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INFOGRAVES

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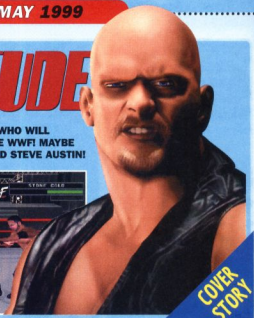
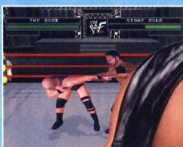
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WWF ATTITUDE



YOUR CHANCE TO DECIDE WHO WILL BECOME CHAMPION OF THE WWF! MAYBE YOU CAN STOP STONE COLD STEVE AUSTIN!



COVER STORY



POWER STONE ON DREAMCAST.

PLAYSTATION 2 GAMES INFERNO

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SEGA DREAMCAST RULES AT THE TOKYO GAME SHOW SPRING '99. GET AN EYEFUL OF THIS!



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METAL GEAR INTERVIEW



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CVG TALKS TO THE PRODUCER OF THE BIGGEST GAME ON PLAYSTATION.

GTA LONDON

P 38
CREATE CHAOS ON THE STREETS OF '60S LONDON.



PLUS

FREEPLAY

AWESOME 16-PAGE FREEBIE - EXCLUSIVE TO CVG.
FRONT PAGE: Tokyo is totally gamest.
HIGH SCORES: Metal Gear Solid Time Attack.
TIPS: Help with all the latest games.
MELTING POT: We rate your ideas for games.

PLUS: Premier Manager '99 guide, Charts and Drawnz!



OL' RED EYES ARE BACK

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DANCE DANCE REVOLUTION RULES!

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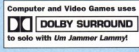
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THE MAGICAL GROCERY CONNECTION

Next Generation PlayStation is announced, and the games world goes bananas. We included. It's easy to keep looking at the next big thing and assume it's going to take all the potatoes, but in reality things could turn out different.

Since Next Generation PlayStation was announced I've been thinking hard, trying to top the incredible specs from twisting my melon. Current PlayStation has changed a lot of peoples' perception of games. Sega made such a success of Mega Drive in Europe, and while Sony work to bring the new PlayStation to market, Sega have an 18-month lead to cultivate a loyal following.

Dreamcast is already ripe with fantastic games, and more on the way. Come September you'll see how Sega have every right to reap the biggest rewards from a hungry fan base. The message: Don't put all your eggs in one basket!



PAUL

OUR GUARANTEE OF QUALITY

We guarantee that you will not find a more dedicated games magazine, like it or not. But please like it:

- I USEFUL INFORMATION**
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- ☀️ KNOCKOUT PICTURES**
We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.
- ☾ WE LIKE A JOKE**
We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at things that are stupid, or funny. Same as anyone would.
- 1 WE'RE NUMBER ONE**
CVG was the first video games magazine ever in the world - we're 17 years old and counting. CVG is the biggest-selling magazine that talks about every type of game.

WE DO THIS MAGAZINE

YES, WE WOULD UNPAUSE THE GAME WHILE YOU'RE OUT OF THE ROOM MAKING TEA!!

| | | | | | | |
|--|---|--|---|--|--|--|
| <p>PAUL DAVIES</p> <p>EDITOR CURRENT FIVE GAMES: + PSYCHIC FORCE 20 + BEATMANIA + 0.0. FIGHTERS '99 + UM JAMMER LAMMY</p> <p>Bright and early at work every single day, if only to be first on the Dreamcast.</p> | <p>ABDUL MONTAQIM</p> <p>PROD EDITOR CURRENT FIVE GAMES: + TOMB RAIDER 3 + TEKKEN 3 + GOLDENHEAT + ISS PRO '98</p> <p>All the wives in the world - couldn't separate Abdul from Tomb Raider.</p> | <p>ED LOMAS</p> <p>SENIOR WRITER CURRENT FIVE GAMES: + HOTO 2 DC + NIGHTS + THRUUP DRIVE + MUSIC</p> <p>Desperate to get home every single evening just to play NIGHTS into Dreams.</p> | <p>ALEX HUHTALA</p> <p>STAFF WRITER CURRENT FIVE GAMES: + GET BASS + POWER STONE + HOTO 2 DC + CHAMP MAN 3</p> <p>Never a day goes by in the office when this guy passes up a 'friendly' on ISS PRO.</p> | <p>STEVE KEY</p> <p>SENIOR WRITER CURRENT FIVE GAMES: + ISS PRO '98 + PREM MAN '99 + OLIVE + ALIENS VS PRED.</p> <p>Every game that comes into the CVG office goes into Steve's special draw!</p> | <p>NICOLA CHUBB</p> <p>ART EDITOR CURRENT FIVE GAMES: + SEGA RALLY 2 + TETRA + ISS PRO '98 + RIDGE RACER 4</p> <p>Watch how Nicola transforms from loving nature, to worshipping software co. id.</p> | <p>TONY CORMACK</p> <p>DESIGNER CURRENT FIVE GAMES: + HOTO 2 DC + PREM MAN '99 + ISS PRO '98 + ISS PRO '98</p> <p>Sit all the most talked about smart here. Though he does all the yapping.</p> |
|--|---|--|---|--|--|--|

CVG RATING SYSTEM

| | | | | |
|---|--|---|--|--|
| <p>☀️ ...EXCELLENT!</p> <p>Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.</p> | <p>☀️ ...VERY GOOD</p> <p>Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.</p> | <p>☀️ ...GOOD</p> <p>Something you may want to own, as opposed to renting it out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.</p> | <p>☀️ ...PRETTY BAD</p> <p>Unlikely to be especially original or overflowing with exciting features - there are better examples available. Or a clumsy attempt at a new concept.</p> | <p>☀️ ...POOR</p> <p>Almost a flatterer, it's so lifeless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding in the first place.</p> |
|---|--|---|--|--|



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NEWS



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[PLAYSTATION 2]

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- Emotion Synthesis engine
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- 1994 Graphics Synthesis
- 2000 Emotion Synthesis



We witnessed the power of 'next generation' PlayStation 2 this month... and lived. But only just. Sony Computer Entertainment's 'new baby' is almost too good to be true.

The next generation PlayStation is 60 times more powerful than the current PlayStation and it's three times more powerful than Pentium III, which has only recently been announced by Intel. Though we haven't seen any completed games - it's too early for that - the evidence is that next generation PlayStation is many times more powerful than Sega's Dreamcast.

When we talk about the power of the new

PlayStation, it's not just in terms of great graphics. The games will also look better than anything around - just see for yourself. But the ground-breaker is how realistic the games will feel.

Over half of the new PlayStation's performance is provided by a chipset called the Emotion Engine (EE). The EE calculates around six times more information than Dreamcast. This power is used to generate the most realistic computer-generated physical worlds ever experienced. Objects will feel real as well as look real.

With this potential Sony intends their new PlayStation to be as big in the entertainment

world as movies and music. Game characters will be totally believable, right down to the subtleties of facial expression. Because of this you will be able to share an important moment with game characters - excitement, fear, even love - just as you would in the movies.

The result should be something that has never been experienced before, not just in games but in entertainment. Check out the technical demonstrations on the pages here, and allow your mind to rush ahead and imagine where computer entertainment will take you with the next generation PlayStation.

[LIVE DEMONSTRATIONS OF NEW PLAYSTATION]

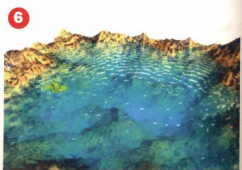
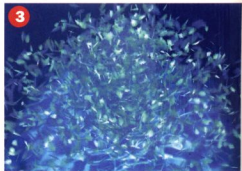
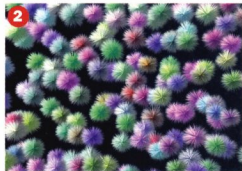
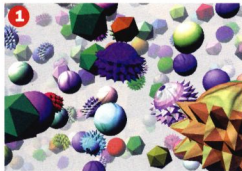
The official announcement for 'next generation' PlayStation was held at the Tokyo International Forum, on 2 March. It was presented by the most senior staff from Sony Corporation and Sony Computer Entertainment. Games developers and

journalists from all over the world were present - including yours truly, CVG.

After an introduction made by Teruhisa Tokunaka, President of SCEI, the man responsible for the next generation PlayStation,

Ken Kutaragi, talked through nine tech demos. Each highlights a particular aspect of the next generation PlayStation's prowess.

The real wow comes later, though, from software developers such as Namco and Square.





PENGUIN PANIC Crash Bandicoot chased by 100 penguins. Steam rises from the pack, and you can see Crash's breath in the icy air.

CURVED EXPRESSIONS Shows morphing based around three different types of facial structure. This is the same effect seen in Terminator 2.

1. BURR Hundreds of polygonal shapes, shown in various colours, shapes and complexity. The view moves between the shapes, into the screen, and more come into view. The new PlayStation can throw lots of polys around.

2. FLUFF Each individual fibre of these fur balls is drawn separately - they're not spheres with painted textures. The cool part is when a virtual breeze scatters the fur balls like heads from dandelions.

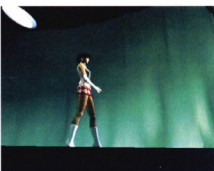
3. FEATHER The new Graphics Synthesizer softens objects for a more natural effect. In this demo a pile of feathers are whisked up into a vortex. Each feather is drawn individually, with the edges softened up to look... feathery!

4. FIREWORKS A special blur effect is applied to enhance the impression of speed on the sparks. The Emotion Engine calculates the trajectory of each falling particle. They splinter into smaller sparks upon landing.

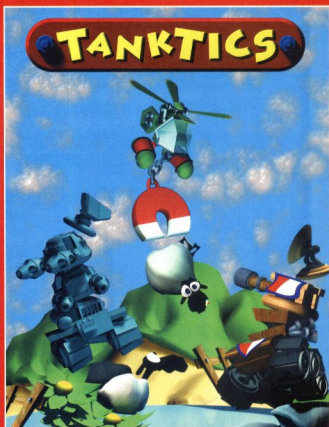
5. DEPTH OF FIELD/ REFLECTION MAPPING The four PS symbols created as reflective 3D shapes. They fly around a featureless void, blurring out-of-focus as they move further away. Next, a powerful light source is added, causing dazzling reflections.

6. WAVE Waves on the water are generated in real-time, created by a 'breeze' and the undulations of a rocky seabed. The image of two fish swimming is broken and distorted by the waves.

7. BATH Astonishing demo of water. Objects bounce on the water, creating waves as they do so. The plug gets pulled and the water is sucked through the hole. Then the tap pours in more water!



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It's Reiko Nagase, from Namco's Ridge Racer games, flaunting her stuff, proving the new PlayStation is more powerful than we could have hoped for.

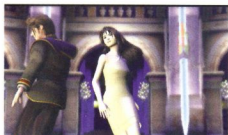
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Next up were the demos created by a selection of PlayStation's foremost games developers. These guys only had three weeks to produce something impressive. The results were gob-smacking, but everyone claimed they could have done better with more time.

'EYES ON ME'

There's a stunning movie sequence in *Final Fantasy VIII* where the main character is taught to dance. This was recreated in real-time and made to look even better. Yes, next generation PlayStation introduced better lighting effects, and more detail. The two characters' clothes moved and their hair flowed. This was especially noticeable as Rinoa, the girl whose long hair whipped around and the fabric of her dress stretched across her legs.

You had to keep checking yourself to realise that this wasn't a movie. Whenever these two people's eyes met, there was a feeling of connection between them. While this stunning scene continued the Square representative replaced Rinoa with other girl characters – just to prove that this was 'on the fly'. He also had the new PlayStation make it look as though the screen was a page, which could be flipped. He also divided the screen in two for a laugh.



☛ You can see how Rinoa's hair moves as she dances around her partner Squall. Notice how the fabric stretches too.



☛ The two characters look so real, you can almost feel the space closing between them. Even imagine the air about them.



☛ As Rinoa and Squall look into each other's eyes, you feel almost hypnotised yourself. It's just like watching a movie, only better because you can interact.



☛ Compare the softness and detail on Rinoa's face to anything you've seen on existing PlayStation, even Dreamcast. It's going to be impossible not to get hooked!



FIGHTING DEMO

Square's final demo was a fighting game. Eight characters fought it out in a bar brawl, and outside in a Shinto temple. In the bar, when someone was thrown into the wall, a picture hanging there fell to the floor. In the temple scene it was explained that the waterfall was constructed from thousands of particles, then softened in a similar way to the feather tech demo. Likewise the torch burning. Both effects are heavy on processing power, but the new PlayStation handles it with ease.

OLD MAN

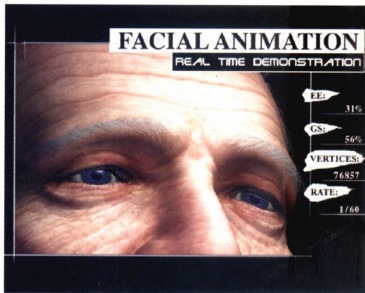
This face was manipulated as if it were a complex puppet. Any expression seemed possible - surprise, anger, laughter, concern. This was achieved by the positioning of eyebrows, size of the eyes, shape of mouth, etc, just like a real human.

The detail on the head was phenomenal. The skin was wrinkled and could be viewed up close in detail. Each strand on the man's head was individually drawn, so could be affected naturally by shades of light. To demonstrate this, the light source was moved around the man's head.

It was like watching a virtual puppet, everybody was squirming in their chair – the face looked so real.



☛ Give us a smile then, Cheese!



GRAN TURISMO

Mr Kazunori Yamauchi, producer of *Gran Turismo*, took the opportunity to recreate the intro movie in real-time. The lights reflecting off the bodywork are produced in real-time. The city skyline was consistent the whole time - it didn't start to appear out of nowhere as the car approached.

HAUNTED GRAVEYARD

This demo was produced by From Software who created *Armored Core* for PlayStation. The scene is an old graveyard. An unseen force scatters skeleton bones. The bones are drawn to the centre of the graveyard, where they construct a huge skeletal beast, looking half-way between a Triceratops and a T-Rex.



☛ Not the movie from the opening to *Gran Turismo*, but a playable version of *GT* on new PlayStation.

CVG COMMENT

The next generation PlayStation has massive potential, but this can only be realised if the software developers choose to tackle it. If they can afford to it's doubtful that anything ground-breaking will appear on the next PlayStation within its first year, during which time Dreamcast will have many amazing games available. Check out the Tokyo Game Show report to see what we mean.

TEKKEN 3.5

Mr Masanori Yamada, lead programmer on the Tekken series, presented an enhanced version of Tekken 3. The industrial scene, featured a crowd of 30 tough guys encouraging a fight between Paul and Jin Kazama. Both resembled the game's high-quality artwork in motion.

The detail was intense – the glow from street lamps picking out detail on the crowd, and vehicles parked nearby. Of course, Mr Yamada explained that he could have brought 100 bystanders into the scene, and added facial expressions to them all if he had more time!

As a final show of strength, Mr Yamada picked up a couple of PlayStation controllers and challenged Mr Tanaka from SCEE software R&D to a fight.



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Mailbag

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



AFTER HOURS

Dear CVG,

Who says computer games aren't educational? About a month ago, I bought *Age of Empires* for my PC. It's a great game and I can't stop playing it.

I had a geography test at school recently which was all about managing and running the economy of an imaginary island, and mentioning all the problems the island might run into.

I immediately thought about the game and mentioned trading and availability of resources as two possible problems.

I got a top-class grade and I owe it all to *Age of Empires*.

James Bowler, Chesterfield.

CVG: *Jammy git.*



↑ No, it doesn't look like homework to us, it looks like war – and it will only lead to trouble in the end!

PUSHING ENVELOPES

Dear CVG,

I just want to put across my point on the new generation of consoles, in particular the Emotion Engine (i.e. PlayStation 2). Now, coding for these consoles is going to be a lot harder, therefore many new developers with less capital and workers won't be able to survive, and bedroom programming will be gone for good. Secondly, with the coding being harder, companies will rather use old game engines with a few changes, instead of taking time to put together something completely new and innovative. Therefore, the market will be littered with sequels. Also, companies are now catering more for the casual gamer. But, as most casual gamers know s*** about games and only care for graphics, the market for us real gamers' will be full of games that appear good, but underneath the sharp looks, play like a turd.

Don't get me wrong, I'm looking forward to Dreamcast and PlayStation 2, but if companies don't start making good use of the hardware, instead of only wanting to use the graphics and bash out any old game, us real gamers will pay the price. There are still many companies that take time to produce games, but not enough, and there'll soon be less. Hope you can understand my concern.

Peter C, via e-mail

SUPPLY AND DEMAND

Dear CVG,

I have written to disagree with SJW of Kent (C&VG, issue 208). I understand the games have a lot of sequels, but companies like Namco only supply to meet the demand. For example, they released *Tekken 2* because *Tekken* was popular, they released *Tekken 3*, because the previous game was popular. Without sequels the PlayStation

wouldn't have as many good games and we would miss out on *Resident Evil 2*. Games companies improve games in sequels, and it would be stupid not to release sequels.

Daniel Griffin, Leicester

CVG: *Sequels are fine, but apart from graphical improvements and game play tweaks, they don't usually offer anything radically different over the original. That's why we need more original software!*

REALITY RENDERING

Dear CVG,

In the beginning, there was *Space Invaders*. Nowadays, we have the likes of *Zelda*, *Metal Gear*, and *Shenmue*. But what will be the next step? There's only one more step between *Shenmue* and reality, and that's the step INTO reality. My point is, where do we go from there? Text turned into 2D, 2D turned into 3D, 3D has almost turned into reality. And that's it, you can't go any further than reality. In only 30 years we've gone from *Space Invaders* to *Zelda*, *Amstrad* to Dreamcast. THERE IS NO MORE! We've hit the roof of the... game... making... place. Now all we'll get is a lot more of what we already have. If anyone thinks differently, I'd be glad to hear your opinion.

