

The videogame magazine

March 2000
Issue 17



Ataricade

PlayStation Nintendo 64 Game Boy PC Dreamcast

PLAYSTATION 2

Final Fantasy X & XI, James Bond – it's kicking off!

NEW TOMB RAIDER

Lara makes her Dreamcast debut

THE SIMS

Like real life, only more so

132
pages of

Mechanics
Syphon Filter 2
George Romero
Ecco The Dolphin
Rollcage 2
Movies
Music & More!

future
PUBLISHING
Your Guarantee
Of Value

MARCH 2000

9 771464 907020

£2.80

03

Exclusive!

COLIN

McRAE RALLY 2

**SAVE
£100
MONEY OFF
VOUCHERS
INSIDE!**

SWEET RALLY HIGH 9-PAGE SPECIAL INSIDE

INCLUDING: PLAYSTATION & PC PREVIEWS! INSIDE THE WORLD OF RALLYING! INTERVIEWS AND MORE!





10 GREAT SONGS IN-A-ROW
...EVERY HOUR, ALL DAY



RADIO

1215AM
NATIONWIDE

105.8FM
LONDON

www.virginradio.com



This month *On the starting line.*

6 My Beautiful Dome *Arcade* heads off to the most controversial structure in Britain to check out the Game Zone.

16 Final Fantasy The game that refuses to die announces its ninth, tenth and 11th incarnations.

22 Handheld hit Nintendo's Game Boy is thriving and the Neo Geo is going well, so why are handhelds so popular?

36 George A. Romero The man who brought zombies to, er, life talks *Resident Evil* and film-making.

Colin McRae 2 Exclusive! See page 56!



Now Playing *Moving through the gears.*

42 ISS Pro Evolution Recreate the wondrous moves executed by the pros using *Arcade's* handy guide.

44 The Sims Identify the people who want to run your life for you. As they say, forewarned is forearmed.

46 Resident Evil 3: Nemesis Tip-top intelligence on what's going on in Raccoon City, and how to handle it.

Features *Flat out on the redline.*

50 Mechanics Men that know a thing or two about what goes on under the bonnet of a car take to the tracks of *Gran Turismo 2*, *Speed Freaks*, *F-1 World Grand Prix 2* and *Crazy Taxi* and give their verdicts. It looks like it could be pricey...

56 Hooray for McRae *Arcade* gives you an exclusive preview of *Colin McRae Rally 2*, the sequel to the 1.7 million-selling rally videogame that spawned a genre. What has changed, what's the same, how is it better than *Colin McRae Rally*? Interviews with the developer, Codemasters, together with the gen on the company and the low down on the World Rally Championship.

66 Coin-op show A journey into the neon-flashing, crazily-controlled heart of the arcade industry as bared at Earls Court during the Amusement Trade Exhibition International show. Public service sims, slot machines aplenty and an industry under pressure.

Every issue *Pulling away from the pack.*

12 Rants & Raves *Arcade* readers have a word.

16 Game On Videogaming news by the bucketload.

26 Coming Soon Gaming wonders just out of reach.

38 Virtual Fox Hana Tsu-Vachel from *Fear Effect*.

48 Arcade Charts Plus parties galore.

114 Back Issues Feel complete, whole and at one with yourself.

116 The A-List The cream of the gaming crop.

120 Subscribe It's cheaper this way, you know.

122 Kick Ass Fare thee well in *Crazy Taxi*.

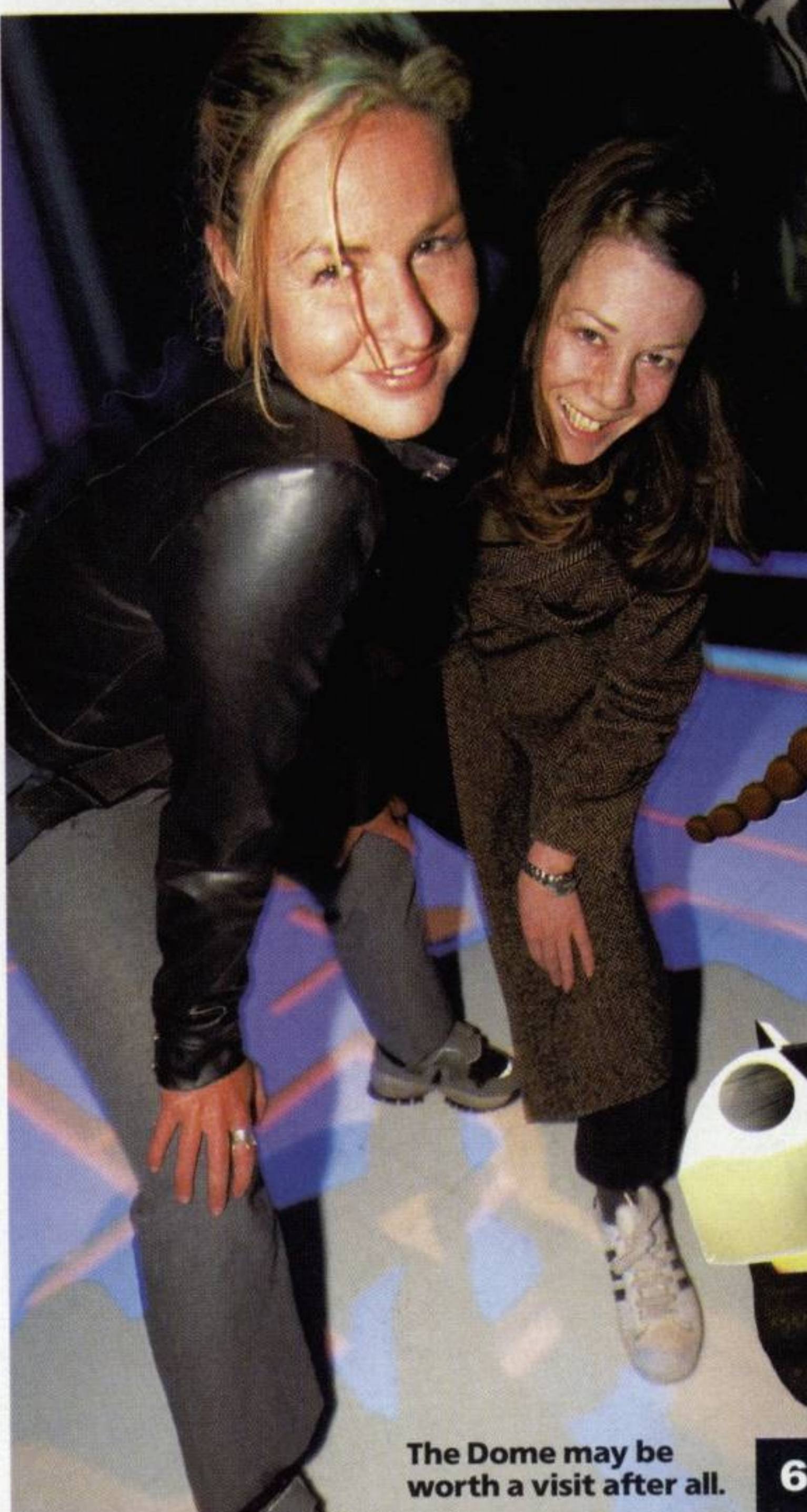
128 Timewarp *Midwinter*, *Rainbow Islands* and the score in 1990.

130 Great Gaming Moment Dreaming of Mario.



44 *The Sims:* control freaks.

26 Lara looking good for the Dreamcast.



The Dome may be worth a visit after all.

36 NEW GAMES REVIEWED!

A Review

The Ultimate Game Buyer's Guide

74 New PlayStation Games



New releases: Rollcage Stage 2, Colony Wars: Red Sun, Ehrgeiz, South Park Rally, Grandia, Beatmania, Tiger Woods 2000, Star Ocean 2, Space Debris, Cricket 2000

84 New PC Games

New releases: The Sims, Final Fantasy 8, Nox, Airport Inc, Broken Sword 2, Championship Manager 2, Worms, Screamer 2, Arcade Classics, Bingo Master



90 New Dreamcast Games



New releases: Soul Reaver, Rayman 2, Re-Volt, Wild Metal Country, Shadowman, Slave Zero

98 New N64 Games



New releases: Hydro Thunder, Hardcore ECW Revolution, Battlezone: Rise Of The Black Dogs, Nuclear Strike

102 Other Games

Coin-op: World Kicks
Neo Geo Pocket Color: Puzzle Link, Baseball Stars
Game Boy: Street Fighter Alpha, Turok: Rage Wars, Ready 2 Rumble, Billy Bob's Huntin' 'n' fishin', Tarzan



106 Entertainment Extra

- 106 Film & Video
- 108 Books & Comics
- 109 Music
- 110 Games & Gadgets
- 112 Internet

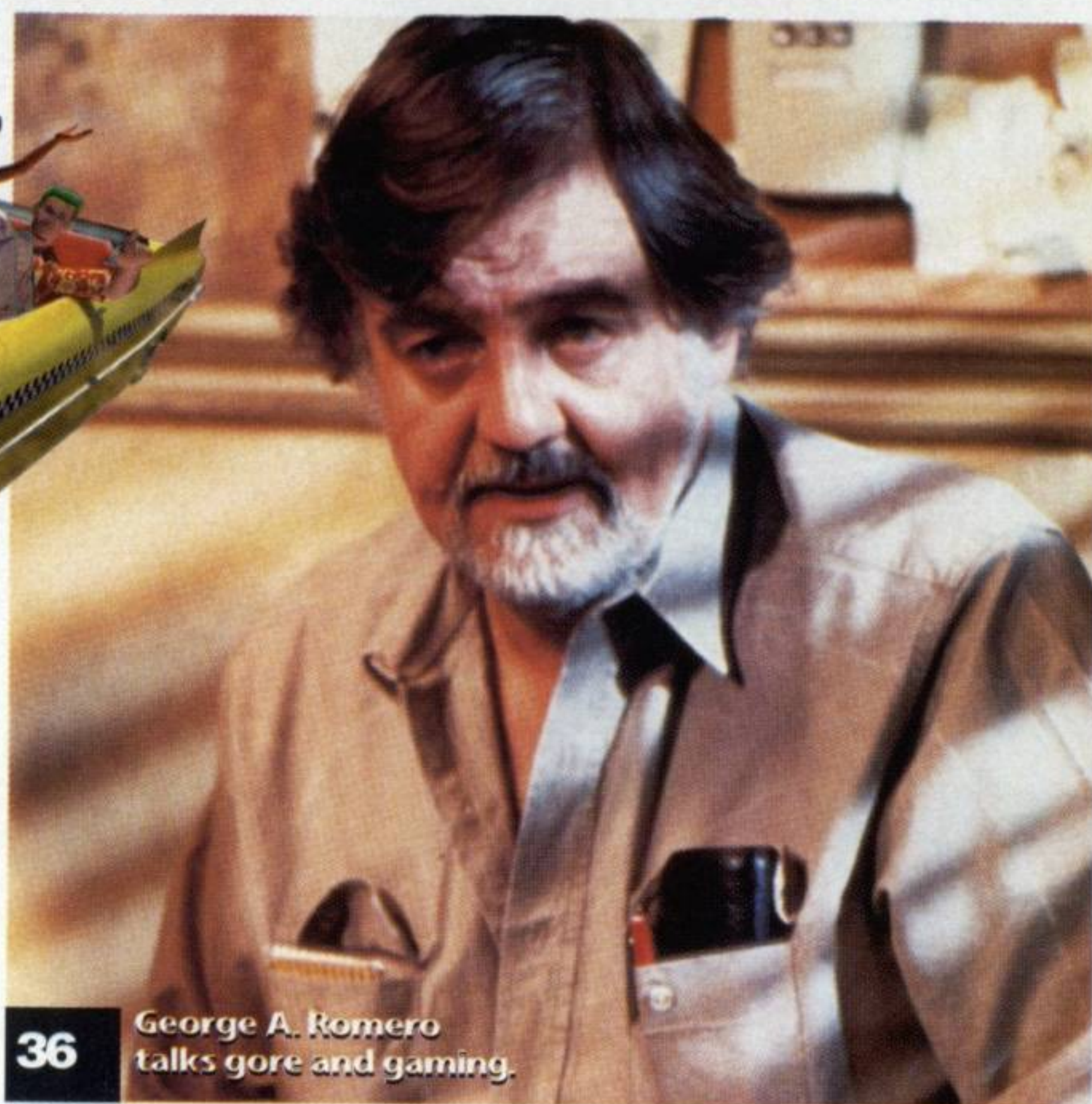


SAVE £100
TURN TO PAGE 34

50 Mechanics try their hands at driving games.



122 Crazy Taxi tipped for your gaming pleasure.



36 George A. Romero talks gore and gaming.

66 Arcade checks out the state of coin-ops.

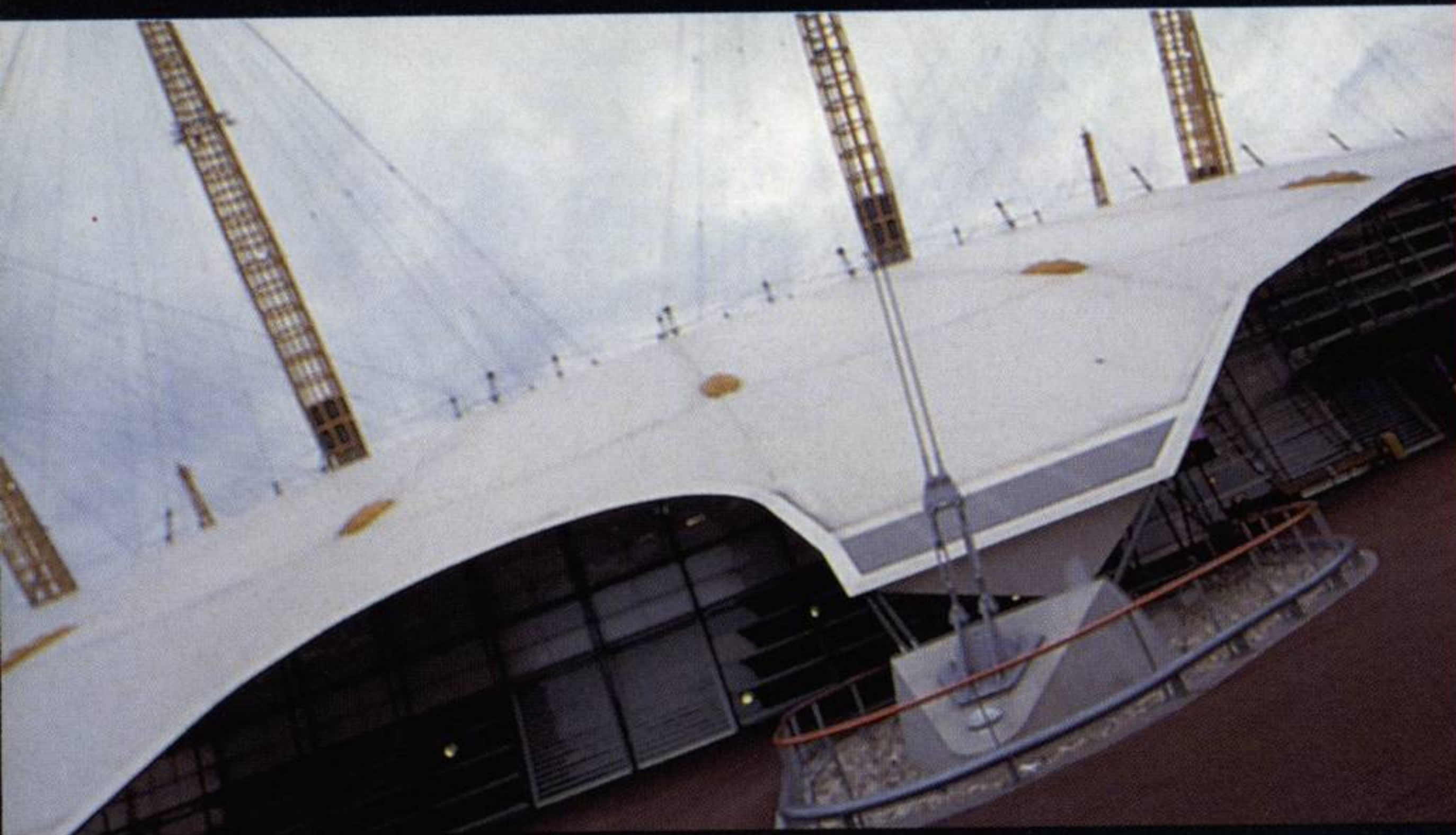


The videogame magazine Arcade

Editorial & advertising
Telephone 01225 442244
Fax 01225 732275 (edit)
01225 732282 (ads)
E-mail arcade.mag@futurenet.co.uk
Cover Colin McRae Rally 2 (Codemasters)

"My Beautiful Dome"

Costing £758 million, the Millennium Dome has split the opinion of the country to an extent not seen since The War of the Roses. But is it any good? Arcade investigated.



Play Zone

The Millennium Dome, Greenwich, London

You have to wonder about the Millennium Dome. Wonder whether it's worth the money, the hype, the criticism and – above all – wonder what it's actually like. The Dome is split into 14 "zones", the Play Zone featuring a unique brand of videogames that come projected on the wall, moulded from plastic or climbed into. And, as expected, they try to straddle the ever tricky entertainment/education divide. No surprise, perhaps, that views from the visitors themselves were as mixed as responses to the proposition of building a big tent in the middle of London in the first place.

Slot check

- Place: **The Millennium Dome, Greenwich**
- How to get there: **catch the new Jubilee Line right to the door, or board one of the Thames ferries.**
- Size (Dome): **volume: 2.1 million m³, roof: 100,000m²**
- Size (Play Zone): **1,934 m²**
- Entertainment: **14 exhibition zones (including Body, Play, Work and Money), and regular performances of The Millennium Show ("A high energy show with flying performers and spectacular visual effects."). Outside: Town stage, Skyscape cinema showing new Blackadder episode, McDonalds.**
- Opening hours: **9am – 6pm, seven days a week, for the rest of 2000. After that, the exhibits are to be taken out, and what the remaining Dome structure will be used for is still under debate.**
- Tel: **0870 6062000**

PHOTOGRAPHY: JUDE EDGINGTON



THE REACTOR

"It's strange to see you have **used so many money** on it."

Nina 16, Denmark

What do you think of the Millennium Dome, then? "I think it's fun, real fun. It's different. I haven't ever seen things like this before. It's strange to see that you have used so many money on it." [Looking around] "Now, it is a shame that they are going to tear it all down again."


What did Denmark do for the Millennium? Did you build a big tent in the capital and then fail to set fire to a river? "No, not really. Nothing like this, anyway."

[Wondering] So, er, was The Reactor fun? "It's funny but I have a pain in my hands now." [Shows hands] "They are red. You have to press the lights as they light up. I play opposite my friend, to see who can press the buttons the fastest. There's no question that I am best at it, though."

Are A-ha still big in Denmark? Or are they from Norway? What's Morten Haircut up to these days? "Who?" You know. Take on me... Oh,

Never mind. Er, what else have you been up to here in lovely old England?

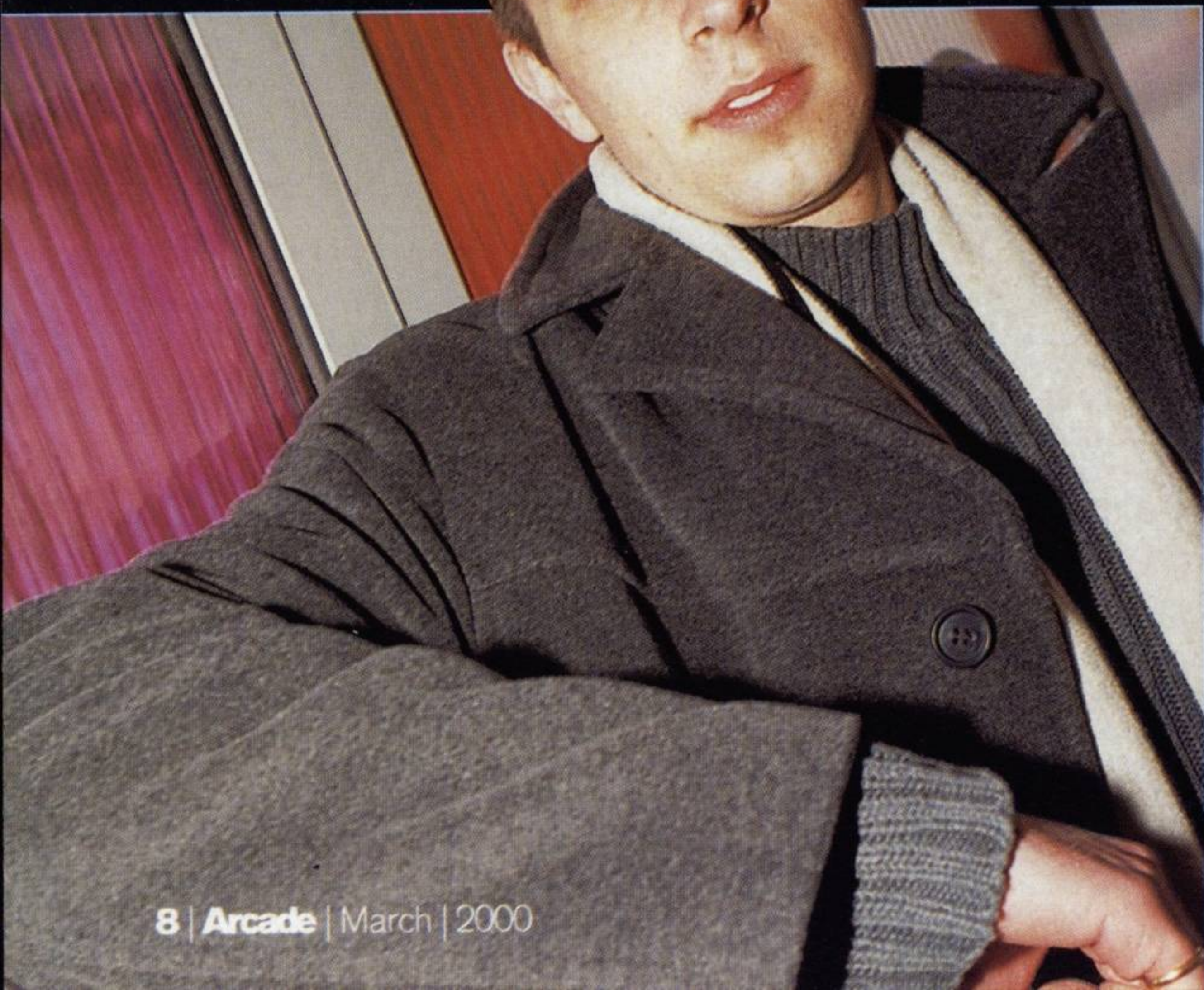
"We have been to the London Dungeon. I think it was scary. Tower Bridge too was good. It's warmer here than in Denmark. It is cold at home. Over there we have the snow now."

Really? It never snows round here any more. That'll be global warming. Got to go, have you? All right. Enjoy the rest of your trip. Bye. 

**“My Beautiful
Dome”**

HUMAN DYNAMO

**“The media slated it,
so you’ve got to see what the
fuss is all about.”**



ROSS 22, London

Hello. What do you do, then?

“I’m a medical student. I haven’t had to do too many gross things yet. Mainly watching people get cut open, or coming into casualty with bits coming off their face.”

So what do you think of the Dome? “Well, the media slated it, so you’ve got to see what the fuss is all about. It costs quite a lot to get in, though.”

Was the human dynamo any good? It looks pretty tame.

“Well, it looks it, but when you go over the top you do get

that momentary feeling of weightlessness. You’re only supposed to go round twice, but I went round about ten times because your photographer wanted to get plenty of photos.”

Er, sorry about him. Your girlfriend was worried that you might be too fat to get round once. [To his girlfriend] “Cheers.”

Whoops. Right, see ya. There you have it – yet another Arcade generated domestic.



A-MAZE-ING

"There are too many screaming kids in here!"

Caroline & Moyra 28 & 28, London, A-maze-ing

What do you think of the Dome? "Um, it's cool. There was a huge queue for the Body Zone so we haven't bothered with that yet. The stuff in the Play Zone looks good. You wouldn't want to come here when it's too crowded, though. It can hold 35,000, can't it? There are far too many screaming schoolkids already."

Was A-maze-ing any cop? What did you have to do? "Stand on the floor to tilt the maze and roll the ball into the hole. It sucked. Suppose that they've done quite a

good in trying to make the whole Dome thing educational. Have you played that *Jurassic Park: Lost World* coin-op? Something like that would have been good. Considering the things they can do with virtual reality, some of the games do look a bit lame.

Do you think this is worth the £20 entry fee? "Yeah. I organise functions, so this is legitimate research and I can claim it back. We're not skiving. We're researching. Honest."



“My Beautiful Dome”

“I’m not sure what’s going on in some of the exhibits.”

MUSICAL PODS



Lydia & James 21 & 22, Newcastle

Have you come all the way down from Newcastle just to see the Millennium Dome?

[Lydia] “Yeah, sort of. I was intrigued by all the hype, but I’m not sure what’s going on in some of the exhibits.” [James speaks] “Most of them aren’t taken as far as they could. They could have developed them a bit further.”

What’s the best bit? [Lydia, giggling like a six-year-old] “In the Body Zone you fire these foam balls that are soft and don’t hurt anybody and bounce them off people’s heads. There was this man, and I was firing onto the top of his head and he was looking up thinking: ‘Hang on, where have all those balls come from?’”

Blimey. And the worst bit? [James] “Some of the Zones have been quite dull. There’s a BT Talktime one, and it just tells you about communication and you think, great, I’ve walked into a big advert. It’s all very moralistic.” [Lydia] “We queued for longer to get into The Body Zone than we were in it. You walk along loads of arteries, and there’s a big pulsating heart which is realistic, and you get to go inside the skull. You should have a wander around before you go.”

And what do you think of the PlayZone? [Lydia] “It’s one of the things I’ll remember for a while, that’s for sure. When you came over, I was about to have a tug-o-war with a ballet dancer. Lucky escape if you ask me. Am I into games? Not really. James has got a PlayStation, that he loves more than me, though.”

Uh-oh. Arcade does it again. All right, thanks for the chat.



MUSICAL TABLE

Your beautiful arcade

■ It's a beauty of an arcade. Or, it may well be – but Arcade hasn't visited it yet. Write in, therefore, with your suggestions of where you like to play videogames, and maybe one day soon you'll wake up to find the Arcade massive camping on your doorstep. You lucky people.

Write to us

Arcade, My Beautiful Arcade,
30 Monmouth Street,
Bath BA1 2BW

Fax us on: 01225 732275

E-mail us at:
arcade.mag@futurenet.co.uk

Peter & Mel 28 & 25, London

Hello. What do you two think of the Dome, then? [Mel] "Not bad. It's mostly for kids though. The games in the Play Zone are pretty good. They're all interactive, which is great for the kids as well."
Have you been to any other parts of the Dome yet? [Giving some sort of knowing nod to Peter] "We're off to the Body Zone, next. That's the most popular bit, isn't it? Pity the queues for it have been so massive today."

Have you seen the new episode of *Blackadder*?

[Mel] "It's not the best *Blackadder* I've ever seen, but that might have been because we had to watch it in a cinema full of other people. Suppose they had to tone down quite a lot of the innuendo for the kids. The seats are too small, though. Anyway, we've got to head off now."

Already? Everybody's in a bit of a rush today. See ya.



TUG-O-WAR

James, Ash, Telly, Tom & Noni 22,32,23,27,32 London

Hello. What are you all doing here? Are you all mates? "Boyfriend, girlfriend, brother, sister-in-law and a spare. We all work in the same industry. We're all bankers. No, don't say that. Say we're in media. We're media bankers."
Bit of a family day out, then? "Works do, apparently. We got in on the cheap. Can't say it's worth £20. Well, we've only seen this bit so far. Perhaps we should reserve judgement until we see the rest. But then again, the Dome has been over-hyped to the extent of its

credibility. It's all a bit spread out, really. It's not geared to making sure that people have a good time and get really excited wandering around. Having said that, there's time for it to develop."

You really are a banker, aren't you. Got any hot investment tips or anything like that?
No? Oh well. Have fun.





Editorial

Cheer up!

What is it with all the negative gaming press at the moment? Specialist mags, tabloids, Web sites and even *Digitiser* all currently seem mad keen to bang on in a whingeing fashion about disappointing Dreamcast sales, PlayStation2's "disastrous" launch lineup, too many sequels... you name it. Why? Gamers have never had it better and all of the above "shocking" stories are so very wrong – Dreamcast is ahead of sales predictions, PS2 has a cracking set of Japanese launch games and the decision to hold back a few of the AAA titles for a month is a move filled with wisdom. Can everybody please cheer up a bit?

On the subject of PlayStation2, er, last issue's next month page. All a bit of a white lie as it turns out. The day that page went to press we were due to receive an import machine a full six weeks prior to launch. Sadly though, a very rich man on the top floor of a Tokyo building decided to change his mind very late in the day and we were denied the pleasure. He let us down, we let you down, we're all a bit shafted. Apologies.

Still, another cracking issues ahead: *Tomb Raider DC*, George Romero, mechanics, *Colin McRae 2*, the future of coin-ops, a gersquillion reviews, a smart hi-fi and too much more than can be listed here. Enjoy.

Sean Atkins
Senior Editor

It's your letters

Why bottle it all up when you can put pen to paper and share your problems with the world?



Letter of the month
A self-appointed ambassador for Nintendo

A curse upon Sony and its bastard offspring and unborn child. I've seen the future and I see Sony killing the games market and preventing new developers producing the ground-breaking games we've had of late. I noticed to my disappointment that the N64 is not even featured in the new Argos catalogue! Of course, I understand market popularity, but this is surely the final nail in the N64's coffin. Nintendo should take some of the blame, but right from the start the N64 has had old stereotypes reinforced in the media. If you throw enough shit, some of it sticks. As a self-appointed ambassador for Nintendo, whenever the opportunity arises I proclaim the advantages of Nintendo only to be met with the same uneducated answers: it's too expensive, there aren't enough games and it's designed for kids. No-one makes games like Nintendo, they create with a passion, rather than merely for profit. I'll be first to buy the Dolphin, but it makes me wonder if they should bother – everybody I talk to is saving for PlayStation2. Stop me... I'm filling up... sob!

Mark Baker, Bolton

Mark Baker? Didn't Boney M sing about you? While we all empathise with your moral stance concerning passion versus profit, all systems have their gaming gems and all systems are guilty of shipping crap to make a quick buck. As for magazines persecuting the N64... at the moment we're struggling to find anything to write about it at all, given the dearth of new software. You're equally as harsh about Sony as your friends are about Nintendo. Can't we all just learn to get along?

More N64 nuts

Arcade is the best multi-format mag for casual gamers and hardcore gamers alike and you are one of the magazines that doesn't reckon the N64 is a failure. A machine that produces three of the best games of all time (*Mario 64*, *Zelda*, and *GoldenEye*) is not a failure, even if

it doesn't have the largest user base. I don't even own an N64 myself (I have a Dreamcast and a PlayStation) but if developers like Miyamoto and Rare can produce games of such quality, then the machine has done well – even though it has dug its own grave by failing to spot the importance of a compact disc system.
Jack Coulton

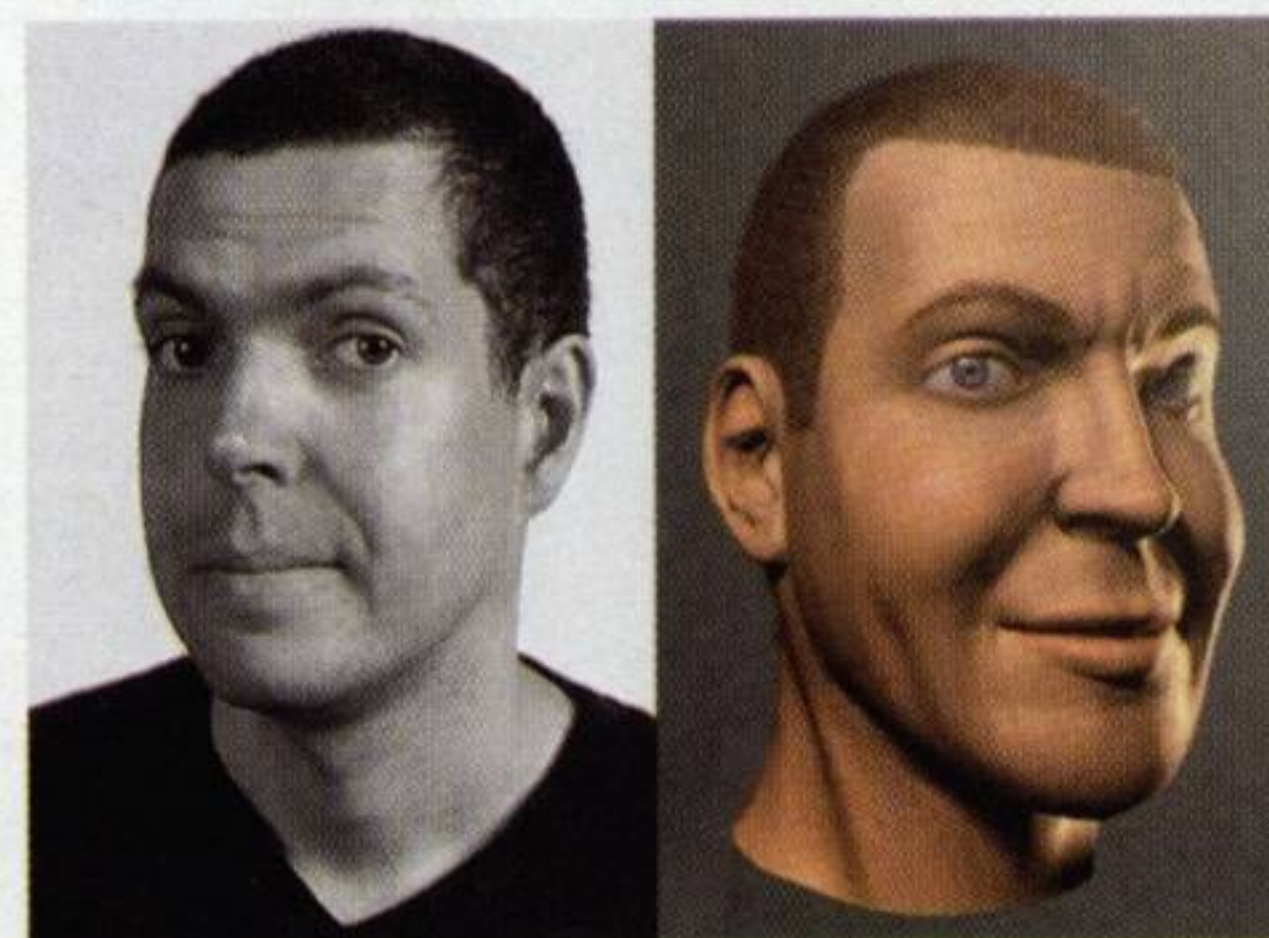
See? A reader generously offering to view the debate from the opposite side, even though he steadfastly refuses to give Nintendo any of his cash.

Sefton rendered handsome

I was messing about on the Internet recently when I came across this character render bearing a remarkable resemblance to *Arcade* staff writer Jamie Sefton. I immediately saved the picture, but then lost the address of the site where I found it. Is it anything to do with you guys or just a frightening co-incidence?

Jake Ledbury, Dorset

Whoah! What's going on here? No-one associated with Arcade has anything to do with this picture, let alone Jamie himself, who is deeply disturbed by the whole thing. Then again, we reckon the render actually improves the boy



Mr Sefton, meet the new über-Jamie.

Sefton's features – we know which of the above countenances we'd rather see slouch into the office the morning after a heavy night at the Garricks Head. So, mystery renderer, please get in touch. Perhaps you could work similar magic with Sean's complexion.

Retro conventions?

I am writing to thank you for the excellent regular article, Time Warp, and Rich Pelley's superb feature about retro games. I have been playing computer games since 1980, starting with the oh-so-holy Atari 2600. The gaming community is growing



Zombie films, Resident Evil 3 and old folks got the Arcade treatment in the last issue.

Write to us

Arcade, Rants & Raves,
30 Monmouth Street,
Bath BA1 2BW
Fax us on: 01225 732275
E-mail us at:
arcade.mag@futurenet.co.uk

Tell Arcade what's on your mind and, if your missive is made letter of the month, you'll get the top five games on your choice of system courtesy of Simply Games. Result.



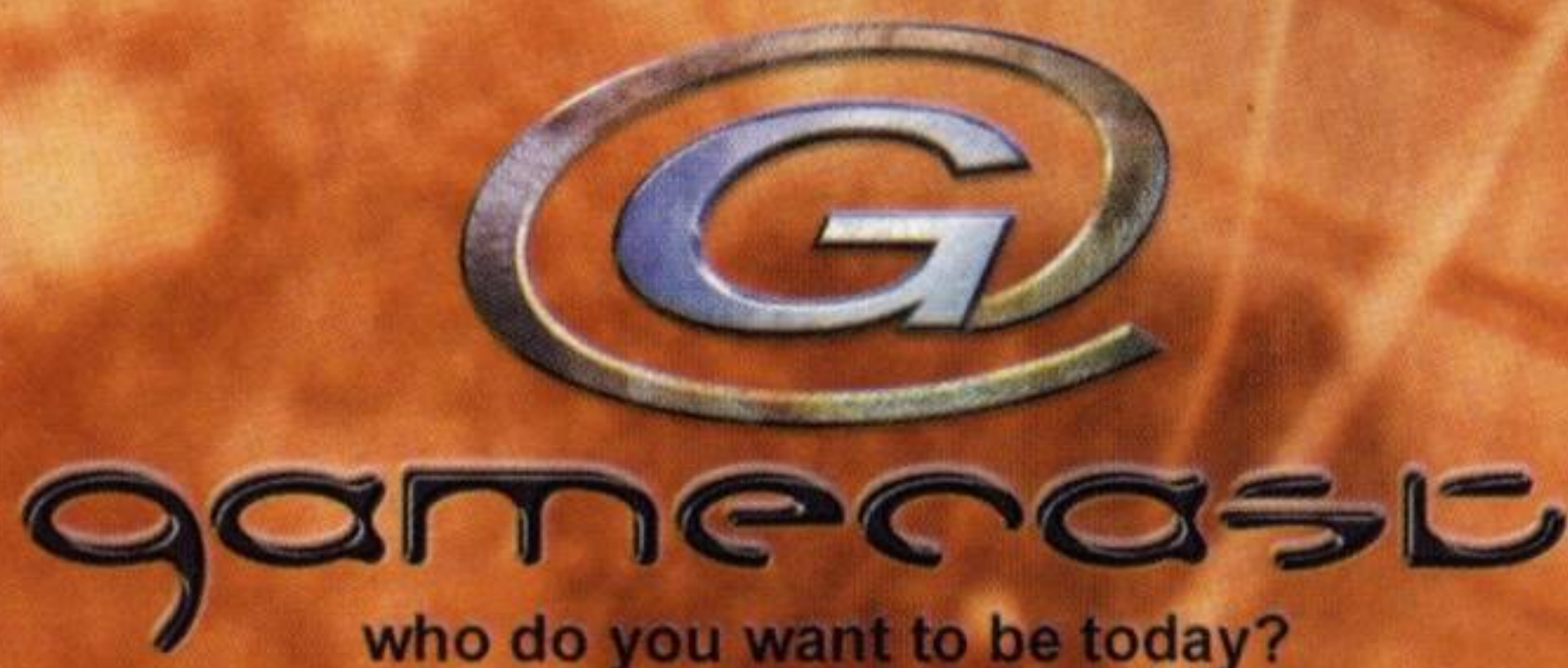


What? No Poké-man?

so, you got the console but what about the games?
did aunt elly forget that you prefer beating the living
*%@! out of a six foot geek with a blond flat-top to
running, jumping, standing still?
or are you just an ardent player
looking for quality?

what ever you're looking for gamecast has it.
games, consoles, accessories. hassle-free service,
money back guarantee & overnight deliveries
available. everything you would expect from
an outstanding supplier and much more.

to order call: 0208 776 5031
or email: info@gamecastuk.com for a product list.
the best things in life aren't always the most obvious.



how to place your order:

by telephone (0208 776 5031) or by fax (0208 776 5032) between 9am - 7pm monday to friday and
saturdays 10am - 4pm. by cheque, cash (please send by recorded delivery, for your own safety) or by postal
order made payable to: gamecast, 5 champion road, london se26 4hd. or by email: orders@gamecastuk.com
please phone for full details of our product range. free first class postal delivery to all uk customers. e&oe.
prices are subject to change without notice. all prices include vat. next day and european deliveries available.
immediate cheque clearance by: **TRANSAX** upon request.

tel: 0208 776 5031 fax: 0208 776 5032 email: orders@gamecastuk.com

serious about gaming?

[speed freak



- . dreamcast
 - . sega rally 2
 - . official steering wheel
 - . visual memory unit
- £289.97

got soul]



- . dreamcast
 - . soul calibur
 - . official arcade stick
 - . visual memory unit
- £279.97



purchase any of the games from the following list, then
recommend five friends that each purchase a dreamcast
title from gamecast and receive an **additional game**
from this list **absolutely free!** upon placing your order you will be
issued a pin number, simply tell your friends to quote your
number when ordering so that we may credit your account.

(offer valid for 90 days from date of purchase. account credits are not transferable. the offer is only applicable to the games listed below.
no cash alternative shall be made available.)

shadow man	£37.97
soul fighter	£37.97
uefa striker	£37.97
world wide soccer	£37.97
ready 2 rumble	£37.97
f1 grand prix	£37.97
sega rally 2	£37.97
sonic adventure	£37.97
snow surfers	£37.97



N64 bonaza: buy 2 get 1 free! (while stocks last)

wipeout 64	£39.97
top gear overdrive	£39.97
knife edge	£39.97
bomberman hero	£39.97
turok 2	£39.97

buy 2
get
1 free



playstation payout, buy any four £39.97 playstation
games in one go or over a period of eight weeks and
recieve an **additional playstaion game** up to the value of £39.97
absolutely free!

tomb raider 4	£39.97	mission impossible	£39.97
teken 3	£39.97	apocalypse	£39.97
fifa 2000	£39.97	quake 2	£39.97
grand theft auto 2	£39.97	crash bandicoot 3	£39.97
worms armagedon	£39.97	wipeout 3	£39.97
wutang 'taste the pain'	£39.97	driver	£39.97



dozens of other
offers available
please phone
for details...



On the side

I demand that *Arcade* use the word *extravaganza* more often in every issue from now on.
Nick Boogie, via e-mail

No problem.

Britney's baps – real or fake do you reckon?
Jim Croft, Swindon

Not only real but fun for all the family.

Will Dolphin be backwards compatible with the N64?
David Cole, Birmingham

How do you propose getting the N64 cart into the DVD tray David? Come on, think these things through man. Good grief.

Why does FIFA sell more than the obviously superior ISS series every bloody year?
Sam Davies, via e-mail

Strong brand, neat presentation, multi-million pound marketing spend and not enough punters reading reviews before shelling out £30. It really is that simple.

Your art editor Alvin Weetman, is he single?
Britney, via e-mail

Single but picky. What are you pasty baking skills like?

What about this?

