

computer and video games

+ MISSION: IMPOSSIBLE

+ METAL GEAR SOLID

+ FOOTBALL GAME NEWS

TEKKEN 3

UK VERSION FULLY TESTED



750pt & SGEEL

**YOU AIN'T SEEN
NOTHING YET!**

TOMB RAIDER 3



F-ZERO X

**FASTEST RACE
IN THE WORLD**
LIVE COVERAGE!



The Only Wrestling Game on N64 with 640 x 480 Hi-Rez™ Graphics
Photo-realistic polygonal wrestlers and 3-D environments.



Wrestle in Multiple "True To The Ring" Matches
Steel Cage, Gauntlet, Weapons, Royal Rumble and Challenge.



Create-A-Wrestler
Customize a wrestler's gender, body, face, strength and costume.



Over 300 Motion Captured Manoeuvres from the WWF's Finest
Finishing moves like "The Stone Cold Stunner" and Shawn Michaels' "Sweet Chin Music."

*Stone Cold Steve Austin™
World Wrestling Federation® Champion*

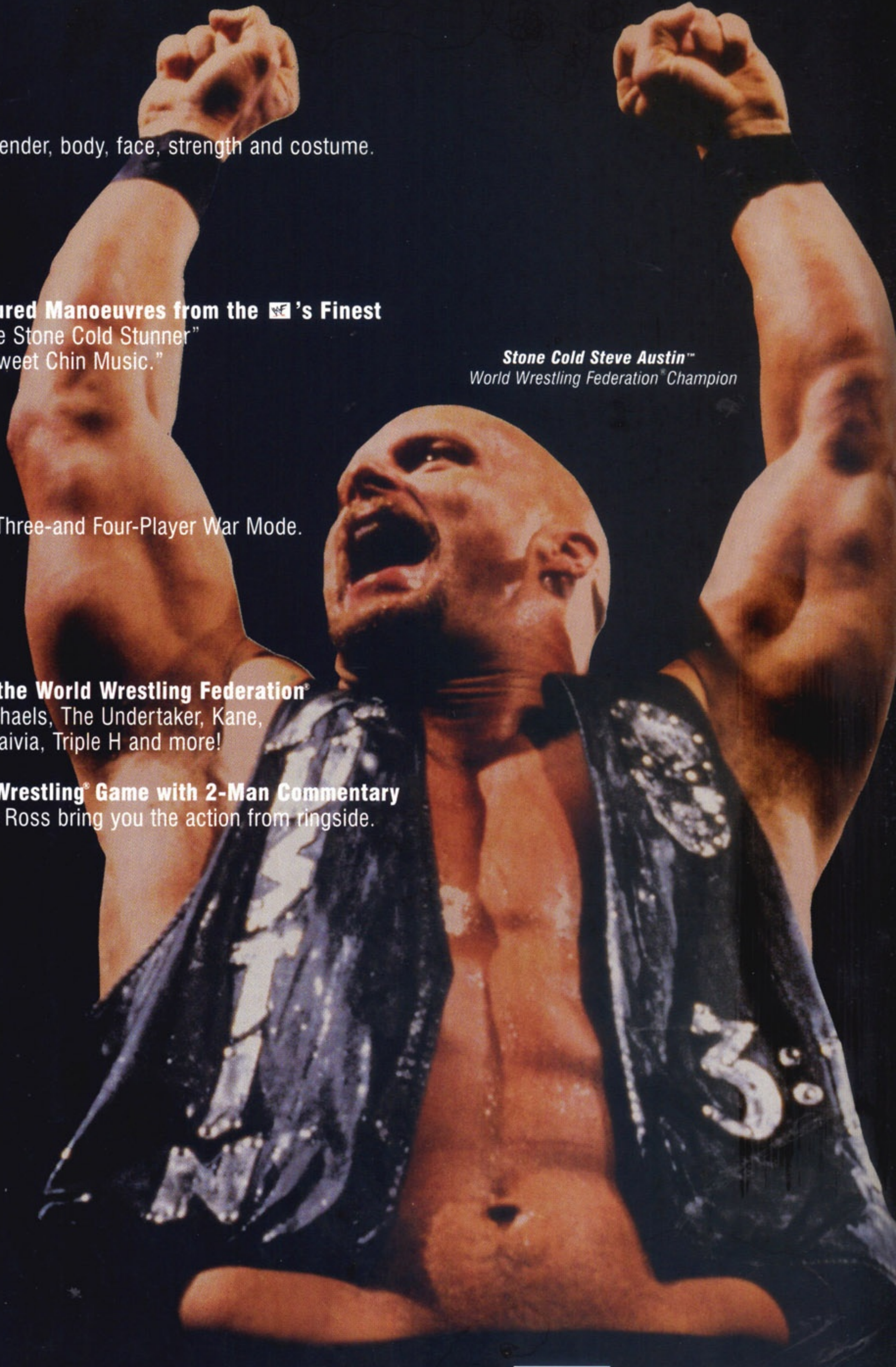
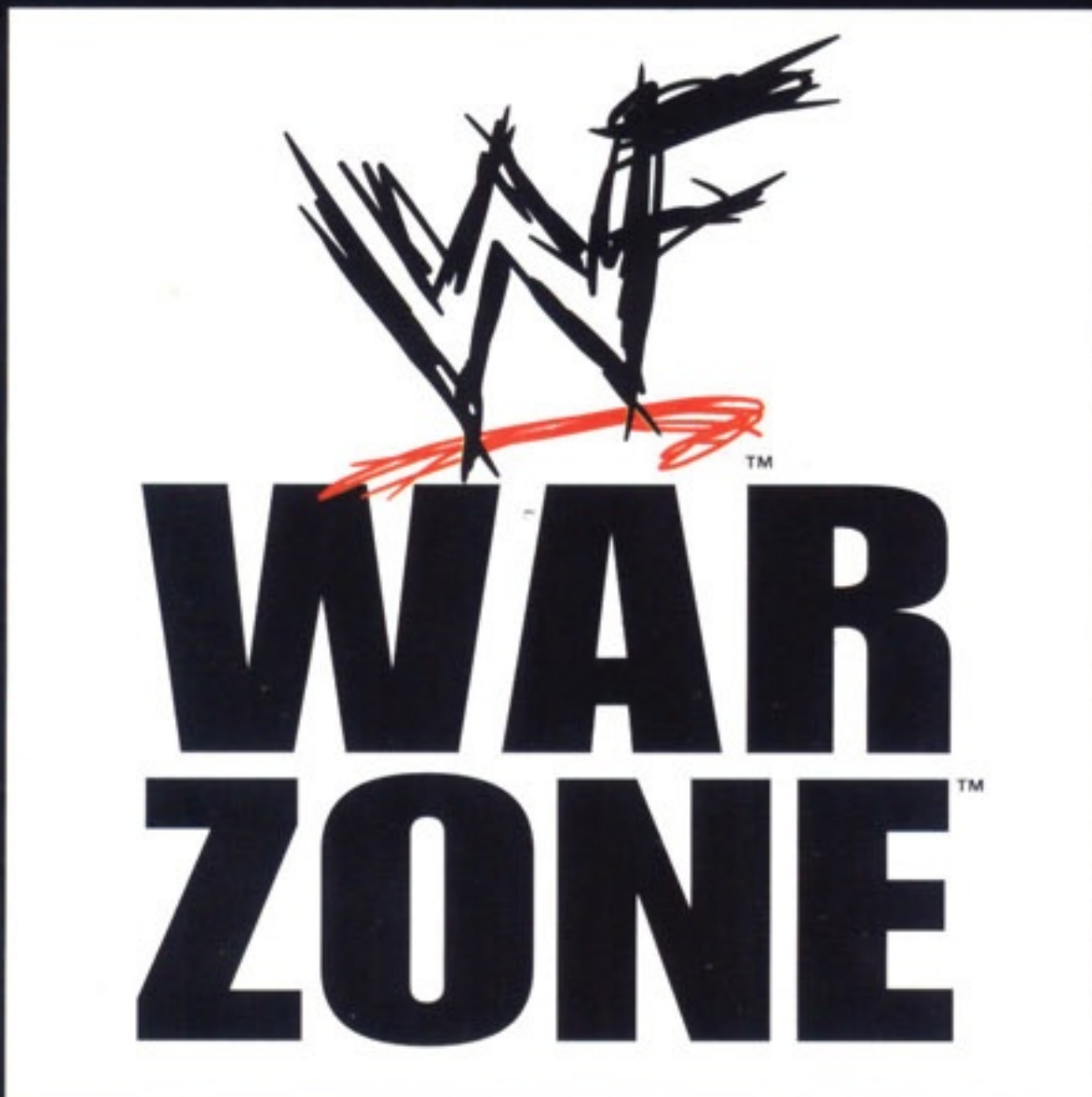


4-Player Action
One-on-One, Tag Team, Three-and Four-Player War Mode.



The Biggest Names in the World Wrestling Federation®
Steve Austin, Shawn Michaels, The Undertaker, Kane, Ken Shamrock, Rocky Maivia, Triple H and more!

The Only Professional Wrestling® Game with 2-Man Commentary
Vince McMahon and Jim Ross bring you the action from ringside.



Also available
on Game Boy.



www.acclaimsports.com

SONIC COMING TO DREAMCAST!



You're looking at the mysterious piece of art used by Sonic Team to announce that their greatest creation is on his way to Dreamcast. None other than Sonic The Hedgehog.

On the 22nd of August 1998 Sonic Team are holding a free public presentation of *Sonic Adventure* at the Tokyo International Forum Hall, and have invited every Sonic fan in the world! Thousands of gamers will be able to pack into the hall to get the first ever look at the game, talk to the creators and even collect some free Sonic goodies.

Although *Sonic Adventure* has been in development since Sonic Team completed work on the magnificent *NiGHTS* in 1996, no information about the game has been revealed at all.

As CVG understands it, the game will feature full 3D movement with a selection of brand new **playable** characters. Other than that, it's all a bit of a mystery. But rest assured, Sonic Team won't let us down.

CVG will be at the historic presentation and we'll have a full, detailed report in the very next issue.



computer
and
video
games

SONICTEAM

TOP PRESS! • STOP PRESS! • STOP PRESS! • STOP PRESS! • STOP

Look closely... Is this really Sonic?... His eyes are green... His teeth are pointy...

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↑ Mix some mellow tunes with *Fluid*.



↑ *Pocket Fighter* - combat gone crazy!

HARDCORE COVERAGE OF THE BEST GAMES

GIZMO PALACE

THESE EXTREEMELY LOUD TRAINERS AND OTHER EXCITING WARES ARE FEATURED IN GIZMO PALACE. TURN TO PAGE 44 NOW!



CHECKPOINT

WIN LOADS OF GAMES! PLUS ALL THE LATEST GAMES RELEASES AND EVENTS.

NEW GAMES

FINAL FANTASY VIII IN DETAIL, PLUS DUKE NUKEM: TIME TO KILL, DUNGEON KEEPER 2, AND OTHER STUFF WORTH GAGGING FOR.

NEWS

FIRST SCREENSHOTS OF DREAMCAST GAMES. PLUS THE RES EVIL MOVIE!

MAILBAG

WIN YOURSELF A CONSOLE AND LOADS OF GAMES FOR DOING WHAT YOU ENJOY DOING - RANTING AND RAVING!

COVER
STORY



WE'VE PLAYED THE GAME, AND TALKED TO THE GUYS WHO MADE IT. FIND OUT WHY THE LATEST LARA CROFT ADVENTURE IS HOTTER THAN HER NEW TOP!



P12



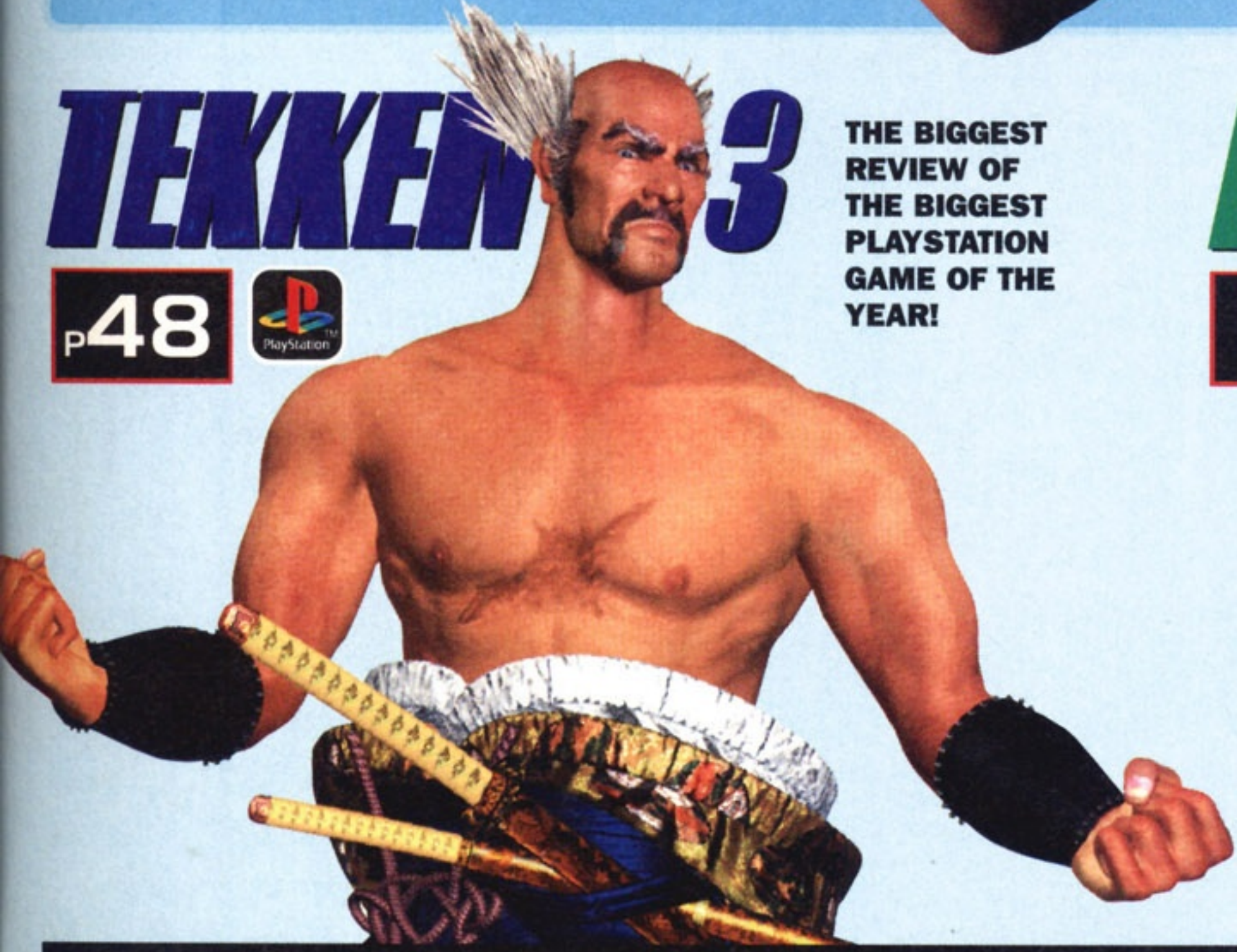
PC
CD
ROM

TOMB RAIDER 3

TEKKEN 3

THE BIGGEST REVIEW OF THE BIGGEST PLAYSTATION GAME OF THE YEAR!

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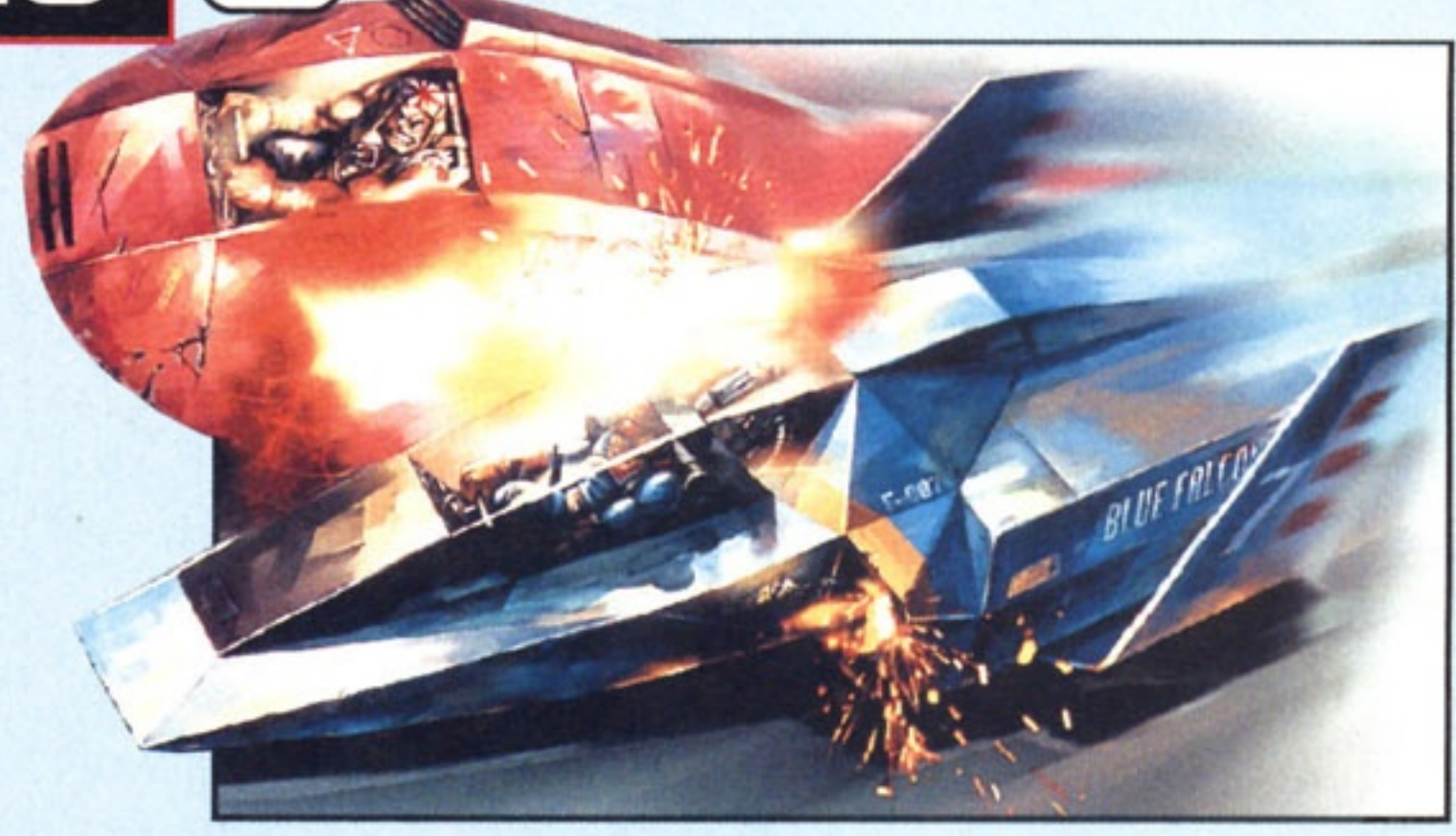


F-ZERO X

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NINTENDO'S ADRENALINE-FUELLED RACER RIVALS WIPEOUT FOR EXCITEMENT.



FOOTBALL GAME NEWS

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PC
CD
ROM



BODY HARVEST

P36 AWESOME SHOOT-'EM-UP ACTION FEATURING THE RELENTLESS SLAUGHTER OF EVIL BUGS FROM OUTER SPACE!



METAL GEAR SOLID

P28 THE MOST INVENTIVE ACTION-ADVENTURE EVER MADE. THINK WE'RE KIDDING, EH?



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HARDCORE COVERAGE OF THE BEST GAMES

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 DOLBY SURROUND
to bench test all the latest games.

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emap. images

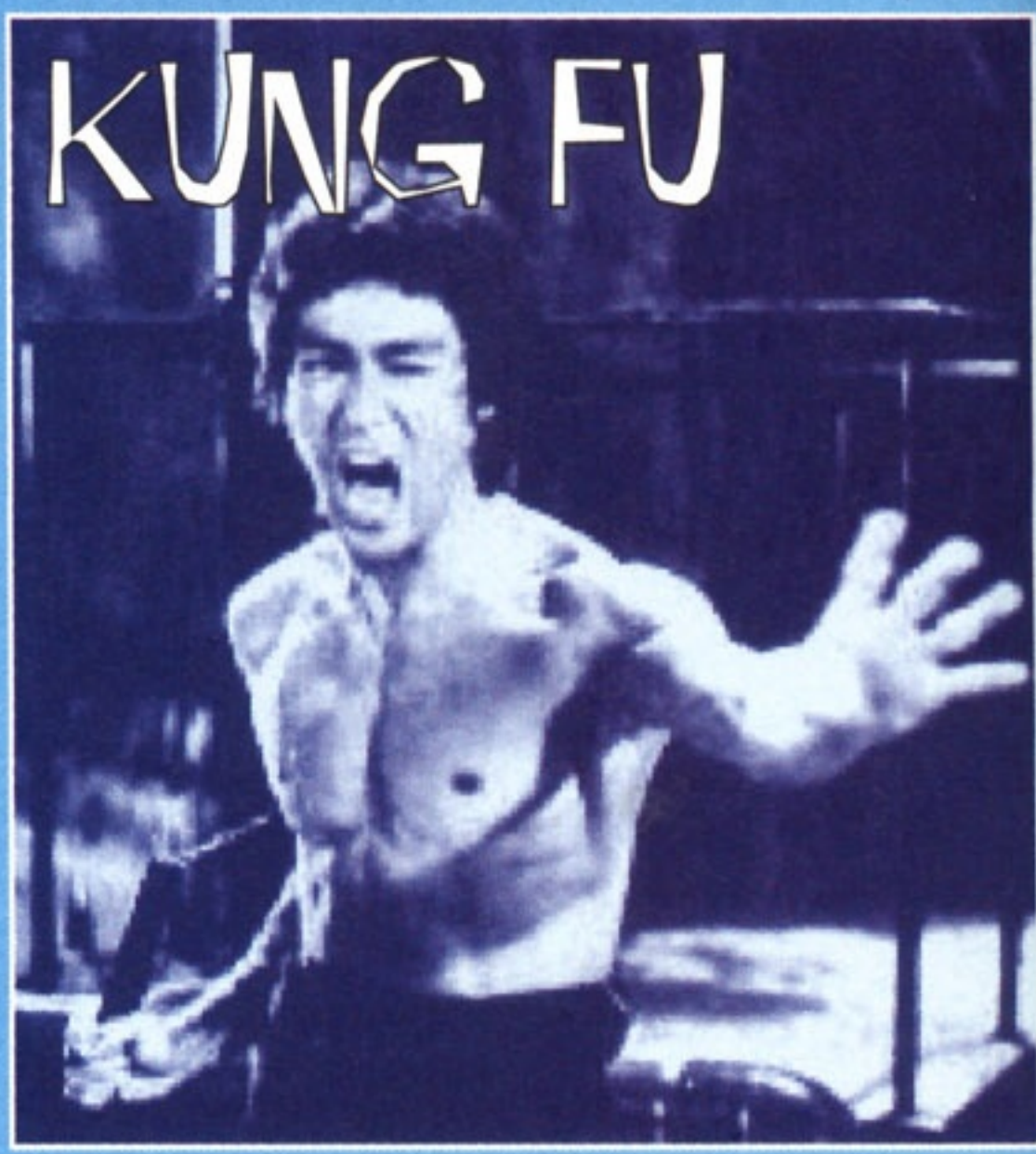
GAMES MAGAZINE KUNG FU

Other games magazines take themselves very seriously. And they will often tell you this. Yet CVG is the only games magazine which takes you seriously.

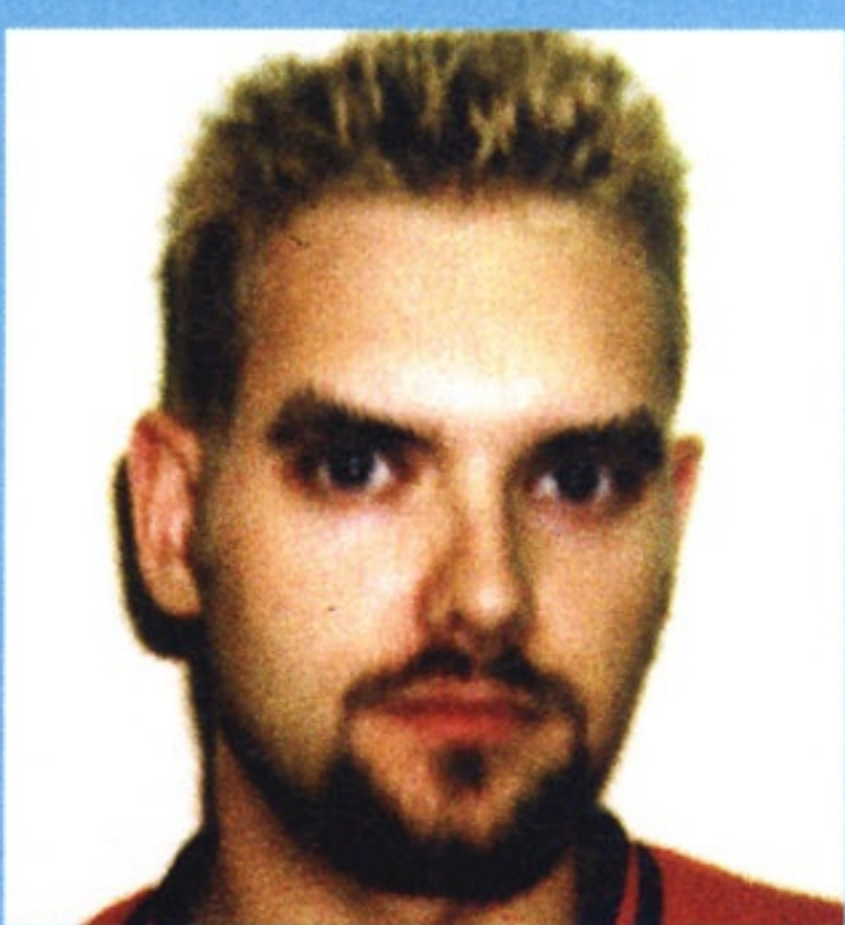
The CVG staff work harder than anyone, and sometimes harder, to bring you the best possible games information each month. Our experience is second to none, which means the advice we give is of value to you. Use what we know, and you will save yourself time, and money. That's our guarantee.

Now you know what makes CVG the best-selling all-games magazine in the UK. We're number one because we work hard to put you at number one.

PAUL



SEPARATED AT BIRTH



↑ Paul Phoenix, from Tekken 3.



↑ Matt Broughton, friend of CVG.

This is our mate, called Matt. He totally looks like Paul Phoenix from Tekken 3. Send in pictures of your mates who look like guys from games (male or female) and we'll humiliate them for you! If they're good enough, we'll send you a cool prize.

MY MUM IS LARA CROFT
Computer and Video Games
37-39 Millharbour
Isle-Of-Dogs
London
E14 9TZ

VOTE FOR THE TOP 100 GAMES OF ALL TIME

Do it! Thousands have entered their suggestions 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 ☆☆☆☆

F-ZERO X




Better than most people thought it would be. Certainly no disappointment to those who 'believed'. If you own an N64, you can rest assured that *F-Zero X* will be the envy of all your mates this christmas. Such speed. Such style. Such heavy metal!

TOMB RAIDER 3



You may want to believe that this series is getting out of hand. Too little too soon. Too bad, Lara's back and this time she's brought some kick-ass game-play to the table. And, of course, some great-looking costumes.

POCKET FIGHTERS



Give it a break and *Pocket Fighters* will entertain. Trust us.

METAL GEAR SOLID



Couldn't let a month go by without recognising *Metal Gear* for the genius game that it is. And it is.


STEVE KEY



SENIOR WRITER
CURRENT FAV GAMES:
• COMMANDOS
• ISS 98
• LEGO MINDSTORM
• BREATH OF FIRE 3
• ISS PRO 98

Steve has taken a holiday, so will be treated to silence from the rest of the team as per tradition. The silence is a precautionary measure designed to gradually dispel any outside influences Steve may have picked up while 'enjoying' himself – without a control pad in his hands. He will be back to normal soon.

ED LOMAS



SENIOR WRITER
CURRENT FAV GAMES:
• QUAKE 2
• COLIN MCRAE RALLY
• BURNING RANGERS
• STREET FIGHTER ALPHA 3
• POCKET FIGHTER

Doesn't play video games any more, he just watches. From video game gladiator, to video game commentator in one foul (and we mean foul) swoop. Want to know if you're doing good or bad on any game of your choosing? Call in the services of Ed Lomas. In fact, want to know how good or bad you're doing in life? Ed can help you with that too. Price: Chocolate.


PAUL DAVIES



EDITOR
CURRENT FAV GAMES:
• TEKKEN 3
• BRAVE FENCER
• F-ZERO X
• VAMPIRE SAVIOR
• RADIANT SILVERGUN

Things are so bad for Paul, even the Work Experience is beating him at *Tekken 3*. To make himself feel better, Paul's taken to playing imported Saturn games. You might laugh, but these games are really empowering Paul's Gamers Spirit to an incredible level. With this new strength, Paul may yet control all.

ABDUL MONTAQIM



PROD EDITOR
CURRENT FAV GAMES:
• PREM MANAGER 98
• ISS 98
• TEKKEN 3
• RESIDENT EVIL 2
• WIPEOUT 2097

Give him credit, Abdul has taken a few games of ISS Pro from the writing staff this month. Football is obviously his thing. Of course, if you believe Abdul, you'd be certain that he is a natural at everything. Natural? We don't think so. We believe Abdul is a hard drive extension for the Life Observing MASHine (LOMAS).

JAIME SMITH



ART EDITOR
CURRENT FAV GAMES:
• F ZERO X
• SF ALPHA 3
• BANJO KAZOOIE
• SF ALPHA 1
• SUPER SF 2

'Street Fighter Alpha 3, that's the game for me; It's got Blanka and Honda in it, It's really wicked innit; When I use Guy I show you what it's about, When I use Vega it's gonna be a knockout; I think the new girls are brilliant and cool, Yeah Karin and R Mika totally rule; *Street Fighter Alpha 3*, Suh-ta-reetah Fie-hee-taaaaagh!!!

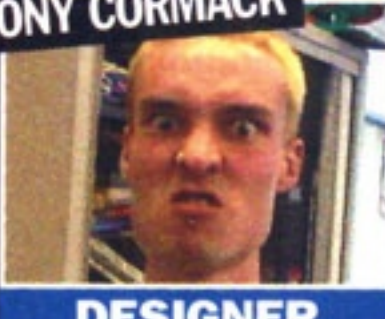
TOM GUISE



DEP EDITOR
CURRENT FAV GAMES:
• SEGA BASS FISHING
• DAYTONA 2
• RADIANT SILVERGUN
• RESIDENT EVIL 2
• TEKKEN 3

We've dug a hole, and we're putting Tom in it. Sort of like a Time Capsule. We want to see if his type will cause as much trouble in 2098 as it does in 1998. Also, Tom being out of the way means we don't have to think about stuff like his birthday. Well, he always did say he was more into the underground scene.

TONY CORMACK



DESIGNER
CURRENT FAV GAMES:
• COLIN MCRAE RALLY
• ISS PRO 98
• TEKKEN 3
• METAL GEAR SOLID
• BISCUITS

The only guy in the world who asks himself, 'Does my mouth look big in this?', before getting dressed each day. We didn't know that industrial telephones existed until this guy. We read on the side of Tony's portable that it is pressurised to withstand 1000 BlaHs per second, per square inch. It broke anyway.

ALEX HUHTALA



STAFF WRITER
CURRENT FAV GAMES:
• GET BASS
• COLIN MCRAE
• METAL GEAR SOLID
• F-ZERO X
• DAYTONA 2

Wouldn't it be great if you got all your clothes for free? We think so, but we didn't know for sure, so we asked Alex what it's like. He said it's great, but sometimes the shoes are too tight. We wondered if it was not his shoes, but his wallet. Shouldn't have to rely on other people to put a shirt on your back, or even too tight shoes when you're a writer on CVG!

NEWS



Dreamcast™

SEGA SET WORLD ON FIRE

First shots of four Dreamcast games for you this month. We also have news on three more. It's starting sooner than expected, Sega fans. All these games, and more, will be displayed at the Tokyo Game Show this September.

- **MONSTER BREEDER**
Another 'nurturing game' in the works from NEC. Could be an RPG element involved.
- **MERCURY PRETTY**
Sim fairie! Sega are obviously aiming for the school-girls. Developed by NEC.
- **TO THE NORTH (WORKING TITLE)**
An adventure by Hudson. Journey across Japan to escape the recession, and hit it off with up to eight girls as you go.

GODZILLA

ACTION BY: SEGA

You control Godzilla, trashing the military forces in Hollywood/TOHO style.

Godzilla guest stars will include King Ghidhora, Mothra, maybe even King Kong. As well as the original Japanese-style "rubber suits", the game features the latest Hollywood incarnation of the radioactive, rampaging lizard! AAARGH!



☞ The best examples so far of what Dreamcast can offer. Look much better than a PlayStation movie don't they. Believe the hype!

PEN PEN TRI-ICE-LON

**RACE GAME BY: GEC
RELEASE: 20 NOVEMBER (JAPAN)**

Here's what happens when an all-star team of Sega game developers get together!

GE stands for General Entertainment Corporation, who comprise of guys responsible for *Panzer Dragoon*, *NiGHTS*, *Sega Rally*, *Daytona CCE*, *Sonic The Hedgehog*, and more. *Pen Pen* places a bunch of seven cute characters in a series of races, loosely based around the triathlon theme. The characters – with names like Sparky, Sneek, Valarie, and Mister Bow – swim, skate, then run to victory. *Pen Pen* is the coolest take on the cute racer theme we've laid eyes on.



☞ Sparky and Mr Bow, chilling in *Tri-Ice-Ion*. Here's hoping the game is as cool.

SEVENTH CROSS

ACTION BY: NEC

A 3D adventure which centres around the theme of evolution.

The challenge is to survive through all stages of evolution, from microbe to humanoid. There are 810,000 variations altogether. This seems like it could be a pretty laidback experience, but ought to show off how realistic Dreamcast can look.



☞ See how far you can get as a low life in *Seventh Cross*. Then have fun as an ultra humanoid. Or something.

SENGOKU TURB

RPG BY: NEC

In this role-playing game, the hero is a girl, out to save ancient Japan.

Sengoku seems to follow a strictly by-the-book RPG format, with "Drama" (exploration), sections offsetting the "Military" (battle) scenes. All drama is realtime – characters react to situations, not just set routines. Battles are fully 3D, beyond that we don't know.



☞ Battle scenes in *Sengoku Turb* look like this. Sure the game looks weird, but you get an idea of Dreamcast high-resolution graphics.



[HEAR ME... BLEEP!]

Godzilla, the first VMS (Virtual Memory System) game, is available NOW in Japan. Exciting because this is the first 'piece' of Dreamcast you can get your hands on until November 20. It's basically Bandai's Digimon, with extras. Breed a monster, then connect with a friend's VMS to do battle.

The big advantage VMS Godzilla has over Digimon is that victors steal DNA from losers to become more powerful.

The more you win, the harder it is to lose. You don't need to attend to your monster that often if you don't want either - he won't die. However, training is obviously important.

We like it. The casing is cool, though the buttons are a bit sticky, but overall VMS Godzilla is a wicked gadget. Contact one of the importers who advertise in CVG to get hold of one for yourself, but don't pay more than a tenner - they're only three quid in Japan!

[RESIDENT EVIL MOVIE LATEST]

George A Romero will be directing AND writing the script for *Resident Evil*, the movie. He is basing the story on the first *Resident Evil* game.

Romero is best known for writing and directing the movies *Night Of The Living Dead*, and *Dawn Of The Dead*. It was rumoured that *Spawn* movie writer Alan B McElroy was providing the script. However, Romero is now confirmed. This means you can expect the very best that horror fiction has to offer on the big screen around August, 2000. Hey! We'll all be zombies by then!



[NEW HANDHELD FROM ARCADE MASTERS]

SNK, the company responsible for *King Of Fighters* and other fighting games, are to release a hand-held game system. The Neo Geo Pocket will be on sale in Japan before Christmas, and will have around 15 games available before the year is out. It is a monochrome system, similar to Game Boy, but is hoped to appeal to a different audience.

"The Neo Geo Pocket's target user is slightly different to the Game Boy," said a spokesperson for SNK. "In the future we will compete against the Game Boy but at the moment it doesn't have any influence on the Neo Geo Pocket." Expect decent RPGs, excellent shoot-'em-ups, and of course cool portable fighting games. Link-up cables and other peripherals to be announced soon. Final design on display in September at the Tokyo Game Show.



[GAME DEVELOPERS SUE SECOND-HAND DEALERS]

In the war between computer game companies and shops selling second-hand copies of their games, six of Japan's largest software giants took legal action to prevent further violation of their software rights. The companies suing, and their respective software titles in question, are: Konami (*Twin Bee RPG*), Namco (*Tekken 3*), Square (*Parasite Eve*), Capcom (*Resident Evil*), Sega (*World Cup '98*) and SCE (*Grand Turismo*). The game makers claim that sales of second-hand games cost them millions in lost revenue every year, and that games should be treated like movies or music with rights preventing their resale. No news yet if the same is planned for UK dealers.

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

- 1 BANJO KAZOOIE
- 2 WORLD CUP '98
- 3 GOLDENEYE 007
- NEW 4 CRUIS'N WORLD
- 5 DIDDY KONG RACING
- NEW 6 WAIALIE GOLF
- 7 QUAKE 64
- ↓ 8 SUPER MARIO 64
- ↓ 9 MARIO KART 64
- ↓ 10 WETRIX



PlayStation

- 1 COLIN McRAE RALLY
- 2 WORLD CUP '98
- 3 GRAN TURISMO
- NEW 4 BREATH OF FIRE III
- ↑ 5 POINT BLANK
- 6 TOMB RAIDER (PLATINUM)
- NEW 7 TEKKEN II (PLATINUM)
- NEW 8 KULA WORLD (PLATINUM)
- NEW 9 GHOST IN THE SHELL
- NEW 10 TEKKEN (PLATINUM)



PLEASE SEND YOUR LETTERS TO:

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

WE DON'T DO PERSONAL REPLIES. JUST IN
CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG

IN ASSOCIATION WITH



We want to hear from you so badly that we've asked Comet to give the sender of the best letter a console and five games. What do we mean by 'best'? Well, an opinion strong enough to wake the gaming dead. Oh, and our favourite theme at the moment is real games. The end of all crap is nigh, game fans!

GAME BOY SET AND MATCH

Dear CVG,

I am writing in response to all the people who say that the Game Boy is old news. I have owned a Game Boy ever since they first came out and it is forever being ridiculed by people who say that it is 'out of date'. It may be black and white but for many Game Boy games, especially the newer releases, this does not detract from the gameplay and it is this that makes or breaks a game, not just graphics. With the colour version coming soon anyway, this will hopefully put an end to people whining about it.

Also, games such as *Pocket Monster* are totally outselling big console games like *Final Fantasy VII* so how can this not be a great achievement for an 'out of date' machine? The future of the Game Boy looks bright.

Ben Johnston, Stirling

CVG: *The future is cabbage green!*

INTERNATIONAL GAME FAN

Yo CVG,

Why is it that in England, no-one can hear you scream 'Translate me!!!'. I don't understand how companies can waste their time and money developing and releasing rubbish games like *Crusin' USA*, *War Gods* and *Iznogoud* when there are Japanese games with cataclysmic amounts of potential just dying to be translated and unleashed into Europe!

Is it because the British weather has got them so depressed that they want

➔ **Femme fatale... Aya from Parasite Eve**



to make everybody else suffer by playing useless games and reading about works of genius that will never make it to our shores (eg *Grandia*)? Even in the aftermath of *Final Fantasy VII*, and requests from those who've experienced these brilliant games, the message still isn't getting across! WE WANT MORE GAMES FROM JAPAN!! Thank you.

Nelson Ferryman, no address

CVG: Europe is the problem, Nelson. Many of the biggest Japanese games publishers, including Squaresoft, are aiming for international status. The problem is that a full-scale translation into five different languages takes around six months. Plus the conversion from NTSC to PAL format takes more effort.

In this time Squaresoft can be well on their way to producing another big game for Japan. The reason America gets translations of cool stuff like Parasite Eve is because Squaresoft have a US office, who work on US versions almost simultaneously. This situation is frustrating, but it should get sorted out within the next 12 months. At least Final Fantasy VIII is confirmed for Europe.

LAY A LITTLE EGG FOR ME

Dear CVG,

I would just like to say that I think it's a mistake for Sega to create a new console so early. It shows that they have basically 'chickened' out of the 32-bit market. To me, this is a great shame as I feel that the Saturn has some great games (such as *Quake*) and superior-to-PlayStation versions of many fighting games.

We need competition from such a major player in the console market to keep people like Sony and Nintendo on their toes – producing a new machine so soon will simply give such companies the chance to overtake it again in the near future.

It will be a shame to see the Saturn go. I think Sega should have taken a page from Sony's book, the one about good marketing and advertising if possible.

Jonathan Bayley, Plymouth

CVG: If Microsoft were to rest on their laurels after Windows 95, they'd be overtaken by new and better operating systems. The same applies to Sega. They had no choice but to prove themselves after the Saturn flopped in the West. And that's why they've come up with the new machine, Dreamcast, which has genuinely returned excitement to the games industry.

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AMAZING POWERS OF OBSERVATION

Dear CVG,

The point of this letter is simple: why, why, why are there no good fighting games on the N64? Is it impossible to make such games? I mean, take a look at what N64 owners have to get to go on – *Killer Instinct Gold*, *ClayFighters*, *Dark Rift*, *War Gods* and now even *Mortal Kombat 4* looks pitifully bad. I thought *Fighters Destiny* was a joke as well, and this is supposed to be the best one on offer?!

Virtually all the mags raved about this game, even though the characters were poor, the moves were uninteresting and it was simply a waste of time and effort. What are Nintendo doing with their 64 bits of power? BRING OUT SOME DECENT FIGHTING GAMES PLEASE!

G. Dogz, Essex

CVG: Mortal Kombat 4 isn't all that bad on N64, but we agree about Fighters Destiny – in fact, CVG was the only mag not to rave about it.

