TOMB RAIDER 3
WIPEOUT 64
SONIC ON DREAMCAST FIRST PICTURES!
SECRET TECHNIQUES
WINNING STRATEGIES
UNSTOPPABLE COMBOS
THE EXPERT’S GUIDE
TEKKEN 3
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SONIC ON DREAMCAST
JUST HOW AWESOME WILL IT BE?

for the full story read our news section and back page inside this issue.

SONIC
COMING SOON
FIFA '99 .................. 14
MEDIEVAL ................ 18
TENCHU ...................... 20
FORMULA ONE '98 ...... 22
TIBERIAN SUN ..................... 24
WIPEOUT 64 .................. 36
SIN ......................... 30
TOMB RAIDER .................. 32
KNOCKOUT KINGS ............... 34
MEGA MAN LEGENDS .......... 36

REVIEW S
WILD ARMS .................. 50
R-TYPES ...................... 54
NINJA .......................... 56
X-MEN VS STREETFIGHTER ...... 58
S.C.A.R.S ...................... 59
ASSAULT ....................... 60
C&C RETALIATION .................. 62
HARDWAR ...................... 64
ISS PRO '98 .................. 68
ISS '98 ...................... 70
ACTUA SOCCER 3 ................. 71
TOCA TOURING CAR CHAMP ...... 72
VIRTUAL CHESS .................. 72
BABY UNIVERSE ............... 72
MADDEN NFL .................. 72

F1 WORLD GRAN PRIX ............... 73
SAN FRANCISCO RUSH ......... 73
IGGY'S WRECKIN' BALLS ............. 73
AZURE DREAMS .................. 73

GIZMO PALACE ............... 40

WE'VE GOT THE COOLEST GREEN ALIEN IN GIZMO PALACE, AND THE UNCOOLEST ROBOT. IT REALLY ISN'T A FUNKY ROBOT... SORRY...

CHECKPOINT ............. 38
ALL THE INFO YOU NEED TO STAY IN TOUCH WITH THE GAMES INDUSTRY.

NEWS ............. 8
THE FIRST LOOK AT SONIC ADVENTURE ON DREAMCAST. THE FUTURE IS HERE!

NEW GAMES ............. 79
RIDGE RACER 4 PLUS QUAKE 2 FOR N64 AND PLAYSTATION; GANGSTERS; THE RETURN ON ASTEROIDS, AND MORE!

MAILBAG ............. 12
WRITE A LETTER, SEND IT TO MAIL BAG, AND WIN YOURSELF A CONSOLE OF YOUR CHOICE AND FIVE TOP GAMES.
YOU too can become a TEKKEN 3 master. All you have to do is to study our mag and put your learning into practice.

TEKKEN 3

FIFA 99

WIPEOUT 64

First news on potentially the biggest football game yet, and the hottest game this Christmas.

FOOTBALL GAME NEWS SAINT & KEYSIE

P 66

TOP ACTION FROM ALL THE LEAGUES, ONLY IN YER CVG.

TOMB RAIDER

LARA GETS READY FOR ANOTHER ADVENTURE, WHILE WE WATCH.

FORMULA ONE ’98

C&C RETALIATION

WE UNDERTAKE THE TOUGHEST COMMAND & CONQUER MISSIONS EVER!
BIGGER BANGS FOR YOUR BUCKS

Back with the best-value games magazine on the planet. Whatever games you’re into at the moment, you’ll find we’re into. Whatever games you’re looking forward to the most, you’re sure to find these too.

CVG is on your side, all the way. We’re not selling you anything – ripping you off – instead we want to make sure that what you buy is what you want. Trust CVG to always tell you THE TRUTH about games available now, or in the near future.

Thanks for buying CVG this month. We hope you enjoy what you read. Anything you want to say to us, please write in.

PAUL

BE PART OF THE CVG TEAM!

Meet the CVG team, and tell us what you think of the magazine. If this sounds like a good thing to you, here’s more.

CVG would like to know more about what you really hate or appreciate in the magazine. Anyone who is interested should write to us, so that CVG can meet up with you in your town or invite you to London.

Post us a few comments first, so we know roughly what’s on your mind. It’s just that we’re brimming with opinions, we can arrange to talk about the serious business of giving you the games magazine you want. As a result, we’ll let you play some of the hottest games that aren’t even in the shops yet. Deal!

Before putting pen to paper, mention the idea to your mates and see if you can get a bunch of people together. If you’re under 18 you must get permission from your parents before talking to strange people – like the ones who work on CVG.

Please write to this address below, and be sure to include the form. It will help if you name, address and/or telephone number are printed in capitals.

CVG READER PANELS
EMAP Images
37-39 Millharbour
Isle Of Dogs
London E14 9TZ

REVIEW SCORES
We are totally honest in our review scores, and we believe, totally fair. Maybe you’ve got something to tell us.

CLIFFE

INFORMATION
CVG presents game information in the best possible way. We do our best to show and explain everything that is important. But we want to do it BETTER. Also, do you like the no-frills, information section that is FreePlay?

STYLE
The way we do things. Someone once had the nerve to call us childish. We told them we’re just having fun. Maybe you hate to have fun. That’s your call.

NAME: ____________________________  AGE: __________
ADDRESS: _________________________

TELM: _____________________________

REBECCA COATS
EDITOR

DAVID KEMP
DEPUTY EDITOR

EDWIN MCMAHON
ART DIRECTOR

JOHN SEXTON
GROUP MANAGING DIRECTOR

EMAP Images
37-39 Millharbour
Isle Of Dogs
London E14 9TZ
CVG RATING SYSTEM

5...EXCELLENT

4...VERY GOOD

3...GOOD

2...PRETTY BAD

1...VERY POOR

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.

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.

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.

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.

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

STARS OF THE MONTH

The games and names that have made a big impact on CVG this month. If you see something here, we think it's worth paying respect.

DAYTONA USA 2

A worthy sequel to Daytona USA - the biggest arcade racer in the UK for years. Play it, then imagine the game running exactly the same on Dreamcast.

SONIC ADVENTURE

You might not care about Sonic any more. Maybe you didn't think he was cool in the first place. Well this should convince you otherwise. The total funk.

INTERNATIONAL SUPERSTAR SOCCER

Hard to get any work done with this brilliant football game in the building. Paul tried to ban it, but stopped when he faced industrial action from the rest of us.

PLAYSTATION

TEKKEN 3

On September 9th you can play it. Buy Tekken 3 no matter what. Your PlayStation will be buzzing with powerful Chi energy the moment the disc is inserted!

PAUL DAVIES

EDITOR

- TESKIN 3
- NAMCO RALLY
- STAR OCEAN 2
- F-ZERO X

C

Carried the world's most feared disease - video-game addiction. Paul's over it now. Has been for almost two weeks. However the virus is still alive and kicking inside his body. Anyone who comes into contact with Paul Davies should avoid at least a 65% chance of contracting video-game addiction. That's pretty severe.

TOM GUISE

DEP EDITOR

- SONIC THE HEDGEHOG
- CHAOS 2
- COUGAR
- MOUSE TRAP

V

oted the coolest man on CVG. By somebody Tom claims he met. Which is the thing with Tom - you always have to take his word for it. We hate that. On CVG Tom is generally known as the coolest man, for lots of different reasons. He keeps record of most of these different reasons in the form of scars on his head and arms. Dope.

STEVE KEY

SENIOR WRITER

- ISS PRO 98
- CHAOS 2
- CHAOS 3
- F-ZERO X

G

reatest thing Steve did this month was knock his leg. He did this jumping from a third storey window. Our message to you this month is this: do not look up to Steve Key. Don't want to be like him. Don't want to be like him. He's not a likeable guy. He's a very upsetting character. His own mother thinks he's a prat.

ALEX NUNTHALA

STAFF WRITER

- SONIC ADVENTURE
- EX GAIA 2
- PANIC PARK
- METAL GEAR SOLID

R

ight on the money when it comes to style. It's his own style. And he's a true pioneer. Alex invented the geek thing before Beanie Boys ever came close. He rode that wave. He digged that scene. He qualified his hair. He bought an old shirt. He joined CVG. This, friends, is the man of tomorrow's future. He's there, man. And back.

ED LOMAS

SENIOR WRITER

- VIRTUA FIGHTER 3 1/2
- DAYTONA USA 2
- COUGAR
- METAL GEAR SOLID

O

ut to impress. Ed boasts a sexy haircut (if you're crazy about split ends), and tight-ass jeans (hanging loose because Ed is skinny). A sniff of a lager-can ring-pull and Ed's anybody's, be that in mind all you young things. Ed has a silver tongue too. No, we don't mean charming - Ed really loves his old Mega Drive games.

ABDUL MONTAGOM

PROD EDITOR

- ISS PRO 98
- WIPEROUT 2
- TESKIN 3
- GRAN TURISMO

C

alling all ISS Pro players! Abdul Montagom will challenge you to the death, any day of the week (excluding weekends). Playing standing on his head, even standing on Tony's head (a popular CVG pastime) - Abdul is a real crowd pleaser. Challenge Abdul at anything, but don't go anywhere near those excuses if he loses.

JAMIE SMITH

ART EDITOR

- F - ZERO X
- OMEGA FIGHTERS
- SF ALPHAS 2
- JAMIE SMITH

K

eping on the right side of Jamie Smith is important. Don't hold back on the insults, okay, just stay clear of Jamie's left side - else his mutated arm might crack your skull like it's an egg. All that lovely head yokes, oh Jamie? Yum yum. Feeling stable today are we? Here, take some more pills. Jamie Al...

TONY CORMACK

DESIGNER

- WIPEROUT 2
- NAMCO RALLY
- ISS PRO 98
- SHOPPERS 6 (MPC)
- SCARF

S

ome say that fillings in your teeth make you crazy, after a few years. All that metal in your gob, can't be good for you whatever. Wonder what the same people would say about having a face full of metal - a bit here, a bit there? Take Tony for example, just for example, while we're here... he's a bit weird. Well, look at him.

© NAMCO. SEGA. NINAMI
Sega’s star developers, Sonic Team, revealed their latest and greatest creation at the end of August. Here’s the first information and some astounding screenshots! To find out about the game’s launch celebrations, check out the report on page 82. Otherwise, just scan through the News section and try not to implode with excitement!

SONIC’S NEW BUDDIES!

Sonic is not alone in Sonic Adventure. He’s joined by old friends Miles “Tails” Prower, Knuckles the Echidna, and Amy Rose, as well as two new chums: Big the Cat and E-102. Each character has their own abilities (Knuckles can glide, climb and dig; E-102 has a laser cannon, etc.), and each level plays differently for each character. This means there are six separate adventures! For example, if you play as Sonic you’re suddenly attacked by Knuckles at one point. When you play as Knuckles later on, you’ll understand why Sonic has to be attacked. Fantastic!

ROBOTNIK’S CHAOTIC PLOT!

For the first time ever, a Sonic game is set on Earth. Dr. Robotnik has been feeding him Chaos Emeralds to increase his power, and he’s already flooded an entire city. In the game Chaos looks incredible—he’s made of water, so he gets to “morph” into various guises.

Big by name, big by nature. This giant purple cat loves to eat fish, and carries his fishing rod everywhere.

E-102 was built by Dr. Robotnik, but is now on Sonic’s side. One of his arms has been replaced with a gun.

This is part of a rendered sequence which shows Chaos bursting out of a skyscraper. The ‘camera’ then zooms in close on his eye and his multiple eyelids blink.
IT'S ALIVE!

Sonic Team are building on the fantastic A-Life system they created for NIGHTS, and incorporating it into Sonic Adventure. Little creatures which look a bit like the Nightopians from NIGHTS live in the game's levels and wander wherever they want, giving Sonic advice and even taking him to hidden areas. As with NIGHTS, these creatures develop depending on how you play and what you do. The best thing of all is that you can save your A-Life data onto the portable VMS unit and evolve them on the move! You can even link your VMS up with friends to copy creatures and maybe even breed hybrids!

'This is the fastest 3D action game combined with the biggest world ever made in video games' – Yuji Naka, Sonic Team

A TALKING HEDGEHOG?

Although Sonic said a few words in Sonic CD, he's never spoken at length. Now, because of Sonic Adventure's RPG elements, the characters need to chat to one another throughout the game, and each of them has a recorded voice. We've heard most of the Japanese voices, and they sound like true Anime-style heroes!

Sonic speaks! The legend and his pals now have Anime-style voices!

Puts all other snowboarding games to shame doesn't it! Can't wait to see this avalanche in action! We bet you'll feel it rumble too!

FUNNY WHO YOU BUMP INTO ON THE STREET

NOVEMBER
Yuji Naka claims that Sonic Adventure is the biggest 3D game ever made. Because of Sonic's speed, the levels have to be massive or he'd fly through the game in a matter of seconds, but there's still an enormous amount of detail throughout the worlds for other characters, or anyone who wants to take an alternative route. Here are a few of the levels revealed so far.

- There are even stages which look like the Green Hill Zone, complete with rope bridges and grassy ledges.
- You can discover more areas while playing as one of the other characters – such as Knuckles.
- This bustling city will be the first time that Sonic has ever met humans in one of his games! Sonic even gets to run up and down the sides of buildings!
- These levels are inspired by Sonic Team's trip to South America. Here, you can jump through the canopy into the jungle below, then run to the temples in the distance!
- The falling snow on these stages looks fantastic! Here, Sonic has to ride his snowboard to escape from a massive avalanche!
- The ability to see far into the distance, and the huge level of detail makes this game amazing!
- These pictures show off the realistic lighting effects in Sonic Adventure. Compare the orange glow of the torches in the caves with the natural light of the outdoors. The atmosphere in this game will be so convincing.
PLUS FREE BONUS GAMES

Sonic Adventure features a selection of bonus games, separate from the usual action. It's not clear yet whether you need to do something special to access the bonus games. Here are a few examples:

- The objective in Speed Highway isn't totally clear yet, but it seems to be a time challenge across long airborne roads like Sonic R!
- On the way to Robotnik's massive mothership, Sonic and Tails have some tricky enemies to battle from their bi-plane!
- Here, Amy Rose has to use her squeaky mallet to bash Robotnik faces as they pop out of the floor!
- Big the cat is probably the best guy to handle the cold. Thick fur, and layers of fluff!
- Look at the detail on Tails! It's uncanny. Playing as him will be cool.

THE ADVENTURE CONTINUES

Expect updates on what we hope to be one of the greatest games ever made, right up until its release on November 20th (hopefully) in Japan, and beyond. Sonic Team have 60 people working hard to ensure that Sonic Adventure beats their previous games, all of which have been fantastic.

AT COMET

SEPTEMBER 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. ISS 98
2. MISSION IMPOSSIBLE
3. GOLDENEYE 007
4. MORTAL KOMBAT 4
5. DIDDY KONG RACING
6. FI WORLD GP
7. QUAKE 64
8. SUPER MARIO 64
9. MARIO KART 64
10. WETRIX

PlayStation

1. Tekken 3
2. WWF Warzone
3. ISS Pro 98
4. World Cup 98
5. Fluid
6. Tomb Raider (Platinum)
7. Tekken II (Platinum)
8. Kula World
9. Tekken (Platinum)
10. Point Blank

The Comet Game Zone can be found in over 200 stores nationwide. For your nearest store call 0800 255 425.
Hello again people. After our plea for you to send in replies to Simon Harrison's letter a couple of issues back, many of you rallied together and came to the following conclusion: he's talking rubbish! Good to see you agree with us on that one. If you see anything else in the letters page, or the mag for that matter, that you really agree or disagree with, drop us a line. Happy days!

SCORING SYSTEM: WRONG AGAIN?

Dear CVG,

I have been reading your magazine for some time and I love it. But there's one thing I don't like and that's the marking system. I know you've had a lot of stick about this before but I feel the scoring system isn't wide enough. Because of this some games which get three out of five, like Alundra, are much better than some other games that get three out of five, like The Lost World: Jurassic Park. So I was thinking that you could put halves in!

It might sound stupid, but your scoring will be better, while still keeping the "out of five" scoring system. I'm sorry I have to moan about this but I feel that not enough games are getting the scores they deserve.

Shaun Sonnerude, Northamptonshire

CVG: If we used a 'halves' system, Shaun, we'd effectively be giving a mark out of 10. This would defeat the object of simplicity and accessibility.

ANTI-COMPUTER PARENTS' DISEASE!

Dear CVG,

I, and probably many other readers, find that parents and video games don't mix. My parents just irritate me so much on this matter.

A classic example for me is when I buy a new game for my N64. I get the same lecture of how expensive games are and that I should be saving my money - not wasting it. But the fact of the matter is that I don't care. Then they go on to say how I am addicted to it. Since I got my N64 I hardly watch TV - instead I play on my console. There are always programs about how bad computer games are, and these reports are all thrown at parents. I think we should have a nationwide survey to discover if this 'anti-computer parents' disease' affects all parents.

Andrew Hartley, West Sussex

CVG: Loads of game fans would say that their parents suffer from this condition. The truth is out there.