■ Let *Arcade* know what you think about: **The success of the Game Boy** – where do you play yours? **Coin-op games** – a dying breed? **Final Fantasy** – are you gagging for more? **The Millennium Dome** – could you give a flying toss?

rapidly but I feel the old school doesn't get a loud enough shout. I am setting up the R.ETRO I.NFORMATION Z.ONE to bring retro gamers together, to chat, learn, share information and in the future attend a UK Retro Convention. This will be massive, guys... so watch this space and God bless *Arcade*!
Marvin The Martian, via email

Dreamcast disco

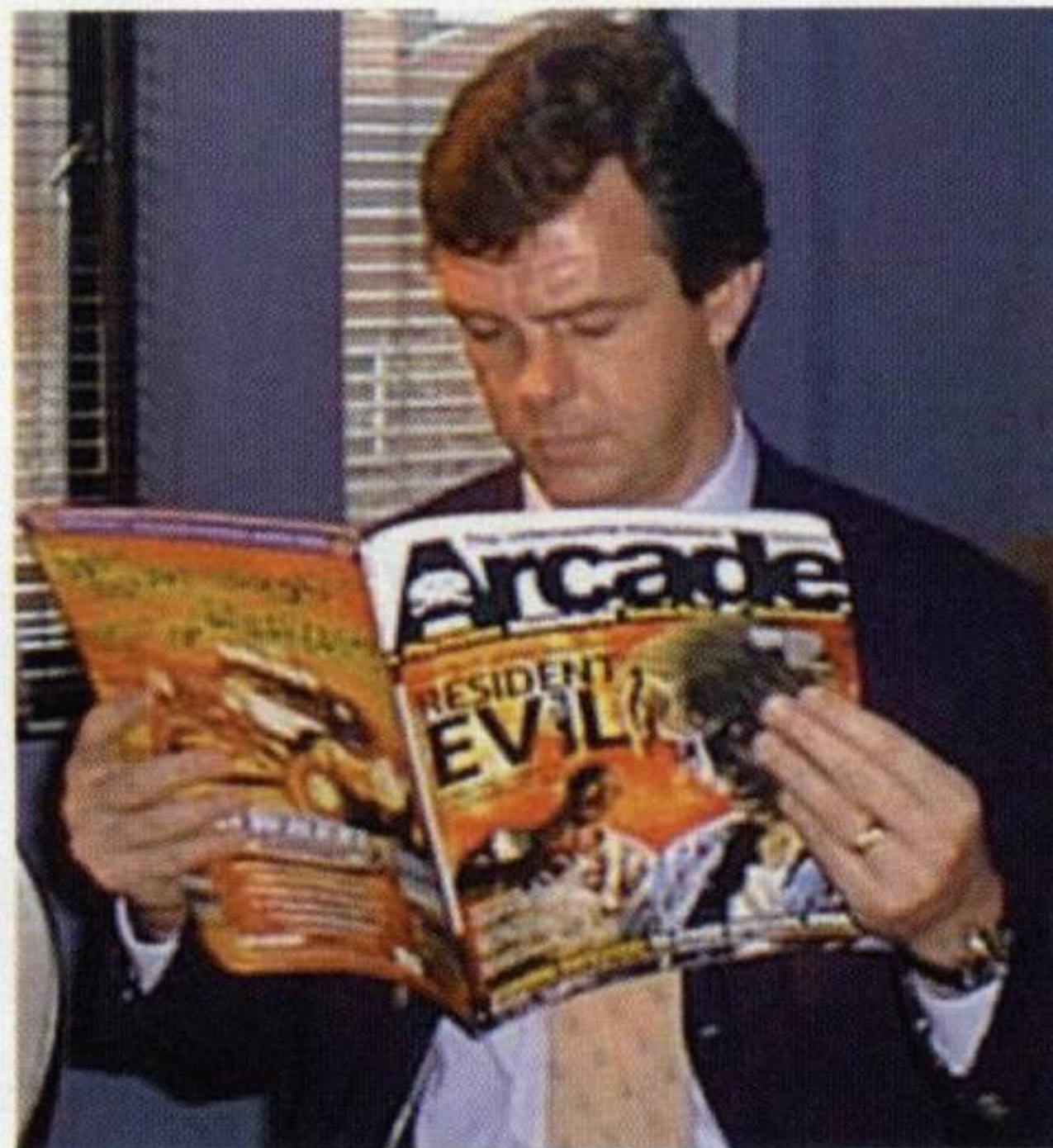
Hi! Rob here. Fan of your excellent magazine. Anyway, did you know that if you access the Dreamcast music screen and leave the pad alone for a few moments, disco laser lights grace the screen and it's cool. Bye for now!!!
Rob

Thanks, Rob. It is indeed cool. More letters like this please (although preferably not in unpunctuated capital letters, reminiscent of a man on the edge of a breakdown like poor Rob here).

Leeds! Leeds! Leeds!

Any chance of seeing Irish international, former Arsenal defender, and now Leeds United manager David O'Leary perusing your fine publication?
G. Graham, London

*As you may guess from recent correspondence, Mr Graham, all Premiership football managers are avid readers of *Arcade*. We're therefore more than glad to oblige.*



■ He never loses his place thanks to the O'Leary patented tie bookmark.

Eagle eye of the issue

As a long time aficionado of zombie movies and the survival horror game genre, your extended coverage of the *Resident Evil* phenomenon in the Feb 2000 issue was wonderful (especially compared with the same sort of things other magazines have been attempting to mark the arrival of *RE3: Nemesis*). You did, however, make one or two minor gaffes, and all about George Romero's *Day Of The Dead* (which your readers may wish to know can be bought uncut and in widescreen, along with *Dawn of the Dead*, on Region One DVD, thus revealing that the most savage slashing going on these days is by the BBFC). I was heartily impressed by the insightful analogy of *Day* being a mix of *Dr Strangelove* and *Planet Of The Apes*, but how did you manage to forget that Howard Sherman's tame (and plot-vital) zombie was called Bub, not Bud. Or that he doesn't "groove" to his Walkman, but instead listens to Beethoven's Ninth Symphony. Or that Joe Pilato's Rhodes, the first ever victim of a gun-wielding zombie, was a captain, not a general. Maybe I'm nit-picking, but obsessive types generally do (we scare people too, and sometimes smell). Other than this, a first rate section.

Gary Kester

*Well, thanks for that Gary. *Arcade* does make every effort to ensure you get a magazine that looks good, reads well and has got its facts straight, but sometimes the hours spent *Quake-ing* in the games room take their toll. But worry not, for the errant scribe who mistook Bub for Bob will have the skin flayed from his back in full view of the company board.*



Contributors

Men who like nothing better than to hold a hot pad in their hands.



Dave Harrison
■ The "evil one" from *GamesMaster* magazine was responsible for this month's zombie-infested Now Playing feature. It was a labour of love for the boy – it's safe say he's obsessed with all things zombie. In fact that's exactly what he looks for in a woman: lots of moaning and the inability to run away. Apparently it reminds him of his mother. His words, not ours.

■ **Fave game:** *Resident Evil 3: Nemesis*



Hanif Saddiq
■ *Arcade*'s Bristol born freelance designer extraordinaire has designs on playing in the Premiership. But not for Rovers or City, he'd rather be pulling on the shirt of Liverpool FC. He also claims to have invented the bicycle kick – no, not the spectacular football volley, but rather a new type of football where everyone plays on bikes. Maybe it'll take off in Cornwall.

■ **Fave game:** *ISS Pro Evolution*



Paul Rose
■ AKA *Digitiser's* Mr Biffo. Because he lives in a Teletext-shaped house, Paul needs to brighten his garden up. His favourite hobby is gnome building. Maybe it's because he sees the world in Teletext shaped pictures, but his gnomes are well renowned in the elf-community for their unique design. They are lovingly crafted with stones and sticks and nails.

■ **Fave game:** *Rollcage Stage 2*

The Videogame Magazine Arcade Issue 17

Editorial

Arcade, Future Publishing, 30 Monmouth St, Bath BA1 2BW; Tel 01225 442244; Fax 01225 732275
E-mail: arcade.mag@futurenet.co.uk

Senior Editor
Features Editor
Lifestyle Editor
Games Editor
Staff Writer

Sean Atkins
Sam Richards
Rich Pelley
Nick Jones
Jamie Sefton

Production Editor
Production Assistant

Jamie Dolling
Richard Keith

Art Editor

Alvin Weetman

Editorial Contributors: **Matt Bielby, Gerred Blyth, Jonathan Davies, Russell Deeks, Ben East, Mark Green, Simon Garner, David Harrison, Dan Jolin, Martin Kitts, Dan Mayers, Ian Merison, Steve Merrett, Paul Rose, Alex Tanner, Guy Woodward**
Photography: **Jude Edginton, Rick Buettner**
Additional Design: **Hanif Saddiq**
Illustration: **Matt Kenyon**
Special Thanks: **Chart Track**

Advertising

Advertising
Tel: **01225 442244**
Fax: **01225 732282**
E-mail: phil.bruderer@futurenet.co.uk

Jenny White

Business Development

Paul Lanzarotti
Laurence Robertson
Tel: **0171 317 2600**

Advertising Design

Point of contact
Designers
Hodgson, Stuart Hobbs, Annabel Mottershead, Kat Hetherington
Manager
Deputy Manager
Supervisor

David Mathews
Mikaela Dixon, Chris
Paul Airds, Andy Bodman,
Steve Michaels
Lisa Moody
Sarah Orchard

Future Publishing Executive Staff

Group Publisher
Publisher
Circulation Director
Operations Director
Managing Director
Chief Executive
Non-Executive Chairman

Robert Price
Alison Morton
Sue Hartley
Judith Green
Jane Ingham
Greg Ingham
Chris Anderson

Operations Staff

Pre-Press Manager
Assistant Pre-Press Manager
Pre-Press Co-ordinator
Scanning & Imagesetting
Production Co-ordinator
Print Services Manager
Print Services Co-ordinator
Production Administrator
Circulation

Martin Smith
Brian Hook
Rachel Spurrier
Paul Airds, Andy Bodman,
Liz Cheney, Simon Chittenden, Richard Davies, Mark
Gover, Adrian Hemmings, Jason Hudson, Neil Owen,
Jason Titley, Jon Wakeham, Simon Windsor
Marc Watson
Matthew Parker
Mark Constance
Fiona Deane
Pete Walker

Subscriptions & Future Publishing Ltd

Customer Services **FREEPOST BS4900, Somerton, Somerset TA11 6BR**
Tel (subscriptions) **01458 271131**
Tel (customer services) **01225 822510**
E-mail: subs@futurenet.co.uk

Overseas Licensing Enquiries **Chris Power**
Tel **+44 (0) 1225 442244**
Fax **+44 (0) 1225 732384**
E-mail: cpower@futurenet.co.uk



All contributions are submitted and accepted on the basis of an exclusive worldwide licence to publish, or license others to do so, unless otherwise agreed in advance in grown-up, joined-up writing.

Future Publishing Ltd is part of The Future Network plc.

The Future Network plc serves the information needs of groups of people who share a passion. We aim to satisfy their passion by creating magazines and websites that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. This simple strategy has helped create one of the fastest-growing media companies in the world: we publish more than 115 magazines, 20 magazine websites and a number of Web networks from offices in five countries. The company also licenses 42 magazines in 30 countries.

The Future Network is a public company quoted on the London Stock Exchange and has offices in Bath London Milan Munich New York Paris San Francisco UK and overseas newsstand distribution:
Future Publishing Ltd – 01225 442244.
Printed in the UK.
All material © Future Publishing 2000.

Next issue on sale 29 February



JOY

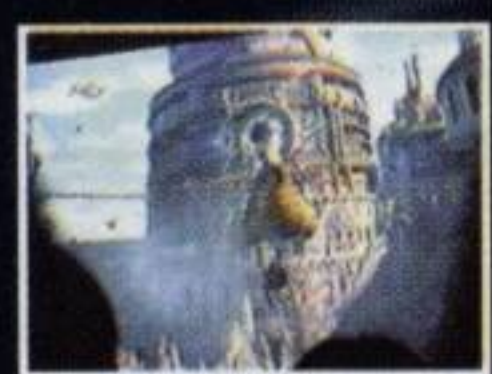
Enjoy full access to the Internet with the people who made it accessible in the first place.
Enjoy it for nothing but the price of a local phone call. Enjoy Netscape Online.

100% NET. 100% FREE.*

* Excludes phone calls charged at local BT rate. Technical Support charged at premium rate (50p per minute).

FINAL FANTASY

The world of videogames: we take you



■ Final Fantasy 9: Last FF outing on PlayStation.



■ Final Fantasy 10: Full 3D PlayStation2 title.



■ Final Fantasy 11: Square's first online-only RPG.



ONLINE FANTASY

Square's biggest Fantasies

Ambitious plans for Final Fantasy 9, 10 & 11 unveiled in Japan.

Square's Millennium Event in Yokohama was the place to be in January for an exciting gawp at the next three instalments of the incredibly successful Final Fantasy franchise. The company showed videos of the forthcoming adventures and also made an announcement about its intentions to introduce advanced Internet gaming to Japan.

First of the trio, *Final Fantasy 9*, appears to be the last release for the RPG series on the ageing PlayStation and is scheduled for a release this summer. The game jettisons the futuristic *Blade Runner*-type visuals to make way for a more traditional swords 'n' sorcery design, with the character graphics having a less photo-realistic *Final Fantasy 8* look. Also, older characters from the series –

such as the Dark Wizard – make a more significant and important appearance in proceedings.

Final Fantasy 10 will be the series' first outing on the PlayStation2 and is scheduled for a Spring 2001 release. Square has thrown out the pre-rendered backgrounds of past adventures and replaced them with a glorious fully-interactive 3D world. The video-only demonstration showed a character running around incredibly detailed environments such as open countryside and a beautifully constructed castle.

The third announcement was big news for gamers – *Final Fantasy 11* will be an online-only title. Although no actual footage was shown for the game, design sketches were displayed and Square talked about how it will utilise its new Internet gaming service – Play Online. This was one of the biggest surprises of the event, with Square touting

the service as transforming a "virtual world" into a "real world".

Play Online enables you to chat, play games, surf the Net, find tips for levels you're stuck on and read the latest Manga comics on-screen. Square has also done a deal with a large Japanese record label to enable the downloading of music files and introduced an innovative sports network (see box). The service will be a fast "broadband" network, fitting in with Sony's policy of "leapfrogging" today's relatively slow Internet technology.

Square's RPG franchise sold more than 25 million copies worldwide and is extremely important to Sony. *Final Fantasy 9* will show the company's support for the existing PlayStation user base, whereas the hugely anticipated *FF10* & *FF11* will be vital in PlayStation2's battle for supremacy in the next-gen console wars.



Hip to be Square

■ Square also bigged-up its other releases, which include a next-gen baseball game (yeeesss!) and an impressive-looking driving game, which should give *Gran Turismo 2000* decent race competition.

The Bouncer



■ Much-hyped multi-player beat-'em-up with huge interactive environments packed with the very latest polygon-shifting effects. *Final Fantasy*-esque characters run through streets and subway stations, joining in brawls with urban street gangs.

Driving Emotion Type-S



■ A new racing game, with smooth graphics and a host of different camera angles including a view that shows the arms of the driver moving realistically to steer the car. *Driving Emotion Type-S* will take advantage of Square's Play Online service to update the game.

Vagrant Story



■ Brand new PSX dungeons 'n' dragons fantasy RPG set in Europe during the Middle Ages. You play the character of Ashley Riot who is drawn into a plot involving mind-twisting conspiracies, murder and evil lost cities.

Gekikuukan Pro Baseball



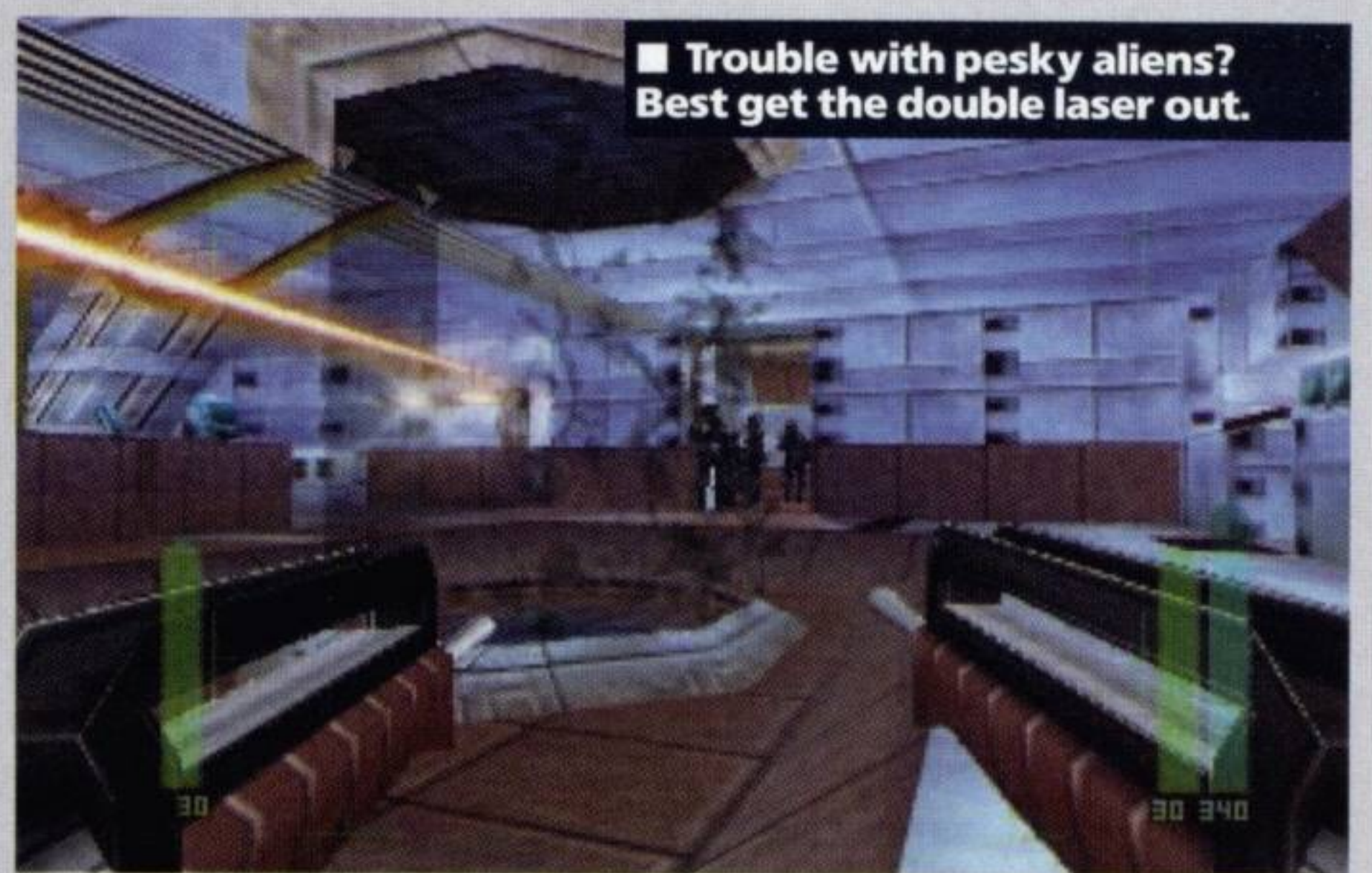
■ Square's first true sports-sim has characters and stats from the Japanese professional baseball teams. It features motion-captured animation and beautifully-rendered 3D backgrounds with a TV-style presentation.

Almost perfect

Rare releases details of its long-awaited Perfect Dark title.



■ But will it be better than *GoldenEye*? The weapons and locations seem to be a huge improvement.



■ Trouble with pesky aliens? Best get the double laser out.



With the imminent release of the much-delayed *Perfect Dark* some new details have emerged. First the bad news. Gone is the feature that enables you to put your face into the game via the Game Boy's Pocket Camera. It seems that in order to avoid any controversy involving shooting your friends in a Nintendo game, Rare has opted to drop the feature.

You'll also need the 4Mb Expansion Pak to get the most out of *Perfect Dark*. Without the extra

memory you won't be able to play the one-player missions or any of the funky extra modes. Gamers without the extra memory won't be left out in the cold – you'll be able to play single or two-player deathmatch against up to eight "simulants" – computer controlled foes. There are also 30 pre-set deathmatch levels that you can play with just the standard memory, but if you want to play four-player deathmatches, you'll need the Expansion Pak.

Now for the good news. Rare has revealed two new and exciting play modes. A co-operative mode has been included where one player takes the role of Joanna Dark and the other takes Joanna's

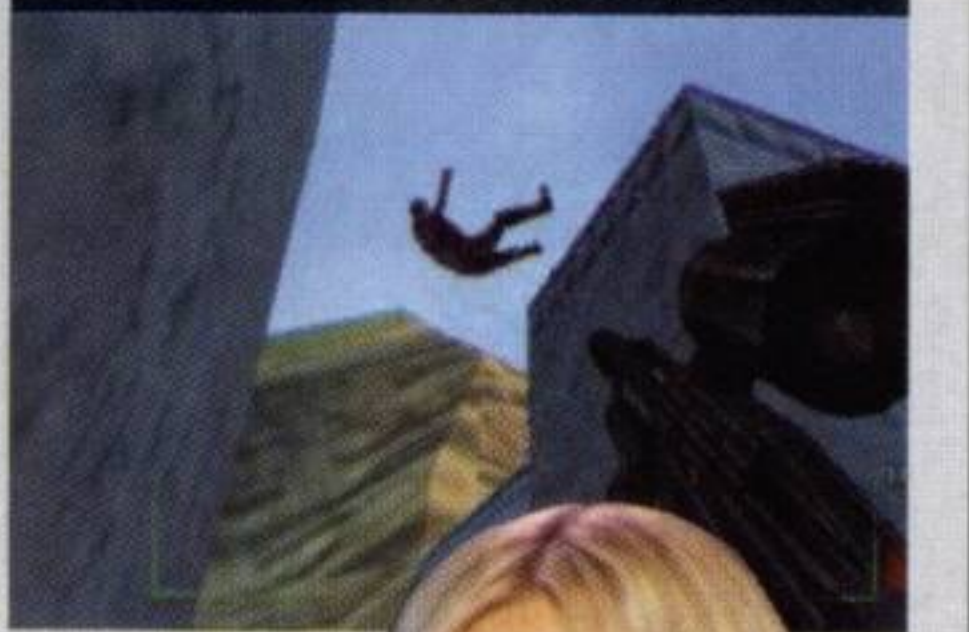
sister. The second mode is a counter-operative mode where the second player takes control of all Joanna's enemies on a level. When Joanna ices the enemy you are controlling, you are immediately transported to another enemy on the level.

Rare has also announced a Game Boy Color version of *Perfect Dark*. This chronicles Joanna's earlier exploits in espionage. Rare is boasting that this will be the most advanced Game Boy Color title to date. It will be compatible with the infra-red connector and the Game Boy Printer. It will also feature a two-player deathmatch mode, FMV and sampled speech. You will also be able to transfer

data between the Game Boy Color and N64 versions of the game via the as yet unreleased GB64 Pak. Rare isn't saying what purpose this will serve, but it should be something rather special.

Perfect Dark on N64 will be released towards the end of April. The Game Boy version is out at the end of the year.

■ Falling down. Sniper mode makes a welcome return.



PLAYSTATION 2

Step to this

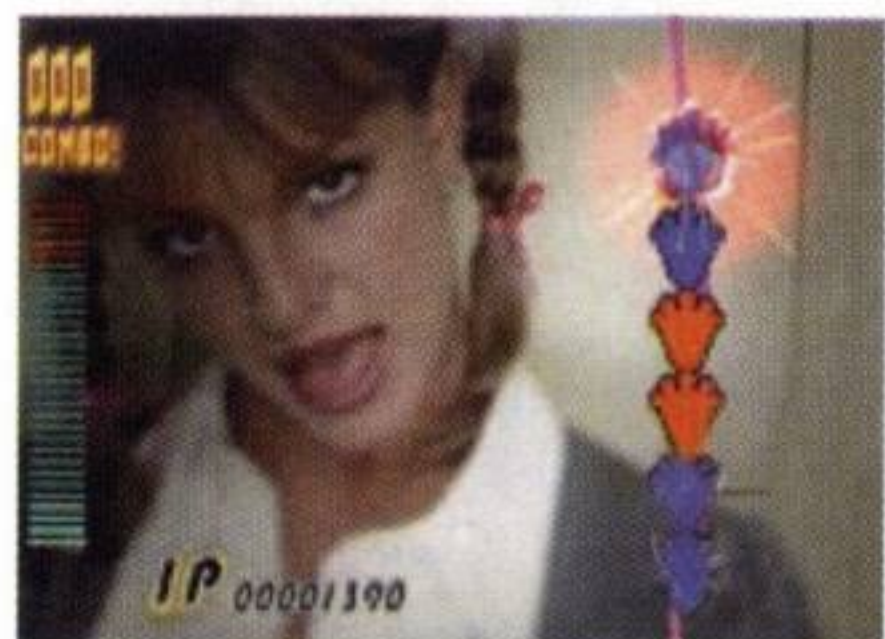
Britney and Steps to star in Japanese PlayStation2 launch dancing game. Arcade can hardly wait.

■ With some of the big PlayStation2 games slipping away from the 4 March unveiling, the launch line-up is looking increasingly bizarre.

Emphasising this fact is the announcement of *Stepping Selection*, an arcade conversion of a dancing game similar to Konami's *Dancing Stage*, in which you can dance along to actual pop hits. These include "Baby One More Time" by pneumatic teen queen Britney Spears, the Backstreet Boys' "Larger Than Life" and, inevitably, Steps doing "5,6,7,8", as well as "Scatman" by the perennially under-rated Scatman John.

The videos to these original songs provide the background visuals during the game, which also includes versions of "No Limit", "Girls Just Wanna Have Fun"

and the theme from "Ghostbusters". The game comes packed with a dancing mat, and the *Arcade* staff are naturally looking forward to matching Britney step for step. However, the suspicion is the game's an attempt by Jaleco to crack the teen and pre-teen markets.



■ Butterfly with Britney, samba with Steps or shake you booty with the Backstreet Boys. Bliss.





"Gagging for it!"

A quick butcher's at some quality merchandise coming your way.

MDK 2

Murder Death Kill on a massive scale.



Save the earth from certain doom – with a smile playing across your face.

Wacky weapons

■ Inspired by the game's ironic look at videogames in general, *MDK 2* features some comical weapons and power ups.

MDK2

- Format: PC, Dreamcast
- Developer: BioWare
- Publisher: Interplay
- Release date: May

Shop of horrors

■ *MDK 2* features some 40 enemies in total – some are just there as cannon fodder while others, like this man-eating plant, take more thought to destroy.

Three-way fun

■ Kurt returns from the original *MDK* and there are two other playable characters: nutty inventor Dr Hawkins and Max, the robotic dog.

Hello my pretty

■ Both the Dreamcast and PC versions look ace – dynamic lighting and shadows, some very special effects and massive game worlds to explore.

Changing rooms

■ There's some great variety in the settings. You often wander into more domestic scenes, such as in this screenshot. Check the lush wallpaper.

Secret Squirrel

■ *MDK 2* is jam-packed full of secret stuff. Apart from extra levels, there's a secret character to be unlocked, secret weapons and special sub games to play.

INCOMING

Six games wearing oversized shellsuits and doing star-jumps on gaming's touchline.

3 months



Tony Hawk's Skateboarding

- Dreamcast
- Neversoft/Crave
- April

A faithful port of the PlayStation game with improved graphical detail. See Tony sweat.



Nightmare Creatures 2

- PlayStation/Dreamcast
- Kalisto/Konami
- May

Return of the spooky hack-and-slash adventure, set in London's Victorian underworld.

6 months



Obi-Wan

- PC
- LucasArts
- Autumn

Highly anticipated follow-up to *Dark Forces 2: Jedi Knight* casts you as a Ewan McGregor lookalike taking on the Dark Side.



Turok 3

- Nintendo 64
- Acclaim
- September

Subtitled *Shadow Of Oblivion*, *Turok* will return to put the shits up more dinosaurs. New weapon: *The Eviscerator*.



Golf Paradise

- PlayStation2
- T&E Soft
- October

A vastly detailed golf game: part sim, part Everybody's Golf cartoon. The first PlayStation2 game to utilise the multi-tap.

1 year



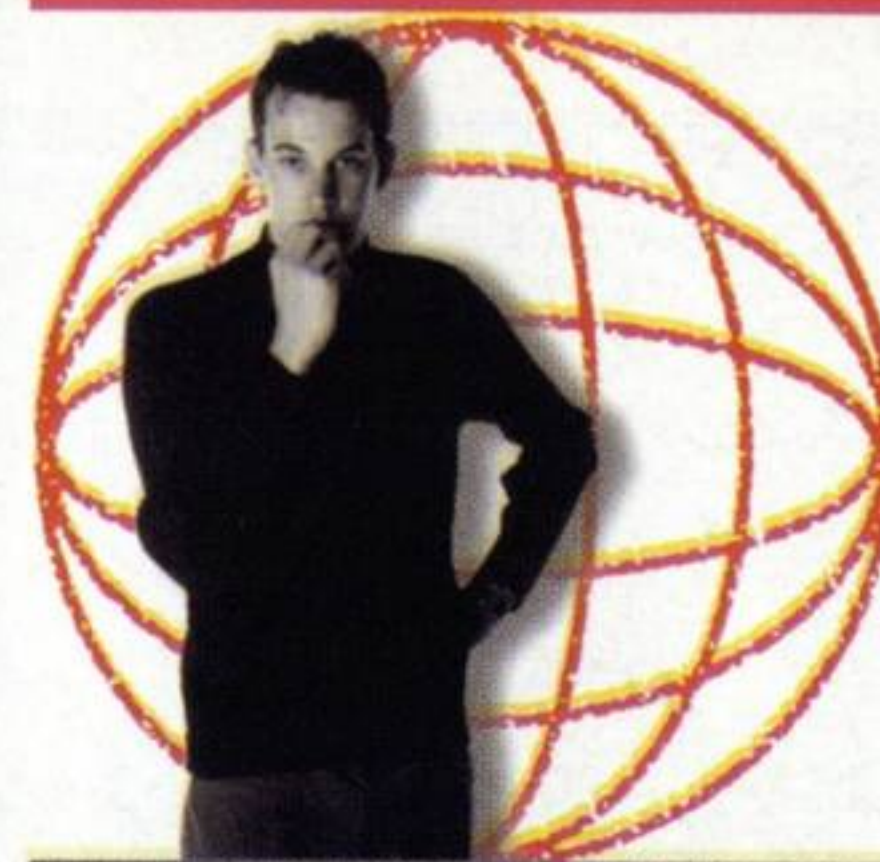
Dreamland

- PC
- Virgin Interactive
- Late 2000

Atmospheric 3D turn-based strategy game with an alien-infested Area 51 setting replacing the D&D fantasy world.



Sam Richards' World of Games



ISS on PS2

More news on Arcade's most-anticipated PlayStation2 title, Konami's *ISS 2000* (or *Jikkyou World Soccer 2000* as it will be known in Japan). The leading footie sim is destined to feature a far greater range of teams than previous *ISS* games, with more than 100 club teams taking part under their real names. No news on real player names as yet. Eight game modes will be included, including some kind of expansion on *ISS*'s "RPG" mode and an Olympics mode. Unfortunately the game has now slipped back from its proposed Japanese launch on 4 March to later in the spring.

Black And White in (Game Boy) Color

It sounds ludicrous in principle, but one of the most ambitious PC games in history, Lionhead's *Black And White*, could also be headed for the teeniest gaming console. This may not be as ridiculous as first seems – the much-heralded "good or evil" decision making processes of the game could easily be stripped down to fit the format of a typical 8-bit RPG. Meanwhile, developer M4 is also hard at work on a Game Boy Color version of Capcom's *Dino Crisis*.

The three witches

More details have emerged regarding the Gathering Of Developer's plans for its recently-acquired *Blair Witch Project* licence, and none of them include Mike, Heather or Josh. As previously reported, the first game will be developed by Terminal Reality. Titled *The Blair Witch Project: The Nocturne Chronicles*, it will take some elements of *Nocturne*, including the game engine, and transplant them into the Maryland woods circa 1941. It's due out in August.

The second game will be developed by Human Head and is based in 1886. The third game, from Ritual Entertainment, goes even further back in time to 1785. These games are due in September and October respectively, creating a neat little trilogy. They will appear on PC in the first instance, with PlayStation2 details to follow soon.

SHAKEN NOT STIRRED

We've been expecting you

Bond on PlayStation2 in title based on *The World Is Not Enough*.

After the farrago that was *Tomorrow Never Dies*, *Arcade* hoped the next Bond game would be an improvement. Now **Electronics Arts of the US** has proved it's got the mettle to deliver an experience which promises the gameplay of *GoldenEye* combined with the graphical advances of PlayStation2 and the latest

PC hardware. Sounds like quite a combination.

EA has licensed id's *Quake 3* engine for *The World Is Not Enough* in order to create a game which it claims will be much more than a first-person-shooter. Fully interactive scenery and independently intelligent characters will combine to create an all-encompassing adventure. 007's shooting skills will still be very much to the fore, but the developer is striving to design a world where you'll actually need

to resort to Bond-like ingenuity in order to survive.

The events of *The World Is Not Enough* will only provide a basis for this ambitious game, although the key action sequences will all be represented. Naturally, there will be a wide range of hi-tech weaponry and Q-style gadgetry at Bond's disposal, not to mention cars, bikes, boats and sundry other vehicles.

Multi-player modes (which hint at expanding on the basic deathmatch) will form a vital

component of the game.

PlayStation2 owners will be able to compete on a four-player splitscreen, but it's not yet known if the PC version will support LAN or online play. Although *The World Is Not Enough* is the first major PlayStation2 game to be developed outside Japan, EA is playing down this fact, suggesting that the PC version will be able to outperform PlayStation2 graphically. *Arcade* will bring you the first screenshots next month.



Hungry for the wolf

The daddy of first-person shooters is set for a revival.



Before *Half-Life*, before *Quake* and even before *Doom*, id software invented the first-person shooter genre with *Wolfenstein 3D*. The ramifications of its unique perspective and wanton violence as players negotiated a garish 3D maze packed with evil, gun-toting Nazi types still reverberate around the contemporary gaming scene.

id has licensed out the *Wolfenstein* brand along with its *Quake 3* engine to start-up developer Gray Matter (founded by the ex-Xatrix Entertainment designers responsible for *Kingpin*) which is now busy creating *Return To Castle Wolfenstein*.

The PC title should revive fond memories for gamers. Trigger happy hero William BJ Blazkowicz has been lured out of retirement to strap on his rocket launcher once again and take on a new legion of comic-book Nazis



Wolfenstein 3D set for a 21st century make over.

and destroy their plans of propagation through bioengineering. *Return To Castle Wolfenstein* will boast extensive multi-player options and is pencilled in for a release in the run up to Christmas.

Orient excess

A look at what's going on over in Japan.

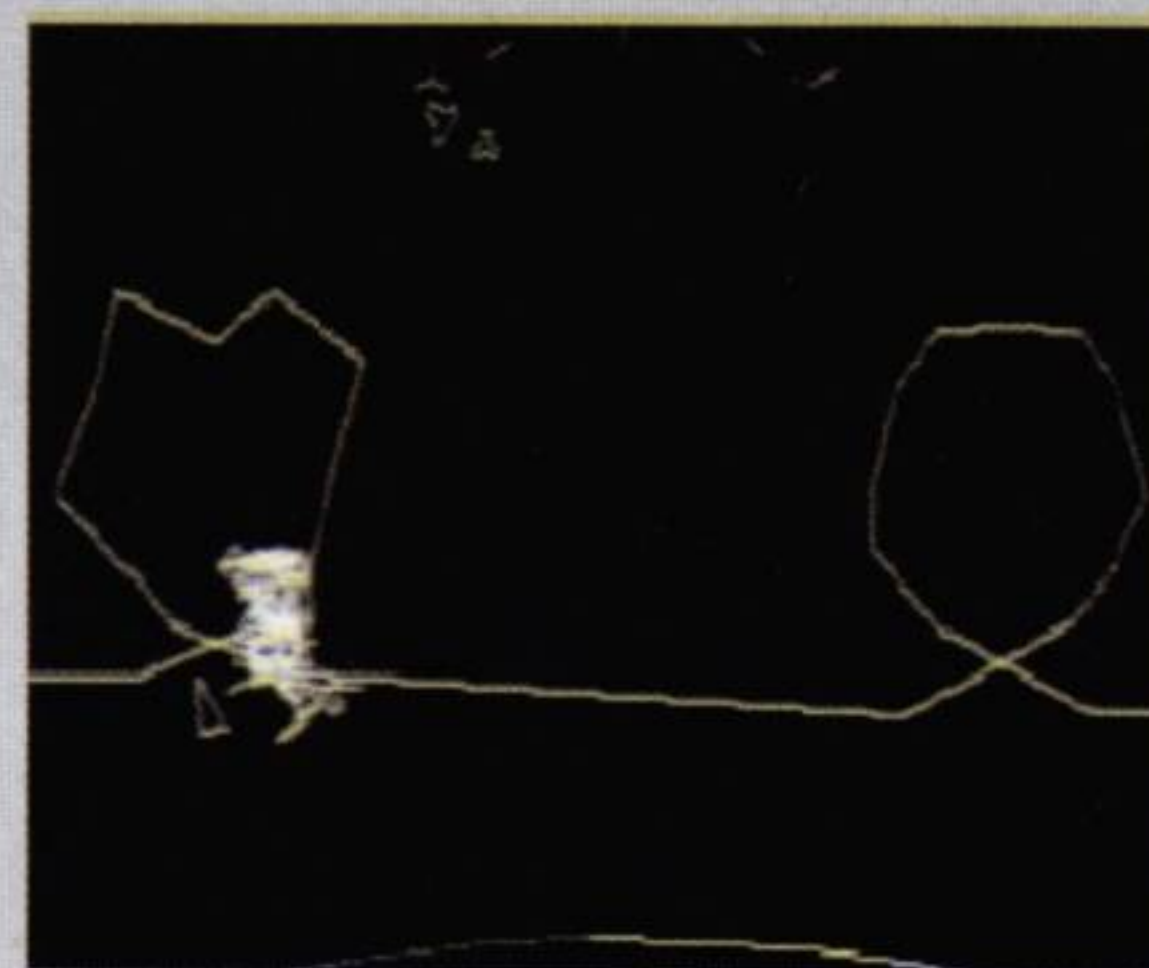


Cut the ribbon

Normally in this column there's plenty of Michaels, urine and other such stuff removed from the Japanese and their ever-so-eccentric ways. Not so this month. No, this month *Arcade* salutes the genius that is *Vib Ribbon*.

Developed by the creator of *PaRappa the Rappa* and *Um Jammer Lammy*, *Vib Ribbon* is a lo-fi PlayStation game from the old skool. Concerns like texture mapping, polygon-pushing or trying to get the maximum out of the ol' grey box are forgotten – *Vib Ribbon* revels in its black and white vector graphics. Which is rare in this age of realism-obsessed graphics.

Like *Eastenders*, the concept is simple,



Turn your tunes into a gamescape.

yet addictive. You insert your favourite CD into your PlayStation and it generates an oscilloscope-like landscape. The object of the game is to get your character (the rabbit) from one end of the soundscape to the other, passing through obstacles (waves, loops and walls) by pressing a combination of buttons. Your reward

for passing through the landscape is the evolution of *Vib* – so there are some virtual pet aspects as well. Kind of.

Potentially *Vib Ribbon* is as difficult and as varied as your record collection. Sadly, you won't be seeing *Vib Ribbon* in the UK. Which is a real shame, because not only is that rabbit pretty cute, but it's ideal calmyer-head fare.



■ *Offroad Thunder* impressed *Arcade's* panel.

COIN-OPS

My beautiful arcade show

The latest coin-op games exhibited at Earls Court.

The recent ATEI (Amusement Trade Exhibition International) show held at London's Earl's Court on 25-27 January played host to a small but intriguing range of new coin-op games. The exhibition was dominated by fruit machines, touchscreen games and other distractions best consigned to Blackpool pier, but Sega, Namco, Konami and Midway all put up a strong showing.

Abandoning beat-'em-ups, the new games showcased offered a degree of innovation. Konami's *Guitar Freaks* was a worthy addition to the Bemani series of rhythm action games, roundly trouncing Namco's Aerosmith-affiliated *Quest For Fame*. Sega was pioneering the

public service sim, with the impressive *Brave Firefighters* – a kind of *Time Crisis* with hoses – and *Emergency Call Ambulance*, a truly disturbing twist on *Crazy Taxi*. Prime candidates for Dreamcast conversion were offered in the form of the superb *Virtua Tennis* (*Virtua NBA* was also looking fine) and *Jambo Safari* which involved driving a jeep around the desert and netting various wild animals.

Star Wars: Episode One Racer was also shown in video form, but the crowds were flocking to see the surprisingly effective truck driving game *18 Wheeler*, whose authentic juggernaut cab is set to make every *Convoy* fan's dream come true.

Another trend involved footie games in which an actual rubber football bolted to the base of the cabinet is kicked to simulate passing and shooting. Namco's

World Kicks (see review on page 103) and Gaelco's *Football Power* were both good for a laugh, but provided a rather messy local park kickabout in practice.

Racing games were represented by Sega's *Ferrari 355 Challenge* – which made its debut as a two-player linked cabinet – Midway's excellent *Offroad Thunder* and Konami's equally riotous new edition of *GTI Club*. The Konami stall also played host to the game of the show, *Silent Scope 2: Fatal Judgement*. The sequel to this sniper sim was highly entertaining and improved plot elements made for an engrossing experience.

