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## ECTS 98

Content

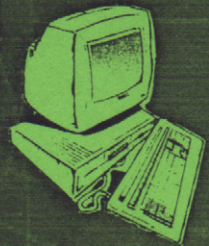
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## Welcome to the REVOLUTION!

Welcome to United Games, the most colourful, optimistic, black and white fanzine in the business. 100% games orientated and coming straight at ya! Encompassing a massive 34 pages, all for a measly little pound, but what's most impressive, besides all the afore-mentioned, our equal format coverage and our constant striving to bring you the best games journal around, is the fact that we represent the buyer's views. We, like you, have to actually fork out fifty odd quid to play games, or else scavenge around bargain bins at shop entrances. We are the public's representation, and yes, you guessed it, YOU can become a part of it by contributing. Truly, the revolution has begun.

If you are interested in contributing articles then you can pick up a review pack. These leaflets lurk around various computer-game shops and are free to pick up and take home! Alternatively, you can write to us for them. They'll tell you all you'll ever need to know about how to write articles for us!

In the meantime, just enjoy the issue, okay? And we'll of course be glad of any feedback you may want to give us to help us evolve!!

For more editorial ramblings check "THE TEAM" page and "END ZONE".

~Editor: Andrew Mehta~

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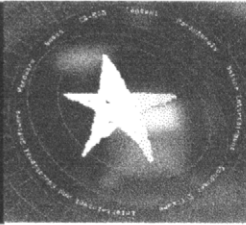
## 33: Game eXtra list

( accurate at time of going to press ): Get your mits on a Turok 2 interview! Check out an article on old C64 tunes, seek gaming advise. There's only one way you can do all this and more - and that's through Game eXtra. Game eXtra is United Game's back catalogue of articles, but it's also a gaming service. Ask us anything and we'll endeavor to answer....

**34: Adverts:** Computer Exchange announce their new branch!

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# ECTS 98



Cheers to Jazz and Ben#2 for attending this year's European Computer Trade Show. Unity! Peace man!

Queuing for any amount of time is annoying. Queuing for a long time is really annoying. Queuing for a really long time and being told to go between two positions repeatedly is .... sorry; minors could be reading. I'm sure you can guess. This is what happened when I set out to ECTS with my fellow companion Ben#2 as Press for the ECTS show on behalf of United Games. It wasn't nice, but it was inevitable after my companion had to pull out and was replaced by Ben#2, he needed his entry pass name changed.

Still - after all that - it was memorable even after so much as one second inside the Olympia London, where ECTS 98 was hosted. Looking down from the balcony level upon this huge man-made village of techno-junk is something you have to do to appreciate. If you name a game that's going to be released over the next half year or so on PSX, PC or N64 the chances are we've played it or at least seen it. Jealous? You should be - but read on for our complete (load of nonsense) report on ECTS, and more importantly, the games there.

## N64:

I don't think it will come as a surprise to anyone when I say that Nintendo had the biggest stand area of the conference. After all - they are the leader of the games market, and they have a certain stigma about the hype they generate about their upcoming projects. Such events in the past have displayed the N64 in all its glory, before it was released. The big N seems to like having new things to show off! It's no surprise they chose ECTS to show off the new GBC therefore. But in their stand they had a section of GBC's to play on, a whole rack of Gameboy Pockets that didn't seem to be being used, but mainly - LOADS of N64's.

## Earthworm Jim 3D:

Yep, couldn't resist a go on this, having played the SNES version before. This game rocked, from what I played! Basically - it's another walk around solving puzzles game - they all seem to be like that nowadays! I had some trouble collecting this bloke's marbles which he had lost, and I eventually got killed by some mutant toilets - but not after I'd had my fill of pig surfing down a long ramp dodging rubber ducks and carving knives! His moves weren't as impressive as the original - he can walk, run, creep, jump and shoot. But, the thing I noticed and told the guy there (seeing as it was still being made, like many of the other games, they were taking suggestions for it) was that it wasn't making use of the fact that he was a worm. Remember the original Earthworm Jim game where you could whip with your own worm self? That was great! And hanging onto the hooks with your head! There was also that level where you got knocked out of your suit. I told him they should include more like this, make Jim feel more like he's a worm, not just another platform hero. If you liked the original madness, chances are you'll love this colourful 3D sequel!

## Colour Gameboy:

The Gameboy colour! Or should I say Gameboy Color? Yes, I should - Gameboy Color. Finally, ladies, gentlemen and others - a language/slang difference has had an effect on the gaming world! I don't know when the GBC is going to be released - but when it does you'll have to constantly be looking at a piece of machinery with big "coloured" letters spelling out the word "COLOR", even though that word is wrong in every country except the US (and Germany maybe?) Either way - when it is released - I'll certainly be getting one. To hold in my hand that thin, sleek, blue Gamboy, no bigger than the Gameboy Pocket to turn it on, and see a colourful Gameboy logo flash across the screen instead of the old Nintendo coming down with a ping. It truly was glorious! And the games I played on there were Zelda and Wario 2 and a couple of others. Basically, all previous Gameboy games work fine with it. It gives them a set of colours, not fantastic variety, but not a choice of 3 or anything crap like that. New games like Deluxe Tetris are being designed for it too, so you'll be able to get some nice new colour orientated Gameboy games sometime as well. Oh, and one more thing - it has an infra-red thing inside the top, for multiplayer games - so no more trying not to lose that connection lead! Just find a friend, and get playing at those Tetris battles! All in all it's a great system - I can't wait for mine!

## GAME eXTRA:

We've got loads of ECTS articles and previews! This is only the cream of the crop!!! Do you think it would be humanly possible to get all the ECTS 98 gossip into three pages? Insane!! For the full low down, you need to send off for the full ECTS article via Game eXtra (see page 33) or else visit our web site, at:  
<http://www.melted.com/gameX>  
We've got stuff on Silicon Valley, WCW V.S. NWO Revenge and much, much more!!! You would be mad not to check out the entire ECTS98 article. Who knows, we may print bits of it in the next issue!

## ZELDA 64:

Okay, let's start with the monster, the one everyone's been waiting for since before the N64 was even launched, the one which cast speculations on the release of the 64DD and all that nonsense that went on before. Was it any good? Well duh! Here's a nice little breakdown:

**Controls** - ARGH! You can't JUMP! NOOOO!!!

Instantly the first thing you spot when you pick up the pad and start pressing buttons to find what they are, you realise that link's legs have undergone some strange plastic surgery since his earlier games - he has now lost the ability to jump <gulp>. Now before you all curse and look for Miyamoto's address to mail-bomb him there is salvation. He does indeed jump - when he gets to the edge of a ledge or below one he can grab onto, it flashes a picture of the blue button in the top right, where your buttons are mapped out, which says jump. If you press it then, you will jump. This is rather pointless though, because he jumps automatically at these points. I guess it's just like Goldeneye where it takes some getting used to not being able to jump, but Goldeneye's one of the greatest games ever, so could Zelda be??

**Graphics** - Mmmm, mummy? I want graphics like he's got. This game LOOKS impressive. The worlds are nicely done, and the polygon characters don't turn inside each other when they move and other stupid things we've seen in games

before. It's well done. I think everyone's seen screenshots by now, and when running looks just as good as those still shots. There are quite a few other people that look as good as Zelda too. Not just stupid monsters with big eyes.

**Sound** - Not too sure on this one - every TV in the place had some sound, so hearing yours was more of a trial on concentration! From what I heard, it sounded okay, won't know about music or anything until I get the game, which of course, I will!

**Difficulty** - This game was one of the most horrible to play at first. Not only was there the thing about not being able to jump, but also there was the aspect that it was hard. Not challenge-wise, but puzzle-wise. I couldn't get enough rupees to buy a shield, which I needed to get out of the area I was in. But come the next day, I played on it again, more carefully. That's when I actually got into it. I already had the shield, so was able to leave the starting area and go out to another section and actually get to kill some bad-guys with my sword and also my catapult ( and by throwing nuts at them ) <ahem>. I also got to solve some nice puzzle parts - but gave up when I got to a web across a hole in the floor, which I think I was supposed to break somehow, but couldn't. What a quitter I am!

**Format** - Playstation: The PlayStation had some pretty classy titles too, although getting a go on the machines was tough!!

## Metal Gear Solid:

I'll get straight to the game that EVERYONE wants to know about. I hear it's the biggest ever PSX release! Well, we'll have to see about that. This game lurked inside a large "garage" type joint with a roll down metal door. The queue was long most of the time and standing around in the queue took ages as well. Eventually we got in, greeted with a large screen and, thank heavens, seats. Well - what can I say? The video was great - the game looked absolutely stunning, for a PSX based game. It looked a bit like Mission: Impossible for the N64, only it seemed much more playable ( ie, more moves available to your character ). After the video I got about 30 seconds to play on it - and I had just figured out what the buttons were - doh! You can walk, crawl, look from your own eye-point ( like in most popular N64 3D platformers ) swim, jump ( I think ). It felt very controllable. You start off with some frogman accessories on you, as you swim up inside an enemy base ( I presume that's what it was ) and get out of the water. It was at this point I took control of the character. As I said - all I managed to do was walk about a bit, figure out how to crawl, and look from my eyes, and that's about it. But the graphics in the game really were rather good. The levels are viewed from a very similar angle to M:I, i.e., from above and behind. The backgrounds are detailed and very well drawn. From what I saw, it probably will be the enormous hit it's supposed to be. Metal Gear Solid - undercover espionage from Konami!

## Tomb Raider 3:

Yet another one of the trio gang. This time Lara's back, and looking better than ever - her cameo' gear really suits her, and her top is of the usual "quality"! Observational people might have spotted the "3" in the title, that's because this is the third in the series, not much different from the second ( Tomb Raider 2 ) but looks nicer and has new features. If you've got Tomb Raider 2, then there isn't that much difference here. I think it could easily have been a large add-on pack that's been expanded. It's a large game with nice, deep levels like Tomb raider 2, but I personally would rather buy it for less, but I guess not many Lara lovers are willing to wait for a price-drop.

## Crash Bandicoot 3:

Yep - it's another PSX game to have it's third release. I haven't played any of the other Crash Bandicoot games, and to be honest, I was impressed with this one. The graphics looked no worse than average for a game of it's sort, but it certainly seemed to have a lot of things in there for Crash Bandicoot fans. The movement seemed good, the levels looked nice and had good amounts of detail, and I managed to die on it at least a couple of times, so it's not easy. I think this is once again ( tell me if you're bored yet ) another case of if you've got the previous version, you might not wanna spend another £40 on this one. But the chances are you're a fan and so you will, in which case, you'll not be making a bad buy.

The P.C. was also there in full force with numerous company's seeking to stimulate us with some good old violence!

## Carmageddon 2

There weren't that many people, if any I should imagine, that were attending ECTS and who didn't stop to watch or play Carmageddon 2. SCI even laid on a guy dressed as Max Damage and some babes in some slinky gear - though - any stand without babes in slinky gear didn't attract many people, but what can you expect!

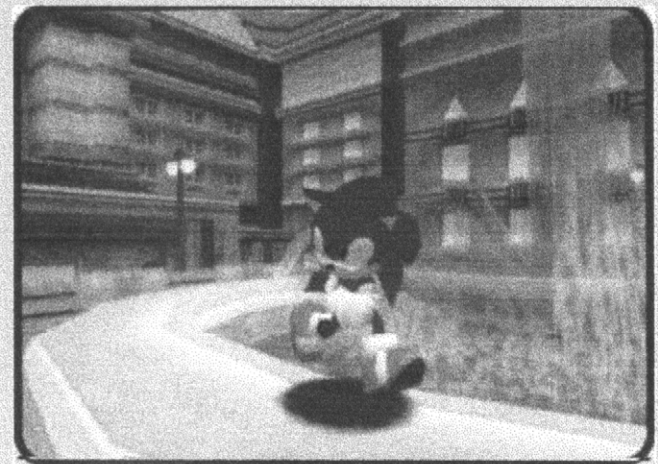
I've got the demo of this game, so I didn't bother playing it whilst I was there. Though, it looked even better than the demo to me, although the guys in suits playing it should obviously try playing Carmageddon a bit - they weren't my definition of good. The game itself is a LARGE improvement on the original. In fact - they were right when they said it would get even more people in a moral up-rise. Why? Because it's more realistic now. The pedestrians are fully 3D characters who's limbs can come off, and they don't just explode if you knock them, they'll fall over, break a leg maybe, but they'll still run/limp for it. Dogs are also in the game, and you have to set aside your love of pets and mow the unlucky mongrels ( they stand on hind legs and plead to you, as do the people ) right down with your car.

Carmageddon 2 is a whole new ball-game when it comes to weapons. You now have a vast selection of power-ups, and you have a "Memory bank" of ones you've collected and stored, to use at will. New power-ups include "Kangaroo-on-command" ( Your car jumps up in the air each time you press it ) "Opponent repulsion ray" ( sends even large trucks or any opponent near you flying away from you through the air into whatever's in the way ) and "pedestrian repulsion ray" ( same as opponent repulsion ray, only to all the peds, it's great! ). You also get other super power-ups like "Suicidal pedestrians" ( they all hurl themselves at your car - not dead? They'll get up and limp into you until they are! ) Good old favourites like the "Electro-b\*stard-ray" are still there though, hoorah!

Basically - this game look FAR superior to it's predecessor, it's got far more features, and it's probably more fun to play! I can't wait for it's release, I'm gonna get it straight away - and I suggest you do too!

## Turok 2: Seeds of Evil

How could I forget this one! Absolutely great, especially being an original Turok owner since the launch of the N64 back last year in March. This game is nearly as good as it's PC counterpart. The only difference I could see in games like this and Shadowman from their PC and N64 version is the following: the N64 seems to be more yellow in some strange gamma lit way, and the PC version has a faster frame rate ( has a 3D card of course ) and smoother, crisper, more detailed textures. But they all play the same, and it's the same game. As for the game itself, it rules. The monsters are better, they look nicer, and they are smarter ( intelligent AI that actually manages to get to most places you can hide ) and they attack better. They also die in cool ways, and you can blow the odd arm off and they'll die on the floor with a puddle of blood coming out of their arm, lurrrrrvly! The game has some great new weapons to kill things in nasty ways with, like the flame-thrower! For the more animal friendly among us there is a tranquilliser gun too, meh! The levels are detailed and have tough puzzles in as before. I'm not sure if they're huge worlds like the original or not, I got stuck very quickly on the machine I played, and left it alone. But I still thought it was a damn good game, and given the multiplayer capabilities of it as well I'm sure it'll be a "monster hit!"



### DREAMCAST:

Meanwhile behind closed doors at a hotel, Sega Europe showed off Dreamcast software. We tried to get in, but you have to have a ticket. Doh!! Well, we can't moan too much as we did get a free copy of Deep Fear from Sega Europe - reviewed this very issue. If you want to know of how the Sonic 128-bit game is coming along, want to check out Sega Europe's other software, or just salivate over brilliant screenshots, then we're afraid SEGA SATURN MAGAZINE is the place. We would cover it, but we didn't have any plane tickets to Tokyo, and we couldn't get into the hotel, so, erm, all we could do was steal info from other magazines. But we don't do that, 'cos we're cool. Alternatively you can check out: <http://www.game-online.com>! This place is regularly updated and is very cool.

**MORE HOT GAMING  
NEWS NEXT ISSUE!!**

# FANZINE



# ZONE

Welcome to our world. This is the fanzine zone, supporting the underground movement. We love fanzines we do. Oh, yes, and this section is dedicated to them. Each issue, we'll talk about the fanzines we've bought and enjoyed ( usually the latest issue at time of going to press ) and then, well, we have the directory. An address list for loads of fanzines. Cool, 'eh'??

