

CHAMPIONSHIP MANAGER 3 EXPERT GUIDE / ALL THE LATEST TIPS AND CHEATS

computer and video games

+ SOUL CALIBUR DC

+ OMEGA BOOST

+ ALIENS VS PREDATOR

METROPOLIS STREET RACER

GRAN TURISMO KILLER
HITS DREAMCAST

FIRST ROAD TEST

VRALLY 2

FURIOUS FOUR-PLAYER ACTION
YOU DESIGN THE TRACKS

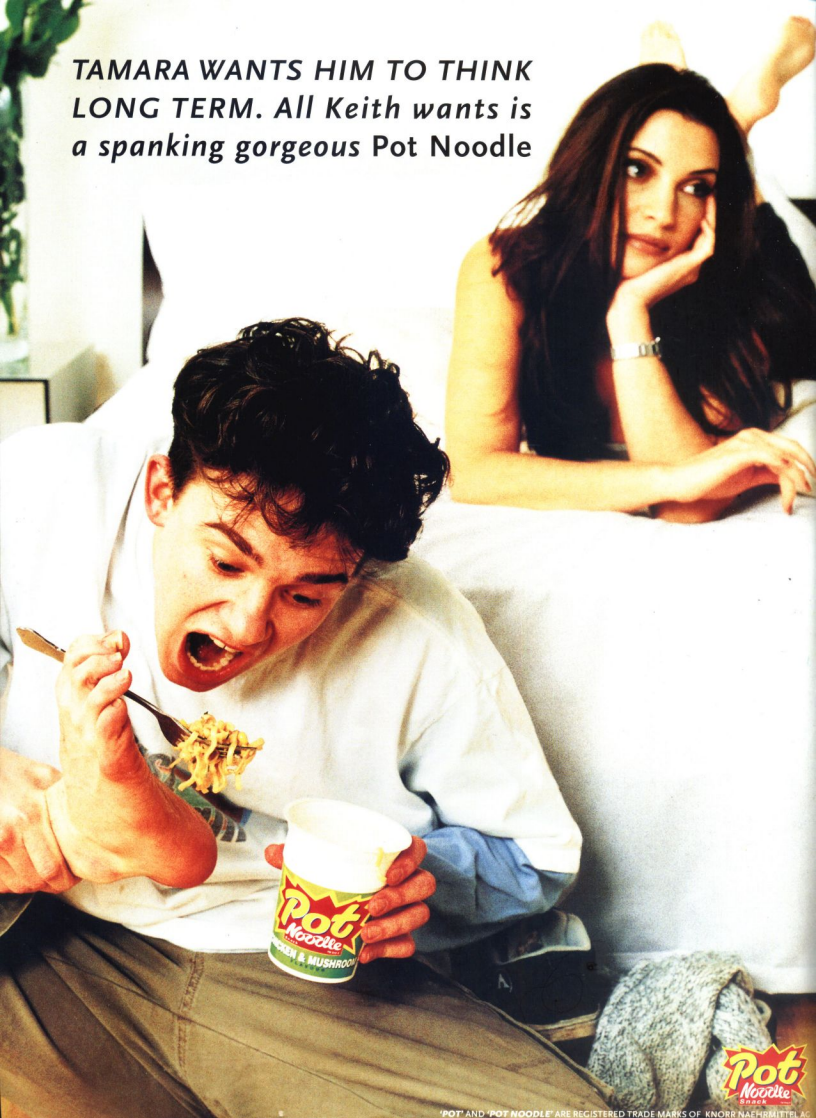
JUNE '99



№ 1 FOR GAMES

THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 211

**TAMARA WANTS HIM TO THINK
LONG TERM. All Keith wants is
a spanking gorgeous Pot Noodle**



'POT' AND 'POT NOODLE' ARE REGISTERED TRADE MARKS OF KNORR NAHRMITTEL AG


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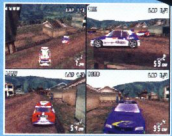
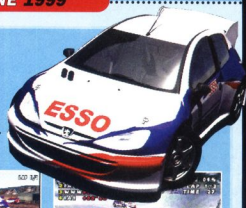
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V-RALLY 2

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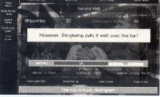
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CHAMP MANAGER 3 GUIDE

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FRONT PAGE: Has Sega lost the plot with Dreamcast already? **HIGH SCORES:** Even more massive 1080° Snowboarding scores!
TIPS: Gex, Vigilante 8, GTA London and not many more!
MELTING POT: Your dream games in print.
PLUS: Massive Championship Manager 3 guide, plus loads of thrilling charts and scruffy drawings!

TIPS

FREEPLAY

CHAMPIONSHIP MANAGER 3
 HOW TO MANAGE ARSENE WENGER UNDER THE TABLE!

1080° SNOWBOARDING
 MASSIVE SCORES!

GEX
 VIGILANTE 8
 GTA LONDON

YOU AIN'T SEEN NOTHING YET

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- NICOLA CHUBB
- TONY CORMACK
- SEAN WHITEN
- ED LOMAS
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DOLBY SURROUND
 to get psycho with *Psychic Force!*

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LARA CROFT FROM THAT TOMB RAIDER

While you've been perfecting lap times on *Gran Turismo*, scoring goals in *FIFA*, helping Lara solve ancient puzzles, the way 'normal' people view games has changed a lot. Thousands more 'ordinary' guys have been checking out PlayStation, and trying their hand at *House of the Dead 2* in the arcade.

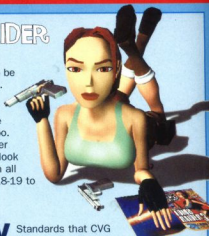
Games have continued to honour 'gamers', meanwhile more people just want to be generally entertained. Everyone knows Lara, and *FIFA*. You're not as likely to give a damn whose ass gets kicked in *Psychic*

Force 2012 on Dreamcast.

For this reason CVG is going to be very different, starting next month. We'll still recognise the 'gamer's' games', but we'll be making it easier for everyone else to get the most from digital entertainment too.

Whoever you are, and whatever your attitude to games, the new look CVG is going to make it more fun all round. Please check out pages 18-19 to find out more.

PAUL



OUR GUARANTEE OF QUALITY

Standards that CVG believes in. Without these we're wasting your time.

<p>I USEFUL INFORMATION</p> <p>We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.</p>	<p>K KNOCKOUT PICTURES</p> <p>We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.</p>	<p>M WE LIKE A JOKE</p> <p>We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at things that are stupid, or funny. Same as anyone would.</p>	<p>1 WE'RE NUMBER ONE</p> <p>CVG was the first video games magazine ever in the world - we're 17 years old and counting. CVG is the biggest-selling magazine that talks about every type of game.</p>
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WE DO THIS MAGAZINE PEOPLE WHO YOU WOULDN'T USUALLY ALLOW INTO YOUR LIFE INVADE YOUR VERY SOUL!!

<p>PAUL DAVIES</p> <p>EDITOR</p> <p>CURRENT FAVE GAMES:</p> <ul style="list-style-type: none"> • PSYCHIC FORCE 2 • BEATMAN • PLAY! PLAY! 2 • DANCING STAGE 	<p>ED LOMAS</p> <p>SENIOR WRITER</p> <p>CURRENT FAVE GAMES:</p> <ul style="list-style-type: none"> • HOTD 2 • NEED FOR SPEED HC • DOOM 2 • DAYTONA USA 2 	<p>STEVE KEY</p> <p>SENIOR WRITER</p> <p>CURRENT FAVE GAMES:</p> <ul style="list-style-type: none"> • ALIEN VS PREDATOR • RES PRO 98 • QUARE • KINGPIN 	<p>ALEX HUHTALA</p> <p>STAFF WRITER</p> <p>CURRENT FAVE GAMES:</p> <ul style="list-style-type: none"> • GET BASS • RINGERS • DANCING STAGE • CHAMP MAN 3 	<p>NICOLA CHUBB</p> <p>ART EDITOR</p> <p>CURRENT FAVE GAMES:</p> <ul style="list-style-type: none"> • RIDGE RACER 4 • DANCING STAGE • RES PRO 98 • ALIEN VS PREDATOR 	<p>TONY CORMACK</p> <p>DESIGNER</p> <p>CURRENT FAVE GAMES:</p> <ul style="list-style-type: none"> • GET BASS • HOTD 2 • DANCING STAGE • RES PRO 98
<p>S being Paul in real life is like smelling your first garden of roses. Finding your first ladybird.</p>	<p>E very time Ed walks into the room we breathe a sigh of... happiness. Ahhh... E-e-e-ee...</p>	<p>C an't think why we ever saw Steve Key as being anything less than a fine upstanding man.</p>	<p>R eason for Alex looking so cool all the time is because he is. What do you want us to do?</p>	<p>E specially when it's sunny weather, Nicola is so happy to be here on CVG. Everyone smiles.</p>	<p>T ony - the only man in the world who considers dance to be essential at any time of day or night.</p>

CVG RATING SYSTEM

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

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

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

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

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

Amput a fitterer, it's so useless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding in the first place.



**Whatever else puts you on the spot
it needn't be spots.**



Uh-oh! Bit of an embarrassing spot? Still, look on the bright side. OXY products help kill spot causing bacteria on contact, helping to prevent spots **before** they start. Which means, at least it won't be **that** sort of embarrassing spot that puts a cringe making blemish on your day. **SPOTS? OXYCUTE 'EM.**

NEWS



[GAMES THAT KILL!]

A new movie based on video games culture is now on general release, from the maker of some of the coolest horror flicks. The director, David Cronenberg, is most famous for his remake of *The Fly* some years back. More recently he entertained us with the furthest-from-a-family-film-ever-created, *Crash*.

CRONENBERG VIDEO GAME MOVIE



eXistenZ is Cronenberg's vision of the way people will play games in the near future. Especially how video game creators will be revered as pop stars for generations to come. The lead character is 'star designer' Allegra Geller. She has apparently invented a living console that you plug directly into your spinal cord!

Allegra Geller's hit games submerge the player 100% into her alternate worlds. Her latest, *eXistenZ*, looks a lot like an RPG, if you ask CVG, with the same frustrations in awkward dialogue. Difference is, of course, that you're there which makes differentiating between games and reality that much harder...

Problem a lot of you guys are going to have is getting to see *eXistenZ* in the local multiplex, since it carries an 18 certificate. So to cheer those of you who can only talk about *eXistenZ* knowingly to your mates, we have a bunch of film-related goodies to give away: CD Soundtracks, Posters, novels, stickers, and T-shirts.

Just tell us who starred in David Cronenberg's remake of *The Fly*, who also starred in *Jurassic Park*. The first ten postcards will receive all the goodies mentioned above. Address to: **PLUG ME IN BABY!** Computer and Video Games, EMAP Active Limited, 37-39 Millharbour, Isle Of Dogs, London E14 9TZ.



NEWS

[DREAMCAST WARMS UP]



Sexiest little games machine on the planet. Liquid cooled too. When it comes to the UK, the little swirl will be blue.

We're looking at 23 September for Dreamcast in the UK, two weeks after the US launch. But so far Sega Europe hasn't made clear whether the £199 you'll pay lets you walk away with an internet-ready system.

It will be a mistake if Sega doesn't provide the modem as standard at the very least. Practically the entire video games industry agrees that the internet will be one of Dreamcast's strongest selling points. To simply market the new system as another

games console isn't enough. In fact it doesn't do the machine justice at all. That's not to say Dreamcast is short of ground breaking games. Looking on the brighter side, Sega intend to bring 30 DC titles to the UK before Christmas. At least half of which are outstanding. On day one we're promised around 10 Grade A games, to include *Virtua Fighter 3tb*, *Sega Rally 2*, *Metropolis* (p. 16), and *Sonic Adventure*. Shortly after you'll be able to pick up *House of the Dead 2* (p. 24), *Cool Boarders DC*, and (we're quite certain) Capcom's mighty *Power Stone*! Our money is on Dreamcast being a huge success this year, but, we'll say it again, Dreamcast needs the modem as standard if Sega are going to win anyone over except the hardcore Sega fans!



For proof of Dreamcast performance, check *Power Stone* from Capcom! Superb game play, and wondrous artwork make it something truly special. Put this at the top of your wants list for sure.



You get extra courses, more cars, and new game modes in *Sega Rally 2* for DC.



House of the Dead 2. One of the best reasons to own a console in years!!



Purists still rate *Virtua Fighter 3tb* as the best fighting game in existence.

TEKKEN TAG FOR SUMMER

Following our exclusive story in March about a rumoured *Tekken 3.5*, we've learned it now has a proper name. As reported by CVG in issue 208, Namco are developing an enhanced version of *Tekken* which we now know to be called *Tekken Tag*.

Tekken Tag will be released in the arcades this summer, and will feature every character from the entire *Tekken* series. You choose two characters that work as a team to wear down the opponent. If one character is getting weak, you can switch – similar to Capcom's respected 'Versus' games (see *Marvel Vs Capcom*, p. 34).

We can also exclusively reveal that *Tekken Tag* will not be running on PlayStation hardware. It will be your first hands-on with next generation PlayStation technology, or great news for Dreamcast owners in the form of a Naomi game. More, soon as there is more.



Tekken, running on next generation PlayStation. Maybe *Tekken Tag* will look this cool!

DREAMCAST LAUNCH DETAILS - TEKKEN TAG

NEWS

[SNK VS CAPCOM]

More news on the game that could close the SNK vs Capcom! There will be three versions of the game to feature the most popular characters from Capcom (Ryu, Chun Li, Zangief, etc), and SNK (Ryo, Mai Shiranui, Iori Yagami, etc).

The first *SNK Vs Capcom* is a card game, due in summer, for Neo Geo Pocket Color. This one is expected to play like Collectible Card Games, such as *Magic: The Gathering*, and *Star*

Wars CCG.

Next up, again on NGPC, will be the fighting game. So far the only star confirmed is Chun Li. You can bet that the two companies are taking great care over choices for the ultimate line-up in fighting history!

As for the highly anticipated Naomi (Dreamcast) version, the latest rumour is that it won't surface until Spring 2000. An reliable source told CVG that SNK artists are designing the look of the game, while coding is being handled by teams from both companies. This one will be hot!



[COOL NEW 'COLOR' HAND-HELD]

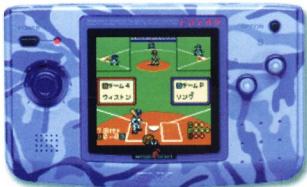
Something to get really excited about this summer: the release of Neo Geo Pocket Color. Paul brought one with him from Japan in March, and hasn't stopped playing it since. The earliest this great hand-held will go on sale is sometime in June. But no later than August, we have been assured.

Neo Geo Pocket Color is a 16-bit system, and can display 146 colours from a palette of 4096. It has a battery life of about 40 hours – no joke we've put this to the test. But the greatest feature is that NGPC connects to Dreamcast. First game to take advantage of this will be *The King Of Fighters 99 / The King Of*

Fighters Round 2 (DC and NGPC respectively). You'll be able to customise fighters on your Pocket, then compete using your guy on DC. Fantasic!

Games available at launch represent the new format well. *The King Of Fighters Round 2* allows you to trade skills over the link cable. *Pocket Tennis* is very similar to *Smash Tourist* on PlayStation – incredible fun, eating up hours of your day before you think twice about it. Two-player *Pocket Tennis* is simply brilliant. Just recently we got to try *Puzzle Bobble Mini* for NGPC, and that's smart too.

With developers such as Capcom (*Street Fighter*, *Resident Evil*), and Taito (*Puzzle Bobble*, *Psychic Force*) on board, we're really fired up about NGPC. If the system is released at a good price, Game Boy Color could have some serious competition this summer.



There are six cool new colours to choose from. We like this one, but Carbon Black is the most popular in Japan right now.



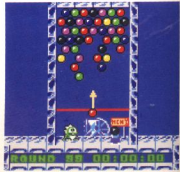
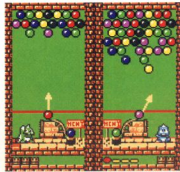
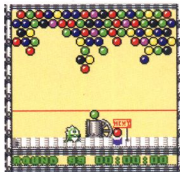
☛ *Pocket Tennis* and *Neo Geo Cup*. Both are fun to play, and should be part of your NGPC collection. *Tennis* is especially addictive!



☛ Check it out! *The King of Fighters R-2* is a great way to practice your moves on the go. It's also the first game to offer a DC mode.



☛ Here's how *Samurai Spirits* comes across in miniature. At the Tokyo Game Show this one went down a storm. Book yours now.



NAZ NOWHERE IN SIGHT

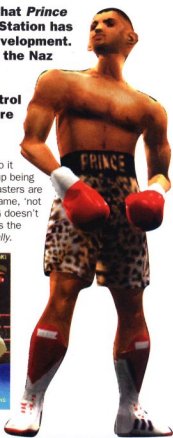
We're sorry to announce that *Prince Naseem Boxing* for PlayStation has been taken back into development.

This means you won't be seeing the Naz on PlayStation until September. Reason being that Codemasters wish to improve the game's control system – more intuitive, and more realistic, while adding to the repertoire of moves.

We all know that Naz is full of surprises, so it would be a shame to play a game that ends up being predictable. It's also respectable that Codemasters are really aiming to get Naz's character into the game, 'not a generic boxer that looks like him'. Well, CVG doesn't mind waiting. If *Prince Naseem Boxing* matches the standards set by *TOCA 2* and *Colin McRae Rally*.



Back to the drawing board for Naz.



EVERYBODY'S DREAMCASTING

A recent survey carried out by Japanese games magazine *Famitsu Weekly* has proven very positive for Sega.

Games developers were asked whether they would be developing for Dreamcast and/or the next generation PlayStation.

Of the 20 who took part in the survey, only Square and ArtDink said no to Dreamcast. At the same time, only eight of the same 20 companies offered a definite 'yes' in the survey. Those remaining were either 'interested' or 'undecided'. However we know that at least two of these – Taito, and Konami – are definitely on board! Good news for DC fans though.

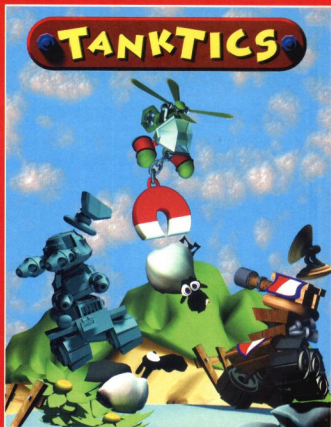


MORE 64GB PAK GAMES

No set release date for the following, sorry, but Nintendo have promised that they are coming soon! The UK is yet to benefit from more 64GB Pak games – using the device that connects GB Paks to the N64 via the controller. So far the only one available in the world is *Pocket Monster Stadium*, soon to be released in the US. The idea is that characters developed in the Game Boy version of the games can be uploaded in amazing 3D in an N64 version.

So the next games in line for this original system are *Pocket Monster Gold* and *Silver*, *Pocket Monster Stadium 2* – in which you can use all 151 monsters, *Mario Golf*, *Star Wars*, and *Derby Stallion* – a statistics-heavy horse racing game, that is HUGE in Japan. Could this happen here? We'll keep you posted. But don't hold your breath.