WHY OH WHY INDEED

Dear CVG,

I am writing to make two points, both of which are really confusing me. Firstly, why oh why do some gamers feel the need for an extensive players guide for games that have only just been released? I realise that you are fulfilling a demand, but why is there a demand in the first place? If people spend so much money on games, why can't they devote the time it takes to glean the satisfaction out of completing a game after weeks or months of gameplay? I once did this after buying *Tomb Raider 2* and four days later I felt that I had wasted £40 of my very hard earned cash. People even write and ask you for level select cheats as soon as the game was available. Do they have a desperate need to see the end sequence or what?

The second point is why is there a discrepancy in the scores awarded by various magazines? Some games have enormously different review



COMET STAR LETTER

FRANKLY FRUSTRATED FREEPLAY FAN

Dear CVG,
In Freeplay, your choices for the Top 5 recommended UK games are quite confusing at times. You say that all the games in it are recommended for that month, but I always notice that a lot of the games you mention are still to be reviewed and are months from release.

In April, for example, you recommended *Point Blank*, *Rascal* and *Pitfall 3D*. But *Point Blank* still isn't released and the other two ended up being crap when you reviewed them a month later – so why recommend them? I hope you take note because it's great that there's a quick and simple guide for us to follow when we need some pointers, but it also needs to be relevant and helpful to the readers that trust your judgment and genuinely want some guidance in what to buy next.

Yours sincerely,
David Wood, Cheshire

CVG: We are very careful with recommendations, but things often change. Admittedly *Rascal* was poo, but early indications were that it was going to be good. The final version, however, did not live up to our expectations. Also, the charts page is written far in advance and games often slip, but at the time of writing our list is correct.

scores. For example, *FIFA: Road to the World Cup* got 2 out of 5 in CVG, but most PSX mags gave it more than *Actua Soccer 2*. What is going on?

Yours despairingly,
Andy Greatorex, Manchester

CVG: Some people need a player's guide to work the toilet. No one's forcing you to buy the guides, Andy. As for the review scores, er, 'discrepancy', it's all down to opinion. We think *FIFA: RTWC* is rubbish, and we're not afraid to say so. At the end of the day, it all boils down to who you trust the most. We review games fairly – our reviews are not based on hype, fears nor favours.

MEN IN WHITE

Dear CVG,
I'd like to ask you and your readers a question. Which of the following do you find more appealing: a cuddly monkey in a go-kart with a desire for balloons and bananas, or a bloke with a rocket launcher blowing the heads off mindless zombies?

I'd estimate that at least 80% of gamers would vote for the latter, but it seems Nintendo wouldn't. So there's obviously a problem with Nintendo, right? NO! It's a flaw with the gamers...

So what if it's cute? Wasn't it Nintendo that brought videogames to the level of popularity that they enjoy today? Were we not glaring at the screen in fits of excitement when 2D Mario ate a mushroom and grew twice his size? I'm not embarrassed to say 'yes', because IT WAS FUN!

OK, so a lot of us are older now but why change? Do we play football differently now we are older by allowing kicks to the head? There is absolutely nothing wrong with cute!

IT'S TIME FOR THE CUTE REVOLUTION – BRING BACK THE NES!!!

Thanks for your time.
Alex Alexander, Leeds

CVG: Your Teletubbies are in the post.



GORE FOR THE MASSES

Dear CVG,
Why is it that games like *Resident Evil 2* get 15 certificates and *Duke Nukem* gets an 18? *Resident Evil* was a lot gorier than *Duke*, so why did it happen? You can't say it's because of the nudity because *Duke Nukem* on the N64 has no – and it still got an 18. Why is this?
Gurpreet Singh, Southall

CVG: If there is an explanation, it's probably that N64 is aimed at a much younger audience – maybe classifiers think Nintendo users might be more easily shocked.

MOULDEN OLDIES MOAN

Dear CVG,
Why is it that so many of the released Retro packages are so rubbish?
Take the latest Capcom offering for example. On one disc it's the 1943 trilogy, on the other

the *Ghouls 'N' Ghosts* trilogy. And what about the *Street Fighter Collection*?

Why not add variety to the collections by dropping the two worst games on each disc and in their place add things like *Final Fight*, *UN Squadron* and *Muscle Bomber*. This would certainly provide retro packages with appeal.
Andrew Spiretos, Leeds

CVG: What are you talking about? Three of the greatest *Street Fighter* games on one disc is an awesome retro collection.

And *Ghouls 'N' Ghosts* as well. Another classic game that deserves a re-release. We agree that some retro compilations are obscure, but Capcom are doing the right thing with theirs.



THE MOST POINTLESS LETTERS IN THE WORLD EVER PT.5!

Yo CVG,
Why is FreePlay suddenly made from the same shiny paper as the actual magazine now? What happened to the recycled bog-roll that we're used to?

Phil Caruso, Chesham

CVG: The shiny stuff is not recycled bog roll, but re-usable toilet paper. Wipe your nethers, wipe the paper clean and use again!

Dear CVG,
When you review something, you shouldn't use personal comments but professional ones instead – you can't say bad things about a game just because it doesn't live up to your expectations.

Philip Kavadias, Peterborough

CVG: Surely that is the whole point of us making a magazine in the first place, to give our opinion.

Dear CVG,
FZero X looks quite good, but I've got a PlayStation.
Andrew Zentek, Stockport

CVG: Er...

Dear Paul,
I am your biggest fan and I love your section on game reviews. Why is there never a big picture of you because there has been big pictures of everyone but you. I cut out the review page every month and stick it on my wall. When I am older I want to be just like you.
Love, Gary

CVG: If you want to be like Paul, here are the five things you need in order to be successful.

1. Grow a big, gravity-defying hairdo.
2. Say 'brilliant' a lot in a weird voice, like Grover from Sesame Street.
3. Listen to Japanese pop music, game music from *Tekken 3*, and *Manowar*. And think it's all 'brilliant'.
4. Avoid spicy food – especially lime jelly.
5. Discover the Spirit of the Mad Gamer.

Dear CVG,
I've found some spelling mistakes in *Resident Evil 2*.
Michael Nuttall, Lancashire

CVG: Hurrah.

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LETTERS



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To those who thought *Tomb Raider 2* was more of the same: Get ready for the true sequel to *Tomb Raider*. Lara's best yet!

After months of staying tight-lipped about the next Lara Croft adventure, Core have come clean and let us take a first look. Not content with screenshots and speculating about what might be, we probed deeper and asked the questions you want answered. We snooped around the Core offices, met the team and checked out how work was developing. To help with this preview of *Tomb Raider 3*, we interviewed level designer Richie Morten. His comments appear throughout the following pages.

TOMB RAIDER III

ADVENTURES OF LARA CROFT



THE START OF THE GAME



The game begins with Lara Croft in India. She's searching for an artefact that possesses great powers, revered throughout the ages by the local tribes.



"You start in India, which is a mini-adventure in itself. You think you are looking for an artefact, but find out it's part of a much bigger story. You get approached by Dr Willard who employs you to find three other artefacts that are scattered around the world. So there's three other adventures that you can access in any order. It takes away the linearity of the previous games."

↑ Is she wearing the wrong perfume or something?



"Dr Willard explains to Lara about the find his company has made in Antarctica. Telling her that he knows the location of three other artefacts similar to the one she has just found. Once she has found all four, she must bring them to him in Antarctica."

↑ What's that horse doing up there? Oh... it's a statue. What's that woman doing there? Oh... it's her game!



↑ Lara makes a splash, look at the lovely ripples - in the water!



↑ That ponytail goes wild with the new dash move.

LARA'S NEW MONSTER MISSION REVEALED

The plot that results in Lara embarking on her third adventure starts millions of years ago. A vast meteor plummets to Earth, impacting on Antarctica. The collision is so powerful that the point of impact is separated from the mainland.



This causes a volcanic island to be formed. Thanks to the miracle of the foreign body from space, life on this island is radically altered. Creatures and plants evolve and grow at an accelerated rate. Many years after Antarctica is engulfed by ice, life on this island continues to thrive - thanks to the flow of magma beneath.



Polynesians are the first to discover the island. Deep within the dormant volcano, they find the source of the abundant life - the core of the meteorite suspended above the magma below. The settlers build an altar around it. Using four smaller pieces of meteorite, they create a device that traps and saves the useful radiation that is released.

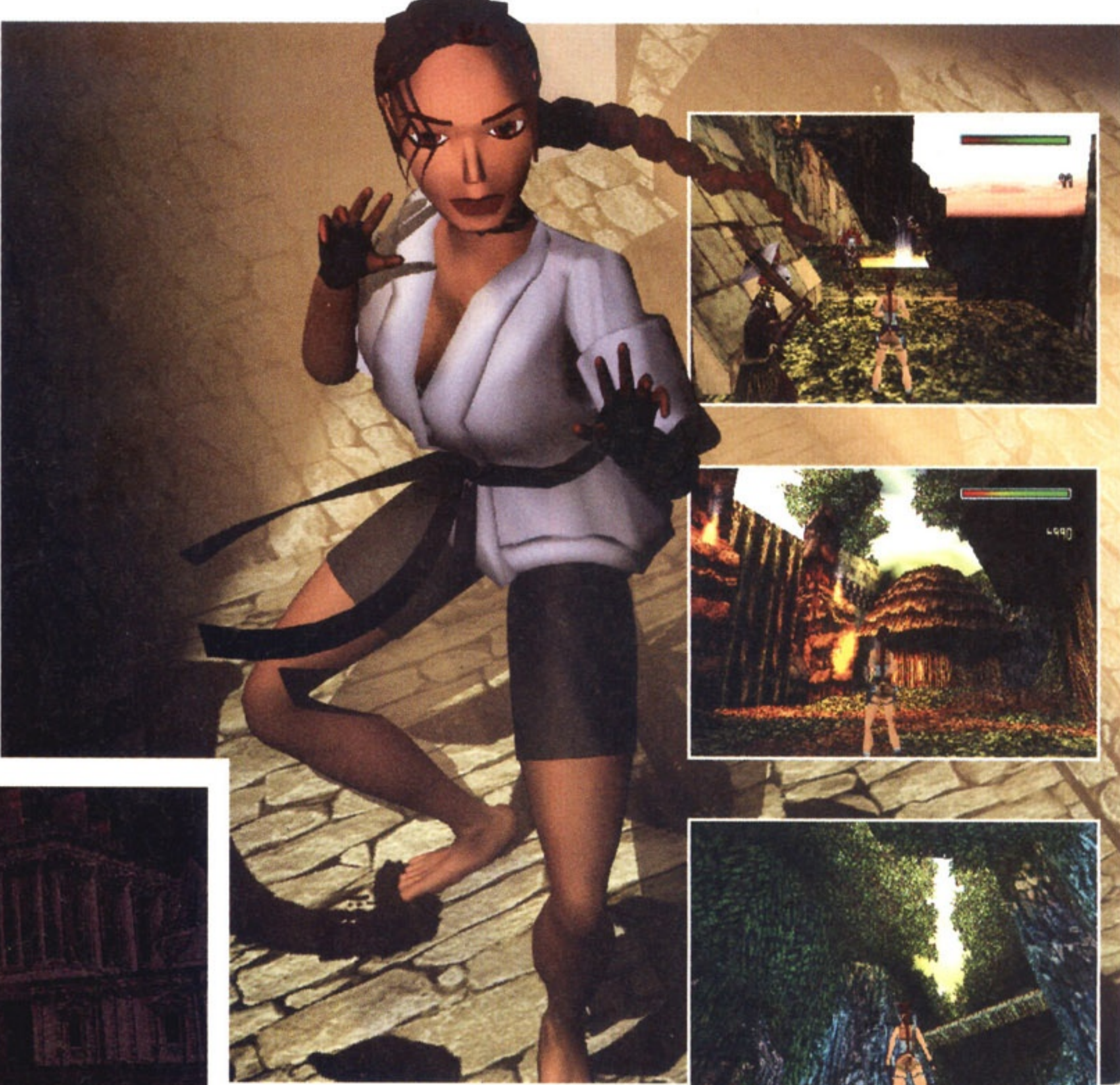
The Polynesians build a city around this power source, and within the walls of the volcano. They enjoy long and healthy lives. But over generations, the people and animals become genetically mutated.

THE NEW LOCATIONS

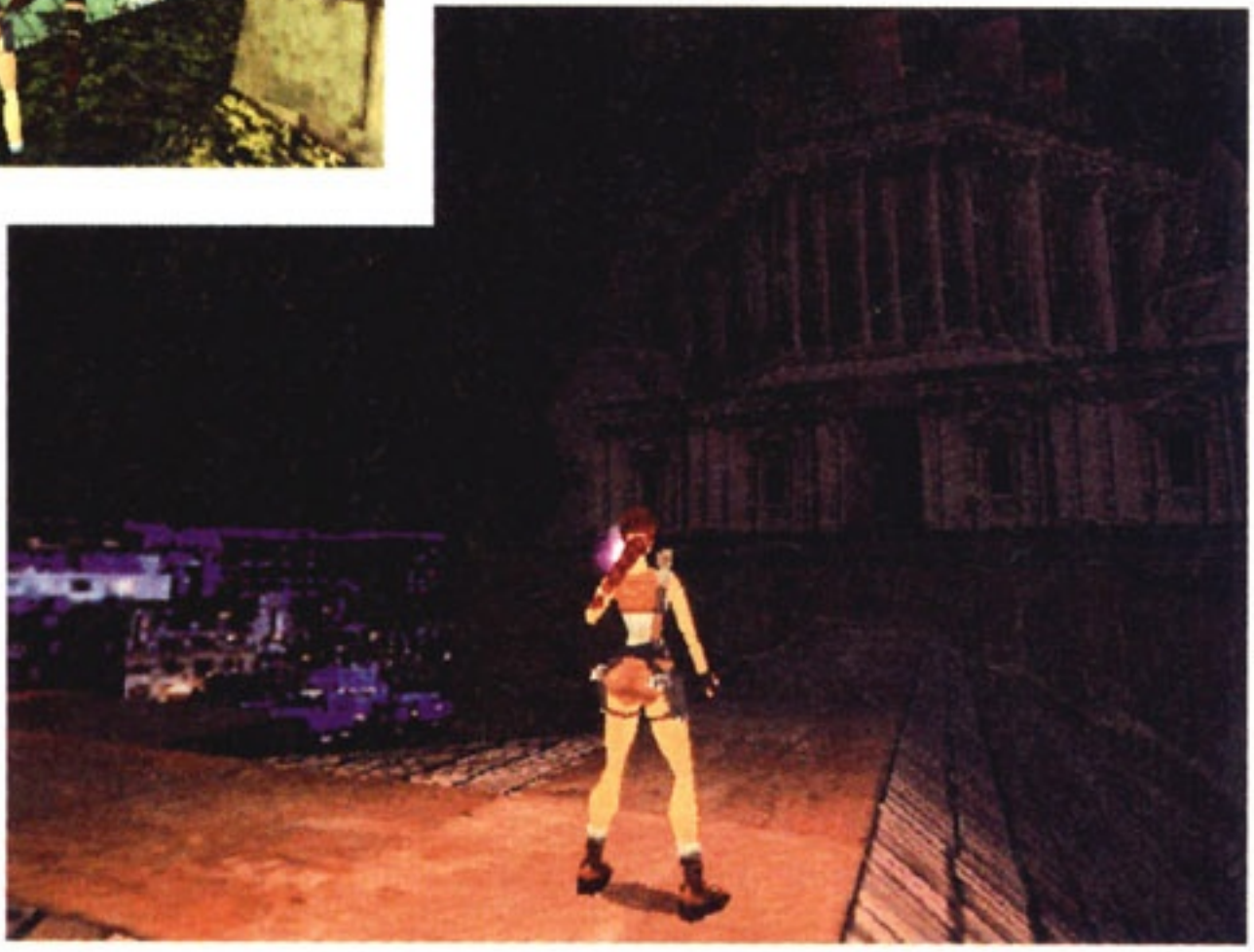
After India, Lara gets the choice of where to travel next: London, the Nevada Desert, or a South Pacific Island. Each contain the final resting place of one of the missing artifacts.

"Depending on which location you go to first will make the game easier or harder. If you go to Area 51 first, you might get the rocket launcher earlier than you would have, had you started the game in the South Pacific. But if you go to South Pacific first, you might get more energy reserves. There's a balance.

"There are three levels per location, which have to be played in order. Once you have all four artefacts you can access the last level, Antarctica. So it's like *Mario* - the level that you can't access."



➔ Lara gets restless with the Polynesian natives in the South Pacific. Such a bad girl!

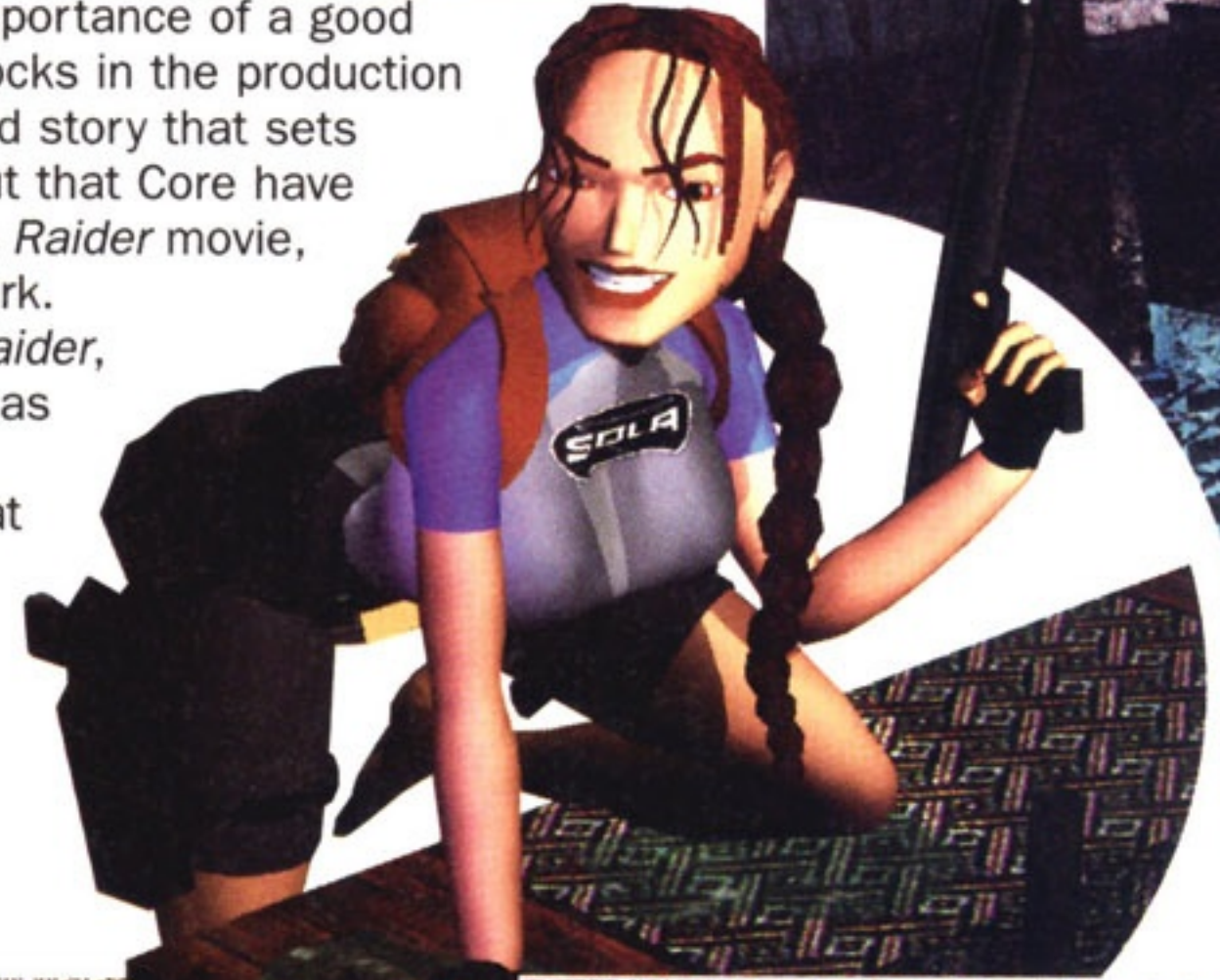


➔ Lara visits our lovely capital. Richie says the London levels are his favourite.

HE TALKS A GOOD STORY

Here's what Richie had to say about the importance of a good story, which is the first of many building blocks in the production of the game. When you read the background story that sets the game in motion below, and then find out that Core have final script approval for the upcoming *Tomb Raider* movie, you begin to realise that it might all just work.

"The stories are a massive part of *Tomb Raider*, because people seem to follow the stories as much as they play the levels. At the beginning of a project when we're wondering what to do with this one, we have loads and loads of meetings to try and bash out a story. Originally we were going to have Lara fighting with aliens and things like that." But, as you are about to find out, Lara doesn't battle aliens. The story that launches the game, however, is a beauty.



➔ Lara - a security guard's worst nightmare!

⚡ Some levels still in development.



In the 1830's Darwin's five-year voyage around the globe on board the *Beagle* reaches Antarctica. Five of the crew begin their specimen collecting on the ice covered island. They venture into a narrow ice tunnel, into the heart of the volcano. The sailors foolishly loot the altar that surrounds the meteorite. They are attacked by a large and vicious beast. One man is killed. The others decide to bury the body and leave the island, each in possession of one of the artefacts. As the ship journeys back to England via the South Pacific, Asia and North America, one of the sailors keeps a journal. Only he survives the journey as the others all meet untimely fates in different ports of call.



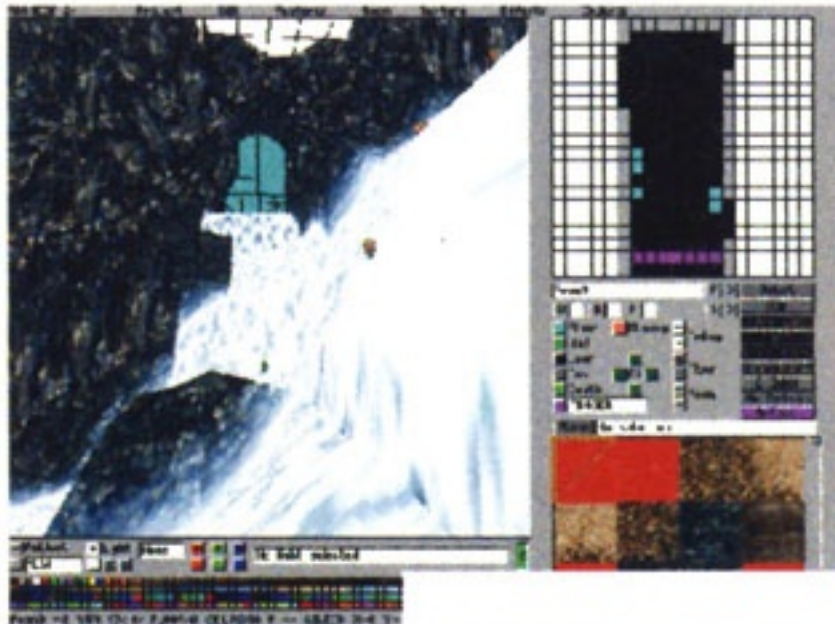
Present day. A research company excavating in the Antarctic rediscovers the island. Initially, they uncover giant figures that resemble those on Easter Island. Journeying deeper, they make readings of the rock, revealing traces of an unknown material that can multiply and alter the genes which determine the make-up of living organisms. Next they uncover the body of a European preserved in the ice. The word *Beagle* is scratched onto his tombstone. With this information, they locate his shipmates' journal, and set about to find the other artefacts that were lost with each sailor.

BIGGER LEVELS

We asked if the levels would be bigger in this game than the previous outings. "In *Tomb Raider 2* the levels were bigger than the original game. [However] we wasted a lot of memory with outside areas because we had to build 'rooms' that you couldn't see just to put the sky in.

"The levels are twice as big now. We tried to get closer to *Tomb Raider 1* with the environments, not to make them as civilised and clean as they were in *Tomb Raider 2*. Even though you go to London, it takes place on the rooftops and you have to find your way into the sewers. It's all dirty and quite mysterious."

Sadly, Richie says there are no plans for a London bus.

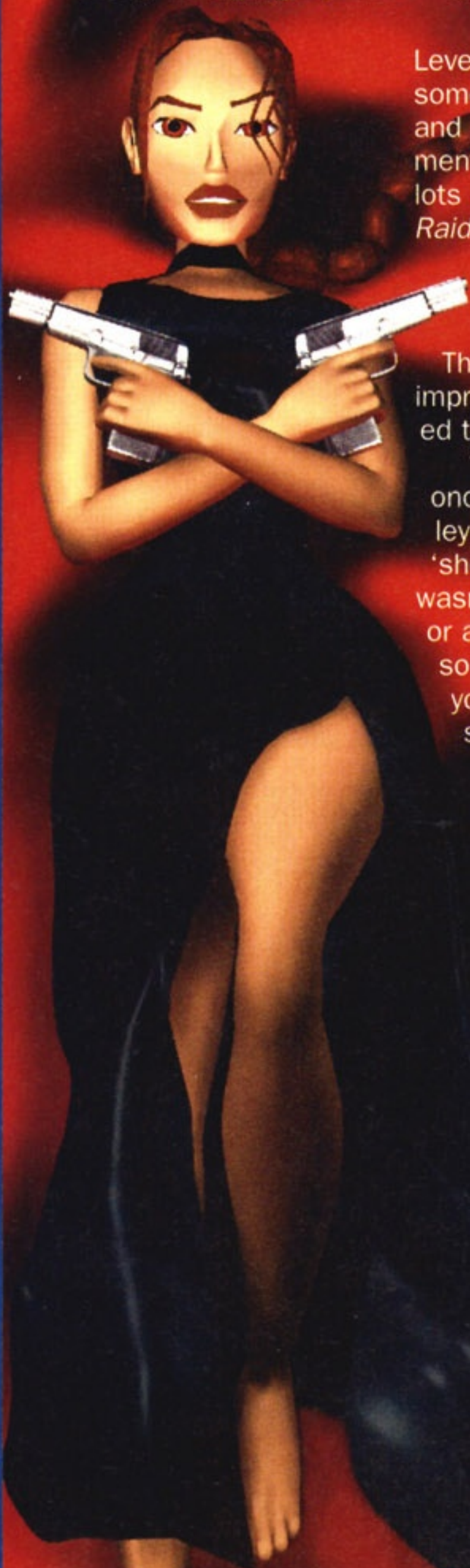


↑ The rapids section, as seen on the level editor. Looks great already.

➔ Lara needs her flares to see what's down below.



LISTENING TO CRITICISM



Levels have undergone some technical tweaks and gameplay enhancements. The team visited lots of unofficial *Tomb Raider* web sites to get as much feedback on the second game as possible.

This resulted in a list of improvements that needed to be made.

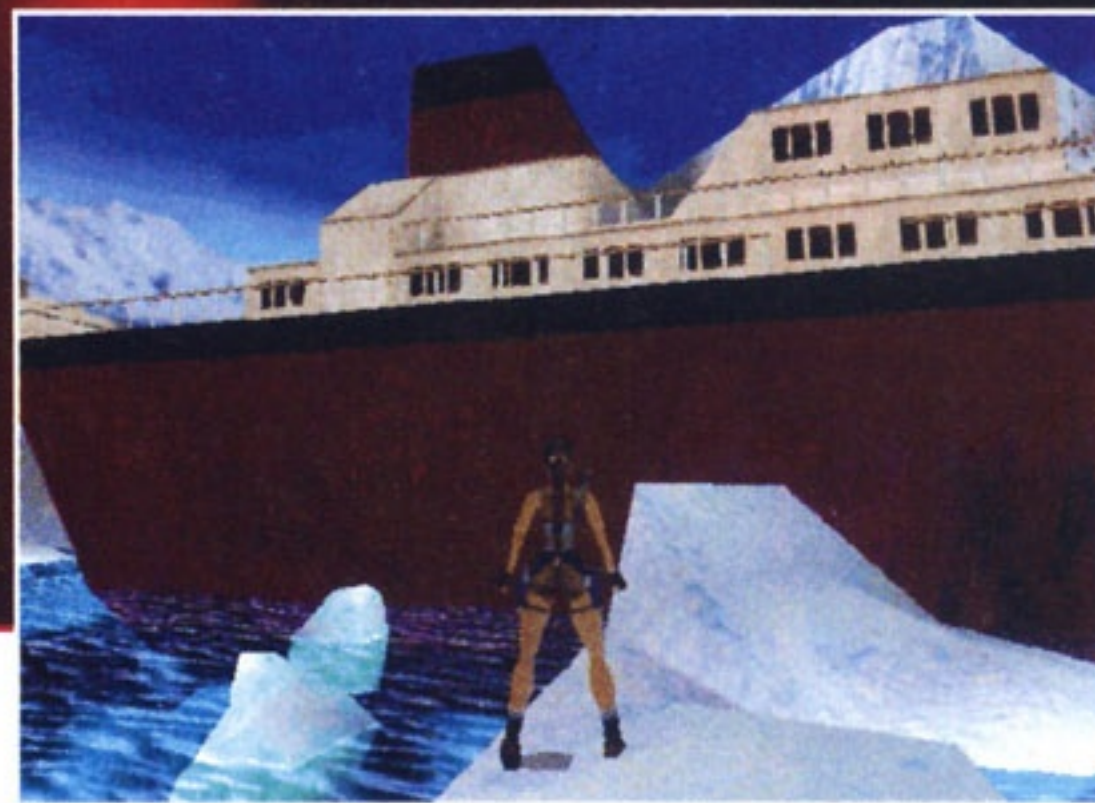
"People said the second game wasn't 'puzzley' enough; it was too 'shoot-'em-uppy'; there wasn't enough exploring, or areas where you see something you think you can get to, so you spend the next two hours trying.

"Within the levels there are [now] non-linear parts, [for example] there might be two routes you can take. In India, if you've got a rocket launcher you can go into a hut, blow away the debris, and go down the hole. If you haven't got the rocket launcher you'll have to take the standard route. Both routes cross over each other, so if you fail on the secret route you'll fall back into the normal route. We're trying to do that [all through the game]."

TOUGHER PUZZLES



↑ To beat the cold Lara will wear a new Winter outfit in the finished game.



One of the criticisms levelled at *Tomb Raider 2* is that the puzzles are fairly similar, something the team have made a major effort to change. "We tried to think up different puzzles rather than the keys and doors of the other games. There's piranhas in a pool, with a carcass hanging above the pool. The carcass is basically the key which allows you to get past the Piranhas.

"In Antarctica you'll have to switch the power on at a base. You have to locate valve switches, and place them in order to restore power on the generator. On the South Pacific Island, there's a swamp you can't get across, but there's little rocks poking through the surface, though not all of them are safe.

"You have to find a map from a character [in one stage]. It shows you the correct way to get across the swamp. The map will be stored in the inventory so you can bring it up and look at it. We've tried to use a lot of that, things where you gather information rather than use a key."

➔ We're not sure if you can get on the boat, but we'll spend hours trying.

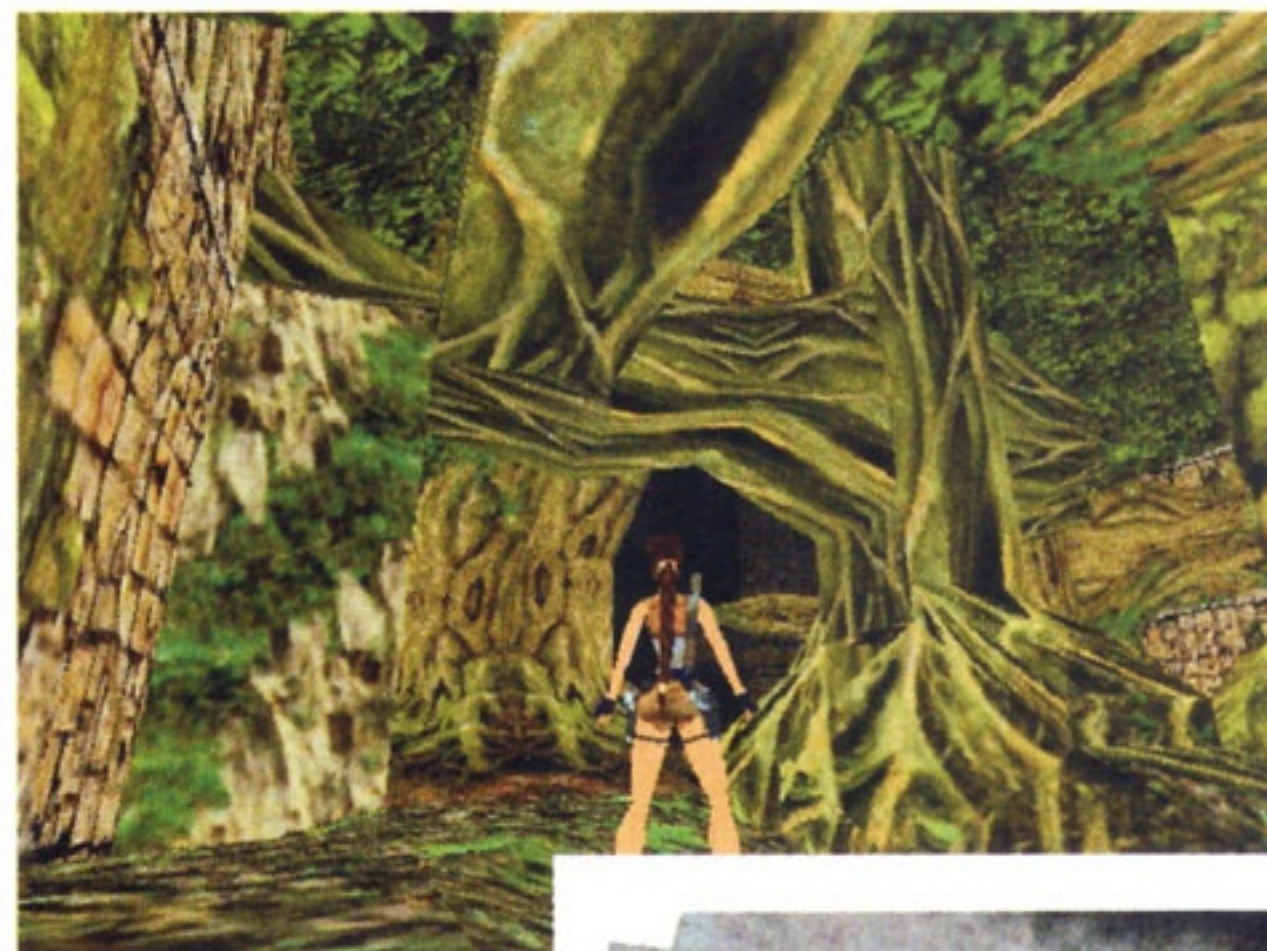
➔ Improved dynamic lighting makes locations look... more dynamic! Time for those flares again.



↑ India is full of temples and strange foliage.



BETTER LOOKING INSIDE AND OUT



↑ Trees and tree roots are some of the more organic level features, thanks to triangular polygons.

➔ Check out the mist above this small waterfall. John Kettley is allegedly very excited!



Tomb Raider 3 features many technical improvements over its predecessors, the biggest of which is that the PlayStation version is now viewed in high-resolution. New coloured lighting, weather effects, and improved texture palettes result in a better looking game. But it's not just cosmetic enhancements, the game engine has been reworked from scratch. It now has a new landscape system and is a lot faster.

The use of triangular polygons rather than the squares used in the first two games means objects can now have smoother surfaces.

Triangles allow for more intricate level design. Corridors can now be diagonal, ledges much thinner and rooms round.

"When we sat down to design the game, the first thing we decided on was the engine needed triangles and secondly coloured lighting. Levels are more organic and varied thanks to triangles," explains Richie.

MUSICAL MATTERS

Thanks to ambient effects like blowing leaves and shoals of tropical fish, the game appears more realistic. Sound has helped with this illusion. All the *Tomb Raider 3* sound effects have been provided by Nathan McCree, the man responsible for the previous *Tomb Raider* soundtracks.

"To make the locations more realistic, different textures and surfaces have different sounds," says Richie. "For example when Lara walks in snow or sand there will be a

different sound. Plus there are rickety wooden bridges.

"This game follows a South Pacific, Maori/Polynesian theme. So Nathan's used didgeridoos and music that's flavoured from that part of the World, a little bit more than *Tomb Raider 2* was. In that game it was still the main *Tomb Raider* theme. The ambient music in the levels is going to be more upbeat in some areas, to try and lift the action a bit more."



It looks like the cover of an exotic holiday brochure. It sounds very nice too!



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BIGGER, BETTER AND A WHOLE LOT BADDIER!

COVER STORY

ARTIFICIAL LIFE

Tomb Raider 3 features the familiar mix of exotic creatures to battle against, though considerably less human opponents than in *Tomb Raider 2*. Extra realism has been created thanks to some greatly improved enemy Artificial Intelligence.

"[Artificial Intelligence] has been reworked. Tigers now hunt and attack in packs rather than individually. With the T-Rex, if you stand still it won't attack. If you

get a flare and throw it the T-Rex will follow the flare. The Raptors will also attack the T-Rex as well as you. There are ambient effects like tropical fish – if you swim close to them they'll spread out and regroup into a shoal. Using the same code, we've got Piranhas. If Lara falls into the water near them she'll only have a few seconds to escape and that's with full energy. We haven't got a Lara skeleton in the water though!"



New fixed camera angles make the action easier to follow.



These statues look very dangerous. Who's for barbecue?



Rays of light stream down from the opening above.



Oh no! The dreaded fire hazards return.

GUNS AND AMMO

Lara can also play around with some new weapons, and improved tactics for taking on the enemy.

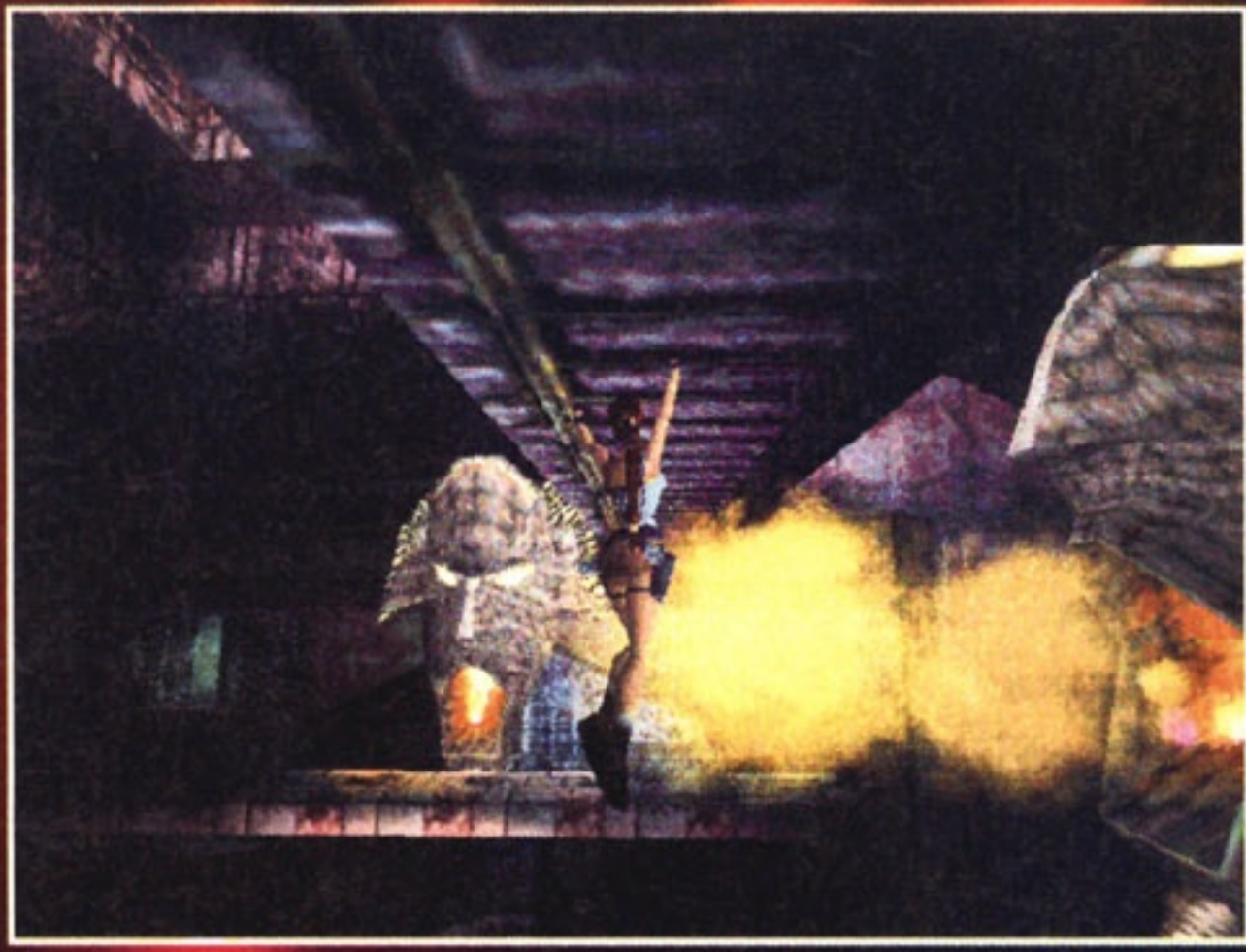
"The weapon combat has changed a little bit. We've removed the automatic lock-on for the rocket launcher, and we've made the explosion so it's radius based. If you shoot and miss the enemy, if they're near the explosion they'll get injured.

"The grenade launcher can be used like in *Quake*, where you fire it over walls, and it bounces around and hits baddies. You can also launch grenades into water to kill things. We're trying to put in features like if an enemy is facing away from you, you can creep up behind them, they won't trigger and they'll be easier to kill.

"We were going to give Lara a Bowie knife, but that's been put on hold [until *Tomb Raider 4*]. We needed more animation space, so we can provide all the animations needed for the baddies and Lara before we include close combat in a *Tomb Raider* game."