TEKKEN THE MICK

Dear CVG,

How could Sony allow the PAL version of Tekken 3 to be so slow? Frankly, I'm disgusted. I purchased a magazine with the demo and it's so slow that I've not lost as I have had the Japanese version for many months now! The point of this letter is to urge all dedicated game fans to fit chips in their PlayStations now! OK, imports are slightly more expensive, but I'm sure you'll agree that the full, full-fledged version is the one to have.

Mark哈利, Glasgow

CVG: You have to remember that the majority of PlayStation owners won't have the luxury of being able to play import games, so many will not have seen Tekken 3 before. Only obsessive fans of the game will have seen both versions, so they can have a comparison. But those who only have the British version have nothing to compare it to, so they don't need to whinge. Yes, it is a little bit slow compared to the import versions, but it's still an awesome fighting game.

POSH OFF

Dear CVG,

I am writing in on behalf of every single gamer in the world. I am asking the question which many people may have been asking themselves. Why is the logo for Tekken 3 as it is? I mean, is it to try (and I stress the word try) and make a game with the Spice Girls in it? I would have to say that they are not the most popular band in the world. Surely nobody with an ounce of common sense would want to purchase this excuse for a game. Surely after all Sony will realise that their new "music" game has become a complete disaster, they'll start paying people to take it off their hands. I must admit, I haven't actually played the game myself (although I was one of the many people who have been hearing of it), but how could I? People would take the mick and my street cred would be reduced to zero, and it would certainly show I have no taste whatsoever. I'm sick to death of the Spice Girls as I'm sure everyone else is. This game is a disgrace, it should never have been released and anyone who thinks that it's even half decent needs psychiatric help.

Ian Thirkill, Thundersley, Essex

CVG: The fact that this letter came with a photo of Ian dressed in a skin tight shellsuit with turn-ups with Clarks shoes on, and wearing a brown hat tells us all exactly how much cred he has. Spice World was aimed at the youngest section of the market, and NOT for your age group. We have very few of the younger readers so we rate it as we think that fans of game would rate it. Game fans know that it's poor.

CVG ON TV PLEASE

Dear CVG,

Video games are the most popular for entertainment for children and yet there are no TV programs on the subject. How come gardening, which is of course past time for OAPs has at least 10 programs devoted to it. What ever happened to Bad Influence? That was a cool show, back in the console boom.

Weren't they the first to have a reviewing system which wasn't based on percentage? Why was it axed anyway? Why was GamesMaster stopped? Because it was going down the pan, that's why. Well, I don't care, I grew up watching that show, and I'm proud.

Surely making a games programme isn't that hard. It's not that hard to impress a 10 year old. Still, the BBC failed, with that woman on a floating BMX with a dustbin lid as an assistant. I'm sick of having to make do with Adam of Live and Kicking. Surely someone must be able to make one.

Cheese Man, jim@computer-2001.demon.co.uk

CVG: We'd love to do a TV show. If any top exec is reading this (and they all do) throw some money at us and we'll make you a show.

PARENT GAMES

Dear CVG,

What is the flipper world coming to if you can't play Time Crisis 2 on holiday without your Dad embarrassing you by getting further than you and getting to True Ogre on Tekken 3 in one credit?!?!? But when I got home, and played Time Crisis on my PlayStation, the old man was dump! It must have been the heat in Majorca, or the prices. It was 50 pesetas (20p) for one credit on Tekken 3 and 100 pesetas (40p) for one credit on Time Crisis. Why don't we have arcade prices like that over here? Sorry about all the bitching, but it's parent gamers I hate.

Mark Oakes, Hindley, Wigan

CVG: The most logical reason for the cheaper prices is that holiday resorts will buy the one machine and leave it in their shop, or whatever, for years. Arcades over here have the 'in your face' attitude partly by the same people, so they have to change the machines all of the time, which in turn means that to make any money from them, the arcades have to charge more to use them.
WIN A CONSOLE AND FIVE GAMES

At Comet Game Zone you can try out the latest games from the top three consoles on the market - Nintendo 64, PlayStation and Saturn - before you buy them. Call 0800 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.

COMET SPONSORSHIP

WORDS OF A GAMES MISCREANT

Dear CVG,
Why are today's games so easy? I remember when games were investments that posed a serious challenge, not just a display of graphical prowess. Sure we have games such as Final Fantasy VII, but Zelda 3 on the SNES was just as challenging and came on just one cartridge.

People complain about EA's endless FIFA games, but games are being ripoofed of any title that doesn't pose a long term challenge. When hard games are released (such as One or Deadtrap Dungo) they're marked for being too hard, so they never become really popular. I know there are now many more "casual" gamers players who just want a game that entertains them for a few hours at a time, and that many other factors determine how good a game is, but I want harder games! I've been into computer games since I got an Atari VCS (Space invaders was rock) and feel that I have some rights after the thousands of pounds I've spent. Also, easier games soften you up, so that when a hard game comes along you're useless at it.

Jude Salmon, Bournemouth, Dorset.

P.S. I think that Mailbag should be called "Words of the Video Games Miscreants!"

CVG: It's a true what you're saying - games have become easier. And you're right, it's largely because of the casual gamers. Developers are going for mass market success, which usually entails bringing things down to the lowest common denominator. But when a game does come along (recent examples are Breath of Fire 3, Colin McRae Rally) we do give them the credit they deserve, and they tend to sell very well.

KEEP LARA'S KIT ON!

Dear CVG,
I have been playing video games since the day of the Spectrum, and have put up with the "computers are for sad b**stards" attitude most people have. With that in mind, I'm amazed that in your Tomb Raider 3 report, your penultimate question was "Does Lara appear nude?". Do you not realise that it's only a game with NO REAL PEOPLE IN IT?

Sony has been trying to aim its machine at a more adult market, and it is remarks like this which will help strengthen people's impression of video games as childish or immature. People who are taken in by cheats in magazines to see Lara nude really need to get a life outside playing computers.

Wayne Duval, via e-mail.

CVG: The whole thing about Lara is crazy - so many people want to see her naked! If you saw the amount of people who fell for both the April Fools gags, you would understand why we had to include that question.

THE MOST CONCISE LETTERS IN THE WORLD... EVER! PT. 256

Dear CVG,
Well gentlemen, I must say that if it wasn't for you I probably would:
1) Have a tan from being outdoors more
2) Not have to wear glasses
3) Not know who Lara Croft is
Thank you CVG for turning me away from school and sports, and pointing me towards videogames.

Douglas Mulholland, Ireland

CVG: Another example of the influence this magazine has on the global youth population. A lot of people would say that we're a bad influence, but they're people who don't understand. We are changing the world for the better. But we'd like to say that education is good, sports are good - just stay away from the sun.

Dear CVG,
On ISS 64 when I tried to edit my England team, Gascoigne and Sheringham wouldn't fit.

H. Deane, Leeds.

CVG: Gazza and Teddy. Sorted.

Dear CVG,
Thanks for making me spend my money on something worthwhile instead of s**t.

James Spencer, Norfolk.

CVG: So you bought some toilet paper then?

Dear CVG,
Just because this is an e mail it doesn't mean you can ignore it and delete it.

Jonathan Weston, zerocool3@cyberduke.com

CVG: Next!

Dear CVG
Please will you tell me why all N64 games are cute?

Ian Laplin, Scunthorpe.

CVG: Goldeneye anyone?

THERE'S NO PLEASING SOME PEOPLE

Dear CVG,
Your mag's the best, and anyone opting for Gamesmaster, EGM or Game Pro are all brain-dead. But no mag is perfect, and I have something I want to say. You reveal too much much with your cover stories and previews. For instance, the latest Resident Evil 2 revealed the weapons and a big handful of the monsters. And in the review, we learned that there are secrets too, and that's fine, but you said what the secrets were. We want to find them without knowing what they are. We want to be surprised - or, at least, I want to be.

Mats and Richard aka Ghostface, Norway.

CVG: We write about games in a lot of detail, and you decide whether you want to read it all. But we will be more careful in future.
There's no doubt that FIFA is the biggest series of football games ever. The EA Sports team were at their peak when details of FIFA Soccer were first announced. They'd had huge success with titles like NHLPA Hockey, John Madden and PGA Tour Golf on the Megadrive and SNES and were widely regarded as the best sports game programmers around. That was always going to be enough to secure FIFA Soccer's huge potential. And when the game arrived in 1993, there were no disappointments. When you look back, it was a pretty flawed game but at the time, no-one had done better, certainly not on console anyway. Now, five years down the line and numerous follow ups later, the latest title is nearing completion. Will it come close to recapturing some of the old FIFA magic? Have a look at our pics and decide for yourself.

THE MAN IN THE KNOW...

To go with the shots on these pages, we needed to get the most accurate info on this potentially huge game. So who better than the Producer himself, Mark Aubanel. Check out what he had to say about the FIFA team's most difficult task to date.

First things first, how does this version of FIFA differ from the others? What are the new game play features – modes of play and control feel, etc? New moves?

We've gone right back to a grass roots level of football. Our focus is on international trophies and clubs with a new level of user customisable features. Using the Custom Cup or League creator, you can now create the exact league or cup tournament that you want, using the finest clubs in the world. New leagues include Belgium and Portugal. We have added a fantasy league that incorporates the 20 top clubs in the World that we call the European Super League. Also, for a quick, fun experience there is Golden Goal mode where you can play up to a number of goals like table football.

For FIFA '99 there is far greater control over the player including more accurate passing and quick, easy to control dribbling (players really can cut in from left to right at high speed and make monkeys of the best defenders). The multi-directional chest control adds a new dimension to the game and picks up the pace.

Semi-automatic goalies allow the user to determine when the goalie should rush out and attack the ball. There is much more support from your teammates in the box. There is a great deal of new motion resulting in a totally new gameplay experience. As soon as you pick up the game you notice a big difference. We have made huge strides, resulting in a significantly more soccer-like experience, requiring real world soccer strategies to win.

The current engine you have for World Cup '98 has given you as much as it can in terms of performance. Have you been able to push the engine further, or have you reworked the game from scratch?

We are continually pushing our engine forward, both with respect to performance and features. Some areas need to be torn down and re-written, other areas just need tuning. Our goal is to provide the leaps in performance and playability that the user expects with every new title. Our biggest critics and biggest proponents for change are the team developing the product. We are continually trying to one-up ourselves when we create the newest versions.
PROBLEMS AND TROUBLESHOOTING

What are the main problems you face when developing the most popular computer football games in the world. What is your mission statement with FIFA games, compared to what you imagine a competitor's would be, and the reality of putting this mission into practice.

Our internal focus is to deliver the best sports game in the business. We not only want to be better than our soccer competitors, we want to be the best sports game hands down. This broadens our team's focus to all sports games and sets up the highest possible goals for our team.

Our focus is always to deliver a high quality product in all aspects of the game. We want the user to lose themselves in the fantasy of being soccer players. We try and improve every area that we present to the consumer and we are very critical of our past work. This is why we have over 90 people worldwide trying to make FIFA '99 the best video game possible.

The trickiest part, outside of coordinating this large group, is working on the new AI engine. This part of the game is tough to measure success -- what is fun? -- and we spend a large amount of time discussing and working the gameplay until we are satisfied.

Another challenge is to make sure that we are not only focusing on the hardcore consumers. Our philosophy is easy to use, difficult to master. We want there to be a significant change with added depth for the experienced user but we also want to make the game as accessible as possible to the new game player. These are just some of the many challenges that we face.

GUESS WHO'S BACK?

Who did you use for the motion capture in FIFA '99?

We used some of the top players in football for our motion capture sessions.

Do you still have all of the real player names?

Hmmmm, maybe England will win Euro 2000.

Are you going to put the indoor mode in again? How about the Classic Mode from WC '98?

Not for FIFA '99. It's fun, but not part of football as we know it. If we get enough people wanting a 5 on 5 indoor game, we could bring it back!

Who are the commentators in this version? Have you kept the faith and used John Motson again?

Different commentators are available on the different SKUs -- due to memory limitations. Across the SKUs you will hear from the god himself, Motson, smooth Des Lynam, Gary Lineker, Mark Lawrenson and Chris Waddle.

Do...do...do the funky gibbon! The newest goal celebration to be put in FIFA.
JERK-O-VISION? NOT LIKELY!

Even though World Cup '98 was a vast improvement over RTWC, the game still suffers from reduced frame rate in some sections. Have you managed to improve the situation?

Yes. This was one of our key areas of focus in the development of FIFA '99. We have significantly reworked the cameras and improved the frame rate, removing the spikes that you noticed in World Cup. We are quite happy with the results to date; but there is still some work to be done in this area.

FOR THE PC OWNERS

What hardware is the PC version going to support?

Joysticks:
- Gravis Gamepad Pro
- Gravis Gamepad
- Gravis Grip
- Microsoft Sidewinder Gamepad
- Microsoft Freestyle Gamepad
- Investigating supporting the Gravis Xterminator

3D Chips:
- 3DFX (Voodoo, Rush, Banshee, Voodoo 2)
- PowerVR
- Nvidia Riva (TNT & 128)
- ATI Rage Pro
- Intel 740
- Matrox G200

This list continues to grow as our 3D support expands to include newer chips.

CPU:
- Minimum platform P100
- Recommended: P166 with a supported 3D card

Will the PC version be network compatible – local and Internet?

The PC version will be fully LAN (local area network) and modem compatible. Most people think that we “intentionally” do not support internet play. Right now our game runs at 30 FPS and the internet does not provide sufficient speed and reliability to maintain the integrity of our gameplay experience.

LETS TALK REAL FOOTBALL

What do you think of the English Premiership, compared to other leagues in the world? How much are the moves and playing styles in FIFA 99 based on domestic UK teams?

I think it’s as strong as its ever been. The strange thing is that back in the 80s, the English were winning all the European trophies – now that the country is supposedly filled with the best players in the world, they’re winning very little in Europe (but Chelsea), I still think it’s the best to watch.

What kind of football do you watch on TV? For example, which leagues – Italian, Brazilian? And who are your favourite players?

Largely Premiership, though several companies are showing Spanish, German and Italian this year – so we’re pretty lucky that we don’t miss many games around Europe. We actually had every World Cup game live here in Canada as well. The players I most admire include Dennis Bergkamp for his great finishing and amazing vision; Roy Keane for his sheer passion and tenacity and Ronaldo for his finesse and balance. There are loads of other players that had great World Cups but these three really make a difference to a team.

David Beckham: Saint or Sinner?

Saint – great talent, gorgeous bird, but he’s the unfortunate scapegoat for a very talented England team. Sinner – because he still can’t control his temper.

FIFA FOR DREAMCAST?

Apart from FIFA, what is your all time favourite football game on any format, and what makes it work?

Sensible Soccer – its sheer simplicity makes it a great, quick playable game. I don’t know if they can ever better it.

What games do you play in your spare time, if any?

FIFA – just kidding. The latest are Starcraft, Tekken 3, Panappa, Goldsweyer, and Deathtank.

Do you have any plans for a Dreamcast FIFA game? FIFA 2000?!

Actually I think Italy will win Euro 2000.

AND FINALLY...

Do you have a message - a promise, if you like - to FIFA fans here in the UK?

We are striving to make the world of soccer more accessible to the masses, while adding depth of gameplay for our legion of fans. There will be only one title that is a must buy this Christmas.

A GAME OF TWO HALVES

Well there you have it. The FIFA team’s plans and hopes for their newest football game. Of course, we haven’t yet seen a running version, but rest assured that as soon as we do we’ll let you know how much of this is true.
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
The Resident Evil series has proved that everyone likes horror games to be scary. We make a case for semi-cute horror.

**MEDITEvil**

Anyone who's caught a glimpse of MediEvil while it's been in development will immediately say the same thing - it's Ghouls 'n' Ghosts 3D. A pretty accurate statement, except that this game isn't made by Capcom. The comparisons are raised because of the level design, the weapon attacks and the enemies - all of which are remarkably similar. Of course the twist is that this game is 3D, and comes 10 years later than Capcom's classic, but there's also a few more additions to the gameplay, as you'll find out.

**CALL THE LAWYERS**

It looks to us like the designers of MediEvil were heavily influenced by Tim Burton's movie Nightmare Before Christmas. Sir Dan and Jack Skellington look like they had the same parents, and even the music is eerily similar to the movie's tunes. If you want further convincing, check out the graveyard level, and the short intro that accompanies this preview version of the game.

**CAN YOU SMELL WHAT ZAROK IS COOKING?**

If you've been playing games for longer than a few years you'll be familiar with ropey plots to get a game in motion. MediEvil features that old staple of an evil sorcerer called Zarok who wants to take over the world, and he's brought back the dead to serve his plan. Guess who you play? The hero! In this game his name's Sir Dan Fortesque, an age old hero. He's been brought back from the grave too. The task ahead is 30 levels long, featuring many enemies to defeat, puzzles to solve and some rather nice music.

