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The videogame magazine

August 1999 Issue 9

STAR WARS VIDEOGAMES SPECIAL!

# "GIMME THAT LIGHTSABER!"

## FIGHT LIKE A JEDI IN THE PHANTOM MENACE ON PLAYSTATION

(Or run amok in 20 ways Yoda wouldn't approve of. See page 42)

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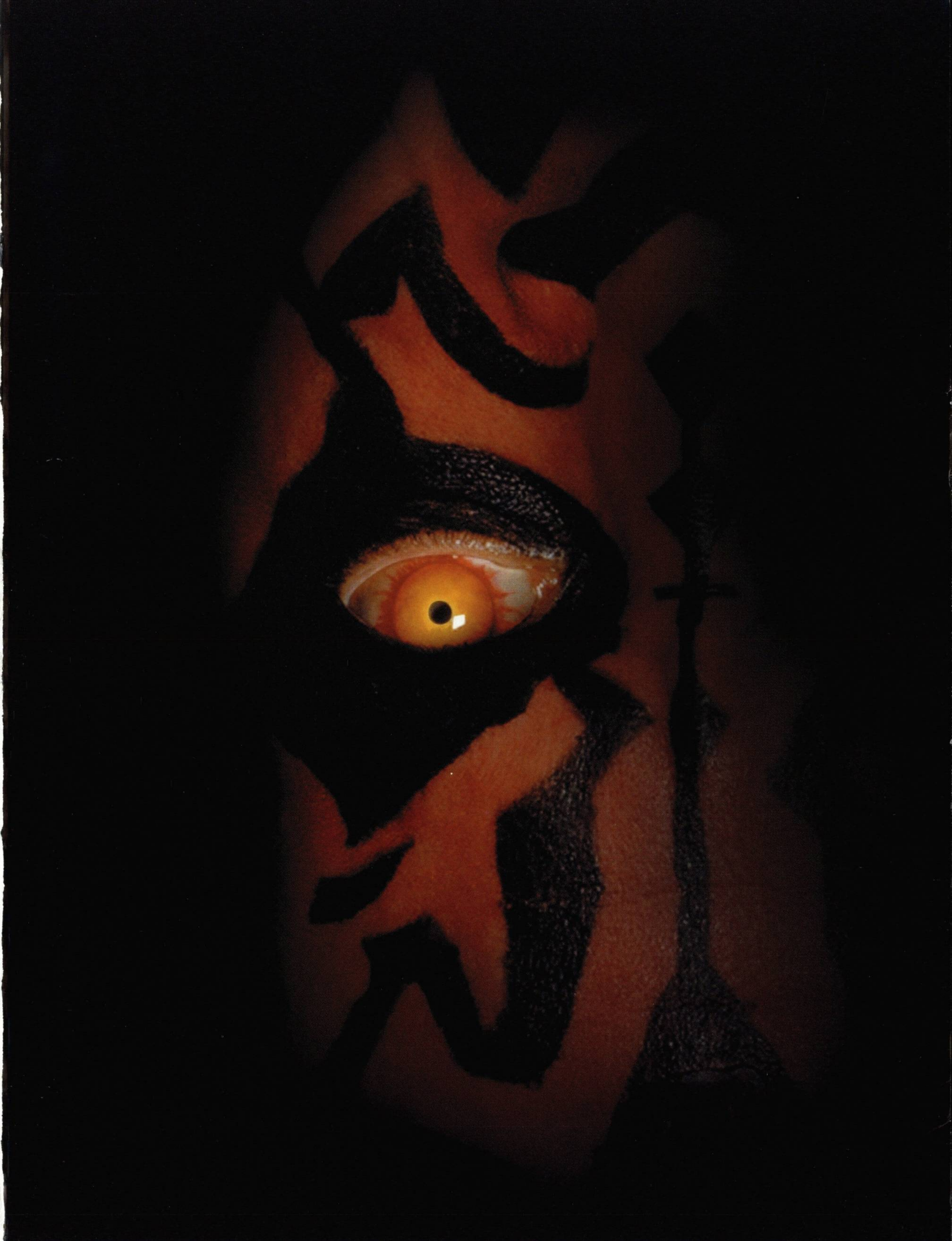
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AUGUST 1999

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08





# Wipe them out.

# All of them.

## **STAR WARS** EPISODE I **THE PHANTOM MENACE**



Live the saga – on PlayStation & PC CD ROM

**PC  
CD  
ROM**





**This month** Videogame features to die for

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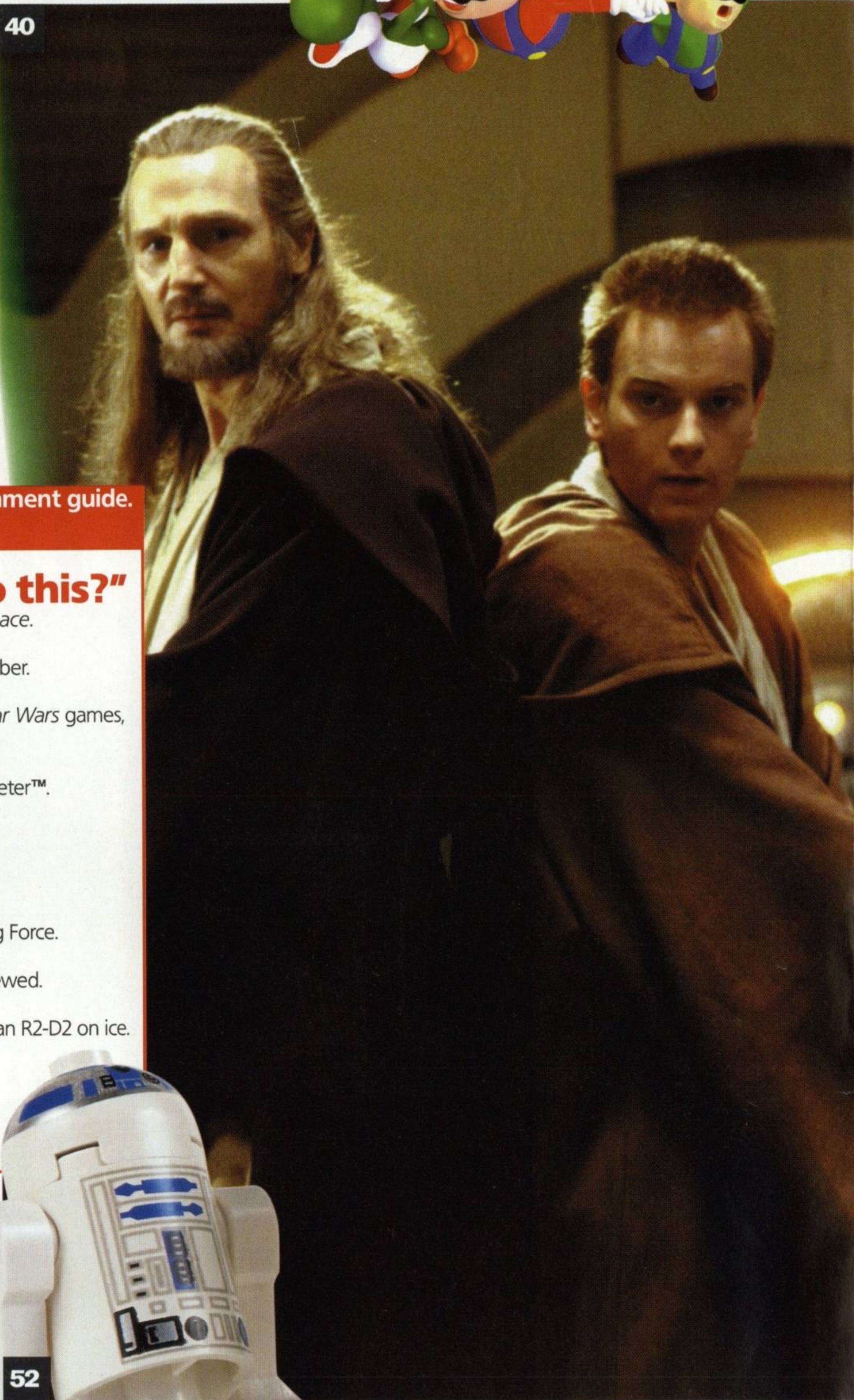
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PHOTOS: JUSTIN SCOBIE, JUDE EDGINGTON

■ Death to vampire scum.  
Soul Reaver pages 26 and 78.



# A Review ★★★★★

## The Ultimate Game Buyer's Guide

### 78 New PlayStation Games

**New releases:** *Legacy of Kain: Soul Reaver, Croc 2, Ape Escape, Legend of Kartia, Evil Zone, Omega Boost, Pro 18 World Tour Golf, 360, Asterix, NBA Pro '99.*

**Budget releases:** *Colin McRae Rally, F1 '97.*

### 88 New PC Games

**60  
NEW GAMES  
REVIEWED!**



■ *Cricket World Cup 99, page 95.*

**New releases:** *Star Wars Episode 1: The Phantom Menace, Star Wars Episode 1: Racer, Midtown Madness, Hidden and Dangerous, Cricket World Cup 99, Baldur's Gate: Tales of the Sword Coast, Thrust, Twist and Turn, Star Trek: Birth of the Federation, Mechwarrior 3, Everquest, Chickamauga: Battleground 9, Creator, Ed Hunter, The Fugitive, Gazillionaire Deluxe, Koi Koi, Loco, Treasure Island, Tunguska: Legend of Faith, Wall Street Trader '99, Boss Rally.*

**Budget releases:** *The 7th Guest and the 11th Hour, The Ages of Myst, Asteroids, Battlezone, Blade Runner, Monopoly: Star Wars, Quake II: Quad Damage, Slipstream 5000, Virtua Cop, Virtua Fighter, Warhammer: Dark Omen, Worldwide Soccer.*

### 100 New N64 Games

**New releases:** *Pokémon Snap, NBA Pro '99, Rampage 2 Universal Tour, Charlie Blast's Territory.*

### 104 Other Games

**Dreamcast:** *Redline Racer, Get Bass.*

**Coin-op:** *Revenge from Mars.*

**Macintosh:** *Starship Titanic.*

**Game Boy Color:** *Super Mario Brothers DX, Bust-A-Move 4, Lucky Luke, Obelix, Turok 2, WWF Attitude.*

### 108 Videogame Accessories

On test this month: six PlayStation joypads, a new Thrustmaster wheel and arcade joypad. Find out which ones hit the button.

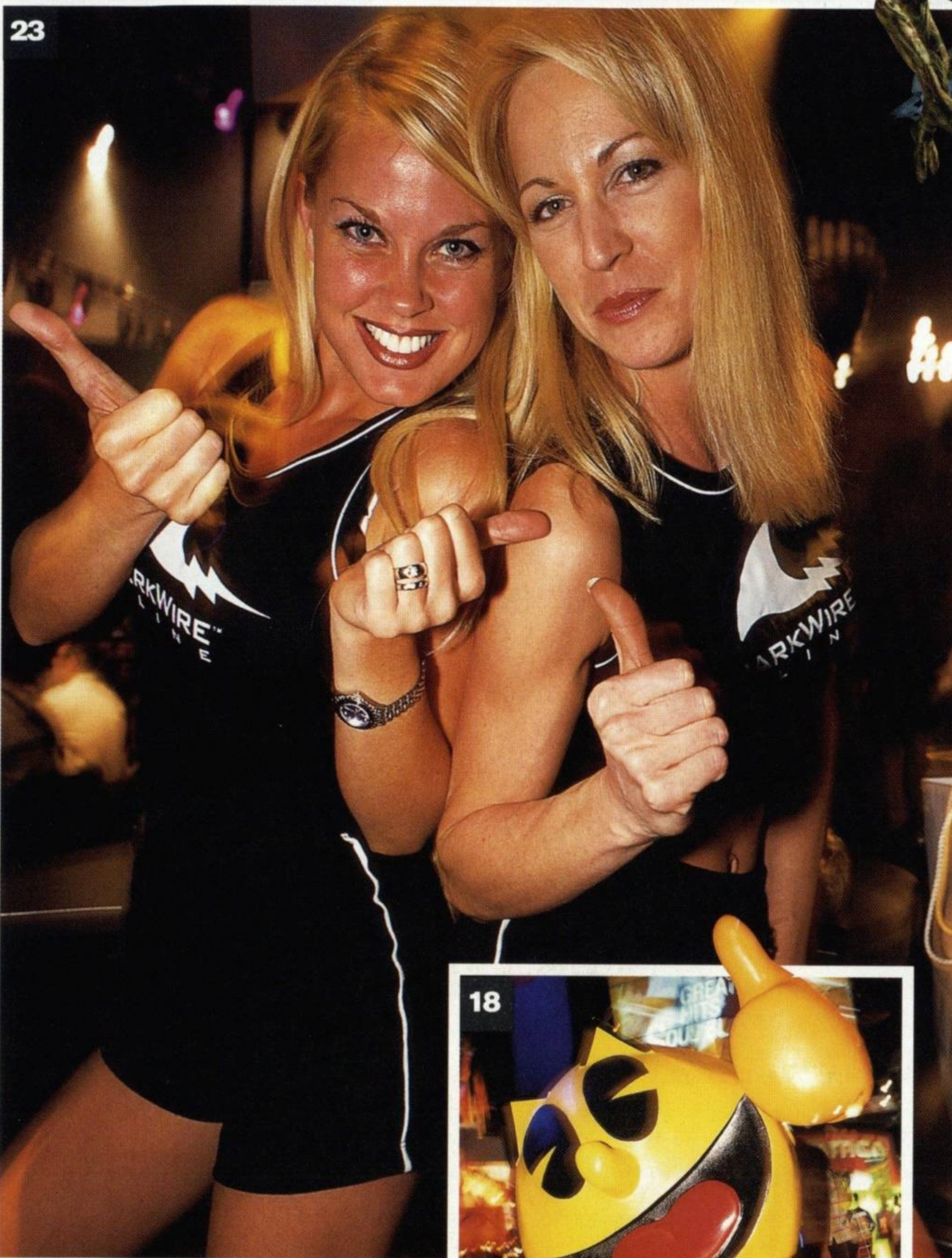


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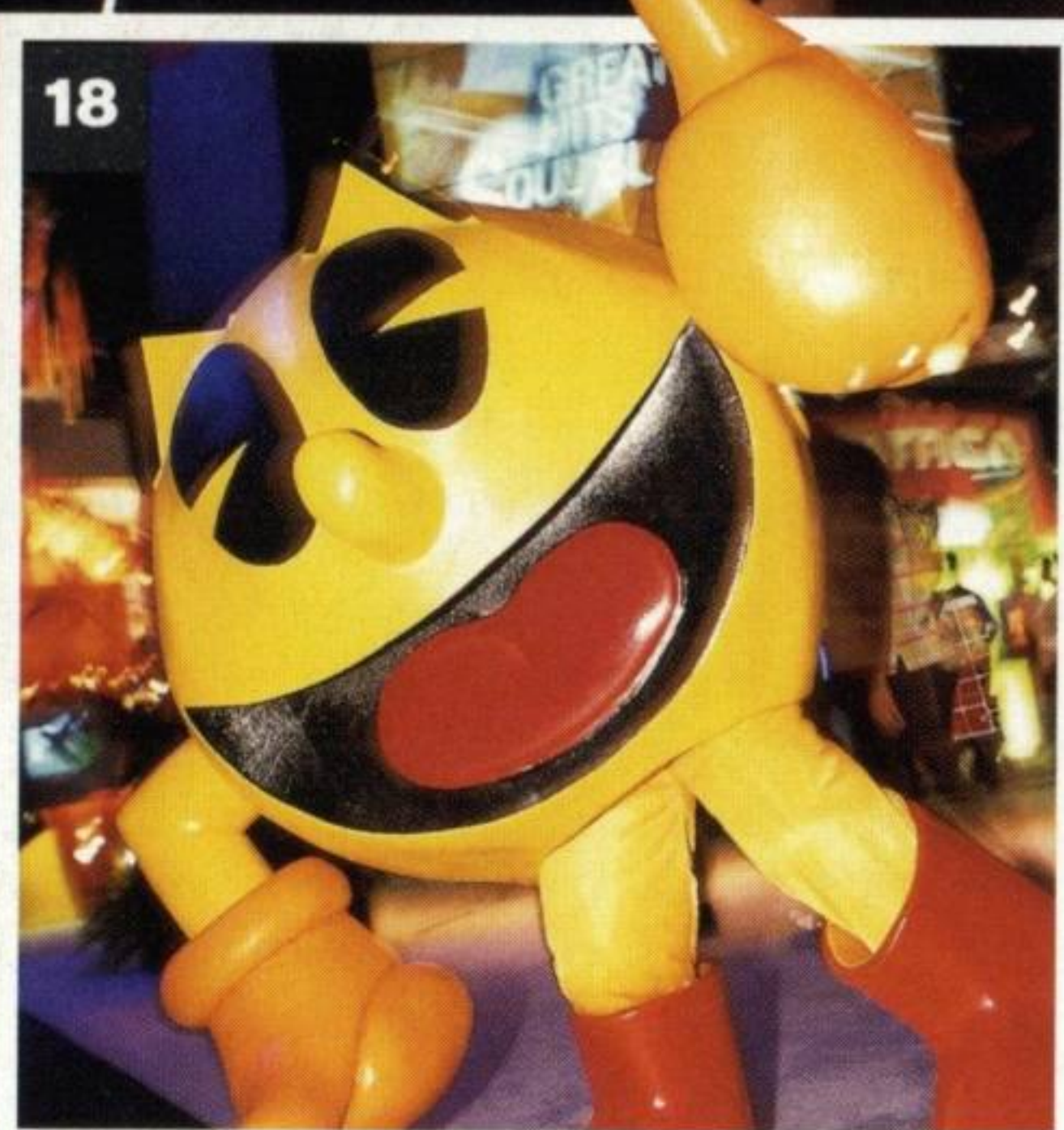
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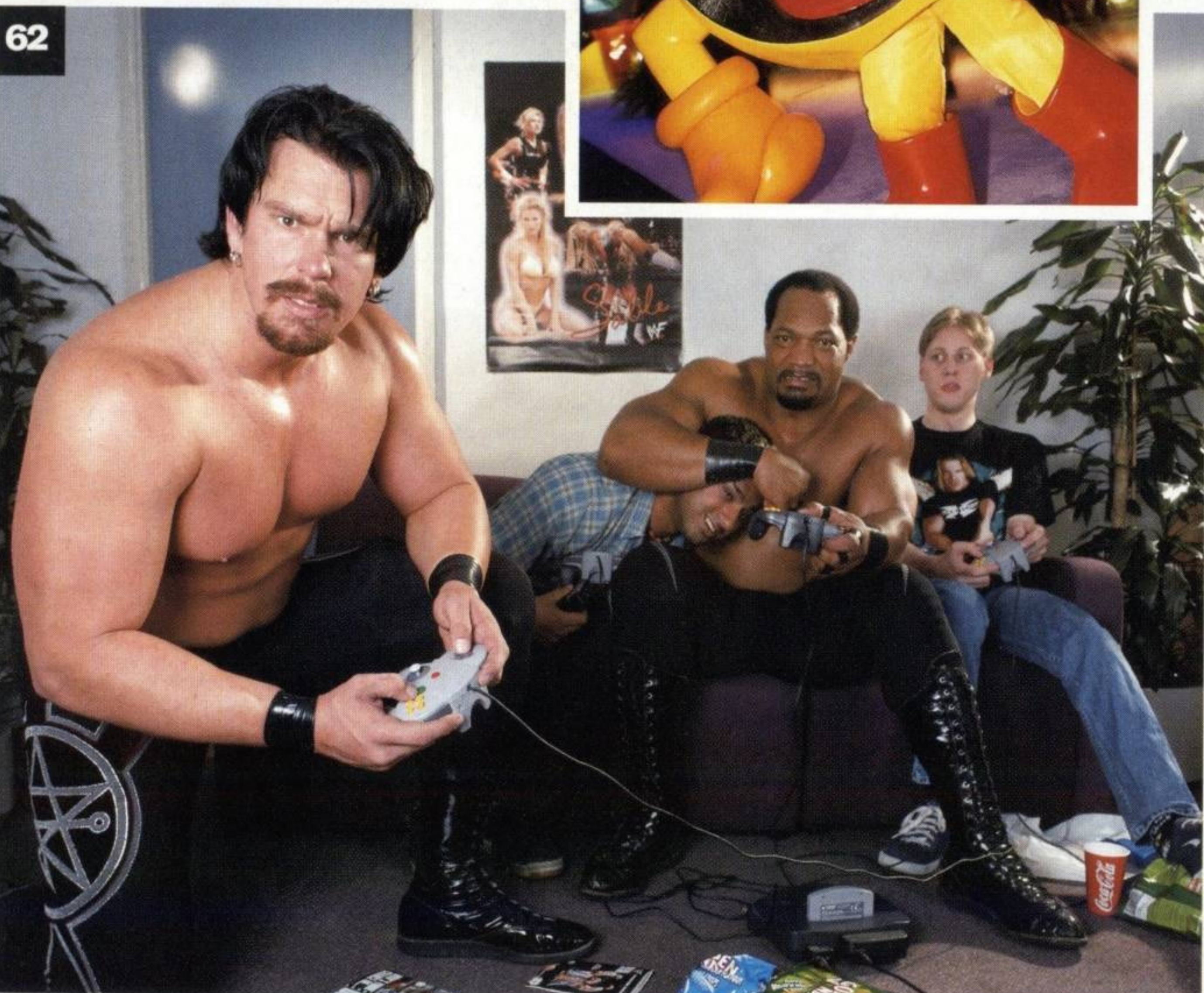
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## Arcade

The videogame magazine

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EDITORIAL

# Losing the plot



With Neil West, Editor

**V**ideogames are getting better all the time. They're looking better and they're sounding better, but the most exciting thing is that they're giving players more stuff to do. The game role we're offered when we pick up a joypad is slowly becoming richer, deeper, and more like real life. Like dumb apes grew into humans, our game roles are evolving.

This is a very cool thing because it's what we actually *get to do* – as opposed to what we get to see or hear – that distinguishes videogames from TV shows and movies. "Interactivity" is the magic word, and as games become yet more interactive, their popularity will grow and grow.

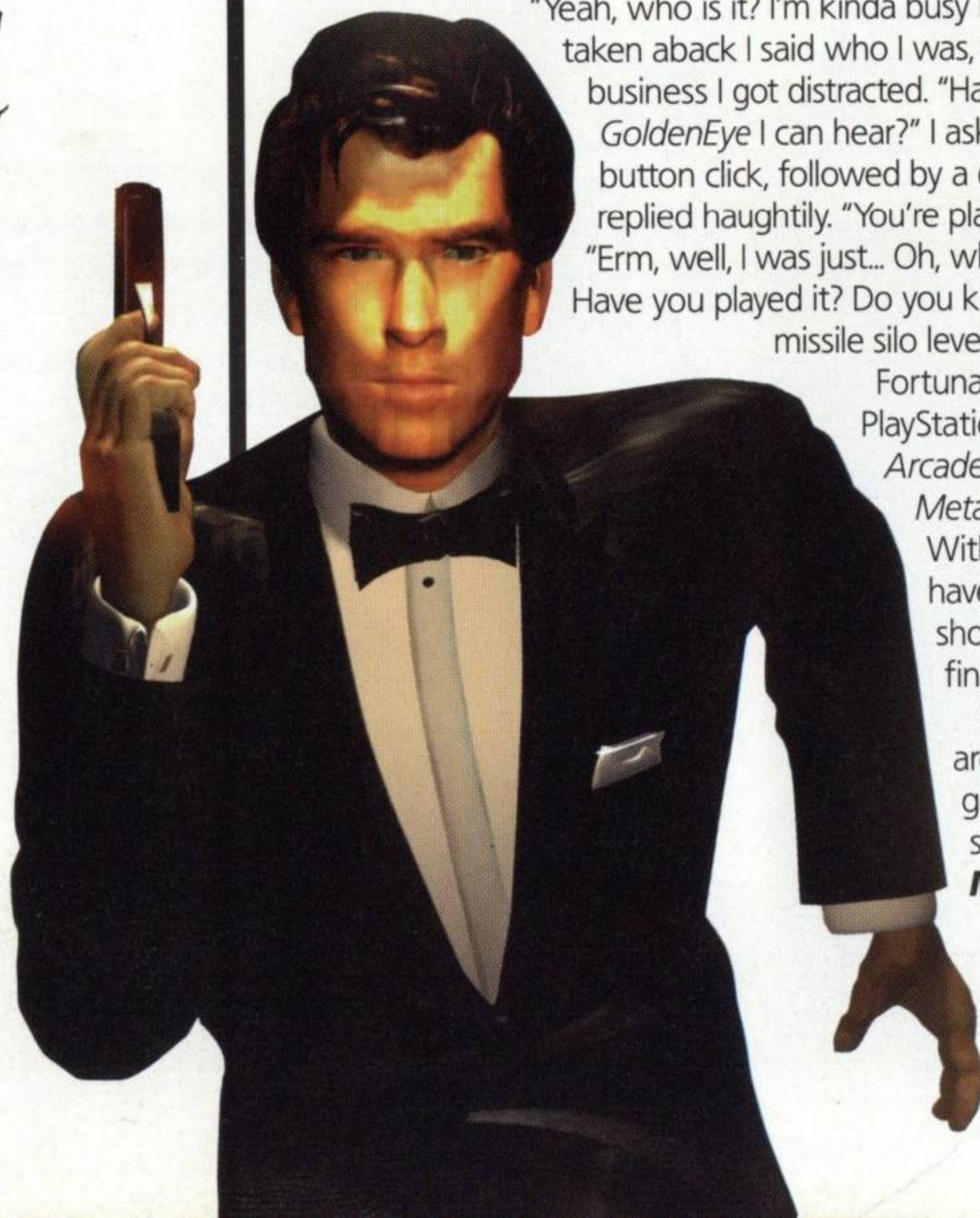
Take my Gran, for example.

She's not interested in blasting space camels with lasers. Gabbing on and on about how much they've grown is more her thing. Or making them all a nice cup of tea. And although there aren't any games that let her do this yet (*Camel Botherer 2020: the Gimmer's Revenge* is but a figment of my addled brain), more and more games offer virtual worlds rich enough to simply explore at your own pace.

Or, at the very least, wander a little from the main path. And *The Phantom Menace* is a good example. It may not be the greatest videogame ever (read our review on page 88), but that doesn't mean you can't have a lot of fun causing mayhem in the *Star Wars* universe. Our guide to behaving in ways we're sure won't amuse George Lucas starts on page 42.

Thanks for reading,

Neil West  
Editor



# Rants & Raves

**Videogames have grown up, they've come out of the geeks' bedrooms and into the homes of the stars. They are now big business and poised to weasel their way into every strata of society. At least, that's what your letters would have us believe...**

LETTER OF THE MONTH

## Bond girl

**O**kay, so we all know that videogames are no longer the exclusive domain of the sad and lonely loser. And that real people (such as the MD of a top London insurance broker, "Lara puts it about", *Arcade 8*) are now hankering after a slice of the action, too. Now, hopefully, my story will add to the proof that videogames are as much a part of the pre-millennial zeitgeist as men's lifestyle magazines chocka with naked totty.

I work for a well-established theatrical agency recruiting actors for the film, theatre and TV industries. It's a cool job but rarely do I get to meet any real celebs through my work. The other day when I was fielding a few calls from some less talented "luvvies" out there, I was handed a letter detailing that a famous – and seriously sexy – female actor was interested in a six-part drama series planned for TV airtime sometime next year. My heart started racing – I'd had a crush on this woman for about ten years.

Rather nervously, I called her at home to arrange a meeting between her and the TV company. A panic-stricken, breathless voice answered the phone:

"Yeah, who is it? I'm kinda busy right now (pant)." Somewhat taken aback I said who I was, but as we started to talk business I got distracted. "Hang on a minute, isn't that *GoldenEye* I can hear?" I asked her sheepishly. There was a button click, followed by a dead silence. "What?" she replied haughtily. "You're playing *GoldenEye*, aren't you?" "Erm, well, I was just... Oh, what's the point, you got me. Have you played it? Do you know how to get past the missile silo level? On 00 level."

Fortunately I did. Now she owns a PlayStation, half of my collection of *Arcades* and a memory card with *Metal Gear Solid* save positions. With a bit of luck, next week I'll have to personally pop over to show her how to complete the final section.

So it's official, videogames are cool. (And they might even get me a shag with a top film star bird).

Mike, London

Mike, the hope and fears of a nation of videogame players go with you. Good luck.



Write to us at

## Arcade

Deliver the letter, the sooner the better.

Rants & Raves, Arcade, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.


E-mail us at: [arcade.mag@futurenet.co.uk](mailto:arcade.mag@futurenet.co.uk)

The month's best letter wins an Arcade T-shirt, as modelled here by... (wait for it) the Lovely Lisa™. Now, since revealing that Lisa is in fact a blow-up doll with a dodgy valve, we've been inundated with queries as to where her valve is and whether or not it simply needs a good lubing. You're all a bunch of pervs, say us.



"...ABOUT TO BECOME  
THE BENCHMARK BY  
WHICH OTHER RACERS  
ARE JUDGED"

official playstation magazine

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Hold on to your hats, babies, here comes the legal bit: All contributions are submitted and accepted on the basis of an exclusive worldwide license to publish, or license others to do so, unless otherwise agreed in advance in writing. Now, that wasn't so bad, was it?



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## On the side

Just a word from Holland about playing in the arcades. It sucks. Most of the games are a couple of years old, and when you enter an arcade you wonder if you haven't entered a coffee shop (a soft drugs cafe for you non-Dutchmen), on account of all the sleazy characters.  
**Jaap Lange, Holland**

I couldn't help myself from writing regarding your "Turned on" article about the noise a PlayStation makes when you switch it on ("Great gaming moment" *Arcade 7*). How accurate you are! I couldn't stop myself from laughing at the line "It's what should sing out when you take a cake from the oven to find it has risen evenly for once!" Most funny indeed dear chaps.  
**Morgan Gibbons, East London**

Is it true that Macintosh are building a console because they need the money? Also, I have had every console that has ever failed, would you like a picture?  
**N S W Tester, via e-mail**

Thanks, but no thanks.



■ The Saturn retains its nostalgic appeal in the face of stiff competition from the new consoles.

## Game Over

Well, you have surpassed yourselves with the free copy of *Game Over* on Issue 6. Not only did I get a magazine that actually takes longer than half an hour to read, but I also got a riveting book about Nintendo.

I have to admit to being a little sceptical when I first looked at the book, but I was soon hooked on the story of Nintendo's rather aggressive rise to the top. It was strange how my loyalty kept moving from one corporation to another as Nintendo was the baddie in Japan, but then it took on the big boys of America and I was backing the big N again. And then when they took on Robert Maxwell, well I'm sure you can guess where my loyalties lay!

Anyway, what I'm actually writing for is to ask you whether there is a continuation around or not. It would be nice to see how Sega finally triumphed and how Namco took revenge for the strict licensing rules imposed on it by Nintendo, by helping Sony.

Thanks for the good read and carry on the good work.

**Peter Hartley, via e-mail**

*We've had bags of letters both begging and/or demanding that David Sheff be locked in a small shed until he bashes out a sequel to Game Over. We're glad so many of you enjoyed the book (given away free with Arcade 6), but unfortunately David has no plans to write about the rise of Sony, Nintendo 64 and so on. A shame.*

*For those of you who missed it, you can buy back issues of Arcade (including Issue 6 with the free copy of Game Over) on page 142.*

## Insert coin?

I was just rambling round www.gamespot.com, when one of their annoying banner ads caught my eye. *Game Over?* thought I, "Isn't that the book those nice *Arcade* people gave us with the much-pored-over May issue?" Being an inquisitive soul, I clicked through and saw the self-same book on sale for \$19.95. That's, ooh, around £12 I think. So thanks for saving me all that money.

**Catnip, via e-mail**

You're welcome.

## Gold rings

Recently, on one of my regular expeditions around the local computer shops, I picked up a Sega Saturn for just 30 quid. You remember Saturn: that big black box that came out before PlayStation. But at half the price of *Metal Gear Solid* I couldn't resist.

So with my new machine and a handful of games I went home. Now I can't stop playing the bloody thing. My PSX and N64 have become dust-covered paperweights.

Does *Arcade* still play on the Saturn? If not, why not?

**Andrew Clarkson, Bromley**

*The trusty old office Saturn does get fired up every now and again, but really only for Capcom beat-'em-ups. And then only when Neil's had his ass kicked at Snowboard Kids 2 and needs to exact some revenge.*

## Spoilt for choice

I've got a PC and a PlayStation, and so when games come out for both systems, I never know which one to buy.

Take *Driver*, for example; will I have more fun playing it on my PlayStation or on

my PC (Celeron 300MHz, 64Mb RAM with an 8Mb ATI 3D Rage Pro D3D accelerator)? What do you reckon?

**Alex James, Newport**

*Sometimes one version of a game is much better on one system than on another. Command & Conquer, for example, is much better on PC than PlayStation (because you really need a mouse to play it properly). Most beat-'em-ups, on the other hand, play much better on the consoles. In the case of Driver, despite the two versions being pretty much identical, we prefer the PlayStation game because we can sit on the sofa and play on a nice big telly.*

## Duran Duran

I grew up playing videogames in the 1980s, watching the game loading screens appear line by line and trying to work out just what the hell Captain Blood was about. Anyhow - do you think the days of home-grown games are gone? Developers now seem to throw gobs of money at a game, and while this admittedly does make for software unachievable without such funding, there was something altogether more personal about playing games created by a spotty teenager sitting in his room with nothing more than a few back issues of *Amstrad Action* by his side and Duran Duran on the radio.

With so many people working on a title now it feels like some of the fiendishness of the lone nerd taking out his frustrations of years of playground taunts on the player is lost. Wasn't Team 17 a gaggle of *Deep Space 9* T-shirt wearing kids using a bedroom as an office until they came up with *Worms*?

By the way, the plastic bag that the excellent *Game Over* book came in is the perfect size to safely secure a Game Boy in. So now you can play *Waverace* in the bath for that added bit of authenticity.

**Gareth, via e-mail**

*The average budget for developing and releasing a PlayStation game is now over £1 million. This includes development, manufacturing and marketing. It's a huge amount of money, and means that the days of a lone programmer knocking out a smash hit in his bedroom are long gone. Videogames are now big business. And this means the involvement of businessmen at every step of a game's journey towards your console.*

*But that doesn't mean a world-changing game idea can't still come from an individual working in his bedroom, waiting for a bus, or on the bog. As Nolan Bushnell, the founder of Atari, told us in Arcade 4, "as sure as I'm sitting here today, there's a bunch of kids in some garage working on something that will be significantly more successful than anything that is currently out there".*

## Jimi Hendrix

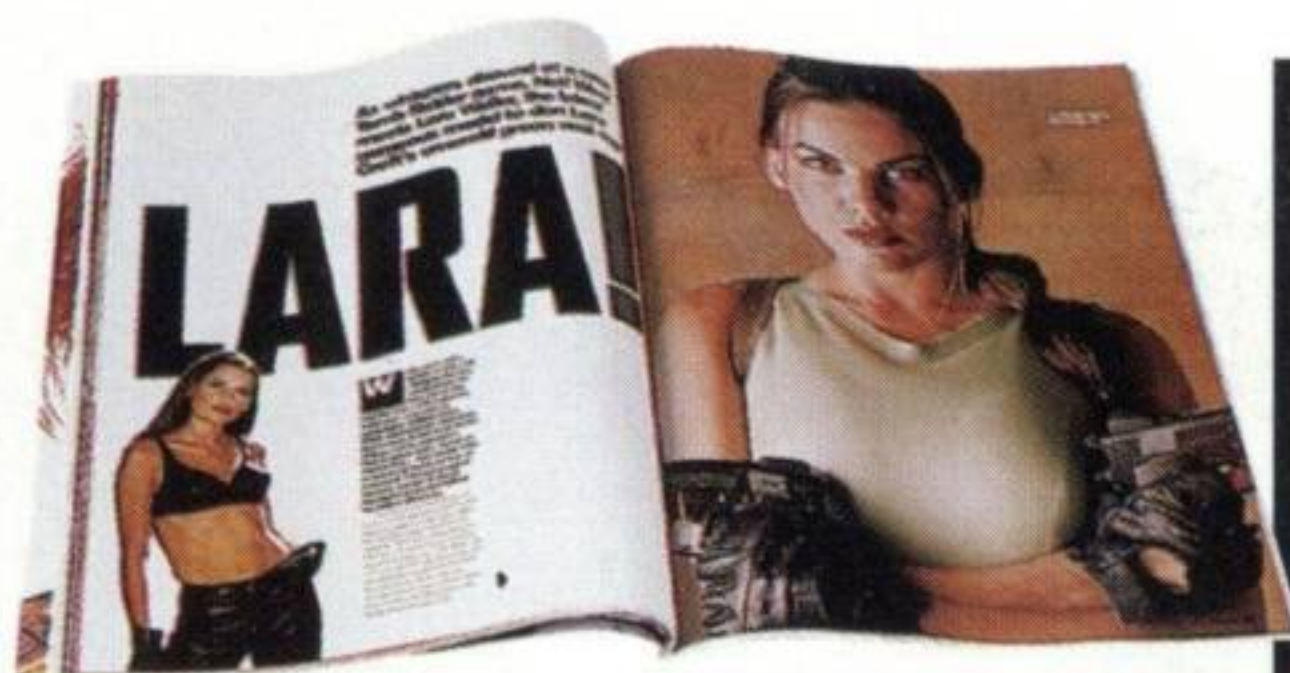
Am I the only one who's worked out why you're having so much trouble coming up with a male version of *Virtual Fox*? The Fox bit already being the male term. It should have been Vixen in the first place.

Jimi Hendrix can get away with this sort of thing because he was talented and is now also dead.

**Dave Meehan, via e-mail**

*What? And you're saying we can't get away with it because we're not talented and not dead? That's not fair.*





### Foxy ladies

You've started putting clothes on your Virtual Foxes! All well and good, but as an avid videogamer, and one who has long appreciated the female form, I thought I was going to get both my passions wrapped up (albeit rather stickily) in one neat £2.80 package.

Three of your eight have been fully dressed, two bikini-clad, one in full S&M get-up, one was being mauled about by some kind of albino hamster, and the only one who was truly open to the elements had turned blue with the cold. Hardly attractive, however pert her nipples may have been rendered as a result.

Now, I love a woman in a uniform as much as the next girl, but this run of smart, intelligent (fully dressed) coppers you're providing is wearing a little thin. What on Earth happened to all the brainless computer game babes that use to decorate the world? I'm a girl gamer, and I'm looking forward to being able to play more games with strong girl leads, but I also need eye candy.

Yours, still grateful for the picture of Lara Weller in *Arcade* 8.

**Rachel Stephens, via e-mail**

Okay, so a couple of our Virtual Foxes have been fully clothed but they were policewomen, which does turn the sauce-ometer up a notch or two. As does this month's "Sound of Music" vibe (at least, Neil thinks so) on page 34.

### Green goosed

First off, I want you to realise that I am not one of those saddos who spend their whole life trying to spot magazine mistakes and then writing in. But I feel I must comment on a monumental cock-up in your magazine. On page 145 of *Arcade* 7 under the World News Headlines you say the Falkland War ended in 1985. Wrong, very wrong. The Falklands conflict ended in 1982.

**Steve Evans, via e-mail**

Mark Green is to blame (and then Neil and Emma for not spotting the mistake). Evidently Mark was looking "at the wrong page" of his Big Book of '80s Facts for Staff Writers and had 1985 muddled up with, as you correctly point out, 1982. He's now being forced to learn to speak Penguin as a punishment.

### A lad in videogames

As a big fan of David Bowie I was very excited to read that the former Mr Stardust is involved in the writing of music for *Omikron* (Game On, *Arcade* 8). I can't help but wonder what might be next. Here are my suggestions:

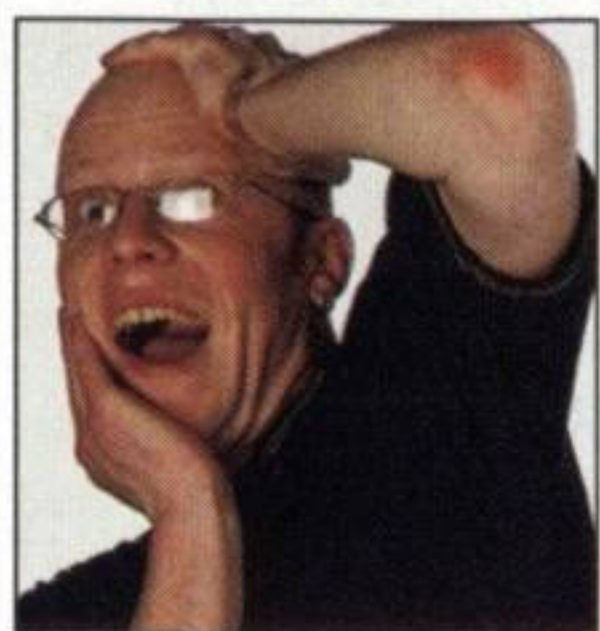
- Half-Life on Mars
- Loving the Aliens vs Predator
- GoldenEye Years
- PlayStation to PlayStation
- Word on a X-wing Alliance
- Running Wild is the Wind
- Abe's Space Oddity
- Dancing in the Street Fighter
- Heroes (of Might and Magic)

**Steve Watson, London**

Not bad at all. We're looking forward to Always Crashing in someone else's TOCA Touring Car and Let's Dance Dance Revolution.

## CONTRIBUTORS

**Arcade selects only the finest ingredients to stir into its rich recipe and here are a couple of them, in the form of our lovely contributors.**



### Alex Bickham

The Reviews Editor on our new sister mag, *Nintendo World*, Alex is a Game Boy obsessive. On the bus, on the khazi,

even while riding his motorbike, Alex is rarely seen without a Game Boy in hand. Usually the world's most placid fellow, Alex can only be provoked by another glut of unimaginative Game Boy software: "I get consistently irritated by the ludicrous number of bum-gravy side-scrolling platformers that companies insist on flooding the market with," he fumes. "Ooh, it makes me mad." Unsurprisingly, Alex writes our Game Boy reviews on page 107.

**Game of the moment:** *Harvest Moon* for the (can you guess, readers?) Game Boy. "I just dig the pace, the whole nurturing, growing thing that you don't get in Western games. It makes a nice break from the endless headshots and blood-spillage."



### Matthew Pierce

He sometimes wears stubble, he can't decide between Belle & Sebastian and the Beastie Boys and he hates dogs. But

most of all, *PC Gamer's* Deputy Editor loves *Star Wars* which is why he's been helping us out with our cover feature this month. "Thankfully, *The Phantom Menace* film is a lot better than the enormous bag of rusty old spanners that passes for the game," he muses. "Developers Big Ape have made monkeys out of us." Catch more of Matt's lightning punsmithery on that new ITV videogame show after Ant & Dec on Saturdays.

**Game of the moment:** "Sagaland, also called *Enchanted Forest*. It's a cool board game which involves remembering the location of fairytale treasures hidden under plastic trees. Ages 5 and up."

## Arcade exit poll

### Arcade

■ We're determined to make *Arcade* the best we can. To help us, please include answers to the following questions when you write to *Arcade*.

The best bits this issue are:

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

I didn't like \_\_\_\_\_

\_\_\_\_\_

"FLAWLESS.  
BREATHTAKING.  
RIVETING.  
UNEQUALLED.  
IF YOU'VE JUST BOUGHT  
A PLAYSTATION,  
BUY THIS.  
IF YOU LOVE RALLY,  
BUY THIS.  
IF YOU...  
OH, JUST BUY THIS."

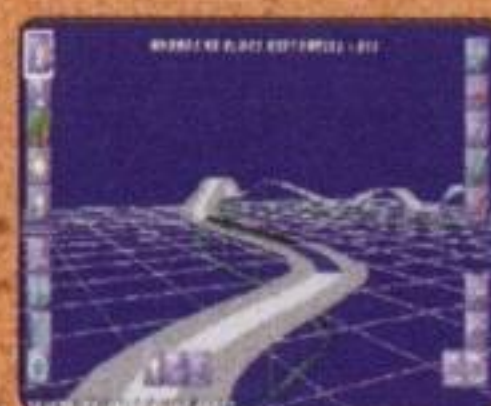
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# GAME ON!

The world of videogames: we take you round the globe in six pages



■ Mario, Luigi, Yoshi and the rest of the Nintendo posse look forward to a new lease of life on the back of a Dolphin.

EAT THIS SONY

## Nintendo reveals "Dolphin" console

Successor to N64 | Backed by IBM and Panasonic

**T**he first concrete details of Nintendo's successor to the N64 were recently revealed at the E3 trade show in Los Angeles. Keen not to lose ground after the ecstatic response to Sony's PlayStation 2 specs, Nintendo has actually set a launch date for the console, codenamed Project Dolphin, for Autumn 2000 – and it's a simultaneous worldwide release. This is an optimistic date on Nintendo's part, but will put the company's new machine head-to-head with PlayStation 2, only a year after Sega's Dreamcast.

Naturally, Nintendo is claiming that on its release Project Dolphin will be the most powerful games console on the planet, and has cited the new partnerships struck with

IBM and Matsushita (owner of Panasonic) as evidence of this ambition. IBM will build the machine's 400MHz processor. Codenamed Gekko, this processor is an extension of the company's PowerPC architecture. The graphics chip will be designed by American 3D designer ArtX. Panasonic will provide DVD hardware and software for the system.

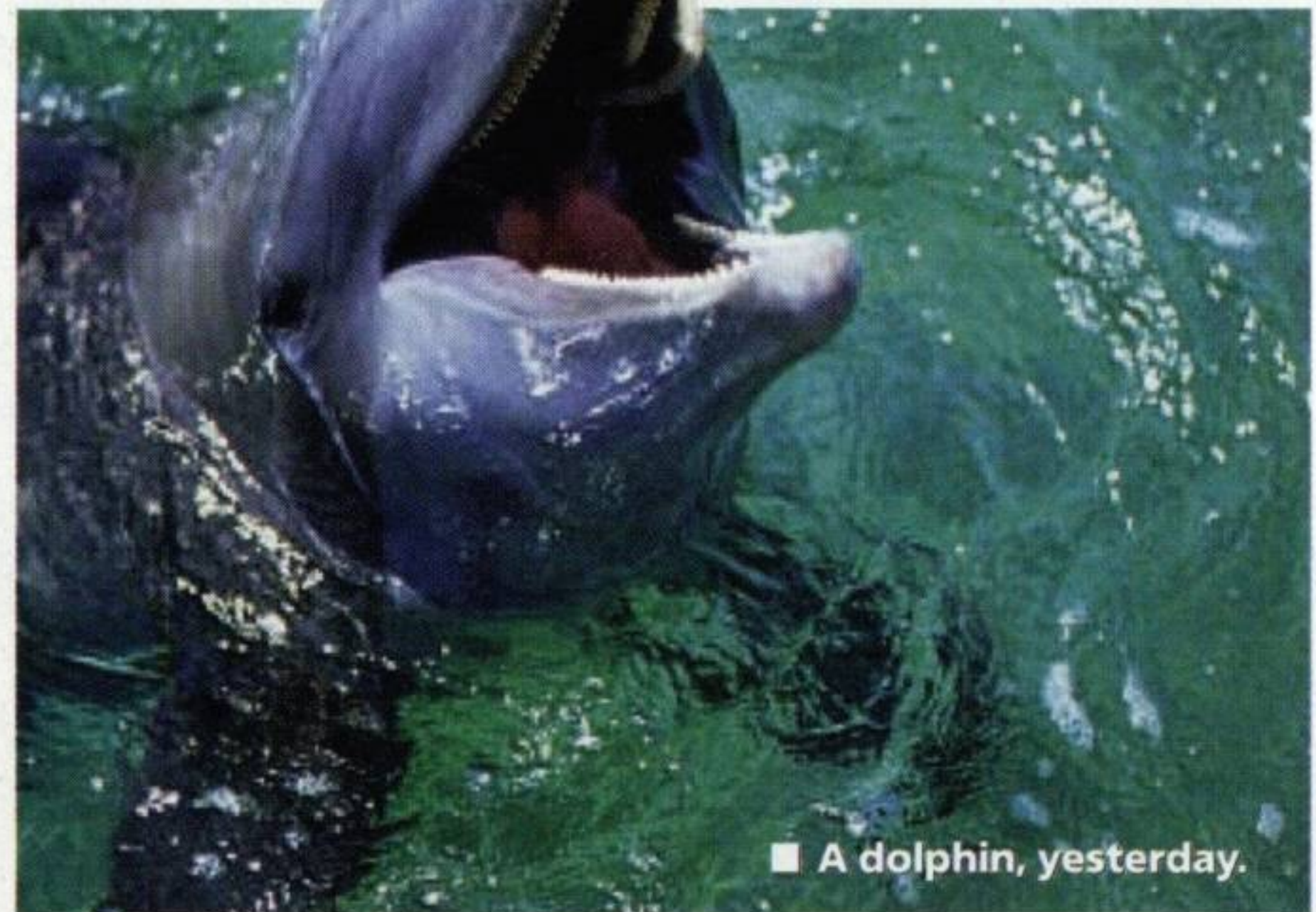
There were few in-depth details about Project Dolphin's capabilities released at E3, and certainly no demos of anything running on the technology as yet. It may be a while before Nintendo can put on a breathtaking show along the lines of the PSX2 unveiling but

Howard Lincoln, chairman of Nintendo America, was in defiant mood. He spoke of "revolutionary results" and claimed that Project Dolphin would "equal and exceed anything that our friends over at Sony can come up with. It will be fast, powerful and inexpensive."

This last statement is crucial. Nintendo believes it can release the machine at a

**"Project Dolphin will be fast, powerful and inexpensive."**

■ Nintendo boss Lincoln lays down the Dolphin doctrine.



■ A dolphin, yesterday.

PHOTO: CORBIS

"mass market" price because the central Gekko chip is based on technology that's already widely produced by IBM. This should also speed the software development process. Rare, Left Field and Retro

Studios (as well as internal Nintendo teams, including Shigeru Miyamoto) are already hard at work. Meanwhile, Factor 5 – famous for *Star Wars: Rogue Squadron* on the N64 – revealed to Arcade that its

new version of 16-bit shoot-'em-up classic *Turrican* will be a launch game (see *Timewarp*, starting on page 144 for more details about *Turrican*).

Details are vague regarding Dolphin's mooted multimedia capabilities, but the machine will definitely play DVD movies. Whether or not Nintendo will follow Sega's lead and make Internet compatibility a priority has yet to be revealed.

With that, Nintendo shut its doors for the next few months, but a parting shot from Howard Lincoln promised "more technological surprises to come". Enough to keep every videogame fan simmering with excitement.

■ More "Dolphin" news on page 16.



NEW GAME

# People power

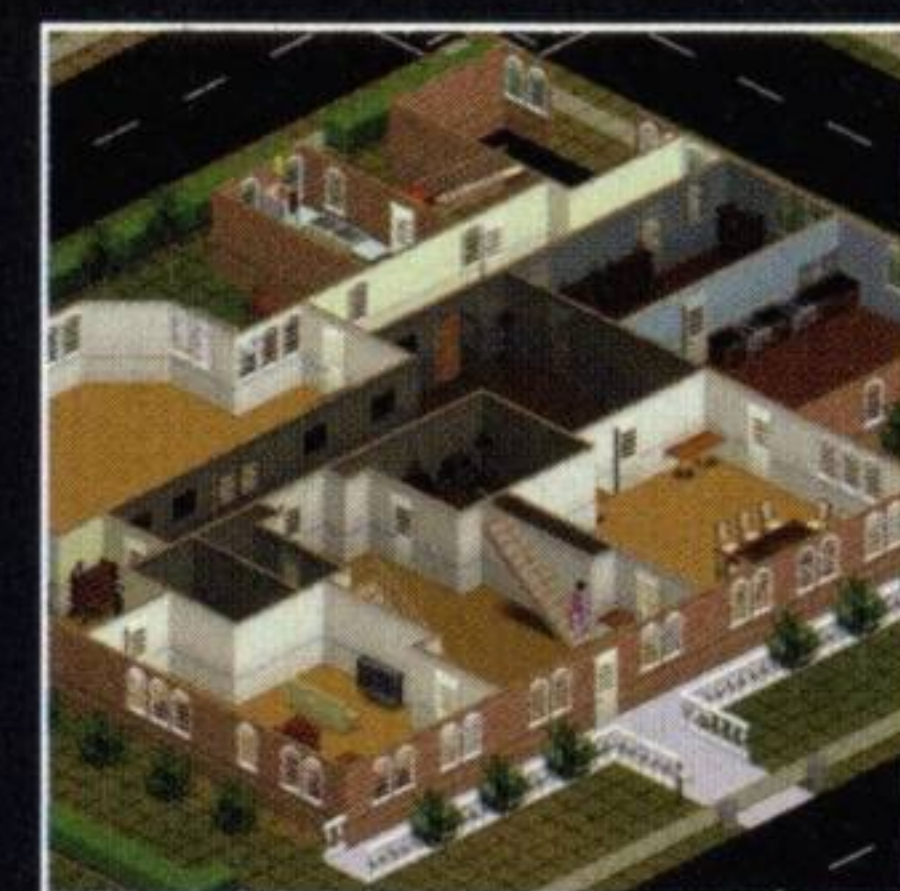
The first videogame soap? | New game from creators of *SimCity*

One of the most exciting new game ideas of recent months is this ingenious extension to the *SimCity* empire from Will Wright and Maxis. By blending *SimCity*'s omnipotent control system with the concept of the virtual pet, the team has created what appears to be videogaming's first virtual soap.

You take control of a little guy, an empty vessel for whom you can create a personality and lifestyle. Buy him some clothes to give him a fashion. Find him a job to give him a purpose. Involve him in various leisure pursuits. Then move on to create a whole community of little people who will make friends, throw parties, date, get married and even have

children. In the screenshots available, *The Sims* people look keen on eating burgers and lounging on zebra-print couches. Nice. But these preferences are all down to the many decisions you make on their behalf. The plan is for you to create a vibrant, harmonious community, rather than a festering ghetto.

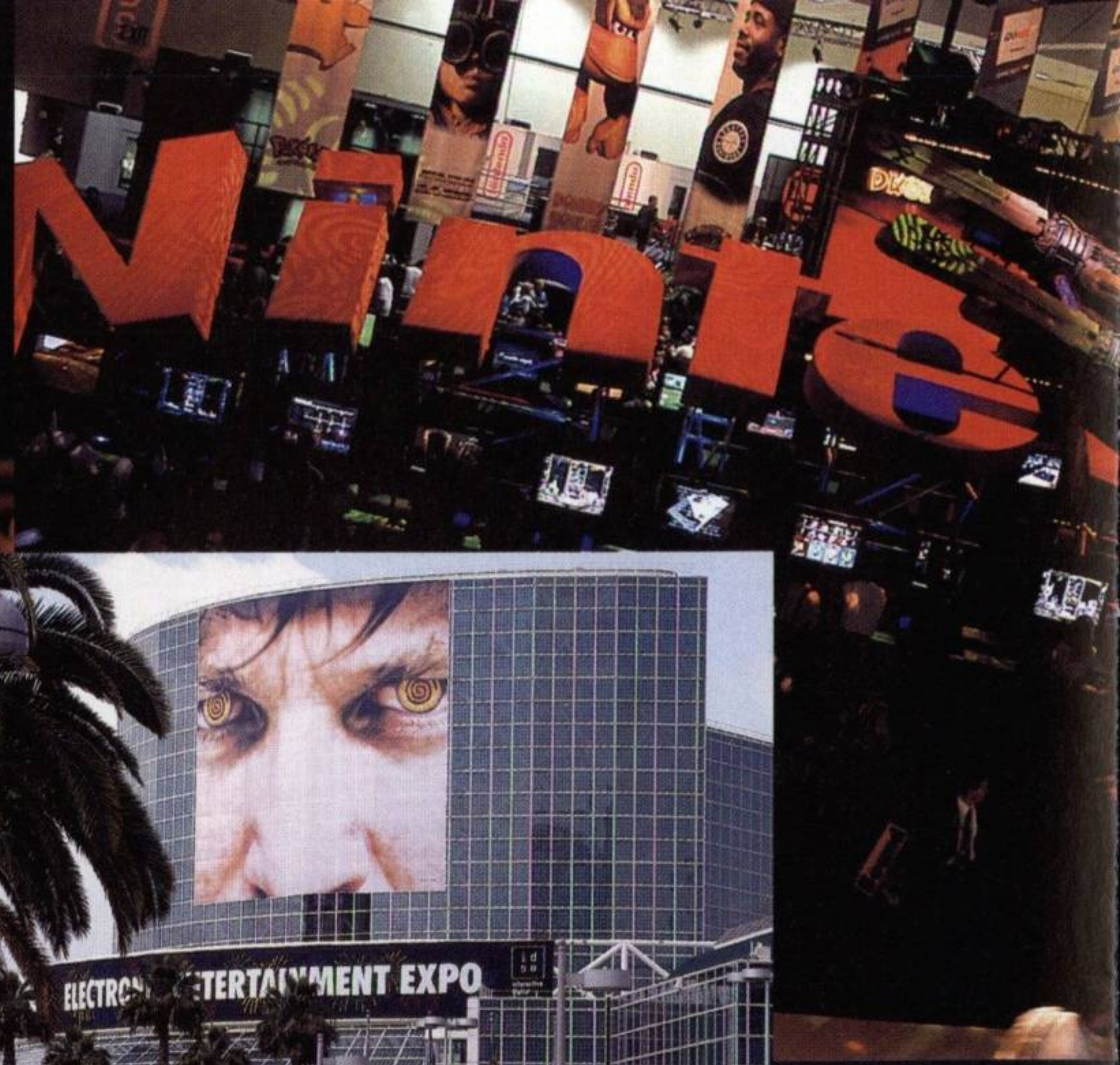
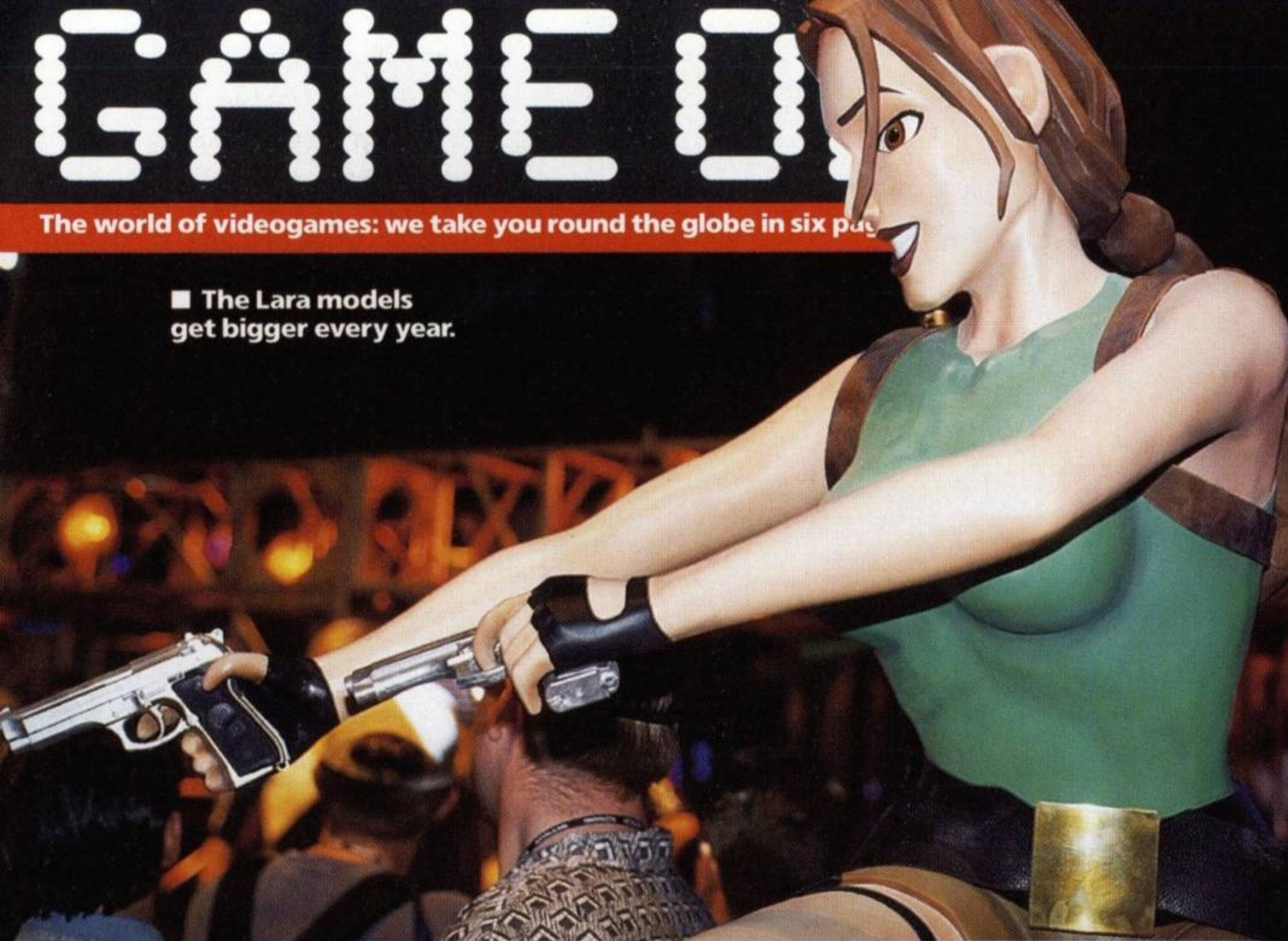
The interface is similar to previous Maxis games and should have broad appeal. Certainly the original and quirky concept behind *The Sims* should guarantee a strong mainstream crossover, prompting pop psychologists to take up its cause as a medium for plotting human behaviour. But that's all in the future — *The Sims*, for PC only, won't be out until well into next year.



■ Putting out a chip pan fire by dancing the electric boogaloo, or getting a sexy massage in the kitchen — it's just a normal day in the life of *The Sims*, a new kind of interactive soap opera.

The world of videogames: we take you round the globe in six pages

■ The Lara models get bigger every year.



SHOW NEWS

# The greatest videogame

## 1999's Electronic Entertainment Exposition | LA madness



**E**very year the world's videogame industry meets up in one place: at the Electronic Entertainment Exposition, or "E3" as it's more affectionately known. This year's E3 was held in Los Angeles, California and was a time for everyone involved in the videogame business to press the flesh, do deals, check out what the competition's up to and drink staggering amounts of cocktails (hopefully

paid for by Sony, who seems to have all the cash at the moment). The show offers early looks at the games due for release up

### Sega's back and keen to help everyone forget that it's ever been away

until Christmas, and acts as a barometer of how Sony, Nintendo and Sega are fairing in their perpetual war against each other.

Going into the show, everyone was keen to snoop around the enormous show-floor (the size of 14 jumbo jets, according to E3's official press release), checking

out as many of the 1,900 new games on display as possible. Most delegates also had three big questions on their mind: one, how impressive would Sega's

Dreamcast be?; two, would the new wave of PlayStation games indicate that there's still plenty of life left in the five-year-old system?; and three, would Nintendo respond to Sony's plans to launch a new games system – PlayStation 2 – next year?

And we got answers. Sega came out all guns blazing at E3. Back in Sega's glory years of the early 1990s when the Mega Drive battled with Nintendo's Super NES for world videogame dominance, Sega used to own trade shows like E3. In recent years, Sega's share of the show floor has shrunk as Sony's

### STAR TURN

## From Bowie to Boz

David Bowie makes E3 appearance, revealing more about Omikron.

**S**ony had Beck doing a turn at its E3 party, but revelry rival Eidos was rumoured to hold the trump card, with David Bowie playing at its shindig. This transpired to be rumour only, but Bowie *did* turn up for a few drinks at the party and answered some brief questions about his appearance in PC adventure *Omikron: the Nomad Soul*.

His character, Boz, is a musician playing gigs at venues inside the game. He will not be playable, but Bowie's model wife Iman also appears as a self-titled bodyguard character in the game, and she will be playable as part of *Omikron*'s soul reincarnation system.

Bowie has written a number of songs for the game, in collaboration with former Tin Machine cohort Reeves Gabrels. These'll be released as an album at the time of the game's appearance, scheduled for October.

■ Bowie's new look: let's hope it's more successful than Tin Machine.

■ FIFA 2000: probably the least surprising unveiling of the whole E3 show.

### NEW BOOTS

## FIFA fulfils

**W**ith crushing inevitability, EA Sports has announced details of *FIFA 2000*. If you haven't already guessed, it's a football game. But before we scoff too heartily at the predictability of it all, think how much we'll want to play it come November (it's a bit like Manchester United – already hot favourites for the next

Premiership, because you just can't argue with Giggs's and Beckham's class). A Christmas number one is all but assured. EA Sports naturally promises fully up-to-date squads from 20 world leagues and realistic season play options. Of course, we really need to know if the *FIFA* team has learnt its lesson from the excellent *ISS Pro '98* and overhauled the gameplay – *FIFA '99* was simply too easy,

with a handful of basic moves holding the key to victory. The PC screenshots that you can see here suggest greater detail and a wider variety of moves, but without a playable demo for a few months, we'll just have to hope.

There's no such anticipation for N64 owners, however – *FIFA 2000* may not even be released for Nintendo's console. News leaking from EA suggests the

developers can't really be bothered to enter the complex process of coding for an N64 cartridge, particularly in the light of poor critical reaction to *FIFA '99* on the console. It remains to be seen whether this is this an outright dis to Nintendo or just a sensible business decision.



# PlayStation



## show on Earth

has grown. But now Sega's back and keen to help everyone forget that it's ever been away. Hundreds of Dreamcasts were available for hands-on test, with over 50 titles on show. Sega also confirmed that Dreamcast will launch in the UK on 23 September with the

just aren't revolutionary enough. Undoubtedly there will be some fine Dreamcast games, and comedy boxing game *Ready 2 Rumble*, Namco's beat-'em-up *Soul Calibur*, and a new work-in-progress version of *Ecco the Dolphin* stood out on the show

out over £200 for a whole new system? We don't think so.

The next big question was PlayStation, and if the system's finally reached its limits. Gamers demand continually improving graphics, and – in the first few years of a system's life – programmers always find new ways to squeeze extra power out of the processors and up the ante. But, inevitably, sooner or later a system's shown all it has to offer. The good news for PlayStation owners is that with *WipEout 3*, *Gran Turismo 2*, and *Crash Team Racing* coming, PlayStation's still got more to give. We're predicting a great Christmas for Sony.

As for Nintendo, the company fought Sega on two fronts. First, it

released news of its own next generation console – codenamed "Project Dolphin" (see pages 10 and 16). This new DVD-based console will be phased in within the next couple of years, and will be Nintendo 64's successor.

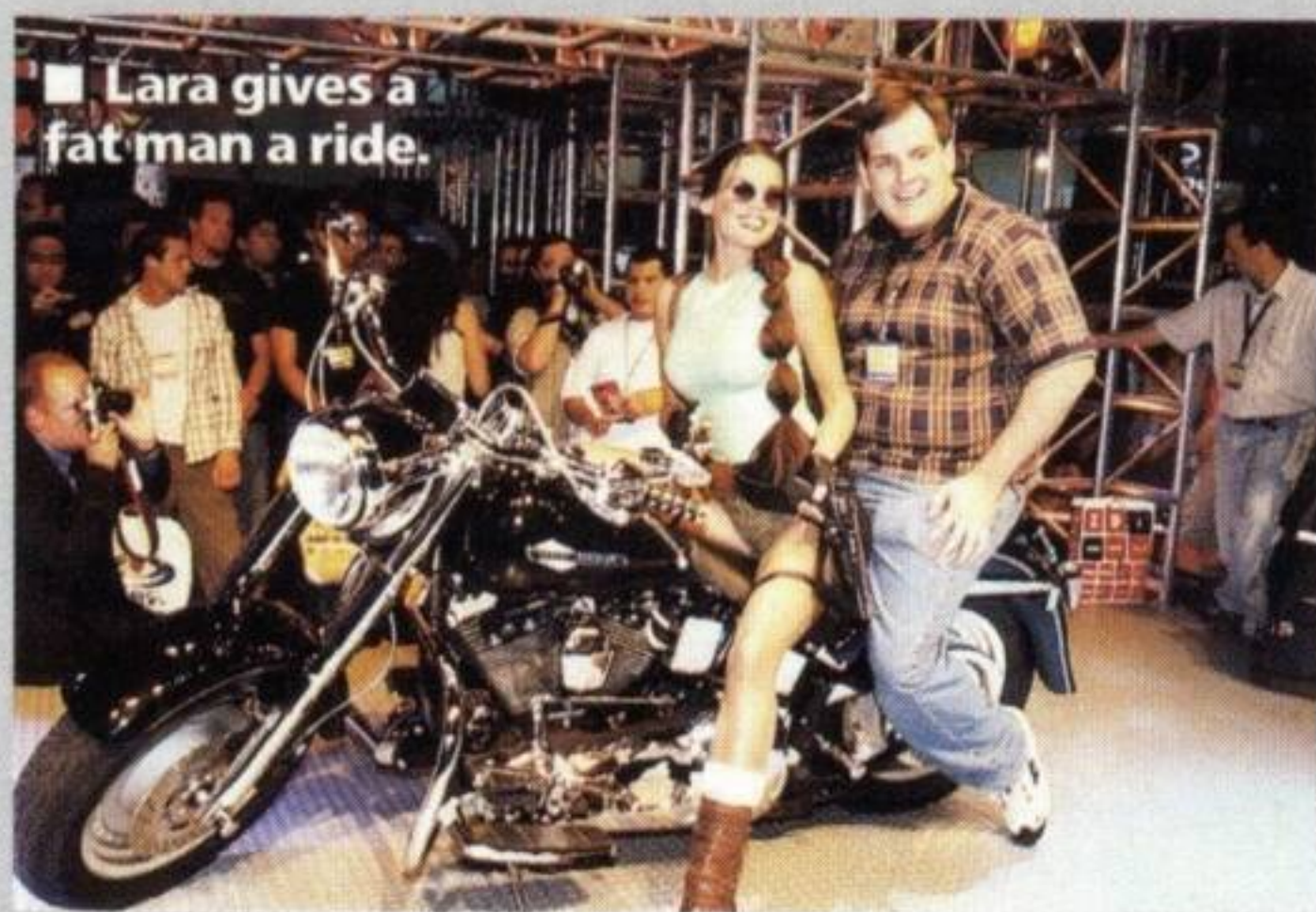
Details of the new machine are thin on the ground, although *Arcade* can exclusively reveal that one of the very first games for the system will be a reworking of the 16-bit classic *Turrican*. Second, Nintendo proved that there's still plenty of life left in N64. Rare's *Donkey Kong 64* and *Perfect Dark* led the charge, proving that – despite all this talk of new "next generation consoles" – today's videogame systems are in the prime of their lives. **A**

### Today's videogame systems are in the prime of their lives...

modern included and 30 games promised before Christmas.

All were impressed with Sega's fighting spirit, but *Arcade* worries that Dreamcast's games

floor. But even these crackers aren't that much of a leap beyond what Nintendo 64 and PlayStation are already offering. And is that enough to persuade you to fork



■ Lara gives a fat man a ride.



■ The first look at Resident Evil 3.

#### SEQUELS GALORE

### More Lara, more gore

Eidos grabs *Resident Evil 3* and hints at *Tomb Raider 3*

Shrugging off accusations that it's a one-trick pony, with Lara Croft's bosom alone keeping the company afloat, Eidos has recently been signing all kinds of deals. The first takes charge of the UK

release of Capcom's *Resident Evil 3: Nemesis*, a game first revealed in *Arcade 8*. An early shot of the PlayStation title can be seen above.

Eidos has also bought a stake in Timeline Studios, a company set up to exploit gaming opportunities from

the novels of Michael "Jurassic Park" Crichton. Alongside this the company has signed a deal to publish the games of Free Radical Design, that features among its staff some of Rare's former *GoldenEye* team.

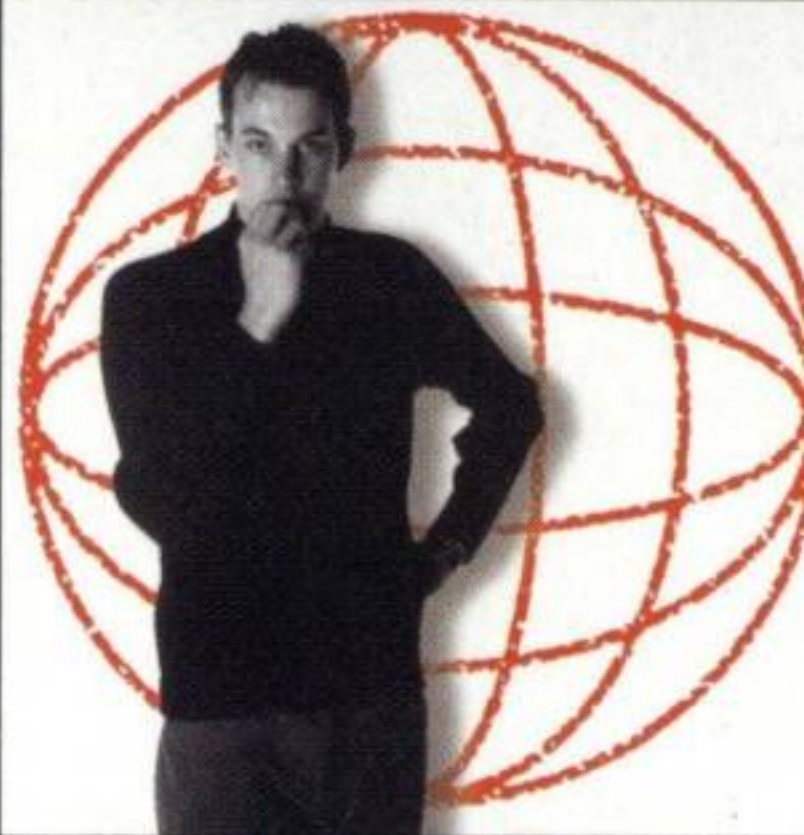
On top of all that, *Tomb Raider IV* was

supposedly shown (behind closed doors) to a very select group of people at E3. We are led to believe that a PC and PlayStation release for a new set of Lara adventures – improving on, but not deviating from the original template – has been set for December.



市民男ゾンビA

### Sam Richards' World of Games



#### A sensible purchase

Respected UK game developer Sensible Software has finally found a suitable home after being bought by Codemasters. For Codies, the incentives were the rights to a back catalogue including *Sensible Soccer*, *Parallax* and *Cannon Fodder* and access to the talents of maverick pony-tailed designer Jon Hare. We promise to forget that the most recent update of *Sensible Soccer* sucked the big one, and that Sensible recently wasted tons of cash on *Sex, Drugs & Rock 'n' Roll* (a game that no publisher would touch because of its salacious content), if the deal heralds a return to form for Hare and friends.

#### And that's final

Square of Japan has revealed that the next instalment of its groundbreaking RPG, *Final Fantasy IX*, will appear on the PlayStation and not Sony's next generation machine. Okay, so in the UK – where we're still waiting for *Final Fantasy VIII* to be translated – this may not seem like drastically relevant news. In Japan, however, where recent *Final Fantasy* games have broken sales records, the game has actually influenced the success of the PlayStation console. In conclusion? PlayStation 2 may be further off than we think, and Sony is still lining up biggies for the old grey box.

#### Sega swallows pride

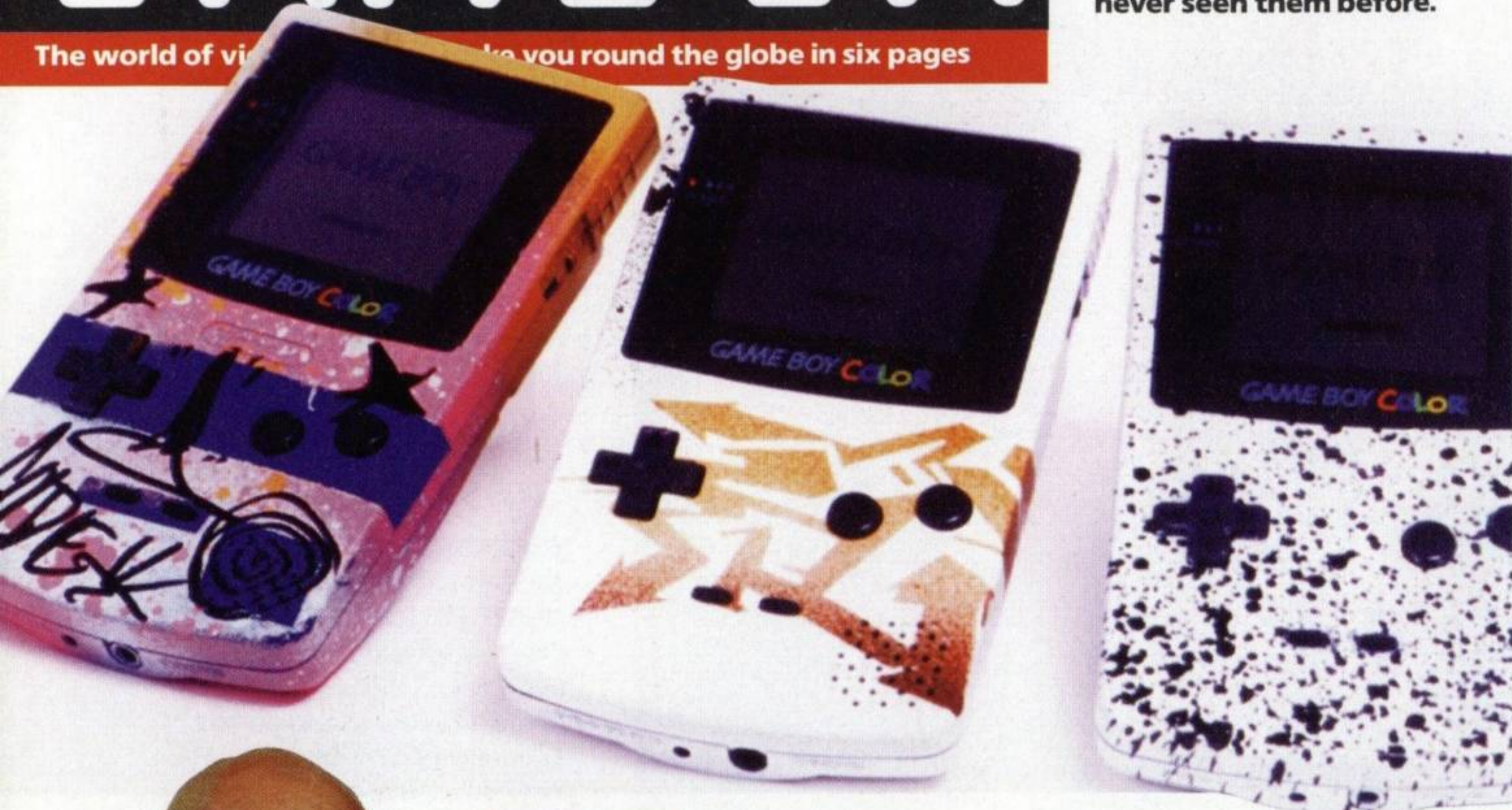
In a surprising move, Sega is to develop software for the handheld systems of rival companies. Eyeing the success of Nintendo's Game Boy and Bandai's fast-rising Wonder Swan, Sega wants a piece of the portable action. With the Game Gear experience behind the company, Sega has obviously decided that a new Sega handheld console would be a mistake and will stick to raking in the software profits.

Before Dreamcast, many pundits were expecting Sega to take a similar stance with its home console business and release coin-op classics such as *Virtua Fighter* and *Daytona USA* on PlayStation. But it was not to be.

PHOTOS: JUDE EDGINGTON, RICK BUETTNER

The world of video games is yours to explore as you round the globe in six pages

■ Game Boys like you've never seen them before.



ART NEWS

## Game Boys get makeover

Artists and celebs customise handhelds | All in a good cause

**G**oldie has added his own inimitable artwork to one of Nintendo's Game Boy consoles and the result is being auctioned off for charity. A number of other Game Boys have been decorated by the cream of the alternative art world and are also up for auction.

Drum 'n' bass kingpin Goldie, a former graffiti hero in his hometown of Wolverhampton, has painted his console orange, topped off with a traditional graf signature. Slash and Futura, leading US graffiti artists (the latter a

sleeve artist for Mo'Wax), have also contributed their designs. Pete Fowler, famous for his work on the Super Furry Animals album covers and for Fabergé's controversial "cocaine" ad campaign, added a couple of disconcerting antennae to his effort. The strangest Game Boy designs have been created by Japanese waste artist Noki, and maverick UK designer Pablo Chappell, who appears to have attached a pair of handcuffs to the console (is he making some kind of statement about the Game Boy's insidious, addictive charms, which effectively hold the gamer prisoner? We're not sure.)

These desirable objects can be viewed at Soho fashion store Hit & Run. The store is also collecting bids for the auction. Alternatively, you can bid via the Web site at <http://www.dancesite.com/>. All proceeds will go to a leading children's charity. **A**



■ Above: Goldie. Right: Pablo Chappell's handcuff design.

Orient excess | It could only happen in Japan

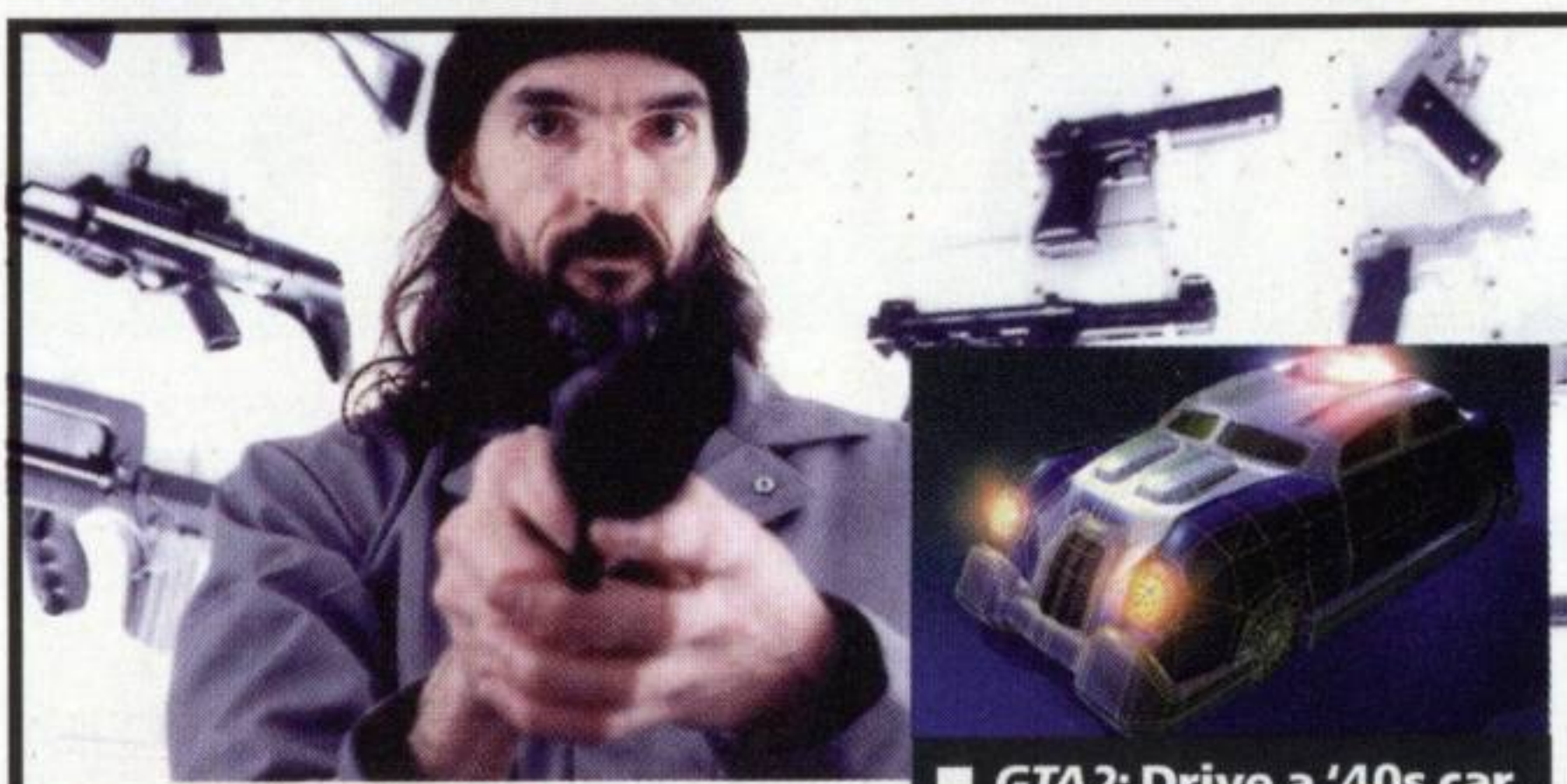


■ The Japanese: they make an exceedingly good corpse.

■ The Japanese are huge fans of roleplaying games. Cocking a snoop at wizards and warriors, characters regularly include babies, horny teenagers and spell-casting goats. Inevitably, these RPGs have titles which defy belief – take forthcoming PlayStation RPG/

battle/dating game *Exceed My Corpse*. "Pretty girls" are apparently a key selling point of the astoundingly-titled *Melty Lancer: the Third Planet*, a continuation of a popular Konami PlayStation series. You're a space policeman, presumably wielding a melty lance with

which to terrorise criminals and impress ladies. The other new game which caught our eye is Pack In Soft's *The Story of Frog*. Yup, the hero of this particular adventure must discover the source of his eternal curse, lest he return to his previous form as a fly-munching Kermit. It's a winner.



■ GTA2: Drive a '40s car, shoot a bearded man.

CALL THE COPS

## Car crime at new levels

Grand Theft Auto 2 and manic film trailer announced.

**T**he blood-thirsty public are screaming for more illegal driving thrills, which makes Take 2's *Grand Theft Auto 2* one of this year's most keenly anticipated videogames. The retro-stylised, top-down play system of the original game remains, but the scenery has been re-designed to create a more menacing feel.

*GTA2* is far less "cartoony" than its predecessor, allowing greater player freedom and full interaction of fellow city inhabitants. Rather than act alone,

you will be able to join a number of gangs, including the psychotic Rednecks and the shell-suited Russians. You can even assemble your own wrecking crew and drive around in a van to the scene of a rumble. To combat this increase in city crime, the streets are patrolled not only by average cops, but by FBI agents and armoured troops in helicopters.

In preparation for *GTA2*'s October release, US developer Rockstar hired a professional film crew to create a promotional trailer. The mini-movie was filmed on the streets of New

York and depicts some of the more extreme situations encountered in the game, such as a victim beaten to death with a hammer and a Hare Krishna caught in a drive-by shooting.

As with the game itself, the trailer is soundtracked by Flytronix and other acts from leading drum 'n' bass label Moving Shadow. Sure to kick up a moral storm, the film is already being courted by MTV and Channel 4.

Rockstar is also considering a Dreamcast version of *GTA2* to compliment the PC and PlayStation releases.

## INCOMING

More future fizzlers that wowed the crowds at 1999's Electronic Entertainment Expo

3 months	6 months	1 year
<p><b>C&amp;C: Tiberian Sun</b>                      ■ PC ■ Westwood/EA                      ■ August                      PC owners – it's time to turn somersaults of joy as the hugely awaited real-time strategy sequel finally gets released on 27 August.</p>	<p><b>Tony Hawk's Skateboarding</b>                      ■ PlayStation                      ■ Neversoft/Activision                      ■ Autumn                      After a rash of shoddy street-boarding titles, Mr Hawk looks to have backed the right pony.</p>	<p><b>Crash Team Racing</b>                      ■ PlayStation                      ■ Naughty Dog/Sony                      ■ Autumn                      The mad marsupial gets his own weapon-based racer which rips off Mario Kart. But who cares if it's a laugh?</p>
<p><b>Vampire: the Masquerade</b>                      ■ PC ■ Nihilistic Software/Activision                      ■ Autumn                      Beardos take note: the hugely popular RPG comes to PC in stunning 3D. Eerie, murky and bloodthirsty.</p>	<p><b>Gran Turismo 2</b>                      ■ PlayStation                      ■ Polyphony Digital/Sony                      ■ Winter                      Playable versions of this guaranteed racing hit were a massive draw at E3, but accompanied by news of a delay in completion.</p>	<p><b>Freelancer</b>                      ■ PC ■ Digital Anvil/Microsoft                      ■ Summer 2000                      Nothing to do with non-staff journos, Chris "Wing Commander" Roberts brings us a game truly worthy of the "epic space combat" tag.</p>

■ Clinton: not a big Kingpin fan, we reckon.



**POLITICS**

## Clinton clamps down

**American President takes steps to limit violent games in the US**

"I know this stuff sells, but that doesn't make it right," seethed Bill Clinton recently. Announcing his intention to order a study into the advertising of violent movies, music and videogames and their effect on children, the American President was in rampaging mood. The influence of violent videogames on minors has been a hot topic in recent months, especially in the light of the Littleton massacre, and the revelation that the killers were keen fans of *Doom*, among other adult-orientated games. This is the biggest attempt yet by the Whitehouse to find if there are indeed tangible links between violent entertainment and actual violence. By targeting advertising, Clinton is threatening entertainment companies who insidiously target young audiences. The study will also explore ratings systems for games and movies and investigate to discover whether retailers are sticking to them.

Although this is only a study, with any possible legislation a way off, Clinton was keen to let his opinion on the matter be heard. "Our children are being fed a dependable daily dose of violence," he asserted, and went on to read out a number of – admittedly crass – videogame advertising pitches. None of these were recognisable as pertaining to any current major game. The debate over violent videogames is just as relevant in the UK and it's conceivable that Tony Blair will soon take similar steps to his American counterpart. The ratings systems for games is often seen by industry outsiders to be inadequate. Publishers of violent games are understandably keen not to implicate themselves in any such inquiry – Virgin, for instance, has been very careful with the aim and placing of *Kingpin* advertisements, and has also demanded a strict 18 rating for the game.



■ Dreamcast is ready to develop its on-line communities.

**CONSOLE NEWS**

# UK Dreamcast gets modem

**Web access from launch | On-line gaming to follow**

**S**ega has ended months of speculation by confirming that its Dreamcast console will come bundled with a modem and Web browser on 23 September. A deal has been struck with BT to

provide Dreamcast owners with free Internet start-up – on-line time will be charged at the standard local call rate.

Sega's Internet service will be ready by Dreamcast's launch date, enabling users to have complete freedom of the World Wide Web,

via the Sega homepage. An e-mail service should also be in place. Appreciating the difficulties of Web surfing, and particularly e-mail correspondence using just the Dreamcast controller, Sega will sell a Dreamcast keyboard for £20-£30, which plugs straight into the joypad port. For out-of-the-box interactivity, this is indeed a gaming revolution.

The next stage of Sega's plan is to facilitate on-line gaming communities. Dreamcast owners will be able to access multi-player versions of games in much the same way as PC owners do now. The on-line games will be heavily linked to Sega's Internet chat rooms, where gamers are expected to "meet" and challenge each other to a multi-player battle. The aim is that this facility should be available before Christmas, with *Sega Rally 2* the most likely candidate for first on-line Dreamcast game.

The plans for Sega's "evolving" Dreamcast roll on. **A**

**NEW FROM SEGA**

## Pre-Xmas titles confirmed

**Two more Dreamcast games due this autumn**

■ Sega has compiled a list of the 30 games to be released for Dreamcast within the first couple of months of the launch. All the Arcade favourites, such as *Sonic Adventure*, *Powerstone* and *Soul Calibur* are included, along with a number of games making the trip across from other systems *Jimmy White's 2: Cueball*, *Wild Metal Country*, *Marvel Vs Capcom* and the



**Take the Bullet and Cool Boarders.**

enhanced *Cool Boarders: Dreamcast*.

The only real surprise is the announcement of a new Brit-developed game, *Take the Bullet*. Created by Glasgow-



based Red Lemon, it's a lightgun-compatible shooter with a strategy element. The interesting storyline sees you assume the role of a presidential bodyguard.

**Smack my pitch up**

*More pathetic Arcade game ideas rubbished by the ever-sensible development community*

## No. 9: Get Netted

■ **The pitch:** a sim that accurately replicates the thrills and spills of everyone's favourite leisure pursuit – surfing the Internet! Yes, you too can experience Net nirvana from your console. *Get Netted* is packed full of useless information, arranged randomly within the game's search engine. Can you find a page containing interesting information without crashing your machine or downloading a virus that will permanently wreck your console?

The on-line gaming experience is perfectly replicated. Why not join a game of "Quack II": it'll move at a snail's pace and you'll be annihilated within seconds.

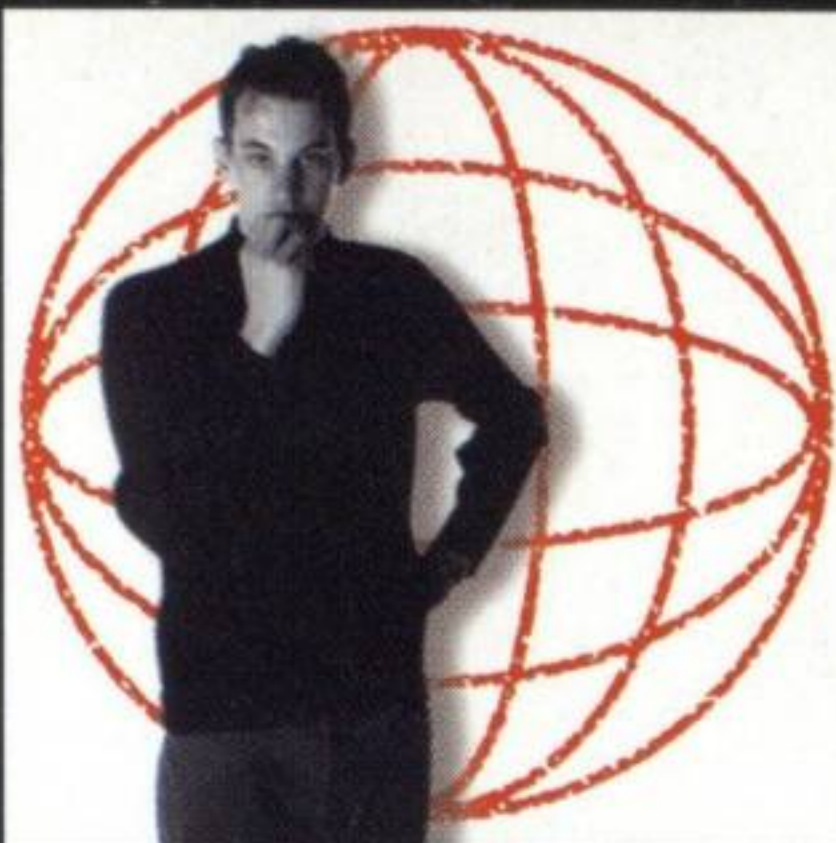
■ **The response:** We do think there is potential in your concept but you'd need to focus the appeal towards the core console market of adolescent teenagers, evolving the idea towards the most common use of the World Wide Web:

Internet porn. Try cramming the disc full of blurry, pixellated pictures of fat, ugly women in non-matching underwear and

dumsily stick some celebrity heads on to bimbo bodies. All at Bizarre Creations



## Sam Richards' World of Games



**I Spy**

*Spy Hunter*, the '80s coin-op classic much beloved of the Arcade team, will be resurrected in 3D form by Paradigm. Let's hope the company behind *Pilotwings* and *F1 World Grand Prix* can create a modern gaming experience without banishing the charm of the original – retaining the old coin-op music would be a good start. No details of which platform *Spy Hunter 2000* will be released on are available as yet, but the N64 is a reasonable guess.

**Carry on camping**

In my day, a summer camp meant being packed off to the woods with a leaking tent and a few bags of *Monster Munch*. These days, Britain's 8-17-year-olds can spend their holidays learning game design and HTML programming. ACE Summer Camps is bringing its successful Computercamp initiative to the UK, with backing from Sony and PC World among others.

The courses run throughout the summer at five university campus locations. However, at £350-£550 a week, it's one for rich brats only, I'm afraid. Details on 0808 002 2677.

**TV hits**

*Gamesmaster* is no more. But the failure of TV's best shot yet at creating an enjoyable, slick videogames-based show hasn't deterred everyone.

Two new television shows dedicated to videogames will have appeared on terrestrial channels by the time this issue of *Arcade* hits the shops. The first is Channel 4's adult-orientated *BITS*, broadcast at around midnight on Thursdays. The second is *Gamers*, ITV's replacement for *Movies, Games & Videos*.

*Gamers* is angling for a slightly older 16-20 age group than its predecessor, and 12.30pm on Saturday is certainly a prime slot (particularly with BBC's essential *Football Focus* shut down for the summer). Tune in to find out if presenter Jake Humphries can make the "big time" transition from obscure cable channel Rapture TV.

PHOTOGRAPHY: PA NEWS, RICK BUETTNER

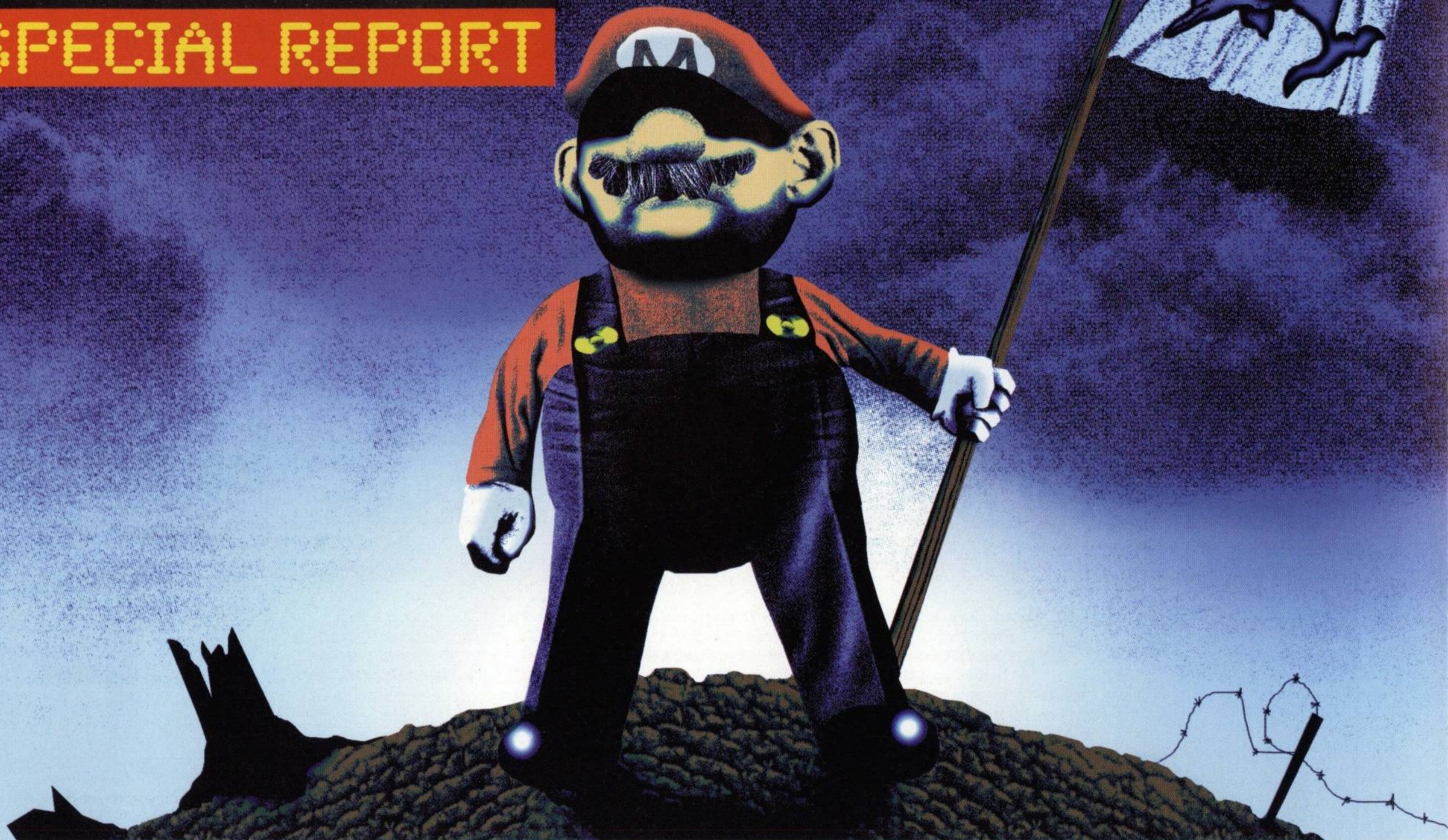


ILLUSTRATION: MATT KENYON; PHOTOGRAPHY: RICK BUETTNER

### NEWS ANALYSIS

# Nintendo strikes back with news of a 128-bit superconsole

Sony's PlayStation 2 isn't the only new games system in development.

By Tim Weaver

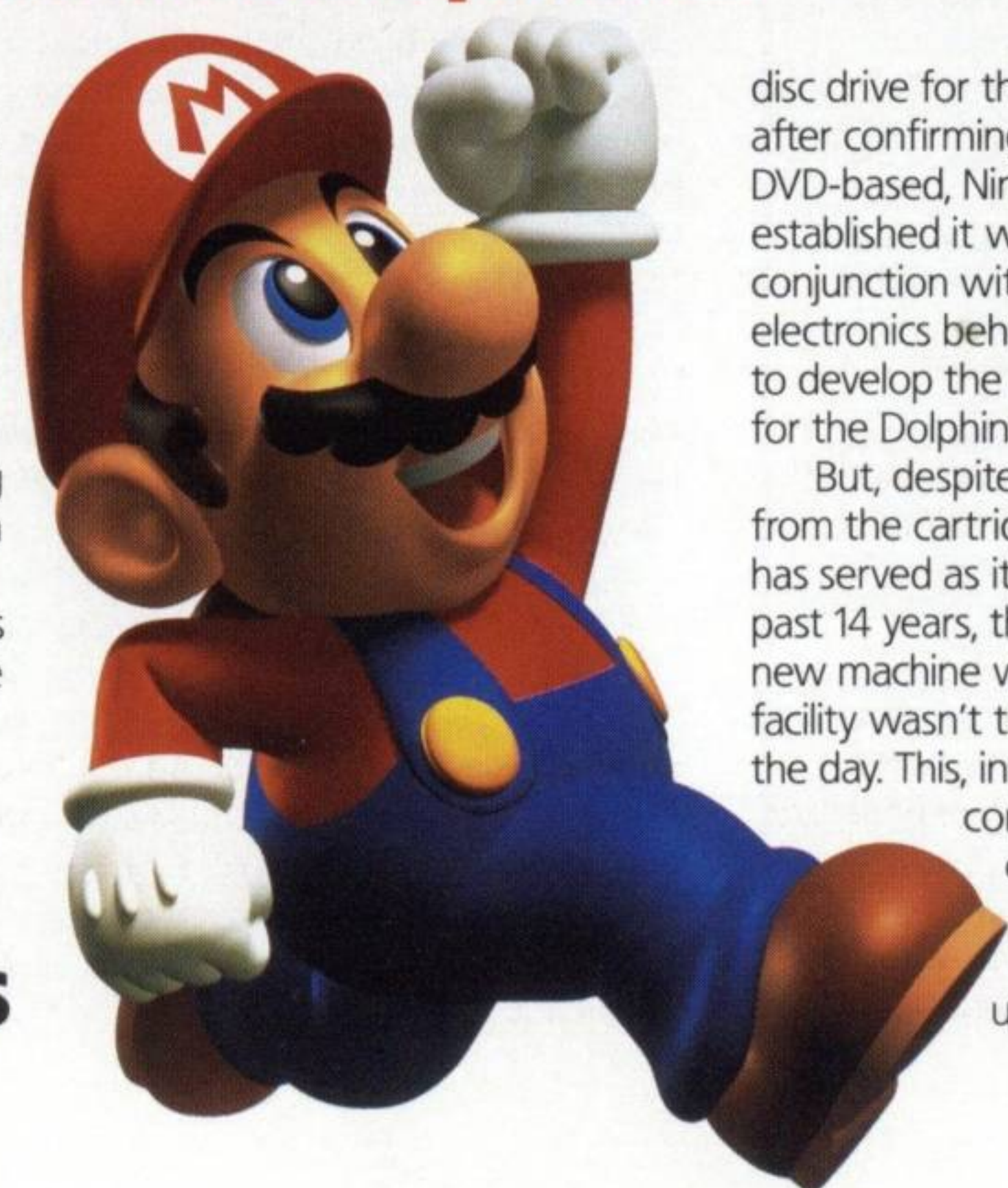
**A**fter leaving Sega blubbing in the corner following the incredible announcement in March of the PlayStation 2, Sony had every right to go to sunny LA and the world's biggest games show, E3, brimming with confidence. The company must have felt safe in the knowledge that, like the original PlayStation launch, it was not one, but probably three or four, steps ahead of the competition before the scrap had even begun. What Sony can't have expected was to come away with a taste of its own medicine. Because, after years of relentlessly winning battles – and not only at the expense of Sega – the Japanese giant found an old adversary in fighting mood.

On Wednesday, 12 May, a day before E3 officially started, Nintendo of America chief, Howard Lincoln,

announced the existence of the follow-up to the N64. Indeed, he went a stage further than merely confirming its existence; he talked of the awesome specifications of the machine and then boldly claimed the console – codenamed Dolphin – would "equal or exceed anything that our friends over at Sony can come up with PlayStation 2".

Just as Sony is using Toshiba's expertise in helping to create the

## Nintendo talked of Project Dolphin's awesome specifications



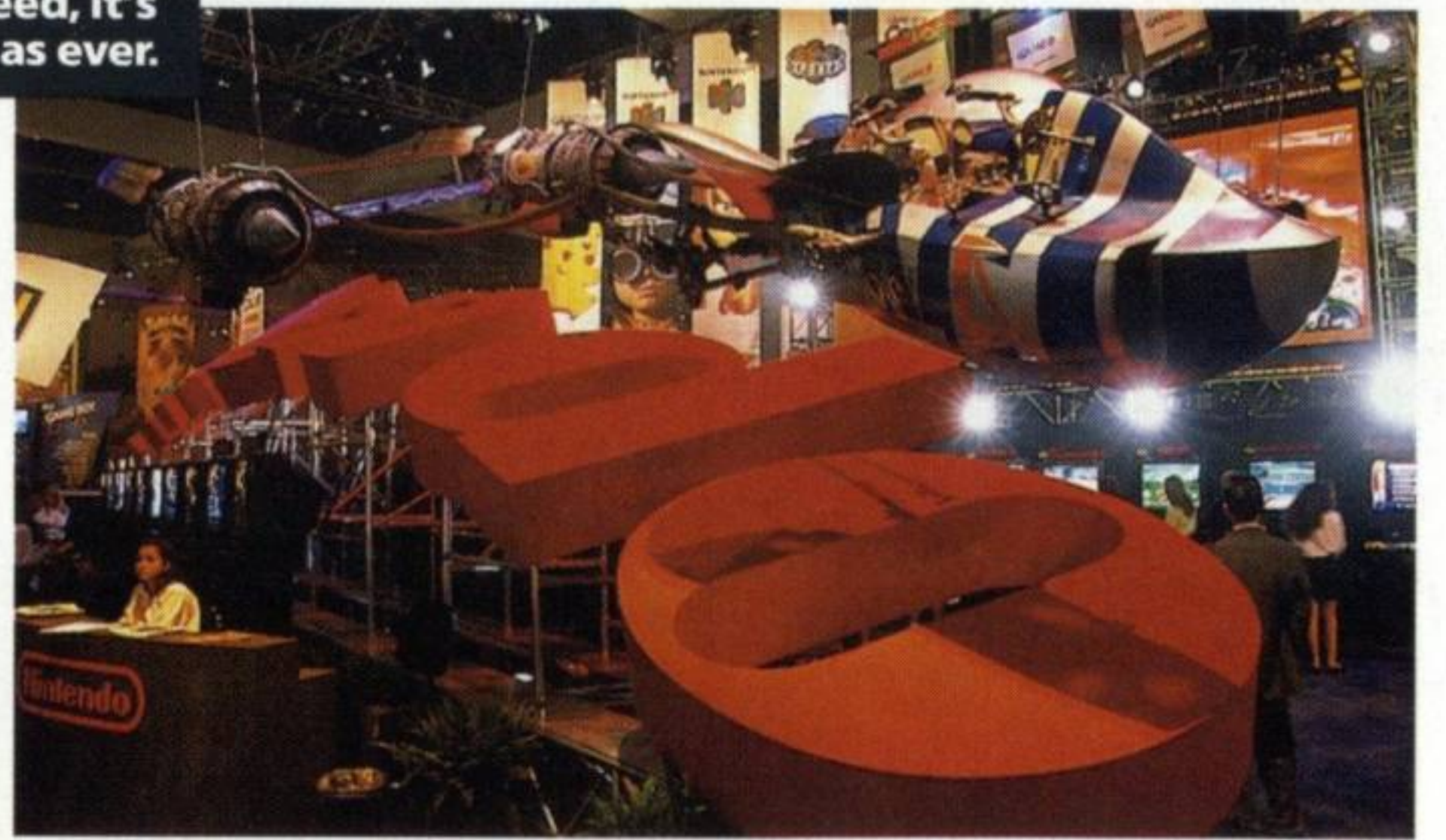
disc drive for the PlayStation 2, after confirming Dolphin *would* be DVD-based, Nintendo also happily established it would be working in conjunction with Japanese electronics behemoth Panasonic to develop the drive technology for the Dolphin.

But, despite Nintendo straying from the cartridge format that has served as its hallmark for the past 14 years, the fact that the new machine would boast DVD facility wasn't the biggest news of the day. This, instead, was the confirmation that the company would also be working with IBM and using its astonishing





■ E3 proved the N64 is far from dead. Indeed, it's as strong as ever.



Gekko processor – the first ever copper processor.

Most processors – including the ones running your N64 or PlayStation – are made from aluminium, but copper is a better and faster conductor of electricity. This means that the computer can process information much quicker – resulting in the ability to, for example, shift graphics around at a never-before-seen rate. So, whereas in games such as *Turok 2*, the N64 struggled to present you with two or three enemies at the same time and maintain the speed of the game, Dolphin will be able to toss nine or ten enemies at you, maintain the speed of the game and provide super-detailed environments at the same time.

At the announcement it was obvious that this was the area of Dolphin that most excited Nintendo, not least because a couple of months earlier Sony had confirmed it would be using the copper processors but hadn't yet worked out how to go about making them. Nintendo, thanks to its multi-million dollar IBM partnership, had already been there and done that.

But while the technology is, obviously, incredibly important, the key area for Nintendo after the pasting the company experienced at the hands of the PlayStation has to be games – and plenty of them. The N64 launch was, not to put too fine a point on it,

## Nintendo's new DVD system may launch at the end of 2000

appalling. Although the launch games were fabulous, and included *Mario 64*, *Pilotwings* and *Shadows of the Empire*, there just wasn't enough solid third-party support. In the last two months there have been five N64 games released in the UK, four of which are only average.

The fact that, with N64, Nintendo once again decided to go with cartridges hasn't helped, of course. Because of the relatively high cost of producing a game on a cartridge, the potential fallout from a game that bombs is far worse than for a game released on a CD. Whereas a CD costs the publisher a matter of pence, carts cost around £2 each, so any game that doesn't make it to number one in the charts – and stays there – sinks without trace (probably alongside the company that made it).

So, Nintendo deciding to embrace DVD technology has to be a step in the right direction. Like CDs, DVDs are cheaper than carts, and they also offer around 27 times more storage space than carts, meaning that companies can really go to town on their games. The move could also encourage a change of heart by

companies such as Namco, Square and Capcom, who currently work exclusively on PlayStation games. Capcom, for example, has hardly worked with Nintendo since the days of the SNES, bar putting together a *Resident Evil 2* conversion.

Just as significantly, a move to DVD would mean that Dolphin could become home to a wider spectrum of lesser-known companies who currently can't afford to be part of the N64. The exciting thing is Dolphin will be able to play DVD movies too – something that developers who like to work on a grand scale – like Miyamoto at Nintendo – will undoubtedly take note of. Miyamoto always said he wanted *Zelda* to be like a film, and with Dolphin he will have his chance.

The announcement, then, has been made, and Sony has every right to look concerned. But this is probably the last you'll hear of Dolphin for a while. For now, as Howard Lincoln explained, Nintendo is going to concentrate on the N64. And with games like *Perfect Dark*, *Donkey Kong 64*, *Jet Force Gemini*, the next *Turok* and *Shadowman* on the way, you can understand why.

### DOLPHIN GAMES

## Four starters

Four companies are working on Dolphin videogames

■ Incredibly, Dolphin development kits have already been sent out to four lucky companies. One of these is Rare, which has consistently proved itself as the jewel in Nintendo's crown with games such as *GoldenEye* and the forthcoming *Perfect Dark*, *Jet Force Gemini* and *Donkey Kong 64*. However, you may not have heard much about the other three.

First up is the Software Technology Group, which is owned by Nintendo of America and is currently beavering away on *Ridge Racer 64*. For much of the lifespan of the N64, Software Technology has buffed-up third-party games for the platform, but *Ridge Racer* is its first started-from-scratch game

(of sorts). The Dolphin should provide an opportunity for the company to extend itself even further.

Next up is little known, but highly regarded, Australian outfit Retro Studios. Yet to come up with anything for the N64, this company has nevertheless been handed a Dolphin kit to play around with. The reason? Nintendo of America actually owns a Rare-style slice of Retro Studios.

Last is Left Field, the developer behind

reasonably entertaining basketball sim *NBA Courtside*. That should mean more (yawn) NBA, NHL and NFL sports licences, then.