## **EGN:** £1 per copy.

EGN is a very cool snazzy little number and is all about the world of Nintendo, and the editor's quirky sense of humour - which you should recognise! Yes, it's not often that an editor of a decent Nintendo fanzine ( EGN ) is also a permanent Team Member of United Games! Which came first? Well, of course EGN. It's been going for 12 issues, and, yep, you guessed it, issue 12 saw a really cool re-vamp. So what's it like? Well, it's an A5 affair ( as most are nowadays ) and as well as reviews and cool competitions ( do the crossword on the back and you could win a tenner!!! ) there are sections such as Overviews, and Fabby's Torture Chamber. Oh, the issue we saw ( #12 ) had a lot on Pocket Monster a Gameboy game that took Japan by storm, but will it go down such a treat over here???

Write to: **EGN, LANSDOWN, Roman Road, Hereford, HR4 9QW**

## **Retrogamer:** £1.50 per copy

Er, um, soz Keith. The trouble with this fanzine is...., erm, we don't have the latest issue at the moment so we can't tell you what's in it. You see, we were supposed to re-subscribe a couple of months back, and intended on doing so, but, erm, we got broke. Ahh, someone take out an overdraft now!! Retrogamer is excellent. It's an A5 affair, costs £1.50 per issue or £8 for a subscription. If you contribute you get a reduced subscription rate!! Cool or what? And yes, it's about Retro-games. Things from Monty The Mole, to Manic Miner, from C64s to Spectrums, from the rise of the Colecovision, to the life of Pac-Man. It's all here, and very well written at that.

Write to: **52 Kingfield Road, Orrell Park, Liverpool L9 3AW.**

Cheques should be made payable to Keith Ainsworth. We're re-subscribing...., are you? Keith now has a section in CVG - check it( out )!

## **THE: DIRECTORY:**

*Erm, never bought them, but, well, see what you think:*

- **PlayStation Zone:** £1 per copy. Write to: PlayStation Zone, Workshop Studios, Millsborough House, Millsboro Road, Redditch, Worcs, B98 7BU. For: Playstation of course!!

• **N-Form:** £2 per copy. Write to: James Fry, 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks, HP10 9ND. For: NES, SNES, GB, N64

• **The ZX Files:** £1 per copy ( special issues cost more ). Write to: The ZX Files, 8 Beechwood Rise, Wetherby, West Yorks, LS22 7QT. For: What else but the ZX Spectrum and compatibles ( like that SAM Coupé )??

• **Retro Classix:** £2.50 per issue or £25 for 12 issues. Write to: Retro Classix, G. Howden, 4 Chatterton Avenue, Lincoln, LN1 3TB. For: All things retro in the gaming world.

• **FUN WITH JOYSTICKS:** 50p per copy. Write to: Fun with Joysticks, 54 Timberland, Bottesford, Scunthorpe, North Lincs., DN16 3SL. For: Erm, not too sure. Think it's about most game-related stuff.

• **Pulse Interactive:** £1.50 per issue. Write to: 54 Laburnum Road, Strood, Kent ME2 2JZ. For: All formats!!!

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### **Are you a fan of fanzines?**

Where do you look to find out what the latest are? Check out: N64 Magazine ( Future Publishing ), Computer and Video Games, ( inside Freeplay ), SFX reader ads, United Games.

*We'll also plug non-game fanzines as well. We have a lot more contacts than we've printed. We've just printed more recently publicised fanzine addresses. We know of a Star Wars fanzine, Red Dwarf, etc, but have yet to check if they're still being made.*

*What ever your fanzine needs may be, write to:*

**FANZINE ZONE,  
PO BOX 61,  
West Swindon,  
SN5 9GR**

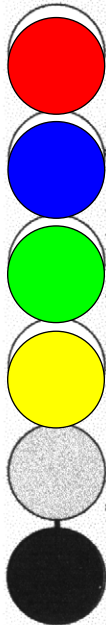
# A GUIDE TO WHAT'S WHAT REVIEW WISE.

**REVIEWS:** Reviews are a culmination of a writer's views on a particular game, and consumer advise. They are written to give you, the consumer the low-down on a particular game, allowing you to make a more informed purchasing decision. When we say low-down, we don't mean how many levels it has, how hard it is, etc, but how good is it? And most importantly of all is it any FUN? 'Cos at the end of the day FUN is what it's all about having. And then having some more of. And some more, and then some.....

**TAKE A CLOSER LOOK:** No, closer, closer still, hold it right there.....**WARNING!!!!** This section sometimes comes after a review, and contains gameplay details. Sometimes secret characters or what you have to

do to attain secrets are revealed within these pages. That's why we put it in a seperate section. So if you don't want to know all the secrets until you're stuck on the game, then you can conveniently skip these sections. However, TAKE A CLOSER LOOK is just that - it takes a closer look at the game - it can aid a consumer needing further information to enable a purchasing decision to be made. It doesn't always reveal secrets and it most certainly isn't a complete solution/walk through to a game.

Okay, let's say that the game it covers is a racing game. Typically TAKE A CLOSER LOOK would reveal how many cars there are, what the tracks are, it might reveal a plot if any, perhaps give profiles of the drivers available, stating which one is the fastest, which is best for beginners, etc. It may inform you that the game allows you to customize your car, or if you win the game you get a reverse option. Basically, what you get in simple box-outs in national magazines, you get in TAKE A CLOSER LOOK in United Games.



# THE TEAM

ALWAYS GETTING UP TO SOMETHING, ONCE MORE WE  
DELVE INTO THE LIVES OF THE UNITED GAMES TEAM.

## ANDREW MEHTA



The Team thought it a good idea to get away from the pressure of it all here at United Games, and take a nice long plane trip to some far away exotic island ( I bet you can't guess what's coming ). Andrew got everyone to meet at the airport at 6.00 , half came at six in the morning, half came at six in the evening, which was a bit of a problem, but, when we finally managed to bribe the check-in assistant to let us board plane number 13 that took off from runway 13 in 13 minutes, it all seemed less chaotic, and as we boarded the plane, we gradullay began to relax, sucking those annoying anti-ear popping sweets. Like my ears were going to hurt. "This is your Captain, speaking, on behalf of Satanic airways, flight path 666. Have a nice day!" ARRR!!

Editor ( Ed. ), Reviewer, Marketing Director. Typed up written reviews, did the layout ( Design + Execution ) wrote to loads of people. Did Review and Business packs. Phoned people.

Currently playing: I'm sorry, now I've completed Panzer Dragoon Saga, I just have to do it again - and get excellent on every single monster! Deep Fear, Steep Slope Sliders!

## BEN#1



Right where were we?  
Oh yeah! The gorgeous bird looked down at me and said in my ear, oops, wrong story, that was the one I was telling Andrew, he's a dirty boy you know!  
The air stewardess came to me and said "Do you want to die?" and I said "Yes please." ( me thinking that it was a new chat up line she was trying out ).  
Andrew had to tell me what she meant. I stood up and ran around the plane screaming WE'RE GOING TO DIE!!! I didn't know what to do in this situation so I remembered the old lady in the film Alive running around screaming ( not that we're ripping that film off in anyway! ). I calmed down, sat down and had a beer. Like any man would do in that situation. Right, time to give the other person something to carry on with . Arnold started to open his flies his hand ready.....

Deputy Editor. Ben edits stuff, right? But his job isn't to check for mistakes, it's to take the piss out of everything I write using annoying bracketed comments.

Currently playing: Steep Slope Sliders, Winter Heat, Championship Manager.

CREDITS GOIN' OUT TO THE CREW, YOU KN ALISON WIN, MARK HARTLEY, KEN FLAT, SH ATIF, FOR HIS CONTRIBUTIONS. ALL YOU PE

**COLOUR SYMBOLS:** Rather than give games a percentage rating to enable buyers to make up their minds, or give games a mark out of 10, or indeed 5, we award games with colours. And the colours we award aren't really ratings, they're simply descriptions of the game. Sounds confusing? Here, let me explain: We categorise games into the following categories: Red Hot, Brilliant Blue, Groovy Green, Mellow Yellow, Grey, Black: Burn it. Now, while it is fairly obvious that a Red Hot game is better than a Black: Burn it game, one might ask themselves: "What the heck is Groovy Green? And what's a Mellow Yellow???" ( A full explanation of what each colour means can be found in the TOP COLOURS section ). Well, Groovy Green Games are acquired tastes, and Mellow Yellows are good value/safe buy/can't go wrong with it games. You see, we're totally coming from the consumer's view point ( please complain if we're not ). You might wake up one day and feel like a Groovy Green game, or a Mellow Yellow game. One isn't better than the other - there will always be conflicting opinions, but it's up to you, which do you feel like buying??

Look through our fanzine to see what the latest Mellow Yellow game is. Found two Mellow Yellow games but don't know which is best? Then consult our TOP COLOURS section for our opinion of the best games out of each colour category.

The games aren't listed in there? Then write to **Game eXtra: PO BOX 61, West Swindon, SN5 9GR** or email **AndrewMehta.UnitedGames@btinternet.com**. We are a non-profit making service, to you, the buyer. We're here to help.



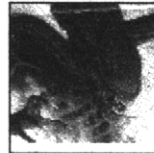
**EDD**



Yes! Arnold, the old bloke sitting next to us, actually ripped open a fly and ate it!!! ( ahhhhh! ). Andrew casually looked out of the window, and to his amazement saw a great big clown sitting on the wing of the airplane!! Most of the Team shouted "Yeah!" and jumped out of the window in the hope of getting some free balloons! Meanwhile, Ben had some balloons of his own ( the Stewardess's ). The Team plummeted towards the dark, uninviting ocean.....

Ben found himself on his own in the toilet, suddenly George Micheal came in ( ah-ha-ha-ha-har! ). "Would you like to see a puppy my little friend??".....

**ROSS**



..... A silence fell upon the lav. "Bugger!" thought Ben, "This time I really am caught with my trousers down!!!" Quickly gathering his wits about him, Ben shouted at George Micheal: "Oi! Micheal! I thought you were coming out of the closet and not into my ( water ) closet! What are you playing out???" Micheal was silent and without further ado began to drop his trousers! "Blimey!" thought Ben, "This calls for some extreme measures. Good job I had that extreme measures device fitted. Micheal! Eat THIS!" Ben presses a hidden button and suddenly a flock of 15000 Bowler hats appeared in the air above Jerusalem, mirrors started bleeding, and trees started screaming, and as if by magic, a portal opened just below the cistern and a shadowy Figure appeared. It was George ( well who better? ). Ben spoke, his voice a jubilant hiss... "TAKE HIM!!!" .....

**GEORGE:**



With a swirl from the toilet of doom and a flushing sound effect, George pulled her hat from subspace and extended it in front of her with a dramatic gesture. "Hat - meeeeeerge!" With that she merged with her hat to form her more powerful 'Geohat' configuration. The singer screamed as he was stuffed head first down the loo and swirled into oblivion by the dark force of GeoHat. "Let uss join the rest." She hissed evilly. Ben agreed ( well, woman are always right???) and they jumped out of the plane together, using a huge, fat parachute labelled the 'Burger' parachute. Ben and GeoHat hit the water, turning George back into her usual form again. The 'Burger' parachute totally covered them and the rest of the team all swam towards it and climbed on. We arrived at the island of Beautiful Women. The lads raced to meet the village women - er people. Ross and Edd got to the ladies first and Ross whipped off his towel with a shout of "Helloooooo ladiesss!" They all screamed and fell down dead. "Well done Ross! It worked! Now we've got some meat to eat. I hope these women are as beautiful to taste as they are to look at!" says everyone else. The team settle down to a feast around a huge fire, whilst GeoHat hunts in the forest.

Reviewer, Editor of EGN. Responsible for our Banjo Kazooie stuff, Edd's really kind helping us out, especially when you consider we're the competition. Buy EGN.

Reviewer, regular contributor to every fanzine under the sun. A Fanzine monster!! Remember him from 'zines such as INSANES, Exploding Carrot and Atari Entertainment magazine.

British correspondent, Internet researcher, also maintains our Game eXtra web site. Her job is to fall ill the day before ECTS'98 and send Jazz and Ben#2 in her place.

Currently playing: Banjo Kazooie, Diddy Kong Racing. ( Tattooing Stoats ).

Currently playing: Overboard, oh, and Blast Radius.

Currently playing: Quake Deathmatch, Banjo Kazooie, THE MUSH.

OW WHAT I'M SAYIN' MAN, KEEP IT LIVE, DRUM & BASS, HAPPY HARDCORE, YOU'RE LIKE BROTHERS TO ME. CREDITS GOIN' OUT TO OW YOUR APPRECIATION FOR JAZZ AND BEN#2 'COS THEY WENT TO ECTS 98 FOR US. WHISTLE CREW I WANNA HEAR YOU BLOW!! ALSO OPLE WHO DECIDED TO PICK UP A REVIEW PACK AND GIVE US ARTICLES. COULDN'T HAVE DONE IT WITHOUT YOU. EDDY! YO RESPECT!



**D**eeep Fear. It's arrived. Mystery, intrigue, horror, but it's all about survival. It deceived us.

*So, we finally got* our grubby mitts on Deep Fear - and to be honest we thought it would be utter pants. It deceived us. Biased against the game from the start due to a review in EDGE, it had a hard time under our scrutiny.

*First up*, and something I believe was mentioned in EDGE ( look, I could be wrong - I didn't buy the issue ), was the annoying control system. The game is presented graphically using methods not too dissimilar to those employed in Capcom's Resident Evil series, as in you walk/run around a pre-rendered background, and when you walk out of the camera's view, the pre-rendered background fades out and a new one is loaded in.

*Now, Deep Fear* works like this, but there are quite a lot of angles and pre-rendered scenes involved in simply one section of the game. Take for instance the bog standard corridor. You've just come out of the ERS room and need to go to the Control Deck. Off you run down the corridor then. Is it that simple? ( This has been the clean and simple skin demonstration - now which bird in the ad do you fancy? We bet it's not the one who does the talking!!! ) Well, erm, this is where the problem occurs. You want to run down the corridor, so you hold down. You run down the corridor until you're out of the camera's sight. The new background is loaded in. You run down a bit more, once again, you come to the edge of the screen, it blacks out and the new pre-rendered scene is loaded in. But oh! What's this?!? The next pre-rendered screen has a different camera angle, which means to go down the corridor further, you don't hold down, but because the camera angle has changed you have to change the direction you've pressed!! This is PANTS! Ahhh!! But there is a catch!! **This only occurs if you use the analogue 360° NIGHTS Pad**, yes, with the usual digital controller, the up button

makes your character walk forward no matter what direction the camera is in or what direction your character is facing. So, best played with normal, non-analogue control? We think so. However, by the time we discovered that these control problems were only evident when using 360° control, we were so used to using it and just waiting in-between pre-rendered screens to see what direction we had to run in, that we just couldn't change control method. That's why I keep stopping and starting in the video footage.

### Right, now to explain how the game deceived us:

*Well, when we first* played it, we were absolutely stunned by the video clips which demand respect! NOW! ( Check out our Video you can send off for featuring the mighty Deep Fear itself ). But, unfortunately, biased to the bad review ( of a Japanese import copy - just for the record ), having control problems ( see previous paragraphs ), and seeing that the early tasks to easy you into the game weren't that spectacular, we thought, "Hmm, this looks like it'll be a Grey. It's okay, but why waste time on it when there are so many better games I could be playing, like Panzer Dragoon Saga, Steep Slope Sliders, Sonic R, etc, etc?" It deceived me.

