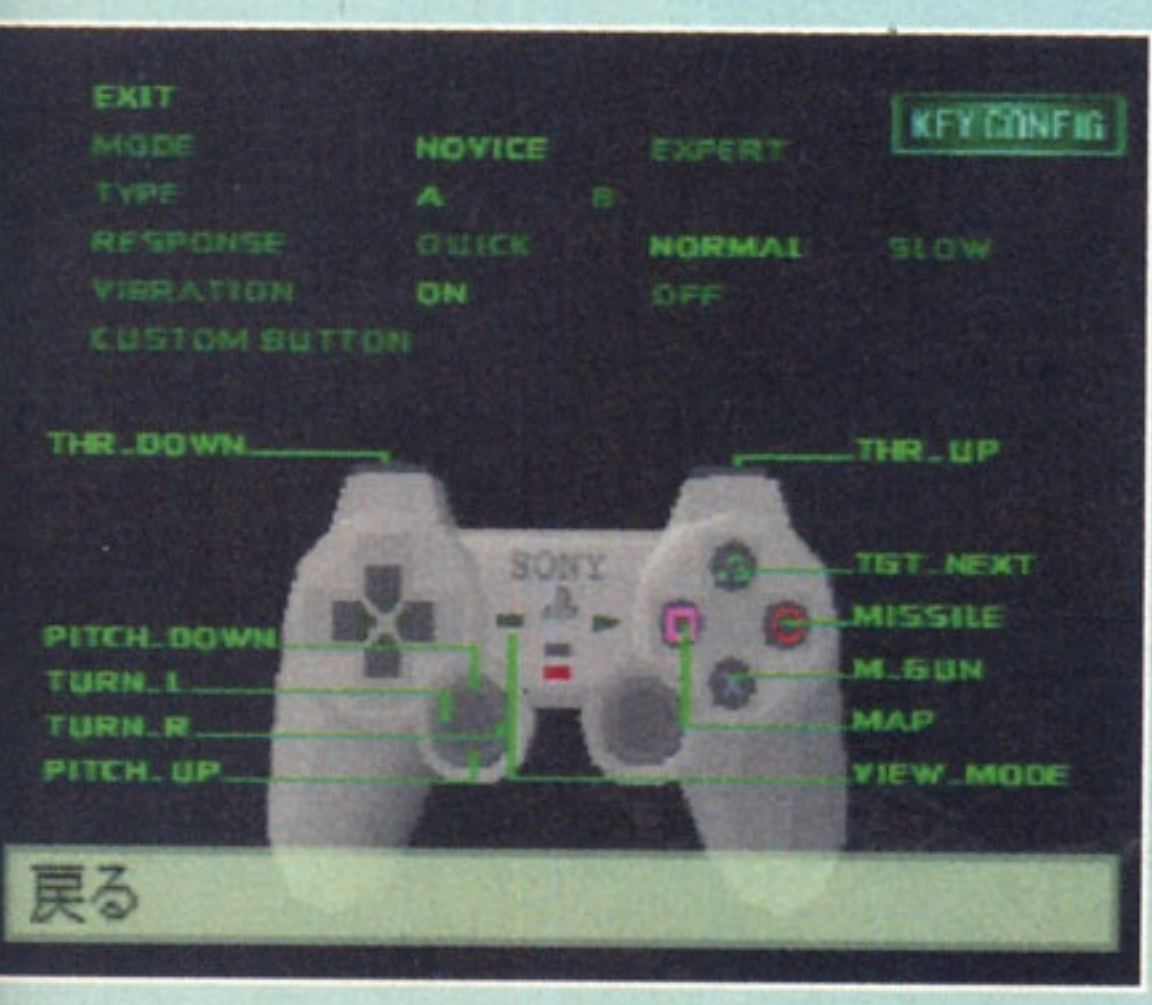


PITCH YAW YAW PITCH

As you should all be aware *Ace Combat 2* is one of the first games to make use of Sony's new analogue controller. Though the use of the pad is limited, it does make control a lot easier. The left A-pad is used to control turning and your pitch – simply left, right, up and down. Thrust is obtained using the shoulder buttons, while the circle and cross symbols control weapons. The analogue method is much more effective than a regular pad as you are able to twist and turn your plane far easier. On the subject of the pad, we must congratulate Sony for convincing developers to support the peripheral. It seems nearly every other game in development uses analogue control!