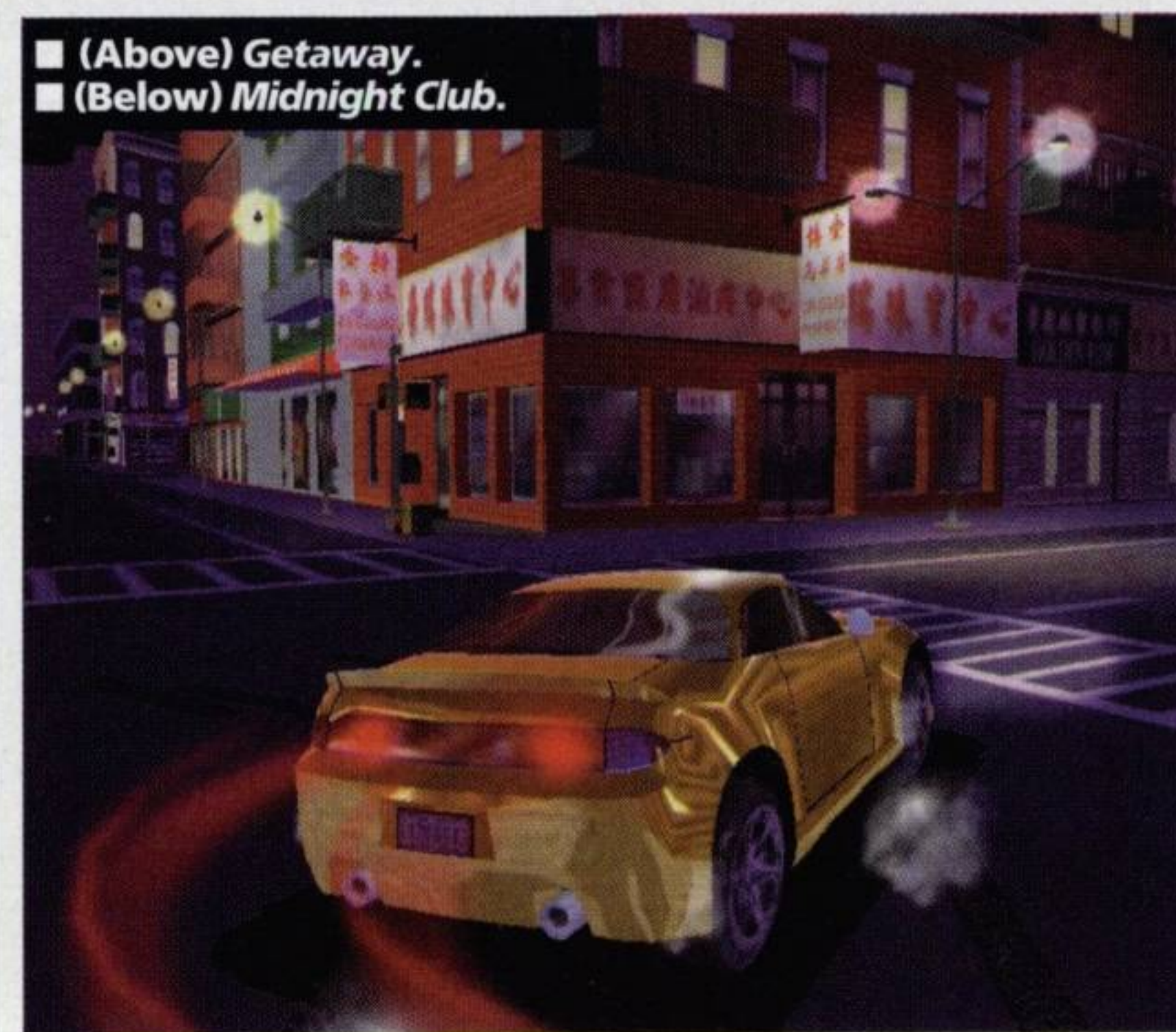
Despite these new games, the overwhelming feeling was of disappointment concerning the future direction of arcade gaming. For more on ATEI and coin-ops in general, turn to the *Arcade* feature on page 66. **A**

Rockstar races to PS2

Two new driving games from fast-rising US publisher.



■ (Above) *Getaway*.
■ (Below) *Midnight Club*.



Take 2's hip younger brother, Rockstar Games, is set to publish two stunning new driving games for PlayStation. *Midnight Club: Street Racing* and *Getaway* are both being developed by Angel Studios, the operation responsible for Microsoft's superb and successful comedy racer *Midtown Madness*.

Midnight Club is a game based on late-night illegal street racing. Set in detailed representations of some of the world's major cities, there will be a strong gambling element and you will have access to shady back-street garages to tune and customise your pride and joy. It's not known whether you will have to contend with traffic, but this could well be the underworld answer to *Metropolis Street Racer*.

Getaway is also a racing game dabbling in unlawful territory. The aim

is to deliver contraband across country borders while being chased by a variety of police vehicles and rival crews, this time through rural environments as opposed to filthy cityscapes. The ability to take short cuts through farms and forests should make for an interesting take on the typical race game formula.

Rockstar Games is obviously very happy with the results of the top-selling *Grand Theft Auto* franchise, and has decided that more outlaw racing is the way forward. With Rockstar's past record on soundtracks for *GTA* and *Thrasher*, gamers should also expect top quality tunes to accompany the new titles.

Both *Midnight Club: Street Racing* and *Getaway* are scheduled for release on PlayStation2 later this year, and *Arcade* will stay tuned for details.

Smack my pitch up

Arcade invents a pointless and stupid game idea, thus wasting the precious time of yet another developer.

No 83: Off Ground Tag Tournament



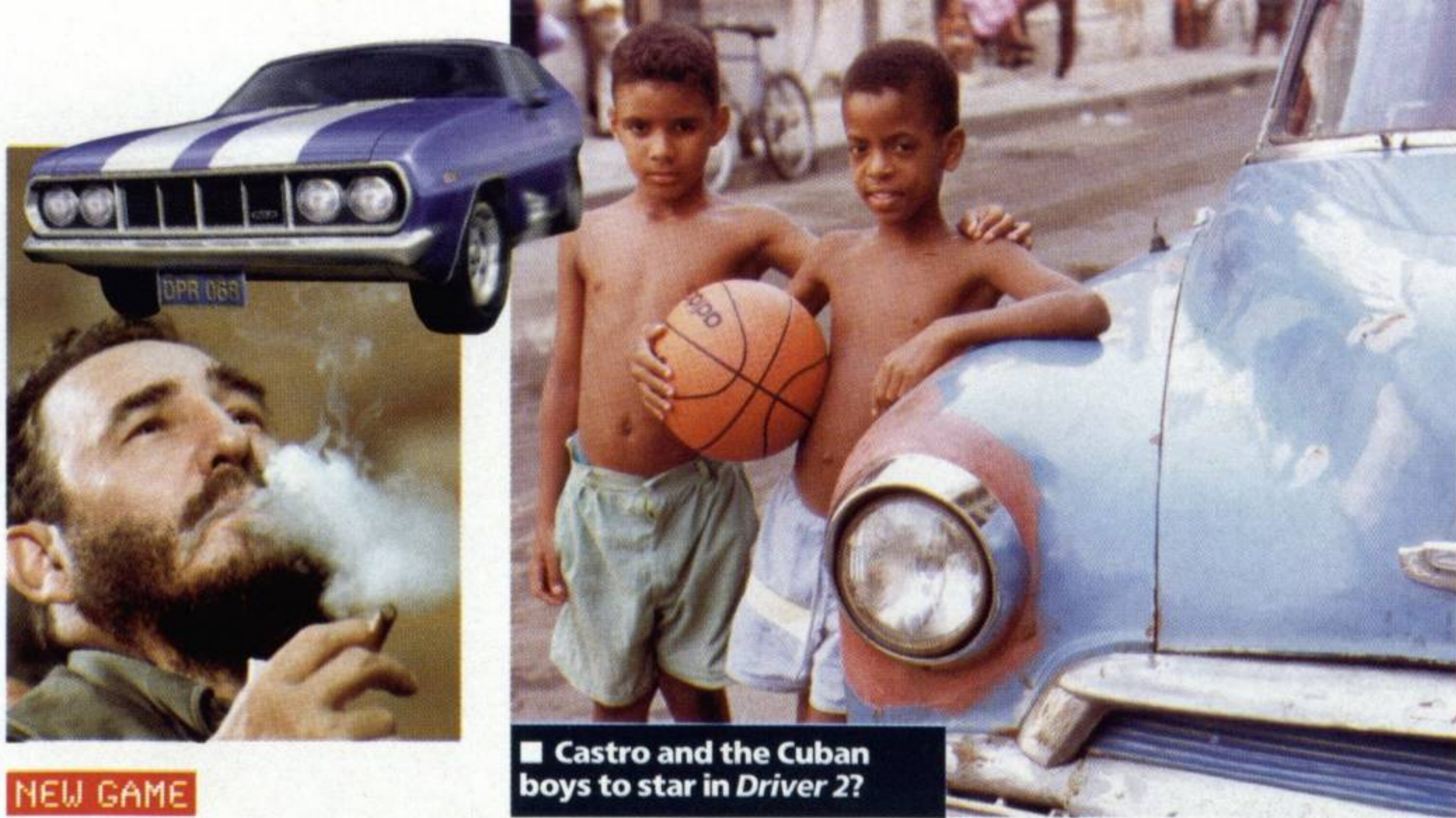
■ **The pitch:** Gory first-person shooters are being banned left right and centre by over-protective government quangos, so why not try this 3D deathmatch with

no death? It's basically just a bunch of kids running around in a beautifully rendered playground environment; one of them is "on it" and tries

to touch a playmate. Whoever is tagged is then "it" themselves, unless they are standing offground, which is a safe area. More complex modes involve squibs, bagsies, idle threats of "telling the teacher" or a special team mode where all players gang up to pick on the kid who is fat or slightly different to the others in some way.

■ **The response:** Two leading American software developers, both responsible for

what could be termed "gory shooters" themselves, declined to comment on this pitch, even for a laugh. They feared the association, albeit tenuous and sarcastic, between shooters and playgrounds would get them into trouble in the current climate of voracious American conservatism. Which is a bigger joke than anything.



■ Castro and the Cuban boys to star in *Driver 2*?

NEW GAME

Driver 2: You're Havana laugh, ain't cha?

Massive PlayStation sequel breaks cover and speeds through Vegas, Havana, Chicago and Rio.

The first details of *Driver 2* have leaked from Reflections' bunker. The PlayStation sequel, due out in November, will be vastly improved from the top-selling original with a graphical overhaul leading the way. The new game will enable you to drive on more complex road maps

on more than one level, pulling off stunts along the way in a manner similar to Dreamcast's *Crazy Taxi*.

Four cities will be included in the game: Las Vegas, Havana, Chicago and Rio de Janeiro. These colourful locations all have a strong cinematic pedigree, allowing the Reflections team to recreate more movie moments.

The story of Tanner, the titular driver and shady undercover cop,

will be greatly expanded in *Driver 2*. The missions will be far more sequential, and each of the levels will serve a more specific purpose in developing Tanner's overall story. Tanner will also be able to leave his car and jump into other vehicles such as buses and trucks, with gameplay leaning towards the feel of a 3D *Grand Theft Auto*. More *Driver 2* info and screenshots should be available next month.



Chu's life

Get new *Chu Chu Rocket* puzzles on the Net.



■ Brilliant cat-and-mouse puzzle game *Chu Chu Rocket* from the Sega Sonic Team, due to be released for an eager UK Dreamcast audience in May, contains a lifespan-enhancing create your own puzzle mode.

Sure enough, some chancers with a Japanese copy of the game have begun pasting their self-made puzzles online to add to the 100 puzzles of increasing difficulty which originally

appear in the game. You can download these to play on your PC or Mac, so if you long fry your brain and marinate it in a thick Provençale sauce, visit this site: <http://lfx.org/sl1me/chuchu/index.html>.

Chu Chu Rocket is now slated to be the first online compatible game for Europe and the US so expect much more *Chu Chu* fever across the World Wide Web very soon.

ARE YOU A GAMES DEMON?

The most thrilling games available for Dreamcast, Nintendo, PlayStation and PC

STUNNING DISCOUNTS!

www.gamesdemon.com





■ ILLUSTRATION: MATT KENYON

NEWS ANALYSIS

Words by **Jamie Sefton**

An arcade in your pocket

The first in a two-part look at the burgeoning handheld games industry.

As you pummel away at the well-worn buttons of your portable games pal, intermittently swearing at the little screen and shifting position to avoid “gaming arse”, you probably don’t realise how popular handheld games have become.

In 1999, Nintendo shifted an incredible 900,547 Game Boys and 2,226,000 games cartridges in the UK – not bad for an 8-bit console launched more than ten years ago. The Game Boy’s distant rival, SNK’s Neo Geo Pocket Color also had respectable sales figures with more than 30,000 consoles and 120,000 cartridges sold in the UK in the last three months of 1999. But why the sudden surge in portable gaming?

Well, there are many reasons why handhelds are more successful than ever. For starters, videogaming in general is becoming more and more popular, losing the “computer

geek” tag of yesteryear and becoming as sexy as a pair of Cameron Diaz’s underpants. As Simon Byron, Account Director for Bastion PR says: “We’re no longer a nation of shopkeepers, but a nation that’s embraced videogames. Where we used to dive into books and mags on the train, it’s now possible to enjoy the classic 16-bit titles on the move.” Also, handhelds appeal to all age groups and both sexes, are affordable and have that “instant game” appeal, where you can just slap in a cartridge and start playing immediately – something PC owners would trade in their weirdy-beards for.

But the major factor has been the runaway triumph of Nintendo’s Game Boy. The new “Color” version has been a huge boost with an excellent range of games and good battery life – features that successfully saw off the Sega Game Gear and Atari Lynx. Retro gamers can now experience the thrill of having

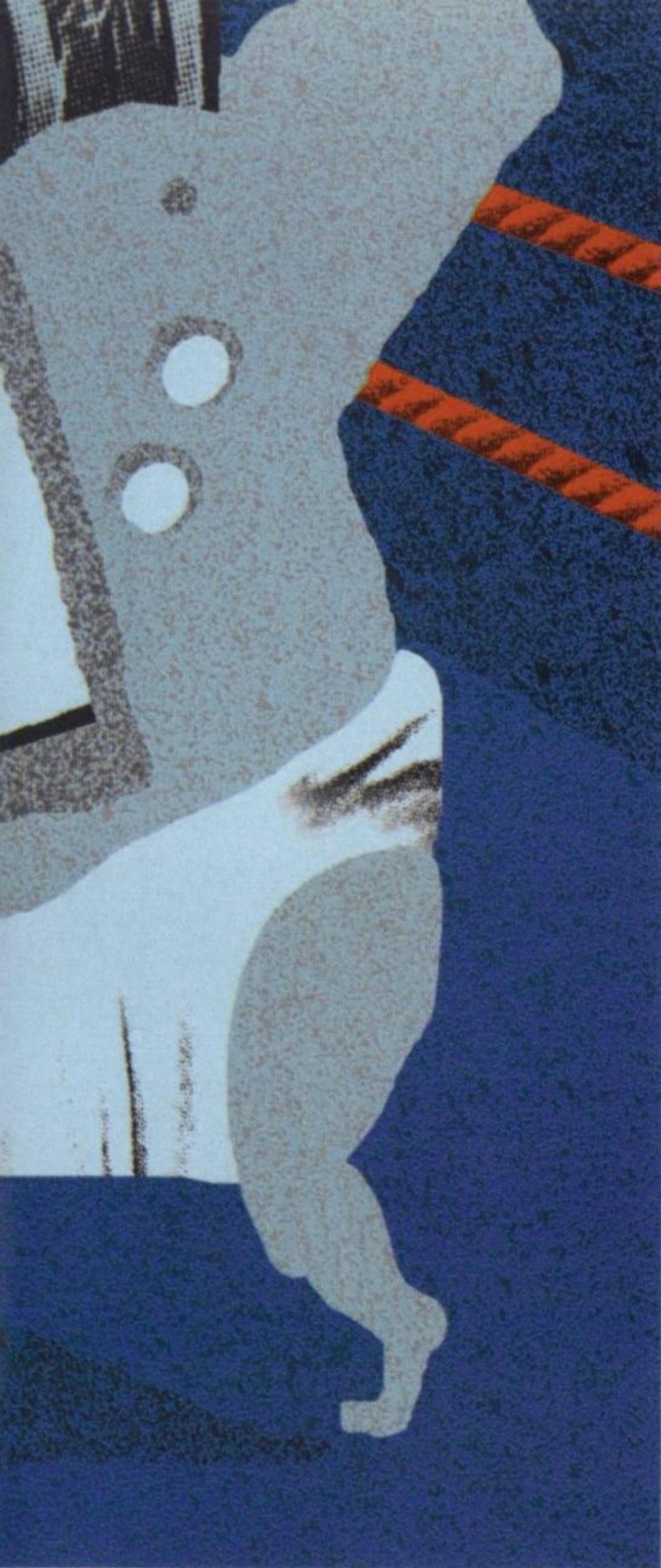
a collection of classic 1980s arcade games, such as the brilliant *Defender*, in the palm of their hand. Plus, there’s little doubt that the *Pokémon* phenomenon has had an effect, with British kids (and adults) scooping up 500,000 cartridges featuring Pikachu and pals – once again proving that eye-popping 3D graphics are no substitute for solid gameplay.

All the major software companies have realised the value of this expanding market and as a result are increasingly keen to hand out their successful PlayStation, N64, Dreamcast and PC titles to one of a number of third-party Game Boy developers.

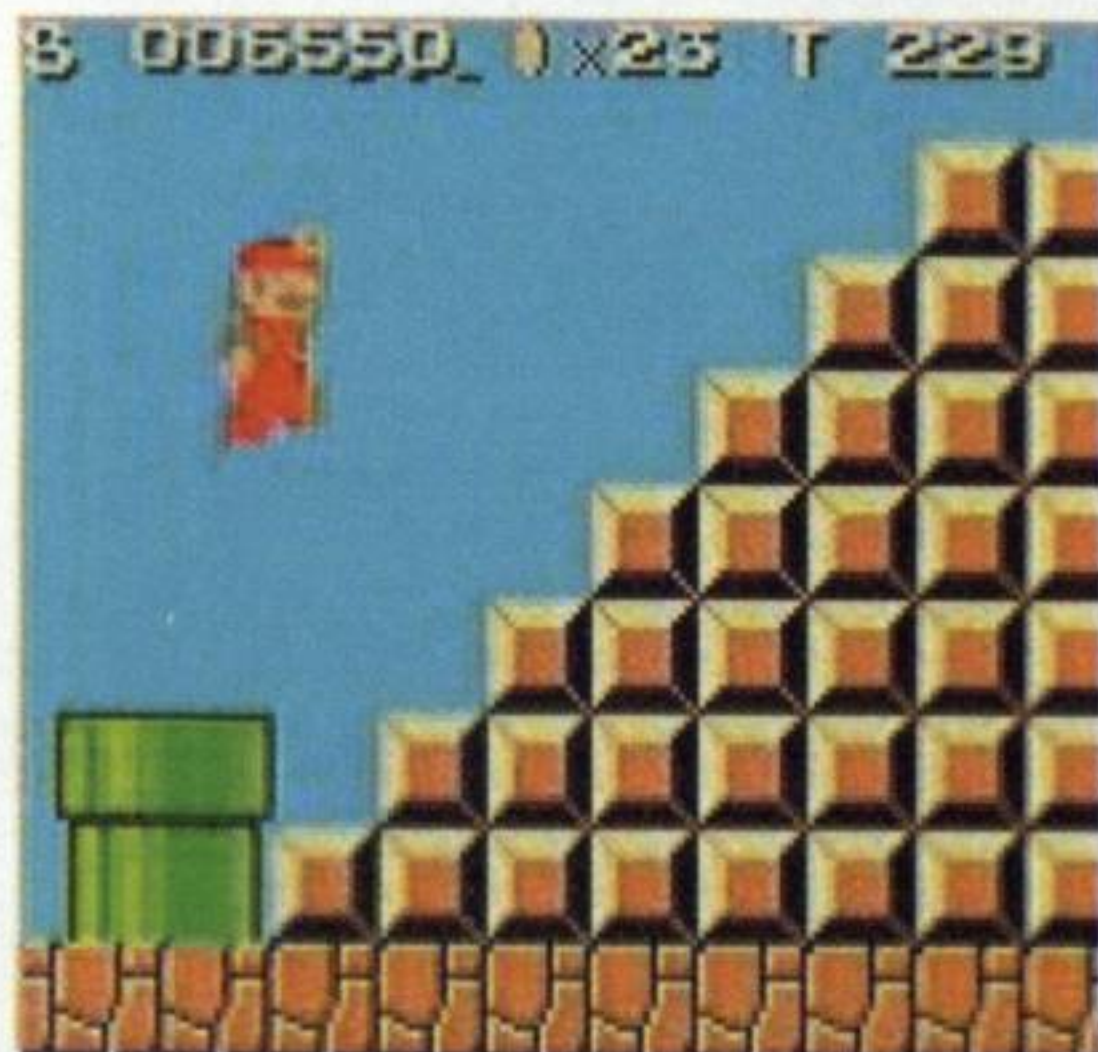
These new companies – many of them based in the UK – have sprung up in the past few years, specifically to cater for lucrative handheld games conversions.

HotGen is a British company working on the GBC version of *Resident Evil*. Managing Director Fergus McGovern says: “As a general rule, once an in-house team has created a game the developers are burnt out and not desperately keen to prolong their agony by doing a conversion. Third parties are readily available to bring new enthusiasm, ideas and dedicated skills to the product.” Karl Jeffrey, CEO of Climax Development also believes third-party companies have a lot

“We used to dive into books and mags on the train, now it’s classic 16-bit titles.”



■ Sonic and Mario – pocket icons.



■ Wonderswan is old-skool B&W.



to offer. "Once you have a group of dedicated Game Boy/handheld staff, they become very adept at identifying an existing title's core features and values, then implementing them," he says.

This is the key to a successful handheld version of a major title – looking at the strengths of the mini-format and playing to them. Crawfish Interactive has produced several successful GBC games, including the excellent *Street Fighter Alpha*. "We've just finished *Rainbow Six* for a very pleased Red Storm, as we've kept all their original missions, teams, weapons and modes, even squeezing in a little bit of motion capture," says MD Cameron Shepperd, who believes you should make the conversion as true to the original as possible. "Most developers wouldn't have dreamt of taking this approach. They would've thrown any old sideways scrolling game together and hoped that it would sell on the back of its licence," he adds.

But, not all companies give their precious wares to dedicated Game Boy developers. Rare has produced an excellent game in *Mickey's Racing Adventure* and is working on a Game Boy version of the *GoldenEye* sequel *Perfect Dark*. Also, Ubi Soft has produced a stunning version of *F1 Racing*

Championship by setting up a new Game Boy production team in Milan. Project Manager Damiano Bazzoni says that with in-house teams "you have more control over the quality, you know the people you're working with and you can see the results".

Whether companies decide to program in-house or take the third-party route, this flurry of activity to produce games for the Boy must be pleasing for the beleaguered Nintendo. The company has had a rocky few months with the N64 and looks increasingly likely to hold back its new next-gen console until 2001. Since the demise of the Game Gear Sega no longer has the luxury of a handheld system. It did, however, release the superb *Sonic Pocket Adventure* on the Neo Geo and now plans to develop link-ups between the SNK console and the Dreamcast. Market-leader Sony hasn't any plans for a Boy-beater, although it recently announced a licensing deal with Palm Computing (maker of the Pilot) to make an expanded PlayStation2 Pocketstation that can link up to the Internet.

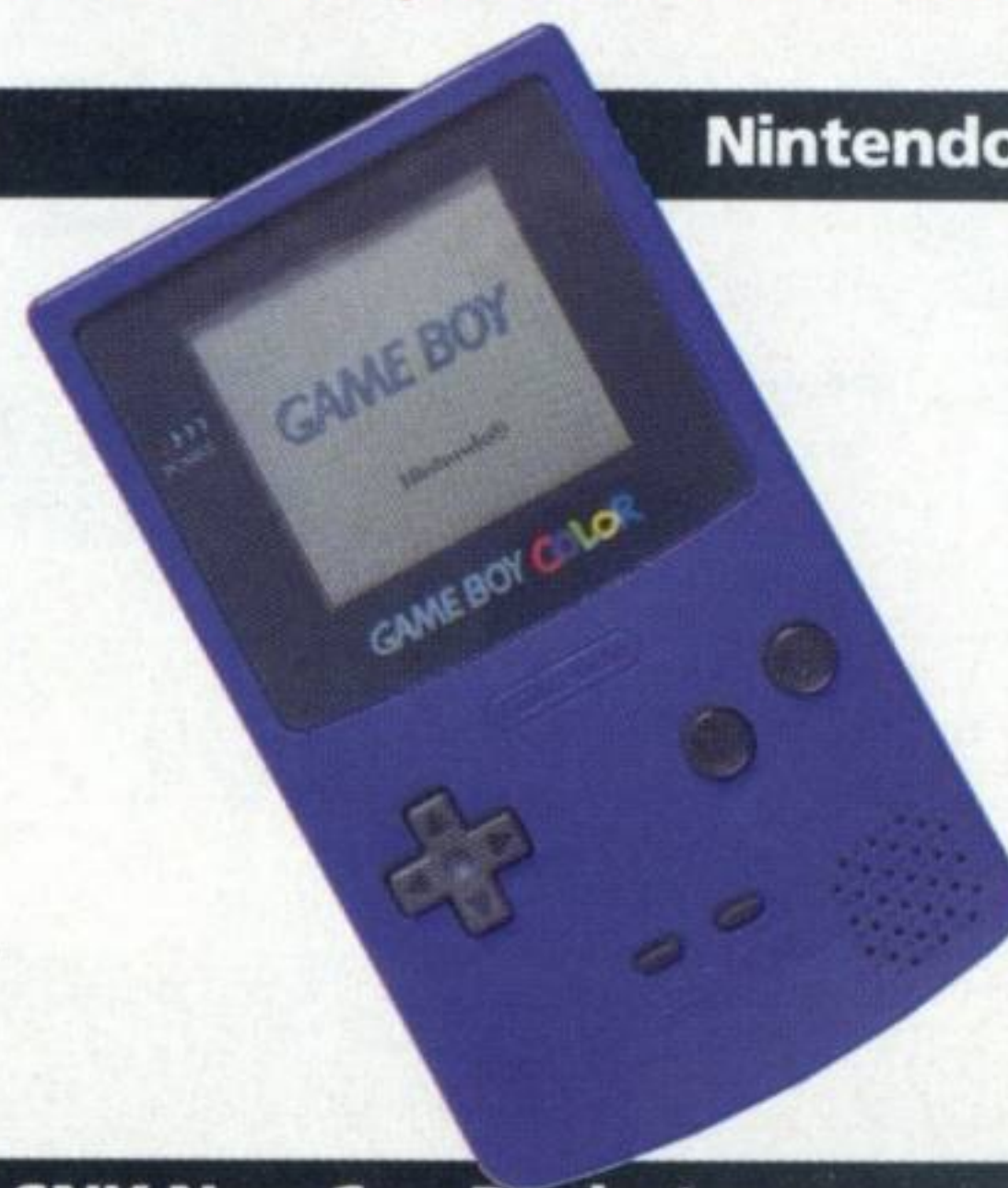
Next month, *Arcade* will rub its crystal ball and take a look at the Game Boy Advance, mobile phones, palm PCs and the future of games-on-the-move. **A**

HANDHELDS: THE HISTORY

Some you win, some you lose.

Three in the hand, two thrown into the bush. *Arcade* takes a look at the winners, losers and also-rans of the handheld revolution.

Nintendo Game Boy ■ 1989



■ The genius behind this mini-marvel was a man called Gunpei Yokoi, who saw that the success of the LCD Game 'n' Watches in the 1980s could be repeated with a cheap, battery-friendly cartridge-based handheld games console. Yokoi also created the disastrous Virtual Boy and left Nintendo in 1996 to set up a software company Koto. He was killed in a car accident in 1997.

SNK Neo Geo Pocket ■ 1998

■ This 16-bit console went colour last year and has a small but high quality collection of weird Japanese puzzlers, beat-'em-ups, true arcade conversions and the dazzling *Sonic the Hedgehog Pocket Adventure*. Featuring a superb "clicky" joystick instead of the usual D-pad, the Neo Geo Pocket will soon be able to link up with Sega's Dreamcast.



Bandai Wonderswan ■ 1999



■ Game Boy creator Gunpei Yokoi died before he could see this project through to the launch. The black 'n' white-only 16-bit games console can be played horizontally or vertically and can link up to PCs and mobile phones. Games include Namco's *Tekken* and Square's *Chocobo's Mysterious Dungeon*.

Sega Game Gear ■ 1990

■ Game Gear was a decent-enough portable games machine with Sonic providing fast and furious button-bashing fun. An add-on TV tuner was an expensive bonus, but software dried up as developers switched to the 60 million-selling Game Boy.



Atari Lynx ■ 1989

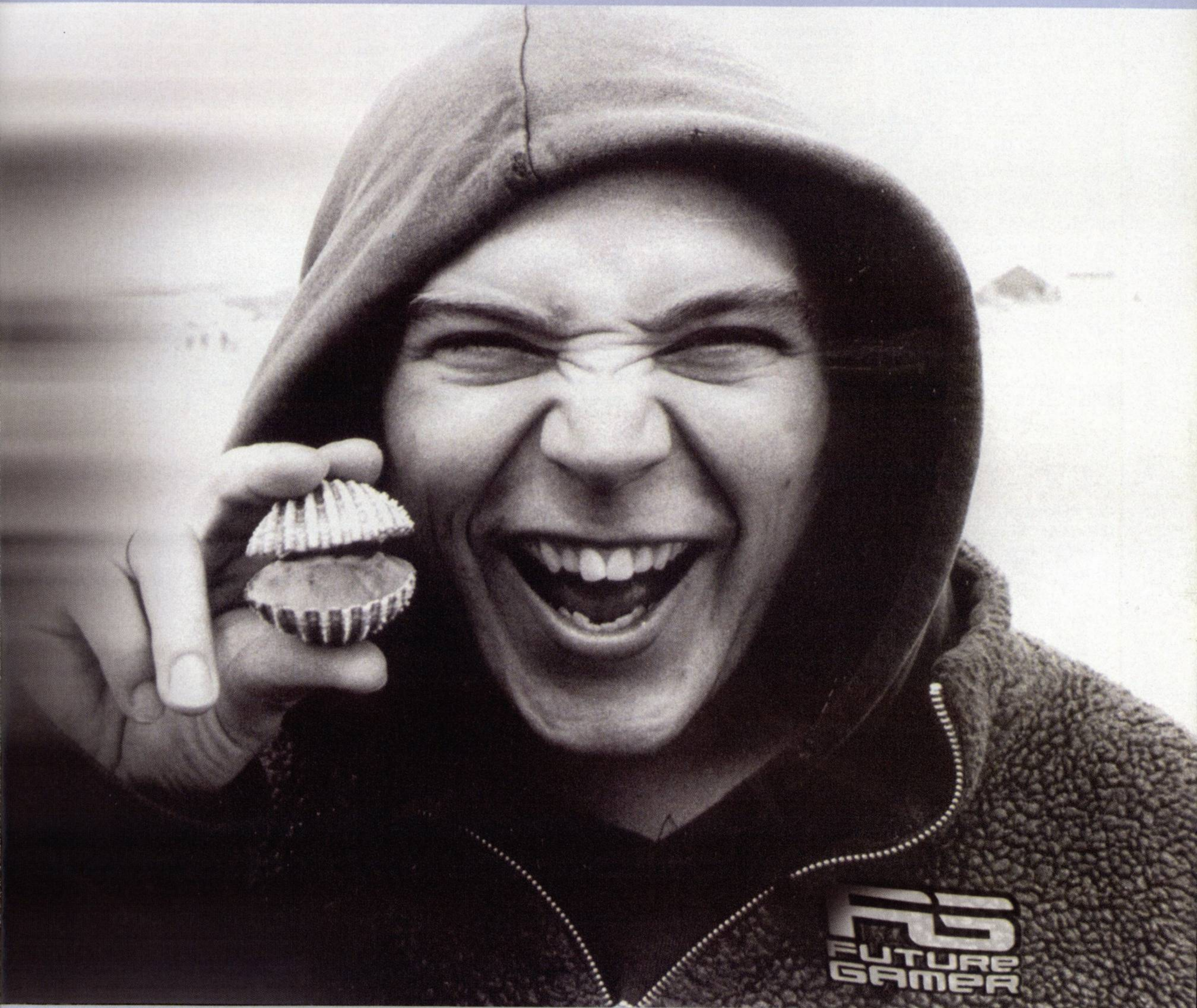


■ Another woeful Atari performance, although the Lynx was technically advanced for the time. Destroyed by poor battery life and a lack of quality software titles.

[FGC] _ Shell

The Future Gamer Clan welcomes everyone





copyright Andy Boyd

Future Gamer's readers are so impressed with the quality of this free weekly email games magazine, they've set up their own dedicated clan. However, you might just want to read the magazine.

www.futuregamer.com

GAME ON

COMING SOON

Like the plucky Brits in the Second World War, new games just keep coming at you. For that Arcade thanks its lucky stars, otherwise gamers the world over would still be hammering away at Pong, Tetris, Space Invaders and the like. It would also be hard to think of anything entertaining to write, but with titles like these on their way, trust that your gaming hours will be boredom-free.

CONTENTS

P26 Tomb Raider: The Last Revelation
Dreamcast

Lara on the Sega machine.

P27 Dead Or Alive 2
Dreamcast

Full force fighting action.

P28 Formula One Racing Championship
PlayStation/PC/N64/
Dreamcast/Game Boy

Race with the multi-millionaires.

P29 Syphon Filter 2
PlayStation

Get to the bottom of the intrigue.

P30 Thief 2
PC

The stealthy master thief is back.

P31 In Cold Blood
PlayStation

Secret services adventuring.

P31 UEFA Champions League 99/00
PlayStation

Re-enact that United triumph.

P32 Deus Ex
PC

Anti-terrorist future action.

P33 Ecco The Dolphin
Dreamcast

Make like a marine mammal.

P34 Mario Party 2
N64

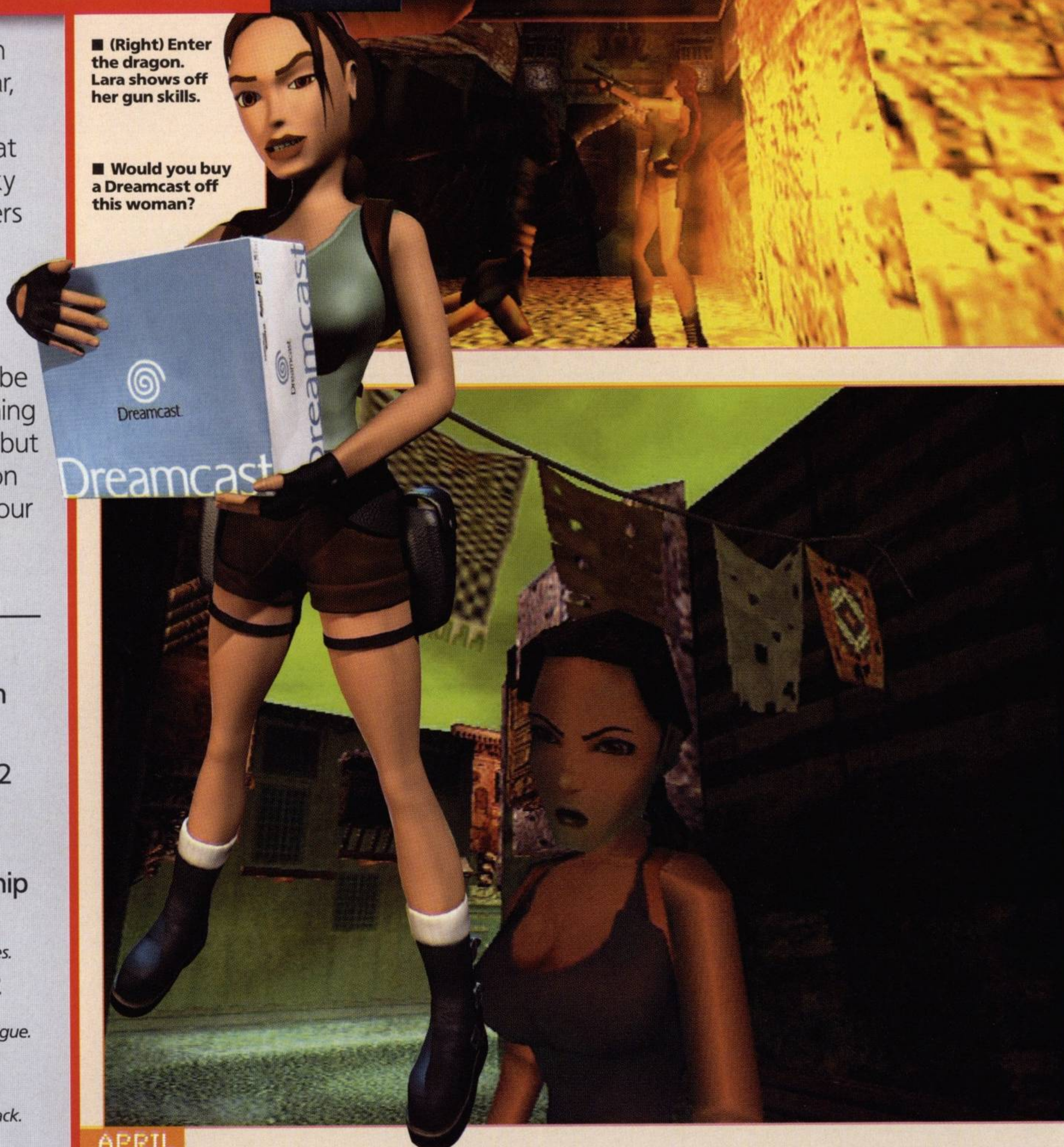
Bright boardgame fun returns.

P34 4 Wheel Thunder
Dreamcast

Offroad racing in big trucks.

■ (Right) Enter the dragon. Lara shows off her gun skills.

■ Would you buy a Dreamcast off this woman?



APRIL

Format: **Dreamcast** | Developer: **Core Design** | Publisher: **Eidos** | Players: **1** | On sale in UK: **April**

TOMB RAIDER 4

Lara sets out on a Dreamcast adventure.

They kept this one a bit quiet didn't they? Lara's last outing on a Sega console goes back to the first *Tomb Raider* game on the Saturn. Since then Sony has used all its "special powers" to attain exclusivity for PlayStation. Thanks to the expiry of this agreement Lara's free to tout her heaving wares on Dreamcast. Hip, hip, hooray!

Everyone's favourite archaeologist is back doing what she does best – raiding tombs. As such, the entire game is set in Egypt as Lara follows a quest to unearth some treasure, or something. But *The Last Revelation* is far more story driven than

previous *Tomb Raider* games. Without wanting to give too much away, *The Last Revelation* has more than a couple of twists up its sleeve.

The latest instalment goes back to the roots of the series and focuses on the things that made the first game so great. The urban locations of the last two games have gone and in their place is the awe-inspiring architecture of ancient Egypt.

It's not a complete return, however, and Lara has a couple of new moves in her backpack. She now has the ability to swing from ropes and can even move around corners when hanging from a ledge. The puzzles have been given a make-over, too.

The Last Revelation should be a nigh on perfect conversion of the PC version, with a

BEST BIT SO FAR

Teenage kicks

The fourth instalment of the *Tomb Raider* franchise delves into Lara's past. The first level sees you take control of a 16-year-old Lara on her first ever expedition (careful). It's basically just a Training mode, but you get to learn where she gets that famous backpack. Is *Lara: The Teenage Years* in the offing?



few Dreamcast special effects thrown in for good measure. *The Last Revelation* got the full five stars on PlayStation last year, so Lara Croft Dreamcast-style should be an essential purchase. Maybe we should read something into the sub-title. Is this the end for Lara Croft? Not likely, sonny. **A**



■ The camera pans around when you pull off specials.



■ It's not like DOA2 knows its target audience.



BEST BIT SO FAR

The ladies

While female gamers out there will love the sight of muscle-bound hunks beating the crap out of each other, *Arcade* is warming to the idea of *Dead or Alive 2*'s buxom wenches going at it hammer and tongs. And yes, for all you romantic fools down there in the dark, you'll be pleased to hear that the game features "realistic bosom animation". Better get the tissues in then.



Format: **Dreamcast** | Developer: **Temco** | Publisher: **Sega** | Players: **1-4** | On sale in UK: **May**

DEAD OR ALIVE 2

Beat seven bells out of good-looking folk.

Wanted: Dreamcast beat-'em-up better than *Soul Calibur*. Sounds like a tall order? But it's not impossible, judging by the impending release of *Dead or Alive 2*. The coin-op is currently tearing up arcades in Japan and a near-perfect conversion is promised for Dreamcast thanks to the use of Naomi arcade board technology.

Visually, *Dead or Alive 2* is not as spectacular as *Soul Calibur*, but it isn't far behind. What makes it so good is the fighting system. Like *Tekken* and *Soul Calibur* the controls are intuitive and you'll

soon find yourself putting in a decent performance. Once you get into the game, though, there are enough moves, combos and reversals to keep even the most ardent *Tekken* fan happy.

While *Dead or Alive 2* is based on *Virtua Fighter*, there are some notable differences and improvements. The most radical difference is the inclusion of the "grapple" button, which latches you onto your opponent. From here a grapple battle can take place – if you're any good – and reversal can follow reversal to see who gets the upper hand in the throw.

An evade button has also been included, which makes it a true three-dimensional fighting game and one that isn't as twitchy as *Soul Calibur*. And strategy

comes into play when power-ups appear. These are thrown into the arena at random – things such as speed up and power restore are things worth fighting over.

One of the most interesting features, however, is the inclusion of a tag team option. Players can select two fighters before the bout, and you can switch between fighters when your opponent is stunned. This brings in a whole new level of tactics: do you use a combination of strong/fast characters or two fast characters on their own?

There's also the multiple battle arenas feature. Fights can progress through a series of adjoining locations – from the roof of a temple you can be knocked down into the temple itself. From there you may be knocked out of a window and the fight continues in the courtyard. While this doesn't add anything major to the gameplay, it gives the game an incredible amount of variety and you shouldn't tire

of fighting in the same old arenas.

As far as characters are concerned, expect trained martial artists and even some wrestling moves. *Dead or Alive 2* also has its fair share of outrageous combo moves that you would only ever see in a videogame, but that's all part of the fun.

Dead or Alive 2 is looking good to get you in the mood for a scrap. The intuitive fighting system, some gloriously animated fighters and some innovative play modes should see Sega having one of the biggest hits of the year on its hands. **A**

GAME ON



COMING SOON

NINTENDO 64

DREAMCAST



DREAMCAST



■ (Right) Check out those Alan Partridge-type driving gloves.



PLAYSTATION



■ (Left) The addition of a radar on the right-hand side of the screen enables you to block upcoming opponents.

GAME BOY



■ (Right) The GBC version has both internal and external views.

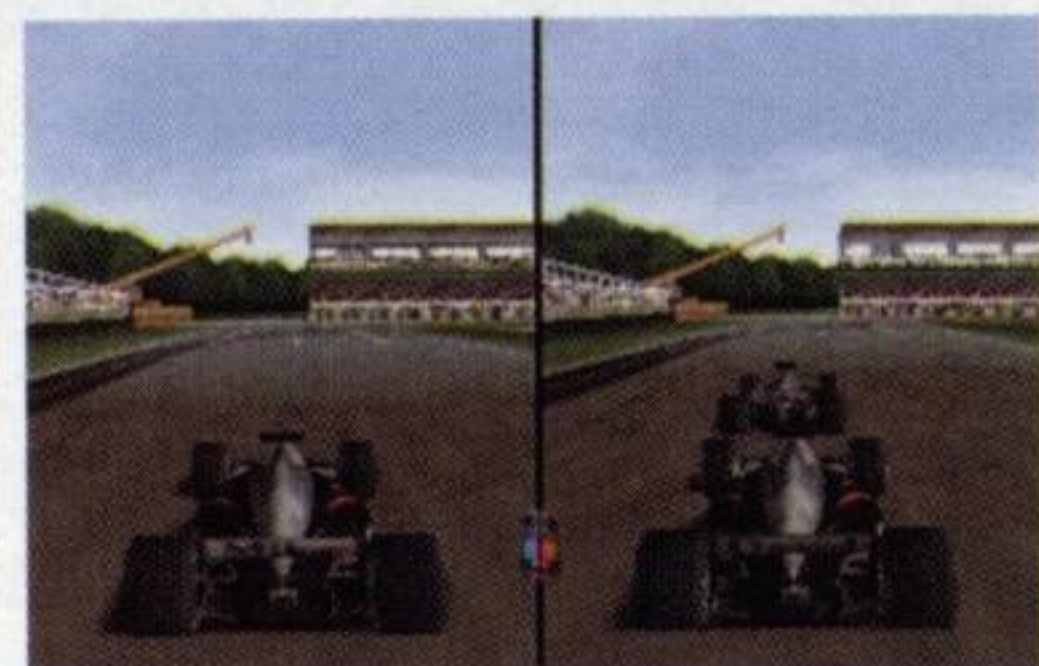
PLAYSTATION



BEST BIT SO FAR

Head-to-head

When the game was paraded in Ubi Soft's Montreal offices, the bit that got all the European games journo's screaming and cursing in adolescent glee was the two-player option. There's nothing like taking on a friend in a battle to become the champion of champions, allowing the victor several days of glorious teasing and mean-spirited gloating. *F1 Racing Championship* creates dramatic and exciting head-to-heads with a catch-up option that keeps both players in contention during races. Best of all, you can also force your opponent off the track in an underhand Schumacher kind-of-way and laugh uproariously as your opponent spins pathetically in your rear-view mirror. Tops.