Of course, Nintendo of Japan and, most excitingly, *Zelda 64* mastermind Shigeru Miyamoto will also have kits, as will the various development studios of Acclaim, including the US and UK arms of Iguana, which was responsible for the *Turok* twosome and *Shadowman*.

However, Nintendo will no doubt strive to get developers on board who presently work on the PlayStation. Core, perhaps, once its *Tomb Raider* deal expires with Sony next year. But mostly talent to provide games such as *Tekken*, *Ridge Racer*, *Final Fantasy*, *Resident Evil* and *Street Fighter* that have been notably absent from the N64.

Look out for more announcements



# My Beautiful Videogame Spokesmodel

Getting paid to dress up as game characters? Only in America...



THIS MONTH

## 1999's Electronic Entertainment Exposition,

Los Angeles, California, USA

PHOTOGRAPHY: JUDE EDGINTON

The Electronic Entertainment Exposition (aka "E3") is the world videogame industry's biggest annual trade show. May's E3, held in Los Angeles, attracted more than 55,000 big-shot businessmen, millionaire game designers, hot-shot programmers, geeky games testers and wide-eyed journalists from 70-plus countries to Los Angeles and a showfloor the size of 14 jumbo jets. With 1,900 new games on display, some exhibitors will go to crazy lengths to grab the attention of passers-by. Such as employing the services of this lot...

### Slot check

- |  |   |
|--|---|
| ■ Event: <b>E3</b>                                   | (according to the press release)                          |
| ■ Place: <b>The LA Convention Center, California</b> | ■ Games: <b>More than 1,900 new titles on show</b>        |
| ■ In: <b>The Land of the Free, baby</b>              | ■ Admission: <b>Free, but only if you're "in the biz"</b> |
| ■ When: <b>13-15 May, 1999</b>                       | ■ Fun? <b>You'd better believe it</b>                     |
| ■ Showfloor size: <b>14 Jumbo Jets</b>               |   |

### CROC (aka Karen Gillan, LA)

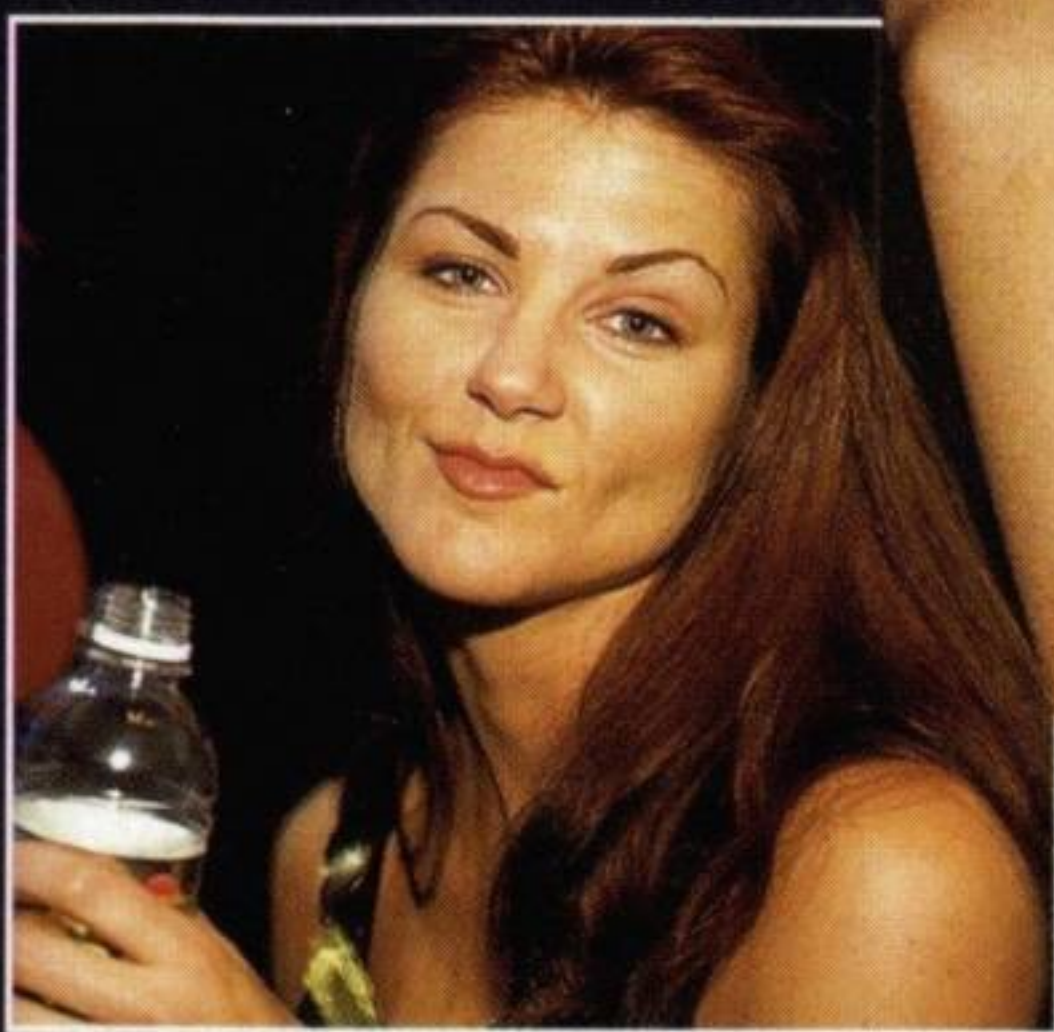


**Hello Croc.** [Panting] Hello. **What's your name?** Karen. **Is it hot in there?** Very hot! **Are you having fun?** No! **How much does this job suck?** It bites the big one! **So why are you doing it?** Three hundred and fifty bucks a day, baby!



## The Kesmai Warrior!

(aka Linda Lee, San Diego)



**Hello. And who are you?**

I'm the [mumbled] Warrior!

**The what? How do you spell that?**

K-E-S-A-I. The Kes... Oh, hang on. K-E-S-M-A-I. The Kesmai Warrior! That's it. Sorry.

**And what does the Kesmai Warrior do?**

I'm in a fighting game and so my character is, like – you know – a warrior, fighter... thing. [Laughs]

**Do you have any special powers we should know about?**

I have this sword. And I think I have magic. And, um, I'm extremely powerful. [Racks brain] Oh! And I'm really flexible! I can do flips and stüff!

**And what cause are you committed to fighting for?**

Well... I should imagine it's pretty important. I know I flight lots of bad people. I hack and I slash and bits of them fall off.

**Crikey. Do any of your bits ever fall off?** Um... I suppose some of my hair falls out every now and then.

**Eh? You're not really The Kesmai Warrior at all, are you.**

No, you got me – I'm Linda Lee and I'm a model from San Diego.

**Actually, that sword looks pretty sharp...**

They made me put tape on it. I almost had someone's eye out yesterday.

**Okay, well thanks. Bye.**



## My Beautiful Videogame Spokesmodel

E3, Los Angeles, California, USA

**"I am on a mission to help the people of Simon and Schuster present their new game."**

### Commander Azaar (aka, a delegate of the Klingon Empire, outer space)



**Who are you?** [Deep voice] I am second in command upon the Bird of Prey the Rage. I am on a mission to help the people of Simon and Schuster present their new game, *The Fallen*, to the public.

**Doesn't sound like too much fun for a Klingon.** I am here as punishment.


**What did you do to deserve this punishment?** Something to do with Tribbles. I don't want to go into it.

**So what's your real name?**

I told you, I am Commander Azaar, of the Kling...

**No, no. Your real name.** I am Commander Azaa...

**You're very tall.** I am over two of your Earth metres.

**You're certainly one of our Earth plonkers. Goodbye.** 



## Maboo (aka Melissa, Pasadena)

**You look great. Who are you?** I'm Maboo, and I'm a character from *Jade Cocoon*, a game from Crave Entertainment.

**Okay. Do you have any special powers?** Yes I do. [Length pause]. **But you don't know what they are...** Well, no, not exactly, but *Jade Cocoon* is a great game.

I've played it. [Starts beaming].

**Do you play games at home?** Oh yeah. I love *Bust-A-Move*.

**What's your strategy?** Getting all of the... [Realises what she's about to say] coloured balls to line up.

**[Changing subject] That costume doesn't look comfy.** It's not so bad. But these are my real shoes. And, by the way, these are my real boobs, too. [Starts bouncing them up and down].

**[Panics]. Erm. Crikey.**

**Congratulations!** I'm all natural, and I'm perfectly happy with myself.

**Us too. [Sigh].**



## Pac-Man (aka Michael Maños, Los Angeles)

**You look really hot.**

I am. In this costume I lose about 5lbs a day in sweat, working eight 45 minute shifts.

**You must be very fit.** I am, it's my job. I'm an actor and a stuntman.

**So you're not always Pac-Man.**

No, this is just a job on the side.

**What TV shows have you been in?** *Home Improvement*, *The Nanny*, I just did *Soldier*, with Kurt Russell...

**How did you start your career?**

My big break was getting the job of Mickey Mouse in Disneyland. Then, after a couple of years, I got promoted to Pinocchio.

**And now you're Pac-Man.**

Yes, now I'm Pac-Man.

**Wow. You've done it all.**



## My Beautiful Videogame Spokesmodel

E3, Los Angeles, California, USA

### Suzie & Crash (aka Singer, LA)

**What's up, Suzie?** Oh, I'm just hanging with Crash Bandiboot. He's on the videoscreen, I've...

**Did you just say "Bandiboot"?**

No, I don't think so. Anyway, I've got a microphone, and the two of us talk to passers by.

**And how's it going, Crash?**

[Coming on strong]. I'm pressing the flesh, shmoozing the shmooze, you know what I'm talking about!

**Enjoying yourself?** You'd better believe it! My dressing room is next door to Lara Croft's! Ha-hey! Woo-hoo! Hubba hubba! [Winks].

**Suzie, is talking to a deranged Bandicoot any way for a nice girl to earn a living?** Let me just say that Sony has a lot of money. Need I say more?



### The Games Week Girl (aka Elisa; Los Angeles)

**So you're here as...** The Games Week Girl! But really my name's Elisa and I'm a freelance spokesmodel.

**Wow. So who were you last week?** I was in Las Vegas, at a screw convention.

**A "screw" convention? As in, like, a screwdriver?** Yup. It's unbelievable. I had all these dorky guys coming up saying "Uh, like, could I have a screw?"

**Tsk. Animals. And what do you have to do as The Games Week girl?** I walk around the show and at 4.30pm the first person I see wearing a Game Week badge gets a cheque for \$500!

**[Thinks] Got any badges?** Sure, here's one.

**So, erm, where will you be at around 4.29pm?** Not telling.

**Well can we just follow you around?** No.

**Go on.** [Getting cross] No!

**We can split it! \$250 each!**

[Photographer pokes writer] What about me?

**[Irritated]. You don't count.**

[Scuffle breaks out. Girl wanders off shaking her head.]

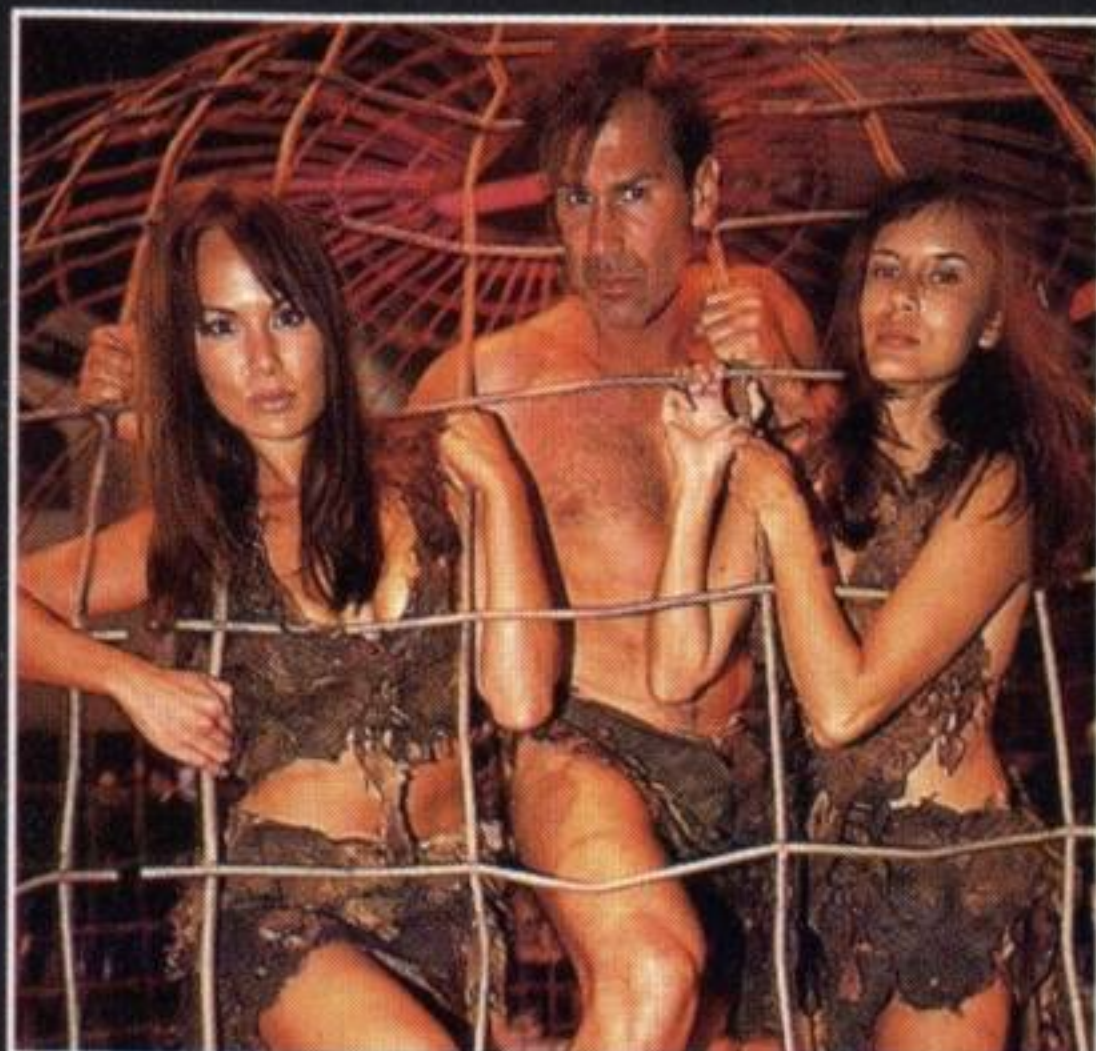
**Bollocks!**



**“Do you want a nude bum shot?  
It’s really no problem.”**



## **Planet of the Apes** (aka Tiffany, Miriam & Mitchell; Los Angeles)



**You’re all in a cage.** [Bloke starts terrible hammy “acting”]. It’s awful! It’s the year 2030AD and we’re human prisoners on the Planet of the Apes! Aaargh!

**Um, girls?** [Long-sufferingly] Fox has a new game and we’re here to promote it. [“Actor” bloke pushes his way to front again]. Hi! I’m Taylor, the Charlton Heston character!

**Well, “Taylor”, you’re locked in a cage with two sexy women. There are worse fates....**

Have you see the film? It’s actually quite sexy. There are lots of chicks and Charlton has quite a few nude bum shots. [Enthusiastically] Do you want a nude bum shot?

**No thanks.**

Are you sure?

**Very.**

Go on.

**[Firmly] No.**

It’s really no prob...


**Put it away. Please.**

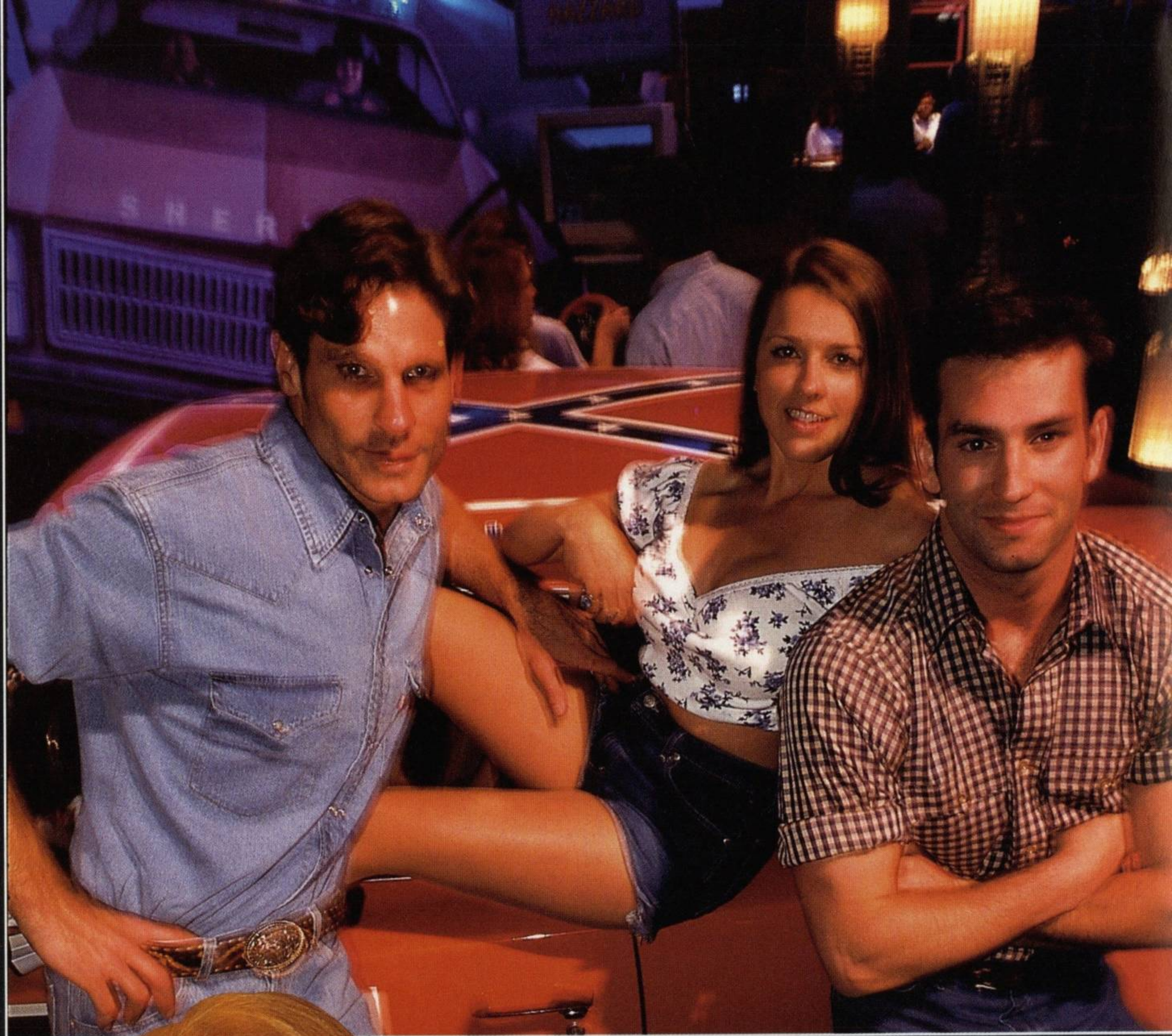


## My Beautiful Videogame Spokesmodel


E3, Los Angeles, California, USA

### The Dukes of Hazzard (aka Tom, Cotton & Billy; Los Angeles)

**It's the good ol' boys!** [Much yee-hawing and thigh slapping] Yeah! **What are you guys doing here?** Yee-haw! We're here to promote a new videogame! [Pause]. Yee-haw. **Let's sing the song!** [Looking worried] Erm, okay... **[Trying to generate enthusiasm] Come on! One, two, three, four...** [Dreadful din commences as four people who don't know the words start singing at the top of their voices at the same time. The din continues for a while, then stops]. **You're not really The Dukes of Hazzard at all, are you.** [Bo and Luke stare at shoes] Um, no. **And you're not Daisy.** No. **Tsk. Imposters. We're off...** 



### Kimber and Genebiebe (Interact Accessories spokesmodels)

**Hello.**  
Hiya! Woo! Yeah! [High-five].  
**You two are pretty enthusiastic. You must love these joypads.** Oh yes! They're fantastic! We love... [Checks name on stand] Sharkwire! Woo! [Start high-fiving again].  
**And what do you think of guys who play videogames?**  
They're lazy!  
Boring!  
[Both together] Only joking!  
**So, err, do you want to go out for a drink?**  
Yeah, okay, meet us here at 5pm.  
**Really?** Really.  
**Wow. What nice girls.** 

#### Your beautiful arcade...

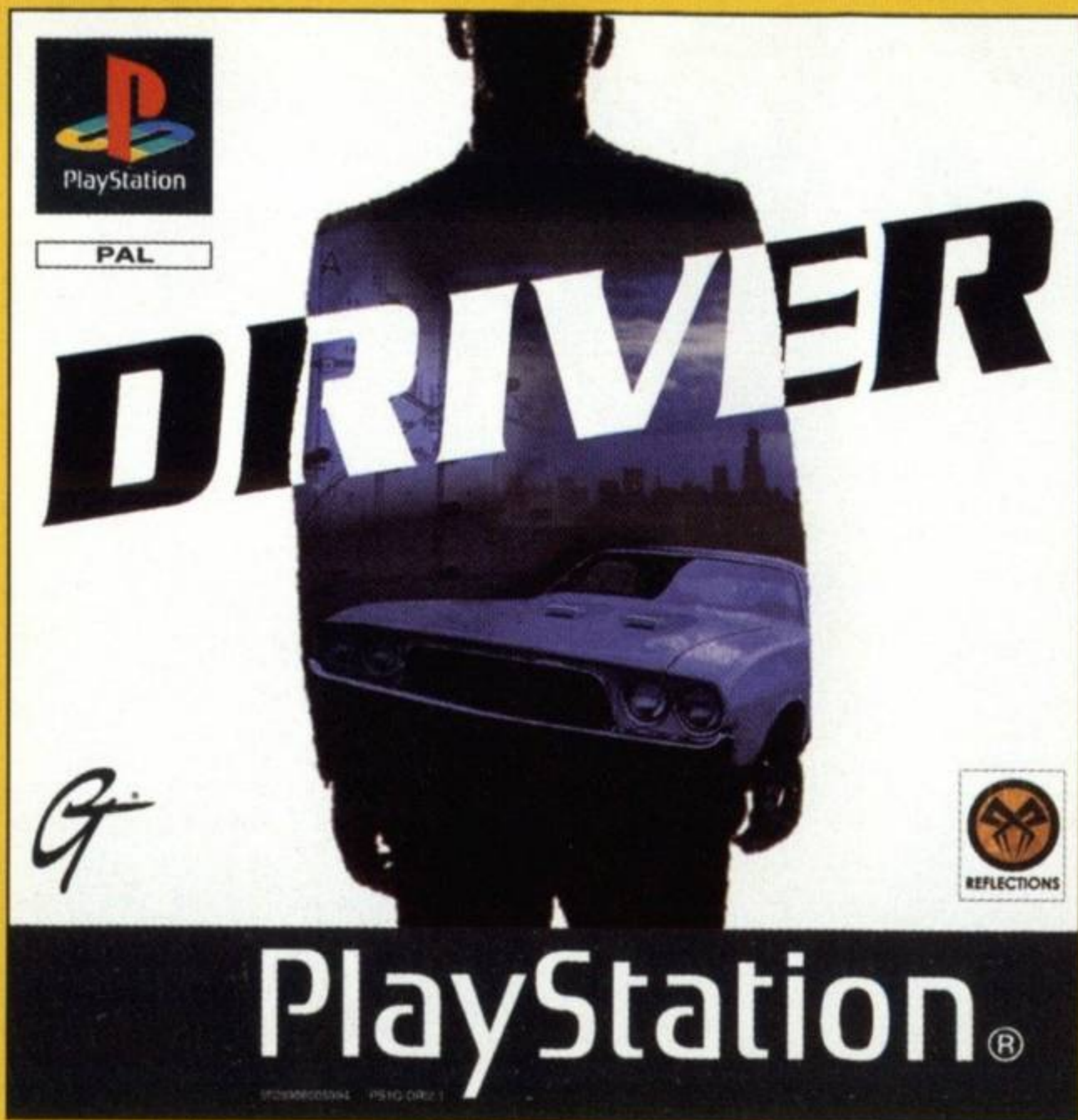
■ Got a favourite gaming location? Are there pretties, and is the beer free? If so, keep it well under wraps and send us on a fool's errand to some roach-infested hole. How we'll laugh...

Write to us at: **My Beautiful Arcade, Arcade, 30 Monmouth Street, Bath BA1 2BW**  
Fax us on: **01225 732375**  
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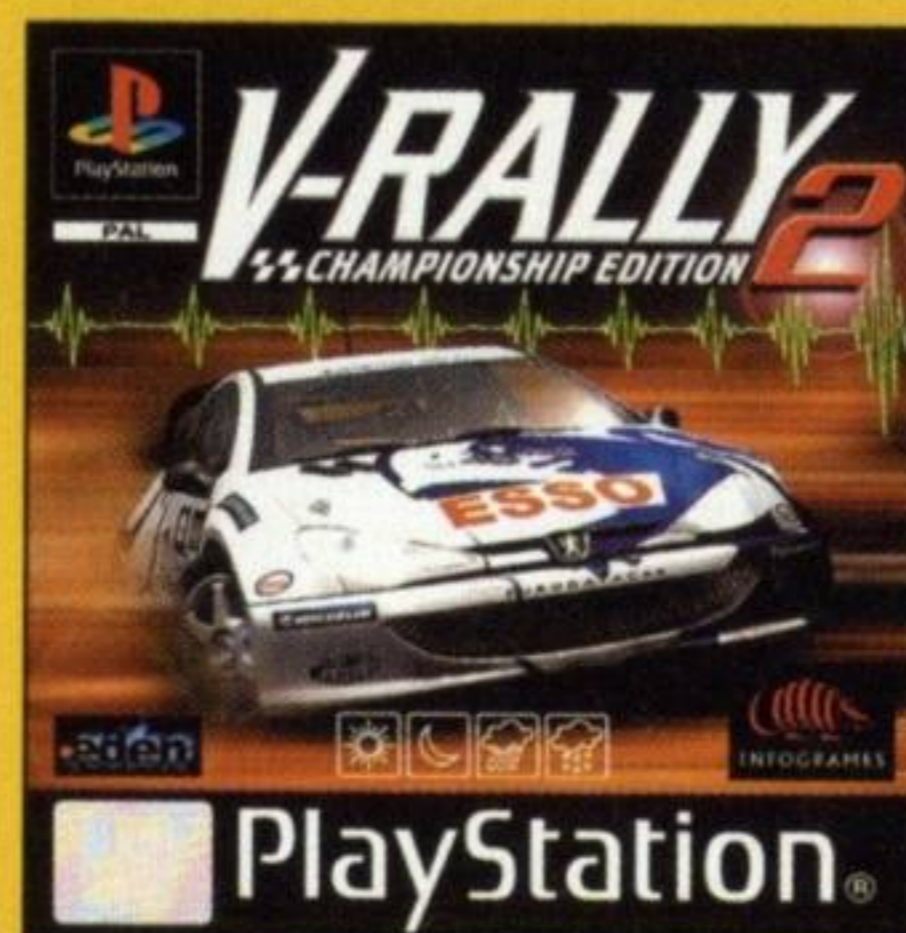
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■ **NOW PLAYING:** *Soul Reaver* – sleep all day, party all night, never grow old, never die. But is it really that much fun to be a vampire?



**NOW PLAYING**  
IN THE SHOPS THIS MONTH

# LEGACY OF KAIN: SOUL REAVER

Format: **PlayStation** |

Developer: **Crystal Dynamics** | Publisher: **Eidos** | Players: **1** | On sale in UK: **June**



■ All those years breathing through an anti-pollution mask took their toll on Michael Jackson.

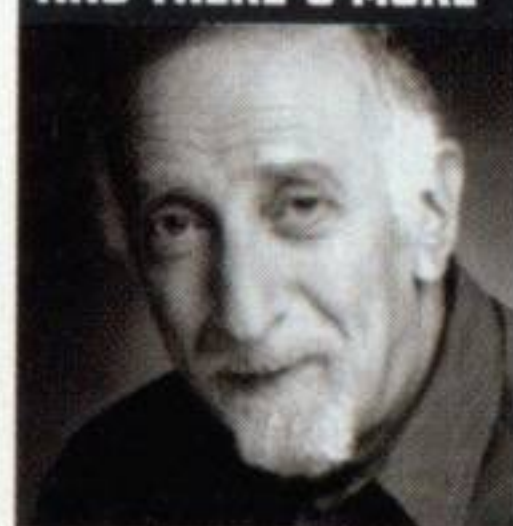


**WHAT'S LEGACY OF KAIN: SOUL REAVER ALL ABOUT?**

■ *Soul Reaver* is a dark, brooding third-person adventure from the people who brought you the world's most irritating crocodile, Gex. As ex-vampire Raziel, your task is to wipe out blood suckers for good, using your various undead abilities and a hulking great sword (the "Soul Reaver" of the title).

It's a vast, exciting game, with jaw-dropping scenery and beautifully logical puzzles that'll keep your brain ticking over nicely. The opportunity to nip in and out of two different worlds is neat, and although the combat is occasionally uninvolved, there's enough here to whet even the most blood-thirsty appetite.

## AND THERE'S MORE



■ Arguably the most prestigious of *Soul Reaver's* voice actors is Tony Kay, who voiced the Elder God in the game. His list of stage, TV and film credits is huge, and includes the voice of Frodo from Disney's *Hunchback Of Notre Dame* and a recurring role as Douglas Milford in *Twin Peaks*.

"I've voiced many CD-ROMs," says Tony, "and I've become involved playing games from time to time, especially the early ones like *Super Mario Brothers*. But the trend these days seems to be directed towards violence and brutality, something I do not subscribe to." Now that sounds like an Elder God talking.

strong voice, with just a hint of raspiness and weariness to it."

Getting voices into *Soul Reaver* was a drawn-out process, involving complex character design, casting and then finally recording. Fleshing out a voice, however, was left largely to actors and the voice director. "We trusted our actors' experience and judgement," says Amy, "The reins were very much in their hands."

Aside from conversations, *Soul Reaver* needed a range of sound-effect vocalisations. "It was awkward asking a Shakespearean actor to squeal or shriek for a videogame sound effect," admits Amy. "Those noises actually took the most takes, as all the inflections and emphases needed to be perfect. And we had to make sure the actors did all their screaming, growling and yelling *last*, to save their voices!"

So was there a creepy atmosphere as the actors performed their dark and menacing, vampiric speeches? "I'm sorry to be unexciting," laughs Amy, "but the studio was decidedly cheery, and we recorded everything during the day! In fact, as our actors had all done a lot of cartoons and had well-developed humours, it all had a tendency to get a bit silly..."

■ To read a full review of *Soul Reaver*, turn to page 78.



## VOICES OF EVIL

How did they get the voices sounding so good?

**T**he voices that you hear in games are frequently the last thing on a developer's list of "things to do", often sounding like they've been knocked up in about half an hour using a portable cassette recorder and someone's rather reluctant mum. But by signing up Kris Zimmerman (also the casting director of Konami's *Metal Gear Solid*) Crystal Dynamics, the game's developer, ensured the voice

acting for *Legacy of Kain: Soul Reaver* turned out a bit special.

"A lot of writing and acting in videogames is unfortunately pretty cheesy," admits *Soul Reaver's* director, Amy Hennig. "We're very proud of the quality of the cinematic experience that you get in our game.

Michael Bell, who played the central character Raziel, has done ten years worth of voice-over work in all sorts of TV programs like *Rugrats* and *The Smurfs*. He had exactly what we were looking for in Raziel – a very

## TIPS!

### Your guide to the Soul Reavers

■ Raziel's fancy sword can be powered up throughout the game. Here's the gen...



#### Sunlight Reaver

Use the Telekinetic Force ability in the Tomb of the Serafan to reach the Sunlight Forge, then baptise the Reaver at the altar. You can now pass it through shafts of light to power it up. Either using the Reaver's projectile or smacking an enemy twice creates a bright light to stun any bad guys nearby.



#### Water Reaver

Head for the Water Forge's elemental altar (use your new-found swimming ability in the Drowned Abbey), then pass the Reaver through fountains and waterfalls to power up. This aqua Reaver can do damage with its projectile globules.



#### Stone Reaver

Use your Constrict ability in the Ruined City to reach (you've guessed it) the Stone Forge altar, and strike the Stone Reaver against rock to power it up. The projectile will stun any bad guys for a prolonged time, and you can use two direct hits to summon a damaging shockwave.



#### Sound Reaver/ Spirit Reaver

Hidden within the Silenced Cathedral and Human Stronghold, respectively. Both these Reavers destroy enemies with a single hit or projectile, but you must visit the Sound and Spirit Forges respectively to get hold of them. Bang the Reavers on resonant objects or lost souls to power them up.

## GAMEPLAY CHALLENGE

### Chase me!



■ Here's a funny little challenge that should lighten the sheer horror of *Soul Reaver's* world.

Start a new game, then make your way to the room where the two Slaughts are wandering

about, and keep punching one of them until he becomes semi-transparent and runs away. Your task is to chase him, keeping him visible on-screen for as long as possible. If he runs off the screen at any point, you've lost. You'll find that adept control of the camera is as important as having "hot legs". Aim for the nigh-on impossible target of one minute to begin with, then see if you can improve.

■ **NOW PLAYING:** *Driver* is your chance to throw muscle cars and evade cops round four US cities. It's also the only game endorsed by *Starsky and Hutch's* Huggy Bear.



■ Huggy Bear (aka Antonio Fargas) in London, May 1999, for filming of GT's *Driver* TV ad.

# NOW PLAYING IN THE SHOPS THIS MONTH DRIVER

Format PlayStation (PC version coming soon) | Developer: Reflections | Publisher: GT Interactive | Release date: on sale now | Price: £39.99 | Players: 1 | ★★★★★



## WHAT'S DRIVER ALL ABOUT?

Racing around a track clocking up laps is all well and good, but right from the moment you floor the gas and push your muscled-up motor through a cunningly placed pile of cardboard boxes, it's clear that *Driver's* homage to the '70s car chase film is a fantastic and – damn it! – funky new direction for the driving game.

We gave the PlayStation edition of *Driver* five stars in *Arcade 7* and can only recommend that you sample the game's mode-packed, collision-heavy, city-based cops 'n' robbers driving as soon as possible.

# TAKE A DRIVE WITH HUGGY BEAR

The word on the street from the Hugster.

**N**ick "I'm the harbour master" Berry can clear right off. When it came to finding the perfect TV cop-show celebrity endorsement for *Driver* there was only one man able to match the level of funkiness emanating from GT's stunning '70s car chase game. And that man was Antonio Fargas, alias Huggy Bear, the pink suede suit-wearing informer that, to a nation of pyjama clad pre-teens who'd begged to be allowed to stay up late enough to watch *Starsky and Hutch*, was the coolest man alive.

The funkadelic tailoring may now be in mothballs but Mr Fargas was still very much The Man when *Arcade* met him fresh from filming the new television ad for *Driver*.

**How did you get involved with *Driver*?** Martin Edmonson [Creative Director of developer Reflections] personally asked me, because I was part of the inspiration for the game, both because of the series and because of how much fans around the world appreciate my persona.

**How authentic do you think the '70s detail in *Driver* is?** Well, the cars are great. The style in which the characters talk and move, and the attention paid to doing the drives in the cities – gathering details about the buildings – is fantastic.

**What was the best thing about playing it?** That it's dark. It's attractive. The language is, y'know, PG, but strong, and it has real things from the films and TV series that spawned it. Also the suspension, how the cars perform. And the fact that you can lose the police if you're successful in being elusive. Then you have the pedestrians. It's all in there.

**Did you ever get a ride in *Starsky and Hutch's* car? There's a very similar looking one in *Driver*.** Well, you know a couple of times I had to take a wild ride in the car with Starsky. Oh yeah. I was on the set a lot when they did some of their stuff

**Paul Glasier and David Soul did loads of the driving...** Oh yeah, the network would be nervous. The guys had stunt doubles who did a lot of the dangerous stuff, but you know

## AND THERE'S MORE



It's up there with the moment when Hutch used to chuck the red light on top of the car. Get to the Los Angeles missions in *Driver* and you get to steal one of the rozzers' own cars. The police will think you're a doughnut-munching fellow cop, at least until you start driving like a law-breaking idiot. R1 puts your siren on.

David hurt his back permanently when he was jumping on to the roof of the car in the title sequences. They didn't just do close ups – they were physical. They were reckless.

## So have you ever skidded around a corner like you can in *Driver*?

No. I like to drive fast, but safe – I'm smarter, I'm much smarter. I wanna be around a lot longer and I don't have the luxury of being naive and young. I flipped a pick-up once on a snow bank. It wasn't fun at all. Going a little bit too fast around an icy turn, y'know.

## Do you think the '70s had better cars than today?

I like some of the sleek styling of today but I also like lots of chrome. I also like the fact that back then we didn't care about gasoline and size. Y'know now the manufacturers're putting much less metal in cars.

## Would you like to get involved with games in the future? *Driver 2*, for example?

Well, yeah, I'd like to see where this can go. I'm fortunate that Martin Edmonson and the crew feel like it worked the first time and if they want to do a sequel then, yeah, I'll be there – going along for the ride.



See Huggy's *Driver* adverts on Channel 4, 5 and Sky 1 in July.

## TIPS FROM THE MAIN MAN



## Pro-celebrity *Driver* tips with Huggy Bear

As well as wearing a collection of '70s fashion, the funkiness of which we may never see again, Huggy's main purpose in *Starsky and Hutch* was to tell the cops what was going down on the street. We decided to bring the Hugster out of retirement to do a similar job on *Driver* and got Antonio Fargas himself to give us some essential tips for the game

in the style of Mr Bear. Word-up Hugster, it's over to you, man...



**1.** Yo. Youse unda' no pressho'. You's kin roll legally and avoid da damn Man but, pay attenshun, dis means keepin' t'de speed limit and duzn't boogie some sweat. Obeyin' de signals,

avoidin' sharp turns. You's keep dis advice in mind o' else ya'll see yo'self get smashed t'bits by The Man. **Translation:** drive legally when not under pressure from a time limit. This will keep the police off your tail and your car in one piece.



**2.** Screechin' around co'ners feels good but it gives de cops loads'a oppo'tunity t'catch up. Be slick. Be smart. Get t'yo' destinashun by usin' long straight roads. Hit yo' top speed, punch it if ya' wanna. It's mighty slippuh'y out dere but y'know the cops go fast too. So be cool, be safe but snatch no prisoners. **Translation:** screeching around corners is fun but gives the police plenty of opportunity to catch you. Make use of

long stretches to throw them off your tail.



**3.** Slammin' n de brakes and skiddin' around each turn be effective but often it's betta' to snatch some shallowa' angle, straight ova' de sidewalk. Yu won't need t'lose so's much speed and ya'll avoid da damn disasta'

of smackin' yo' hood into anoda' car waitin' on de juncshun. You's know what ah' mean? **Translation:** use the pavement to corner. You won't lose much speed and can avoid hitting oncoming cars.



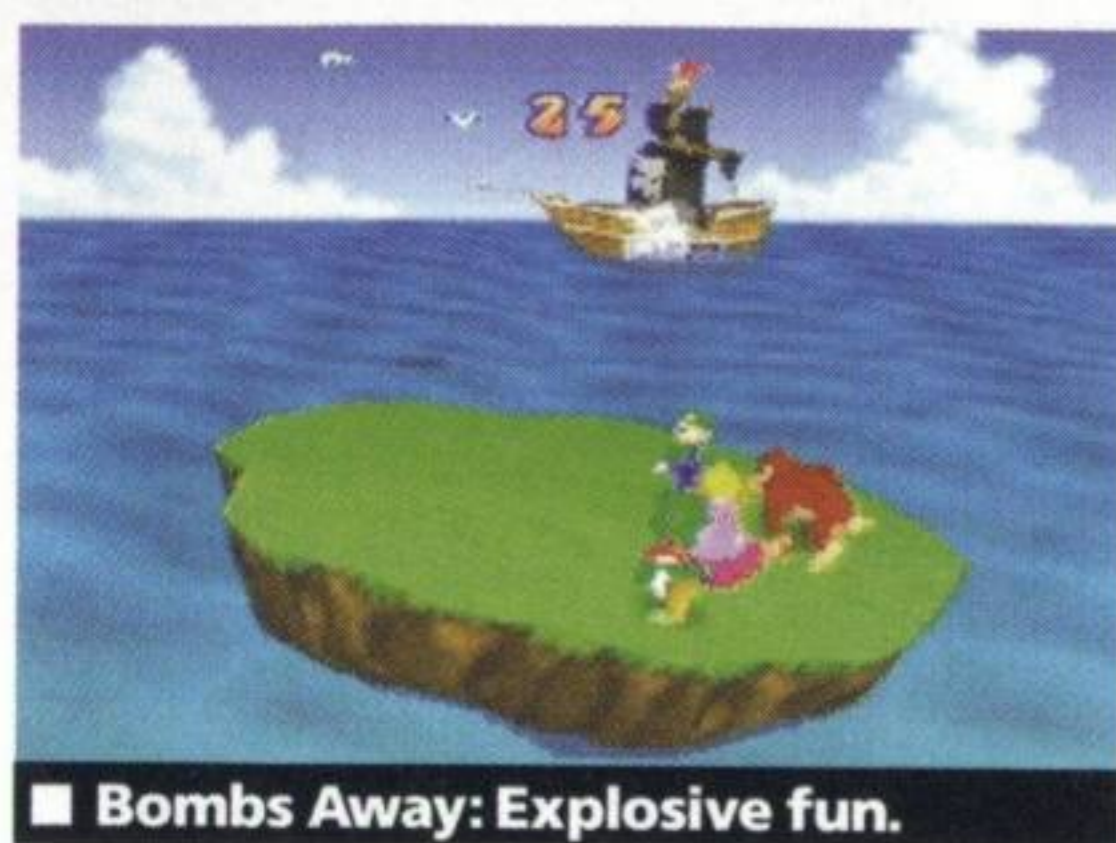
**4.** Use yo' mini-map. Use yo' haid, too, cuz' ya've

gots'ta keep an eye out fo' The Man. Ya've gots'ta avoid dem guys at all costs. If means takin' anoda' route – ya' do what ya' gots'ta do. But rememba' ya' against da damn dock – every second counts. Duzn't wayz time in de process gazin' at The Man cuz' dey could be waitin' 'round da damn co'na' fo' ya. **Translation:** if time allows, avoid the police at all costs – even if you must take a longer route.

■ **NOW PLAYING:** *Mario Party*. Apes are a perennial gaming fave (check out *Ape Escape* on page 82) but Donkey Kong is the original and best. Despite the funny name.



Format: **N64** | Developer: **Nintendo** | Publisher: **Nintendo** | Price: **£40** | Players: **1-4** | ★★☆☆



■ **Bombs Away: Explosive fun.**



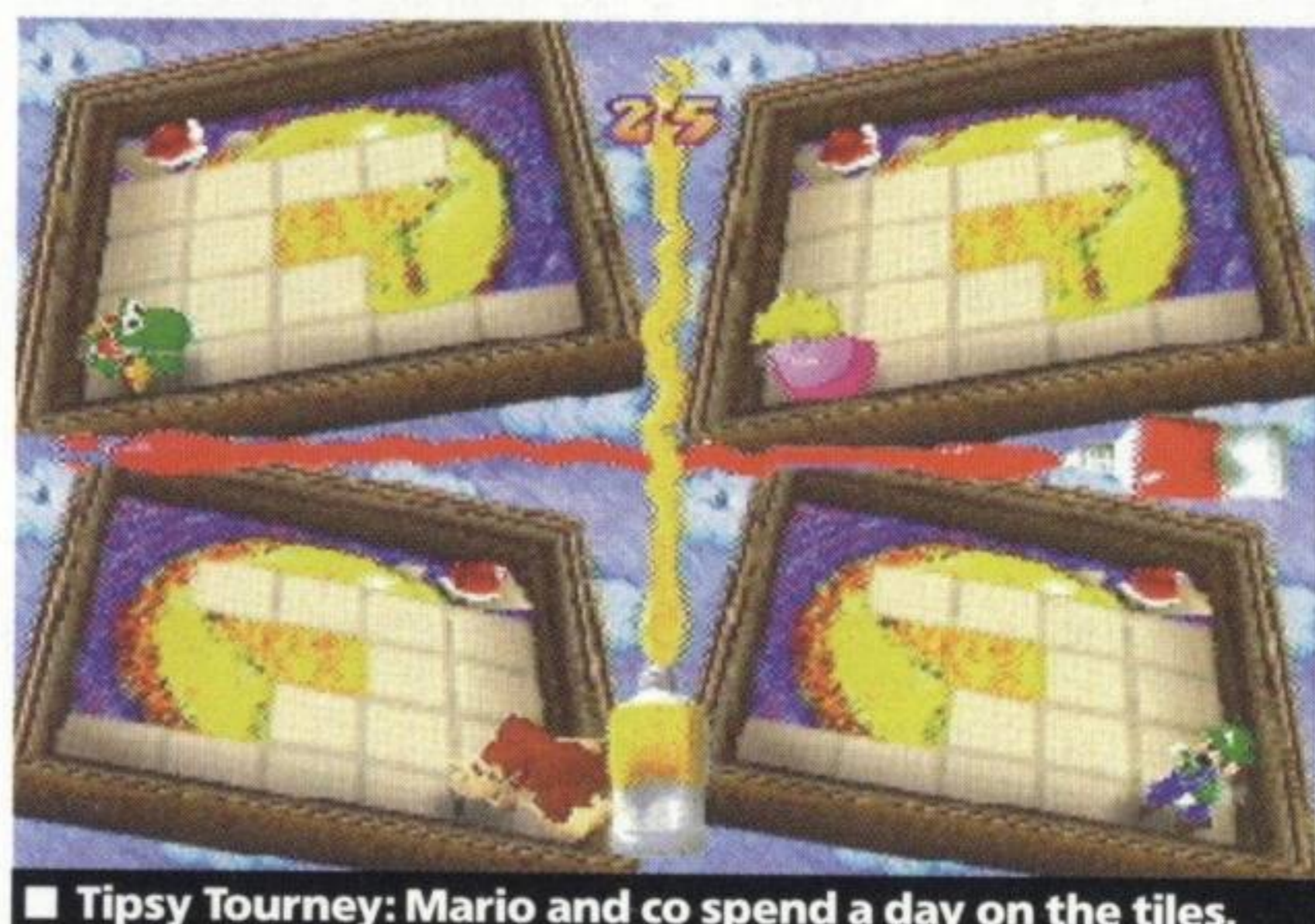
■ **Bowl Over: Pin your hopes on this.**



■ **Coin Block Bash: Luigi and friend.**



■ **Running of the Bulb: Enlightening.**



■ **Topsy Tourney: Mario and co spend a day on the tiles.**



**AND THERE'S MORE**  
**CHANGE TIME**

■ While playing the game, if you land on an Exclamation Mark space you enter Chance Time. Here you will find three rotating blocks: the key is to stop the middle one first by jumping up to head-butt it. The arrow on this block determines which character will have to give up stars or coins and which character will receive them. As the outer two blocks slow down, it should now be easy for you to make sure you're the player who will receive the goodies.

## HOW TO WIN...

Here's how to beat all your mates.

**M**ario Party is fun for all the family. And the family is one of the most competitive arenas for any form of gameplay. But don't let the gits get one over you: here's how to win on the harder mini-games in *Mario Party*.

■ **Face Lift** Bowser's bits are stretched as far as they can go, so don't waste time pulling his cheeks or chin. His face is symmetrical, so match any changes on the right of his mug with identical movements on the left.

■ **Crazy Cutter** Very delicate steering is the key. If your wobbly drill starts to wander, drift inside, rather than outside the shape you're cutting.

■ **Hot Bob-Omb** Listen very carefully to the noise the Bob-Omb makes when he grows. He makes this squeak 15 times before blowing up. Chuck him away at the right moment for success.

■ **Topsy Tourney** Walk slowly around the edge of the board and your shell will draw a medium-sized circle on the board, taking in most of the inside squares along the way.

■ **Bombs Away** The shadows of the approaching cannonballs show you which way to run. If a bomb's headed straight for you, jump into its path. Being dazed is preferable to being chucked into the ocean.

■ **Running of the Bulb** If someone's been zombified by the ghosts, you can punch them to lift the curse. Keep bopping the Boos. If you find the bulb, head up the screen – if you get caught, you'll be too far away for the giant ghost to grab you.

■ **Limbo Dance** When your arms start flailing, one more press of A will send him or her on a journey to meet the ground.

■ **Bowl Over** The pins can't move much in the allotted time, so aim

directly for the largest clump. Pin players need to space out to avoid being clattered by a rival skittle.

■ **Ghost Guess** Save your concentration for when the ghosts are floating up and down, or squashing themselves up – the leader ghost should be easy to spot.

■ **Coin Shower Flower** The player who's on the flower should remain central and watch the shadows of the approaching coins. Boaters should remain on the side that the flower is sloping towards.

■ **Tight Rope Treachery** Stay central after a hit – look at your character's feet to see if you're in the middle. Cannon players should attack from both sides. A double will prove fatal.

■ **Coin Block Bash** Rather than scampering after the hammer or bashing blocks, simply hang around the edge of the board and chase after any coin bags that appear.

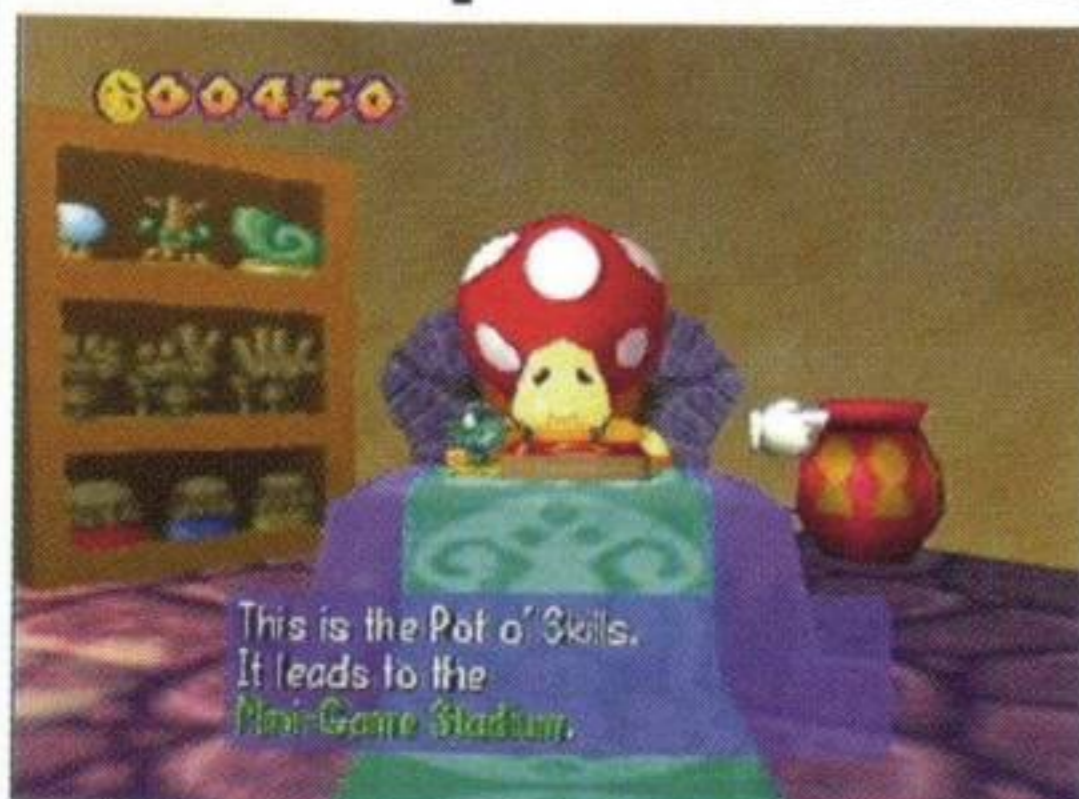
■ **Slot Machine** Aim for three red spiky shells which will reward you with 20 golden coins. Aim for the "!" block *just before* those red shells roll around.

■ **Whack-a-Plant** After you've flattened one plant, keep your finger on A to boost jump to the next plant. Hop between up to eight toothy flowers. Oh, and remember to start in a corner. **A**



### MARIO PARTY TIPS!

#### Get rich quick in the Mini-Game shop



■ Here's how to cheat your way to a glorious victory. Climb into the vase in the Mini-Game shop and start a 30-turn one-player game, making sure you've set the computer to Hard and the handicap on all players to 50 coins.

When the game begins, press Start and change the control of Player 1 to the computer.

Watch as the computer plays against itself, then, on the 30th turn, press Start again and change all the characters to human control (you'll need four controllers to do this). As the game ends, all the coins that the computer has collected will go straight into your pot! Hurrah!

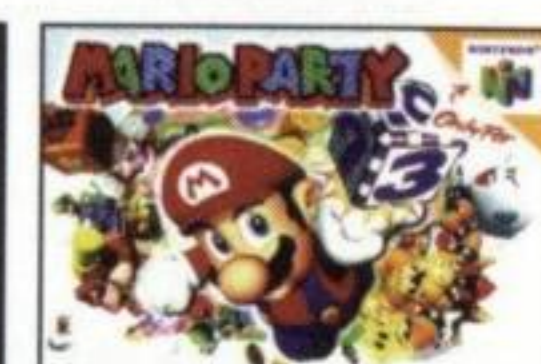
### GAMEPLAY CHALLENGE

#### More party for your money



■ So, you think you're a bit of a party animal? Prove it and play through all six normal boards and a new board called Magma Mountain will crop up in the Mushroom Shop. Collect 100 stars and you'll be able to get your hands on the Eternal Star board. Finish one-player Mini-Game Island and defeat Toad, and you'll

get the chance to play the Bumper Ball Maze mini-game. Complete all the mini games on Mini-Game Island and Toad will give you another maze to roll your beach ball around in. Finish both Slot Car Races with Toad in under a minute each, and he'll let you have a go on the third beach-ball game. That means you're good.



### WHAT'S MARIO PARTY ALL ABOUT?

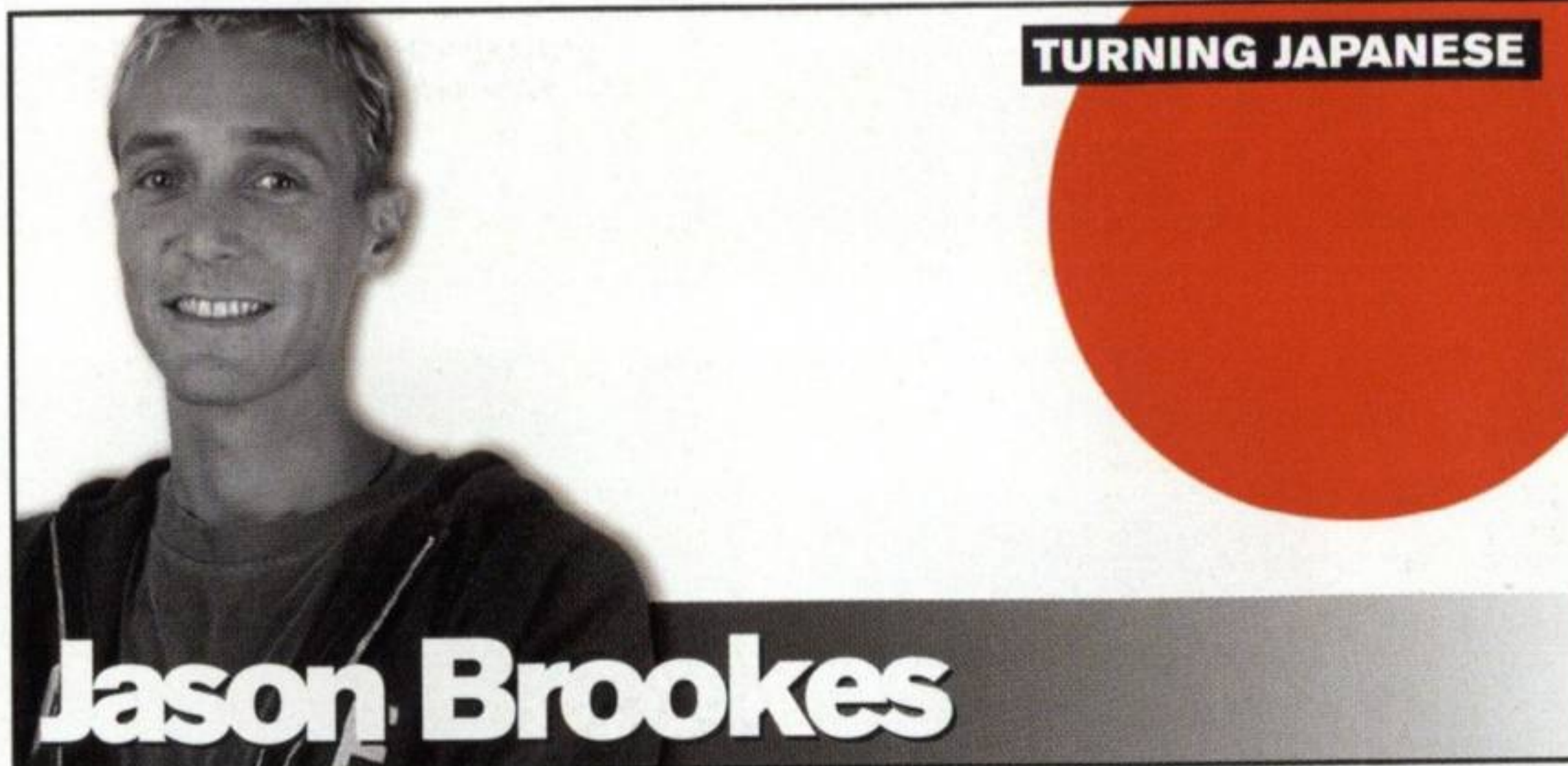
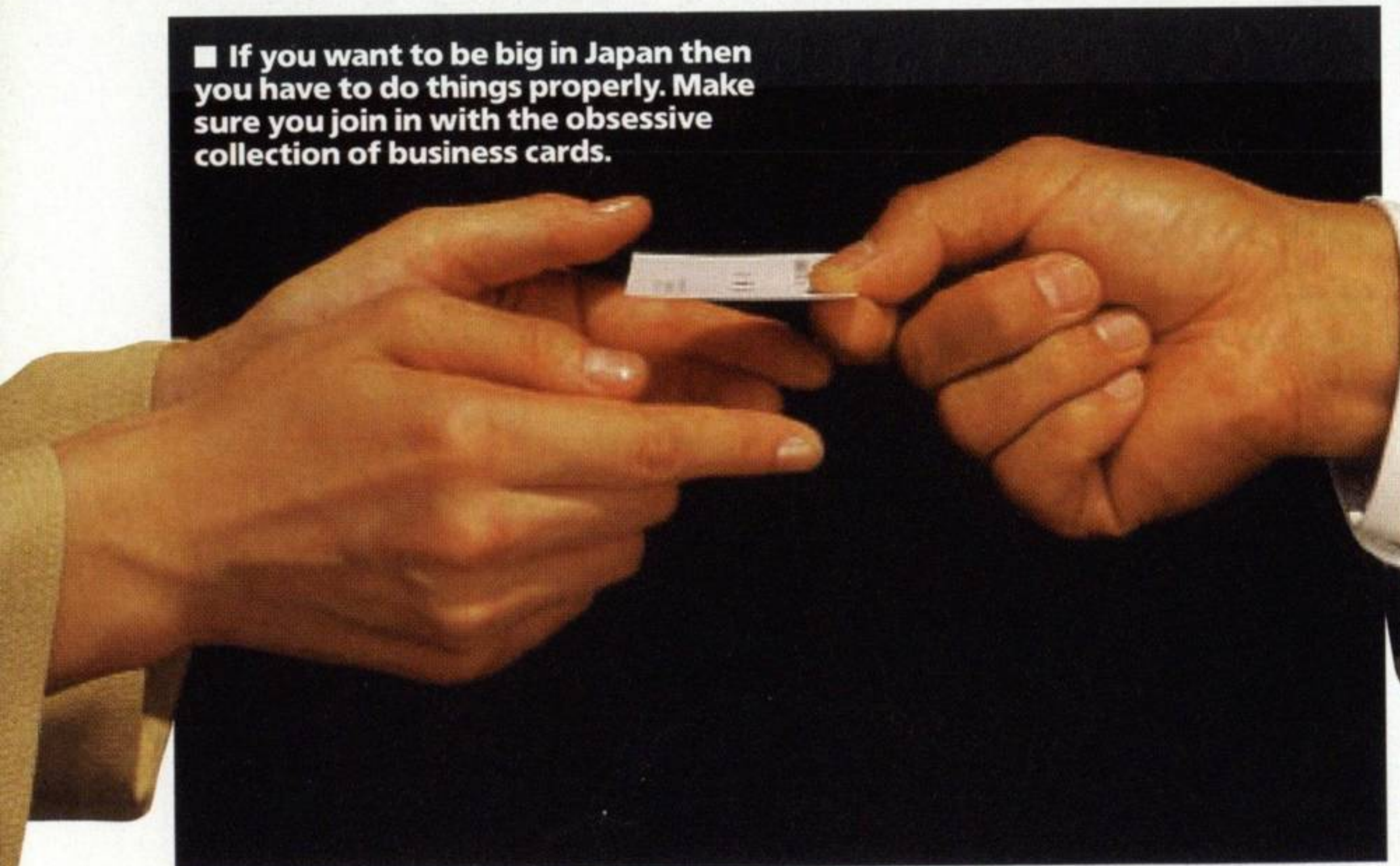
■ It would be easy to categorise *Mario Party* as just a videogame version of a board game. All the elements are present, from dice rolls to the fact that the players all take turns. But that's where the similarities stop.

What makes Nintendo's *Mario Party* such a multi-player extravaganza are the 50 fantastic mini-sub games – and there's no way you could ever recreate these on a bit of cardboard. They involve between one and four players at a time, and up the fun of *Mario Party* through the ceiling and off towards the stars. Of course, it's best if you're playing against human opponents. But if you haven't got any mates, the computer will step in for you.

# Games Insider

It's a global thing this gaming obsession, but wherever you are in the world, our experts have the inside story.

■ If you want to be big in Japan then you have to do things properly. Make sure you join in with the obsessive collection of business cards.



## The trials of a videogame hack in the Land of the Rising Sun.

**W**hile Japan is the mecca of the videogaming world, aspiring game journos should never be under any illusion that hard-nosed research and dedication to exposing the truth will count for much. Because games companies here command immense power over the games press, UK journalist's jaunts to visit some of Japan's most corporately stolid developers can be fraught with potential disaster. That's the conclusion I've come to after spending years attending preview screenings of new games, and having interviewed

funded the journo's air fares) that says they have to let some UK hacks in the door and then field some awkward questions.

Since UK journos are often requested to submit questions in advance, you'd think that answers from the management would be forthcoming. If only. Getting info about Japanese companies' products is like drawing blood from a dry and unyielding stone. The result is that all interesting questions are dodged with such subtly evasive techniques as "I'm sorry, we cannot say at this time", "Please do not ask about such matters" and in extreme cases, "You must leave now".

Unfortunately, just such an extreme case lurks in my memory rather too painfully. Myself, a photographer and a rabble of other games journos had arrived in Tokyo after a 12-hour night flight to meet one of the biggest developers in the industry and, naturally, to try and clinch exclusives for our respective magazines. However, instead of sloping off to hotels and getting our heads down, like civilised business travellers, we were immediately summoned to attend a three-hour group meeting with the senior management of the aforementioned developer.

Now jet-lag does funny things to one's professional competence. At the best of times, it turns the sharpest of minds into wobbly blancmange. At the worst, with all avenues of questioning exhausted, it can make for the longest and most uncomfortable silences in the history of the universe. And so it doesn't take a genius to figure out that such a moment is quite clearly a bad time for someone to let rip with a guff so loud and intrusively smelly that it necessitates the evacuation of the meeting room. But that's exactly what our esteemed photographer managed (while hallucinating from massive, red-eye sleep deprivation, he maintains), simultaneously inciting the entire rabble of journos (myself included) to giggle incessantly, like a bunch of teenage girls. Moments later we were, deservedly, shown the Tokyo street, minus one magazine exclusive and with our journalistic reputations thoroughly tarnished. They still are. **A**

■ Jason is a freelance journalist working from Japan and USA.

## "The entire rabble of journos giggled like teenage girls"

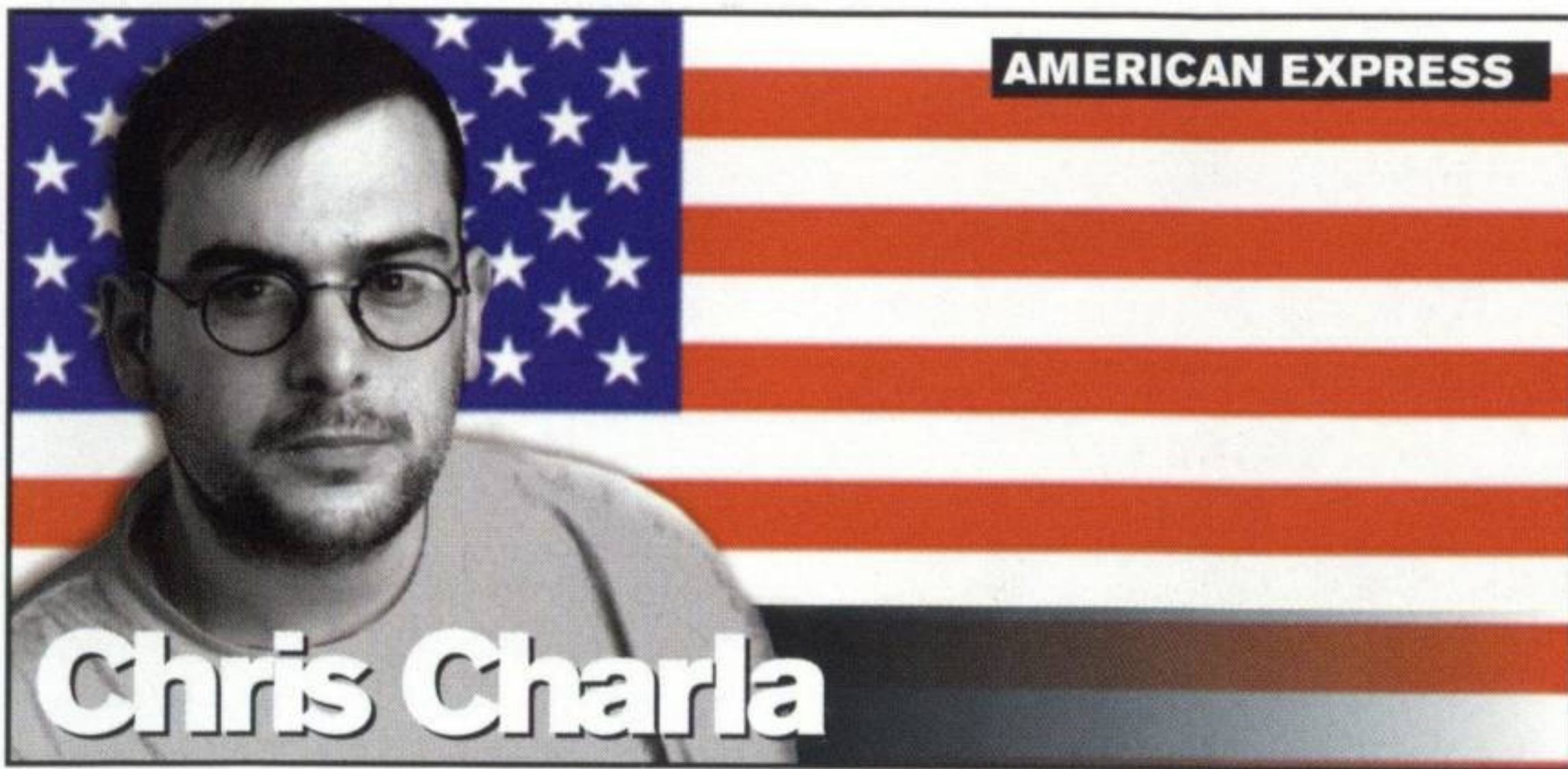
many of the leading lights of Japan's vast games development community.

First, there's no escaping the fact that such appointments can be stiflingly, interminably dull. They usually start with business card-swapping introductions, where a stack of cards that would normally last weeks will disappear in about five minutes. By the time the development big shots are wheeled out, a biro and the back of a train ticket is the only option for the ill-equipped journo. Ever seen a Japanese businessman handling what you'd think was a turd? I have – and it was one of my makeshift "cards".

Next, it's demo time, but whatever state-of-the-art pixel displays are on offer, the rigours of jet-lag are likely to get the better of the hapless journo, resulting in inevitable snoozing-in-front-of-exciting-new-videogame-shenanigans. Not a good start.

But the interviews themselves are where things can get really challenging. Usually conducted sitting around a large boardroom table with a group of stern-faced managers, it occasionally becomes pretty bloody obvious that they don't want to be there. In fact often the only reason they are present is because of some little clause in their contract with the European publisher (who will have





Chris Charla

## Forgery, duplication. Whatever you call it, it's a nasty business.

**W**ow! The last issue of *Arcade* (at least the last one I saw – no one ever sends me one) came with David Sheff's *Game Over* on the cover. Cool. It's an idea I'd like to rip-off, for my magazine, if it wasn't so expensive. (We've a much bigger country to distribute magazines to, you see, so we have to print more copies. This means that unlike *Future*, we can't just include books, or CD racks, or joysticks, or small automobiles on our covers.) Anyway, speaking of rip-offs, there's a new trend becoming clear in American software development these days. Not just rip-offs

## "Rating Episode 1 games has been a nightmare."

– of course US developers have been doing that to the Japanese market for years – but totally blatant rip-offs, not by smaller, bottom-feeder type developers, but by the big guys.

Take 989 Studios, the US software development arm of Sony. One of the company's forthcoming titles is the (American) football game *NFL Xtreme 2*, which bears a close resemblance to, well, Midway's more established (and insanely popular) *NFL Blitz 2000* – both are arcade-style 5-on-5 football, filled with "bone-crush hits" (to quote from press releases for both products). I can't really comment on *Xtreme*, since I've only seen a preview version, but based on last year's version – a rip-off of *NFL Blitz '99* – I'd say 989 should stick with creating straightforward football simulations, which the company does better than anyone. The arcade stuff just isn't working out.

But not all rip-offs are bad. *Crash Team Racing*, the forthcoming title from Naughty Dog, creator of *Crash Bandicoot*, is such a clone of *Mario Kart 64*, that I'm tempted to wonder whether or not Sony will bring it out on a grey plastic cartridge as well as CD. But, as anyone who

played it at E3 can tell you, the game, despite very low-res graphics in four-player mode, may actually manage to out-kart *Mario Kart* – it's that good. Although PlayStation is already very well stocked in rally, F1 and NASCAR racing games, there really is no kart option on the system, so, please, Naughty Dog, rip-off all you can.

The final rip-off I want to talk about is *Star Wars*, the movie, which bears a rather suspicious resemblance to a manuscript I left at the LucasFilm Ranch a couple of years ago. Oh wait, it doesn't, but I do want to talk about it.

You guys haven't gotten the movie yet, so I won't spoil it by revealing how Jar-Jar kills the Emperor, or how 3PO is actually Luke's father, but I will say don't listen to the critics – about the movie or the games. I have never seen a media phenomenon about which so many people have had so many different opinions. Trying to rate both *Star Wars Episode 1: Racer* and *Episode 1: The Phantom Menace* (with luck someone will think of more imaginative names for the products by the time they're released in England) has been an absolute nightmare over here. Some people love them, some people hate them and an equal number fall anywhere in between. Here's a hint though: you'll probably like the games about as much as you like the movie, so if you're wondering whether or not to buy, take in the movie first. And when you do, keep a sharp look at the lower right-hand side of the screen at the end of the Galactic Senate scene, and make sure you sit through to the bitter end of the credits. **A**

■ Chris is Editor of *Next Generation*, an American videogames magazine.



Neil Jackson

## Selling a game in the UK? There's a minefield to negotiate.

**Y**ou might think making games is just a matter of banging out code, then flogging your work to all and sundry, but in reality the task is more like a military mission. Planned with precision, costing stupendous amounts of cash and occasionally resulting in massive losses, the game sales game is a war zone. Here's the ten-point campaign plan...

### 1. Placing the game

First come the tough publisher negotiations and the evaluation of your idea. This usually happens before the first line of code is written, and is decided by the publisher's staff. If they like you

## "Now's the time for true feedback on your idea"

and your idea, you're in with a chance. If not, don't call us...

### 2. Development

Under the scrutiny of a producer and his quality assurance team, you'll have monthly milestones, proof of concept and scheduling to deal with. You have to convince the publisher your game can make it to the end of the development.

### 3. Focus group testing

A bit like a Hollywood movie preview screening, this is based on a late alpha or early beta version of the game. Feedback helps to shape the difficulty curve, improve playability and provide better in-game explanations. A bad focus group response can turn a marketing department off you.

### 4. PR campaign unleashed

PR staff from your publisher visit every games mag, touting your game. Much feedback is sought, and important issues will be fed back to the development team for inclusion, repair or a rethink.

### 5. Non-interactive demos

These are the earliest public performances your game will make. They're the non-playable, demos you find on mag cover discs, and they feature in-game graphics, pre-recorded examples

of gameplay and sometimes in-game sounds. This is the first real test of your game – and a chance for the marketing team to see whether they were right about people's reception of your idea.

### 6. Interactive demos

These are usually partly playable, featuring a couple of missions or levels. The main game code still might be untested or buggy, and will certainly have parts missing. Now's the time for feedback on the true feel of your idea.

### 7. Marketing rollout

Advertising is prepared, often running to hundreds of thousands of pounds-worth. TV campaigns, magazine competitions, radio and magazine adverts are dreamed up. The marketing campaign is really about convincing big trade buyers that your game is going to be prominent, and supported by an eye-catching sales campaign.

### 8. Pre-sales orders arrive

Many initial sales come from the big-name trade buyers, and often a game's success or failure is indicated by the pre-sales orders. Publishers will not push a seeming flop if the initial orders are low. The actual sales to the public come too late for the publishers to do much about them.

### 9. Main sales "push"

The game is mass-produced and publicly launched. The pre-sales orders are delivered to shops, and new orders may come in thick and fast. Much of the money you already have been received from pre-sales orders, but there's still cash to be made: re-orders from traders that have sold out of their original stocks are a good sign.

### 10. Burying the dead

After three months or so, the game is usually spent – unless it's a rare classic. When sales start to dip, orders stop, and unsold games are returned to the publisher. Only now can the publisher work out who's owed what and whether the venture was a success. It may be months before you, the small developer, see any royalties, if, indeed, you see any at all. **A**

■ Neil is a games programmer and plotter of extravagant schemes to squeeze cash from Bath's tourist population. E-mail [backscreen@techno.demon.co.uk](mailto:backscreen@techno.demon.co.uk) to find out how he's doing.

# Swords and saucery

She's mates with the gods, her Dad owns a cake shop and she can clear a crowded bar with one swipe of her sword. We think we could be in love with Sophitia from *Soul Calibur*.





**F**emale beat-'em-up characters are, quite categorically, an odd bunch. On the one hand, you've got giggling Japanese schoolgirls who flash their knickers every time they fall over and count pandas as their best friends. On the other, spike-heeled dominatrices who won't so much break your heart as rip it from your chest and present it to you still beating.

Sophitia Alexandra, the undoubted star of the stunning looking version of *Soul Calibur* coming to Dreamcast, is almost the girl next door by comparison. She favours a sturdy sword and shield combo over the usual vicious martial arts weaponry. She's a healthy, 21-year-old Greek lass you could easily take home to meet your parents, providing they aren't perturbed by the answer "the sacred fighter of Hephaestus, the God of Blacksmiths" when they ask her what she does for living.


Probably best to steer your folks around the controversy surrounding Sophitia's debut in the original *Soul Blade*, too. The intro sequence to the Japanese PlayStation version saw her naked back and merest peek of bottom emerging from a lake. But some faceless killjoy had put what looked like a Marks and Spencer vest on her, thereby reducing sweatiness of gamer's palms across the Western world.

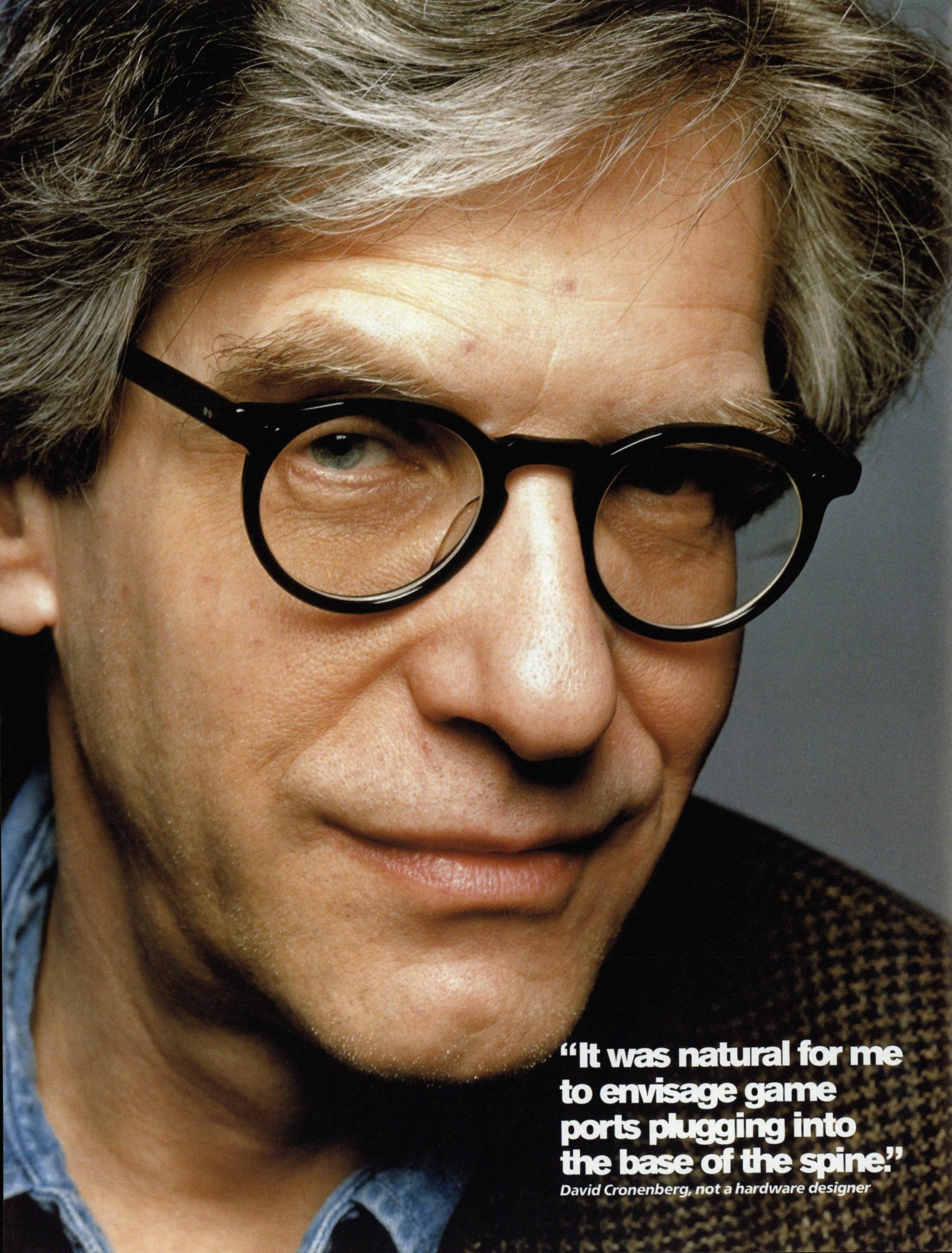
This shabby treatment continued in *Soul Blade's* plot, the climax of which sets the

scene for *Soul Calibur*. During a gruelling battle with Cervantes, the pirate skeleton boss of the piece, Sophitia succeeded in destroying one of the twin *Soul Edge* swords but was wounded as the shattered sword rained down on her, frankly, wonderful, body. After returning to her day job as the daughter of a baker, The God of the Smiths saved her from a life of making the holes in doughnuts with her Omega sword by sending her on another mission to destroy the *Soul Edge* blade.

Which, in classic beat-'em-up fashion is an excuse for a huge scrap. Sophitia's moves are being crafted by Yamashita-san, a veteran of *Tekken 3* and *Soul Blade*, who created the basic motions for most of the characters and designed Sophitia's Saint Athena fighting art. "I was very happy because I love Sophitia. Some say this is a carrot and stick", he says, inscrutably.

Putting your average Western coders spots and AC/DC shirt image to shame, Yamashita-san is a former student of modern ballet and puts his knowledge to good use creating the graceful slash and parry fighting style of Sophitia, expressed in moves such as the Angel Punisher, Goddess Salute and the well-named Nasty Impale.

■ *Soul Calibur's* asking to be played in coin-op form right now, with a seemingly perfect home conversion coming exclusively to Dreamcast before the end of the year. 



**“It was natural for me  
to envisage game  
ports plugging into  
the base of the spine.”**

*David Cronenberg, not a hardware designer*

# David Cronenberg

Interview by | Sam Richards

Car wrecks, drugs and porn have all featured in the cinema of David Cronenberg and now, in **eXistenZ**, videogames get to star in the movies.

**T**raditionally, the film industry has been ham-fisted in its treatment of videogames. The video vaults abound with examples of lame directors jumping on the bandwagon of the latest hot game without bothering to research the culture behind it. *Street Fighter*, *Mario*, *Mortal Kombat* – they've all been rubbish.

Now, David Cronenberg is set to redress the balance with his latest film, *eXistenZ* (which stars Jennifer Jason Leigh and ice-cool Brit actor Jude Law) by placing a big chunk of the drama in a fantasy gameworld.

However, you won't hear anyone mention Dreamcast modems or PlayStation 2 in *eXistenZ*. Although elements of 1999's game culture can be spotted in the movie, the games themselves require bizarre, fleshy technology straight from Cronenberg's famously vivid imagination: a device that plugs straight into your spine, for example.

So, with chin stroke and serious tone in full effect, let's try to fathom out just what drew David Cronenberg to gaming...

**In *eXistenZ*, Jennifer Jason Leigh plays a videogame designer who commands the respect of an author or a film director. What was your inspiration for this character?**

I wanted to have a story about an artist on the run, but I didn't want that artist to be working in one of the obvious fields. I'm very interested in technology and somehow, perhaps by accident, I arrived at the possibility of game design becoming accepted as an artform, and the creators regarded as artists.

**Was there any one moment when you realised you could make the concept of the game work for a cinema audience?**

There wasn't one particular incident. I'll have to be honest and say that it was largely intuition that convinced me that the idea was feasible.

**Did you do much research into the way videogame designers work?**

Not really. I knew that I was inventing my own technology, so the work processes of actual videogame designers in the present day could have been a distraction to my fiction. Plus I'm very lazy – I would rather invent something than do research. I did spend time on the Internet visiting gaming sites and chat rooms in order to get a handle on the culture.

**Technology is often viewed as a cold, inhuman force, but the gaming equipment in *eXistenZ* is all very physical – such as the interface drilled into the spine. Are you confronting the fear of technology by humanising it?**

Possibly, yes. Technology is sometimes referred to as this alien presence, although all technology is created by humans. I always think of technology as an extension of the human body so it was natural for me to envisage game ports plugging into the spine.

**If videogames are aspiring to become art, does this mean that the future of art is interactive?**

Western culture's view of the artist is still Romantic, with a capital R; the artist has a vision other people don't have and he uses his skills to take people to a place they wouldn't be able to visit otherwise, where they discover truths about life and the human condition. That doesn't really include interactivity, as it assumes a largely passive audience. Could there be a truly interactive, democratic artform? My films certainly aren't democratic – their creation is more like a dictatorship. Would interactivity drag art down to the lowest common denominator? I don't know, but these are questions I find exciting to explore.

**Do you think the videogame industry encourages the idea of videogames as art?**

In the graphic sense, many videogames can already be viewed as art, but overall I see a propensity to imitate Hollywood, which could be termed the anti-art. Great videogame designers may have to struggle against this trend.

**What about the value of games for thrills and pure old-fashioned escapism?**

There's an element of escapism in all art, although here we're making distinctions

## Cronenberg crash course

■ The quasi-sexual gameport orifices and fleshguns of *eXistenZ* may look creepy, but they're nothing compared to the bizarre happenings of Cronenberg's earlier films. His first major movie, *Shivers*, followed the crazy antics of a hideous worm-like parasite which infected a population, prompting uncontrollable sexual desire. *Rabid* starred a vampiric temptress who slashed her victims with a spike protruding from her armpit. *The Naked Lunch* adapted the grotesque, smack-fuelled visions of William Burroughs to bring you memorable images of typewriters mutating into giant cockroaches and creatures called mugwumps, who drizzled, er, "jism" from their antennae. Lovely. Cronenberg explored the idea of alternative realities in 1983 with *Videodrome*, which features a man who becomes obsessed with a sadistic, pornographic television channel to the point where he can't distinguish between his fantasies and reality. Apart from *eXistenZ*, though, Cronenberg remains best known for his 1986 remake of *The Fly* with Jeff Goldblum and the less physically explicit (but no less powerful) *M Butterfly*, starring Jeremy Irons.

between art and entertainment. There's nothing wrong with pure entertainment, of course, but I'm more interested to play games which are intelligent and which push the boundaries of their format. Videogames are still at a relatively early stage of their evolution. The natural development of any artform begins by trying to recreate reality – and how many polygons is reality? But there comes a point when replication alone is not enough and the art must be defined by interpretive elements and personal expression. Perhaps games are close to reaching that point.

**In order to recreate the emotions of fear and excitement, designers are increasingly using violence in games and falling foul of the censors. Having had one of your own films, *Crash*, banned from a number of cinemas, what is your view of videogame censorship?**

I think new technologies such as the Internet scare the authorities because they're difficult to control. The distribution of games via the Internet is an example of designers bypassing the usual regulatory bodies, most of which don't really understand the medium anyway. People should remember that the ideas for films and videogames aren't just abstract, they come from people's minds. Every time we encounter extremes in these media, we come face to face with ourselves, which I think is one of the prime functions of art. What we see may be ugly and unpleasant, but it's still part of us and we have to deal with it. That's why censorship is oppressive.

**What is the likelihood of there being an *eXistenZ* game?**

I would love that to happen, but not being overly familiar with how the videogame industry works, I'm not sure how to progress in order to make sure the essence of the film remains intact. On the other hand, if there are game companies intrigued by the prospect of collaborating and creating a more adventurous type of videogame, I'd be really interested.



**“The best selling  
games now take more  
money at retail than  
the top films.”**

*Peter Molyneux, on why games and movies mix*



# Peter Molyneux

Interview by | Neil West

This October, one lucky *Arcade* reader will get to be a judge at the second ever **BAFTA Interactive Awards**. But why does BAFTA care about videogames?

**B**AFTA is the British Academy of Film and Television Arts. Most of us have heard of the annual BAFTA awards – a British version of the Oscars – but the organisation does a lot more than that. Behind the scenes, BAFTA works hard to promote and help the British TV and movie industry, and – as of last year – it's welcomed videogaming into its fold.

Peter Molyneux is one of the UK's most successful and respected game designers, and he was the first man BAFTA called to learn more about the games industry. So *Arcade* caught up with him to learn more about BAFTA's newfound interest in videogaming.

## How did your involvement with BAFTA begin?

About 18 months ago I got a call from BAFTA out of the blue. It was starting these interactive awards and asked if I would sit on the judging committee. I said yes because, of course, I had thoughts of sitting next to gorgeous film stars. I was disappointed when I got to the first judging meeting and found out this wasn't the case. In fact, one of the people there was you, Neil.

## Cheers. So why's BAFTA become interested in videogames?

Its desire to get involved with videogames – and interactive entertainment in general – is based partly on the fear that there is this huge, new entertainment medium that it really knows nothing about. Film and TV executives have had to acknowledge the fact that, in some cases, the best selling games now take more money at retail than the top films. They're seeing kids who have a choice of watching TV or playing a computer game and the kids are increasingly doing the latter.

So it knows that games were becoming more and more important, and that it should worry about this. But it doesn't understand how games work, what they are, or how they're made.

## And why should the games business care about BAFTA?

The videogames business has to realise that, despite what we may think, and the success of *Arcade* is a perfect example of this, the games market is becoming mass market. It's not just the hobby of a few geeks any more. It's much bigger than that. And if we want it to continue growing, then it can only be helpful for us to join forces with BAFTA and work with people who've had experience of reaching mass markets with entertainment for almost 100 years.

## And so BAFTA can act as a meeting point for the two industries to get to know each other?

Right. BAFTA recognises that the interactive side is what television was 50 or 60 years ago. And it wants to learn more. And so right now, games and TV are a bit like two strong, powerful animals meeting in the jungle for the first time. And they're just starting to check each other out. We're tentatively approaching each other.

## So how could BAFTA's involvement lead to better videogames?

*GoldenEye* was a great example of a game that made the most use of its movie license. It just all hung together really well, and the Bond license added genuine atmosphere and turned it into something special. From what I hear about the new *Phantom Menace* game from LucasArts, however, they've missed a golden opportunity – riding on the back of what I'm sure will be a blockbuster movie hit – to take games where they've never gone before. As BAFTA's involvement in games gets up and running, it'll be able to help more and more in these situations.

## So BAFTA's more than just a swanky awards ceremony?

Well, the awards are a big part of what BAFTA does – last October the very first interactive awards dinner took place and ended up with Rare walking away with the top honours for *GoldenEye 007*.

But, as far as games are concerned, BAFTA's got the potential to be so much cooler than just awards. Currently, there's nowhere in Britain where us games developers can come together and talk. And there's no official body to help us. If a newspaper, say, wants to get a quote about violence in videogames, where do

## You be the judge!

■ *Arcade* is a proud sponsor of this year's BAFTA Interactive Awards, and we're even more pleased to announce that one *Arcade* reader can win a place on this year's judging panel. The prize will include not only the honour of such a position (and the Bond villain-style glee that comes with holding the fate of thousands in your hands), but also a VIP slap-up meal at the BAFTA awards banquet this autumn.

If you want to enter this competition, simply send us a postcard with your name, date of birth, address and a 50-word summary of what qualities you think the winning game should possess.

Send your entries to: BAFTA Competition, *Arcade*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

All entries must arrive before 9 August 1999. No correspondence will be entered into.

they go? Do they just call me up? Or call you at *Arcade*? Now BAFTA, you see, could be a focal point for all this kind of thing and I think that's what its future is.

**But haven't we tried this before? Back in the early 1990s and the introduction of CD-ROM, all the talk was of "Siliwood" – a marriage between Silicon Valley and Hollywood – that would work to produce "interactive movies". Yet that marriage quickly fell apart...**

Five years ago, it took Hollywood a couple of years and a lot of money to realise that the technology simply wasn't ready for the sort of interactive experiences that they wanted to make. The games industry was a lot more naive back then, too, and so when Hollywood first arrived on its doorstep looking so glamorous and offering all this cash, we hadn't really thought about whether or not we could honour the promises that the marriage demanded. We just leapt into it like an excited kid. Now we're a little older and a little wiser.

## And you think that 1999's technology can now make these dreams a reality?

The difference now is that when I play a state-of-the-art PC game the images that I'm looking at really are movie quality. There's been a huge leap forward. We also have more to bring to the table – and the rush to make a movie based on Lara Croft is proof of this.

## One lucky *Arcade* reader gets to be part of this year's judging panel. How cool is that?


It's an incredibly cool thing. This person will get to decide who will have tears in their eyes when they go up to accept that prize at the awards dinner. And these awards are very, very important to the people concerned. At Bullfrog, I once rescheduled an entire year's production purely so one or two of our games would have the best chance of picking up an InDin award. It worked, and I was a very happy man. That shows you how important awards are. **A**

PHOTOGRAPHY: MARC BURDEN



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**"SEE THAT DARTH MAUL? YOU COULD HAVE HIM. EASY."**

**ACTUALLY, HE'S A BIT TASTY. BUT IN THE PHANTOM MENACE ON PC AND PLAYSTATION IT'S YOUR JOB TO SORT HIM OUT.**

## Your destiny...

*Is to enjoy this Star Destroyer-sized Star Wars special*

- |   |   |
|---|---|
| <b>42 "Does George know we can do this?"</b><br>20 ways to lose the plot. | <b>88 The Phantom Menace</b><br>The PC game reviewed.             |
| <b>47 Star quality</b><br>Alternative uses for a lightsaber.              | <b>90 Star Wars Episode 1: Racer</b><br>Faster than R2-D2 on ice. |
| <b>48 The story continues...</b><br>Classic <i>Star Wars</i> games.       | <b>110 Comic book</b><br>Page-turningly great.                    |
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| <b>52 Toys and games</b><br>You know, for (big) kids.                     |   |
| <b>54 Cheat like Jabba</b><br>How to beat Darth Maul.                     |   |
| <b>56 Win at Pod racing</b><br>You don't need no force.                   |   |

### What, no PlayStation?

Just before going to press, LucasArts delayed the release of *The Phantom Menace* on PlayStation and took it back into development for last minute tweaks. *Arcade* reviews only finished versions of games, so look for our authoritative word next month.

■ Darth Maul: a bit handy.

# "DOES GEORGE KNOW WE CAN DO THIS?"

Words | Matt Pierce & Neil West

**THE PHANTOM MENACE** ON PLAYSTATION AND PC LETS YOU FOLLOW THE PLOT OF THE MOVIE. BUT THAT DOESN'T MEAN YOU HAVE TO...

■ George Lucas: not amused.



**T**he great thing about videogames is that you are master of your own destiny. You don't have a front row seat, you've got a leading role. It's up to you whether good conquers evil, whether the Princess is rescued, and whether the hero spends his spare time manfully getting on with the job in hand

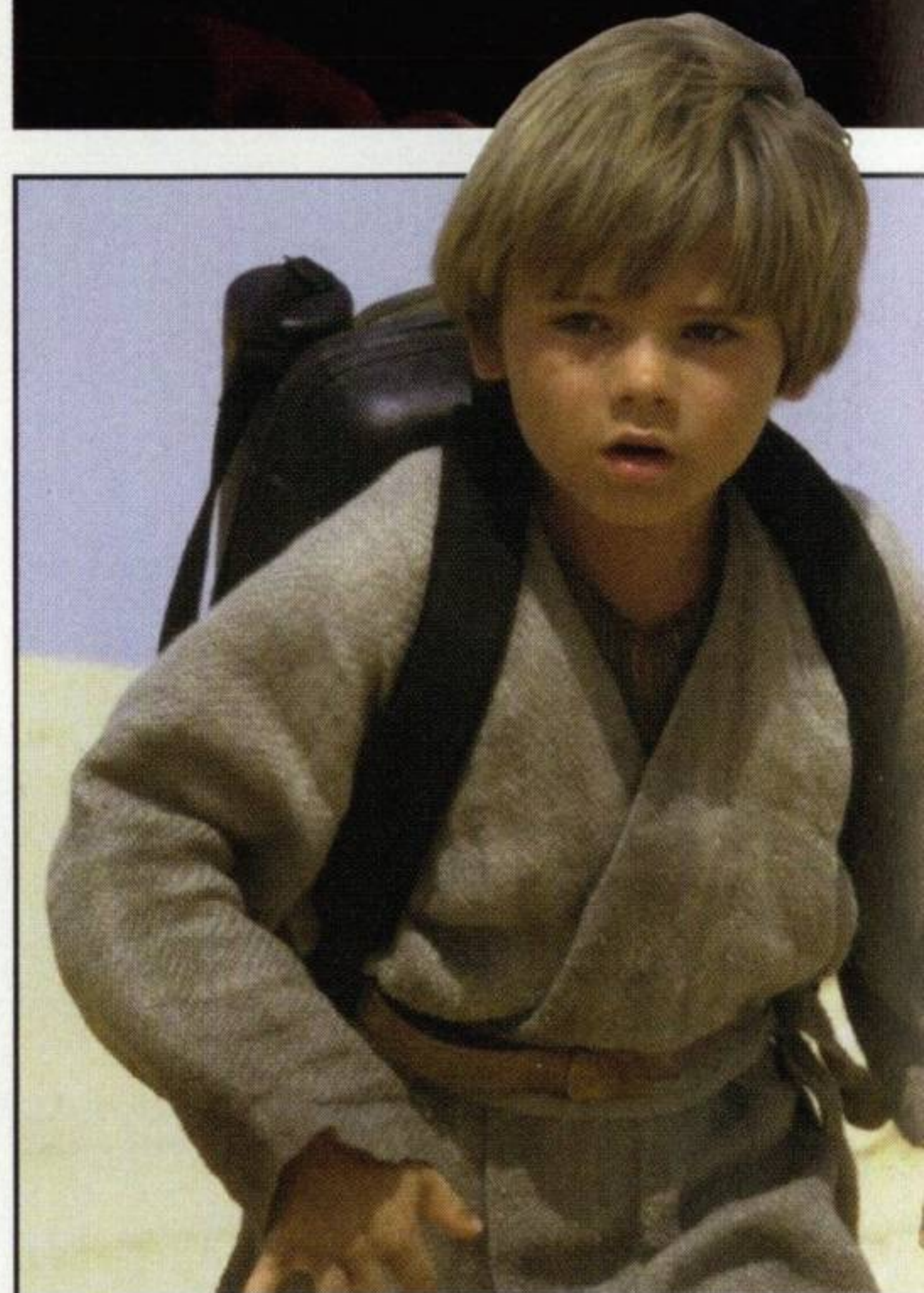
or poncing around in the tank seeing how many innocent pedestrians can be hideously crush in under 30 seconds.

This freedom is the beauty of interactivity, and the reason why videogames will one day overtake the popularity of films and TV. It's also the reason why conventional film makers – such as George Lucas – should be very, very worried.

Why? Because even in a game as linear as *The Phantom Menace*, there's plenty of scope for mucking about with the *Star Wars* world and characters in ways we're pretty sure ol' George wouldn't approve of.

So grab that lightsaber and let's have ourselves a little fun...

■ *The PC game of The Phantom Menace is reviewed on page 88.*



## Qui-Gon Jinn

■ It's the venerable Jedi Master's job to train Obi-Wan and ensure the Queen comes to no harm. He plays an integral role in the Assault on Theed, too.

### Alternatively...

Mos Espa: Home to Jabba The Hutt, the Pod race, and the perfect place to enjoy a pre-race snifter. Qui-Gon Jinn can soon become Qui-Gon Gin (and Tonic) by ordering the intergalactic equivalent of Special Brew – juri juice. The miserable bar-steward, however, will steadfastly refuse you a third. It's up to you: cause havoc in the bar or head to the discotheque...



### Which leads you to...

After sinking the juri juices, you'll happen across a Wookiee playing space guitar. He's accompanied by a blue-nosed freak tickling the ivories. Fuelled by the alien homebrew, it's only a matter of time before you decide to make like a pissed uncle at a wedding and take to the dancefloor. You've got only two marginally impressive moves (a shambolic sideways roll and a mid-air spin), but they seem to impress the crowd.



### Until eventually...

With beer-goggles firmly attached, and still high on your spirited attempt at breakdancing, you can – as Qui-Gon – focus your attention on one of Jabba's slaves. The wobbly headed bird with the angular features ends up rejecting all of your advances – even Force persuasion – but she doesn't seem to mind when you rub up behind her, saber raised.

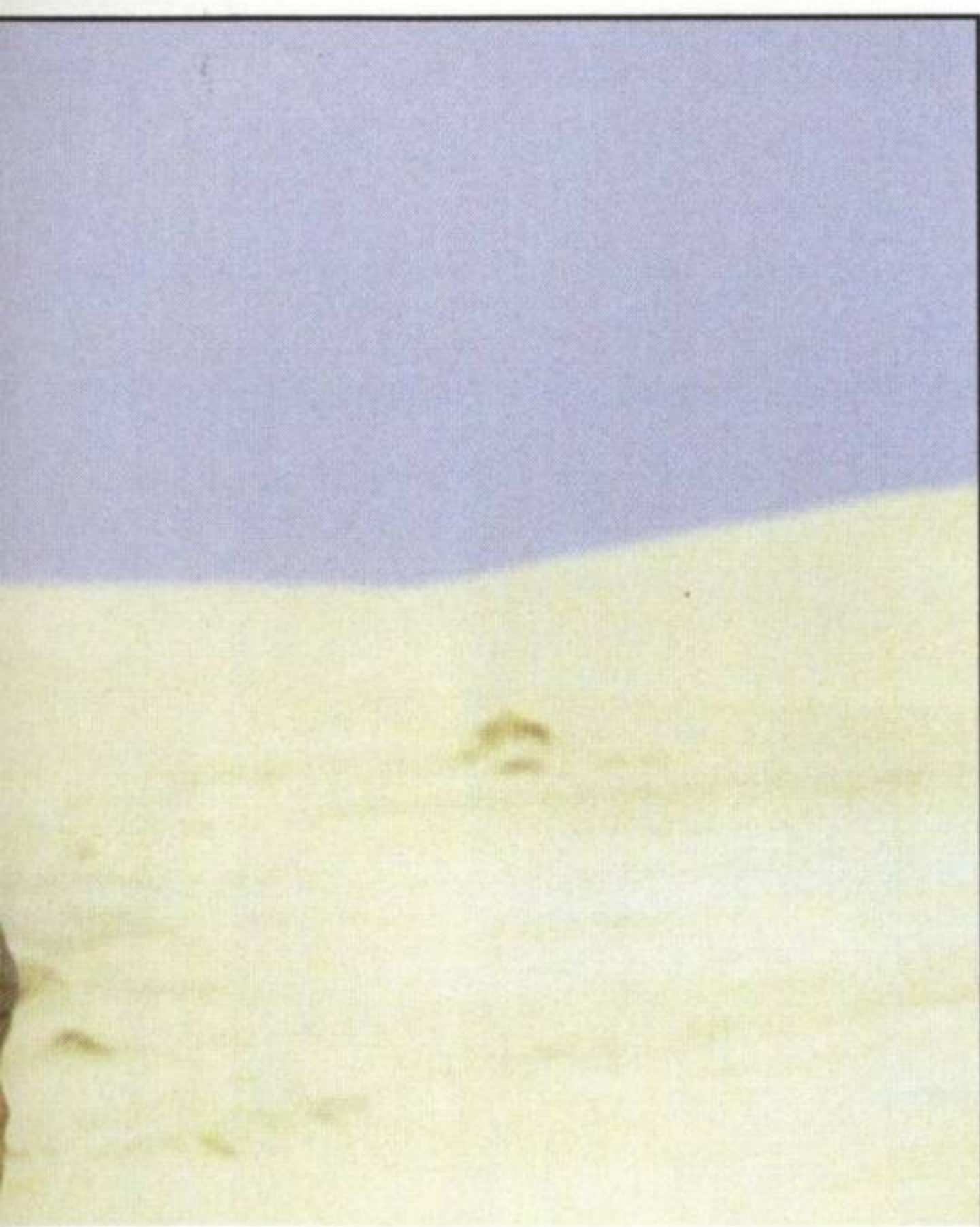


## The Trade Federation Ship

■ This starship provides the location for Qui-Gon and Obi-Wan's meeting with the Neimodians. It's a situation requiring loyalty and co-operation.

### Alternatively...

"I have a bad feeling about this," Ben says as the game begins. So why not take his words literally, and prove that in every good Jedi there's a Darth Sidious waiting to escape (or an Ugnaught at the very least). There's no reason why Qui-Gon shouldn't be the first victim of your *volte-face*, as you embrace the Dark Side and – dying for a good slash – give him what for.



## Anakin

■ The young Darth is found enslaved on the Tatooine city of Mos Espa. Against the advice of the Jedi Council, Qui-Gon decides to train him in the ways of the Force.

### Alternatively...

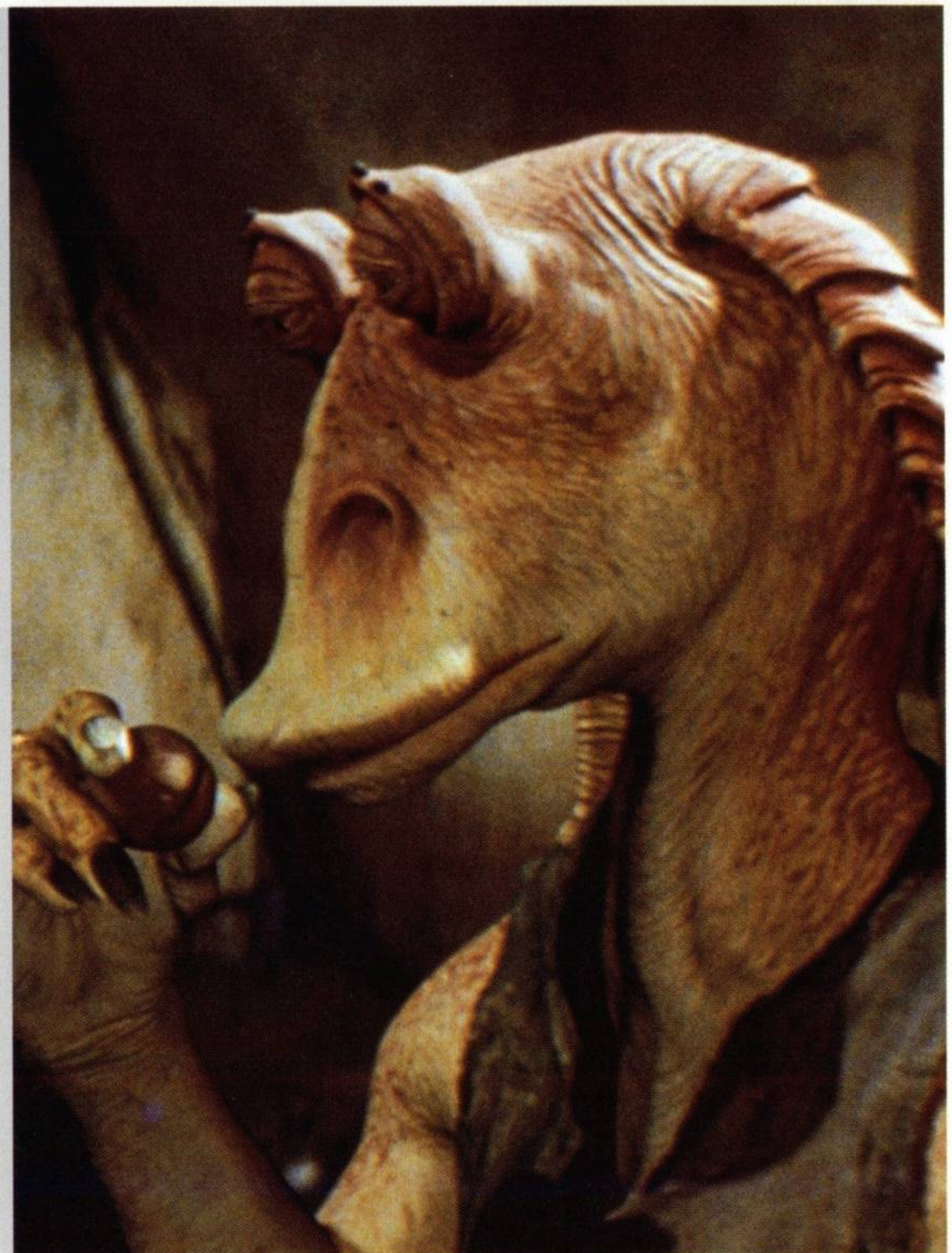
"Mannequin" Skywalker's particular brand of precocious banter soon grates. If the boy wants to become a Jedi Knight so badly, it's only right that you should test his fighting skills as early as possible. As soon as you meet him, whip your saber out, slash about a bit and – when he's lying in a crumpled heap on the floor – see if he's got any more clever-clever comments for you.

## Jar Jar Binks

■ Generally thought of as an ill-advised addition to the cast, Jar Jar proves to be instrumental in aiding the Jedi on their escape from Otoh Gunga. His clumsiness and nasty flatulence ensure that (allegedly) hilarious situations often arise.

### Alternatively...

Aaargh! The single most irritating character of *TPM* deserves nothing less than a slow, painful death – the Ewoks have nothing on this big-eared tit. As Qui-Gon, slash the dopey grin from his mug – three hacks and it's Bye Bye Binks.



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## Obi-Wan Kenobi

■ The maverick Jedi's role is to help Qui-Gon Jinn defeat the evil Trade Federation, while protecting Queen Amidala at all costs.

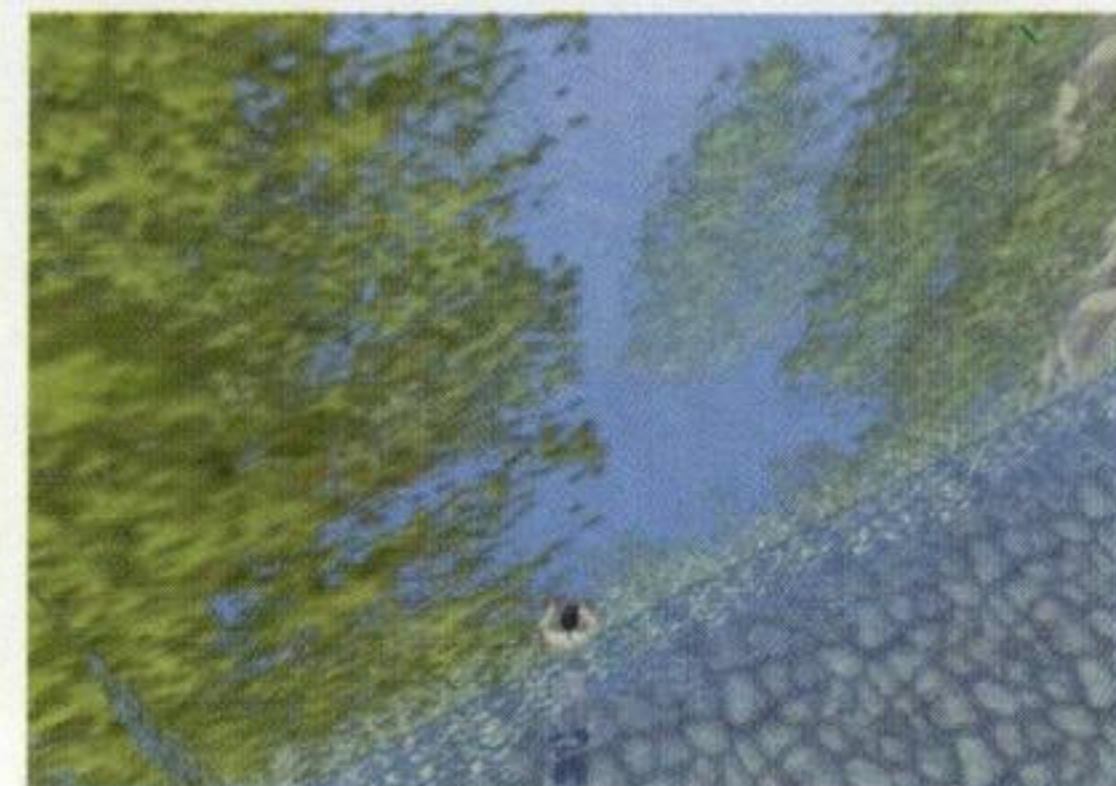
### Alternatively...

Our Ben's as partial to a little "saber" action as the next Jedi knight. With a facial shot of the Queen providing the stimulus, and a judiciously placed mirror to reflect his throbbing manhood, you can make Obi-Wan Kenobi become Obi-Wank Enobi, simply by re-sheathing your sword and feeling "the Force".



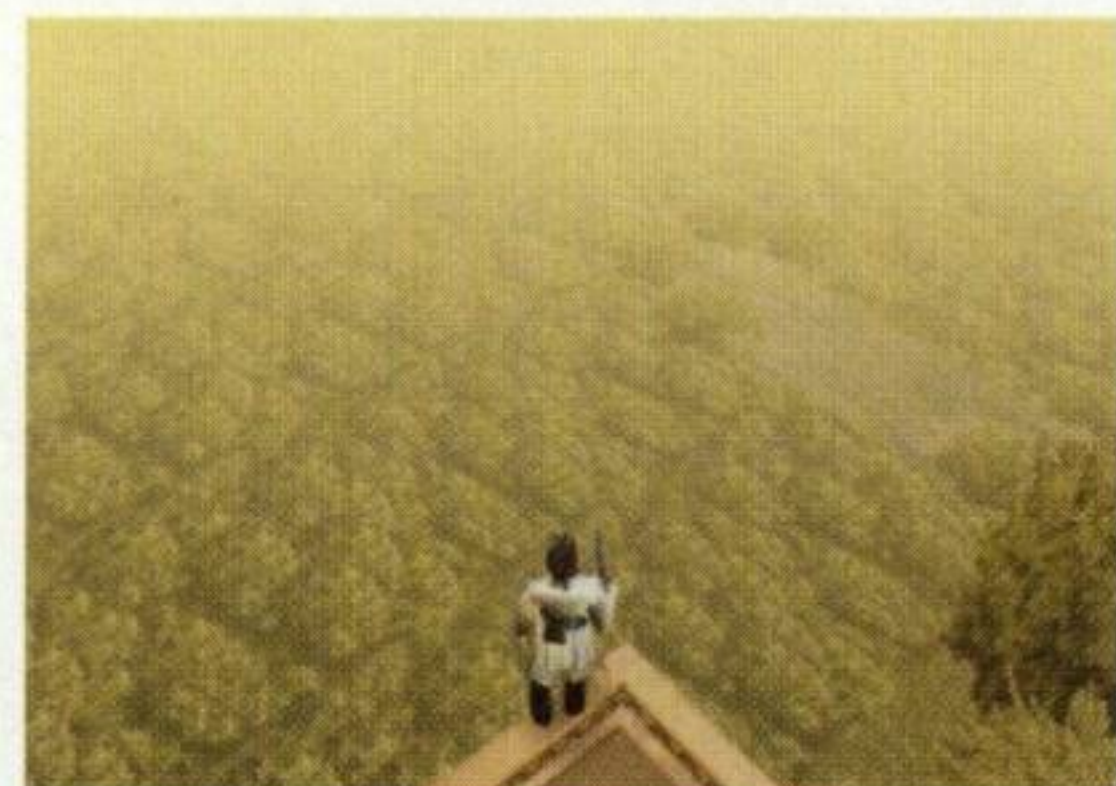
### Or...