*As I got into* the game a bit more, it became apparent that if I slogged on with the game it was rewarding, and, as I picked up this really cool massive weapon and blew off a Zombie's head, I concluded to myself that this game, given the chance could be quite cool. "Must be a Groovy Green", I thought. However, it deceived me.

*It wasn't until* the first boss-like encounter that the game literally exploded into Brilliant Blue territory. The boss was a massive monster that



*We don't have the packaging, so here's the title screen. Cool, 'eh? Wait till you see the FMV!*

didn't die no matter what I used on it!! Ahh!! The music was mad and really got the adrenalin going. After so much okay, but limited excitement of walking around collecting stuff, doing stuff, encountering the odd monster, watching them die easily, this was not only the first piece of real challenge, but also it was a lot more exciting and action-orientated. The whole game, which had been progressing quite slowly, suddenly seemed to race at such speed, it was amazing. I found a way to defeat the Boss that was extremely classy ( clue: Z ), and, my reward? A full motion video clip setting the scene for yet another amazing challenge!! Get out of the ship in so much time ( can't remember how long I had off the top of my head ) and this was amazing! I took a wrong turn and ended up in a room full of zombies I hadn't seen before ( nice lot of variety, then ). I shot at them, but ran out of bullets, I tried to escape, but was clawed to death. It was brilliant! Second time, I found the correct way out and made it!! The satisfaction, and another FMV clip.

*In fact there are* thousands of these and they really do help create the stunning atmosphere and evolve the plot. Look, I'm going to take a break. So here's a picture of a Monkey, lifted straight from DEEP FEAR!!!



*Ohh-oh-aah-aah!*

**So now, will you like it?** How does it compare to Resident Evil on Saturn? Or indeed Resident Evil 2 on the Playstation - seeing as some of our readers have both consoles? Well, basically, Deep Fear steals a lot of it's structural ideas and control system straight from the Capcom classics, however, Deep Fear's story and characters are immensely different and it's this that makes the game feel original. Also, as it's all underwater there's the constant worry of having enough air in the room.

**But is it worth £44.99?** Well, erm, no. We like to always pay £39.99 for a new Saturn game, as that's the price most new games come out at now including Panzer Dragoon, Riven, House of The Dead ( without Gun ), etc. Okay, now is it worth getting when you consider you could buy Resident Evil for about £20 less? Well, having not played the original Resident Evil it's hard for me to say. I've had a short play on Resident Evil 2 and can say it's on par with that, but you must take into consideration that I only played on that game for a short while.

**Something I did find** that Deep Fear has over Resident Evil 2 is the Zombie rate. Resident Evil 2 has you running past a horde of Zombies without any weapons right at the start of the game, but although this sounds exciting it's more a test in trial and error and is quite annoying, even boring in some places, and then suddenly it's all dry apart from

one Licker ( a Maximum Carnage type monster ). So, it felt uneven, and even though spiders and even a crocodile appeared later ( and you savour the moment ) I prefer Deep Fear's Zombie encounters: First there's a dry spell, so you can get used to the controls, then, there's one after an elevator trip, in the next room are two more, in the next, one jumps down from the roof. It all gets very exciting, and this happens fast. It seems to run together, and well, it's polished.



*What is it with the animal theme? Each animal belongs to a female character - what is it with these women?*

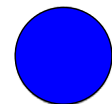
**And the negative points?** Well, it's a Resident Evil clone, in the sense that it borrows a lot of ideas. But this no-way makes it redundant if you have any RE games in your collection. It's like a platform game, you can have a successful platformer ( Super Mario Bros ) and as it strikes a craze within that genre you get:

- A) Pure rip offs ( the Giana Sisters ),
  - B) Twists on a theme ( Adventure Island Classic )
  - C) An evolution of the genre ( Sonic ).
- If we replace Super Mario Bros with Resident Evil 2 in that example, Deep

Fear would be "B)". And while you're not playing Master Higgins, what you are experiencing is a very atmospheric, involving and exciting game with a lasting challenge. It may be slow to get into, but after a couple of hours play the game really opens up to be extremely rewarding! Great stuff! **U.G.**

Text&Layout ©1998 Andrew Mehta. Cheers to Sega Europe for a review copy of the game. Deep Fear ©1998 Sega. Want to use the article? See "Licensing Out" on page 33! Want to see the cool intro sequence? See our Sega Saturn video! Page 33!

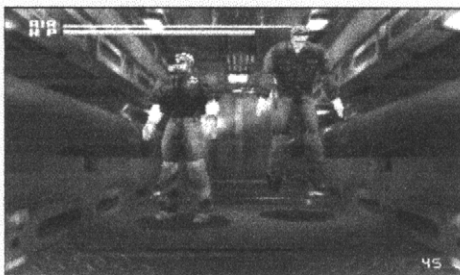
**Boring at first, then it gets okay, then it just rocks!!  
Get it for £39.99 or under. Sure it may borrow a lot of things from Resident Evil, but it all helps to make this game quite good. Oh yes.**



*Brill Blue*

**TAKE A CLOSER LOOK.....**

**DEEP FEAR**



**But we must remember** there's one big difference between Deep Fear and Resident Evil 2. Though most of you might see loads of ideas stolen from the genre-defining RE2, the different plot ( Deep Fear is set underwater ) sees new original ideas come into play. Basically, there's only so much air in each room, and when air runs out you either have to find a yellow wall-mounted box that replenishes air, or don your gas mask and watch as your blue bar, signifying air, at the top of the screen depletes ( See TAKE A CLOSER LOOK ). When your air runs out - you're health bar starts to decrease. And, if you become totally unhealthy, you die. This puts the pressure on. Also, enemies are stronger when there's not so much oxygen! This helps create a tense atmosphere and sees you running about doing what's required before you run out of air.

Also, some rooms are entirely flooded. In such rooms, the animation adjusts accordingly as your character's actions are slowed down by the friction of the water. Also you have to don your oxygen mask or it's bye-bye John Mayor - Captain of the ERS ( Emergency Rescue service ).

**WEAPONS? FIRST AID KIT? RIGHT! Let's go get 'em!!!!**

There are lots of weapons to collect in Deep Fear. You get access to weapons by finding/being given an access key. You see, in Deep Fear, there are loads of lockers dotted about that contain ammunition and extra weapons. At these lockers you can reload or choose a new weapon. For instance, when you first go into the DN area, you're dead if you don't pick up a bigger gun from the storage room. Of course you could always use grenades, but these are in a constant short supply.

First Aid kits are often found in abundance in one location.

Check a first aid box and you can pick up loads! However, you can only hold eight at a time. Still, once you've used some, why not come back to the box and pick up more?

Why am I telling you all this? Well, it makes the game more fun. In Resident Evil 2, you find yourself constantly conserving bullets - sometimes trying to dodgy enemies just to save on them. However, in Deep Fear there's no worry! Blast them to hell! Go on! Enjoy yourself! Shooting the monsters is loads of fun! Especially when you don't have to worry about bullets. Out of them? Switch weapon! Used all the bullets in all the weapons up? Then nip back to the lockers and re-load! Kick-ass!

**STOP COMPARING IT TO RESIDENT EVIL 2 YOU BUFFOON!**

As Resident Evil 2 won't be coming to the Saturn, this game seems the only, but still decent, alternative. But there's another: The original Resident Evil. On Saturn. It's now only £19.99 at Dixons, that's roughly £20 less than Deep Fear. So is Deep Fear worth getting when you consider the budget price of Resident Evil? Well, here comes the dodgy bit - I have not played the original Resident Evil. However, it is a little known fact that the original was a classic, but when looking at the game on paper, I can't help feel that it looks a bit old now. But looks are deceiving. Write to us if you have both and can tell us which is best, apart from that, Deep Fear is rumoured to be Sega's last UK game on Saturn.. So, a solution: Buy Resident Evil for cheap. Then get Deep Fear. Don't worry, it doesn't matter how long it takes you to save up...., it's not like any newer games are going to come out and warrant your attention. <Sigh!>

**THAT'S GOT A LOT OF FULL MOTION VIDEO INNIT? WHAT'S 'AT THEN???**

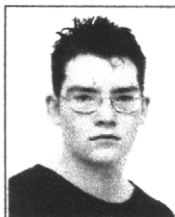
The FMV scenes are quite literally astounding, as is their constant appearance. It really is quite amazing. I mean, we're used to awesome video sequences, but usually there's just one at the start. But oh no, Deep Fear just won't let this tradition continue. It drops loads of FMV into the game which as well as being entertaining to watch, also advance the story, set your next mission, or hook you up with some all important items. Besides FMV there are also real-time sequences! Wait till you speak with the designer of the SeaFox ( an underwater sub that crashes ). As far as we know, he's the first gay character to appear in a Sega game, I know, I know, what's the point? Well, he adds comedy - 'cos he speaks like a woman - in fact perhaps he's not gay, perhaps he's just a transvestite. Looks normal but has the crapest voice you've ever heard, and wears a horrible purple shirt ( oh, sorry, did I say he "looked" normal? ). Here's a quote: "Oooh! My Masterpiece! .... What am I going to do?? OOOooh!" Yes, it's far, far worse, than has ever been done before.....



*It's okay Rambo, everything's gonna be...okay!*

But, coming back to the pre-rendered scenes, that make up the FMV, at first you think that the game is going to be something weird like, oh, I don't know, Enemy Zero, with real-time sections taking second place. But somehow the game manages to retain a brilliant balance with the real-time activities being the main game, and the FMV not taking too much of the limelight away from the real-time sections, but also, constantly keeping you totally satisfied ( for instance Panzer Dragoon Saga had me longing for another beautiful FMV section so often that most of the time they never came ... ). This balance is unparalleled and helps maintain the awesome atmosphere. As you've probably already guessed then, the game takes up more than one CD. No, it's not four like Enemy Zero or Panzer Dragoon Saga, but two, further testament that Deep Fear wants to match Resident Evil 2, blow for blow.

So how does it live up to the classic? Well, it's a decent clone, that's entertaining to play, with enough original ideas to over-shadow all the blatant Resident Evil rip offs that occur ( The Licker is in here!! ). Still, seeing as Saturn owners can't buy RE2, this should be their next choice.



**The third King Of Iron Fist Tournament is upon us, in the shape of Tekken 3. Is it worth all the fuss though?**

**Oh yes!"**

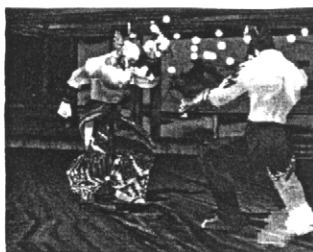
*On September 9th*, I rushed into the games shop and, dizzy with the excitement of it all, laid my hands on a copy of Tekken 3 and a Strategy Guide containing those, oh so important, special moves. I hurried home and threw the CD into my Playstation. I could hardly wait.

*Of the many characters* to choose from ( see the Take A Closer Look section ) I picked Eddy Gordo, the Brazilian break-dancer. Straight away I was performing dazzling moves with hardly any effort. This is one thing that I particularly like about the game that seems to be missing from many beat-em-ups. The fact is that in Tekken 3 there are a few "cheese" fighters, almost purpose built for the first few hours of the "button bashing" stage. Hit a few random combos and your opponent will be kicked, flicked and punched into oblivion without you having a clue how. To get through the latter stages, you will need to put some practice in and learn a few moves, but you can just pick Tekken 3 up and have a lot of fun.

*A major part* of why the game is so good is the graphics. The fighters are incredibly smooth in their movement and reactions to attacks are unbelievable! It really looks like they are being punched and kicked. And that it hurts. Namco have outdone themselves with the Motion Capture that was used to create Tekken 3. The backgrounds are slightly dodgy, and look like 2D wrap-arounds rather than real 3D environments. You may well be disappointed, particularly if you saw the arcade version of the game, but this is really a minor point. They had to make room for the gameplay.

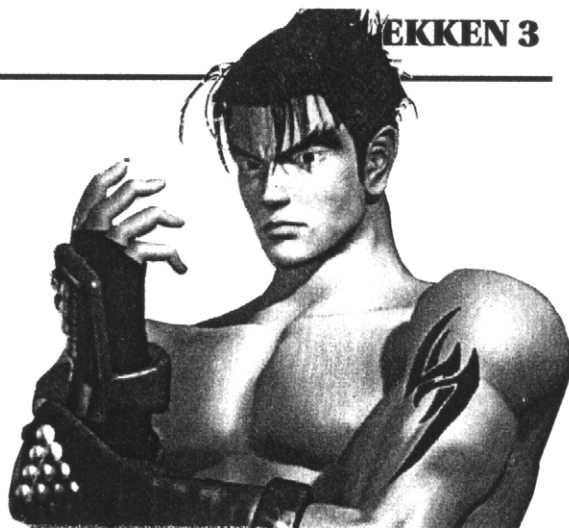
*Which is* my next point. I was never really a fan of the early beat-em-ups, such as Street Fighter II, because some of the fighters were able to repeat amazingly powerful moves over and over

again. In Tekken 3, the big moves take a bit of time to learn, and are difficult enough to perform so that they can't be repeated very easily. You could of course stay home all day and night, learning each of the fighter's many moves and combos, but if you do this then you have taken the game too far and should go out more often ( see the Take A Closer Look section for the Player types ). The computer controlled fighters also seem to learn. They won't fall for the same trick twice.



*Imagine, if you will*, a fight between Forest Law, and Heihachi Mishima ( the hardest character to beat, in my opinion). Law uses the sidestep, which was not included in the two previous versions of Tekken, to get behind him and then gets him in a head-lock. He snaps Heihachi's head back with a sickening crack and lets him fall to the floor. When he has recovered, Heihachi advances towards Law and stops the sidestep with his Demon Tile Splitter move. All the way through the graphics are running at 30fps, and by this time your palms will be sweating more than that bloke off the Sure advert. Law then replies with one of his 10-hit combos, and the fight is all but over, except now Heihachi is more defensive and waits for exactly the right moment to attack. The AI in the game is quite scary in its realism.

*Tekken 3 is a lot of fun* to play, whether it is just another game to you or if you wish to become the greatest Tekken 3 player of all time. The £44.99



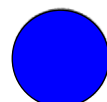
*"This ends now!" and soon it was over, my enemies, dead at my feet...*

price tag is fully justified, as the game really only has one bad point. This is the vibration feature for those of you with Dual Shock controllers. The vibration is ever so slightly behind the high speed of the graphics and ends up being very annoying after half an hour of so. Like the backgrounds, this is only a minor point, but one I feel you should be warned about.

*If you already own* Tekken 2, and really don't enjoy beat-'em-ups too much, then I would advise you wait a bit, and hope for a drop in price. For any other PlayStation owners, this is one of those games that, like Gran Turismo and Resident Evil, you really should get. Now. Go on, then!! **U.G.**

Text ©1998 James Edwards. Edited by Andrew Mehta. Layout ©1998 Andrew Mehta, Tekken 3, logo, characters, and game, ©1998 Namco. Published by Sony Computer Entertainment. Loads of thanks to James for getting this review to us right on our deadline day. Want to use James' article? See "Licensing Out" on page 33.

**The best of the Beat 'Em Up bunch. Fun in large portions for beginners and addicts alike.**



*Brill Blue*



# THE CHARACTERS



The action in Tekken 3 takes place 18 years after the last game, and the fighters come in three groups. The first group is the "Old favourites" group. These are characters that took part in the one or both of the previous games. This group includes Heihatchi, Yoshimitsu, Nina Williams and Paul Phoenix ( who happens to be gay, if you didn't know ).



Next are the "Sons/Daughters". These are fighters that were taught by or are related to fighters from the other two games. These include Forest Law, Julia Chang, Jin Kazama and the new King.



