



UNITED GAMES MOCK-UP ISSUE.
ALL MATERIAL IS WORK IN PROGRESS. EVERYTHING SUBJECT TO CHANGE.
PROTOTYPE LOGO SHOWN ABOVE. COVER LAYOUTS STILL AT AN EARLY
STAGE - HENCE LACK OF PROPER COVER FOR THIS MOCK ISSUE.

THIS COLLECTION OF WORK IN PROGRESS MATERIAL HAS BEEN PUT
TOGETHER TO ENABLE MAGAZINES, NEWSPAPERS AND BUSINESSES TO GET
AN IDEA OF WHAT UNITED GAMES - THE MULTI-FORMAT COMPUTER GAMES
FANZINE WILL BE ALL ABOUT.

EXPECT THE FINISHED PRODUCT TO SURPASS ALL THAT YOU HAVE SEEN SO
FAR AT THIS EARLY STAGE.

ALL MATERIAL IS ©1998 ANDREW MEHTA UNLESS OTHERWISE STATED. WE
HAVE TRIED TO ACKNOWLEDGE PEOPLE'S COPYRIGHT WHERE POSSIBLE. IF
WE HAVE FAILED TO ACKNOWLEDGE YOUR COPYRIGHT, PLEASE SEEK
CONTACT. WE ALWAYS CORRECT ANY OVERSIGHTS. THANK YOU.

THE FANZINE WILL BE FOR SALE VIA MAIL AND VARIOUS COMPUTER GAMES
SHOPS UP AND DOWN THE COUNTRY. PRICES IN SHOPS WILL RANGE FROM
90P TO £1.20. PRICES SUBJECT TO CHANGE BETWEEN NOW AND LAUNCH.

UNITED GAMES LAUNCH DATE: 16TH SEPTEMBER

United Games is £1.20 if bought via mail. For a copy write to:

Andrew Mehta PO BOX 61, West Swindon, SN5 9GR.

Else, check out local second-hand computer game shops. If they don't stock it, but are interested in
stocking it, tell them to contact us. We'll sort something out.



[Welcome to the beginning.....]

Welcome to this mock-up issue of United Games, aimed at giving magazines and businesses a chance to actually find out what we will be like when we launch. The reviews, previews and features included are ones which were written last year, when United Games was scheduled for a November release, hence they seem rather out of date now. Still, we are beavering away reviewing games and when United Games launches, you can bet that the first issue will be jam packed with all the latest games reviewed, plus we'll have more news and gossip than most magazines, given our uncanny ability to produce the last two pages really well, even on the day of printing. Yes, exclusive news reports will be common place. Because we're cool like that. ENJOY THE MOCK-ISSUE!!

~Editor: Andrew Mehta~

SO JUST WHY IS UNITED GAMES SO COOL?



"Okay, why should I believe you're cool?"

Because, we've got an array of special offers and features planned for the first issue which are totally mad!!

"What, mad as a brush?"

"Yes, and a very bristly one at that. We will have videos of game footage readers can send off for (all nice and legal - don't worry), a service called Game Extra which is basically an archive of reviews, a sense of humour provided mainly by our deputy editor, cool competitions, decent creative writing, equal format coverage (Yes! Even for Saturn owners!), and a whole load of other stuff. Oh and our reviews show national magazines how it should be done. Very cool."

"Er, yeah. Still hasn't got me convinced. I mean, all you've done is boast, I haven't seen anything yet, its all hype."

"Oh is it? Take a look at these older articles, gathered together in this mock issue, take into consideration this is a collection of very early stuff, and that the finished United Games will be vastly improved in all areas, and really, you can't fail to be impressed."

"Blimey!"

"Blimey indeed!"

CHECK-LIST:

We are a revolution. There's no getting past that fact. We do it right, and we will continue to do this right, well into the year 2000. We've started, there's no stopping us. If it doesn't work at first, we won't scrap the fanzine, we'll stick with it, and MAKE it work.