Eschewing your integral role in overcoming the Phantom Menace, Theed provides you with the perfect location for a quick dip. Forget your duty to the Queen, and brave the pond life for a few invigorating lengths of breast stroke. When you've had enough of ingratiating yourself with the piscine inhabitants, the fatal waterfall should supply instant relief from the tedium of this level.



### Sod this for a lark.

When the relentless Battle Droids become too much, salvation presents itself in the form of this inviting, Lemming-like ledge. It provides some excellent views of the surrounding Naboo forests, and you can become even more intimately acquainted with the fauna by simply taking a flying leap forward.

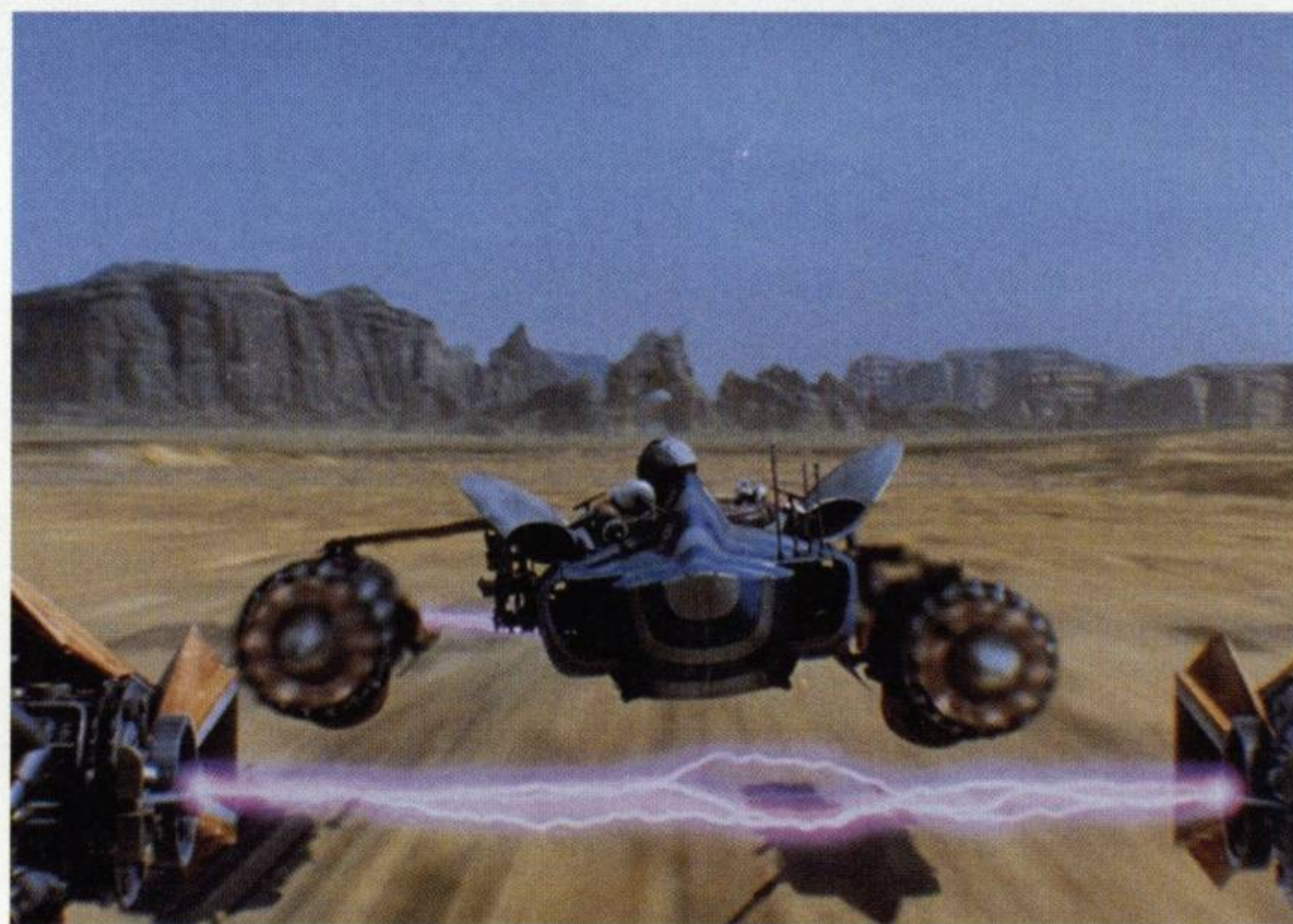


## Padme

■ Looking unnervingly like the young Queen Amidala, handmaiden Padme's as beautiful as she is feisty.

### Alternatively...

The Queen's handmaiden prefers to spend more time with Jar Jar than you, meaning – naturally – that she should be punished as a Binks sympathiser. When she bluntly refuses to follow you around Mos Espa, show her what separates the men from the boys – use the Force to push her into the arms of an unsympathetic Jawa.



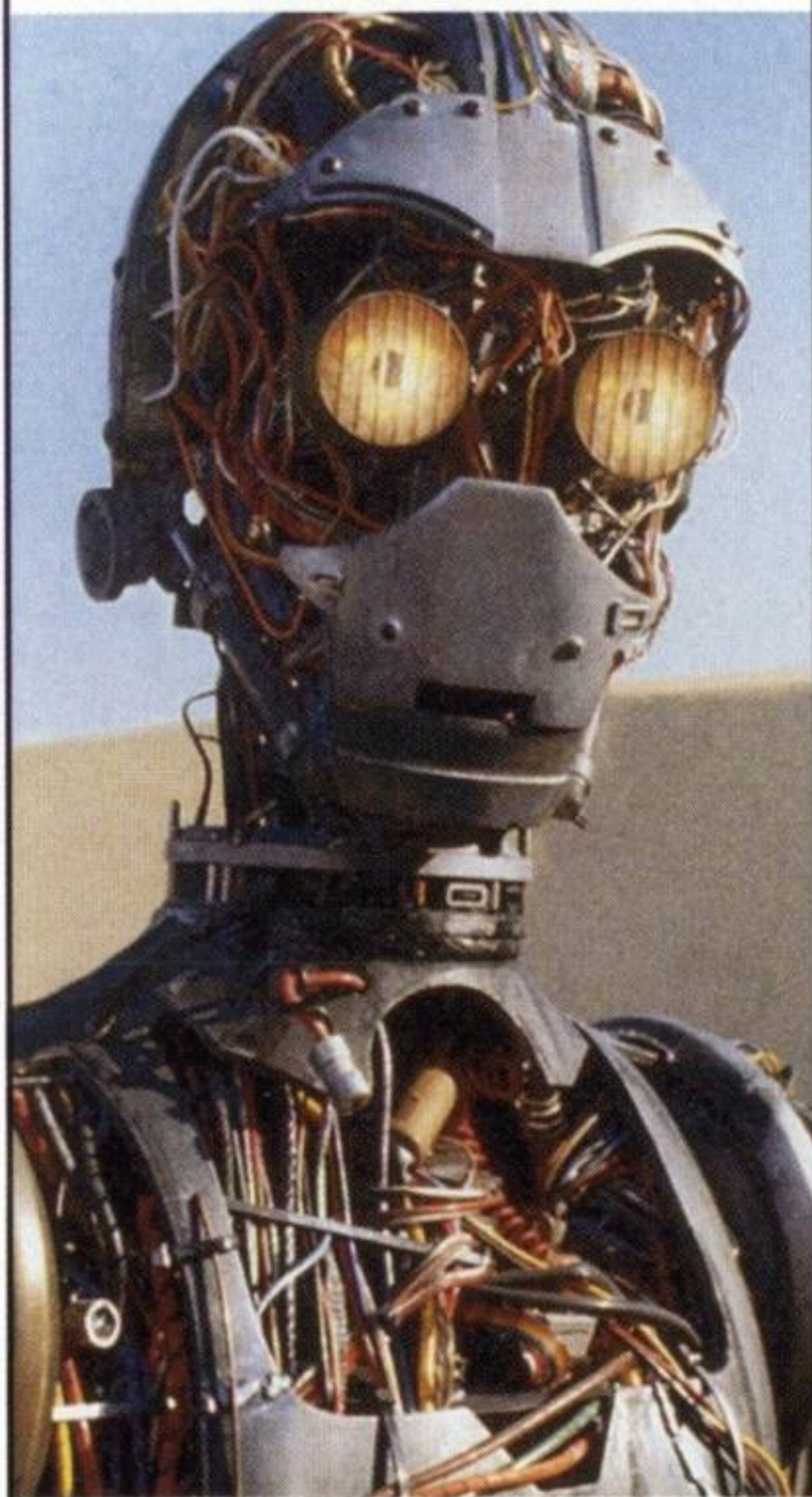
## The Pod Race

■ The Pod race is arguably the most exciting sequence in the film, since it provides Anakin with the opportunity to escape from slavery and leave Tatooine forever.

### Alternatively...

The outcome of the Pod race reveals Anakin to be the spawniest kid who's ever lived, though he's short on talent, personality and a decent haircut. Playing Qui-Gon, take revenge by lobbing a Thermal Detonator at the problem child's precious Pod. The blast won't make any difference to his race chances, but it will make you feel a whole lot better.





## R2-D2 and C-3PO

■ The film reveals (SPOILER ALERT!) Anakin to be 3PO's maker, and the origins of the relationship between the two metal comrades.

### Alternatively...

The Cannon And Ball of the *Star Wars* universe manage to make it into the game – and yet again they're trading off 3PO's own special brand of poovery, and R2's mechanical arrogance. Laudably, you're able to destroy both with a single saber sweep – putting paid to their worryingly fey double act forever.



## Queen Amidala

■ Fiercely loyal to her subjects, the Queen is determined to prevent the Trade Federation taking over her planet of Naboo.



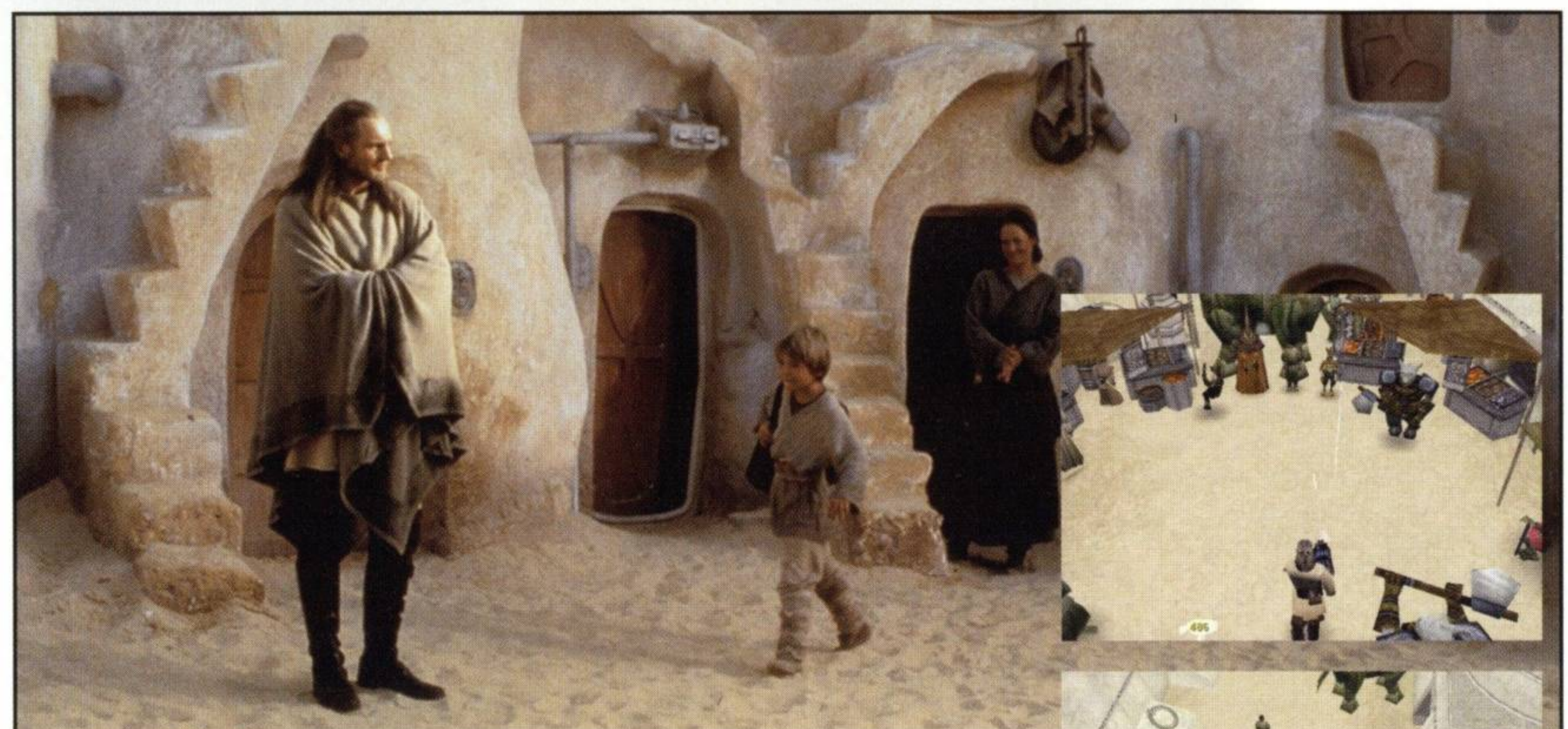
### Alternatively...

Queen Amidala may be tasty, but even the most devout Jedi can get fed up with her whinging. After hearing her familiar nag about stepping on her dress for the hundredth time, your best course of action (as Ben), is to jump the gaping chasm and leave the moaning witch to fend for herself.



### Or...

On Coruscant, the Captain catches the Bird's Eye, and thoughts of Fish Fingers are surely on his mind. The Queen looks devastating in prophetic funeral garb, while your plastic pants are beginning to chafe. Forget the hovertank threat, and use the time the pair of you have alone to let her admire your weapon.



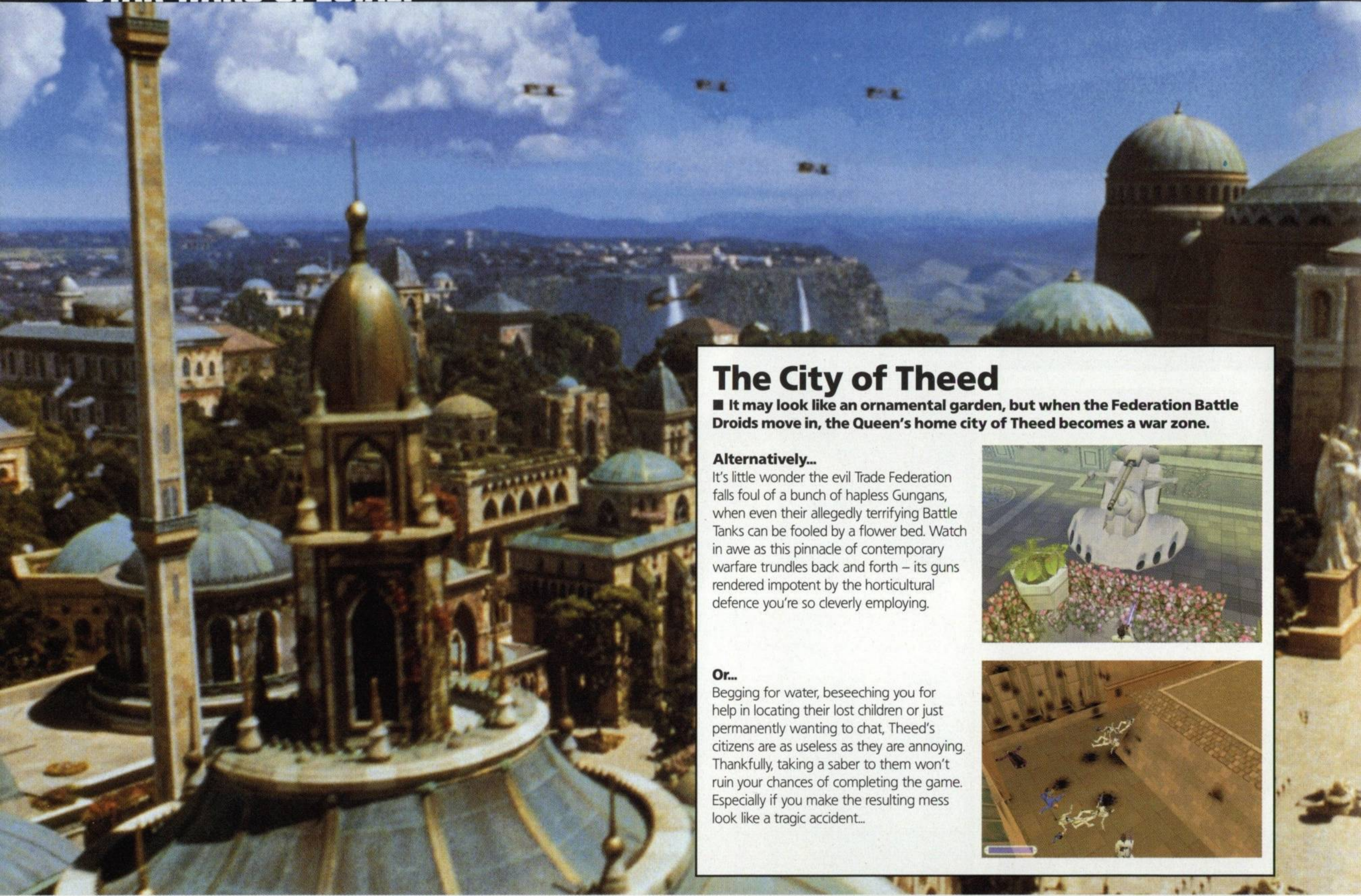
## Mos Espa

■ Home to some of the most villainous scum in the universe, this Tatooine city is where Qui-Gon and Obi-Wan first encounter the young Anakin and bet on his Pod race.

### Alternatively...

The tricky Mos Espa level is made far worse by the unhelpful attitude of the natives. When the level's over, you're afforded the chance (thanks to a tempting line-up of alien scum) to get your blaster out and mow them all down. Justice done, turn tail and scarp into the desert leaping around and cackling like a loon.





## The City of Theed

■ It may look like an ornamental garden, but when the Federation Battle Droids move in, the Queen's home city of Theed becomes a war zone.

### Alternatively...

It's little wonder the evil Trade Federation falls foul of a bunch of hapless Gungans, when even their allegedly terrifying Battle Tanks can be fooled by a flower bed. Watch in awe as this pinnacle of contemporary warfare trundles back and forth – its guns rendered impotent by the horticultural defence you're so cleverly employing.



### Or...

Begging for water, beseeching you for help in locating their lost children or just permanently wanting to chat, Theed's citizens are as useless as they are annoying. Thankfully, taking a saber to them won't ruin your chances of completing the game. Especially if you make the resulting mess look like a tragic accident...



## Darth Maul

■ A very bad man. Maul is second only to Mr Sidious in the Dark Side stakes, and is the fella who (SPOILER ALERT!) ends up wasting Qui-Gon Jinn. Boo.

### Alternatively...

Like a good Jedi knight, Qui-Gon shuns any thoughts of double-ended action, leaving that specific saber pursuit to the tattooed Maulster. Terrifying in combat, Maul's enormous tool is enough to strike fear into the heart of anyone – so why not simply run away at the precise moment Darth Jnr endeavours to give you a good poking from behind?



### Or...

You'd never see it in the film, but Qui-Gon's arsenal means he can forego traditional saber battles, in favour of a bit of heavy combat. Unclip your light-repeating blaster, and watch the colour drain from Maul's face. **A**





■ "Oh all right, you win Darth, yours is bigger than mine."



■ A man buffing his droid.

## Strangling Lando

■ One of the most amusing things about *Star Wars* has been the euphemisms it has given us for the five-knuckle shuffle. You know, burping the worm and riding the baloney pony. Er, we're talking about paddling the pink canoe, here. We think you know what we mean. The following list offers – in no particular order – our favourite *Star Wars* euphemisms for... You Know What™. But can you do any better? At the euphemisms, that is. Not at taking Captain Picard to warp speed.

Anyway. One lucky winner will walk away with a bumper pack of *Star Wars* PC games, including *Jedi Knight*, *Dark Forces*, *X-wing Alliance*, *Episode 1: Racer* and *Episode 1: The Phantom Menace*, all provided courtesy of LucasArts. We'll also throw in a copy of *Behind the Magic* CD-ROM, which documents the making of *Star Wars*. The entrant who brings the biggest laugh to our highly trained panel of snake-milking experts will bag the goods. So stop having a Sherman and write in.

# STAR QUALITY

FED UP WITH THE STAR WARS PHENOMENON? YOU'RE FED UP WITH LIFE...

■ PHOTO: PA NEWS

## "Yikes! That's hot!"

Ten alternative uses for a lightsaber

1. Stoking an old-fashioned coal fire? No more need for that red-hot poker. In fact, no more need for the "red-hot poker up the arse" threat, either; just hold the lightsaber handle two inches away from butt level and feign turning it on.
2. Too lazy to boil a cup of Ty-Phoo? Make the kettle obsolete by brewing a mug of cold tea and dipping a lightsaber into it. Will also speed up serving time at the soup kitchen.
3. Throwing an '88 acid house revival party? No need to wave those cheap phosphorescent tubes about when you've got a lightsaber. Also wards off dodgy geezers trying to sell you

- laxative tablets with Honda logos on.
4. Problems with your neon striplight? Just Sellotape a lightsaber to the ceiling for that genuine Hulme tower block stairwell atmosphere.
5. Dropped your spectacles down the toilet? Turn your lightsaber up to max and boil away the liquid enabling you to rescue your lost property without getting your hands wet. (Does, however, require standing in a steaming piss cloud).



■ "Hold still a minute. This won't hurt a bit."

temperature between mouth-burning sausage and still-frozen bread? Heat your baguettes by spearing them on a lightsaber. Easy on the mustard!

6. Moths giving you trouble at night? Let the fabric-munching fuckers committ hari kari by hanging a turned on lightsaber from the ceiling.
7. Hot-dog business slow due to uncomfortable contrast in
8. No good at fencing? Charge up your lightsaber and one strike will blow the whole electric marking system, making you an instant winner. Touché!
9. Internet taking hours to load up a basic Web site whose information you nonetheless require urgently? Simply destroy your computer with a few bashes of the lightsaber. The resulting mini-supernova of flying sparks will be immensely satisfying.
10. Big guy in a black mask and cape giving you gyp for not turning to the Dark Side? Oh, hang on...

## Star turns

The evolution of the Death Star from a videogame perspective.

1983



### Return of the Jedi: Death Star Battle

■ System: **Atari 2600**  
 ■ Publisher: **Parker Brothers**  
 ■ Only the third *Star Wars* game ever published, at a time when graphics hadn't really been invented. So we get a curiously abstract representation of Mr Vader's big round house, looking more like a half-eaten biscuit than the universe's most fearsome spacecraft. We're a bit confused about the "tablecloth in space", too.

1983



### Star Wars

■ System: **Atari**  
 ■ Publisher: **Atari**  
 ■ Despite having two metric tonnes of sheer arcade power behind it, this classic coin-op couldn't manage anything more than a few Day-Glo green strips, and a Death Star that wouldn't look out of place on Blackpool's Golden Mile. On closer examination, it bears a disturbing similarity to the head of one of those robots from the old Smash adverts.

1984



### Return of the Jedi

■ System: **Atari**  
 ■ Publisher: **Atari**  
 ■ One year later, Atari has another stab at the Empire's trump card. It's looking a bit on the rough side, and we're not convinced about the proportions – only twice as big as a Y-wing? – but at least it's immediately recognisable. Shame about the space backdrop, though, which seems to have been created via the patented primary school "dip-and-flick" brush technique.

1985



### Deathstar Interceptor

■ System: **Spectrum**  
 ■ Publisher: **System 3**  
 ■ Back in home computer land, it's a dark time for the Empire. Everyone's favourite spherical spacecraft has been reassembled as a blue Smartie, with its wobbly trench seemingly carved by the most drunken troops Darth could muster. To add to the helmeted one's woes, his fleet of TIE Fighters has been resprayed in all the colours of the rainbow.

1999



### X-wing Alliance

■ System: **PC**  
 ■ Publisher: **LucasArts**  
 ■ Now this is more like it. A nigh-on perfect recreation of the Death Star, complete with pants-wetting fluorescent Laser-O'-Death™. Having said that, the sneakily-positioned Planet Earth makes a mockery of Darth Vader's claims that his baby is anything even approaching "planet-sized". Somebody ring Trading Standards.

## Top Ten *Star Wars* euphemisms for giving Ronaldo a rub down. (Sorry).

- 1 Duelling with the pink lightsaber
- 2 Squeaking the Ewok
- 3 Going for an Obi
- 4 Throttling a Jawa
- 5 Spending the night with Hand Solo
- 6 Letting go of your hate
- 7 Emptying the Millennium Falcon's cargo bays
- 8 Shaking hands with the wookie
- 9 Buffing the droid
- 10 Feeling your presence

### The rules

- 1 No purchase is necessary.
- 2 No employee of Future Publishing or LucasArts or their associates may enter.
- 3 The closing date is 25 August 1999.
- 4 The editor's decision is final.
- 5 There is no cash alternative to the competition prizes.
- 6 "Engaging the old photon torpedo" is quite a good one, too.
- 7 Absolutely no correspondence will be entered into regarding any aspect of this competition.
- 8 As is the more obvious "Polishing your Storm Trooper's helmet".
- 9 Individuals may only enter once.
- 10 All entries must be sent to:

You won't catch me making the Kessel run in less than 20 parsecs  
**Arcade**  
**Future Publishing**  
**29 Monmouth Street**  
**Bath**  
**BA12DL**

# AND THE STORY CONTINUES...

Words | Mark Green

GAWPING AT A MOVIE SCREEN IS ONE THING. ACTUALLY SITTING IN THE COCKPIT OF AN X-WING, SOARING THROUGH SPACE TOWARD THE IMPOSSIBLY IMPOSING DEATH STAR, IS QUITE ANOTHER. SO GRAB YOURSELF A SLICE OF THE ACTION.

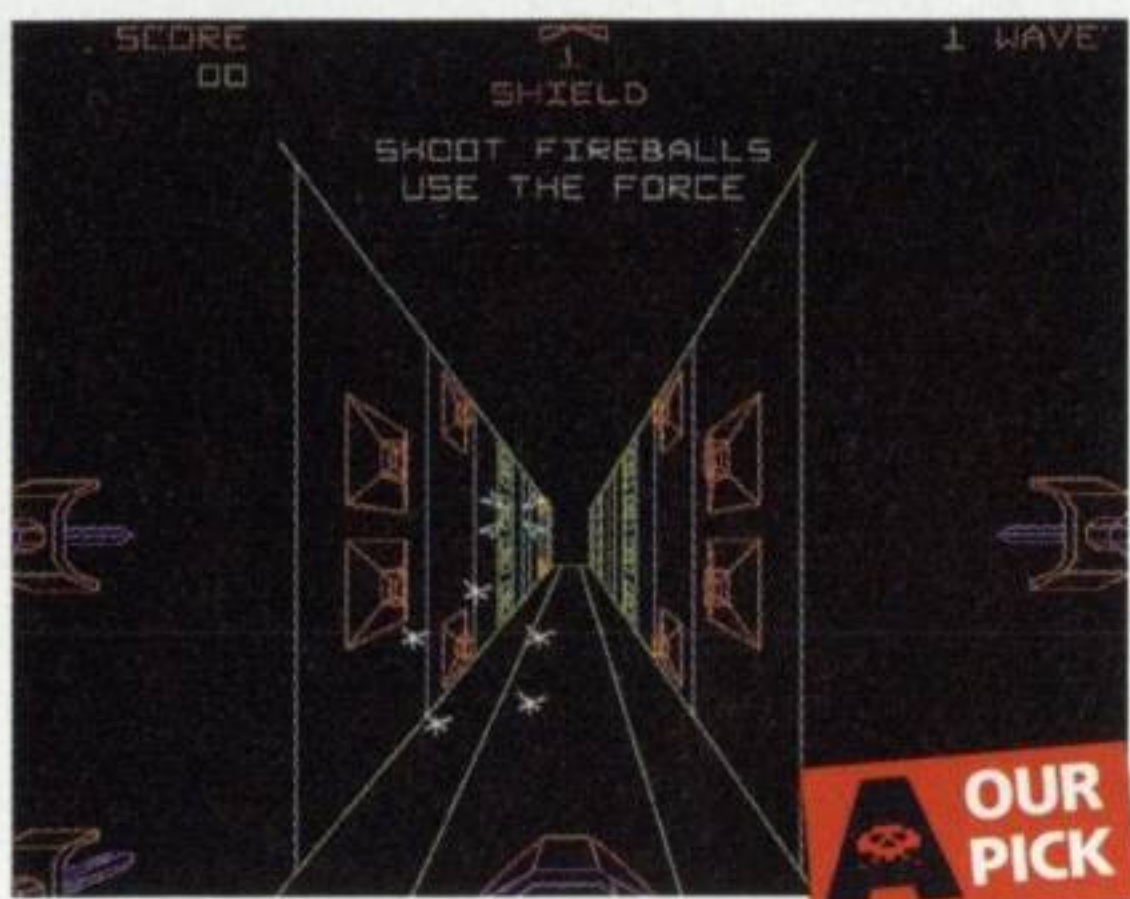


**O**n one level *Star Wars* is a movie for geeks. It has rip-roaring space battles, pretty, scantily-clad ladies and a hero who can be justly described as a sad, crap-haired idiot. It was inevitable, then, that the movie would provide

inspiration for countless cola-guzzling, no-girlfriend game developers. So if *Phantom Menace* (reviewed on page 88) has whetted your appetite for *Star Wars*-related fun that's a tad more "hands-on", here are the collected efforts of those keyboard-tapping losers...

■ "Strap yourselves in, boys. I've got one life left and if I don't beat this boss I'm going to tear the place apart."

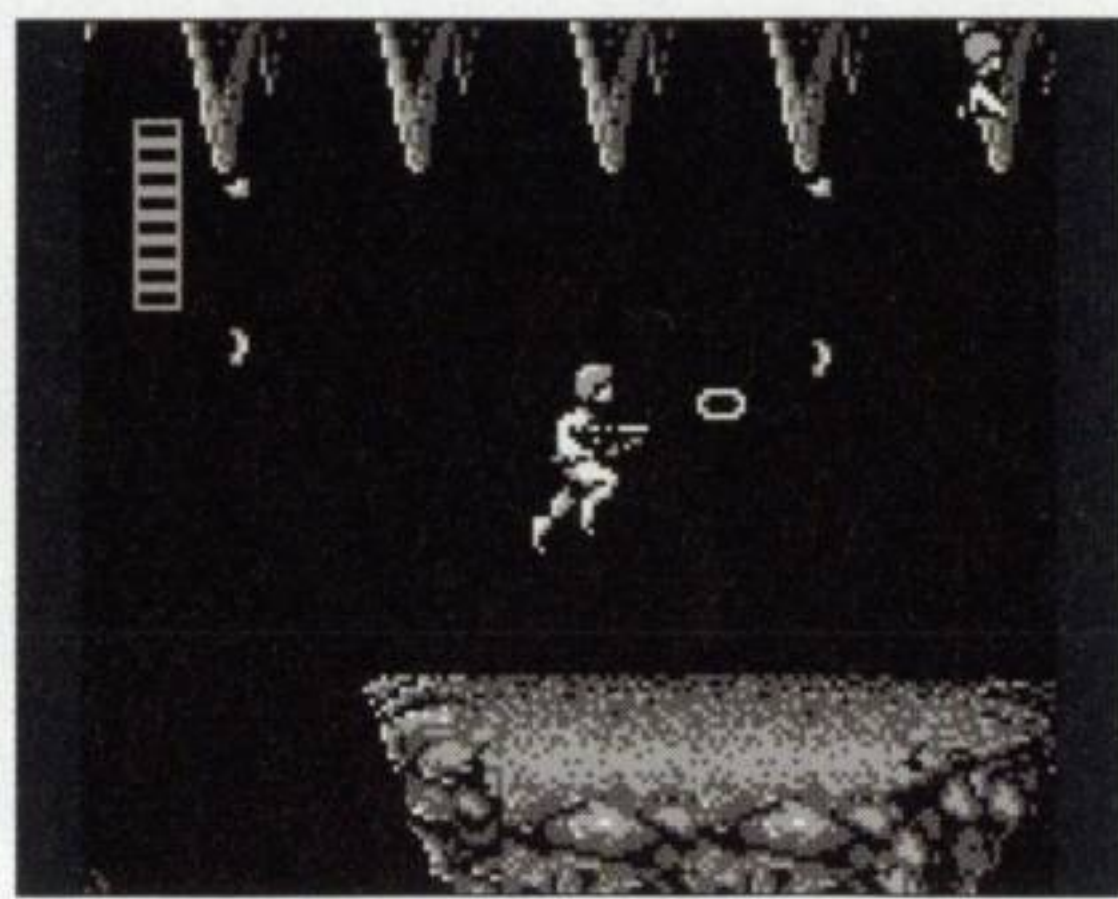
■ PHOTO: LUCASFILM LTD. & TM. ALL RIGHTS RESERVED



## Star Wars

■ Arcade ■ Atari ■ ★★★★★

■ The grand-daddy of *Star Wars* games, and all the better if you can find the Surround Sound sit-down cabinet incarnation. The boffins hadn't invented solid 3D graphics yet, so simplistic but effective pipe cleaner-style wire-frame is the order of the day. Soar through space and over planets, zoom along the Death Star's arsenal-packed trench, and reduce TIE Fighters to their constituent parts, all to the accompaniment of Obi-Wan's booming speech. Ace.



## Star Wars

■ Game Boy ■ Ubisoft ■ £15 ■ ★★

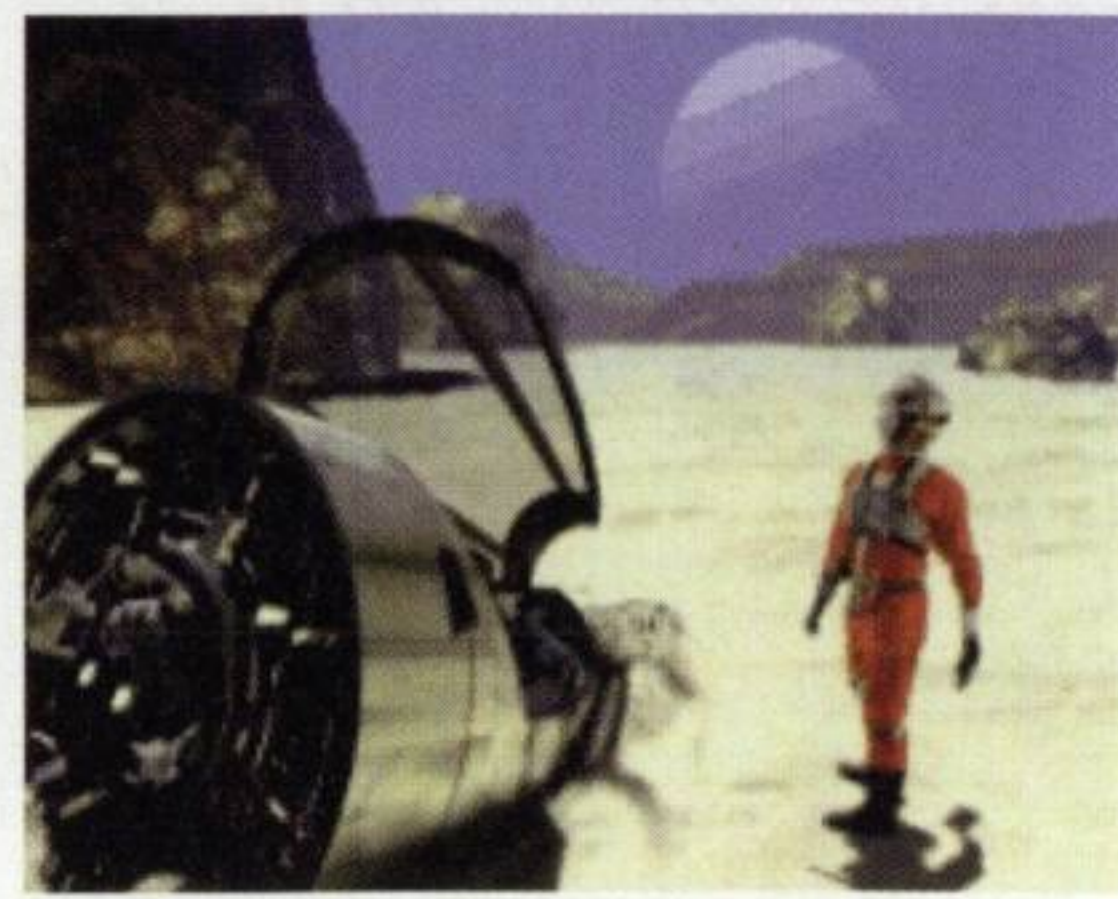
■ A resurrection for the age-old NES interpretation of *Star Wars*, this time with a monochrome colour scheme. The two distinct sections – guiding a snowspeeder around the rocks and gun turrets of a far distant planet, and helping Luke walk, leap and shoot his way through 2D platform areas – are uninspired and derivative, and the game is lost on the Game Boy system where platformers aren't exactly the rarest of items.



## Dark Forces

■ PC/PSX ■ LucasArts/Virgin ■ £10/£20 ■ ★★★★★

■ Finally, you can be Kyle Katarn! Well, exactly. But lasering the faces off Imperial forces in this 3D first-person shooter is great fun, with a sackful of Jedi weapons at your disposal through 14 challenging missions. A bunch of puzzles helps break up the mindless gun-toting action, and the realistic environments are perfectly in tune with the movie mythology. PlayStation owners, though, should avoid this particularly ropery version.



## Rebel Assault II

■ PC ■ LucasArts ■ £20 ■ ★★

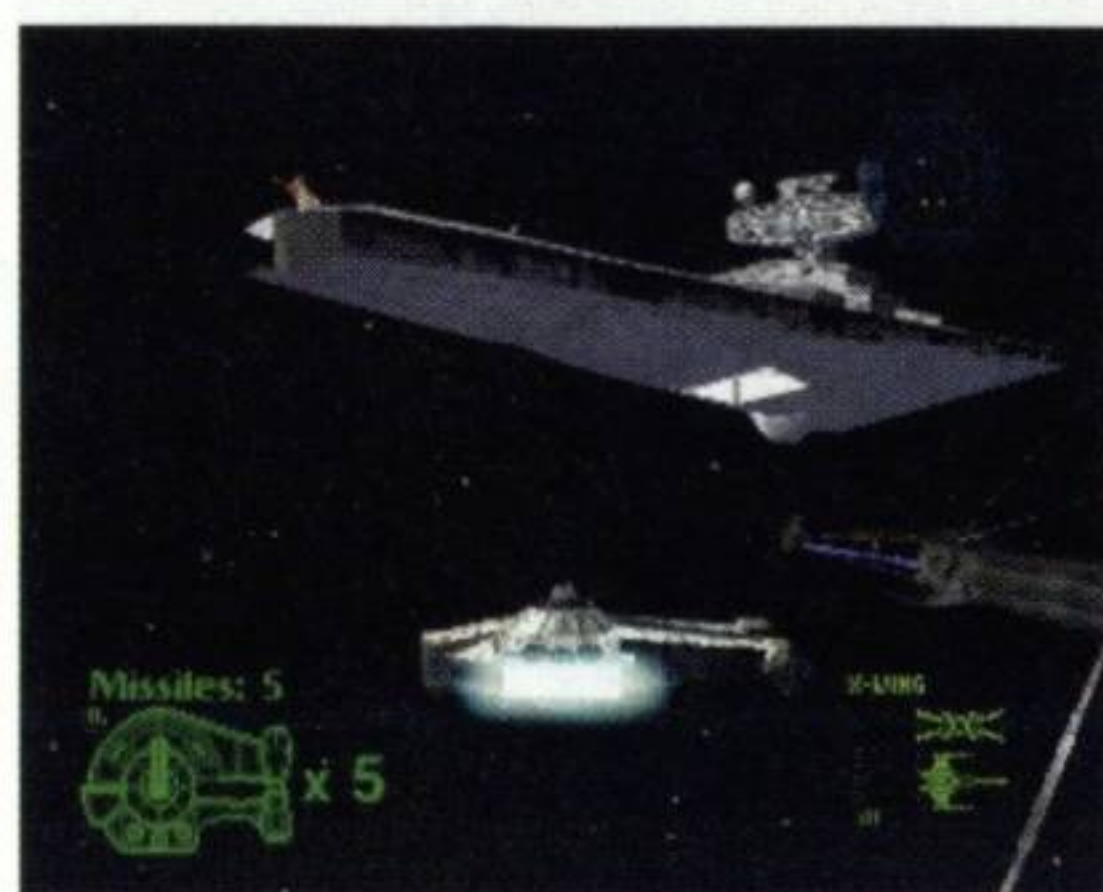
■ It's on-rails 3D space battle hour once again, along with speeder bike tree-dodging, storm trooper gun-play and asteroid field rock-dodging. The restricted gameplay, which largely involves following a pre-set route to avoid approaching obstacles, is woefully tedious, and huge chunks of CD-streamed video are deemed as important as the hands-on game sections. Clichéd scripts and eye-wincingly poor acting add to the amateurish air.





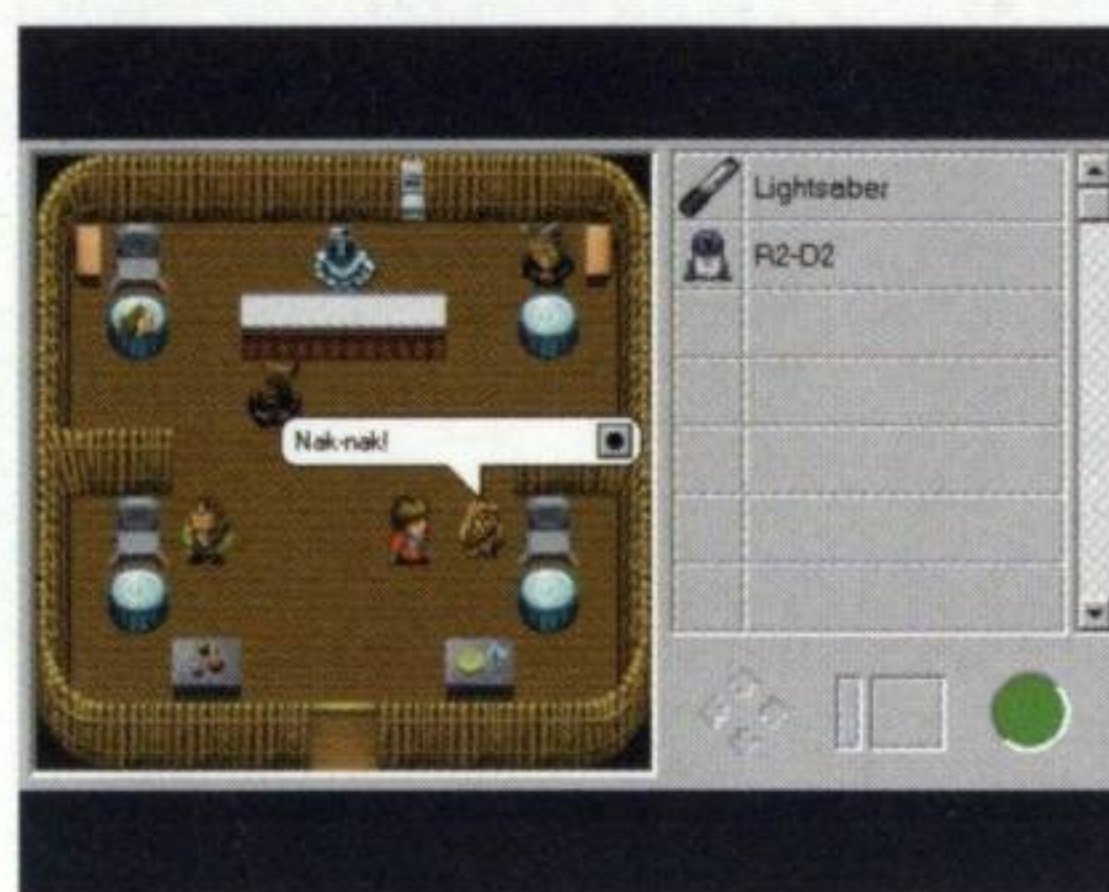
**X-wing vs TIE Fighter**  
 ■ PC ■ Activision Classic ■ £10  
 ■ ★★★★★

■ *X-wing* redefined for a multi-player audience, with the game engine itself largely left alone, but the visuals given an overhaul to create the most realistic *Star Wars* universe yet. As a one-player game, it's sorely lacking, and the limited number of missions is a worry, but the frantic, action-packed mid-space battles, and the choice of joining Darth Vader's ruthless clan or the sappy Rebel forces, provides plenty for Internet gamers to be getting on with.



**Shadows of the Empire**  
 ■ N64/PC ■ Nintendo ■ £40/£10 ■ ★★

■ A curious hotch-potch of racing sections, first-person dungeon bits and shoot-'em-up sub-games, based on an official *Star Wars* storyline offshoot that's been getting fans excited in the loooong gap between movies. It's visually messy and annoyingly fragmented, cruelly cutting off the few involving sections to make way for the next, usually more boring, sub-game. And it stars a man called Dash Rendar. We'd rather not.



**Yoda Stories**  
 ■ PC ■ LucasArts ■ £20 ■ ★★

■ A *Zelda*-influenced role-playing title, with only a cameo role for everyone's favourite mucus-coloured Fozzie Bear soundalike. As a cartoony Luke Skywalker, you wander around, collect objects, push rocks to reach previously impassable areas, and that's about it. Even with different landscapes and missions generated each time you play, there's very little to get excited about. It smacks of a rush job, and is probably only enjoyable for pint-sized siblings.



**Jedi Knight: Dark Forces II**  
 ■ PC ■ Activision Classic ■ £10  
 ■ ★★★★★

■ Another *Star Wars*-themed first-person blast, which, unlike its prequel, offers network and Internet-based multi-player play. Scrumptious 3D graphics, a hefty arsenal of big laser-powered weapons (including – gasp! – the lightsaber itself), and a decent selection of *Star Wars* baddies to empty your ammo into create an unmissable blast. There's even the chance to use the Force to help you progress. You use it to, er, jump up and down, apparently.



**Star Wars: Supremacy**  
 ■ PC ■ Activision Classic ■ £10 ■ ★★

■ An extraordinarily ordinary strategy game, separated from the mundane purely by virtue of its big *Star Wars* license. There's plenty to do – build and manage mammoth fleets of X-wings or Tie Interceptors, keep planets loyal to your cause, and send your opposing number packing using your tactical brilliance – but the over-complicated gameplay, tiresome pace and unwieldy interface get in the way. Even with the lovely Princess Leia's presence, *Supremacy* won't get you excited.



**Star Wars: Masters of Teras Kasi**  
 ■ PlayStation ■ Virgin ■ £30 ■ ★★★★★

■ The first – and, so far, only – *Star Wars* beat-'em-up; Leia punches Luke, Darth kicks Chewie, and so on. The need to perform multi-hit combos with millisecond-perfect button presses is irritating, and the overall presentation is lacking compared to slick fighters like *Tekken 3*. Still, it's fun and, despite needing a few more characters (it would have been nice to smack C-3PO's gold-plated teeth in), it's one of the few games to enable arcadey head-to-head multi-player *Star Wars*.



**Star Wars Arcade Trilogy**  
 ■ Arcade ■ Sega ■ ★★★★★

■ A timely update of the Atari arcade classics, coming at you in mouth-watering 3D. Six levels comprise an attack on the imposing Death Star, a breath-taking speeder bike race through Endor, and, best of all, lightsaber battles with Boba Fett and the black-helmeted one himself. The game's still "on-rails", which is slightly disappointing, but the visuals have been improved beyond all recognition. But a quid a go? Man alive.



**Star Wars: Behind the Magic**  
 ■ PC ■ LucasArts ■ £30 ■ ★★★★★

■ Do you fancy delving into Boba Fett's murky past? Or peeking inside the workings of the Millennium Falcon? Then this interactive encyclopaedia is your man. Packed with scripts, character biographies, production notes, timelines and behind-the-scenes interviews, even the most anal *Star Wars* fan can't fail to learn something from this. Obviously, the "sneak peek" at *The Phantom Menace* has lost a little of its value, but this is still a bountiful, tasty portion of *Star Wars* pie.



**X-wing Collector Series**  
 ■ PC ■ LucasArts ■ £30 ■ ★★★★★

■ Brings together two classic *Star Wars* space shoot-outs (*X-wing* and *Tie Fighter*) – where the aim is to progress from training missions to epic blood-pumping confrontations – plus all the associated add-on discs. Involving missions, accomplished visuals, bafflingly complex enemy AI and a splendidly rendered galaxy make for mouth-watering loveliness, whether you're Vader-bashing or training yourself to blow Skywalker's ugly mug out of the sky.



**Star Wars: Rogue Squadron**  
 ■ N64/PC ■ Nintendo/LucasArts  
 ■ £40 ■ ★★★★★

■ An exciting, authentic shoot-'em-up with stunningly detailed visuals, astounding *Star Wars*-inspired music, and more stuff to shoot than in the entire movie trilogy combined. Sixteen missions are packed into the game, and most of the Rebel ships are available for piloting purposes. You may be disappointed by the syrupy slowness of the craft, but as the first console game to really capture the experience of piloting those ships, it's a beaut.



**X-wing Alliance**  
 ■ PC ■ LucasArts ■ £40 ■ ★★★★★

■ Twenty years after the first movie appeared, LucasArts finally gives you the chance to fly the Millennium Falcon through TIE-laden space in full-on face-flapping 3D. The controls and interface are spot on, offering amazing comprehensiveness but approachability. The graphics haven't been improved significantly since the last instalment, but there are 50 challenging missions (including a priceless Death Star finale), and the patented *Star Wars* atmosphere is flawless.



**Star Wars Episode 1: Racer**  
 ■ N64/PC ■ Nintendo/LucasArts  
 ■ £40 ■ ★★★★★

■ An exhilarating racing game that builds on *The Phantom Menace*'s opening Pod racing scene, where young Anakin whups the alien racers' collective asses. The varied range of odd-looking craft thunder along each track at eye-bulging speed, and the luscious graphics that make up the improbably named planets create a palpable *Star Wars* atmosphere. It's a shame about the lack of weapons and decent opposition, but the speed's the thing.

# BE STILL MY BEATING HEART

Words | Rich Pelley, BSc Hons

WHICH IS MORE EXCITING, THE POD RACING SEQUENCE IN THE MOVIE OR PLAYING *STAR WARS EPISODE 1: RACER* ON YOUR NINTENDO 64? THERE'S ONLY ONE WAY TO FIND OUT...

PHOTO: LUCASFILM LTD. & TM. ALL RIGHTS RESERVED



■ The results were conclusive: Anakin definitely needed new lenses.

## The experiment

One of the best bits in *The Phantom Menace* is the Pod race, where Obi-Wan Kenobi and Qui-Gon Jinn stake the future of their ship, the Jedi and everything on the piloting skills of young Anakin Skywalker. It's an impressive and hair-raisingly fast scene, and hence the ideal fodder for a videogame spin-off. So, with just a minimal amount of prompting from George Lucas' bank manager *Star Wars Episode 1: Racer* was born for the N64 and PC.

But which is the more exciting? Seeing Anakin a-duck and a-dive through the deserts of Tatooine on the big screen, or zipping a Pod through exactly the same course

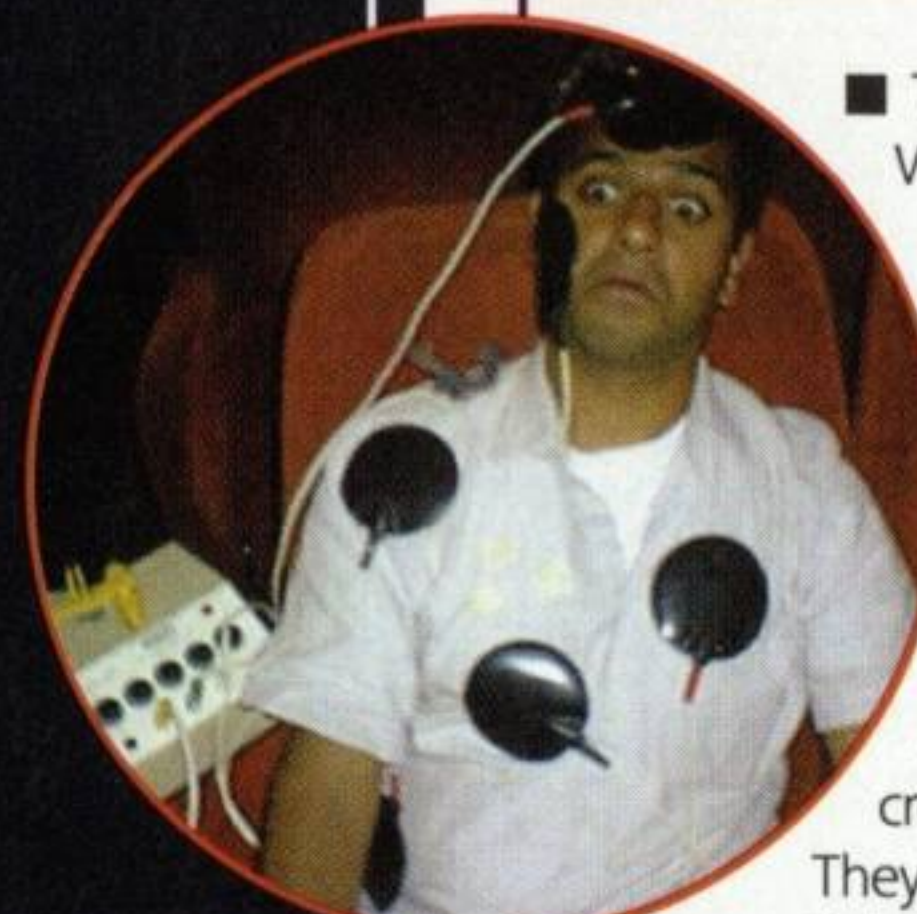
on your trusty N64?

Only one way to find out. First, grab yourself a guinea pig. Wire them up to an electrocardiograph. Take them to the cinema to see *The Phantom Menace*. Buy them some popcorn. When the movie reaches the Pod race sequence, turn the electrocardiograph on and monitor their heart rate. Second, take guinea pig home. Repeat the wiring experience. Get them to play *Episode 1: Racer*. Collate your scientific readings. Analyse the results. Finish the popcorn.

With – as those nice people at the *Radio Times* might say when talking about ITV's latest sitcom – hilarious consequences.

■ *Star Wars Episode 1: Racer for PC* is reviewed on page 90.

## The movie



■ The plot so far (SPOILER WARNING!): some funny shenanigans are going on in space. Jedi knights Obi-Wan and Qui-Gon are on the run from somebody or other. Qui-Gon saves the life of an alien called Jar-Jar (who looks like the result of an ill-advised attempt to cross a horse with a Fraggles).

They rescue Queen Amidala (who was in *Leon*, but who has grown up a bit since then) and decide to hide out on a planet called Tatooine. Unfortunately, the Jedi's ship is a knackered, and they need a new hyperdrive. Qui-Gon tries to buy a new hyperdrive from a used spaceship salesman (who looks like the result of an ill-advised attempt to cross a bumblebee with Alf, the friendly alien), but finds himself temporarily embarrassed in the cash department and unable to use Force powers on the trader.

During this exchange, the Jedi make friends with a little boy called Anakin Skywalker, who's also destined to become Luke Skywalker's Dad and – get this – Darth Vader. As it turns out, Anakin's rather good at Pod racing, so Qui-Gon makes a bet with the salesman. If Anakin wins the big Pod race championship the Jedi can have a free hyperdrive. If he loses, the salesman can have their space ship.

The Pod race is about to start. "You won't walk away from this one Skywalker, you slave scum!" threatens Selbulba, one of the other competitors. "Don't count on it, slimeball," replies Annie (as the diminutive Skywalker is known). They climb into their Pods but – oh no – Selbulba snips a wire on Annie's Pod! The tension mounts...

At this point our guinea-pig is relieved of his popcorn and Seven-Up, and the electrocardiograph is activated.

## The game



■ Guinea-pig presses Start on his Nintendo 64:

**(1) 0min: 00sec**

The race begins.

**(2) 0min: 06sec**

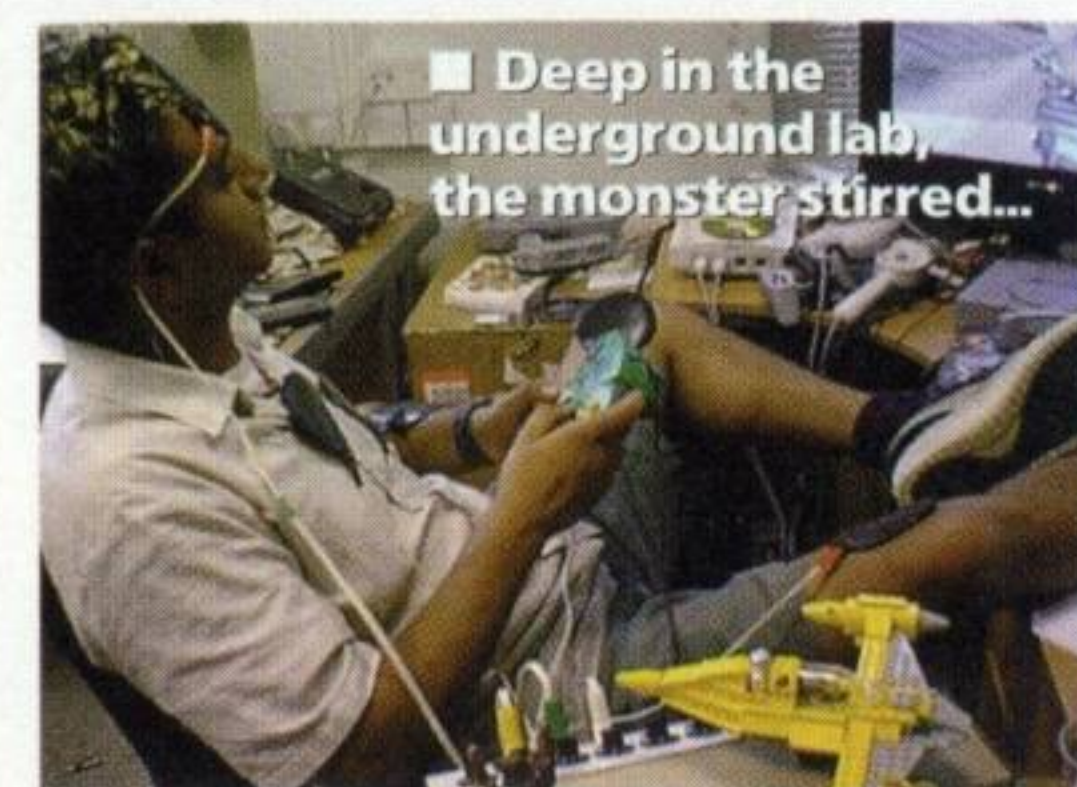
Bangs into the cliff with no obvious ill effect.

**(3) 0min: 18sec**

Turbo boost.

**(4) 0min: 33sec** Guinea pig oblivious to engines overheating.

**(5) 0min: 39sec** Blows up.



■ Deep in the underground lab, the monster stirred...

## Here's the science...

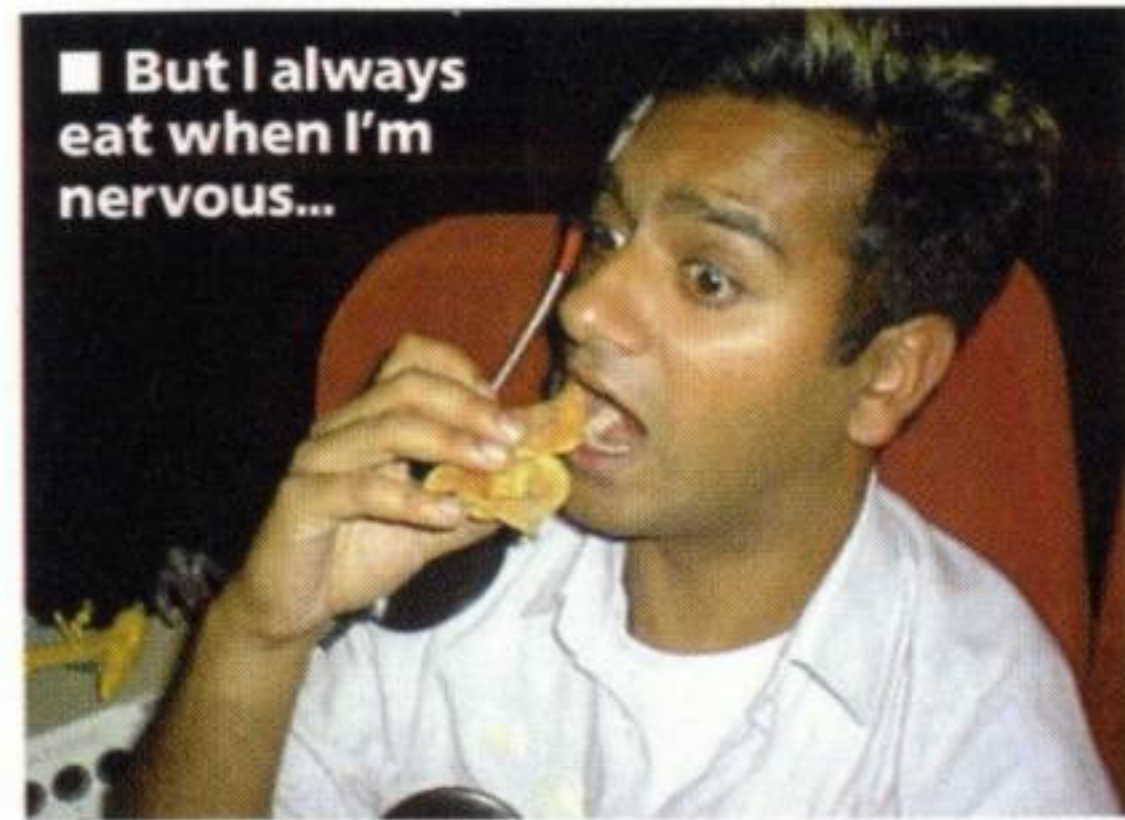
■ When exciting stuff happens, the human heart beats faster. When the heart contracts to take a beat, a small electrical current is generated. One way to measure excitement, therefore, is to trace the regularity of the palpitations of the heart by measuring this current. This is known as electrocardiology. Electrodes are attached to the chest (and not – as our photos show – to the head), and wires pass from these to an electrocardiograph machine (ECG). The current is recorded on a paper printout, called an electrocardiogram. The taller the peaks on the electrocardiogram, the stronger the heart is beating; the closer together they are, the faster it is beating – see Graph (b). An increase in height (amplitude) and a reduction in distance between peaks (frequency) indicates a higher level of excitement.

**(1) 0min: 0sec**

"Start you engines," announce the over excited commentators. The racers rev up. Jabba the Hutt bites the head off a frog, spits it at a gong and they're off!

**(2) 0min: 06sec**

Except, oh no! Anakin stalls! It's a heart-in-mouth-jumpingly tense moment. Then... phew! He's off. "And there goes Skywalker," screams



■ But I always eat when I'm nervous...

the two-headed commentator. "He'll be hard pressed to catch up with the leaders today."

**(3) 0min: 53sec**

Selbulba craftily nudges the first of the opposing Pods into the wall. There's a haze of smoke and exploding Pod racer. Whatever alien language Selbulba might be speaking, it still sounds like he's saying "Bye bye, Slimo". The racers round a corner and enter the tunnel

**(4) 1min: 40sec**

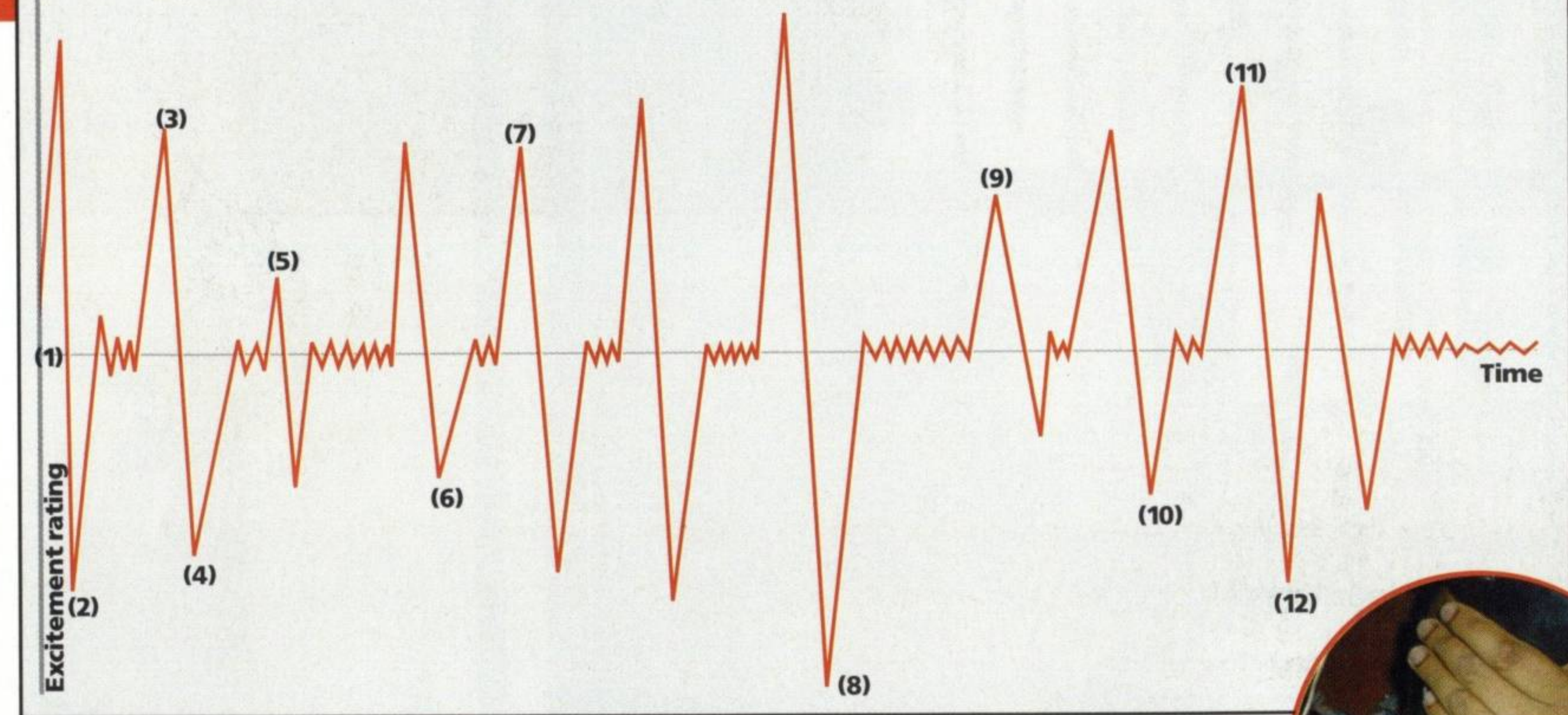
A second racer crashes into the rockface. Flames rocket through the tunnel. Has Annie been caught up in the blast? He makes it out, with the flames nanometres away from his tail.

**(5) 2min: 55sec**

A third Pod pulls in for a pitstop, but one of the robotic pit crew is sucked into a fan on the back of the racer, and the entire thing explodes. "Where is Master Anakin?" says the half-built C-3PO. Oh just shut up, Threepio.

Star Wars Episode 1: The Phantom Menace. The movie.

Graph (a)



**(6) 3min: 06sec**

"Looks like Skywalker is moving up the field," announce the commentators. Meanwhile Selbulba throws a grenade at the racer behind him, and a fourth Pod bites the dust, creating a shower of debris. "I don't care what universe you come from," laughs a commentator, "that's gotta hurt. A fourth guy buys it."

**(7) 4min: 03sec**

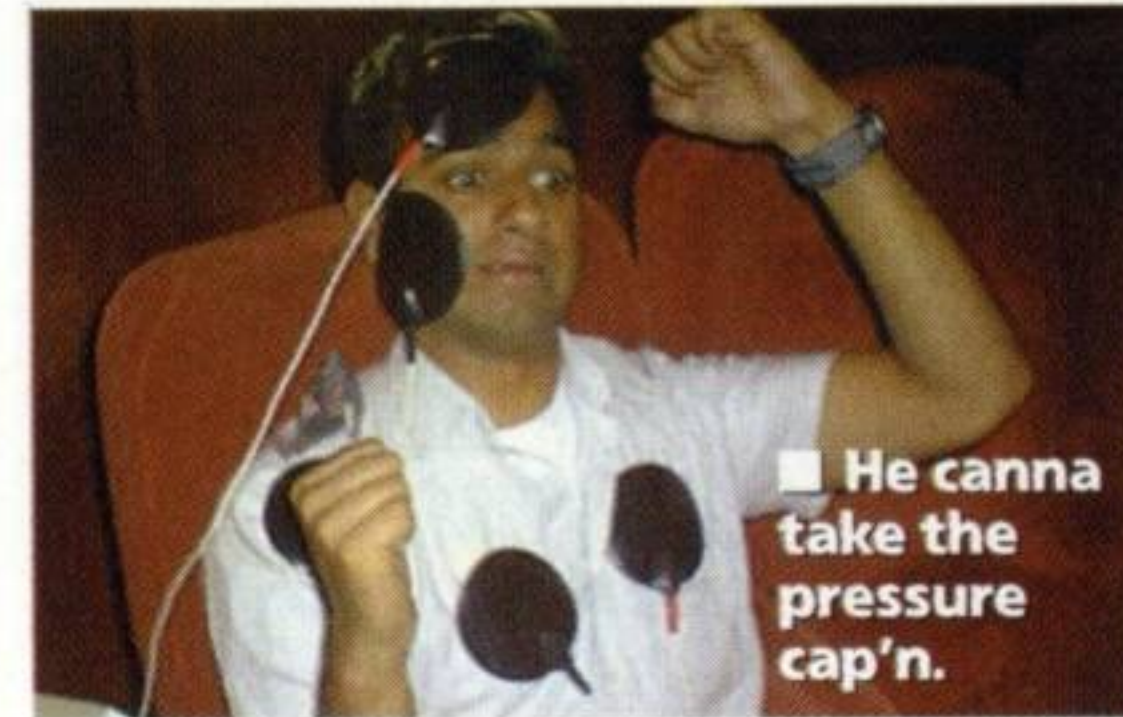
Away from the movie, the girl to the right of our guinea-pig inadvertently touches his leg causing his heart rate to unexpectedly jump. He is utterly misguided in the belief that this might mean he's "in there".

**(8) 5min: 12sec**

Selbulba uses his exhaust pipe to cut through Skywalker's engines, and Skywalker is hurled upwards on to the surface ramp. However, with a swift hand-brake turn, he ducks back into the course. Except it's not all roses. Anakin's Pod starts breaking up. "Skywalker's in trouble," the commentators warn.

**(9) 6min: 50sec**

But a quick fiddle round the dashboard, a cheeky little grin to the camera, a flick of the choke and everything seems to be alright with the boy Vader. It's neck and neck as the remaining racers slide through 90° to fit through a gap between mountains.



■ He canna take the pressure cap'n.

**(10) 7min: 30sec**

"He's catching Selbulba..." Anakin's Pod clips Selbulba and sends it spinning into a cliff. One engine explodes. Then the other. The unpleasant Selbulba is out of the race.

**(11) 8min: 10sec**

Anakin cruises to an easy victory. "I can't believe it," exclaims C-3PO. Our guinea pig consoles himself with the fact that if C-3PO were real, he'd have been beaten up ages ago. "The crowds are going nuts," hype the commentators. "Mum, I did it!" confides Anakin. Jabba, initially asleep, is prodded awake by that bloke with his entrails on his head from *Return of the Jedi* (Bib Fortuna, we are reliably informed). "It's so wonderful, Annie," says his Mum. "You have brought hope to those who had none." It's a miracle that no one in the cinema is sick.



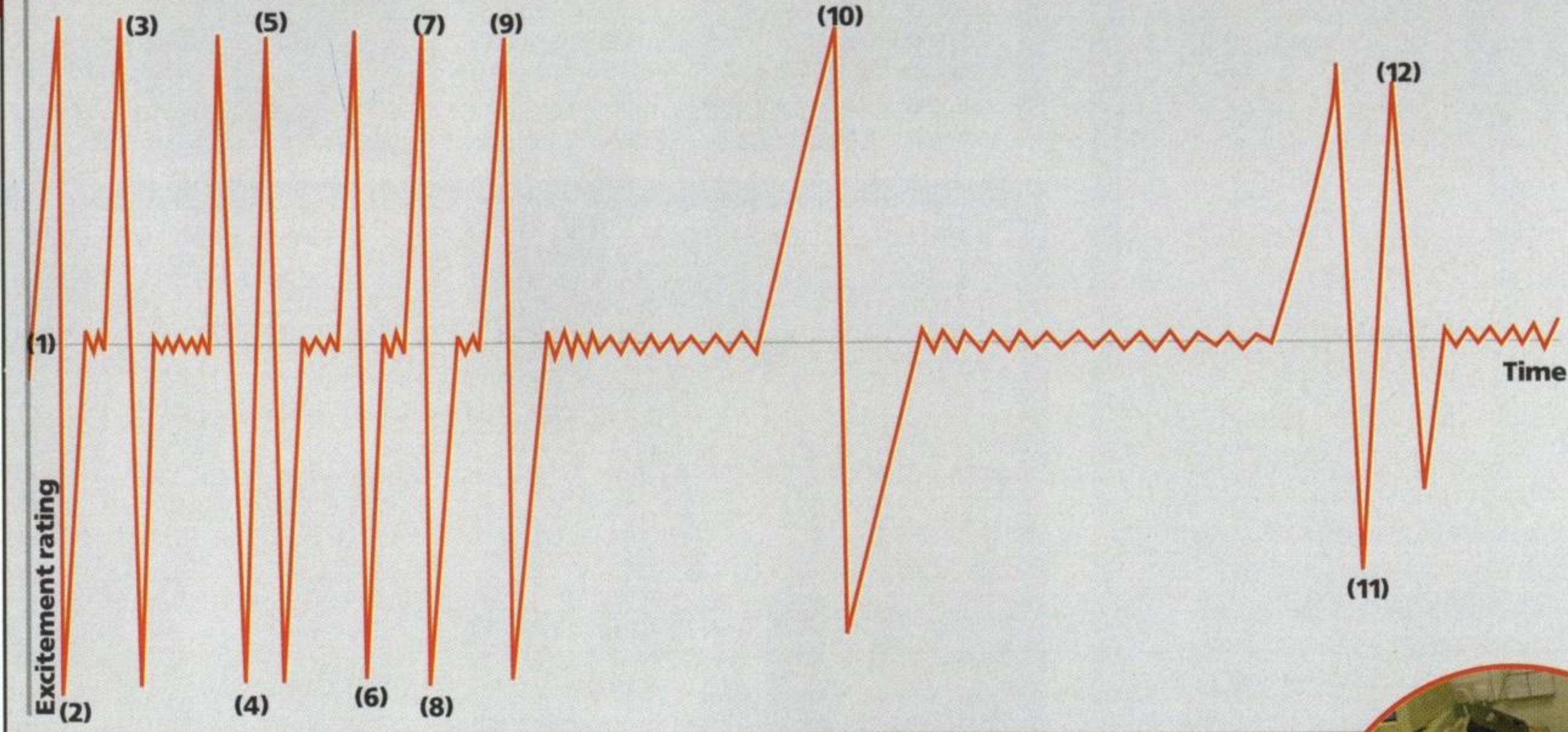
■ Suffering for science.

**(12) 8min: 20sec**

The Pod sequence ends. With an unusual air of confidence, our guinea-pig un-pops his giant electrodes, turns to the girl to his right and clears his throat. She picks up her coat, and leaves without seeing the end of the movie.

Star Wars Episode 1: Racer. The game.

Graph (b)



**(6) 0min: 46sec** And again.

**(7) 0min: 53sec** Turbos into the end of a cave. Blows up.

**(8) 1min: 02sec** Crashes into the cliffs at full pelt. Blows up.

**(9) 1min: 11sec** Surprisingly, sets new lap record.

**(10) 2min: 36** Worryingly similar to first lap.

**(11) 4min: 12sec** The final lap. Guinea pig comes third.

**(12) 4min: 20sec**

Guinea pig turns off N64 in disgust, un-pops giant electrodes and goes in search of girl from cinema.



■ Matron! The smelling salts!

## Conclusion

### Take it to heart...

■ So which is more exciting? The game, or the film? The average amplitude of the peaks of graph (b) is larger than for graph (a). This indicates that our subject felt more excited by the Pod racing in the game than in the film. While our dodgy tests will keep LucasArts happy, it should be no surprise that taking an active roll in the game rather than a passive one in the cinema had the greatest effect on our subject's heart rate.

The highest and closest together peaks in both graphs occur, effectively, at the most exciting bits of the film and game. They do, though, occur at different points along the timescale, and relate to different events. However, the overall shape of both graphs is, for the most part, constant. This indicates that, whether you're watching a film or playing a videogame, the medium has little effect on the strength and regularity of the heartbeat. Which rather scuppers the entire point of our experiment. Oh well... **A**

■ Please address any inaccuracies you may find in this experiment to: Who Gives A Toss, Arcade Magazine, PO Box 200, The North Pole.

■ THANK YOU TO THE CITY OF BATH COLLEGE FOR LENDING US THE EQUIPMENT TO TEST OUR DODGY THEORIES. AND FOR NOT LAUGHING TOO HARD AT OUR RESULTS.

# EPISODE FUN

WHAT'S THIS THEY'VE SENT US?

Big kid | Jamie Dolling



■ Detachable goggles, a freckled face – it can only be LEGO Anakin.

**L**ike videogames, the cinema is a beautiful thing: it offers the opportunity to lose yourself in someone else's vision for hours at a time and return, enriched, to your day-to-day existence. However, some people do all they can to prolong the joy, and *Star Wars* fans are a prime example. Not content with three feature length movies – and more to come, haven't you heard? – these desperate individuals would hire out their lovers by the hour just to get hold of one more piece

of fully branded, injection-moulded *Star Wars* tat, designed to bring the galaxy far, far away just a little closer to home. Well, that's certainly the case here at *Arcade*, where mere mention of the AT-AT Walker can set the production schedule back by several days. Given that, the decision was made to work harder than Luke Skywalker on the swamp planet Dagobah to get hold of all manner of marketing malarkey, and give you some idea of whether today's *Star Wars* toys should be cherished like Chewie or knocked like an ewok.



■ This is not the place to go on about LEGO not being as good as it used to be. No way.

**LEGO Star Wars**  
 ■ Available from: **Lego** on **0990 626375**  
 ■ Price: **£6-£70**  
 ■ Release date: **on sale now**

■ The thing to remember about LEGO is that the only people who don't like it are wont to complain about the dearth of British engineers and mourn the fall of Meccano. Not the *Arcade* staff, that's for sure, although the introduction of beige

bricks and heavy reliance on shingly bits to complete the *Star Wars* kits raised a few murmurs of dissent. However, it turns out nothing soothes a hangover better than piecing together a Pod racer, and the thrill you get when you realise you can build as many as three cunning transporters from the same pieces is pure gold. You can recreate a wide range of *Phantom Menace*

scenes using these smart bits of plastic, from the lightsaber duel between Qui-Gon and Darth Maul to the Gungan Sub journey, and you get to pose your heroes in all manner of compromising positions. If loving this is wrong, then *Arcade* doesn't know what's right. ★★★★★



**PRINCESS LEIA ORGANA**  
 as Jabba's Prisoner

Designed as the beauty hunter Bessie, Leia Bessie Han from the carbonar prison, but she is immediately captured and forced to marry by Jabba's side dressed in his favorite dancing girl costume. But Princess Leia will use her wiles to turn the tables on Jabba.

**BESPIN HAN SOLO**

To remain with the Rebellion as pay off Jabba the Hutt? Han decides to do what he must to pay Jabba the Hutt in order to help the Rebellion destroy the first Death Star. He then aids them in their escape from Tatooine and helps with the construction of the new Echo Base on the ice planet Hoth. Escaping the Imperial trap, he and Luke end up on Cloud City on Bespin.

### Darth Maul's double-edged lightsaber

■ Available from: **Hasbro on 0800 328 7007**  
 ■ Price: **£40** ■ Release date: **on sale now**

■ This little cutie was jetted into the office from the western seaboard of the United States, and is worth

every single cubic inch of greenhouse gas spewed into the atmosphere as a result.

A deft flick of the wrist extends the lightsaber, and a subtle button-push gets it buzzing like a bee with a bull-horn. Enter into combat with a table, a chair or a fellow worker, and you experience pleasing flashes

of light and a similarly satisfying crackling noise. It also feels wonderfully weighty in your hands – a real confidence booster.

Still, you can't help but fear that a tired, emotional adult or a charged-up kiddie making with the Sith Lord moves in an enthusiastic

fashion would be in from the garden in no time – tears streaming down their cheeks – with their Jedi weapon wrecked. Mind you, if you feel happy coughing up the cost of a videogame to own one, *Arcade* will come round and play. ★★★★★



### Star Wars graphic novels

■ Available from: **Titan on 01858 433169**  
 ■ Author: **various**  
 ■ Publisher: **Titan**  
 ■ Price: **£10-£13**  
 ■ ISBN: **various**  
 ■ Release date: **on sale now**

■ Have you ever wondered what happened after the end of *Return of the Jedi*, or how things were five millennia before Luke Skywalker was born? Well, Titan Books has the inside track on the truth, and has reproduced it in a series of graphic novels –

comics you're allowed to read if you're old.

For the most part the graphic novels use characters or incidents from the *Star Wars* trilogy as a starting point for an adventure that runs off at a tangent from the films, but a faithful rendering of the *Star Wars Episode 1: The Phantom*

*Menace* screenplay has sold faster than the Millennium Falcon at full throttle.

While the novels didn't cause as much of a stir in the *Arcade* office as the hands-on toys, fans of comics as well as *Star Wars* will be able to while away many a pleasant afternoon with any one of them. ★★★

### Star Wars: the Action Figure Archive

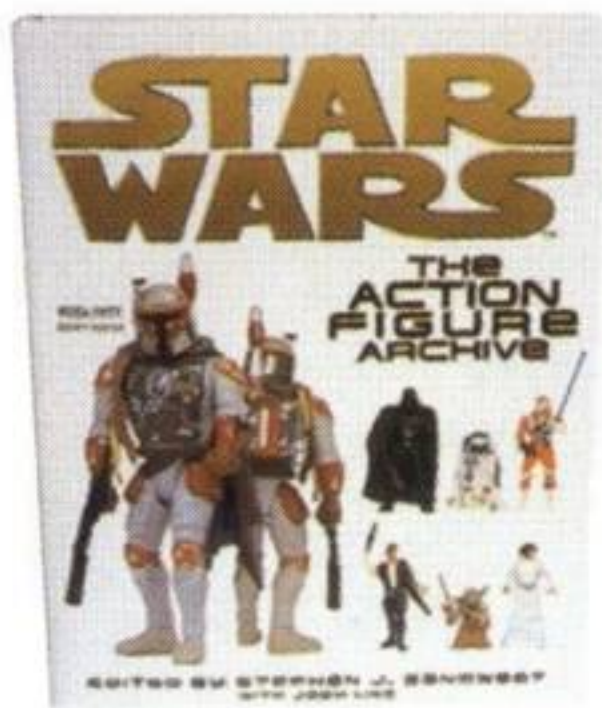
■ Author: **Stephen J Sansweet, Josh Ling**  
 ■ Publisher: **Virgin**  
 ■ Price: **£25** ■ Release date: **on sale now**  
 ■ ISBN: **1-85227-739-4**

■ Oh, sweet Jesus, that's done it: one book, and every *Star Wars* figure ever made. The emotional floodgates are wide open.

What you get here are pictures of every single figure, transporter or scene recreating kit produced by toy company Kenner – whose funky, disco-slim figures will be familiar to many – and Hasbro, who bulked-up Luke, Han et al to

Charles Atlas-like proportions. And it's incredible.

Film stills illustrate the individual characters, and props from the trilogy are compared with their miniaturised equivalents. On top of all that, you get a couple of paragraphs giving you the background on the role the character – however obscure – played in the film. Touching. ★★★★★



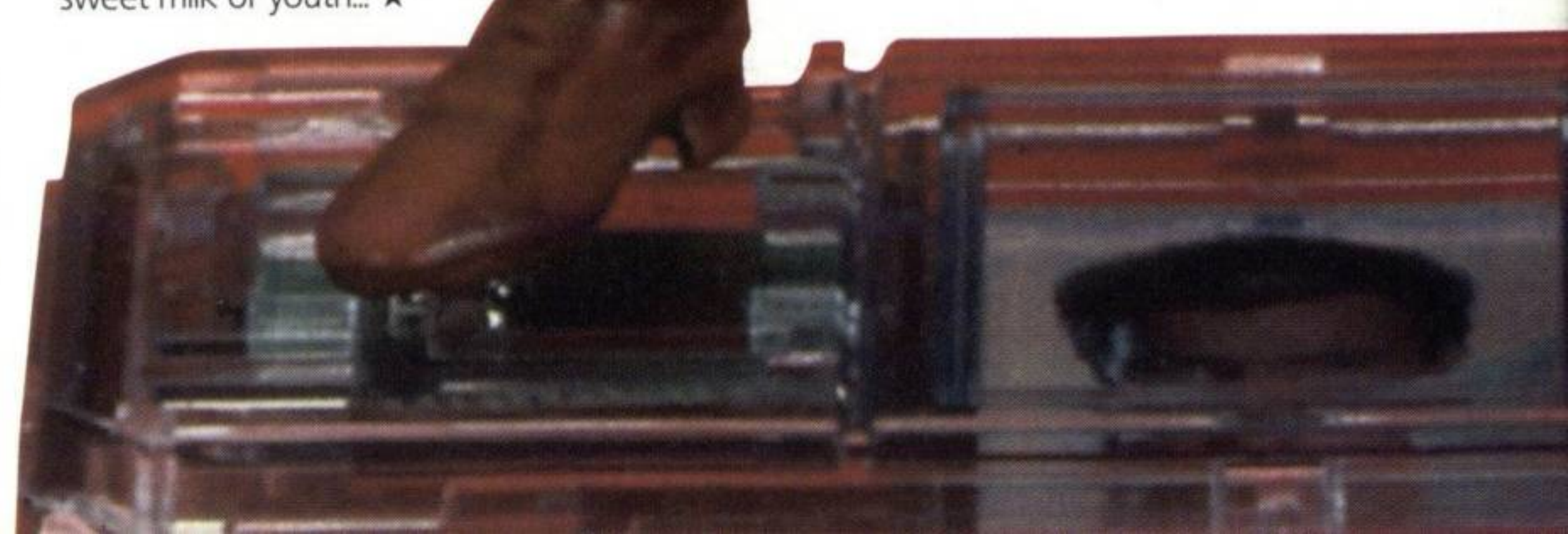
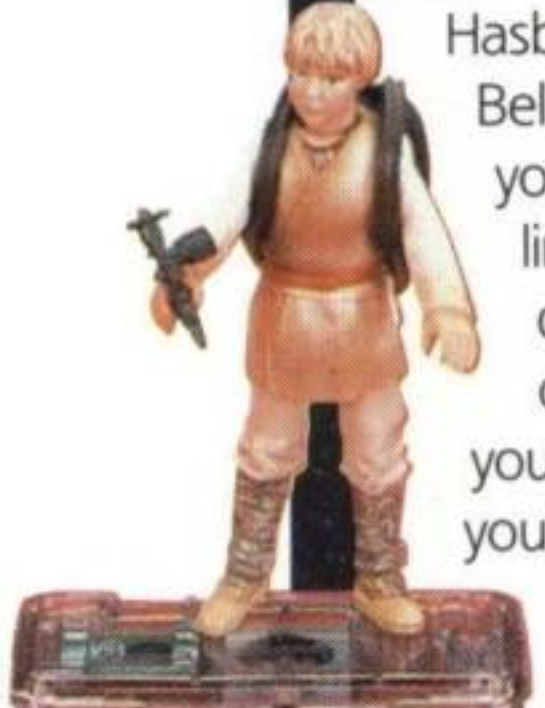
### COMMTalk action figures

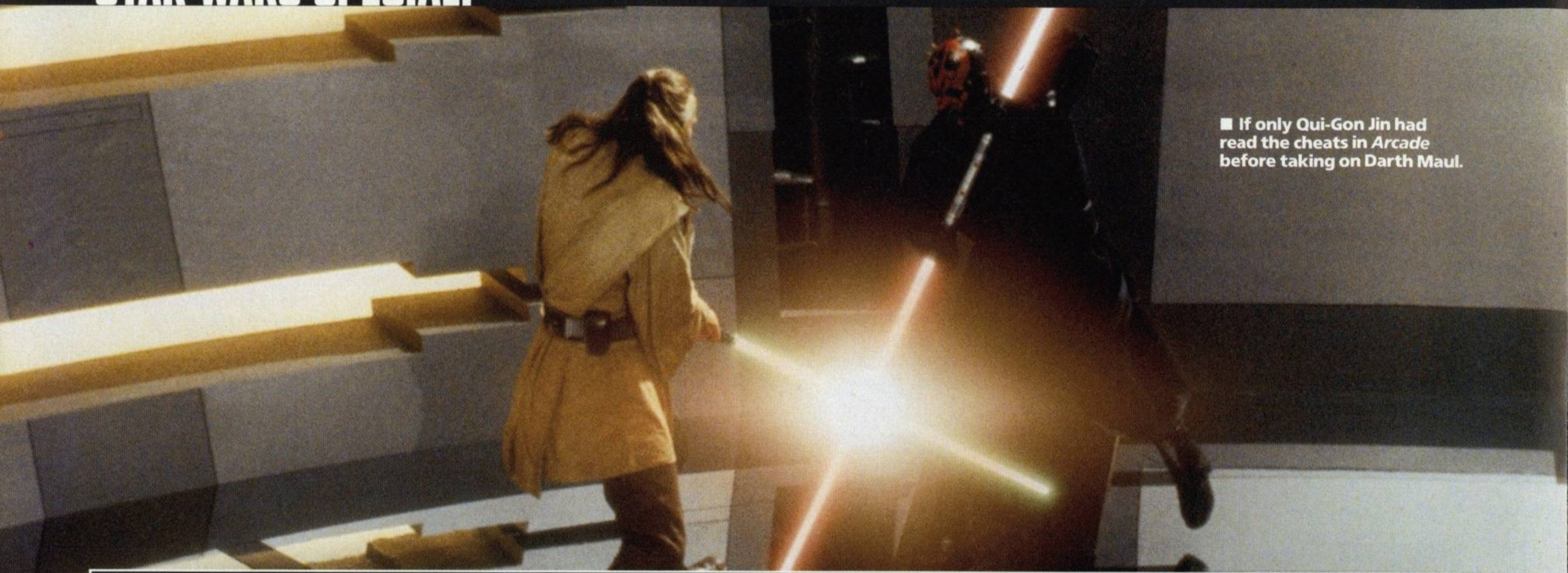
■ Available from: **Hasbro on 0800 328 7007** ■ Price: **£8**  
 ■ Release date: **on sale now**

■ Who could ever forget the simple magic of *Star Wars* figures and the pleasure they brought to millions of us fans? Why, Hasbro, of course. Believe it or not, when you scan these stiff-limbed, horrendously-detailed little beggars over a £20 "reader" you get to hear some of your plastic pal's lines from *Episode 1: The Phantom Menace*,

together with all manner of sound effects.

Whatever happened to play? Recreating the sound of a lightsaber, or approximating a Vaderesque wheeze, was, surely, the high point of fooling with figures – not to mention making them swim or strapping them to fireworks. No, these things wouldn't look out of place on a full-page collectors' ad in the Sunday supplements. Talk about souring the sweet milk of youth... ★





■ If only Qui-Gon Jin had read the cheats in *Arcade* before taking on Darth Maul.

Format: **PC and PlayStation** | Publisher: **LucasArts/Activision** | Price: **£35** | Players: **1** | ★★★

Words | **Rich Pelley**

## KICK ASS AT... STAR WARS EPISODE 1: THE PHANTOM MENACE

# CHEAT LIKE JABBA

**THE PHANTOM MENACE MIGHT NOT BE THE TOUGHEST NUT TO CRACK, BUT IT'S ALL IN THE CRACKER. PLACE YOUR COPY OF MENACE BETWEEN THESE PAGES AND SQUEEZE TIGHTLY.**

■ IMAGES: LUCASFILM LTD. & TM. ALL RIGHTS RESERVED



### Trade Federation Battleship

The R2 unit must be at the control panel before the service closet can open. If it's not there yet, go back down the corridor past where you entered to summon it. Remember that the R2 unit is behind the destroyed droid carousel. Don't let any harm come to it.



### Otoh Gunga

An easier way to get through the room that's found through the third sphere is to walk quickly off the left edge of the platform. Once you hit the floor, return to the second pillar quickly before it rises, and double jump to the second balcony.



### Escape from Theed

Do not destroy the droids guarding the gun emplacements on the sides of the arches, even if they appear to be approaching – killing them only releases more destroyer droids.



### Mos Espa

When you find the dung worm salesman, walk through the dung worms to avoid making any unwanted friends. When you see Jawas crossing the street in front of you, follow them to find a heavy repeating cannon behind a set of double doors. Open the doors, but then use the cannon to mow down as many of the Jawas as you can.

### EMBRACE THE DARK SIDE



■ **Is the Force (predictably) letting you down? If you own a PC, press Backspace during play, then type one of the following codes in the dialogue window.**

I LIKE TO CHEAT	All weapons, full ammo
GIVE ME LIFE	Full health
HEAL IT UP	Full health
IAMQUEEN	Play as Queen Amidala
IAMQUIGON	Play as Qui-Gon Jin
IAMPANAKA	Play as Panaka
IAMOBI	Play as Obi-Wan again
BEYOND CINEMA	Letterbox view
FROM ABOVE	Overhead view
NAUGHTY NAUGHTY	First person view
PERF	Wire frame view
REX	Wire frame menus
SLOWMO	Slow motion mode
60FPS	60 fps frame rate
FPS	View frame rate
PERFECTION	Auto-fire/attack
GURSHICK	View credits
DROP A BEAT	Wavering graphics
KILL ME NOW	Kill self
I REALLY STINK	Lower difficulty
I RULE THE WORLD	Increased difficulty



### Mos Espa Pod Racers

Do not use the thermal detonator on Jabba's pet. There are too many spectators who might be harmed by the blast. Instead, save it for the ignition capacitor thief.



### Encounter in the Desert

The fastest way through the level is to take out the seeker droids, ignore Darth Maul and clear the way through the pass to delay the action until Queen and T-14 are aboard the ship.



### Assault on Theed

Darth Maul is invincible to every weapon other than the lightsaber.



### The Final Battle

The droids that guard the throne room are smarter than the droids in the rest of the game. They'll move out of your line of fire.

# Corsairs



PC  
CD  
ROM

  
MICROÏDS  
[www.microïds.com](http://www.microïds.com)

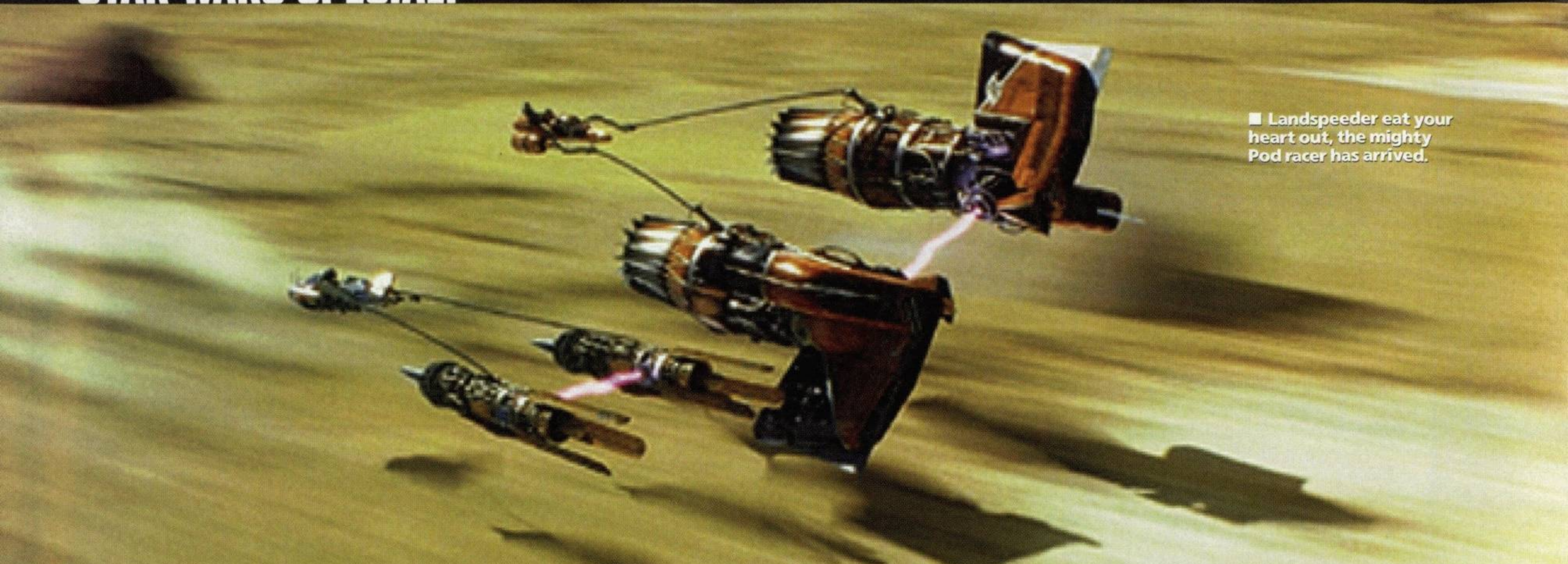
..... Become the most dreaded privateer of all time .....

For the first time, direct your own boardings, and control each member of your team

..... Control your fleet with an iron fist .....

**SET SAIL TO SCOUR THE SEAS OF THE SOUTH**

MEDIA  
CORPORATION



■ Landspeeder eat your heart out, the mighty Pod racer has arrived.

Format: **Nintendo 64** | Publisher: **LucasArts/Activision** | Price: **£50** | Players: **1** | ★★☆☆

Words | **Alex Bickham**

## KICK ASS AT... STAR WARS EPISODE 1: RACER

# TURBO BOOST YOUR POD

**YOU ARE NOT ANAKIN SKYWALKER. YOU DO NOT HAVE STRANGE AND AWESOME POWERS. FACE IT, YOU NEED ALL THE HELP YOU CAN GET. SO HERE'S SOME INSIDE ADVICE ON HOW TO WIN THE POD RACES...**

IMAGES: LUCASFILM LTD. & TM. ALL RIGHTS RESERVED



### A turn for the better

When you're tackling a nasty corner, pull back on the stick as you're turning. This raises the nose of your craft and helps you to turn a much tighter corner. It also slows you down a touch, so only use it on the really tight turns. Conversely, if you push forward, your nose dips a little, enabling a minor speed gain – the pay off for this is less responsive handling, but you'll play like this anyway if you're used to using the turbo boost.

### Wheels of fire

The temptation to kick in with a turbo at the slightest sniff of a straight is almost overwhelming, but don't succumb to temptation. Using a turbo behind other racers is a sure-fire way to embed your ship up their exhaust-pipes, thereby trashing it. Only use turbos when you know you've got a nice long straight or dead easy bend ahead – if you don't, you'll be picking lumps of rock out of your face, while earning yourself a lot of catching up.

### Snap-on tools

You'll find that, when you buy new components for your racer, all the other racers available to you will have that part upgraded as well. Conversely, if you sell a vehicle part, all the other ships lose it, too. The neat touch is that when you unlock a new racer, you can sell all of its top-end components, and use the moolah you've garnered to buy stacks of cheaper parts for other ships. When it comes to getting a vehicle established, choose a racer at the beginning and stick with it – you'll be surprised how quickly you can improve it.

### The quick fix

Making repairs on the go slows down your racer, so if you need to fix your ship during a race, it's best to do it on a slow corner – that way you won't lose too much speed. Repairing on a straight is a waste of quality turbo time. Pit droids are also dead useful; buy as many as you can afford and you'll find your ship in tip-top condition before every race.

### Cut to the chase

Many of the tracks have purpose-built short cuts to help you skip places and get ahead. To find them it's always worth trying out a course on Time Trial mode, and then sniffing about slowly for sneaky routes to use when you're racing.

### Invincible ship

[For N64 version only]. Simply select an empty save slot and when asked to enter your name, hold down **Z**. Keep it held, and – using **L** to select letters – type the word **RRJABBA**. Now select End (again with **L**) and enter a name using **A**. When you begin a race, pause the game, and a cheat menu will be highlighted. From here, simply select Invincibility, and an unbreakable ship will be yours for the taking.





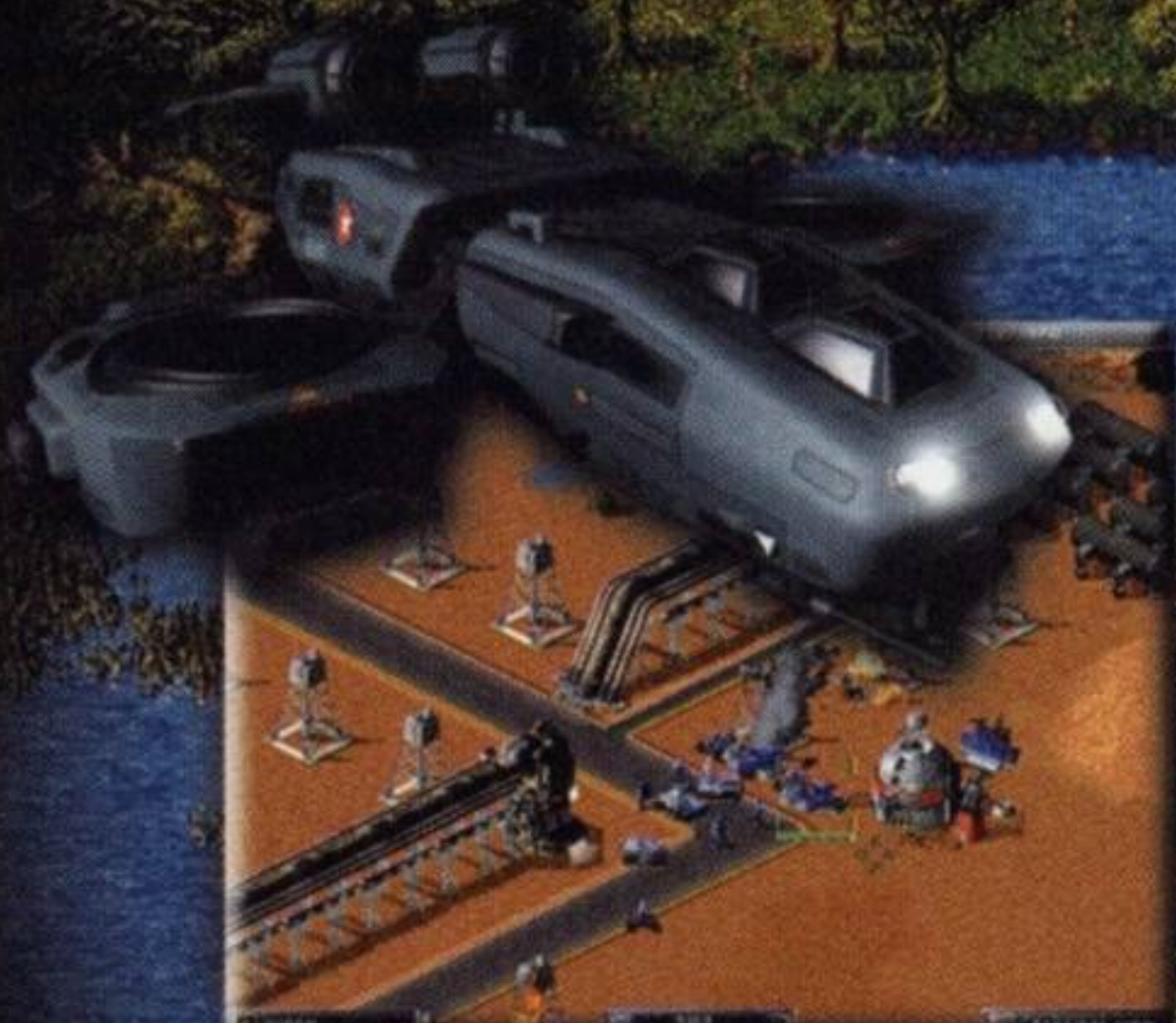
# MAYDAY

## MAYDAY: CONFLICT EARTH

Set in the year 2051 against a backdrop of war and international turmoil. Three confederations currently battle for what remains of the world: The United Continent of America (UCA); the Asian Federation (ASF); and the Southern Block (SBL), and Islamic coalition. You choose to enter into the game from any of these three perspectives - each will result in entirely different game styles and playing approaches. Strategic arcade action with weapons, vehicles, soldiers and espionage.

**No aliens, no alien planets, it is human political conflict in the 22<sup>nd</sup> century.**

**DEVELOPED FOR DESTRUCTION**



"There is also more to the gameplay than any other real-time strategy game."  
- PC GAMING WORLD



"An entertaining, affordable real-time strategy game."  
- PC GAMING WORLD



"Behind the C&C clone front end is a crate of original features."  
- PC FORMAT

True terrain effects which influence placement of units, artillery barrages and movement.

40 missions of varying types: evacuation, escort, sabotage or all out destruction

Full control over Unit attacking/defensive behaviour

Espionage and Weapons Research options

All Units are able to learn from previous conflicts and will adjust their approach accordingly

40 different types of Units and 9 types of buildings.

Specialised equipment to update Units and defences, including satellite weapons support, teleportation, weapons amplifiers, mine laying etc...

Over 60 minutes of FMV which are an integral part of the game.

Multi-player support for up to 4 players Minimum of 15 multi-player cards

Minimum system requirements; Pentium 100Mhz, 16 MB Ram, SVGA, Double Speed CDROM, 50 MB of HD space, Soundblaster card or compatible.



**OUT: JULY**



[www.totalvideogames.com](http://www.totalvideogames.com)  
The UK's premier video game site.

Published by



<http://www.jowood.at>

Developed by



JoWood Productions Software GmbH., Bahnhofstrasse 22, A-4802 Ebensee, Austria. www.jowood.at (C) & (P) 1999 JoWood Productions. All rights reserved. Mayday is a trademark and JoWood is a registered trademark of JoWood Productions Software GmbH, Austria. All other trademarks are the property of their respective owners. Published by JoWood Productions. Developed by Boris Games.

# A Charts

Looking for a game? Here's what your fellow humans have been buying.

## Official Top 40

Sales information from the blooming month of June

## Import Zone

With Department 1 (0171 916 8440)



**1** (31) **Grand Theft Auto: London 1969**  
Take 2 (budget)  
Take 2's cockney-themed add-on pack for GTA is going great guns in this month's queen of hearts.

**2** (-) **Gran Turismo**  
Sony (budget)  
This superb racer is the 'torque' of the town, and at a measly £20 too!

**3** (8) **Grand Theft Auto**  
Take 2 (budget)  
The add-on pack's success has rubbed off real nice on the original driver.

**4** (3) **FIFA '99**  
Electronic Arts  
FIFA's days in the premier division could well be numbered.

**5** (3) **Championship Manager 3**  
EIDOS Interactive  
There're few armchair footy managers who don't possess this.

**6** (7) **Tomb Raider 2**  
EIDOS  
Yep, Lara's still performing her fingertip-grip on the Top 10.

**7** (4) **Metal Gear Solid**  
Konami  
Solid Snake's making a hasty retreat in the face of heavy competition.

**8** (5) **Crash Bandicoot 2**  
Sony (budget)  
A slight-but-significant fall down the charts for the mad marsupial.

**9** (1) **Ridge Racer Type 4**  
Sony  
"There's no chance of R4 losing pole position now!!! Oh, hang on..."

**10** (-) **Castlevania**  
Konami  
A worthy update to the classic early-90s platforming strand.

**11** (-) **Baldur's Gate: Sword Coast** Interplay (budget) PC

**12** (6) **Rugrats** THQ CGB PSX

**13** (17) **V Rally** Infogrames (budget) N64 CGB PC PSX

**14** (-) **WWF: Warzone** Acclaim N64 CGB PSX

**15** (25) **Brian Lara Cricket** Codemasters PC PSX

**16** (-) **Official Formula 1 Racing** EIDOS PC

**17** (22) **Tomb Raider 3** EIDOS PC PSX

**18** (15) **Rollercoaster Tycoon** Hasbro PC

**19** (11) **TOCA 2 Touring Car** Codemasters PC PSX

**20** (18) **Rogue Squadron** Nintendo/Activision N64 PC

**21** (21) **Worms** Infogrames (budget) CGB PC PSX

**22** (9) **Star Wars: X-wing Alliance** Activision PC

**23** (29) **Half-Life** Sierra PC

**24** (10) **A Bug's Life** Disney PC PSX

**25** (13) **Civilization: Call to Power** Activision PC

**26** (16) **Premier Manager '99** Gremlin PC PSX

**27** (12) **Civilization 2** Activision PC PSX

**28** (-) **Warzone: 2100** Eidos PC PSX

**29** (23) **Jimmy White's 2: Cueball** Virgin PC

**30** (19) **Cool Boarders 2** Sony (budget) PSX

**31** (-) **Oddworld: Abe's Exoddus** GT PC PSX

**32** (33) **Norton Antivirus 5.0** Norton PC

**33** (24) **South Park** Acclaim N64 PC

**34** (34) **Hercules** Disney (budget) PC PSX

**35** (38) **Croc** Electronic Arts (budget) PC PSX

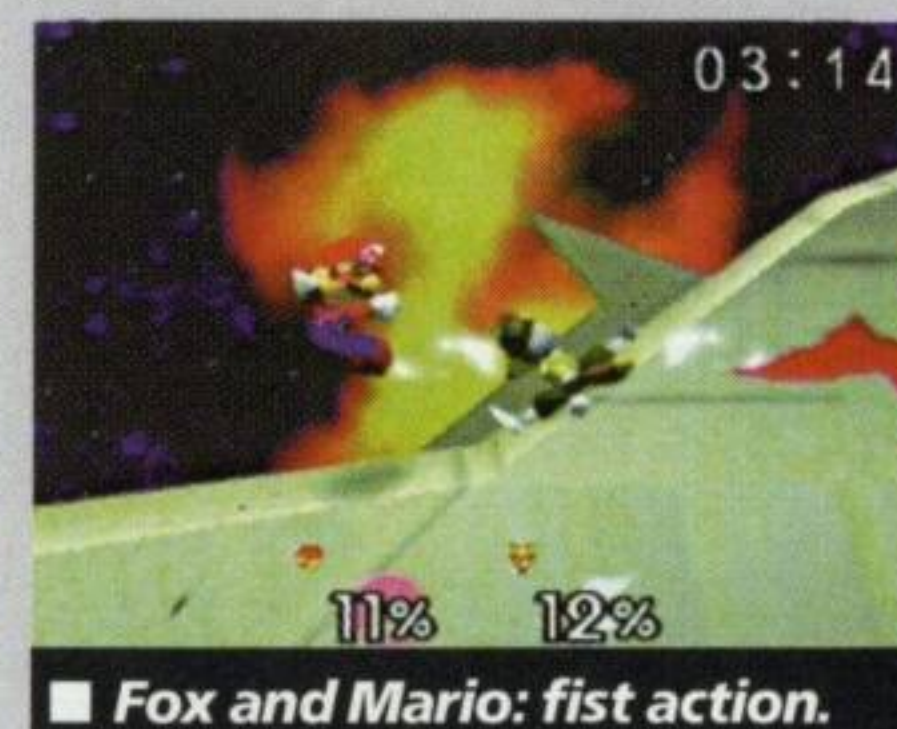
**36** (30) **Theme Park** Electronic Arts (budget) PC PSX

**37** (28) **Rayman** Ubisoft (budget) PC PSX

**38** (-) **Resident Evil** Virgin (budget) PC PSX

**39** (14) **UEFA Champions League 98/99** EIDOS PC PSX

**40** (-) **Mickey's Wild Adventure** SCEE (budget) PSX



■ Fox and Mario: fist action.

hundreds of requests for *Dynamite Decker 2*, while games like *Sonic Adventure*, *Sega Rally 2* and *Powerstone* are still popular. On the N64, *Super Smash Brothers* is selling well, and *Star Wars*

■ Hello, readers. Ted from Department 1's here to tell us what's happening from the Japanese and American import scene. Hi, Ted. "Hi." Do people call you Big Ted? "What?" Never mind. How are Dreamcast imports these days? "We're getting

*Episode 1: Racer* is flying out." No pun intended, eh? "What?" Forget it. How about PlayStation? "Um Jammer Lammy, *Silent Hill* and *Syphon Filter* are the biggies." That's just great. Coming back next month? "Doubt it." Oh.