APRIL

Format: PlayStation/N64/GBC/Dreamcast/PC | Developer: Ubi Soft | Publisher: Video System | Players: 1 | On sale in UK: April

F1 RACING CHAMPIONSHIP

The chequered flag waves for a classy new model.

The Formula One licence garage sale seems to be continuing at an astonishing pace, with Video System flogging its wares as fast as cheap perfume on an East End market stall. The latest FOA-backed title is Ubi Soft's spiffing multi-format follow-up to *Monaco Grand Prix*.

F1 Racing Championship plays to the strengths of each specific format, so the N64 version has extra gameplay challenges whereas the PC version will be graphically intensive and as realistic a simulation as possible. The flagship PlayStation game was produced by a joint effort between Canadian and Chinese programmers,

meaning with the time difference, the two teams could work 24 hours a day.

Based on the '99 season, the game vastly improves on *Monaco Grand Prix*, with more detailed and diverse cars and tracks, environmental effects such as flying birds and heat haze, plus six in-game camera angles. The AI of the cars is based on actual '99 stats, so McLaren and Ferrari cars can potentially outperform the Arrows team and the drivers have obvious characteristics, such as the aggression of Schumacher and the optimism of Hill.

An essential aspect of the new racer is the car set-up, and you will be able to change the body height, brakes, suspension and tyres of their Formula One beast, but there's a quick start Arcade mode for

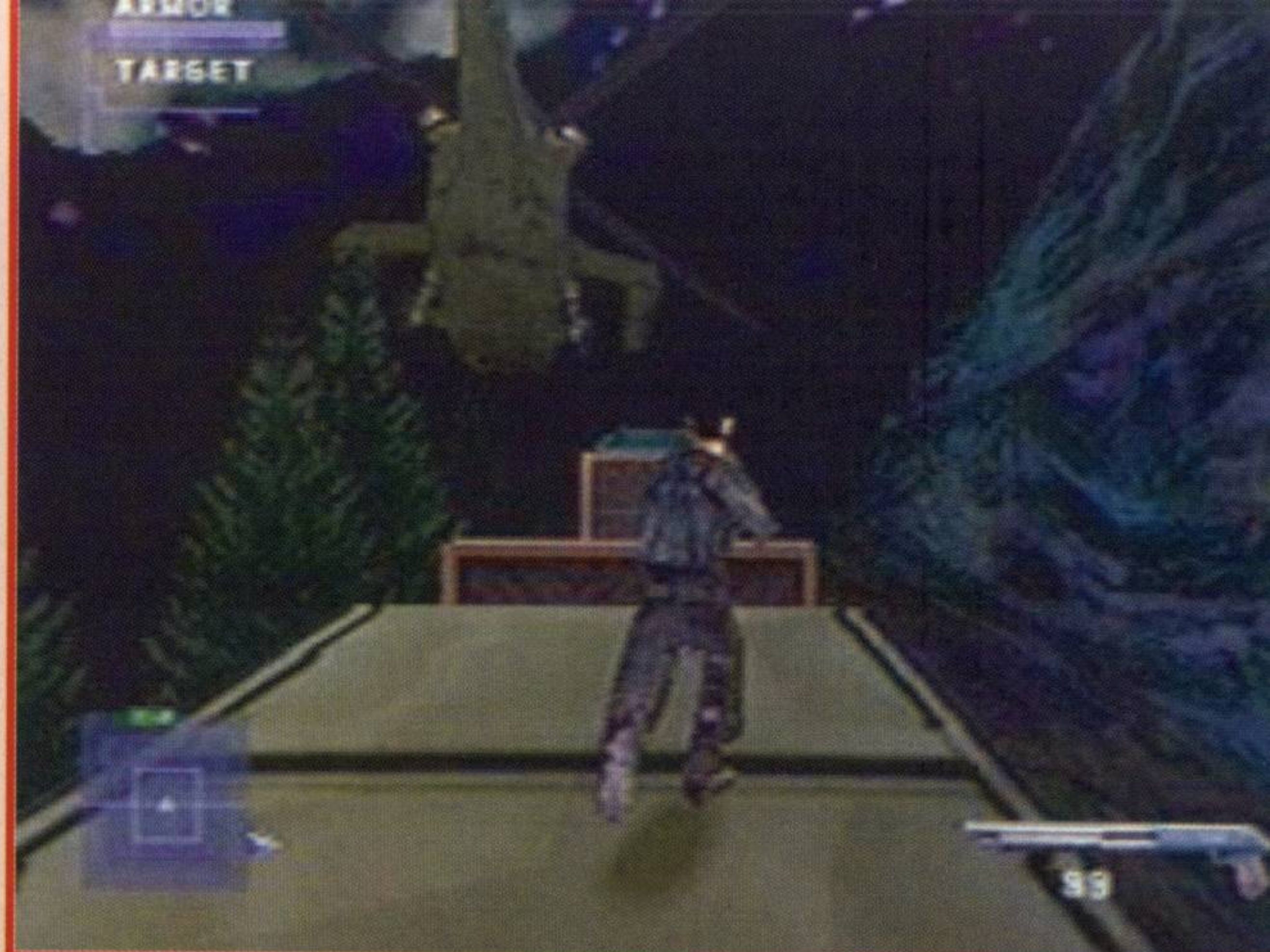
gamers who just want to get straight into the high-speed action. Maureen from Wales will be chuffed because a Driving School option is included, where Irvine wannabes can learn the best ways of taking corners, accelerating and braking.

F1 Racing Championship is enjoyable, and has a great pick-up-and-play quality that's essential for any decent console title. The preview version *Arcade* got its masterful mitts on was still a few weeks from completion, so certain elements such as the rather harsh braking were still being corrected. But when the balancing is finished and the final few pixels have been moulded and tweaked to perfection, fans of Formula One should be in for a classy crack at their favourite sport.





■ (Above) I love the smell of burning flesh in the morning. New weapons include the spectacular flame thrower.



■ (Above) You try running on top of a moving train with a helicopter shooting at you.



■ The sniper rifle lets you get a closer look at your enemies before you blow their brains out.



■ (Left) Improve your stealth. Being unseen is vital if you are to succeed.



■ (Above) Short FMV sequences set the scene before each mission.



BEST BIT SO FAR

The bag lady

She may be in her 80s, but this lady still packs a punch. The two-player deathmatch mode in *Syphon Filter 2* enables you to choose from all the characters that you meet in the game – even this octogenarian super spy. Each has their own characteristics – the rumour is that the Bag Lady's special abilities include knitting needle throwing and "slow walking".



APRIL 2000

Format: **PlayStation** | Developer: **989 Studios** | Publisher: **Sony** | Players: **1-2** | On sale in UK: **April**

SYPHON FILTER 2

A deadly super virus threatens all of mankind. Can you stop the dreaded Syphon Filter?

Some kick-ass weapons, sneaking around a lot and a plot of corruption and dodgy dealings at the Pentagon made last year's *Syphon Filter* a serious alternative to *Metal Gear Solid*. It took a more comic book approach than Konami's masterpiece, but was just as enjoyable.

You assumed the role of Gabe Logan, special agent and all-round top bloke. Your mission was to track down the man behind the deadly Syphon Filter, a virus that could be genetically programmed to target ethnic groups or individuals. Your investigations led you right back where you came from – to the head of your secret organisation. This is

where the sequel kicks off. That shady individual has framed Gabe for a crime he didn't commit. In *Syphon Filter 2* you must fight to clear Gabe's name and put the bad guy behind bars. On your way you discover a plot between the US government and terrorist groups to unleash the virus on an unsuspecting public.

Gabe's contact in the first game, Lian Xing, is now a playable character and you'll now be able to step into her perfectly-formed shoes on eight of the game's 20 missions. *Syphon Filter 2* takes Gabe and Lian to all corners of the globe, and there's a new deathmatch mode with 20 levels for you to hunt a mate around.

989 Studios is making a big deal out of what it is calling "advanced scripting

technology". This enables a "new level of interactivity" between you and the game characters, and will mean you can turn to certain characters for help or information.

Missions are based on you meeting certain objectives and facing the usual boss characters but, as with the first game, look a little more imaginative than the usual fare. As with the original, it's the other James Bond-like covert stuff that sets *Syphon Filter 2* apart. If you're after real feeling of being a secret agent then this will have it all.

Enemy AI has been improved, with snipers actively looking to take you out with a head shot. There are also checkpoints within missions so you can save your progress – you won't have to complete an entire mission in one go. This

has enabled the designers to increase the size and complexity of the levels – as a testament to this, *Syphon Filter 2* comes on two CDs. There's also a whole new batch of weapons and gadgets to play with, including tear gas and a crossbow. Gabe will now be able to use one of three different targeting methods to lock on his foes. The idea being that you can tell him to go for only head shots on enemies wearing body armour at the cost of a lower hit rate.

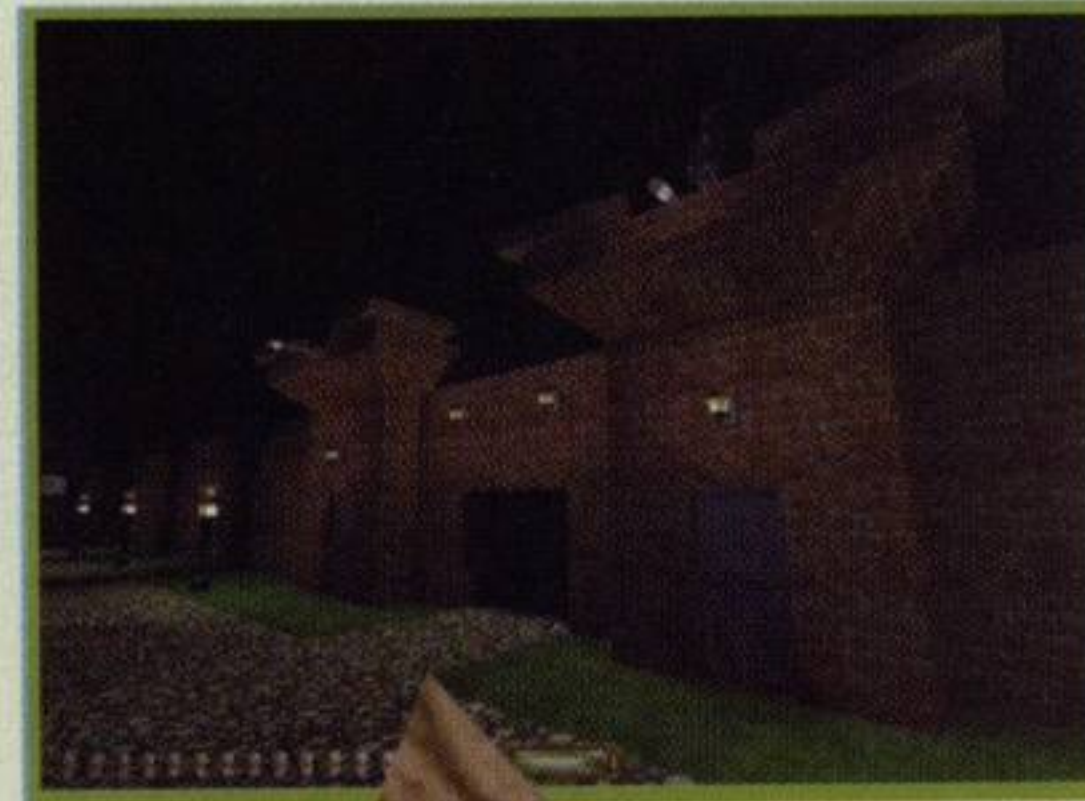
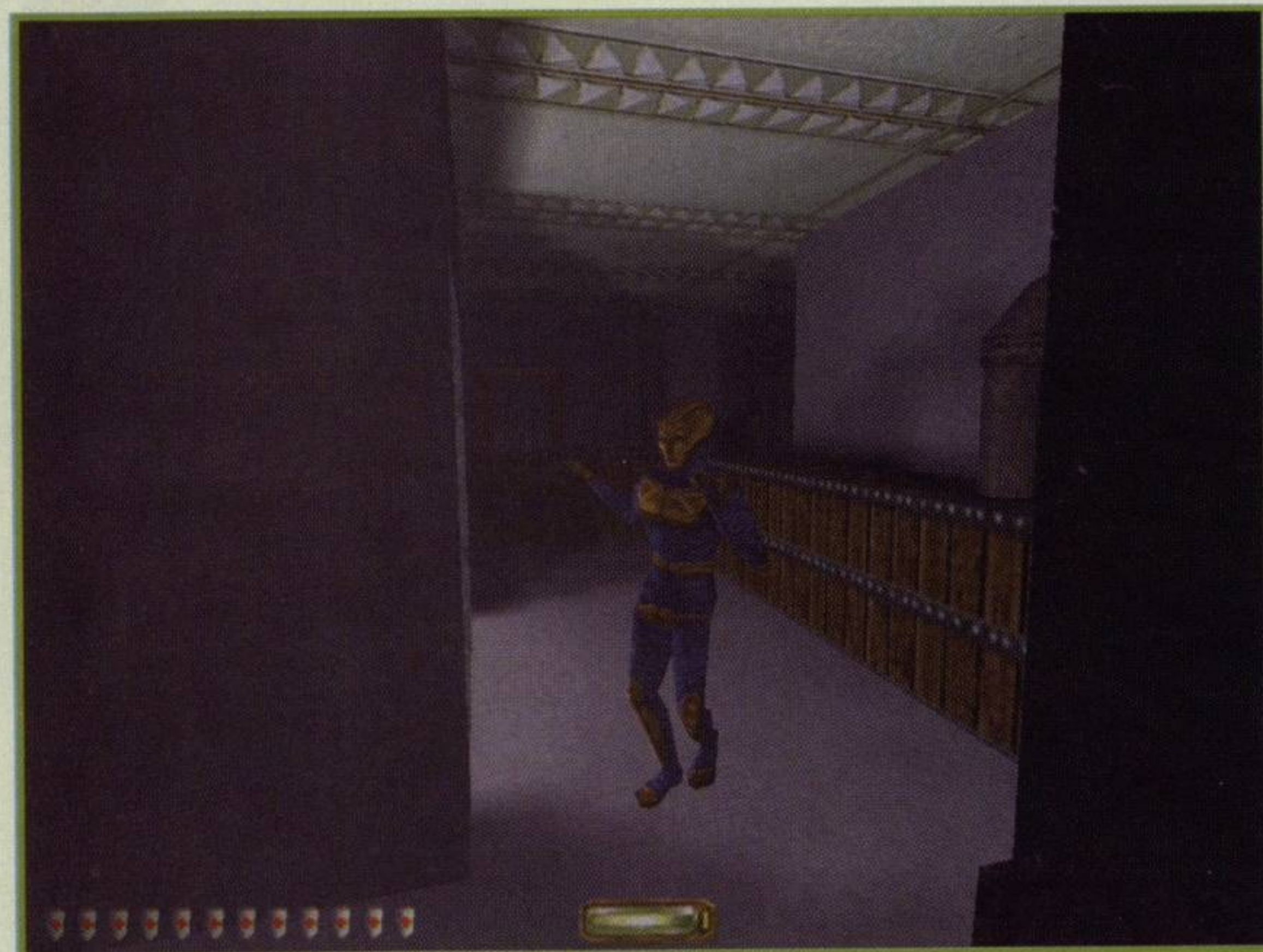
As with most sequels, *Syphon Filter 2* won't stray too far from the formula that made the first game so good. However, it does promise to be bigger, better and harder than the original. Now, what more could you ask for from one of the best action adventures on PlayStation? **A**

GAME ON

COMING SOON



■ Garrett's best option is to stay in the darkness. If anyone sees you they'll alert the guards. Which is not good.



BEST BIT SO FAR

Eye eye, captain

You have several gadgets to help you move around the city unnoticed. While the invisibility potion is undoubtedly cool, the most striking gadget is Garrett's mechanical eye. You can throw it into rooms, off balconies, through a window, or wherever, and you get a remote view of what or who lies in your path. This bit of trickery can prove vital for planning your moves, and can be used to see up girls' skirts.



APRIL 2000

Format: **PC** | Developer: **Looking Glass Studios** | Publisher: **Eidos** | Players: **1** | On sale in UK: **April**

THIEF 2: THE METAL AGE

How to improve your stealth.

Most first-person games involve you killing as many people as you can, as soon as you can. Last year's *Thief* changed the rules a bit by rewarding you for reigning in your homicidal instincts. That reward was your life – the fewer people you attacked, the fewer people spotted you, the more chance you had of surviving to complete your tasks. The sequel promises more of the same, only a whole lot better.

As in the original you take the role of master-thief Garrett. Garrett lives in a mystical city dominated by primitive, steam-

powered, technology and magic. The city has become a battleground with several factions vying for power. The strongest group, the Mechanists, are the bad guys. They pride themselves on their technological expertise – if there was such a thing as a steam-powered computer, they would have it. They've invented a load of new war machines and are threatening the city's already unstable peace. If this wasn't enough, the newly elected Sheriff Gorman Truart wants you dead at any cost. It's your job to stay alive and discover what Sheriff Gorman Truart has against you. Needless to say, it's a long and involved story of corruption, graft and treachery.

To survive it is vital that you behave like a proper thief. The first rule is: stay in the

shadows. Guards can't see you when it's dark. You can extinguish lamps, but if a guard thinks you're hiding in a room he'll relight the lamp. Also, make sure you close doors behind you: an open door alerts the guards to your presence. If you have to attack, then – as with so much in life – you get better results by coming from behind. Sneaking up on a guard and clobbering him is very satisfying. Just remember to hide the body otherwise others will raise the alarm.

Missions are varied. You don't just sneak around castles nicking stuff. You have to eavesdrop on conversations, kidnap an important politician, frame someone for a crime they didn't commit and take part in a bank job. Indeed, the strength of *Thief 2* is built on similar foundations to the original –

the breadth of its gameplay. However, Looking Glass Studios has added a lot of small, subtle changes that make *Thief 2* feels like a significant progression from *Thief*. The introduction of fog helps to conceal you as you sneak around the city, but there are now surveillance cameras and traps to force you out into the open or stop you dead in your tracks. Other advances include improved AI, more detailed graphics and potions that give you magic abilities. PC gamers waiting for *Metal Gear Solid* need look no further – *Thief 2: The Metal Age* promises to be more than a match for old stalwart Solid Snake. 



■ John Cord, secret agent and tough guy.

■ Explore Volgia's ancient underground.



■ (Below) High contrast lighting gives *In Cold Blood* its distinct film noir look.



SPRING

Format: **PlayStation** | Developer: **Revolution** | Publisher: **Sony**
 Players: **1** | On sale in UK: **Spring**

IN COLD BLOOD

Film noir on the PlayStation.

Revolution Software has a long history of producing quality adventure games. The company started way back on the Amiga with *Lure of the Temptress* but is probably best known for its *Broken Sword* games on PlayStation and PC. Combining a strong narrative and fiendishly difficult puzzles, they're closer to interactive films than videogames.

In Cold Blood looks like following in this strong tradition. It's based on a story from professional scriptwriters. You play MI6 agent John Cord, sent on a routine mission to Volgia, a small former republic of the



BEST BIT SO FAR

In the shadows

While *In Cold Blood* is very much an adventure game it also incorporates elements from stealth RPG games such as *Metal Gear Solid*. Remaining unseen will be vital – one of the best ways to do this is to stay in the shadows. The dramatic lighting provides you with plenty of opportunities for some top sneaking around action. If you're seen, though, it's curtains.



USSR. But what you uncover there turns out to be anything but routine.

While *In Cold Blood* is an adventure game, there is much more to it than just collecting items and figuring out where to use them. It's gameplay is similar to *Metal Gear Solid* – you must employ stealth tactics to infiltrate secret installations and learn of the plot to... well, Revolution is keeping the plot a well-guarded secret.

The dark and mysterious atmosphere is akin to *The X-Files*. This is helped by the stunning backgrounds and cleverly lit characters. Revolution has tried to create the tension and excitement of a blockbuster action movie. And on this evidence it might just have worked. **A**

■ (Right) The tackle from behind – an instant red card.

■ (Below) The stadiums are impressive and boast animated, partisan, crowds.



■ "Champions League"? What did Man Utd win in 1997/8 then?

■ Keepers are hard to beat.



APRIL

Format: **PlayStation** | Developer: **Silicon Dreams** | Publisher: **Eidos** | Players: **1-8** |
 On sale in UK: **April**

UEFA CHAMPIONS

Injury time challenger to ISS Pro Evolution.

Like bees in a '70s disaster movie, football games swarm to the Arcade offices trying to sting innocent reviewers into acknowledging their greatness. So far, only one has managed to intoxicate the unwary with its football-flavoured venom – the great *ISS Pro Evolution*.

ISS is the game against which all others are measured. In the light of this, can *UEFA Champions League 99/00* do a Michael Caine and spray the competition with the giant can of *Raid* that is the official European Cup licence? Well, it certainly looks set to touch all the requisite bases.

BEST BIT SO FAR

History repeats itself

UEFA Champions League 99/00 gives you the opportunity to replay every one of the previous European Cup finals, going right back to 1955. The challenge, though, is to reverse the results. You can bring Barcelona back from the dead in their 1994 annihilation by AC Milan or relive Liverpool's last European triumph in 1984. Or if you're a real Man U-hater then why not take control of the Red Devils and put Teddy Sheringham's last minute shot over the bar?

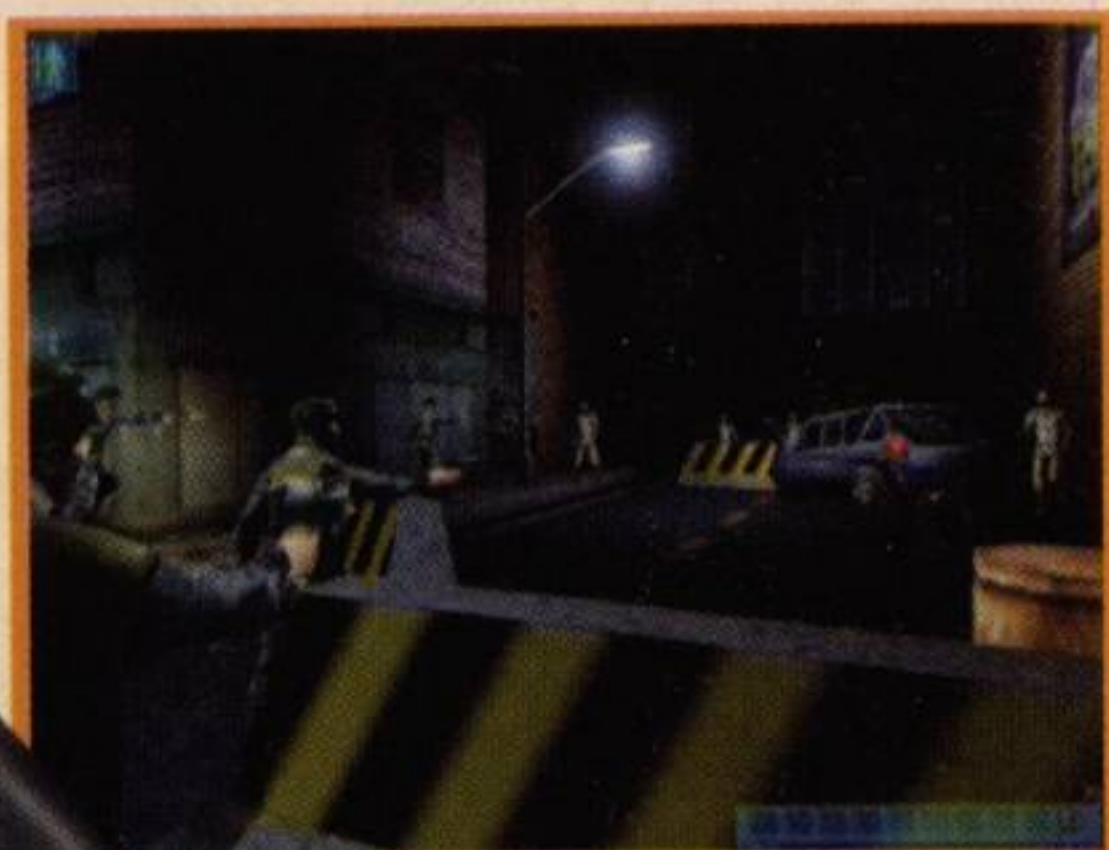


You get two halves, aren't allowed to pick the ball up and run with it and, well, it's the Champions League. Not surprisingly, *UEFA Champions* has all the teams from this year's competition, but it also has every finalist from the beginning of the European Cup in 1955. You can even customise teams to cook up your own super team.

Once you have a team, prepare yourself for some high-speed action. *UEFA Champions* looks to be heading down the blink-and-you'll-miss-it route typified by last year's final. More of an update than a sequel, the gameplay has been tweaked to make action the watchword – expect to see more scores than the streets of Glasgow on dole day. **A**

■ The worst case of pink eye you'll ever see.

■ Unfortunately traffic cops exist in the future.



■ After a long wait, long black coats have finally become trendy.

■ Your attitude to the other characters affects the minute-to-minute action in the game.

■ Getting a bit dark? Ask those nice, friendly nanobots for a handy night vision upgrade.



SPRING

Format: **PC** | Developer: **Ion Storm** | Publisher: **Eidos Interactive** | Players: **1** | On sale in UK: **spring**

DEUS EX

Take on a deadly conspiracy in this mould-breaking RPG adventure.

Jon Romero's Ion Storm company has a lot riding on its expensively-backed shoulders with the still-delayed *Daikatana* residing deep within the walls of its Texas HQ. A good time perhaps, to show off the less-hyped RPG/Action hybrid *Deus Ex* produced by Warren Spector. Spector's previous work includes the classic *System Shock*, several games in the *Ultima* series and numerous RPGs for Looking Glass Technologies.

The game is a globe-hopping future-noir adventure set in a conspiracy-ridden world where terrorism and global

domination are played out against a background of impending Armageddon. You take on the role of an agent working for a large corporation called UNATCO, which fights terrorists determined to hijack shipments of a valuable antidote to a killer virus called the Grey Death.

Deus Ex looks like a traditional first-person shooter, but there are a host of RPG elements, including body upgrades (see Best Bit So Far) and a set of character skills, which can be improved through training during the adventure. So, for example, if you decide at the beginning of the game to be a less violent, more stealthy character, you can concentrate on computer and lock-picking skills to make you better at sneaking about. Alternatively, you could

decide to be an insanely trigger-happy *Quake* bloke and improve on your shooting and demolition skills – it's entirely up to you what you go for.

Spector says he wants the game to put the "power back in players' hands". So, instead of being presented with a puzzle and then guessing how to solve it, *Deus Ex* creates a rich world where every problem has multiple solutions. Spector designed it so that even though the missions are linear and the story always the same, the minute-to-minute gameplay is different for every player, so you can play your way through a mission killing everybody or killing nobody – it works both ways.

As well as these narrative innovations, the game has real-life interaction with

BEST BIT SO FAR

Body parts

As well as giving you the chance to develop certain skills *Deus Ex* also hands you the fantastic ability to "upgrade" your character using microscopic nano-bots. These clever little critters dash around the body giving you super-human eyesight, stronger legs and a host of other Steve Austin-like "augmentations". The superpowers are spread throughout the game, and force players to decide whether they want to be, for example, a stealthy character who runs silently or a Schwarzenegger clone who can stand in the middle of a fire without getting damaged. *Deus Ex*'s mini-technicians are an amusing, highly original addition to the RPG genre and best of all, won't cost you six million dollars.

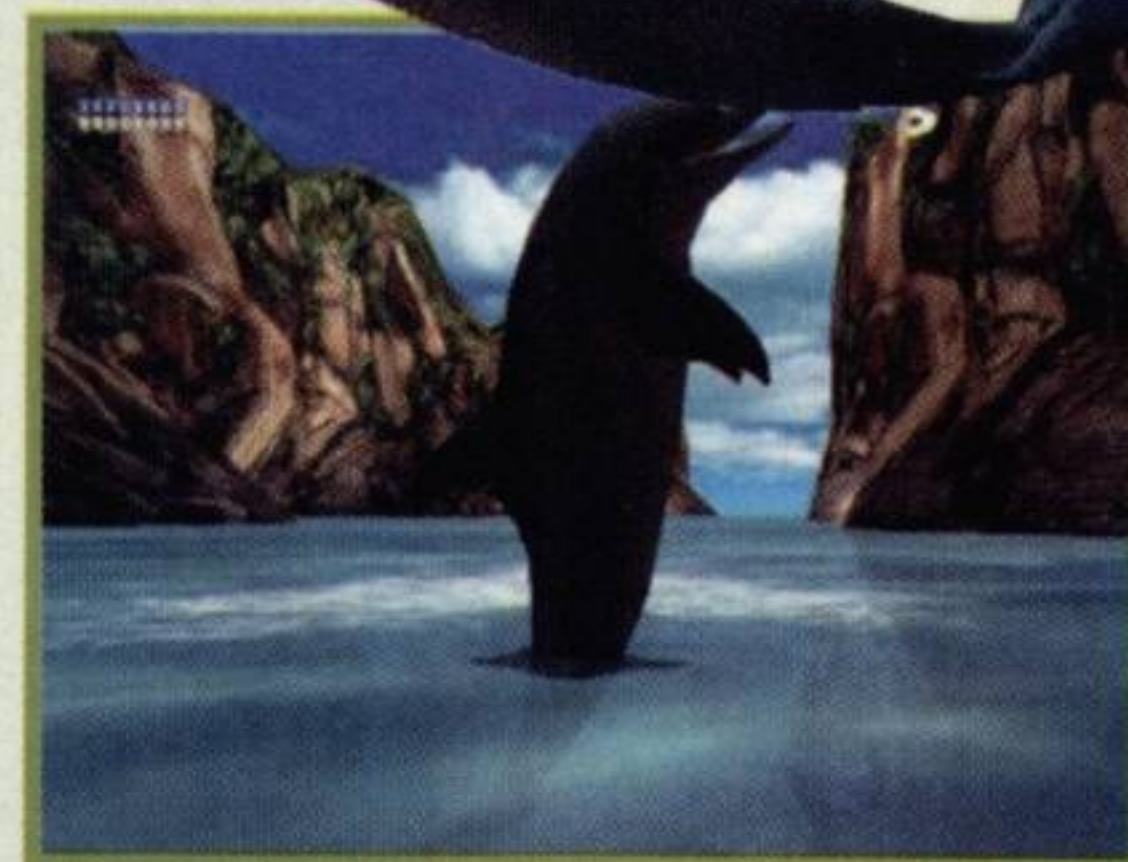


objects you can pick up and use, atmospheric 3D graphics based on the *Unreal* engine, intelligent AI and more than 100 characters with real-time lip-synching. *Deus Ex* is shaping up to be an unmissable release and could be an exciting antidote to Ion Storm's deliberations over how best to present *Daikatana*.



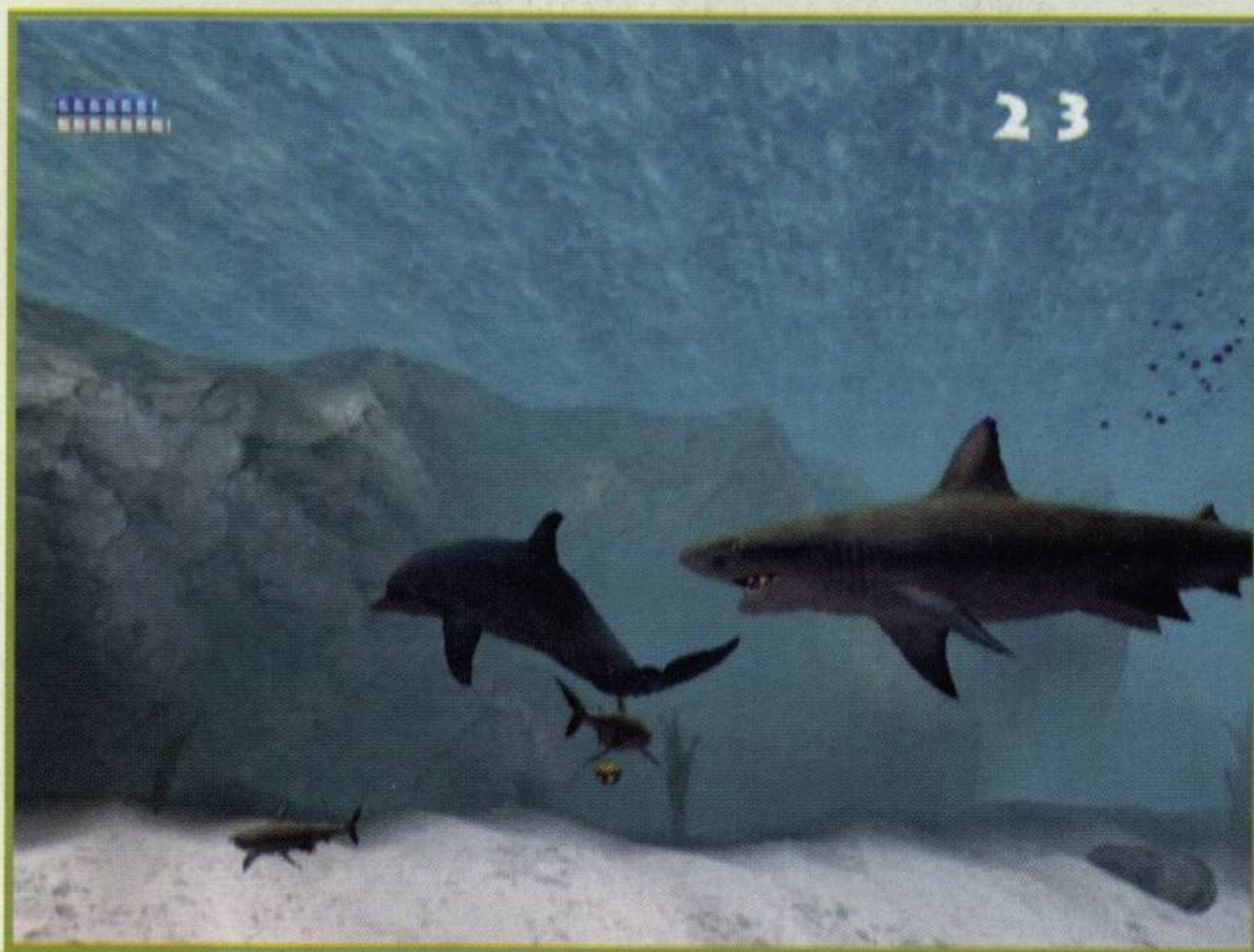


■ Ecco's a dolphin with a purpose in life.



■ Flipper he may not be, but Ecco certainly knows a trick or two.

■ (Left) Underwater caverns are yours for the exploring.



EASTER

Format: **Dreamcast** | Developer: **Appaloosa Interactive** | Publisher: **Sega** | Players: **1** | On sale in UK: **Easter**

ECCO THE DOLPHIN

Looking for a porpoise to your life? Dreamcast's got what you need.

Dolphins aren't your usual action heroes. But *Ecco The Dolphin* is an unusual game. For starters there's almost no violence. There are no guns and nobody dies. In fact, there are no humans at all. It's about a time-travelling dolphin caught up in a race to save the world. As they so often are.

The concept behind *Ecco* is to reproduce the feeling of swimming underwater. But there's a lot more to *Ecco The Dolphin* than just sea mammals, fish and salt water. The game is set in a future where dolphins and humans live in harmony, jointly ruling a vast and peaceful

civilisation that stretches to the edge of the galaxy. That peace is threatened when an evil alien race sends a ship back through time to prevent the "first contact" between mankind and dolphins taking place so they can take over Earth.

Luckily for the world, Ecco gets caught in the wash from the time machine and is plunged into the past. As Ecco you're all that stands between the aliens and their version of the future. You move back and forwards through time to alternate futures attempting to restore the natural timeline.

The core of *Ecco's* gameplay is puzzles, although you do have to battle some underwater enemies. Sharks are your main foes but you'll also come up against a giant octopus and various other waterlogged

baddies. You can get help from other dolphins and certain species of whale.

Appaloosa has spent months working from videos, photographs and *National Geographic* magazines to give the environments the right feel. As a result *Ecco the Dolphin* looks stunning.

Aside from being absolutely massive, each area or level has its own unique theme. Imagine coral reefs, underwater grottoes and freshwater lakes and you'll have some idea of the variety in *Ecco*. The feeling of swimming also manages to be quite astonishing. The freedom of movement is quite anything else you will have experienced in a videogame.

The sea is positively teeming with life: whales, turtles and, of course, fish. It's not

BEST BIT SO FAR

Trickster, trickster

Seeing as he's a dolphin, Ecco has to emerge from the calm depths of the sea from time to time. But apart from the need to breathe, Ecco can take the opportunity to perform tricks. This can be done just for fun, but you also need to do tricks to solve some of the puzzles you face.



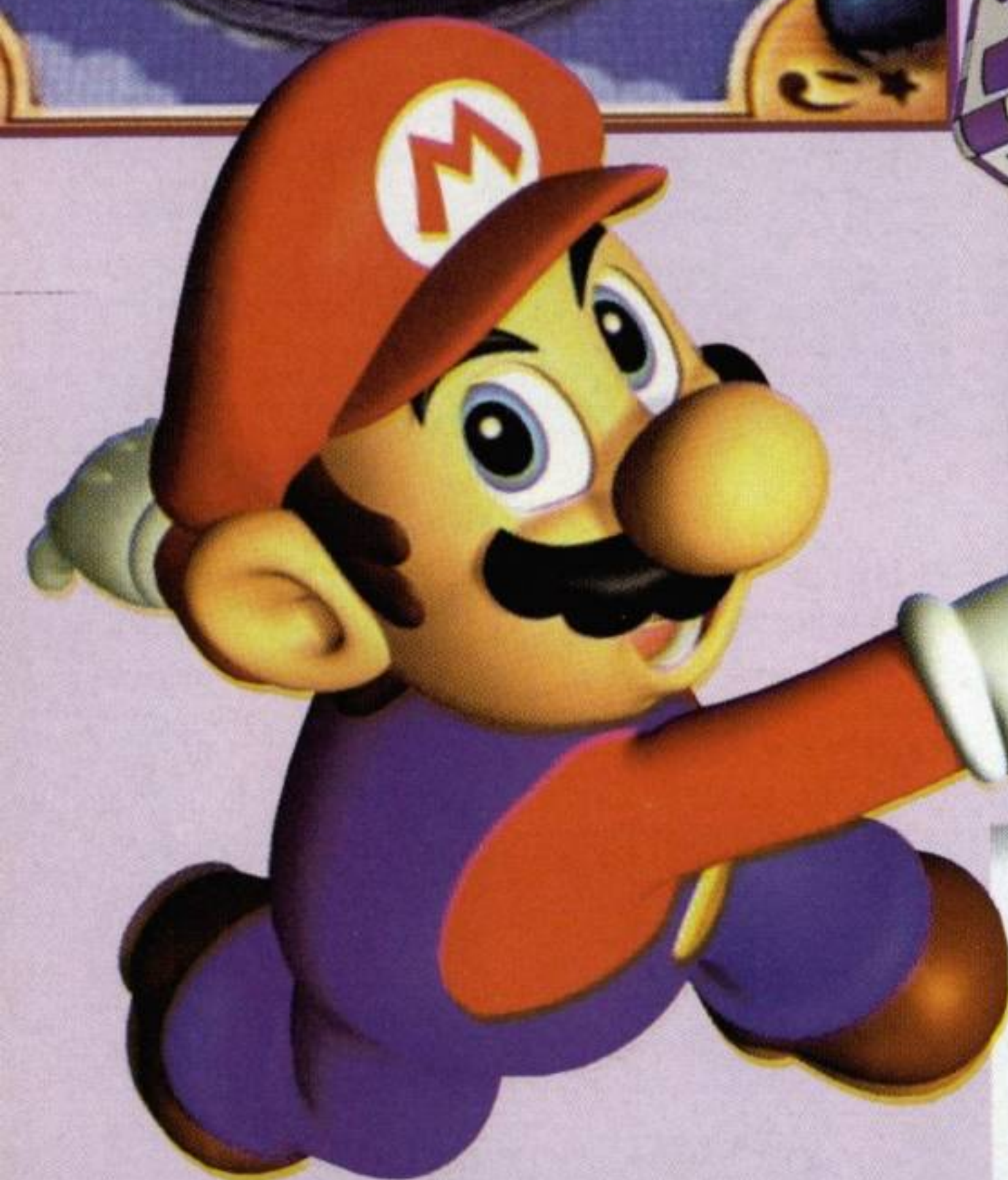
just a game though, *Ecco* also works as a kind of "dolphin sim". It's the sort of game that you could just swim around in for hours. Just the open sea, tranquil music and a dolphin – what better way to wind down after a hard day's tuna fishing? **A**

GAME ON

COMING SOON



■ Mario's mallet: smash the blocks to get the treats.



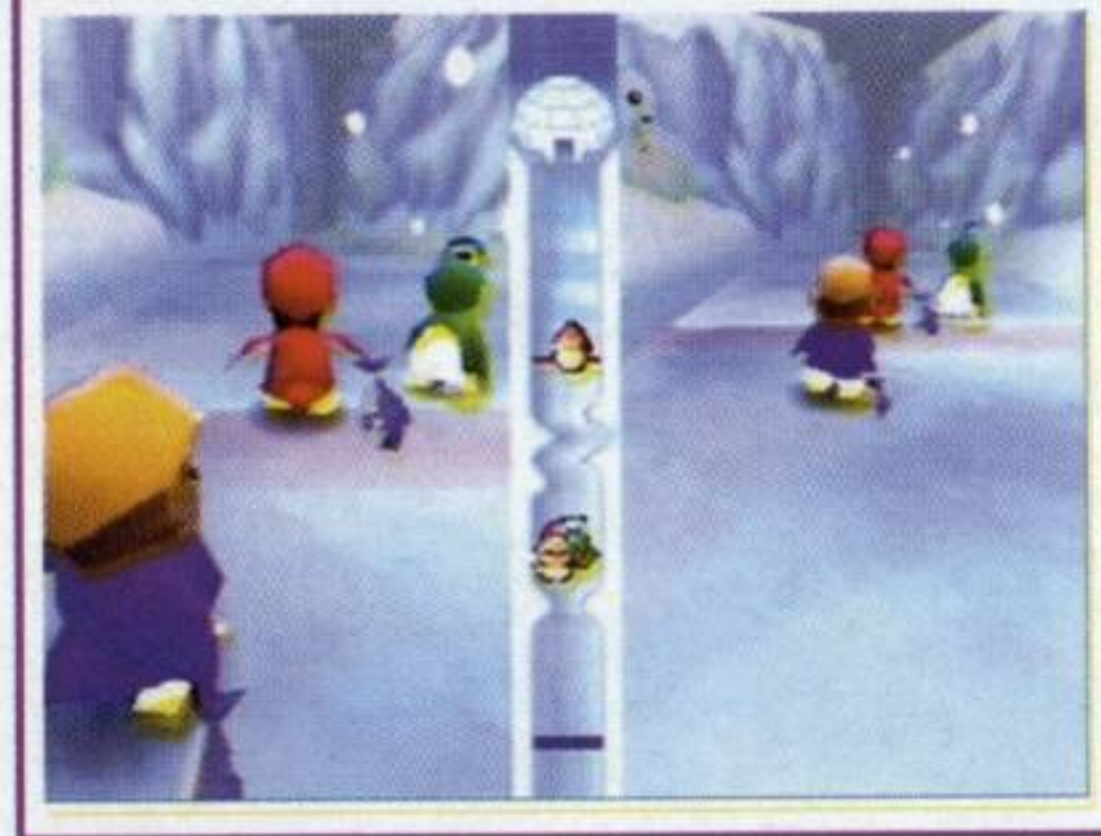
■ (Below) Most of the mini games will be familiar to you. Here four players try to be the first to get Toad in a tile puzzle.