LARA'S MAKEOVER



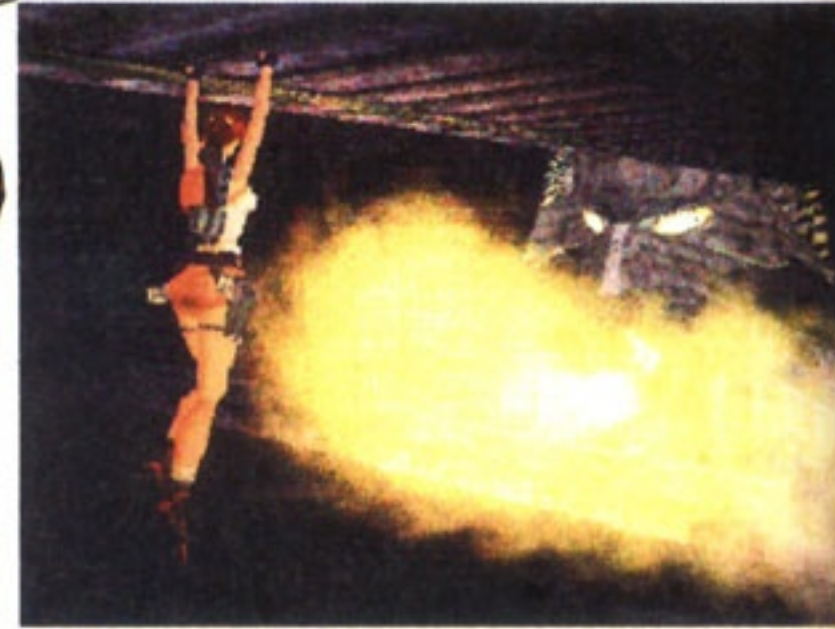
Of course Lara hasn't gone unnoticed in this overhaul for the third game. She's got some new outfits designed – sadly, they're not in the game yet, and plenty of new moves to attack these new levels.

"The new dash move gives you a quick burst of speed. This is useful if there's a door closing and you have to dash and dive to get through it. There's also a ducking move, used to avoid blades. The monkey swing is used on certain terrains like ceilings that you can jump up and grab, and do a hand-over-hand swing. There's also more realistic rock climbing.

"It's difficult thinking up new moves for Lara and having the memory to put them in the game. Old moves have been improved, it's now possible to roll sideways and backwards so you can have traps where Lara gets through by jumping, ducking and rolling."



⬆️ You'll need quick reflexes to dive past the devious traps.



⬆️ The new monkey swing move looks like it will come in handy.

SAVING YOUR GAME

One thing players thought they'd seen the end of were the save game crystals. Well guess what? They're back!

"We've changed how the save game works – again! Some people liked the crystals from *Tomb Raider 1*, whereas others preferred the 'save anywhere' feature of *Tomb Raider 2*. I feel that took the tension away. Like in St Francis's Folly in *Tomb Raider 1* you have to work out where to save, and where not to. It had a bit of an annoyance factor, because you had to replay bits of the level, but I think it helped it along really.

"What we've done is return to the save game crystals. When you reach one, you press action, but the game won't automatically save. You'll be asked if you want to save the game or store the crystal. If you store the crystal, it will be stored in the inventory. So then you can save anywhere, but only if you have a crystal to do it with. We might give you so many at the start of a level, and you can find extra ones in secret areas."



⬆️ Whatever's in the water, Lara's taken a dislike to it, by firing some grenades. Look at the lovely spray!



FINDING SECRETS IN TOMB RAIDER 3



The save game points and the locations aren't the only things that make *Tomb Raider 3* resemble the original game more than the sequel.

"The secrets will be more like the secret areas of *Tomb Raider 1*. The idols will be there, but it won't be the idol that defines the secret. It'll be like a piece of wall that you can blow away. Or you'll have a switch that opens an obvious door, but it might open a secret door somewhere else.

"When you enter the secret area that will count as finding the secret, instead of just the idol. Inside that area there might be a secret item, or a save game point, or more ammo. We are going to put a reward in if you manage to get all the secret items from within the secret areas. If you play the game again something will be different, but I'm not telling you what that is!"



⬆️ What have they got behind those giant gates? Kong? Night's setting in fast, time for the flares.

DAMSEL IN DISTRESS?

One thing we'd really like to see is Lara teaming up with someone, like Indiana Jones does in the movies. So, is there any chance of Lara having a sidekick, or someone to protect?

"We'd love to have done that in this game, but it's probably going to have to wait until the next generation of consoles. Just for memory reasons mainly. There are characters in this game who aren't hostile to Lara, like the monks in *Tomb Raider 2*. That's going to be taken a lot further in this game. You might rescue someone in a level, then they might stick with you. In South Pacific, for example, there's a military plane that's crashed in the jungle, and you speak to the commander who's been captured by natives and is held in a hut. He tells you the rest of his men are in the jungle somewhere and if you find them, help them out and direct them to the shore. You find these men in a battle with Raptors and the T-Rex. If you accidentally shoot one of them, as you help them out, they'll turn hostile towards you."



THE NEW VEHICLES

Fans of the vehicles that added an extra dimension to *Tomb Raider 2*, will be pleased to know that they are back for the sequel.

"We've got both the vehicles that were in *Tomb Raider 2*, plus we've added extra ones. There's a quad-bike and an underwater vehicle with a little light on the front which is like something from

a James Bond movie. There's also a kayak with a rapids section that you have to go down, you have to fight the waters and there's different routes to take. There's also a fixed gun weapon, where you've got to access the back of a huge crashed plane. It's a big military gun that you get on and start blasting dinosaurs."



↑ Only Lara gets to see these parts of St Paul's cathedral.



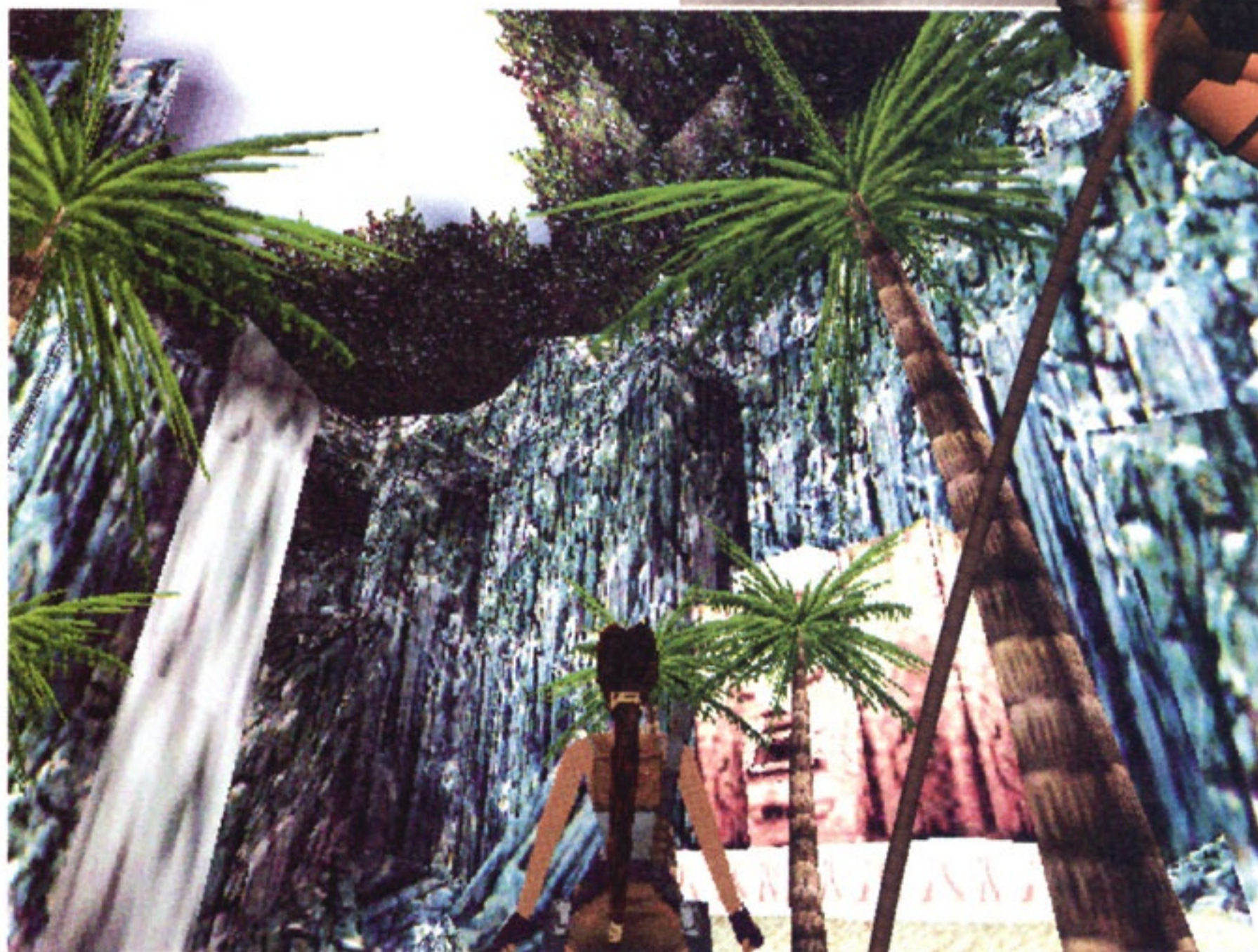
↑ The new crouch move, Lara will need to crawl to get further.



HOME IMPROVEMENTS

Those of you familiar with the series, might be wondering if the Croft mansion has undergone any changes for the third game. At the moment though it hasn't even been built!

"We think we might be ditching it. It's a time constraint that we're trying to leave alone for the moment. We're probably going to ditch it and have a proper assault course, and expand upon where you have to do the assault course in a certain time, and maybe give you a reward for doing that."



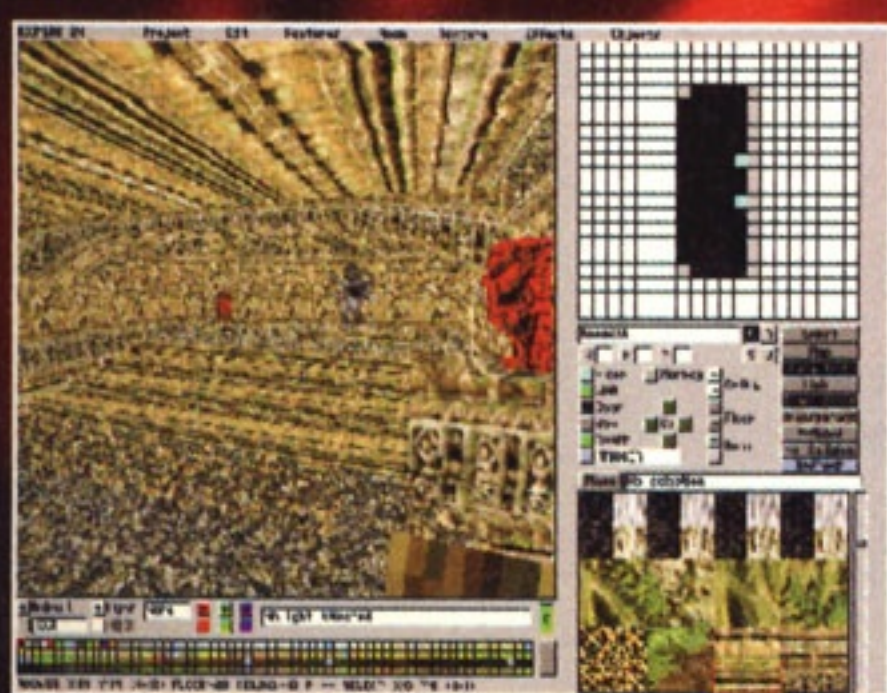
↑ A picturesque setting, but it won't be quiet for long. Only pause briefly to take in the glorious views.

YOU LOVE IT!

Finally, in case you need any more convincing, we asked what's going to make people who played the first two games, go out and buy *Tomb Raider 3*.

"We're trying to stick with, 'It's bigger, better and a whole lot badder.' At the end of the day it's another *Tomb Raider* game. We can't change too much because it wouldn't be a *Tomb Raider* game. But it's just more basically – more puzzles, more vehicles, more moves, more weapons, and hopefully the gameplay will be better as well."

SOME OLD QUESTIONS ANSWERED



While Richie was in a talkative mood, we just had to probe him for some answers, to questions that have been bugging us for years. Like, what is that creature that mirrors Lara's movements towards the end of *Tomb Raider*? Is it an Alien?

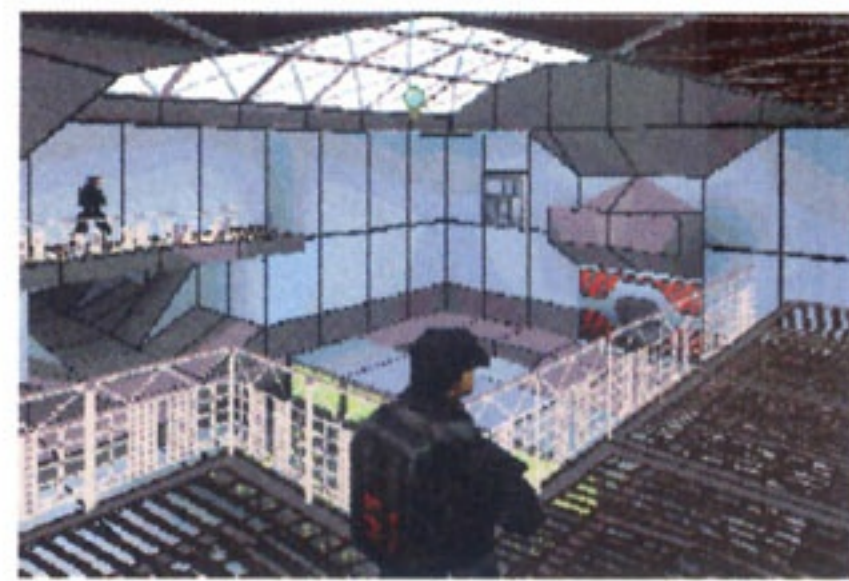
"It's supposed to be an abortion from Atlantis. They're trying to create new life-forms, and the abortion is what NATLA did to Lara, to try and kill her. It was

never quite explained, it would have been nice to have a cutscene there."

We got more than we expected when we asked the next important question – Is Pierre from *Tomb Raider 1* really dead?

"He's not in this game (laughs). But, he might not be [dead] yet! We have got... plans, but not for this game."

We hope you'll sleep safely with this new-found knowledge.



↑ A new level at an early stage.

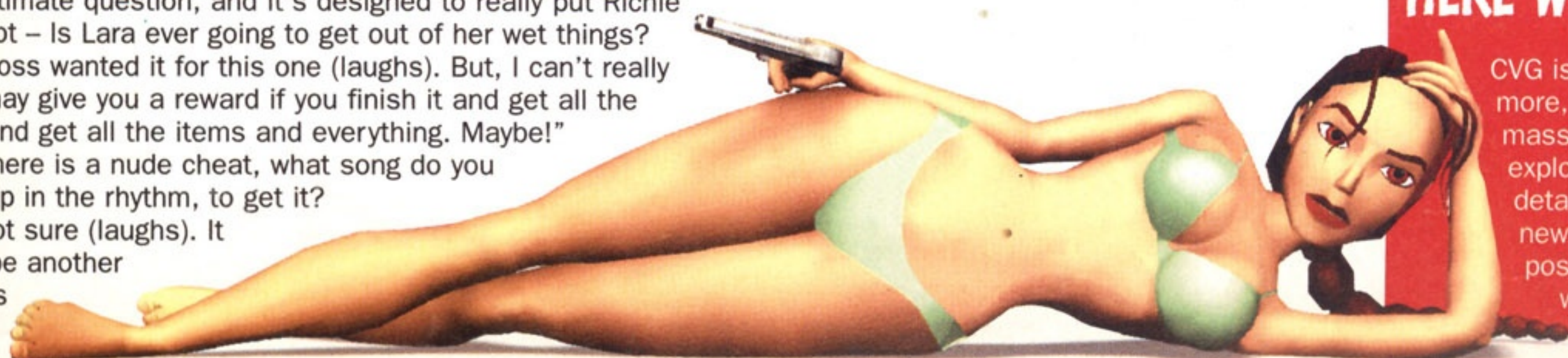
THE NUDE CHEAT

The penultimate question, and it's designed to really put Richie on the spot – Is Lara ever going to get out of her wet things?

"The boss wanted it for this one (laughs). But, I can't really say. We may give you a reward if you finish it and get all the secrets, and get all the items and everything. Maybe!"

So if there is a nude cheat, what song do you have to tap in the rhythm, to get it?

"I'm not sure (laughs). It wouldn't be another Spice Girls one!"



HERE WE GO AGAIN!

CVG is going to bring you more, much more on this massive game. We'll be exploring every single detail, bringing you the news as soon as possible. Lara wouldn't want it any other way!



If ever the phrase 'Don't judge a book by its cover' was worth applying to a game, *F-Zero X* would be the perfect example. The colours may be wild, the textures sparse and the music heavy metal, but it's got what really counts – gameplay, and lots of it. Three years have been spent turning the eight-year-old SNES classic into what is now the fastest racing game available on N64. We're happy to endure the long waits if the finished games turn out like this.

INTERGALACTIC HIGHWAY BATTLE

Welcome to the future. A future where man has mastered hover technology and decided to build vehicles using it. These vehicles are then raced on huge circuits suspended above the vast cities below. Up to 30 cars compete at a time. With drivers testing their skill and cunning. There's no weapons involved, just a pure racing spirit, with the challenge, of course, to come first.



70% COMPLETE

NINTENDO 64

ACTION RACING

BY NINTENDO

NOV RELEASE

1-4 PLAYERS

- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- RELEASED BY THE GAMES TEL 01703 653 377

The wait is over. Another of the big Nintendo 64-bit games is finally ready for playing.

F-ZERO X



THE HOVER GRAND PRIX

Each race takes place over three laps of the chosen circuit. When competing in a cup race, you will be placed on the starting grid, in reverse order from where you finished the previous race. If you won the previous circuit, you'll find yourself with the tougher task of starting from the back at the beginning of the next race. After the first lap is completed,

you will be able to use your boost control. This emits a short turbo boost, but at a cost – it reduces your energy bar. Should this bar reach zero, through over-use of boost, or from collisions with other cars and walls, it's game over. You have to master the use of the boost, and avoid unnecessary contact with other cars, in order to win.



Just seconds into the race, and we're already way up the field. The three laps go quicker than you'd think. This game's fast!

That's blown it! When the energy bar reaches zero, sparks fly and the car blows up. Hang your head in shame – Game Over!



WELCOME DICK DASTARDLY

With thirty cars competing in each race, things can get pretty messy. But then that's the nature of the game. With only limited controls, you'll have to use all your skills to get to the front of the pack. After you've mastered some of the courses, you'll notice that not all sections of the track are enclosed. Here's where you can play a trump card. The hardcore drivers will learn how to nudge opponents off the tracks in these spots. This can be achieved by simply slamming into adjacent cars, or by putting your car into a 360 spin.



⤷ A mash of metal – what's going on? When it gets this crazy, give them the spin attack, that'll learn them.



⤴ No barriers – get next to a rival and give them the elbow.

⤴ That black cars got one option left – down and out!

⤴ Jumps are another place of the track where you can slam.

⤴ It's tough enough staying on this track, let alone play dirty.

EASY DOES IT

The controls to get you speeding at incredible speeds are kept to a bare minimum. Accelerate, boost and brake are the three most important. When you want to get dirty use combinations of the Z trigger and right shoulder buttons, to lean into curves, nudge rivals, and slam into opponents. Very simple. If the controls were any more complicated, you wouldn't enjoy the game as much.



PICK A CAR, ANY CAR

Each of the 30 cars has three vital statistics – Body, Boost and Grip. Each is given a grade ranging from A for the best to E for the worst. Body refers to the shell of the car, and how well it absorbs impacts. The better the body, the less the energy meter goes down. Boost indicates how well the car accelerates when you use a boost. Grip is

obviously how well the car handles corners without skidding. Not one car has A's in every category, so you'll have to experiment to find the car that suits your skills. Another important selection before each race is a choice of acceleration versus top speed. You can adjust this accordingly, but we've found it's better to go for top speed.



⤴ The best choice for beginners.



⤴ Get ready for a rollercoaster ride.

FULL HOUSE

At the start of the game there are three major cups that all the drivers are competing for. The Jack, Queen and King, (or Easy, Intermediate and Hard). Each cup is divided into six races over different circuits. By the time you compete in the King cup, you will be revisiting more advanced variations of some of the circuits from the previous cups. For example Mute City figures in all cups, but the difficulty and complexity of the circuit changes accordingly. Win all three cups to open up more circuits.



↑ The track is nice and wide in Mute City for the Jack Cup.

↑ Compete in the King Cup and the track is a lot tougher.



↑ Your nearest challenger in the championship is indicated by the Rival sign.



DON'T BLINK

There are various items to be aware of on each circuit. The most essential of these are the Dash Plates, which are like the Zippers in *Mario Kart*, and have the same effect as using a boost. The Pit Area is a pink strip of track which you must pass over to refill your energy meter. Jump Plates are situated in front of broken sections of the tracks, but also appear in front of narrow sections, so they can be a hazard. Dart Zones will slow down a car that passes over them. They are usually situated on tight bends, but can easily be avoided if you enter the corner at a good angle.



↑ Yet another superfast track. Don't be left at the back of the pack.



↑ These pink sections are the pits, pass over to refill energy.

↑ Avoid these brown strips, they slow you right down.

DEATH RACE 2000

Competing to be first isn't the only challenge you'll find in *F-Zero X*, there's also a contest to be last. That's as in last on the track. The Death Race pits you against all the other opponents, each with the aim of being the sole survivor. It's the *F-Zero* equivalent of the *Ben Hur* chariot



race. There is no limit to the number of laps, and the boost is available from the start. Nearly every section of this course is open, so there are lots of opportunities to nudge rivals over off the tracks. But should you fall off the track, it's game over.



↑ Slam the opponents into the walls to retire them. The burning ships plough into traffic.



↑ Jumps are an excellent place to play dirty. Use a spin to cause maximum carnage.



↑ The long open stretches by the pit lane allow you to nudge enemies off the track.



VEGAS IS FOR LOSERS



By far the best feature of the game is the multi-player mode. Up to four people can compete with the split-screen, with only a minor loss in track detail, but losing none of the speed. One novel feature is for those that fall off the track or are retired before the race is finished. These players can then try their luck at a slot machine. Should you hit the jackpot, you can inflict damage on the cars still on the track.



↑ There's only a slight loss in detail, so it's easy to see the track in the distance.



↑ With four rivals, it's easy to lose energy, and be retired very early in the race.



↑ Spin in the tunnel to beat the rest of the pack.



BEAT THE NINTENDO GHOSTS

No racing game is complete without the all-important Time Attack mode. Here you can aim to smash the course records. The interesting additions include one which allows you to race up to three ghost cars at once. These three ghosts are the three best times. If you lose the pace of the lead time, you can always set your sights on second. There are also secret ghost cars that can be accessed by completing a circuit within a special time. Do this and some of the programmers will be available to race against, to set you a new goal to smash.



↑ The ghost isn't really there, so don't worry about hitting it, just beat it!



THE RACE IS NEVER OVER

There are a lot more secrets just waiting to be busted open in this game. We'll tell you all about them in the coming months. So keep watching this space.





What used to be the fastest racer on the planet is headed for N64. This isn't just a straightforward conversion however - N64 is getting a custom-built edition. Key to this will be a unique four-player game, in addition to new circuits and modified control. Bear in mind that the original PlayStation games didn't benefit from analogue control. At the very least, Wipeout should play better than ever on your Nintendo.

SMOOTH CURVES

Rather than develop *Wipeout 3* for the N64, Psygnosis have simply tweaked the gameplay of *Wipeout 2097*. This is a blessing for N64 owners as it seems that the control system used in *Wipeout* was designed with the Nintendo pad in mind. You will need to master driving the *Wipeout* ships all over again.



↑ All the features of the PlayStation version are there, as well as some extra little touches.

70% COMPLETE

ACTION RACING

BY PSYGNOSIS

- PLAYSTATION VARIATIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE

NOV RELEASE

1-4 PLAYERS

- RELEASED BY PSYGNOSIS
- TEL 0151 282 3000

Transplanting PlayStation cool onto Nintendo isn't going to be easy. But this adrenalin™ racer aims to win.

WIIPEOUT 64



CLOSE COMPETITION

The most ambitious feature of *Wipeout 64* has to be the multi-player experience. With the split-screen play you can have two, three or even four players screaming along the winding tracks, in a straight race or a tournament mode.

But multiplayer games throw up a few

problems. For example, the size of each screen means that the turns are hard to anticipate unless you know the course well. On the plus side there doesn't seem to be much slow-down in four-player mode, but we'll confirm that when we play the finished version.



SECRET WEAPON

No version of *Wipeout* would be complete without a huge array of weaponry. The regulars are all here: rockets, homing missiles, shields and autopilot for use in tricky steering situations. Even the awesome quake weapon that throws a shockwave along the road.

For the N64 version you get five new special weapons: Electro Net (ensnare a rival); modified Plasma Bolt; Electro Grapple (pull 'em back); Mini-gun (rapid-fire tearing up the asphalt!!), and one secret.

↑ Weapons are handy, but the autopilot is essential for those of you that can't be bothered to drive.



↑ In multiplayer, it's awesome.

FINISH LINE

We've waited a LONG time for this. Now it's finally here, but there's now guaranteed monster competition from *F-Zero X*.





NINTENDO⁶⁴

You will believe a bear can fly



BANJO-KAZOOIE

Fly like a Bear and climb like a Bird?

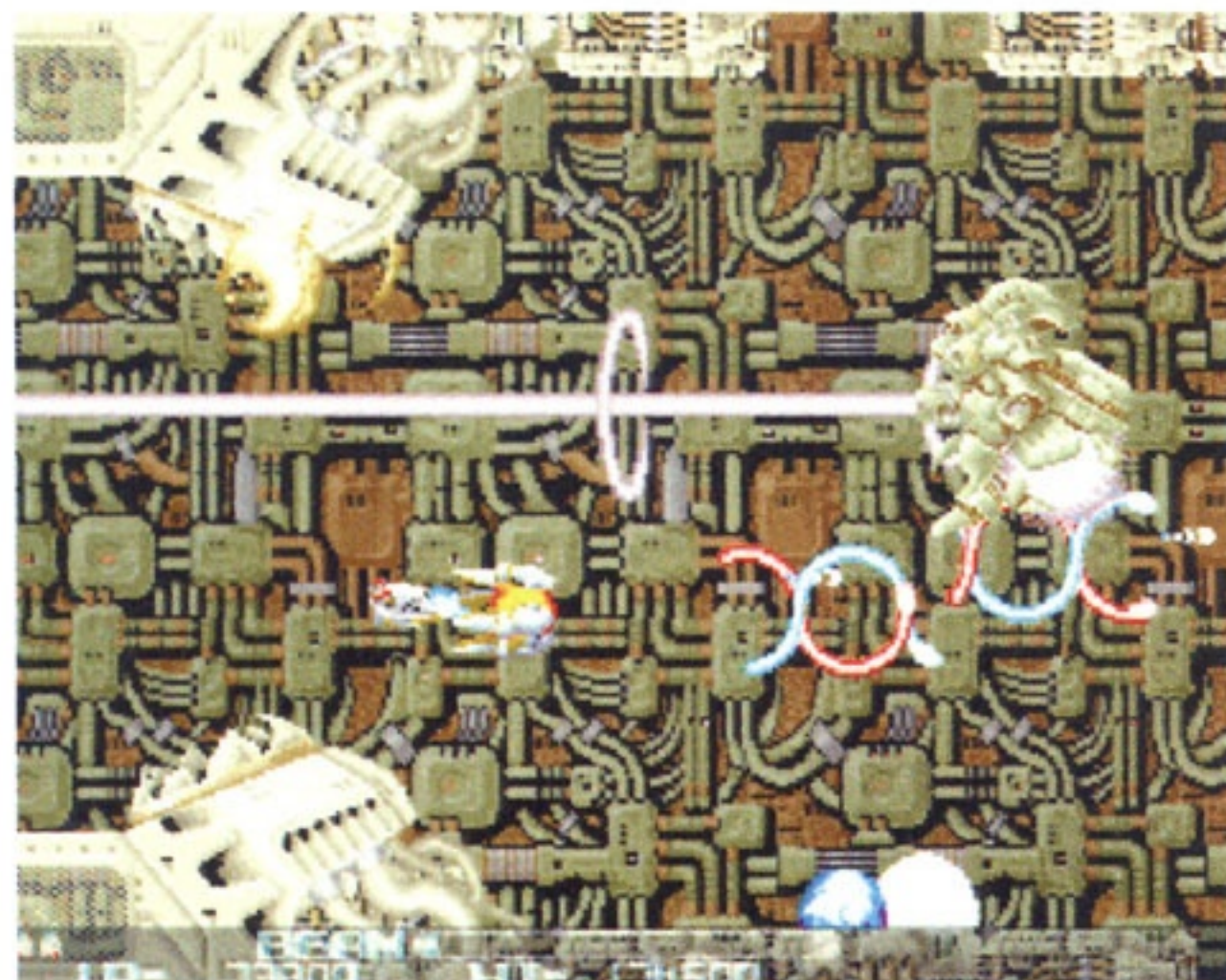
This dynamic duo open a stunning new world of tag teaming game play that prove that two heads are better than one. And with a game this big you'll need all the help you can get.



"This is a brilliant game"

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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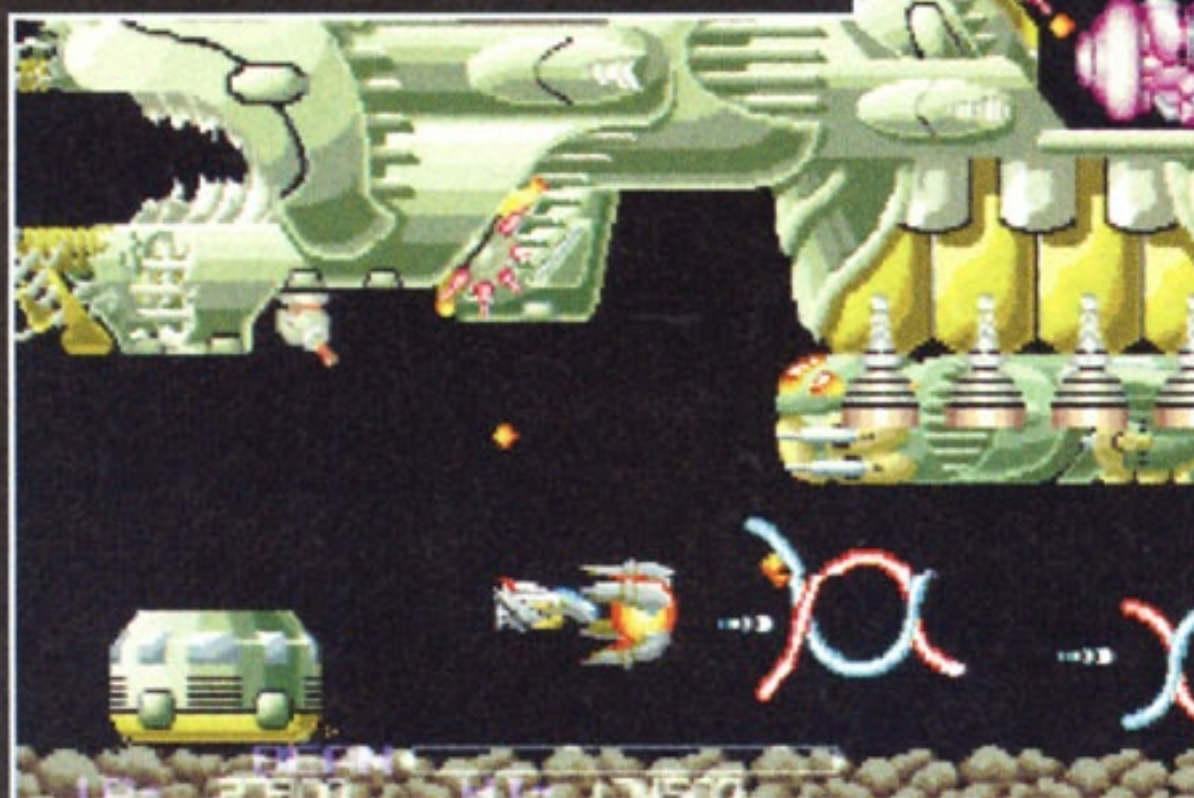
You're looking at the games which started the whole shoot-'em-up revolution. If it wasn't for *R-Type* and its first sequel, there wouldn't be the likes of *Einhänder* on PlayStation, or just about any shoot-'em-up you can think of which features power-up weapons. In fact the *R-Types* ensured that games remained exciting enough for the scene to continue. Oh yes!

R-TYPE-THE ORIGINAL

The whole thing kicks off with the blast from the past that is *R-Type*. Sent on an illegal mission into deep space with just your R-9 ship for company, you've got to destroy every alien in sight before they destroy you! Luckily, there's plenty of power-ups available to help with the alien extermination but you've still got to stay frosty - this one's going to be a bumpy ride! *R-Type* wrote the book. It has never got any better than this.



← This here's the Worm Beast. It regenerates by entering the heart. Shoot the heart to win.



↑ The scene which most people remember best about *R-Type* - a huge mothership, which you must work your way around to destroy. It's hell!

→ Your R-9 ship moves slower when it's underwater. This can make avoiding fast-moving ships, like the ones here, very tricky. You need skill.



100% COMPLETE

PlayStation™

SHOOT-'EM-UP

BY IREM

★ VARIOUS PREDECESSORS AVAILABLE

★ R-TYPE 3 PLANNED

★ STORAGE 1 CD

SEP RELEASE

1-2 PLAYERS

★ RELEASED BY VIRGIN

TEL 0171 368 2255

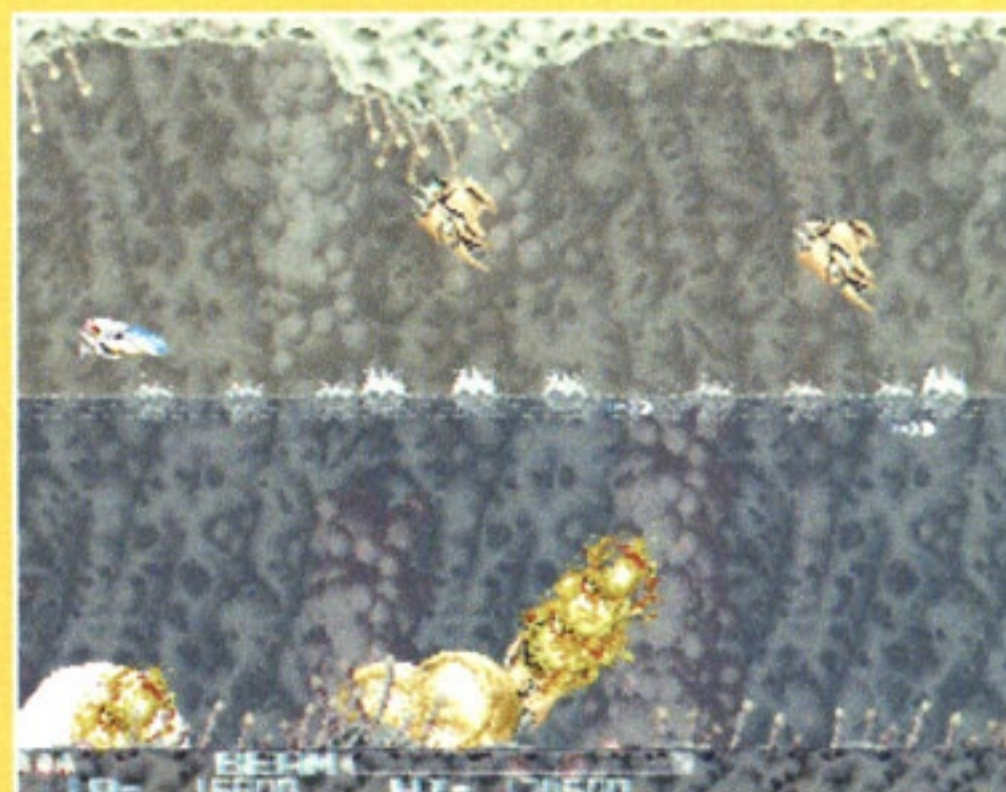
Travel back in time to the golden era of games: stupid hairstyles, crap pop music and incredibly difficult shoot-'em-ups!

R-TYPES

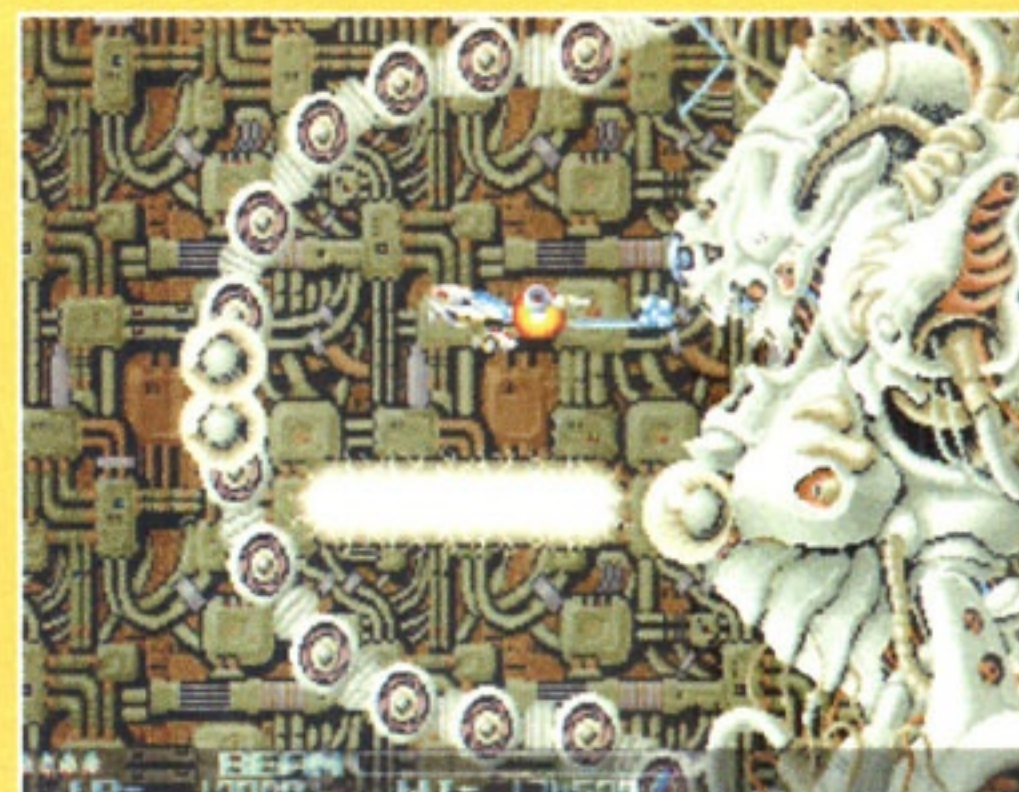
★ R-TYPE 2-THE SEQUEL ★

Straight away, you can see the improvement in the graphics, but the concept remains the same. The fact that it has two stages less than *R-Type* is made up for by the sequel being

much tougher. Even on the lowest level, you'll be fighting for your life. Each of the bosses would waste you on your first attempt, for sure. Skilled R-9 pilots were once revered as gods.



↑ The R-9's jets create water spray. This cool feature blew people away!



↑ The return of the first alien boss from *R-Type* - now with armour plating!

★ R-TYPE DELTA-THE FUTURE? ★

As well as perfect conversions of the original two games, some extras have been included on the disc. There is a comprehensive information library with data on every ship, enemy, and even the story of the *R-Type* games. Then there's an unplayable demo of

R-Type Delta - the latest incarnation of *R-Type*. This gives us a good idea of what's to come, with the combination of classic enemies and updated 3D graphics, similar to those seen in Squaresoft's *Einhänder*. It will be interesting to see which one is best.



↑ You have a choice of ships in *R-Type Delta*, each with their own style of weapons.

OOOH-ARRR...TYPES

More so than any of the old games being re-released, this collection keeps us coming back for more. Ultra tough and still great fun, *R-Types* is fantastic. Expect a full briefing in our review next issue.



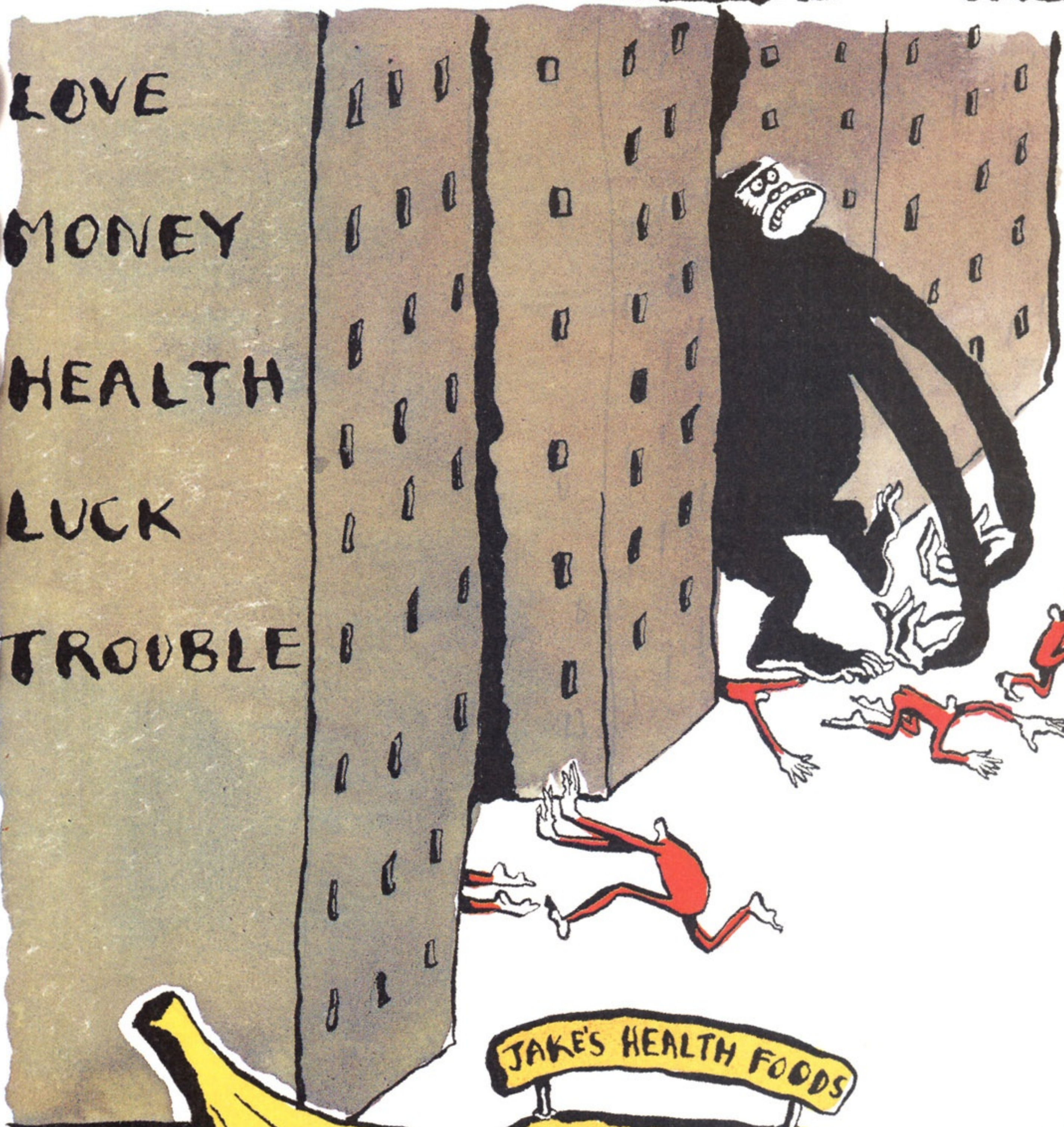
LOVE

MONEY

HEALTH

LUCK

TROUBLE



JAKE'S HEALTH FOODS



taste the rainbow

The

have spoken...