Zarok, or is it Fargus from Pendemonium? It's difficult to tell the difference. Boo him anyway!
FOLLOW THE GREEN SLIMY PATH

The gameplay involves navigating the maze-like levels, hacking down the marauding zombies and assorted evil creatures and gathering rune stones. These stones act as keys to locked doors. Allowing you access to new parts of the level. Always be on the lookout for a level exit that is accompanied by a trail of green slime. This is where Zarok has left the present location to start trouble in a new area. Quickly follow it.

Zarok’s been here, you can tell by his radioactive body odour.

The Phantom’s playing is awful. Teach him a new tune to progress.

Watch out for trolls, they’re thieving little midgets who will nick your weapons.

SKELETONS HAVE NO BRAINS

MediEvil isn’t just a hack-and-slash affair. There are also many puzzles to solve. Luckily there are clue books and helpful gargoyles all over the place. The puzzles range from hitting objects and clearing paths to summoning witches, lighting fires and teaching the Phantom of the Opera a new tune to play.

QUEST FOR THE CHALICE

You’ll soon have quite an arsenal of weapons for Sir Dan. Starting in his tomb, you’ll find a basic sword and some throwing daggers. There are also chests, located in levels, which can contain weapons you may need to progress. Best of all are the weapons in the Hall of Heroes. To collect these you have to kill enough baddies to claim a hero’s chalice. Find this and exit the level as normal. You’ll then be magically transported to the Hall of Heroes where you can converse with some statues and borrow their weapons.

FORTÉAN TIMES

MediEvil should be entering our time in a couple of months. It seems promising although the first few levels are a bit tedious. We’ll bring you the full skinny soon.
Imagine *Metal Gear Solid* without the fancy weapons and hi-tech gadgets, just a big sword and primitive gadgets – that’s *Tenchu*. Set in feudal Japan, you play a Ninja who must successfully complete 10 large levels, eliminating the opposition as discreetly as possible. Take to the rooftops, hide behind objects and beware of stray dogs.

**CHOOSE WISELY**

The 10 missions are all pretty straightforward affairs. Where you must avoid certain places, protect the innocent and defeat the boss. Locations include towns and forests. Before each mission you have the choice of selecting five items to take with you. These include grenades, catapults (spikes) and health. If you do well enough on a level you can earn special Ninja items like attack dogs and decoys.

---

**TENCHU: STEALTH ASSASSINS**

A DISTURBANCE IN THE FORCE

Your Ninja has the ability to sense the emotions of people nearby. This is indicated on the screen by the Ki meter, which shows you if the person is aware of your presence and how far away they are.

Using the Ki meter, it’s easy to locate and creep up on opponents. The best way of doing this is sticking to the rooftops, with the aid of a grappling hook, and spying on your enemies.

---

**FROM SHADOW TO SHADOW**

Enemies will engage in combat if they spot you. You can perform a number of different sword attacks, with the aid of simple combos, sideways dashes and backflips can also help in battle. Best of all is the stealth attack. If you creep up on your enemy and use the sword you can kill them with one swipe of the sword. Remaining undetected makes progress through the levels easier, and also gives you rewards at the end of levels.

**CHOP CHOP!**

Lots of swords, blood and Ninja action are on the way. We’ll bring you the final verdict next month.
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Psygnosis’s previous PlayStation Formula 1 games have been massive, and they’re planning on Formula 1 ’98 being even bigger! A new team called Visual Sciences has built a new game engine from scratch, giving the game a very different look from the previous games, which were coded by Bizarre Creations. Having the official license for the 1998 Formula 1 season means that it has all the real courses, drivers and cars, plus the rule changes which have been put in place in real life. Here’s how it’s coming along.

AND THAT’S OFFICIAL!

As they’ve done with the last two Formula 1 games, Psygnosis are going to use their official license to the max. This means that you’ll get all the real courses used this season in accurate detail, all the real cars and sponsors (except for the tobacco companies), and all the real drivers.

As you can tell from the race order here, the drivers all act like their real-life counterparts.

YOU’RE RIGHT THERE MURRAY!

As before, the commentary is provided by ITV’s Murray Walker and Martin Brundle, though a lot of effort has been made to ensure that it works a bit better than last year’s game. The two experts chat to one another more, and Psygnosis assure us that the repetitive “You’re right there Murray!” sample won’t keep cropping up as it did in Formula 1 ’97. In fact, Mr. Brundle spends a lot of time correcting Mr. Walker’s mistakes!
MORE PLAYERS THAN EVER BEFORE!

Formula 1 '98 has a promising multiplayer mode which lets two people play either with two linked-up PlayStations or on a split screen on a single machine. The most exciting feature is the new four-player mode whereby two people play on each of two linked-up machines. Although not many people will get the chance to try this feature out, it's still nice to have the option. We'll let you know how this four-player mode works in our review soon.

HUR HUR... HE SAID COCKPIT

The new cockpit view is very different from the last game's. Instead of having your driver's arms in front of you, it's possible to see the dashboard read-outs inside the cockpit, as well as the front wheels moving as you drive. Although it's hard to see what's going on from this view, it makes everything feel a lot faster and more exciting than the standard "behind the car" views.

HI-RES RACING

The graphics are very different to the last Formula 1 game, and the game engine is also different. Everything is in high resolution and is very detailed, but the early version we've played doesn't move very smoothly at the moment. Psygnosis assure us that the final game will run at a consistent 30 frames per second which will certainly improve the look and feel, otherwise everyone could be in for a big disappointment.

MEGA MECHANICS!

Because pit stops are a lot more important in Formula 1 racing now, Psygnosis have added a motion-captured pit crew to work on your car. Previously you'd just drive into an empty pit and your car would be magically repaired, but now you get to see what's going on. You can pit in at any time during a race to change your car setup, tyres and add as much fuel as you think you're going to need, adding a big strategy element to longer races.

THE WHITE FLAG

Hopefully the next time we see Formula 1 '98 it'll be running at full speed with a nice smooth frame rate. There's still quite a lot of work to be done to the handling of the cars as well, but if Psygnosis gets it right they could have yet another successful Christmas.
First came Command & Conquer – a groundbreaking real-time strategy game that can be played by anyone, even people who don’t own anoraks. Then came Red Alert with a different selection of vehicles and missions. But now we have Tiberian Sun, which promises to be the best game of its kind ever! Although it uses the same fantastic system which makes all Command & Conquer games so easy and enjoyable to play, Tiberian Sun is a massive step up from Red Alert.

A whole new graphics engine gives the game a brilliant new look and allows Westwood to make the battles even more tense than ever before. Whether you’re a veteran of the NOD vs GDI wars or not, Tiberian Sun is certainly a game you should be looking forward to.

Contoured terrain like this makes the battles more realistic. Try to place some units on the higher ground, then get stuck in!

TIBERIAN SUNSHINE

Previously, strategy games have only ever had “functional” graphics. Tiberian Sun, however, looks absolutely gorgeous.

One major new graphical feature is the real-time coloured lighting which affects everything on the battlefield to make everything look a lot more solid.

Explosions give off a yellow glow, lights on bases flash when they’re under attack, and there are even covert night missions.

You can just imagine yourself creeping in and taking out enemy fortifications completely in the dark as you mount a full-scale invasion!

The red glow is coming from the defending base.

Night battles are the most impressive.

BECOME A WAR HERO

While Tiberian Sun plays similarly to previous Command & Conquer games, there have been many subtle refinements and improvements. The coolest of these is that battle-experienced units become more powerful. Every time a unit is used, whether it be a single trooper or a tank of some sort, it gains experience points which improve its armour, speed, and power ratings. They can even gain new abilities on the way, making protecting your armies more important than before.

The battle arenas are also much bigger than Red Alert’s, plus they have proper 3D terrain with various new surfaces which affect your vehicles, and even bits of scenery which can be blown away to your advantage.

MOVIN’ OUT!

Take a look at the screenshots and get ready for what will be the best strategy game of the year. Very soon we’ll get to play a near-finished version, and will bring you a full Coming Soon feature packed with more detail than your brain can handle.

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A hundred years in the future, and Formula 1 is long gone. Take your place in the F5000 championship and race for your life!

Although Psygnosis's first two Wipeout games were created especially for the PlayStation, they were converted to the Saturn and PC with limited success. Now, after much speculation, the first Nintendo 64 Wipeout is nearly complete. But rather than trying to force a game designed with the PlayStation in mind onto Nintendo's machine, Psygnosis have made a new version based around Wipeout 2097 with all-new tracks, extra weapons, and more play modes. Here's our first proper look at Wipeout 64.

EYE-MELTING GRAPHICS!

Because the previous Wipeout games were designed around the PlayStation's capabilities, Wipeout on the Nintendo 64 has a slightly different look. Although there's still work to be done on the graphics (not all of the coloured lighting effects are in place yet) they already move very smoothly indeed, even at the high speeds the ships reach. The colours aren't quite as stunning as those in the PlayStation original, but the final version of Wipeout 64 should look great.

The pit lane repairs your ship.

The new super weapons, such as Feiser's Minigun, make your choice of ship more important than ever before.
Because the Nintendo 64's joystick is so different from the PlayStation's, a new control system has been used for Wipeout 64. You hold the pad as you would for most N64 games, with your left thumb steering the ship using the analogue 3D Stick. Being able to steer gently comes in handy on the new race tracks which require some smooth steering around gradual corners. In case you're wondering, the R shoulder button and Z trigger work as the right and left air brakes respectively.

The N64 3D Stick means you can steer carefully round these long bends.

You can customise the controls if you want.

The Wipeout Olympics

Wipeout 64 has an excellent new Challenge Mode. There are three different types (Race, Time Trial and Weapon), each with six separate challenges to complete. Each one has different settings and requirements to win the gold, silver or bronze medals, and increase in difficulty as they go on. Here are some examples of the kind of challenges you can expect:

**Race Challenge 4**

All you need to do is finish in third place or above on a simple three lap race. The thing is that there are no weapons or power-ups, plus the racers are really spread out along the track. You have to hit almost all of the speed boosts while making sure you don't touch the side of the track on the way.

**Time Trial Challenge 3**

You start all Time Trial Challenges with a free speed start and are given a single turbo boost which you can use whenever you want. To get a medal in this challenge you need to learn the course well, then get a near-perfect lap hitting all the speed boosts and not touching the side once. It's tough, but you'll get there in the end.

**Weapon Challenge 2**

This challenge isn't too hard because every weapon you pick up is useful. Simply hang back a bit at the start then work your way up the field, taking people out as you go. You need to keep an eye on the timer because if you take too long between checkpoints it's Game Over, man!

**Check:** 0:39.3

**Position:** 10 of 15

**Lap Times:** 0:04.1, 0:07.8, 0:01.6

**Extended Time**

**Check:** 0:20.6

**Position:** 10 of 15

**Lap Times:** 0:04.9, 0:08.6, 0:01.8

Go for every single weapon and fire as soon as you get the chance.

**Check:** 0:30.9

**Position:** 15 of 15

**Lap Times:** 0:04.0, 0:07.8, 0:01.6

**Time Record:** 0:00.8

**Controller Icons**

- **Start**
- **D-pad Up**
- **D-pad Down**
- **D-pad Right**
- **D-pad Left**
- **A**
- **B**
- **X**
- **Y**
- **O**
- **L**
- **R**
- **Z**
- **Trigger**
- **Shoulder**
- **Select**
- **Start**

- You can customise the controls if you want.

**The Wipeout Olympics**

**Check:** 0:33.5

**Position:** 5 of 15

**Lap Record:** 0:38.5

**Autopilot**

**Check:** 0:26.0

**Position:** 15 of 15

**Lap Times:** 0:04.0, 0:07.8, 0:01.6

**Time Record:** 0:00.8

**Controller Icons**

- **Start**
- **D-pad Up**
- **D-pad Down**
- **D-pad Right**
- **D-pad Left**
- **A**
- **B**
- **X**
- **Y**
- **O**
- **L**
- **R**
- **Z**
- **Trigger**
- **Shoulder**
- **Select**
- **Start**

- You can customise the controls if you want.
**ALL-NEW RACE TRACKS!**

WipEout 64 has six all-new tracks to replace the original WipEout 2097 ones. While they're not generally as twisty and turny overall, they've each got their own characteristics and tricky sections.

### KUES BRIDGE
- This sweeping downhill bend shows the great lighting.

### DORON IV
- This face is painted on the front of a rocky tunnel which leads to a jump.
- Doron IV is probably the fastest course in the game.

### SOKANA
- This ramp sends you flying onto a twisty section of track. Learn to control the ship in the air or you'll land badly.

### DYRONESS
- This cylindrical tunnel rotates as you speed through.
- This twisty section is one of the best bits of Dyroness.

### MACHAON II
- There are a few Aztec-style stone tunnels too.
- From the start you climb the hill through a forest.
- On the way down the other side of the hill you pass through what looks a bit like an Ewok tree village.

### TERAFOOMS
- Danger! Jump coming up!
- The start/finish straight. The pits are just to the right, as you can see on the map.

### VELOCITAR
- This is the mysterious final track in the F5000 race series. Only the very best racers will make it here, and it takes a real champ to win. But what does it look like? For now, you'll just have to use your imagination.
**ALL-NEW WEAPONS!**

Because Wipeout 64 is set a few years after Wipeout 2097, some changes have been made to the F5000 championship rules. Now, each team is allowed to develop and use a unique and extra-powerful Super Weapon which can only be used by their pilots.

**FESAR: MINGUN**

- Just like the hidden weapon in Wipeout 2097, this fires a stream of shots straight ahead. It only takes a few hits to wipe out enemies.

**AG SYSTEMS: SHIELD RAIDER**

- When fired, this locks onto a nearby enemy and steals a load of their shield energy, then transfers it back to your own ship!

**AURICOM: ENERGY SPHERE**

- Auricom's Energy Sphere needs to be charged up before firing. It passes through ships doing big damage as it goes.

**QIREX: POWER SNAKE**

- This makes a translucent wall appear on the track ahead of you. Any ships other than yours which pass through it take big damage.

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**WIGGEDY-WACK SOUNDTRACK**

One area of Wipeout 64 we were particularly concerned about was the music. The previous Wipeout games have had fantastic tunes from real bands such as Prodigy, Chemical Brothers and Future Sound Of London, but the Nintendo 64 doesn't have the ability to play CDs. Amazingly, the tunes in Wipeout 64 are excellent! Most of them were written by Psygnosis's own music team for the PC version of Wipeout 2097, plus there are two tunes by Fluke, all of which sound practically CD quality! There's a possibility that another "real" band will be featured in the final version of the game too.

**CONTENDER E-LUMI-NATED!**

The only way to play Wipeout 2097 on the PlayStation in multiplayer mode is to link two machines together. In Wipeout 64, up to four people can play at once with just one console and one TV! There's still work to be done on the four-player mode, as currently it slows down quite a lot on some courses, but the final game should be great fun!

- In four-player mode, quite a lot of scenery is removed to keep the speed of the game up. With just two players, most of the tracks-side detail is left in and everything moves fairly quickly.

- You can compete in a full 15-man race with two players.

- Each of the four players has a different coloured booster flare.

---

**WIPEOUT SIXTY-MORE!**

Psygnosis are still hard at work on Wipeout 64. Ironing out a few bugs and giving the game a lovely coat of polish. We're already very impressed with the game, and look forward to reviewing a finished version soon.
In the year 2017, the government of Freeport city introduced a revolutionary system of security to replace their under-manned police force. Individual corporations were allowed to form their own security forces (known as sec-forces) to protect both themselves and civilians of the city. Before long, a group of these sec-forces combined to form Hardcorps — the most efficient crime prevention force in the city. Now, 10 years later, the Hardcorps leader Colonel John Blade is trying to track down the source of a highly addictive drug called 'U4', which is doing strange things to its users. It's up to you to solve the mystery and take down whoever is responsible, having a blast on the way!

OOOH, NASTY GRAZE

As with Goldeneye on the Nintendo 64, enemies show damage when they're hit. For example, if you shoot someone in the foot, they'll stagger around and you'll be able to see a bloody mess on the end of their leg. Some of the tougher characters take a lot of hits before they die, and can end up looking quite nasty with bloody patches all over their body. Especially gruesome is when you shoot someone right between the eyes — a bullet hole on the forehead marks the entry point while a giant splat on the back of the head (and often a nearby wall) shows the exit. Sin's certainly not for the squeamish.

GUNS AND AMMO

The Hardcorps sec-force has a fantastic array of weapons at its disposal. You start the game with a simple rapid-fire handgun and your good old fighting fists, but soon get to steal a high-power machine gun from one of the attackers. Later on, you'll get your hands on things such as shotguns, rocket launchers, a fantastic sniper rifle, plus a bunch of extreme weapons which haven't been revealed yet.

REPHENT, SINNERS

If you've got a PC but haven't tried the Sin's demo yet, go to Activision online (www.activision.com) and download it. As soon as you have a go, you'll understand why we think it'll be one of the best of its kind when it comes out in a few months. More soon.