BEST BIT SO FAR

P-p-pick up a penguin

Of all the mini games in *Mario Party 2*, one stands out from the crowd. You can forget *Mario Kart* because this is new style racing. Four-player fun has never been quite so fishy – each of the characters takes the form of a penguin, slipping and sliding all over the course. And, as you would expect, there are weapons on hand to throw your opponents off, only this time they're in the form of slippery fish. Magic.



MAY

Format: **N64** | Developer: **Hudson Soft** | Publisher: **Nintendo**
Players: **1-8** | On sale in UK: **May**

MARIO PARTY 2

Get out the peanuts. It's party time! Again.

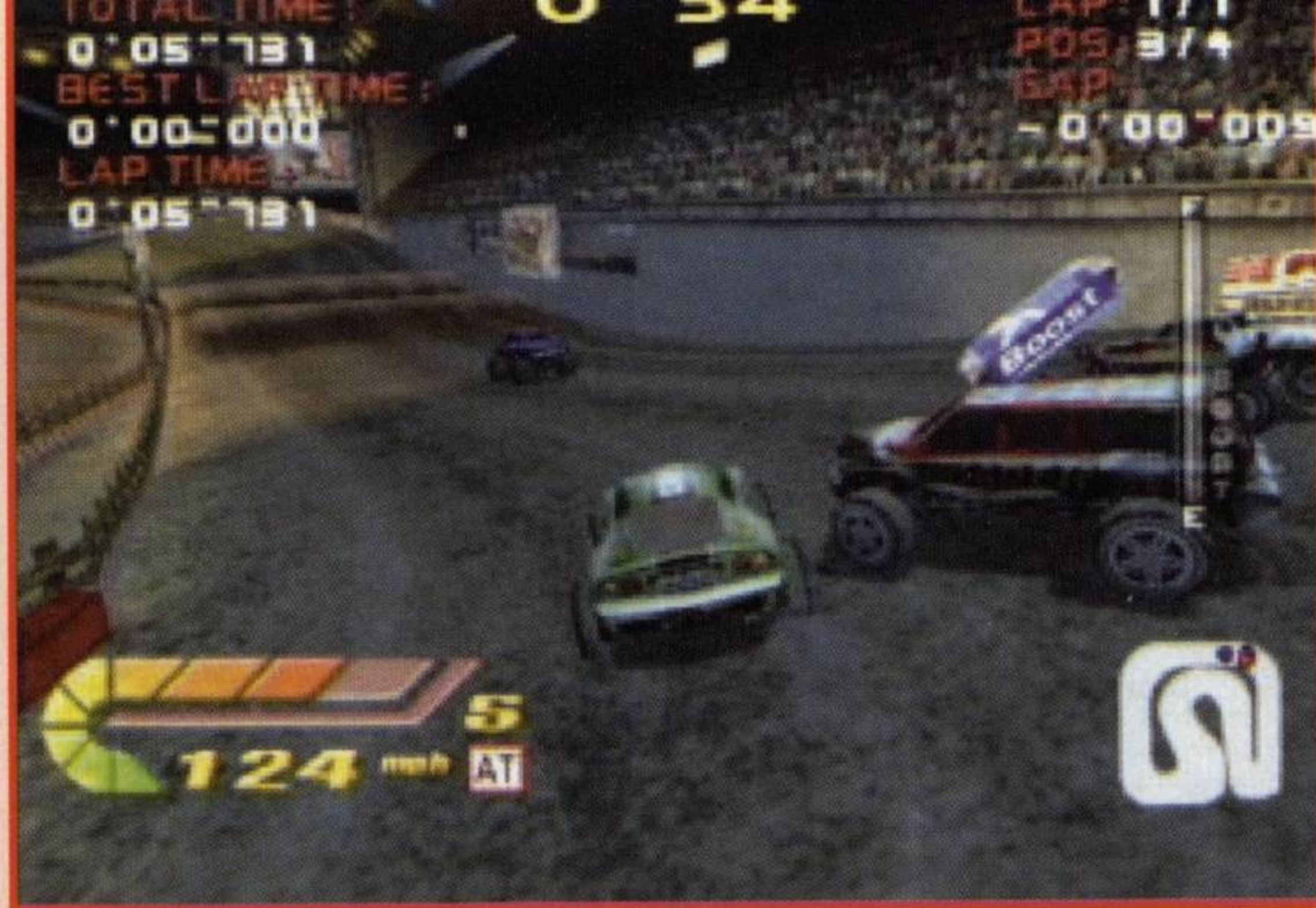
The idea behind *Mario Party* is a simple one. It's a board game on N64 – a board game that stars all your favourite characters from the Mushroom Kingdom. But what you get isn't just a simple game of Monopoly – the main focus is the mini games. Winning these simple tests of hand-eye co-ordination rewards you with gold coins (needed to win the game) or special items to set against your opponents.

So what can you expect from this sequel? *Mario Party 2* sticks with the same formula that made the original such a

success so don't go expecting wholesale changes. Which isn't to say there haven't been some upgrades. There'll be five new adventure boards and 64 mini games. There's also a mini game stadium for you to battle it out in your favourite mini games.

This time around the adventure boards have themes: space, horror, mystery and pirates. Likewise, the mini games will be themed to the boards. For example, in Horror Land you get to play a grisly game of hide and seek in coffins.

Mario Party 2 looks as though it will provide as many hours of fun as the original. Although not the best *Mario* game ever, it'll certainly be a laugh. And yes, Mario, you can cry if you want to. **A**



■ (Above) Races take place both indoors and out.



■ (Below) Crashing into things isn't big, clever or helpful when you're trying to win.



BEST BIT SO FAR

Rough and smooth

This game is so fast it just about brings tears to the eyes. Running at a whopping 60 frames per second the scenery and tracks glide towards you as smoothly as a baby's bottom. Racing, however, is never going to be infant-smooth. Tracks are so littered with bumps and jumps you'll thank your lucky suspension forks your vehicle is suitably terrain-driving friendly.



TBC

Format: **Dreamcast** | Developer: **Kalisto** | Publisher: **Midway** | Players: **1-2**
On sale in UK: **TBC**

4 WHEEL THUNDER

Thunder, thunder, thunder, thunder... trucks.

Size, as the woman from the Renault Clio advert is so keen to remind us, matters. Luckily, the vehicles in *4 Wheel Thunder* are big enough to pass her measuring tape test. Taking a leaf out of the coin-op *Offroad Thunder's* book, *4 Wheel Thunder* features huge off-road Tonka trucks, souped-up jeeps and dragsters with huge tyres.

Races take place both indoor and out, where the 16 tracks are as fully-explorable as the human body. And, unlike some bodies, these are places you want to go to. And if you are wondering whether the

weather will play a part in determining your progress? Of course it will.

What's most impressive about *4 Wheel Thunder* is the speed it runs at. Cranking along at 60 frames per second, it makes certainly gives *Sega Rally*, and even *Crazy Taxi* – the Dreamcast's other officially fastest game – a run for its money. Pick up one of the speed powerups, and you'd better make sure that you've got your eyes screwed in tightly or they'll be through the back of your head.

And, of course, no driving game would be roadworthy without a split-screen two player mode for proving to your mates how good at games you are. *4 Wheel Thunder* happily obliges. **A**

RELEASE SCHEDULE

Sometimes you just want the facts, pure and simple. Lucky for you, Arcade is here to help.

MARCH

3rd	UEFA Champions League 2000	Eidos	PSX
3rd	Metal Gear Solid Platinum	Konami	PSX
3rd	Armarda	Acclaim	DC
3rd	NBA 2K	Sega	DC
10th	Tomb Raider 3: Platinum	Eidos	PSX
10th	MDK 2	Interplay	DC
10th	Rayman 2	Ubisoft	DC
10th	Zombie Revenge	Sega	DC
10th	Demolition Racer	Infogrames	PC
10th	Messiah	Interplay	PC
10th	Tomb Raider 3: Premier	Eidos	PC
10th	Magical Tetris Challenge	Disney	CGB
10th	Azure Dreams	Konami	CGB
17th	Crusaders of Light & Magic	3DO	PSX
17th	Beatmania European Edition	Konami	PSX
17th	Rollcage Stage 2	Sony	PSX
17th	Episode 1 - Racer	Activision	DC
17th	Soldier Of Fortune	Activision	PC
17th	UEFA Champions League 2000	Eidos	PC
17th	Tomb Raider	Eidos	CGB
17th	Top Gear Hyperbike	Midway	N64
17th	Hydro Thunder	Midway	N64
17th	Army Men - Sarge's Heroes	3DO	N64
24th	Colony Wars: Red Sun	Sony	PSX

24th	Jimmy White's Cueball	Virgin	PSX
24th	Urban Chaos	Eidos	PSX
24th	Army Men - Air Tactics	3DO	PC
24th	Deus Ex	Eidos	PC
24th	Plasma Sword	Virgin	DC
24th	Resident Evil 2	Virgin	DC
24th	Roadsters	Titus	DC
24th	4 Wheel Thunder	Interplay	DC
24th	Cyber Tiger	EA	N64
31st	Army Men - Sarge's Heroes	3DO	PSX
31st	BattleTanx - Global Assault	3DO	PSX
31st	Die Hard Trilogy 2	Pinnacle	PSX
31st	Resident Evil: Gun Survivor	Eidos	PSX
31st	Tomb Raider	Eidos	DC
31st	Thief 2	Eidos	PC
31st	BattleTanx	3DO	CGB
31st	BattleTanx - Global Assault	3DO	N64
TBA	Snooker	Codemasters	PSX
TBA	Incoming Forces	Rage	PC
TBA	Vampire: The Masquerade	Activision	PC
TBA	Pokémon Snap	Nintendo	N64

APRIL

7th	Armorines	Acclaim	PSX
7th	Alien Resurrection	Activision	PSX
7th	Maken X	Sega	DC

7th	Metropolis Street Racer	Sega	DC
7th	Ridge Racer 64	Namco	N64
14th	WWF: Smackdown	THQ	PSX
14th	Ecco The Dolphin	Sega	DC
14th	Billy Bob's Huntin' 'n' Fishin'	Midway	CGB
14th	Mario Party 2	Nintendo	N64
14th	Wario Land 3	Nintendo	CGB
28th	Syphon Filter 2	Sony	PSX
28th	Medievil 2	Sony	PSX
28th	Resident Evil 2	Eidos	DC
TBA	Hydro Thunder	Midway	PSX
TBA	Resident Evil 3: Code Veronica	Capcom	DC
TBA	Carmageddon: TDR	SiC	PC
TBA	Commandos 2	Eidos	PC
TBA	Hydro Thunder	Midway	PC
TBA	Top Gear Rally 2	Midway	CGB
TBA	DaiKatana	Eidos	N64
TBA	Excite Bike	Nintendo	N64
TBA	Perfect Dark	Nintendo	N64

MAY

TBA	Force Commander	Activision	PC
TBA	Banjo-Tooie	Rare/Nintendo	N64

RELEASE SCHEDULE IN ASSOCIATION WITH HMV



The SLAMMER .com plc

DREAMCAST CURRENT RELEASES

AEROWINGS	£26.85
ARCADE STICK	£28.32
BUGGY HEAT	£27.52
CONTROLLER	£16.46
DYNAMITE COP	£31.52
F1 WORLD GRAND PRIX	£27.52
HOUSE OF DEAD / GUN	£42.86
HOUSE OF DEAD 2	£27.52
HYDRO THUNDER	£26.85
INCOMING	£28.62
KEYBOARD	£16.46
MILLENNIUM SOLDIER EXPENDABLE	£26.85
MK GOLD	£26.85
MONACO GRAND PRIX	£26.17
PEN PEN	£26.85
PSYCHIC FORCE 2012	£27.53
READY 2 RUMBLE	£27.52
ROAD CONTROL WHEEL	£34.55
SCART	£12.85
SEGA RALLY 2	£28.62
SNOW SURFERS	£27.52
SONIC ADVENTURE	£28.62
SOUL CALIBUR	£27.52
SOUTH PARK CHEF'S LUV SHACK	£21.14

PRICES INCLUDE VAT

SPEED DEVILS - OUT NOW	£26.17
SUZUKI ALLSTAR - EXTREME RACING:	
OUT NOW	£26.17
TOKYO HIGHWAY CHALLENGE	£26.85
TOY COMMANDER	£27.52
TRICKSTYLE	£27.53
UEFA STRIKER	£26.85
VIBRATION PACK	£12.86
VIRTUA FIGHTER 3TB	£27.52
VISUAL MEMORY	£16.46
WORLDWIDE SOCCER 2000	£27.52
WWF ATTITUDE	£27.53
SHADOWMAN	£27.03
SOUL FIGHTER	£26.85

NEW YEAR RELEASES

ARMADA	£27.53
CRAZY TAXI	£31.63
NBA 2000	£27.53
RE-VOLT	£27.53
RED DOG	£27.53
SEGA BASS FISHING / ROD	£42.85
TAKE THE BULLET	£27.53
ZOMBIE REVENGE	£27.53

Britain's biggest
games warehouse available
on-line at www.theslammer.com
or call

0845 130 4031

**Special offer -
Sega Dreamcast only
£155.99**

Free postage on all orders. Next working day delivery on most orders if in stock. Pay by credit card, cheque or postal order. Guarantee*: if you are not happy with your purchase, please send it back to us and we will exchange the product or send you a full refund. This does not affect your statutory rights.

Do you want to earn money selling games?? For further information on our dealer network call 0845 130 4031 or email dealers@theslammer.com

For other platforms visit the website or call the sales hotline.

Tel: 0845 130 4031

Fax: 0800 019 7780

URL www.theslammer.com

Customer Loyalty With a Difference

We don't give you points, we give you shares. Most companies give you points for your loyalty, but we have decided that points just aren't enough to give our customers. Our customers will receive FREE shares for being loyal to us. Why are we rewarding loyalty with shares? The Slammer is one of the fastest growing computer companies in the UK and we understand that you, our customers are responsible for our growth. This is something other companies have failed to understand. As a little thank you, we have decided to offer you FREE shares so every time you buy from us you are also investing in yourself. For more information please see our catalogue. To request a catalogue please call us on 0845 1309989. The Slammer is owned by TheSlammer.com plc.

A close-up photograph of a man with dark, wavy hair and a goatee. He is wearing a light-colored, short-sleeved button-down shirt with a pocket. He is sitting at a table, and a white cup is visible in the bottom left corner. The background is a wooden wall with shelves.

“I have a **soft spot**
in **my heart** for...
Day of the **Dead.**”

George A. Romero

Munching on someone's leg | **Jamie Sefton**

Without this man you would never have seen a rotting corpse lurching around, moaning and eating chunks of fresh flesh. Arcade talks terror with the guru of gore.

When there's no more room in hell, the dead will walk the Earth". Sounds like Stevenage on a Saturday afternoon doesn't it? But George Romero's series of zombie flicks created a style of their own, with a terrifying sense of creeping dread as rotting undead figures stumble around in the search for live humans to slaughter and ingest.

George has produced or directed more than 14 films since the classic *Night of the Living Dead*, including another zombie-inspired film, *The Crazies*, where people are turned into hungry psychopaths by a germ warfare accident, and a bizarre 1988 film called *Monkey Shines* where a disabled man develops a psychic relationship with a simian helper – monkey tennis anyone? More recently he made a Japanese TV advert for *Resident Evil* and was rumoured to be involved in a feature film for the popular blood-splattering videogame.

Following on from last month's *Get Flesh* zombie-infested feature, *Arcade* hid in a deserted farmhouse in the middle of a haunted wood until the legendary Pittsburgh-based director peered in through a cracked window in a bid to secure an exclusive interview.

Hi George. You've just about finished your new film, so are you taking a well-earned break?

Well, a little bit of a one, yeah. We're gonna take a little vacation. I dunno. You never know whether you're really finished on a film.

Your first film, *Night of the Living Dead*, is now considered to be a horror classic. Why did you want to make a film about zombies?

Well, it wasn't that much of a passion. The idea was to make a little horror film that would be inexpensive enough that we could pull it off on the amount of money we had. Really, that was the goal.

Zombies to me have always been the blue-collar monsters – they're slow and they're not paid well.

The modern idea of the zombies with the moans, lurching and flesh munching came from that first film. How did you come up with the original concept?

Er... you know, again, it was pretty much on the set. At first I thought they should be silent, but temptation was too great for some of the actors to just moan, groan and growl. So, we just went along with that. But I really liked the idea of them just being these shuffling, shambling creatures that really aren't very organised. And they aren't a particular threat, unless they're in a group, or they're hungry.

So when you look back at the zombie trilogy, which remains your favourite corpse-filled flick?

I have a soft spot in my heart for the third one, *Day of the Dead*, just because it was the most fun to make. The group that was making it was the friendliest and really involved in what we were doing. I really liked Tom Savini's work (make-up and gore effects) and I loved the character of Bub, the zombie with potential. But it's very hard to forget the first film – there's always something very exciting about that. All of those things are dear to my heart.

Which recent horror films have you seen that really scared you?

Not too many. I haven't been too excited about what's going on – I haven't seen a lot of innovation. It seems that if they're big films that Hollywood has faith in, they're all about special effects. I'm not a big fan of *I Know What You Did Last Summer* and those big budget films.

It's interesting that *The Blair Witch Project* was low budget and it's one of the scariest films of the last couple of years.

Yeah I think so. I was very impressed with that. Now it seems that everyone likes to put it down, but I thought they'd really achieved their goal and did a great job. It'll be interesting to see what happens in *Hollyweird* next.

Do you play videogames?

Well, I don't have much time, really. My son is well into it and, of course, I've

The films of George A. Romero

■ George is most famously associated with his three successful zombie films: *Night of the Living Dead*, a low-budget, scary black and white horror made in 1968; *Dawn of the Dead*, a 1975 film that featured zombies rampaging through a US shopping mall; and *Day of the Dead* – an extremely gory 1985 flick where survivors of the zombie holocaust fight it out in a military bunker. Other well-known Romero films include 1972's *Season of the Witch*, featuring a housewife becoming involved in a local witches coven and the tribute to the 1950s EC Comics series of bizarre tales, *Creepshow*, made in '82.

■ George's next big project in his own words: "We're working with Steve King on a novel of his called *The Girl Who Loved Tom Gordon*, so I think that's gonna be next."

played around with *Resident Evil* and was talking with Constantine Films about doing that.


Yeah, what's happening with the *Resident Evil* film? You made a TV advert for the game in Japan.

That was directly for Capcom and then we started talking to Constantine Films about a feature film and it just never happened. They didn't like the stuff I'd written. I don't know, it just seemed like they didn't know what they wanted and so nothing happened.

That's astonishing, because the storyline and action of *Resident Evil* basically copies your style.

Yeah, but it wasn't Capcom – it was Constantine. They just had a certain mind set about what they wanted to do with it. I was never able to get them a script that they thought they wanted to make. It was very frustrating 'cos we really worked hard on it and I really wanted to do it as a way of opening the door again and getting back with my zombie buddies. Disappointing, but that's the way it goes.

So your new film, *Bruiser* – is it a horror feature?

It's a thriller, but it's more of a social satire or dark... I don't want to call it a comedy, but it's pretty funny in parts. Basically it's about the kinds of frustration that cause people to turn to violence. I really like it a lot and it's just about finished now. I had a wonderful time and a great cast. Actually, one of your mates from the UK, Jason Flemyng [*Lock, Stock and Two Smoking Barrels*], is in it. I just can't wait to show it. 

■ Check out *Arcade's Resident Evil* tips in Now Playing on page 46.



■ Hana Tsu-Vachel: even gravity makes the occasional exception.

Hana Tsu-Vachel **Fear Effect**

Confidence booster

Forget the passive face of women in games. Fear Effect's Ms Tsu-Vachel would plug you just to cheer herself up.

Hana is a girl who not only knows what she wants, but how to get it. For her, self-confidence isn't just an attractive trait; it's a lifesaver. The 24-year-old orphan was brought up in the original school of hard knocks, which has taught her that nobody can be trusted and that you are only as good as you feel. Logically, she became a mercenary – the perfect role for the nomadic loner.

To this end, she slots in perfectly within the macabre world of Eidos' *Fear Effect*. While easily dismissed as "Resident Manga", *Fear Effect* is actually a clever continuation of what Capcom's survival horror series started. It's a cinematic masterpiece using cartoon-quality images to depict a gritty future and, paradoxically – considering her distant, somewhat aggressive image – Hana is already being touted as the latest next Lara Croft.

Fear Effect aligns the pistol-packing loner with two other mercenaries as they are commissioned to locate the daughter of local businessman. As the game progresses, however, it becomes apparent that the trio have not been told the exact truth. The seemingly innocent father is a key man within a Chinese Triad, while the initial Chinese setting is but a pathway to a Hellish landscape populated by the undead. Hana's going to need a lot of cheering up.

As ever, though, her self-belief will see her through – literally. *Fear Effect* does away with clichéd ideas such as health bars and energy-replenishing lamb chops conveniently dotted around levels. Instead, Hana's very existence is based on her mental wellbeing. If she gets attacked and wounded, her self-confidence takes a knock while failing to solve *Fear Effect*'s many puzzles is equally depressing for the fragile heroine.

It's not all bad, though, as Hana can always give herself a boost. But rather than resorting to chocolate, Hana's quick-fix remedy is via inventive killings. She can sneak around the game's many levels inflicting close range head shots or taking out unsuspecting hoods, all of which makes a girl feel so much better. A well-solved puzzle is also just the ticket for a moping heroine. Who would have thought unpredictable mood swings could be so entertaining? **A**

■ Hana Tsu-Vachel is one of three mercenaries who takes centre stage in Eidos title *Fear Effect*. Alongside, the enigmatic Deke and ex-military man Royce Glas, she is slated to make her PlayStation debut in April.

IN THE NEW ISSUE OF..



“I was the one who said:
‘Come on, let him blow up the cow!’”

George Clooney

Come hell and hot weather: on the set of Three Kings.



Michael Mann blows the whistle on **The Insider**
and **A Clockwork Orange** returns.

PLUS!

The best guide to the rest of the year's releases in our 2000 preview...

ON SALE NOW

NOW PLAYING

IN THE SHOPS THIS MONTH

Arcade isn't just a collection of dry videogame reviews, oh no. The aim is to flesh out the whole gaming experience, reflect just some of the reasons you play games and help bring the whole thing to life. To this end, three top titles are picked, played hard and a Now Playing idea is developed. Here goes...

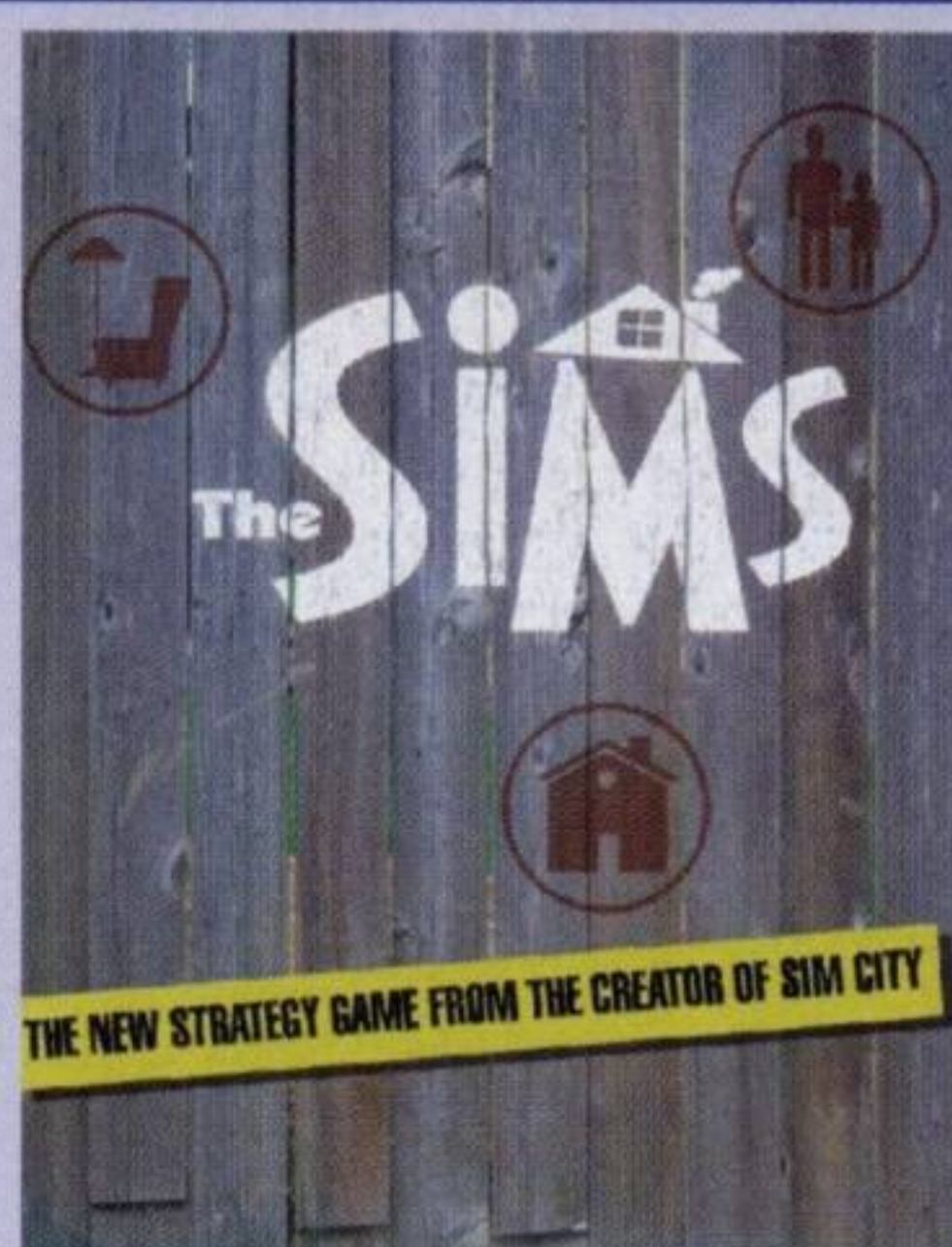
P42 ISS PRO EVOLUTION



■ While *ISS Pro Evolution* is arguably the finest football videogame ever made, finding your way through the myriad moves on offer can seem a daunting prospect. *Arcade* has graciously shouldered the responsibility of playing the game for weeks solid, just to dish up some tasty tips to get you playing like the greats in no time. Well, someone's got to do it.



P44 THE SIMS



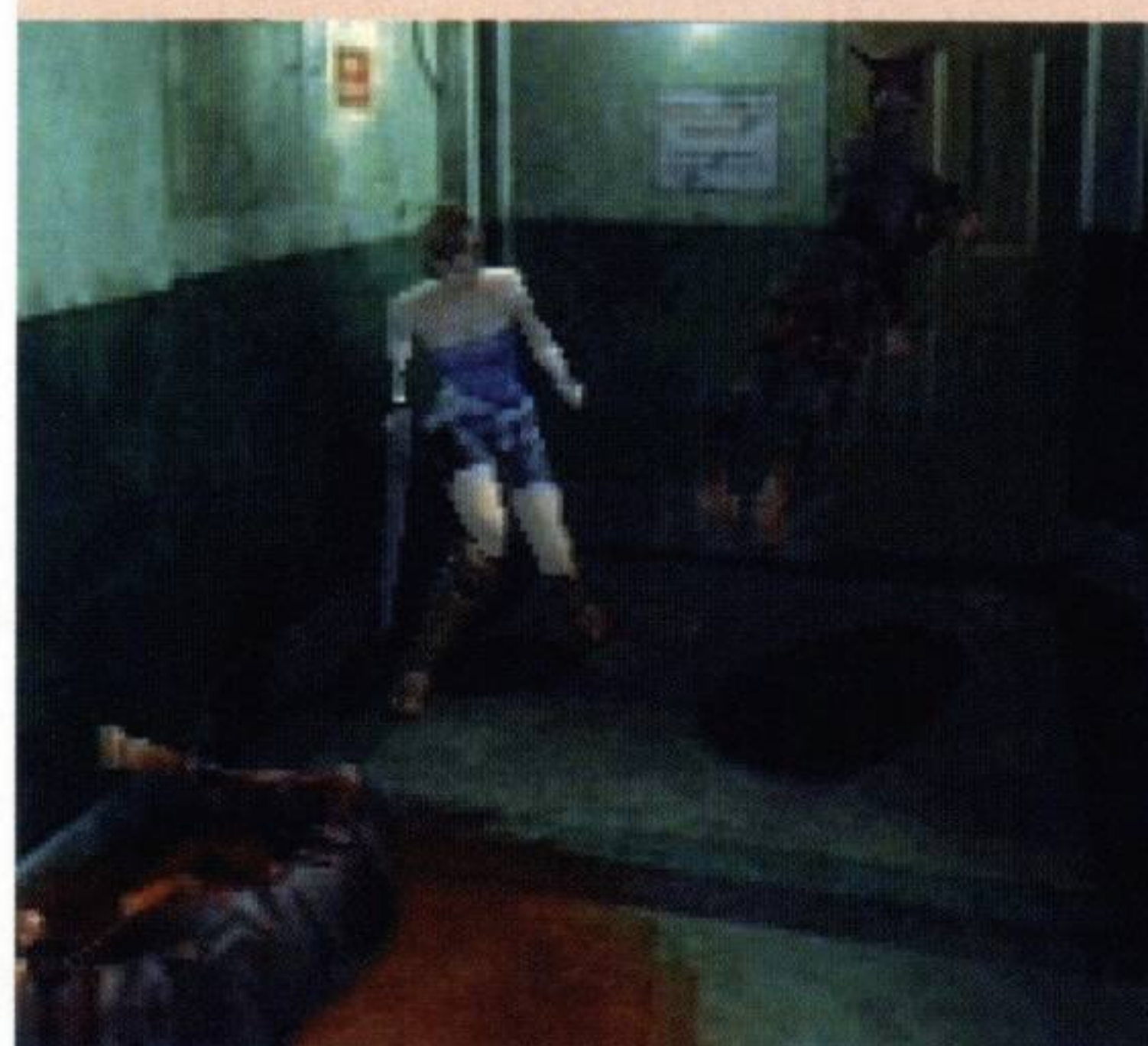
■ Life can sometimes feel like it's spinning out of your control, with outside forces intent on making key decisions on your behalf. *The Sims* enables you to take a step towards redressing the balance by overseeing the development of your own computerised minions. But who has a hold over your life, and what are the danger signs to look out for?



P46 RESIDENT EVIL 3: NEMESIS



■ When it isn't busy setting you up for a sphincter-winking moment of pure, unadulterated videogaming panic, *Resident Evil 3: Nemesis* is busy making sure you feel hunted and under pressure. *Arcade* sent a brave soul into Raccoon City to scope the place out and get some quality intelligence on what's going on in there. It isn't pretty, but it was worth it.





WHAT'S ISS PRO EVOLUTION ALL ABOUT?

■ Yes, it's the worst name in the history of football games. Yes, there are no real player names. And yes, the commentary is not even up to Channel 5 standard. But this is still the best football game on any system, ever. *FIFA 2000* doesn't even come close – the fact that you'll never see the same two goals twice in *ISS* would make the football purist happy, but this has got unbelievable playability and gameplay that everyone can enjoy. Not simply a world-beating footie game, but one of the best videogames you can own, full stop.

PLAY LIKE A PRO

How to make with the moves from the off.

Believe this: *ISS Pro Evolution* is the greatest footie game ever. But, unlike some other games, you can't just slap in the CD and start pulling off tricks and scoring shed loads of goals. You need to build your skills up. Or you did, before *Arcade* showed you how.

1 The Beckham

The manual may tell you that pressing circle will cross the ball for the waiting strikers, but what it doesn't reveal are the Circle button's hidden intricacies. One tap puts in a conventional high cross. Two quick taps on Circle doesn't work quite as well as it did in *ISS 98*, but sends in a cross of medium height which often foxes the defenders. But the best of all is a fast, low cross. Best employed when in line with the six-yard box, if it doesn't find one of your players, the sheer pace of the ball means it ricochets off defenders and into an unguarded net. Three successive taps on the Circle button will deliver this little beauty. Remember to hold down Square to pull off a first-time attempt at goal.

2 The Roberto Carlos

Free kicks are impossibly difficult in most footie games. Thankfully, *ISS Pro Evolution* redresses that balance – but only after a good deal of practice. Line the player up so you're aiming for one of the corners of the goal, as the default position has the kick



heading straight at the keeper. Getting the right level on the power bar is what scoring free kicks is all about. Aim for about three-quarter power, but, and this is crucial, press Down. This has the effect of putting late dip on the ball after you've got the height to get it over the wall.

3 The Cantona

Remember that glorious chip over the keeper Eric Cantona pulled off towards the end of his Manchester United career? You can emulate Mr Cantona in *ISS Pro Evolution* (although there seems to be no "attack the crowd" cheat) and, yes, it's just as satisfying. If you're through on goal and spot the keeper advancing, simply holding down L1 as you shoot should see you achieve the deftest of lobs over the stranded goalie. It's difficult to get right, but the general rule is to use less power than you usually would when shooting.

4 The Chilavert

Although you can employ a sweeper tactic to good effect, using the Triangle button to get the keeper commanding his area is vital to continued *ISS* success. Of course, if you're too obvious you'll fall victim to "the Cantona". However, such is the effectiveness of the through ball in *ISS*, having the keeper waiting on the edge of the box to snaffle up any shooting opportunities is something you have to be comfortable with. Bring your keeper out quickly and you'll very rarely find yourself beaten by pace if the ball is fed in front of the attacker rather than to his feet. A sneaky little cheat worth remembering – the keepers cannot be penalised for fouls. So get those wild sliding tackles working.

5 The Zidane

The through ball is a key weapon in your armoury but there'll be times when you curse the number of players your opponent has behind the



■ (Top) Giggys about to unleash a deadly inswinger.
■ (Above) But can he manage a Roberto Carlos?

AND THERE'S MORE

■ Konami is taking *ISS* into the next generation with early screenshots already doing the rounds from the PlayStation2 version. No word on new features as yet, but as you'd expect it looks suitably svelte and there's no reason to believe the series won't keep on "evolving". Hopefully there'll be more reliable shots from the angle, better crosses and match highlights after a game. And how will the game use the fully-analogue Dual Shock2? But please, no more McMananan and Southgate.



ball. Thankfully, there's a way around this. You can, like Mr Zidane himself, be much more precise and use Triangle and L1 together to launch an aerial through ball over the back line. It rarely works straight so it's much better to get yourself in a diagonal position and fire long crossfield balls. Even if you don't execute these difficult through balls perfectly, the bounce often creates enough indecision in the defence to allow your attacker to nip in and shoot.

6 The Giggys

Corners are gold-dust in *ISS Pro Evolution*. Play as a team with good aerial prowess and you'll at least hit the target, if not score, from every Giggys-like corner you whip in. The near post is where you'll have most success, the trick being to turn your corner kicker towards the goal just a fraction before crossing with about half power. Even if you don't pull it off you'll nearly always find the defensive header falling to one of your players on the edge of the box. Shoot first time else you'll get closed down.

GAMEPLAY CHALLENGE

Stranded on the touchline – how long can you keep your cool?



■ Okay, this is a less of a gameplay challenge and more of a trial of patience, but see how much fun you can get out of the basic Management mode. You can set a two-player option up where you and a mate are in charge of the teams you've chosen, but you're not actually playing. Like an extremely basic *Championship Manager*, the utter helplessness you feel as soon as the players cross the line, leaving you in charge of the tactics and team selection alone, is both frustrating and strangely compelling. Only, with *ISS Pro Evolution*, when "Andy Coal" misses another guilt-edged opportunity, at least you know that with your finger on the shoot button you could have done better.

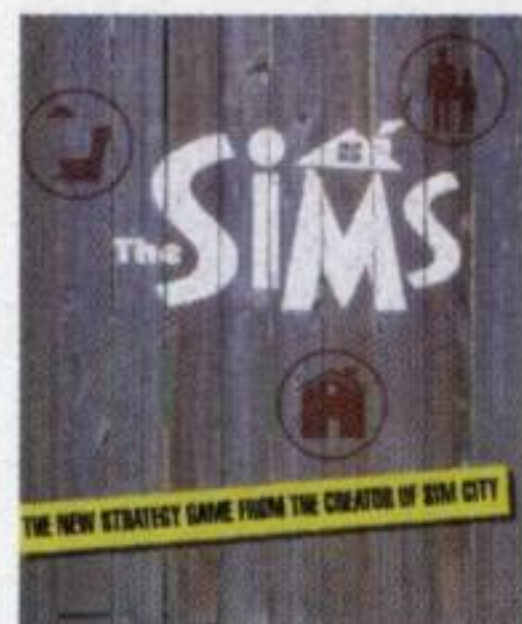
■ Watch on helpless as your defence is scythed open.



■ **NOW PLAYING: ISS Pro Evolution**
– make the most of attacking
situations with passes worthy of
Zidane and pinpoint crosses of
which Beckham would be proud.



“Unbelievable
playability
and **gameplay**
that everyone
can **enjoy.**”



WHAT'S THE SIMS ALL ABOUT?

■ The objective of *The Sims* is simple: you look after a family, nurturing, teaching and bringing them on in the world. You start off having to do everything for them, except hold their tackle as they have a wee. You get them somewhere to live, get them jobs, get them up to turn up for work, make them take a shower, introduce them to the neighbours, show them how to cook and so on. If you don't teach them right or you leave them alone for too long, then your nuclear family will soon be toast as they contrive to die in a fire or some such disaster.

MIND CONTROL

Who's manipulating your life?

The *Sims* is all about running other people's lives. It may seem a strange way to spend your time: crouched over a PC trying to give a bunch of polygons a rich and rewarding life. But the gamers who will become addicted to *The Sims* are not so strange; there are a lot of people out in the real world doing the same thing. In fact, right now there are hundreds of people trying to exact some measure of control over you and what you do. Here are some of them.

1 Girlfriends

Once you move from being lad on the make to the man in her bed you're on a fast track to lifestyle rearrangement. Your friends are the first to go, squeezed out by your new commitments (her friends and their annoying partners). Then there's your dress sense, which was good enough when you were pulling her but now needs a "rethink". Other rethinks can include where you live, what you watch on TV, your personal hygiene levels and even how often you have a quick hand shandy.

2 Mothers

She gave birth to you, kept you in sherbet lemons and copies of the *Beano*, fed you, loved you. And what does she expect in return? A controlling interest in your future,

that's all. Her usually covert methods of control include withdrawal of rights to borrow her car, constant phone calls, vetting of the people you take home and setting you up with the children of her friends, who, despite being battered silly with the ugly stick she'll tell you "have a nice personality" are "very popular" and "would be perfect for you".

3 Friends

Friends are less obvious in the way they manipulate you. They tend to dress it up in ways that sound attractive: like going to the pub or watching the football. But still you need friends, because otherwise you'd be a sad bastard and have very little to do on a Saturday night. At least with mates you have some reciprocal control, for much the same reasons. Just remember a friend is at their most easily governed when they're in need of a good lay.

4 Boss

You work, you get paid. But that's not enough for some people. They want their pound of flesh, they want you to be on time, to be polite to your colleagues and even members of the public, they want you to dress smartly and not smell of last night's beer and curry. You could drop out and slip the reins of corporate power which hold you back from your true self. But then you'd have no cash and very little to do. It's a harsh world out there, people.

5 Bank manager

You don't know them, you've probably never met them, but still they get to steer your life like a dodderly old man doing 40mph in the fast lane of the motorway. They can, for instance, remove your overdraft just because you went over your limit. The power these pen-pushers wield is totally at odds with their grasp on reality. They don't realise that going out a lot and buying yourself nice stuff is a perfectly adequate reason for extending your overdraft.

6 God

If anyone is playing God with your life, then it's God, surely.

▶▶ Read the Arcade verdict on *The Sims* in the review on page 84.



■ Making friends is all very well, but remember, in *The Sims* as in life, these people have their own agendas.



■ Sexual favours are the easiest, and most effective, way to get others to do your bidding. You've been warned.

GAMEPLAY CHALLENGE

Death wish


■ It's all very well giving your *The Sims* characters full and interesting lives, but what about ruining them? The best way to ruin anyone's life is to kill them, obviously. The easiest way to do this is start a fire, but that's a bit boring. Much more fun is seeing how quickly they can die of neglect. *Arcade* took Michael Bachelor and left him to his own devices, starting at 7am on Monday. By noon he was starting to display behavioural problems, constantly reading and rereading the paper. By 4pm Tuesday he had fallen asleep in a flowerbed, having been unable to get into his house. Has not had a piss or eaten anything. 3pm Wednesday and he finally relieves himself, all over the flowerbed. Showing more signs of a schizophrenic nature by constantly tending dying flower beds. 8am Thursday, showing signs of having sleep deprivation hallucinations. 6am Friday and he falls asleep in flowerbed again, only

this time appears to be playing with himself. 12.48pm Friday, and Michael, after a short, difficult and ultimately meaningless life, dies. Go on, try and beat that.



■ Watering the flowerbed.





■ **NOW PLAYING:** The Sims – Family life can be hard going, so why not get some training in with computer characters? It could never turn out as badly as this, could it?

“Leave them **alone** for **too long**, and your **nuclear family** will soon be **toast.**”

NOW PLAYING
IN THE SHOPS THIS MONTH

RESIDENT EVIL 3: NEMESIS

Format: **Playstation** | Developer: **Capcom** | Publisher: **Eidos** | Price: **£40** | Release date: **on sale now** | Players: **1** | Score: **★★★★★**



WHAT'S RESIDENT EVIL 3: NEMESIS ALL ABOUT?

Capcom's masterly franchise is the godfather of survival horror and has you trapped and isolated in various zombie-infested locations with only a small arsenal of hand cannons to protect yourself. *Resident Evil 3* begins 24 hours before *Resident Evil 2* starts, ends 24 hours after it, and sees the heroine of the original game, Jill Valentine, trying to escape the City of Raccoon after no-one believed her tales of giant spiders, mutant moths and killer plants. Unfortunately the T-virus has infected the city's population and turned them all into bunch of flesh-eating zombies. And so the fun begins.



■ Make the Magnum work for you.



■ (Above) Attack from a giant worm is imminent. Leg it now.