The third and last of the groups is the "Fresh Fish". You can probably work out that these are brand new characters that are unrelated to any previous fighters. These include Ling Xiayou ( who wants to own a theme park ), Eddy Gordo ( who learnt to fight in a prison in Brazil ), and Gon ( the farting dinosaur ).



# EXTRAS!

As you might have guessed, Tekken 3 comes bundled with loads of appealing extras to enable you to waste away hours of your life, an oh so important aspect nowadays as arcade developers realise that perfect arcade conversions aren't enough, they have to throw in extra options to keep you glued to the screen. Here's James with the low-down on each:

## EXTRA#1:

As well as half the characters having to be won by progress through the game, there are also two entirely new modes of play. The first of these is the rather strange Tekken Ball Mode. This is essentially beach volleyball, but

# TYPES OF PLAYERS

As you can imagine there are many different styles that Tekken 3 can be played in. Here are some groups I believe most Tekken 3 players will fall into:

**The Mad Basher:**

Somebody who clearly doesn't know any special moves and just

smacks the controller in an entirely random way. All beginners go through this stage, and although most grow out of it very quickly, a few people will never learn.

**The Old School Fighter:**

Somebody who has played many a beat-'em-up, and probably started with Street Fighter. The original. They aren't likely to know Tekken 3 inside out, but will know a few tricks common to the genre.

**The Average Player:**

Knows a few moves, and can block and side-step with relative ease. Probably sticks to two or three characters, but isn't scared to learn a bit more about the game. The name says it all really.

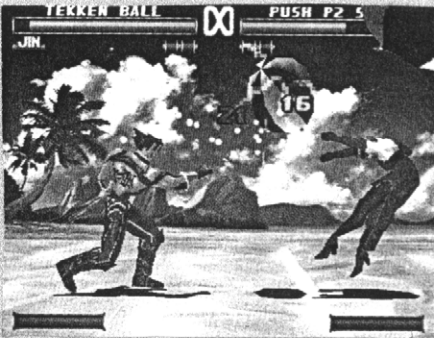
**The Obsessive Case.**

Takes the game a bit too far. Knows all of the characters moves and combos, and wears Tekken 3 T-shirts. They are likely to spend large amounts of money on all things Tekken related and generally speaking have few friends. Sometimes they will attack people on the street, just because they look a bit like Paul Phoenix or Forest Law.

**The Grand Master:**

The ultimate accolade, every Tekken 3 player should aim to be a "Grand Master". Doesn't take the game as seriously as the "Obsessive Case", but will still whip any puny "Average Players" that come their way. The perfect mix of knowing the game, being good at it and ( just as important ) knowing when to stop.

you have to build up attacks on the ball by doing special moves or throws on it. When it touches the floor, the fighter whose side it lands on loses energy. To further confuse matters, the fighters can attack each other directly if they are close enough. All in all it's a very weird, but fun, addition.



**EXTRA #2:**



The other add-on game is Tekken Force. Do you remember Double Dragon, and Streets of Rage, the scrolling beat-'em-ups? Well, Tekken Force is exactly that, but with

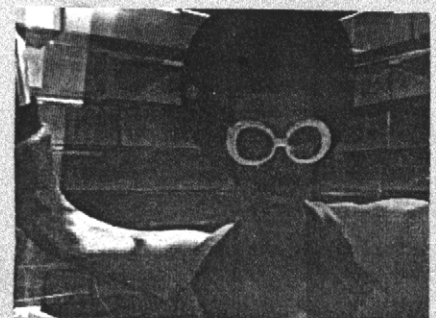
a limited 3D feel, and all the characters, moves and graphics from Tekken 3. To get the last character, Dr Bosknovitch, you have to complete this mode four times. That's no easy task.



The end of level characters are the other fighters from the main game, and the whole thing has a very small time limit. A difficult mode, but a lot of fun and rewarding to complete.

**EXTRA#3**

Another feature worth mentioning is the Theatre Mode, which allows you to view the character's different ending sequences after you have completed the game with them.





**Oh - you didn't know? You're WCW/NWO game bettered CALLLLLL SOMEBODYYYY! Ladies and gentlemen, boys and girls, children of alllll ages... Degeneration X, proudly brings to you, the best new wrestling game in the worrrrrrrrrrrrrrrrrrrrrld, it's WWF, it's WARZONE, it's WWF WARZONE! Yeah, and to any of you out there who don't like a game taking top place on the shelf, well we've got just two words for ya - SUCK IT!"**

**We've already witnessed** what the N64 can do for wrestling sims in the form of the pretty playable WCW Vs NWO game. However, that game was far from perfect, hence the planning of a sequel, WCW/NWO Revenge ( see future issue and ECTS Game eXtra article ). But while we're waiting for this to appear, the rival wrestling organisation, the hugely popular WWF, have brought out the first in at least TWO wrestling games of their own - WWF Warzone, based loosely on the prime time SkySports programs on Friday nights at 10 PM GMT, WWF 'RAW Is War' and 'Warzone'.

**Not surprisingly,** Warzone is a newer game than WCW Vs NWO. It boasts features that WCW fans could only dream of, and overall, has way nicer graphic motion, more frames of actual wrestling action for you to take in, and more characters to chose from ( with the ability to make new ones ). Not only that, but that game is full of cheats and tips to help you along and has several very weird and challenging modes of game play too ( like a cage match - but why didn't they have Hell in a Cell matches?! )

**The most notable** difference here is the ability to create your own wrestlers. And they don't just give you three legs, three arms and two heads to chose from either - a full range of clothing, body parts and accessories are available, meaning no two personalised wrestlers are likely to be the same. You can also change the colour of most items, though for some strange reason the 'colours' black and white aren't on the slider.

**Once you have** your own character, you can take him into the challenge mode and perhaps win the Intercontinental Champion belt with it. If someone has a saved position on their memory card with a character who has a belt ( either the IC belt or the WWF title belt ) then you can even play them for their gold!

**Whenever you complete** the game with someone new, you'll get a new cheat of some sort, and a few of these will give you new wrestlers to play, such as Dude Love and Cactus Jack.

**Another nice touch** is the fact that each player has their own 'finishing move' of sorts, like the Fatalities in Mortal Kombat games. To find out these however, you'll almost certainly have to read a games magazine ( or wait for us to print them, heh ) as they're nearly impossible to find out otherwise.



**All your favourite** and up to date WWF wrestlers are in there, including some classic characters like British Bulldog and Bret 'The Hitman' Hart.

One of the best points has to be that the deadlier moves, like for example - Kane's Choke Slam, are a lot harder to execute than simple body slams, making it a game you can actually 'get better' on. You'll have to take up the training room with your favourite character if you want to be any good and learn the moves. Some people have wondered about the depth of the game and asked "Is it possible to LOOSE a match?" Well if you're playing the Challenge on HARD setting, or you're in multi player action against three good friends, or even if you're playing a handicap cage brawl, then it is defiantly quite easy to fail. Someone who just hammers buttons will get to a point in Warzone where they have to perfect their technique somehow, and that I like.

**One of the most important** things about any wrestling game, and something that WCW Vs NWO sadly lacked totally, is the coming on stage music themes for the various players. These midi's aren't the best copies from the RAW show, but they are clearly distinguishable - Mankind's is probably the most realistic, due to it's easy compatibility with midi limitations. The Nation Of Domination's tune is probably the most annoying out of all of them.

**In Warzone all the crowd** favourites and rule breakers have their own music. Each created player has their own selection too. Basically the music has very un-limited options, though some themes come across

way too quietly on the game itself, whereas others, for example Mankind's, come across as pure quality.

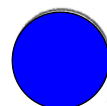
**Unlike WCW's game,** here we have the added entertainment of Commentators, Jim Ross and Vince McMahon. Any wrestling fan will tell you that the commentating sometimes makes or breaks a wrestling event - it's done well, it's great. Done badly though, it's dog's remains. Here on Warzone, the commentating is a bit repetitive, but a lot better than most football games where every other comment made is a repeat of something said two seconds ago. It doesn't get annoying as with so many sport sims.

**The finishing touches** are also vastly better than those in WCW's game. Here we see sound effects and moving screen animations as you select any option and go on to the next screen. Also, as you'd expect from a newer title, the actual wrestler graphics and points of movement, plus mat sounds and other effects, are much more rounded and well done. Whereas WCW went for polygon figures, WWF's Warzone incorporates full photo's of the real wrestlers animated over digital skeletons ( texture mapping ) to form a 3D fighter who looks just like the real thing. Thankfully moving away from the old style 3D types, Virtua Fighter style polygon characters and Mortal Kombat style green screen actors.

**At the end of the day,** this game choke slams WCW Vs NWO into the mat for a three count! It's a much better game, and WCW fans will just have to await the arrival of WCW/NWO Revenge, if they want just that, revenge. **U.G.**

Text ©1998 George Morgan. Edited by Andrew Mehta. ( Soz about the small text - it nearly didn't fit! ). Layout ©1998 Andrew Mehta. WWF Warzone, the computer game is ©1998 Acclaim. Want to use George's article? See "Licensing Out" on page 33.

**As a wrestling fan myself, I can honestly say that this game does the business good justice. It's better than WCW Vs NWO in every way, and although the threat of WCW/NWO Revenge is very real, just for the time being, this should keep all you wrestling fans out there happy.**

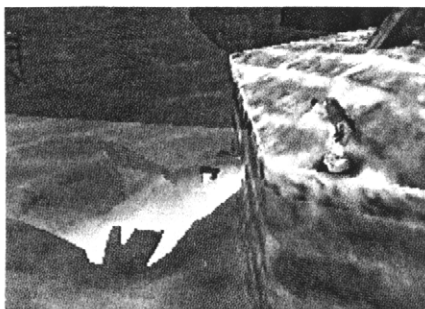


Brill Blue



**B**anjo and Kazooie, from the makers of **Battletoads, RC PRO AM, Knight Lore and Goldeneye. A bird and a bear.**

*The situation is tragic* ( Just like this review!!! Ben ). And I mean tragic as in lamentable. Banjo the bear's cute sister Tooty has been kidnapped by an evil plot device ( sorry, the wicked and ugly witch, Gruntilda ) and taken to the height of her hovel. Here the Gruntmeister will use imaginable forces ( or a machine thing ) to extract Tooty's beauty and transfer this to herself. The situation is almost-but-not-quite desperate. If you brush away the 'Plot', the endless Americanisms and cheesy humour, you'll find that Banjo Kazooie is an amazing game. Let me tell you about it.



*Banjo Kazooie doesn't rely* on pixel-perfect jumps, or fantastic moves as much as Mario 64, so the control system isn't too much of a problem. There's only one underwater world ( praise the Lord! ) so you won't have to endure the annoying swimming technique too much. Much of the game involves common sense puzzles rather than fancy finger-work ( Which Edd is really good at, if you know what I mean!!! Ben ).

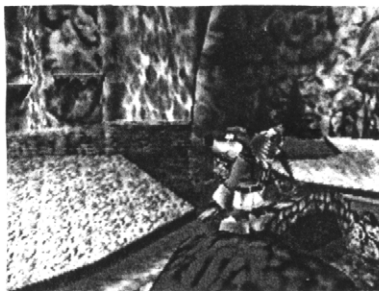
#### *That's the reason* why

Banjo-Kazooie will appeal to more people than Mario - you don't have to be a fantastic games-player to play it ( Lucky for you Edd. Ben ) ( Crikey!! Is this a personal vendetta spurred by this issue's editorial section?? Ed. ). There are a lot of puzzles, general exploring and clue-solving to do, which makes it a

bit more intellectual than Mario. This gives it a greater addictive value as well - when you're not playing the game ( i.e. day-dreaming in Maths class ), you will wonder about how to solve a certain puzzle or which took places look a bit suspicious ( and so could contain a secret! ).

*Something that will attract* more casual punters to the game is the fantastic graphics and sound, and....

look, it's just technically fantastic!!! One level, Clanker's Cavern, features a rusty mechanical waste compactor fish, docked in a murky cavern. Climb as high as you can. If you look down, you'll see the amazing light sourcing on the dingy walls and metallic pipes and platforms, the intricate detail on Clanker himself, and, if you look closely, you can see **RIGHT TO THE BOTTOM OF THE MURKY** ( and it is murky ) WATER. It really is fantastic.



*It's unfair* to compare Banjo to Mario as, when all is said and done, the two games are quite different. Banjo features cool puzzles and a larger emphasis on exploration, whereas Mario is more of a skill game. Banjo is a refreshing contrast to the normal Mario clones and is all the more fun to play for it - it's a game that anyone can pick up and really enjoy.

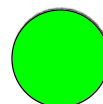
*You'll like this game if* you can put up with the cheesy humour, but if it



does get to you, it tends to wind you up and make the game frustrating. For instance, in the final battle, Gruntilda's rhyming couplets about being weak and needing to take a leak could annoy you even more than her fireballs. **U.G.**

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**It may stink of Gorgonzola, but Banjo is so fun anyone can pick it up and enjoy it.**



Groovy Green

## IN-GAME VIDEOS:

### THE INTRODUCTION:

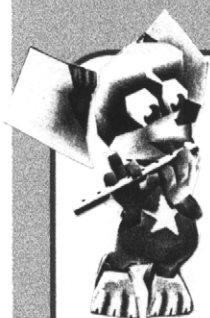
Turn the console on ( That would help. Ben ). A fly flies across the screen and laughs like a maniac. A N64 logo walks on ( yes, walks - it has four legs ), makes a shrugging movement and walks off again. The Rare logo appears and a fly flies straight into it - <splat!> Doh!

A new video appears. The fly commits suicide and falls into a pool of water ( so that splat didn't kill it then? Ed. ) ( you tell me!! Edd. ) and Banjo, Kazooie, Tooty and Mumbo Jumbo jam with the opening music while weird things happen ( bulls chase each other for example ).



### GAME OVER SEQUENCE:

Yikes! You've lost all your lives and it's game over. You see the machine that will suck up Tooty's beauty and transfer it to Gruntilda. The machine kicks into action and - horror of horrors - Grunty turns into a green posh spice style girl, with a naughty voice and - yikes(!) - is that Tooty? She's been made into a wannabe fat lady monster! As venom drips from her teeth, she growls "BANJO! You're little sister wants a word with you!" Game over!



## STRANGE THINGS ARE AFOOT..... I HEAR VOICES!!!!

The voices in the game are mighty weird. Because of memory constraints, the character's voices aren't voices - they're noises! Every character has three noises ( Banjo, for example, has "Gahuh, Goh, Gah" and posh spice Grunty [ see "Game Over" box ][ hey! Don't diss Posh! She's the only good looking one! But she's taken. Ed ] [ What are you on Ed? My dog's butt looks better than any of the Spice Girls! Anyway, as you say, she's engaged to a useless <CENSORED> called David Beckham! You are not forgiven yet David! Ben ] has "Uhh, ahh, ohhyeah" ). For each syllable in their lines ( the text appears at the bottom of the screen ) a noise is made representing their voice. It's crazy.

There are also some "on-the-spot" sound bites such as camel noises, squeaky caterpillars, "Doh!"s, "Ahh!"s, "Grr!"s, "Yaay!"s, and, more sinister sounds, such as the flower pots around the haunted church that say "thaaaaaannnnnnkkkyooooouuuu!" in a comedy accent.

## THE WORLDS:

### WORLD ONE:

#### **Mumbo's Mountain**

The obligatory sunny, flowery, happy course ( let's face it, all platformers have 'em! ). Mumbo Jumbo lives at the top of the mountain, waiting for you to turn you into a termite ( so you can invade the termite mounds and get a jigsaw piece ). There's also Congo Ape to deal with - force him to throw oranges at his blocks!