The new analogue pad gives awesome precision. Without it turning is slow. With it you become a lethal ace pilot. BULLSEYE!



CAN ANYBODY FLY A PLANE?

Namco games are dead certs for release in the UK. Be prepared to experience some more *Ace Combat* in a few months time.



NEW GAMES

An especially hot New Games for you this issue. We managed to catch a few of the biggest titles appearing at E3 just before the magazine went to press. If you're a die-hard gamer, we reckon Summer is going to empty your savings account!



70% COMPLETE
PC CD ROM
 POINT AND CLICK
 BY LUCASARTS
 SEPT RELEASE
 1 PLAYER

THE CURSE OF MONKEY ISLAND

One of the most exciting PC games currently in development is the third in the incredible *Monkey Island* series.

We've now got a playable version of *The Curse Of Monkey Island* and are pleased to say that it seems to be on track to being yet another classic! The graphics are far, far better than before with brilliantly drawn and animated characters and backgrounds.



All the characters talk now (Guybrush has an American accent rather than the "oo-ar" pirate voice we were hoping for) and there's also a new point-and-click system. Instead of picking verbs and items to create sentences, there's a Full Throttle-style icon with hand, eyes and mouth symbols which can be used with different items, making it simpler to play. This is likely to be one of the games of the year.



60% COMPLETE
PlayStation SEGA SATURN
 FIGHTING
 BY CAPCOM
 NOV RELEASE
 1-2 PLAYERS

MARVEL SUPERHEROES

It's been in development for a long time now, but we've finally been fortunate enough to play both the Saturn and PlayStation conversions.

As you can see from the screenshots, both versions of *Marvel Superheroes* are looking very close to the arcade original already. Currently, both are running considerably slower than the arcade with the Saturn being slightly ahead in terms of speed. The characters are surprisingly big considering the amount of detail on them, and the animation isn't anywhere near as bad as we'd expected. The Saturn version has more animation frames and more background detail when using the RAM cartridge. All the moves and characters are being included in both versions, and we're expecting them both to be excellent!



80% COMPLETE
PC CD ROM
 LEGEND
 BY ID SOFTWARE
 SEPT RELEASE
 1-32 PLAYERS

QUAKE 2

Quake 2 looks like it's coming on very well indeed, and id Software have released yet more screenshots.

The enemies are all cyborgs and have more interesting animation than before. One of the enemies shown here has an arm weapon which spins open to reveal the cannon inside! The animation is overall more detailed, some people say for the better (making the characters move more like



those in *Turok*) while some feel that it makes them look worse. There is now coloured dynamic lighting, which looks far better than before. One detail we're a bit worried about is that id might put in a "use" button which must be pressed to open doors and activate switches (like *Doom*) which could slow the action down slightly. Either way *Quake 2* is looking brilliant, and we're sure that id won't let us down!

100% COMPLETE
PC CD ROM
 CORRIDOR
 BY 3D REALMS
 AUG RELEASE
 1-8 PLAYERS

SHADOW WARRIOR

It's managed to creep out as shareware without too much fuss, but *Shadow Warrior* is to *Duke Nukem 3D* what *Heretic* was to *Doom*!

You play as Lo Wang, a hardcore kung-fu fighter who basically goes round beating everyone up. You start off being able to use your fists (they move so fast that they go into a blur!), a Katana sword and throwing stars (you can collect them from dead bodies and walls once you've thrown them!). You can also use big rock-



et launchers, multiple uzis ("Be proud Mr Woo!" he says as he collects the second handgun) and other non-ninja weapons. The level design is brilliantly detailed, as was *Duke Nukem 3D*'s and the action is non-stop entertainment. The shareware version is available for downloading from <http://www.3dreams.com>, and we highly recommend you do so.

80% COMPLETE
SEGA SATURN
 SURVIVAL HORROR
 BY CAPCOM
 SEPT RELEASE
 1-PLAYER

RESIDENT EVIL

If there is any game that could turn around the current sales for the Saturn, *Resident Evil* could well be it.