Here's yet another challenger gunning for Quake 2's corridor crown. Thing is, this one's looking pretty darned good...
HALF THE BATTLE IS GETTING A HEAD

THE OTHER HALF IS KEEPING YOURS

HEDZ
HEAD EXTREME DESTRUCTION ZONE

Battle across 26 awesome combat arenas to collect over 200 Hedz all with unique abilities - some ballistic, some just downright bizarre - in this genre busting, surreally funny, full-on 3D game.

So completely original... it will mess with your HED!

FROM 25th SEPTEMBER 1998
The man in the hat used to say, 'It belongs in a museum', talking about some long lost artifact. Whatever Lara’s motivation is, she’s at it again – off on another adventure that uncovers long-lost worlds and has her fighting strange beasts. Tomb Raider 3 is more of the same, big levels, baddies to fight, puzzles to solve and lots of hair-pulling frustration. We wouldn’t want it any other way. Looking at the list of improvements for the third in the series, it looks like this should be Lara’s best game yet.

SHINE A LIGHT

The flares that played a part in Tomb Raider 2 have now been incorporated into a larger number of puzzles. One idea is for transparent platforms that are only detectable under the glow of a flare. The new dramatic and multi-coloured lighting improves not just the look of the game, but the scope for puzzles as well. A mine car plays a part in the adventure later on, where coloured lighting will help indicate which route to take.

Winter 2000

India, London, South Pacific, Nevada and Antarctica. Lara Croft is getting ready to embark on her latest world tour. Her first stop is right here.

TOMB RAIDER III
ADVENTURES OF LARA CROFT

VROOM VROOM

The vehicles were a big hit in Tomb Raider 2, so Core have had the bright idea of including even more this time around. To start the game, Lara makes a parachute jump into India, and gets to ride a quad bike later on. The London levels feature an underwater propulsion unit, a small homage to James Bond perhaps? The Nevada desert will feature a vehicle suitable for the terrain, probably a jeep or a sand bike.

There are also some timed puzzles here that will see Tomb Raider 3 playing similarly to Metal Gear Solid. In the South Pacific, there will be a whole level built around the thrill of canoeing down white water rapids. A wrong turn and it’s instant death. Lara will be able to get out of the canoe and do a bit of exploring if you want. Once you get to the Antarctic, the speedboat and skidoos will return, albeit in a slightly altered form.

Bye Bye Bugs

In the first two Tomb Raider games, everyone knew how to utilise a certain polygon bug to their advantage. We’re talking about Lara’s x-ray vision ability to look through walls when she’s standing in a corner. For Tomb Raider 3 this “feature” has been eliminated. If Lara is now standing in a corner, you can’t move the camera past a certain distance, so no clipping problems should occur. If this works, Tomb Raider 3 could be much tougher than its predecessors.

The coloured lighting illuminates this large room, that hole in the ceiling help as well. Check out the collapsing spikes on the right.

Lara’s new flame move will toast opponents. Not really! She just wandered a bit too close to those flames – silicone’s very flammable.

Lara takes a dislike to something above the arch. Pretty soon we’ll find out what it is.
BOOBY TRAPS

There are lots of new hazards to be found, not just glass shards, spikes and fire. Water sections are influenced by currents, and freezing water affects Lara's temperature. Water pools are also home to the dreaded Piranhas. While on land, there's the danger of deadly quicksand, and snakes hiding in the tall grass. If you've a fear of the fearsome firewalks, be afraid, they've back. There's now the added excitement/danger of whole rooms catching fire!

Arrghh! That ceiling has got spikes! Just when you thought it was safe!

St Paul's Cathedral, it makes us feel so patriotic.

CRYSTAL CASTLES

We mentioned last month the reappearance of the save crystals from the original game. It seems this could go to the wire, as Core still aren't sure how to implement them. Latest news is that the game will have several difficulty levels. This will result in a choice of whether you use crystals or not. If you pick the easy game, you'll have the freedom to save anywhere, the hard difficulty level will have you searching for those crystals.

It's not a glitch, it's some fancy mist! How do you get up to those lights?

CLEVER GIRL

A couple of new enemy AI (Artificial Intelligence) ideas have cropped up as well. Tigers that hunt in packs, will have one assigned as leader. If you shoot the leader first the others will run away, re-group, and re-appear later. Animals will also react to the sound of gunfire. The first time they hear a gunshot they will become scared, by the second shot they'll be used to it. Another element of surprise you can use is the new crawl move. With this, it's possible to evade guards by hiding behind objects and not entering their field of vision. If these features don't appear in the game because of memory and time constraints, you can be sure they'll appear in Tomb Raider 4!

PASSPORT TO ADVENTURE

Only a few months to go now. Next time we report, we'll bring you much more information on what to expect in the early levels.
A host of boxing legends assemble to prove who really is the greatest.

**KNOCKOUT KINGS**

The 38 boxing greats of the past and present who have signed on to play a part in Knockout Kings read like a who's who of the sport. Featuring Evander Holyfield, Lennox Lewis, Marvin Hagler, Sugar Ray Leonard, Rocky Marciano, Joe Louis, Jake LaMotta, Sonny Liston, Floyd Patterson and the greatest – Mohammed Ali. The only boxer who couldn’t be convinced to join the cast was George Foreman, and EAweren’t comfortable about including Mike Tyson until the boxer’s licence was re-instated.

**FLOAT LIKE A BUTTERFLY**

Being an EA Sports game, you can expect lots of statistics, and Knockout Kings doesn’t disappoint. Each fighter’s physical attributes and skills have been considered. These help determine individual artificial intelligence. The boxers have differing styles, with those that like to stick and move, and others that are big hitters but small on stamina. Over time, you will discover the best tactics to use with your favourite fighter.

**STING LIKE A BEE**

There are three weight classes in the game – light, middle and heavyweight. This might explain why Prince Naseem doesn’t appear anywhere. You’ll have the option to play career or exhibition modes. There’s also dual play-by-play commentary provided by Sean O’Grady and Al Albert, who are probably very famous in America.

**BOB AND WEAVE**

Knockout Kings is looking a strong bet to take the best boxing game belt. With Victory Boxing 2 also due for release, we can expect a championship bout soon.
POLICE REPORT

Accident Report / RTA-1156

Date: 1st September 1998
Time: 14:43 hrs
Injuries: None
Attending Officers Report:
Badge No: 392861

"This is the twelfth incident of this type within seven days. All because V-Rally is now available for just £19.99 as part of the Platinum range. What do the makers of V-Rally think they're doing? Don't they know it makes people think that doing a handbrake turn at over 90mph is easy? Doing 160mph down a country lane is not a piece of cake, believe me."

GM/PRTA/R11-675
After 10 years of negotiating hazardous platforms, Mega Man goes on vacation in this 3D adventure game.

**MEGA MAN LEGENDS**

Famous game characters sometimes need to reinvent themselves, Mario Kart or the plumbers' puzzle games on Game Boy, or Sonic R for examples. Now it's another platform game veteran's turn to put a twist to his latest adventure. Mega Man is his name, and he's been starring in Capcom games for over 10 years. He's already tried his hand at a racing game, Mega Man Battle and Chase - not released in the UK, but now he's about to display the new style.

**A WHOLE NEW WORLD**

Mega Man Legends is a mixture of many game styles, with puzzle solving, shooting and role playing, and of course 3D platforms! You control Mega Man, who along with his friend Roll and her grandfather Barrell, have crash landed in a place called Kettleux Island. Now they must find new parts for the ship. There's also talk of a famous treasure - the Mother Lode - a very strong power source.

**DEATHTRAP DUNGEON**

Mega Man is free to explore his new surroundings in full 3D. He will, however, have to solve puzzles and perform tasks for the villagers to reach new areas. He can also enter many buildings. Some of these contain enemies who Mega Man must fight. His friend Roll assists him in these sections over an intercom, like in Burning Rangers, telling him what lies ahead and which direction to turn in the large mazes.

**ZENNY FOR YOUR THOUGHTS**

The currency on Kettleux Island is the zenny. By finding and earning these coins, Mega Man can improve his chances of survival and buy new weapons. Two can be equipped at a time. Buster parts will improve the blue guy's famous buster gun. You can also find refractors when you defeat enemies, which are converted into zennies.

**OL' BLUE BOY IS BACK**

Aimed at a younger audience, Mega Man Legends is looking very promising at this stage. We'll bring you more soon.
LOVE
MONEY
HEALTH
LUCK
TROUBLE

The hate spoken...

Skittles
If it’s worth knowing about, then it’s in these two pages. All the hottest releases, biggest shows and coolest comps are in Checkpoint.

### SEP-OCT SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

<table>
<thead>
<tr>
<th>GAME NAME</th>
<th>FORMAT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>18th September 1998</strong></td>
<td></td>
</tr>
<tr>
<td>Aeronauts (Infogrames)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Starsedge (Cendant)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Brother’s GT (Interactive)</td>
<td>PlayStation/Interactive 64</td>
</tr>
<tr>
<td>Batman (Infogrames)</td>
<td>Gameboy</td>
</tr>
<tr>
<td>Deep Fear (Sega)</td>
<td>Saturn</td>
</tr>
<tr>
<td>Enemy Zero (Sega)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Looney Tunes (Infogrames)</td>
<td>Gameboy</td>
</tr>
<tr>
<td>Command &amp; Conquer Retaliation (Virgin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Hardball 6 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>M.I.A. (Interactive)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Tasmanian (Infogrames)</td>
<td>Gameboy</td>
</tr>
<tr>
<td><em>F1 World Grand Prix (THE Games)</em></td>
<td>Nintendo 64</td>
</tr>
<tr>
<td><strong>25th September</strong></td>
<td></td>
</tr>
<tr>
<td>Actua Tennis (Gremlin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Waialae Country Club Golf (THE Games)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>Breath of Fire 3 (Infogrames)</td>
<td>MD/SEGA</td>
</tr>
<tr>
<td>Madden NFL 99 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Mortal Kombat 4 (Interactive)</td>
<td>PlayStation / Nintendo 64</td>
</tr>
<tr>
<td>Ninja (Eidos)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>T-Rally (Infogrames)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Off Road Challenge (Interactive)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>S.C.A.R.S. (Ubi Soft)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Head (Hasbro)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Mission Impossible (Infogrames)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>Territorial Defense (Psygnosis)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td><strong>September (no set release)</strong></td>
<td></td>
</tr>
<tr>
<td>Constructor (Acclaim)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Fifth Element (Sony)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Twisted Edge (THE Games)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>Actua Tennis (Gremlin)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Asteroids 2 (Sega)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Dawn of War (Virgin)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Hardwar (Gremlin)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Joe Blow (Teister)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Assault (Teister)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Spearhead (Interactive Magic)</td>
<td>MD/SEGA</td>
</tr>
<tr>
<td>The Fifth Element (Ubi Soft)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Montezumas Return (Take 2)</td>
<td>Nintendo 64 / Gameboy</td>
</tr>
<tr>
<td>Megaman Legends (Virgin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Cities of Justice (Take 2)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Megaman X4 (Virgin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Card School (Take 2)</td>
<td>Gameboy</td>
</tr>
<tr>
<td>Mr Domino (JVC)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Pet in TV (Sony)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Video MLS World Cup 98 (Codemasters)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Pocket Fighter (Virgin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>R-Typers (Virgin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Torn (Sony)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Victory Boxing 2 (JVC)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>X-Men vs Street Fighter (Virgin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td><strong>2nd October</strong></td>
<td></td>
</tr>
<tr>
<td>Duke Nukem — Time to Kill (Interactive)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Future Cop LAPD 2100 (EA)</td>
<td>PlayStation</td>
</tr>
</tbody>
</table>

### TOKYO GAME SHOW
**10th-12th October Tokyo**
Sega are likely to unveil all their titles here. Sonic Adventure, VF3, Sega Rally 2 and maybe the Star Wars Trilogy Arcade! Whatever, this is going to be one of the greatest shows ever!

<table>
<thead>
<tr>
<th>GAME NAME</th>
<th>FORMAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Moto Racer 2 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Gex 64 (GT Interactive)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>NHL '99 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>FA Premier League Football Manager '99 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>All Star Tennis (Ubi Soft)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>Wild Nines (Interplay)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>San Francisco Rush (GT Interactive)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Small Soldiers (THQ)</td>
<td>Gameboy</td>
</tr>
<tr>
<td><strong>7th October</strong></td>
<td></td>
</tr>
<tr>
<td>Bugg (Gremlin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td><strong>9th October</strong></td>
<td></td>
</tr>
<tr>
<td>Half Life (Cendant)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>1080° Snowboarding (THE Games)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td><strong>16th October</strong></td>
<td></td>
</tr>
<tr>
<td>NASCAR '99 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Space Circus (Infogrames)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>Test Drive 5 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Wargass (Infogrames)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td><strong>21st October</strong></td>
<td></td>
</tr>
<tr>
<td>Actua Golf 3 (Gremlin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td><strong>23rd October</strong></td>
<td></td>
</tr>
<tr>
<td>Knockout Kings '99 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Bomberman Hero (THE Games)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td><strong>28th October</strong></td>
<td></td>
</tr>
<tr>
<td>Actua Soccer 3 (Gremlin)</td>
<td>PlayStation</td>
</tr>
<tr>
<td><strong>30th October</strong></td>
<td></td>
</tr>
<tr>
<td>Big Air (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Formula One '98 (Psygnosis)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>NBA '99 (EA)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Small Soldiers (EA)</td>
<td>PlayStation</td>
</tr>
</tbody>
</table>

### OCTOBER (NO SET RELEASE DATE)
<table>
<thead>
<tr>
<th>GAME NAME</th>
<th>FORMAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baby Universe (Sony)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>MediEvil (Sony)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Brian Lara Cricket (Codemasters)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Buck Bumble (Ubi Soft)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Falcon 4.0 (Microprose)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>NBA Jam '99 (Acclaim)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>NFL Extreme (Sony)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>O.D.T. (Psygnosis)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>Gangsters: Organised Crime (Eidos)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Sporo (Sony)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Turtles (Activision)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Joe Blow (Teister)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Sim City 3000 (EA)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Thrill Kill (Konami)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Fighting Force (Eidos)</td>
<td>Nintendo 64</td>
</tr>
<tr>
<td>Unchained War (Eidos)</td>
<td>PlayStation</td>
</tr>
<tr>
<td>Monkey Hero (Take 2)</td>
<td>PC CD-ROM</td>
</tr>
<tr>
<td>Zero Divide 2 (Sony)</td>
<td>PlayStation</td>
</tr>
</tbody>
</table>
WINNERS! WINNERS!

BANJO KAZOOIE

An absolute ton of entries greeted this "design a Rare montage" compo, and all were of a very high quality. But after we sifted through the entries, these are the three we came up with.
First up was Christopher Holland from Winsford with his montage (right). The other two winners are Kate Davies of Bristol and Adam Howarth of Ashburton, Devon. Well done all!

QUAKE 2: THE RECKONING

Apart from the person who sent in an actual snake skin, these entries for a design your ideal Quake skin were a pretty straightforward affair. The winners are Tim Burrell-Saward, Stephen Din (sorry if we spelled your name wrong, Stephen) of Glasgow and Craig Edwards of Littlehampton. Congratulations to you all.

WWF WARZONE

Hey freaks! That is a message to all those that sent in photos to our dress up as a new Wrestler competition. Take a look at this awful looking bunch of people and try not to cringe/wet yourself/laugh too much. Winners are indicated next to the specific picture.

FORMULA 1 ’98

The latest F1 game from Psygnosis and we’re giving not one or two, but three of you the chance to win one. So all you have to do is answer this very simple question that’ll test your knowledge of the Formula One scene. Who are the two drivers for the Jordan team? There we go couldn’t be easier. All you have to do now is write your answer down on a postcard and send it off to the address at the bottom of the page marked Michael Schumacher’s Brother.

1080° SNOWBOARDING

At last, some quality titles from Nintendo as the games they wanted to hold back until Christmas start seeping into the market. 1080° is the first of these, and is another chance to prove to the Nintendo owners that they can make cool games for the older market. To win a copy of this excellent ‘boarding game, all we want you to do design a cool CVG T-Shirt that you’d wear on the slopes. It doesn’t necessarily have to have our logo, but some reference to the map. Who knows, we may even make the best ones into proper T-Shirts! Send them to DON’T GET SHIRTY WITH ME!

HALF LIFE

The much awaited corridor game from Cendant finally gets it’s airing and there is no doubt it’s a cool title. Fancy winning one then? The final compo this month is another easy one as we don’t want to test you too much. Say for instance you were half human and the other half of your body could be anything you wanted. Well, tell us what the other half of you would be and why. Pamela Anderson or Lara Croft entries will be binned for obvious reasons. Send them to AAAALLLL THE PEOPLE, SO MANY PEOPLE at the usual address.

Send entries as soon as possible to:

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

SPECIAL THANKS

Big up to all the EB Massive. Holding down the release list info. Keep it locked to the CVG for all your wicked titles. Man, but remember, neither EB or CVG can be held responsible should any of the dates slip. Peace. Out.