EVIL MADE EASY

Successfully confront your Nemesis.

Night time. Now that's scary. You're only wearing a flimsy sky blue off-the-shoulder number. Now that's chilling. You're trapped in a burning city that's infested with a host of flesh-eating zombies. Now that's plain awkward. So who you gonna call? Yes, that's right, **Arcade**. Here are some survival tips to keep evil at bay and your pretty face intact.

Express yourself

Anyone can kill a zombie. You just aim and fire until dead. So, get

creative here people, push the envelope, use your imaginations, and most of all remember to save some of that precious ammo. An oil drum here, a steam pipe there and a stack of dynamite handily mounted on a nearby wall can make a world of difference when boxed in by a load of flesh-dripping types, as one hit will take out several zombies. Also, try lining up several zombies with one shot. The Magnum and the shotgun can rip through flesh like it's butter.

Shoot and move

After her experience in the original *Resident Evil*, Jill has obviously learnt it's best to keep on the move when battling the friskier monsters. By timing your use of the auto aim and fire buttons you can dodge past the beasties and outflank them. Be quick to exploit your speed and shoot them in the back of the head.

Nemesis

He's big, he's ugly, he's got a dirty mac and – crucially – a rocket launcher. And he's on your ass, big time. You'll run into him throughout the game, but fortunately you're only forced to fight him three times. You can take him on every time you meet him but this uses up health and ammo. The best idea is to run. He's quicker than you but he will pause for thought. Use this time to peg it.

Decisions, decisions

At several key points in the game, the screen will start flashing at you. Then two options will appear and you

AND THERE'S MORE



When you've finally plucked up the courage to tackle *Resident Evil 3* on Hard level, it's worth your while standing up to the big bully that is Nemesis. Each time you knock him down he will drop an item. Often this will be part of a new weapon as underneath his jacket he's better armed than a American high school student. If you knock him down twice, you'll get two parts of an Eagle hand gun. The fourth knock down should give you two parts to a M37 and the seventh knockdown will reward you with a assault rifle. He's just all give.

must act quickly and select one. This isn't really a test, as there is no right or wrong, but it will just define your route through game. It pays to be aggressive, so if you get the chance to take out Nemesis, then go for it.

Guns and ammo

Instead of continually finding loose ammo scattered around, Jill has to cook up her own bullets using the various types of gunpowder she finds. The trick is to use it wisely. Don't hoard the gun powder, instead make batches of ammo as the more times Jill mixes the powders the better she gets. The seventh time she creates bullets or shells they become more powerful than the usual rounds.

The worm turns

Among the various nasty types that try to kill you is a massive worm, capable of inflicting huge damage. The first time you meet it is on your final trip to the cable car, so stock up on health and ammo. The ground will open up and swallow you and your priority is to escape alive. To do this you must lower a ladder by hitting two switches hidden in alcoves. Lure the worm into an alcove, sprint to the other and hit the switch before the oversized annelid can get you. Repeat the trick and get outta there.

Steam!

Soon after you enter the disused power plant you have to tackle the steam puzzle to get power to the electrical shutters in the main corridor. Be methodical. First, go anti-clockwise and turn off the three jets in order. Then go clockwise and turn off three more jets. Go back, switching off each jet that blocks your path until you reach the power source. Wicked! Power to the shutters and your pores all cleaned out as well.

GAMEPLAY CHALLENGE

You've got one shot, and a knife



■ One shot, three zombies.

If you complete *Resident Evil 3* in less than seven hours using 30 saves or less, you'll be rewarded with the superb "mercenaries" mini-game. To make things a bit more interesting try to see how many seconds you can add to your time with just the single shot. You'll need to get a load of zombies close to an explosive oil drum and be armed with a knife when you've shot your load. If you find that a bit too simple then try to complete the game with Nikolai who for his sins has been armed only with a small fruit knife.




■ Play as Mikhail.



■ It's all gone to the dogs.





■ **NOW PLAYING:** *Resident Evil 3: Nemesis* – Want to get through to the “mercenaries” mini-game at the end? Better take *Arcade*’s advice for successful living.



Spell check

Reason, if reason were needed, to pay attention in English class.

Everybody makes spelling mistakes once in a while. While keyboards are digital, the people who use them are still only human, after all. But sometimes, a letter or two in the wrong place can bring about all sorts of new and interesting meanings. For example:

1 Crazy Taxidermy

You ferry dead animals from London Zoo back to your house, where you have to skin them, chuck away the inside, fill them up with foam, and return them to the zoo before anyone has noticed.

2 DHSS Pro Evolution

A long-winded strategy game set down the dole office, where you have to persuade the various

Top ten

Top ten things to "scotch".

- 1 An egg
- 2 Mars Bar
- 3 Fish 'n' chips
- 4 Pizza
- 5 Scotch whiskey
- 6 Sherbet lemons
- 7 Jelly
- 8 Steak
- 9 Kippers
- 10 Your mama

members of staff that you've only been working in that pub as a favour and, yes, you are actively seeking work, so please just hand over the money.

3 Womb Raider 4

Navigate your way around a woman with the aim being to aid and abet characters to beget a child. Lead the sperm in the right direction, have a quiet word with the egg and then smooth the delivery.

4 Resident Knievel 3

A stunt-motorbike sim for the Dreamcast, featuring a novelty *Sega Bass*-inspired controller with a big white handle you have to wind and wind.

5 School Boarders 4

It's another term back at your hugely expensive private school in the heart of Buckinghamshire.

Including such joys as apple pie beds, wedgies and being the only boy in the shower without pubes.

6 Virtua Streaker 2000.1

Requiring quick ball skills, or chest control if you play as a woman. Flashing subgames require you to press the correct combinations to undo your flies and open your coat before the moment has passed.

7 A Wig's Life

An interactive CD-ROM charting the day-to-day schedule of Terry Wogan's fabled toupee.

8 Thrasher: Scoff and Enjoy

Skate around the streets of New York while eating as many sticky buns and bars of chocolate as you can.

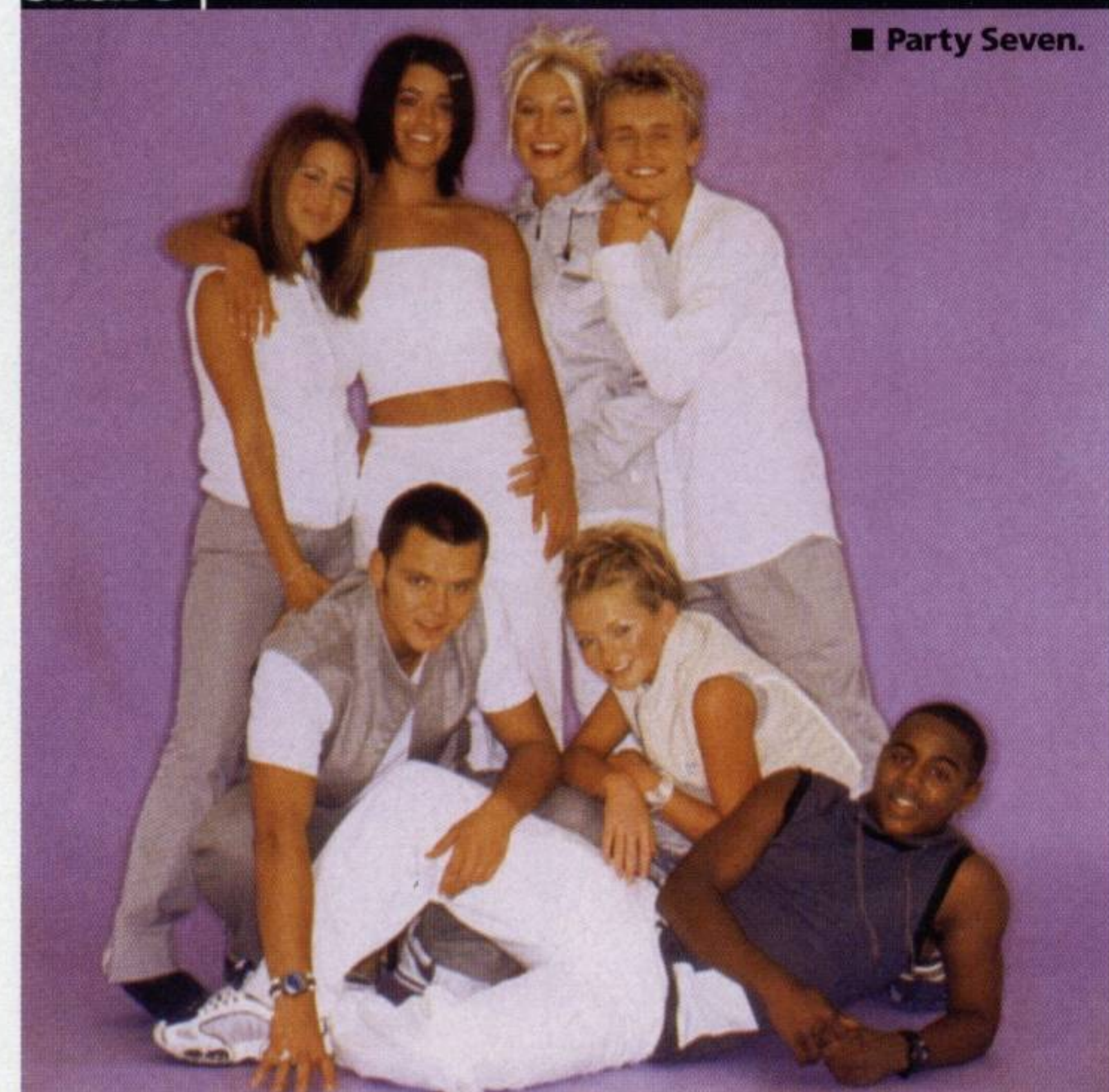
9 Ready 2 Ramble

Fill your flask full of tea, pull on your best hiking boots and make sure you've got your cagoule.

10 OAP Snowboarding

In which you beat the game if you can manage to bend down to get your bindings on.

Guest chart Top ten parties



For some, life is a party. But which is best?

1 An S Club Party.

There ain't no party like an S Club party. And with four fit birds and three men more interested in their dance moves than the talent, your chances of pulling should be quite good. Hurrah!

2 The Labour Party

The dress might be formal, but the venue (the House of Commons) is superb. Resident bouncer (Betty Boothroyd) won't accept any trouble, but you have to invite the kids from the other class (The Conservatives and the Lib Dems), who you don't really like, along too.

3 Noel's House Party

Home of such gems as The Gunge Tank, NTV and

Grab-A-Grand; with such high-profile guests as Captain Peacock out of *Are You Being Served?* and Shane Ritchie, hosted by the greatest comedy double act – Edmonds and Blobby – since Morecambe and Wise. Sadly, disappeared up its own Crinkly Bottom..

4 Party of Five

Pre-*Dawson's Creek* teen angst fest, starring Jennifer Love Hewitt, Neve Campbell, and the girl from *Lost In Space*, all of whom seem to lead impossibly together lives given that their parents died in a horrible car crash, or something. Surely they'd all be barefoot and dressed in rags, the way they carry on?

5 Party poppers

Disappointing plastic table accessories that, if the string doesn't come off when you pull it, sends a clump of small streamers directly onto your plate, meaning that you have to spend the rest of the meal picking pieces of paper out of your gravy.

6 Party poopors

The sort of poor, misguided fool who shuns the opportunity to spend an evening in someone else's kitchen trying to drink enough lager to pluck up the courage to talk to a member of the opposite sex before yacking. Losers.

7 Mario Party

A social gathering of two

of more consenting adults where games include *Crazy Cutter* and *Box Mountain Mayhem*.

8 Polony Party

A social gathering of two or more consenting adults where games include *hide the sausage*, *park the salami* and *split the kipper*.

9 Robert Party

An actor from the '70s who everyone's forgotten. Starred in *Le Milliardaire* and *Fantômes du Chapelier*. Probably French.

10 Boston Tea Party

A big party held in Boston in 1773, where colonials boarded British ships, dumped the cargo into the sea, added milk and lowered in a huge biscuit.



CHART ANALYSIS
With the Arcade wise man

■ Hello. Wise men get a bit of a hard time these days. Before it was all gold, frankincense and myrrh, but now all people want is answers. In fact, they don't even believe you are a wise man if you haven't got a beard that would put the combined efforts of ZZ Top to shame. If they're not driving cars in *Gran Turismo* and its top selling sequel (at 11 and 1 respectively), they're playing football (*FIFA 2000* at 2) or beating themselves up in *Tekken 3* (9) or *WWF Wrestlemania 2000* (13). Tsk. Think I may shave. Reckon I'd look a bit like Moby. I've had enough of this wise man lark, to be honest. See ya, soon I think.

■ **Dennis, is that you?**

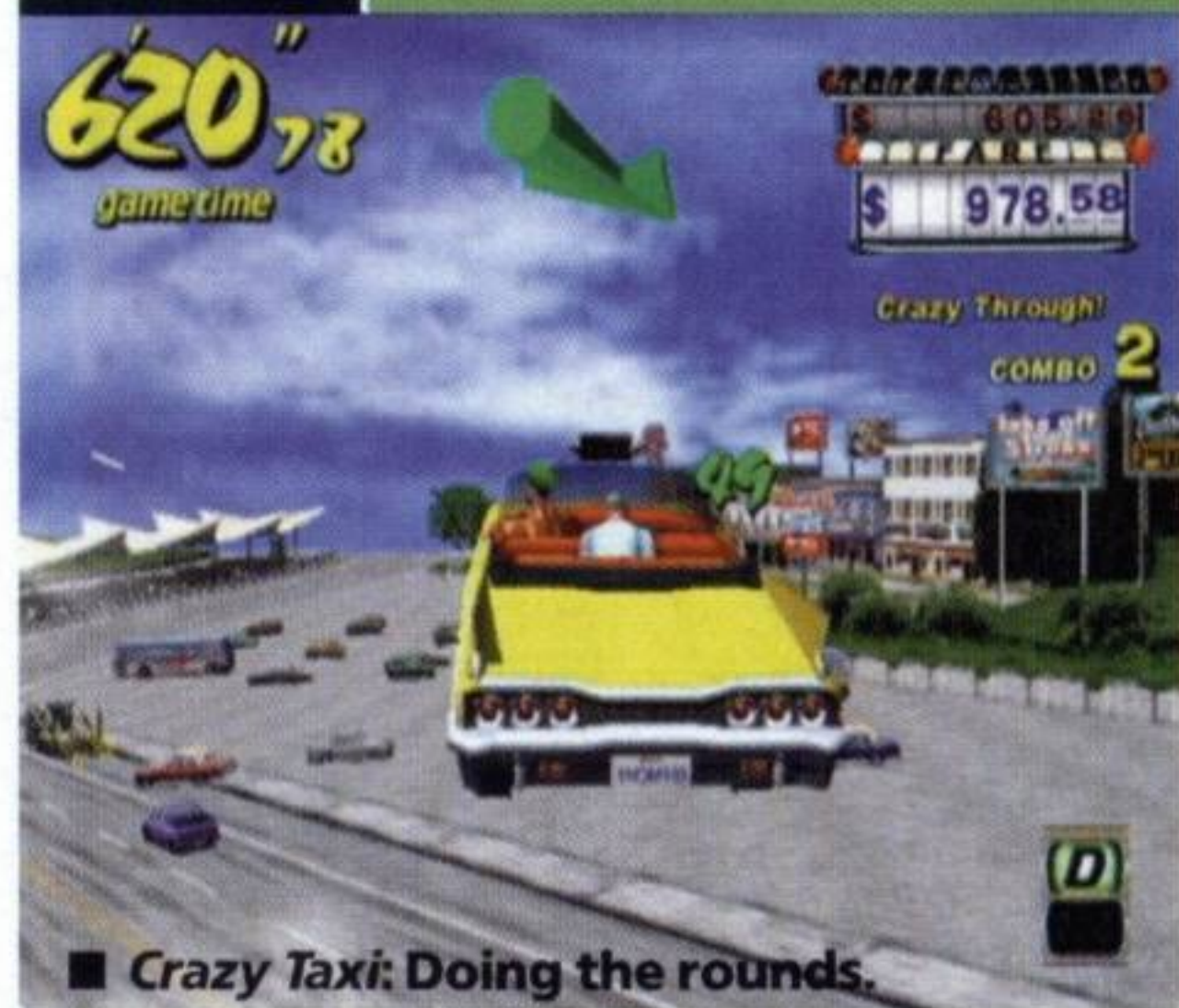
Vox pops *This month: out in the Arcade Kitchen*



■ [Yawn] Ber-limey. Wonder what's in the fridge? [Open door] Jesus wept. [Eyes begin to water] Has anyone ever deaned this thing out? It smells like the inside of a cricket box after a drawn-out test match. And whose shoe is that? The hygiene around here is little short of criminal.

■ Maybe a cup of tea will sort things out. How many cups is it again? Eight ought to do it. Is this milk fresh? [Sniffs top, desperately suppressing urge to vom] Bleeugh. How about this bottle? Hmmm, probably just on the right side of dodgy to do. Fishy tea it is, then.

Import zone *With Department 1 (0171 916 8440)*



■ **Crazy Taxi: Doing the rounds.**

■ Time once again to hold the *Arcade* yoghurt pot to the magazine ear, which links via a long piece of string straight to another yoghurt pot at Department 1. Hello? Is that Pui? It's *Arcade* here. What's selling well on import. "Shall I put you through to our marketing department?" No, it's fine. You'll do. "Well, *Crazy Taxi's* doing the rounds, people are saying that it's better than the coin-op version." Indeed it is. "Code: *Veronica's* selling too, but there's not much in the way of PlayStation or N64 at the moment. Dreamcast is the biggy."

Official Top 40

Gran Turismo 2 races to the top.



1 (-) Gran Turismo 2

■ **PSX** ■ **Sony**
More cars, more tracks and a whole lot more tuning. The world's best driving game is back to take over your life.

2 (1) Fifa 2000

■ **PSX PC** ■ **EA Sports**
Footballing fun that'll have you knocking them in from all angles.



3 (5) Medal Of Honour

■ **PSX** ■ **EA**
Travel back in time and take out members of the evil German army.



4 (4) Championship Manager 99/00

■ **PC** ■ **Eidos**
Your chance to show you really could do a better job than Taylor, Wilson and the rest.



5 (2) Tomorrow Never Dies

■ **PSX** ■ **EA**
Poor Bond adventure slips down the chart. Like having Timothy Dalton back.



6 (3) Tomb Raider 4

■ **PSX PC** ■ **Eidos**
A return to form for the world's most famous pixelated mammaries.



7 (10) Crash Bandicoot 2

■ **PSX** ■ **Sony**
That there bandicoot insists on continuing his money-making ways.



8 (9) Colin McRae Rally

■ **PSX PC** ■ **Codemasters**
Colin's back once again - but this time on the cheap.



9 (12) Tekken 3

■ **PSX** ■ **Namco**
Quality beat-'em-up fights its way back into the top ten.



10 (26) Age Of Empires 2

■ **PC** ■ **Microsoft**
Historical strategy with beautiful graphics and a great multi-player game.



11 (6) Gran Turismo ■ **PSX** ■ **Sony**

12 (-) Virtua Striker 2 ■ **DC** ■ **Sega**

13 (20) WWF Wrestlemania 2000 ■ **PSX** ■ **THQ**

14 (7) Driver ■ **PSX PC** ■ **GT Interactive**

15 (-) Ace Combat 3 ■ **PSX** ■ **Sony**

16 (31) Grand Theft Auto ■ **PSX PC** ■ **Take 2**

17 (18) Crash Team Racing ■ **PSX** ■ **Sony**

18 (5) Mickey's Wild Adventure ■ **PSX** ■ **Sony (budget)**

19 (8) Worms Armageddon ■ **PSX PC** ■ **Team 17/Hasbro**

20 (32) WWF: Attitude ■ **PSX N64 CGB DC** ■ **Sony**

21 (17) Dino Crisis ■ **PSX** ■ **Capcom/Virgin**

22 (13) Grand Theft Auto 2 ■ **PSX PC** ■ **Take 2**

23 (23) Tomb Raider 2 ■ **PSX** ■ **Eidos**

24 (-) Croc ■ **PSX** ■ **Fox**

25 (25) Resident Evil 2 ■ **PSX** ■ **Capcom/Virgin**

26 (-) Music 2000 ■ **PSX** ■ **Codemasters**

27 (21) Quake 3 Arena ■ **PC** ■ **Activision**

28 (-) This Is Football ■ **PSX** ■ **Sony**

29 (-) Tony Hawk's Stakeboarding ■ **PSX** ■ **Activision**

30 (31) Super Mario 64 ■ **N64** ■ **Nintendo**

31 (-) Hercules ■ **PSX** ■ **Sony**

32 (16) Mission: Impossible ■ **PSX N64** ■ **Infogrames**

33 (15) Rayman ■ **PSX PC** ■ **Ubisoft**

34 (-) Shadowman ■ **PSX N64 DC** ■ **Acclaim**

35 (-) Cool Boarders 2 ■ **PSX** ■ **Sony**

36 (29) FA Premier League Manager ■ **PSX** ■ **EA Sports**

37 (35) The Rugrats ■ **PSX N64 PC** ■ **Fox**

38 (-) Syro The Dragon 2 ■ **PSX** ■ **Sony**

39 (37) Tom Clancy's Rainbow Six ■ **PSX N64 PC** ■ **Fox**

40 (-) Final Fantasy 7 ■ **PSX** ■ **Sony/Eidos**

JAPANESE TOP 10

- 1 (3) **Pokémon Silver**
Nintendo, GB
- 2 (4) **Pokémon Gold**
Nintendo, GB
- 3 (-) **Digimon Adventure**
Bandai, Wonder Swan
- 4 (10) **Muscular List Vol. 1: I'm The Strongest Man**
Konami, PSX
- 5 (8) **Mario Party 2**
Nintendo, N64
- 6 (6) **Donkey Kong 64**
Nintendo, N64
- 7 (-) **Valkyrie Profile**
Enix, PSX
- 8 (1) **Gran Turismo 2**
Sony, PSX
- 9 (5) **Momotarou Electric Railway 5**
Hudson, PSX
- 10 (-) **Pachislot Aruze Kingdom 2**
Aruze, PSX

US CONSOLE TOP 10

- 1 (-) **Gran Turismo 2**
Sony, PSX
- 2 (1) **Pokémon Yellow**
Nintendo, GB
- 3 (-) **Mario Party 2**
Nintendo, N64
- 4 (3) **Pokémon Red**
Nintendo, GB
- 5 (2) **Pokémon Blue**
Nintendo, GB
- 6 (-) **Tony Hawk's Pro Skater**
Activision, PSX
- 7 (6) **Donkey Kong 64**
Nintendo, N64
- 8 (-) **Spyro The Dragon**
Sony, PSX
- 9 (-) **Gran Turismo**
Sony, PSX
- 10 (-) **Zombie Revenge**
Sega, DC



Mechanics



Matt

Dave

Gary

Ullio Gotta



John! New Motor?

In the driving seat | Rich Pelley

To most people the inner workings of the internal combustion engine remain as mystical as those of the female body. Mechanics, on the other hand, spend their days admiring both, so tweaking innards of, say, *Gran Turismo 2* ought to be as easy as wolf-whistling a nice pair of legs. With this in mind, *Arcade* found some friendly mechanics and booked itself in for a videogaming MOT.

Being able to drive is great. Most people realise from an early age that while you feel sick, Mum needs the toilet and your irksome younger brother deliberately edges his leg into "your" half of the back seat, it's Dad who is clearly having the most fun.

If you could drive, which by law they ought to let you do at the age of six, you wouldn't be poncing along at 75 – you'd be tonning it, all the way. Yet all requests for Dad to oblige are shouted down from the highest level – Mum herself. This is why

once you've passed your test you're happy to leg it around town with little more understanding of How A Car Works other than the pedals makes it go forward and the round thing turns it around corners.

Driving videogames suffer the same fate, with set-up and tweaking options often skipped in favour of the immediate thrill. After all, who cares? What do you think I am? A mechanic?

Well, no. But these people are. Tyre compounds? Downward force? Fan belts, dipsticks and big ends? For the price of an extended lunchbreak, a cup of sugary coffee and some free games, they –

In the driving seat

Slip 'em a fiver and this lot could get you home in double time.



Dave
Dave may know about J-Turns and getting your Gifter to sound like a motorbike, but he's lost with women drivers. "This one woman filled her car so full of oil that the next day we couldn't open the garage for fear of a fire." Tsk, eh?



Mark
When not tinkering around with engines or finding notes from his missus in his lunch box, Mark rebuilds second hand PCs because, like being a mechanic, "it's nice to fix something for someone." *Crazy Taxi* went down a treat.



Matt
Matt isn't officially a mechanic – he's a commercial fitter. "I have to fit lorry tyres. I usually go to the motorway and things like that." Best of all, this also means that he gets to wear his very own fluorescent yellow jacket.



Gary
When it comes to cars, what Gary doesn't know isn't worth knowing. When Gaz isn't racing his 100cc go-kart, you'll probably find him at the back of the garage stripping it down ready for the next race. He claims his middle name's Speed.

PHOTOGRAPHY: JUDE EDGINGTON

Mechanics



“That Tiffany bloke out of Top Gear can do a 19-second powerslide... that’s impressive!”

Arcade correctly reckoned – ought to know a thing or two.

**11.47pm
Gran Turismo 2
(PlayStation, Sony)**

First up, *Gran Turismo 2*. Steaming cups of coffee at their sides, Mark and Dave line up.

Gary: [Watching over Mark’s shoulder] “Hurry up, mate. This is almost as painful as watching you drive. You should see how slowly he goes on the motorway.”

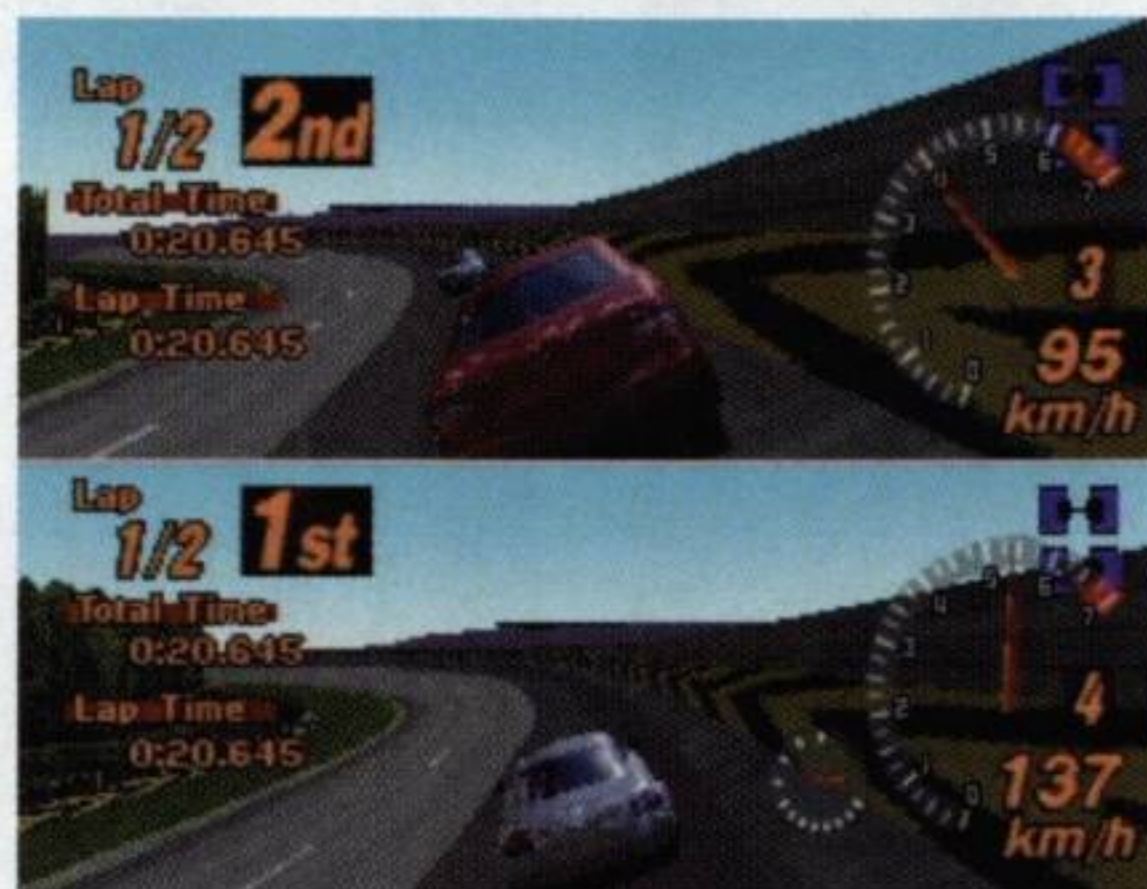
Mark: “So? I don’t want to die. I’ve only been driving for about two and a half years. I was a mechanic before I could drive.”

[Concentrating back on game] “The rear view mirror is a nice touch. Wish you could dent the car in front. The handling’s pretty good. If you don’t ease off into the corners, you can just spin it back and chuck the power back on. Bit of a handbrake turn.”

Er, how exactly do you do a handbrake turn in real life, then?

Dave: “Steer to the opposite side, yank the handbrake, and – as you drift out – lock opposite to bring the back round. Pretty nice if you throw in a wheel spin too. Plenty of revs, slip the clutch, and put in the power. J-turns are the best. Slam into reverse. Get the speed up. Clutch in. Full lock to swing the front end, drop into first, and wheelspin

Gran Turismo 2



■ *GT2*: “The rear view mirror’s nice. Wish you could dent the car in front.”

Speed Freaks



■ *Speed Freaks*: “Yeah – baby! Where’s Dave? Result! Time for a sandwich.”

away. Marvellous. That Tiffany bloke out of *Top Gear*, or whatever he’s called, can do a 19 second powerslide and end up exactly where he wants. Now *that’s* impressive.”

Do you think the 500 cars in Gran Turismo 2 is a bit over the top? Could you really tell the difference between all those cars?

Gary: “Well, Japanese cars all drive the same. Neutral steering, same suspension, very driver friendly. Get into a sports car like an Alfa Romeo, for example, and there’s a whole world of difference. Drive a Mini, and it feels like you’re driving a go-kart. I used to have a racing Mini, actually. Built it myself. It could spin the wheels in first, second, third and reverse. It would out accelerate anything. I stiffened it all up, put a roll cage in, it went like mad.”

Anyway, so who’s winning?

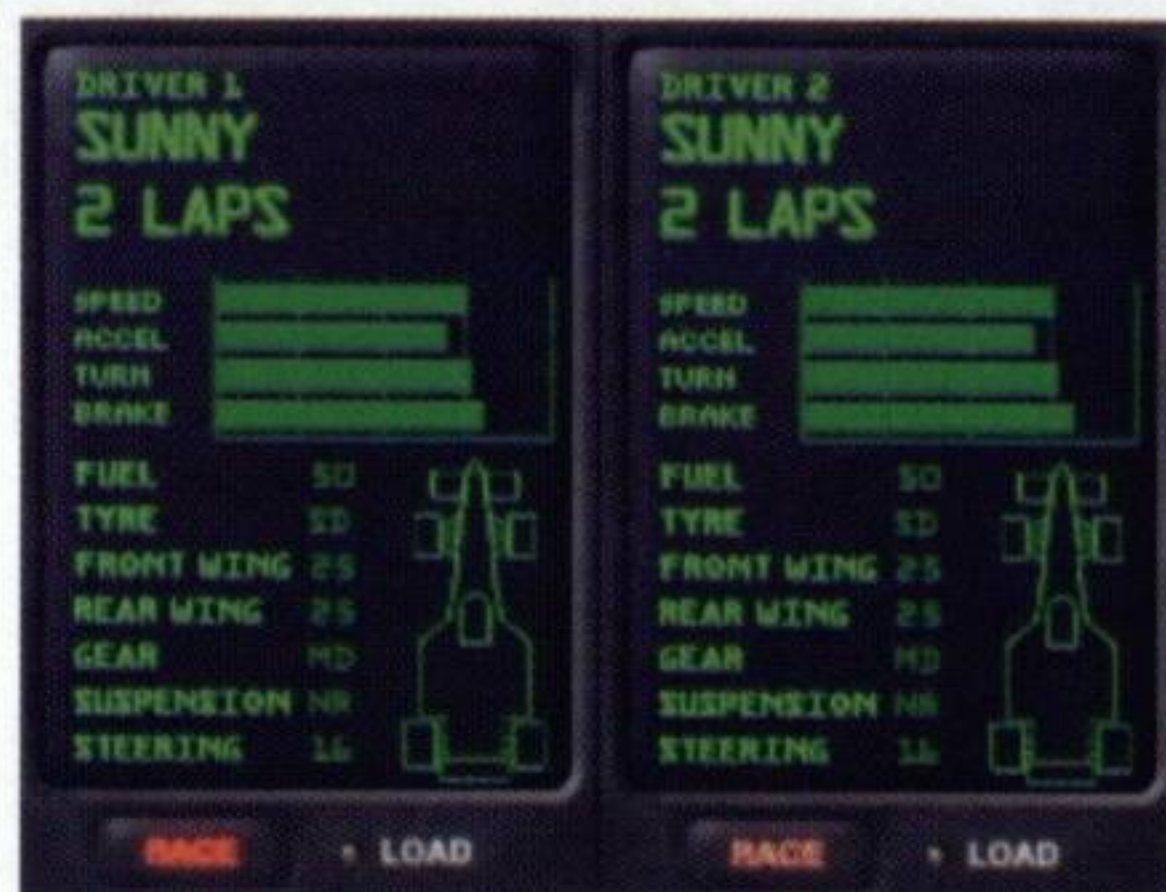
Dave: “I am, by about ten seconds. Come on, Mark. You’re not driving home now. I’m not too pleased with my set-up, actually. When you turn into a bend you expect the front to grip and the back end to slide, but it doesn’t. Maybe I need to fiddle around.”

**12.21pm
Speed Freaks
(PlayStation, Sony)**

A few more games of *Gran Turismo 2* down the line (with a highly favourable overall consensus), it was onto some four-way go-karting action.

Gary: “I race go-karts, actually. Two strokes. Nought to 85 miles per hour in four seconds. It’s just the same as Formula One. Flat out, that’s the only way to race a go-kart. Sorts

F-1 World Grand Prix 2



■ **F-1WGP2:** "Fantastically realistic. Good for learning racing lines."

Crazy Taxi



■ **Crazy Taxi:** "Taxi conversation is a bit of a nightmare if you're a mechanic."



the men from the boys."

Mark: "Right, let's take Gary out 'cos he's the one with all the experience. Come on. No way! No, no no. Where's Dave?"

Dave: "Yes, I'm coming. Oooh, I can see Gary up in the distance there. There he is! Come on, come on."

Mark: "Oh no, nearly lost it. I've got to get Gary. What the hell was that? Yeah – baby! I'm in the lead. Gary's miles behind. Result! Time for a sandwich" [Opening lunch box] "It's a note from the wife. Ahem. Sorry, lads, just got to make a quick call."

12.56pm

F-1 World Grand Prix 2 (N64, Nintendo)

Next: Formula One. Anyone actually know what's going on?

Gary: "Some of these driving games, especially the Formula One ones, are fantastically realistic. I use driving games to teach me racing lines. *Formula One '97* is the best, because you can actually set the balance of the car."

[Staring at set-up screen] So what's all this business?

Mark: "First you need to choose how much fuel you're to carry. For tyres, the softer the compound, the quicker they supple up and more they stick. The wing force pushes the car down and stops the back of the car swinging around. The suspension is the sprung weight of the car that keeps the wheel in contact with the ground."

How do boy racers get their cars to make such a big racket? Don't you have to take something out of the

exhaust, or something?

Dave: "The faster you get the exhaust fumes out, the quicker you can get the fuel/air mixture in. If you don't have the right exhaust on the car, it'll make a lot of noise, but it won't increase the performance. It's the car equivalent of turning the mudguards upside down on your Grifter to make it sound like a motorbike."

Are you a big fan of Formula One then, Matt?

Matt: "Well, I'm normally in bed with a hangover." [Turning attention back to game] "I can't keep on the road. Where's the pits? At least I'm doing better than you, Mark. You haven't even got all your wheels. It's a nightmare, this. I can't even find the racing line. Now I've lost a wheel! Shall I go back for it? Maybe I'll make it to the pits. Ouch."

1.35pm

Crazy Taxi (Dreamcast, Sega)

With the clock ticking (and lunchbreak running out), the complexities of Formula One were turned off in favour of a quick blast on *Crazy Taxi*.

Cabbie conversation must be a bit of a nightmare once you've told them you're a mechanic.

Dave: "Yeah. They usually start saying 'can you hear this, can you hear that, I've got a rattle'. They assume you'll know straight away. It's usually on the way to a pub or a club, and you've left work and you aren't interested in cars any more."

You don't you sit around talking about cars in the pub, then?

■ **Would you want any of this lot poking under your bonnet with a big spanner, let alone playing on your Dreamcast?**

Dave: "People often do, but I just try to change the subject. Am I a member of the AA? No. I might join if I go on holiday, to avoid getting my hands dirty."

Mark: "I got him there – 1,347 quid. 63rd? Not too bad for a first go. This is a great, isn't it? You can control your car quite well. I like this controller. It's big. The PlayStation

"Flat out... that's the only way to race a go-kart. It's just the same as Formula One!"

one is too small. That's because people in Japan are small. Anyway, I've got big hands. Good this, isn't it?" [Checks watch] "Blimey, is that the time? Er, lads, the boss'll be back in a minute. Think we'd better get back to work. Er, you don't want to leave us this Dreamcast do you, mate?"

And you know, that may not have been a bad idea in the long run, what with the *Arcade* fleet to keep on the road and all. But, apart from a cheap set of new tyres, a quick corned beef sandwich and some helpful suggestions of who *Arcade* should play games with next month – "You want to do nurses, mate. Or aerobics instructors." – unfortunately calls of "proper" work had to put an end to the fun. And just as *Arcade* was warming to the idea of manual labour and going home all oily. The final motto? Most probably: "You don't have to know how cars work to enjoy driving games, but it could certainly help." Cheers. **A**

Arcade rates Sony's *Rollcage Stage 2*. This high-adrenaline racer combines all the fun of *Wipeout* with a game that's a bit more down to earth. *Rollcage Stage 2* scored an excellent four stars. If you want the full lowdown on the game go straight to the review on page 74.

Rollcage Stage 2 also boasts a cracking soundtrack thanks to music label Moving Shadow, which lent its drum 'n' bass skills with artists such as the established EZ Rollers and Omni Trio and the up-and-coming Aquasky and Dom & Roland. As a result *Rollcage Stage 2* has one of the best game soundtracks since *Wipeout*, and thanks to a deal between Sony and Moving Shadow, Arcade

brings you the chance to win this quality Sony hi-fi that features MiniDisc, a three CD changer, twin tape deck and has 80w power output. Also up for grabs is a PlayStation and all manner of sonic loveliness courtesy of Moving Shadow. These are the prizes on offer:

1st Prize: Sony X-Bass 500 hi-fi (worth £450).

2nd Prize: Sony PlayStation with two Dual Shock controllers.

Five runners up will each receive a copy of the recent EZ Rollers album, *Weekend World* and a copy of the *Rollcage Stage 2* soundtrack featuring EZ Rollers, Dom & Roland, Omni Trio and Flytronix. All you've got to do is answer this simple question:

Name the recent TV ad that featured EZ Rollers' hit single, "Tough At The Top"?

- a) Dulux.
- b) B&Q.
- c) Tesco.

Send your answer, together with your name and address, on a postcard to:

Roll With It,
Arcade,
30 Monmouth Street,
Bath BA1 2BW

THE RULES

- 1 No purchase is necessary.
- 2 No Future Publishing employee or their associates may enter this compo.
- 3 The closing date is 3 April 2000.
- 4 The editor's decision is final, you hear?
- 5 There is no cash alternative to the competition prizes.
- 6 Absolutely no correspondence will be entered into regarding any aspect of this competition.
- 7 Individuals may only enter this competition once. And we will spot multiples. Maybe.



Second prize is this PlayStation with two Dual Shock analogue controllers.



HOODRAY
FOR
MCGRAE!



HOORAY FOR McRAE!



■ Arcade reveals the 12 souped-up automotive beasts spraying gravel in *Colin McRae Rally 2*.



■ Discover the new international courses and the introduction of the fantastic Arcade mode.



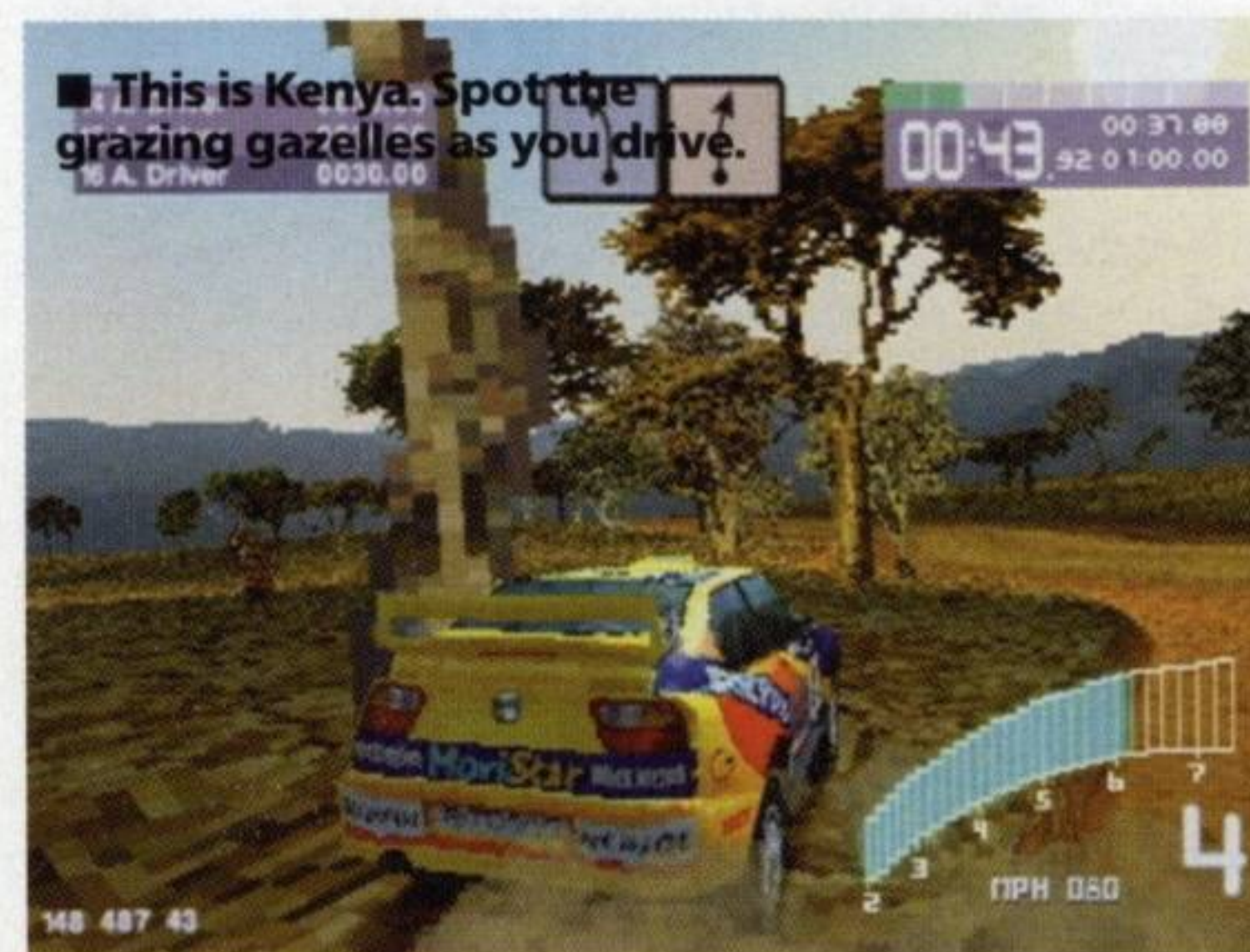
■ Read how Colin McRae and co-driver Nicky Grist got amongst it in the creation of the sequel.