Finally, we have seen an 80% complete version and the good news is that it is looking awesome! Everything that was in the PlayStation is here, and extras too! Although they aren't new monsters, the Hunters in the Underground tunnel section have new skins and blades on their hands and you have to



face two Tyrants at the end of the game. When you die, the zombies actually bend down and eat your neck instead of just leaving you. To be added to the finished version are a battle mode, which will take place inside 15 or so new rooms, and you have to run through all killing as much as possible in the shortest time. New monsters will also be included in this mode, as well as new costumes and new weapons. More gore next month!

80% COMPLETE
SEGA SATURN
 FUTURISTIC RACING
 BY PSYGNOSIS
 AUTUMN '97 RELEASE
 1-PLAYER

WIPEOUT 2097

Another Sony to Sega conversion, this time *WipeOut 2097*. Early versions indicate that the futuristic racer is coming along very nicely indeed.

Speed wise *WO 2097* more than matches up to the PS version, and all of the tracks and ships are included. Unfortunately none of the big name DJ's work on the music in this version, but it has paved the way for Psygnosis' in house band Cold Storage who have provided the sounds. The graphics aren't as polished as on the PlayStation, but at thirty fps who's complaining! Could be one of the strongest Saturn titles of the year.



70% COMPLETE
PC CD ROM
 PlayStation
PLATFORM GAME
 BY DISNEY INTERACTIVE
 SUMMER 97 RELEASE
 1 PLAYER

HERCULES

To coincide with the release of Disney's animated feature film of the same name, **Hercules** comes to PlayStation and PC.

The programmers have worked closely with the films producers to ensure that the game looks like the film, and follows the same theme. *Hercules* the game uses a 3D engine that is primarily a side scrolling game, though it also gives players the choice to move inside and out of the environment, in a *Guardian Heroes* style. There are also some *Crash Bandicoot*-esque stages, with Hercules running into the screen, avoiding oncoming enemies.



60% COMPLETE
PC CD ROM
 PlayStation
ICE HOCKEY
 BY GREMLIN
 CHRISTMAS RELEASE
 1-4 PLAYERS

ACTUA HOCKEY

The Actua Sports division of Gremlin is hard at work on *Actua Ice Hockey*, their first attempt at this particular area of sport.

The game utilises the same True 3 engine as *Actua Tennis* and *Actua Soccer 2*, and also benefits from having all of the players motion captured. The Sheffield Steelers, winners of the British championship were called in for

this and they are also providing help with the technical side to make sure the game plays true to life. All the major international teams will be included (and England), as well as a celebrity commentator. Who is as yet, unknown. Aside from *Powerplay Hockey*, the consoles are crying out for a decent Ice Hockey game, so hopefully *Actua* will provide that.



100% COMPLETE
PC CD ROM
 PlayStation
ADVENTURE
 BY TAKARA
 OUT NOW
 1 PLAYER

DEEP SEA ADVENTURE

Out now in Japan, *Deep Sea Adventure* is an interesting game worth knowing about.

You control a submarine and explore the underwater world for ancient treasures while battling giant sea monsters. Switching between 3D underwater action and 2D land based adventure, *Deep Sea Adventure* has both puzzles to be solved as well as action a-plenty. Being able to upgrade your sub is great fun and allows you explore to even more dangerous and exciting underwater areas. Although it's slow to start, persist to the end and you'll be rewarded with imaginative adventures against challenging enemies.



An unusual but cool game!



75% COMPLETE
PC CD ROM
 PlayStation
GOTHIC FIGHTING
 BY KALISTO
 SEPT RELEASE
 1 PLAYER

NIGHTMARE CREATURES

Kalisto, the developers behind this game, may not be a household name yet but you'll be hearing a lot more from them in the months to come.

Nightmare Creatures is a kind of cross between *Resident Evil* and *Bushido Blade*, but is set in the dark, dreary streets of Victorian London. You have the choice of two characters whose task is to chase the members of a strange cult known as the Brotherhood of Hecate. They caused London to become overrun by hordes of monsters, and it's your job to get rid of them. The graphics are excellent in the game and the eerie atmosphere that is created is superb. Everything down to the misty night around the Docks, to the chilling silences and wind howling in the cemetery. The



game is pretty gory too, which should satisfy the blood hounds out there. *Nightmare Creatures* is due for release around September.

