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THE COIN OP: SATURN & PLAYSTATION
CONVERSIONS REVEALED

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PLAYSTATION
FIRST REVIEW

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NOVEMBER 1995
ISSUE No 168



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wipeout

THE ULTIMATE PLAYSTATION EXPERIENCE
YOUR COMPLETE GUIDE FROM THE GAME'S CREATORS

VIRTUA FIGHTER 2 ON SATURN. MORTAL KOMBAT 3 ON PLAYSTATION. VIRTUA FIGHTER ON 32X. PRIMAL RAGE ON JAG CD.

PLAYSTATION | VIEWPOINT | ROAD RASH | NBA JAM T.E. | STREET FIGHTER II: THE MOVIE
SATURN | SEGA RALLY | VIRTUA COP | CLOCKWORK KNIGHT 2 | DEADLY SKIES | MORTAL KOMBAT 2
SUPER NES | KILLER INSTINCT | MEGA DRIVE | VECTOR MAN | 3DO | SPACE HULK | JAGUAR | DEFENDER 2000
PC CD-ROM | MAGIC CARPET 2 | HEXEN | DESTRUCTION DERBY | PLUS MUCH MORE...

DOWN EAT HIM



MR. TOM CRIBBINS
(Rotherham)



EAT

him. ↑



POSSSST!

Behind the scenes is where you'll find CVG this month. That's where the big attractions for the home and in the arcade are being planned; by developers such as Sega's AM2. Fighting Vipers is their new baby, and it's revealed exclusively on page 74. Enjoy!



EXCLUSIVE

WIPEOUT



67 People are being blown away by the awesome sensation that is Wipeout on PlayStation. Sony Interactive have written a red hot player's guide to their game, exclusively for CVG!

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VIRTUA FIGHTER - 32



Sega's premier fighting game comes to the masses courtesy of the Mega Drive 32X. It doesn't look as good as on Saturn, but we tell you why this could be the best version yet!

74

Videodrome



The most important event in the Japanese gaming calendar - The JAMMA show -

dominates our arcade pages this month! Read all about Sega's Fighting Vipers and Virtua Cop 2, not forgetting Konami's Speed King and more!

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...TED. FLY TO THE EXIT POINT. ...

Killer Instinct

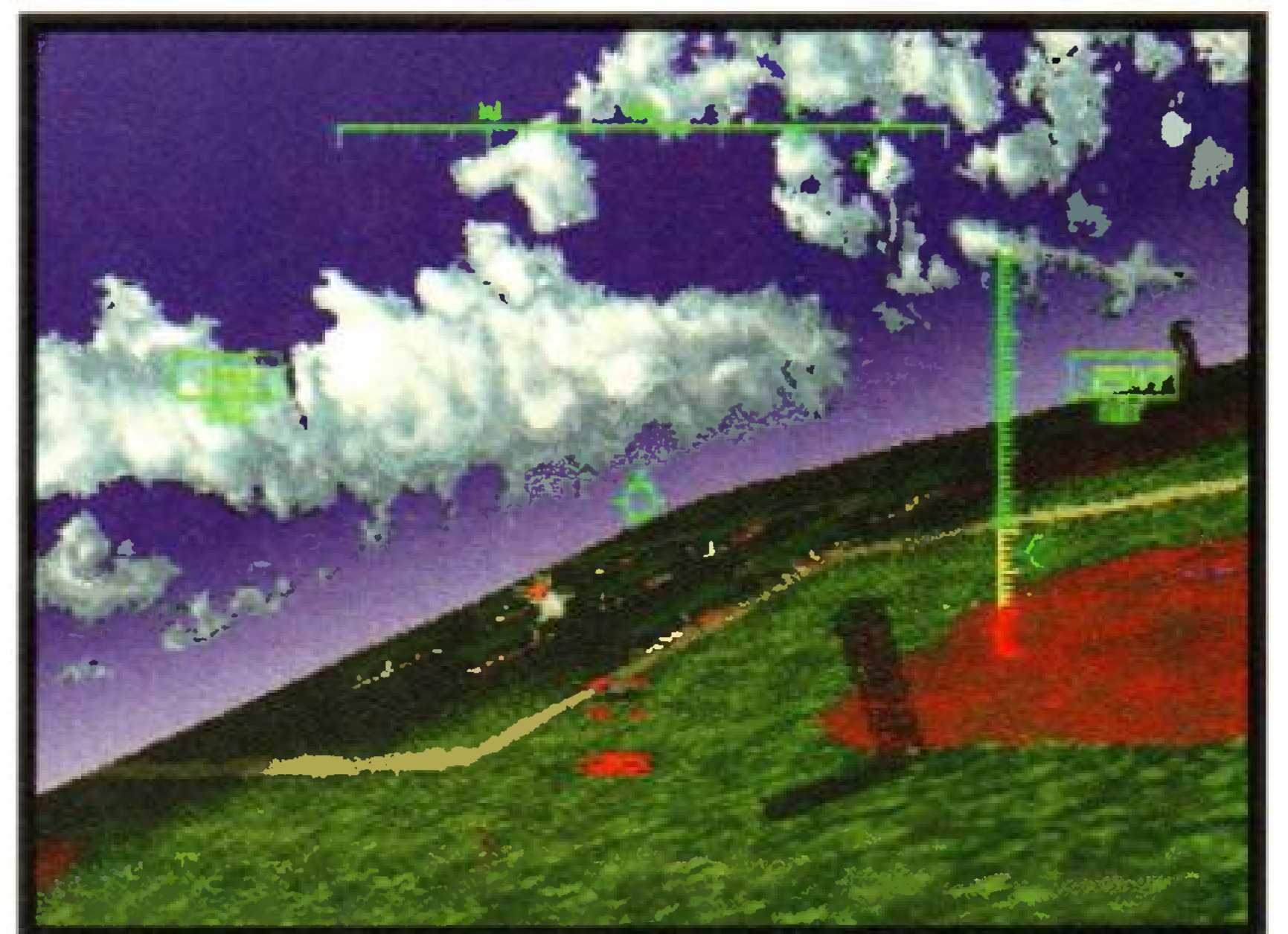
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Positive proof that the humble 16-bit Super Nes can still hack, slash or special move it in the beat-'em-up market as Rare's ubiquitous arcader comes to the home!



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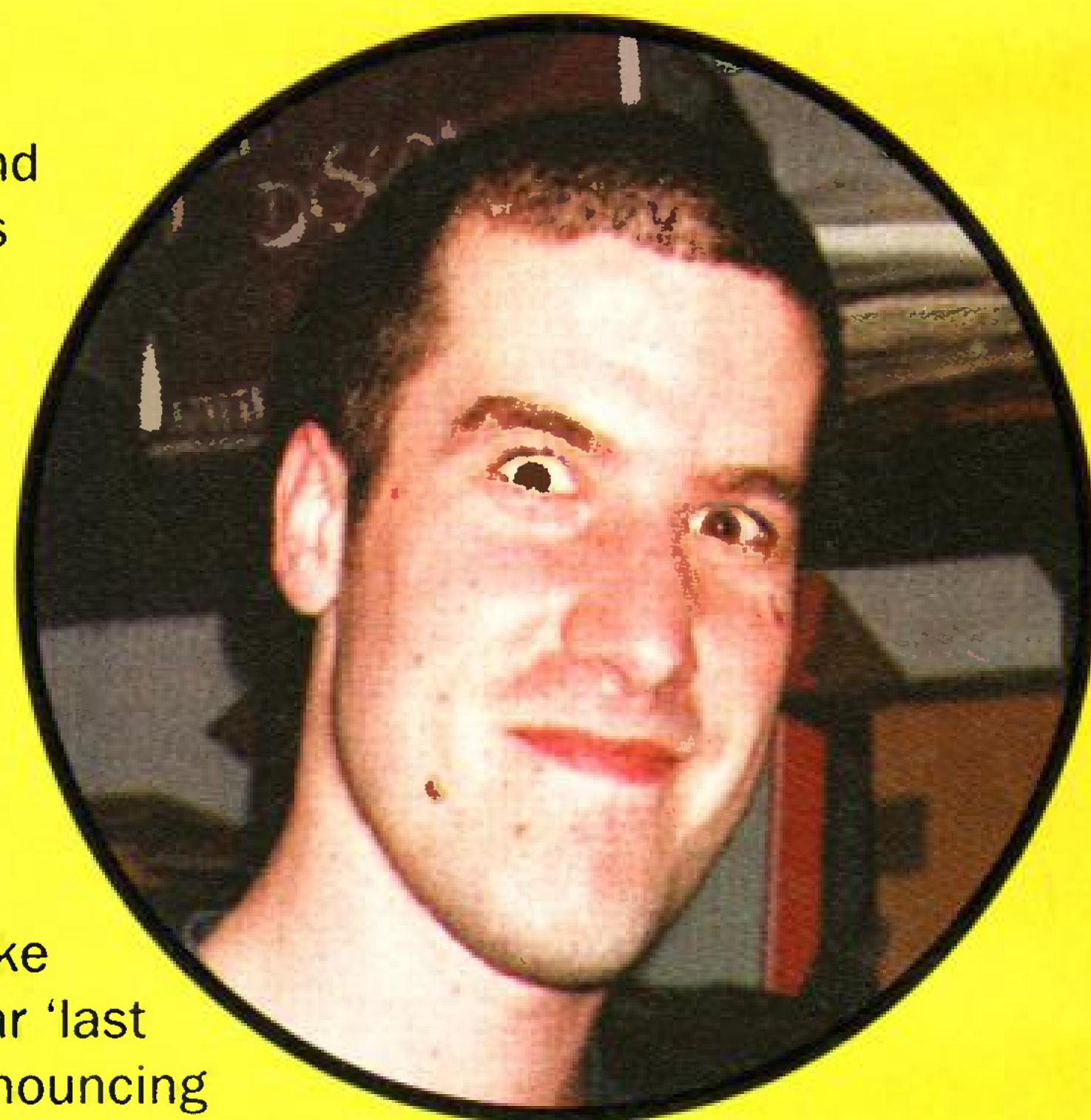
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CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire LE16 9ES TEL: 01858 468888 RATES (includes postage and packing): 12 ISSUES UK: £34.00, AIRMAIL EUROPE: £52.00, AIRMAIL REST OF WORLD ZONE 1: £75.00, AIRMAIL REST OF WORLD ZONE 2: £89.00, REST OF WORLD SURFACE: £48.00, BFPO: £34.00, EIRE: £52.00
PRINTED IN THE UK BY: St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1994/5 ISBN NO: 0261-3597
DISCLAIMER: Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.

YOU SAY GOODBYE, AND I SAY HELLO

Welcome to the new, even newer and more improved CVG. And just why is it more improved? Because Piehead Patterson has upped and gone and left, that's why. Which means, after the celebrations and prayers of thanks are over, we've had to draft in some sucker to take over his job, giving us more time to play games and slack around. And that lucky bone-head is Paul 'Grover' Davies, ex- of our sister mag Nintendo Magazine System. Paul likes making coffee, asking to go to the toilet and being friends. So we're sure you'll join us in welcoming him to the team with a hearty 'Bad luck, Paul! Never mind!'.



At the same stroke, we'd like to point out our blue-collar 'last in, first out' policy by announcing that poor old Simon, arcades maestro and games addict, has been cruelly kicked off the magazine to make room for Paul. If you're interested in following his adventures you're welcome to peruse the pages of our sister publication Nintendo Magazine System, his new home. Thanks for all the hard work, Simes, and, er, your wages are in the post. Honest.



CVG SPACE ALIEN SATANISTS!

In shock revelations revealed today, the staff of top computer games magazine CVG were blasted as baby-eating glue-sniffing Satanist aliens. Builder Barry Hairline claims to have witnessed bizarre midnight rituals during which Editors and staff:
SACRIFICED little fluffy toys to Satan!
DRANK soup made with blood and dandruff!
and
PICKED their noses and ate it.
Barry believes that CVG is merely a front for a backwards-masked Satanist publication, with

prayers to the Dark Lord Beelzebub encrypted in code in screenshots. "Games are the work of the Devil anyway," reasons Baz "So what better way for him to spread his dread word than through evil publications such as CVG? I mean, look at that Paul Davies, he's obviously some kind of alien. No real human being could look like that."
Staff of CVG, from space, declined to comment.



PRIMA

the front

OUR MESSAGE TO THE PEOPLE

The computer industry adage states that as processor power doubles, the production costs halve. This is all very well if you're Johnny Mainframe developing huge computers for research institutes and so on, but it has stuff all practical effect for consumers. The last 10 years have seen the computer games industry develop from 8-bit four-colour home computers with tape-based loading systems like the Spectrum to a cartridge-based, console-dominated arena, and soon into a 32- and 64-bit CD-ROM scene.

The cost of both machines and games has steadily increased disproportionately to inflation. When we at CVG were nippers 10 quid was as much as you'd pay for even a top game.

Nowadays softcos are charging up to £70 for a cart. You're not just paying for a game anymore, you're paying for the branding, the packaging, the advertising budget and the PR firms which sell the games to retailers and magazines.

Yes, development costs have risen exponentially as gamers demand more sophisticated titles, but the fact remains that playing games is now a very serious business.

And like any business those within it are out to make as much dough as possible.

And given that this is your dough, quite some quantity of it, and you're looking at a pretty long-term home entertainment investment you'd be pretty stupid not to find out as much information as possible before opening your wallet for either machine or game. While CVG has endeavoured to deliver this alongside unbiased opinion 14 blinkin' years, longer than anyone else in the biz, we feel that the changes in the gaming world need to be reflected by our magazine. In short, it's time for something new. We'll be sticking to the same editorial policy - except more so. We want to deliver still more info, a bigger overview of the whole industry and be more ruthless with our comments and ratings so you can make your decisions better prepared. You'll be able to buy the finished article next month. Trust us - it'll be better than sex.*

The Collective Mind of CVG.

*Well, sex with Paul anyway.



people bits

Hey kids! Wouldn't you just love to know what's in store for your favourite magazine journalists over the next four weeks? Well you'd better put CVG down and pick up *Axe Child Periodical* or whatever your favourite magazine really is. We'll just make do with some more of our star (ha ha) astronomer's wonderful predictions

Paul

I predict that you'll have a very tense back within the next four weeks. The fact that you've just taken over as Editor of the brightest, breeziest, busiest, most stress-filled and hardest work video games magazine may have something to do with this. Or perhaps it's your rigid adherence to the Northern custom of sleeping in a coalmine.

Lucky Day: Never



Gary

This month thieves will break into your car and steal an awful lot of stuff. Although that's not exactly much of a prediction, because it happens about every fortnight on average anyway. Fairly soon you're going to run out of stuff to leave in your car waiting to be stolen. Try bulky items of furniture as opposed to tiny credit cards and wads of bills.

Lucky Hamster: Hammy



Rad

This month you'll be contacted by an alien race, seeking to benefit from your knowledge. They will ask you directions to the Ikea Superstore, requiring certain DIY materials to repair their space ship. Sadly you have a crap sense of direction and instead direct them to a top secret military installation, where they are captured and the technology aboard their craft used in new Doomsday weapons which destroy the world.

Lucky Bite: Toucan



Julie

It's your birthday this month, and you'll receive lots of presents from people in the office. Among these will be anti-depressants, fluffy, cuddly toy animals, cheery slogan stickers for your computer, balloons, the joyous laughs of children and other worryingly uplifting gifts. Do not open them, or your permanent cloud of gloom could be dispersed.

Lucky Bird Call: Parakeet



Trea

I predict that you'll go on holiday again this month. Alright, so that's another easy prediction to make given your 'carefree' (ie slack) antipodean outlook. Why bother going to work when there's another barby in Africa to attend? Why slave over a hot Macintosh for some pasty poms when there are glorious beaches still not lazied around upon? It's alright for some. Luckily for everyone you contact 18 forms of malaria and spend your hols in a badly equipped kangaroo hospital.

Lucky Leaf: Maple



CONNECTED

the **wired-up** gaming news section

NO-BRAIN UNITE

Windows 95 might

Sony blows heads at Live 95!

sound as dull as ditch-

Core announce load of new Next

water to you but it's

Gen releases: Blam, and Tomb

good news for PC

Raider, and news of their

gamers. Nintendo Ultra

Swagman tile. Infogrammes get

64 sightings look like

seriously into the 64-bit con-

they could come to

sole market with their not bad

fruition and Firestorm –

at all Alone in the Dark series.

Thunderhawk 2 is the

Blue Byte bring us Battle Isle

surprise arrival on the

3: Shadow of the Emperor.

Sega Saturn.

So Bill Gates paid an alleged \$6 million to use The Stones' 'Start Me Up' to promote Windows 95, but here at CVG we don't give a stuff, what we wanna know is how it's gonna affect our games?

Specky Bill Gates has taken another step towards global computer domination with the release of the new 'no-brainer' (ie – user friendly) Windows 95 operating system. It's a bit on the 'controversial' side. Firstly because it's very similar indeed to the operating system used by Apple Macintosh computers, and secondly because it's an obvious attempt to standardise all PCs with a Microsoft OS.

Still, it's not all sinister mega-corporation stuff. Windows 95 is a bold step towards accepting the PC as a games machine too. It helps users set up their games without having to reconfigure their hardware all the time and allows those blessed with the software to perform all sorts of PC-type activity (including running other games) in the background.

The list of software houses supporting the software, while by no means complete, is already fairly impressive. Big names such as EA, LucasArts, Acclaim, Viacom and Bullfrog are already developing for the platform, with more (and bigger) names considering stepping in. Origin have already announced Wing Commander 4, starring poor old mark Hamill again, which as you can see from these shots, looks pretty neat-o.

However, those considering Windows 95 (and have the recommended minimum 486 DX with about 8M on the hardware) might like to wait until the patch disk/upgrade makes its appearance, as early versions of the system are allegedly a bit rock to get working.



Windows 95 enables PC gamers to set up their games without reconfiguring hardware. One of the first titles that you'll be able to do this with will be Wing Commander 4.





MY GLASSES! MY GLASSES!

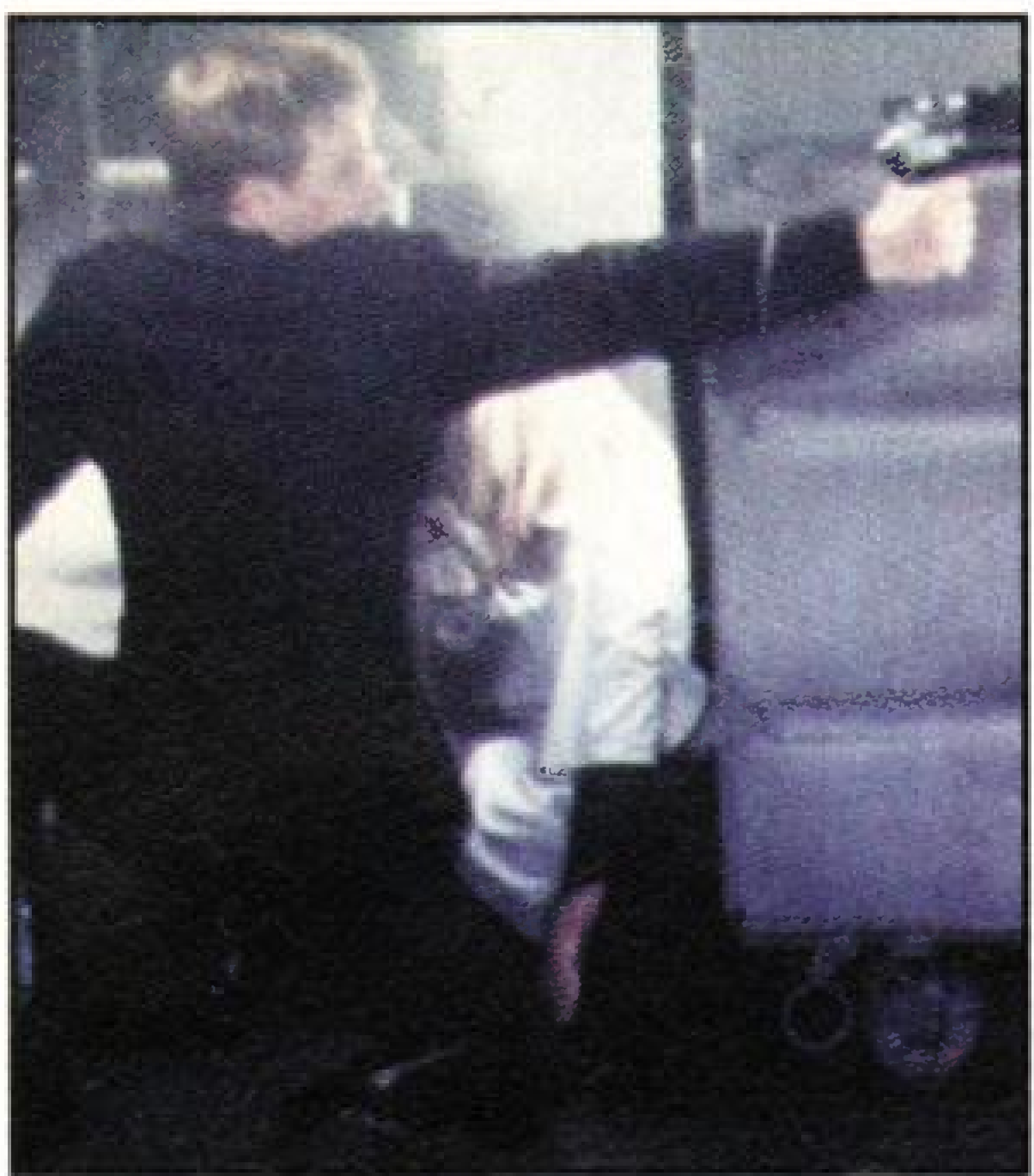
PCs are also the home base for another interesting development, this time from the new ESCOM subsidiary Virtual Products. The i-glasses, as they're known, are lightweight 3D specs compatible not just with computers but also standard TV outputs, so you can watch your favourite programmes in glorious 3D. Plans are afoot to install the i-glasses in 'planes, and even dentists to distract patients from painful operations. We're hoping to perform a full road-test on these in a future issue.



ULTRA IS REAL SHOCKER!

Nintendo are to give away, completely free, 300 Nintendo Ultra 64s at the forthcoming Shoshinkai electronic entertainment show in Japan, thus quashing rumours that the hardware doesn't really exist. Well done, lads.

ERS



SONIC CATHEDRAL OF SOUND

QSound, that wacky sound-placement technology found in arcade games like X-Men, is soon to hit the home. Compatible with just about any PC operating system (including Windows 95) QSound Labs hope to corner the audio localisation market at a stroke. The demos we heard were ace (as good as Creative Labs more expensive effort), so expect lots of cool 3D sound effects in PC games soon.

Wipeout™
WIPED OUT™ AUDIO

FILE UNDER: ADRENALIN RUSH

THE MUSIC

wipeout™

features extended and rare remixes including
 © ORBITAL: "P.E.T.R.O.L" / CHEMICAL BROTHERS: "CHEMICAL BEATS"
 LEFTFIELD: "AFRO-BEATS"
 plus tracks by ROBERT ARMANI, SUNSCREEM and many more

36K A-G RACING

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WIPEOUT™ IS SPONSORED BY

QIREX AG SYSTEMS™

デザイナーズリパブリック

released 30/10/95 CD/MC

KILL YOUR HEAD

Sony flexed their wallet and opened the Live '95 consumer show with a massive exploding head stunt, mimicking their current ad campaign for the PlayStation. The actual cost of the stunt is unknown, although the company had to secure £6,000,000 worth of insurance (for the surrounding area) before the prank could go ahead. Blimey.

MASTER BLASTER

Creative Labs have announced plans for their latest crack at the big money. After pretty much standardising sound cards with the SoundBlaster, Creative are challenging 32-bit consoles with their new 3D Blaster - a graphics card which supposedly offers superlative polygon handling for any PC. CVG were invited to an unveiling ceremony where Creative Labs outlined their business plan, which includes the introduction of a standard graphics, sound and telecommunications card by 1998, and were subjected to a lengthy demonstration of the capabilities of the new 3D card. To be honest, the early demo on display, whilst decent by low-grade PC standards, was a long way from bettering the current PlayStation or even Saturn polygon software. We'll keep you posted on any further developments.

IT'S LIKE THUNDER (AND LIGHTNING)



The game that set the Mega-CD alight (whereas now most M-CD owners are just setting their machines alight) was without a doubt Thunderhawk from Core Design. Now the Saturn's here and the quality software far outweighs the crap stuff, and so to set the Saturn alight Firestorm:

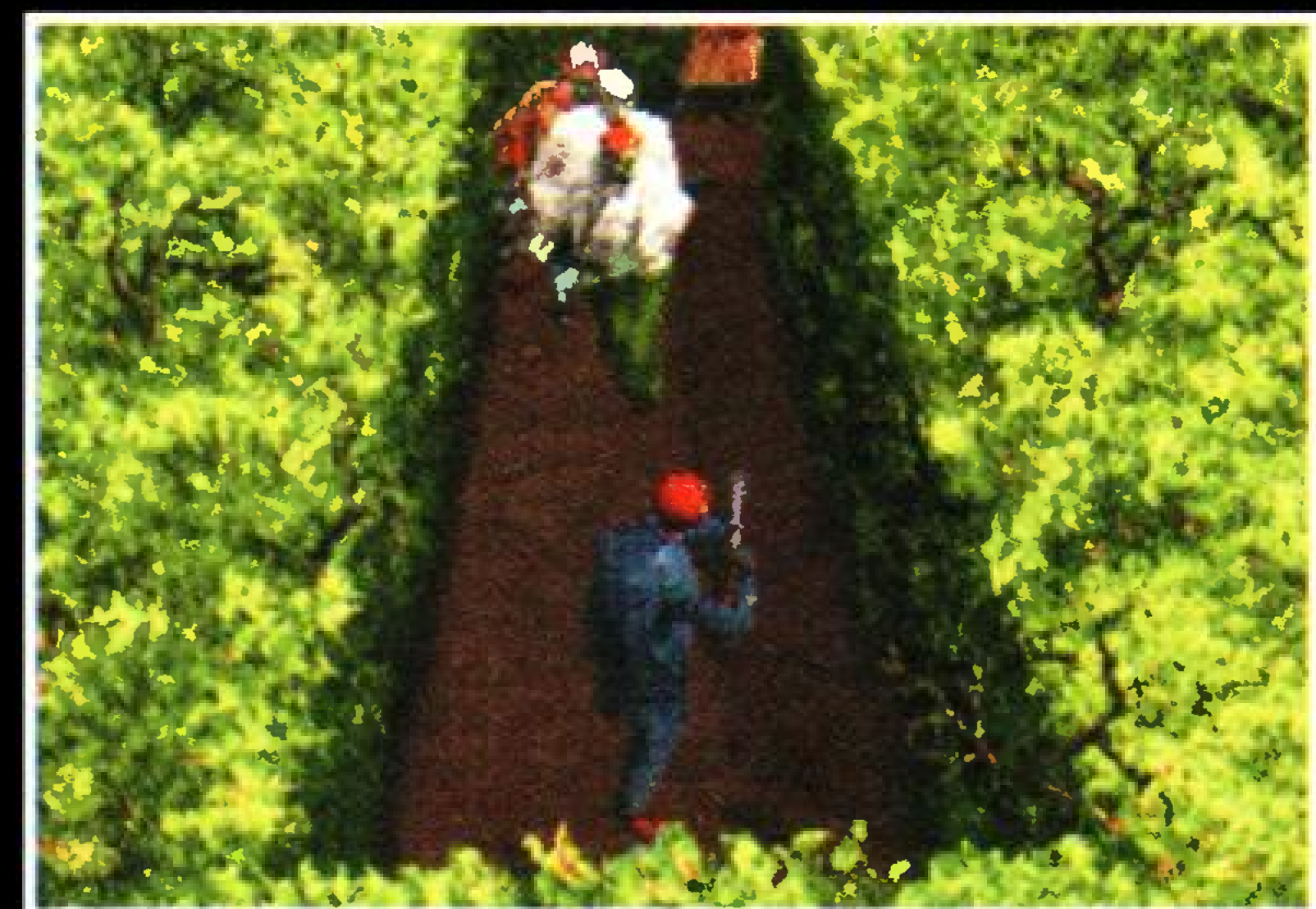
Thunderhawk 2 needs to be something really spesh. And worry ye not because it looks sensational, and we've tested out the first couple of levels, and they play like a dream. The 3D perspective looks incredible as your targeting cursor

actually moves realistically round the cockpit; and the polygonised 'copter turns, flies, rotates and shoots so well that you can't quite believe what you ever saw in Jungle Strike et al. The Saturn version is aiming for a November release as are the PC and PlayStation versions. Yip. Eee.

ALONE FOR PLAYSTATION

Infogrammes distinguished themselves with a spectacular conversion of their PC hit Alone in the Dark for the PlayStation. It features a whole ruck of previously unseen Silicon Graphics routines which look lovely. Look out for a review soon-ish.

Next Gen consoles means the Alone in the Dark series is destined for PlayStation.



HERE COMES THE NEW BOSS

BMGie, the massive corporation who brought ex-Hollywood supremos Rocket Science (and their crap games) to the world have signed up another bunch of Oscar-winning types to produce software titles. Boss Game Studios, games wing of Boss Film Studios who have Academy Award credits for Star Wars, Empire Strikes Back and Raiders of the Lost Ark among others, are nearing completion of their first title, Adventureland. The title promises a wealth of modelling, 3D animation and motion-capture cleverness. But will it be any good? We'll let you know.



Blue Byte have provided over an hour of video footage to the Battle Isle 3 campaign.

SHADOW OF THE EMPEROR - BATTLE ISLE 3

One of the most successful wargame series, dating right back to when the Amiga was king of the home computers, has to be the Battle Isle series, and Blue Byte are happy to be the people behind the latest in the series: Shadow of the Emperor – Battle Isle 3.

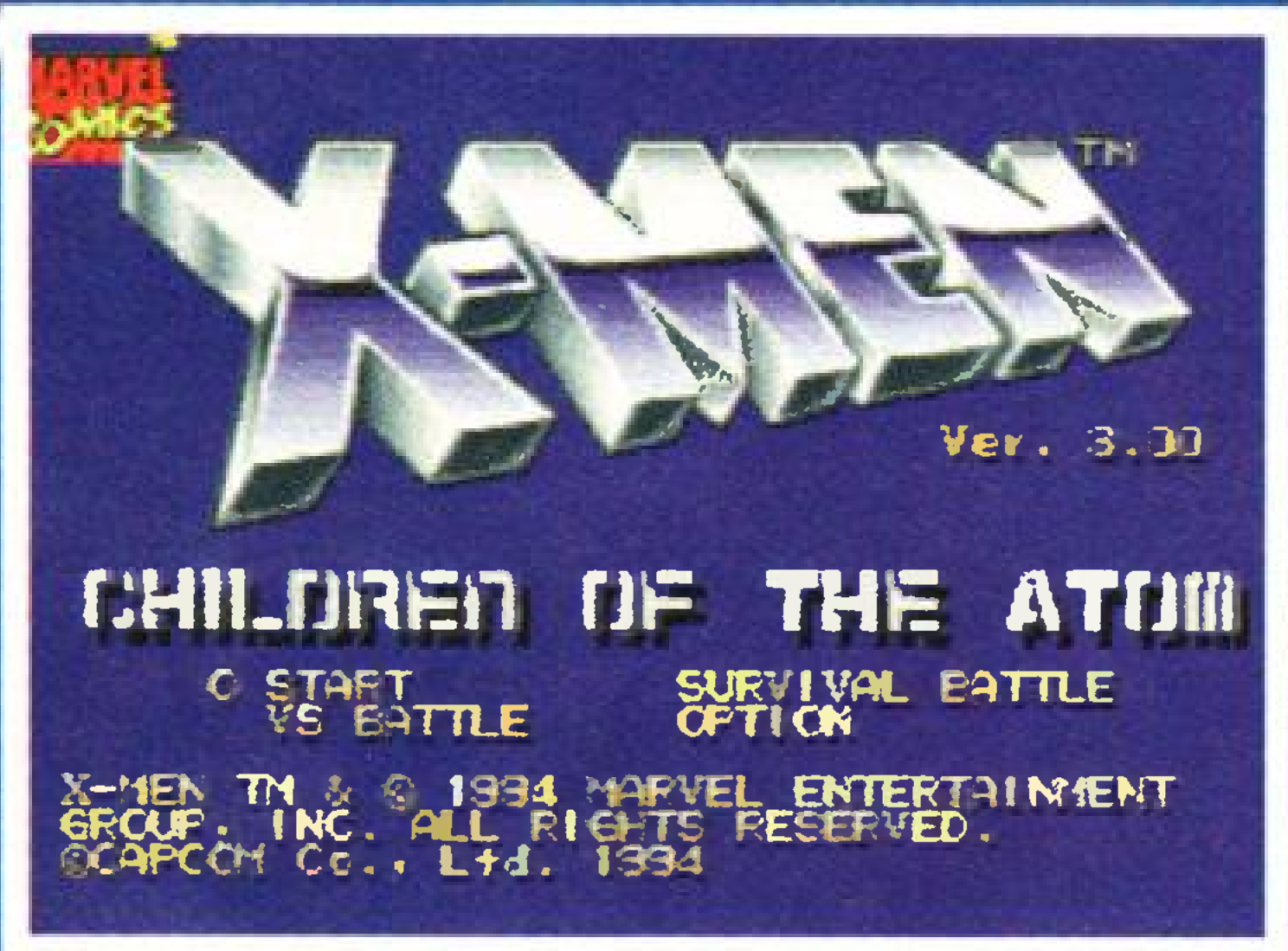
All is not happy on Planet Chromos as although the Drulls and the Kais have put aside their differences a prominent Drullian Nationalist has reared his aggressive head and put a stop to the UN-like ceasefire that had taken place. OK, for those of you who have not played Isles 1 and 2 understanding what went on before might be like trying to understand what the heckity heck's going on in Bosnia, but Blue Byte are assuring us that this will not matter one iota. Once you become engrossed in the campaign to restore the Kailian leader, Caro, to her rightful position! This will entail plenty of forward planning as to your fuel and weapons and your tactical warfare that will hopefully ensure your victory.

**The second best
hand held
game in the world.**



**STOP PRESS! STOP PRESS!
STOP PRESS! STOP PRESS!**

SATURN X-MEN IS HERE — EXCLUSIVE TO CVG!



X-AGGERATE

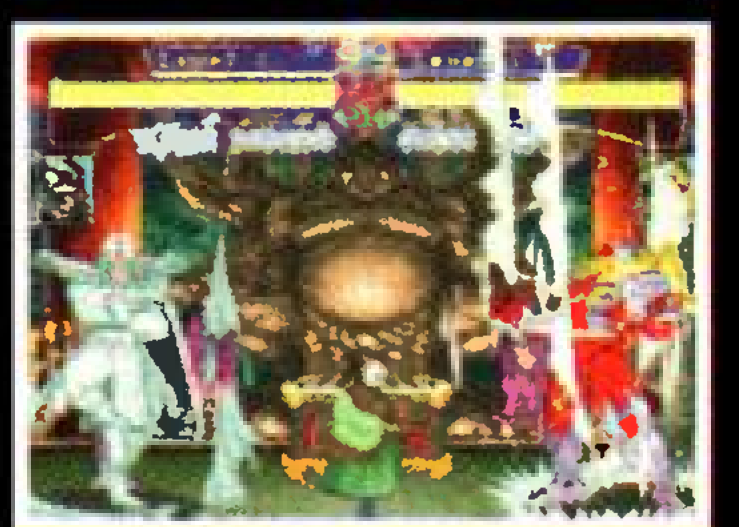
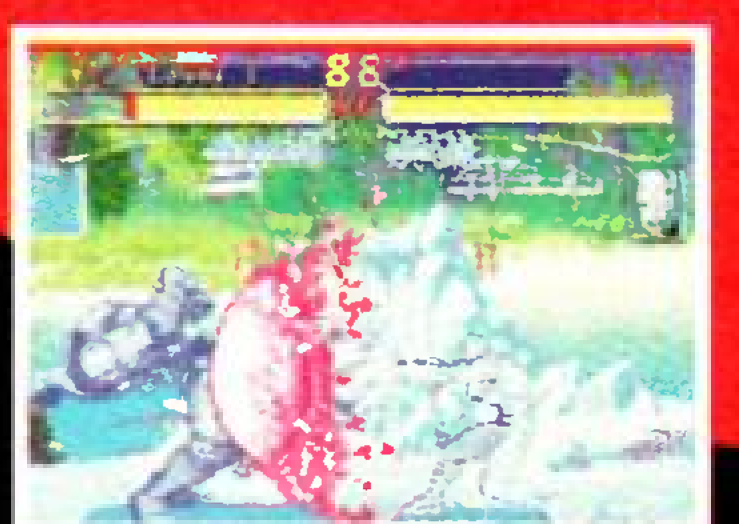
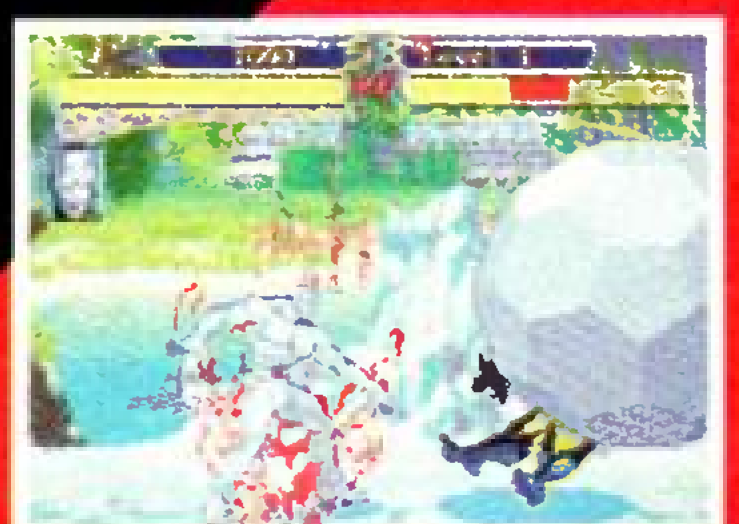
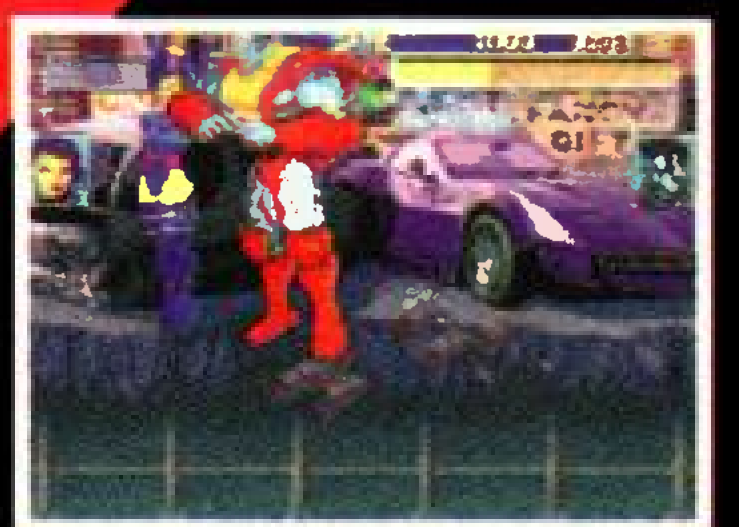
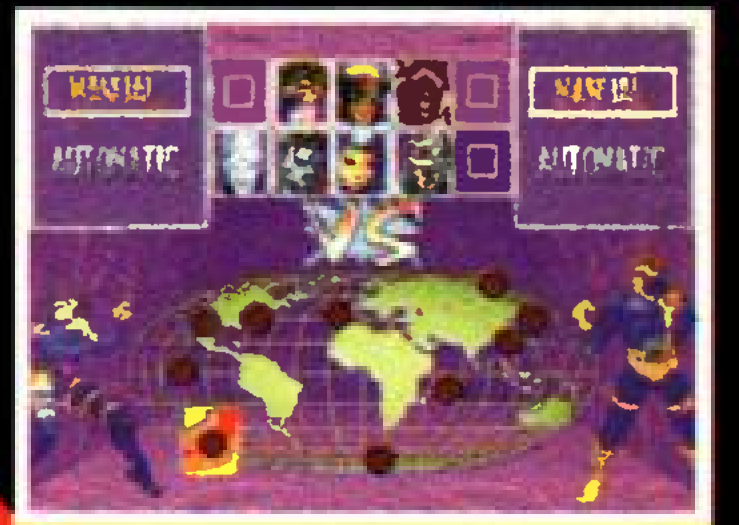
CVG's mutant powers reveal that Saturn X-Men has at least two features additional to the coin-op! Versus mode, as seen in Super Street Fighter II, is expected to record the number of wins in a series of two-player head-to-heads. Survival Battle, we hope, will adopt the same approach as that in Super SFII - allowing competition between up to eight players! Find out for sure next month.



Yes these are Sega Saturn screenshots, depicting X-Men: Children of the Atom – surely the greatest arcade-to-home conversion yet seen!

On the final day before CVG went to print, a rare edition of Saturn X-Men arrived at the office. The final version is now delayed until late November in Japan, possibly even December, which explains why three of the mutants are currently missing. What we have here at CVG is a fully-playable demo disk, used by Capcom to preview their game to retailers in Japan. It prevents players from competing beyond one match-up – CPU or Human controlled – but otherwise it's the game. And we cannot believe how magnificent it truly is!

You can read all about the gameplay in the Acclaim booklet. While you're here, marvel at the splendour of these 100% CVG approved images.



CYCLOPS



PSYLOCKE



SILVER SAMURAI



WOLVERINE



COLOSSUS



OMEGA RED



ICEMAN



PLAYSTATION X-PLANATION

Acclaim still have nothing to show us from the PlayStation version, which is something of a disappointment all round. The American company are handling the conversion themselves, so we can only assume they're having similar problems with time. More so, perhaps, than Capcom themselves – which is perfectly understandable. Regardless, Acclaim have assured CVG readers they'll get to see the game first!

If whips & chains excite you, get some hand relief.



OK, the Jag might not be a cool new console but Atari does have some up-and-coming titles on the way...

ATARI

PRIMAL RAGE CD



The third party game which aroused the most interest was Time Warner's conversion of Primal Rage for the Jag CD, definitely the best version of the game we've seen so far. The sprites are arcade-size and move in a convincingly unconvincing coin-op fashion. The sound's great too, and there's generally not much chance of disappointing coin-op fans when it's finally released.

HIGHLANDER CD

We've mentioned this one before, and although there wasn't a lot to see at the recent show, we still reckon that this is going to be one of the more impressive CD titles. Highlander mixes FMV animation (which doesn't really look like FMV, thankfully) with traditional Alone in the Dark-style multi-perspective graphics in an action-RPG setting. We'll bring you more information when we've played a proper playable version.

The first RPG-style game to arrive on the Jag looks likely to be the rather promising Highlander.



SUPERCROSS 3D

You might be forgiven for thinking that Motocross is still as popular as it was in the early Eighties when it was on Grandstand, with the strange proliferation of games like Dirt Trax FX, Sega's Motocross Championship and now Supercross 3D for the Jaguar. Sadly for kids who like broken legs, it isn't. But that hasn't stopped Atari from pulling out all the stops for this first- or third-person perspective stunts-and-scrapes racer. The frame rate still needs a little work to make the game run smoothly, and the controls are a little awkward as yet, but there's plenty of promise in the title.



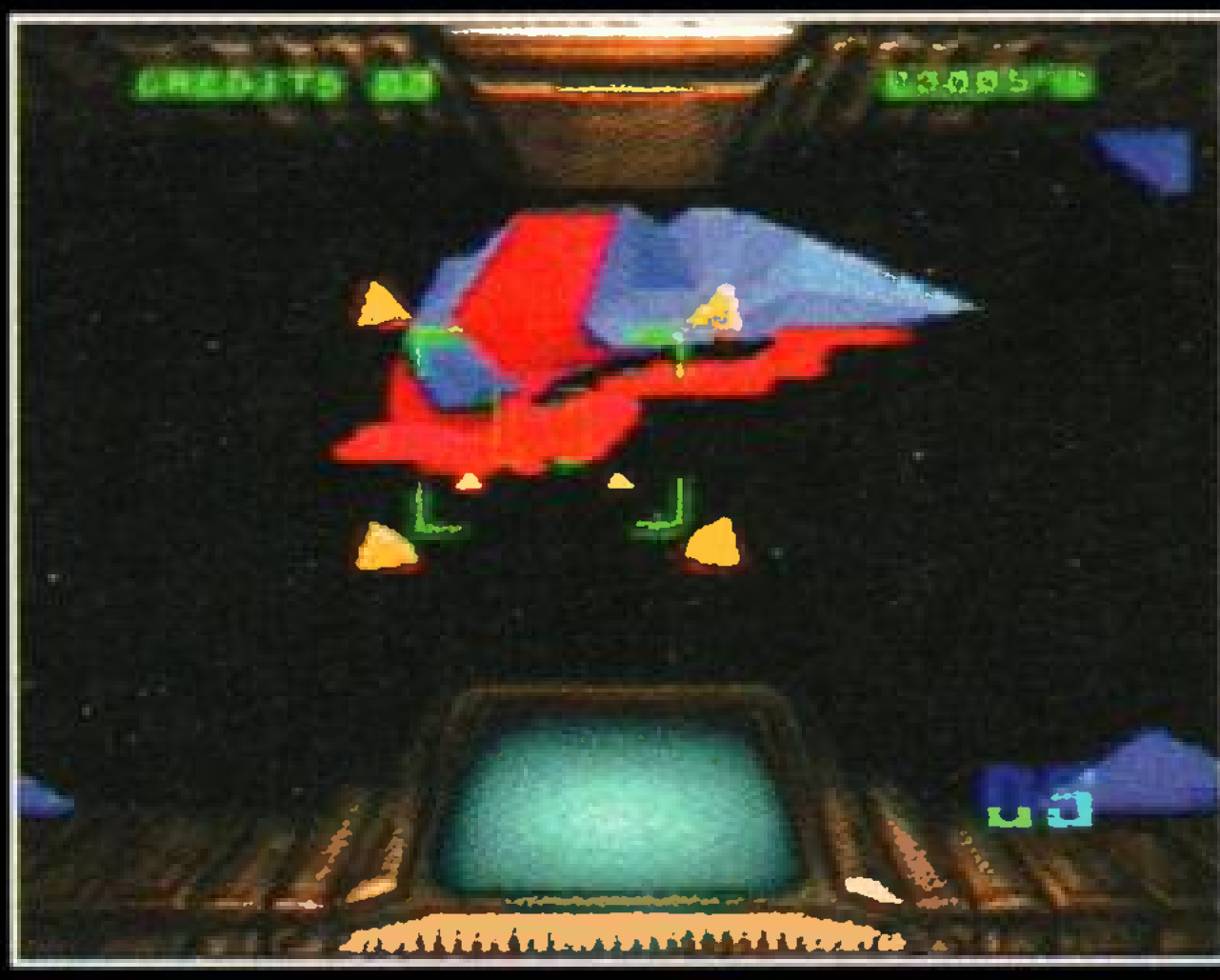
ATTACK OF THE MUTANT PENGUINS

One of the European developments on display, and probably the most visible game Atari will push before Christmas, is the British title Attack of the Mutant Penguins. We'll explain the plot in the future, because it's a bit complicated, but the game casts you as a friendly alien out to save the world from evil alien penguins with the help of good non-alien penguins. You can tell them apart because the evil penguins are dressed up in clothes. It's a kind of reverse isometric Lemmings as you lead the evil 'guins into traps and destroy them with various weapons whilst saving as many nice birds as possible. It looks quite pretty, although unspectacular, but play-wise this could be a real stormer.



ZERO FIVE

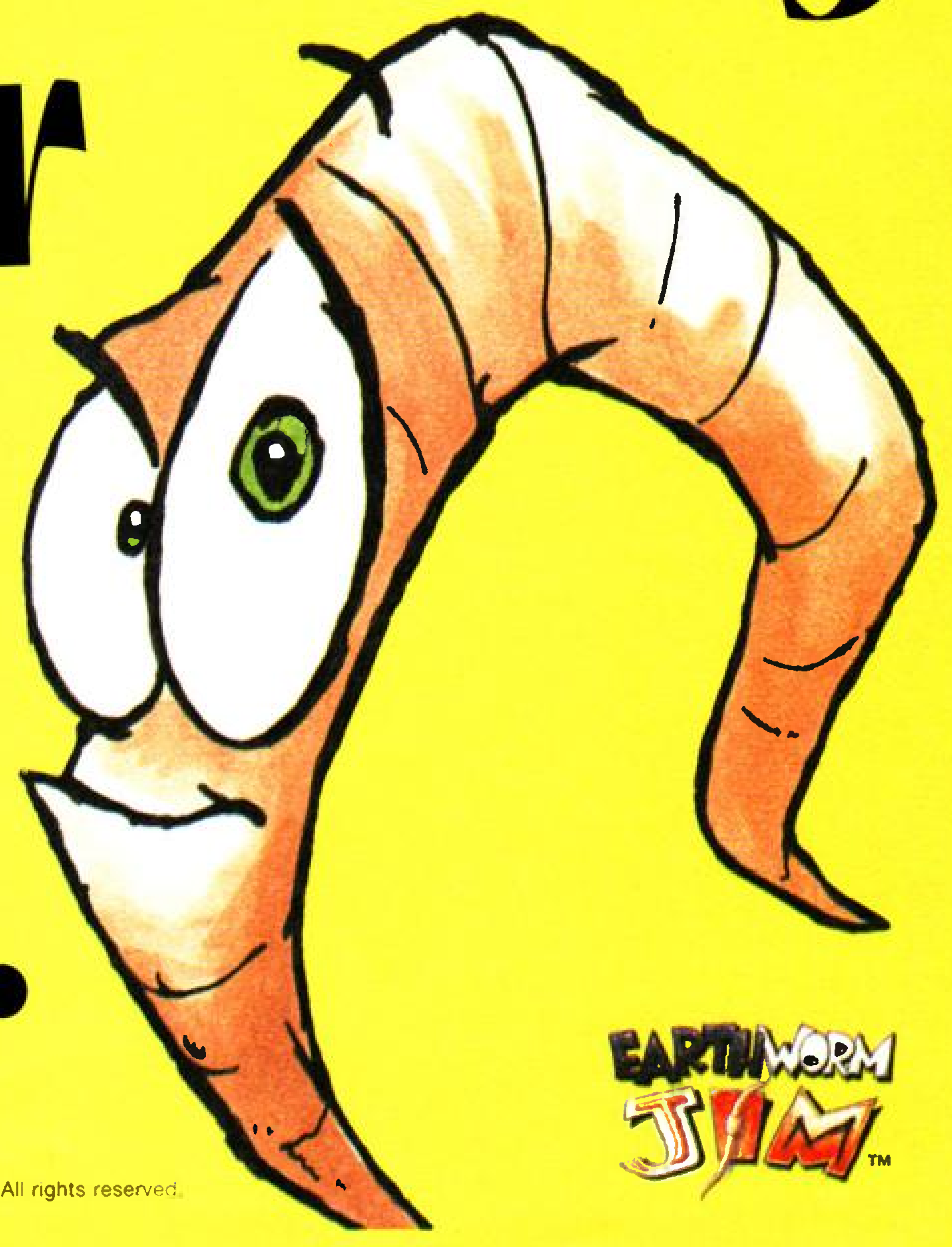
Easily the most impressive game on the Atari stand, and the one which bodes best for the future, was Zero Five. The level on display is best described as a 3D Galaxians, with waves of aliens storming at your space ship in formation. Zero Five distinguishes itself by dint of its ultra-convincing 3D movement and chunky Stunt Race FX-style polygon graphics. Best of all, however, has to be the floating camera-on-a-string viewpoint which allows you to see the action from just about any angle, depending on your movements. It's even possible to have your craft flying out of the screen, seemingly towards your face, as the enemies pile in from behind your head. Well, not really, but that's what it looks like, if you see what we mean. Anyone who really does see aliens flying into their TV from behind their head needs to lay off the cough medicine for a bit.



DEFENDER 2000

We may have written about this one before, but it's just worth mentioning that Defender 2000 has come quite a way since we last saw it. The graphics are pretty much finished (and they look cool, apart from the main ship which looks daft) and the gameplay is all but done. And it's very very hard indeed. Even crusty games expert Paul was stumped to score more than about half a point. Expect this to be the Tempest of next year. Although it'll be released at the end of this year.

Now you can play
with your
WORM
in public.



GAME BOY

GAME GEAR



SEGA: THE CALM COOL COLLECTIVE

SEGA

From Sega's point of view, there is no supremacy battle between them and Sony this Christmas. Saturn already won..

CVG isn't attempting to sway opinion one way or the other with this feature, but we reckon there's still a number of people who don't yet realise the potential of Sega's plans. Unlike most companies where the line is pretty much drawn with console hardware itself, Sega have the unique benefit of ranking among the world's biggest pioneers of coin-op technology. Their development teams have become superstars of gaming, through providing customers with ground-breaking state-of-the-art experiences time and again.

Sega Europe are not at all phased by Sony's £20 million marketing campaign. They don't need to be. Here's why.

GLOBAL GAMING

Next year Sega launches the Internet Reaction System for Saturn. Yes, as of 1996, the 32-bit console goes online with a package designed to introduce gamers to a whole new experience. Currently the Internet is something of an exclusive club for people with money to invest in a PC, along with the patience to get everything installed. The Reaction System is a module which slots into the Saturn, and immediately puts gamers in touch with a service that is hoped to include product information and shopping opportunities. Eventually Sega intend to support IRS with a keyboard.



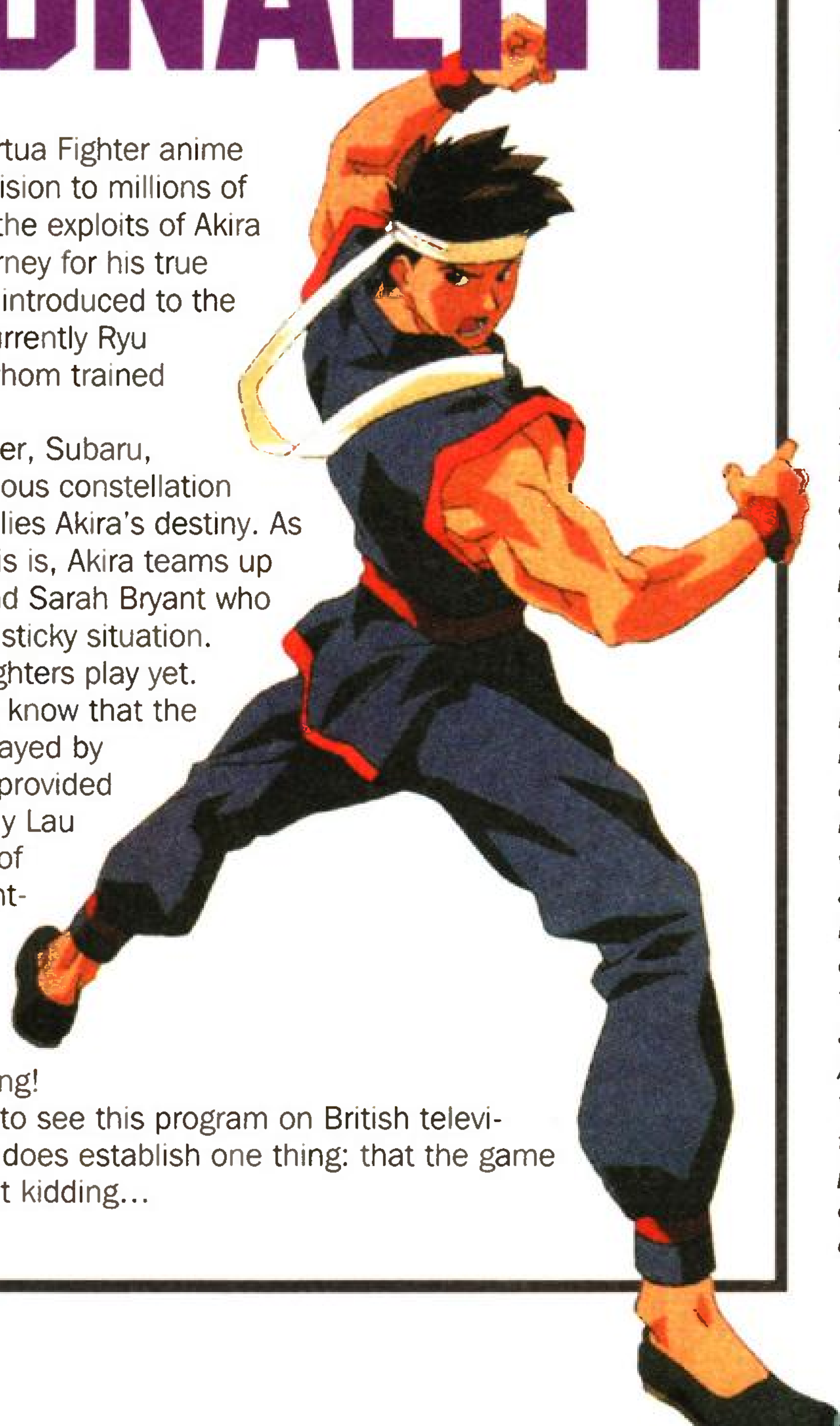
Very soon you could be picking up a joystick to challenge somebody in Japan to a best two-out-of-three on Virtua Fighter 2, or even racing head to head on Sega Rally! Beyond that it's anybody's guess what Sega have planned for IRS - the concept already surpasses all expectations.

PERSONALITY

Early October saw the launch of the Virtua Fighter anime series in Japan. The show airs on television to millions of Tokyo homes every week, and follows the exploits of Akira as he undertakes a soul-searching journey for his true self. At least three new characters are introduced to the Virtua universe through this series - currently Ryu Kaorun, Yan Waymin, and Eva; all of whom trained with Akira in his days as a student.

The story follows that Akira's grandfather, Subaru, draws the hero's attention to a mysterious constellation comprising of eight stars. Within them lies Akira's destiny. As he sets out to discover exactly what this is, Akira teams up with Pai Chan, and eventually Jacky and Sarah Bryant who arrive just in time to get them out of a sticky situation. It's not certain which roles the other fighters play yet. For fans of the coin-op, it's exciting to know that the voice of Akira in the anime series is played by Shinichiro Miki - the same actor who provided the speech for the coin-op. Additionally Lau Chan is brought to life with the talent of Shigeru Chiba, who's vocals are instantly recognisable to most young Japanese. One other small but significant feature of VF Anime is the fact that we get to see Kage Maru's face. Some people get excited about anything!

Though we may never get the chance to see this program on British television, Virtua Fighter: The Anime Series does establish one thing: that the game is already legendary. Tekken who? Just kidding...



STYLE

Sony are literally making a big song and dance about their PlayStation room in the Ministry of Sound, at the moment. It's a cool concept, but Sega's high-profile R&D team AM2 recently achieved something many times more impressive. For the launch of their new combat game Fighting Vipers (see JAMMA report,) AM2 targeted a place called Ropongi - THE entertainment centre of Tokyo. Here is where all the major night clubs are found, in particular "Bar, Isn't it?," which is where AM2 held this event called 'Gamer's Night.' The evening kicked off at 12:00 am. As techno churned the air AM2 demonstrated Fighting Vipers, which proved itself perfectly suited to the club atmosphere. AM2's flashy techniques combined with the game's bright appeal sent everybody in attendance crazy! Or maybe it was just the orange juice.



VISION

With so much talk of multi-media machines at the moment, probably the least expected contribution is from Sega. Yet their Video CD Card for Saturn goes on sale in October giving owners access to the vast library of Philips Video CD films. It's pricey at £169.99, but is a cool option for those who can afford it.

Proof as much as you'll ever need that Saturn really delivers is laid out for you here, as CVG takes the lid off Sega's box of delights for 1995 and beyond. Start making that wants list now, because some of these games are what dreams are made of!

GAMES! GAMES! GAMES!

VIRTUA FIGHTER 2

A 40-50% complete version of Virtua Fighter 2 made its world debut to the public at the Autumn ECTS. We are practically guaranteed an arcade perfect conversion of VF2 this Christmas judging from the performances of Jeffrey versus Wolf, and Kage versus Leon. Seeing is believing, so take a gander at these screen-shots, and imagine them moving at 60 frames per second - with absolutely no glitches!

Dedicated Virtua Fighter fans in the UK should also be interested to learn that Sega are putting out Virtua Fighter Remix as a limited edition, packaged with a disc of cool VF rendered art



F1

Ever dreamed of owning an arcade perfect version of Super Monaco GP? Well F1 is better - we kid you not. A helicopter's eye view of the action displayed in a tiny window at the top of the screen, while players get to grips with the car below. In Japan the game features commentary from a leading sports celebrity. Though the European code doesn't include this, Sega are updating the music to make it really kicking. Both versions allow players to race as Damon Hill, Michael Schumacher, or whoever because the game carries the official Grand Prix license.



INTERNATIONAL SUPERSTAR SOCCER



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You need
BALLS
to play this
game...



The sequel to the "best ever" soccer game is about to hit the pitch. **ISS - Deluxe** is heading your way and when it arrives it'll kick every other footie game into touch. With realistic sprites making 36 teams of recognisable celebrity players, increased CPU intelligence, over 40 brand new features and an incredible four way play option - the question is to you have the (foot)balls to play?

New teams, new players, new stadiums, new strategies and new techniques - we've even got some new balls! The future of 16bit soccer is coming.

It's Outstanding!

Release Date: 17th November 1995 **SUPER NINTENDO ENTERTAINMENT SYSTEM**

GUARDIAN HEROES

Treasure are back again with yet another genius work, boasting two incredible modes of play. The basic game is a two-player hack 'em up, in which it's possible to leap in and out of the screen to do battle across three planes of action. Anyone familiar with Fatal Fury Special should be able to get their head around this concept. Those who aren't... well, tough – it's hard to describe. What's easier to understand is that GH is basically a scrolling beat 'em up, in which both players practice Street Fighter II style techniques against hordes of fantastic enemies. The other mode of play allows six players to face off against each other, in a brawl the scale of which could only have been attempted by Treasure! In both instances, the entire screen scales in and out from the action to accommodate the movement of all concerned. Plus the quality of art and animation is phenomenal!



(Above) By the size of that cross-hair, you're unlikely to miss really!
(Right) A blue flash shows he's been shot by player one.



VIRTUA COP

Another faithful coin-op conversion from AM2. What more can we say, apart from the Saturn version includes Virtua Cops Rayge and Smarty going through pretty much exactly the same motions as they did on Sega's arcade Model 2 board. We know that AM2 are developing VC2 for the arcade at the same time, and are learning new ways to port over the original as they progress. Apparently this means Saturn VC is to gain unique features!



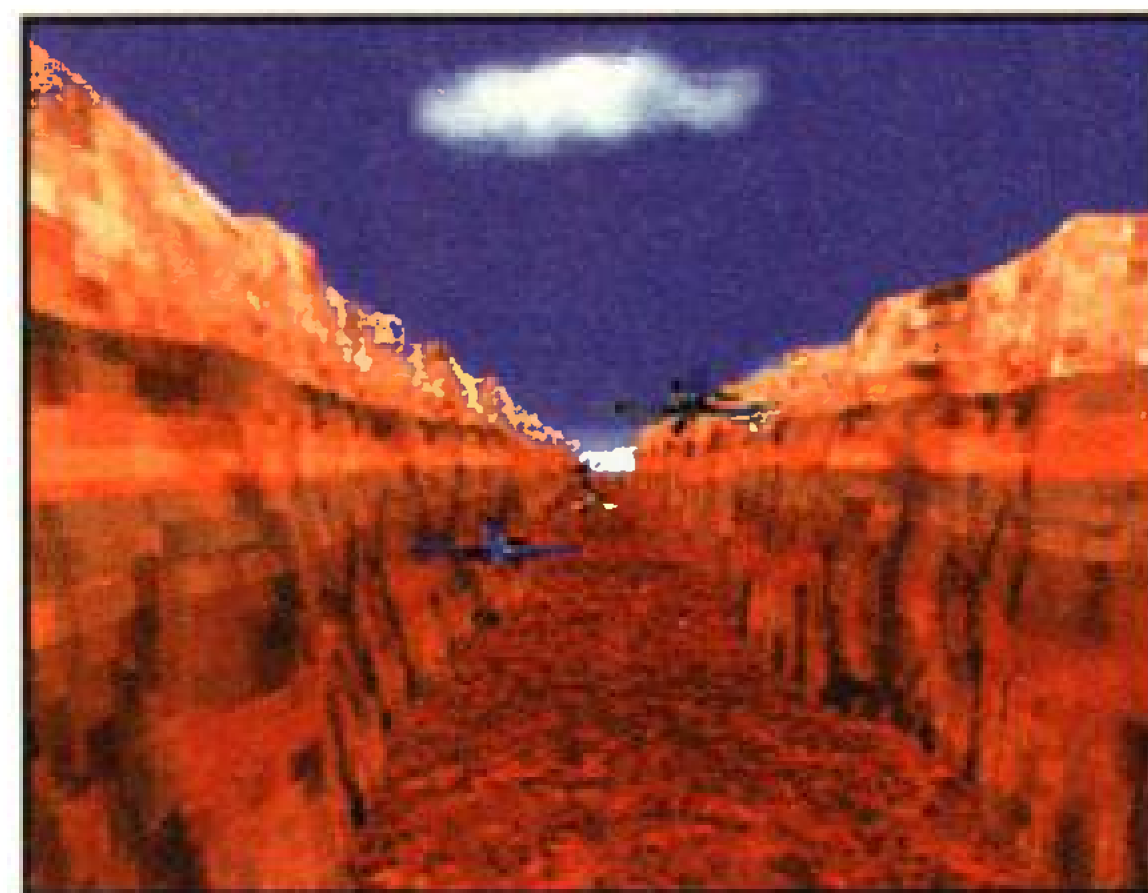
GOLDEN AXE

Direct from Sega of Japan's arcade division is an exact translation of Golden Axe: Duel. This is possible because Saturn hardware is identical to Titan's ST-V board – minus extra memory, and an upgraded sound chip (the Saturn's CD-Rom drive makes up for this.) Obviously it's a two-player combat game which revitalises the Golden Axe theme. Seems okay too.