COLIN MCRAE RALLY 2: ARCADE GIVES YOU AN EXCLUSIVE FULL PREVIEW OF THE ASTONISHING SEQUEL TO THE PIONEERING RACE GAME, PLUS THE DIRT ON THE WORLD RALLY CHAMPIONSHIP.

Contents
58 Game preview
61 Developer Q&A
62 Rallying dirt
64 Codemasters

■ Last time he turned up in an Impreza. Now Colin's got a Ford Focus.



COLIN'S SECOND COMING

IT WAS THE BEST RALLY GAME EVER. IT SOLD 1.7M COPIES ON PLAYSTATION. AND NOW ARCADE HAS THE EXCLUSIVE PREVIEW OF COLIN MCRAE RALLY 2.

You're gripping the wheel of a family leisure hatchback, you can't see the road more than ten metres in front of you and a Welshman's barking instructions into your ear. It sounds more like taxi driving in Tenby than an exciting basis for a videogame. You don't even get to overtake anyone to prove that you're in the lead.

Until *Colin McRae Rally* appeared for the PlayStation and PC in early 1998, the World Rally Championship (WRC) wasn't a major source of inspiration for game developers. Any rally game attempting to recreate the true nature of the sport felt more like a time trial mode, which is why *Sega Rally* and *V-Rally* cheated and opted for full-on, first-past-the-post, arcade-style thrills.

Fair enough. But *Colin McRae Rally* had the credentials to make the lack of competing cars on the track seem like an appealing

arrangement. The key was in convincing the player that the terrain was the real enemy. This could only be achieved by realistically contrasting the feel of tyres on Tarmac with the feel of tyres on sand, mud, gravel, snow and anything else the WRC throws at its drivers. *Colin McRae Rally* perfectly balanced this sense of realism with an approachable steering system which brilliantly utilised the PlayStation Dual Shock pad's analogue sticks. Who cared about overtaking when you could powerslide into a muddy hairpin at 100mph?

Colin McRae Rally 2 is no gaming revolution, but the big sales of *Gran Turismo 2* prove that gamers don't mind – more tracks, more cars and more game modes will suffice. *Colin McRae Rally 2* delivers on all those fronts, but also pushes the PlayStation to its limits and boasts a slick PC incarnation.

The 12 cars included in the game are outlined in the box opposite and include six of the latest models currently on safari in the

“The detail of the courses will have you salivating.”

Kenyan leg of the World Rally Championship. However, it's the detail of the courses themselves which should really have you salivating in anticipation.

Colin 2's full rally championship takes place across eight countries (UK, Sweden, Finland, Australia, Greece, France, Italy and Kenya) with up to 12 stages for each country. That's about 80 stages in all.

While the courses aren't based on actual WRC tracks, the designers have gone to extreme lengths to capture realistic details, collated from stacks of photographic and video evidence. There is a generic environment for each country – shiny Tarmac for France, snow for Sweden and mud for the UK – but the surrounding topography is unfailingly accurate. By sidestepping slavish devotion to actual courses, Codemasters was free to invent tracks suited to the videogame player rather than the real-life rally driver.

What's the damage?

Drive like a loon in *Colin McRae Rally 2* and the developer promises you'll feel the effects. Arcade took Codemasters to task and thrashed a Mini.



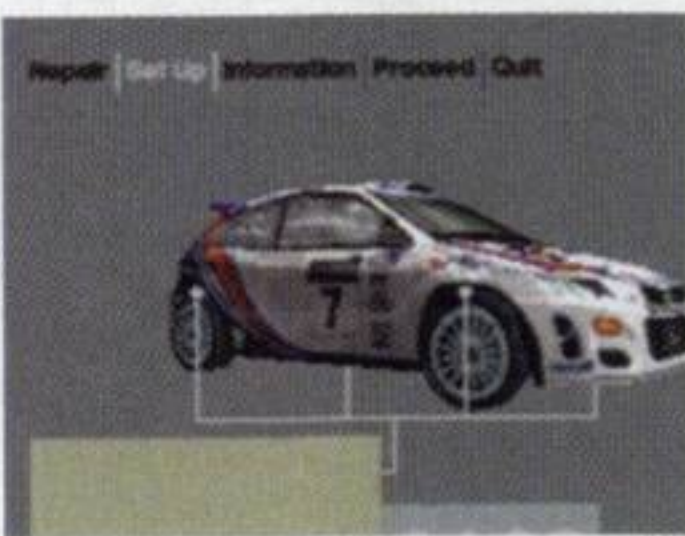
■ Here it is – Arcade's violet whipping boy – being thrown around the United Kingdom course by a driver possessed. Throwing caution to the wind, the throttle was laid open through many a fearsome chicane, where a head-on confrontation with a dry stone wall is always just around the corner, and as for the brakes... hal!



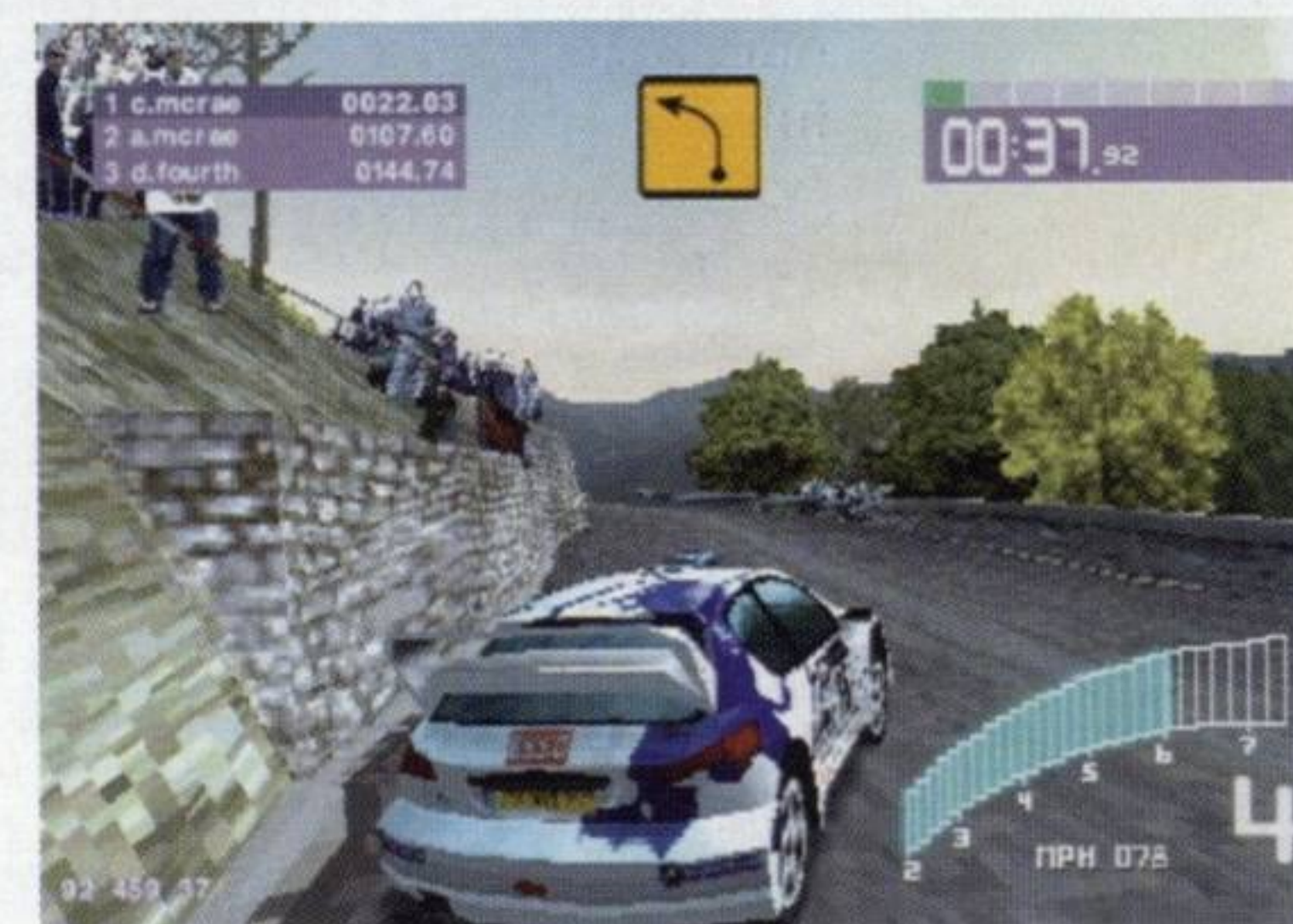
■ Clip a solid obstacle with your rear end and its once-proud styling will take a severe denting. A few more prangs and your pride and joy will begin to belch thick black smoke.



■ The next thing to go is the number plate, dropping off the back following a run-in with a metal fence. The car will now be barely running at any kind of speed, but there's still enough horsepower to punish the persistently clumsy driver with the loosening of a bumper. This then drags along the ground, firing a shower of sparks in its wake.



■ Codemasters admits the game is not quite 100% realistic: however many times you flip your vehicle or engage in high speed collisions, you'll never have to retire hurt. This is supposedly to spare gamers that particular frustration, but somehow limping over the line in a time that would embarrass a milk float manages to be even more humiliating.

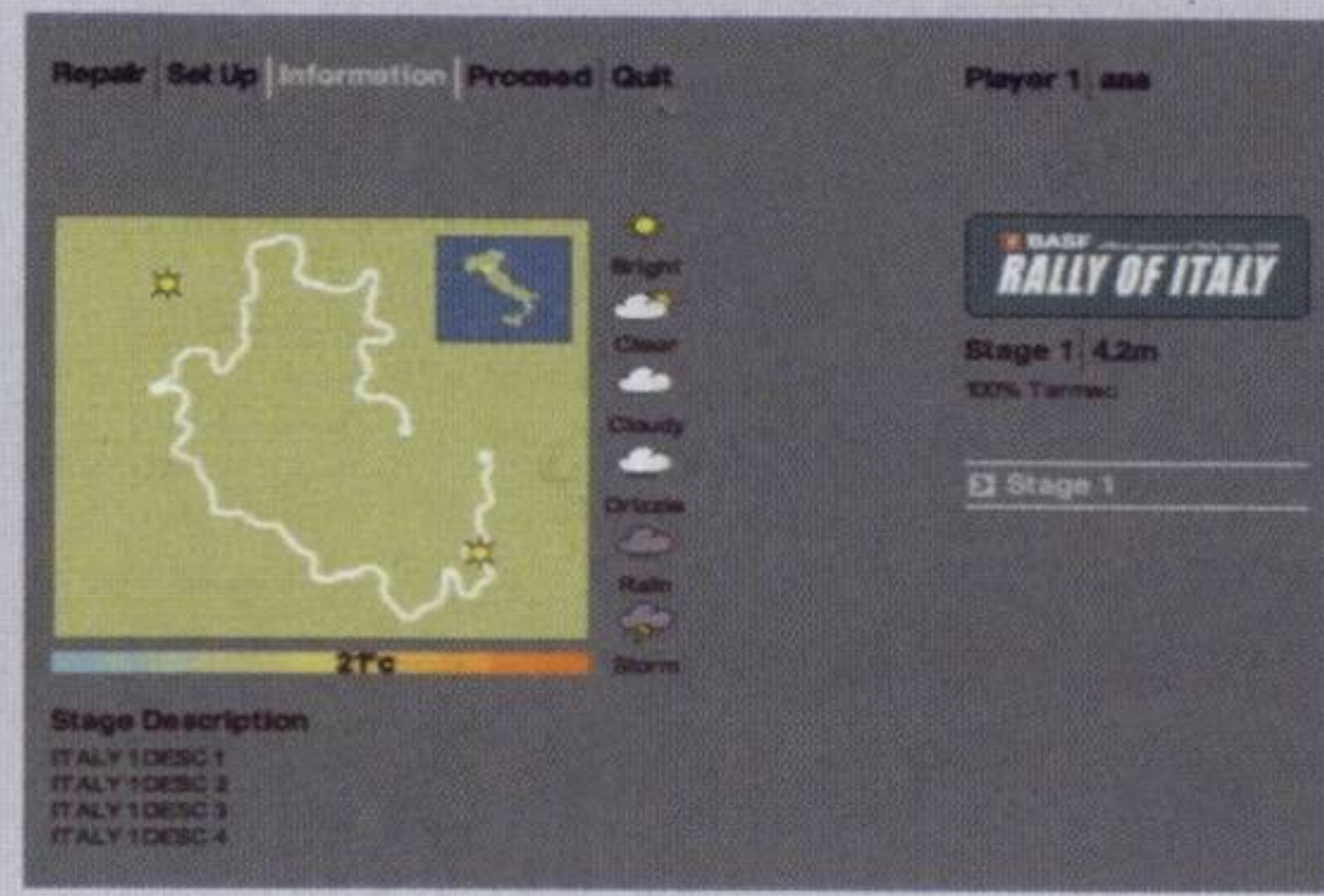
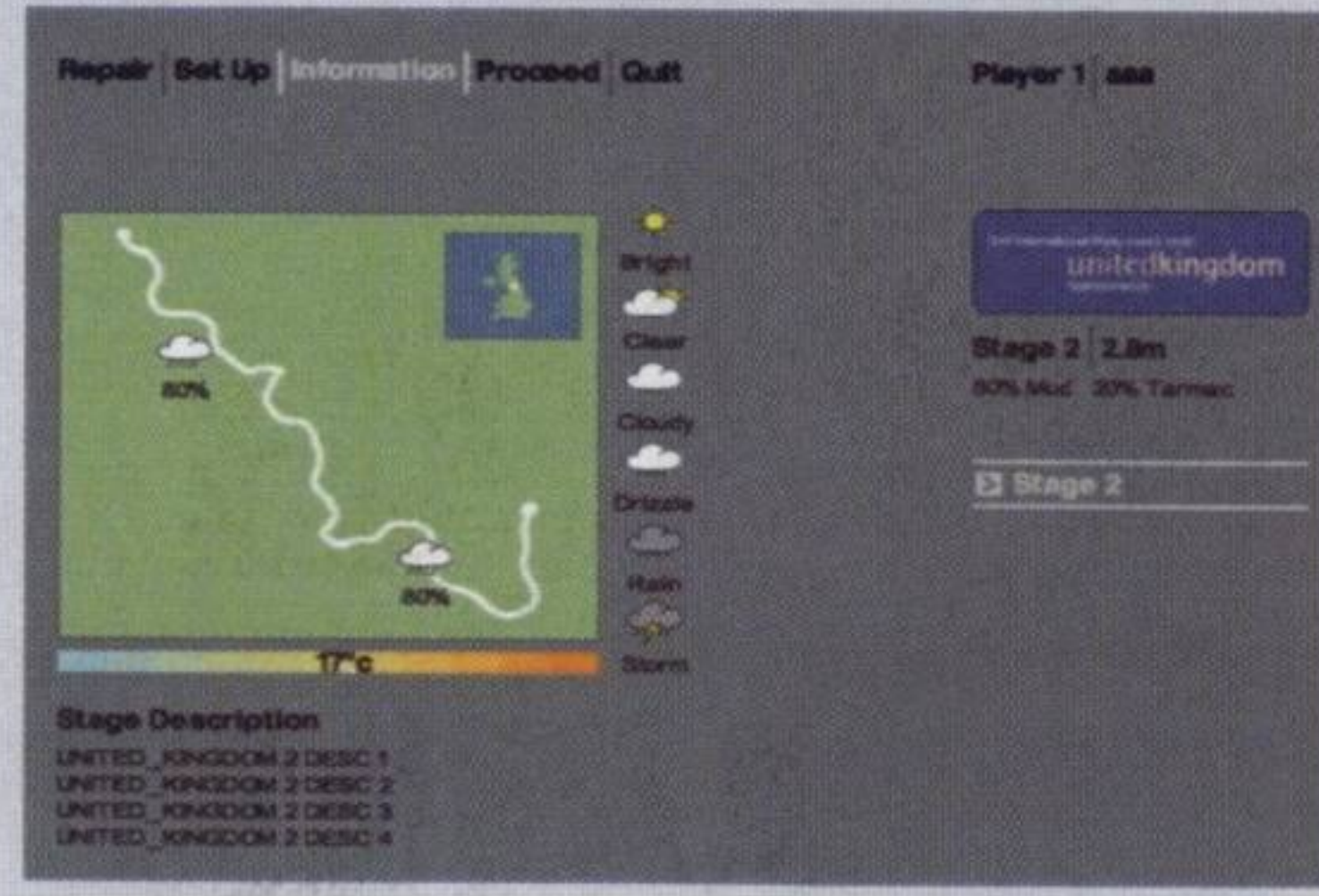


■ Each course comes with its fair share of foolhardy spectators, dying to get close to the action.

Weather with you

■ Turned out nice again. Or has it? That's the thing about weather – it's unpredictable. *Colin McRae Rally 2's* random weather generator is extremely sophisticated, so while it will offer you a brief forecast before each stage, it'll hedge its bets – perhaps only settling on a 70% chance

of rain. The weather is also liable to change, even over the duration of a stage, so you'd better fit those tyres accordingly. Obviously in Kenya it's going to be scorchio the whole time, but the weather generator comes into its own in the UK where your guess is as good as the Met Office's.

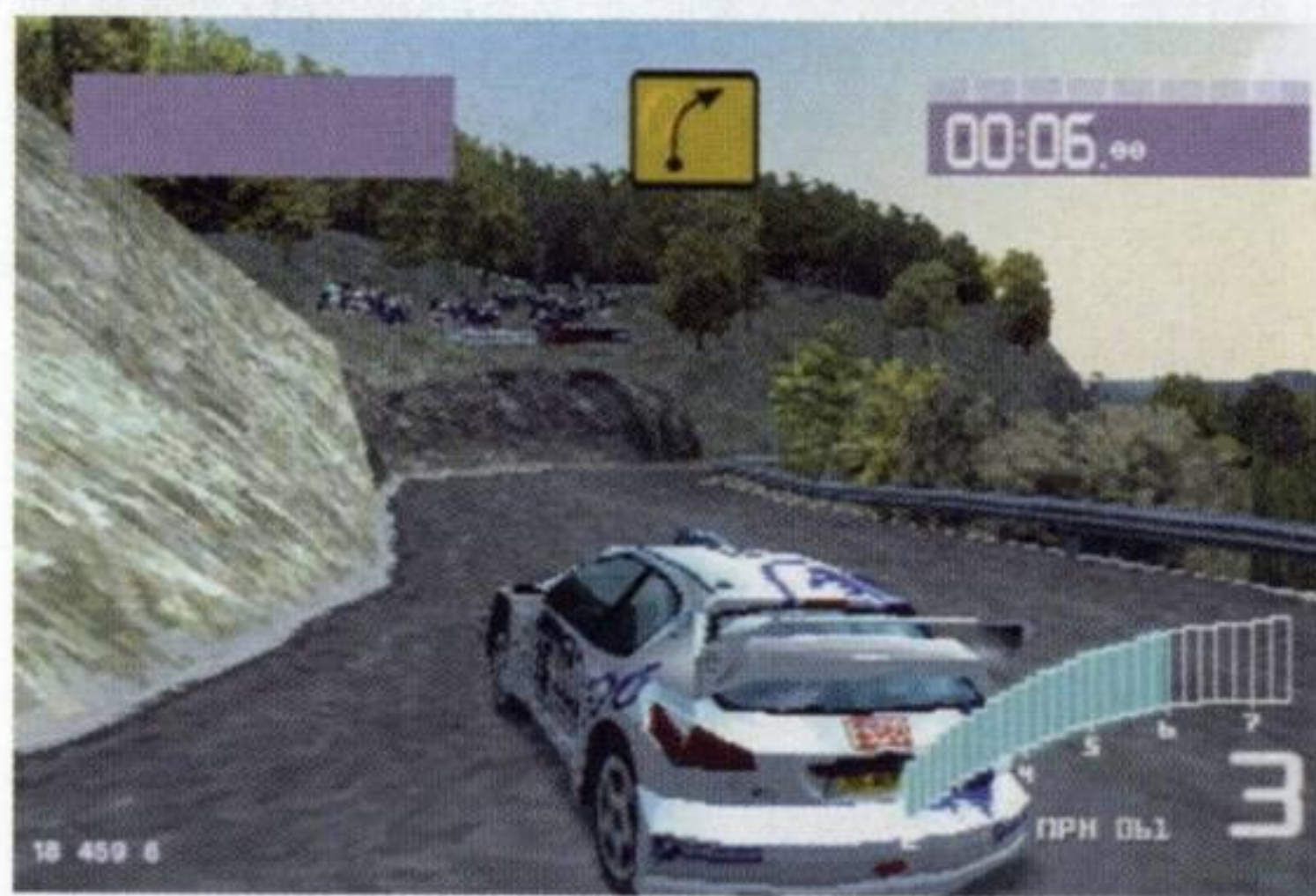


Special livery



■ The eagle-eyed among you may have noticed that Colin's 2000 Ford Focus boasts a few minor changes from last season's model. There's now a lot more blue involved on the back of the car, the Martini logos have been replaced by those of Telefonica MoviStar and

it's now number five, not number seven. The new livery was only revealed just before the recent Monte Carlo Rally, meaning the Codemasters team is still in the process of altering the Focus used in the game, but the all new model will be ready for the game's release.



■ The realism of tyre friction on every surface from Tarmac to ice has been thoroughly researched.

The contrasting road surfaces and fiendish bends should test the mettle of the most accomplished armchair rallyers among you.

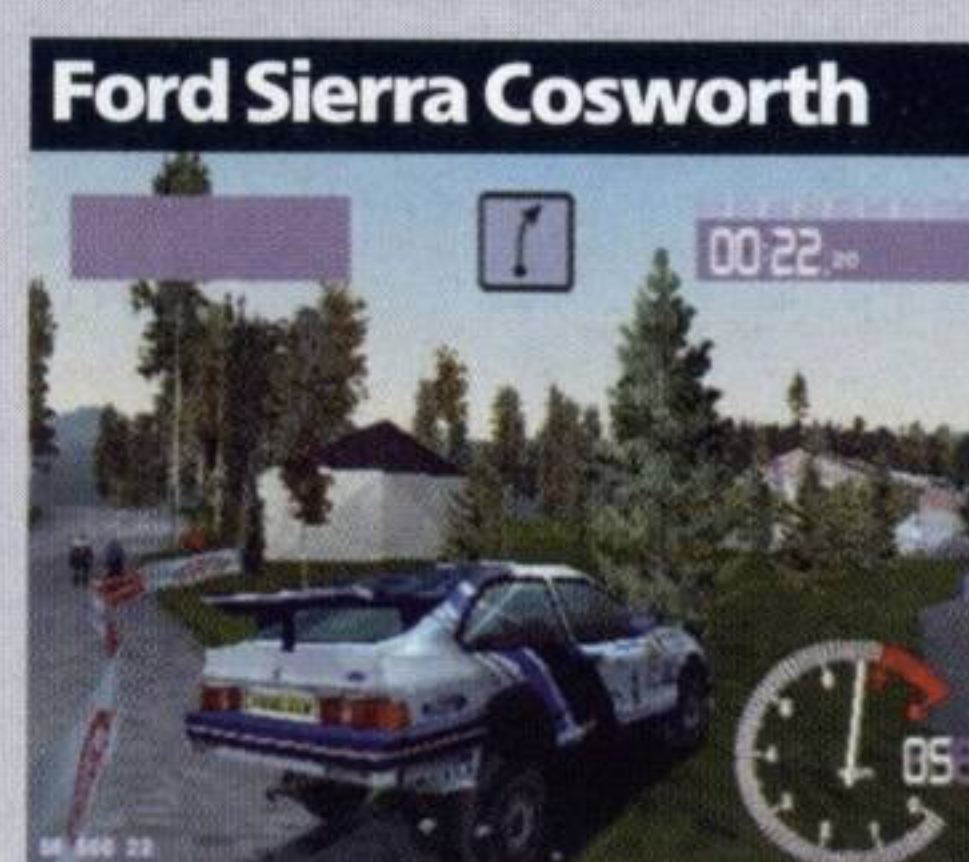
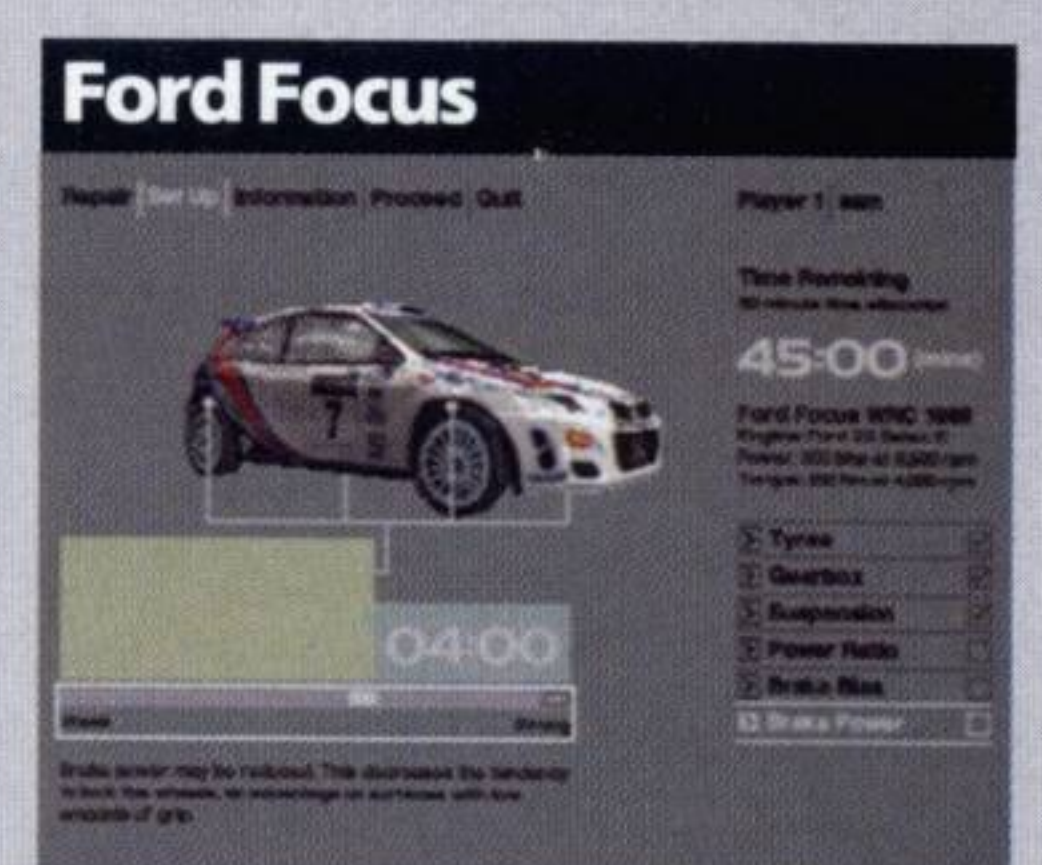
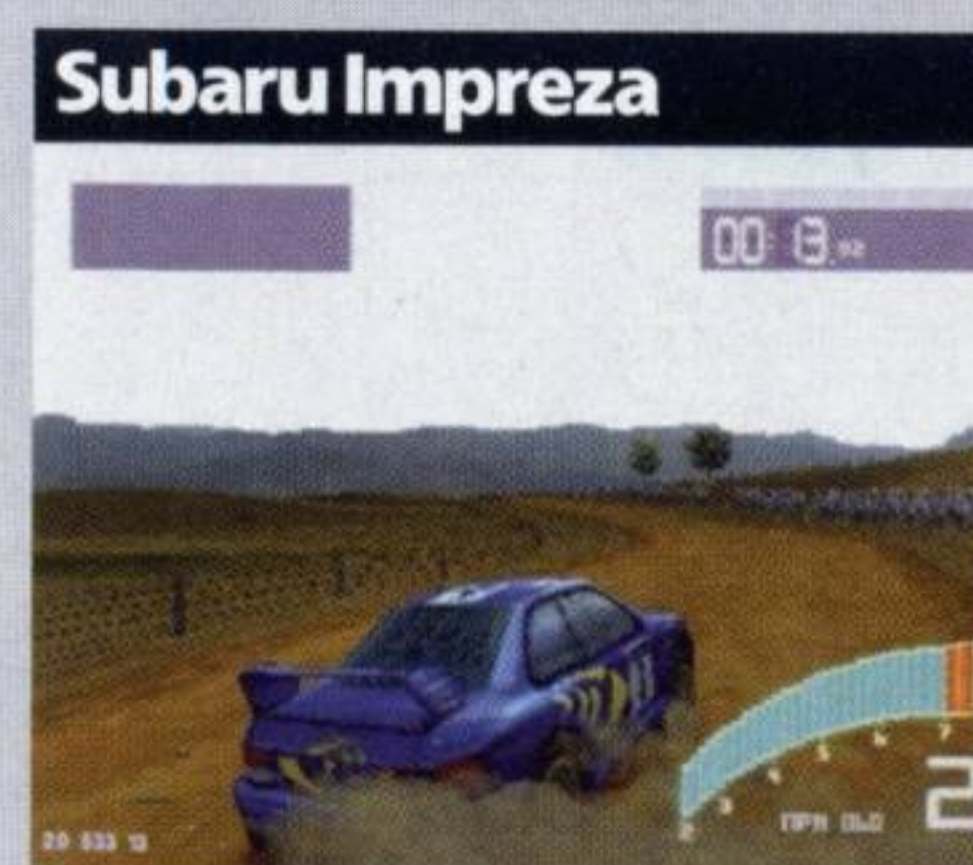
Beyond the basic rally modes, the Super Special stages which proved a hit in the original game return in Rally Challenge mode. Here you get to race against another car (CPU or human controlled) on parallel tracks within a stadium environment.

Colin 2's real coup, though, is the introduction of a fully-fledged Arcade mode which acts as a whole new game. Utilising similar environments to the Rally mode courses, but with specially adapted, looped tracks, you can race against five other cars on the same stretch of road. This is a riot of chrome carnage as rally cars accustomed to solo missions now find themselves fighting for tarmac territory against a pack of snarling opponents. The AI of competing CPU cars seen so far is astonishing. Left to their own devices they will craftily cut in and out of each other's racing lines and mercilessly nudge each other towards ledges and

Four-wheel for real


■ Their Sunday-driving insides hollowed out and replaced with raw, angry power, these are the bit-chomping beauties on show in *Colin McRae Rally 2*. Six are actual 2000 season World Rally Championship models, and six are all-time favourites – including the strange beast

that is the MG Metro 6R4, now banned from the WRC for being too damned powerful. Unfortunately, the Lancia Stratos, Lancia Integrale and Peugeot 205 Turbo 16 were all undergoing last-minute spot checks as *Arcade* went to press. This is how the rest of them line up.

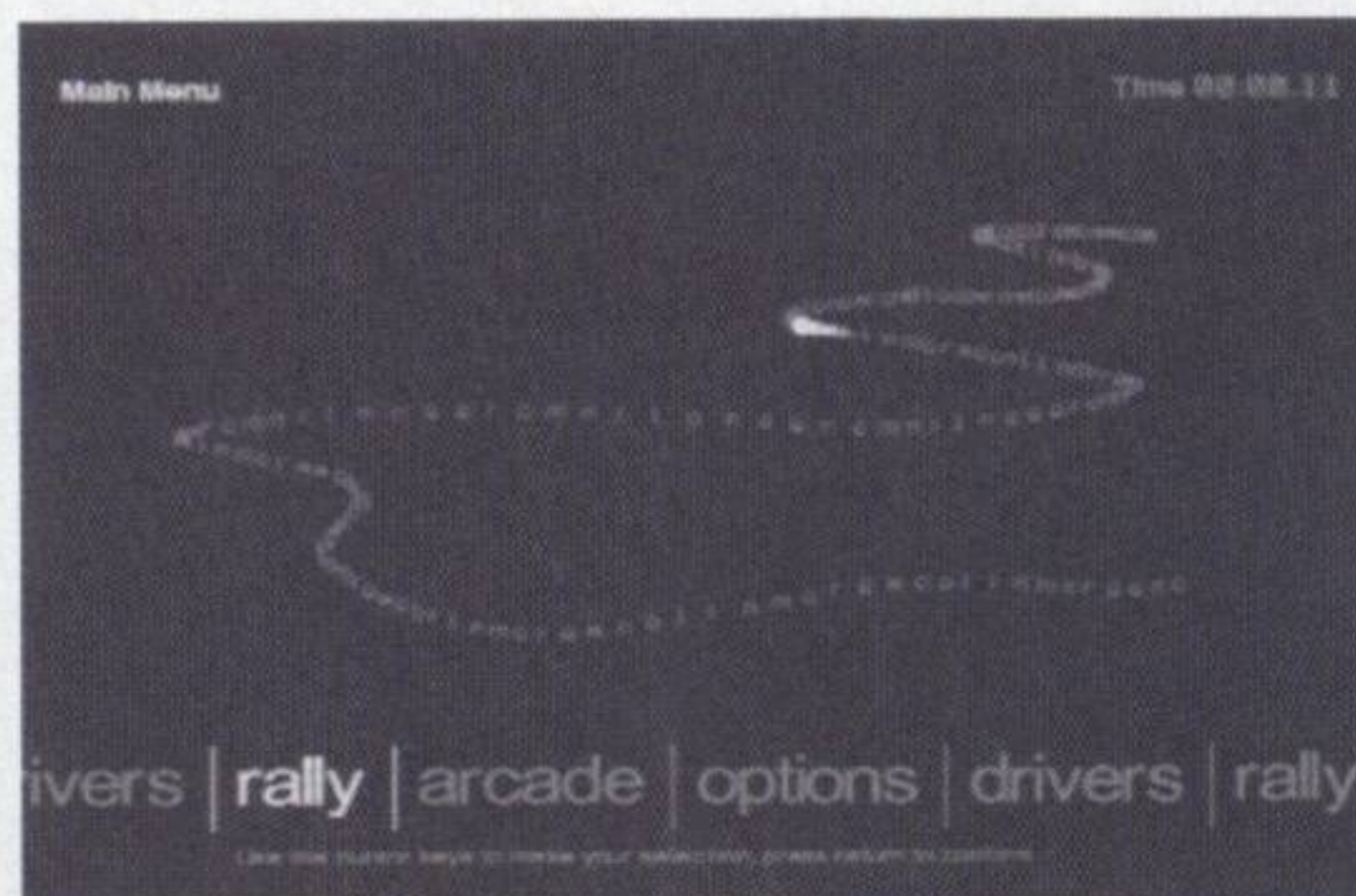


“You can race against five cars in Arcade mode.”

obstacles. They utilise what is called “neural net” AI and seem to learn the best course of action throughout the three laps of a race. This means they are also fallible. It’s always frustrating in a racing game to see CPU opponents pursue a perfect racing line from start to finish, but in *Colin 2* the drivers misjudge bends and are often seen spinning out into the sand. This also means you can’t rely on simply following the CPU cars around the course to discover the ideal route.

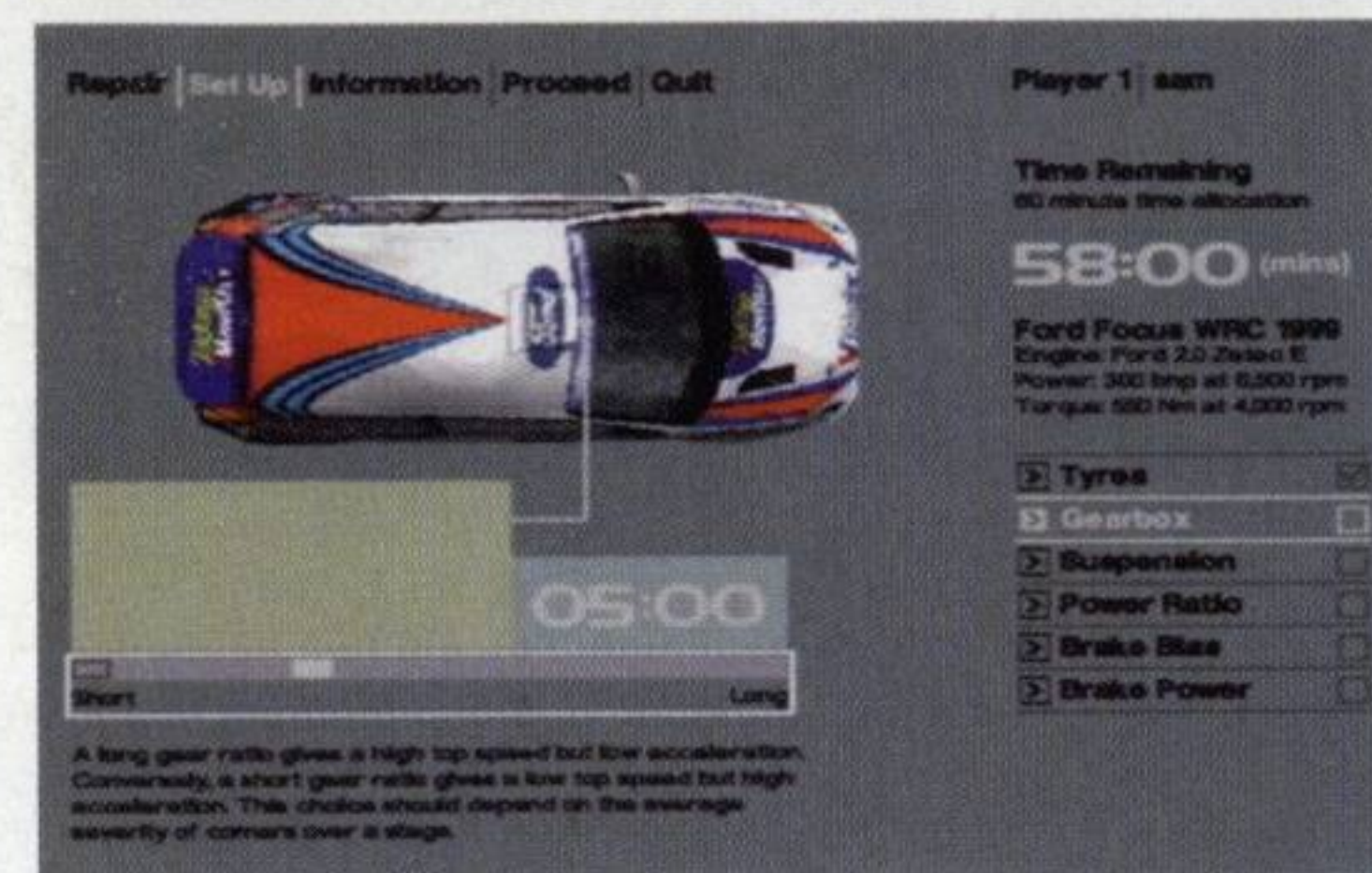
Colin McRae Rally 2 is not reaching any new graphical frontiers, but Codemasters is saving all that for the inevitable debut of *Colin McRae* on PlayStation2, but the team has done all they can to push the existing PlayStation to the boundaries of its technology. All in all, *Colin McRae Rally 2* is a stunning product which should keep you fulfilled long after other rally games have run out of fuel. 

Look at the front end on that!



Blimey, Codemasters has truly been swallowing whole its copies of art mag *Creative Review* and, with a nod to Designers Republic’s work on *Wipeout 3*, presents an entirely overhauled interface to *Colin McRae Rally 2*. As well as looking oh-so modern, the functional chic of the menu screens actually makes it simpler to perform tweaks and repairs to your vehicle. The oppressive technical aura of the first game is replaced by a simple menu for each aspect of the vehicles you

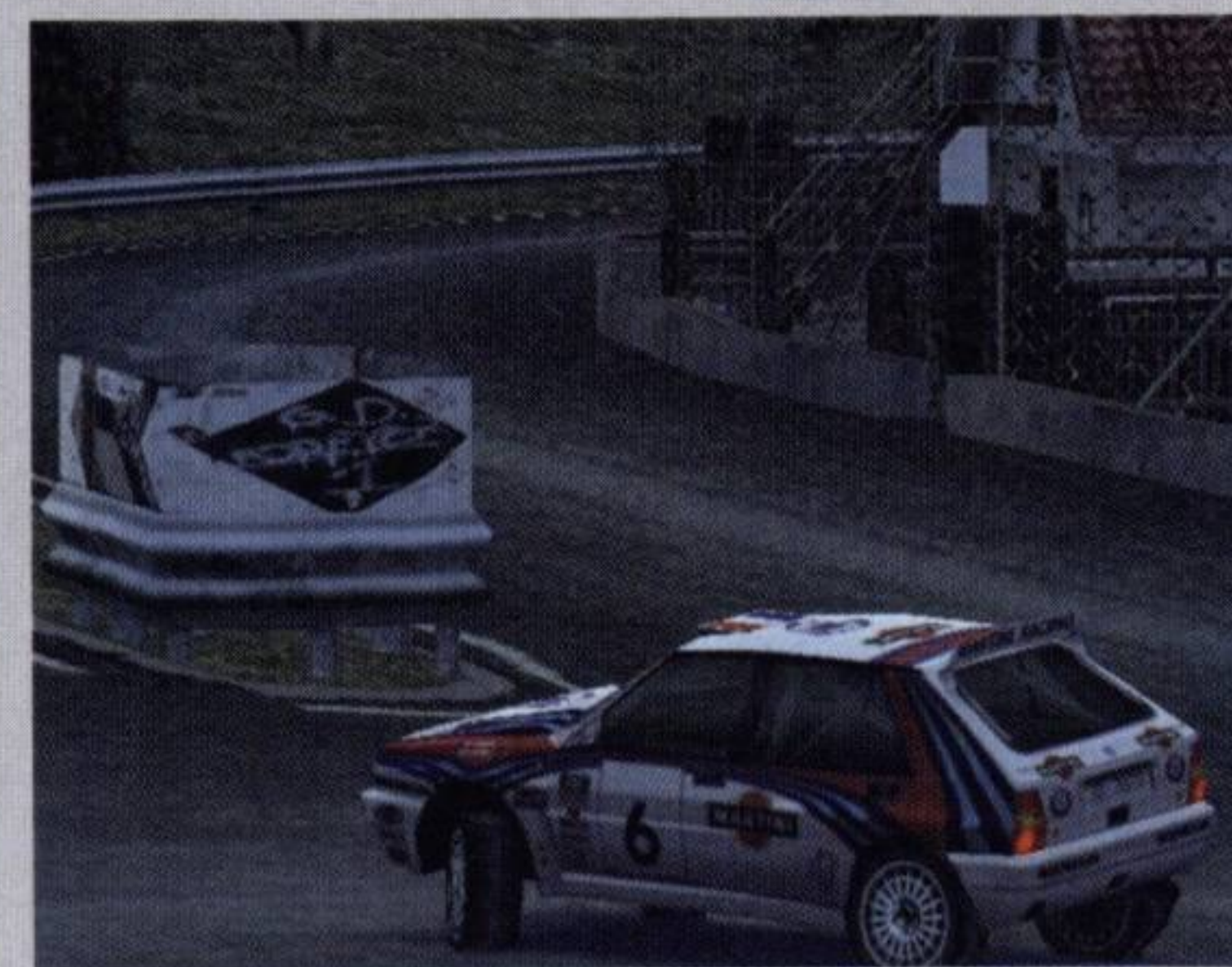
are able to alter, offering non-mechanics a chance to get their hands dirty, but still catering for the spanner-friendly. Aspects such as the suspension and brake sensitivity require the simple movement of a percentage bar, but the results can be significant.