75% COMPLETE
PC CD ROM
 PlayStation
FOOTBALL SIM
 BY GREMLIN
 31ST OCT RELEASE
 1-4 PLAYERS

ACTUA SOCCER 2

The footy season is only a month away, so expect a clutch of titles to be revealed between now and then.

One of the first is Gremlin's *Actua Soccer 2*. The entire game has been revamped for the sequel as it now houses a new graphics engine, has all 92 clubs from the English leagues



with complete team rosters (and real player names), and the real stadiums. You can create your own competitions for you and your mates to play through, and a training ground provides you with time to brush up on the skills. It all sounds good on paper and we're hoping it'll be just as good on disc.



50% COMPLETE
PC CD ROM
 PlayStation
FIGHTING
 BY LUCASARTS
 LATE AUTUMN RELEASE
 1-2 PLAYERS

STAR WARS: MASTERS OF TERAS KASI

It had to happen sooner or later, a 3D fighting game set in the Star Wars universe. All your favourite characters reunited for some one-on-one beat 'em up action.

Centre of the action is Arden Lyn, a mysterious new addition to the universe. She is master of Teräs Käsi – the Jedi martial art (!). Arden is ordered by Vader to organise a fighting contest, recruiting the most feared champions of the Galactic Empire whose sole purpose is to defeat the Rebel Alliance. Nine characters are initially available – Luke Skywalker, Han Solo, Princess Leia, Chewbacca, Boba Fett, Roar a Tusken Raider, Thok the Gamorrean, Darth Vader and of course Arden Lyn herself. Each has individual 'power moves' performed once the 'Force Power' bar is at the required level. The game also uses a dual combat system, where players can battle using weapons or hand-to-hand. This control method changes for the different modes. Characters all have 'catch phrases', which will be heard during battles, and each fight is set in a different location of the Star Wars galaxy. More from E3 next issue.



NEW GAMES

65% COMPLETE

PLAYSTATION SEGA SATURN

PLATFORM BY ARGONAUT/EA

WINTER RELEASE 1 PLAYER



CROC

Croc is the latest in a long line of colourful animals hoping for video game immortality.

Here the star of the game is Croc, a green crocodile who waddles through the large 3D levels in search of his animal friends no-doubt. These have been animal-napped by some evil person. Part *Crash Bandicoot* and *Super Mario 64*, Croc even has Lara Croft's rucksack. Croc has appeared from nowhere, yet is definitely going places. Already picking up fans who are warming to his gameplay and charm, he's an all-rounder, with the ability to swim, hit enemies with his tail, and climb. An impressive looking game engine which promises tricky gameplay to match.



40% COMPLETE

PLAYSTATION

FIGHTING BY ACCLAIM

WINTER RELEASE 1-2 PLAYERS



BATMAN & ROBIN

Based on this summer's disappointing new Batman movie, the game hopes to offer a lot more depth and excitement.

Set in a 3D environment, the game allows you to play as either Batman, Robin or Batgirl. Basically a scrolling beat 'em up, each character comes complete with special moves, and unique attributes. Along the way

expect some simple puzzle solving, and driving stages featuring the Batmobile. Each stage sees you riding the streets of Gotham of crime, ever nearing this year's baddies - Bane, Poison Ivy and Mr Freeze. Although the gameplay is not a great leap away from Batman games of old, Acclaim are hoping the 3D twist will make something special.

40% COMPLETE

SEGA SATURN

RACING BY AM3

OCTOBER RELEASE 1-2 PLAYERS



SEGA TOURING CAR

From the guys who brought you Manx TT SuperBike and Sega Rally Championship, Sega Touring Car Championship was presented in a 40% complete form at the E3.

With the highly respected CS Team who produced the ace *Virtual On* conversion at the helm, Sega have no worries about this particular coin-op translation. Already the handling of the cars and the sense of fierce car

duelling are fully in place, although the graphics lack some of the resolution and fluidity of the coin-op. With the original coders at AM Annex personally supervising the conversion work, this should be cool!