The only fanzine with:

- ◆ Free Licensing-out agreement,
- ◆ Cool Competitions,
- ◆ Video footage,
- ◆ Exclusives,
- ◆ A PO BOX,
- ◆ A back catalogue of reviews,
- ◆ Reader interactivity,
- ◆ An aura of cool,
- ◆ and a sense of humour.

★WAHEY!★

CHECK-LIST#2:

Things that will be improved:

- ◆ **Diddy Kong Racing review.** (We've had people arguing over whether it deserves a Red Hot or not - our highest recommendation. I smell second opinion boxes emerging....)
- ◆ **Printer resolution.**
- ◆ **Artwork** (we're getting a computer artist to do the job! Cool, or what??)
- ◆ **News layout** (forced to use dodgy bitmap scaling at the moment, but when the new art package arrives....., we'll still be using bitmap, only it'll be better, right?)
- ◆ **Quality of Writing**
- ◆ **Merchandise in competitions** (We're gettin' loads of it!)



WORK FOR UNITED GAMES!!!


United Games welcomes all contributions to the fanzine and contributors can still retain copyright of their contributions, as can individual Team Members, which brings me to the point I wish to make: A couple of months ago we were all set as a team producing some stunning work for our back catalogue of reviews, such as Ken's Puzzle Fighter review, George's Goldeneye review, Edd's Diddy Kong Racing review, Ross's Dark Light Conflict review, and many, many more..... However, some left the fold, leaving vacancies, even if they hadn't left, we would still have needed some more reviewers. As such, we have the following vacancies:

We regret we cannot pay team members. But, think of the fame in writing for United Games, oh yes. If you do not want to be a Team Member, we still welcome contributions, which you are welcome to make. Thank you.

WANTED!!!! TEAM MEMBERS!!!!

- ◆ **1 PlayStation reviewer**
- ◆ **1 Import/switched SATURN owner.**
- ◆ **3DFX/VOODOO2 owner (P.C.)**

If you're interested in becoming a part of United Games, write to our Editor, Andrew Mehta, at PO BOX 61, West Swindon, SN5 9GR. We would be extremely grateful if magazines and businesses would make public our vacancies.



Video Footage of GAMES!!!

Ah, yes. Thanks to Audio Visual Productions (AVP) we'll have a little coupon each issue, that you can fill in, send off with £3.60 (that takes care of postage costs as well) and a couple of weeks later, a twenty minute video will come through your letterbox with exclusive video game footage. You can send off for the video of your choice out of: Sega Saturn Video, PlayStation Video, Nintendo 64 Video, P.C. Video (this has implications - but we're sorting it out), United Games/Multi-format video, and sometimes there will also be a showcase video - showcasing perhaps just one title in particular. We love video footage. We're currently trying to get our mitts on the Gameboy Camera & Printer Video, oh, and a Manga TEKKEN video we saw in France. Hmm.....

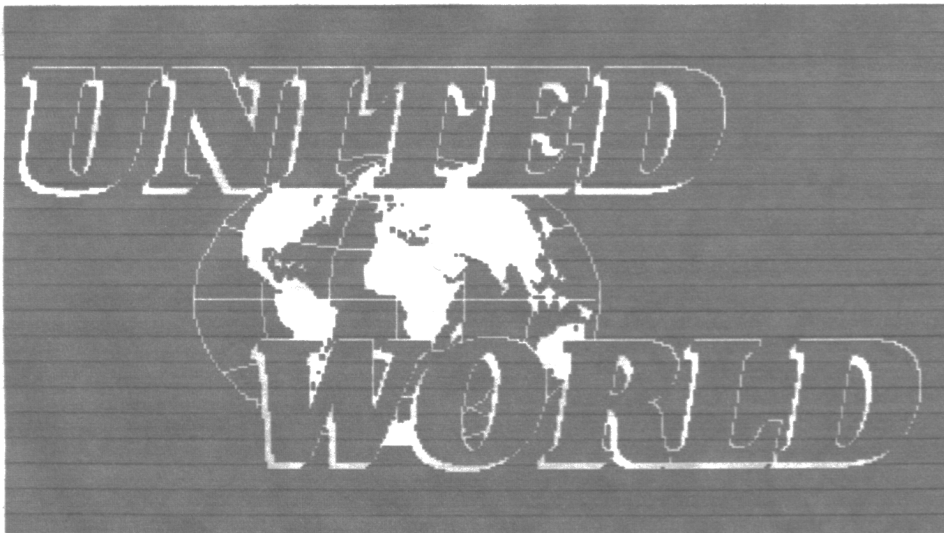
We always clear up any copyright problems when getting video footage, ensuring we are not violating anyone's copyright. The videos are copied and posted with no profit margins. Videos made on a non-profit making basis. At present Audio Visual Productions is helping us, this may change.

