

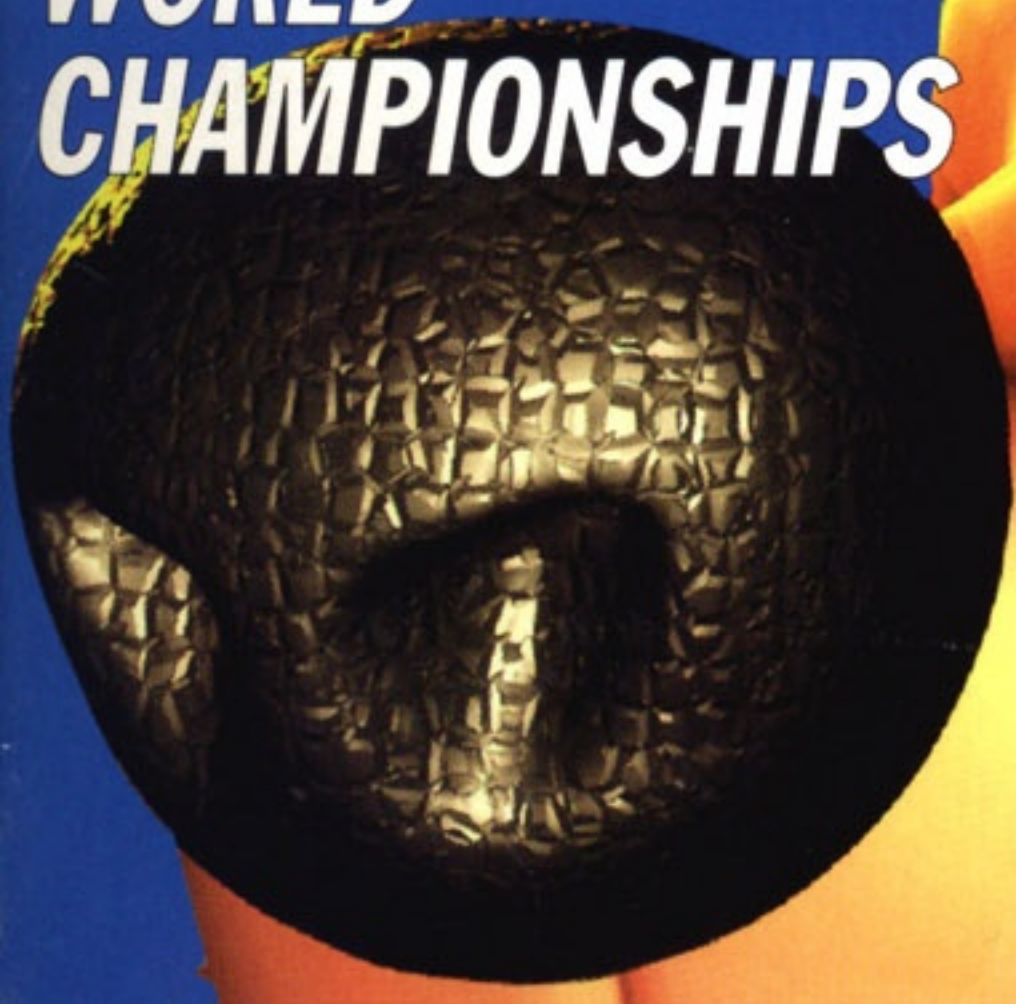
★ PLAYSTATION ★ NINTENDO ★ PC ★ ARCADE ★ ORIGIN ★ RENA ★ SEGA ★

computer and video games

SPECIAL STORIES:
METAL GEAR SOLID
TEKKEN 3
TUROK 2

PLUS!
TEKKEN 3
WORLD
CHAMPIONSHIPS

EYE-POPPING!
**BANJO
KAZOOIE**
THE BIG REVIEW!



PLAYSTATION ISS PRO 98

PLUS! THE LATEST AND GREATEST FOOTY GAMES

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#201 AUGUST '98

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the beauty and style of it all”

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Wang your groovy love thang wid da Spice Girls, babeee! Freak out!



Colin McRae Rally. Another realistic driving game for the PlayStation.

CHECKPOINT

STOP HERE TO FIND OUT THE LATEST GAMES RELEASES, AND WIN SOME PRIZES!

NEW GAMES

THE LATEST GAMES TO HAVE GRABBED US BY THE BAHOOLOS. GAMES SO INCREDIBLE THEY SHOULD CARRY A WARNING!

NEWS

MORE ABOUT SEGA DREAMCAST - BUT YOU'LL NEED AN IMAGINATION!

MAILBAG

READ WHAT YOUR MATES HAVE GOT TO SAY ABOUT THE GAMES SCENE. LAUGH. THEN WRITE BACK IN ANGER.

GIZMO PALACE

RECOGNISE THIS GUY? IT'S THE IMPROBABLE MONEY MARK, IN SOME KIND OF WEIRD DOLL SITUATION. OH LORD.



ULTRA GAMES MAGAZINE IN THE HOUSE!

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P46



BANJO KAZOOIE

THE ONLY REASON TO STAY INDOORS THIS SUMMER.
GREAT-LOOKING, GOOFY GOOD FUN.

METAL GEAR SOLID

P14



WE'RE THE FIRST
IN THE UK TO
PLAY THIS. WE
TELL YOU WHAT
METAL GEAR IS
LIKE - IN DETAIL.



TEKKEN 3

P24



CONTINUING
OUR GUIDE
TO THE
YEAR'S BEST
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GAME.



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THE LIMITS: BIGGER
GUNS; AWESOME
WORLDS, AND NASTIER
MONSTERS,



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BEST FOOTBALL GAMES
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ULTIMATE GAMES MAGAZINE IN THE HOUSE

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to bench test all the latest games.

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emap. images

PHEW!

That was lucky. You almost wasted your hard-earned on another mag. Instead you're reading the best-value games journal in the UK. CVG guarantees the best-quality screenshots and information, for only £1.50. You've got to be sad, or mad, to look elsewhere.

CVG presents the best games the way they should be seen. We're not satisfied until the full glory of games like *Metal Gear Solid*, and *Turok 2* are shown to their full advantage. We go to the same effort to ensure that the words you read are useful. Spend time absorbing the information CVG provides and you'll not only know what's hot now, but what to crave for in months to come.

This month is special, as CVG features loads of new stuff from the world's biggest games show - the E3. The fun starts when you turn the next page, and doesn't stop until you do.

PAUL



SPOT THE DIFFERENCE



↑ The best game screenshots can only be found in Computer and Video Games. We care!



↑ The kind of screenshot you always see in a competitor's magazine! Boring.

VOTE FOR THE TOP 100 GAMES OF ALL TIME

Do it! Thousands have entered their sugges-
tions already. Unless YOU vote, YOUR FAVOURITE
GAMES could be forgotten!

The world's gaming scene reads and respects
CVG, which means it will read and respect YOUR
opinion of the best games ever created. This isn't
about winning any competition, it's about making
sure YOUR OPINION counts. What could be worse
than seeing, in your opinion, the world's worst
game at the top of the chart, when your best
game should be number one?

Add your Top Ten favourite games to the blank
list printed here, and send it in to the address
below. Bear in mind that all video games count,
from the earliest computer software to the latest
state-of-the-art arcade experiences. Spoilt for
choice aren't you!

THE CVG TOP 100 GAMES OF ALL TIME

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

**BEST GAMES EVER
CVG, EMAP IMAGES
37-39 MILLHARBOUR
ISLE-OF-DOGS
LONDON E14 9TZ**



CVG RATING SYSTEM

5... EXCELLENT
HIGH FIVE!

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



4... VERY GOOD

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

3... GOOD

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

2... PRETTY BAD

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

1... VERY POOR

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

☆☆☆☆ STARS OF THE MONTH ☆☆☆☆

DREAMCAST

A serious piece of funky equipment, coming your way from Sega. Look at the quality of Virtua Fighter 3 or Lost World in the arcade. Dreamcast IS better!



METAL GEAR SOLID

This game will knock you out. The most original use of a 3D environment we've seen, and probably the best. In your house in October.



ZELDA 64

Well, we heard this game made somebody cry at E3 – it's that amazing. Still, there's no excuse for crying. That's disgraceful.



COMMANDOS

Looks boring, okay, maybe, but we think it's really cool. This is the most involving game of soldiers we've ever played.



STEVE KEY



SENIOR WRITER
CURRENT FAV GAMES:
• COMMANDOS
• ISS 98
• TEKKEN 3
• KULA WORLD
• GHOST IN THE SHELL

From a distance, you could mistake the Key man for a lot of people. It's only when Steve gets up to walk that you can be sure it's him – sort of a 'Sarf Landan' stagger. Steve is also most recognisable as the bloke who sits where nobody ought to sit in pubs, shouting football songs. This is when we choose not to recognise Steve at all, no matter what.

ED LOMAS



SENIOR WRITER
CURRENT FAV GAMES:
• QUAKE 2
• COLIN MCRAE RALLY
• VIRTUA FIGHTER 3
• SEGA RALLY 2
• STREET FIGHTER A 2

Don't disrespect the Lomas name, or you'll find yourself on The List. Throughout the UK, the Lomas clan has people reporting back to their elected Chairman, Ed. Ed is the Chairman because he is very fond of sitting in chairs. In fact Ed would sit in a chair all his life if there were no beds. Anyway, Chairman Ed knows your every move so watch your step.

PAUL DAVIES



EDITOR
CURRENT FAV GAMES:
• TEKKEN 3
• METAL GEAR SOLID
• TUROK 2
• MESSIAH
• ZELDA 64

After resisting the force of the Spirit Of The Mad Gamer, Paul is finally possessed – and the Mad Gamer is now real. Admittedly this previously unseen force could have chosen a classier vessel to inhabit, but Paul it is. CVG has been nominated by the Video Game Dimension as the most effective messenger to humans, and who are we to doubt them?

ABDUL MONTAQIM



PROD EDITOR
CURRENT FAV GAMES:
• ISS 98
• TOMB RAIDER 2
• WIPEOUT 2097
• TEKKEN 3
• GRAN TURISMO

Would you trust this man? We have to. We just need to know if you would trust him too. Abdul is responsible for all mistakes in CVG. We pay him lots of money to make sure none appear. If you spot any mistakes in this magazine, please write to the Editor (Paul Davies), and he will make sure that no more mistakes happen again. Thank you for your cooperation.

JAIME SMITH



ART EDITOR
CURRENT FAV GAMES:
• SUPER BOMBERMAN
• SMASH COURT TENNIS
• GOLDENEYE
• MICRO MACHINES V3
• AGE OF EMPIRES

Hey, we accidentally included Jaime in our social life recently. It was a close call, but Jaime got stuck down a crack in the pavement. He wound up telling jokes to dogs passing by, to prevent them from urinating on him (Jaime, looking very much like a lamp post, trapped where he was). Now gangs of dogs roam London, trying to get trapped under buses. It's terrible.

TOM GUISE



DEP EDITOR
CURRENT FAV GAMES:
• GUNSTAR HEROES
• SONIC 3
• WORLD OF ILLUSION
• SPLATTERHOUSE 3
• MD VIRTUA RACING

Tom is a Special Case. There is every chance that there is a book of Special Cases somewhere, locked away in some government office. Tom will be featured in there, with the words Priority Case stamped next to his name. We know this because we recently watched Tom dive off a pool table onto a concrete floor. The youth is out there...

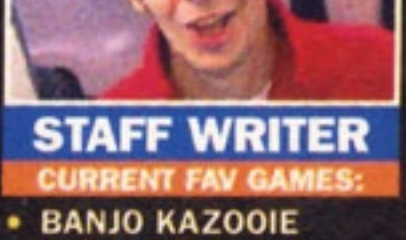
TONY CORMACK



DESIGNER
CURRENT FAV GAMES:
• ISS 98
• TEKKEN 3
• 1080° SNOWBOARDING
• BANJO KAZOOIE
• WATCHING WORLD CUP

Happy Birthday to you, Happy Birthday to you, Happy Bi-ii... (keep singing, that way Tony can't get a word in)...irthday dear To-o-o-ony-ii-iiii-iiii-ii-a-a-a-a-a-a-a-a-ah! Happy Birthday to You-o-o-o-o-ou-a-a-a-a-a-ah! Hip hip! Hooray! Hip Hip Hooray! Hip hip! Hooray! Oh... For he's a jolly good fellow, for he's a jolly good fellow, for he's a jolly good fe-ello-ow...!

ALEX HUHTALA



STAFF WRITER
CURRENT FAV GAMES:
• BANJO KAZOOIE
• RESIDENT EVIL 2
• TEKKEN 3
• COMMANDOS
• GB CAMERA

Alex sits directly opposite Tony Cormack, and therefore gets the full benefit of Tony's wisdom. Such wisdom is offered at regular intervals throughout the day. And at regular intervals throughout the regular intervals. Occasionally Alex gets to retort, but his natural rhythm is offset by Tony's accelerated style. We are seriously concerned for Alex.

201: A MAGAZINE ODYSSEY

EDITORIAL

NEWS



[DREAMCAST FOR REAL]

Behind closed doors at the recent E3 show in Atlanta, USA, Sega presented the power of Dreamcast to CVG. We were the **ONLY** magazine in Europe to have this opportunity.

The Dreamcast presentation took the form of four tech demos, each describing unique advantages Dreamcast will have over any other computer system. The categories are Polygons, Textures, Animation, and Lighting.



Dreamcast™

DREAMCAST TECH DEMO MAY 1998

First up Dreamcast displayed a metallic Sega logo in 3D. This twirled around on screen, reflecting an image of Sonic. This technique, called Environment Mapping, has been seen before. However on Dreamcast the detail made it look as though you could pick the Sega logo out of the TV.

POLYGONS

A 3D world, represented by green hills surrounding a lake. By the lake there is a boat house, supported by wooden stilts. A thin layer of mist hangs over the landscape. The wooden stilts can be seen beneath the water, drawing attention to Dreamcast's ability to render everything in 'one pass' - other systems would draw the scene in many layers. Dreamcast generates entire scenes all at once. 'Bump Mapping' allows for a pixel-by-pixel accurate water line - so it hugs the shore precisely. The lake surface undulates with hundreds of tiny waves - indication that it is constructed from thousands of polygons. Moving above the cloud layer you can see far into the distance - there is no fogging, and no clipping. None. Also while the cloud became dense, it is explained that the whole scene still exists below. You could also see the world from beneath the water. This kind of transparency is difficult for most systems.

ANIMATION

Room with a fire cooking a stove, boiling something like a transparent elephant wearing a tutu! The main focus here is the particle system - a special effect which enabled a fire to be constructed of hundreds of tiny polygons. While the CPU handles this routine, the hardware takes care of everything else. Every polygon in the fire is individually textured - this isn't one poly with a fire texture mapped on it. Steam coming off the stove is made of many polys too.

TEXTURES

The texture demo shows a room with a picture of Sonic on the wall. It's small like in a cottage. The only furniture is a small table, and a bunk bed. A sphere is mounted on the table. This is mapped

with the globe which is Alpha Blended (a shading technique) into a purple swirling mist. You could also see through the sphere into the rest of the room. When you closely examine details such as the wallpaper, or the wooden bed frame, there are no signs of blockiness, distortion, or break up. The patterns retain their fine detail - no blurred textures as seen on N64. There is a lace sheet draped over the top bunk of the bed. You can see the entire room through this, most notably the sphere which maintains its globe/mist routine. Finally there is a fantastically detailed bowl of fruit - right down to the veins in the leaves. This bowl of fruit alone accounts for 100 000 polygons - which is just about the maximum capability of PlayStation!

LIGHTING

A room with a waterfall in it which flows into a basin! Specular Highlights pick out ripples on the water surface. Specular Highlighting has only previously been available to high end rendering applications. It allows for light to pick out small waves on the surface of water, or highlight bright reflective surfaces of metal - such as a knife's edge. The big deal with Dreamcast lighting is something called Modifier Volume. This is a hardware trick used to adapt a block of light, water, or whatever, and allow it to perfectly hug an area it passes over. An example used for Modifier Volume is a shaft of light which comes in through the window. This passes down over the water-fall, lighting the wall, and the floor in succession, like a translucent draw bridge. The light affects the textures it touches, giving the true impression of sunlight. Another way of using this technique is to hydrate parched surfaces with a flood of water. It works by geometrically calculating the volume of the room, and the volume of the light/water box, then matches them up. This feature will appear on Dreamcast before it is seen anywhere else - even in the next generation of Power VR.

THE TRUTH

Nintendo, together with Silicon Graphics, delivered fully immersive 3D worlds. Compared to the worlds shown on Dreamcast, however, N64 is presenting 3D cul-de-sacs. No matter how far a developer's imagination can see, N64's depiction is myopic compared to Dreamcast!



DREAMCAST GAMES WILL LOOK MUCH BETTER THAN THE GAMES SHOWN HERE.

TURNING DREAMS INTO REALITY!

NEWS

TWIX® GAMESPLAYER OF THE YEAR

WHO IS THE BEST GAMES PLAYER?

You have a choice of three games in which to achieve your best score, one for each of the major formats. You will be set a specific task linked to that game, details follow. Then jot your score onto the form below and whack it into the post. Easy. Up for grabs is £1,000 of games for Playstation or Nintendo. Alternatively, the Sega winner will get their hands on a Dreamcast on its UK release! Plus a year's supply of TWIX!

★ PLAYSTATION - GRAN TURISMO



You have to play on Arcade Mode and on Section 4 of the Grand Valley circuit. Complete three laps using any car (but you must specify which vehicle you have used on the entry form) and the fastest time will win.

★ SATURN - WORLD LEAGUE SOCCER



Playing as Crystal Palace in a ten minutes each way game against Arsenal, you must record your best score possible. It must be the default skill level too. Altogether now... One-nil, to the Ars-en-al.

★ NINTENDO - GOLDENEYE



For the N64 owners, you must start on the Cradle Stage on any difficulty setting. And, with a fifteen minute time limit, you must get as many kills as possible. Cock the Hammer it's time for action!

HIT THE BRAKES AND POWER UP WITH



WIN £1000 OF SOFTWARE!! AND A YEAR'S SUPPLY OF TWIX®

* Or bag yourself one of the first official Dreamcast machines!

THE FINAL: SATURDAY 24TH OCTOBER 1998

It's a well known fact that if you need gaming information, you turn to CVG. And we reckon that our knowledge rubs off on you, the readers, making our followers some of the best, most elite gamers on the planet. Which is why we want to put you to the test.

YOUR 3-STEP GUIDE TO BECOMING A CHAMPION

- 1 - Set up your console and whichever game you're going to be competing with.
- 2 - Play the game, enjoy a TWIX and read CVG.
- 3 - Save any 5 TWIX wrappers and send them to us along with a completed coupon to **TWIX GAMESPLAYER OF THE YEAR 1998, CVG, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ.**

RULES To enter is easy. But there are a few 'rules' that have to be adhered to in order to stand any chance of beefing up your games collection.

- Firstly, you have to be aged 21 or under. Sorry to all the Grandad gamers out there, but that's the way the cookie crumbles. If you are under 16, an adult must accompany you.
- You need to send in 5 TWIX wrappers (empty of course) with the completed coupon.
- Entries must be received by **31ST AUGUST 1998.**
- All entries will be CAREFULLY VETTED, so no cheating. You may be telephoned to verify scores or times submitted.
- There will be a final on each format - N64, Sega Saturn and Playstation. 8 people will be selected to play in each of the finals, to be held at Virgin Megastore in Oxford Street, London, on 24 October, 1998.
- No cash alternative, the promoter's decision is final.
- The competition is open to all UK residents except employees and families of the promoter and EMAP, their agents and anyone connected with the competition.
- No responsibility is accepted for entries which are lost, delayed or damaged in the post. Proof of posting is not proof of delivery.
- A year's supply of TWIX is equal to 365 bars.
- Finalists will be notified by post by 30 September 1998.
- Return standard class rail travel to the final is included in the prize.
- Finalists' names will be available from the competition address to those sending a SAE marked "results" after the closing date.
- Finalists may be used in future publicity material/promotional activity.
- The promoter is Mars Confectionery, a division of Mars UK Limited, Dundee Road, Slough, SL1 4JX.

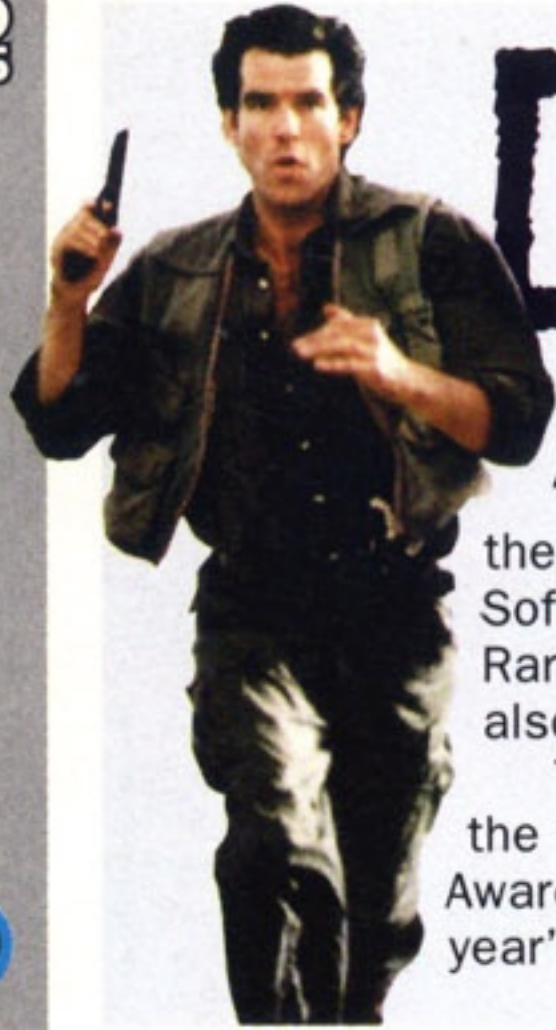
TWIX GAMESPLAYER OF THE YEAR ENTRY FORM

NAME _____ AGE _____
 ADDRESS _____
 PHONE NUMBER _____ BEST TIME/SCORE _____

If aged under 16, please ask a parent or guardian to read and then sign the following: I verify that the above details are correct and hereby give my permission for the above named person to take part in the TWIX Gamesplayer of the Year 1998, should they be selected.

SIGNED

GAME/CONSOLE
 PLAYSTATION/
GRAN TURISMO
 SATURN/WORLD
LEAGUE SOCCER
 N64/GOLDENEYE



[GOLDENEYE VOTED GAME OF THE YEAR]

The US games industry has awarded Nintendo's *GoldenEye* 'Interactive Title Of The Year' and the 'Outstanding Achievement In Software Engineering' accolade. Rare's game *Diddy Kong Racing* was also voted Racing Game Of The Year. The awards were handed out at the first ever Interactive Achievement Awards, which took place at this year's E3.

[SATURN LESS THAN £70]

You can buy a Sega Saturn for £69.99. That's the official RRP, which we think should postpone the impending Saturn RIP announcement. We reckon this is an excellent deal. If you don't already own a Saturn. Think about what you are missing as a gamer. Saturn Games are reduced in a lot of high street retailers, so you can get the machine and a cool collection of games in no time at all. It's worth buying for *Panzer Dragoon RPG* alone!



[POKEMON PLANS]

It looks likely that *Pocket Monster* (aka *Pokémon*) will be available shortly after Christmas. The animation series will be aired on British TV at the same time. *Pocket Monster* will definitely appeal to people who love RPG games – a great adventure, and infinite cool battles. Also the *Pokémon* characters will appeal to everyone with a sense of style – they're not all cute, okay! Ignore *Pokémon* at your loss.



[COLOUR GAME BOY IS COMING]

Nintendo have just confirmed that they will have the long-awaited Colour Game Boy on sale before the year is out, with the possibility of two original titles. You read it hear first: a brand *Zelda*, and *Mario* games for

Christmas! There will also be 'remixed' (coloured in) versions of existing *Zelda*, *Mario*, and *Wario* titles available. Expect your Colour Game Boy to set you back just under £70.

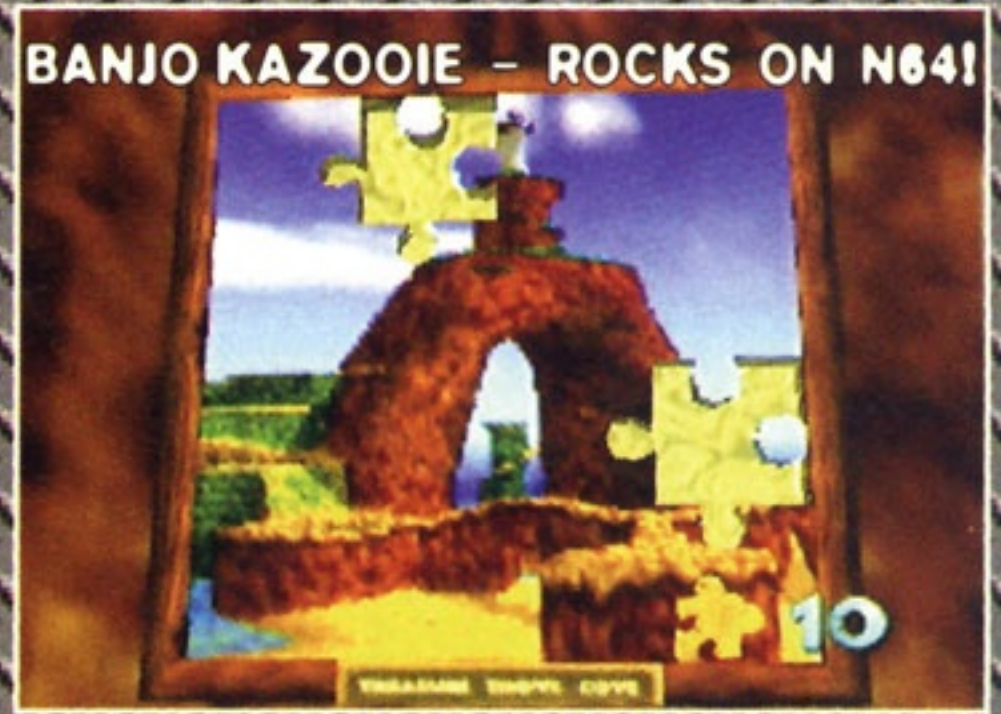
GAME ZONE AT COMET

AUGUST CONSOLE GAMES CHART

TRY BOTH CONSOLES OUT FOR YOURSELF IN OUR NEW FUTURISTIC CONSOLE DISPLAY AND BROWSE THROUGH OVER 75 GAMES AND A WIDE RANGE OF ACCESSORIES.

NINTENDO 64

- NEW 1 BANJO KAZOOIE
- ↓ 2 WORLD CUP '98
- ↓ 3 GOLDENEYE 007
- 4 YOSHI'S STORY
- ↓ 5 DIDDY KONG RACING
- NEW 6 WETRIX
- ↑ 7 SUPER MARIO 64
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- ↓ 2 WORLD CUP '98
- ↓ 3 GRAN TURISMO
- NEW 4 SOUL BLADE PLATINUM
- ↓ 5 RESIDENT EVIL 2
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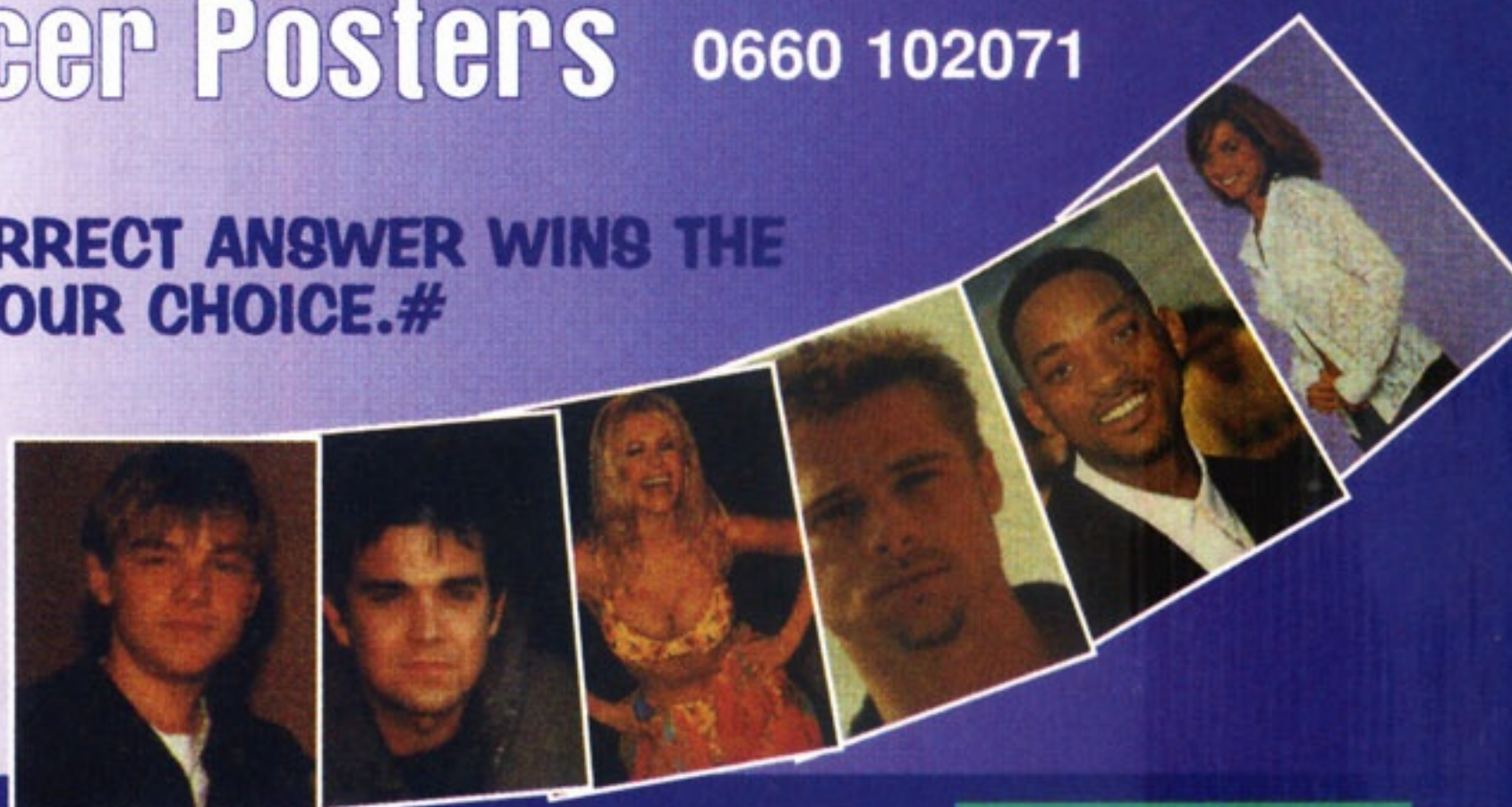


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IN ASSOCIATION WITH



WIN A CONSOLE AND FIVE GAMES

Well, what revelations we have had over the last month! First, there was all that fuss when the beer-guzzling bozo Gazza was left out of the World Cup squad; then there was David Beckham's non-inclusion in the team – the Adidas advertisements may have to be re-done to read, 'Historians. It's D-R-O-P-P-E-D.' Maybe his mind was on other goals, what with his obvious attempt to become the fifth Spice Girl by wearing a skirt to impress Posh Spice. Well, now that Ginger Spice has left the band, why not? Any views on this, or anything else games related, send them in to the usual address and you could win yourself a machine and five games!

IT'S THE REAL THING!

Dear CVG,
Technology is great – look at the jump we've seen in games over the past 15-20 years (*Yie Ar Kung Fu* to *Virtua Fighter 3* for instance). Not only are we approaching photorealistic graphics, but decent graphics often make new game genres possible too. *Mario 64* created the true 3D platform game styles.

However, as things become more (too) realistic, won't we eventually lose the gist of video games, ie the fantasy side? Sure, driving games will benefit, but what about good old fashioned platform games for example? Can you imagine *Yoshi's Story* with lifelike graphics and how awful it would look? It seems that as video games and movies start to merge into one, i.e. *Resident Evil 2*, we are beginning to lose sight of traditional games. I love *RE2* having played it recently, but it's still enjoyable playing classics such as



the *Bomberman* series. It seems that progress in technology needs controlling, something which clearly isn't going to happen is it?!

Daniel Hassany, Hove, East Sussex.

CVG: We think that the 'traditional' games you mention are starting to come back into the market. Games like *Kula World* and *Breath of Fire 3* are bringing back pure playability. Having said that, you have to remember that the average age of people who play games is a lot higher now compared to 15 years ago, so they seem to want more serious and realistic looking games.

RETRO FREAKS

Dear CVG,

It bugs me that the publishers who cynically package 'retro' games together seem to have a licence to print money. Several games on one disc may seem great value, but it's not as if titles like *Pac-Man* are making Namco money any more and 'arcade perfect' means simply copying the original code, writing emulation software for the PlayStation and selling it at nearly full price to some nostalgia buff. Obviously this niche market exists but this whole exercise is so lazy.

A more appealing approach would be to release something like a Capcom arcade compilation featuring *Final Fight*, *Ghouls and Ghosts*, *1943* and *Pang*, or perhaps Konami's *Gradius*, *Teenage Mutant Ninja Turtles*, *Hyper Olympics* and *Contra* on one CD. Granted these games have appeared on 8- and 16-bit platforms before, but they were never arcade perfect and they were still popular.

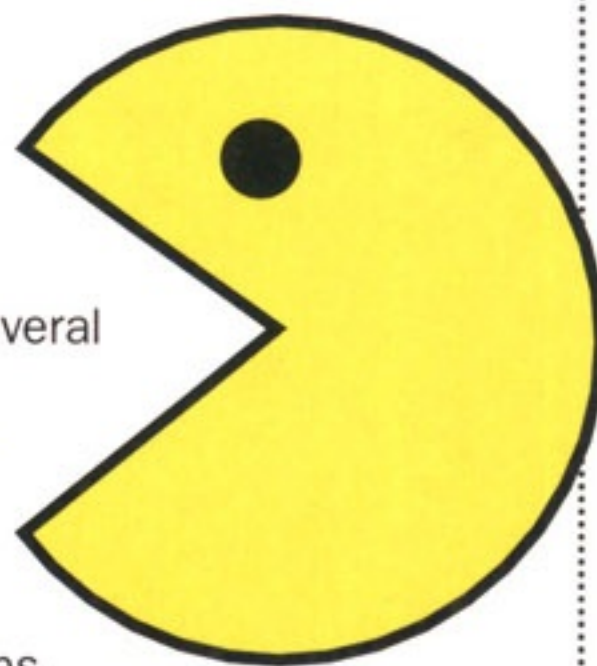
Kim Ying Ho, London SE5.

CVG: Your wish has sort of come true. Capcom are releasing two titles under their new Generations label, one of which is a 1943 compilation and the other is a triple *Ghouls and Ghosts* pack. We'll have more on them soon!

HIT AND HOPE

Dear CVG,

I am writing in because I am confused. You rate *Actua Soccer 2* four out of five and say it's the best footy game on the PlayStation and you rate *FIFA '98* two out of five when its camera angles are brilliant,



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

especially *Freecam*. And *FIFA '98* has sold way more copies than *Actua Soccer 2*. *AS2*'s graphics are bloody s**t and the goalies take too long in kicking the ball out. Plus, the power bar! I mean, what's the need in one when on *FIFA '98* you just shoot and hope for the best.

Robert Line, Manchester

STEVE: Why would you want to just shoot and hope for the best all the time? This means you'll never know when you have a good chance of scoring! With the power bar, you can control the height and strength of the shot, giving people who know exactly where they want to shoot greater levels of control. When you play real football with your mates, do you just shoot and hope for the best or try and place it in the corners? I rest my case.

LARA AND HER WOOLIES

Dear CVG,

I just wanted to winge about a recent TV programme shown on a Sunday morning (I won't mention the name of the program, as it was friggin' awful). On the program was a young lass who was complaining about Lara Croft's figure and asked if the tight clothes she wore were really necessary. Get a life, love! What do you expect her to wear – a woolly jumper and a second-hand skirt, with a fag hanging from her mouth? Then she whined about the size of her boobs (when was the last time you saw a flat-chested super hero?). Before you know it, she'll be writing to Disney asking why *Sleeping Beauty* wasn't a brunette.

Gaz Shaw, Leyland.

CVG: Big boobs are a perfectly natural part of life. Take *Geoff Capes*, for example.



COMET GAME ZONE

WIN A CONSOLE AND FIVE GAMES

LETTERS

COMET STAR LETTER

THE LAST LEGS ARE STILL RUNNING

Dear CVG,

Everybody keeps harping on about what's left in the Saturn – who gives a s**t! I've had my Saturn for a year and a half now, and have always enjoyed using it. Who cares if it hasn't got long left, as people said the same thing about the SNES and Megadrive and that never stopped people enjoying them. Personally, I don't care if it is going, because it means you can get cheaper games as shops think they could get stuck with the software they can't shift. Game, for example, are doing a lot of games for £9.99 each or two for £15 and it's not cack stuff either. I got *Die Hard Trilogy* and *Alien Trilogy* for £7.50 each and you can't say that's not worth it.

So at this rate, I'm going to have a large collection by the time it goes and I'm still going to be playing *Sega Rally* and *Virtua Cop 1* and *2* in years to come. I'm not saying you shouldn't buy new machines, because I have an N64. But I also have a SNES and still play *Mario World* and *Mario Kart* to this day.

Dave Owens, Northampton

CVG: Can't have any complaints with that can you? Picking up decent software for 15 quid or less is a bargain, especially if they are titles you'll be playing for years to come.

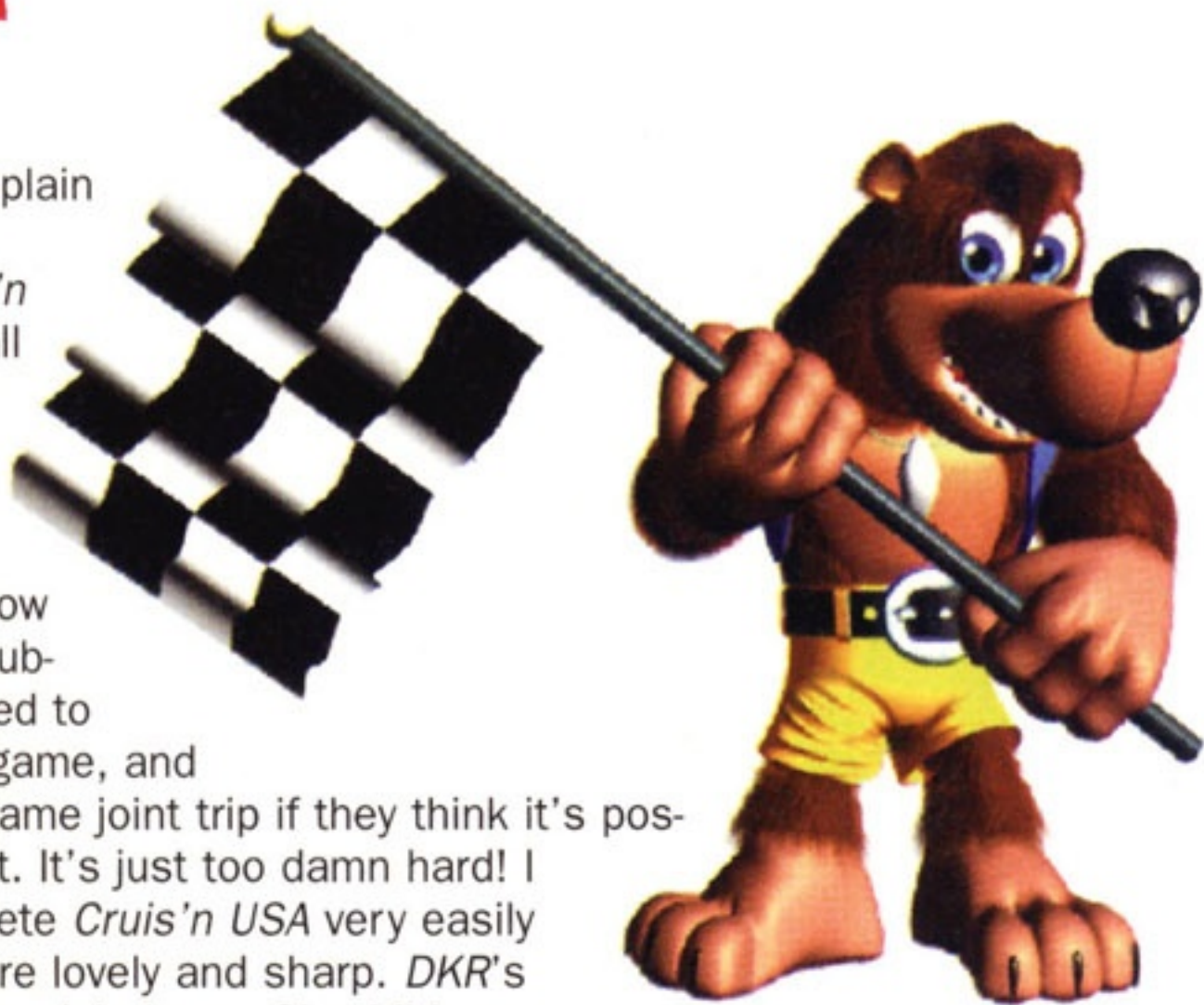
WARNING: ANNOYING LETTER IMMINENT

Dear CVG,

I would like to complain about your review treatment of *Cruis'n USA*. You may recall that you suggested I purchased *Diddy Kong Racing* instead, which I did, but I now think that *DKR* is rubbish. I only managed to complete half the game, and Rare must be on same joint trip if they think it's possible to complete it. It's just too damn hard! I managed to complete *Cruis'n USA* very easily and the graphics are lovely and sharp. *DKR*'s are fuzzy and the music's lousy. Give Midway a break and stop slagging off good games. Games producers must make games easier and fairer, they're too hard.

Simon Harrison, Chesham.

CVG: You don't like it because it's too hard? Oh dear. We'll let you lot answer this letter for him. Send your replies in please!



MEMORY LOSS

Dear CVG,

I recently bought a Datal 24-meg memory card to replace my Sony card as I didn't have enough memory. Everything was fine until the other day, when trying to return to a saved game of *Tomb Raider 2* it showed no information on the passport. When checking the memory card, it showed that the slot had a saved game, but had no information to find. All the other games on the card were fine except for a saved game of *Gran Turismo* which was after *TR2* on the slot. I didn't mind losing *TR2* because of the handy level select cheat, but if I hadn't completed *Gran Turismo* then I have a funny feeling the whole lot would have gone



BEST SNIPPETS IN THE WORLD EVER 5!

Dear CVG,

I am disgusted with the level of violence from your preview of *Resident Evil 2* in issue 197. I was scared stiff when I saw the pictures and my mum wasn't very happy either. Next time, I won't be buying your magazine if it is going to be as violent as issue 197.

Leanne Marshall, Whitecross, Hereford.

CVG: Please check our mag before you buy it Leanne, to see if it features games that are unsuitable to your taste. Thanks.

Dear CVG,

Could you tell me when the first issue of CVG came out? Is it really true that it was the world's first games mag?

Joakim Teig, Norway.

CVG: Seeing as this month is the August issue, and is 201, that means CVG came out 201 issues ago! That's November 1981, Earth time. Excellent. And, yes, it really was the first games mag. We were having fun and games since before many of you were born.



Dear CVG,

Resident Evil 2, superb game and an extreme pant filling affair. But I think I have come up with an idea that would make *Resident Evil 3* more scary than Tony Cormack.

Daniel Searle, Sheffield.

CVG: You've made a very strange assumption. Tony Cormack is not very scary – neither is any one of his relatives (as far as we know). That means your idea for a 'scary' game is probably lame.

Dear CVG,

I own a Saturn and 14 decent games (*Steep Slope Sliders*, *Quake*, *Sonic R*, etc.) Now, should I swap it for a PlayStation and 5 games or hope to win the Mailbag star letter prize?

James Gold, Warwickshire

CVG: Swap it because it sounds like you've got a good deal. You're certainly not winning the Star Letter prize for that. Why would the PlayStation owner want to swap anyway? Maybe it's because of the number of cheap games around for Saturn.

Dear CVG,

I have played *RE2* on PlayStation and Saturn – both import versions – and I can safely say that the Saturn version is ever so slightly better, because of the effectiveness of the 4MB cart bundled with it.

Jaime Gray, Sutton, Surrey.

CVG: This is a public information announcement: Resident Evil 2 is not available on Saturn. All those that know a certain Jaime Gray should carry out the following tasks immediately:

1. Tell him to stop playing imaginary games with himself.
2. Tell him to stop writing to us about these imaginary games.

through he window! Is there anything I can do to bring back the saved data?
Neil Holdroyd, Birstall, West Yorks.

CVG: A lesson here for everybody. We've learned to buy the official Sony cards only. That way we never EVER lose anything.

YARDLEY YARDLEY YAK YAK

Dear CVG,

I know this letter will not be star letter or even printed as my last letter wasn't. What is wrong with the letters I write? Is it just because I am writing from Ireland even though I am from England originally so what is wrong, eh?

Johnathon Rickard, Cork, Ireland.

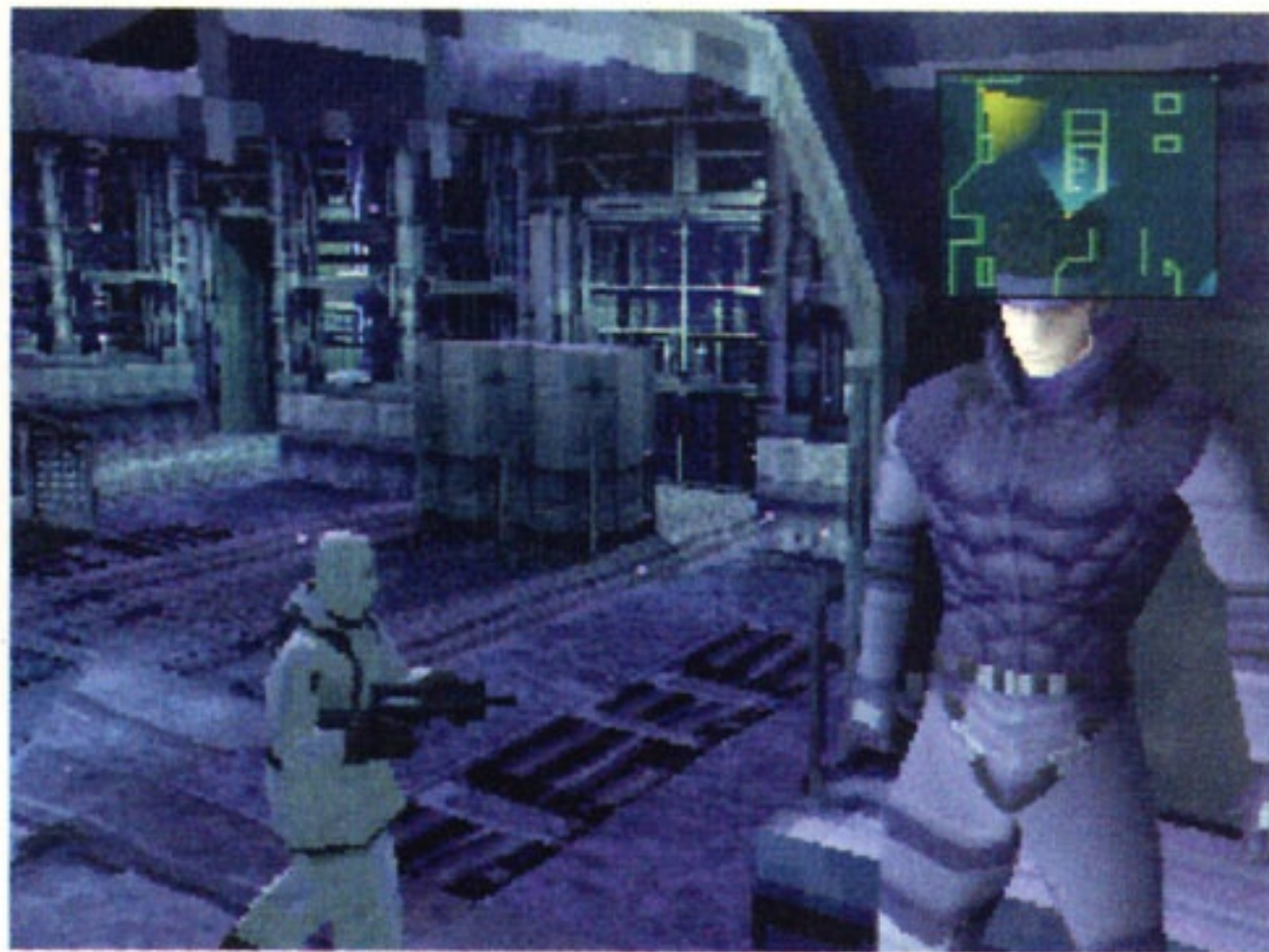
CVG: Here's the deal. Mail Bag features intelligent, humorous and provocative letters. Now read that sentence again, note the words intelligent, humorous and provocative – and try to us writing again.