Skittles® is a registered trademark of Mars 1998.



80% COMPLETE

PlayStation™

RPG

BY KONAMI

SEP RELEASE

1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI
- TEL 01895 853 000

Learn to raise monsters the complicated way with *Azure Dreams*. Brush aside any Tamagotchi references, this looks cool.

AZURE DREAMS

Azure Dreams may look like any other role-playing game, but its unique mix of adventure and strategy elements make for something completely different. It's what you'd expect from Konami, who are also responsible for the awesome *Metal Gear Solid* and *Castlevania*. You'll need brain-power, reflexes, and patience if you want to get anywhere on this one. So settle down with a can of Red Bull – understanding this may take a while.



PUT IT TOGETHER AND WHAT HAVE YOU GOT?

Essentially an RPG, *Azure Dreams* is a bizarre mix of *Zelda* movement, *FFVII* turn-based fighting and *Digimon* monster creation. Set in the village of Monsbaia, you are Koh, the son of the greatest Monster Tamer of them all. Ever since he disappeared, you've wanted to be just

like him, and now you're finally old enough to become a Monster Tamer. But this is not as easy as it sounds. The village is merely the starting point for the adventure – once you reach the gates of the Monster Tower that looms over Monsbaia, the game really begins...

⬆ The action really hots up as you travel further up into the tower.



⬆ This is Guy, your Dad.



⬆ The tower awaits.



⬆ Let the adventure begin!



⬆ You can buy food in the restaurant – just make sure you can pay...

⬆ ... or you'll end up doing the dishes for the owner! Scrub-a-dub-dub.

PROBLEM SOLVED, GUV!

Even though the game centers on you exploring the tower, there's still plenty of things to do in Monsbaia. You can only return home by using items found in the tower. Once you are back, you can help the villagers with their problems. Whether it's adding an extension onto your house with help from the carpenter, or re-stocking the Monster Shop, you'll be busy for hours. Just don't forget that your main aim is gathering money – and plenty of it. Hey, monster taming is a man's business!

ONE MAN AND HIS FAMILIAR

Okay, this is where it gets complicated. As you progress up the tower level by level, you have to move around square by square, collect the treasure and gather as many eggs as possible while killing the monsters. Once you have an egg, you can take it back to your house and either sell it for cash or hatch it and train yourself a familiar. He'll then obey your commands and fight alongside you in the tower. It's up to you which you choose – just remember that the rarer the monster, the more money you'll be able to make from him at the Monster Shop.



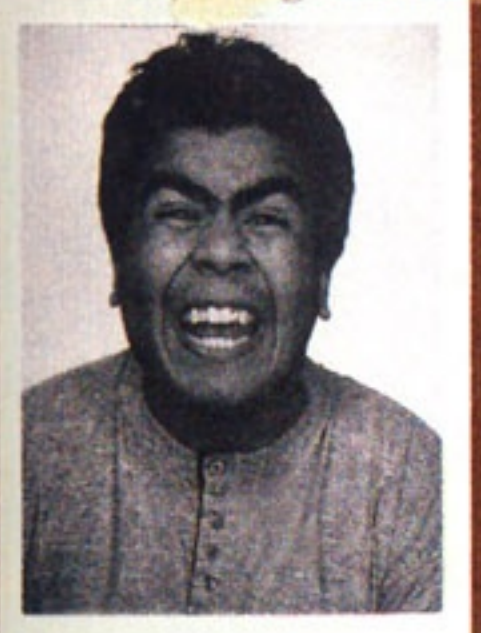
⬆ Hatch the eggs you find to get different familiars.

IT'S GONNA BE A MONSTER!

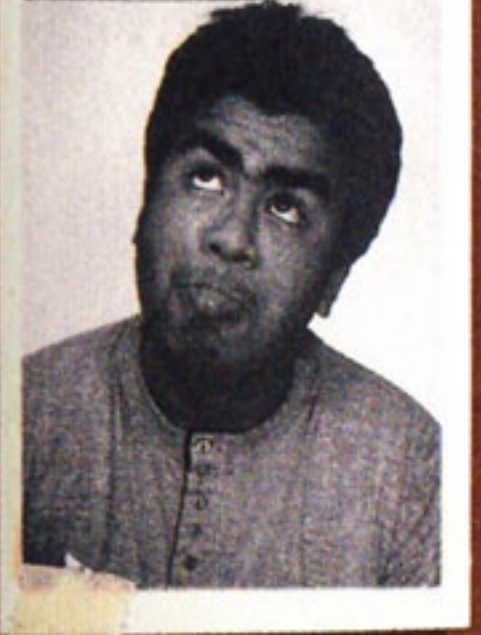
Azure Dreams is complicated and takes time to get into, but from what we've seen the effort is worth it. We'll give you our full opinion of this original RPG when we get the review version. Wait until you know more, to be sure.



JAPAN



Brazil



MEXICO



Germany



FRANCE



BOLIVIA



THE NETHERLANDS



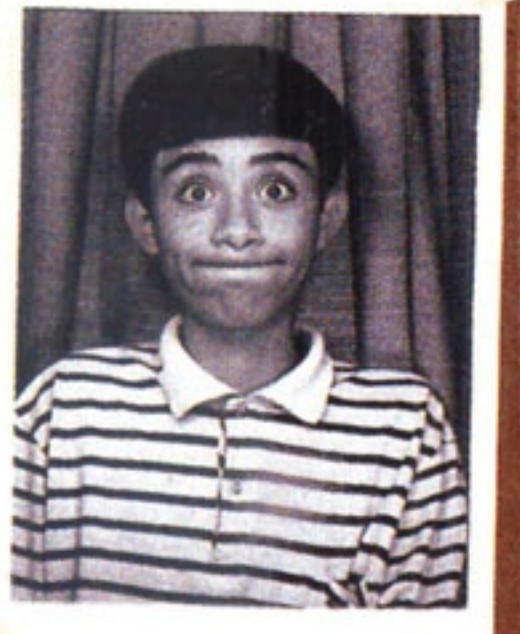
FUNNY FACES



England



S. Africa



Indonesia



KENYA



Ireland



GHANA



BOSNIA





90% COMPLETE

PlayStation™

SURVIVAL ESPIONAGE

BY KONAMI

WINTER RELEASE

1 PLAYER

- MSX & NES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI TEL 01895 853 000

We've pleaded with Konami to show you more of this incredible game, and guess what - they gave in. Here's the results.

Last month, we revealed the opening of the game and the first few locations that Snake, the hero, must explore. We left off with Snake entering a ventilation shaft, and that's where we pick up this mammoth adventure this month. We know you want this game - it's always in the Most Wanted chart. So put on your body armour and your best stealth gear - we're going to play *Metal Gear Solid* again!

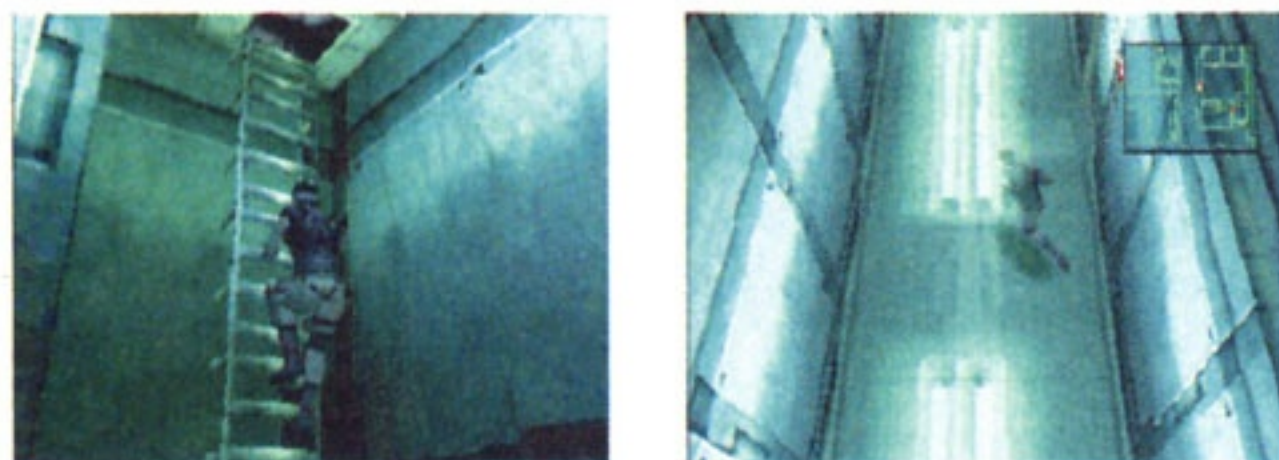
TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID



COUNTDOWN TO ARMAGEDDON!

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID

COMING SOON



PEEK-A-BOOI



While playing in the ventilation shafts you can spy on mysterious rooms, that you can't access yet.



Sneak gathers information by listening in below.



The subject of his spying - two guards chatting.

A good deal of the new section takes place within the ventilation shafts that litter the base. These small recesses offer Snake a very handy network of passages linking large sections of the base. From within these metal shafts, Snake can spy on various rooms and is able to overhear conversations. It's also possible for Snake to put the goggles on and zoom the view past the grills that block the entrances - just to check if anything useful is hidden inside.

I'LL BLOW YOU AWAY



There's still not a great deal of weapons available in these opening stages. The only new piece of equipment we found were some C4 plastic explosives. These can be attached to anything, but will only cause major damage on certain objects. The explosion is also good at diverting guards, as the explosive is triggered by you pressing a second button to detonate.



Sneak attaches the C4 onto the crates.

Seconds later, an explosion. But no damage.



Wait for the guard...



... then take him out!



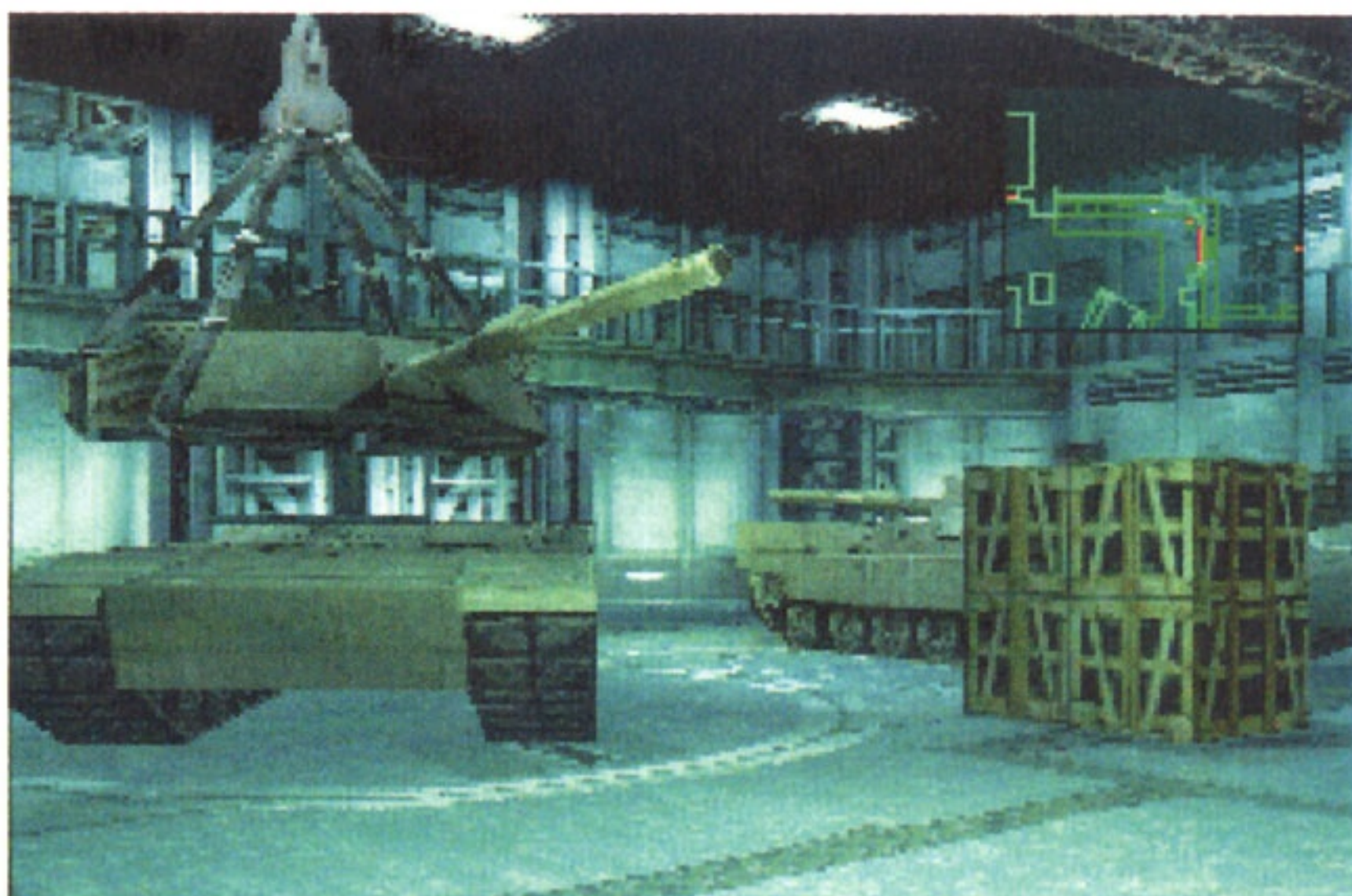
You need a key here.

HIDE AND SEEK

We've noticed a couple of cool new features while playing the latest version of *Metal Gear*. The first is that the enemy intelligence is a lot better. Now, when guards spot you, they do a better job of keeping up with your escape. The best example of this is with the army truck parked outside the base. If a guard sees you run into the back, they'll wait a few seconds then fire a grenade into the truck! In the last version the guard's walked away after a short while. The game is a lot tougher too, since Snake has a smaller life bar.



Under fire Snake hides behind the crate. But, oh dear! Looks like the guards have gotten a lot smarter!



Don't forget to take in this attraction while in the ventilation shafts. Need air quick!



THE MAN WHO FELL TO EARTH

If the next new feature doesn't convince you to buy this game, nothing will. It's now possible to throw guards over gantry railings, throw them off

high objects and kick them down stairs. Providing you get the angle right, Snake can dispense with enemies in this way all the time.

Of course, as falling from a height is extremely dangerous, if Snake or a guard is thrown from a tall object they'll die.



Kick the first guard, and he'll tumble onto the other.



Snake proves to be a mini-Hercules, throwing both guards.



A good clean kick in the face, but he's about to be shot.



Two down, nine hundred and ninety eight left to go!

MISSION ACCOMPLISHED



By leaning against this wall, Snake gets to peek into the room next to him. Revealing the important guest in the cell.

Anderson gives Snake the important level 1 keycard.

The demo ends with Snake locating DARPA chief Donald Anderson, trapped in a small cell. Anderson gives Snake a key card for him to progress further into the base. He also tells Snake about the enormous Metal Gear tanks. A mysterious woman resides in the next cell (she could be Meryl Silverburgh who plays a major part in the game) she overhears their conversation. A patrolling guard outside almost discovers Snake as well. The game gets tougher from here on in – that's guaranteed.



SEE YOU
IN THIRTY!

Next month we'll have the complete Japanese game to play around with, we'll reveal all you need to know about this gargantuan game then.

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID

COUNTDOWN TO ARMAGEDDON!

COMING SOON



90% COMPLETE

PlayStation™

PLATFORM BY NAUGHTY DOG

DEC RELEASE 1 PLAYER

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

Think you can smell a rat? Don't worry it's just that bandicoot again. Crash, that is.

CRASH BANDICOOT 3

Dr Cortex doesn't give up. This time Crash Bandicoot's arch enemy has discovered the secret of time travel! Now he's journeying through history, messing up anything and anybody that gets in his way. Of course, only Crash can stop him.

Though you still have to collect apples and find secret bonus areas, much like in the first two games, now your main task is to seek out pink crystals located within each area. The suspense is killing us.



NEW MOVES, SCHMOO MOVES

For Crash to have more of a chance against Cortex this time, he's been given a whole host of new moves. As you progress, more of these moves are learned until

eventually you're a one-bandicoot killing machine! Included are the death tornado spin, a flying body slam and a laser-powered Apple Bazooka.



↑ You can swim with flippers!



↑ You can burn ass with flames!



↑ You can die! Oh, hang on...

HOWDY LITTLE LADY

You don't have to play as the bandicoot for the whole game. Just to add a little variety to it all, Crash's sister Coco jumps in during certain levels to prove that blondes do have more fun. There's only one problem – she has no moves! Luckily, her pet tiger is at hand so she can jump on and hold on tight as he legs it through the level. Just don't stack it or you'll just be another smear on the wall.



↑ That's the biggest dragon I've ever seen.



↑ Mind the gap – one slip and it's tiger paté.



↑ Use the trapdoors as ramps to jump higher.



↑ A stationary bucket-carrying bloke. Why?

RIDE BABY, RIDE

As an addition to his repertoire, Crash can now grab vehicles that he can use to steer himself through each level – in some style. Which of these vehicles you can use depends on which time-zone you are in.

For example, dive deep into Atlantis and snatch the jet-sub with torpedo capabilities. Journey into Prehistoric Country and you can hatch your very own baby dinosaur to ride on. And of course there's Coco's pet tiger, who we like a lot.

↓ Ahh. One girl and her pet tiger. Is that legal?



↑ Hatch the egg and have your own baby dinosaur.

← The dreaded mini-sub – with torpedos. Kick some shark booty, dude.

LEVEL WITH ME FELLA

There are 25 levels of jumping, spinning, apple-munching action in *Crash 3*. These levels span tons of different time zones where Cortex is up to his old tricks, such as Medieval England, Ancient China, Egypt and Rome. There's the chance to be chased by a Triceratops in Prehistoric Country, and even don your scuba gear and explore the lost city of Atlantis.



↑ Me knight. Big sword. Grrr.



↑ Look for treasure in Atlantis.



↑ Don't fall in the lava, Crash!



↑ The wonders of ancient Egypt.



↑ Just like last time, there are bonus areas full of apples to find.



THE LAND BEFORE TIME

A vast jungle stands between Crash and Cortex. Wading through knee-deep swamp water and cutting through reeds are the least of your worries. If the molten lava doesn't get you, the Triceratops will. Argh! Run!



THE CITY OF ATLANTIS

Deep in the murky depths of the sea lies a city, and Cortex is out to plunder it for all it's worth! Pull on those flippers and get swimming as you dodge explosive mines, avoid deadly Puffer Fish and beat Jaws to the punch. Make sure you don't get shredded by those fans.



VALLEY OF THE KINGS

Cortex has found the lost tomb of the ancients. Inside the tomb there are traps waiting to catch you off guard. Slippery oil, poisoned darts, collapsing floors and crushing walls will test your patience, so stay alert or Crash is a dead bandicoot.



↑ The killer rams are a pain...



↑ So are the nasty crocodiles...



↑ But the computer isn't.

CRASH LANDINGS

Despite claiming to have created an 'all-new environment' for Crash, Naughty Dog don't seem to have done anything but added a few bells and whistles to *Crash 2*. It's a shame because we're hoping for so much more. There's still time though, so we'll know for sure when we get the review version.



90% COMPLETE

PlayStation™

3D PLATFORM

BY INSOMNIAC GAMES

OCT RELEASE

1 PLAYER

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

Huge dollops of money are being poured into the development and marketing of Spyro™ but can the dragon deliver?

SPYRO THE DRAGON

The production brains behind *Crash Bandicoot* bring a new face to the Playstation – *Spyro the Dragon*. He may be cute but don't let that fool you. With over 36 levels of nasty-filled platform negotiating, younger players and experienced gamers alike are being promised a tough challenge.

PLAYSTATION'S LATEST FLAME



↑ Don't worry, Spyro isn't sneezing. It's fire... he's a dragon, okay?

CRYSTAL DAYS

Everything was nice and shiny and cute in Spyro's homeland – until Gnorc the Gnasty came to town. He doesn't like dragons and so he turned all of them into crystal statues. But he missed Spyro somehow, but he might still get him – and it's up to you to save the day.



↑ This is a dragon. Save him.



↑ This, however, isn't. Ouch!

LOADSAGEMS

The main items for collection here are gems. Each colour is worth a different amount and the more you collect, the better you do. To find them though, you'll have to kill enemies and break open chests. Use your fiery breath and earth-shaking headbutt dash to do this.



↑ Collect the gems, but don't fall off the ledge!



↑ Hit these guys to get even more of those lovely gems.



BIG BOSS MAN

There's plenty of nasties lurking around, just waiting to make some dragon-skin boots out of you. Evil shepherds, vicious bulls and belly-bouncing frogs abound here, so you might want to look out. Good thing your friend Sparks the

Dragonfly is here to help – not only does she pick up stray gems for you, but she acts as a shield. Watch out though – she's okay when she's gold, but if she turns blue, green or even if she dies it could soon be 'Sayonara Spyro'...



↑ This pumpkin boss might look big and scary at first...



↑ ... but if you can knock his cape off, you'll see that it's just a sheep on stilts!



↑ He's just a big fat frog. Go on Spyro – fry his huge butt!

FLAME ON!

Spyro is visually impressive, but whether it can match the sheer playability of games like *Mario* and *Banjo Kazooie* remains to be seen. We'll find out soon enough.



COMING SOON



MISSION: IMPOSSIBLE™ MISSION: IMPOSSIBLE


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THE IMPOSSIBLE"

YOUR MISSION STARTS SEPTEMBER 11TH...
...DARE YOU ACCEPT IT?



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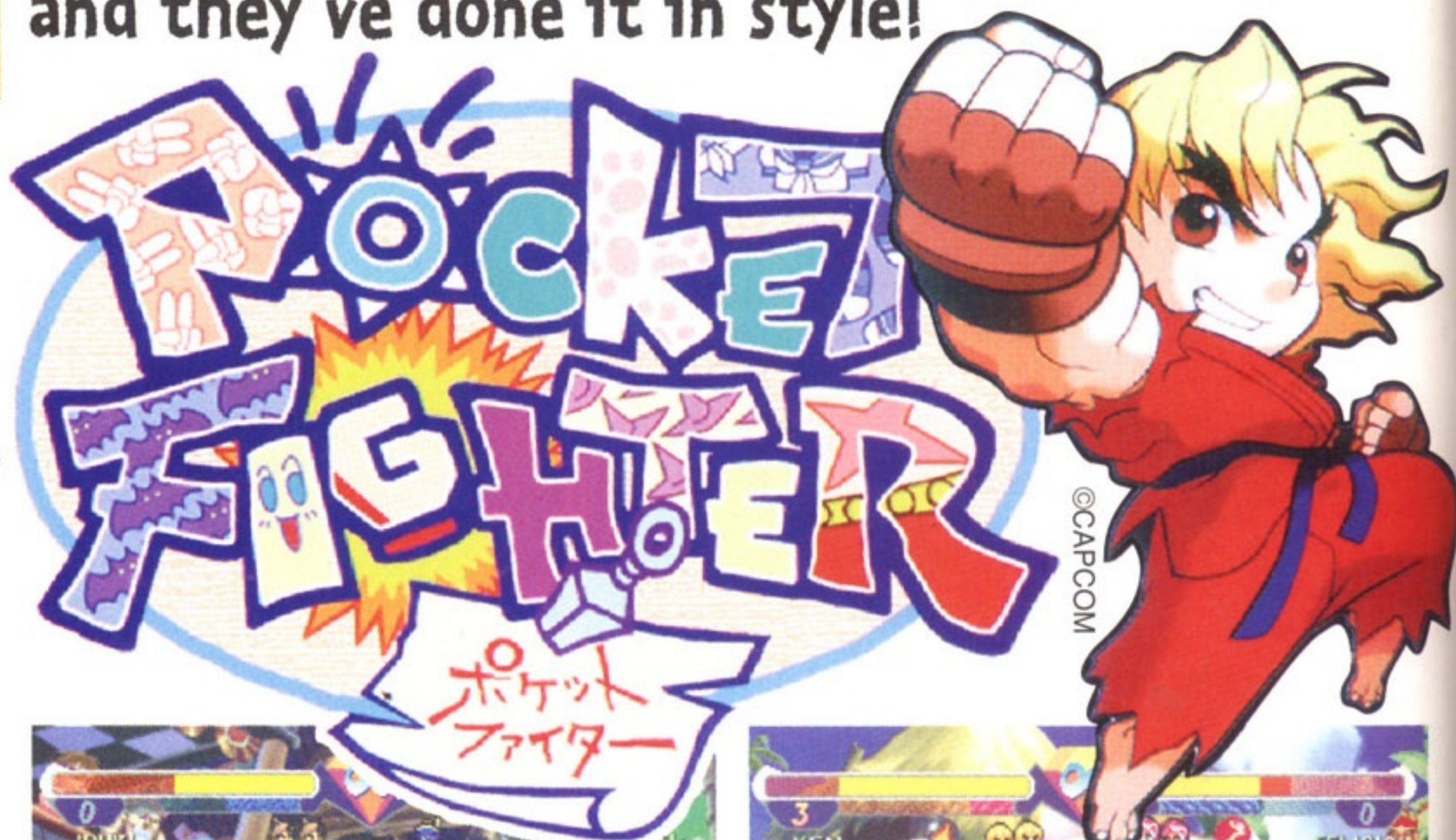
NINTENDO®, NINTENDO 64, AND  ARE TRADEMARKS OF NINTENDO CO., LTD.



100% COMPLETE	PlayStation	2D FIGHTING GAME	BY CAPCOM	<ul style="list-style-type: none"> ARCADIE AND IMPORT VERSIONS AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY VIRGIN TEL 0171 368 2255
	SEGA SATURN	SEPT RELEASE	1-2 PLAYERS	

The Capcom kids have had enough of *Puzzle Fighting*, and have taken to the streets – and they've done it in style!

Hardcore *Street Fighter* fans have a hard enough time trying to piece together the Capcom universe as it is. Their games go backwards and forwards in time, crossing over with one another and having complex plots, but they just about made sense – until now. Unfortunately, trying to understand *Pocket Fighter* will melt brains. It features super-cute kiddie versions of characters from *Street Fighter 2*, *Street Fighter Alpha 2*, the *Darkstalkers* games, *Red Earth* and even *Street Fighter 3* all in one. To confuse continuity fans further, it has references to *MegaMan*, *Star Gladiator*, *Resident Evil*, and many more Capcom classics all over the place. Here's what to do – don't bother analysing it, just enjoy it!



WHAT A GEM!

The coloured gems from *Super Puzzle Fighter 2* are back for *Pocket Fighter*, but this time they're used to power-up your character's special moves. At the bottom of the screen are three energy bars, each of which relates to a special attack. Collecting gems of that colour powers up the move, making it more powerful and more impressive to watch. Each time someone gets hit they drop a bunch of gems which can be picked up by either fighter. Simple!



Ken's Dragon Punch gets more impressive as you collect extra gems of the appropriate colour.

MIGHTILY MAD!

Each character in *Pocket Fighter* has a selection of Mighty Combos, which are basically the same as the usual Super Combos. There are two ways of doing each move – either the old-style double fireball

motion and an attack, or with a simple movement and the Special button! Mighty Combos are the most impressive and insane moves in the game, and give a nice big explosion if used to finish an opponent.



Lei-Lei (Hsien-Ko in the UK) spins her opponent round on a giant umbrella!



Chun-Li calls the cyclists from her *Street Fighter* stage to run over Zangief!

FLASH (COMBO) AA-AAH!

One thing that makes *Pocket Fighter* so accessible is the excellent Flash Combo system. All it really means is that you can link any combination of four punches and kicks together in whatever order you want. But unlike the regular *Street Fighter* games, these are some of the wackiest combos you've ever seen!

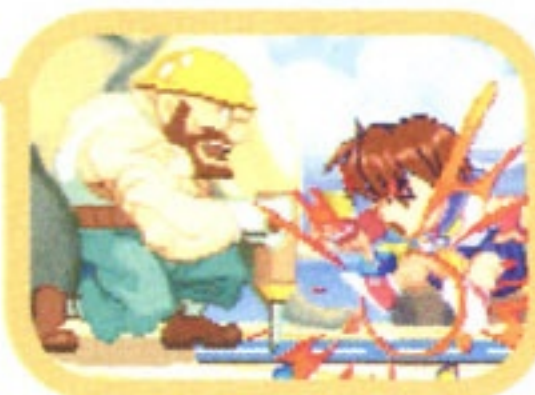
Here's how Zangief's Flash Combos look - just follow the flow chart to create your ideal attack!



START HERE

KICK

PUNCH



As part of Chun-Li's Flash Combo she changes into Jill Valentine from *Resident Evil*!



Felicia dresses up as characters from various Capcom games, like MegaMan and some of her *Darkstalkers* friends.



We don't understand why Dan dresses up like Elvis Presley and hits people with his mic stand.

HAND-TO-BOMB COMBAT

As well as gems, various other little items bounce around the fight arenas as you play. You can collect and hold up to three at once, then throw or roll them at any time by pressing Kick and Special together. Each item has a special power - the skull means an instant dizzy, the bomb blows people up, the ice ball freezes them, and so on. Keep an eye out for the little characters flying past on clouds - if you knock them out of the air they'll either drop some items or food to refill your health.



A bomb in the face can come as a surprise.



Zangief's gone purple because he's been stunned by the item Akuma's thrown at him.

FIGHTER IN MY POCKET

Pocket Fighter is currently scheduled for a UK release on the PlayStation in September, so we should be able to bring you a review in the very next issue of CVG. Until then, stay happy!



CUTE CAPCOM WARRIORS BATTLE IT OUT!

COMING SOON

	3D ACTION GAME	BY DMA	<ul style="list-style-type: none"> • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE CARTRIDGE
	NOV RELEASE	1 PLAYER	



Another Nintendo 64 game you can really get your teeth into. Unless the bugs get theirs into you first!

The *Body Harvest* blood-fest is at odds with the rack of cute N64 games out there. Excepting *Goldeneye* and *Quake*, action games don't get any better than this. In fact the only hint that *Body Harvest* should be on N64 is that it goes much deeper than just shooting strategy.

The intense action of *Starship Troopers* combines with the exploration theme of *Zelda* to great effect. While you're out blasting the bugs, you'll be solving some tricky puzzles too. So the potential is here for *Body Harvest* to truly kick some serious ass in October.

This is the game to look forward to on N64. We'd like to fill you in some more so that you're prepared!



HARVEST BODY

DON'T LET THEM EAT MY BABY!



↑ Stop the alien invasion!



↑ Use any vehicle around!



↑ Bug control N64 style!



↑ Welcome to hell, earth man. Eat my plasma balls, flesh boy!



↑ Stay still so I can shoot yo' ass, you ugly sonuvabitch!

BIRD IN A CAGE



↑ Wassat girl? Aliens bombarding the pig farm?! We must save their bacon!

Throughout the entire game you control a character called Adam. He's the one who gets to wear the funny suit, shout 'Odin' and tear it up big style. Back at base there's this girl called Daisy. She helps out with all the technical information Adam requires to find his way around. Occasionally Daisy will interrupt the mission with news about the aliens' whereabouts. Daisy may also research the weaknesses of specific alien types, allowing Adam to gain the advantage. She's a bonny lass for sure.

KILLING TIME ZONES



← Whether it's Mexico or Siberia, 1966 or 2025, your task is the same: SAVE THE HUMAN RACE. KILL ALL ALIEN SCUM!

→ You might feel embarrassed battling the aliens in stupid old cars, but if you ever get caught in this situation yourself, you know it works!



Body Harvest is all about an alien invasion of planet earth, which you must stop. The cool twist is that the aliens invade earth in different parts of the globe AND at different time zones. This isn't the difference of a couple of hours, we're talking centuries. In terms of gameplay, this enables aliens to become increasingly more intimidating. Also your means of defence are restricted according to the era.

COMING SOON

WHEELS TO STEAL

Not just wheels, but wings too. In order to run rings around the alien horde you need transportation. We wouldn't usually recommend what is available here, but for the sake of realism we can manage. Like,

how about going up against an alien queen with a Fire Hydrant! Or maybe buzzing an extra-terrestrial beast with a bi-plane! This is crazy. But it's a genius kind of crazy that we like!



↑ **Hose them down!** These aliens could do with a cold shower to chill out.



↑ **Steal the armoured car for some crazy cannon action at the aliens' expense.**



↑ **All vehicles handle differently. It's Grand Theft Auto meets Lost In Space!**



NINTENDO 64



BLOOD LUST

Most of the time you're gunning down aliens in *Body Harvest*, which we like a lot. Armed to the teeth with the latest in weapons technology (though limited by the time zone), you get to systematically cripple, decapitate, or blow to pieces, bugs.



↑ **Just like in Starship Troopers**, most aliens require multiple blasts to the husk before shattering into pieces. Use the cross-hair to target, then let them have it!



← **Some of the weapons in Body Harvest are very clever; very cool. Our favourite is a giant reflective shield which burns using sunlight. Aliens are frying hard to please.**



THE ANTHRILL MOB

The aliens are harvesting humans, for food and genetic material. They are intimidating by their power, and more dangerous than you first imagine since they also have a large degree of cunning. While trying to halt the alien invasion, you'll encounter scouts who search for fertile ground (ie lots of humans); Harvesters who capture humans; and soldiers – kick-ass alien mercs who kill or die trying. Also watch out for Mutants, they're terrible!



↑ **Aliens DO get much bigger than this alien Processor. Only we can't show you just yet.**



↑ **It's behind you! Soldiers are vicious, but not all of them are so intelligent at first. Kill 'em all, Adam!**

THINK FOR A MINUTE

Body Harvest appeals to people who love their action games full on, as well as people who like to think their way out of a situation. Enter the houses and workplaces of civilians to pick up vital information and helpful tools.



↑ **Search for people who will give you information. They're only civilians. They don't have anything better to do except wait to be EATEN!**



↑ **Check inside peoples' personal belongings for items you'd like to lay claim to. Some food maybe. Or a key. Take them to the cleaners!**



WANT TO KNOW MORE?

Tune in to this exciting channel next month, when we hope to have a version of the awesome gorefest that is *Body Harvest* for review. You can almost smell the burning alien flesh!

DON'T LET THEM EAT MY BABY!

COMING SOON



	80% COMPLETE	ROAMING BEAT-'EM-UP	BY CORE DESIGN	<ul style="list-style-type: none"> NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD
	SEPT RELEASE	1 PLAYER	<ul style="list-style-type: none"> RELEASED BY EIDOS TEL 0181 636 3000 	

We thought the fascination with the fictional Ninja had died out long ago, but here's a game that hopes to revive all our shuriken-wielding fantasies.

Ninja is best described as an isometric beat-'em-up adventure. A real melting pot of a game that mixes many styles and features some surprising elements. Not only do you get a Ninja as the main star, but there's also *Jason and the Argonauts*-style battling skeletons, the living dead, massive deformed creatures and dinosaurs.

The only thing missing is the kitchen sink, but the we have yet to see the later levels. Join the lone Ninja, Kurosawa, as he seeks to put this strange land back to its natural state.

NINJA

SHADOW OF DARKNESS



★★★ STAND UP AND BE COUNTED ★★★

Kurosawa only has two attacks – punch and kick. Depending on the enemy, subsequent presses of the buttons will result in various types of punches and kicks, such as roundhouse or backhand punches. These simple combos need to be considered as you encounter

tougher opponents. For example three kicks inflict more damage than three punches. Three kicks in a row will result in an opponent being knocked off their feet. Put in a couple of punches and you can dispose of the opponent with no need for another bout.



↑ Pick on the weakest first.



↑ The pink flash indicates a hit.



★★★ WHAT'S IN THE BOX? ★★★

As Kurosawa undertakes his huge task, he may be alarmed at the number of mysterious wooden chests he comes across. These are a prominent feature of every level. Contained within are many

Ninja treats including weapons, potions, food, coins and keys. Beware the booby-trapped chests containing bombs. You'll have only a short amount of time to run away if you open one of these.



↑ This gate's locked, but wait...



↑ Look in the chest. Eureka!



★★★ SHAOLIN BUDDHA FINGER ★★★

The further you progress, the better equipped you become to tackle your adversaries. Weapons can be found on your travels or bought from the friendly end-of-level shop. Delights including

swords, staff, scythe and throwing knives. There are also magic attacks, that can be powered up to four different levels. It's handy to save these for the progressively tough end-of-level bosses.



Now that is one big, evil plant.

Damn those cowboy builders.



It's so difficult to get blood-stains out of a blue lycra Ninja suit.



Take your partner by the hand.



Glow-in-the-dark skeletons!

★★★ LIONS AND TIGERS AND BEARS, OH MY! ★★★

There are over 50 different types of enemy in the game. The majority of these are dressed in traditional Japanese styles. But things get weirder later on. The living dead, skeletons, giant plants, giant crabs and dinosaurs will all try to play a part in your demise. There are even several trips to Hell among the 13 levels. In Hell, Kurosawa must battle the demons that have caused so much trouble in his land.



Altogether now... 1, 2, 3... HE'S BEHIND YOU!



Skeleton legs will kick without a body!



Watch out for this big lizard. He's tough.

★★★★★★ TREAD VERY CAREFULLY ★★★★★★

As well as the aforementioned booby-trapped wooden chests. There are a large number of more obvious perils to avoid. As a rule, it's good advice to stay well away from anything that has a large metal spike protruding from it. Be even more careful when there are many

spikes. The land of *Ninja* is full of such prickly perils. They come in the rolling, swinging, falling and sticking-up-from-underneath-the-ground-unexpectedly variety. Also be on your toes to avoid rolling logs, bear traps and tripwire – and that's just the first level!



DOWN A BIT, LEFT A BIT, LOWER... AAH, NOW SCRATCH!

You'll need all your samurai skills to avoid the giant spikes.

HEEEEEEEYYYYYYY
AAAAAAAHHHH!

Ninja is a clever mix of adventure and fighting. But, with better dedicated fighting/adventure games on the market, it's got a very tough fight on its hands.

EVERYBODY WAS KUNG-FU FIGHTING

COMING SOON

CHECKPOINT

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

IN ASSOCIATION WITH **electronics boutique**

Just think. Only a couple more months and Saint Nick will be tumbling down your chimneys. Start saving, this Christmas is going to be a huge games feast!

In case you've been on another planet for the last six months and hadn't noticed the near-saturation coverage we've given the game, **Tekken 3** is here. It finally landed in the UK on September 11th. Hurrah! If you don't own a PlayStation, this is probably not very exciting to you, even though it's the biggest games release of the year. There are plenty of other games waiting in the wings for you anyway. Nintendo owners have *Mission Impossible* and *Mortal Kombat 4*, Saturn owners have *Deep Fear* and *Shining Force 3* and PC people can look forward to *Populous 3* and *Brian Lara*! Cool!

ECTS '98

6th-8th September
Earls Court Olympia

Every year it gets bigger and every year people expect bigger things. Sony will no doubt dominate again, but expect Sega to turn a few heads. Dreamcast stuff is high on everybody's list of "must see" and hopefully the *Sonic* game will make an appearance. We'll have full reports on anything new and exciting very soon.



VIRTUAL ON FAN CLUB

1st Sunday of every month
Namco Wonderpark

Just a quickie this one. If you fancy meeting up with a load of *Virtual On* fans then head to the Wonderpark to meet fellow fans.



Virtual On fans meet at Wonderpark every month.

SONIC ADVENTURE PRESENTATION

Tokyo International Forum Hall
22nd August

Yuji Naka has cordially invited all *Sonic* fans to come to this open day in Tokyo, where you'll be able to see the latest *Sonic* game on Dreamcast! You can chat to developers and get loads of Sonic goodies for your troubles. You might even get to play it. If you have the cash, and are a *Sonic* nut, this could well be your idea of heaven.



LIVE '98

24th-27th September
Earls Court

Imagine Gizmo Palace but in Earls Court - that's Live '98 basically. If you're a gadgets freak, you'll be in your element here with everything from stereos to sunglasses with TV screens in the corner. We recommend you take the most hardcore drum 'n' bass tape you can find, put it in the stereos and turn them up so loud that everyone's eardrums pop.