SPECIAL FEATURES!!!

Free Licensing out agreement!!!!

As you probably know by now, anyone, anywhere, is welcome to contribute to United Games, be it review, preview, feature or drawing. Contributors writing for us can retain copyright of their contributions, as can Team Members. Yes, if you write for us, it's still your writing, we don't claim it or anything. It's copyrighted to you.

So, what now?? What's all this licensing out malarkey?? Well, quite simply, within United Games, there will be a box (somewhere) explaining that if anyone wants to use an article they've read in United Games, all they have to do is write in to us, and we'll ask the copyright holder whether it's okay. Get it? That way, if you contribute something good to United Games, you could have letters coming your way asking whether other fanzine editors can use your wonderful writing. All this means our articles aren't exclusive after they've been printed once and it makes life easier for people who contribute to more than one fanzine, i.e. they don't have to write a different review for each one.

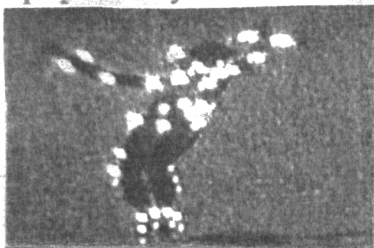
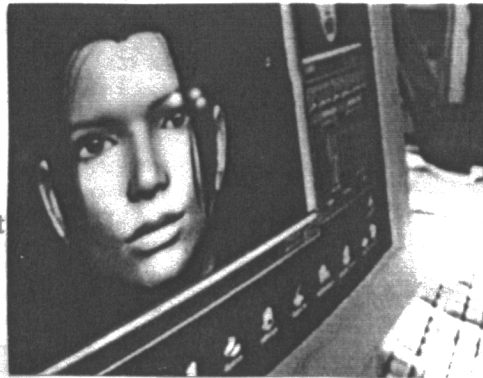


Welcome to our world. And it's a mad world. We want to share it with you: United Games World. (Enter and embrace it. Love it and hate it. It will always be there for you...)

All the facts, gossip, features and just generally cool articles you've come to expect from a respected Games Mag such as ourselves. (Read on, it's been written for you!) Enjoy. Only three months before it all starts over again.

TOMB RAIDER ANIMATION!!!!!!

Is Lara Croft to star in a new animation series?? On a recent Money Programme report on BBC 2 about the British Gaming talent (a report that pointed out that U.K. programmers were only becoming famous through U.S. or Japanese publishers and that Britain although having the talent doesn't really exploit it) Rajan Datar had a word with Ian Livingstone, Chairman of Eidos who had this to say on the issue: " Eidos, I view as a Multimedia company, not just in the games industry but go beyond. We have a record label, we have a Technology Company, and we're able to exploit our properties beyond. I was in Hollywood a couple of weeks ago, talking to three film studios about making a Lara Croft Movie. People are becoming aware, they know beyond games that these characters can exist and can be exploited." In the background they were using motion capture to capture the performance of gymnastics and use them to animate a Lara Croft on a computer screen, that put quite simply: Looks nothing like Lara Croft. Take a



look at these screenshots and see what you make of them!!! Rajan then went onto explain that if the motion capture was successful it may be used in a Lara Croft animation.

Tomb Raider II is out now on PlayStation for the negligible price of £44.99 and P.C. CD-ROM for £39.99. Tomb Raider II won't be coming to Saturn but you can get the original Tomb Raider for £29.99 this Christmas, in case you haven't already got it. Expect the price to become even lower soon, especially in the January Sales!!