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LETTERS



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After many months of waiting, we've finally spent quality time **PLAYING Metal Gear Solid**. And here's everything there is to know so far about this awesome game.

TACTICAL ESPIONAGE ACTION

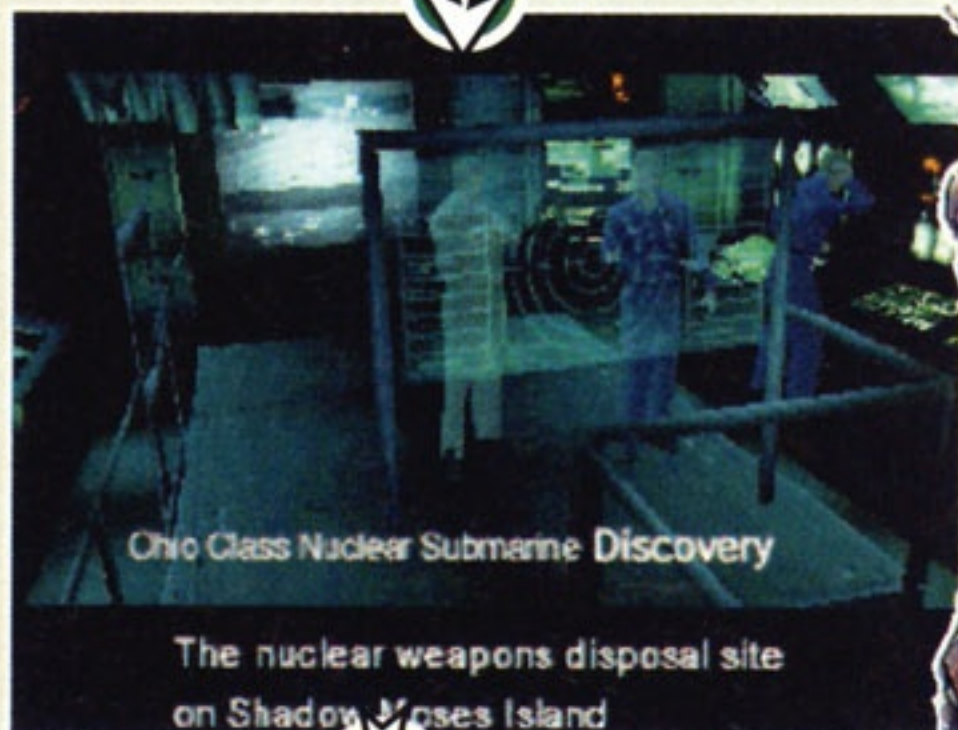
METAL GEAR

S O L I D

There's a special way of gauging the popularity of an upcoming title in this office: we load up a game and see how many people crowd around. This year *Metal Gear Solid* holds the record.

And so it should. From the second it begins, you're aware that this game has been a labour of love right from the start. You can't help thinking, this is the game you've always wanted to play, and someone has finally had the sense to make it. **Get ready to be blown away!**

WE'VE BEEN EXPECTING YOU



MISSION DEBRIEFING

The game begins with Commander Roy Campbell giving Solid Snake a debriefing on the mission ahead. While this dialogue is taking place, we see Snake make his way to Shadow Moses Island where the action starts.

Alaska - Bering Sea Ohio Class Nuclear Submarine Discovery

Commander Roy Campbell: The nuclear weapons disposal site on Shadow Moses Island in Alaska's Fox Archipelago was attacked and captured by Next-Generation special forces being led by members of FOX-HOUND. They're demanding that the government turn over the remains of Big Boss and they say if their are not met within 24 hours they'll launch a nuclear weapon. You'll have two mission objectives. First you're to rescue DARPA chief Donald Anderson and the President of Armstech, Kenneth Baker. Both are being held as hostages. Secondly you're to investigate whether or not the terrorists have the ability to make a nuclear strike and stop them if they do. We'll approach the facility by sub. We'll launch a one-man SDV (swimmer delivery vehicle). After the SDV gets as close as it can, dispose of it. From there on you'll have to swim. High-Tech Special Forces Unit FOX-HOUND.

Your former unit, and one that I was a commander of...

SNAKE: So they're still around.

CAMPBELL: There are six members of FOX-HOUND involved in this terrorist act. Psycho Mantis, with his powerful psychic abilities. Sniper Wolf, the beautiful and deadly sharpshooter. Decoy Octopus, master of disguise. Vulcan Raven, giant and shaman, and Revolver Ocelot, specialist in interrogation and formidable gunfighter. Finally in charge of them FOX-HOUNDS' squad leader...

SNAKE: Liquid Snake?

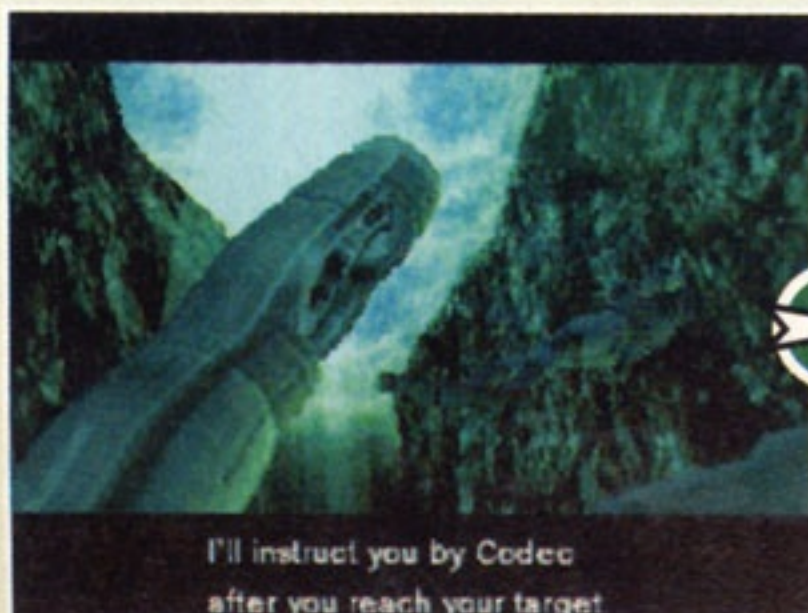
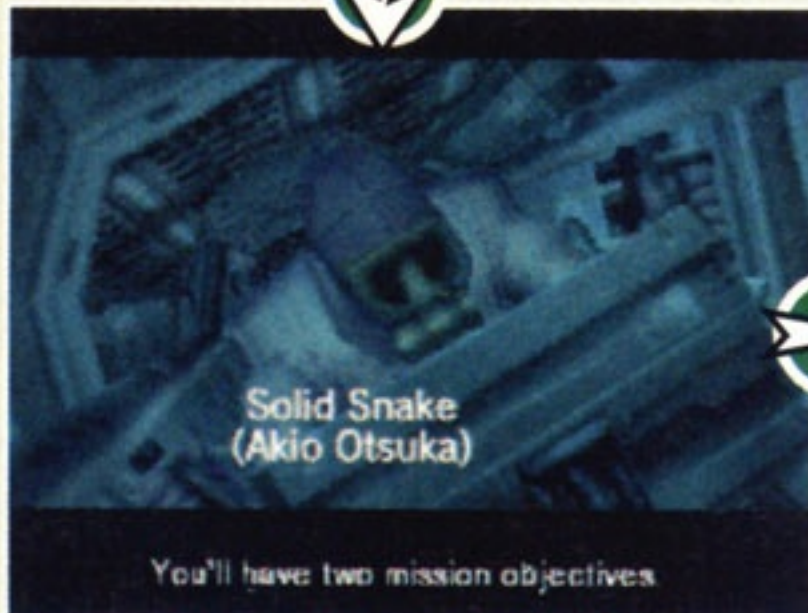
CAMPBELL: The man with the same code name as you. The nuclear weapons disposal site covers the whole island. I'll instruct you by Codec after you reach the target.

SNAKE: Anyone going with me?

CAMPBELL: As usual, this is a one-man infiltration mission.

SNAKE: Weapons and equipment OSP (On-Site Procurement)?

CAMPBELL: Yes. This is a top-secret black op. Don't expect any official support.



INTERVIEW WITH THE BRAINS BEHIND THE GAME

We were lucky enough to be granted an interview with the games director, Hideo Kojima. Here's what he had to say.

CVG: How difficult was it to transform Metal Gear into a 3D game, and still retain the elements which made the original a classic?

HK: It was very difficult turning this into a 3D game. When we first released the 2D *Metal Gear* on the MSX it wasn't exactly what I wanted to do with the whole idea. When we looked at the specs for the PlayStation, we realised that we could finally do what we wanted to do with this whole theme.

For example, in a 3D world, you can go under a table and see from there, or go into a locker and see from the inside. We didn't think this would be so hard, but when we started constructing the 3D environment it was really difficult to make sure that everything looked okay from that angle.

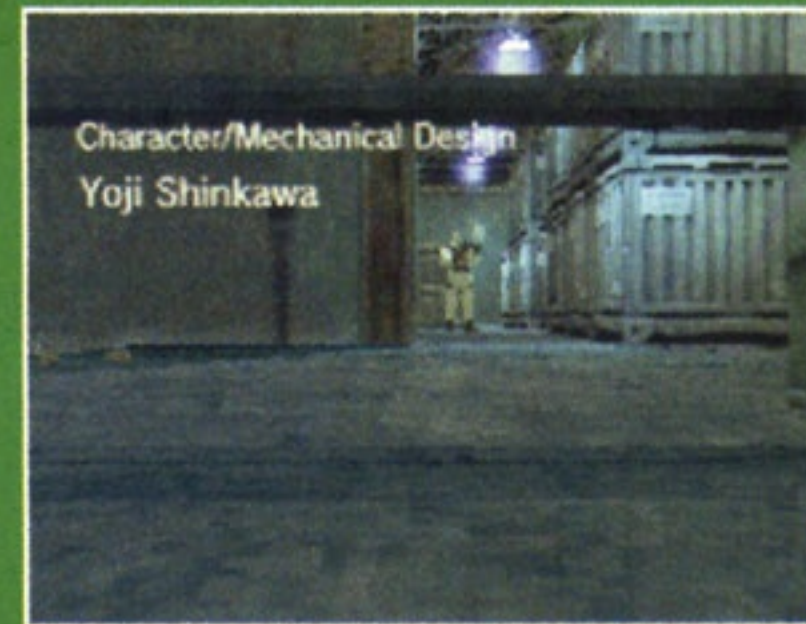


↑ By pressing in the direction of an object, Snake will lean against it and the camera pans around. Now you can see Snake and the background action.

→ The only way to get past the water tower is to crawl underneath it. From this low view, it's even possible to see rats scurrying around. Erggh!



↑ This is where the very first part of the game takes place!



THE VIEW FROM HERE

CVG: How did you decide on the style of 3D environment used in *Metal Gear*, as opposed to those seen in other 3D games (eg *Goldeneye*, *Tomb Raider*)?

HK: We had one programmer study the 3D environment for about a year. I wanted to make the game 3D, but at the same time I get that 3D sickness. Looking at the PlayStation, the team knew we could create a 3D game so we wanted the great aspects of a 3D game, but at the same time we wanted to avoid the 3D sickness. We also wanted to retain the easy playability of a 2D game in that 3D environment.

CVG: Is there anything in particular that this style of 3D environment allows that

makes it unique? What gameplay aspects have been enabled because of this style of 3D environment?

HK: When you look at a game like *Goldeneye*, a true 3D game, all you can see is whatever is in front of you. You can't see anything else. But by doing what we did in *Metal Gear*, where the default view is the birds-eye view, you see from the top. This way you get to see what's around you. At the same time our game features a first-person view mode, and a corner view mode, where you can see other characters through your characters' eyes, or even from behind them. So we have what *Goldeneye* offers, as well as those other aspects in the game.



↑ The corner view mode is the most impressive and dynamic in the game.



↑ The bird's-eye view is used to move around and fight with the enemy.



↑ The first-person view is used to check your surroundings. No trouble ahead!



↑ Finally there's real-time cut scenes. Where the angles are always impressive.

INSPIRATIONAL RESEARCH

CVG: *Metal Gear's* visuals are impressively directed – it's very cinematic. Which films have you seen that have influenced the look of the game? And, which are your favourite directors?

HK: I love all kinds of movies – Japanese, American, German, French, Italian, Hong Kong, so it's really hard to say what kinds of movies I like. But the directors I like are Luc Besson, and Akira Kurosawa

CVG: What about the character Snake – is he a completely original character, or did you want to include elements of famous film stars?

HK: He's an original character, but sort of like Snake from *Escape from New York*.

CVG: How much time was spent studying real-life espionage weapons and equipment?

HK: As a child I always loved spy films, and I've read a lot of espionage novels – I've been doing it since my childhood. Also I've been collecting a lot of documents, studying about espionage over the last three or four years. I also have a specialist in that field on the team called Motusada Mori, I ask him 'will this make sense in the espionage world', and he'll tell me 'yes' or 'no'. Mr Mori was a French mercenary. He's not really a part of the *Metal Gear* team, but he's always there when we need help with something.

Last year, when we came to the States for E3, we went to see SWAT training, and went to see tanks.

CVG: Are the weapons authentic, or are they all make believe?

HK: Two thirds of them are real, the rest we invented ourselves. For example, the remote-controlled missile – it comes with a little camera. You can control the movement of the missile as you can see through the camera in first-person view, so you know what's coming ahead of you.

That kind of missile doesn't exist in real life, at least not at this size, but there are such missiles that exist with a similar purpose. We call that missile the *Nikita* missile, from the title of the Luc Besson movie. By sending this missile you get to see what's beyond in the route you're taking, without having to go there yourself.



ONLY MONTHS LEFT 'TIL METAL GEAR MADNESS!

COMING SOON

ONLY MONTHS LEFT 'TIL METAL GEAR MADNESS!

COMING SOON

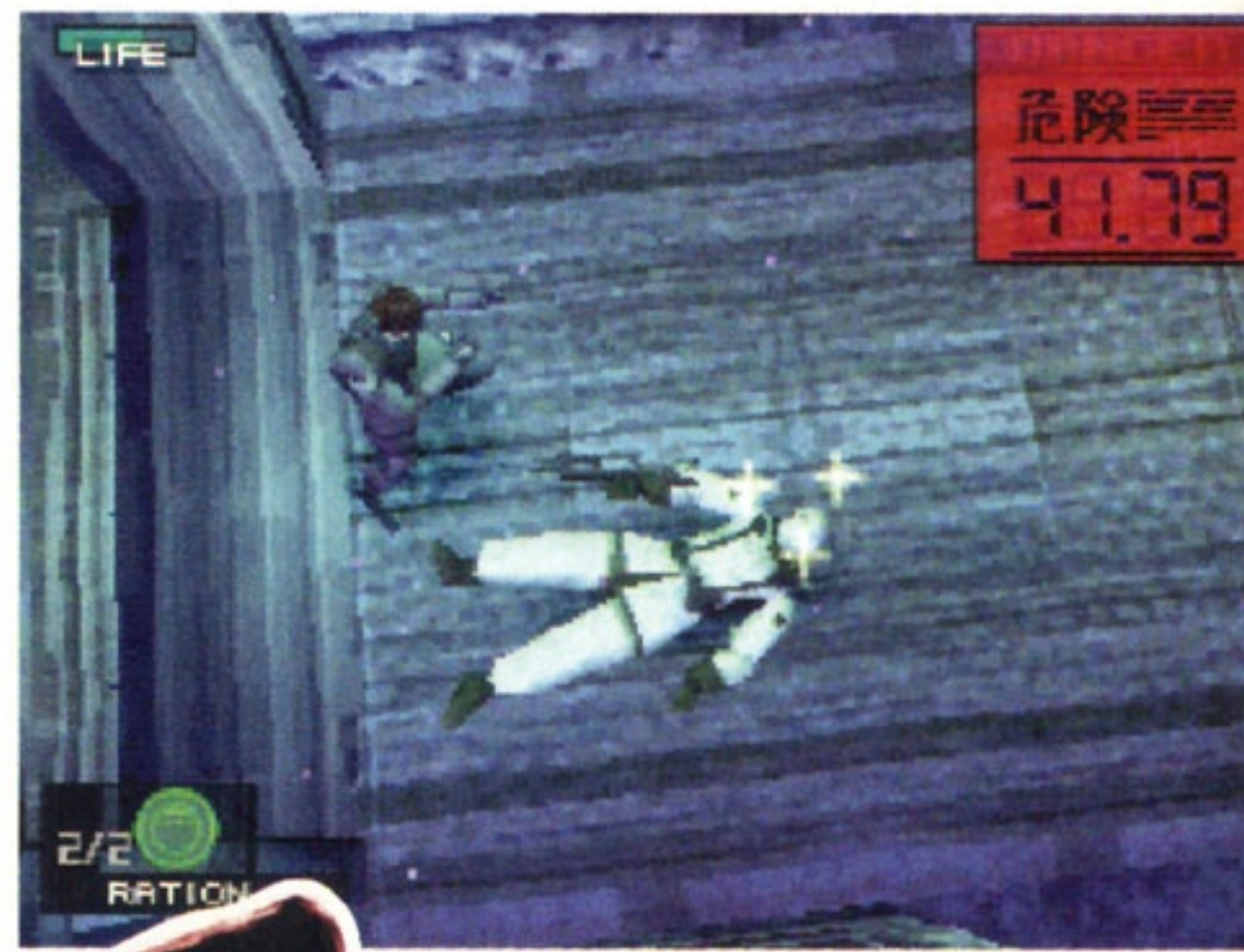


BACK TO THE BEGINNING

CVG: Is the game mission based – to complete a stage do you complete the mission, or do you have to face big BOSS characters?

HK: It isn't like an action game where you clear one stage, then go on to the next one. You can go back and forth from each stage. In that sense it's like a role-playing game, where you start from your first town but you can always go back there. You know, go back and forth. You can go back and forth between stages in *Metal Gear*.

The only stage you can't go back to is the very first stage – after you take the elevator out of there you can't go back. But from there on, like the heliport in the snow, and beyond there, you can go back and forth. [For example] you can find a weapon from another stage and come back to this one.



↑ Snake throws a guard over his shoulder, and makes him dizzy.

TOP SECRET CHARACTERS

CVG: Are there some points in the game where you are responsible for more than one character on the screen? Like, get rid of all the bad guys then go back for your partner so they don't get hurt?

HK: Basically you're only responsible for Snake. However, for example in the case of a character called Meryl, there are times in the game when you move together but she follows – but you only control Snake.

CVG: But if she gets hurt, do you get penalised?

HK: Er... we can't talk about that too much. She can take some damage...!

CVG: Can we talk about the Ninja?

HK: Er... he's a mystery man! Ninja is a very important character in the game.

CVG: Well, is Ninja confined to certain sections in the game, or will he appear at random – when you least expect it?

HK: He appears at certain points of the whole story. There are times when he comes when you need some help... but... he's a mystery character.



↑ Snake sneaks up on the unsuspecting guard. But his timing's off. The guard alerts others, Snake grabs hold of the guard, and uses him as a human shield!



CALLING SOLID SNAKE.....

CVG: Please can you explain something about the interaction between Snake and the other characters. How important are they, and what kind of situations do they introduce?

HK: There are about 20 characters in the game. There is a terrorist group called the Fox Hounds, these are the bad guys. Ninja is a mystery character. The other characters support Snake throughout the game. There are also people who you have to rescue – like hostages.

There are also people who give you advice through the radio – we call it the Codex. There are eight of them who give you advice through this system. These people who help through the radio could be on the West Coast of the United States, or a guy could be on a submarine by Alaska waiting outside the bay. Snake could be complaining about how cold it is in Alaska, while the other guy is soaking up the sun in his swimsuit or something.

CVG: Further into the game, do you need to radio

your team for information otherwise you miss out, or do they always provide the right information at the right time?

HK: There are characters who will contact you, but there are times when you have to contact certain characters. For example there is a door you cannot open yourself, so you contact one of the guys and they help you open this door. You might be talking to someone over the radio and they'll give you the frequency to contact someone else – like, 'go talk to him!'. This adds to the list of people you can talk to.

In the E3 demo there are only about two characters who you can talk to – Roy Campbell, and Dr Noel. They tell you what your mission is and which buttons do what things. Later in the game people tell you more about the nature of, for example, Alaska, or teach you about certain weapons.

Characters have specific roles too. There's a girl called Mai Ling who saves the game for you. If you haven't saved the game in a long time, Mai Ling contacts you to say, "Hey, you haven't saved the game in a long time!"



↑ Roy Campbell contacts Snake with some useful advice. His lips and eyes move too!

← Snake listens in to an important message in yet another cut-scene. All this for Mai Ling telling him how to save and load his progress. How sweet.



↑ Avoiding the guards is a little easier than we thought it would be. This guard can't even see Snake standing next to him.



↑ If you're a show-off you can deliberately alert the guards attention by tapping on the walls! The only bad thing is the guard will alert others.



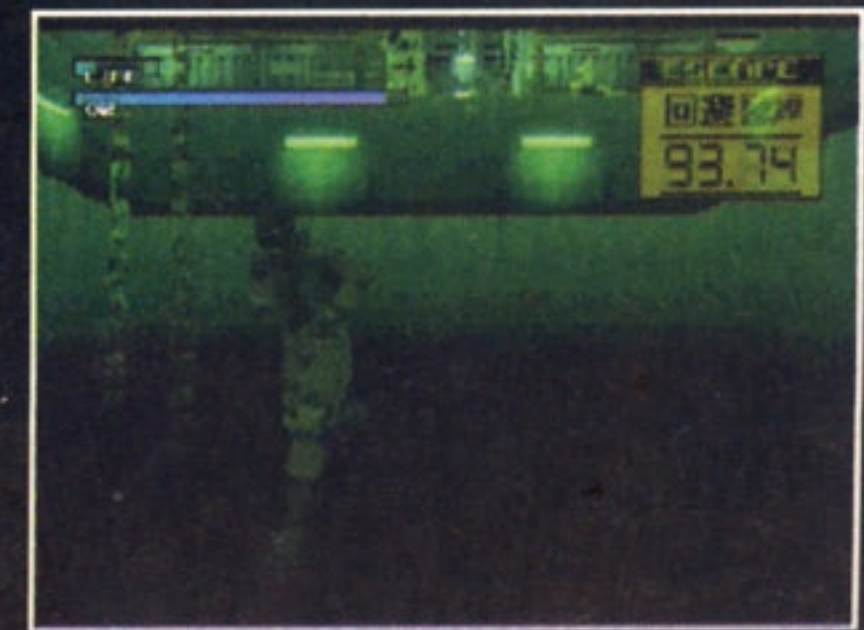
↑ Guards can get bored too. Check out this one yawning. He isn't asleep yet though, so keep alert or you'll end up dead.



↑ Check out the gun flash and the ricocheting bullets. Way cool!

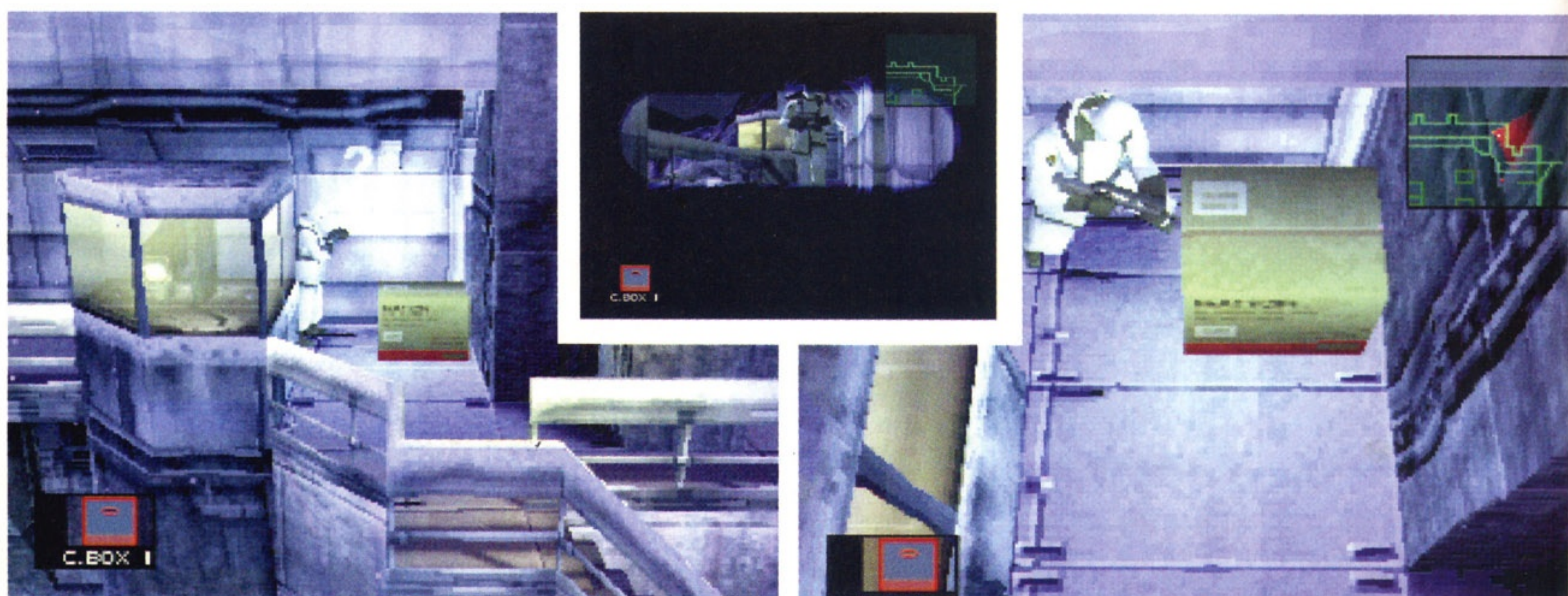


↑ Snake hides behind the chest.



ONLY MONTHS LEFT 'TIL METAL GEAR MADNESS!

COMING SOON



↑ One of the coolest objects in the game is a cardboard box. Snake climbs inside and hides. Check out the view through the handle!

↑ This guard was confused, but now gets a bit curious of Snakes' disguise. Better move fast or he's going to cause some trouble.

IT'S A BEAUTY

CVG: Which features of the game are you most proud of?
HK: The movies are real time polygons, not CG movies. I'm really proud of the lighting, and the zooming in – things that you usually see in the movies we've done, not with CG movies, with the capabilities of the PlayStation.

Also, if you look at other 3D games, what's far away in front of you is usually fogged. It doesn't exist until you start to approach it. We've avoided that completely. Everything in front of you can be seen. That's why the game allows you to use binoculars or a sniper rifle – that way you can see what's way over there [in the distance]. Usually when you zoom in or out in games on the PlayStation usually the movement jerks or stops. You will not see this in our game – you'll never notice jerkiness or stopping.

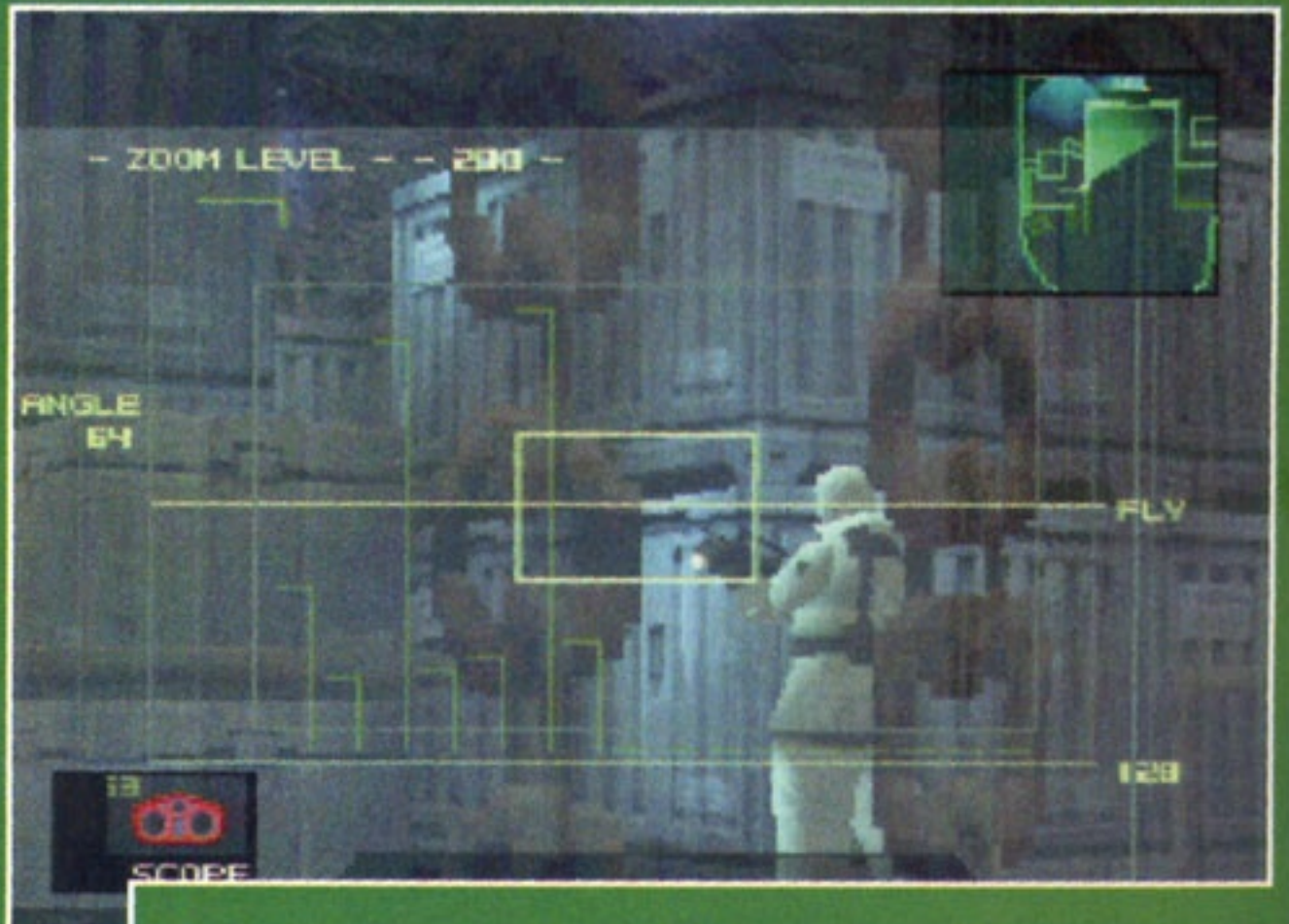


↑ The goggles enable you to spy on the guards from a distance. As you adjust the zoom, the graphics move so smoothly with no pop-up whatsoever. Very impressive.

→ Spying on this guard isn't the only cool thing in this scene. He also yawns, but what really amazed us were the chains in the foreground. They sway around in the wind, and twirl all the time! Add the wind and dripping water surround sound effects, and you'd think you were actually there. Very, very realistic!



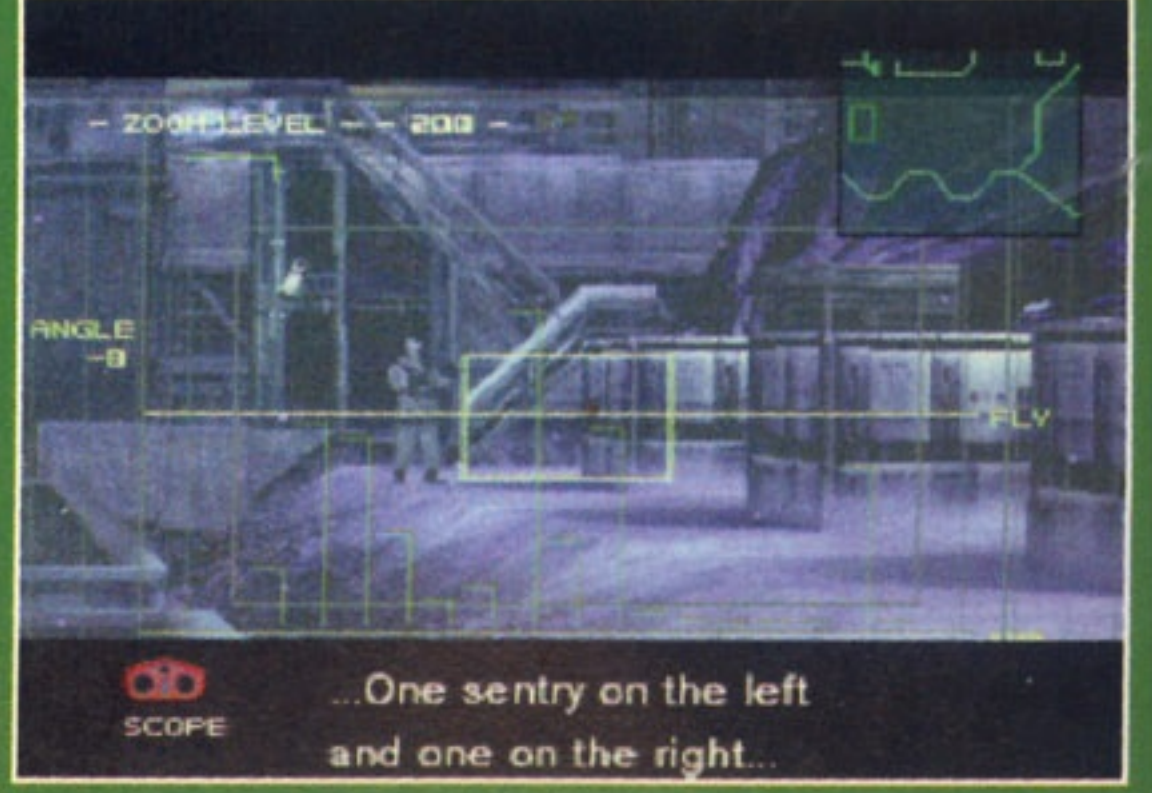
↑ The thermal goggles come into major play later in the game.



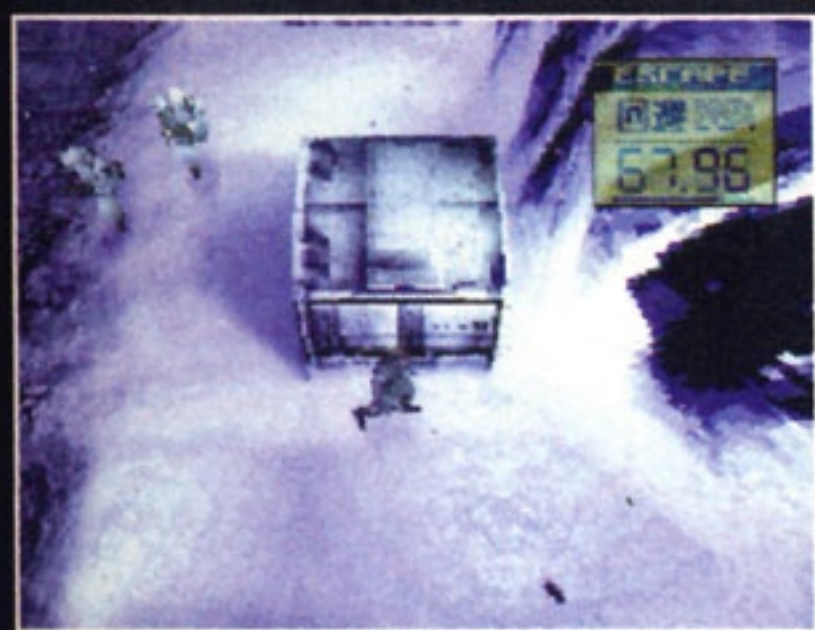
↑ Snake spots the helicopter, the camera then shifts to get a better view of the action.



A Hind D?



...One sentry on the left and one on the right...



3D SECRETS REVEALED

CVG: How did you manage to keep the game running so smooth, but keeping all this detail?

HK: We used different 3D models for each viewpoint. When the camera moves to a different angle, it's not the same model.

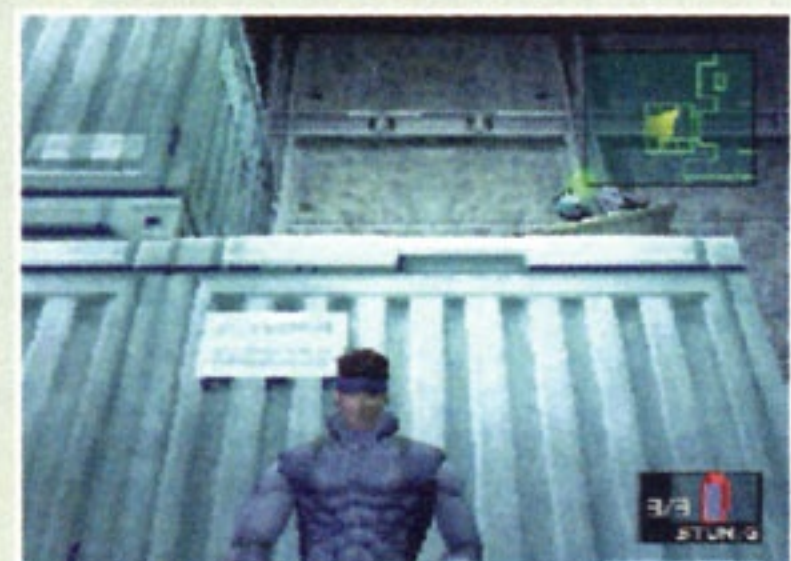
CVG: Have you learned any new techniques while developing Metal Gear on PlayStation which may be carried over to the sequel?

HK: While creating this game we came up with a lot of techniques, for example we have environmental mapping. But these things which we have in our inventory appeared in other games while we were developing Metal Gear. So we won't be showing off about these things since they're not really new any more.

We have come up with a lot of things though. We put together our own tools for this game, so we don't need a programmer to create a polygon demo for example - we use our tools. Also the Dual Shock vibrations are achieved without having to keep programming anything. Anything we do from now on will be done a lot quicker thanks to these tools.

CVG: Finally, will the original Metal Gear team be handling the European conversion to maintain the quality?

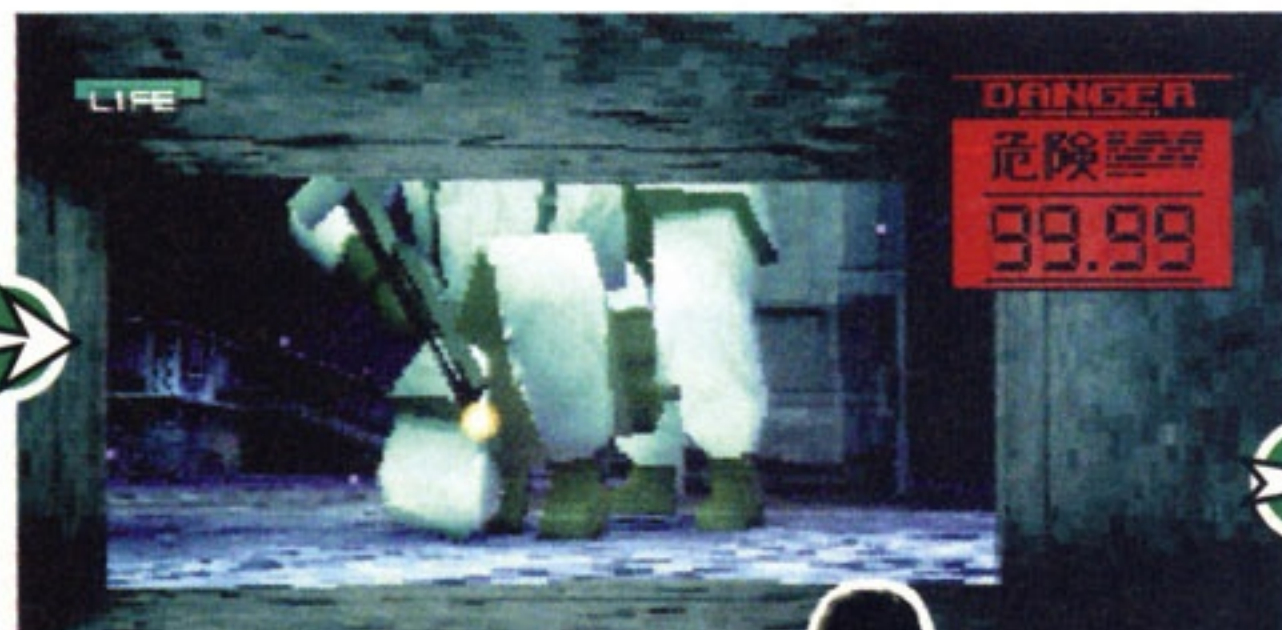
HK: Yes. The Japanese version will be finished soon, but whatever comes afterwards is always better. So the US version and the European version will be better than the Japanese version with all the refining of code.



← The same room, but two different 3D models.



→ Snake crawls through a ventilation duct to the next section.



SO NEAR YOU CAN TASTE IT!

Metal Gear finally gets its Japanese release in September, and will be available in the UK as soon as all the translation work is complete. Hopefully it'll arrive just in time for Christmas!

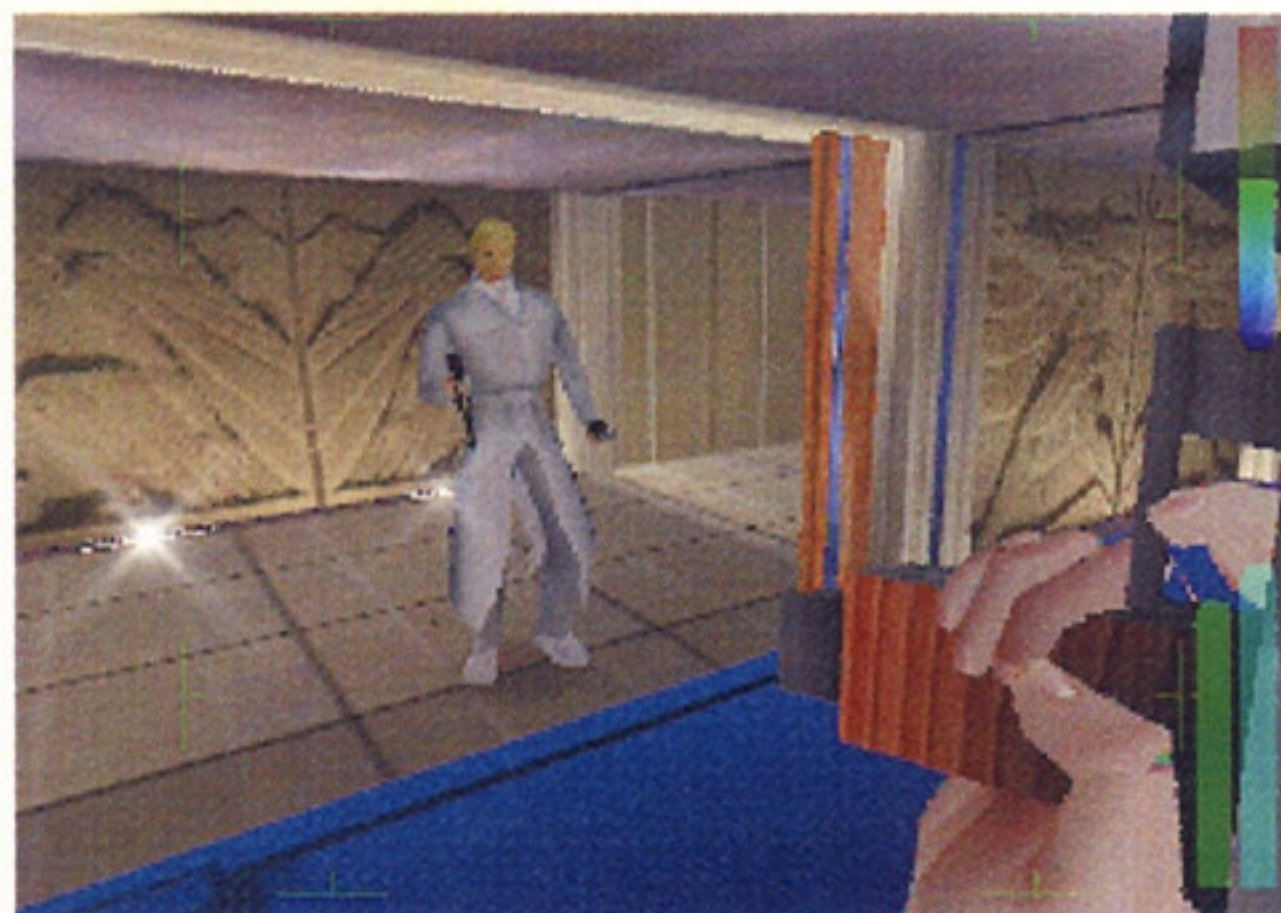
ONLY MONTHS LEFT 'TIL METAL GEAR MADNESS!

COMING SOON



BIG AT E3: IT'S BETTER THAN GOLDENEYE!

COMING SOON



This isn't due until September NEXT YEAR, but we sure it'll be worth the wait. *Perfect Dark* became the most wanted game on N64, even before it had a name.

You've been crying out for a *Goldeneye* sequel, well this is it. *Perfect Dark* uses the same engine as the N64 classic, and is hoped to improve on that game in every way possible. Expect to see extremely cool gadgets, awesome weaponry, and rock-solid enemies.

Everything will be presented using graphic techniques which will not have been seen before.

We don't know how, but we know that they are - remember the SFX chip on the Super NES? Anything is possible.

Until 1999, then (sigh).



↑ Check the shiny floor, and the lighting on the walls. Er... nice sculpture, lads.

COSMOPOLITAN GIRL

Goldeneye takes us to some exotic parts of the world. In *Perfect Dark* we get to travel some more. So far the only locations confirmed are Chicago, a deep-sea alien wreck, a subterranean laboratory, and a secret air-base. However it seems Rare could take us any place, since Joanna is destined for time travel - through light years!



↑ DataDyne's HQ. Funny how even the buildings are exciting in these Rare games.

40% COMPLETE	NINTENDO 64	3D ACTION	BY RARE	<ul style="list-style-type: none"> NO OTHER VERSIONS AVAILABLE NO OTHER VERSIONS PLANNED STORAGE - 77MB CART
		1999 RELEASE	1-4 PLAYER	

True sequel to N64 *Goldeneye*. No Bond license, but a potential kick-ass gun game aimed at N64.

PERFECT DARK

IT'S DARK...SHE'S PERFECT...

Meet Joanna Dark, a girl we reckon could teach Lara Croft a thing or seven - 00 that is. Mind you, she maybe only looks this good since the game is set in the year 2023, where you can buy the perfect body. Joanna is a Field Operative, investigating a conspiracy theory surrounding the DataDyne Corporation. Her codename for this mission is 'Perfect Dark'. Awesome or what.



↑ Cool hand-gun, Joanna. Bet the other guy's packing something bigger though. Behind you!



↑ You get to zip around on cool hover bikes in *Perfect Dark*.



↑ Inside DataDyne's HQ. Cool isn't it.

WHAT IF...?

All speculation, but... *Perfect Dark* will be the launch game with 64DD in Europe. Maybe. Or, PD will be the first enhanced N64 cartridge. Likely. *Starwing* was the first all-polygon game on Nintendo's Super NES. All due to a specialist chip called the SFX, which was built into the cartridge. Rare say they love N64 because of its potential to expand. Well, we hear talk of Specular Highlighting, a graphical technique which allows for glints off the top of waves, or on a knife's edge. The stand-alone N64 isn't capable of this...