From the Designers of Lemmings



Prepare to become Billy-No-Mates



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CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@EEMAP.COM



Mailbag

WHAT THE POSTMAN SENT US THAT WASN'T A BILL OR A STEERING WHEEL!



STAR LETTER



GAME OVER... YEAH?

Dear CVG,

With the Sega vs Sony argument starting again already, people have been saying that history is repeating itself. While I can see their point, I have to disagree, in a way. PS2 could go down the same road as the Saturn. For a start, it looks like it's going to be released at a high price, much like the Saturn. Although it's unlikely it will be quite the £500 the Saturn was. Also, there has been talk of PS2 being difficult to develop for. This was one of the Sega Saturn's main weak points and leads us to third party support. Whereas Sega now have it in abundance, because of its Windows operating system, Sony might have frozen out many developers because of the nature of the Emotion Engine. Sure, people like Namco and Square will be fine, but what of the smaller developers? That situation could be compared to that of the N64, who's limited third party support has done it no good at all. OK, I'm writing this from a biased point of view, but surely Dreamcast and PlayStation, but still find myself playing on my Mega Drive or sadly my NES.

Adam Carrol, Glasgow

CVG: Bet you could get good odds on it though.



↑ A machine with the potential to do this and you think the machine could fail, Adam are you sane?

DO THE MATH

Dear CVG,

I think it is about time that developers started to get original. There are to many of the same type of games coming out over and over again, for instance just look how many racing games are out TOCA, TOCA 2; F1, F1 97; F1 98; Gran Turismo need I go on? And look how many footy games are out FIFA 99, Adidas Power Soccer, FIFA 98, World Cup 98!! the list is endless.

If developers are so keen on bringing out so many sequels, they could at least think of better names than TOCA 2, what about Virtual Racing or anything rather than... 2!

In my opinion racing games are all the same drive around the track for ages and beat every one else! It is so good to see developers bringing out original titles, for instance Driver, Shenmue etc.

Ben Williams, Wrexham

ARKHAM ASYLUM

Dear CVG,

I am not now just by reading this, but I am an all powerful space warrior from another planet. My real name is SWOK and I have come to save the planet from destruction. I will reveal more info as it is required.

TSWFKA... Scott Bazeley

CVG: Cool!

PERCENTAGES RETURN

Dear CVG,

I've been reading/buying CVG for over 5 years now and have been a happy reader except for the last few months.

After the departures of Tom and Jaime you did something rather unacceptable.

When you import 100% complete games, you preview them rather than review them as they're not UK versions. That's okay. But after eagerly awaiting the review of *Championship Manager 3* and to compare it to *Premier Manager*, you drew the line, as it was only 90% complete, which you gave a FULL review whilst comparing to a complete game. Isn't that wrong?

Five years down the drain. No denying it. Sort these problems out or you'll lose one of your current, oldest fans (I'm sure some others feel the same). Sweet talk your way out of this one, and don't try to convince me it was an April Fool gag. Alan 'Dukester' Hillsden, Dagenham

CVG: Don't worry Alan, we didn't review an unfinished game, it's a policy of ours not to. That little 90% symbol shouldn't have been there, it was a design hiccup, and won't happen again. How sweet was that?

IT'S BEEN EMOTIONAL

Dear CVG,

I, like everyone else (probably?) was well excited when the official specifications were released straight from the horses mouth about "PlayStation 2". It's revolutionary "Emotion Engine" which can do this that and everything else all at 55 million polygons blah blah blah is

GIVE US YOUR GRIPES, GROANS AND GREATS

MAILBAG

SUNDAY DRIVERS

Dear CVG,

I am just writing to complain. And who better to complain to than you. I am complaining about the reviews on the three *Ridge Racers*. First of all: every Namco racing game is awful and the company's downfall is highlighted by every other racing game out. I thought you would make them sound crap, but, behold they got scores worthy of Gran Turismo. Please take some reconsideration into your shocking review of the fourth *Ridge Racer*.

Sean "Zebbedee" McCormack.

Dear CVG,

What video game producers who have made car racing games are forgetting is that a game has to be fun. For example *Gran Turismo* has amazing graphics and realism but it gets boring and repetitive after a time, but go on *V-Rally*, you have to try to keep the car on the road, therefore it is a challenge. The same for the N64. *F1 World Grand Prix* is realistic but after a while it gets a bit repetitive. But go on *Top Gear Rally*, OK so the games only got six tracks, but it's fun going full speed over a jump and crashing upside down.

Games have lost the real gameplay and fun since the Mega Drive, when you could

go into a shop and find *Micro Machines* and *Super Skidmarks* and it didn't matter which one you got because they're both extremely good fun. Within one year I've had 2 N64's and a PlayStation, but still find myself playing on my Mega Drive or sadly my NES.

C. Whitworth, Wirral

CVG: The *Gran Turismo* backlash has begun!

THE HITMAN AND HER

Dear CVG,

I was flicking through old back issues of CVG the other day when I came to page 114 of issue #174 (May '96 - the issue where the High Five was first used). There was an interview of a girl band called TSD. On closer inspection (I noticed one of the girls (Claire) seemed familiar. I did a little research and sure enough, this Claire from TSD and Claire from pop superstars

Steps were in fact one and the same person! Obviously CVG can now claim a share of Steps' fortunes considering they kicked off the career of one of their members! What a Tragedy that will be for them. Never underestimate the power of CVG...

Michael Jackson, Birkenhead

CVG: Wacko!



5, 6, 7... ER?
WHAT WAS IT
AGAIN?

Dear CVG,
Thank you Sony for saving the industry. Families are spending quality time with one another again, well mine are.
Leroy Shillingford, Neasden

Dear CVG,
Why on Earth is there so much hype about Dreamcast?
R. Taylor, Golcar Huddersfield

CVG: It's not available on Mars yet?

Dear CVG,
Why is *Time Crisis* a 15, *Tenchu 18* and *Doom 15*? It's a load of b*****s. Ok, maybe there's a bit of blood and gore, but get real, no one cares about age ratings anymore!
Rashed Hashomi, Streatham

CVG: You will do, you will do!

Dear CVG,
My name is Gino Gauci and I live in Gozo which is near Malta.
Gino Gauci, Gozo ...near Malta

Dear CVG,
After saving enough money for a PlayStation, a year later out comes the Dreamcast and takes all the good games.
Robert cook, Peterhead

Dear CVG,
For my birthday I asked my Dad for a PlayStation, but what did I get? A pair of football boots!
Christopher Hill, Leeds

CVG: Next time ask for a pair of football boots.

Dear CVG,
Final Fantasy, that game is crap. It's just a little man running around hurting into fights.
Jake Hutchinson, Derbyshire

Dear CVG,
I bet if Goldeneye was about Tricky Winky throwing ordnance at flowers it would have got a low score wouldn't it?
Craig Hubbard, Woking

CVG: Maybe, but loads of people would have bought it.

all really amazing stuff, but there has been just one question on my mind which I'm quite concerned about.... "Will the PlayStation 2 be able to reproduce arcade perfect conversions of top 2-D games like *Marvel vs Capcom* etc, or will it fall short in the 2-D department like "PlayStation did?" Does the "Emotion Engine" only do 3-D stuff, or is it THAT revolutionary that it will kick even Dreamcasts' ass at raw 2-D power like

Garth Roberts, Bridgend.

CVG: Who knows what evil lurks in the hearts of men?

MO' ZELDA

Dear CVG
I've noticed something in *Zelda* that you may find interesting (or not). After you have completed the game and the screen goes a sort of black and white outside *Zelda's* castle, if you wait for about one minute 20 seconds, the ocarina will play a melody, this will happen again after the same time interval but it will be Melon singing it, the melody seems to be the one you teach to the scarecrow... spooky.

Anyway... hope you guys can sort that one out. It's got me wondering if perhaps there might just be a little more to this game yet. all the best.

Gregor, via e-mail

STANDARD BEARER

Dear CVG,
I agree that the *Tekken 3* ad was a humorous and perfectly acceptable promotion attempt, and the Advertising Standards Authority was wrong to impose Poster pre-vetting on them. If it's alright in Tom and Jerry cartoons, it's alright in an ad, even though it's a little more explicit and realistic. I think that Nintendo's "Willst thou get the girl... or play like one?" *Zelda 64* slogan was a little unfair and offending to the opposite sex, though, and, again, the ASA was wrong. The ASA is getting a little harsh and soft at the same time! Weird or what?? Anyway, Sony's letter was, in my opinion, perfectly okay, and the ASA should have let them off. Awesome game or not, *Zelda 64's* slogan is unacceptable, the *Tekken 3* ad's okay, and Sony's promotional letter is a little too like a medical notification letter. End of story!
Stephen Kavanagh, via e-mail

THIS IS HARDWARE

Dear CVG,
Due to game saves and the almost total extinction of platform and shoot em ups, I used to think that games had got a lot easier and gaming had become more of a casual thing than the hardcore experience I used to enjoy. Then I went back and played some classic old games on my banged up old consoles. I couldn't believe how easy they were, games I'd poured my life and soul into a few years ago, and I was cruising through them in little more than 45 minutes! There is no doubt that there are very easy games on the newer consoles, but go back to your old games collection and you'll realise just how

much playability you can get out of today's games. Meanwhile I think it's great that old games are getting remakes (*R-Types* for example: thank you, thank you, thank you!) and I think it's great that such fantastic new games are coming on the market such as *Street Fighter Alpha 3* (I can't wait) which I know I will go back to again and again. So thank you Capcom, Namco and all the other developers who have made games worth playing again.

Cris Taylor, via e-mail

SERIOUS RESERVATIONS

Dear CVG,
I feel that while the hardware of Dreamcast is as good as we can hope for, all the talk of giving the consumer what they want has yet to be fulfilled. *VF3tb* has been rushed a bit, and if *Sega Rally 2* isn't perfect they will have shot themselves in the foot. When *Rally 2* comes out over here, if it doesn't have 20 plus quality tracks then it will be down to laziness.

Sega can't afford to put out stop-gaps, they must produce quality games with depth and lifespan straight away. Quality extras are expected of conversions now, the game has moved on.

The third party support looks good in terms of quality, but there will probably be a lot of tat in there with the good stuff, if the PlayStation scene is anything to go by. More is needed to make people buy a new console. Shenmue looks like it has that potential, look what *Zelda* has done for N64, so far it is just potential though. If they pull it off, with vision and originality, Sega could move the game on again.

Alastair Minty, Aberdeen

MEDAL OF HONOUR

Dear CVG,
OK, so I'm not the most brilliant gamer in the world - I admit it. I can't actually knock-off a couple of levels of *Tomb Raider 3* before tea-time without cheats - the way some claim they can (though I wonder sometimes...), maybe it's because I'm a forty-something female and I shouldn't even be near a PlayStation. But I love it, except for one thing - why are the endings of games such a big let down?

What I mean is, when you've spent nights, weeks battling through all the fendishly intricate levels, some of them obviously designed by sadistic torture-mongers that could teach *Torquemada* a thing or two; when you've run yourself ragged collecting enough lethal weaponry to mount a full-scale attack on the next uppity Arab state that threatens to mess with the price of oil - why is it that time after time, when you've blasted the final mega-monster into kingdom come and you get it at long last finished the game, all you get is a micro second's flash of "Congratulations, you've saved the Universe" or the like, over some boring still lifted from the game you've just bested, followed by nothing more stirring than a million years' worth of credits?

This is not what I want. I want fireworks and explosions and tickertape parades. I want extra-special, DECENT LENGTH animated sequences

that'll leave me with a lovely warm glow of 'yeah they really appreciated me clearing up the Solar System there' - instead of the damp squib feeling of anticlimax and ingratitude you get from most games.

Look, I've just saved the entire galaxy, I've devoted whole evenings when I could have been watching *Coronation Street*, and I think I deserve something in return. Maybe it's just that I don't much like to finish a game only to get what feels like a kick in the pants and an unspoken "OK, that's enough of that, you've had your fun, now go out and buy the next one sucker". I admit not every game's so stingy, but the vast majority are guilty as charged - and I want more!
Janet Prior, Cornwall

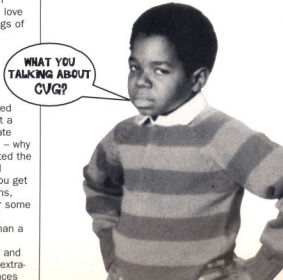
CVG: How about not being able to skip the end credits, having to wait five minutes, or hitting the reset button? That's another classic gaming gripe.

FLAT BEAT

Dear CVG,
Sony has a lot to answer for, due to advertising the PlayStation as a cool image enhancing piece of equipment, not only have they introduced millions of 20 year old some things who just buy games because they have good graphics. Not only is it stupid to do this, but they have killed off 2D games, like the 2D fighting genre.

Don't get me wrong I too was amazed when I saw *Mario and Zelda* in 3D, but it doesn't mean 2D games can't be as impressive. My friends who actually know something about games, just laugh when I tell them I spent £40 to £50 quid on a 2D beat 'em up. I even bought a Saturn recently so I could play them, having being starved of any decent 2D fighting games on my N64. Just remember when all anyone wanted was *Street Fighter 2* on the SNES. At the right time 3D can look fantastic *FF7* and *Zelda* being prime examples, but 2D still has its place in the games of the future.

Joe Pitchford, Lichfield



GIVE US YOUR GRIPES, GROANS AND GREATS

MAILBAG



60% complete

PlayStation

RALLY SIM

BY EDEN STUDIOS

JULY RELEASE

1-4 PLAYERS

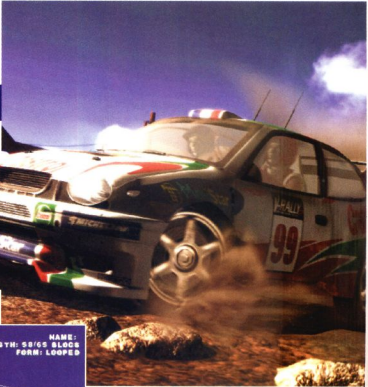
- PC, PS, XBOX AND GDD PROCESSORS AVAILABLE
- BREAKFAST VERSION PLANNED
- STORAGE 2 CDS
- RELEASED BY INFOGRADES TEL: 0151 927 9000

As *V-Rally 2* nears the finish line in terms of completion, we are treated to a first look at Infogrames' much anticipated racer.

In the midst of the British public's insatiable appetite for all things driving, *V-Rally 2* comes roaring out of the pack as one of the big summer releases. The original was a huge success and has already graced the top of the multiformat and platinum charts. So the sequel has a lot to live up to. Initial reactions are positive. It certainly looks a lot better, but that is only to be expected these days and has a few excellent new game modes - full details of which are outlined elsewhere in this feature. Expect a full review next month, when we'll see whether Colin McRae *Rally* will be dethroned.

V-RALLY 2

CHAMPIONSHIP EDITION



ONE BUMP OR TWO?

One of the major new features this sequel is the incredibly easy to use Track Editor. In theory, this gives you an unlimited amount of tracks and also adds a hell of a lot to the longevity of the game. Take a look at our simple five step guide to see how quickly the track can be created.

1) First things first you need to make the track. You have a set number of blocks you can lay to make the circuit, so make sure you don't go over the top. Select the Bulldozer icon and hit X to lay track and left and right to change direction.

2) Once you've looped the track together to form a complete circuit, you then need can change the gradient of some of the slopes. Highlight the elevations button use left and right on the pad to alter the height of the track sections.

3) The track is basically done at this point, but you can still do into greater depth to customise the circuit further. There are icons that let you change circuit location and add scenery, some of which is completely unique to the track editor mode.

4) Once you think you've got everything you want you can then test it out or save it onto memory card and race with it. You can store 250 tracks on a single memory card and can edit saved tracks if you come back to them at a later date.

5) Now you race on it! The track you've created can be used just for you to potter about in, as one of the tracks in the single player mode or in the multi player mode if you fancy it.



The track can be either looped or linear depending on your fancies. This track took all of a minute to cobble together.

ON THE OUTS

Once the four-player mode is in full effect the screen gets pretty crowded. The game compensates for this by adding a new view (which you can also use in one player mode) as well as a couple of other flashy camera angles. However, although these provided us with opportunities for nice screenshots they are pretty useless for helping negotiate those tricky hairpin corners.

INTERNAL



Your name appears on the...

BONNET



...number plates in the game.

STANDARD



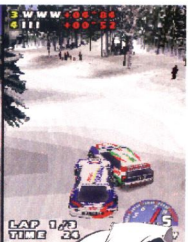
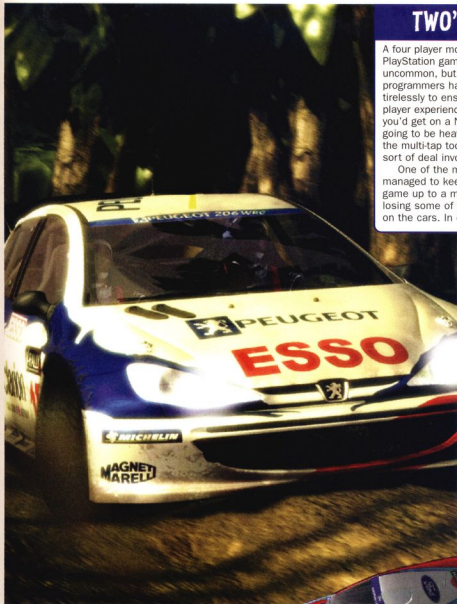
Dirt will stick to the cars...

TWO'S COMPANY, FOUR'S A RIOT

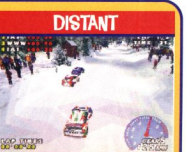
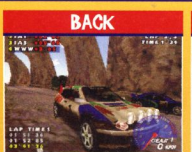
A four player mode on a PlayStation game is not uncommon, but split screen is. The programmers have been working tirelessly to ensure that the four player experience is the same as you'd get on a Nintendo game. It's going to be heavily promoted with the multi-tap too, so expect some sort of deal involving the two.

One of the main ways they've managed to keep the speed of the game up to a maximum is by losing some of the graphical detail on the cars. In one player you'll

notice how the windows of the car are seen through and slightly reflective, but in four player they do neither. Also, lots of the trackside detail has gone. You don't really notice this as you're racing as the windows are quite small anyway and you're concentrating to much on what the other drivers are up to. Even at this early stage, this mode works very well and serves as an excellent addition to the main game. And don't forget to use your custom tracks too.



⊕ The co-pilots have animations now. When you accelerate they'll be slightly pinned back into their chairs. Likewise, when you brake, they'll jolt forward. There are male and female co-pilots too.



⊕ ...like this! Lovely effects.

⊕ Not the best for driving under.

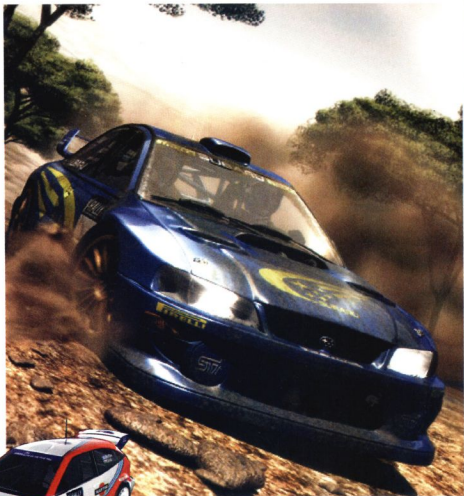
⊕ Snow is difficult to race on.