Is The Gameboy still going??

Oh yes it is!!!

Not content with eating up a whole page in the latest Dixon's catalogue, the GameBoy, Gameboy Pocket and Gameboy Pocket Colours are scheming to take over the world, if they haven't already done so. THE Games told United Games: "GameBoy is now all set to maintain it's popularity and attract new gamers well into the 21st Century." while Alex Fitzgibbons, a Nintendo Spokesman said: "Gameboy just gets better with age, It's still the ultimate entertainment for just anyone, from eight year olds who play Game Boy at bedtime , to teenagers filling in time between classes and to business executives flying around the world. The new Game Boy Pocket colours simply add another great dimension to this classic games machine." which is what we expected them to say. Either way, they did give us some news: "Watch out for Game and Watch Gallery and Street Fighter 2 later this year to play on your new GameBoy Pocket." So, two new games for the GameBoy then. Have you seen them yet?? I get Streetfighter, but what the hell is this Game and Watch gallery?? Er, yes. At the moment I believe that the most modern GameBoy titles available are Wave Race, Mole Mania and Tetris Blast. Does anyone want to review these GameBoy games?? **U.G.**

Andrew,
Place Photo Here.
Edd Gone to Lunch.

Cute characters and bright graphics.

This one's sure to upset the moral brigade.

THE RESULT of the work that Rare has done is amazing. Absolutely amazing. It's never boring ; always fun. the tracks are well designed , and the detail superb. The presentation of the game perfectly suits its cute, colourful and crazy style. Races are a mixture of adrenalin and pure fun - it's just as hard to chase as it is to be chased. Just as you think that you've done everything, another sizeable secret appears. The only way I could describe the game was to say that its a hybrid of Mario 64, Mario Kart 64 (luckily, it hasn't got too much to do with that heap of unadulterated, single player dross), PilotWings (flying bits), Waverace (Hovercraft bits) and Blast Corps (challenge). If you could call Mario Kart and Sonic R its rivals, it slaps their faces into the mud and drives over them (Excuse me! Rare don't have T.J. Davis, thank you! Ed.). I agree with Edge, this is easily the best British video game ever. Quite simply, it's my favourite game EVER and if you have a N64 you just have to own it!

Also, respect has to go to Rare for the sheer amount of detail put into the landscapes and course design. In the Dino world, Pterodactyls fly overhead, and dinosaurs stomp in the background. See if you can spot the bobbing snowmen in the snow levels! Oh - and be careful not to crash into a tree - snow falls off! Admire Pirate Ships in the sunny shores of Sherbet Island, and, if you have enough time, watch the whales playing in the

crystal clear sea. Raise the drawbridge in the medieval times of Dragon forest, and watch as colourful banners flutter in the wind. Watch spaceships in [Shut up Edd - Andrew]. (Hey! Get off my review!). (Like that was me! <sarc remark> Ed.)

(NB What happened to Drumstick? Why is the Lighthouse on the island marked "Fuel Here"? Why does the carved face of Wizpig on the mountainside start to come to life when you collect a bit of the amulet? You'll have to play it to find out ...)

"Wow, sounds great, but I heard the 'Red Hot' was sacred. Is it really this good?"

Here at United Games we like to keep most of our high recommendations as Brilliant Blues. We want to make Red Hot only apply to games that if you own that system you simply must have! Games that ooze pure fun and lastability at you. Games that are excellent value for money and will become an all-time great. "So, Edd," we said "explain to us just why you gave it a Red Hot??"

These were his answers:

"Diddy Kong racing? It's got a complete "WOW" factor. You pick it up, start it up and say "Wow! Look at the detail on this island - frogs hopping, and birds singing as well as weird flying things." If you look closely you can even see Tigers [only in a particular level we suppose] and hidden texture maps!! As for the tracks - you feel they have been so



well designed, partially because you compare them to tracks such as Rainbow Road on Mario Kart 64 and this pales in comparison.