EB now have over 100 stores nationwide, which means there is no excuse for not being able to get your hands on the latest titles. Sign up to be a member of EB and not only will you get discounts on titles, but also be eligible for money off promotions and reward points. If you don’t like what you’ve bought (and if you read CVG, there should be no reason to get duff titles) then EB also have a 10-day, full refund, return policy. For more information ring 0800 317778.
GIZMO PALACE

APPEARING IN A SHOP NEAR YOU NOW! OR IF NOT - VERY SOON!!!

NEW BOOKS:
Well, two are graphic novels and the other is just bizarre. Lara's Book features a foreword and short story by the previously respected author Douglas Coupland, the rest is just fan boy drivel. Elsewhere, Batman visits Norway and the Crow reappears for the first time as a woman, very cutting edge!

WORLD BOOK DISCOVERIES:
A multimedia history of the world, from the big bang to the present day. Brought to you by Big Blue, the computer firm that thinks it owns the world.
£49.99 by IBM.

YOMEKA X-BRAIN YO-YO:
Yo-yos have been huge in Japan for over a year, and Bandai have finally decided to release what is considered the best in the UK. Look out for special trick books and limited edition yo-yo prizes in participating stores.
£6.99 by Bandai.

ACTION REPLAY CARTRIDGE:
Plug this in the back of your PlayStation and watch in amazement as your favourite game is injected with juicy cheat codes. For weak players only!
£29.99 by Datel.

UNIKLE DOLL:
Used to promote the Unkle album Payonce Fiction (Mo-Wax). Buy the album and you'll see Futura 2000's original design. Not available in any stores. Well, perhaps some. But you'll be lucky to find it and end up paying loads!
**Hip Hop E-Jay**

Following the heels of the rave and dance e-Jay applications, here comes the king of the beats, featuring loads of samples and best of all - virtual turntables to scratch. Who needs vinyl? u-platform? It’s not as good.

Oh, so vinyl is more scratchable. Just buy this if your record collection is more Manilow than Funkadelic. £34.99 By FastTrak, call 01923 495 496 for details.

**Lie Detector**

A fully working lie detector, complete with a little black thing to wear on your finger. It’s designed as a game, but once you’ve figured out how it works, you can design your own tests.

£19.99 From Block Prior

**Jordan Racing Wheel**

Or to use its full name, The Official Jordan Grand Prix Racing Wheel, for use with the PlayStation. The wheel has been designed with the help of the Jordan team, so it’s very practical. You can also rip it out of the socket for a quick escape if your couch catches fire.

£49.99 By Joytech

**G25 Grumpy Robot**

With the aid of a huge remote control, this robot can move forward and backward. It that wasn’t enough he can also hold objects and drop them. Well, who called for seven quid?


**DJX Keyboard**

Complete with a built-in sampler, this box of tricks will get you making dance tunes to rival Gina G and Ace of Base in no time. Maybe you’ll progress to music after that.

£269.99, By Yamaha
Subscribe Now!

OR WE'LL DISCLOSE YOUR TRUE IDENTITY TO THE MOON DONKEYS

Frrrp Commander: We've located another Frrrp.

FOR ONLY...

£18

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The more you play *Tekken 3*, the better it gets. But to really get the most from the game your skills must be second to none.

This guide puts the power in your hands. Instead of giving you lists of combos to copy, we give you the strategy to develop winning techniques of your own. Why fight like someone else when you can fight better your way?

Your mastery of *Tekken 3* starts here. Practice the tactics laid out for you here and we guarantee you’ll be kicking your opponents in style – your style!

**CHOOSING THE RIGHT DISTANCE**

During any bout, the distance between you and your opponent changes frequently. It’s very important to use the appropriate move for the given distance. Otherwise you will be left punching the thin air and then, most likely, on your backside.

**CLOSE RANGE**
Jabs, throws, and close range special moves, like Paul Phoenix’s Rapid Fire elbow.

**MID RANGE**
Front kicks (down towards + RK), and mid-range special moves, like Law’s Junk Yard Kick.

**LONG RANGE**
Right kicks, left kicks, and long range special moves, like Heihachi’s Destructive Fist.

**GRADING YOUR SKILL**

This guide is graded so you can attempt what you feel comfortable with, according to your skill level. Just like if you were to practice a real martial art, these skill levels are color coded.

- **YELLOW: STANDARD**
- **RED: EXPERT**
- **BLUE: ADVANCED**
- **BLACK: MASTER**

**KEY**
- LP - Left Punch
- RP - Right Punch
- LK - Left Kick
- RK - Right Kick
COUNTERING

Countering is defined as avoiding an incoming attack, then retaliating before the opponent can block. Using the right counter move is imperative. For example, after blocking Law’s Somersault Kick, countering with a high attack will only give Law the initiative as he squats after landing. In this case it’s best to use throws, or mid-height attacks to counter. Here are some typical situations that you should bear in mind.

FALTERING BLOCK

With some moves, such as King’s Exploder, and Paul Phoenix’s Roll Kick, your character can block, but will take a few faltering steps from the impact of the heavy blow. With these moves it’s best to block, then sit tight until your character has regained their composure.

REGULAR COUNTER MOVES

Every character in the game has three basic counter moves which you should know by heart. Here is a brief description of them.

RISING KICK

Block your opponent’s low attack, then as your character is rising up to his regular standing stance press RK. Hurricane and Law can use LK just as effectively.

THROWS

Throws are great to use especially in a close quarter situation, such as after blocking Paul’s Rapid Fire. The regular RP+RK/LP=LK throws are fine but for maximum damage try one of the command throws. Command throws like Heihachi’s Headbutt are great as you don’t move away as you input the command.

BREATHER MOVES

Paul’s Phoenix Smasher and Ninia’s Double Palm Strike create space between fighters when they’re blocked. They can be prevented with a little observation. For example, players who use Paul often try two Phoenix Smasurers in succession, so aim to block the first and reverse the second.

MOVES THAT STOP IN FRONT OF YOU

Any special moves which don’t come under the above categories. Examples of these are Paul’s Rapid Fire, and Jin’s Dragon Punch. Once you have blocked or avoided these moves, make it your habit to counter!

UPPERCUT

Counter with an uppercut (down towards+RP), then dish out more damage with a juggle/float combo. With some characters, a normal hit uppercut isn’t a juggler but after a counter hit the opportunity is all yours. Never waste it.

THE ADVANTAGES OF USING REAL COMBOS

10 Hit strings look great but they all have guard points (an opportunity where your opponent can block or counter). This is where juggles and floats have their advantages - once they’ve started, your opponent will definitely suffer. For example, let’s take Law’s 10 Hit string No.2, and one of his juggles.

Law #1 copped the first few hits but it’s OK as the fourth hits the guard point. This could be the opportunity Law #1 needs...

... He’s got out of the 10 Hit, and countered with a juggler. Law #2’s not going to get out of this one. Seven hits guaranteed!
ON FLOORED OPPONENTS AND BEING FLOORED

What to do if you've caught someone with a great juggle, and wish to add a few extra hits when your opponent is floored. Or if you're on the wrong end of this situation, and you need to get up safely. There are a few tactics that are shared by all, and some that are character specific.

**TACKLE/STOMP: OFFENSIVE**
After you've sent your opponent flying halfway across the arena, dash towards him. If he tries to get up, your fighter will automatically shoulder charge!

**TACKLE/STOMP: DEFENSIVE**
Press LP to roll out of the way or down +LP/RP for a toe kick. Whatever you do, do NOT roll backwards if he's dashing towards you!

**SHIN KICKS (down+RK/LK): OFFENSIVE**
While your opponent is on the floor, get them with a shin kick!

**SHIN KICKS (down+RK/LK): DEFENSIVE**
Press LK or RK to counter, flooring them in the process.

THE ART OF LANDING PROPERLY (AKA TECH ROLLS)
After you've been jugged, you really don't want to leave yourself open for a float – especially from the likes of Paul. As you're about to hit the ground press RP+LP to make your character stand up immediately.

It looks like Eddy's going to get a portion of Xiaoya's 'Mistrust' (an infuriating back-heal kick)... but he's tech rolled out of the way, which puts an end to the girl's dream of a float combo.

SUPER DEFENCE - THE CROSS CHOP COMBO
This is a great way to turn the tables. Should your opponent get hit by a Cross Chop, he'll be eating dirt. If he blocks, immediately press LP, or in Law and Hwoarang's case LK, to float him. Follow this up with a short juggle. To perform a Cross Chop press towards x3-RP-LP while lying down.

Hwoarang blocked Jin's Cross Chop, but he's set himself up for something much worse. His pride will be hurting more than his jaw.

**CHARACTER SPECIFIC MOVES**
Most low to mid, and some mid attacks, can be used to re-floor opponents. Try Paul's Rapid Fire, or Bryan's Leg Slicer for starters. Again, experiment to see what works for your character.
**STUN COMBOS**

Stun combos are when the first hit of the combo scores as a counter. They are usually more damaging than a regular combo.

**OFFENSIVE**
Paul's Stun elbow would usually knock the opponent into the air, but not if it's a counter strike. Ogre's energy will be almost nothing after this.

**DEFENSIVE**
If your character becomes stunned, push towards the opponent to make him snap out of it double quick.

**GENERAL FAKE**
In two-player mode, 'fake' moves become indispensable to Tekken 3. Many fakes occur before there's an exchange of fists. Fakes differ from player to player, but there are some moves that every player of certain characters will do:

**JAB**
Throw a few jabs to make your opponent think you're warming up. When he dashes in to try to catch you by surprise, say goodbye!

**CROUCHING DASH**
Use one or two Phoenix Smashers or other long range move in succession, then use the crouching dash with a throw. Many players will try for a reversal after the second or the third attempt, so the chances of you succeeding are high.

**CROUCH DASH OPTIONS**
Fighters with a Crouch Dash technique have three great advantages over those with just a normal dash:
1. They cover more ground in shorter time
2. They can avoid being hit by a high attack
3. They may use any move at the end of a dash

Look out, here comes a Dragon Uppercut. Kuma blocks... but it was all a disguise for a throw by Jin. Surprise!

The Crouch Dash is divided into two categories - the Destructive Fist crouch dash (Nina, Anna, Bryan, Paul), and the 'Dragon Punch' group (Hwoarang, Jin, Heihachi). The Destructive Fist group can use their Crouch Dash by performing quarter circle towards. The Dragon punch group by doing towards, down, down towards on the D-pad. Neither require button presses to execute.

**HIT ME NOW WHEN I'M NOT LOOKING**
Face your back to your opponent. As he dashes in to take advantage press up +R1 to start a juggle. Every fighter can initiate a juggle with this method, but it requires concentration to anticipate. Be careful!

**BACK DASH FAKE**
If your opponent has the habit of following you around, try executing a 'command throw' straight after you've taken a step back. This works well with characters like King and Nina, because of their reach and speed respectively.
SIDE STEP

Side stepping is a great way to evade attacks, and to begin some of the most unexpected ones. As with reversals, anticipation is the key. The most effective use of side stepping is to block a couple of hits then dodge, or throw out a couple of hits then manœuvre for the real thing. Side throws, enabled through side-stepping, are among the most humiliating moves in the game.

Hwoarang anticipated Yoshimitsu's attack, and has successfully side-stepped his attack to spectacular effect.

MIXING TECHNIQUES

Many skilled players use the first five hits of a string and mix them up with a multiple-hit move (Law's Junk Yard Kick) to confuse opponents. Never be dependent on just one way of attacking or you'll be caught out. Especially when you play against experienced players.

Jin starts his 10-Hit string, but halts it after the fifth hit to go into an uppercut.

CHICKEN!

Reversals can be a pain but fret no more - they too can be reversed!!! When successfully executed, you'll hear the word, 'Chicken!'. But these 'reversal reversals' can also be reversed for a double portion of Chicken! (LP or LK attacks: press towards +LP+LK, RP or RK attacks: press towards +RP+RK). Phoenix Smasher press: up towards +RP+LP).

PRIORITY MOVES

Moves which have priority over others - ones which cancel a technique before it happens - are great defensive options to know. There are lots of these options in Tekken 3.

THROWS

Here's a way to show how good you really are. Block Heihachi's Hammer punch and throw him before he can execute the Destructive Fist!

CROUCHING JAB

The simple crouching jabs can stop advancing high attacks like Hwoarang/Ogre's Hunting Hawk Kick, Bryan's Mach Punch, and most 10-Hit strings.
**PRIORITY MOVES**

**ROLL KICK**

Stop the low-hitting attackers (Lei and Eddy!) in their tracks with a Paul Phoenix roll kick. This can be used to start a juggle too.

---

**WEIRD STUFF**

Tekken 3 is a brilliant game, though it has some curious touches. Since we couldn’t place these under any other category in the guide, we put them together under “Weird Stuff”. Enjoy!

**HEIHACHI HEADBUTT REVERSALS**

When Heihachi grabs you to do his #2 Headbutt throw (towards x+RP+LP+RK), tap towards twice and keep pressing both punches to watch your character deal Heihachi some of his own medicine!

A great move to watch and to amaze your friends with. However only Paul, Lei, Jin, and Heihachi can reverse it.

---

**CHICKEN WEIRDNESS 1: WARP THROW**

Throw a RK. As your opponent reverses the kick, enter the Chicken command towards +RP+RK. After the Chicken, enter the relevant throw command for your character. If done correctly, both fighters will be standing apart but both will go through the throw routine. WEIRD!

**THIS CAN ONLY BE DONE WITH:**

- Law: towards x+RK+LK
- Xiaoyu: towards+RP,LP
- Lei: up towards +RK+LK
- Hwoarang: towards x+LP
- Kuma: towards x+RP+LK
- King: towards then half

- Julia: quarter circle away then towards +RP
- Paul: towards x+RP+LP circle towards +LP
- Yoshimitsu: towards+LP+LK or towards+RP+RK

---

**CHICKEN WEIRDNESS 2: TURN AROUND STRIKE**

Similar to the Warp throw. Kick using RK, and Chicken the reversal as your opponent catches the kick. Next, enter the relevant turn around strike command for your character. The opponent will turn his back when the attack strikes, allowing you to start a juggle combo. Once mastered, the turn around strike is a potent option!

**THIS CAN ONLY BE DONE WITH:**

- Law: down towards+LP
- Xiaoyu: down towards+RK or RP
- Lei: down towards+RK or RP
- Hwoarang: down towards+RK or away+RK
- Kuma: towards+LP
- Julia: down towards+RK or RP

- King: LP
- Paul: down towards+LP
- Eddy: LP, RP
- Bryan: LP+RP or RP
- Gun Jack: down+RP,LP
- Yoshimitsu: down towards+RK

---

**TRUE OGRE SNAKE THRUST ESCAPE**

True Ogre has a few unblockable moves, the most annoying of which has to be the Snake Thrust. The initial blow can be blocked, but when True Ogre switches his arm, your fighter will end up in a crumpled heap. To top it off, it can’t be reversed! The key to escaping is to block the first hit, then tap up or down twice before the “twitch” comes.

---

**YOUR JOURNEY STARTS HERE**

Now it’s up to you. Try to develop a style to incorporate every technique we’ve introduced in this guide to become a well rounded fighter. Train hard and good luck!
RPGs have followed the same formula since the early days of videogames — mythical creatures with awesome powers are locked away for years, only to be released by you. But the fact remains that they can be some of the most entertaining and rewarding games around. Wild Arms has been out in Japan and America for some time, and has sold very well in both continents.

Now Europe is its next port of call. Whether it will have the same level of popularity over here though remains to be seen.

**THE FANTASTIC THREE**

Though you’re given the choice of three characters at the start of the game, in reality you have to select all of them before you can reach the deeper regions of this huge title. The idea behind that is that you have make each of them meet in order to join together, and try to save the land. Once you’ve completed the intro for each character, you’ll be taken back to the select screen where you can opt to choose another. If you wish to change characters at any point in the game, just hit start and shuffle between the characters you wish.

**RUDY — A WANDERING YOUTH**

Rudy’s first tool weapon is the bomb. It has an unlimited supply and is especially useful for blowing up weak walls or destroying blocked pathways. He also has the ARM power, which is basically a locking device which enables high-powered weapons to be used more effectively. The Hand Cannon is the first ARM he has.

**JACK — A TREASURE HUNTER**

The most useful tool Jack has is Hanpan, a small rodent that he carries around with him. Once fired in a certain direction, Hanpan will trigger switches or open chests that are hard to reach or booby-trapped by touching them. Jack’s Psycho Crack move also holds many spells, which you have to learn and create yourself, using the Crest Graphs.

**CECILIA — A GIRL FROM AN ABBEY**

Cecilia is the only one to get two tool items at the start of the game, but she soon has to give them the Tear Drop up in order to save Adelheid. However, use the Pocket Watch to turn back time and the Tear Drop (while you have it) to activate magic doors and such like. Use Magic Carrots to bump up her MP too.

Spells, swordplay and skullduggery are afoot once more. Sony’s *Wild Arms* grapples with *Breath of Fire 3* for the RPG crown.
PIECES OF EIGHT

Just a little note on the parrots you find outside buildings in towns — they may be helpful to you during the early stages of the game. By strolling up to one and having a chat with it, you’ll be given the option to either save your game or change characters. It’s worth remembering just in case you need to store the game before a big fight.