⊕ Choose between horizontal and vertical two player split screen. The former of the two is definitely better - at least you can see into the distance like this.

OF CORSICA-N

With each new driving game that enters the market you can pretty much bet that a new boundary will be broken. Whether it was more cars with *Ridge Racer Type 4*, or greater levels of realism with *Colin McRae*, both added a little extra. *V-Rally 2* manages to do this with the most amount of pre-defined tracks we can remember in one game – a mammoth 92! Most of these are obviously not selectable from the start as you have to prove yourself by beating the first set of courses before you can hope to progress onto the tougher circuits. There are a variety of game modes which you can attempt to finish to open up new secrets. The Rally mode is the closest you'll get to real life in terms of the tracks raced on and the difficulty. Championship mode is similar but with more courses and Arcade mode is a much more fun version and you can select your tracks too.

The time trial option speaks for itself, and the final choice happens to be a battle mode for the multiplayerers – it's not smashing up your cars, it's a major head-to-head competition.



Ⓢ You'll find that the game is a lot more forgiving when it looks like you going to lose control and stack it. With careful driving it's possible to get the car back on four wheels. Unlike this picture.

STUCK BEHIND THE LEARNER

New options just keep on coming. You can take your first car, or any new ones that you win later on in the game, to the Rally School for a try out. This doesn't work in the same way as the Colin McRae school, with a co-pilot giving you instructions as you drive. This time

there is a path running through the best racing lines on the track. When the track turns red you should brake, for example. It's a way to ease you into the new handling attributes of each new vehicle so you stand some slim chance in the races.



Ⓢ The Seat Ibiza is one of 20 official cars in the game. Others include a Renault 5 GT Turbo and an enhanced rally version of a Micra!

SUPER SKIDMARKS

One of the major criticisms of the original game was the way the cars handled. It was like you were using a remote controlled car on ice before and this was something that, even the programmers concede, was well off the mark. This time professional drivers have been drafted in to ensure a much more realistic feel and, again, this is something you can tell even at this early stage. Power sliding around and through bends is now much more the norm and when you clip a small mound or ledge and the car looks as though it's going to topple, the game is far more lenient in letting you get control of the car back.



❶ The two player mode can get pretty hectic. Pile ups are common if you get sandwiched in like this.



❷ The ghost car appears after you've completed one lap in the time trial. It basically replays your lap to give you a little competition and have something to beat.

THE REAL DEAL

Next month is judgement day for V-Rally 2. With some other huge titles scheduled for release around the same time, it's going to have to come up with the goods to keep its grip.

Find us on: Astra analogue sd, Ch.59, freq 10.8621

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There's never been a better excuse to start playing with yourself.

Every week on Rapture Television, Gamers is the show that's dedicated to those who play. With reviews, news and all the low-down on the latest games around.

And now there's a chance for you to pick up one of 1,000 fantastic Interplay™ games. Including the eagerly awaited Kingpin - Life of Crime (over 18's only) - not available in the shops until this summer - that we're giving away in our mega-prize draw.

Just log on to the show on cable or satellite over the coming two weekends of 15/16 May and 29/30 May and watch out for the prize questions. And you could be picking up a brand new Interplay™ game.

Look out for Gamers soon. Because it's always good to have something to do with your hands.

Gamers
Dedicated to those who play.

Interplay

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Watch Gamers on Rapture Television to win an Interplay™ game. See the show on the weekends of 15th & 16th May and 29th & 30th May 1999 for details of how to enter the prize draw. To participate you must be a UK resident aged between 11 and 25 years. Calls to enter the draw will cost 5p per line. Only one entry per person. You may enter the draw by post. Send name, age and address directly with a telephone number (if any) on a plain piece of paper to the address below. For a full set of rules request them from the same address. Win an Interplay Game, Rapture Television Ltd, PO Box 6000, Norwich NR2 3LL. THE CLOSING DATES for receiving entries for the two weekends' competitions are Thursday 20th May and Thursday 3rd June respectively. The Promoter is Rapture Television Limited, Hardwick House, Norwich, Norfolk NR2 3LW.

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 Dreamcast	 MOTOR RACING	 BY BIZARRE CREATIONS	 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 GB RELEASED BY SEGA EUROPE TEL 0181 690 6620
	 SEPT RELEASE	 1-4 PLAYERS	

Real cars, burning up actual streets of San Francisco, London, and Tokyo. And, yes, these are genuine screenshots.

It's the easiest label to slap on a video game, the term 'realistic'. It can be interpreted so many ways. Now here's something so close to a carbon copy of reality, it's scary. Short of building every last car and building from individually modelled components *Metropolis Street Racer* on Dreamcast is as real as it gets in a game. The cars aren't just close representations of the real thing they practically are the real thing. The cities aren't 'based on', they ARE Tokyo, San Francisco, and London. It has taken the power of Dreamcast to bring near-as-damnit reality to our homes for the very first time. You cannot doubt Dreamcast now, or the talent working for it.

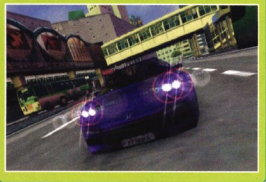
MSR

METROPOLIS STREET RACER

A CAR FANATIC'S DREAM COME TRUE!

PHYSICS CAN BRING FUN

The depth of gameplay in *MSR* owes everything to the reality of the physics at work. Every wheel on the car has its own weight, and dedicated suspension, based on manufacturers' specifications. Even the tires can affect a car's performance, not just in terms of wet or slick, but right down to grooves in the tread. This has been a real work of I-o-v-e for MSR's lead programmer.



The headlights cast a glow onto the road.



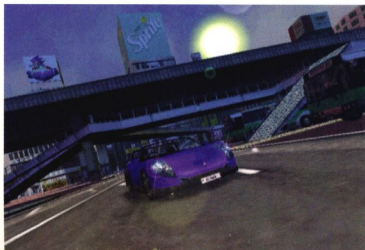
TRIAL BY TYRE

There are over 20 cars from licensed manufacturers in *MSR*. These include Mercedes, TVR, Alpha Romeo, Toyota, Mazda, Honda, Peugeot, Renault, Ford, Mitsubishi, and Rover. Bizarre have also been working close with newcomer, Jensen.

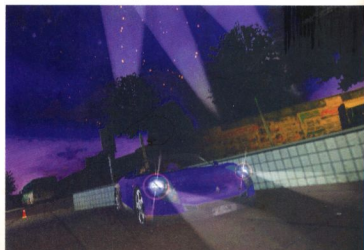
So far we've only seen models of a Fiat Barchetta, Renault Spider, and Honda MSX. These are constructed from over 1000 polygons each, with detail so intense you can even see the brake callipers. They also have a separate model that encases the physical one, to reflect the light accurately. So you'll see the kind of effects in *Gran Turismo*, except this time they're not fake.



Solar flare is a out. Lens flare is in. Yeah!



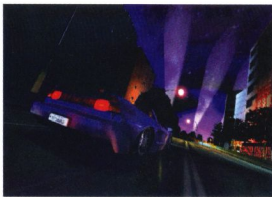
See how intense the scenery is! The amazing thing is that 'Tokyo' isn't wallpaper made to look like a city, it's all recreated as 3D models.



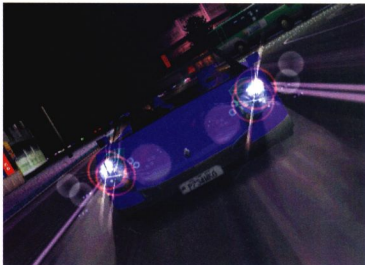
So far we can only confirm that races take place during the day OR at night. We're not sure if the sun goes down while you drive.

ON LOCATION

To make the cities look so realistic in *Metropolis Street Racer* the team responsible for Formula One on PlayStation, Bizarre Creations, visited all three to take photos, film video footage, and generally live and breathe the places for a while. They must have gooey eyes and sore fingers too, since they have a total of 32,000 photos, and over 40 hours of video to work with! That's some detail.



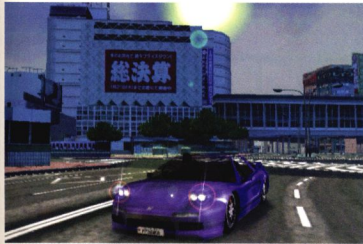
📍 We've been to Tokyo, and we've walked here. It's exactly the same!



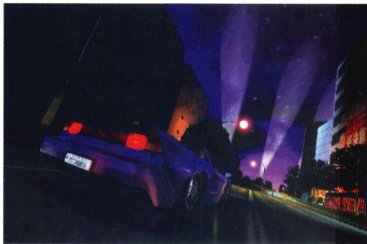
📍 You can see drivers rock to and fro in the seat as the car takes corners. A convertible would look weird without a driver, let's face it.

WHERE'S TOWER RECORDS?

The game takes you to the most popular district of its three featured cities – places you'd visit if you were lucky enough. There's Fisherman's Wharf in San Francisco, Shibuya in Tokyo, and Whitehall in London (Trafalgar Square!). What you see is accurate polygon models of the streets and buildings, with the photographic material applied as textures. Street layout is accurate too, based on topographical information provided by city officials, and AZ type maps. Bizarre are even including the waterfront bridge in San Fran, which has only recently been built.



📍 We've never seen anything so lifelike in a game before MSR.

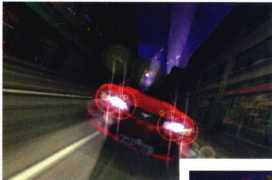


📍 Just up here is Tower Records if we remember rightly. Wicked.

VIBES

What you hear is good as what you see in MSR. The sound effects are recorded from the actual cars used in the game, and true-to-life acoustics are applied to the virtual cities. So when your MSX rockets beneath the train-bridge in Shibuya, you hear the echoes bouncing around you. As you pass other cars, you hear the engine noise change tone in relation to distance and speed.

Of equal class is the game soundtrack, with music direction from long-term Sega virtuoso Richard Jacques. Look forward to cool Drum and Bass, Intelligent Jungle, Garage, even a shot of Rhythm and Blues served neat. But the highlight will be the Jazz tracks that Jacques has overseen. Man, you will dig these tunes.



TRIBES

Apart from the immediate pleasure of taking these cars to the road, the reason you're driving so skillfully is to impress gang leaders. This is the long-term challenge, where you must learn to handle your car properly. However you also get the option to go mental in an 'arcade' mode, which reduces the difficulty. There's nothing more to add at this stage, since Bizarre Creations are keeping a lot of details secret. More, soon as we know.

COLD START

You have only four issues of CVG standing between you and this mighty game. *Metropolis Street Racer* will launch with Dreamcast on 9 September in the UK. This will be the game to sell! Dreamcast, no one will want to be without it!

📍 Three months time it could be you driving this car. YES YOU!

computer
video
games

NEXT MONTH SOMETHING EXCITING IS COMING...

We have been working away behind the scenes to bring you an even better mag. Next month, you'll find it's thicker, looks better and has even more of the games you love to play

HERE ARE A FEW THINGS WE PROMISE ABOUT WHAT WE'VE DONE TO IMPROVE IT

BIGGER

There'll be more pages with more colour, which means we can cram in even more fun and excitement. Plus, you'll have the best reviews we've become famous for, on the games you want

BETTER

The mag will have a sharper look. It'll be brighter, have more information in it, and we're sure you'll find it easier to use

VALUE

If you think there must be a catch, there isn't. The mag will still be £1.50, and we're just as enthusiastic about games as we've always been.

computer and video

GAMES

ON SALE JUNE 16...
LOOK OUT FOR THE SMART NEW LOGO

THAT'S NOT ALL....

To celebrate the improvements, we've come up with something extra special. Want to know what it is? Turn over the page to find out.

KERRANG!

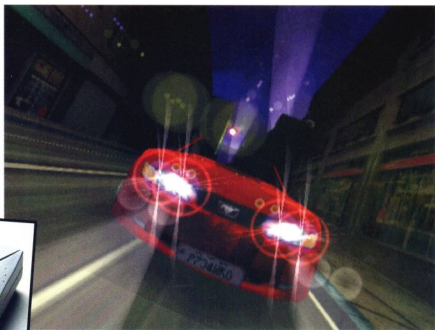
the loudest magazine
on the planet.



WIN A DREAMCAST, A YEAR'S GAMES AND £500

computer and video **Games** MILLENNIUM CHALLENGE

We are giving away a brand new Dreamcast console, £500 of HMV vouchers, plus a Dreamcast game every month for the next year at the Computer and Video Games Millennium Challenge



PLAY METROPOLIS FIRST

Also, you can play Metropolis, the amazing racing game where you blast through London streets at 200mph, before it's even in the shops. Everyone else will have to wait till later in the year.

Come along to the Challenge and play it for yourself; there's no charge, no pressure, all you've got to do is turn up when you want.

AT THE CHALLENGE

You'll take control of your car and race against another player - which could be your mate - and the winner gets some cool Dreamcast goodies. If you turn out to be the fastest person of the whole day, you'll get a place in the Grand Final in London (we'll pay for your travel to get there), a free Dreamcast game and a subscription to Computer and Video Games. At the Final there will be a play-off and you could win that £500 of HMV vouchers, Dreamcast console and games.

THAT'S ME ON TV

Rapture TV will be covering the Challenge for their weekly cable show, Gamers. So you could be lucky and get on TV.

rapture

WHEN AND WHERE

At HMV stores all over the country, each event will run all day so turn up when it suits you and play Dreamcast for yourself

The Computer and Video Games Millennium Challenge dates are:

London	HMV, 150 Oxford Street	12 June
Leicester	HMV, 9-17 High Street	19 June
Birmingham	HMV, 38 High Street	19 June
Liverpool	HMV, 22-36 Church St	10 July
Manchester	HMV, 90-100 Market Street	10 July
Leeds	HMV, 1 Victoria Walk, Headrow Centre	17 July
Aberdeen	HMV, 11-12 Union Bridge	31 July
Glasgow	HMV, Unit 5-6 Lewis's Building, Argyle St	31 July
Gateshead	HMV, Cameron Walk, Metro Centre	7 August
Newcastle	HMV, 56 Northumberland Street	7 August
Southampton	HMV, 56-58 Above Bar Street	14 August
Bluewater	HMV, Upper Rose Gallery	14 August
Oxford	HMV, 43-46 Cornmarket Street	21 August
Kingston	HMV, Bentalls Centre,	21 August
The Grand Final	HMV, Trocadero Centre, Coventry Street	London 2 October



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PlayStation 80% COMPLETE	3D SHOOTING	BY POLYPHONY DIGITAL	* NO OTHER VERSION AVAILABLE * NO OTHER VERSION PLANNED * STORAGE 1GB * RELEASED BY SONY TEL 077167 1800
	JUNE RELEASE	1 PLAYER	

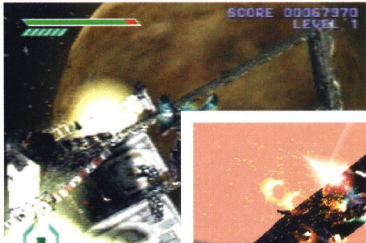
One of the best-ever games on console, shoot-'em up *Panzer Dragoon* for Sega Saturn, is soon to be paid big respect.

OMEGA BOOST

Good blasters are getting hard to find. However a division of Sony's Polyphony Digital team (*Gran Turismo*) has succeeded in reinventing this style of game, borrowing aspects from the best then enhancing this power-based mix.

In *Omega Boost* there are influences from worthy shoot-'em-ups *Darius* and *Panzer Dragoon*, as well as Japanese comic-book classics *Macross* and *Gundam*. Its presentation easily ranks among the best we've encountered on. But, especially for a PlayStation game, the control system is the bravest in a long, long while.

Movie-style sequences like these are typical of the kind of fix you find yourself in. Down the Delta Wing!



Looks like a scene from *Aliens* or something, right! When you've destroyed something in *Omega Boost* you know about it!

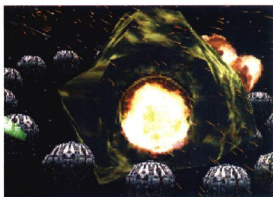


WOW AND ENOUGH WOW!

One of the chief goals for the *Omega Boost* team was to create a universe to rival *Gundam* and *Macross*. To this end the design, and its execution has been worked to the highest standards. Each character is presented with surprising detail, and the entire *Omega Boost* 'cast' is consistent as a whole. This is a perfectly realised concept that could easily translate into popular comic books or animation. Somebody do it!



The tiny character at the right of the shot is YOU! And, you guessed it, the giant thing is the enemy!



You need to circle the alien mothership to find its weak spot. The satellites cause problems too.



Watching your performance in Replay Mode is just like watching a wicked animation movie. The special effects and direction



Homing lasers pick out all the tiny targets, so you can concentrate on dodging the flack!

ENOUGH SAVING THE PLANET!

Omega Boost is the name given to a prototype robot-suit, worn by the hero on his mission to save the world. It's that straightforward. Such a cool name though. Overall there are a basic nine zones to battle through, with locations ranging from moon-surface battles, through cityscapes, and into space. All look stunning - from the particle effects through to the biggest alien structure. Geiger eat your heart out - the design on these things is something else! If you're a skill pilot, however, there are 10 Bonus Zones to access where your skills will be tested to the max! Only once you have survived all these can you call yourself an ace pilot.



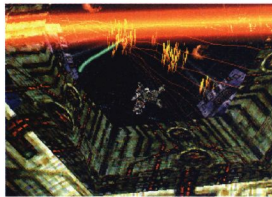
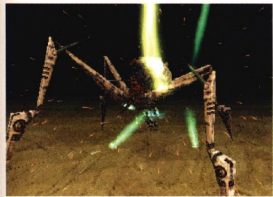
You can pilot *Omega Boost* from inside the cockpit too.



⚡ Not all stages are set in space, against a dark backdrop. This battle takes place in the dawn sky!



⚡ Enemies you meet in outerspace tend to be the coolest of the lot. Think you can beat this?



GET YOUR FINGERS AROUND THIS!

Mastering *Omega Boost* requires dedication. The robot suit has full range of movement, and you're expected to out-maneuver enemies who often exceed your capabilities. Basic 360 movement works on a flat XY axis. However this must be combined with movement through a 3D field using shoulder-mounted boosters. Targeting the enemy also takes practice – single shots do more damage, but a maximum of six 'lock on' missiles offer a safer, but less Gung-Ho, alternative.



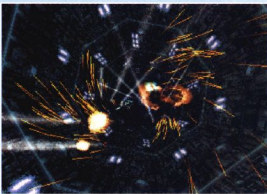
⚡ You need full 360° range of movement to survive THIS!

BLOW YOUR PLAYSTATION!