### WORLD TWO:

#### **Treasure Trove Cove**

A huge sea-side area, where a rock arch dominates the skyline. On top of the rock formation lies a light house - no prizes for guessing what you'll find on the rook. A crashed ship gives our heroes a chance to search for treasure in it's dark cabins and monsters such as Nipper the Crab and Snapper and the Shark live nearby.

### WORLD THREE:

#### **Clanker's Cavern**

Sunk at the bottom of a murky sea filled cave lives Clanker, a gigantic trash compactor robot in the shape of a fish that one belonged to Gruntilda. Our heroes must raise the malfunctioning robot to the surface and explore his mechanical body, while being careful of the many moving machinery pieces in his insides.

### WORLD FOUR:

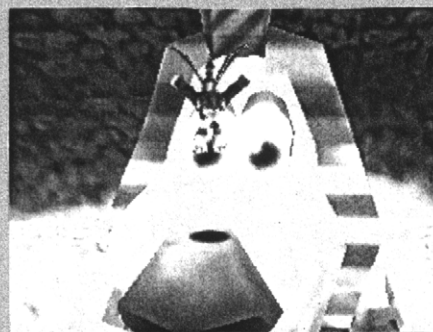
#### **Bubbleloop Swamp**

A green and surreal world, Bubbleloop Swamp is a swamp with a sinister nature - it's really a huge crazy gold set. Feed the golf balls ( egg ) to the Flibbits and climbs up many putters jammed into the swamp - also check up the big croc's nose to see Mr Vile.

### WORLD FIVE:

#### **Freezeezy Peak**

A gigantic Snowman is surrounded by pools of frozen water and snow. Banjo and Kazooie must brave this winter wonderland. Climb up the Snowman's scarf, and explore the brim of his hat, and have a sled race with a new friend called Boggy, who seems to have a bad case of tummy trouble.



### WORLD SIX:

#### **Gobi Valley**

The ruins of a cheesy ancient civilisation. A Sphinx in the distance has a dopey Banjo expression on its face, and a huge nose. A huge pyramid dominates the sky line like in Mario 64. However, in Banjo Kazooie you must *shoot* a target to enter. See - it's nothing like Mario 64! Inside another pyramid there's a difficult maze that must be negotiated in sixty seconds to find a jigsaw piece.

### WORLD SEVEN:

#### **Mad Monster Mansion**

A spooky old house near a haunted church and graveyard is bad enough but when it's dark, nobody would want to go near it, save for good old Banjo and Kazooie. Our intrepid explorers must brave the house of horror. But it's hard to stay calm when paintings explode into huge jaws, laughing ghosts are everywhere, and you're being chased by killer gravestones. AIEEEEEEEEEEEEEEE!

### WORLD EIGHT:

#### **Rusty Bucket**

Gruntilda's industrial freight liner ship is old and, well, rusty. The overall condition of the ship doesn't match the luxury of the Captain's cabin-like clanker ( see world three ). It's used to dispose of all her trash into the sea. Our heroes must explore the liner, trying to use the decrepit machinery to fire the jigsaw pieces. A huge walking, talking, moving crate, lives in the ship's hull, waiting to splinter the duo. What a crate idea! ( ha-ha! ).

### WORLD NINE:

#### **Click-Clock Wood**

Split into four different seasons, click-clock wood is penultimate level in the game. Puzzles range from growing a plant through out the seasons to feeding a giant eagle! The inhabitants of the wood, although friendly, all have their own problems - Nabut the squirrel keeps gorging himself on his nuts ( ha-ha ) and poor Gnawty Beaver is blocked from his hole in the river-side!

### WORLD TEN:

#### **Furnace Fun!**

Crack this level and you've got to Grunty and rescued Tooty - but it's not as easy as all that. The final level is actually a game-show!! ( And some more !!!!!!!s and some more to our utter disbelief ), where Gruntilda quizzes you about the game, testing your knowledge using screenshots, music, noises and trivia questions. Damn cheesy humour!

## **BEN#1'S BOX:**

( I would like to thank Edd for that great review. The only problem I had with that review was that I couldn't take the complete and utter piss out of it. I wanted to get my revenge on Edd for his little part of the story in the Editorial Section. I would like to deny everything about me in the toilet and George Michael. He is a nice bloke but he has something in a relationship that I don't want, if you know what I mean. But I wouldn't deny the part about the air stewardess. God, I wish it was true!!!! Ben). ( Tattooing Stoats. Edd ).



**You have a woman's hand M'lud!!" Well, that may be true, but what I have here for the pleasure of reviewing is not only a brilliantly original shoot-em-up ( ? ) but one of the finest games I've yet to find on the PSX.**

*Sony may well harp* on about piracy each time you and I switch on the PSX, but in this case it has enabled Psygnosis to make a big splash in the world of arcade action puzzlers, and not a Long John Silver, Dead man's chest, or a yo-ho-ho in sight, nope, just pure gameplay, humour and neat visuals mixed to perfection for a heady brew.

### "Oi!! What's the idea???"

Well, like an in-bred child it couldn't be simpler: Guide your ship through a maze of channels, avoiding all manner of land, air and sea defenses, ranging from the deadly ( flame spewing turrets, etc ) to the bizarre ( UFOs that actually abduct your crew!! ) and along the way you must capture towns, unlock sea gates and pick up bottles to reveal more of the map. Well, they do say worse things happen at sea!

*Of course you are* in it for the money, so don't just sit there feeling sea sick, grab floating treasure chests and kick arse!

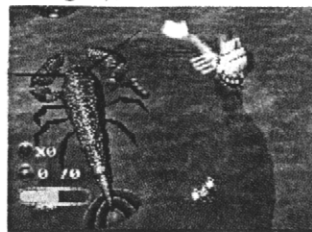
### "We have the technology ( umm, but so do the bad guys! )."

*Now, being Psygnosis*, you gotta have firepower and power-ups ahoj! You start off with your bog-standard cannon but you can upgrade to the likes of "Sea Mines" ( sneaky - two types available ), "Rockets", "Depth charges", "Flame Thrower" and Wahey-the-lads-are-'ard-as-nails "Lightning Gun." - suffice to say, the enemy vessels will probably out man/gun you and son, watch out for the homing missiles!!

*So, what's it got* to offer Mr/Mrs no mates ( i.e. the single player )?? Well, quite a lot actually. Try fifteen levels separated into five different themed regions ( and suitable music for each - love that Arctic music!! ) and ut-oh(!) at the end of each region you must 'baton down the hatches, stand fast, and do battle with that region's boss.

### Would Sir/Madam care to try these for size? ( Ooh, suits you sir. Ed )

Caribbean - Lobster ( it's fresh and blummin' 'uge! ),



Inca - chuffing great inca statue,

Arctic - Dinosaur ( out to make you extinct!! ).

Industrial region - Floating Fortress,  
Middle East - Genie.

*But for those with* more mates than sense ( and a Multi-tap ) you can have ( up to ) five-player death-matches! Cool or what? The last one afloat gets to gloat! All the weapons from the one-player mode are available and the camera pans in and out to ensure everyone's in on the action. This, for me, was one of the highlights of the game, as your so-called mates, turn out to be utterly vicious g\*ts!!

### "Anything else you'd care to mention?"

*Well, being Psygnosis* you get a well polished PSX affair, choice of three



different views, pixel perfect control, minutely detailed graphics, top water and flame effects, even ( Wait for it! Ed ) hidden areas!! Feeling a little hot under the collar are we?? ( i.e. has some bast set you alight? ) well, quick, grab your crew-member while he flounders in the sea and it'll top up your health ( also works if you rescue enemy crew! Nice! )

*Now, I know* what some people may be thinking, and yes, I do mean you: "Sounds nice, but is it me?? Will it last?" Well, I bought this at the same time as I bought "G-Police" and "Colony Wars" and as fantastic as they proved to be, they soon took up more and more of my time. I played them till my eyes bled, etc, and now? Now, nearly a year later, they're gone. But, I'm still playing "Overboard" and discovering new stuff including more and more neat touches. What more can I say? **U.G.**

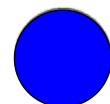
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Edited by Andrew Mehta

Review Layout ©1998 Andrew Mehta  
"Overboard", game, logo, characters,  
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**Well, seeing as it's clear blue waters, what else but a: Brill Blue!!**

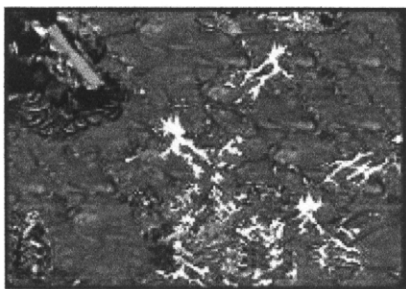


*Brill Blue*



**Y**ou've played C&C and Red Alert to death, beaten everyone at Total Annihilation, and you're looking for an RTS game that kicks ass - well, this is it - **STARCRAFT!!!!**

*There aren't that many* people around who haven't played the hugely successful WarCraft series by Blizzard - in fact it was WarCraft 2 that was C&C's main competitor. In those days it was the war between Orcs and Humans that showed off some of the nicest 2D graphics seen in the RTS genre. For anyone who wasn't in the 'guns blazing and tanks roaring' type of war game, it was the WarCraft series that came out top. But the general feel of games nowadays is to look to the future, as oppose to looking to the past - however nice those old boats and buildings may look. Therefore, it's StarCraft that rises high up in the range of RTS games struggling for the sunlight. It was supposed to be a big competitor for TA, but it was continually put back until finally released earlier this year.



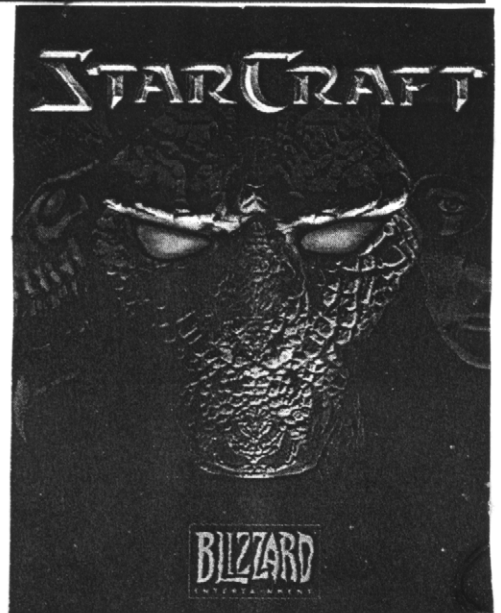
*StarCraft isn't a game* where you think you're playing one of its predecessors but with new graphics, it's a totally different gaming experience to the WarCraft games, and in my opinion, a better one.

*From the moment you pick* this game up, you're probably going to like it. They've done a fine job with the details and graphics; it's very impressive. It's fun to play, and it has the ability to be played with up to eight others over a network or two over a modem. This multi-player capability is standard in games nowadays, but it really is a treat to

play - it'll have you and your friends battling for hours as it's got many multi-player options for you to exploit. Other interesting modes include teaming up against the AI on an 8-player map - this can be VERY fun. There's definitely a strong strategical mind-set you have to get into to play StarCraft, and another totally different one for playing multi-player. Once you've got this, you should prove a tough challenge for your friends, and shouldn't be bothered by the AI's attempts to route out what your strategies are and to counter them. Though, if you're slow, they will do this.



*In my opinion* you'll love this game to bits once you get into it, and you'll find it very addictive indeed. "Oh, just one more mission before I go to bed..." and you'll suddenly realise it's getting light outside! The story line is also fantastically thought out. There are three sides, which is a first for an RTS game of its calibre. The order you are supposed to play through is Terrans ( marines etc ), Zerg ( a race of 'alien' -like aliens ) and Protoss ( humanoid aliens with incredibly advanced technology ). The story follows through from one side to the next, so in the end I guess you could say Protoss wins, but overall every team suffers MASSIVE loss to their side, but aren't extinguished.



*Starcraft: Voted game of the year ( in SPAIN ) at ECTS '98*

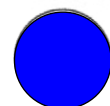
#### **So - to get this game or not?**

Stupid question really - unless you can't fund the £30/35 for this game, or unless for some strange reason you don't like war games that aren't WWII classics or something, otherwise you'll LOVE this game. Even once you've completed it you'll probably come back to play multi-player with your friends, or watch the FMV cut-scenes. **U.G.**

*Price £30 ( £35 for Collector's Edition )  
Out NOW*

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**This game rocks. If you've got the WarCraft games, or a C&C title or clone, or TA, you'll probably love this game. Buy it. Now.**



*Brill Blue*

**DYNAMICS:**

You'll instantly notice the old WarCraft style of 'Fog Of War' is back. This is accompanied by a new idea of having a type of height in the maps - there are two levels. Often higher ground is approachable only by ramps that can be guarded strongly. This higher ground enables you to see more of ( and shoot further at ) the lower ground, and if you're unfortunate enough to be on the lower ground you cannot see up to this higher section without a unit up there to see for you.

You can create and delete a list of players for the game, so you and your friends can all have their own name. The game uses this name to save their saved positions and data. You also have a list of names for multi-player - and yes - you can save multi-player games and continue them at another time. There are also updates on the Blizzard website and more ".scm's" ( StarCraft maps ) to download. These are definitely worth getting as they include some great new multi-player games, such as bunker command, my favourite. The in-game screen has the control bar at the bottom of the screen, which isn't common in RTS games ( most have them at the left or right ). Also- although you may be looking down on the map from above and below, the map is generated from isometric squares, ie, diamond shaped from your viewpoint. This does help it feel more 3D and real.



**GRAPHICS AND SOUND:**

There's lots of fine detail in what you see. Little animations and coloured things and lots more stuff that serves no real purpose, but just makes the game look real good, and adds various futuristic/space age touches to it. The layout fonts and menu system is also very well done, keeping it all very console-like with a futuristic touch. The backgrounds and images for each side are also of very high quality. Whenever you're being briefed (in a video-conferencing style, very well done) they have a picture that talks along with the audio. There are also unit portraits in-game - you have a little video screen in the control bar that shows the portrait of the unit you've got selected, this can also talk. It's all a top class job.

In Warcraft 2, you could edit the sound, but that facility isn't available in StarCraft ( which isn't a bad thing ). Each type of unit has it's own voice to go with it's portrait. The pictures and sound also feature the sort of humour you got in the Warcraft sounds - and there are rewards in the way of funny things for the player who is prepared to keep clicking on a unit. Try it on all of them - you'll be glad you did! Oh, and I do mean every single little unit, even the Protoss observers ( they're actually a good example ).

**Building Hierarchy:**

Every side has a main building that is their command centre. ( Terrans - command centre, Zerg - hatchery, Protoss - nexus ). From here you can build drone units (Terrans - SCV's, Zerg - drones, Protoss - probe) to harvest the resources in the game, and return here to give them to your stock. The more the merrier. Your drone units are also what you use to build your buildings, each side having a different method. The Terrans construct their buildings, and can repair them as well, when they're damaged. The Zerg use one drone to actually mutate into the building, losing that drone - their buildings auto-repair their health gradually. The Protoss probes summon the building in a warp, then leave it to be warped in and can go back to doing other tasks or warping in more buildings. As you'd expect - you need certain buildings to build other buildings - but your main command centre is what must stay alive at all costs. You can always recover with it.

**UPGRADES:**

Anyone who's played the WarCraft games can tell you that half the game lies in the upgrading. Unlike the C&C style games, most of the buildings can be upgraded. This takes resources and time, and often disables some options whilst upgrading takes place. Therefore - you have to be able to afford the upgrade and the time it takes. For example, if you don't upgrade your siege tanks to give them siege mode, and you're attacked before you have, then they will just be cannon fodder for anything that's long range. If you don't upgrade other buildings you can't even build certain units. Also, new to StarCraft, we see buildings that have more than one upgrade available. This mainly applies to the Terran side.