In addition to that, you’ll be given the option to save your game in some of the bigger underground sections. These are small symbols on the floor which will engulf you in a light beam when you walk over them and press X, giving you another chance to save your game. Saving at every opportunity is one thing you’d be wise to do in Wild Arms.

The Parrot may sound like a moody character, but it proves to be a vital friend if you need to save a game quickly. There is one in almost all the early towns and cities, usually outside an important building.

THE FORCE SURROUNDS US AND BINDS US

Counter-attacks happen randomly during fights.

During fights, your force level is another important factor that initially you won’t pay too much attention to. But it has a slight effect on the way the fight goes. Every time you attack, or are on the receiving end of a hit, your force level rises. As soon as it rises one level, your Attack and Defence Force Points will increase by 10%. So the longer a fight goes on, the more resilient and stronger you become. Should one of your characters have "Condition Green" flash up above their heads, then you should make them attack the toughest enemy as their stats will have increased a whopping 50%.

Condition Green will also de-activate any abnormal effects your character has had cast upon them.

ENDGAME... the ultimate goal of the game is to find and destroy these four evil boss characters. Good luck!

SWORDS AND SPELLS AS STANDARD

There are a couple of ways you can develop your characters throughout the game. The main one is by earning experience points during fights. After every battle, you’re given a set amount of EXP points and once you’ve reached a set limit, your character will move up a level. When they move up, their maximum hit points and magic points — as well as all the other stats — increase.

This enables you to get consistently stronger as the game goes on. The other way is to find items that bump up figures. Hold the triangle button over the items and it’ll explain what effect they have once used. More often than not, these items will simply be increasing hit points by one or two at a time, but every little helps!

This boss character has a cool weapon (but also a very dangerous one) called the EM Laser. Six beams of laser home in on the three characters before the lightning bolts come down and smite you. It does over 100 damage, so be warned.
NOW THAT'S MAGIC!

Cecilia's main form of attack is her magic, but Jack and most of the enemy monsters have spells that they'll use against you. Cecilia has three basic forms of magic when she starts. The Heal and Fire ones speak for themselves, but Mystic is a slightly stranger spell. Once you've selected it, you're then taken into your inventory where you can pick any of your items. The spell then has an effect on whatever you use. Here is a little breakdown for you on the first batch of items you'll come across.

The Spark spell shown here can hit more than one enemy.

<table>
<thead>
<tr>
<th>ITEM</th>
<th>SPELL CAST</th>
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<tbody>
<tr>
<td>Mage Staff</td>
<td>Shield</td>
</tr>
<tr>
<td>Prism Stick</td>
<td>Field</td>
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<tr>
<td>Rainbow Wand</td>
<td>Rainbow</td>
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<td>Princess Rod</td>
<td>Soul Shield</td>
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<td>Blue Ribbon</td>
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<td>Breeze Cape</td>
<td>Air Screen</td>
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<td>Margus Robe</td>
<td>Suction</td>
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<tr>
<td>Shining Cape</td>
<td>Flash</td>
</tr>
<tr>
<td>Pret-A-Porte</td>
<td>Regenerate</td>
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</tbody>
</table>

Third Voice: I am the Wind Guardian. Fengalon.

You gain the power to summon these three bosses later in the game.

Zephyr's s messenger: I believe you will be victorious!

WARRIORS

It's one thing going into a fight with all guns blazing, but sometimes you may not need to do this. With a bit of quick thinking, battles can be won in a matter of seconds. Here are a few pointers you may want to remember as you play:

- Even though Pillbugs attack in groups of three or four, once you've attacked a couple of them the others will run off! Save your better attacks for harder enemies.
- Tatzelwurm aren't affected by Cecilia's magic.
- If there is a mixed group of enemies, attack the "newest" one first. For example, if you come across an enemy you haven't seen before, kill that first as they will be more powerful.
- If you're fed up with having the same battles over and over again, you can always run away. But be warned, if you're too slow the enemy will have the upper hand in the battle.

The festival is your chance to pick up a few extra items by playing some of the villagers' games and tests of skill.

Second Voice: What a weak wind! The weakening of the world

They mess with your mind! I tell you! The Gods are speaking to you so take their advice.

Walk behind the statue and push the switch to bring up...

... these four blocks. Push them into the four corners...

... and a bridge will rise, enabling you to get at the door.
A Slice of the Action

By the time you’ve wandered around the festival and talked to everyone, you should have been told that a little boy is missing. The villagers will tell you that the little lad was spotted carrying a red balloon, and the police are heading back to the town.

You should find him standing just above the inn. Talk to him, and he lets go of his balloon and as it floats skywards, you notice the clouds darken and Allehyde gets invaded! There's quite a cool bit now, where you have to run around the town searching the buildings and fields for survivors and take them with you to the castle.

But ultimately, you cannot stop the devil invasion and have to take refuge in the castle. The leader of these monsters, Belselk, demands that you give him the Tear Drop and that's where the game really starts.

All the Fun of the Fair!

When the three of you head to Allehyde, people will tell you about the big festival that's taking place.

Head to the East exit and you go in to see what the townsfolk are raving about. There is a selection of games you can play to win yourself prizes and items. Here are some of them. But remember – it all costs.

Chicken

This one is quite simple. You have to charge up to a wall at full speed and stop as close to the bricks as possible without crashing into it. The nearer you are, the better the prize.

Strike Ball

This one's fairly easy as well. All you have to do is win something here is pick up the beach ball and throw it at the target. If it lands in the center, the grand prize of a secret sign is all yours.

Mole Capture

As the moles pop their heads out of the ground you have to pick them up. If you manage to get 16 or more, you get the star prize which is some Nectar. It's tougher than it looks though, as the moles are very quick.

To get the guy in the pub to talk to you, you have to hang around until all of his other punters have left.

CVG Opinion

Wild Arms is a strange RPG. The thing that is unusual about it is that it doesn't grab you in quickly enough to make you want to develop your characters. So even in the early stages, when the heroes are still young pups, you still get some sense of character building. The game starts at a slow pace, and having to watch each of the characters intros is a bit of a pain, but at least you get to see the real story. Having only three characters isn't too great either as I prefer to be able to make either, sometimes stronger characters join the fray. Graphically, it manages to combine old style looks of Zelda with something a little more up-to-date for the fight scenes. And obviously, there is a ton of stuff to do and by taking a few risks you'll discover some cool secrets and tricks, but it just didn't pull me in the same way Breath of Fire did.

Rating

A classy piece of software, though it doesn't quite compare to the absolute best RPGs. But you'll get loads out of this if you keep at it.
In the years following the birth of arcade shooting games with Space Invaders, not all that much happened. Graphics improved slightly and a few new features were added to the standard action, but it was the release of Irem's R-Type in 1987 that really got the scene going. As well as the most amazing graphics seen at the time, R-Type showed the world how levels should be designed — ingeniously. On top of that, it also had a weapon system that has rarely been equaled since. And now, thanks to Virgin and Irem you can experience this classic action along with its sequel on a single PlayStation CD!

**R-TYPE: 1987**

A classic. In its day, the graphics were the best ever seen but they mostly look pretty plain nowadays. The bosses are as terrifying as they ever were and it's still one of the most challenging shooters around.

**R-TYPE II: 1989**

R-Type II took the original game's amazing graphics and improved on them tenfold. Moving backgrounds with multiple layers of parallax, loads of fancy effects and enormous bosses blew the gaming world away. The game itself is even harder than the original and adds plenty of excellent new enemies to waste, as well as new weapon power-ups and a new Force super shot.

**CVG Opinion**

While it's easy to write off classic game compilations as a waste of time and money, the good ones give you the chance to play the very best examples of video gaming excellence. R-Type is one of these. Not only will the arcade-perfect conversions be great for everyone who loved the games when they were first around, but they're still impressive and a lot of fun to play today. While the graphics are pretty basic, there are still some very stylish sections, especially the bosses, and it never gets hard to see what's going on. The design of the levels and weapon system is just about perfect, providing a constant challenge which you always feel it's possible to beat with practice. Although we've had some great shooting games recently, R-Type still stands out as one of the very best on the PlayStation. Get it if you think you can handle it.

**Rating**

Perfect conversions of two classic shooters. Whether you're a nostalgia fan or just someone after a test of nerve, you'll love R-Types.
There's a nasty little bug going around

Buck Bumble

Pesticidal maniac

Coming soon for the N64

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A bloke wearing a blue catsuit, battling two-headed purple monsters to the rhythm of tribal drums. It's all very curious, but hardly ancient Japan.

**THE FIVE ANIMAL FROLICS**

You only get one attack button to trigger Kurosawa's fighting moves, which get interesting after the first hit connects. If it's punches he uses, consecutive hits develop into back fists and uppercuts. Alternatively, kicks start with a roundhouse then on into spinning back-heels, etc. We had the most fun perfecting the simple, but powerful, somersault kick and spinning back-fist moves. These require a simple button/directional combination to perform.

© Eliminate the enemy with one blow by using a somersault kick, though this is trickier than a standard attack.

© It's good fun building easy combos with consecutive hits. But make sure you watch your back when you're surrounded.

**AWESOME CHI POWER, DUDE**

When all else fails, or if you feel like a bang, Kurosawa has some spectacular magic attacks. These don't require any skill to perform, though you do need to go in search for magic scrolls to enable them. In fact with each new magic scroll found, Kurosawa's magic power increases. Incantations range from small explosions, to an impressive seis-

© Magic scrolls advance Kurosawa's powers up to four times. At the highest level, the effects are pretty funky.

**MIND THE GAP**

About the treacherous terrain Kurosawa must tread. Easy stuff comprises of bridges and cliff edges. However, life gets trickier for him, with platforms which move erratically over bottomless pits, and collapsing masonry!

© Don't get into the habit of falling from ledges—it's embarrassing!

**CVG Opinion**

Like Fighting Force before it, Ninja doesn't live up to the hype. The action is tedious and often frustrating. Your Ninja can't swim or climb out of danger, which immediately struck me as kind of stupid. His one-button fighting techniques are obviously limited. Few of the enemies look cool, especially the bosses who look silly instead of terrifying. All the levels I could face in the game played the same—jump a few obstacles, smack the enemies, get key, open door, move on. Dull. After the first few times I 'died' I'd had enough. This is a game I wanted to like a lot, but couldn't.

---

**Rating**

Looks like a great game to begin with, but doesn't develop into anything special. Old-fashioned, and under-achieved gameplay.
MORE THAN JUST A GAME

INTERNATIONAL SUPERSTAR SOCCER™

THE BEST FOOTBALL VIDEO GAME OF ALL TIME — NOW WITH ADDED KICK
Capcom's classic World Warriors take on Marvel's super hero mutants in a tag-team tournament of epic proportions, using fantastic new team-up techniques to score enormous combos. Well, almost. After the Japanese-only release of the fantastic Saturn version of X-Men vs Street Fighter, Capcom revealed this cut-down version of the original arcade game. To fit the game into the PlayStation's limited memory space, the amount of animation has been reduced and the game's major feature, the two character-team-up, has been removed. Let's see what's left.

HELLACIOUS DOUBLE-TEAMING!

The only use for your second fighter is in the Variable Combinations — when you've got enough super energy you can make them jump onto the screen and perform their super combo at the same time as your main fighter. These are certainly the most impressive moves in the whole game.

AN X-MAN VS A STREET FIGHTER

At the character select screen you pick two fighters, just as you would in the original game. The difference is that you only ever play as the first character, with the second appearing occasionally when you perform certain moves. There's no tactical switching of fighters, no letting a partner rest to regain energy, and no mad fights with enormous characters jumping on and off screen into one another. You can still do the Variable Counters, only you don't switch characters afterwards.

CVG OPINION

X-Men vs Street Fighter isn't really all that great in the arcades — it's only held together by the excellent over-the-top graphics and the opportunity to create a tag-team of your favourite fighters. Unfortunately, the PlayStation version doesn't have either of these. The graphics look good in still pictures but the animation has been slimmed down to make many moves single animation frames, meaning it's jerky and confusing to play. Juggernaut's got a two-frame walking animation, for example. Though there are enough speed settings to keep the game running pretty fast, there's quite a lot of slowdown which really gets in the way. In terms of gameplay, not being able to switch characters is ridiculous, and the use of a second character simply for the Variable Combinations just makes the game look stupid. X-Men vs Street Fighter was always the weakest of Capcom's Street Fighter series, and a massively cut-down version won't appeal to anyone. If you're at all interested in X-Men vs Street Fighter, spend an extra bit of money on a Saturn and an import version of the game rather than this.

RATING

Very disappointing. Poor animation, slowdown, and the main feature missing mean a Street Fighter with very little entertainment value.

With the racing game market proving increasingly popular as the quality titles come out (TOCA, Gran Turismo and Colin McRae, for example) the emphasis these days seems to be on realism rather than 'comedy' racers. With that in mind, Ubi Soft are taking a bit of a gamble with this title, seeing the stiff competition they are up against. The programmers are the same people who developed Street Racer, so they have a fair bit of experience in this field of racing game. But have they put their knowledge to good use?

One plus point S.C.A.R.S. has is that you have to actually play the game before you can access any of the stuff from the later levels. The grand prix mode starts you off in the lowest league of the three called the Carbon League and you have two tracks to race through, the third is just a night version of the first. You have to accumulate enough points to finish top of the league at the end of the races to progress further into the game.

There are five selectable cars to begin with, and the rest appear the better you get. At the end of the league mode, you have to compete in a challenge race which is you against a boss car. It's a hell of a lot tougher than the other races you'd imagine as this guy is there to stop you going up a league. Once you beat him, however, you get to race in the car he's abandoned!

Having been blown away by the awesome Colin McRae and Gran Turismo, seeing S.C.A.R.S. on my 'to do' list didn't exactly have me quaking in my boots. But I'm pleasantly surprised to find that it is a cool game to play and an immensely challenging one as well. It looks OK, but the graphics don't seem to fit the style of the game, which is a shame. But ignore that fact, and your competitive nature, where you're constantly striving to pull away from an opponent comes out. The AI is another strange point. On the one hand, you have to be a really good driver to pull away from the chasing pack, but if you sit up for a lap, the top cars are uncatchable after that. If you fancy a challenge, then S.C.A.R.S. is something you may want to look at.

An immensely playable racer, very tough and should appeal to most casual players. And it won't take long to pick up either.
Two hundred years from now, a major city has been destroyed by the impact of a giant alien ship. These alien occupants are spreading across the remnants of the city, causing chaos and terror wherever they go, and it's down to two people to save civilisation from total destruction. Sgt Reno J Washington and Major Kelly Doyle are combat experts armed with the latest hi-tech weaponry and battle suits, and it's down to you to lead them into the nightmare and destroy every little bit of alien scum you come across. Just like the old days!

ASSAULT WEAPONS
You start the game with your standard issue weapon - a big gun which fires blasts of coloured laser. There are five different guns for each character to collect throughout the game, and each one can be powered up three times to make it even more deadly. All the weapons use ammo energy which can be restored by letting the gun cool down for a moment, or by collecting an Ammo Recharge pick-up.

CVG OPINION
While Assault looks like a decent arcade-style shooting game based on classics like the Contra series, it's missing many important ingredients. Excitement, for one. Far too much of the game involves trundling along, gunning down the same old aliens, and reaching a boss isn't all terrifying. Also, the alien drones are extremely stupid - they just run straight into you unless you go around in a circle, in which case they chase you round and round until you decide to shoot them. They also move slightly too quickly, and having a weak weapon means that you have to just stand still and take hits - very, very annoying. The game engine is quite impressive, but there's not a single bit in the game that'll make you stop and go 'wow'. Also, the weaponry is a real let-down with no original ideas whatsoever. And the 'varied range of amazing power-ups'? A laser smart bomb. Technically Assault is good, but as a game it's not much fun at all.

AIN'T GOT TIME TO BLEED!
To make Assault even more "non-stop" than it already is, Telstar have opted for a system which hides the game's loading times. For example, as you finish one section an earthquake hits the level, making a section of road collapse. When everything stops shaking, you can carry on through the game without any kind of end-of-level screen whatsoever. It's a good idea, but sometimes your brain needs a break from non-stop death.

RATING
Looks nice, but is very dull and frustrating to play. There are much better PlayStation games to spend your money on, even at £35.
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Those of us lucky enough to own a PC not only get to play some of the coolest games first, but also get extra levels and add-ons in the form of mission discs. A similar situation is now ready to benefit the PlayStation.

Retaliation is a compilation of the Counterstrike and Aftermath mission discs that are still being played by PC Red Alert owners. It's no surprise that they're still at it – you get a lot of game for your money.

For starters, there are 34 incredibly tough new missions to tackle and over 100 multiplayer levels. Add to that a batch of terrifying new units, including Tesla Tanks! And some secret levels where your troops must battle giant ants!

GET YER MAPS OUT!