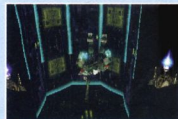
After each mission is complete, which takes quarter of an hour and upwards, you can watch the whole thing in replay mode – kind of like *Gran Turismo*. Skilled *Omega Boost* pilots not only gain access to the bonus stages mentioned above, but are awarded a Super Weapon in addition to the standard Valken and Homing Missiles. This makes life slightly easier.



⚡ Look at all the missiles you have to dodge!



⚡ By the way, did we tell you this game is hectic?



⚡ A fantastic new sci-fi universe coming soon to your PlayStation!



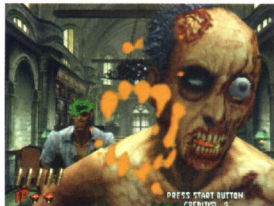
⚡ All robot fans check the design on this. A lot of borrowed ideas, but handled with flair.



⚡ Sorry, we can't remember what the heck is going on here – it's just an awesome screenshot!

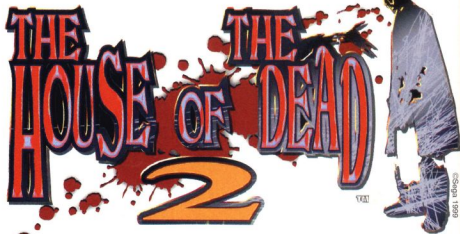
THE ULTIMATE PLAYSTATION BLAST

We expect to bring you an in-depth review of *Omega Boost* next issue, so you'll learn even more cool details on this awesome game.



<p>100% COMPLETE</p>	<p>GUN GAME</p>	<p>BY AM1</p>	<p>ARCADIE AND INPUT VERSIONS AVAILABLE</p> <p>NO OTHER VERSION PLANNED</p> <p>STORAGE 1 GB</p> <p>RELEASED BY SEGA</p> <p>TEL 011 800 4413</p>
	<p>SEPT RELEASE</p>	<p>1-2 PLAYERS</p>	

Save yourself pocketfuls of pound coins by owning a £10,000+ arcade hit on Dreamcast later this year!



As one of the biggest games in arcades all around the world at the moment, *House Of The Dead 2* is a real hot property on Dreamcast. We showed you briefly last month that the conversion is practically spot-on, not all that surprising considering that the arcade game runs on Sega's Dreamcast-based Naomi system. This month we'll show you a bit more of the game, explaining some of the new features created especially for the home version. This is going to be one of the first titles released on Dreamcast when the system becomes available in the UK in September, so you'd better start saving up straight away.



⚡ The dudes carrying chainsaws are particularly tough. They run straight at you, and will keep on attacking even with most of their head blown off! Hit them hard and fast to finish them off quickly.

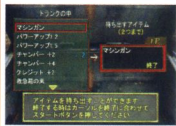
PHASERS TO STUN

The Dreamcast Light Gun will be released at the same time as *House Of The Dead 2*, most probably in a special package with the game as in Japan. It's an unusual design and is smaller than many light guns already available, even though it has space for a Visual Memory unit as well as a D-pad, B button and Start button to be used by your thumb. Although it doesn't look much like a real gun, everything works well and the D-pad gives designers lots of scope for new styles of game.

Although the *House Of The Dead 2* is only complete with the Light Gun, it still plays surprisingly well with the standard Dreamcast joystick.



⚡ Using the D-pad, menus are no problem (if you can read Japanese).



THE EXPLORATION GAME

You might think that there's nothing to *House Of The Dead 2* other than shooting the brains out of everything you come across. While it is possible to play the game like that, there's certainly a lot more to do – rescuing civilians and finding alternate routes through each level is what makes it so much fun to keep coming back to.

If you spot somebody in trouble, do your best to save them – not only do you get bonus points at the end of the level if you rescue enough, but they'll often show you alternate routes or hand out goodies!

KEY

You failure! ➔

You hero! ➔



⚡ The first route point in the game. An innocent human being is chased by an evil zombie – be quick and be accurate!



⚡ Too late – she's dead meat!



⚡ More marauding zombies!



⚡ Save the girl, then try to rescue her friend as well.



⚡ If you're good enough you're shown an alternate route.

ORIGINAL MODE

Especially for the Dreamcast version of the game, an all-new Original Mode has been added. While it's mostly the same as Arcade Mode, it's tougher because you can't give yourself loads of extra lives and continues from the start of the game. Instead you must find items hidden around the stages, adding them to your Visual Memory unit as you go. The next time you play you get to use up to three of these items at once – some are useful (extra continues, more power, etc), some bizarre.



Save the car driver at the start of Stage 2 then look in this van to find some exciting goodies.



One of the more ridiculous Original Mode pickups – Get Bass! fishing lures instead of bullets!



If you're quick with the gun you can make a real mess of zombies!

WHY WON'T YOU JUST DIE?

Best thing about being a zombie is that you're already dead so you don't feel any pain. *House Of The Dead 2*'s beasts will keep on coming for you even with bits of their arms, legs, chests, even heads blown clean off! Don't assume that you've finished something off just because you've shot it 10 times – keep blasting away until hear the satisfying "Pop!" of a head spitting into tiny pieces just to make sure!



Splitting headache? Ha ha!

BOSS CATS

At the end of each level you meet a giant boss creature which has to be beaten if you want to move on. There are two slightly different versions of each boss – taking certain routes through the previous level determines which one you'll meet. After you've gone through the whole game once you'll be able to play Boss Mode and have a go at beating all of them as quickly as possible.



This automaton is too well-armoured for you to simply blow him away.

The five-headed hydra must be beaten in two stages.



Get these freaks off your face before they claw your eyes out!

BACK FOR THE DEAD

Sega have confirmed that *House Of The Dead 2* will be one of the first UK Dreamcast games to be released, and we reckon it could do big things (especially if it comes out at Halloween). As soon as we play a British version we'll let you know how the translation is coming along.



If hip hop, popping caps and generally being 'down' in the slums are your kind of thing *Kingpin* is a gateway into that life.

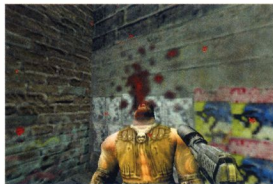
KINGPIN

Pushing back the boundaries of taste is always risky in the game business, especially with the eagle eyed classification boards scrutinising everything that doesn't have teddy bears or Mario in it. But when you take those boundaries and shove them in places that aren't normally exposed to the sun, you're almost guaranteed to have a game that makes the games mags laugh and the newspapers scream. *Kingpin* is definitely one of those games. It has swearing, blood and violence a plenty. Beating people to a pulp with a crowbar is the least of your troubles when you could get decapitated by a shotgun blast. And Cypress Hill provide the perfect background music.



F*** THAT MOTHER F****

Conversation, believe it or not, is vital in your quest to act out revenge on the gang who beat you up and left you to rot. Walk up to any person and hit Y and you'll start out on a friendly conversation with them. This usually gets you small nuggets of info or some other tips, like weapons you should have. However, you can orchestrate another type of conversation. When you speak to someone, a head appears at the bottom of the screen. If it's blue, they're friendly and won't attack. If it's red from the start one of you is going to die. To wind someone up, press X and you'll give them a mouthful of four letter abuse and a fight will start.



① One well placed shot to the head and you get a wall covered in blood and a dead tough guy.

② Wait and see how disputes are settled before getting involved.



③ If the enemy is unarmed, they'll run when you pull your gun out.

CROWBAR FOR A DOLLAR

The weapons you pick up along your journey through the 'hood is quite varied but all with the same outcome. A bloody death. You start with just a metal pole but after a couple of kills with that (search peoples bodies for extra cash) you can buy a crowbar from a fat bloke

hanging around on the street corner. Pawn-O-Matic is the local gun shop that also houses some true beasts. Everything from a shotgun to grenade launcher to flamethrower is up for sale, and he'll even trade for other items. Carnage beckons!

BOYZ IN THE HOOD

We've only had an hour long demo of *Kingpin* to play, but needless to say it's already whetted our appetites for more of the same. We should be able to bring you an update next month.



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 60fps COMPLETE	MOTOR RACING	BY POLYPHONY DIGITAL	<ul style="list-style-type: none"> • PREQUEL AVAILABLE ON PLATINUM • PLAYSTATION 2 VERSION PLANNED • STORAGE 1 CD • RELEASED BY SONY TEL 9371 457 1000
	SEP RELEASE	1-2 PLAYERS	

Improve what everyone thinks is perfect. Impossible! Yes, but *Gran Turismo* seemed too good to be true in the first place!

GRAN TURISMO 2

Think yourself lucky that the guys responsible for *Gran Turismo* are nuts about cars. They're so nuts about them that they intend to keep making new versions of *Gran Turismo* until someone orders them to stop. Which isn't going to happen soon. So here's the first astonishing sequel. We don't imagine that motor racing can get any better than this on PlayStation. So until next generation *Gran Turismo*, this will define the scene once again. Or we'll eat our pants.

COUNT THOSE CARS!

With 400 cars planned for GT2, you're sure to find a favourite. Since the original's success, Europe has been honoured by the inclusion of Lancia, Peugeot, TR, Citroen, VW, and Rover. You'll be able to throw a Mini Clubman around for fun, take a Lancia to its limits. The new VW Beetle is also here to satisfy anyone desperate to take one for a spin. From the US it's great to see Ford in GT2, also Nippon newcomer Lexus.



Ⓢ The handling is hyper realistic, and the cars look even sexier!

YOU WON'T RECOGNISE HER

This new baby takes you to more places, and in greater style than ever before. Picture circuits based in exotic locations ranging from Tahiti to Rome. Oh yes, Grunge capital of the world, Seattle, also features - this place with its bridges and roller coaster street style ought to be amazing. *GT* is improved under the bonnet too, with a more refined graphics engine and enhanced realism in the physics. To give you some idea of how impressive the tech-specs of GT2 are, *GT* on the next PlayStation will use the same routines!

Ⓢ GT2 uses the Jog-Con - Namco's specialist controller with a force-feedback 'steering wheel'.

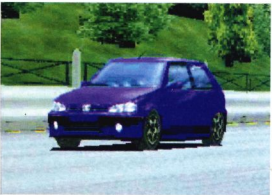


DRIVE ANYTHING ANYWHERE

You will have the freedom to take any car you can afford onto any road surface you choose. Incinerate the engine of an old Skyline on a drag strip (if you like!), or take matters more seriously by fine-tuning a Subaru for a desert rally. Top of the range cars will only be available to those who have earned the cash competing in the races. And, the only way to qualify for these races is to rule supreme in the relevant license test - of which there are 60!

CRUISE CONTROL

Another high octane reason to worship your PlayStation this September, GT2 is expected to arrive this Autumn, and CVG will be monitoring its revs until that time.





"Kissing at your age could cause a lurgi outbreak from unpleasant germs. You'll need the rapy if you don't sit apart," said Norm.



80%
COMPLETE
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PIRATE SIM

BY HOTHOUSE

JULY RELEASE

1-4 PLAYERS

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• STORAGE 1 CD
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TEL 0181 634 3000

The Caribbean is awash with the rich and the seas are crowded with pirates who want to steal it all. This is where you come in.

Cutthroats is entirely based on stealing, robbing, thieving and overall greed. You start with a small ship, a skeleton crew who only just cover the routine chores and a hull stacked with supplies. As a rookie rogue you have to seek out innocent merchant ships laden with goodies, then rob them. The more ships, and eventually towns, you steal from the bigger your reputation gets. But this also means more people want a piece of you. Basically, it's like the Mafia with wooden legs. And parrots.



PIRATES INC.

There is no preset victory for you to aim for, as you must decide how your crew wins in *Cutthroats*. It's down to you to decide if you become a king of the high seas and stick to attacking ships, or make your moves inland and go for harbours and ports. With this goes your reputation. You can be known as a ruthless villain and have everyone quaking in their boots when you arrive. The flipside to that is to try and earn yourself the Letter of Marque, which is basically like a pirate licence! The game continually displays your rank in three subjects – fame, infamy and wealth – to tell you how your pirate is doing.



OOH ARR ME 'ARTIES!



Visit the governor of the port or town to try and 'bring him round' to your ways of trading.



The general map shows only ports and your location.



This map view also shows some of the rival ships.



This is your fleet of ships where you can see exactly how much cargo each one is holding, their weapon capacity and the crew members on board.



Meh heh! Booty! These are the rewards from your last successful looting. All of this can be sold, or stored to boost your pirate empire!

ONE BIG HAPPY FAMILY

Cutthroats works as one huge continuously operating world, so your actions have a small effect on how the day to day lives of the other inhabitants' works. There are loads of ships sailing through the Caribbean, most of which are trade vessels. They'll dock at one port, buy cargo and move onto another to sell the goods at a profit. These are the principal targets for looting. Some will be easy pickings as they sail on their own while others will come in convoys or have warships in tow. Rival pirates may be looking to rob you or strike up allegiances, there may even be pirate hunters. It's down to you to work everything out and become the Blackbeard Godfather.



SHIVER ME TIMBERS

Cutthroats sounds like it could be good – on paper but then again so do most game like this. In reality, they're either very good or immensely boring. We'll be walking the plank with this one in a couple of months time.

COMING SOON

Seeing is believing

The most important date in the games calendar We're offering you the chance to be there - with a special CVG link-up for the E3 show in Los Angeles. Amazing new Dreamcast games revealed, Playstation 2 and everything that's big for Christmas. Your eyewitness coverage starts May 14th.

A close-up, high-resolution image of a woman's face, likely a character from a video game. She has dark hair, large expressive eyes, and is wearing large white hoop earrings. The lighting is soft, highlighting her features.

www.game-online.com

...and in the Game-Online shop this month a raging offer for Ridge Racer IV at £32.95! And Soul Reaver to pre-order. Get served.





80% COMPLETE PlayStation™	3D ACTION	BY SONY	<ul style="list-style-type: none"> NO OTHER VERSION PLANNED NO OTHER VERSION AVAILABLE STORAGE 1CD RELEASED BY SONY TEL 0171 447 1000
	JULY RELEASE	1 PLAYER	

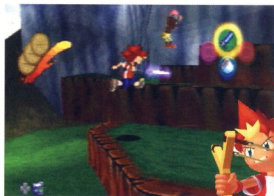
It's... another ground breaking platform game! This time developed exclusively for use with the PlayStation Dual Shock controller.

APE ESCAPE

Catch evil apes in a butterfly net. Not everyone's immediate idea of fun, but to make sure it grabs your interest there's the challenge of a whole new control system. Of all the colourful platform games available for PlayStation, we can safely say that this one is different. *Ape Escape* makes you feel like you're learning to hold a controller all over again. In no time at all, you realise this is something special.

APES OUT OF NOWHERE

Soon as Dual Shock was announced, a team of artists and programmers were assigned to work on a project especially for it. The entire concept for *Ape Escape* evolved around using two analogue joysticks to assist the main character. Original or bust! It has taken three years to reach completion - Sony's best kept secret. We have never played anything like it.



When the lights on top of the apes' helmets glow red, it means they've started to panic.

COMPLICATED BASICS

This new control system is easy enough to get into. Your character is directed using the left-hand analogue, the shoulder buttons allow him to jump or crawl. The uniqueness of the game is all related to the right-hand analogue. This controls your weapons and gadgets, independently of the main character's movements. Kind of like you play in *Quake*, you can target one direction while moving in another. You have lots of freedom.

MONKEY-O-MATIC



Your mission is pretty straightforward - catch a bunch of monkeys-turned-evil using a special net. It's mastering the tools to help you bag these banana-brains that is the key. Starting simple is the net itself. It swipes at the monkeys, moving in exactly the same direction, and at

the speed that you move the analogue stick. The most fun gadget we've seen is a radio-controlled car, used to chase monkeys out of hiding. Overall, though, it's the propeller that highlights the unique control - you need to rotate the stick like crazy to stay airborne!

RIGHT ON THE MONKEY

We're sure *Ape Escape* will help boost interest in PlayStation games even further. Even without the innovative control it's a cool-looking game. With it, there's nobody going to walk away unimpressed. More *Ape Escape* next issue, you can bet your nuts.

PRIZEBUSTER

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Answer questions then score SIX goals to win a prize from the list.

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Zap SIX Aliens to win a prize from the list.

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2. Select the Game you want.
3. Guess the secret code to Win!

One Question Quiz

win soft Taz CD hi-fi!

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win Mini Disc Recorder

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win Gameboy Color + Camera and printer!

09069 102898

win Sony PlayStation!

09069 181886

win Tomb Raider 3!

09069 181888

win Championship Manager 3!

09069 181881

win Rogue Squadron!

09069 102894

GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to pick your prize, crack the code and it's yours!

09069 181880 Instant Win!

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other competitions involve multiple choice questions with tiebreaker and end on the 31st May 1999 after which they may be replaced by a similar service on the same number. Actual design may vary.

Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you win send your claim to InfoMedia Services Limited Claims Dept., PO Box 28 Northampton NN1 5DS. Helpline 01604 542399 Winners Line: 0680 011001. www.InfoMedia-Services.co.uk

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100% COMPLETE Dreamcast.	2D FIGHTING GAME	BY CAPCOM	* ARCADE VERSION AVAILABLE * SATURN VERSION PLANNED * STORAGE 1 CD * RELEASED BY CAPCOM TEL IMPORTER
	OUT NOW (JAPAN)	1-4 PLAYERS	

The greatest comic super heroes take on Capcom's video gaming legends in the ultimate crossover tag battle.

Capcom's Versus series is doing quite well for itself. The first two arcade games, *X-Men vs Street Fighter* and *Marvel Super Heroes vs Street Fighter*, weren't exactly the best things Capcom had done, but *Marvel vs Capcom* sorted things out with its massive collection of characters, insane moves and intricate graphics. And now we've got the epic *SNK vs Capcom* to look forward to! This new Dreamcast conversion proves that Sega's machine is just as good at handling 2D as it is 3D – great news for arcade fighting fans. You may want to wear protective goggles while looking at screenshots of this game, to avoid permanent damage to your brain.

MARVEL VS. CAPCOM

CLASH OF SUPER HEROES



NO 'I' IN 'TEAM'

As with the other games in Capcom's Versus Battle series, creating a good partnership is very important. Each player picks two fighters to take into battle, and can switch between the two at any time, allowing one to rest while the other gets stuck right in. Big Variable Combo attacks allow both characters to join up together and unleash the most spectacular moves in fighting games – yes, they're even more ridiculous than in previous Versus games!

Marvel vs Capcom also adds Special Partners – characters who hang around just off-screen, waiting to be called into the fight where they perform a special attack, then jump out of the way. There are 20 different Special Partners taken from Marvel comics and various Capcom games, and one is picked for you at the start of each fight.



The mighty Thor and his legendary Mjolnir!

2D DREAMCAST!

Marvel vs Capcom on Dreamcast is of particular interest because it's the first 2D fighting game to be released on the console. Thankfully we can report that it's an impressive conversion of the arcade game – not only does it look spot-on, with all the animation, but it also loads amazingly quickly. Once you've picked your fighters, the fight match-up picture appears, then the fight starts. There's no waiting whatsoever, just like in the arcade original. We're really looking forward to conversions of Capcom's other fighting games now – *Street Fighter 3* and *Street Fighter Alpha 3* will be fantastic!