THE PERFECT PLAN

It won't be here for a-a-ages, but *Perfect Dark* is worth waiting for. Soon as Rare have more to show and tell, you'll be the first to know.



 NINTENDO 64 	3D ACTION	BY RARE	<ul style="list-style-type: none"> • NO OTHER VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE - ??MB CART • PUBLISHED BY NINTENDO • TEL: 01703 653 377
	1999 RELEASE	1-4 PLAYER	



A fast-paced, colourful adventure with mad shooting action on N64. This is what we've been waiting for!

JET FORCE GEMINI

Imagine the mayhem of *Mischief Makers* only in real time 3D, spiced with explosive effects better than in *Goldeneye*. Combined with the solidity and atmosphere of the *Banjo Kazooie* worlds, *Jet Force Gemini* is sure to impress.

Not only are you going to love the great character design, but the gameplay promises to be challenging and inventive. The development of great artificial intelligence has been one of the big goals with *JFG*. Every enemy should require skill to beat. A classic Nintendo game in the making.

THREE'S COMPANY

Success in *JFG* requires you to max the potential of three heroes. Juno (a guy), Vela (a gal), and Lupus (a dawg) work as a team to defeat galactic tyrant Mizar. So, while you're busy blasting everything in sight, you'll always need to consider who's best to tackle other obstacles.



⤴ Juno checks his reflection in the water. She's cute, but guaranteed that weapon is DEADLY.



⤴ Vela walks into the arms of a monster. Wonder if these bugs blow into bits when they're shot? That would be excellent!



SHHH... BRA-TA-TA-TA-TAT!!!

One thing *Goldeneye* has over any other 3D action game is intense strategy. The stealth missions are scarier than the all-out shooting areas. This popular element will also play a large part in *JFG*. It may look cute, and a wee bit daffy, but you're gonna need to be in control with *JFG*. Can't wait.



⤴ Woah! Some nice special effects here. Wonder what it is?



⤴ Another fantastic, fantasy world courtesy of your Nintendo.



CO-OPERATE... OR DIE!

In addition to the vast one-player game, there will be a choice of co-operative or deathmatch multi-player modes in *JFG*. We have a good idea how the deathmatch thing might pan out, but the co-operative option is intriguing. Anyone reading this remember the cool *Probotector* (*Contra*) games for Nintendo? The two-player co-op missions were fantastic fun.

FORCE FEEDING

If only we could play this sooner! Again, you're gonna have to wait a long while for *Jet Force Gemini*. But we're right here, wanting and waiting to bring you more info!

COOL 3D ACTION FROM MAKERS OF BANJO KAZOOIE

COMING SOON



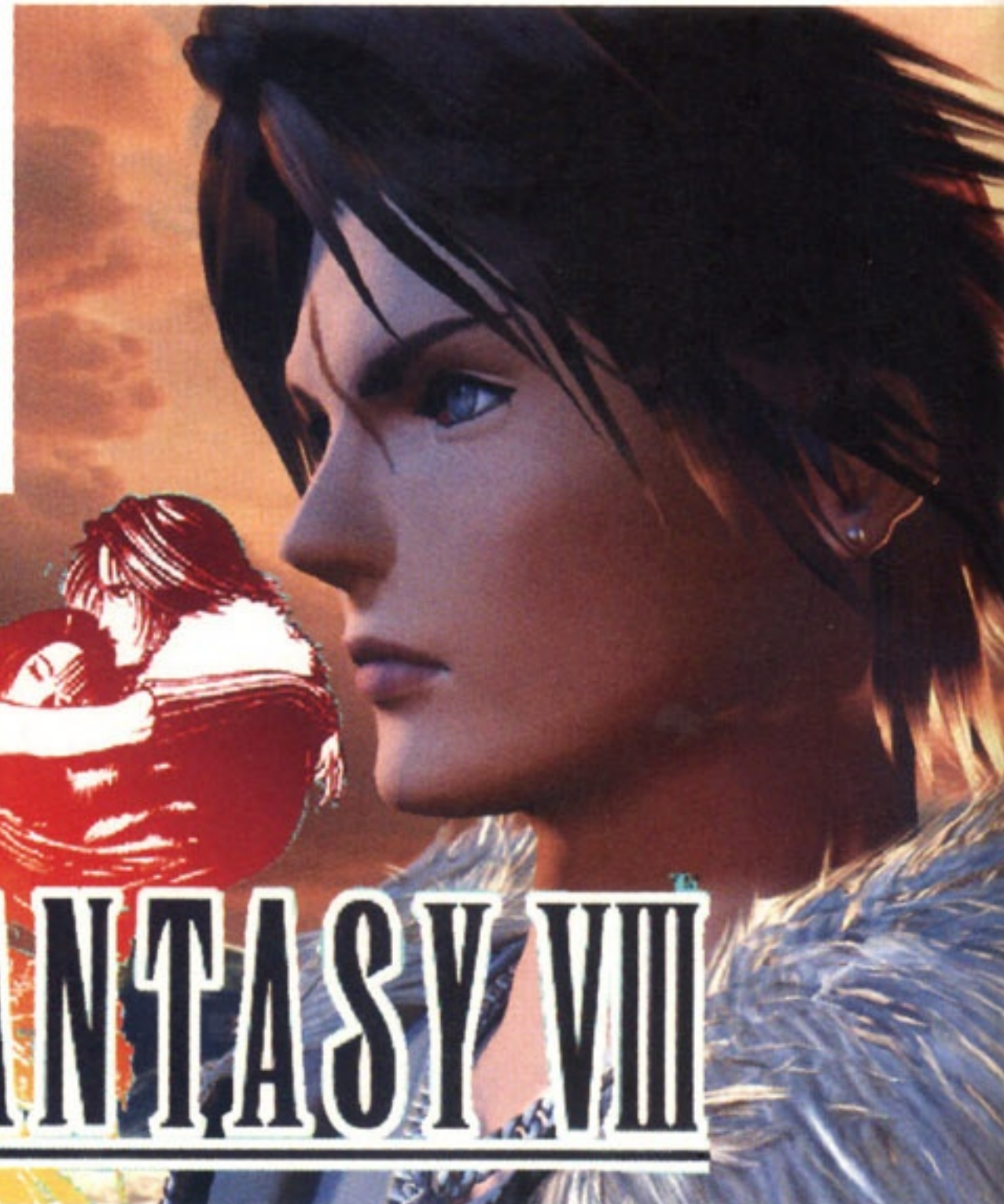
 PlayStation™	60% COMPLETE	RPG	BY SQUARESOFT	* NO OTHER VERSIONS AVAILABLE * NO VERSION PLANNED * STORAGE TBA * RELEASED BY SONY TEL 0171 447 1600
	DEC '99 RELEASE	1 PLAYER		

Are you honestly ready to withstand such power - the next big step in audio-visual, and **EMOTIONAL** entertainment? It's coming.

Compare the very first PlayStation games with those being released today — Tekken and Tekken 3 for example. Imagine that kind of leap forward between *Final Fantasy VII* and its successor. The difference will be astounding.

Final Fantasy VIII will be even more amazing than *VII*. Bear in mind that *Final Fantasy VII* is Squaresoft's very first game for PlayStation - their first attempt with the hardware.

FFVIII will make *FFVII* look almost old-fashioned in every respect.



REVOLUTIONARY DETAIL

You cannot help but be amazed by the movie sequences in *FFVII*. Now Squaresoft have worked to include the same level of detail between the movies, and the game itself. To this end, all characters appear much larger on screen, and are finely detailed. Instead of using stylised polygon models for the exploration scenes, your party will appear much more lifelike.



Just like in *Final Fantasy VII*, the scenes appear to be static. Only the characters move in real time.

GREAT NEW CHARACTERS

This is not a continuation of the *FFVII* story. Number eight focuses on the lives of two new characters: Squall Lionheart, a 17 year-old lad, and a girl named Laguna Lorie, aged 27. From what we can tell Squall is English, and there will be large sections of the game which centre around present day UK.



FIRST GAMEPLAY HINTS

Squall and Laguna have separate quests that, at some stage, will affect the other. This is similar to Squaresoft's popular (in Japan) *Romancing SaGa* series. In the *SaGa* games, players choose one of several characters. They inhabit the same world, but have different goals. Occasionally they might team up with the others.

The coolest aspect of the *SaGa* system is that you only see the grand finale by completing the game with all the characters. This ensures that players experience every aspect of the game from different perspectives.



BATTLE SYSTEM BOOM

Since *Final Fantasy VII*, Squaresoft have been developing their trademark ATB (Active Time Battle) combat system. In their Cinematic RPG, *Parasite Eve*, it is possible for the heroine, Aya, to move around while fighting. Aya can move behind to evade attacks, or strike vulnerable areas in this way.. Distance also affects the power of attacks, so the question of risk versus speed enters the equation. So, expect the most advanced battle system.



CVG JOINS THE PARTY

DO NOT waste your time, and money, reading shallow features elsewhere. CVG is the only magazine with the depth of experience to bring you the best *Final Fantasy VIII* coverage. Until next issue...

FINAL FANTASY VIII

COMING SOON



POLICE REPORT

Accident Report / RTA-1156

Date: 23rd January 1998

Time: 16.28 hrs

Injuries: None

Driver's Statement:

"I was just trying a hard right, like turn 12 of the Swedish stage in V-Rally. My car never does that".

GMP/RTA/R11-675



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A totally realistic driving experience.

Official PlayStation Magazine 9/10 

PlayStation Plus 94%





100% COMPLETE

PlayStation™

FIGHTING GAME

BY NAMCO

SEPT RELEASE

1-2 PLAYERS

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

Our extensive *Tekken 3* coverage continues. This month we go check out five more challengers for the King of the Iron Fist title.

TEKKEN 3

Our mission is to bring you the best *Tekken 3* coverage anywhere in the country. Having busted five characters open last month we now delve deeper into the The Iron Fist tournament, with another bunch of fighters competing to become champion.

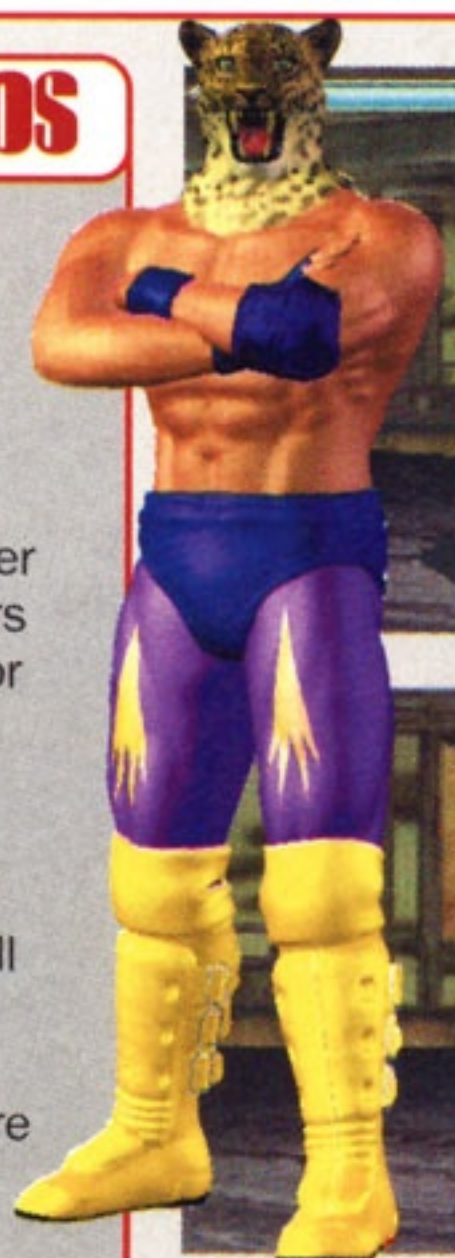
It's incredible that, even with all this information, we have barely scratched the surface of this awesome game.

We're giving you the basic material you need. The rest will be down to you and your skills!

MULTIPLE THROW COMBOS

You require a good memory and quick reflexes to execute King and Nina's multiple throw combos. It's possible to drain almost an entire energy bar with these moves, as King's six-hit bone-crunching combo demonstrates. Nina's doesn't involve many hits, but her variations of arm-snaps and leg-breakers still do the business. The basic rules for success are as follows:

- 1 The first throw is a standard D-Pad movement and button presses. This must connect in order for the rest to fall into place.
- 2 From there, the remaining throws are all combinations of button presses.
- 3 The button combinations for the second throw must be completed before the first throw has finished. Leave it too late and the combo stops.
- 4 The good news is that throw combos can be broken out of. To escape, start by pressing LP+RP. Then you need to work clockwise around the buttons. For example, after LP+RP, press RP+RK, then LK+RK, then LK+LP. Keep working around like that and you should break out.



↑ The Muscle Buster is the hardest to pull off in this combo, but does the most damage.



↑ Nina performs her Arm Breaker combo so quickly, the buttons presses become continuous.

ATTACK REVERSALS

Blocking isn't the only defence you have in *Tekken 3*. Most fighters can reverse an attack – but you can only do this if you can anticipate your opponent's next move. The result is that your rival will suffer a painful throw instead of launching a powerful attack, leaving them embarrassed and intimidated. Ling Xiaoyu, Gun Jack, Kuma, and Heihachi cannot reverse moves, though they have useful alternative techniques.



↑ Press away plus LP+LK to reverse left punches or kicks, and RP+RK for right punches or kicks.

REVERSAL REVERSALS (AKA 'CHICKEN!')

Experienced players can escape Attack Reversals by tagging an Attack Reversal Reversal onto moves. If you're using a left punch or kick, press toward and LP+LK straight after. Choose RP+RK for right punches or kicks. It's worth remembering though that King's and Law's reversals can't be Chickened at all.



↑ When you successfully reverse an Attack Reversal, the announcer shouts 'Chicken!'

NEXT UP: TEKKEN 3 WINNING TECHNIQUES. PLUS: JULIA CHANG, DR BOSKONOVITCH, HEIHACHI MISHIMA, BRYAN FURY, GON, MOKUJIN, OGRE, TRUE OGRE, KUMA, ANNA WILLIAMS, AND GUN JACK



PROFILE

Country Of Origin: Brazil
Fighting Style: Capoeira
Age: 27
Height: 188cm
Weight: 75kg
Blood Type: B
Occupation: None
Hobby: Leadership
Training:
Likes: Power
Dislikes:
Weakness:



EDDY GORDO

AVENGER

Eddy was fortunate enough to be born into one of the wealthiest families in Brazil. Even so, he worked hard and treated everyone as his equal, which made him popular. One day he discovered his father had been shot. His father's dying words were that Eddy should admit to the crime, because it wasn't safe to be on the streets any more. Imprisoned for a murder he didn't commit, Eddy learned the fighting art of Capoeira from another inmate. Eight years on, he is ready for revenge!



⬆️ Tiger is a funky secret alternative to Eddy. You get Tiger by finishing the game with all the characters.

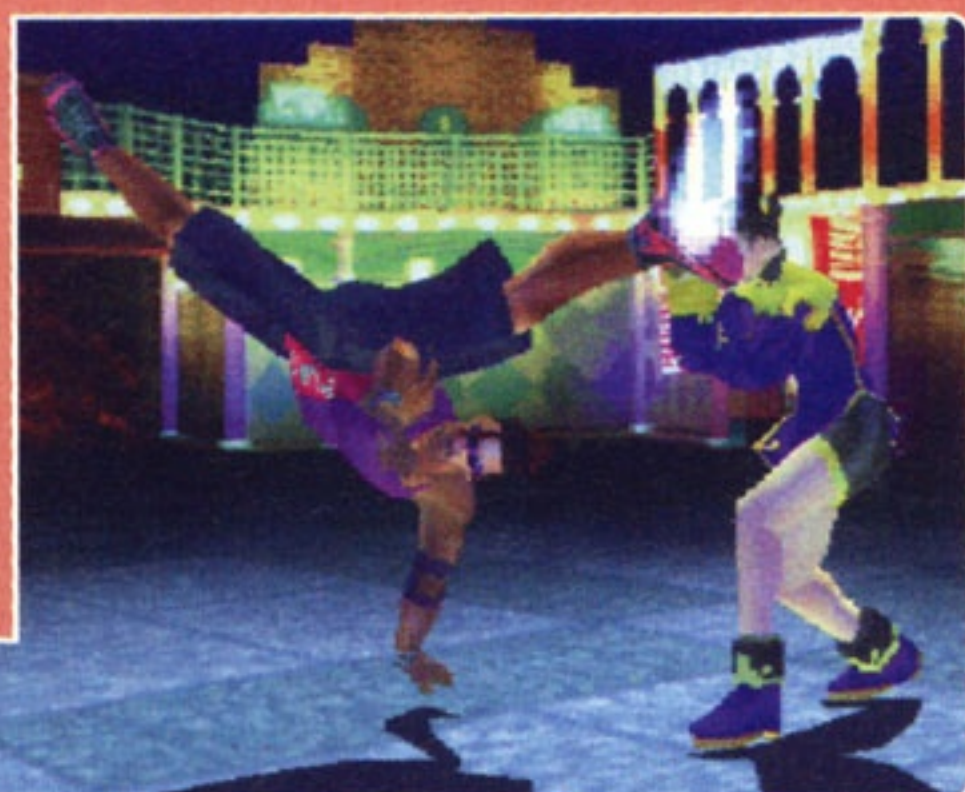


FIGHTING AS EDDY

Eddy is one of the easiest characters to use, as some of his combos can emerge from novice players frantically bashing the buttons. The vast majority of Eddy's moves are kick orientated – at least the best ones are – so look out for any mistakes by the opponent and hit them with some 'breakdance' specials. Maintaining constant pressure is Eddy's best strategy to win.

BEST DEFENCE

Eddy has a good variety of low- and mid-level kicks that can be alternated between very quickly. The Samba to Handstand position is an easy beginner's combo. This becomes a very potent weapon if you link it into a Slippery Kick. The flailing legs from the Satellite Moon confuse inexperienced opponents.



⬆️ (Bottom-left to top) The range Eddy has from his Slippery Kick can catch many people off guard. Law takes a chin-full of his unblockable move, the Fruitpicker. The Samba Kick alternates between high and low attacks.



BEST OFFENSE

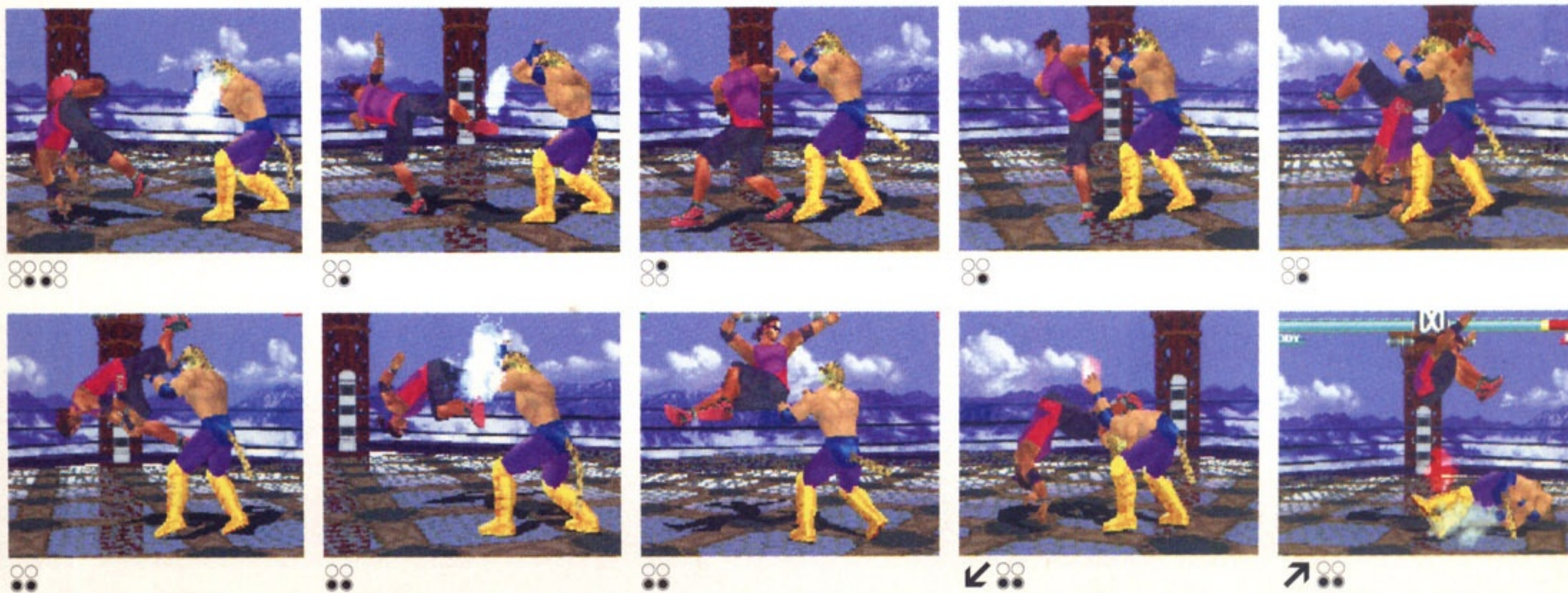
Eddy has a good Stun Combo, which can evade enemy attacks and leave them vulnerable to a few hits. The Handstand (forward+ LK+RP) into Front Stinger (down + LK+RK) is another cool move which sends enemies skywards, giving you a chance to regain the upper hand and smack them on the way down.



⬆️ (Bottom-left to top) The low sweep staggers enemies giving you the chance to attack with more powerful moves. The Fruitpicker again, this time Lei is on the receiving end. And the Front Stinger sends Paul into the heavens.

10 HIT COMBO

It's easy to put mini-combos together for Eddy, so you probably won't use his 10-Hit Strings much. However, for the sake of showing off, check out Eddy's awesome array of leg kicks.



FROM RICHES TO RAGS...



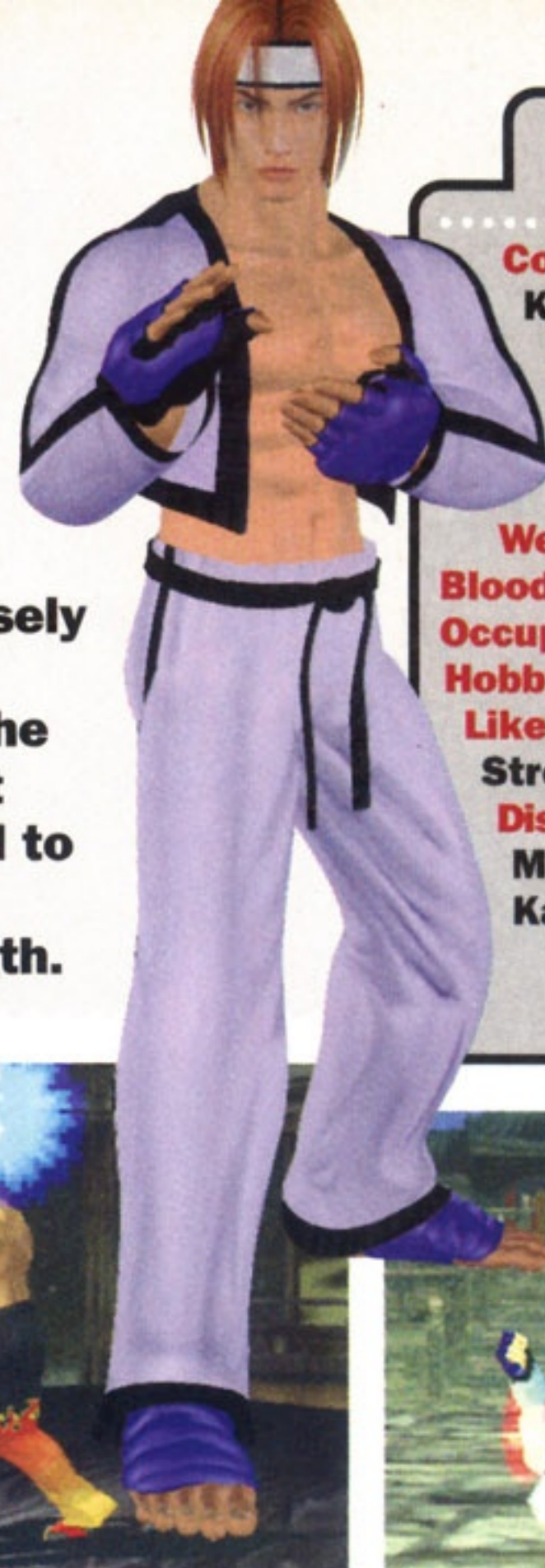
HWOARANG

BLOOD TALON

As a student of Baek Doo San, Hwoarang trained to become an immensely strong fighter in the art of Tae Kwon Do. Unfortunately he used his power to fight for money, and not revealing his true strength. When the Mishima Financial Empire rolled into town, Hwoarang persuaded Jin to fight him. His perfect record was tarnished by only getting a draw, and he vowed to get revenge. Furthermore, the God of Fighting claimed Baek as one of his victims. Now Hwoarang is hell-bent on getting revenge for his master's death.

PROFILE

Country Of Origin: Korea
Fighting Style: Tae Kwon Do
Age: 19
Height: 181cm
Weight: 68kg
Blood Type: O
Occupation: Street Punk
Hobby: Sailing
Likes: Rock and Roll, Street Fighting
Dislikes: Weakness, Mishima Style Fighting Karate, Jin Kazama



FIGHTING AS HWOARANG

Hwoarang is another character whose attacks are almost completely kick based. Having said that, there are lots of throws you can pull off thanks to Hwoarang's speed in the Flamingo stance. The Dead-End and Bring It On are two cool moves that require you to be on either the left or right side of the enemy.



↑ Hwoarang's unblockable move, the Dynamite Heel, comes crashing down on Jin's cranium.



BEST DEFENCE

The Right Flamingo acts as a good dummy for you, as the fake first kick can be chained together with variety of other moves, like the Snap Spin Kick. You can trick people into countering an 'invisible' move, leaving them wide open. The Torpedo Kick leaves the enemy with their back turned.



↑ (Bottom-left to Top) The Torpedo Kick spins the opponent around if it connects. The Dead-End throw snaps the arm first, then the neck of the unfortunate victim. In this case Law and Paul feel the force.



BEST OFFENSE

Sky Rocket is one Hwoarang's best offensive moves. Having launched the opponent into the air, charge up the Dynamite Heel for ultimate damage in just two hits. And the classic three hit combo that was trademark of Baek, the Hunting Hawk, is always good for a quick and impressive barrage.



↑ (Bottom-Left to Top) Gon may be small, but even he cannot avoid Hwoarang's powerful low kicks. Lei is used as a Human Cannonball for this throw. And lastly, the Sky Rocket in action.

10 HIT COMBO

Hwoarang's 10-Hit Combos are difficult to get out of unless you're adept at Reversals – these kicks come thick and fast. The finishing double-kick ends both of his 10-Hitters in style.





PROFILE

Country Of Origin: Ireland
Fighting Style: Assassination techniques based on Bone Martial Arts and Akido
Age: 22
Height: 161cm
Weight: 49kg
Blood Type: A
Occupation: To assassinate Jin Kazama (under the control of the God of Fighting)
Hobby: Retracing faint memories
Likes: Doesn't remember

NINA WILLIAMS

SILENT ASSASSIN

She entered the previous tournament with the sole intention of assassinating Kazuya. After an argument with her sister Anna, however, she was unable to carry out this task. Both sisters were captured, then used as 'lab rats' in Boskonovitch's Cold Sleep No. 2 experiment. Fifteen years on, and the exhuming of the God of Fighting by Heihachi's Tekken Force awoke Nina from her slumber. Under the control of the God of Fighting, Nina's new target is Jin Kazama.



⬆️ The Bad Habit move sees a well placed stiletto whack Paul in the family jewels. This move has no effect on women though.



FIGHTING AS NINA

Nina is one of the quickest characters in the game, which makes it very easy for her to string special moves together. The Geyser Cannon is perfect for starting simple three-to four-hit Juggle combos, and her Shut Up move is also a good indication of your intentions! Use Twisted Mind to stomp on downed opponents.

BEST DEFENCE

The Evil Mist is a strange move, but stuns any opponent if it connects so that is a useful tactic for gaining a few valuable seconds. Obviously, her counters must be mastered too, but the Twisted Mind is a cool rub-it-in style move you can use on downed opponents.



⬆️ (Bottom-Left to Top) Gobbing mist at Brian is an unpleasant move Nina has up her sleeve. She digs her stiletto heel into the body Heihachi and one of her parry moves is in action.

BEST OFFENSE

Nina's throw combos are probably her best offensive weapon. There are well over 10 variations of throws, the simplest being the Over the Back Toss into Shoulder Throw Arm Breaker. Her three-hit Betrayer into Twisted Nightmare into Leg Stretch Arm Lock is more difficult.



⬆️ (Bottom-Left to Top) Nina attempts to remove Jin's arms using the Betrayer throw. Gon is scuppered by the Blond Bomb and Jin gets caught again in one of Nina's throws, this time the Back Toss.

10 HIT COMBO

Nina has three 10-Hit Combos, all of which are pretty similar. However they require split-second timing. Between the eighth and ninth hits are the most common place for mucking up, just so you know.

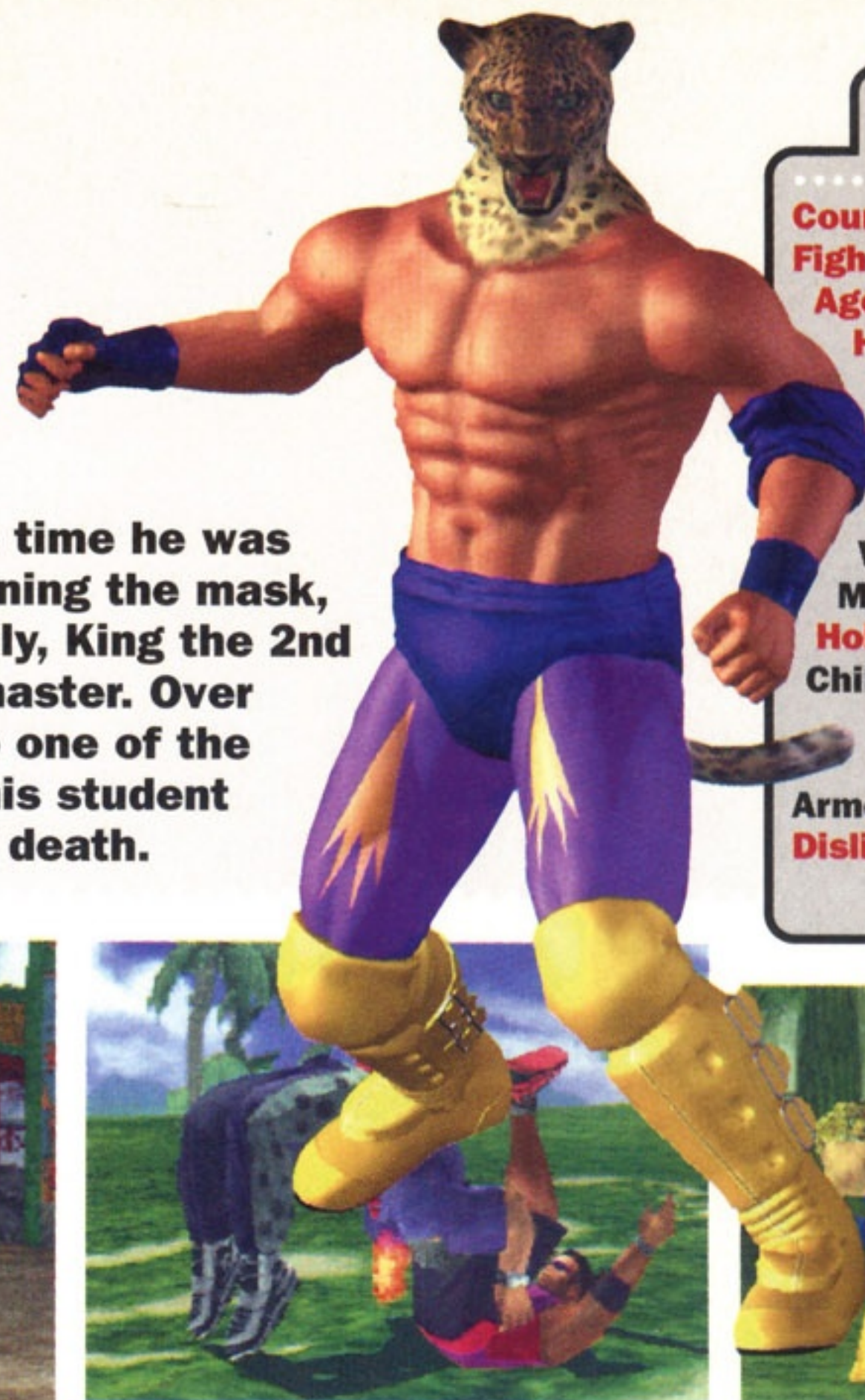




KING

ANGER OF THE BEAST

King the 2nd was raised in King's orphanage. By the time he was 24, he had witnessed the death of his mentor. Donning the mask, he took over the reigns as King's successor. Initially, King the 2nd wasn't up to the challenge, so Armor King became his master. Over the course of four years, Armor King fine-tuned him into one of the best wrestlers around. After this time, Armor King felt his student was ready to learn about the God of Fighting and King's death.



PROFILE

Country Of Origin: Mexico
Fighting Style: Wrestling
Age: 28
Height: 200cm
Weight: 90kg
Blood Type: A
Occupation: A Professional Wrestler, Orphanage Manager
Hobby: Pleasing Children
Likes: Drinking beer in victory with Armor King
Dislikes: Tears of Children

FIGHTING AS KING

Because of King's Wrestling style, throws are always going to play a part. He also has some high-powered, one-off moves like the Jaguar Lariat, and the Deadly Boomerang. Both do over 50 damage points! But it's the chain throws that really do the business. Six consecutive moves from Reverse Arm Slam to Muscle Buster is our favourite!



King has over 20 different throw holds, many of which can be linked together. Here, Eddy has just witnessed a German Suplex.

BEST DEFENCE

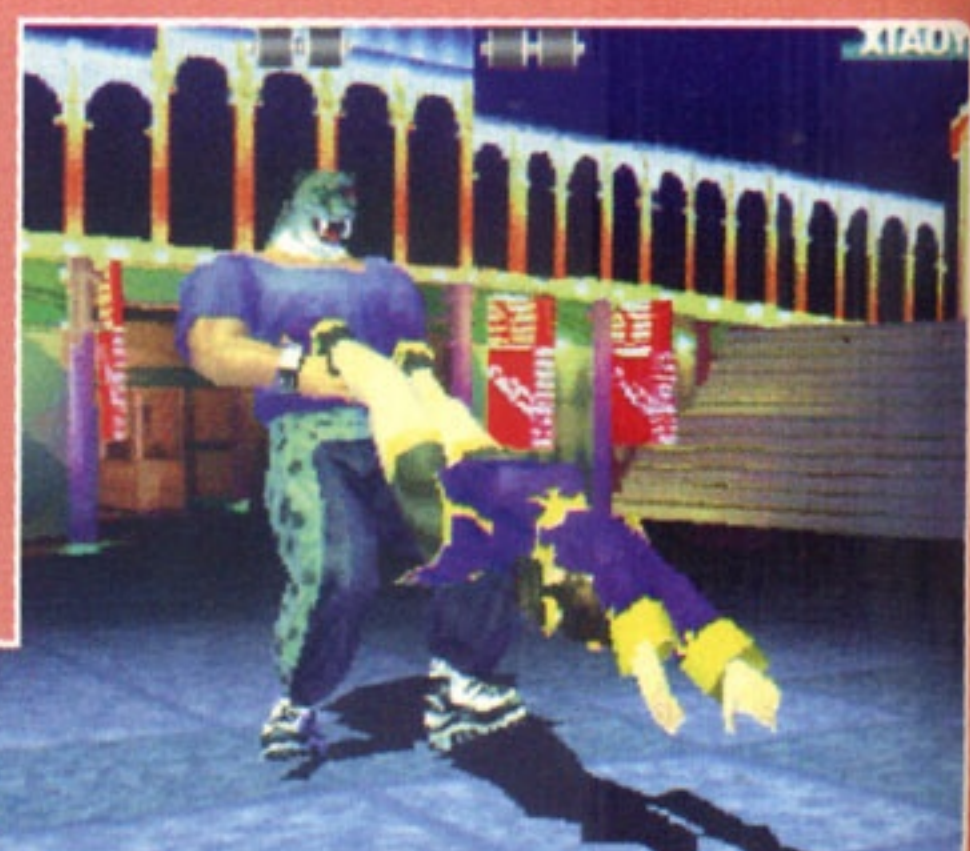
King's speed is probably his weakest point, so you have to bear this in mind. Avoiding moves is tough, so use both of his counters whenever applicable. The Reverse Arm slam can also be used defensively, because King ducks into opponents before he grabs for the throw.



(Bottom-Left to Top) The Deadly Boomerang is extremely powerful. The sidestep you need to make it work can confuse people. Panda gets suplexed and Mokujin is about to have his back broken.

BEST OFFENSE

Carrying on the punishment while they're down is a cool offensive strategy. If an enemy is slow getting up, there are a number of floor-based throws you can execute. The Boston Crab is good for a quick back snap, and the Figure Four Leg Lock looks good too!



(Bottom-Left to Top) Head first into the floor is the finished result of a piledriver. An Exploder kick will stagger fighters even if they block it. And the Giant Swing drains half the energy bar every time!

10 HIT COMBO

The best 10-Hitter King has is the one that finishes with a Power Bomb. Make sure you hit both punch buttons once the ninth hit has connected, and the Bomb will kick in. It's a good end to this combo.





PROFILE

Country Of Origin: China
Fighting Style: Five style Chinese Arts
Age: 45
Height: 175cm
Weight: 65kg
Blood Type: A
Occupation: Police Officer
Hobby: Movies, naps
Likes: Sony products (he appeared in Sony commercials)
Dislikes: Crime, Villains



LEI WULONG

SUPER COP

Despite almost losing to Bruce Irvine in *Tekken 2*, Lei still emerged as a victor. When he heard that Bruce's aeroplane crashed, and that Bruce himself was reported dead, he became suspicious. Investigations led Wulong to believe the incident was a fake and Bruce could still be alive. Nineteen years on and, while Lei was investigating the disappearance of prominent martial artists, Heihachi visited him and asked him to fight in the Tournament.

FIGHTING AS LEI

Playing Dead is the key to success with Lei. The range of moves he has available while he is facing away from opponents, or lying on the ground, mean that he is always dangerous. Lei's unblockable move (Phoenix Strike) works really well if you stun the enemy with the Double Foot Stomp first, so you can charge it up.



⬆ The Cannonball headbutt ducks under any high attacks to nut people in the stomach. The Reverse Double Slicer shakes Jin.

BEST DEFENCE

Lei has one really good move for luring people close to you. Play Dead will fool opponents into attacking you while your down, at which point you should unleash the Leaping Double Slicer for an easy double hit. The Drunken Master is a bizarre dance but you can sneak in the odd punch from it.



⬆ (Bottom-Left to Top) Julia is a face full of boot, Lei style. The Kiss my Fist punch is the break out move from the Drunken Master. And the sweep kick is the first hit of the Leaping Double Slicer.

BEST OFFENSE

The Razor Rush combo is a barrage of punches followed by a couple of rising kicks for a surprise added hit. Turning your back on opponents can also work to your advantage. The Flit Flip Flop is a triple back flip move that is virtually certain to connect with at least one hit.



⬆ The final part of the four hit Lift Up Cannon combo boots your opponent into the air. The elbow throw delivers a nasty blow to the mid-section. Finally, MokuJin is battered by the Pheonix Illusion.

10 HIT COMBO

Lei has a disadvantage of being quite slow when chaining together moves. As a result, his 10-Hitters can be broken out of quite easily. Should the first few hits connect, however, Lei usually gets to finish the string.





 PlayStation™	80% COMPLETE	3D PLATFORMER	BY SONY	<ul style="list-style-type: none"> • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1CD
	NOV RELEASE	1 PLAYER	<ul style="list-style-type: none"> • PUBLISHED BY SONY • TEL: 0171 447 1600 	

A 'darling' dragon! Pretty music! It seems all too terrible. But Sony aim to make this combo bigger than *Tekken 3*!

Spyro is the cutest character ever to appear on PlayStation. Yep, this is a game for little kids and big kids alike. Young people will love the graphic style and inquisitive game-play in *Spyro*. Older guys will appreciate the technical stuff like a huge depth of field, and the fact that it seems Spyro can go anywhere. Free-roaming 3D games previously only looked this good in *Mario 64*. With ingenious design featured in 36 levels, involving puzzles, and a movie-quality musical score, November can't come soon enough.



DRAGON DOINGS

Spyro scampers energetically around. He's a great character to control. Naturally he gets to breathe fire, toasting his enemies or scorching wooden chests. Since his wings aren't so big he cannot fly so high or for so long. Instead, players use Spyro's ability to glide, which helps gain distance over jumps. Other abilities include rolling over to avoid attacks, and dashing forward to break open some obstacles.



Flames shooting out of *Spyro's* nostrils look really cool. *Spyro* makes a great flame-thrower noise too.



Spyro's under-developed wings allow him to glide short distances. You can steer him as he goes.



Crash into wooden chests to smash them open. Inside, there's food or treasure - good for small dragons.

GO ANYWHERE DO ANYTHING

We're getting used to closed environments in 3D games. Getting used to the claustrophobia almost without thinking. It isn't until you get *Spyro* to fly over the castle wall that you think, "Wow - I really can go anywhere!"



It's this freedom which makes *Spyro* so appealing. Just like in *Mario*, or *Gex*, you're not forced to attack enemies, but it's fun to try. Since *Spyro's* world is so detailed and interesting, you feel like trying everything out - just for fun.

Spyro uses the Dual Shock analogue controller. The feel is much better than other PS 3D games.

OVERWHELMING GRAPHICS

You may hate its cute looks, but you won't deny that *Spyro* looks very slick. It's no wonder that this is one of the main features Sony wish to impress on players. It's like an N64 game, without the smudging, plus finer detail. Well, we never did underestimate the power of PlayStation here, but even so this is surprising.



Spyro's ability to move anywhere can take you by surprise.



WOAH, DRAGON!

After *Tekken 3*, and *Street Fighter Vs X-Men* this autumn, you may be glad to get your hands on a friendly sort of game. Especially this one. More detail soon - unless we get protest marches.

THE CAMERA NEVER LIES...



GAME BOY[®]
camera
FUNTOGRAPHY

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Nintendo[®]



CAPCOM

FIGHTING GAMES FOREVER!

After *Resident Evil 2*, Capcom return to what we expect from the kings of fighting games – more fighting games!

There were a couple of cool Dreamcast announcements at E3 from Capcom: *Resident Evil FOUR* (number three is confirmed for PlayStation), and a series of mini RPGs which will be released one a month. With a great set of characters, and an involving storyline, this RPG idea could become bigger than... *Eastenders*. No details on either of the *Resident Evil* games yet, unfortunately.

Now onto the only fighting games worth thinking about, outside of *Tekken 3*... oh, and the all-new *Mega Man*.



DARKSTALKERS 3



● FIGHTING GAME ● BY CAPCOM ● 1-2 PLAYER ● PLAYSTATION

The Saturn version of *Darkstalkers 3* (aka *Vampire Savior*) is immense. Hopefully this PlayStation version will perform well enough to represent even half of the game's quality. *Darkstalkers 3* features supernatural characters with associated out-of-this-world special attacks. Gameplay is more ingenious and intense than any *Street Fighter* game – which we really appreciate. You should be interested in this.

CAPCOM 1998/1999



● FIGHTING GAME ● BY ARIKA
● 1-2 PLAYER ● PLAYSTATION

Same as the arcade version, plus extras. The fighters are teachers, and school kids wearing outrageous costumes. Select two fighters from the same school. During a fight you can call up your mate to gang up on the opponent for a Burning Vigor Attack. The effect of the Burning Vigor Attack is determined by the characters you choose. It's original, though maybe not so cool as Arika's *SF EX* games.



MEGA MAN LEGENDS

● 3D ADVENTURE ● BY CAPCOM
● 1 PLAYER ● PLAYSTATION

Don't be put off by the cute graphic style. This is a great action game with lots of noisy shoot-'em-up action. You don't need to know who Mega Man is (though you should!) to appreciate the mix of action and problem-solving in *Legends*. The great features of any *Mega Man* game are the weapon upgrades, and inventive Bosses. If you love *Tomb Raider* (the game, not Lara!) *Legends* should be on your list.



PLASMA SWORD

● FIGHTING GAME ● BY CAPCOM
● 1-2 PLAYER ● ARCADE

Should make for a spectacular PlayStation game. Plasma Combos are updated. The Plasma Revenge, a shield, is now impervious to damage from all sides, and is accompanied by Plasma Reflect – a shield which stuns opponents on contact. Better than that is the Plasma Field – an energy barrier which zaps opponents into a warp zone where your moves are powered to the max for wicked combos!



COMING SOON

YOU KNOW WHAT
Expect CVG to bring you the best coverage of all Capcom's games seen here. Updates as soon as the release dates are sorted – toward the end of the year.

IN CASE OF EMERGENCY
BREAK GLASS



Nintendo

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85% COMPLETE

NINTENDO 64

3D SHOOTER

BY ARGONAUT

AUG RELEASE

1-2 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128 MB CART
- PUBLISHED BY UBI SOFT
- TEL: 0181 944 9000

Argonaut are one of the 'dream team' of developers for Dreamcast. But that is the last thing on their minds, as they gear up their first N64 title for a big release.

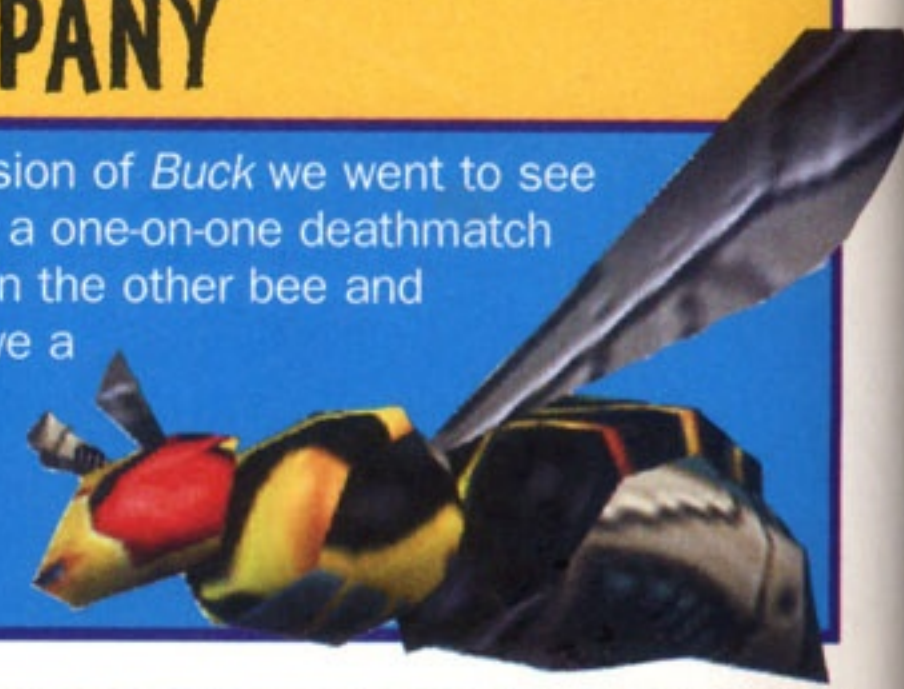
BUCK BUMBLE

As the next wave of N64 titles near completion, questions are being asked about the machine's future. *Banjo Kazooie* will go some way to restoring some faith in the console and, hopefully, games like *Buck Bumble* will confirm that N64 owners made the right choice. First impressions of this game are that it's a pretty kiddy affair. After all, taking control of a bumble bee isn't exactly a mature gamer's choice of role play. But the overall game isn't like that. The version we saw – still far from completion – was a shooting game with lots of on-screen action. All sorts of insect enemies are available for you to shoot, ranging from groups of wasps patrolling the airwaves to ground-based beetles. Nintendo themselves are regarding this as one of their biggest titles this year, so there is a lot of potential with *Buck*.