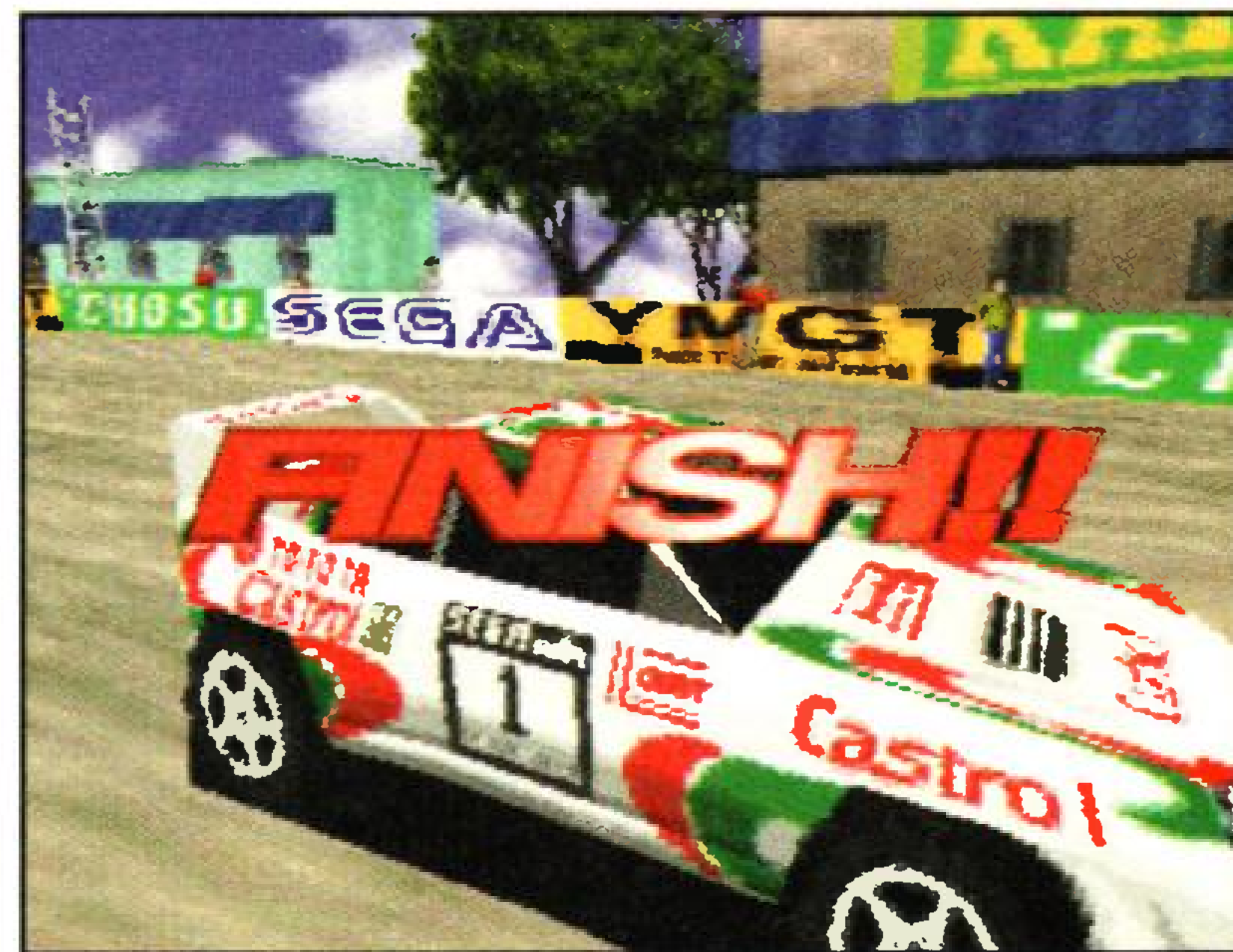
WING ARMS

Sits you in the cockpit of a World War II fighter plane, of which there is a choice of eight. Three viewpoints are available for missions taking place over desert, sea, and night-time city. It's quite different to the Wing War coin-op, not least in looks due to the extensive texture mapping. Sega have also geared the gameplay so it's more suited to home use, with Mission Objectives to meet.



SEGA RALLY

Conversion of AM3's arcade stunner is being ably handled by the same team who squeezed Virtua Racing into the Mega Drive and 32X. More than ever their talents are being brought to the fore as Rally takes form. CVG were visiting Sega Europe the day a 75% version arrived; complete with all the cars, all the circuits, the helicopter, doves on the track – everything! Also, and you read it here first, a **TWO-PLAYER OPTION**; almost certain to make use of the link-up extension (nobody could get it working!) Fired-up solo players also have a Time Attack mode to contend with. Is awesome!



HANG ON '95

Like F1 it seems we're not expected to be impressed with Hang On '95 the same way as we are Daytona USA, or Sega rally. But CVG can't help it – we're impressed. And greatly so! The only problem we find so far with the early version is that the control is pretty severe. Otherwise the visuals are okay. In fact the overall presentation of the game is perfectly fine too. Bear in mind Hang On is part of Sega Japan's historical catalogue; along with Shinobi, and Golden Axe. We doubt they would allow the reputation of Hang On '95 to drift out of control. It's expected that at least seven circuits will appear in the final version, plus time attacks, and a full-on Grand Prix mode.



HOT MEGA DRIVE 32X

Seems people are too keen to forget their Mega Drive. Fools! There's still a few cool reasons to stand by your 16-bit. Light Crusader, and Comix Zone - both of which you know about - plus the following.

32X KOLIBRI

Innovative and beautiful with it. Kolibri is as refreshing as Ecco in that it intends to make players feel like they are a humming bird. At least that's the spiel Sega are handing out! True enough, Kolibri looks very realistic and the gameplay is refreshing for a shoot 'em up. The enemies, all taken from nature, are detailed and to scale. There's even some vaguely interesting puzzles to solve. Best of all players have complete freedom to explore the graphically stunning levels - meaning they don't just whiz by and get forgotten.

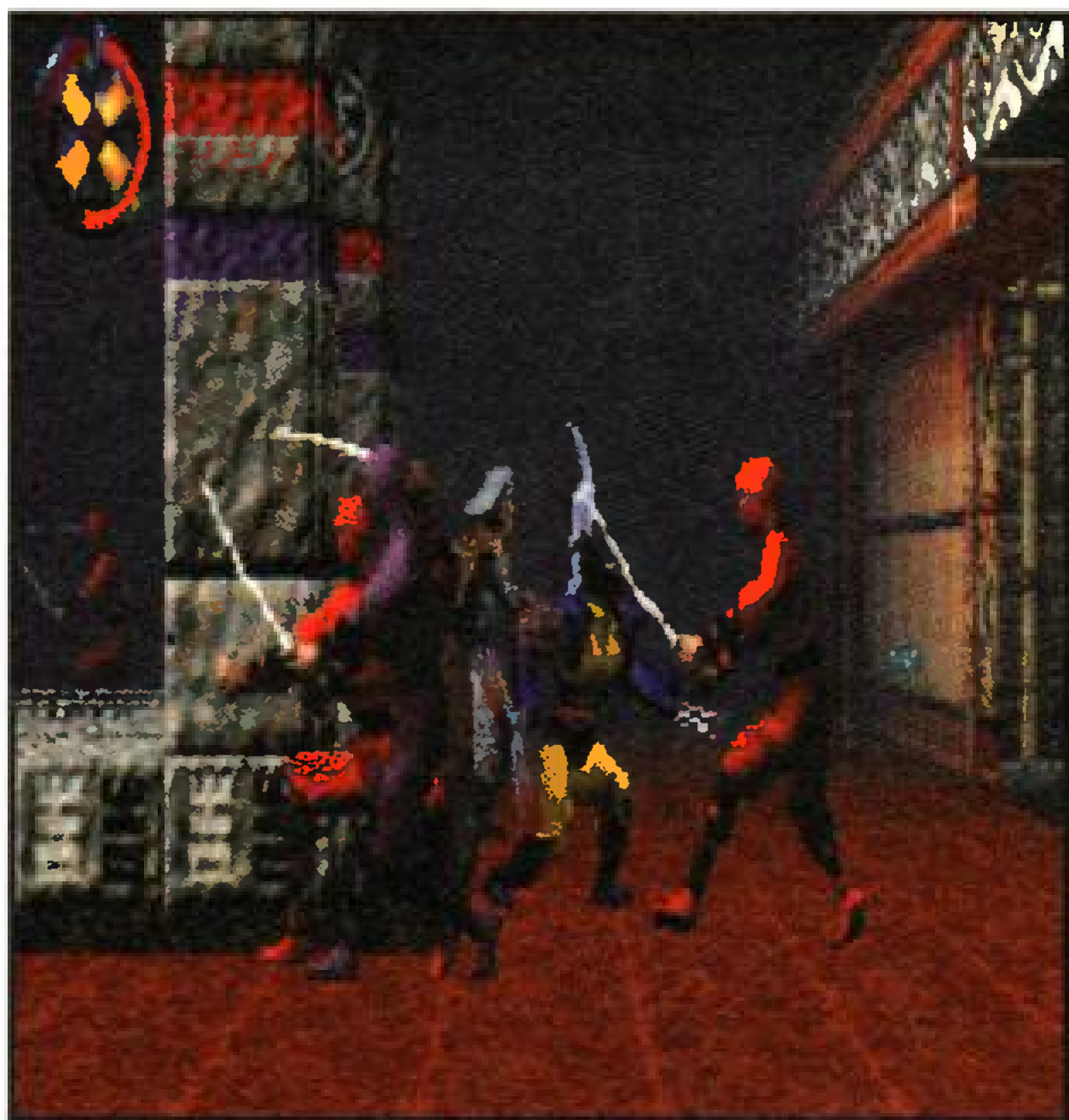


MEGA DRIVE PREMIER MANAGER

Gremlin have skilfully compressed their hit PC title for a new audience. There's no doubting this sim's quality: 1500 players, each a bonafide individual, await to be 'managed' as best as possible. The challenge is in finding success among the necessary transfers, and big time promotions. Anyone who fancies the challenge of rising from the position of 4th Division Chairman to Premier League Manager can't go wrong. This is a proven classic.

32X X-MEN

Looks cool, don't you think. Well it does considering this is the 32X - not 3DO, PlayStation, or even Saturn. X-Men is programmed by Scavenger, the same people who brought you Subterrania and Red Zone. As you can see, this is way different to any of those. So far the only version we've seen is a non-interactive demo, but a 3D beat 'em up starring Wolverine and the rest is a promising concept.



PREPARE FOR THE STORM



*A storm is coming to the "PlayStation"... a **GOAL STORM!**... as Konami makes its first foray into the 32bit sports arena.*

From beautifully sculptured polygon characters animated by the latest motion capture technology through to ear bursting commentary and sound effects the attention to detail is obvious. We've included all the features you'd expect from a top notch soccer title including fully selectable team formations, programmable tactics, viewpoints, leagues and every real soccer skill imaginable.



GOALSTORM
kicks off early November.

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PLAYSTATION

SHOOT-'EM-UP

GREMLIN

€UNCONFIRMED

OUT DECEMBER

1-4 PLAYERS

NO OTHER VERSIONS
PLANNED

NO OTHER VERSIONS
AVAILABLE

LOADED

They wanna be free to do what they wanna do – they wanna kill people.

Whichever way you look at it, prison isn't a good place to be. The Sun reckons that prisons are like Butlin's holiday camps – and if that's what prison's like you're reading the writing of a straight-and-narrow clean-nose. Butlin's are known for enforcing a strict regime of early morning 'entertainment' led by those nefarious warders The Redcoats, fearsome 'traditional' British food (soggy Yorkshire puddings with gristly sausages) and confinement in cramped and basic "chalet" cells. And that's just for the model prisoners. Sorry – campers. Heaven help you if they don't like your face. You're singled out for ritual humiliation during hilarious family events, usually resulting with you being thrown in the icy pool, dragged up in front of the other inmates for a Cuddly Granny or Wobbly Fat Legs contest or shot in the stomach with a harpoon.

No wonder the six main player-characters in Loaded are so eager to get out. And you're just the type to help them (so long as you're 18 or over).



FOUR MEN WENT TO MOW DOWN

There isn't a game in existence which is worsened by the participation of more than one player. Except Ace Combat. But Loaded isn't Ace Combat, and as a result the two-player mode which appears improves the gameplay no end. To avoid that tricky edge-of-screen-going-in-opposite-directions trauma which is common in this type of game, the game camera has been configured to scale outwards as the players get further apart. This is especially useful if you've got a multi-tap and FOUR players on-screen. And it's up to you whether you're friendly to each other or not.



PAINTING WITH NASTY

If you're a bit of a comics fan-type hoarding a collection of superhero tales in plastic bags foolishly awaiting the day that they're worth thousands of pounds you might recognise the style in which the *Loaded* character portraits are painted. That's because they're by Jay Sharples, famous gritty grimy Judge Dredd artist and comics brain behind the visual theme of the Judge Dredd movie. Jay worked from 12 original Gremlin character sketches and developed the personality and look of the protagonists from his own mind. Which is why they look scary.

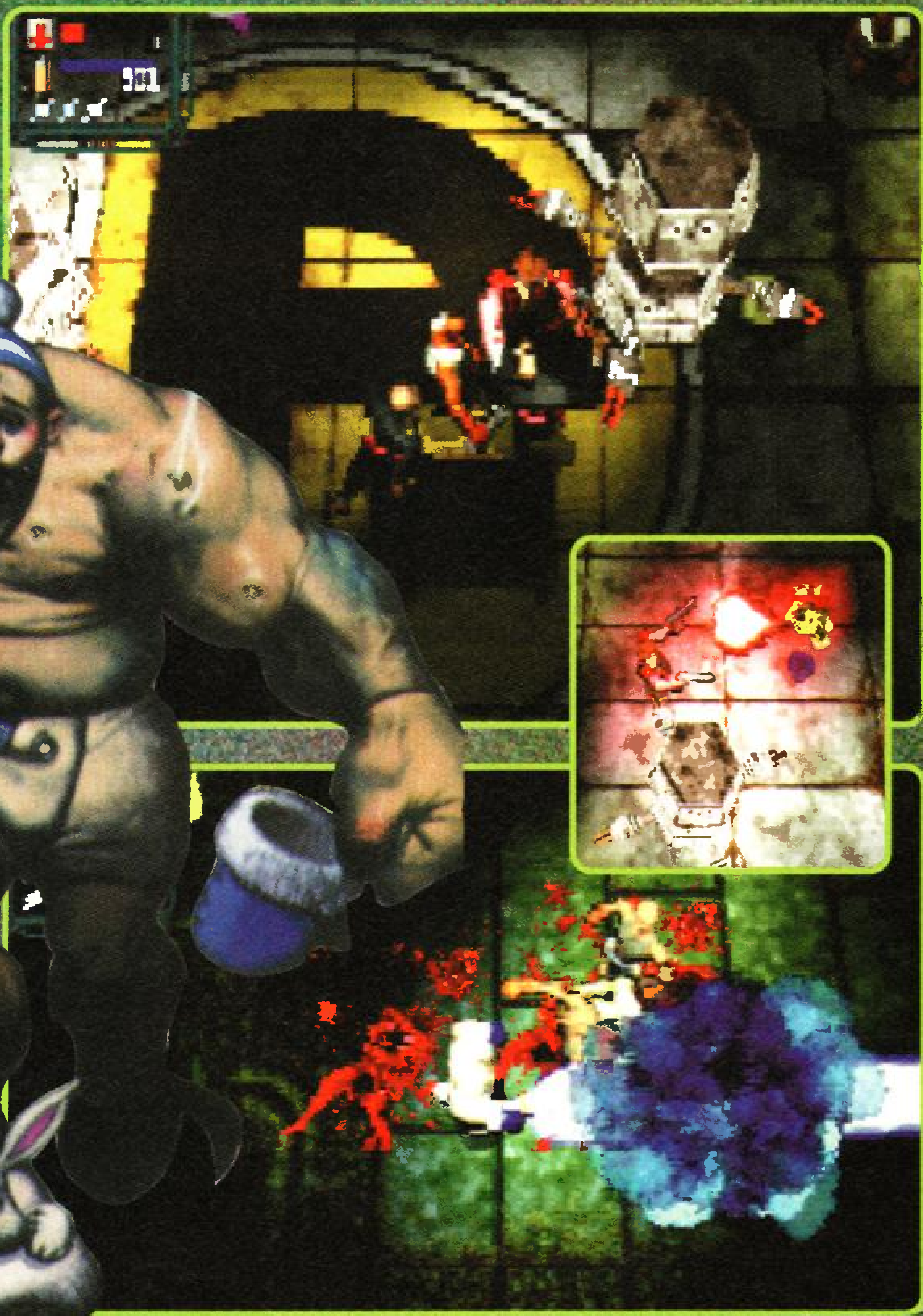


VERDICT

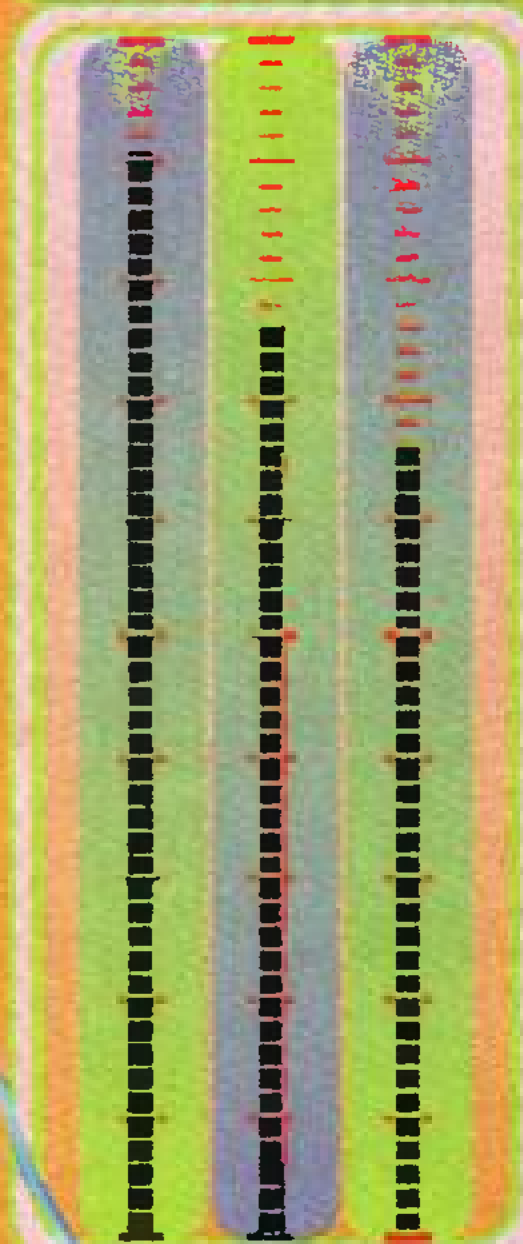
SNES

Alright, so at its heart *Loaded* is a 16-bit game, but then, there aren't many examples of this genre on the old consoles, let alone the new improved super ones. And the graphics are very 32-bit indeed, displaying a great use of shading and lighting (especially the dazzling muzzle flashes of a powered-up gun). Basically, *Loaded* is violent death a-go-go and definitely deserves its fogey-level rating. It's fast paced, stuffed to the brim with action and rock hard too. If you're into shoot-'em-ups in the tiniest of ways you really ought to buy *Loaded* - especially if you've got some like-minded mates.

RAD



SCORES



LOADED
RAIDEN
TOTAL CARNAGE

GRAPHICS **92**

Dark, Gothic, with a subtle use of shade and colour.

ANIMATION **93**

The sprites are diddy, but move convincingly.

MUSIC **91**

It fits the tone perfectly. Rather scary in fact.

SOUND EFFECTS **94**

Variety and volume of death noises is staggering.

GAMEPLAY **92**

Simple, yes, but ace fun. Destroy! Abahahaa!

VALUE **93**

Very tough, multi-player mode extends longevity.

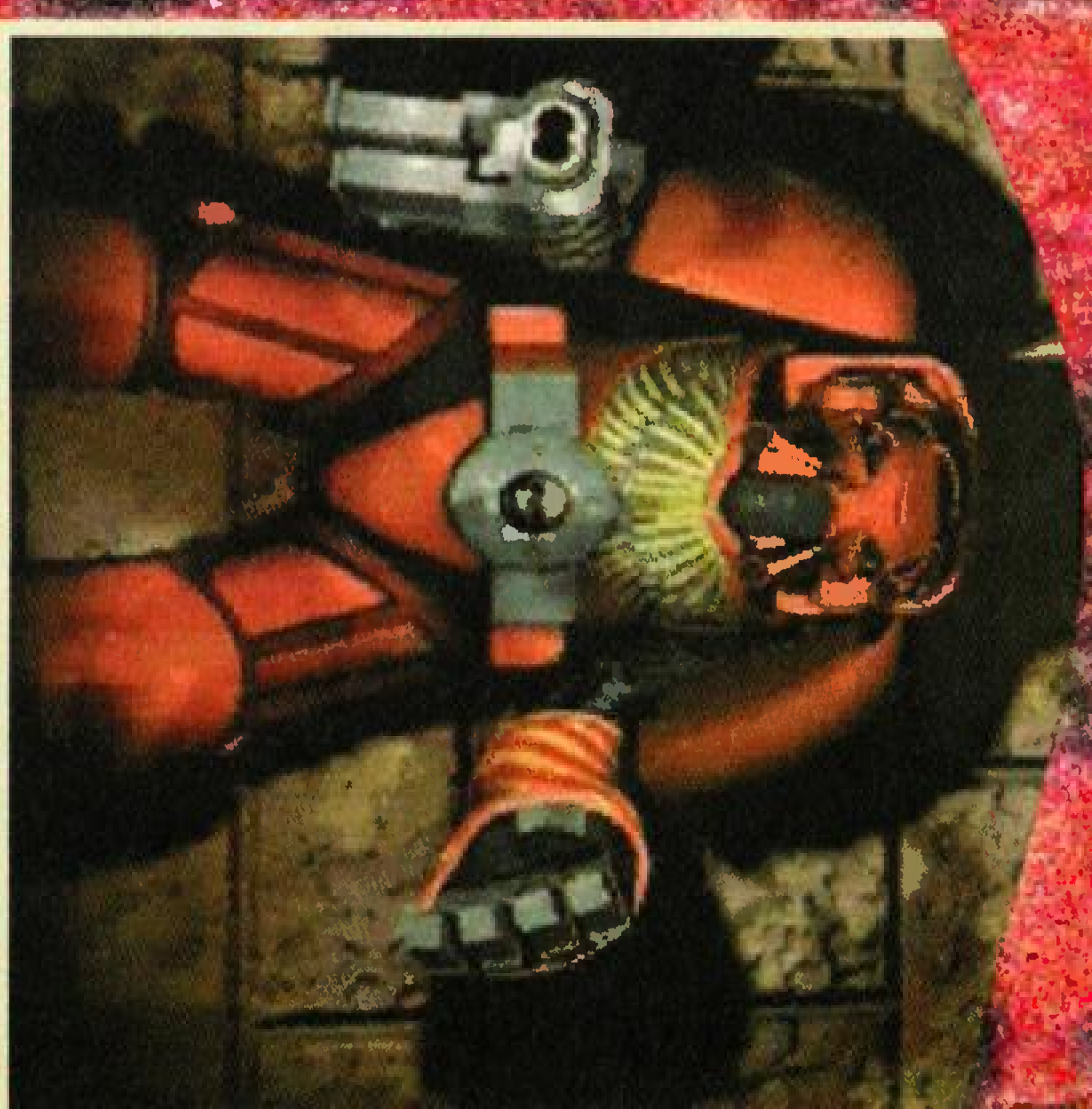
OVERALL

One of the best blasters we've played for some time. A great tension-reliever and all round bonzer thrash.

92

3DO
SHOOT-EM-UP
ELECTRONIC ARTS
£44.99
OUT NOW
ONE PLAYER
NO OTHER VERSIONS PLANNED
PC VERSION AVAILABLE

SPACE HULK



The Games Workshop saga comes to life on 3DO, it's your job to find the alien scum on the Space Hulk and let them have it....

01. WHO'S NICKED ME 501S?

...probably one of the evil mothers who are out for your blood in Space Hulk who go by the name of Genestealers. Not too hot in the looks department, unless you're into lizardy-reptilian looks because that's what they resemble when they come hurtling at you. They have six limbs, two hooved feet, a pair of quasi-human arms and a pair of much larger more muscled arms, which are invariably used to rip you to shreds. Also watch out for Hybrids who while not quite as gruesome or ferocious, are nonetheless quite bulbous and far more cunning.



The one thing that Space Hulk is not short on is plot, no doubt because it's the licence from those adventure boardgames-heads Games Workshop; that place in your local shopping mall where all the trainspotters go when BR are having a one-day strike. If the term 'game' tied with 'adventure' makes you think of dulldom on a particularly dull day, don't despair because ultimately this is an arcade shooter that even makes Doom look tame.

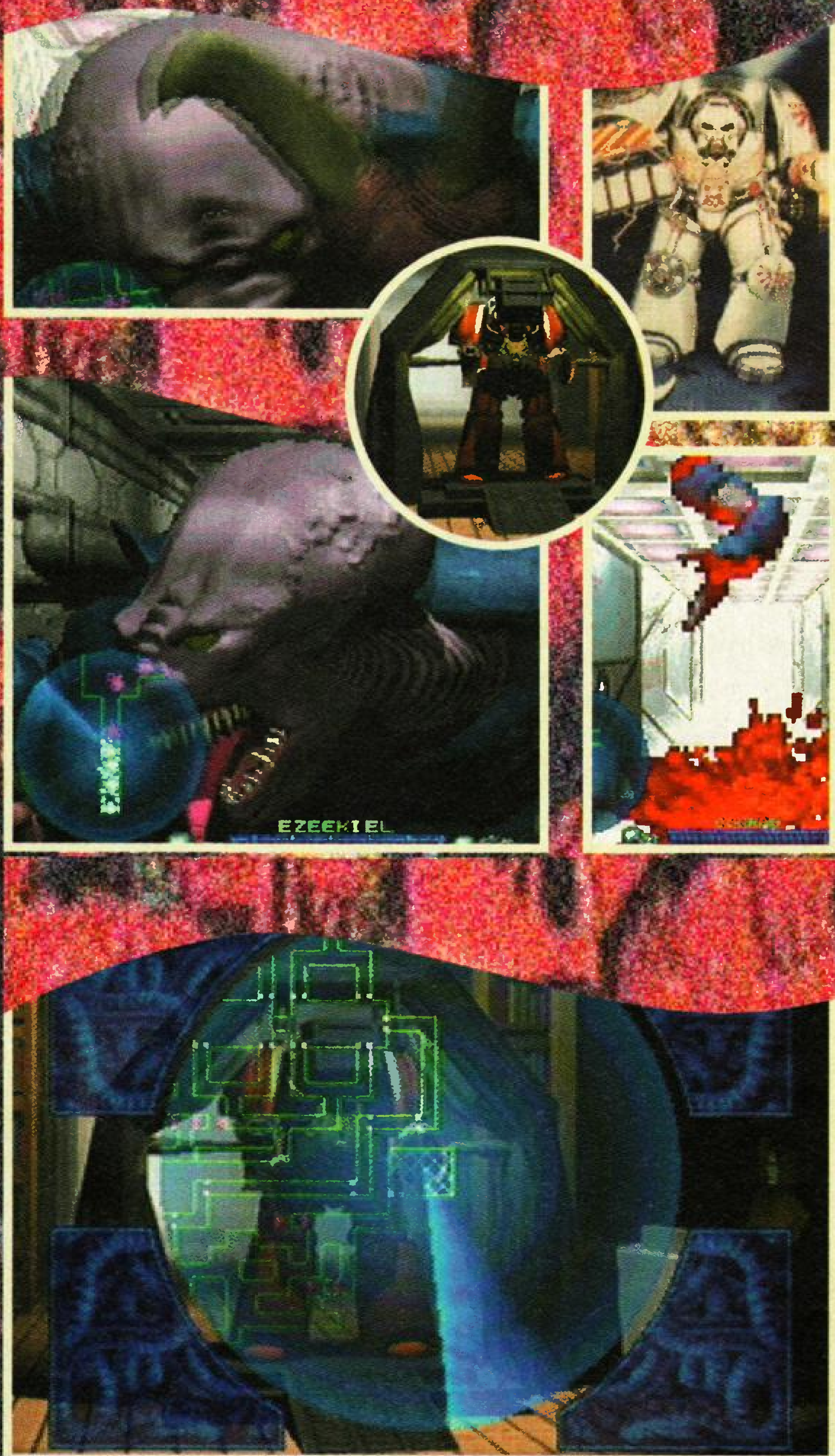
Essentially Space Hulk is a Doom clone and then some. The Hulk in question is a space ship that is hurtling out of control towards Imperial Planet Devlar III. And it's bad news for the Devlars since it's packed to the rafters with deadly Genestealers (monster thangs), and it's up to you as one of a team of Space Marine Terminators to stop them on their infestation mission.

As a marine you are encased in armour, though if you encounter any Marines not in armour then chances are that they are under the evil auspices of Chaos and are traitors to the Empire, so splatter their blood all over the shop pronto.

To help you in your goal, you can start off on the Training Missions which vary to the Campaign proper because in Training you have command over your fellow Terminators, and the mission briefings are far more specific. It's in the Training, Classic and Famous Missions that you can become au fait with combat readying yourself for the main campaign.

SPACE HULK II COMING TO A PC NEAR YOU

The original Space Hulk on PC probably looks somewhat dated now as it was basically more strategy-based than anything else and didn't really have the freedom of movement that you have in 3DO Space Hulk. This will not be the case with Space Hulk II on PC CD though, which is planned to be released in January of next year, as it's based on the 3DO game.



VERDICT

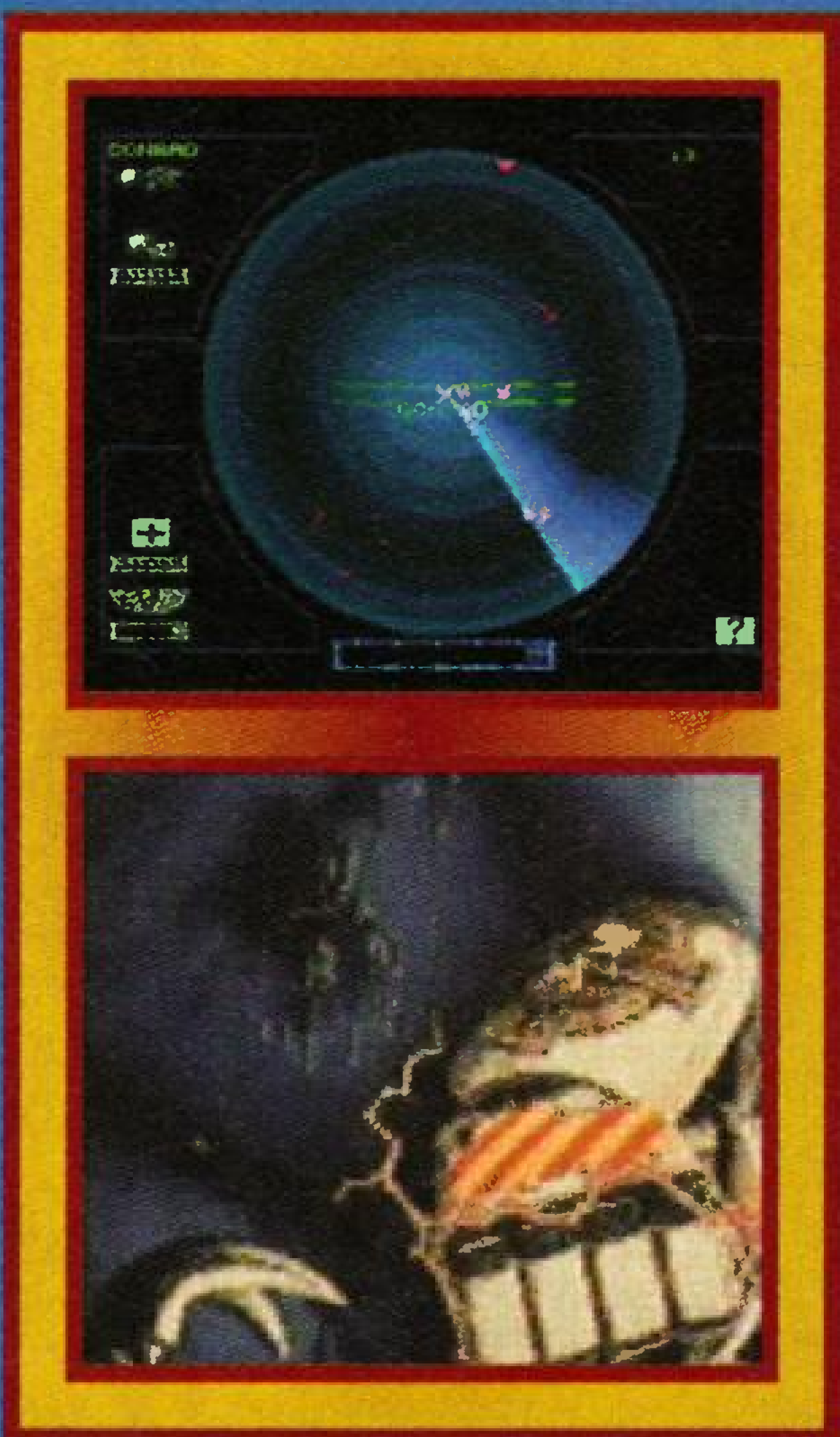
3DO

No doubt all 3DO owners out there are awaiting Doom to arrive on their Interactive Multiplayers, but as I seem to have played the aforementioned on just about every format (including a quick bash on the forthcoming PlayStaion) I'm quite ready for something a bit different. And that's certainly what Space Hulk is, the number of missions is phenomenal, and it's not the sort of game that you can just plough straight in to as there's a lot of tactics and skill to be accrued in the training and classic missions before going on the final missions. The detail of the aliens and the superb sound atmosphere really show you what the 3DO can do, they're excellent and this is a more than worthy 3DO game.

GARY LORD

WHAT'S HAPPENING

Your stats screen will tell you what's happening, and basically to your left and right are the weapons that you currently have; also how much Freeze time you have (a kind of limited pause-and-think mode). How much of a battering you're taking will appear in the bottom right of the screen, which will deplete if attacked with Bolter shells but will be revived if you manage to keep out of harm's way. Keep an eye also on the Experience bar as those Terminators with more experience are naturally better fighters, especially in close combat.



SCORES



DOOM.....
SPACE HULK.....
WOLFENSTEIN.....

GRAPHICS..... 93

'Tremendous' is the word that springs to mind, as well as 'bloody'.

ANIMATION..... 92

The aliens move super fast and the FMV is pretty slick too.

MUSIC..... 80

Makes the most out of the 3DO's audio capabilities.

SOUND EFFECTS..... 85

Brian Blessed sound alikey shouting lots basically.

GAMEPLAY..... 83

Enjoyable, playable but lacking that certain hook.

VALUE..... 80

Probably the best buy out of all the Doom-style games on 3DO.

OVERALL.....

A very in-depth game with a vast array of missions that will keep any 3DO owner transfixed to the screen and ready at the fire button.

85



Don't expect such an easy victory with ISS Deluxe - it's way tougher than before!



SNES

SOCCER SIM

KONAMI

£54.99

OUT NOW

1-4 PLAYERS

NO OTHER VERSIONS PLANNED

NO OTHER VERSIONS AVAILABLE

When CVG lays 90%+ on a game, you know it's special. Now a deluxe version of something so amazing is sure to have fans on tip-toes, clenching teeth in anticipation of the final score. Rating follow-up titles to existing classics always presents problems. What we're setting out to discover with ISS Deluxe is just how much the game improves over the original to warrant buying all over again.

The volume of new or improved features in ISS Deluxe is phenomenal. Extensive play-testing and research into what made the original so popular has placed Deluxe in the position to take the Premier League once more. Alongside the 'arcade' feel which contributed to making ISS such a rush, there are now enough custom options to keep any statistics engineer happy for months.

Enough of the pre-match chatter, already! Time now to find out why International Superstar Soccer is guaranteed the highest attendance this season.



All-new animations make ISS2 amazing!

INTERNATIONAL

SUPERSTAR SOCCER DELUXE

Konami scorched down the road to glory with International Super Star Soccer. Now they're hoofing this stunning sequel right in your face!



Presentation in Deluxe is superb, right down to details such as this video screen. Same coin-toss animation as before mind!





ISS A FAIR COP

Let's face it, we were allowed to get away with murder in the original ISS! For an important match we thought nothing of sticking the boot in to secure a place in the final. So what if a player got sent off, he'd be back again to play the next time around. Not any more! Having revised their football lore somewhat, Konami have decided to include suspensions in to the proceedings. Disgrace your team in one match by receiving a red card, and watch to your dismay as your star player is suspended – yes **SUSPENDED** – from the following match! Well, guess we deserve it really. Ho hum.



FANTISSY LEAGUE FOOTBALL

The fun starts here! Best of all about ISS Deluxe is the facility to completely edit your own team. This means



player attributes, number and colour of kit plus all their names. Once you're happy with that, there's a chance to construct your own competition from the fully editable mini-leagues and tournaments available.

There's room for six to eight teams to enter – your only restriction is the number of mates you have around to play. However with this game in the house, we don't see that as being much of a problem really!

ISS MY PASS

Over and above the general team tactics, highlighted intervals in the match proceedings – corners, free kicks, throw-ins – allow for the selection of a suitable individual to do the honours. So no more slapping of foreheads as Johnny Defender volunteers to take that crucial last minute corner!



No excuses for crap corners and throw-ins now as you can nominate a suitable player!



You wouldn't have thought there were any ginger-haired players in Germany now would you?



I THINK ISS MY COLLAR BONE

Three years ago Electronic Arts introduced injuries to their John Madden series of American Football games. Suddenly the game was transformed! CVG went wild! Getting players carried off became an integral part of any respectable match, and it



looks like that the same will happen here. Yes ISS Deluxe takes note of anybody who is being a little hard done to, and sees them removed from the pitch for their own safety should pressure prove too much. Of course deliberately roughing people up is just asking for a red card, so watch it!



Direct where that free kick is going to go (ie the back of the net).





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WHEN ISSAY JUMP
 Players do absolutely anything you tell them to in ISS Deluxe – so long as it's football. Of course football is viewed by many as a beautiful art form(!), so the correct tools are required to bring the perfect plan together. In ISS Deluxe the players are arranged in any formation you wish. Don't worry if your positioning is unorthodox; if it works, use it! Inside of that it's possible to tailor individual players' attributes. You can even piece together defence or offence-only squads! On top of all this there are players whose contributions to set plays can be toggled on or off too. This way the best players are always kept where you need them, leaving the most reliable team units to build up the strategy. Total footy purists will also appreciate that playing somebody out of position affects their performance too.



You may think that this caption is all over... well it is now.



There's a whole load of new options and shots that you'll have to try and perfect.



The graphics look a lot more polished and the game has a faster pace to it too.

VERDICT
SNES
 Those of you who already own the original ISS may not want to know this, but Deluxe is by far the better game. It's not as if it takes long to fathom this out either, as the benefits are obvious right from the beginning. The presentation is better, and the overall flow of the game is paced faster. Wait till you hear the CRS in all its glory! All the tactical extras are worthwhile, which means making the most of what's on offer is guaranteed to improve your game. Thankfully Konami have made the game tougher in one-player mode too. FIFA 95 on Mega Drive used to rule here at CVG. Now ISS Deluxe has come and blown that, and its successor, away! Go for it!

PAUL DAVIS



SCORES

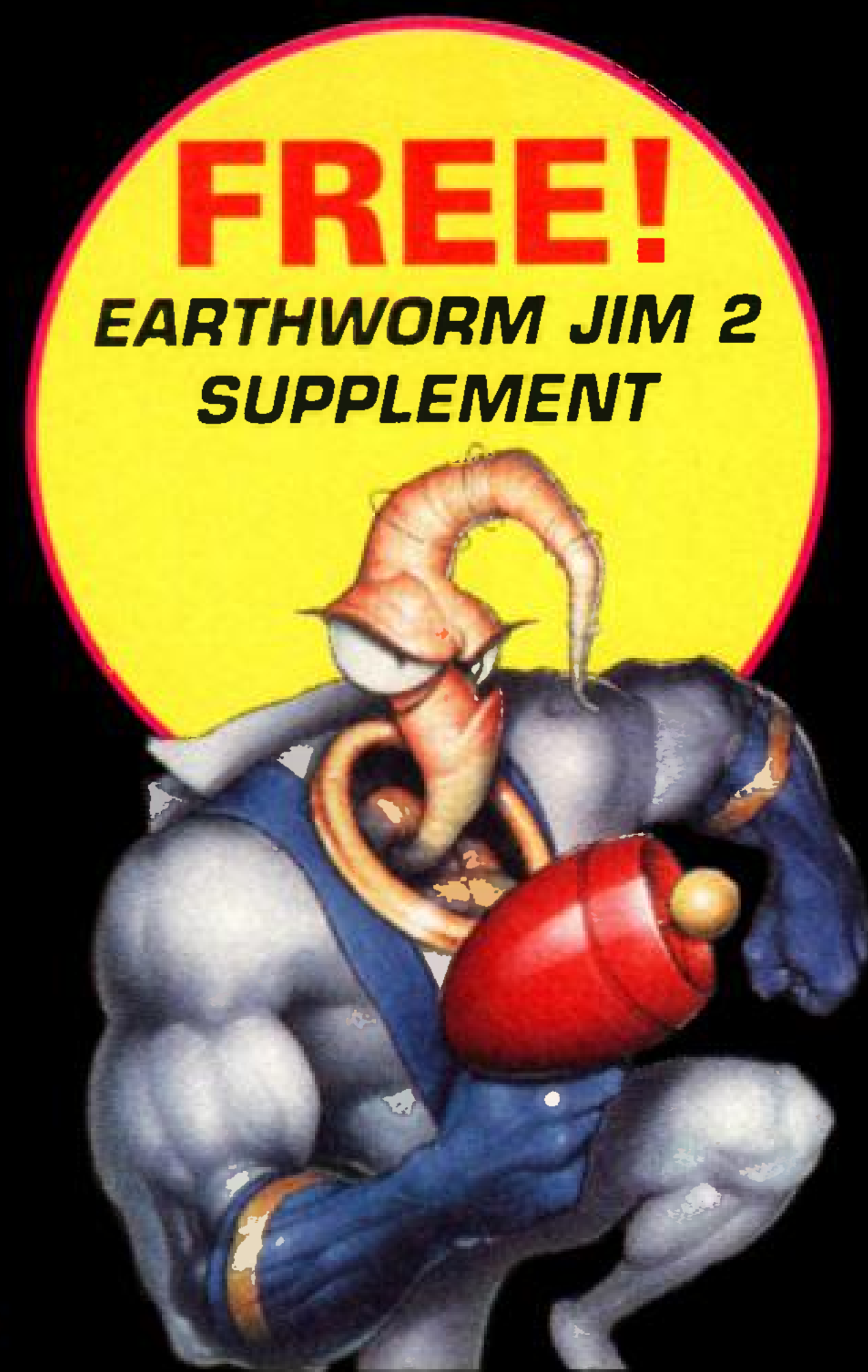
GRAPHICS	89
ANIMATION	91
MUSIC	82
SOUND EFFECTS	93
GAMEPLAY	94
VALUE	92



CRS ISS
 In 1993 Konami pioneered something called the 'Crowd Response System' for their sports games. In Japan some of the biggest names in sports commentary lend their distinguished oratory to add realism to Konami's products. Powerful Pro Baseball uses this, as does the original ISS – aka Perfect Eleven – in Japan. CRS reflects the action on field so that great shots are praised and foul play condemned by the guest commentator. Likewise the noise level of the crowd is in tune with the drama of a big game. Though the original ISS sounded impressive, it didn't actually make use of CRS in Europe because it was considered too expensive on memory. Now, for the first time, players can experience the difference CRS makes! ISS Deluxe features double the number of voice samples, plus additional sound effects such as samba beats on drums, and chants from the stands. It's brilliant!

OVERALL
93

MEAN MACHINES SEGA



ATTENTION GAMES MAGAZINE BUYERS!
THE LADS AND LASSIES AT MEAN MACHINES SEGA, THE NATION'S FAVOURITE SEGA MAGAZINE, HAVE NOW BEEN OFFICIALLY RECOGNISED BY SEGA AS 'REALLY JOLLY GOOD'. SIGN UP FROM NEXT ISSUE FOR OFFICIALLY ENDORSED JAPES, MALARKY AND EXCLUSIVES. LOOK OUT FOR THEIR CANNY X-MEN ISSUE WHICH COMES WITH TWO FREE GIFTS.
TOP-HO! WHAT?



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IF SO ☎

CHRIS PERERA ON 0171 972 6700

October 25 was a great day for music magazines.

RAW

PLAYSTATION.....

BOXING (D'OH!)....

JVC.....

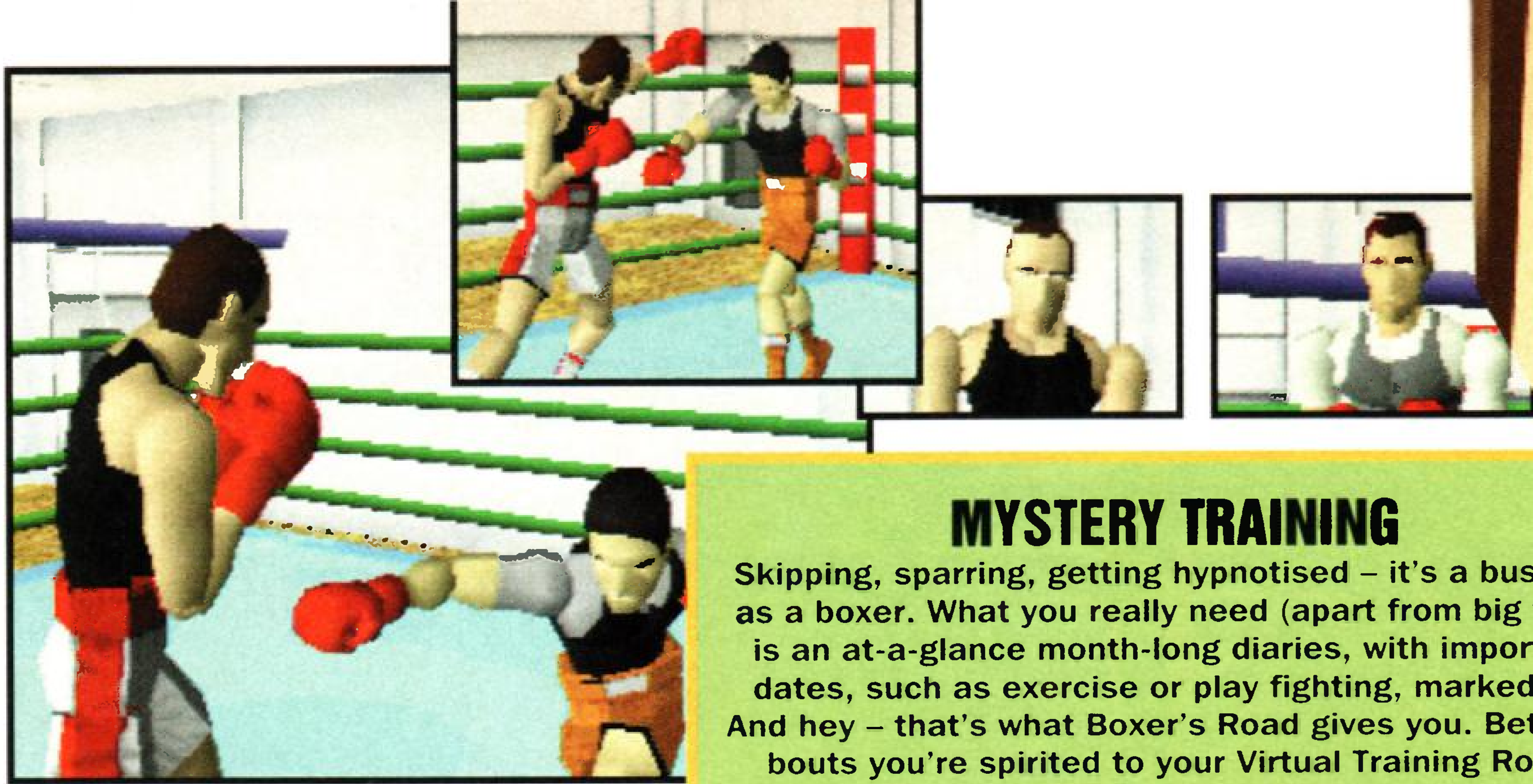
£60-80.....

OUT NOW (IMPORT)

ONE PLAYER.....

ENGLISH VERSION
PLANNED.....

NO OTHER VERSIONS
AVAILABLE.....



Doing the boxer beat!

MYSTERY TRAINING

Skipping, sparring, getting hypnotised – it's a busy life as a boxer. What you really need (apart from big fists) is an at-a-glance month-long diaries, with important dates, such as exercise or play fighting, marked on. And hey – that's what Boxer's Road gives you. Between bouts you're spirited to your Virtual Training Room where you can access any number of options, like the Schedule, which gives you the opportunity to plan your boxer's month of training. What training you'd like to do on what days and who you want to spar against are fully under your control.



BOXERS

Hiya kids, Burgess Meredith here. Now maybe you're not old enough to remember me in my early dramatic roles – hell, not even my own family can remember most of those. That's because I'm famous for being The Penguin in the Batman TV series, and going 'Quack, quack' all the time. Not that I'm bitter about the years wasted at drama school just for a part in a human cartoon. You scum. But anyway, the other thing I'm famous for, apart from my silly name, is being Sylvester Stallone's trainer in the Rocky movie. And boy is 'rocky' the right word for them. As a result I came to know quite a bit about the noble art of Queensbury, and so those wacky funsters at CVG thought I'd be the perfect guy to introduce this Boxer's Road review. What they don't realise is that I'm a serious ac-toor, and I'm just going to take the money and talk to all about the exciting possibilities a career in the theatre can open up for you, instead of sitting in your bedroom playing these silly computer games. Now ask your drama teacher... [Sorry Burgess, that's all we've got space for – CVG].



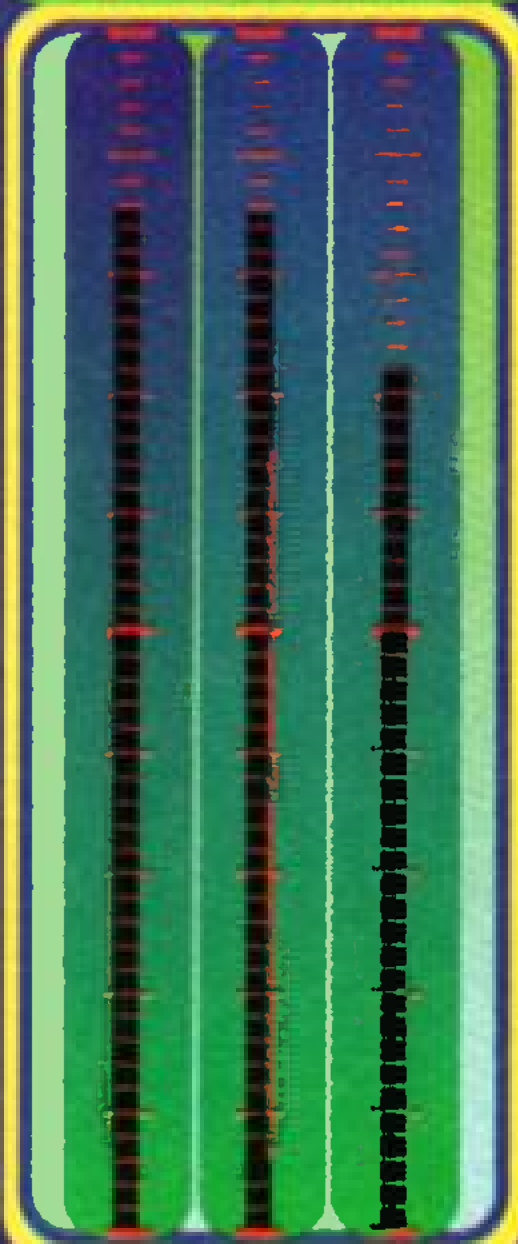
VERDICT

SNES

Boxer's Road seems like the first real attempt at a boxing simulator on console. There are more options, management sections and strategy elements than you'd believe. Sadly for us monolingual types, however, they're all in Japanese. As a result, whilst the boxing sections (when you get to them) are pretty smart, it's impossible to tell what you're actually doing. We'll definitely have to re-review this when we see the official (or American) version, because it should be excellent. But unless you've got an awful lot of patience or a degree in Japanese you should avoid the oriental import.

RAD

SCORES



VC BOXING 91
SUPER PUNCHOUT 90
BOXER'S ROAD 76

GRAPHICS 91

Huge sprites which look solid and realistic.

ANIMATION 90

Not altogether unconvincing, but a bit stiff-looking.

MUSIC 86

Not exactly Wipeout, but decent enough.

SOUND EFFECTS 88

Thump, biff, ding ding. Good quality but no variety.

GAMEPLAY 76

The boxing bits are good.

VALUE 65

You'll never get the most out of the import version.

OVERALL 72

A potentially stunning game rendered almost unplayable by heaps and heaps of Jap text. Wait for the official release and a re-review.

72



1994年 4月 11日

SUPER MIDDLE NORRIS		COMMAND
SPIND AC D	1354	SCHEDULE
GLUCOSE	3449	STATUS
FATY AC D	1973	MANAGE
WATER	1193	SCHEDULE
FAT	3000	VIDEO
ENDURANCE	9802	CONFIG
RUSH BT	8721	FILE
SWAY SP	8989	VS MODE
SHARP POW	8754	RETIRE
HEAVY POW	7132	
TECHNIC	147	
LIFE	9578	
STAMINA	11898	
STM RATE	7171	
FT WORK SP	8851	
PUNCH SP	8871	
TIRED	2805	

ROAD



LIGHTS, CAMERA... PUNCHING

Polygons and camera angles, an almost inseparable pair in games these days. And given that Boxer's Road is a polygon-based game it's no surprise to discover that pressing the Select button cycles through a variety of different viewpoints. The most useful is the one looking through your translucent ghost boxer, but the best has to be the view from your opponent's eyes, allowing you to stare into the sinister glassy orbs of your own fighter.



MECHWARRIOR 2

Activision's robot blaster has been in development for years, and now it's finally here. But is it any good or just a load of scrap? Trust us to reveal all...

PC CD-ROM

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TWO PLAYER

NO OTHER VERSIONS
PLANNED

NO OTHER VERSIONS
AVAILABLE

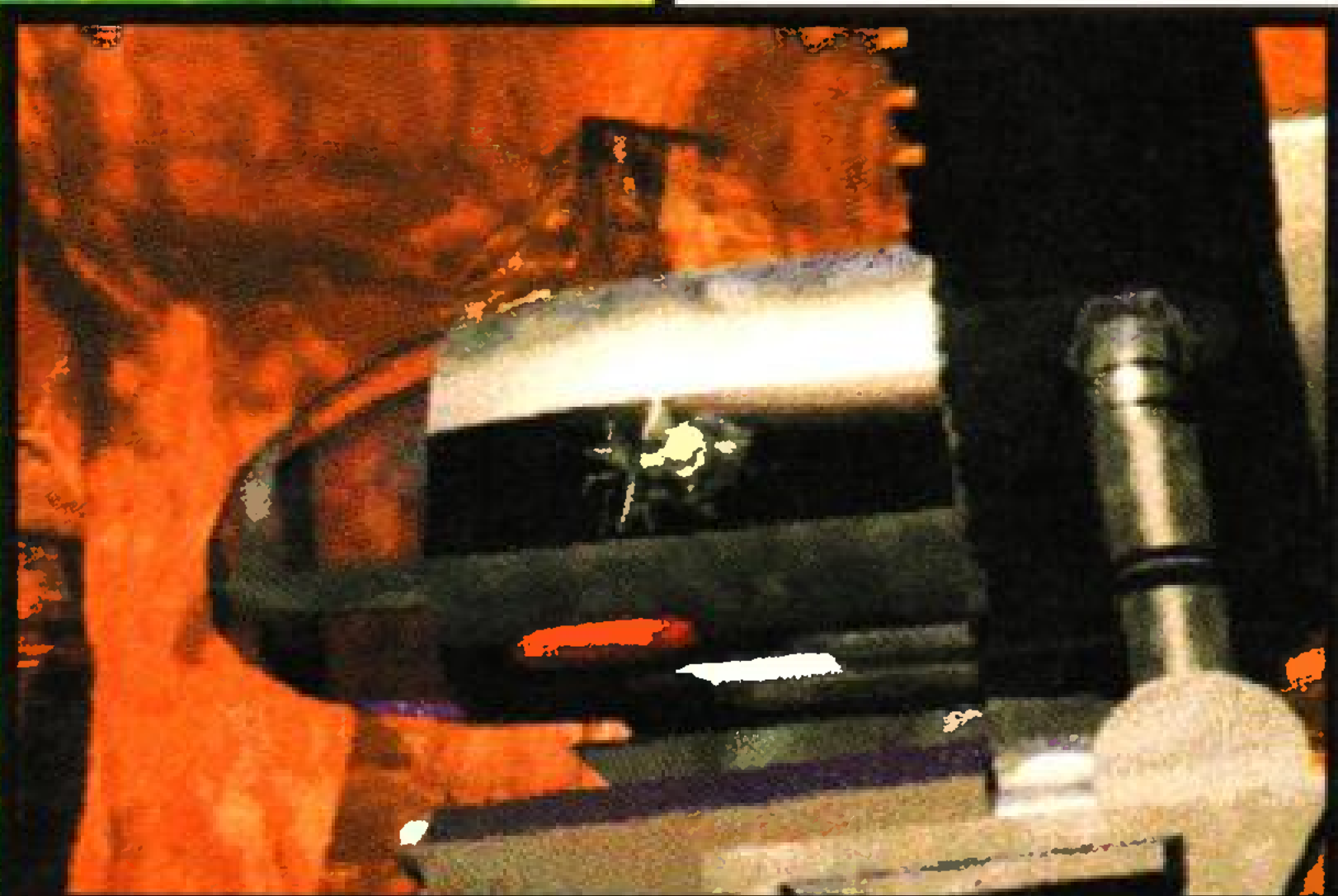
No, you're not dreaming - MechWarrior 2 really does exist. I know it's hard to believe - after all, fans of big battling robots have literally been waiting years for this game's release - but now, at long, long last, it's finally here, angrily stamping about, knocking over tables and shooting things. But what took Activision so long? I have a theory... You see, when a young lad begins his working life, it's customary for his new colleagues to make his first day a humiliating misery. Usually this aim is achieved by giving him 'impossible' tasks to achieve and then laughing at him when he can't do it.

For example, one might ask Mr Wet-Behind-The-Ears to go to the stores and get a can of 'stripey paint' (tee-heel!). Another wit might order him to fetch a left-handed screwdriver (hoot!). Then, of course, there's the telling him to ask a workmate for a 'long weight', whereupon the poor wretch is made to stand around looking like a lemon for an hour or so (a long wait - geddit? Grench!).

And it's my belief that this last fate befell the novice programmer of MechWarrior 2 - the problem being nobody remembered to tell him it was just a joke, and so he ended up spending months just idling about, kicking his heels and doing nothing. Still, it looks like the poor geezer spent all that thinking time wisely, because he's come up with one corker of a game. It just took forever!



MechWarrior 2's glossy intro sets the scene perfectly — take that, robo-scum!

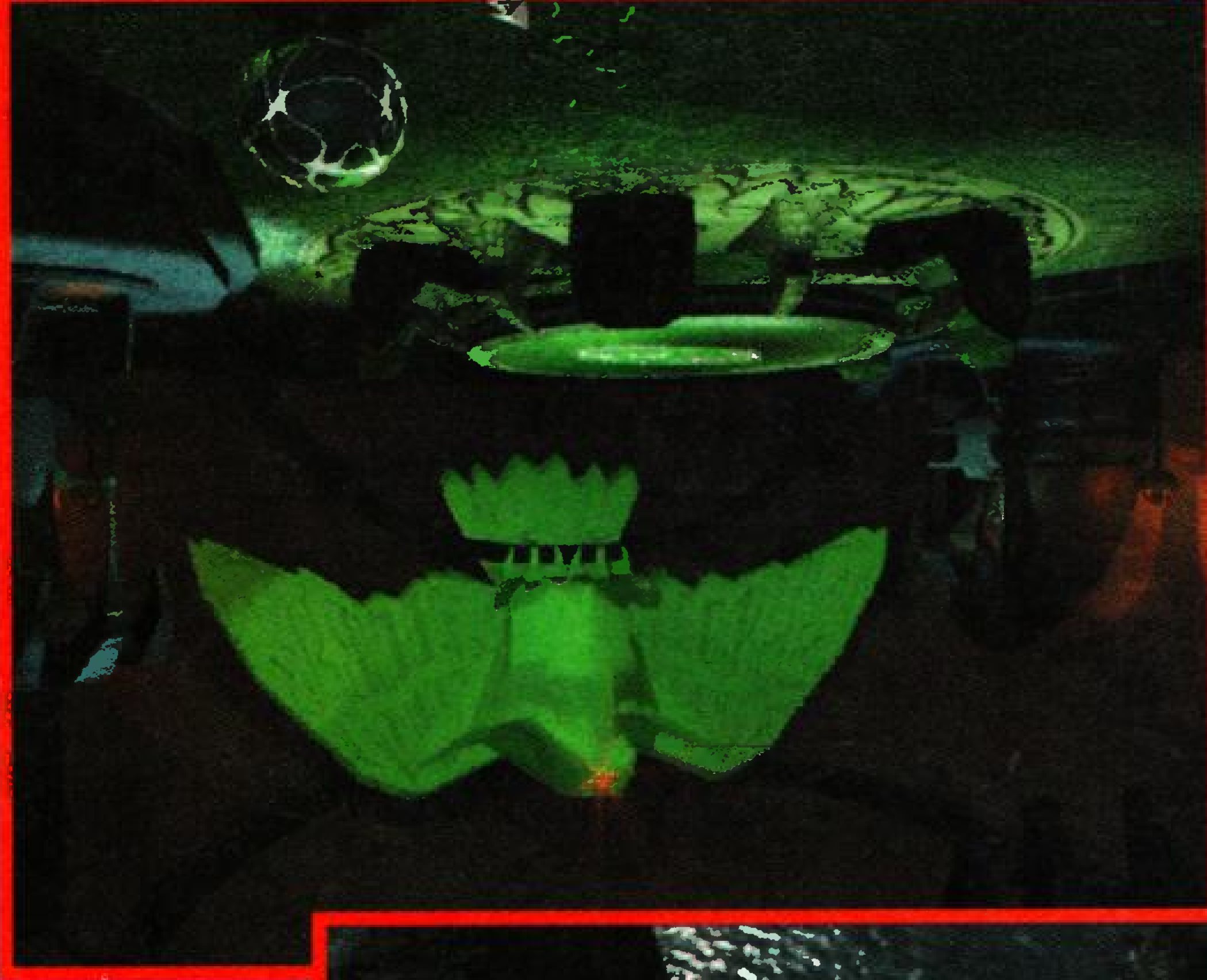


Although MechWarrior 2 is an out-and-out blast-fest, there is a small but important strategy element too. For a start, it takes a lot of firepower to destroy an enemy BattleMech outright, so often it's wiser to cripple a Mech by shooting its legs and then coming back later to finish it off at your leisure. Later on in the game further tactical complications are created by the introduction of 'wingmen'. As their commander, you can give your fellow MechWarriors a variety of orders which they will then attempt to carry out to the best of their abilities. Remember: be good to them and they'll be good to you.

GUNS, KNEES & BOOMS-A-DAISY!



Death to dental plaque! A Mech squirts mint-flavoured toothpaste at the approaching enemy droids.



Can anyone work out how that big Mech squeezed through the tiny door-way?



You put your left leg in, your left leg out, in, out, in, out, you shake it all about, you do the robo-cokey... etc...



MechWarrior 2

Take care: you'll need at least a Pentium to get MW2 looking anything like this good.



MechWarrior 2 takes place in a brutal future where two rival warrior clans, Wolf and Jade Falcon, battle for galactic supremacy. This war has raged for centuries, and each side's fleet of battleships has been so severely devastated that 'conventional' space warfare is no longer viable. So now combat takes place on every contested planet's rugged surface, with each side trundling to war inside BattleMechs. These giant man-o'-wars resemble the two-legged Scout Walkers from the Star Wars movies, but boast a far deadlier range of highly sophisticated weaponry. The game gives you the option of playing as a member of either Clan, and there's a different set of missions to tackle depending upon who you choose. These missions are all linked plot-wise, and your performance in them either culminates in you being proclaimed ruler of the Clan — or reviled as the cause of its downfall!

A REAL CLAN FAN

FANCY A QUICKY?

Although MechWarrior 2 is most enjoyable when played in campaign form, there's also an option to take part in a one-off scrap. From the menu screen you select how many BattleMechs you want to fight against and their individual model types — and then off you go! It's possible to link up with a friend's PC via modem or network and fight head-to-head, which is great fun. In addition, Activision are promising a patch disk which will allow up to eight players to wage war over a network!



By clicking around the Clan Halls you gain access to the game's menu and option screens.