WAR FOR FOUR

The Dreamcast version of *Marvel vs Capcom* has a new four-player mode to take advantage of the console's four joystick ports. Each player controls one fighter, so teamwork becomes very important. You need to work with your partner to make sure that you each get enough rest, and that one of you doesn't end up hogging the whole fight.

TO BE CONTINUED

There's no definite word on whether *Marvel vs Capcom* will get a UK release, but it's quite likely to be out later this year. More on this and Capcom's other arcade conversions soon.





Huge report on Dreamcast, including Resident Evil: Code Veronica, and loads of fantastic Virtua Fighter 3tb screenshots. You also got an interview with the people behind Soul Reaver, our cover feature.

First time anyone got to see 'the new wipeout' in a UK magazine - Rollcage from Psygnosis. This issue was also the first to show you Sonic Adventure on Dreamcast. Our Zelda guide is also pretty cool.

We go behind the scenes of Metal Gear Solid, talk to the team responsible. Also we've some cool tricks to try in N64 Zelda. The Ridge Racer 4 cover story tells you everything you need to know to win.

The next generation PlayStation is revealed this issue, with the best screenshots in the world of Tekken and the Ridge Racer girl, Reiko Nagase. Since WWF is huge right now, we give you Attitude!



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SUBSCRIPTIONS

CHECKPOINT

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

Puma goodies up for grabs this month and some huge titles looming on the horizon. All is looking well don't you agree?

With the UK games industry gearing up for what could, rightly or wrongly, be classed as the biggest event of the year in the launch of the Dreamcast in September, we give you the facts about what's happening right here right now. Game Boy Color continues to churn

out releases at a frightening rate, so now is the time to invest in that if you want a wide range of software. And some big Platinum titles are due for release too, Gran Turismo and Final Fantasy VII the case in point. Anyway, that's our recommendations for the month.

E3

12th to 15th May
Los Angeles, USA

Unless you happen to have a lot of money and the gift of the gab, this will be of no use to you. Because the start of E3 is also when this mag came out. Never mind. Anyway, it's a safe bet we'll have a huge E3 section featuring hot news on Dreamcast and PlayStation 2? Maybe Nintendo will pull something out of the bag too!



Capital FM Extravaganza

29th May to 1st June
Earls Court, London
London's biggest Radio station is back with their

now regular summer show. There's a heavy games involvement this year, with a huge interactive arena this year featuring big presence from Sony and Nintendo. Also, you get the chance to ogle at the next 'big' pop bands including Next of Kin and Hepburn.

British Virtual On tournament

11th July, Namco Wonderpark
Great Windmill St, London

You should be able to work out exactly what this is all about. If you're a fan of Virtual On and fancy your chances at winning some Virtual On gear, then you should head down to the Wonderpark. And you can have a look at loads of other top arcade games while you there.

EVENTS AND SOFTWARE RELEASES

APR-MAY SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH



KEY: ■ These games are hot
■ These are not

GAME NAME	FORMAT
7th May 1999	
All Star Baseball 2000 (Acclaim)	N 64/Game Boy Color/PC CD-ROM
Battleships (Hasbro)	Game Boy Color
Divers Dream (Konami)	PlayStation
FA Soccer Manager (Eidos)	PlayStation
GTA: London (Take 2)	PlayStation
Heart of Darkness: Platinum (Infogrames)	PlayStation
Missile Command (THE Games)	Game Boy Color
Monopoly (Hasbro)	Game Boy Color
Mortal Kombat Mythologies (GT)	PC CD-ROM
O.D.T. (Psygnosis)	Nintendo 64
Puma Street Soccer (Infogrames)	PlayStation
Player Manager '99 (Infogrames)	PlayStation
Sports Car GT (EA)	PlayStation
StarSeige (Cendant)	PC CD-ROM
StarSeige Tribes (Cendant)	PC CD-ROM
Three Lions (Take 2)	Game Boy Color
Triple Play 2000 (EA)	PlayStation/ PC CD-ROM
14th May	
Blaze and Blade (Funsoft)	PlayStation
Drakan (Psygnosis)	PC CD-ROM
Final Fantasy VII Platinum (Sony)	PlayStation
FIFA RTWC: Platinum (EA)	PlayStation
ISS '99 (Konami)	Game Boy Color
Lucky Luke (Infogrames)	Game Boy Color
Street Fighter Collection 2 (Virgin)	PlayStation
21st May	
Bombberman Fantasy Racing (Sony)	PlayStation
A Bug's Life (Disney Interactive)	Game Boy Color
Gran Turismo: Platinum (Sony)	PC CD-ROM
Star Wars: Episode 1: Adventure (Activision)	PC CD-ROM

GAME NAME	FORMAT
28th May	
Aliens vs Predator (Fox)	PC CD-ROM
Conkers Pocket Tales (THE Games)	Game Boy Color
Looney Tunes (Infogrames)	Game Boy Color
Quake 2 (Activision)	PlayStation/ Nintendo 64
Street Fighter Alpha 3 (Virgin)	PlayStation
Silicon Valley (Take 2)	Game Boy Color
Syphon Filter (Sony)	PlayStation
May (no set release)	
Age of Empires (Microsoft)	Apple Mac
Championship Manager 2: Sold Out (Sold Out)	PC CD-ROM
Descent 3 (Interplay)	PC CD-ROM
Hidden and Dangerous (Take 2)	PC CD-ROM
Joe Blow (Telstar)	PC CD-ROM
Machines (Acclaim)	PC CD-ROM
Mechwarrior 3 (Activision)	PC CD-ROM
Night and Magic 7 (Ubi Soft)	PC CD-ROM
Omikron (Eidos)	PC CD-ROM
Return Fire 2 (3DO Company)	PC CD-ROM
South Park Screensaver 2 (Telstar)	PC CD-ROM
Street Wars (Infogrames)	PC CD-ROM
World Cup Cricket (EA)	PC CD-ROM
4th June	
Bloods Roar 2 (Virgin)	PlayStation
Cesears Palace (THE Games)	Game Boy Color
Carnageddon (SO)	PlayStation/N64/Game Boy Color
Castrol Super Bikes (THQ)	PlayStation
Discworld Noir (GT)	PC CD-ROM
Duke Nukem (GT)	Game Boy Color
Duke Nukem: Zero Hour (GT)	Nintendo 64
F1 World Grand Prix (THE Games)	Game Boy Color
F1 World Grand Prix 2 (THE Games)	Nintendo 64

CHECKPOINT

GAME NAME

FORMAT

Holy Magic Century (Konami)	Game Boy Color
No Fear Downhill Mountain Biking (Codemasters)	PlayStation
Speed Freaks (Sony)	PlayStation
WWF: Attitude (Acclaim)	Game Boy Color
11th June	
Anna Kournikova's Smash Court Tennis (Sony)	PlayStation
Bust a Move 4 (Acclaim)	Game Boy Color
Croc 2 (Fox)	PlayStation
Game Boy Color Red, Lime Green, Yellow and Blue (THE Games)	Game Boy Color
Homeworld (Cendant)	PC CD-ROM
Lode Runner (Infogrames)	Nintendo 64
R-Type Delta (Sony)	PlayStation
18th June	
Break Neck (THQ)	PC CD-ROM

GAME NAME

FORMAT

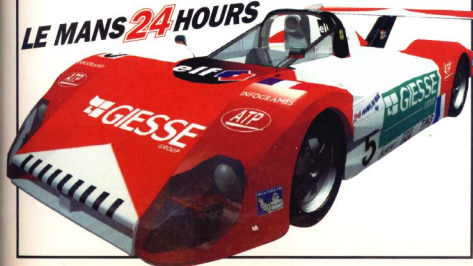
Broken Sword: Sold Out (Sold Out)	PC CD-ROM
Bugs Bunny: Lost in Time (Infogrames)	PlayStation
Need for Speed: Road Challenge (EA)	PlayStation
Outcast (Infogrames)	PC CD-ROM
Rainbow Six (Take 2)	PlayStation/ Nintendo 64
Soul Reaver (Eidos)	PlayStation/ PC CD-ROM
25th June	
Acclaim Sports Soccer (Acclaim)	Nintendo 64
Le Mans 24 Hour (Infogrames)	PC CD-ROM
TA: Kingdoms (GT)	PC CD-ROM
June (no set release)	
Dungeon Keeper 2 (EA)	PC CD-ROM
Earthworm Jim 3D (Interplay)	PC CD-ROM
Ultima Online: Second Age (EA)	PC CD-ROM
Unreal Tournament (GT)	PC CD-ROM

LE MANS WINNERS!

We offered you the chance to win a fantastic remote controlled car and some other Le Mans goodies a couple of issues back, and we had a ton of entries for this supercool prize. The question we asked was what also lasts 24 hours and it didn't take a genius to work out that it was one day. Unfortunately, there could only be one winner and that lucky person is Keith Morton, from Bristol! We send out our congratulations and expect someone to get in touch with you soon. Thank you and goodnight.



LE MANS 24 HOURS



A STACK OF PUMA GOODIES

OK, so Puma Street Soccer may not be the best thing since sliced bread, but they have managed to secure some top merchandise for us to give away. We've got 5 bags, 5 T-Shirts, 5 Sweatshirts, 5 Balls and 5 Caps sitting in a box in the office that have to be sent out before the CVG ponces get their hands on them.

So, all we want you to do is this: Name two Premiership footballers who are sponsored by Puma. Here's a couple of clues. One is a small and has a similar name to a runner called Budd and another is Dutch and plays for Man Utd.

Anyway, please send your entries to JAAP'S THE WAY TO DO IT FRANCO at the usual address. Thank you.



Send entries as soon as possible to:
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37-39 MILLHARBOUR, THE ISLE OF DOGS,
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SPECIAL THANKS



FOR THE RENEGADE MASTER
This edition of Checkpoint was bought to you by CVG in conjunction with HMV, who supplied the release that you see here. Neither CVG or HMV can be held in any way responsible for the dates slipping or being wrong. They were correct at the time of going to press.

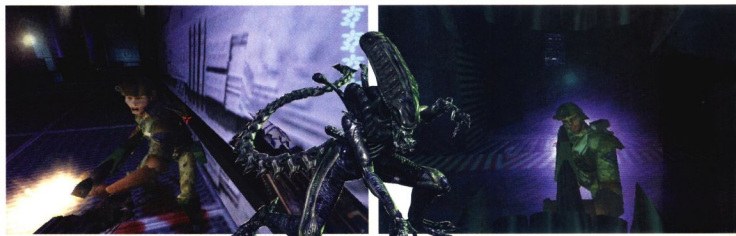


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Two of the greatest action movies of all time, in one package and available on PC. Could this be the bargain of the year?

ALIENS VS PREDATORS

Finally, games programmers are realising the potential that exists within film licences. No longer will we have to put up with games like *The Fifth Element* or *A Bug's Life* when *Goldeneye* is around to show people how good they can be. Although *Aliens vs Predator* isn't strictly a film, it still classes as a licence if you get what we mean. And thankfully, it delivers most of the atmosphere and tension you'd associate from the two blockbusters. Loads of sound effects and visual references to the films are the icing on the cake as far as we're concerned.



➔ One slice from your blade and this turns into a headless marine.



➔ Check out the green blood trails Predators leave behind.

➔ Eat enemies' heads to give you life back when you're using the Alien.

➔ Grenades are useful for clearing away hordes of Aliens.



LOCK AND LOAD

The Marine is definitely the first of the three characters you should play as, because this will ease you in gently to the ways of *Aliens vs Predator*. It's the most similar to *Quake*, which everyone should understand. And the weaponry is one of the most satisfying aspects, so we've picked out a couple of the early guns at your disposal.

➔ The Aliens don't die immediately once they are caked in flames (far right) and the Smart gun (centre) will home in on enemies as soon as they come into your view.

PULSE RIFLE

This is the gun you start with. It's basic but does you a job. There are two parts to the gun, one is the big standard bullets, the second is a small explosive that is launched from the top of the gun. It can't hold many bullets at one time, so if you find yourself in a major battle, it's not the best option available.



SMART GUN

Much better. This is like the pulse rifle but holds 500 bullets at a time, fires at a much quicker rate, and has the added bonus of an auto-target which homes in on Aliens or Predators to save you panic firing. This is the gun you should use whenever possible, as it can clear rooms in seconds.



FLAME THROWER

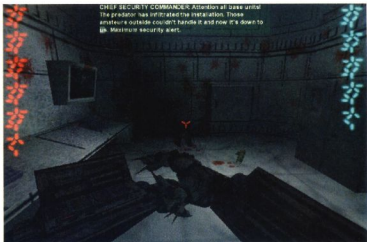
You'll get blasted with this when you play as the Alien or Predator, so it's well worth you using it if you can. It looks like a puny weapon and it does have a pathetic range but as soon as anything gets in its firing line it's toast. Enemies will still be alive for a few seconds before they die so they can still attack.



PREDATOR - BEST BAR NONE

The Predator is frankly awesome. The first time you start with him, he'll no doubt have you screaming at the screen as the trademark noises and weapons come roaring through the speakers. You want some examples? He uses the console on his arm to activate the Shoulder Cannon, and if you need the medicomp to give you back some energy, he gets a couple of needles, sticks them in his midriff and lets out an almighty roar. Just like the film. But the coolest thing the Predator has are his three modes of alternate vision. The first

is the heat sensitive one that he uses so often in the first film. If you have the shoulder cannon active when you switch to his heat sensors, it'll automatically target any enemies nearby. The second is an Alien detector and works in exactly the same way, but highlights Aliens that are in your field of vision. The third is for making the darker areas light. But the sound effects you get when flicking through these modes is spot on, and you even hear his heat beating and heavy breathing too. Like we said: Awesome!



CHIEF SECURITY COMMANDER: Alien vs Predator The predator has infiltrated the installation. Those emitters outside couldn't locate it and now it's down to us. Maximum security alert.

computer
video games

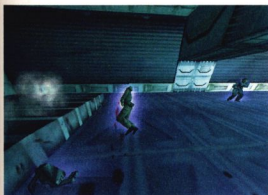
PC
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☛ Carnage galore as a group of Aliens feel the Pulse Rifle.



☛ The Grenades illuminate the background and this Alien.



☛ The world seen through the eyes of the Alien.



☛ An Alien hybrid.



CVG OPINION

There's no doubting that *Aliens vs Predator* is an excellent game. But it doesn't quite feel like the complete product. For a start, it's really tough and soon as you get anywhere near a couple of Aliens, you're certain to get eaten alive. Sure that makes it last longer, but to be honest this can become frustrating to continually restart levels. However, it's still one of the most engaging games I've played. The whole idea of being able to play as Predators and Aliens is very appealing and you're not let down by the gameplay. All the things you'd want to do as the creatures, you can. It looks very nice too, so the feeling of running around an Alien hive is as realistic as you're likely to get. If you're into this sort of game, or love the movies, you'll get a big kick from this.

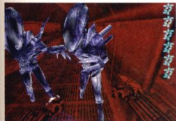
STEVE ROY

VISION ON

The other two characters each have image manipulation tools that they can use to their advantage. The Marine has his image intensifier which basically works as a super powered torch, and lights up any really dark areas of a level. It has the reverse effect though when you walk into bright areas when it's on as you then become almost completely blinded. The Alien has an almost identical navigation mode which does basically the same thing.



☛ The Predator's shoulder cannon homes in during heat sensor mode.



☛ The Predator also has an Alien sensor.

☛ The Marine's image intensifier.



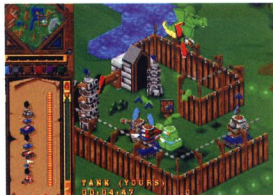
RATING



Aliens vs Predator makes good use of an excellent licence to provide you with another very tasty corridor game. Well worth hunting.

ALIENS
vs
PREDATOR

REVIEW



There's not many games with tanks on sale, and we review two in one issue. What's even more strange is that they're both by the same people - DMA Design. From the same developers as *Grand Theft Auto*, *Lemmings*, *Space Station Silicon Valley* and *Wild Metal Country* comes *Tanktics*, a strange hybrid of real-time strategy game, cute graphics and typically skewed DMA humour. Where squadrons of tanks battle for supremacy and scour the land for new parts that can be used to build more weapons.

THINK TANK

Tanktics is a simple game in idea, you build tanks and battle an enemy who's doing the same. Destroy the enemy receivers that allow enemy tanks to be transported closer to your base, then wipe out the enemy to finish the level. There are four different eras the game is set in with eight levels in each. Battle across Prehistoric, Mediaeval, Modern and Future time periods, and in each you're fighting tanks from the next era, so you're always facing a tougher enemy, but the game isn't as serious as it sounds.



Items are selected by the giant magnet. The carrier changes according to the era.

PC
CD
ROM

STRATEGY GAME

BY DMA

OUT JUNE

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Imagine playing *Command and Conquer*, where you design the weapons, and then control them. This is *Tanktics*, and it's got sheep!

TANKTICS



TANK GIRL

Building a tank is pretty easy, in *Tanktics* their construction is similar to the precarious stacking of objects needed to make a Scooby Snack. To build the most basic you need four parts. First you need some tracks, these will enable you to move the tank around, but they're not much use without an engine so that needs to be placed next. The third component is the weapon, and finally to make your tank operational you need a radar. When these four parts are placed in the correct order you've got a fully-working tank. There's a lot of variety available, because you're not restricted to one type of component - up to six different kinds of each in every world. Choosing the right combination is essential to completing the level.



They may look kind of strange, but tanks like these pack more firepower than those dinky kinds.

Getting ready for a fight. The blues could have an advantage.



TIC-TANK

Scattered around each level are components of tanks that can be picked up and retrieved. Allowing you to build more tanks providing you've got the right parts, but to make tanks more efficiently you need some sort of production line, and that's where the Part-O-Matic comes into play. The Part-O-Matic is a big machine that you'll need to defend at all costs, because without it it's game over. The Part-O-Matic only produces tank parts provided you keep it full of fuel. By feeding boulders, unused/enemy tank parts, crates and sheep into the machine you can produce new tank components. As you can build tanks using up to ten separate parts you'll need a constant supply, especially as your enemy will be doing the same.



⚡ The Part-O-Matic has a big treadmill which can be powered by sheep. When the sheep get tired you have to drop them in sheep dip to recover.



⚡ Guard your sheep, they're valuable.

TANKED UP

There are special power-up items located on each level, but rather sneakily you have to be playing well to be able to use them. This is because of a promotion system, whereby if your tank does well in battle it gets promoted in rank. To become promoted your tank needs to destroy four enemies. When it does this, the rank insignia above the

tank will change. If this rank matches the sign next to the power-up you can move your tank over the switch to activate the power-up to collect it. Promoted tanks can withstand more enemy hits, and provide you with beefier fire-power, but in the heat of battle, you'll just be glad your tanks win, let alone a specific one.



⚡ Some tanks can't travel across the snow, use boulders to block the enemy.