**Rapid unit building and expansion:**

*If you don't expand* to cover as much of the map as possible, your opponents will have more resources and normally no matter what you do you'll lose if your opponent has more money and gas. Take heed. Also you'll need all the fighting force you can build within the limits, and you'll want them as quickly as possible. Therefore, building multiple buildings to produce units ( eg Terrans - barracks, Zerg - hatcheries, Protoss - gateways ) is your only chance of surviving early attacks from expedition parties or of launching any of your own.



**Pilots, coverage and resources:**

*Pilots are needed* for each unit. Some units take more than one pilot each. You get pilots using the old factor of supply depot's - farms from WarCraft 2 ( Terrans - supply depot's, Zerg - overlords, Protoss - pylons ). You can't build more units without enough pilots. If you lose your supply depot's under attack, then you'll have to rebuild them all to get any more units, so keep them safe guarded.

*Terrans have an easy job of coverage* as they can build anywhere. Zerg have to build colonies that expand the creep ( purple slime on the ground ) which they need to put buildings on. These colonies need to be built on creep as well, making expanding harder and slower. They need to have a hatchery anywhere they want another building, like a new outpost by some minerals or gas. The Protoss have similar ties of coverage - they need pylons to give them an area of coverage around each pylon to warp in new buildings. These pylons can be placed anywhere

**The three sides and how they differ:**



**Terrans:** These guys are for beginners, it's what you start with - their side is probably the easiest to use. One of the main reasons they are easy to use is their buildings. All of their buildings ( besides turrets and the like ) are moveable - they can be lifted up, and flown elsewhere and then placed down and setup again. This allows you to pull out of a losing outpost when under attack and seek refuge in a more fortified base perhaps ( or to be a bad loser and hide in the corner of the map when you're beaten in multi-player ). But this takes on a whole new meaning when it comes to upgrades. Certain buildings with upgrades ( for instance the command centre ) have more than one add-on building. You can either lift-off the building in question and place it by the add-on you want to use at that time, or build more than one of that building and give each one a different add-on. This is probably the best choice in multi-player games, where the war gets very thick, very quickly. All their robotic units and buildings can be repaired with their SCV's ( which costs resources ).



**Zerg:** This fearsome race is the second in the order you're supposed to play. Their method of producing units is different to all the other sides. Each unit hatches from larvae, which appear at your hatchery. You can have up to three larvae at a time in each hatchery. Your hatchery is also a building which is upgradable ( to a Lair and then to a Hive ). This, in turn with building other buildings and upgrades makes more buildings and units available. Their air force consists mainly of Mutalisks ( air-to-air and air-to-ground ). These themselves can be upgraded ( if you have a spire upgraded to a greater spire ) into Guardians ( air-to-ground only ). These large winged crab-type creatures have the longest range in the game ( when upgraded ) and are very powerful. A fleet of 12



Mutalisks and 12 Guardians can usually reduce a map to ashes.



**Protoss:** You have to be good to use the Protoss. They're the hardest side to use of the three, and it's difficult to see why. Every Protoss unit has a built-in shield, which has to be destroyed first before you can start hurting the unit/building itself. However - the actual units/buildings cannot restore their health or be repaired. The shield recharges quickly, so you can't leave a wounded unit/building if you want it dead. You can use an EMP Shockwave blast to take off their shields though ( from a Terran science vessel ). The unit/building hierarchy is quite large and you'll end up with loads of buildings all upgrading just to get a few types of units. This team will definitely take time to learn and uncover those strategies, weaknesses and counter strategies for

each unit. However - if you can withstand early attacks and have a strong enough defence to build up your base and lots of vespene gas for upgrades, you'll find yourself in control of the most powerful units in the game - the Protoss air force. They have Scouts ( air-to-ground and air-to-air ) which can tear apart small squads of Zerg, and it's even easier if they can't shoot back ( if they're ground-ground only ) and can also reduce anything in the air that doesn't have strong air-to-air abilities or back-up ( or special power, such as stasis lock or slow-down ) to a pile of rubble on the floor. If this wasn't enough, they've also got the mighty carriers. These floating bases are full of little fighters that eject upon coming into range of an enemy. They all fly around at high speeds shooting at the target, and normally they don't get killed. Therefore, the only way to survive carriers is to shoot the carrier itself - once it's dead all the fighters are destroyed.

**The campaign editor ( map editor ):**

If this game wasn't already good enough and you somehow got bored of playing the single player scenarios ( once you've completed the game ) and don't have any friends to play with ( or no network/modem ) then you're not done just yet. StarCraft features it's very own map editor, similar to the WarCraft one in its ease of use, but trust me - there isn't much you can't do with this baby! It let's you design a map in any type available ( forest, rocky, lava, indoors etc ). It also gives you all the little detailed extras to place in your map, some of which do things ( like traps in the walls of indoor buildings )

and others that don't, such as large objects to decorate space platform levels. You can set limits and amounts on just about every thing in the entire game for each side, and what player it's for, and give them upgrades already from the start, and make all the rules yourself, who can build what and who can't etc. It also gives you timing so you can control the when as well as the where ( location ) and what ( units / buildings / amounts / limits ). You can make portraits appear, talk, play ".wav" files, make units appear, text appear on screen, units move to places, units die and just about anything. You're also given control of the AI - if there is any, where it is, how clever it is, what its objectives are, when it attacks, what it can build

etc - you can even tell it a location to value highly and fight bitterly for! ( Done using AI scripts ). You can round all this up by giving your map a title and description, and even a briefing and control who appears in the video-conferencing windows along with what the text says and what the mission objectives are. You can then attach missions you've made together to create a campaign, and send it to all your friends, or play them at it in multi-player.



though, making expanding easier than for Zerg.

**As for resources** - you have to collect two types - minerals and vespene gas. This is harvested by your drones. They either go and cut some minerals before returning to your command centre, or they go into a gas mine one at a time and return with gas. Therefore, you should have plenty of drones gathered round cutting minerals, with a queue of drones going to the gas mines making sure there's always one in there

( optimum harvesting rates ). Money is what the minerals are for. You need plenty of this stuff - it's crucial for starting your army and keeping it going. Gas isn't so important - you can start your army without it, but you won't be able to build any of the more advanced buildings or units without it, so as soon as you can start harvesting it. Your upgrades use tons of the stuff so make sure you get those queues moving, and don't end up with clogged up piles of drones, all getting confused.

So when you're finally bored of playing, start creating, and then play some more! Oh, and did I mention - there's now an expansion pack out for StarCraft?



## Deathmatch Maker II - Will it enhance the death match experience?". Here's George:



*One of the most* important aspects of any game in any genre is it's ability to create you own idea of fun. The more options to fiddle with, the longer lasting the game-play is likely to be. But with walk-around 3D shooters like Doom, Duke Nukem, Goldeneye and Quake, one would suspect that after a while, strolling around even the most carefully laid out levels and well thought through puzzles will get tiresome in the end. Once you've completed the single player game and challenged your friends on all the multi-player levels what's next? Time to trade that game? I think not.

*Now we enter the times* of editing your own game. Up until now, level editors have been rather a shoddy affair. Whatever they've been for. Blocky, limited freedom and space, huge memory requirements and worst of all, difficult to set up right so that smooth, error-message free multi-player action can begin.

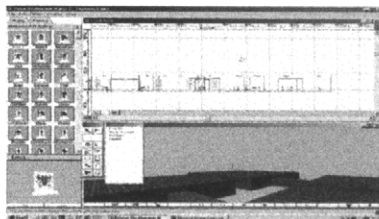
*But now Virtus* are changing that, with their excellent Deathmatch Maker II, for Quake II.

*This is a very sleek* add on package for owners of this mighty 3D first person shooter. As if Quake II wasn't already a top game, both in multi-player and single player action, now you and your friends can enjoy the complete freedom of everything and more that's included in Quake II, and this includes the ability to build whole single player worlds and multi-player dungeons or arenas.

*It's been made* so simple this time around. I picked it up in about an hour and have since built several multi-player dream arenas based on a fictional Gothic Fortress called 'Sky City'. The key to success in level construction is to start simple and to build from there, focusing on creating rooms first and objects later. Learn what each option does before trying to make your dream arena come true. Save a lot to avoid errors and keep several versions backward, of your work. Compile your level often, so that, should an error occur, you will know exactly what is wrong and what object to correct, instead of having to delete everything and start again.

*Play-test your level* each time you compile it successfully to discover any flaws in its design. This is easy to do, they've even given you a button for it. Simply click on 'Launch Quake II ...' and away you go!

*Last but not least* - don't try to use complex items like teleporters or manually placed lighting until later on. Keep things nice and simple. Also don't forget to drop some start points and leave them with no texture.



*The most exasperating* feature is the grid map ( above the walking window ). It's very useful - but it's also quite tough to handle at first.

*The trick is to practice* and take it slow, so if you make a mistake, you can always click UNDO. There are three views to look through on the grid map window, PLAN view, REVERSE view and FORWARD view.

*PLAN is the one* you begin with and need to get used to before changing around. Basically once you want to alter the height of anything in your rooms, you will have to change view, in order to drag the object higher or lower, or to stretch it. Doing this can often end up in you accidentally moving the entire room by mistake, so take it slow. To click on a stool, table or whatever object you have in mind once it's un-selected, without moving the whole room, try to select a point to drag FROM outside of the room and then drag INTO the room, surrounding that object totally and ONLY that object totally. If you surround TWO objects totally, then BOTH objects will be highlighted.

*Then the single* object should have markers appear around it, or turn black. It is now ready to be moved. If you want a small, sensitive movement, try using the arrow keys to edge it about slowly. If not then drag or

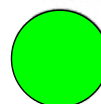
move using the mouse.

*After hours fiddling* to get your little room just right, it's somehow easier to appreciate how hard the makers of Quake II must have worked to make us those pixel perfect battle-zones and single player dreamworks.

*My advice?* Even with Q-Ed in the shops ( which makes levels for almost every decent 3D first person shooter under the sun, and is official ), I would still value Deathmatch Maker II in my collection of add-ons and accessories. Virtus have outdone themselves and easily bettered their stubby-fingered original package ( with that oh-so-hard-to-guess name, Deathmatch Maker [One] ) which was all right, but tricky to handle and very limited in depth. **U.G.**

Text ©1998 George Morgan. Edited by Andrew Mehta. Layout ©1998 Andrew Mehta. Deathmatch Maker 2, game and logo, are ©1998 Virtus. Want to use George's article? See "Licensing Out" on page 33. George's Quake Nickname : '-Crazeekim-' or 'Gaihawk'.

**Quake II knocks the socks off Quake and is a much fuller and better looking game - we all know that. In the exact same way, Deathmatch Maker II knocks the socks off the old one. But it's arguably not as finely tuned as Q-Ed. We'll just have to wait for that review, coming soon! Meanwhile, don't stop gibbing like crazy.**



Groovy Green



**I**ndy Nosebone, front flip switch stance, method, mute grab, 1440". She made a terrible mistake. It can only be one game: The mighty Steep Slope Sliders!!!

*Steep Slope Sliders.* Ahh, accurately simulating sliding down massive slopes. Not being snowboarders ourselves, although phoning Gloucester Ski Slopes occasionally, and finding out you can do it for £15 per hour if you are already familiar with Skiing, we don't know how well it "Simulates" snowboarding, but you definitely feel it's a steep slope, rather than the race-course like tracks that Cool Boarders 2 has to offer.

*Steep Slope Sliders* is the most easy to pick up and play game that I have experienced in a long time. And it's loads of fun. Ironically, while this game is lacking a two-player option, it's the perfect game to get out while your mates are round. Why? Well, here's the bad news:

*Steep Slope Sliders* is loads of fun, but, er, it doesn't take that long to get all the awards available. The awards, however, are characters and courses and these, do add to the longevity, as you try different secret characters and learn new course layouts ( although the South Pole is the only secret course that requires any taxing of the grey matter - the others are all out crazy fun go-wild courses ).

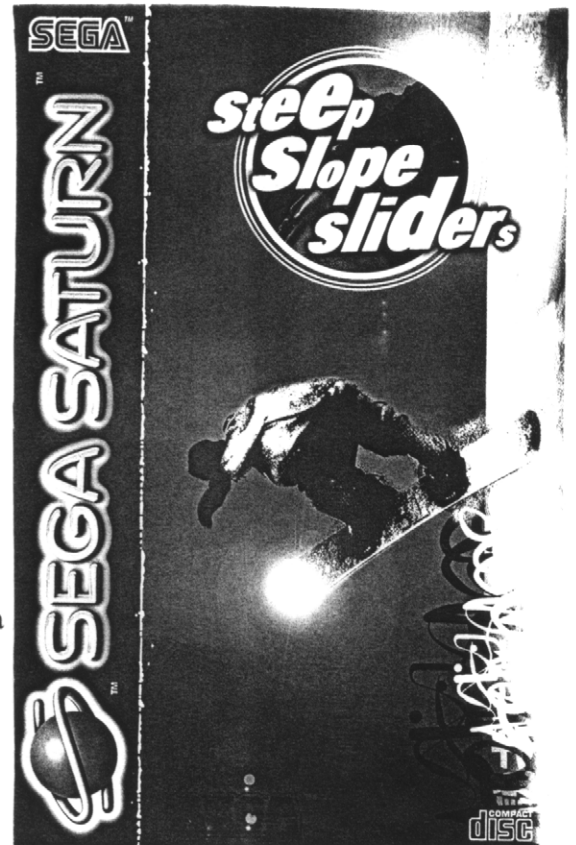
*So, here we have it.* Steep Slope Sliders is the most brilliantly fun game. It's excellent and people will love it. It's good to play with others, taking it in turns, trying to beat your mate's time, or trick score, or racing against his ghost. There are cool extras like a psychedelic sound

test, Replay edit options, The Time PROG, various secrets, that in some cases generate laughs, but, because it's so fun and easy ( you can't change any difficulty level ) and natural, you tend to have attained all the secrets within a very short time period. Now, you attain these secrets by playing the game and beating the computer's high scores in both time and point categories on various courses. So, the play is very much focused on beating a score. Now when you've done that, there is no reason to come back, challenge wise. But, we're forgetting something aren't we? Like Sonic R, you just have to play it for pure unadulterated FUN. Now that's what gaming is all about, right?

*And whilst playing on your own* could get boring if you've "Been there done it before", you're really looking for a good reason to play it again - and friends coming round is just that excuse! Plus there are various different routes and stunt/jump opportunities to take while heading down a slope. You couldn't possibly take advantage of them all in one race, but you can try, just for the sheer heck of it.

*Then, add new light* to it, by racing as a dog!!

*With fast characters* and a fast bit of track you can get a real speed rush. Unfortunately this only lasts for a short time - even shorter if you head-butt a tree, but my point is it



FUN INCARNATE. Easy to pick up and play.

gets you craving for more. And there isn't a lot more. Yes, although the boarders aren't that big ( although they're still there ) the speed isn't as "FAST" as the YANKS' and JAPS' versions. But, those of you with switched Saturns can enjoy full speed. We think this includes being able to get the PAL version running at full speed too, but, not having a converted Saturn, we're not too sure.

*But for all of us* who aren't rich, is the PAL version still worth getting? It's an insanely accurate YES!!! Cry from the heavens, if you're in a store and pick up SSS and think "This looks a goodun" then for goodness sake buy it!!! It's FUN all the way, but understand this: It's fun when you play it. Initially you play it to gain the secret characters and courses. Then, there's no reason to play or no extra rewards. If you're the type of person who can play the game with no reason other than self-satisfaction of beating lap races, or trying to beat your mate's ghost rider, then this isn't going to last. For

those who can play a game simply for the fun of it, this is a godsend.