EVENTS AND SOFTWARE RELEASES

AUG-SEP SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH

electronics boutique

KEY: **RED** These games are hot
BLUE These are not

GAME NAME	FORMAT
21st August 1998	
Breath of Fire 3 (Infogrames)	PlayStation
Mr Domino (Virgin)	PlayStation
Dune 2000 (Virgin)	PC CD-ROM
Megaman 8 (Infogrames)	PlayStation
Megaman: Battle and Chase (Infogrames)	PlayStation
Starcraft Expansion Pack (Cendant)	PC CD-ROM
V-Rally (Ocean)	PC CD-ROM
War Games (EA)	PC CD-ROM
28th August	
X-Men vs Street Fighter (Virgin)	PlayStation
F-1 Grand Prix (THE Games)	Nintendo 64
Waiale Country Club (THE Games)	Nintendo 64
Mission Impossible (Infogrames)	Nintendo 64
August (no set release)	
Batman and Robin (Acclaim)	PlayStation
Blasto (Sony)	PlayStation
Iggy's Wrecking Balls (Acclaim)	Nintendo 64
Sin Level Master (Activision)	PC CD-ROM
Bomberman (Sony)	PlayStation
Buggy (Gremlin)	PlayStation
Quake 2: Ground Zero (Activision)	PC CD-ROM
Air Boarders (THE Games)	Nintendo 64
Fluid (Sony)	PlayStation
Tombi (Sony)	PlayStation
Colin McRae Rally (Codemasters)	PC CD-ROM
WWF: Warzone (Acclaim)	PlayStation/Nintendo 64
Cruis'n World (THE Games)	Nintendo 64
Virtual Pool 2: Add On (Interplay)	PC CD-ROM
4th September	
Tiger Woods '99 (EA)	PC CD-ROM
Viper (Infogrames)	PC CD-ROM

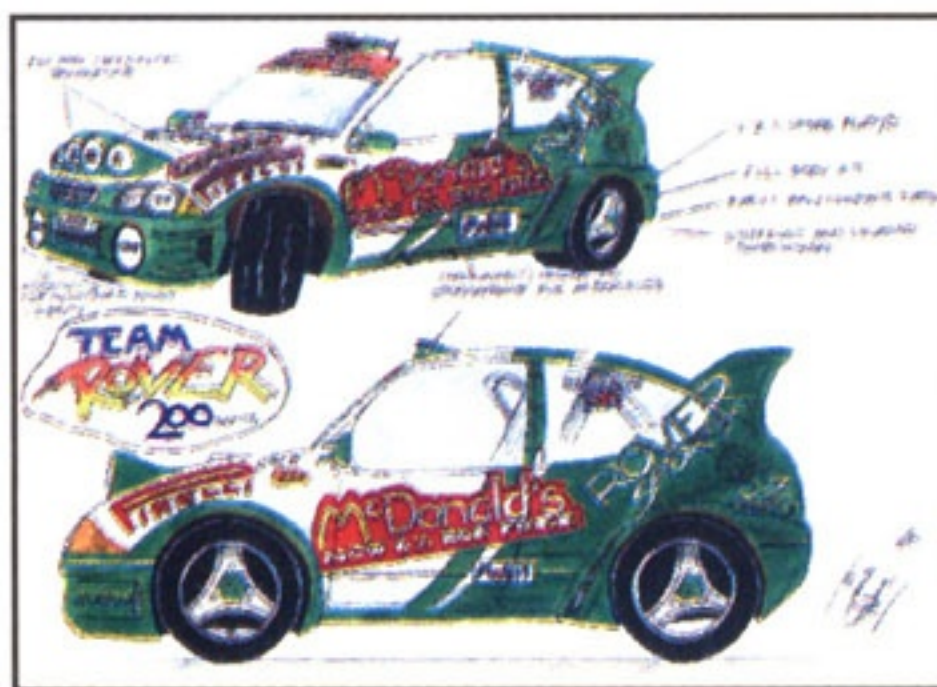
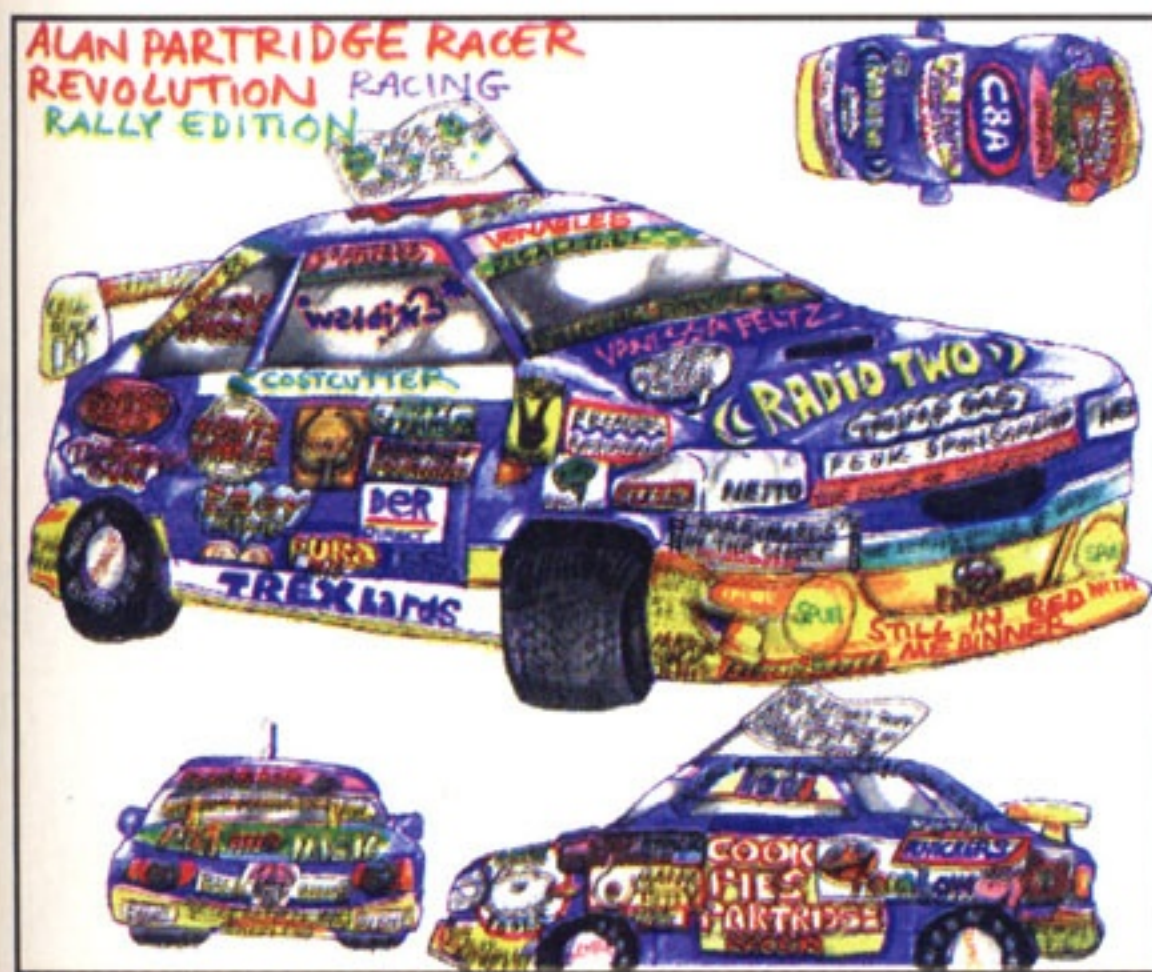
GAME NAME	FORMAT
11th September	
Mortal Kombat 4 (GT Interactive)	PlayStation/Nintendo 64/PC CD-ROM
Chopper Attack (GT Interactive)	Nintendo 64
San Francisco Rush (GT Interactive)	PlayStation
Shadow Gunner (Ubi Soft)	PlayStation
Tekken 3 (Sony)	PlayStation
Grand Prix Legends (Cendant)	PC CD-ROM
Off Road Challenge (GT Interactive)	Nintendo 64
18th September	
Aironauts (Infogrames)	PlayStation
Biofreaks (GT Interactive)	PlayStation/Nintendo 64/PC CD-ROM
Hardball 6 (EA)	PlayStation
Deep Fear (Sega)	Saturn
Outcast (Infogrames)	PC CD-ROM
Moto Racer 2 (EA)	PlayStation
S.C.A.R.S. (Ubi Soft)	PlayStation/PC CD-ROM
25th September	
Duke Nukem: Time to Kill (GT Interactive)	PlayStation
Madden NFL '99 (EA)	PlayStation
Half Life (Cendant)	PC CD-ROM
September (no set release)	
Actua Tennis (Gremlin)	PlayStation
C&C: Retaliation (Virgin)	PlayStation
All Star Tennis (Ubi Soft)	Nintendo 64
ISS Pro '98 (Konami)	PlayStation
ISS '98 (Konami)	Nintendo 64
Joe Blow (Telstar)	PlayStation
Brian Lara Cricket (Codemasters)	PC CD-ROM
Fighting Force (Eidos)	Nintendo 64
Oddworld 2: Abe's Exodus (GT Interactive)	PlayStation
Pet in TV (Sony)	PlayStation
Viva Football (Virgin)	PlayStation
Gex 2 (GT Interactive)	Nintendo 64

CHECKPOINT

WINNERS! WINNERS!

COLIN McRAE RALLY

Quite a bizarre selection of entries greeted this chance to win yourself a copy of the Codemasters classic. Designing a new car was the simple task, and one which you all managed to complete. But the range of sponsors was the most worrying aspect – Durex was one of them, so was Bodyform and, er, Hovis. Anyway, the quality control officer has whittled it down to these three. And the lucky winners are **Jonathan Tilbrook of Sheffield**, **James Have from Lanarkshire** and **Abraham Akseki from Bristol**. Top work, people.



Some great-looking cars here, some with well dodgy sponsors and other messages attached. We weren't sure if COOK had another C instead of an O, and whether PIES had another S in place of E. But we think we did the right thing.

WORLD LEAGUE SOCCER

Making you watch the World Cup and tell us who scored the most goals must be not only one of the easiest contests, but also one of the most enjoyable. So this one goes out to all of the smart alocs who thought they'd send in their entries early to be clever. And who did they all pick? Ronaldo. Suckers. Or should that be Sukers? Anyway, the three people who identified Davor Suker as the top scorer were **Alex Meadows of Tyne and Wear**, **Scott Preston from Stockport** and **Keith Terry from Telford**. Copies of Saturn WLS on their way to you.

UNREAL

Yet another great response to a competition, but nothing will beat the totally awesome *Burning Rangers* pictures last month. Anyway, for this competition we asked you to design a new bit of art for *Unreal*. And the three best illustrations were sent in by **Robert Owen of Carnforth** (below), **Michael London from Sundridge** (below-right), and **George Pang of Hoddesdon**. You can all rejoice, for you shall each receive a copy of *Unreal* very soon.



Well done to everybody who entered the competition. We had loads of great pictures, but we decided on these because they all feature big chests. Everyone should have a big chest.



WIN!
WIN!

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WIN!

computer
video
games

TEKKEN 3

The King of the Iron Fist Tournament 3 finally gets a UK release. Our marathon coverage comes to an end and to celebrate we're offering you the chance to win a copy of what is undoubtedly one of the biggest PlayStation releases this year. Three of you will be lucky enough to gain one each – for the cost of a stamp and some of your finest drawing skills. What we want you to do is draw any two characters having a fight! It cannot be a copy of any existing artwork, but we recommend that you use some of the more lavish moves to get your pictures noticed. Send your entries to **I DON'T EAT CHICKEN** at the address below.

DEEP FEAR

As new UK Saturn releases slowly grind to a halt, these competitions become even more sacred. And as Saturn owners seem to be the most enthusiastic about checkpoint competitions, we wanted to give you one final glorious send-off. Time to get your watercolours out and the felt tips pens and draw us the goriest picture involving *Deep Fear*-style characters you can muster. The more grim it is, the more chance you have of winning. Entries should be clearly marked with the heading **SCHLOCK IT TO ME BABY**.

MORTAL KOMBAT 4

While we're on the subject of blood, you don't get much more than in the classic comedy fighting game *Mortal Kombat*. And with the latest version due to hit the N64 any time now, we're giving you the chance to walk away with the only decent fighting game on the Nintendo. To win it, you have to do the following. Draw any fatality from any of the *Mortal Kombat* games and that's about it. Blood is good. As are detached limbs. All works of art should be labelled **FINISH HIM!** At the usual address. Thank you.

Send entries as soon as possible to:

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SPECIAL THANKS



Once again a massive 'TA!!!!' goes out to all our chums at EB for putting up with our hassle all the time. They do their best to ensure that the dates are correct and at the time of going to press, they are. But neither EB or CVG can be held responsible should any of the dates slip. It's like that, and that's the way it is.

EVENTS AND SOFTWARE RELEASES

CHECKPOINT

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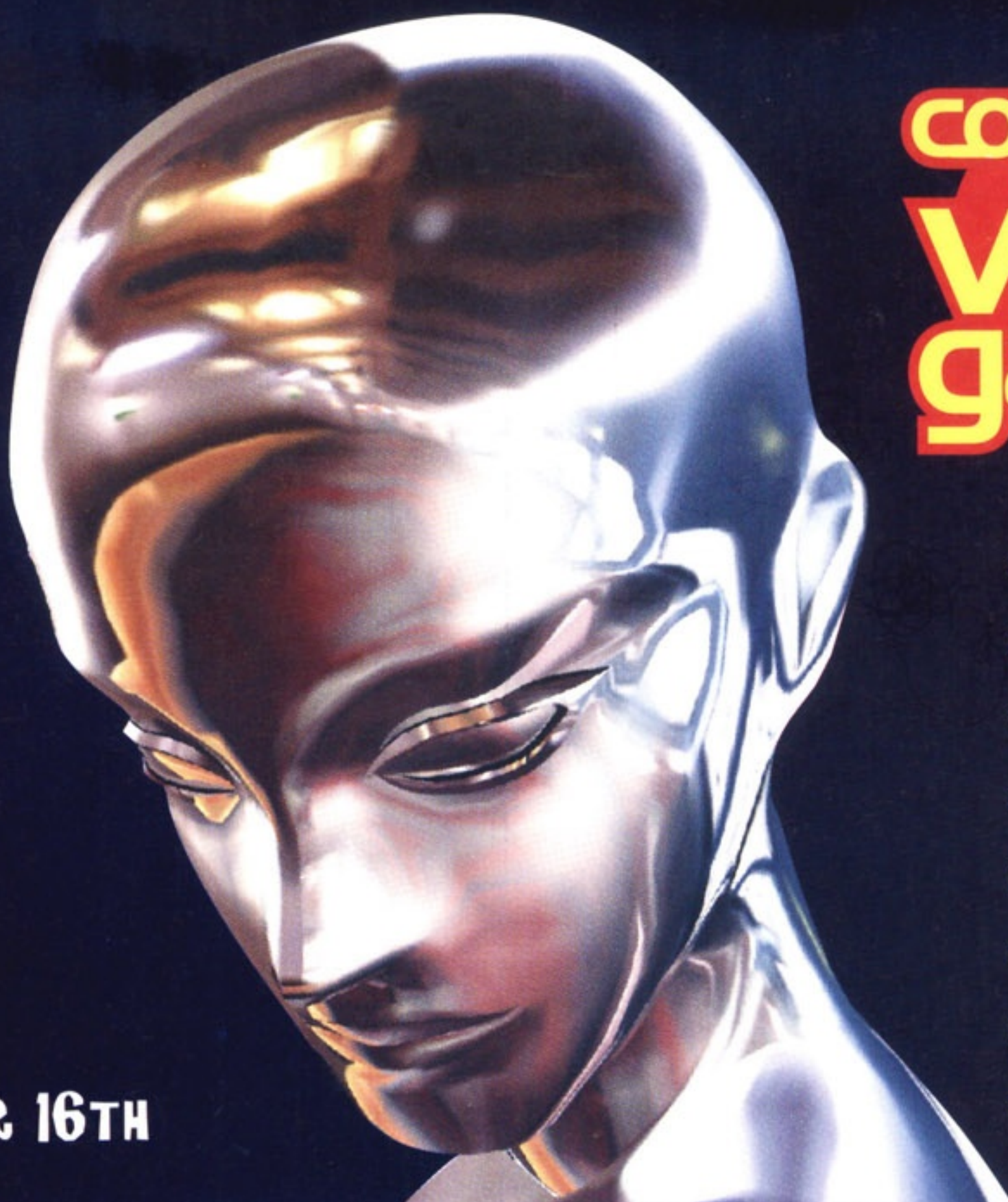
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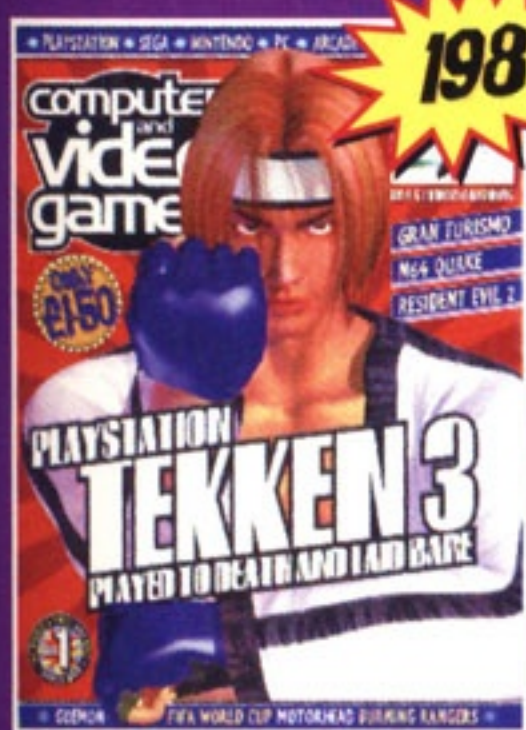
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First UK coverage (that isn't a complete joke!) on PlayStation Tekken 3, and the best N64 1080° story. Plus N64 Quake; Ergheiz (arcade); Quake 2 guide (all you need in four pages!).



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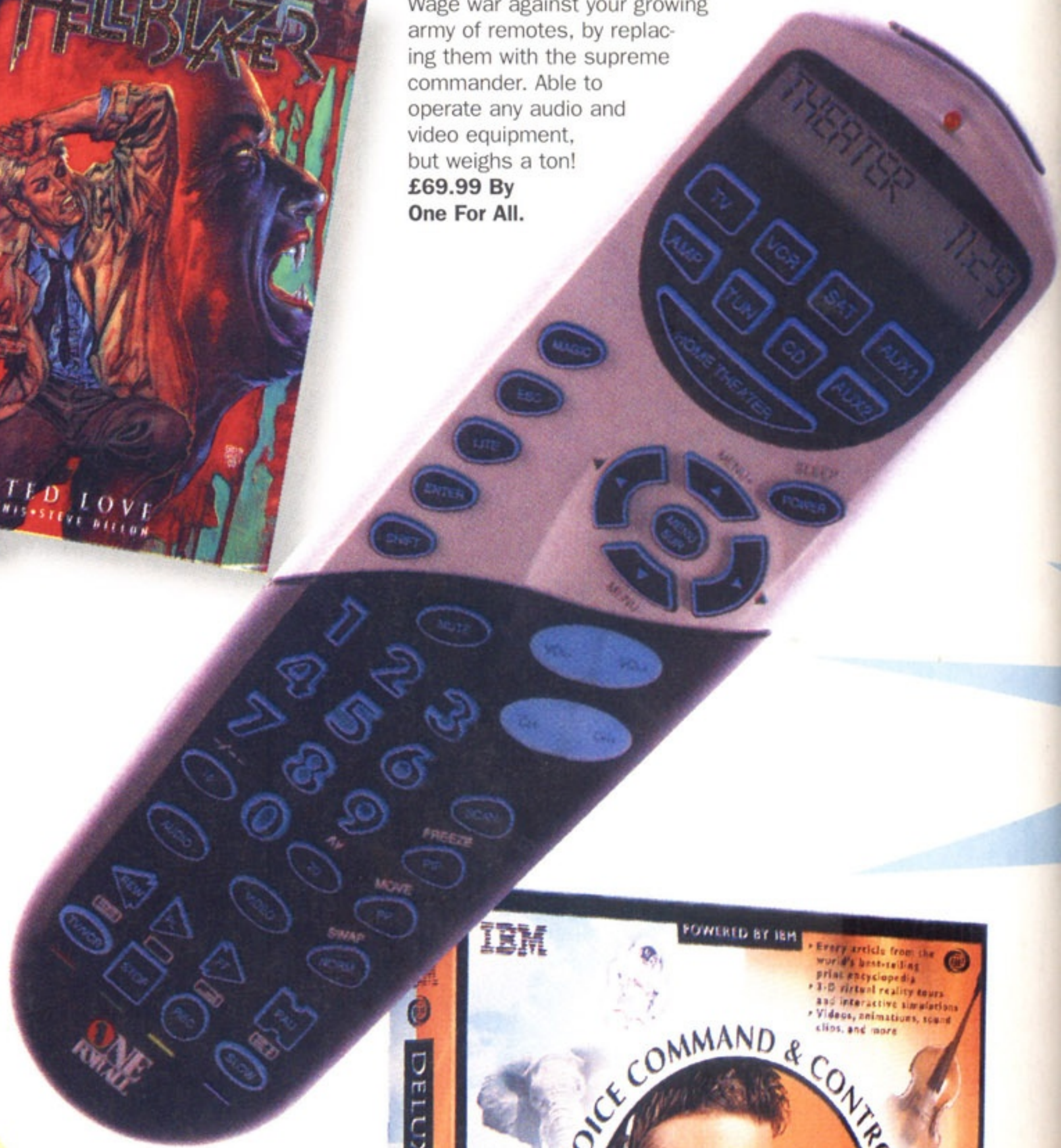
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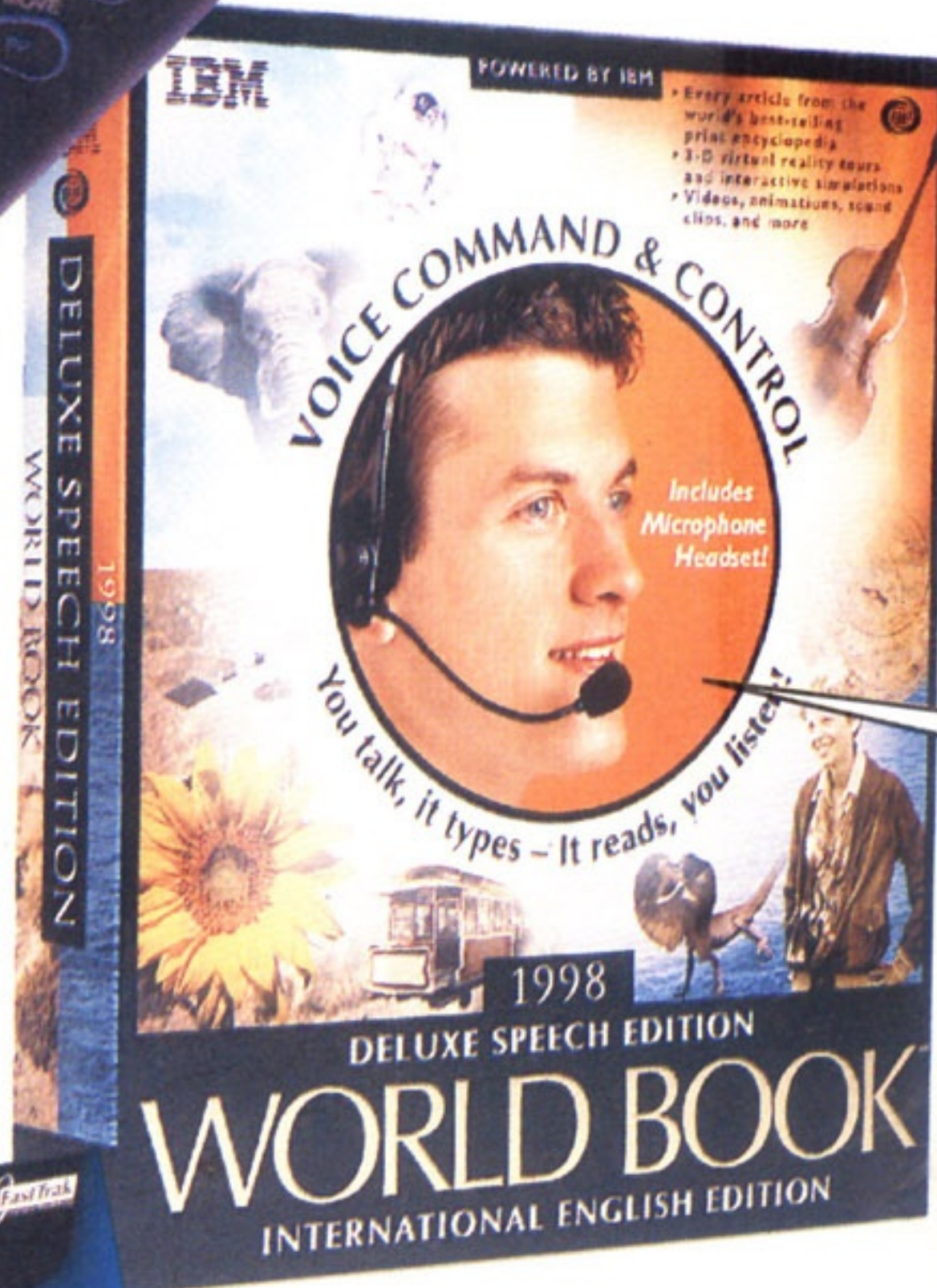
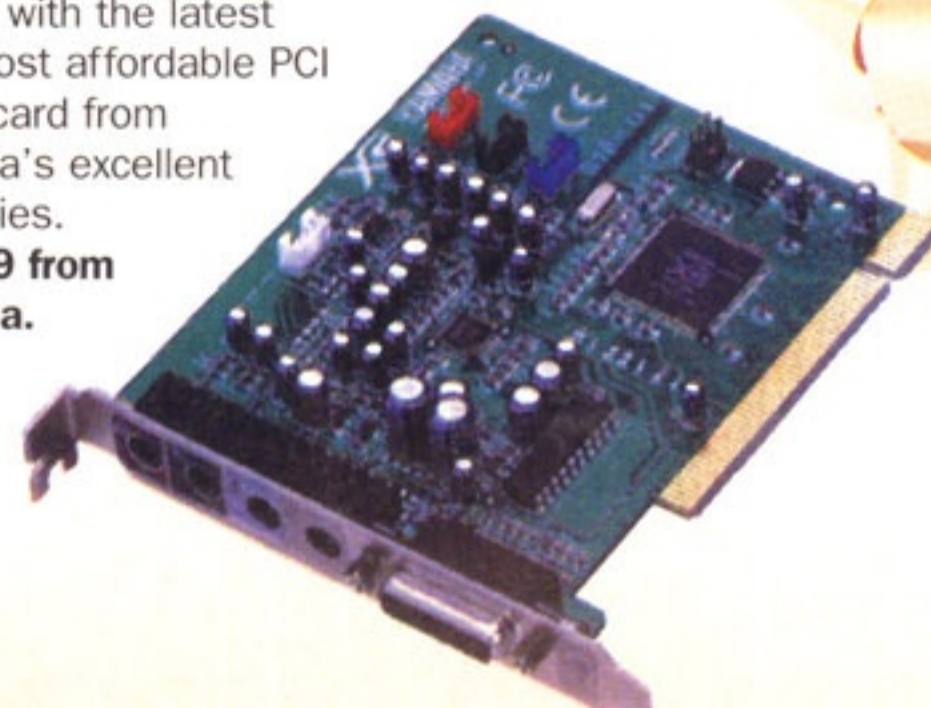
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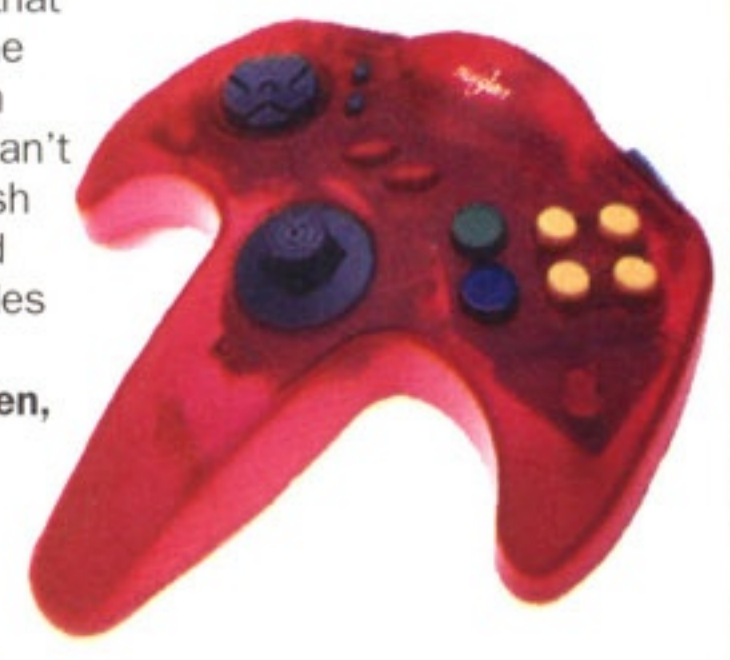


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Get ready for the fight of your life with the official release of Namco's *Tekken 3*!



The third King Of Iron Fist Tournament is finally upon us! Yes, very soon you'll be able to walk into your local games shop and get your hands on the biggest game of the year - *Tekken 3*! This month we finish off our comprehensive guide to each and every character in the game with a look at the bonus fighters you'll be collecting as you play. And, of course, we give you the all-important CVG Opinion of Namco's massive PlayStation conversion as if you didn't already know what was coming! Now, read on to complete your preliminary training and prepare yourself for the first round of the King Of Iron Fist Tournament 3!

HERE COMES A NEW CHALLENGER!

As well as all of the arcade game's characters (both standard and hidden), the PlayStation version of *Tekken 3* features two all-new fighters. For those who don't already know about them...

GON

Gon's a famous Japanese comic book character whose creators are big *Tekken* fans. He's good fun to play as because he has some wild moves, such as unblockable flame breath and a great throw. He's not a very serious fighter, but it's great to play as him every now and then, and he's especially useful in Tekken Force Mode.



↑ Because Gon's so short, many attacks go right over his head!



DOCTOR B

Doctor Boskonovitch has been part of the *Tekken* story right from the start, but this is the first time he's appeared in a game. Because of his mysterious crippling disease he can't stand up for long, and uses a remote-controlled robotic body suit to do some of his attacks. He's very difficult to fight against because of the way he spends most of his time rolling around the floor, but has some very funny moves - he can sit down and keep skidding away from his opponent on his ass!



↑ Doctor B often turns fights into slapstick comedies by sitting down and casually sliding across the arena!



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HEIHACHI MISHIMA

KING OF IRON FIST

PROFILE

Country Of Origin: Japan
Fighting Style: Mishima Style Fighting Karate
Age: 73
Height: 179cm
Weight: 80kg
Blood Type: B
Occupation: Leader of the Mishima Financial Empire
Hobby: Meditation, Bathing
Likes: To rule the world
Dislikes: Nothing



After killing his evil son Kazuya at the end of the second King Of Iron Fist tournament, Heihachi regained control of the massive Mishima Financial Empire. Fifteen years later his private army, the Tekken Force, unearthed the God Of Fighting during excavations and Heihachi set his mind to capturing and using its immense power. He trained his young grandson, Jin, for four years in Mishima Style Fighting Karate in order to lure the God Of Fighting to the third Iron Fist Tournament where he plans to win and become ruler of the world.



FIGHTING AS HEIHACHI

Even though Heihachi is now 73 years old, he's still one of the most powerful fighters in the game. He's a little bit slower than he used to be, but has some very quick attacks which can do lots of damage, such as the amazing Demon Breath. If you spend time learning some floating combos you can be unstoppable with Heihachi.

⬆ This is Heihachi's Atomic Drop back throw. It looks so painful it'll make you feel sick whenever you use it on someone.

BEST DEFENCE

Heihachi doesn't have any regular reversals, but the Charging Hard works in a similar way – just press Forward when someone attacks with a standing Right Kick to counter. Otherwise, block and dodge until you get the chance to use the trusty Demon Breath which will push them back quickly.



⬆ (Bottom-left to top) The Demon's Boar is quick enough to counter most moves, the Charging Hard counters certain kick combos with ease, and finally – the wonderful Demon Breath in action!

BEST OFFENSE

Because of Heihachi's limited speed, quick dashing attacks are out of the question. Instead you should get your opponent into the air and hit them with a floating combo – even something simple like the Demon Uppercut into Dragon Uppercut can do enormous amounts of damage.



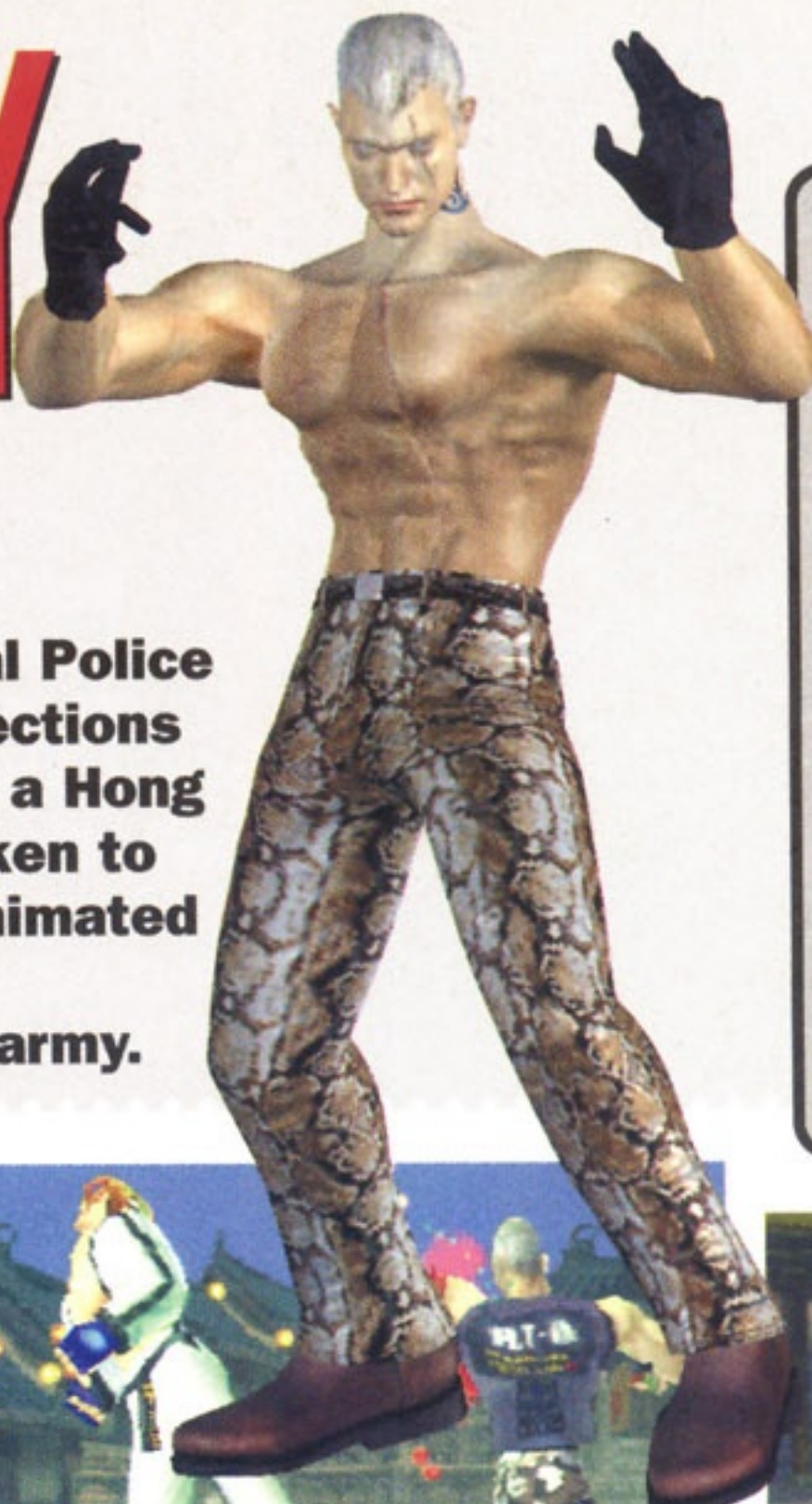
⬆ (Bottom-left to top) Heihachi's super-powerful unblockable Lightning Hammer, the Neck Chopper throw, and the trademark move of Mishima Style Fighting Karate – the Dragon Uppercut.

10 HIT COMBO

The start of Heihachi's 10-hit combos are very quick, and they're quite hard to predict in the middle. The eighth hit is hard to work out because he ducks in low first. All of his combos are powerful.



BRYAN FURY



PROFILE

Country Of Origin: USA
Fighting Style: Kickboxing
Age: 29
Height: 186cm
Weight: 80kg
Blood Type: AB
Occupation: Collecting brain data
Hobby: Collecting cigarette lighters
Likes: His haircut, loneliness, his snakeskin trousers
Dislikes: Bright sunlight

SNAKE EYE

Bryan Fury was once a skilful detective in the International Police Organisation but was known by Lei Wulong to have connections with the drug trade. At the age of 29, Bryan was killed in a Hong Kong shoot-out, but instead of his body being buried it was taken to the laboratory of Dr Abel, a rival of Dr Boskonovitch. Abel reanimated Bryan's body and sent him off to recover data on artificial intelligence so that he may one day create a powerful cyborg army.

FIGHTING AS BRYAN

Bryan is one of the best bonus "boss" characters in the game. His combination of speed and power makes him tough enough, but he also has some very simple moves to pull off. His lack of low attacks means that he's not so great at defending, but use all of his most powerful moves and the fight should be over before anyone gets the chance to hit you.



↑ The picture on the right shows one of Bryan's brilliant throws. He grabs his opponent and beats them repeatedly!

BEST DEFENCE

Bryan's good at dodging, so try to sidestep your opponent's attacks and catch them with a Headhunter (press LP while sidestepping). Also, the Hammer Driver is great for avoiding and returning hits as it makes you duck backwards before dashing in with two powerful punches.



↑ (Bottom-left to top) The quick Cheap Shot will get you out of certain tricky spots, the unblockable Meteor attack is very handy if you have time, and the sneaky Headhunter sidestep punch.

BEST OFFENSE

Bryan's most useful move is the Mach Breaker as it's very powerful and comes so quickly that it's almost impossible to avoid. If you want to float your opponent, do a Fisherman's Slam followed by Running Blind for five damaging hits, or a Fisherman's Slam then a Wolf Bite for four powerful but tricky ones.



↑ (Bottom-left to top) The stunning Mach Breaker in action - use it as often as possible! The Fisherman's Slam is a great move for starting floating combos using this spinning backfist (above).

10 HIT COMBO

Unusually, Bryan uses a kick to start off his 10-hit combos, but they're not too hard to avoid. If all of the high attacks connect, they do a lot of damage, and the final Mach Breaker sends people flying!



GUN JACK

RECKLESS KILLING MACHINE



PROFILE

Country Of Origin: Unknown
Fighting Style: Power Fighting (guns are installed in both arms)
Age: 7
Height: 220cm
Weight: 170kg
Blood Type: Plutonium
Occupation: Purpose Unknown
Hobby: To be an Ultimate Weapon
Likes: Self-analysis
Dislikes: The scrap factory



Nineteen years ago Jack-2 rescued a young girl called Jane from a bacterial war, but was destroyed shortly afterwards. Jane, now 27, has spent the last 10 years working to rebuild Jack-2 but has so far not been able to restore his humane personality. During her studies she discovered a secret project funded by the Mishima Financial Empire called Project Gun Jack, and has taken the new Jack to Heihachi in order to restore his original characteristics.



↑ The middle picture shows Gun Jack's bonus costume. It makes him look just like the original Jack from Tekken 1.



FIGHTING AS GUN JACK

Gun Jack plays quite differently to the rest of Tekken 3's fighters because of his enormous size and weight. He doesn't float as high in the air when hit and doesn't take as much damage from attacks as everyone else, but because of his lack of speed he really needs this feature. You'll certainly get used to being hit when playing as Gun Jack.

BEST DEFENCE

Because Gun Jack is so slow, you've got to keep your opponent at a distance. If they get too close for comfort, use something like the Hammer Rush starting with a few low punches – these should stop any attacks and give you the chance to get into an attacking position again.



↑ (Bottom-left to top) Pressing both kick buttons makes Gun Jack fly, the good old Cossack dancing move, and the excellent Volcano throw – Gun Jack simply launches his opponent high into the air.

BEST OFFENSE

Again you need to keep your enemy at a bit of a distance so that you can use powerful moves like the Debugger and Megaton Blast. One wonderfully simple but ultra-damaging combo involves a Dark Greeting followed by the Debugger, or try a Double Axe, Machine Gun Blast then a One-Two Blast.



↑ (Bottom-left to top) The Debugger which can be used on downed opponents, the Megaton Blast, and the Dark Greeting – Gun Jack stomps forward and delivers a quick punch to the top of the head.

10 HIT COMBO

You're not likely to use Gun Jack's 10-hit combos very often. You're much better off using single power attacks instead, though this combo's not too bad. The final hits do big damage.



↓ ○○



○○



○○



○○



○○



○○



○○



○○



○○



○○



REVIEW

JULIA CHANG

PROFILE

Country Of Origin: USA
Fighting Style: Various Chinese Martial Arts
Age: 18
Height: 165cm
Weight: 54kg
Blood Type: B
Occupation: Archeology Student
Hobby: Hunting
Likes: Buffalo
Dislikes: Mishima Financial Empire



WANDERING FIGHTER

As a baby, Julia was abandoned in the desert and adopted by Michelle Chang. Julia loved Michelle and her tribe and trained hard to protect her homeland. When Julia reached the age of 18, famous martial artists started disappearing around the world, though her tribe knew the cause – the God Of Fighting. Michelle felt her ancient pendant was part of the reason and travelled to Japan to ask Heihachi why he wanted it so badly, but never returned. Julia is now out to discover the truth and get her mother back.

FIGHTING AS JULIA

Julia relies on quick stabbing attacks and floating combos to gradually wear down her opponent's energy. One thing that makes her so annoying to fight against is that she has lots of variations of the same attacks, and it takes some practice before you can anticipate her next move. If you're playing as Julia, mix these combos up to really confuse your opponent.



Julia has a lot of wrestling-style throws, such as this running faceplant and various suplexes like the one on the right.

BEST DEFENCE

Julia's not great at defending, so try to stay in attacking positions whenever you can. If you're under pressure, use crouching punches followed by a quick attack which will force your opponent to defend like the Skyscraper Kick. Otherwise use a Spinning Sweep Combo or Tequila Sunrise to force them back.

BEST OFFENSE

Use mixable combos like the Tequila Sunrise because they're so hard to predict. Also use dashing moves like the Body Elbow and Spinning Sweep Combo to keep them defending, and follow with floating combos such as a three-hit Slash Uppercut, standing LP, then a Razors Edge combo.



(Bottom-left to top) The close-range Mad Axes, the super-quick flipping Skyscraper Kick, and one of Julia's trademark moves – the Bow and Arrow Kick. This diving attack works in any situation.



(Bottom-left to top) A fast dashing Body Elbow, a slow but powerful Twin Arrow, and finally the second hit of the Razors Edge combo. The first hit is a staggering spinning low sweep.

10 HIT COMBO

Julia's long combos are powerful if they hit, but a small mistake against a good player will leave her open to counter attacks. Because her moves link together quite slowly, she has long recovery times.