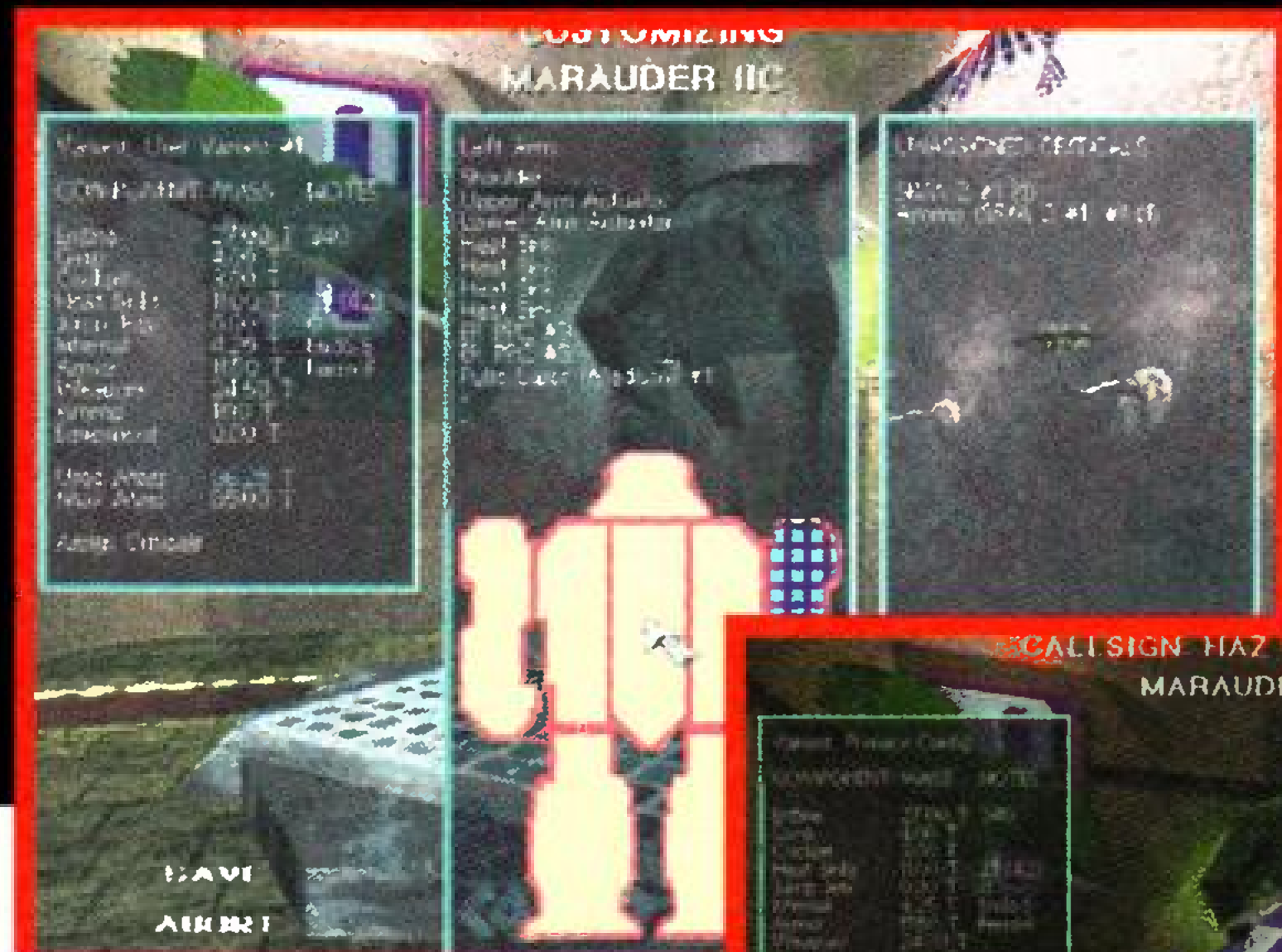
On a good PC MW2 looks terrific (inset), but on anything less than a 66MHz 486 the results are, er, less impressive (above).

I'VE BEEN MISSION YOU...

Each mission has its own set of objectives that have to be accomplished, so it's important to select the right 'Mech and the right weaponry to get the job done.

There's a total of 15 BattleMechs in all, each of which has its own set of performance peculiarities. One, for example, may be fast but poorly armoured (and therefore great for scouting missions), while another may be slow but capable of carrying a huge arsenal of weaponry (and so excellent for those missions where you have to kill everything).

Before each mission you have the chance to kit out your BattleMech with whatever weaponry you see fit. The range of hardware on offer is truly awesome, going all the way from feeble, light-weight mashinguns to massively destructive particle beam weapons.



Sorry mate, looks like yer big end's gone. That's gonna cost ya...



Your mates have 'desert'ed you! Ho!

Hmm, khaki... How fashionable...

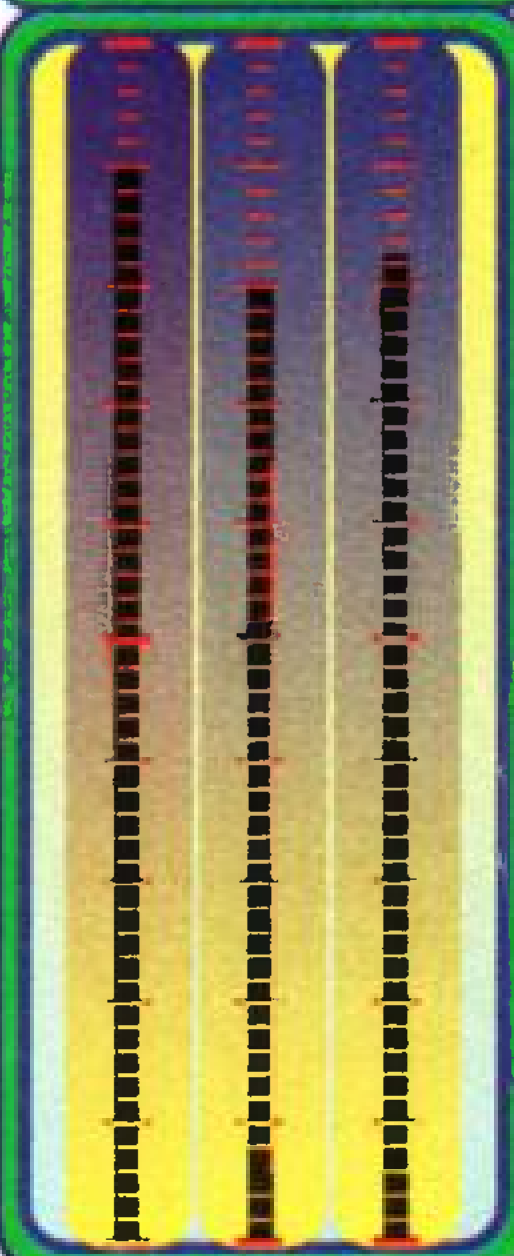
VERDICT

PC CD-ROM

After a long wait I thought MechWarrior 2 was bound to be disappointing — but Activision have proved me wrong. Perhaps the best thing about the game is that, once you get used to the naffish graphics, it really makes you feel as though you're riding in some giant walking death machine. The action is incredible — if you let your guard slip for even a fraction of a second then you'll be dead meat. The master stroke is the ability to play as either Clan, effectively giving you two games in one. Brilliant stuff.

GARY LORD

SCORES



MECH WARRIOR...
EARTH SIEGE...
IRON SOLDIER...

GRAPHICS..... 82

Good — but not quite as good as they could or should be.

ANIMATION..... 84

The impression of giant robots lumbering about is great.

MUSIC..... 78

Nothing too special, but it does its job well enough.

SOUND EFFECTS.. 88

The big booming explosions and radio chatter are tops.

GAMEPLAY..... 88

Lots of mech-melting fun and top-notch strategic thinking.

VALUE..... 89

The option to play as either Clan adds to the longevity.

OVERALL.....

MechWarrior 2 has been well worth the wait — an excellent 3D blast-'em-up with brains under its bonnet.

90

EVERYTHING YOU WANTED TO KNOW ABOUT FOOTBALLERS AND MORE!

MATCH



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PLATFORM

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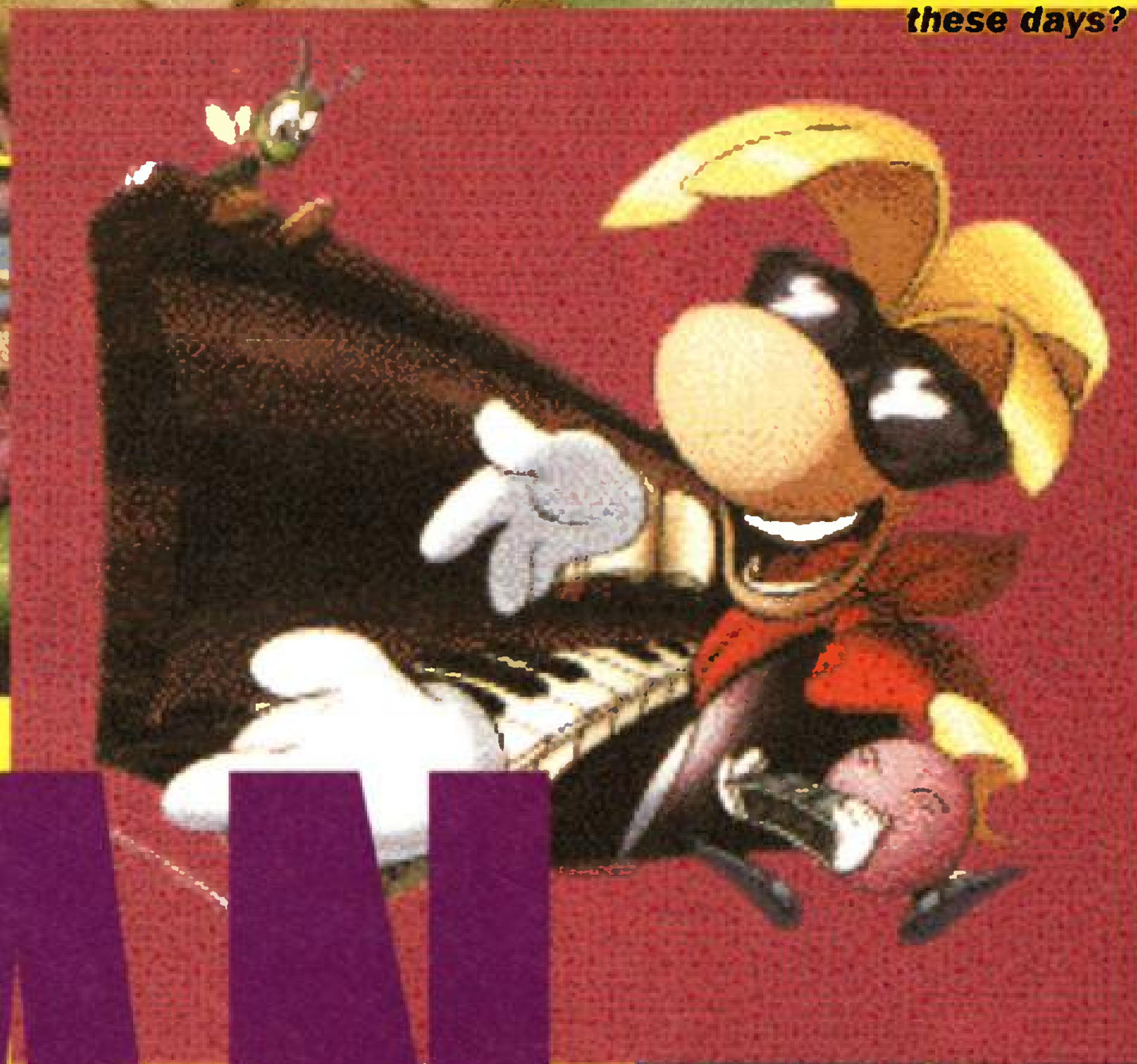
ONE PLAYER

NO OTHER VERSIONS
PLANNED

JAGUAR AND SATURN VERSIONS
AVAILABLE



OK, he may look a bit like Dynamite Headdy, but hey, who needs original games characters these days?



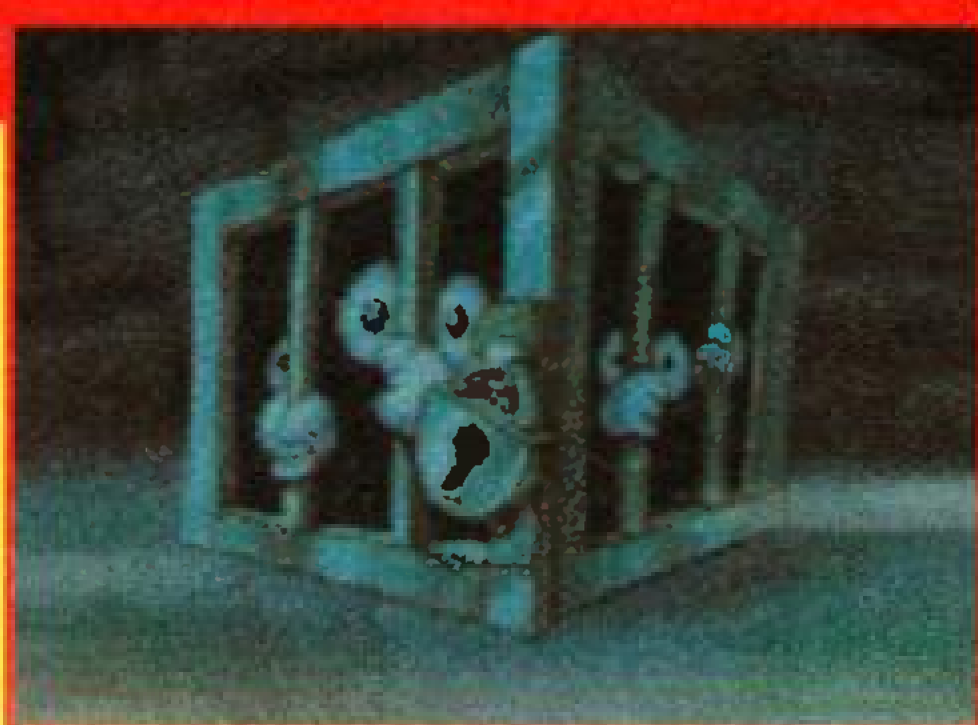
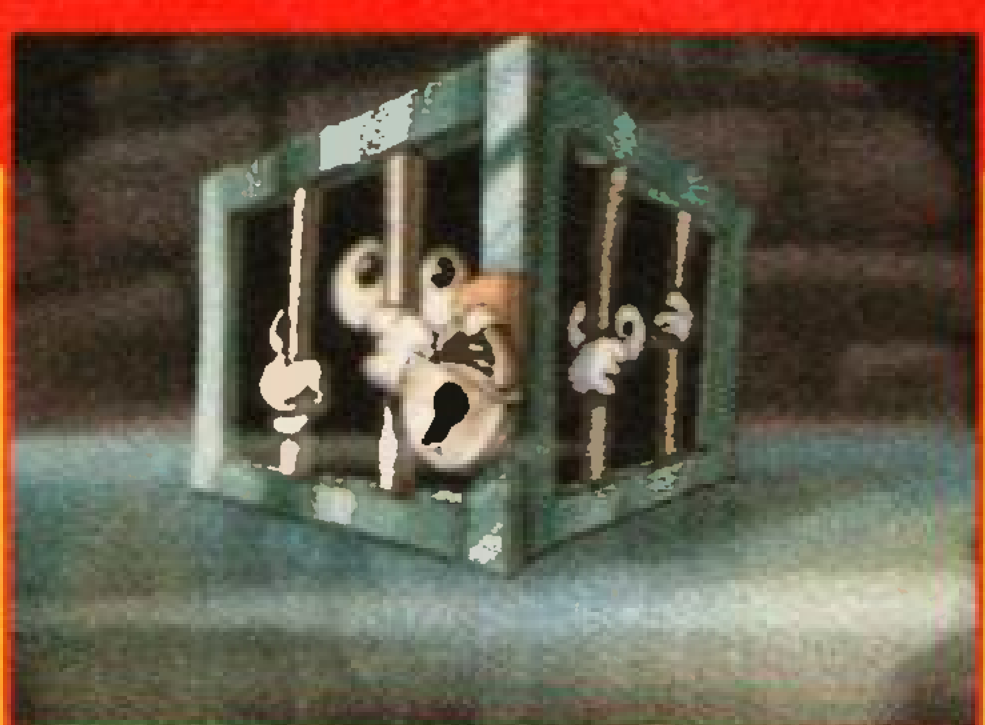
RAYMAN

Any 90s platform hero worth their silicon is equipped with multiple talents. So Ubi Soft now present one who is incapable of doing anything remotely special! Luckily Rayman is a quick learner...

If only because nobody else has thought of doing so, Ubi Soft's decision to debut with a cute platform game on PlayStation is a smart one. Rather than sink all their resources into something which makes people go 'wow' in the same way WipeOut or Toh Shin Den does, Rayman majors on quality and magnitude of gameplay. Plus Namco had just six months to conjure-up Ridge Racer; Ubi Soft have had Rayman in development for well over a year. Nintendo have near as damn it confirmed Ultra Mario Bros as one of the initial Ultra 64 releases, so Ubi Soft have every right to feel proud of such a great-looking platformer. The concept.

Rayman himself, we are told, is composed of 124 different elements, which accounts for the super-slick animation of the character. Throughout the 70-level strong world which he travels, the little fella comes into contact with over 50 varieties of enemies. Okay Yoshi's Island has over 100, but who's court when a game's as promising as this.

CVG is in the unique position of being able to compare Saturn, Jaguar and PlayStation versions of Rayman this month. In a weird kind of couldn't-have-made-better-if-we-tried kind of way, Rayman is as good a benchmark as any against which to compare the machines. Comme ça?



BETILLA THE FUN

With the aid of Betilla the fairy, Rayman soon learns more tricks, to please not only himself but the player keen on discovering all the secrets his game has to offer:



Telescopic Fists:

For his size, Rayman has a reach greater than Frank Bruno! This has a lot to do with the fact that Rayman's fists aren't attached to his body in any way. Which is kind of eerie, but useful all the same. The longer his punches are, the sharper the sharp. Gripping Ledges forms a usually a



Rayman become available with his gripping hands. These double sort of life-saver should Rayman tally stumble off the edge of a **Helicopter**: It's difficult to pre what's below when hurtling towards 'em, do' comes in handy. Spinning his locks enables Rayman to slow his descent, in order to manoeuvre accurately

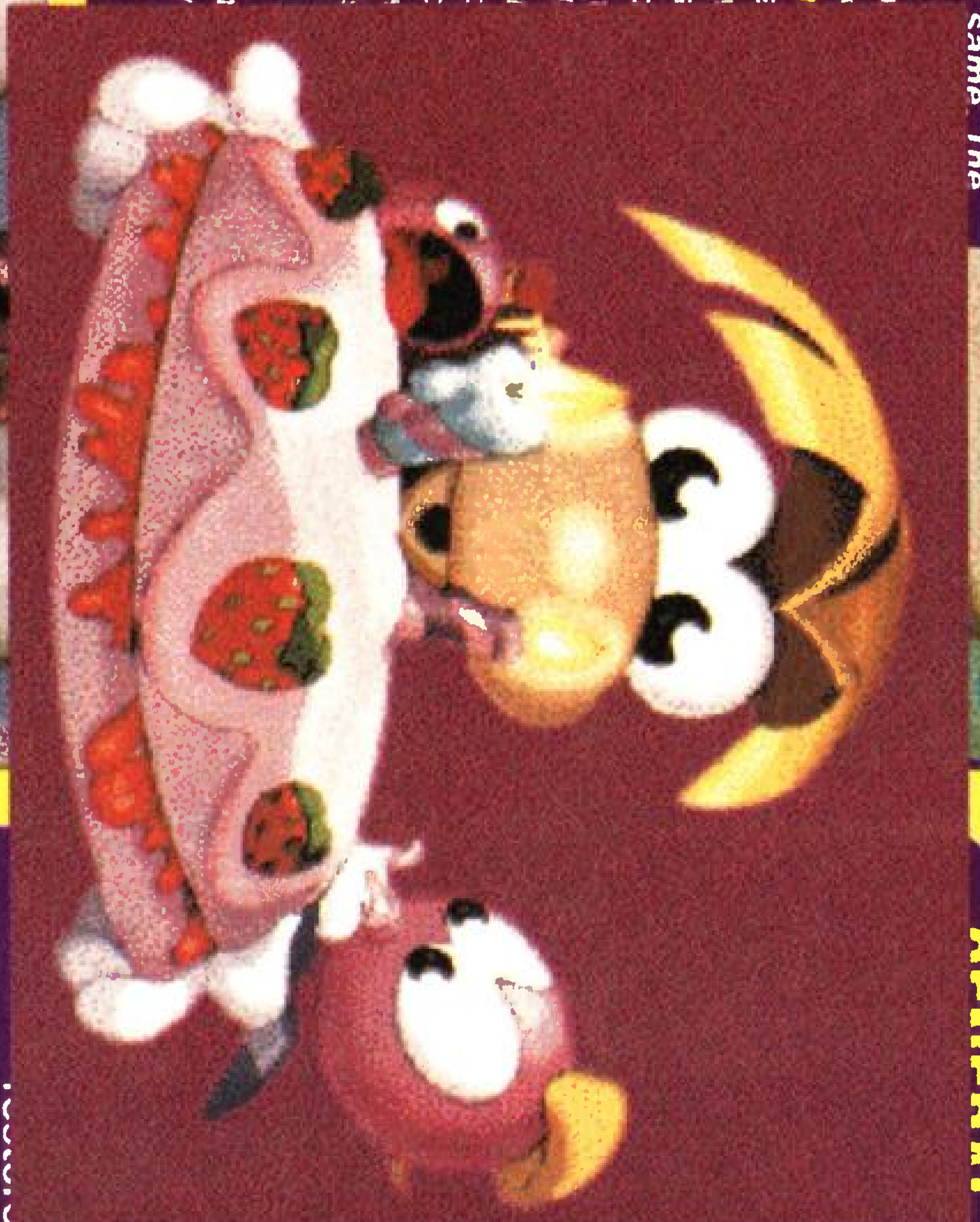


VERDICT

PLAYSTATION

Jaguar owners should maybe buy this game. Everyone else, forget it – unless you bought a 32-bit machine to play 16-bit games. Even then Rayman doesn't come close to Yoshi's Island. We have Clockwork Knight 2 on Saturn, and Jumping Flash (still) on PSX running at CVG, with a new 16-bit stunner – Super Mario RPG – on the way. Nobody here has any incentive to lead Rayman through 70 levels of seen-it-done-it and tricky sequences met by little reward. These are old ideas dressed in the emperor's new clothes.

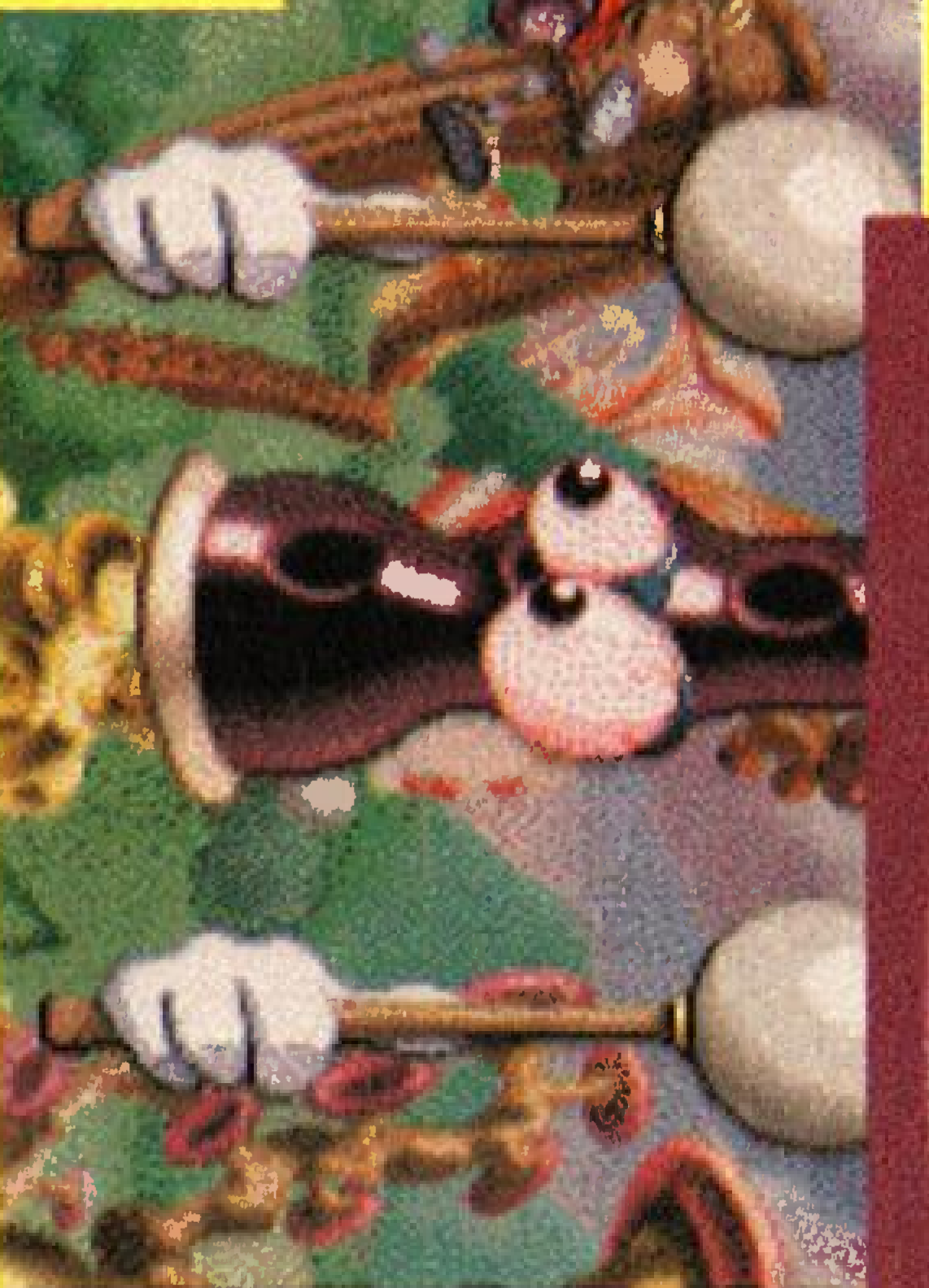
PAUL DAVIES



ELECTOONS

man's world is governed at Protoon. Nobody great Protoon looks evil Mr Dark takes it notices it's missing. This is because everybody in Rayman's world is an Electoon – a tiny creature used to gravitating around the Great

enough? Well the Electoons are all locked away in guarded cages. Add to that the fact that Rayman can't reach many of the cages until Betilla has granted him a certain ability. Each location hides six cages, and the only way to progress through to the final level is to find every one of them!



Golden medallions allow Rayman to monitor how many Electoons he has found. Each has six spaces to fill, and only when all the medallions from the first five worlds are complete is Rayman given access to Dark's Candy Chateau!



SCORES

- JUMPING FLASH.....
- CLOCKWORK 2.....
- RAYMAN.....

GRAPHICS..... 85

Rayman is a veritable visual feast, though not very 3D.

ANIMATION..... 80

No 32-bit animated trickery, but sprites moves smoothly.

MUSIC..... 81

Supeth on Saturn and PlayStation. Cool on Jaguar too.

SOUND EFFECTS..... 77

Ubi Soft liven things up with many humorous touches.

GAMEPLAY..... 70

A testing enough game, but ultimately 16-bit dulldom.

VALUE..... 74

Despite being predictable, Rayman is still a fair challenge.

OVERALL.....

It's a cutesy platform game, but unfortunately it's not one with a difference: just a jazzed up 16-bit title. Oh, but it is a very big game. For Jaguar owners only.

71



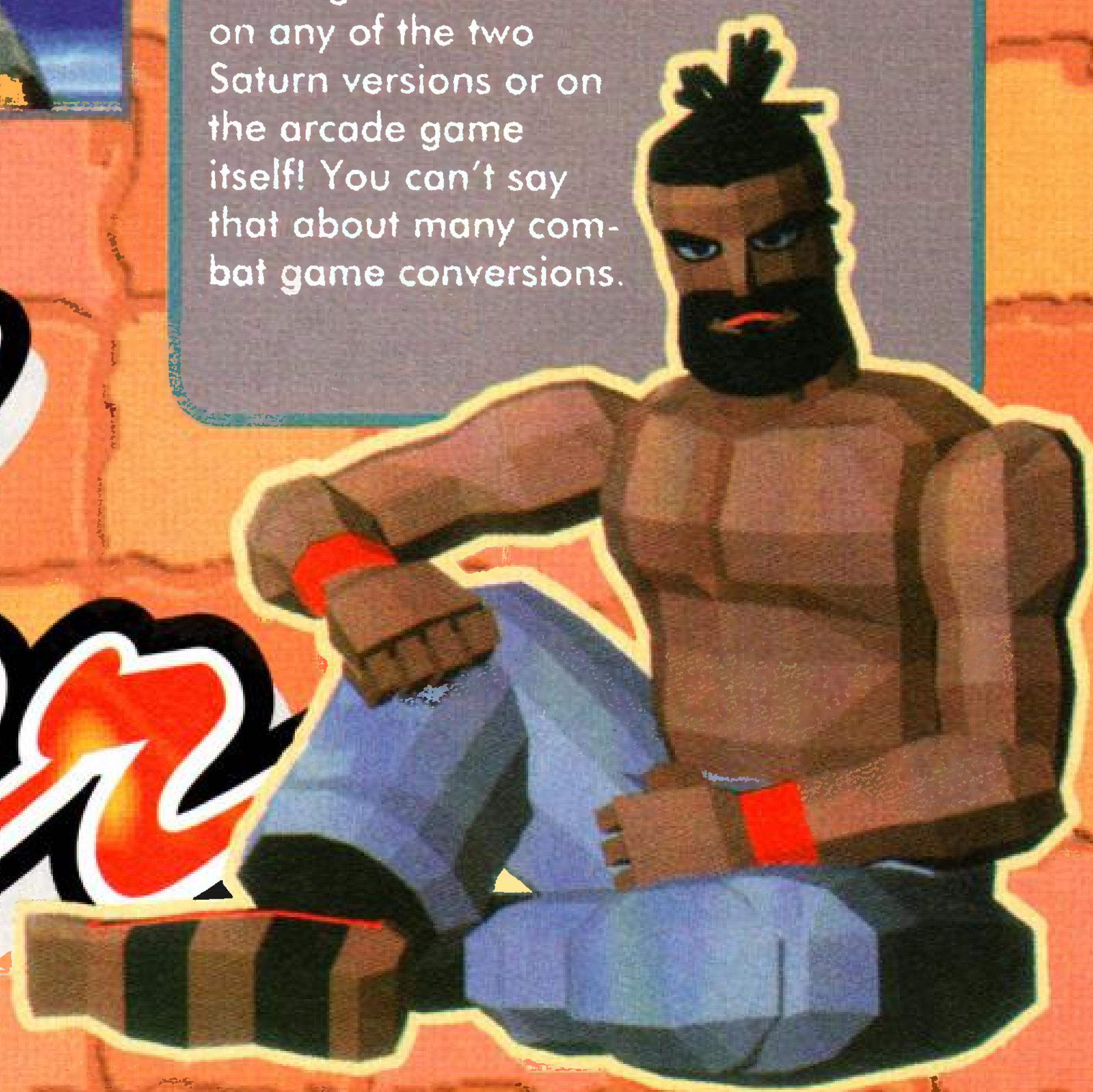
Video gaming occupies two extremes - there's 16-bit (pretty crappy by today's standards) and 32-bit (Saturn and PlayStation both being incredible). Lurking in between are the Jaguar and 32X, both machines uncertain as to which category they should occupy. However, judging by the quality of the games on offer, the systems would tend to be nearer to the crap end of the scale. Perhaps things might have been different for the Sega upgrade if Virtua Fighter on the 32X was available when the system was first launched. As you can see from the shots, there have been some sizable compromises in the graphics, but other than that, this incredible conversion includes everything else from the original coin-op AND even betters it in one or two regards.

All of the characters from the coin-op are in the game, and every move has made its way from arcade to 32X. That's a gargantuan 700 different moves to master and it must be said that even months after getting the Saturn version, EMAP's resident VF experts are still finding one or two more on the odd occasion. Remember: any tactic you work out on this 'baby' version of VF is 100% guaranteed to work on any of the two Saturn versions or on the arcade game itself! You can't say that about many combat game conversions.

MEGA DRIVE 32X
 FIGHTING
 SEGA
 £49.99
 OUT NOW
 1-2 PLAYERS
 SATURN VERSIONS-
 PLANNED
 WINDOWS '95 VERSION-
 AVAILABLE



CVG GOLD *Virtua Fighter*



32X Virtua Fighter is better than the Saturn version, in more ways than one. Impossible? Well that's what we thought!



VERDICT.....

PLAYSTATION

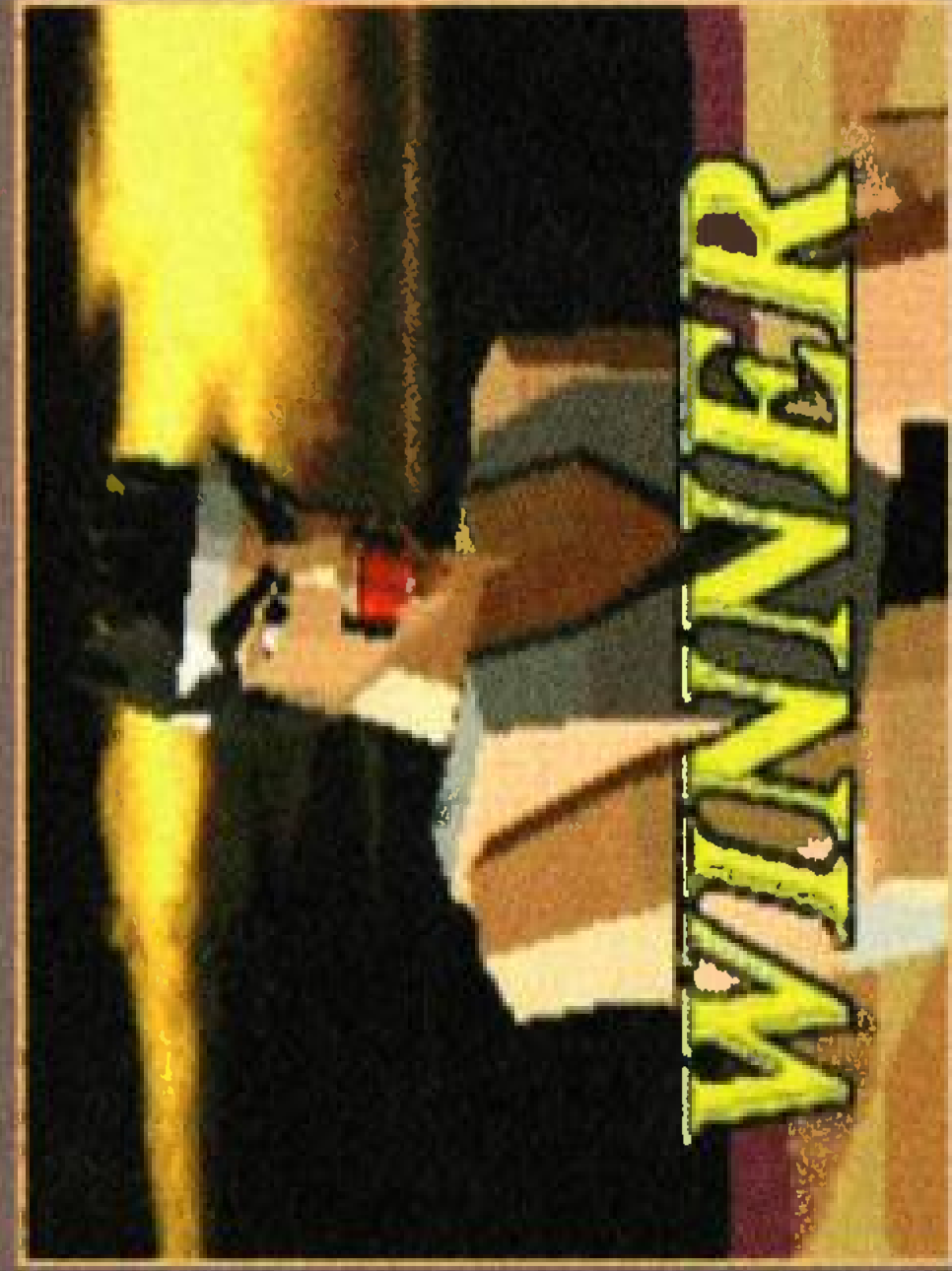
Could this awesome game be the swan song for the Mega Drive 32X? Virtua Fighter successfully translates all of the important stuff (like the gameplay and the animation) on to the 32X and although the graphics aren't as good, they certainly do the job. With VF2 and Tekken about, this isn't likely to convert any one to 32X, but for owners of the system, it's a God-send.

PAUL DAVIES



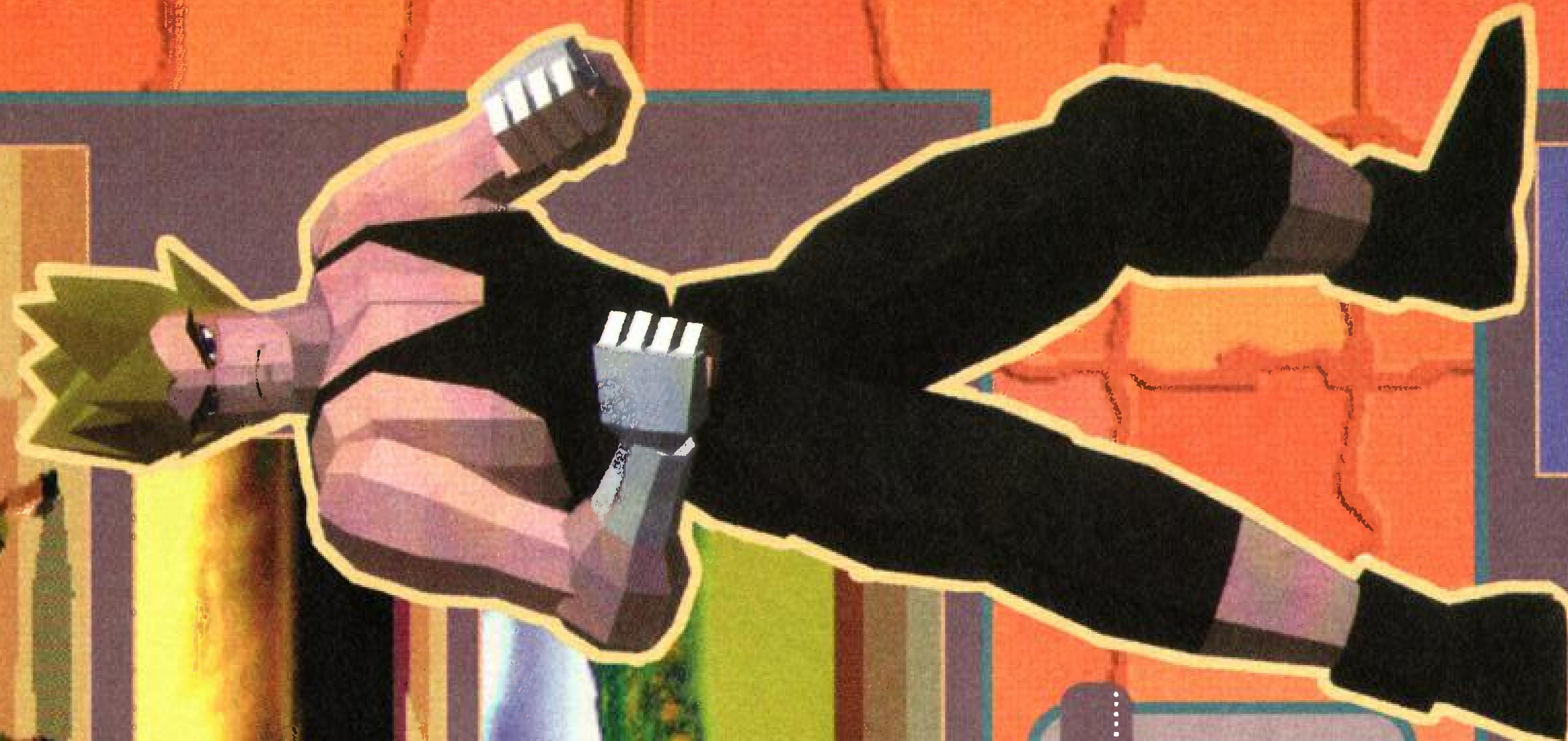
AKIRA YUKI

There is no doubt that Akira is one of the most difficult characters to control. This situation is remedied somewhat with the 32X version, mainly due to the excellence of the Mega Drive six-button joystick. Akira is the most powerful close-quarters fighter, and has some stunning, super-energy draining special moves that incur huge damage when used as counter-strikes.



LAU CHAN

Pai's father has much the same range of irritating PPK combos as fast he has some astounding moves that result in multiple-hit strikes. Best of all is an unbelievable eight-hit combo! His throws only work at very close range, but when they do work, they inflict much damage. Overall, one of the most powerful fighters in the game.



SECOND OPINION.....

Virtua Fighter is an incredible two-player experience and that remains the case with the 32X game. In fact, the extra tournament modes make VF sessions an even more socially acceptable event. Considering the limitations of the hardware, 32X Virtua Fighter is stunning and should be purchased by any one who owns the machine - unless you want to put the money towards a new Saturn, where you get a superior version of the same game free.

OTHER VERSIONS

VIRTUA FIGHTER

The story here's the same as with the Game Gear version. Obviously the graphics in the 16-bit versions are of a higher quality, but everything else small.

SATURN

An excellent conversion of the Model One arcade original, although the European PAL version is a tad lacking in speed.

SATURN REMIX

Redresses the glitches of the first version and boasts textured characters. The PAL conversion is excellent. Apart from the game's foot.



KAGE MAR

The ninja of Virtua Fighter has perhaps the sneakiest artificial intelligence of all computer players. He also has the most spectacular range of moves at his disposal. However, Kage's combos aren't that great, and his throws are neither powerful or easy to pull off. Although initially quite interesting to sad fops taken in by his good-looking moves, Kage is basically crap!





JEFFRY MCWILD

Any one who practises an ancient Roman fighting art called Pancratium is bound to be quite an interesting character! Although Jeffry is the slowest fighter in the game, he is by far the most powerful – with only Wolf rivalling his range of incredible throws. Along with Akira, Jeffry is the most difficult character to master in the game, but as experienced VF players will tell you, this has its own rewards....



FEET FIRST

It's only a small point but all PAL Virtua Fighter conversions so far have had some characters with their feet on backwards! It only occurs with one or two fighters in their victory poses, but it's clear that when AM2 were speeding up their motion capture for the slower PAL systems, something went amiss. Most prominent on Kage, the same fault is in 32X VF, the bundled Saturn VF and in Saturn VF Remix! Yes, it's that close to the Saturn version!!!



JACKY BRYANT

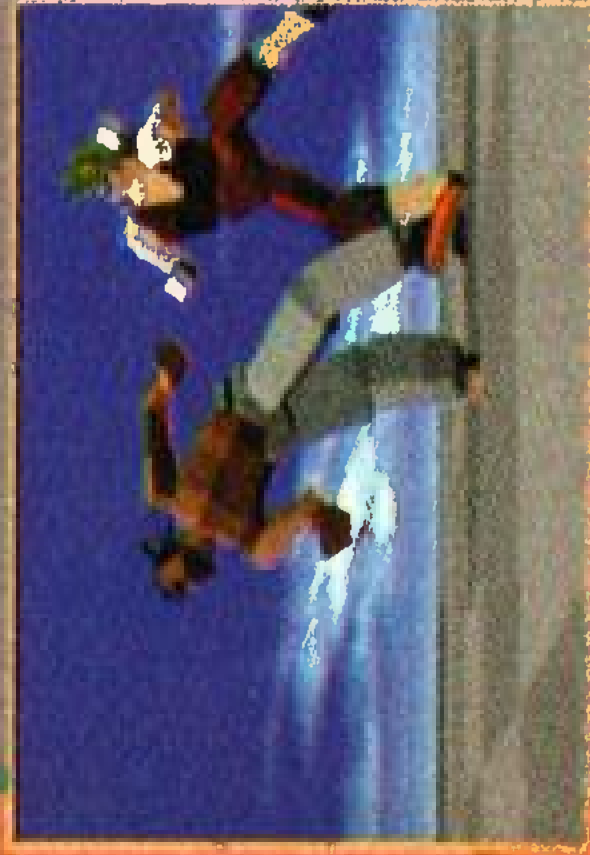
The perennial favourite of

Virtua Fighter is in fact a lacking character who has the speed of Sarah, but not her range of devastating combination strikes. Japanese experts have had to be extremely cunning to get any sort of technical mastery out of this particular character. Still, he's better than Pai or Kage.



MEGA DRIVE 32X: DEAD OR ALIVE?

Originally put together by Sega of America, the Mega Drive 32X was designed to be a mini-Saturn which would be the only affordable 32-bit system on the market. History has shown that the machine is clearly lacking in the 3D area and offers little more than extra 2D capabilities to the standard Mega Drive. The lack of a truly incredible new game really let the system down when it was first released, with the parent Japanese company keeping all of the best Sega arcade titles for Saturn only. Things didn't improve with the likes of Cosmic Carnage, Motocross and the god-awful Motherbase – a trio of truly evil products that turned many off the 32X straight away.



Virtua Fighter on 32X shows that the machine is capable of producing some excellent software, but the lack of new games remains a problem. In fact, there are only four promising titles for 32X in the lead up to Christmas. Cheapness is in the 32X's favour, but more expensive 32-bit machines such as PlayStation and Saturn are certainly more powerful (like, try ten times more powerful: 32X does 50,000 polygons a second, Saturn 500,000 – that's Sega's stats too). While VF is a step in the right direction, it's clear that Sega's future is in Saturn. Virtua Fighter 2 on Saturn features full texture-mapping and 60 frames per second movement. You'll never see that on 32X. If it's gaming with a serious future you want, the extra monetary investment in a higher-specced 32-bit system will reap rewards in both the short and long terms.



PAI CHAN

In a word: irritating. Pai is the fastest character in the game by far and has a bewildering array of PPPK com-

bos at her command that enable her to best most characters in a repetitive, boring fashion. Adding to the irritation factor are her counter-strike throws, which turn an opponent's punch or kick against them.



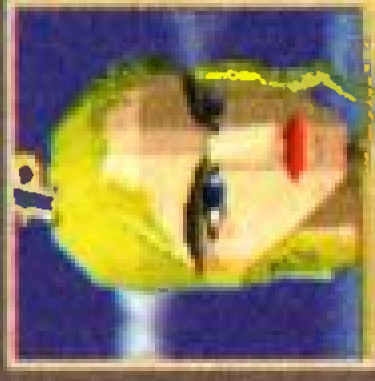
YET MORE NEW STUFF



To make up for compromises in the graphics, Sega of Japan have added various extras to keep players amused.

Included in the line-up are the tournament mode, plus the ability to change character colours as well as the option of replaying the entire bout!

Other intriguing extras include the 'squeeze' mode, which gives the characters the same proportions as the arcade fighters, but reduces their size. It's a very curious effect, and somehow they look that much better when squeezed.



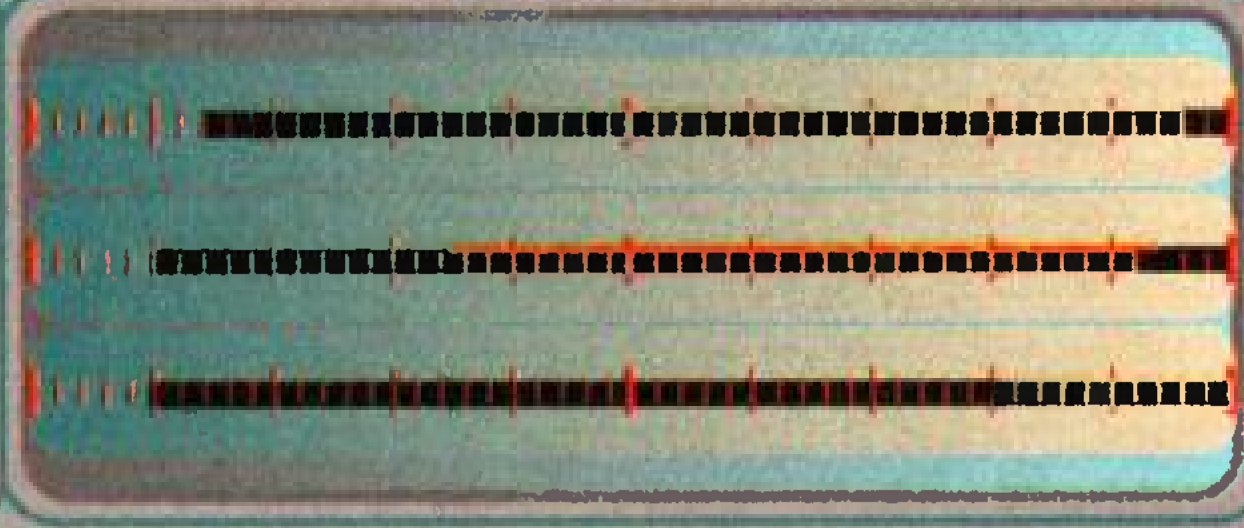
SARAH BRYANT

A powerhouse of sheer aggression, Lau is the only character who is equipped to take Sarah Bryant down. All of Sarah's moves are keyed to attacking key points of the opponent's at differing heights, thus making her exceptionally difficult to defend against effectively.

Probably the first character you'll finish the game with.



SCORES



VF ON 32X
VF ON SATURN
VF ON ARCADE

GRAPHICS 86

Stylish as ever, but much blockier than the original.

ANIMATION 95

Superb! We're flabbergasted by the quality of this feature.

MUSIC 80

Fair renditions of the so-so coin-op themes.

SOUND EFFECTS 95

Virtually identical to the originals. Slight reduction in clarity.

GAMEPLAY 94

The sort of game you play 'til the cows come home.

VALUE 95

We've played Saturn VF for over a year and this plays as well.

OVERALL

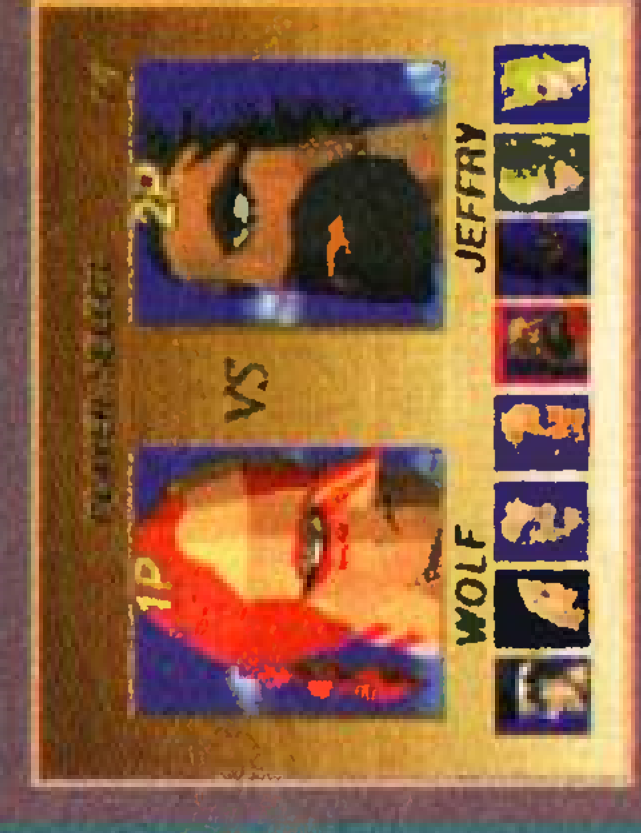
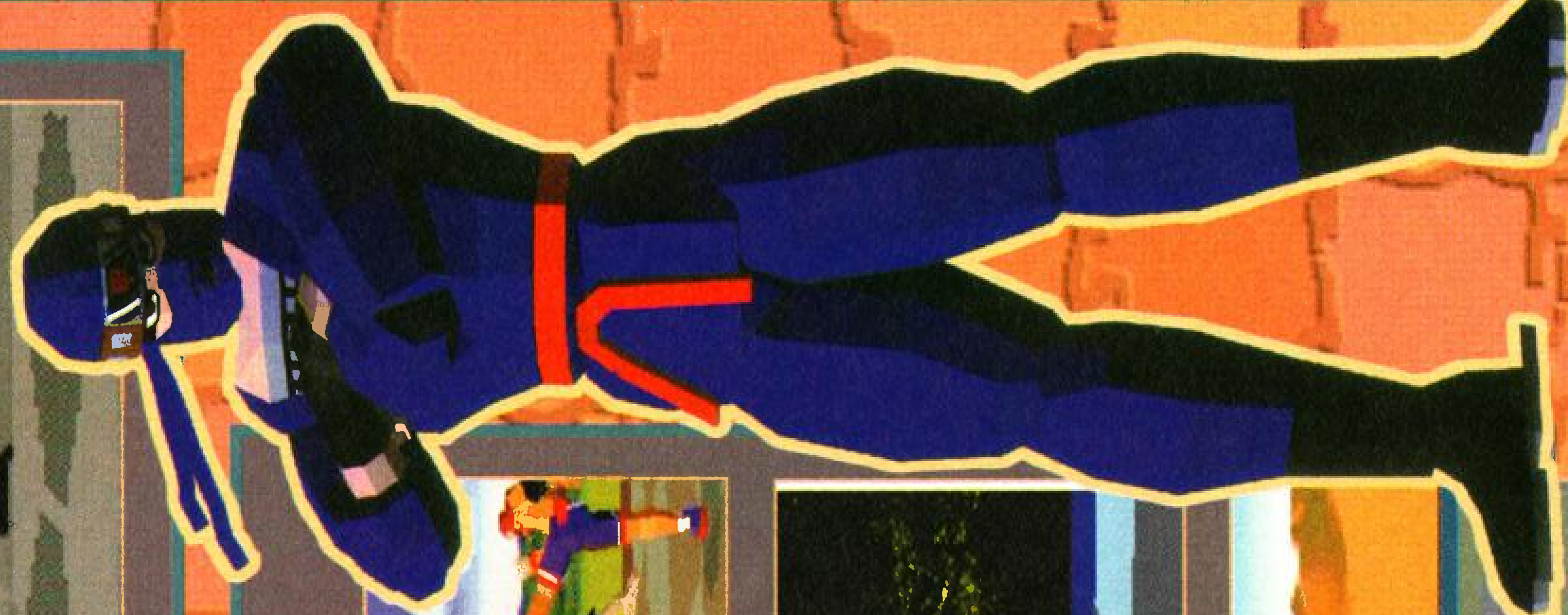
Reason enough to buy a 32X with no regrets. A bargain opportunity to buy into the awesome VF phenomenon!

95



WOLF HAWKFIELD

Another of the large, but powerful brigade. Wolf seems a superior fighter to Jeffrey on paper, with three super-damaging throws and a whole host of other, less powerful ones. His scooping punch and knee blast moves offer quite a lot of potential for combination attacks and you can even execute some of his moves while blocking.





VERDICT

PLAYSTATION

What you notice immediately about the 32-bit version of NBA Jam TE is the huge Roswell Incident heads that adorn the players' bodies. This is not the only graphical accoutrement though, as true arcade-style scaling means that depending on where the player is on the court affects the size he appears on screen, plus there's a load of FMV for your entertainment. There's not a great deal more on offer in this version that can't be gleaned from the 16-bit machines. Shame really. I was hoping for a totally new NBA game, which is what I'd saved up my pennies for.

GARY LORD



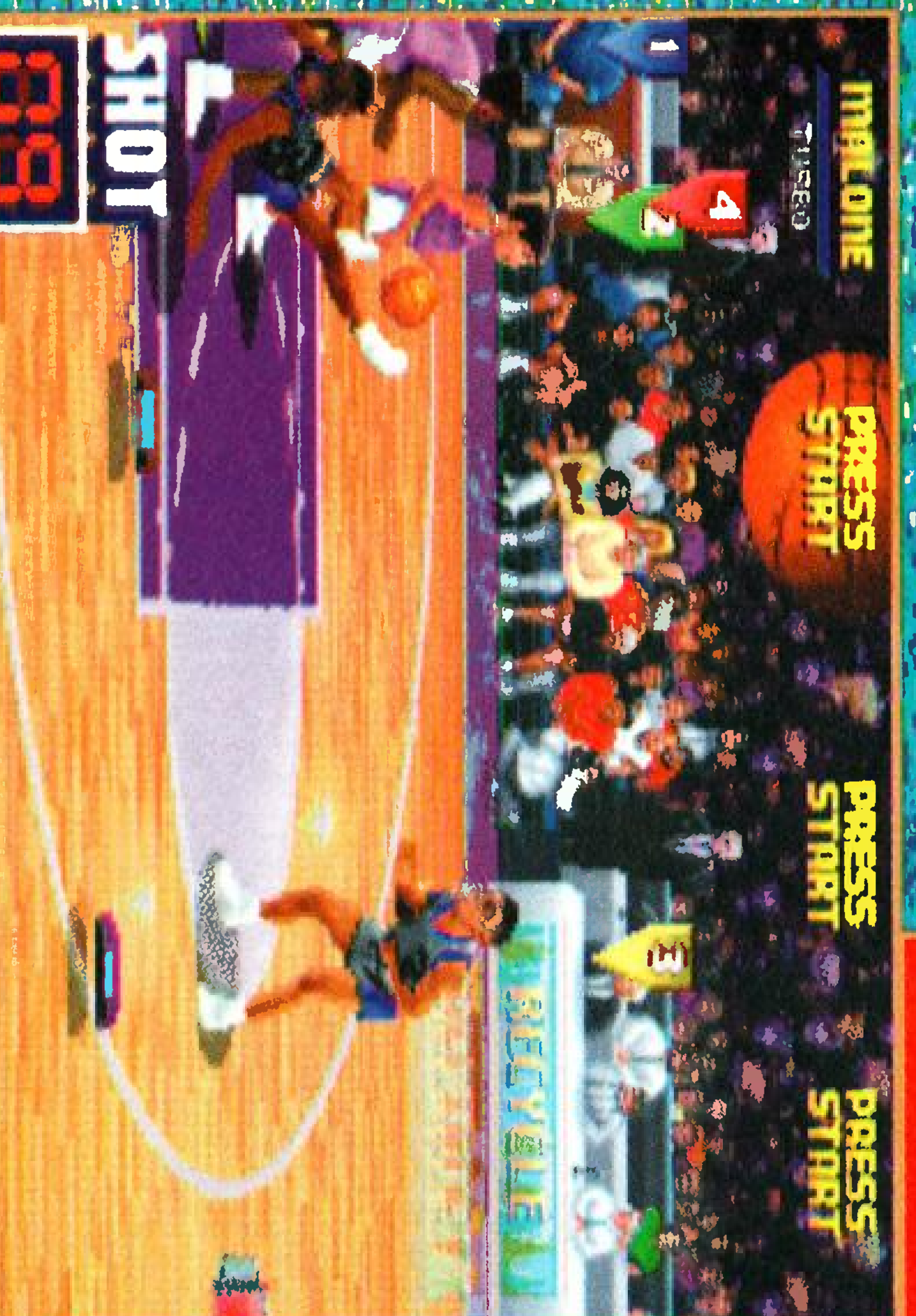
Isn't that big enough for ya, ya big palooka? GO, dammit! Goood!

If your arms get tired, follow this chap's example and play with your tootsies.

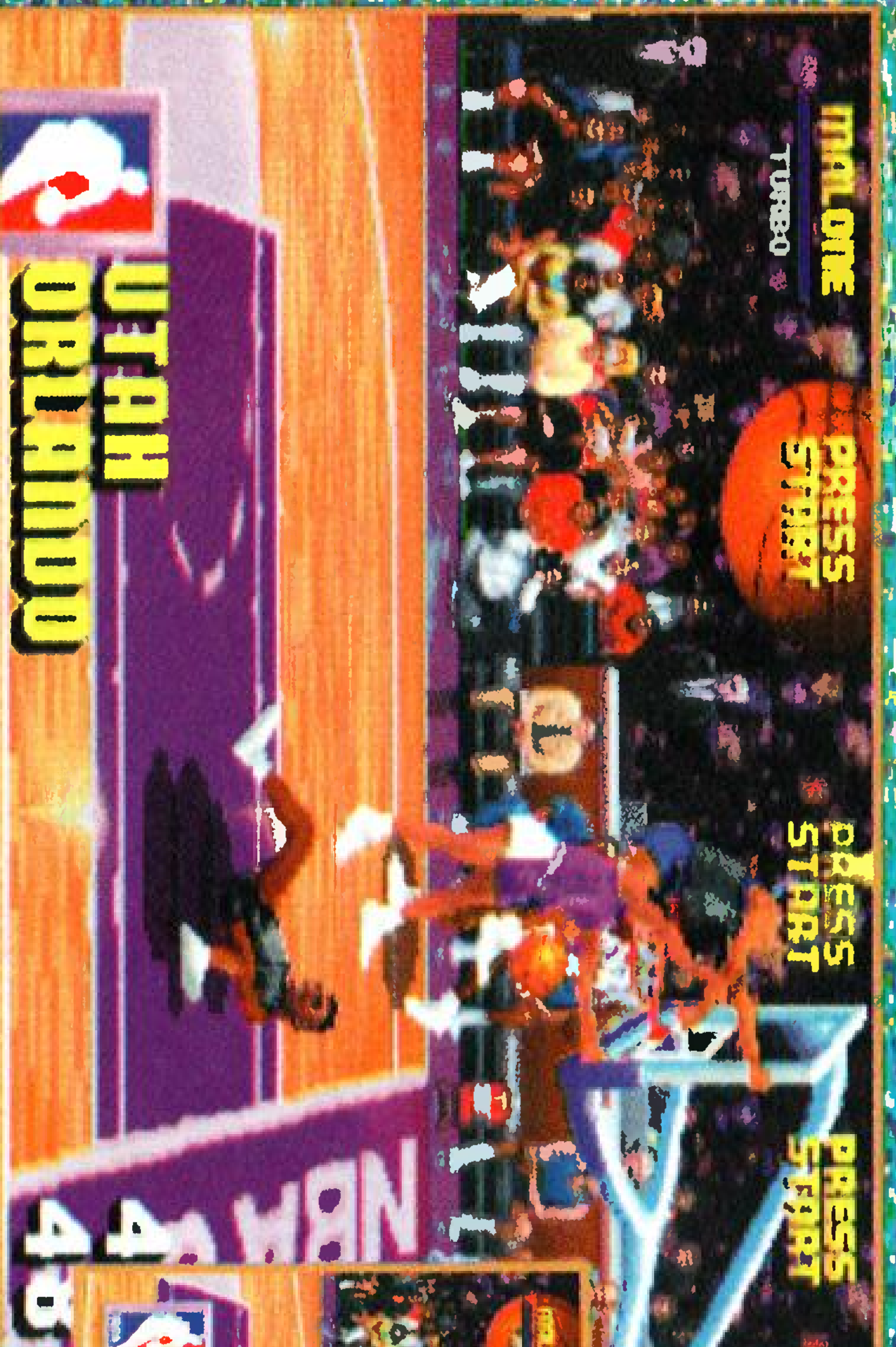


SO YOU'RE CRAP THEN

If you are then there's not a lot Acclaim can do about it, unless you're playing NBA Jam that is, because then you can watch out for these handy coaching tips. Which should help you beat your mate who's au fait with the game and when you say dunk doesn't drop his Rich Tea in his cuppa.



After this dunk, just watch out that you don't land on your opponent's knackers.



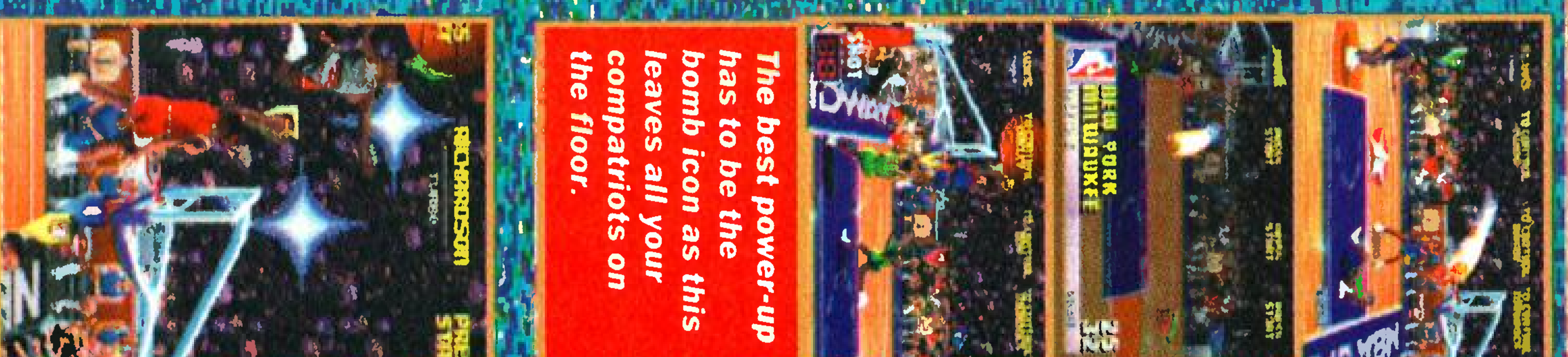
UTAH ORLANDO



YOU DON'T GET THAT ON A MEGA DRIVE, NOSIREEE

Just so that you don't get bored in the interval or after the game you can have some authentic full motion video of your real life basketball counterpart chums doing some Boomshakalaking of their own.

HALF TIME REPORT



The best power-up has to be the bomb icon as this leaves all your compatriots on the floor.

SCORES

- NBA JAM PSX
- NBA JAM 32X
- WHITE MEN

GRAPHICS 75

OK, so you've got a PlayStation, so you want some great 32-

ANIMATION 85

Some nice scaling and some pretty decent FMV footage.

MUSIC 81

Will keep you dunkin' away.