THE LOST WORLD: JURASSIC PARK

This isn't normally the place we cover coin-ops, but with *The Lost World* build-up reaching fever pitch, we had to mention this new coin-op from Sega.

If there's one form of gaming technology capable of living up to the movie's visuals it's the Model 3 board used here. With AM3 behind the project, it looks very promising. Similar to Sega's original *Jurassic Park* coin-op, it's a sit down cabinet. But, unlike the *Rail Chase* one used before, you are this time put in a JP jeep armed with the *Virtua Cop* gun. All the classic traits of a shooting game are here, only this time you face terrifying 3D raptors, dilophosaurs, pachycephalosaurs, giant alligators, compys, and those massive T-Rexs.

The graphics look amazingly authentic and Sega have yet to let us down with a gun game.



60% COMPLETE

CD ROM

ACTION BY LUCASARTS

LATE AUTUMN RELEASE 1 PLAYER



STAR WARS: SHADOWS OF THE EMPIRE

A 3D accelerated PC version of the Nintendo 64 game. The PC version will contain the same levels, but could prove to be a benchmark for 3D cards.

Set between Empire and Jedi, players take on the role of Dash Rendar, who joins the Rebels in an attempt to rescue Han Solo from Boba Fett. The original was great but not perfect, though the snow speeder levels are still amazing. Can we expect LucasArts to perform some minor surgery to improve this version? This time we definitely expect speech!



40% COMPLETE

NINTENDO 64

ACTION BY RARE

DECEMBER RELEASE 1-2 PLAYERS



BANJO KAZOOIE

Billed as a free-roaming adventure ie *Mario 64*, with different puzzles and all-new characters.

Banjo is a "honey-bear" who carries a backpack, inside of which is Kazooie, a "Red Crested Breegull". Whatever trick Banjo can't handle, Kazooie is likely



to solve. Between them they have 24 different abilities, among them Banjo can forward roll and swipe with his claws, Kazooie fires eggs, helps the team fly, and manages back-flips. Like Mario. There are 16 levels (worlds), which you can expect to look beautiful. The textures are richer than *Mario 64*, and the scenery is more complex. But this really is like *Mario 64*. Ah well, should still be nice.

40% COMPLETE TENDO 64	RACING	BY AM3
	OCTOBER RELEASE	1-2 PLAYER

CONKER'S QUEST

Another Mario 64 game, this time being published by Rare, but still distributed by Nintendo. A "3D Action-Adventure", distinguishable because of what Rare like to describe as its emotional content (?). Take out Mario/Banjo-Kazooie and insert squirrel. Add a rich library of ambient sound effects, all of which change according to where Conker (the squirrel!) is standing - bees humming, birds twittering, waterfalls water-falling, etc. The key feature of Conker is that the main character, plus his helpful friend Berri the chipmunk, are supposedly conscious of their surroundings. Their facial expressions change according to conditions. This element



will help players solve puzzles. Like Diddy and Donkey Kong, or Banjo and Kazooie for that matter, Conker and Berri work together as a team. Four worlds, 100 house-warming presents to locate, and conker nuts to fire at enemies. Plus Rare introduce vehicles to the mix. Pretty. Obvious.



70% COMPLETE TENDO 64	SHOOTING	BY RARE
	OCTOBER RELEASE	1 PLAYER

GOLDENEYE

Nintendo's best game. One of the best at E3 some say. Very impressive 3D visuals, with an almost photo-realistic look about them.

Goldeneye is a strategic 3D shoot'em up, which benefits from the uniqueness of each weapon available to 007. Coolest seen so far is the sniper rifle, which can zoom in on a distant target to pick off limbs. Rare haven't held back on the blood either - machine gun somebody down and they get ketchup all over their shirts. Each level is presented as a separate mission, of which there are 18. Cool Bond gadgets include a wristwatch which can detonate bombs from a good distance. Use the 3D stick to aim and the Z Trigger to fire. All weapon selection is handled by the A/B buttons. With Goldeneye Nintendo have a good chance of targeting an older age group. It's very cool. And doesn't involve fields and trees and waterfalls and keys. Very cool! Brilliant!



computer
and
video
games

30% COMPLETE CD ROM	CORRIDOR	BY ION STORM
	OCTOBER RELEASE	1-2 PLAYERS

DAIKATANA

The debut title from ex-id meister John Romero was revealed for the first time at the E3 and from what we saw it looked seriously, seriously impressive.