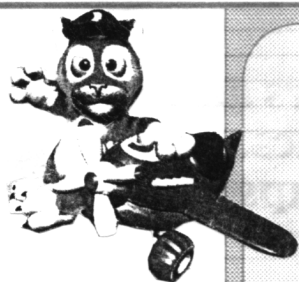
The graphics are completely amazing with accurate interpretations of shadow movements and more light-sourcing than you can shake a 800kilo Blue Genie Elephant at. The characters' voices are complete comedy too. From the very first race on Ancient Lake, you know this is going to be something special. The gameplay is always addictive and challenges, although tough, never seem unreachable. When I complete a tough challenge, I get an immense satisfaction that I've never had from any game before.

The tracks option has been perfectly thought out, so that the game lures you back for more when you least expect it (i.e. when you're just about to lie back in that sofa with a biccy and a mug of Hot Chocolate).

It's perfect. As soon as you think you've completed it, another huge world opens up. It's the best thing since sliced WizPig." **U.G.**

**Text ©1998 Edd Morris
Edited by Andrew Mehta.
Layout ©1998 Andrew Mehta
Diddy Kong Racing, game,
characters, rendered artwork,
etc ©1998 Rare Limited.**

THE STORY SO FAR.....



TIMBER the Tiger's parents sure picked a great time to go on vacation. In their absence, Wizzpig the evil Space Wizard, captured the Tiger's Racing Island, which Timber was meant to be looking after. Wizzpig scattered the hoard of powerful golden balloons everywhere, and locked the island's race courses behind sealed doors. He banished the good elephant genie, Taj, from his mountaintop, and took his lamp. To crown it all, he carved a massive effigy of his face on the mountainside. He then used his powerful magic to create his



throne room, and sat back to enjoy the show.

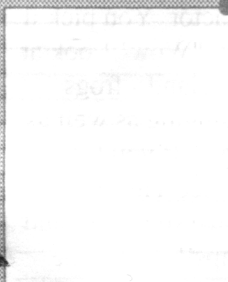
Taj knew that the only way to expel the evil wizard was to beat him at a race. He sent the island's champion racer, Drumstick the chicken to challenge him. Drumstick never came back.



Now Taj needs a new champion. Timber calls up his mates, and they get poised at the starting line.

THE WORLDS!

Incidentally, the four worlds are Dino Domain, Snowflake Mountain, Sherbet Island, Dragon Forest and Fut ... uh, you weren't supposed to hear the fifth ...

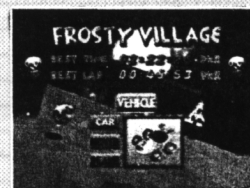


Getting Started!

Odd as it may sound, Diddy Kong Racing is what happens when you cross Mario Kart, Mario 64 and probably the world's greatest third party developers, Rare. And a bunch of primary school kids.

The primary school kids come in in the opening. Diddy flies around the "N Cube" and then the Rareware logo appears - accompanied by the sound of canned laughter from Primary school kids (Out Of Tune anyone?). St - raaaange. The opening demo is just as fun, introducing all the characters to you, along with the most catchy music you'll ever hear in your life. Next up is the player select screen, which screams CUTE!!!!!! The eight characters all walk on the spot, waiting to be selected. When you move your cursor to each one, their theme tune plays in the background - rather like in the original Mario Kart.

Once you've chosen your favourite member of the Cuddly Crew, you're greeted with an option to play "ADVENTURE" or "TRACKS" mode. At the moment, just go for an adventure.

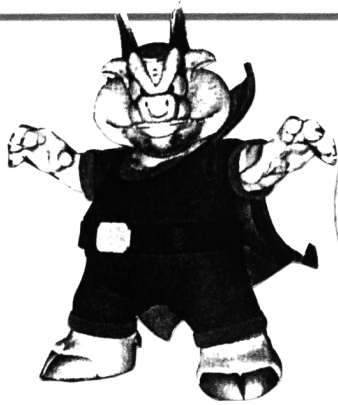


Timber's Your Friend!

Once you've selected your file, you're treated to a brief (and cinematic - grab your popcorn) demo describing the island's troubles. Now you're free to explore the amazingly detailed island. Taj, barred from his usual pad on the mountain, walks around the centre of the island, humming to himself (and you can hear him hum). If you drive up to him and honk your horn, he can offer to change your Kart into a Plane or a Hovercraft so you can explore more of the island.