SOUND EFFECTS 85

They're dead ace, and lots of good speech too.

GAMEPLAY 89

You can't fault its gameplay quotient, espesh multiplayer.

VALUE 78

Is it worth forking out the notes when there are better games?

OVERALL

Not exactly Next Gen, but an old stalwart of the 16-bit sports game tradition. I'd hang on for a true 32-bit basketball game that thank you very much.

85

Step back in time, just like Kylie, with this ace new/old shooter...

LAYER SECTION

SATURN

SHOOT-'EM-UP

TAITO

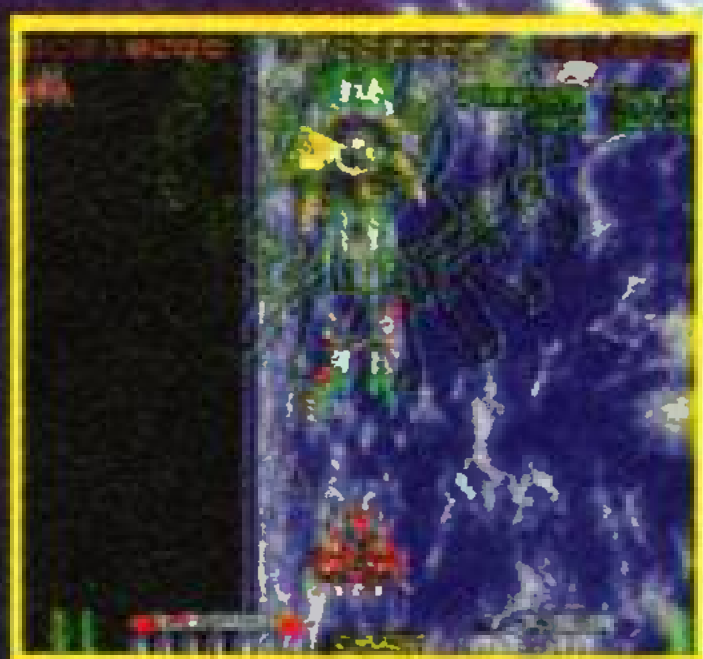
£60-80

OUT ON IMPORT

1-2 PLAYERS

NO OTHER VERSIONS
PLANNED

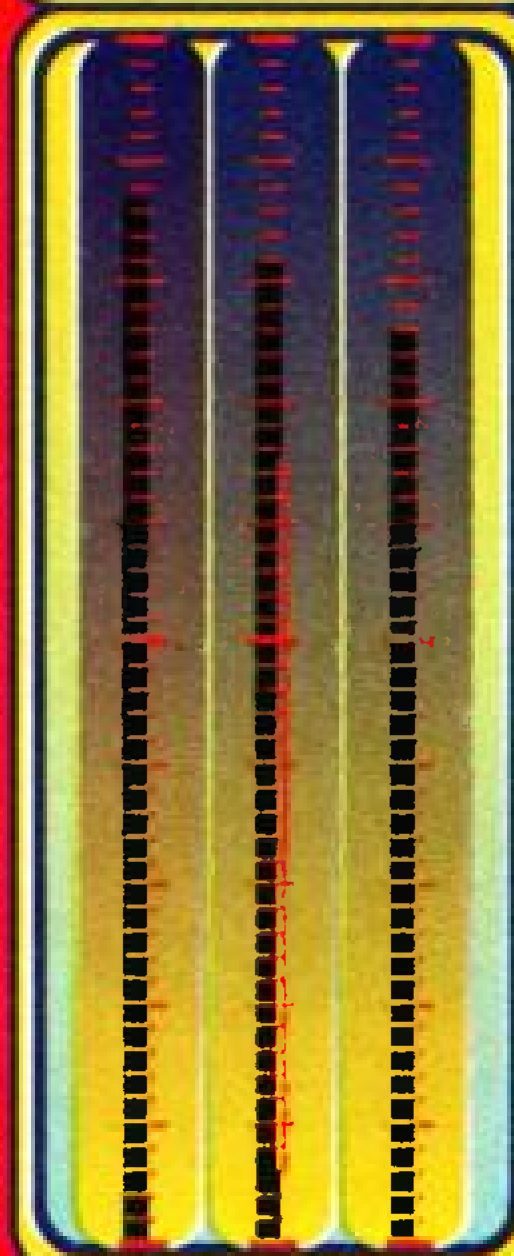
NO OTHER VERSIONS
AVAILABLE



Aah, hello there youngsters. Would you like to hear another of my stories from the old days? Well settle down in front of the radiator and I'll begin. Now then, what about a tale about interactive videogames? Yes, they weren't like you're used to, with your polygons-per-second and billion-mips-buffers, oh no. We had to make our own depth perspective in them days, with our imagination. And we had proper games, games you could give yourself blisters playing. And we didn't have special moves, nooo, we had Power-Ups, little icon things that used to float around the screen and you'd grab them and get a big laser or summat.

And, best of all, we had up-the-screen space shooting games, with none of this fancy first-person viewpoint rubbish. You had to manoeuvre a little spaceship around the screen, looking at it from above, and blast billions of little aliens with guns and their huge bosses. Eeh, them were t'days.

SCORES



LAYER SECTION
PANZER DRAGON
RAIDEN

GRAPHICS 79

The sprites are well defined but not exactly stunning.

ANIMATION 84

Some good effects used to make the nasties move convincing.

MUSIC 80

Basic late-80s arcade quality stuff. Not brilliant, but okay.

SOUND EFFECTS 87

Lots of big bangs, which is what you want with this kind of game.

GAMEPLAY 87

Seemingly simple, but tough and rewarding. Good fun.

VALUE 87

Rock hard, plenty of levels, plus a fun-expanding two-player mode.

OVERALL

Might not appeal to tech-heads, but this is old-style shoot-'em-uppery to a healthy degree. Worth checking out.

86

VERDICT

SATURN

It'd be easy to wax nostalgic about Layer Section and how They Don't Make Games Like This Anymore, but it's easier to praise it on its own merits. And as I'm lazy, that's what I'll do. For starters, it can't compare with games like Panzer Dragoon. The gameplay, though, is good enough to make the grade. There are a million things going on at once, and unless you've got special alien eyes you're going to have a tough time of it. Nimble fingers and quick thinking are the order of the day. If you fancy a bit of old-school gaming, give this a try.

RAD

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SATURN

PLATFORM

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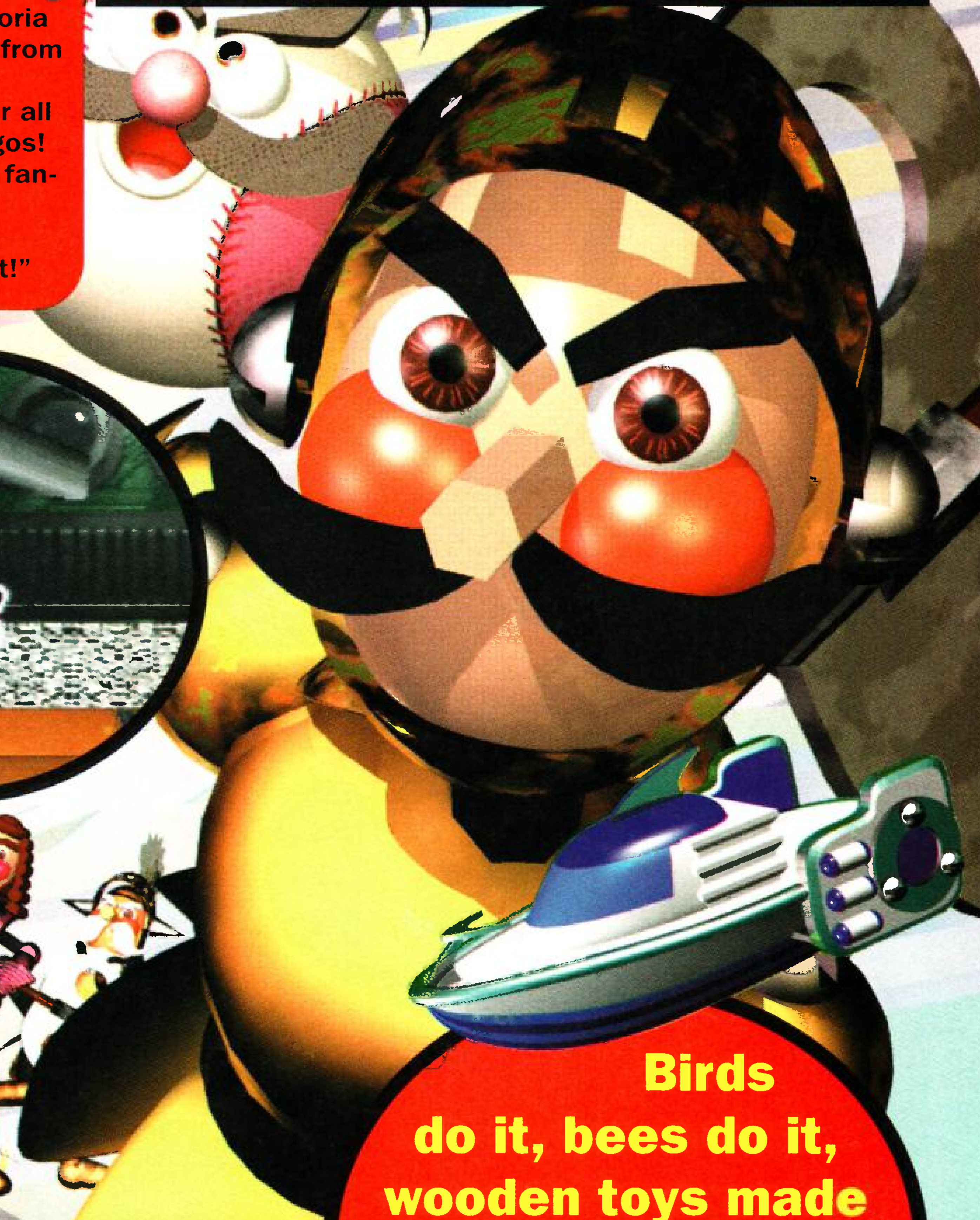
ONE PLAYER

NO OTHER VERSIONS
PLANNED

NO OTHER VERSIONS
AVAILABLE



Knight 2 kicks off with the greatest intro ever seen on any game, probably. Maybe. Anyway, the toys round where Clocky resides perform a big song and dance routine explaining that they are, in fact, toys, and being a toy is a good thing. Everybody salsa. As well as the stunning animation it also features some top notch cinematic-style tricks, and the following ace lyrics, sung in a kind of Gloria Estefan-meets-Alpha the robot from Power Rangers stylee:
"Ai-ya-ya, dance to the beat for all night party! Fiesta de los Amigos! Ai-ya, you can do it oo, time to fantastic party!
So much fun to be toys
'Cause we can dance all night!"



Birds do it, bees do it, wooden toys made out of trees do it, let's do it, let's Clockwork Knight.



CLOCKWORK



When things are going well, people say that they're 'running like clockwork'. These people have obviously never used a clockwork device in the entire of their sorry lives, or been on a train, which they probably also believe run smoothly and without trouble. What a load of rubbish. Clockwork toys are famous for moving at stupid hyper-speed at the beginning phase of winding, gradually slowing to a pathetic whirry crawl at the end. They can't even maintain a consistent pace at any stage. If Clockwork Knight were in any way realistic the main character would peg it about four inches along a platform, stumble up to the edge and then stop dead, whereupon a giant hand would pluck him into the air, begin the winding process and then discard him. Indeed, most people did discard Pepperouchau the Clockwork Knight when his first eponymous adventure hit the Saturn. One, because no-one had a Saturn anyway, and secondly because it was a très boring game. But he's back, he's very back, he's the backest thing you've ever seen and he's hoping to redeem himself in the same way as Street Fighter. But can he do it? Or what?

Right - The between level screen charts Clocko's progress around the house.



Left - Bite things with your horse's head! It's great! Fun for all the family!



VERDICT

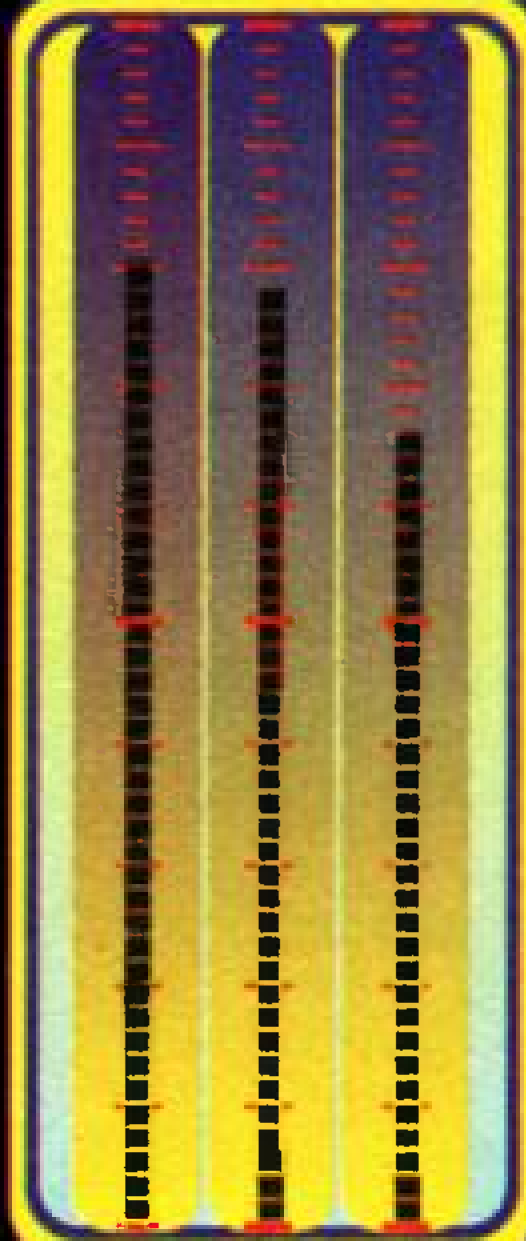
SATURN

The original Clockwork Knight was a load of rubbish, so I was surprised to find myself actually enjoying Number 2. The first level is pretty quintessential Clocky Knight, but stick with it and there's an abundance of ace ideas lurking in each stage. Whilst it's about the same size as the original and of comparable difficulty there's more to keep you occupied and encourage you to return once you've completed the thing (and it's worth completing for the ending). Not a serious challenge, but certainly an enjoyable one.

RAD

Lucky in cards, unlucky in love, that's what they say (whoever the sinister 'they' are). "They" certainly seem to have a lot to say. Well anyway Clockwork Knight proves this theory quite neatly. To wit - the toy he loves is repeatedly kidnapped, whilst collecting the four playing cards secreted within each level brings him nothing but good fortune. However, we're as yet unsure just what good fortune (apart from a points bonus) nabbing them actually does bring, as you have to collect EVERY hidden card in EVERY level to reap a mega-bonus at the end of the game. If you find what it is, please write in and tell us (although we'll have found it ourselves by then).

SCORES



BUG
KNIGHT 2
CLOCKWORK KNIGHT

GRAPHICS 93

Beautifully drawn sprites and levels in eerie pastels.

ANIMATION 92

Quite stunning, to be honest with you. Smooth and cartoony.

MUSIC 92

Excellent songs with stunning lyrics, plus top in-game sounds.

SOUND EFFECTS 91

Sometimes very fitting, sometimes just funny. But good.

GAMEPLAY 90

Takes a little while to warm up, but there's more to later levels.

VALUE 84

On the short side, but there's enough to go back and see again.

OVERALL

If it were twice the size this would be a classic. But it's perhaps a little too midgety for top players. Still ace though, and at least worth seeing.

89

KNIGHT 2

You bought your PlayStation to play at least one great looking game, right! Great-looking, yes! Game, yes! Okay, this here is Novastorm.

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OUT NOW

ONE PLAYER

NO OTHER VERSIONS PLANNED

NO OTHER VERSIONS AVAILABLE

NOVASTORM



One word – Microcosm. If that stirs mixed feelings within your soul, let us remind you why this is so. Microcosm was once the singularly most impressive-looking game on PC and Mega-CD. It was a 3D shoot-'em-up developed by Psygnosis which overlaid sprites on to a full-motion video (FMV) backdrop. Sadly the gameplay was thought to be poor

Novastorm runs along similar lines. Except this time we have Fractal Engine Technology to boost the FMV, along with a tad more interaction with the scenery. Sure it's a different scenario – outer space opposed to inner space – but the concept is largely the same. What's immediately so distressing about all this is we're now two years down the line from a flawed concept, and it's being tried on us again.

Explaining the gameplay doesn't take long. Basically, lead a space craft into battle through eight stages of swarming aliens. As is tradition for shoot-'em-up ups, super enormous boss characters hang out at the end of each stage. The action is viewed from behind the craft, as it flies toward its interstellar goal. Due to the angle employed, the action is necessarily uncomplicated.



Beautiful to look at but not play we're afraid.

SCORES

WIPEOUT.....

NOVASTORM.....

MICROCOSM.....

GRAPHICS 84

All the artwork has been rendered on a Silicon Graphics machine.

ANIMATION 93

Up to the usual high standard you'd expect of Psygnosis.

MUSIC 67

Not quite the intense style you need for this sort of shooter.

SOUND EFFECTS 78

No great explosions here I'm afraid.

GAMEPLAY 56

Too vacant to really grip you, but enjoyable at first.

VALUE 40

Buy any other Psygnosis game apart from this one.

OVERALL

If you remember the likes of Microcosm then Novastorm will be like a bad dream to you: unimaginative gameplay accompanied by fancy graphics.

60

VERDICT

PLAYSTATION

Disappointing. Sooo disappointing. Of all the class titles Psygnosis (aka Sony Interactive) have produced for PlayStation, Novastorm is by far the least inspiring. Though we appreciate what they've set out to achieve, the end result isn't destined for Hall of Fame status. At least not in the way they'd like. Raiden II is a way better choice for gameplay, then there's WipeOut and Jumping Flash to consider for more innovative visual kicks. No more sequels please – for everyone's sake!

PAUL DAVIES

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MEGA DRIVE

PLATFORM

SEGA

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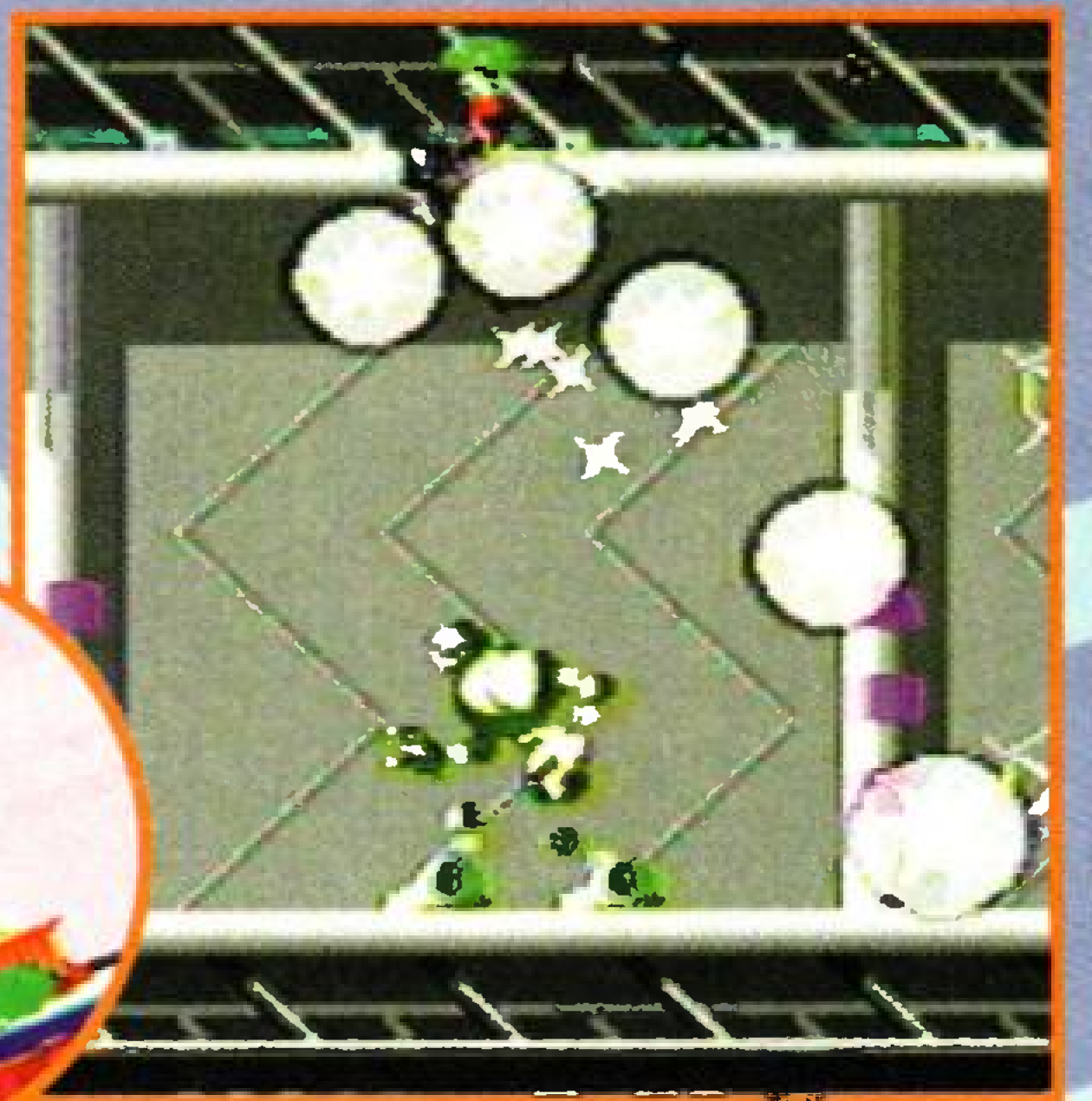
ONE PLAYER

NO OTHER VERSIONS
PLANNED

NO OTHER VERSIONS
AVAILABLE



Ah, Mr Bond, I trust you will excuse my rather audacious choice of entrance.

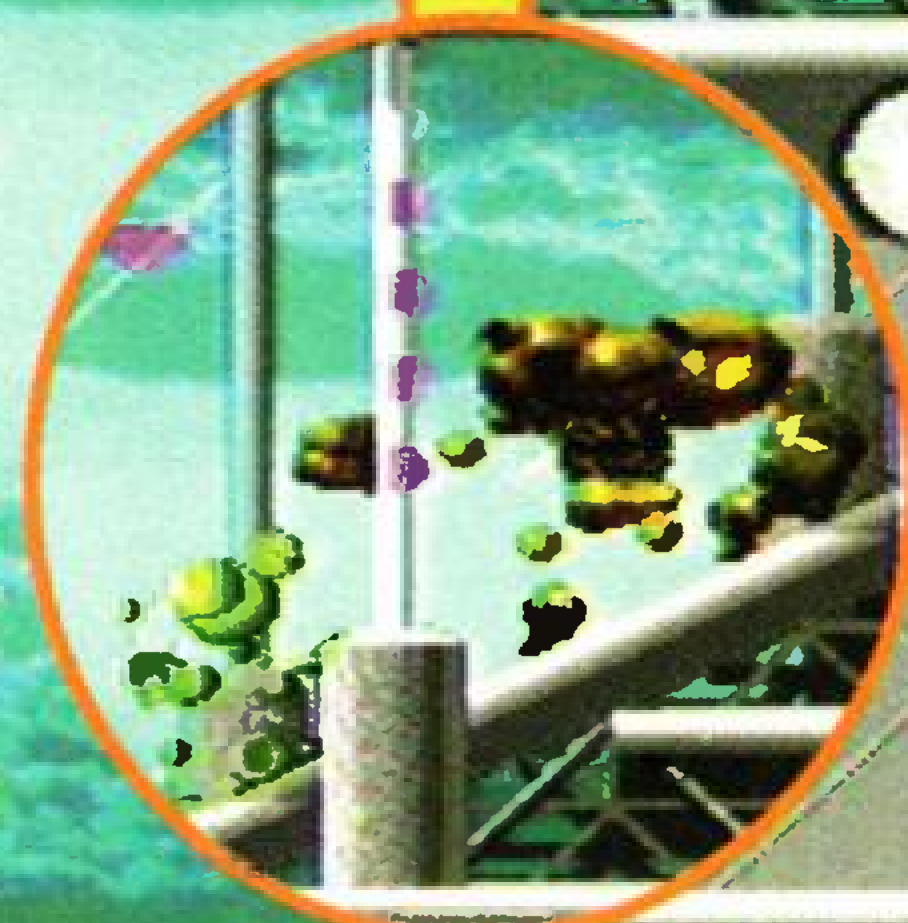


VECTORMAN

Don't Write Off The Megadrive Part 1000...

Traditionally maths has taught us that vectors are all to do with straight lines, logical point-to-point plotted lines which your dad would like. But Sega, those wily games types, are reversing the trend with their latest title. For the hero, going by the name of Vectorman, is made of distinctly spheroid shapes, close cousins of all round things. And – get this, numeration fans – they're not even joined up properly. Who says computer games don't ruin your education?

Although, actually, perhaps Vectorman is just a nickname given to our android pal as a youngster. Perhaps in the usual style of 'irony', like calling tall kids 'Shorty' or fat kids 'Not a disgraceful no-self-respect slob at all', as you do. Or perhaps because, true to his high-tech form, Vectorman was the proud possessor of a Raleigh Vector talking bike with ace electronic control panel on the crossbar and 20-odd different kinds of electronic bell/buzzer/beeper/wild animal mating calls. Or whatever. Oh, who cares.



KILL YOUR TELEVISION



Vectorman might be the produce of Gamos, but he's a bit of a radical anarcho-libertarian at heart. The main thrust of Vectina's mission is to destroy a number of evil TVs dispersed around each level, thereby freeing the masses from media slavery and allowing them to rise as one and smash the bourgeois state. Just to make sure you get the message there's a Pavlovian bonus icon awarded for each telly smited. These include energy boosters, whirly invincibility energy fields and extra weapons.



THE TRANSFORMED MAN

The good thing about being made of unconnected spheres is it allows you to be expressive with your body shape. Sadly though, robots aren't known for their imagination, so it remains for power-up icons to suggest shapes. Perhaps turtle-shape (for faster underwater movement), drill-shape (for burrowing into inaccessible caverns) or even bomb-shape (wait for the counter to reach zero and wipe out everything on the screen). Be warned, though – Vectorman has a short memory, so transformation is temporary in the extreme (ie – about six seconds).

VERDICT

SEGA

What really infuriates me about the Megadrive is that, as GunStar Heroes proved all too long ago, it's capable of far more than most of the tat that hits the shelves. Yet no-one can be bothered to stretch the machine when they can cop out with a crap licence or 'cute' platform character. Well Vectorman has neither of these qualities, but it's absolutely great. The graphics are stunning, the game design shows – shock horror – real imagination and it's hard enough to challenge any player, no matter how experienced (and jaded). One of the best releases of the year, and a great demonstration that, quite frankly, you can stick Bussy the Bobcat up your arse.

RAD

Budding evil genius types – don't make your henchmen from rocks. They're toss.

GET TANKED UP

The other good thing about spheres is that it doesn't matter which angle you view them from – they look the same. This means clever games like Vectorman can warp the play area to whatever degree they fancy. This trick is best evidenced by this groovy overhead-view tank level. Vecto has to blast the evil grabbing hands of a fully scaled boss monster whilst riding a tiny thin rail which warps and twists as the stage progresses. The ultimate aim is to destroy the fingers of doom and cause the nefarious mechanoid to plummet to the floor way below.

As you can see, Vectorman shows off some rather fantastic light-sourcing effects. Cor ber-limey.

SCORES

GRAPHICS 95

ANIMATION 96

MUSIC 89

SOUND EFFECTS 90

GAMEPLAY 94

VALUE 96

OVERALL 96

96

SNES

BEAT 'EM-UP

NINTENDO

£54.99

OUT NOVEMBER

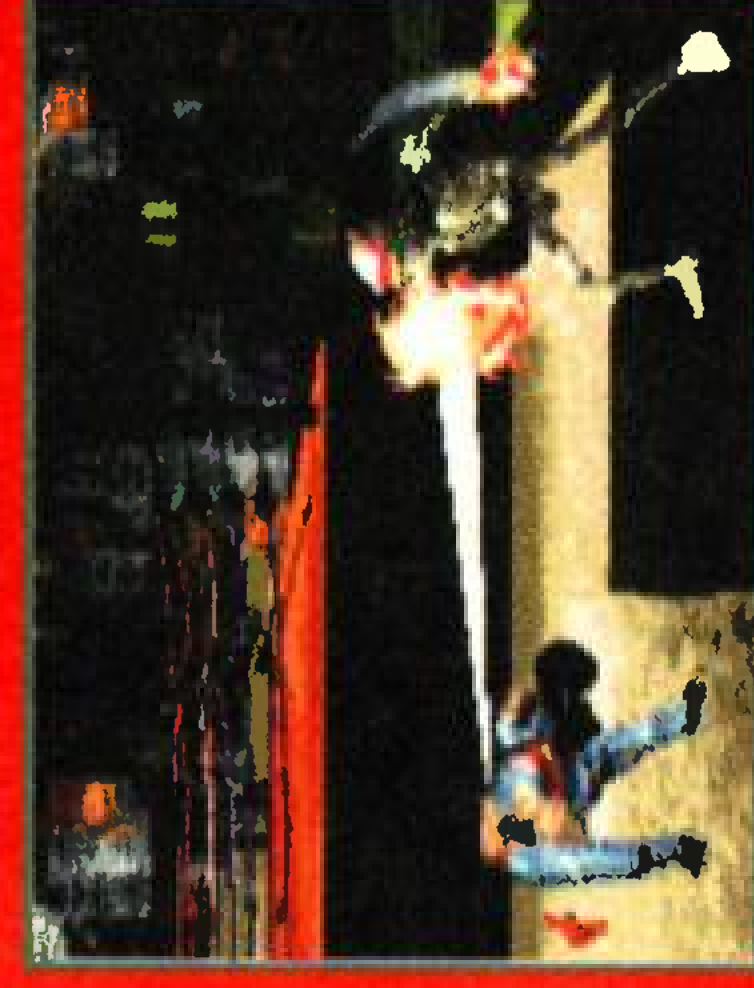
1-2 PLAYERS

NO 64 FOLLOW-UP

PLANNED

ARCADE VERSION AVAILABLE

Ultimate Combos deliver an auto No Mercy in place of an Ultra. Discover which secret special technique triggers the move, and tag it on to the end of a legitimate combo for results!



It's open season now, so far as the official market is concerned. There's no playing on the ignorance of a PlayStation/ Saturn-starved public any longer. SNES Killer Instinct is out there fighting against Toh Shin Den, Tekken, and Virtua Fighter this autumn. Nintendo are claiming this is an even match up. Well, CVG is happy to consider this notion for as long as it holds up in this, the authoritative CVG review.

NO MERCY - NO SHAME!

Whereas the basic gameplay in KI is indebted to Street Fighter II, the finishing moves ('No Mercies') are influenced by the Mortal Kombat fatalities. Each fighter is armed with at least two of these techniques, and, just like Mortal Kombat, they are executed to massage the victor's ego. No Mercies are more cinematic than MK fatalities, however; an example being that Shao Khan's unceremonious dumping of a foe on to a bed of razors is matched by TJ's exhibitionist Chiropractor. Even so, there are significantly less opportunities for such gags in KI as there are in Tobias and Boon's pride and joy - Humiliations included.



INSULTING KILLER

"Too late," was the cry! Both Saturn and PlayStation are on sale - RIGHT NOW - while Nintendo trail behind with their 64-bit machine, and postpone the release of Killer Instinct. Too late. Too late. Or is it...



(Top Left) Orchid activates forgotten algorithms in Fulgore! (Middle) A flashy end to Miss B's big-hitting Ultra!



VERDICT

NINTENDO

That Killer Instinct is still pulling crowds, even after the introduction of MK3, says it all. You could argue that KI has less features, but to me the game is better. KI has a superior graphic style, more amazing sounds, and there's a significant difference between characters. The gameplay is more *instinctive* too. Complaints that KI is too combo-orientated are pretty naive. KI is the only beat-'em-up to introduce a combo-breaking system to deter smart players from having the tide turn on them. Given the choice, would you allow an opponent to double the potential of their specials? Of course not! My only reserve is that KI is little more than a hybrid of some of the best fighting games around. But when it's done so well, and on a 16-bit machine too, who cares!

PAUL DAVIES

BURP! 'Scuse

CVG HIT!

WOOPS AN ULTRA

Ultra combos take no more skill than the simplest two-in-one. Which is often why players find them by accident! They're 'Finishing' moves, that's all – like the Ultimate Combos. When your opponents' energy is down to the last sliver of red, simply tag a single, special technique to the end of a basic combo and the Ultra is yours. That said, alongside the slo-mo death of SFII, or the MK fatalities, there is no better way of watching losers get wasted!



SHADY DEALINGS

Not all the 'modifications' in SNES Killer Instinct are to its advantage. Shadow Moves are crucial tactically in the coin-op; they're still here, but the method of execution's changed. Like the coin-op, Shadows are specials that are doubled in power, post Combo Breaker. In the coin-op Shadow Moves involve holding a button then releasing it after the technique, making it necessary to rethink your combo strategy mid-game. On SNES just the standard moves are used. To some this may be good news, but those looking forward to brandishing the coin-op's Shadow Combos don't have the chance.

EYEDOL SITUATION

The secret code to play as Eyedol is revealed to players who master the game on the hardest setting – no matter how many continues used. So, unlike Namco's Weapon Lord where you must master all six Warriors before playing the BOSS, KI simply needs dedication to one favourite character.



KUT THE KRAP!

Rare weren't lying when they said the home version would play better than the coin-op: and no-one realised they were talking about the SNES! Regardless, the final version has a refined combo regime, under which Eyedol's 80 plus hit juggle is impossible. The modifications allow for extra 'Linkers' between specials, meaning there's potential for higher-scoring Ultras in the mix!

AIR COMBAT

With a mid-air challenge in KI there's the risk of being combo'd! Fighters who begin with a Fierce Low may two-in-one with one of their specials to gain multiple hits. Fulgore's Plasma Slice and Jago's Wind Kick are among them.



SCORES

- GRAPHICS..... 95
- ANIMATION..... 94
- MUSIC..... 93
- SOUND EFFECTS..... 90
- GAMEPLAY..... 90
- VALUE..... 94

OVERALL.....

93



MICRO MACHINES TURBO TOURNAMENT '96

- MEGADRIVE
- RACING
- CODEMASTERS
- £44.99
- OUT OCTOBER
- FOUR PLAYERS
- PC VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE

It's time for those mini meisters of miniature to race round all and sundry, and even your own made up course...

OK, CodeMasters may be trying to milk the Micro Machines game for all it's worth, but hey, just think of the other Micro games they could produce. Imagine Micro Fighter, where all the world's short arses, Danny Devito, Ronnie Corbett, Barry McGuigan (my money's on 'im), fight it out in their very own 3D rendered Lilliput, with a Gulliver secret character if you manage to beat Bazza. Or maybe not, perhaps they'll just give you a massive 65 courses for the '96 MM release, and how about a Micro Machines Construction Kit so that you can produce your own quirky racing track, full of the usual obstacles Mega Drive owners are now so familiar with: oil splats, errant screws, you know the stuff. There's not a great deal more, only more noises and even more inventive and treacherous courses that Micro addicts will die for. Not forgetting that the familiar four play J-Cart is in effect, so you can meet up with three like-minded Micro Mates to race round the household.



That's Tom Guise, that is. If you remember him from one issue.



COMING SOON TO ONE OF THOSE SONY THINGIES NEAR YOU

The PlayStation. Even the women behind the counter at WHSmiths have heard of it now, and 'bout time really, we've been harping on about it for what now seems like an aeon and now Codemasters have finally let us have some pics of their first releases for PSX, and it comes as no surprise to find that the first release will be Micro Machines.

SCORES

- GRAPHICS 85
- ANIMATION 86
- MUSIC 88
- SOUND EFFECTS 87
- GAMEPLAY 91
- VALUE 89
- OVERALL 90**

VERDICT.....

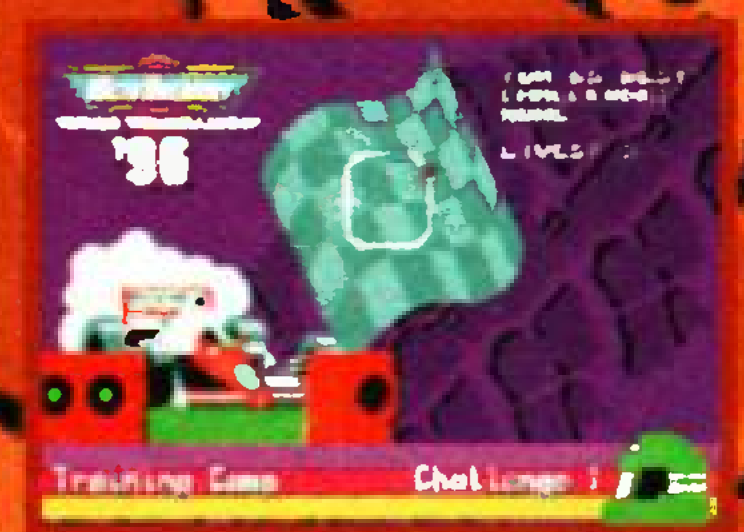
MEGADRIVE

It would be sacrilegious to be at all nasty about Micro Machines in that for multiplay racing game action you couldn't want for a more original and more enjoyable game than Micro Machines. But what we have here is more of the same, and although the new tracks are all very challenging, and have some excellent new track designs, it is merely covering old ground. The construction custom set is a novel idea, and you will enjoy making a couple of tracks of your own, but I don't think it adds anything substantial to the gameplay. Time for that old adage if you haven't got the previous incarnation then buy this, otherwise there's not much more to it.

GARY LORD



Hello, Rad here. You know I was the first person to review Micro Machines.



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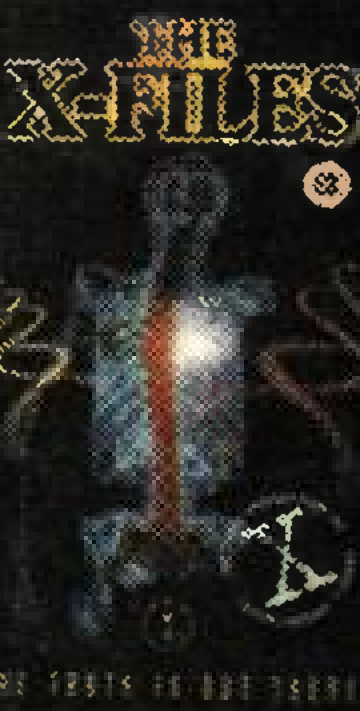
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The intro looks splendid and is kept nice and short.



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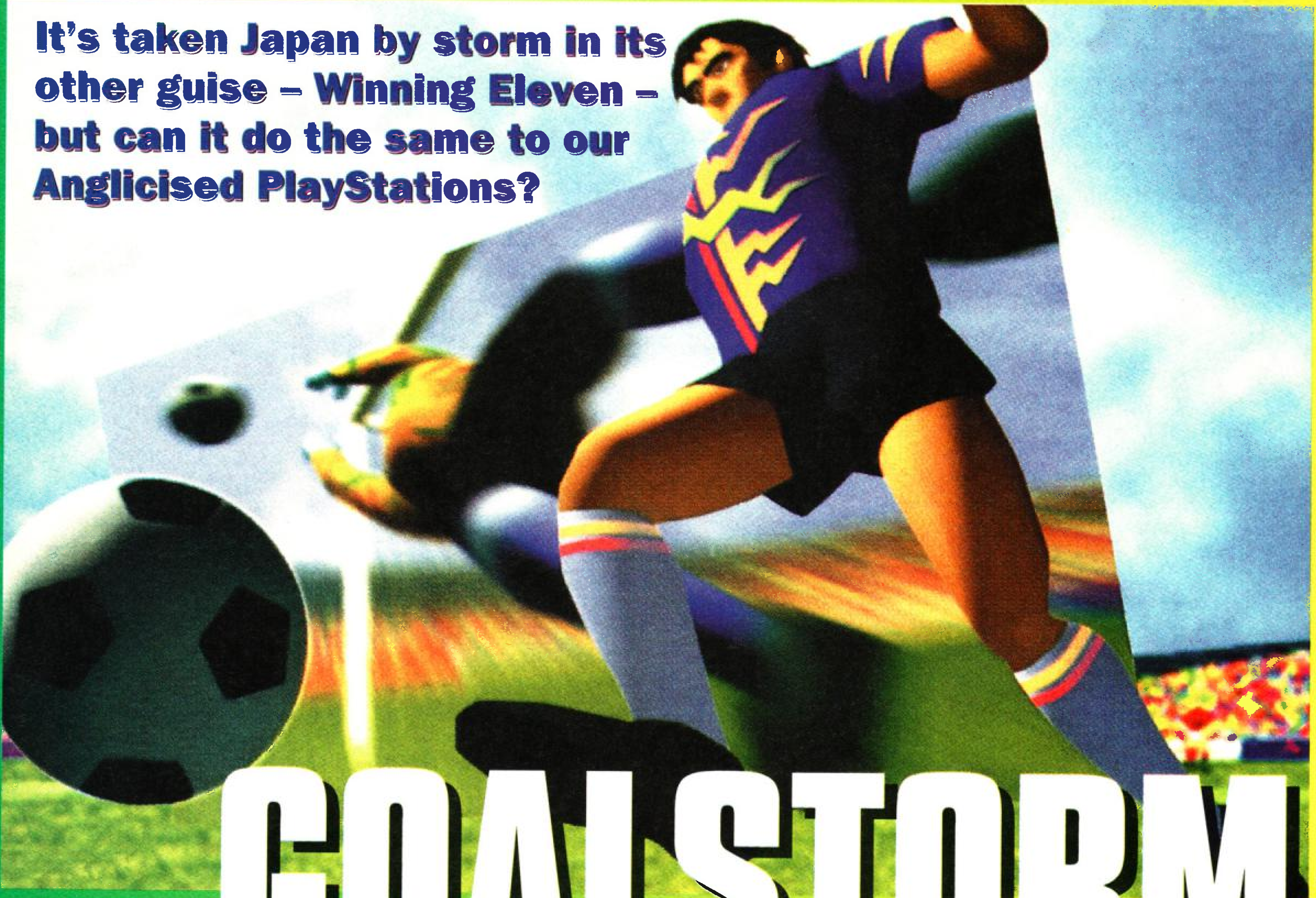
When you buy your PlayStation (or Saturn – we’re not machineist here at CVG), and you’ve bought Wipeout, Tekken and Jumping Flash the next piece of software you’re going to have to add to your collection is a decent footie game. Now, if you’re a Saturnite you’re going to have a problem as at the moment, the only thing on offer is the lacklustre Victory Goal. If, on the other joystick, you’re a Stationer then you’re in luck as Konami have surpassed themselves with the terribly playable and addictive Goal Storm.

Gameplayers who know their onions will undoubtedly recognise the screenshots as last month’s rather top Winning Eleven, and there’d be a good reason for that, in that this is the European version of said game.

It’s virtually identical to the Jap original and it doesn’t take you long to master the controls and start performing vicious sliding tackles, diving headers from corner crosses and some rather spectacular overhead kicks as only Goal Storm knows how.

This is of course the English version but not much has changed as the game still has quirky orientalisms – like the way the players bow their heads at the ref when they commit a misdemeanour; you certainly wouldn’t catch the good citizens of Osaka chanting ‘Who’s the merchant banker in the black’ now would you?

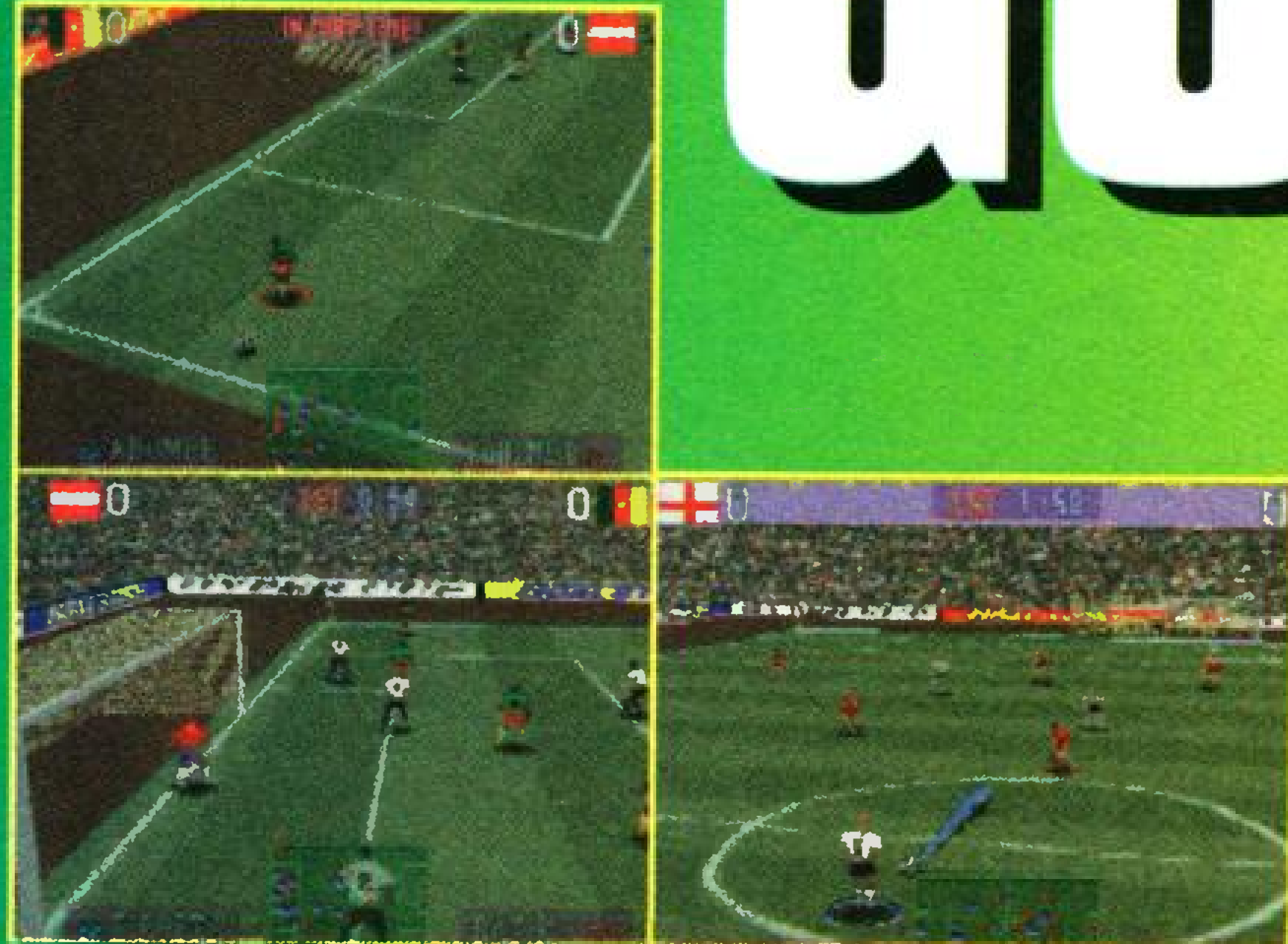
It’s taken Japan by storm in its other guise – Winning Eleven – but can it do the same to our Anglicised PlayStations?

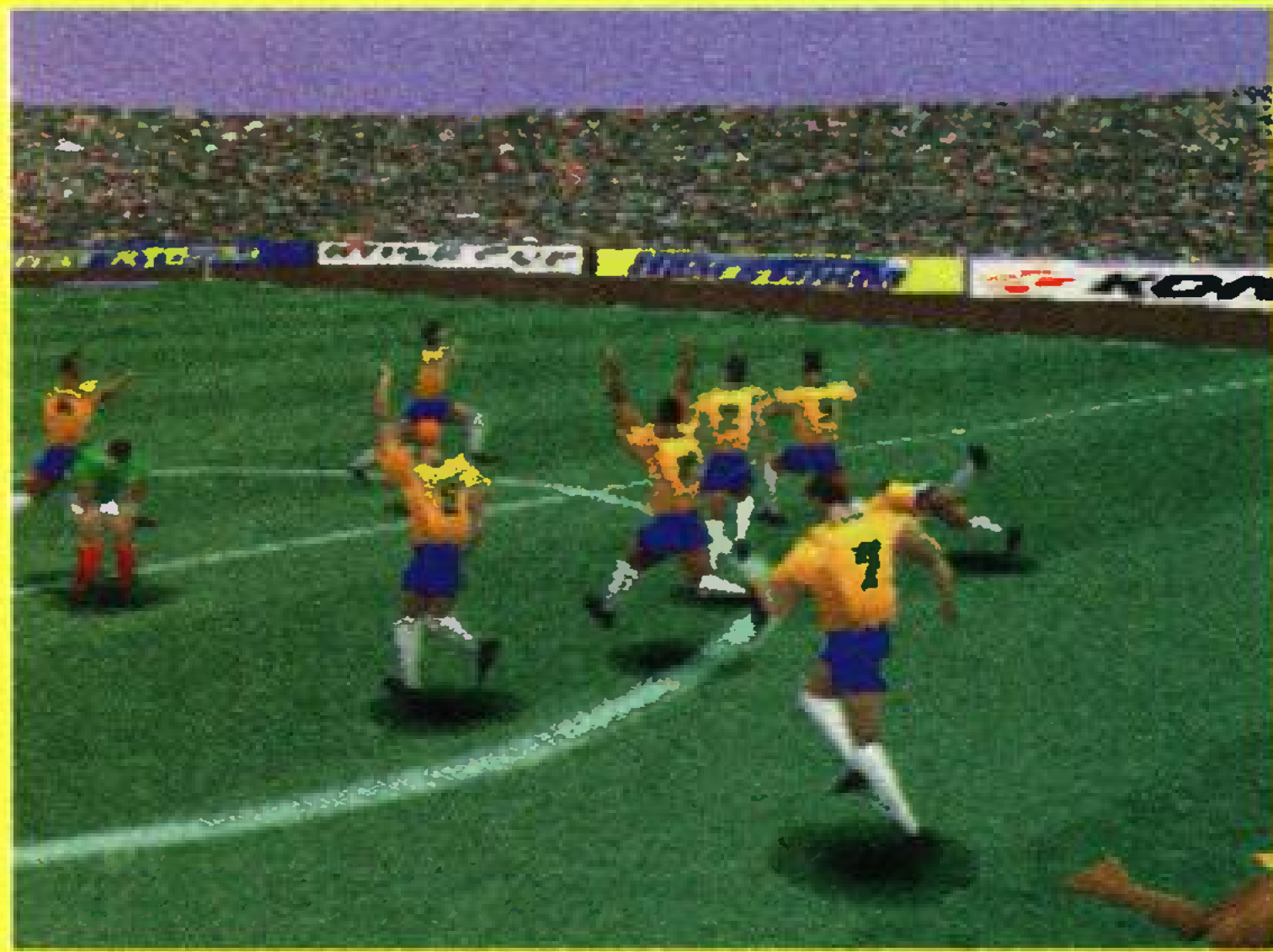


GOALSTORM

I LIKE JIMMY HILL

The main difference to the Anglicised version (apart from non-Japanese players) is that you get fully controlable action replays, so that you can really wind up your opponent as you show him how you waltzed past his defence and scored in the last five seconds of injury time.





Shiny happy people scoring goals.

DESMOND LYNAM IS A GEEZER

The commentary for Goal Storm is comedic, but for the wrong reasons in that it's just how a Japanese person would envisage us Brits to speak, ie in a Mr Chumdley Warner type accent. Some choice commentary includes "That's a rocket," and "Good stuff goalkeeper" and "Corner Kick"! I actually prefer the Jap commentary, as this one is just embarrassing.



VERDICT

PLAYSTATION

International Superstar Soccer showed that Konami can make a football game. And Goal Storm demonstrates that they're not gonna let down their patrons on the Next Gen consoles. The sound effects might sound more like they should be in a beat-'em-up, and that players are playing on concrete rather than grass, but that doesn't detract from the arcade playability of a great game of footie. Get a few mates round and there'll be some shoutin' and a hollerin' that hasn't been heard since since Sensi Soccer ran on to the pitch. The only drawback is the appalling English commentary that's been tagged on, it will have you cringing big time. Apart from that, it's grrreat.

GARY LORD

WHATEVER HAPPENED TO BRIAN MOORE

Just so that you don't have to play as Granpus 8 or any of those other comedy Japanese teams, Konami have put a load of other jolly foreigner teams in instead, such as Argentina, Holland and Wales.



Whatever you don't throw the ball, always go for a goal kick.



If it's a depressing nil-nil draw then I'm afraid it's down to penalties. Will he go left or will he go right. (Actually he went down the middle.)



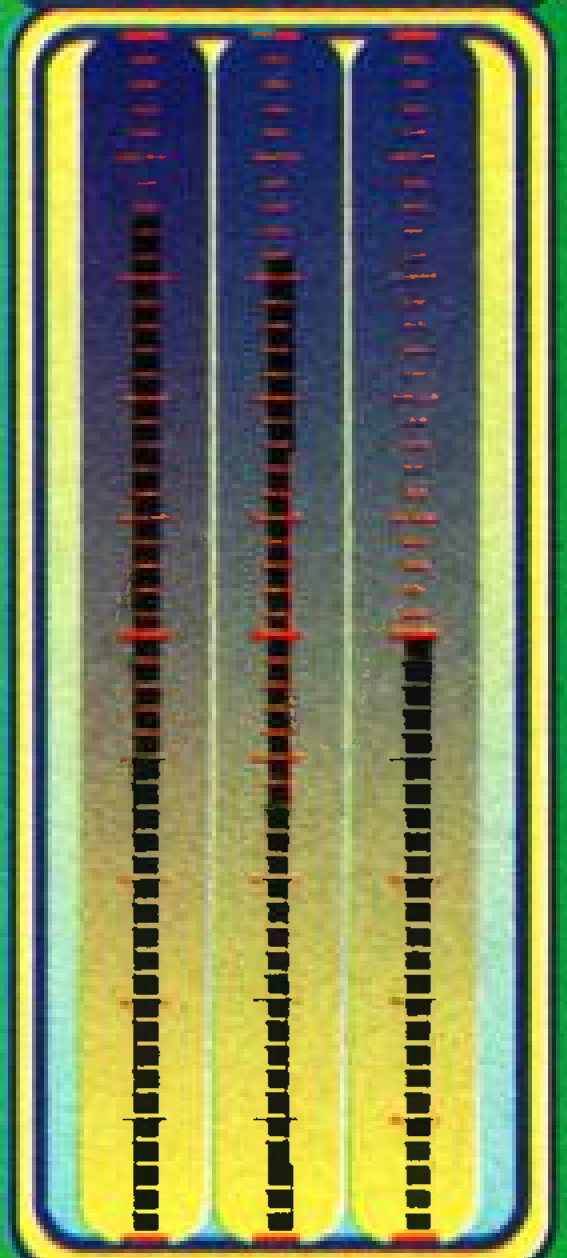
Use the sliding tackle and your opponent will come down with a thud and a crack.

JONATHAN PIERCE IS A RIGHT HORNY BLOKE

Score a goal in Goal Storm and your team will run off like stampeding wilderbeast, in all their polygon glory.



SCORES



GRAPHICS 90
Very polygonised and very slick, with a tres Japanese style too.

ANIMATION 91
Great movement on the pitch and some fab set anims.

MUSIC 80
Nothing really to speak of apart from the opening track.

SOUND EFFECTS 90
Somewhat bizarre but enjoyable nonetheless.

GAMEPLAY 95
Konami have got it just right in this category and no mistake.

VALUE 90
For your first footie game it's money well spent that's for sure.

OVERALL
I think we actually underscored this game last month as it's incredibly addictive, there's a whole host of shots to perform just turn the commentary off!

89

MORTAL



It's back! Again! For God's sake, how many more times? I can't stand it!

PLAYSTATION

BEAT-'EM-UP

ACCLAIM

EVARIES

OUT OCTOBER

TWO PLAYER

PLANNED

SATURN, MEGA DRIVE, SNES, PC

ARCADÉ VERSION AVAILABLE



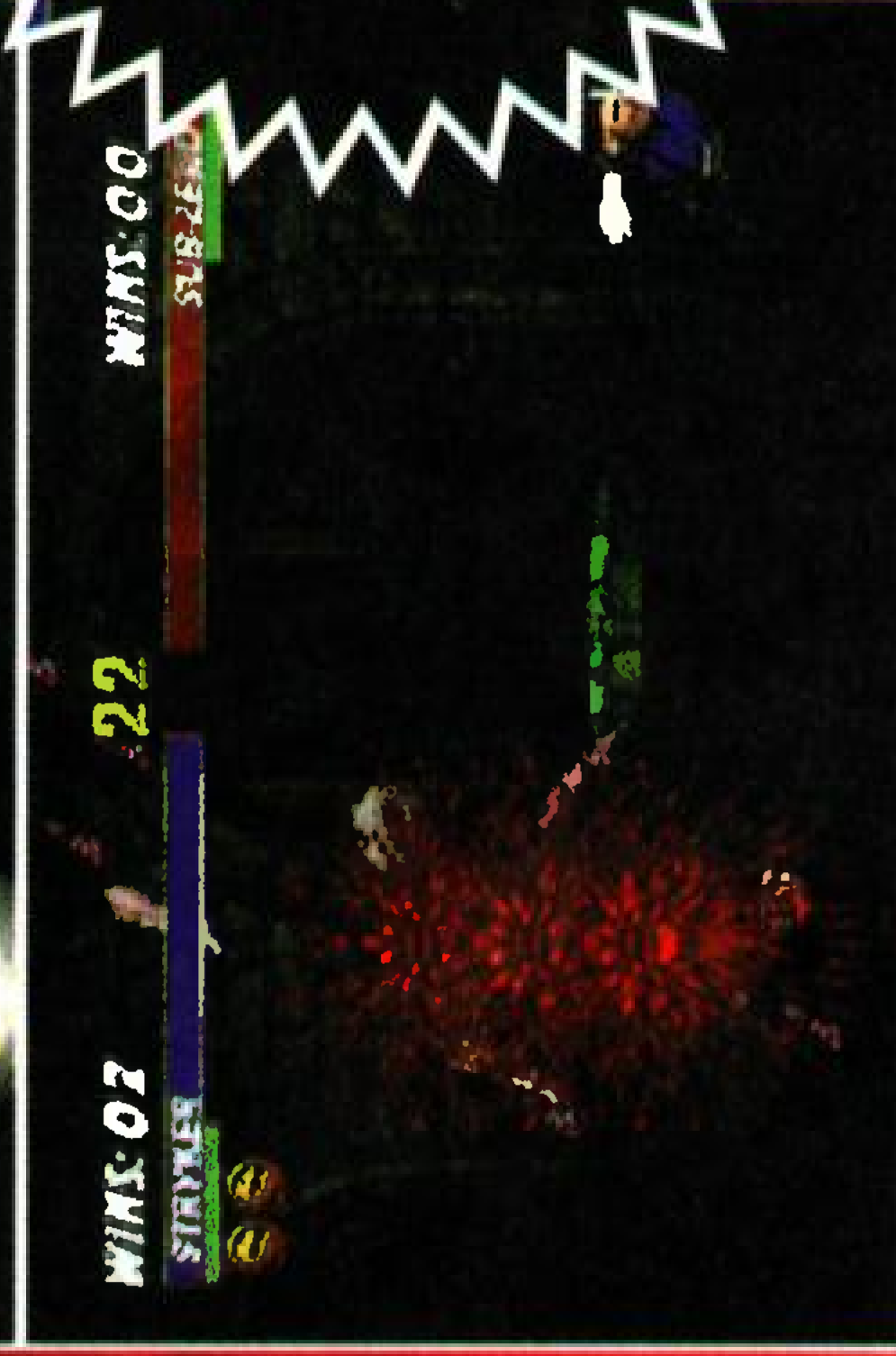
Tom Cox of Sega
Mag gets down
at the disco.

Everyone these days is banging on about how great 3D beat-'em-ups are, including me. But hey - these 3D games are still displayed on TV screens, aren't they? and TV screens only display two dimensions, don't they? So that means that yer Virtua Fighters and Tekkens are still, at the heart of it, very much two-dimensional titles. But then, the ways in which the characters move around and interact with these environments gives a convincing illusion of depth, long believed to be the elusive third dimension. So does this mean computer games have re-written the book on spatial geometry? Is it possible that in the future children will be born in 2D and have computer chips attached to them to add substance to their form? Just think, this could alleviate the world population crisis at a stroke, as an infinite number of depth-free humans could occupy a single space at any time. If everyone faced the same way. So we could all live in the same house, which would surely eliminate territorial wars too. Although it might mean a bit of a crush for the bathroom in the mornings.

But there's always someone around spoiling things for everyone. And in this case it's 2D beat-'em-ups like Mortal Kombat. Aside from polluting the minds of our youth and indoctrinating them in evil paths of violence and mayhem (not to mention bad hair) stand in the way of more sophisticated research into girth reduction. Shame on them.

NON-PC PC

Whilst the PC version isn't in such an advanced state of completion as the (finished) PlayStation Mortal 3, we've gotten hold of a variety of lovely shots. As you can see, it's shaping up rather nicely. The game-play remains to be tested, but given the sterling job done of converting Mortal Kombat 2 to the same platform we doubt there'll be too much trouble on this score. But then, GT Interactive are handling this port-over job, and it's their first time with the Mortal mantle. So how will it do? Be sure to read a forthcoming CVG for the full scam.



Sub-Zero's Ice Clone move is sure to fox anyone. Except people who can see in colour, because it's blue. But it'll fool dogs. With blocked-up noses.

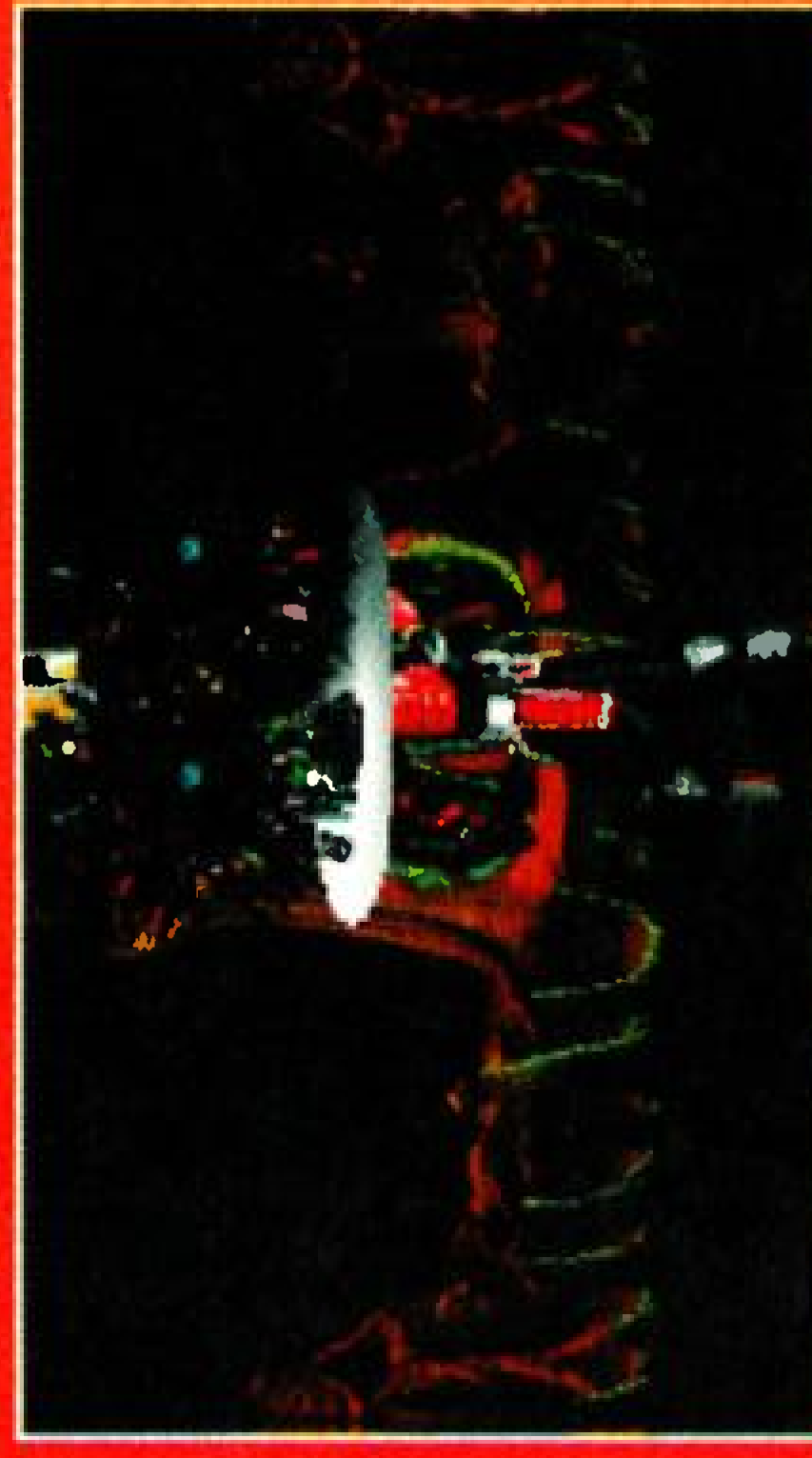


That background looks pretty splendid, doesn't it? I like the look of that.



RUNAWAY RETURN

Running. We're all forced to do it during our childhoods. They say it's to keep us fit at school, but we know it's just training to help us escape monsters. Some people like running and make careers out of it. Some people are unfit and hate it and just get jobs in computer games and let little computer sprites do the running for them. That's us. Luckily Mortal 3 incorporates a lovely exercise-dodging feature in the form of a Run button, instead of double-pressing a direction like you normally would there's now only a single button press required to leg it across the screen. As you might expect this comes into action quite a lot for Fatalities and such.