Steven Hogarty, via e-mail

CVG: *If reality is ever achieved, the next step to take from there is fantasy – but done more realistically, of course! Until that freaky Holo-deck thing from Star Trek becomes a reality, we'll never give up hope!*

THE CVG ORACLE

Dear CVG,

I don't usually complain to magazines, or even write to them, but in this case I feel the need. Your mag is very well thought-out and nicely done, but in issue 206, after opening the glossy pages, I found a dreadful mistake as I turned to the *Half-Life* review – it was on my Christmas list. I was glad to see 5/5, but then I turned to the 'Top Ten PC games of '98' and, horror upon horrors, noticed that *Half-Life* was not included. I thought Oh, I know, it's because it was reviewed in this same issue, but no – there were four other games that were reviewed in that same issue down there, as well as games with 4/5. *Half-Life* had 5/5, surely it ranked higher?

Also in 'FreePlay' in the 'Top Ten Recommended PC Games' for this month, *Sin* was above *Half-Life*, although *Sin* was rated 4/5. Just one more thing, in issue 208, *Metal Gear Solid* was rated 5/5, but in 'Check Point' it was not 'Red Hot so buy it' and only *Starcraft Expansion Pack* was highlighted. But don't get me wrong, Your mag is brilliant and your reviews are great.

James Young, Twickenham

CVG: *Simply, the Top Tens were written before we received a reviewable copy of Half-Life. And as for issue 208's checkpoint – the magic highlighter saw The Little Toaster That Could and went AWOL that month.*

IT'S IN THE SAND

Dear CVG,

I am a PC owner and I'm tired of the *Championship Manager* titles being delayed. *Championship Manager 97-98* was released on 31 October 1997, even though it should have been released in early September 1997. I saw an advert for *Championship Manager 3* (C&VG, issue 208), which said the release date is February 1999. This is fine but the original release date was January, then it was changed to 5 February, then to 19 February. Now the release date is either the 12 March or the 19 March. I have my money ready, but will it ever be released?

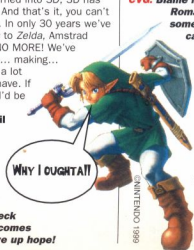
Paul Carrigan, Newton-le-Willows

CVG: *Blame it on the Mayans, Greeks, Romans, Greg Larson – whoever. But someone's been messing with Eidos's calendar. It should be on sale by the time you read this – fingers crossed.*

BUS FARE HOME

Dear CVG,

Having saved up the money ten months in advance, I went out and bought *Metal Gear Solid* on its first day of release in the UK. After playing it for about two hours I finally confronted the boss, Psycho Mantis. As soon as the fight started, the screen went completely black and some green lettering appeared which said HIDEO. It happened about two



©NINTENDO 1998

SHORT STUFF

Dear CVG,
I would just like to say that I also cried at the end of disc one in *Final Fantasy VII*. There's no shame in it.

CVG: If you're not ashamed, why scribble out your name from the bottom of the letter?

Dear CVG,
I'm writing to defend piracy. I know it hurts the game developers but I would not even

own a computer without it.

Danny Harrison, Rochdale

CVG: If everyone was like you, there'd be no games industry to speak of.

Dear CVG,
Is there ever going to be a sequel to *Zelda*, and will it be as good as the current one? Could it be set in the future? Please answer my questions.

Anthony Edwards, Kneoborough

CVG: Are you that guy in ER, you know, Goose in Top Gun?

Dear CVG,
Dreamcast and the games planned for it look amazing and I'm going to buy one when it comes out. Is Spikeout coming out on Dreamcast?

Daniel Johnstone, Lydeard St Lawrence

CVG: There are no immediate plans for Spikeout for Dreamcast.

Won't Sonic and Virtua Fighter 3th do for now?

Dear CVG,
Why do people keep sending awful South Park pictures that look nothing like the characters to Drawing Wot You Dun? A good reason to put loads of turds on them though.

Nik Milne, Sheffield

CVG: We got the message, Nik. And judging by your letter, so do you.

times during the fight. Have you come across this problem before? Or is it a part of the game? After a day of worrying I took it back to the store and they replaced the game. I took it home and immediately started to play it. When I got to the boss, the screen with the green lettering appeared again. What's happening? I have tested the game on different televisions and PlayStations but the same thing happens. The only conclusion I can come to is that the game has a bug. Does Konami know about this?

Scott Mathews, Devon

CVG: Scott, calm down, it's not a bug - it's a feature of the game, a play on words, and also a perfect opportunity for you to do something that makes it ten times easier to defeat Psycho Mantis. Check out the interview with the game's creator Hideo Kojima in *Freeplay* this issue to find out more.

CAROL VORDERMAN'S MYSTERIES

Dear CVG,
3'98 seconds? (C&G, issue 202). On page ten of your *Freeplay* section there are high scores and times but I noticed that on *Mario Kart* for *Wario Stadium* the best time was 3'98 seconds! How is this? You say you need proof but doesn't this look a little suspect? Hmm. I also noticed that for *Gran Turismo* there is only one person with the best times. Is this because the rest of us aren't good enough, or is it that he has a "helping hand"? What the hell is going on?

Matthew O'Neill, Newcastle Upon-Tyne

CVG: On *Wario Stadium* there's a massive shortcut at the start of the course. As for *Gran Turismo* he had better scores than everyone else. You're not bitter are you?

KONAMI, SO GOODIE

Dear CVG,
Now that games like *Metal Gear Solid* and *Silent Hill* have shown what the PlayStation is capable of, does it mean that Capcom will have to abandon



WHEN I CLICK MY FINGERS YOU WILL BE STANDING IN A ROOM SURROUNDED BY GAMES. I'VE FOUND ONE CALLED METAL GEAR SOLID!

the use of static images in *Resident Evil 3?* They may have to if they wish to keep up with the competition. Yet a *Resident Evil* game using *Silent Hill*'s visuals will not feel like *Resident Evil* will it?

Wengyu Choo, via e-mail

Dear CVG,
We all know that Konami are one of the world's best developers, creating titles such as *ISS Pro '98*, *Castlevania* and the mighty *Metal Gear Solid*. I play *ISS Pro '98* like Ed Lomas plays *Quake III*. The thing I would like to know is why don't Konami make the *ISS* series not only international but also club football? It would make the game twice as fun. Just imagine playing *ISS* with top club teams such as Juventus, and so on.

Kulwant Kaur, via e-mail

CVG: Yeah, give us what we want!

AND NOW, THE END IS NEAR

Dear CVG,
I have never written to a magazine before but this question is really making my life a misery and I'm sure other PlayStation users as well. What is going to happen to the PlayStation?

Don't get me wrong, I love my Station. But what more can the developers do for it? It has seen the light of many great games - *Resident Evil 2*, *Gran Turismo*, *Final Fantasy VII* and *Tomb Raider*, to name a few.

After *Metal Gear Solid* and *Gran Turismo 2* it will have no life left in it at all, unless they bring out sequels of which we have too many, anyway. Also, the Nintendo 64 is getting many of the best games that made the PlayStation special - for example, *Grand Theft Auto* and *Resident Evil*.

Should we all get a Nintendo 64 for the same games but better graphics? And what about these super-consoles like Dreamcast. PlayStation 2 and the new Nintendo console. The PlayStation is simply going to be left behind. I am tempted to sell my PlayStation and get a new console, but I

would like to be convinced not to.

Richard Franck, Dublin

CVG: There's more games now than ever, and with edutainment titles bullying their way on to the console, and the mighty Hugo, the future is... they've found me, I don't know how but they've found me. Run for it Marty!

WHITE RABBIT

Dear CVG,
I'm getting really sick about the new Sega Dreamcast. I think it looks like a PlayStation and Nintendo 64 put together. I reckon it's got the colour of a PlayStation, the for control pad slots of a Nintendo 64 and, it looks like a squashed PlayStation, and my friends think so as well. Oh, and how come they the stupid Dreamcast is getting *Resident Evil: Code Veronica*, PlayStation has *Resident Evil 1, 2* and the *Director's Cut*. So how come PlayStation isn't getting it?

Daniel Percy, Whickham

CVG: Sega and Capcom signed a deal to bring the game to Dreamcast. Not stupid now, eh?

GIZMO A GO-GO

Dear CVG,
I buy your magazine every month and I think it's very good value for money. I used to enjoy looking at Gizmo Palace, but you don't have that anymore in your magazine. Why don't you take away Saint & Keyzie or News?

Martin Potts, Bognor Regis

CVG: Look out for something even better in a few issues' time.

BAD PARENTS

Dear CVG,
Parents are really annoying. My Mum and Dad sit on their arses all day playing *Goldeneye* and *Turok2* deathmatches and continuously swear at each other, which is very annoying.

Kurt, via e-mail

WE NEED FUNNY PICTURES!

Send your drawings or comic strips to MAILBAG, CVG, 37-39 Millharbour, The Isle of Dogs, London E14 9TZ

ED LOMAS

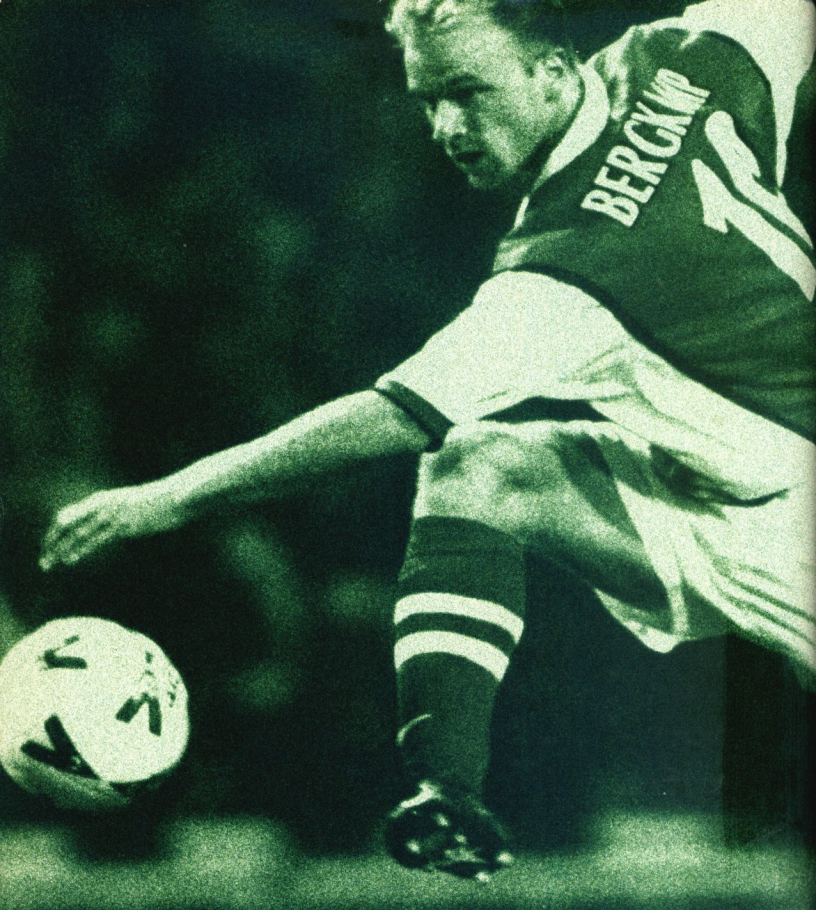
5 NEW HARWITS
DOPEY LOOK
PERMED LOOK
BALD LOOK
MOCHICAN LOOK
BART LOOK

ED GETS A HAIRCUT! THANKS TO MARTIN CAMPBELL



GIVE US YOUR GRIPES, GROANS AND GREATS

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Total European club football - all the clubs, all the leagues, all the cups.





70% COMPLETE

PLAYSTATION 2

FIGHTING GAME

BY IGUANA WEST

JULY RELEASE

1-4 PLAYERS

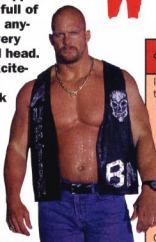
• WWF WAR ZONE VERSION AVAILABLE
• PS2 ONLINE VERSION PLANNED
• STORAGE CART & CD
• RELEASED BY ACCLAIM
TEL 01773 364 0000

Having Stone Cold Steve Austin on our cover can only mean one thing – there's a new World Wrestling Federation game around the corner, and it's looking pretty good.

WWF ATTITUDE

The World Wrestling Federation (WWF) continues to rise in popularity. New wrestlers are introduced on a regular basis and the fights get more and more outrageous. Best of all though, is that week-in, week-out surprises happen. If you thought *EastEnders* was full of plot twists, you haven't seen anything yet – this one has it's very own tough guy with a shaved head.

Looking to capture this excitement, Acclaim are packing every feature you could think of into a brand new WWF game and it may be their last chance to do so. With a new lucrative licence already snapped up by EA, Acclaim are set to lay the 'smack down' with a game that's going to be a tough act to follow.



LOOK AT THIS, LOOK AT THIS!

If you're a fan of wrestling the first thing you'll want to know is which wrestlers have made the cut for this game and who's been left out. Sorry if lists are boring but these are the ones who are definitely in: Stone Cold Steve Austin, The Rock, Mankind, Undertaker, Triple H, X-Pac, Kane, Bad Ass Billy Gunn, Road Dog Jesse James, Goldust, Ken Shamrock, D-Lo Brown, Val Venis, Al Snow and Head, 'Sexual Chocolate' Mark Henry, Gangrel, Edge, Christian, Droz, Big Boss Man, Mosh,

Thrasher, Steve Blackman, Bradshaw, Owen Hart, Jeff Jarret, Paul Bearer, Too Sexy, Too Much and Commissioner Shawn Michaels. There's also plenty of female wrestlers for reasons that will become apparent later. Among them Sable, Jacqueline and the 'ninth wonder of the world' Chyna. So far there's no sign of the Acolytes, Hardcore Holly, Bludrust, Godfather, Tiger Ali Singh and 'Big Show' Paul Wight, but some of them may be added before the game is completed.

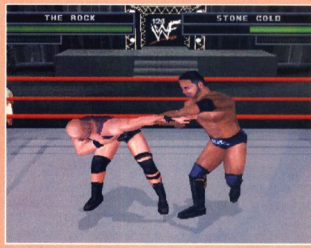
GIVE IT SOME ATTITUDE

★ THE BOTTOM LINE ★

WWF Attitude is the follow-up to the hugely successful wrestling game of last year – *World Wrestling Federation War Zone* – perhaps the first to carry the WWF name that actually proved to be a half-decent game. *WWF Attitude* will be better.

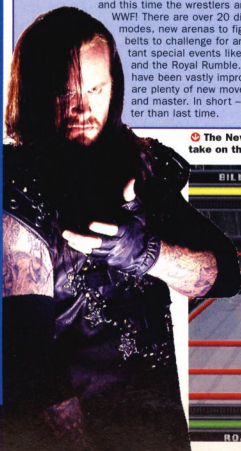
For a start there's twice as many wrestlers to choose from, and this time the wrestlers are still in the WWF! There are over 20 different game modes, new arenas to fight in, new title belts to challenge for and the all-important special events like *WrestleMania* and the *Royal Rumble*. The graphics have been vastly improved and there are plenty of new moves for you to try and master. In short – it's much better than last time.

⊕ The New Age Outlaws take on the Headbangers.



⊕ The main event at *WrestleMania XV*, and now on your console, too. The Rock's going to work on Austin's elbow and he hasn't had time to remove that waistcoat.

COVER STORY





Undertaker performs a choke slam on Mankind, but look at his right hand – it's Mr Socko! This fight has got plenty of action left.



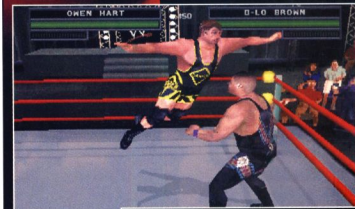
Goldust is about to throw Billy Gunn into the corner, meaning only one thing, he's setting him up for his finisher – Shattered Dreams!

THE CHAMPIONSHIP IS ON THE LINE

There are seven different title belts for you to try and win. Depending on your choice of wrestler you won't be able to win them all. The new Light Heavyweight belt is an option only for smaller fighters and the Women's Belt is, oddly enough, only contested between women! But there's plenty of others on the line, try going for the European (you don't have to be European to enter), Intercontinental, Tag Team, and biggest of all – the World Heavyweight titles. For the most fun though, you may want to compete for the no-rules, anything-goes Hard Core title.

A CAREER-DAMAGING ATTACK

In WWF War Zone, the main game saw you working your way up the wrestling ladder by competing against opponents and winning titles along the way. WWF Attitude is different. The idea has been stretched into an entire season, meaning that your fighter will compete in events on a weekly basis. From house shows, to Monday-night Raw and if you're good enough you'll get to compete in the big Pay-Per-View events! This mode isn't restricted to one player, you can compete as a tag team, assisted by a friend or the computer. The career mode also allows four different players to compete and keeps track of everyone's progress.



Smaller named fighters make up the numbers and there's fictional wrestlers as well.

Does the Undertaker look a bit fat in this picture? Boss Man is no beanpole himself.



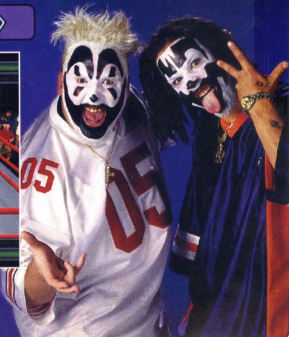
THE REFEREE'S UNCONSCIOUS!



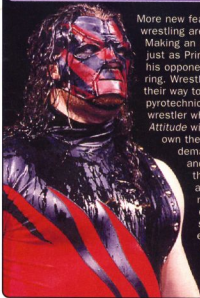
There's a huge choice when it comes to the fights themselves. Early wrestling games have been restricted by allowing you to compete in only the simplest of matches. WWF Attitude allows you to play with a lot of options, setting up the fights you want and turning rules on and off. Forget the three-count fights, WWF Attitude has lots more with First Blood, 2 Out Of 3 Falls, Iron Man, Tornado, Hard Core, Last Man Standing, Steel Cage and Weapons. You can also fight in I Quit matches where the only way to win is to make your opponent scream "I quit", recently made popular by The Rock and Mankind – soon you could be doing the same with your friends.



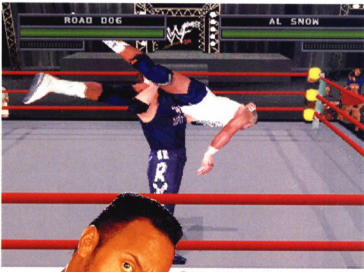
Besides choosing what type of contest you want, you can enter the big WWF speciality matches like LumberJack, Survivor Series, Triple Threat and King of the Ring.