## Vox-Pop

We can talk to the animals! Kind of.



■ Hello. You're a turkey, aren't you? [Silence] Are you into videogames? Have you played *Anna Kournikova's Smash Court Tennis*? You know, when you're sitting on your eggs, waiting for them to hatch. Er, you do lay eggs, don't you? Looking forward to Christmas? Er, probably not... Bye, then.

Hello. You're a deer, aren't you? [Silence] Do you want some of these? [Offers crisp] Oooh, your tongue's all squelchy. Still, you don't look at the mantelpiece when you stoke the fire, or however the saying goes. Do you reckon *Perfect Dark* is going to be as good as *GoldenEye*? No? Oh. Bye, then.

## Chart Analysis

With the *Baby-in-a-Basket™*



■ Wheeeee! Hi, fans. *Baby-In-A-Basket™* here. I might only be four months old, but what I don't know about videogames isn't worth knowing. Which is why I've strapped myself into this miniature hot-air balloon to get a bird's-eye view of this month's charts. As I feel the wind simultaneously rushing through my hair and nappy (with, I'm afraid to say, maximum follow-through), I notice that

*Grand Theft Auto: London 1969* has shot to the number one spot. It's got an 18 rating, apparently. Ha! Hasn't stopped me playing it - the BBFC are powerless fools. My mum lets me stay up late to watch *Casualty*, as well. So eat that!



## Japanese Top 10

- 1 (1) Pokemon Pinball GB, Nintendo
- 2 (-) Pokemon Stadium 2 N64, Nintendo
- 3 (2) Dance Dance Revolution PSX, Konami
- 4 (-) Culdcept Expansion Pack PSX, Media Factory
- 5 (-) Card Captor Sakura GB, TBG
- 6 (-) Nintendo All Stars Smash Brothers N64, Nintendo
- 7 (-) Omega Boost PSX, SCE
- 8 (8) Pokemon Snap N64, Nintendo
- 9 (-) Simple 1500 Series Vol 10 PSX, Culture
- 10 (6) World Stadium 3 PSX, Namco

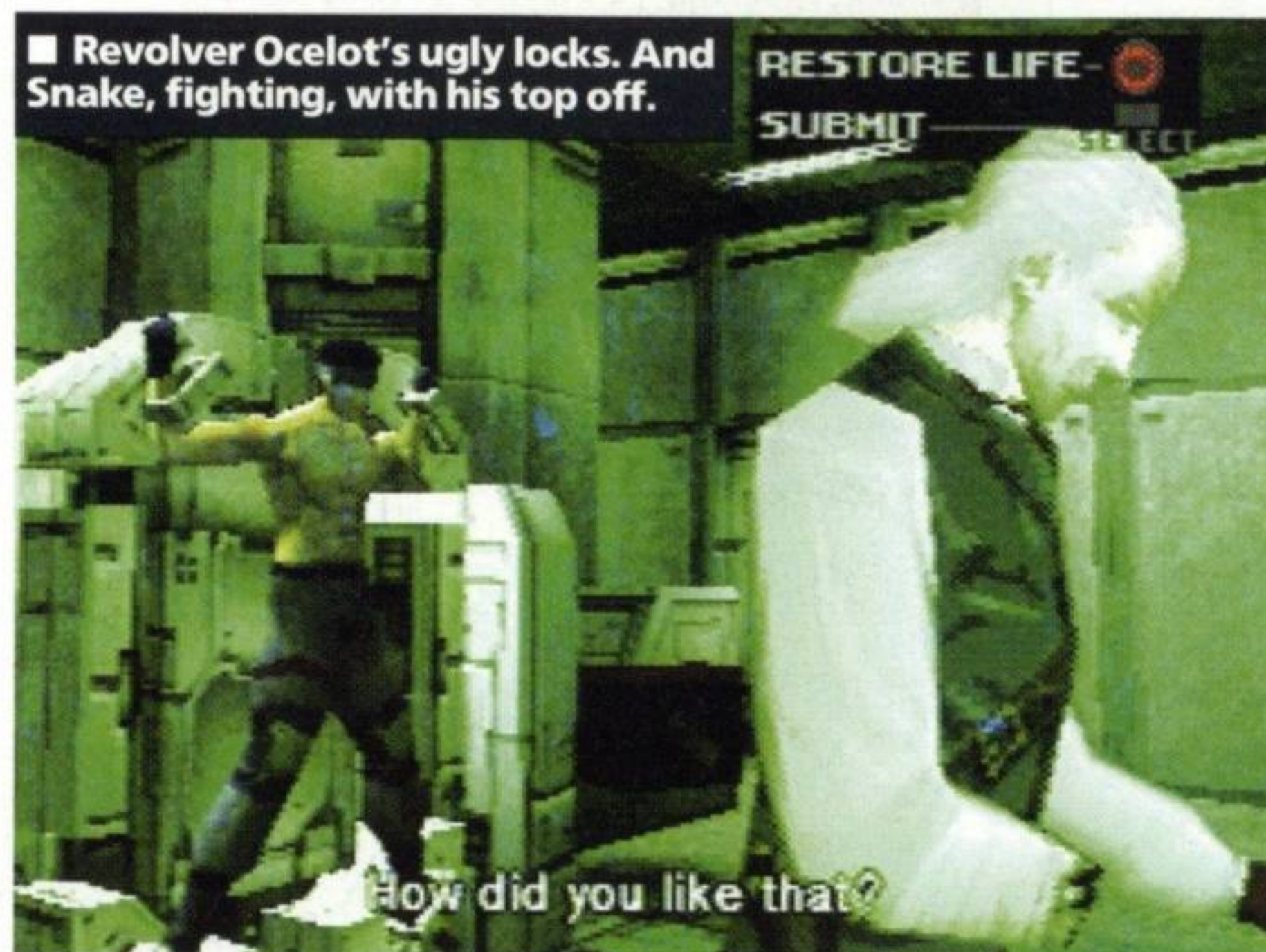
## US Console Top 10

- 1 (1) Pokemon Blue GB, Nintendo
- 2 (3) Pokemon Red GB, Nintendo
- 3 (7) Need for Speed: High Stakes PSX, EA
- 4 (9) Triple Play 2000 PSX, EA
- 5 (2) Syphon Filter PSX, SCE
- 6 (-) Super Smash Bros N64, Nintendo
- 7 (4) Mario Party N64, Nintendo
- 8 (-) Major League Baseball 2000 PSX, SCE
- 9 (6) Army Men 3D PSX, 3DO
- 10 (-) Legend of Legaia PSX, SCE

Official UK PlayStation, PC, Nintendo 64 and Game Boy charts start on page 119 as part of the A-List, your guide to over 450 videogames.

# "Cut round the bowl"

## Top ten worst videogame haircuts.



**T**he regular round of Arcade Games Night team photos has us all cringing at our unkempt and unwashed hairstyles, but we're hardly the only videogame-related personae to sport embarrassing mops. Here are the ten worst gaming coiffures we've ever clapped our eyes on.

### 1. Blanka

The ginger-headed Hulk-a-like from the *Street Fighter* series has adopted a haircut similar to what happens if you squeeze a tomato ketchup bottle too quickly. That's what having a static electricity attack does for you.

### 2. Shigeru Miyamoto

Well, he's a lovely chap and everything, and he's responsible for the finest videogames ever created. But... well, you get the feeling he doesn't travel too far from his mum's house for a haircut.

### 3. Revolver Ocelot

*Metal Gear Solid's* firearms virtuoso sports a mullet that puts Pat Sharp to shame. If you're worried about Britain's rampant grey squirrel population, Revolver Ocelot seems to have put paid to at least one of their number.

### 4. Bub and Bob

Urgh! Everyone's favourite cuddly dinosaurs reverted to their human

selves for classic platformer *Rainbow Islands*, with hair influenced by Bruce Forsyth: The Early Years.

### 5. Lara Croft

We'd love to get our hands on Ms Croft's delicious melons, but, frankly, she can leave her pony tail at home. You might as well run your fingers over a string of pork sausages.

### 6. Crash Bandicoot

We've chosen the mad marsupial as a representative of all videogame characters (Manny's boss in *Grim Fandango*, the bald kid from *Speed Freaks*) who consider one tuft of hair in the middle of a bald head "the way to go". It isn't.

### 7. Blue Stinger

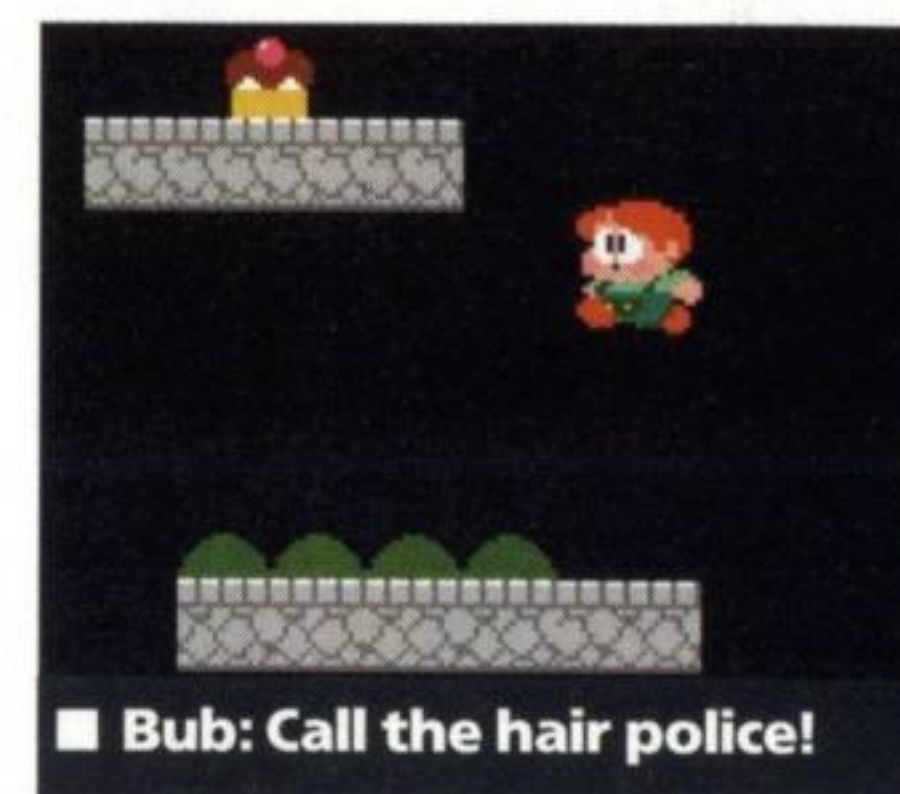
You don't get many beards to the pound these days, and Doggs is giving out that Village People vibe that could get him into all sorts of public toilet-related trouble.

### 8. Paul

Oh, no, no, no. We haven't seen a genuine flat-top since Biff from *Back to the Future*, but *Tekken's* Paul struts into the ring with an horrific, skyscraper-sized hair helmet.

### 9. Lemmings

No effort on the part of these irritating suicidal chaps – they simply tear a patch of grass from the garden and glue it on to their scalps. Take two bottles into the shower? No, just a pot of fertilizer and a bottle of Miracle Gro.



### 10. Spice World geezer

We couldn't compile a haircut chart without an outrageous '70s-style afro cropping up somewhere. So say hello to the Spice Girls' trainer in *Spice World* and his epic candy-floss coiffure. Cut it, comb it, shape it, smooth it – who does he think he is?



## Top 10 animals unlikely to be turned into videogame heroes

1. Goat
2. Goatsucker
3. Maggot
4. Prawn
5. Hydrax
6. Praying mantis
7. Grebe
8. Sea monkey
9. Tasselled wobbegong
10. Gecko

# Q&A

## Write to us

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Bath BA1 2BW  
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01225 732275  
E-mail us at:  
arcade.mag  
@futurenet.co.uk

## Gaming oracle Mark Green speaks his clout.

**Q** Several people that I know have had a special chip put into their PlayStations. This means they can play foreign games and buy copied games at knock-down prices. Can you please tell me if it's illegal to chip PlayStations like this?  
*David Rudge, Birmingham*



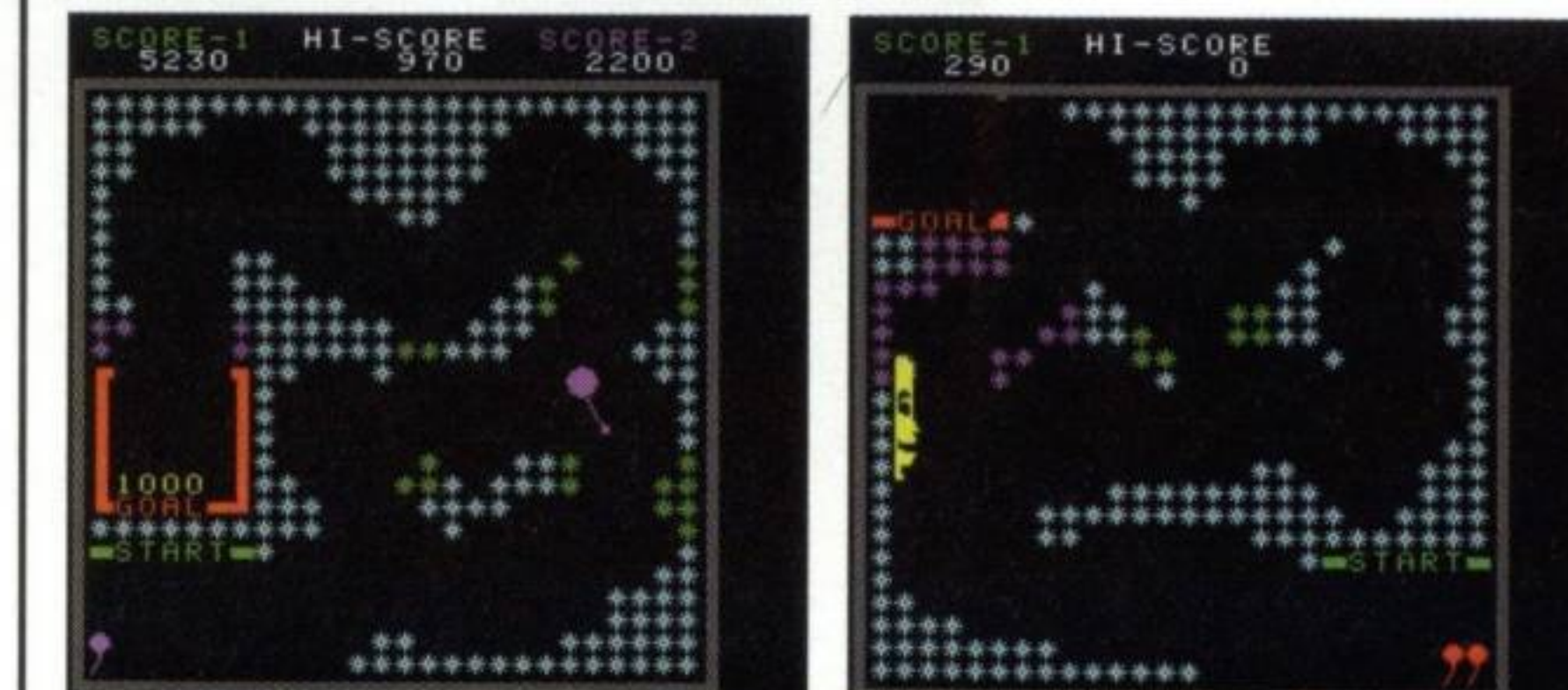
Heart of Darkness: Pretty.

**A** A popular question. Whether you decide to chip your PlayStation, or buy one of the "cheat cartridges" that serve the same purpose, you're not breaking the law (although Sony is modifying PlayStations to stop chips and cheat cartridges working). It's definitely illegal to sell, buy or own illegally copied games – so don't do it, unless you want the police knocking on your door. As for foreign games, this is a confusing area. Konami recently banned importers from selling American copies of *Metal Gear Solid* in the UK, a move that apparently had a valid legal argument on its side. But with importers openly advertising in magazines and on the Internet, no-one's likely to get into trouble for selling or buying American and Japanese games.

**Q** What happened to Conrad Heart, the star of Amiga classic *Flashback* and PlayStation third-person shooter *Fade to Black*? Surely a platinum-selling title should have a sequel by now?  
*Tom Camfield, Nottinghamshire*

**A** We contacted Frederic Savoie, programmer of Mega Drive *Flashback* and now at Amazing Studios (the development team behind Infogrames' *Heart of Darkness*). He told us that, due to some problems with the rights to *Flashback* and *Heart of Darkness*, you're unlikely to see a sequel to the games in the near future. Sob. Still, *Heart of Darkness* is a bit similar, so you could go for that.

## "Gizza 10p mum!" Name that coin-op



Guide a balloon around a maze of spikes. Excitement hadn't been invented in our day, sonny boy.

**Q** I'm not sure if this game exists or if I dreamt it. I remember you had to guide a little balloon through a maze, and I'm sure I remember a horrible face that used to appear and laugh at you. It sounds ridiculous, I know, but is this game real?  
*Kate McDonald, Sussex*

"crazy") balloon through a simplistic 2D maze, avoiding nasty sharp spikes.

Despite its enticing concept, *Crazy Balloon* disappointed players who ventured beyond the second level. Apart from a few extra twists such as animated scenery and moving mazes, the later stages were visually identical to the first.

But, yes, the face was real. If you floated around in one spot for too long, the spooky visage would appear from one side of the screen and launch a fatal gust of wind from his mouth. He did indeed laugh as he watched you die. Glance at the screengrabs above and you can see his frightening yellow fizog.

**A** Seemingly inspired by the Oscar-winning Albert Lamorisse short "Le Ballon Rouge", Taito's *Crazy Balloon* was released into arcades way back in 1980. Your job was to steer a wildly oscillating (and therefore

£5,500-worth  
of Kingpin watches  
up for grabs

# Win a Kingpin watch!

Even a gangsta needs to know what time it is. Win one of 50 limited edition Kingpin G-Cool watches. It's no use holding up a jewellers, they're not available in the shops!

WORTH  
£110

THANKS TO: RAY AND DAN AT FLYING SOURCERS



**S**o you go up to this gangsta, abuse him with the kind of language deemed too filthy even for Roger Melley's *Profanosaurus*, cave his head in with a crowbar and loot the corpse for a crumpled four dollars. Life is cheap in *Kingpin*. It certainly never gets as expensive as a Limited Edition Kingpin G-Cool watch, retail value £110.

Using a combination of empty threats ("Our Dad's bigger than yours"), actual violence (well, Chinese burns) and a large backhand comprising the office lunch money (£10.09p plus an unclaimed Scotch egg), the *Arcade* "posse" have managed to secure 50 of these highly desirable timepieces from Interplay, the publisher of *Kingpin*. In classic market salesman style we will now drape one over our arm as we describe it to you.

Especially made to commemorate the orgy of rude words and fighting kicked off by the release of Interplay's *Kingpin* next month, it is the perfect watch for anyone involved in the criminal underworld. Tough enough to survive attack by lump hammer, it can store 100 of your boy's phone numbers, remind you of meetings with Mr Big with its memo mode and, because it's water resistant to 200m, ensure that even when you're sleeping with the fishes you'll have the right time on you.

Better still, you can input your vital statistics (name, birth date, blood group), meaning the fuzz won't have to ring up your dentist to find out who you are when they recover your mangled corpse. They've thought of everything, right down to the phosphorescent backlight, perfect for anyone operating in dark alleys. We wouldn't pop a cap in anyone's ass wearing anything else.





## What you have to do:



As anyone who's had a stroll around the demo will confirm, the world of *Kingpin* is a nasty place. Waking up in a back alley as the character "Thug", you're positively encouraged to make a nuisance of yourself with crowbars and flame throwers in a stylised urban environment populated by pimps, hookers and facially-tattooed gangstas holding bits of lead piping. But one thing which really sets the game apart is the way you can talk to your fellow street scum before swinging a crowbar around. It's not exactly a time for niceties, with the swear words coming at a rate to make Joe Pesci's character in *Goodfellas* blush.

So all you have to do to win a watch is tell us which of the following three pieces of dialogue is the best way to start a conversation in *Kingpin*, put the number of your answer down on a postcard (or the back of a sealed envelope), not forgetting to tell us your name and address, and send it to the address in the box below.

**1** "Excuse me, my good man. Could you possibly direct my lovely wife and I to the choral recital? What a fascinating tattoo!"

**2** "Hey man, what's the use in the fighting? If only we could all learn to live together in harmony, the world would be a beautiful place. It's like Lennon said, all you need is love. Come on, give me a hug."

**3** "Fuck you! You wanna a piece of me, you motherfucker?"



### The rules

- 1** No purchase is necessary.
- 2** No employee of Future Publishing, Casio, Interplay or Xatrix or their associates may enter.
- 3** The closing date is 25 August 1999.
- 4** The editor's decision is final.

**5** There is no cash alternative to the competition prizes.

**6** No correspondence will be entered into.

**8** Hang on. What happened to 7?

**9** Individuals may only enter once.

**7** Ah. Here it is.

**10** All entries must be sent to:

**Kingpin watch compo**  
**Arcade**  
**Future Publishing**  
**29 Monmouth Street**  
**Bath**  
**BA1 2DL**



## Games night WWF Warzone

# Come and 'ave a go

PHOTOGRAPHY: JUSTIN SCOBIE

**When your mates come round your gaff to play videogames, you can generally relax and Have Some Fun. But when three scary WWF wrestlers come round your house with the same aim in mind, you have to be very, very, very polite indeed.**

**I**t might seem odd, but WWF wrestling games always sell by the Giant Haystacks-full. The current cream of the crop is *WWF Warzone*, which manages to implement the near-pantomime nature of the "sport" into a highly playable and entertaining game, and, best of all, features all your favourite WWF wrestlers.

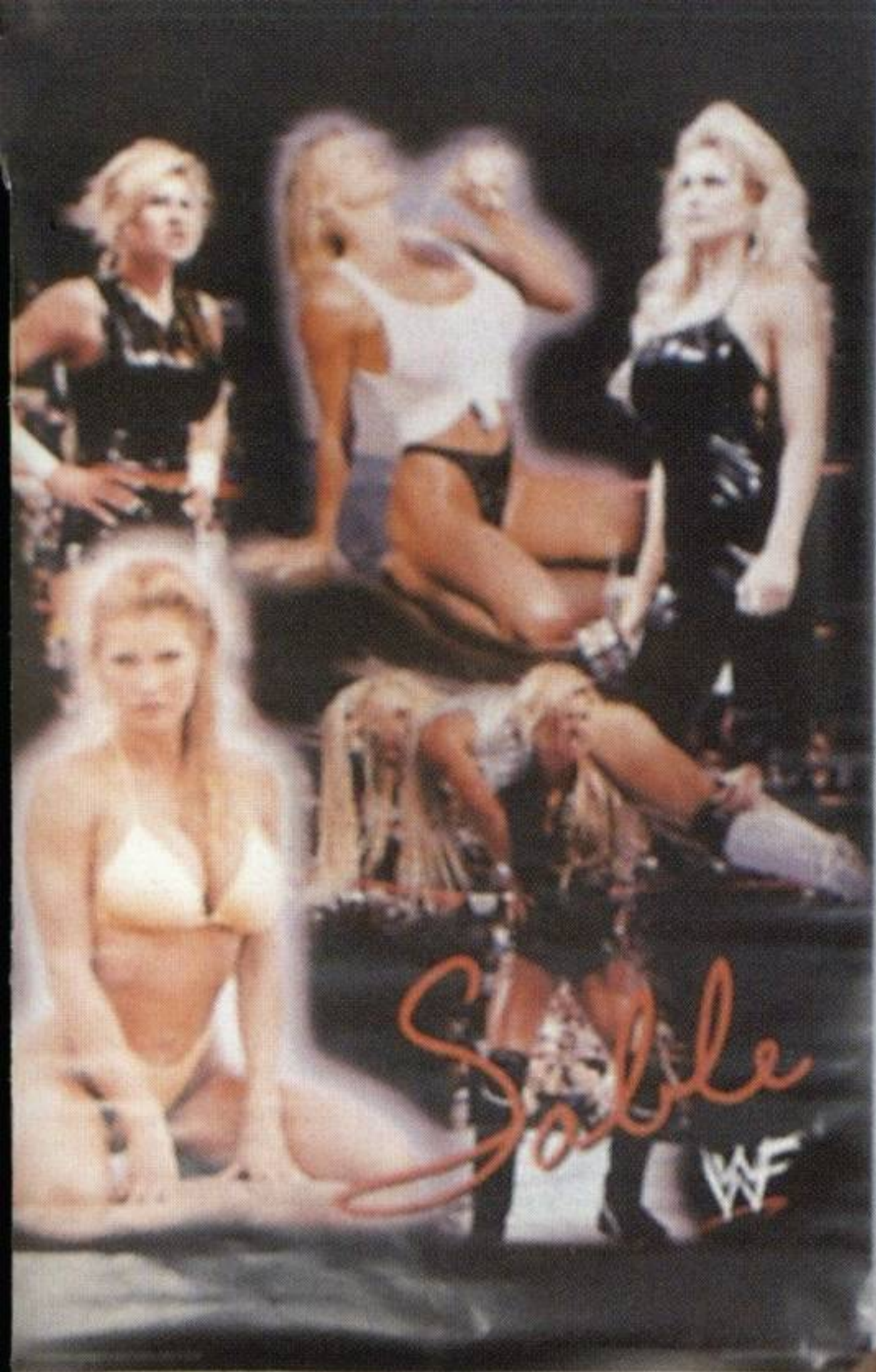
You may not have thought it, but in America, WWF wrestlers are celebrities with a status far beyond that which you'd expect from their sport. If your granny lived in the States, even she would have heard of such household names as Mankind, Bradshaw and Faarooq. They're in *WWF Warzone*, of course. As can you be, with the delightful "design your own wrestler and then use him in the game" feature.

But who would win? What if Mankind, Bradshaw and Faarooq were to turn up and play the *Arcade* weiners at their own game? Would anybody get hurt? Would everybody make it through alive? Would the wrestlers be able to fit on the *Arcade* sofa? It was a prospect too intriguing to ignore. ➔

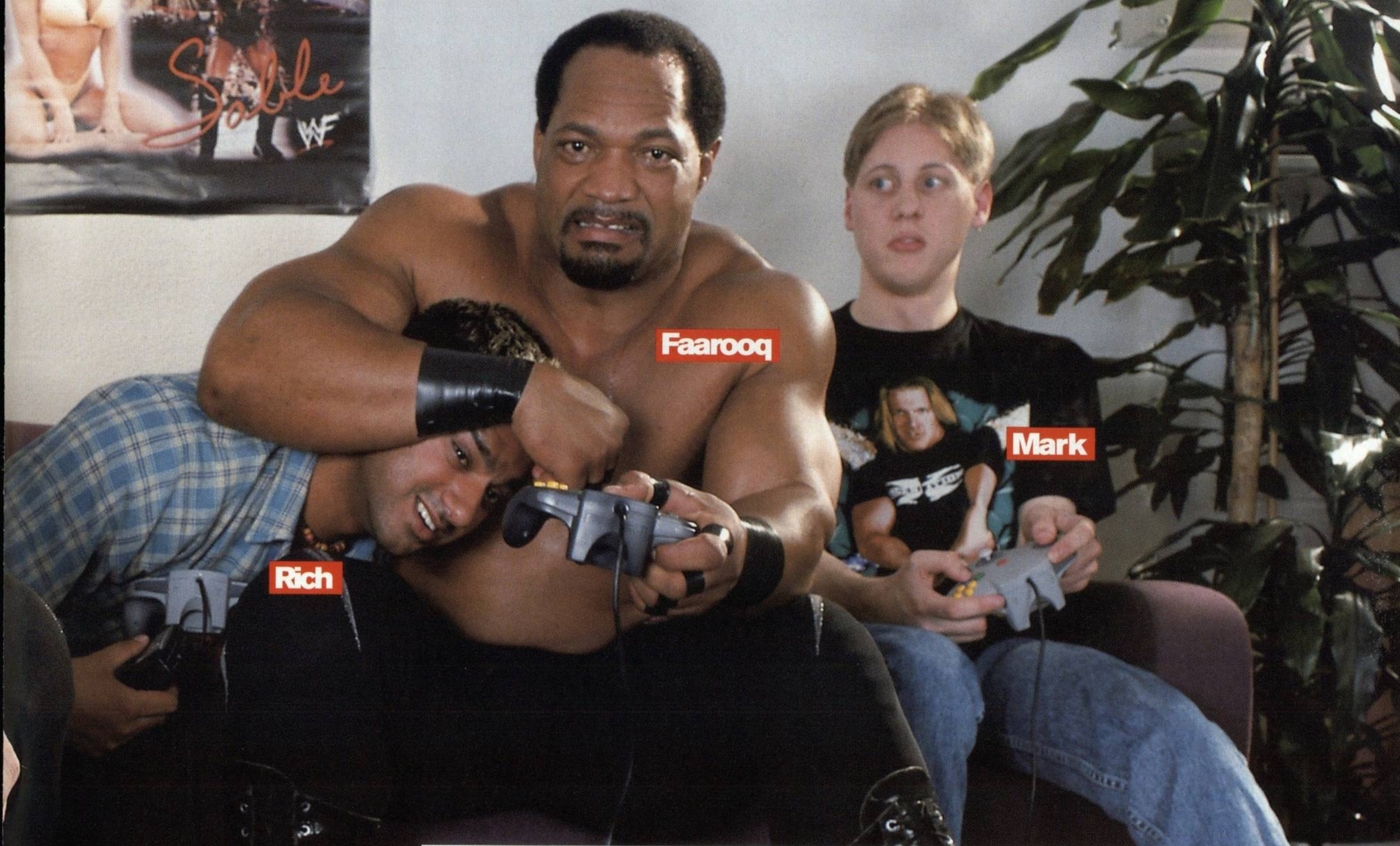
Photo three in a set of ten in which WWF wrestlers and *Arcade* staff play strip *Zelda*.

Your hosts | Rich Pelley and Mark Green

Bradshaw



## Could Arcade's weaklings beat the WWF wrestlers at their own game?



### The fighting five

Some of the scariest physiques in the world. You should see Mark's third nipple.

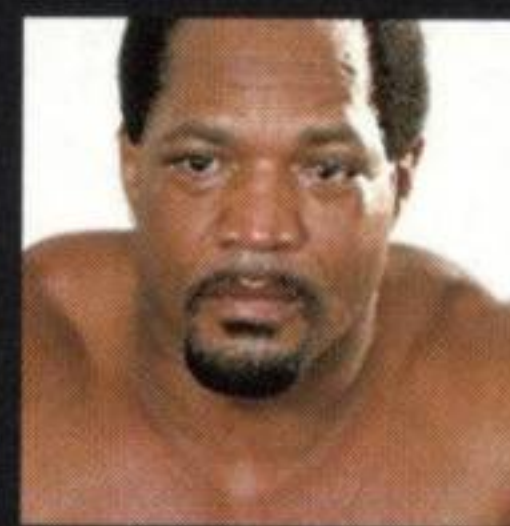
■ Three of these men could flatten an elephant. Two of them couldn't even flatten a paper bag. But who's the best at videogames? Who's got what it takes to win the Games Night championship? Surely it *couldn't* be the goofball in the mask?



#### Mankind

■ Height: 6'2"  
■ Weight: 287 pounds

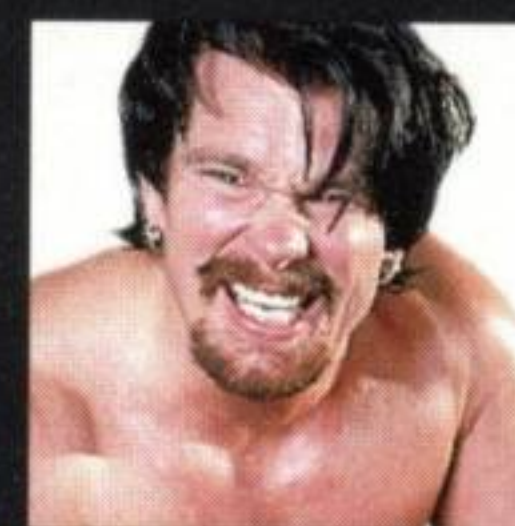
■ Looking like a cross between Michael Bolton, Meatloaf and a particularly unfriendly dog, you have to wonder what they put in the water over in the States.



#### Faarooq

■ Height: 6'2"  
■ Weight: 270 pounds

■ Never mess with a man whose neck is bigger than your waistline. Especially if he's forgotten to put his shirt on.



#### Bradshaw

■ Height: 6'6"  
■ Weight: 290 pounds

■ You may remember mild-mannered goatee-beard sporting Faarooq from No Mercy's 1998 summer hit "Where do you go?" Except, of course, not really.



#### Mark

■ Height: 5'11"  
■ Weight: 161 pounds

■ Sporting the highly fashionable late '90s "anaemic" look, Mark couldn't fight his way out of a crisp packet. Even if the crisp packet was giving him a chance.



#### Rich

■ Height: 5'10"  
■ Weight: 154 pounds

■ About as hard as a wheel of camembert that's been left in the sun, Rich's only hope of winning was by reducing his foes to laughter using his radioactive hair.



# Games night WWF Warzone



■ Mark and Faarooq kiss and make up. In rather an inviting position, if you ask us.



in the way of help from Faarooq. In fact, from the look of extreme concentration on Faarooq's face, you'd have thought he was half-way through sitting his maths A level, rather than trying to play a videogame. It was beginning to seem as if – from both the conversation and gameplay points of view – the WWF wrestlers weren't going to provide the expected level of Games Night hilarity. Still, we'd made it this far, and had successfully wedged them both on the sofa, so thought we'd press on.

## 7.30pm

### Bout 2: Rich & Mark vs Mankind

Next into the virtual ring (our living room) through a blaze of lights, smoke and music (as Mark flicked over to *Top of the Pops* to see if he could catch the new Geri Halliwell video) was Mankind. He's the one in the mask, of course. The atmosphere is so tense, you could cut it with a spoon. They pick the three-player Versus mode.

## Makes the Mitchell brothers look like the Two Ronnies.

**Mark:** [To Rich] Er, blimey. I think we're going to have to gang up if either of us is to stand even a slight chance of winning.

**Rich:** Mark, we couldn't win a fight against Eddie "the Eagle" Edwards, let alone a WWF wrestler.

**Mark:** [Sotto voce] Er, Rich? Do you think Mankind's going to hit us if we beat him at the N64 version?

**Rich:** [Whispering] Oh, no. I'm sure all WWF wrestlers are actually lovely people at heart. They probably wouldn't hurt a fly.

**Mark:** [To Mankind] So, er, hello. Er... Sir.

**Mankind:** [In the most laid-back, friendly voice imaginable] Hi, how's it going? Do you want me to sit here?

**Rich:** Er, yeah. Have a seat on the sofa, here. Mr Mankind. Sir.

**Mankind:** *WWF Warzone*, eh? I'm in that, you know. I'm the one in the mask.

## 6.42pm

### Bout 1: Bradshaw & Rich vs Faarooq & Mark

Pleasantries are exchanged, hands shaken and nibbles proffered. Five minutes in, and no one had been so much as body slammed, let alone killed. Although initially scarier than inviting a stampeding herd of rhinos round for afternoon tea, Mankind, Bradshaw and Faarooq seem calm and happy, if rather on the quiet side. Best get on with the videogames, then, before attention spans start waning and somebody starts asking one too many questions.

Up step (or, more accurately, squeeze) Bradshaw and Faarooq, a double act so hard that they make Phil and Grant Mitchell look like the Two Ronnies. We start up the game, and, because there are four of us, choose the Tag Team option.

**Mark:** Okay, let's pick teams. I pick... [glances at Rich] Faarooq. That leaves you, Rich, with Bradshaw.

**Rich:** [To Bradshaw] Alright, Braddy? Have you played this before?

**Bradshaw:** Yeah, I've done it before.

**Rich:** You might win in the muscle department, but when it comes down to N64 games, you have to get up pretty early in the morning to beat old Marky Mark. Pumping iron 23 hours a day isn't going to help you here. So. Are you any good, then?

**Bradshaw:** No.

**Rich:** Ah. But it must be easier than the real thing, surely?

**Bradshaw:** No.

**Rich:** Not to worry. Old Faarooq doesn't look too blessed in the brain department. Have you seen the size of his fingers? Doubt he can even distinguish between the individual buttons. I vote we gang up on him.

**Bradshaw:** What are the controls again?

**Rich:** Er. Just press A and B. Let's get 'em.

**Bradshaw:** [Stares blankly at control pad]

**Rich:** [Rummaging in his seat] Can you budge up a bit please? [To Faarooq] Er, excuse me, mate. Sorry. What was your name again? You couldn't sit on the floor or something, could you?

**Faarooq:** Grrr.

**Rich:** Is everybody warm enough? [To the wrestlers] You two aren't even wearing any shirts. [Examines chests then turns to Mark] Bugger me. Have you actually *seen* the size of these two? His biceps are so big, there's enough meat on him to feed a family of four for months.

**Mark:** I'm scared.

The game begins. From the hopeless display of amateurism in the virtual ring, you could have been fooled into thinking that *WWF Warzone* was being played by a bunch of five-year-olds. The original Tag Team premise seems to have been completely abandoned in favour of every man for themselves. Rich manoeuvres Bradshaw into a corner and grabs him in a headlock, not realising that they're playing for the same team. Obviously perturbed, Bradshaw drops his joypad and grabs the real-life Rich around the neck.

**Rich:** Blimey! You're sweaty.

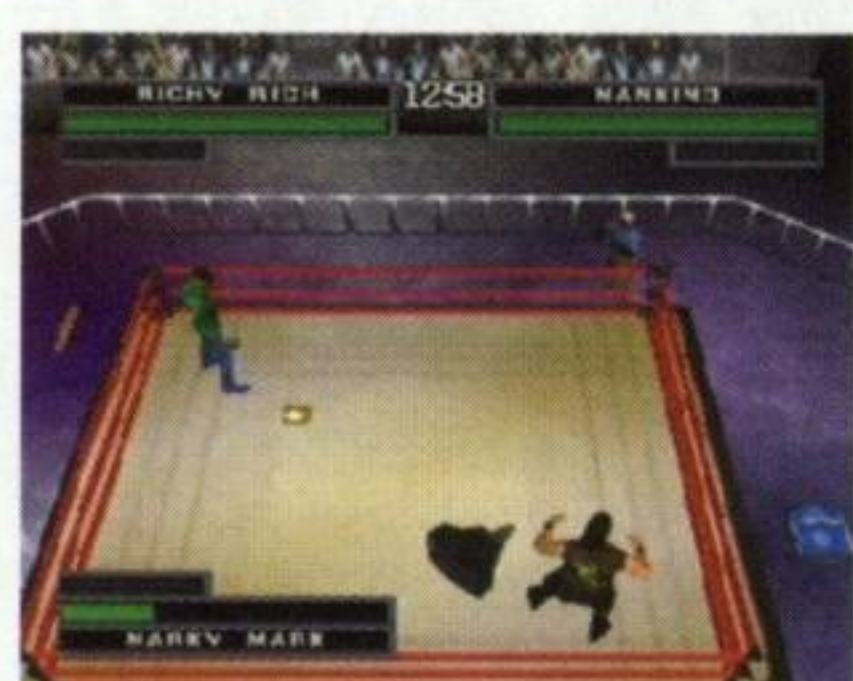
**Bradshaw:** Grrr.

**Rich:** Ow! Actually, this doesn't really hurt at all. [To Mark] If you grabbed me round the neck, it'd probably really hurt. You know, 'cos most people's arms are quite bony. But this bloke's biceps [gestures to Bradshaw with eyes, the only part of his upper body he can actually move] are huge. And warm. It's quite comfy. Like resting your head on a gigantic, muscle-bound, moist, warm pillow.

With Rich and Bradshaw both out of play, it doesn't take Mark long to finish off their on-screen incarnations, with very little

■ Mankind: scary to think that this man has actually fathered a child. Wouldn't like to meet his wife.





**Rich:** Are you any good at it, then?  
**Mankind:** No, not really. My son can beat me and he's just a little kid.  
**Mark:** You've got a son?  
**Rich:** How old is he?  
**Mankind:** Seven. He beats me all the time.  
**Rich:** Shall we crank it up and have a go? Let's pick players. I'll pick, well, me. Mark can be Mark. Who do you want to be?  
**Mankind:** Mankind.  
 Mankind picks up his controller and selects his character.  
**Mark:** [Sniffing the air and pulling a face] Somebody round here has got particularly bad BO. And it's not me. I've just freshened up with some Lynx Africa. You know – 'cos we had guests coming round.  
**Mankind:** [Raising arms] You probably don't want to be under these arms, man.  
**Rich:** It's a bit squashed on this sofa. [To Mankind] Do you think you could take the floor, or something?  
**Mankind:** I can't. I've got real bad knees.  
**Rich:** Really? I think I'd have bad everything if I were a WWF wrestler. But Mark – though you wouldn't believe it from looking at him – he's one of the leanest, fittest, fighting machines around. You were thinking of entering *Gladiators*, weren't you, Mark? As one of the *Gladiators*. Called Weasel.  
**Mark:** [Coughs]  
**Rich:** [To Mark] Er, what's Mankind up to? He's hamming it up for the cameras.  
**Mankind:** I'm all out of facial expressions here, man.  
**Rich:** But you're wearing a mask. Are you sure you're comfortable? I can hang it up for you, if you like.  
**Mankind:** [Stares intently at Rich]  
**Rich:** Oh, dear.

The bout begins. We elect to play the Weapons mode, where everything from TVs to planks of wood are littered around the

ring. And the rulebook seems to have been thrown completely out of the window.  
**Rich:** Come on Mark. What are you doing? Let's let him have it.  
**Mark:** Okay, Mankind. Take this.  
 Mark picks up a TV from the middle of the ring and hurls it at Mankind's head.  
**Mankind:** Grunt.  
**Rich:** Pin him down, pin him down!  
**Mankind:** Grunt.  
**Mark:** [Sotto voce, once more] You have to wonder about these wrestlers, don't you? I'm sure it must go to the brain. I mean – just look at him. He can't talk and play at the same time.  
**Rich:** Unlike us professionals, of course.  
 Mankind picks up a plank of wood and simultaneously clanks both Rich and Mark over the head.  
**Rich:** Ow!  
**Mark:** Oi! Watch it, sonny. You can't do that in proper WWF wrestling, you know.  
**Rich:** Er, you can Mark. Haven't you ever seen it on the telly?  
**Mark:** But if you smacked them over the head with a bit of 2x4 you'd kill them. Even if they were built like a brick shithouse, like our friend Mankind here.  
**Rich:** [Very, very quietly] I've got a sneaky suspicion that the wrestling might be [whispering] fixed. But don't let old muzzle-breath here hear you say that.  
 The wrestling ensues. Mark and Rich both put up a brave fight, while Mankind shows that – although he might be a force to be reckoned with in the ring – once you've got him round your house and in front of an N64, he's more or less anyone's. With a stunning slam dive, Mark pins Mankind to the canvas. Making the most of it, Rich lays in with a couple of kicks to the groin, and Mankind is out for the count. Victory to the *Arcade Boyz*.



■ Rich and Mark: neither of these men have fathered anything at all. Even remotely. Er, any offers?

## 8.27pm

### Bout 3: Rich vs Mark (real life)

With the wrestlers gone home (without even helping with the washing up, let alone the hoovering – tsk, wrestlers) and the night still young, Rich and Mark decide to keep playing. Or – at least – that was the initial intention.

**Mark:** I dunno. WWF wrestlers, eh? They're like buses. You wait ages for one to turn up, and then three come along at once.

**Rich:** What on Earth are you gibbering on about, Mark, you dithering fool?

**Mark:** You were grinning like a goon when that one had you in a headlock.

**Rich:** Right, let's tidy the house, and then we can carry on playing.

**Mark:** It's your turn to do the washing up.

**Rich:** No it isn't. I did it yesterday. And you ate all my cheese.

**Mark:** [Snapping.] No I didn't.

**Rich:** [Furious] And what's that huge mark on the sofa?

## “I'm out of facial expressions” “But you're wearing a mask!”

**Mark:** It's sweat. From that wrestler.

**Rich:** No it isn't. It was there before. I think you've been watching your videos again.

**Mark:** [Nervous] What videos?

**Rich:** God, you're infuriating...

And so the argument continues, ending up, predictably, with a big fight. And Mark in hospital. Not through any actual wrestling, but through his attempt to pick up the 24-inch rented telly and lob it at Rich – resulting in him putting his back out, and Radio Rentals going nuts. *WWF Warzone* looks like it has managed to entertain just as heavily as it managed to disgruntle – much like the sport, in fact. Next time, we decide, we'll leave the wrestling to the professionals, and the gameplaying – when Acclaim releases its new *WWF Attitude* game next month – to... Goodness knows who. Probably not us, that's for sure.



# PC GAMER

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# STAR WARS

## — EPISODE I —

# THE PHANTOM MENACE™

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TWO DISCS, 19 GREAT DEMOS

**JULY** ISSUE ON SALE THURSDAY 10TH JUNE

# Arcade

## Reader Survey 1999

In association with:



<http://www.cyber-park.com>

**Win a videogame of your choice! Simply fill out the form and send it in. (You'll also have a say in how Arcade gets better in the future).**

Hello, In those olde worlde Jack Daniels ads, they go on about how "Each day we make it, we make it the best we can". Now, clearly the original Mr Jack Daniels was some kind of wood-smokin', hill-dwellin' ponce. But the company's whiskey's pretty good. And their desire to be the best is admirable. Arcade's the same way. (The "wanting to be the best" bit, not the "ponce" bit). And in our quest to be the world's best videogame magazine, we need some help from you.

We want to know more about you and your thoughts on Arcade. So we've drawn up this small questionnaire. Filling it out's a bit like going on "Who wants to be a

millionaire?" Except without some smug blonde git constantly trying to give you a heart attack. When you're finished, cut it out (or photocopy it) and stick it in the post. You don't need a stamp. And, as a special bonus, all the questionnaires returned to us by Friday, 6 August 1999 will be entered into a prize draw - the first 15 drawn from the hat will win a game of their choice.

Many thanks for your time,

Neil West  
Editor

### About Arcade

**1. How did you get hold of this copy of Arcade?**

- 1  I'm a subscriber
- 2  Delivered by newsagent
- 3  Bought at newsagent (on order)
- 4  Bought at newsagent (not on order)
- 5  Bought at a specialist computer shop
- 6  Bought at a supermarket
- 7  Passed on to me/Read friends
- Other (please specify) .....

**2. How important are the following in influencing you to buy Arcade? (Please use the key to write in your answers)**

- 1 = Very important
- 2 = Quite important
- 3 = Not important

- I always buy Arcade .....
- It's published by Future Publishing .....
- The price .....
- The cover .....
- The news section .....
- The features .....
- The reviews .....

**3. In terms of editorial coverage, would you like to have more, less or about the same amount of coverage on the following articles? (Please use the key to write in your answer)**

- 1 = More coverage
- 2 = About the same amount
- 3 = Less coverage

- Game news .....
- Game previews .....
- Interviews of games developer .....
- Interviews with others .....
- Character features .....
- Game-specific features .....
- Industry features .....
- Other features .....
- Game tips and cheats (as in Kick Ass) .....
- PlayStation reviews .....
- PC reviews .....
- Nintendo 64 reviews .....
- Game Boy reviews .....
- Film & video reviews .....
- Book reviews .....
- Music reviews .....
- Game & gadget reviews .....
- Import games .....

**4. How interested would you be in the following covermounted items appearing on future issues of Arcade? (Use the code provided to write in your answer)**

- 1 = Extremely interested
- 2 = Quite interested
- 3 = Not interested

- Music CDs .....
- Interactive CD-ROMs .....
- Videotapes of upcoming games .....
- Videotapes of upcoming films .....
- Game strategy guides .....
- Sci-fi book .....
- Other book .....

**5. How long will you spend reading this issue of Arcade?**

- 1  Under 30 mins
- 2  30-60 minutes
- 3  1-2 hours
- 4  2-3 hours
- 5  3-4 hours
- 6  Over 4 hours

**6. How many people, INCLUDING YOURSELF, are likely to read this copy of Arcade?**

- 1  Just me
- 2  2-3
- 3  4-5
- 4  6-9
- 5  10 or more

**7. What will you do with your copy of Arcade after you have finished with it?**

- 1  Keep it for reference
- 2  Pass it on to someone else
- 3  Throw it away

**8. How many videogames magazines do you purchase in an average month?**

- 1  I never usually buy videogames magazines
- 2  1
- 3  2
- 4  3
- 5  4 or more

**9. How much coverage would you like to see in Arcade magazine about the various stages of game development? (Use the code provided and write in your answer)**

- 1 = A lot of coverage
- 2 = Moderate coverage
- 3 = A little coverage
- 4 = No coverage at all

- First announcement (over a year from release) .....
- Early developments/screenshots (6 months from release) .....
- Coming Soon (3 months from release) .....
- Latest UK releases (just released) .....

**10. How many of the previous 8 issues of Arcade have you bought? (Tick all that apply)**

- 1  This was my first issue
- 2  Issue 1 (Laura Croft)
- 3  Issue 2 (South Park)
- 4  Issue 3 (Ridge Racer preview)
- 5  Issue 4 (Football special)
- 6  Issue 5 (Metal Gear Solid)
- 7  Issue 6 (Racing special)
- 8  Issue 7 (Driver)
- 9  Issue 8 (Quake 3)

**11. Is there anything you would like to see changed in future issues of Arcade? (Use the space to write in your answer)**

**12. Have you ever purchased a product after seeing it in Arcade magazine?**

- 1  Yes, due to a review
- 2  Yes, due to an advertisement
- 3  No

**13. If you have bought a product after seeing it in Arcade magazine, what did you buy? (Tick all that apply)**

- 1  Game(s) software
- 2  Other software
- 3  Steering wheel
- 4  PocketStation/PDA
- 5  Dual Shock controller
- 6  Joystick/Joypad
- 7  Rumble Pak
- 8  Lightgun
- 9  3D accelerator/Graphics card
- 10  Memory card
- 11  Memory upgrade
- 12  Cheat cartridge
- 13  Subscription to Arcade

**14. How accurate do you find Arcade's reviews? (Use the code provided and write in your answer)**

- 1 = Always accurate
- 2 = Sometimes accurate
- 3 = Never accurate
- 4 = Don't know

- PlayStation reviews .....
- Nintendo 64 reviews .....
- PC reviews .....
- Dreamcast reviews .....
- Other game reviews .....
- Hardware reviews .....
- Film/Video reviews .....
- Book reviews .....
- Music reviews .....
- Board game reviews .....
- Gadget reviews .....

### You and computer systems

**15. Which computer system(s) do you currently own and which do you intend to buy in the next 12 months? (Tick all that apply)**

- |                    | Own                        | Intend to buy               |
|--------------------|----------------------------|-----------------------------|
| Sony PlayStation   | 1 <input type="checkbox"/> | 10 <input type="checkbox"/> |
| Nintendo 64        | 2 <input type="checkbox"/> | 11 <input type="checkbox"/> |
| Game Boy Color     | 3 <input type="checkbox"/> | 12 <input type="checkbox"/> |
| Game Boy Pocket    | 4 <input type="checkbox"/> | 13 <input type="checkbox"/> |
| Game Boy           | 5 <input type="checkbox"/> | 14 <input type="checkbox"/> |
| Dreamcast          | 6 <input type="checkbox"/> | 15 <input type="checkbox"/> |
| Sony PlayStation 2 | 7 <input type="checkbox"/> | 16 <input type="checkbox"/> |
| SNES               | 8 <input type="checkbox"/> | 17 <input type="checkbox"/> |
| Sega Megadrive     | 9 <input type="checkbox"/> | 18 <input type="checkbox"/> |

**16. How long have you owned the following consoles for? (Use the code provided and write in your answer)**

- 1 = Under 6 months
- 2 = 7 months-12 months
- 3 = 1-2 years
- 4 = 3-4 years
- 5 = Over 4 years

- Sony PlayStation .....
- Nintendo 64 .....
- Game Boy Color .....
- Game Boy Pocket .....
- Game Boy .....
- Dreamcast .....

**17. Are you a PC owner?**

- Yes
- No

**18. If you have a PC, what speed is your processor?**

- Under 75MHz
- 75-150MHz
- 150-200MHz
- 200-350MHz
- 450MHz or more

**19. What type of processor does your PC have?**

- Pentium III
- Pentium II
- Pentium
- Cyrix
- AMD/K6
- Other

**20. Have you accessed the Internet?**

- Yes, I'm personally connected
- Yes, but am not personally connected
- No

**21. When do you personally intend to get connected to the Internet?**

- Next 6 months
- Next 12 months
- Longer than 12 months
- Never

**22. How interested are you in on-line gaming? (tick ONE answer only)**

- Interested in on-line gaming but haven't tried it
- Have tried on-line gaming
- Regularly play on-line games
- Not interested in on-line gaming

## You and gaming

23. How long have you been playing home computer games for?

- 1  Less than a year
- 2  1-2 years
- 3  3-4 years
- 4  5-8 years
- 5  9-12 years
- 6  13-15 years
- 7  More than 15 years

24. Which of the following statements best describe your knowledge of videogames? (Tick one choice only)

- 1  I'm completely new to videogames and know very little
- 2  I know something about videogames but am still baffled by the jargon
- 3  I'm well informed and know a lot about videogames
- 4  I consider myself an expert on the topic of videogames

25. I usually play computer games with (tick all that apply)

- 1  Myself
- 2  Family members
- 3  My friends
- 4  My partner
- 5  Others

26. On average, how many days a week do you play videogames? (Tick one box only)

- 1  7 days
- 2  4-6 days
- 3  2-3 days
- 4  1 day
- 5  Less than 1 day

27. Roughly, how many hours a week do you spend playing videogames? (Write your answer in the space provided)

Hours .....

28. Please indicate for each of the following statements your level of agreement or disagreement? (Use the code provided and write in your answer)

- 1 = Agree strongly
- 2 = Agree slightly
- 3 = Disagree slightly
- 4 = Disagree strongly
- 5 = Don't know

- "I often play computer games with my mates" .....
- "I'm not a videogaming junkie but only play games now and again" .....
- "I like to buy the latest games releases" .....
- "I've grown up playing computer games" .....
- "My friends come to me for advice on game playing" .....
- "Arcade magazine gives me ideas of things to buy" .....
- "You can believe what you read in Arcade" .....

29. How many console games and how many PC games have you bought over the past 12 months for the following videogaming platforms? (Write in the number of games purchased in the spaces provided)

	Full price	Budget/Platinum
PlayStation .....	games .....	games .....
Nintendo 64 .....	games .....	games .....
PC .....	games .....	games .....

30. Where do you buy your software and hardware from?

	Software/Games	Hardware
@Jakarta	1 <input type="checkbox"/>	20 <input type="checkbox"/>
Beaties	2 <input type="checkbox"/>	21 <input type="checkbox"/>
Boots	3 <input type="checkbox"/>	22 <input type="checkbox"/>
Comet	4 <input type="checkbox"/>	23 <input type="checkbox"/>
Currys	5 <input type="checkbox"/>	24 <input type="checkbox"/>
Dixons	6 <input type="checkbox"/>	25 <input type="checkbox"/>
Electronic Boutique	7 <input type="checkbox"/>	26 <input type="checkbox"/>
Game	8 <input type="checkbox"/>	27 <input type="checkbox"/>
HMV	9 <input type="checkbox"/>	28 <input type="checkbox"/>
Index	10 <input type="checkbox"/>	29 <input type="checkbox"/>
Our price	11 <input type="checkbox"/>	30 <input type="checkbox"/>
Pink Planet Games Exchange	12 <input type="checkbox"/>	31 <input type="checkbox"/>
Toys R Us	13 <input type="checkbox"/>	32 <input type="checkbox"/>
Virgin	14 <input type="checkbox"/>	33 <input type="checkbox"/>
WH Smith	15 <input type="checkbox"/>	34 <input type="checkbox"/>
Woolworths	16 <input type="checkbox"/>	35 <input type="checkbox"/>
Specialist store	17 <input type="checkbox"/>	36 <input type="checkbox"/>
Mail Order	18 <input type="checkbox"/>	37 <input type="checkbox"/>
Through the Internet	19 <input type="checkbox"/>	38 <input type="checkbox"/>

31. What influences your purchasing decision when purchasing videogames? (tick all that apply)

- 1  Game review
- 2  Demo disk
- 3  Part of a series
- 4  Game genre
- 5  Price
- 6  Recommendation by friends
- 7  Magazine advertisement
- 8  Newspaper advertisement
- 9  TV advertisement
- 10  Radio advertisement
- 11  Cinema advertisement
- 12  Outdoor advertisement
- 13  Packaging
- 14  Website information
- 15  Promotional offer
- 16  In-store trial
- 17  Developer/Publisher
- 18  In-store display

32. What is your favourite videogame genre(s) for the PlayStation, Nintendo 64 and PC? (Tick all that apply)

	PlayStation	N64	PC
Fighters (eg Tekken)	1 <input type="checkbox"/>	13 <input type="checkbox"/>	25 <input type="checkbox"/>
Racers (eg Gran Turismo)	2 <input type="checkbox"/>	14 <input type="checkbox"/>	26 <input type="checkbox"/>
Sports (eg FIFA)	3 <input type="checkbox"/>	15 <input type="checkbox"/>	27 <input type="checkbox"/>
Platformers (eg Crash Bandicoot)	4 <input type="checkbox"/>	16 <input type="checkbox"/>	28 <input type="checkbox"/>
Shooters (eg Quake, Time Crisis)	5 <input type="checkbox"/>	17 <input type="checkbox"/>	29 <input type="checkbox"/>
Strategy/God (eg Civilisation)	6 <input type="checkbox"/>	18 <input type="checkbox"/>	30 <input type="checkbox"/>
RPGs (eg Final Fantasy)	7 <input type="checkbox"/>	19 <input type="checkbox"/>	31 <input type="checkbox"/>
Adventures (eg Grim Fandango)	8 <input type="checkbox"/>	20 <input type="checkbox"/>	32 <input type="checkbox"/>
Puzzlers (eg Bust-A-Move)	9 <input type="checkbox"/>	21 <input type="checkbox"/>	33 <input type="checkbox"/>
Flight Sims (eg Fighter Squadron)	10 <input type="checkbox"/>	22 <input type="checkbox"/>	34 <input type="checkbox"/>
Retro (eg Namco Museum)	11 <input type="checkbox"/>	23 <input type="checkbox"/>	35 <input type="checkbox"/>
Compilations (eg Ultima Collection)	12 <input type="checkbox"/>	24 <input type="checkbox"/>	36 <input type="checkbox"/>

33. What is your favourite game of all time?

## About magazines

34. How often do you read the following magazines? (please write in your answers)

- 1 = Every issue, I subscribe
- 2 = Every issue, non-subscriber
- 3 = Most issues (4-5 out of 6 issues)
- 4 = Occasionally (2-3 out of 6 issues)
- 5 = Rarely (1 out of 6 issues)
- 6 = Never

### VIDEOGAMES MAGAZINES

- Nintendo Magazine .....
- N64 .....
- Total 64 .....
- 64 Magazine .....
- Essential PlayStation .....
- Play .....
- PlayStation Plus .....
- PlayStation Power .....
- PlayStation Pro .....
- Power Station .....
- Official UK PlayStation Magazine .....
- Station .....
- Total PlayStation .....
- Total Control .....
- Gamesmaster .....
- Computer & Video Games .....
- Edge .....
- PC Gamer .....

### LIFESTYLE MAGAZINES

- Loaded .....
- FHM .....
- GQ .....
- Sky .....
- Esquire .....
- Arena .....
- Maxim .....
- Stuff .....
- T3 .....
- Empire .....
- Q .....

35. Regarding magazine inserts, which of the following statements(s) apply to you? (Tick all that apply)

- 1  Inserts provide me with detailed information
- 2  Inserts are useful when I'm deciding to buy a product/service
- 3  Inserts are of no use to me

## About you

36. Are you?

- 1  Male
- 2  Female

37. How old are you?

38. Are you?

- 1  Married
- 2  Living with partner
- 3  Living with parents
- 4  Living alone
- 5  Living in shared house
- 6  Divorced/Separated
- 7  Widowed

39. What is your employment status?

- 1  Full-time employment
- 2  Part-time employment
- 3  Student
- 4  At school
- 5  Unemployed
- 6  Retired
- 7  Other

40. If in work, what is your occupation?

- 1  Director
- 2  Manager
- 3  Self-employed
- 4  Skilled worker/Tradesman
- 5  Manual worker
- 6  Office worker
- 7  Shop worker
- 8  Public sector
- 9  Professional
- 10  Armed Forces
- Other (please specify): .....

41. What is your annual personal and household income before tax?

	Personal	Household
Under £5,000	1 <input type="checkbox"/>	9 <input type="checkbox"/>
£5,000 - £9,999	2 <input type="checkbox"/>	10 <input type="checkbox"/>
£10,000 - £14,999	3 <input type="checkbox"/>	11 <input type="checkbox"/>
£15,000 - £19,999	4 <input type="checkbox"/>	12 <input type="checkbox"/>
£20,000 - £24,999	5 <input type="checkbox"/>	13 <input type="checkbox"/>
£25,000 - £29,999	6 <input type="checkbox"/>	14 <input type="checkbox"/>
£30,000 - £39,999	7 <input type="checkbox"/>	15 <input type="checkbox"/>
£40,000 or over	8 <input type="checkbox"/>	16 <input type="checkbox"/>

Please use this space for any further comments you wish to make about Arcade.

Thank you for your help. If you'd like to enter the prize draw, fill in your name, address and telephone number, and return by Friday, 6 August 1999. NO STAMP IS REQUIRED IF POSTED IN THE UK.

Name .....

Address .....

County .....

Postcode .....

Tel (including STD) .....

Please tick the box if you do not wish to receive mail from other carefully screened companies

Now please return your questionnaire to: (no stamp required if posted in the UK)

ANDREW LEA (ARC),  
MARKET RESEARCH MANAGER,  
FUTURE PUBLISHING LTD,  
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## Win a game from Cyber Park

In association with:

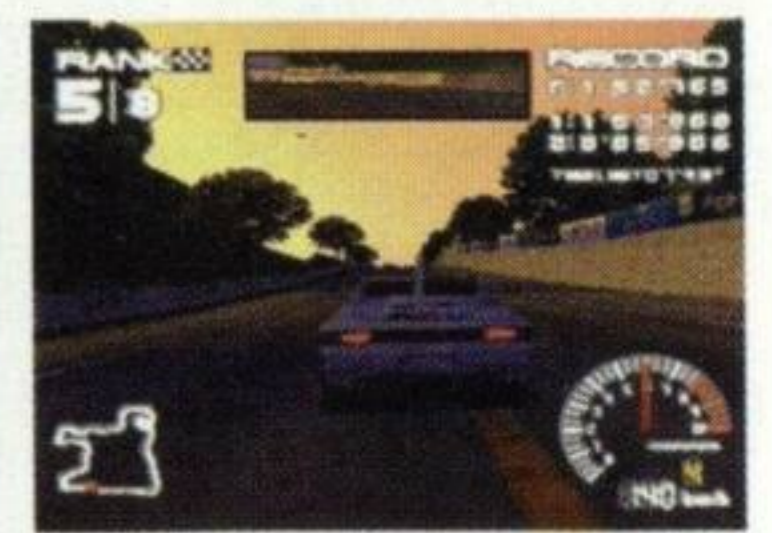
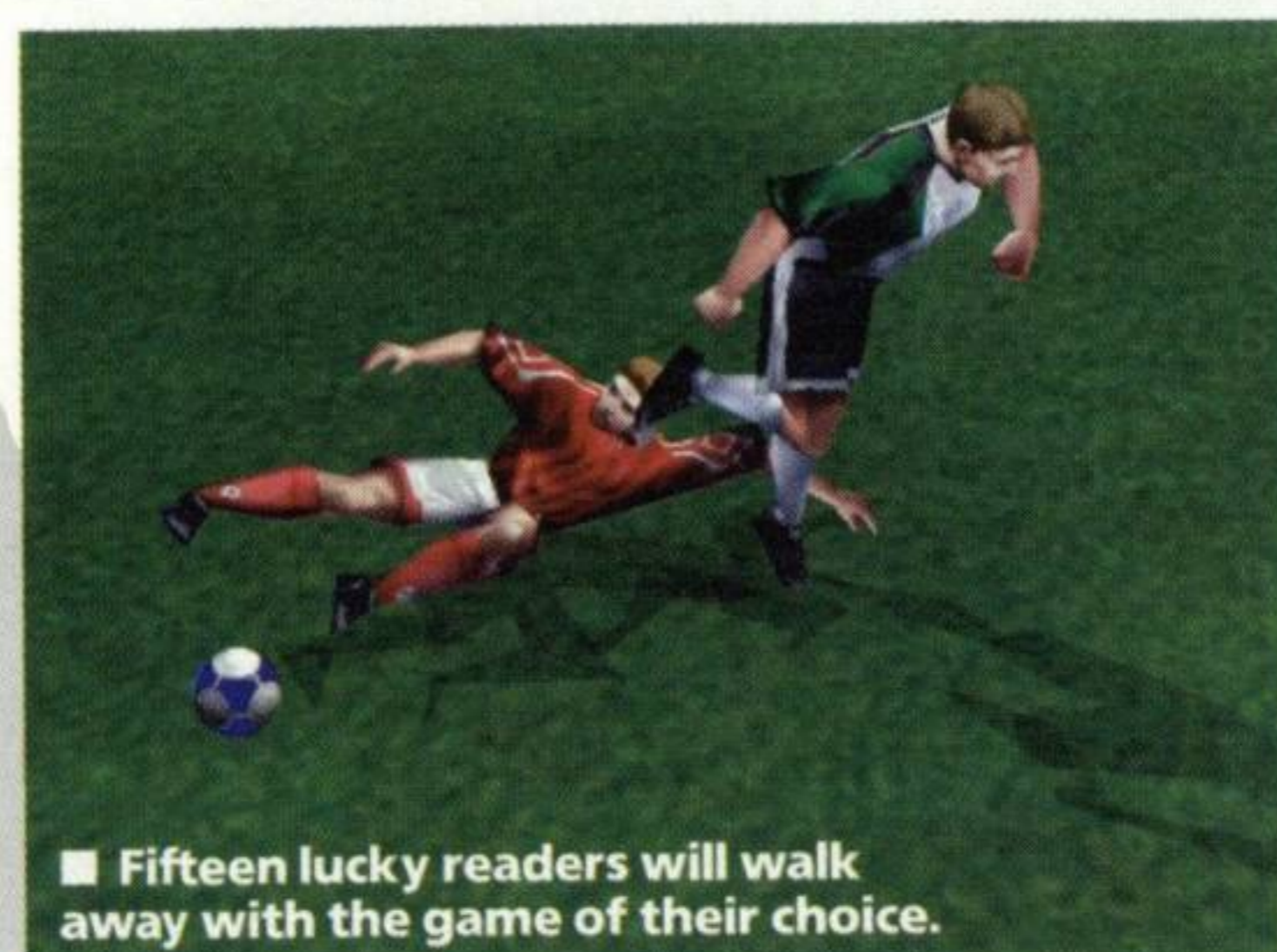


<http://www.cyber-park.com>

Cyber Park, the leading on-line games store, has teamed up with Arcade this month to offer 15 lucky winners the chance to win a top game of their choice. Do you fancy thrashing your mates at FIFA '99 on Nintendo 64 or burning rubber

with a copy of Ridge Racer Type 4 on PlayStation? Maybe your palms have been sweating at the prospect of getting your hands on The Phantom Menace for PC? Whatever your choice there's a top game just waiting for you to win. So, don't waste any more time reading this. Get a pen, fill in the survey and send it off.

After all, it could be you...

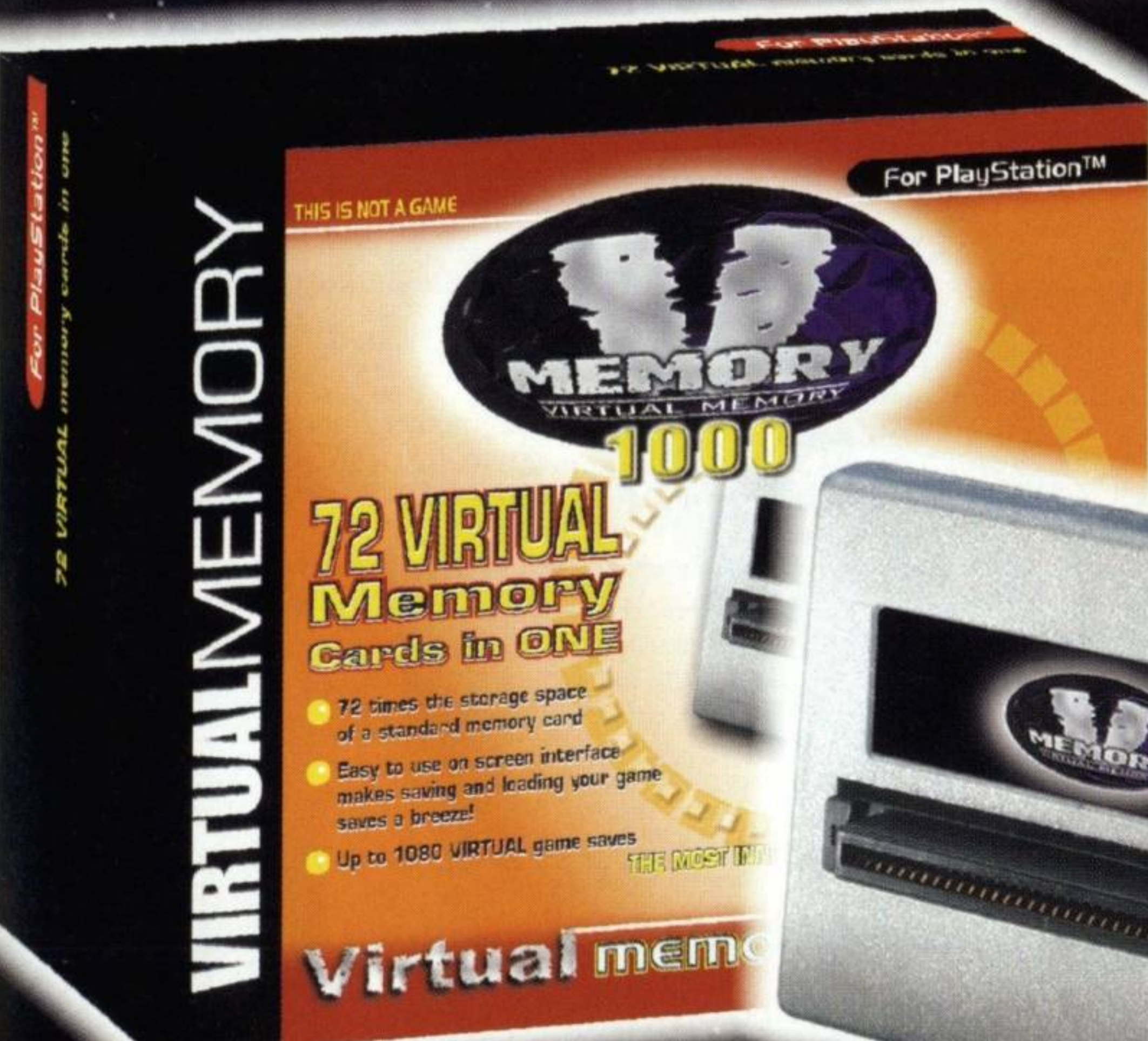


Fifteen lucky readers will walk away with the game of their choice.

For PlayStation™



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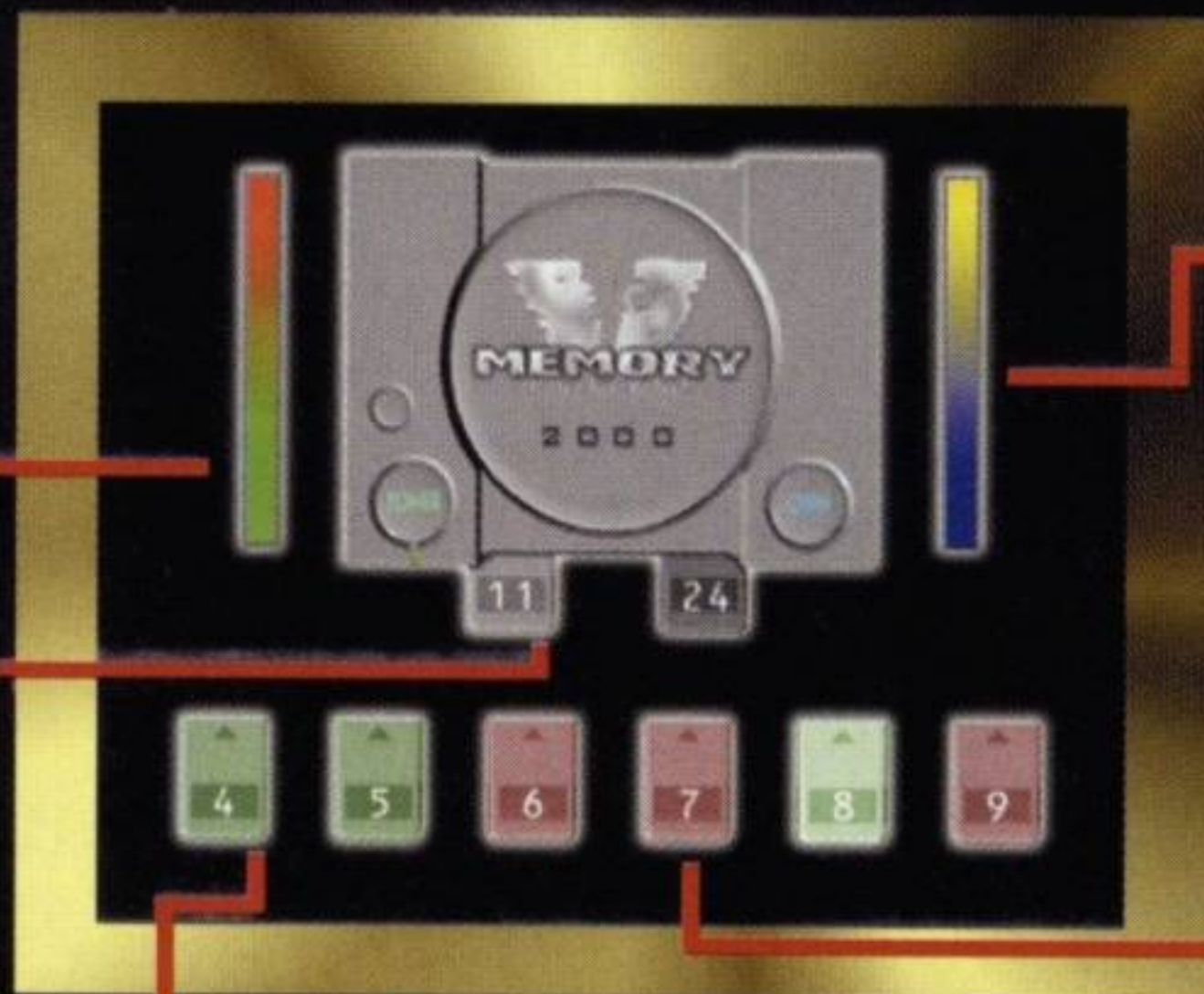


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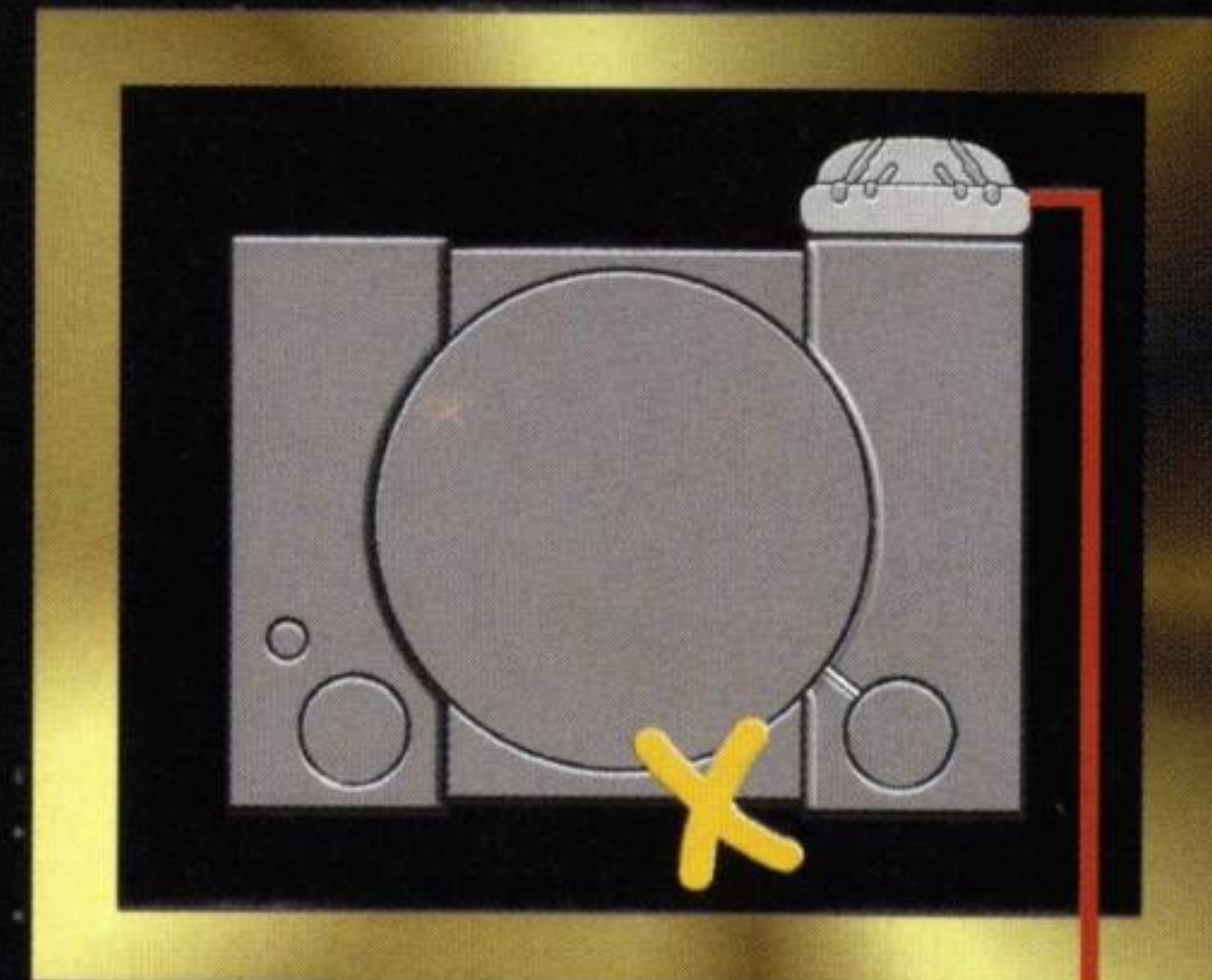
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# KICK ASS

## BECOME A DEMON GAME PLAYER OVERNIGHT

### HOW TO BE GOLDEN AT...

# SILVER



Format: PC | Publisher: Infogrames | Price: £35 | Players: 1 | ★★★★★

Real-time battles, magic items, hidden chests – *Silver* is trickier than an Oxbridge-educated fox with a degree in sly. Here's how run the pesky critter to ground and finish him off.



## MAGIC ITEMS

■ As you progress through the game in pursuit of Silver, you'll find many magic items. Each of these has a Charge Meter, and when that's gone the item loses its magic, making it useless until it recharges. The more powerful items take longer to recharge, so use them wisely.

### Ice Wand

The first magic item you receive, the Ice Wand can fire out blasts of pure cold, which is useful against fire enemies. You won't need to use it much as you go through the game.

### Fire Sword

This is a decent weapon on its own, and can also shoot out slow-moving – but effective – fireballs. Extremely useful in the Ice Land, for obvious reasons.

### Lightning Staff

The Lightning Staff fires a stream of lightning. This is a great weapon, as it hits your opponent instantly and takes up very little mana.

### Amulet of Seeing

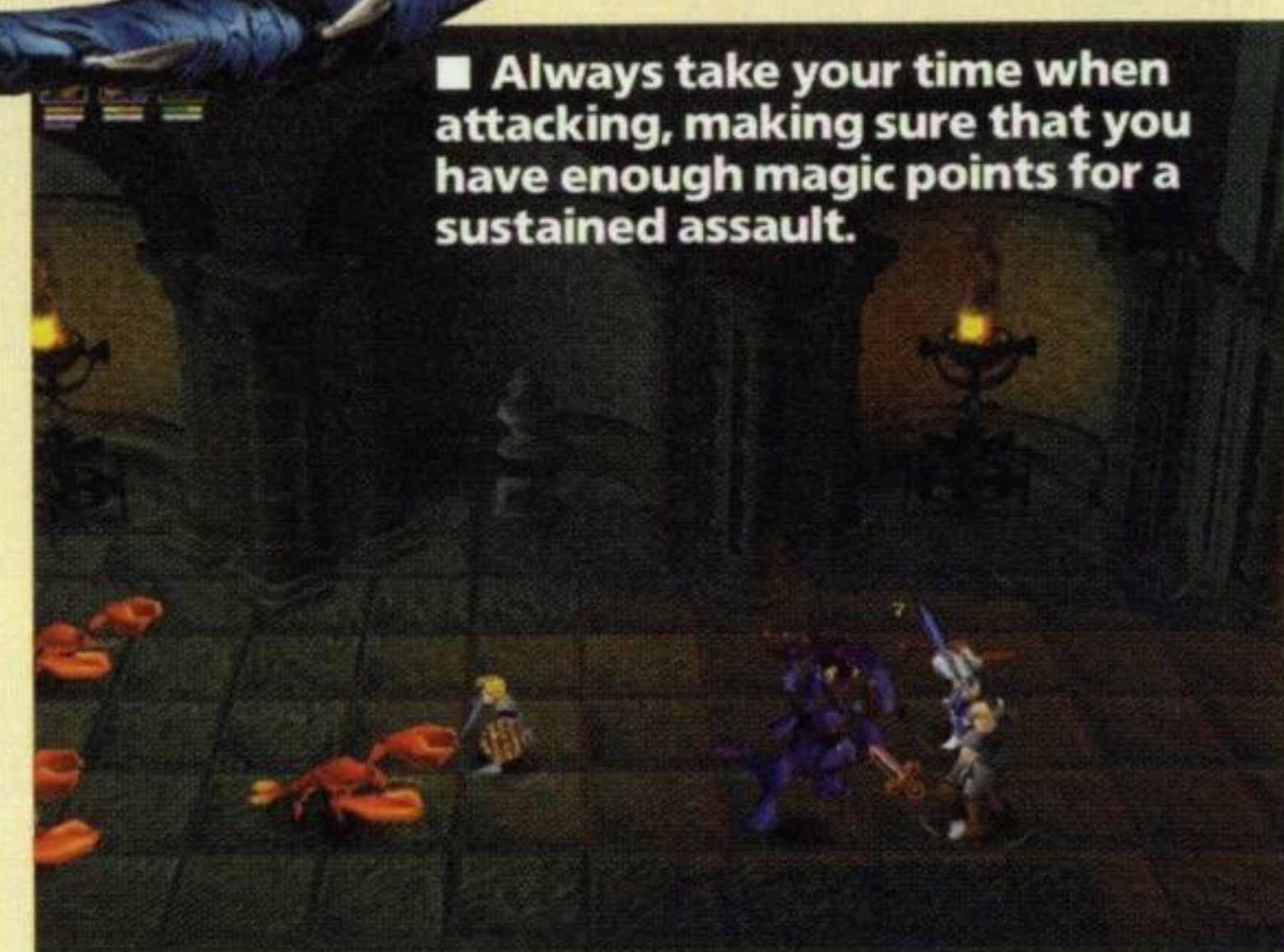
Used to see anything invisible. This can be either enemies, which you can see anyway if you look hard enough, or chests, which are hidden from you until you use the amulet.

### Ring of Invisibility

The Ring of Invisibility, surprise surprise, makes the wearer invisible for a while. This is best used going into battle because, as long as you don't fire any projectiles, the enemy can't see where you are. Sneaky, eh?

### Lycanthorpe

A powerful magic which takes the longest to recharge of all the magic items. It turns you



■ Always take your time when attacking, making sure that you have enough magic points for a sustained assault.

into a slobbering, rampaging werewolf for a while, more than doubling both your HP and your power, and making you one mean killing machine!

### Golem Scroll

The most useful magic item in the game. The Golem Scroll calls forth a stone golem, which then attacks all your enemies. The most useful thing about it is that it takes the enemy's attention away from

you, enabling you to restore your health and magic and so making the battle easier.

### Ring of Resist Magic

Useful when fighting against a magic-happy boss as it makes you immune to magic. This can be a hindrance too, though, as you can't receive the benefits of any healing or time spell cast on you by your own party while you are using it.

## HIDDEN CHESTS

■ There are several chests that can only be seen when you equip the Amulet of Seeing. They are:

- When you're in the Barracks, use the right exit and look behind the trees.
- In the Ice Caves, the room

with the ceiling lantern.

- In the room in the Glass Palace where you found the Amulet of Seeing.
- The area just before you meet Cane.
- In the Caves. The treasure room next-door to where you met the potion-selling guy for the first time.

■ In the room with the telescope in the Library.

- In the Monastery, where you found one chest.
- In the main hall of the Monastery.
- In the Spire, where you have the intersection.
- In Rain, in a dead-end close to the bell you have to ring in

order to open a gate.

- On the second floor of Reuben's House.
- In Rain, a half-open gate on a long street (two scenes from Othias's Tower).
- In Rain's sewers, the room with bridge and crane.
- In Rain, Chains, the small room under the stairs.

■ In Rain, Great Chain. (Where you killed Fuge.)

- In Rain's sewers, in the area behind the Rusted Key gate.
- In Deadgate, room with two portals.
- In Metalon, room next-door to where you got Anelectus.
- In Metalon, room behind Halfmoon key door.



# 17 GAMES TIPPED THIS MONTH

**D**on't consign a game to the cupboard of no return until you've squeezed the maximum gameplay out of it. Here are six pages stuffed with top tips and loads of Action Replay codes too.

IN ASSOCIATION  
WITH



## PLAYSTATION

- P73 T'ai Fu: Wrath of the Tiger
- P74 NHL Faceoff '99
- P75 Heart of Darkness

## PC

- P72 Turok 2
- P73 Recoil
- P73 Gruntz

## NINTENDO 64

- P72 Vigilante 8
- P72 Beetle Adventure Racing
- P73 Snowboard Kids 2
- P73 Lode Runner 3D
- P73 Flying Dragon
- P74 Fighters Destiny
- P74 Duke Nukem 3D

## OTHER SYSTEMS

- P73 Quake

## COLOR GAME BOY

- P73 Bugs Bunny Crazy Castles 3
- P74 NBA Jam '99
- P75 Pitfall: Beyond the Jungle

## NOW PLAYING

There's more to every game than you think:

**P74 Classic tips for Glover, Nascar '99, Tekken 3, Incubation, Zool 2 and WipEout.**

**P75 Gameplay challenge: Driver, Trap Runner, Civ 2, Syphon Filter, Body Harvest, 1080° Snowboarding, Legend of Zelda, Klingon Honor Guard, Turok 2, GTA, X-wing Alliance and V-Rally.**



## SPECIAL MOVES

■ You learn these moves or discover them as you progress through the game. You can perform them once per character before you need to recharge. They do far more damage than normal attacks, and look impressive. To perform a special move, hold Ctrl, then hold your left mouse button for a second, without moving the mouse. The special move will then activate and you'll look the cat's pyjamas.

### Web of Death



This is the first special move you learn and is great when you're still weak. Your character performs a quick double slash in front of him/her. Save for the tougher enemies such as Golems.

### Reaper



This second special move is useful at first, but quickly becomes too weak. You spin around and take everyone out with one slash.

### Cleaver



This is a powerful leaping downwards slash. It doesn't have a great range, but when you hit your enemy, he or she will know about it.

### Scythe



A nice long-range move, where your character performs a double spin on the ground, moving forward all the time. Good all-round protection and damage.

### Falcon



Arguably the best special move. Your character jumps up and performs a forward slashing somersault, hitting the enemy twice for massive damage. As this move covers a wide area it's useful against groups of enemies.

### Hurricane



A leap in the air, followed by a powerful downward slash, causing ripples to spread out and hit anything nearby. Great power and distance and useful against groups.

### Berserker



A great move for hitting enemies all around you, as you spin around, sword flailing, and fire tiny projectiles at anything out of sword's reach. A good weakening move in a large area.

### Armageddon



Your character stands still, raises his/her weapon in the air, and causes a powerful bolt of magical lightning to hit every enemy in the area, regardless of how far away they are. Not the most damaging move, but the best for distance.

## THE FINAL BATTLE

■ As you progress through the game, you'll encounter several bosses, most of which are easy to defeat by first blasting them with your most powerful orb attacks, then using all the special moves you've learned so far. However, some are harder to be rid of than others. Here's how to do 'em.



### 1. Aqua Dragon

Because you can't reach this boss with Hand weapons, you need a new strategy. First, move two of your party

out of danger. Equip David with the Fire Sword, and run towards the Dragon. When you reach his head, run back the way you came and the

Dragon will try to follow. When you get inside the arc of his breath, fire at his belly. This will do major damage. Repeat until he's dead.



### 2. Silver

Silver is a lot easier to defeat than you think. You don't actually hit him, you have to hit the Magic Orb in the wall with the relevant magic element. For instance, if it is Fire, you have to shoot it with a Fire attack. If it moves on to Ice, shoot it with Ice. Silver

summons robots to take you out. Get Cagen to shoot the Orb. Arm Jug with Dual Knightly swords and Enchanted Armour. He and David, as a werewolf, should keep the robot off your back. One Falcon Special from Jug will kill a robot, but remember to keep an eye on his energy,

and use a health potion when it's getting low. When each robot dies, it leaves behind a couple of Magic Orbs to enable Cagen to recharge his Magic. Once you've used all the Orbs, Silver will be near death. He asks David to kill him, but he refuses. Then Nemesis comes in and does it.



### 3. Apocalypse

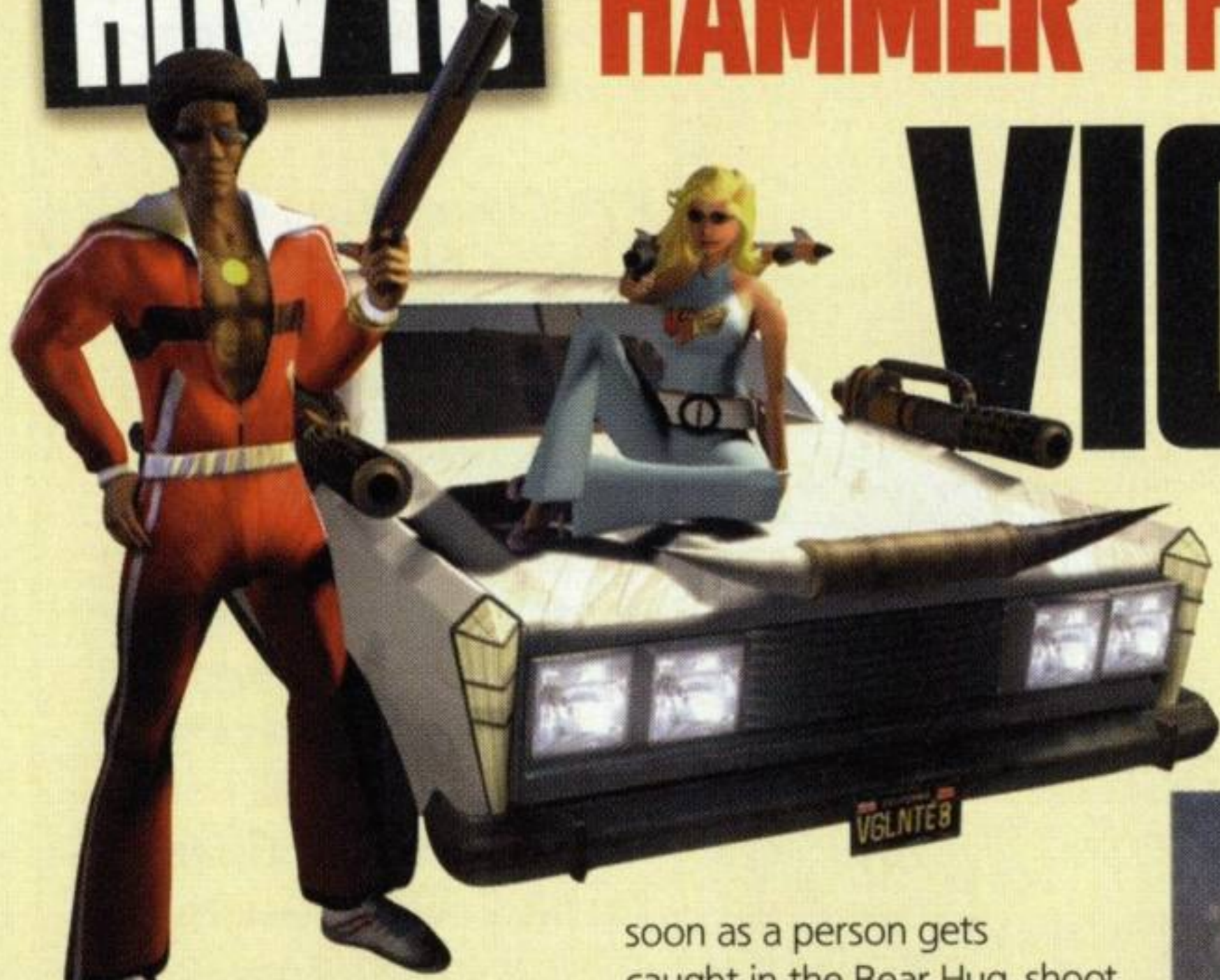
When Silver's dead, you have to descend into Hell and kill Apocalypse. To win, follow these instructions: when Apocalypse is on the ground, use your shield well. Block his attack, then quickly perform your forward stab, then block again. Use your Falcon Special

as soon as it charges up, as this will inflict massive damage. Keep doing this until Apocalypse leaps into the air. When he does this, run away, as you can't block his stomp. When he stays in the air, start running in a straight line, to avoid the lightning that will erupt

behind you four to five times. Then Apocalypse will start to bring the geysers to life, so run to one side of the screen, then quickly back to the other, and back again. When he starts using fireballs, use your shield to deflect them back at him. Repeat this and you'll have him in no time.

# HOW TO HAMMER THE OPPOSITION IN...

# VIGILANTE 8



■ For easy kills on the Space Base in *Vigilante 8*, you will need at least two mines (more is better). Place a Bear Hug on the runway immediately in front of the jets by pressing **Left, Right, Down** and **machine gun**. Wait near to the yellow ladder alongside one of the jets. As

soon as a person gets caught in the Bear Hug, shoot out the yellow ladders. The jet will take to the runway and squash your opponent.

■ If you fancy flying the blimp, select "Casino City", drive towards the blimp when it lands, go to the back and drive in. You'll find you can steer the blimp around. To escape, press **A**.

You may think that playing this game is a simple case of driving around. How wrong you are. Try these sneaky moves...



■ To get into the ski lifts, go to the ski lodge. Go directly to one of the two lift stations. Open the door with your **machine gun**. If you can't see the lift, wait for a few seconds. As soon as it appears, go forward and you'll automatically slide into the lift. It'll carry you up and down the mountain. On the way, you'll pick up a couple of weapons (including one special weapon). Exit the lift at any time by pressing **A**. Using the ski lifts enables you to escape from the enemy for a while and it's easier to get up the mountain. Bear in mind that your enemy can blow up the ski lift, but you can still use the lifts even if the lift station is destroyed.

■ For easy kills on Aircraft Graveyard, you'll need at least two mines. Go to the runway where the plane always takes

off from. Lay down Bear Hugs on the runway – with **Left, Right, Down** and **machine gun** – and make sure you steer clear of them. When your opponents hit your cunning trap, they'll be stuck on the runway and squished when the plane lands.



## CHEAT CODES

- |  |  |
|--|--|
| <b>GIMME_DA_ALIEN</b><br>Alien vehicle                       | <b>FIRE_NO_LIMITS</b><br>Rapid-fire weapons    |
| <b>JTBT7CFD1LRMGW</b><br>All characters, levels and vehicles | <b>A_MOON_GETAWAY</b><br>Reduced gravity       |
| <b>GANGS_UNLOCKED</b><br>All vehicles except the alien       | <b>POPULATION_OUT</b><br>Remove all enemies    |
| <b>MIX_MATCH_CARS</b><br>Choose the same car                 | <b>GO_REALLY_SLOW</b><br>Slow motion           |
| <b>MAX_RESOLUTION</b><br>Enable ultra-high resolution        | <b>I_AM_TOUGH_GUY</b><br>Super hard difficulty |
| <b>MISSILE_ATTACK</b><br>Enhanced missiles                   | <b>LEVEL_SHORTCUT</b><br>Unlock levels         |
| <b>LIVING_FOREVER</b><br>God mode                            | <b>LONG_SLIDESHOW</b><br>View all endings      |
|  | <b>MONSTER_WHEELS</b><br>Big tyres             |



## TUROK 2



■ Enter the following at the **Password Select** screen for all sorts of first-person shooter fun.

- OBLIVIONISOUTHERE**  
The big cheat
- TROMPEM**  
Big hands and feet mode
- BIGBADNOODLE**  
Big head mode
- INEEDAUPS**  
Blackout mode
- WIZARDOFOZ**  
Frooty stripes
- HENRYSBILERP**  
Gouraud mode
- JANESSPECIALWORLD**  
Jane's cheat
- YOQUIEROJUAN**  
Juan's cheat
- PICASSO**  
Pen and ink mode
- HELLOSTICKY**  
Stick mode
- LILLIPUTIAN**  
Tiny mode
- LEGOMANIAC**  
Zach attack

## BEEBLE ADVENTURE RACING

■ To get a jump start, at the beginning of the race wait until you hear the command "GO" and immediately press **L**. You will be "transported" to the same position, but you'll be doing 40-50 miles per hour and should be able to get ahead of the pack in no time. Pressing **L** has other uses, including saving time when you fall off a ledge or when you're trying to grab something that's out of your reach.

## ACTION REPLAY CODES

■ To use these codes, you'll need an N64 or PSX Action Replay cartridge, available for £39.99 from Datel on 01785 810800. Here we go, then.

**PLAYSTATION**

### Metal Gear Solid

First person perspective – D0117198 1090, 8016D540 03AD, D0117198 781F, 80177300 03AD, D0117198 FE08, 8016A9E4 03AD, D0117198 A8D4, 801574F8 03AD, D0117198 31B0, 801689C4 03AD, D0117198 17EC, 80159320 03AD, D0117198 0073, 80147F80 03AD, D0117198 8AE4, 80175014 03AD, D0117198 11C8, 8015A230 03AD, D0117198 75A0, 8015E4A8 03AD, D0117198 0AEC,

8016DEAC 03AD, D0117198 6BF0, 8015D750 03AD, D0117198 0001, 8017AC1C 03AD, D0117198 0740, 80162634 03AD, 800B8852 0001

**PLAYSTATION**

### Heart of Darkness

Protect from enemies with **R1** – D00767F0 0800, 8008858A C000; Turn off protect with **L1** – D00767F0 0400, 8008858A 0000.

**NINTENDO 64**

### Beetle Adventure Racing

All cars – 8002CFF7 000B; All tracks – 8002CFF3 0006; All difficulties – 8002CFFB 0003; Airport – 8002D000 0001; Parkade – 8002D001 0001; Stadium – 8002D002 0001; Castle – 8002D003 0001; Ice flows – 8002D004 0001; Volcano – 8002D005 0001; Dunes – 8002D006 0001; Roof tops – 8002D007 0001; Woods – 8002D008

0001; Number of ladybug's – 8002D009 0001; Ladybug colour – 8002D00A 0001; Health – 8002D00B 0001; Power-ups – 8002D00C 0001; Time limit – 8002D00D 0001; Radar – 8002D00E 0001; Damage – 8002D00F 0001; ? Mode – 8002D010 0001; Time attack bonus boxes – 8002D011 0001; Breakables – 8002D012 0001; Environment – 8002D013 0001; Cars – 8002D014 0001; Handicap player 2 – 8002D015 0001; Colour change – 8002D016 0001; Field of view – 8002D017 0001; Horn – 8002D018 0001;

Track music – 8002D019 0001; Handbrake power – 8002D01A 0001

**NINTENDO 64**

### Fighters Destiny

Player 1 start with extra stars – 80209757 0006; Player 2 start with extra stars – 8020B61F 0006; Player 1 always have zero stars – 80209757 0000; Player 2 always have zero stars – 8020B61F 0000; Have one star RYUJI – 8030734E 0001; Have one star BOB – 8030734F 0001; Have one star

PIERRE – 80307350 0001; Have one star MEILING – 80307351 0001; Have one star LEON – 80307352 0001; Have one star ABDUL – 80307353 0001; Have one star NINJA – 80307354 0001; Have one star TOMAHAWK – 80307355 0001

Haven't got an Action Replay? Send a postcard to "I'd like an Action Replay cartridge, please" at Arcade, 29 Monmouth Street, Bath BA1 2DL, and each month we'll dash out (courtesy of Datel) one PSX and one N64 cart to two readers.



NINTENDO 64

# SNOWBOARD KIDS 2



■ For all the characters, boards, and courses, when the title screen appears press **Z, B, C-Up, Down, Left** on the analogue stick, **Right** on the stick, **Up, R, Z** and **A**. Damien will laugh and spin up into the air. The secret characters only appear in Battle mode, start a new game to have all courses and all special boards.

■ For a head start, hit **B** just as Dog says "GO".

GAME BOY

# BUGS BUNNY CRAZY CASTLES 3

■ Level codes? You betcha. At **Level Select** you need to type:

Level 7	CCB84H
Level 8	TTB8GR
Level 9	1TBX4J
Level 10	L1BXGW
Level 11	51BV42
Level 12	LBVGN
Level 4	SXBX47
Level 5	XCB84R
Level 6	CTB84R

NINTENDO 64

# LODE RUNNER 3D



■ To select any level, pause the game and hold **Z**. While holding **Z**, press **R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right**. The option "Unlock Worlds:" will appear. Highlight it and turn it to "Yes".

MACINTOSH

# QUAKE



■ Press **~** while playing to call up the console, then type:

- GOD      Invincibility toggled on or off
- FLY      Toggles flight
- GIVE S#    Gain # shells
- GIVE H#    Gain # health
- GIVE N#    Gain # nails
- GIVE R#    Gain # rockets
- GIVE C#    Gain # cells
- GIVE #    Get weapon #
- KILL      Commit suicide
- NOCLIP    Go through walls
- NOTARGET    Monsters won't attack you unless provoked
- IMPULSE 9    All weapons
- IMPULSE 11    Display runes (you don't actually get them)
- IMPULSE 13    Silver key
- IMPULSE 14    Gold key
- IMPULSE 255    Quad damage

PC

# RECOIL

■ While playing, press **Ctrl-X** to bring up the Cheat dialogue box, then type the following and press **Enter**:

- HEMMIT      All weapons and ammo
- MEDIC      Full health
- CAVALRY    Infinite nano-canisters

PLAYSTATION

# T'AI FU: WRATH OF THE TIGER

- At the map screen, press **R2, @, R2, @, @, Down, @, @, @, Down, @, Up, Right, Left, Down, Up, L1** on the Map screen.
- Press **Select, L1, L2, R1, R2** to open the Debug mode.
- Press **R2, @, R2, @, @, @, Down, @, @, @, Up, Down, Left, Right, Up, R1** to view the credits.



PC

# GRUNTZ



■ Select a Grunt, press **Enter**, type the following and hit **Enter** again. If that's your bag.

- MPBACK2LIFE      To add Grunt zombies to the level you are playing
- MPOHMYGODTHEYKILLEDKENNY      To turn your Grunt into the Grim Reaper
- MPCLOAKINGDEVICE      To make your Grunt invisible
- MPMEEPMEEP      For the Super Speed power-up

■ To skip levels in the game, start a game, hit **Enter** and then type:

- MPRIORIO      Trouble in the Tropics
- MPLEMONBUTTERCREMEZ      High on Sweetz
- MPYOURESOMONEY      High Rollerz
- MPMAKEMESOMEPIE      Honey I Shrunk the Kidz

■ To enter Traitor mode, press **Enter** while playing and then type **MPTRAITOR** and press **Enter** again. Make sense?



NINTENDO 64

# FLYING DRAGON



■ To play as the platinum characters in *Flying Dragon*, all you need to do is collect all **ten medals**. Every now and then there are bargains at the store, so make sure that you have introduced yourself to the shop girl, otherwise she won't show them to you.



■ Employ the Wiler bomb while playing as Wiler or, alternatively, use any bomb while on Bokuchin and, for a brief second, your character will wear a new, black suit. Pick Ryuhi and do the Super Kinryuha against Robo No Hana. His belt will turn red momentarily. To do the Super Kinryuha press **Down, Forward**, and **C-Left**.



## CLASSIC TIPS

Re-experience the joys of all your old games, but this time with the knowledge to make it look like you had the skills to play them all along.



NINTENDO 64

### GLOVER

■ While paused:

#### Big ball

C-Down, C-Down, C-Up, C-Down, C-Down, C-Left, C-Right, C-Down

#### Call ball

C-Up, C-Left, C-Left, C-Up, C-Right, C-Left, C-Down, C-Up

#### Control ball

C-Left, C-Right, C-Left, C-Right, C-Up, C-Down, C-Right, C-Right

#### Infinite lives

C-Up, C-Up, C-Down, C-Up, C-Up, C-Right, C-Right, C-Right

#### Infinite power

C-Right, C-Right, C-Down, C-Right, C-Right, C-Right, C-Up, C-Left

#### Low gravity

C-Left, C-Left, C-Up, C-Left, C-Right, C-Up, C-Up, C-Up

#### Open portals/access all levels

C-Up, C-Right, C-Right, C-Down, C-Left, C-Down, C-Up, C-Right

#### Powerball

C-Up, C-Down, C-Up, C-Down, C-Up, C-Down, C-Left, C-Up



NINTENDO 64

### NASCAR '99

■ Extra cars? Here's how:

#### Bobby Allison

Select "Charlotte" and enter C-Up, C-Left, C-Down, C-Right, L, R, L, R, Z, Z

#### Davey Allison

Select "Talladega" and enter C-Up, C-Left, C-Down, C-Right, L, R, L, R, L, R

#### Alan Kulwicki

Select "Bristol" and enter Z eight times and R twice

#### Richard Petty

Select "Martinsville" and enter C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right, L, R

#### Benny Parsons

Select "Richmond" and enter C-Up, C-Right, C-Down, C-Left, Z, Z, Z, L, Z, Z



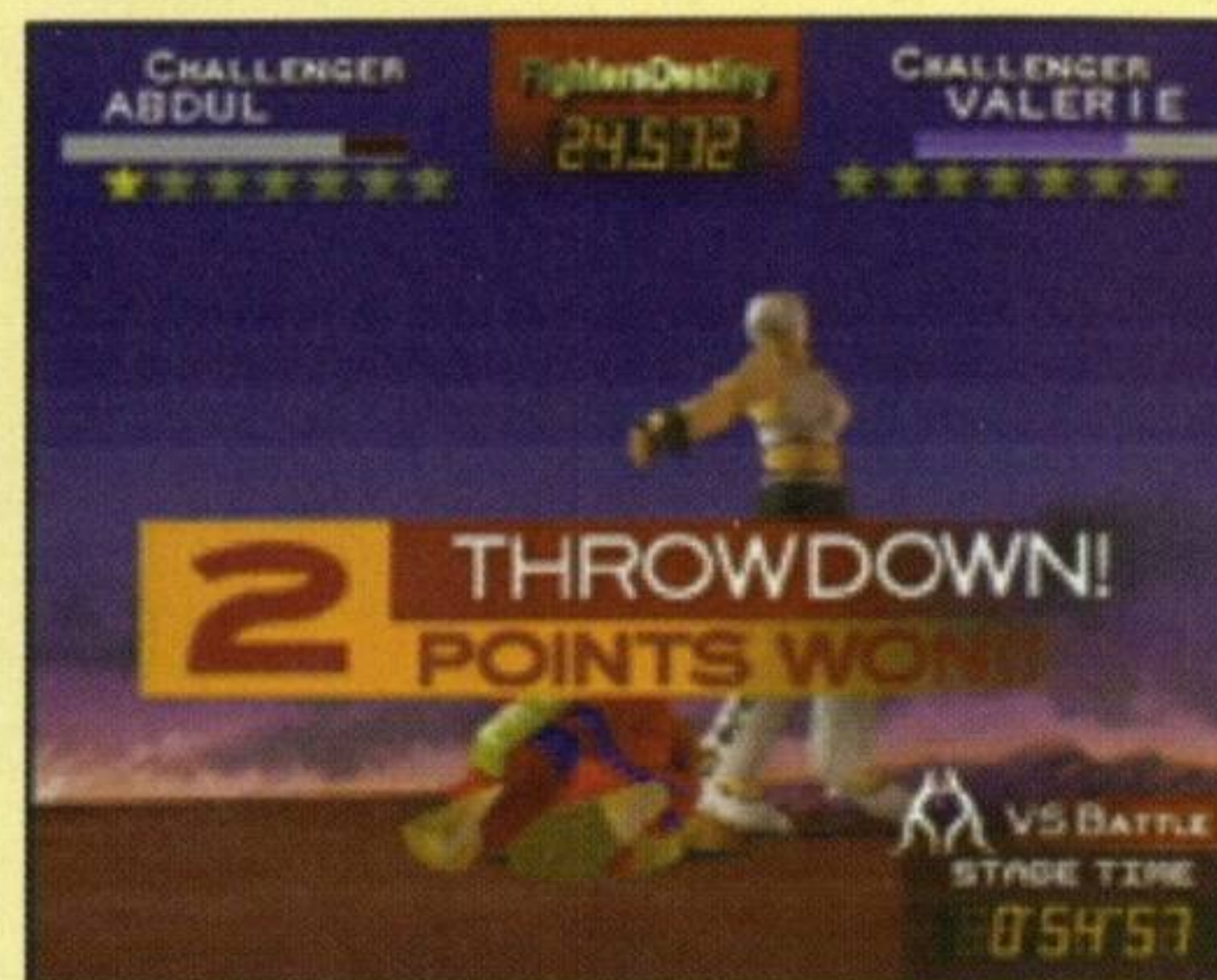
PLAYSTATION

### TEKKEN 3

■ Go to Practice mode and choose Freestyle. At the Freestyle Options screen, press **L1, L2, R1, R2** and **⊙**, then press **Down** and **Select** to record a combo or to replay one. For a easy win with Yoshimitsu, perform his Shark Attack blow at the beginning of each round. This should take away all of your opponent's power early in one shot. And to get Jin and Xiaoyu to play in (heh, heh) schoolgirl outfits, play as either 30 times, then press **START** while choosing them on the Character Selection screen.

NINTENDO 64

### FIGHTERS DESTINY



■ Gain the **ninth skill**.

After you have all eight skills from Master mode on one character, gain one different skill with a different character on a different Controller Pak. Then, go into two-player Battle mode (make sure you have two controllers in, and a Controller Pak in each one), choose **Win** or **Lose** mode and have the character with one skill lose to the character with eight. You will now have a character with

nine skills, and above the star will be a red circle.

■ To explode Pierre's head, play as him and repeatedly press **L**. His nose will get bigger and bigger until, eventually, his head will blow. In a similar vein, get Ushi the Cow to pull out a bottle of milk. While playing as Ushi, tap the **L** shoulder button twice. If you are next to your opponent, she will knock them down when she puts the bottle away.