God knows what's going on up there, but it looks like great fun. Like one of them Party Poppers, but with more confetti.

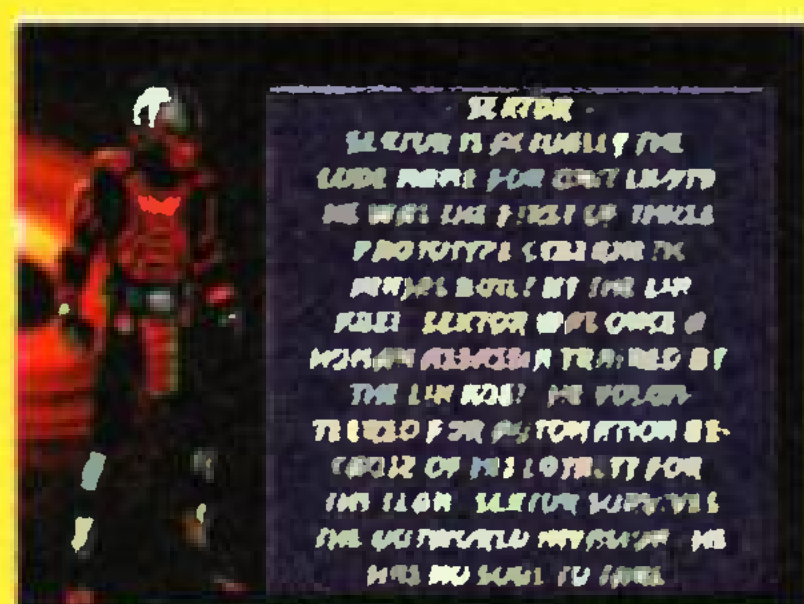
L KOMBAT 3

MEET THE GANG

One of the main reasons for Mortal Kombat's original and continual success has to be the imaginative character design, which plagiarises all manner of B-movies, comics and myths for inspiration. Hi-tech cops and robbers, zen ninjas, ancient gods – you name it, they've got a reason for showing up at the Kombat tournament. Mortal 3 introduces some new friends and fiends to the roster (although it drops a couple too). Here's a rundown of the new faces, in case you haven't seen them before.

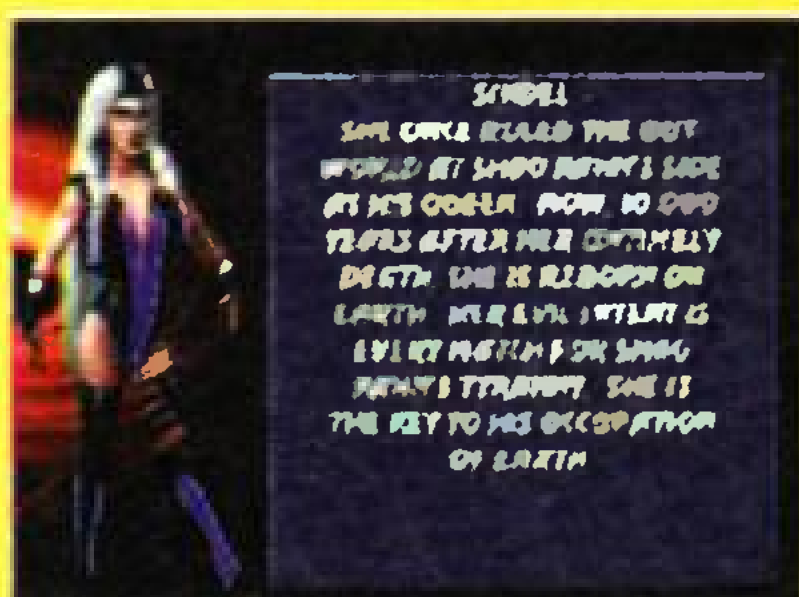
SINDEL

Whilst her hair doubtless goes down a storm at the Goth gigs it's also a very useful grappling weapon. Also has a horrible Banshee wail (which is quite a clever Goth in-joke thinking about it).



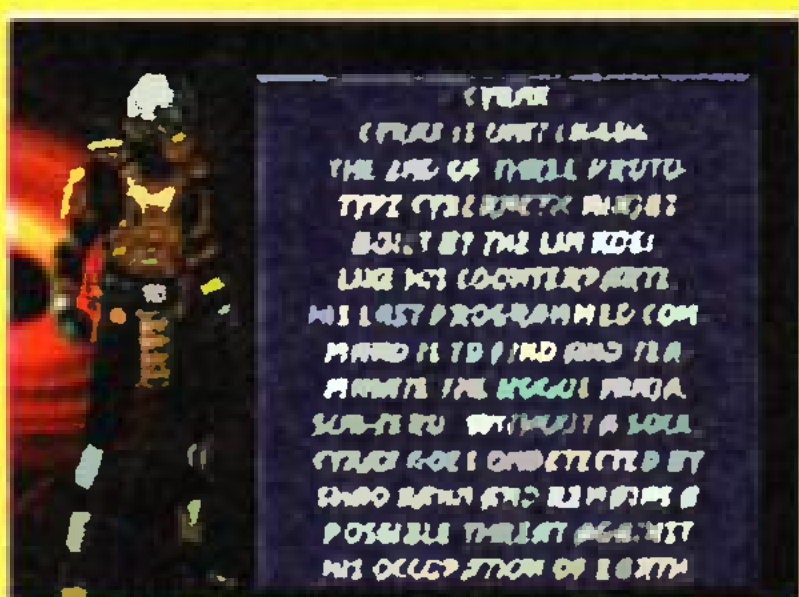
SEKTOR

Sent by the evil Lin Kuei ninjas to destroy the defecting Sub-Zero he's an evil robot ninja with a host of deadly techno-powers.



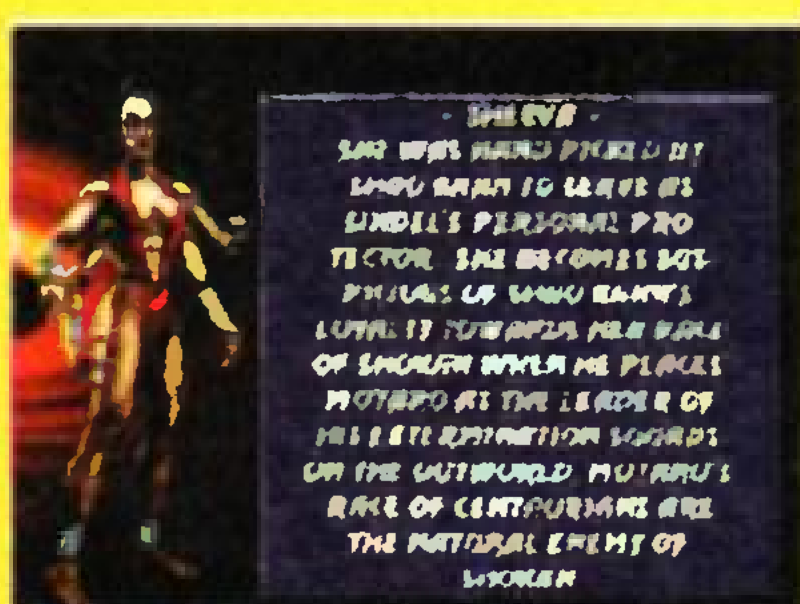
CYRAX

Almost the same as Sektor, but with rocket nets instead of blasting projectiles in his arsenal.



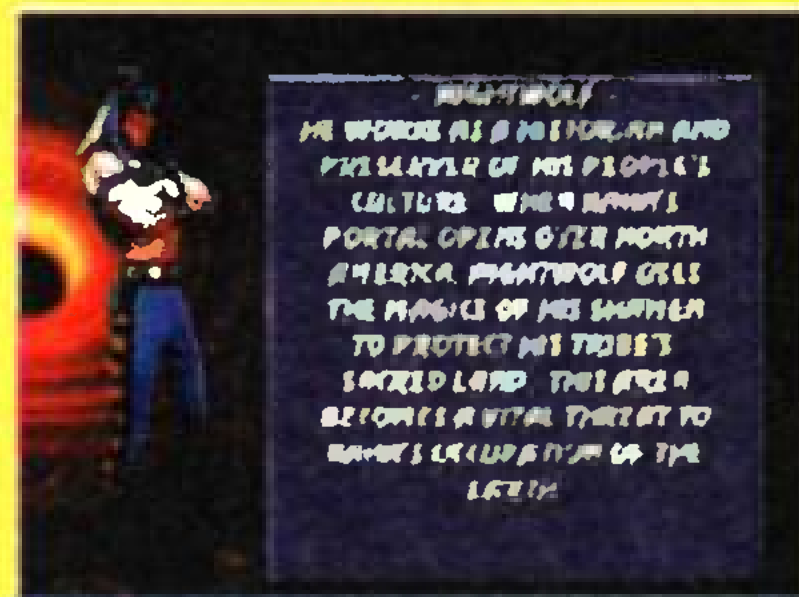
SHEEVA

Coming from the same race of evil aliens as Goro, Sheeva is one of the scariest characters in the game without a doubt. Her immense strength and superior grappling capabilities make her deadly.



NIGHTWOLF

He's a flinkin' red bleedin' injun inne? As a result he's armed with a psychic bow and arrow, plus a very real tomahawk. Wears facepaint yet is not a girl. Do not argue about it.



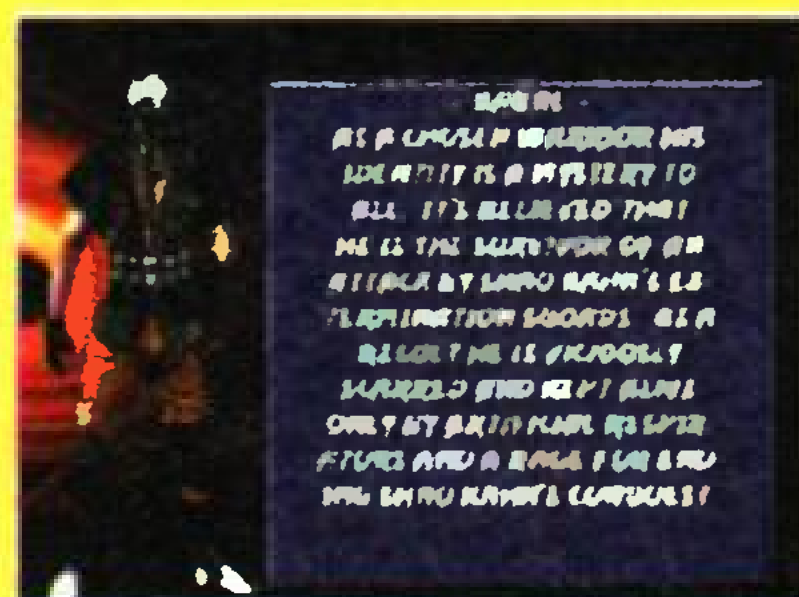
STRYKER

A riot copper trying to save the universe on his own, unarmed apart from an electrified baton, gun and selection of grenades. Just like a real copper.



KABAL

Funny face mask which makes him look like something from Starlight Express, but Kabal is a deadly master of blade-style attackery thanks to his two big-hooked swords.



Sub Zero attempts to make the world's largest pizza base, arriving at the tricky dough-toss.



Actually that's a bit misleading. She doesn't always win. Otherwise no-one else would get picked ever.



Sub Zero gazes forlornly at the splattered remains of his dough base. Poor lamb.

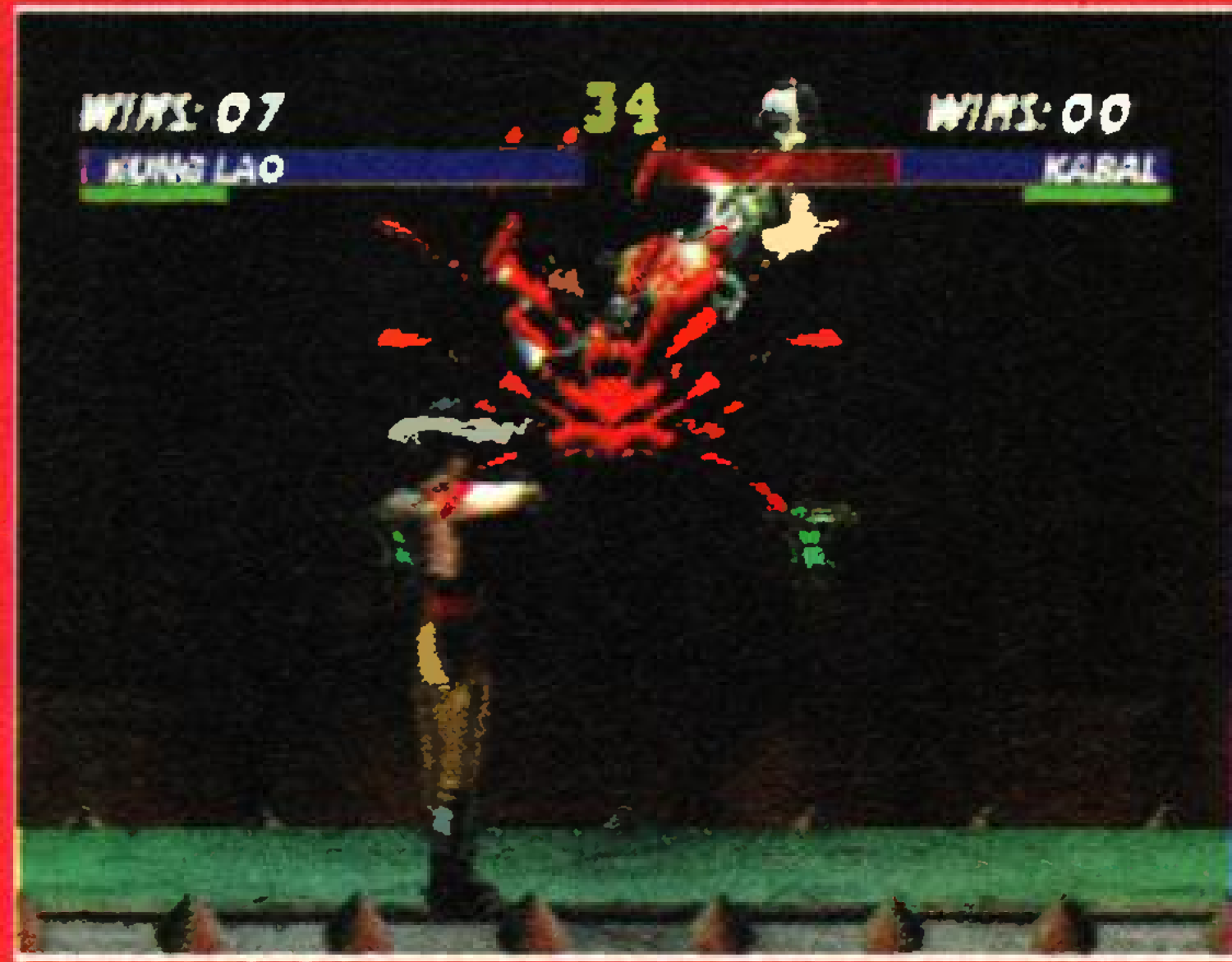




I WANT YOUR SKULL

Secret stuff. That's what Mortal Kombat is famous for. Apart from blood and death. But if it's secret stuff you're after... well, you're better off buying a Mario game, frankly, but

Mortal Kombat 3 still isn't short on the old secretometer. There are four hidden characters, of which one (Smoke) is player selectable, and there's a special code entry screen which is a veritable mine of secrecy. Enter six of the icons on offer and, provided you've got the sequence right, you can access a wealth of hidden cheats and effects, from fighting in the dark to being invincible.



Nightwolf and the Pips show off their latest synchronised moves, to Sheeva's obvious appreciation.

VERDICT

PLAYSTATION

Mortal 3 is targeting a very specific audience (ie - fans of the coin-op), but also an absolutely huge one. Tekken, which is absolutely stunning and a step forward in the genre, will be hard-pressed to match the expected sales of this now slightly dated-looking beat-'em-up. But even without flash polygon graphics and the wonders of texture mapping Mortal Kombat 3 still stands tall on the playability rostrum. The new depth of gameplay offered by the revised combo engine adds an extra dimension of challenge, and the special moves and -Alities are all as over-the-top as usual. It's hard to fault Mortal on any grounds other than the fact it's been superseded by a host of more advanced games.

RAD

A string of shots to illustrate the variety of gameplay found in Mortal Kombat 3.



FINE TOOTH COMBO

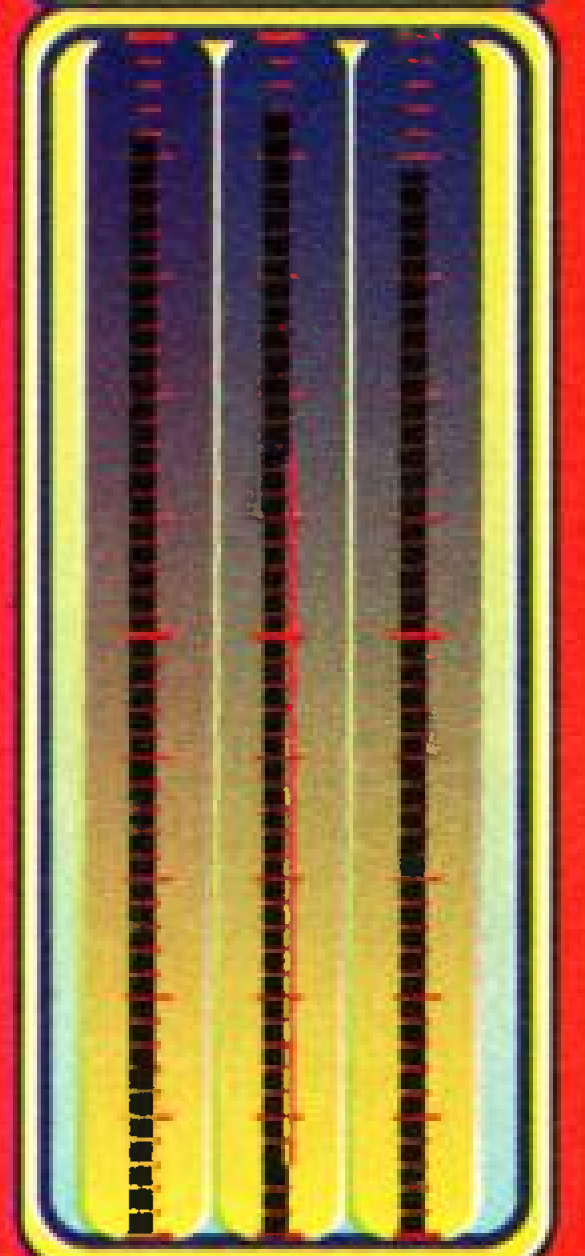
Combos. First invented by Colonel Sanders as a way of trying to shift more tatty cartons of chips with his rather more pleasant-tasting chicken, and now adopted by the beat-'em-up fraternity. Only you don't get three goujons and a medium Coke with these combos, oh no, you get an extra-large double smack in the gob and fireball up the whatsit which you can't block. Mortal 3 is so proud of its improved combing abilities it displays on screen exactly how many hits a combo scored, and what percentage of the enemy damage meter it destroyed. TIP - this means you can show off to your friends more and really rub it in.



That's the last time you borrow my Pantene Two-in-One, shampoo thief punk!

That's the last time you borrow my Two-in-One Dimensions, punk shampoo thief.

SCORES



MORTAL 3
TEKKEN
SF THE MOVIE

GRAPHICS 85

Great representations of the coin-op, but not exactly state of the art.

ANIMATION 89

Convincing, as it's digitised, but still a bit stiff.

MUSIC 84

Music was never exactly Mortal Kombat's strong point.

SOUND EFFECTS .. 90

Plenty of speech and lots of excellent in-game effects.

GAMEPLAY 92

Plenty o' depth to explore, fast-moving and gripping.

VALUE 93

Hard to finish, lots of hidden stuff, and storming in two-player.

OVERALL

It's not the most groundbreaking game out there, but it's certainly one of the more playable ones. Coin-op fans won't be disappointed.

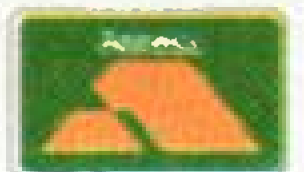
91



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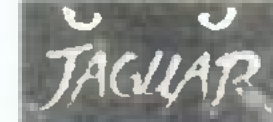
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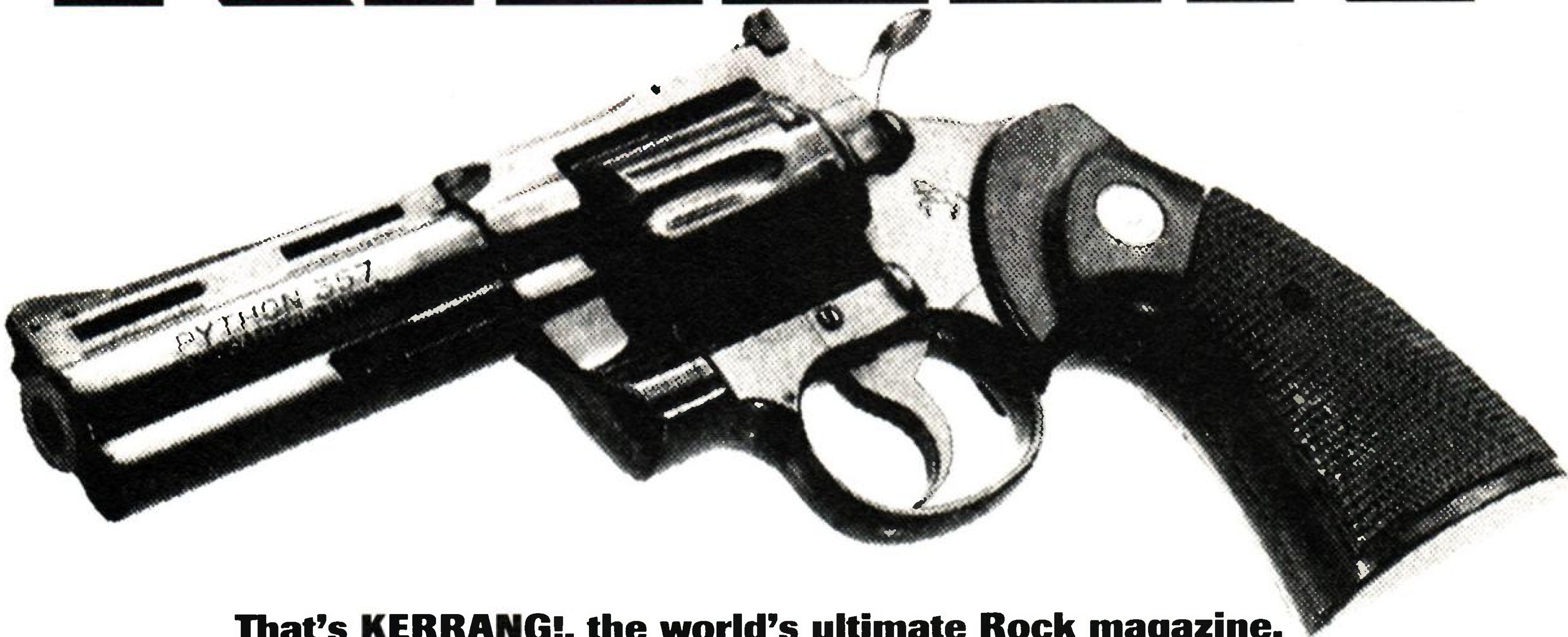
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**CVG
HIT!**

ZOOOP

Puzzle fans welcome the new breed of brain bender! Viacom's Zoop is a better game than Tetris. We know, because the guy who wrote Tetris says it's true.

Yes indeed, Mr Alexey Pajitnov (inventor of Tetris) approached programmers Hookstone at a recent trade show and proclaimed their game the best thing since his own genius work.

Those who survived Tetris fever better prepare to get totally Zooped, because the game looks set to become MASSIVE!

Players control a triangular chip which occupies a box in the centre of the screen. This box is surrounded by advancing rows of coloured shapes, and the chip prevents them getting too close by striking out to eliminate them. Chameleon-like properties enable the chip to adopt the shade of whichever surface it comes into contact with. Shapes only disappear after being struck by the chip when it's the same colour; otherwise the two just swap shades. Of course 99 levels of difficulty, combined with nine speed variations ensure that this simple operation doesn't stay too simple for very long!

On Super NES and MegaDrive Zoop is a one-player experience. However the Game Boy supports a two-player option, whereas PC and Mac versions allow as many as four people to network machines for a multi-player experience. We're not certain as yet to how the PlayStation and Saturn versions are configured, but we'll let you know as soon as we find out. Whatever situation you find yourself in, depending on which machine(s) you own, Zoop is an experience like no other.



VERDICT

SNES

Original ideas are few and far between. Zoop is not only innovative, it's fresh and incredibly addictive too. Aside from the stylish visuals, which you're neither meant to love or hate, the basic gameplay is a stroke of genius. It's ironic that a game, destined to become one of the greatest of the decade, is about to do so without need for X-amount of light-sourced, texture-mapped polygons, or CD-quality sound. No matter what format you're running this on, Zoop is an essential ingredient to spice anyone's collection.

PAUL D

SCORES

GRAPHICS 80

ANIMATION 75

MUSIC 73

SOUND EFFECTS 70

GAMEPLAY 94

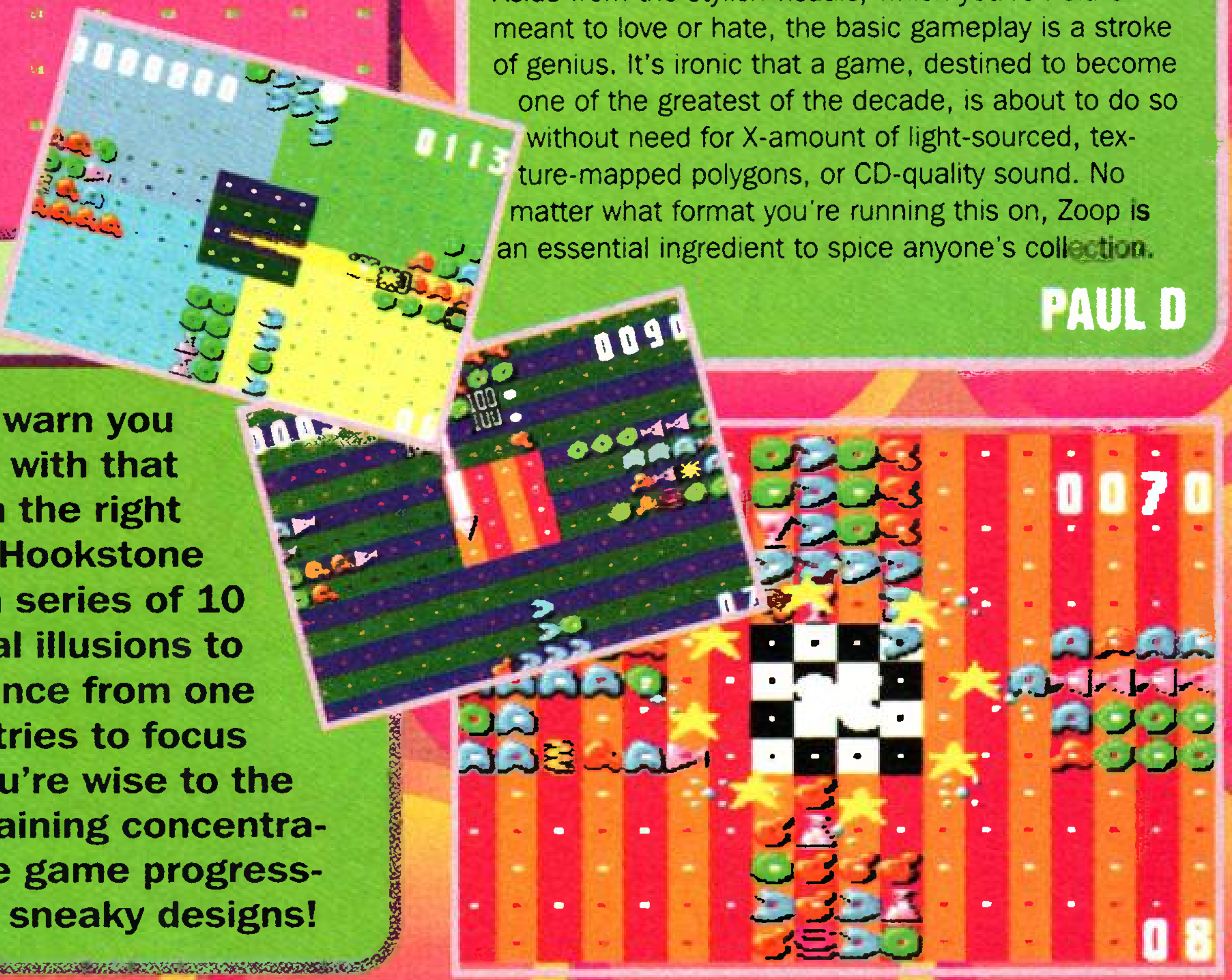
VALUE 90

OVERALL

93

PSST... LOOK OVER HERE!

One final thing we feel we ought to warn you about. Even before making a move with that chip, the chances of striking out in the right direction are slim. This is because Hookstone have devised the Optichallenge™ – a series of 10 backgrounds that incorporate optical illusions to deceive the eye. While shapes advance from one direction, the background pattern tries to focus attention elsewhere. Even once you're wise to the Optichallenge™ it's still tough maintaining concentration on the real danger areas. As the game progresses, so does the complexity of these sneaky designs!

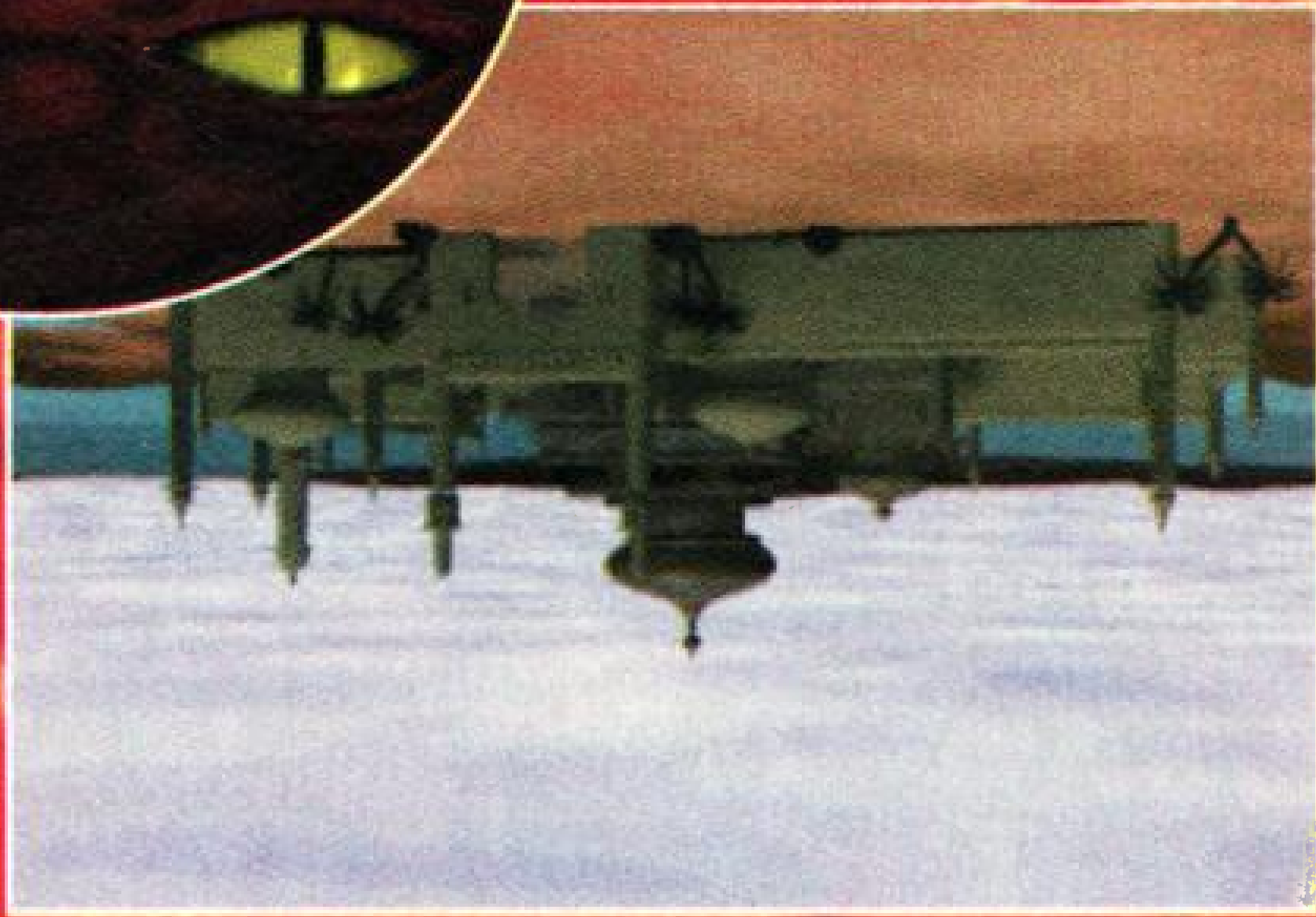
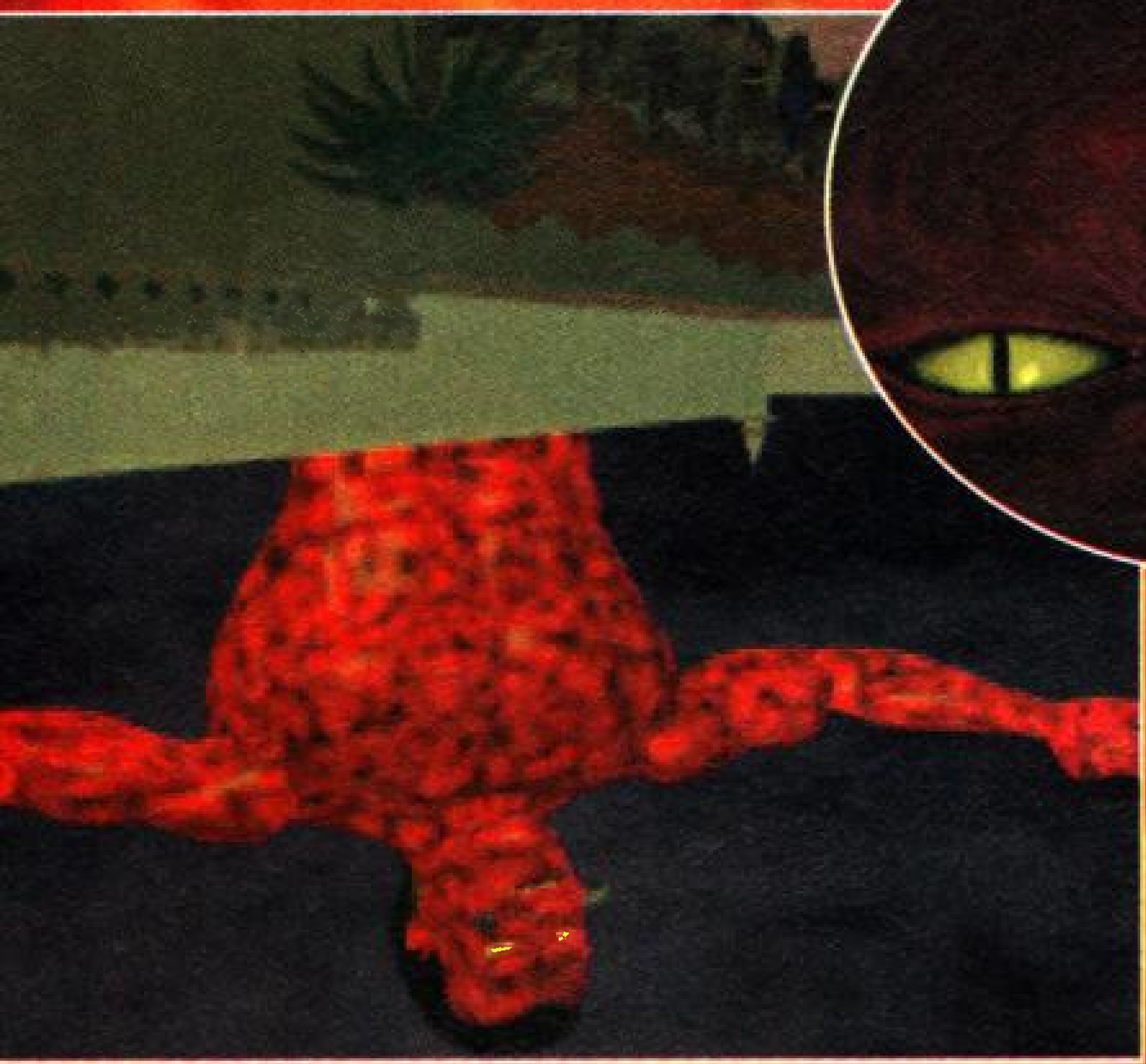




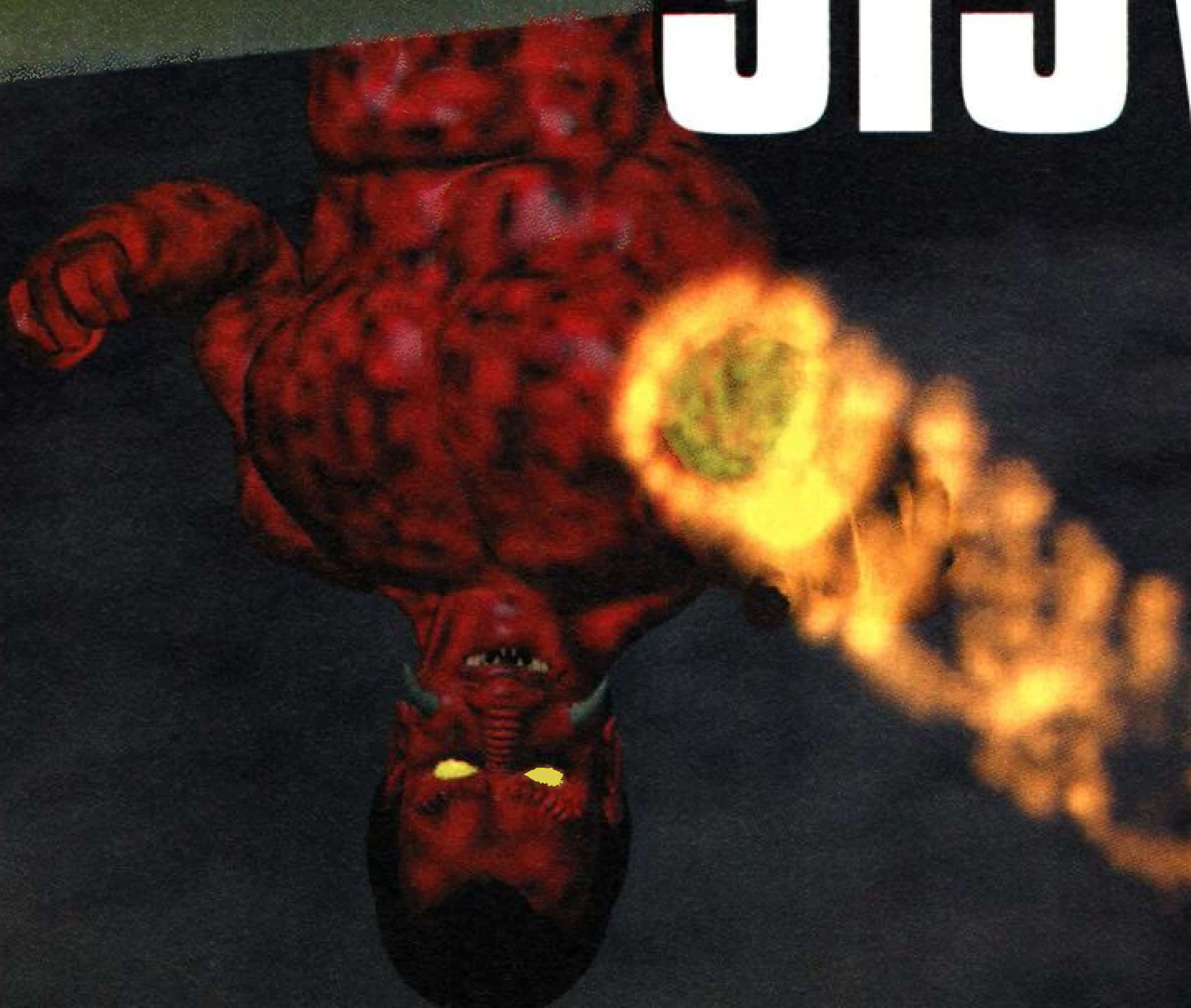
Whassat? You want spells? Then you've come to the right place, because Magic Carpet 2 boasts 25 for you to play with. Some, like the fireball, earthquake and volcano majicks, will be familiar to players of the original game, but there are some incredible new ones too: gravity well (which sucks any monsters within a certain radius into a hole in the ground) and the metamorph (which briefly transforms you into a monster). On top of that, each spell has three very different levels of power-up, so effectively there are 75 – yes, 75 – different spells in total. Beat that, Paul so-called Daniels.

MAGIC SPELLS TROUBLE!

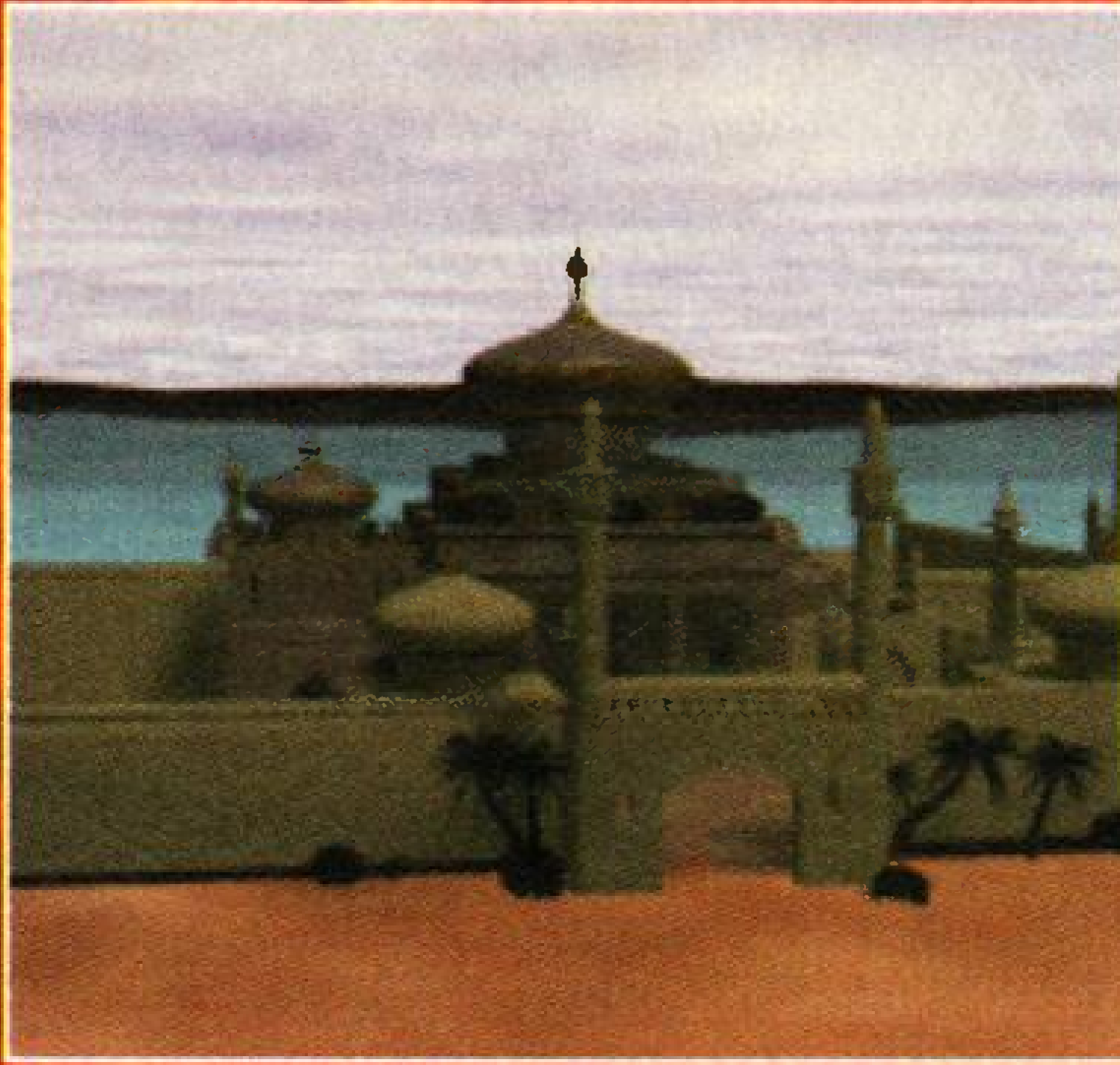
What's that you say? Bullfrog have released a sequel to their smash hit 3D rug-blast? Yeah, right – and carpets might fly... Bloody hell – they do!



MAGIC CARPET 2



- PC CD-ROM
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Carpet 2 eastern promised to deliver more of the same; and it does.

TO THE MANA BORN!

Your spells are powered by 'mana' – a special type of magical energy which is possessed by every living creature in Magic Carpet 2's world. Each time you kill a monster it releases mana – which looks like a golden bubble – that is collected to allow even more powerful spells. Obviously, the bigger and tougher a monster is, the more mana it contains. Nobody said this was going to be easy!

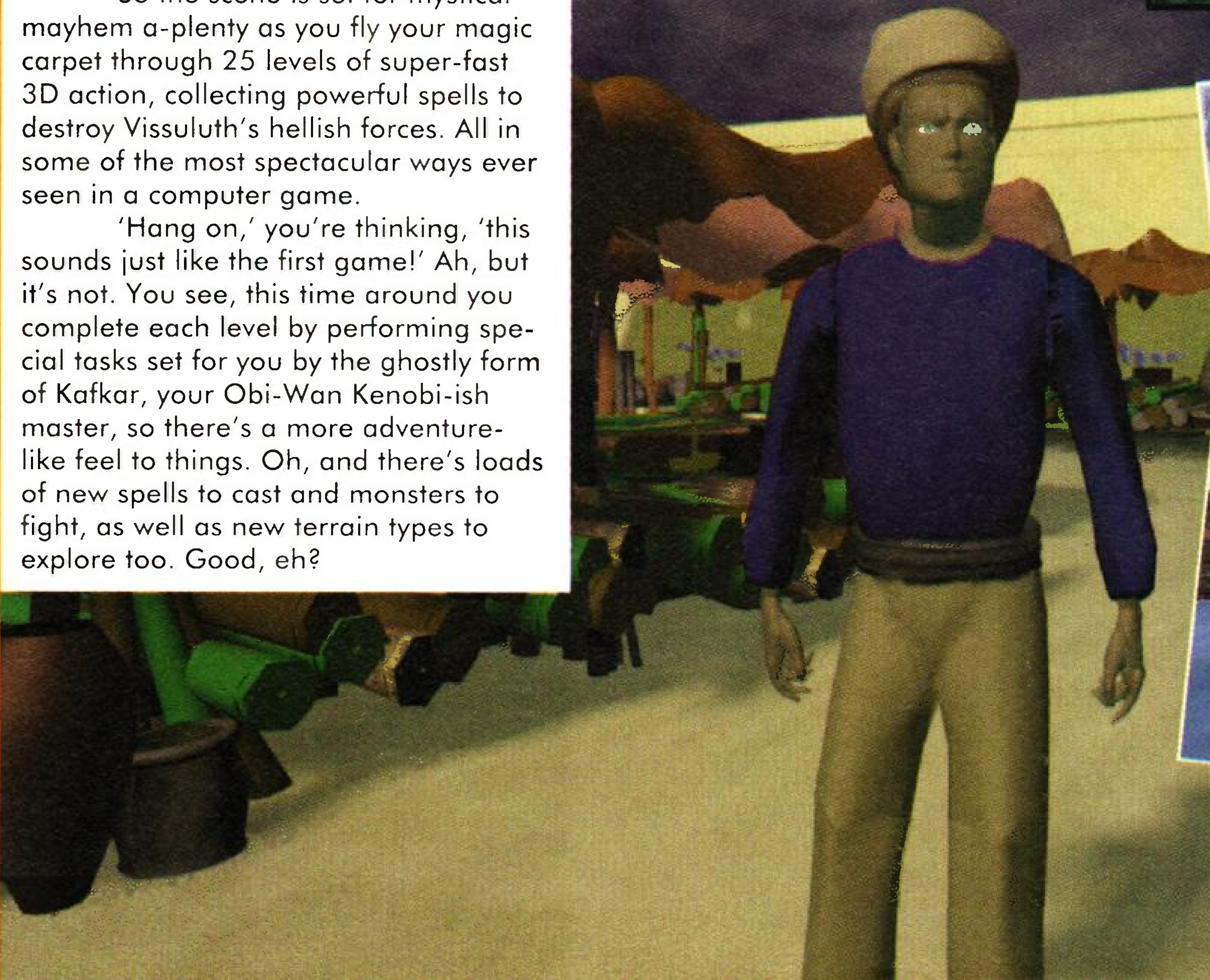
Shake the dust out of your Persian (rug, not cat), slip on your stupid pointy-toed slippers and get ready to twist again like we did last Autumn. Why? Because the gaming gurus at Bullfrog are back – and they've brought the stunning sequel to their superb 3D shoot-'em-up with them, the clever devils!

Of course, after saving the world in the first Magic Carpet you might have thought that your rug-riding days were over, and hoped that your spell-casting alter-ego would be able to live happily ever after. But if you thought that then you're even more stupid than Rad looks – which is very.

Yes, in Magic Carpet 2 there's yet more trouble afoot in the unsightly shape of Vissuluth, a mighty demon from the Netherworlds who is attempting to cross over into your dimension. As you can imagine this would not be a pleasant event, so you must travel to Vissuluth's dark domain and defeat him before he and his nightmarish minions invade.

So the scene is set for mystical mayhem a-plenty as you fly your magic carpet through 25 levels of super-fast 3D action, collecting powerful spells to destroy Vissuluth's hellish forces. All in some of the most spectacular ways ever seen in a computer game.

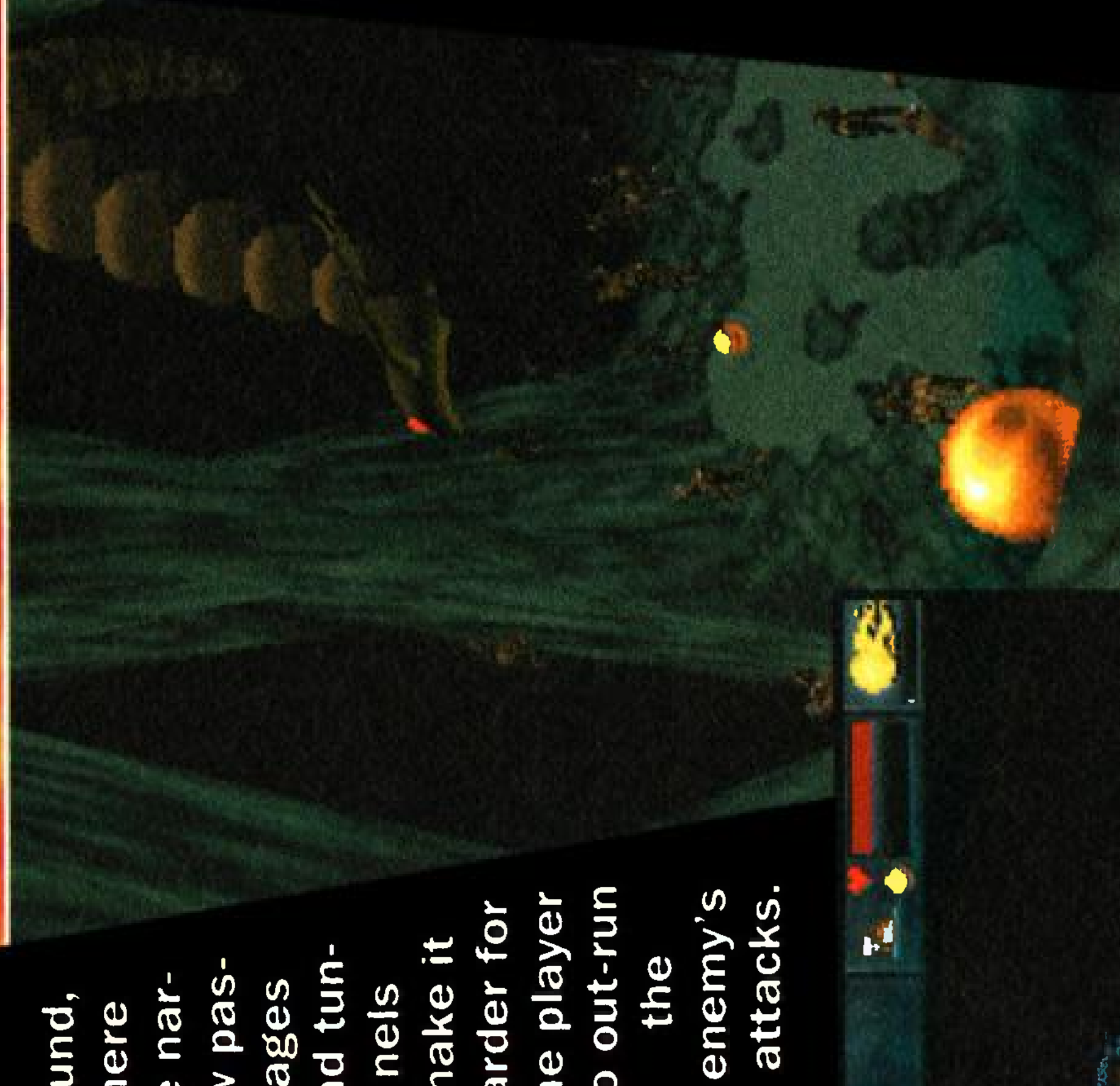
'Hang on,' you're thinking, 'this sounds just like the first game!' Ah, but it's not. You see, this time around you complete each level by performing special tasks set for you by the ghostly form of Kafkar, your Obi-Wan Kenobi-ish master, so there's a more adventure-like feel to things. Oh, and there's loads of new spells to cast and monsters to fight, as well as new terrain types to explore too. Good, eh?



BRAVE NEW WORLDS!

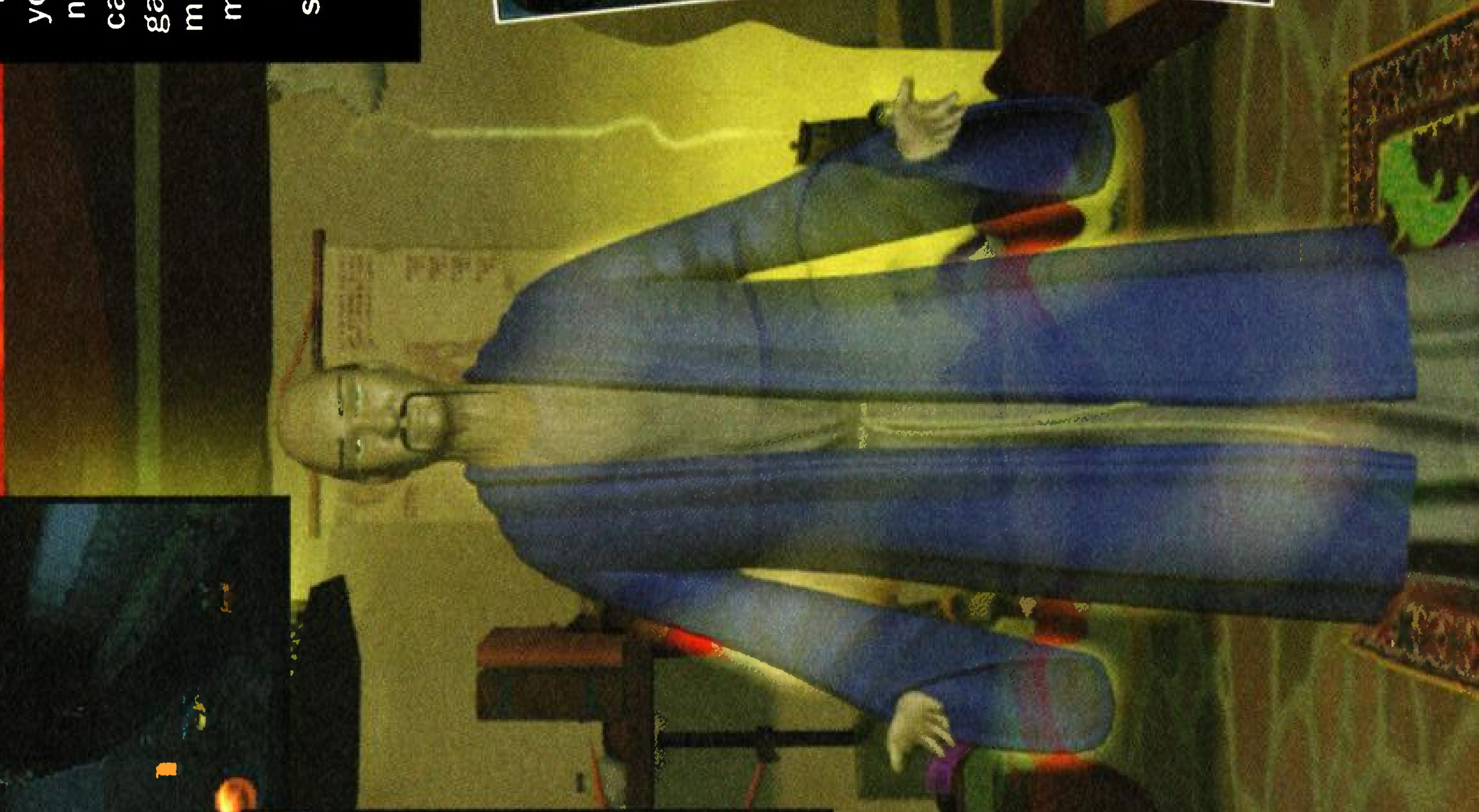
There are three different types of terrain for you to fly over in Magic Carpet 2, each of which subtly alters how the game plays. The first is very much like the landscape in the first game, except that there are patches of snow everywhere. The second is a landscape shrouded in darkness, making it easier for the nasties to sneak up and ambush you. The third

is underground, where the narrow passages and tunnels make it harder for the player to out-run the enemy's attacks.



IT'S A DIRTY JOB BUT...

Throughout the game the ghostly grand wizard Kafkar acts as your spiritual guide, popping up now and again to give you advice and tell you what tasks you must complete next. These range from destroying castles to locating magical teleport gates – oh, and killing millions upon millions upon millions of Vissuluth's monstrous henchmen. (Interesting but strange coincidence: Kafkar sounds just like the actor Richard Burton – who is dead, just like Kafkar! Spooky, eh?)



WIZARD JAPESI!

As the game progresses you encounter rival wizards loyal to Vissuluth – some of the deadliest foes you'll ever meet. Although you can shoot them out of the sky, they resurrect themselves after a short while, provided that their home castle is still standing. The trick is to blast them to kingdom come, then seek out their base and destroy that before they get a chance to be reborn. The same holds true for you, though, so it's vital to ensure that your castle is protected at all times.



VERDICT PC CD-ROM

I never played the first Magic Carpet, so I approached this sequel with a degree of scepticism – after all, I thought, how much fun can flying some fatty old bit of Arminster be? Well, after only a few minutes of play I found out I was lost! The game's speed and fluidity is simply awesome – you really feel like you're flying. While the incredible spell effects just have to be seen to be believed. Add to this some top notch game design and you have an essential purchase for PC owners everywhere.

PAUL DAVIES



DOING

IT WITH YOUR MATES!

If your PC is connected to your mates' machines over a network (and you've all got a copy of the game!) you can play Magic Carpet 2 head-to-head, with each of your carpet-surfing wizards in a battle to be the last man standing. Of course, it's not something that everyone will be able to try but if you get the opportunity leap at it – it's an incredible laugh and intensely exciting.

VERDICT

PC CD-ROM

I loved Magic Carpet, and so I was most with anticipation for this sequel – and I'm glad to say that it doesn't disappoint. Bullfrog have managed to improve almost every aspect of the original: the graphics and sound are vastly improved, the gameplay is much more structured and the new spells and monsters are mind-blowing. The only downer is that for an old rug-master like me, it's a little too easy to complete. Still, it's (carpet) bags of fun while it lasts, so I'm not complaining too much. Fantastic.

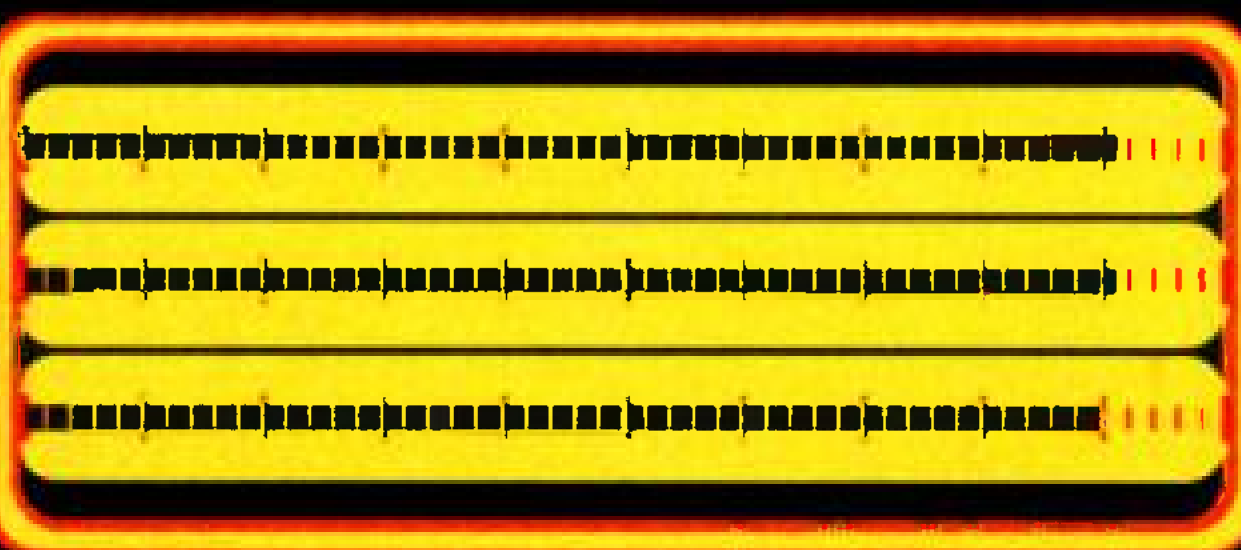
RAD

SCORES

MAGIC CARPET ...

MAGIC CARPET 2 ...

DOOM ...



GRAPHICS ...

94

Sexier than Pamela Anderson – so long as you've got a Pentium.

ANIMATION ...

85

Great – but everything moves so fast you can't appreciate it!

MUSIC ...

90

Ambient Arabian Nights-style muzak adds to atmosphere.

SOUND EFFECTS ...

88

Who would've guessed carpet flying could be so noisy?

GAMEPLAY ...

90

It's even better than the first Magic Carpet.

VALUE ...

87

Good value, but experienced carpeteers may find it too easy.

OVERALL ...

An incredible gaming experience that's jam-packed with excitement – there are definitely no bugs in this rug!

92

The new home cinema...



... read all about it in the November edition of PC Review. Comes with two high-density disks or one CD with up to 28 demos and games and money-saving programs.

The best magazine for the home PC owner.
On sale 15th October.

PCREVIEW

WIPEDOUT MASTER-CLASS A COMPLETE GUIDE

FROM THE GAME'S CREATORS

WHO BETTER to prepare pilots for Wipeout's 'ballistic' racing philosophy than the men who invented it. Designer Nick Burcombe, together with his team of programmers and play testers take the game apart – exclusively for CVG!

STRICTLY CONFIDENTIAL

The following is for CVG readers' eyes only. It has not been published to any other magazine. It contains information that enables players to gain instant access to Wipeout's hottest locations, and must not be passed on without the owner of this magazine's express permission.



ACCESS: RAPIER CLASS

Highlight 'one player' on the start-up screen. Press and hold L2 and R2, LEFT on the direction pad, plus START and SELECT. Now press X.

ACCESS: FIRESTAR (SECRET TRACK)

Highlight 'one player' on the start-up screen. Press and hold L1 and R1, RIGHT on the direction pad, plus START, plus (square) and (circle). Now press X.

With these access codes players have opportunity to race the final seven tracks that enable the game's end sequence. No amount of research undertaken on the player's behalf will compensate for the quality of instruction presented over the next six pages. If you want to become an ace pilot in the F3600 Race League, this guide is invaluable. Engage...



WEIGHING IN

Perceived by Wipeout play-testers as the best for getting through the game. Despite having a low top speed, Fiesar's ships have an extremely low mass; so collisions with the side of the track mean you just bounce right off again. Of course it's necessary to hit all the speed-up grids to be effective in the Rapier League.



AG SYSTEMS

Second choice for beginners. A better top speed than Fiesar and acute turning ability allow pilots to find success in the Venom League with relative ease.