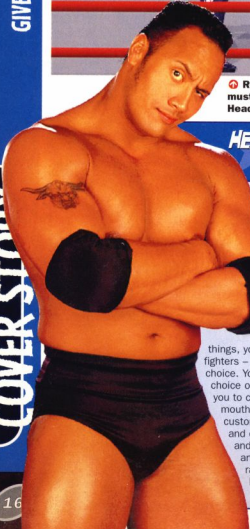
★ CAN YOU SMELL WHAT THE ROCK IS COOKING? ★



More new features that will please fans of wrestling are the all-important entrances. Making an impression is a big deal and just as Prince Naseem boasts – he beats his opponents before he gets in to the ring. Wrestlers do the same by making their way to the ring with all manner of pyrotechnics and loud music. Each wrestler who steps out to fight in *WWF Attitude* will now be accompanied by their own theme music and if the fighter demands it, you'll see fireworks and light shows, too. Guess that's good news for Kane and all the DX crew. Fighters can now start to fight before they even get in to the ring. As soon as a wrestler makes their entrance they're vulnerable to an attack and as weapons are available in all fights (unless you turn them off), these attacks can get pretty nasty.



Ⓢ Road Dog against Al Snow, this must be a Hardcore match, but Head is nowhere to be seen.



HERE COMES A NEW CHALLENGER

One feature from *WWF War Zone* that has been retained and improved upon in *WWF Attitude* is the Create-a-Wrestler option. This allows you to play Dr Frankenstein and create new wrestlers to wreak havoc in the World Wrestling Federation. Picking from body type, weight and hair colour, among other things, you can create some truly unique fighters – only now with even more choice. You're no longer confined to a choice of 'heads', *WWF Attitude* allows you to change the eyes, nose and mouth individually. You can also customise clothes by adding text and even pick a custom theme tune and special moves. There's also an option to generate a fighter randomly – the results are usually just as ridiculous as anything you could have created.



A HELLACIOUS PILEDRIVER

WWF Attitude may not have as many moves as a game like *Tekken* but against other wrestling games, it has plenty. There are over 400 moves at a fighter's disposal, with different positions allowing for more moves. For instance, if you have your back to an opponent, or if you're standing on a turnbuckle, there will be different moves available. Each wrestler also has their own signature moves, one unique finishing move and even taunts to provoke opponents. Never mind Stone Cold's Stunner, we want to see how effective moves like the Corporate Elbow and Bronco Buster will look, and to see how dirty Mankind can be with Mr Socko.



★ THE MILLIONS WATCHING AROUND THE WORLD ★

One option that's still undecided at the moment is the Pay-Per-View mode. Here you can create your own special events, pick the competing fighters and the belts that are on the line. You can select eight

wrestler matches, choose the type of ring and even alter the lighting. There's lots of scope for creation in *WWF Attitude* and this option could be one of the best. Let's hope that it makes it into the final game.



Ⓢ All you hot-blooded males can finally see who's the toughest woman. Chyna usually wrestles with the men, so she has an unfair advantage in this contest. Sable should prove to be a tougher match.



Ⓢ It's the crowd from Pitfighter!

ATTITUDE ADJUSTMENT

There's still a couple of months' work left on *WWF Attitude* and we'll be keeping a close eye on the progress. Expect to see the results and a review very soon.



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



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



It's like something straight from the movies. The lights flicker continuously along the corridors as the silhouettes of Aliens run past. Your radar bleeps and you freeze, rooted to the spot. The beep gets louder, the Alien is getting closer. Nothing in front of you, so you frantically turn first left then right. But according to the radar the Alien is above you now. A few wild shots won't do anything and then you hear the eerie screech of the Alien as it drops down in front of you! Fire, run, panic, swear – anything, just kill the damn beast... All this, and you're only five minutes into the game. Blimey...

THE MARINE

This is the closest it gets to the first-person corridor games. At the start of the game you face off against the Aliens, but come across Alien/Predator hybrids later on. You have the standard marine weapon of a pulse rifle to begin with, which also has the small grenade explosive on the top as a secondary weapon. You also have an image intensifier, which makes all dark areas light. Bright areas however cause practical blindness though! Your motion sensor is the scariest thing though, because one beep and you cack yourself waiting for the Alien invasion!



ALIENS

A neat twist when you play as an Alien is that the game is played through a fish-eye lens to give an even greater feeling of distortion. Aliens can cling and stick to any surface, so in theory deathmatches could become brilliant with colonies of Aliens waiting to ambush you by hiding on the ceiling. Aliens also have an alternate vision mode which helps you to see in the dark and pick out small, unlit corridors and tiny passages hidden in walls.

90%
COMPLETE

PC
CD
ROM

CORRIDOR

BY REBELLION

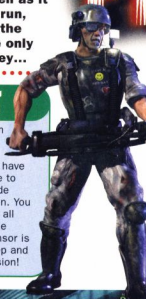
MAY RELEASE

1-8 PLAYERS

• NO OTHER VERSION AVAILABLE
• NO OTHER VERSION PLANNED
• STORAGE 1 CD
• RELEASED BY FOX
TEL 01753 549442

Two of the greatest sci-fi horror films ever made combined into one corridor shooting feast, with gore, guts and green blood galore.

ALIENS VS PREDATOR



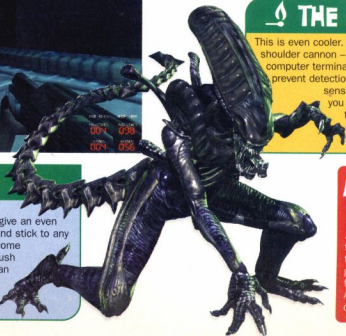
Marines inspect any blood they find on the walls. Red or green...



THE PREDATOR

This is even cooler. The Predator comes complete with shoulder cannon – activated by flipping up the computer terminal on its arm – a cloaking mode to prevent detection and three modes of heat:

sensitive vision. And, true to the film, if you spot anyone by their body heat the Predator's vision will lock on to the person, giving you an easy kill! Ooh, my gawdfathers!






A GODDAMN SEXUAL TYRANOSAURUS

Aliens vs Predator is almost finished and we can guarantee you the finished review next month. It's going to be awesome, so get ready for the full blood-soaked review! And we may even give you some cool compos, too. Stay tuned.

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let the reason be love"

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100%
COMPLETE

Dreamcast

3D FIGHTING

BY CAPCOM

OUT NOW (JAPAN)

1:2 PLAYERS

• ARCADE VERSION
RELEASABLE
• NO OTHER VERSION
PLANNED
• STORAGE: 1 CD
• RELEASED BY CAPCOM
• TEL: IMPORTER

Direct from the masters of the fighting game. A totally fresh concept and a powerful demonstration of Dreamcast's huge potential!

POWER STONE

It's been 12 years since Capcom first dreamed up the World Warrior concept. We've been waiting for the first-ever, real 3D adaptation of this theme for a long time - and now it's finally here.

Power Stone just set the world on fire, and made Dreamcast an even hotter property than it already was. No familiar faces here, though - the actual *Street Fighter* series is too valuable to risk experimentation. Instead of Ryu and friends we get a whole new cast of contenders from across the globe. In addition to their awesome powers they have the entire 3D stage to work with. Read on, you'll be glad you did.



SAME THEME, JUST A DIFFERENT TEAM

As *Street Fighter 2* immortalised Zangief, Ryu, Chun-Li, Dhalsim and associates, Capcom want you to reimagine the *Power Stone* guys. Strong and slow, average Joe, beautiful, or just bizarre - these traits form the basis of any great team.



GUNROCK's the slow guy but his Gun Gun Rock punch, and **Rock The Crash** kick deal the heaviest possible damage!

JACK looks kind of normal until you see him (it?) move. Sort of scurries like a spider. Highly unpredictable unless you're practised.

THREE GEMS OF AN IDEA

Now here's the strategy and show all rolled into one. On every stage there are three gems which appear at random intervals, though always in one of three locations. Your character transforms into a supernatural alter-ego, gaining untold power, upon collecting all three. This state is called Power Drive.

The new abilities granted by the stones have a time limit, however. So you need to make the most of your Power Drive status. In any case, the supreme power isn't invincible or even unavoidable. A skilled player on the defensive can find a way in with the right moves.



➦ At first it's tempting to head for the gems, no matter what. Once the novelty wears off, you can set people up, using the precious rocks as bait instead. Ha-haargh!

➦ Your character looks totally rockin' when he/she is in Power Drive mode. The special effects for each character's insane Super Combos light up the screen like *Guy Fawkes Night*. Fantastic!

MONKEY SWINGING MAYHEM

Power Stone excels when you learn how to use the 3D stages like a gymnast. Every character can interact with the background to find even more potential for their moves.

Everyone can perform monkey swings from latticed ceilings, hop on to roof tops, and swing around posts – from where they can launch flying attacks. Some of the stronger ones can even upright, say, a pillar, and smack their opponent with it!

In *Power Stone*, using the 3D scene as a prop, works terrifically well.



Use the pillars to swing around and sail straight into someone's face! Gofyahl!



Hit Punch and Jump together to trigger some special moves. In *Power Drive* mode, these are enhanced to become crazy-looking *Power Fusion* moves!



MAINLINING THE MOVES

The design concept for *Power Stone* has been around for almost three years – long before Dreamcast was conceived. During this time Capcom have hit upon the best command system for the game, and it's simple.

You have just three buttons to work with – Punch, Kick, and Jump. Depending on range, and by combining buttons, each character is stacked with techniques. There's no option to guard in *Power Stone*, so you can imagine how busy it gets as fighters seek to attack while defending themselves.



You can pick up and throw anything in the fight arenas – Gunrock's got a giant table here!

EAT MY BOX

You get to have some more fun, thanks to a bunch of weapons you can pick up. Like the items, these appear at random times, though always in the same spots at every stage. They're useful to have, but an easy lure for frantic players. There are seven types in all, ranging from a simple gun, to a flame-thrower. They don't last forever though, and can be lost if knocked from your hands, or when their 'power' runs out.



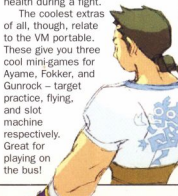
ROUGE is the weak character, who creates confusion with speed. While leaping through the air, Rouge casts fire from her fingertips!

FOKKER is an all-rounder who only impresses if the player is confident and skilled. He's the fairest fighter of them all.

THE POWERSTONE COLLECTION

Dreamcast gets an impressive list of extras over the arcade. Each time, for the first seven items you complete the game, a new option appears, allowing you to adjust damage levels, the amount of Power Stones on screen, and even introduce new items such as food to increase

health during a fight. The coolest extras of all, though, relate to the VM portable. These give you three cool mini-games for Ayame, Fokker, and Gunrock – target practice, flying, and slot machine respectively. Great for playing on the bus!



AND THAT'S NOT ALL

Dreamcast gets another boost. Apart from the next-generation PlayStation, *Power Stone* has been the most talked-about item in games this month. Sega better include this game when Dreamcast launches in September, or we're going to stamp on their gonads!





80% COMPLETE

PlayStation™

BOXING GAME

BY CODEMASTERS

MAY RELEASE

1-2 PLAYERS

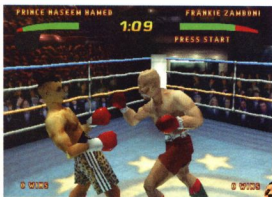
- NO OTHER VERSION AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CODEMASTERS TEL 01906 016102

What does a boxer with 31 fights, 31 wins and 28 knockouts need? A video game of his own! Prince Naz is here to conquer the virtual ring!

With fighting games working so well on consoles, it's strange that no-one has yet managed to make a top-quality boxing game. There have been plenty over the years, but they've all lacked something important – some are too slow, others don't offer the variety of punches, a few restrict your movement around the ring, and the majority have just been plain poop. Codemasters have signed up the hottest fighter around for their first attempt at the sport. They hope to make it the definitive simulation with everything we've been waiting years for – plus a load of cool extras. Let's take a look.

A LITTLE BIT WOooooooAH

With Prince Naseem being a featherweight rather than a lumbering heavyweight, an important part of the game is being able to move quickly around the ring – dodging and weaving as you go. Even though it's not yet finished, *Prince Naseem Boxing* is already the fastest boxing game we've seen. Getting around the ring is simple – pressing the D-pad lets you move around freely, and a double-tap of the pad performs a quick step in any direction. Holding one of the shoulder buttons also lets you swing and duck around while standing still, just like the real Prince does!



⚡ Dodge, then counterattack to hurt him bad!



⚡ There are plenty of big power-hitters in the game for heavyweight fans.

PRINCE NASEEM BOXING



⚡ Using a heroic British boxer in the Career Mode gives you a funky pair of Union Jack pants!

⚡ Your coach gives advice on the amount of training, resting and fighting you should do.



⚡ Oooh. That one's a bit low.

CAREER OPPORTUNITIES

For single players Codemasters have included the Career Mode, which gives you plenty more to do than constantly fighting. After proving yourself in a sparring match a coach picks you up, giving you the chance to train in his gym. As well as deciding exactly the type of training you're going to do (and the amount of rest you'll get), you also have to arrange fights with other boxers. Then on fight day, you've got to get in the ring and prove yourself so that you can claw your way up the world rankings. This could prove to be one of the highlights of the game when it's finished.

HE'S ON FIRE!

A glove underneath your fighter's stamina bar indicates when it's possible to pull off a special combo attack. Each fighter has a number of possible punch combinations which can be worked out easily – raining four punches in upon someone's head without giving them time to block is obviously going to come in handy! Get your timing just right and your opponent is going down.

PRINCE CHARMING

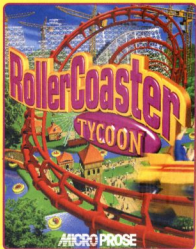
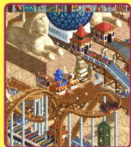
Though there's still work to be done, *Prince Naseem Boxing* is looking good, sounding great, and playing well. We should have a full CVG review in time for the game's planned release towards the end of May.

I can't believe it, I researched for months to get the ultimate Corkscrew. On the first ride, 2 people died of shock, and the other 32 threw up their hamburgers!

In that case, you'll have to lower the price, rename the ride and do a recruitment drive for more cleaners.



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PC Gamer 91%

Ultimate PC 89%



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| PlayStation™ | DRIVING SIM | BY EDEN | <ul style="list-style-type: none"> • PS, PC AND GAME BOY PRODUCTION AVAILABLE • PC VERSION PLANNED • STORAGE: 2 CDS • RELEASED BY INFOGRADES TEL 0181 827 8000 |
| | JUNE RELEASE | 1-4 PLAYERS | |

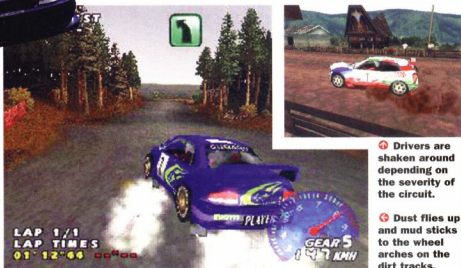
Infogrames sprang a few major surprises as we were treated to a first play of its eagerly anticipated sequel to *V-Rally*.

It wasn't until we were nearing the offices of Eden that Infogrames announced that this new version of *V-Rally* had a couple of 'things' no-one had heard about until now. Taking everything with a pinch of salt, we figured this meant a new licence or something to appeal to hardcore racing fans. However, when we saw the game running and were treated to a decent four-player split-screen and an incredibly simple track editor option, we were more than a little surprised.



V-RALLY 2

CHAMPIONSHIP EDITION

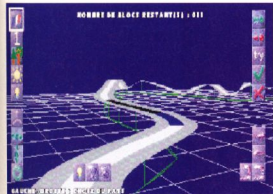


Drivers are shaken around depending on the severity of the circuit.

Dust flies up and mud sticks to the wheel arches on the dirt tracks.

TRACKS UNLIMITED

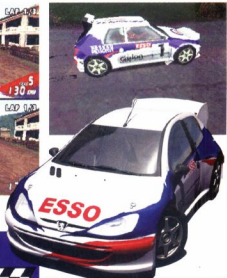
So, on top of the 92 tracks already in the game (hence the need for two discs), Eden have come up with an incredibly simple-to-operate track editor, thus giving you the potential for an infinite amount of tracks. Icons along the side of the screen will let you lay more tarmac, alter the height of slopes, add scenery and details, change the stage from the snow-tipped peaks of Sweden to the greenery of good ol' England. Once you've made your track, you can even include it in the game and race it in the championship mode. And according to Infogrames, up to 250 tracks can be stored on one memory card.



Hills can be created by simply moving up or down on the D-pad. It really is that easy to use.



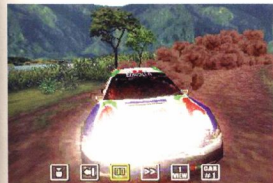
The four-player mode has less detail on the cars in order to keep the frame rate up.



THE LINK CABLE BREATHE AGAIN!

V-Rally 2 also has a four-player feature. Anyone can play this way by having two players linked up to one machine while two more play on another. But that's pointless when all four of you can play on one machine!

By reducing the amount of polygons on trackside details and the cars themselves, the programmers are able to have a decent frame rate for each of the four windows, hence a very enjoyable and playable game mode. It's something rarely seen on PlayStation, but the proof is here that it can be achieved to a very high standard.



The manual replay lets you flick to any other car on the track and try out various camera angles.

SCRATCHING THE SURFACE

There's so much we've yet to cover in *V-Rally 2*, and hopefully we should have a nearly finished version so that we can give you a complete low-down next month. Whatever happens, you can be certain that *V-Rally 2* has the potential to be a huge hit.



| | | | |
|---------------------------------|------------------------|---------------------|--|
| PlayStation 80% COMPLETE | 3D ACTION ADVENTURE | BY THE WHEELHAUS | PLAYSTATION AND PC PREDECESSOR AVAILABLE • PC CD-ROM VERSION PLANNED • STORAGE 1 CD • CREATED BY PYROXIS • TEL 0151 200 2000 |
| | MAY RELEASE | 1 PLAYER | |

It's time to administer the law, *G-Police* style. No reading of rights or handcuffing - here the guns and ammo do the talking.