CVRG OPINION

Tanktics is a typical DMA game full of dodgy humour, sheep, and most importantly a fun game that's unlike anything you've seen before. Like all good strategy games the action is thick and fast, with you not having a moment to spare, and clicking on the wrong objects in moments of panic, but like the best you'll soon have winning strategies and kicking yourself for thinking something so tough was really rather easy. The various tank components mean there's plenty of scope for experimentation, plus finding the right tanks for the task and terrain ahead, and there's a selection of mini games like squashing sheep, which couldn't be included in the main game, but have DMA written all-over them. This is a great game, and it thoroughly deserves you to stand up to attention, and check it out.

ALEX HUNT/ASA

RATING



Fun game that mixes the strategy of Command and Conquer with the look of a cutesy platform game, but plays far more tougher than it looks.

PC
CD
ROM

TANK COMBAT
GAME

BY DMA

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You know in your guts instincts when a game doesn't work. And it's especially frustrating trying to write something interesting about a game that bores you and this is the problem with *Wild Metal Country*. While it must look like a nice idea on paper, the harsh reality is this game is too slow and monotonous to make it stand out by any significant margin. It does have some good gameplay elements and it could appeal to some people. See if it's you.

★ PEAS IN A POD ★

The basic idea behind the game is a simple one. In each level are located eight coloured pods and you have to find and collect each of them to exit the level. Enemy vehicles won't pick them up, but they'll do their best to stop you. Once you've obtained a few of the eight, it's often a good idea to take them to one of the store locations, which are the small hexagonal shaped items floating just above the ground. They are also the places where you start and finish a level. Drive under one of these and the pods you've collected will be locked away and you won't drop them if you're killed. As you might surmise, these pods have their tactical uses.

It's got lots of metal. It's only wild in the multiplayer mode. And as for the country? Well they must have burnt that down.



★ DIAMONDS ARE FOREVER ★

So how do you know where these pods are then? Well, it's quite simple. As you drive around the levels, you'll notice series of dots, triangles and other shapes on screen. These are the key points in the level and show you exactly what is waiting just around a corner. When you are nearing an object it moves towards the centre of the screen and increases in size so there's no excuse for missing it. The pods are the most important items and they're represented by hour glass coloured shapes, and enemies are a pastel green square. Helicopters are shown as blue dots, so you can keep tabs on them if you need rescuing.



MORE THAN ONE WAY
TO SINK A TANK

One of the main selling points for *Wild Metal Country* is the multiplayer element, in which there four styles of game you can play with up to eight of your chums. The standard forms of linking are available with LAN and modem support. But here are the range of deathmatch games you can play:



○ POWER CORE GAMES

The idea here is to simply collect a designated amount of power cores. These are either scattered around the arena or found by killing a rival player and pinching his core. There are also fragments hidden in the level and collecting three also results in a single power core.



○ FRAG GAME

This is the standard, probably most common form of deathmatch. It's basically kill everything that moves, and the first to reach a set amount of kills wins. You can also have a time limit game so whoever has the most frags at the end of, for example, ten minutes is also the winner.

★ WU TANKS CLAN ★

You have a choice of five different tanks when you start a game that have varying uses and styles. Some are tougher than others, while some tanks

are shaped for a very low profile, thus reducing air resistance. None are invincible, though – once your tank starts to smoke, you're in need of repair.

RHINO

The Rhino is a small but strong tank that has a couple of spikes attached to the front for extra ramming damage. It's not the most stable of the tanks, but flipping it back the right way once overturned is easy enough.



BULLDOG

The Reliant Robin of the tanks in that it only has three wheels. Don't let that put you off though, as the single rear wheel gives some extra grip and manoeuvrability on some of the rougher landscapes and terrains.



MANTA

This is the lowest of the tanks and is therefore harder to hit. It's quite heavy so when you roll it then you'll have a job getting it back and it usually end up with you calling the rescue helicopter for assistance.



BIG CHOPPER ACTION

The Helicopters are not enemies, so there's no need to start unloading on them. In fact, they serve two very useful purposes. By hitting R, the green rescue light starts to flash on your inventory, and a helicopter is on its way to you. Basically, it hovers over your tank and lifts it from the ground filling the energy bar in the process. It's a good idea to do this in a quiet part of the level, as you're still susceptible to attack when your energy is being stocked up again. They also drop off weapon and mine supplies for you at various points around the levels. The X shaped canisters hold the ammo for your turret and the square cubes have the mines.



☞ The green pod will give you some health

CHEETAH

It's 50-50 as to the qualities of this tank. It's low on armour but very quick, which means it can outrun most enemies. It's also very light which means it does get flipped over easily, but that is simple to redress.



ROADRUNNER

No 'meep meeps' coming from this tank, though it is one of the strangest of the lot. Apparently, it "uses anti-gravity technology to balance it on a heavy metallic sphere for stability." It's also the toughest to master.



CVG OPINION

I have to say that, apart from the multiplayer games, I found *Wild Metal Country* to be a rather slow and boring game to play. I understand that tanks aren't exactly the quickest of vehicles, but even so the amount of time it takes to spin or change direction makes this almost monotonous. Graphically it's very good, but this is scant consolation because the landscapes are so barren, which is another reason it feels dull. Multiplayer games live their ups dramatically, as you can have eight players all vying for that last frag and that's well worth having a go of. In fact if it wasn't for that then the score could well have been lower. In the words of Roy Walker, "It's good but it's not right."

STEVE ROY



☞ CAPTURE GAMES

This variant is based around a single power core and you can only score frags once this core is in your possession, or a member of your team if your playing team mode. Imagine a game of badminton but with tanks and a power core instead of shuttlecock. Good eh?



☞ TEAM GAME

The team option applies to the Frag and Capture games and basically brings a lot more tactics into play. Now you can work out specific strategies for surrounding enemies as you try to kill them or take the power core.

RATING



The entertaining multiplayer options hide the fact that, playing on your own, *Wild Metal Country* is dull and frustrating.



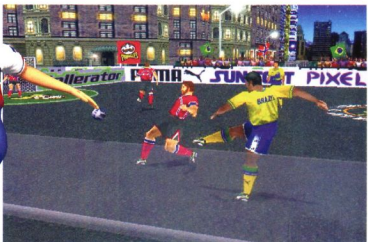


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	OUT NOW	1-8 PLAYERS	

Not since *Adidas Power Soccer* has a leading sports manufacturer lent their name to a video game. It's easy to see why.

The basics of a football game are simple. Grass. Goals. Players and of course a ball. The number of these basics can be variable and *Puma Street Soccer* has gone for four-a-side, small cornered off pitches with miniature goals. So far so good. Except for one crucial thing. When you play 'indoor' or street football it's very exciting. When you watch professional players play it, it's quite exciting. When you watch badly animated polygon men and a ball that is small enough for you to lose where it is sometimes, it sucks. BIG style.

PUMA STREET SOCCER



HOT SHOT HAMISH

Puma Street Soccer has a strange super shot option that gives you, well a Super Shot. The idea is that you have as many shots as you can in a particular half, and every time you do and small energy bar at the bottom of the screen goes up. When it reaches full, all you have to do is take another shot and it'll be a super powerful strike, with a red vapour trail following it along the court.

☛ Hitting certain parts of the scenery with the ball will open up secrets and hidden teams.

COURT JESTER

There are a variety of court locations in the game and as well as providing different scenery, they also serve as ways to open up the secret parts in this game. For instance, if you happen to kick the ball out of the arena and into certain stands or items around the perimeter you'll be treated to a cut scene, showing that you've found a hidden team or another court. Neither of which are especially exciting.



CVG OPINION

I never thought I'd see the day where I'd recommend a *FIFA* game over *ISS*, but this is it. If you desperately fancy playing indoor style football, *Road to World Cup* has an indoor option as well. So for £40 odd quid you get all of the standard 11-a-side options and a free indoor mode. With *Puma*, you get the indoor mode. Bargain. It's a nice licence to have, but as with *Adidas Power Soccer*, that's all that you get out of it. It plays like a dog, and the players have an uncanny knack of jumping over 95% of the tackles made against them. Excuse me while I go and watch my fridge defrosting.

STEVE BOY

☛ Down by the harbour for the big game with Nigeria against England. It's so exciting. No really. It is.

☛ The keepers will pull off top drawer saves and still let in the piddlers. Doh!

RATING

There is no reason to buy this game at all. It looks ropey, has boring gameplay and thinking about it, no redeeming features at all.



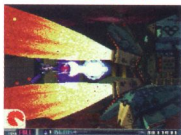
If you thought games featuring alien-blasting spaceships were a thing of the past here's your wake-up-call.

R-TYPE DELTA

Considering the first computer game featured spaceships blasting each other, it's no surprise that the history of video games has been full of shooters. The birth of 3D on home consoles pretty much announced the death the shoot 'em up - the most fearsome test of skill and reflex a game designer could ever devise. But now perhaps the greatest shoot 'em up ever created is back. The same solid gameplay and challenge is on offer, but the look is right up-to-date. In *R-Type* the alien laser-fodder call themselves the Bydo Empire, and you're the hot-shot pilot who's been picked to thwart their latest attack.

THE THREE R'S

Scientists have developed three craft for you to fight the aliens, three different R-Types. The first is the R9 - anyone who's played the original *R-Type* will recognise it straight away. There's also two new ships on offer, both employ different weapon systems. The R13 employs an anchor weapons system, where auxiliary weapons can be dispatched into a corner of the screen then whisked back, using a huge chain. The RX is home to the tentacle weapon system, a separate pod that can be controlled independently from your craft, and even chases it's own targets.



Keep out of the way of the big ships rockets, and fire your weapons in the tiny gap.



DON'T FORCE IT - FEEEL

A major appeal of *R-Type* is the use of the Force Unit. This is an indestructible pod that can be attached to the front or rear of your ship. Your main weapons are fired from it, so positioning it strategically is a major part of the game. As the Force Unit also doubles as a shield, you need to be clever in how you use it, and *R-Type Delta* really makes you switch between them all the time.

CVG OPINION

If you've never played a game like *R-Type* get ready for a very tough challenge. It's full of colourful enemies, great sounds and music, spectacular bosses, and dazzling weapon effects. But not everything's perfect. There's quite a bit of slowdown in some sections, especially when there's lots of objects on screen, and the arcade thrills mean that once completed, the high-score is the only reason to continue playing. Although the three different ships add a little longevity. But if you're a shoot 'em up fan, get ready for one of the best blasters around, where skill and reflexes are more important than combos and racing lines. They don't make them like they used to!

ALEX HAYMAKALA

RATING



Reinvention of a classic, that holds its own with the new crowd. Young pups may want to rent first, but those who remember the first time, enjoy!



Underwater and enemies attack from everywhere, use the Force Unit wisely.



The R13 is on the left but the anchor weapon is on the other side of the screen.



Holding down the fire button to power your weapons. The results are amazing.



These giant fish are no problem if you've got big guns.



The Formula 1 season is just getting exciting now, and the year's official game is here on PC. Psygnosis got the nation into F1 games with their first two releases, but the last game - *Formula 1 '98* - was very disappointing. This time round the official title comes from Eidos, and there are plenty of new features. More detailed car set-up and tactical options are available, but not in an over-complex way as with some more serious simulations. This is a Formula 1 game aimed at everyone, not just the tech-heads.

KEEPING IT REAL

Official *Formula 1 Racing* has the official license for last season, rather than the current season. While it's not really a big deal it does mean that some of the drivers race for their old teams, the car designs are a bit out of date, plus the new teams are missing completely. But the license does mean that all the courses, cars, drivers and on-screen TV graphics are just like the real things. The PlayStation version of the game isn't due for release until later this year, so it's possible this will have a more up-to-date license.



☛ The window in the top-left corner pops up to show you any incidents which occur during a race.



☛ One of the views from a virtual camera mounted on the front of your driver's car shows reflections of the race in your shiny visor! The number and variety of views makes replays fun to watch.

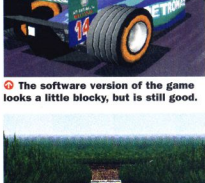
PC CD ROM	RACING GAME	BY LANKHOR	PRICE £24.99 NO OTHER VERSION AVAILABLE PLAYSTATION VERSION PLANNED STORAGE 1 CD RELEASED BY EIDOS TEL 0181 608 3008
	OUT MAY	1-8 PLAYERS	

The fastest sport on Earth is always going to make a good video game, especially if it's got all the real-life stars and cars!

OFFICIAL FORMULA 1 RACING



☛ The famous tunnel at Monte Carlo. Rather bizarrely, in wet weather it becomes just as fog-filled as the outdoor sections. Speeding out of the end is always really nerve-wracking.



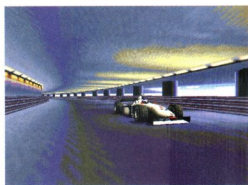
☛ The software version of the game looks a little blocky, but is still good.



☛ Even from high up like this, the distant scenery holds together well.

CHARTER A CHOPPER

Before each race you can take to the skies in a helicopter and be flown around the circuit from start to finish, getting hints and tips on each section as you go. This is great if you've never raced on a course before as it gives you an idea of what to look out for, plus it shows off the scenery nicely even if you already know what you're doing.



CVG OPINION

With something as big as *Official Formula 1 Racing*, it's a shame that the graphics aren't up to the usual standard for PC games. The 3D card version looks washed out and a bit ropey, which is particularly disappointing considering there are so many great-looking PC driving games. Courses aren't all that detailed either, though there's less graphics pop-up than in Psygnosis's *Formula 1* games. The handling varies from arcade to simulation mode - with all the realistic options on, it's not easy to play but is a lot more entertaining (especially from the wobbly in-helmet view). Arcade mode is easy, but doesn't have enough of a feeling of insane speed to make it truly worthwhile. *Official Formula 1 Racing* has some good features but is a little scrappy overall - there are also better F1 simulations and better F1 arcade racers available on PC already.

ED LOMAS



Not the definitive F1 game we'd hoped for. A disappointing look and a lack of excitement stop the game from being an essential racer.

PC
CD
ROM

CORRIDOR GAME

BY 3DO
COMPANY

OUT NOW

1-8 PLAYERS

PRICE £34.99
NO OTHER VERSION
AVAILABLE
NO OTHER VERSION
PLANNED
STORAGE 1 CD
RELEASED BY UNISHT
TEL 0181 944 9008

Calling all avenging angels! Our future is under attack from the devil's henchmen, and your supernatural powers are needed!

REQUIEM

As Malachi, a loyal angel in human form, you must save creation from Hell's evil fallen demons on a futuristic Earth! A fantastic idea for a game, and one which means you get to take on hordes of evil creatures with both high-tech weaponry and spectacular angelic powers. All-out blasting isn't going to get you anywhere though – you must protect innocent humans and work hard to locate the evil dudes by talking to the right people. It's an all-new kind of game: the religious blaster!

HUBBLE BUBBLE, TOILET TROUBLE

Being an angel, you can use supernatural powers as well as heavy artillery. To begin with you have a few simple spells, but as you go through the game you earn more useful and impressive abilities such as flight, lightning bolts, healing, locust swarms, blood boil, and the ability to turn enemies to salt! You can even possess other characters and take control of their bodies for a while, and resurrect dead creatures to be used as your slaves!



☞ Your Brimstone magic power fires jets of flame from your palms, letting you set fire to groups of enemies in one go. You earn this fairly early on in the game, and it comes in extremely handy through many of the middle sections.



☞ Turning enemies to salt is very satisfying. Almost anyone can be destroyed in one go – they get frozen solid, then they slowly crack and crumble into a small pile of dust!



☞ The rocket launcher causes big damage and fires quickly. Very nice.



☞ This gang of hardnut rebels will fight with you if you talk to them.

KEEP TALKING

Requiem's story is important to the game. To get essential items and clues you must talk to the right people, and even work with a group of rebels in an all-out street war against armed troops! You've got to use a bit of tact too – you can't go around with a gun in your hands or you'll be gunned down straight away. You also need to avoid killing important people or God will unleash His wrath upon ye!



CVG OPINION

The idea of playing an angelic being kicking ass in the future is a great one, and *Requiem* pulls it off well. There's a good selection of offensive and defensive spells, but the weapons are a little disappointing. There are only seven in total, and they're not as fun to use as those in similar games. Level design is excellent in places, but for the most part everything looks a little bland and is fairly basic to play through. The story helps encourage you to play on, and it's nice that there are no big breaks in the action between stages. Most enemies are again relatively plain but react well to the way they're attacked, running away when they know they haven't got a chance, and taking damage to separate parts of their bodies – go for the head for quick kills. *Requiem: Avenging Angel* is entertaining and interesting, but doesn't have the necessary sparkle to make it really stand out from the PC's crowd of similar games.

CV LDMAS

RATING



A brilliant theme and some great ideas, but overall a bit disappointing. Corridor gamers wanting variety will do well with *Requiem*.

PC
CD
ROM



X WING ALLIANCE

Probably the last in the popular *X-Wing* series now that *The Phantom Menace* is almost on the horizon – Naboo Fighter just doesn't have the same impact does it? Anyway this is a real return to form for the series, with the emphasis on giving the fans what they want out of a Star Wars based flight sim/shooter. And what did the fans want? Namely a good story-based adventure, something that was missing from *X-Wing vs TIE Fighter*, and the chance to fly the Millennium Falcon and a whole load of other Corellian craft. The end result is a game that starts slowly but soon builds into an involving part of the space opera, as the player gets drawn into a trading war between local rivals, and pretty soon as the rivalry starts to intensify the Empire show up, right on cue as usual. From here you get to fly a wide variety of ships, leading all the way up to the spectacular finale, where you take part in the battle of Endor (the climax of Jedi) flying – you guessed it – the Millennium Falcon. This is a great swan song for the series, and providing you've got access is a great multiplayer game.

ALEX HUHTALA



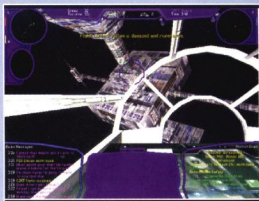
SPACE COMBAT

OUT NOW

BY LUCASARTS

1-8 PLAYERS

- PRICE £34.99
- X-WING & TIE FIGHTER SERIES STILL AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 2 CD'S
- PUBLISHED BY ACTIVISION
- TEL 01 895 456 700



Who needs dodgy old flight simulators of old war planes when you can be flying around in one of these?! Just don't get cocky.



There's got to be loads of you wanting to get your hands on the Millennium Falcon. And once you're inside, the experience is rewarded the anticipation.

PC
ROM



TRIPLE PLAY 2000

Baseball may be insanely boring to watch on TV, but it can work really well as a game. As we've come to expect from EA Sports, *Triple Play 2000* has excellent presentation, with all the real players, teams, stadia, loads of features, plus a top-quality commentary (complete with comedy loudspeaker adverts such as "Eat at Sven's Place – the best Viking food in town!"). The control system is also well thought out. Three difficulties give you varying amounts of control over your team, letting anyone pick up and play straight away while still leaving plenty to master over time – each setting even has its own view of the action. Dramatic camera angles keep things looking exciting, and there are very few pauses in the action so there's no time to get bored. *Triple Play 2000* is ideal for anyone considering a baseball game, and good enough to warrant a serious look from doubters.

ED LOMAS

SPORTS GAME

OUT NOW

BY EA SPORTS

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01 753 549442



Even if you've never played a baseball game before, give *Triple Play 2000* a look. It's fuuun!