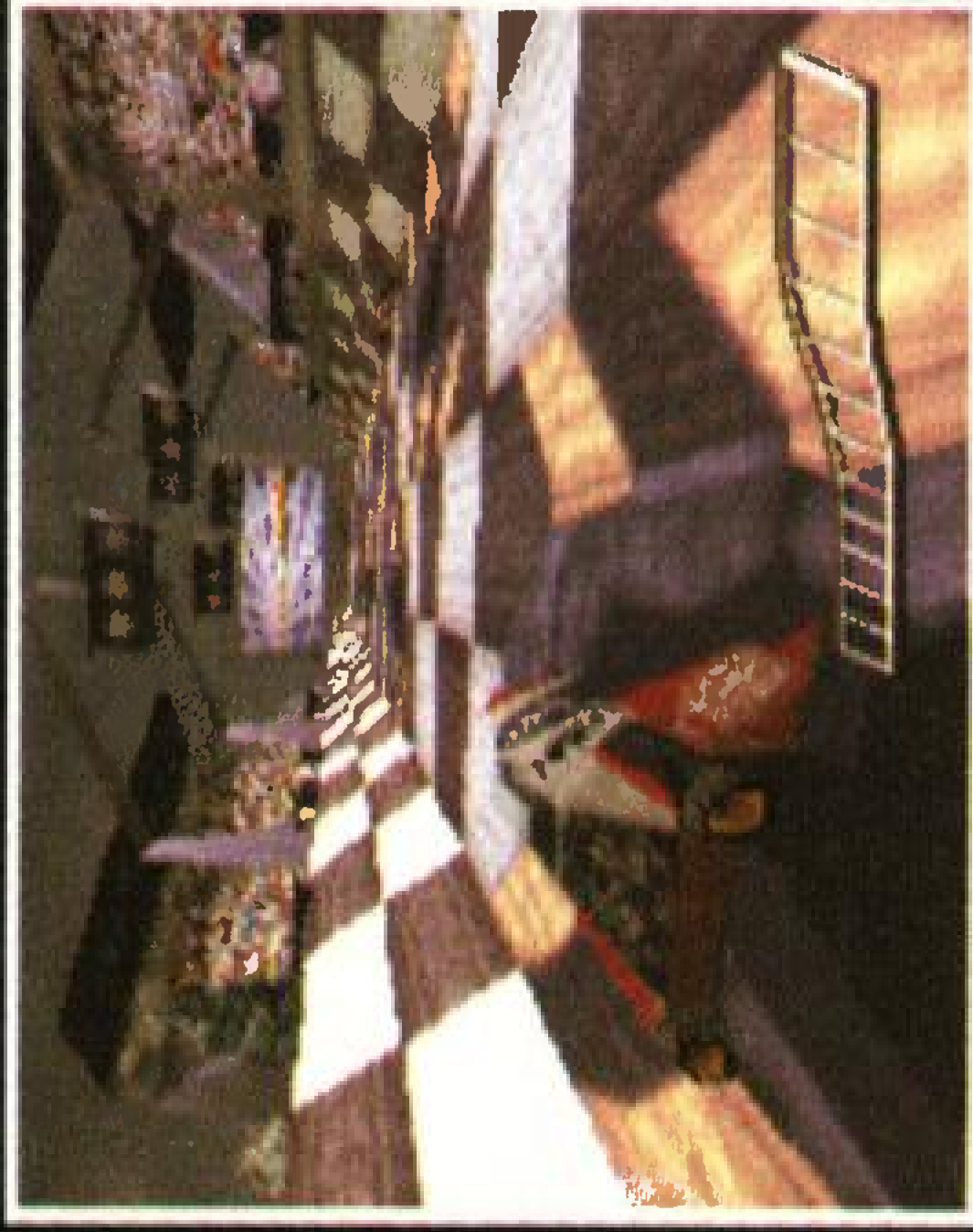
AURICOM and QUIREX

Reserved for pilots who have a death wish, as these rocket along 50% faster than the others. However for the purpose of achieving cosmic lap times, Auricom and Quirex are the choice of masters.

WIPEOUT MASTER-CLASS

A COMPLETE GUIDE

FROM THE GAME'S CREATORS



ALTIMA V11

Location: Canada

Length: 5.5 km

Height: 359 m

Surface: F3600
Racing Standard

THEME

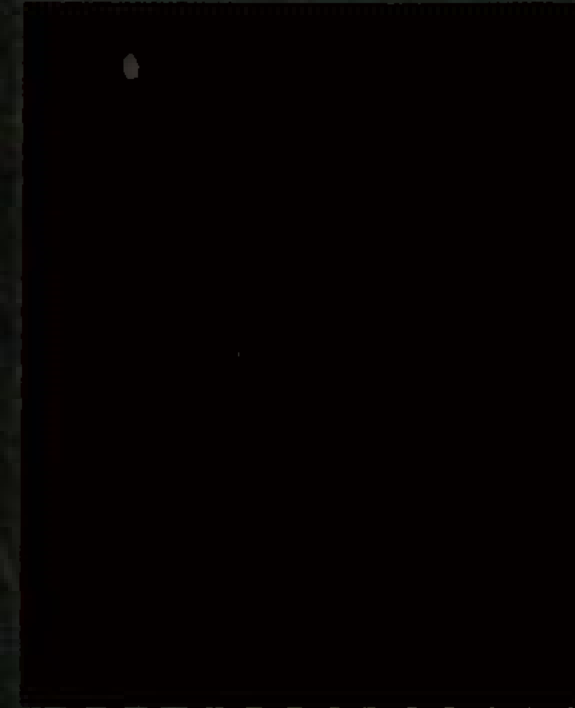
TILT

Speed has more to do with road contact than aerodynamics, so Altima introduces players to the importance of raising or lowering the ship's front end. When heading down a steep incline, keeping the nose down increases velocity. However when rising out of this it's necessary to pull up to prevent scraping the chassis on the road surface. Another trick is using the forward/back movement of the craft is when gaining extra distance over a jump: a little extra lift is gained by pressing forward then pulling back a little before coming to land.

KEY POINTS



1. After a Turbo start (see separate paragraph,) prepare to jump on he air brakes as you reach the first bend.



3. As you plummet toward the dip in the tunnel marked by the Danger sign, pull the nose up to prevent it scraping the road surface. Veer right to clip the no-risk weapon power-up.



5. It's risky, but keep to the left on the snake-like run up to the tunnel. The speed ups make a big difference to your time. Though keeping to the right-hand side provides the most natural racing line.



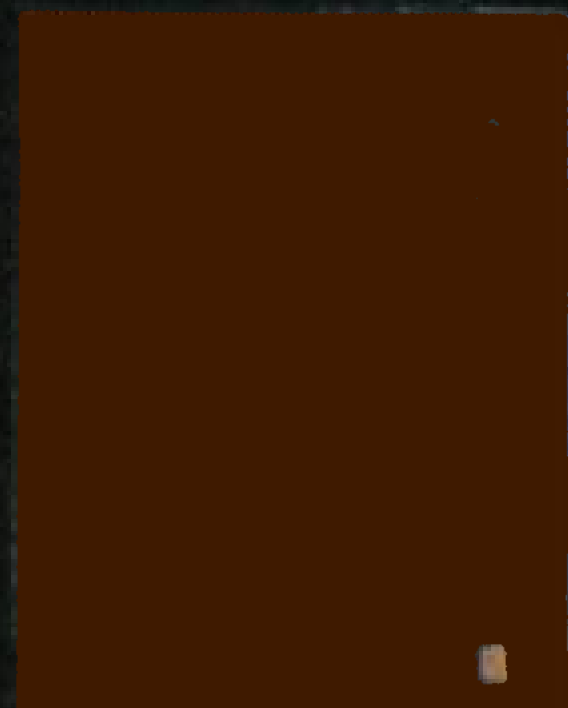
2. The majority of Speed Ups encountered are on the left-hand side as you climb the hill. Only go for weapons power-ups if your position needs salvaging.



4. Take the speed-up at the top of the hill at an angle, in order to scoot right over the weapon power-up on the left. Given the choice between the two, go for the speed every time — it helps make the jump.



6. Skim the right-hand wall of the tunnel to catch the speed-up, then gently veer to the left for another. The left-hand turn at the exit is quite gentle, so feel confident about hugging it close for the additional speed up. Tap the left-hand air-brake if necessary.



1. Best opportunity of all for a Turbo Start is in the opening stretch of Terramax!

TERRAMAX

Location: Germany

Length: 4.1 km

Height: 121 m

Surface: F3600
Racing Standard

THEME

ADVANCE PREPARATION

Making use of speed-up and weapon grids as guidelines is useful for creating the best racing line. There is usually more than one route, so find the one which suits your style. Usually it is better to adopt the route involving the most speed-up grids, though desperation might force beginners to rely on weapons. Throughout this guide the options are explained for you. Just remember indecision is likely to foul things up big time.



2. Take a diagonal line across from the right lane speed-up to catch the one on the left side before climbing the hill.

KARBONIS

Location: Japan

Length: 3.4 km

Height: 107 m

Surface: Reclaimed

Titanium



THEME

AIR BRAKES

The kind of power sliding required in Wipeout has never been experienced for home use. Tap the air brakes as opposed to keeping them pressed for any length of time. Imagine the air-brake places an invisible anchor at the point which it is used, and the directional control which follows moves in an arc around this. Air-brakes are good for guiding ships gently onto speed-up grids, should they fall slightly out of the racing line.

KEY POINTS

1. Best to avoid the speed up at the start, in the left lane. You can cut in front of the others by taking the right-hand route.



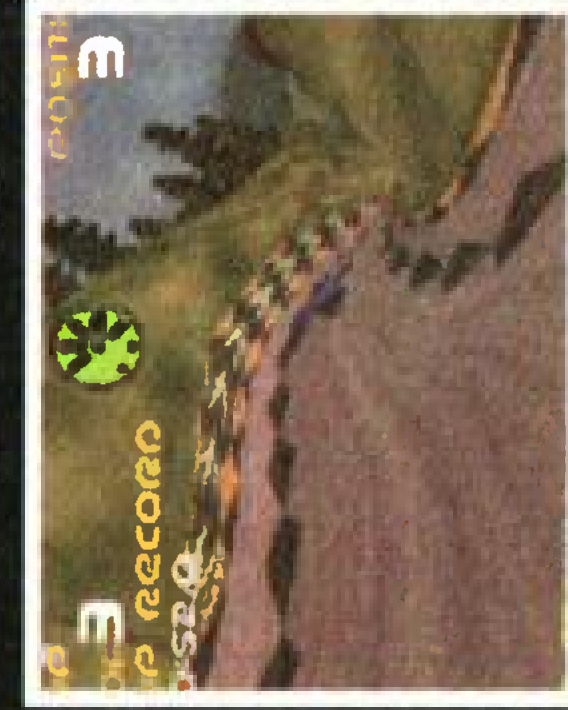
3. Use air-brakes to contain the throes of the ship through the tunnel, and aim to exit on the right of the track for the dip ahead.



5. Take advantage of the speed-ups in the right-hand lane by tapping the left air-brake.



7. Use the weapon and speed-up icons as guidelines for the perfect racing line through the chicane.



2. Hitting the speed-ups in the right lane prior to the tunnel gives the best driving line.

4. Push the nose forward and to the left for maximum velocity down the hill – there is a speed-up in the left lane.

6. If your power is up, keep the nose down when making the jumps to maintain speed.

8. Air-brakes are only necessary through this final section when competing in Rapier Class.

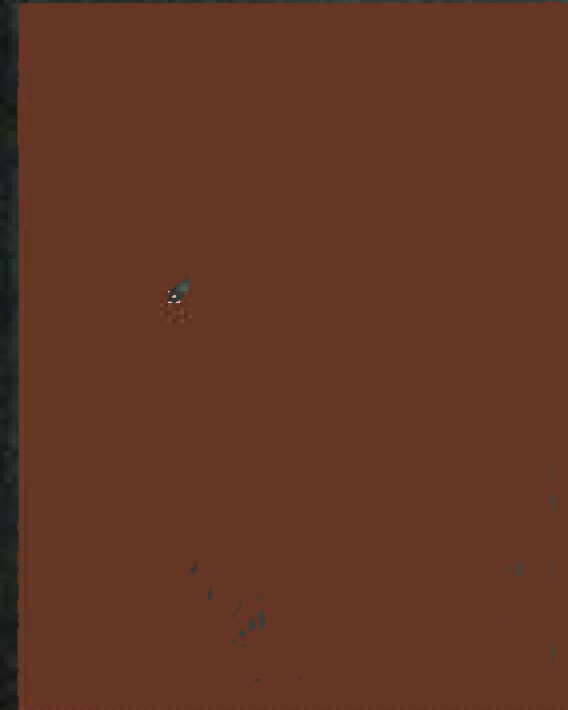
3. Keep to the left at the verge to take into account the twin speed-up icons.



6. Ignore the dual speed-ups if you want to take advantage of the weapon power-up in the right-hand lane.



9. Ignore the weapon power-up in the right lane – take full advantage of the speed-ups instead!



4. Guide the ship through the speed-ups on the left and right, using the latter to line up for one on the inside corner before the tunnel.



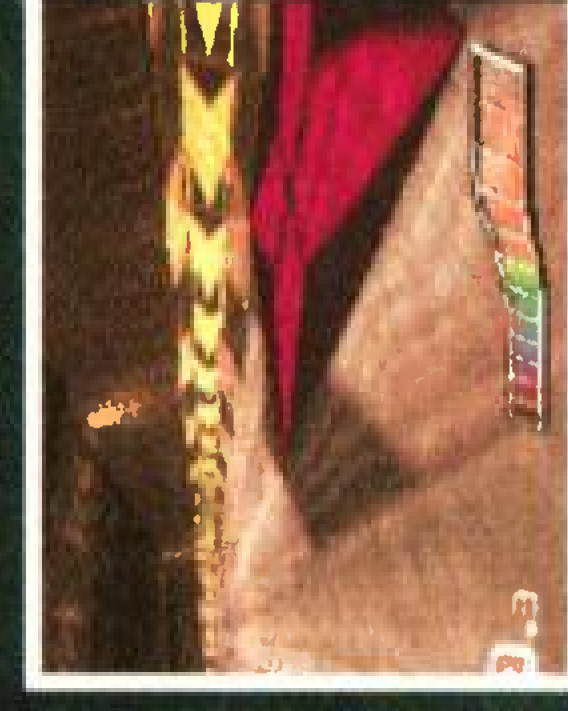
7. Apply the right-hand air-brake if you plan using the speed up before climbing the ramp.



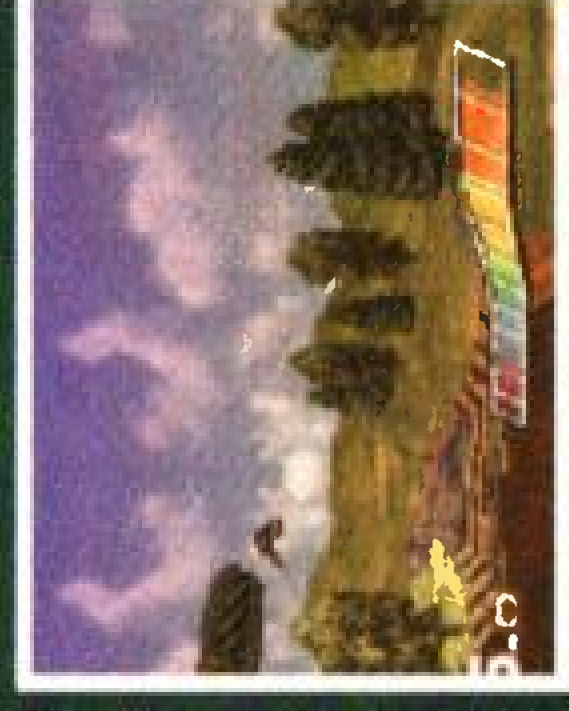
10. Tip the nose down when flying off the crest of the hill to reach maximum speed.



5. Use of air-brakes is advised through the tunnel, especially so with the dual speed-ups on the inside of the right-hand bend.



8. Position yourself to the right when taking the jump, this lines you up for a speed up on landing.



WIPEOUT MASTER-CLASS

A COMPLETE GUIDE

FROM THE GAME'S CREATORS



KORODERA

Location: Russia

Length: 5.4 km

Height: 210 m

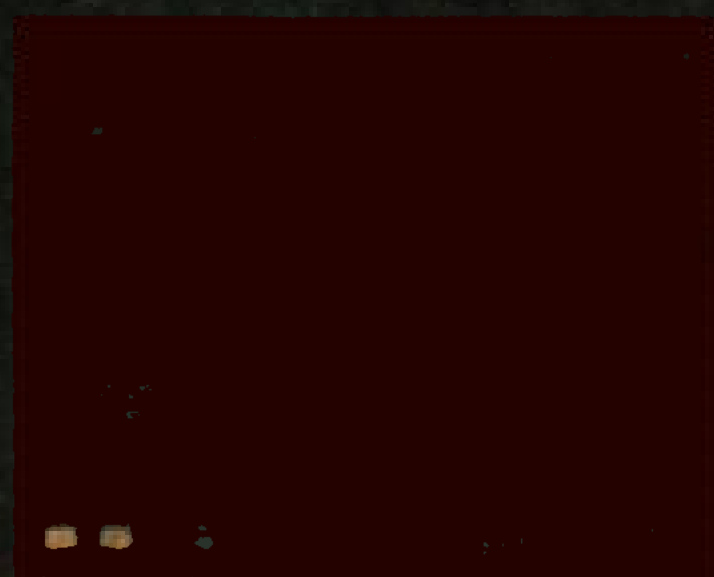
Surface: Carbonic

Iron

THEME

In truth Wipeout tracks are pretty well balanced. There is no right or wrong way about them. However junctions require more commitment. Sony Interactive have tried to be as informative as possible regarding this area, but in the end the choice is yours. Sounds crap, but that's the way it is!

KEY POINTS



1. At the junction, the left lane leads to speed ups, and is therefore the better option.



2. Only head right for the weapons if you have positioned badly, or want to make doubly sure of a lead after a successful Turbo Start.



3. Keep a straight line down the middle of the three speed-ups in this chicane, applying the left air-brake, only slightly, as you exit.



4. Reign in on power to squeeze into the left side of this tight bend to hit a couple of speed-ups which boost you back into action.



5. Only the last of the three sharp bends requires air-brakes, and only then if you're racing heavier craft. AG Systems and Fiesar have no need. Whatever the case, cut deep into the final right-hander to snag the speed-up in the right-hand lane.



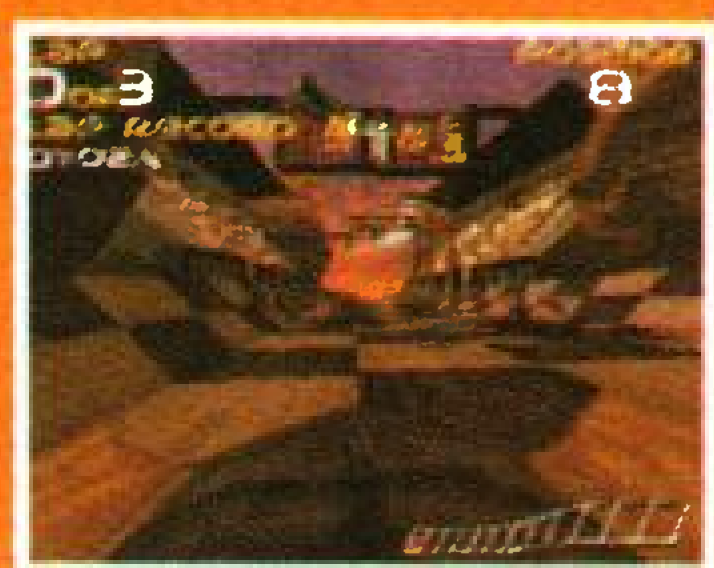
6. Aim to take off from this ramp from the middle, and make only small adjustments in the air. The lie of the track below is deceiving.



7. Approach the sharp left-hander at the bottom of the hill from the right-hand lane. Forget the weapon grid. This line allows you to cross over 2X triple speed-ups!!!



8. In the slow right-hander which leads to the final tunnel, stay central to skim all the speed ups. Adopting either the left or right lane causes you to miss out.



TURBO START

Place first after just one lap! The trick is to monitor the power of the thrusters so that the red, transparent bar is on the second line from the end when the commentator shouts 'Go!'. To gauge this visually, look for the orange light then hit the button. Those who prefer to listen for a prompt, concentrate on splitting the word 'one' straight down the middle.





THEME

CONVICTION

Choose a ship, and stick with it! At this stage in the championship pilots must be accustomed to the nuances of their craft, otherwise sections such as the snake tunnel in Arridos become a total embarrassment in front of other pilots. Without dedication to one particular machine, it's unlikely you'll be able to pick up the kind of skills mentioned elsewhere in this manual before more skilfully robust competitors.

KEY POINTS

ARRIDOS IV
Location: USA
Length: 6.04 km
Height: 245 m
Surface: Blasted Sandstone



1. Head straight down the middle of this bumpy section – trying to hug the corners will only make you crash!



2. Rapier pilots need air-brakes in this tunnel, whereas it's perfectly feasible to swing on through without a care in Venom Class conditions.



3. Keep the nose down when plummeting down this hill, as this increases velocity.



4. Choose the right-hand route both times when confronted by these junctions. The first hides a speed-up, which fires you on to take advantage of two more in the next. Apply the right-hand air-brake for assistance into the second stretch, or keep left and cross over the speed up to the right as you exit the first junction.



5. Careful about using the Turbo Boost on the second jump – there are height restrictions in Arridos.



6. Hug the left-hand wall of the tunnel to gather the speed-ups as you exit. Pull up as you cross the second otherwise the ship bumps the ground.



7. Prepare to turn deep into this second right-hander, using air-brakes. The triple speed-up is a god send for the open road ahead!



OVERTAKING

Enemy craft are programmed to block your path, but take a moment to recognise your existence. Choose your moment, then lure your obstacle to the extreme left or right lane. Now quickly move out into the opposite lane and power ahead. Sportsmanship, as a rule, isn't written into the F3600 code.

2-PLAYER LINK STRATEGY

Head to Head competitions are won and lost on weapons skill, no doubt about it. Best way of stopping a player's fun is to observe their strategy first, then exploit their weaknesses. Racing out in front the whole time is risky, which is why experts hang back for two laps, keeping the 'enemy' in sight, before loosing a missile in the run up to the final stretch. Two people going for the same gag kind of forces speed to take a back seat, though!

'Revcon' is most effective on pilots negotiating tricky chicanes. Use of this icon when rivals have an open stretch ahead of them is totally wasteful!

'What's This?' disables an opponents' weapons recognition system. They cannot arm their ship until the effects wear off.

WIPEOUT MASTER-CLASS

A COMPLETE GUIDE

FROM THE GAME'S CREATORS



SILVERSTREAM

Location: Greenland

Length: 6.4 km

Height: 232 m

**Surface: Artificial
Crystal**

THEME

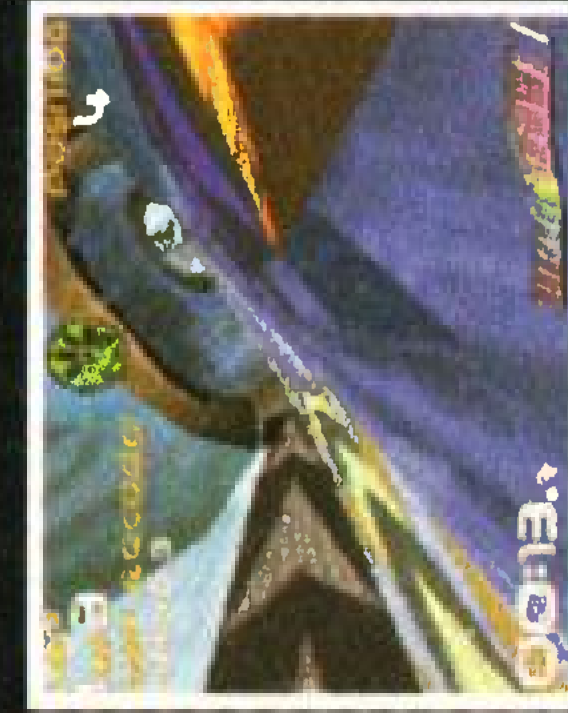
SEVERE AIR BRAKES

SilverStream is comparable to an Olympic Bob sleigh run. There is absolutely no time to make a wrong decision here, and skilled air braking is tantamount to success around the 90° bends. Naturally this is the hardest course in the game to come to terms with – it is, after all, the final challenge before moving on to Rapier Class, and from there to FireStar. Sony Interactive claim SilverStream is even tougher than FireStar, if that's any consolation to frustrated pilots. Practice pays off in the end.

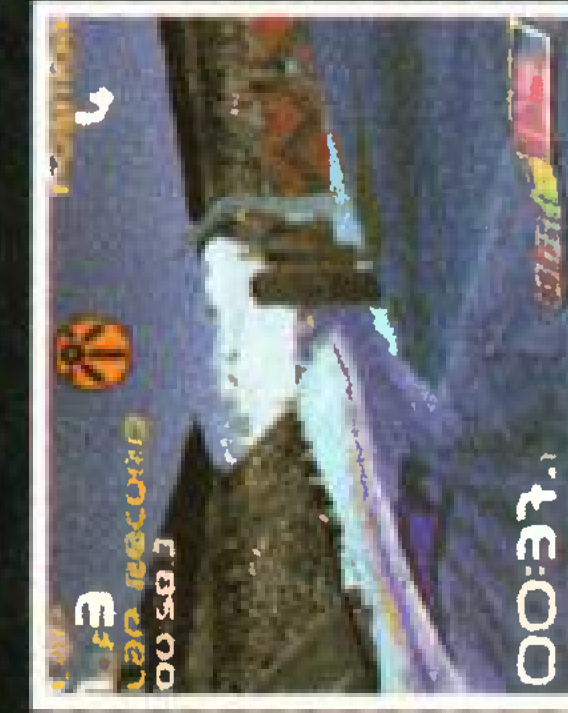
KEY POINTS



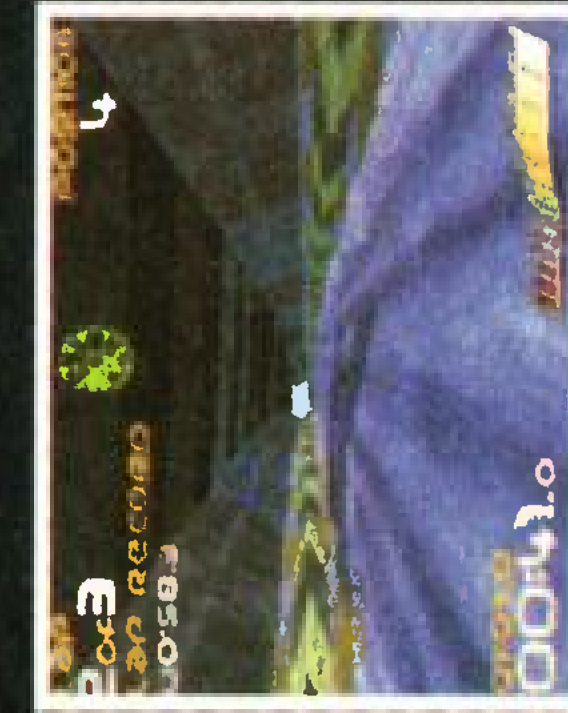
1. Definitely head left at the start. It's steep and requires the speed-ups to get you motivating but the weapon grids and speed up on the descent are worth it. Careful to lean hard right to avoid smacking into the wall at the bottom though. Air brakes are useful for gliding into the tunnel.



3. Air-brakes again for the ensuing right-hander.



5. Take the left-hand fork at the bottom of the hill, lining yourself up on the left for the speed-up on the verge.



6. Head left once more, through the tunnel where it's safe to gather all the speed ups. Careful of the double as you approach the left-hander, though. Avoid it unless your air-braking is exemplary!



2. Using flawless air-brake tactics, turn hard left soon after hitting the triple speed-up!



4. Again predict the curve before launching into the speed-ups at the bottom of this hill. The left-hander is tight, plus you need to pull back slightly on the D-pad to prevent the nose from scraping the road surface.



7. Rocket over the finish line by adhering to the inside right when crossing the triple speed-ups, and stab the right-hand air-brake.



THEME

WIN OR LOSE

Once FireStar is entered into the Championship, players are required to race through all seven circuits before enjoying the game's end sequence. Fail here and you lose everything. And you will fail – unless you take heed of the Key Points mentioned here. Sony Interactive would like to wish all pilots the best of luck. CVG would like you to know the effort is most definitely worth it!

KEY POINTS

FIRESTAR

Location: Mars

Length: 6.3 km

Height: 198 m

Surface: Unknown



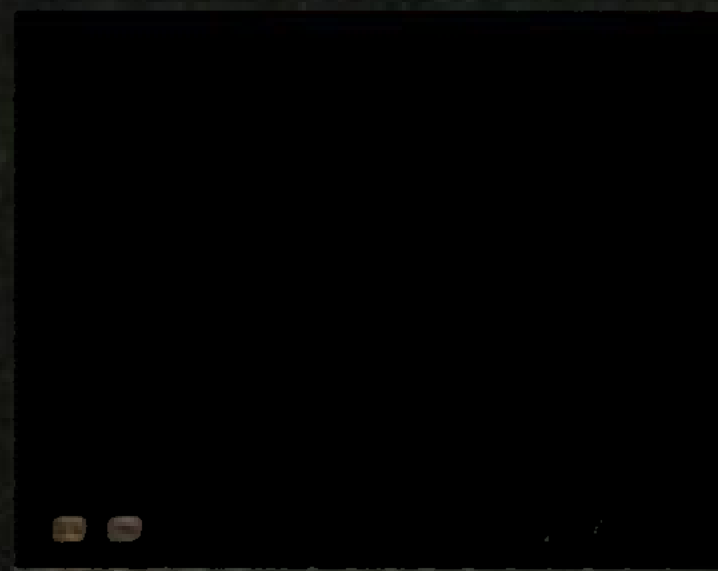
1. Follow the road to the left at the start, toward the small ramp. It requires the least adjustment.



2. As you fall, aim toward the right lane in order to line up for the left-hand side of the junction ahead. You gain a speed boost plus a weapon as reward.



3. Keep hugging the inside of the left lane to benefit from the double speed boosters which are hidden from view. Aim to glide slightly over to the right after doing so for the weapon.



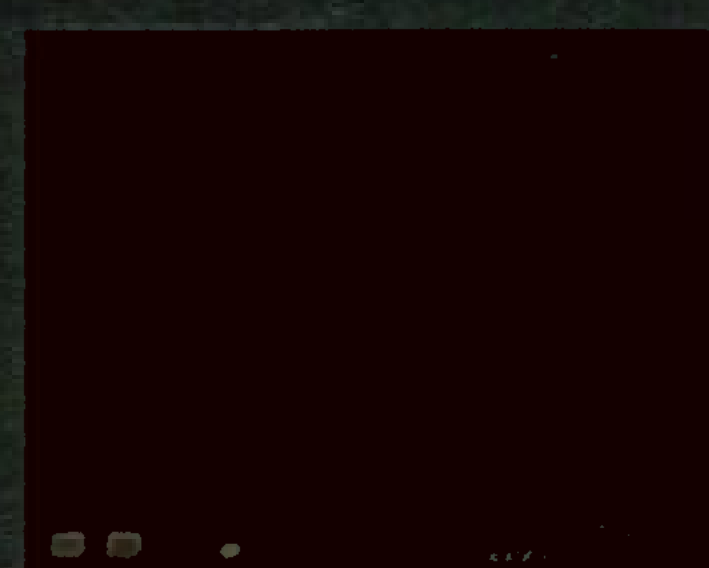
4. Stay central for the duration of the jump that follows. Only drift to the left upon landing for the double speed up. Then back over to the right for a triple, and again back to the left for another. Steer right out of this. How's your stomach!



5. After a small climb there is a weapon grid closely followed by a triple speed-up. Go for it, of course, but be sure to use the right air brake to avoid hitting the boundary.



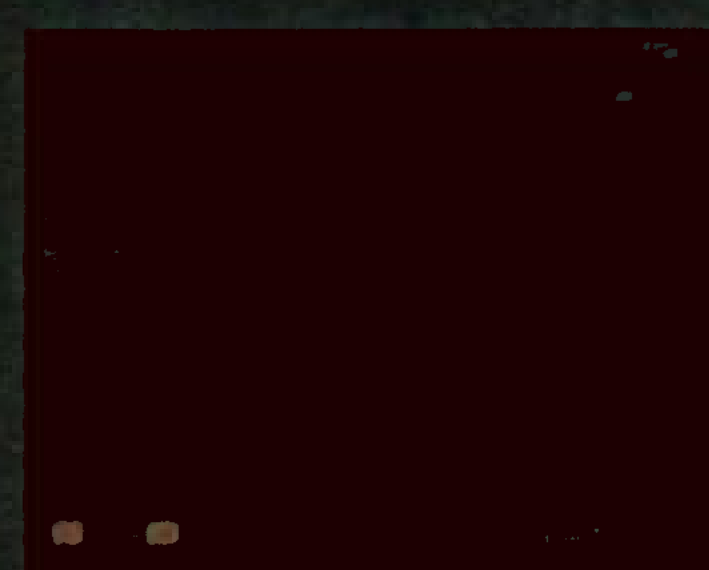
6. Ignore the speed up as you round the bend. Take the line indicated by the weapon grid as it heads directly for a triple speed up. Otherwise there is a strong possibility you could crash – especially at this speed.



7. In the section containing multiple weapon grids, keep tapping the fire button in the hope of gaining a Turbo Boost. Probability is on your side.



8. Skim the triple speed-up on the upward slope toward the right-hand bend, then aim left for the double speed-up. Lastly aim right for the double speed-up prior to the weapon grid.



9. Finally, on the last section, veer right for the double speed-up on the bend, then quickly to the left for the triple. That's five speed-ups to power you across the finish line victorious!!!

TACTICAL WEAPON USE

Shield – Hang onto this. If you're confident of your racing ability, having performance ruined by mines or missiles is unbearable.

Turbo Boost – Great for overshooting corners. However, avoid using off of ramps where height restrictions are in operation.

Mines – Lay across the track on approaches

to a take off; or in blind spots where someone riding your tail cannot see – until it's too late!

Shock Wave – Ruins an opponents driving line through 'S' bends. Always wait for a good corner before letting loose.

Rockets – Move aside the moment its fired, otherwise prepare to roast on someone's afterburner!

Missiles – Disabled craft take a while recovering, and are best left to do so once

you've passed them by. So use close in wherever possible, leaving about two ships length between you

In the coin-op world, the Japan Arcade Machine Manufacturer Association (JAMMA) show is the event of the year. CVG reports from the huge Makuhari Messe centre in Chiba, Japan, with news of the hottest videogames coming your way in the near future.

VIDEO

- Beat-'em-up
- ETBC
- Sega
- 1-2 Players



FIGHTING VIPERS



'DOMINIQUE AND BAHN'
A metal sheath adorns Dominique's forearm, which she uses to lash out at foes. Same goes for the shin-guard. Dom looks pretty lowly compared to Bahn in his princely attire. So far as we know Bahn has no weapons except, of course, his fists.



'PICKY' AND 'GRACE'
Picky keeps a skateboard strapped to his back, which he uses to smack his foes all about with overhead swipes. For protection he depends on skate armour. Grace is a roller-babe, her shin pads shield her slender legs while dishing out extra damage too.

RAXEL AND 3-MAN
Unfortunately we have no pics of Raxel – the long-haired guy who wields a guitar. 3-man, however, is seen here taking a beating from Picky. He looks like a cross between a riot-cop and an American footballer.



THE FACT THAT FIGHTING VIPERS COMES FROM AM2 SAYS IT ALL. It seems the wait for Virtua Fighter 3 is extended, as this is obviously where the Yu Susuki team's energies have been focused of late!

Vipers is a 3-D fighting game developed for the Model 2 board. Comparisons to the Virtua Fighter series are inevitable, but there are many unique features to Vipers. First obvious difference being that the characters wear gang-land skate, and club gear as opposed to traditional martial arts attire. The choice of colours here is much brighter than VF2, and the special effects accompanying moves are far more extravagant. Gameplay is also notably faster, ensuring that adrenaline levels soar almost immediately.

Looking into the gameplay, the most immediate change to VF2 is the presence of enclosures. So Ring Outs are gone, and in their place a far more acceptable technique of being able to smash opponents against the wall. This is achieved in a similar fashion to Sarah's Flip-Kick Combo, where a succession of punches culminate in the 'pin.' Certain combinations of moves, when used at the close of a match, can even hike fighters right over the top!

What do you do when your back's against the wall? Well, each fighter has a Killer Instinct-style breaker which allows them to get out of trouble – either by throwing the aggressor off balance, or slipping out of reach. Some fighters are able to use weapons, though not at all in the same way as Namco's 'Soul Edge.' In Vipers, weapons adopt the form of Skateboards and Guitars! Read the miniature profiles to find out some more on that.

There's no getting away from the fact Fighting Vipers plays similarly to the Virtua Fighter games. But CVG gets the impression AM2 wouldn't want it any other way – they want this game to be accessible. If this means keeping it 'easy' at the base level, that's fine. Besides, we're almost certain Vipers has many hidden depths. It's coming to Saturn, and you saw it here first!

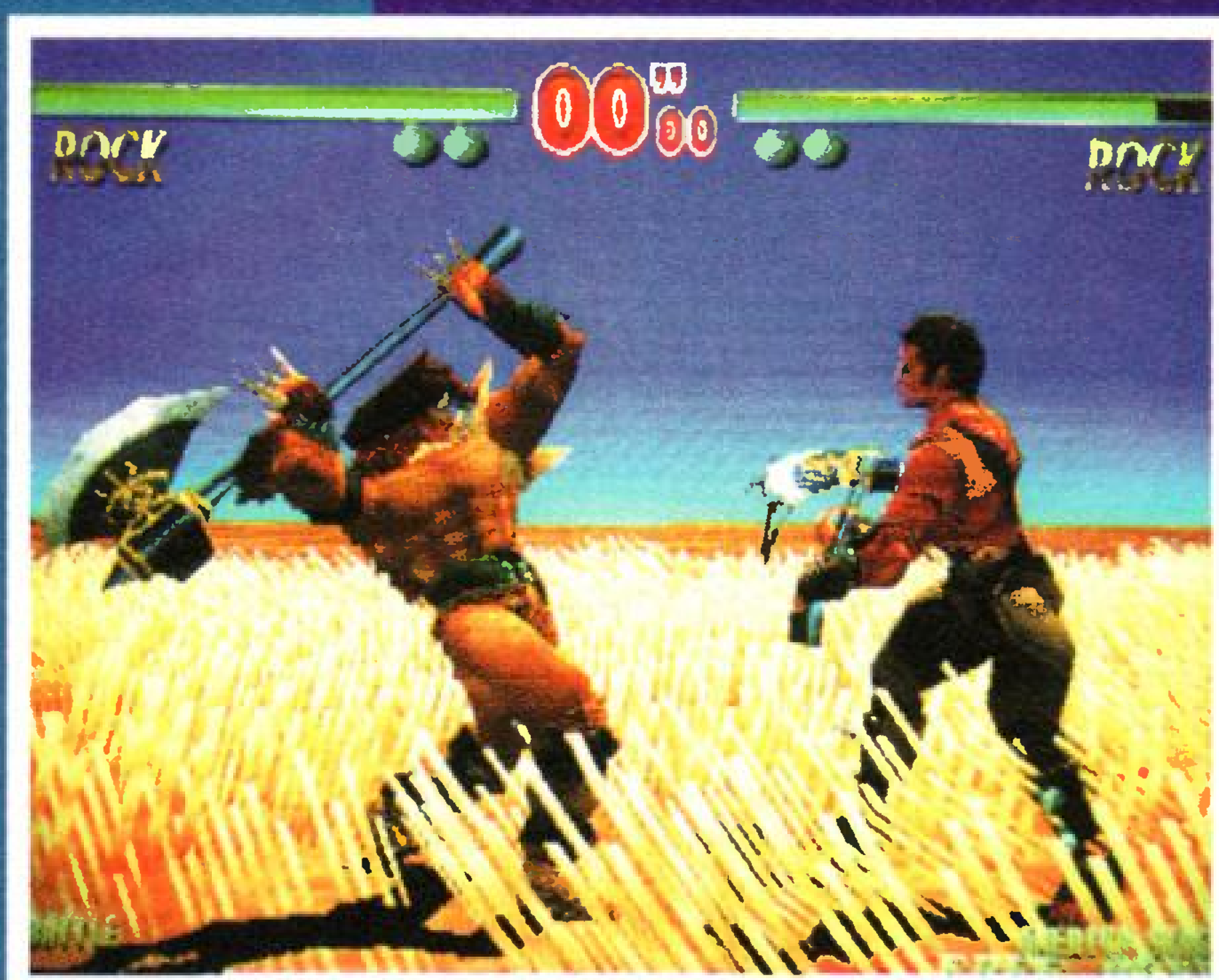


JAMMA SHOW HIGHLIGHTS

DROME

SPECIAL EDITION

- Beat-'em-up
- £1 per play
- Namco
- 1-2 Players



SOUL EDGE

Fresh out of Namco's arcade R&D is a weapons-based fighting game developed for the System 11 board, as used by the Tekken games. Evidently the standard of graphics has improved yet again, and the control system has changed accordingly. The designers have taken the Virtua Fighter route and implemented just three buttons: guard, punch, and kick. From this you can gather that most moves are performed in the Street Fighter 2/ Fatal Fury style, plus there's the ability for some characters to sidestep attacks – à la Toh Shin Den.

So far we have seen eight characters, The Barbarian with the axe is called Rocky. More heavy-duty kit is wielded by Siegfried, a Knight, and Mitsurugi, the Samurai. Mina flourishes a Bo. Taki bears close resemblance to a Ninja and Vold is the ageing mutant bladesman.

System 11 is proving itself ever more capable of matching Sega's Model 2 – just look at those amazing structures in the background! Also significant about Soul Edge are the lighting effects, which Namco are especially proud of. Day turns to night or vice versa in the final round. Flares trace the moves of special attacks.

What is surely the best part of this news is that we are almost assured a home version before Christmas next year.

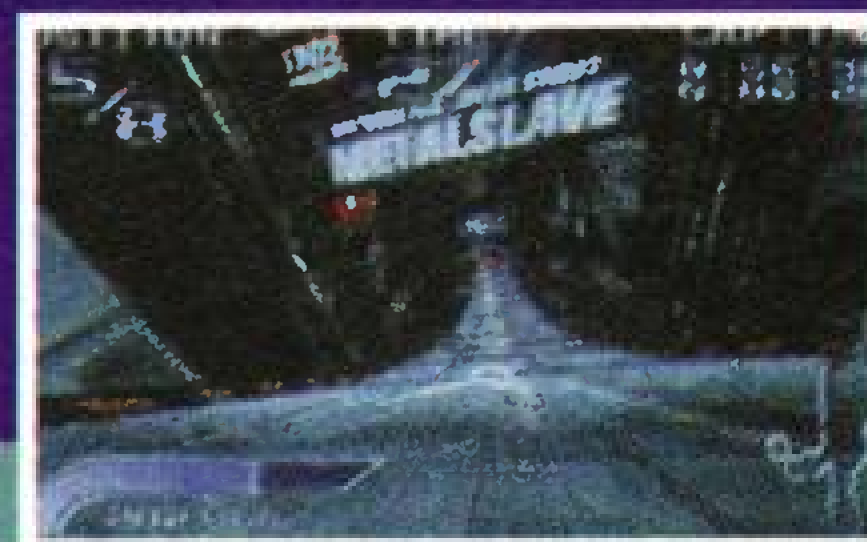
SKY TARGET from Sega is an OK progression of the After Burner series. Wing Arms is probably better.



(LEFT) Sega NetMerc is currently playing at Hamley's Metropolis in central London. Stereo speakers blast from the console behind the player, as you are transported to a virtual battlezone inside the VR helmet. Kill the mechs to survive!

VIDEO DROME

- Racing
- Konami
- 1-2 Players



(ABOVE) The only way to avoid feeling totally sick is by closing your eyes. Everything looks so real!



(ABOVE) Anybody fancy loosing their cool for a few minutes – not to mention your lunch!!!

ANY GAME THAT COMES WITH A HEALTH WARNING has got to be worth a look. Konami's Speed King is a futuristic racer similar in concept to Wipeout, only it's taken to the furthest extreme! The game is site-based; so is delivered as a pod mounted on hydraulics, surrounded by a safety enclosure.

Two seats are found inside the pod. Speed King is a one-player game so the second is intended for a passenger. There are seat belts here. Already this doesn't look too comforting! Once strapped in place by a Konami official, the doors close and the game sequence is initiated...

An options screen gives players the choice between Mild or Hard motion. So you choose hard, right? Well here's what happens next. You and your virtual hover jet (there's a choice of two) are launched on to the streets of Neo Kobe, and left to struggle with the controls as the craft is bounced over ramps, falls hundreds of feet, and is thrown around bends. Tilt controls situated behind the steering wheel allow for even tighter cornering; banking the machine wholesale on its supports. The benefit of being strapped into this Emaginator-type machine is that you feel everything – G-Force is simulated by whirling the unit through 360 degrees. FAST!!! The pictures don't do the game justice. Speed King is literally breathtaking!



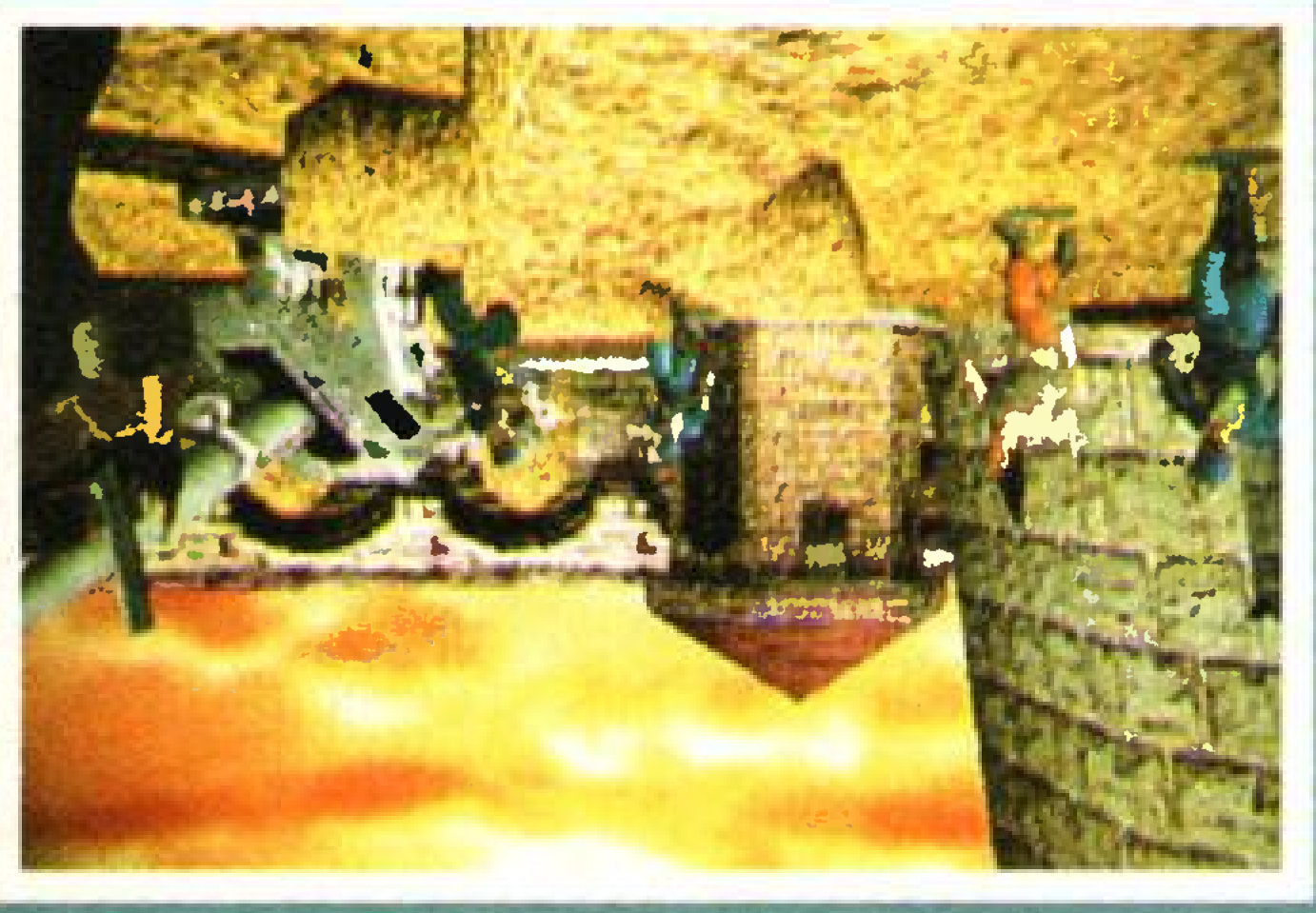
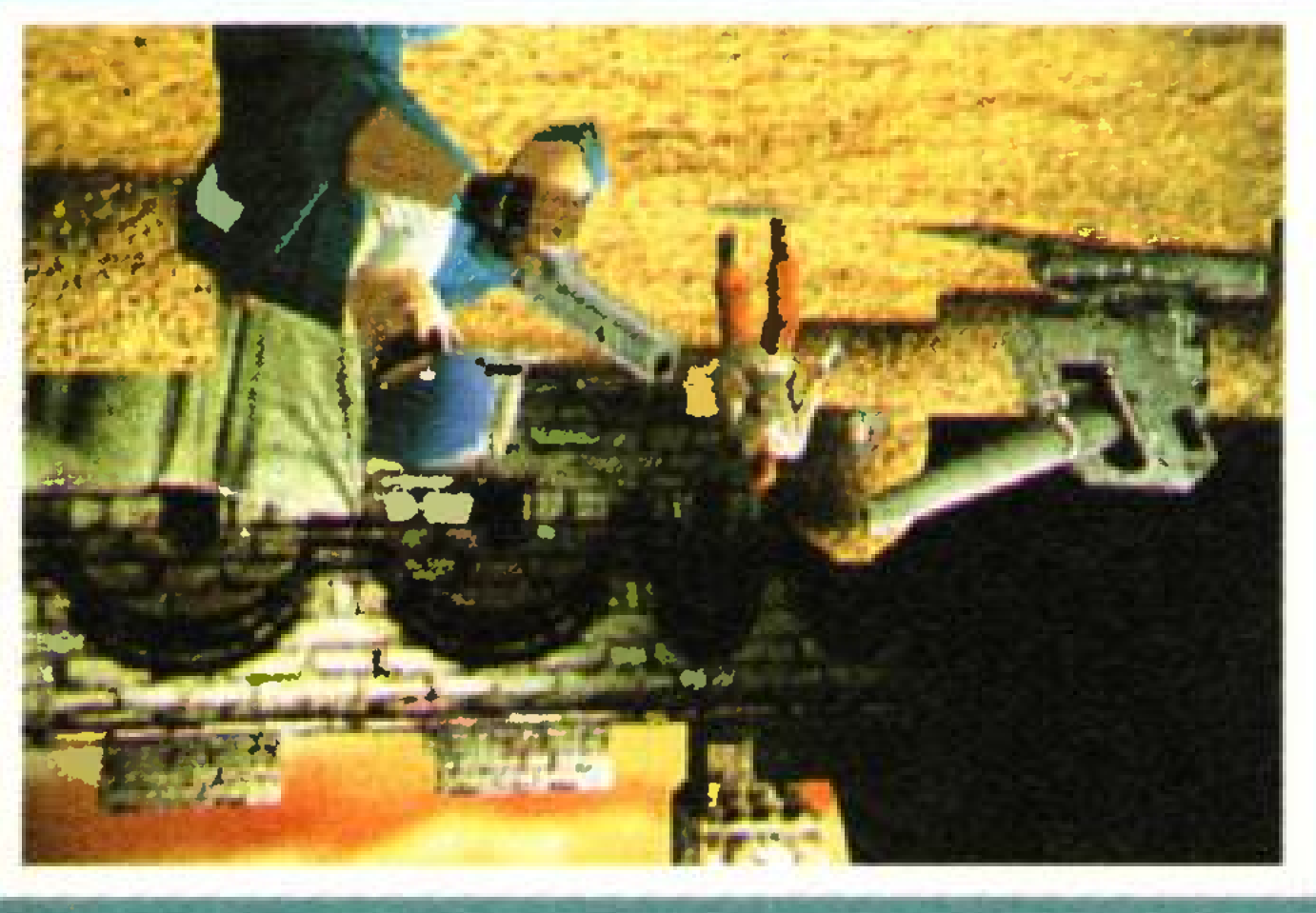
- Shooting
- Sega
- 2 Players

VIRTUA COP 2

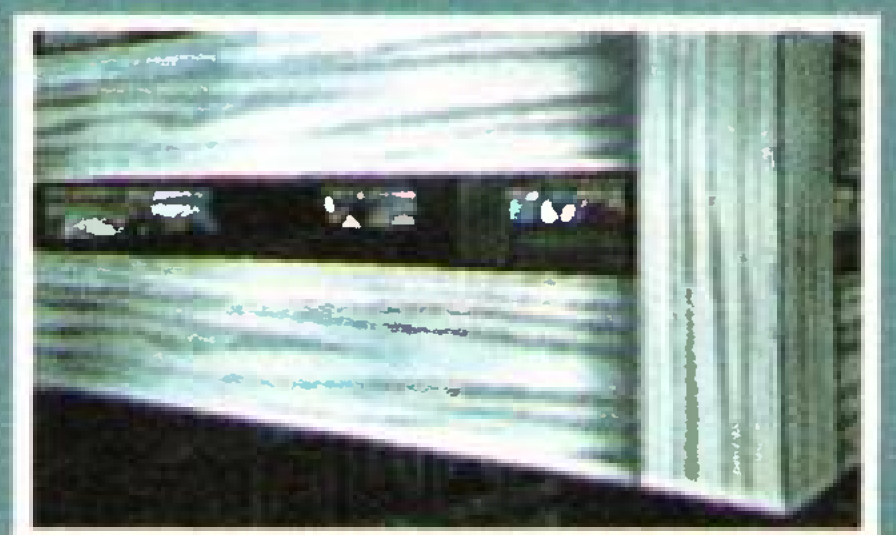
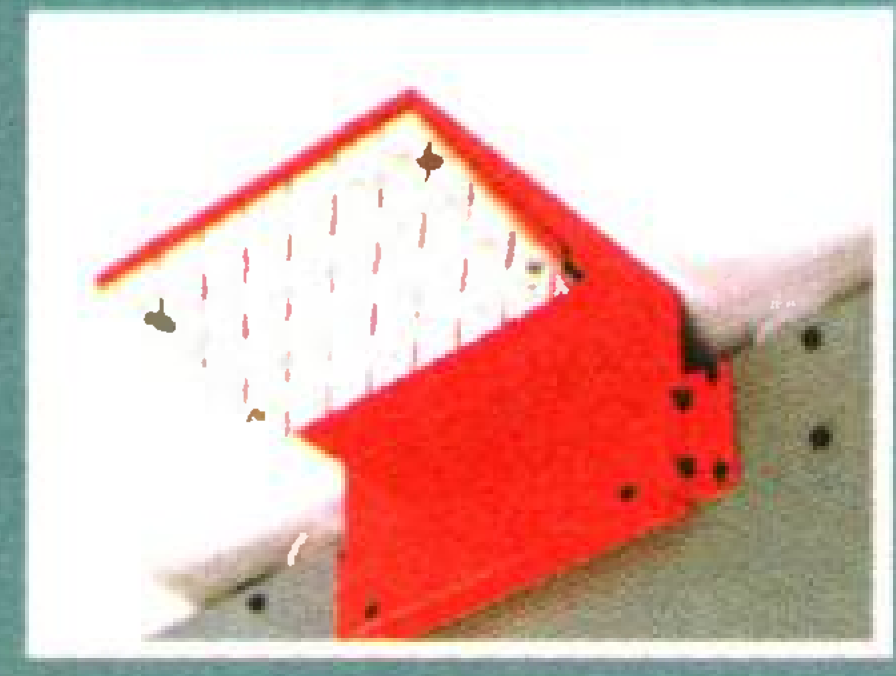


VIRTUA COP 2 runs at twice the frame rate of its predecessor (60 as opposed to 30), allows for greater field of vision, has the reputation of AM2 behind it, AND still supports two-player simultaneous action. Best of all, the playing field is now 10 times larger than VC1. The action is intended to capture the feel of a full-blown Hollywood movie. To this end scenes include a car chase, a shoot-out on an ocean liner, and a repeat performance – maybe – of the Underground scene in Die Hard with a Vengeance! Well, perhaps not.





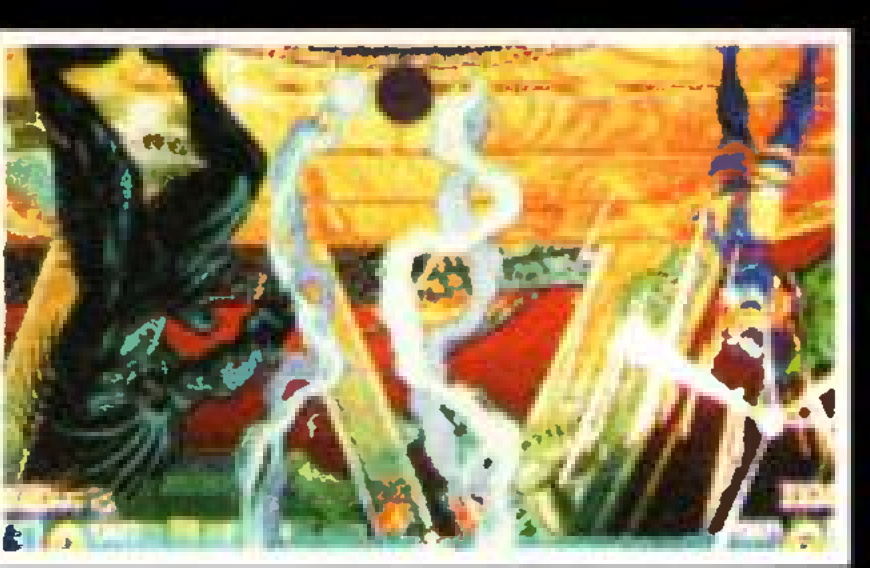
(LEFT) Namco's Action Pedal, which enables players to duck out of harm's way.



WORRYING NEWS FOR SEGA, this. Time Crisis makes Virtua Cop 2 look almost dated by comparison; the power of the Super 22 System used is phenomenal! The whole Point and Shoot theme receives a whole new feel too, with the benefit of 'Hit-and-Hide' - the ability to duck and cover out of trouble by means of a foot-operated Action Pedal. As you aim to blow away the uniformed guards, your hand-gun recoils almost like the real thing. Rather than being confined to horizontally scrolling scenarios, players are transported on elevators, run Doom-style through corridors, find themselves surrounded in castle courtyards. The new features in Time Crisis may well persuade Virtua Cop loyalists to switch sides. However they'll be doing it alone.

TIME CRISIS

- Shooting
- Namco
- 1 Player



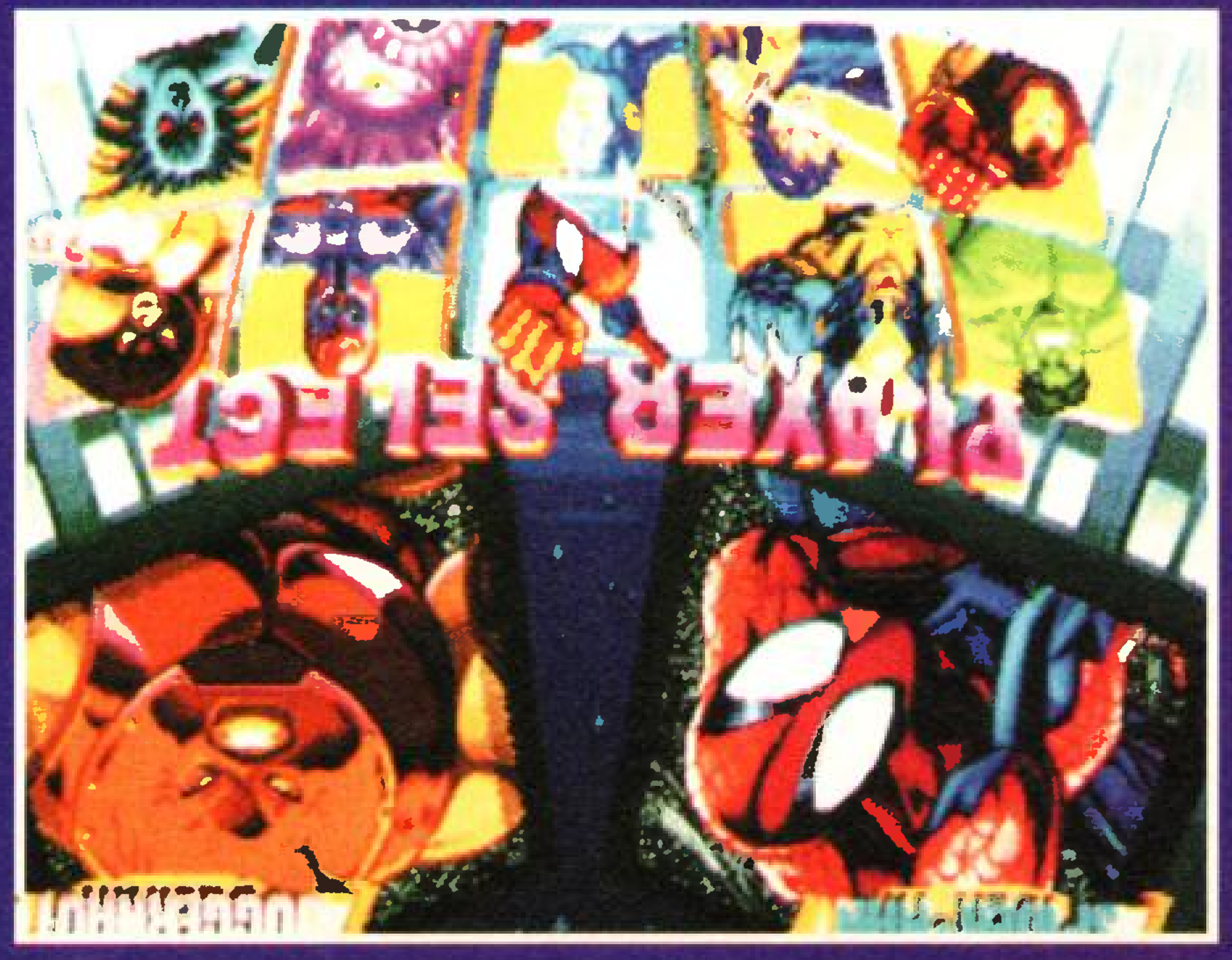
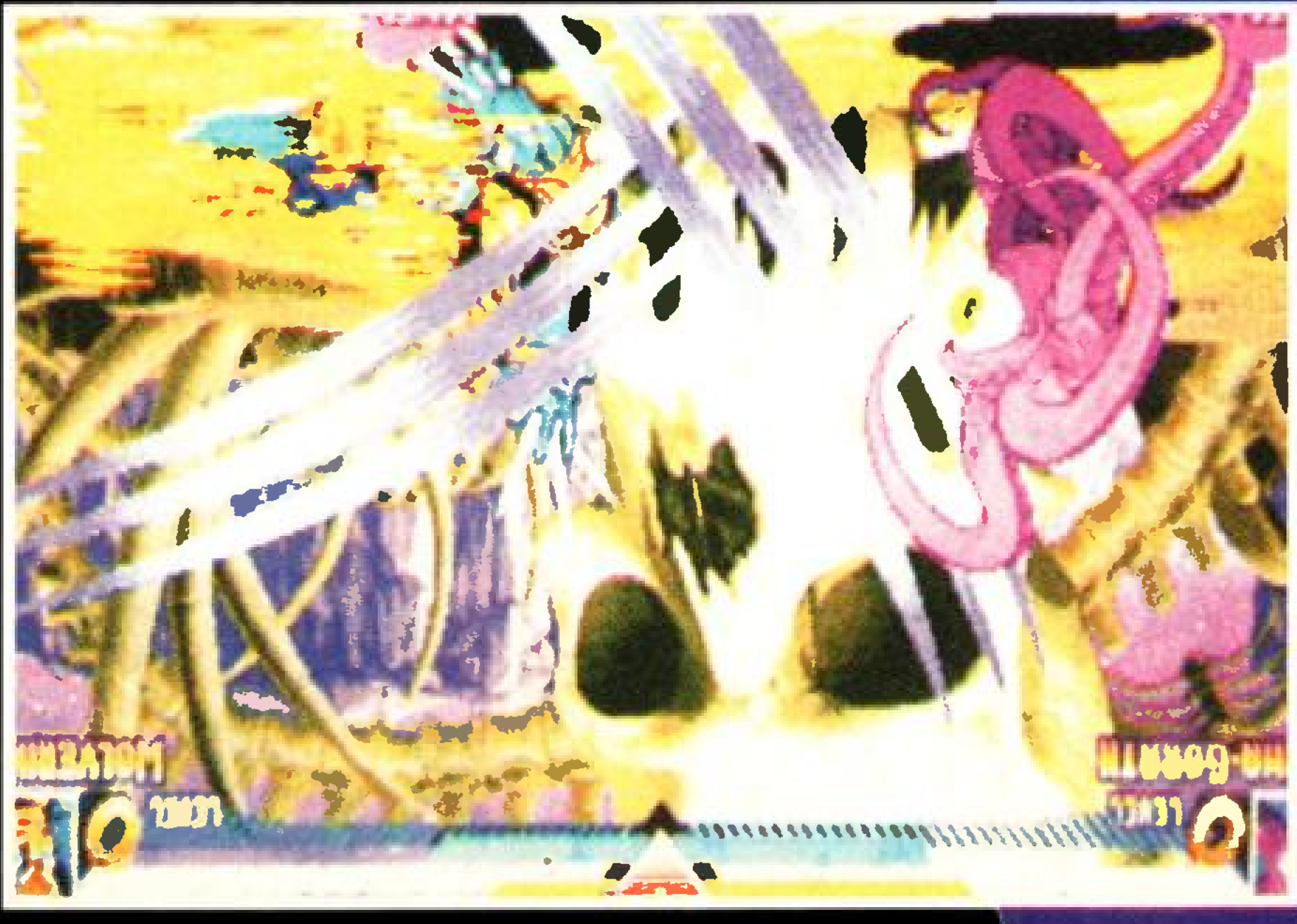
(ABOVE) Captain America almost loses his head.