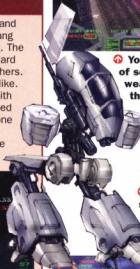
Flicking through the pages of C&VG this month, you may have noticed there are lots of sequels about: *Rally 2*, *Croc 2*, *Bloody Roar 2* are the ones without imaginative titles. Others include *Premier Manager '99*, *Grand Theft Auto: London and Gex: Deep Cover Gecko*. *G-Police: Weapons of Justice* is another to add to that list, which underlines the state of today's video games market. People are reading sequels because of their familiarity and original titles are falling by the wayside. While some sequels mentioned are still good games, others are merely additions to the original with nothing much that's new to offer. Sadly, while *G-Police: Weapons of Justice* is an OK game, it falls into the latter category.

G-POLICE 2



THE WEAPONS OF JUSTICE

G-Police: Weapons of Justice has five air and land vehicles with which you must stamp out the gang presence in Castillo, the town you're patrolling. The first is the Havoc helicopter which is the standard *G-Police* issue, but you soon progress on to others. Venom is a super version of the Havoc, if you like. Raptor is an all-terrain heavy weapons mech with limited flight, and there's an armoured car called the Rhino, too. The fifth and final craft is the one you should all be aiming to get. Corsair is the marines' own craft specially designed for space combat. But it takes some getting.



You have a choice of secondary weapons to use in the levels. This is the guided missile that homes-in on targeted craft.

The green square indicates an enemy that's been locked on to. Fire!



Look closely and you'll see the green wire-frame outlines of the buildings before the actual detail is drawn on.



ETCH-A-SKETCH

Sadly, the draw distance in *G-Police: Weapons of Justice* is still quite bad - as it was in the first one. But the programmers have now added a new feature that lets you see which buildings are coming. The outlines of structures, roads or bridges are sketched into a wire-frame model and the rest of the textures and detail are mapped on when you get nearer the building in question. It saves unnecessary crashes, anyway.



TIME FOR JUSTICE

Next month we're anticipating a fully finished review version for you to browse through. Hopefully our initial problems with the title will have been quashed and the huge potential released. Then again...

YOU'RE NICKED ME OL' BEAUTY: IT'S G-POLICE!

COMING SOON

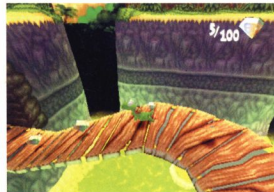


Link's fate
lies in
your hands

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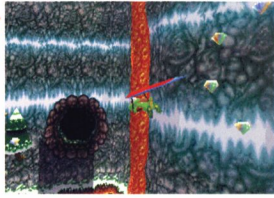
With the original still riding high in the Platinum Top Ten, Fox treat us to a first look at the all-new sequel. Rejoice Gobbo fans!

CROC 2

It looks like a kids' game on the surface, something for the younger generation of games players. But Argonaut are keen to point out that *Croc 2* has all the gameplay hallmarks that make it appeal to the slightly more hardcore PlayStation owners. On the face of it, they may be right. It's good fun to play and has some tricky elements, too. Even at this early stage of proceedings, we'd say this game is perfect for use with the analogue pads. There is still a way to go before the game is finished, but we were quite impressed by *Croc 2*.

CROC MOBILE

The style of the levels in *Croc 2* has changed, somewhat. The bulk of the stages are still platform-based, but occasionally you'll get a driving or water-based stage. Boats, planes, hanggliders and cars are alternative modes of transport for Croc - other than his feet. You'll also get underwater stages, like a sunken shipwreck, just to add a little variety to the proceedings.



Look out for cracks in the ice, as they can be smashed to reveal secret sub-levels and mini-games.



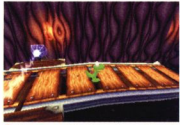
If you're stuck for somewhere to go on normal platforms, don't forget you can use ledges like this as monkey bars.



Bang any gong you come across and you'll restart from that point whenever you die.

DOUBLE SOMERSAULT INTO PIKE

Croc has also undergone a workout, because he now has a few new moves to help him get through the harder-to-reach stages of the game. The butt stomp move is the same but by pressing the Jump button three times and holding it down, Croc bounces back up to almost double the height of a normal jump. Hitting R1 and L1 as Croc is running causes him to perform a running double somersault, which is good for getting across the longer gaps and caverns.



Run once the laser has stopped.



Use the somersault jump here.

SHUT YOUR GOBBO

In the previous *Croc* game the Gobbos were simply there for you to rescue. This time around however, they become interactive parts of the game. Some will still be trapped but by talking to them they'll give you clues and hints about how to get them out, or to finish a particular area. The chances are that wherever a Gobbo is standing, some form of secret or bonus item will be near.



The analogue stick makes Croc much easier to control.

SEE YOU LATER, ALLIGATOR

We were pleasantly surprised by this sequel, having expected a pretty similar game to the first. However, even at this early stage, *Croc 2* looks to have lots of good gameplay aspects and nice looking stages. The full review is next month.

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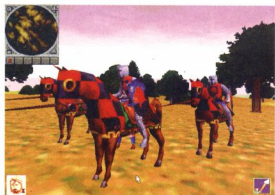
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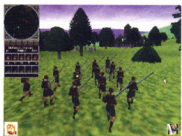
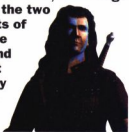
- NO OTHER VERSIONS AVAILABLE
- PC SEQUEL ALREADY PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS

0191 836 3000

Travel back in time and slash your way around the battlegrounds of Scotland as *Braveheart* storms on to your PC. It's even got Mel™

BRAVEHEART

It's worth noting that *Braveheart* was not the original intention of this game. Red Lemon started programming the game under the guise of *Tartan Army*, but then the movie licence came along and the marriage of the two was instant. The game now benefits from new dialogue by Angus McFayden, who played Robert the Bruce in the film, as well as full-motion video excerpts from the film and original speech and dialogue. All in all, it's a huge package, but whether the two main gameplay aspects of the title – the real-time strategy 3D section and the town management part – can successfully merge into one game, is the biggest task facing Red Lemon.



Set your troops into formations.



H CLAN DIGGER H

You begin a game by choosing a clan to control and then assigning a leader to rally and order the troops. You can choose from all the major leader figures from the film, William Wallace included, but the better they are the more points they cost. At the recruitment stage of clan building, you have a certain amount of points that can be exchanged for either soldiers, cavalry or scouts, for example. There are 15 types of weapon to deploy to various troops, too.



This then goes into the 3D real-time strategy section, where basically it's 'last man standing wins'.

Multiple corpses, buckets of blood and lots of clanking swords is the order of the day.



Dead bodies litter the field.



You fight during the night, too.



All town management can be automatically set.

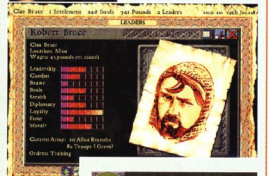
AYR TO THE THRONE

The other half of the game, aside from the fighting, is your town management. Once you have your base, you can then start various money-earning schemes to build up power and numbers. Trade links are set up with the neighbouring town where you sell your goods, and you can also see friendly and enemy towns nearby, which are shown by different colour schemes. You can send in your troops to another village to try and take it over or make their leader join you. The more leaders you have, the more armies you can control and the stronger your troops become. You can also ambush other trade vehicles, or send in spies to snoop around places of interest.



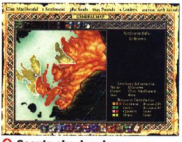
CHECK HIM OUT

This is the first time we've seen a working version of *Braveheart*, and it looks to have huge potential. We should receive a playable copy very soon, and we'll be keeping you informed on its progress.



The clan leaders are ranked in various skills, and even their fame rating!

Protect your leader in the battles.



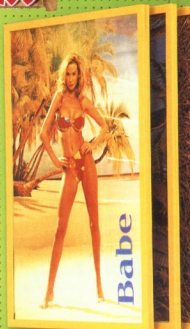
Scouts check unknown areas.





This is where you manage your town, see what you're trading etc.

IT'S ALL FOR NOTHING WITHOUT FREEDOM

COMING SOON



 "Tacky posters will make  a young lad like you go blind. Your Mother would freak if she knew, stay away from them or else," ordered Norm.



| | | | |
|------------------|-----------------|-------------|--|
| 100% COMPLETE | GUN GAME | BY AM 1 | <ul style="list-style-type: none"> ARCADE VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY SEGA TEL IMPORTER |
| | OUT NOW (JAPAN) | 1-2 PLAYERS | |

One of the hottest arcade games is already playing in Japanese homes. This incredible horror gun game is now on its way to the UK!

THE HOUSE OF DEAD 2



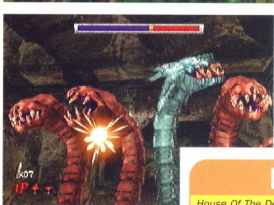
With Sega's AM 2 department being kings of the gun game – thanks to their fantastic *Virtua Cop* series – it was quite a surprise to find what a great job AM 1 did with their own game, *House Of The Dead*, a few years ago. Arcades are once again just getting the excellent sequel now, but a perfect Dreamcast translation is already on sale in Japan. Because Sega's Naomi arcade hardware is nearly identical to their new home console, converting games pixel-for-pixel takes no time at all, as *House Of The Dead 2*'s almost simultaneous arcade/home release proves. Here's a quick look at the Dreamcast version – we'll have a bigger feature next month when we've played it a whole lot more!

HE'S GOT A SHOOTER!

The Dreamcast gun was released at the same time as *House Of The Dead 2* in Japan and is quite different from anything we've used before. It's smaller than most light guns for a start, plus it has space in the top for a Visual Memory unit. Just underneath this is a D-pad for negotiating menu screens with your thumb, complete with small B and Start buttons. The trigger is very responsive and the gun works very well with the game, even if it does look like a prop from *Buck Rogers* rather than something a cool zombie-killing dude would use.



4 Creatures jump out at you without warning all the time – this isn't for the faint-hearted!



4 Rescuing civilians from the zombies leads you down different routes through the game, and can earn you extra lives like this.



4 Even rotting zombies love a quick boogie to The Village People's YMCA.

4 These guys carry two chainsaws and keep going with half a head!

DREAMCLASS

House Of The Dead 2 looks fantastic in the arcades – not only are all the creatures extremely detailed and well animated, but the scenery is a lot more impressive than in the first game. Much of the action is set outdoors, using large buildings, long streets and big, open courtyards rather than the claustrophobic corridors and dark rooms of the first game. Every bit of the arcade game is perfectly realised in the Dreamcast version – in fact, the few textures that looked a bit blocky in the arcade have been tidied up for Dreamcast. It's more than perfect!

NO-ONE LEAVES HERE ALIVE!

We've not had the chance to play *House Of The Dead 2* as much as we'd like, but we'll be getting stuck right in to give you a better look next issue. See you then!



TAMARA WANTS TO HATE HERSELF
FOR LOVING HIM. All Keith wants
is a spanking gorgeous Pot Noodle



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- ★ MARVEL VS CAPCOM
- ★ NEXT GEN. PLAYSTATION
- ★ WWF ATTITUDE



NEXT MONTH

V-RALLY 2

MORE BAD-ASS DRIVING ACTION

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World's first review of futuristic racer Rollcage; a closer look at Sonic Adventure; preview of Castlevania 64. Plus, first look at Driver, more Metal Gear Solid and top strategy games.

The incredible Ridge Racer Type 4 busted wide open. First proper UK coverage of Final Fantasy VIII. Stunning coverage of Sega Rally 2 on Dreamcast. Also first news on PlayStation 2 - a collector's item for sure!

EARLIER ISSUES
ALSO AVAILABLE!

BACK ISSUES

35

Dear Newsy,
You know I don't have to come to your shop to buy my favourite games magazine. But I promise I will if you can be bothered to reserve it for me. It's such an easy thing to do, I'm sure. Come on, it can't be that hard now can it? No. Sort it out then.
Sanks smate.

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computer
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games

RESERVATION

CHECKPOINT

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

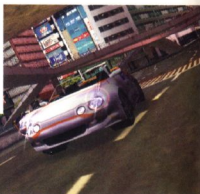
With E3 looming the games industry takes a break over Easter. Roll on summer, that's what we say!

As the console market slows down over the next couple of months, some huge PC titles are about to hit the shelves. *Ridge Racer Type 4* is definitely the biggest PlayStation title around at the moment but PC owners are spoilt for choice with *Commandos: Beyond The Call Of Duty*, *TA: Kingdoms*, *Warzone 2100* and *Grand Theft Auto: London*, to name but a few. But it's still a slow month all round, so make sure you purchase wisely, friends.

E3

12-15 May
Los Angeles,
USA

Sun, sea, sand and... er... s-video games. All taking place in a manic four-day show that makes all those who attend incredibly sweaty, and all those that can't become very jealous. Still, huge Dreamcast and PlayStation 2 presence is expected and maybe Nintendo's new machine too? Can't wait!



Bizarre Creations' *Metropolis* should be playable.

EVENTS AND SOFTWARE RELEASES

APR-MAY SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH



KEY: ■ These games are hot
■ These are not

| GAME NAME | FORMAT | GAME NAME | FORMAT |
|--|-----------------------|--|-------------------------|
| 1 April 1999 | | Street Fighter Collection 2 (Virgin) PlayStation | |
| GeX: Deep Cover Gecko (Eidos) | PlayStation | | |
| Commandos: Beyond The Call Of Duty (Eidos) | PC CD-ROM | | |
| Darkstalkers 3 (Virgin) | PlayStation | | |
| Moto Racer: Platinum (EA) | PlayStation | | |
| Need For Speed: Road Challenge (EA) | PlayStation | | |
| 2 April | | 30 April | |
| Rodline (EA) | PC CD-ROM | Marvel Super Heroes vs Street Fighter (Virgin) | PlayStation |
| Racing Simulation: Monaco GP (Ubi Soft) | Nintendo 64 | Holy Magic Century (Ubi Soft) | Game Boy Color |
| Bust-a-Move 4 (Acclaim) | PlayStation/GB Color | Bloody Roar 2 (Virgin) | PlayStation |
| Battleships (Take 2) | Game Boy Color | Breakout (Take 2) | Game Boy Color |
| Dungeon Warrior (Infogrames) | Game Boy Color | Street Fighter Alpha 3 (Virgin) | PlayStation |
| Rush 2 (GT) | Nintendo 64 | Puma Street Soccer (Infogrames) | PC CD-ROM |
| Heavy Gear 2 (Activision) | PC CD-ROM | | |
| Looney Tunes (Infogrames) | Game Boy Color | April (no set release) | |
| Big Air (EA) | PlayStation | Messiah (Interplay) | PC CD-ROM |
| Sports Car GT (EA) | PC CD-ROM/PlayStation | Grand Theft Auto: London (Take 2) | PC CD-ROM |
| O.D.T. (Psygnosis) | Nintendo 64 | Black And White (EA) | PC CD-ROM |
| Three Lions (Take 2) | Game Boy Color | Baldurs: Tales Of The Sword Coast (Virgin) | PC CD-ROM |
| TOCA 2: Young Car (Codemasters) | PC CD-ROM | Frogger (Take 2) | Game Boy Color |
| Triple Play 2000 (EA) | PlayStation | Official Formula One Racing (Eidos) | PC CD-ROM |
| V-Rally (Infogrames) | PC CD-ROM/GB Color | Requiem (Ubi Soft) | PC CD-ROM |
| 7 April | | 5 May | |
| Grand Theft Auto: London (Take 2) | PlayStation | Tonic Trouble (Ubi Soft) | Nintendo 64 |
| 9 April | | 7 May | |
| Civilisation II (Activision) | PlayStation | Missile Command (Take 2) | Game Boy Color |
| Beetle Adventure Racing (EA) | Nintendo 64 | Acclaim Sports Soccer (Acclaim) | Nintendo 64 |
| Bloodlines (Sony) | PlayStation | Conkers Pocket Tales (THE Games) | Game Boy Color |
| FA Soccer Manager (Eidos) | PlayStation | Gastevania 64 (Konami) | Nintendo 64 |
| Live Wire! (SCI) | Game Boy Color | Castrol Superbikes (EA) | PC CD-ROM |
| Puma Street Soccer (Infogrames) | PlayStation | WWF: Attitude (Acclaim) | PlayStation |
| | | Duke Nukem: Zero Hour (GT) | Nintendo 64 |
| | | Rainbow Six (Take 2) | PlayStation/Nintendo 64 |
| | | Um Jammer Lammy (Sony) | PlayStation |
| 16 April | | 14 May | |
| Ridge Racer Type 4 (Sony) | PlayStation | Drakan (Psygnosis) | PC CD-ROM |
| A Bug's Life (Disney) | Game Boy Color | 21 May | |
| Championship Manager 2: Sold Out (Eidos) | PC CD-ROM | Driver (GT) | PC CD-ROM |
| Pr 18 World Tour Golf (Psygnosis) | PC CD-ROM | Lode Runner (Infogrames) | Nintendo 64 |
| Racing Simulation: Monaco GP (Ubi Soft) | PlayStation | 28 May | |
| Street Sk8er (EA) | PlayStation | Prince Naseem Boxing (Codemasters) | PlayStation |
| | | Le Mans 24 Hour (Infogrames) | PlayStation |
| | | Quake 2 (Activision) | Nintendo 64/PlayStation |
| 23 April | | May (no set release) | |
| Centipede (Take 2) | Game Boy Color | World Cup Cricket (EA) | PC CD-ROM |
| Monkey Hero (Take 2) | PlayStation | | |
| Kluster (Take 2) | Game Boy Color | | |

CHECKPOINT

| GAME NAME | FORMAT |
|------------------------------------|-----------------------|
| Warzone 2100 (Eidos) | PC CD-ROM |
| All Star Baseball 2000 (Acclaim) | Nintendo 64 |
| TA: Kingdoms (GT) | PC CD-ROM |
| Street Wars (Infogrames) | PC CD-ROM |
| South Park Screensaver 2 (Telstar) | PC CD-ROM |
| Soul Reaver (Eidos) | PlayStation/PC CD-ROM |
| MechWarrior 3 (Activision) | PC CD-ROM |

| GAME NAME | FORMAT |
|------------------------------|-------------|
| Interstate '82 (Activision) | PC CD-ROM |
| Joe Blow (Telstar) | PC CD-ROM |
| Age Of Empires (Microsoft) | Mac |
| All Star Tennis 2 (Ubi Soft) | Nintendo 64 |
| Battlezone 2 (Activision) | PC CD-ROM |
| Daikatana (Eidos) | PC CD-ROM |
| Descent 3 (Interplay) | PC CD-ROM |

WINNERS! WINNERS!