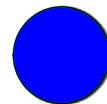
**But, should you pay £39.99** for it? One word: No. We know what it's like buying a game, unless you have a massive bank account, and can splash money about without a care in the world, then when you find out the computer's challenge doesn't last, it's gonna hurt. We advise buying it from Dixons at £19.99. Apparently, this is the new R.R.P., with only Game and EB still selling it for £39.99. Use their price watch schemes to set them right. But even still, shop around. Yep, you guessed it, we managed to

pick up our copy for a mere £14.99 - first hand, from a local independent shop, selling it's Saturn stuff at rock-bottom prices. Sad to see the games go like that, however, it's good to see people finally getting some games they previously wanted, but could never afford.

*Price ranges from £39.99 to £14.99. £19.99 is a good deal.*

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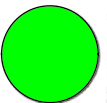
**Pure unadulterated FUN. Brilliant while the challenges last, once the challenges have been met, still brill, if you can find a good excuse to play it.**



*Brill Blue*

## RENTAL REVIEWS

And Shining Force III gets a "only if it's your thing" Groovy Green. Oh yes, the crowds go wild!! Etc, etc.

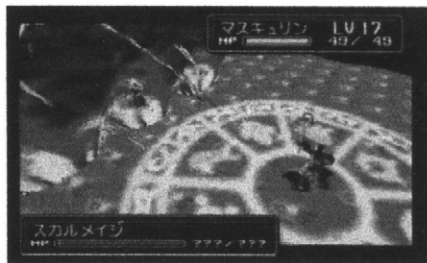


### SHINING FORCE III

Renting an RPG is kind of a really bad idea. I mean, come on, RPGs have to be one of the few game genres that hold hours of engrossing play and generally tend to last ages ( even more so if you get stuck ). So, erm, rent it out for a night? Why would you do this? I mean, there have been stories of people staying up all night completing Zelda II on the N.E.S., but what about modern games like FFVII? Could you do all that in one night? Of course not, and if you did, you would probably have to find some way to skip all the lengthy cut scenes. So, okay, it's a stupid idea in that sense. But, just borrowing the game can help you make up your mind about whether to buy it or not.

Yes, this game is a groovy green, but, erm, let's hear about how "Groovy" you need to be in order to play it.

The beginning looks cool, and the real time opening scene really hits home, but, erm, hang on....., the dialogue at the beginning goes



on for far too long. On the first go, you conclude that it could be relevant, but it seems that there are only a few points made in this dialogue, and the rest is dedicated to explaining and arguing about this point. Still, RPGs usually have lots of text, we can put up with this.....

The next part of the game I played saw you exploring the houses. Now, this is quite good, but oh-so unrewarding.

There are sooo many places to search, and you'll only find about three relevant items in the 16 or so houses you've just explored. At least the game offers humour if you don't find anything in a cupboard. "It smells", "There's a draft", "Oh my!! Lady's underwear!!", etc, etc. Then, comes the excitement, a group of Monks have started a cult following, they attack you!! This fight took several attempts for me to win. Yes, it was hard.

My conclusion? Well, it's not as immediately gripping as, say Panzer Dragoon Saga, but although I found it boring, I still found myself thinking about it. Yes, it had that addictive quality..., but to be honest, I think that was to do with the music which, in RPG land, kicks ass! It's so traditionally adventure music. So, to conclude, DON'T rent this. Casual RPG fans had better go with Panzer, as it's a brilliant experience. More traditionalist players should get this if they value their traditions. As for me? I was a casual, my first time with a "true" battle system. Maybe this explains why I was kind of crap. Only having it for two days doesn't let you get into it enough to like it. So, it looks like if you intend to buy it, it's a game you have to slog on with in order to get your money's worth. Those who can't be bothered when even cooler titles like Panzer are on the market, shouldn't bother, unless they've bought all the RPGs on the market and this is their last port of call.



# RETRO ZONE

Welcome to the RETRO ZONE. But, like most things in United Games it's rather unconventional. Yes, even a page featuring things that have been done in the past can do something new - and that is, cater for the mildly retro games consoles as well. This section isn't just for Speccy Fans ( hey! I'm one! Ed.) or C64 fans. It isn't just for people wondering what a Vectrex exactly is. Yet, it will be all these things and more.

Basically, we reminisce about all past consoles, and standing united, cater for everyone who has fond memories for a particular system they previously owned. If we're not covering a system you remember fondly, why not tell us and we'll strive to cover it, or perhaps you would like to write a bit about it for: THE RETRO ZONE.

## Amiga:

Sorry the C64 slot turned into a plug - more on C64 next time! Karate Kid international!!! Pinball fantasies ( this game is pure class - rack up huge scores on the first table!! ). Super Stardust. The list is endless. Street Fighter I, Street Fighter II, Prince of Persia, etc, etc. The thing about the Amiga was it had such a wide range of games available as well as many serious databases and spreadsheets. Unlike the P.C. which although having some great games, didn't have alot at all until the format really took off much, much later... The Amiga really was quite big starting with games like Defender of the Crown and ending up with stuff like Fire and Ice. Oh, and everyone loves Lemmings, either that or they hate them. Little green-haired things.....

## Master System:

Alex Kid in Miracle world!!! Wahey!!! How far did you get??? Paper, scissors, stone, paper, scissors, stone... And how long did you last in the Helicopter, or indeed on the Motorbike?? Come on! Be honest! It was hit one red stone and puff! It was gone!! And what about Wonderboy in Monster land? Nice platformer with RPG overtones. But the really classy games were the Sonic series!! Sonic 1 was cool, Sonic 2, although not two player, was said to be more superior than the Megadrive version! And then there was Sonic Triple Trouble, and Sonic Chaos, etc. And whilst the NES had no new games released for it in 1995, the Master System was still going with a cool conversion of Mortal Kombat II!!! Pure class!

You have to admit it! **The old 8-bit NES** was a brilliant machine! Cor blimey! Those Zelda games!!! I've got one and two and they're both excellent, but personally the game I'm hooked on and have been playing for several years is the mighty MegaMan 2. I recently bought MegaMan 3, but found although it's okay, it just doesn't come up to scratch when compared to the far superior Megaman 2. Everyone should get Megaman 2 it is pure class. I've completed it seven or eight times!! Totally wicked!!! I'm currently borrowing Probotector off a friend which is also cool. Oh- does anyone remember Punch-out??? Little Mac goes head to head with King Hippo and various other comedy fighters! All of these games are worth getting, and you can probably pick them up for six quid.

**Spectrum:** Very fond memories of playing Bombjack as a kid. Something to do with avoiding crows and collecting all the bombs on the screen. Totally addictive, totally cool, but simple. Another simple game was Rider - your man jumps out of a helicopter and whilst using a parachute to slow his decent, you must guide him into the seat of a motorbike underneath, simply by lining him up with it. From then on it played like an LCD hand-held motorbike game, although you avoided mines instead of the back of rival's vehicles. Now, what about Head over Heels? Bought from Toys R Us it was total class - although a bit hard, and definitely not as simple as the other titles I got, in the way that it was a much bigger, longer game. I've recently bought Knight Lore, and some other games, but have yet to find time to play them!!

**C64:** My mates have these, but I've never played on it. Still, had some decent games. But even more so it had some mad music! So cool in fact that a CD has been made of it!! Two music programmers: Bob Hubbard and Martin Galway. We think other artists feature on the CD too. Look, send for our Game eXtra feature on the CD - a review by THE SHARK - submitted to us by Ross. To get your mitts on the CD though, you'll have to either phone 0500 ( a five hundred number - ahhh! ) 131486 or visit their web site: <http://www.c64audio.com>. Check it!

## Atari VCS/ATARI 2600

I bought one of these a while ago and inevitably it came with Centipede. Fun at first, and quite nostalgic, but ultimately boring after so much play. But Adventure!!! Adventure is brilliant!! You have three modes of play based on the difficulty switch! The first mode requires you to play a simply version of the game, collecting only one trophy to place in it's designated palace. The second game sees you looking for more trophies and also sees you entering the dungeon-like dark caves. But the third mode is amazing! It's the same game as difficulty setting #2 but this time the objects appear in random places - yes it's different every time!! Pure skill. If you're after a two player game, also check out Mario Bros which totally kicks ass! I've seen Atari games still for sale in Next Generation. Check out Asteroids, Defender, etc. Pretty class really, if you can put up with the simplistic graphics.

**Crikey!** Looks like we've ran out of room this issue! We were also going to do box outs on the Megadrive and SNES, reminiscing about Street Fighter II, Sonic, Ghosts and Goblins, Uni-rally, Mario Kart, etc. Oh, well. Still, this has just been a brief look at some of the better known formats. From next issue onwards we'll be concentrating on one system at a time, so you'll learn a lot more about it, plus we'll also endeavour to cover more rare and lesser-known formats! Be here! The RETRO ZONE! Next Issue!! [ 17/12 ]



## G-POLICE

■ PSX ■ Flight/Combat simulation

G-police. A Psygnosis shooter. But should you buy it? Especially now there are others around - from Psygnosis themselves! Here's Ross with what he had to say:

"Keen to avoid run of the mill missions, G-Police throws it all at you - tracking down drug dealers, escorting limousines, tailing suspects, going head-to-head with cruise missiles, taking on heavily armed trains and picking off heavily armed rogue mining droids - it's all in here. This is where one of the game's strongest aspects comes into play as each mission takes place in "Real-time" and can suddenly change to your (dis)advantage. You're out there, feeding napalm death to all & sundry when your radio crackles to life, it's control, things have gone to hell in a hand-basket back at H.Q. and they need air-cover now! So get back there!"

Crikey, is it really that good Ross?

"The whole dog-fighting aspect is amazing and it's made all the more so by the crowded city environment. Leave the open skies nonsense for the shandy-drinkers, G-police puts you

right in the middle of knife-edge encounters between you and the lawless. The outstanding enemy A.I. paves the way for outstanding airborne duels. Think you've got that perp's fighter firmly locked in your sights and laugh to yourself as you prepare his imminent destruction at the hands of your weaponry, only to watch in horror as the little sod weaves his way out of your missiles, then out of your sights, and into the nearby cover provided by the nearest tower-block, leaving a trail of glorious explosions in his wake. Then, run like hell yourself as he and a few mates strafe you from above. The hunter has now become the hunted....."

Anything else Ross?

"The PSX was made to play games like this. What more can I add? It would be criminal not to get this!!!"

Brill Blue

Lifted from un-printed Exploding Carrot material. Full review available from Game eXtra.



### WINWINWIN!!! THEN WIN AGAIN!!!!!!YESSSSSSSSS!!!!!!!

**WIN** Fighter's Megamix Postcards!!!! Four up for grabs, courtesy of Maverick Media!!!!!!!

**WIN** A Goldeneye 64 A1 ( a little bigger we think ) Poster courtesy of THE Games!!!!!!!

**WIN** A G-Police Cap, courtesy of Electronic Boutique!!!!!!!

**WIN!!!!!!!** A FFVII/Squaresoft T-shirt courtesy of Electronic Boutique!!!!!!! Phew! What mad exclusive offers!!!

## FIGHTERS MEGAMIX:

■ SAT ■ 3D Beat 'em up

This game originally cost 44.99. Now most shops stock it for £24.99, but Dixons just dropped the price last week from £17.99 to just £7.49! Excellent deal! Or is it? Here's what we said in a past review:



"Fighters Megamix is like getting Virtua Fighter 2 and Fighting Vipers in one with a splash of extra features, options and characters taken from other Sega games - there are even elements from Virtua Fighter 3 in here!!! ( Shock!! Horror!! ). I think it's a generally UNITED OPINION that F.M. is the BEST 3D beat-'em-up available on the Saturn. Last Bronx is okay.... but it's nowhere near as good. Fighters Megamix is the beat-'em-up that'll see you never wanting another Saturn 3D beat 'em up ( unless you're an avid beat-'em-up fan and must collect them all )."

But should you get it? Well, it's the best Saturn beat 'em up in terms of value, etc, and plays like a dream. The graphics are smooth, the gameplay has been refined to perfection and the competition pales in comparison. If you just want one 3D beat 'em up in your collection, get this. It's a right laugh, however, some people don't think it's as "hardcore" as the now only £7.99 Virtua Fighter 2. It's your decision. But this, in my opinion would be the more rounded choice.

Brill Blue. Original review written: November '97. Full review available from Game eXtra.

## I WANNA WIN!!!!!

What to do:

Okay, erm, er, let's leave this to Ben:

Thanks Andy (You A\*\*hole)

Right. I have three questions. Two quite easy, the other one quite tough.

1. Name the Saturn racing game starring the famous blue hedgehog?

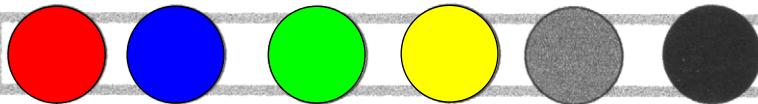
2. What does RAM stand for in computer terms? ( If it's wrong but funny we might accept it ).

3. Which Spice Girls ( Slappers as I know them ) single didn't go straight in at number one?

Send your answers to me. ~Ben~.

Erm, okay, um, Ben. Er, don't forget to state which piece of merchandise you're trying to get your mitts on and address it to, erm, our address, which can be found at the back of the mag!!

~Andrew~



## RED HOTS!!

If you own the hardware, you must get this game. If not, you should consider getting it.



### 1) QUAKE/QUAKE II

Well, you just can't get away from it can you?? **QUAKE, QUAKE II, MISSION PACKS.** It just goes on, and whilst **QUAKE II** is vastly different to **Quake** it's still a good game, but all of these: **DOOM, DOOM II, QUAKE, QUAKE II,** are mad Multi-player experiences. Are you on the net? Have you experienced **Quake II** on Multi-player yet??? George and Jazz have, and it's a revolution.

### 2) PANZER DRAGOON SAGA:

**Panzer Dragoon Saga** is a red hot for this simple reason: It doesn't seem



like a game, but like an experience. It may be a bit slow to start off - running into fights at first is annoying, but later on you'll be flying around looking for them!!! This truly is a beautiful game. Everything is so smooth, the graphics are Georgious - it has loads of cool secrets, a load of variety. Excellent battle scenes that hold magic even for people who have never played an RPG before. Super Mario 64-esque 3D roaming sections. Characters don't just say the same thing over and over - they have different things to say. Visit locations in the day or night, take on spectacular bosses by using spectacular specials called berserkers. Like **Dragon Phoenix!!** Awesome!!

Get a score on completing the game. Try and beat it by playing the game again. Brilliant FMV, excellent 3D rendering, even Tamagotchi-esque bits. It's a red hot, no doubt about it. Play it all the way through and feel it in your soul.

### DEBATE:

Does **Diddy Kong Racing** deserve a Red Hot??? First, Edd awards it one, not realising how sacred we're trying to make it. Then there's talk about it becoming a brilliant blue, for the reason that it can be frustrating, and while the challenge is there, not everyone will be bothered to take it up...., or will they? We've enlisted the help of some second opinions, and next issue, you'll find out what's up. Give us your opinion, why not???

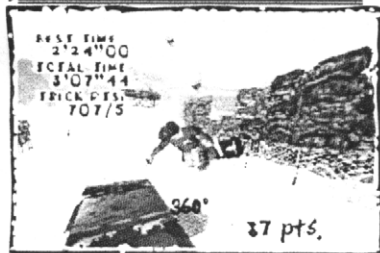
### *Why aren't there any*

PlayStation red hots?? If you think you've found a red hot game, tell us, and we'll give it the credit it deserves!