Just like PlayStation Red Alert, Retaliation comes on two discs, for the Allied and Soviet missions. Lend one to a friend and the game can be played by two players with the assistance of a link-up cable. The Skirmish mode now features a staggering 105 different maps, the majority of which are new. Our favourite is number 15, which is nice and simple. Keep an eye out for some of the stranger designs that are aesthetically pleasing rather than practical.

Air superiority is the key to success.

The missions in Retaliation are very tough. As a reward for completing all the Allied missions, you can access the secret ant levels. These play like a cross between the movies Starship Troopers and Thin! The first mission involves a jeep and four riflemen locating an abandoned base, then finding out why it was abandoned. Giant ants attack from all sides, and you must survive with limited resources. Command & Conquer doesn't get any tougher than this.

Kill ants in a secret level!

Allied and Soviet scientists have perfected new technologies. These weapons are so devastating, the entire strategy of war will have to be re-thought.
There are seven new units for you to get to grips with. Some are extremely powerful. When you see an enemy sending a fleet of these your way, you know you’re in trouble.

**MISSILE SUB**
- **Range:** Long
- **Armour:** Light
- **Weapon:** Missile Salvo
The Soviets have developed this new sub to cover for their lack of a navy first-strike capability. These subs can launch attacks on land targets, and the payload is nearly as powerful as the dreaded Allied Cruiser. They have the advantage of surfacing and submerging before the enemy know’s what hit them.

- The Missile Sub can submerge quickly after attacking ground troops. Unfair.

**M.A.D. TANK**
- **Range:** Extreme
- **Armour:** Heavy
- **Weapon:** Harmonic Shock Wave
Mutually Assured Destruction Tank is a final solution weapon. Once activated, it builds up a powerful shock wave. When charged the detonation destroys the tank and damages everything within a large radius. Infantry are not affected by the shock wave. If destroyed before detonation, effect is neutralised.

- The M.A.D. Tank fires Harmonic Shock Waves that damage everything within its area.

**SHOCK TROOPER**
- **Range:** Short
- **Armour:** None
- **Weapon:** Lighting discharge
The Soviets have found a new use for Tesla's invention. Although slow, these units can deliver large jolts of electricity, thanks to the portable Tesla generators they carry on their backs. As an added advantage, they cannot be run over by enemy vehicles.

- Combine harvesters are no match for this troop and their lighting discharges.

**DEMOLITION TRUCK**
- **Range:** N/A
- **Armour:** Light
- **Weapon:** Atomic Bomb
These drone units are nukes on wheels. They are triggered to detonate on impact or destruction and can be targeted on any unit or structure. Don't leave them parked in your base, they are extremely vulnerable to attack.

- Park your Demolition Truck away from the base. The traffic wardens are everywhere!

**CVG OPINION**

If you’ve been playing Red Alert since Christmas, and still play it, this game is for you. The toughest C&C missions ever seen. The skirmish mode has almost doubled in size, and the new units mean you’ll need new strategies to survive. Get this, and you’ll still be playing well into next year.

**RATING**

Retaliation is one hell of a tough game. If you think you’ve mastered Red Alert, get this and you’ll have to think again.
The location is Titan, Saturn's largest moon, where humans have been living in isolation from Earth for many years. The only source of power is sunlight, and everything runs on energy captured from the sun via solar panels during the short daylight hours. As such, the architecture and design of the cities is very unusual, and the coloured haze which fills the air almost constantly gives the scenery a quite bizarre look. The idea of the game is simply to survive and maybe even fulfil the dream of most of the occupants of Titan - to get off the moon. You can live your life almost any way you want in Hardwar, starting with your initial choice of occupation...

INNER CITY LIFE

Each class of character starts the game with the same type of Moth (the small ships on Titan are called Moths because of the way they use the light) with slightly different capabilities. For example, an Aggressor's ship has extra weapons, and a Trader's has more storage space. There are plenty of other people flying around the cityscapes, each going about their own business. Some are regular civilians, some are members of rival gangs, and there are even taxis which you can call should your Moth run out of power. There's even a monorail system running through Titan's craters, adding to the already convincing sense of being part of a massive futuristic city.

CVG OPINION

Hardwar's got a lot in common with Elite and its more recent sequels, in that you're practically left to your own devices as you play. You're expected to undertake certain missions, but they're certainly not essential - as you're told. The first things you do aren't very exciting at all, and involve lots of slow flying from one place to another, only to look at a load of computer screens again. But after a while everything falls into place and gets a lot more interesting. The graphics are excellent, and even though there's an enormous amount of fogging, it adds to the atmosphere in most places. The style of the game is also great, with well-thought out city plans plus cool logos and designs all over the place (done by Designer's Republic). The ships are very manoeuvrable and, although docking can be tricky to begin with, it's possible to fly in between the buildings with ease. If you've ever tried a game of this style and not been able to get past the initial confusion and constant travelling from one place to another then you're not likely to enjoy Hardwar. Elite-style trading fans looking for something other than just deep-space will go mental for it.

RATING

Hardwar has a brilliant atmosphere, lots to do, and a great sense of freedom. Just make sure you can put up with the first few slow hours.
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EIDOS DOUBLE BILL FOR CHRISTMAS SHOWDOWN!

Football is back, England are playing again and we can forget all about those dodgy friendlies in Rushden & Diamonds. And it's now that we look ahead to possibly the biggest line-up of football games in a long time. It's going to be a football packed couple of months!

Championship Manager 3 and World League Soccer '99 are two of Eidos's biggest titles of the year, and we've got first shots of both of them! The two games, both of which are due for a pre-Christmas release, are part of a football frenzy this festive season.

With ISS and FIFA gearing up big launches too, there's going to be a big battle for top spot. Championship Manager is already established as one of the best football management games around, and this third game should prove to be the greatest so far. It'll obviously have all the updates for the new season, with the new foreign legion at Chelsea and the same old gaggle of chud you get at White Hart Lane, but the entire operating system is different.

It now has a much more Windows feel to it with the in-game options and stuff like transfer selections appearing through pop up displays, to enable you to breeze through the standard menus with much more ease than before.

As for WLS '99, it'll still have the same gameplay style that made the first one so playable, but will be complimented by a host of other graphical touches.

SKINNED

The first thing you notice is the higher resolution. Players are now "skinned" models, which basically prevents polygon break up, so no unusual clipping effects with players heads detaching from their bodies. Apparently, there are even more bones in the skeletal system so animation is of a higher quality.

More texture mapping, some realtime shading and crowd movement are other promises the programmers say they'll include. Of course, we'll have the first playtest next month along with previews and reviews of all the other big Christmas football games, including Actua Soccer 3, FIFA '99 and VIVA Football.

The Newcastle players have just heard that they all need to take a linguistics course to understand Kenny Dalglish.

As you can see from these pictures, the players look far more solid and realistic in this new version of WLS.
**THE VOTE OF CONFIDENCE**

**ULTIMATE SOCCER MANAGER '98 — THE BARGAIN BUYS**

<table>
<thead>
<tr>
<th>PLAYER</th>
<th>POSITION</th>
<th>CLUB</th>
<th>PRICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mickael Landreau</td>
<td>Goalkeeper</td>
<td>Nantes</td>
<td>Free after a season</td>
</tr>
<tr>
<td>Ludovic Giuly</td>
<td>Attacking Midfielder Centre</td>
<td>Monaco</td>
<td>£3.5 million</td>
</tr>
<tr>
<td>Simon Donnelly</td>
<td>Attacking Midfielder Right</td>
<td>Celtic</td>
<td>£2.5 million</td>
</tr>
<tr>
<td>Marco Pantic</td>
<td>Striker</td>
<td>Paris SG</td>
<td>£2.3 million</td>
</tr>
<tr>
<td>Celestine Babayaro</td>
<td>Attacking Defender Left</td>
<td>Anderlecht</td>
<td>£2.2 million</td>
</tr>
<tr>
<td>Vladimir Jugovic</td>
<td>Midfielder</td>
<td>Lazio</td>
<td>£7 million</td>
</tr>
<tr>
<td>Philippe Léonard</td>
<td>Attacking Defender Right</td>
<td>Monaco</td>
<td>£4 million</td>
</tr>
<tr>
<td>Luis Ivan Zamorano</td>
<td>Striker</td>
<td>Inter</td>
<td>£2 million</td>
</tr>
<tr>
<td>Phillipe Christian</td>
<td>Central Defender</td>
<td>Borussia Dortmund</td>
<td>£3-6 million</td>
</tr>
<tr>
<td>Christian Timm</td>
<td>Right Midfielder</td>
<td>Borussia Dortmund</td>
<td>£3-6 million</td>
</tr>
</tbody>
</table>

Remember Croatian and Yugoslavian players are usually cheap and very good. Monaco has a lot of talent that don’t mind leaving the club and Dwight Yorke is worth about six million, no more, but he will band in the goals like he’s worth £20 million!

**FACE THE FACTS**

Not one, not two, but three (oh yes) look-a-likes this month. Can you tell which is the real game picture and which is our clever mock up?

**SPOT THE BALL!**

Remember, find the CVG football somewhere in the mag (but not in Saint and Keysie) and you could win yourself some football related goodies. We’ll have issue #202’s winner next month, if you can contain yourself for that long. Mark your entries the Spot the Ball #203 please. Thank you.

**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!

<table>
<thead>
<tr>
<th>Pos.</th>
<th>Title</th>
<th>Format</th>
<th>Price (in Pounds)</th>
<th>Rating</th>
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</thead>
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<tr>
<td>1</td>
<td>World Cup '98</td>
<td>PS, N64, PC</td>
<td>£44.99, £59.99, £34.99</td>
<td>4/5</td>
</tr>
<tr>
<td>2</td>
<td>ISS Pro: Platinum</td>
<td>PS</td>
<td>£19.99</td>
<td>5/5</td>
</tr>
<tr>
<td>3</td>
<td>Action Soccer '97</td>
<td>PS, PC</td>
<td>£33.99, £34.99</td>
<td>4/5</td>
</tr>
<tr>
<td>4</td>
<td>Premier Manager '98</td>
<td>PS</td>
<td>£44.99</td>
<td>5/5</td>
</tr>
<tr>
<td>5</td>
<td>World League Soccer</td>
<td>PS, SAT, PC</td>
<td>£44.99, £34.99</td>
<td>4/5</td>
</tr>
<tr>
<td>6</td>
<td>ISS 64</td>
<td>N64</td>
<td>£34.99</td>
<td>5/5</td>
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<td>7</td>
<td>Worldwide Soccer '97</td>
<td>SAT</td>
<td>£29.99</td>
<td>N/A</td>
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<tr>
<td>8</td>
<td>Championship Manager '97:98</td>
<td>PC</td>
<td>£44.99, £64.99</td>
<td>2/5</td>
</tr>
<tr>
<td>9</td>
<td>Road to World Cup</td>
<td>PS, N64, PC</td>
<td>£34.99</td>
<td>4/5</td>
</tr>
<tr>
<td>10</td>
<td>Sensible Soccer '98</td>
<td>PC</td>
<td>£34.99</td>
<td>4/5</td>
</tr>
</tbody>
</table>
International Superstar Soccer Pro '98 is the finest football game we have ever played. It's the only game you will consistently find in the CVG PlayStation and, quite frankly, no other football game comes close.

Unlike FIFA and many football management games, ISS has continued to grow in stature through a number of minor updates. There is not much more we can say in favour of this game other than 'buy it'.

Loyal fans of ISS who are already familiar with the basic game might find this review highlights some things they already know. But if you've never played it, pull on your Predators and join the CVG training session.

THE CHEESEBOARD

Why should we save some of our classic goals for next month when we can bring you the cream of the crop now? Check out the method each team member most often uses to score a goal.

THE KEY
The originator of these very pages brings this scoring method into the fray. One good through ball sees the defender lagging, and the striker bearing down on goal with only the 'keeper to beat. At this point, you should make the attacker run at normal pace and when the goalie comes to try and grab the ball from your feet, hit the run fast button, change your direction ever so slightly and tap the ball into the empty net.

THE HUNTAALA
This goal only comes off when Alex is having one of his good days. His Croatian machine is rolling, and he wins a corner. Following the cry of 'pick this out!' he waits until an attacker is standing on the far edge of the six yard box before pumping a cross using the circle button towards him. Then, as he watches the shoot button and aims back across the goal towards the near post header nestles in the net.

THE CORMACK
Tony is another hot and cold player in the office. When he gets it right he can be a match for anyone, and this goal is one of his favourites. Using the through ball to good effect, he slots the pass to the rushing wide man. He evades the tackle from the defender, and heads towards the goal along the goal-line. He then passes it back to the attacker who taps it in.

Konami introduce their latest and possibly greatest ISS game to date. Fact: Football games don't get much better than this.
Free kicks have been tweaked in this version too, making it really difficult to score from them, but when they come off it gives you a great deal of satisfaction. The most important point to remember when taking these kicks is that the direction you press on the pad will make a difference. Hold up and the kick becomes more powerful, which is better for long-range attempts. Hold down on the pad as the kick is taken and the ball will dip a lot more. This is better for shorter kicks, about 20 yards out. One other factor is the strength of the shot. NEVER use a full power shot, because it always goes over the bar no matter how far out you are. Between 60 and 75% power is perfect, and will keep the shot on target and either force the goalie into a save or notch another goal for you.

- The kick sails past the goalkeeper's arms and into the net!
- World Cup winner Zidane lines up a free kick in the All Star Game.

**FANCY FOOTWORK**

There are some excellent moves that can be easy used in matches if you know how, and that's what we're about to show you now. They may look like obvious tricks, but once they become second nature - your own game will benefit from it. Have a look at these winning techniques and see how many you think are worth remembering.

**CROSSING**

There are three types of cross that work from set plays or during a move. By hitting circle, the ball will be lifted into the box for the attacker to run onto, and volleyed back into the net. Double tapping the cross button will send a medium height centre into the danger zone, while a triple tap keeps the ball virtually on deck and it whizzes into the six yard box.

**ONE-TWO**

Using the standard X button for passes is fine, but for those really delicate interchanges you'll need something more reliable, which is where this pass comes in. If, when you hit the X button to pass to an opponent, you hold L1 as well, this will make the receiver of the pass lay it back into the path of the original instigator of the move. This move can split defences in two.

**CURVING SHOTS**

This isn't as easy as simply moving the D-Pad in the direction you want the shot to swerve in. Once you've charged up the shot, and the power meter is still displayed on screen, hit the circle button to make the ball swerve in a direction. The angle the ball swerves at depends on which foot the player taking the free kick or shot kicks with.

**THE CHIP**

Possibly the best move in the game, this one will have any opponent on the receiving end standing back in admiration as you send a perfectly weighted chip over the keeper and into the back of the net. This works in much the same way as the curve ball, in that you have press the L1 button once the shot meter is displayed to scoot the ball into the air.

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**CVG OPINION**

Ever since we had the Japanese version of J-League Winning Eleven 3 in the office (that's what ISS is called in Japan) we haven't been able to put it down - lunchtimes, a quick game at the end of the day, and even quick matches during the day. J-League was the most played game in the office. Then we got the British version in, and it's been made even better!

Some cheesy moves have been removed, the keepers are harder to beat, and even the players have had new animations and passing movements. Everything about ISS Pro '98 oozes quality. We even went as far as changing all the players' names back to the proper spellings, because we wanted to see Scholes and Shearer link up for England rather than Shaeles and Sheror. You simply have to trust me when I say that I am the biggest football fan in the office and nothing has impressed me as much as ISS. It is definitely the best football game ever, one-nil to the Kon-arms and one-all that.

---

**RATING**

If you love football, ISS Pro '98 will have you foaming at the mouth. It's so much fun to play, you won't want to bother with the real thing!
The first ISS on the Nintendo was the finest football game of its time. Its mix of superb animation and easy to get into gameplay made it a winner with fans and novices alike. However, these elements seem to be missing from this N64 version. Whereas the PlayStation version was made better than both the first game and even the Japanese counterpart, the N64 version seems to be a rush job and has disappointed most of us who've played it.

**Cheesy Free Kicks**

There is a trick you can use when taking free kicks which, depending on the position of the foul, will get you a goal every time. Win the foul so you get a set piece on any side of the 18-yard box, but not in front. And follow these steps to put the ball in the onion bag.

1. The striker always gets to the kick first, leaving the goalie stranded.
2. Just a quick swivel and the slide tackle is evaded.
3. For post header, one-nil to the Argies!

**CVG Opinion**

ISS 64 was my favourite football game of all time. It had me running for the N64 at lunchtime for a couple of quick matches. But how the tides have turned. All the fun and enjoyment you got from the first game is lost in this one. Players seem to skate around the pitch rather than run, and it's virtually impossible to take people on because they're always alongside you. Passing is not good either as it doesn't seem to recognise the fact that there is another person standing in front of you like Pre '98 does, and just whacks it at them. Through balls don't work as well as in other games either. A huge, huge disappointment.

**Rating**

Disappointing. Doesn't have any features that make it better than the original, which is only £35. So the choice is not that difficult.
Gremlin are on a bit of a roll. Their summer sales of games like Premier Manager and Actua Soccer 2 caused them to top a monthly sales chart for July. However, with ISS and FIFA poised for a big push this Christmas, this newest version could be the make or break for Actua series.