GAME BOY

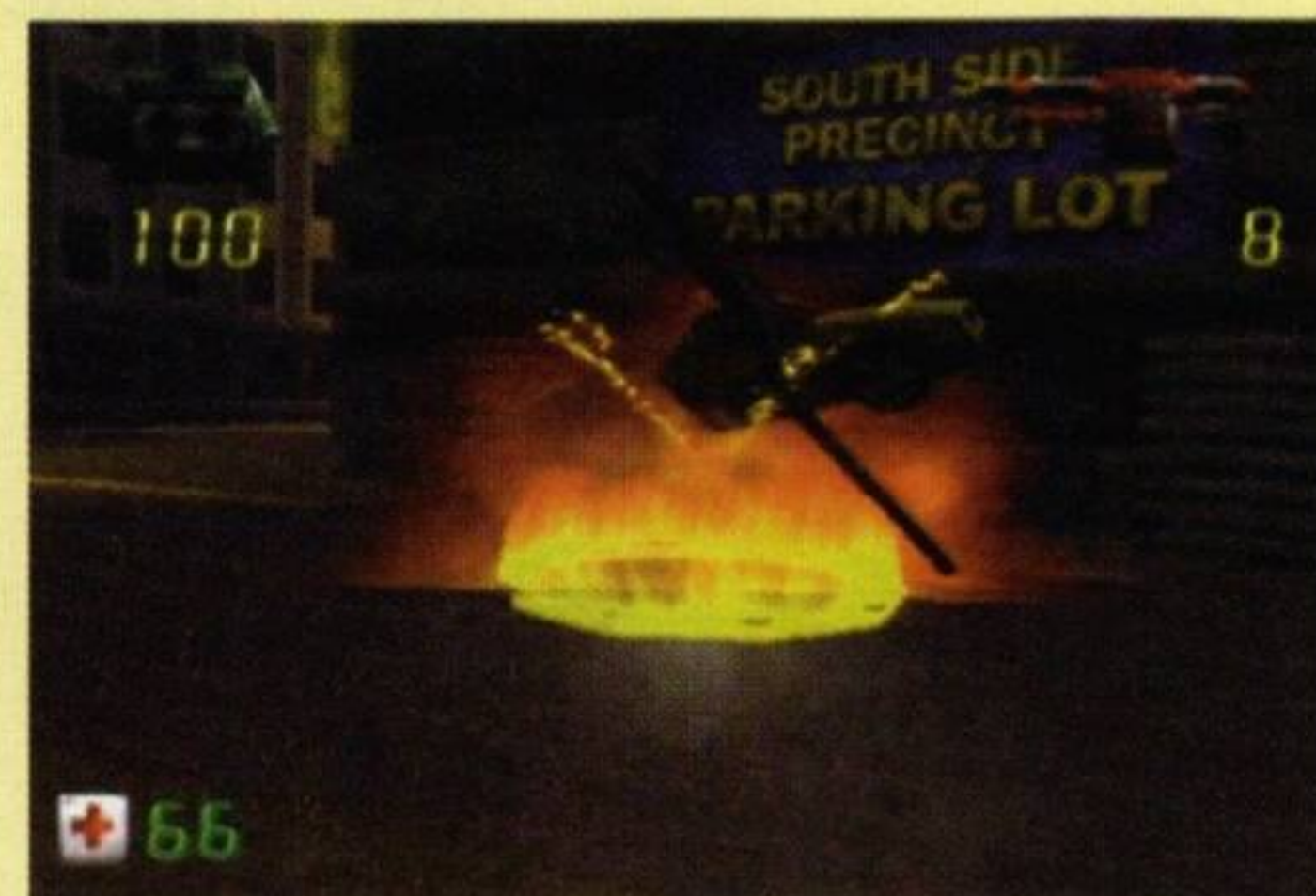
### NBA JAM '99

■ To play the Championship game, pick Playoffs while in the Main menu. For the three letter password type in **MIK**. For the next password type in **R4QKFCWCDG**.



NINTENDO 64

### DUKE NUKEM 3D



■ Enter these codes while playing:

DNKROZ	God mode
DNSTUFF	All items
DNVIEW	Same as pressing F7
DNHYPER	Same as using steroids
DNITEMS	All items and keys
DNWEAPONS	All weapons
DNKEYS	All keys
DNSCOTT*#	Level skip (where * is the episode and # the level)
DNUNLOCK	All doors unlocked
DNMONSTERS	All monsters disappear
DNCLIP	Walk through walls
DNSHOWMAP	Show all of map on map screen



PC

### INCUBATION

■ On the main screen city map, press **I** once, twice, three or four times to make all locations visible, to award ten skill points for each player, for 500 equipment points, or to skip to the next mission, respectively.



PC

### ZOOL 2

■ On the Options screen, press **Escape**, type **PHONEBOOK** and press **Escape** again. This enables you to jump ridiculously high. Three cheat keys are also made active: 0 to skip a level, 3 to play a bonus round, and 4 to gain 300 points.



PLAYSTATION

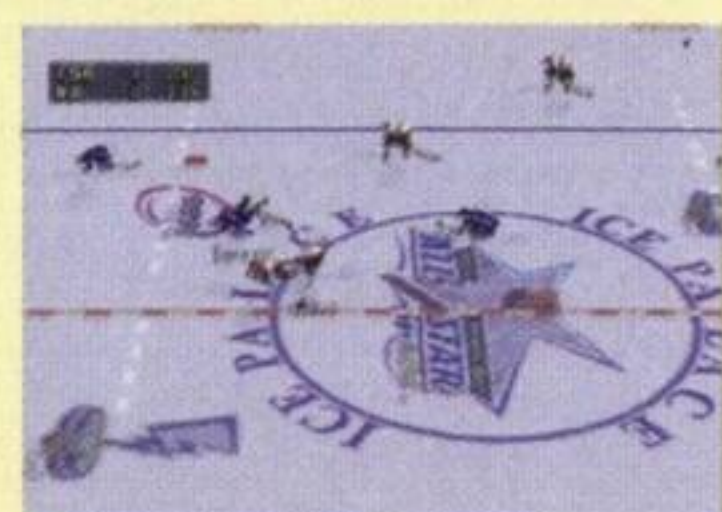
### WIPEOUT

■ To jump directly to the hidden bonus track, highlight "One Player" on the Main menu and hold **L1, R1, Right**, **⊙**, **⊙** and **Start**.

■ For a first class vehicle hold **L2, R2, Left, Select** and **Start** instead.

■ To slow the game down, open your PlayStation lid once the game's loaded.

PLAYSTATION



### NHL FACEOFF '99

■ To score easy goals, position yourself between the goalie and the net, then nip quickly around him so you are directly facing the goal

and whack the puck in with the **Shoot** button.

For easy breakaways, go to your side of the ice and tap the **Shoot** button.

## GAMEPLAY CHALLENGE

You may be strutting around with your chest all puffed out after completing your latest purchase, but Mark Green has that sadistic glint in his eye once more. It's time to put up or shut up as he ushers you into Games Hell.



PLAYSTATION

### DRIVER

■ Challenge: **you will survive**

■ Use our challenge to lead those annoying rozzers on a merry dance. Enter the Survival mode (where the supercops chase you relentlessly) and try to avoid being touched by the police for a full two minutes. You won't manage this by driving in a straight line, so ensure you take plenty of corners at speed. Keep your eye on the map, too.



PLAYSTATION

### CIVILIZATION 2

■ Challenge: **the peacemaker**

■ Here's a new challenge for would-be dictators. Complete this classic god-game through diplomacy. You're not allowed to fight, even if provoked. Your cities will automatically defend themselves, but you must never be the first to strike, and all your meetings with leaders must result in a peace treaty. You must never build in another civilisation's territory and you must never build military units. Aaahh!



PLAYSTATION

### TRAP RUNNER

■ Challenge: **go for your gun**

■ Defeat as many opponents as you can, using only your character's default gun – no trap-laying allowed. You'll need to know the layout of each level intimately, as there'll be plenty of scarping from the enemy needed. Also, keep your finger tapping away at the reload button – you don't want to waste time pumping bullets into your weapon when you could be ripping holes in your opponent.



PLAYSTATION

### SYPHON FILTER

■ Challenge: **heads up**

■ Fancy yourself as an assassin? Try to complete the first five levels of this moody third-person adventure, killing everyone you stumble across with a shot to the head. The first-person crosshair display should help you, but you'll still need god-like aiming skills. Ensure your flak jacket and health are tip-top before you embark on your killing spree – with so much time spent aiming, you'll be exposed to plenty of gunfire.



NINTENDO 64

### 1080° SNOWBOARDING

■ Challenge: **I'm still standing**

■ Fancy trying to complete Expert mode without allowing your damage to increase? Cunning finger-work is important here, although bear in mind that you usually don't need to alter the angle of your board before touching down – it almost always defaults to a suitable orientation. Remembering the layout of every course is also important, to avoid the dangerous jumps.



NINTENDO 64

### BODY HARVEST

■ Challenge: **Carmageddon**

■ Kill 25 humans on Level One within five minutes. To achieve this, it's important to carry out the first few tasks (such as talking to the chap in the first house and lowering the bridge), in order to open up the populated areas further away. Find a nippy vehicle to up the kill tempo – the motorbike near the second village is a good bet – and avoid winding up aliens, as their violent tendencies will be doing you a favour.



NINTENDO 64

### LEGEND OF ZELDA: OCARINA OF TIME

■ Challenge: **fowl play**

■ Make sure you're child Link. Head for Kakariko Village and jump the criss-cross fence off the ledge near the door of the windmill. You'll find a solitary chicken. Stick your sword into him. The Chicken Revenge Squad will appear. We want you to avoid it for two full minutes, without climbing ladders or falling down holes. If you get hit even once by a manic beak, start again. Tricky.



NINTENDO 64

### TUROK 2

■ Challenge: **no sidestep**

■ Sideways movement has always been an essential component of first-person shooters. So we want you to stop doing it. Complete Level 3 without touching the strafe or side-step buttons. Perfect the art of breaking your cover, shooting and then avoiding enemy fire by heading back behind a wall in a difficult reverse parking-style manoeuvre. Accurate aim is more important than ever.



PC

### KLINGON HONOR GUARD

■ Challenge: **that's sore**

■ Complete each level in the quickest time possible, without using any guns. Only Klingon bat'leth and d'k'tahg bladed weapons are permitted, so without the firepower you'll need to keep moving quickly, particularly in the prison levels. For long range attacks, employ your lobbing skills. Remember that you can retrieve your thrown ceremonial knives by walking over them.



PC

### GRAND THEFT AUTO

■ Challenge: **one careful owner**

■ Rushing and smashing your way through the streets leads to plenty of damage, but you can normally pick up a fresh motor if your ride sustains too much punishment. But what if you couldn't? This challenge requires that you keep the same car from beginning to end. Pick a good one, and use it on all your missions. If it's destroyed, that's game over – how long can you last?



PC

### X-WING ALLIANCE

■ Challenge: **dead stop**

■ Set up a skirmish mission with just one small ship – start with a YT-1300 – and a Home Station. Fly to the mouth of the "Harbour" area of the station. Turn and – transferring all energy to the engines – point at the hangar and put the throttle at maximum. The test is can you hit **Shift** and **D** in time to auto-dock before you crash? Experiment with different types of base, and different ships.



PC

### V-RALLY

■ Challenge: **rear view**

■ There's always a look-behind-you-button in driving games, the virtual equivalent of turning your head to peep over your shoulder. You probably rarely use it. Our challenge is for you to keep that button pressed down the whole time and try to complete a race without looking forward. Of course, it helps if you know the level, or at least if you've studied the Circuit Map before you start.

GAME BOY

## PITFALL: BEYOND THE JUNGLE



■ Here are the level passwords. Of course, FLTYWTRS Caverns

GNGDWN Volcano  
SLTHRNG Prison  
SWPNGBLW Scourge

PLAYSTATION

## HEART OF DARKNESS

■ Turn off your PlayStation. Hold **L1, L2, R1** and **R2** on Controller 2 and turn the system on. Keep holding all the buttons, and when the Main menu appears, use Controller 1 to go to the Options menu. You'll need to have a friend on hand to help you with this one. Once in the Options menu you can let go of the buttons and look for a new Cheat menu.



## CLOCKING OFF

If Kick Ass was a fish, it'd have had to be a really big fish (like a dolphin, except dolphins are mammals aren't they, so like a great white shark or something) in order to have been packed to the gills with so many great tips. We'll be baiting our hooks, and reeling in some more tips next month. Bring your own waders. See you there, then.

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***MORE BALLS THAN MOST***

August 1999



# A Review

## The Ultimate Game Player's Guide



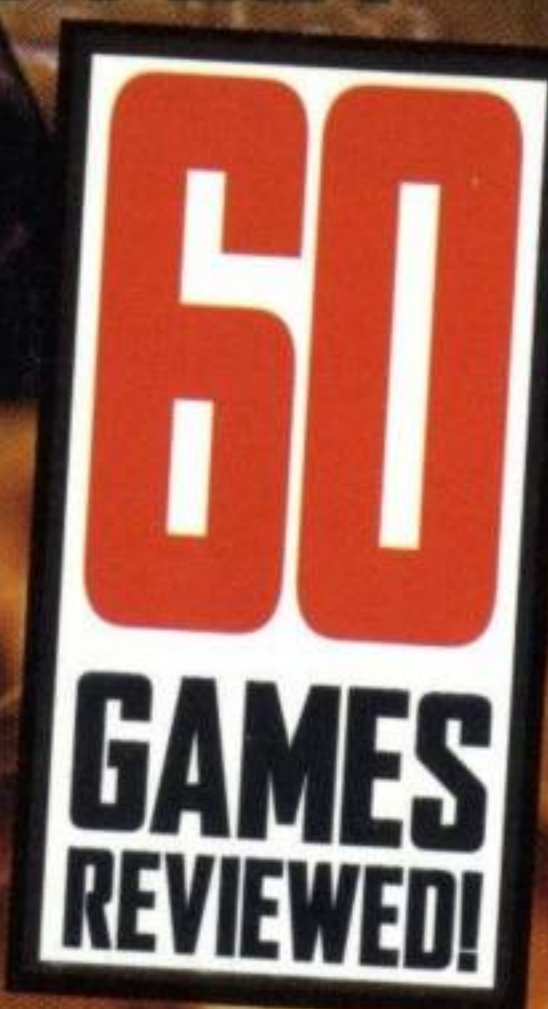
### INSIDE...

- Episode 1: The Phantom Menace
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# SOUL REAVER

## PLAYSTATION'S BLOODY VAMPIRE-FEST



**PLUS!** VIDEOS/BOOKS/MUSIC/COMICS/INTERNET/TOYS/GAME ACCESSORIES/LIGHTSABERS/FILMS/DVD/GADGETS

### Star ratings

- ★★★★★ Simply the best. A game you really must play.
- ★★★★ Excellent. Definitely worth your money.
- ★★★ Good stuff. Not a world-beater, but fine within its genre.
- ★★ Strictly average. We say: don't buy it.
- ★ Awful. Avoid at all costs.

# New PlayStation Games

**Arcade**  
PlayStation  
Game of  
the Month

# ALL A FLUTTER

TAKE THOSE BROKEN WINGS AND LEARN TO FLY



■ **Combat's not quite as visceral as the enemy impaling possibilities would suggest. More often than not, multiple adversaries are dispatched with lengthy sword swishing.**

## Legacy of Kain: Soul Reaver

■ Publisher: **Eidos** ■ Developer: **Crystal Dynamics**  
 ■ Release date: **June** ■ Players: **1** ■ Extras: **memory card, Dual Shock-compatible** ■ Other formats: **PC**

**American developers are coming up with some nasty stuff at the moment. What's to blame? It couldn't really be Marilyn Manson's fault, could it? Even Gex creator Crystal Dynamics is in on the act.**

**S**oul Reaver is a gothic 3D adventure which combines the blackest moments of HP Lovecraft, Clive Barker and Bram Stoker in one gooily ectoplasmic gore puddle. Typically for a game with both horror and RPG connotations, the storyline is hideously complex. An evil vampire king, named Kain, has taken over the kingdom of Nosgoth, enslaving its human population and enlisting several vampire clans to help him create a Utopia for the undead. However, Raziel, a former member of a vampire clan who was cast into the Lake of the Dead for growing wings (don't ask), has been recruited by an ancient spirit named the Elder to defeat Kain and rid the world of blood-suckers forever.

You, of course, take on the role of Raziel, and it's your job to wander the ravaged world of Nosgoth looking for Kain and his minions. The level design is what you would expect from a 3D arcade adventure – loads of platforms, chasms, passageways, doors to the unknown and monsters (20 different kinds to be exact) who parade about waiting to suck your blood out. To cope with these adversities, Raziel can jump, he can fight and he can fly – thanks to a threadbare set of wings – which is just about enough to get you through the first few realms.

As the game progresses, however, you get new abilities. For example, hidden around Nosgoth are seven spells (or Glyphs, as they're inexplicably known here) which kill whole rooms full of monsters in a variety of unpleasant ways. You can also get your hands on the eponymous Soul Reaver – a great big shiny sword which can be imbued with a variety of different powers. Finally, as you pick off the several level bosses in the game, you are given new skills such as climbing, passing through solid objects and swimming, all of which enable you to explore parts of the world you were

previously cut off from. This smart little design feature not only keeps you avidly exploring, but it also prevents the game from becoming totally linear. Because of this there is a lot of going backwards and forwards through the world and, although there are a number of warp gates to speed you on your way, you soon begin to feel very much a part of this desolate, beautifully realised kingdom.

As Raziel, you're neither alive nor dead. Or even undead. You're sort of un-undead. A grotesque, ravaged parody of your former brilliant self – a George Best with fangs, if you will. While it sounds hopelessly contrived, this hazy metaphysical state is useful as it means you cannot be killed in the game. When you run out of energy, you're transported to the spirit realm – a dark and distorted mirror image of the material world. Here, things are ever so slightly different to the spirit version of each room: platforms which were once out of reach slide invitingly toward you, and whole new areas become obvious and accessible. Handily, you can transport to this spooky realm any time you like by selecting the right spell from the menu, so death actually becomes a tactical manoeuvre.

Puzzles-wise, *Soul Reaver* has some real corkers. While you will come across the standard tools during the course of the game – pulleys, levers, switches and the like – they've been employed in imaginative ways. For example, instead of

**YOU SOON BEGIN TO FEEL VERY MUCH A PART OF THIS DESOLATE, BEAUTIFULLY REALISED KINGDOM**



■ **You'll want to explore *Soul Reaver's* gothic levels. As well as containing a multitude of secrets, they help create the game's back-wibbling atmosphere.**

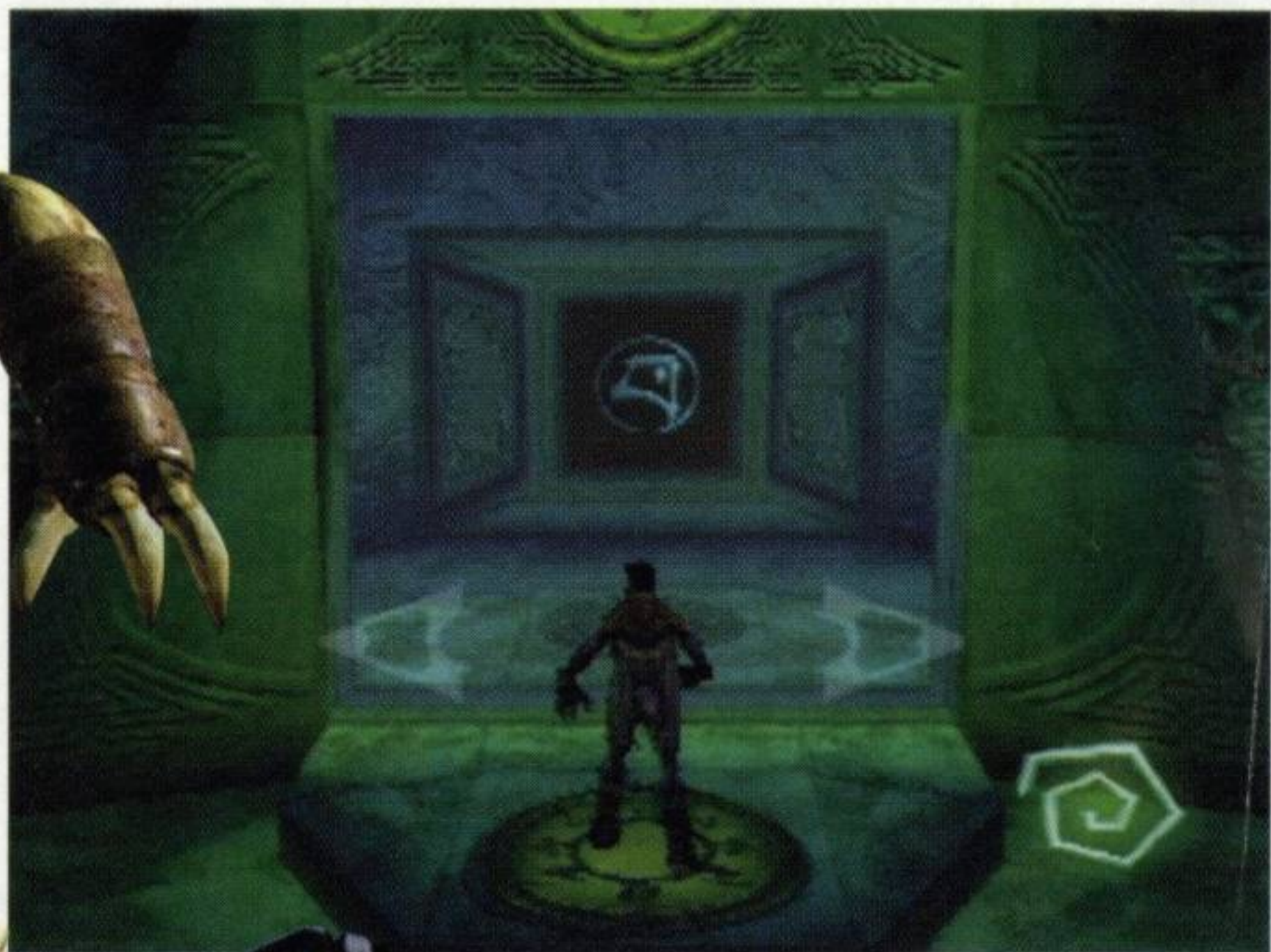
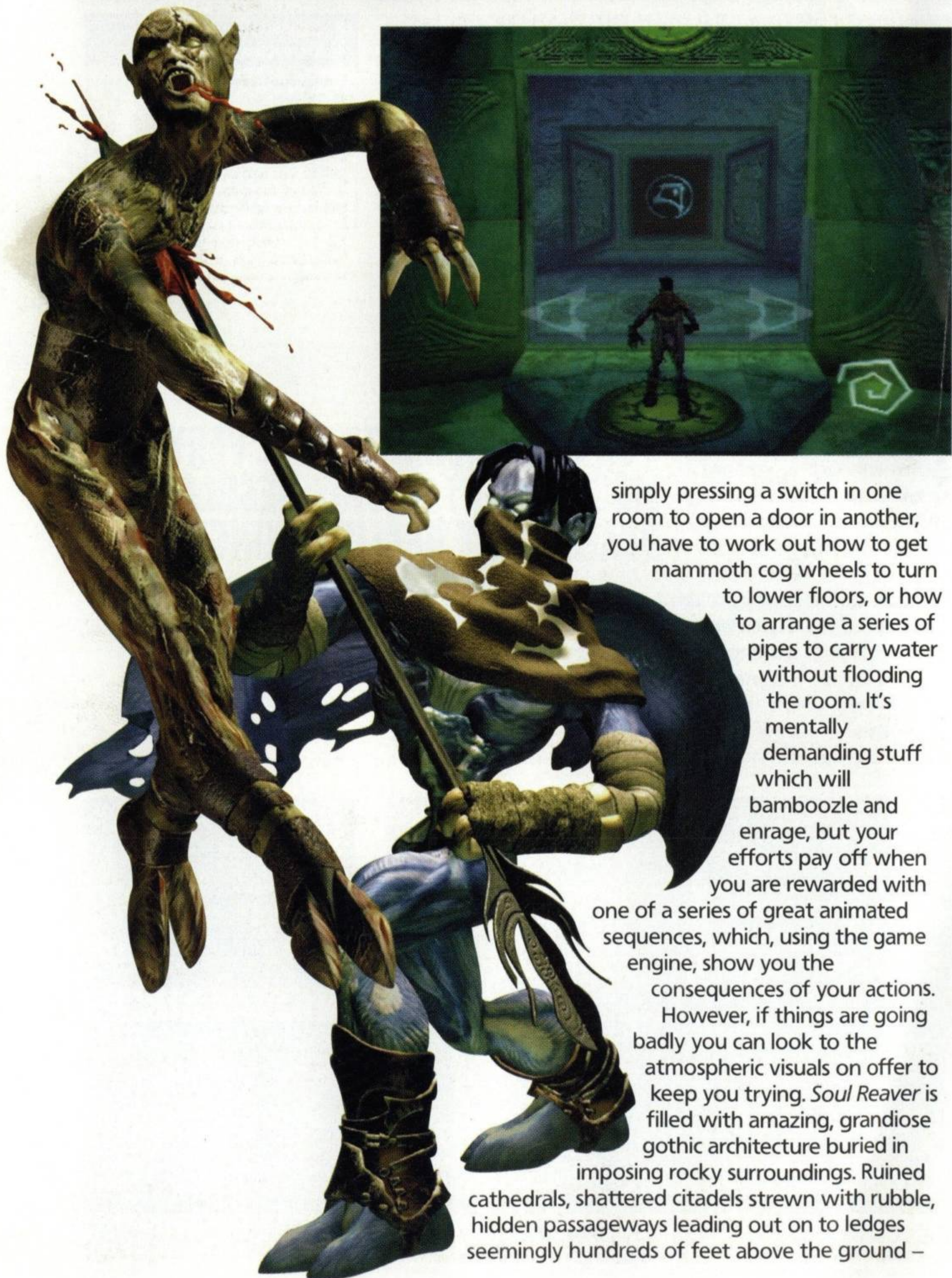
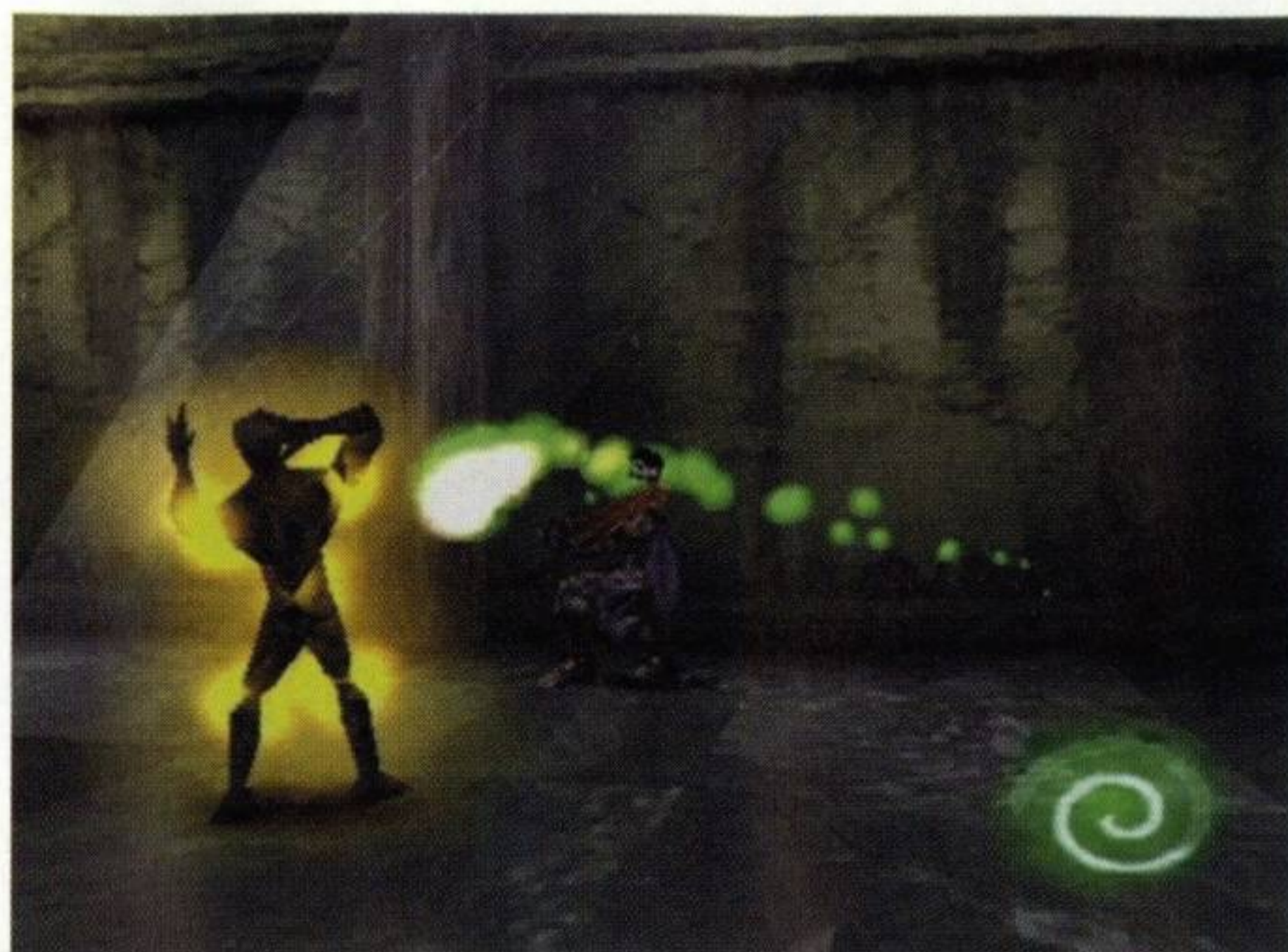
### ↑ Uppers & Downers

#### Fangs for the memory

- The spirit realm!
- Atmospheric environments
- Mind-bending puzzles

#### Fangs for nothing

- Foggy at times
- Convoluted story
- Lots of running about



simply pressing a switch in one room to open a door in another, you have to work out how to get mammoth cog wheels to turn to lower floors, or how to arrange a series of pipes to carry water without flooding the room. It's mentally demanding stuff which will bamboozle and enrage, but your efforts pay off when you are rewarded with one of a series of great animated sequences, which, using the game engine, show you the consequences of your actions.

However, if things are going badly you can look to the atmospheric visuals on offer to keep you trying. *Soul Reaver* is filled with amazing, grandiose gothic architecture buried in imposing rocky surroundings. Ruined cathedrals, shattered citadels strewn with rubble, hidden passageways leading out on to ledges seemingly hundreds of feet above the ground –

■ The blood flows like a shaken-up can of Vimto. Thankfully, Raziel, despite his vampiric tendencies, doesn't stop to collect it in his Mr Men mug, preferring to get on with the job in hand.

it's all here for the exploring. Everything is beautifully lit and fleshed out with thoughtful detail. There is the odd polygonal shudder here and there, and the fogging can push into Raziel's personal space now and again, but this isn't a big problem.

Other good stuff: the character design and animation are magnificent (watching Raziel glide over the landscape with his tattered, fluttering wings is very affecting), the storyline, although convoluted, is hammy and exciting, and the sound is chilling. The only faults are an uninvolved combat system, whereby you spend most of your time standing swishing at baddies with anything you can pick up – swords, poles and the like – and then hit ⊙ to perform a terminal move when they're knackered, and the lengthy journeys you have to make between realms in order to make progress, which is the price of a non-linear game.

If you despise *Tomb Raider*, *Duke Nukem Forever* and other third-person adventures you may not be turned on by *Soul Reaver* which, at its heart, is still doing the same things as its brothers in genre. However, if you love to fight and think through a vast, exciting adventure you'll soon find yourself hooked or more appropriately, considering the fate of Raziel's enemies, impaled. ★★★★★ **Keith Stuart**

### Or you could try...

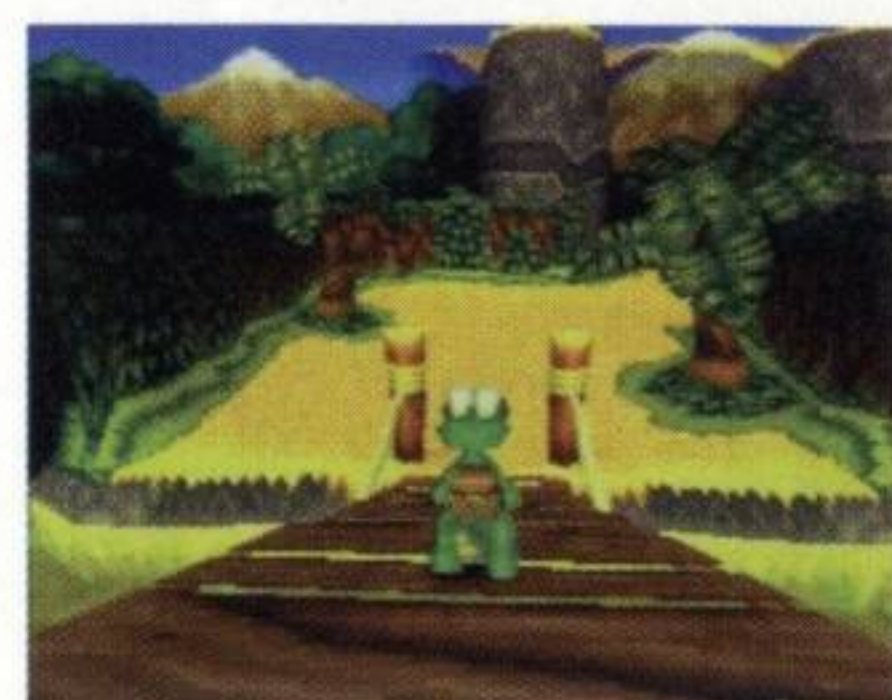
**Tomb Raider III**  
Eidos ★★★★★  
Lara's greatest adventure yet has a compelling puzzle-to-action ratio.

**Resident Evil 2**  
Capcom ★★★★★  
Genuinely scary, third person adventure viewed from a series of brow dampening angles.



■ Chinless, but long of tooth, Raziel's tougher than Lara.





# CROCODILE ROCKS

## BUT STAY AWAY FROM THOSE TEETH

### Croc 2

■ Publisher: **Fox Interactive** ■ Developer: **Argonaut**  
■ Price: **£40** ■ Release date: **on sale now** ■ Players: **1-2**  
■ Extras: **memory card, Dual Shock-compatible**

**The informal crocodile bounds back. It's his second incarnation, but is this one reptile who would be more effective as a shoes 'n' handbag set?**

Think crocodile, and most minds move to evil celebrations of dentistry and beshorted Australians being dragged beneath frothing water. Rather less do mental jellies spew forth backpack-wearing, bug-eyed cuties trying to rescue a race of living fur. Still, this ain't real life. And perhaps fortunately so, as outdoor types getting turned into human sushi would make considerably less friendly fare than what's on offer here.

Croc 2 finds our reptilian leaper again battling Baron Dante, again pacing about lively, varied environments and again presented in the familiar third-person 3D format. All well and similar. However Argonaut's new scaly reincarnation brings a few fresh features to the party.

The hirsute Gobbos are central to the plot. There are four different tribes of these dudes: Aztec, Sailor, Caveman and Cossack. Each inhabit their own village, which in turn represents the four main levels of the game. Each level offers a multitude of doors, each manned by a Gobbo. The fluff ball gives you your instructions upon entry and then you have to complete all the villages stages, before moving

on to the next. While this sets up the parameters of the title, the pick-what-door-to-do-first element creates a non-linear aspect. Tasks entail such daftery as assisting those who have had their sandwiches stolen by crows and rescuing Gobbos trapped in ice. They don't affect the plot, yet these mini tales give *Croc 2* an extra level of depth.

Much of the game involves tail flicking, dashing and jumping about; although power-up fun, vine climbing and rope swinging offer some refreshment from the relentless timed leaps. Also up for grabs are hidden extras – at one point you can obtain a clockwork Gobbo which, when used in certain locations, will transport Croc to a sub-game. Guide the tin toy via the remote control to collect crystals within a time limit. Interestingly these crystals – of which there are heaps – can be stored up and used at Swap Meet Pete's. Who he? The proprietor of a store selling power-ups. Add to this a bizarre boat race, a burping competition and a nifty duel play feature – two players, two pads, split control – and *Croc 2* racks up well on the content front.

For a young-looking title though, it sure plays like a grown up. With a mere three lives, Croc's trials ain't easy. Getting used to his movement mechanic requires time, while the learning curve escalates too quickly. Tricky jumps can require many attempts and the end-of-level save points can't come soon enough. While *Croc 2* looks pleasant, handles well, and is diverse enough to keep you entertained, its balance is askew. This green fella has sharper teeth than you'd expect. ★★★

**Simon Garner**

#### Or you could try...

**Tomb Raider III**  
Eidos ★★★★★  
Lara's greatest adventure yet. A compelling puzzle-to-action ratio silences the critics again.

**Resident Evil 2**  
Capcom ★★★★★  
Genuinely scary, third person adventure viewed from a series of brow dampening angles.

■ The bloated emerald fool jumps, swishes his tail and spends a lot of time chatting like a child to the overly follicled Gobbos.

#### Uppers & Downers

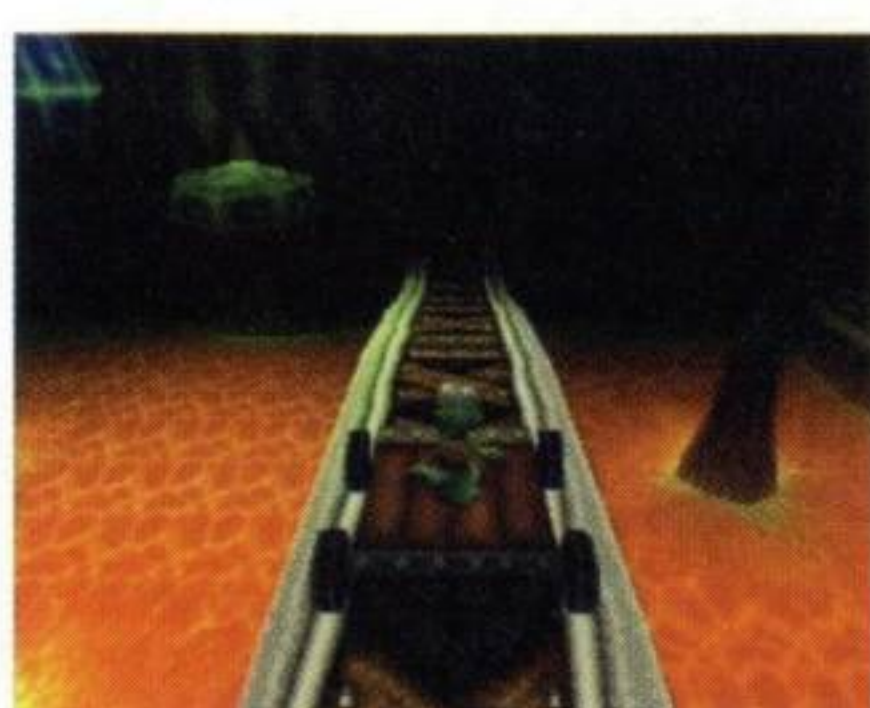
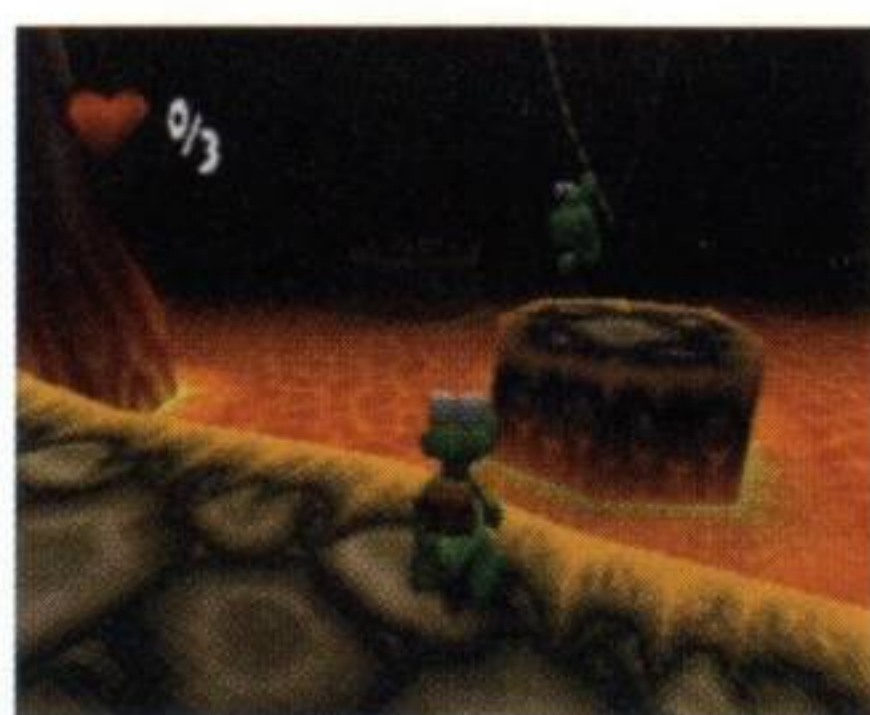
##### Jaw dropping

- Crisp, colourful and involving environments
- A reasonable serving of hidden extras
- Smatterings of plot give the title a little more depth

##### Jaw breaking

- It seems terribly tricky for a light-hearted game
- There's nothing massively original on offer here
- The more mature gamer may find it a little tedious

■ The game looks easy enough, yet is as tough as stale pants. One for those with mucho time to spare.





# MONKEY MAGIC

## JOHNNY MORRIS WOULD TURN IN HIS GRAVE



■ Row, row, row your boat. Where? Gently down the stream, of course.



■ Bag 'em, grab 'em and nab 'em. Use whatever means you can to net those monkeys. Just watch out for polar bears.

■ You play a small boy called Spike. Why Spike? Because he's got spiky hair.



### Uppers & Downers

**Silverback**  
 ■ True 3D world  
 ■ Three bonus sub-games  
 ■ Fantastic gadgets

**Gibbon**  
 ■ Game engine can't quite cope  
 ■ But you almost want to forgive it...

## Ape Escape

■ Publisher: **Sony** ■ Developer: **Sony Japan** ■ Price: **£40**  
 ■ Release date: **July** ■ Players: **1 (1-2 in sub games)**  
 ■ Requires: **analogue joypad** ■ Extras: **Dual Shock-compatible**

**Picking up where *Spyro the Dragon* left off, Sony adds a magic ingredient to its next 3D platform adventure – monkeys.**

**W**hether they are ripping down the Empire State building, openly masturbating in front of your granny at the zoo, or insisting that the name of Coco Pops should be changed to Choco Krispies (and: stop press – back again), monkeys have always had a reputation for being cheeky.

The monkeys in *Ape Escape* are cheekier than a day-long PG Tips advert. And they've got little sirens strapped to their heads, which will go off if they spot you sneaking up on them with your monkey net. And then off they shoot, scrambling up a nearby tree, dropping banana skins to slip you up and the chase is on in earnest. Until,

finally, you manage to clonk them over the head with your stun club, and slip them into your net. And then have to go off and do it all over again...

Why? Well, your job is to thwart the plans of a crazy monkey-obsessed



■ He's behind you! Actually, no he's not. He's in your magic net.



time-travelling scientist who is trying to take over the world. Hmm.

While a game where the idea is to catch monkeys with a big net might sound a Cheetah short of a Tarzan film, it adds a whole new extra twist to the 3D platform game. In games like *Spyro the Dragon* and *Gex: Deep Cover Gecko*, the basic idea is to kill the baddies and locate the odd object, but mainly just to make it to the end of the level. The challenge lies in navigating through the worlds in which you find yourself. In contrast, when you are playing *Ape Escape* you are rarely conscious of the fact that you are playing a 3D platform game. Sure, there are platforms you have to hop between and baddies to kill, but there is so much more going on. More even than the monkey-grabbing action that ensures a smile is permanently etched on your face from the moment you turn it on.

For one thing, the levels are a pleasure to replay. You only need to net a certain number of monkeys to progress to the next level, but first time round you'll probably only see half of what each level has to offer. What'll make you come back for more are the special coins. Collect enough and you'll be able to take them back to the main Option screen section to gain access to one of three sub-games. These aren't just throw-away sub-games, either, but full-on, mini full price release games.

*Ape Escape* is the first PlayStation game to insist you use an analogue controller. You use one stick for directional control, and the other to swipe the gadget you've chosen. Your gadgets are assigned, *Zelda*-style, to the fire buttons. And they're great. There is a catapult that works just like the real thing – you pull the elastic back with one stick while aiming with the other. And once you've tried the Monkey Detector (a huge radar) and the Monkey Camera (which shifts your view to the nearest located monkey), you'll be flicking through the Argos catalogue to see if you can buy the equipment for your home. You can never be too sure when you might need to detect monkeys for real.

Every button on the pad is used. While this may seem over-indulgent, it's not until you discover a new move from one of the in-game help boxes that you begin to appreciate the ingenuity of the control system. While you are swimming, you can press R1 to swim faster and if you depress the left analogue stick – the rarely-used L3 button – you dive. When you get your hands on the Dash Hoop, you spin it round your body by spinning the left stick in order to



■ Monkey Tennis? Well now Mr Partridge, that's not such a bad idea.

knock the baddies out of the way. And there's a great little dingy that you have to row by rotating the sticks simultaneously. If you could get a friend to fling blanket weed at you and drop an ice-cream on your trousers as you row, it'd be as fun and frustrating (but in a good way) as the real thing.

And that is the ultimate crunch. *Ape Escape* is as fun and frustrating (but in a good way) as you could hope a game about running around catching monkeys in a net to be. It looks great, plays fantastically, and it features monkeys. What more do you want? A medal? ★★★★★ **Rich Pelley**

## APE ESCAPE IS AS FUN AND FRUSTRATING AS YOU COULD HOPE

■ The first of the fantastic sub-games – Monkey Boxing. Hit him where it hurts. And when you're a monkey, it hurts everywhere.

### Or you could try...

**Spyro the Dragon**  
SCEE ★★★★★  
No monkeys, but plenty of pink dragons, fairies and cute little monsters. Awww.

**A Bug's Life**  
SCEE ★★  
No monkeys (still), but ants, grasshoppers and all your favourites from the film.





## Legend of Kartia

- Publisher: **Konami**
- Developer: **Atlus** ■ Price: **£40**
- Release date: **on sale now**
- Players: **1-2**

**Put the answer machine on and switch your brain to numb, here comes another Japanese RPG-by-numbers.**

■ As with all role-playing games, before you get to play *Legend of Kartia* you experience 10 minutes of arse-numbing cut scenes that try, using a heady mix of Japanese and pidgin-English, to give you an idea of the point of the game.

It turns out you are about to embark on a mission to prevent predatory rebels in a fantasy world from destroying the fragile peace brought about by the Kartia, which are cards made from different materials that enable their holder to cast spells, create items and summon phantoms.

The game proper starts with a large battle and an opportunity to try out the complicated combat system, although there is a Tutorial mode which gives you time to master the basics. However, with something like 150 spells on offer to you as the game progresses, there's a lot to bear in mind.

At the beginning of the game you choose between two protagonists to play: Toxa Classico the Free Knight, or Lacryma Christi the Shrine Warrior. One is a girl, the other a boy: whichever you choose, the pair meet up later in the game, together with the other characters who join your group along the way.

As well as the usual RPG options, such as battle modes and challenges to overcome, you can use the Kartia to create things, like small drones, to take into combat. All the drones in the game are rated differently, and the drone you decide to create should relate to the strength of your enemy, which is a welcome addition to the strategy element of both the game and the genre as a whole.

Another innovation in *Kartia* is the Versus mode, which enables you to get the gloves off and duke it out with a real-life adversary – taking either a new army into battle, or, using a memory card, one you prepared earlier. This is good, but only just – and it's not a saving grace.

The Japanese love these games more than sushi and knee-high white socks. If you prefer more than a slight plot change and the occasional introduction of a new feature to differentiate your games from each other, look elsewhere. ★★ **Dean Mortlock**



■ The magical specials don't stop short of getting the character's mates to help out.

# MANGA MELEE

## MAGICAL MOVES MAKE MAYHEM



### ↑ Uppers & Downers

- Punch**
- Amazing special moves with fantastic animations
  - Good range of characters
- Judy Finnegan**
- Too simplistic for some?
  - Not a "proper" fighting game
  - Naff graphics



■ Suits by Burtons, attacks by George Lucas.

## Evil Zone

- Publisher: **Titus** ■ Developer: **Yukes**
- Price: **£39.99** ■ Release date: **on sale now**
- Players: **1-2** ■ Extras: **memory card**

**With more camera switching than a dodgy Spanish soap opera, it's time for a truly magical beat-'em-up.**

**T**he hourglass of originality may well be a hefty beast, but its sand is almost run through. Although every now and again it seems that someone slightly more thoughtful than the rest comes along and flips the bulbs over, the fact remains that originality is a rare beast in this business. Usually, when another beat-'em-up falls roughly into our laps, it comes accompanied with a sizeable groan of anguish. "But ah", as this game would say if it were a washing powder advert, "new, improved *Evil Zone* is different".

If the massive brains behind the likes of *Akira* were to indulge their cruellest fantasies in the process of making a videogame, then the result would look something like this. Although the graphics are only sub-standard at best, here we have a beat-'em-up that's full

of the most incredible special moves yet seen.

Gone are the standard attacks, the lengthy chains and complicated combos seen in the likes of *Tekken 3*. Instead we're treated to wave upon wave of outlandish manga-style attacks. With only two buttons used to control your fighter (one for guarding and the other – with a variation on the D-Pad – for attacking) you may think the game simplistic, but there's a little more to it than that.

Each of the characters in *Evil Zone* (five male, five female) has a definite personality and – as most of the specials involve some form of magic – you can expect glowing pentagrams, *Alien*-type chest explosions, illusions, glowing spears, portals into spiritual realms and oodles of levitation.

There's still room for good old-fashioned fist play, though. You have your standard attack, a basic three-hit combo and, usually, one or two special moves per character.

The usual game modes are included too, but the joy in *Evil Zone* comes from the range, originality and passion of the special attacks. When an offensive is successful, the camera flicks effortlessly and rapidly between a series of views, to show it off to spectacular effect.

*Evil Zone* is not designed to have a wide appeal. It won't be technical enough for you if you've been force-fed a diet of *Street Fighter* and the graphics aren't quite enough to attract you back from the *Tekken* camp, but if you prefer a dramatic scrap that doesn't require you to learn thousands of 12-hit combos, *Evil Zone* is appealing enough to warrant closer inspection. ★★★

**Dean Mortlock**

**Or you could try...**

**Tekken 3**  
Sony ★★★  
3D beat-'em-ups just don't get better than this.

**Bloody Roar 2**  
Virgin ★★★  
This beast-morphing pugilism fits the bizarre bill a treat.



■ Do be afraid of the dark. There are whole legions of alien enemies who don't like your sort round here.

REPLAY



REPLAY

# PARANOID ANDROID

## ROBOT WARS IN THE OUTER REACHES OF SPACE

### ↑ Downers

**Boost**  
 ■ Big things that go bang  
 ■ Tasty 3D graphics  
 ■ Go-anywhere blasting

**Bust**  
 ■ Dull weaponry  
 ■ Can get frustrating  
 ■ Steers like a bloody heifer

### Omega Boost

■ Publisher: **SCEE** ■ Developer: **SCEI** ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1** ■ Extras: **memory card, Dual Shock-compatible**

**Wouldn't it be great to have an arcade machine in your living room? After bashing away at Omega Boost you might – just might – disagree.**

**B**y about Zone 4 our thumbs were starting to fall off. Considering that there were ten times as many zones again to go, this was a bit worrying. You see, *Omega Boost* is in the grand tradition of the arcade game as pantomime villain. It twirls its evil special effects moustache, throws another ginormous boss at the screen and cackles with glee as you whizz about, desperately trying to pump green laser death into its fast-moving, armour-plated behind.

But we're not necessarily complaining. Robots are great, and any excuse for flying about in one – blasting merry hell out of assorted cyborg sand mites, spiders, gnats and beetles – has to be a good thing. And so it is that *Omega Boost* is instantly enjoyable like a Schwarzenegger movie. Who cares if it doesn't make sense to have your flying gun platform man shaped? Who cares what sparked off this space war business in the first place? Just get blasting! Kill! Revel in the sight of magnificent engines of death internally combusting! Rutger Hauer's troop ships on fire off the shoulder of Orion? Ponce's stuff. Bet they weren't a patch

on the utterly vile bosses we blew up earlier this evening while sat in front of the telly.

Yet while this orgy of destruction is pleasurable, some important oversights stop it from becoming truly orgasmic. For a start, where are the power-ups? We expected bits to get bolted on to our 'bot and experimental mega weapons to be added to our armoury, but no such luck. You get lasers and rechargeable missile launchers, but there's nothing to get the trigger-happy panting with anticipation.

It's also bloody difficult to get the hang of. While early levels are fairly easy, it soon becomes apparent that these aliens are pretty advanced. The one-eyed spider boss, for example, somehow manages to train his energy beam on you before you can even work out where the jiggins he is.

Also, due to its aerial nature, *Omega Boost* has some of the vices of a flight sim so – even with thrust and hover controls at your disposal – don't be surprised if you find yourself cracking along upside-down at 300mph.

To be honest, given the big, flashy feel of *Omega Boost*, you expect more than it manages to deliver. You want to love it to bits, but in the end, too many flaws – together with some strange omissions – mean that you'll only love it a little, which is a shame. ★★★

**Pete Wilton**



■ He hovers, he climbs, he loses control and skims along upside-down at 300mph.

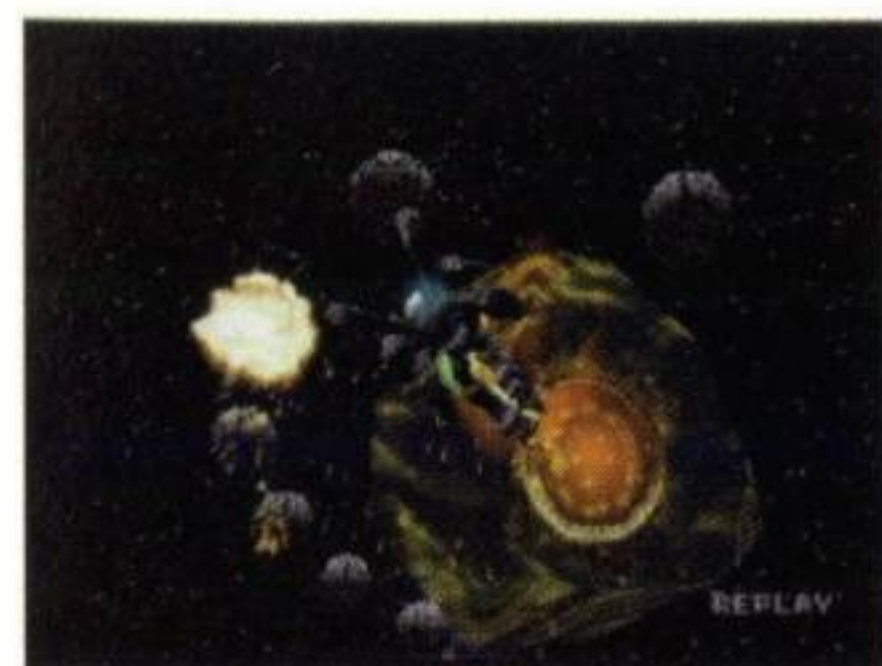
**INSTANTLY ENJOYABLE LIKE A BLOCKBUSTER SCHWARZENEGGER MOVIE.**

### Or you could try...

**Die Hard Trilogy**  
 Electronic Arts ★★★  
 McLane may be due for a pension, but this remains one of the best blasts ever.

**Colony Wars Vengeance**  
 Psygnosis ★★★  
 Superior space battler with the best looking and sounding booms in the business.

■ As is traditional, the bosses are all ugly critters. This is to ensure that you do not take pity on the mechanoid enemy scum. They will all die.





## Pro 18 World Tour Golf

■ Publisher: **Psygnosis**  
 ■ Developer: **Intelligent Games** ■ Price: **£40**  
 ■ Release date: **on sale now**  
 ■ Players: **1-8**

**At last, a golf game which requires both perseverance and application. Heck, even the digitised players look like they're actually out on the course.**

■ Despite the wealth of "realistic" PlayStation golf games released to date, by far the most popular is Sony's cartoony *Everybody's Golf*. Why? Because its visuals, pleasing controls and course design set it apart from the raft of *Actua* and *PGA* clones. Psygnosis' *Pro 18 World Tour Golf* errs on the side of realism, but in this case it's a Good Thing. The designers at coder Intelligent Games have clearly spent a great deal of time looking at the intricacies of a sport described by Mark Twain as a "good walk ruined".

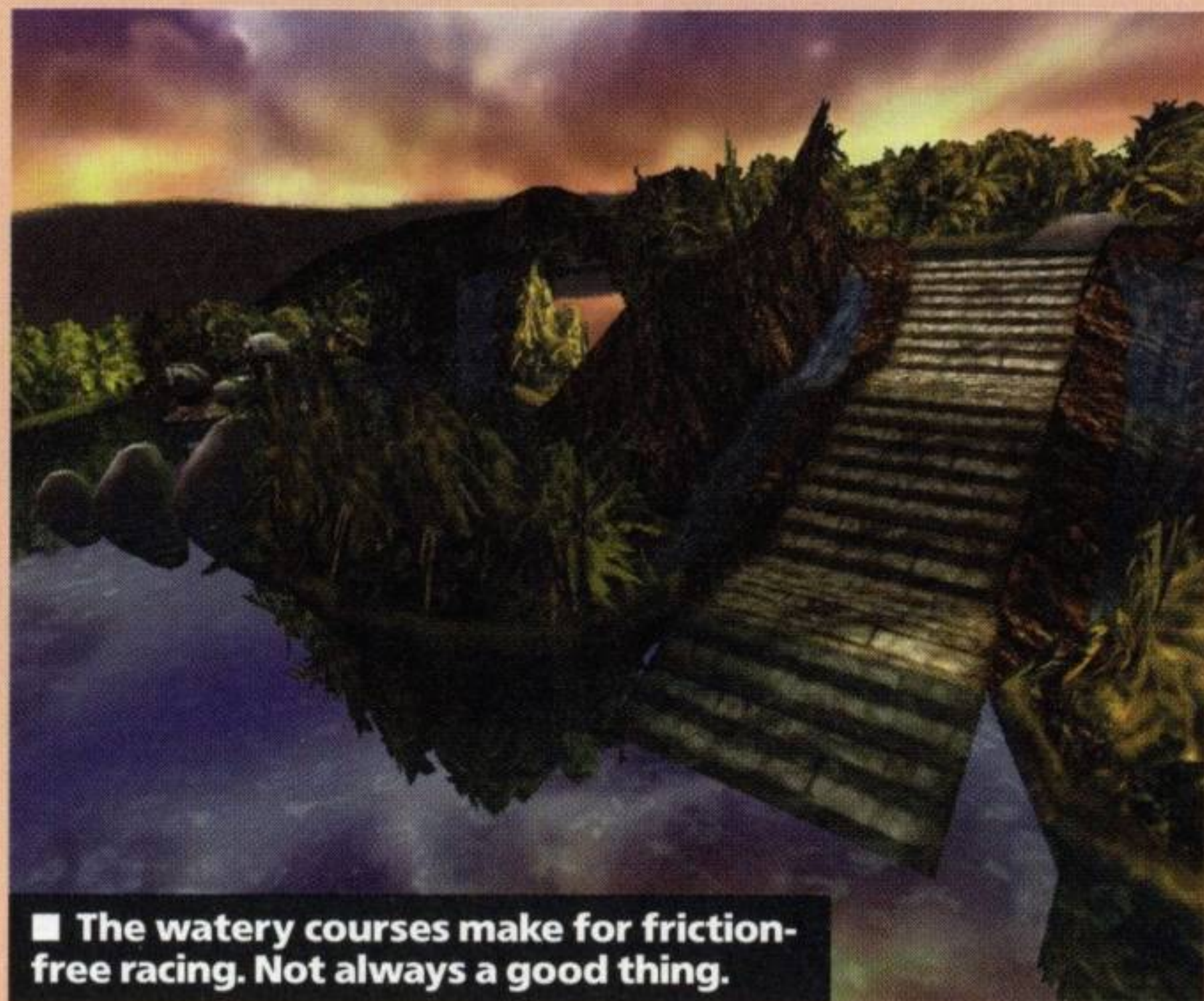
Accurately modelled championship courses in South Africa, America and Ireland are included and the scenery's superb. Although three courses might not sound abundant, the sheer quality of the design and visuals ensures you will return to them, especially as the pin moves every day – just like in a real tour competition.

*Pro 18* features a plethora of well known golfing names, including Colin Montgomerie, Ian Woosnam, Mark O'Meara, Jesper Parnevik and Vijay Singh. Their images have all been digitised, which it turns out is a surprisingly effective way to represent them.

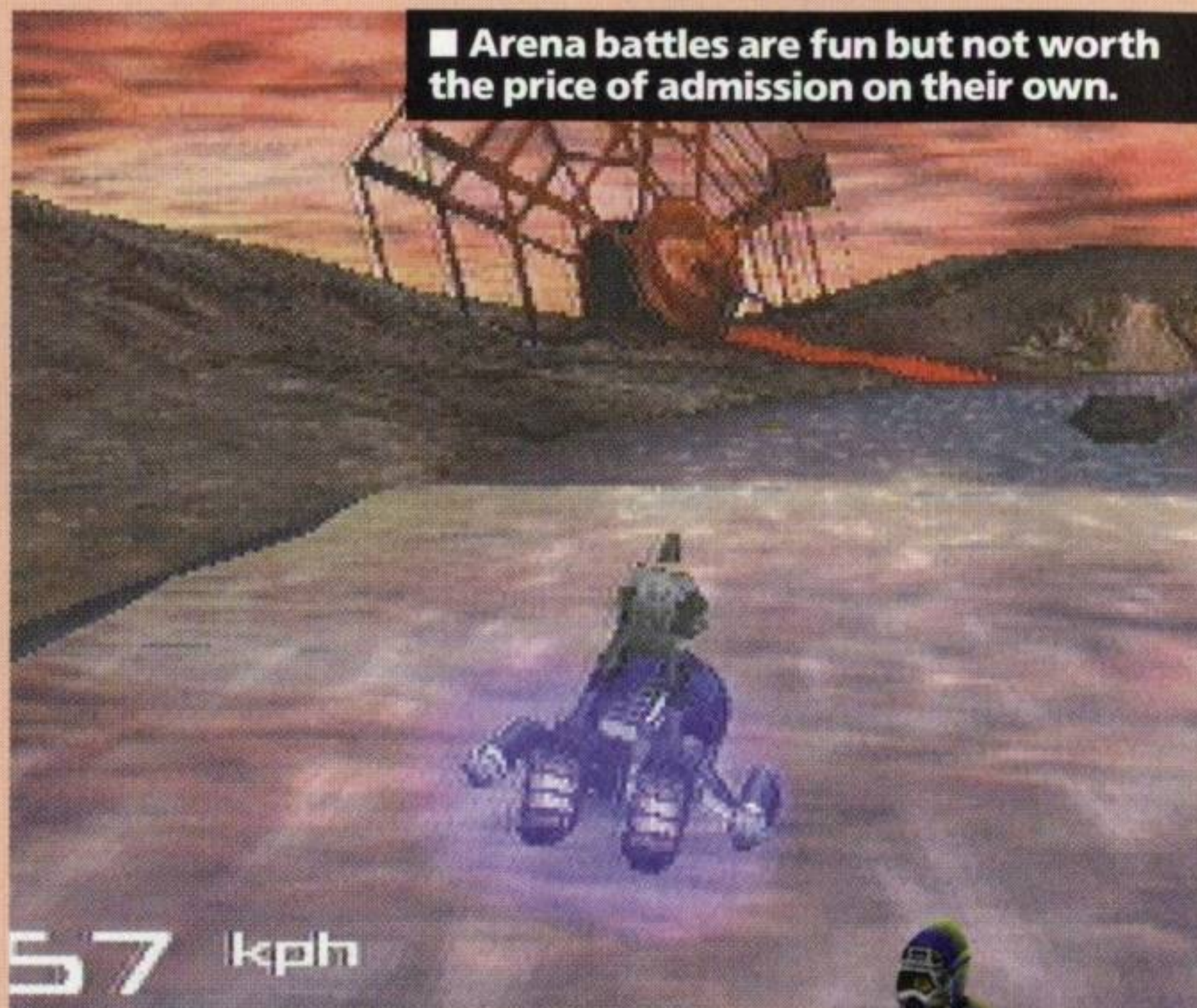
What sets *Pro 18* apart from its rivals, though, is the complex control method employed. Instead of just clicking twice on a different swing-o-meter line for accuracy and strength, *Pro 18* demands more: you have to hold the button down to administer swing or fade. In other golf games you can idly press a button a couple of times, knowing the shot will drop near the flag. Here, however, concentration is the watchword. The only bugbear is putting – much like a real round, really. The problem is that you aren't advised as to how hard you have to hit the ball, which leads to trial and error. And much cursing.

*Pro 18* features all the usual games, including tournaments, four-ball, skins and strokeplay, and up to eight player. Although *Pro 18* is the most difficult, serious PlayStation golf game to date, it's also one of the most satisfying.

★★★ **Steve Bradley**



■ The watery courses make for friction-free racing. Not always a good thing.



■ Arena battles are fun but not worth the price of admission on their own.

# WATER MESS

## FUTURE RACER HITS CHOPPY SEAS

### Three Sixty

■ Publisher: **Smart Dog** ■ Developer: **Cryo** ■ Price: **£40**  
 ■ Release date: **on sale now** ■ Players: **1-2** ■ Requires: **memory card**

**WipEout on canals, or a dull and derivative future racer cash-in? Have a guess...**

**F**uture racers with hovercars? Old hat. With tanks? Been done. With those remote control cars that can flip upside down? Somebody probably owns the copyright on that. It seems that wherever an aspiring software company looks to find its *WipEout*-inspired surefire hit, somebody bigger has already muscled in on the action and claimed the territory for themselves.

Enter Cryo, with a game that basically *is WipEout*. Except that – to avoid any possible confusion – *Three Sixty* is set on water instead. Apart from the graphical water effects, which aren't all that convincing anyway, you'd never know you were supposed to be racing on the wet stuff, because the "boats" you get to pilot handle remarkably like the hovering things in every other future racer, only they're slightly more slippery to control.

You get to take on board weapons to shoot at the computer opponents, there are plenty of vehicles to choose from and the game is extremely quick and smooth, but *Three Sixty* remains deeply uninspiring. The tracks and backgrounds, without exception, look like they could have come from any one of a hundred other

games. There's absolutely nothing in *Three Sixty* that hasn't been seen before, and presented far better. Even the boats are unremarkable. With a decent futuristic racing game you should experience a certain "wow!" factor every time you open up a new vehicle, but you'd be hard pressed to tell the difference between most of the lacklustre efforts on show here.

One big problem that you face when you race against the computer is that it's hard to tell exactly where you are relative to the other craft. Sometimes, for example, one of the buggers can be floating right behind you, pumping lead shot into your hull, but – in the heat of battle – it's unlikely that you'll spot the tiny warning arrow. Next thing you know, your beloved craft will have been blown from under you and your assailant will calmly cruise past the wreckage. The boats are also prone to smacking into the sides of the track at every opportunity, and although you can make them slide around corners by pressing the shoulder buttons, few corners are actually wide enough to enable you to do this.

*Three Sixty's* two-player mode adds a limited amount of long-term replay value, despite the fact that you lose the drone racers, but isn't anything special, especially when compared to the likes of *Rollcage* or the still-to-be-bettered *WipEout 2097*. ★★ **Martin Kitts**

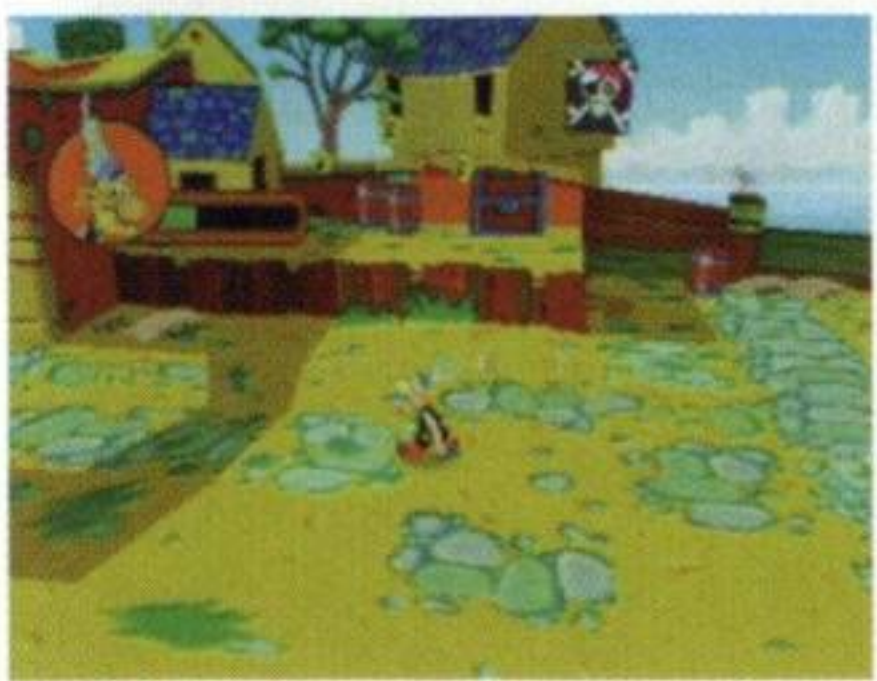
#### ↑↓ Uppers & Downers

- Mediterranean**
- Okay graphics
  - Okay soundtrack
  - Nice Dual Shock rumble
- Manchester Ship Canal**
- Dull tracks
  - Dull craft
  - Annoying controls

#### Or you could try...

**Rollcage**  
 Psygnosis ★★★★★  
 Blindingly fast Psygnosis racer, with cars that can drive upside down.

**WipEout 2097**  
 Psygnosis ★★★★★  
 Blindingly fast Psygnosis racer, with floaty hovercars and cool weapons.



## Asterix

■ Publisher: **Infogrames**  
 ■ Developer: **Infogrames**  
 ■ Price: **£40** ■ Release date: **on sale now** ■ Players: **1**

**Do people still read Asterix the Gaul? Infogrames thinks his licence is one worth investing in, but then they're both French...**

■ Back in the days when Tintin was still famous, a Gaul named Asterix found favour with those of Gallic persuasion. The plucky, moustachioed midget, who guzzled magic potions and stuck two fingers up at the invading Roman Empire, spawned a plethora of comic books and youngsters gawped at grown men sporting pony tails.

Now, with his star seemingly on the wane – on this side of La

Manche, anyway – Infogrames has resurrected Asterix, deeming him worthy of digital translation. Unfortunately, it has been a holy waste of time. Despite the authentic, animated visuals of the game, Asterix's designers have neglected to include that most essential of videogame ingredients – namely gameplay.

The plot reads thus: a druid named Getafix (no, really) requires a selection of ingredients to make good a new recipe he wants to cook up. Asterix has to hunt said ingredients down, but instead of the expected platform romp, you find yourself ensconced in an astonishingly poor, Risk-style strategy game in which you have to capture territory where the key elements can be found.

The way you do this is to use the magic potions allotted to you at the start of the game to perk up the native resistance in the area you want to control, and then see how the population fares against PlayStation-controlled Roman baddies, who attempt to counter your moves. It's featureless, characterless stuff, and dull in the extreme.

However, in a vain attempt to alleviate this tedium, Infogrames has also included a selection of sub-games – all of which are totally at odds with the strategic section. Should you get hold of one of the ingredients Getafix is after, the game suddenly switches into what can loosely be termed as a beat-'em-up. That is, if you count the arbitrary pressing of a couple of buttons as a scrap. Admittedly, these sections are faithful to the visuals of the

cartoon, but such attention to detail doesn't excuse the tragic nature of the game as a whole.

Asterix is tiresome and sluggish, and Infogrames hasn't even dared stamp "For children 8-up" on the box to pretend that it's a kids game and therefore expected to be a bit crap. Avoid at all costs. ★ **Steve Bradley**



## NBA Pro '99

■ Publisher: **Konami**  
 ■ Developer: **Konami**  
 ■ Price: **£40** ■ Release date: **TBA** ■ Players: **1-2** ■ Extras: **memory card, Dual Shock-compatible**

**When it comes to making American sports games, Electronic Arts rules supreme. Is there anyone who can take it on and win? You gotta believe.**

■ ITV may have nicked all the coverage from Channel 4 for 1999 – just in time for the biggest sporting strike in years (d'oh!) – but there is an inescapable truth surrounding the NBA in this country. On the whole we like the Nike caps and shoes better than we do the actual game. Basketball's an underground thing

over here (probably why C4 covered it so much better), and it's going to take something pretty special to make us put down ISS Pro '98 in favour of a slamdunking session. And NBA Pro '99 just isn't it. To say it just ain't got "da moves" is an understatement.

We've come to expect that a Konami game including the word "Pro" and a year in the title will probably be more realistic than an 100mph EA Sports title. NBA Pro '98 for example, certainly lived up to this expectation. But times have changed and NBA Pro '99 is way, way behind today's benchmark, EA Sports' NBA Live '99. Pro's players run like they've completed three marathons that day, and the action is at times almost in slow motion. Having the proper heights, weights and faces of the real players is all well and good, but not at the expense of the speed of the actual game. Elementary stuff, you might have thought. What was going on over at Konami HQ?

But at least it the company has got the license and the real players names, which should be a point in favour of NBA Pro '99, if nothing else. All the teams from the NBA are in there too, and should you have a spare year, you can take the likes of the Boston Celtics right through a season to the final. You're more likely to choose the play-off option though, or – if you're feeling sociable – the exhibition matches, where you could expect some quick-start thrills. Until the game begins, that is.

It's unfortunate, but at times NBA Pro '99 almost defies



criticism. All the elements are in there to "give good game". The slamdunks look sexy, there are loads of different plays, and some of the passing is exquisite. But it's ridiculously slow – to the point of utter frustration. What makes it worse is that basketball is not a slow game. It's one of the fastest team sports there is. Are you understanding us yet, Mr Konami?

Even escaping to the haven of the sub-games only entertains you for the briefest of moments. The three-point challenge is pretty self explanatory, and fun with it, but the slamdunking challenge really is dire. Like PaRappa the Rapper (but without the good tunes or amenable characters), you're briefly told the sequence in which to press the buttons, before your all-American hero ambles towards the basket. Repeating the instruction correctly garners a sexy slamdunk and lots of points, but the shoddiness of button pressing leads to a disappointing lay-up at best.

When even the simple parts of a game like this are fatally flawed you know there's trouble afoot. If this is how the NBA players saw themselves recreated, it's no wonder that they went on strike. ★ **Duncan Forbes**

# PlayStation budget round-up by Duncan Forbes

**Forget the smug assurances of Top Gear's favourite second-hand car dealers. Here at Arcade we're determined to provide you, the driver, with value for your money. Who says you can't get your hands on a cracking motor for a mere 20 quid? In this month's PlayStation budget section we've got two excellent models up for grabs – at bargain basement prices too.**

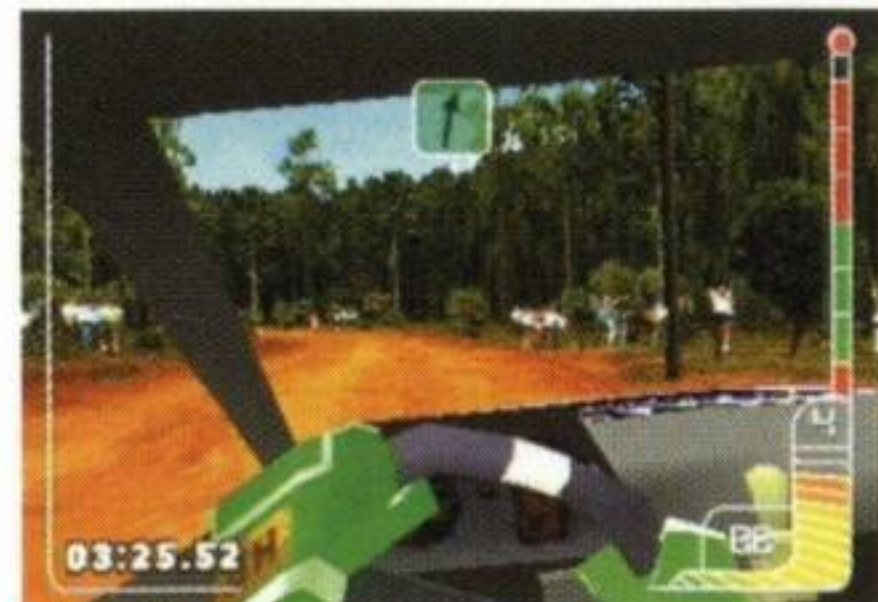


## Colin McRae Rally

■ Publisher: **Codemasters**  
 ■ Developer: **Codemasters**  
 ■ Price: **£19.99** ■ Release date: **4 July**  
 ■ Players: **1-2**

■ If you like your cars and you love your consoles, there's never a better time to live in. Ridge Racer Type 4 and Driver have led the charge for the newbies in '99, and Gran Turismo 2 promises to be the best PlayStation game ever. In the meantime, there's a gap, which means the arrival of Colin McRae Rally in the bargain bin.

Mr McRae provides rallying at its very best and most realistic. That holy grail – the feel of a car slipping and sliding through mud and grit – is finally to be found here, and the overwhelming feeling that you're playing a dirty Gran Turismo has stood the test of time marvellously well. Fine, so it's been just a year since Colin McRae Rally hit the streets, but the simple fact is this: you'd still be happy to pay £40 for a game of this



quality. The fact that you're going to find stores stocking it for £19.99 is fantastic.

Yet at first you might wonder what all the fuss is about. The two-player split-screen mode is sparse – get a bad start and you won't see another car for the rest of the race. And the one-player looks even worse – there're no other cars on the track; it's just you in a frantic battle against the clock. Cynics might argue this is why Colin McRae rips along so speedily, but c'mon, this is a rally sim. This is what happens in the real championship. And with your current position regularly flashing up at the top of the screen, you rarely feel alone. In fact, this time trial-ish way of doing things adds bags of tension to matters.

With clear, crisp graphics, all the teams, from Subaru to Ford, and plenty of messing with sprockets to be had if car mechanics is your bag, Colin McRae is still as essential as it was the day it was released. Muddy marvellous. ★★★★★

## F1 '97

■ Publisher: **Psygnosis**  
 ■ Developer: **Psygnosis**  
 ■ Price: **£19.99** ■ Release date: **on sale now** ■ Players: **1-2**

■ The Lost World: Jurassic Park. Speed 2. Look Who's Talking 2. All examples of that strange phenomenon: the dreadful follow-up. Yet the shoddy sequel is not usually a trait you associate with videogames. As graphics and consoles improve, so do the games, right? Well, not always. And perhaps the best

(make that the worst) example of that in the history of videogaming is F1 '98. It's no surprise, then, that we're going way back in time (well, two years) for the latest Platinum fix of Formula One racing. F1 '98 has been consigned to the waste bin, rather than the bargain bin, of history, leaving its predecessor to take its rightful pole position once again.

As a simulation of the thrills and spills of the Formula One World Championship, F1 '97 is just about unrivalled. Those famously good looks, which got a hi-res upgrade for the '97 version, coupled with TV-style presentation and the wonderfully excitable Murray Walker stand the test of

time well. The game modes are wonderfully balanced, too – the Championship is still maddeningly difficult, yet ridiculously addictive, and the Arcade option is a simple yet hi-energy blast around the tracks of the world. Which is exactly what you want, especially in the split-screen two-player mode which was sadly lacking from the original.

But unlike in, say, Gran Turismo – also Platinum, but a cut above F1 '97 – the nature of the simulation beast means F1 '97 feels dated. The drivers are in the wrong teams, the cars are the wrong colours and some teams – like today's British American Racing – don't even exist. Of course, being the official product of the 1997 season, this is to be expected, but it just doesn't feel right, and you end up feeling a bit like you just bought the Greatest Hits of 1989 on double cassette. Great back then, but things have moved on. Quite considerably.

Colin McRae Rally can get away with this because a) it was released just last year, and b) nobody knows which rally team anyone drives for anyway. But while F1 '97 is undoubtedly a good racer, the fact that it does feel old and, well... not as good as Colin McRae Rally or Gran Turismo, are rusty as hell nails in its admittedly shiny coffin. If you're a fan of the sport you should get a copy immediately, but otherwise you should let F1 '97 rest in peace. After all, there's F1 '99 on the way. ★★





# BACK TO THE FUTURE

A LONG TIME AGO IN A GALAXY FAR, FAR AWAY...





# Star Wars Episode 1: The Phantom Menace

■ Publisher: **LucasArts** ■ Developer: **LucasArts**  
 ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1**  
 ■ Requires: **P200, 32Mb RAM, 200Mb HD space, 4x CD-ROM drive, 3D graphics accelerator, soundcard, Win 95** ■ Extras: **Gamepad or joystick**

**It's that film. It's that game. But can either live up to the combined wishes of a trillion nostalgic game-hungry Star Wars aficionados?**

**S**tar Wars is arguably the greatest film ever made. The forthcoming *Star Wars Episode 1: The Phantom Menace*, however, is not. Although it's an enjoyable way to spend a couple of hours (read our review on page 114), it relies on over-the-top special effects rather than developing a believable plot to hold your interest. But we're not here to talk about the movie. No, as far as pages 88 and 89 are concerned, we're here to talk about the game. And whatever you may think of the movie, LucasArts is, without question, one of the greatest game developers ever, so any Lucas game based on a Lucas movie should be worth checking out.

*Phantom Menace* the game follows the plot of *Phantom Menace* the film very tightly. So, first things first, if you don't want your movie-watching ruined, avoid the game. Actually, you might want to avoid the game anyway, but to find out why you're going to need to read on.

*Phantom Menace* is what used to be known as an "action adventure" – a *Tomb Raider*-style mix of combat, exploration and a teeny bit of puzzling. You begin the game as a young Obi-Wan Kenobi, being trained by mentor Qui-Gon Jinn, and as the game progresses you switch to other characters, including Queen Amidala and Captain Panaka.

The gameplay is heavily combat-based; there are a variety of weapons for you to collect – including the now-traditional lightsaber – though nothing you haven't seen before. Unfortunately, tasty though the R-65 Heavy Blaster and the Proton Missile Launcher sound, the lightsaber is often the most useful weapon simply because it deflects laser blasts (and doesn't need ammo). It also looks all glowy and makes all the right noises when you swing it. Lovely.

Like *Tomb Raider's* Lara, your *Menace* character can run, jump in various directions, swing from ropes, roll and push boxes around. These actions are necessary to help you solve the simple puzzles you come across, the most complex of which might involve pressing buttons in a sequence. Hmm.

But, initially, things look promising. The effects aren't too shabby, with myriad subtle lighting effects, great explosions

and top-notch sound, and for a while just boinging about being a Jedi is a great laugh.

Soon, however, *Menace's* many shortcomings become obvious. For instance, there's the camera angle. Presumably to differentiate this from all the other *Tomb Raider* clones, the camera is positioned high up behind your character, almost top-down, rather than directly behind you. The result of this is that you can't see more than a few feet in front of you – frustrating when something's firing at you. Intentional? Maybe, but lazy nonetheless. The urge to use a "view" key to move the angle is strong in this one... but you can't.

The graphics are okay, but the modelling and animation of the characters is poor, and nowhere near LucasArts' usual high standard. It's the gameplay, though, that palls the quickest. Fight – die – push a switch – fight – move a box – jump – fight. Dull. Dull. Dull. And the loading times are long enough to be Dark-Side-temptingly frustrating, especially since you do so much of it.

True, *Tomb Raider* suffers from the same problems, but at least it has a certain flair and drama that, despite the excellent cut-scenes, *Phantom Menace* oddly lacks. Even talking to other characters is limited, as it doesn't seem to matter which conversation option you choose in the end.

Frankly, *Phantom Menace* is tired, contrived and seems rushed. More emphasis on the puzzles or more innovation in combat might have helped save it. The game was actually co-developed by the mysterious Big Ape Productions, so maybe that's where the fault lies. Whatever, *Phantom Menace* is one for the die-hard fans only – those who can stand to see the mythos squandered. ★★★ **Ed Ricketts**

## TOMB RAIDER HAS A CERTAIN FLAIR AND DRAMA, WHICH PHANTOM MENACE ODDLY LACKS

■ *Phantom Menace? Tomb Raider with a light saber, more like. A shame – because it could have been so much better had LucasArts taken a few more chances.*

**Uppers & Downers**

**Phantom Menace**

- It's *Star Wars*, innit?
- That music...
- Darth Maul

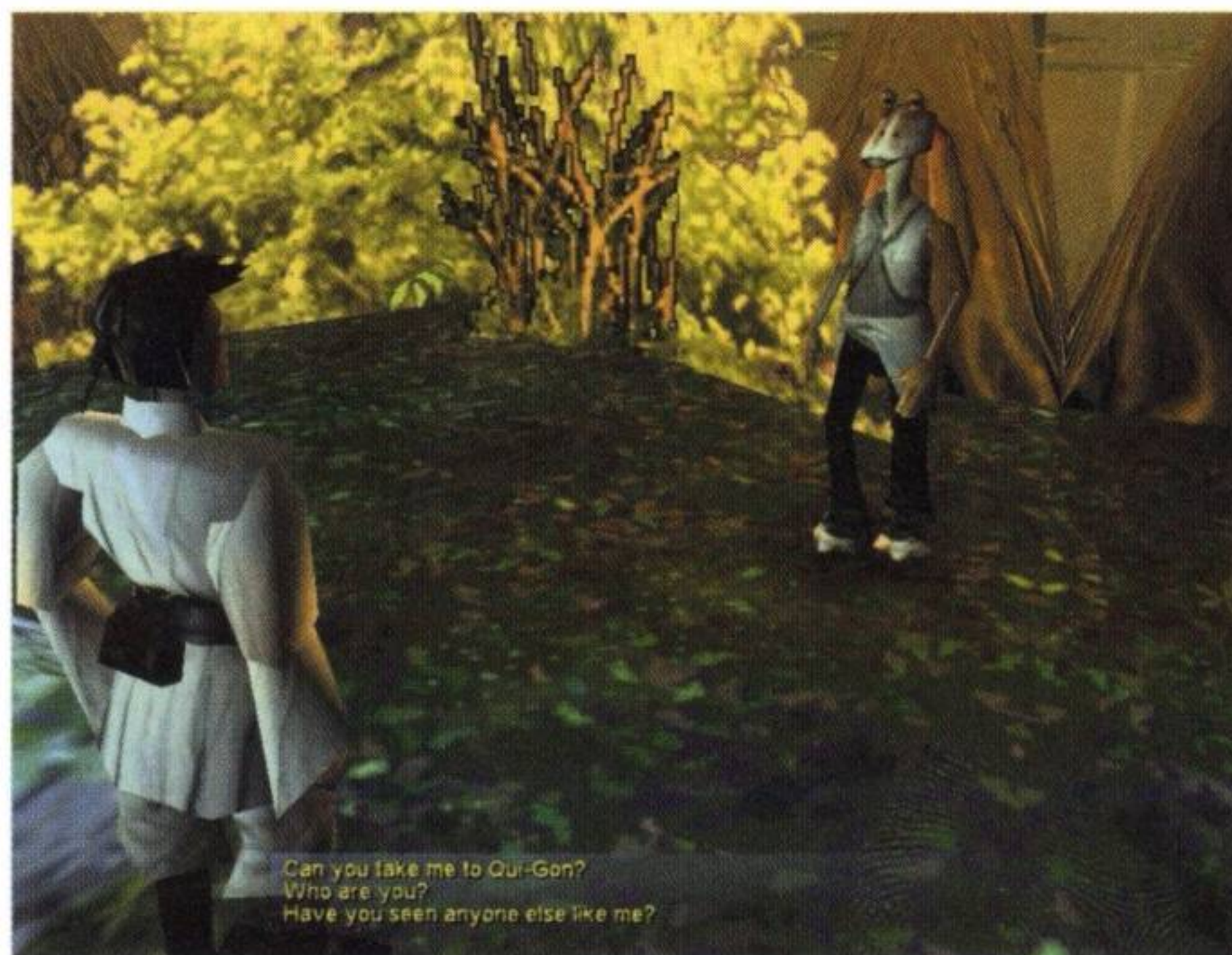
**Phantom Bum Egg**

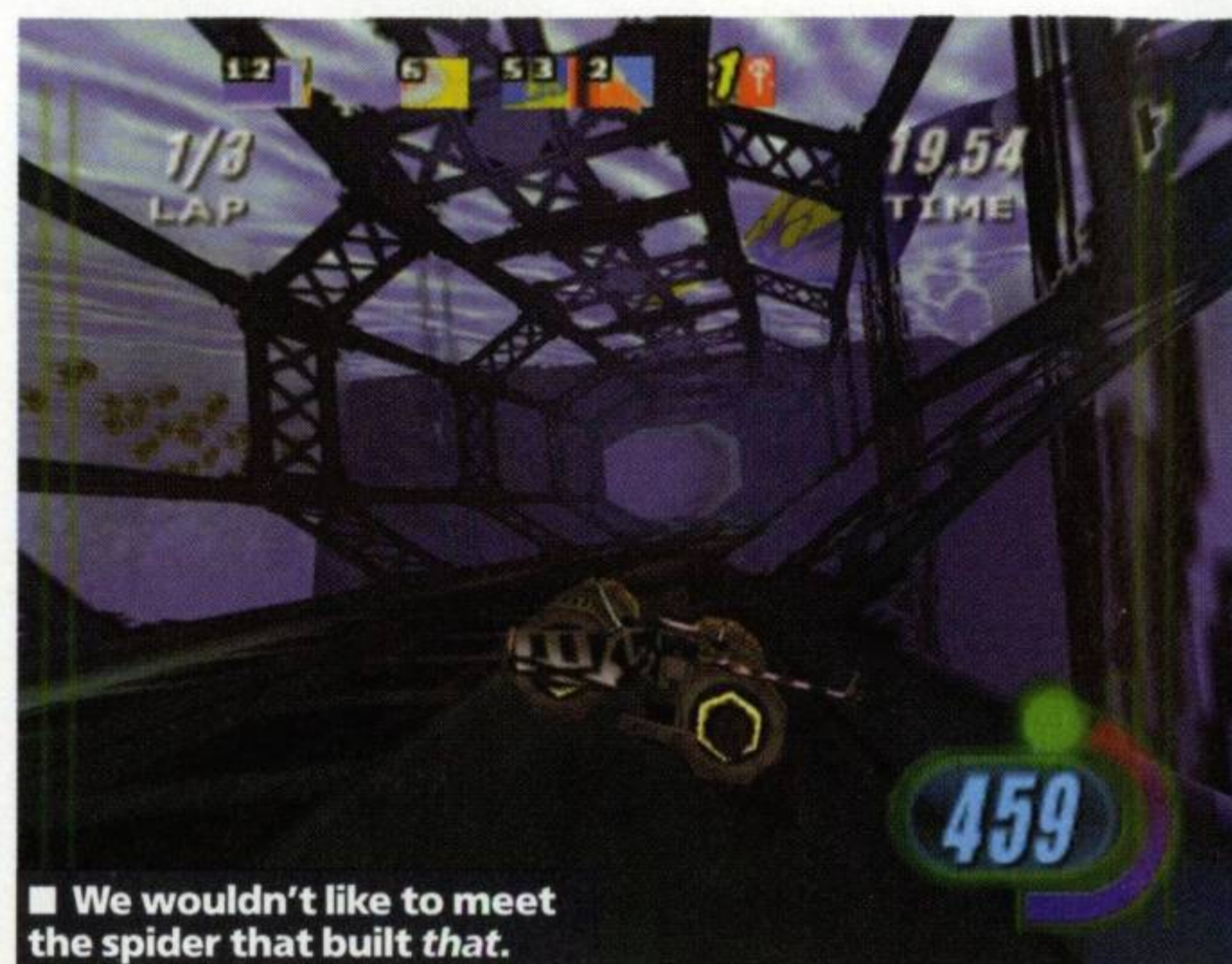
- Not particularly special effects
- Level design by an ape
- Jar Jar Binks

### Or you could try...

**Tomb Raider II**  
 Eidos ★★★★★  
 The best. More epic than the first but not as repetitive as the third. That's the way to do it.

**Jedi Knight**  
 LucasArts ★★★★★  
 And that's the way to do first-person *Star Wars*: Huge, fantastic set-pieces and dead hard.





# RETURN OF THE MACH

## STEER LIKE A SKYWALKER OR DIE LIKE A DOG



■ *Episode 1: Racer* moves faster than a battling Jedi when his lightsaber batteries run out.

## Star Wars Episode 1: Racer

■ Publisher: **Activision** ■ Developer: **LucasArts**  
 ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1-8**  
 ■ Requires: **P166, 32Mb RAM, 188Mb HD space, 3D accelerator card** ■ Extras: **Force Feedback**

**It's a racing game, Jim, but not as we know it. Time to boldly go... No, hang on.**

**W**ell, they could scarcely have turned it into a platform game, could they? Here, then, is the exciting bit from the beginning of *The Phantom Menace* – but on the PC.

Expanding on the movie sequence somewhat, LucasArts has assembled 25 courses spread over eight planets. You'll find yourself skimming through the deserts of Tatooine, plunging through the underwater tunnels of Aquilaris and soaring through the clouds of Ord Ibanna. And that's not forgetting, of course, the forest/lava world of Baroonda and the slippery-slidey ice world of Ando Prime. The *Star Wars*-y atmosphere is superb as spaceships circle overhead, Jawa Sand Crawlers rumble past and twin suns peek over horizons.

As you work your way through the three tournaments, the courses grow longer and twistier, with four-minute laps not uncommon. There are multiple routes aplenty, too, with avalanches revealing short-cuts half-way through races and sneaky short-cuts to be found through caves. And, best of

all, your speedo says 945mph and you believe it. The scenery whistles past at colossal speed. There's a giant digger! There's a bird! There are some fish! There's awaarrghh...

As in the film, you and your adversaries race in *Ben Hur*-style chariots, except with huge floating engines instead of horses. You choose between 23 of these chariots, most of which are "unlocked" as you win races. In accordance with the immutable Law of Racing Games, they offer good speed, poor handling and medium acceleration, or poor speed, medium handling and good acceleration, or... you know the score. The Good All-Rounder™ is – needless to say – piloted by The Kid.

It also comes as no surprise that whichever ship you choose to pilot, you can upgrade it using your winnings.



### Uppers & Downers

- Princess Leia**
- Lovely scenery
  - Gibberingly fast
  - It's *Star Wars*!
- Jabba the Hutt**
- Crummy computer racers
  - Fiddly controls
  - Curiously unengaging



■ Not many planets boast a statue of the Walnut God.

Shopkeeper Watto will sell you thrust coils, power plugs and coolant pumps in his elaborate 3D shop. So, all the pieces are in place. And yet...

Perhaps it's the noise your Pod racer's engine makes. This is on a five-second loop that combines a steady "whoosh" sound with a rising "boop-boop-boop-boop", and swiftly makes you want to go out and strangle babies.

Perhaps it's the shabby behaviour of your computer opponents. You can drive two perfect laps without ever seeing another soul. Mess up on your last lap, however, and there they all are – comfortably lined up behind you. One of them then disappears into the distance as if he has discovered a method of propulsion hitherto unknown to science, while the others slow down and cluster annoyingly around you – presumably in a vain attempt to recreate the exciting Pod-on-Pod action of the film.

Perhaps it's the name. *Star Wars Episode 1: Racer* sounds suspiciously like a clumsy working title that no-one thought to change before it was too late. Or maybe other forthcoming goodies from LucasArts include *Point-And-Click Adventure 12*, *Another Game With Spaceships In* and *Indiana Jones 3D Doom Clone*.

Perhaps it's the overly complicated controls. With Left, Right, Up, Down, Thrust, Boost, Brake, Roll Left, Roll Right, Slide and Repair to juggle at all times – together with a range of other occasional buttons to work the camera, the map and so on – you'll have to either invest in a pretty extraordinary joystick or be left fumbling with the keyboard. Which is no good when you're cracking along at the speed of sound.

Perhaps it's simply the nature of hover racing games. With no contact between you and the road, there's no fun to be had in testing the limits of grip, finding the perfect line through corners and then blasting out the other side – although, curiously, if you stray off the racing line you slow down, and you slide about over ice. The manual claims this is down to "friction". Because of this, Pod racing is a simple case of pressing Left for left-hand corners and Right for right-hand corners. Oh, and as the manual suggests: "Don't be afraid to let go of the accelerator at

## FORCES ARE PITTED AGAINST IT TOO, OF WHICH THE MOST DEADLY IS THAT IT RARELY EVOKES A SMILE



■ Underground, overground, pod-racing free.



■ If your Pod racer gets bashed up, press R to repair it. Or it might be easier just to crash the damn thing and get a brand new one.

certain times. Even though you'll slow down, it may help you steer better." Cheers.

Whatever it is, *Episode 1: Racer* doesn't work as well as it should. It has much in its favour: it looks brilliant, it has loads of tracks and it's adrenaline-circulatingly quick. It's also *Star Wars*, with LucasArts performing its usual heart-string tugging trick of including the film's sound effects and rousing music score. But forces are pitted against it too, of which the most deadly is that it rarely evokes a smile.

Its place in the racing game hierarchy? Well, *Episode 1: Racer* is more fun than fellow hover games *WipEout* and *Extreme G* – although, unless you unlock Sebulba's Pod, there are no weapons – but in long-term entertainment terms it lies some way below PC winners like *Midtown Madness* and *TOCA 2*, where no two races are the same.

But hey! It's *Star Wars*! ★★★

Jonathan Davies

■ Tip: set the pay-out to Winner Takes All before the early races. That way you'll have more Tagnuts (or whatever) to spend in Watto's shop.

### Or you could try...

Star Wars: X-wing Alliance  
LucasArts ★★★★★  
That *Star Wars* atmosphere but in a more entertaining package.

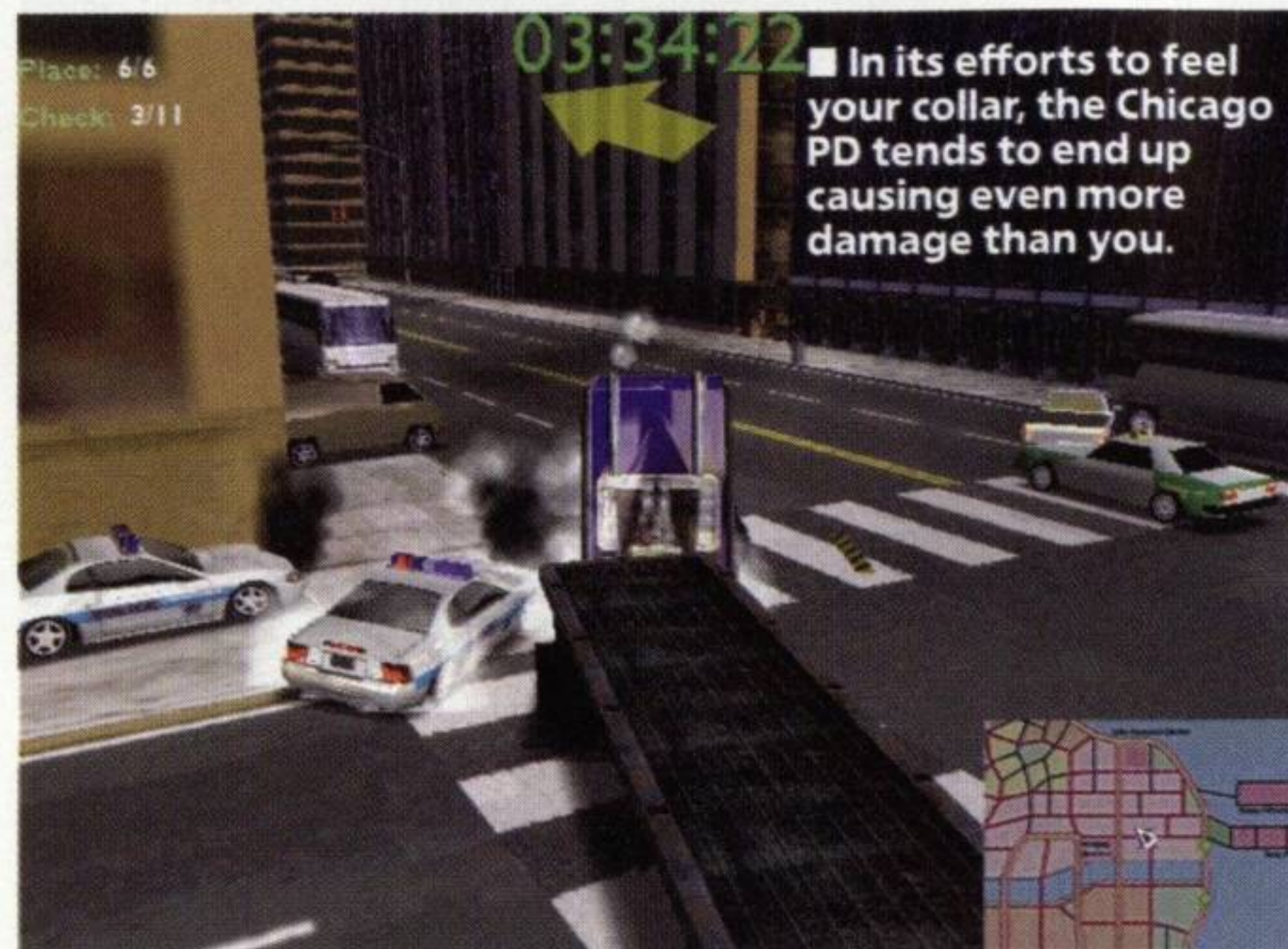
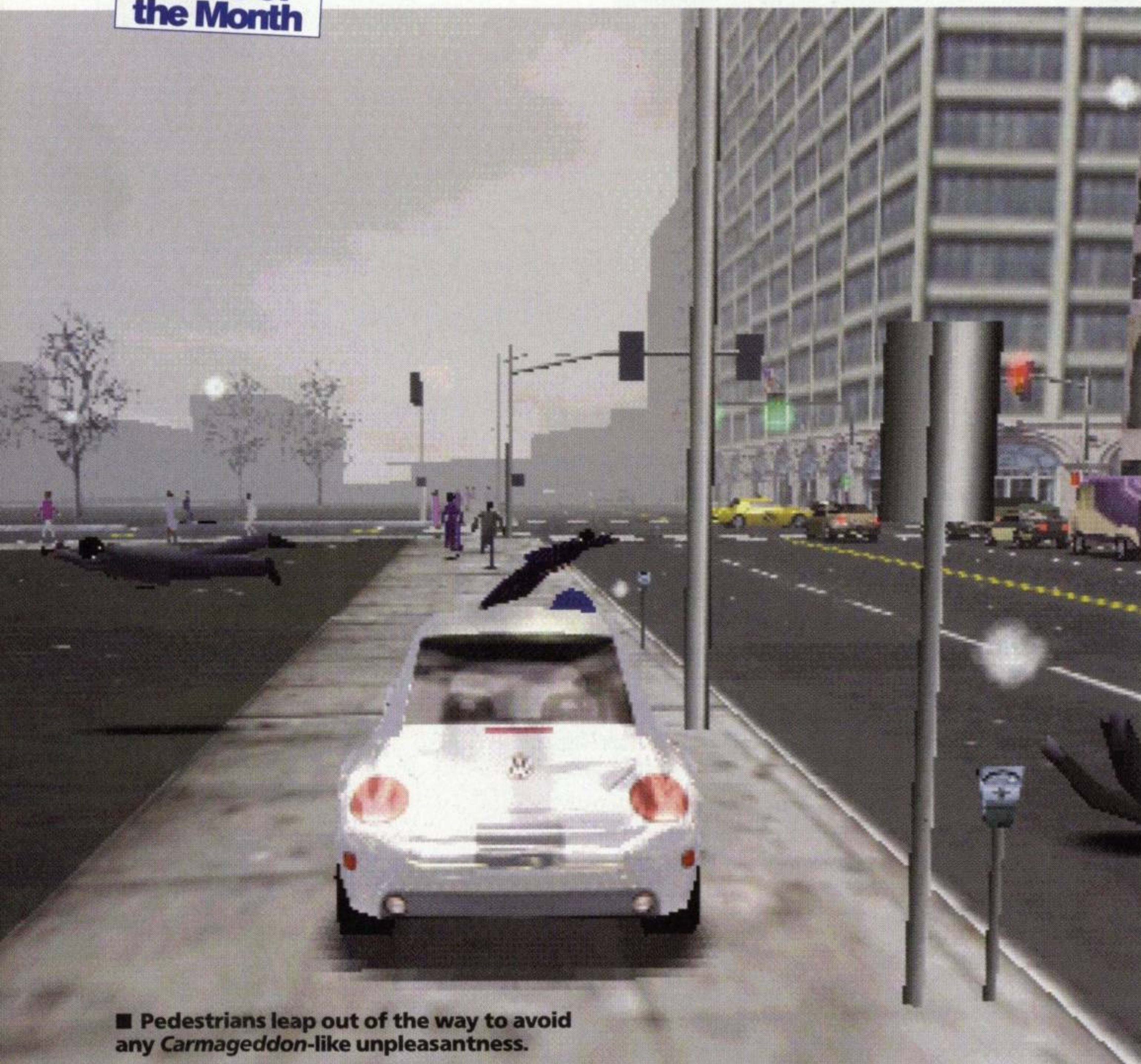
TOCA 2  
Codemasters ★★★★★  
Not as *Star Wars-y* as it could be, but the pinnacle of PC racing.



# DRIVE LIKE THE BLUES BROS

**Arcade**  
PC  
Game of  
the Month

## TARMAC TERROR ON THE SHORES OF LAKE MICHIGAN



## Midtown Madness

■ Publisher: **Microsoft** ■ Developer: **Angel Studios**  
 ■ Price: **£35** ■ Release date: **on sale now**  
 ■ Players: **1-8** ■ Requires: **P166, 16Mb RAM, 300Mb HD space, 2x CD-ROM drive, 3D accelerator card**  
 ■ Recommended: **P200, 32Mb RAM, 300Mb HD space, 4x CD-ROM drive, joystick, steering wheel**

**Imagine the opening set-ups of every Casualty Christmas special, all happening simultaneously...**

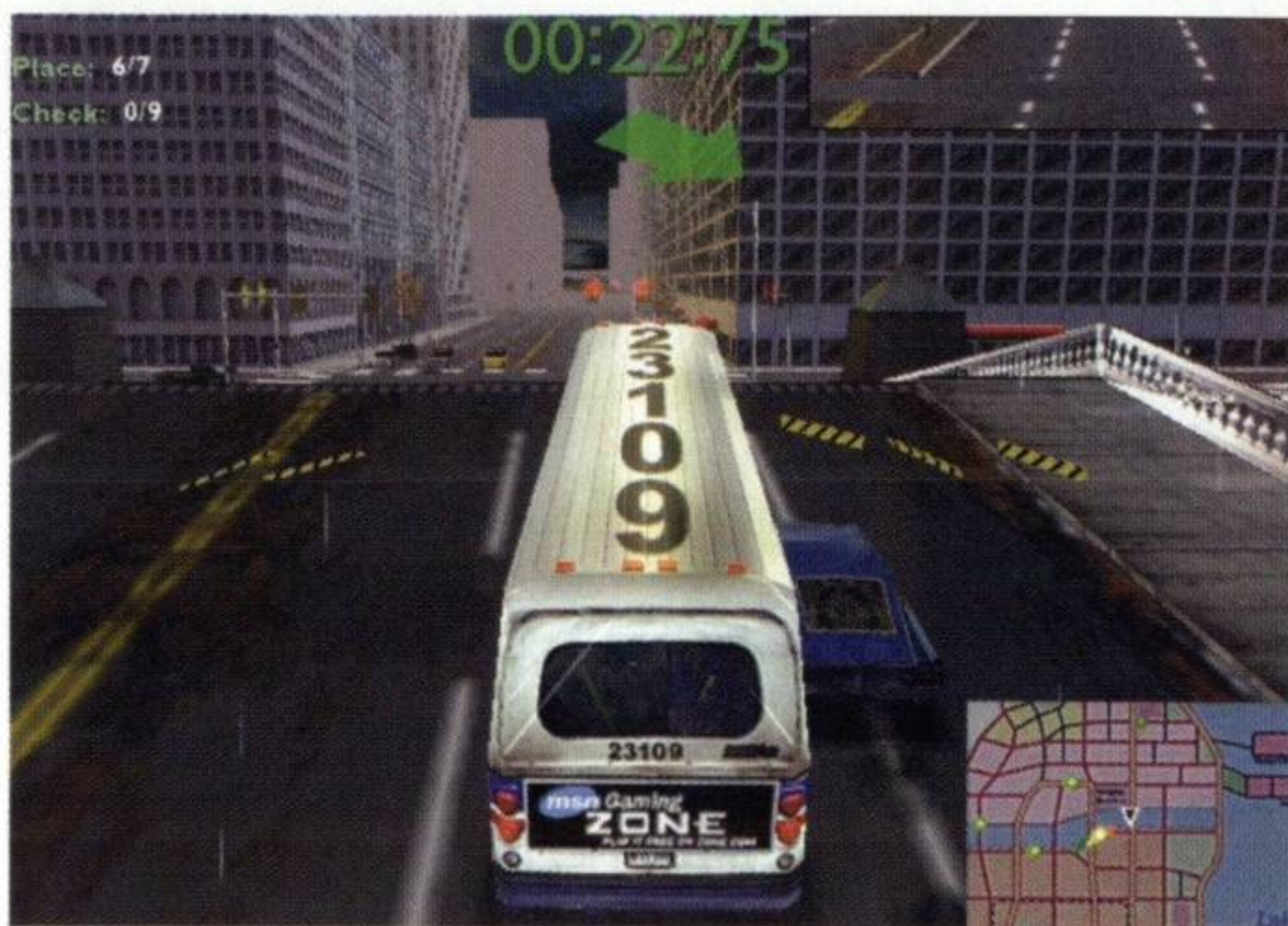
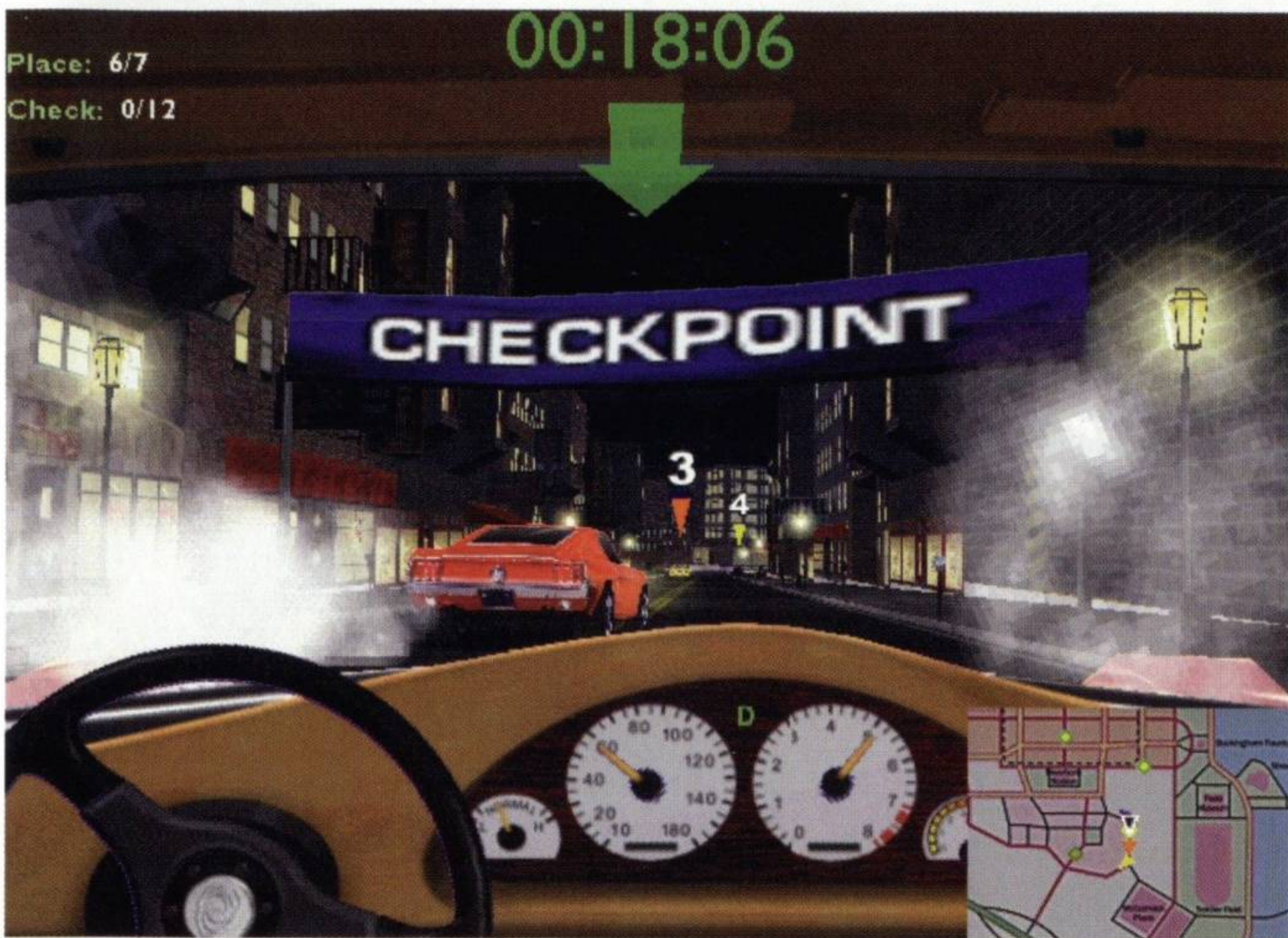
**W**ith 360 brake horsepower on tap and exhaust pipes as thick as your thighs, the Freightliner Century Class is about as fine a vehicle as you'll find in a racing game. It's slightly hampered by being nearly 20 feet long – and that's before you allow for the attached flat-bed trailer – and has a nasty tendency to jack-knife on tricky corners. But, along with the City Bus and the other chariots of choice in *Midtown Madness*, the Freightliner Century is ideal for cruising through downtown Chicago.

Which is good, because when you drop Microsoft's latest games offering into your CD tray, downtown Chicago is precisely what you get. Developer Angel Studios has painstakingly recreated every last street, freeway and back alley of the popular and notoriously windy lakeside city. All the landmarks are in place, from the Sears Tower and the airport to the overhead El-train system and the litter bin outside the Art Institute. *ER* fans will be able to point and coo at every turn, before returning to their discussions about Nurse Hathaway's weight gain, or whatever.

The level of detail is extraordinary: there are even little parking meters and newspaper vending machines. Amazingly, there's no fog, draw-in or other programming skulduggery to disguise any lack of detail. The press release is entirely justified in claiming that "when you look down Michigan Avenue you can see the length of the entire street". Not that we have the faintest idea which street Michigan Avenue is meant to be. But the most striking part of the game is still to come.

Here it comes now, in fact. Traffic. Everywhere you look in *Midtown Madness* there are cars, lorries and buses driving





■ Barriers descend to warn you when bridges are being raised. They're unable to stop a speeding bus, however. The driver's view changes from vehicle to vehicle.

around. They queue up at traffic lights. They signal as they go round corners. They overtake each other. They are, to all intents and purposes, real.