TWO'S COMPANY

Something that had only just been added to the version of *Buck* we went to see was a split-screen two-player mode. It's basically a one-on-one deathmatch style game, where your sole aim is to hunt down the other bee and blast them into the middle of next week. You have a choice of all of the weapons from the main game, which have to be collected first though. There are places to hide, like broken plant pots and car tyres(!) if you fancy trying an ambush too.



⬆ If Buck lands on the floor of a level, you can get a better aim on some of the more mobile targets. But you're perfect fodder for the ground based insects.



SPEED FREAKS

Considering the nature of this game, you'll be surprised to know that the bulk of the soundtrack is in fact a speed garage style affair. The programmers also hired an MC to come in and provide some lyrics, and the

impressive in house recording system has been put to the test with the trademark basslines to make your ears bleed. It's an unusual stance to take and it remains to be seen if it'll fit in with the rest of the game.



⬆ The guns in the top left corner can be cycled through at any time.

DO YOU FEEL BUCKY?

A lot is being promised of this title, and with an end of summer release scheduled, we should hopefully have a finished copy to review next month.



INDIA



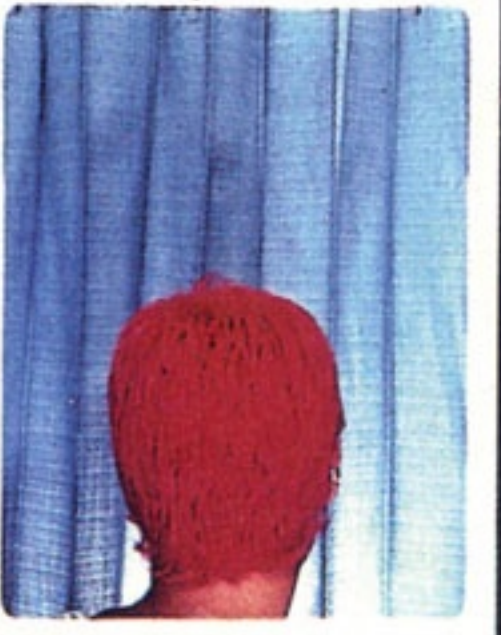
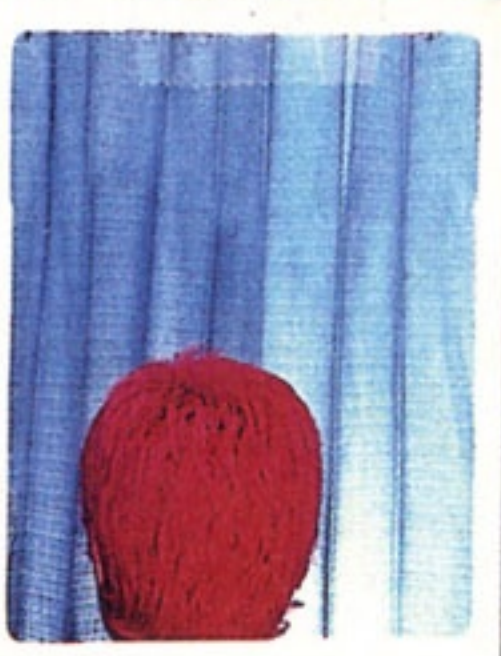
GHANA

AUSTRALIA



BRAZIL

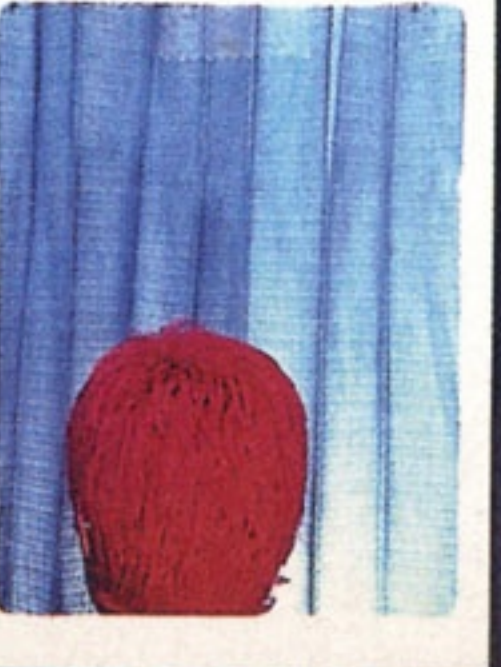
HAIR



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IRELAND



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GERMANY

JAPAN



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70% COMPLETE	NINTENDO 64	CORRIDOR GAME	BY IGUANA	<ul style="list-style-type: none"> • N64 PREDECESSOR AVAILABLE • PC VERSION PLANNED • STORAGE 128MB • RELEASED BY ACCLAIM TEL 0171 344 5000
	NN	SEPT RELEASE	1-4 PLAYERS	

The world needs saving again, and it's all down to a modest Indian and his little collection of hardcore weaponry...

After defeating the evil Campaigner at the end of the first game, Turok threw the powerful Chronoscepter into a massive volcano so that its immense power could never be used again. What he didn't know was that the Chronoscepter itself was made from pieces of an ancient spacecraft which brought an enormous evil alien to earth billions of years ago. The destruction of the Chronoscepter woke this being, The Primagen, from a deep sleep and it now wants to escape from the cosmic energy prison in which it's held. As Joshua Fireseed, the latest Turok, you must wipe the Primagen's minions from the face of the earth, protect the seven energy totems which hold the prison in place, find the keys needed to enter it, then destroy The Primagen once and for all. Not easy, even for Turok!

TUROK



DINOTASTIC FIRST PLAYTEST!

⊕ Part of the game involves finding and rescuing lost children, such as this. You're their hero, so you can't hurt them even if you try. Good old Turok!



THE SEEDS ARE SOWN

You'll need to work through eight levels in order to reach The Primagen's prison, searching for energy totems and keys on the way. As with last year's *Turok: Dinosaur Hunter* these levels are enormous (they're now even bigger than before!) and it's possible to go backwards and forwards through the game as and when you want. In the first game there wasn't any reason for doing this, other than searching for hidden sections or bits of health you may have missed, but this time around it's essential. Using the whole game world is the only way you'll make it to the end.



⊕ *Turok 2's* enemy models have realistic stretching skin textures so they look fantastic!



COMING SOON



BEHOLD THE TEMPLE OF LIGHT!

The developers of *Turok 2*, Iguana Entertainment, have created a new game engine which enables them to make the game look more realistic than anything else of its kind on the Nintendo 64. The biggest advance is in lighting – all throughout the game real-time coloured light falls on scenery and creatures, casting shadows as it does. This makes the game look much more moody, and also adds to the gameplay. For example, if you're stuck in a pitch black room and you hear enemies it's possible to shoot a glowing green flare onto the ceiling and light the room for a minute or so.

Otherwise you should search around for a torch or fire one of your weapons and use the flash it gives off to light the area.



LOCK 'N LOAD

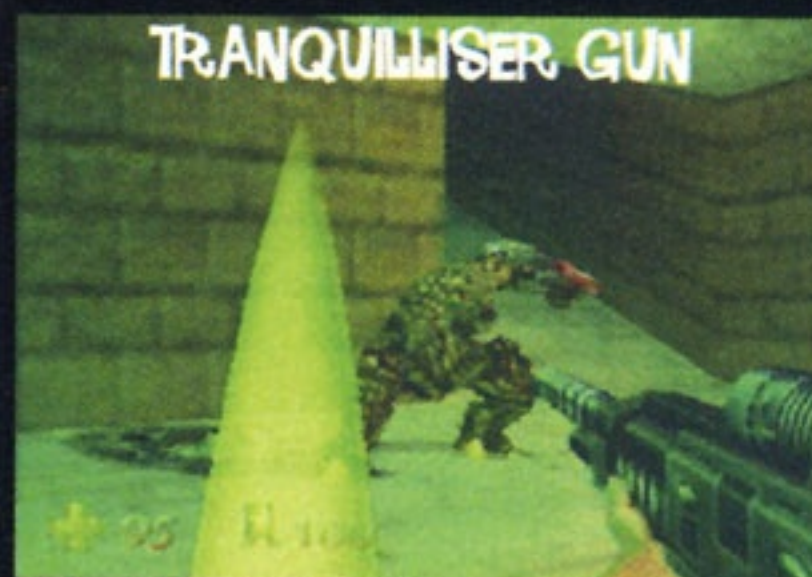
Turok 2's selection of weapons is enormous – the final game will feature around 20 implements of death for you to use. As with the rest of the game, the weapons all look brilliant and fire off some spectacular special effects. Here are a few of our favourites:



↑ Turok can use his standard weapon at any time, but should be used as a last resort only.



↑ An extremely useful rapid-fire handgun which can take down groups of enemies in seconds.



↑ Try to knock enemies out when they stand on touchplates to keep certain doors open.



↑ Fires electric shocks which will stun your enemy for a few seconds. Keep firing to kill 'em!



↑ Fires a spray of blue lasers which bounce off walls, floors and ceilings. Very powerful.



↑ Drops mines which, when triggered fire out streams of green energy, killing everything!



↑ Fires a long stream of flame which sets fire to enemies, making them run around screaming. They even spread the fire around!





SHADOW MASTERS

Turok 2 is one of the first 3D action games to feature real-time 3D shadows for enemies. Normally they don't cast any kind of shadow, or occasionally have a fake one which follows them around on the floor, but in *Turok 2* shadows can be very useful. There are times where you'll see an enemy's silhouette on a wall or the floor before you see the monster itself, and it also makes the game look a lot more solid. Even the coloured light made by your weapon creates shadows, so it's particularly impressive to fire at creatures in dark rooms – enemy shapes jump around the floor and walls in a very convincing way.



↑ See the big shadow of the enemy going up the wall? He's hiding on the ledge.

↑ The flamethrower gives off an orange glow which makes shadows move around.

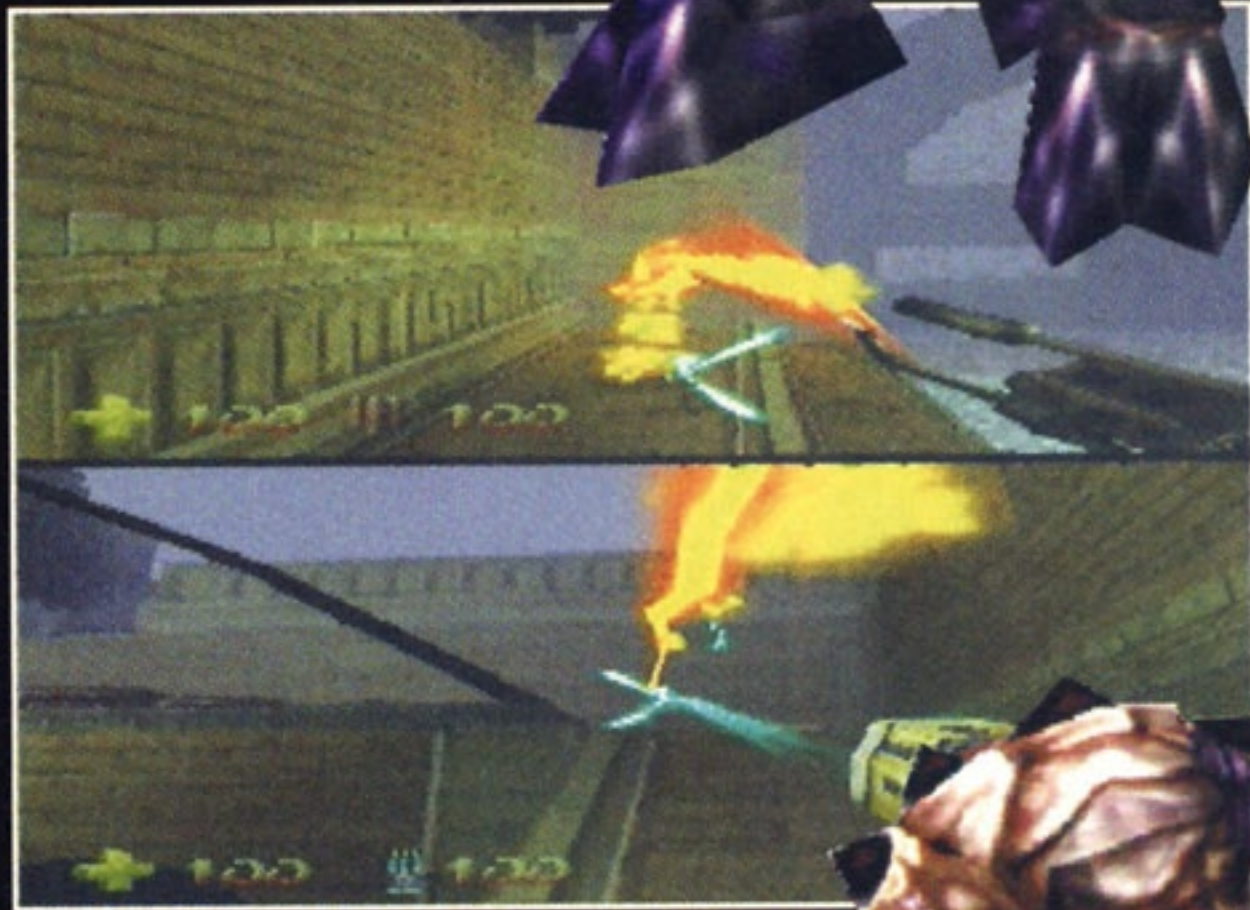


SLIMY MOVERS

Turok: Dinosaur Hunter's enemies are particularly well animated, but *Turok 2's* are even better! As well as running and attacking smoothly, they also take hits realistically. Also, some of the death sequences are even longer than in the first game, with injured creatures rolling around for ages before finally kicking the bucket. Dead bodies even jump around if you shoot them!



COWBOYS AND INDIANS



One particularly exciting new feature of *Turok 2* is the multiplayer mode. Up to four people can play at once (16 on the PC version!), either working through the adventure together or trying to kill one another in death-match mode. There are two ways to kill your friends – Bloodlust or Frag Tag. Bloodlust is your standard seek and destroy deathmatch (though it can be played in teams), while



Frag Tag is an all-new mode. One player is "it" and has to reach a set checkpoint without being killed by the other players. The thing is, whoever is "it" is unarmed and runs around like a girl, screaming as they go! There are also going to be plenty of different characters for you to choose from, each with their own speed and skill ratings to balance games out.



TUROK ROCKS!

Iguana are going to be working on *Turok 2* for a few more months yet, so we'll be updating you on its development in a forthcoming issue. So far it's looking great, and once it's finished it should be one of the Nintendo 64's biggest games of the year.

LEARN TO FIGHT THE 'DEAD OR ALIVE' WAY!



Fig. Δ

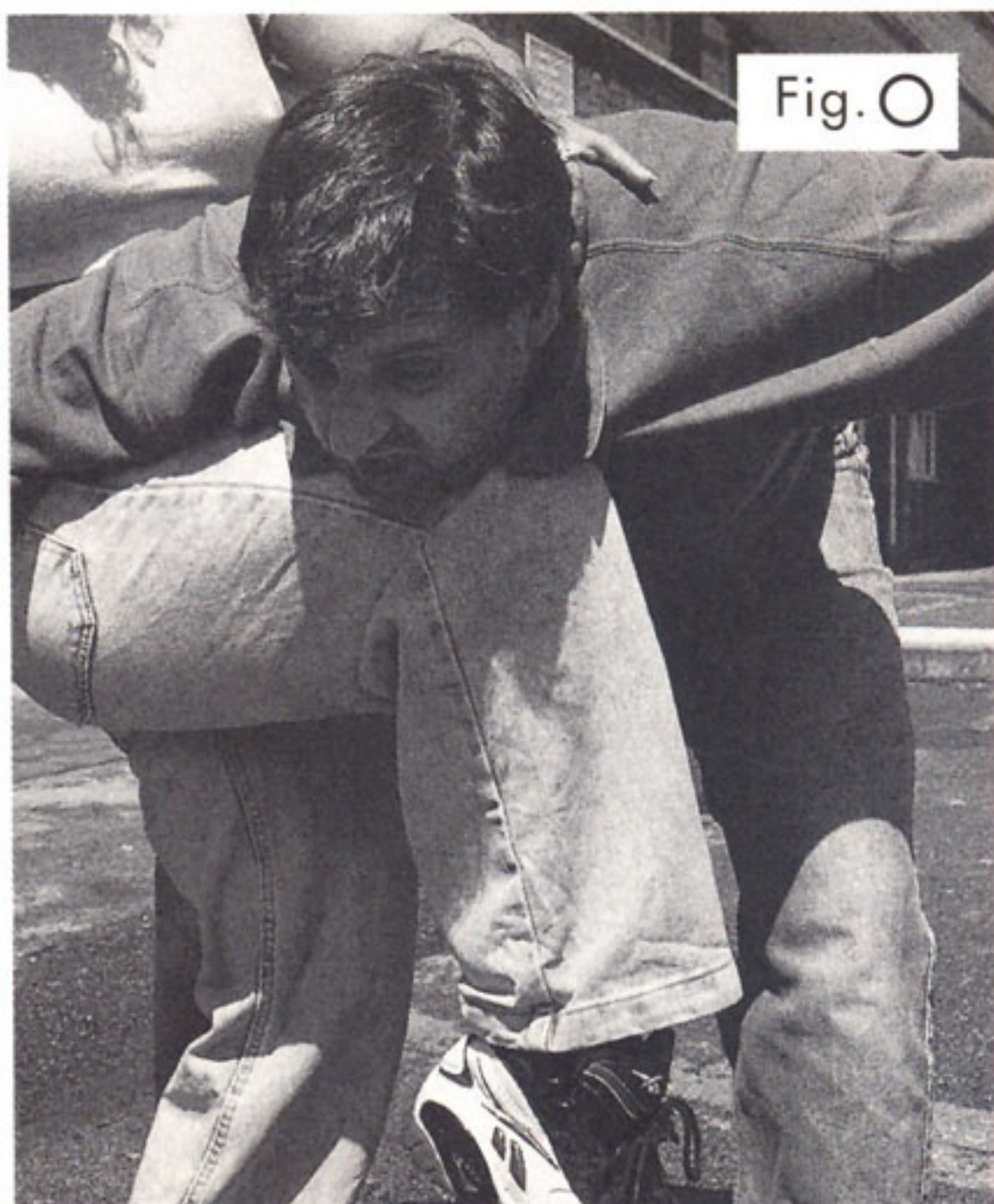


Fig. O

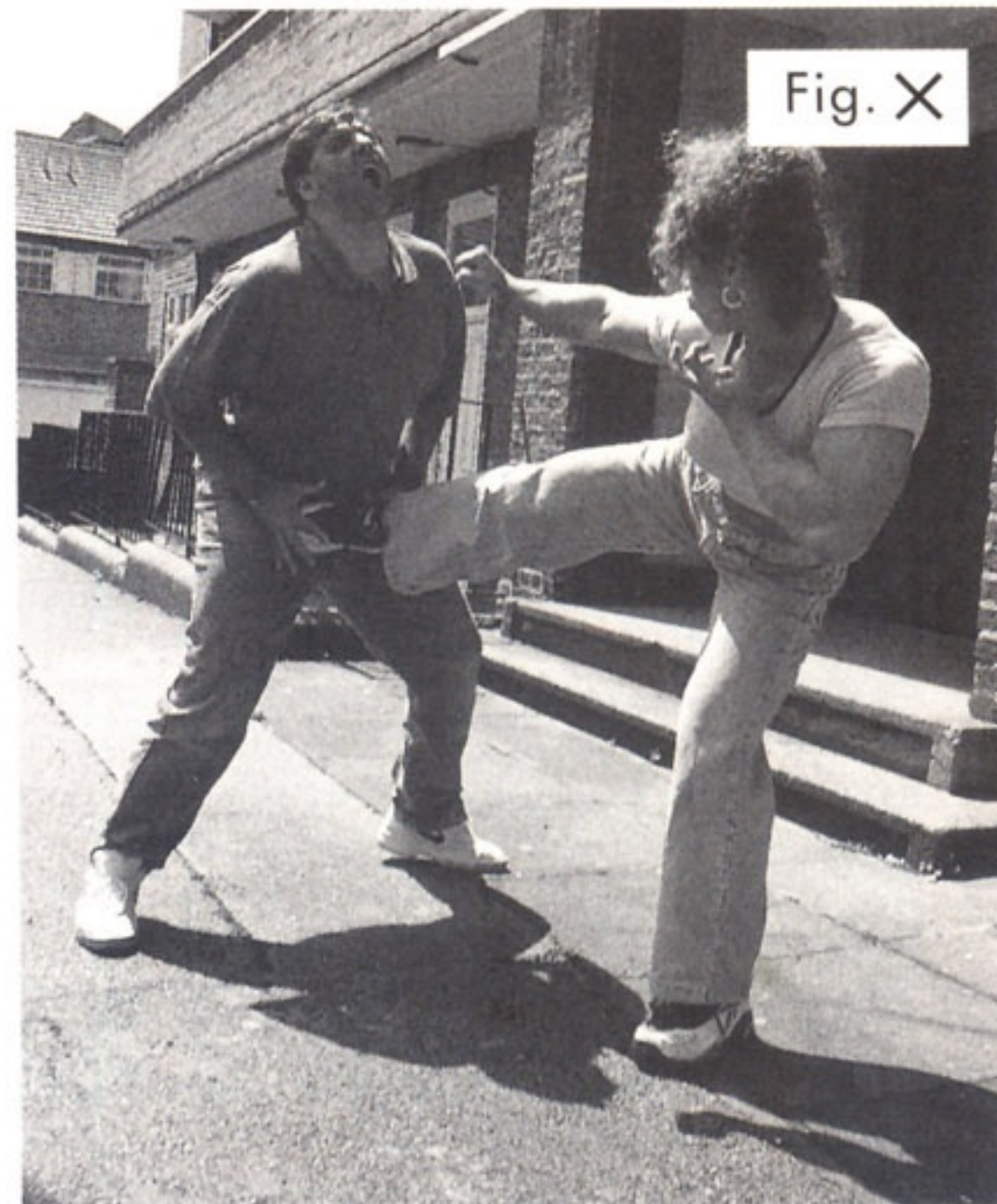


Fig. X



Fig. □



Fig. Δ I find the best way to deal with trouble is to *start* it.

Fig. O This is one of my favourites, I call it the *Short Range Lariat*.

Fig. X A swift pivot kick into the danger area and—*voilà!*

Fig. □ *Observe*. One brained baddie spilled out on a tarmac grave.



TECMO

DEAD OR ALIVE

COMPATIBLE
DUAL SHOCK



www.playstation-europe.com

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



CHECKPOINT

This month's events and software releases at a glance. July — August

IN ASSOCIATION WITH **electronics boutique**

The months after E3 are always pretty quiet. But nevertheless, you can please yourself with another of our money-off vouchers at Electronics Boutique! Cool.

What can the existing machines come up with to convince you to part with your cash while you wait for Dreamcast? Well, Sega's new wonder machine isn't out until Christmas 1999, so it's a fair bet that Sony and Nintendo won't be hitting the panic button just yet. With *Tekken 3* due in September, and *Zelda* getting a confirmed UK release before Christmas, the immediate future is very bright.



ECTS

September
Earls Court Olympia

The European Computer Trade Show gives Britain a chance to see virtually finished conversions of all the big releases before they hit our shops in time for Christmas.

It's a fair bet that finished PAL *Tekken 3* will be at the show, as should the long-awaited *Zelda*. Maybe *F-Zero X* will also manage to sneak an appearance.

On the PC side, what's to say that *Quake Arena* or *Diakrana* will be there? Could be the best show in a long while.



July 10 **Colin McRae Rally**



July 31 **Banjo Kazooie**



August **Breath of Fire 3**



August **Mission Impossible**

JULY-AUGUST SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

electronics boutique

KEY: **RED** It's hot, so buy it!
BLUE It's cold, so stay home.

GAME NAME

FORMAT

10th July 1998

Armored Core (Sony)	PlayStation
Bomberman (Sony)	PlayStation
Circuit Breakers (Mindscape)	PlayStation
Colin McRae Rally (Codemasters)	PlayStation
Wreckin Crew (Telstar)	PC CD-ROM
Dead or Alive (Sony)	PlayStation
Heart of Darkness (Infogrames)	PlayStation
Heart of Darkness (Infogrames)	PC CD-ROM
Kula World (Sony)	PlayStation
Hardball 6 (EA)	PC CD-ROM
Leisure Suit Larry Casino (Cendant)	PC CD-ROM

17th July

Blasto (Sony)	PlayStation
Pet in TV (Sony)	PlayStation
X-Files: The Game (EA)	PC CD-ROM
Sentinel Returns (Psygnosis)	PC CD-ROM

19th July

Nightmare Creatures (Activision)	PC CD-ROM
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24th July

Tombi (Sony)	PlayStation
War Games (EA)	PlayStation/ PC CD-ROM

31st July

Ghost in the Shell (Sony)	PlayStation
Banjo Kazooie (THE Games)	Nintendo 64
Premier Manager '98 (Gremlin)	PlayStation
Dominion Storm (Eidos)	PC CD-ROM
Racing Power (Cendant)	PC CD-ROM

July (no set release)

Biofreaks (GT Interactive)	PlayStation/Nintendo 64
Buggy (Gremlin)	PlayStation/ PC CD-ROM
Air Boarders (E.D. Games)	Nintendo 64
Medievil (Sony)	PlayStation
Actua Tennis (Gremlin)	PC CD-ROM
N20 (Gremlin)	PlayStation
All Star Baseball '99 (Acclaim)	Nintendo 64
Other Life: Azure Dreams (Konami)	PlayStation

GAME NAME

FORMAT

V2000 (Grolier)	PlayStation
Formula 1 (THE Games)	Nintendo 64
Civilization 2: Multiplayer (Microprose)	PC CD-ROM
Hardwar (Gremlin)	PC CD-ROM
Premier Manager '99 (Gremlin)	PC CD-ROM
Strike Zone (GT Interactive)	Nintendo 64
Wild Arms (Sony)	PlayStation
Quake 2: Mission Master (Ubi Soft)	PC CD-ROM
WWF: Warzone (Acclaim)	PlayStation/Nintendo 64
Strike Zone (GT Interactive)	PC CD-ROM

1st August

Sole Survivor (Virgin)	PC CD-ROM
Subspace (Virgin)	PC CD-ROM

21st August

F22 Total Air War (Ocean)	PC CD-ROM
Sierra Golf 2.0 (Cendant)	PC CD-ROM
Starcraft Expansion Pack (Cendant)	PC CD-ROM
V-Rally (Infogrames)	PC CD-ROM

28th August

Mission Impossible (Infogrames)	Nintendo 64
Aironauts (Ocean)	PC CD-ROM
Alien Intelligence (Interplay)	PC CD-ROM
Tiger Woods '99 (EA)	PC CD-ROM
Wetrix (Ocean)	PC CD-ROM

August (no set release)

Breath of Fire 3 (Infogrames)	PlayStation
Duke Nukem: Time to Kill (GT Interactive)	PlayStation
Virtual Pool 2: Add On (Interplay)	PC CD-ROM
Action Bomberman (THE Games)	Nintendo 64
Brian Lara Cricket (Codemasters)	PC CD-ROM
Colin McRae Rally (Codemasters)	PC CD-ROM
Cruis'n World (THE Games)	Nintendo 64
Shadow Gunner (Ubi Soft)	PlayStation
Iggy's Wrecking Balls Acclaim	Nintendo 64
Quake 2: Mission Pack (Activision)	PC CD-ROM
Soccer Manager (Europress)	PC CD-ROM
NFL Quarterback Club '99 (Acclaim)	Nintendo 64

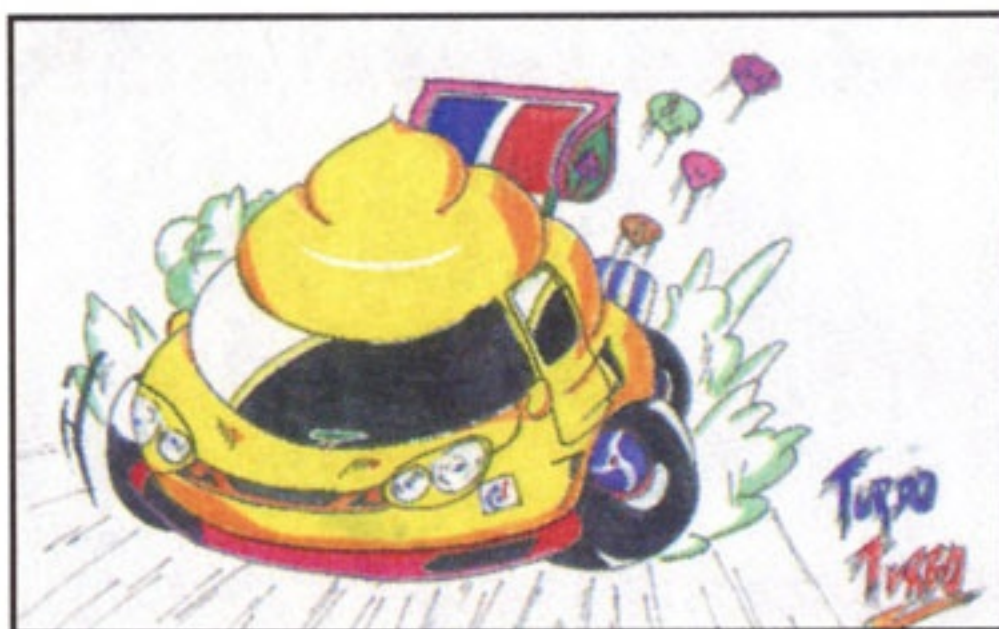
EVENTS AND SOFTWARE RELEASES

CHECKPOINT

WINNERS! WINNERS!

GRAN TURISMO

Clapped out old bangers, stylish motors and general dream cars were the order of the day. And these are the three lucky winners who scoop themselves a copy of Sony's awesome racer. **Chris Banks** and his "she's a beauty" pic, **Luke Shaw** and his classy Sierra estate and last but not means least, **Ming-Ho Wan from Lytham St Annes** and his yellow Turbo Turdo. Excellent.



SHINING FORCE 3

A simple compo this one, as all you had to do was name the first ever *Shining* game, but the amount of you that said *Shining Force* was the first was quite staggering. We had to pick out about 10 envelopes before we managed to get three winners. And those lucky chaps who guessed that *Shining in the Darkness* was the first game are **Robert McVie from Fife**, **Robert Gamble of Melton Mowbray** and **Neil Thompson from Hull**. Congratulations fellas.

WETRIX

Make a puzzle was the simple task for this one, and the these three winners can all rejoice in the knowledge that they'll be getting a copy of *Wetrix* in the post any day now. The awesome CVG/Nintendo collaboration you see (far right) is by **Rob Pierce from Wiltshire**. The Hunter and his chopped leg effort was sent in by **Shaun Warmer from Tipton** and the final entry was from the mysterious **Max of Bristol**. Well done all, the puzzles were dead cool.



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2. The voucher is non transferable and is not exchangeable for cash.
3. This voucher cannot be used in conjunction with any other offer.
4. The offer is valid from 15th July until the 15th August 1998.

computer and video games

WIN!
WIN!

WIN WITH electronics boutique

WIN!
WIN!

WWF: WARZONE

The latest *WWF* game to come out of Acclaim HQ looks to be the most promising. We have yet to see the finished version, but judging by the amount of calls and letters we take about it, it'll be a popular one. So, to stand a chance of winning a copy, we want you to invent and new wrestler. Then dress up like him or her and take a photo. Easy! Funniest entries can then have all the fun of the *WWF* on their PlayStation. **DOUBLE AXE HANDLE THIS FOOLS** is the address you send the pics too.

BANJO KAZOOIE

The latest in the fantastic line of titles to come from the Rare crew is again, nothing short of excellent. Top notch graphics, amazing playability and tons to do mean this is more than just your average platform game. So, in order to win yourself a copy, we want you to come up with a Rare compilation drawing featuring at least three or four of their most famous game characters. This can include anyone from Diddy Kong to James Bond but they must all be of the highest quality. Mark your entries to **RARER THAN ROCKING HORSE POO** at the usual postal address.

QUAKE 2: THE RECKONING

The first add on pack for *The Godfather: Part 2* of sequels. And it's mighty fine as well. More guns, levels and cannon fodder for you to blast seven bells out of. Now if this sounds like your kettle of fish, then why not give this competition a go. We want you to either send in, or draw us what your ideal *Quake 2* model or skin would look like. Bearing in mind there are already loads out there, it's easy for us to tell if you've just ripped them off from the net. Only original ideas please. Send them in marked with this moniker: **NO SKIN OFF MY NOSE MATE**.

Send entries as soon as possible to:

CHECKPOINT #202 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ.

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SPECIAL THANKS



Once again, a special mention must go to our pals at EB. Without them, this page just wouldn't happen. But we must mention that neither ourselves or EB can be held responsible for games slipping. All release dates are correct at time of going to press.

EVENTS AND SOFTWARE RELEASES

CHECKPOINT

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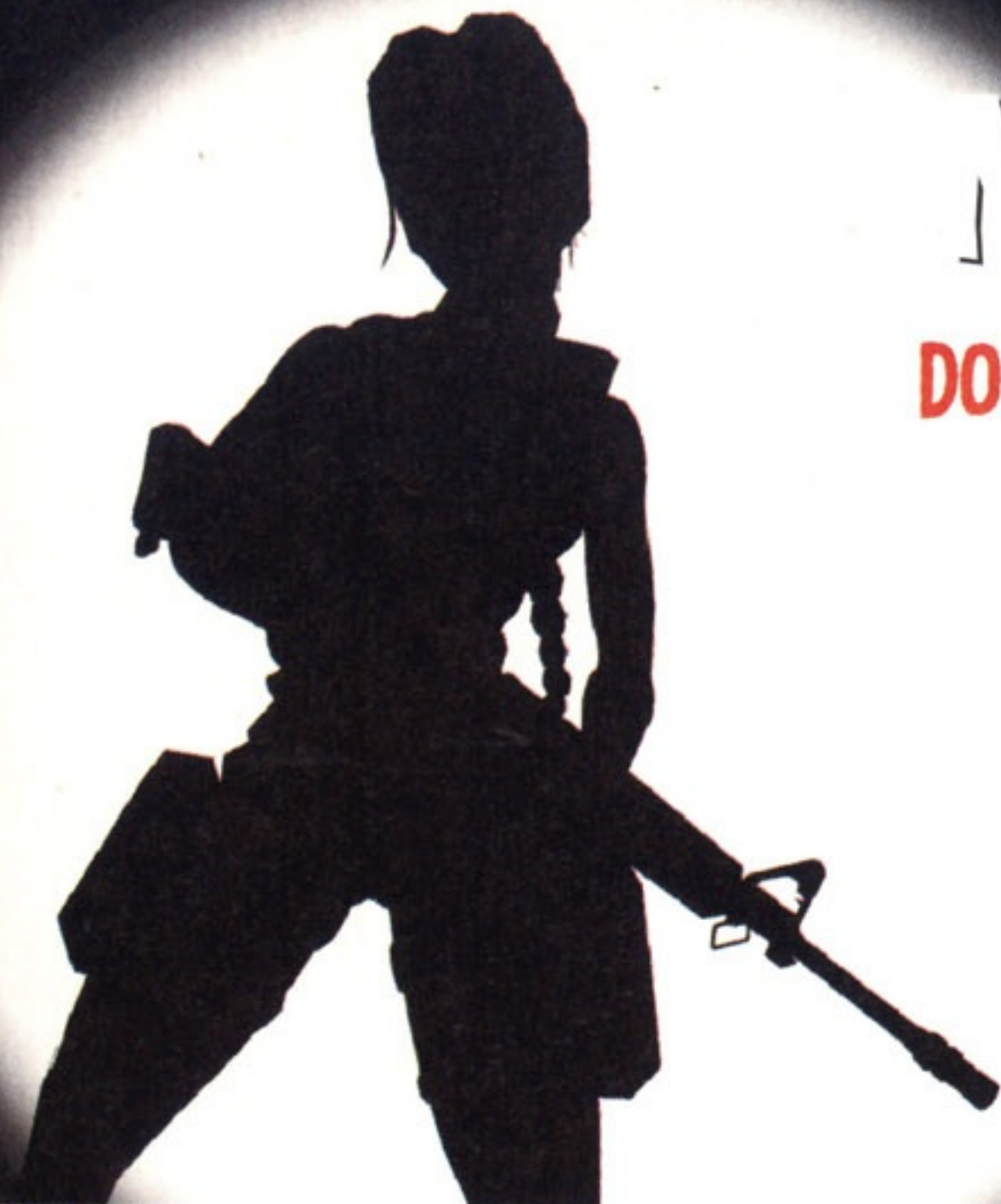
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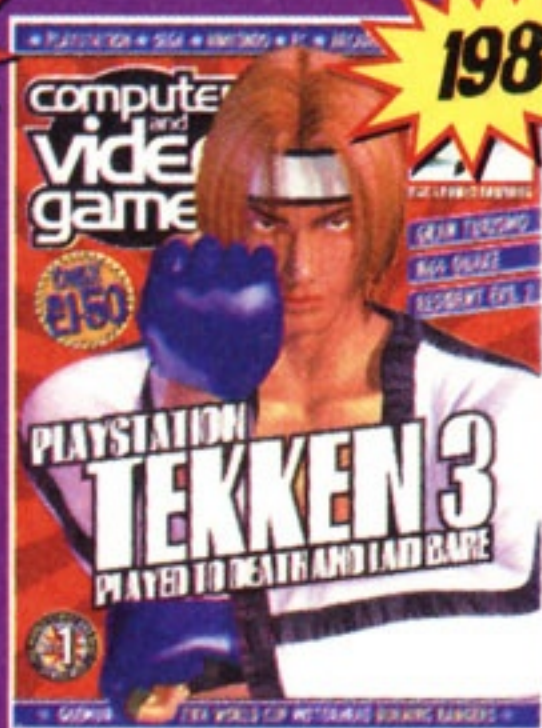
ISSUE NO. **202** OUT ON AUGUST 12TH

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

First UK coverage (that isn't a complete joke!) on PlayStation Tekken 3, and the best N64 1080° story. Plus N64 Quake; Ergheiz (arcade); Quake 2 guide (all you need in four pages!).

Extensive coverage of all the best football games to coincide with the World Cup. Plus reviews of Gran Turismo, Forsaken, Vampire Savior, Point Blank and Ghost in the Shell. What more do you want?

Preview of the fantastic new N64 game, Body Harvest; the world's best Gran Turismo guide, and reviews of Dead or Alive, Vigilante 8, Breath of Fire, Special Ops, Guilty Gear, Unreal, and loads more.



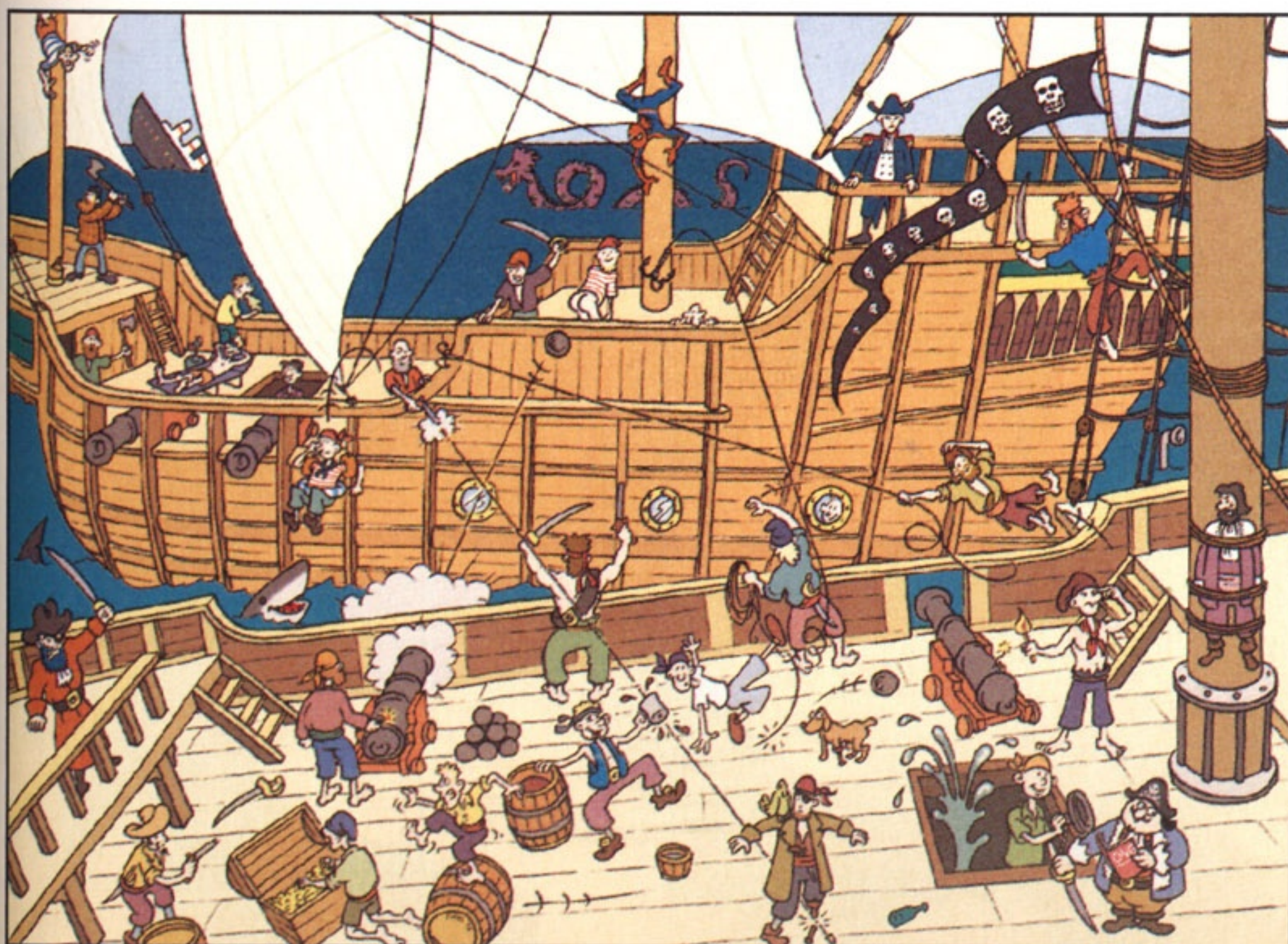
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NEXT MONTH

BACK ISSUES



Ahoy there, Mr Newsagent! We're off to sail the world and bring back treasures beyond your wildest dreams. We'll be back before tea, but save us a copy of CVG just in case we're late. And leave my game on pause, landlubber.

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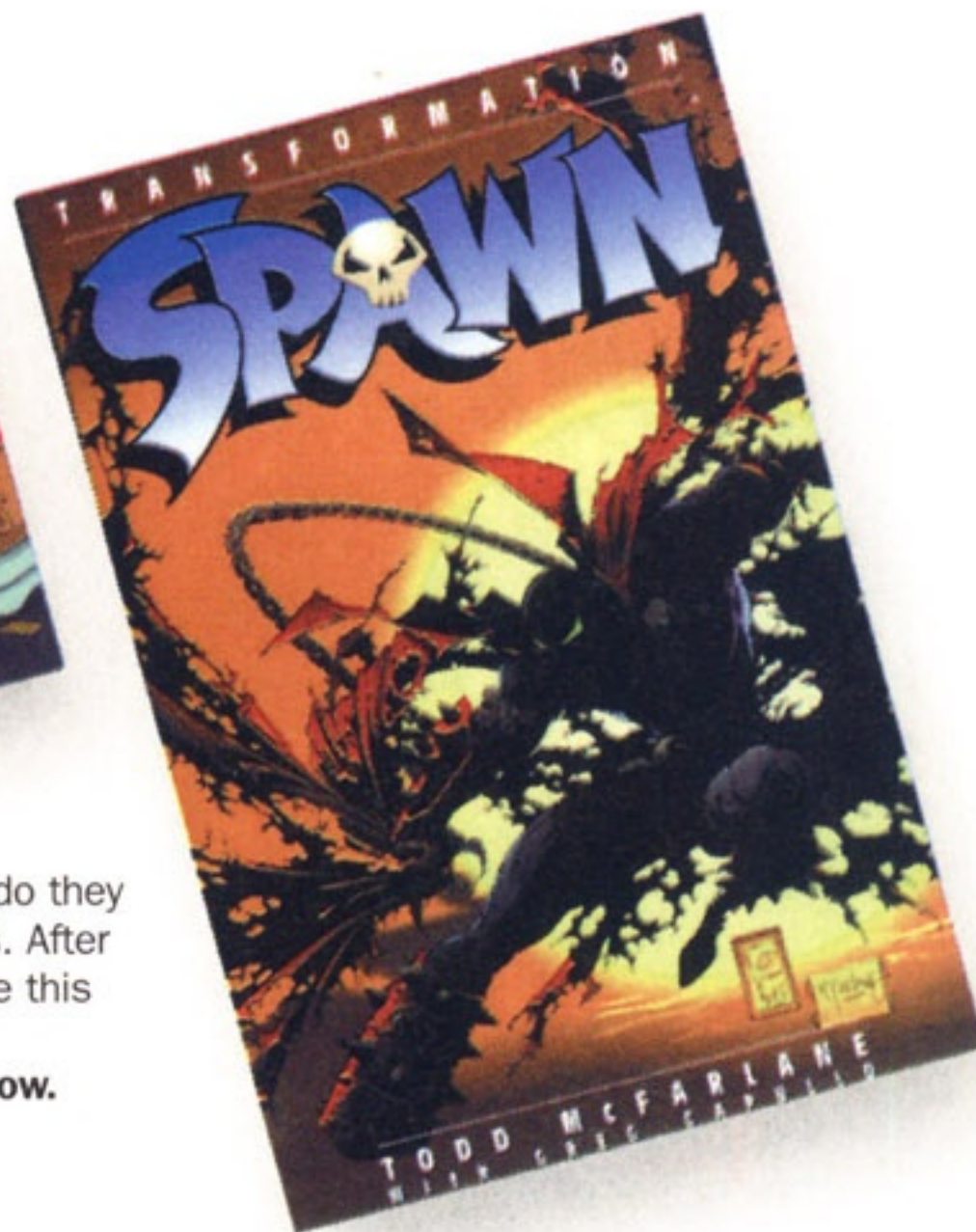
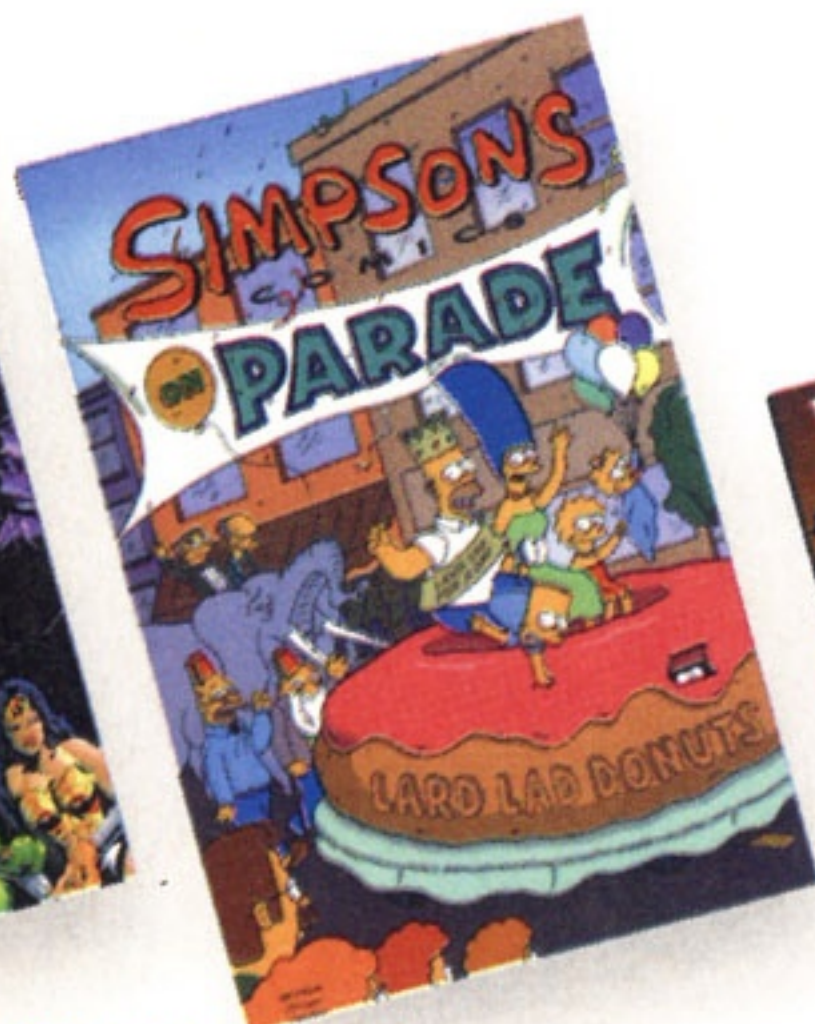
computer and **video games**

RESERVATION

GIZMO PALACE

UP FROM THE DEPTHS 30 STOREYS HIGH, PLASTIC GODZILLA'S AND OTHER STUFF, OH MY!