ROLLCAGE

What a poor competition this was. We struggled through the entries, which were of an unusually sub-standard effort from the PlayStation masses. However, we did come up with three decent pics and here are the winners. **Jon One** of **Northumberland**; **Tim Vautier** from **Crookes in Sheffield**; and **Chris Holmes** from **Bilton Grange, Hull**. Well done all. The games will be with you shortly.

Dreamcast, but the three winners who came up with something a little different were **Adam Thomson** from **Dunfirmine, G. McNeil** of **Birmingham**; and **Richard Phillips** of **Solihull, West Midlands**. Congratulations to you all, expect a lovely great package any time soon. That is providing the game has been released, of course.

RESIDENT EVIL 2

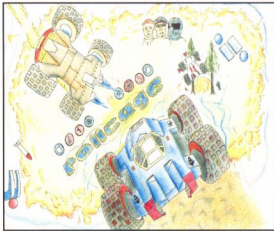
As any fans of the game will know, the corporation that conducts the secret experiments in the game are, of course, **UMBRELLA**. The three winners we plucked from the hat were **Daniel Watson** of **Derbyshire**; **Michael Tsang** from **Port Talbot, West Glamorgan**; and **Matthew Lynch** of **Middlesbrough**. Top of the morning to ya!

MARIO PARTY

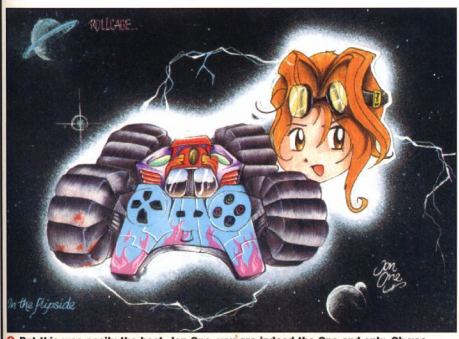
The task set before you was to name something you would give to Mario if you went to his party. We had loads of moustache clippers, new dungarees or a



ⓐ A pic by Chris Holmes...



ⓑ And another from Tim Vautier. Both winners.



Ⓒ But this was easily the best. Jon One, you are indeed the One and only. Oh yes.



KEVIN KEEGAN COMPO WINNERS!

Our back page feature about the man who would become the temporary England manager prompted a flood of entries to win yourself some goodies, signed by the man himself. Anyway, the question was simple: Tell us which programme he started on in which he famously fell from a bike? And the answer is: **'Superseries'**. The five lucky winners are **Daniel Stobbs** of **Southend-on-Sea**; **Katie McFlynn** from **Ely, Cardiff**; **David Ravenscroft** from **Gorton, Manchester**; **Mike Counter** of **Truro, Cornwall**; and **Martin Grange** of **Hackney, London**. Well done all.



WIN SOME MORE

So impressed were we with the amount of entries we received for the **Championship Manager 3** competition in **Checkpoint** a couple of months back, that we've managed to find another five copies from our friends at **Eidos**. So if you weren't one of the original winners to the competition, then you can rejoice at this second coming. And to win one, all you have to do is answer another ridiculously simple question.
Who was Arsene Wenger manager of before he joined Arsenal?
a) Monaco
b) Grampus 8
c) Lens
It's a little tougher than before, but nevertheless we wanted to test your football knowledge to the max. Anyway, send your answers to the usual address marked with **THE WENGERBUS IS COMING, AND EVERYBODY'S JUMPING**. Thank you.

Send entries as soon as possible to:
CHECKPOINT #210 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ.

SPECIAL THANKS

A very special thank you must go to the people at **HMV** for helping us out this month by providing all the release dates you see here. Once again, neither **CVG** nor **HMV** can be held responsible should the dates appear wrong, as all information is correct at the time of going to press.

EVENTS AND SOFTWARE RELEASES

CHECKPOINT

| | | | |
|--------------------------|----------------------------|------------------------------|--|
| PC CD ROM | DRIVING & CRIME | BY ROCKSTAR GAMES | <ul style="list-style-type: none"> PRICE £19.99 PC & PLAYSTATION ORIGINAL RELEASE GTA 2 ON ITS WAY STORAGE 1 CD RELEASED BY TAKE 2 TEL 01753 854 444 |
| | OUT NOW | 1-4 PLAYERS | |

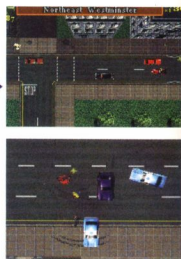


For the past year there's been a crimewave in major American cities, now the criminal element has reached our capital. Yeah baby!

According to trendy glossy magazines London's been a happening city for the past few years. Can't say we've noticed it ourselves, but then again we've been spending far too many nights lying face-down in gutters. Anyway here's a game to prove that London is a happening place - actually, make that WAS, because this game's set at the end of the Sixties - a time when the town really was swinging. If you thought that decade was a peaceful time, full of long-haired lovers, mind-expanding drugs and music that was recorded backwards, then think again. It was a time of stealing cars, drug deals, hit-and-runs, drive-by-shootings and breaking the speed limit, or at least it is if you're playing *Grand Theft Auto London*.

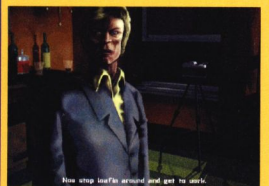


GTA LONDON



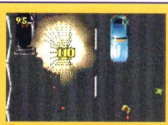
THIS IS HARDWARE

GTA London is an expansion pack for all fans of the original game, and yes, you do need a copy of the original if you want to play it. The game still follows the same simple idea: Contact local gangs, run errands for them to earn money and respect, then be promoted to bigger crimes. The game is built around the idea of stealing cars; different cars are required for different jobs, and they all drive very differently. Not only are there fast cars to steal, but less desirable old bangers, too. Thirty-two new missions have been squeezed into the game, most of which have to be seen to be believed.



How stop leafin' around and get to work.

➤ A smartly-dressed gangster - or David Bowie?



➤ Earn points for destroying cars, but don't get too close.



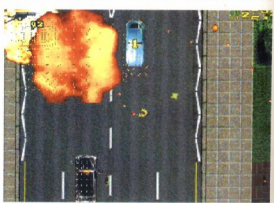
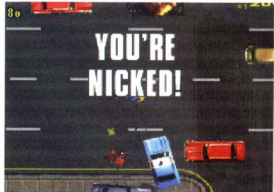
➤ Go drive a 'trouble and fuss' full of German tourists.



➤ You've got lots of 'dibble' on your tail for making a mess.



➤ The game still has the American 'dog and bones' - which is a bit of a shame.



IT'S A LONDON THING

Unlike most driving games, *GTA London* isn't restricted to certain streets - you can drive anywhere in the entire city. The beauty about the game is that not only does it give you a brand new city to drive around, but nearly everything has been reworked to lend the game a London feel. From the streets themselves - you now drive on the left - and the sounds, buildings, music, and of course - cars. The music has been taken from Italian movies of the Sixties and some classic dub by the Upsetters, and is much better than the original game provided you like that sort of thing.



➤ 'Hot cross bun'? Then get to a garage - quick.

PIE 'N MASH

So what of these new cars? Well there's 30 new models, and there are plenty of favourites from the original *GTA*. And as you'd expect, the majority of them are British. The first new car you'll probably spot is a famous black cab, after that the most common are the Mini, Ford Capri (spelt Crap!), and of course a double decker bus. There's also lots of Land Rovers, Reliant Robins, Morris Minors and E-Type Jags. Keep an eye out for the very fast Aston Martin. There's even a Union Jack-painted Jag in there, the preferred choice of none other than Austin Powers.

Sadly, the emergency services of police cars, fire engines and ambulances haven't been updated since the original, which means there's usually lots of American police cars chasing you.



That looks like Austin Powers' car all right, and he's driving over the famous Tower Bridge. How typically quaint, if you're British.

If you drive into water, or are blown up in an explosion you'll get this reworked message. Look how dirty the Thames is, too.

YOU'RE
BROWN
BREAD!



FRANK BUTCHER

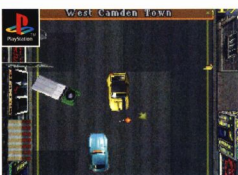
The final icing on the cake to lend the game a London feel are the levels themselves. They'll have you whizzing back-and-forth between Hyde Park, Brixton, Angel and Soho. You'll find yourself stealing cars for bank jobs, being a courier for a hot painting, taking out a gang of mods, and jumping between buildings on a scooter full of drugs. There's also a mission where you steal gold bullion and race off in the back of a bunch of Minis (wonder where that idea came from). Famous landmarks also play a part, from the Tower of London to Westminster, and Buckingham Palace, you'll be dealing with dodgy MPs, royalty and plenty of German tourists, what more could you want?



'Richard the Third'-eye view of Big Ben.



The Hari Krishnas have been replaced by gangs of skinheads.



The PlayStation version promises much better 'butcher's hooks' than the original game.



The Hari Krishnas have been replaced by gangs of skinheads.

CVG OPINION

It's not often we'll devote such space to an expansion pack, but *GTA London* is different. So much has been changed that it almost feels like a sequel, and as it's going to be the first expansion pack on the PlayStation, it's kind of historic as well.

As a fan of the original *GTA*, the London theme works better than the American levels, as does the British humour when set in Britain. The music is also more evocative, the levels and the city have been well designed, and the selection of cars is great. Unlike some expansion packs, it doesn't try to reinvent the original game, it just offers more to do, and new missions to complete, and it's well worth getting if you're a fan of the original.

This could have easily been a cash-in on the successful original game, with levels as the only new things on offer. Hang on that's exactly what this is, only with different graphics and sound. Still it's *GTA* and good fun!

ALEX MONTANA

RATING



Early bird in yer ear, la-di-da whizzing around the Smoke, and hot-cross-bun from the Beechams' has never been as fun, and it's yours for two Ayrtons.

(Translation)

A word in your ear - car stealing around London and being on the run from the police has never been as fun, and it's yours for 20 pounds.



| | | | |
|-------------------|---------------------|----------------|---|
| PlayStation TM | 3D FIGHTING GAME | BY HUDSON SOFT | <ul style="list-style-type: none"> PRICE £39.99 BEATLE AND IMPORT VERSIONS AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD RELEASED BY VIRGIN TEL 0171 368 2255 |
| | MAY RELEASE | 1-2 PLAYERS | |

Cockfights and bear-baiting may not be massively popular these days, but scrapping with animals is just as fun as ever!

Last year's *Bloody Roar* came as a surprise to most people. With an unusual idea and a relatively low profile it still managed to get a lot of attention from both the fighting game hardcore and casual button-bashing fans. Now Hudson Soft have built on the respect they received for the first game with an enhanced graphics engine, new characters and even more insane special moves, while keeping the easy-to-play feel of the original game. Just take a look at the kind of things these fighters get up to!

BLOODY ROAR 2

BRINGER OF THE NEW AGE-

★ BEAST WARS ★

While in Beast mode it's possible to pull off some crazy Super Combo-style moves called Beast Drives, which look amazing and come in handy for finishing off opponents. During these moves, the backgrounds turn into wire-frame outlines and cool tracer effects follow the fighters around the screen. You don't need a guide to figure out how to pull off the Beast Drives either, which makes a change.



Ⓚ Busuzima picks up his opponent with his long tongue and smashes them into the floor repeatedly.

Ⓚ Urko the half-beast (she was a hidden fighter in the first game) bounces around as a glowing ball!

I HAVE THE POWER!

Bloody Roar 2's main feature, and what really sets it apart from other fighting games, is the player's ability to turn into a powered-up animal mutant. When the Beast bar is full, a single-button press starts the transformation with a burst of lightning – which can be used as part of a combo, if you time it right. Although most of a character's moves stay the same in Beast mode, they look more impressive and do more damage. Extra combos and attacks also become available.



TEEN WOLF TOO

A gang of new mutants have joined the *Bloody Roar* gang, each with their own freaky beast powers. A few of the weaker characters from the first game have disappeared for good, but the new guys are certainly competent enough to ensure they won't be missed. There's Stun the insect, Marvel the leopard, Busuzima the chameleon (a very strange, lanky fighter) and Jenny the bat-girl, who has some great vampire-style biting attacks.



Stun becomes a freaky-winged-insect-beast.



Jenny uses her bat wings to fly around the ring.



Gado, the lion dude from the first game is a hidden fighter, as is ShenLong, a powered-up Long.



Busuzima transforms into a chameleon and can use his extra-long tongue to throw enemies around!



Even in human form Busuzima is a very strange looking fighter.



ACTION MANIMAL

The thing that makes *Bloody Roar 2* so fun right from the start is the easy-to-use control method. The four main buttons are simply Punch, Kick, Throw and Beast, and one of the shoulder buttons makes you Guard. Each fighter has loads of combos which can be strung together easily with the Punch, Kick and Beast buttons, and it's not hard to keep hitting enemies in the air for juggle combos.

Pressing Punch and Kick together at any one time lets you recover into a standing position, whether you happen to be in the air, smashing against a wall or falling to the floor. This really keeps the pace of the fights going at maximum level, which means that you've got to concentrate all the time – or pay the price in pain!



CVG OPINION

Bloody Roar 2 certainly has some points over *Tekken 3* – for one, the speed of the fights. As with Sega's *Fighting Vipers*, the walls around the arenas keep the action moving, and simple button-push recoveries mean that it's possible to come back from a powerful combo almost instantly. The characters are very strong – everyone has a unique fighting style and look and all can do fantastic moves. Figuring out combos is also fun, but it's still possible for someone to fluke something cool, as with the *Tekken* series. While *Bloody Roar 2* isn't something that will change the face of video games, it will certainly keep fighting fans happy. And for those who aren't so enthusiastic about fighting games, *Bloody Roar 2* is original enough to draw them into regular two-player fights.

CV LOMAS

RATING



A great follow-up. Loads of cool features, crazy characters and non-stop action make *Bloody Roar 2* one of the best fighters on PlayStation.



NINTENDO 64



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BY HUDSONSOFT

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It's party time in Nintendo land, and Mario's hosting the biggest beano you've ever seen! You're all invited - don't forget your joypad!

Video games are slowly taking over the world. Old forms of entertainment are gradually being phased out by less tiring virtual renditions - sports, driving, meeting people, killing things, and even playing a good old board game can now be enjoyed without any cumbersome real-life objects. *Mario Party* aims to use the Nintendo 64 to give players features they could only dream of in the days of folded boards and plastic dice - all the classic luck, skill and friend-beating deviousness plus bonus games and special rewards to collect. Par-teeeee!

MARIO PARTY

FOR 1-4 PLAYERS AGE 5 AND UP

The main way to play *Mario Party* is with a group of friends (up to four of you can play at once, otherwise computer-controlled virtual chums join in) on one of the six different boards. Players take it in turns to roll the dice then move around the board, collecting or losing coins, depending

on which space they land. The general aim of the game is to collect Power Stars from Toad by landing on his space and handing over 20 coins, or by stealing them from other players. As well as the regular board game bits and pieces, there are bonus spaces with special features and mini-games included.

Ⓢ The first thing you do when you start a game is stop the spinning number roulette to find out in what order you'll play. Just jump, smash the box and hope for the best!

MARY, MARY MINI-GAMES

After each turn, when everyone has moved, a four-player Mini-Game starts up. Some of these involve all four players competing against one another, while others are two-on-two or three-on-one, depending on what colour space everyone is currently sitting. The 40-odd games vary in style and quality, but some can be great fun as all four players scramble for coins. Here are a few examples...

BAN THE BOB-OMB!

The roulette with the biggest number goes first.



Press A or B to raise the same colour flag as Shy Guy. Get it wrong and you're out!

SHY GUY SAYS



CRANE GAME

One player lowers himself into a room where the other three players are sleeping. The idea is to pick up the goodies and put them in the pipe, or steal from rival players.

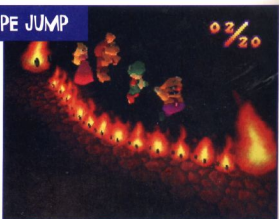
TIPSY TOURNEY

Each player stands in a big tray which they must tilt so that a red shell slides around, removing every panel it touches. The first player to clear the image wins bonus coins!



HOT ROPE JUMP

All four players must jump over the flaming rope every time it comes around. Just as you're getting into a nice skipping rhythm things start speeding up. Longest survivor wins.



BOARD STUPID

Six adventure boards are available from the start of the game, each one with its own look, layout and obstacles. It's worth trying them all to find which one is your favourite, plus you can earn hidden boards by playing all the different modes.



4 MARIO'S RAINBOW CASTLE
This floating board is an unusual one. There's only one route you can go, but things change when someone gets to the castle.



4 DK'S JUNGLE ADVENTURE
Walking slabs block pathways around the jungle, and will only move if you hand over 10 coins. Watch out for rolling boulders!



4 PEACH'S BIRTHDAY CAKE
Playing on a giant cake, players can plant special seeds which steal stars from anyone landing on them!



4 YOSHI'S TROPICAL ISLAND
Hop around the various islands, but you'll have to pay the Thwomps if you want to go across the bridges.



4 WARIO'S BATTLE CANYON
A number of platforms linked by cannons which fire you to a random space. Fly Guy can carry players around, too.



4 LUIGI'S ENGINE ROOM
Massive doors block certain routes around the board, but the settings change after each round.

WELCOME TO MUSHROOM VILLAGE

The main menu is known as Mushroom Village, and has a number of locations you can visit. Everything is presented in 3D and looks great – it even manages to make option menus fun!



1 MINI-GAME ISLAND
Take the raft to Mini-Game Island and play each game to collect coins. See if you can make it through the games first time.



2 OPTION HOUSE
You start with a few options, but you can use coins to buy more. This parrot is like a sound test!



3 WARP PIPE
Jump down the pipe in the middle to begin a full game out one of the Adventure Boards.



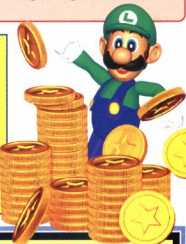
This is the Warp Pipe, the entrance to adventure.



4 MUSHROOM BANK
A safe in the bank holds all the coins and items you've collected while playing the different game modes.