OGRE/TRUE OGRE

THE GOD OF FIGHTING

PROFILE

Country Of Origin: Unknown
Fighting Style: Unknown
Age: Unknown
Height: Unknown
Weight: Unknown
Blood Type: Unknown
Occupation: Unknown
Hobby: Unknown
Likes: Unknown
Dislikes: Unknown



Legend has it that OGRE was a powerful weapon left on Earth by aliens millions of years ago, and was recently uncovered by Heihachi's troops. It is said to understand the structure of all living and artificial beings and absorbs them. It searches for strong souls on which it can feed, and has been drawn to the King Of Iron Fist Tournament by the strength of the competitors' souls, especially Jin Kazama's.



FIGHTING AS TRUE OGRE

True OGRE fights just as regular OGRE does, only in a completely different form. It has a few extra moves, such as the ability to spit unblockable fire, hit with its long tail and use its giant wings to hover briefly (only during moves or when jumping). True OGRE is a bit of a cheat character to play as, and should be reserved for beginners and elderly relatives only so that they have some chance of winning.

⬆ There's no way of avoiding True OGRE's mid-air flames other than running underneath as it jumps into the air. It's not easy.

BEST DEFENCE

When playing as True OGRE, it's possible to get out of some floating combos by tapping the kick buttons – you should flap your wings and have time to move out of the way. OGRE has some brilliant quick attacks such as the Deadly Slice which you should use after blocking slow recovery hits.



⬆ (Bottom-left to top) True OGRE's risky mid-air floating combo recovery trick, Kunimitsu's quick Deadly Slice attack, and the Demon's Feast – a simple counter attack which works against most punches.

BEST OFFENSE

As True OGRE, the unblockable Hell's Flame and Blazing Inferno attacks are the most useful, but are very cheesy. Don't use them too much. If you're feeling a bit flash, try sticking a counter-hitting Slap, a crouching Left Kick and a Medium Power Punch together for a devastating three-hit combo.



⬆ (Bottom-left to top) The Deadly Spear – a simple touch of the hand which does big damage, an overhead throw similar to Gun Jack's, and True OGRE using one of his exclusive tail attacks.

FIGHTING AS OGRE

OGRE uses moves it has stolen from the previous Tekken characters it has killed – Wang Jinrey, Bruce Irvin, Jun Kazama, Baek Doo San, Kazuya Mishima, Lee Chaolan, Kunimitsu, Anna Williams and Armor King (though the last two aren't actually dead in the Tekken 3 storyline.) OGRE also has the quickest dodge in the game, and it's very handy for starting combos.



⬆ (From left to right) As Bruce, Kazuya and Wang.



ANNA WILLIAMS

MALICIOUS SISTER

Anna is Nina's twin sister, and has also been in a deep cryogenic sleep for 15 years. She now feels the need to help Nina and prevent her from becoming an assassin again.



PROFILE

Country Of Origin: Ireland
Fighting Style: Bone martial arts and Aikido
Age: 20
Height: 163cm
Weight: 49kg
Blood Type: A
Occupation: Student
Hobby: Planting false memories in Nina
Likes: Espresso coffee, Jerry from *Tom and Jerry*
Dislikes: Nina, because she's no longer interested in her

⊕ On the far left is Anna's bonus zebra-skin costume. You'll be able to select it when you've played as her enough times.

FIGHTING AS ANNA

In arcade *Tekken 3*, Anna was simply an alternate costume for Nina but Namco have developed her into a character of her own for the PlayStation game. She shares most of Nina's moves, but has a fair-sized selection of her own which make her play slightly more like old-skool Nina. She's also slightly slower than her sister.



KUMA/PANDA

RAGE BEAR

The original Kuma died while travelling with Heihachi, and this is its child. While watching TV one day (it's a very intelligent bear, okay?) it went mad at the sight of Paul Phoenix and set out to defeat him. Kuma is secretly in love with Xiaoyu's Panda.



PROFILE

Country Of Origin: None
Fighting Style: Advanced Bear Fighting
Age: 8 bear years
Height: 280cm
Weight: 210kg
Blood Type: Unknown
Occupation: Bodyguard to Heihachi and Xiaoyu
Hobby: Training, cooking salmon
Likes: Watching TV, Heihachi Mishima and Panda
Dislikes: 14 inch black & white TVs (because they're hard to see)

⊕ Kuma's Bear Hammer is a powerful three-hit combo. It finishes with an overhead punch, which will hit a crouching opponent.

FIGHTING AS KUMA

Kuma is regarded by both *Tekken 3* players and the development team as the weakest fighter in the game. Selecting Kuma with a kick button lets you play as Xiaoyu's Panda. While he's got massive arms and some powerful moves, he's too slow overall to be of much use. He does have some very entertaining moves though...



MOKUJIN

WOODEN PERSON

Mokujin is a training dummy made from a 2,000-year old oak tree who came to life when the God Of Fighting awoke. He has a never-ending will to assist martial artists and can use any of the techniques practised by other *Tekken 3* fighters.



PROFILE

Country Of Origin: Unknown
Fighting Style: Mokujin style
Age: Unknown
Height: 178cm
Weight: 95kg
Blood Type: Unknown
Occupation: Training Dummy
Hobby: Unknown
Likes: Unknown
Dislikes: Unknown

⊕ At the start of each round you need to watch Mokujin's stance carefully to work out which character he's playing as. You need to know a fair bit about *Tekken 3* before you try playing as him.

FIGHTING AS MOKUJIN

Mokujin doesn't have any moves of his own - instead, each round he plays as a different fighter. He can use all of their moves, though occasionally plays slightly differently because of the length of his arms and size of his body. You should only use Mokujin when you know all of *Tekken 3*'s characters perfectly and want to show off your mastery by playing with what is essentially a random fighter.



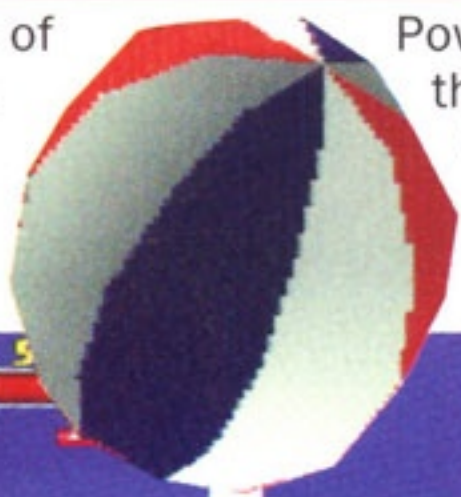
ALL-NEW FEATURES FOR PLAYSTATION OWNERS!

On top of a near-perfect conversion of the *Tekken 3* arcade game, PlayStation gamers also get a bunch of extra modes for nothing!

We've covered them all in previous issues of CVG, but here's a quick reminder of what you'll be getting should you decide to buy *Tekken 3*.

TEKKEN BALL

This hidden mode is a bonus game of volleyball where the two characters hit a ball between them, trying to make it land on their opponent's side behind a white line.



Powerful moves charge up the ball so that it flies straight ahead, doing big damage if it connects with the other player. Great fun when you want a change from regular fights.



⬆ You can't cross the middle white line.



⬆ You get quick replays of knockouts.

PRACTICE MODE

As with *Tekken 2*, *Tekken 3* has a brilliant Practice Mode where you can fight against a dummy to your heart's content. You can also call up a moves list, learn 10-hit

combos and even try out some simple floating combos. It even lets you check out the recovery time of each move and practice your attack reversals.



⬆ While you're red, you can't attack.



⬆ Watch a combo before trying it out.

MOVIE THEATRE

Because *Tekken 3*'s rendered intro and end sequences are so fantastic, Namco have included the Movie Theatre option so that you can view them at any time. Once you've completed the game as a character, their ending is added and eventually you'll even get the option to put your *Tekken 1* or *Tekken 2* disc in the PlayStation and watch their movies as well!



⬆ Tiger's ending is one of the best. He does some groovy disco dancing to one of the game's best tunes.

TEKKEN FORCE

A four-level sideways-scrolling game where you have to battle against Heihachi's army of crack troops. While it's a novel idea, *Tekken Force* mode isn't as much fun as it could have been and can get very annoying, especially when you're attacked by two people at once. The levels aren't very big either, but it's worth playing through a few times to rescue Doctor Boskonovitch and add him to your selection of fighters.



⬆ Fighting two enemies at once can be very frustrating. Still, it only lasts four levels.



2ND OPINION

Tekken 3 features a technically mind-blowing game engine. Every fighter, except Gon and Dr B, richly rewards hours of dedication. There are almost no cheap moves, and those that exist, primarily Eddy's, can be stopped by better players. The strategy is the deepest in any fighting game, and the most faithful to real martial arts. *Tekken 3* is also great for beginners who get cool results fast. My only disappointment is that the UK PlayStation version runs slower than the arcade original. However this doesn't take away from the overall magnificence of the year's best console game.

PAUL DAVIES

CVG OPINION

Namco have done wonders with *Tekken 3* – they weren't content with "just" giving us a practically perfect arcade conversion, they went on to add loads of excellent new features on top! The graphics have been cut down very slightly, though you're only likely to notice the backgrounds not being as 3D as they are in the arcade version. The important thing is that it plays just like the arcade game, if slightly slower. *Tekken 3*'s biggest plus point is that anybody can play it and have a great time. If you want you can bash on the buttons so that you fluke impressive moves, or you can dedicate a whole year of your life to learning the most detailed intricacies. As with all the best games, it will take a lifetime to master. The new PlayStation-only features are great to have, though I can't believe anyone will want to play *Tekken Force* Mode again after collecting Dr B. Whether you're a casual gamer after some impressive fighting action or a hardcore arcade nutter wanting something to test your skills to the max, *Tekken 3* is certainly your best option on the PlayStation. The only disappointment is the 17% speed loss in the UK version. Button-bashers won't care, but fighting fans will certainly notice the slowdown.

ED LOMAS

RATING



Fantastic! Own the arcade game at home, plus a whole bunch of new features and characters. The best of its kind on the PlayStation for sure!





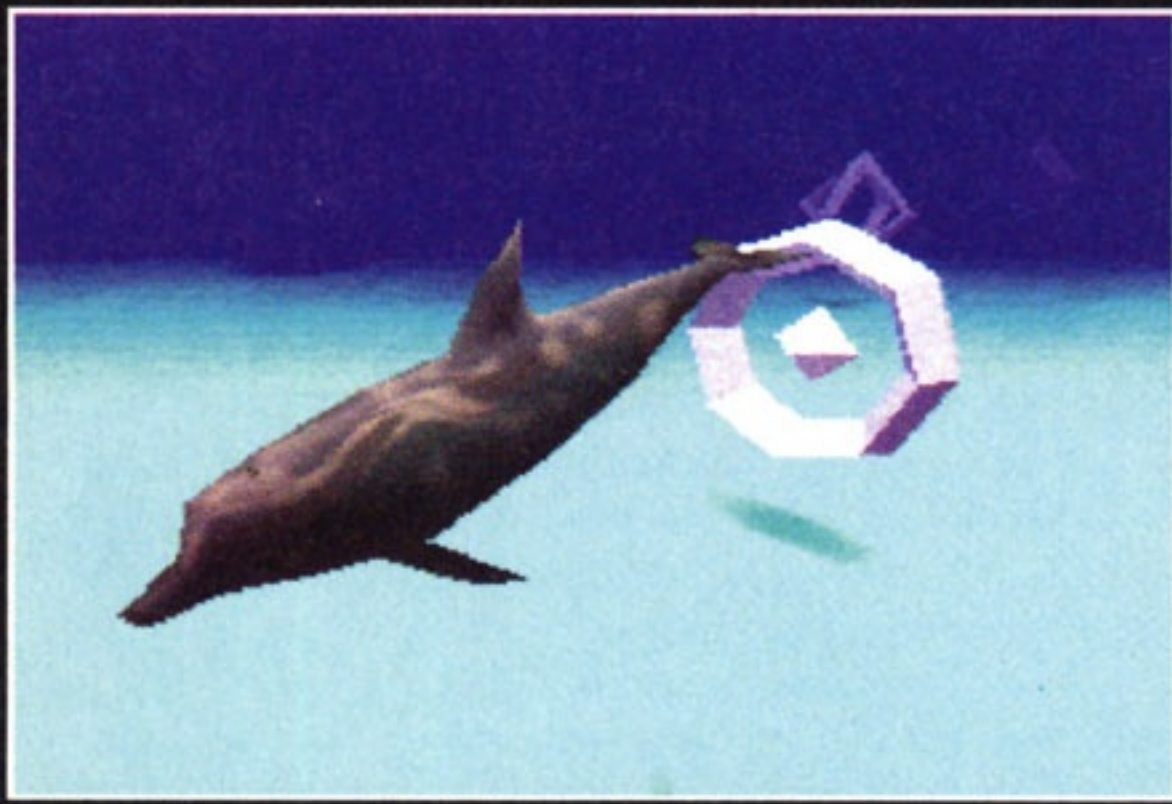
Being a DJ is one of the coolest occupations you can possibly have. Everyone wants to be one, but most don't have the record collection, decks or cool stage name required to make it on the club scene. Never fear, because *Fluid* gives you the chance to be a mixing legend in your own bedroom. Playing as a dolphin, you must travel through time and space collecting music which you can then remix into tunes of your own. With the possibility of memory cards containing new samples being included with top DJs' albums, *Fluid* could become a way of life.

HOW TO PLAY

Fluid is simple enough to play. Here are the three main sections of the game you'll be using:

SILENT SPACE

Silent Space is simply used for choosing your next Cruise Stage or Groove Editor, but you get the chance to swim around as a dolphin. It's even possible to jump out of the water and perform tricks in the air!



GROOVE EDITOR

Once you've visited a Cruise Stage and collected new music "patterns", swim to the Groove Editor and create two tunes of your own. Simply choose an instrument and pick which pattern you want it to play, then add special effects such as echo, modulation and pan. The swirling colourful patterns in the background can be fiddled around with too!



MUSIC GAME

BY SWEEPSTATION

AUGUST RELEASE

1 PLAYER

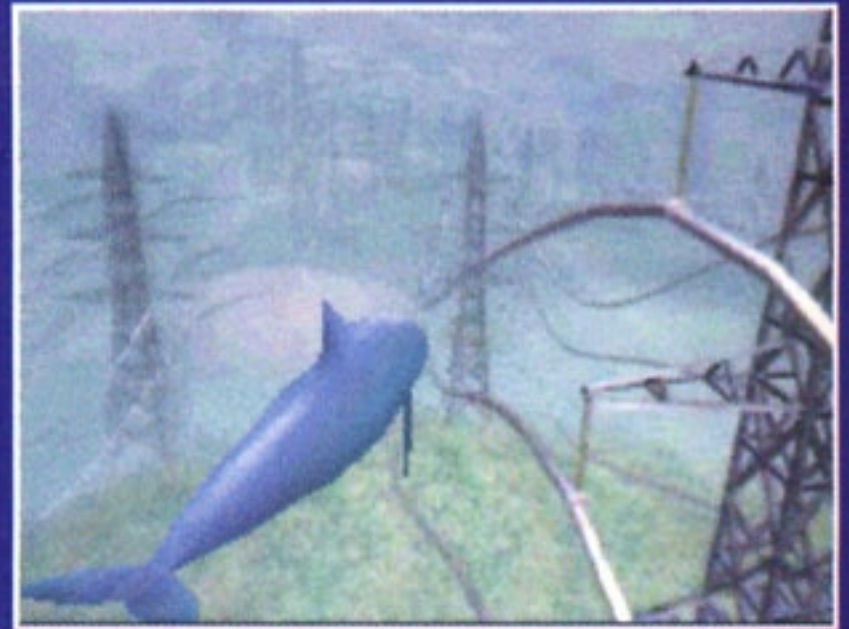
- PRICE £39.99
- IMPORT VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY
- TEL 0171 447 1600

Give your trigger finger a rest and spend some quality time making beautiful music with your PlayStation.

Fluid

CRUISE STAGE

While in a Cruise Stage you can play along to the music in the background by holding one of the buttons and swimming around. Swimming to the top or bottom of the screen fades out certain sections of the tune, and doing a spin makes a drum roll. After a while of playing along to one of your new tunes you'll get the opportunity to swim onto the next Cruise Stage and collect a new style of music.

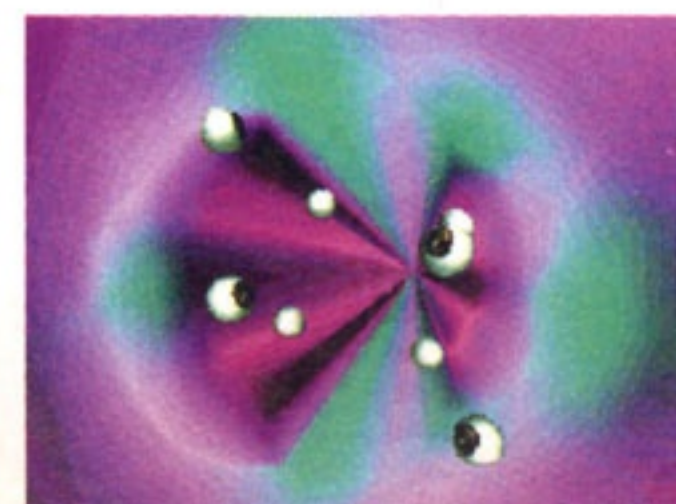


↑ The Wire Cruise Stage sees your dolphin flying over electricity pylons to ambient dance music.

← Flower has the jazziest music of the lot, with some cool guitar and piano riffs for you to mix.



↑ Pressing R2 lets you change the background graphics in Colour Cycle mode. Totally psychedelic, man!



CVG OPINION

Original ideas such as *Fluid* always come as a great relief from the piles of unimaginative PlayStation games released every month. While you don't have complete freedom in creating tunes, it's still enough to give you a great sense of satisfaction when you make something that sounds good. There's a decent variety of music too, with some dancy tracks, a jazzy one, a jungly one, and some excellent ambient effects. Because of the way the Groove Editor works, it's hard to make anything that sounds bad as it keeps the music patterns in time with everything else. The Silent Space sections look quite good, though the full-motion video backgrounds are slightly jerky. Unfortunately, this section's not as detailed as it could have been because there are so few effects that you can play 'live' onto your backing track. You're not likely to play *Fluid* a lot once you've had a go at each tune, but it's a great game to own so that you can have a go every now and then. If you're after a break from death, destruction and driving, give *Fluid* a go.

DJ DRED LOMAS

RATING



Chill out and try your hand at creation rather than destruction for a change. *Fluid*'s a great idea which has been done very well.

THE ULTIMATE BRAIN DRAIN

SENTINEL

returns



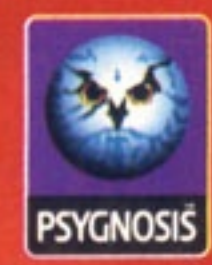
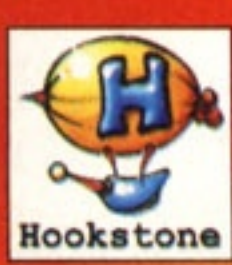
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The WWF finally gets the game it deserves. After years of waiting, technology has finally caught up, and now we can all pretend we're Stone Cold Steve Austin for a few hours. Or of course any of the other WWF superstars - there's 18 of them. With fan favourites like The Undertaker, Mankind and Shawn Michaels, plus those that are constantly booed! Featuring cage fights, grudge matches, wrestlers interfering with other matches and chairs being slammed over opponents' heads - this is WWF Warzone!

THE REAL DEAL

WWF Warzone contains everything you'd expect if you're a fan of the sport. As it's an officially endorsed product, it also contains a number of features to make the play seem more realistic. Texture maps all resemble the real wrestlers, plus there's over 300 motion-captured moves. It's easy to spot who's who when you use a signature move, such as the tombstone, mandible claw and Stone Cold's stunner. Each character also has sampled speech to taunt their opponent, plus their signature tune plays before the fight. The next level of realism is added by the commentary, fans of the WWF will immediately recognise the voices of Jim Ross and Vince McMahon, their comments stick to the action well.



Ed 'Pinky' Lomas dominates The Undertaker!

INTRODUCING A NEW CHALLENGER

If playing around with 18 WWF wrestlers wasn't enough, there's also the option to create your own. This is the only wrestling game that allows you to do this. Choose a body shape, add clothes and accessories, give them a name, signature move and tune and then decide whether they're a fan favourite or trouble maker. Your creation can then challenge to be the WWF champion.

	WRESTLING	BY ACCLAIM SPORTS	<ul style="list-style-type: none"> PRICE £44.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY ACCLAIM TEL 0171 344 5000
	OUT NOW	1-4 PLAYERS	

We've been promised the thrills of the WWF before in a game, but this time could it be true? Let's get ready to r-u-m-b-l-e!

WAR ZONE™



The motion-capture is so good that fighters have moves that are instantly recognisable. Like the way Austin kicks at his opponents when they're in a corner.



Choose a weapon. Fight and smash your opponent with chairs, TV sets and even the timekeeper's bell.



CVG OPINION

Ed and myself often stay up until the small hours some Sunday nights to watch the latest WWF pay-per-view extravaganza. We're not huge fans, but it's funny. That's what you get from WWF Warzone, not a great fighting game when compared to others on the market, but as a wrestling game it works well. This is because it includes everything you'd expect. Wild commentary, cheering crowds and matches that continue to sway back and forth. The cage and weapons matches are good fun, and the multiplayer game works well. It's also possible to learn a large number of moves, and develop strategies to wear out your opponent. There's only one small gripe - some of the wrestlers featured are no longer in the WWF, oops!

ALEX HUNT



Captures the essence of the WWF very well. Not the best fighter around, but the most realistic and enjoyable wrestling game.



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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Official PlayStation Magazine 9/10

PlayStation Plus 94%

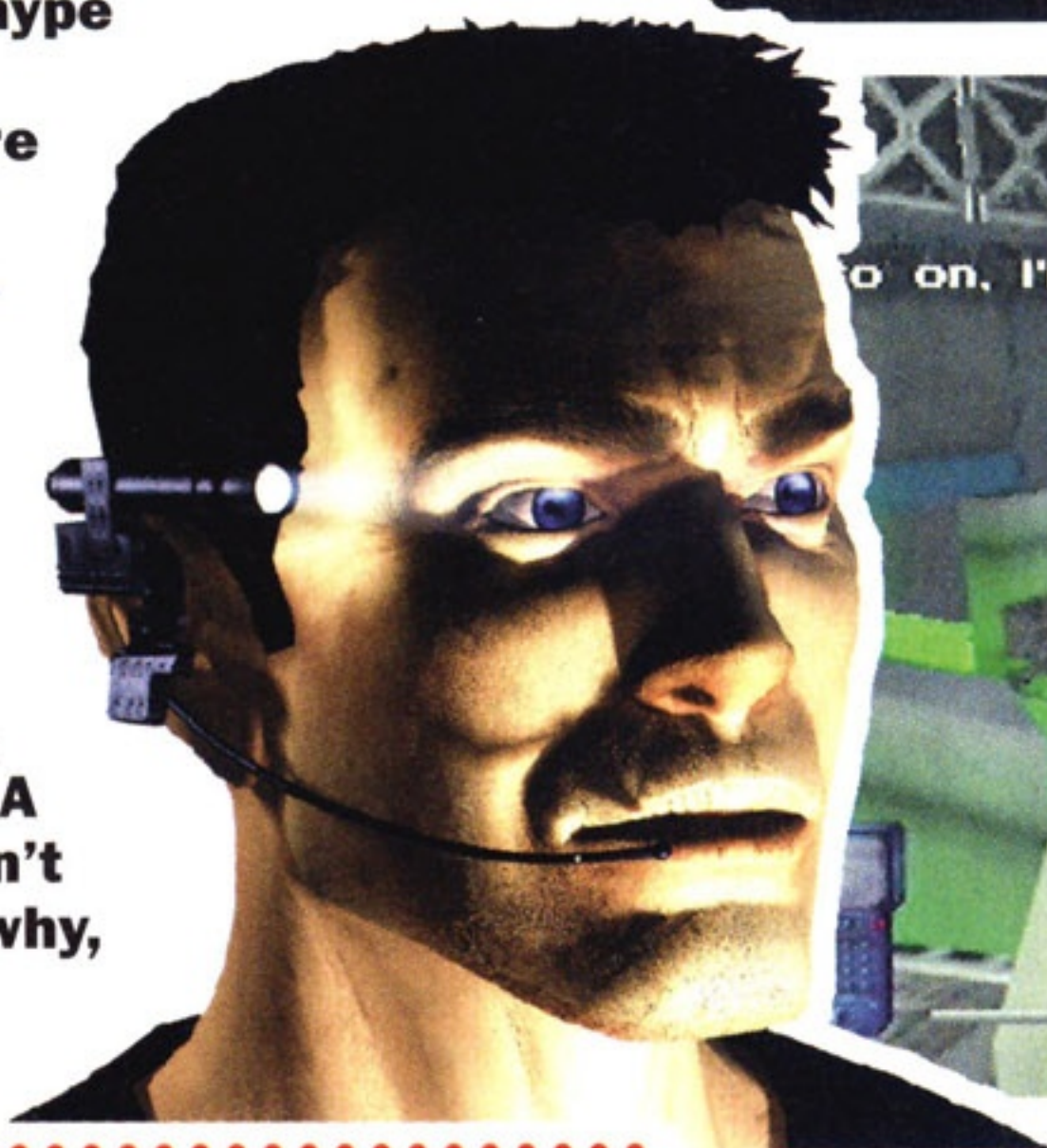




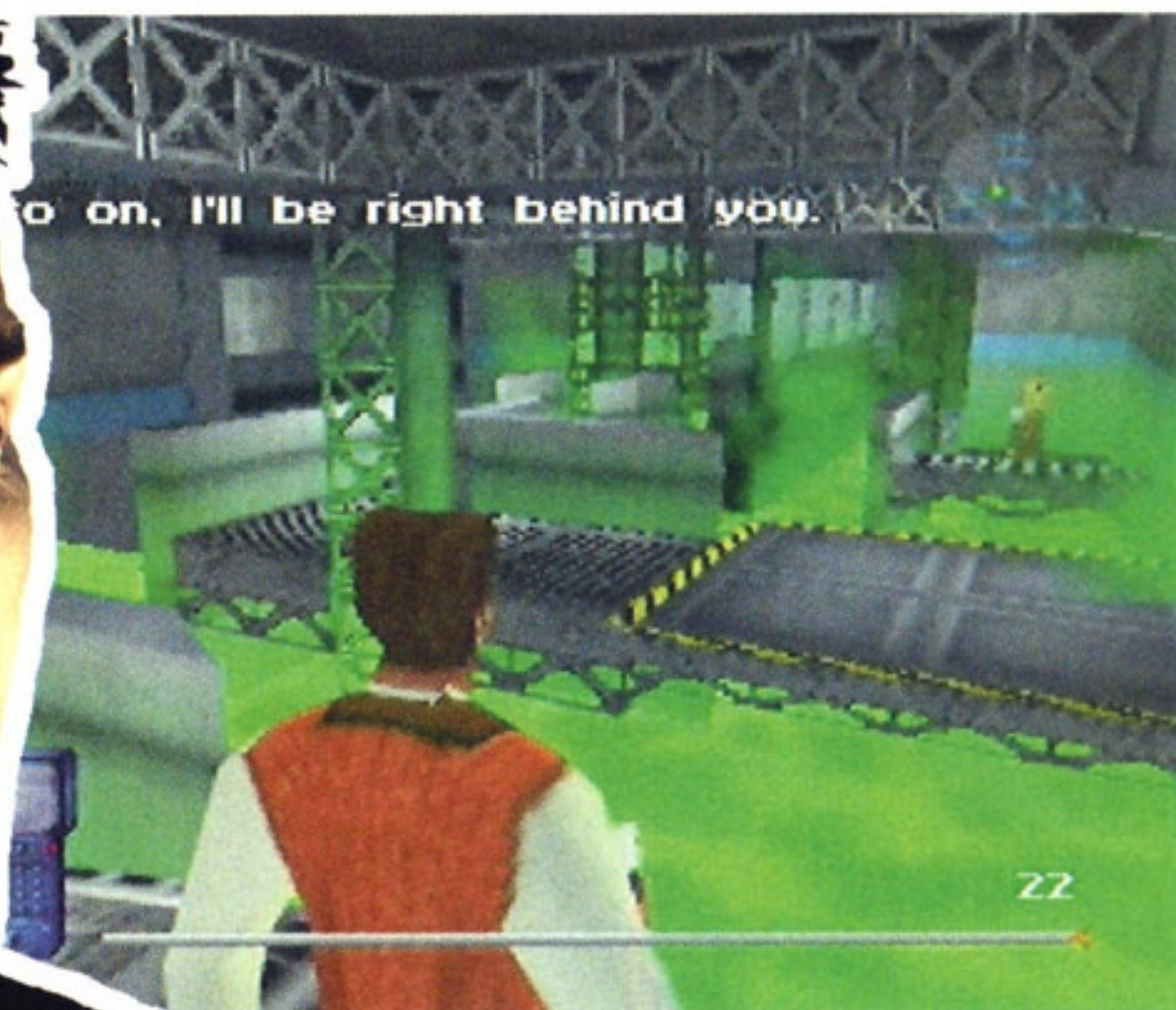
	3D ACTION GAME	BY INFOGRAMES	<ul style="list-style-type: none"> PRICE £54.99 NO OTHER VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 128MB CART RELEASED BY INFOGRAMES TEL 0161 832 6633
	SEP RELEASE	1 PLAYER	

The whole world's been waiting three years for this 'potential *Goldeneye* beater', but now it's time for the truth.

Goldeneye kicked off a massive demand for spy games, and *Mission: Impossible* is the perfect movie to convert for a bit of classic stealth action. It's been in development for years and has completely missed out on the hype of the movie, but hordes of people are still desperate to know what it's like. Unfortunately, we've got bad news for you - *Mission: Impossible* is certainly not a 'Goldeneye beater', not by a long shot. A single paragraph isn't enough to explain why, so here's a full break-down.



MISSION: IMPOSSIBLE



↑ Toxic waste means instant death!

↑ Here's Ice T on a train.

MISSIONS: VARIABLE

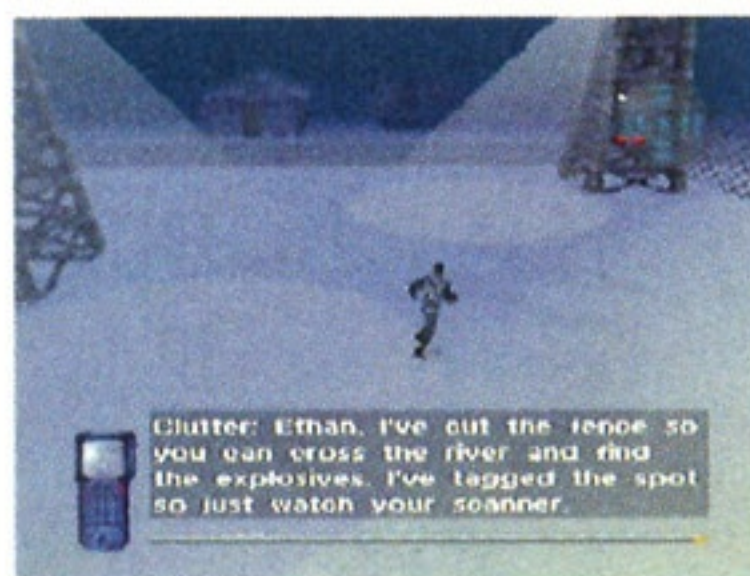
Mission: Impossible is split into five main sections, each with a selection of missions for you to complete. They follow the movie very loosely, and vary greatly in size, style and quality. Here are some of the things you can expect to do along the way.

SNEAK ABOUT

The first few missions of the game involve creeping around carrying out missions without being rumbled. You often have to use the facemaker to disguise yourself as someone else so that you can gain access to restricted areas and plant other bits of useful gadgetry. The best mission in the game is the Russian Embassy Function near the start which doesn't require any shooting at all.



WALK AND SHOOT



In many of the missions you need to run around with a gun, shooting bad guys and picking up bits and pieces. This is where the bad controls become especially noticeable, as turning around is very slow. It's also not possible to sidestep unless you're in the gun aiming mode. Plus, if you get more than one enemy attacking you at once it's almost impossible to take them out quickly as you would in just about every other game.

BUNGEE!

Based on the fantastic scene in the movie, Ethan has to lower himself to a computer terminal in the high-security CIA building without setting off the alarm. In the game, there's a long shaft full of moving laser beams which do damage whenever he touches them. Unfortunately, the fuzzy graphics make it very hard to judge the distance of the beams and the level becomes very frustrating.



↑ Every now and then, this agent comes in and uses the computer below. Don't move a muscle or he'll see you!

BOAT BOREDOM

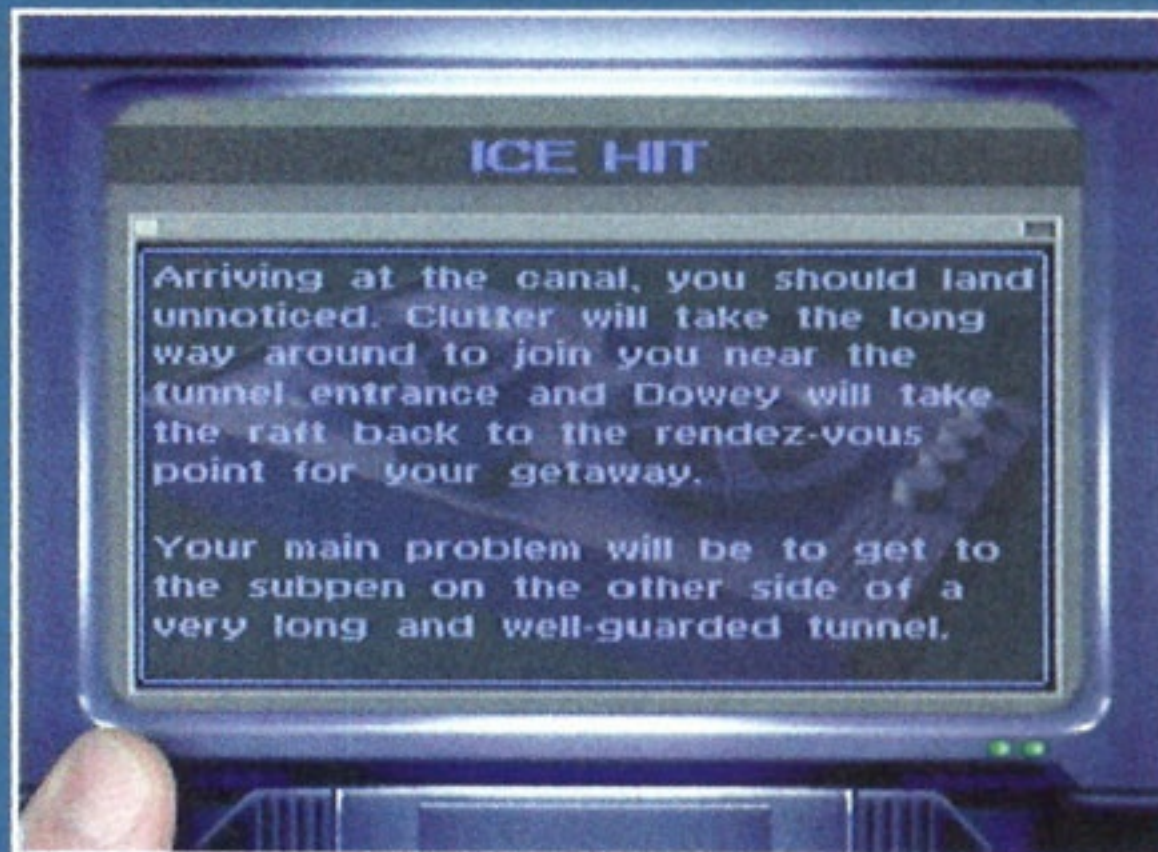
While escaping in a gunboat, take out buildings on either side of the water as well as shooting any mines from in front of you. This is one of the worst stages in the game, with appalling graphics (especially the explosions) and dull, repetitive gameplay.





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

Here's a run-through of the very first mission in the game – perfect for easing you into the action.

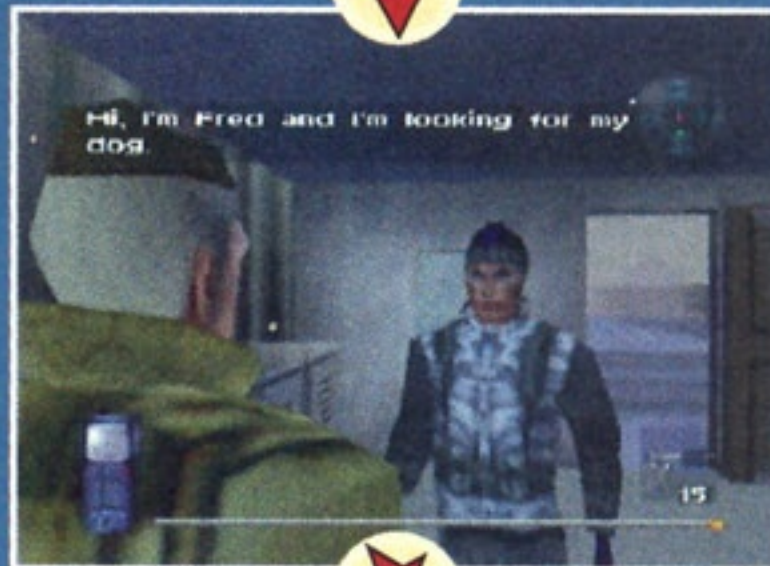


Arriving at the canal, you should land unnoticed. Clutter will take the long way around to join you near the tunnel entrance and Dowey will take the raft back to the rendez-vous point for your getaway.

Your main problem will be to get to the subpen on the other side of a very long and well-guarded tunnel.



← From the canal, climb over the fence and head for the building marked on your scanner.



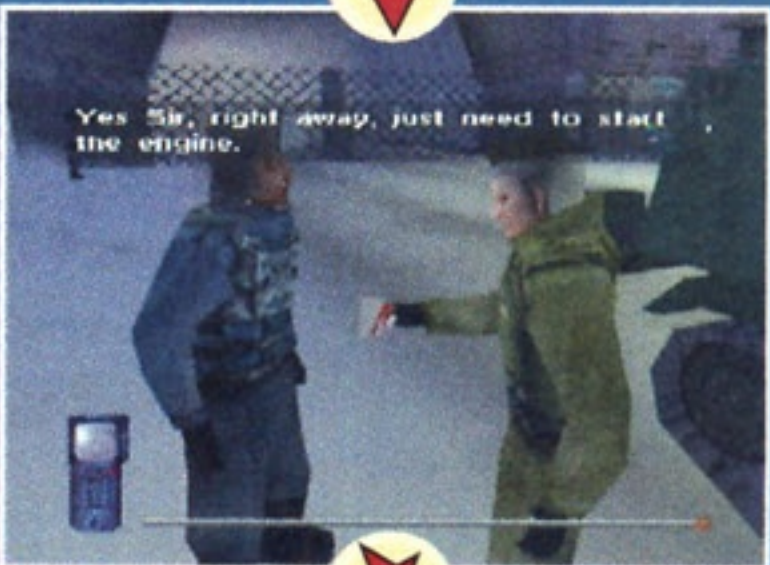
← Inside you'll find an officer who won't fall for your excuse. Shoot him before he alerts anyone else.



← Use the facemaker to take on the officer's identity so that you'll be able to walk around unnoticed.



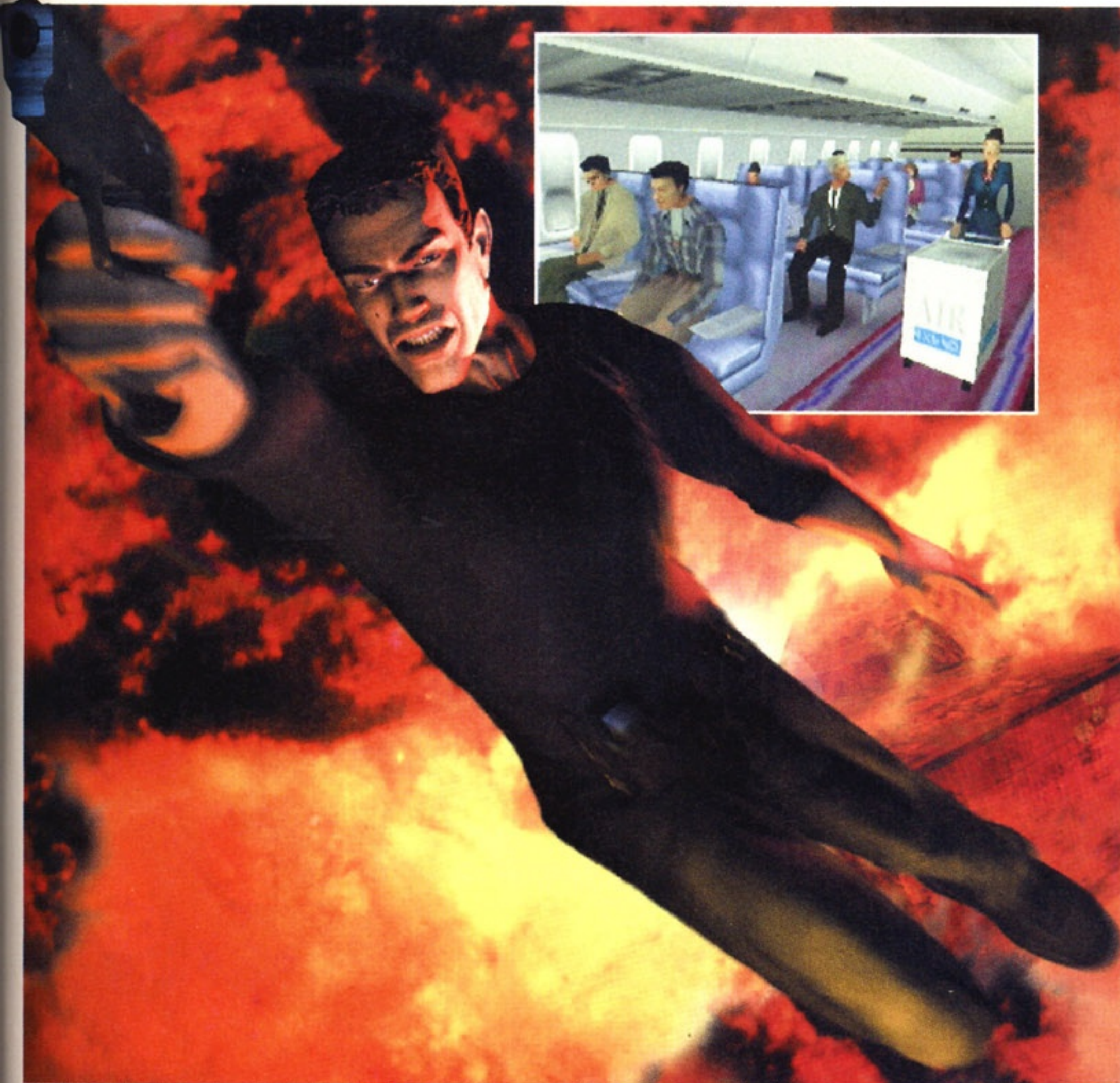
← Pick up the envelope from his desk and look for someone who'll take it to the high security submarine pen.