INTERGALLACTIC GIFT SHOP



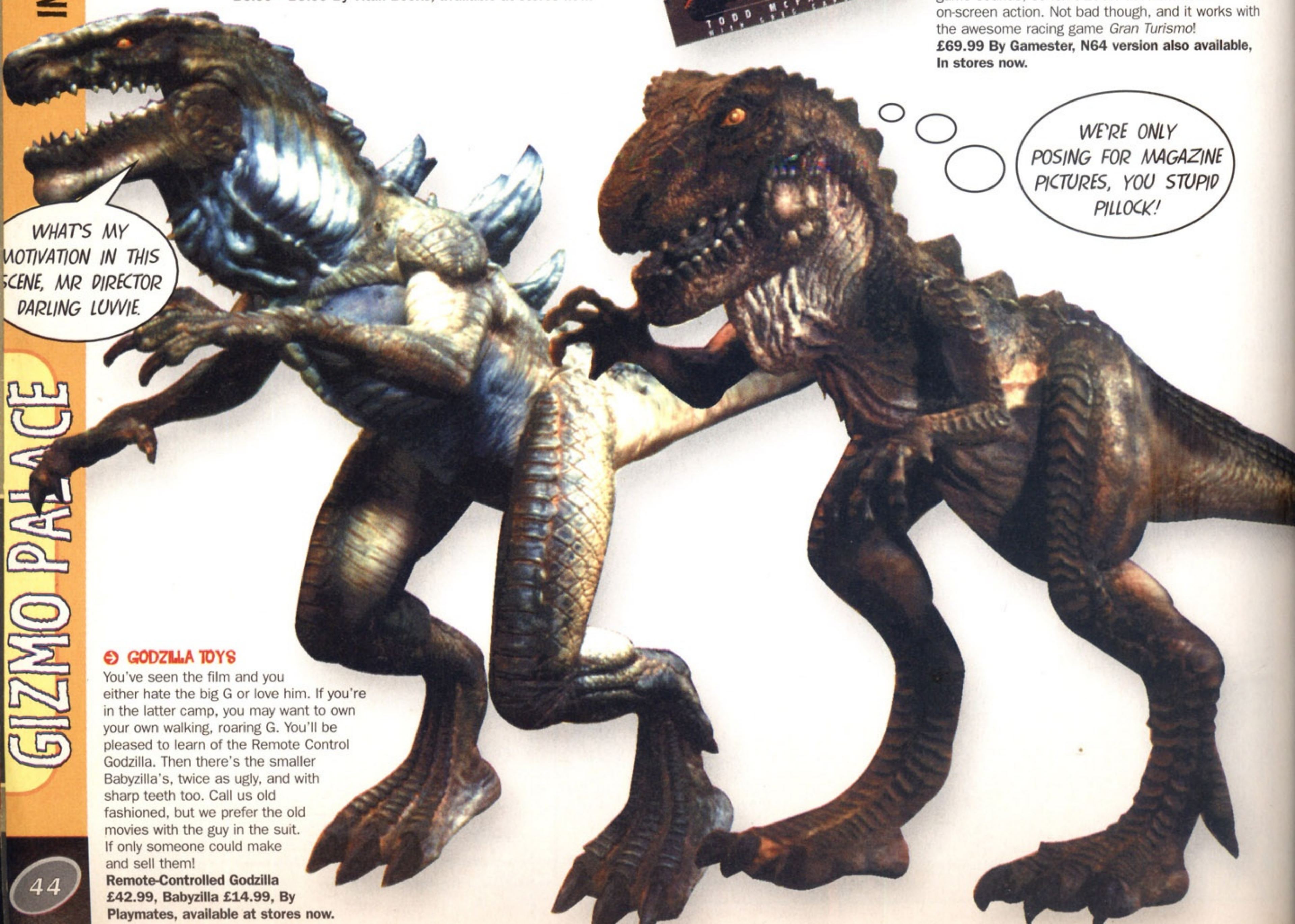
HOT NEW COMIC COLLECTIONS

The Simpsons, Spawn and the Justice League. What do they have in common? If you look above it's pretty obvious. After enjoying these three treats, we declare Justice League this month's best read. The drawings aren't bad either.
£6.99 - £9.99 By Titan Books, available at stores now.



RUMBLEFORCE WHEEL

"C'mon feel the noise", sang Noddy Holder, and you might too with this new PlayStation wheel. Simply adjust the dials on front of said wheel, and feel the feedback as the unit rumbles. This rumbling reacts to game sounds, so isn't 100% accurate to the on-screen action. Not bad though, and it works with the awesome racing game *Gran Turismo!*
£69.99 By Gamester, N64 version also available, in stores now.



WHAT'S MY MOTIVATION IN THIS SCENE, MR DIRECTOR DARLING LUVVIE.

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GIZMO PALACE

GODZILLA TOYS

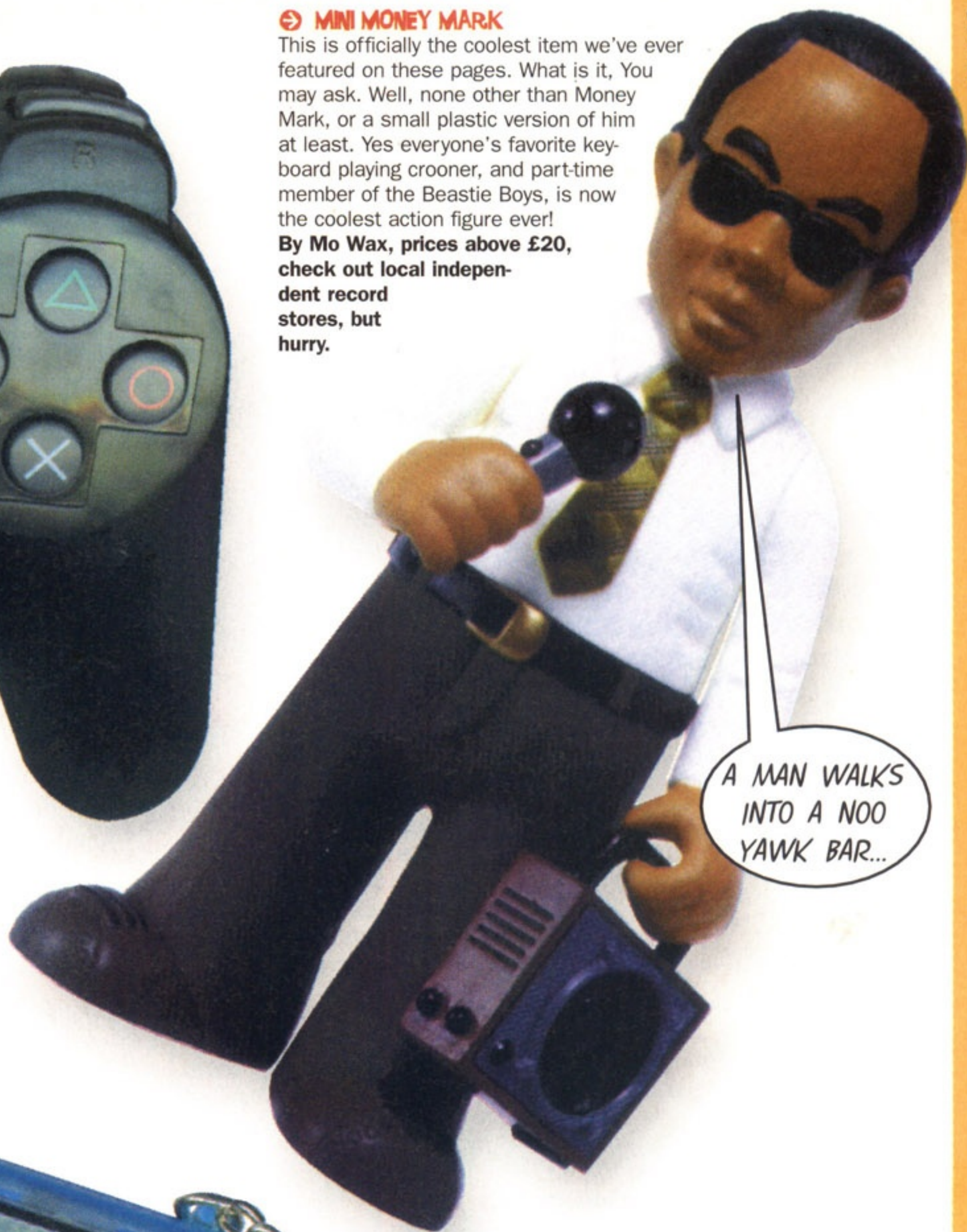
You've seen the film and you either hate the big G or love him. If you're in the latter camp, you may want to own your own walking, roaring G. You'll be pleased to learn of the Remote Control Godzilla. Then there's the smaller Babyzilla's, twice as ugly, and with sharp teeth too. Call us old fashioned, but we prefer the old movies with the guy in the suit. If only someone could make and sell them!
Remote-Controlled Godzilla £42.99, Babyzilla £14.99, By Playmates, available at stores now.



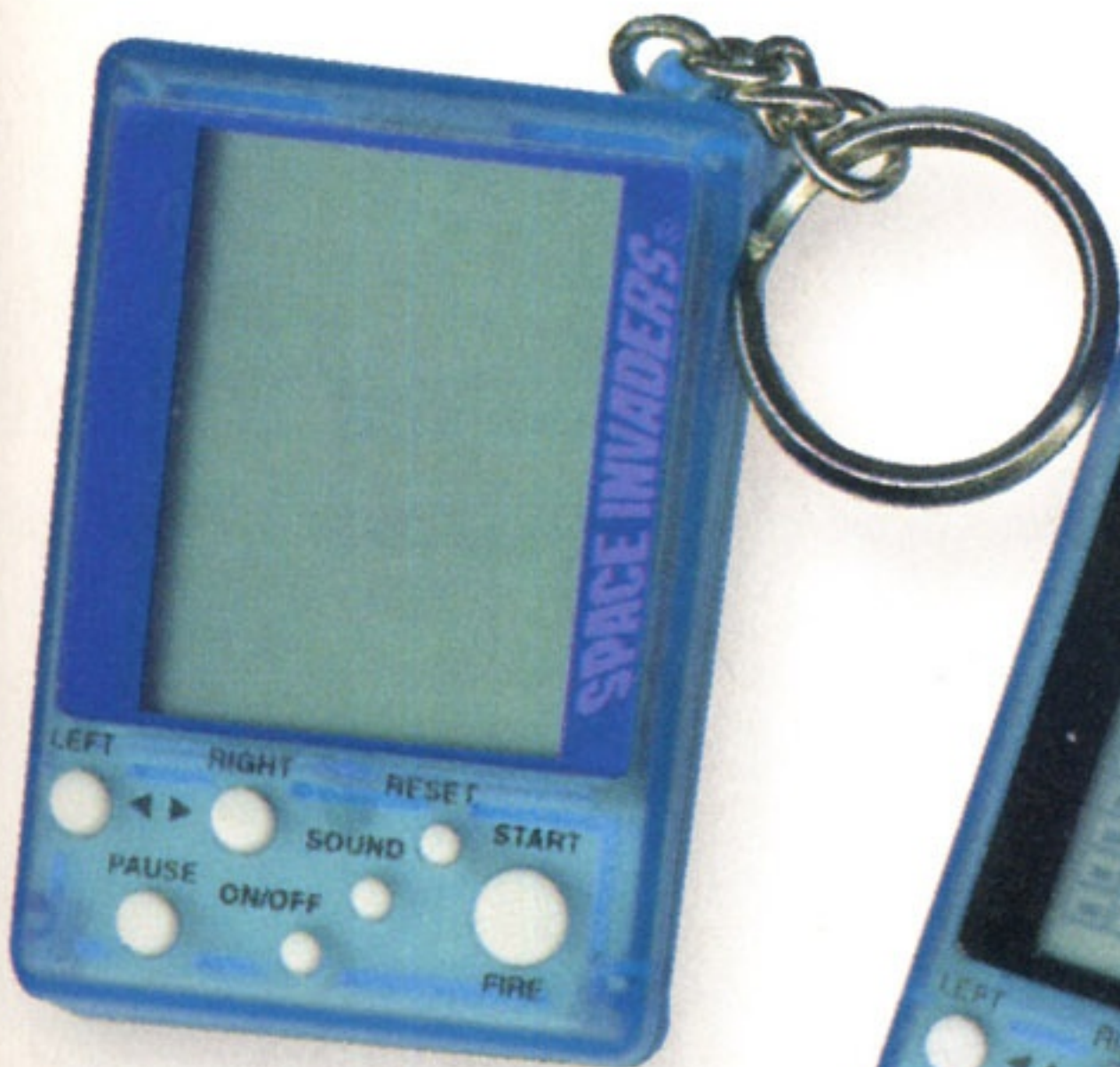
ANALOGUE PAD WITH DUAL FORCE FEEDBACK
No sooner has the official Sony Dual Shock pad been released than Joytech release their cheaper version. Featuring the same funny little twisty mounds, plus a turbo fire switch on the back.
£19.99 By Joytech, available in stores now.

MINI MONEY MARK

This is officially the coolest item we've ever featured on these pages. What is it, You may ask. Well, none other than Money Mark, or a small plastic version of him at least. Yes everyone's favorite keyboard playing crooner, and part-time member of the Beastie Boys, is now the coolest action figure ever!
By Mo Wax, prices above £20, check out local independent record stores, but hurry.

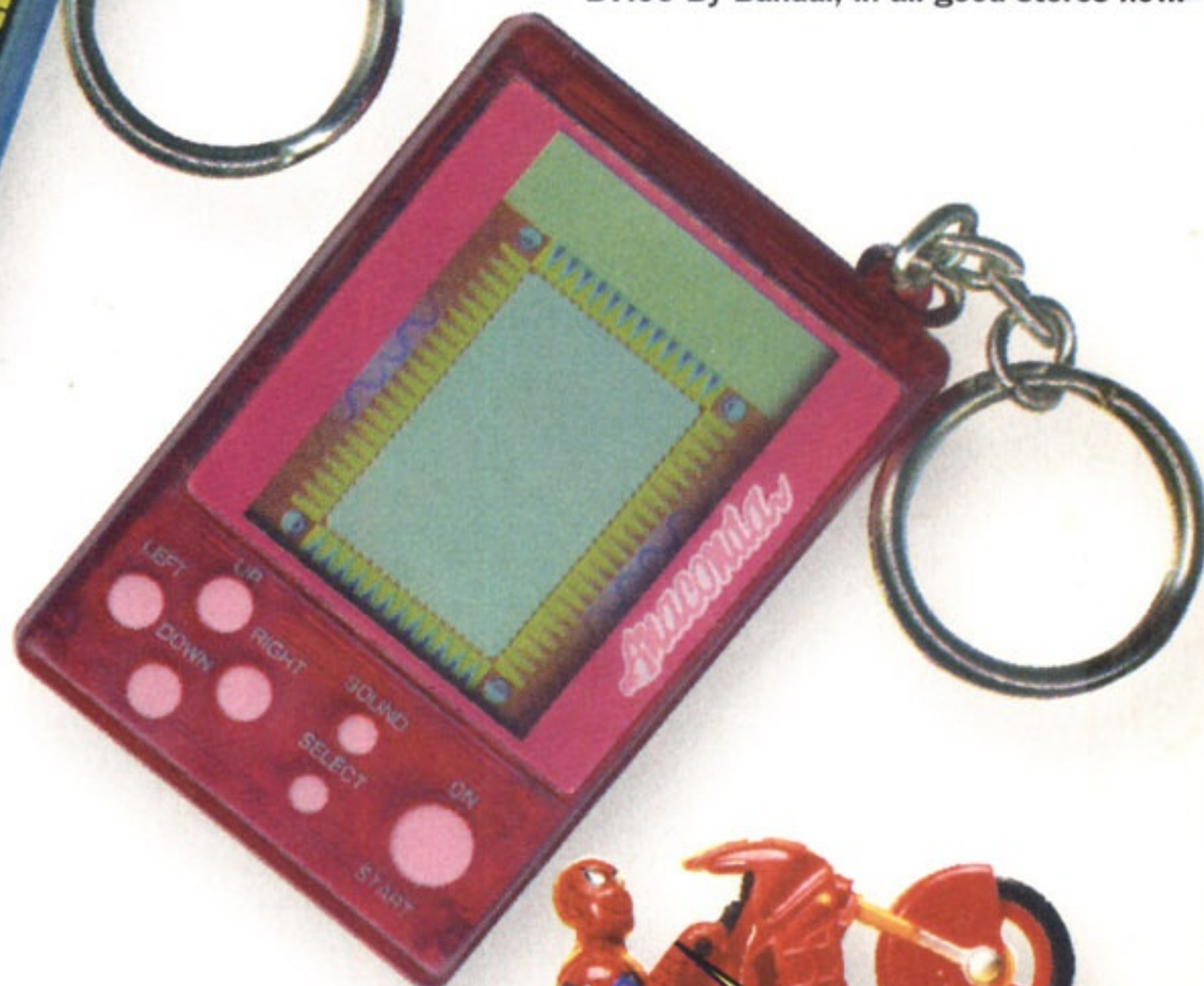


A MAN WALKS INTO A NOO YAWK BAR...



KEYRING GAMES

Available for over a year in Japan, Bandai finally release the mother-of-all keyrings. The mighty Tetris Junior. Guaranteed to eat up precious moments of your life. Anaconda and Space Invaders are pretty good too.
£7.99 By Bandai, in all good stores now.



ASCII WHEEL 64

The smartest thing about this new wheel for the N64 is the design, it looks cool, and can also be folded down. But when it comes to playing a game with it, well that's a different story. It's very difficult to steer, so you have to turn very hard to get the car to move at all. A shame. Something for the mantlepiece rather than your console.
£TBA By Ascii, available from September.



SPIDERMAN EQUIPMENT

Alright, it's not really "equipment", they're actually toys, but the Web Blaster comes pretty close to being the real thing. If it weren't so big, and fired silly string, you could catch crooks and, swing round buildings. We don't remember Spiderman having a stunt bike, but rev it up and watch him go. Who needs Evel Kneivel?
£14.99 By Playmates, available in stores now.

SPIDER-SENSES TINGLING... THERE'S A RED LIGHT!



NINTENDO 64



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Summertime. It's scorching hot and you need liquid. Stay in the shade and cool yourself down because the biggest game of the season is here.

A honey bear and a bird may not have much in common, but they're the latest stars to grace a Nintendo console. While most platform games have one hero, this one has two. You must control the pair, *Banjo and Kazooie*, in a huge adventure. There's an evil witch to overthrow and lots of challenging puzzles. With jaw-dropping graphics, super-cute music, and bucket loads of gameplay, this is the game to show off N64.



THE STORY SO FAR

Gruntilda the evil witch has kidnapped Banjo's sister Tooty. What's Banjo going to do about it? Well, nothing at the moment – he's fast asleep. Tooty's been taken to Gruntilda's lair, and is about to be part of her latest cruel invention. A machine that can suck the physical beauty from a victim and allow Gruntilda to absorb it like a sponge. The machine, once activated, will turn Tooty into a hideously deformed creature, and Gruntilda into an attractive young thing (she'll still be green though). Tooty's only hope lays in her lazy brother Banjo and his best friend Kazooie. Once Kazooie manages to wake up Banjo, we might just have a game to play.



SOME DOORS TO NOTE

Banjo and Kazooie must make their way to Gruntilda's lair if they are to save Tooty. The witch, however, has had some security measures put in place. "Note" doors stop you progressing further into the lair. To open one you must gather the amount of musical notes dis-

played on a door. To find musical notes you must venture into one of the nine levels. Gruntilda's lair is colossal – it's very easy to get lost! Thankfully there are Warp Cauldrons hidden away that will transport you from one end of the lair to the other in double-quick time.



- ⬆ Load your game from Banjo's home, check out his cooking and his pet goldfish.
- ⬇ He even likes to play Tetris on his GameBoy. Now there's Nintendo loyalty.

⬆ Gruntilda's machine is all set, and Tooty's in trouble. Now be good heroes and go and save her.

SOLVE THE PUZZLES

Musical notes get you further into Gruntilda's lair, but you must also search for jigsaw pieces. Why jigsaw pieces? Because you have to fill in missing pieces of puzzles to open up

the levels. Once you've filled in these pieces a door opens elsewhere in the lair, and you've got to find that too!



➡ Another jigsaw piece found. Banjo holds it up, and Kazooie pops out and puts it in their rucksack.

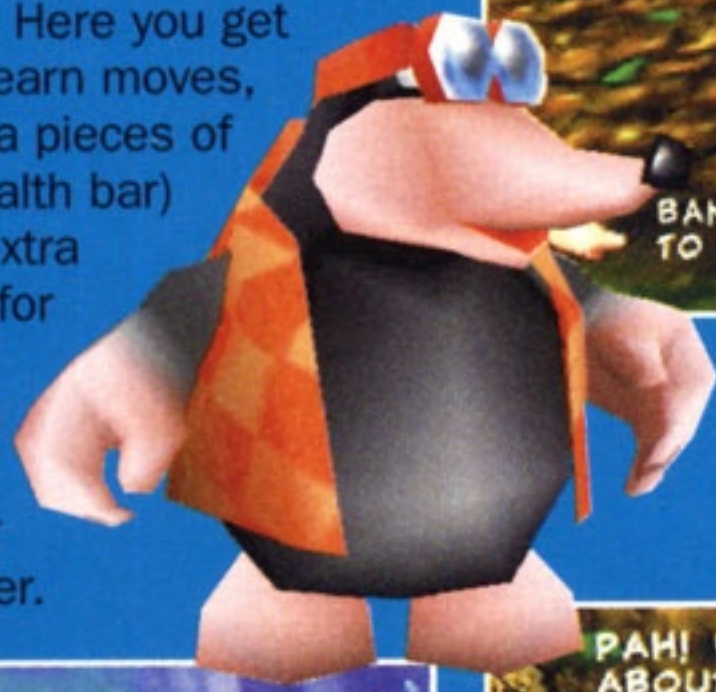


HELP IS HERE

Banjo and Kazooie have to rely on each other to get through this adventure. There's also a couple of other characters who pop-up to lend their support.

BOTTLES

Bottles the mole is the first guy you meet. His role is to provide you with instructions on all the different moves in the game. The first time you play the game you have to work your way through Bottles's training course. Here you get the chance to learn moves, earn some extra pieces of honeycomb (health bar) and even find extra lives. Look out for Bottles's mole hills on later levels for advice on other moves to master.



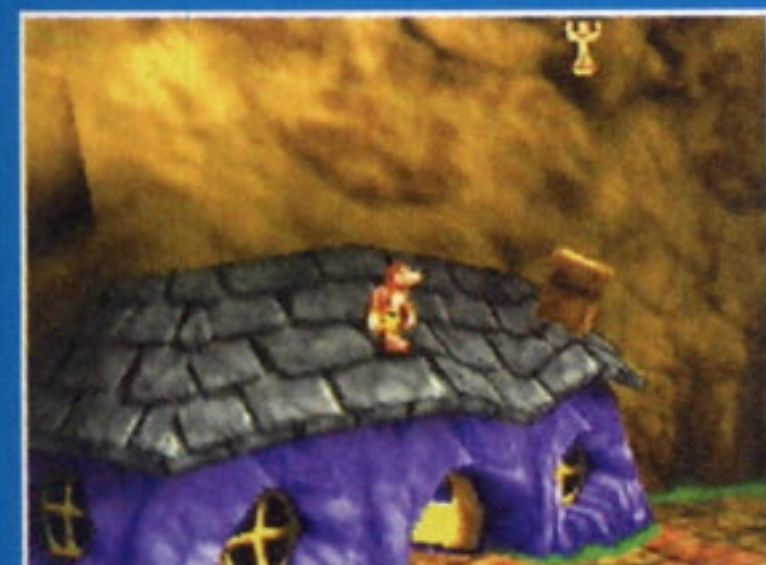
⬆ Learn moves as you go, much better than reading an instruction manual.



⬆ Could this be underwater love? Banjo and Kazooie swim with the fishes - lovely.



⬆ Kazooie and Bottles don't always get along. In fact they constantly insult each other.



⬆ Be sure to get the extra life hidden above the chimney.



⬆ Bottles will teach Kazooie how to wear wellies later on. Believe us, they're very useful.

MUMBO JUMBO

Mumbo Jumbo is a mysterious shaman, who was the former teacher of Gruntilda.

Mumbo sits inside his distinctive hut in certain levels of the game, next to a sign which indicates a number of mumbo skull tokens. If you have enough of these, the shaman will perform mumbo magic and transform Banjo into another creature or object. In this new form you should be able to find more jigsaw pieces.



⬆ When in Mumbo's hut, be sure to look above the shaman's head. You'll see he has a couple of goodies hidden away.



⬆ Mumbo magic in full effect. Banjo's now a walrus, weird!

BRENTLINDA

Brentilda is the opposite in every way to Gruntilda. So that makes her a very nice witch, indeed. Brentilda can be found in certain parts of Gruntilda's lair. If you find her she'll give you some useful advice, and tell juicy secrets about her evil sister.



⬆ She's got a pink dress with frilly lace, therefore she's a good witch.

IT'S A BITTER SWEET SYMPHONY

There are 100 musical notes on each level. Although you won't need them all, it's not too difficult to find them and get that perfect score, especially on the early levels.



⬆️ Stuck for the last five on Mumbo's Mountain? Maybe they're hidden in this hut. Climb on top and use the Beak Buster to reveal the contents. Bust the other huts too, you'll like what you find.



⬆️ Remember to look everywhere, especially above your head on a shock-spring or flight pad.



⬆️ Arrgghhh! The notes are in sight but this big glove puppet gets in the way. Use a Rat-a-tat Rap.

➔ Not all the creatures you come across are bad. Some will repay you for a little help. This hippo and turtle have some simple problems to solve.



GETTIN' JIGGY WITH IT

There are 10 jigsaw pieces hidden on each level. Sometimes you'll have to perform a task to get them, others are in some hard-to-reach places. You should also look out for witch switches – there is one on each level.

These release a jigsaw piece in Gruntilda's lair. Keep an eye out for colourful characters called Jinjos. Five of these friendly creatures have been trapped in each level. Once you manage to find them all, you'll earn one of the level's 10 jigsaw pieces.



⬆️ When you're near a Jinjo, they'll whistle to get your attention. If you can't see them, you know they're very close.

⬆️ There's a witch switch hidden in each level, press it to reveal a jigsaw piece well concealed within Gruntilda's lair.



TWO TO TANGO

Once you've bumped into Bottles a few times you'll gain a wide variety of moves. These include swimming, jumping, climbing, running and attacks. In nearly all these moves Banjo and Kazooie work as a team to produce better results.



⬆ When swimming, Banjo kicks his feet for precise turns. To go faster Kazooie will extend her wings, and give the pair extra propulsion.



⬆ Banjo can jump quite high, but Kazooie can give the pair more height by flapping her wings. No wonder this move is called the Feathery Flap.



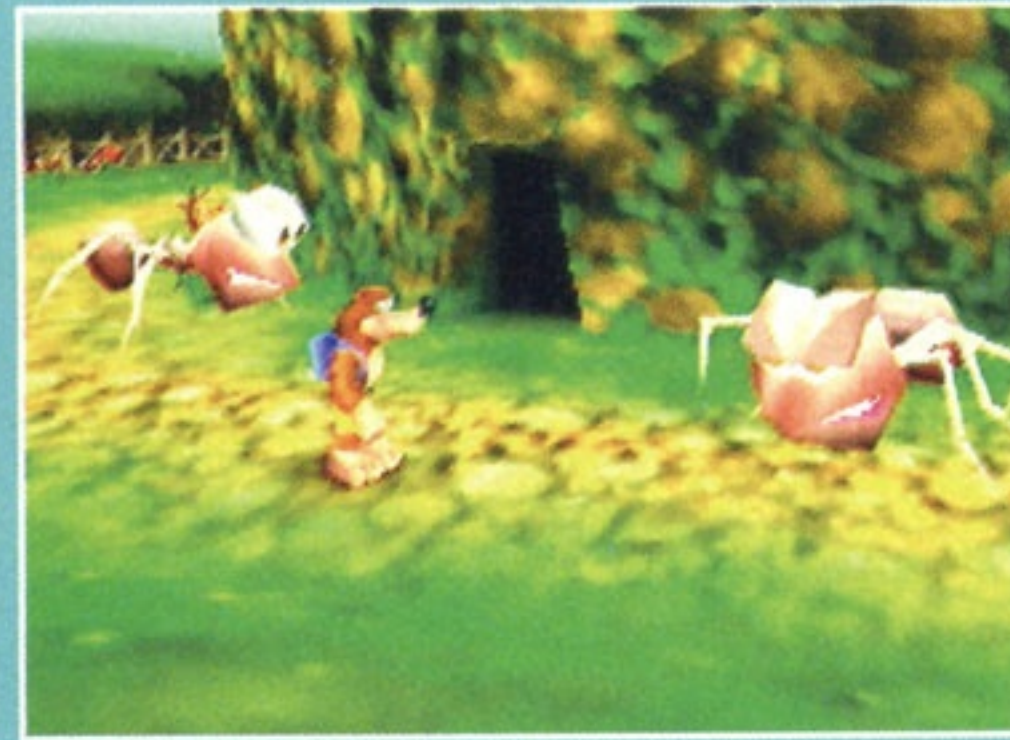
⬆ The Rat-a-tat Rap is one of the best attacks. Banjo jumps into the air, then Kazooie extends her beak to peck at their enemies.



YOU DON'T SCARE US!

Don't be tricked into thinking this adventure is like a walk in the park. There are lots of

creatures that cause one or two problems for Banjo and Kazooie.



⬆ The first major nuisance you'll come across is Conga the ape. Conga throws oranges at you if you come close, but maybe you could use them against him.

⬆ Look at this big guy out on the beach. This is Nipper the crab, and he's huge. Stay away from his razor sharp claws, and attack his eyes.

MEDICAL MATTERS

Banjo and Kazooie's health is represented by pieces of honeycomb. If this falls to zero they lose a life. You can refill the energy bar by stomping on an enemy to reveal a piece of honeycomb. There are also beehives which Banjo can crash open to provide more pieces. Keep an eye out for special hollow honeycomb pieces, collect enough of these and one more segment is added to the energy bar.





BRAIN BUSTERS



When you're not collecting musical notes, or scouting for jigsaw pieces, you'll have to put your thinking cap on – there's quite a few puzzles

that could infuriate you enough to have you pulling out your hair. Here's a small selection of some of the more engrossing brain teasers.

FLY HIGH BREEGULL

Treasure Trove Cove offers some spectacular views, just stand on top of the lighthouse and look around if you don't believe us. This puzzle is designed to get you flying and take in all the sights too. Find the red crosses and follow them from start to finish, to earn a reward.

➔ This is only the second level, so all the puzzles are pretty simple. Swim for the sobbing hippo to get another precious jigsaw piece.



➔ Use the Beak Buster when over the red cross. This reveals an arrow. Follow the direction until you reach another cross, and repeat until you find treasure.



FREEZEY KNEIVEL

A bear complaining of a sore stomach. A giant snowman, his scarf, and a sleigh. What do these have in common? They're all vital elements for you to get another piece of the puzzle. Find that sleigh and watch the fun.



➔ Incoming! It's a free piece of the puzzle we tell you! Once the bear is cured, he'll move to another part of the level, and wait for a race.



➔ All you need to do is find this sleigh. It's basically a free piece of puzzle placed at the top of the giant snowman's scarf. Just get on and watch the action unfold.

CLANKER'S CALAMITY

The big rust bucket is gasping for clean air, and he's asked our friends to help. The question is how do you release him from the chains? Have a closer look, swim to the bottom, and keep an eye on your air. That giant key might have something to do with it.



➔ He may look fierce but Clanker is a sweetie. Gruntilda's rubbish eater wants his fresh air, and Banjo is just the bear to help out.



➔ Follow the chains trapping Clanker all the way to the bottom. The key and lock look to big to move, but just try swimming through the key. Watch your air!



MATCH THAT

Getting in here is hard enough, but who'd have thought you could find a mysterious Pairs game in an ancient pyramid? Match the pairs, but watch out for the mummy. Remember, there's a time limit.



➔ You can attack the mummy but it'll eat up vital seconds. Instead traverse from one side to the other. The mummy is too slow to catch you.



➔ You need to do the Beak Buster to turn the tiles. This takes time. It's not too difficult, just make sure you've got some spare health before you enter.





FLIGHT OF THE HONEY BEAR

If you find a flight pad on a new level, it's a good idea to fly around and explore the sights. Not only is it just as fun as *Pilotwings*, but these levels go very high indeed. You need to find red feathers to fly which are quite scarce in later levels, so stock up early.



Banjo will have to jump through hoops and swim if he wants to do well here. There's a time limit so you'll need to be quick.

BOMBS AWAY

Some of the puzzles require firing missiles. These come in the form of eggs. There are hundreds of eggs scattered around the levels, and they come in very handy. The first time you use them is against Conga the ape. Later you'll need to



skillfully shoot the eggs into containers which come in all shapes and sizes, including statues, buckets, pots, and even someone's teeth.



This old dog wants feeding. Easy, Rover.



Banjo the super-dentist to the rescue.

CVG OPINION

'Is it better than *Mario*?' This is the question everyone asked while I was playing BK. I'll tell you what I told them: It's just as good. Forget Mario for now though, because Banjo and Kazooie are stars in their own right, and this is a brilliant game. What makes it so good is the size. The game is huge, and I won't be surprised if the Nintendo mags print maps and guides just for Gruntilda's lair. There's so much to collect and discover within some great levels. More experienced players might complete this quite quickly, but they should still play to experience the amazing design and gameplay. If you like platform thrills, good solid gaming, maybe even cute characters, go get this now. Another must-have title for the N64, and the only game I'll be playing this Summer. It's as simple as that.

ALEX HAMPALA

HIGH FIVE!

RATING



More cute Nintendo thrills, and two new stars for the machine. Banjo Kazooie is THE game of the Summer. Perfect for post World Cup blues.



BANJO
KAZOOIE

REVIEW



Football games bring out the most loyal side of video games players' nature. Once they have found a game they like, they stick by all of the minor updates no matter how trivial they are, claiming that each one is indeed the 'best football game ever'. *ISS* and *FIFA* are the two biggest on PlayStation. While the quality of *FIFA* games has only just begun to climb towards the mid table respectability, *ISS* has remained top of the table throughout. The smooth game-play, realistic feel and player movement and general solidness of the game are what makes it for us. Not a jerky frame in sight. The '98 update to Konami's classic looks to be just as good and we'll be bringing you the most extensive review in Saint and Keysie next month.

MY MATE IN SEAT 47C

Although there is no actual replay mode in the game itself, every goal scored brings up an automatic one that you can fiddle about with to your hearts content. The game shows roughly the last ten seconds worth of action leading up to the goal. During this, L1 and R1 spins the camera around and up and down on the pad zooms in and out. You can have slow motion by using square and circle, and the other two shoulder buttons fix the camera view on a specific player rather than the ball.



↑ Not even Brazil could keep this shot out.



↑ Croatia have yet another attempt on goal.

80% COMPLETE

PlayStation™

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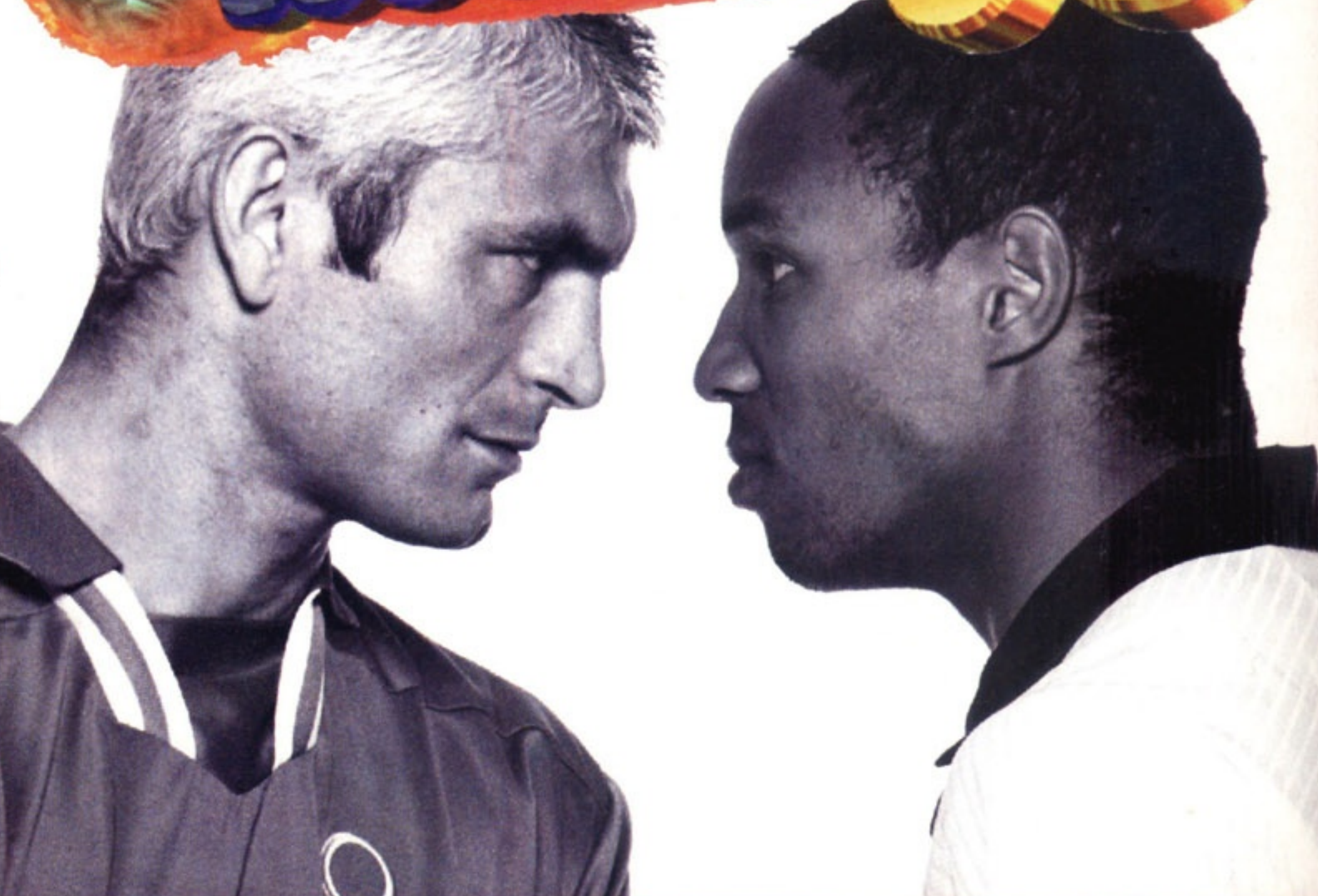
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After the glut of World Cup games, those developers that decided to hang back until the new domestic season are getting ready for their big push. *ISS* is the first.



ANY DIFFERENCES?

Well, seeing as we have been playing the Japanese version of this to death, we can tell you the differences between those two versions. A couple of new options have been added to the European game. You can now play two players against the computer which wasn't in before and a new stadium has been added, one which looks very similar to a certain home of the England team. All of the World teams are selectable rather than just the J-League clubs, but the one of the coolest additions seemed to be the fact that teams have certain traits and tricks specific to themselves only. For instance, Zidane of France will often stop and look around, before planting a perfect through ball to Djorkaeff for the simple one-on-one attempt. If Romario gets put through, he always tries to 'spoon' the ball over the keeper whereas any ball chipped over the top for Ronaldinho sees him kill it perfectly before blasting it past your keeper. Rumours that the English players turn up drunk with kebabs or with a Spice Girl on their arm are yet to be confirmed though.



↑ Romario cushions the ball down...



↑ ... before lobbing the stranded goalie!



↑ The infamous sniper claims yet another scalp.



↑ You can edit all of the player names if you like.



SHOW ME THE CHEESE

The Japanese version of *ISS* has loads of places to score cheesy goals. It seems that the Euro game however has been tightened up to good effect. Shots that rebound off the body of the goalkeeper went to the strikers 90% of the time in *J-League*, but now that figure is down to below half. Scoring from a corner is now a lot tougher than just swinging a cross over and nodding a simple header into the net, as the goalie will come out much more to claim the crosses, and defenders are a lot tougher in the air. Taking the ball around the keeper is still easy yet requires good timing, but it is now possible to slot low shots under diving 'keepers. This not only dismisses the element of cheesiness involved with dribbling it around the goalie, but also looks far more impressive.



VIVE LA FRANCE!

OK, so the World Cup will be long gone by the time this game appears in your game shops, but you have the option to relive it all if you so desire. No matter which cup competition you pick, you have the option to only include the teams that qualified for the Coupe de Monde. This could well be in a proper World Cup style of tournament and, if that is the case, by letting the computer pick the rest of the teams in the tournament, it'll put everyone in the proper groups from this summer's football extravaganza. Of course, you can let the Irish and Welsh play if you really want, but why have more cannon fodder when you play the cream of the crop?

INTERNATIONAL CUP

Finished Qualifying

B GROUP		W	L	D	F	A	Pts
1	Italy	3	0	0	9	2	9
2	Chile	2	1	0	2	5	6
3	Austria	1	2	0	6	5	3
4	Cameroon	0	3	0	1	6	0

↑ Italy once again proved themselves a dominant force in world football by winning all their group matches.



ONE-TWO, BACK DOOR, BUDDY HOLLY...

Another good addition to this version of *ISS*, is that you can't hit the pass and through ball buttons and simply expect a player to be on the end of it. Using the radar becomes essential, as it's vital to know where your players are if you want to string together five or six telling passes. Using the X button, it is possible to play one touch passes from one end of the pitch to the other, by pressing just before the ball reaches you and directing it towards another team-mate. This will enable you to get out of tight situations quickly, turning defence into attack in the process.



AND A BUCKET OF VINDALOO!!

ISS looks like it could be every bit as good as the previous versions. Hopefully, we'll be able to bring you the N64 version for review next month as well as the PlayStation game in another football frenzy.

IT'S A SECTION OF TWO HALVES!

SAINT & KEYSIE

SAINT & KEYSIA

Football tips and more from CVG's footy experts!

Welcome to another all-new section of CVG, where we address the most topical questions and get deep into a subject that is dear to the nation's hearts – football. Every month, CVG will be featuring all the best news, views, tips and winning moves from all the latest football games. And a few of the classics too. But it's a readers' page, so we need your help to make it work. The league of football games, the best goals, the bloopers... everything you see on these pages, you can have a say in. If you want to nominate some dead-cert scoring methods, your personal league of football games, or even suggest some features, write in and we'll include it. And there are loads of prizes up for grabs, including replica shirts, official footballs to boots. The address is at the bottom of the page.

Games League

Vote for your top 10 football games. This month, my list sees the new ISS storming straight in at the number-one spot, keeping World League Soccer and Sensi from the top.

Pos.	Title	Format	Price	Rating
1	ISS '98	PS, N64	£44.99/£59.99	5/5
2	World League Soccer	PS, SAT, PC	£44.99/£34.99 (PC)	4/5
3	Sensible Soccer '98	PC	£34.99	4/5
4	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
5	Championship Manager '97-98	PC	£29.99	N/A
6	Premier Manager '98	PS	£44.99	5/5
7	ISS Pro: Platinum	PS	£19.99	5/5
8	Actua Soccer 2	PS, PC	£39.99/£34.99	4/5
9	Ultimate Soccer Manager	PC	£29.99	4/5
10	ISS 64	N64	£34.99	5/5

WORLD CUP '98 THE CHEESEBOARD

That one goal that your mate always scores if you're beating him, the one that is so cheesy it should wrapped in red plastic and called Edam. That is what this section is about.

The goals that will get you out of a tight spot and give you that vital edge over your opponents. This month, *World Cup '98* on PlayStation.

The first easy goal goes as follows. Using your skill to work the ball to the striker when he has just one or preferably no defenders to beat. Rapidly press the speed button to take him past the last man, while cutting across the face of the goalkeeper. The moment the goalie comes out to try and take the ball from your feet tap the shoot button and aim for the corner in the opposite direction in which you're running. Result? One ball in the back of the net.



↑ Ronaldo makes his way towards the Croatian goal...



↑ ...before cutting back on himself, taking a steady aim...



↑ ...and unleashing the shot into the corner. Top class sir!

Give the ball to your wide man, and again using the speed button head towards the opposition's corner flag to whichever flank you're on. Once you're about level with the edge of the six yard box, hit square to send in the cross and immediately hold shoot and aim towards the goal. Your striker will get into position and power a header back across the goal keeper and into the far corner. Expect a 70% success rate with this.



↑ Back door, back door! The cross comes over and is met by a thumping header from Kluivert.



The third is even less reliable than the other two, with a 50/50 chance of scoring, but it doesn't look that cheesy at all, so you still keep your credibility with this one. Should you find yourself bearing down the touchline again, cut into the box once you're level with the penalty spot. Then start to run diagonally away from the goal, towards the D on the edge of the box and press the shoot button for about half a second. This'll curl the ball into the top corner.



↑ A further back angle for this one. Cut into the box here...



↑ ...and keep holding left on the pad while shooting...



↑ ...and before you know it, the ball is in the Onion Bag.

THE VOTE OF CONFIDENCE

If all this action is getting the better of your dotty old ticker, then slip into the sheepskin jacket, the old style jag and put on loads of jewellery as we step into management sims. If you have any unbelievable tactics, bargain players or just any little bugs in the game, then send 'em in. Remember, prizes are on offer! Here are a few pointers to get you started.

If you take control of a lower league team, then attracting players will be difficult. So, the best thing you can do is raid the players from the teams that were relegated from your division. Most of them will jump at the chance to play in the higher league again.

Once you've reached the better leagues, attracting the star players can become very difficult. This is where you have to place a scout on players. The longer the scout spies on people, the more chance you have of getting him to sign.

There are always a few bargain players to be had. For example, *Premier Manager '97* on the PC you could pick up players like Juninho and Kinkladze for a pittance. Have a scout around, and look at your favourite players

from other clubs. Chances are, they'll be a steal. How about this. Not really a tip, but it's funny nonetheless. On *USM*, lower the price of beer and match tickets to as low as it will go. Then make the team play a 1-1-8 formation, or something that will ensure a defeat. This is certain to make all of the beered up supporters start a riot! Cool eh?



WHAT'S THE DIFFERENCE BETWEEN ALEX FERGUSON AND A JET ENGINE? EVENTUALLY, THE ENGINE STOPS WINNING.



↑ If Ronaldo signed for the Gills, he could go to the Dickens Festival. Joy!

It's all over now

RONALDO COMES HOME
Infogrames have announced that they have signed up Ronaldo to head their new football games range, due to be released late this year.