5 MUSHROOM SHOP
Use your collected coins to buy extra items for the board games. There are special blocks to give you more moves, and extras for the option menus, like a record of the background music and a parrot who mimics the other characters!



CVG OPINION

Mario Party's been put together very nicely, with some excellent little touches – the whole Mushroom Village option menus is great, and the coin-collecting sub-game adds a lot to the lifespan of what could have been a very small game. Still, the only way to play *Mario Party* is with three other people when you've set aside a few hours, just as you would a real board game. It's good fun for a while, as the stealing-coins-and-stars action can get quite competitive, and trying out the Mini-Games is a laugh. You're not likely to want to play too often (which may mean that renting would be a better idea than buying), but like all party games, it's a nice thing to have in case of a rainy day. Playing on your own to earn extra bits and pieces is a bit dull, but it passes the time. Overall, *Mario Party* is a bit of a novelty, but if you often get groups of friends together for gaming sessions it's something worth having.

CV LOMAS

RATING



An entertaining virtual board game with knobs on. Plenty of fun for all the family, but not something you could play every day.





| | | | |
|--|-------------|-----------|--|
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Spanning a decade and gracing countless consoles, the *Castlevania* series continues, for the first time in blood-sucking 3D.

Past famous video games and their characters have reappeared in recent years in order to try and win a new audience. But one huge obstacle stands in their way – the third dimension. Mario and Sonic have fared well with their new-found freedom, but Bomberman... ask yourself where he is now. *Castlevania* is the latest in a long line of classic game series to try and make the break into this still relatively new territory. But will the game reach the same heights as the PlayStation's finest 2D hour – *Castlevania: Symphony of the Night*?

Castlevania®



➤ The first boss you'll encounter is an abnormally large skeleton.

BLOOD SIMPLE

The story of *Castlevania* is simple. Somewhere in Valakia, Count Dracula's castle makes an appearance every 100 years whereupon the Count unleashes terror. The Belmont family has been battling Dracula for, well, as long as *Castlevania* games have existed. In this installment, it's Reinhard Schneider's turn (second cousin, twice removed) to defeat death, demons and the Count in his castle. But there's also Carrie Fernandez, a mysterious girl whose ancestors seem oddly connected to Dracula, too. You can play the game as both characters, and it's worth your while as there are some stages which can only be played by either one.



➤ Carrie might not have a whip, but she's magic.



Renon:
Wait, wait!
I AM NOT AN ENEMY!

➤ *Symphony of the Night* featured a librarian who would trade items with you. This *Castlevania* features Renon the ghost salesman. Find him and you can buy potions and food.



THE EXORCIST

Reinhard, in pure *Castlevania* tradition is armed with a long-reaching whip. The whip automatically locks on to the enemy, which is useful, as they all follow you. He also has a sword for close combat. The sword is not as powerful but in certain stages will be the only weapon you have. There are also special weapons that can be collected when you kill enemies. These can be a knife, axe, holy water or a cross – all of which you throw at the enemy. Unfortunately, you can keep only one special weapon at a time, so choose wisely.



DEAD AND LOVING IT

Fans of the *Castlevania* series will recognise many of the enemies that inhabit Dracula's castle. The most common are different coloured skeletons (plain blue, self-exploding ones and blood red ones). However, as in the movie *Jason and the Argonauts*, skeletons are very tricky to kill. Even when they crash to the ground they're not quite dead – they hang around for a few seconds and the scattered bones regroup – so you have to be pretty fast. Werewolves and local villagers who turn into demons will also keep you busy. Most item pick-ups have healing power – like roast beef or roast chicken – that will restore your energy. The common red jewels are used to power-up special weapons, and gold coins are used to trade.



What's wrong, haven't you seen a skeleton riding a motorbike before? Don't worry, there's lots of them in this game and plenty of other weird sights.



Action view

Is this the solution of how to merge 2D characters into 3D games?



Normal view

Be careful in these tunnels as the dangerous spiderwomen like to lurk in dark corners and attack in groups. Keep that whip at the ready.



Frankenstein returns, accompanied by his guard dogs and armed with a chainsaw. This is going to be a very tough fight.



No wonder he only wants to show his face every 100 years!



They offer help, but beware the villager with no reflection.



IS THAT THE TIME?

A first for a *Castlevania* game is the way the time of day changes. As day progresses into night, different enemies appear, like vampires for example. The time of day also plays an important part in solving puzzles and discovering secrets, as some places can only be reached during the night. This adds to the gameplay as you'll spend days trying to discover everything. There are lots of puzzles, but *Castlevania* is mainly a platform game, with some annoyingly difficult platforms, at that.

CVG OPINION

We've had our doubts about *Castlevania*, especially after playing *Symphony of the Night*. But having had several peeks at the game over the past year, we couldn't wait to get our hands on it. The transformation into 3D works well. All the usual features that make the *Castlevania* series so great, like enemies, graphics, and music, are all present. The negative points are probably only going to affect players who have stuck with the series through the years, such as getting used to the combat method and the fact that enemies can appear anywhere around you. This can be tricky at first. The other usual problems found in 3D games are also present here, like the camera positions and judging distances between platforms. Mainly though, *Castlevania* offers a good game. It's darker than most found on the Nintendo 64 but worth checking out.

ALEX HOPKINS



While not jaw-dropping or innovative, *Castlevania* survives the transition to 3D and offers a challenging game.

computer
video
games

PlayStation

NINTENDO 64



| | | | |
|-------------|-------------|---------------------------|-----------------------------|
| | | | |
| RACING GAME | BY UBI SOFT | PRICE £39.99 | PC CD-ROM VERSION AVAILABLE |
| OUT NOW | 1-2 PLAYERS | BROADCAST VERSION PLANNED | STORAGE / CD/ROM CART |
| | | RELEASED BY UBI SOFT | TEL 0181 955 9999 |

The Formula 1 season is underway and the most famous grand prix of all is approaching. Get there early with Ubi Soft's latest racer!

Now Psygnosis have lost their monopoly on console Formula 1 games because of a poor 1998 update, the season has started without a guaranteed big seller. There are a few games out there, battling to pick up those hungry for some virtual racing action, and Ubi Soft's is in pole position. *Racing Simulation Monaco Grand Prix* has been out on the PC for a while, but these console versions do away with many of the detailed simulation features to make it easier for everyone to turn on and race at crazy speeds. On PC it's one of the best, but do the arcade-style console versions match up?

MONACO GRAND PRIX

racing simulation



CVG OPINION

The PlayStation version of *Racing Simulation Monaco Grand Prix* looks very bad - that's the first thing you should know. The in-game graphics are basic and messy, and the presentation screens are badly laid out. The Nintendo 64 version looks considerably better in still pictures, but unfortunately suffers from the common fuzziness and jerkiness of Nintendo 64 racing games. There's also very little in the way of game features - the car set-up options are minimal and the Arcade Mode is as simple as they come. The car handling saves the game from being a complete disaster - it's fast, and at times it's fun, but it doesn't have the feeling of a Formula 1 supercar. Braking hard, then turning and accelerating into corners doesn't work as it should, which is a shame because that's where most of the excitement of Formula 1 games lies - pushing the car to the absolute limit and just about hanging on. With Psygnosis' *Formula 1 '97* on PlayStation, and some great driving games on Nintendo 64, *Racing Simulation Monaco Grand Prix* is going to struggle.

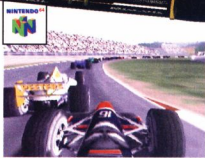
ED LOMAS

AND! THERE! HE! GOES!

Ubi Soft don't have the official FIA licence, so they can't use all the genuine drivers and teams. Instead they've used strangely distorted versions of the real-life pros - Darin Hill (Damon Hill) and Zander Burtis (Alexander Wurtz), for example. You can edit the names if you want, and you can even create your own team and drivers.



Not having the real cars and drivers is a shame, but you can edit them all if it upsets you. Anyway, we think it's quite funny to race against the Canadian racing hero Jim Vanteewe.



SPOT THE SIMILARITY

The PlayStation and Nintendo 64 versions of the game vary greatly. In fact, they're hardly the same game at all, except for the driver names and courses. As well as having more options (nothing ground-breaking, but the kind of standard features you'd expect from a racing game), the Nintendo 64 version also has a lot more graphical detail. The courses and cars look better, but the frame rate and resolution have suffered slightly. Basically, if you've got both consoles, go for the Nintendo 64 version of the game.



The Nintendo 64 version of the game is much better than that of the PlayStation.

RATING

A scruffy product with some top-quality rivals already in place. There's not enough in there to make it worthwhile.

RATING

The best Formula 1 game on Nintendo 64, but still not as good as it could be. For desperate racing fans only.

REVIEW



3D PLATFORM

BY CRYSTAL
DYNAMICS

OUT NOW

1 PLAYER

PRICE £30.99
 • 300, PC, PS, SAT AND
 HAS VERSION AVAILABLE
 • NO OTHER VERSION
 PLANNED
 • STORES 'S CD
 • RELEASED BY EIDOS
 TEL 0101 836 3000



The lizard with more crap gags than Joe Pasquale is back again to attempt to make a decent platformer on the PlayStation.

GEX

DEEP COVER GEXKO

Finally, after trying and failing to get it right with Dana Gould (a US comedian we hate) and Leslie Phillips, it seems that we have at last an appropriate person to provide the voice of Gex in this latest episode of his game series. Step forward please, Mr Danny John-Jules, better known as Cat from *Red Dwarf*. His voice is not that annoying and certainly fits the character better than any of the others. Now that the speech doesn't have the same effect as nails scraping down a blackboard, we can concentrate on the game, which isn't too bad, as it happens. Read on...

KERB CRAWLING

The amount of pick-ups and collectable items in the game is quite large but the good thing is that they all have an effect on the outcome of the game. The fly coins will give you an extra life when you reach 50 and topping a ton will give you another remote, which you need to enter levels. The more remotes you collect, the more television worlds that will open up for exploration. Find 25 paw coins and you'll add extra bars of energy to the standard four with which you begin. Plus the B coins open up bonus stages. Tail-whipping the TVs will also give you bonus flies, which can give you temporary projectile attacks, energy or extra lives.



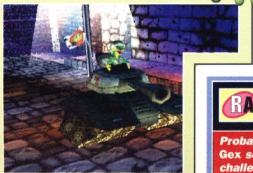
❖ Gex complete with sombrero and mule.

❖ Gex has a new long-range karate kick.



GECKO OR CHAMELEON?

Gex has a variety of outfits which he jumps into when you enter the various stages. Some of these have no effect, like the winter woolies from the first stage, while others do, like the Jetpack. He also has alternative modes of transport like a snowboard, glider, camel or donkey. These are either required for a specific level, in which case you're unable to get off them, while others are only needed for a small section of a stage, so you have to locate and use the object yourself.



CVG OPINION

Gex games are always strange game to review. Initially, this one is very frustrating. In terms of gameplay elements, there are very few innovative features that make this stand out above the others. With every new version they make, the graphics certainly improve and it gets nearer to the ultimate Gex game. But that is still a little way short of becoming a classic. The controls can be frustrating at times, as Gex has to turn a full circle when you change direction while he's running. This also leads to many mistimed jumps and then annoyance. It does take some time to get used to, but once you do, it can be a fairly entertaining game. There's loads to do in each level in terms of objectives and hidden stuff to locate, and the variation on the stages is good too, if a little predictable. It's definitely a game that'll grow on you if you have the patience.

STEVE BOY

RATING



Probably the best you're going to get from the Gex series. Fun in small doses with enough challenge to make you want another quick go.



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With eyes fixed on the anticipated *Tiberian Sun*, Eidos have released a title to rival anything Westwood plans. Let's go to war™

WARZONE 2100

The big appeal of these types of games is the multiplayer compatibility. Many a long night has been wasted away as your troops of GDI forces battle against your mates' NOD regime. *Warzone 2100* offers you the chance to do all this again, but also allows those without the benefit of modems or LAN networks to sample these delights. Via the one-player skirmish mode, anyone can play against computer-controlled deathmatches that are programmed to use sophisticated Artificial Intelligence! What more reasons do you need to purchase this game?



OIL BEEF HOOKED

As with most real-time strategy titles, the main source of your power and money comes through mining a specific element. In *Warzone 2100*, this element is oil. Once you've located a site to build an Oil Derrick (this usually means destroying an existing enemy site), send in your truck to build your own. Now you have to make a power station to make the Derrick run and before you know it, the cash comes rolling, or trickling in.

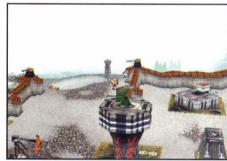


New terrains bring new problems.

You'll notice that the green tanks have new wheels and weapons, both of which are the result of researching new artefacts you find.



Turrets need researching before they can be built.



RESEARCH AND DEVELOPMENT

The other key element to *Warzone 2100* is coming up with new technologies that will enhance the firepower of your troops. Once an enemy camp has been destroyed, it will leave behind a similar flashing beacon to the one which signifies oil – only this time it's an artefact. Send a tank in to pick this up and you'll be able to start researching the new item right away (providing you have a research centre, of course). Weapon upgrades, new structures and even new cyborgs can be made and sent in to battle as one of your own. Get far enough in, and airborne craft can be yours too!

CVG OPINION

I'm always a little sceptical when it comes to real-time strategy games, and whether they can match the success of *Command & Conquer*. But in *Warzone 2100*, I have found a game that has rekindled my faith, because it's brilliant. I'd even go so far to say that although it's not as groundbreaking as C&C, it breathes new life into a formula that was in danger of becoming tired and boring. The graphics are fantastic, and the fully-rendered 3D landscapes work tremendously well. The ability to build your own craft once you've researched components, also adds a little variation. But it's very simple to use, which ultimately makes it for me. The various interface screens are easy to follow and use, and before you know it, you have a one hundred-strong army at your beck and call.

STEVE HOGS

RATING



Finally, a game that could outpace C&C as the most addictive strategy-based wargame on PC. *Warzone 2100* is quite simply, brilliant.

PC
CD
ROM

MANAGEMENT

BY CHRIS
SAWYER

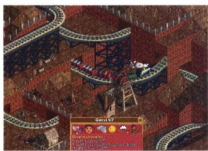
OUT NOW

1 PLAYER

- PRICE £36.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 GB
- RELEASED BY HASBRO
- TEL 0191 560 1234

If you've ever visited Disneyland or Alton Towers and thought you could design a better theme park, this is the game for you.

RollerCoaster TYCOON



- ④ If you're really clever you can build two separate rollercoasters in tandem, and make both sets of cars set off together. Very cool.
- ⑤ Runaway minicar rides are really popular. Add them for lots more excitement.

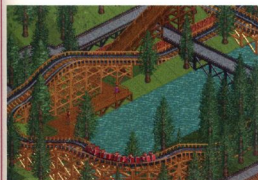
ROLL WITH IT

RollerCoaster Tycoon is one of those games that looks simple, but will eat away hours of your life. And that's because it offers you the chance to do something you've always wanted to do – design your own theme park. Not only do you get to build rollercoasters and other assorted rides, but you employ cleaners and entertainers, and even plant flowers and fry burgers. Doing this well guarantees lots of visitors to your park, and making them part with their cash is your ultimate goal – more money means more rides!

Building a rollercoaster is a difficult job. Not only do you have to make the ride big and exciting enough to encourage people to ride it, but you've also got to make sure that your design works. For players in a hurry to get their park up-and-running, there are preset rollercoaster designs that are yours at the click of a button, providing you've got enough space and cash. But the real joy of the game is designing your own and there's a wide variety of parts to help you build. It's a bit like having a virtual LEGO set – you can even place on-ride photo systems on to your biggest creations, which is an excellent way of making more money. There's only one snag when it comes to designing a rollercoaster from scratch: if it looks too extreme, or if it makes too many passengers sick, they won't want to ride it again.



- ④ The Purple Peril – an ugly looking monster, and it's about to make that kid puke. A good ride!



- ④ Rollercoasters that go underground or through trees can make your guests more excited.

RIDE IT BABY

Building rollercoasters is really only half the game, because there's plenty of other rides that should be constructed to make the perfect theme park. Old favourites like bumper cars, the haunted house and log flume are all here, plus the incredibly popular go-karts – which are very easy to build. Laying down paths in the park is more important than the rides themselves – without them visitors can't get around. You should also consider building trains, or a monorail to move people around faster. Then there's the all-important stalls, ranging from snacks to maps of the park and souvenirs. Aside from the buildings, you can also use your money to advertise the park, promoting key rides and offering discounts on others. Finally, keep pumping cash into your R&D department – the more money you pay them, the more new rides they'll create, and you know that makes a lot of sense.



CVG OPINION

RollerCoaster Tycoon is a fun, addictive and challenging game that anyone who's ever ridden a rollercoaster will find a joy to play. It's more enjoyable and detailed than *Theme Park* – the only game that offers anything similar – but *Theme Park* is getting on a bit. The real fun comes from building the rides, and you're given a fair amount of freedom that will allow you to conjure up some real crackers. The rides are all bang up-to-date, too. You can even build something very similar to the Oblivion ride at Alton Towers. Scenarios mean the game gets increasingly tougher, and skills you've picked up will have to be employed in new parks to succeed. More than anything though you'll still be playing this in a year's time, not just for the challenge but more importantly – for the fun.

ALEX HORNBY

RATING



A game full of humour, challenge, freedom and lots of fun. *Theme Park 2* will have to really impress to beat this.



| | | | |
|------------------|----------------------|-------------|---|
| PlayStation™ | GOD STRATEGY GAME | BY BULLFROG | PRICE £39.99 PC VERSION AVAILABLE NO OTHER VERSION PLANNED STORAGE 1 CD |
| | OUT NOW | 1 PLAYER | |

This popular god-playing PC game has now been converted to the PlayStation. Will it be an almighty success or cause a suicidal cult?

POPULOUS

There's a galaxy of planets out there full of primitive people, if only someone could develop these tribes and bring to them civilisation. You're that person. Actually a shaman, to be exact – if you protect them and develop their culture these people will worship you. Being treated as a deity will give you new strengths and powers, as well as magic spells that will help you conquer enemies and move on to the next planet challenge.