## BRILLIANT BLUES:

An excellent game. Brilliant. This is usually the highest recommendation. F-U-N.

### 1) STEEP SLOPE SLIDERS!

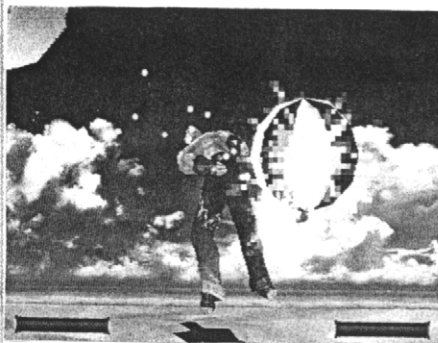


Beyond a doubt! We just can't stop playing it!!! Probably the most brilliantly fun game we've ever played! Watch me do loads of cool stunts on the Sega Saturn Video! Yowzer!!!

### 2) TEKKEN 3:

Pretty good isn't it? Uh-huh. Although some may argue it's not worth it if you have **Tekken 2,** ( look that's debatable ) we can't help feel that the **Tekken** series has now reached the point where it has been so finely tuned, it shows, a lot. As James said in his review: "...this is one of

those games..... you really should get."



### 3) STARCRAFT:

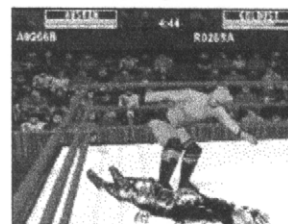
Bit obvious really, given our massive coverage of it this issue. Sure, it's not a brand new release, but there's a bit of a dry spell at the moment as all the games companies hold back their big releases for Christmas, expect cool stuff like **Carmageddon 2, Half Life** and **Dungeon Keeper 2** to creep into the chart next issue ( if they're any good ).

### 4) SONIC R

Everybody's Super Sonic racing, try and keep your feet right on the ground, when you're super Sonic racing, there's no time to look around, we're just Super Sonic racing, headin' to the road of no return, we're just Super Sonic racing, come on, let the fires burn!! Top stuff from an ex-member of Technician Two. Hi T.J. Davis!

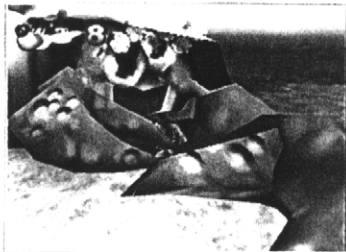
### 5) WWF:WARZONE:

From what we gather, George, Jazz and the whole of the Bristol posse have massive WWF fights using all the N64 controllers. It's mad, well, I guess they enjoy themselves. They find it brilliant, oh yes.



## GROOVY GREENS:

Usually an acquired taste. Great, if you like this sort of thing!



### 1) **BANJO & KAZOOIE:**

Edd's done the review on page 17, and it is one of the best games of the moment on N64. If it's your bag and you can put up with the cheesy bits, bag it.

### 2) **Tomb Raider**

Some loved Tomb Raider 2. Some felt Tomb Raider 2 wasn't impressive enough, but everyone loved the original Tomb Raider. And it's now extremely cheap. Beware though, the main criticism in our review was that the game required a lot of effort, and sometimes there wasn't a reward for your troubles in sight. Really, some won't be bothered, but if you have the patience this is a fine game indeed.

### 3) **Megaman X3:**

I love this game!! It's on PlayStation and Sega Saturn from around £24.99

and it totally kicks-ass! Great for the Megaman fan of old. Absolutely brilliant and addictive! Some say it's too hard - no it isn't! It's trial and error, each enemy robot you face has a certain weakness. Yet each also has an ability you can possess upon defeating them. Sometimes, one enemy's ability is another enemy's weakness! It's combination madness!! And it's totally addictive. Some may criticise - it's a poor PAL conversion, the graphics aren't all that, you can't duck ( pros shouldn't need to ) but for the hardcore game player, here's an excellent game that's a joy to play!!

## MELLOW YELLOW

An all-round pleasant game, that's a safe buy.



### 1) **MARIO 64:**

Absolutely stunning! We bought our N64s just for this game and it was sooo amazing. It perhaps didn't last as long as we hoped, but the experience was highly enjoyable. Buy this, and

you really can't go wrong!

### 2) **Virtual On:**

Well, for a start it's only £9.99. Even if the game was average, you can't exactly go wrong... But the game isn't average, and while it may take time mastering the controls, Sega's Virtual On is satisfyingly fun. Top stuff.

### 3) **Platinum Range:**

You can never go wrong with last year's top games coming out a low, low prices, unless you're saving up for a new release.

## GREY:

Nothing bad with it, but nothing good either.

### 1) **BORING DEBATES AGAIN:**

We've heard that Mission:Impossible starts off excellent but soon turns pear-shaped. A friend with an import copy told us that later levels had an "unfinished" feel to them, as if the game had been rushed. So, we were all set to give it the grey. Sure, it's not a bad game, but it's not especially good.

Now, we used do an N64 fanzine before this, and in that 'zine, Mario Kart 64 got a Grey on single-player, but a Brilliant Blue as a Multi-player game. Simply for the reason that the 1-player races weren't all that, and you could stay in first position for the majority of the race, only to be overtaken at the last minute by the CPU controlled cars. I, personally, view both these games as Greys. However, we want to be United, taking into account everyone's opinion, and Jazz emailed us the following:

#### MARIO KART 64:

Yeah - but come on - that's just looking back on it ... how many years between Mario Kart and MK64? quite a few ... everyone wanted the sequel! And when MK64 finally came out, it was such a good 1 player too! Mario Kart 64 races went up and down (3d) etc as oppose to just flat and everything, and had lots of good stuff from the original. It was a good 1 player game! Just 'cos we've all completed it and long forgotten playing 1 player!

#### Mission: Impossible:

I thought what I played of Mission:Impossible was good. It made a change to running around sovieting people. M:I took the mission bits to an extreme, all missions 'n' stuff ...

## BLACK:

Burn it! Truly terrible!

### 1) **CLOCK TOWER: DON'T BUY THIS!!**

## GOLDENEYE 64

### DEBATE:

There we were, all set to award Goldeneye 64 with the Red Hot, ( a game that everyone will like ) and then Ben#2 says he doesn't like it, and that it should be a Groovy Green, i.e. an acquired taste. Jazz countered this in an email, stating:

Ignore him!!!!!! He hates everything everyone else loves - why? not sure, we think it's just to be rebellious - that's why he likes WCW when we all like WWF, and he doesn't like Goldeneye, he says it's crappy when everyone knows it's the best game released this year, every award for it was won by it. I say it rules.

We'll have this sorted out by next issue. Check On The Shelf for more about Goldeneye.

## Game eXtra:

Help us to help you! Help us improve Top Colours by giving us a wider selection of game reviews. We only recommend games in Top Colours once we've reviewed them, so help us now! You can give us reviews, or any article for that matter! Write to us and ask us for a Review Pack, at:

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### Who does what then?

**Andrew Mehta:** Editor  
**Ben#1:** Deputy Editor  
**Ross Sillifant:** Playstation Reviewer  
**Edd Morris:** N64 Reviewer  
**George Morgan:** P.C and N64 Reviewer

### THEY ALSO DO?

**Andrew Mehta:** Trade Relations, Marketing Director, Saturn Reviewer.  
**George + Jazz:** Maintain Internet Site.  
**Edd:** EGN

### OTHERS?

Thanks to Atif for Gran Turismo stuff, everyone for driving me mad come the deadline!!!! ARR! Shops for being so supportive!! Eddy ( Nintendo ), Alison Win ( ECTS ), Jazz + Ben#2 for ECTS98 feature, Shelly Friend ( Nintendo ), Mark Hartley ( Sega ), some guy named Greg who never picked up the phone ( Sony ), Jeff ( 101 Games ), Jeff#2 ( Next Generation ), Simon ( New Generation Consoles ), Ann, Sue, Peter and Andrew at Pink Planet, Simon and the lady who remains nameless ( Beyond Therapy ), Taz ( Computer Exchange ), Charles ( CA GAMES ), stay united!! Couldn't have done it without you! Also, our model. Office World, Print Zone ( UDO kicks ass!! Cheers FRAN!! ), Royal Mail, those annoying people at the PO BOX, AVP Media, Maverick Media, THE Games, Electronic Boutique, GAME, everyone who picked up a review pack!! Oh, Matt at Quick Data Ltd for last-minute stickers!! That guy at TIME for his copy of CTW.

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**United Games, PO BOX 61,  
 West Swindon, SN5 9GR.**

# ENDC★ZONE



## NEW TO BRITAIN!!

Saturn owners, are you tired of seeing N64 owners with their flashy coloured pads, or do you wish you could get the wide variety of different controller designs that are prominent on the PlayStation? Perhaps, you stand outside importers, admiring the Japanese Saturn's white controllers. Well, no more!! Saturn coloured controllers are in the UK!!! Check out the Max SATURN controller, from MaxPlay, or the COOL Saturn controller from Saivek. Next Generation has a Max Pad for £12.99, whereas Swindon Resales have five for a reasonable £9.95 each. So far we've seen white, green, blue and red pads. Oh, and the buttons are multi-coloured, just like the Japanese ones!

## GET YOUR GAME VIDEO NOW!!!!

**SEGA SATURN VIDEO:** Deep Fear, Steep Slope Sliders, Panzer Dragoon Saga, World Wide Soccer '98.

**NINTENDO 64 VIDEO:** Zelda 64, F-ZEROX, 1080° SnowBoarding, Star Wars: Rogue Squadron, Turok2: Seeds of Evil, ISS '98, Perfect Dark.

**PLAYSTATION VIDEO:** Still working on it, but should include loads of top titles.

**P.C.:** We're very close to getting hold of some EA video footage! Hopefully footage of some top games from EA then!!

All videos are £3.40 P&P inclusive. Videos are copied by AVP Media, all copyrights acknowledged on video. No purchase of the fanzine necessary. Get 'em from our address! Make cheques payable to Andrew Mehta.

**NEXT ISSUE OUT ON THE 17TH  
 OF DECEMBER! HO-HO-HO!**

## Game eXtra:

### REVIEWS:

Death-trap Dungeon ( 1 )  
 Clock Tower ( 1 )  
 Fade to Black ( 1 )  
 G-Police ( 3 )  
 Steep Slope Sliders ( 2 )  
 Fighters Megamix ( 1 )  
 WWF: WarZone ( 1 )  
 NIGHTS ( 1 )  
 Panzer Dragoon Saga ( 3 )  
 Tomb Raider ( 1 )  
 Super Mario 64 ( 2 )  
 Turok ( 4 )  
 WaveRace ( 1 )  
 Megaman X3 ( 2 )  
 Dark Savior ( 2 )  
 Virtual On ( 1 )  
 Diddy Kong Racing ( 3 )  
 Goldeneye 64 ( 2 )  
 Banjo Kazooie ( 3 )  
 Sonic R ( 3 )  
 Mario Kart 64 ( 3 )  
 Pilot Wings 64 ( 1 )  
 Overboard ( 1 )  
 Lylat Wars ( 1R )  
 Soul Blade ( 1 )  
 Ridge Racer ( 1 )  
 Broken Sword ( 1 )  
 Nuclear Strike ( 2 )  
 Shining Force III ( 1R )  
 Deep Fear ( 3 )  
 StarCraft ( 3 )  
 Tekken 3 ( 3 )  
 Deathmatch Maker 2 ( 1 )  
 And many, many more.....

### FEATURES:

THE BEST OF '97  
 P.C. Round up ( '97 ) ( 2 )  
 Commorde 64 Music CD feature. ( 4 )  
 Turok 2: Seeds of evil, transcript of ECTS CD interview. ( WIP )  
 Aliens ( 1 )  
 Virtual Vibrations ( Jolt Pack Preview ) ( 2 )  
 64DD-Pure Speculation ( 1 )  
 ECTS '98 ( unabridged - what we've printed this month is only the half of it!! ) ( WIP ).

### PREVIEWS:

Super Mario 64 ( by Keith Ainsworth!! ) ( 1 )  
 Sonic R ( 1 )  
 Goldeneye 64 ( 1 )  
 Multi Racing Championship and Blast Corps ( 1 )  
 Silicon Valley ( 1 )  
 ZELDA 64 ( 1 )  
 FZERO-X ( 1 )  
 1080° Snowboarding ( 1 )

Star Wars: Rogue Squadron ( 1 )  
 Turok 2 ( 1 )  
 ISS'98 ( 1 )  
 Perfect Dark ( 1 )

### OTHER:

Ask George and Jazz anything about Quake/Quakell/Internet, etc, and they'll explain. Lara Croft Animation Ask us about Cool Boarders 2, we'll answer.  
 Ask us about Resident Evil 2, we'll get someone we know to answer.  
 Ask us about Mission Impossible.  
 Tips on Deep Fear, we'll try and help if you're stuck!

### You see? It's like this:

We are a service. You can send off for any of those articles NOW. Take note of how many pages they all add up

to. It's 5p a page ( page allocations in brackets ), and then bung together a S.A.E. so we can send it to you. Oh, if you're on the net, just check our website:

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### KEY:

WIP=Work In Progress ( Please enquire before sending money ).

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The list gets bigger each day. Look out for updates in game stores or send us a SAE and we'll send you the latest list. If you personally want to add to the list, pick up a review pack, or send off for one - they're free!

Alternatively, check our Web site.

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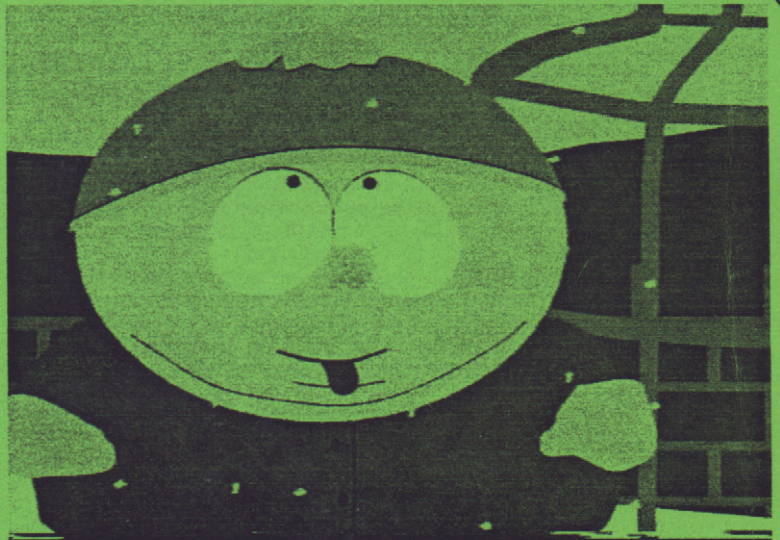
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## NEXT ISSUE:

So, just what will be in the next issue?

Well, we'll be coming out on December the 17th!! That means Christmas will be coming!! And as the games industry gets ready to release all its big name titles in time for Christmas, the United Games team will be hanging up holly, decorating the Christmas Tree and telling rude jokes. Ah, the spirit of it all. Christmas is the best time to celebrate the birth of Jesus (blatantly) and the ever-growing amount of games to be released during that festive period. We'll be giving you all the best coverage with our CHRISTMAS BUYER'S GUIDE. Plus, cool competitions, a load of nonsense, top reviews and perhaps even a letter page, if we have room. Issue #2 of United Games will be excellent, as we constantly strive to get better and better. Any feedback you have is appreciated, and, well, look forwards to the next issue. We are!!!



*Catch Christmas snow on your tongue!!*

~Andrew Mehta~