ALREADY CAPCOM HAVE A STUNNING NEW SEQUEL to the awesome X-Men: Children of the Atom. As the title suggests, the game sees Spiderman, The Hulk, Captain America, and Iron Man join the fight for best beat-'em up-ever - EVER! 'Get ready to be blown away,' as Capcom like to put it. They could well be right. For all the features which made the original so popular are now refined and updated. Hyper-X moves are now more outrageous than ever. The super advanced combo system is augmented also. The full cast is as follows: Hulk, Wolverine, Spidey, Magneto, Juggernaut, Iron Man, Psylocke, Capt. America, Shuma-Gorath and Blackheart. As they fight, they seek to collect 'Infinity Gems' from defeated opponents, which serve to dramatically increase their super powers. Collect all six - Time, Reality, Soul, Mind, Power, and Space - and, it is said, that a player's whole fighting style is destined to change!!! This game is so powerful. But powerful enough to defeat Thanos at the end of the game? Only your skill can decide that. Sadly we still have quite a wait until the finished version is released worldwide, but rest assured CVG is hot on the case!



MARVEL SUPER HEROES

- Fighting
- Capcom
- 1-2 Players





in the

Seems you lot are on a role with all your technical know-how cantankerous opinions of late! If things carry on this way there'll soon be a mag called *In the Bag* on the news-agents' shelf with a small section called CVG inside! Which do you think is best, Saturn, PlayStation, or PC? We need to know! Send your letters to: My Advice to You, In the Bag, CVG, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

Dear CVG,

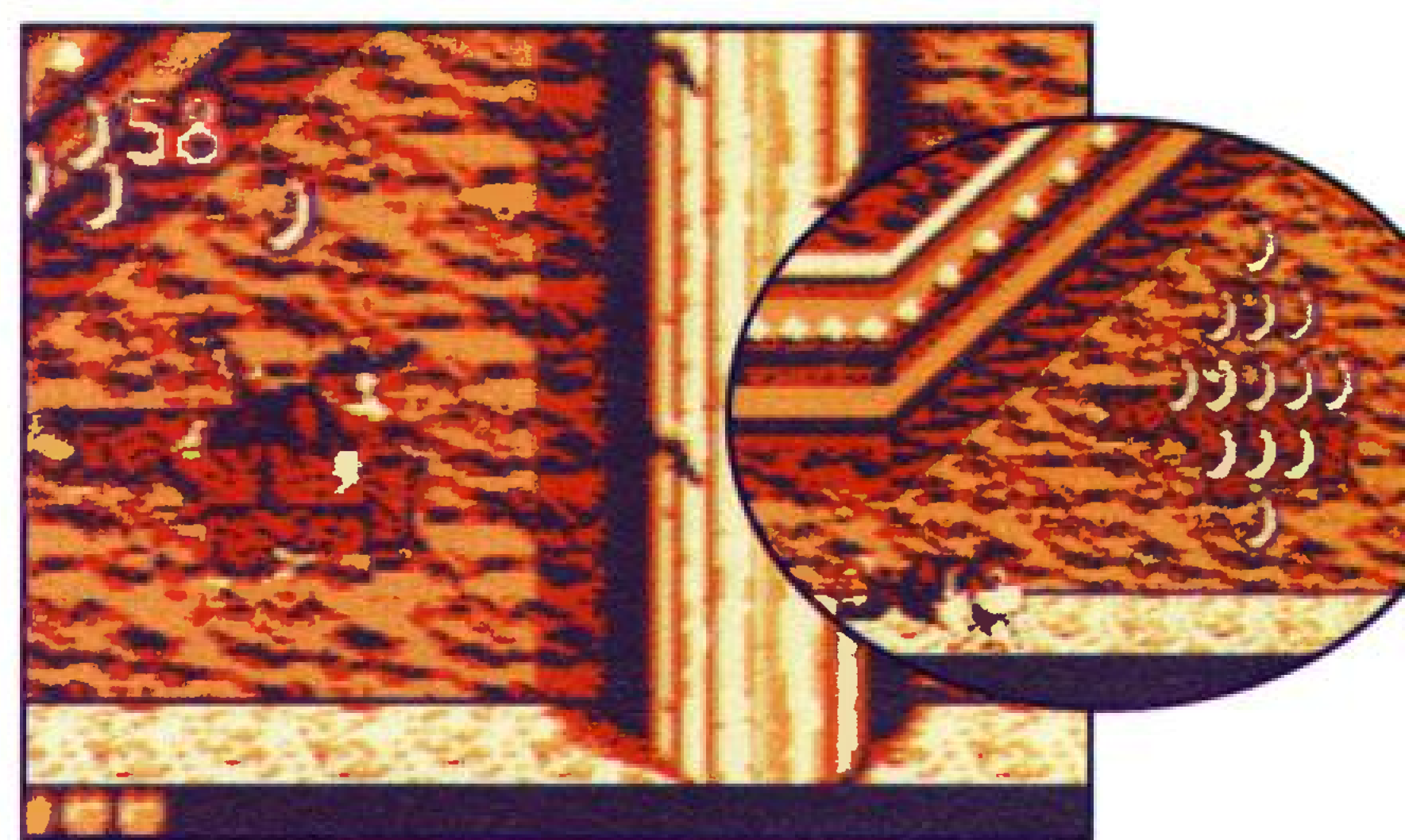
I, like many other gamers, am fed up with paying artificially inflated games prices and so I was very excited to read your article on the new games and hardware rental scheme. Now instead of having to spend £900 plus for hardware and software, you can sample both for a fraction of that price. By the end of the article I was halfway to cloud nine. Then I read the next two pages and came across a piece called 'Rent Boy' and after reading it I hit the ground like a lead balloon.

Why? Because the article questioned whether or not games machines will be required any more. I've been an avid reader of CVG since the classic era of the Speccy and intend to continue reading when the likes of the Ultra 128 and M6 Accelerator hit the shelves. Your 'zine has been my biggest influence on which games to buy. It's a piece of gaming history and I hope it will remain to fight companies who try to release 'dodgy' games to take advantage of the new rental system. Long live CVG.

John Allen, Carrick Fergus, North Ireland

CVG: Sob, sob (sound of hanky filling noisily). You're too kind. Seriously, if you re-read the article, we're not suggesting that CVG's days are numbered - perish the thought - but that certain lesser 'zines might be in trouble. Fear not, John, we intend to continue our tradition of professional, insightful games coverage for many years to come.

SUNNY SIDE HAND-HELDS



SOMEONE LOVES US SHOCKER

Dear CVG,

If portable hand-held machines are wasting too much power, why not make them solar powered? If there's no sun (which shouldn't be too often), you could stick batteries in them then.

C McDee, Fife

CVG: There actually was a short-lived trend in solar-powered hand-held games back in the mid-Eighties. However, while that's fine for one-screen games with five frames of animation, it's simply not practical for a modern release like Donkey Kong Land. The solar cell for one of those monsters would be hard enough to carry on your back, let alone hold in your hands!

bag

ALEX SAY THAT PUBLIC SAY...

ORDER! ORDER!

Dear CVG,
I am a 15 year-old Ugandan boy and a total video games fan. I have read two of your issues which I loved and from which I got your address. I would like to order your August '95 issue or the back issue where you reviewed Donkey Kong Country. Unfortunately I don't have any access to order forms so could you send some so that I could order? I would greatly appreciate it. Thanks for your time.

Katawonga Kizitio, Kampala, Uganda.

CVG: Hi there, Katawonga. The best person to contact about back issues is Subscription Enquiries, who can be contacted at CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire, England LE16 9ES. Alternatively, they can be contacted on (England) 01858 468888. Hope that helps.



Dear CVG,

I am sure that the PlayStation will win the format war and intend to buy a UK PlayStation as soon as possible. Sega are martyrs to the consumer and are dogged by failed ventures because the public do not know what they want. 'What?' I hear you shout, but think:

Public say: "We want 16 bit." Sega release Mega Drive.

Within 2 years of the SNES' launch, it has outsold Mega Drive.

Public say: "CDs are trendy." Sega release Mega-CD. No-one buys it.

Public say: "Next Generation costs too much." Sega release 32X. No-one buys it. Public say: "We want 32-bit." Sega release Saturn, a rush job which is generally considered second-best. I feel sorry for Sega.

Meanwhile, Nintendo have made it company policy to ignore public demand - eg waiting until now to release Yoshi's Island. Too late, Mr Miyamoto, I sold my SNES a year ago. Sony on the other hand have produced a powerful machine, are releasing at the right time for the right price, have the software support cheaper than Sega or Nintendo... need I go on? OK, Sony have no experience as videogame manufacturers, but as Atari's track record proves, you don't have to be inexperienced to be clueless.

Alex H, Manchester

CVG: Hmm. The issue of how much manufacturers should be swayed by public trends is an interesting one, but Sega's Mega-CD and 32X failed for far more boring reasons - ie the software support was utterly crap! As for the Saturn vs PlayStation question, it's much too soon to say...



TOO MUCH OF A GOOD THING

Dear CVG,

When is this barrage of Next Generation machines going to stop? I want to buy one, preferably a PSX, but am worried that something else new and lush, i.e. Ultra 64, will be the best machine in a year making my machine outdated and poo! Things are going so fast that one minute you're playing a lovely texture-mapped polygon-fest of a game for £300 - £400 and the next there's a new machine, same price as yours, running ray-traced, light-sourced graphics with lens flare and real time! I don't know whether to buy or sit on my fat arse missing all the fun.

Tom Hughes, Wallingford, Oxon

CVG: Some people are never happy, are they? Present them with a load of cutting-edge machines to choose from and they whine 'cos they can't decide which one to have. Our hearts bleed... All we can suggest is the obvious: read up on the machines you're interested in (preferably in CVG), try a few shop demos, wait for the official releases and decide which bit of hardware suits YOU. And think games. Remember, the most orgasmic texture-mapped graphics won't be worth a ZX81 if the gameplay stinks.





Education can be fun – when it's CVG's 'Help!' pages. So, whether you want to get the lowdown on Killer Instinct or a DIY CD-ROM kit (!!!) these two info-heavy pages should be your first port of call to an A grade pass in anorakology.

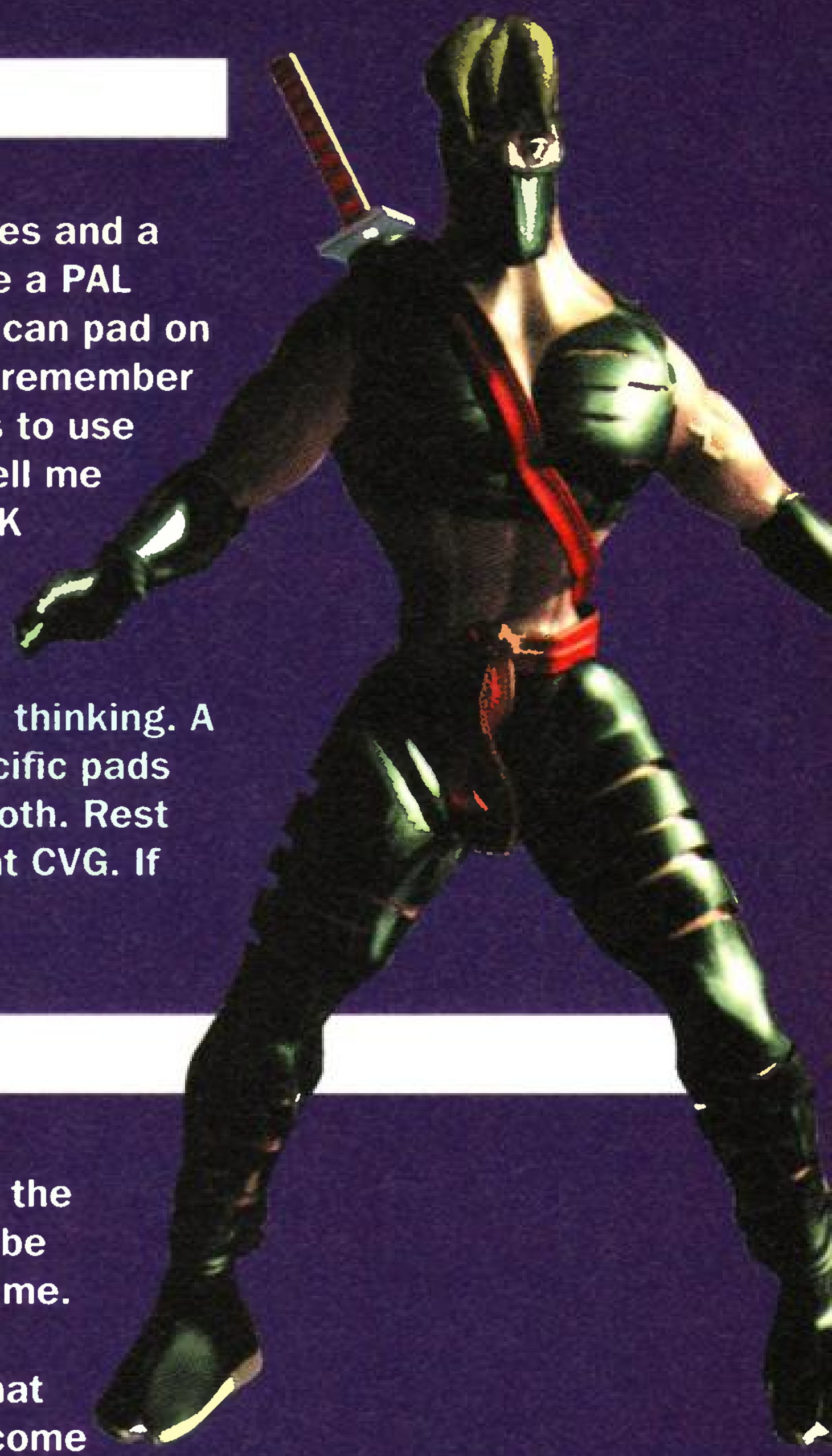
CONTROL FREAK

Dear Help!

One of my friends is about to sell his American SNES with a few games and a couple of pads and I'm interested in buying it. Thing is, I already have a PAL SNES but only one pad and want to know if it's safe to use the American pad on the UK machine? I know this might sound like a dumb question but I remember reading something a couple of years back that said it was dangerous to use American or Jap pads on PAL machines. I'd be grateful if you could tell me as I much prefer the indented buttons of the American pads to the UK one. Cheers.

Karl Moody, Dunston

CVG: Actually your question isn't as stupid as many readers might be thinking. A couple of years back there was a rumour that using non-country specific pads on different machines might either damage the SNES, the pads, or both. Rest assured it doesn't affect either and we swap pads all the time here at CVG. If only using American games on a PAL machine was as easy



KWESTIONS



Hi Help!

I've have a few questions about the awesome Killer Instinct that I'd be grateful if you could answer for me.

1. I read in another magazine that the American version of KI will come with a CD of tunes from the coin-op. Will this be the case with the UK version of the game?

CVG: We doubt it, but it is possible considering the steep £55 price tag.

2. I read in the same magazine that Cinder had been chopped from the SNES version. Is this true?

CVG: Kind of. Cinder was originally taken out because of lack of memory space. Rare know that he's the least popular character and figured it wasn't too much of a loss if the freed up space allowed them to incorporate everything else from the coin-op. However, being the programming Gods that they are, they've not only managed to squeeze in all the code but somehow find room for Cinder as well!

3. What size will the cart be and is it bigger than DKC?

CVG: 32 Meg, the same size as DKC.

4. And finally, is the SNES version as good as the original coin-op?

CVG: Yes, it's very faithful considering the massive technical difference between the humble SNES and the custom built and pretty darn expensive coin-op hardware. Be warned though, the PAL version is quite slow in a Streetfighter kind of way.

Lee Grogan, Sheffield



NOSTALGIA FREAK

Dear CVG,

I'm probably considered to be one of your older readers (I'm 34) and am desperate to play some of those classic 8 bit Spectrum games. Unfortunately I got rid of my Speccy a few years back and am finding it surprisingly tough to track down a decent second hand one. I've read about C64 and Spectrum emulators in the Amiga mags (I own an A1200) and would therefore be grateful if you could answer the following questions.

1. What sort of price are the emulators and do they come with any software?

CVG: The price varies considerably but for around £15-20 you could expect to get either a Speccy or Commodore emulator with 100+ games.

2. Do you need any additional hardware to run them?

CVG: No, the emulators will run on even a bog standard A500. However, because these are emulators the games will run much faster if you have an accelerator as the processor won't have as much work to do converting the original 8 bit code to something the Amiga can understand.

3. Are emulators illegal?

CVG: Quite probably yes, although you could argue that the PD companies and emulator creators make little cash out of them.

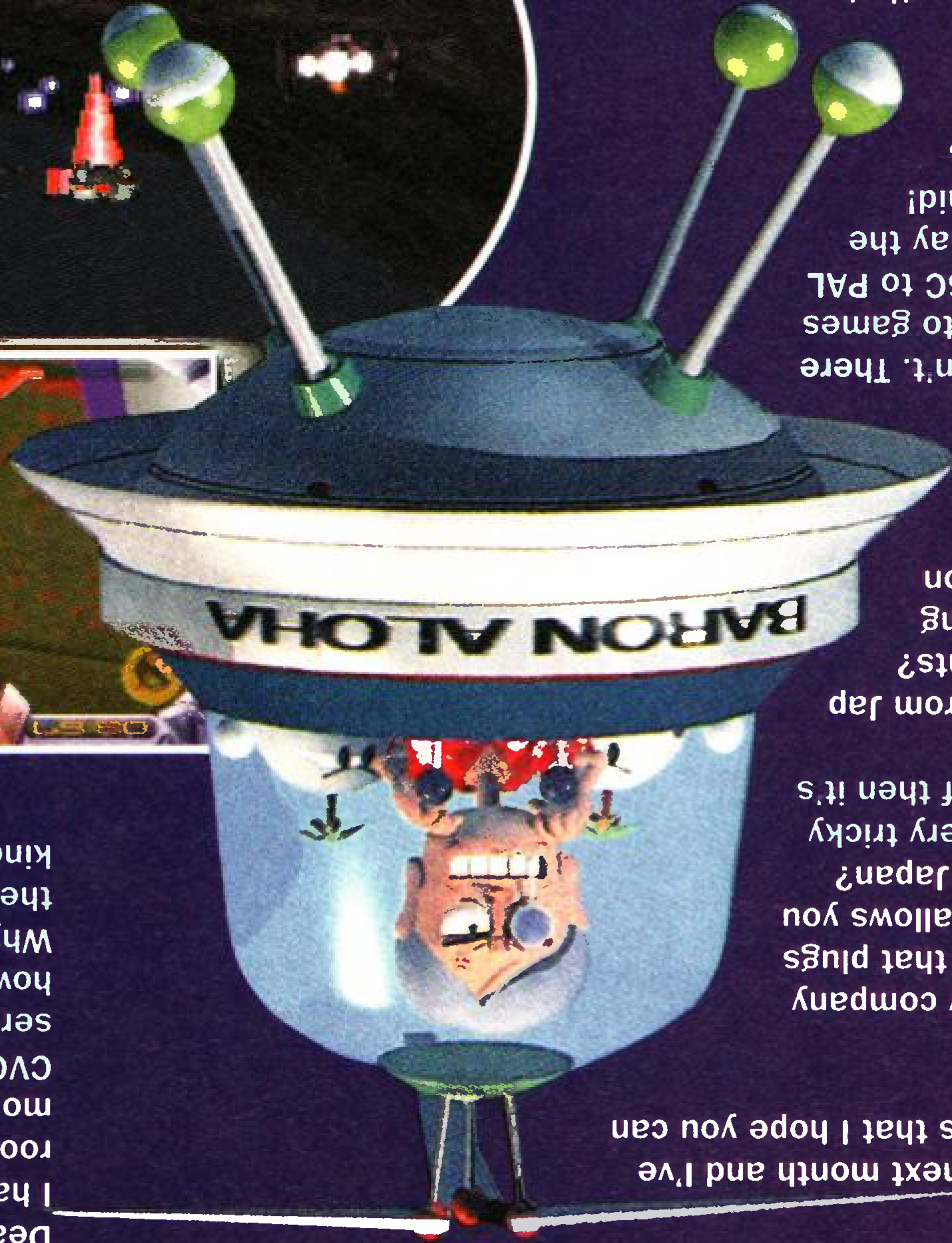
4. Are there other machine emulators available on the Amiga?

CVG: Yes, you can get MSX, BBC, PC, Mac emulators and probably others too.



Joseph Coots, Bristol

HELP



Dear CVG
I have a collection of old CVGs that I don't have the room for anymore. Do you think they would fetch much money?
CVG: Hey, every issue of CVG is priceless folks!!! But seriously you don't say how old the magazines are, how many you have and what condition they are in. Why not try putting an ad in a games mag or perhaps the computer section of a local paper and seeing what kind of response you get.
Mark Reegan, Cornwall

CROWN JEWELS

Steve Formby, Liverpool
CVG: It's much too early to say. Though CVG is astonished at the quality of the initial PlayStation line-up, there's equally amazing stuff coming down the line for Saturn. We've played Sega Rally, seen Virtua Fighter 2, and they are UNBELIEVABLE! So, we suppose the answer to this question is: 'Keep reading CVG!'
Virtua Fighter on the 32X plays identical to the Saturn version. Not bad considering the massive price difference between machines!



STATION SMAX

Dear Help!
I can't wait to get a PlayStation next month and I've got a couple of general questions that I hope you can answer:
1. Will Dattel or some other techy company come up with a CD or something that plugs into the memory card slot which allows you to play games from the USA and Japan?
CVG: Apparently this is proving very tricky to do, but if anyone can pull it off then it's Dattel.
2. Can you use saved positions from Jap games on their English equivalents?
For instance my mate has Jumping Flash saved on his Jap PlayStation and I wondered whether I'd be able to copy his card once I get the PAL version of the game.
CVG: It may work with some games, but for the majority it won't. There are quite a lot of changes made to games when they're converted from NTSC to PAL so it's likely that you'll have to play the game through yourself we're afraid!
3. If I buy an English SCART lead, will I be able to use it on my mate's Jap PlayStation?
CVG: Yes.
4. Will there be PlayStation games that come on more than one disk?
CVG: Yes, Novastorm and Wing Commander 3 for instance. It's not yet known how much more expensive, if at all, these multi-disc titles will be.

Clem Parish, Suffolk.

32X WORRIES

Dear CVG,
As a 32X owner I'm becoming increasingly despondent at the way both software houses and the public alike seem to be continually slagging the machine off and saying it has no future. I'm seriously considering selling the machine along with my Mega Drive 2 and software collection and upgrading to a Saturn. However, before I do, I'd be grateful if you could answer these questions and put my mind at rest.

1. Do you think the 32X has a long term future?
CVG: To be honest, the answer has to be no. As you say both the software houses and the public saw the 32X as a stopgap and have waited for superior machines like the PlayStation and Saturn to appear. We'd be very surprised if the 32X was still doing much business a year from now.
2. What do you think of the 32X conversion of Virtua Fighter?
CVG: Well, we haven't seen a finished version, but what we have seen looks superb. Obviously the graphics aren't quite as detailed as the Saturn version, but the animation is just as smooth, and there are NO glitches! Quite an achievement we reckon.

3. Is there any other good 32X software worth hanging around for?
CVG: The Scavenger Team stuff looks very cool (as always).
4. Would you lot rather buy a Saturn or PlayStation?
CVG: It's much too early to say. Though CVG is astonished at the quality of the initial PlayStation line-up, there's equally amazing stuff coming down the line for Saturn. We've played Sega Rally, seen Virtua Fighter 2, and they are UNBELIEVABLE! So, we suppose the answer to this question is: 'Keep reading CVG!'
Steve Formby, Liverpool



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AAGH!

BIFF!

I JUST BOUGHT IT FROM THE BEST GAMES SHOP IN THE KNOWN UNIVERSE - THE COMPUTER EXCHANGE! YEE-HAW!

BUT...

SORRY TOBY, YOUR LITTLE BROTHER'S WATCHING HIS FAVOURITE PROGRAMME. YOU'LL HAVE TO WAIT.

the BINKY FLUFFKIN SHOW

HALF AN HOUR LATER...

THEN BINKY HAD AN IDEA. "C'MON GANG," HE SAID, "LET'S METHODICALLY COUNT ALL THE DAISIES IN THE MEADOW, ONE BY ONE!" AND SO, THEY ALL BEGAN TO COUNT..

TWO HOURS LATER...

"THERE'S ANOTHER ONE" SAID HENRY HEDGEHOG. "SO THAT MAKES IT SIX THOUSAND, FOUR HUNDRED AND NINETY TWO" SAID BINKY. "BUT THERE'S STILL MORE TO GO"

TWELVE WEEKS LATER...

"I DO BELIEVE WE'VE LOST COUNT", SIGHED BINKY, "WE'D BETTER START ALL OVER AGAIN"

NAAAARRRGHH!

OH GOD. NOW I'VE BROKEN THE TV. I WONDER IF THAT OLD BIDDY NEXT DOOR'LL LET ME USE HERS?

USE ME TELEVISION? OF COURSE YOU CAN, SONNY!

COR, THANKS!

IF YOU WEREN'T SO WIZENED AND SAGGY-LOOKING I'D DAMN WELL KISS YOU!

YOU DON'T MIND IF I FINISH WATCHING ME SOAP OPERA FIRST, DO YOU?

WHY NO, NOT AT ALL..

HEY BRAD - WHAT'RE YOU DOING?

MEMORISING THE PHONE BOOK. FANCY GIVING ME A HAND?

NO WORRIES, MATE..

THREE CENTURIES LATER...

OKAY, WHERE ARE WE UP TO?

SMITH, R. A.

OKAY.. NEXT..

FORTY NINE MILLENIA LATER.

WAIT A MINUTE - THIS IS LAST YEAR'S PHONE BOOK!

WE'LL HAVE TO START AGAIN

THE ZUN

EXCLUSIVE THERE'S NO ONE LIKE HER!

W I N

Playwatch Pain in videogame outburst for y row type thing

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AGILE WARRIOR: F111X

Developed by:VIE

Released by:VIE

Out:November

90% complete

No other versions planned

No other versions available

PLAYSTATION



agile warrior: f111x

It sounds like an SNK beat-'em-up, but it's not. So there.

THERE'S A POINT in every young boy's life when he dreams of being a fighter pilot. Fortunately this is usually just a passing phase, otherwise the world would be chock full of fighter pilots and there'd be no-one to work in kebab shops, which would be a disaster. But there are some people (generally those who later take jobs in the RAF) for whom fighter piloting remains the focal ambition of their lives. Now, given the danger level inherent in this career (almost that of kebab work) it might be a good idea if these chaps got into video games instead. For starters they'd spend all their time sitting in their rooms in the dark, straining their eyes and wasting their muscles to a point where they'd never pass the Air Force medical anyway. And for finishers they'd be able to indulge their soar-and-swoop fantasies

without having to kill anyone or be killed themselves. And then we'd lose loads of wars and end up as woad-wearing slaves to a despotic post-apocalyptic warlord with an eyepatch.

Anyway, this is straying from the point a bit. What we're leading up to is the fact that there's a new air combat game coming out for the PlayStation, hot on the heels of Namco's rather natty Ace Combat. It's from Virgin, which is a good sign, and it's called Agile Warrior: F111X. And we're going to tell you a bit about it.

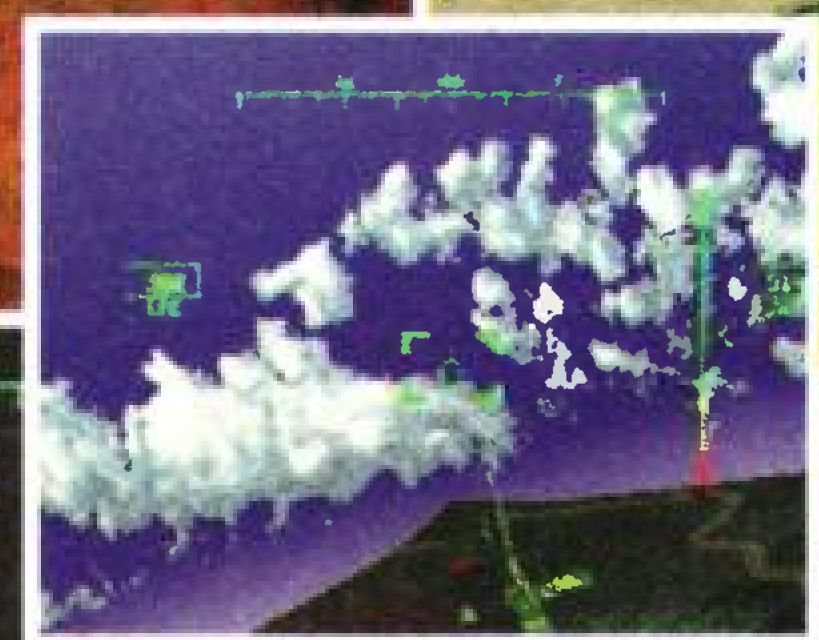
f111x



All on flight BZ4203 are about to become charcoal.

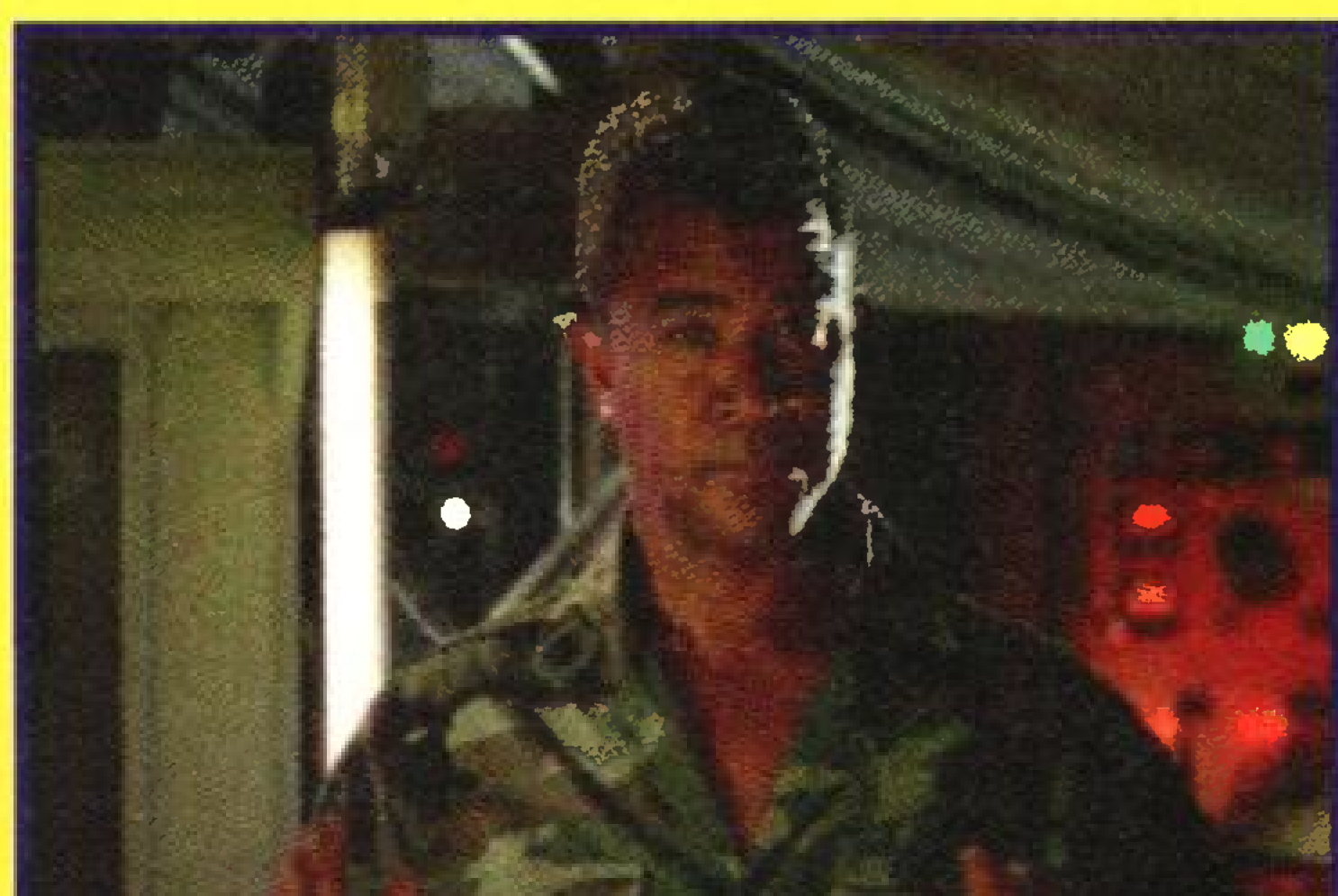


Aim, fire, miss and then aim, fire and miss again.



BRIEF ENCOUNTERS

If only Hans-Karloff Megasedee had thought about the terror he was unleashing upon the world when he launched his eponymous add-on, we might all have been saved such a gruesome fate. Yes, we're talking about FMV, and Agile Warrior is the latest game on the scene to employ this nefarious device. Each mission kicks off



with a fully FMVied briefing in a secret bunker, with those weird see-through map board things. And, for once, it's pretty good.

DESTRUCTION DERBY

Developed by: Reflections

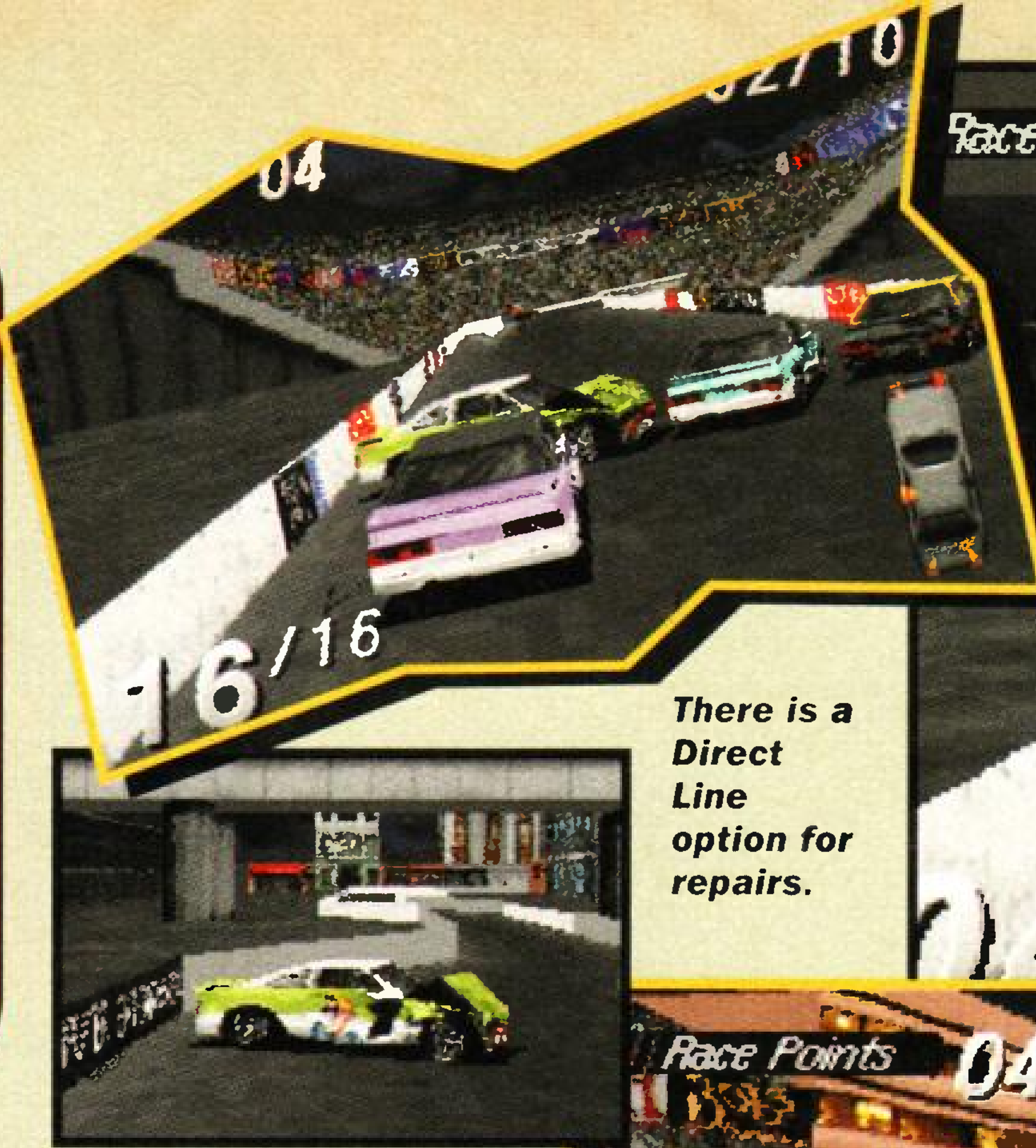
Released by: SIE

Out: November

90% complete

No other versions planned
PlayStation version available

PC CD-ROM



There is a Direct Line option for repairs.

Race Points 04

Lap no. 02/10

It's a town in the Midlands, it's a race in Epsom and it's also a pre-eminent smash-'em-up car racer on the PlayStation, and now it's colliding its way on to the PC...

THERE'S

SOMETHING ROUGHER

and readier about stock car racing than yer Formula Ones, or yer Le Mans 24 hour endurance race. With stock car racing it's just race, bash and then crash, and the winner probably celebrates with a pint of light and bitter and a pie, rather than a bottle of Bollie and nibbly

bits. Destruction Derby (pronounced 'darby' for all you elocutionally challenged) the videogame, though somewhat ironically, is actually a lot classier than its racing peers (we know as we scored it a 94% on PSX last ish). The reason for this is that so much more has been put into the game than just racing around the track trying to be first past the winning post. Although if that's

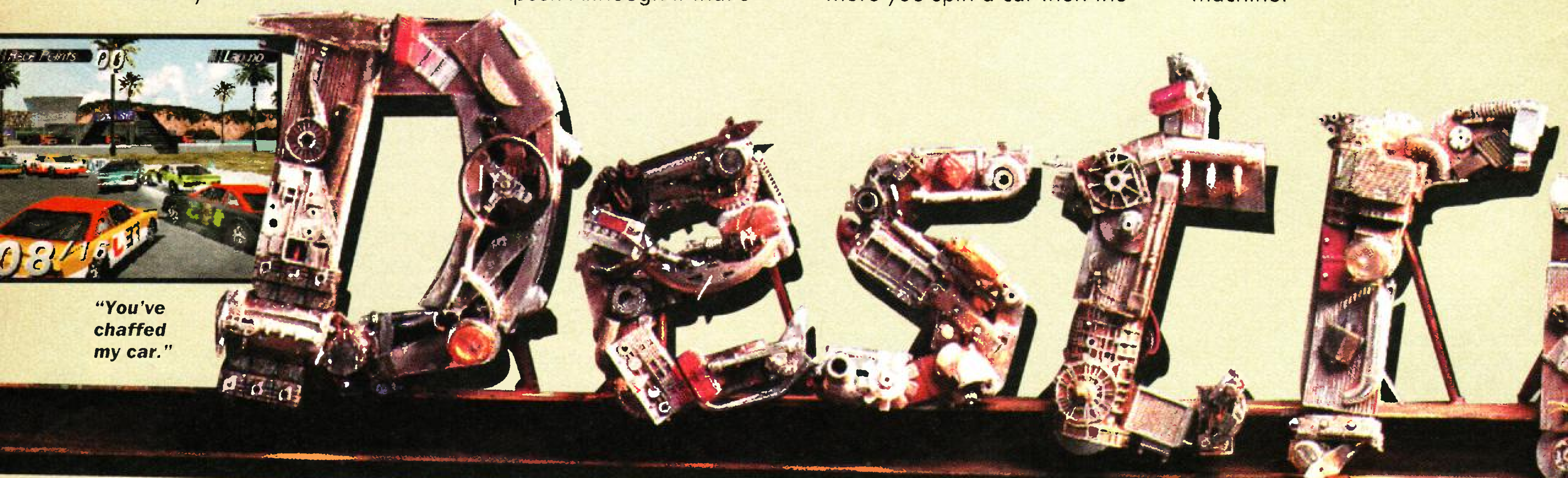
how you wanna play the game you're more than entitled to play it that way à la Ridge Racer, NASCAR Racing et al. What makes this game so appealing to PlayStation gamers, and soon to all of you in PC Land is the 'destruction' element. The latter comes into its element in the Wreckin' Racing tournament as here it's about earning points by smashing into the other motors. The more you spin a car then the

more marks you earn, eg turn a car 360 degrees and you earn a hefty 10 points.

The Bowl is the best place to learn about destroying other cars though, as here there's no racing tracks to distract you, it's just out-and-out carnage. Those of you who pored over the DD PlayStation review last ish can more or less expect the same from this CD that goes into your PC machine.



If you're in a Wreckin' Race then you've got to accrue some race points.



"You've chuffed my car."



THEY SAY THEY'RE THE SAME BUT THEY'RE NOT THE SAME

Sony Interactive (erstwhile Psygnosis) have in their infinite wisdom made the PC version look lots prettier than the PSX version in that detail of the tracks. Not only this but when you want to watch a replay of your races you can place aerial cameras where you like round the track, enabling you to get a better view of all the smashin' and crashin', in all its smokin' glory.

Don't take too much damage in the front of the car otherwise your radiator is going to blow.



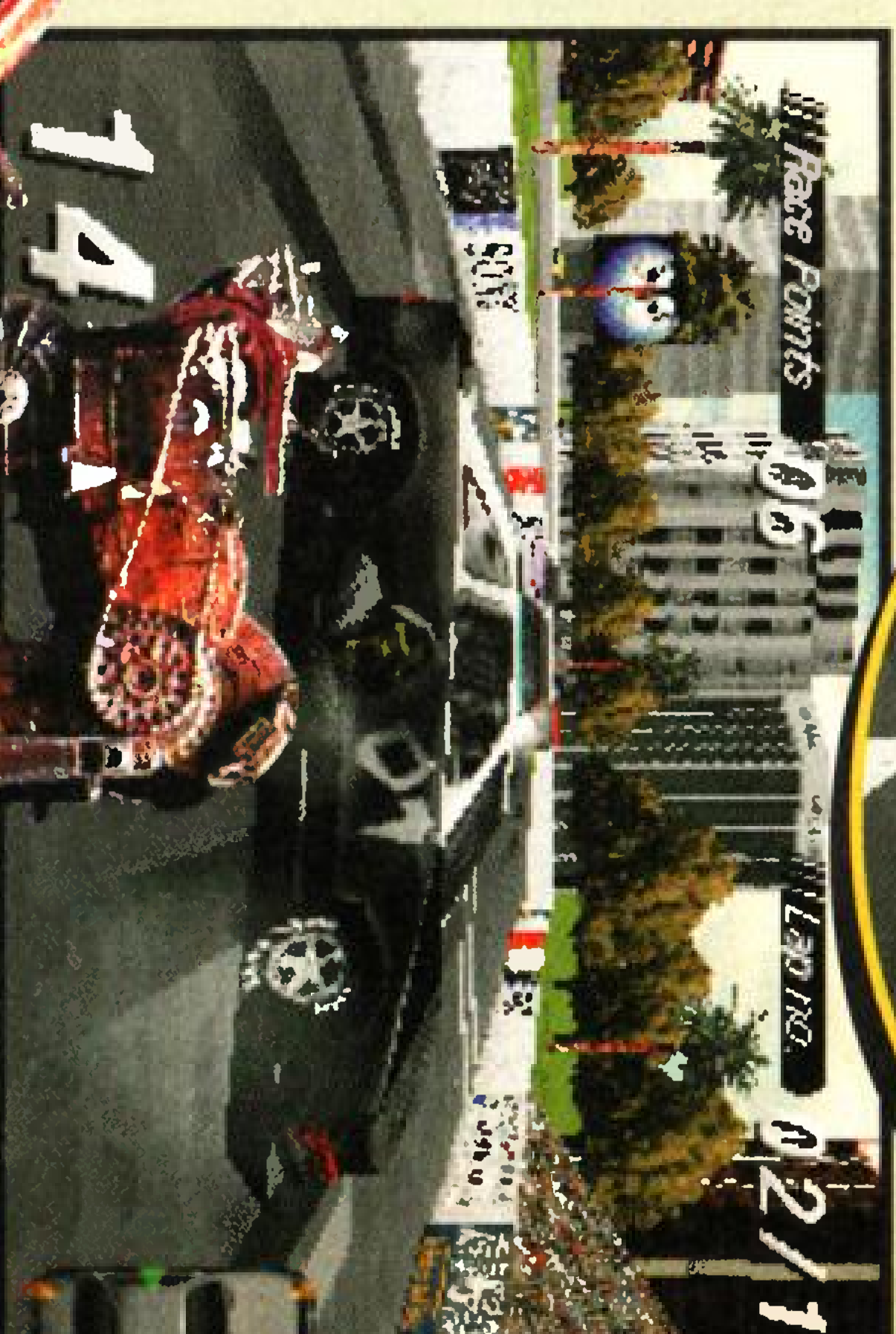
The smashes are as smashing on PC as they were on PlayStation.



Don't try smashing cars omitting black smoke as they are basically dead and you don't get any points for hitting them.



On PC there are more camera angles for you to view the replays of your races.



Watch that your damage-ometer doesn't go black!

DEADLY

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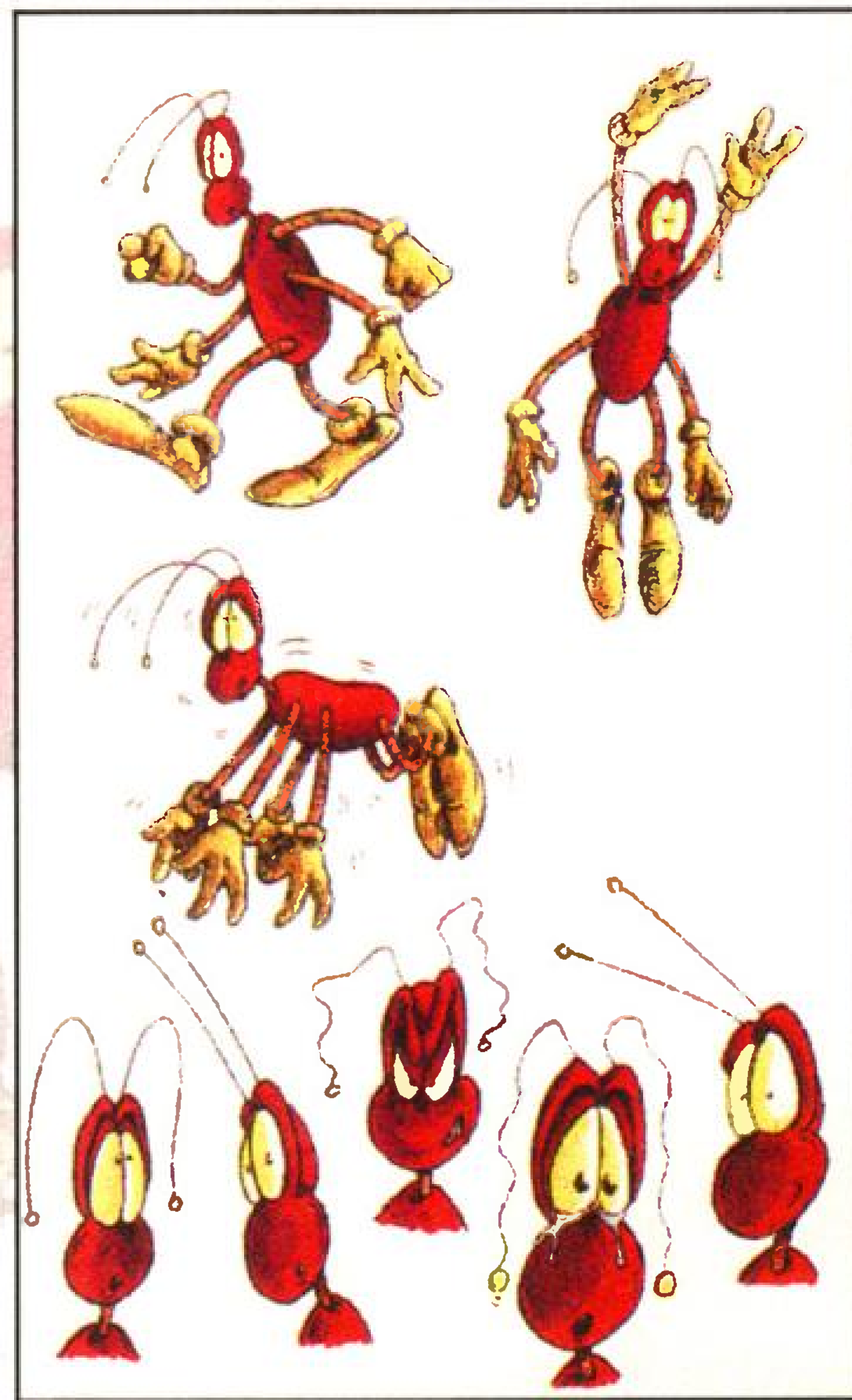
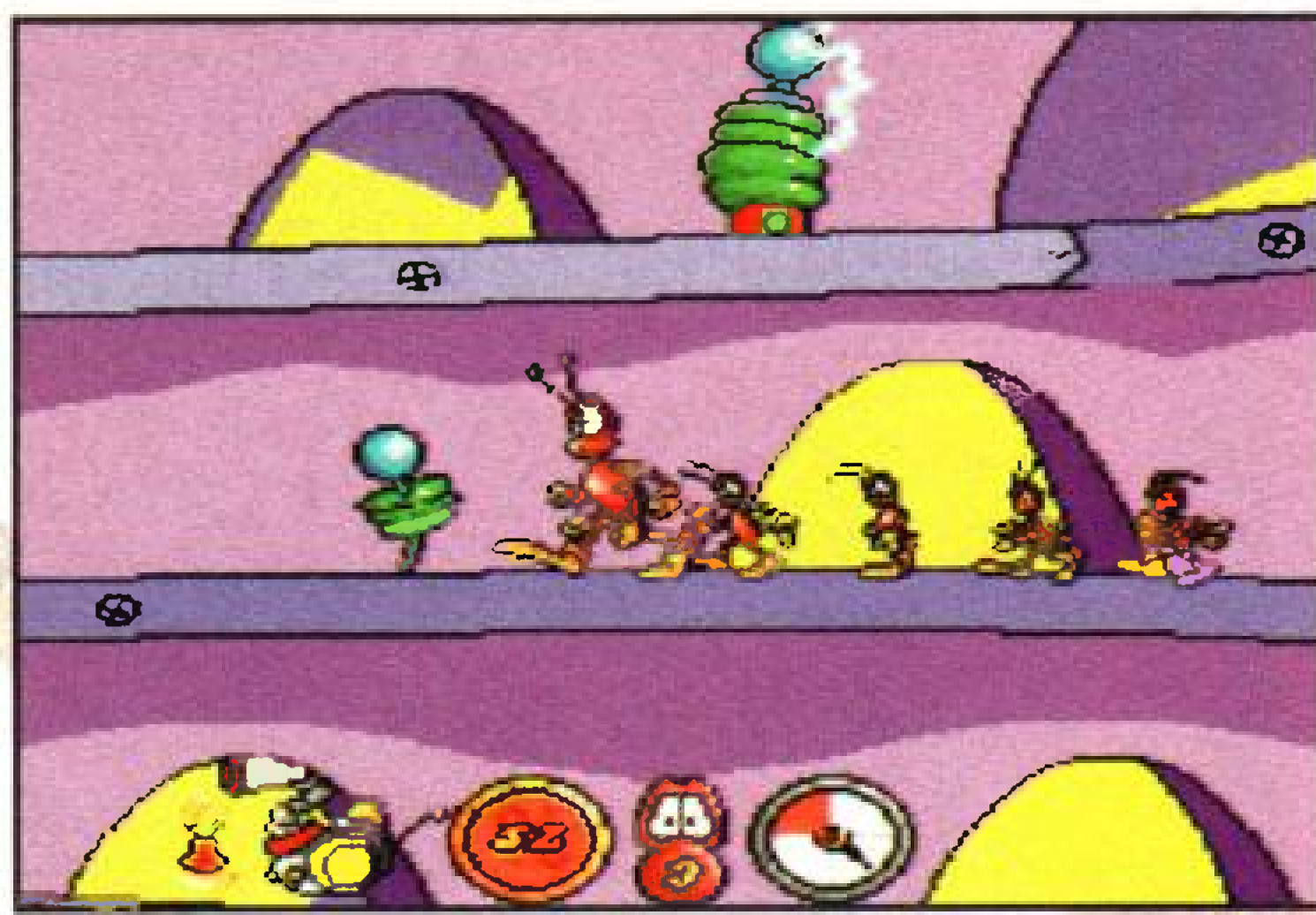
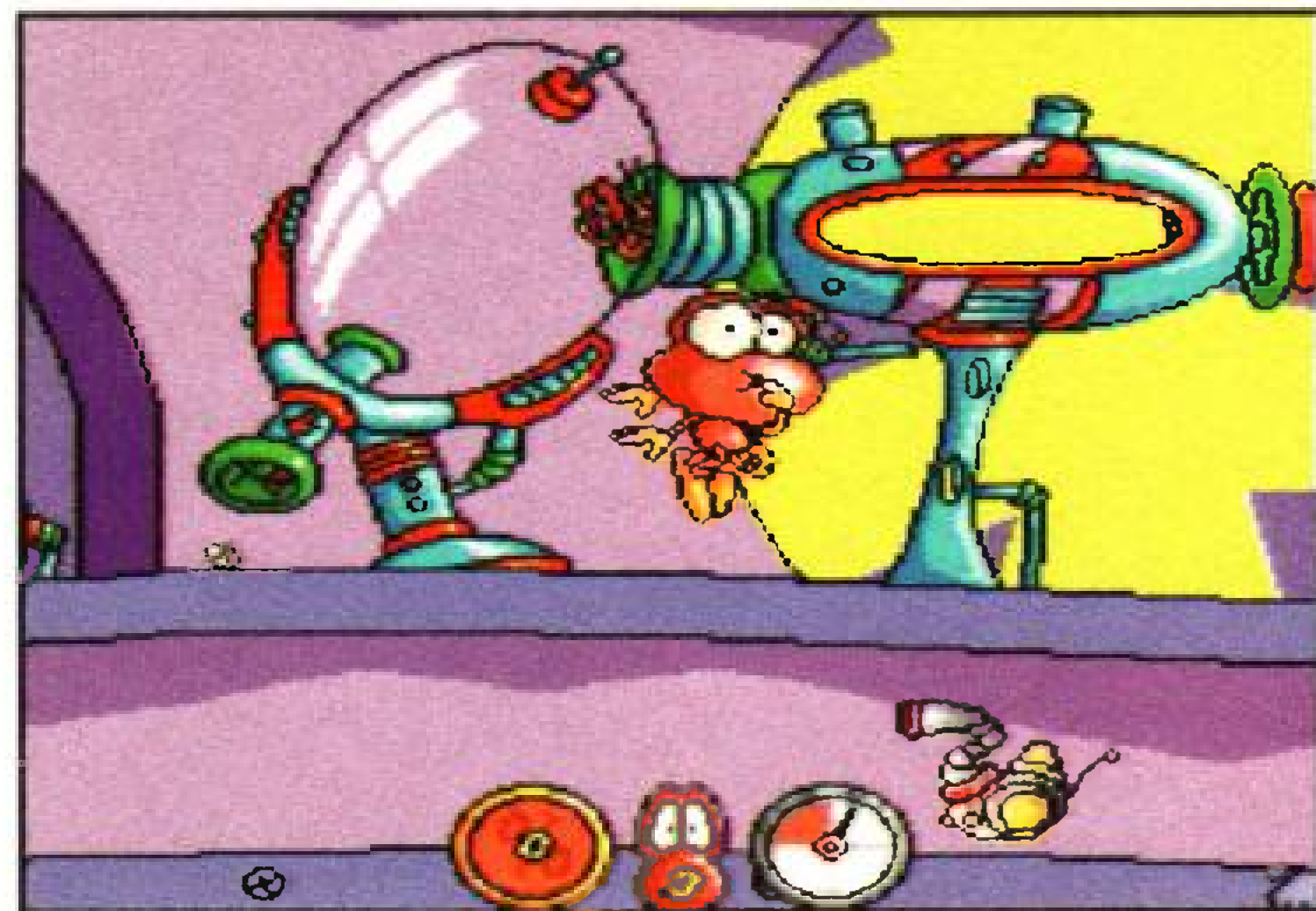
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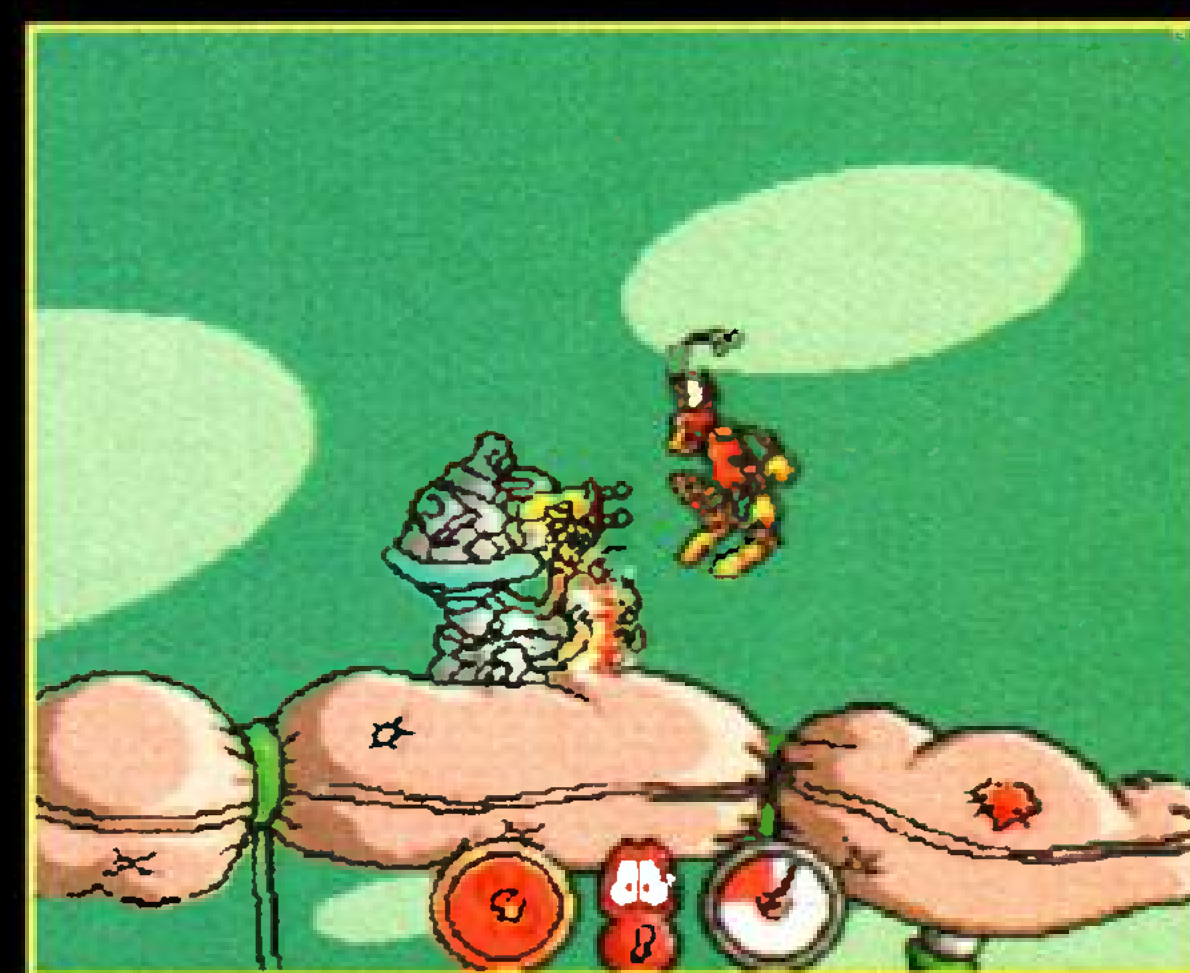
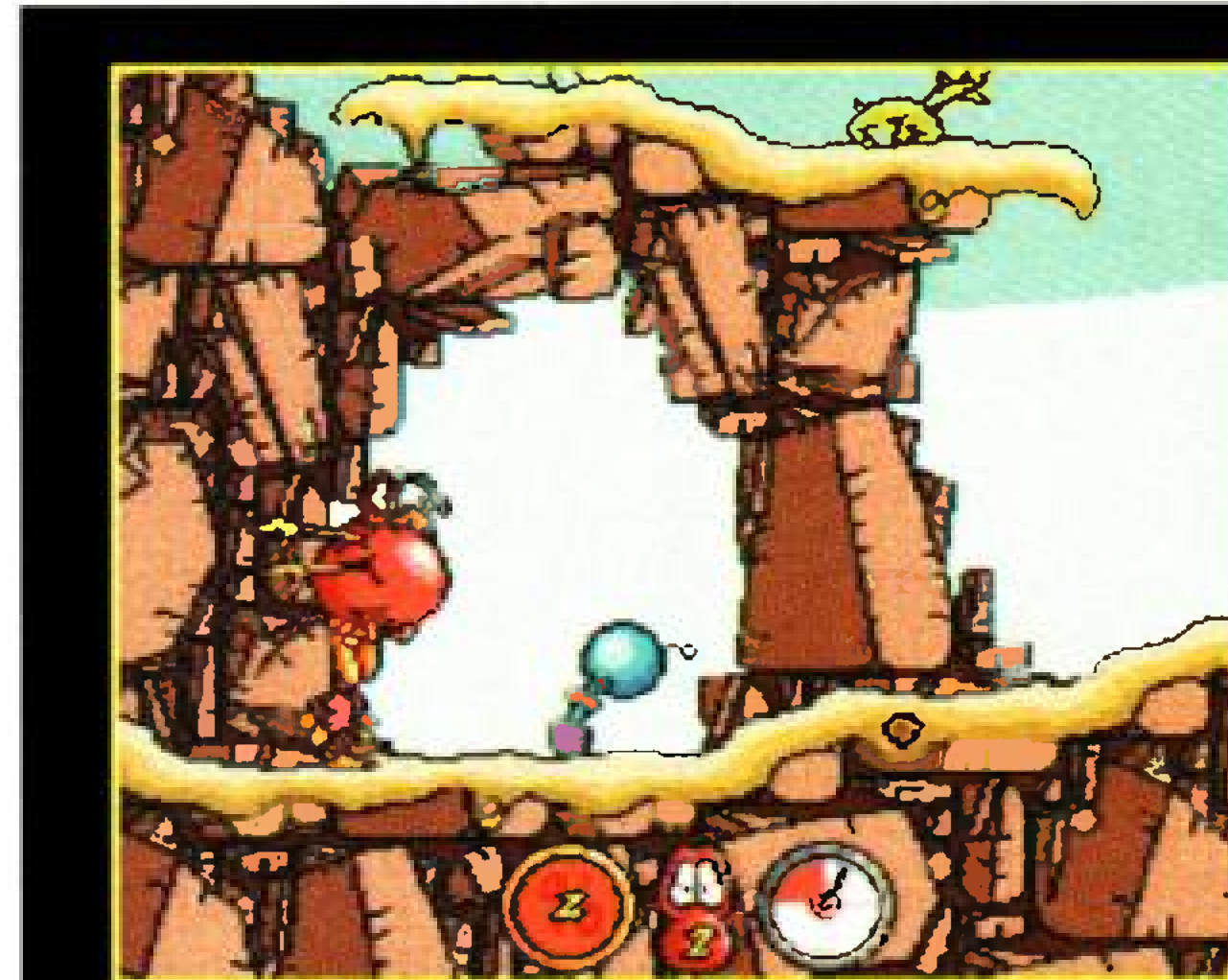
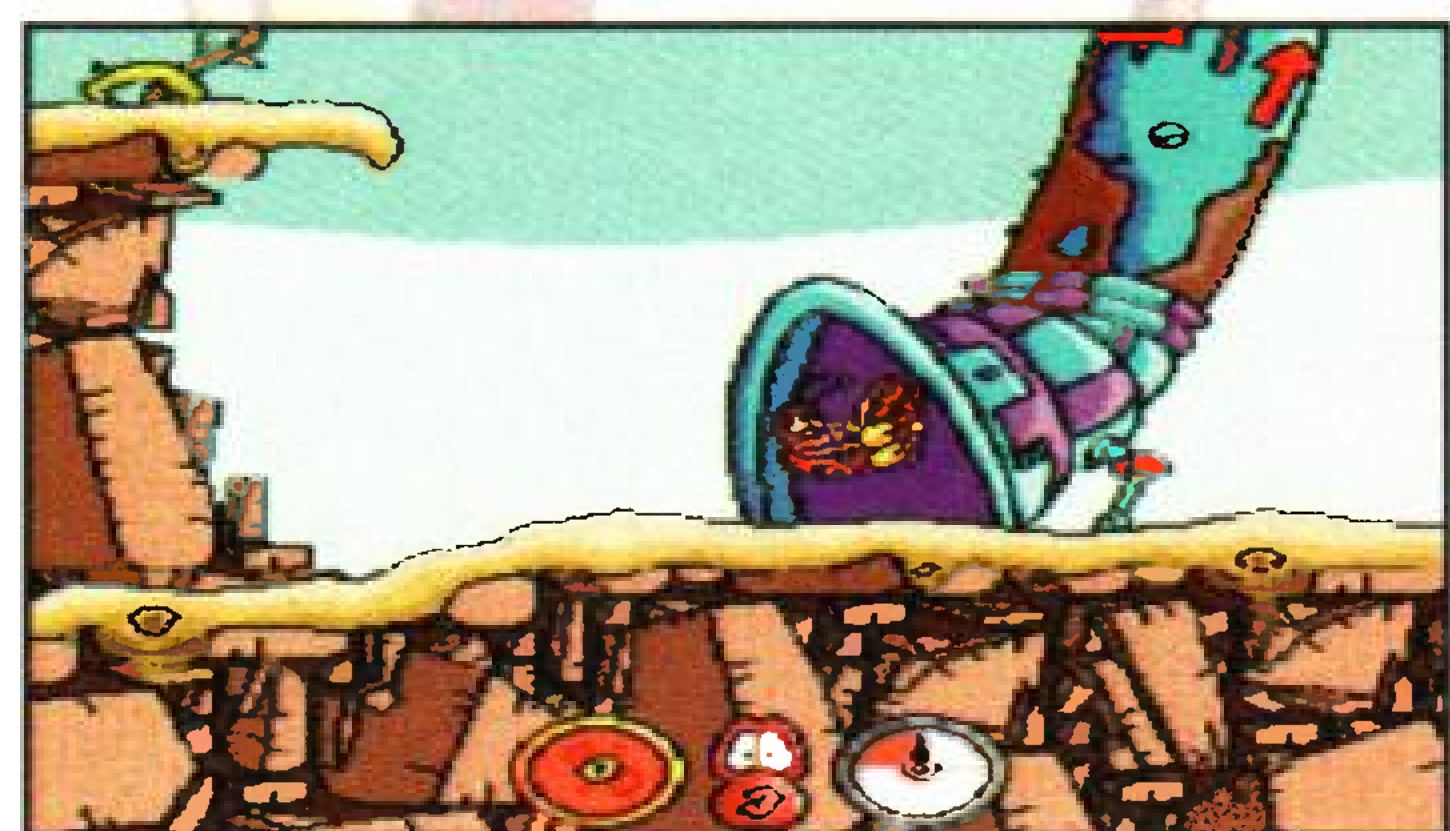


Flea, flea you fools!

frantic flea

Fleas are scary little horrors. It's a good job they prefer things with fur to sleek smooth human skin, or I'd be living in a permanent state of terror. As it is I steer clear of woolly jumpers, fur collars on jackets and gorilla suits. Although this has as much to do with vague dress sense as fear of parasites. But fleas – ugh. Look at one of those close-up micro-camera pics of a flea's face and you're staring into the eyes of an armoured and extremely mobile creature which feasts on the living flesh of its victims. Why anyone would think them cute and decide to base a game around the adventures of an heroic member of the species (as if there could be such a thing) is beyond me. Why, my head is itching just writing this. The sooner I finish, the sooner I can get home and have a bath in some bleach.