PlayStation
TM



STREET FIGHTER COLLECTION TWO

1992 is ancient history. A lot has happened since then, not least within the *Street Fighter* series. I don't know any gamer who didn't throw everything they've got into practicing *Street Fighter II*, who wasn't ultrakreen to take on *Champion Edition* (be the bosses!), then *Hyper Fighting* – how cool was it to see Ryu in his blue karate gi?! Purists argue that *Street Fighter* didn't get much better after *Hyper Fighting*, the 'New Challengers' have never quite attained classic World Warrior status (sorry those who think Fei Long is the coolest). So unless you're following everything I'm saying here – unless you share the same fond memories – you're better off with *Street Fighter Alpha 3*. The latest in the series is technically rewarding in ways the early *Street Fighters* could not imagine. But as a collection these games are among the finest to have entertained the world.

PAUL DAVIES

FIGHTING

OUT NOW

BY CAPCOM

1-2 PLAYERS

- PRICE £39.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 366 2255



Try as we might, there's just no getting over the excitement of the originals.



PUYO PYO-ON!

Fourth in a series that has become known as the best in the world, for three simple reasons: it's fun, challenging, and addictive. Your basic task is to clear brightly-coloured jellybeans as they fall into a well. These vanish if you stick four together, in any formation. The trick is to vanish more at once, better still to create chain reactions for big scores. But what Puyo Puyo introduced that nobody else thought of was penalties for the second player – each time you vanish stacks of jellybeans, stacks of ghost jellybeans land in the opponent's well. The ghost jellybeans can only be cleared if you vanish nearby jellybeans, which is tough since the ghosts are in your way. It's a classic formula, and on Dreamcast you get a four-player mode and super tiny beans to stack up. Sega Europe MUST release this.

PAUL DAVIES

PUZZLE

OUT NOW

BY COMPILÉ

1-4 PLAYERS

- PRICE 10€
- AVAILABLE ON ALMOST EVERY SYSTEM
- NEXT UK RELEASE: PLAY STATION 2 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA OF JAPAN
- TEL N/A



Stare into their jellybean eyes and listen carefully... they're saying 'please release meee!'



RAMPAGE 2: UNIVERSAL TOUR

Another spin on the old Rampage formula, where giant monsters of the King Kong and Godzilla destroy cities for fun. The military and public try and stop them, but usually end up being smashed. Of course you play one of the monsters, who this time consist of a new assortment, mainly because a mysterious person has kidnapped the original trio, Lizzie and Ralph and hidden them. You're going to wreak havoc over 125 cities, to save them. Rampage was a great but limited idea when first appeared in 1986, and in all these years practically nothing has changed for this third sequel, surely it should be called Rampage 3, but who's counting? Each new character now has a special move which is powered-up by eating the population of the city, and weather can play a part. Simply it's more of a limited formula, which will appeal to fans of the series. ALEX HUHTALA

SMASH EM UP

OUT JUNE

BY MIDWAY

1-3 PLAYERS

- PRICE £30.99
- RAMPAGE: WORLD TOUR STILL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY C1
- TEL 01771 3057208



Things haven't changed much in the past 13 years. Well they have, but not in Rampage!



TRAP RUNNER

Two players to wipe each other out with booby-traps. Tactics play a part as power-ups are generated at key locations in the level, if you can control these, or get to them before your enemy then you're on your way to victory. This could have been a good game, a kind of remake of an old Commodore 64 classic based on the Mad magazine strip Spy Vs. Spy, even using the same split-screen viewing method. The game doesn't come without flaws though, by looking at your opponents screen you can see where all their bombs have been placed, and the computer enemy runs to collect power-ups as soon as they are created, as you can't see the whole of the playing screen this becomes a little annoying, especially when you have no traps left in your arsenal. Could have been good, but a bit too flawed for my liking.

ALEX HUHTALA

BOOBY TRAPS

OUT NOW

BY RACDYM

1-2 PLAYERS

- PRICE £29.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY KIRIATI
- TEL 01845 853 000



Almost a great game, but the tactics are all messed up. Nifty presentation though.



BOMBERMAN FANTASY RACE

Thanks to Super Mario Kart, overused game licenses always have the option of coming back as cartoony racers. The Bomberman games don't have such a strong collection of characters as the Mario games, which is an immediate disadvantage – but not as much of a disadvantage as the striker of a game they've been dumped in. You race on the back of Louies (kangaroos) or Tiras (little dinosaurs), and pick up or buy power-ups such as bombs, speed ups, armour, and so on. One interesting feature is that you need to race to earn money for more goodies, and to buy a ticket to the next race. Other than that, it's appalling – the graphics prove that the game was knocked together with no thought, everything slides and bounces all over the place so much it's hard to race properly, and it all feels completely pointless. No fun? No reason to play it then.

ED LOMAS

RACING GAME

OUT NOW

BY HUDSON

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY HUDSON
- TEL 01771 308 2255



This game is ideal for anyone desperate for a scabby load of tat to waste their cash on.



YOYO'S PUZZLE PARK

This is a platform puzzle game influenced by classics like *Bubble Bobble* and *Rainbow Islands*. It's a strange-looking game – the colourful old-style graphics are okay (plus there's a strange 3D rotating effect used at times), and the characters are all truly mad. The idea is to clear a level of baddies by activating and placing little bomb people against a time limit, often using chain-reactions and other little techniques you pick up fairly early on. The main problem is that it's all a little too confusing. All the best puzzle games are so simple to play that anyone can get stuck in right away, but *YoYo's Puzzle Park* takes too long to figure out exactly what's happening. If you're a patient puzzle freak you may get right into this, but for most people it's just going to be an unappealing, confusing mess.

ED LOMAS

PUZZLE GAME

OUT NOW

BY JVC

1-2 PLAYERS

- PRICE £35.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY JVC
- TEL 0171 750 3171



Looks a bit like Treasure's brilliant *Mega Drive* games doesn't it? A bit poo to play though.



ACTUA ICE HOCKEY 2

This sequel is one of the few ice hockey games not to have an official NHL license, basically just meaning that player names are distorted versions of the real things. The game starts with some very fiddly menu screens – just changing a few options and starting a match is unnecessarily complicated. The game itself is very similar to the original – graphically it's not too bad, though it moves jerkily a lot of the time. There are some good features, such as an Arcade Mode with a smaller rink and fewer rules for brainless quick matches. Unfortunately, there's not a very good feeling of speeding around on ice, and the more intense moments often turn into confusing button-tapping sessions, blindly hoping to get hold of the puck. With this slightly dodgy control, *Actua Ice Hockey 2* is made pretty much redundant. The EA Sports NHL games are still the best on PlayStation.

ED LOMAS

SPORTS GAME

MAY RELEASE

BY GREMLIN

1-2 PLAYERS

- PRICE £39.99
- PLAYSTATION AND PC PROCESSIONER AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GREMLIN
- TEL 0114 263 9990



Ice hockey – wrestling on ice with sticks! See how many players you can take out in one game.



BIG AIR

Another PlayStation snowboarding game, this time with real board and clothing companies (Burton, Ride, Quicksilver, etc). The boards steer like Nintendo's *1080° Snowboarding*, turning fairly slowly and sliding a lot over the snow, while tricks are performed with direction taps and button combinations. Unfortunately, putting together cool tricks isn't as fun as you might hope – you can't spin and grab at the same time, meaning that you have to tap in long combinations to make anything worthwhile happen. There's a distinct lack of spectacular tricks too. I also found an impressive bug on course, which sent me flying miles into the air and out of the course, allowing me to perform about 20 grabs in a row, earning masses of points in one go. So, *Big Air* isn't all that fun for free downhill cruising, and it's not a skillful trick game – you're better off with *Cool Boarders 2*.

ED LOMAS

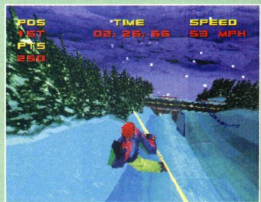
SNOWBOARDING

OUT NOW

BY ACCOLADE

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



With millions of snowboarding games coming out every day, you really don't need this one.



NEED FOR SPEED ROAD CHALLENGE

At first, *Need For Speed Road Challenge* looks quite ropey, with blocky textures and a less-than-perfect frame rate. But it's actually got a great style to it – the cars are detailed, the scenery is believable, and there's even a good lens flare effect which doesn't feel like a complete waste of time, for a change. As well as the usual races, *NFS Road Challenge* has a championship mode where you must win to earn cash for new cars and upgrades, and a fun Hot Pursuit Mode. With this, all you do is race along while being chased by police cars, listening in on their radio frequency to find out where the next roadblock is being set up. Car handling is enjoyable too, with a nice balance of realistic power-slides and easy-to-control high speed action. There are certainly better driving games on PlayStation, but *NFS Road Challenge* has a charm which will really appeal to racing fans.

ED LOMAS

RACING GAME

OUT NOW

BY EA

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



Live out your gangster-on-the-run fantasies in *NFS Road Challenge*. Albeit on a race circuit...



SPORTS CAR GT

It seems as though Point Of View Inc have managed to create a spot-on emulator for PlayStation – *Sports Car GT* looks exactly like a rubbish old Saturn game! Everything's blocky, the textures are terrible, the cars look like distorted toy versions of the real things, and they wobble and jerk around the courses like Postman Pat's van through Greendale. The handling is odd too – sometimes the cars go into a slide which allows you to get round hairpin bends at 120mph, while at other times they hardly turn at all. There's no feeling of speed either – you'll be thinking you're stuck in first gear, but the speedometer will be at well over a ton. With only a few tracks (including a poor version of the excellent Laguna Seca) and no interesting gameplay options, *Sports Car GT* is balls – a tramp's version of *TOCA 2*.

ED LOMAS

RACING GAME

OUT NOW

BY POINT OF VIEW INC

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 559442



4 'GO' says the sign. We recommend not bothering. Try pulling out your nasal hair instead.



HARD EDGE

There have been a few attempts at adapting the *Resident Evil* style of game. This is the first to succeed in its own right – more of a futuristic action movie, than a survival horror adventure. The scenario is that you are a part of an expert rescue team, on a mission to ensure the safety of some professor. All the action takes place in a 27 storey building, and on every floor there are sentry droids and mutants to defend against, in addition to finding out ways to crack security codes, etc. You get control over four characters, who you need to switch between to be successful in the game. Each has specific fighting skills that you can have a bit of fun experimenting with. There's a lot to think about at all times, and the pace is respectably upbeat throughout. Just about the only let-downs are the cheesy voice acting, and lack of variety in the enemies.

PAUL DAVIES

ADVENTURE GAME

OUT NOW

BY SUNSOFT

1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SUNSOFT
- TEL 0171 374 2700



4 The graphic style is less realistic than *Resident Evil*, but the characters are still cool!

PC
ROM



CIVILIZATION: CALL TO POWER

Without the legendary Sid Meier on-board you can be forgiven for doubting the credibility of this game. *Civilization* is a simple concept: pick an ancient race, and plot their survival through history. Once you add the history things start to get tricky, other tribes try to crush you, and food shortages come thick and fast. Rule your people correctly and you'll enjoy a prosperous reign, making peace with neighbours, raging war on others, but more importantly making improvements for your people. In *Call to Power* these come thick and fast, the game now spans a much larger time-frame, and the first five thousand years whizz by. There's some impressive new units, technologies and wonders of the world, a favourite being a dinosaur park. The new additions are welcome, but the new interface is clumsy, it's better than expected, but without Sid on board, it doesn't quite feel the same.

ALEX HUHTALA

STRATEGY

OUT NOW

BY ACTIVISION

1-8 PLAYERS

- PRICE £39.99
- CIVILIZATION 1 & 2 STILL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 656 700



4 A respectable update of the classic *Civilization* theme. But without Unca Sid, well...



DIVER'S DREAM

This game makes a change from the usual driving and fighting fare. You play a young diver out to make a small fortune by salvaging valuable items from the ocean floor. Arriving in a small coastal town, you befriend the locals and are soon on a boat to have your first lesson. There's talk of an ocean liner that sank on its maiden voyage, no not the Titanic – the Gigantic Matilda, and there's a fortune within her hull. So far so good, you've encountered dolphins, sharks, and made a small fortune, saved a trapped diver and bought better equipment. But the game takes a dramatic turn once you reach the Matilda, for some reason it's home to a gigantic mutated creature that wouldn't look out of place in a Doug McClure movie. So the impressive build-up and levels are instantly tarnished. A good game, but slightly flawed.

ALEX HUHTALA

AQUATIC ADVENTURE

OUT NOW

BY KONAMI

1 PLAYER

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY KONAMI
- TEL 01895 853 000

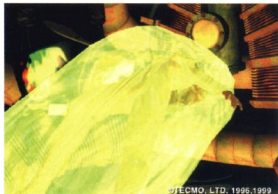


4 It all starts off fine, totally believable and fairly impressive. Then there's the giant snail.

ARCADE

FIGHTING GAME	BY TEAM NINJA
OUT TBC	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY TBC	• NAOMI • STAND-UP CABINET

DEAD OR ALIVE 2



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All Fighting fans will cream over this. Everyone hoping to own a Dreamcast will cream even more.

Team NINJA at Tecmo Japan are brilliant. These guys took on Sega's incredible *Virtua Fighter 2* a few years back with the original *Dead or Alive*, and some argue that *DoA* came out top. Though Team NINJA's game is best remembered for its 'top heavy' martial artists, underneath the glamour is a ferocious fighting engine that's technically brilliant in every way. Now the sequel is underway using Sega's Naomi technology. It looks incredible, and it's coming to Dreamcast!



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Sexier than ever on Naomi.

AYANE MEET NAOMI

Right now Sega's Naomi technology rates as the most powerful in the arcades. Thanks to this Team NINJA has transformed the characters and stages of *Dead or Alive* beyond belief.

First time you see the sweeping view of the temple stage, set in the mountains, you will catch your breath. Even the fighting stages in *VF3b* pale by comparison. Though it's the fighters who matter the most, and as you can see, no

HOLD THAT MOVE

The feature that distances *Dead or Alive* from its rivals is the Hold button. It allows every move in the game to be countered, by every character. In some cases the Hold button allows for spectacular multiple-throw techniques.



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Big guy Bass uses lots of close-in throw moves. Fear him!



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DREAMY ON DREAMCAST

ARCADE



⚠ DANGER ZONE

The explosive Danger Zones from the original *Dead or Alive* will also feature in the follow-up. Danger Zones are booby-trapped areas on the outskirts of the fighting arena that cause damage to anyone who falls onto them. Eventually you learn to use Danger Zones as part of your cunning strategy to humiliate opponents, watch them squirm!

👉 **Kinky costumes, but they're very detailed. Tina's tassels move, so does the chain on the Bass's jacket. Bass is huge too!**



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👉 **Kasumi, the main character in the game, shows off the advanced skinning technique used by Team NINJA. She looks fantastic.**



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👉 **Ayane is Kasumi's sister, and her main rival in the game. She also featured in the PlayStation version of *DoA*. So get practicing.**

TAG - YOU'RE ON

If you're familiar with the *Versus* series from Capcom, you'll know all about tag matches. For the first time ever in a 3D fighter, players can call upon the assistance of a partner to deal double the damage. Check it out, this is going to be fantastic!

👉 **When fighters execute moves like this, the camera draws back so you can marvel at the scene.**



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👉 **Tag battle in action! You can see from the shot on the left how the energy bars switch places as the other character leaps into the action. Check the detail on Bass... no way!!!**



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OVER THE TOP

Finally, the feature we just CANNOT BELIEVE is the extended fighting arenas. New to *Dead or Alive 2* is the option for fighters to send opponents crashing through walls, or plummeting down waterfalls. Better still the fight just keeps on going! You will be amazed when you see this in action, it's AWESOME!

HOLD IT

These are some of the best images we've ever seen! Easily comparable to the next generation PlayStation demos. Just contain yourself, and sit tight for news of *Dead or Alive 2* coming to an arcade near you. Case you're wondering, the animation on the girls is 'subtle' as before. So, Team NINJA, we salute you!

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ARCADE

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Hot new games

Dancing games are taking over the world. *Beat Mania* is gonna get you, you just wait and... feel. Meanwhile there's always Mario.

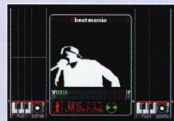
FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES

BEAT MANIA
RHYTHM ACTION BY KONAMI OUT NOVEMBER 1-2 PLAYERS
From out of nowhere a new style of game that has the world on its feet.

THE IDEA:

Prove to your friends that you're no tone-deaf, flat-footed gibbon with hoofs for hands. Scratch up a storm on a turntable, while triggering cool sampled sounds from a keyboard, but be sure to play in time to the on-screen cues. And don't squirm.



BEST FEATURES:

- ★ First original video game in years, and it's raking in the money!
- ★ Improves your manual dexterity (makes you popular with the girls).
- ★ The UK version will feature music from our World Famous DJs.
- ★ PlayStation version uses a mini mixing desk, complete with deck!
- ★ Go head to head against a friend to decide who's the greatest DJ.
- ★ *Beat Mania* is taking over the world – just go check it out now!

'BEMANI'

You'll be reading lots about *Beat Mania*. Though the PS version isn't here until November, you can test drive it at your nearest major arcade. In fact *Beat Mania* is the first of a series of games from Konami, known collectively as *BEMANI*. And get this - you can link them all up for some of the weirdest gigs of all time!

🔴 The latest in the series, just gone out, is *Dancing Stage*. You play it with your feet. Dancing!



🔴 All these games are planned for release on PlayStation, complete with funky gizmos. Expect to see *Dancing Stage* early 2000, and *Guitar Freaks* in Easter.

🔴 This summer... prepare... for **DRUM MANIA!!!** Yes, it's a rhythm action game you play with sticks on pads. Yes, drumming!





METAL GEAR SOLID: INTEGRAL

BY KONAMI

1 PLAYER

OUT SUMMER (JAPAN)

New Metal Gear Solid CD to be bundled with revised MGS in Japan. No plans for the UK yet, though.

THE IDEA

The basic game remains the same, with you as the hero Solid Snake out to save the world from international terrorists, but this time there's more options and modes of play. No word on a European release yet, but fingers crossed.



The looking forward to learning about the man behind the legend.



☛ Okay, so these are shots of the original Metal Gear Solid. We'll show you Integral soon

☛ Set your own booby traps every time you play. But surely you'll know where everything is so you can avoid it?!

BEST FEATURES

- ★ Extra disc contains expanded VR Training mode. Now with 300 extra training stages.
- ★ Complete training mode to gain access to new events and stories in the main game.

- ★ Play the game using first-person view, like Goldeneye on N64.
- ★ Place guards and items in random locations.
- ★ Change costumes, five new levels of difficulty and new mini games for the PocketStation.



SUPER MARIO BROS.

BY NINTENDO

1-2 PLAYERS

OUT SUMMER

The classic original makes with funky extras to gawp at.

THE IDEA

The NES game that brought fame for Mario, and his skinnier brother Luigi is back, and this time it's running on a Game Boy Color. Discover why the original is still talked about today, and how gamers used to rely on a healthy imagination when it came to anything else!