This includes all the usual personal appearances and whatnot, but this is not the real reason for us printing this story. This is what Ronaldo "said" about the project.

"I am thrilled to join the Infogrames team. The chance to play a key role in the design of an interactive soccer product for kids has been a personal goal and represents an exciting challenge." What must his personal goals list look like?
1. Win World Cup; 2. Win Champions League; 3. Make loads more money from Nike; 4. Put the rubbish out; 5. Make a football game with Infogrames. Woo hoo!

THERE'S ONLY 11 ANDY GORAMS!

A rumour finding its way to the Saint and Keysie newsdesk this month is this one, concerning *World Cup '98*. Apparently, due to time constraints, the programmers had to finish this game without putting in all the proper faces for the Scotland team! So everyone looks like Andy Goram - who isn't even playing anyway, after retiring days before their opening match with Brazil! The Beta version we tested this out on didn't seem to confirm or contradict these rumours, but all the players had different coloured hair anyway. A spokesperson said "This wasn't just an attempt to get a bit more publicity for the game in any way. Oh no." Still, at least they don't look like the monkey's arse faces in *Three Lions*.

MA NEED MON!



CLUTCHING AT STRAWS ANYONE?

Speaking of *Three Lions*, Take 2 have reportedly filed a lawsuit against EA because they used the real England team names and kit and everything - in a good game! Take 2 say that they have the official licence and all the rights to everything to do with England. So expect Gazza's Sim Kebab shop, and Pulling My Way, by Teddy Sheringham to arrive on a PC near you soon.

ONE FOR THE SCRAPBOOK

It's all very well us harping on about the best goals, but there are of course some scandalous bloopers that we know you lot are capable of coming up with. Own goals, missed open goals, keepers kicking into their own net. The possibilities are endless. If you can manage to capture these on

camera, fantastic. Now for our example, we return to *ISS '98* and the boy Huhtala. It's extra time, golden goal and the attacker has just gone round the keeper. The shot has been scuffed and is going wide, but Alex's defender stands and watches the ball hit his chest and roll into the net.

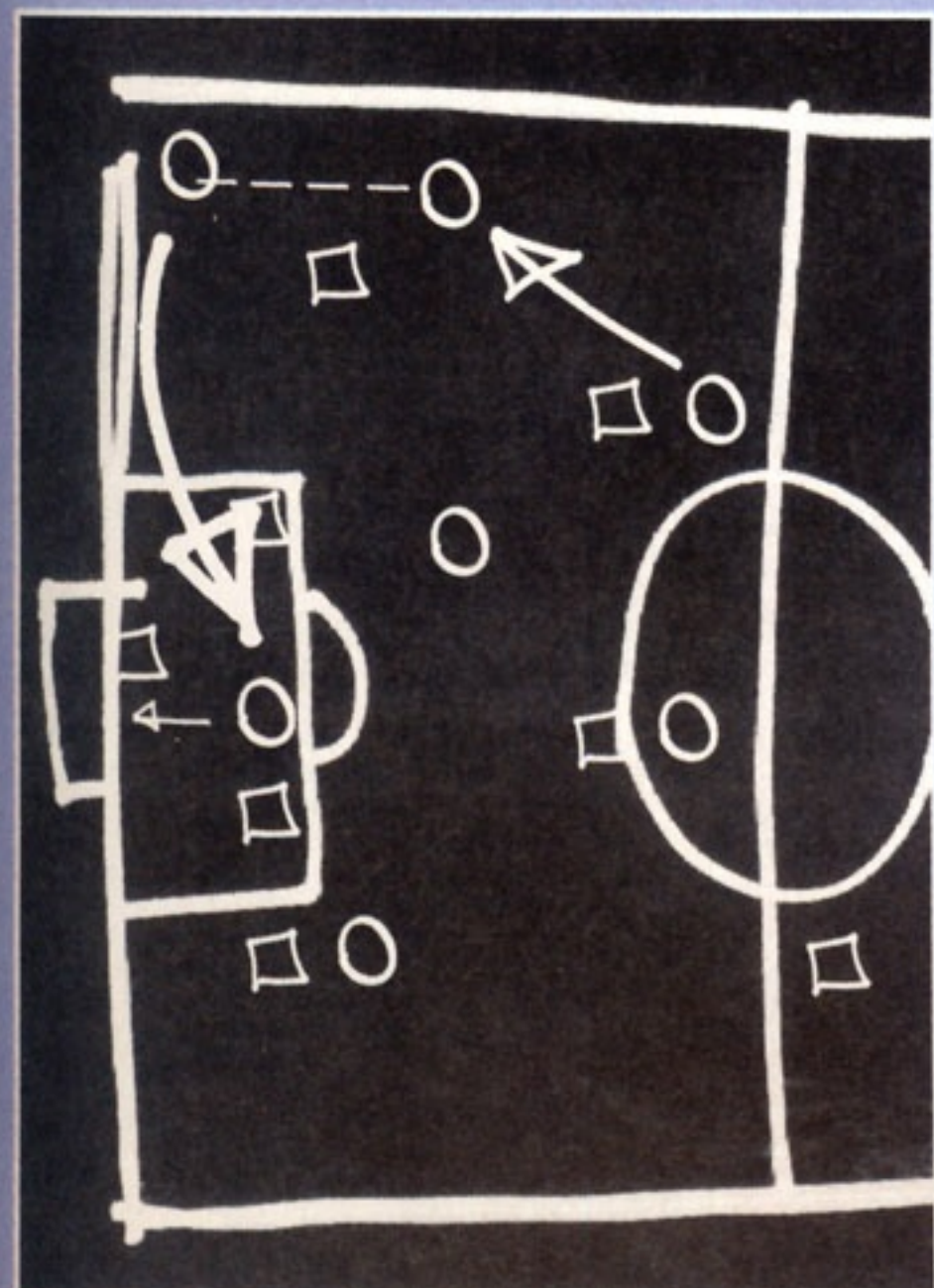


↑ Vieri scuffs his shot and it's heading wide, but in steps the defender.



↑ And there you go. Handball, back of the net, own goal. You'll sleep well son.

Chalkboard



Here we have the Chalk and non cheese goal from *World Cup '98* on the opposite page. For all of those wanting a little more than screenshots, this shows you how to score the bullet header and gives us a chance to use all of these silly little arrows and squares that Tony made. Any one who sends in the best Chalkboard for their goals is in line for prizes. Basically, anything you send in could win yourself some football related prizes. So what are you waiting for fools?

SPOT THE BALL!

Every month we'll be offering you the chance to win yourself some top goodies by playing our incredibly simple Spot the Ball competition. Each month we'll be hiding the CVG ball pictured here somewhere in the mag. All you have to do is send in where you think you've spotted it. Easy. Mark your entries to Spot the Ball at the address on the right.



↑ Oi Ugly... Not you, you're flippin' ugly.

FACE THE FACTS

It took us a while, but we managed to find the pic his face was digitised from. But who is it...?



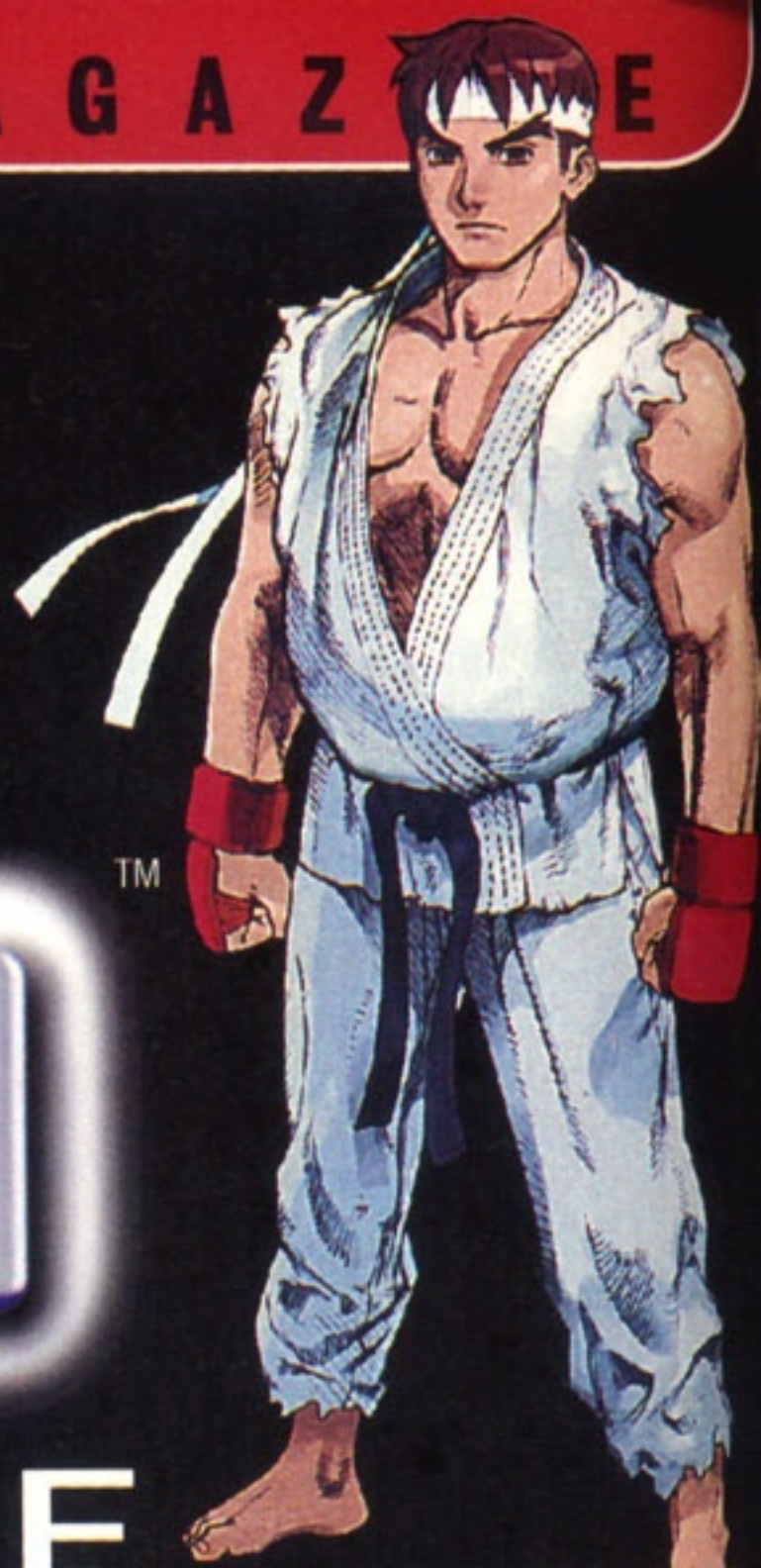
All compo entries, tips and general football blab should be sent to this address:

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	MUSIC GAME	BY SCEE	<ul style="list-style-type: none"> PRICE £19.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY SONY TEL 0171 447 1600
	JUNE RELEASE	1 PLAYER	

I'll tell you what I want, what I really really want. I wanna huh, I wanna huh, I wanna huh, I wanna huh, I wanna really really really wanna play something else!

When *Spice World* was first announced last year, it sounded like a great way for Sony to attract a massive new audience to the PlayStation. Unfortunately, not everything has gone to plan. The game missed its planned Christmas release date and the Spice Girls themselves have gone through all sorts of problems, including the departure of Ginger Spice Geri Halliwell. But PlayStation *Spice World* is finally coming out, Geri and all. It's not really much of a game – it's more a multimedia package aimed at Spice fans.



ZIG-A-ZIG-URGH

Your task in *Spice World* is to appear on TV and blow the audience away with your fantastic dance steps and brilliant remix of a famous Spice Girls tune. Here's how you do it:



1. MIXING ROOM

Choose a tune from the five Spice Girls classics available and a helpful dude in a beanie hat explains what to do in groovy-speak – “Yo my friend, if you is chillin' and willin' I'll take you through a few moves to get you to your own grooves, know wot I mean?”. You now get nine snippets from your chosen song which you put together to create a tune of sorts. You won't be able to make anything that sounds good.

2. DANCE PRACTICE

Now a disco daddy-o with a big afro teaches you to dance. Just press a button as its icon appears on screen, though the button presses have no relation to the timing of the music whatsoever.



3. DANCE RECORD

Now simply tap in the 72-part sequence you just memorised or randomly tap the buttons and see what dance you come up with.



4. TELEVISION STUDIO

The final part of the game. The five girls will do your funky dance to your kickin' mix while you switch between about six camera angles, zooming in and out as you go to create the coolest TV editing ever. And... that's it. That's the whole game. You can save your creations to memory card forever.

5. SPICE NETWORK

Once you're bored of playing around with the five tunes (probably after about 20 minutes) you can sit back and enjoy some video footage of Spice Girls interviews. The video quality is okay, but the interviews themselves aren't particularly good. You'd be much better off buying an official VHS interview video instead.



CVG OPINION

It's amazing how such a small game can have so much wrong with it. First off, it tries to be cool, but ends up sounding like someone's parents who think they're “well bad” and in with the “kidz”. It's impossible to make anything resembling a decent tune because the samples you get to use are so badly chosen, and rarely fit together properly. Also, they're all different lengths – some are a single bar, while others go on for ages, meaning that the tunes are always going out of time. The dancing's rubbish too, and being taught a 72-part button press sequence is just a torture. What do you get once you've created your TV performance? “That was fun but we've got to go now. Bye!”, and it's back to the start for another five minutes of boredom. The best bit is when the girls are dancing – their mouths move in time to the lyrics. But the rest of it stinks of rotten skunks. I think even young Spice Girls fans will be upset by *Spice World*, no matter how much they pay for it.

ED LOMAS

RATING



Spice World won't appeal to anyone, except collectors of crap novelty pop games and youngsters who don't know any better.



PlayStation™	ACTION SHOOTER	BY SCE JAPAN	<ul style="list-style-type: none"> PRICE £39.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY SONY TEL 0171 447 1600
	JULY RELEASE	1 PLAYER	

After much promise and potential, we get the chance to give *Ghost in the Shell* a proper road test. Will it haunt us all, or face exorcism?

Having seen the potential displayed during the various stages of *Ghost in the Shell's* development, the review copy was eagerly anticipated. But it's not just the game that is arousing popularity. The Manga animation series is still immensely popular, and with another volume currently in the making, the release of the game will be perfect timing. The first thing you notice once the game has been turned on is the awesome animated intro sequence. High detail, action packed Manga sequences not only open the game, but regularly crop up as cut scenes in between the stages. Cool. Very cool.

GHOST IN THE SHELL



↑ Helicopters + tunnels = no go!

GHOST IN THE SHELL



↑ On both the chase stages, enemies will come from in front of you and behind you to try and catch you off guard. Beware novices.



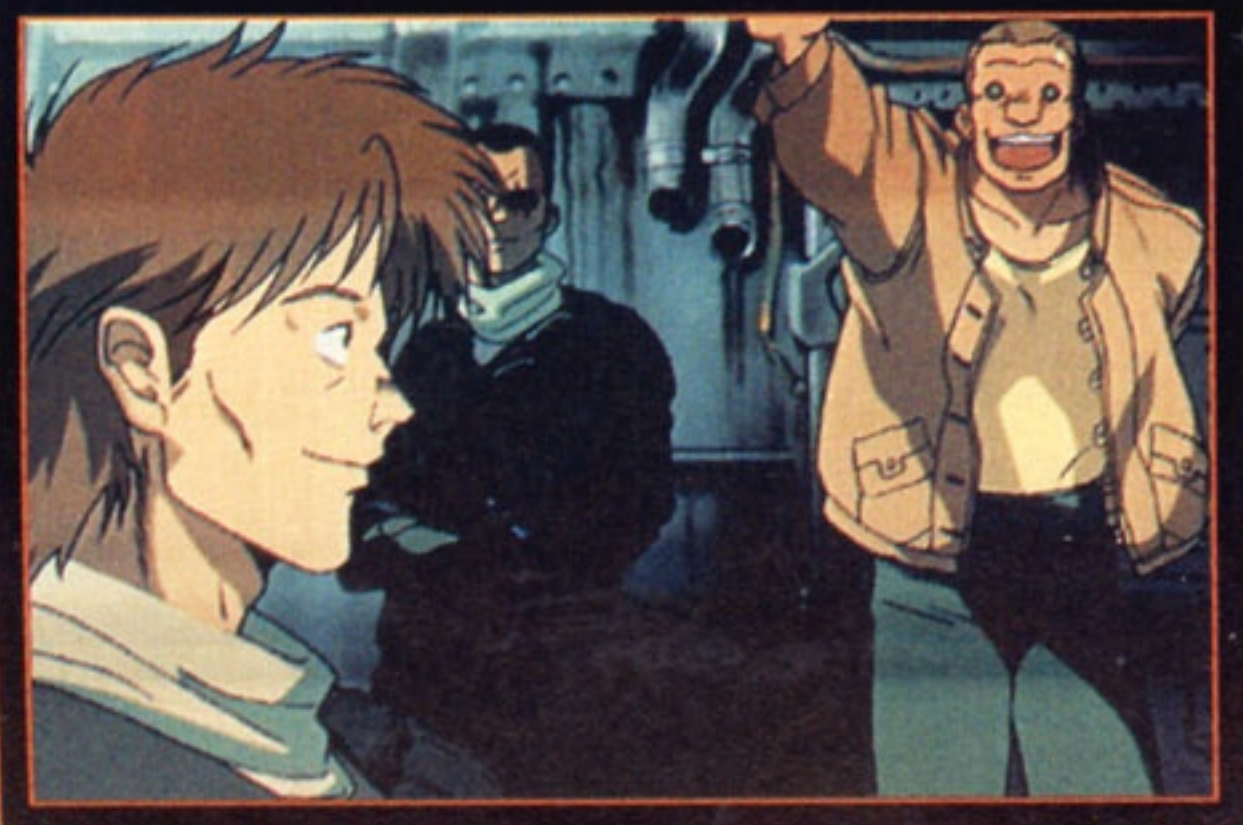
BIG BOSS MEN

Bosses. There are lots of them. But the trouble is, it is possible to defeat all of them in a similar fashion. When you face an end of level character, it will be in a circular based area that you cannot leave. All you have to do is keep one of the strafe buttons held down for

a particular direction and circle around the robotic creatures, blasting away with your machine guns. The odd grenade doesn't go amiss either, but you have to bear in mind that you get loads of bonus points for finishing a stage with some bombs left in your armoury.

HOOJ CHOONS

The soundtrack is one of best aspects of this game. After *Wipeout* started the trend for having cool soundtracks rather than plinky plonky crap, *Ghost in the Shell* follows on by hiring the talents of some of the best dance DJ's around. Derrick May, Hardfloor and Dave Angel are the names you may well recognise if you're a fan, and their sounds accompany this game brilliantly.



↑ The cylinders are the core's weak spot.



↑ You cannot jump the flames here.



↑ Kill the two sidekicks for extra time.



↑ Circling this boss avoids the flames.

REVIEW

INSIDE AND OUT

Ghost in the Shell has two views which you can play under, but it is possible to combine the two during the game. The outside view lets you see all of the Fuchikoma as you're playing, but close

in on a building and it'll automatically switch into the inside view, so that you don't ever find yourself stuck behind a solid object without being able to see. If the inside camera is to your

preference, you can simply hit select at any point during the game to fix that view. In general, it's better to play under this perspective as you can get a much truer aim than before.



↑ You get a better idea of perspective when you're inside the Fuchikoma. It's easy to tell when you're being attacked as well.



→ Dodging bullets that are coming from directly in front of you is much easier in this view. You don't feel as cramped up either.

STICK AROUND

The exception to the standard bosses is the fifth-stage guardian. You begin by facing him, but he soon disappears and runs off into the city. Your task is to follow him wherever he may wander before wasting him. The cool effect,

though, is the *Predator*-style cloaking device he uses to disguise himself. A clear skin is wrapped around the robot making it really tough to follow him, but easy for him to hide and pick you off with a couple of pot shots.



↑ As the boss runs past you, it drops a huge explosive that canes your energy bar. It can only be damaged in this mode too.



↑ Once you've moved far enough away from its explosive range, it'll start to throw these energy beams at you instead.

TAKE TO THE LAKES

Level four sees you and your Fuchikoma take to the seas on the back of a small motorised platform. This is a cool level, because even though you cannot jump from the craft you can skim over all of the waves to attack the enemy from a variety of angles. Your targets will appear from all sides to try and kill you, making

movement the key part of survival. Action can get pretty hectic at times, as you try to deal with an airborne bad guy when all of a sudden a group of laser beams appear that have the be hurdled to avoid taking damage from them. Quick thinking and fast reflexes are the order of the day.



↑ Four missiles still aren't enough to finish off this niggly airborne robot.



CVG OPINION

At first, you think *Ghost in the Shell* could be something pretty special. The first couple of levels are varied, and very enjoyable to play. But, in all honesty, I found them too similar no matter how far you got into the game. The bosses, especially, involve nothing more than circling the enemy and firing your guns, jumping occasionally to avoid any of their attacks. There has been a lot of thought gone into the way the game works, with your Fuchikoma being able to perform lots of different tricks and moves to get out of trouble. Climbing any building is dead cool, and at least some form of alternate way of finishing a level, as you could try and attack everything from rooftops rather than the floor, whether it's essential or not. But, it was too repetitive to become anything more than a good game. The levels were all still fun, and I didn't mind playing them a couple of times if I died. But as they say, if you've seen one, you've seen them all - and that definitely applies to this game.

STEVE A&S

RATING



It's an excellent little game, that has rent me written all over it. It'll keep you entertained for one night but after that, there isn't much else.



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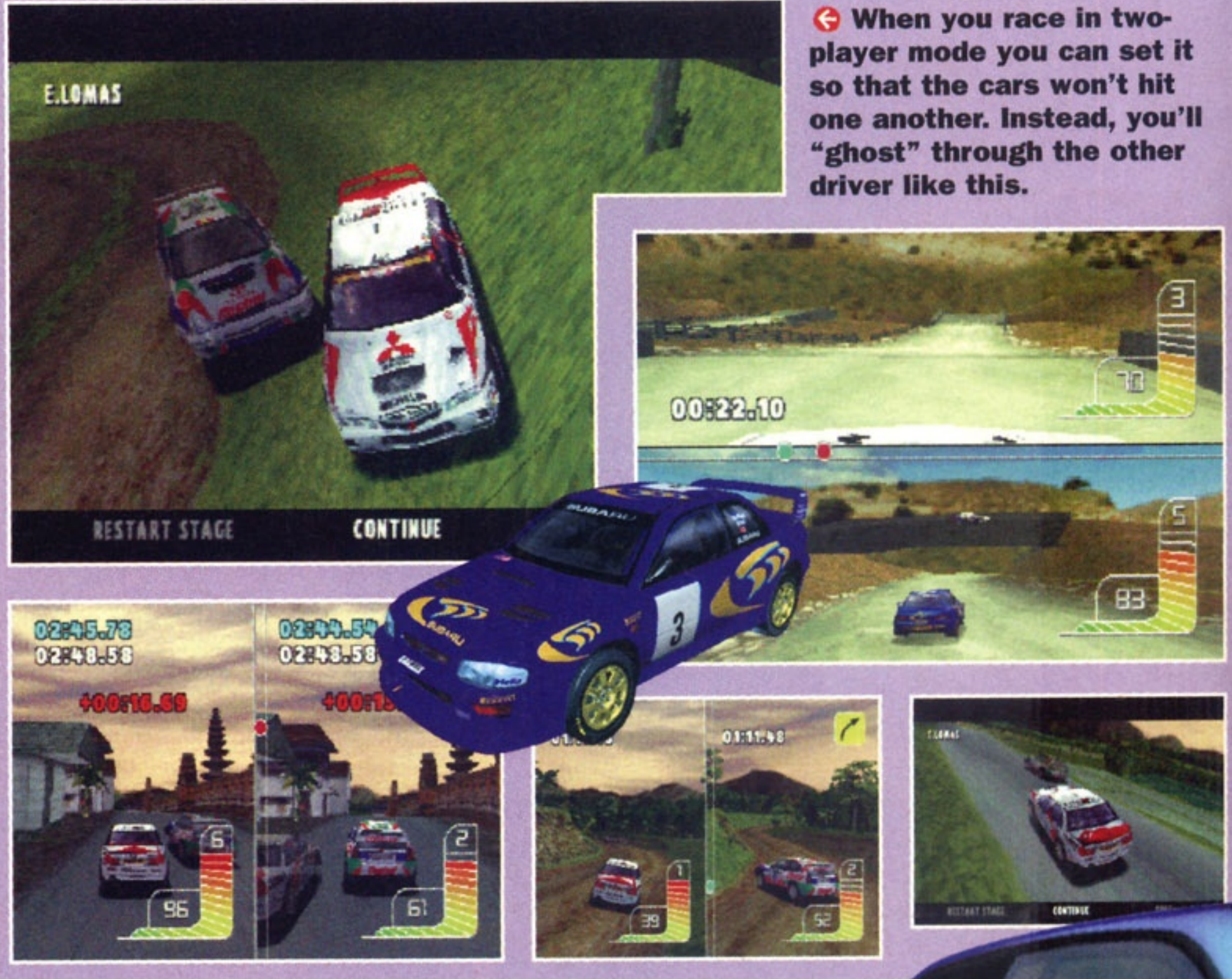
Rally driving is as exciting as motorsport comes. Two men in a suped-up road car zoom around the countryside at 100mph, while the driver relies entirely on the directions of his navigator to keep him on the slippery, bumpy track. Brilliant! There have been plenty of rally video games before but none of these have been particularly realistic – they normally just feature lap races on loose surface tracks. Codemasters have tried to make a more accurate simulation of the sport, with tracks too long to memorise, and cars which always feel as though they're driving right on the edge. You won't believe how much fun a simple drive in the country can be.

COLIN MCRAE RALLY

TWO CAN PLAY AT THIS GAME

The two-player option has finally been included in *Colin McRae Rally*. You can choose to split the screen horizontally or vertically (we recommend that you play with the vertical split most of the time), and can also play with or without collisions. The excellent Super Special Stages are good fun with two players, as the courses have been designed so that the races are as close as possible. The graphics are still very detailed, but the graphics slow down when there's a lot going on, especially if you're using the vertical split.

⤷ When you race in two-player mode you can set it so that the cars won't hit one another. Instead, you'll "ghost" through the other driver like this.



WE DON'T NEED NO EDUCATION!

The first thing you need to do is learn how to control the cars in *Colin McRae Rally*. You can do this in the Rally School, where Mr McRae himself teaches you all the basics of rallying and rates your progress on the way. You start off with simple tasks such as "Moving the car" and progress through cone tracks to eventually driving at full speed round a loose-surface course at night.



A SPIN IN THE COUNTRY

In most other rallying video games you race against other cars, but as you'll know if you've ever watched the real thing, this just doesn't happen. Instead, *Colin McRae Rally* is more realistic – it's just you and your co-driver against the clock!

While racing, other drivers' times are compared with yours in the top corner of the screen so you can always

tell when you should be pushing the car that little bit harder. There are eight rallies, each set in a different country around the world. A rally consists of six or seven long stages, each of which is split into eight separate checkpoints, and set over the course of a day. Some start at dawn and end in the evening, while others go on through the night.



⤷ Here you're speeding through a jungle during a downpour!



⤷ Night stages are probably the most enjoyable in the game.



⤷ The snow banks at the side of the road slow you down.





↑ Night stages show off the brilliant lighting in the game. The brake lights make the back of the car glow red whenever they're used.

IT'LL COST YA!

Careless driving can take its toll on your car. The bonnet will buckle, windows will smash, lights will break, but worse still you'll ruin the important stuff inside! Pushing too hard can damage your brakes, loosen your

steering, make changing gears harder, or even make your valuable night-time lights flicker on and off while you race! Thankfully you get one hour to repair and set up your car between certain stages, so use your time wisely.



↑ The green bars show how damaged your car is.

GRIST ALMIGHTY!

Colin McRae's real-life co-driver, Nicky Grist, sits in the passenger seat whenever you race, calling out the direction and severity of bends in a simple code. He'll also warn you of any dangers such as ditches, posts,

rocks, banks or water splashes so you need to pay close attention to what he's saying. If you lose concentration for a second and misjudge a bend you'll be off the track before you know what's happening.



↑ Over crest, one right into three left!

↑ Tight hairpin left, K post into 4 right!



↑ An old 1970's Ford Escort is hidden in the game!

CVG OPINION

In any other game, racing along roads on your own would be incredibly boring, but in *Colin McRae Rally* it's about as enjoyable as video games get! First of all the handling of the cars is magnificent – much more realistic than *Gran Turismo's*, for example. The cars can bank and roll in any direction, and this makes driving them far more exciting than other games like this. When you get up to 120mph you can feel the car wobbling around, and a tiny mistake will send you flying through the air into the trees! The courses are brilliantly designed, and because they're long stages rather than repeated laps, Nicky Grist's instructions become essential. You **MUST** concentrate on what he's saying or you've got no chance whatsoever. Repairing and setting up your car makes a big difference to the handling, so you need to use your brain as well. The graphics and sound are very similar to *TOCA Touring Car Championship* (ie excellent!), only there's even more detail this time around. While *Colin McRae Rally* doesn't have as many features as other driving games, and isn't as polished and good-looking as some, it's the fastest, most intensely enjoyable driving game around at the moment. I for one would certainly rather be playing this than *Gran Turismo*. Racing fans **CANNOT** do without it.

ED LOMAS

MAX POWER

Before starting a rally it's wise to check the map and details on the sections you're about to tackle. Knowing the surface on which you're going to be racing is essential so that you can pick the right tyres and car settings. Different car set-ups change the car handling dramatically, so it's important to spend some time getting everything just right.



RATING



Colin McRae Rally has the best car handling yet in a video game, plus loads of brilliant tracks to race on. You just gotta have it!

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You've kicked slimy Strogg butt once already in *Quake 2*, but now it's time for your next mission – *The Reckoning*.

QUAKE 2: THE RECKONING

Some people can never get enough *Quake 2*. There are thousands of extra player textures and models, levels, weapons, enemies and bonuses available all over the internet and Activision are now releasing the first official mission pack for the game. It has been given the seal of approval by id Software themselves, and is a complete mission which follows on from the end of the original levels. There are plenty of new features, plus the game will automatically upgrade your copy of *Quake 2* to the latest version (they're up to v3.15 now) which irons out a few more bugs. Gib-fans rejoice!

EVEN MORE GUNS!

The Reckoning features two all-new weapons – the Ion Ripper and Phalanx Particle Cannon, plus a few other new items. They're easy enough to find in the deathmatch levels and you'll get your hands on them soon enough in the single-player mode.



⬆ The Ion Ripper fires little boomerangs which bounce off the walls and floor. Great for shooting round corners.



⬆ The Phalanx launches two glowing shots which cause loads of damage if they hit. You can even do a Phalanx Jump!



⬆ These traps suck enemies into their spinning yellow vortex, kill them, then turn them into small health cubes for you! Just like *Ghostbusters*!

RESERVOIR STROGGS

As with the original *Quake 2* missions, *The Reckoning* has a bit of a story running through it. You start off crash landing away from your target and have to find a way inside a nearby enemy base. Later on you need to hide in a crate and stow away on a Strogg ship on its way to a nearby moon! There are a few new enemies in the game, starting with the Gekks – the natural inhabitants of the planet, who can jump around at amazing speeds. There are also enhanced original enemies, such as guards with blue Hyper Blasters and Ion Rippers, Beta Iron Maidens with homing missiles, and Beta Gladiators with Phalanx Particle Cannons and strong shields (these guys take more than 10 Rail Gun shots before they die!).



⬆ When you gib a Gekk it explodes in a shower of glowing yellow blood, but only after screaming in pain first. Ha!

CVG OPINION

The Reckoning has some brilliant moments. The levels are well thought out and built, and in either single-player or co-operative mode they're lots of fun. Everything you do makes sense, and the little story that there is adds a lot to the atmosphere. Some of the secret sections are particularly satisfying to reach, and there are some excellent traps as well. The new weapons are cool (the Phalanx Cannon has a particularly brilliant reload animation and sound!), though the Ion Ripper turns out to be annoyingly popular in deathmatches. Traps are hard to use well because of the way they slide when thrown, but can still be very amusing. The new enemies don't work quite as well as the new weapons – the Gekks are okay, but the Beta Class creatures can be VERY tough to kill, occasionally ruining the balance. *Quake 2* fans will enjoy *The Reckoning*, and should certainly get it even just for the extra deathmatch levels.

ED LOMAS



RATING



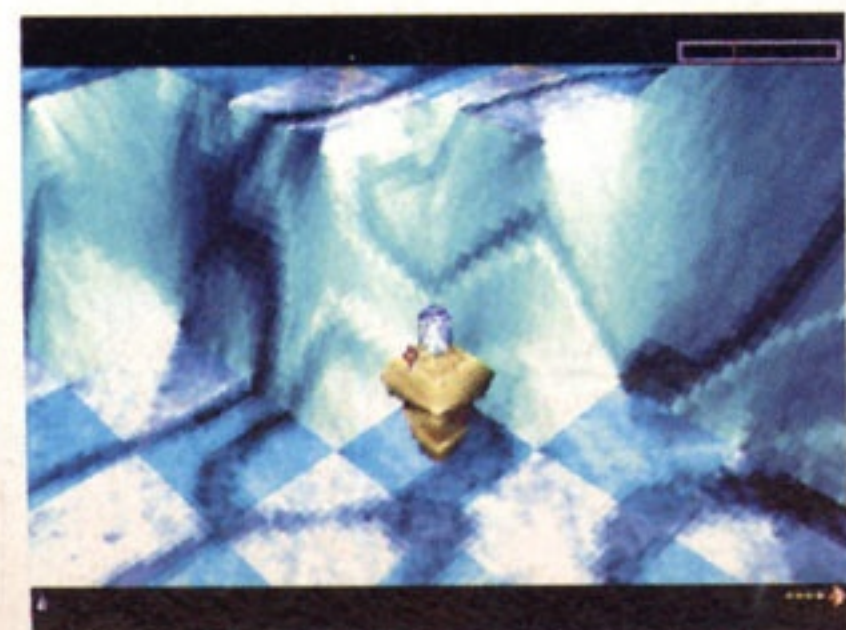
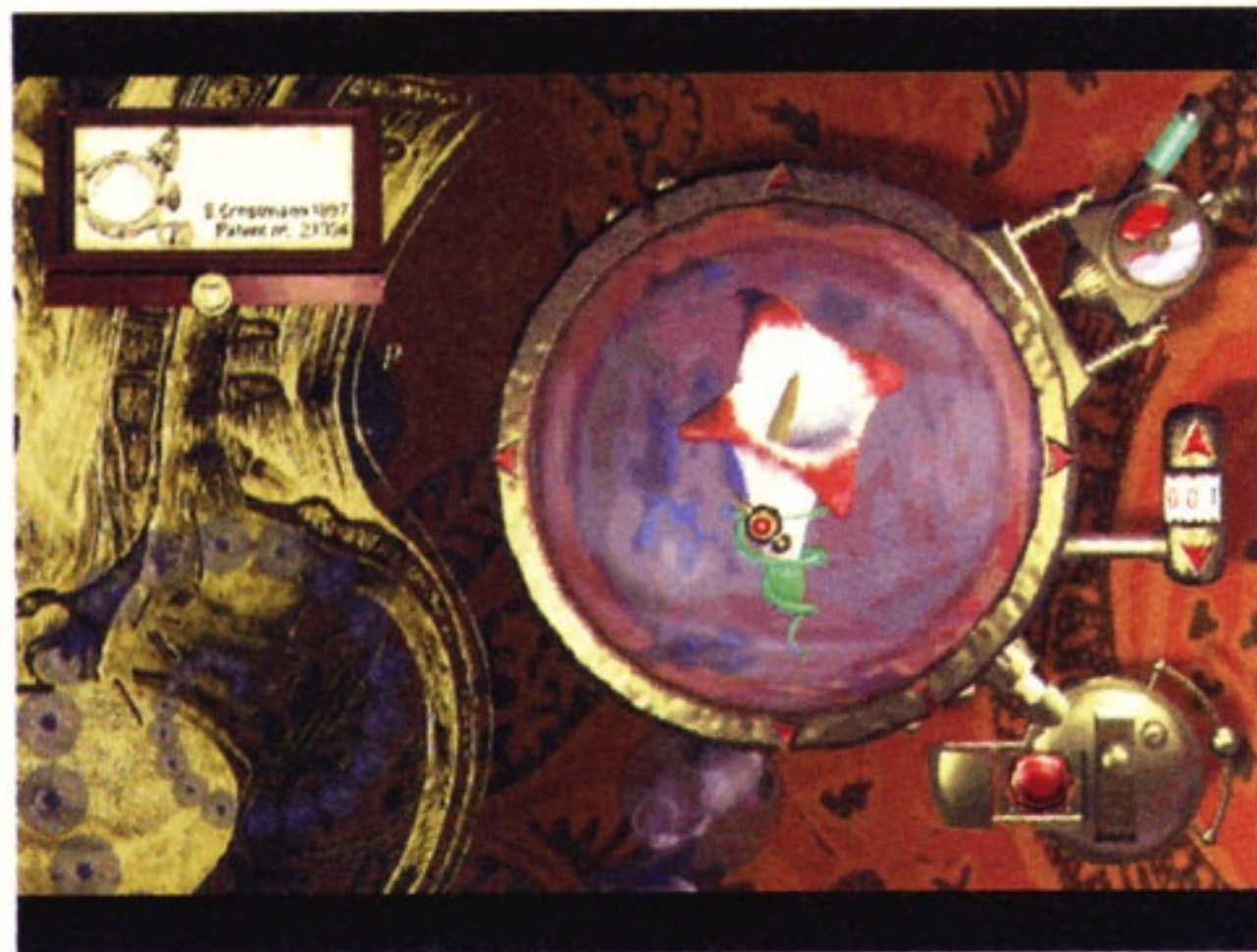
Plenty of top-quality additions to *Quake 2*, but nothing that you can't live without. Still, it's well worth fans getting hold of it for the new weapons and levels.



Goeff Crammond is renowned for creating classic games such as *Microprose Grand Prix* and, of course, *Sentinel*. Though basic in design and concept, *Sentinel* drew in gamers with its clever mix of nail-biting suspense and satisfying gameplay. Now, 13 years on, the gauntlet has been laid down to produce a successor to the Crammond crown and a new champion has been found – *Sentinel Returns*.

NAME OF THE GAME

The object of *Sentinel* seems simple at first. The Sentinels control worlds of energy contained within alien life-forms. As an energy form, it is your job to claim those worlds for yourself by absorbing the *Sentinel*. But it's not that easy – as you can only move by means of transportation and possessing robotic hosts, your movement is limited. Then there's the problem of your energy consumption itself.



⤴ As you can see, it's all pretty sparse out there. It needs a few houses here and there and it'll be just like Milton Keynes.

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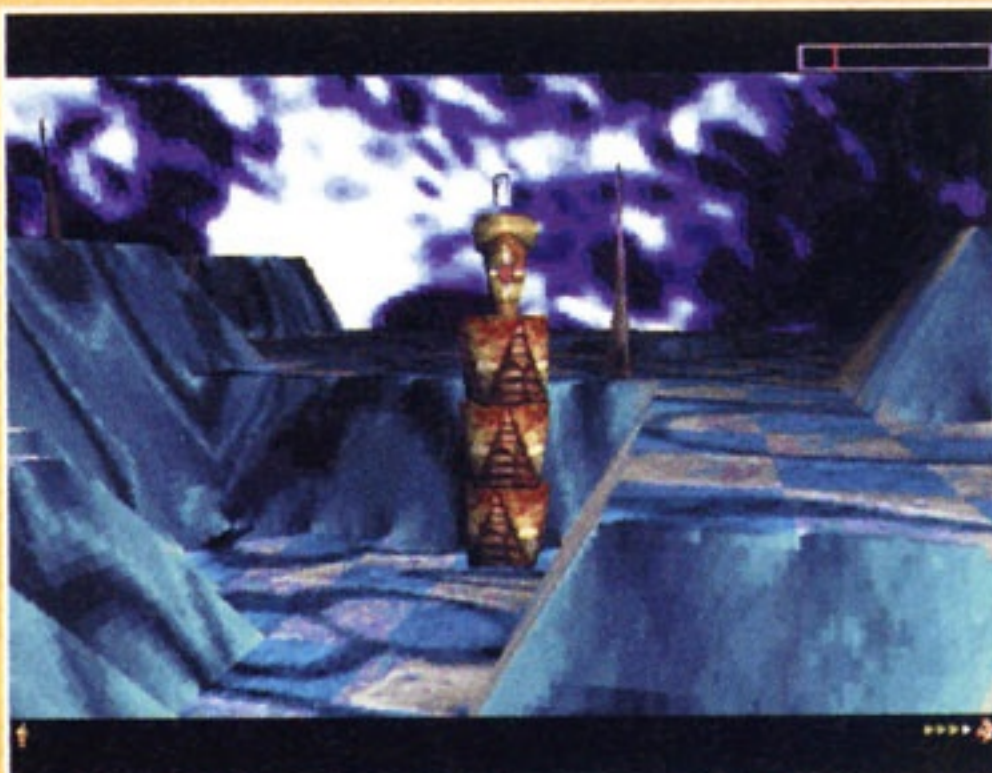
Simple? Yes. Addictive? Quite possibly. But easy? Never. Welcome to the weird world of *Sentinel Returns*.

SENTINEL RETURNS

I WANT TO BE A TREE

All objects in each world are made up of energy, yourself included. In order to create robots to use as bodies (which costs energy), you've got to absorb those objects such as boulders

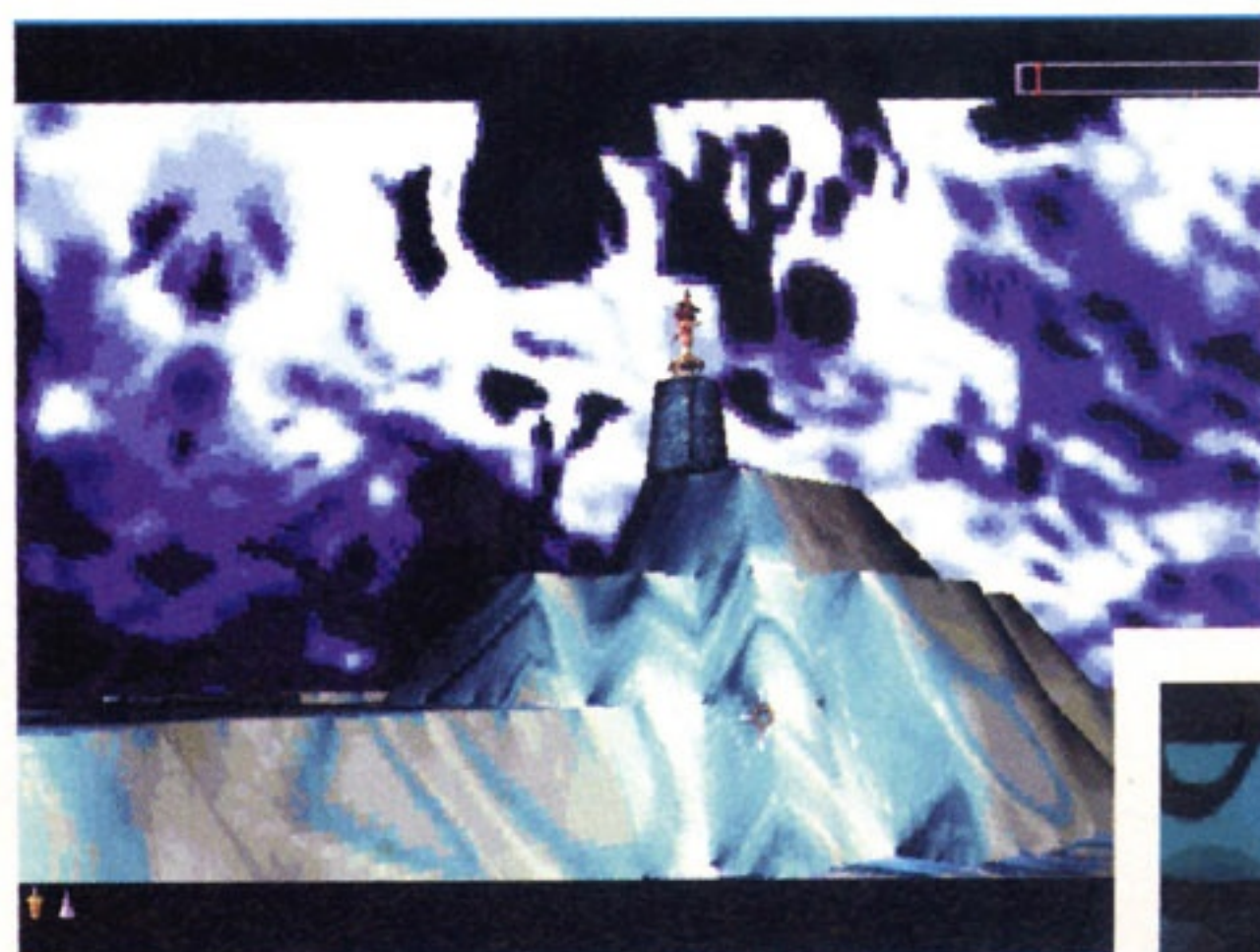
and trees. The more energy you consume, the further you will progress in the game but if you take away too much landscape, you're more likely to catch the Sentinel's eye.



⤴ Another one bites the dust – a Sentinel that is. If you want to get through the levels, you'll be doing this.



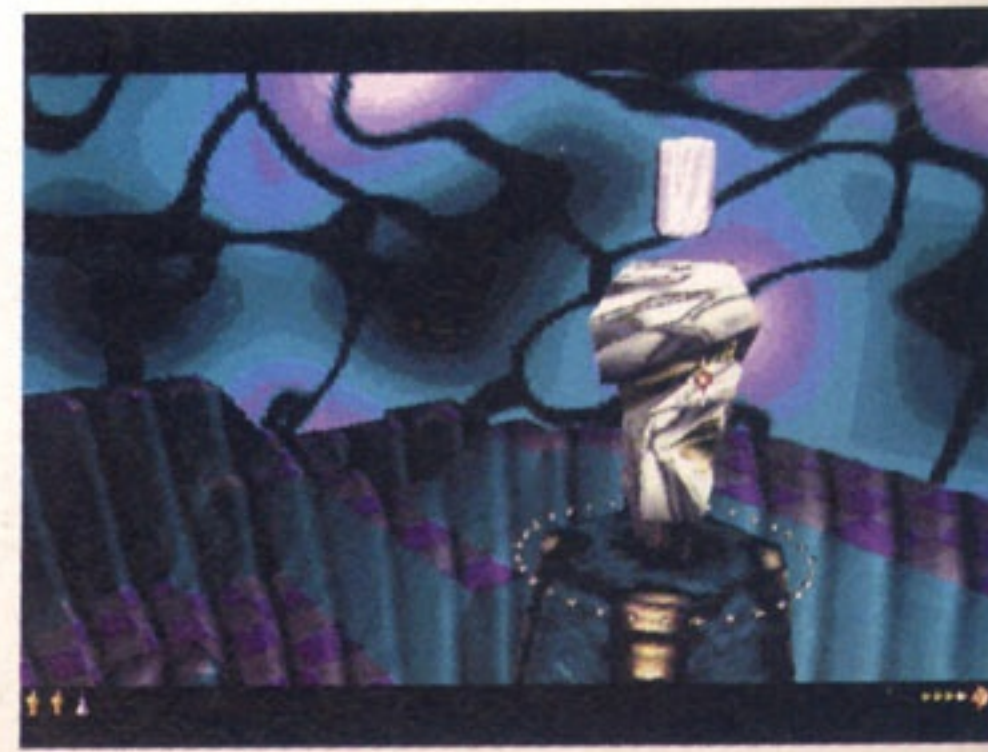
⤴ Apparently, these give you energy. Can't see how, but don't argue – it's either that or nothing.



⤴ Look, it's a high mountain. I bet your average mountaineer never has it this good.



⤴ See this? It's you, that is. No, really it is. Fine if you don't believe me – see if I care...