THE LITTLE DETAILS ON THE ISLAND...

The little details on the island are what makes it so cool. Look carefully at some of the walls - you might be able to spot the face of Timber's dad in the stone pattern. Fish swim in the sea, frogs leap by the pond (if you drive over them, they make a sickening squishy sound but reappear, unharmed, seems pointless, but...) and butterflies flutter by. The music is constantly changing, adapting new rhythms, and if you hang around long enough the primary school kids start to sing "La la la la la la la!!!". Bless.



You'll never find my doors! And even if you do, they're locked! So there!

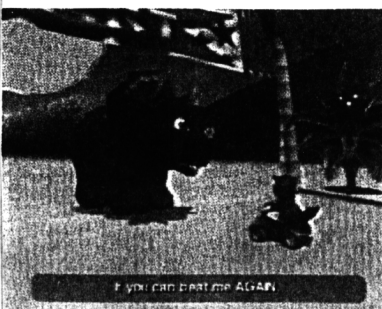
THE FOUR LOCKED DOORS!

Good exploration will result in you finding four big, locked doors, each with a number of balloons etched on them. When you win the number of balloons etched on the door, you can access the area. To start, you'll have two balloons, but with some skillful exploration you'll find at least one. Now, you can open the door marked "1" ... wonder what lies inside?

"MY! SOLDIER! ARE THOSE PARSNIPS YOU'RE EATING?"

Behind the four doors lie Worlds (Well now you've told us. Ed.), or more precisely "World Lobbies" (sounds a bit like a brand of parsnip to me). In these Lobbies is a plethora (not a kind of dinosaur) of doors. Four of these doors are marked with balloons. When you get the required number of balloons you can open a door and race on a track (to win the track's balloon, you must finish first). Another door houses a keyhole (Hmmm), a small anteroom contains an empty cabinet (double Hmmm) and a double door is etched with a pair of hands holding the door knobs (ooh-er!)(I second that. Ed.).

CHALLENGES FROM THE BOSSES!!!

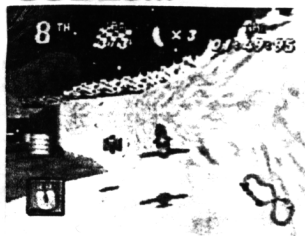


When you win one of the races on the four tracks, the door changes in design into a big golden balloon. Once you have won the four races on the tracks, the "Handy" door opens - onto the boss! These great animals (with ker-azy voices) challenge you to a race and they're darn tough, simply due to their SIZE.

Beat them to the finish line and ... they spring a surprise on you! You must now race the four tracks in each world again, but you must also collect eight silver coins dotted around the course.

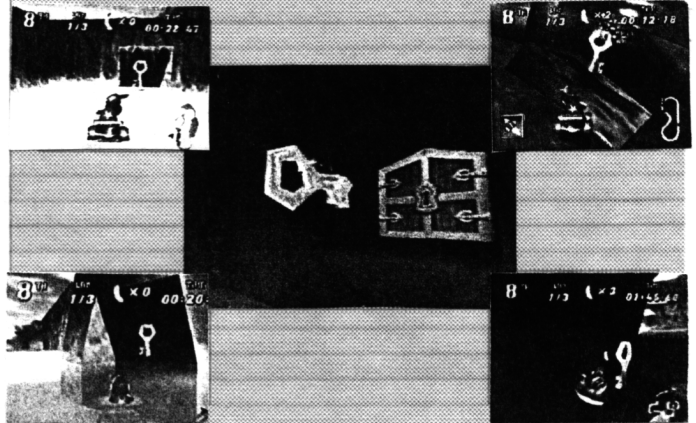
**THE SILVER COIN CHALLENGE!
GO FOR THE N-CUBES!!!**

Re-entry to the lobby sees all the Track doors marked with a new number of balloons. Inside the tracks now is the Silver Coin challenge, which makes sure that you know the track's layout like the back of your



**★And Tonight's★
Mystery Prize Is.....**

Located in one of the tracks of each world is a key which opens the locked door in the lobby. Inside that door is a challenge similar to that of battle mode in Mario Kart, and if you thrash your CPU opponents, expect something a bit good to happen ... (only a bit? Ed.).