← Good old Boris, the driver, will deliver your message for you. You just have to wait for his truck to warm up.



← When the engine starts up, jump on the back with your partner Clutter and hitch a lift to the sub pen. Mission complete!



↑ Mind the electric floor!



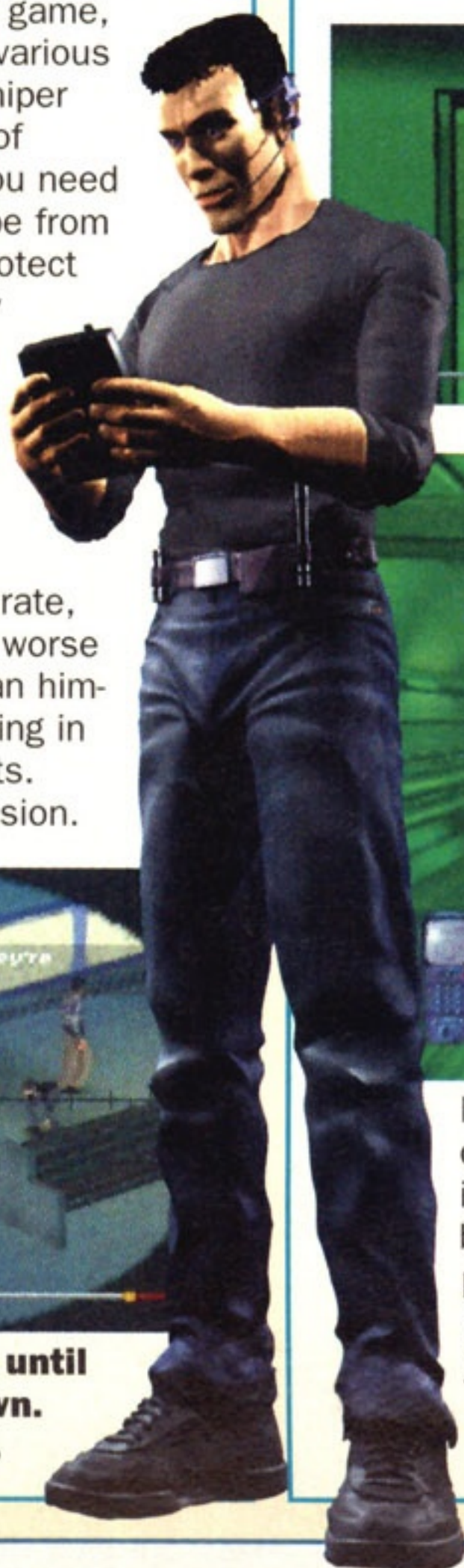
↑ Easy does it... eeee-sy...



↑ Show me yours first...

SHIPE-AAAAAAH!

Near the end of the game, you take control of various IMF agents using sniper rifles in the rafters of Waterloo Station. You need to help Ethan escape from Max's men, then protect him by shooting any attackers, avoiding civilians who get cans of drink out of their coats in a very aggressive manner. The sniper rifle isn't at all accurate, and to make things worse passers-by and Ethan himself are forever getting in the way of your shots. A very annoying mission.



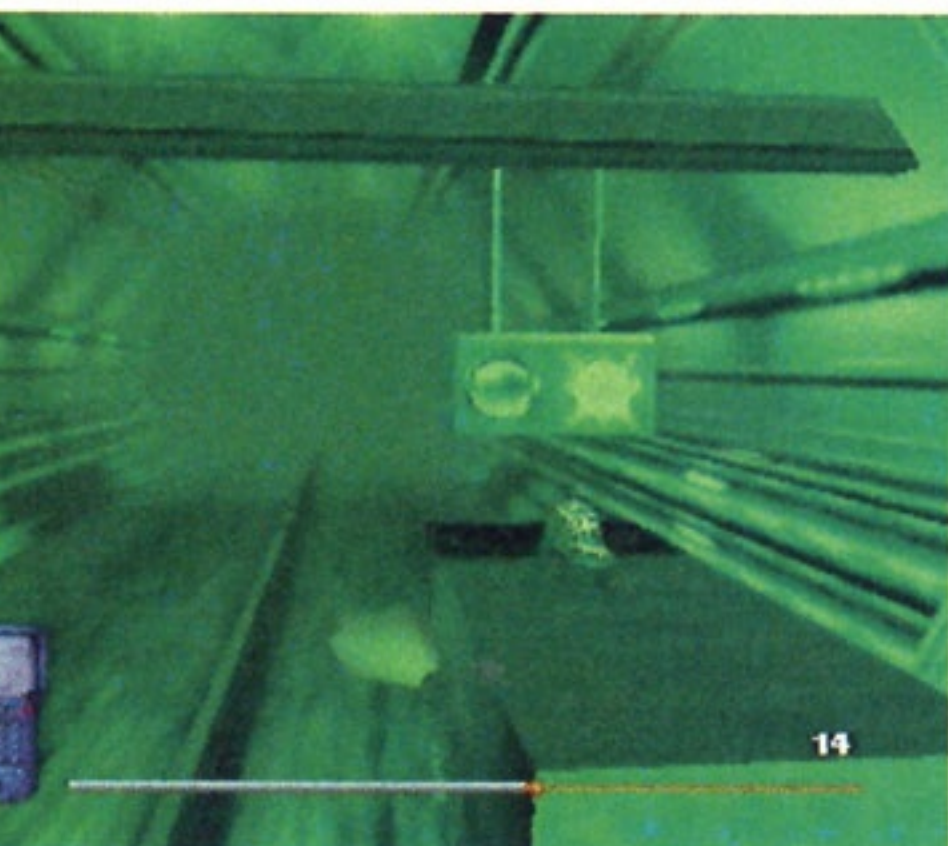
↑ Keep shooting until this guy goes down. Shots often miss.

THE MINECART LEVEL



← Plant the bombs, shoot the men and hop onto a truck!

↓ Duck under the lighting rigs and jump over any low beams.

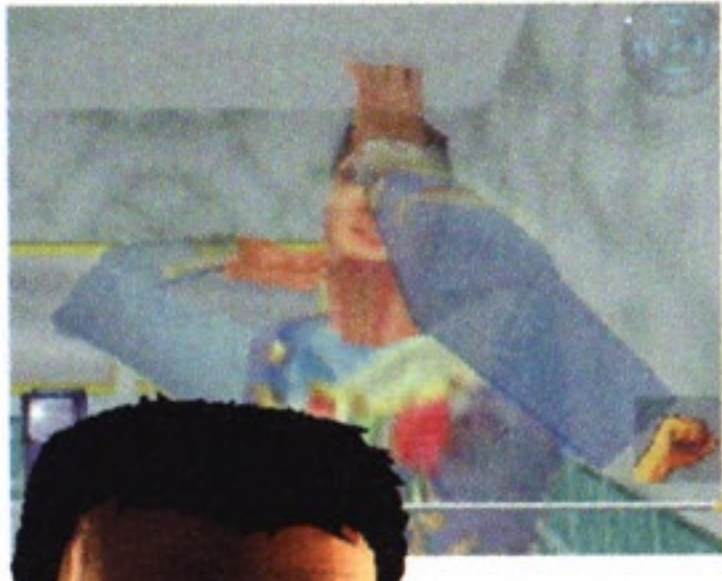


For this mission you must place explosives on the important anchor bolts. The interesting part is that you have to travel between sections by standing on top of passing trucks, jumping and ducking to avoid beams and signs hanging overhead, just like traditional platform game minecart levels. The slow controls can make this level particularly frustrating.

Mission: Impossible has plenty of gadgets for Ethan and his team to use, though you normally only get to use them on a single mission.

FACEMAKER

Knock someone out, then use the facemaker to take on their identity. It only works on one predetermined person each time.



SPRAY PAINT

Spray this blue paint onto video cameras if you don't have access to the video freezer. It works almost as well... sort of.



VIDEO FREEZER

This jams all multimedia equipment, giving you a chance to sneak past security cameras completely undetected.



DYNAMITE GUM

The stuff from the movie. Mix the red and green ends together, stick it somewhere you want to blow up, then run away!



GRRRRRR!

Here are a few of the most annoying design problems in *Mission: Impossible*.



⊖ When you kill an enemy, his gun can't be picked up until he's gone through a long death animation and has disappeared (normally about four seconds).



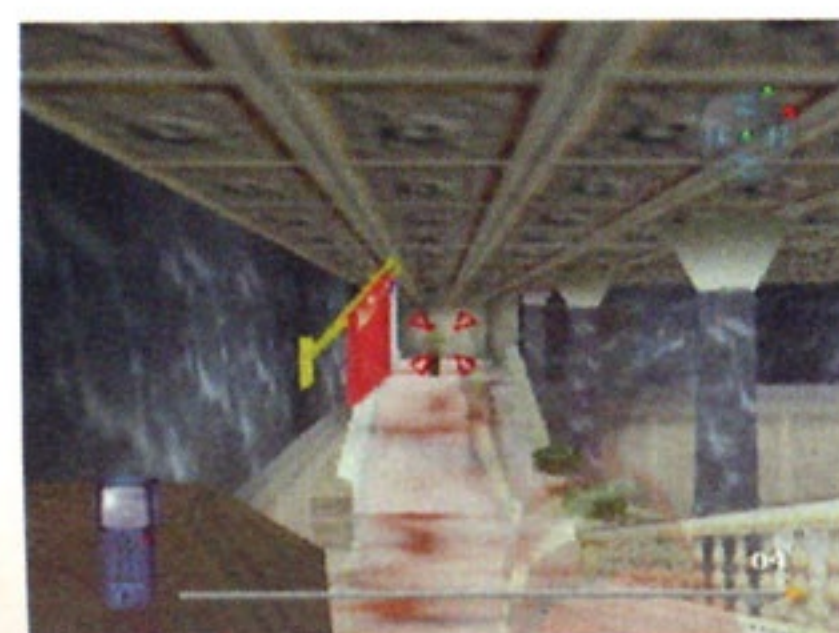
⊖ You can't sidestep unless you gold the R button to go into aiming mode. Even then, Ethan just slides like he's on wheels.



⊖ Some chest-high ledges can be climbed upon while others can't.



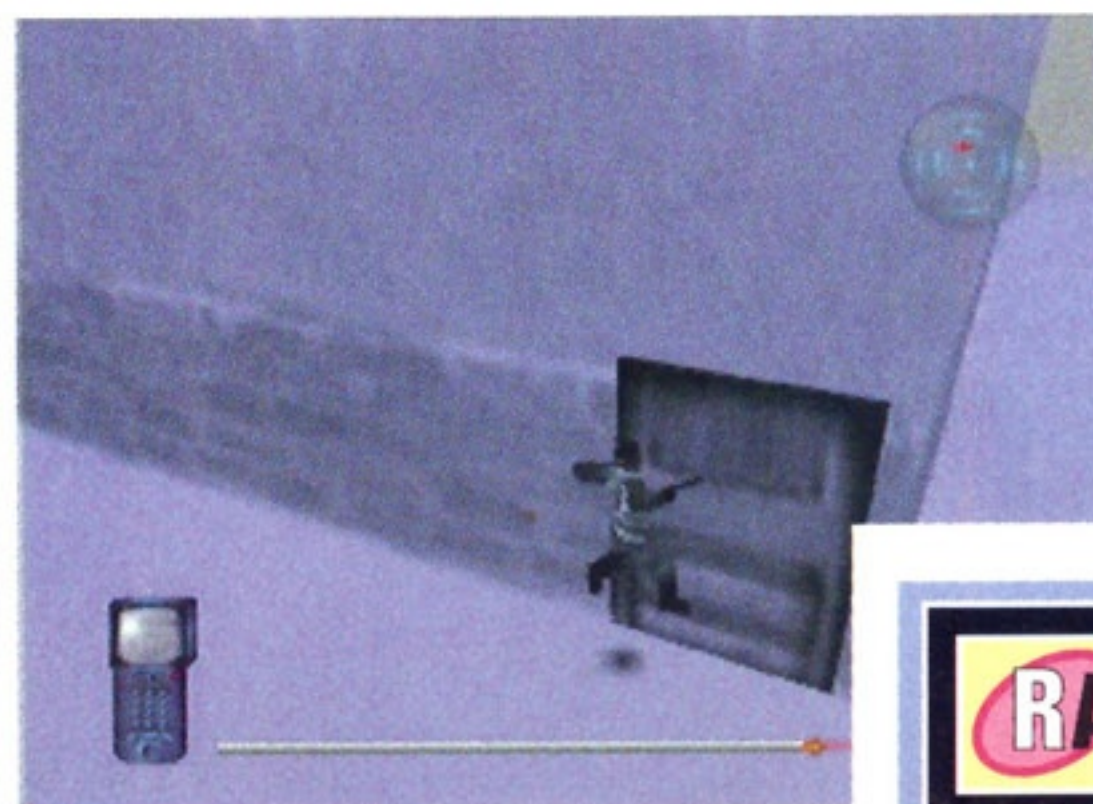
⊖ Putting the crosshair right on someone's head and firing doesn't always get a hit.



⊖ The targeting crosshair is very inaccurate at distance, even with a sniper rifle.



⊖ There are invisible walls to keep you from walking into some bits of water, but not others. If you fall in, you die instantly - obviously Ethan can't swim.



⊖ The same button is used to activate items, talk to people, open doors and jump. You can end up doing the wrong thing at the wrong time.

CVG OPINION

When a game is hyped constantly for ages without anyone actually playing it, you know there's something wrong. Although it's clear straight away that *Mission: Impossible* is pretty ropey, I enjoyed myself for the first three missions. They ease you into the game and have some well thought out sections, but before long the game goes dramatically downhill. The graphics are poor - the characters are blocky and unstylish, the scenery is basic and everything is very fuzzy. The sound's also disappointing, as there's almost nothing whatsoever after the famous introduction music and a few spoken sequences at the start. The frustrating thing is that there are some great ideas in *Mission: Impossible*, though none of them have been implemented very well at all. On top of the few good bits, there are plenty of extremely boring levels which have been badly designed and badly put together. The controls also make many of the levels a chore to play. It's a great shame, and though you'll have some fun on a few occasions, they're not worth forcing your way through the rest of the game for.

ED LOMAS

RATING



The tedious bits far outweigh the entertaining bits. A real missed opportunity and a big disappointment after three years of waiting.

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	OUT SEPTEMBER	1-2 PLAYERS	

If it ain't broke, don't fix it. After all, it's harder to make a bad shooting game that a good one. Taito and THQ hope so"

The PlayStation has yet to see a truly decent sideways-scrolling shooting game. There have been a couple of OK attempts, but nothing that looks and plays like a classic. *Darius* is one of the longest-running and most established titles in this field, having appeared in arcades in 1986 and on a variety of home formats including Master System and SNES. This PlayStation version keeps up the high standards set by the others with its addictive playability, but doesn't quite match up in other departments.



DARIUS



➔ The blue bullets can be shot away, but you still have to dodge the yellow ones. The fin will also do you harm.



CAPTURE THE ENEMY



➔ Enemies boost you firepower if you snag them.

A cool feature of *G Darius* are the Capture Balls. You have three of these spheres (or more if you change them on the option screen) and these are an excellent addition to your arsenal. If you fire one at an enemy, it'll trap them in a tractor beam and suck them towards you. Once they're on the side of your ship, start firing and they'll act as a couple of drones for you. Different enemies have different shots obviously, and their size has an effect. A big craft slows you down but has powerful lasers. Once you have a ship by your side there are a couple of other cool moves you can pull off which can cause spectacular amounts of damage.



SMART BOMB

By pressing the Launch Capture Ball button again once you've nabbed something, it becomes a mini smart-bomb which kills everything within a small radius.



POWER LASER

Press and hold the single shot fire button and you'll notice a blue light start charging up on the end of your ship. Release once full for an awesome temporary power laser.



CVG OPINION

G Darius is cliché heaven for a reviewer. Are you ready? Well, fans of this type of game will love it, and while it doesn't offer anything new, it's certainly good to play. Seriously though, *G Darius* is a top little shooter, and one that initially surprised me with its addictive qualities. It's really tough as well, but that's where it falls down on the later stages. Trying to work out what the hell is going on is headache-inducing, and couple that with the slowdown and you'll be reaching for the Nurofen in no time. Sound is OK, but it could have done with some really pumping soundtracks to get you going. In the graphics department, there are some interesting ideas but it's nothing overly impressive. It's a game that would be good to rent for a few nights, but if you bought it, I can't help thinking it would disappoint you.

STEVE HAY



RATING



It's a good example of how much fun shooting games can be, but some ropey graphics and terrible slow down are what lets this down.

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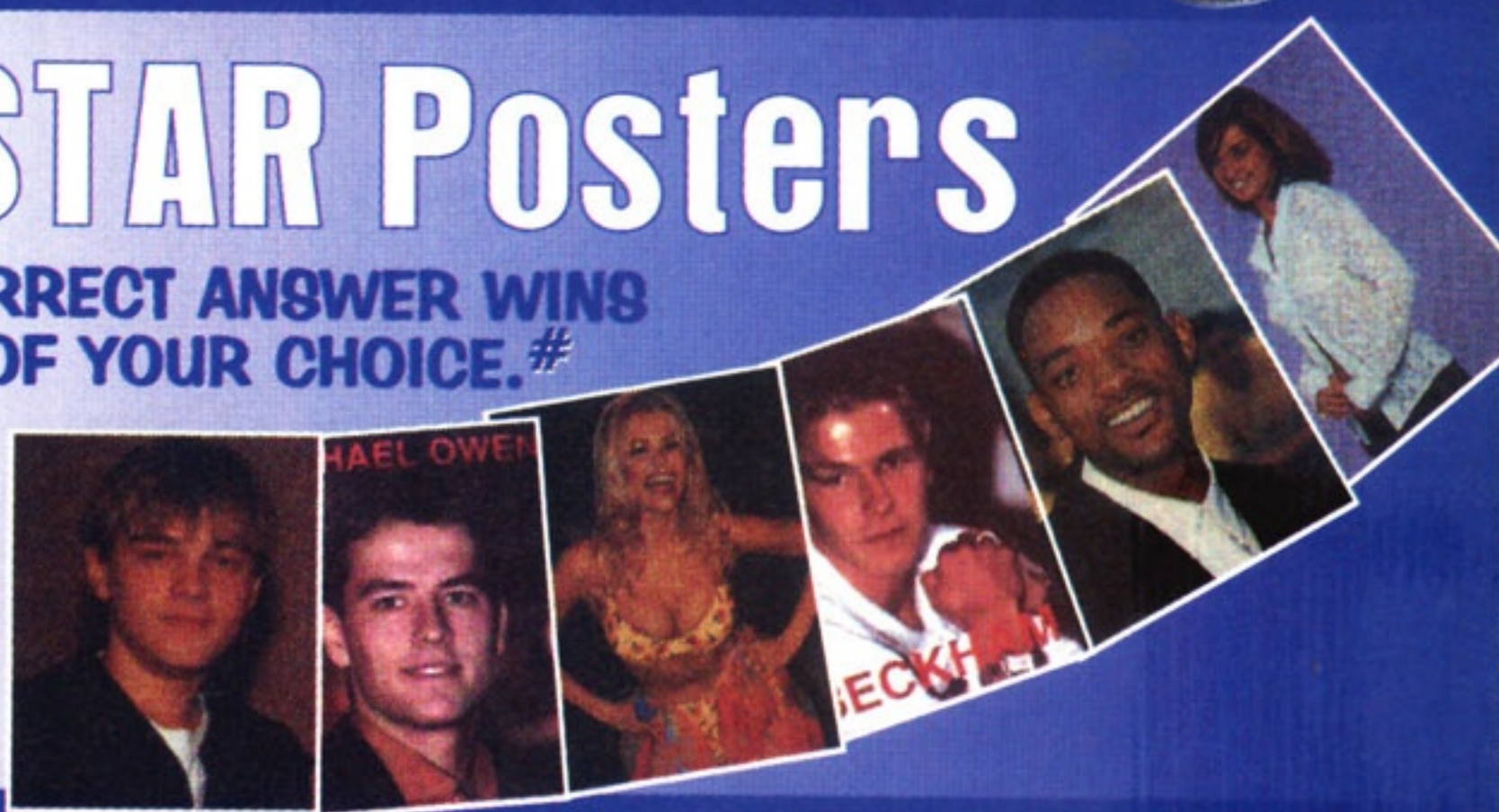
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	OUT NOW	1 PLAYER	

A caveboy with pink hair versus a horde of evil pigs. Is this the weirdest game ever released?

TOMBI!

Think of your favourite PlayStation game, and you'll probably think of something with fancy 3D graphics. Most people think, 'If it isn't 3D, it's not worth the time'. Just look at *Dracula X* - one of the best games made for the console, but a flop at retail.

Next up to convince you to buy a 2D game on PlayStation is Sony. Their latest release is certainly worthy of your attention, coming from a very high pedigree producer indeed. Not only is the 2D platform action from the work of a master, there's even the added luxury of some 3D sections.

Looks like this caveboy might just do the business.

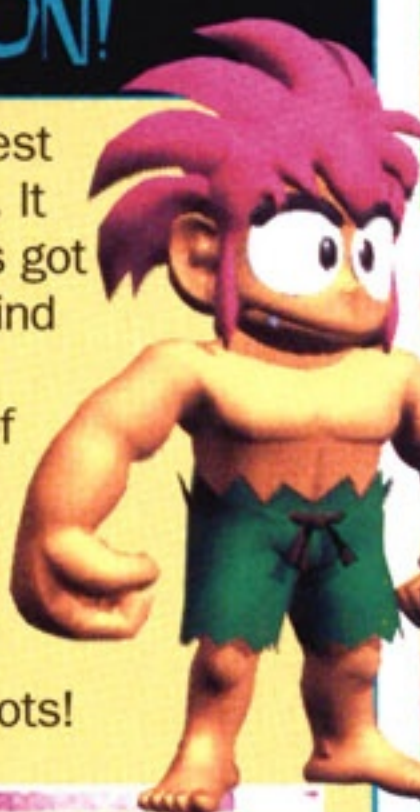


Jump on the back of a pig! Then throw 'em across the screen. Cool!



STOP THE PIG-EON!

Tombi is about to embark on an epic quest to reclaim his Grandpa's stolen bracelet. It must be a family heirloom, because he's got to cover a lot of ground if he's going to find it. He's also got to do battle against evil pigs, who operate under the command of seven pig overlords. These overlords are responsible for pilfering in this once-peaceful region. Not only is *Tombi* going to find that bracelet, but he's going to defeat those pigs and their evil compatriots!



The pigs are sleeping by the campfire. Hold on to that mothball!



The mysterious pig island. You need to find a telescope to view it from the watchtower.



The hideous floating jellyfish.



Hitch a ride on this big bird.



MAKING WHOOPEE

There's one main reason why we're interested in *Tombi*, and that's the man behind the game. His name is Tokuro Fujiwara, and he's responsible for some of Capcom's greatest hits, including *Ghosts and Goblins*, *Street Fighter*, *Mega Man* and *Resident Evil*. He's now left Capcom to set up his own company, Whoopee Camp. *Tombi* is the first game to be produced under this new venture. As you play the game, that pedigree of hits becomes quickly apparent.



Tombi is like Arthur from *Ghosts and Goblins*.



...The faint sound of the pump can be heard... It seems to be working...



LOST AND FOUND



Most of *Tombi* revolves around solving other peoples' problems. As the caveboy travels from village to village, he hears stories of villagers' lives being disrupted by the evil pigs, who kidnap people and steal things.

If Tombi wants to get any further, he'll have to put the thought of finding that bracelet on hold, and help these people out.

Tombi embarks on mini-quests, which rely on a mixture of platforming and puzzle-solving skills. Villagers will vaguely tell you where the missing items are, and you then have to try and find them.

Finding items involves going back into previous levels of the game, and exploring them all over again.



↑ This mysterious cage is home to a butterfly collector. Help him collect more.



↑ The leaf butterflies live in piles of leaves. Disturb the piles to release them.



↑ This jump is almost impossible!



← This wooden bridge buckles under Tombi's weight, be careful.



TOMBI!

The Evil Pigs do not hide in places where they have cast a spell.



↑ Talk to everyone for clues.



↑ Those plants want feeding!



AHA! A SECRETPASSAGE

Tombi's side-scrolling action contains some 3D trickery which, at certain points, enables the caveboy to venture out of the screen. Imagine all objects he encounters being 3D, but you only see them in 2D. Because of this, there are several possible routes and secret areas on every level.



↑ Use the map to discover routes.

CVG OPINION

If you can live with the basic graphics, there's a lot of fun to be had playing *Tombi*. There's a real retro feeling to the game and it has some clever surprises. It's also an eclectic mix of different styles. Platforming obviously makes up the bulk of the game, but at times you think you're playing an RPG or adventure game. The puzzles are many and varied, requiring different approaches to solve. *Tombi* might not be the most exciting platform character, but he's not the most annoying either. The graphics suggest a younger audience, but the solid gameplay suggest older players. Whatever, *Tombi* does enough to make me want to play more, and to keep a keen eye open for Whoopee Camp's next release.

ALEX HUNT/AAA

RATING



Solid gameplay rules over the simple graphics. Tombi won't cause a 2D revolution, or create a caveboy fan club, but it's good fun for those that want it.

REVIEW

SAINT & KEYSIE

Football tips from CVG's footy experts!

EA GRAB PREMIER LEAGUE LICENCE!

After revealing all to you last month, Saint and Keysie moves into overdrive this month with the first pics of the new Premier League game and shots of *Actua Soccer 3*. We also have our first ever prize winners. Next month we have a cool exclusive lined up for you, so remember, if it ain't in Saint and Keysie, don't bother. Maybe.



Stam is in the Man Utd team.



Electronic Arts have just signed a four-year deal to produce the official FA Premiership game, and are hoping to secure similar deals in most of the major leagues across Europe.

The new deal was first put to Premiership bigwigs as long ago as February 1997! At that time, three other companies were in the running. Two of those companies, Gremlin and Eidos, have a proven track record with football games. The other un-named party was rumoured to be Sony. More publishers entered into the fray at

the second attempt, but EA's record with FIFA and the strong sports heritage won the day.

Excitement

FA Premier League Football Manager '99 will be released this Autumn on the PC, shots of which you see here. A more action orientated version will be released on the PlayStation early next year. The most interesting point about this new game is the fact that it's being developed in EA's UK studios, with the FIFA titles contin-

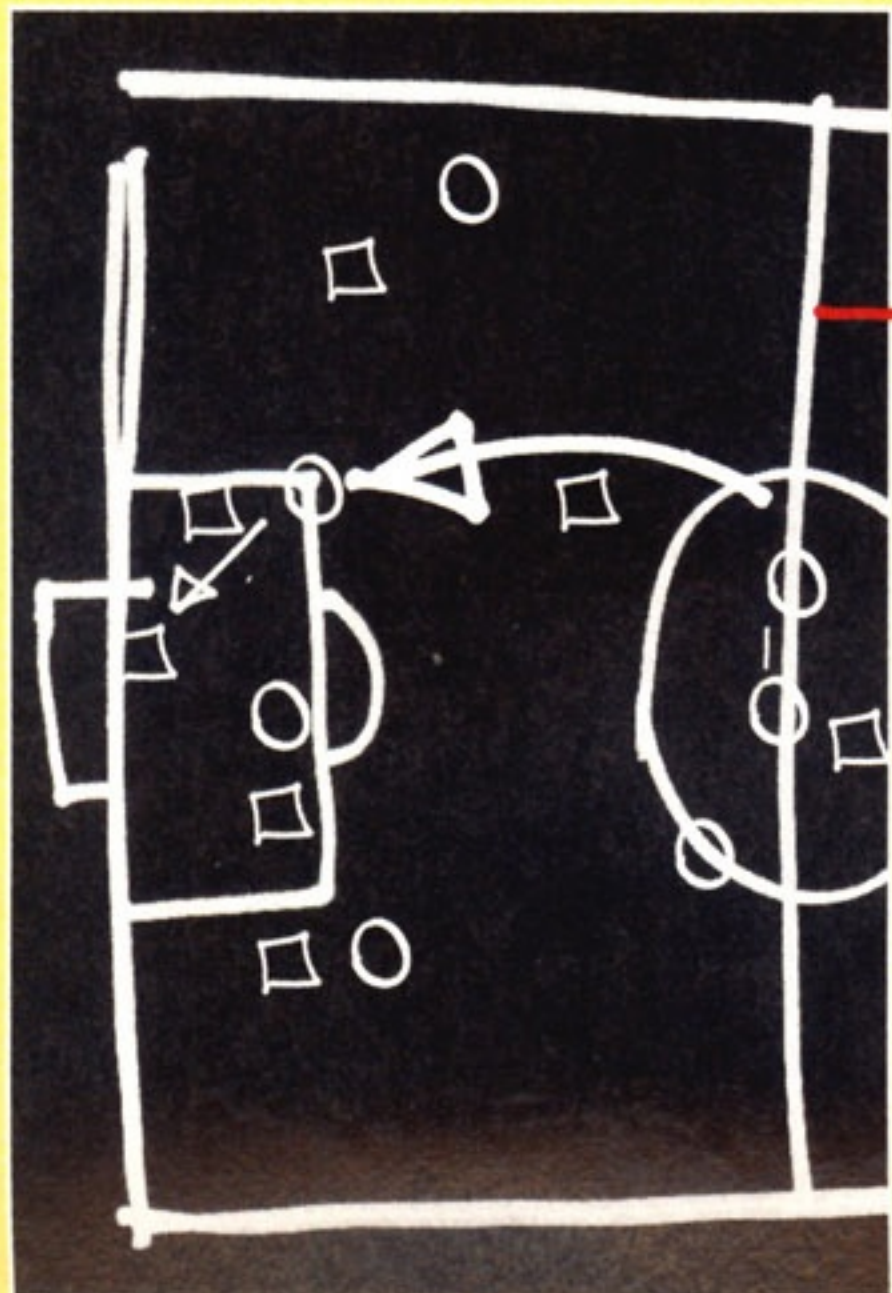
uing to be programmed in Canada. This at least guarantees that the game will be coded by those who are familiar with the Premiership and the excitement and passion that surrounds it.

The title gives EA the rights to all of the kits, stadium, players, logos and club names. The fact that the management game is due out in September means that EA will be able to include all the latest transfers and swaps to make it totally up to date. We'll have an extensive look next month.



Secret shots! The new game even lets you set the price of tickets for individual parts of the stadium! Blimey.

Chalkboard



THE CHEESEBOARD = ACTUA SOCCER 2

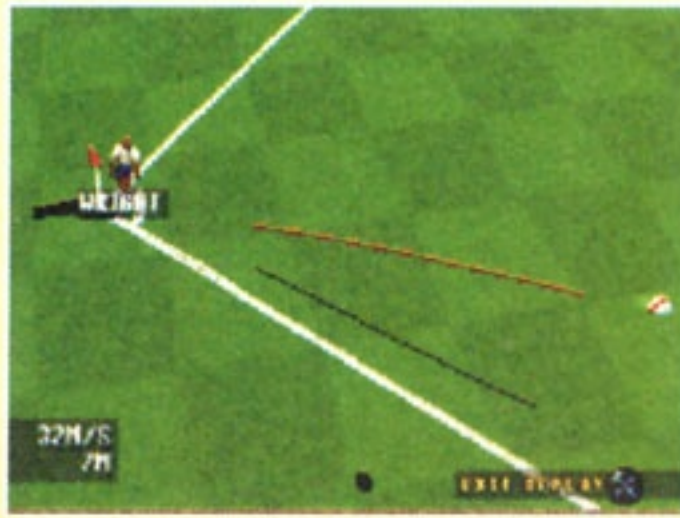
The most common tips sent in by you lot were some easy goals on *Actua Soccer 2*. Most of them included the two we're about to show you,

and Mark Finnie was quickest out of the blocks with these. Get in touch with us Mark and we'll sort something out.

How about a goal from the kick off! Run to the side after touching the ball and then run straight at the goal (you should be level with the area). Mark says that sometimes you may get a player on your tail, but he can be shaken off. As you enter the penalty area, power up full and cut towards the goal. He shoots, he scores!



His second goal is a scoring method from corners. Choose England as your team and get the corner. Make sure Wrighty takes it and move the red circle over a player just outside the far corner of the six yard box. Use X to cross it) and As the ball enters the 18-yard box, start hitting square and the attacker will finish it off for you.





<p>90% COMPLETE</p>	<p>FOOTBALL SIM</p>	<p>BY KONAMI</p>	<ul style="list-style-type: none"> PS, N64 AND SNES PREDECESSORS AVAILABLE PS VERSION PLANNED STORAGE 128MB CART
	<p>SEPT RELEASE</p>	<p>1-4 PLAYER</p>	

Last month we brought you the PlayStation version, and now the N64 cart has landed on our laps. Does it live up to expectations?

Konami know that they're obviously onto a winner with these latest *ISS* games. But they have to be careful of not falling into the same trap that early *FIFA* titles were snagged in, namely releasing mindless updates. First impressions of *ISS '98* however, seem to offer no major new features that greatly improve it over the original. It's still the best football game you're going to get on the Nintendo, but unless it changes significantly between now and the release, the cut price original is an even more appealing offer.

INTERNATIONAL SUPERSTAR SOCCER 98

MR. LENIENT

There are three standards of referee in *ISS '98*, ranging from incredibly harsh to super-lenient. You can select which one you prefer, depending on your style of play. But it's often better to leave it on the random selection the save hasle. Red cards are a rarity, but we've yet to experience the full wrath of Mr Strict.



They say the best refs are the ones you don't notice. Hence this guy's camouflage get-up.

CHANGE THE COURSE OF HISTORY!

ISS '98 features an exceptionally cool Scenario mode, which is your chance to re-write the history books by finishing off some of the classic matches from recent times. You're given the choice of 16 different matches and have to try and redeem a certain teams' failures and lead them to victory. For instance, you have

can take over the final Italy vs England game in Rome where we drew 0-0 to qualify. This time, you have to notch one for Glenn Hoddle's men and scrape a victory. Or you can take over the Australia - Iran game which cost Terry Venables team qualification to the World Cup by scoring a last-minute winner.



Each of the scenario modes are raked out of five.



This corner is your last gasp chance for the winning goal!

DO A BECKHAM!

We're talking about a Beckham from the Colombia game, not the Argentina one. Taking free kicks is simple in *ISS*, in that you just move the arrow to the direction you want to shoot and have a dig. But for the '98 version, the game now lets you alter the height of the kick as well, meaning a lot more skill is involved this time. Scoring is difficult though, as the keepers are pretty difficult to beat, but once you've worked out a height and power to get the ball on target, goals are on the cards.



Get the kicks mastered and scenes like this will be common.

A little dink over the wall is all that's required here. Easy. Not.

THE VOTE OF CONFIDENCE

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 NO OTHER VERSION PLANNED
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80% COMPLETE
PlayStation
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 BY ANCO
 NOV RELEASE
 1-4 PLAYERS
 PS PREDECESSORS AVAILABLE
 NO OTHER VERSION PLANNED
 STORAGE 1 CD
 RELEASED BY ANCO
 TEL 01322 293 422

FOOTBALL WORLD MANAGER

Ubi Soft are about to enter the management market with *Football World Manager* on the PC. There is no doubting that this title is going to be comprehensive. It will feature over 25,000 players from 50 countries. That's 70 leagues and over 5000 clubs! If simply dipping in and out of the transfer market isn't your style, then maybe you can build up a decent youth development programme, something which this game will let you do as well. You have access to the data from all the games, so if a player hits form you can snap him up before the price tag starts rocketing. Real time data is also being incorporated so that any changes you make during a game will either reap instant rewards or failure.



You can have a look at newspaper reports from all over the world. This is useful for scouting.



PLAYER MANAGER - SEASON 98/99

The second of our management titles this month is also the sequel to the first management sim released on the PlayStation. The new update will have all of the latest squads and transfers from around the country (like Desailly to Chelsea) to keep die-hard fans happy. Also, the game lets you view certain attributes of players, so save you from wading through rows and rows of numbers relating to the player's shoe size and length of mullet. We hope that Anco have taken into account the criticisms thrown at them from the first game, because it was pretty dire. They will point to sales of – and this is a direct quote – “over 55,000 units in the UK alone!” But when you consider that *Premier Manager '98* sold 44,000 in it's first week, it kind of puts that figure into perspective. But whatever the story, the PlayStation needs more soccer management titles and hopefully the programmers have done enough to provide an ounce of competition for *Premier Manager*.

Task Search Wed 24/6/98

	PCE	TKL	YSN	INT	CTL	Passing
N. ANELKA	82	45	16	21	55	Shooting
L. BOA MORTE	82	35	16	61	49	Tackling
C. WREH	81	43	81	48	61	Heading
D. BERGKAMP	80	48	10	85	78	Dribbling
T. ADAMS	88	92	10	17	48	Keeping
D. PLATT	82	49	11	92	92	Control
L. DIXON	88	81	11	67	89	Leadership
N. WINTERBURN	83	50	7	23	84	Dead Ball
J. WRIGHT	83	57	8	93	84	Pace
M. OVERMARS	88	40	60	35	77	Stamina
A. MENDEZ	87	27	47	10	67	Agility
M. UPSON	85	70	27	91	71	Power
J. CROWE	81	68	24	46	54	Resistance
S. MARSHALL	79	75	59	43	41	Vision
P. VIERA	78	85	60	77	78	Composure
R. PARLOUR	71	89	85	54	49	Aggression
						Intelligence

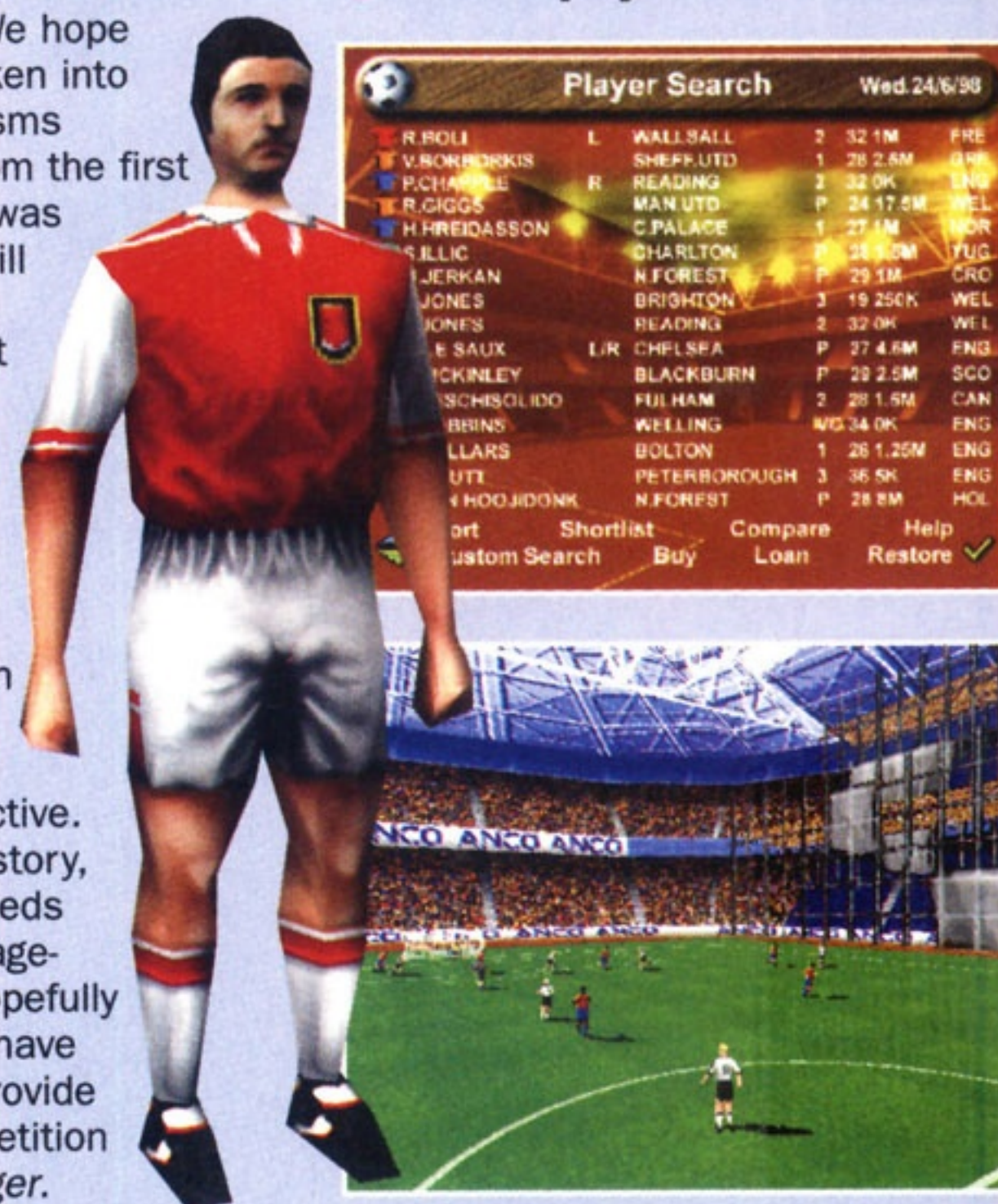
Clear Help Sort

Arsenal players and their stats.

Player Search Wed 24/6/98

	Pos	Value	Height	Weight	Age
R. PROLL	L	32.1M	190	75	23
V. BORRORIS	R	28.2M	180	70	21
P. CHARBELL	R	32.0K	180	70	21
R. GIGGS	P	34.17M	170	65	21
H. HREIDASSON	C	27.1M	180	70	21
S. ILLIC	C	28.5M	175	68	21
D. JERKAN	F	29.1M	180	70	21
J. JONES	B	19.25K	180	70	21
J. JONES	R	32.0K	180	70	21
E. SAUX	L/R	27.4M	180	70	21
C. KINLEY	P	29.2M	180	70	21
S. SCHISLIDO	F	29.1M	180	70	21
B. BINS	M/G	24.0K	180	70	21
M. LLARS	B	26.1M	180	70	21
J. UTI	P	36.5K	180	70	21
K. HOOJIDONK	N	28.8M	180	70	21

Sort Shortlist Compare Help
Custom Search Buy Loan Restore



ACTUA SOCCER 3

After the announcement of EA's tie in with the Premier League comes the first shots of Gremlin's latest instalment of their flagship soccer game, Actua Soccer. Information on the third title is scarce at the moment, but as you can tell from these shots, graphical detail has been greatly improved. The stadiums look very impressive too.