IN THE LINE OF FIRE

As long as the Sentinel lives, he rotates to view his domain. This can be a problem because if he catches sight of you, he'll drain your energy and it's game over. The same goes

for the Sentries who guard the Sentinel. By planting objects, you can distract them long enough to get away but don't forget – this all costs a lot of energy.



↑ Ooh, look – a Sentinel. Aren't you just filling your pants already?

THREE MEN AND A SENTINEL

No PC game is complete these days without a good old fashioned multi-player mode and *Sentinel Returns* is no exception. But while the object is still to beat your opponents, your aim is to be the first to absorb the Sentinel rather than the other players. Of course, attacking the competition is still healthily encouraged but it won't get you anywhere.



WHAT'S GOING ON?

Admittedly this all sounds complex but it isn't. The process of building boulders and robots, then transporting to the new host and starting over is straightforward. The problems begin when you reach levels inhabit-

ed by a Sentinel and 8 Sentries! With 666 levels and a difficulty level that apparently surpasses the original it looks like *Sentinel Returns* is slightly more than your Sunday afternoon out in an alien world.



CVG OPINION

If you haven't played the original version of *Sentinel*, you'll go through three different moods while playing this. The first is a brief time of waving the mouse around, yelling 'I have no idea what to do!' Then, as you discover that the game is actually simple, you'll plough through level after level quite quickly. Then along comes the third mood as the difficulty curve kicks in and the challenge begins. This original lull in the action gives you a chance to get into the game, but whether you'll still be playing by then is another matter. Teetering between addictive and tedious, it takes effort to pass through the easier stages to reach the challenge but it's worth it to a point. Retro fans will love it, many will be converted and some will hate it – take your pick.

MARTIN MATTERS

↑ As far as we know, this is a tree. If you know any different, please let us know...

RATING



It might not be everyone's cup of cha, but don't let that stop you trying it. The olden days of gaming really were this good...



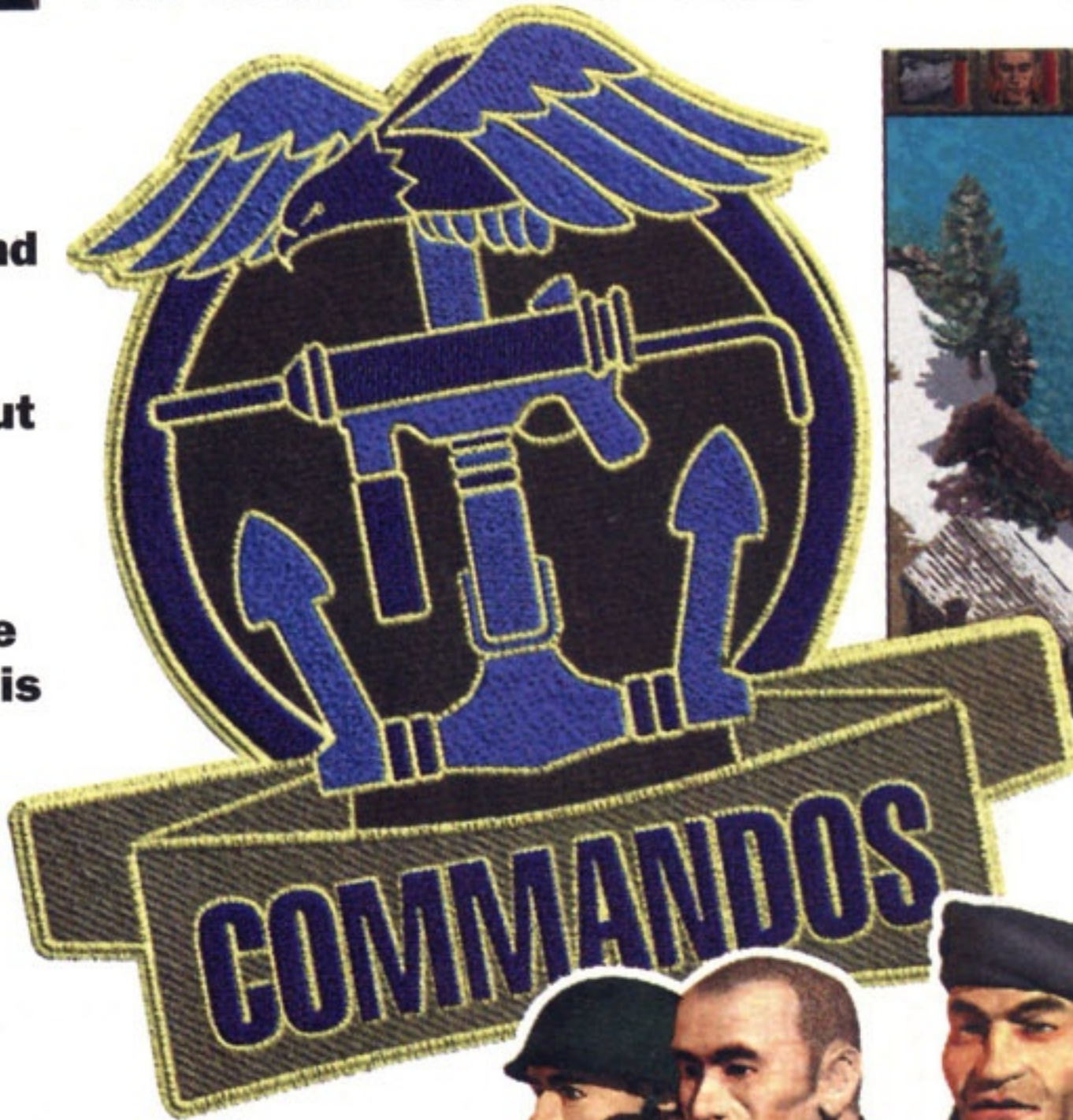
ARMY SIM	BY PYRO
OUT NOW	1-6 PLAYERS

PRICE £34.99
NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED
STORAGE 1 CD
RELEASED BY EIDOS
TEL 0181 636 3000



We're in the army now! If you ever wondered what it would be like to be in your own version of Bravo Two Zero, then look no further than *Commandos: Behind Enemy Lines*.

You've been dropped in behind the enemies guards, but you've been separated from your other team members. Troops are patrolling all around you and the Germans are on full alert. You have to rendezvous with the other members of your unit in order to take out the relay site at the top of the map. Knuckle down and head for the first guard. He's turned his back, and the Green Beret is in like a flash, and before you know it, the limp body of the guard is being hidden in foliage. Meanwhile, the marine is quietly disposing of all the troops keeping an eye out on the inflatable dingy. Obviously, that eye wasn't enough. The boat is now in use, and all three of the stranded platoon have been collected together. The relay site is all that stands between you and victory. The enemy troop operating the machine gun is facing the wrong way. The Beret once again slits his throat and the gunner takes over the awesome weapon. Ten rounds later, and all the troops are dead. The Beret moves the explosive barrels next to the site and the gunner blows the whole lot up. Welcome to *Commandos* territory.



This guard boat will make mincemeat from any of your soldiers if they don't seek cover.

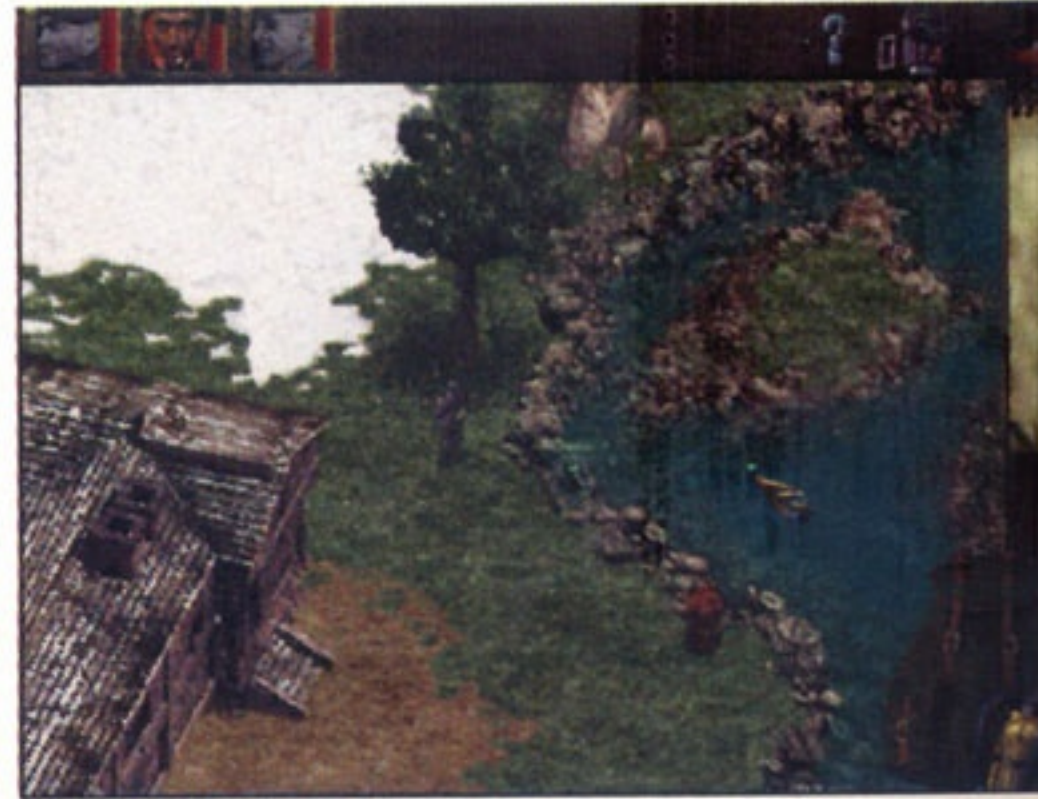


LET'S GO TO WORK

There are a total of seven different soldiers you can command during a particular mission, and the computer selects all of the necessary ones for you at the start. All you have to do, is work out which ones are the best to use. The training mode is best to give you the knowledge of the skills and abilities of the men. Each soldier has a set scenario within the training section, where you get to test out everything they can do. You can also watch the computer run you through the basics too, with a recorded demo of one of the programmers playing. These are very useful sections indeed as it'll give you the sneaky, almost undercover edge you need to elude capture and death.



The trap is set, with the decoy just behind it. The German will investigate the decoy and get snagged!



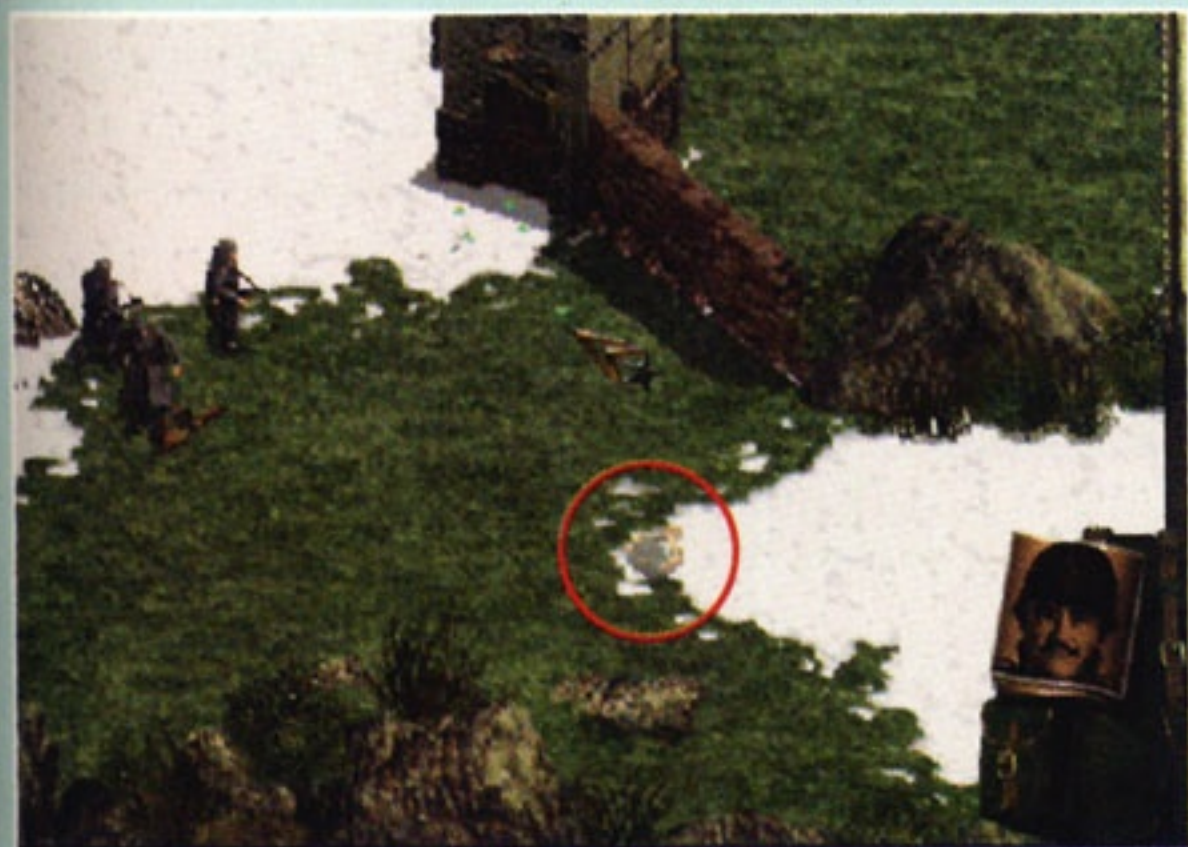
LAMBS TO THE SLAUGHTER

The Beret and the Snapper can combine to pull off one of the best, most satisfying and funniest moves in the whole game. First, select the Snapper and lay the trap so that it's just protruding from the edge of the wall. Then, crawl away and let the Beret move in so that we can drop the decoy. Set off the decoy, and the noise will cause the guard to come and investigate. Three, two, one – BOOM and he's been snagged in the trap for an easy kill. The trap is often an effective way to take out groups of foot soldiers who are patrolling a area you need to get into. It takes patience, but you can slowly pick off one member at a time because they panic a bit once one of their own dies, but go back to their patrol route a couple of seconds later. All you do is reset the trap and wait again. Don't forget though, that you have to pick the trap up to make it live again, and don't leave it at the last point you used it either. Nothing more annoying than that.



BAD TO THE BONE

A special mention must go to the Beret, Jake 'Butcher' O'Hara. He is not only the toughest and most brutal of the group, but he also possesses the most satisfying array of moves in the game. The knife and the handgun are standard weapons, but because of his strength, he has a couple of other useful additions to his arsenal. He is the only guy who is strong enough to be able to pick up the bodies of dead enemies, so disposal is a key element in his favour. He is also the guy you need to position the explosive barrels to blow up specific targets. It is also worth noting that if you put a barrel on top of a dead enemy, they will become covered up and undetectable by enemies.

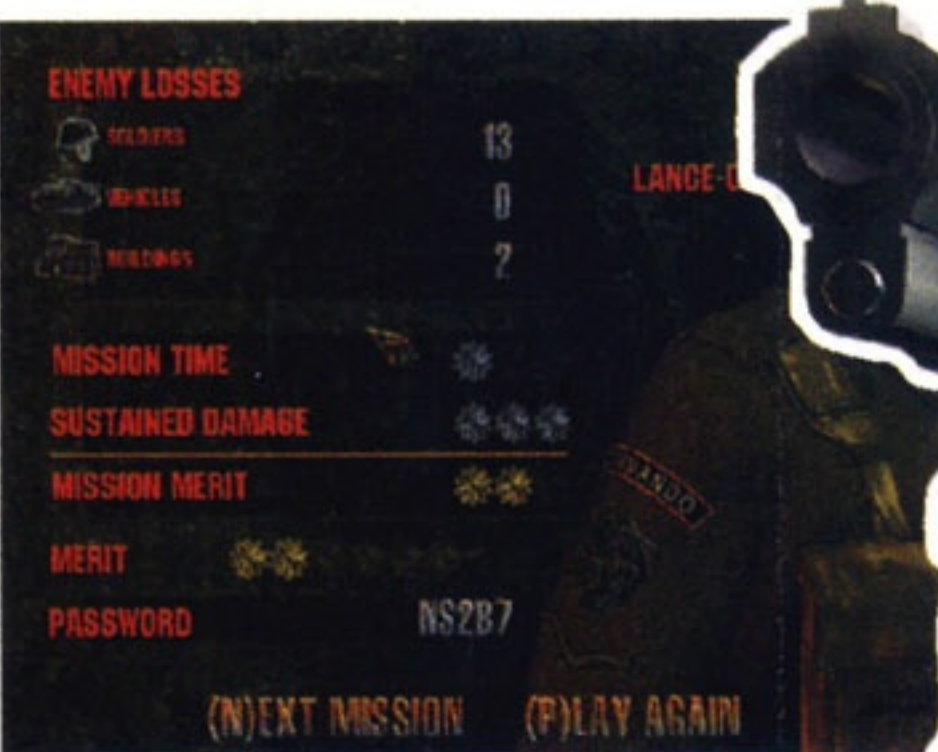
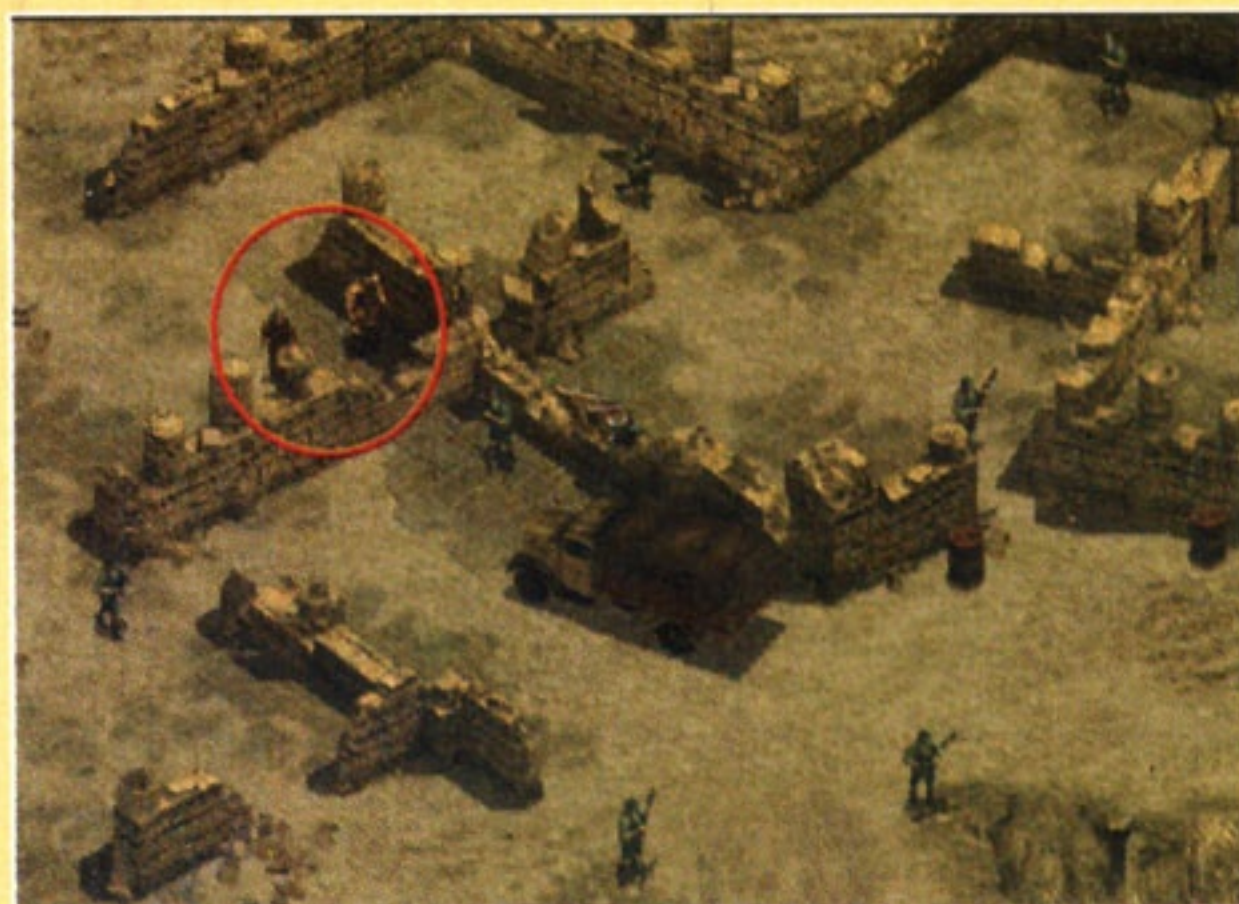


↑ Check out this awesome move. First, select the shovel and then dig yourself into the snow. The enemies cannot see you as long as you're in this position, so you can spring from the snow and start slitting some throats! Yeah boyee!

→ You're given various scores at the end of a mission, and a rank depending on your success.

MIND YOUR BACKS, COMING THROUGH!

The driver is another cool character for the simple reason, he can pilot anything! Once you've cleared a path to a specific vehicle, pile everybody you can in (that could be just the driver if it's the motorbike or everyone if it's a tank!) and trundle on through! If you are fortunate enough to find yourself in possession of the tank, you're almost indestructible! Standard machine guns, and even mounted weapons do no damage against these beasts, giving you all the time in the world to take aim and unload some tank rounds into the foot soldiers! The size of the craft though, means you'll only have a small area to drive in, before it gets stuck and cannot go any further. Any turret style guns can be use too. If you want to see what items and cars etc he can use, just select him and move the pointer over the object in question. If it changes to a moving lever, it means he can climb in. The same goes for all the other characters too. Oh, and one other thing, if you want to exit the vehicle you're in, all you have to do is click on the photo in your knapsack and they'll jump out or off.



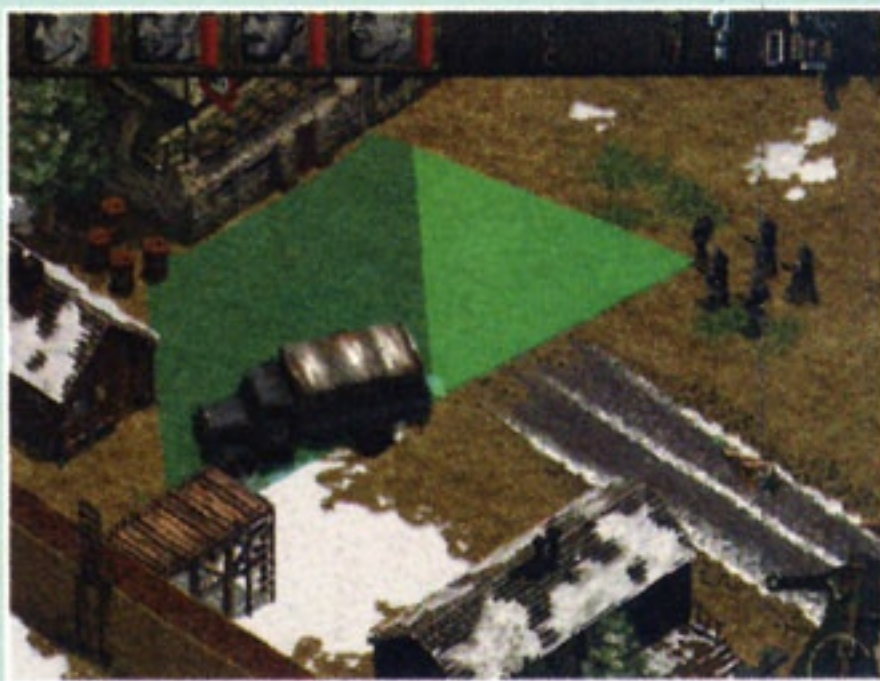
ONE FOR THE MASSES!

We know that most of you don't get the chance to experience multiplayer PC gaming, but *Commandos* does incorporate this feature for those that are lucky enough. Players can play over the Net or via a Local Area Network to get missions done in double quick time. You play the normal one player missions, but obviously take control of one, maybe two characters depending on how many are playing. There are some potential downfalls playing like this. If one guy makes a mistake, then the whole stage is messed up because you need all of the troops alive to complete a stage. Also, communication is difficult unless you're sitting next to the people you're playing with. Holding CTRL and pressing C brings up a notepad, and Z lets you type messages. This is often too slow though, as by the time you've typed in a message telling someone they're about to be spotted, they'll be dead meat!



FIELD OF VISION

The enemies field of vision is something you must get used to checking, because otherwise you'll end up running into their sight and a belly full of bullets. There are a couple of ways to check if the area you want to run into is in an enemies FOV. One is to hold shift and click on the troop you think may spot you. A soldiers sight is split up into two sections. The light green part is where they can see you whatever you're doing. The dark green however, means they'll only spot you if you're standing up in that area. Crawling through it is not a problem, and you will be safe. The other way is similar to this, but works in a slightly different way. Hold shift again and click onto an area you wish to stand, or run to. A small red cross will appear and will stay if you're safe to go there.



CVG OPINION

When I see a game like this, it baffles me to think why nobody thought of it sooner! Quite simply, *Commandos* is one of the best games I have played this year. The mix of atmosphere, originality and quality makes it so enjoyable to play. It's strangely funny as well. You cannot help raise a chuckle as an unsuspecting enemy comes inquisitively round the corner, only to be practically snapped in half by your traps! Timing your attacks so that you don't get spotted, hiding behind houses and popping out to stab a couple of enemies in the back and just planning the entire level. It requires use of common sense and clever thinking, something you cannot say about too many games at the moment. The graphics work really well, and you don't need any flash graphics cards to run it either. If you want a refreshing change to the glut of football/*Quake*/driving sims flooding the PC at the moment, *Commandos* is the easy choice to satisfy your needs. An absolutely awesome game.

STEVE RAY

HIGH FIVE!

RATING



Hardcore gaming at it's very best. It's instantly appealing, and is still one of the toughest games around. Just buy it now, OK?

PC
CD
ROM



NIGHTMARE CREATURES

You may assume that any game set in the heart of good ole London town might contain cockles, pie 'n' mash and pearly queens. *Nightmare Creatures*, on the other hand, doesn't. What it does have is plenty of gut-wrenching swordplay and killing of blood-thirsty demons. But it isn't as good as it sounds – a bizarre mixture of *Tomb Raider*-style adventure and *SoulBlade* combat leaves this game floundering to define exactly what it is. There's plenty of exploring and power-ups as well as the obvious missions to solve, but the fighting gets dull pretty quickly (slash, block, repeat) and there's little in the way of pure excitement. The movement is sluggish, and reaching the graphical detail pictured on the box requires an expensive, super fast PC. **ABDUL MONTAQIM**

ADVENTURE

JULY RELEASE

BY KALISTO

1 PLAYER

- PRICE £ TBA
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456 700



There's plenty of gut-wrenching swordplay, but who ate all the pie 'n' mash?

PlayStation
TM



TENDER LOVING CARE

The world of videogames has its ups and downs. Sadly, *Tender Loving Care* most definitely represents one of its downs by being an interactive movie. The past has proven that full-motion video games are crap. But wait! Is *Tender Loving Care* any different? Well, no it isn't. In fact it's worse – imagine *7th Guest* with all the puzzles and fun removed. The aim of the game is simple: by answering questions with either True, False or No Opinion, you affect the way the movie sequences run, and, er, that's it. No action, no excitement and definitely NO FUN – just some movies of John Hurt and questions asking if you like looking in people's windows at night. It's a good job the manual states that Aftermath accept no medical or legal responsibility for your emotional reactions to all this, or I'd be on the phone to my lawyer. **ABDUL MONTAQIM**

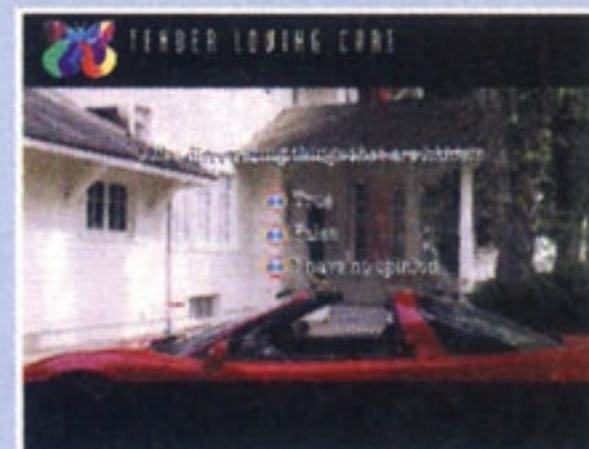
INTERACTIVE
MOVIE

JULY RELEASE

BY AFTERMATH

1 PLAYER

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 4 CD
- PUBLISHED BY FUNSOFT
- TEL 0171 240 3121



Honestly, this really is as good as TLC gets. It probably seemed like a good idea at the time.

PlayStation
TM



N₂O

Insects are normally not the first thing you'd think of when you consider any worthwhile shoot-'em-up. But with *N₂O*, bugs – or destroying them – is where it's at. Set inside over 30 different "loop" tunnels, your mission is to seek out and vaporise anything looking remotely bug-like. If you think this sounds easy, you'd be wrong. You see, your craft is powered by *N₂O* gas and as the baddies release this gas when killed you have a problem. Basically the more you kill, the faster you fly until everything becomes a headache-inducing blur. With tons of different creepy crawlies to blast, loads of power-up weapons, plus big-mama insects entering the fray, there's plenty of action here. There's also a kickin' soundtrack from "Crystal Method", rivaling anything *Wipeout* can throw at us. Blasting action at its best! **ABDUL MONTAQIM**

SHOOT-'EM-UP

AUG RELEASE

BY GREMLIN

1-2 PLAYERS

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY DMA
- TEL 01382 561 333



Playing *N₂O* is like eating a large bag of sherbet. Nice, but it messes with your head.

PlayStation
TM



STREETFIGHTER COLLECTION

Right now, there seems to be as many *StreetFighter* games as there are football games on TV. *StreetFighter Collection* is a recap on the originals, which left an everlasting impression on those who played them. The only drawback of the games is the loading times on CD. Here, we have *Super StreetFighter 2* and *Super StreetFighter 2 Turbo*. These have been kept more or less the same as the original arcade versions, which is fantastic for fans of this series. *Super SF2* now shows its age, since it is pretty slow. However *Super SF2 Turbo* definitely manages to re-light the fire. Maybe the experience is one that will be enjoyed by die-hard fans only. However, everyone should go crazy for *SF Alpha 2 Dash*. It's a re-tuning of the original that is possibly the most definitive *SF*, with new modes, moves and the return of Cammy. **ABDUL MONTAQIM**

2D FIGHTING

JULY RELEASE

BY CAPCOM

1-2 PLAYERS

- PRICE £39.99
- LOTS OF PREDECESSORS AVAILABLE
- SATURN VERSION AVAILABLE
- STORAGE 2 CDS
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255



Playing old *StreetFighter* is like going back to your music collection. Still some great moments!



ATARI GREATEST HITS 2

And so Atari carry on with the sequel in what hopes to be a long run of retro classic collections – the third instalment is already on the way! While the first disc whetted our appetites, the second pulls no punches by bringing back games virtually all gamers will know. *Marble Madness*, *Gauntlet* and *Paperboy* stopped many kids doing their homework when they were first released in the arcades and now arcade-perfect versions (no matter how dated they look) are here for your pleasure. You've also got simple yet addictive games to go along with the classics such as *Millipede*, which makes up for looks by being the most frantic shoot-'em-up around. And *Crystal Castles*, the least well known of the titles and yet oddly the most playable. But it's not all good news, folks – the last game of the collection, *Road Blasters*, is the monkey's armpit, with jerky graphics and virtually no gameplay, which is why we've excluded it from the round-up. It's worth a look for nostalgia fans and those looking for a real taste of gameplay. **ABDUL MONTAQIM**

RETRO GAMING

JULY RELEASE

BY MIDWAY

1-2 PLAYERS

- PRICE £14.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791



Relive your teenage years and play the game that started the BMX revolution. Apparently. The graphics appear to be slightly fuzzy – but that's authentic retro for you.



Although *Marble Madness's* controls are slightly sluggish, it seems to only enhance the challenge of this classic puzzler. The cream of the CD, we reckon.



Millipede looks every bit as good as the original version did – but then the original wasn't all that good anyway! Still, it's an addictive and hectic blast-'em-up.



The collection's dark horse. Hardly anyone remembers this, but it offers a huge challenge and rivals *Marble Madness* for the crown of 'Top Classic Game' on this disc.



The original multi-player experience. Everything from the arcade version is intact, right down to the grating computer voices. Top retro action.



SHINING FORCE 3

One of Sega's final official Saturn titles has a great pedigree – the Megadrive predecessors were great battle RPGs, and this new game is even better. Mixing *Grandia*-style RPG action with the epic *Shining* fights is a great idea, made all the better by some of the best visual effects yet to emanate from the Sega machine. Another great aspect of the game is its open-ended structure – your performance in battle scenes directly affects the story, with multiple outcomes affecting the overall plot of the game. But *Shining Force 3* excels in its epic fight scenes. The graphics are always pretty, functional on the map scenes and spectacular to behold on the one-on-one battling cut-scenes – and watching your characters develop from small-fry into mighty warriors during the course of the game is immensely satisfying. In all, highly recommended and a must buy for any one even remotely interested in RPGs. **RICH LEADBETTER**

RPG

JULY RELEASE

BY SEGA

1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA
- TEL 0181 996 4620



Shining Force 3 has immensely satisfying gameplay and awesome battles scenes.



CIRCUIT BREAKERS

Since the release of *Gran Turismo*, all subsequent racing games have had to measure up to the standard that it set. But I'm not going to compare the two, as *Circuit Breakers* isn't trying to be *Gran Turismo*. Imagine instead a slightly better version of *Micro Machines 3* and you might get the picture. Okay, so the camera movement is slightly annoying. The power-ups – even though there are loads of them – don't really seem very effective. And it always seems that, no matter how hard you push it, the computer cars are always ahead of you. But none of that really matters to me – you see, it's fun. And that's what computer games are all about, right? So if you're looking for a simple and enjoyable racer that you can really play with your mates, look no further than this little beauty. As a racing game, it has most of what it requires to be worthwhile. **ABDUL MONTAQIM**

MINI-RACING

OUT JULY

BY SUPERSONIC

1-4 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY MINDSCAPE
- TEL 01444 246333



Fast, fun... and any another word that begins with an 'F'. Er... falling. That's *Circuit Breakers*!



GAMEBOY™	CAMERA	BY NINTENDO	<ul style="list-style-type: none"> POCKET CAMERA £39.99 POCKET PRINTER £49.99 PACK OF 3 PAPER REFILLS £6.99
	OUT NOW	1 PLAYER	

The Game Boy revival continues with the official UK release of two brand new add-ons. The snap-happy Pocket Camera and the little sticker making Pocket Printer.

GAME BOY

POCKET CAMERA AND PRINTER

If ever there was a reason for you to rescue your Game Boy from years of neglect, then this is it. The Pocket Camera is a piece of equipment to get creative minds playing. It's a digital camera that can store up to 30 images. For those that think taking pictures is boring, then why not test your skills on animation or trick photography. You can swap your pictures with your friends, and if you have a Pocket Printer, then you can even make your own stickers. But that's not all the little gadget can do, as we will now try to demonstrate.

ADD SPECIAL EFFECTS

WORK WITH ME, LUVVIE

Taking pictures with the Pocket Camera is simple. Just select Shoot from the menu, and then wait a second as the lens adjusts to the light. If the picture quality isn't quite right you can adjust the brightness and contrast. The camera can swivel through 180-degrees, so you can even take self portraits.

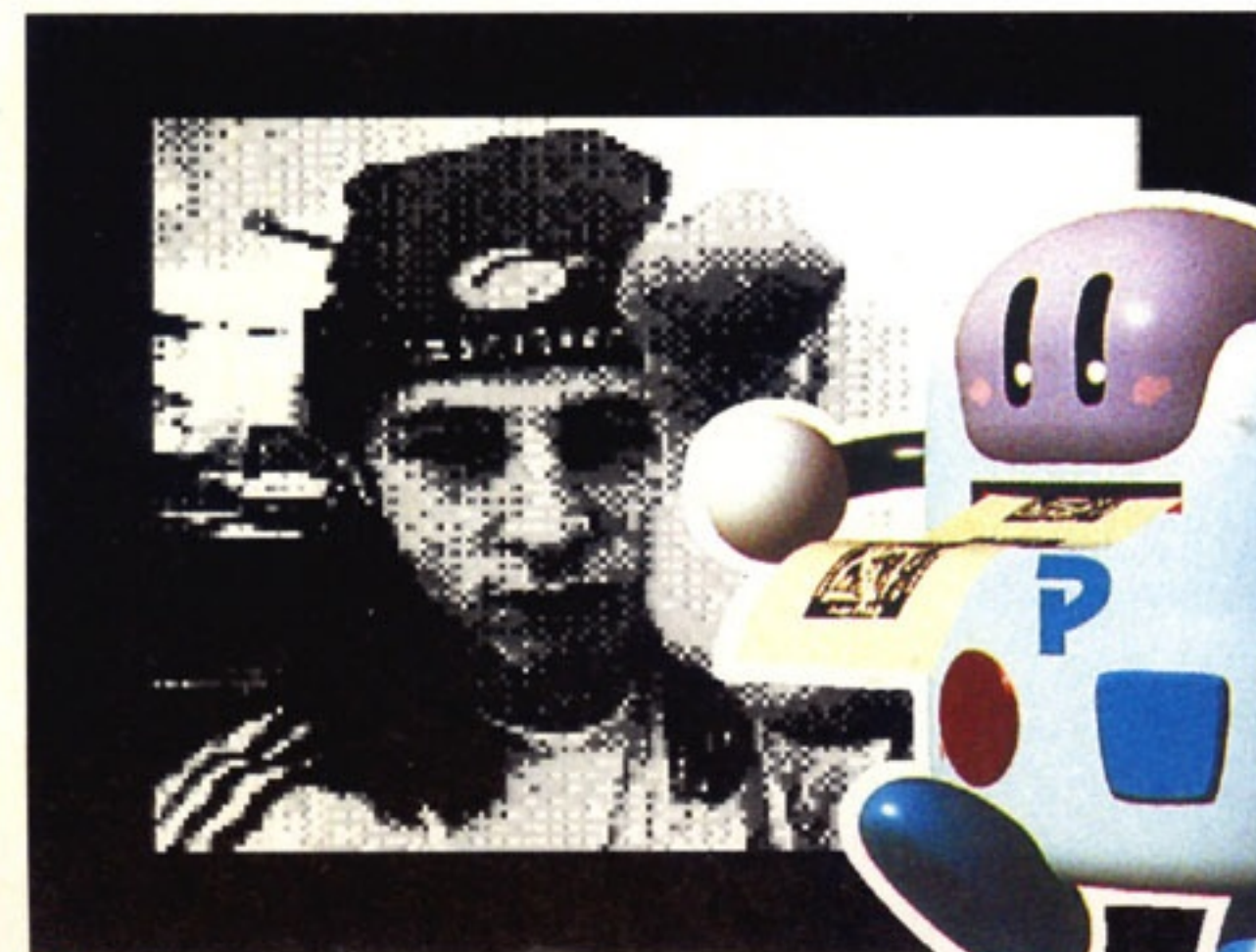
This is where the fun really begins. Select a picture you wish to modify, then choose to alter the image with stamps (clip art) or doodle (drawing on top). The clip art includes comedy eyes and teeth. You can also add trick effects while you take a picture. Choose Magic from the menu, and you arrive at the Shutterbug sub-menu. From here there is a choice of trick lenses, or you can make a montage or panorama from several pictures. Or best of all make a game face.



Adjust the brightness and contrast with the D-pad, then snap away once you're happy.

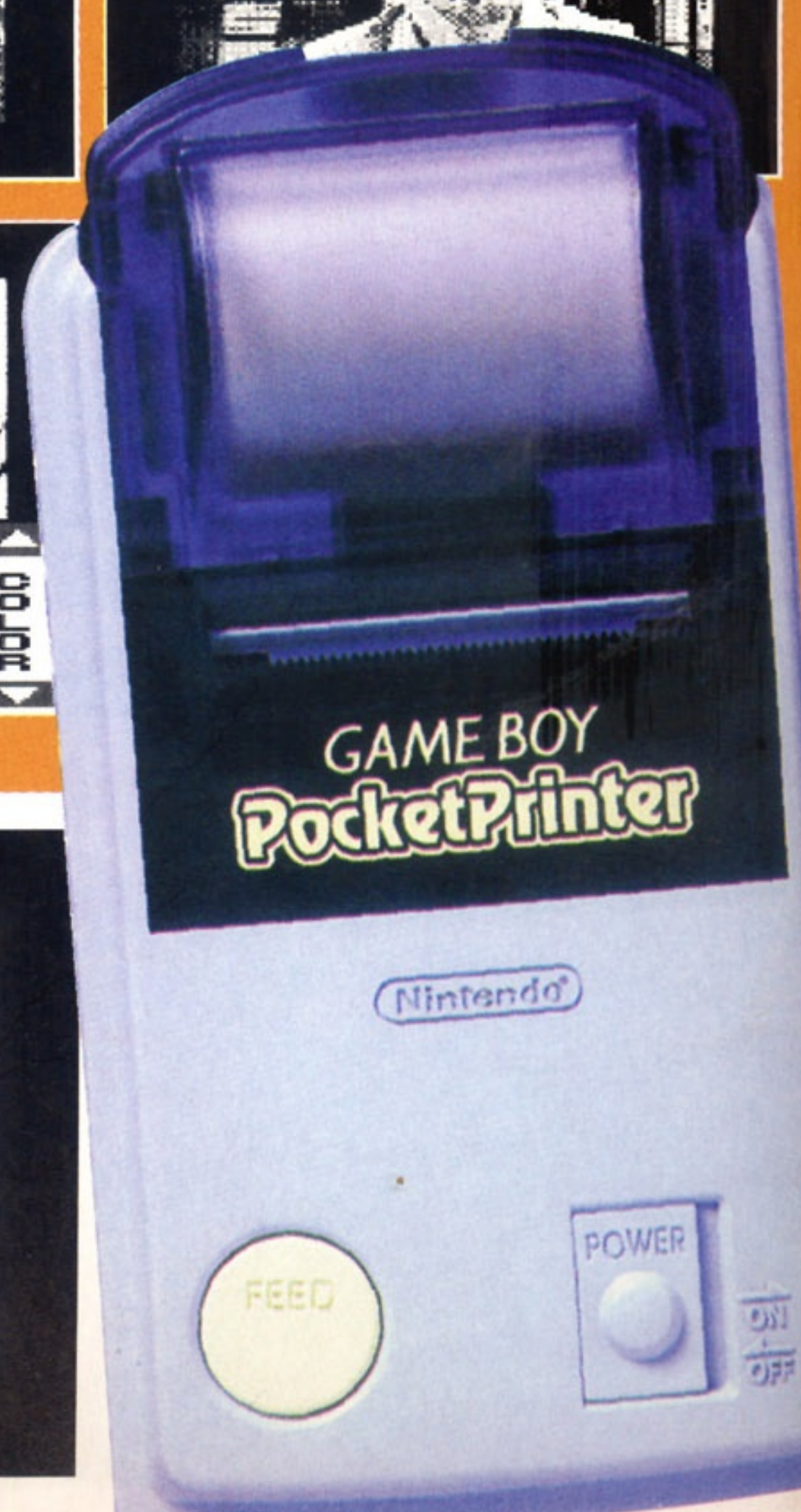


The tools are very simple to use.



This model was mean and moody, so we couldn't get an exciting picture.

Creating a hideous mutant freak like this is only a button press away!



CARTOON TIME

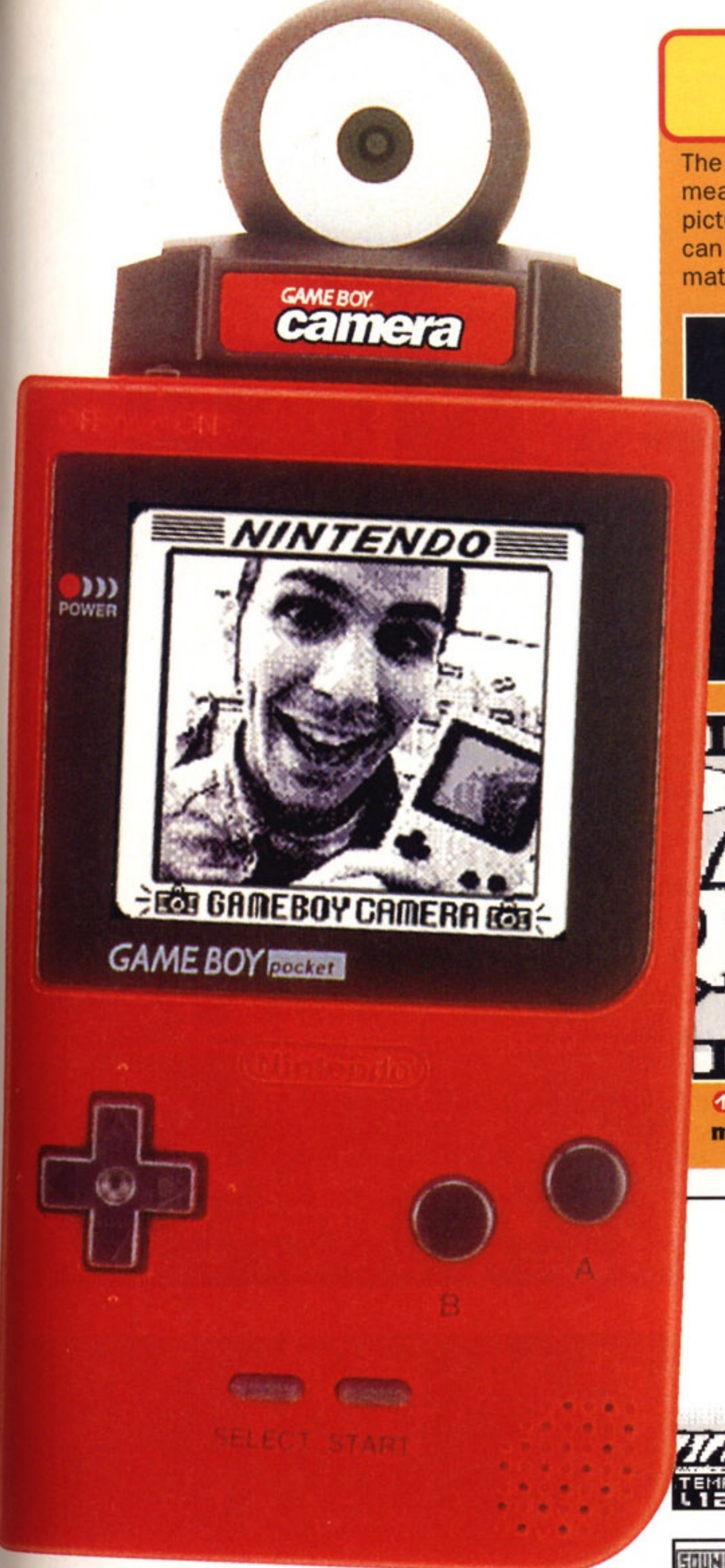
The camera has a time delay mode. This means you can set it up to take a series of pictures automatically. It also means you can use the Pocket Camera to make animations. In the instruction manual there

are even tips of how to photograph your own line drawings. If you're a secret agent you can also use the time delay mode to spy on people. By leaving your camera in a hidden place. Cool.



↑ Subtle effects like this, help to make your animation better.

↑ Watch all your pictures in one sitting, with the cute little auto slide show.