But it gets better. Your fellow road users scream at you if you drive at them head-on. They yell "Maniac!" if you jump a red light in front of them. They honk angrily if you hold them up. And there's more: pedestrians through the pavements. They wear overcoats when it's snowing and shorts when it's sunny. And they go "Aarrghh!" and dive out of the way if you head for them.

All these touches are great, but a racing game set in central Chicago is clearly an accident waiting to happen, and when it does *Midtown Madness* comes into its own. Tyres squeal, cars flip on to their roofs, steel crumples, newspapers spill out of those vending machines, wheels roll forlornly into the distance, more cars pile in as they swerve to take evasive action, a coach topples sickeningly on to its side... anything can happen.

Imagine that the crew of *The French Connection* had been halfway through filming their car chase sequence when the *Blues Brothers* team turned up, frowned at the unfortunate clash of diaries and let their stuntmen loose regardless. It's like that.

You might, for example, hang a long, sliding right-hander through a red light, clip the police car that's swinging in from the opposite direction and spin to a halt in the middle of the junction. Then, after a perfectly timed pause, and as the Options screen fades up, you hear squealing rubber and see a Cadillac slowly slew sideways into the pair of you with a sickening crunch. Except you probably won't, because that's already happened to us, and in *Midtown Madness* you never come a cropper the same way twice.

This balletic carnage ensures that, uniquely in a racing game, failure is just as satisfying as success. In any other game, were you to successfully negotiate 11 checkpoints and be hammering towards the finish line in first place only to have a pick-up driver switch lanes without warning and send you slithering into the central reservation in a shower of sparks, you'd cry. In *Midtown Madness*, you laugh.

And it's a great racing game, too. There are standard lap races, there are crosstown time trials and there are checkpoint races. This last category is the best, because you can plan your own route. If you like, you can tackle the course backwards and avoid all that unseemly jostling – but be wary of the inevitable moment when you meet the rest of the pack coming the opposite way. Diversions are worthwhile to avoid troublesome police cars, too. And your computer opponents are gratifyingly intelligent, sportingly

having a go at each other and suffering mishaps every bit as spectacular as your own. There's also a welcome Cruise mode, where you can wonder at how big a tailback you can cause, and how long you can survive flat-out on the wrong side of the freeway.

Despite all this, *Midtown Madness* isn't without its flaws. Cop cars unfairly ignore speeding computer racers, there are only a miserly ten vehicles to drive and an Action Replay mode has been criminally omitted. And, as with all Microsoft's *Madness* games, there isn't the long-term, strategic überchallenge of *TOCA 2* or, damn it, *Gran Turismo*.

But it's infinitely more entertaining than the likes of *Carmageddon 2*, simply because it's so realistic. Better than *Driver*, though? Ooh, the '70s approach probably has the edge. Just. But, look, is a Porsche 911 better than a Ferrari 360? Get both. ★★★★★

Jonathan Davies

Or you could try...

**Driver**  
GT Interactive ★★★★★  
Very similar, but with action replay, even softer suspension and that '70s flavour.

**Carmageddon 2**  
SC ★★★★★  
Now looks sadly juvenile and unconvincing. Low on traffic, too.

## EVERYWHERE YOU LOOK IN MIDTOWN MADNESS THERE ARE CARS, LORRIES AND BUSES DRIVING AROUND

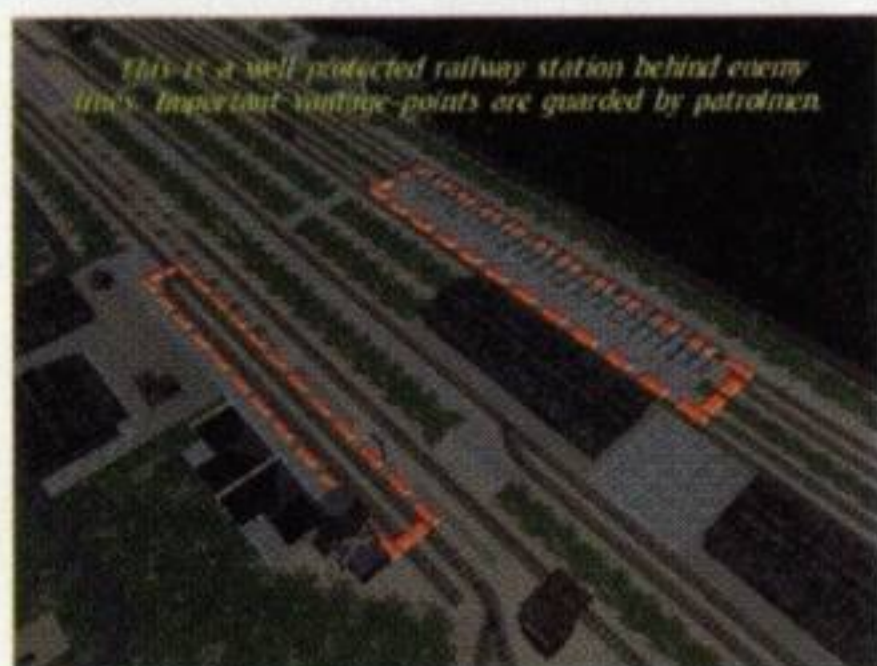
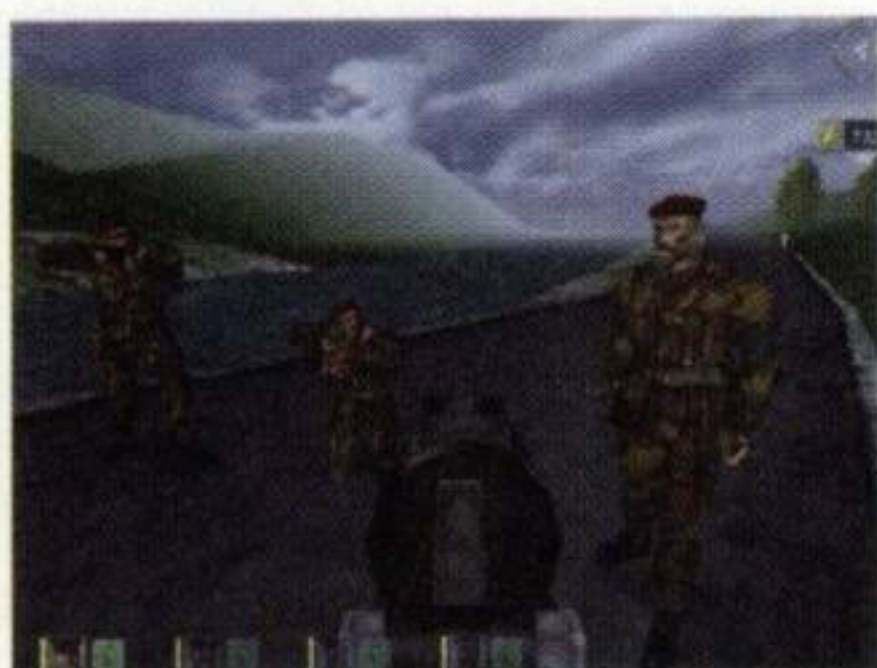
### ↑ Uppers & Downers

**Chicago Hope**  
■ Top-drawer graphics  
■ Constant carnage  
■ Clever AI

**Angels**  
■ No action replay  
■ Driver

■ More work for the bloke at the panel beaters. The collisions are spectacular fender-bending affairs.





■ The lives of your men and the success of the mission all rest on your shoulders. So, now nipping off for a cuppa, then.



# COVER ME!

## SNEAK FOR QUEEN AND COUNTRY

### Hidden and Dangerous

■ Publisher: **Take 2** ■ Developer: **Illusion Softworks**  
 ■ Price: **£40** ■ Release date: **on sale now** ■ Players: **1-4**  
 ■ Requires: **P233, 32Mb RAM, 60Mb HD space, 4x CD-ROM drive, 3D accelerator card** ■ Recommended: **64Mb RAM, modem for Internet play**

**Lead a team of four SAS commandos behind enemy lines in this outstanding World War II thriller. Is this the best PC game since Half-Life?**

Everyone's playing soldiers these days. Two years ago, you couldn't walk to the shops without being ambushed by a real-time strategy game; last year, first-person shooters were "in". Now, though, with *Delta Force*, *Rainbow 6* and *Commandos* occupying the PC chart high ground, and an elite cadre of similarly-styled titles creeping stealthily over the horizon, the squad-based action/strategy game is genre *du jour*.

And, just as all RTS games were compared to *Command & Conquer*, and all shooters had to genuflect before *Quake*, so the soldiery stealth-'em-up now has a benchmark of excellence. *Hidden and Dangerous*, with its immersive WWII setting, its masterful mission design and seizure-inducingly tense gameplay, is an early leader in the race for PC game of the year – and the most compellingly atmospheric game, on any format, since *GoldenEye*.

Across five memorable campaign storylines, you'll lead a handpicked team of SAS assassins through 23 cleverly varied individual missions, thwarting the Führer with a combination of guile, skill and rocket-propelled grenades. You'll get to hijack vans, drop an unsuspecting sentry from 800 metres with a single sniper shot and rattle off Bren rounds at a hidden enemy. In short, *Hidden and Dangerous* enables you to re-play all those playground "dakka dakka" games, but this time for almost-real.

Because your team is always up against overwhelming

odds, most of your time is spent in creeping around, hiding from patrols and peering through the telescopic sniper sight. Your human commandos are much more vulnerable than the *übermensch* of most games – disaster is only a few enemy bullets away. Lose a favourite character – your best 100%-rated sniper, say – and he's out of the game for good.

Obviously, this makes for an extremely tense experience. For the most part things are slow-moving and sweaty-palmed, but then you get sequences of screaming, desperate violence. And things are made even more gripping by the realism of the game environment. The 3D card-requiring graphics are super-sleek, but even more effective is the use of atmospheric sound. Pressed up against the side of a guardhouse, you'll hear the rain beat upon the wooden roof; dashing across tramlines, you'll hear the hum of the powerlines overhead. As you gingerly advance your point man across the gantry and a single sniper bullet *spa-taaangs* itself against the railing by his head, you'll instinctively fling him to the ground.

The only disappointments are a limited multi-player game, a few illusion-shattering glitches and the peculiarly accident-prone nature of your supposedly rock-hard soldiers, who find ladders a bit tricky and will trip and tumble down the slightest slope to their deaths. Oh, and the innovative music-score system for synchronising orders doesn't work as intuitively as it should.

Niggles aside, though, *Hidden and Dangerous* is a tremendous game, and a must if you ever pretended your school ruler was a Sten gun. ★★★★★ **Jon Smith**

#### Uppers & Downers

##### Majors

- Enthralling atmosphere
- Varied and well-constructed missions
- Edge-of-your-seat tension

##### Privates

- Accident-prone soldiers
- Can be frustrating
- Occasional glitches



■ The larch suddenly realised it was hopelessly outgunned.

#### Or you could try...

**Rainbow 6 Red Storm** ★★★★★  
 Help the USA kick terrorist butt in this not-quite-clever-enough squad actioner.

**Commandos Endos** ★★★★★  
 Popular WWII team game, with an isometric viewpoint and puzzle-ish gameplay.



■ We will fight them in the parks, and on the B-roads...

# MEDIUM PACED

## EA'S BATTING IS STRICTLY MIDDLE ORDER



### Cricket World Cup 99

■ Publisher: **Electronic Arts** ■ Developer: **Creative Assembly** ■ Price: **£30** ■ Release date: **on sale now**  
 ■ Players: **1** ■ Requires: **P166, 32Mb RAM, 50Mb HD space, 4x CD-ROM drive, 3D accelerator card**  
 ■ Recommended: **P233, 4Mb 3D accelerator card**

**Electronic Art's "official" Cricket World Cup offering is remarkably like EA's "official" FIFA games. And this is a good or a bad thing, depending upon your point of view...**

Look at *Cricket World Cup 99* and you know, you just know, that at some point an EA employee muttered "Make it like *FIFA*, only with cricket!" And unsurprisingly, *Cricket World Cup 99* is just that. Like its soccer-based brethren, it's a textbook demonstration of how to make a well-presented videogame with an authoritative, "genuine" feel. Similarly – and, a dedicated gamer will argue, perversely – *CWC 99* makes many of the same mistakes as the *FIFA* games.

*CWC 99* goes head-to-head with Codemaster's Lara-endorsed equivalent, so it's worth weighing up the benefits of both. *Brian Lara Cricket*, perhaps, has a better (and more approachable) feel than EA's offering. It also enables you to perform your own fielding and this – in a basic, head-to-head contest – is where *CWC 99* starts to look like the poor cousin of the two. The game partially dispenses with this potentially awkward aspect of cricket, with automated fielders chasing the ball at the computer's behest. It's not a bad idea for amateur gamers, but if you're a dedicated gameplayer or cricket

nut, you'll feel strangely disenfranchised – or at very least mildly pissed – at this omission.

In many other, superficial, respects, choosing between *Lara* and *CWC 99* is a subjective decision. *CWC 99*'s bowling mechanics are flawed, but enjoyable. Setting pace and aftertouch, the game confers a

notable feeling of control. You can appreciate a bad ball as much as, say, a wicket-smashing spin delivery. The AI-controlled batsmen do have a weakness for a couple of "sweet" shots – just off to the left of the wicket, with a touch of spin to the right being a real gem – but, by and large, it's all pleasantly believable.

If only *CWC 99*'s batting section were as convincing. It's a big fault of the *FIFA* games that the movement of the ball is like bad stop-frame animation. Flickering enthusiastically from frame one to seven in the shadow of a blink of an eye, EA's football games beguile we punters, but rarely convince us. *CWC 99* is not dissimilar in this respect. Strike the ball solidly, and it can fall depressingly into the hands of the bowler. Knock it mildly, and it can fly for six. Being the batsman, in short, often feels arbitrary and lifeless; a mechanical kind of this-will-do, rather than a realistic interpretation of your action. You can increase your overall accuracy with time, but you never feel as if you have complete control. The players even have disturbing *FIFA*-style "atmospheric", incidental (but remarkably unsubtle) animation sequences, for God's sake.

Codemaster's *Lara* probably has the edge. Thing is, cricket – like a number of real-life events – does not yet readily lend itself to videogame simulations. No-one has invented a control method to do the sport justice. *CWC 99* – being a slave to the success and style of its footballing stablemate – offers a queasy brand of substance that, if you have even a casual interest in the sport, just won't be enough. Of course, if you really love cricket, you'll very likely adore EA's effete offering, having the imagination to fill in the blanks and re-interpret the oversights. But perhaps that's more a criticism that could be applied to videogames in general. ★★★

**James Price**

#### Or you could try...

**Brian Lara Cricket**  
 Codemasters ★★★  
 The subject matter, again, doesn't entirely lend itself to simulation.

**FIFA '99**  
 EA ★★★  
 Play this, then play *CWC 99*. Are the players one and the same? We fear it.



■ Bat, bowl, field – then get knocked out on run rate.



### Baldur's Gate: Tales of the Sword Coast

■ Publisher: **Interplay**  
 ■ Developer: **Bioware**  
 ■ Price: **£20** ■ Release date: **on sale now** ■ Players: **1-6**  
 ■ Requires: **P166, 16Mb RAM, 4x CD-ROM drive, 2Mb video card, Win 95, copy of original Baldur's Gate**  
 ■ Extras: **P200, 32Mb RAM, 8x CD-ROM drive, 4Mb video card**

**One of the best RPGs of the year gets an expansion disc, but will it lure bloodthirsty adventurers back into the fray?**

Unless facial hair sets your pulse racing, you may find the prospect of wandering around Ulgoth's Beard less than appetising. However, rather than this being the face rug of one of Interplay's employees, it is, in fact, the name of a small fishing village that's the centrepiece of the expansion pack for *Baldur's Gate*.

From here, your party can rejoin the fray in the *Advanced Dungeons & Dragons* tradition and pick up new and more powerful magical items as it undertakes some lengthy quests, which involve visiting new areas.

The expansion installs over the top of the original game and updates the map to account for the new areas. Assuming you'd completed the original, the game reverts to a point just before the final battle, and you can load up any of your saved games and continue with your party intact.

The controversial Experience cap of the original, which limited you to 89,000 points for the sake of play balance, has been raised to 161,000. However, because of the *AD&D* system, this will only mean an increase of one or two levels of Experience.

The new areas have longer quests and tougher monsters, many of them more powerful cousins of beasts in *Baldur's Gate*. The final battle has also been beefed-up to provide a tougher challenge for parties that have reached higher Experience levels.

There have been other refinements, but essentially *Tales of the Sword Coast* is more of the same. Whether the extra investment is worth it for around an extra 20 or 30 hours of play depends on whether you tired of the original. You may want to wait for the sequel which should provide a whole new challenge.

★★★ **Jason Weston**

#### Uppers & Downers

##### Test century

- The bowling works
- The presentation is top
- Genuinely televisual in places

##### Golden duck

- Dodgy batting
- Heavy on the presentational niceties at times
- Did we mention that nice Lara game?



## Thrust, Twist and Turn

■ Publisher: **Take 2** ■ Developer: **Carts Entertainment**  
 ■ Price: **£30** ■ Release date: **on sale now** ■ Players: **1-4**  
 ■ Requires: **P200, 32Mb RAM, 100Mb HD space, 2x CD-ROM drive, 3D accelerator card, Win 95** ■ Extras: **joystick/steering wheel, modem for Internet play**

**You won't find speeding spaceships in this *WipeOut* wannabe, but you will find plenty of futuristic cars and space-age scenery.**

■ Clone, cash-in or copycat, *Thrust, Twist and Turn* isn't quite the racing car rollercoaster ride the developer would like it to be. In its own right, *TTT* has plenty to offer: eight different tracks, each one more difficult and unbelievably contorted than the last; and four different cars, each one faster and twitchier than the last. And it has some cool sounds, especially in the nitro-boost department, getting that *Mad Max* atmosphere down to a tee.

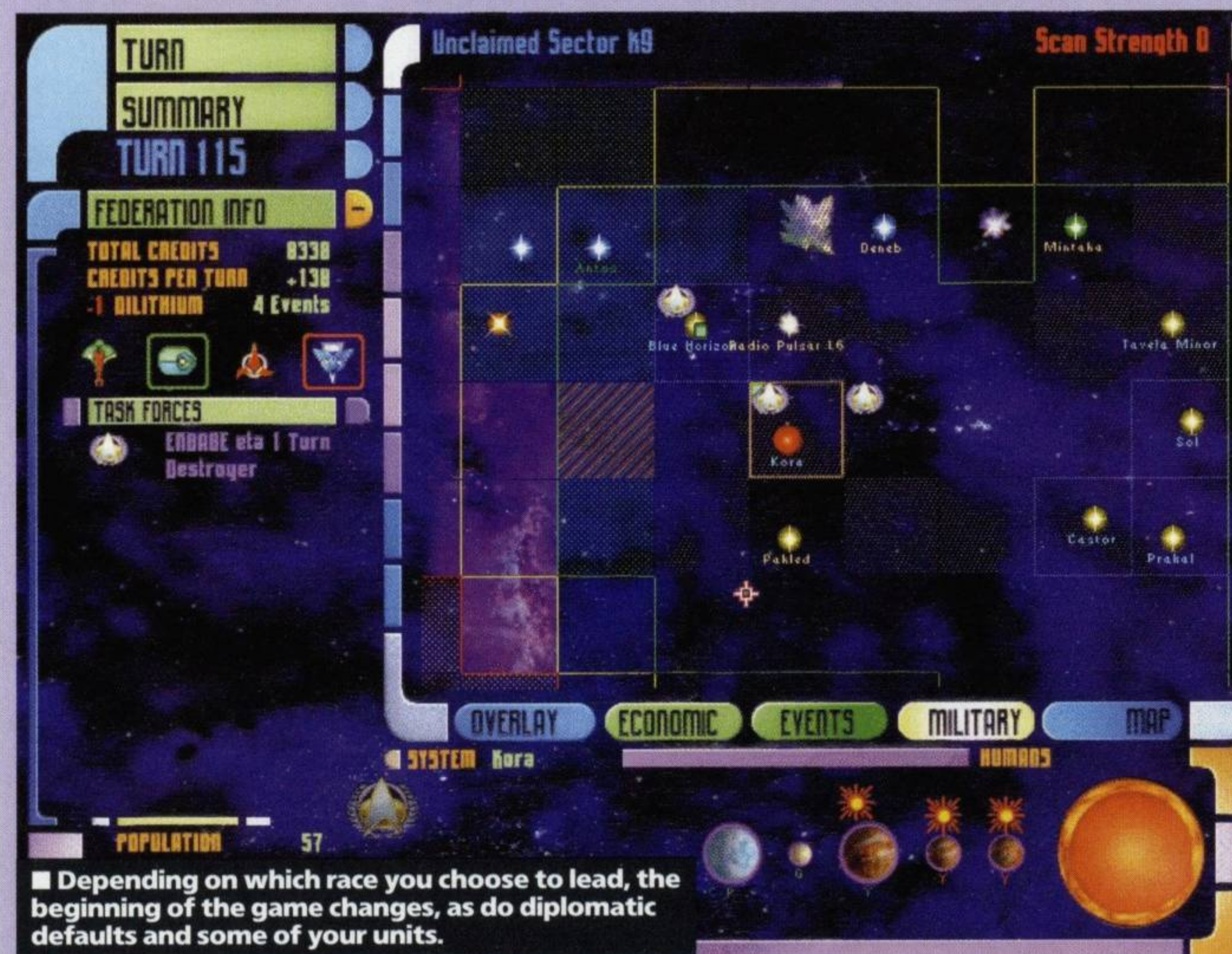
But that's where the list of innovative and distinctive features ends. The rest of *TTT* is run-of-the-mill and – although solid, playable, and generally inoffensive – it's all a bit bland. You can't help feeling you've played this game before, a thousand times.

Some of *TTT*'s little peccadilloes make it all the more difficult to love – for example, you can only steer using the keyboard, a plug-in joystick or wheel. There's no mouse control, so if you don't own a joystick or wheel, you're forced to drive these flippy fish-tailing four-wheeled funny-cars as if you were standing on the driver's seat pushing the steering wheel round with a bit of wood – that's how responsive the keyboard controls feel.

Another frustration is that, to give the impression of greater depth, the game locks out all but the first three tracks, which you can only play in Arcade mode. No Championship for you until you've won the three Arcade tracks. Yuck. If you don't happen to love the first three tracks – or have trouble mastering the loop-the-loop on the seaside track – you're pretty stymied.

To its credit, *TTT* hits back with a track editor that at least enables you to design your own nightmare racetrack. And the network play mode helps increase the fun by enlisting your mates. But there's not enough meat on *TTT*'s bones to make this a top-fuel title. ★★★ **Neil Jackson**

# GO BOLDLY JIM... VENTURE FORTH INTO GRID LOCKED SPACE



■ Depending on which race you choose to lead, the beginning of the game changes, as do diplomatic defaults and some of your units.



■ Choose from any of five major races. Be a Klingon – you know you want to.

## Star Trek: Birth of the Federation

■ Publisher: **Hasbro** ■ Developer: **Microprose**  
 ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1-5**  
 ■ Requires: **P166, 16Mb RAM, 160Mb HD space, 4x CD-ROM drive, graphics card, Win95** ■ Extras: **P200, 32Mb RAM, 200Mb HD space, 8x CD-ROM drive**

**Aha. Anal *Star Trek* game off the starboard bow. It's *Civilization* in space, but manages to look more dated. Shields up.**

**T**ake the phenomenal success of the *Civilization* turn-based strategy game series, repackage it for faded T-shirt wearing, Klingon-learning *Star Trek* weirdos and – all being right with the world – your next stop should be the Federation Credit Dispensary, wearing a large grin.

You get to be the driving force behind either the Federation, the Klingons, the Ferengi, the Romulans or the Cardassians. You start with just one system of planets and a splattering of resources, industries and a couple of ships, and set out to explore the unknown galaxy and colonise planets. After conquering or supporting minor races, you eventually bump into the major races. In typical *Star Trek* fashion, diplomacy plays its part, although you can forge secret alliances with, spy on, or threaten the opposition.

As the game is turn-based, you have as long as you want to work out the order in which to build things, plan attacks and research new advances. There's a speed

### Uppers & Downers

- Picard's slaphead**
- Well researched
  - Five different major races
  - Deep and involving
- Kirk's rug**
- Worf is better looking
  - Ridiculous tutorial
  - Slow paced

option, which limits the time you have per turn, but nothing happens until you press the Turn button. Your orders are then obeyed, and you find out what everyone else did in your vicinity. All very cosy, all very *Civilization*. Great on paper.

But *Birth of the Federation* isn't much of a looker. *Master of Orion II*

came out four years ago and makes it look archaic. The universe you're supposed to boldly go into is presented on a *Battleships*-style grid, free of anything but the most basic information. You can only find out about the interesting elements – like how many ships there are, or what objects support a star system – by repeatedly clicking your way through information screens.

Your first attempt to understand this baffling game isn't helped by the fact that the tutorial is supplied in a separate program (*Acrobat Reader*). If you don't have a printer, you're stuffed, because *Birth of the Federation* crashes when you try to switch from one to the other – unforgivable in a game this complex.

However, all that paints too dark a picture and, well, it's alive, Jim. There is well-researched depth to the game and – despite the relatively small randomly generated maps – games take hours to complete. For what atmosphere there is, if you are a *Star Trek* fan you may wish to add another star. If, on the other hand, you are a normal person, you'd be better off playing a better, non-*Star Trek* strategy game. ★★★

**Steve Owen**

### Or you could try...

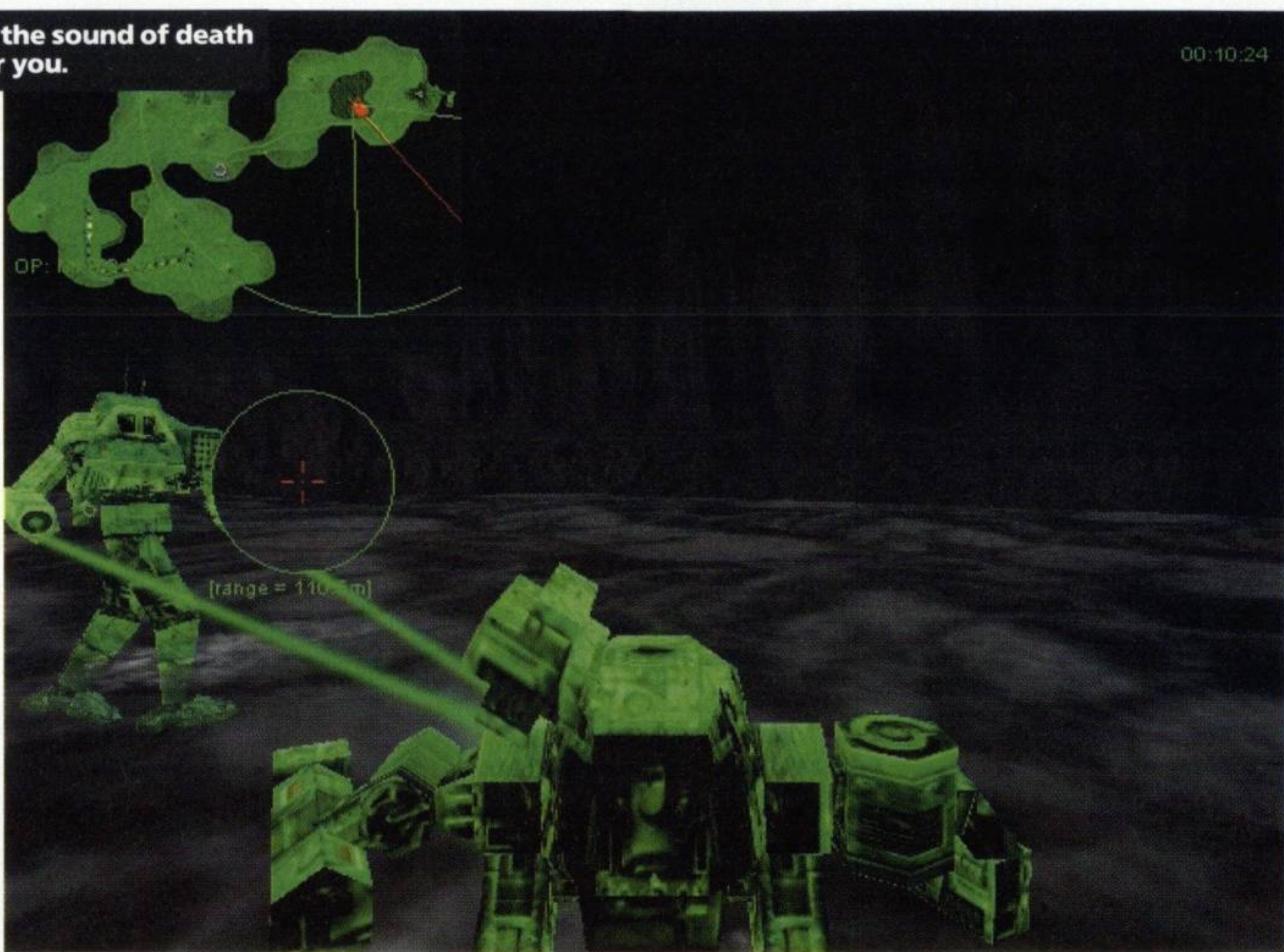
**Civilization II**  
 Microprose ★★★★★  
 The original (sequel) and still the best. Beautifully structured and realised.

**Alpha Centauri**  
 Electronic Arts ★★★★★  
 Sid Meier's own *Civilization* in space. Much the same, but all the better for it.





■ The thud of your feet is the sound of death to your enemies. They fear you.



# ROBOT WARS RETURN

## WELCOME TO A MECH-LED BATTLE FOR THE FUTURE

### Mechwarrior 3

■ Publisher: **Hasbro** ■ Developer: **Zipper Interactive**  
 ■ Price: **£34.99** ■ Release date: **on sale now** ■ Players:  
**1-Internet** ■ Requires: **P166, 32Mb RAM, 90Mb HD space** ■ Extras: **Direct 3D compatible card, joystick**

**Does the long-awaited sequel to one of the PC's living legends have the requisite mechs-appeal?**

**T**he desire to feel safe is a primal human instinct, and the source of the appeal of giant robot games that curl you up inside a several-feet-thick shell of steel. Of course, the *Mechwarrior* series takes it to the extreme. You don't just feel safe. You feel *invulnerable*.

These games have existed for years on the PC, mixing sophisticated strategy with hot first-person robot-on-robot action, but it's taken our end-of-millennium technology to transfer the grotesque feeling of puissance you'd get if you were *really* inside a 50-foot beast into a videogame environment: and that's mainly achieved through the atmospherics permeating *Mechwarrior*.

So rather than the boring hills of its nearest competitor, *Starsiege*, we have a glorious selection of terrain, most of which is fully interactive. Buildings are crushed beneath your pounding feet, tiny innocents run screaming, and telephone wires get snagged and tear their poles from the ground. The game handles both machismo-laden chest-beating (the poetic curl of a missile's smoke, the harsh jade slash of a particle cannon) and moments of tranquillity (the caress of waves on beaches, the lonely roll of tumbleweed) equally well. Even the menu system is impressive.

Normally, the graphics of the game wouldn't receive this much attention, but the charm of *Mechwarrior 3* is inseparable from them. Their aim is to simulate an imaginary far-future war in a convincing manner: and detail counts. The ambience is as integral as, say, the incredibly complicated pseudo-simulator controls. While not flight-sim level difficult, simultaneously selecting your direction of movement, choosing which way your torso faces, and aiming your guns with the mouse will leave you dizzy. Of course, mastering the controls brings immense satisfaction.

But once you're reigning king in the land of controls, there're still *Mechwarrior 3*'s other aspects to wrestle with. During missions you have to defend your Mobile Field Base, which heals you and also salvages your scrapped enemies' bodies at the end of a level. Then you can fiddle with your robot's design, making it more suitable for the next mission. Extra autocannon? Bigger engine? Fluffy dice? It's your call. If you manage to rescue an intact mech, you can even switch to any of the 18 other robots in the game.

To assist in your tasks you collect a team "lance" of pilots who can be ordered around efficiently. And you'll need them as you're constantly outnumbered and outgunned. But nobody ever said it was going to be easy, trooper.

The one rust-stain on *Mechwarrior 3*'s otherwise immaculate armour is the dubious enemy AI: hours of atmosphere-breaking fun can be had by manoeuvring a hill between you and a foe, then chortling as he bangs his nose against its slopes. Otherwise, *Mechwarrior 3* is brilliant. One for all those who thought Ted Hughes' *The Iron Man* would have been better with SAM missiles. ★★★★★ **Kieron Gillen**

**Or you could try...**

**Starsiege Universe**  
 Sierra ★★★★★  
 The "giant robot" part of this dual package has better AI, but falls behind in other areas.

**Terra Nova**  
 Looking Glass ★★★★★  
 Another lost classic from Looking Glass. Ageing, team-based jet-pack action.

#### ↑ Uppers & Downers

##### Transform

- Atmosphere so dense you'll have trouble breathing
- H. A. R. D.
- Giant robots. Doncha just love 'em?

##### Roll out

- Too complicated for the casual gamer
- Artificial intelligence isn't intelligent, that is
- Takes itself too seriously

■ The detail in the graphics reaches a new standard of quality in this genre.





## Everquest

■ Publisher: **Sony**  
 ■ Developer: **989 Studios**  
 ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **Internet**  
 ■ Requires: **P166, 32Mb RAM, 500Mb HD space, 4x CD-ROM drive, 3D accelerator card, Win 95, 28.8 kbps Internet connection**  
 ■ Recommended: **68 kbps modem for Internet play**

**On-line RPGs started 20 years ago with spotty students playing text-only MUDs on University networks. They are now far more acceptable.**



■ On-line RPGs grow up.

■ When *Ultima Online* was released 18 months ago, role-playing games changed forever. The game offered a perpetual world, populated by other players and non-playing characters, and enabled you to do pretty much anything you liked. *Everquest* takes the next step in this process: it steals the *Ultima Online* concept wholesale, but is an on-line RPG as good-looking as any adventure game on the shelves?

Once you've decided which character you want to play (from a choice of traditional fantasy races and classes), you pick a server and leap into a real-time game world populated with... Americans. And, apart from stumbling beginners wandering around trying to work

out how to play, the first thing you'll notice is the lag. This is because all the servers that run *Everquest* are in the US, and if you use anything less than a 56k modem on this side of the Pond, you'll have the response time of a stunned sloth. On top of this, it will take you some time to figure out the rather fiddly interface – so be patient.

There's no set plot to *Everquest*, so you have to make your own fun. You can accept minor quests from non-playing characters, but to become powerful enough to complete these requires accumulating money and friends. This is no easy task, because you begin the game as a right wimp. Gaining just a

few levels can take the best part of a day, and if you want to do some real transcontinental adventuring, you'll need weeks of spare time and, preferably, a second phone line to order in some pizza.

That said, *Everquest* offers a phenomenal challenge, and the scope of the game is mind-blowing. You can join, or even form, your own guilds to find strength in numbers, and you get a great deal of satisfaction from managing to co-operate with other players. And because the game is, quite literally, constantly evolving, there is a strong sense of anticipation as to what will be different next time you log on.

★★★★★ **Ross Atherton**

## And the rest... by Kieron Gillen

**Occasionally, a new game is released without advance copies being sent to magazines. This is usually because the game sucks and the publisher doesn't want you – the punter – to read any bad reviews... Anyway. Here's a round-up of PC games already in the shops.**



### Chickamauga: Battleground 9

■ Publisher: **Talonssoft**  
 ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1-2, Internet**  
 ■ There's nothing like an exciting start to a column. A hex-based turn-by-turn wargame set during the American Civil War is sure to drag the punters in and... wait a sec! What on Earth's going on?

Joking aside, anything in this genre is never going to be fighting with *Championship Manager* for the top of the charts. Curiously, while *Chickamauga's* detailed to the point of being anal, it throws in the occasional moment of unexpected lightness. For example, video-clips play when there's combat and – unless you turn the option off – authentic battle songs play throughout. If growing a huge general's beard has ever appealed, then this should do too. ★★



### Creator

■ Publisher: **Lego** ■ Price: **£25**  
 ■ Release date: **on sale now**  
 ■ Players: **1**  
 ■ Playing Lego is a fine childhood pleasure. No... not playing *with* Lego, but *Lego* (the age-old pastime of pulling peoples ponytails until they scream "lego!" Or they beat the living snot out of you). Aah, but those distinctive plastic blocks could offer some pleasures. Especially when a playmate accidentally got one stuck up their nose and had to go to hospital.

Fed up of the nostalgia yet? Well that's all *Creator* has to sell. It perfectly converts huge numbers of Lego pieces into computer-form, and then enables you to stick them together. However, the concept is so fiddly and slow that only adults would be willing to do it. And since there's no point to the game other than construction, they probably wouldn't. Shame. ★



### Ed Hunter

■ Publisher: **EMI** ■ Price: **£25**  
 ■ Release date: **on sale now**  
 ■ Players: **1**  
 ■ "Ruuuuuuun to the hilllllllls! Runnnnnn! For your liffffftttttt!" sang Iron Maiden, obviously forgetting the second line "because our computer game is dreadful". This is a *House of the Dead*-style shooter, taking you in a mostly linear trip from room to room (you occasionally get to choose the direction you go in at a fork), and enabling you to unleash death at zombie types. Since there's no fun gun available on the PC, you merely wave your mouse around to wipe out wave after wave of badly animated, undead sorts. As a unique selling point it is soundtracked by 20 of Da Maiden's tracks. Oh good-oh. Plus points? Erm... it's better than a Kula-Shaker game would be. Does that count? ★



### The Fugitive

■ Publisher: **Crystal** ■ Price: **£20**  
 ■ Release date: **on sale now**  
 ■ Players: **1**  
 ■ Quaint. As in "charming yet distinctly out of its time". This is a determinedly old-skool isometric adventure set inside a prison, where you play a criminal determined to wander beneath blue skies once more. What's interesting about *The Fugitive* is that, rather than having the puzzles waiting for you to solve, the whole prison carries on its weekly routine, meaning you have to time your escapades to match what's occurring in the world. And, despite its appearance, *The Fugitive* is charming enough to make you wonder what a well-funded development house could do with the idea. If they weren't too busy trying to make another first-person shooter. ★★



### Gazillionaire Deluxe

■ Publisher: **Lavamind**  
 ■ Price: **£20** ■ Release date: **on sale now** ■ Players: **1**  
 ■ It seems that financial games are big this issue. However rather than the anally realistic *Wall Street Trader '99*, reviewed below, this is set in a semi-humorous sci-fi future. Unbelievably, *Gazillionaire* looks even more primitive than *Wall Street*, with graphics that '80s-bound Atari ST owners could look down upon. Basically, it's the trading part of *Elite*, but with the rest of the game stripped out. You deal between seven planets, and the point is to buy low and sell high, while setting up trade routes and wrestling with your competitors. Despite some charm, *Gazillionaire* is extremely limited, even when compared to the mediocre *Wall Street Trader '99*. Which leaves us one question: if this is the *Deluxe* version, exactly how *bad* was common-or-garden *Gazillionaire*? ★



### Koi Koi

■ Publisher: **Neechez Innovation**  
 ■ Price: **£5** ■ Release date: **on sale now** ■ Players: **1**  
 ■ Wouldn't it be nice to have a pet? Shame you don't have room for one, eh? After all, there's only so much space in your house. So wouldn't it be cause for performing a fandango if someone made a pretend fish you could have on your computer? Then you could feed it pretend food and watch it grow pretend flesh as it plays around in pretend underwater-scenery. Marvellous. So, yes, it's a computerised Tomagotchi, except more expensive. And face it – if you've room for a PC then you've room for a real fish. And the control system for cleaning the *pretend mould* is just another barrier. So it's carp. And you don't even get a pretend toilet to flush the piddling creature down when you're bored with it. ★



### Loco

■ Publisher: **Lego**  
 ■ Price: **£20** ■ Release date: **on sale now** ■ Players: **1**  
 ■ This is considerably worse than *Creator*, the other Lego game reviewed above, and another entrant into the "no-stars please" category. While using the Lego iconography and characters, it's really just an overhead train track building "thing". Like *Creator*, there's no other objective, other than to produce a pretty course. *Loco* possesses one interesting idea, though: you can write a letter, connect it to one of your trains and then set it to trundle across the Net to be received by one of your chums (provided they also own a copy of *Loco*). And if you don't know any *Loco*-possessors, you can write to imaginary computer people... and get replies (mimes tapping forehead with finger). ★



### Treasure Island

■ Publisher: **Crystal**  
 ■ Price: **£20** ■ Release date: **on sale now** ■ Players: **1**  
 ■ At the turn of the decade *Prince of Persia* was the pinnacle of PC-platforming. *Treasure Island* is its long-forgotten love child with pirates instead of Persians. And (oh yes) all the good bits brutally torn from its carcass. The platforms themselves are mechanically slapped down, and require much tedious running between various levers; the rendered figures don't actually appear to be connected to the background and you have 30 lives (a sure sign of play balancing going out the window). Most hilariously, the enemy actually hit you before they swing their weapons. It's a case of no-ho-ho and a bottle of cum. Sorry mums; it had to be said. ★



### Tunguska: Legend of Faith

■ Publisher: **Project 2**  
 ■ Price: **£40** ■ Release date: **on sale now** ■ Players: **1**  
 ■ There's a lesson in game design school where the bearded professor states that "Killing a player with no warning is unacceptable. There's no fun in automatic deaths. Don't do it, kids". Clearly *Tunguska's* authors skived that lecture for a crafty fag behind the bikesheds, because instant death happens all the time in this *Tomb Raider* clone. Like *Resident Evil*, it uses a stationary third-person camera in each area, that skips when you move off the edge. Unlike *Resident Evil*, it places traps just where the screen switches, leading to a swift decapitation on your part. Repetitive switch-based puzzles, sloth-like control response time and simplistic combat are some of its other "attractions". The designers were clearly bunking off during the "Don't be crap" lecture, too. ★



### Wall Street Trader '99

■ Publisher: **Monte Cristo**  
 ■ Price: **£30** ■ Release date: **on sale now** ■ Players: **1-Internet**  
 ■ If you were going to get involved seriously in the Stock Exchange, why would you do it? One reason and one reason only: to make lots of money. It's not a job that's fun, unless you like risking your future prosperity on semi-random fluctuations in international financial markets. So as a premise for a game *Wall Street* is on a hiding to nothing from the start. It's disarmingly comprehensive in its coverage, and provides you with massive dossiers on the relative qualities of various stocks. You're given a mission (earn lots of money), a time limit, some dosh and then let loose to invest. If you're lucky, you'll make money. If you're not, you won't. And either way you won't be able to buy a Porsche and an expensive spouse to go with it, so what's the point? ★★



■ Handles like a dream...

## Boss Rally

■ Publisher: **Southpeak Interactive** ■ Developer: **Boss Game** ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1-8 (Internet)** ■ Requires: **P233, 32Mb RAM, 60Mb HD space, 3D accelerator card** ■ Recommended: **3Dfx card, modem for Internet play**

**The N64's Top Gear Rally reaches the PC with a host of improvements. Or at least an amusing name.**

■ I'm a great kisser. Sue me for immodesty, but I am. So no matter how dreadful I may be at other things, I can always hold that one

small token against my chest with pride. It's something that makes me worthwhile. *Boss Rally* is a little bit like me.

Because other than one thing, everything *Boss Rally* does hovers between the mediocre (at best) to the truly atrocious. It's a conversion of the well received (but 18 months old) N64 racer *Top Gear Rally*. While possessing the usual repertoire of time-trial sprints, quick one-off races and Internet-only multi-player, the bulk of the game is the Championship mode. Get enough points here and you can progress, unlocking trickier courses and speedier cars.

The track design varies in quality. While the combination of exciting hairpins and streaming

straights meshes well, the courses are neatly hamstrung by their sheer length. If – like PlayStation racing hero *Ridge Racer – Boss Rally* used recognisable graphical pointers as a memory tool, we would celebrate with champagne. Unfortunately the same few trees and rocks seem to repeat forever. You'll clap eyes on one landmark per lap, if you're lucky.

And then there's the hilariously incompetent aspects of the game. Like how you've no clue of the relative merits of the vehicles before you drive them. How opponents manage to be both incapable (slowing down for no reason, as if on a Sunday drive) and infallible (they never crash. Ever.) Or, most amusingly, how the

in-game speech appears to have been recorded by dint of pressing a dictaphone beneath the nose of a passing 12-year-old.

So where's the kiss? Why is *Boss Rally* receiving three stars? Well the car handling is just a pleasure injection to the frontal lobes. You'll revel in the physical bite of the powerslides, the loss of control on wide corners and the vicious bumps on the muddy tracks. Yes, the developer got one thing right. The *important* thing. So while you would only ever consider a relationship with *Colin McCrae* that lasted the duration of a quick passionate smooch, you could do far worse than to head into a dark corner with *Boss Rally*. ★★★ **Kieron Gillen**

## PC budget re-releases | by Sam Richards

**Slaying dragons and rescuing maidens takes up the bulk of the day for any diligent chivalric hero. But what is the be-shielded paladin do during his time off? Pen epic love poems? Buff up the armour? Hone his lanceplay? Why, no – like any good warrior – he plays budget PC games.**



### The 7th Guest and The 11th Hour

■ Publisher: **Virgin White Label** ■ Price: **£15** ■ Release date: **on sale now** ■ Players: **1**

■ Two lumbering FMV-laden stories in one package. To use the word "adventure" in this case would be charitable, since these are clearly both puzzle games dressed up with multimedia. In *The 7th Guest* you play a snooper checking out the guests at an eerie stately home as they wait for the mysterious final visitor. The sequel, *The 11th Hour*, is set 70 years in the future and has you tracking down the evil toymaker who invited the guests in the first place. The formula is simple: solve a tedious pen-and-paper logic puzzle and be rewarded with a cut-scene. Pretty, but slow and fun-free. ★★★



### The Ages of Myst

■ Publisher: **The Learning Company** ■ Price: **£30** ■ Release date: **on sale now** ■ Players: **1**

■ Just what the doctor ordered – two titles for the price of one. But are these clever adventuresome classics or overrated time-killers? *Myst* and its sequel *Riven* are pre-rendered adventures broken up with stilted point-and-click teasers. The high-definition visuals of the fantasy locations and an unhurried, uninspiring pace spelled mainstream success first time around, but genuine videogamers should steer well clear. Even the more up-to-date *Riven*, which boasts a few FMV characters, is plagued by puzzles that frustrate through fiddliness rather than ingenuity. In their favour, both games have a coherent, well-presented, atmospheric plot. ★★★



### Asteroids

■ Publisher: **Activision Essential Collection** ■ Price: **£13** ■ Release date: **July** ■ Players: **1-2**

■ Arghh – take it away! The antidote to the polished playability of *Battlezone* (reviewed right), this is merely a cynical re-hash of the rock-blasting original. The animated backdrops and pseudo-3D tumbling meteors fail to disguise the fact that this game offers no new challenges – it's essentially the same game it was two decades ago. Hidden within a bonus level is the original *Asteroids*, and finding it is depressing; it serves to highlight just how little actual work the Activision crew appeared to do on this "update". You can find better, more varied versions of this twist-and-turn classic for free on the Net. ★



### Battlezone

■ Publisher: **Activision Essential Collection** ■ Price: **£13** ■ Release date: **July** ■ Players: **1-8**

■ This re-make comes from the team behind *MechWarrior 2*. Its title is from the classic monochrome tank coin-op, but the gameplay – a well executed mix of in-cockpit combat and tactical resource management – is totally original. An absurd '60s conspiracy plot has you fighting the Russians in space – the best has you sneak up in a space suit to steal a Russian glider in order to raid their base undetected. The missions are well designed, offer variety sorely lacking from most simulations and each is tense and masterfully executed. You may find it over-complicated but *Battlezone* set new standards for 3D wargames. ★★★★★



### Blade Runner

■ Publisher: **Electronic Arts** ■ Price: **£15** ■ Release date: **on sale now** ■ Players: **1**

■ Evoking the dark-and-drizzly setting of the film perfectly, this 21st Century tale opts to neglect the plot of the Ridley Scott masterpiece in favour of a glossy, 3D, android hunt of enormous proportions. Every time you start, the rogue replicant you have to hunt down is different, so your point-and-click exploration is never the same. Clues and cross-references spill out of the many conversations you have, and occasionally you get to shoot people in action sequences. An annoying flaw is that the individuals you meet lack depth of character, but if you can put that to one side, this is one of the best adventures of 1997. ★★★★★



### Monopoly: Star Wars

■ Publisher: **Hasbro Interactive** ■ Price: **£13** ■ Release date: **on sale now** ■ Players: **1-6**

■ The *Star Wars* version of the board game is a great conceit if you're a Skywalker devotee, but the real pleasure of *Monopoly* lies in sitting opposite your opponent, hoarding cash and watching them weep as their little pewter piece lands on your hotel (or spaceport). The PC version includes grainy FMV clips of the Trilogy alongside oodles of Lucas effects – C-3PO provides a commentary, and a dice roll results in X-wings swooping out of the sky. Yet, for all its gloss, this game isn't much fun, because *Monopoly* – whichever form of it you prefer – benefits from being a tactile, table-top experience. ★★



### Quake II: Quad Damage

■ Publisher: **Activision** ■ Price: **£25** ■ Release date: **on sale now** ■ Players: **1-32**

■ This pack contains not only the basic game but also the *Ground Zero* and *Reckoning* add-ons, and the *Extremities* collection. The first two offerings provide new level maps plus fresh weapons, many of which (like the mining laser) add little to the experience. *Extremities* is compilation of popular custom modifications from the Internet fan sites. The colourful new character skins are handy and you also get the upgrade patches, as well as *GameSpy* software to help find multi-player servers. If you don't already own *Quake II*, then you must have this! ★★★★★



### Slipstream 5000

■ Publisher: **Sold Out** ■ Price: **£5** ■ Release date: **on sale now** ■ Players: **1-4**

■ Rather than being based on the bland sci-fi movie starring Mark Hamill, *Slipstream 5000* is a futuristic hovercraft racing game that dates back to 1996. Varied pseudo-3D courses include Big Ben and the Pyramids of Egypt, while the dozen high-tech vehicles on offer all look different, but contrive to perform nigh-on identically. You can customise them with new weapons and engines later in the game, though. Although this looks dated, it still delivers a high-speed experience. Sadly, the opponent AI is appalling and the narrator's dialogue is sickening. Not bad at the price, but instantly forgettable. ★★



### Virtua Cop

■ Publisher: **Sega** ■ Price: **£15** ■ Release date: **on sale now** ■ Players: **1**

■ Arcade addicts just love to point plastic guns at game cabinets and shoot pre-scripted criminals. This classic cops-and-robbers fest even proved popular when it appeared on the Sega Saturn. But it fails on the PC for two very good reasons. One: PC light-guns are hard to come by. There are only a couple of varieties available, and without one you have to shoot with the mouse. Two: since the forte of the PC is action-shooting games – like *SiN* and *Half-Life* – which operate in real-time, why would anyone want to play a linear, outmoded pop-gun effort anyway? *Virtua Cop* on the PC is limited and tiresome. ★



### Virtua Fighter

■ Publisher: **Sega** ■ Price: **£15** ■ Release date: **on sale now** ■ Players: **1-2**

■ *Virtua Fighter* is a straight arcade conversion that works well on the PC, and for a while this 3D beat-'em-up was the best of the bunch. The PC has never shone as a platform for martial arts titles, but if you dig such games you'll be pleased to hear that *Virtua Fighter* redresses the balance. While the game is starting to look a little old, it's tidy, sexy and features the same combo moves as the original (so fans will still feel proficient). And, as with all the other Sega re-releases on this page, when you register your software Sega will sort you out with one of its forthcoming budget games for free. ★★★



### Warhammer: Dark Omen

■ Publisher: **Electronic Arts** ■ Price: **£13** ■ Release date: **on sale now** ■ Players: **1-2**

■ This is a passable conversion of Games Workshop's medieval-inspired approach to wargames, but overall *Warhammer: Dark Omen* is a heroes-and-hobgoblins effort burdened by an overly serious tone. The troop deployment phase is too lengthy and once you are into the combat the battles are hindered by an impenetrable control system. However, if you are a strategy enthusiast, you should give it a try – the atmosphere is spot on, and the game's scenarios pave the way for some testing military decisions. *WarCraft 2* it ain't, but until *TA: Kingdoms* arrives this good budget buy should keep you going. ★★



### Worldwide Soccer

■ Publisher: **Sega** ■ Price: **£15** ■ Release Date: **on sale now** ■ Players: **1-4**

■ Supposedly, *Worldwide Soccer* was the best soccer sim on the now-defunct Saturn console. It boasted smooth animation and half-decent commentary, all of which is preserved in the PC version. The 3D looks a little ropery and the pace is leisurely, but the game is more tactical than the breathless anxiety of *Actua Soccer*. You get to choose from 48 teams, available across five cup competitions. You'll find your computer-generated opposition a pushover, and if you're a veteran you should sail through to the World Cup in no time. It's hard to mess up a football game, and Sega hasn't. Hurrah. ★★

# New Nintendo 64 Games



■ Pokémon Island's monsters scamper around at quite a pace, which makes catching them in your camera's viewfinder surprisingly tricky.



**Arcade**  
Nintendo 64  
Game of  
the Month



■ Meet Dr Okido, your photo-loving host.

## GET THE PICTURE AN ALL-NEW KIND OF POINT-'N'-CLICK Pokémon Snap

■ Publisher: **Nintendo** ■ Developer: **HAL** ■ Price: **£60 (import)** ■ Release date: **on sale now (Japan)**  
■ Players: **1** ■ Extras: **Rumble Pak**  
■ Contact: **Department 1 on 0171 916 8440**

**Ever dream of flying to a fictional island and taking pictures of multi-coloured monsters? With Snap, you've got the power.**

If you're a typical reader, you'll already have glanced at the little black stars at the end of this review. So when we tell you that *Pokémon Snap* is a game where you take photographs of cuddly animals – and *that's it* – you'd be forgiven for scratching away at the page, thinking that those stars are actually bits of dirt.

No matter how hard you rub at those pointy-edged buggers, though, *Pokémon Snap* is worthy of its full four stars. There's just something great about travelling around in a bubble car, camera in hand, snapping away at the colourful, cheery inhabitants of Pokémon Island. Especially as there's no chance of a patronising "Quality Control" sticker cropping up among your exposures.

The Pokémon themselves – a 150-strong collection of colourful characters who wouldn't look out of place on your little sister's shelf of stuffed toys – are a *Teletubbies* sized phenomenon in Japan and America, thanks to Nintendo's *Tamagotchi*-esque Game Boy *Pokémon* games. Play *Pokémon Snap* and it's hard not to recognise their pastel appeal – the cuteness might be carefully calculated, but it's impossible not to love the little guys as they scamper



■ Awww, how cute. Now, where's my rifle?

### Uppers & Downers

#### Snap

- An interesting, kooky and thoroughly original idea
- 150 cute-as-you-like Pokémon to snap at
- Crisp, colourful visuals

#### Crap

- Occasionally fiddly controls
- Could have done with a few more levels
- Gets boring pretty quickly

around the six levels, jumping, giggling and singing their lovely little hearts out.

Stuffing your photo album with pictures of the little blighters is trickier than you'd think. You're given some apples to help lure the wandering Pokémon, but your bubbly buggy travels along its fixed path at a relatively frantic pace, making it all too easy to miss a

monster by milliseconds as it flits past. Each level lasts only a couple of minutes, but with 25 camera-shy monsters per stage and only 50 frames available on your film, you'll still have pictures left to take after you've made hundreds of trips to the island.

So why doesn't *Pokémon Snap* get boring? Mainly because you're awarded points depending on the way the monster was behaving when you snapped it and how close to the camera it was, giving you a real incentive to secure the best possible photo of every Pokémon. Even when you've finally managed to capture a Loch Ness monster or pesky blue bat in your viewfinder, you'll still return to the island in the hope of luring them a *teensy* bit closer. It's a triumphant return for high score-based gameplay.

Of course, eventually the game does get tiresome. Once you've grabbed a near-perfect picture of every monster (which won't take too long) you'll never go back. But while it lasts, *Pokémon Snap* is an original and enjoyable novelty. Just watch out for that red-eye. ★★★★★ **Simon Garner**

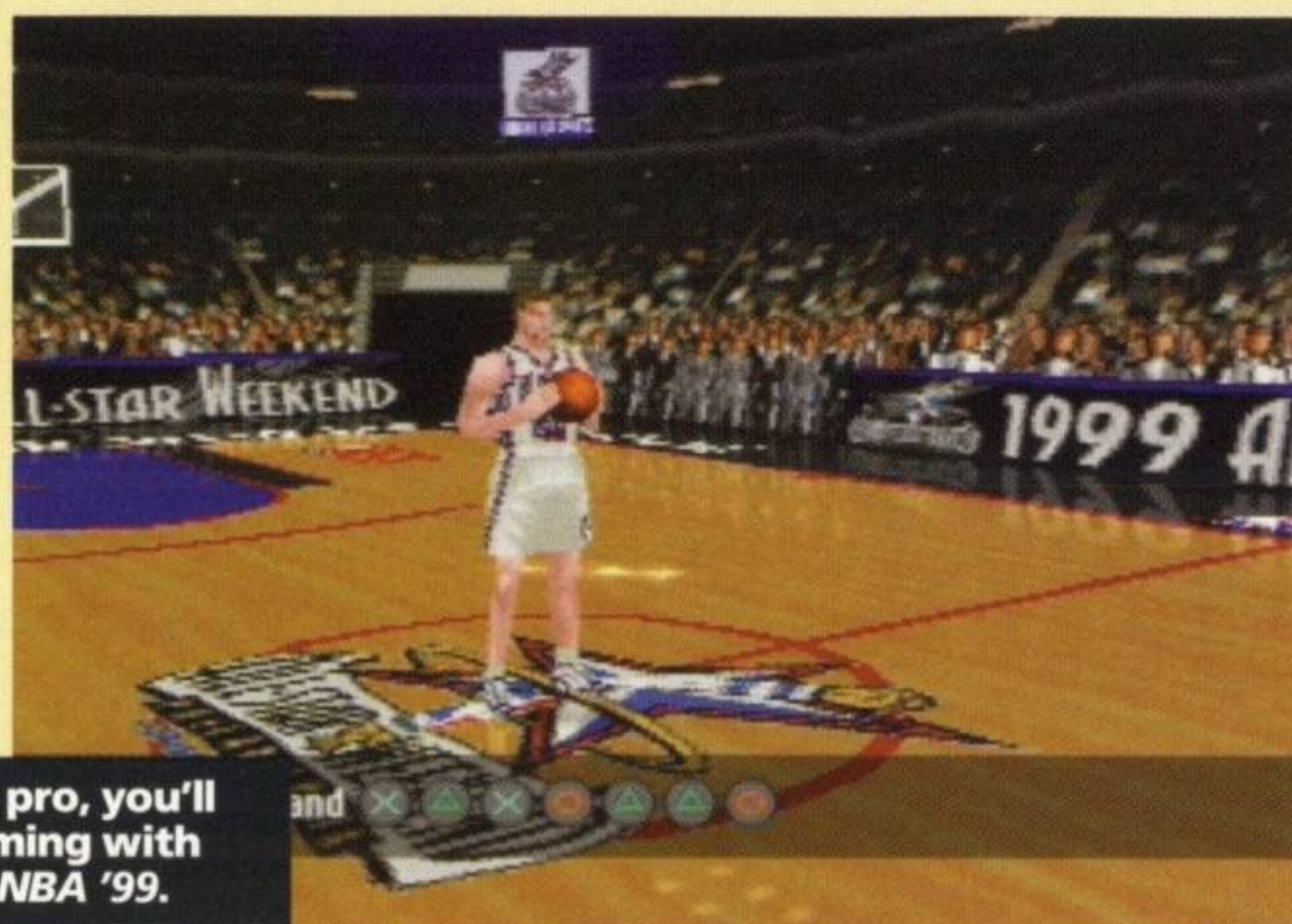
### Or you could try...

**Yoshi's Story**  
Nintendo ★★★★★  
If you like cute, you'll simply adore the adventures of Mario's cuddly dino friend.

**Pilotwings 64**  
Nintendo ★★★★★  
Contains photo-based sub-games similar to *Pokémon Snap*'s central concept.



Amateur or pro, you'll soon be screaming with frustration at NBA '99.



## Rampage 2 Universal Tour

■ Publisher: **Midway** ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1-3** ■ Requires: **Rumble Pak, Controller Pak** ■ Other formats: **PlayStation**

**Wheel out another geriatric retro arcade game. Climb buildings, smash windows and generally Rampage around the universe. "Fun" simply isn't the word for it**

■ Retro gaming is a grey area, where healthy enthusiasm and trainspotting geekiness can rapidly merge into one confusing and potentially embarrassing mess. Should the fashion conscious gamer risk airing his knowledge of early '80s arcade machines in public, knowing his mates might lose all respect for him once they discover that he knows even the name of the embryo boss from the original *R-Type*?

Tough one. Games companies have it easier though, because they're aware that all they need to do to conjure up a hatful of cash every now and then is bash out a quick retro update. Now this wouldn't be such a bad thing if a company could cram four or five games on to one cartridge and sell it for pocket money, but it's pretty cheeky if – like Midway – developers insist on tarding up a spectacularly dull original and flogging it at full price.

*Rampage 2 Universal Tour* is, by today's standards, an awful piece of software. Taking control of one of seven badly drawn 2D monsters, you have to climb to the top of a skyscraper, hit it a few times, then jump off before it collapses. There are more than 100 levels, each representing a real city, so you can begin to imagine how many individual buildings there are to wreck. It becomes a tedious chore after about the 50th demolition job, and once you've topped the magic ton, you'll never want to play it again.

The game has no redeeming features. It's badly designed, it's ugly and it has loads of little flaws: the dodgy scrolling, the endless procession of tiny, hard-to-see enemies, the unreliable collision detection, the plodding speed...

If you're desperate for a bit of *Rampage* action, you should be able to find last year's version, *World Tour*, in bargain bins and at car boot sales around the country. Or you could even get hold of an original arcade board for around the same price. There's no reason at all to bother with *this* tired old piece of crap. ★ **Martin Kitts**

# PROFESSIONAL FOUL

## PREPARE TO BE EJECTED FROM THE ARENA

### NBA Pro '99

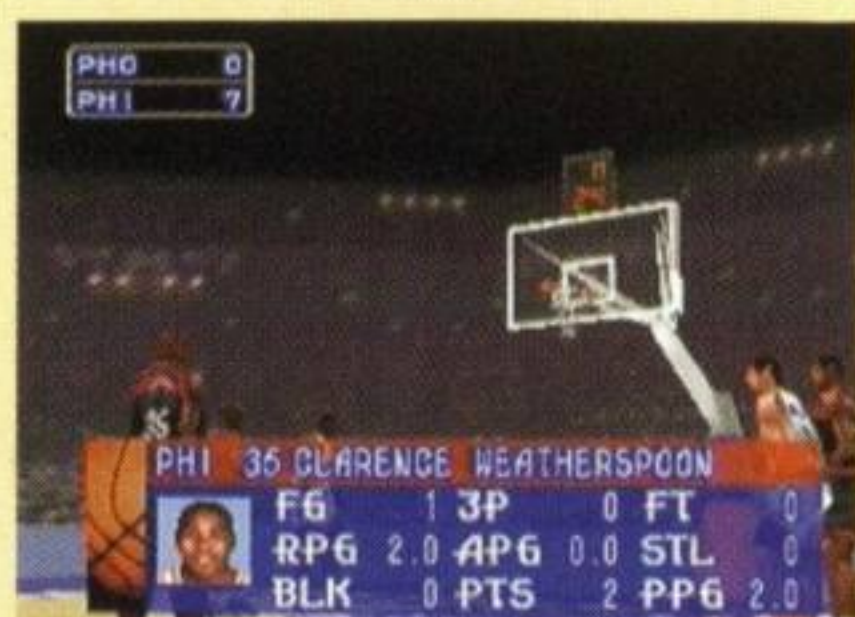
■ Publisher: **Konami** ■ Developer: **Konami**  
 ■ Price **£39.99** ■ Release date: **on sale now** ■ Players: **1-4**

**Struggling to beat the likes of proper football, ice-hockey and even fishing (check out page 104 if you don't believe us) the US's third most favoured sport finds even less of a welcome in the UK.**

Somebody, somewhere, is *better* than you at everything. Realising that is one of the cruelest blows life can deal a person. Think you're a bit handy with sport, videogames or those all-important interpersonal niceties? Yeah, right. Just around the corner, there's someone who has a better grasp of such matters. It's sad, yet horribly true.

It's often like that for games, too, and despite its occasional deft touches *NBA Pro '99* is a game that labours beneath the shadow of another. Nintendo's *Kobe Bryant in NBA Courtside* is so remarkably better, so very superior, that Konami's game need not bother coming to the match. And that's a shame. Last year's incarnation of *Pro* had potential. It wasn't great, not by a long shot (or, indeed, a three-pointer), but it did possess that certain *je ne sais quite possibly* that might, with the benefit of deft coding, have made the '99 update rather fine.

Alas, that's not the case. If anything, *NBA Pro '99* struggles to match its predecessor's finesse and charm. Despite Konami's undisputed mastery of the football pitch, its interpretation of basketball remains that of the talented amateur. It recognises the need for remotely convincing tactics, AI and player animation. Superficially, all three of those are present, accounted for and, potentially,



The new baseball postage stamps went down a storm.

#### Uppers & Downers

- Slam**
- Decent animation
  - Acceptable AI
- Flan**
- Stuttering frame rate
  - Far too easy to score
  - Humbled by Nintendo's Kobe Bryant game

right. Okay, so with a modicum of dedicated play, two out of the three are exposed as the frauds they are. But hey, it looks pretty.

There's a school of thought that suggests that interpretation is two thirds of belief. *Pro*, with its sadly questionable AI and other woeful oversights, demands five thirds. Or to put it another way, be you mad keen on basketball or a relative newcomer, it's a remarkably unconvincing sports sim. Part of its problem is that it fails to accord the regular gamer with even the aptitude that they naturally have. You see, it's a piece of piss to sprint from one end of the court to score an easy dunk. Get the knack, and it's embarrassingly simple – no matter what the skill setting.

Perversely, if you're a more casual gamer you'll find *NBA Pro '99* overly frustrating. Acknowledging the "non contact sport" ethos of its subject matter, it rewards its polygonal players with a genuine physical presence. In other words, if you run into a defending player, you moonwalk on the spot. This is a lynchpin of *Pro's* AI. Taking the AI further, the defending player nearest to you will rotate in a semi-circle as you move toward them. It's artificial and unconvincing. If anything, it encourages you to pass more. Of course that *should* be a good thing...

But it isn't. *Pro's* parameters seem oddly divorced from each other. While you can run at mach one (or thereabouts), you can only pass at a mere 20 miles per hour. Worst of all, *Pro's* frame rate – the heart and soul of any game – stutters in a barely passable, lethargic manner. You'll find that often you're actually five steps ahead of the game. As soon as you grasp the draconian joypad controls that basketball demands, it becomes clear that *NBA Pro '99* is simple to beat and difficult to like.

Of course, while we pontificate over *NBA Pro '99's* shortcomings, Nintendo's *Kobe Bryant* sits on a shelf in a software store near you. It's better and, perchance, more affordable (especially now it's available at a secondhand price). Do we really need to spell it out any more? Oh, alright then. Here come the two stars... ★★ **James Price**

#### Or you could try...

**Kobe Bryant in NBA Courtside**  
 Nintendo ★★★★★  
 Arguably the best basketball game on any format – unmissable for fans.

**NBA Pro '98**  
 Konami ★★★★★  
 Relegated to budget price. The rosters are dated, but it plays better than '99.

# JUST CHUCK IT... PART BOMBERMAN, PART TETRIS, ALL DUD



■ One of the game's saving graces is its free-roaming camera. Just tap the old Cs.



■ He's fat, he's ugly and he's got slack trousers. Oh, and his game's a bit of a turd in a tupperware too. Not much to shout about, eh Chuck?



■ Crazy! Every time you complete a level, it fills up with water. It's got something to do with the story. Which is also tedious.

## Uppers & Downers

**Charlie Chan**  
 ■ Good 3D camera  
 ■ Healthy number of levels

**Charlie Sheen**  
 ■ Boring one-player game  
 ■ Rubbish multi-player game  
 ■ Loathable characters

## Charlie Blast's Territory

■ Publisher: **Nintendo** ■ Developer: **Kemco** ■ Price: **£40**  
 ■ Release date: **on sale now** ■ Players: **1-4**

**Fat explosives expert moves crates around. Yep, Charlie Blast's Territory is as good as it sounds.**

The best bit about *Charlie Blast's Territory* is that, like all good puzzle games, it takes about two seconds to get into. There are 60 levels, and on each level you have to push and pull a series of crates around, eventually destroying them and setting off chain reactions via detonators. Once you've rid the stage in question of all its crates you proceed on to the next level.

Trouble is, most good puzzle games take two seconds to get into and then proceed to swallow up your life. *Charlie Blast's Territory* doesn't.

Its part-*Bomberman*, part-*Tetris* approach to shape-matching and explosion-setting works until about ten levels in – then you start to get bored. And it's not

because *Charlie* doesn't try to impress, employing a superb rotational camera, plump 3D visuals and puzzles created by "renowned puzzle-creator, Scott Kim". Nope. It's just that the concept isn't clever enough, but it's hard to explain why.

Part of the reason could be that the 60 levels, despite having 60 different puzzles (one for each board), all feel the

same. And even the introduction of head-scratching obstacles such as cacti, spear traps and – later on – weapons such as Electric Bombs and *GoldenEye*-style proximity mines, doesn't prevent the game from feeling extraordinarily tired before it's really begun. And *Charlie* copies huuuuuge chunks from other great puzzlers, particularly *Bomberman*, but doesn't do them even half as well.

Never is this more noticeable than in the desperately average multi-player game. In this, you choose between two modes. The first, *Territory*, is an instantly forgettable game of cat and mouse, where the object is to colour in tiles with your carefully placed bombs – and do it quicker than your opponent. Yawn. The second mode, "Survival", is a little better, and takes a *Bomberman*-style approach, leaving you to leg it around the board, setting bomb traps for your adversaries. It's good... for about a second, until you realise that the computer has a tendency to stop dead your supply of bombs for *no reason whatsoever* – your supply just dries up, and you are left to wander around walking into your adversaries. Ouch.

A frustrating control system doesn't help play in other areas of the game, either. Each level is divided into squares – of which *Charlie* can only occupy one at a time – and, all too often, you find yourself straying into a square with a crate and then bugging up your whole game. You *can* go back and correct your mistake, but it's arse-bendingly annoying and wastes precious seconds later on in the game, where time scales shrink and the difficulty increases.

All of which leaves *Charlie Blast's Territory* a pretty miserable puzzling effort. ★★

**Tim Weaver**

**THE COMPUTER HAS A TENDENCY TO STOP DEAD YOUR SUPPLY OF BOMBS FOR NO REASON WHATSOEVER**

**Or you could try...**

**Wetrix**  
 Infogrames ★★★  
 An interesting take on classic puzzler Tetris, and a damn good effort.

**Bomberman 64**  
 Hudson ★★  
 The best Bomberman game on N64. Which isn't saying too much.

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# N64

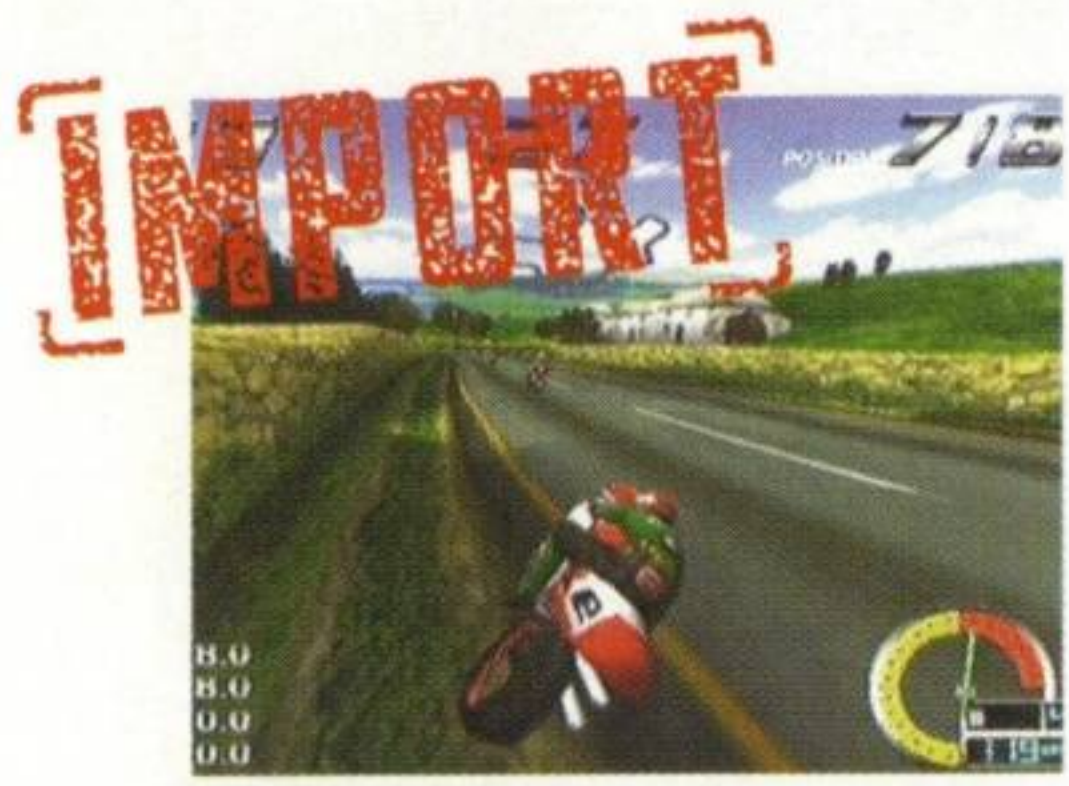
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## Redline Racer

■ Publisher: **Sega** ■ Developer: **Criterion Studios** ■ Price: **£48.99** ■ Release date: **on sale now (Japan)** ■ Players: **1**

The Japanese try to do the superbike thang, but they don't quite manage to get it right.

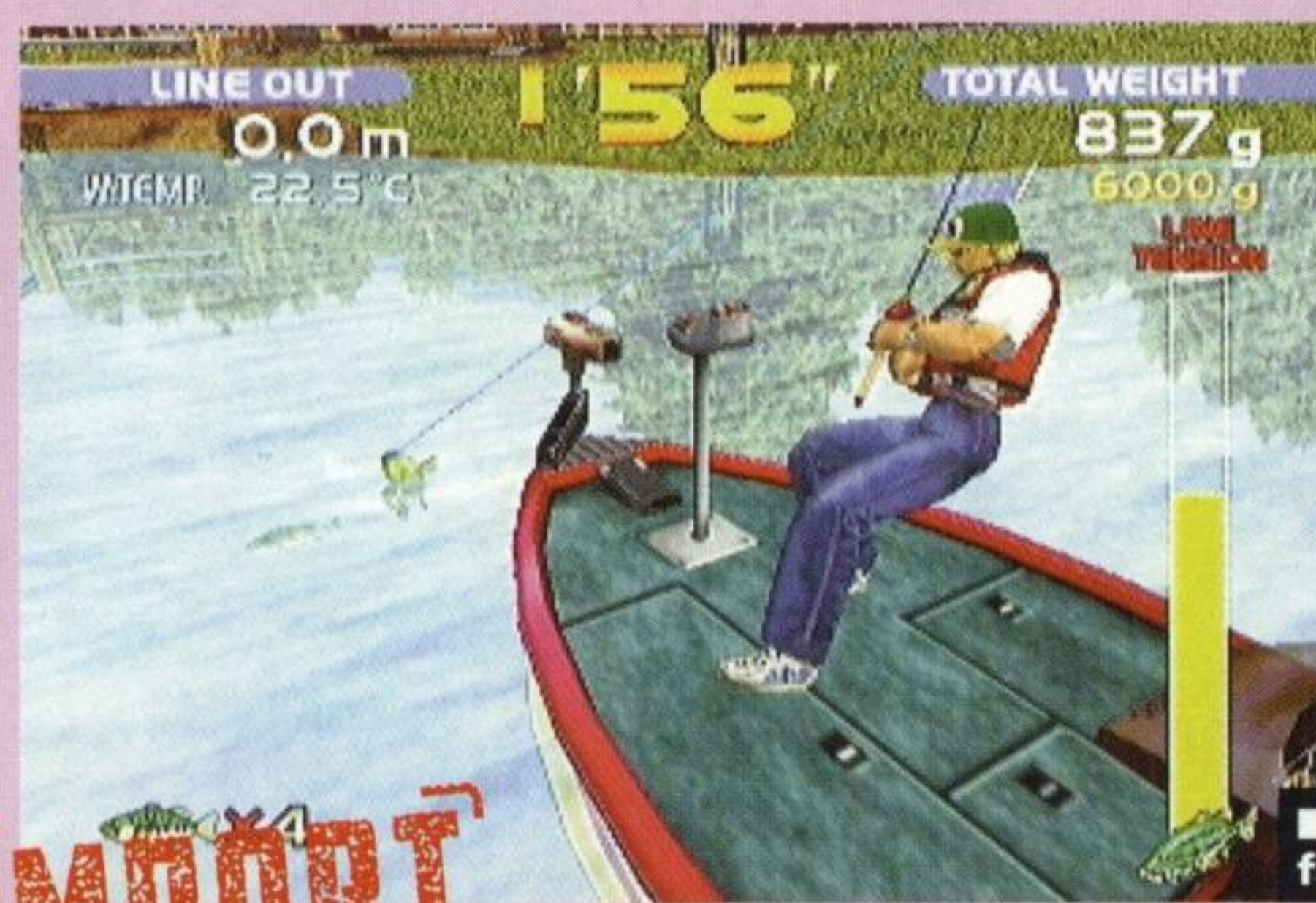
■ When playing videogames there's always the danger of leaving yourself open to ridicule from "handlebar syndrome", the affliction of tilting the joy pad as you go round corners, under the misconception that it improves your steering.

It might make you look like a complete tit, but you really can't help employing the handlebar technique with *Redline Racer* because the throttle's on the right trigger and the brake on the left. This is a brilliant touch, but one that leaves you open for piss-taking a-plenty as you turn and twist the joy pad in the same way you'd strangle a cat.

*Redline Racer* looks superb, easily as good as a coin-op, and is a fantastic example of what the Dreamcast console is capable of. The beautifully detailed scenery is hurled past at a heart-in-mouthingly fantastic rate. But perhaps the ultimate fly in the ointment is that this is a game that Sega is asking you to play at home and not as a coin-op – and without the added bonus of sitting on a model of a motorbike in an arcade to make you feel like Barry Sheene, you quickly tire of the gameplay.

Although the bikes in the game are Tarmac-based superbikes (the kind you'd associate with Mr Sheene), oddly the tracks are a mixture of on and off-road (the type far more suited to Messrs Kidd and Kneivel): one track might have you zooming through the countryside, the next through the clime of a mountain, complete with snow and ice. The road is too thin, so turns are often and wrist-aching and, although watching your biker being catapulted off his machine is hilarious, you can never quite tell which surfaces are acceptable to ride on: sometimes you hurtle over ice with no worries, but then a simple patch of grass scuppers you big time.

They're getting better, these Dreamcast games and by the looks of it, the games that are set to appear with the UK launch of the machine in September will all put gameplay over graphics. But let's hope *Redline Racer* isn't among them. ★★ **Rich Pelley**



■ Fish don't come in without a fight. Watch your line tension!



# IN COD WE TRUST

## IT WAS THIS BIG, HONEST!

### Get Bass

■ Publisher: **Sega** ■ Developer: **Sega** ■ Price: **£80 (with rod controller)** ■ Release date: **on sale now (Japan)** ■ Players: **1** ■ Extras: **fishing rod controller, VMS** ■ Contact: **Department 1 on 0171 916 8440**

Sega's policy of top-notch coin-op conversions continues with this big-in-Japan fishing sim. Play on a big TV to increase the size of your catch.

"Fish!!" goes the cry from *Get Bass'* adenoidally-voiced commentator when you get a bite. And you can't argue with him. You've caught a fish. It's bitten your hook and as you reel the line in furiously, trying to force the swim-bladdered fool to breathe our air, you can't help but think that fishing's not quite the tragic pastime you've always imagined.

*Get Bass* is a simple proposition. You choose where you want to cast, whisk your line out (technical fishing term) and then reel it back in, until your lure hopefully attracts the eye of a would-be catch. And that's that. It should, by all rights, be as spirit-crushingly boring as staring into a polluted canal in the pouring rain for five hours, with only the prospect of damp trousers and maggots escaping into your packed lunch to look forward to.

But *Get Bass* proves that, with enough skill, you can make a decent game out of anything. Thanks to its arcade origins (it's a spot on conversion of Sega's Model 3 coin-op) catches come thick and fast, and landing them is actually exciting as you try to haul in a huge super bass without snapping your line or succumbing to the wrist



■ An abundance of fish helps you to hit your weight target.

### Uppers & Downers

- Super bass**
- Beautiful fish
  - Lure strategy
  - Genuinely surprising and different
- Minnow**
- Arcade mode's short lived
  - Essentially very simple
  - The one that got away

fatigue caused by reeling away on the add-on rod controller.

Unlimited Continues means you'll see the end credits within half an hour in the arcade mode, but – as with all of Sega's finest coin-op conversions – there's a new way of playing that's specifically designed for the home. The Consumer mode takes

the form of a series of angling competitions against computer-controlled opponents, and is where you'll have to experiment with lures that suit both the weather conditions and the size of fish you're trying to catch.

The fish are the real stars, though. They're as nice looking as most in-game humans, and the underwater view shows them in all their tail-swishing glory. You'll find yourself becoming genuinely excited when a monster bass drifts into view and slightly morose when it forlornly flaps a fin as you hold it up to be weighed after catching it.

The whole experience is enhanced by picturesque locations and sparkling sub aqua effects. And, as *Zelda's* angling sub-game proved, fishing can be fun – you never know what size catch you could reel in next. Although the £80 price tag (including controller) means that *Sega Rally 2* might be a safer buy. ★★★ **Robin Alway**



■ Make your lure dance to entice this monster on to the hook.





■ See off the alien invasion with a small steel ball.



■ Holographic wizardry in a pinball form. Cripes.

# PINBALL WIZARDS

## NEW SYSTEM, NEW OPPORTUNITIES

### Revenge from Mars

■ Developer: **Midway** ■ Release date: **on sale now**  
 ■ Players: **1-4 (one player at a time)**

**It has been a long time since Roger Daltrey and Elton John rocketed pinball into the '60s zeitgeist. But in recent years, the silver ball has lost its lustre. Can Midway take it back to the top?**

**Y**ou may not have had the chance to test your pinball skills down at your local boozier for some time. For the past three years the format has suffered badly and is literally hanging on to its place in the coin-op firmament by its fingernails.

By staying at number one in the US pinball charts for three years, *Addams Family* showed everyone that pinball *could* take money, but – in a bid to beat that table's takings – other offerings got more expensive, overly technical and, to be honest, downright boring.

There are now only two major pinball manufacturers in the world: Sega Pinball and Midway (owner of the classic Williams and Bally brands). Both are introducing new technology into the format to try and entice your fingers back to the flippers. But only Midway deserves a mention in this mag. Why? Because Midway has taken the brave step of introducing video to pinball.

Pinball 2000, the inspired name for Midway's creation, is a new system whereby machine operators only have to

replace the software, decals and back glass to install a new game into an existing cabinet. The first Pinball 2000 software title is *Revenge from Mars* (the sequel to *Attack from Mars*, which was released a couple of years ago).

The video screen is positioned in the body of the back glass, pointing down, so you don't actually see the screen. Instead, 3D images are projected by the screen on to the playfield and – rather than aiming for the usual drop targets and pop bumpers – you aim for the images, which explode as you hit them. It has to be seen to be believed.

*Revenge from Mars* isn't too bad either. The premise is that of a cheesy '50s sci-fi flick with the usual BUMS (bug-eyed monsters) taking over our cities and stealing our women. As in any pinball game, you have to make certain shots to get into the feature games and from there you are required to make more shots.

The only failing here is that the variety of shots on offer is a little repetitive, as the table is quite small – a deliberate ploy to encourage operators to install the thing. That should have scuppered it for the pinball cognoscenti, but they – along with new players – have found *Revenge from Mars* a quality game. Whether it is good enough to reintroduce pinball to your local is another thing, as modular systems have been tried before and failed. And while *Revenge from Mars* is a reasonable offering, it won't be the hit the company so desperately needs.

The next release, however, will be licensed from *Star Wars Episode 1: The Phantom Menace*. If that doesn't do it for Pinball 2000 – well, we might as well all go over to the Dark Side. ★★★

**Cam Anderson**

#### ↑↓ Uppers & Downers

- Extra ball**
- Cheaper for the operator
  - 3D thrills abound
  - Coming soon – *Star Wars Episode 1: The Phantom Menace*
- Tilt**
- Not enough games
  - Cheesy titles
  - No hit as yet
  - Small table, so could get boring



■ Bumpers? Flashing lights? Yesterday's news, mate.



## MACINTOSH

### Starship Titanic

■ Publisher: **Simon and Schuster** ■ Developer: **The Digital Village** ■ Price: **£39.99**  
 ■ Release date: **on sale now**  
 ■ Players: **1** ■ Requires: **120MHz PowerMac, 32Mb RAM**

**Is there life for Douglas Adams after the successful Hitchhiker's Guide to the Galaxy series?**

■ We like birds, but some people have an unhealthy fixation with them. Douglas Adams does if *Starship Titanic* is anything to go by – it's packed with fowl language. With a gibbering parrot, minced starlings, and countless roast chicken references; *Starship Titanic* could only be the product of a mind that wanders so much it's got an intergalactic passport.

There you are settling down in front of your computer when suddenly the roof caves in and a bloody great spaceship demolishes your living room. The door opens and out hovers a robot which proceeds to explain the game's plot and your role in it. The *Starship Titanic* is a vast space-faring liner on its maiden voyage which, a mere ten seconds in, veered off course and ended up making some unplanned alterations to your house.

Fendible, the robot, asks you to repair the ship as all the robots on board have gone a bit doolaly. No sooner are you inside than the ship takes off again and hurtles off into deep space, leaving you to wander around solving puzzles to get the equipment you need to fix the ship and get home. Talking to parrots and doing strange things with roast chickens figure largely in this scenario.

You navigate around by pointing where you want to go. The graphics are stills interspersed with *QuickTime* movies of you moving from one location to the next, and are detailed, but not as good as *Riven's*. But, unlike *Riven*, there're dozens of characters to interact with, and each character has a distinct personality.

And herein lies the problem. The designers have concentrated too much on the characters and forgotten about gameplay. The puzzles are easy and you'll finish the game quickly, with little incentive to play it again. Despite the apparent size of the ship, there's little to explore, and as a whole *Starship Titanic* is smaller than *Myst*. If you're a big Douglas Adams fan, then *Starship Titanic* is a must, but otherwise buy *Riven* instead. ★★★ **Lindsay Bruce**

# PRIMEVAL PLUMBING

## MARIO EMBARKS ON AN '80s REVIVAL



## GAME BOY COLOR

### Super Mario Brothers DX

■ Publisher: **Nintendo** ■ Developer: **Nintendo** ■ Price: **£24.99** ■ Release date: **on sale now** ■ Players: **1-2**  
 ■ Extras: **Link-up available, Game Boy printer**

**Have small children ever embarrassed you with the question, "Where did Mario come from?" Blush no more, for now you can point them in the direction of this little beauty.**

Oh, what sweet, sweet justice. Just as the Game Boy risks sinking beneath the weight of countless tediously formulaic platform games, the game that grabbed the chalk and scribbled the formula on the blackboard in the first place makes a welcome return. It's 14 years since *Super Mario Brothers* on the NES showed the world how to make a side-scrolling, run-and-jump platform game, and it's high time it re-appeared to remind handheld developers how to do it properly. With the revival of *It's a Knockout*, *Coco Pops* getting their proper name back, and now this, the world seems fair once again.

*Super Mario Brothers'* visible game area has been reduced to fit into the handheld's diddy screen, but otherwise the cracker-sized cart contains a spot-on re-creation of the 1985 original, right down to its curiously brown-hued Mario. It's all wonderfully simple – levels are constructed from regular blocks, the plucky plumber really can only run and jump (and occasionally chuck the odd fireball), and there're less than a dozen varieties of bad guy to flatten. This lack of embellishment enables the spot-on controls and perfect level designs to shine through, demonstrating how much fun can be had simply leaping gaps, gobbling mushrooms, and stomping on dozy turtles.

Of course, it's still not quite enough to justify the 25-quid asking price,

## ↑ Uppers & Downers

### Mario

- Near-identical to its NES forebear
- Uncomplicated, hugely enjoyable platform fun
- Tons of hidden stuff

### Luigi

- Small screen can be restrictive at times
- Retro gameplay won't please fans of graphical frippery
- There just ain't enough of it

hence the generous dollop of bonuses, sub-games and other extras included. There's a teeth-gnashing "You vs Boo" sub-game (where you race a cheeky ghost through each level), a built-in calendar and organiser, the chance to replay each level as a time and score challenge, and a two-player link-up race game. Best of all is the photo album, which gradually fills up with Game Boy printer-compatible snaps as you fulfil

certain criteria such as finding a hidden beanstalk or bopping a fish on the head. Incredibly, the entire sequel to *Super Mario* (which was only released as a stand-alone title in Japan) is also stashed away somewhere.

These little gifts are added value-for-money, but they're also a clever scheme to suck every last delicious drop from the retro gameplay. And when all's said and done, it's the sheer brilliance of the main game that powers *Super Mario Brothers DX*. Whether you're heading down a pipe into a coin-laden hidden room, watching a Koopa Troopa turtle shuffle innocently off a platform to his death, or successfully scooting past the evil mallet-chucking Hammer Brothers, *Super Mario Brothers* is 100% proof gaming pleasure, and has lost practically none of its appeal over time. Game Boy developers of the world, take note. ★★★★★ **Mark Green**

## Or you could try...

**Super Mario Land**  
 Nintendo ★★★★★  
 Another helping of simple graphics, subtle controls and excellent level design.

**Warioland II**  
 Nintendo ★★★  
 Mario's arch-nemesis scampers around mammoth, perfectly polished levels.

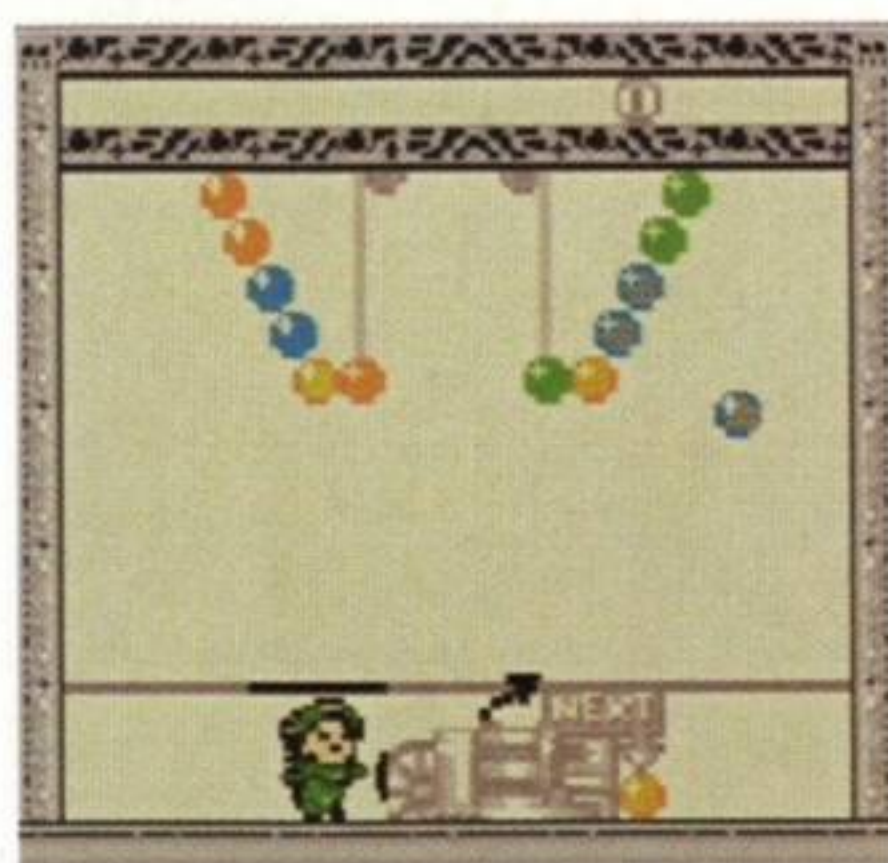


■ The understated, colourful visuals of Mario's world are still superbly functional.

# TITCHY TREASURES

HERE YOU GO SONNY. JUST SLIP IT IN THERE. THAT'S RIGHT...

Bashing his little pocket pleaser until his hands are sore, this month Alex Bickham takes on the might of assorted cowboys, Romans, dinosaurs and wrestlers. But only after discovering that a lot of fun can be had with just balls.



## Bust-A-Move 4

■ Publisher: **Acclaim**  
 ■ Developer: **Taito** ■ Price: **£25**  
 ■ Players: **1** ■ Release date: **on sale now** ■ Extras: **colour only**

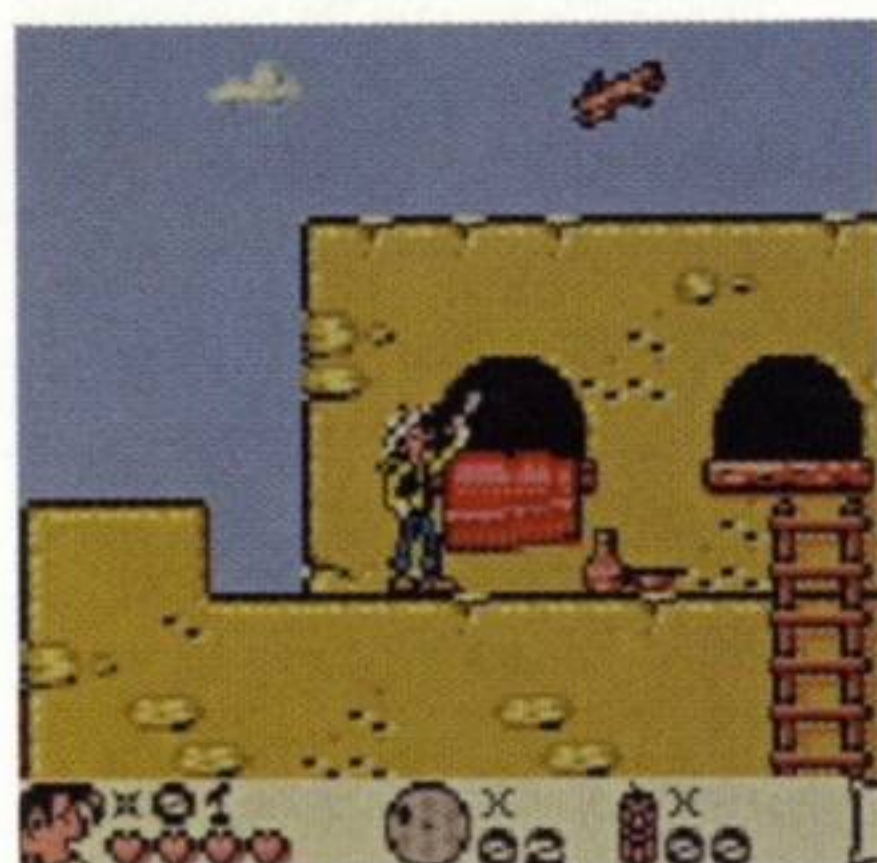
### Forever blowing bubbles.

■ So, *Tetris* can't be bested then, hmm? Sure, it's the best puzzle game ever, and it's all-colour, all-singing all-dancing re-release on the Game Boy Colour may have put it back at the top, but the *Bust-A-Move* series, on the PlayStation and N64, has always stood for fantastic, simple, but immeasurably frantic, puzzler fun.

The Game Boy Colour incarnation sees a continuation in form for this great bubble-bursting genre. The concept is elementary; fire bubbles, of varying colours, at other bubbles. When you join three bubbles of similar hue, they burst, bringing down any bubbles attached to them in the process. Obviously *BAM 4* succeeds – this release is just as moreish as previous console versions.

There are loads of game types to choose from, such as the Challenge game, where you have to complete a set number of screens with as high a score as possible, and the Puzzle game, where each level presents you with a pre-set arrangement of bubbles. There's a certain way to complete each puzzle, and if you manage it under-par so to speak, you earn massive points multipliers.

Another new feature that makes this version more advanced than its console brethren, is that it involves pulley systems to weight the clusters of bubbles. This makes things devilishly tricky, but more challenging. And even though *BAM 4* lacks a two-player mode, it's a cracking puzzler. You won't want to put it down. ★★★★★



## Lucky Luke

■ Publisher: **Infogrames**  
 ■ Developer: **Infogrames**  
 ■ Price: **£25** ■ Players: **1**  
 ■ Release date: **on sale now** ■ Extras: **B&W compatible**

### The wild west gets mild.

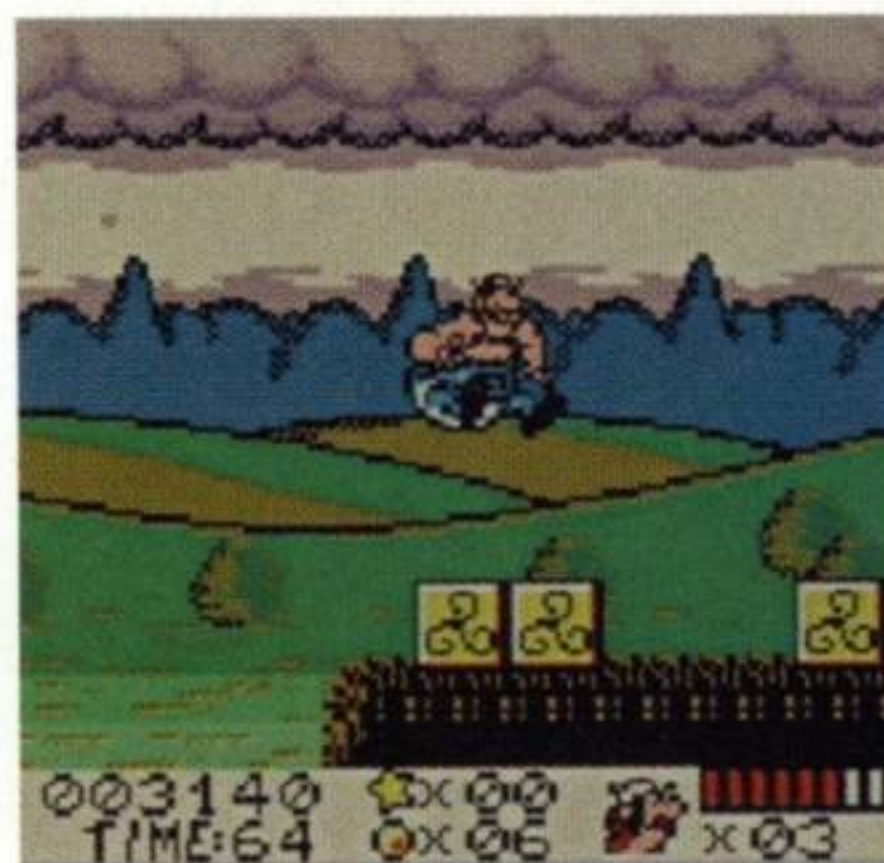
■ If another side-scrolling platformer arrives for the Game Boy, may the skies darken and the wrath of gods ensue. The little handheld is already flooded with such titles. They're unoriginal, they all do roughly the same thing, and they rarely offer more than two hours of uninvolved twiddling.

All right, that's a bit harsh. But every other game for the Game Boy Colour seems to be cast in the platformer mould, and it's time that a bit more gaming action was available for 25 smackers.

Since the days of *Super Mario Bros*, every developer and his dog have knocked out platformer after platformer in an effort to emulate Nintendo's greatness, and very few have succeeded. Unfortunately, *Lucky Luke* is no exception.

It's a pleasant romp, as you skip along the screen, shooting gringo scum, setting dynamite to blow and avoiding the giant man-eating tumbleweed that rolls left and right within neatly set parameters. There are a few good touches, such as shooting a poncho-wearing varmint and watching his trousers fall down, but on the whole, *Lucky Luke* brings nothing new to the Game Boy, apart from some well-produced graphics that show shrewd use of the colour palette.

It may be smooth, polished and free of those irritating bits that plague many platformers, but *Lucky Luke* lacks the challenge that makes you want to keep coming back for more. ★★★



## Obelix

■ Publisher: **Infogrames**  
 ■ Developer: **Infogrames**  
 ■ Price: **£25** ■ Players: **1**  
 ■ Release date: **on sale now** ■ Extras: **B&W compatible**

### He's hard, he's lardy, and he's French.

■ Come back Goscinni and Uderzo, all is forgiven. Why, for the sake of all that's good and wholesome in children's literature, did you stop writing *Asterix* books? They beat Tintin's adventures into a corner with their golden sickle, and earned a place in the hearts of the *Arcade* staff forever.

Inevitably, the Gaulish goons have found their way on to many a gaming platform, but it's been a while since anyone resurrected them. What better system, then, than the Game Boy Colour for a new adventure? In a stroke of bold and breathtaking originality, *Obelix* is a side-scrolling platformer, where you jump around, collect stuff and pummel Romans (before they get a chance to do it to you).

The story goes that the Dastardly Caesar has erected a big wooden palisade around the village of the indomitable Gauls. It's up to Obelix to bust out and collect souvenirs for Caesar from all over the world, the aim being to butter him up so that he'll pull down the fence. To this end, as Obelix you jump around in England, France and points east in an effort to find suitable tributes. But you won't want to do this for long; it's derivative platforming action, and nothing that hasn't been seen before.

The game is very pretty, but overall, *Obelix* is as shallow as a pond and only slightly more absorbing. So as far as Caesar's concerned, it's *veni vidi vici*. ★★



## Turok 2

■ Publisher: **Acclaim**  
 ■ Developer: **Bit Manager**  
 ■ Price: **£25** ■ Players: **1**  
 ■ Release date: **on sale now** ■ Extras: **B&W compatible**

### Turok, or not Turok, that is the question...

■ Joshua Fireseed is the eponymous Turok of the N64 first-person shooters. Their catch-cries were adventure, big guns and dinosaurs. Lots of them. And they were both fantastic games. So how does one downsize a polygon-based state-of-the-art pyrotechnic showcase to Game Boy proportions?

Of course, you can't. There's just not enough poke available. So you do the next best thing – you make a side-scrolling platformer. Add some guns, dinosaurs and half-man, half-beast baddies, and away you go.

The first thing you'll notice is how stupidly difficult the game is. It requires you to make pixel-perfect jumps, or you risk falling on spikes, broken glass and other Turok-piercing tat, some distance below. As the game requires so much jumping, this can be a tooth-grinding experience. Couple this over-zealous perfectionism with the fact that there are some baddies that are impossible to dodge, and that even the lowliest scum can cause you significant damage, and you've got distilled frustration. There were Spectrum platformers better than this.

*Turok* does have a couple of points in its favour. The levels are suitably diverse; there's also lots of it – the game includes enough stuff to keep even the most ardent and irrepressible platform-junkie at it for weeks. But hey! Do you really want to? ★★



## WWF Attitude

■ Publisher: **Acclaim**  
 ■ Developer: **Crawfish Interactive** ■ Price: **£25**  
 ■ Players: **1** ■ Release date: **on sale now** ■ Extras: **B&W compatible**

### Big greasy men in leotards duff each other up.

■ Essentially a scaled-down version of the fantastic *WWF Attitude* for PlayStation and N64, this is an attempt at a Game Boy beat-'em-up – hardly a genre with a star-studded history. With *Mortal Kombat 4* as it's main bruiser, our pocket pal is undernourished in this department. The thing is, running on a beefed-up Z-80 processor (the same little bit of chippage that helped the ZX Spectrum to shine), there's no reason for this absence – the Game Boy's more than capable of handling a good fighting game. *International Karate* or *Way of the Exploding Fist*, anyone?

Acclaim has sort-of managed to pull one out of the bag here, though. Game Boy *Attitude* was never going to be as hot as the N64 or PlayStation versions, admittedly, but still, it ain't half bad. The graphics are beefy enough to offer some presence, there are a few tasty throw and tackle moves, and you generally get to give the other guy a good thumping and feel satisfied with it.

There are a couple of irritating bits, that hold it back from being a little corker, though. When you get slapped down, it's impossible to get off the floor again. Also, there's too much emphasis on simple punches, when there should be more special moves. Still, it's not a bad old lark and, with luck, one that'll prompt retorts from rival publishers. ★★★★★

WHICH  
ONE'S BEST?  
NON-SONY  
PLAYSTATION  
JOYPADS



## Dual Impact Analogue Joypad

■ Price: **£15** ■ Available from: **Nu-Gen/Planet on 01992 707407**

■ This controller has a shape which – on the plus side – will avoid litigation from Sony. However, it looks like an ordinary joypad that has been feasting on pies and bulged out in all the wrong places. Ignore this, though, and you'll find the Dual Impact Analogue Joypad is the most comfortable to hold of the pads reviewed here. The buttons are well spaced and the D-pad is accurate, fluent and easy on the thumb. Sadly, the function buttons are sticky, stubborn and make for a timelag between your action and the on-screen reaction. But for this, it would be a fine purchase – retailing at only £15. ★★★



## Analog Station Shock 2

■ Price: **£18** ■ Available from: **Guillemot on 0181 914 1940**

■ No prizes for originality in terms of shape, although grasping the Analog Station Shock 2 for the first time, the "handles" felt a little small. And don't say that *Arcade* treats these things flippantly, because we discovered that – in comparison with Sony's official controller – the stems of Guillemot's product proved to be almost a centimetre shorter. Intriguing.

Otherwise this proved to be a fine joypad, with a pleasing "grippable" finish and good analogue controls. The D-pad isn't the best we've ever seen, prioritising comfort over accuracy, but overall this is a reasonable purchase. ★★★



## Softtouch

■ Price: **£15** ■ Available from: **Wild Things on 01222 755774**

■ Another pad utilising that "rubbery" plastic finish that feels lovely to hold. A little ambitiously, Wild Things refers to this texture as a "smooth and velvety" – it also has a distinctive smell, should you ever feel the need to sniff your controller. Now, a joypad finished in real velvet would be a thing to behold. The crimson colour is a new one to the world of joypads and not entirely unwelcome. Let's hope there's a purple version available, too.

Aesthetics aside, the Softtouch is a solid and reliable but its shape makes it awkward to use. With some practice, your hands may adjust to the position required to manipulate D-pad and shoulder buttons together, but it's not really worth the struggle. ★★

## Analogue Controller Plus

■ Price: **£18** ■ Available from: **Joytech on 01525 852900**

■ A heavier and more cumbersome controller it is difficult to imagine. If you wanted to trim your nails you wouldn't use a pair of shears and if you wanted a dancing partner you wouldn't choose Stone Cold Steve Austin. Similarly, you wouldn't bother with this unnecessarily weighty joypad because its size would tend to suggest that it plays with the comfort and precision of a herd of elephants. And you'd not be wrong.

The interesting layout of the function buttons is annoying and inaccurate, and the D-pad is thoroughly weedy. Befitting from its bulk, the Dual Shock feature of the Analogue Controller Plus is like holding a pneumatic drill, but – rather pathetically – it makes the function buttons rattle furiously in their loosely fitting sockets. ★



## ★ OUR CHOICE

### Double Impact Kick Back

■ Price: **£18** ■ Available from: **Wild Things on 01222 755774**

■ Of course, ultimately a real Sony joypad is the best option. But if you want something that's almost as good and a couple of quid cheaper then we recommend this copycat pad.

Wild Things has opted for its own design and the transparent casing of the Double Impact is rather attractive – instructive even, if for some reason you're interested in circuit boards. The silver finish on the buttons makes them look as though they've had a quick going over with spray paint and the shoulder buttons rattle in their sockets, but – bar that – this is a good, solid joypad. ★★★★★



### ShockHammer Dual Shock Pad

■ Price: **£20**  
■ Available from: **Thrustmaster on 01276 609955**

■ A highly original design which actually manages to be perfectly ergonomic in its own way. This is more reminiscent of the official Dreamcast controller than anything else and the heel of your hand comes right over the side of the rubber grips, making for a particularly intimate and comfortable position. The analogue sticks then rest perfectly beneath your thumbs and even the shoulder buttons – which are often a thorn in the side of original pad layouts – are sensibly positioned. We found this design especially suited to the rapid action combos of beat-'em-ups.

The cool electric blue finish makes for a refreshing change from the dull grey efforts that usually clog up these pages. ★★★★★

ALSO ON SALE THIS MONTH



### Formula Charger

■ For: **PC** ■ Price: **£35** ■ Available from: **Thrustmaster on 01276 609955**

■ Essentially, this is a re-release of Thrustmaster's Formula Sprint wheel, an office favourite that we awarded four stars back in issue one of *Arcade*.

It's basic: there's no Force Feedback, no pedal board and no fancy space-age casing. Frankly, though, these extra features are often irrelevant – many wheels that have them often drive like pig shit. The

Formula Charger most definitely does not fall into that category, however. Few smoother and more accurate wheels are available for PC and this does everything you need for £35. When the price of PC steering wheels has broken the £150 barrier (pretty ridiculous considering you could buy four or five top racing titles for that amount), the Formula Charger gives you all you really need for a fraction of the expense. A simple, but effective, desk-clamping arrangement and the most straightforward installation process in history are only further bonuses. ★★★★★



### Pro Shock Arcade Joystick

■ For: **PlayStation** ■ Price: **£30**  
■ Available from: **Blaze/Fire on 01302 325225**

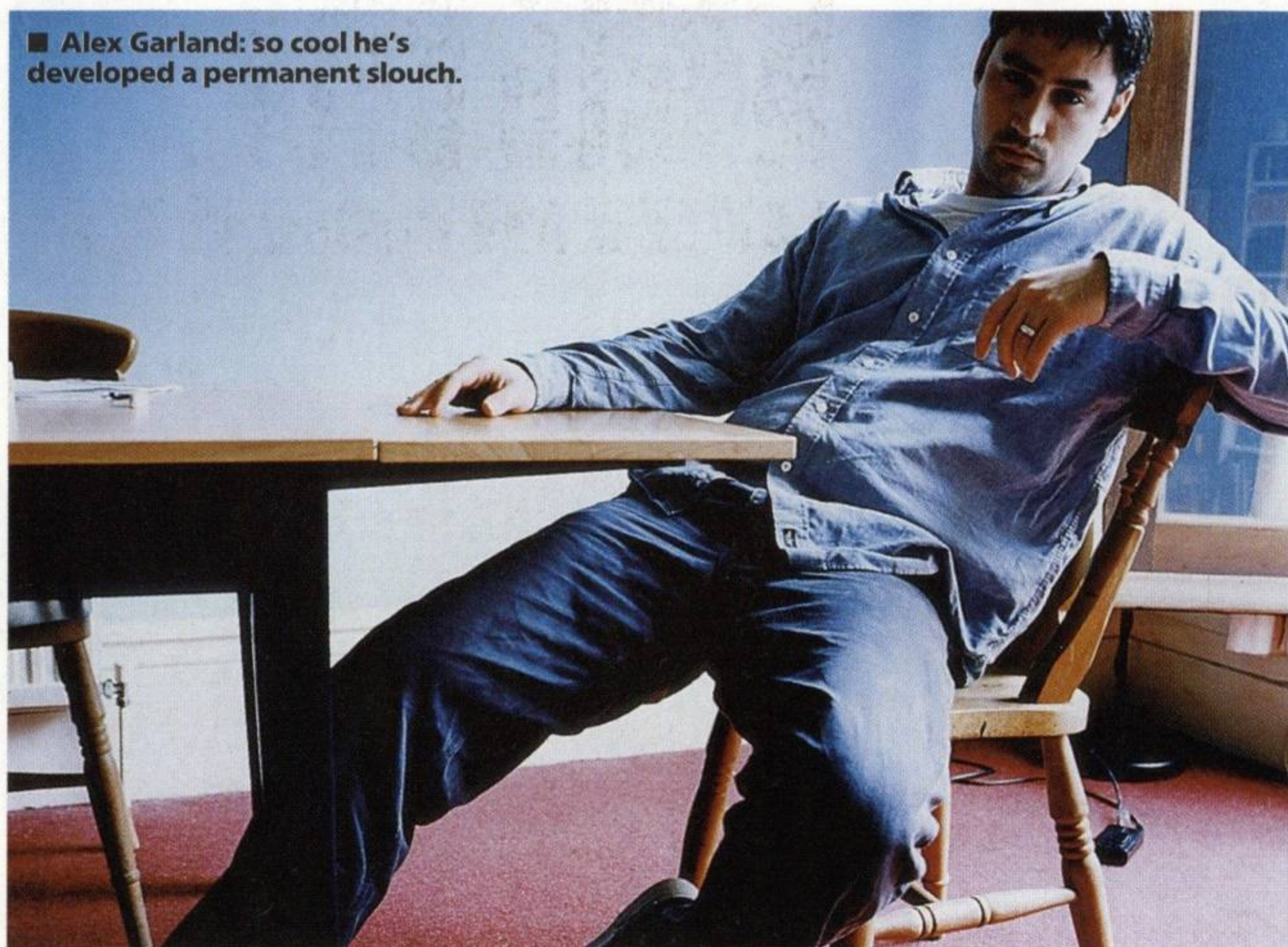
■ Everyone dreams of having a coin-op in their home, but unless you wish to unduly trouble your bank manager (or you get lucky in last issue's *Space Invaders* competition), you're stuck with a PlayStation and a telly. Add a few cigarettes burns to this arcade joystick, however, and at least you'll be able to fantasise with greater accuracy.