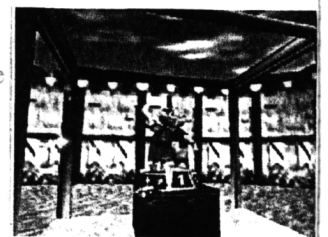


snout. Try to collect the eight coins on the first lap ; and then in the remaining two laps try to jump from eighth to first. Do this, and you're awarded with another(!) balloon. On return to the lobby, you'll notice the door has been marked with two big (saucy) balloons. Win the four tracks on the silver coin challenge, and prepare to re-challenge the R-O-C-K-H-A-R-D Boss!

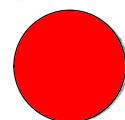
THE MAGIC AMULET!!!!

<GASP!!>

Beat the beastly boss, and he'll award you with a piece of a magical amulet. Only four-more to collect, on each of the four worlds!! The beaten boss will also give you access to a Mario Kart esque Trophy Mode. Which seems to have no importance until the end ...



If you're currently thinking "This game doesn't deserve it" then you haven't played it.



Red Hot!!!



UNITED GAMES' WORLD WIDE ~WEB SITE~

LOADING.....

UNITED GAMES WEB SITE INFORMATION

United Games hopes to be more than a fanzine.

Yes, we will also have a **Web Site**, designed, produced and maintained by **George**, one of our **Team Members**. Not only will all our **articles** be on the net (some of which you may **never see in the fanzine** for reasons of space), but if all goes well, there will be the **opportunity** for you to **leave your own mark!** Yes, if you've read a review and disagree with it, you can **write a second opinion** on the web site. Just bought a new game? Then review it for us!! Not only can you **browse** through the **Game extra archives**, you can **add to them!!!** Furthermore, there should be **cool things** to download, an **easy to use interface**, and of course, most importantly, **up to the minute news** on stuff national magazines have missed!!! It's **absolutely mad!!** However, this is just the **tip of the iceberg**. We haven't seen our own web site (at time of going to press we're not connected) so we don't know what **George** has done. **Why don't you see for yourself??**

Now at this point, we should print our **Web Site Address**, but alas, we don't have it, and **George** has gone away for the week. Remember **everything's still work in progress** at the moment and the site is far from ready, but it **promises much**. If it's been a while since the time of writing, **write to us** and we should have the **web address**, or at least an **email contact**. In the meanwhile, **keep checking the press** for details. We'll send a **flyer** to them as soon as it's done, okay?

OK

Game eXtra:

Game eXtra logo ©1998
Andrew Mehta.

GAME EXTRA - is an archive of reviews. We're hurriedly getting it together. Should be ready soon.

Write to us if you need advice on purchasing a game, or are stuck on part of game. We'll endeavour to help, or find someone else who can. Write to:

Game Extra, PO BOX 61, West Swindon, SN5 9GR.

Or visit the Web page once it's up and running!

More info on:



Game eXtra logo
©1998 Andrew Mehta.

VIA THE INTERNET:

Go visit our web site. Go to the Game eXtra section. Browse through our numerous articles. Take some with you to read later or print out. You don't have to pay as you do via post. It couldn't be simpler.

SENDING OFF:

You then choose what articles you want (be it review, feature or preview) and work out how much it will all cost. Then place your article requests and your cheque or Postal Order in an envelope and post it to us. We'll ensure you get your articles.

IN THE FANZINE:

There'll be a Game eXtra box in the fanzine, featuring a list of games under the headings of review, feature, or preview. Next to each game title will be the price for printing and postage costs.

NEED HELP?

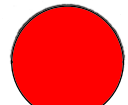
If there's a game that you are unsure about buying, or you are stuck on a game and need help, Game eXtra may also be able to help. Remember - we're a service. We'll endeavour to track down any purchasing advice you may need - even if it's not on the Game eXtra list. The same goes with tips on games, we'll track down an expert on the game within the fanzine community. And then we'll get back to you. Simple, yes?