GOD BECOMES HER

The shaman is the most powerful character in the game. Her spells can alter the land or attack and destroy enemy tribes. She is also the only character that can be reincarnated. By adoring various artefacts found on the planets, like totem poles, stone heads and obelisks, the shaman becomes more powerful and learns better spells. You start the game with a few basic spells like Thunder Bolt and Swarm Of Insects. As your powers increase, you can create a volcano near the enemy village and watch the huts disappear into the lava. Each enemy tribe you encounter has a vault of knowledge that your shaman can enter and steal information from. These allow you to build a previously unavailable building or a more powerful type of warrior, for example.



⚡ Look out for that volcano! Some of the spells can be very nasty, and you have to be clever about where to use them.

POPULOUS: THE BEGINNING



⚡ Lots happening here. Fire is raining down on this tribe, and their village is being burned to the ground.



CVG OPINION

Populous was one of the best games to come out on PC last year and this PlayStation version is pretty good, too. The graphics are simpler and the game plays faster. Some of the fancy effects that made the PC version a joy to watch haven't survived the transition to PlayStation. The game is very simple to learn, easy to play and extremely addictive. The only annoying detail is the 'god/father-figure' voiceover which acts as a running commentary as soon as you've discovered a new spell/building. There isn't a great wealth of strategy games on the PlayStation, so Populous should build up a healthy following.

ALEX HAMPRELLA

EVERYDAY PEOPLE

Braves are your basic tribesmen – not very strong in attack, but capable of building huts and training grounds. Braves can be trained to become warriors, spies or preachers who can convert the enemy into followers by chanting. Braves left in the huts will produce mana – the energy the shaman needs to cast spells. Planets are also inhabited by harmless wildsmen which your shaman can convert into followers with a spell. If any of your tribesmen die they will be reincarnated as wildsmen.

RATING



Don't let the simple looks put you off. Populous is an easy game to learn and soon becomes challenging and very addictive.



REVIEW



RACING GAME

BY PARADIGM

OUT NOW

1-4 PLAYERS

PRICE £44.99
 NO OTHER VERSION
 AVAILABLE
 NO OTHER VERSION PLANNED
 STORAGE 128MB CART
 RELEASED BY
 ELECTRONIC ARTS
 TEL 01753 548 442

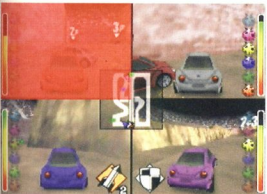
Take brand new Volkswagen Beetles on crazy high-speed, cross-country adventure races. Forget Herbie – these are the real Love Bugs!

BEETLE ADVENTURE RACING

Everyone in the world wants a lovely new Volkswagen Beetle, but not everyone has access to the cash needed to get one for real. Thanks to Paradigm, simulation experts and creators of *Pilotwings 64*, you can now drive one in your own home for a fraction of the real price. And thanks to the magic of video games, you can do a hell of a lot more with your virtual Bug than any real-life show-off owner could ever hope to do. Race around some spectacular courses, take amazing shortcuts, launch yourself far into the air, travel at crazy speeds, and even race against other Beetle drivers in a multi-player collection battle! This is what adventure racing is all about.

BONUS, DUDE!

While you can treat *Beetle Adventure Racing* as a normal driving game, there's a whole extra part to it. Around each course you'll notice little numbered crates which give you bonus points if you smash through them. And on each course, 100 of these points are on offer, but it'll take a lot of exploring to find them all, and a lot of skill to pick them all up during a race. Collecting 50 or more gives you an extra continue, so it's well worth looking around. You can also collect blue "N" boxes which make your Bug go super-fast for a few seconds.



You can use all sorts of dirty tricks to win Beetle Battles, which is what makes them so fun.



You can drive on to the roof of the hangar in this small battle arena. Perfect control is needed!



There's a 10-point bonus box on a thin ledge across the lava.

The handbrake is very useful for sliding into bonus boxes.



CVG OPINION

It's always nice to have a great little game like this come almost out of nowhere. *Beetle Adventure Racing* may not have much hype or flashiness behind it, but it's got excellent ideas all the way through and is a whole lot of fun to play. The graphics are surprisingly good – the tracks are detailed and solid, and the subtle reflection effect on the cars is very clever (they even reflect bits of passing scenery, such as the hot air balloons at the start!). The Beetles themselves aren't as much fun to drive as you might have hoped, but learning to use the handbrake powerslide properly makes things a lot better. The best part is the track design – each course has masses of alternate routes and shortcuts, some of which you'll find deliberately and others you'll find your way into by accident. This exploration element, the bonus points system and the fun battle mode make *Beetle Adventure Racing* a nifty little number. It could have been even better if the driving itself was a little more enjoyable.

CV LOMAS

BEETLE WARS

On top of a regular two-player racing mode, the Beetle Battle mode lets up to four people play a cool collection race game. Dotted around each of the arenas are little ladybird icons which constantly change colour – the idea is to collect all six colours, then make it to the exit before anyone else. Special crates contain missiles, speed-ups, ladybird-stealing weapons, and even dummy explosive crates. Beetle Battles are a whole load of fun, and with extra options to collect by playing, it gets better as time goes on.

RATING



Not the most amazing driving game ever, but something a little bit different. It's well worth a go whether you're a Bug lover or not.

PC
CD
ROM

COMMANDOS: BEYOND THE CALL OF DUTY

Army fever is back! Have your paintball guns at the ready, crawl through the mud, anything... *Commandos* returns for all to drool over! Even though this is just a mission pack, the programmers have included a couple of new moves and weapons. Players can now use pebbles and packets of cigarettes to distract and lure out enemies. There is also a female character from the Dutch resistance whose charm and good looks can be taken advantage of to win over the enemy troops before sticking a knife into their necks.

New guns include a single-shot long-range rifle, chloroform used to suffocate enemies, a club, handoffs and the most primitive of all: your fists! It's still essentially the same game but the new missions are tougher than before – even with three difficulty settings. The toughness may put some people off, but believe us when we say that regardless of whether you own the original or not, *Commandos: Beyond The Call Of Duty* is still an essential purchase. And it's a standalone version too, so there's no need to buy both. Ahhh, heaven.

STEVE KEY



ARMY SIM

OUT NOW

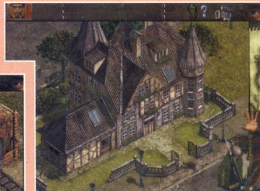
BY PYRO

1-5 PLAYERS

- PRICE £24.99
- ORIGINAL PC VERSION AVAILABLE
- PC SEQUEL PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 0181 636 3000



⚡ Don't use all of the Sniper's bullets in one go as they are useful in the later stages of levels, and can be the key to completing the mission.



⚡ Even without the use of a 3D card, *Commandos* still looks excellent and the attention to detail is second to none. An all-round top game that you should own.

PC
CD
ROM

REDLINE

Corridor games will always come under close scrutiny at CVG. Considering *Quake* is still our most-played game in the office, and games like *Half-Life* and *Quake 2* have never been uninstalled from our computers. So we know what we like in these sort of games. And while *Redline* isn't 100 percent first-person – you get into vehicles for a start – it's not fair to compare it to those aforementioned classics. But the fact of the matter is that *Redline* is boring, jerky (even on a P200 with a 3Dfx card, which incidentally runs *Quake 2* perfectly) and unimaginative. It took an age to load the first level which turned out to be just an intro. We had to load another bulk in before we could play. It's a shame, because the programmers were obviously trying to add a new dimension to this sort of game. But we reckon it's turned out crap. Never mind.

STEVE KEY

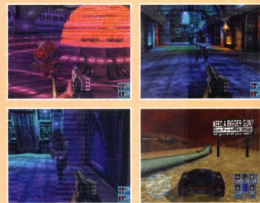
CORRIDOR

OUT NOW

BY ACCOLADE

1-8 PLAYERS

- PRICE £29.99
- HD DITHER VERSION AVAILABLE
- HD 3DTEXT VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY E.B.
- TEL 01753 544492



⚡ There is a much better *Redline*, a thin one, that you should spend your money on instead.

PC
CD
ROM

V-RALLY: MULTIPLAYER CHAMPIONSHIP EDITION

I t's strange that Infogrames have taken so long to release *V-Rally* on the PC, especially when you consider that *Colin McRae* is already available and the sequel is nearing completion on PlayStation and PC. But they did, and you might think that they've put right all the wrongs by now. Err, not quite. The cars still handle in a ridiculous remote control manner and if you use the far camera angle, you can quite easily sail through all the courses without even thinking about it. Graphically, it's impressive but then again so are most of the console to PC port-overs so this, in itself, is nothing special. *V-Rally: Multiplayer Championship Edition* is a good title, but *Colin McRae* is a far better game. So get that instead, or wait for *V-Rally 2*.

STEVE KEY

RALLY GAME

MAY RELEASE

BY INFOGRAMES

1-4 PLAYERS

- PRICE £29.99
- PS PROCESSOR VERSION AVAILABLE
- PC AND PLAYSTATION SEQUEL PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFOGRAMES
- TEL 0181 827 8000



⚡ You really should wait for the sequel. Or buy *Colin McRae*. A not difficult decision at all.



UEFA CHAMPIONS LEAGUE

Again, Eidos turn to Silicon Dreams for their latest big football game licence and this time, while the actual Champions League sponsorship may do more than Michael Owen did, the game remains largely the same. It's an improved game engine in that the players look better, but they still run strangely and it still feels a little too sluggish. *Michael Owen's* had this, but still managed to play well. *UEFA* doesn't feel like that much has changed, and you can't help feeling more than a little disappointed by it. As well as having everything that goes with the Champions League – including real-life sponsors, the same television music, Bob Wilson, Brian Moore and Ron Atkinson on the mics – it also has a scenario mode which lets you take over games that appear to have been lost in an attempt to turn them around. You can also pick the previous winners as well, so it's possible to have a Liverpool team from the 1970s against the Manchester United of today. It's definitely worth renting to see what you think, but if you own *Michael Owen's*, this really isn't worth getting.

STEVE KEY

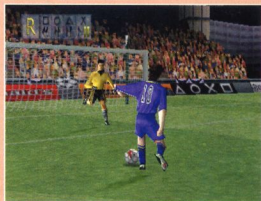
FOOTBALL SIM

OUT NOW

BY SILICON DREAMS

1-4 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 0191 636 3000



Slot it past the 'keeper into the corner and then listen to Brian Moore wet himself in a flurry of frenzied excitement. Oh yes.



If you use triangle to control the ball and press the pad in a direction, the player will trap the ball and flick it into the space you selected.

The goalies' reactions to what is going on around them have been improved too, as you can see here.



KLUSTAR

Ever since *Tetris* made people want to rush out and buy a Game Boy ten years ago, companies have been trying to recreate the classic puzzler, with endless variations on the simple game-play. And you can easily see where the inspiration comes from.

Kluster is the latest puzzle game in the *Tetris* family tree, and it's one of the better ones. Using similar shaped blocks as you'll find in *Tetris*, *Kluster* takes the concept a stage further with the blocks moving into the screen from four different directions. The blocks then slowly start to form a cluster – make that a *Kluster*. The idea is to control this mass of blocks by preventing gaps from being formed and stopping the *Kluster* from reaching the edge of the screen. There are various skill levels and different modes of play, it may not be as polished as *Tetris* but this is a great spin on a classic.

ALEX HUHTALA

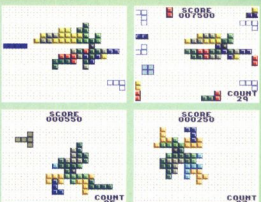
PUZZLE GAME

OUT NOW

BY REBELLION

1-2 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRADES
- TEL 0161 827 8000



A step-by-step guide to collect in weekly parts – The Wonderful World of Cross Stitching.



TANK RACER

What we have here is a racing game where the only vehicle you can use is a tank. Now, while trundling around in a tank may be fun every now and then in war games, it's not something you want to do for a long period of time. This is the main reason why *Tank Racer* doesn't work – the tanks just aren't fun to drive. Even the fastest of the lot isn't particularly quick and they all steer very slowly, bumping off walls and bits of scenery – and it takes a few fiddly seconds to straighten out again. Power-ups and extra weapons are available, but they don't do much to help the action. The graphics certainly aren't very stylish, but they move smoothly and are nice and clear, which is one of the best things about the game. Unfortunately, *Tank Racer* is a bit of a silly 380 wrapped up in an average game. Worth a quick rental and nothing more.

ED LOMAS

RACING GAME

OUT NOW

BY KUJI ENTERTAINMENT

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GROLLER INTERACTIVE
- TEL N/A



Wouldn't Combine Harvester Racer be a great idea? Or Milk Float Racer? Or Juggernaut Racer?




SHANGHAI

Shanghai is a very old puzzle game that's as popular as Chess in the Far East. *Shanghai* on the PlayStation or N64 is, in my opinion, a waste of a console. But on the Game Boy it becomes a great little game. The idea of *Shanghai* is simple. You must clear a large stack of patterned tiles using some basic rules. To remove tiles you must match them with one of the same design, and these must be completely visible. If you are removing tiles from a lower tier, they can only be ones taken from the side. There are different modes of play: Kong Kong is a race against the computer and Gold Rush ends when a player uncovers the golden tile. This is a great puzzler, perfectly suited to Game Boy and thanks to colour and the sharp screen, the tiles are all easily identifiable.

ALEX HUHTALA

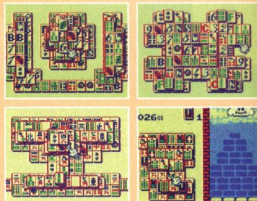
PUZZLE GAME

OUT NOW

BY SUNSOFT

1-2 PLAYERS

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGAMES
- TEL 0161 927 6000



⚡ A game that any self-respecting collector of patterned tiles should rush out and buy, today!




T'AI FU

There's no doubt that *T'ai Fu* is a very classy game – the presentation is extremely stylish, the levels look like 3D cartoons, the characters look and sound great, plus they're all dramatically animated. That's why it's such a shame that it gets boring so early on. Simple, unimaginative level design is the main problem. Running through the levels jumping over pits of spikes and collecting gems isn't particularly fun and the fighting is very limited. It won't take long for you to find a combo which is easy to perform but does a decent amount of damage, so you'll end up simply tapping it in whenever you bump into anyone. Some of the bosses are cool, as are fights against multiple enemies but the whole thing is still a little dull overall. It's a shame, but *T'ai Fu* is one of the most stylish duds ever made.

ED LOMAS

PLATFORM GAME

OUT NOW

BY DREAMWORKS

1 PLAYER

- PRICE £30.00
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 458700



⚡ You don't want to mess with a regular tiger, let alone one who's mastered the martial arts.




BUGS BUNNY: CRAZY CASTLE 3

A treasure hunt in a crazy castle starring the Looney Tunes gang – aren't game boxes informative. *Crazy Castle 3* is apparently the latest instalment in a popular series, although I've never heard of the other two. In it you play Bugs Bunny, who must search the castle for hidden treasure. To progress you must find keys, search rooms and avoid your bewitched friends and enemies. There are items you can collect along the way like bombs and a cork gun to keep any critters at bay. Levels are littered with lifts, teleporters and ladders allowing you to reach doors above you and to avoid those simpletons like Daffy, Tweety Pie, Sylvester, Foghorn Leghorn and Yosemite Sam, among others. This is a simple game which could be fun for younger players, but it contains the kind of gameplay that I tend to avoid.

ALEX HUHTALA

PLATFORM PUZZLER

OUT NOW

BY KEMCO

1 PLAYERS

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY THE GAMES
- TEL 01783 653 377



⚡ Another month, and another *Bugs Bunny* game on the Game Boy. Go back to cartoons Bugs!




MEN IN BLACK: THE SERIES

Based on the cartoon show – which was based on the movie, which was based on the comic book – this is a simple action game which sees you as agent J, protecting the Earth from the scum of the universe. This involves walking around Manhattan, through sewers, over rooftops and everywhere else, shooting whatever aliens you come across. There are hazards to jump like holes in the floor and crates to climb over – even that little bouncy ball from the movie that can cause all sorts of problems. Shooting the aliens is pretty straightforward, they can be disguised as humans and even bicycles, but as there are no normal humans around, shooting them is pretty easy. There are some nice cut-scenes and even a pretty cool intro that's very stylish for Game Boy, but at the end of the day, the game is rather simple and one from which you'll soon tire.

ALEX HUHTALA

ACTION GAME

OUT NOW

BY CRAVE

1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INTERPLAY
- TEL 01628 423 686



⚡ Arrgggh, a killer squiggle lies in your path! It's only the start – what horrors will lie ahead?

TM
GAME BOY
COLOR



QUEST FOR CAMELOT

Based on the animated movie *Quest For Camelot*, you play Kayley, who is on an adventure to save the kingdom from the evil knight Sir Ruber, who has stolen King Arthur's magical sword, Excalibur. Whatever use he plans for the sword, everyone thinks they're in great danger, so you've been selected to get it back. During the journey you'll encounter characters who will aid you in your quest, and as a bonus for anyone who's seen the movie, Celine Dion does not appear. *Quest For Camelot* is a cute adventure game that borrows heavily from *Zelda*. There are plenty of characters to talk to, soldiers to fight, and errands you must run to progress. The graphics look like they belong on a SNES, not a Game Boy. There's even a fancy warp effect when you go through magic tunnels.

ALEX HUHTALA

ADVENTURE

OUT NOW

BY TITUS

1 PLAYER

- PRICE £25.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY THE GAMES
- TEL 01783 853 377



⚡ Lots of green and pink – two colours that are often overlooked in videogames. Wonder why?

PC
CD
ROM



FIGHTER SQUADRON

When you start up *Fighter Squadron* you're immediately taken back to the 1940s with genuine speeches and tunes playing on a radio through all the menu screens. The game itself has genuine planes and locations which featured in the Second World War – the skies over Kent, the Channel, Africa, etc – with plenty of scenarios involving everything from enemy planes to submarines. One major feature is the way the planes react to damage – instead of operating as one object, each part of the plane has its own physics. Getting shot in the wing doesn't always take you straight down – with flying you can land safely. It also makes crashing look much more realistic as bits of the plane break off separately. Flight sim fans will like the authenticity of the WW2 situations but more casual gamers won't find enough action to keep them happy.

ED LOMAS

FLIGHT SIM

OUT NOW

BY PARASOFT
INTERACTIVE

1-8 PLAYERS

- PRICE £35.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 556700



⚡ Not only do the planes look great in the air, they also smash into little bits beautifully!