Although the joystick is unfashionable in console game circles these days, there's still no substitute when playing beat-'em-ups. As all the function buttons are situated on one big, flat surface, those tricky combos are within easy reach as you waggle the joystick with gay abandon. If in doubt, just hit all them at once with your fist. Thankfully this stick is made to take a battering, and if your game is Dual Shock-compatible, it'll even growl back at you.

If you aren't a *Street Fighter* fanatic or if *Tekken* doesn't tickle your fancy, the Pro Shock Arcade Joystick is just another pointless accoutrement. For arcade fighting masters, though, it's the business. ★★★★★

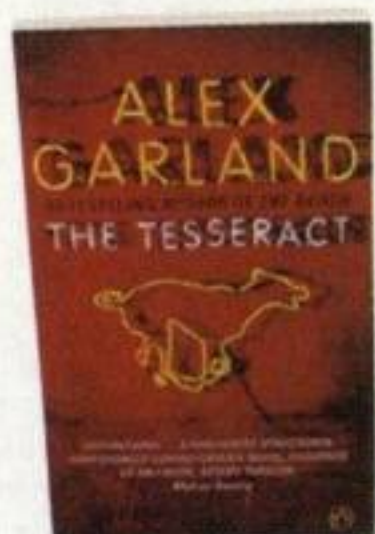
## Book of the month

■ Alex Garland: so cool he's developed a permanent slouch.



# MANILA ICE

## BRIT COOL MEETS FILIPINO FIRE



### The Tesseract

■ Author: **Alex Garland**  
 ■ Publisher: **Penguin**  
 ■ Price: **£5.99**  
 ■ ISBN: **0-140-28353-6**

Right now Alex Garland is probably the coolest owner of a word processing package in Britain. *The Beach* was one of the debut novels of the decade, a compelling story that managed to encapsulate and then transcend the idea of the youth novel in one swoop. Garland – a former comic novelist – is a sponge for the cutting-edge culture of music, movies and videogames but, unlike many of his contemporaries, he doesn't feel the need to win hip points from his readers. Instead, his unerring cultural awareness spills over naturally into his sharp, speeding narratives.

*The Tesseract* was released in hardback last year when it drew critical comparisons to Graham Greene and JG Ballard. The paperback is its ideal format, however: you can stuff it in your pocket and pull it out for train journeys. For four dreary hours between (say) Bath and Manchester you're transported to the burning, windless streets of Manila where wiry street kids trail besuited gangsters in black BMWs.

It begins in classic thriller territory: the itchy paranoia of a lone Englishman, holed

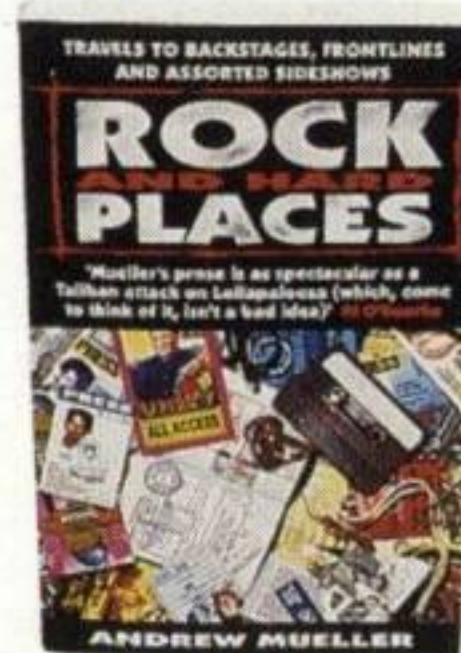
up in the crumbling room of a hostile backstreet dive, awaiting the call of the ruthless *mestizo*. Yet Garland's writing is never brutal – between the gunshots, each character is sketched with compassion. The story interweaves with that of Rosa, a hospital doctor who has made the transition from poor fishing community to middle class suburbs, although she still carries mental and physical scars from her past. Finally, there're Vicente and Totoy, two homeless teenagers who sell their dreams to a wistful psychology student.

These three scenarios wind together in a violent conclusion, a few seconds of frantic action gradually revealed as if shot in slow-motion. The book's genius is in the clues and hints it drops, prompting the reader to make all kinds of links between the novel's disparate characters beyond simple circumstance, though the solution remains elusive.

Danny Boyle and DiCaprio may have *The Beach* movie sewn up, but having already written a BBC screenplay for *The Tesseract*, Alex Garland is holding an even greater prize. ★★★★★ **Sam Richards**

### Rock and Hard Places

■ Author: **Andrew Mueller**  
 ■ Publisher: **Virgin**  
 ■ Price: **£9.99**  
 ■ ISBN: **0-7535-0396-4**



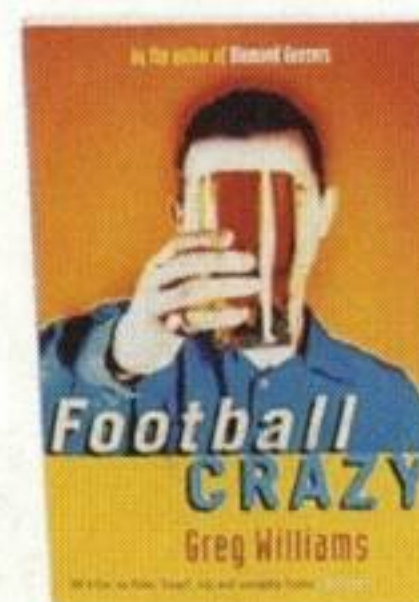
While this is a transparent attempt by a rock hack to boost his bank balance by collecting a decade of magazine articles and re-selling them in book format, *Rock and Hard Places* is actually very good. Andrew Mueller is an ex-pat Australian journo, best known for dribbling through the pages of *Melody Maker*. *Rock and Hard Places* is ostensibly a series of pieces about bands on tour, but the typical personality profiles are often eschewed in favour of Mueller's crisp observations about the circus that accompanies them. The chaotic events surrounding Def Leppard's gig in a Moroccan cave, for example, are a great deal more interesting than the permed Sheffield grinders themselves.

Interspersed with the music are thoughtful pieces on Iceland, Afghanistan and the rehabilitation of the Baltic states. If you can stomach the chapter heading puns (Make it Tbilisi on Yourself – ouch!), this is an enlightening read.

★★★★ **Sam Richards**

### Football Crazy

■ Author: **Greg Williams**  
 ■ Publisher: **Fourth Estate**  
 ■ Price: **£6.99**  
 ■ ISBN: **1-85702-978-2**



Like olive oil and mineral water, football and literature very rarely mix. Okay, there was a bloke called Dickens who played for West

Ham a while back and Irvine Welsh has been ejected from games with the worst of them, but that's almost as far as it goes. So this footie-obsessed follow-up to the successful *Diamond Geezers* from journo-turned-novelist Greg Williams is trading some unfamiliar ground.

The novel's misunderstood and mildly psychotic protagonist is Lee Sweeney, a borderline alcoholic who also happens to be the best footballer England has produced in a decade. In and out of the papers for alternatively all the right and all the wrong reasons, the novel tracks Sweeney's vodka-fuelled plummet into tabloid martyrdom. In turn seedy, well-observed and very funny, the author appears to know his subject very well.

*Football Crazy* isn't merely a game of two halves: it goes the full 90 minutes and is entertaining throughout. ★★★★★ **Gary Tipp**

### The Big Con

■ Author: **David W Maurer**  
 ■ Publisher: **Century**  
 ■ Price: **£14.99**  
 ■ ISBN: **0-712-68410-7**



Some villains rely on brutality and intimidation for their ill-gotten gains, while others put their trust in the barrel of a gun. But, hey, where's

the fun in that? *The Big Con*, written in 1940 and criminally out of print for 50 years, deals with a far more refined and less savage breed of law-buster, as the author Maurer invites you to take a peek into the duplicitous world of the confidence trickster.

This classic inside story of the underworld swindler was the chief source of inspiration for the 1973 movie *The Sting* (starring the smug coupling of Robert Redford and Paul Newman), but don't let that discourage you from this glorious slice of not-so-distant American criminal history. With bags of atmosphere and insight *The Big Con* reveals the sleights of hand and tongue behind the swindlers' amazingly complex scams. Indeed it's hard to resist a book that deals with platinum rogues who go by the names of the Seldom-Seen Kid, Limehouse Chappie and Larry the Lug. The perfect grift. ★★★★★ **Gary Tipp**

### Star Wars Episode 1: The Phantom Menace

■ Author: **George Lucas, adapted by Henry Gilroy**  
 ■ Publisher: **Titan**  
 ■ Price: **£9.99**  
 ■ ISBN: **1-84023-025-8**



Don't think for a minute that you are as sick as you can be of *Phantom Menace* spin-off merchandising. The pants, the ice-cream, the Lego, the lightsabers – the deluge is only just beginning.

This is the first comic based on the story by George Lucas and it's adapted by Henry Gilroy (the man responsible for *Sister Mask*).

It's a simple premise: all four of the *Phantom Menace* comics – bought to life with the help of Rodolfo Dimaggio and Al Williamson. The story runs in a single thread and takes you, cursorily, through the plot of the Very First *Star Wars* Movie Ever™. All the major players are here: Qui-Gon Jinn, Obi-Wan Kenobi, Queen Amidala, Anakin (Darth) Skywalker and, of course, the detestable Jar Jar Binks.

However at £10, it's still pricey. It's unfortunate, but the efforts of Industrial Light & Magic are – obviously – lost in the translation. ★★★ **Emma Parkinson**

**Red Hot Chili Peppers**

Californication  
Label: Warner Bros

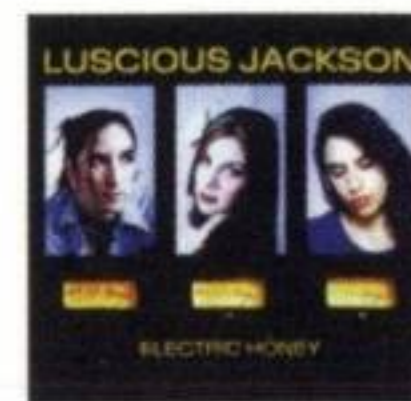


The socks may no longer be on the cocks, but the Red Hot Chili Peppers are still up to their old tricks. The band responsible for the odious phenomenon of funk metal returns with a familiar concoction of slap bass, macho riffing and remedial lyrics. If the worst album title of the year isn't enough to put you off, rest assured that "Purple Stain" is every bit as repellent as it sounds.

Throughout *Californication*, they labour under the delusion that they are Led Zeppelin and the Beastie Boys rolled into one. On a couple of misguided, baroque acoustic tracks, with Kiedis and the boys harmonising furiously, they almost convince themselves they're The Beatles. The posturing jocks are none of these things. Popular girl bands: please refrain from covering Red Hot Chili Peppers songs in future so they can skulk back to California and expire quietly. ★

**Luscious Jackson**

Electric Honey  
Label: Grand Royal



Since the band's inception in 1991, Luscious Jackson have been one of the most easily marketable concepts in rock. A posse (now a trio) of undeniably

sassy ladies, mixing beats and guitars in a punky lo-fi manner even before Beck made it desperately fashionable, and the first signees to the Beastie Boys' label, Grand Royal. Luscious Jackson have made good on their potential by releasing deliciously groovy singles, and "Ladyfingers" and the sprightly "Nervous Breakthrough" are no exception.

Sadly, things go downhill for the Jackson 3 as the same melody is passed like a baton from track to track, with few deviations from a snoresome midtempo groove.

*Electric Honey* is little more than background music for a vaguely hip clothes store. Luscious Jackson have delivered another baby with "cool" stamped on its arse, but a hole where its heart should be. ★★

**Jamiroquai**

Synkronized  
Label: Sony S2



Damned to live forevermore as the Twat in the Hat, Jay Kay has still given little reason for us to afford him respect. Apart from dating Renaissance woman Denise Van Outen, obviously.

If we're going to talk muso – and Jamiroquai would certainly like us to – *Synkronized* sees the band moving away from jazz and further towards a disco-funk sound. "Canned Heat" is undoubtedly a "booty shaker", and stand-out track "Black Capricorn Day" incorporates a classic showband soul call-and-response theme into proceedings

without becoming cloying. The same can't be said for most of the record, which deferentially retraces the path taken by many an average Earth, Wind & Fire copyist 20 years ago.

Jay's voice becomes a thinner facsimile of Stevie Wonder with every passing release, and here the tunes dry up halfway through the record. The entirely anodyne "Where Do We Go From Here?" becomes a fitting epitaph. Back to your mansion, your Ferrari, your celebrity shag and your hat collection, we suppose. ★★

**Sasha**

The Xpander EP  
Label: Deconstruction



The strong temptation for your hands, on first hearing Sasha's *The Xpander EP*, is to start waving in the air. And for a mini-album from one of the most famous club DJs in the business, this is A Good Thing.

Title track "Xpander" wastes little time getting on with it, cranking in with its celebration of life chorus within two minutes of its 11-minute journey, taking you to whichever particular Heaven you fancy. "Belfun" is a bassier affair, but the hook still sticks, while "Rabbitwee" and "Banja" are typical comedown classics. It may only boast four songs, but *The Xpander EP* sums up the Largest of Weekends™ in 45 minutes of musical genius, hangover, come down, and all. ★★★★★ **Rich Pelley**

**Album of the month**

**WORLD BETA**

A STRANGE AND WONDERFUL TRIP



Rolling against musical sanity and facial tidiness.



**The Beta Band**

The Beta Band  
Label: Regal

So, how to describe a group that's defiantly indescribable? The Beta Band take every musical genre of the century, roll them together into a ball and push the lot through a grinning Play-Doh head. Take the curtain-raising "Beta Band Rap", which begins with a circus cacophony, develops into a low-slung rap about the minor details of the group signing to their record label and concludes with each member of the quartet performing an Elvis impersonation. Incredible.

The Beta Band song is built around a loose, dubby, acoustic groove, boosted by a bizarre armoury of samples and orchestrated by anything which comes to hand. Locked into the hypnotic patterns of, er, "Brokenupadingdong" you suddenly become aware that an entirely different set of instruments are being played compared with two minutes previously. Or that the original musicians have been replaced by a steel band.

But are they just being silly? Are they making it up as they go along? Is dressing as Mexican banditos or Himalayan dignitaries in photoshoots a sensible way to carry on? The stern expressions of every band member make it impossible to decide, but the peaks and troughs of euphoria and disquiet explored here render all accusations of taking the piss irrelevant. The Beta Band are light years off the radar, but in a glorious universe of their own. ★★★★★ **Sam Richards**

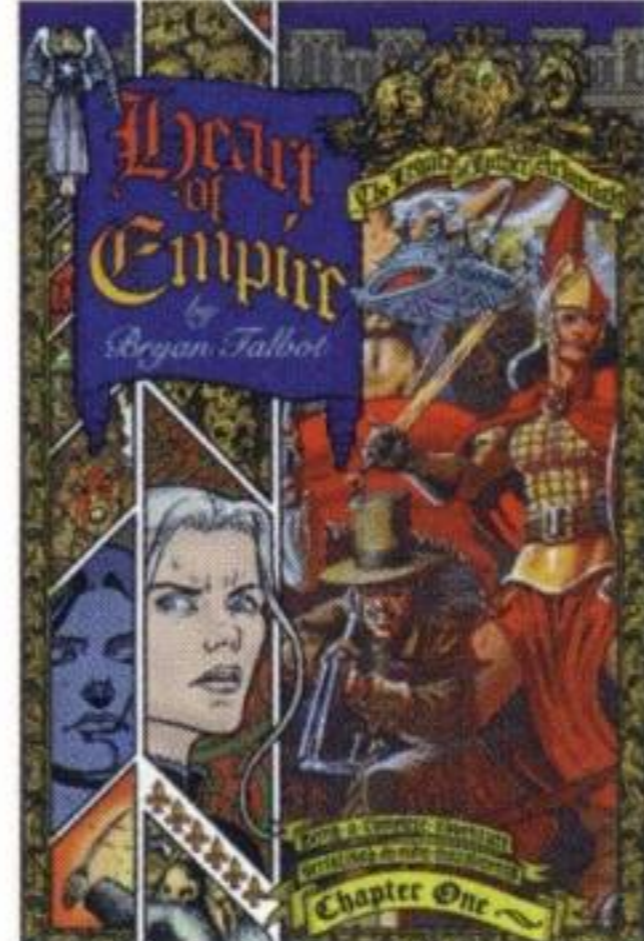
**Comic of the month**

**YESTERDAY'S NEWS?**

**Heart of Empire**

Creator: Bryan Talbot  
Publisher: Dark Horse Comics

One of science fiction's many little backwaters is a sub-genre generally known as "steam punk" – tales of an alternative present or future in which the social structure and technology of the Victorian era never went away. It's a theme comics return to every now and then – *The League of Extraordinary Gentleman* (Arcade 7) counts – but the major work has, until now, been Bryan Talbot's *The Adventures of Luther Arkwright*, an ambitious retro-future adventure epic involving multiple parallel universes, political intrigue,



and a defence of the British Empire. First published in the '80s, it was involving and confusing, clearly influenced by the works of Michael Moorcock, and reckoned to be something of a classic.

And now, 20 years later, here's the sequel. Arkwright is dead, but his legacy lives on, and *Heart of Empire* (a

nine-part series) looks set to weave just as Machiavellian a web as the original. The big difference? Talbot, the draftsman, has come on in leaps and bounds.

Then his work was dark, heavily cross-hatched, over-rendered to disguise the odd anatomical inaccuracy; now it's bolder, cleaner, more sure

of itself. The writing, while just as complex, is cleaner too. What hasn't changed is his sky-high ambition. If you want a comic with some real meat, you know where to come ★★★★★ **Matt Bielby**

**Millennium Jukebox**

Videogame music is all well and good, but we'd rather listen to this lot

**Missy "Misdemeanor" Elliott**  
**She's a Bitch**

■ Boom box-blasting, booty-shaking girl power assault. We like 'em raw.

**The Webb Brothers**  
**Beyond the Biosphere**

■ Swoonsome rock of the most classic variety. Made by daleks, danced to awkwardly by Arcade.

**TLC**  
**No Scrubs/Creep**

■ Sultry and superb – more ladies giving it to us straight. Mmmm.

**Various African Funksters**  
**Club Africa**

■ Top jazzy '70s afrobeat comp which got us all planning Kenyan holidays.

**The Flaming Lips**  
**The Soft Bulletin**

■ We've just decided this

is the best album of the year so far. So there.

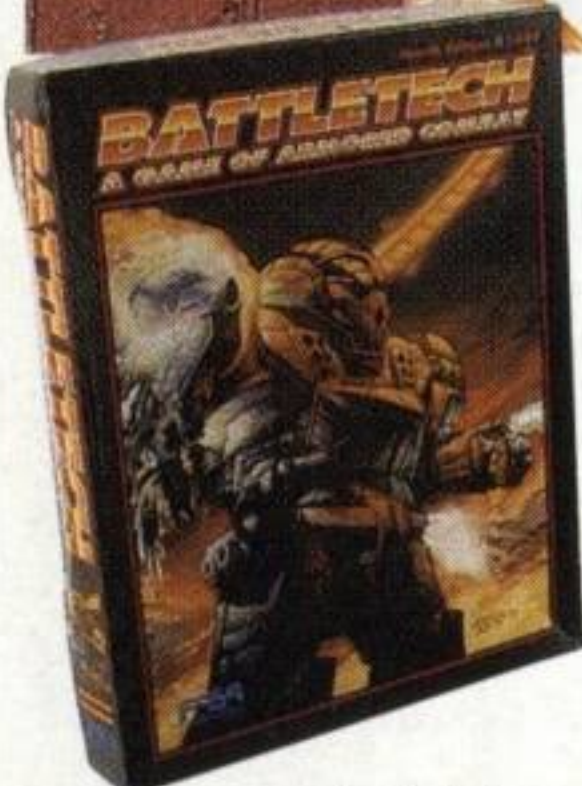
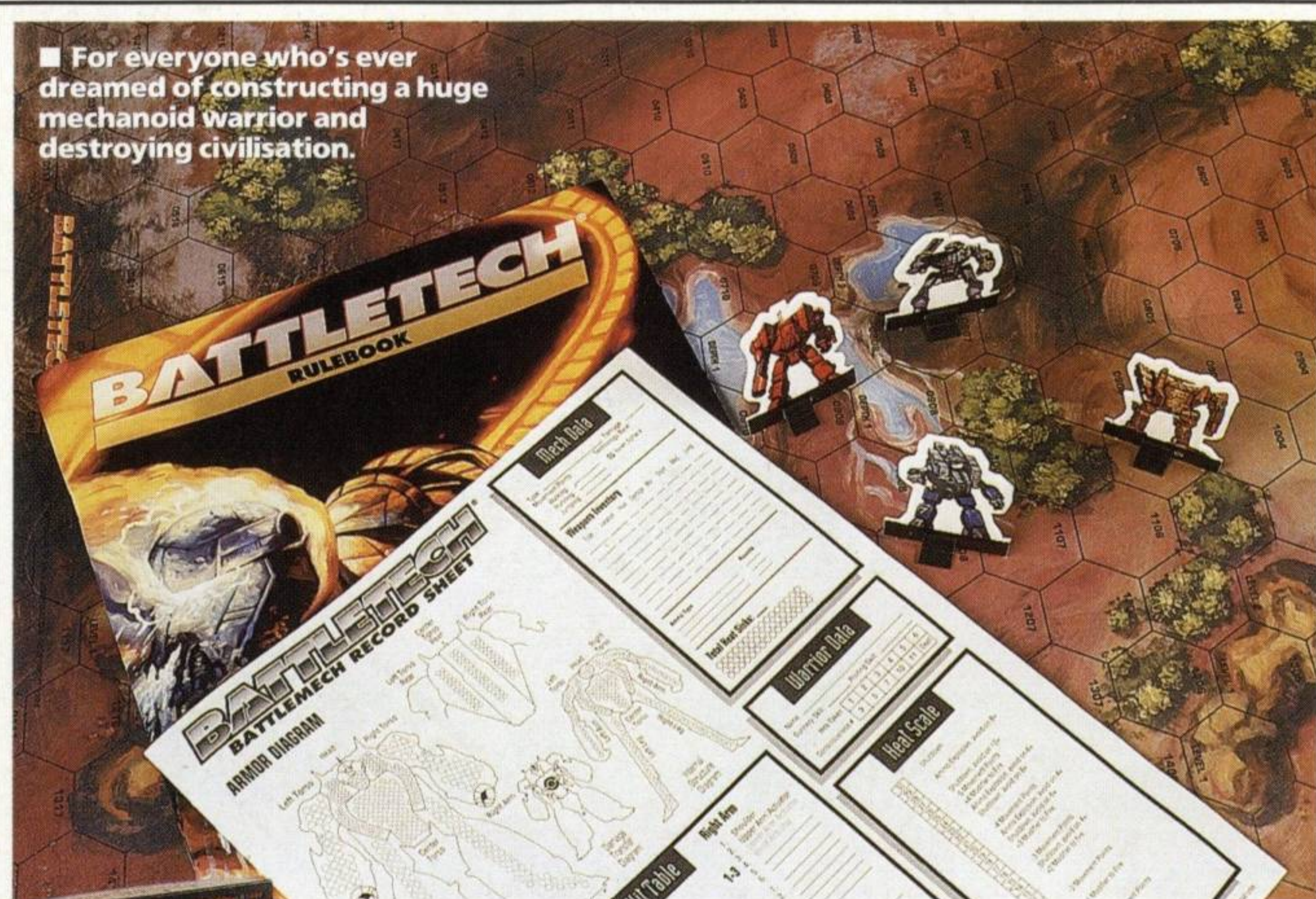
**James Taylor Quartet**  
**Theme From Starsky and Hutch**

■ What we're all unconsciously humming while playing *Driver*.

**Johnny Cash (with June Carter)**  
**If I Were A Carpenter**

■ Not a month goes by without having to endure one of Neil's "specials".

■ For everyone who's ever dreamed of constructing a huge mechanoid warrior and destroying civilisation.



## ROBOT WARS IT TECHS TWO TO TANGLE

### Battletech

■ Publisher: **FASA** ■ Available from: **Esdevium Games on 01252 326116**  
 ■ Price: **£17.99** ■ Release date: **on sale now** ■ Players: **2 or more**

**F**ancy yourself at the controls of a huge robot with enough fire power to level a city? Are you intrigued by the idea of getting "involved" with other massive robots as you struggle for power in a war-torn 31st Century universe? Then *Battletech* is for you.

A cult classic, *Battletech* inspired the PC game series *MechWarrior*. This, the fourth edition, was originally released a couple of years ago; and it's now back, with myriad add-ons and expansions.

*Battletech* is a table-top game that comes with a map,



figures, dice, character sheets and a comprehensive but clear rules book. The complexity of the game seems daunting at first, but as you get into it you begin to realise how clever and, more importantly, exciting and fun *Battletech* can be.

How does it work? It's basically a turn-based game: first you steer and position your huge death mechs, and then start attacking your opponents with the vast array of weapons at your disposal. The dice play makes combat exciting, but everything is done in an orderly fashion. The object of the game is, naturally, to win the battle and with luck pull off a "death from above" move along the way.

This combat-based tactical board game, though complicated, is one of the best of its kind and worth giving a whirl. And fear not: you don't need an anorak to enjoy it.

★★★★ **Gideon Kibblewhite**

## CYBER MOUSE RODENT IN SURFING SHOCKER



### Web Racer mouse

■ Available from: **Kensington Computer Supplies on 0800 252359**  
 ■ Price: **£50**  
 ■ Release date: **on sale now**

It's not often you'll find us raving about a mouse – they're not usually the most exciting of things. A vaguely oval piece of beige plastic with one or two buttons doesn't normally get our hearts a-pumpin'. But then, the Web Racer is no ordinary mouse. It is designed to speed up your Web browsing, and is covered with all manner of buttonry to do just that. First, there are designated buttons that replicate the on-screen Back, Forward, Reload, Stop, Print and Scroll buttons. Then there are six "hotkeys" which you can assign to your favourite sites, meaning that footie results, gaming tips or Japanese porn are never more than a button-press away. There's an e-mail button, too, which launches your browser's mail interface, and you get a dinky on-screen keyboard available on the LCD, so you can enter short messages without even reaching over to the real keyboard. Top stuff, although whether it's any cop for playing *Half-Life* we can only guess. ★★★★★

## BEWARE OF THE DOG THE COWARDLY CANINE CRIME FIGHTER RETURNS

### Scooby Doo Room Guard

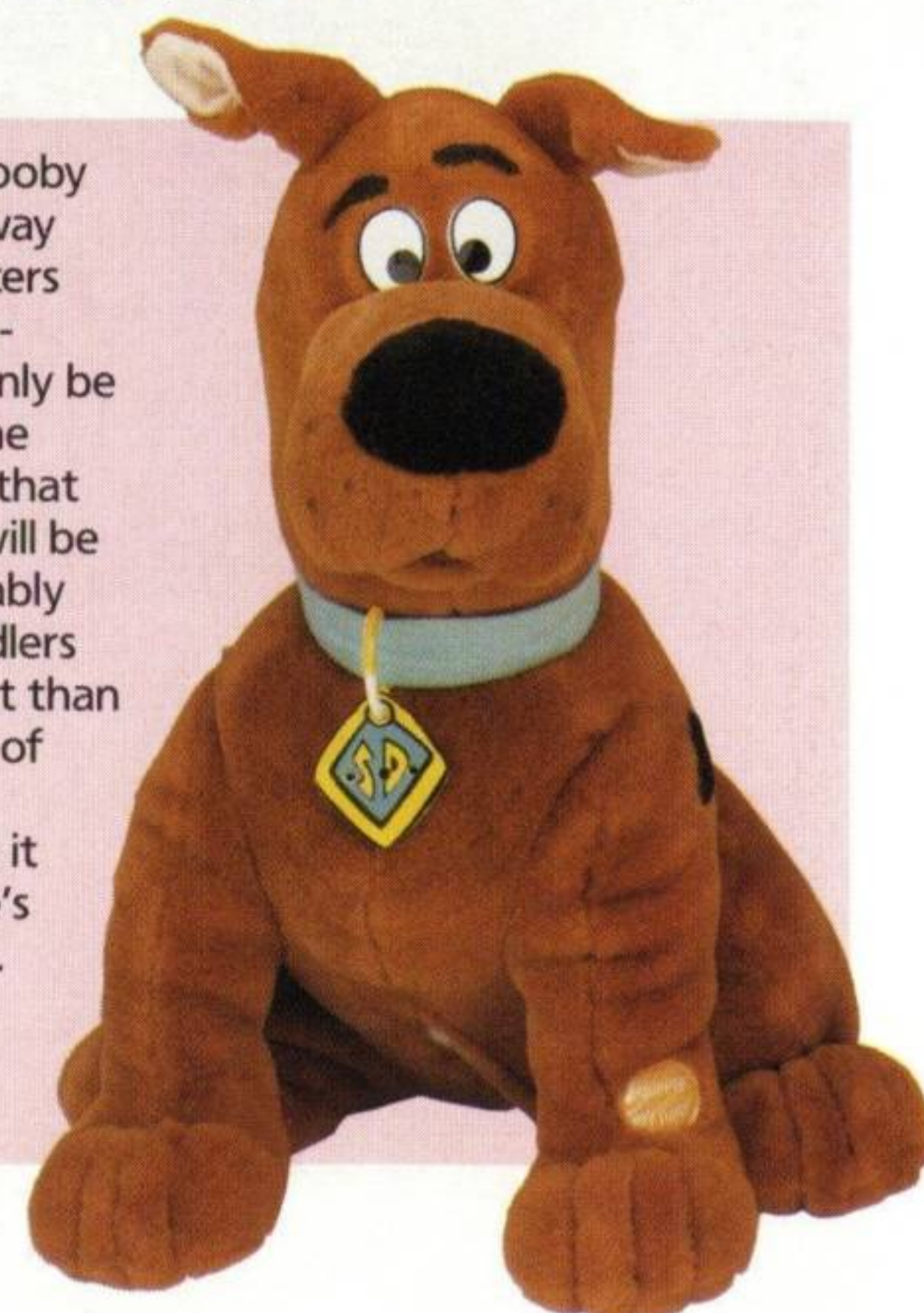
■ Available from: **Toy Options on 0161 633 9800**  
 ■ Price: **£25**  
 ■ Release date: **on sale now**

■ Scooby Dooby Doo, we love you – indeed we do. For many, many years, the cowardly canine and his gang of "pesky kids" have been accidentally unmasking errant museum curators. Shaggy's face still beams out from students' T-shirts everywhere, and this writer still gets stick for fancying

the little dark one with glasses and not the foxy redhead. But that said, you're wondering why we've got a cuddly toy on the gadgets pages, aren't you? A-ha! That's because this is no ordinary lifeless furry friend – it's also an amusing, if somewhat ineffectual burglar alarm. Hidden inside is a light sensor that

detects movement; set Scooby to stand guard by a doorway and as soon as anyone enters the room, he'll emit a high-pitched screech that can only be deactivated by entering the correct code number. Not that your insurance company will be too impressed as it's probably more use for keeping toddlers out of the crockery cabinet than it is for serious deterrence of stripey-jumpered, nasty thieving types, but we like it anyway. Just be glad there's not a Scrappy Doo version.

★★★ **Russell Deeks**





# COMPACT IMPACT

## PORTABLE SOUNDS FOR DISC GENERATION

Train, plane and bus journeys can be incredibly boring. What you need to relieve the tedium – according to Russell Deeks of *T3* magazine – is a decent personal CD player. A spot of tuneage will make your trip simply fly by.

### XP-770

- Available from: **Aiwa** on 0990 902902
- Price: **£90**
- Release date: **on sale now**

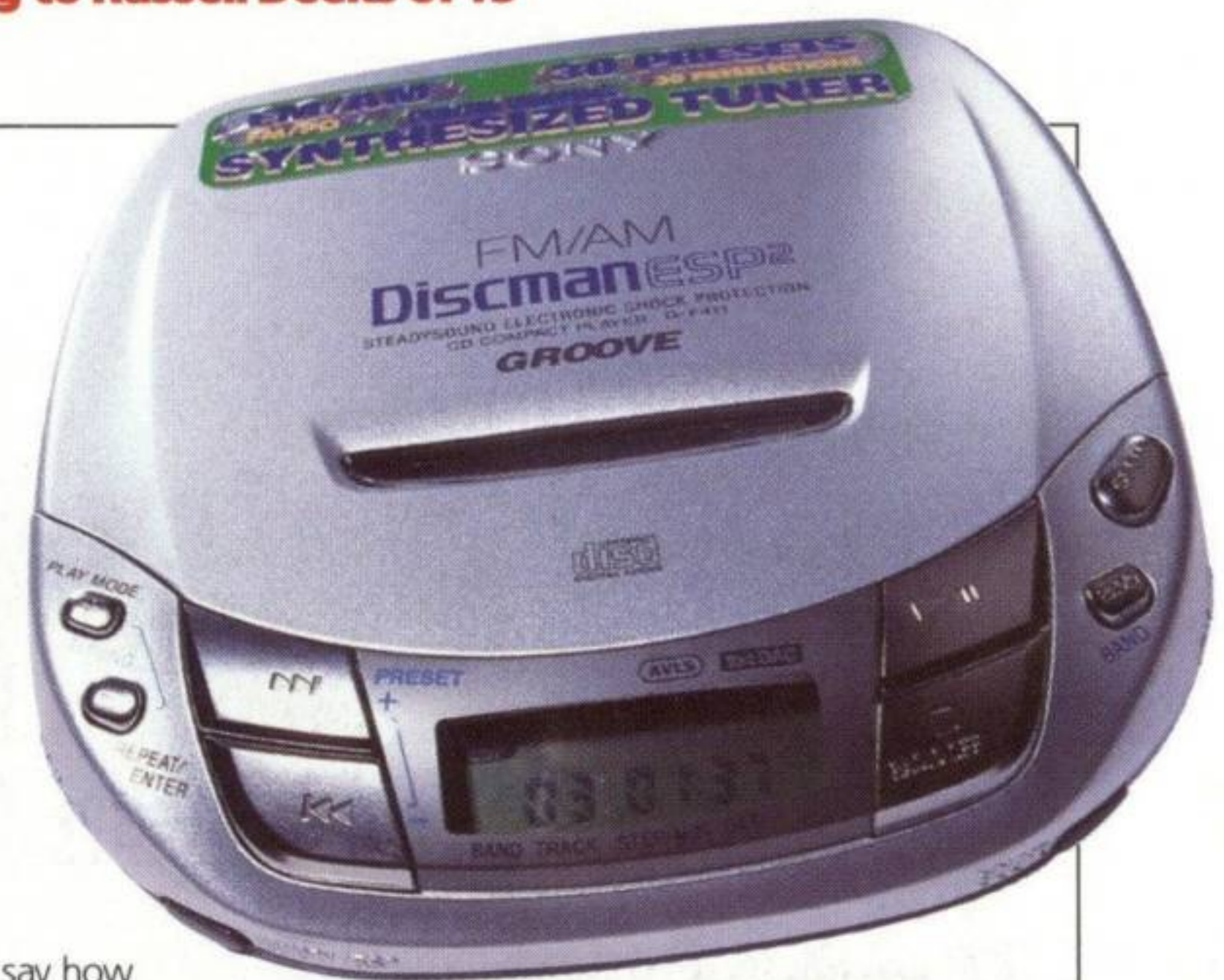
■ The one grumble we've got with a lot of personal CD players is that, while the sound quality is usually pretty respectable, you quite often just can't get the damn things to go loud enough. So top marks to Aiwa, because its XP-770 offers reasonable volume as well as perfectly listenable (albeit not quite fantastic) sound. It's got three playback modes (single, random and repeat play), and you can pump up the bass with Aiwa's DSL (Dynamic Super Linear) system. Nasty jumps and skips are eliminated thanks to its 20-second anti-shock memory, and it looks pretty cool, too – kind of like the Starship Enterprise's music-mad young cousin. Not too pricey, either. ★★★★★



### Discman D-F411

- Available from: **Sony** on 0990 111999
- Price: **£130**
- Release date: **on sale now**

■ Given that with the Walkman, Sony practically invented personal audio, you'd expect the company to have mastered such things by now. The D-F411 gives you no reason to doubt that. It's the only player here that can be cranked up *too loud*, which is reassuring. The sound quality's good, too. There's a perfectly functional anti-shock memory (although, bizarrely, Sony doesn't say how many seconds' worth – we reckon about 30), and a built-in AM/FM tuner that offers reasonable reception and 30 station presets. In fact, the only reason the D-F411 isn't getting full marks is that the remote only accepts Sony's proprietary headphones jack, so you're stuck with the nasty in-ear 'phones that come with it. ★★★★★



### ★ OUR CHOICE

### DPC-997

- Available from: **Kenwood** on 01923 816444
- Price: **£180**
- Release date: **on sale now**

■ Let's start by saying that this isn't the best-looking personal CD player we've ever seen. The design is clumsy and, for some reason, reminds us of mah-jong tiles. It's still the best player here though. Why? Well, there're a hefty 40 seconds of anti-shock memory, four playback modes (single, repeat, one-track repeat and random) and a bass-boost function that passes its eardrum-flapping exams with flying colours. But several of these players boast such features – what makes the DPC-997 special is that it sounds great. What's more, you can actually hear it properly, because instead of the usual horrid little in-ear headphones, the DPC-997 comes with full-ear, noise-cancelling jobs. Top marks. ★★★★★



### CDP-905CR

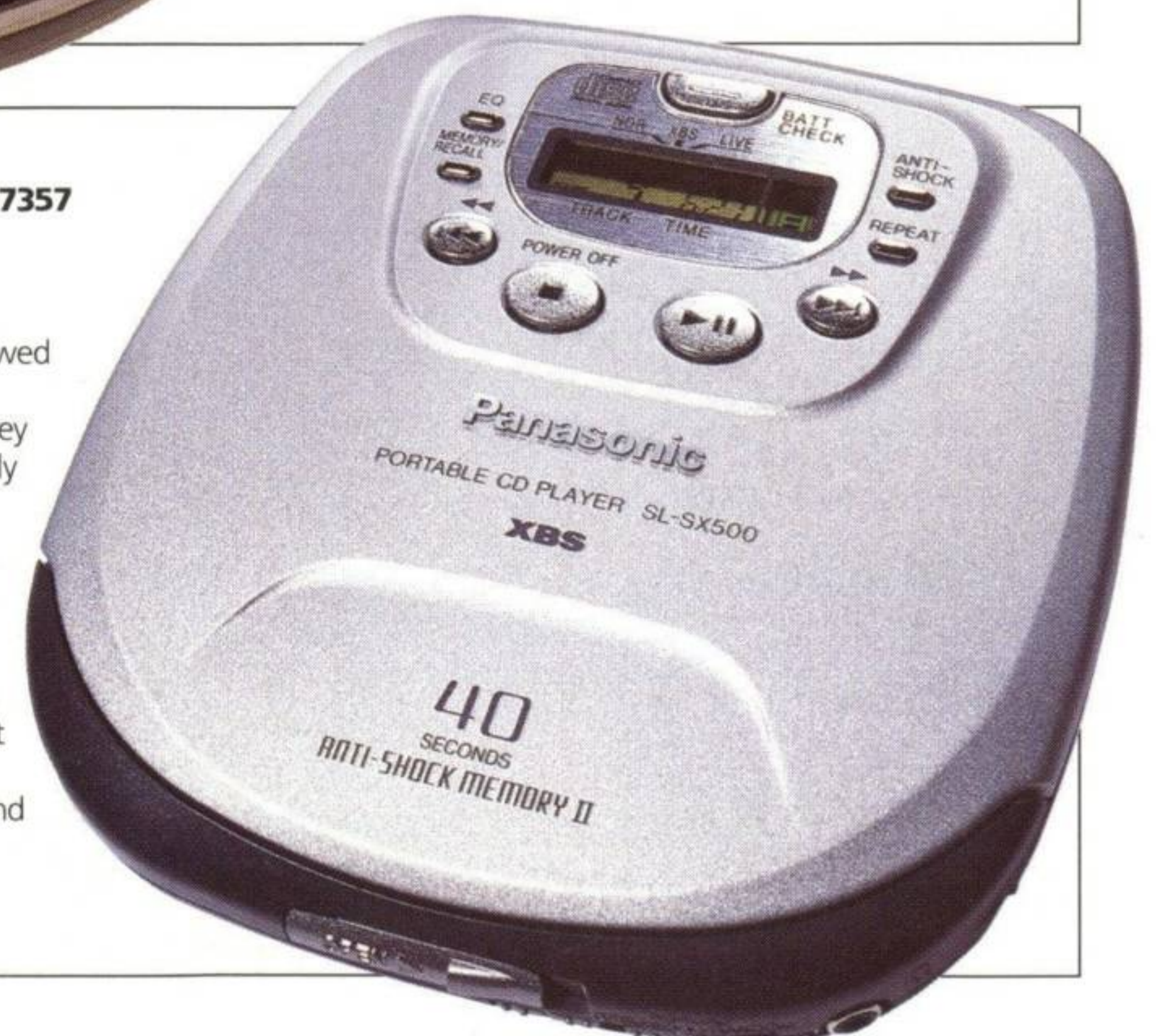
- Available from: **Sanyo** on 01923 246363
- Price: **£130**
- Release date: **on sale now**

■ Making a move away from the ubiquitous silver to the oh-so-now champagne finish, the Sanyo player is a winner on the looks front, but it's for the amount of accessories it comes with that it scores most points. As well as the mains adaptor/battery charger, in-ear headphones and remote that all the players on review here have to offer, you also get an adaptor so you can run the CDP-905CR off a car cigarette lighter, a carrying case and, best of all, a cassette adaptor, which means you can listen to your CDs through your car's cassette deck – pretty cool if you ask us. It's got a 40-second anti-shock system, and the sound quality is just fine, but it's losing a point for being too quiet. Sorry, Sanyo. ★★★★★

### SL-SX500

- Available from: **Panasonic** on 0990 357357
- Price: **£150**
- Release date: **on sale now**

■ We like the way the SL-SX500 has eschewed any kind of space-age design quirkiness in favour of a straightforward, no-nonsense grey and black plastic case that we reckon is really quite elegant. It also offers an impressive range of features, with three different EQ settings (normal, XBS bass-boost and live) and six playback modes. So why is it only getting three stars? Well, the supplied remote only houses about half the features of the unit and, while the sound quality isn't bad, in XBS bass-boost mode it sounds horrible. No dirty bass action here, then – and that's just not good enough, frankly. ★★★



## Film of the Month

# STAR TURN

## THE GHOST OF MOVIES PAST



■ Catherine smiles as she slips a Viagra into Sean's cuppa.



■ *Star Wars* sets out to annihilate every other film that dares to disrupt its omnipotent force this summer.

## Star Wars Episode 1: the Phantom Menace

■ Director: **George Lucas** ■ Starring: **Liam Neeson, Ewan McGregor, Natalie Portman** ■ UK release: **16 July**

**Can the first episode of the new *Star Wars* trilogy live up to the mythos of the original trio of classic films?**

Sixteen years since the last *Star Wars* movie debuted, the saga returns with all the pomp and gravity of a major cultural event. Which, after all, it is. But the events surrounding the arrival of *The Phantom Menace* have been mixed – while the movie smashes every box-office record in the book, opinion is divided over its place in the *Star Wars* pantheon.

Lucas, who after *Return of the Jedi* promised that the next trilogy would be "somebody else's vision", invalidates his own prediction with *Phantom*, returning to write (in somewhat amateurish, often lazy style) and direct (with energy and flair) for the first time since the original *Star Wars* in 1977.

If you want to see how it all began, there's plenty of meat on the bone – the story takes in the first meetings between Obi-Wan Kenobi and Anakin Skywalker, as well as C-3PO and R2-D2. You'll also glimpse Palpatine in his pre-

Imperial guise, and witness a time in which the Jedi, led by Master Yoda, are still the guardians of peace and justice in the Old Republic. All this is handled with aplomb, but you must also sit through an inconsequential backstory about the invasion of the forest planet Naboo by an insidious Trade Federation. Like a TV pilot, so much time is spent setting things up there's barely enough left to give the characters anything really interesting to do. Of course, that's why there are episodes two and three.

Satisfyingly, *Phantom* feels like a *Star Wars* movie in all the right places, and in many cases improves considerably on what we've seen before. The high-speed pod race set-piece, for example, leaves *Return of the Jedi's* speeder bike chase eating its dust, while the final three-way lightsaber duel is faster, better choreographed and more adrenalised than anything you've seen in the original movies.

Purists are already placing *Phantom* roughly on a par with *Return of the Jedi*, and that analysis seems even more apt as the similarities between the two movies become apparent. They have, for example, unmistakably similar third acts, cutting back and forth between three climactic and simultaneous battles – one on land, one in space, and one fought Jedi-to-Jedi. Perhaps more tellingly, both *Phantom* and *Jedi* are at times gratingly "kiddie", heavy on the outlandish creatures and cloying humorous touches. Which leads to a grudging conclusion: that as much as we might want the newest *Star Wars* to be something more, we have to accept that the saga remains, primarily, a rollercoaster designed for children – we're just sneaking a ride. ★★★★★

**Gary Whitta**

■ "What do you think, R2?" "Bleepoblip-bli-ooowhooeop-bleep."



PHOTOS: LUCASFILMS LTD. & TM. ALL RIGHTS RESERVED

## Entrapment

■ Directed by: **Jon Amiel**  
 ■ Starring: **Sean Connery, Catherine Zeta Jones, Ving Rhames**  
 ■ UK release: **2 July**

■ First *The Avengers*, then *Playing by Heart*, now this. Sean Connery's been in some right tripe of late, and unfortunately not even the Great Scot's malt whisky sex appeal can lift this romantic heist movie above the glossily mediocre.

Trussed up in a succession of black polo necks, Connery plays Robert "Mac" McDonald, a notorious art thief placed under surveillance by insurance investigator Gin Baker (Zeta Jones). Gin's plan is to ensnare the enigmatic robber by posing as a catburglar, and soon she finds herself holed up in Mac's castle where the two engineer a daring museum robbery. One successful heist later, and the increasingly smitten duo set about pulling off the crime of the century – stealing eight billion from the World Clearance Bank in Kuala Lumpur.

The producers were obviously banking on some chemistry between Connery (68) and Zeta Jones (29), but thanks to a motivation-free, corn-fed script, the two leads drizzle rather than sizzle. And if the romance lacks tension and crackle, then so too do the two curiously anti-climactic robberies. Half-arsed, clunky and lumbered with a real forehead-slapper of a final "twist", *Entrapment* ultimately adds up to little more than a feature-length remake of the Milk Tray ads. ★★

## Le Diner de Cons

■ Director: **Francis Veber**  
 ■ Starring: **Thierry Lhermitte, Jacques Villeret, Daniel Prevost**  
 ■ UK release: **2 July**

■ With a certain space-opera dominating this month's releases, every other studio is steering well clear of this inevitably menacing box-office-hogging prequel. Alternative viewing is a bit thin



Veber's bust-a-gut comedy also brags one of the finest comic creations of the decade in Francois Pignon, a character played with klutzy, wilt-faced charm by Jacques Villeret. Every time the oafish buffoon creaks open his gob, you're guaranteed a fit of the cringes and a generous snort.

*Le Diner De Cons* is already one of the most successful movies ever released in France and is preparing itself for a Hollywood remake. Go see what all the fuss is about. ★★☆☆

### Koyaanisqatsi

■ Directed by: **Godfrey Reggio** ■ Starring: **clouds, bombs, cities**  
■ UK release: **23 July**

on the ground right now. But if aliens called Jar Jar and sprogs called Vader fail to float your particular boat, then Francis Veber's masterful tour de farce could be for you.

An adaptation of Veber's own stage play, *Le Diner de Cons* cracks open a peach of a premise. Every Wednesday night, Parisian snob Pierre Brochant (Lhermitte) and his friends drag a guest idiot to their weekly dinner party for a round of ritual humiliation. With the bringer of the best dunce winning a prize, this week Brochant wants to ensure that his particular find (Francois Pignon, a droopy accountant who builds models of Concorde out of matchsticks) is money in the bank, so he unwisely invites him to his apartment for a dummy run. However, it's not long before Pignon reveals a unique reversal Midas touch – everything he gets involved with turns to shit – and soon throws Brochant's personal life into chaos.

If you think French comedy begins and ends with *Eurotrash*, think again. Boasting the kind of intricate set-ups associated with the very best of *Fawlty Towers*,

■ The tongue-screwing "Koyaanisqatsi" is a Hopi Indian word meaning "Life out of Balance". The product of seven years of shooting and directed by an ex-monk, *Koyaanisqatsi* was originally lauded as a visual poem on its initial release in 1982. With its sensory overload of time-lapsed skies bursting against slo-mo mushroom clouds, there's no doubting Reggio's honourable intentions in communicating mankind's self-destructive drive against nature and towards a globalised, mechanised metropolis. But let's be honest here – this is really an extended eye-frazzle best gawped at while your brain's being fucked-over by pharmaceuticals.

Understandably, *Koyaanisqatsi* has since enjoyed cult status as a home video trip flick to mong out to during the inevitable comedown. Which leads us to the essential problem – who the hell goes to the cinema when they're tripping?

Unless your brain's been permanently mashed, 90 minutes of speeded-up clouds hardly makes for great entertainment, especially when a sober viewing



■ Shrew manoeuvres in *10 Things I Hate About You*.

reveals the movie to be little more than a clumsy sledgehammering of hippy values, accompanied by the crushingly dull, digitally re-mastered arpeggios of Philip Glass. It's not so great when you're straight, yeah? ★

### 10 Things I Hate About You

■ Director: **Gil Junger**  
■ Starring: **Julia Stiles, Heath Ledger, Larisa Oleynik, Larry Miller**  
■ UK release: **9 July**

■ When divorced dad Walter Stratford bars his younger, little-miss-popular daughter Bianca from dating until her older, riot-grrrl sister Kat chooses to, it places her two would-be boyfriends in a difficult situation. With the prom coming up, Bianca's a no-no until the feminist ice maiden Kat gets a suitor. Desperate for a date, the two lads hatch a scheme to fix Kat up with the high-school badboy, Patrick, and then battle it

out for Bianca's affections once the embargo's lifted.

Sound familiar? If you don't know your Shakespeare, then probably not, but *10 Things I Hate About You* is none other than the bard's *The Taming of the Shrew* transplanted into a American high school.

The script writers may have played fast and loose with the original play, but they have also managed to notch up an impressive ratio of indecent yuks along the way. Mixing sassy dialogue with base one-liners and knockabout slapstick, this is joyfully stupid stuff.

Okay, so the non-stop conveyor-belt of preppie pop that passes for a soundtrack may be irritatingly obtrusive and the movie falls victim to the Twenty Minutes Too Long syndrome, but these are minor gripes. Big-hearted, genuinely funny and energetically acted by a game cast, *10 Things I Hate About You* is one of this summer's guaranteed sleepers. ★★☆☆

## Videos to rent



■ *Out of Sight*: s'alright.

### Out of Sight

■ **CIC**  
■ Stephen Soderbergh's adaptation of this Elmore Leonard novel coaxed star performances from the previously untried duo of George Clooney and Jennifer Lopez. On subsequent viewing though, the much-vaunted sparkle between the lead couple seems superficial and the love-at-first-sight idea remains as unconvincing as ever.

The relentlessly steady pacing of this romantic thriller allows for some beautiful directorial touches and the bit-part gangsters all boast surprisingly well-developed characters. On top of this, a superb David Holmes soundtrack renders *Out of Sight* truly stylish, but – in the final analysis – strangely unaffectionate. ★★☆☆

### Rush Hour

■ **Entertainment In Video**  
■ Jackie Chan finally gets the Hollywood treatment he deserves in this knockabout action comedy. Chan and Chris Tucker are brilliantly suited and execute a succession of visual gags and wisecracks with the masterful skill of the *Lethal Weapon* duo. It's unfortunate that Chan is still cast as the earnest, naive foreigner – a role he has been labouring under since *Cannonball Run 2* – but you can only hope things will change.

Boasting mass martial arts scraps, exploding buildings and more trigger trickery than a sackful of *Guns and Ammo* back issues, there's little need for a sensible plot. ★★☆☆

### The Mask of Zorro

■ **Columbia Tristar**  
■ For an action movie that doesn't rely on gunplay or explosions for its appeal, *The Mask of Zorro* is impressive. The clashes of steel on steel performed by men with bandito 'taches are orchestrated with precision, excitement and even beauty, while the gags run as sharp as the sparkling blades. The potential confusion of Welsh people playing Mexicans doesn't materialise, and Hopkins is excellent. However, publicity magnet Catherine Zeta-Jones is overbearingly smug for her first major feature appearance.

*The Mask of Zorro's* major flaw lies in its startling lack of depth. The simple premise of Zorro and his protégé taking revenge on an old foe is stretched to its limit over two long, long hours. ★★☆☆

## DVD | The biggest new releases



■ "I want a widescreen release with bonus documentary! Now!"

### The Negotiator

■ **Warners**  
■ This dark, gritty action flick relies heavily on excellent performances from Samuel L. Jackson and the redoubtable Kevin Spacey. The former is a hostage-negotiator turned hostage-taker, who embarks on his mad mission with a

colleague in tow. Psychological thrills inevitably ensue. Extras: a documentary called "On Location" which follows the making of the film. ★★☆☆

### Dante's Peak

■ **Columbia Tristar**  
■ *Dante's Peak* starts as a quaint rural tale but things soon hot

up, as it were, when a nearby volcano erupts. Effects are impressive and Pierce Brosnan does his best to save the whole thing from being lost forever beneath a blanket of molten lava, but to no avail. Thoroughly inessential. Extras: production notes and a filmography. ★★

## Videos to buy

### The Simpsons go to Hollywood

■ **20th Century Fox**  
■ In the four episodes on offer here Homer changes his name to Max Power, invents a successful cough mixture-based cocktail and complains that a stranger he meets, who is his exact double, is "less interesting than a dog with a puffy tail".

*The Simpsons go to Hollywood* is packed with star cameos: Bette Midler, Elizabeth Taylor, Bill Clinton, the cast of *Cheers* and an accordion-juggling, car-balancing Johnny Carson.

One new episode, featuring spoof series "Police Cops", is the main draw if you are a



■ *The Apostle*: pure e-van-gelism.

*Simpsons* fan – the other three have aired on Sky One. ★★☆☆

### The Apostle

■ **Universal**  
■ Robert Duvall directs and stars as Sonny, a preacher who is not entirely without sin himself. After taking a pop at his wife's new boyfriend, he's ostracised and embarks on a journey of discovery.

While Sonny is far from being a two-

dimensional character, his complexities often seem to lack underlying motivation. Duvall also affects a low Southern drawl, which makes his periodical incantations difficult to decipher. The contradiction of religious zeal and the intolerant patriotism apparently inherent in the American Deep South has been well explored elsewhere, and *The Apostle* doesn't tell you anything you didn't already know. ★★

## On-line gaming



# WEB OF THE WARS



■ Find film facts fast. Here.



■ What you talkin' 'bout, fool? Mr T comes face to face with Jar Jar.

■ We love *Star Wars*, really. But we also love [www.ihatestarwars.com](http://www.ihatestarwars.com).



**There's a new *Star Wars* film! Did you know that? Oh, really? No-one ever tells me anything...**

Yes, it's the *Star Wars* silly season, and who are we to avoid jumping on the *Phantom Menace* bandlandspeeder? To get the obvious bits out of the way, you can find out all about the new *Star Wars* games at <http://www.lucasarts.com/>, and if it's movie information you're after, visit the inevitable wonderland of <http://www.starwars.com/>. You can fill the time until the film opens over here by downloading a fine assortment of trailers.

Ignoring the many reviews that say that *Phantom Menace* isn't that good, the main source of hatred – even among true *Star Wars* fans – is Jar Jar Binks, the floppy eared alien who speaks a strange pidgin/patois dialect and is... well, rubbish. This is, of course, where we'd love to plug a site that lets you virtually smack Mesa Binks up, but darn us if we can't find such a place. We got close, though; <http://www.mindspring.com/joelrevs/> is the home of Jar Jar Must Die, a site that all must applaud, and it contains a link to Killing Jar Jar (<http://www.dailymovies.com/news/1702.html>), a page with a similar theme.

But it's not all hatred of Jar Jar, there's hatred of the entire *Star Wars* mythos, and its temple is to be found at <http://www.ihatestarwars.com/>. Yes, it's the site for people who say things like "Isn't that C-3PO a bit queer?" and "How do they understand what the dustbin-shaped robot is saying?" It doesn't answer those questions, but it does raise some salient points of its own; for example, why speeder bikes just wouldn't work. At least, not on the heavily-wooded forest moon of Endor. And it does enable you to give Luke Skywalker a good beating.

The burning question is, of course, is the film any good? Well, Johnny American, damn him, has been able to see it for well over a month now, and the best place to gauge his opinion is at the high temple of movie fact, Ain't It Cool News (<http://www.aint-it-cool-news.com/>). There's them as says it's a load of old rubbish, and them as says that it's the best thing since sliced Jedi. We say, er...

well, turn back to page 114 for the *Arcade* review. But is it as good as the new classic that is Mr T vs Darth Maul, though? Check it out at <http://www.geocities.com/SouthBeach/Cove/6155/tmaul1.html/> and judge for yourself.

## The match box | Eternally searching

■ Put the term "black and white" in an internet search engine and sit back...

**Black on White**  
[http://www.dalmatians.com/advertising/Black\\_On\\_White/](http://www.dalmatians.com/advertising/Black_On_White/)

■ Fancy some cute dalmatian figurines, clocks, T-shirts or special hand-carved things?

**Black and White Photography**  
<http://www.microscopy-uk.org.uk/mag/artnov98/b&wphot.html>

■ Witness Steve Durr's black and white microbe photographs.

**Black and White ArtZone**  
<http://www.artzone.gr/>

■ Visit a real site dedicated to black and white photography. Cripes, this is all getting a bit worthy, isn't it?

**'t Café Black and White**  
<http://www.blackandwhite.demon.nl/>

■ Amsterdam's oldest rock and blues bar. There's lots of music and a dartboard, but they won't sell you any Dutch "coffee".

**Truman Capote: a black and white tribute**  
<http://www.ansoniamdesign.com/capote/>

■ Truman Capote wrote *Breakfast at Tiffany's*: also one of

Audrey Hepburn's finest movies. That alone makes it your duty to visit this site.

**Rafting New York's Black River**  
<http://www.gorp.com/nyoutdoors/articles/blackrvr.htm>

■ Oh, the delicious irony of it. Going white-water rafting on the Black River. Find out what it's all about at this text-heavy page.



■ Badgers? Brock off!

**The Badger's Sett**  
<http://www.thesett.freeseer.co.uk/>

■ "But if you're here, who's grooming the badgers for the badger parade?" For shame, there's no mention of Harry Hill, merely a site about badgers.

**Chicago Murder Sites**  
<http://arthole.com/cms/>

■ A number of murder sites in Chicago. One crazy man with a pinhole camera. The result? A Web site full of grainy photos of Chicago murder sites. Still, a chap has to have a hobby...



■ Well done Lionhead!

**Lionhead Studios**  
<http://www.lionhead.co.uk/>

■ What, there's a game called *Black and White*? Find out all you need to know about it here, plus much more; Lionhead boasts one of the most active in-house Web sites around.

## CD-ROM of the month



■ The car's the star – classic design made easy.

**Morph Artist 2.5**

■ Publisher: **Sierra Home**  
■ Price: **£13**  
■ Release date: **on sale now**

■ Though, sadly, *Morph Artist* isn't a multimedia exposé on the plasticine protagonist of cult TV show *Take Hart*, it could earn you a prized place in Tony's Gallery. For, despite the budget price-tag and primitive interface, it's probably the most impressive offering in Sierra's photo-manipulation based "Artist" range.

The process of morphing has long been a staple of sci-fi films and music videos: *Terminator 2*, for example, used

morphing extensively to create its shape-shifting killer from the future.

*Morph Artist* enables you to replicate this procedure on your PC, lampooning images of family, friends and the famous at will. Rather than a cut-down version of the professional software, this is an improved version of the package used in Michael Jackson's *Black and White* video. Although you won't get results of that calibre straight off, you'll soon get to grips with it: provided you follow the step-by-step tutorials in the manual.

As well as creating morph videos (output as standard avi files) you can create individual images at any stage in the morphing process as well as some impressive caricatures and cross-fade effects. The process is mercifully quick in comparison to most art packages and although the effect isn't always perfect, when it works it is guaranteed to amaze. ★★★★★ **Chris James**

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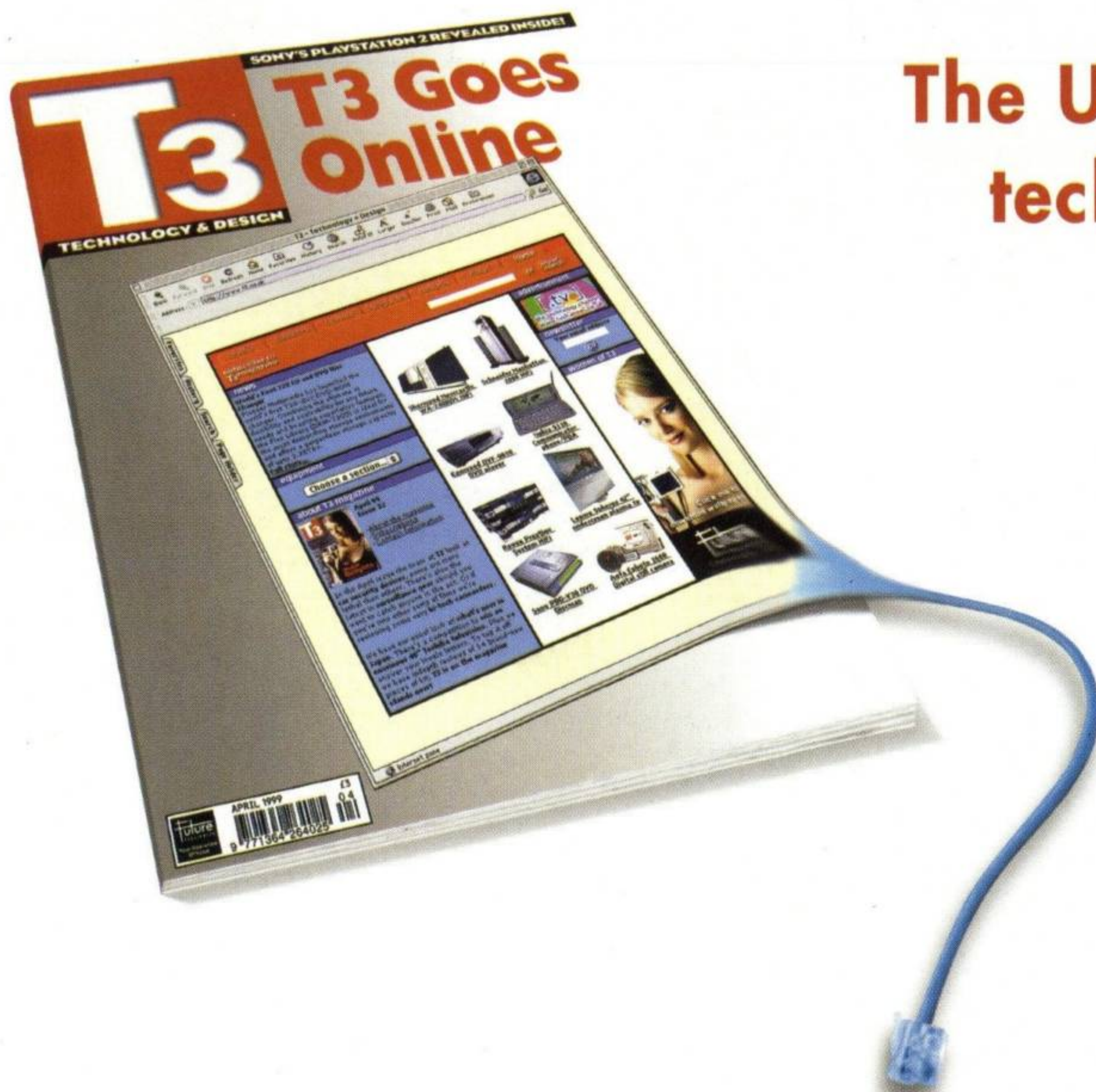
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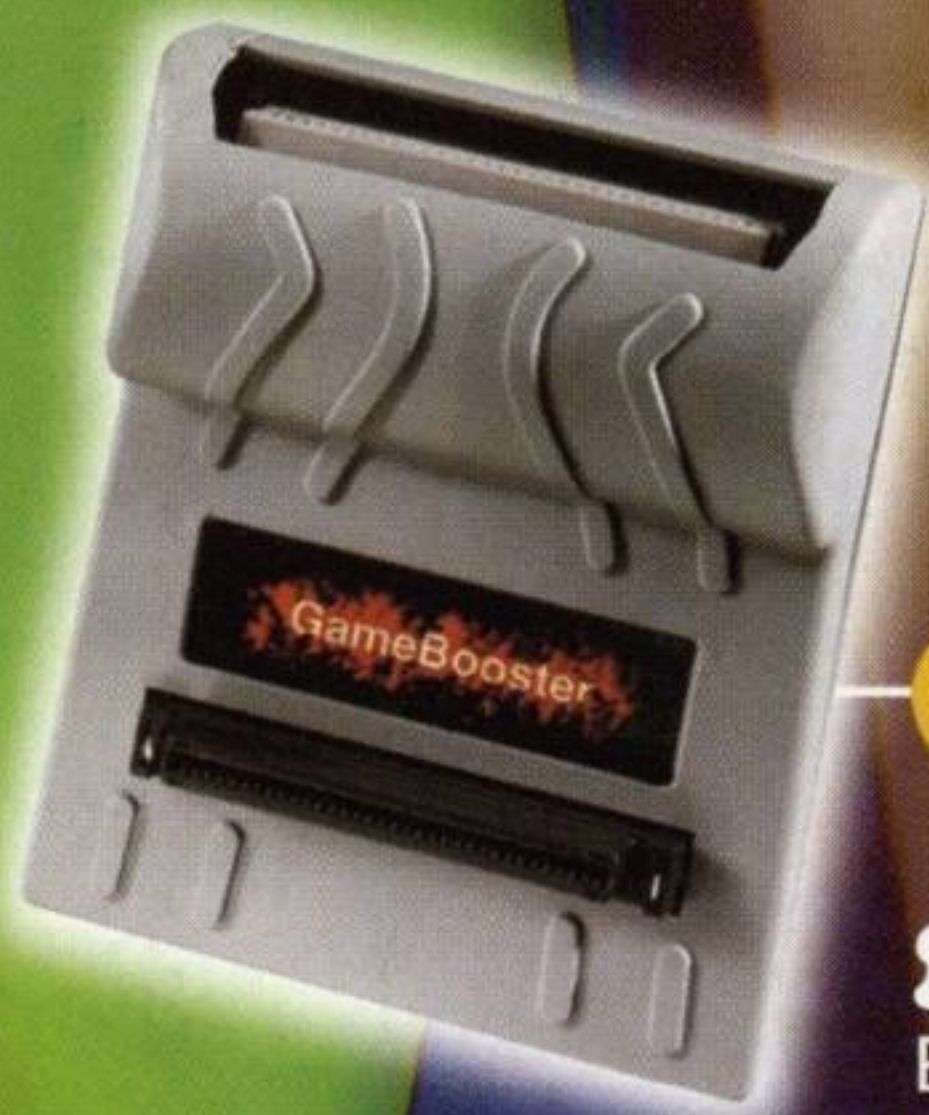


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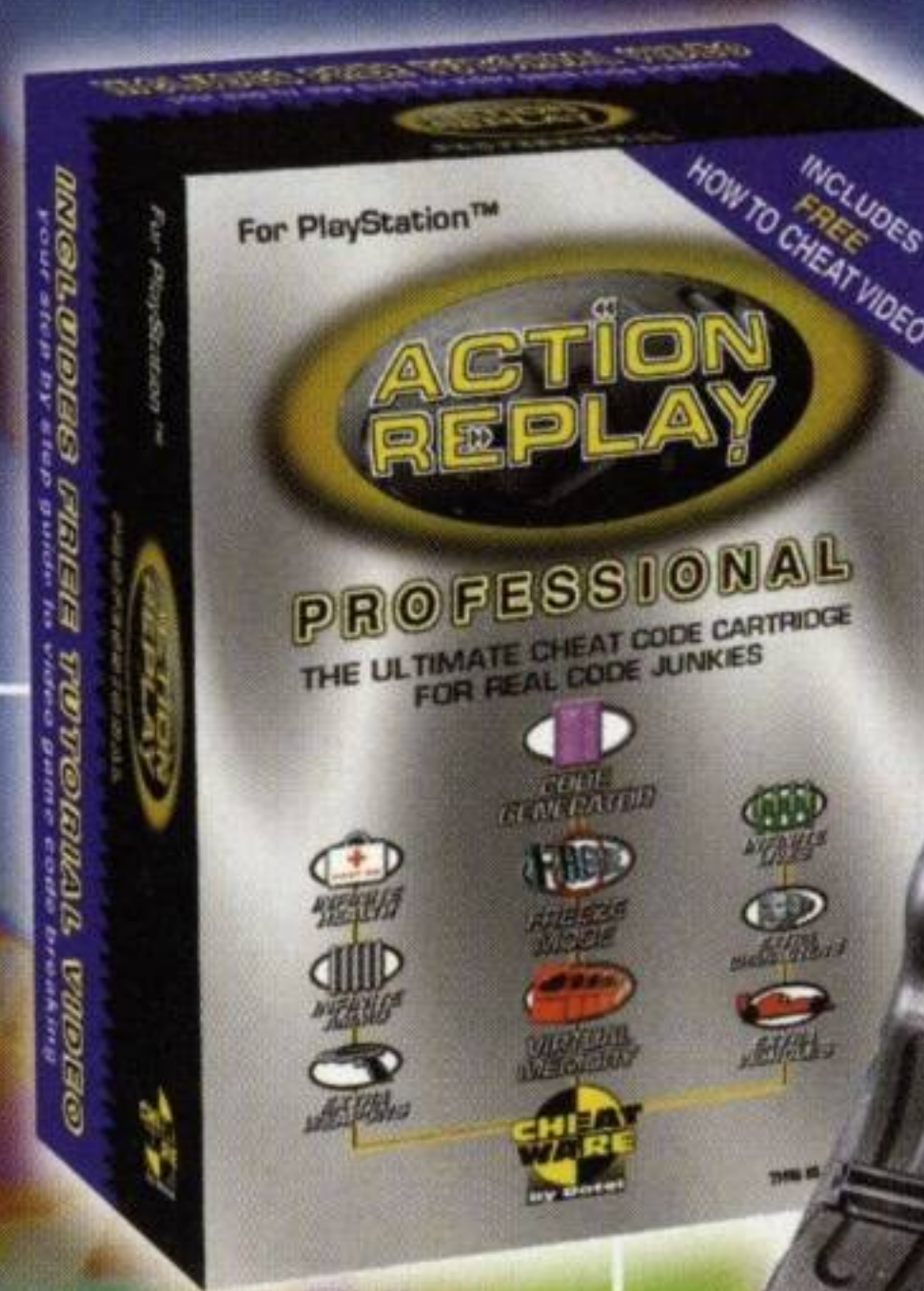
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GUIDE TO OVER  
**380**  
GAMES

Edited by  
Mark Green

# A-List

Why waste your time browsing in shops, fighting off kids, when you could be blasting away aliens, leaping gorges or taking over the world? Arcade's A-List helps you cut through the crowds by picking out the best PlayStation, PC and Nintendo 64 games on sale in the UK.

Featured this month:

IN ASSOCIATION WITH



## 120 PlayStation

140 of the nation's fave games reviewed, plus the latest PlayStation top 20 and a guide to the very best secondhand PSX bargains.

## 124 PC

It's the PC rundown – from 1 to 20 – as well as a guide to 143 great games and a peek at what's set to storm the charts any day now.

## 127 Nintendo 64

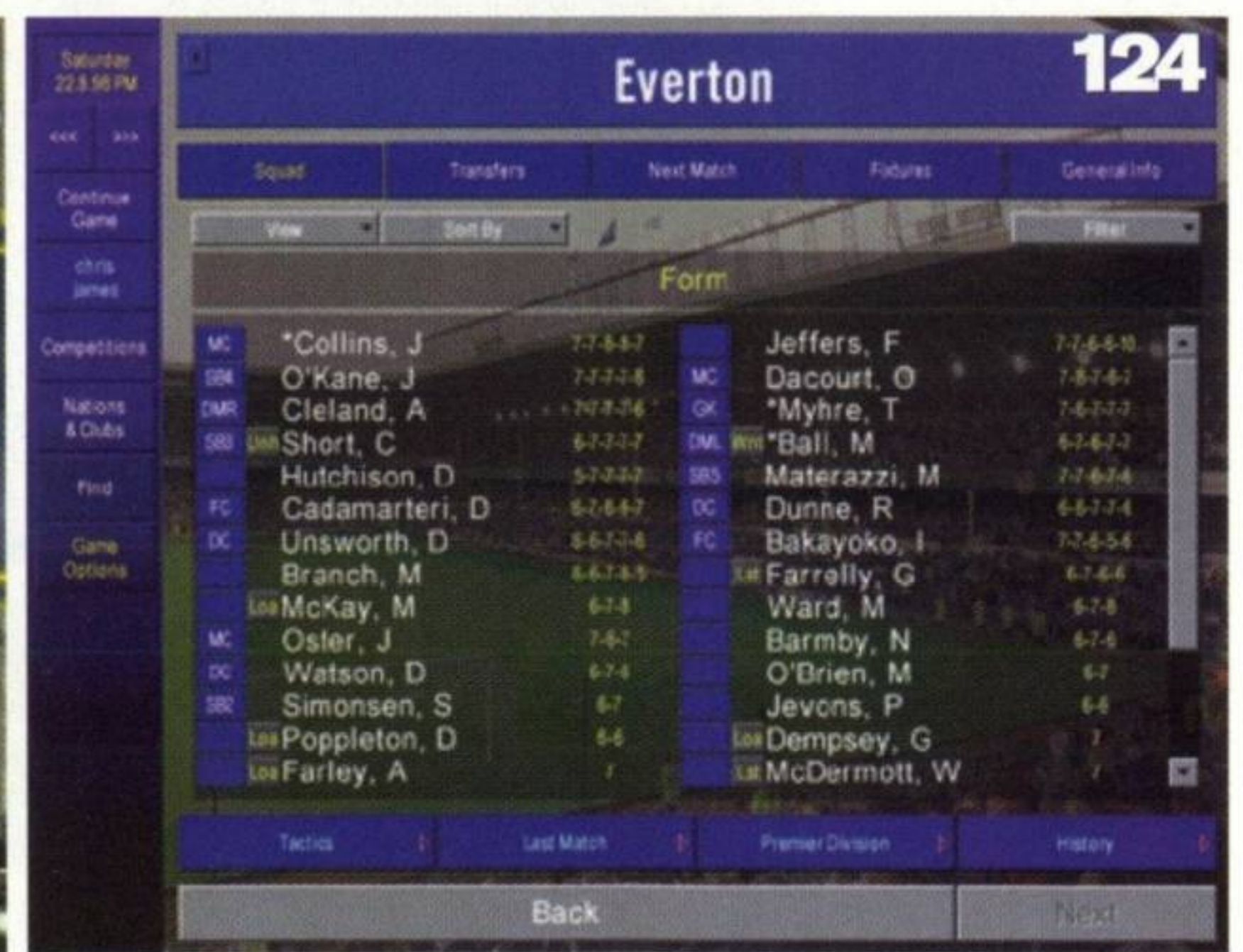
The top 20 best-selling games, as well as reviews of 85 great N64 titles and some help in sniffing out those elusive Nintendo bargains.

## 129 Game Boy

35 pocket-sized chunks of gaming joy, as well as the top five selling titles.

## 122 Plus...

How a little blue hedgehog with attitude ruined Rich Pelley's entire Christmas.



### Star ratings

- ★★★★★ Simply the best. A game you really should try.
- ★★★★ Excellent. Definitely worth your money.
- ★★★ Good stuff. Not exactly a world beater, but fine within its genre.
- ★★ Strictly average. We say: don't buy it.
- ★ Really bad news. Avoid at all costs.
- £ Games now available at a budget price.

## PlayStation Top 20 | The country's favourite games – on sale now.



**1 (-) Grand Theft Auto: London 1969** ■ Misc ■ Take 2 ■ £20  
**Cockney-style '60s add-on** An authentic London setting, 32 new missions and 30 new cars comprise this mission pack for the original GTA. The missions are open-ended and the new-look London visuals are splendid, but the fiddly controls and overhead perspective ruin the fun that comes through simply driving around and about. ★★★



**2 (-) Gran Turismo** ■ Racer ■ SCE ■ £20  
**Probably the best racer in the world** Take one measure of outrageously good graphics, another of near-perfect handling, pinches of immediacy of play and limitless levels of depth, and you've got an unmissable pleasure pie. A hefty number of vehicles and courses ensure this masterpiece plays perfectly. ★★★★★



**3 (8) Grand Theft Auto** ■ Misc ■ Platinum ■ £20  
**Crime-addled 2D driver** The shoddy graphics and poor speed affect the appeal of kicking in civilians and driving whatever vehicle you care to purloin, but this is still an involving crim-'em-up. Don't compare the visuals that you'll see on the PlayStation to those on the PC, though – the outstanding PC quality will make you cry. ★★★

**4 (2) Metal Gear Solid** ■ Sneaker ■ Konami ■ £40  
**Infiltrate a shadowy enemy installation** *Metal Gear Solid* is brilliant – sneak around and avoid detection rather than blasting everything in sight. Despite the end screen coming around after little more than a few hours, you'll adore every single minute of play. ★★★★★

**5 (3) Crash Bandicoot** ■ Platformer ■ SCE ■ £40  
**Maniacal pseudo-3D antics** Control a mad marsupial as he runs into the screen, collecting apples and avoiding the bad guys. The linear level format and disappointingly easy play don't help Crash's cause. ★★★

**6 (4) Tomb Raider II** ■ Platformer ■ Eidos ■ £20  
**The lovely lady explores again** Eighteen levels, a few new moves and vehicles to drive, increased speed and better controls. The level designs, which in some ways surpass the original, make this another classic. ★★★★★

**7 (1) Ridge Racer Type 4** ■ Racer ■ SCE ■ £40  
**Super-fast racing** Thrills come from the breathtaking speed at which the eight gorgeous tracks rush past and the brilliance of the two-player mode. Master the powerslide and you'll unlock 320 unique cars. If you're after realism, though, *Gran Turismo* is for you. ★★★★★

**8 (6) FIFA 99** ■ Sports ■ EA Sports ■ £40  
**Long-running official footy update** All the visual thrills, but it's too easy to score – especially with the super-speedy players – and the developer just doesn't seem to care enough about football. A game that's much more suited to beginners. ★★★

**9 (-) WWF: Warzone** ■ Fighter ■ Acclaim ■ £40  
**Lardy leotarded lovelies fight it out** Moves and characters that make play interesting, and a great create-a-player section that enables you to custom-build your own fighter. Slow, sluggish and lacking variety, but somehow still enjoyable. ★★★★★

**10 (5) Rugrats** ■ Platformer ■ THQ ■ £40  
**Faithful but poor cartoon tie-in** Confusing controls and flawed camera angles ruin this odd puzzle-oriented animated adventure. It seems too complicated for children, yet far too simple and repetitive for grown-ups. Avoid it, we say. ★★

**11 (-) Tomb Raider III** ■ Platformer ■ Eidos ■ £45  
**The bitch is back** More puzzle-solving and shooting with everyone's favourite woman. A new hi-res mode, some more well-designed puzzles and increasing difficulty are tempered by frustrating moments at the hands of the controls and camera. ★★★★★

**12 (-) Brian Lara Cricket** ■ Sport ■ Codemasters ■ £40  
**Leather-on-willow simulator** This cricket sim is so realistic that you know it's your fault when you're losing. It's painfully hard, but surprisingly playable and very well-crafted, with the commentary and graphics in particular standing out. ★★★★★

**13 (11) Cool Boarders 2** ■ Racer ■ Sony ■ £20  
**Snowboarding for the masses** The racing game for the smart arse, with increasingly difficult stunts to pull off. The two-player mode and cocky computer opponent make this a vast improvement on the previous snowbound instalment. ★★★

**14 (9) A Bug's Life** ■ Platformer ■ Disney Interactive ■ £40  
**Ant-based adventures** Faithful in part to the movie it's based on, with 3D graphics that initially impress, but the crude animation and repetitiveness of the running, jumping and punching gameplay will fail to enthrall even the most easily pleased nipper. ★

**15 (7) Civilization II** ■ Strategy ■ Activision ■ £40  
**Engrossing empire-building and battling** Construct prehistoric cities and nurture them and their inhabitants through the ages, while dishing death on your competitors. Encompasses politics, trading, exploration and war to create unrivalled depth. ★★★★★

**16 (12) Premier Manager '99** ■ Sport ■ Gremlin ■ £40  
**Footy management for everyone** Endorsed by Kevin Keegan, this sim features more squads than you'll be able to fit into your brain – including a future-proof European Super-League – and good controls, however, you'll need patience to become the best. ★★★★★

**17 (-) Oddworld: Abe's Exoddus** ■ Platformer ■ GT ■ £20  
**Puzzly platform game with agile alien** Wander through 2D screens and rescue your friends, solving puzzles along the way. Often infuriating rather than tricky, but neat touches and marvellous graphics make it a long-lasting and enjoyable challenge. ★★★★★

**18 (16) Croc** ■ Platformer ■ Platinum ■ £20  
**3D crocodile runabout** Lovely looking cutesy platformer, that's unfortunately ruined by some odd camera angles, poorly designed levels and a complete lack of originality. It's less of a true 3D environment than you're led to believe, too. ★★

**19 (18) Hercules** ■ Platformer ■ SCE ■ £20  
**Cute-as-a-button platforming mythology** Disney's difficult, tedious and clichéd 2D running and jumping game. Unfortunately, it's identical to almost every other platformer that Disney has chucked out, just with appropriately different visuals. ★★

**20 (16) Rayman** ■ Platformer ■ Platinum ■ £20  
**Old-skool vertically scrolling jumpathon** Cheap, but it doesn't contain any ideas or visuals that wouldn't push an '80s console. It's horrendously difficult, packed with eye-wrenching colour and the central character is utterly detestable. ★★

### Also on sale...



### Fighters

**Bloody Roar 2**  
■ Virgin ■ £40 **Animated animal pugilists** The ability to transform into gorgeous, speedy beast warriors is a welcome one, but the fighting lacks variety, depth and finesse. ★★★

**Dark Stalkers 3**  
■ Virgin ■ £35 **Odd-looking beastly beat-'em-up** Eighteen monsters, but a lack of options and stilted play. ★★

**Kensei**  
■ Konami ■ £45 **Polished traditional beat-'em-up** Less flash than Namco's *Tekken*, but the wide range of characters and depth of play make this admirably comprehensive. Visuals and humour are lacking, but with challenges a-plenty, as well as opponents who actually learn, who's complaining? ★★★★★

**Marvel Superheroes Vs Street Fighter**  
■ Virgin ■ £35 **Simplistic 2D cartoon combat** Good selection of fighters and game modes, but too simplistic and lacking the much-needed Tag mode. ★★

**Mortal Kombat 4**  
■ GT Interactive ■ £40 **Frighteningly quick, gory fighting** Although it's in 3D, this bloody fighter fails to take advantage of the extra dimension. The simplistic, combo-heavy controls and exaggerated characters are becoming rather staid. ★★

**Rival Schools**  
■ Virgin ■ £30 **Teachers and students take to the ring** Absolutely mad *Grange Hill*-style fighter, with over-the-top moves and a huge selection of modes and sub-games. Not technically great, but it's a whole heap of fun, thanks to its pleasingly easy-to-pull-off moves. ★★★★★

**Soul Blade** £  
■ Platinum ■ £20 **Big weapons fest** Replacing the fist-bleeding fights of most fighters with weapon-clattering scraps steeped in folklore, this caters for the all-round gamer. The moves are more easily pulled-off than in *Tekken*, but *Soul Blade* still offers some of the fastest, most beautiful beat-'em-up action on the PlayStation. An interesting one-player "story" mode maintains the longevity, making the whole package top fun for very little money. ★★★★★

**Street Fighter Alpha 3**  
■ Virgin ■ £40 **Supremely polished 2D fighter** Each fighter comes in three variations, enabling you to pick one whose technique suits your style. The addition of a meter showing your defences weakening is inspired, and the inclusion of all your SF faves, makes this possibly the most enjoyable, *Street Fighter* game in years. ★★★★★

**Street Fighter Collection 2**  
■ Virgin ■ £40 **Fun-filled retro fisticuffs** *Street Fighter 2: World Warrior* is fun despite its simplicity, thanks to the balance struck between the assorted pugilists. *SF2: Championship Edition* is good for similar reasons, while *Turbo Hyper Fighting* is entertaining, but even faster. Arcade-perfect, uncomplicated enjoyment. ★★★★★

## Watch out for | Right about now – games heading into the charts this month.



**Driver**  
■ GT Interactive ■ £40  
**Stunning-looking '70s car-chase sim** Rocket through real American cities, evading the Filth and causing upset for pedestrians. The missions don't vary much, but as a driving "toy", *Driver*'s unbeaten. Smashing through piles of boxes is thrilling, and the replay editor make for added fun. ★★★★★



**Anna Kournikova's Smash Court Tennis**  
■ SCE ■ £35 **Quirky racquet-play** Cute polygonal pros battle it out in a game that's a little more serious than previous *Smash Court* titles. The sublime control system, strong player AI and addictive multi-player features are all present and correct. As, of course, is the luvly Anna. ★★★★★



**Bomberman**  
■ Virgin ■ £40 **Old-skool bomb-throwing maze game** Tiny characters in a top-down TNT tournament. It looks years out of date, but the wealth of power-ups and extensive options add to the already addictive play. The loading delays are particularly annoying, though. ★★★★★



**Syphon Filter**  
■ Sony ■ £40 **Accomplished third-person espionage action** Stop terrorists releasing a deadly virus, in a game that almost matches the might of *Metal Gear Solid*. A coherent environment, great pacing and a comprehensive control system provide a real feeling of involvement, despite the visual rough edges. ★★★★★



**Trap Runner**  
■ Konami ■ £40 **Devious split-screen skirmishes** Set traps for your enemy to stumble upon in an isometrically viewed arena. *Trap Runner* is tension-packed and polished, although the tricky controls could initially confuse. ★★★★★







## Lemmings Compilation

■ **Psygnosis** ■ £20 **Multiple midget mayhem** Click on little men to help them avoid traps and get safely home, and then scream at the screen in frustration. All a bit dated now. ★★★

## Sentinel Returns

■ **Psygnosis** ■ £10 **Classic '80s strategy puzzler** Absorb the Sentinel, who sits high atop the 3D checkerboard landscape. A successful retro update at long last, with the graphics all kept deliberately low-key to maintain the feel of the original. ★★★★★

## Super Puzzle Fighter II

■ **Virgin** ■ £20 **Superb Tetris-style puzzling** Mix *Tetris* and *Bust-A-Move*, add *Street Fighter* kiddie characters and you have one of the best puzzlers of all time, where successful moves affect an on-screen battle. It's insanely addictive in two-player, but try one-player mode and you'll have the family banging on your bedroom door, wondering where on Earth you've been for the past month. ★★★★★

## Swing

■ **Software 2000** ■ £35 **Quest to match coloured balls** Leisurely variant of *Bust-A-Move*, where the balls swing at gravity's whim. It's an insanely addictive experience, but you'll need patience to master it. ★★★

## Trap Runner

■ **Konami** ■ £40 **See "Watch out for"**

## Yo Yo's Puzzle Park

■ **JVC** ■ £30 **Fun bomb-blasting head-scratcher** Set off bombs to brutally maim your enemies, *Bomberman* style. The innocent quality of the play is endearing, but the differently-themed levels and power-ups make things complicated. ★★★★★



Party

## Bomberman

■ **Virgin** ■ £40 **See "Watch out for"**

## Monopoly

■ **Hasbro** ■ £35 **Popular board game re-born** Why would you even bother? ★



Misc

## Aironauts

■ **Red Storm** ■ £35 **Novelty hang-gliding challenges** Good, straightforward tasks to pull off in your soaring craft – including destroying enemy mines and flying through hoops – but it all tires quickly. ★★★

## Die Hard Trilogy

■ **Platinum** ■ £20 **Three action games in one** Excellent value for money, this triple bundle includes a *Tomb Raider*-style shooter, a *Time Crisis*-like and a driving game. Effort has been expended on each section, and it's tricky enough to last you for ages. ★★★★★

## Grand Theft Auto

■ **Platinum** ■ £20 **See "Top 20"**

## GTA: London

■ **Take 2** ■ £20 **See "Top 20"**

## Music: Music Creation for the PlayStation

■ **Codemasters** ■ £35 **Custom-built techno** Create tunes by manipulating little chunks of music and pictures. Too difficult for novices and too insulting for pros. Worth contemplating for that post-club chill-out, though. ★★★

## Poy Poy 2

■ **Konami** ■ £40 **Multi-player chuck-a-thon** Run around, pick up stuff and then throw it at your opponents. Funny – especially with friends – but ultimately too confusing. ★★★

## Rampage 2 – Universal Tour

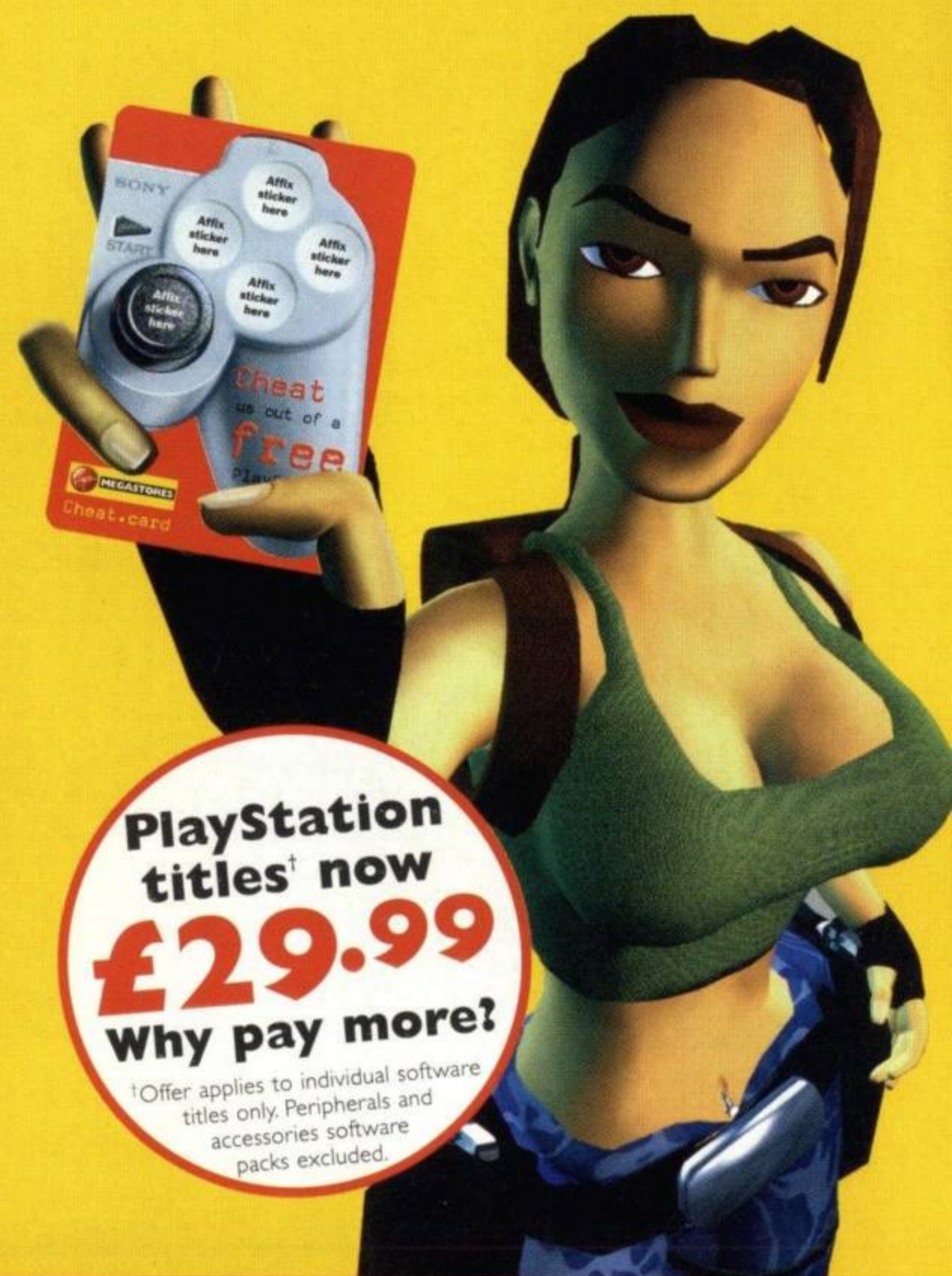
■ **GT Interactive** ■ £35 **B-movie-style monster mash** Dull, repetitive smash-'em-up nonsense. ★

## Wing Over 2

■ **JVC** ■ £40 **Simple shooting** Sparse and unnecessarily ugly. ★

## Spice World

■ **SCEE** ■ £20 **The fab five... er, four** Choreograph cartoon Spices. Lord have mercy on their popstastic little souls. ★



PlayStation titles<sup>†</sup> now  
**£29.99**  
Why pay more?

†Offer applies to individual software titles only. Peripherals and accessories software packs excluded.

## SECONDHAND BARGAINS | Found one of these for a bargain price? Grab it now!

### Dead or Alive

■ **SCEE** **Slick high-res beat-'em-up** Barren-looking, but with quick-as-you-like visuals, this is a slick deviation from the more usual *Tekken*-style fighting, with its clever use of counter-attacks and emphasis on grabbing your adversary and throwing them into the heavens. ★★★★★

### Fade To Black

■ **EA Over-the-shoulder space-age adventure** Looking its age, but still a commendable mix of puzzles, running and shooting. Very good fun for the price. ★★★★★

### Klonoa

■ **Namco** **Cutesy dog jumpery** This is more involving than your average platform game. It's well-designed but you'll complete it far too quickly. ★★★★★

### NFL Blitz

■ **GT Interactive** **US footy simplified and made fun** Abandoning the usual American football style (overloading on thousands of rules and stopping for a rest every other minute) and moving to something that's rather more worthwhile (emphasis on speed, simple controls, usage of fists), this is top fun. ★★★★★

### Rage Racer

■ **Namco** **Face-flapping arcade racing** The third in the *Ridge Racer* series is speedy, good looking and option-laden. This is the definitive racer if you like your cars a bit more "Woa, woah, wooaahhh!" than *Gran Turismo*, with powersliding and rocketing down straights at 100mph all part of the fun. Let down only by the lack of a split-screen option, but the link-up facility goes a long way towards correcting this. ★★★★★

### Street Fighter EX Plus Alpha

■ **Capcom** **Fast version of the long-running series** Conversion of the first 3D SF coin-op, with loads of lovely extra bits chucked in. Excellent speed and good backgrounds, as well the pleasingly familiar moves and style, make this every bit as intuitive as its great predecessors. ★★★★★

### Wild Arms

■ **SCEE** **Huge role-play adventure** A strong RPG, eclipsed by Squaresoft's seminal classic *Final Fantasy VII*. It suffers rather from *FF*'s random battle syndrome and the slick-but-retro-looking visuals strip away much of the feeling of involvement, but it's still absorbing. ★★★★★

### WipEout

■ **Psygnosis** **Futuristic hovercraft action** The game that made PSX the console of choice, with the soundtrack that helped make gaming cool, but the opposing craft mean you'll need to persevere to succeed. Your reward is the opportunity to career down classic neon tracks, massaging the sensible controls and throwing up your lunch. ★★★★★

### PaRappa The Rapper

■ **SCEE** **Puppy love songs** It's time to join the rapping dog with "attitude", and tap buttons in time to some outrageously bizarre rap tunes. The selection of songs is fantastic, helping to make this brilliantly funny and completely original. You'll finish the game in an afternoon, but you'll still have tons of fun with it. ★★★★★

## SNAP IT UP

# Bushido Blade

■ **Fighter** ■ **SCEE**



■ From the team that brought the magnificent *Final Fantasy* series to the PlayStation, this highly rewarding fighting game rewrites the rules of the genre without losing the thrills. Taking part in honourable Samurai combat, your character will lose the use of a limb or fall dead after one carefully placed blow from your opponent's favoured weapon. It's combat without power bars, time limits or mouth-watering visuals, yet it supplies intelligent, tension-filled bouts, that rely on the deadly serious Bushido code of honour. *Bushido Blade* may not find favour with you if you were weaned on lightning-fast *Street Fighter* punch-ups, but it's a must if you are looking for cerebral scrapping. ★★★

## SMACK IT DOWN

# Casper

■ **Platformer** ■ **SCEE**



■ The movie was awful (*Casper's* transition into a simpering blonde-haired wuss of a boy made for a popcorn-throwing conclusion), so the awfulness of its tie-in game doesn't come as much of a surprise. *Casper* is a multi-roomed, collect-and-combine-the-objects game with a rushed nature that is as transparent as the friendly ghost himself. The controls are inadequate, the bad guys pose no threat, the visuals are eyesplinteringly poor and the between-level cut-scenes are nothing more than a slideshow of frozen 2D pictures. For the same price as this rubbish, you could hire the video six times. But that'd be just as bad, obviously. ★

If you want to arm yourself with something really worthwhile, raid the racks at Virgin Megastores.

Just collect the stickers that prove you've bought five full price PlayStation games between now and 31st October 1999 – and you'll get a sixth for free!

To take up the challenge, get down to your local store and fight for a Cheat card today.

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION AT



\*Offer available until 31/10/99. Games priced at £29.99 for a limited period only also qualify for this offer. See leaflet for full terms and conditions.







**IF/A-18E: Carrier Strike Fighter**  
 ■ Interactive Magic ■ £20  
**Fly theoretical aircraft**  
 Simulating a plane that won't be flying for some five years, for the most part *Strike Fighter* looks gorgeous. The missions are varied and convincing, and your degree of success alters what you're offered to do in future levels. ★★★★★

**Jane's Combat Simulations: WWII Fighters**  
 ■ EA ■ £35 **The FIFA of flight sims** Both the vehicles and the ground look sufficiently realistic, and there's a host of planes available for you to crash. Damage and physics are both handled realistically, and there's the chance to put together your own missions. ★★★★★

**Pro Pilot '99**  
 ■ Sierra ■ £35 **Fly high in the sky** Functional graphics and mostly flat cities make pointing your plane in a certain direction and watching the scenery go by generally uninteresting. ★★★

**Compilations**

**Atari's Greatest Hits: The Atari Collection 2**  
 ■ GT Interactive ■ £30 **Six arcade antiques** The cold light of the '90s exposes these titles as woefully simplistic. ★★

**Ultima Collection**  
 ■ EA ■ £40 **Seminal titles collected** Ten games from the last 20-or-so years, but this suffers the same fate as most retro groupings; yesterday's faves are inestimably dull compared to today's delights. ★★★

**World of Combat 2000**  
 ■ Novalogic ■ £35 **Budget real-world combat sim** Fancy getting your hands on a helicopter, jet fighter or tank? Of course you do, and this is the compilation for you. All the vehicles are based on genuine military specs, and the controls are easy to use, while still managing to provide a complex experience for the expert. The visuals suffer slightly, but that doesn't matter a jot. ★★★★★

**X-wing Collector Series**  
 ■ LucasArts ■ £30 **You must face Vader again**  
*X-wing*, *TIE Fighter* and *X-wing vs TIE Fighter*, plus all their mission packs, plucked from LucasArts' back catalogue and bundled together at a budget price. Rather than merely being standard licensed tat, these titles offer frenetic and exciting *Star Wars*-themed blasting and, as the first two instalments here have been rejigged and improved graphically, this compilation is a must. ★★★★★

**Misc**

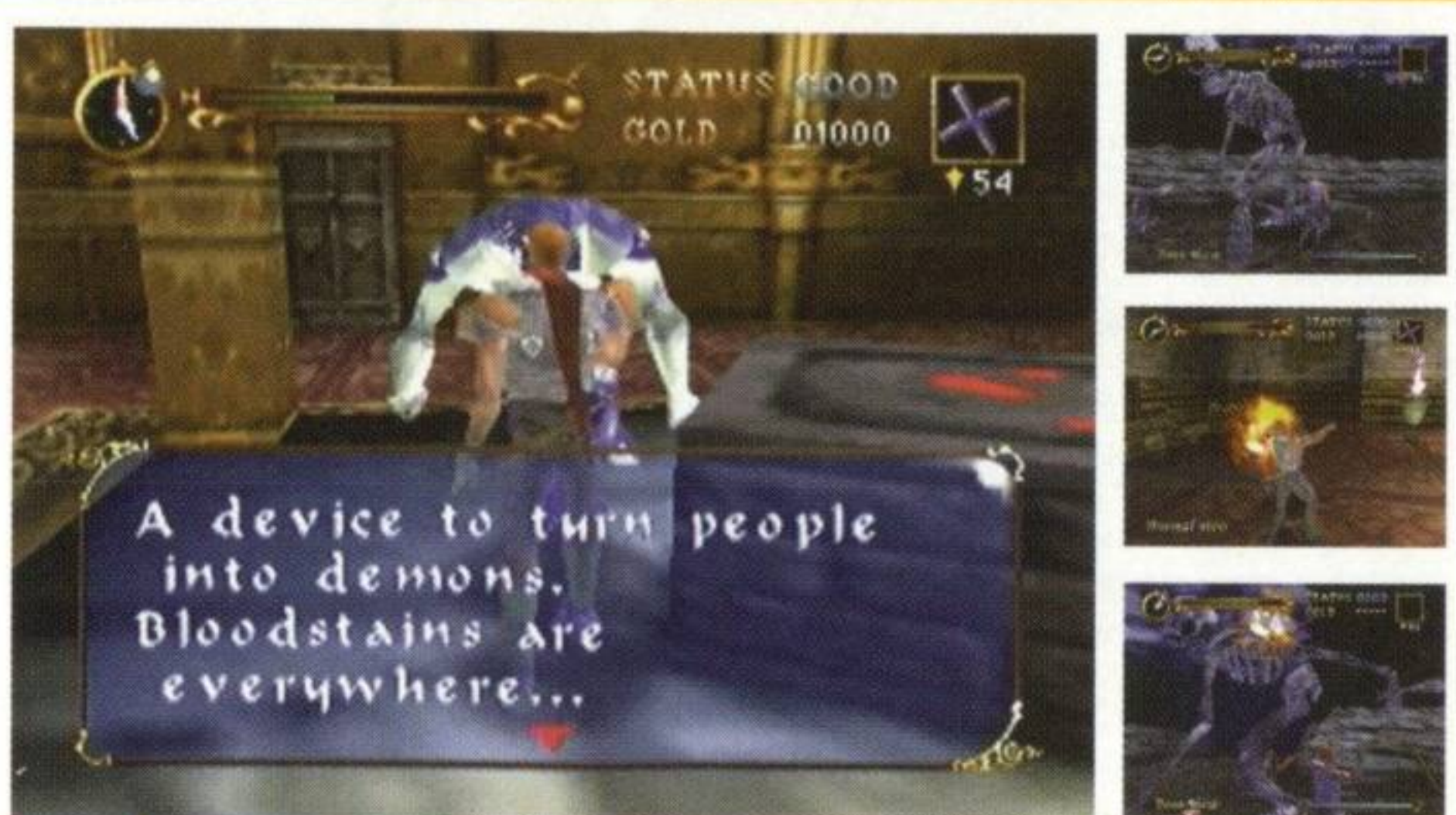
**Grand Theft Auto**  
 ■ Take 2 ■ £20 **See "Top 20"**

**Grand Theft Auto: London**  
 ■ Take 2 ■ £20 **See "Top 20"**

**M1 Tank Platoon 2**  
 ■ Microprose ■ £13 **Tin-can exploits** Keeping your eye on the map, while driving the tank, and shooting two lots of enemies with two different guns is certainly unwieldy, but it's also action-packed, good-looking and broad ranging. ★★★

# Nintendo 64 Top 20

The nation's favourite N64 purchases.



**1 (-) Castlevania** ■ Platformer ■ Nintendo ■ £40  
**Dracula delirium** It could have been great, but Konami's 3D version of its classic platforming series is hindered by camera problems and inadequate game length. It's packed with atmosphere, though, and there's enough puzzling, jumping and vampire killing to sustain your interest. ★★★★★



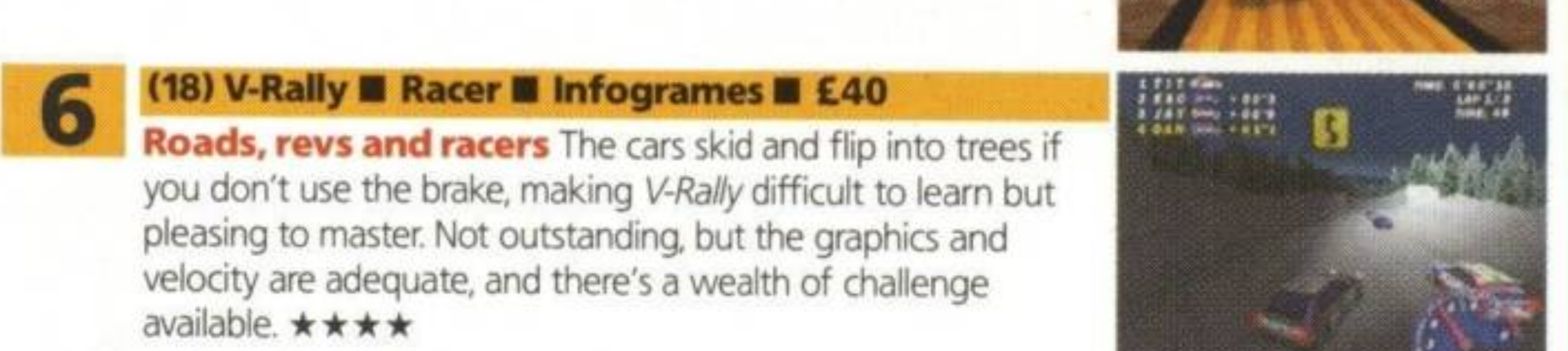
**2 (2) Star Wars: Rogue Squadron** ■ Shooter ■ Nintendo ■ £40  
**A 16-mission battle against the Empire** Marries arcade gaming with authentic *Star Wars* visuals and sounds. The action is slow, but the ships, enemies and locations are there, and it's surprisingly involving. *Star Wars* fans will find little wrong with this. ★★★★★



**3 (1) FIFA 99** ■ Sport ■ EA ■ £40  
**Licensed balls-up** Every team, kit and player is contained within, but sluggish controls, unconvincing visuals and disappointing simplicity are the main faults. Things have improved slightly since the last instalment, but it simply doesn't play a convincing game of football, and with the superior *ISS '98* sitting on the shelves, you'd be a fool to plump for *FIFA*. ★★★



**4 (3) Legend of Zelda: The Ocarina of Time** ■ RPG ■ Nintendo ■ £50  
**The best game in the world ever** Keeps all of the traditional *Zelda* hallmarks and wraps them up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. An absolute marvel. ★★★★★



**5 (8) Mario Party** ■ Party ■ Nintendo ■ £40  
**Bring your own controller** A traditional board game featuring all your favourite Nintendo characters and a plethora of original and enjoyable multi-player sub-games. Not good for solo gamers, but a laugh a minute with friends. ★★★★★



**6 (18) V-Rally** ■ Racer ■ Infogrames ■ £40  
**Roads, revs and racers** The cars skid and flip into trees if you don't use the brake, making *V-Rally* difficult to learn but pleasing to master. Not outstanding, but the graphics and velocity are adequate, and there's a wealth of challenge available. ★★★★★

**7 (4) South Park** ■ Shooter ■ Acclaim ■ £40  
**Oh my God! It's rubbish!** A cynical cash-in at the expense of fans of the TV show. The voice samples might be funny, but the visuals are shrouded in fog, the weapons are unsatisfying and the gameplay never extends beyond throwing snowballs at turkeys and the like. ★★

**8 (13) Mario Kart 64** ■ Racer ■ Nintendo ■ £40  
**Cute characters go to the races** The original comedy racer returns. The one-player game is a lonely experience, but the time-trial adds longevity and the multi-player game is arguably the greatest on any platform. ★★★★★

**9 (-) Micro Machines 64 Turbo** ■ Racer ■ Codemasters ■ £40  
**Aged toy car racing** Top-down driving that's renowned for its unequalled multi-player fun. Unfortunately, it's almost too simple, and the format has already aged considerably. ★★★

**10 (6) WCW/nWo Revenge** ■ Fighter ■ THQ ■ £50  
**Greasy blokes a-wrestling** A largely unimproved update of *World Tour*, *Revenge's* claim to fame is a slew of up-to-date grapplers. It's quick, and looks better than its predecessor, but it's still too easy and samey, with over-long matches. ★★★

**11 (12) F1 World Grand Prix** ■ Racer ■ Nintendo ■ £40  
**Damon Hill simulator** Looking as good as real-life, with all the real cars, drivers, stats and other nonsense. Whether you're an arcade racer or a true F1 fan, there's something here for you, with a two-player option to round it all off nicely. ★★★★★

**12 (10) GoldenEye 007** ■ Shooter ■ Nintendo ■ £40  
**Stealthy first-person shooter** A believable and immersive 3D world, with 20 challenging missions taking you from gorgeous snow-covered wasteland to grubby men's toilets. One of the best multi-players that money can buy, too. ★★★★★

**13 (15) Super Mario 64** ■ Platformer ■ Nintendo ■ £40  
**The king of 3D platformers** A masterpiece, with huge levels, sublime controls and totally immersive gameplay. As with all Miyamoto games, it slowly sucks you in and refuses to let go, and its full-on 3D graphics still have the power to impress. ★★★★★

**14 (7) Vigilante 8** ■ Racer ■ Activision ■ £40  
**All-out automobile attack** Flattening buildings and killing your competitors with 12 tool-up '70s cars is enjoyable for a while, but finishing each level takes too long. Jerky multi-player, too. ★★★

**15 (-) Snowboard Kids** ■ Racer ■ Nintendo ■ £30  
**Mario Kart for the snowboard generation** This looks, sounds and plays in a simplistic way, but it's packed full of fun and liable to make you a load of new friends if you show people the multi-player option. ★★★★★

**16 (5) Beetle Adventure Racing** ■ Racer ■ EA ■ £40  
**Disappointing Herbie-'em-up** Ludicrous jumps and nitro-aided speed a-plenty here, but the dense computer opposition and time-wasting shortcuts fail it. ★★★

**17 (11) Body Harvest** ■ Shooter ■ Gremlin ■ £20  
**Bug-blasting B-movie invasion** Lots of aliens, loads of weapons and vehicles, and five varied levels. The graphics are ropery, and the character dialogue terrible, but the mix of RPG and intense, panicky alien shooting works a treat. ★★★★★

**18 (9) Turok 2** ■ Shooter ■ Acclaim ■ £40  
**Dino hunting** This looks stunning, and the game itself is helped by impossibly large guns and an end to the precision jumping nonsense that marred the original. The tasks may appear familiar if you're a *Doom* fan, though, and it's occasionally too difficult. ★★★★★

**19 (19) Doom** ■ Shooter ■ GT Interactive ■ £20  
**Seminal PC shooting-in-corridors** Nothing wrong with this conversion, but the alien-blasting gameplay has been knocking about too long to push the N64's graphical power. ★★★

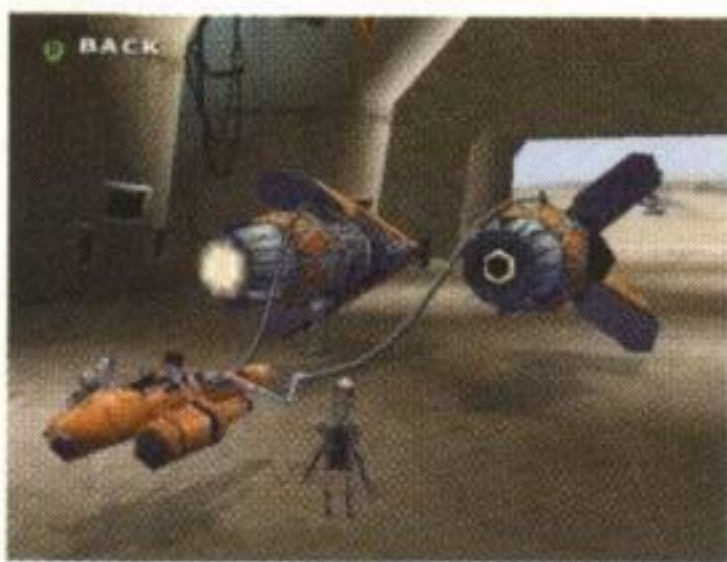
**20 (-) Mission: Impossible** ■ Platformer ■ Infogrames ■ £30  
**Tom Cruise in 3D roamabout** Not bad looking, with some great ideas that should've turned this 3D stealth-'em-up into a potential *GoldenEye*-beater. But it's just too bland and under-developed. ★★

## Watch out for

And-a-sneakin' into the top 20 in front of your very eyes...