BE A PART OF Game eXtra!!

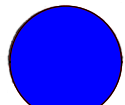
You can contribute your own reviews, previews and features. Review Packs tell you how!!! They reveal how our reviewing system works (including normal reviews, mini reviews and

rental reviews). As well as talking more in depth about the colour symbols we assign to games and what they mean.

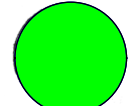
Review packs come out next week. But for now, here's a brief explanation of our colour system.....



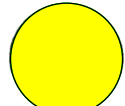
Red Hot!!



Brill Blue



Groovy Green



Mellow Yellow



Grey



BLACK!!

Colour Symbols.....!

Colour awards to games are not ratings, but symbols describing the game. **Red Hot** = If you own the required console you **MUST** have this game. Nuff said. (Yeah, we know, there's a bit of controversy over Diddy Kong Racing in the office too - expect a debate page and a possible colour change to blue). **Brilliant Blue** = Brilliant!!!!!!! **Groovy Green** = Not everyone's cup of tea, but there's something in it that makes it that little bit special. **Mellow Yellow** = An all-round good game. Buy this and you really can't go wrong. **Grey** = There's nothing bad about it, it's just that there's nothing good about it either, overall, a ho-hum average. **Black** = Burn it!!!!!!!

Colour rating system ©1998 Andrew Mehta - contributors and Team Members automatically have permission when writing reviews for the fanzine.

Final Words:

This Mock-issue, because of several set backs, (a trip to Bristol was one) has not showcased United Games as well as I might have hoped. Solution? More Mock-up issues will be coming your way, showing how we progress, grow, evolve - into something greater. Businesses and Press?? We'll be coming your way again in about one or two weeks!!! Expect work in progress Steep Slope Sliders, Puzzle Fighter II, C64 Music CD feature, G-police, Panzer Dragoon Saga, Dark Light Conflict, Riven, and many more (note only a few of these will make it into the next mock issue as we try to keep the mock-issues small to save money). Also, find out more about our web site. Review packs should also be ready by next week. Get ready. As one crappy pop song once said, "Things can only get better...", and as Sir Edward Dyer once said "When skating over thin ice, our safety is in our speed". We'll get better, fast. This personally, has been a rush job, broken up by enjoying the summer, and quitting work!!!! (I'm getting a new job, don't worry! ☺!).

Thanks a lot for taking time out of your busy schedule to read this dodgy mock-up issue. We'll be really glad of any support or public awareness you can give us.

Thanks to shop proprietors for showing interest in stocking United Games in your respective shops. We hope this has given you an insight as to what the finished fanzine will be like. Here's a **warning** though: it will be oh so much greater than this. Oh, yes.

Newspapers/Magazines: We are extremely grateful to you for publicising United Games. We will be the buyers guide. We can't do it without your help. Thanks a lot for plugging us, it's made all the difference! ☺!

~Editor: Andrew Mehta~

Final Points:

DATE OF WRITING: 01/08/98

REVIEW PACKS OUT NEXT WEEK

MOCK-ISSUE 2 OUT SOON. (one to two weeks)

TEAM MEMBERS PROJECT LEAFLET, Part 2. out NEXT WEEK.

BUSINESS CONTRACT/LETTER, out NEXT WEEK

UNITED GAMES, out SEPTEMBER 16th

RIOTS IN GAMES SHOPS after UNITED GAMES SELLS OUT September 17th. J!!!

WEB SITE - Late August/Early September (been set back... sigh).

GAME EXTRA - Out soon, see previous page for more details

UNITED GAMES PUBLIC ADDRESS: PO BOX 61, WEST SWINDON, SN5 9GR

There is another address for Team Members and Shop proprietors.

Anyone is free to distribute the fanzine once it launches. AS LONG AS YOU GET PERMISSION FROM US FIRST. We like to keep tabs on our distributors, make sure they're not selling us at above our RRP.

United Games is made on a non-profit making basis.