So, to the crux of the matter. Gametek's Frantic Flea is the first game they've licensed from Haus Technika, and so impressed are the Brit softco that they've signed the fledgling (ie – unknown) programmers for a further six titles. Hopefully none of the future carts will feature parasites, arachnids or long falls into pits of snakes and crocodiles, or I'm not covering them.



WHAT'S IT ALL ABOUT, ALF-FLEA?

Frantic Flea may look like a platformer, but behind the pretty-looking 60s Warner Bros cartoon style graphics beats the heart of a puzzle game. You play Frantic himself, an insect on a mission to rescue a collection of tiny baby fleas from the clutches of evil alien machines, so they may continue to lead lives of liberty and gore-sucking.

The technique is easy enough. Leg it around each level collecting baby fleas (which follow you around) and when you've got enough to complete the level (the numbers increase as the game goes on) go to the exit. However, each time you collide with an enemy you lose all your fleas, which wastes precious time. Run out of chrono-units and it's game over.

- SNES
- PUZZLE
- GAMETEK
- £UNCONFIRMED
- OUT DECEMBER
- ONE PLAYER
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE

HEXEN

Developed by: Raven

Released by: GT

Out: November '95

100% complete

Playstation and Saturn version planned

No other versions available

HEXEN

THE MENTION OF ID has any serious gamer foaming at the mouth in anticipation of some serious videogaming action. The small, Texas-based company revitalised the PC games scene with one release: Doom. Featuring lashings of awesome violence and realism, the game went on to break all records. Enter Raven Games, well known for their RPGs. Eager to jump on to the Doom bandwagon, the firm became the first to licence the Doom technology and created Heretic – a more mediaeval Doom which was a whole lot tougher.



Now Heretic is back in the form of Hexen – a game which takes the Doom engine to its limits and improves upon the gameplay in ways that id's competitors can only dream about! Make no mistake, Hexen is a major videogaming event.

The game is superior to Doom in just about every department. Boosting the RPG element is the fact that players can now choose between three different types of character: Warrior (great close quarters combat, crap magic), Mage (exactly the opposite) and Cleric (a sort of hybrid between the two - into 'healing'). Each character has a different range of weapons. Also apparent is a greater sense of 'questing'. Instead of completing single levels, players can now move between levels at will, retracing steps to find hitherto concealed items and their ilk. Part of the quest involves constructing your super-weapon. These are awesomely powerful creations, split into four pieces and found throughout the game and again, there is a different super-weapon per character.

The range of artifacts has also been boosted to incredible degrees. As well as the usual flying artifacts and suchlike, it's now possible to create guardian creatures which follow you about, actively seeking out and destroying enemies for you. Speaking of enemies, you'll find that the opposition in Hexen is far more intelligent than in Heretic (meanies will actively distract you while others of their number sneak up from behind and perform unmentionable acts on your sorry ass!) and they're far more powerful too.

With the release of games such as Hexen, Fade to Black and Screamer, the PC is quickly becoming a gaming platform of gargantuan proportions. However, all of these epic titles could be superseded by the awesomeness of id's latest game. Quake will be released next year and threatens to redefine 3D gaming as we know it. However, until then, Hexen more than delivers preposterous amounts of 3D battling thrills. Expect – no, demand! – a full review in the next edition of Computer and Video Games.

ALL-NEW NETPLAY

Co-operation and Deathmatch are, historically, the two multi-player options available in Doom and its ilk. This hasn't changed for Hexen, but the gameplay is far more complicated. For a start, the programmers are looking at increasing the amount of players in a network game. Doom had four players on at once - expect to see six to eight players in Hexen.

This means that Co-operation (the most unused feature in Doom) actually becomes quite interesting. Just as in Dungeons and Dragons, you can assemble a team of real people - warriors taking the point of your onslaught, with mages at the rear and clerics darting between the two, healing the injured.

The new character classes also makes Deathmatch a lot more intriguing. As well as the usual free-for-all experienced in Doom, it's now possible to create two teams of three people (maybe four) to fight against one another.

Add in the computer-controlled guardians, such as the mighty minotaur (and every character can have one) and you have the opportunity for carnage on a scale never seen before in a PC game. Oh yes, pants will surely be exploding when Hexen is released on October 31 (that's Hell-o-ween, by the way).

Additionally, GT - the game's publishers - have announced a worldwide Deathmatch Hexen tournament!



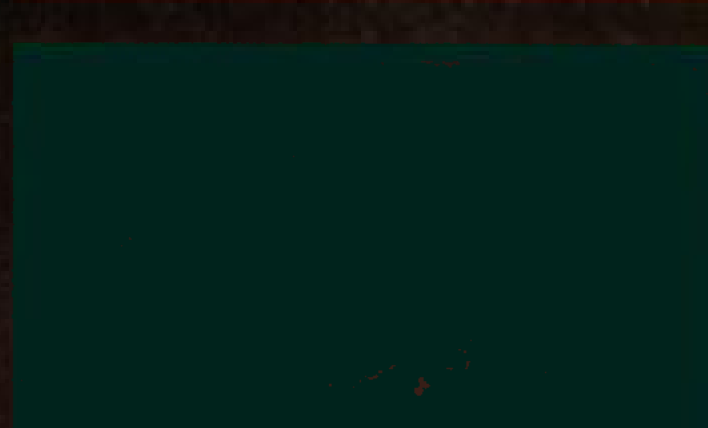
Hexen is a graphical masterpiece and really shows how dated Doom has now become.



Hexen takes the Doom engine to its limits by introducing more realism into the game.



There's far more background detail and now doors open inwards and outwards.



The gameplay in Hexen isn't linear as you can dip into and out of levels as you wish.

Each character has their own super weapon that needs to be built as part of the game's quest.

Electronic Arts Preview Special



VIEWPOINT

- Developed by Visual Concepts
- Released by: EA
- Out: November '95

60% complete

No other versions planned
No other versions available

PLAYSTATION

Realise the potential of your new machine with these games – just three from a whole bunch of amazing stuff from Electronic Arts!

VIEW POINT

Maybe you thought Neo-Geo was only good for beat 'em ups. Well there is one game on SNK's still-mighty console which shakes that idea to the ground. Viewpoint is an innovative take on the shoot-'em-up theme, in which fantastic polygon-based worlds scroll into pseudo-3D view. On PlayStation the game takes on a whole new lease of life as the surreal visuals become weirder still, thanks to extreme texture-mapping of the rendered images.

There are six stages in all, which is standard fare these days. They're short compared to those in Raiden, but the difficulty and sheer wow factor more than compensate for this. Unless you've already played the Geo version, this really is like nothing you've seen before. The animations are incredible, so too are the stunning stage settings. Ingenious obstacles, including mechanisms activated by cannonfire, require players to think about this shoot 'em up in a fresh new way. Viewpoint is such an incredible game. We know of at least one person who bought a Neo-Geo just to play it, and the guy who conceptualised Virgin's 'Spot Goes to Hollywood' took his inspiration from it. Are you salivating for this yet, or what!

It's exciting how the power of the new consoles has inspired companies to break tradition. Ocean have seen the potential in the Raiden project – a hard-core shoot-'em-up way different from their usual stuff. Likewise Electronic Arts, while maintaining their sporting tradition, are publishing some pretty diverse titles this coming year. Here's a cross section of three major titles in the mix.



Four varieties of super-bomb are used to decimate the alien forces: Cluster Bombs home in on their prey, a Fire Wave incinerates anything in its path, and a Seismic Blast shakes the living shinola out of anything within range.

ROAD RASH



ROAD RASH

Developed by: EA

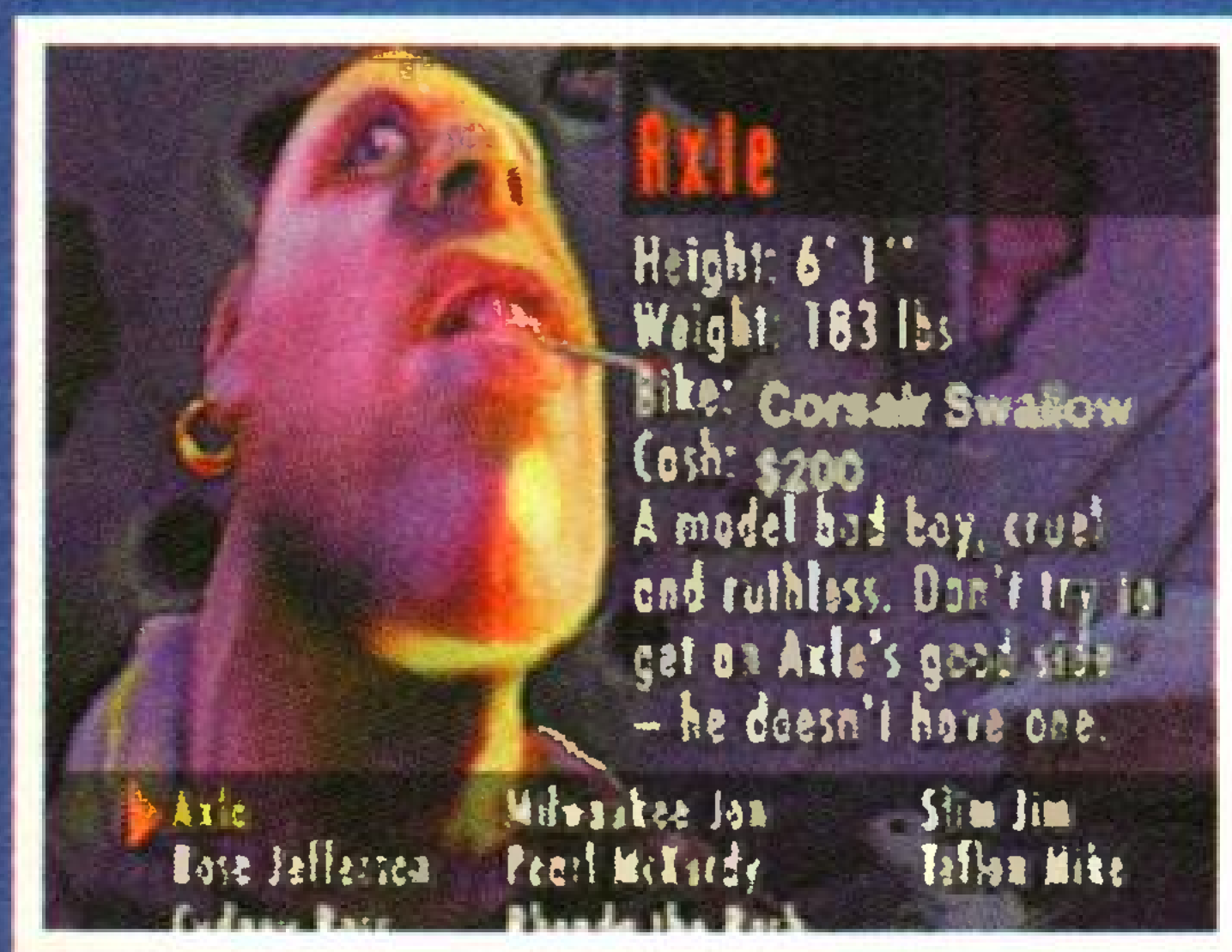
Released by: EA

Out: November '95

90% complete

Saturn version planned
3DO version available

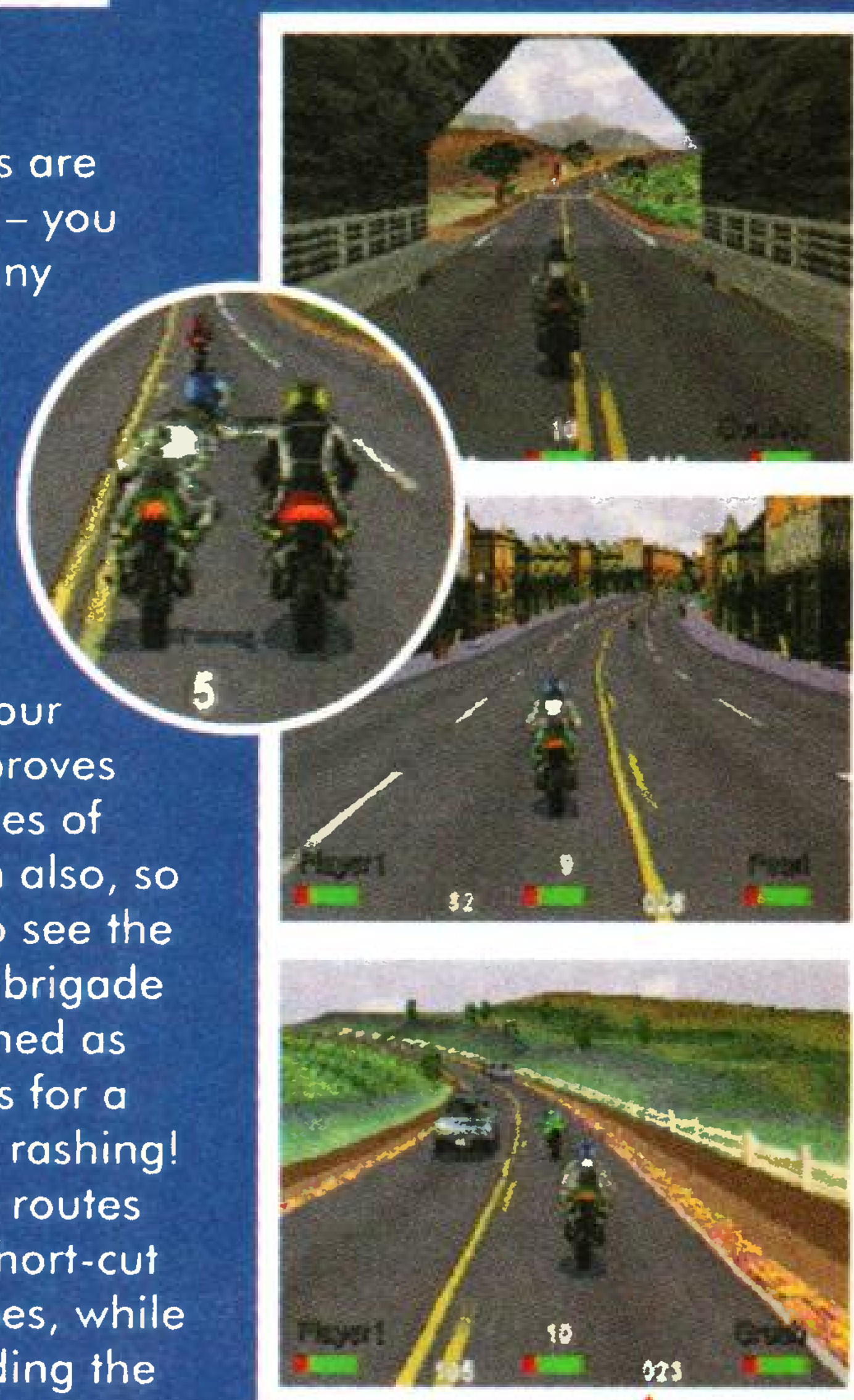
PLAYS



Road Rash isn't just a game anymore; it is a rock 'n' roll institution! Whether that's your bag or not, this special edition of the gas burner on PlayStation packs one mean engine! We're not assuming too much here by comparing Road Rash to Ridge Racer; only on bikes, and with ten times as many circuits to burn! Then there's the music of Soundgarden, Monster Magnet and Therapy (among others) to spur you on. Just like 3DO Road

Rash, EA are including music videos of this revised selection of grunge-meisters brewing up a storm as part of the deal. Essentially PlayStation Road Rash is very much the same as the 3DO version, which in turn is a much improved adaptation of the rusty old Mega Drive version. But, just as the graphics have advanced, there are added incentives to feeling low-down and down-right dirty in the saddle. It's open season where

pedestrians are concerned – you don't get any points for knocking 'em over, but you can do it all the same! Knowing your enemy improves your chances of satisfaction also, so it's good to see the Jimmy Hill brigade have returned as guinea pigs for a good... er, rashing! Alternative routes make for short-cut opportunities, while also extending the longevity of the game's appeal.



PGA '96

PGA '96

Developed by: EA SPORTS

Released by: EA SPORTS

Out: November '95

80% complete

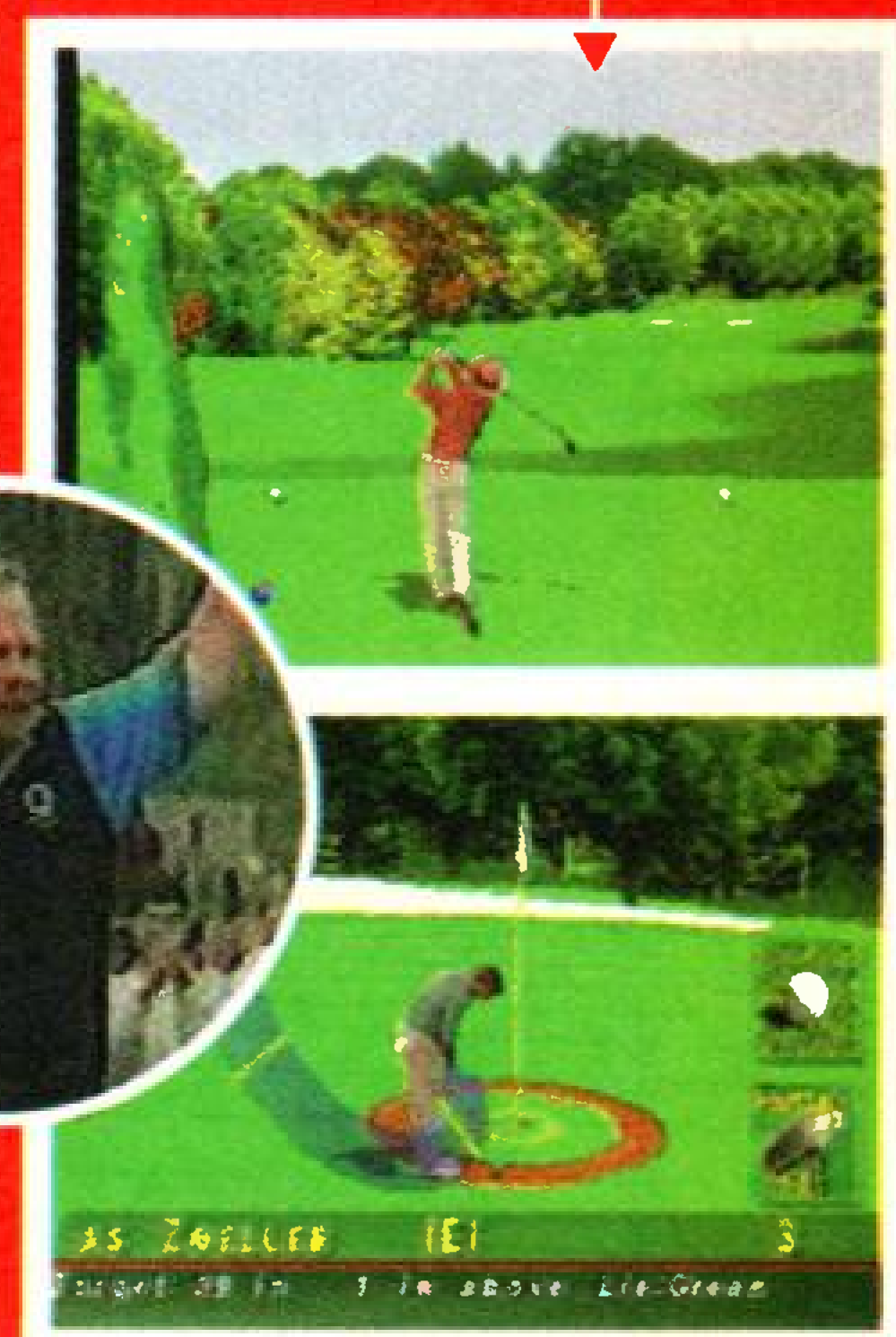
Versions planned: 3DO, PC CD-ROM, MEGA DRIVE AND SNES



The Public Relations chap from Electronic Arts is an ex Pro Golfer. Why are we telling you this? Well because the look of sheer pleasure on his face when demonstrating PGA '96 says it all! While the team were clamouring for another shot at Viewpoint, Mr EA sat transfixed by the pleasant greenery and growled 'Fuz-zzee' every now and again. He was referring, by the way, to Fuzzy Zoeller – one of 14 professional players who have been digitised into this revamped version of PGA TOUR Golf 486. New features include a 'revolutionary' Targeting Arc System (which is a basically a fancy replacement for the dotted line in previous versions), plus there's full-motion video biographies celebrating all 14 pros individually. Yet more FMV is used to preview the courses, then there's a real-time hole fly-by which enables players to view the course from any angle. Of course the biggest selling-factor with PGA has always been its proven gameplay, and our golfing guru at EA has every confidence in it.

Gotta have it! A contributing factor to the depth of game play in Road Rash is the bike shop. Earn enough money from success in the competition and there's every chance you could wheel away the hottest hog in the showroom! Failing that there's always the Rat Bikes to keep the hopeless amused.

This game is so photo-realistic you can almost feel the breeze flapping in your ears! So the two courses featured – three on Mega Drive and 3DO – feel as close to being there as any golfer could wish for.



CHEAT MODE

Hello once again crazy gamers and welcome to another four pages stuffed with plenty of games cheats, hints and tips. And not just any common or garden tips, we've got fertiliser-fed up-to-the-minute ones, packed with goodness. So grab a knife and fork, gorge yourself, enjoy and we'll see you in four weeks or so...

MEGA DRIVE

METAL MARINES

Ooh, what a lovely little strategy game this is! In fact, come to think about it, what a lovely big strategy game this is. And if you're one of those people having more than a little trouble, then here are the level codes which should help you get back onto the straight and narrow...

Level

- 2: HBBT
- 3: PCRC
- 4: NWTN
- 5: LSMD
- 6: CLST
- 7: JPTR
- 8: NBLR
- 9: PRSC
- 10: PHTN
- 11: TRNS
- 12: RNSN
- 13: ZDCP
- 14: FKDV
- 15: YSHM
- 16: CLPD
- 17: LNVV
- 18: JFMR
- 19: JCRY
- 20: KNLB

NEO GEO

THE KING OF FIGHTERS '94

What a modestly titled game huh? Still, it has to be said that this is one of the better thumpers available on the sadly neglected Neo Geo. However, there's one notable and very annoying omission from the home version and that's all the blood and gore. But wait, all is not lost, for there is a cheat that squirts the blood back into the game as Rob Simons reveals with this code:

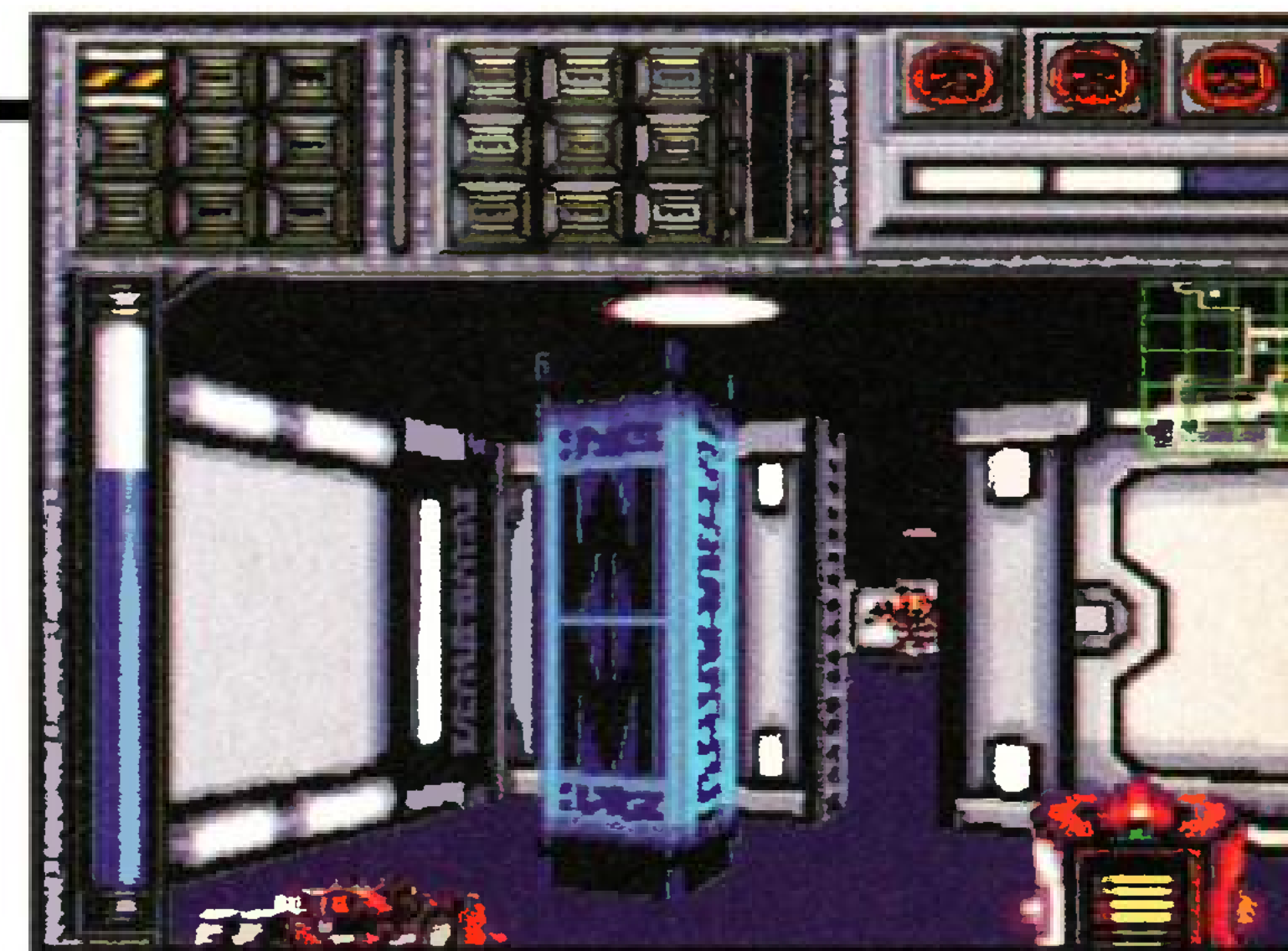
At the ranking screen, press and hold A and D on CONTROLLER ONE and B and C on CONTROLLER 2. All the blood should now be yours along with Mai Shiranui in her original arcade guise.

MEGA DRIVE

BLOODSHOT

Hmm, which is better, Bloodshot or Zero Tolerance? Personally I'd go for the latter but as Accolade thoughtfully kicked the bucket at the start of this year resulting in games shops being a bit Accolade product free, you're kinda stuck with the former. This isn't as bad as you might think if you're unfamiliar with the game though, it's a pretty good stab at a Doom clone considering the crumbly old techno innards of the Mega Drive. In fact things get even better once you input this great selection of codes sent in by Colin Pritchard from Elleridge. Take it away Col...

'To enter the following cheats, PAUSE the game and press the following pad combinations for a number of smart effects:'



- Level skip: U, A, U, A, D
- Ricochet deflector: L, R, C, A, B, R
- Lock-on rifle: A, A, L, R, L, R
- Rapid pulse: C, U, U, R, R, A
- Tribolt multi: A, A, A, R, A, R
- Plasma cannon: L, B, C, D, D, R
- Plasma rifle: U, B, U, A, B, B
- Maximum ammo: B, B, B, R, D, L
- Max oxygen: C, C, B, A, D, D
- Combat launcher: U, R, D, L, U, R
- Rapid pulse: C, U, U, R, R, A
- Grenade launcher: U, D, U, R, B, C
- Red key: D, D, B, C, U, U
- Yellow key: U, U, B, C, D, D



JAGUAR

HOVERSTRIKE

How's about a plethora of cheats for this so-so Jag game? Oh, alright then. All these cheats must be entered at the mission select screen by the way...

Unlimited weapons, shields and energy: Press 4 and 6 together.

For a level skip press: 2, 4, 6, 7, 8 and 9 together.

Gain extra lives by: Pressing 3, 6, 9 and # together.



MEGA-CD

EARTHWORM JIM SPECIAL EDITION

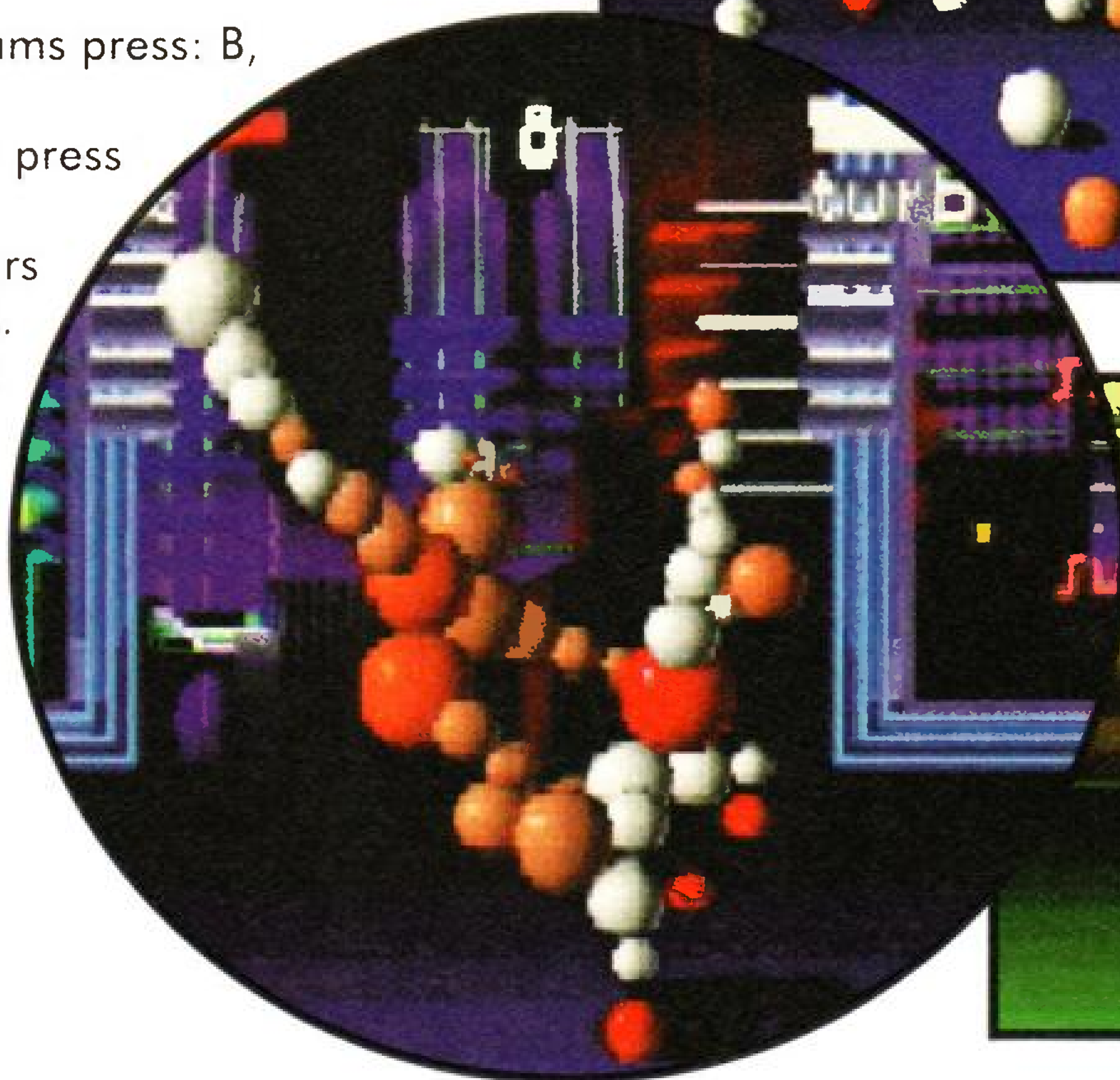
Aah, if only all Mega-CD games had been as good as this, instead of the same game slapped on to CD for a tenner more, then perhaps the Mega-CD wouldn't be on its death bed. You'll have to excuse us for being bitter, but it's late at night and we want to go home. David Taylor cheered us up no end by supplying all the level codes to Shiny's finest to date though.

- 1: SUIT, POWER, GUN, COW, COW
- 2: POWER, WATER, GUN, COW, SUIT
- 3: POWER, SUIT, POWER, GUN, WATER
- 4: WATER, TV, POWER, GUN, HYDRANT
- 5: HYDRANT, POWER, GUN, HYDRANT, JIM
- 6: COW, POWER, GUN, WATER, GUN
- 7: SUIT, HYDRANT, WATER, GUN, COW
- 8: COW, JIM, TV, TV, SUIT
- 9: COW, COW, WATER, COW, WATER
- 10: HYDRANT, HYDRANT, SUIT, POWER, SUIT
- 11: WATER, HYDRANT, POWER, SUIT, POWER
- 12: COW, JIM, COW, HYDRANT, WATER
- 13: GUN, SUIT, HYDRANT, COW, TV
- 14: GUN, SUIT, WATER, GUN, TV
- 15: SUIT, COW, POWER, POWER, COW

3DO

BALLZ

Ooh, someone pass us a needle, our sides are splitting! NOOOOT! Well, the gag title of this fump-'em-up may be a bit ancient and Carry On like but the gameplay certainly packs a big punch. Make it even harder (titter) by entering (ha-ha) BALLBLUR-BALL during a fight. This will make the balls turn translucent. And if you try entering LARDBALL you should find that your balls will increase in size (ooh, matron please!).



32X

NFL QUARTERBACK CLUB

Fear not 32X fan, 'cos Tips doesn't discriminate against machine owners, even if there's only one of you out there. Ha ha, only joking of course. Or are we? Bit of postmodern irony there. Anyway D Lang from Gosport has been kind enough to supply these cheats for Acclaim's Madden beater. They should be entered on the main menu screen and go like this:

For Acclaim and Iguana teams press: B, C, A, C, A, B, C, C, A.

To get AFC and NFC teams press C, C, B, A, C, A, B, B, C.

For the Panthers and Jaguars press: A, B, C, C, B, A, A, C.

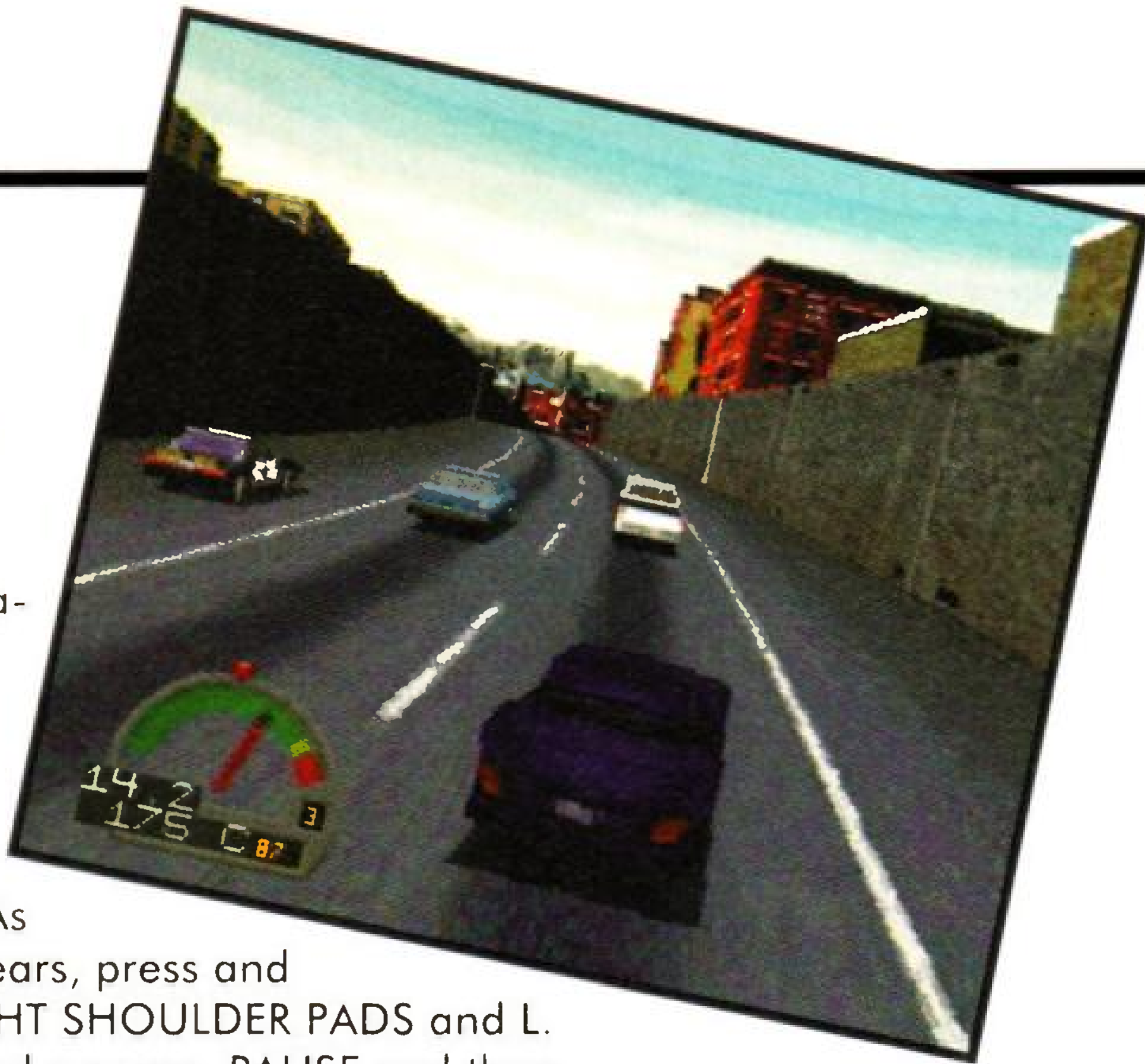
And for all the teams press: A, B, C, B, A, C, C, A.



3DO

THE NEED FOR SPEED

Come to think about it here's another good reason for buying a 3DO and it's the man with a great taste in software again, Mr Dan Thompson, who provides this smart cheat. As the loading screen appears, press and then hold LEFT and RIGHT SHOULDER PADS and L. Now, once you've started a game, PAUSE and then QUIT. START a new game and at the loading screen press and hold LEFT and RIGHT SHOULDER PADS and UP. START another new game and PAUSE and QUIT as before. Start a third game and at the loading screen press and hold LEFT and RIGHT SHOULDER PADS and DOWN. Don't quit, but release the buttons and start racing. Now, whenever there's slow moving traffic in front of you a quick tap on the X button will send it flying in an A-Team stylee!



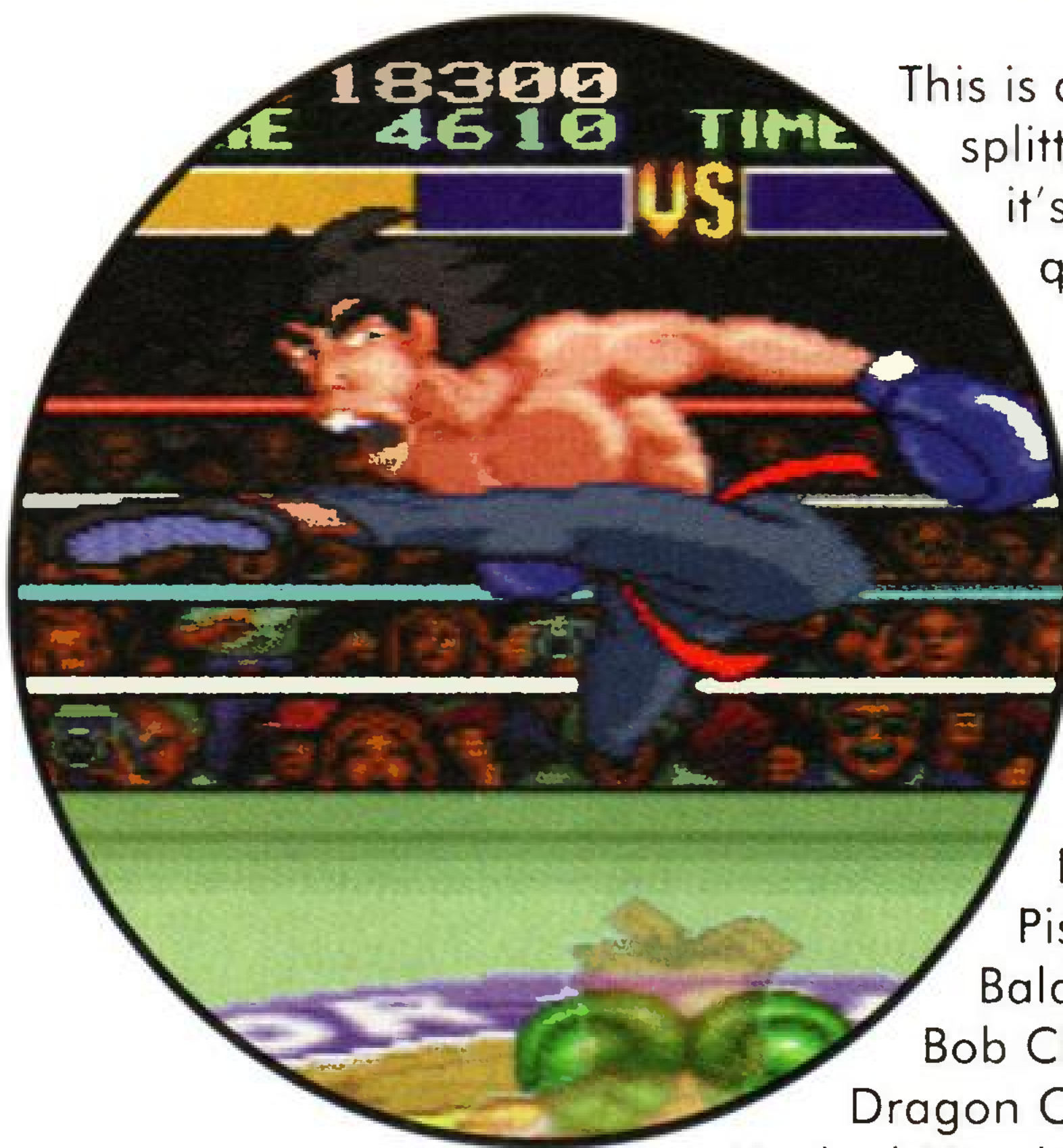
SNES

WARIO'S WOODS

There you were, chest super proud, thinking that you were the greatest in the world at the game everyone is calling Wario Woods, but you were wrong. You see we've managed to uncover a super, mega-hyper ultra-tough level which really is a bit on the tough side. To access it, highlight VS COM and hold LEFT and press START. There should be a bomb explosion-type sound if you've done that correctly. Now, once you actually start playing the game you should begin to feel less smug and generally a bit weedy, 'cos this is one rock challenge to face.

SNES

SUPER PUNCH OUT



This is another of those games that's been splitting us reviewer types over wever it's like good, or not. Personally I'm quite fond of it, so much so that I thought you might be interested in sharing these tips sent in by Ed Parr from Cornwall. Basically they point out the most effective place to target each of the characters in the game:

- Gabby Jay: HEAD
- Bear Hugger: Rapid punches to HEAD
- Piston Hurricane: STOMACH
- Bald Bull: HEAD
- Bob Charlie: HEAD
- Dragon Chan: Rapid punches to HEAD
- Masked Muscle: STOMACH
- Mr Sandman: HEAD
- Aran Ryan: ANYWHERE!
- Heike Kagero: Rapid punches to HEAD
- Mad Clown: Rapid punches to HEAD
- Super Machoman: HEAD
- Narcis Prince: HEAD
- Hoy Quarlow: HEAD
- Rick Brusier: HEAD, then dodge right after hitting him
- Nick Brusier: When his feet stop moving this means that he's about to lash out, so be careful! Once he's finished concentrate on his HEAD. Next time round he'll attempt a super punch. Again wait for his feet to stop moving and duck to the left. Finally, when he jumps backwards, side-step the first punch and then duck Nick's attempted blows to your head. Once you've avoided that lot you should hopefully be able to finish him off. Wahoo!

SNES

PUTTY SQUAD

So, you want extra lives and a level skip do ya? Well, do ya?! OK, then give a big hand to Adi Mallerd from Stockton for supplying just such a cheat. To access it, simply pause the game and press R, A, L, L, Y. Now you should be able to skip a stage simply by giving the trusty old select button a quick tap. Tap tap.



■ SATURN

DAYTONA USA

'Blue, blue sky'... ARRRRRRRRRRRGH! I wish someone would teach that bloke how to sing! Anyway, those Daytona USA tips keep rolling in and here's a particularly smart cheat for those who are finding the final level heavy going but want to play as the horse. It was sent in by Allan 'Double L Please!' Hare from the Isle of Man. He suggests pressing A, B, X, Z, START and UP-LEFT together when the white Sega logo appears. Along with horsey, this will allow you access to all the cars in the game, particularly useful when going for the time trial records.



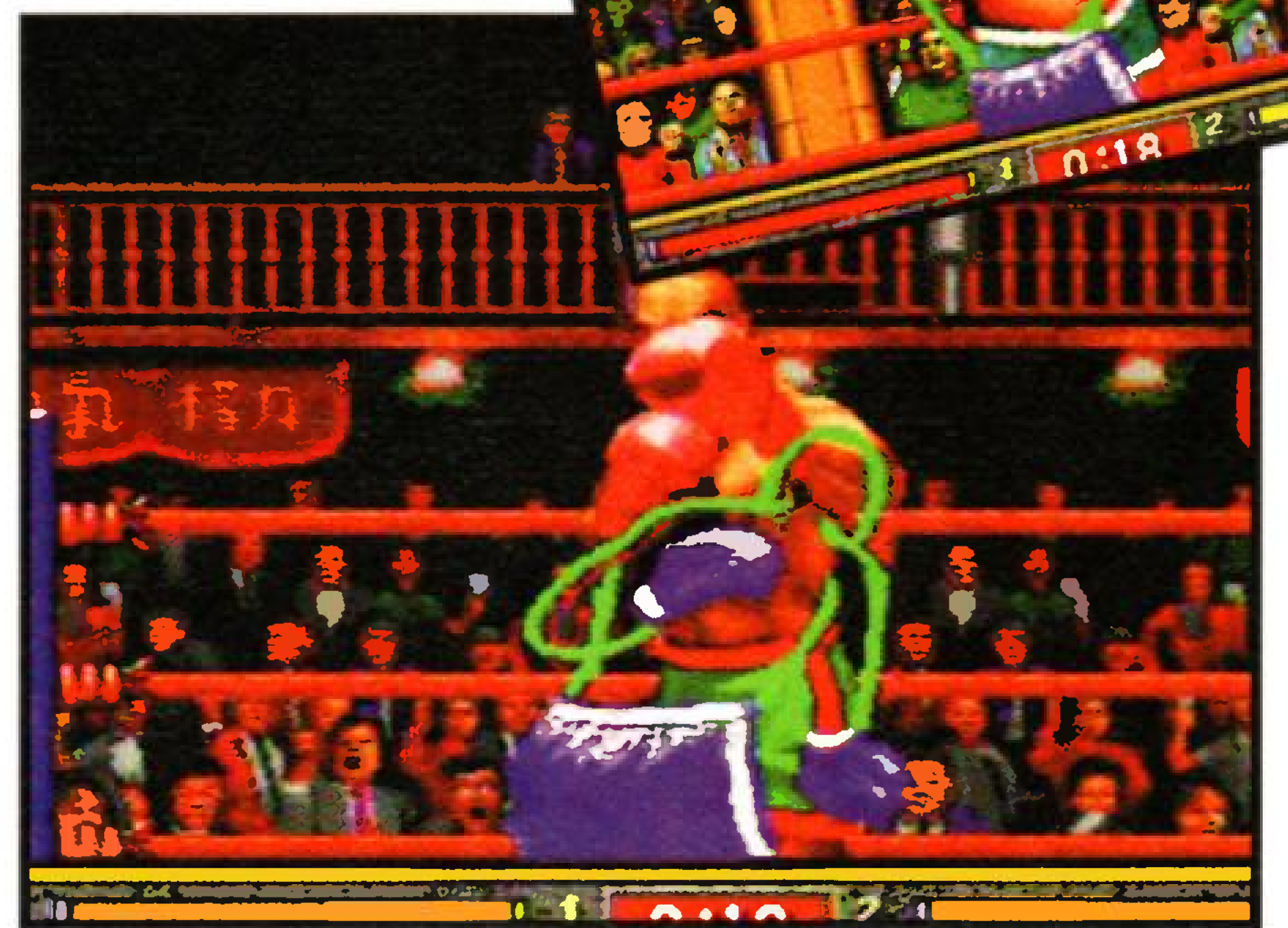
■ MEGA DRIVE

TOUGHMAN CONTEST

Thwaack! That's us here at CVG punching this fairly limp wristed excuse for a boxing game. Still, if like Mike Binns from Manchester you were a bit sad and went out and bought it you might help console yourself with these tips. To make them work, go to RESTORE FROM PASSWORD in the SETUP MENU and enter E then two of the following letters which represent your opponent and your boxer respectively:

- A: Bruno Maserati
- B: Monsieur Victorie
- C: Hans Fischer
- D: Charlie Ponderosa
- E: Benny Booyah
- F: Meurte Martinez
- G: P J Rock
- H: TK O'Reilly
- J: Hiro Sokitome
- K: Coolio Loc

- L: Jabfare El Habib
- M: Coco Valdez
- P: Joe Wildhawk
- Q: Biff Blublood
- R: Nikolai Rainski
- S: Diego Garcia
- T: Hauvan Jones
- U: Yang Ahchi
- V: Sydney Dundee
- W: Gavin Gregson
- X: Rigo Suave
- Y: Chang Fu
- Z: Jacob Jabowitz



■ SATURN

CLOCKWORK KNIGHT

This platformer may sport some superb visuals, but it's severely lacking in the gameplay department. If you want the playability to match the on-screen sexiness then hang on for Bug!. However, if you've been suckered into buying Clockwork Knight already then Allan's back with some more handy cheats, all of which should be entered on the title screen.

For a level select: L, U, R, D, D, R, R, U, RIGHT SHOULDER PAD.

To warp to final boss: Enter the LEVEL SELECT code above and then press: L, R, R, U, R, R, U, D, R, R, U, RIGHT SHOULDER PAD.

And for a whopping 999 lives: Enter U, R (nine times), D (six times), L (seven times), Z, X, Y, Y, Y and finally Z.



■ 3DO

RETURN FIRE

If ever there was a reason to buy a machine simply for one game then it has to be Return Fire. Mindless destruction at its finest all accompanied by that amazing Dolby Surround soundtrack. Dan Thompson from Kent says he wants to marry the game and has clearly managed to squeeze out information for an invincibility cheat whilst courting it:

START a game and go to the craft selection screen. Highlight any craft and press C and HOLD DOWN BOTH L and R buttons. Whilst holding them press and HOLD B and C. Still holding all four buttons press STOP. This will take you to the exit game option. From here (still holding down the four buttons by the way), push down and if all's well you should hear a sound. Repeat the process for each craft you wish to make invincible.

And there's more. For a level select, start a new game and go to the map selection screen. Keep pressing UP until you reach the password entry screen and then enter WOLF as the password.





THE ULTIMATE GAMES CHALLENGE

Hello there, hardcore gamestrels. This, as you might have noticed by now, is the CVG Challenge Page. This is the place where we, CVG, challenge you, the readers of CVG, to send in your toppest best gaming achievements in the hope of finding a place in the finals of our **ULTIMATE GAME LORD CHALLENGE.** Now there seems to be a little confusion among certain sectors of our usually bright following as to what exactly we're asking of you. So to make things extra clear, we're going to give you a run-down of the all-new rules and regulations.

Firstly, we set a bunch of challenges straight from the bowels of Satan, such as Daytona time attacks and Mortal Kombat double-flawless dares. Lots of people seemed confused as to whether you could use cheats when attempting these. **OF COURSE YOU CAN'T BLOODY USE CHEATS.** What's the point in having an Ultimate Game Lord Challenge when any pinhead with an Action Replay can bung in a couple of codes and whiz straight through? Eh?

Next, realising that the challenges were a little unfair on those people who didn't have the games concerned, we decided to throw the tournament open. You can send in an impressive score or achievement **ON ANY GAME YOU LIKE.** But we do require documentary evidence of your skill, such as a photograph or video of your score/game. **DON'T SEND THIS IN** with your initial entry. If you're good enough to go into the finals we'll write and ask you for your proof. If you don't send it, you'll be disqualified immediately and someone else will take your place. But don't worry about that yet. You've still got about eight weeks to get your entries in. Some of the ones we've had so far are pretty impressive, but we're sure they can be bettered.

Remember, all the finalists get to travel down to Namco Wonderpark in London to compete for the title of Ultimate Game Lord and a rather fabulous prize to accompany the glory.

Right, so, to recap. The rules are as follows:

- 1 You may enter your best score or achievement (ie double perfects against beat-'em-up bosses, superb completion times for games etc) on any game you wish.
- 2 You must be able to prove your entry – but **DON'T** enclose your photo/video/memory card with your entry.
- 3 You can't use any cheats of any description. Anyone found to have employed so much as an extra life code will be disqualified.
- 3 Wait for us to call/write to you, asking for your evidence.
- 4 Send it in and wait for us to invite you to the final/dismiss you as a fibber.
- 5 Your entries must reach us by **JANUARY 1 1996** in order to be considered for the competition.
- 6 No correspondence or phone calls will be entered into. You'll just have to keep your mouth shut and be patient.

chart attack with HMV

all format top 10

- 1** **7th GUEST**
 ■ Virgin ■ PC CD-ROM
 The White Label budget re-release of this classic adventure title has proven just as popular as when it was first released. Obviously there's a big market for cheaper games out there. More, please.


- 2** **Bug!**
 ■ Sega ■ Saturn
 The Sonic of the Saturn, as it's being touted by certain people in the industry (though not us) has taken the slouching 32-bit Sega market by storm. Well done to the plucky 3D platform title and its many followers. Does anyone not have a copy?


- 3** **Player Manager 2**
 ■ Virgin ■ PC CD-ROM
 Last month's top dog beaten viciously down to third place with a rolled-up newspaper. Still, Virgin have the number one spot again, so they won't be complaining.


- 4** **Dark Forces**
 ■ Virgin ■ PC CD-ROM
 A brilliant game which is showing a second wind, sales-wise. Virgin must be as happy as a monkey with a bag of nuts.
- 5** **Street Fighter: The Movie**
 ■ Acclaim ■ Saturn
 Reviewed this issue, and not particularly good, to be honest. But that hasn't stopped some poor deluded fools from buying it.
- 6** **Day of the Tentacle**
 ■ Virgin ■ PC CD-ROM
 Another White Label budget release strengthens Virgin's hold on the top 10. Can nothing stop them?
- 7** **Ecstatica**
 ■ Psygnosis ■ PC CD-ROM
 A surprise re-entry for the ellipsoid gore-fest from the artists formerly known as Psygnosis.
- 8** **Star Trek: A Final Unity**
 ■ Microprose ■ PC CD-ROM
 Star Trek is obviously still popular with PC owners. The boring bunch of saddos. Why don't you buy something else?
- 9** **Star Trek 25th Anniversary**
 ■ Virgin ■ PC CD-ROM
 Oh good grief, it's yet another budget White Label release. And another blimmin' Star Trek game. I can't stand it!
- 10** **Sensible World of Soccer**
 ■ Virgin ■ Amiga
 The only Amiga game left in the charts slides another place to the bottom rung of the sales ladder.



Next month should see a PlayStation title enter the all-format charts, but for now Sega must be happy enough to see their diminutive platform star go right in there at number two...

md top 5

- 1 ▲ **FIFA Soccer '95**
■ EA
- 2 ● **Theme Park**
■ EA
- 3 ▼ **PGA Tour Golf**
■ EA
- 4 ★ **NHLPA '95**
■ EA
- 5 ▼ **Rugby World Cup**
■ EA

snes top 5

- 1 ▲ **Secret of Mana**
■ Nintendo
- 2 ▲ **Illusion/Time**
■ Nintendo
- 3 ★ **Primal Rage**
■ Warner
- 4 ★ **Batman F/ever**
■ Acclaim
- 5 ▼ **ISS**
■ Konami

gb top 5

- 1 ● **Zelda: Link's**
■ Nintendo
- 2 ★ **Wario Land**
■ Nintendo
- 3 ● **Donkey Kong**
■ Nintendo
- 4 ★ **Wario Blast**
■ Nintendo
- 5 ★ **Kirby's Dream**
■ Nintendo

playstation

- 1 ● **Tekken**
■ Namco
- 2 ● **Ridge Racer**
■ Namco
- 3 ● **Jumping Flash**
■ Sony
- 4 ● **Gunners' Heaven**
■ Sony
- 5 ▼ **Ace Combat**
■ Namco

iaq top 5

- 1 ● **Hoverstrike**
■ Atari
- 2 ● **Alien Vs Predator**
■ Atari
- 3 ● **Doom**
■ Atari
- 4 ● **Theme Park**
■ Atari
- 5 ● **Iron Soldier**
■ Atari

pc top 5

- 1 ★ **7th Guest**
■ MicroProse
- 2 ★ **Mech Warrior 2**
■ Activision
- 3 ★ **Day/ Tentacle**
■ US Gold
- 4 ● **Dark Forces**
■ Virgin
- 5 ★ **Final Unity**
■ Virgin

saturn

- 1 ★ **Bug!**
■ Sega
- 2 ● **Panzer Dragoon**
■ Saturn
- 3 ● **Daytona USA**
■ Sega
- 4 ● **Virtua Fighter**
■ Sega
- 5 ▼ **VF Remix**
■ Sega

amiga top 5

- 1 ● **Player Manager 2**
■ Virgin
- 2 ● **Sensible Golf**
■ Virgin
- 3 ● **Sen World Socc**
■ Virgin
- 4 ● **Ult Soccer Daze**
■ EA
- 5 ● **Indy Jones**
■ US Gold

3do top 5

- 1 ★ **Flying N/mares**
■ 3DO
- 2 ★ **Hell**
■ Gametek
- 3 ▼ **Multi Sampler**
■ 3DO
- 4 ★ **Road Rash**
■ EA
- 5 ● **Need for Speed**
■ EA

key ● non-mover ▲ move up
 ▼ move down ★ new entry

Now, I bet you haven't read every page yet have you. But you're such a nosy git that you're not content with just checking out what's in this issue, so you're already snooping at the back page to find out what's going on next month, aren't you, eh?

Well, just go back and read that Magic Carpet 2 review you missed, and that special Jamma show report and then we'll tell you all about the rather remarkable software we've got set on stun next month...

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MORTAL KOMBAT

- The PC version looks like being an excellent conversion, especially for all those ambidextrous keyboard fiends out there.



WIPEOUT

- The coolest game on the PlayStation is gonna be eight-times as good on PC as it's got a brilliant eight-player option and we've got the review!



ASSAULT RIGS

- OK, so we love Sony Interactive games, but that's 'cos they're brill, and next month we'll be telling you in our exclusive review why this one is too.



THUNDERHAWK 2

- No don't worry, this isn't on the Mega-CD, it's the Saturn game from Core that is going to make you want to go and buy Sega's Next Gen machine. Probably.



EXTREME SPORTS

- OK, we haven't really told you too much about this game, but it is brilliant. Remember Skitchin' on Mega Drive? Well it's a similar principle only infinitely more playable and more brilliant and more addictive, and more... actually it's just more in every way, OK?



KOLIBRI

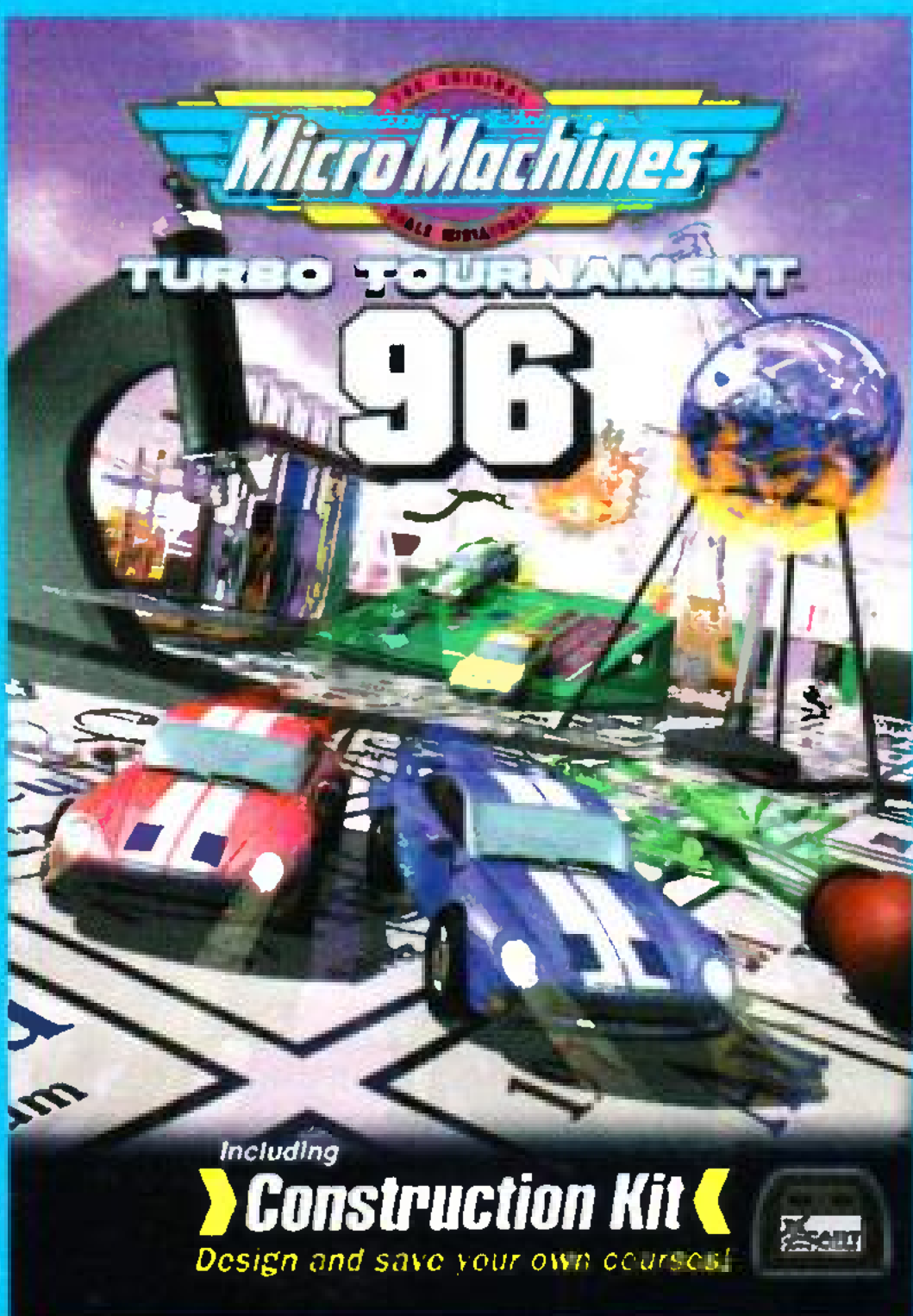
- Kolibri - the Eco wannabe will be humming its way into full review status too, so all you 32X owners itching to buy a new game, well go and buy Virtua Fighter, as there's no way this is going to be as good.



CVG 169 on sale November 10



CAN A GAME OVERTAKE 100%?



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