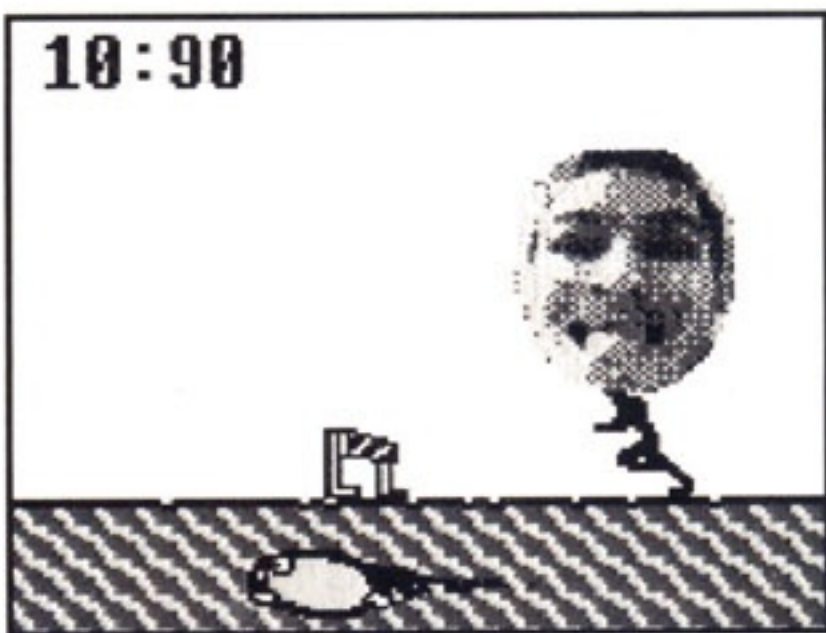
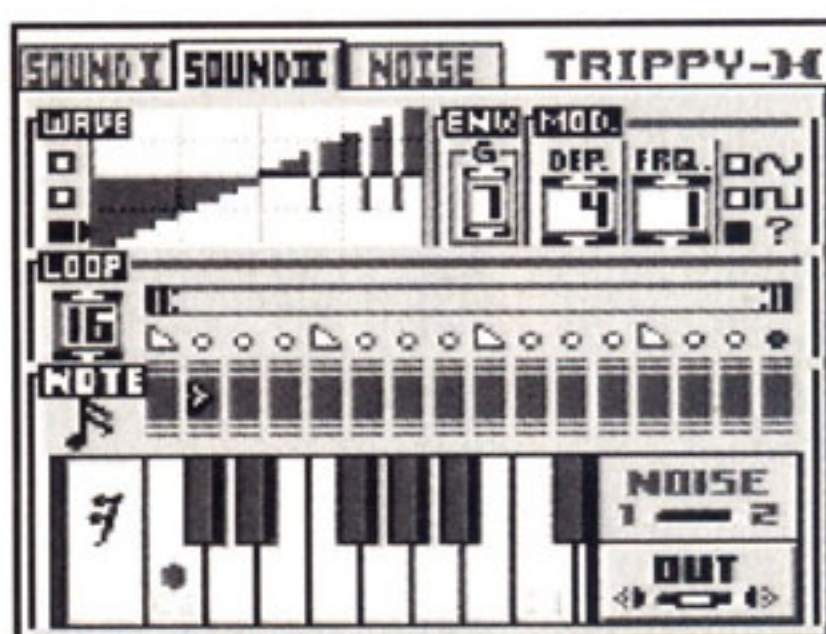


STICK 'EM UP!

Once you're pleased with the pictures you've created, why not make them permanent. Select a frame, and then with the Pocket Printer, make a sticker. The printer comes with a unique link cable, that also allows you to swap pictures with other Game Boys. The Pocket Printer has been designed so that future Game Boy games can use it. We'll have to wait and see how developers utilise this new equipment.



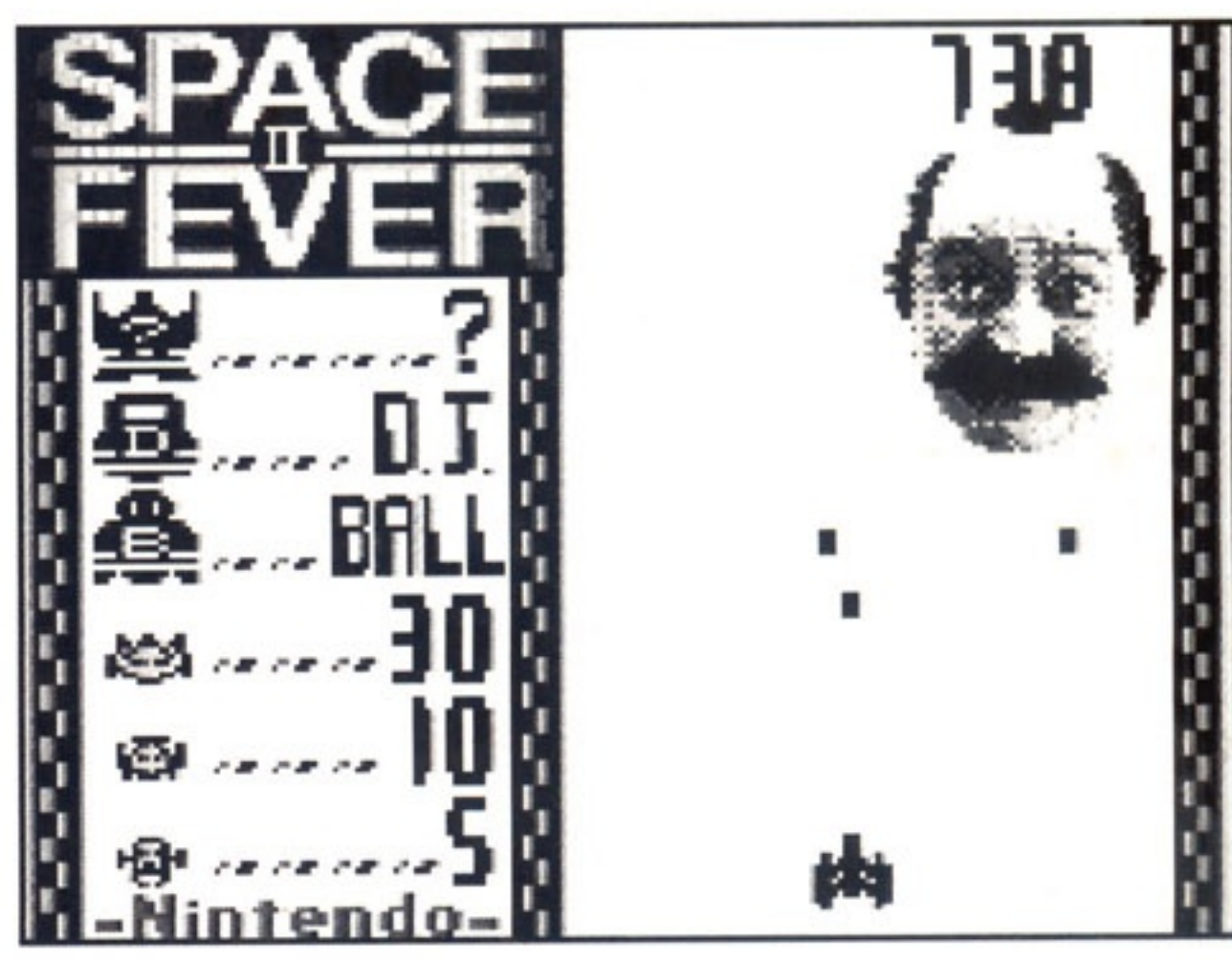
↑ Proof that Tony really does have a big mouth. Now where's that Bigfoot?



↑ Play Space Fever well to earn this secret running game.

BLOCK ROKING BEATS

There are several small games that can be played on the Pocket Camera, where you're the star. Before you play, you must shoot a game face. This is a series of four pictures, where you must position your face within a small circle, and press shoot. Now when you play the games, you'll see your face. Juggling and Space Fever are simple games, but DJ is as creative as taking pictures. In the DJ game, you can make new sounds, and compose tracks. It's basic, but fun.



SAY CHEESE WITH THE GAME BOY

REVIEW

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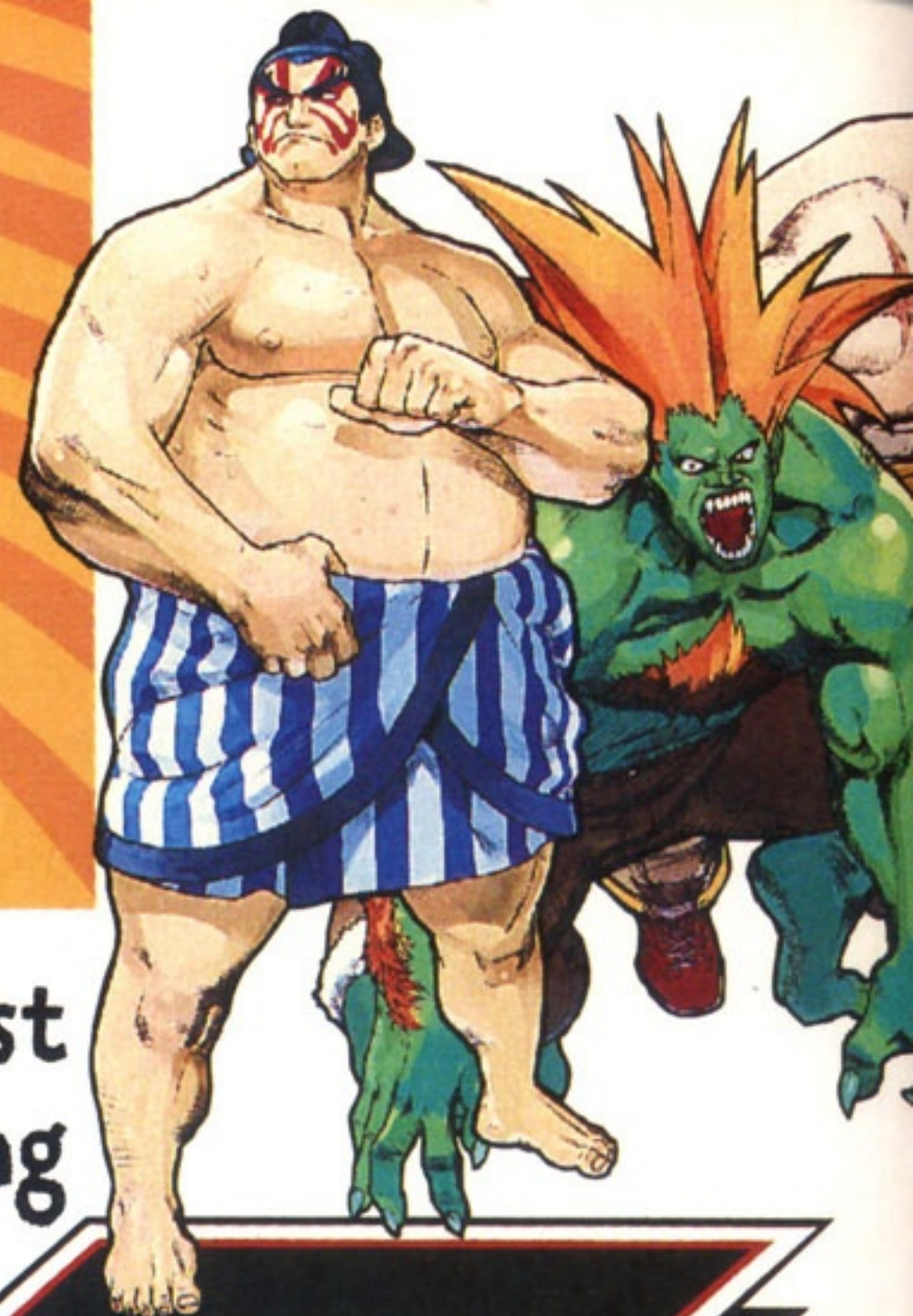
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A STREET FIGHTER ALPHA 3

We're going crazy over the idea of this game, since it marks the return of classic characters, with the greatest moves. This is the power of Capcom – that fans are kept starving for their heroes, AND are never disappointed when they finally return. PLUS Capcom always deliver with game-play refinements which refresh the whole strategy – for another 24 months at least... Here's the 'what's new'.



MAGNIFICENT SEVEN

Street Fighter Alpha 3 reunites old-timers Ken and Ryu with classic World Warriors Blanka, Vega, E Honda, and Cammy. From even further back in Capcom's catalogue of the coolest, and fresh out of jail it seems, is Cody – star of the definitive beat 'em up, Final Fight.

Aiming to define themselves as legitimate next-generation fighters are Karin (Japan), and Rainbow Mika (Russia). These stand as elaborate alternatives to Sakura and Zangief respectively.

KARIN

Plays like a cross between Sakura, and Super SF Bruce Lee-a-like Fei-Long.

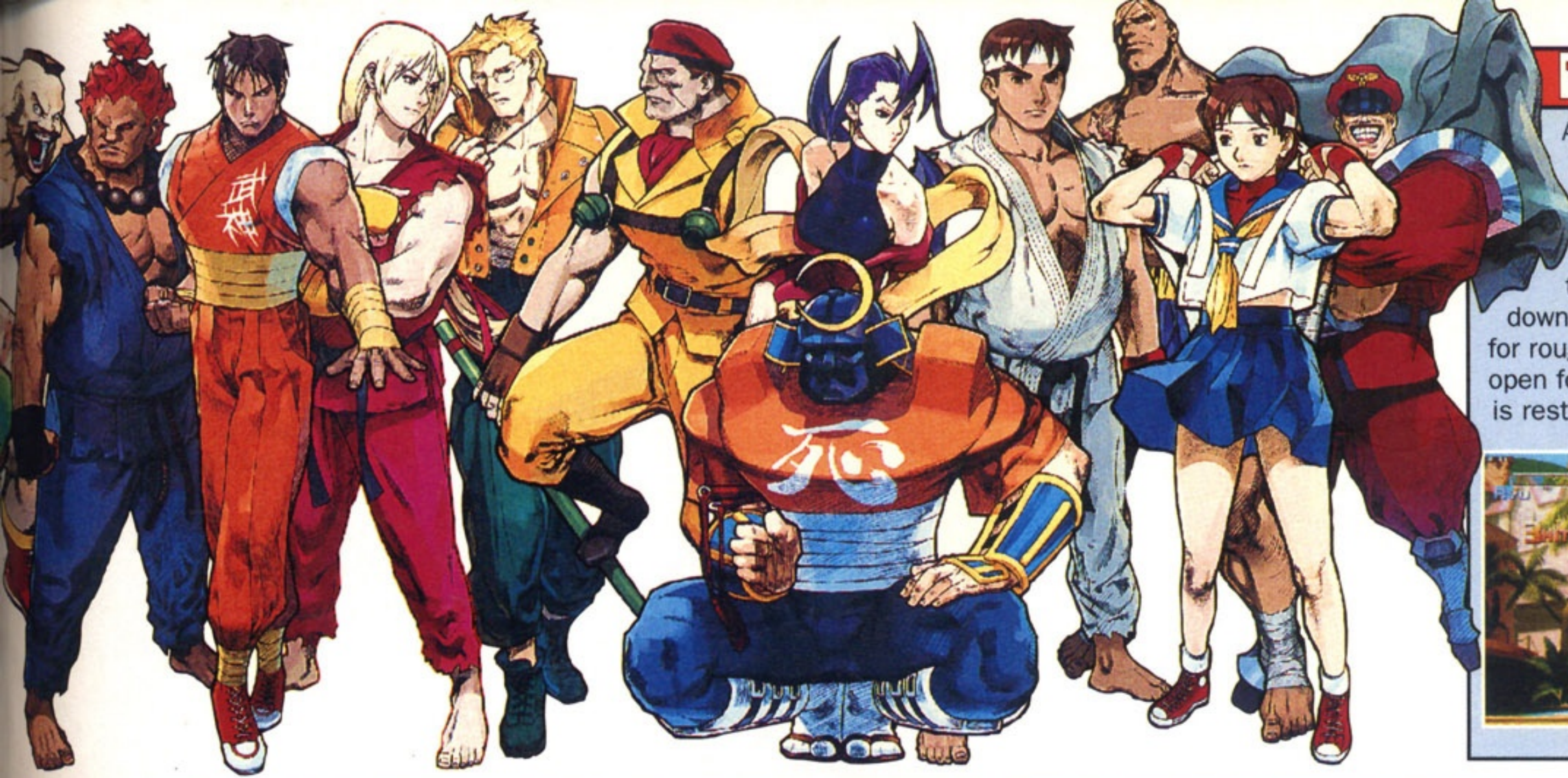
RAINBOW MIKA

Plays similar to Zangief, 'butt' with some 'cheekier' moves at her disposal.



INTRODUCING: THE BRILLIANT...

ARCADE



FEEL THE PAIN!

A new Guard Meter adds another layer of strategy to *Alpha 3*. Any hit scores damage to the Guard Meter – even a jab. Once the Guard Meter has worn down your fighter gets stunned for roughly one second, so is left open for attack. The Guard Meter is restored every round.



CONTRARY TO THE COUNTERS

The *Street Fighter Alpha* series introduced the Alpha Counter, in which you can reverse an opponent's attack with a simple technique. It requires one bar off the Super Gauge to execute. For whatever reason, Capcom have modified the Alpha counter system in *Street Fighter Alpha 3* to inflict much less damage. These are only used in a tight corner now, so the fights are even less defensive.



RETURN OF THE JUGGLE

Juggling other fighters (keeping them off the ground with a string of attacks) is now a staple in any great fighting game. In *SFA 3* juggling is kept under control by restricting the amount, and type of, hits inflicted on an opponent. You'll need to learn the maximum combinations for these combos. It's tougher still to maintain a good juggle, since the victim can flip out of the falling position and come back with an air attack. It's all timing, as usual. You'll work it out.



There are four random-select boxes, whose purpose is unknown. Four extra secret characters maybe?!

CODY

Retains his knife/stone throwing antics from the *Final Fight* days. Very cool!



ISM SYSTEM INIT

Whenever Capcom update the *SF* system, there are always those who would prefer it this way or that way better. The ISM modes are included to keep everyone happy. After choosing your character, the ISM Select allows players to determine the game system which suits you best.

X-ISM



You only get one predetermined super move, as in *Super Street Fighter Turbo*. In fact a couple of moves lost from *SSF Turbo* are back – including Chun-Li's Spinning Bird Kick, and M Bison's Psycho Crusher.

A-ISM



Same as the system in *Street Fighter Alpha* – three stages of power in the Super Gauge, but you can't try a Custom Combo (as in *Street Fighter Alpha 2*). Hence the name A.

V-ISM



Update of the Custom Combo system. The Variation Combo allows characters full freedom of movement – as opposed to being only allowed to speed-link attacks. You can also Variation Combo with only 50% of the Super Gauge.

ATTACK! ATTACK! ATTACK!

The first *Street Fighter* in ages to seriously force a change of strategy from lazy players. The addition of the Guard Meter, the Variation Combo system, and the modified Alpha Counters make it hard for players to play the waiting game. It's full on action all the way! Play it soon as you get the chance!

INTRODUCING: THE BRILLIANT...



ARCADE

ARCADE

Stand by for a first look at AM2's astounding new fighting game, coming to an arcade with a lot of money near you soon!



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SPIKE

Spike is the kind of game idea dreams are made of – AM2, one of the most respected game developers in the world, using fantastic new arcade hardware to make a fighting game for 16 players at once!

This big selection of fighters has been designed by the people who created the classic *Virtua Fighter 3* characters, while the enormous fighting arenas set around a fictional cityscape have been built from scratch by those responsible for *Scud Race*'s incredible architecture.

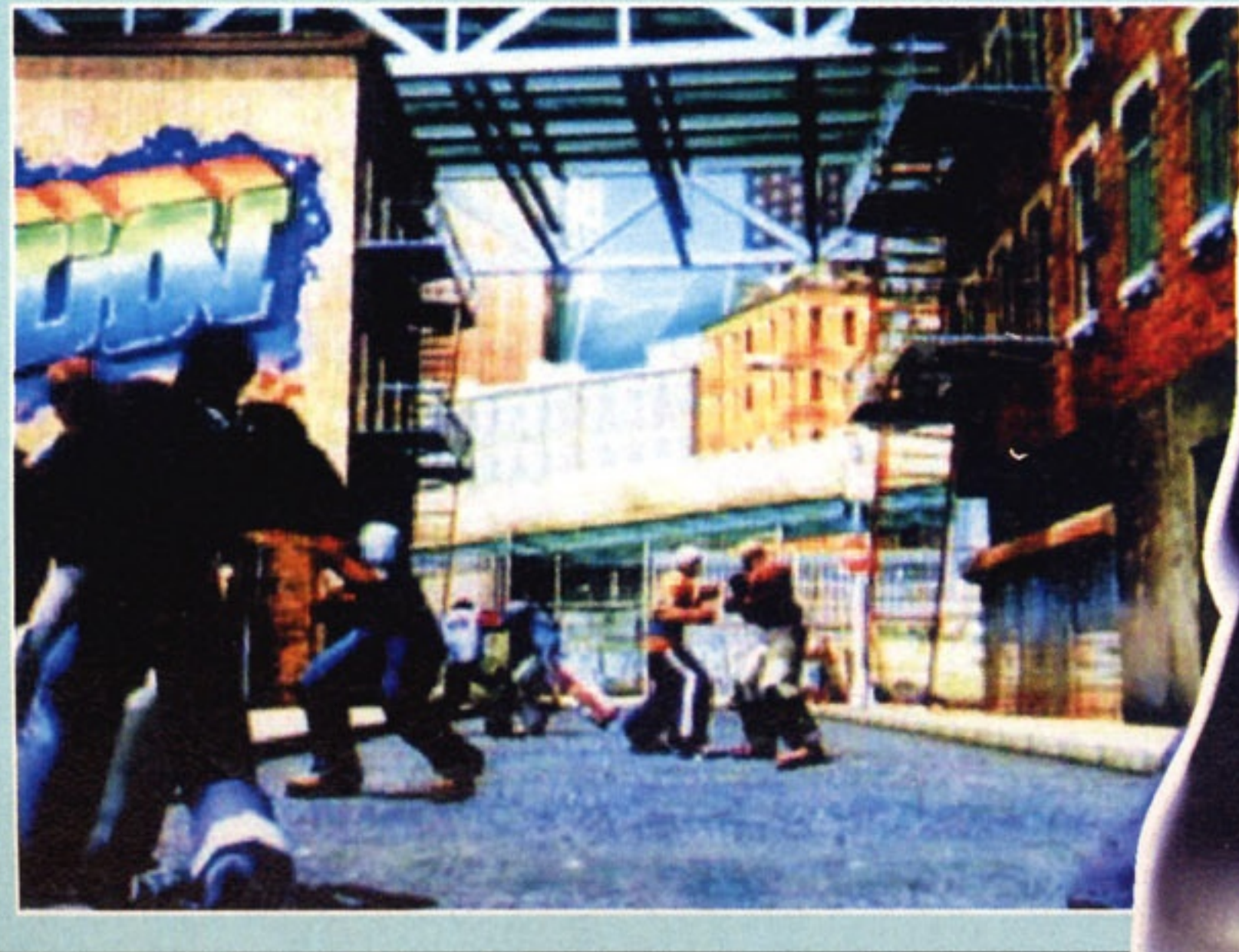
As well as a team with flawless credentials, AM2 have also used the world's most powerful arcade board – Sega's Model 3 Step 2 – along with all-new optic fibre technology to allow more players than ever before.



AM2'S AMAZING 16-PLAYER FIGHTING GAME!

THE MEAN SIXTEEN

Of course, the most exciting and original feature of *Spike* is that it lets more people play at once than ever before in an arcade game. Sixteen machines are linked together with ultra-fast optic fibre cables so that you can either compete with a big bunch of friends or even a load of computer fighters. During fights you can do pretty much what you want – take everyone on at once or even help out one of your friends if you see them in trouble. Combined moves are also possible, where one fighter holds someone still while another beats him around the face! You can even take out a group of people in one go by throwing another fighter into them!



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TAKE TO THE STREETS

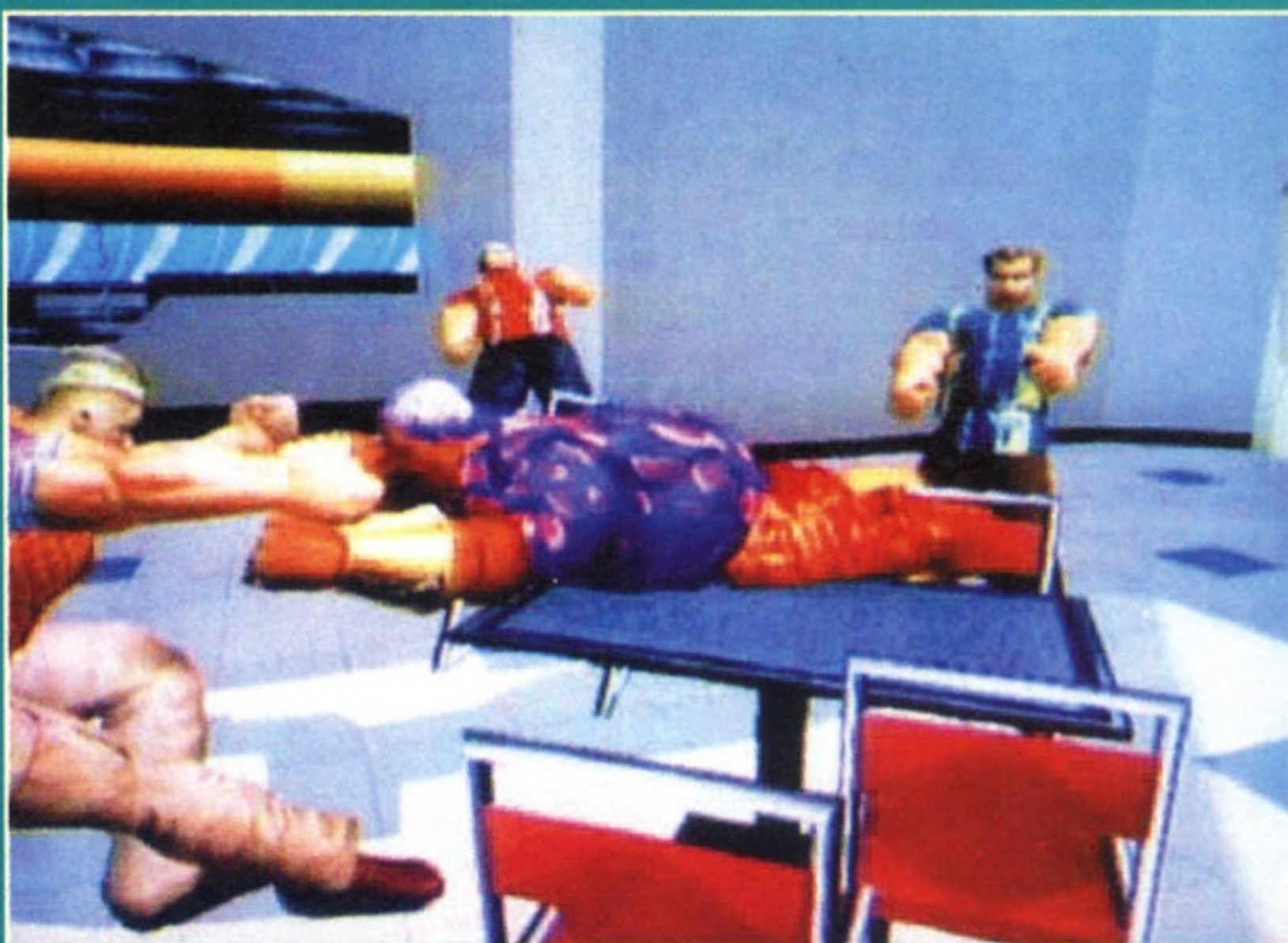


Spike's fights take place all around a big city. You can run anywhere you want in your current area to either avoid or find trouble, and this means

that fights can break out in all manner of odd places. Here are a few of the cool areas we've seen:



↑ Fighting on a moving escalator! Run the wrong way up it, then throw everyone else down to the bottom!



↑ A big scrap in a cafeteria. Here, the chubby guy's being swung around, knocking fighters and chairs flying!



↑ Fight it out in the new releases section of a big record store.



↑ Here's a bit of good old traditional street fighting. You can climb up the fire escapes too, you know.

HE'S USING THE CHAIR! IS THAT LEGAL?

Spike doesn't try to be as realistic as *Virtua Fighter 3*, so instead of concentrating on genuine kung-fu attacks and throws it involves a lot more brawling. You can use the scenery to your advantage, by climbing onto the top of vehicles or bits of furniture and jumping onto players below.

You can even pick up some of the things you come across, such as chairs, and use them as weapons. If you look around you may find something a bit more deadly, such as this crowbar!



↑ It's brutal, but there's no blood - at least in the demo we've seen. In this part of the demo the background blurs out of focus, increasing the dramatic effect.

***** OVER-THE-TOP OVERLOAD! *****

Unsurprisingly, considering that the characters were designed by the same team, a lot of *Spike's* moves are similar to *Virtua Fighter 3's*. Familiar attacks such as kick-flips, rapid punch combos and quick dashes are common, but *Spike* also features lots of over-the-top action.

Characters perform extra powerful glowing attacks which take time to charge but do enormous damage in one go. Also, players get knocked a long way through the air when hit, slamming violently against walls and other pieces of scenery. You can even knock over a group or line of fighters in one go with these powerful special attacks.



↑ Powering up for the biggest punch you've ever seen. So powerful that it knocks an entire gang flying!!!



↑ After the punch connects! This bad guy hurtles straight for the oil tanker. When he hits the tanker, it shakes!

ARCADE

The original sold the Saturn, and now the sequel hits the arcades. *Daytona 2* is finally here, and it'll be on Dreamcast next!



DAYTONA USA 2

BATTLE ON THE EDGE

© SEGA 1998

RACING GAME

BY AM2

OUT OCTOBER

1-16 PLAYERS

• DREAMCAST VERSION RUMOURED • MODEL 3 STEP 2
• DISTRIBUTED BY DEITH LEISURE • ??? ? ? ? ?

Sega's R&D departments have been hard at work for the last year creating massive sequels to some of their biggest ever hits – *Sega Rally*, *Fighting Vipers*, *Virtual On* and now *Daytona USA* have follow-ups which are reaching UK arcades right now! *Daytona USA 2: Battle On The Edge* has all of the features which made the first game so popular, but exaggerates everything to make it even more exciting than before. More players, faster cars, more amazing scenery, and even more spectacular crashes are sure to keep racing fans *Battling On The Edge!*

CRASH AND BURN

With 40 cars speeding around tight circuits you can expect crashes, and *Daytona 2* doesn't disappoint. Cars that hit walls at high speeds can expect major damage, with bodywork flying off and cars exploding in flames. Multiple pile-ups are also more spectacular this time around. To make the race even tougher, all wrecked cars stay on the circuit. Including the much more accident prone computer controlled cars. So expect to see burning shells blocking the racing line during the latter stages of a race



Should you make it back to the pits, you'll be pleased to see your lovely motion captured pit crew.

BACK TO THE TRACKS

As with the original *Daytona USA*, there are three tracks from which to choose – Beginner, Intermediate and Advanced – each with their own distinctive look and feel.

BEGINNER: 8 LAPS, 40 CARS

The first track is a simple high-speed oval track. As with the first *Daytona*'s 777 Speedway, there's a tight corner just before the pit lane which you'll need to look out for, but otherwise it's top speed all the way. The whole circuit is set inside a giant glass dome which looks incredible!

INTERMEDIATE: 4 LAPS, 20 CARS

The Intermediate course is set in some kind of amusement park and is surrounded by some of the most amazing scenery ever! One minute you're speeding through a futuristic space section, then you're down in a sewer system, then a massive skeleton creature crawls along the top of the buildings!

ADVANCED: 2 LAPS, 30 CARS

This is a very long, twisting circuit which will really test your concentration. The scenery is a bit more realistic than the previous two courses, with an impressive dockyard, a freeway section and even a tight city street. You only need to do two laps, but getting through all of the checkpoints in the time limit is sure to be tough.



High-speed cars, tight corners and some spectacular crashes – it's all here!



GENTLEMEN, START YOUR ENGINES!



ARCADE

LOOKING GOOD

The action looks better than any other Sega racer to date. This is thanks to the power of the Model 3: Step 2 board. The tracks twist and turn right off into the distance. There's also notable roadside attractions, like the huge fully animated skull and limbs that

reside above the Advanced track. Best of all are the newly improved collision graphics. Showers of sparks rain down whenever cars touch or scrape along a wall and long trails of smoke are caused when the brakes are slammed.



↑ This very long straight should give you time to build up a colossal speed!



↑ CRRRAASH!! One excellent crash where our car pulverises the other car's ass!



↑ It's obvious, but choose the right car for the right race instead of sticking to a favourite. That way, you'll get the most out of each race and set yourself on the road to becoming a games god.



SPEED DEMONS ONLY

There are three different race modes in the game. Beat The Clock is you versus the track, with no other cars to worry about. Real Players Only is just that, no clumsy computer-controlled cars to get in the way

of things. Finally No-Assist is for the true professional. This removes the auto-assist that speeds up slower cars and back markers, or in other words – bad drivers. It's the ultimate way to prove who's the best driver.



↑ The better you become, the harder the race becomes. Try it out in different modes.



LOVELY MOTORS

There's now a choice of three cars, each of which comes in Automatic and Manual flavours. It's worth trying them all out to find which one suits your racing style best – do you go for reliable handling or all-out power?

EASY: Chums Car Racing



↑ Not very quick on the straights, but is very easy to control. This is probably the best car to use when learning courses.

NORMAL: Scorpio Plasma Racing



↑ A good balance of speed and handling, the Scorpio is bound to become the most popular choice of car.

HARD: Phantom Racing



↑ This car looks mean! Goes like a rocket, but can be tricky to turn – you should master "drifting" if you're using the Phantom.

GIVE 'EM SOME ROAD RAGE

No Sega racing game is complete without a custom built cabinet, and *Daytona 2* is no different. The major new feature for the deluxe cabinet is the "Crash Impact Generator". This hydraulic feature, delivers shocks to the back of the seat and the feet upon impact. There is also a rumble to recreate the engine. The cabinet also houses a 50" projection monitor, a very good size to take in all the action.



NEW GAMES

FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES

90% COMPLETE
CD ROM
STRATEGY/ADVENTURE
BY DREAMWORKS
SEPT RELEASE
1 PLAYER

TRESPASSER

The digital sequel to *Jurassic Park: Lost World*. It's you versus the dinosaurs in a fight for survival, starting at the ruins of Site B on InGen's island. What makes *Trespasser* a first is that all moveable objects in the game have real physics. Meaning that you can build, destroy, and basically just toy with everything you find.

The land belongs to the dinosaurs, among them Raptors, Triceratops, and – good luck – more than one T-Rex. The dinos are artificially intelligent, fully articulated, physically accurate models. They respond to hunger, curiosity, fear, and fury!

You will be truly living the whole experience from sunrise to sunset, taking the fight for survival from the forests to the mountains; claustrophobic industrial areas to vast expanses of beach. Eventually you and the dinosaurs will find each other - fight, or flight it's up to you. Since everything is 'real' you can use anything as a means of self defence. Through stones, fire a gun, or even combine such items to create a distraction then attack. Everyone who hunted down *Trespasser* at E3 agreed that it was one of the best finds of the show.



⤴ The dinosaurs are based on those created for the Spielberg movies. Imagine being charged by one of these!



⤴ The dinosaurs respond to pain – by wishing to cause you pain back!

70% COMPLETE
PlayStation
ADVENTURE
BY ODDWORLD INHABITANTS
OCT RELEASE
1 PLAYER

ODDWORLD: ABE'S EXODDUS

Another grim tale of the Mudokons unwittingly consuming their own dead, this time in the form of a drink called *SoulStorm*. Once again only Abe is wise to the situation and leads a revolution, starting from the *SoulStorm* brewery where Mudokons are digging up bodies for ingredients.

Abe can chat to the slaves using more sophisticated GameSpeak than before. Instead of just replying 'Okay', Mudokons are likely to have their own ideas, and will try their own thing against Abe's wishes. Abe can even apply his powers of possession to control the mind of a Glukkon and make it do his will. But if it all goes wrong, the consequences are much more severe!



60% COMPLETE
CD ROM
3D SHOOTING
BY REBEL BOAT ROCKER
JAN RELEASE
1-16 PLAYERS

PRAX WAR

THE TRUE, INCREDIBLE SEQUEL TO *DUKE NUKEM*. It doesn't star the Duke himself, but at its core is the inventiveness, humour, and technical prowess that made him a success. Rebel Boat Rocker is a development team comprised of the founding members of 3D Realms. Now they've advanced the game, technically and imaginatively. This ain't no *Quake II* rip-off.

Prax War boasts a brand new game engine, plus a selection of great new



⤴ You can pilot giant robots in *Prax War*!



gameplay ideas. You will be amazed at how complete this 3D world is. You can explore convincing outdoor terrain, as well as indoors. Every feature is modelled in 3D, down to the smallest detail. The gameplay aspect is also thoroughly revamped. It's more dramatic – witness the air strike which destroys a fly-over bridge, and shatters the floor, causing soldiers to hang on for their life. It's more realistic – like when enemy soldiers descend from the ceiling using ropes, instead of just kicking around until you enter the room.

Not a great deal more to give away at this stage, except to prepare you. *Prax War* will be the same threat to *Quake II*, as *Duke Nukem 3D* was to *Quake*.

80% COMPLETE
3D ACTION
BY CORE
SEPT RELEASE
1 PLAYER

NINJA

This Ninja game will be going head to head with Activision's *Tenchu*. That's some competition. *Ninja* is an arcade-style (read: easy to get into) action game, set in ancient Japan.

You play a young Ninja called Kurosawa, who must exorcise demons from his homeland (how they got there is kind of a long story). The gameplay is said to be inspired by old arcade classics *Double Dragon*, *Rygar*, and *Ghosts and Goblins*. Basically street fighting in exotic locations. You can use weapons including swords and shuriken, and pick up bonus items including health potions and extra lives. We'll have a full report for you next issue.



Remember this scene. Do not get caught out by these spikes, OK!



Ow! My leg! (© Mortal Kombat IV, 1997, 1998)

60% COMPLETE
3D SHOOT-EM-UP
BY DREAMWORKS
OCT RELEASE
1-2 PLAYERS

SMALL SOLDIERS

Licensed game from the Stephen Spielberg movie of the same name. Toy soldiers called the *Commando Elite* have come to life, and start waging war on their enemy, the *Gorgonites*, around Ohio, USA.

In the one-player game you control Archer, leader of the Spiritual Gorgonites, and try to defeat the Commandos. In the two-player game – a split-screen fight to the death – you can be either the Gorgonites, or the Commandos. The biggest fun is to be had using the futuristic weapons and transport that are only ever available to toys. The giant walking gun-turret is our favourite so far. Good control, cool special effects, and great music. *Small Soldiers*, the game, will launch with the film in the UK.

Expect the highest quality movie shots from *Small Soldiers*. The movie's going to be great!



70% COMPLETE
CAR BATTLING
BY SINGLETRACK
TBC RELEASE
1-4 PLAYERS

ROGUE TRIP

The team that brought you *Warhawk* and *Twisted Metal* jump into the driver's seat for *Rogue Trip*. Way into the future, the *Rogue Trip* has become the latest in holiday experiences, and you've just bought a one-way ticket to the action.

Although at first it might seem like *Twisted Metal 3*, the game is much more varied. Rather than simply destroy your opponents, the main object is to rescue tourists placed somewhere on the playing field. Once he's safe in your car, you have to seek out photo opportunities around the zone which will earn you cash. Should one of the rival cars steal the tourist from you



Ransacking the runway! – kill them! In addition to the one-player game there are deathmatch options, and a four-player mode.

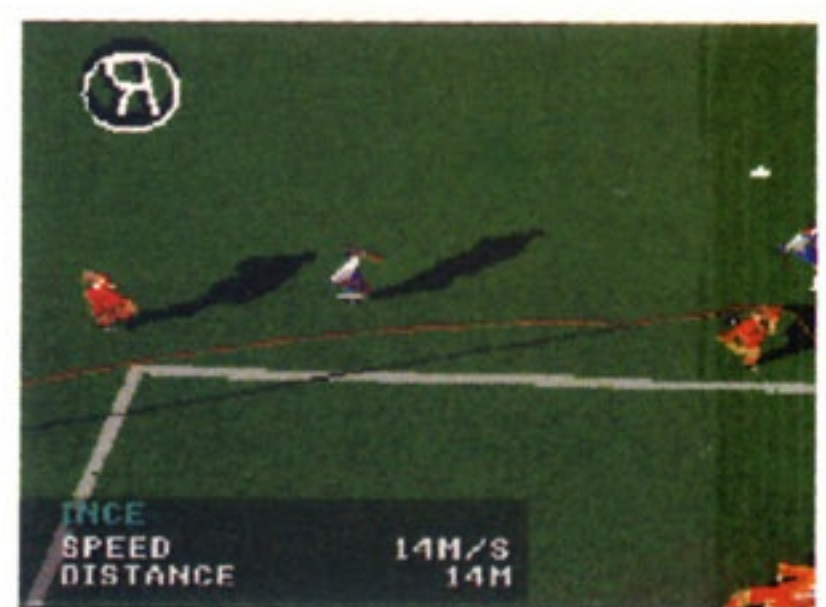
80% COMPLETE
FC ROM
FOOTBALL MANAGER
BY GREMLIN
SUMMER RELEASE
1 PLAYER

PREMIER MANAGER 98/99

The World Cup's just finished, and the new footie season starts soon. Gremlin see this as the perfect time to release the latest in the series of *Premier Manager* games.

PM '97 was Gremlin's biggest-selling PC-only game last year, and the successor is pretty much the same. Updates for the new season means all the latest player transfers will be in place, plus Arsenal and Man United will be competing in the champions league. Chelsea will have even more foreign imports, and at 'boro Gazza might get a game.

Can Premier Manager overtake Championship Manager?!



80% COMPLETE
FC ROM
SPACE STRATEGY
BY FIRAXIS
AUTUMN RELEASE
1-7 PLAYERS

SID MEIER'S ALPHA CENTAURI

When the creator of *Civilization* releases a new game, you sit up and take notice. *Alpha Centauri* features a ship full of colonists, who crash land on a planet and are separated. The seven factions must try to survive on this new alien world.

Each group has different strengths and weaknesses, choose one and plot their survival. Build military units, energy weapons and



This is where *Civilization* left off – human colonists taking the fast space-ship to AC!

special abilities like cloaking devices. Research future technologies and terraform the land to suit your needs. Explore the planet and encounter aliens, but most importantly survive. If this is anywhere near Sid's past efforts it's going to be amazing.

FIRST LOOK AT HOT NEW SOFTWARE!

NEW GAMES



TEKKEN 3



JAPAN

USA

WORLD CHAMPIONSHIP

If you've read our news section this month, you'll know that E3 is the world's largest exhibition of new video games. Though *Tekken 3* was already available to buy in America, it still drew the biggest crowds.

Standing proud among them was Katsuyuki Hayashida, who beat over 1000 players at the Tokyo Game Show in March this year. Hayashida-san reached the final after scoring over 200 consecutive wins. Not surprisingly, Hayashida-san went on to kick the US champion's ass, right after doing away with the reigning Japanese champion who also attended E3.

The 'All-Japan' exhibition Match was incredible to see, especially since Hayashida-san was using Yoshimitsu, who requires no less than the skill of an expert. His Japanese rival was using Paul Phoenix, but was utterly destroyed! After watching this awesome display, there is no doubt that Yoshimitsu is now the character of choice for flashy players.

There were enough impressive players representing America at E3. Namco auditioned for places on the first day of E3. Anyone could enter, but if they beat their opponent they went on to challenge a Namco expert - who was using Forest Law (*Tekken 3*'s strongest fighter!). All survivors got through to the main tournament on day two, which was hotly contested to say the least.

It would be great to see this level of competition in the UK. Namco's arcade division hold regular events in London, but, come September, the whole country will go *Tekken 3* crazy when the game is released on PlayStation. So far Namco and Sony have no plans for a nationwide competition, but write to CVG and it could be arranged.

Demand that the UK continues the *Tekken 3* Road To E3 tournament. Send all postcards to this address: **TEKKEN 3: ROAD TO BLIGHTY**, CVG, Emap Images, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ

He may not look much, but Katsuyuki Hayashida is the best *Tekken 3* player on earth. He took the trophy for being the world's best at the E3 show in Atlanta, USA.



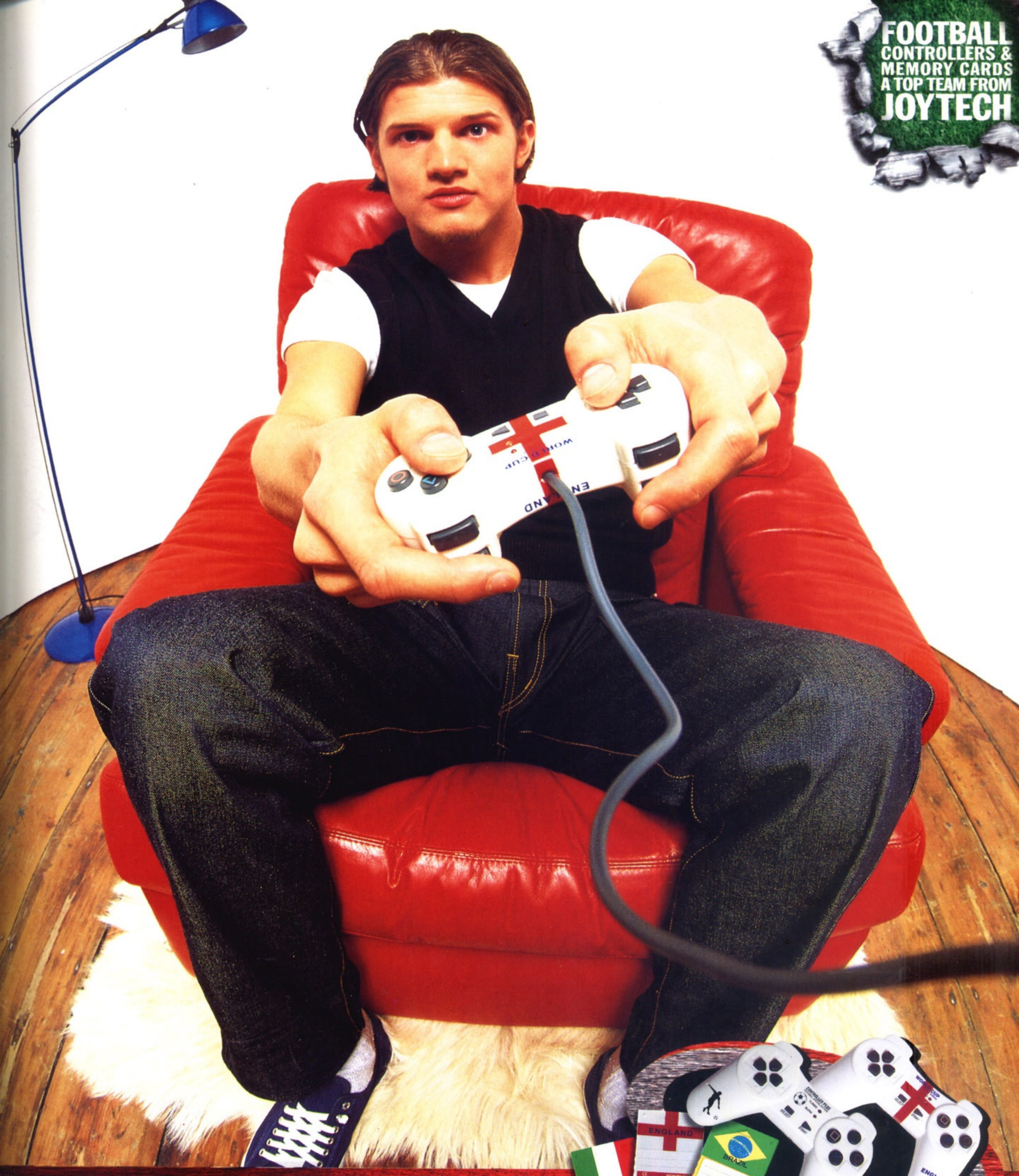
↑ Tekken 3 fans, meet your nemesis. This 22-year-old student from Tokyo is the world champion.

TEKKEN 3 WORLD CHAMPIONSHIP AT E3



↑ US champion CJ Kyle (left) in furious action at the semi-final stage.

FOOTBALL
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MEMORY CARDS
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WILL NOT TAKE PLACE ON EARTH**

**GET LOST FROM JULY 31
AT CINEMAS NATIONWIDE**