Recognise the stand? Villa fans should be shouting 'Holte End' right about now!



All of the major European teams will be selectable to play as. So there.

You even get a bit of in game action for your troubles. Time for your stress levels to rocket!

SPOT THE BALL!

Hidden somewhere in this mag, but not in Saint and Keysie, is a CVG ball. Find it, send in an entry telling us where, and win some prizes. It's as easy as that. Our first winner was **Nicholas Gardner from Crosby in Merseyside**. He correctly found the ball on page 8 of issue #201. Expect a call from us soon Nicholas.

FACE THE FACTS

Patrick Kluivert and his strange alter-ego? Maybe the programmers are colour blind.



Patrick, you look decidedly pale.

Games League

Vote for your top 10 football games. As the reader charts start to pile in, we get a fairer indication of what you really play. Keep them coming!

Pos.	Title	Format	Price	Rating
1	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
2	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
3	Premier Manager '98	PS	£44.99	5/5
4	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
5	ISS Pro: Platinum	PS	£19.99	5/5
6	Three Lions	PS, PC	£44.99, £34.99	2/5
7	Sensible Soccer '98	PC	£34.99	4/5
8	Road to World Cup	PS, N64, PC	£44.99, £64.99, £34.99	2/5
9	Championship Manager '97-98	PC	£29.99	N/A
10	Worldwide Soccer '97	SAT	£34.99	N/A

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

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It's sweaty helmet time in Formula 1 98

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INSTANT EXPERT
Cane Colin McRae Rally

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ISS PRO 98: WE'VE PLAYED IT FIRST!

- The best 'Station footy game is back...
- This baby's got the pace of Owen and the skill of Brazil...
- And it knocks 'em in the back of the net like Alan Shearer...
- But can it top the footy league? Find out on page 52...



New issue on sale July 24



RADIANT SILVERGUN

The shoot-'em-up that thinks it's a fighting game... no an action/adventure... no an RPG. Or, how about the shoot-'em-up which redefines the shoot-'em-up. In style. And then some.

Chain combos. Hidden areas. Captivating plot. Not usually the type of thing you associate with this sort of game, but then *Radiant Silvergun* comes from one of the world's genius teams - Treasure. With Treasure you're guaranteed a hot ticket. In *Radiant Silvergun*, you get a season pass to some of the best places a video game has ever taken you.

You begin in what seems like a standard scenario: cue your ship flying up the screen; cue blue skies; cue small alien jet-fighters swarming down toward you. THEN you figure out how your three basic weapons (Vulcan, Homing, and Spread) combine to create three more (Homing Plasma, Wide Shot, and Homing Spread).

THEN you let go with the Homing Plasma and notice the word Chain on screen. Cool! Now you can rack up points according to how many aliens you clear in succession. What happens if you link the entire alien armada like this?!

It isn't long before you're seeking countless opportunities for reward. And the opportunities keep on coming. Find all the secrets (cartoon dogs that go "woof!"), and you receive extra options in the Game Config. Complete the game once, and you get to revisit the whole thing but in different time zones.

This is just the gameplay - we haven't even talked about the aesthetics yet! Which, by the way, put most games on PlayStation and N64 to shame.

Buy yourself a Saturn, and get it converted to play all imported games. Buy *Radiant Silvergun*, and rue the day you ever doubted that Saturn can deliver. We've had more than we can handle with this game on CVG, and that's saying something!

This totally rocks!

PAUL DAVIES

SHOOT-'EM-UP

OUT NOW (IMP)

BY TREASURE

1-2 PLAYERS

- PRICE £ IMPORT
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- FORMAT 1 CD
- PUBLISHED BY SEGA
- TEL IMPORTER



Buy yourself a Saturn and get *Radiant Silvergun* IMMEDIATELY. This would easily count as the most awesome shoot-'em-up you'll play in a long while.



A shoot-'em-up that thinks it's a whole bunch of other things? Sounds like a disaster zone, but no! This is a genius game.



Kill the aliens. Revisit them in another time zone and kill 'em again!



BRAVE FENCER

Combines inventive platform gaming, with neatly-orchestrated RPG elements. Looks spectacular. Sadly *Brave Fencer* won't be released in the UK. However, we'd like to give it more recognition than a piece in news. You are Musashi, a Samurai on a mission to defeat the Monster Of Darkness. Musashi uses Reygund, the sword of light, to protect himself. He can also jump around, and push objects to get where he needs to go. Musashi's coolest ability is the "Get In" technique. By throwing Reygund at an enemy, Musashi drains their power to make it his own. Once absorbed Musashi can perform the enemy's ability. The game looks and plays brilliantly throughout. Graphically it ranks among the best PlayStation has to offer. Anyone with a wad of cash and a way with words should convince Square to release this in the UK immediately. Fingers crossed, then. PAUL DAVIES

3D ACTION

OUT NOW

BY SQUARESOFT

1 PLAYER

- PRICE £IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SQUARESOFT
- TEL IMPORTER



This inventive platformer is one of the best-looking games on the PlayStation.



CRUIS'N WORLD

Rejoice! *Cruis'n World* is better than *Cruis'n USA*! Although the games are pretty similar, there are enough small differences to make *Cruis'n World* actually enjoyable. While the courses are still very similar and have very few bends, the traffic is placed more carefully and the other drivers give more exciting races. You can also attempt tricks when you go over ramps to gain extra seconds, which adds a bit more fun to the game. The graphics are still pretty rubbish, but are practically identical to the original arcade game, and the majority of the music is far better than *Cruis'n USA*'s aural abominations. Fans of the arcade game (Americans) will be very pleased with Eurocom's Nintendo 64 translation, but normal people would be better off renting *Cruis'n World* for an entertaining night or two rather than spending a load of cash on it. ED LOMAS

DRIVING GAME

OUT NOW

BY EUROCOM

1-2 PLAYERS

- PRICE £49.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128 MB CART
- PUBLISHED BY THE GAMES
- TEL 01703 653377



Cruis'n World is more enjoyable than its predecessor, and you can attempt tricks.

GAMEBOY™



V-RALLY

It's been superseded by *Colin McRae* on the PlayStation, so *V-Rally*'s going on something of a console tour to try and make a name for itself. The first stage is on GameBoy, and surprisingly it's not bad. There are 20 stages of rally action. Passing through such places as Italy, Indonesia and good old England. The gameplay consists of nothing more than reacting to a big directional arrow in time to tackle a bend, and avoiding the odd passing car. Just like the PlayStation game, it's very easy to roll the cars just by clipping scenery, and the courses aren't as memorable as other racers. Still, it's the best of its kind on the GameBoy, and has turned out a lot better than we thought it would.

ALEX HUHTALA

RACING

OUT NOW

BY INFOGRAMES

1 PLAYER

- PRICE £ 24.99
- PLAYSTATION PREDECESSOR AVAILABLE
- N64 VERSION PLANNED
- STORAGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633



↑ Take in the sights of historic Rome. Laugh at how many times you pass the Colosseum.

GAMEBOY™



WORLD CUP '98

The World Cup may have been and gone, but this title is sure to attract those who just can't get enough of the thing – or even those who have no interest in the real thing, preferring the virtual game. This pocket version of EA's heavyweight series bears little resemblance to its bigger brothers. For starters how "official" is this game?

The players' names bear no resemblance to the real thing, which is a shame. And while the World Cup mode may feature all the correct teams and plays the games on the correct dates, all the times and locations are wrong. When it comes to the football, well where is it? The game that is supposed to resemble it, bears little similarity to the real thing and is impossible to play. Avoid this.

ALEX HUHTALA

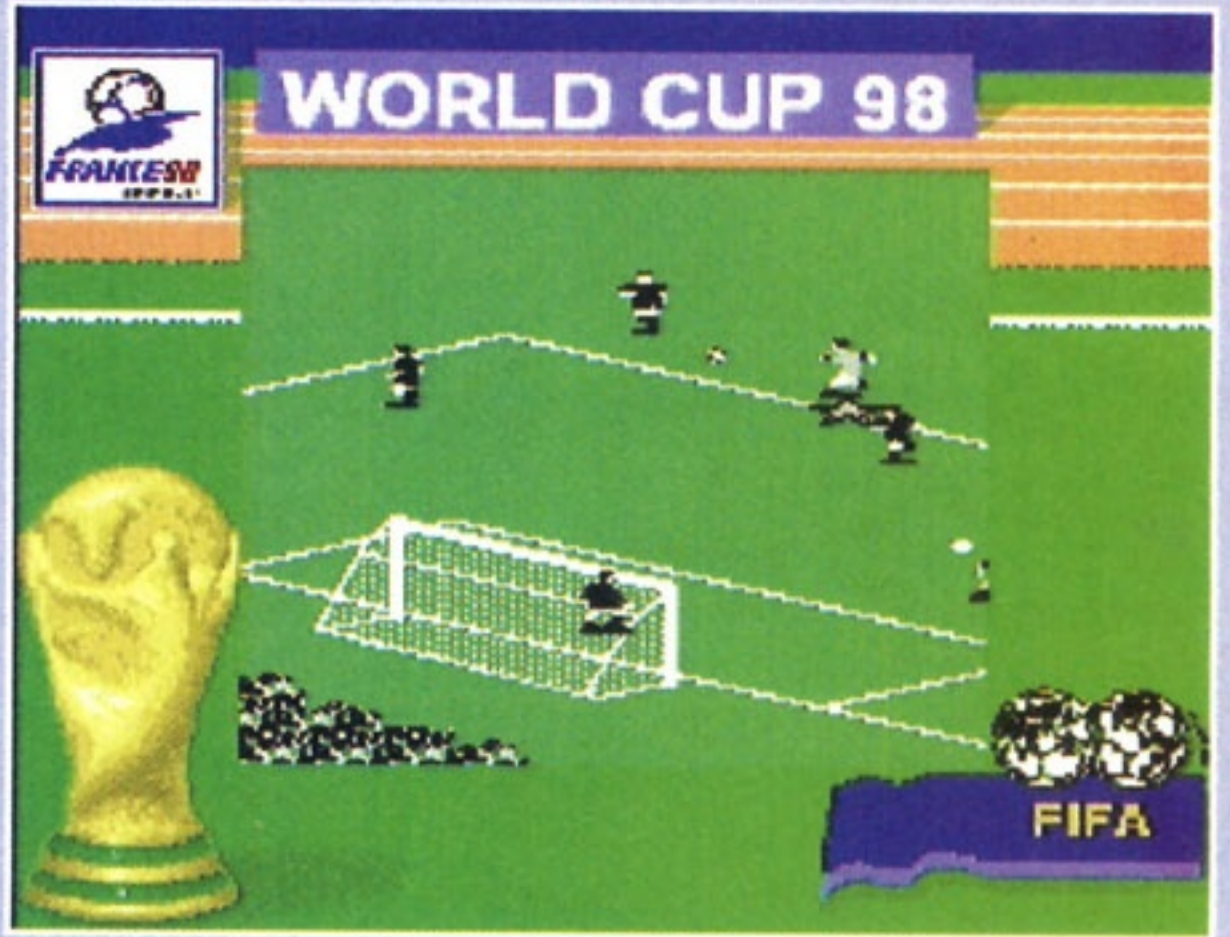
FOOTBALL

OUT NOW

BY THQ GAMES

1 PLAYER

- PRICE £ 24.99
- N64, PLAYSTATION & PC VERSIONS AVAILABLE
- WORLD CUP 2002! VERSION PLANNED
- STORAGE X
- PUBLISHED BY THQ GAMES
- TEL 01483 767656



↑ World Cup '98... pah! It would be a joke even to call this Sunday League Cup '98!

PlayStation™



BLASTO

After being hyped by Sony over a year ago as one to watch, the release of *Blasto* is being kept fairly low key. Wonder why? It might have something to do with the poor standard game that has turned up after all this time. *Blasto* is a space adventure, where our hero must rid the galaxy of invading aliens. He does this by flying to spaceports, avoiding traps and blasting aliens – and that's it. Add lame gags about Uranus, and buttons marked 'Do not touch' for some sub-Wile E Coyote sight gags. If the game had drop-dead graphics, sound, intro sequences, gameplay (whatever) it might have turned a few heads, and people might have been interested. What's left is a game that seriously seems unfinished. With a bland character and dull levels, this will soon leave you numb with boredom.

ALEX HUHTALA

PLATFORM
ADVENTURE

OUT NOW

BY SONY
INTERACTIVE

1 PLAYER

- PRICE £ 39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



↑ This is as action-packed as it gets. *Blasto* is greeted by three bug eyes. Fascinating stuff.

PlayStation™



WAR GAMES

Usually, game developers try and make movie tie-ins to coincide with the release of the film or video release, but in the case of *Wargames*, they are about 15 years late! But even so, *Wargames* is still a very enjoyable little shooting game. You basically are given objectives at the start of the level, and a set of vehicles and have to carry them all out. The cars range from quick and nimble little jeeps to hardcore Slayer Tanks that wipe out everything in its path. The majority of the game is simply blowing things up which is a shame, because they could have done so much more with this. And you begin to tire of mindless destruction after five or so levels, let alone 15. The graphics are very good suit the game well, and match those with some cool effects and explosions and you have a fairly decent game, and one which is good fun to play, if a little repetitive. **STEVE KEY**

ACTION SHOOTER

OUT NOW

BY MGM
INTERACTIVE

1 PLAYER

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL-01753 549442



↑ There's some cool stuff in this game, but the emphasis is on the mindless shoot-'em-up bit.



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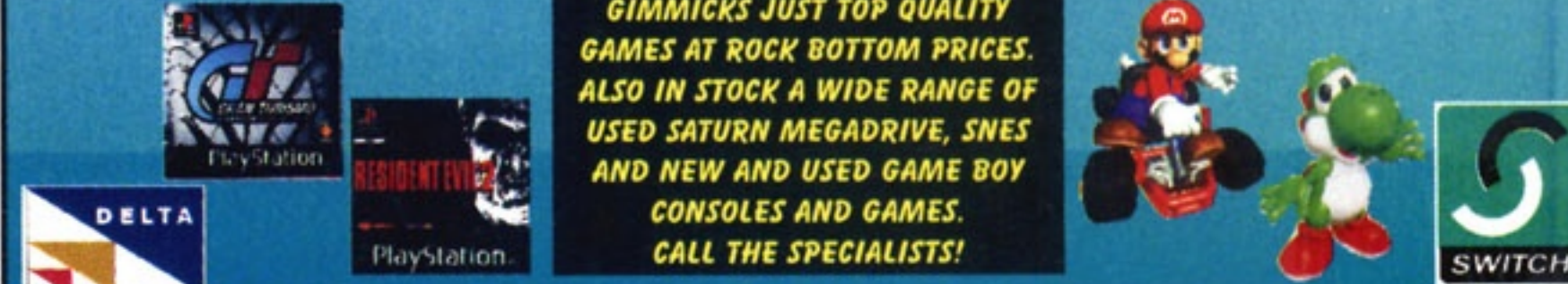
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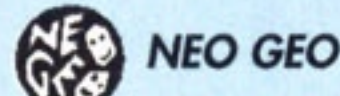
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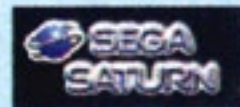
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ARCADE

©SEGA 1998. Note: Still under development. Subject too change.

SPIKEOUT™

Sega's elite fighting game creators are putting the finishing touches to their forthcoming magnum opus, *Spikeout*!

3D FIGHTING GAME	BY AM2
DEC RELEASE	1-4 PLAYERS
<small>• DREAMCAST VERSION RUMOURED • DISTRIBUTED BY DEITH LEISURE</small>	<small>• SYSTEM MODEL 3 STEP 2 • CUSTOM CABINET</small>



S *Spikeout* is set to create a new game style – the free-roaming fighting game. You and three friends can roam around an enormous city beating up bad guys. There's no set route, so you can go anywhere – and if you can't find anyone to beat up, just smash up the scenery! An when you've had enough, go to the end, destroy the barrier, and move on. Awesome!

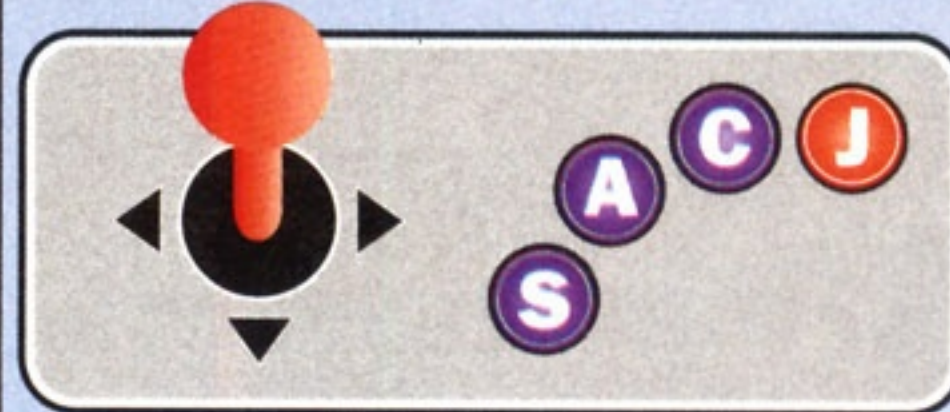
THE SPIKEOUT GANG

There are four player characters to choose from in *Spikeout*, each with totally different moves and playing styles. Each of the enemy characters has their own look too, and all of them wear clothes based on current Japanese street fashions. You'll not get long to admire them though, as up to 10 people will often attack you at once!

SPIKE 	WHITE 	LINDA 	TENSHIN 
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THE SPIKEOUT SYSTEM

Spikeout may have been designed by AM2, the creators of the *Virtua Fighter* and *Fighting Vipers* games, but it uses an all-new control system. Here's how it works:



- (S) SHIFT**
Use this button to move around in the 3D arena.
- (A) ATTACK**
The standard attack button. Use with the joystick for special techniques and combos.
- (C) CHARGE**
Hold this to power-up the Charge Bar in the middle of the screen for extra powerful attacks!
- (J) JUMP**
The freedom in *Spikeout* means that you can jump all over the scenery in the city.

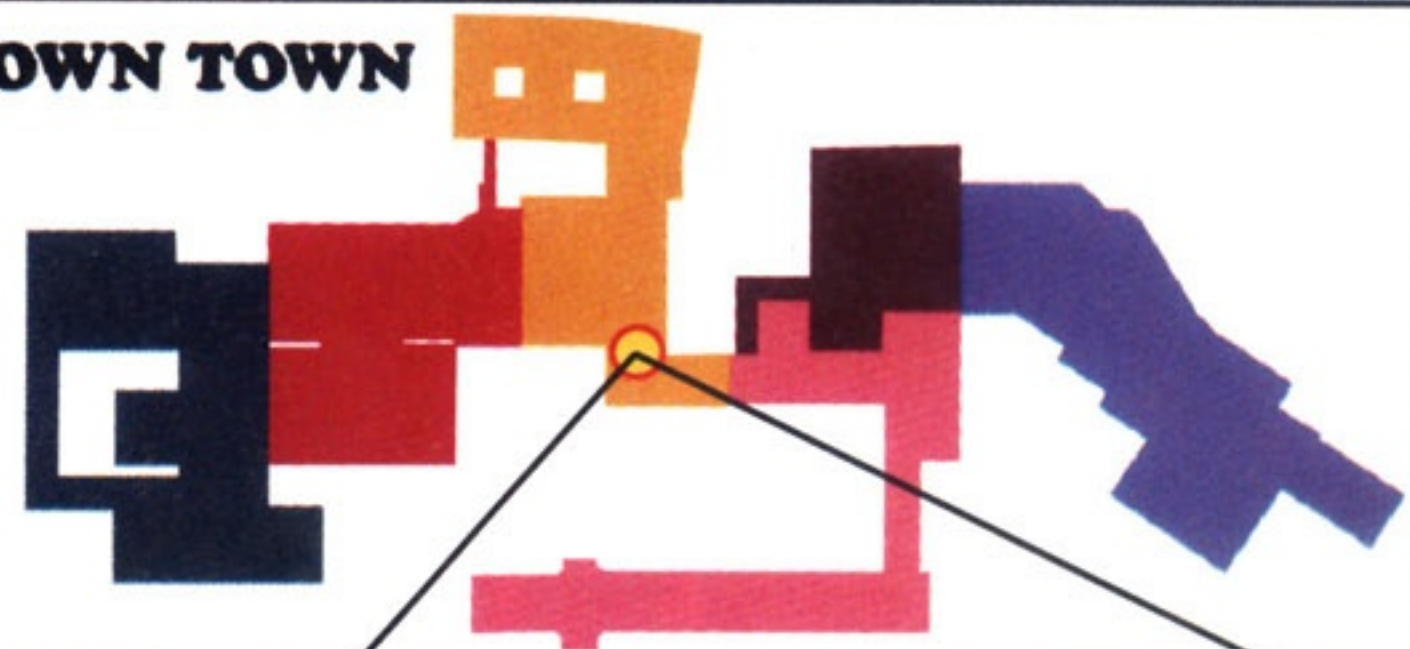


GOIN' DAAHN TAAHN!

Spikeout is set in a big town which is divided into big areas. The two we've seen so far are Downtown and the Department Store, but each of these has lots of smaller sections. For example, the Department Store has three floors connected by escalators, each of

which has a big selection of shops to fight in! If you feel like it, you can run into the record shop and knock the CDs all over the floor. Downtown has lots of backstreets, plus a warehouse, factory, and even a sewer underneath linking it all together!

DOWN TOWN



➔ **Downtown** is just one area in a massive city. You can go anywhere, finding and beating up anyone you don't like the look of. But beware, you could be attacked by up to 10 people at once!





90% COMPLETE

PlayStation™

3D FIGHTING GAME

BY SQUARESOFT

DEC RELEASE (JP)

1 PLAYER

- PLAYSTATION PREQUEL AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 3 CD
- RELEASED BY SQUARESOFT TEL IMPORTER

A taster to the sequel of one of the biggest games ever. Here's some more rapid-fire research findings.

Realism is the key to *Final Fantasy VIII*. The cute in-game characters have been exchanged for realistically-proportioned figures. The theme is also evident in the cut scenes, where the characters appear much tougher-looking. The smoothness and the overall detail of the cut scenes, by the way, is now unbelievable.

Instead of having one main character, there are now two – something called the Double Plot system. How the outcome of one will affect the other remains to be seen. Whatever, it should be amazing.



FINAL FANTASY VIII



BACKGROUND CHARACTERS

The *Final Fantasy* series always has droves of organisations that are involved heavily in the

plot. Here's a quick introduction to the 'Shinras' and 'Avalanches' of *Final Fantasy VIII*.

GARDEN

A private military institution that trains soldiers to be part of a nation's special forces. A child is allowed to enter the Garden between the ages of six and 15, provided they pass an entrance exam. If the student fails to make the grade by the age of 19, they are expelled. The institution charges the nation should it wish to recruit a Garden graduate.

SEED

An elite force that only the extremely talented are able to join. Graduating from Seed is much more difficult than graduating from Garden. Seed recruits are trained in special tactics, as well as magic, and it is this group that the main characters Squall, alongside Zel, Lenoa, and Saifaa belong to. Squall was recruited at the age of 17 from the Garden. Details for Leguna Levaal remain vague at the moment.

WIN LOSE OR DRAW!

The ATB battle system in *Final Fantasy VII* is one of the best. Square have kept the general procedure of the ATB, but have done away with the Magic Point (MP) system. Rather than require MP to cast spells, you have a set amount of spells to start with. Of course as you proceed further into the game, you run out of spells. This is where the new 'Draw' system comes into play. With this new system, you can steal the opponent's spell or use it on them there and then. Here's an example.

First choose the 'Draw' option.

Select the enemy's spell.

Pick the "Hanatsu" option...

... to bounce the spell back.

As before, choose 'Draw'.

Select the enemy's spell.

Now use the "Stock" option...

... to steal the enemy's spells.

CHARACTERS

Only four characters have been unveiled but as it's a Square game, we're sure there's

still a lot more to come. Here's an introduction to the four so far.

SQUALL LEONHART

A graduate of the elite SeeD agency, Squall wields the Gun Bladé. Seems to be hiding a secret from his time in Garden...



ZEL

A member of the SeeD. Tough as nails as his choice weapon are his fists. Seems to have a problem with Saifaa...



Now is this guy ugly or what?! Your first close-up of a FFVIII monster. The detail is more intense.

THERE'S NO LIMIT!

When a Limit Break is available, an arrow appears to the right of the Attack option. If you choose to use it, a gauge appears on screen. As the bar goes further to the right, press the circle button and the stronger your Limit will be. If you fail to press the button before the bar goes off the gauge, the Limit will be very weak. So far only Squall has a Limit Break gauge bar.

LINOA

Another member of the SeeD. A flying disc is her favourite weapon, but she's also a tad tasty when it comes to casting spells and summoning spirits.



Tougher than Tifa, maybe. The heroines from FFVIII are extra cool.

SAIFAA

A SeeD agent who seems to be the leader. Always itching for the next battle, Saifaa insults others who aren't the same. It's usually Zel who gets it!



We sincerely hope that Saifaa doesn't turn out to be another bad guy!



Squall lets go with his Limit Break attack!



The attack is called the 'Fated Circle'. They're doomed!



SUMMONS

Materia might be old news but Elementals are still alive and kicking. Now renamed GF (Guardian Force) these mighty entities look greater than ever, with three important additions.

- GFs now have their own HP bar. GFs HP will go down if you're attacked when you've summoned a GF (your HP bar will turn blue) and are waiting to unleash it.
- You can now use the GFs as many

times as you wish during a battle as long as they're not dead.

- You can now grow your GFs, just like the regular human characters! So your GF's attacks will become more stronger and visually spectacular as its experience grows. In essence, you now have more than three characters to look after in your team! So far we've only seen the Leviathan GF and what other GF awaits in the final version remains to be seen.



Leviathan returns! It spirals toward the sky once summoned...



...creating a wall of ice as it climbs. You should hear the rumble!



A waterfall of ice water tumbles down the glacial mountain.



And the enemy is frozen into submission! Awesome!!!

WOT NO MATERIA?!

A spokesman for Squaresoft explained the Draw system: "There's no mastering Materia [in *Final Fantasy VIII*]. So to attain stronger spells you have to 'stock' them from the stronger monsters within the game. Most of the magic that was in *VII* will make a return along with some new spells unique to *VIII*. There are some monsters that you can't 'draw' spells from unless your characters' levels are sufficient. There are some special things that can be done with 'stock' spells but that's a secret right now." We wait with baited breath.

AND SO FAR

Final Fantasy VIII is one of the most anticipated games in the world. Squaresoft know a lot is expected of them. Judging from this demo disc it looks like *Final Fantasy* mania will happen again this winter. For the best in depth coverage, you know where to come.

30% COMPLETE	PC CD ROM	RACING GAME	BY CODEMASTERS
		DEC RELEASE	1-4 PLAYERS

TOCA TOURING CAR 2

The first *TOCA Touring Car* has just been released on the PlayStation Platinum range, but Codemasters are now hard at work on an enhanced sequel.



These early PC shots show how much they've improved the graphics engine already, with far more accurate car models and realistic undulating courses. The cars are so detailed that you can even see the driver's head bobbing about through the windows. Using experience gained while making the fantastic *Colin McRae Rally* and combining it with gamers' comments on the first *TOCA*, there's no way this will be anything less than fantastic.



↑ Better gameplay and higher levels of graphical detail are just one of the things that make the new *TOCA* an awesome ride.

70% COMPLETE	PC CD ROM	GOD GAME	BY BULLFROG
		DEC RELEASE	1-8 PLAYERS

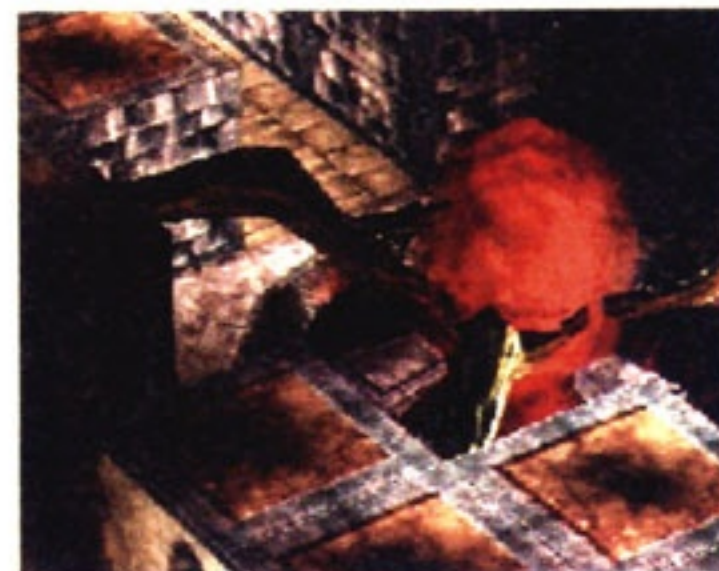
DUNGEON KEEPER 2

The original *Dungeon Keeper* is one of the best and most original games on the PC, and the sequel promises to be even better.

Bullfrog are keeping the incredible artificial intelligence routines which took so long to develop. It has an all-new 3D graphics engine with high resolution 3D monsters and levels, and the animation of the creatures is great – far more lifelike than their blocky, jerky sprite predecessors. There are new spells and bigger creatures for you to attract, plus internet play will hopefully take off this time around. Expect big things from this.



↑ This sequel to the ground-breaking original uses the same basic structure to good effect.



↑ A baddie with a Jesus complex.

↑ Awesome scenarios!

70% COMPLETE	PlayStation	3D ACTION GAME	BY MILLENIUM
		OCT RELEASE	1 PLAYER

MEDIEVIL

A fully-3D, humorous, horror adventure. You control a goofy, one-eyed skeleton named Dan, who runs around swiping at everything to clear his world of evil.



↑ Richly coloured graphics.

Millenium admit to having lifted the ghoulish theme from Capcom's *Ghouls N Ghosts*, but the action here is very different. The basic routine is to hit out with a range of weapons at a variety of monsters, while trying to get from A to B. Locate enchanted stones to open doors and gates. Cycle through weapons to find the best tool to overcome what's next. The special effects are good.



↑ Blow me down with a feather!



↑ Neat little special effects.

40% COMPLETE	PlayStation	3D FIGHTING	BY DREAM FACTORY
		NOV RELEASE (JP)	1-2 PLAYERS

ERGHEIZ

Only fighting game to feature Tifa Lockheart and Cloud Strife from *Final Fantasy VII*. From the same team who created *Tobal No.1*.

The arcade game is impressive because of its 3D fighting arenas, in which fighters can rush about at will – jump on top of buildings, etc. It's also pretty cool in that you can kick big wooden crates around – ideally at your opponent. Also, said crates can be busted open to reveal power-ups – health potions, and the like. Since this game is on FREE PLAY all over Tokyo (!), we expect Dream Factory may attempt some refinements before trusting *Ergheiz* to heartless consumers everywhere.



↑ Not only can you punch and kick your opponent, you can also whack them with big wooden crates. Cool.

80% COMPLETE	PlayStation	3D ACTION GAME	BY N SPACE
		OCT RELEASE	1 PLAYER

DUKE NUKEM: TIME TO KILL

A console-only *Duke* adventure, using a *Tomb Raider*-style perspective, control system, and even a few cheeky references to *Lara*.

Although *TTK* isn't by the original *Duke Nukem 3D* team, it has the same adult humour. The graphics are pretty tasty, running in the PlayStation's high resolution mode, with lots of impressive coloured lighting effects. So long as the level design, and control response is up to scratch, *Time To Kill* should be a good follow-up to *Duke Nukem 3D*. Shake it, baby!



↑ Borrowing a few things from *Lara*, *Time To Kill* looks like a good follow-up.



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Red Hot Chili Peppers, Sepultura,
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MIND OVER MATTER

LEGO has moved up a gear and into the future. If you fancy building and programming in your own robot, this will have you drooling at the mouth.



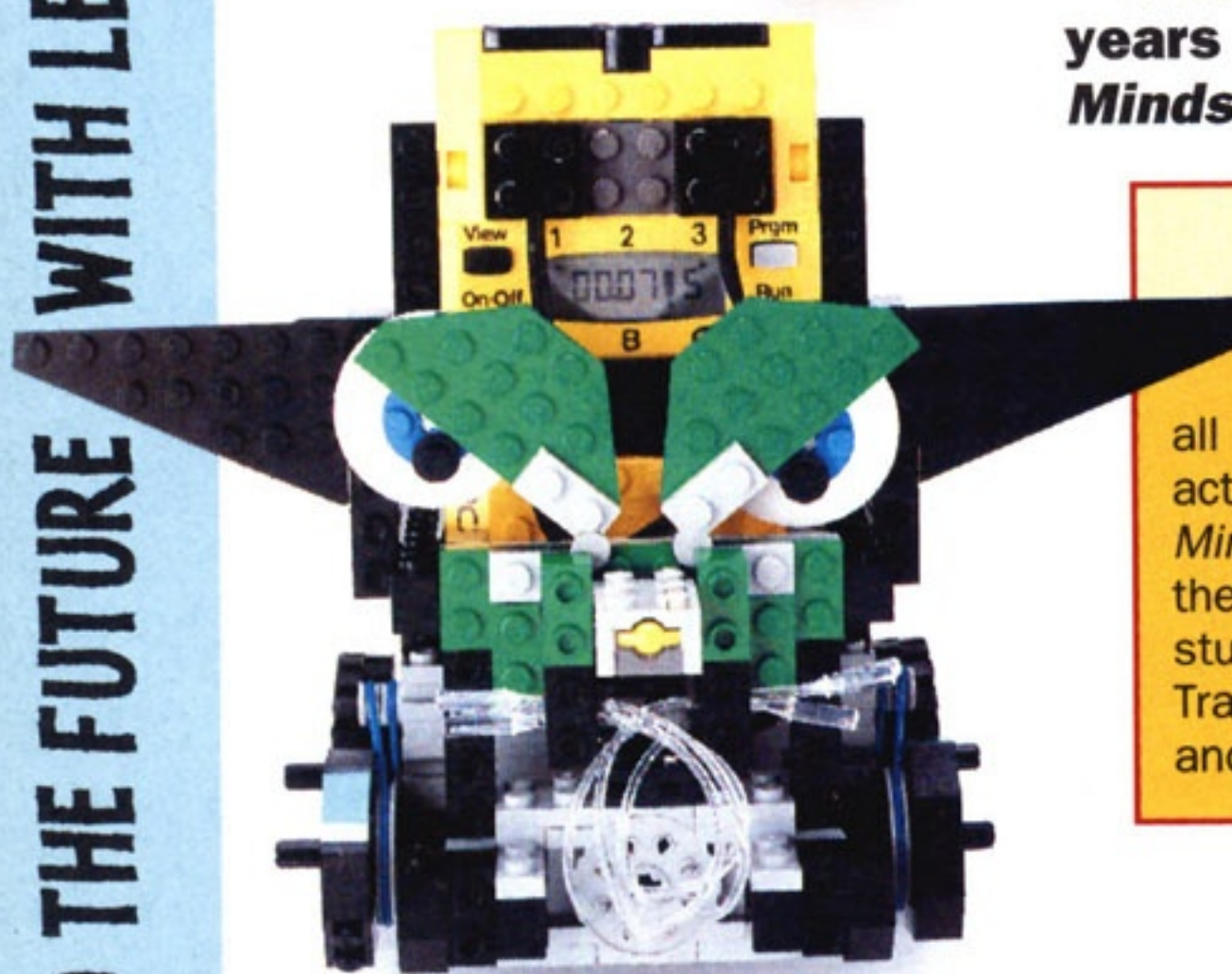
Lego must be one of the only toys that **EVERYONE** had when they were a kid. You'll all remember the fire trucks, corners of road that lead to nowhere and little ice cream stalls with umbrellas outside. And yet even today, Lego remains cool. Obviously admitting you still play with Duplo is a no-no, but Lego Technics and the Space variants are still close to people's hearts. If anything we've mentioned so far jogs the old memories, then the latest Lego set could be of interest to you. It's been 10 years in development and *Lego Mindstorms* is its name.



THANKS FOR THE BOW FOR MY HAIR. NOW ALL I NEED IS SOME HAIR. WOULD YOU MIND CREATING SOME FOR ME?

BACK TO THE FUTURE WITH LEGO

FEATURE



ONE SMALL STEP FOR LEGO...

Ten years of research have culminated in the advent of an all new Lego brick. The RCX is the first brick that can actually be programmed. The basics behind *Mindstorms* are as follows. You buy the whole pack for the expensive price of £160. This gives a big box of stuff with loads of Lego bricks, the RCX, Infrared Transmitter and CD-ROM. All you need now is your PC and you can start to build your robots.

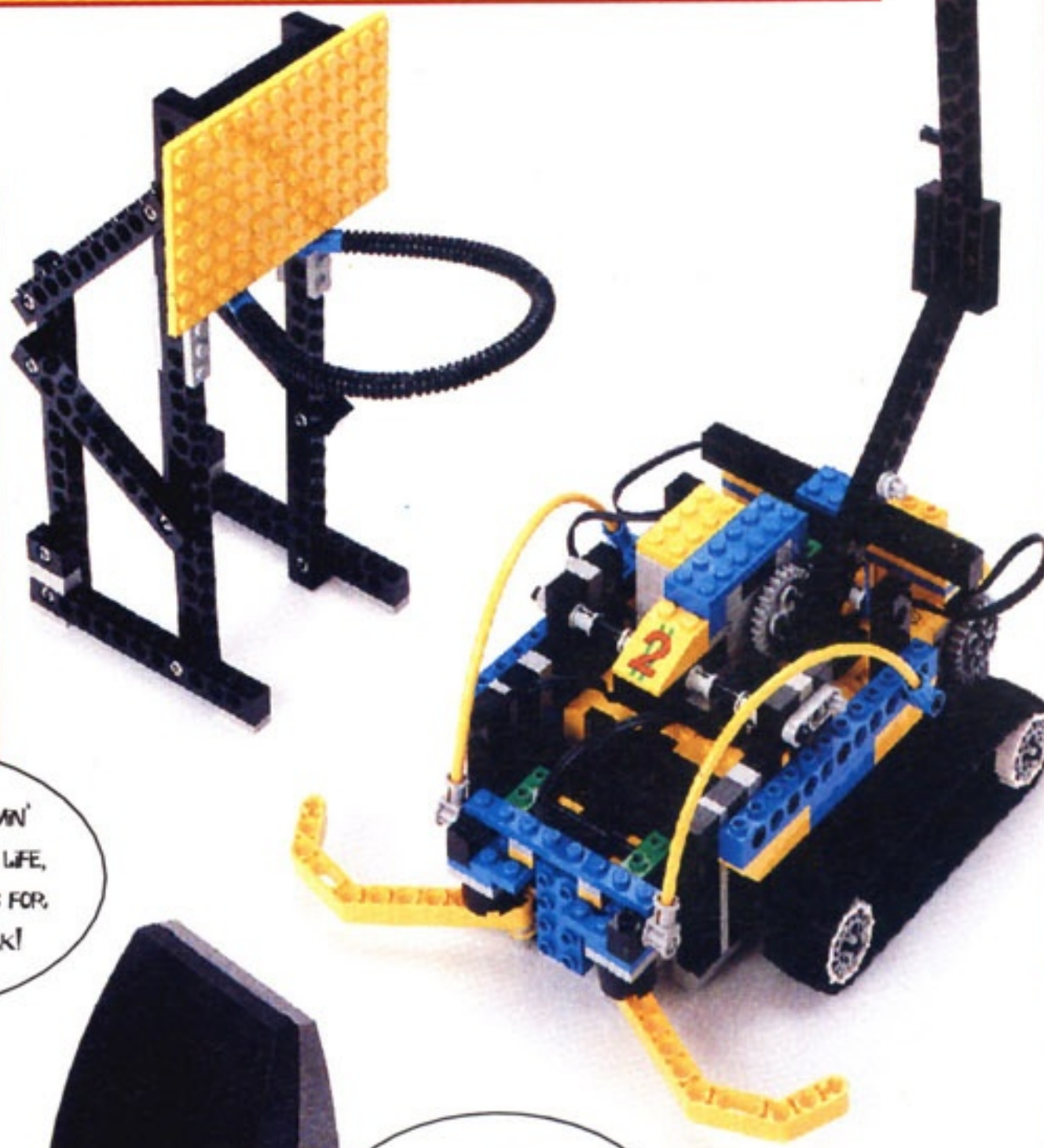


THE FUTURE IS NOW

Load up the disc on your PC and you'll be given a tutorial. Once you've registered and gone through the nitty-gritty, you start building. The disc will give you a guide on how to build specific robots and program them to perform certain tasks. Examples of them include a robot that slam-dunks a basketball, or one that senses when it's about to fall off a table or ledge and turns around to go in a different direction. If that's a bit too bland for you, try this. If you don't want to be disturbed in your room, make a machine that is activated when your door opens and the incoming person is showered with ping pong balls (or worse!).

YOU SPEAK DA LINGO?

There is a basic programme on the disc that lets you set up the commands for your robot. Once you think you've made all the right choices and are ready to see your beast move, you send the actions to the RCX via the Infrared Transmitter which connects to your PC. Then you sit back and marvel at your scientific genius. Just a little note to finish on. Some top-notch Scientists in America managed to make a photocopier out of the *Mindstorms* stuff. There's a benchmark for you!



MIND YOUR BACKS! COMIN' THROUGH! AH, THIS IS THE LIFE, AN HONEST DAY'S WAGES FOR AN HONEST DAY'S WORK!

I'VE HAD ENOUGH OF THIS JOB. NOW, I WANNA WORK ON A FARM. I WANNA BE A TRACTOR.

STUFF YOU NEED TO KNOW

Lego Mindstorms is due for release in the UK in September and the Robotics Invention System set, which has all the bits you need in it, costs £160. Expansion packs will be released regularly after the RIS priced at around £40. You must have a PC with Windows 95 on it to go with the set, otherwise your Robots won't do anything. And the *Mindstorms* set is fully compatible with all Lego Systems and Lego packs. Cool.



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IGGY'S reckin' balls



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