PC
CD
ROM



RECOLL

Here's a fairly standard shooting game featuring futuristic heavily-armed tanks. The action is more *Quake*-like than most mission-based war games, as you need to go through shooting everything in your way, finding doors, switches and the like. The tanks move around quickly but steering takes time to get used to as it's not as quick as you'd expect from the forward and reverse speeds. There's a decent selection of weapons and power-ups, but there's nothing that stands out – though bouncing laser beams are fun for multiplayer games, as are good old guided missiles. In terms of graphics, *Recoil* is okay, though the scenery and level design is certainly nothing special. Overall it's another average war shooter for the PC and another failed attempt to do something different with corridor games.

ED LOMAS

SHOOTING GAME

OUT NOW

BY ZIPPER
INTERACTIVE

1-8 PLAYERS

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY 10
- TEL 01753 589222



⚡ Being able to move at high speeds is great, but only if you can turn quickly too. Whoops!

PC
CD
ROM



JIMMY WHITE'S 2: CUEBALL

The original *Jimmy White's Whirlwind Snooker* was the first game to capture all the skill of the sport, plus it had 3D graphics way ahead of their time. This sequel doesn't add much to the snooker itself, but has loads of extra presentation features. Everything is now 3D – instead of options screens you have a mansion hallway with 3D items representing each option. There are two main rooms, one for snooker and one for pool, each with its own CD player and selection of games. Darts, draughts, a one-armed bandit and even a *Droptone* arcade machine are all there to be played, as well as pool and snooker. You can use the classic control method (setting your power and pressing a button) or a *Virtual Pool*-style mouse system too. While the snooker isn't a massive improvement over those games already available, as a relaxing gaming package *Cueball* is excellent.

ED LOMAS

POOL/SNOOKER
GAME

APRIL RELEASE

BY AWESOME

1-2 PLAYERS

- PRICE £34.99
- PC, ARCADE AND MEGA DRIVE PROCESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255



⚡ Computer opponents show up as a pair of floating gloves – they fidget all the time too.

TOKYO GAMES INFERNO

NEW GAMES EXTRA FROM TOKYO!

Two weeks after the next generation PlayStation was revealed (see **News**, page 6), the Tokyo Game Show event happened. Sega's big chance to fight back. The world's big chance to put a perspective on what Sony had promised. CVG got burned in a white-hot entertainment meltdown! These are the highlights.

DREAMCAST

Sega could have used the Tokyo Game Show more effectively but what was on show was good enough. Live demos of Web TV and an online *Sega Rally 2* tournament, in addition to a sterling line-up of games. If you took your Visual Memory to the show, you could download exclusive games from *Shen Mue*, *Sonic Adventure*, and *Climax Landers*.



SHEN MUE

BY SEGA 1 PLAYER

You could try out the Quick Time Event (QTE), Free Battle system and take part in a tutor section of *Shen Mue* at the show.

In the QTE you just have to react quickly to press the right button or direction. In Free Battle you get full control, with buttons assigned to Dodge, Punch, Kick, and Grab. The tutorial introduces you to a new character, Tom, who makes a cool job of teaching the hero Ryo how to perform a spinning jump kick. Once you've cracked it you move on.

There were mixed reactions to *Shen Mue* at the Tokyo show but ours was positive. Sega now plan to release *Shen Mue* in a series of installments, beginning 5 August, in Japan.



People who took control of the *Shen Mue* demo reached this part when it was raining, snowing, at night, or as the sun was rising.



You can only move on when you've helped Ryo to master Tom's spinning jump-kick.

KING OF FIGHTERS '99

BY SNK 1-2 PLAYERS

Some exciting additions for the DC version. Backgrounds are fully 3D, especially noticeable on the USA stage. There are trace effects on the limbs of characters with the faster moves, too. *KOF '99* will be compatible with *KOF R-2* on Neo Geo Pocket.



The DC hooked up to SNK's Neo Geo Pocket Color. How cool?!

There's a lot of depth in the backgrounds. All the scenery is in 3D.

SNK always put an insane amount of detail in their games. Check this scene out!



SEAMAN

BY SEGA 1 PLAYER

Featuring a fish with a human head. You raise it as a pet in your television. Without a doubt, *Seaman* is the craziest game CVG have seen since *Switch* on Sega's Mega CD. Got to say, we can't wait until 24 June when the game is released in Japan.

Don't worry, you're not supposed to take it seriously!



COOL BOARDERS DC

BY UEP SYSTEMS 1-2 PLAYERS

All-new sharper vision of snowboarding from the maniacs at UEP ('wep') Systems Inc. In addition to stunts, you also get to score points by smashing through obstacles. Best thing we saw was the inside of a cavern with underground waterfalls. Nice.

Best-looking 'boarding game on any system.



AIRFORCE DELTA

BY KONAMI 1-4 PLAYERS

Pilot jet fighters in a graphically slick strategy shoot 'em-up, not too far removed from Namco's Ace Combat series. Three missions were playable at the Tokyo Game Show, bombing enemy posts in the hills, sinking aircraft carriers and dog fighting over a city.



🔴 **Zippering between skyscrapers in a jet fighter is part of the thrill.**

🔴 **You've got to be impressed by the realism here. Almost makes you puke.**

SOUL CALIBUR

BY NAMCO 1-2 PLAYERS

At only 30 percent complete, this playable demo took our breath away. Nothing new in gameplay, but the graphics. Wow! Skin stretches to look real. Hair waves in the breeze, breath is visible in cold air, lighting effects dazzle. Gotta have a Dreamcast! Got got gotta!



🔴 **When you see this game in action, you won't believe how realistic and fluid the animation is.**



🔴 **Notice how dust is thrown up by the fighters' shoes! Namco have made Soul Calibur look at least twice as good on Dreamcast than it does on last year's, still popular, arcade version.**

FRAME GRIDE

BY FROM SOFTWARE 1-2 PLAYERS

If you've seen Virtual On in the arcade, or Armored Core on PlayStation, you'll have a good idea what Frame Gride is all about. Giant battle-suits involved in one-on-one fights in a wide range of 3D arenas. UK publishers take notice!



🔴 **Mobile Battle-suit combat with a cool medieval theme.**

🔴 **Armored Core fans know to expect flashy moves and in-depth strategy.**

NEO GEO POCKET

BY SNK 1-4 PLAYER



SNK vs カプコン
VS
CAPCOM
今世紀末、夢のバトルが
ネオジオポケットで
ついに実現!!

あつSNKとカプコンが、
ネオジオポケットカラーで
合体対決!! 必死戦!!

新になる
必死戦!!

第一弾 カード対決 今夏発売予定!!
第二弾 格闘ゲーム 今秋発売予定!!

CHANGE
YOUR
POCKET!

NEO GEO POCKET
COLOR

Of the two hand-holds at the show, Neo Geo Pocket Color gets our vote for being the coolest. The screen is larger than on Game Boy Color, the picture is sharp and colourful, too. The line-up of games includes versions of SNK's toughest fighting games, plus a selection of cute puzzle games (including Puzzle Bobble aka Bust A Move), and strategy titles to pass the time. But the main reason for owning NGPC is written on this poster!!!

BANDAI WONDER SWAN

BY BANDAI 1-2 PLAYER



🔴 **Play Wonder Swan sideways or vertically, left or right-handed.**

At the show, and indeed across Japan, Wonder Swan has proved to be very popular. Despite the display being in black and white, in fact not much better than Game Boy Pocket, the games are going down a storm. No doubt because of Bandai's proven track record, all the major software developers are on board with versions of Tekken, Pocket Fighter and Beat Mania all making an appearance. No UK date confirmed just yet, but Bandai haven't ruled it out.



THE HOTTEST GAMES COMING YOUR WAY

NEW GAMES

Hot new games

Other than Dreamcast hitting us hard this month, check the first news on the *Star Wars Episode One* games! Un-be-rockin-lievable!

FIRST LOOK AT HOT NEW SOFTWARE!

STAR WARS: EPISODE 1 THE PHANTOM MENACE

BY BIG APE/LUCASARTS

1 PLAYER

OUT MAY

It's going to be the biggest movie ever, so this game better be good!

THE IDEA:

Released to coincide with the most anticipated film in history, this action adventure follows the plot of the film quite closely. Don't worry, we won't reveal any of it here. You take control of four characters and guide them through this troubled galaxy.



Looks like Ewan McGregor's suffering a bad polygon day.



Lots of evil droids to shoot, as you help the Queen escape.

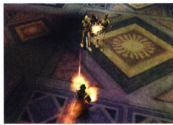
BEST FEATURES:

★ Control four different characters including the two Jedi Qui-Gon Jinn (Liam Neeson) and Obi-Wan Kenobi (Ewan McGregor). The other two are Captain Panaka and Queen Amidala – they'll be household names soon!

★ The Jedi are very athletic, with moves to rival Lara Croft. They can jump, flip and use the force to move objects. But best of all they can repel laser fire with their lightsabers.

★ A large adventure that takes in all the sights of the new movie. Your character will have to fight lots of enemies and find a safe route through well-guarded enemy installations.

★ Lots of dialogue between the characters, plus interaction with shopkeepers, and plenty of action sequences. You'll even encounter Jabba the Hutt in here, somewhere.



STAR WARS: EPISODE 1 RACER

BY LUCASARTS

1-2 PLAYER

OUT MAY

One of the best action sequences in the film gets its own game.

THE IDEA:

Young Anakin Skywalker participates in a huge race across the barren wastelands of Tatooine. Imagine the *Ben Hur* chariot race, but in place of horses two huge rockets – namely a pod racer – and you're about to prove that you're the best at racing them.



Very fast ships, and huge courses – we can't wait!



Anakin in the UK! You can play with his pods very soon.

BEST FEATURES:

★ Race against strange alien creatures, travel to new races on distant planets, and beat the increasingly more difficult rivals and bosses.

★ Winning races enables you to invest money on your pod to buy new parts which can be damaged during a race. Beating other racers allows you to race as them in future games.

★ Expect enormous courses to accommodate the fast pods. Some of them span the equivalent of 20 miles. Obstacles on the courses will have to be avoided, but the pods are very manoeuvrable – you can even turn them on to their sides to fit through narrow gaps.



NEW GAMES

CODEMASTERS FOOTBALL MANAGER

BY: CODEMASTERS PLAYERS: TBC OUT MAY

The first football management game to use PocketStation!

THE IDEA:

CodeMasters have signed the League Managers Association for their latest project. The LMA is the official body of all professional football managers with top names like Alex Ferguson and David Pleat on its committee, so you can expect an authoritative simulation.



➔ We'll have more info once we've played it.

BEST FEATURES:

- ★ An interface designed for PlayStation rather than PC, so negotiating menus doesn't become a chore.
- ★ Continue your saved games on your portable PocketStation while on the move.
- ★ Play against a friend via the PocketStation's infra-red link!
- ★ Input from the League Managers Association to ensure the game is the definitive article.
- ★ CodeMasters are really on form at the moment – this could be a real biggie!



DINO CRISIS

BY: CAPCOM 1 PLAYER OUT AUTUMN/WINTER

Jurassic Park meets Resident Evil. Dino chaos is promised.

THE IDEA:

Not only is it the same game engine, but it's the same team behind this that make Resident Evil. The graphics are now 3D backgrounds instead of pre-rendered stuff and the zombies have been replaced with Velociraptors and T-Rexs.



➔ There's no doubt this is going to be fantastic.

BEST FEATURES:

- ★ Even better graphics than before. Imagine being chased through forests by a 20-foot T-Rex!
- ★ The dinosaurs will not always jump straight at you. Their artificial intelligence will make them stalk and even toy with you before they go in for the kill.
- ★ The levels are interactive now. You can switch on or off security lasers, entire floors can collapse and walls can smash.
- ★ Dinosaurs are intelligent. They can disarm any of your weapons leaving you helpless.



RESIDENT EVIL 2

BY CAPCOM 1 PLAYER OUT WINTER

THE IDEA:

Save Raccoon City from the human zombie mutants!

BEST FEATURES:

- ★ Finish the game, and objects reappear somewhere else.
- ★ You can change blood colour and how much gory you see.
- ★ No loading times and it supports rumble and expansion pak.



➔ This is a genuine Nintendo 64 shot and probably the first time you'll have seen it anywhere! It's going to be awesome.

METROPOLIS

BY BIZARRE CREATIONS 1-4 PLAYERS OUT SEP

THE IDEA:

Metropolis is now confirmed as a UK Dreamcast launch title.

BEST FEATURES:

- ★ Detailed graphics using many of DC's custom features.
- ★ Some of the most realistic car physics ever in a video game.
- ★ More next month, once we've played it.



➔ The early screenshots of Metropolis are very impressive. This will be cool!

RALLYMASTERS

BY: DIGITAL ILLUSIONS 1-8 PLAYERS OUT SUMMER

THE IDEA:

It's a rally game so what more do you need to know?

BEST FEATURES:

- ★ Over 22 cars – old and new – plus over 23 real-life drivers can be selected.
- ★ 51 tracks for starters.
- ★ Customisable colour scheme and car settings.



➔ Now that Infogrames have bought out Gremlin, the release date is uncertain.

KINGPIN

BY: XATRIX 1-8+ PLAYERS OUT SUMMER

THE IDEA:

It's a very violent, Quake-style game set in the slums and ghetto.

BEST FEATURES:

- ★ Speaking with people gets you info. Don't always kill them.
- ★ Swearing is the norm. "Please" and "thank you" are not.
- ★ Steal money from the dead and hire thugs to follow you about.



➔ Batter people with poles or crow bars and if you steal enough money, gun 'em down like stinking pigs. Awesome.



GRAN TURISMO 2

BY POLYPHONY DIGITAL

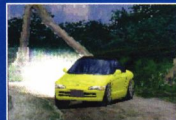
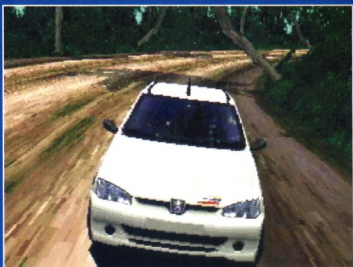
1-2 PLAYERS

OUT TBC

Update of last year's Number One PlayStation game to include off-road racing, and drag racing!

THE IDEA:

Progressing the original concept of *Gran Turismo* as a race game for car enthusiasts, PlayStation is pushed ever closer to its limits with over 400 cars presented as real physics models and over 20 courses including loose surfaces.



★ Race cars from all over the world – Japan, the US, and all across Europe. Fantassimo!

★ The off-road courses have loose surfaces. It has taken the game's developers years to get the realistic feel spot on.

BEST FEATURES:

- ★ 400 cars including European models, with realistic physics.
- ★ Increased detail on cars and circuits. Improved driving 'feel'.
- ★ Buy a car, tune it up to your own specs and race to make money.
- ★ 60 licence tests for committed drivers to get their teeth into.
- ★ Enter drag races, off-road rallies, or circuits in any car just for fun.
- ★ Made by people who love cars for people who love cars.



APE ESCAPE

BY SCE

1 PLAYER

OUT JULY

A 3D platform game full of invention and great humour.

THE IDEA:

First game to rely on Dual Analogue control only, *Ape Escape* has been designed entirely with the Dual Shock controller in mind and has taken three years to develop. Catch monkeys-turned-evil in a net! Master all items! Overcome all obstacles!

**BEST FEATURES:**

- ★ Original control method makes playing this a fantastic new experience on PlayStation.
- ★ Move your character while directing a remote-controlled car. Brilliant!
- ★ All the gadgets offer new game-play opportunities, keeping it fresh the whole time.
- ★ A new 'Clear and Complete' system offers beginners a chance to win.
- ★ The same system gives experts an even greater challenge to master. Prove your skill!



OMEGA BOOST

BY POLYPHONY DIGITAL

1 PLAYER

OUT JUNE

3D shoot-'em-up with full freedom of movement and slick control.

THE IDEA:

You pilot a mobile battle-suit, the legendary Omega Boost. You're on a mission to save the galaxy, forcing you into some very intense shoot-and-dodge action. The game plays a lot like Sega's *Panzer Dragoon* (rapid fire, or lock-on attacks) but in full real-time 3D.

**BEST FEATURES:**

- ★ Boasts some of the sharpest, solid-looking graphics in any game on PlayStation.
- ★ Steer Omega Boost in any direction, viewed from first or third-person perspective.
- ★ Ranking system judges your skill and upgrades Omega Boost accordingly.
- ★ *Gran Turismo*-style replays of your heroic exploits. Sit back and be amazed!
- ★ Bonus zones accessed as a result of superb piloting skills. Practice brings reward.

PRIZEBUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!



Personal Stereos, Video Players, PlayStations, Nintendo 64's, 14" Remote Controlled TV's and many other prizes!

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Win Sega Dreamcast!

...the console for the next millenium.

0991 102890

win Sony PlayStation!

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win Nintendo 64!

0660 102076 Instant Win!

win Pentium II PC!

0660 102077 Instant Win!

win a DVD Player!

0660 102078 Instant Win!

Grab-A-Game

0660 102074 Instant Win!

The smart way to get the game of your choice... it's as easy as one, two, three.

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

One Question Quiz

win Adidas Sports watch!

0991 181883

win soft Taz CD hi-fi!

0991 102896

win Gameboy Color + Camera and printer!

0991 102898

win Mini Disc Recorder

0991 102897

win Amstrad Micro hi-fi!

0991 102899

win Sony PlayStation!

0991 181886

win Tomb Raider 3!

0991 181888

win Championship Manager 3!

0991 181881

win Rogue Squadron!

0991 102894

GO FOR IT!

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

0991 181880 Instant Win!

Go 4 Goals

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

0660 102070 Instant Win!

BOVVER BRUVVERS!

Arrest all SIX Bover Bruvvers and win a prize from the list.

0660 102072 Instant Win!

ALIEN WIPEOUT!

Zap SIX Aliens to win a prize from the list.

0660 102073 Instant Win!

* 14" Colour TV! * Video Recorder! * Sony PlayStation! * Stereo System! * Nintendo 64! * Mini Disk Player! * Pool Table!
+ other Instant Win prizes if you score 4 or 5!

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

Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill, if you must like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you win send your claim to InfoMedia Services Limited 'Claims Dept' PO Box 28 Northampton NN1 5DS. Helpline 01804 542399 Winners Line: 0660 011001 www.InfoMedia-Services.co.uk

computer and video games CLASSIFIEDS

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