Daikatana takes the Quake engine into Adventure Land, taking a series of player characters through different time zones and locales. Despite using the Quake engine, the graphical style is totally different with some stunning, clean-cut visuals. A huge amount of Daikatana materials were revealed at E3 and we'll be showcasing them next issue.



30% COMPLETE TENDO 64	RACING	BY NINTENDO
	RELEASE TBA	1-4 PLAYERS

F-ZERO

Next to no info at E3, but a video demo showed the original line-up of cars hovering at speed over this simple circuit.



Nothing remarkable at the moment, except for the loop which takes the cars upside down and back on themselves. Bear in mind that this is still very early. F-Zero is promised to run at a slick 60 fps when it's complete - hard to tell off the video. All we want is for Nintendo to make cool advancements with the gameplay, same as the original did for 16-bit racers.



30% COMPLETE CD ROM	PLATFORM	BY VIS INTERACTIVE
	WINTER RELEASE	1 PLAYER

EARTHWORM JIM 3D

Abandoned by Shiny, Jim has finally found new parents in the form of a Scottish company VIS. As with most platformers, Jim is now in 3D.

The game revolves around Jim taking a nasty knock to the head. Now he must face his inner demons to win back his sanity. This set-up allows Jim 3D's designers to run riot with the level designs. The 3D world offers Jim a large degree of freedom. Pscrow and Bob the Goldfish return for the adventure. Plus lots of new characters along for the ride. The game seems to retain the series level of humour, plus memorable characters and tough puzzles. We hope VIS do Jim proud when the game arrives early next year.



It's life Jim, but not as you know it. This time you've got it in 3D!



20% COMPLETE SEGA SATURN	RACING	BY TRAVELLER'S TALES/SONIC TEAM
	NOV RELEASE	1-2 PLAYERS

SONIC R

A nice idea so far struggling to hold together. Sonic is joined by Robotnik, Tails, Knuckles, and others to race around 3D landscapes taken from the Sonic universe.



Rings are collected to access areas through doors with corresponding numbers. So far Sonic R's appearance is far from the splendour of NiGHTS - Sonic Team's previous masterpiece - which is depressing. The control is basic too, which we expect to be changed a great deal since this demo is so early. It's Sonic. He's back, and all that. But Sonic Team have a lot of work to do here, and we wish them luck.



60% COMPLETE PlayStation	3D PLATFORM SHOOTER	BY SONY INTERACTIVE STUDIOS US
	OCT RELEASE	1 PLAYER

BLASTO

Blasto apparently pushes the PlayStation to previously unknown limits. For many people at E3 these advancements weren't so incredulous.

The dynamically lit characters didn't look any more impressive than in Crash. Unfortunately the 'fully interactive' music was lost in the roar of the show. Blasto has free reign to run around blasting Pear Troopers in whichever direction players choose, which is cool. Plus he's agile, and loaded with humorous animation. Phil Hartman, who voices Troy McClure in the Simpsons, is down to provide Blasto's wise cracks.



FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES



THE LOST WORLD

JURASSIC PARK™

Think you're prepared for The Lost World just because you've seen one T-Rex come to life in Jurassic Park? You ain't.

Paul here. I've been to see Lost World, y'know. And Tom hasn't. The best part is that he's gonna have to read this before he sees the film. It's so tempting to spoil everything. But I wouldn't do that.

Here at CVG we reckon the original Jurassic Park movie has some of the most terrifying moments in cinema history. The visual effects are so convincing, you'd swear those dinosaurs were occupying the same breathing space as the actors. In this sequel there is hardly time or room to breathe as it seems the big screen is overrun with screaming dinos from start to finish!



The plot is nice and simple: John Hammond, founder of InGen technology, has deployed a small team to bring back photographic evidence of dinosaurs in their natural habitat. This being the breeding ground from whence the main attractions in Jurassic Park did come. Included in this team is Dr Ian Malcolm's (Jeff Goldblum) girlfriend. Naturally Dr Malcolm isn't patting Hammond on the back for his wise choice of



I FEEL LIKE CHICKEN TONIGHT. CHICKEN TONIGHT! CLUCK! CLUCK!

personnel, and wastes no time getting to the island himself. All part of Hammond's screwy plan. A rescue mission then? Well, not exactly.