☛ Ah yes, we remember it well. The tree, the pipe, the bow legs!

BEST FEATURES

- ★ New red coin challenges on every level, and two player competition if you've got a link cable.
- ★ Mario artwork that can be turned into stickers if you own a Pocket Printer, and a new calendar feature.
- ★ Play one of the greatest games ever while on the bus/train, nudging the person next to you saying "don't make 'em like they used to do they, eh?"



THE FA PREMIER LEAGUE STARS

BY EA SPORTS

1-4 PLAYERS

OUT AUGUST

All the stadiums, all the players, nothing to do with the FIFA games.

THE IDEA

Not a rehash of FIFA Soccer, this concentrates solely on the Premier League. With all clubs, stadiums and especially the players, developed in England — by people who live and breathe the sport same as the fans buying the game. At last!



☛ Grass: check. Ball: check. Players: check. Yep, football.

BEST FEATURES

- ★ New STARS system, where outstanding play is rewarded with stars used to improve players abilities and skill.
- ★ Save your customised teams to memory card, play a friend.
- ★ Presented by the Sky Sports team of Martin Tyler, Andy Grey, and Richard Keys.
- ★ Win the league and compete in fantasy cups, against teams from around the world.
- ★ All the stadiums of the top clubs, play teams both home and away over the season.

EVIL ZONE

BY TITUS 1-2 PLAYERS OUT JUNE

Fast fighting action that's simpler to control than Tekken.

THE IDEA
The evil witch Ibadurka has handpicked 10 fighters from different worlds, so she can challenge them in fights to the death. You must defeat the witch to save the island of Kumi. And spend hours studying moves lists, as per usual.



☞ We can assure you those are knickers!



BEST FEATURES
★ Fast-paced Manga-style fighting action, with a strong story mode. Fights are one bout, but they can last quite long.

★ Lots of special moves, and ability to reflect projectiles. Evil Zone should be appealing for good defensive players.



★ Charge power crystals for super-attacks, some are truly bizarre – like flesh eating aliens!

★ We've been waiting for PlayStation's answer to Honey/Candy from Fighting Vipers. This could be the answer to our prayers.

R-TYPE DX

BY BITS STUDIO LTD. 1 PLAYER OUT SUMMER

THE IDEA
Blast the alien menace from the comfort of your spaceship. The classic shooter returns to the Game Boy, with more modes than ever before.



BEST FEATURES
★ Five different R-Type games. Including new colour enhanced R-Type 1 & 2.

★ All new R-Type DX, which will only play on a color Game Boy.

☞ If this came out 10 years ago, it would have sold millions. But it should still sell well in a few months time.

MIKE STEWART'S PRO BODYBOARDING

BY PACIFIC INTERACTIVE ENTERTAINMENT 1-2 PLAYERS OUT SEPTEMBER

THE IDEA
Endorsed by the nine time world champion.



BEST FEATURES
★ Choose board and boarder, including Mike himself!
★ The most realistic waves seen on PC. you think of another PC game with water?

☞ Not only can you play with Mike, but with women like this too. Bodacious!

★ Choice of six of the worlds best waves (?)

UEFA STRIKER

BY RAGE 1-2 PLAYERS OUT SEPTEMBER

Don't worry, it's a got goalies, defenders and midfielders too!

THE IDEA
European football action that's been two years in the making. Featuring the best clubs in Europe and all the international squads. Big name commentators could see it competing with the likes of FIFA and ISS come the new season.



☞ ...good passing, but here come the Dutch!



BEST FEATURES
★ 51 International European teams, and 44 European club squads.
★ Certification feature which opens up more of the game as you become better, by passing a series of tests. A bit like the licence tests in Gran Turismo.



★ Commentary by Jonathan Pearce, Big Ron and Ruud Gullit – or shouty bloke, tan man and "seggy fudball".
★ Another potentially great game to be ignored by gamers who buy FIFA regardless, so is sure to cause great controversy.

DARKSTONE

BY DELPHINE 1-8 PLAYERS OUT OCTOBER

An epic RPG that will debut on the PC very soon.

THE IDEA
Draak the last in a long lineage of dragons has decided to annihilate everyone in the world. You have been chosen to save us. Expect mind-bending puzzles, and atmospheric soundtrack combined with strong cinematic direction.



BEST FEATURES
★ The epic quest is randomly generated, so you'll never get the same game twice.
★ You can control two characters at a time, and if playing over a network or internet, you can team up with other players, or make enemies.



★ Draak the dragon can disguise himself in a variety of different shapes. You never know where he'll turn up next.
★ Delphine are the masters of this style of game. We expect it to be utterly engrossing at the very least. And a bit scary.

WIPEOUT 3

BY: PSYGNOSIS

PLAYERS: 1-2 PLAYERS

RELEASE: SEPTEMBER

The coolest game in the universe returns - first ever screenshots!

THE IDEA:

The third game in the ultra-successful series will be flying to the top of the charts this autumn, with enhanced gameplay and plenty of funky new features. This will be one of the biggest games of the year, no doubt about it.



← The new coloured vapour trails make identifying rival teams a lot easier.

↑ The original teams are still competing, but with new ships.

wipeout**BEST FEATURES:**

- ★ Eight all-new tracks.
- ★ Five new weapons, including the Force Shield from Wipeout 64.
- ★ New teams with redesigned ships. They now have animated airbrakes and differently-coloured vapour trails!
- ★ New game modes, including Challenge Mode, Eliminator and two-player split-screen races!
- ★ Bangin' music from cool dance acts, hand picked by Musical Director DJ Sasha!

**RALLY MASTERS**

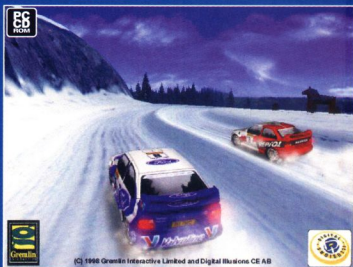
BY: DIGITAL ILLUSIONS

PLAYERS: 1-8 PLAYERS

RELEASE: TBC

More info and pictures of Gremlin's potentially massive rally racer from the producers of *Motorhead*.**THE IDEA:**

Gremlin's forthcoming rally game is looking impressive, with tons of official features, cars and drivers. *Rally Masters* should have no trouble standing up to *W.Rally 2* and *Sega Rally 2* later this year. See: www.rallymasters.com for more info.

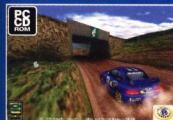


← The PlayStation game has many of the graphical touches of the PC version, including tasty reflections in puddles!

↑ Early versions of the PC game look excellent already. Look at the cool reflections in the windows of the cars!

BEST FEATURES:

- ★ More than 22 cars, 23 drivers from throughout the years, 51 tracks, and four Championship Game modes.
- ★ Two players on PlayStation, four players on Nintendo 64, and internet play for PC (and maybe Dreamcast) owners.
- ★ Visible car damage which affects performance, mud which sticks to bodywork, translucent glass, lens-flare, skid marks, reflective puddles, and more little touches.
- ★ "Sample tiling", which randomly puts together sound effects each time so they're never the same. Plus your co-driver speaks six different languages!



PSYCHIC FORCE 2012

BY TAITO 1-2 PLAYERS OUT NOW (JAPAN)

Voted best fighter of '98 - yes, ahead of *Fighters 98*, and *VF31b!*

The Idea:
Second in the series of radically different 'all-range' fighting games, where characters float inside of a cube. You fight within a 360 field, making full use of range to target psychic projectiles or lay on point-blank kicks and punches.



Best Features:

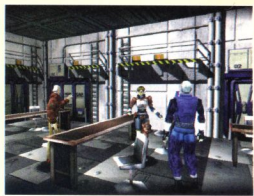
- ★ Sure to make you rethink the way fighting games can be played. You won't get bored playing this.
- ★ Cool special effects associated with sure killing techniques. Well, check out the pictures here!
- ★ Three-button command system accesses a wide-range of moves.
- ★ Think fast to get the moves you want, at the right time.

CARRIER SURVIVAL HORROR

BY JALECO 1 PLAYER OUT TBC

Another *Resident Evil* style of game, this time set on a boat.

The Idea:
You find yourself stranded on an aircraft carrier, all the crew half-dead, or undead and out for your blood. You've got 10 hours to get the bottom of this heinous mystery, blow the brains out of ex-comrades skulls, and crap in your pants.



BEST FEATURES:

- ★ Four teammates who you are also responsible for. Be careful not to shoot them.
- ★ More than one plot to enact, so you'll need to play more than once to see everything.
- ★ Multiple endings too, even more reason to come back for more. If you can handle it!
- ★ Scope System - sort of like a sniper scope - that allows you to scan distant areas.
- ★ Under no circumstances play this game if you're a nervous person. It's really shocking.



VELOCITY

BY CRITERION 1-16 PLAYER OUT SEPTEMBER

Introducing 'air boarding' - the sport of the future.

The Idea:
A hyper take on 'boarding', where you rocket through future cityscapes on a hover-board! It's a race to the finish, but you also score points for performing the coolest stunts on earth, 2012. Practice until your fingers bleed!



⚡ Link complex tricks to look cool, score big.

BEST FEATURES:

- ★ Find the coolest route around a city - there's no pre-set circuit for you to follow.
- ★ 16 play modes, with 'Bomb Tag', 'Stunt Challenge', and 'Time Attack'.
- ★ Real world physics worked into all the game's characters and their boards.
- ★ Complex but rewarding stunt system for guys to hone skills and show off.
- ★ Uses Dreamcast's Visual Memory portables to save board information, etc.



BLUE STINGER

BY CLIMAX GRAPHICS 1 PLAYER OUT NOW (JAPAN)

Resident Evil style adventure set in a future world with aliens.

The Idea:
You control a Special Sea Rescue agent, dragged back off holiday to sort a problem back at base. It happens that most people there have transformed into mutants! It's your task to show them no mercy, in Dreamcast's most graphically intense game to date.



⚡ Oh yeah?! Suck my lizard you freakin' moron!

BEST FEATURES:

- ★ Cool storyline, tying in the extinction of the dinosaurs with the future.
- ★ Genuinely SHOCKING moments, to make *Resident Evil* look timid.
- ★ Skins on the monsters look very convincing, some incredible visuals.
- ★ The ability to switch between characters is innovative and works well.
- ★ Even the heroes cannot escape the disease. You have been forewarned.



GET BASS
BY SEGA
1 PLAYER OUT NOW (JAPAN)
Dreamcast version of the funkiest sight-based arcade game around.

The Idea:
Catch the biggest bass in the water in arcade mode, get to secret location to catch the biggest fish. Compete with 40 other fishermen in a tournament mode, with all-new locations and different times of day and weather conditions that affect the fish's behaviour.



↑ Phwoar! You can feel the fishy thrills already!



BEST FEATURES:

- ★ 'Rod' responds to angle and force – you cast just like you would in real life.
- ★ All new extras for the Dreamcast version, extending the challenge.
- ★ Secret locations available to trawl for bass of truly epic proportions!
- ★ You don't have to love fishing to love this game, it's brilliant no matter who you are!
- ★ Our 'top tip' for Dreamcast to impress a new audience in the UK this September.

LINE OUT 6.8m TOTAL WEIGHT 1010g
WTEMP. 19.8°C CLEAR 3000g
LINE TENSION

HIT BONUS
6 sec

LINE OUT 0.0m TOTAL WEIGHT 2294g
WTEMP. 21.7°C CLEAR 7000g

↑ Believe us, Get Bass will become the hottest game on DC!

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Hot new games



	FIGHTING GAME	BY NAMCO	<ul style="list-style-type: none"> • ARCADE VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 GB
	JULY RELEASE (JAPAN)	1-2 PLAYERS	

Feast your eyes on Namco's Dreamcast update of their most recent arcade fighter. Cutting edge in every way.

Reasons to buy a Dreamcast are coming thick and fast. Not least that Namco, producers of the *Ridge Racer*, and *Tekken* series, are dedicated supporters. First up from these guys is last year's 'underground' hit, *Soul Calibur*. In the arcades this sword-and-sorcery fighter is still viewed as being pretty advanced, technically. Along with the graphic effects, the game-play style is also enhanced to satisfy more demanding players. On Dreamcast the entire package is boosted 200%.

SOUL CALIBUR



SOUL BROTHER

This is the sequel to the popular *Soul Blade* which recently had its price slashed to £19.99 as part of the Platinum range on PlayStation. You'll find the hard-core fight fans are very critical of the simple command system, however *Soul Blade* was the first combat game to feature sidestepping for all characters. On balance *Soul Blade* delivered a significant advance to the 3D-fighting arena. The arcade follow-up, combined with the success of the Dreamcast version, should put the series well and truly on the map.

NAMCO'S SOUL CALIBUR ON DREAMCAST



❶ The skin looks almost real in this game. Pity we have to show you Voldo's ass just to get the point across though!



❷ This game is only 30% complete, but already the special effects and detail look better on Dreamcast than in the arcade.



❸ Hope you can make this out - check the detail on the girl's neck. Proof of how complex the character models are.



❹ Oof! Mitsurugi offers to trim Ivy's bikini line. He could be a lot more careful! Again the effects on his sword are outstanding.

NEW SOULS FOR THE SLAUGHTER

For CVG readers who are already in love with the *Soul Blade* universe, here's some funky art and amazing DC screen-shots of the newcomers.



❺ Kilik is the new all-rounder. A good balance of strength and speed, with some damaging float combos built into his repertoire. Round the bow goes, where it stops... ouch.

❻ You have got to be kidding! Surely this guy isn't fair? Astaroth is his name. Maiming is his game.

NEW GAMES



TEMPERING THE BLADE

You'll be getting more than the arcade game with DC *Soul Calibur*. The technology inside of Dreamcast is much more powerful than the arcade original, enabling much more detailed, sharper-looking characters and arenas. Likewise the fluidity of game-play has been improved, with a constant 60 frames-per-second screen update. We're also promised new game-play modes most likely a team battle and story option.



❖ If you think the *Tekken* features too-complicated moves, try *Soul Calibur* for size! The strategy required for this game is huge.



❖ Voldo takes to pruning Astaroth's ass. Showing you how the camera angle shifts for dramatic effect. Superb detail on the shadow too.

DISMEMBER THE SYSTEM

We already told you how *Soul Blade* introduced sidestepping. Well the successor is the first of its kind to allow the 'eight-way run'. Just tap any direction twice, and hold on the second, to run in one of eight directions. This opens up the game both in terms of offense and defence.

Another newcomer to fighting strategy is 'Shifts' - commands that affect a technique after it has begun. You can dummy your opponent in a number of ways, leading them to believe that the start-up animation will mean one thing but in fact delivers another. *Soul Calibur* goes beyond the rather shallow first impressions, for sure.



❖ Astaroth, and Ivy kicking ass!



❖ We can't tell you how much time we have spent admiring Ivy's moves. What an interesting girl.

❖ Nightmare! No, that's his name. Just say you like his sword.

CUT TO THE CHASE

We're expecting to see *Soul Calibur* on Dreamcast in July, when it will be available to buy in Japan. No UK date confirmed just yet. However we understand that Sega are considering taking the game for Europe. Soon as we know you will too.

BUILD LUKE, BUILD!

STAR
WARS

(THE TOYS STRIKE BACK)

MAY THE BRICKS BE WITH YOU!

STAR
WARS

FEATURE



DON'T GET BLOCKY KID

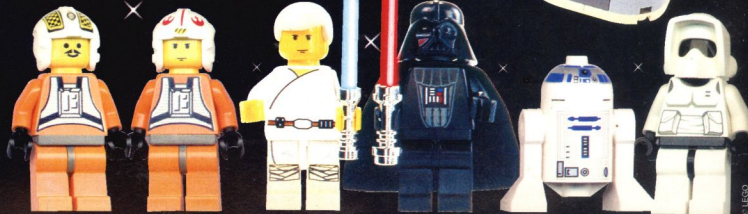
We haven't played with a LEGO set for many years, but we think this new range is going to start a big resurgence for the little plastic bricks.

Star Wars LEGO has arrived, with vehicles and characters from the famous trilogy in stores now. Fans of the films can build the memorable ships, or better still create your own.

The attention to detail is fantastic. In the Speeder Bike™ set Luke Skywalker has a black gloved bionic hand. Remove Darth Vader's helmet and you can see Anakin Skywalker's scarred face, just like at the end of Return of the Jedi... wow!

If you like what you see, you'll be pleased to know more sets will be available soon, including some based on Episode 1, vehicles and characters. We can't wait!

- 1 Y-WING™ AND THE FIGHTER™ £40 by LEGO
- 2 X-WING FIGHTER™ £25 by LEGO
- 3 SPEEDER BIKE™ £8 by LEGO
- 4 LANDSPEEDER™ £6 by LEGO



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CHEATS & TIPS FOR OVER 1000 GAMES



PSX, N64, PC & GAMEBOY

VIDEO GAMES CHEATS & TIPS

HI I'M THE CHEATMASTER, IF YOU'RE STUCK AND FRUSTRATED THEN CALL ME. I'M THE WORLDS LEADING SUPERPOWER FOR CHEATS, HINTS AND TIPS. A SIMPLE CALL AND YOU'VE GOT THE CHEAT!



PSX GAMES

- Alien (1 & 2)
- Alien vs. Predator
- Alien Breed
- Alien Breed 2
- Alien Breed 3
- Alien Breed 4
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N64 GAMES

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PC GAMES

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Other Games

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 - C & C: Retaliation
 - Crash Bandicoot 1
 - Crash Bandicoot 2 & 3
 - Duke Nukem: Time to Kill
 - Final Fantasy 7
 - Final Fantasy 7 Remake
 - GoldenEye
 - G-Police
 - Gran Turismo
 - Metal Gear Solid
 - Resident Evil 1 and 2
 - Super Mario
 - Tomb Raiders 1, 2 and 3
 - Turok 2
 - WWF Warzone
 - Zelda

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 - Civilization 2
 - Colin McRae Rally
 - Crash Bandicoot 1 and 3
 - Final Fantasy 8
 - FIFA 99
 - Glover
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 - Marion Party
 - Metal Gear Solid
 - Micro Machines 64
 - Moto Racer

- Resident Evil 1 and 2
- Rolloco
- Ridge Racer Type 4
- Rogue Squadron
- Rugrats
- Spying the Dragon
- Snowboard Kids
- South Park
- Super Mario 1, 2 and 3
- Tai Fu
- Tomb Raider 1, 2 and 3
- TOCA 1 and 2
- Tomb Raider 2
- Warmes
- Y-Rally
- Zelda



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 - Metal Gear Solid
 - Tomb Raider 1, 2 and 3
 - Crash Bandicoot 2 & 3
 - Aie's Odyssey
 - Rayman
 - Fifa 99
 - Command & Conquer
 - C & C: Red Alert
 - C & C: Retaliation
 - Doom
 - WWF Warzone
 - Resident Evil 1

- Essential PSX REVIEWS:**
- Metal Gear Solid
 - Tomb Raider 1, 2 and 3
 - Rugrats
 - A Bug's Life
 - Civilization 2
 - Final Fantasy 8
 - Fifa 99
 - Rolloco
 - Ridge Racer Type 4



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