**Mystical Ninja 2 – Starring Geomon**  
 ■ Konami ■ £40 **Odd retro-style 2D fare** The opportunity for RPG elements in the pretty between-level villages is wasted, and the basic platform stages themselves are monotonous. ★★★



**Star Wars Episode 1: Racer**  
 ■ Nintendo ■ £50 **Force-based pod race** Great scenery, cool craft and – most importantly – speed. And a *Star Wars* licence, of course. The option to upgrade the pod is cool, and the similarity to *WipeOut* isn't bad, as the handling is far more forgiving. No weapons, though, and too short. ★★★★★



**Snowboard Kids 2**  
 ■ Atlus ■ £60 **Mario Kart of the slopes** Race on everything from grass to the keys of a giant piano, relying on comedy power-ups to out-do your cutesy competitors. The fuzziness of the visuals is disappointing, but the multi-player mode excels. ★★★★★



**Lode Runner 3D**  
 ■ Infogrames ■ £40 **Age-old hole-digging hero returns** A lovingly crafted retro update that maintains the addictive gameplay of the original. The fiendishness of each puzzle makes for hugely satisfying play. ★★★



**Duke Nukem: Zero Hour**  
 ■ GT Interactive ■ £40 **Violent third-person adventures** The winning control layout, splendid weaponry and excellent, imaginative levels make for an addictive, involving shoot-'em-up. The time-travel angle gives scope for varied environments and interesting missions. Top. ★★★★★







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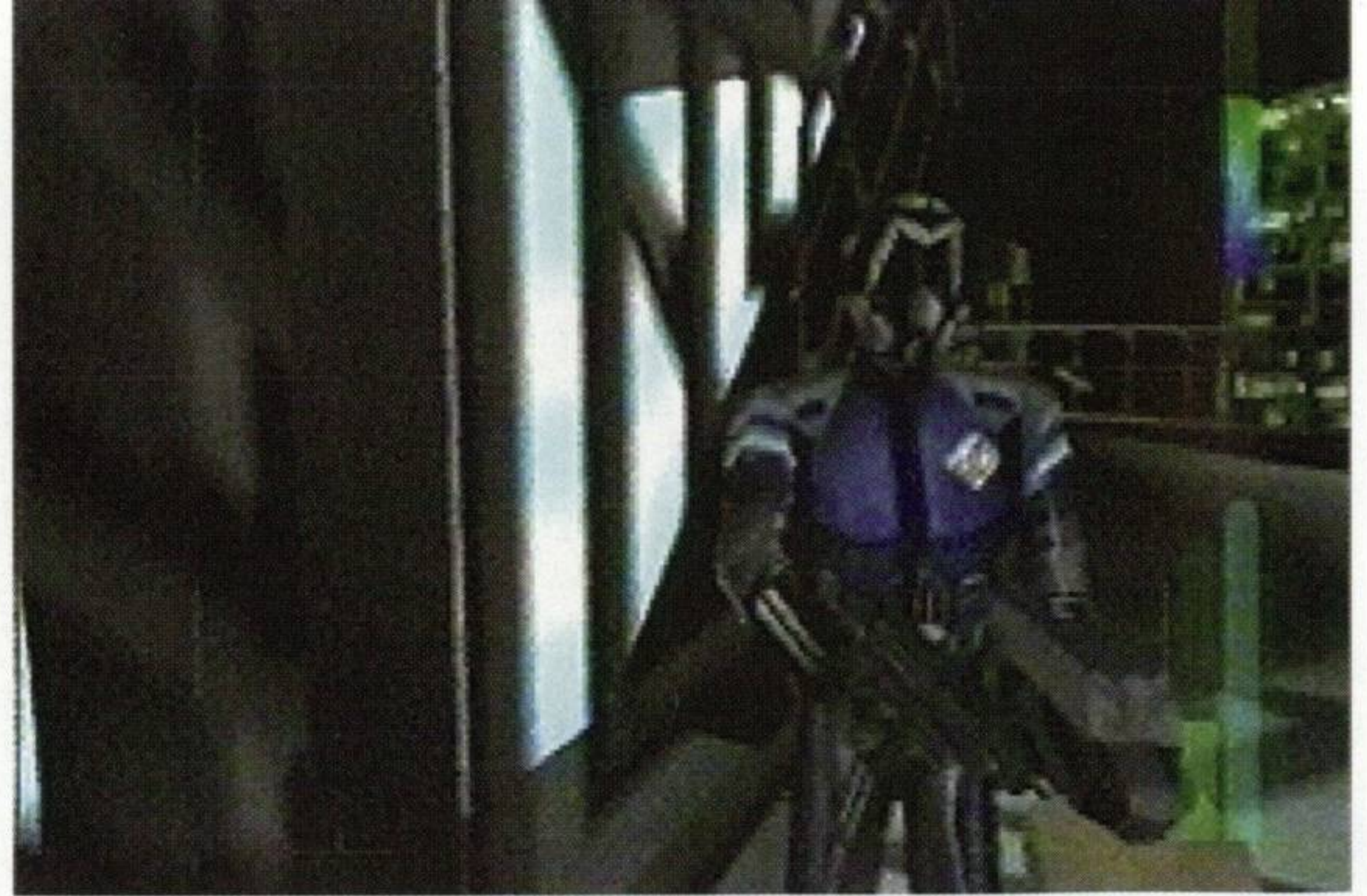
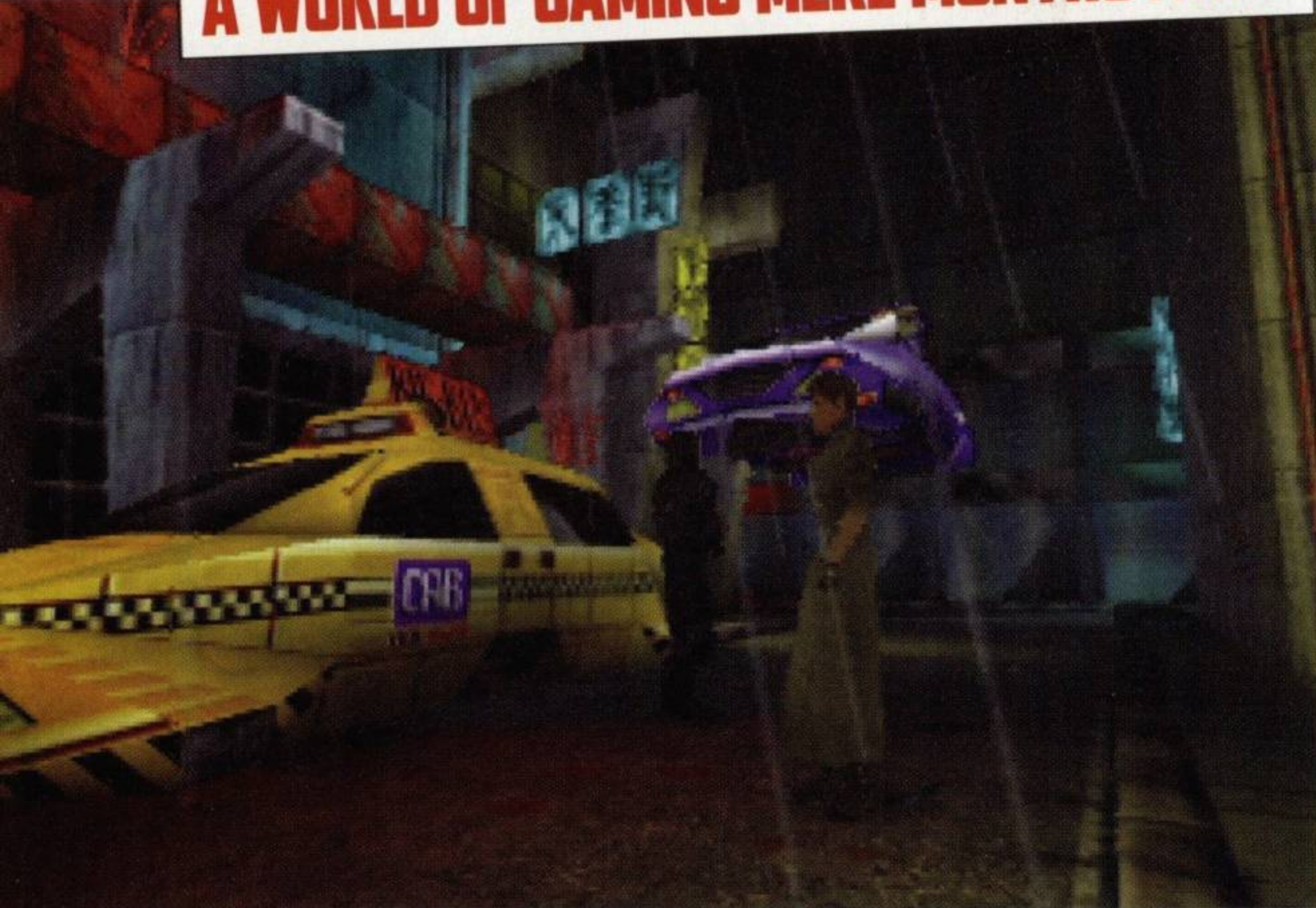
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# COMING SOON

A WORLD OF GAMING MERE MONTHS AWAY



■ **Joanna Dark:** ferries aliens, smacks bad guys and... er, crosses the road.



■ **Blood! Guts! Everywhere!** Oh, the humanity! Nice gun, though.



Format: **Nintendo 64** | Developer: **Rare** | Publisher: **Rare** | Players: **1-4** | On sale in UK: **December**

## PERFECT DARK

The "spiritual sequel" to *GoldenEye 007* is coming to kick ass.

**S**ay what you like about Nintendo's 64-bit machine, but it's hard to deny that it plays host to a clutch of the finest examples of silicon entertainment ever created.

*Super Mario 64*, *GoldenEye*, *F-Zero X*, *ISS '98*, *Zelda...* the list goes on. And, come this December, you'll be treated to a brand new addition to this roster; and one that threatens to eclipse everything that has gone before on any platform. Ladies and gentlemen, say hello to *Perfect Dark*.

Ostensibly the spiritual sequel to *GoldenEye*, *Perfect Dark* is the latest meticulously designed work of art from

British überdeveloper Rare. The loss of the Bond licence to PlayStation developer Black Ops, which is due to produce a *Tomorrow Never Dies* game, has merely encouraged the lads from Twycross to let their imaginations run wild. And what Rare has come up with is first-person, gun-based violence peppered with stealth-led objectives, hi-tech gadgetry, more than 40 different weapons and a grim, conspiracy theorist storyline – all of which is packed into an advanced, tweaked-to-perfection version of the *GoldenEye* game engine.

Heroine Joanna Dark (an ice-hard version of Lara Croft) slips seamlessly into the shoes of MI6's prodigal son, and plunges deep into *X-Files* territory by going head-to-head with the sinister Datadyne

Corporation, a company involved in all manner of distasteful skullduggery, ranging from alien experimentation to time travel. What this means, in practice, is that you get a game rammed full of disparate and awe-inspiring environments including grimy, *Blade Runner*-style streets and an alien world. The first level of *Perfect Dark* requires you to infiltrate Datadyne's imposing headquarters, from the roof down to the basement.

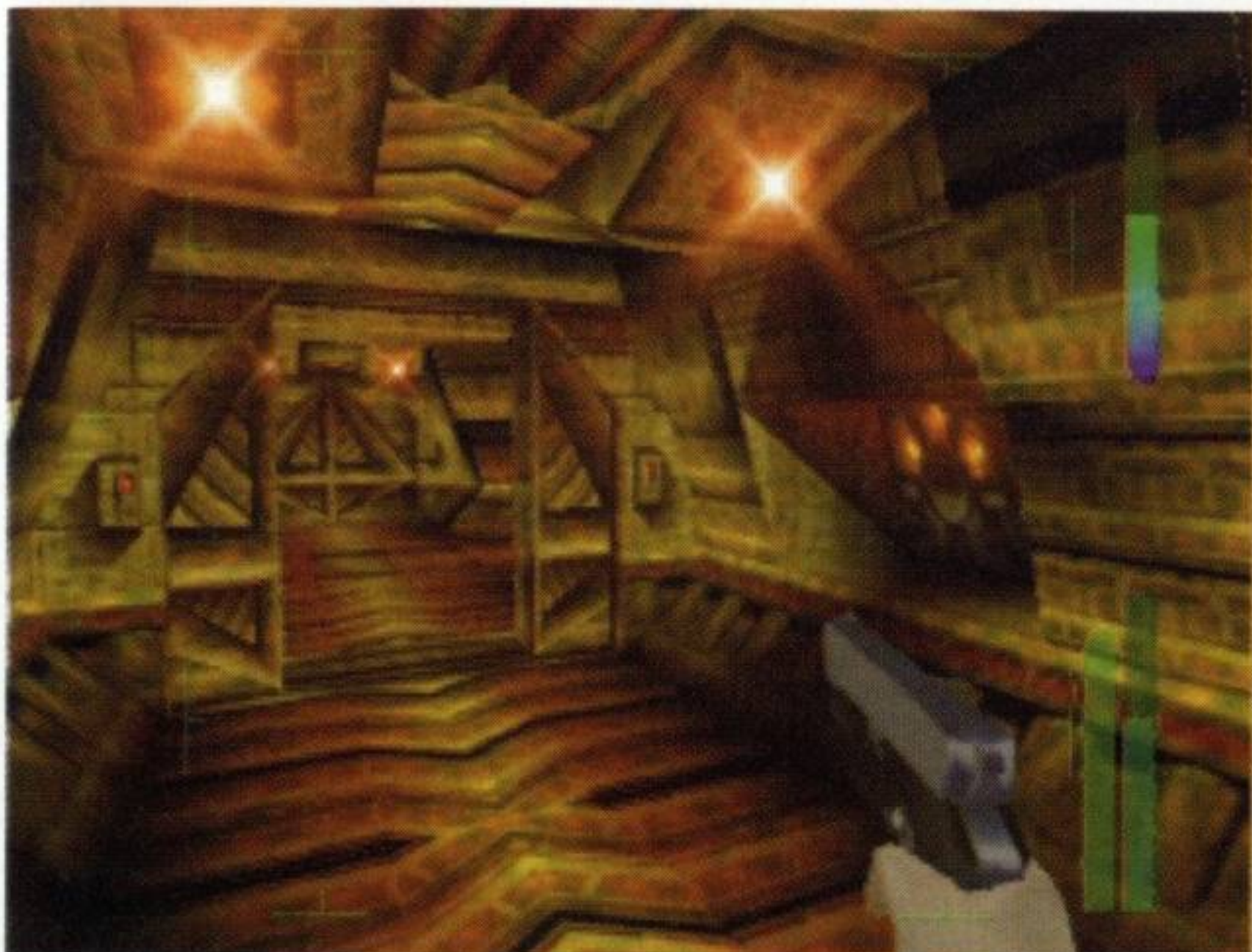
What is initially remarkable about *Perfect Dark* is how far Rare has refined the revolutionary approach to first-person shooters demonstrated by *GoldenEye*. If you run around blasting *Quake*-style, you'll be cut down in no time. Use stealth, cunning and accuracy, however, and you'll

stand a far better chance. Get careless when you're faced with a couple of guards and the odds are that one will provide cover while the other raises the alarm, calling forth a streaming horde of sentries to deal with you. There is one particularly charming moment when you enter a room where guards are sitting in armchairs, nonchalantly chatting. But as soon as you make a noise, they leap up and attack.

When it comes to taking out the enemy, the hit-location system of *GoldenEye* is taken one step further, and you can lock-on to a given part of your opponent's anatomy – be it limbs, head or torso – and pump lead into it. You can aim to disarm the enemy or do 'em with a simple head shot.

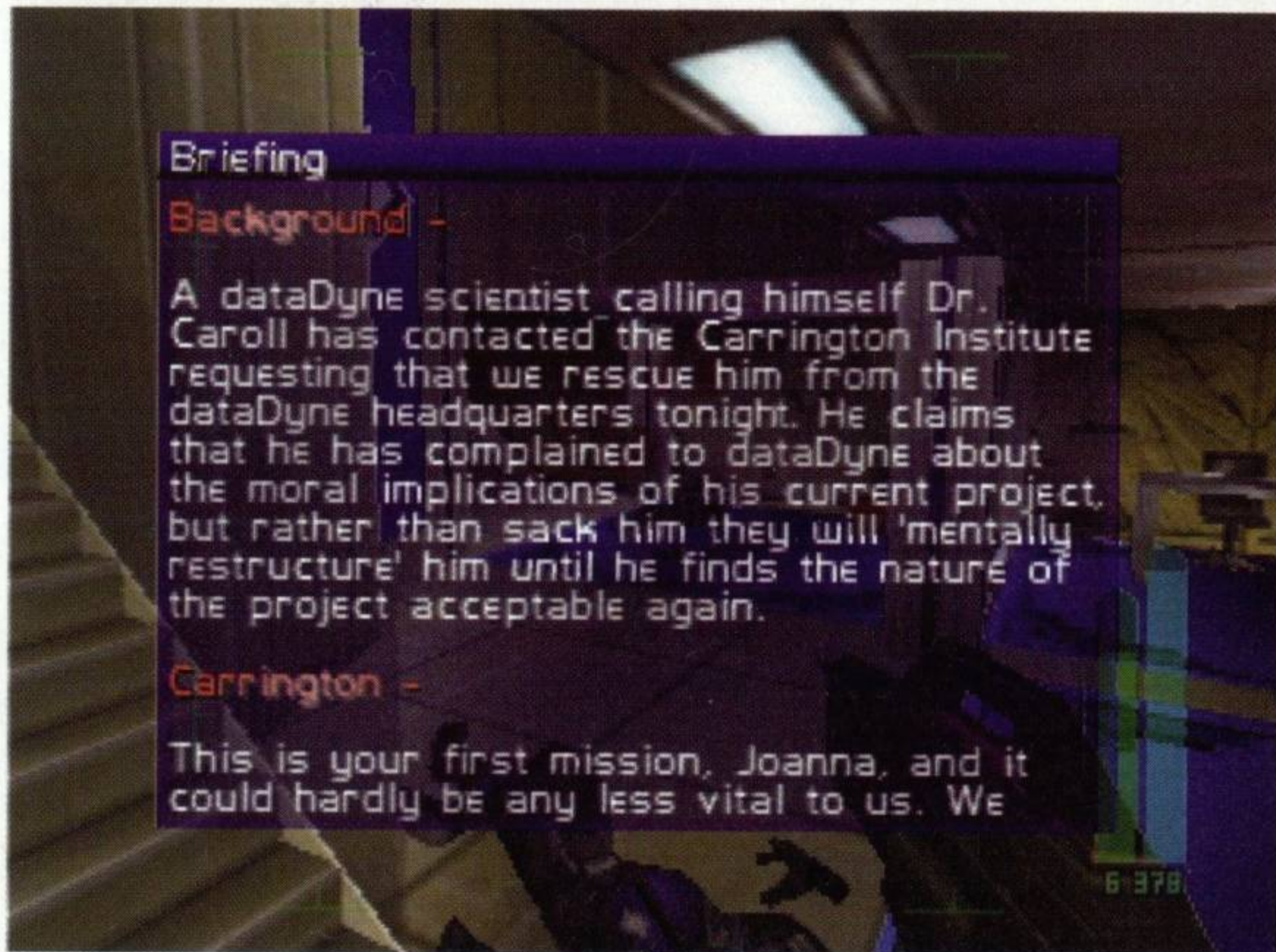
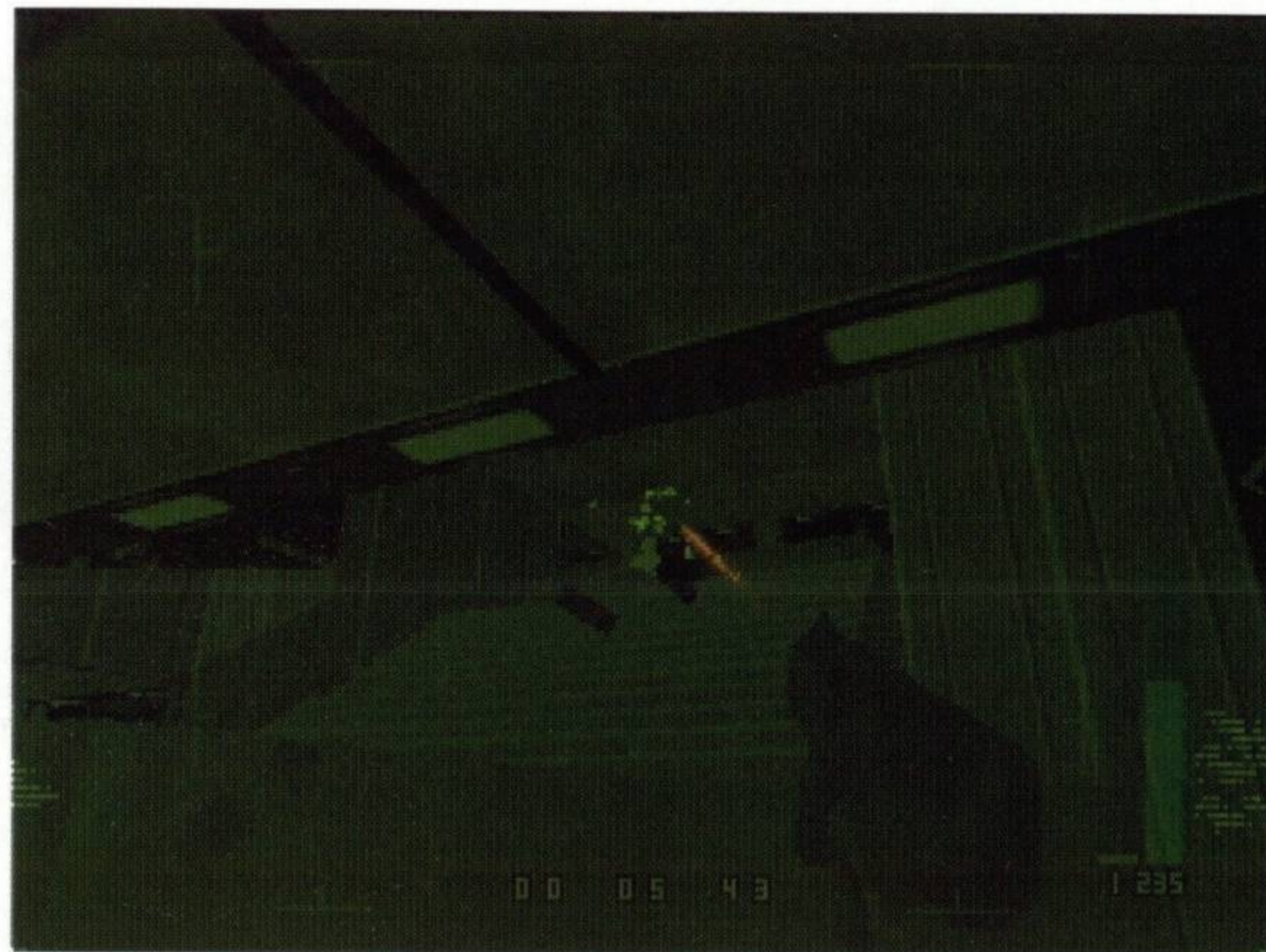
The graphics are faultless, and Rare is currently trying to decide whether to employ the Expansion Pak for a high resolution mode, or to use it to introduce other game-enhancing bonuses.

*Perfect Dark*'s single-player game delivers more rigorous and inventive



■ Soldier killed yesterday in unfortunate hoverbike "accident".

■ If you thought *GoldenEye's* visuals couldn't be bettered, get your hat ready for eating.



#### Briefing

#### Background -

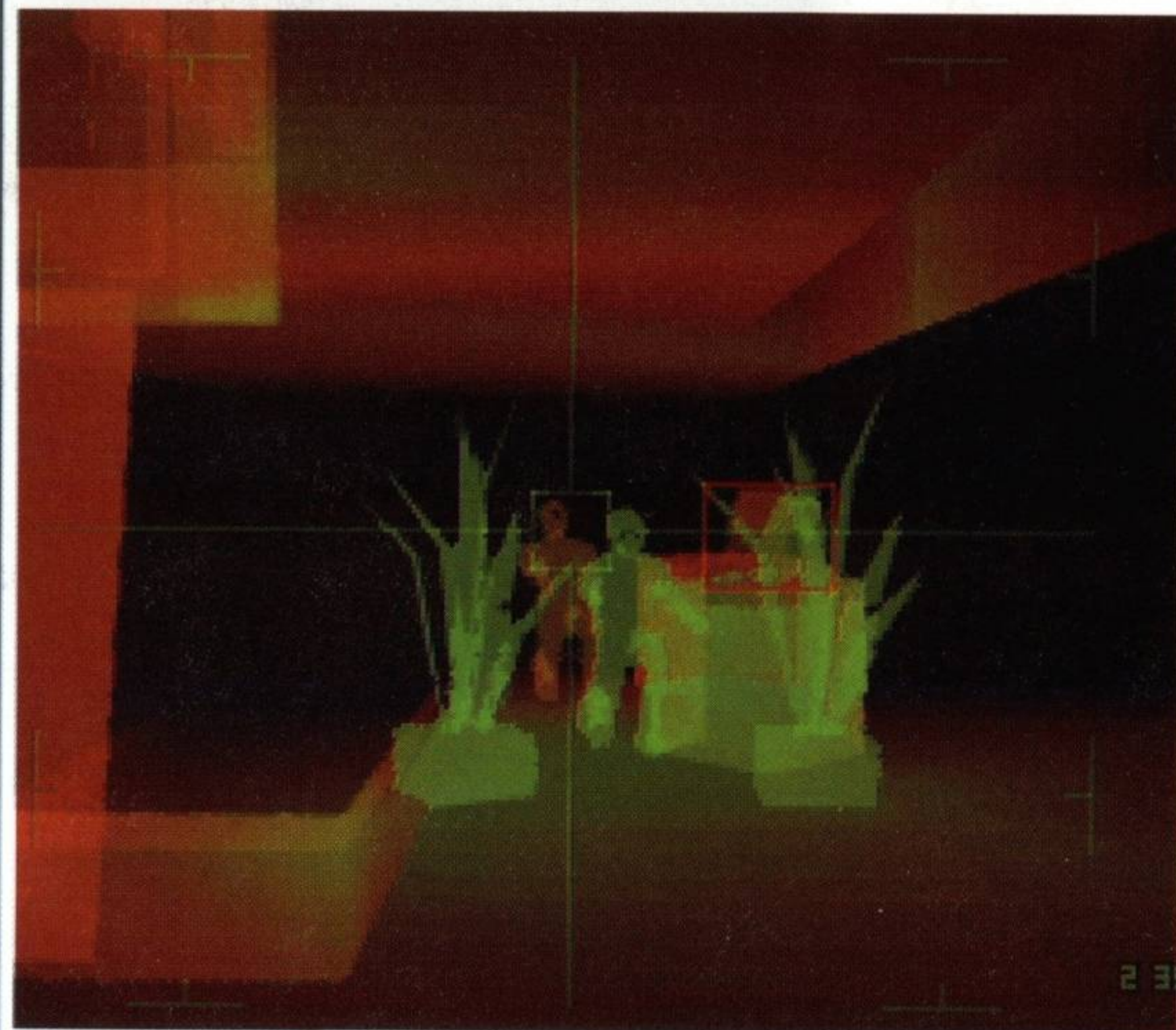
A dataDyne scientist calling himself Dr. Carroll has contacted the Carrington Institute requesting that we rescue him from the dataDyne headquarters tonight. He claims that he has complained to dataDyne about the moral implications of his current project, but rather than sack him they will 'mentally restructure' him until he finds the nature of the project acceptable again.

#### Carrington -

This is your first mission, Joanna, and it could hardly be any less vital to us. We

#### BEST BIT SO FAR

#### Ammo better blues



Forty weapons. That's the selection you get in *Perfect Dark*. Some may seem familiar; the evergreen sniper rifle makes a welcome reappearance, and the devastating AR34 assault rifle is a direct relative to the AR33 in *GoldenEye*. Best of all, though, has to be the Farsight. A cross between the infra-red/heatseeking vision in


*Predator* and Arnie's gun in *Eraser*: this slice of wonderment can target *through* walls. Astounding stuff. There is a downside, though; you can't turn it quickly, so it's best used against stationary targets or campers – people who like to find a nice sniping position in a multi-player game and not budge a jot. Aces.

mission objectives than *GoldenEye*: you get to try to escape from a subterranean installation with a bedridden alien abductee, take part in a thrilling hoverbike chase, rescue and escort an unwilling individual from captivity, and download data from the Datadyne building while a beweaponed gunship hovers outside, intent on eviscerating you. And yet, for all the thrills available for the solo player, it's the multi-player game that threatens to bruise chins the world over.

Pay attention now, because this is good – Rare has taken Nintendo's revolutionary N64/Game Boy meshing capability and done something very tasty with it. In the same way that you can download monsters from the Game Boy *Pokemon* to fight in full 3D in *Pocket Monsters Stadium*, Rare has found a way for you to put *yourself* into the game. You just take a snap of your mug using the Game Boy camera and, with the help of the Game Boy Pak, you can graft it on to a character into the multi-player game. The results are

impeccable, and suitably astounding and – with the help of an in-game character editor – can be completely customised. Different hairstyles, clothes and personal designs are all possible – and you can even add beards. Genius.

What *Perfect Dark* also does is wise-up the computerised opposition in the manner pioneered by shoot-'em-ups such as *Quake* and *Unreal*, where the bad guys exhibit human characteristics. This provides you with an extra challenge in the two-to-four-player games, and the bots can also be used as squadmen. A unique two-player mode will enable players to equip and customise up to four bots each, which can then be issued orders during play by various commands based on the D-pad. The possibilities are staggering.

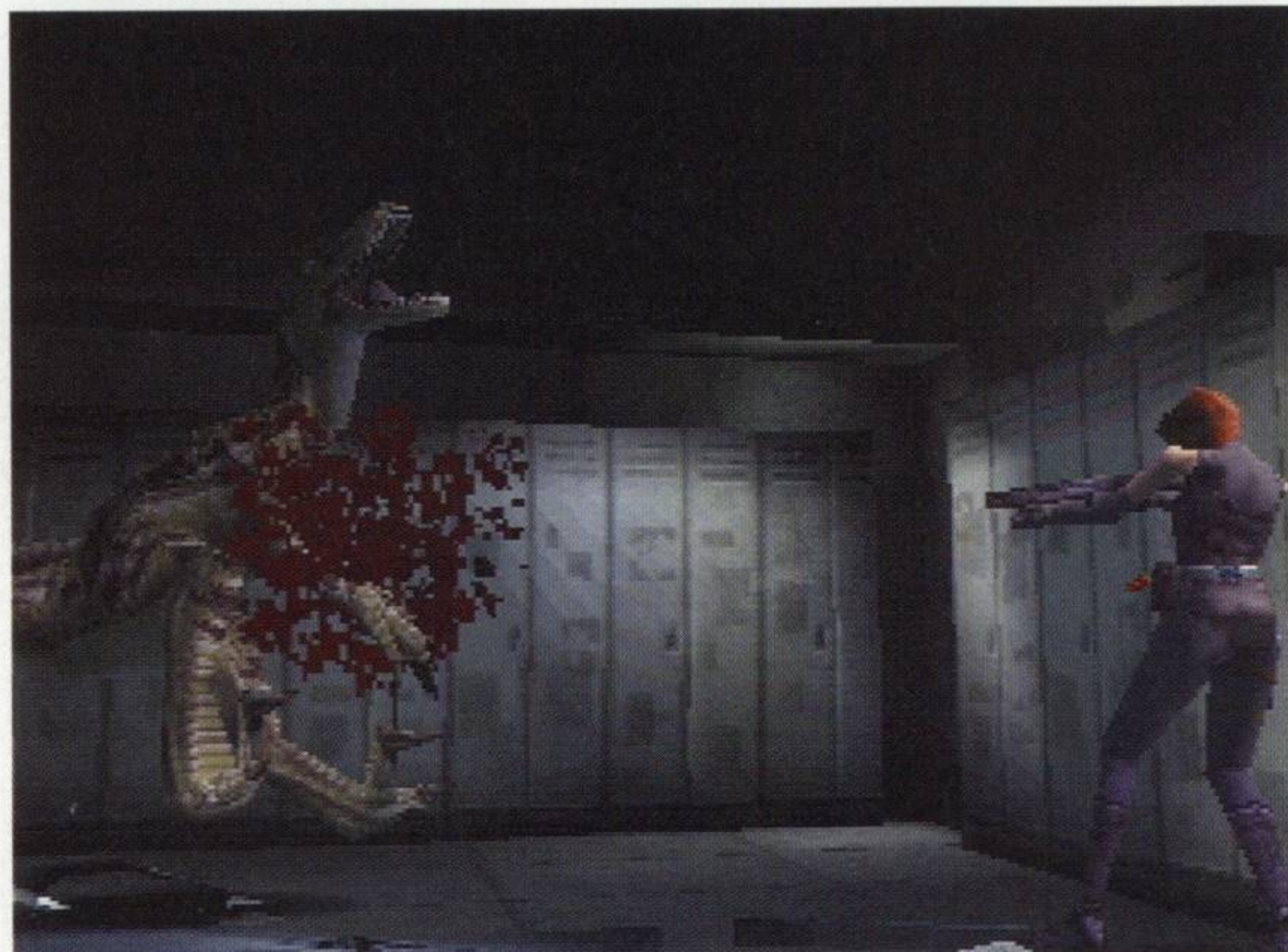
As an example of the first-person genre, *GoldenEye* has only been bettered by *Half-Life* on the PC. *Perfect Dark* promises to go beyond Gordon Freeman and friends, and, in the process, revolutionise console games forever. 

**COMING SOON**  
A WORLD OF GAMING MERE MONTHS AWAY

■ She's got a big gun, but can our heroine face down the evil Mr. Teeth (right)?



■ Polygonal abodes abound in *Dino Crisis*, all of which make for detailed and fully interactive scenery. Blast a chair to bits and it stays blasted. Most satisfying.



Format: **PlayStation** | Developer: **Capcom** | Publisher: **Virgin Interactive** | Players: **1** | On sale in UK: **Winter '99**

## DINO CRISIS

It's out with the "uuuugh" and in with a "RRAAAARH!"

**F**ew things guarantee a cinema takings avalanche. Jim Carrey's juvenile facial gesticulations are one. Anything that begins "A long time ago, in a galaxy far, far away" is clearly another. Also up there among the celluloidal big-hitters are those fearsome computer-generated, roaring, stomping and squawking beasts of the cretaceous period. Yep, slap some dinosaurs on the screen, sit back and begin banking the cash. It's a phenomenon that hasn't gone unnoticed down at Capcom.

*Dino Crisis* is the latest survival horror fest to spring from the twisted mind-pudding of producer Shinji Mikami – he of

the *Resident Evil* series. And, instead of the lumbering OAPs of the terror circuit – namely zombies – he has chosen to populate this latest foray into fear with the equally resurrected, but considerably more speedy "terrible lizards". And yes, first impressions do suggest *Resident Evil*, only with raptors. But, fortunately, it's not quite that simple. First a spot of back story.

White-coated boff, Professor Kirk, is tinkering away at his "Principle of Clean Energy" – an anti pollution solution – when due to an, as-yet-unexplained, incident he is wasted. Offed. Kaputt. Or is he? Well three years down the line, he pops up again, now on the island of Ibis. His country has stopped his funding. His clean energy has seeped and created a horde of prehistoric

annoyances and a crack team of agents, sent to sort out this implausible mess, are starting to turn up rather chewed. It's down to Regina, a female member of a special forces spy unit, to get to the bottom of it all.

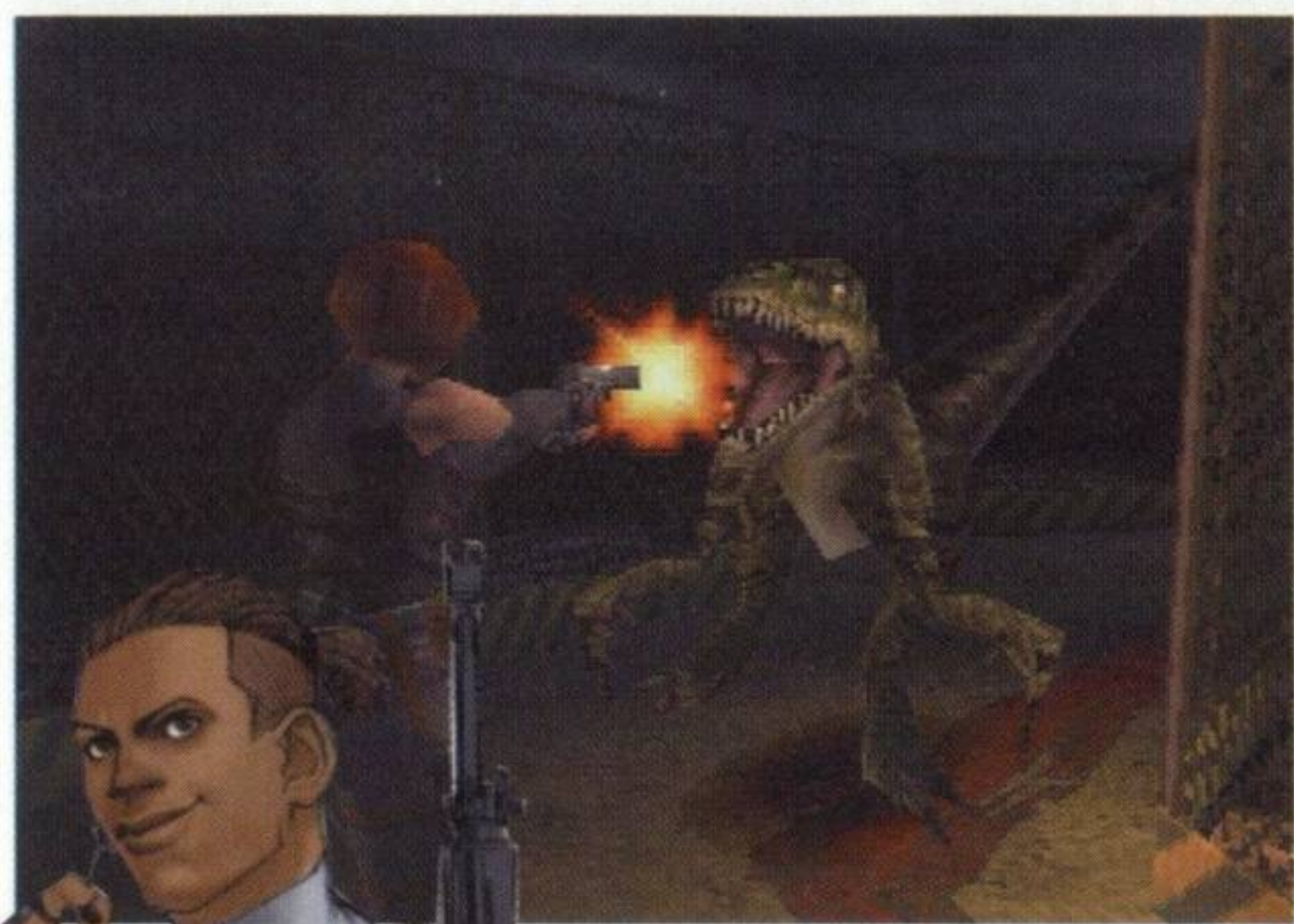
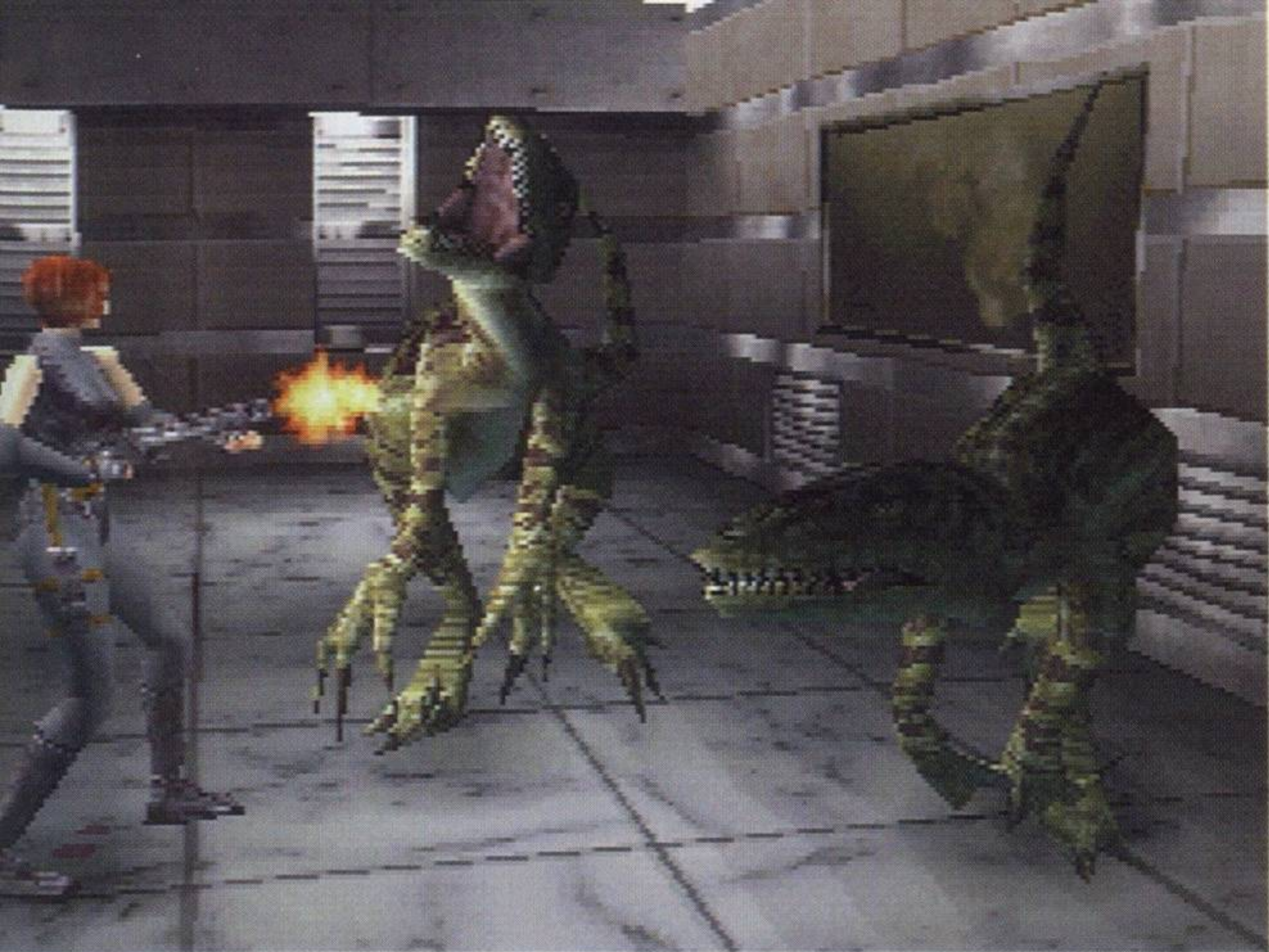
Such is the tale. And indeed, while sounding like the result of a bargain bin gender reassignment operation, Regina is all woman. And she's you. While all around, large, well-trained, hulking males are torn asunder, somehow Regina – resplendent in petrel blue sleeveless body suit – is left to find Kirk, locate his crazy data and then ultimately discover just how the dinosaurs have taken over the island.

If you have a passing fancy for the *Resi* titles you'll feel immediately at home with the control method. Tanking the heroine

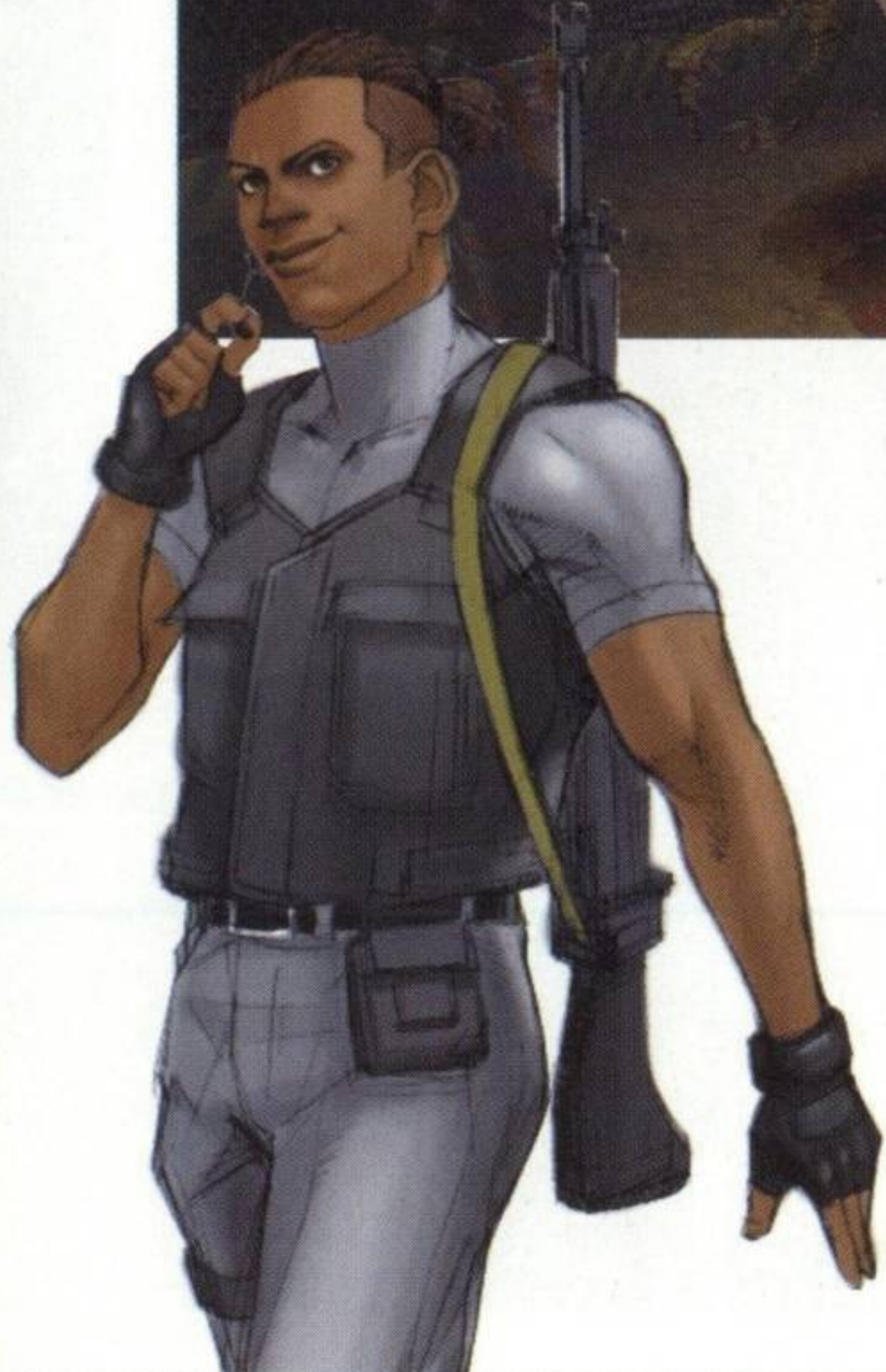
about involves virtually identical buttoning, although there are a couple of differences. First, you no longer have to raise the barrel of a gun to aim – all shooting happens at the same height. Second, a new inclusion enables you to spin and face the opposite direction with one press. Satisfying for Raccoon City visitors who frequently suffered – literal – back biting, thanks to the pendulous nature of the rotation system.

Visually, *Dino Crisis* bears the hallmarks of its predecessors. A grey, shadowy vibe. Industrial complexes. Numerous doors and staircases, and a sense that each corner turned could be your last. But while earlier offerings achieved this via pre-rendered flat backgrounds, *Dino Crisis* offers up a full polygonal environment. You can interact with scenery. Knock a chart off the wall, dent a table, dislodge a cabinet; all will be in the same state next time you see them.

One element not quite alleviated is the masking technique – used in the first games to conceal the loading up of following data – the familiar *Resi* opening



■ Raptors mince about double-quick; blink and they're upon you. Tip for the top? Hide in a corner and sob.



of doors animation and the plod up and down stairs. This necessary effect remains – albeit in a new glorified form. For this time round the foxtress Regina is on full display and we see her open the door and whip through – it's a similar story with the stairs.

Another notable addition is the fact that injury – again represented by a limp – is in evidence during these mini cut-scenes. After a particularly unfortunate encounter with some toothsome vileness, you actually stagger about dripping blood. Yak!

So what of the carnivorous pests? Well, at this stage in production it appears that no passive vegesaurus types have been spotted. We are talking raptors – sprinting, clawed demons – and tyrannosaurus' – no explanation needed – although rumours of the inclusion of at least five different types of dino within the game persist.

*Dino Crisis* is looking to be a major contender. Puzzles, gunplay and the all-important scaly inhabitants should render it a winner. The animation is spot on, too; the way the monsters move – clearly the result

#### BEST BIT SO FAR

### The wall of death

"Lord Baby Moses!" as Jonathon Ross so often exclaims these days. And as well anyone might when faced with this wall of teeth (with a dinosaur stapled on the back for good measure). Nip into this room and all is silent – for a while. Soon you won't be able to help but notice that an enormous gob 'n' tongue set is flailing about next to you, hoping for a McRegina to go. You can take the beast on with a pistol if you wish, but a sharper move might be to head for the door. After all, as the finest minds throughout history have always maintained, "She who fights and runs away doesn't get bitten in two and forced to return to the last save point."



of repeated *Jurassic Park* viewings – is a revelation. PC-style "skinning" techniques mean that, even up close up, your cold-blooded opponents retain their crisp forms.

Excellent use of atmospheric sounds, silence, darkness and cut-scenes enrich the title hugely, while shocks – like dinos ploughing through previously closed doors – ups the realism ante from that of any previous PlayStation shocker. Whether these growling teeth-beasts can illicit the same fear factor achieved by the previous gamut of swaying, cannibalistic undead remains to be seen, but on this evidence *Resi's* crumbly zombies should get measured up for their "second" coffin. **A**

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**COMING SOON**  
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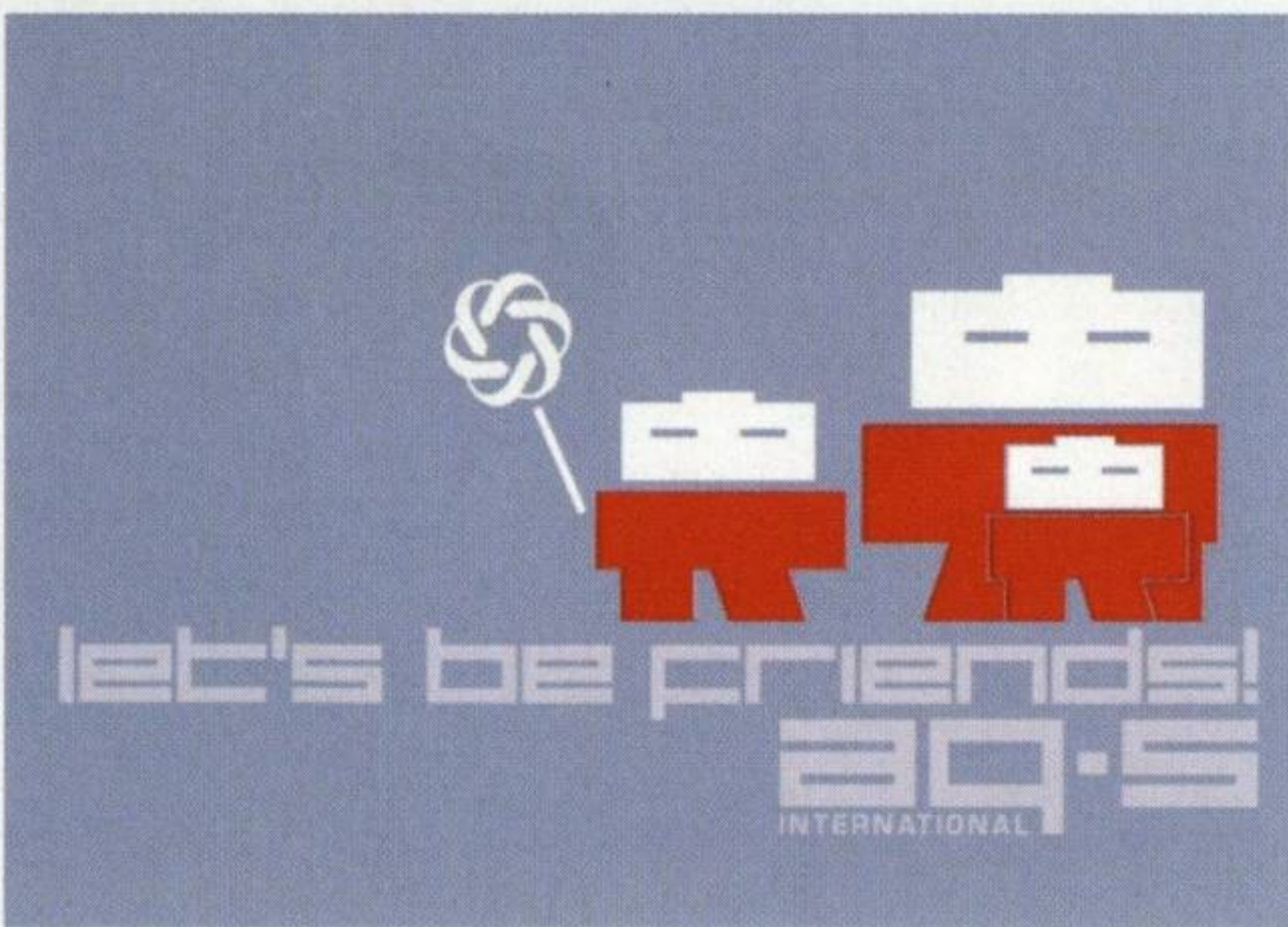
■ Believe the hype! The sleds are better than ever.



■ The *Gran Turismo* influence has reached *Wipeout 3*. There's no sled wash for 500CR, but there is a great replay mode – perhaps the only one we've sat through since early *GT* days.



■ The logos and design are – once more – courtesy of The Designers Republic. Lush.



Format: **PlayStation** | Developer: **Psynosis Leeds Studio** | Publisher: **Psynosis** | Players: **1-4 with link up** | On sale in UK: **September**

# WIPEOUT 3

Welcome to the biggest, best and most fun *Wipeout* ever.

**F**ew games caused as much pupil-dilating awe at this year's E3 show as *Wipeout 3*. Along with the likes of *Perfect Dark* (for N64), it's proof that – whatever the future – the current consoles will see some of the greatest games in their history arrive in the next few months.

*Gran Turismo*, *Ridge Racer Type 4* and *Colin McRae Rally* might have made their own tyre marks on the genre since the release of hover-fest *Wipeout 2097* almost three years ago, but there's no substitute for what has been the ultimate racer since almost day one of PlayStation.

For the uninitiated, *Wipeout* and sequel *Wipeout 2097* brought us unrivalled future

racing, were the first to properly integrate all the tunes we like into games (Chemical Brothers, Aphex Twin, Prodigy) and had the coolest designs of any game ever (courtesy of The Designers Republic). They were credited with bringing videogames out of geekdom and into the wider, cooler world. As games they were absolutely essential, and are now absolutely Platinum. And you'll need to buy 'em, too, even if *Wipeout 3* soon makes its way into your affections.

You see, it's a sequel, but it's also a lot more than that. For example, there're eight teams now; comprising of four new ships and four taken from the old *Wipeouts*. The work that's gone into giving them all a makeover, however, makes them seem like an entirely different species. Now, the air

brakes flip up as you slow down to take corners, each ship has a different coloured vapour trail (which looks stunning in the tunnel sections) and for the first time you can control the craft using the Dual Shock pads, which makes a massive difference not only in terms of realism, but control, too.

But the first thing you'll notice is just how much cleaner and classier than its predecessors *Wipeout 3* looks. From the first loading screen down, The Designers Republic has thrown out garish colours and gone for subdued greys and much moodier atmospherics. In short, it looks brilliant. The team logos are nicely futuristic too, just the sort of thing you'd love to see on T-shirts and, after all, there was a music compilation album released with the last game, so

what's to bet against a full range of *Wipeout* clothing for '99?

The design changes go as far as the on-screen bars and speedos too, with the fantastic new proximity meter taking pride of place in the middle. Now you can judge where your enemy is and fire off mines in exactly the right place, before speeding off into the distance. This element of strategy, with attacking and defensive weapons, is something the developers simply will not keep quiet about.

Ask any *Wipeouteer* what's missing from the first two, though, and you'll get one clear answer: without a mass of kit it was impossible to test your prowess against other humanoids. No longer. *Wipeout 3* has a wonderful two-player split-screen mode that's very satisfying, especially if you own a widescreen television. You see, *Wipeout 3* has been made in true widescreen, which means if you choose vertical split-screen the two playing areas are square. Why this





■ The vapour trails are far from vapid. They look astonishing, particularly in the darkened tunnel sections.

■ For the first time, *Wipeout* is analogue stick compatible, too – and it makes a huge difference. Control chic!



hasn't been included in other *Wipeouts* is a mystery, but no-one's complaining now.

Which leaves the racing. The AI has been overhauled to make the races more competitive, and the tracks are beautifully designed, with lighting effects, rain and billboards all appearing where you least expect as you fly through cities of the future. With championships, time trials, challenges and deathmatches, this all makes for some of the maddest racing you'll see on PlayStation – and that includes *Rollcage*.

Once again, the tunes are top notch. Sasha's made a number of exclusive tracks just for the game, and there's the promise of a number of "top international dance acts", pending licensing deals.

We've just found out that *Wipeout 3* still has three months of development left. Normally, this would be a bad thing, but this time we beg to differ. Psygnosis can have as much time as it wants if it's going to make a game that promises to be anything as good as the preview code suggests. Exciting is an understatement. **A**

#### INTRODUCING:

#### Cute as a button

Forget sexy women holding "Ready" boards. Forget boring old traffic lights. What you want to signal the start of some serious warp speed is the cutest countdown character ever. There's no name available as yet, but this little green marvel (with bunches, we reckon) has to be a gaming superstar of the future. Go. Go. Go!



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**COMING SOON**  
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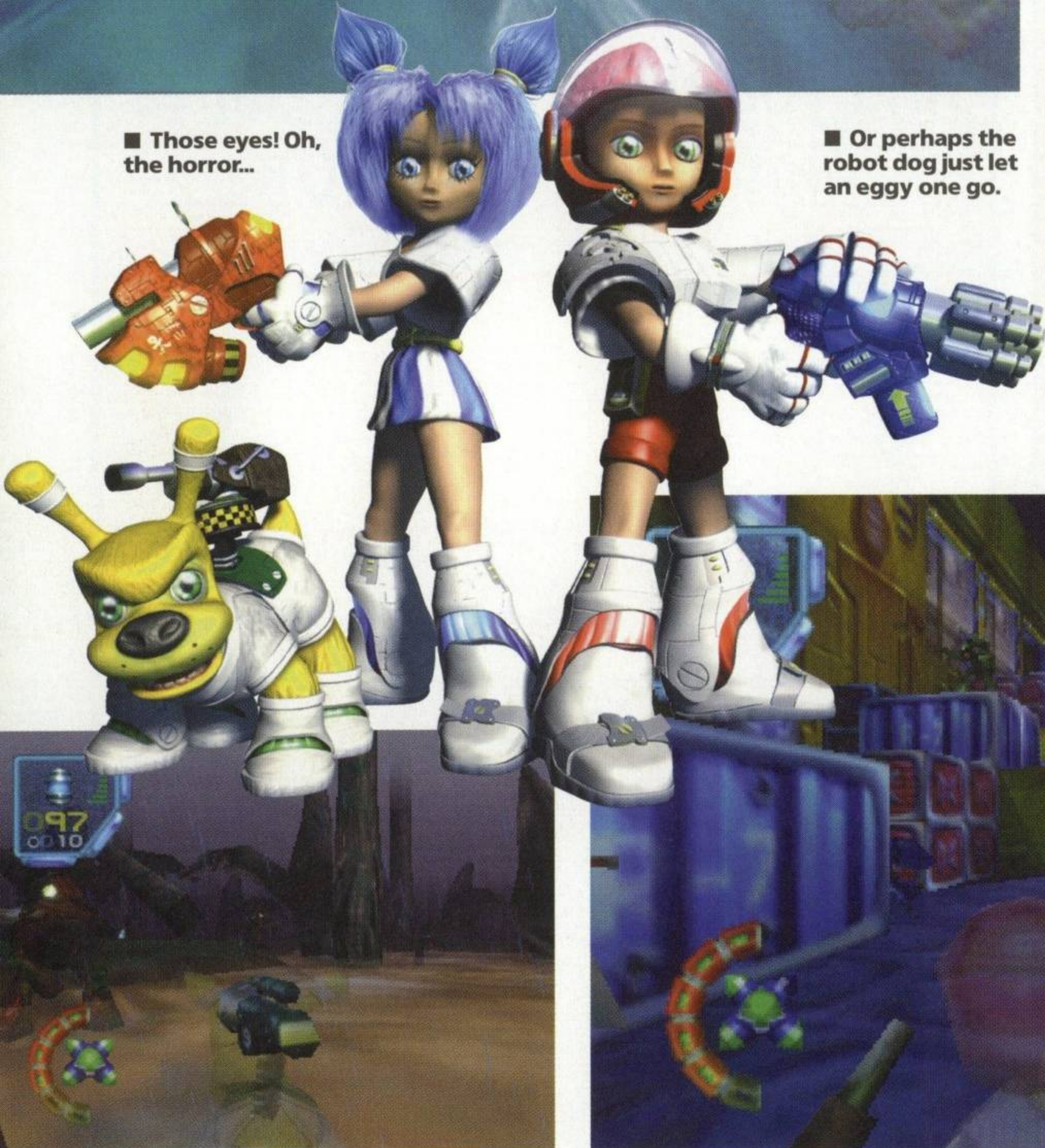


■ No wonder the Jet Force kids are so frighteningly wide-eyed – they're witness to horrific amounts of mucus-spraying, gut-churning alien death.



■ Those eyes! Oh, the horror...

■ Or perhaps the robot dog just let an eggy one go.



**INTRODUCING:**

**Floyd the droid**

Opt for the two-player co-operative mode of *Jet Force Gemini*, and you're in for a surprise. When it comes to picking a character, you can choose whether to take on the role of one of the three main protagonists – space cadets Juno or Vela, or their pugnacious pet Lupus (pictured) – or a small, hovering box o' metal called, ahem... "Floyd the droid". As Floyd, you can crack around with little regard for the laws of gravity and – from your privileged position – shoot things. We hope to have pics of Floyd soon. Magic.



Format: **Nintendo 64** | Developer: **Rare** | Publisher: **Nintendo** | Players: **1-4** | On sale in UK: **30 August**

# JET FORCE GEMINI

New N64 greatness from the *GoldenEye* stable

Last month's E3 show was, for Nintendo, more than just a showcase for its latest games. It was a very bullish display of defiance; a statement of intent that impressed upon all and sundry that, for the N64, the best is very much yet to come.

And much of this has to do with games developer Rare, who – along with showing the sublime *Perfect Dark* (previewed on page 132) – gave the industry a sneaky peek at guaranteed blockbusters *Donkey Kong 64* and *Jet Force Gemini*.

Prior to this, all that had been seen of *Gemini* were screenshots, which revealed little about Rare's first title since *Banjo-Kazooie* last year. The game has always

been an unknown quantity; that it's a shoot-'em-up with its fair share of bug problems has always been the rumour – beyond that, little was known. So it comes as the nicest of surprises to discover that *Jet Force Gemini* is sterling entertainment.

And, yes, it is, at heart, a relatively straightforward shoot-'em-up. But it's orchestrated with such verve, style and horrendously large guns that it all seems new and fresh. You get to take control of one of three characters: space cadets Juno or Vela, or their dog, Lupus. The 120 levels are roughly divided between the three protagonists, each of whom has their own route to follow. The trio reunites at the climactic finale, to defeat intergalactic tyrant Mizar, but first – as you move through the

game – you must rescue small, flat-headed ewok-type creatures, solve puzzles and reduce legions of insect-like troops to ashes.

You also have the chance to employ intriguing equipment and weapons aplenty. Fearsome exo-skeletons; transforming vehicles that can fly, skim through water and traverse rocky terrain; and paw-mounted jet packs are all present and correct, but it's the artillery that impresses most. Rocket launchers, plasma guns and a razor-tipped boomerang that can lock-on to multiple targets (and behead them all) are just the tip of the munitions iceberg.

In terms of visuals, the explosions are huge and you'll be dazzled by the lighting effects – flames cast their orange glow over everything, shadows are created, and your enemies detonate in bursts of glistening goo. It's quite a sight to behold.

Throw in a two-player co-operative mode and a spanking, whip-fast four-player deathmatch and *Gemini* is guaranteed to

re-invigorate a staid genre come its release at the end of August. Rare may have justifiably taken criticism for being less than original at times – with the honourable exceptions of *GoldenEye*, *Perfect Dark* and the wonderfully unclassifiable *Blast Corps* – but when the company displays such enthusiasm, imagination, technical mastery and unalloyed joy in its games, then it's extremely hard to find fault. *Jet Force Gemini* is the latest example of this, and it's brilliant. You'll see.





■ With over 40 tricks to master, merely clinging on to your board for dear life is not an option.



■ Lying on the board is faster, but reduces your turning ability.

■ Half-pipe sections just beg to be stunted on.



**BEST BIT SO FAR:**

**Future sound of...**

*Trickstyle's* urban jungle tracks look spectacular. Rather than the usual soulless future setting so beloved of this type of game, here London, Tokyo and New York are put forward a few hundred years. In the resulting dynamic race environments, landmarks like Big Ben and the Empire State building are dwarfed by towering new buildings, just like in *Dredd's* Mega Cities.

Format: **PC, Dreamcast** | Publisher: **Acclaim** | Developer: **Criterion Studios**  
 Release: **September** | Players: **1-9 (PC), 1-2 (DC)**

## TRICKSTYLE

Skate or die (or both)

**G**razed knees, baggy pants and the threat of a glancing blow from a old lady's handbag as you cut her up in the Kwiksave car park. All mere bagatelle compared to what boarders are going to face next millennium if *Trickstyle* is much to go by.

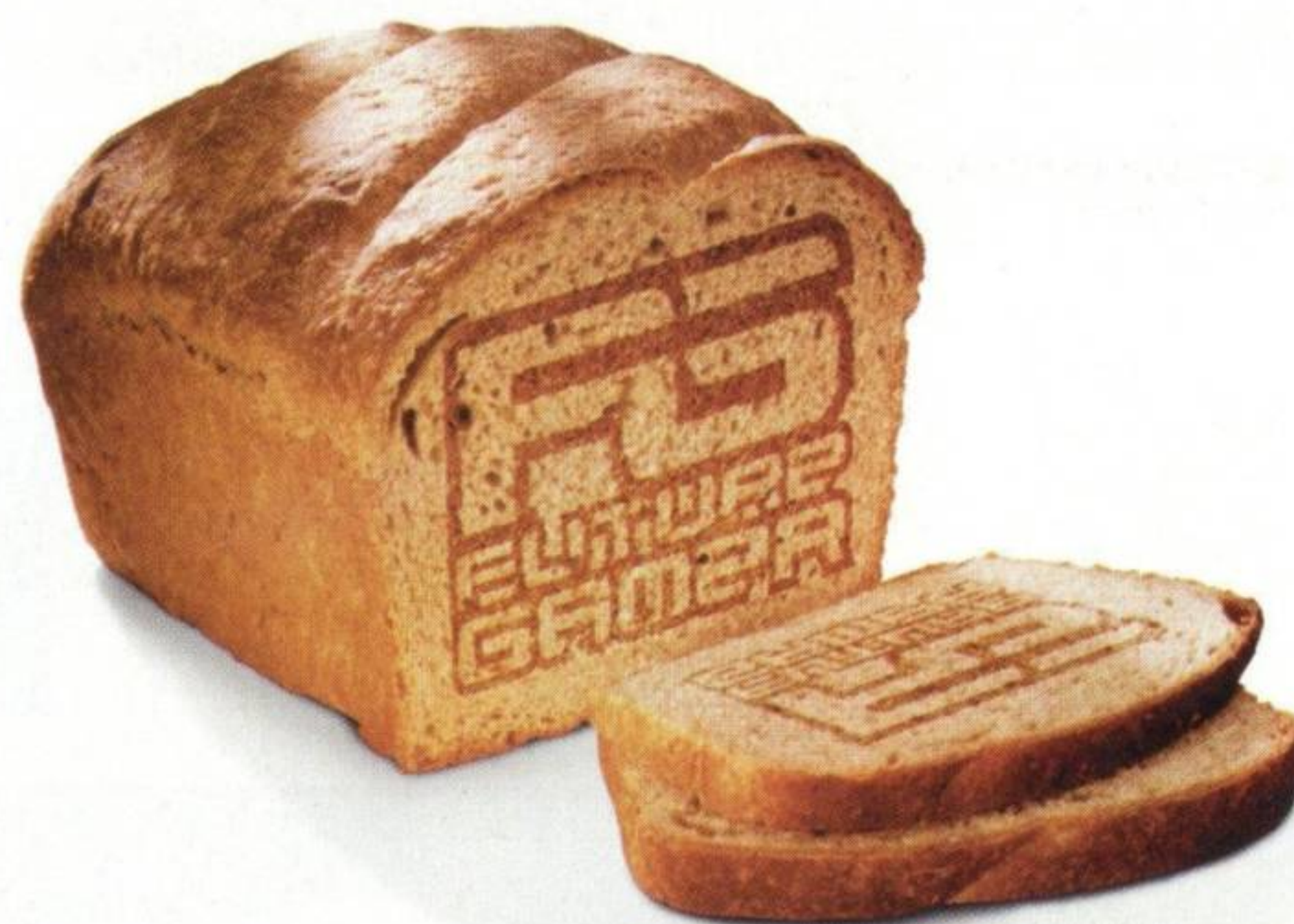
Drawing inspiration from the hover-boarding races in *2000AD's* *Judge Dredd* and *Chopper*, it's a future racing game that sees you belting around Aerial Tokyo, Neo Manhattan and Future London on a jet-propelled ironing board.

Making an obvious play for the busted-knee skateboarding constituency, there's a

futuristic skate park, with half-pipe and stunt bowl, where you can practise more than 40 individual stunts. But rather than being a way to show off as you race, 1080° style, in *Trickstyle* the stunts are instrumental in getting to the line first. Some enable you to jump higher to overcome obstacles and others are attacking moves that knock your competitors out of the way. As with *Banjo-Kazooie* on N64, you need to collect moves to progress and then make full use of your new moves to get round subsequent tracks.

Given the dodgy nature of both future and extreme sports games, this combo of the two should be rubbishness squared. Surprisingly though, thanks to its technical excellence and a well-realised setting, *Trickstyle* could turn out to be one of the strongest third-person Dreamcast launch titles. It's more than just *Cool Boarders* with a chrome trim, and has board handling well implemented enough to make you feel like a far future Aussie sky surfer. **A**

# Use your loaf...



...and get a daily slice of news, previews and reviews

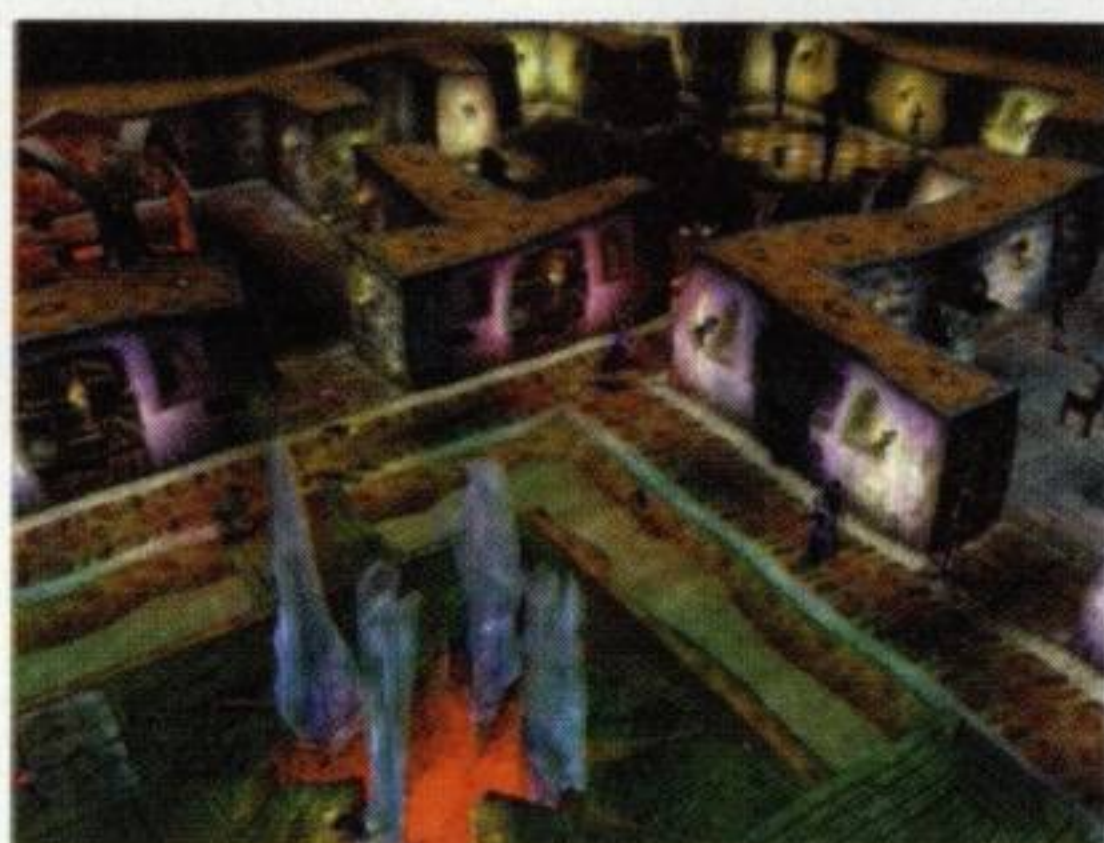
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**COMING SOON**  
A WORLD OF GAMING MERE MONTHS AWAY



■ It's all about money. Or, more accurately, great big piles of lovely, shiny gold. In chests.



■ (Above) In an unusual display of co-operation, the baddies line up for a photo.

■ (Below) Horny likes to keep his weapon sharp.



**INTRODUCING:**

**Horny lil' devil**

The Horned Reaper has to be one of the greatest in-game baddies of all time. Terminally grumpy, he has to be kept away from all the other creatures lest he eat or kill them. Best of all, though, he fights like a maniac with an enormous scythe. However, he has to be treated with kid gloves or he'll just bugger off. You have to feed him, pay him and let him kill things, just to keep him around, but he's worth it when you get a large-scale invasion. Like Vinnie Jones, he's a good bloke to have on your side.



Format: **PC** | Developer: **Bullfrog** | Publisher: **EA** | Players: **1-Internet** | On sale in UK: **July**

# DUNGEON KEEPER 2

The gangsta rappers were right all along – it *is* better to be bad.

**T**he original *Dungeon Keeper* was released in the summer of '97, and it caused one hell of a stir when it arrived. The lengthy and much-delayed development process ended when Bullfrog released a game so original that it almost defied description. Essentially a strategy game, *Dungeon Keeper* involved the management of minions, the development of resources and even some first-person combat. Best of all, it allowed, nay absolutely demanded, you to be bad.

And not just a little bit bad, like Michael Jackson. You had to be really, *really* mean: slapping grovelling imps to make them

work harder and torturing captured heroes were essential to your success. It was hardly surprising that we all liked being evil, and now Bullfrog is dangling the sequel to the best being-bad game ever in front of us, there's every reason to get immoral again.

The graphical overhaul is the first thing that will strike you about *DK2*. The wealth of detail that turned up blocky and fuzzy in the original is now pin-sharp and gorgeous. The clumsy sprites have been replaced by polygonal characters throughout, and the first-person view (an option for exploration and combat) is particularly good looking, rivalling most first-person games. But the game will stand or fall on the dungeon-building and mission elements, areas which were accused of repetitiveness in the

original. To this end, Bullfrog has created a mode called My Pet Dungeon, which will enable you to set up your dream dungeon and then test it when you're ready.

Which can only be a good thing, because the main missions will stretch your strategic powers to the full. As omnipotent overlord of a dungeon, your task is to accumulate wealth from gold seams, then defend it from the attentions of "good" heroes, questing for fame and fortune. The variety of character types available to the good guys matches yours: from knights, archers and tunnelers to wizards, monks and the fearsome Lord of the Land. Combat now involves more specific roles for your minions, and their AI enables them to carry out their roles with a certain

degree of automation. For example, the whip-wielding leather-clad Mistress will outflank enemies, and Warlocks will cast long-range offensive spells while defended by Black Knights and Bile Demons.

The range of rooms with which to expand your dungeon's capabilities are similar to those of the original *DK*, with a few exceptions. The Casino will give your creatures something to do rather than just train all day long, and the Combat Pit should enable them to practice their favourite hobby: fighting captured heroes (or each other). Better still, Bullfrog is promising free add-ons (via the Internet) for new levels, spells, creatures and traps, so your already-bulging arsenal will never lack depth. Being bad has never been so good. **A**

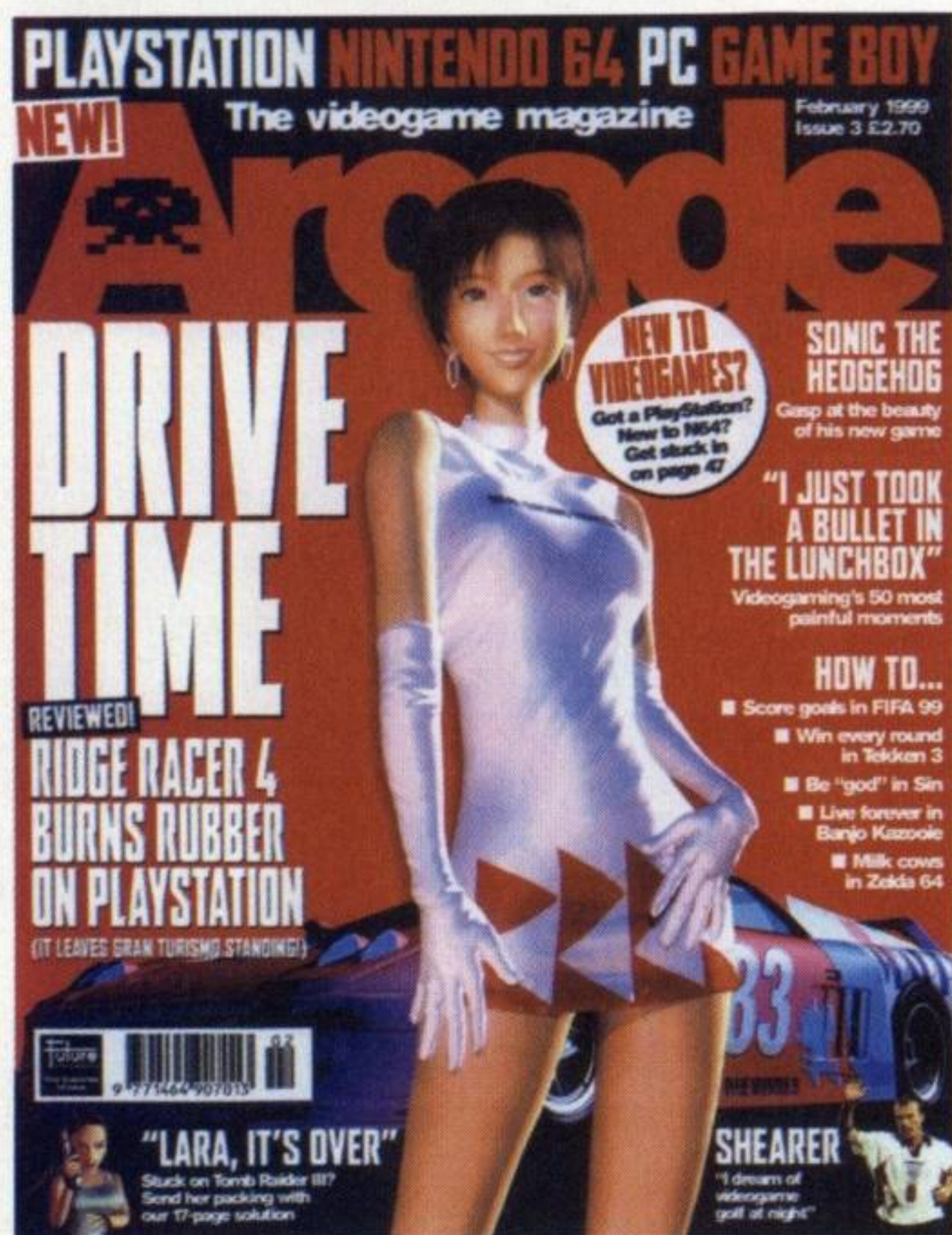


# Arcade

## Back issues

Enjoyed this issue? Want to catch up with what you've missed in previous editions of *Arcade*? Congratulations, because you've come to the right place. Back issues, we got 'em...

### Issue 3 February



■ *Ridge Racer 4*, *Tomb Raider III* solution, 50 most painful gaming moments.

### Issue 4 March



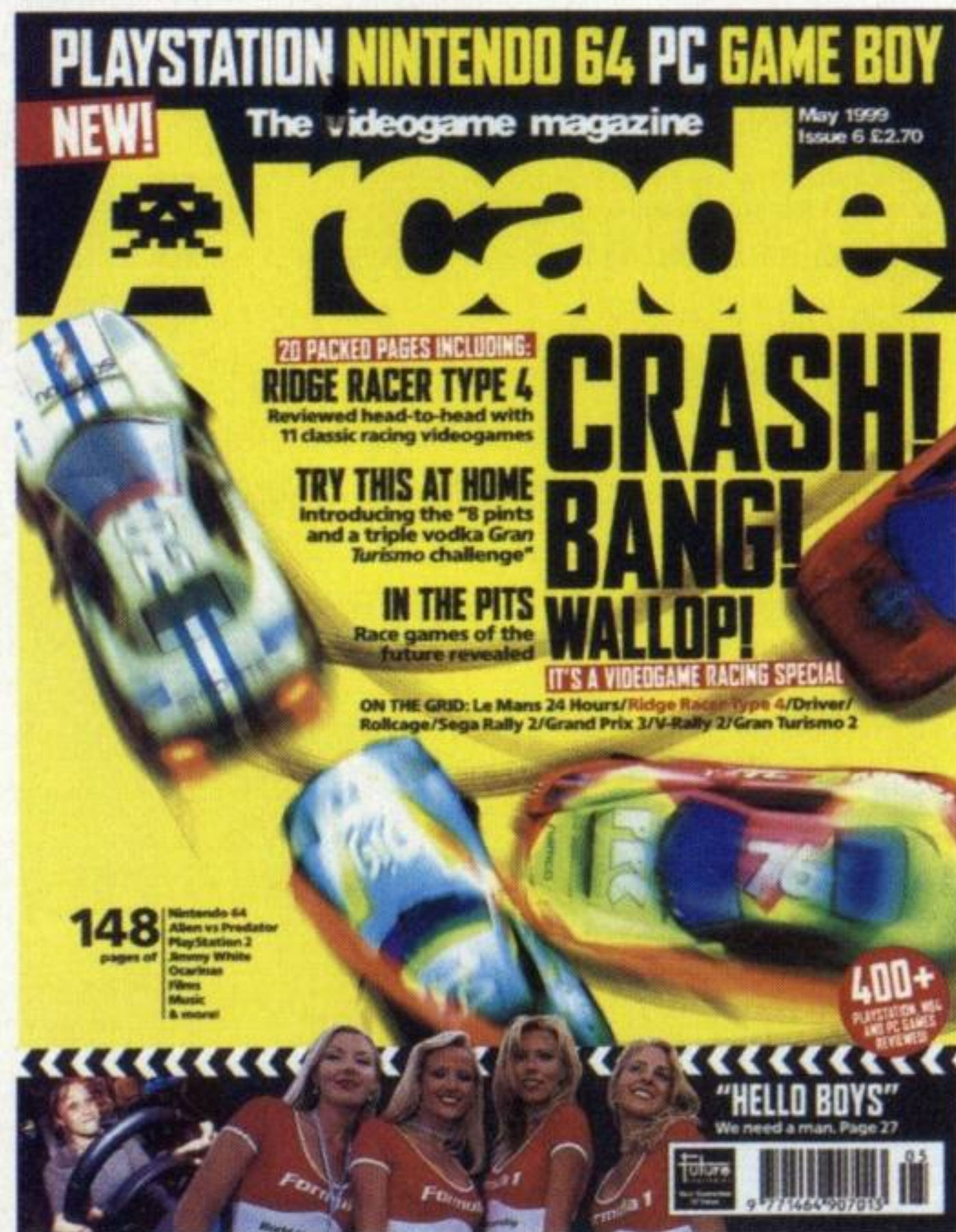
■ 24 page football special, how to turn Lara blonde and naked, censored games revealed.

### Issue 5 April



■ *Metal Gear Solid*, SAS interview, 50 most powerful people in videogames.

### Issue 6 May



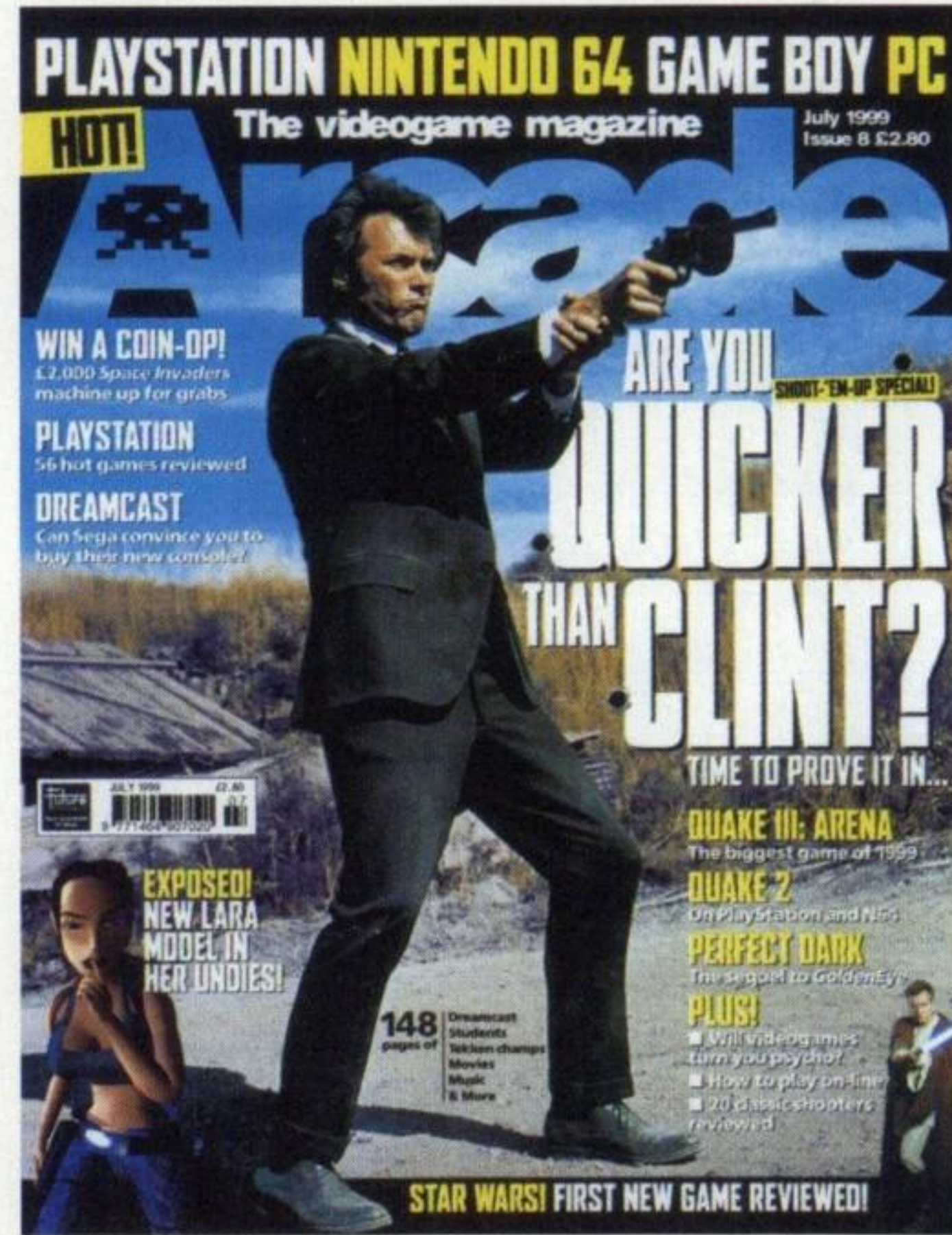
■ Racing games special, Jimmy White games night, free *Game Over* book.

### Issue 7 June



■ *Driver*, *Star Wars* game previews, My Beautiful Cross-Channel Ferry.

### Issue 8 July



■ 3D shooter special, the new Lara unveiled, win a *Space Invaders* coin-op.

## A Back issues

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Next month

In September's  
**Arcade**



Is this the  
**future**  
of **videogames?**

■ PHOTO: KOBAL COLLECTION

Get real! Pausing only to snigger at virtual reality, we give the lowdown on gaming's true future – Dreamcast, PlayStation 2 and Nintendo's Project Dolphin – while the creators of the world's top games reveal their plans.

### Plus

- Every new videogame reviewed, including: V-Rally 2, Silent Hill, Outcast and Braveheart.
- Gaming's 50 greatest power-ups revealed.
- Why don't girls like games as much as boys?

**Get Arcade 10 on 27 July. It's the games mag of the future.**

# July 1990

Compiled by | Mark Green

Shoot-'em-ups! Yugoslavia! Julia Roberts! Gazza in tears and the Waddle wobble. Was it really **nine years ago?**



■ Shrubbery has never been so horrifying.



■ It's a power generator. And not an exploding man-sized spider.

# Dungeon Blaster

**Captive**  
 Publisher: Mindscape  
 Developer: Tony Crowther  
 Genre: Puzzle/Strategy  
 Platform: Amiga, ST, PC  
 Players: 1  
 Score: **91%** (Amiga Format)  
 "Captive is at the vanguard of next-generation 3D maze adventures."

■ **Elves:** Humerous.

**T**he dice-rolling, magic-conjuring, dragon-vanquishing pastime of role-playing has given many small boys hours of amusement – in that plenty of kids have enjoyed hours of beating up sappy role-playing fans. But the culture of dungeons, swords, monsters and magic has also provided inspiration for many a videogame. In July 1990, a Dungeons & Dragons-style game codenamed *Project X* was formally christened, thanks to an ACE magazine competition – and *Captive* was born.

*Captive* would never have existed without the seminal *Dungeon Master*, from Faster Than Light – a game that transplanted the role-playing experience into a gorgeous, first-person environment. It certainly caught developer Tony

Crowther's eye. "Dungeon Master was the first game I played for over a month non-stop. I couldn't fault it. It made me laugh, it scared me silly, it had everything a game like that should have. I decided that I had to write my own *Dungeon Master*-style game."

**"I couldn't fault Dungeon Master – it made me laugh, it scared me silly – it had it all!"**

By the time Tony, who now works for Gremlin, had finished with it, the *Dungeon Master* concept had been altered almost beyond recognition. The aim was the same – to move through a first-person dungeon, killing monster after monster – but, uniquely, the four characters in the player's party were robots. Their metallic body parts could

each be damaged, and then replaced with items bought with money earned from killing resident monsters. Additionally, you could buy useful items such as CCTV-style cameras, map-making devices and anti-gravity boots for walking on the ceiling.

And then there was the small matter of the game's thousands of levels. "The fact that *Dungeon Master* had to come to an end was the only thing I thought could be improved upon," admits Tony. "Captive used computer-generated maps, to give it that never-ending feel. Of course, it was tricky. Maps generated by computer tend to be made up solely of thin corridors. A huge chunk of the work on *Captive* was spent getting away from that, and trying to get those maps to look and feel handmade."

Tony designed the sounds and visuals for the game himself, including those of the dungeon's monsters. These ranged from packs of spine-chilling elves to *Robocop*'s ED209 ("I just had to put that in, it was so cool in the film"). In fact, since there was no-one to temper Tony's imagination, the game design ran riot. "Everything in the game started as an experiment, then became a fully fledged feature. I just kept adding things until the memory ran out, until the point where publisher Mindscape told me it was time to start wrapping the project up and get it out."

As well as the inevitable hassle of coding *Captive*, Tony had other events on his mind. "About halfway through the project, my first daughter, Sarah, was born," says Tony. "Also, I enrolled my brother to play-test the game. We had many an argument about skill levels, armour, hit points, that sort of thing. Mind you, the arguments weren't particularly unusual – we *always* argued – and my brother's still playing the game to this day."

*Captive* enjoyed above average sales, and scooped two InDin (Industry Dinner) awards in 1990 – Adventure Game Of The Year and Overall Game Of The Year. "There wasn't a bad word said about *Captive* prior to or after its release," recalls Tony. "I was hoping it would have sold better, as it had so much to offer, but I'm still very proud of it. In many ways, it was an extension of *Dungeon Master*, rather than a direct clone of the game."

Since *Captive*, Tony has programmed N20 for the PlayStation, and is now enrolled as one of the developers for Sega's new Dreamcast console.

"I'm currently working on a *Wacky Races* game," he reveals. "It should be ready for release by mid-2000. I enjoy learning about new hardware, and I've been dying to do a racing game for years. Now I've got my chance." Meanwhile, you can visit the unofficial *Captive* home page at <http://members.xoom.com/captivebase/>



## Games of the month | Heard the one about the hamster, the fairy and the turtle?



**Deliverance: Stormlord II**  
 System: Spectrum  
 Publisher: Hewson  
 ■ Rafaella Cecco's follow up to side-scrolling shoot-'em-up *Stormlord*, *Deliverance*, had its development tracked in a *Crash* magazine column, which gave readers an advanced look at the tits-out fairies that littered each level.  
 ■ Score: **91%** (Your Sinclair)

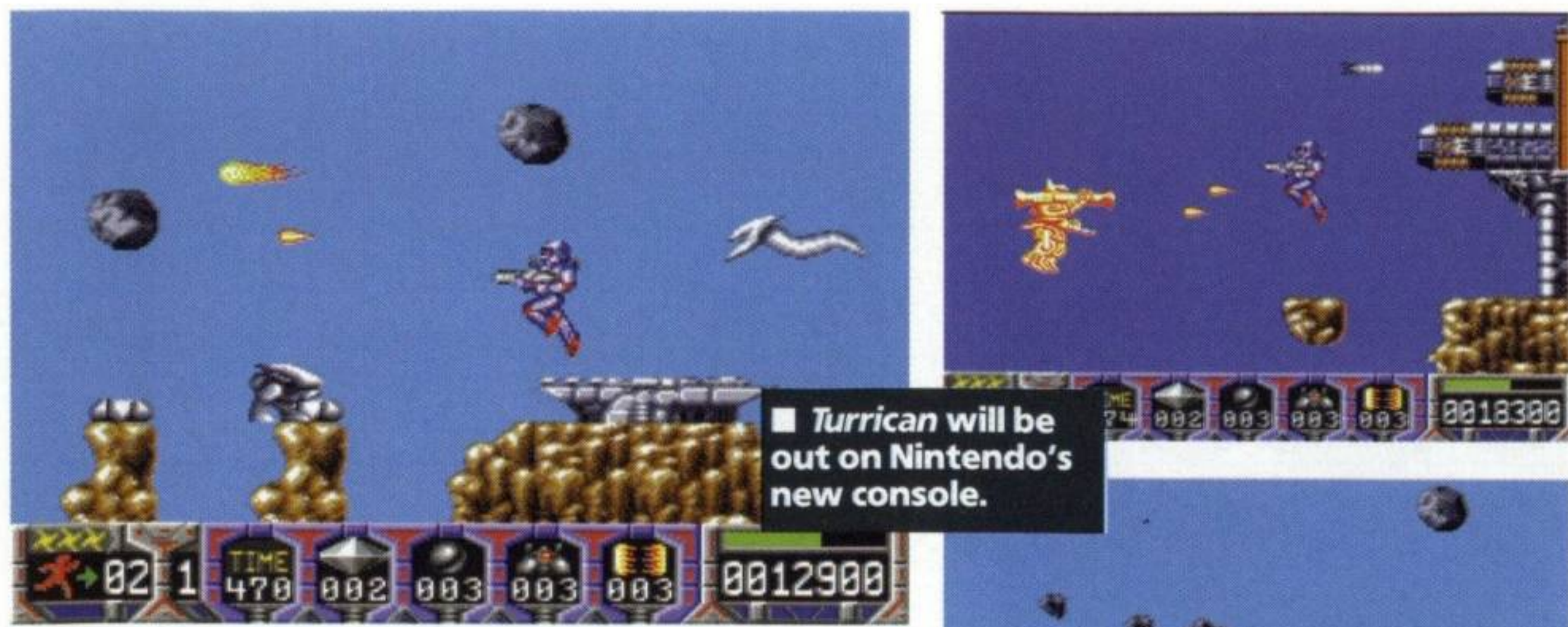


**Resolution 101**  
 System: Amiga/ST  
 Publisher: Millennium  
 ■ A 3D walkabout programmed by Paul Carruthers, the man behind *Archipelagos* and BBC maze game *Xor* – memorable for the frightening face leering at you from the game's control panel. Were you that man? We'd love to hear from you.  
 ■ Score: **917/1000** (ACE)



**Teenage Mutant Ninja Turtles**  
 System: C64/Spec/Am5  
 Publisher: Mirrosoft  
 ■ Cowabunga! The officially-licensed turtle game (preceding the conversion of the *Golden Axe*-inspired coin-op). It wasn't that bad, and mixed side-scrolling action and top-down maze fun to satisfy bandana-wearing amphibian fans.  
 ■ Score: **825/1000** (ACE)





Turrican will be out on Nintendo's new console.

# Whatever happened to... Turrican?

**T**hey're the Lord Lucans of gaming, the Shergars of software: littering the history of videogames are scores of titles that have disappeared; either cancelled, indefinitely postponed, or simply found to be so woefully poor that their developers have quietly slipped them down the back of the sofa and forgotten about them.

One such title was *Thornado 64*, an N64 version of the Amiga and Commodore 64 classic *Turrican*. Revealed to be in development in 1997 by German developer Factor 5, nothing has been heard of it since. So what happened to it? Well, more of that later. But first, a short history lesson taking you back to 1990.

*Turrican* started life as a side-scrolling shoot-'em-up on the C64, where such games were as common as fleas on a cat. But a fast, smooth-scrolling blaster was a scarcity on the relatively new Amiga machine. "It turned out to be a complete nightmare," remembers Julian Eggebrecht, producer of *Turrican* at Rainbow Arts software. "We only had three months to turn the Amiga version around. If we hadn't pre-planned down to the finest detail, I very much doubt we would have made it."

Part of the problem was squeezing the programmers' brainfuls of ideas into the game. "We'd all been heavily influenced by *Metroid* and

*Super Mario* on the Nintendo Entertainment System," says Julian. "We decided to throw all the best bits from those games into one pot, which proved tricky." The design of the main character, though, wasn't difficult. "That was lifted directly from a coin-op we used to play," laughs Julian. "Psycho-Nics Oscar, it was called. We ripped the character straight out of that."

*Turrican* emerged as a superb shoot-'em-up, with detailed, colourful visuals and a frantic pace. In Germany, it was huge. "We went to a German computer show some time after *Turrican's* release," recalls Julian. "We had 300 copies of a one-level demo of *Turrican 2*, and there was a riot as people scrambled to get their hands on one. We just thought, what have we created?"

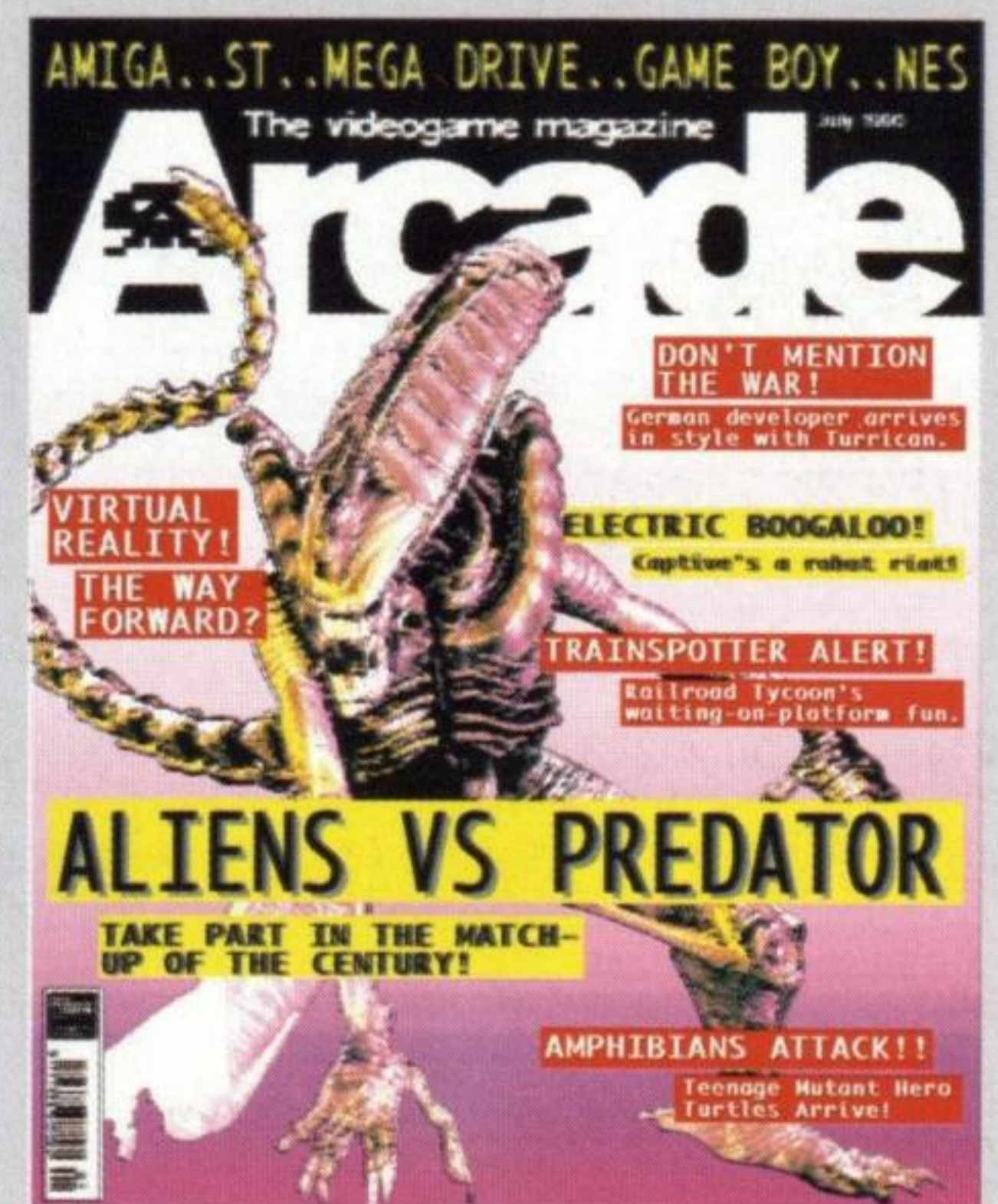
On its UK release in July 1990, *Turrican* had a rough ride. It was largely ignored until support came from renowned programmer Andrew Braybrook, who'd recently completed an acclaimed Amiga conversion of coin-op *Rainbow Islands*. According to Julian, Andrew was embarrassed at the relative amateurishness of *Rainbow Island's* programming in comparison with that of *Turrican* and became a one-man hype machine for *Turrican*. So, what of *Thornado 64*? The N64 version has been cancelled, but the game isn't dead yet. Julian exclusively revealed to us that the title will be one of the launch games for a next generation console – but which one? "We're closer to Nintendo than Sony, if that's any help," hints Julian.

Activision announced its intention to publish an *Aliens vs Predator* game. "It's the ultimate match-up of the '90s!" screamed the company chairman. "Not since *Godzilla versus King Kong* have such widely known creatures come together in a conflict of this magnitude!" *Aliens vs Predator* later appeared on the Jaguar, a console which subsequently died a horrible death.

Nolan Bushnell, the "father of videogames" and the man who invented *Pong*, revealed he was developing a "virtual reality product for the leisure consumer market." Mr Bushnell told *ACE* magazine that "Virtual Reality is an important thing," and that his product would be completed within three years.



"Big Issue, sir?"



In the red corner: an acid-dripping arachnid. In the blue corner: a man who hunts humans for fun. We'll be off, then.

The concept of Virtual Reality subsequently died a horrible death.

Miles Gordon Technology, the team behind the failed SAM Coupe 8-bit computer, finally went into receivership. The team

behind MGT later revived the company under the name Sam Computers Ltd., and attempted to offer support to the small band of SAM owners. Both the computer and the new company subsequently died a horrible death.

Following the release of the CD-based Commodore machine, the CDTV, Philips and Sony joined forces to reveal details of their own "CD-Interactive" machine. "Start saving now!" said *ACE* magazine. The portable CD-I subsequently died a horrible death.

## World news headlines

And here is the news...

England lost on penalties to West Germany in the World Cup semi-finals, thanks to Chris Waddle mistaking a passing cloud for the goalmouth. This was the match that made Paul Gascoigne blub.

A chilling forewarning of things to come in Yugoslavia, as the long-running dispute between Albanians and Serbs living in Kosovo caused fresh trouble. Ethnic Albanian deputies declared independence from Serbia.

Circular patches of broken corn began appearing all over the place. Local tornadoes, crop-destroying fungi and gribbly aliens were all forwarded as explanations for the burgeoning crop circle phenomenon.

Trouble in Russia as Boris Yeltsin, the Russian republic's newly-elected President, marched out of President Gorbachev's Communist Party Congress. It later transpired he was simply off to the bar.



Rare moment of clarity, Gazza?

### Music Charts

14 July 1990

- 1 Sacrifice/Healing Hands *Elton John*
- 2 Nessun Dorma *Luciano Pavarotti*
- 3 Mona *Craig McLachlan & Check 1-2*
- 4 One Love *Stone Roses*
- 5 It Must Have Been Love *Roxette*

Information © CIN

### Film Charts

14 July 1990

- 1 Dick Tracy
- 2 Pretty Woman
- 3 Tie Me Up! Tie Me Down!
- 4 Joe Versus The Volcano
- 5 Music Box

## Your Sinclair Spectrum Top 10

- 1 Italy 1990 *US Gold*
- 2 World Cup '90 *Empire*
- 3 Football Manager World Cup Edition *Addictive*
- 4 Bloodwych *ImageWorks*
- 5 Cyberball *Domark*
- 6 Klax *Domark*
- 7 Fighter Bomber *Activision*
- 8 Manchester United *Krisalis*
- 9 Kenny Dalglish Soccer Match *Virgin*
- 10 Rainbow Islands *Ocean*

## July's highest-scoring 16-bit games

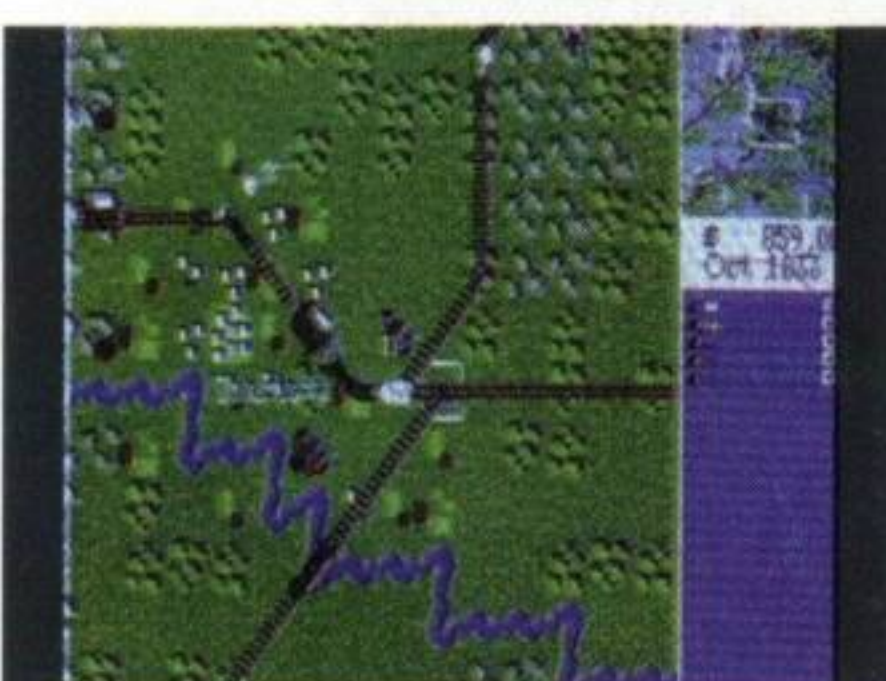
- 1 Midwinter *Rainbird, ST*
- 2 Tower Of Babel *Rainbird, Amiga*
- 3 Their Finest Hour *US Gold, Amiga*
- 4 Warhead *Activision, Amiga/ST*
- 5 Castle Master *Domark, Amiga/ST*
- 6 LHX Attack Chopper *EA, PC*
- 7 Escape From The Planet Of The Robot Monsters *Domark, Atari/ST*
- 8 F29 Retaliator *Ocean, Amiga/ST*
- 9 Hammerfist *Activision, Amiga*
- 10 Player Manager *Anco, Amiga/ST*

PHOTOGRAPHY: ALLSPORT



### Rock Star Ate My Hamster

**System:** C64/Spec/Ams  
**Publisher:** Codemasters  
An interesting attempt to recreate various goings-on in the pop world, but a four-page pamphlet written by notorious industry writer Mel Croucher proved too satirical for some. A swift packaging "rethink" was the result.  
**Score:** 35 (Your Sinclair)



### Railroad Tycoon

**System:** PC  
**Publisher:** Microprose  
A simplistic *Sim City*-style strategy game that would run on even the most antiquated PC, and became a surprise success. The involving management set-up gave you the chance to prove you could do a better job than British "We're Getting There" Rail.  
**Score:** 943/1000 (ACE)



### F19 Stealth Fighter

**System:** ST/PC  
**Publisher:** Microprose  
This was one of the premier flight sims of the year, and battled for supremacy with arch rival, *Falcon*. Accurately mapped land and seascapes in four locations, coupled with detailed, smooth 3D graphics, made this an enticing prospect for fans of 192-page manuals.  
**Score:** 935/1000 (ACE)

# Great Gaming Moments

Remembered by | **Rich Pelley**

# Snoop Doggy Dog

Introducing **PaRappa the Rapper**, the the world's first hip-hop hound. Ah-ha, ha ha ha. Ha. What, really? A dog in a beanie? You're kidding.



**O**f course, you don't believe a word of it from the very outset. "You play a rapping dog," you're told. "It's simple, you just have to rap along to songs by pressing the Fire buttons in time with the music."

Yeah, right.

So you load it up. The opening cut scenes seem a little strange. Odd-looking characters including a dog in a red beanie hat, a smiling female flower, a blue kitty cat with a kiss curl and a teddy bear – of indeterminate sex – walk out of a cinema and straight in to a burger joint. They are two dimensional, but the world they live in is three dimensional. Weird. In walk some bullies. They try to chat up the flower and the cat, and threaten the dog and the teddy. A superhero called Joe Chin flies in. "I have flown across seven seas," he says. The bullies

scarper. "Wow I need to become a hero, too," thinks the dog. And then...

And then it goes truly bonkers. You're whisked to a martial arts dojo. A man with an onion for a head starts singing: "Kick! Punch! It's all in the mind... If you want to test me, I'm sure that you'll find..."

He's singing!

He's an expert in kung fu.

He's got an onion for a head.

And he's singing!

And he's got an onion for a head.

And you have to rap along with him.

"Kick!" Kick. "Punch!" Punch. "Chop!"

Chop. "Block!" Block. Timing your Fire button presses with the music makes your little doggie rap along. Along to, that is – let's not forget – a man with an onion for a head. It's a Great Gaming Moment and a half.

Of course, *PaRappa The Rapper* gets even weirder – and tougher to play – as you progress into the game. Take your fellow rap stars. There's Instructor Mooselini – a female driving instructor. She's a moose. Prince Fleaswallow – he's a Rastafarian frog. And, of course, Cheap Cheap the cooking chicken. And then there's the plot. You're in love with Sunny Funny, the flower. You try to impress her by learning to drive. Even

## Wanna play?

■ You'll finish it in an afternoon, but the idea is so bonkers that there should be a PlayStation edict forcing all owners to play *PaRappa The Rapper* at least once. Oddly, the prospect of taking control of a talking dog never quite took off and *PaRappa* has sold only in the low thousands. Do, if you get a chance, buy it, though – especially as you can get your hands on it for about £15. The follow up, *Um Jammer Lammy* is due out in September. It features a cute, guitar-playing female lamb. Obviously.

though you're a dog. You make a cake out of fish. Which then gives you the shits and you have to spend an entire level rapping your way up the queue to the bog.

Once you've finished the game (which won't take you more than a few hours) and start questioning what you've just seen, your mind starts to wander even further. If you're a dog, how come you fancy a flower? Why would she want a birthday cake made of fish? Why do you try to show your affection by picking her another flower? It verges on cannibalism. Does Cheap Cheap the cooking chicken cook with her own eggs? Why does Katie the cat get excited over leopard skin car seat covers, even though she's a cat herself? Macabre madness.

You thought you'd seen it all before: blue hedgehogs, marsupials in trousers and walking toadstools. But, as Great Gaming Moments go, from the moment you turn it on, *PaRappa* takes the biscuit. **A**

**Everyone should experience rapping their way to the front of a queue for the bog**



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