With EA tightening its hold on the British football games market by securing rights to the Premier League, and ISS still a big contender, the going gets tougher for new football games. We'll bring you more info as Actua Soccer 3 nears completion, so keep it locked.

The artificial intelligence (AI) in any football game is of vital importance. If players don't make intelligent runs off the ball, there is no way you're going to get the same effect of realism. The team behind Actua 3 have gone to great lengths to ensure that everything runs as you would expect. The players' awareness of what's going on around them and their positional sense has been improved as well, so they get out of the way if you run at them with the ball.

With the World Cup done and dusted now, there is no reason for the programmers at Gremlin to be worrying about including national teams into this version of Actua. The Premiership season is in full swing and we want domestic teams. And that's what we've got - 450 of them in fact, from leagues spanning the entire globe. They've also gone to town by including 30 of the best stadiums from around the world including Wembley and the Nou Camp.

The detail on all of the players and stadium has been significantly enhanced. The skill marks are still there though.

There are 10 superstar players who have been given individual looks.

THREE’S A CROWD?

We'll bring you our first proper playtest of Actua next month, as we're finally going to get our mitts on the game. Then we will be able to bring more on this exciting new release.
TOCA TOURING CAR CHAMPIONSHIP

Last Christmas's best-selling racing game is now available on the budget Platinum range. As well as cutting the price to just £20, Codemasters have also added Dual Shock compatibility, a feature which works very well. The vibrations give you a better feel for the way the car is handling, plus you can really feel it shake when you put a wheel onto the Rumble strips or bash into the other drivers. Since Colin McRae Rally uses an upgraded version of TOCA's game engine, the graphics look a little outdated, though they're still certainly good enough to draw you in. It is definitely worth a look before you decide whether to buy it. The important thing is that TOCA Touring Car plays brilliantly. The handling is fantastic, and the races are as fast and exciting as you can get - all for under 20 pounds! A real bargain. ED LOMAS

VIRTUAL CHESS

The ancient strategy game makes a debut on the N64, though it's not as accessible to beginners as it could have been. For would-be grandmasters, Virtual Chess has a comprehensive tutorial which will take years complete. The game's pretty graphics and silly animation sequences might keep novices entertained for a while, and a powerful processor with 14 skill levels can stress any chess fan looking for a challenge. You have the option to play in crass TV-style 2D or Nintendo-style 3D, against the computer or one or more friends. Virtual Chess enables four players to take part at the same time so you could challenge three of your friends at once. This is definitely for the better than getting one of those old-fashioned electronic chess sets, but for £50 you'd be much better off getting a real chess set. ABDUL MONTAQIM

BABY UNIVERSE

When the PlayStation was first released in the UK, it came complete with a demo disc which included a program called V-CD, a clever little program that put swirling 3D patterns to your music CDs. Baby Universe is similar in some ways, only the graphics don't react automatically to the music. Instead of that, you press the buttons to move things around, change the colours, the swirling patterns, edit the shape of the 3D items, and so on. It's fun for half an hour or so, but after that you'll be better off getting one of those old-fashioned electronic chess sets, but for £50 you'd be much better off getting a real chess set. ABDUL MONTAQIM

MADDEN NFL

Here's only one name in American football video games - John Madden. The chubby expert has put his name to a series of games which has been running for eight years now. The games haven't consistently got better over time, but the introduction of more and more new features has made them more and more ridiculous - Madden NFL '99 ends with a football player absorbing bolts of lightning, then exploding! Fantastic. The game itself is in full 3D now, with motion-captured players replacing the original blocky sprite characters, and for the most part it makes the game look a lot better. The new presentation's not all that great, and picking a player is more fiddly than before. It's all easy enough to play and has masses of features for true fans, but it's not the best of the Madden series. Try and get hold of Madden NFL '97 nice and cheap somewhere instead. ED LOMAS

SPORTS SIM
FI WORLD GRAN PRIX

Paradigm, makers of Pilotwings 64 and now FI World Grand Prix, are simulation experts—they've made military simulators before, so they know their stuff. You can see this in the graphics of FI WGP, which are some of the very best seen on N64—far better than any PlayStation Formula 1 game. Everything's sharp and detailed, the popups' very subtle, and weather effects are great. The problem is that it plays strangely. The cars feel completely unrealistic—they seem to turn on the spot rather than steering around corners. And if you don't press the brake you stop immediately and go into a bizarre skid. The cars are also very bouncy, so shunts make you bounce from one bit of wall into another, then back again! Weird. FI WGP looks fantastic, but the poor game physics make it confusing and dull.

ED LOMAS

SAN FRANCISCO RUSH

A

s the arcade original and N64 conversions of this game weren't bad enough, PlayStation San Francisco Rush can boast new lows for Midway. This racing game takes place across six tracks taking in the sights of photogenic San Francisco. The famous hilly streets mean your car will spend as much time in the air as on the tarmac—every time your car crashes into something, it automatically rises in the air and zooms forward. If you live in San Fran, you might find this entertaining. There are various modes to play, and eight cars to choose from. Unfortunately these cars handle like bricks, and with graphics that place more emphasis on the roadside buildings rather than the streets. Add some of the worst loading times seen on a PlayStation game, and what you're left with is a dull racer that offers no enjoyment. Avoid!

ALEX HUHTALA

IGGY'S WRECKIN' BALLS

B

esides having a strange title, Iggy's Wreckin' Balls also has a peculiar mix of game styles. Puzzle and racing never seems destined to go hand in hand, but this game could convince a few people otherwise. The balls must race up vertical tracks, using their grappling ability to hang onto higher objects, pulling themselves up the tower. It might sound simple, but believe me it isn't—in fact, Iggy is one of tougher puzzle/racing games around. The thrills are in the strange layout of the tracks and the four balls that are competing in a race. There are various modes of play and over 100 different tracks to choose from. This is a decent game but won't be to everyone's taste, and it's probably not straightforward enough to gain a mass following. But if you're after something different, and with multiplayer appeal, give Iggy a go.

ALEX HUHTALA

AZURE DREAMS

W

en it was released in Japan last year, Azure Dreams was intended to capitalise on the craze for anything related to Pocket Monster. The game follows a rigid routine. First you go on a mission to the Monster Tower, which looms over your hometown (your ambition is to become the greatest monster tamers of all time!). Here you battle as many monsters as possible, retrieving treasures to pay for better weapons. Most important of all, you find eggs. These hatch monsters which you later train to assist you in battle. Once you've had enough of battling, you transport back to the village to make life better for the population. Then it's back to the tower. Azure Dreams is pretty samey all the way through, though it is involving. You just need to decide whether monster breeding is something you'll get a bang out of or between battling and solving problems for people!

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- Super Robot Spirits
- Raging Krakax
- I-6271 (also) Turok 2: Evolution...!

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- Hellstreet Dream
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- Eldora: Journey of the Knight
- X-Force: X-Men

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1999 will be massive for Star Wars fans, what with a new movie on its way, and a new Sega arcade game based on the original trilogy!

Everyone's seen the Star Wars trilogy millions of times, and there can't be a single person who didn't love every moment of it. But now Sega's newly-named AM8 division (previously known as AM Annex, who made Sega Touring Car Championship and Sega Rally 2) are working on a new way to experience the battle between the evil Empire and the heroic Rebels – a state-of-the-art arcade game! The game is only about 15% complete at the moment, but we just had to give you a sneaky look at how it's coming along. Try to stay calm until its release this Winter!

> **Space Battle**
> Piloting an X-Wing, you must take on the might of the Empire's waves of TIE Fighters and gigantic Star Destroyers.

> **Death Star Trench**
> Survive the surface battle and you enter the famous Death Star Trench. There's even the original targeting device from the movie at the top!

> **Death Star Surface**
> After the space battle you head to the surface of the Death Star and dodge between towers, avoiding turbolasers!

> **Speeder Bike Chase**
> Return Of The Jedi's awesome forest chase is recreated here at full speed! You won't believe how fast the trees fly past your head!

> **Use The Force Feedback, Luke**
> Star Wars Trilogy Arcade's cabinet is going to be very important to the way the game plays. It uses an original force feedback joystick, meaning that you'll really have to fight with the stick on certain stages. The coolest stage is the lightsaber battle with Darth Vader where you must use the stick as though it were your weapon. The force feedback means that you feel each hit, and at one point you even have to push Vader away!

> All of the mission briefing screens fit the Star Wars style perfectly.
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Come and have a go if you think you're hard enough...
Ridge Racer returns, with ultra-realistic graphics, 300 cars, eight circuits, and an exhaustive Grand Prix mode.

The most outstanding feature in any of the Ridge Racer games is the exaggerated drifting technique. According to Namco, Type 4 will have cars drifting more than ever – it's going to be extra slippery out there! The return of 360° spins for points!

There are eight courses to race in Type 4. Ridge Racer only has half that number.

You will need to know every turn to master the drifting technique! The 'Solvay' car has a rep for being big on drifting.

Replays of the action are expected to look much better than Gran Turismo. Imagine that! Well, it's right in front of you!

The number of teams in the game will limit the number of actual car models. Plus there's bound to be custom cars, like in Rage Racer. Even so, there's got to be at least 20 models to make up this kind of number. Untold hours of intense racing action guaranteed!

Race for the Pac-Man, Dig-Dug, Mappy and Xevious teams.

In Type 4 you need the support of the best team, and the right car with the best possible set-up for the race. This could mean that you will have a teammate racing alongside you, who also needs to win. However we're assured that only certain cars will be useful for specific circuits.

Type 4 is due to be released in Japan on December 3rd. No UK release date has been set so far, but we expect to see it in March, since this was when Rage Racer came out in 1997. One more thing – Type 4 is dubbed 'R4' in Japan, but it won't be in the UK. Something to do with trademarks. It's still the new Ridge Racer though, and that's all that matters!
TAI FU

Learn Shaolin Kung Fu from the animals on which it is based. You control Tai the Tiger, a novice fighter on a mission to defeat the evil Dragon Master.

After negotiating one of the 19 stages, Tai confronts one of the nine animal masters. Once defeated, Tai adds their moves to his repertoire. His strength is further enhanced by Chi power, used to summon elemental magic. Slick, and promising.

ASTERIODS

Revival of Atari's 80's vector graphics game. The concept is simple – your ship in the centre of the screen, blasting asteroids.

Each time you hit an asteroid it splits into smaller ones. Use your ship's thrusters to evade incoming rocks. The key issue for Activision has been to retain the classic wrap-around map, and the physics of the ship from the original game. They've added new types of asteroid to make things look better, and new weapons to advance the gameplay a little.

INTERSTATE '82

Sequel to Interstate '76. This time, in addition to the cars, you get to customise helicopters, motorbikes, even drilling equipment. If you feel like being super cheeky, you can run around as a pedestrian. This gets more fun when you find a placement weapon – gun turret, or whatever – to blast away at vehicles. Whatever you choose, it's kill or be killed. Do this in underground complexes, featuring cool transparent tunnels and bridges, or out on the open road. All the action takes place to piano 80s music. That last point is not necessarily a good thing.

QUAKE 2

Quake II is live and kicking ass on PlayStation and N64, and will be with you before Christmas.

We've seen both versions running in early stages of development. At the moment PlayStation has the most faithful translation, since Hammerhead have imported the original PC textures. On Nintendo, Raster Productions need to use modified textures to overcome hardware limitations.

Controversially, both versions will be customised to "suit the tastes of console players". Activision believe console players don't enjoy rapidly shooting in all directions, because of control limitations. This means less situations where enemies appear behind you, or above and below. Also more instances where enemies line up in front of you to be shot, and more outdoor areas with less complicated twists and turns. We hope this will be a great alternative to PC Quake II, not a stunted imitation.

Despite being hugely successful on the PC, the gameplay is being changed for console players, who apparently don't like constant killing.
**APOCALYPSE**

Actor Bruce Willis has been directly involved with the creation of this pyrotechnic game for PlayStation. Bruce was motion captured, had his head scanned in, and recorded his voice to represent the character Trey Kincaide.

It's a simple concept for a game, dressed up to look pretty special. Kincaide is a renegade soldier, out to save the world against the Four Horsemen of the Apocalypse. The action finds "Bruce" running around, blasting everything with a mad selection of weapons. It's Smash TV in 3D basically - the control system is identical. All the while, Bruce's voice is shouting things, and there's cool stuff going on like giant video monitors playing MTV. Looks like being great PlayStation fodder for the masses.

If you like mindless shooting games with loud bangs and idiot-proof controls, you'll love Apocalypse. It's a real blast.

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**THIEF: THE DARK PROJECT**

The X-Men theme is a goldmine of opportunity, as Capcom have proved with their 2D fighting games. To make sure their game works, Activision have enlisted Mike Latham, who worked on the Eternal Champions fighting game for Sega (it was well received on Mega Drive).

Each time the mutants get hit, they sustain battle damage. There's also the ability to become Apocalypse versions of all the characters, which temporarily allows for more powerful moves. Other features include "environmints", where fighters slip on ice, or get burned by fire, and "cinematics" - pre-determined death animations.

The X-Men is a license to print money. But as long as they keep bringing out good games, they can take the dosh!

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**GANGSTERS: ORGANISED CRIME**

Ever watched Goodfellas and fancied being a wiseguy? If so, take a look at Gangsters when it's released this year. You get the chance to make and create your own little gang of hardcore nutters and take control of the city.

Once you've recruited your hoods, you have to "assert" your power over a few of the local businesses (threaten them, and they'll agree to pay you protection). Branch out and take over more lucrative areas, assign your men to blow up buildings, assassinate the mayor or other gang leaders. As you can tell, this game is full of fun. There's a network version too, where up to four of you can fight over territory! A real darbaroo.

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**UNHOLY WAR**

It's unusual, but Unholy War looks promising. There are two aspects to it. The first is strategy, where you have a hexagonal map and a group of characters at each end. It's turn-based, so players move their characters one by one in order to creep nearer to the enemy and beat them up.

Once two characters fight, they enter an arena where the two fight until one dies. In this second aspect of the game you have complete control of your character. If you want to, you can just play the arena. We're impressed with Unholy War because it's different. So, expect more soon.

---

**FIRST LOOK AT HOT NEW SOFTWARE**

Enter the world of Gangsters, and make offers people can't refuse.

Potentially a great game. Make your own weapons and kill!

Caption in here. Caption in
Dateline: 22nd August 1998, Tokyo International Forum Hall, 2.30pm. CVG attends one of the biggest events in video game history – the first public presentation of Sonic Adventure on Dreamcast!

After an hour of waiting, the complete 'Iri-San' virtual head demonstration, a speech on the power of the Dreamcast by Sega's president (real Iri-San – Mr Irimajiri), and a short opening video, the moment arrived. Two announcers introduced the new 'High Speed Action RPG Adventure Game', and the creator of Sonic The Hedgehog Mr Yuji Naka entered the house!

Sonic's creator didn't exactly make a low key entrance. After curtains showing images of Sonic were dropped, a big white balloon was left sitting on the stage. Smoke filled the air, lights flashed, then "bang" – Sonic's creator himself was standing there, dressed completely in black!

Next, special comedy videos showing the Sonic Team were shown before a first proper look at the game itself – Sonic Team messing around with silly game ideas such as Sonic Love Story featuring Sonic in a bikini (!), then on their recent inspirational holiday to Central and South America. The Sonic Adventure demonstration was for real – running on what looked like a production-model Dreamcast! Mr Naka showed everyone a working machine, complete with game CD inside before starting. To find out which of three stages the crowd wanted to see first a kind of clampometer was used. Did we want Tails in Ice Cap, Knuckles in Red Mountain, or Sonic in Speed Highway? Well, Speed Highway was by far the most popular choice.

After the game demonstration, Japanese Sega TV adverst star Mr Segata Sanshiro arrived on stage, driving the audience crazy! He then got the crowd chanting "Sonic! Sonic! Sonic!" while their shouts were recorded to be included in the final game, where a group of people cheer on Sonic while he battles with arch-villain Chaos!

Finally, a rock band performed Sonic Adventure's rock 'n' roll theme music live, before everyone picked up their goodie bags and filed out of the hall, totally blown away! The Sonic Adventure presentation was a complete success for Sega, and proved that they've got fans all around the world, desperate to get their hands on Dreamcast. Here's hoping that Sega UK lay on something similar here before the console's European release in Autumn next year!

AND THERE'S MORE

For details of the game, its features, characters and loads of screenshots, check out the News section from page eight onwards.
To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone.

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Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1998, after which they may be replaced by a similar service on the same number. Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill. If you would like a copy of the rules or a list of winners' names, see our web site www.InfoMedia-Services.co.uk or send a stamped addressed envelope to the address below. If you win an INSTANT WIN prize send you claim to InfoMedia Services Limited Claims Dept, PO Box 28 Northampton NN1 5DS. Helpline: 01604 732028. Winners Line: 0839 404000. www.InfoMedia-Services.co.uk

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