Another, much larger, party of visitors to the new island comprises of professional hunters, hired by an ambitious (but stupid) member of the InGen board. It transpires that John Hammond's original plan for Jurassic Park was an enclosed reserve in mainland America – San Diego. Oh. My. God.

You could have a pretty good guess at what happens next. But there's no way you could visualise the retina-busting magnificence of a dinosaur stampede pursued by hunting vehicles. Or fake the adrenalin rush created by not one, but TWO T-Rex's prowling the dense forest. Think two raptors are scary. There's a whole field full of them in the sequel!!!

Go and lose your head to the Lost World! You'll want to scream, if only because special effects should never have been allowed to get so convincing!



A BREATHTAKING STEGOSAURUS SCENE! JUST A FEW OF THE NEW DINOSAURS PACKING THIS MIND-BLOWING SEQUEL!





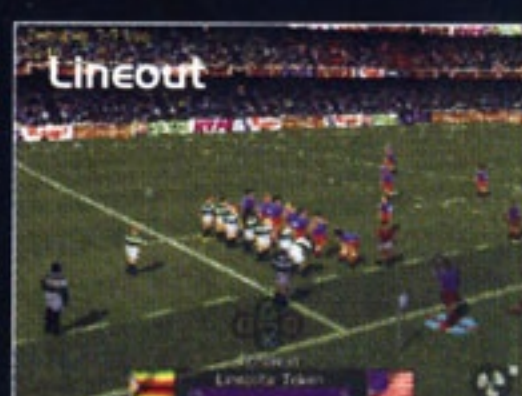
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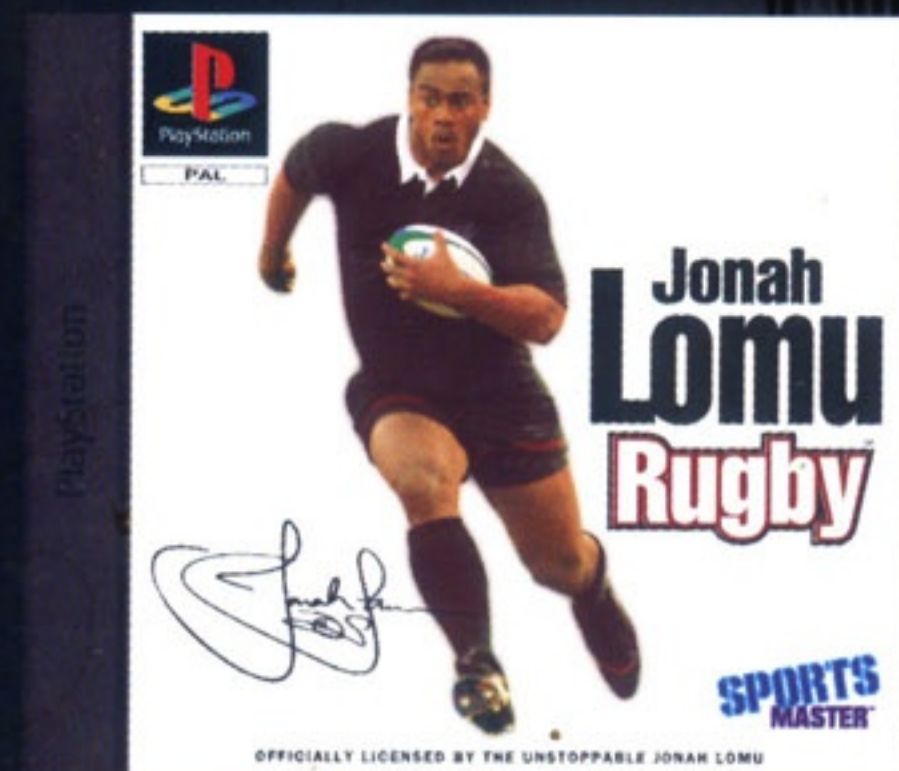
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