PC polish

The PC *Colin McRae Rally 2* wasn’t stable enough for *Arcade* to sneak a peek, but Codemasters was adamant that it’s exactly the same as the PlayStation version. Except

for the pinpoint sharp PC graphics which will apparently support 3,300 polygons per car. Feast your eyes on these screenshots, and hold on for a full preview soon.



THE GUY BEHIND THE GUY

ARCADE CHATS WITH CODEMASTERS GAME PRODUCER GUY WILDAY AND FINDS OUT JUST HOW DANGEROUS THE SOFTWARE INDUSTRY CAN BE.



Codemasters' Guy Wildday learnt his trade in the UK home software industry of the '80s, before finding himself working on trivia machines for a major coin-op company. When given the chance to return to game software with Codemasters, he jumped at the chance. His first game as producer was *Colin McRae Rally*, and its subsequent massive success was enough to persuade Codemasters to hand him the wheel for the sequel.

Why rallying?

When the first *Colin McRae Rally* was being developed there was nothing like it around. *Sega Rally* was great, but it was very "arcadey". Our philosophy was to convey some of the real excitement of travelling over difficult terrain at very high speeds and to make a more realistic game.

What makes Colin McRae a good name to put on a game?

As well as being the most successful British rally driver of recent times, he's one of that rare breed of sportsmen who isn't interested in doing anything unless it's to the max. He's recognised as the fastest driver in the sport, and he'll always go for a win – it's an attitude which doesn't always pay off, but he does have an aspirational personality.

To what extent does Colin get involved in the game development?

He wasn't so involved in the first game, but after fans across the world kept bringing him discs and game magazines to sign, he realised its popularity and therefore was very keen when it came to the sequel. Co-driver Nicky Grist claims he's always meeting people who complain about some of his calls in the first game, so he was naturally determined to be more involved this time. Colin and Nicky have both got their specific areas of expertise. Colin played through early demos and made all kinds of comments on the surfaces. Simulating Tarmac grip was a difficulty for us, so Colin took me out in the Ford to demonstrate how it feels in real life. Nicky helped us to change the system of commands to something much closer to the technique he uses when racing. He carefully paced through all our invented courses and also verified the accuracy of the landscape. The Ford mechanics team have also been very helpful by providing physics and telemetry information for the Focus. It's been really instructive to get an insight into their work.

Do Colin and Nicky play a lot of games?

They've both got PlayStations, but I'm not sure how much they play given their heavy travelling and work schedules. I think they've played some of the other rallying games but presumably remain convinced that ours is the best.

How realistic can a rallying game be?

For us, it's always crucial to have a balance between realism and a game that's fun to play. *Colin McRae Rally 2* is part simulation, part arcade game. That's why we create our own tracks – it gives us a lot of freedom to tailor the courses for the videogame player. Some real rally stages can be up to 45 minutes long and I think that would be too intense an experience to encounter in the game.

Why did you decide to introduce a dedicated arcade mode?

That's basically a response to the public who asked for an extra, fun head-to-head mode on almost every survey we took. It's what I call the "back from the pub" mode and it gives a new dimension to the game.

What's your favourite feature of *Colin McRae Rally 2*?

I'd have to choose the environmental effects and the time of day/weather

generator, which can now really make a difference to the racing.

What has been the best thing about working on the game?

Definitely the trips in the car with Colin. It's like being in a rollercoaster, except the bloke sat next to you is the driver.

How did you get that scar on your chin?

We were testing with Colin up in Cumbria and I was standing on the outside of a bend. By the end of the day, Colin was really digging the track up and getting down to the big pieces of gravel. Inevitably, one of these rocks, I suppose they were, flew off as Colin was taking the bend particularly fast and it caught me full on the jaw. I was almost knocked out, the whole of my face swelled up and I had to be stitched up by the Ford team doctor in the back of the van. Colin and Nicky thought it was hilarious. **A**

■ *Colin McRae Rally 2* is out on PlayStation in mid-April followed by the PC version at the end of May. *Arcade* will review the completed game next issue.

Driving forces



Colin McRae fact file

■ **Born:** 1968, Scotland
 ■ **Rally heritage:** Father Jimmy McRae was five times British rallying champion.
 ■ **First car:** Talbot Sunbeam.
 ■ **World Rally Championship debut:** 1986
 ■ **Honours:** British Rally Champion 1991, 1992, World Rally Champion 1995 (all with Subaru). Missed becoming World Rally Champion in 1997 by one point. Was awarded the MBE in 1996.
 ■ **Current car:** Ford Focus



Nicky Grist fact file

■ **Born:** Wales.
 ■ **Rally heritage:** First rally in 1982.
 ■ **World Rally Championship debut:** 1984
 ■ **Honours:** Won a number of World Rallies between 1993 and 1996 with Juha Kankkunen in the driver's seat. Joined Colin McRae and Subaru in 1997, finishing second in the World Rally Championship.
 ■ **Current car:** Ford Focus

RALLYING DIRT

ARCADE POPS THE BONNET ON THE WORLD RALLY CHAMPIONSHIP – THE HARD-DRIVING EVENT THAT SPAWNED A VIDEOGAMING PHENOMENON.

On paper, rallying doesn't read like a recipe for motor sport thrills. Take a bunch of the most boring cars money can buy – the Toyota Corolla and the Skoda Octavia, for example. Send them to wet, windy, bleak places like Sweden and Wales. Make sure they're driving on poorly maintained B-roads so they can't go very fast. And start them off one at a time, two minutes apart, so they won't even get the chance to overtake each other.

And yet, anyone who's ever caught the World Rally Championship excerpts on *Grandstand* – or had a go on a game like *Colin McRae* – will testify that rallying is perhaps the most exciting road-based spectacle there is. Drivers like McRae get paid millions of pounds a year and have ladies swooning at their feet. So, er, how come?

The cars, first of all. The slavering, 300 brake-horsepower beasts that frequent the World Rally circuit are a far cry from the humble namesakes they leave behind in Sainsbury's car park. Their bodies are stripped of luxury trimmings, their engines are tuned almost to bursting point, they're fitted with four-wheel-drive and semi-automatic gear changes, and they're strengthened to the point where they

“Rallying could've been designed with gaming in mind.”



■ One of rallying's top cars, the Ford Focus, also the car of a certain Mr Colin McRae.

can be driven into a tree at 100mph without the driver so much as biting his lip. In fact, it isn't unusual to spot a driver and his co-driver enlisting the help of nearby bobble-hatted spectators to roll their stricken car off its roof and onto its wheels, knocking out the remains of the windscreen and carrying on to put in a creditable time. As for the roads, well, the bumpier and muddier the better. The

in-car camera on telly gives you a taste of what it's like to be hammering through a Finnish forest down a track not much wider than the car itself, leaping over hill-crests and slewing gloriously around gravelly hairpins.

And as they progress through the year's 14 events, the drivers must get to grips with everything from snow in Sweden to desert sands in Kenya. And rather than the two-hour

Anatomy of a rally car

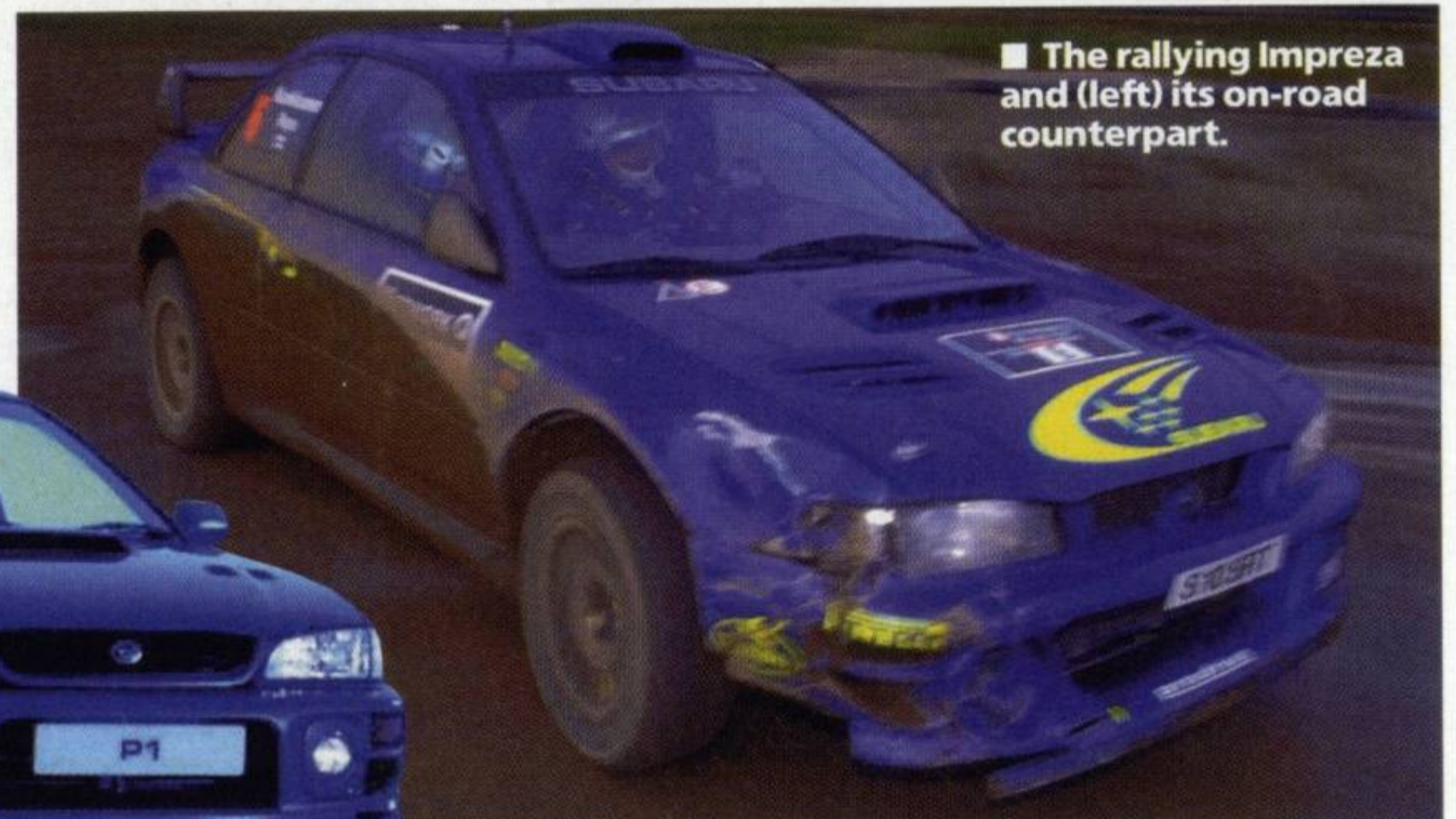
Rally law requires all WRC contenders to be based on standard road cars. You can rest assured, however, that a fair bit of spanner-work goes on under the bonnet. Here's what lurks beneath the skin of Richard Burns's Subaru Impreza:

Engine: 1994cc, turbocharged flat four-cylinder
Maximum power: Power 300bhp @ 5,500rpm
Clutch: Electro-hydraulic gear change and auto clutch
Transmission: 6-speed manual / semi-automatic SportShift
Drive System: 4 wheel-drive with electro-hydraulically controlled differentials

Brakes: Ventilated disks with four-pot callipers (water-cooled for asphalt)
Acceleration: 0-60 in four seconds
Maximum speed: 160mph

Fancy one? In fact, Subaru sells a road-going Impreza that isn't a million miles removed from its sporting cousin. With 218bhp the 2000 Turbo is almost as frisky as the real thing, and can be yours for just over £20,000. Or, if you like, there's a slightly more powerful RB5 special edition,

named in honour of Mr Burns. But the closest of all to the real thing would be the 280bhp Impreza P1, out in March in a limited run of 500.



■ The rallying Impreza and (left) its on-road counterpart.



■ 1999/2000 Ford team, with Colin McRae (second left).

endurance trials of Formula One racing, rallying is all about quick bursts of adrenaline. Each event is split into 20 or so stages, each lasting just a few minutes. (Is this sport sounding more and more like it was designed with gaming in mind, or what?) A driver's success is measured by adding all his stage times together. And the cars travel from stage to stage on public roads, making rallying the only major motor sport in which the cars must be fully street legal.

This, by the way, merely covers the World Rally Championship. Rallying actually exists in a bewildering array of forms, from the front-wheel-drive Kit Cars of the British Rally Championship to the loony Citroen Rallye Raids of the Paris-Dakar. But it's the Group A cars of the World Rally Championship, run on multi-million-pound budgets by major car manufacturers that tend to grab the headlines and star in the games. Monsters like the Subaru Impreza, which achieved the unlikely feat of making Subaru a desirable badge to have on the front of your car. And the Mitsubishi Lancer, driven to championship victory last year by Finland's Tommi Makinen. And, of course, there's the Ford Focus of



■ Now this is more like it! Spot the amateur photographer about to be drenched in mud.

Britain's own Colin McRae. Colin bagged the World Championship in 1995 driving a Subaru Impreza, the keys of which he has since passed to fellow Brit Richard Burns. He moved to Ford in 1999 for an obscene salary – £10 million for a two-year contract has been rumoured – where he met with mixed results in his first season. Colin's a driver with a reputation for flaying cars to within an inch of their lives, and his one or two superb wins were eclipsed by a catalogue of prangs and Focus teething problems. This year, though,

“Colin bagged the championship in 1995 in a Subaru.”

Scotland's finest is predicted to be back on form, despite a poor start at Monte Carlo.

But Colin will have to go some to beat Makinen, who's already on course to clinch a record fifth championship. Finns seem naturally predisposed to rallying, growing up as they do amid a perfect training ground of muddy forests. If it's any consolation, despite its Japanese name, Makinen's Mitsubishi – in common with most rally cars – is race-prepared here in Blighty.



■ The Mitsubishi driven by reigning World Rally Champion Tommi Makinen.

World Rally Calendar

■ If you feel like donning a bobble hat and hanging around in forests with a flask of tea*, here's your itinerary for this year:

21-23 January	Monte Carlo
10-13 February	Sweden
25-27 February	Safari
17-19 March	Portugal
31 March – 4 April	Catalunya
12-14 May	Argentina
9-11 June	Acropolis
14-16 July	New Zealand
18-20 August	Finland
8-10 September	China
29 September -1 October	Corsica
13-15 October	San Remo
10-12 November	Australia
24-26 November	Britain

■ *Or you could watch the highlights on BBC TV's Grandstand on the weekend after the event.

HOOHAY FOR McRAE!

MASTERS AT WORK

UK-BASED CODEMASTERS IS CURRENTLY ONE OF THE WORLD'S HOTTEST DEVELOPERS, AND THE COMPANY HAS PLENTY PLANNED FOR 2000.

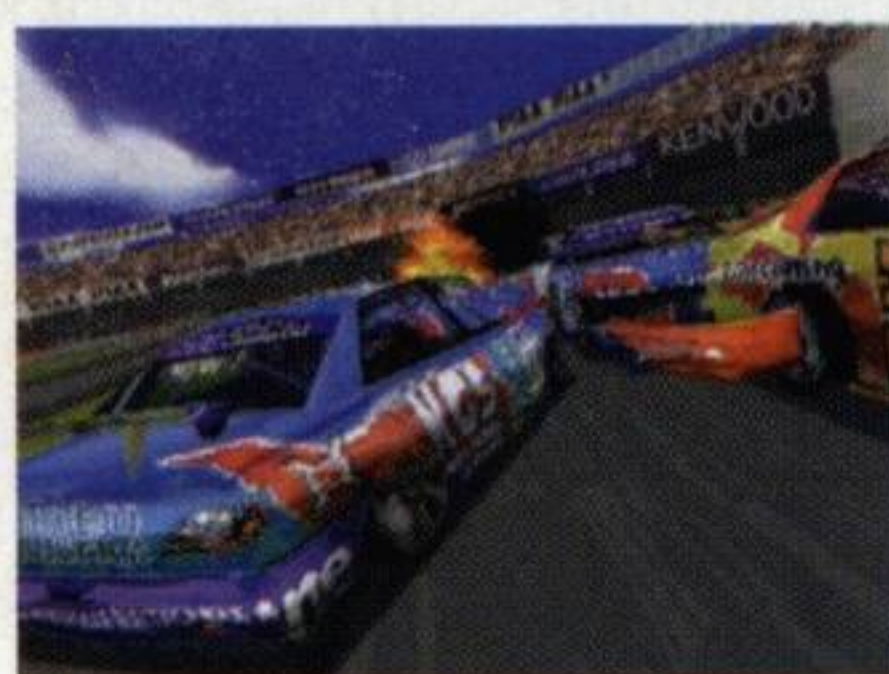
WTC WORLD TOURING CARS ■ PLAYSTATION/PC ■ MAY

As progressions go, Codemasters' morphing of its best selling *TOCA* series into *WTC World Touring Cars* is a massive step forward. While the basic touring car premise remains, the new global licence opens up new tracks as players are invited to test their skills across some of the world's hottest circuits.

As such, gone are the challenging but slightly similar UK courses, in favour of 23 tracks from around the world. Five continents provide the backdrop to a game that offers a considerable challenge, with PlayStation and PC drivers moving from Europe through to North America, South America, Australia and Japan, including visits to the tortuous Hockenheim and Buenos Aires courses. Not only does this mean the game is truly international, but allows Codemasters' artists to add variety to the already impressive series.

The *TOCA* series has always been perceived as a more realistic driving experience than, say, *Gran Turismo*. *WTC World Touring Cars* continues this trend with a total overhaul of the *TOCA* engine. It boasts an all-new 3D engine designed to ensure the game's handling is up to scratch. The grandiose-sounding "momentum prediction engine" should boost the handling of the game's 40 cars.

While *WTC* can still be played as an arcade experience, you can opt for a full championship season and maximise the potential offered by different Peugeots, Toyotas and even Volvos. The new engine also contributes to a higher level of AI in the 15 CPU-controlled drivers, with wheel locking, intelligent over-taking and deliberate scrapes by competitors adding to the challenge. Add to this improved graphics, which have been reworked to reflect crash damage and weather conditions, and Codemasters could have a possible summer big hitter.

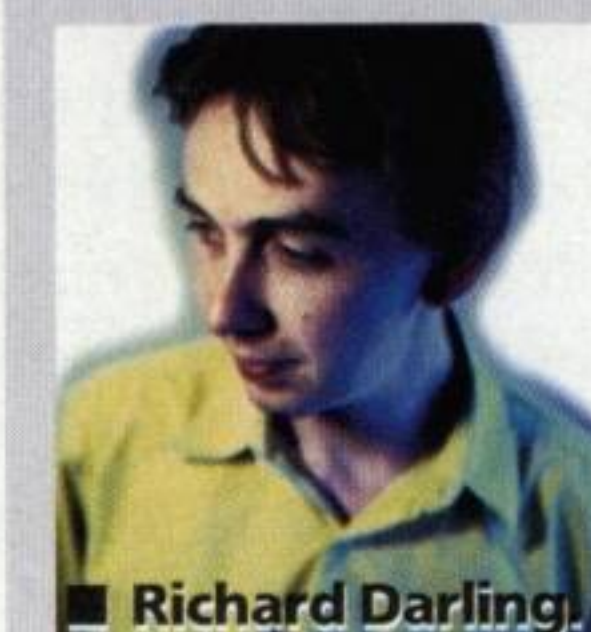


■ *WTC World Touring Cars* is graphically several leagues beyond *TOCA 2*.

■ The driving style won't be quite as demanding as previous *TOCA* games.



Codemasters: the story so far



1986: After several years writing games, Richard and David Darling set up Codemasters in converted farm sheds. Its first title, the £1.99 *BMX Simulator*, goes straight to number one.

1987: Following the success of *Dizzy* – an egg-shaped hero starring in a series of arcade/adventures – Codemasters leads the budget title market.

1990: Invents the Game Genie cheat cartridge. Nintendo slaps an injunction on Codemasters. *Micro Machines* is released for Nintendo's NES format.

1991: Codemasters wins case for Game Genie.

1993: Codemasters enters MegaDrive market with *Micro Machines*, which hits top spot. Legal go-ahead to make own MegaDrive carts.

1994: *Brian Lara Cricket* goes straight to number one and stays there for 11 weeks.

1995: *Micro Machines 2* released for Mega Drive.

1996: Launches *Pete Sampras Tennis* on PSX.

1997: *Micro Machines V3* on PlayStation. *TOCA Touring Car Challenge* sells 2.5 million in Europe.

1998: *Colin McRae Rally* sells 1.7 million in Europe and Japan. Signs Jester Interactive – its first external development company. *Music Creation* for the PlayStation. *Brian Lara Cricket* hits PlayStation and PC. Goes to number one.

1999: Announces *Colin McRae Rally 2* and *Prince Naseem Boxing*. Turnover hits \$100million. Signs PlayStation2 publishing deal. Releases *LMA Manager*. Buys US development team.

2000: Signs Dreamcast and Game Boy Color deals. Old sheds now contain more than 300 people.

World Championship Snooker



■ **PlayStation/PC**
■ **April**
■ While Virgin may have Jimmy White adorning the box of its *Cueball* title, Codemasters has gone one better and signed a deal with snooker's Players Association, which gives it the right to use most of the game's big names in *WCS*. Stephen Hendry, Dennis Taylor and Ronnie O'Sullivan are all included in this promising 3D simulation.

Micro Maniacs



■ **PlayStation/PC**
■ **April**
■ The latest evolution in the *Micro Machines* franchise sees Codemasters move away from the traditional tiny cars and boats in favour of small, fast running creatures. The *Micro Maniacs* of the title scoot around a succession of everyday locations in a frantic race to the finish. Its familiar fare but, as with all *Micro Machines* titles, is eminently playable – with the wee running creatures adding a host of new special moves to the proceedings.

Insane



■ **PC/PlayStation** ■ **TBA**
■ Another addition to the 4x4 racing fold, *Insane* lives up to its name. A wealth of intricately designed dirt tracks throw up numerous chances for you to roll your expensive truck as you rush to the finishing line. Development is leading on PC, which promises online and LAN play, marking a welcome addition to the driving genre to the online sector. No sign of the PlayStation game as of yet.

Prince Naseem Boxing



■ **PlayStation/PC**
■ **TBA**
■ Originally due for release in November, *Prince Naseem Boxing* has been back to the drawing board more times than its leopardskin-wearing star has been in the ring. With the original version deemed shallow, the game has been reworked to add more depth. Naz now faces new contenders for his belt with *Ready 2 Rumble* and *Victory Boxing 3*, casting doubts over the success of what was an initially promising title.

Pro Pool



■ **Game Boy**
■ **May**
■ *Pro Pool* marks Codemasters' first move into the Game Boy market. The game uses the familiar bird's eye view of a table, with the overall emphasis on arcade immediacy. In many ways it is reminiscent of the old *Side Pocket* coin-op, with a simple control system allowing for trick shots, added spin and acute angles. Six game styles have been implemented, including nine-ball and US and UK rules.

PlayStation **Power** HAS...

⚡ **MORE REVIEWS**

⚡ **MORE TIPS**

⚡ **MORE PLAYSTATION 2**

⚡ **MORE PAGES**

AND A NEW NAME...



**ONLY
£2.95
WITH A FREE
RECORD BAG!
BONUS!**

POWER

THE PLAYSTATION MAG

STILL BRITAIN'S BIGGEST
SELLING INDEPENDENT
PLAYSTATION MAGAZINE

OUT NOW!

INSERT COIN

Words | Sam Richards

THE FATE OF THE ARCADE IS IN QUESTION. AS COIN-OPS LOSE GAMERS TO CONSOLES AND REVENUE TO TOUCHSCREENS, CAN A MOTLEY CREW OF FIREFIGHTERS, FISHERMEN AND FLEET-FOOTED DANCERS SAVE THE DAY?

PHOTOGRAPHY: RICK BUETTNER



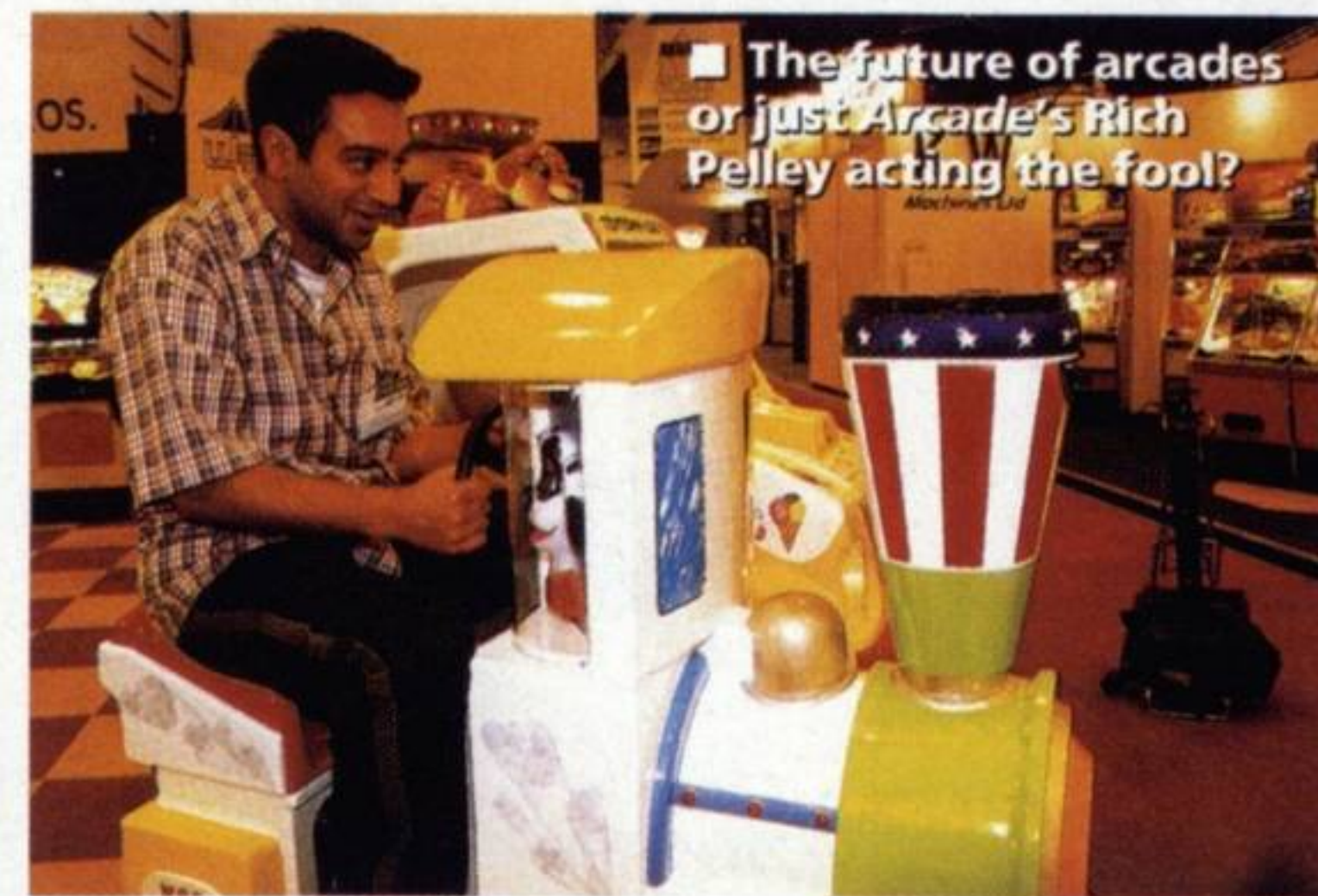
■ *Silent Scope 2's* huge sniper controllers are one method of staying ahead of the rapidly-advancing console market and keeping the arcades packed.



■ Sega's ATEI show stand was crammed – but it was very small.

INSERT COIN

10 PENCE
1-PLAY



■ The future of arcades or just Arcade's Rich Pelley acting the fool?

“When was the last time you spotted a coin-op in a pub?”

So, is the coin-op game industry in trouble? *Arcade* would like to bring you the facts and figures, but evaluation of the current state of UK arcades is hamstrung by the secretive operations of the business. It's still very much a cloak-and-dagger industry into which the most tentative probe threatens to reveal tales of money laundering and mob association. Perhaps this is no surprise in a cash industry which retains strong associations with gambling, but it's increasingly hard to reconcile the high-profile PlayStation generation with images of swarthy characters passing each other brown envelopes in dark alleys.

Undoubtedly, the major coin-op manufacturing companies are attempting to clean up the image of the arcades; hence Konami's so-called Bemani rhythm action games and Sega's penchant for public service sims, casting the player as firefighter or ambulance driver. Still, even if the stories of gang involvement and organised crime are in the past, the hangover from those days still exists. The UK coin-op divisions of such established companies as Sega and Konami are still distant from the home software divisions, despite console conversions, and they have no public relations wings to speak of. The lack of pre-release promotion is the reason why you rarely get to hear about

games before they appear in the arcades and the shady operations of some arcade owners is why you're never sure which machines are going to turn up in which locations.

So while it's difficult to glean anything from the industry itself, its very reticence is indicative of its failure to compete against the home console revolution. The evidence is there for all to see. Last year, Segaworld's flagship Piccadilly site was taken over by the company which owns the adjacent arcade. London's Namco Station is struggling. Game-only arcades are on the wane. And when was the last time you spotted a coin-op in a pub?

The recent ATEI (Amusement Trade Exhibition International) show at London's Earl's Court emphasised this instability, with the smallest and oddest range of new coin-ops seen for years. Even though companies were displaying existing machines as well as brand new models, there were no platformers or adventure games (unless you wish to count Capcom's abominable *Strider Hiryu 2*). The only traditional beat-'em-up was Namco's *Tekken Tag Tournament*. Virtually all the games involved driving, shooting or some other form of overtly physical control. This is in keeping with the two trends shaping arcade gaming: the most profitable locations now being theme parks, bowling alleys and the like, the audience requires more accessible and family-oriented games. The punters also want an experience they can't get at home.

Once, the coin-op market was

dominated by PCBs – printed circuit boards – which could be inserted into all-purpose cabinets, much like slotting cartridges into a giant console, and updated or replaced to accommodate new games. About five years ago, a combination of PCB piracy and the fact that console technology had virtually caught up with the 16-bit boards made PCBs obsolete. Now virtually every game comes in its own dedicated cabinet, which increases the cost for manufacturers, hence the decrease in new product. Now, with the advent of Dreamcast and PlayStation2, console technology is about to catch up again, and overtake the coin-ops.

Sega's current crop of coin-ops (not to mention a number produced by Capcom, SNK and others) are powered by the Naomi board, which is virtually identical to the technology inside the Dreamcast. This has made it convenient when porting games across, but it's obvious that games such as *Soul Calibur* and *Crazy Taxi* actually look better on Dreamcast than in the arcades. You'd also have to pump in more than £100 to a *Crazy Taxi* machine to get as much gameplay time as £40 worth of Dreamcast disc will buy you.

Naturally, the latest rumours suggest that the major coin-op companies are now testing the next generation of hardware. Namco is apparently working with the PlayStation2 board, Midway is continuing to use bespoke PC hardware and Sega has made plans for Model 4, but ferocious competition from the home market will persist. It's getting to the point where arcades are being used to



■ *Brave Firefighters*: fun for all the family.



■ *Crazy Taxi*: It's better on Dreamcast.



■ *GTI Club New Edition*: coin-op gaming at its best.



■ Games at the ATEI show were all free. There's rarely such clamour when they're a pound a pop.

“Competition from consoles is good news for gamers.”

break a game and get some notoriety before its full-scale assault on the console market.

Konami is probably the smartest coin-op company in the UK market. “We are taking chances with the creation of new genres of arcade game,” says marketing manager Lucy Ward. “Players have no wish to play arcade games if their home console is capable of better graphics and sound, which is why Konami will continue to create game ‘experiences’ as opposed to just games.”

These game “experiences” such as *Beatmania* and *Dancing Stage* have proved massively popular in Japan. Suggestions that the Bemani bubble is about to

burst shouldn't worry Konami; the new *Silent Scope* and *GTi Club* games were among ATEI's best. The company is also pioneering Internet challenges where high scores can be entered into an international competition database.

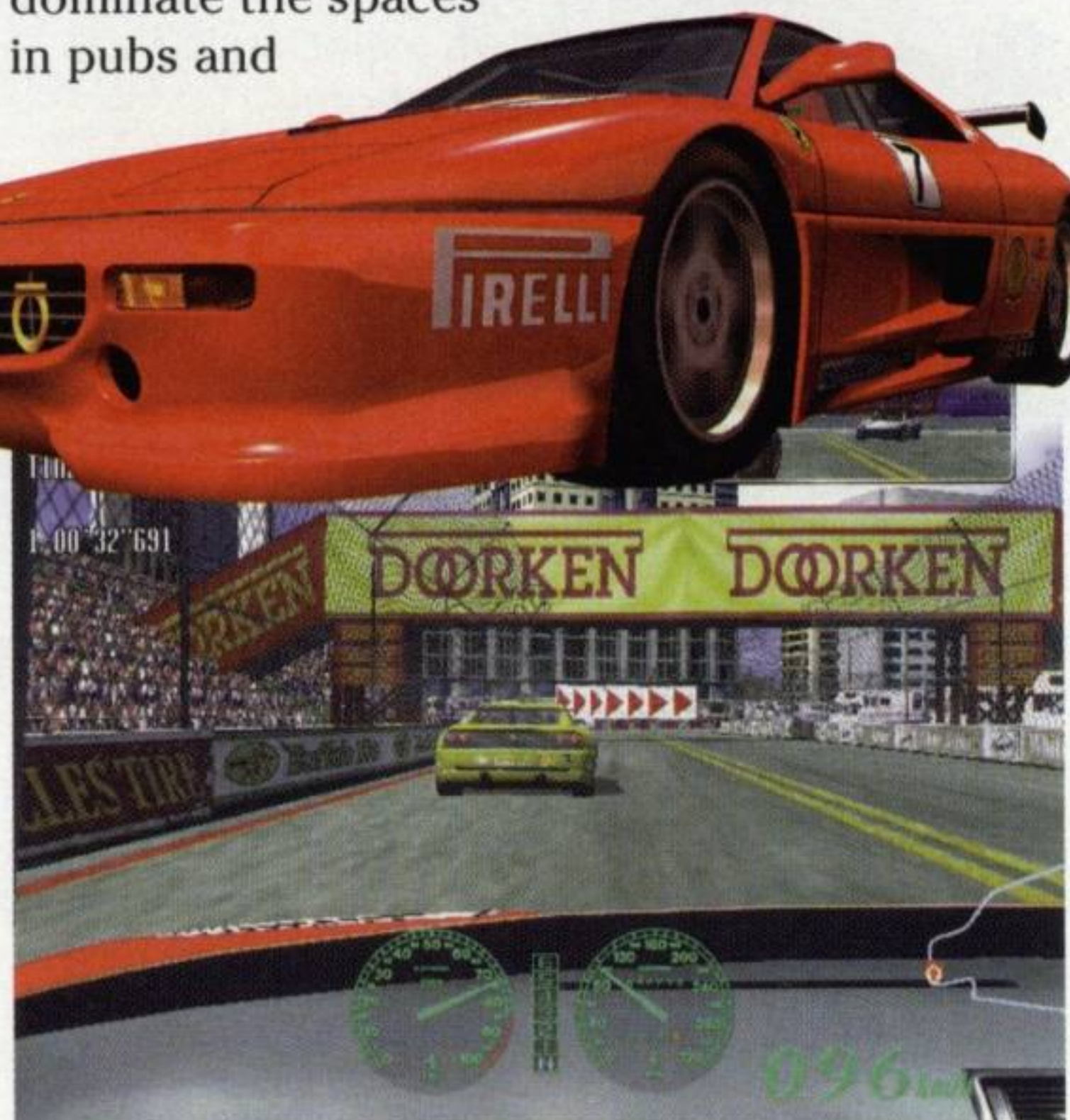
Competition from console publishers is good news for gamers. It's the growing popularity and profitability of cheaper, low-quality games machines which could cause a problem. Touchscreen machines from brands such as Photo Play and Touchmaster were all over the ATEI like a rash. By incorporating trivia, card games, jukeboxes and crap, primitive videogames, and only charging 30p a play, they are seen as better value both for the punter and the operator, who donates less floorspace. The touchscreen machines now dominate the spaces in pubs and

chippies where you would have once seen *Defender* or *Ms Pac-Man* or even *Mortal Kombat*. These machines aren't about to take over the arcades, but they are making large amounts of money. For Capcom, Namco and the rest – as in any business – what matters is the profit margin. Every company with the technology to produce videogame cabinets is greedily eyeing the Touchscreen market. Suddenly, you could find the funding withdrawn from coin-op development to research a more reliably profitable business.

The enthusiasm shown for the new machines at ATEI and the quality and ingenuity of their development proves the coin-op isn't dead yet. The manufacturers are certainly split on the way to go – luxury cabs like *Ferrari F355 Challenge* or more approachable games like *Brave Firefighters?* – but the talent is there. The problem is that in the near future you may have to visit a theme park to play the games. **A**



■ *Jambo Safari*: coin-op innovation at work.



■ *Ferrari F355 Challenge*: Reassuringly expensive.



■ *18 Wheeler*: Trucking great.

CUTTING EDGE COIN-OPS

THE NEW BREED OF ARCADE GAMES AS PLAYED AT THE ATEI SHOW AND COMING TO YOUR LOCAL ENTERTAINMENT EMPORIUM SOON.

Silent Scope 2: Fatal Judgement (Konami)



Everyone loves the bit in first-person shooters when you get to home in on the hapless target with the sniper rifle. No surprise, then, that Konami's super sniper coin-op *Silent Scope* has been a success in the arcades and is now rapidly followed by this fine sequel. One of ATEI's hottest properties, *Fatal Judgement* gives you a far greater sense of plot development than the original, and even an on-screen sniping partner. A wider range of environments from which to pop caps in long-distance ass include Tower Bridge and what looks suspiciously like Windsor Castle. Stand-outs included the theatre

level and the gun-toting opera singer you meet at its conclusion. The opportunity for linked co-operative or battle play between two machines is another advantage and the lack of new gun games all round (possibly due to pressure from the anti-gun lobby in the US) should ensure *Fatal Judgement's* swift adoption by arcades nationwide. Killer. Konami also had the prototype of a new gun game named *Enforcer* on show. A deep cabinet allows you to fire actual pellets at the screen, but this gimmick aside it was nothing more than a pale imitation of Namco's *Point Blank*.



Spawn (Capcom)



It's a sad day when the creators of *Street Fighter 2* are reduced to messy free-roaming beat-'em-ups like this as their major source of new coin-op output. Based on the *Spawn* comics, there's a wide range of characters which provide players with a decent variety of

bare-knuckle or weapon-based moves, but the game is only really enjoyable in a linked four-way deathmatch. Even then it still struggles to match the graphical quality and smoothness of *Power Stone* on the Dreamcast. Does the arcade beat-'em-up die a death here?

World Kicks (Namco)



Another trend of the show was for footie games in which you kicked an actual football attached to the machine in order to power your shots and passes. While the sight of four people stood around a cabinet furiously toe-ending the bolted rubber balls was amusing, the consequent lack of control made for a very scrappy game. Then again, that never stopped people playing *Virtua Striker*.

Grand Touring (Fusence)



From the queue, *Grand Touring* looks superb, because you get to sit in your own personal version of those hydraulic simulator cabs that were all the rage back in 1986. While it does indeed throw you about like an angry *Afterburner* (with a "stop" button built in, just in case you're not man enough), the game is, unfortunately, bollocks. Looking like something you got free with your PC five years ago, *Grand Touring* fails to impress one bit, with rubbish

cars, rubbish scenery, rubbish tracks and rubbish handling, not helped by the fact that the cabinet Arcade bagged stank viciously of BO. This isn't actually a new game and hopes were high to try out *Grand Touring 2* but the cab was out of order. Not a good omen.

18 Wheeler (Sega)



■ Featuring an oversized steering wheel, dangly tassels and – pictures of topless stunnas aside – all the other things you'd expect to find inside the cab of a huge juggernaut *18 Wheeler* is just about as much fun as you expect driving a real lorry to be. The emphasis is not on acceleration, but on raw undisputed car-crushing power. Your enemy is the clock, but the challenge lies in honing

some form of driving skill, something that you're not going to get without investing a pocketful of quids to take you beyond the novelty factor. Still, it's worth it for the satisfying parp of the horn alone.



Quest For Fame With Aerosmith (Namco)



■ Namco's stab at the Bemani genre actually features a bedraggled Stephen Tyler appearing on-screen to whoop his approval at your mistimed mangling of his classic tunes.

With one of you on guitar and the other on drums, you can bash your way through "Eat The Rich" but the badly designed playing interface makes this a poor cousin to *Guitar Freaks*.

Football Power (Gaelco)



Which translates as: much of your time will be spent hoofing the ball up the pitch instead of in a hugely random and unrealistic goal frenzy like *World Kicks*. Penalties are fun, which is just as well seeing as almost every match ends 0-0.

■ Similar to Namco's *World Kicks* in concept, this is only for two players and it's 11-a-side rather than five-a-side, making for a more considered game.

Virtua Tennis (Sega)



■ Easily the best sports game on show at ATEI, *Virtua Tennis* boasts superbly realistic versions of Henman, Philipoussis, Kafelnikov et al allied to the kind genius gameplay which made *Smash Court Tennis* such a console classic. Boasting unusually well-balanced AI opponents, it is hugely playable but conceals a tactical depth to reward the dedicated serve-volleyer.

Pinpoint Shot (Namco)



■ Evidence of Namco's expansion into sideshow-style amusements, this is a plain and simple laser rifle game. Once the excitement of handling an actual rifle has dissipated, you may as well be shooting rubber ducks off a shelf. Is this the future of arcades?

Sega Marine Fishing (Sega)



■ The sequel to *Sega Bass Fishing*, this comes with an even more realistic fishing controller, but thankfully the gameplay is just as fantastic as before. Any

patch of ocean brimming with this level of marine life should be reported to David Attenborough immediately. Because you're out in the briny, there are also a greater range of fish to catch, but some of them wriggle like buggery so, as always, a patient reeling technique is required. Yet again, you find yourself wondering how angling can be made to seem so fascinating.

Brave Firefighters (Sega)



■ Instead of a new *Virtua Cop*, Sega has gone all family-friendly and with this game invents the public service genre. Guns are replaced with hoses in this

on-rails water-shooter which requires you to quench successive blazing scenes within a given time limit. Sharp accuracy is required to target the base of the flames and a water pressure feature acts much like a reload function. Everyone will want to know if strapping on a hose will endear them to the ladies (girls just love a fireman), but a few plays soon reveal it as a hollow novelty and it's just not engaging enough to compete with *Crisis Zone*.

Dancing Stage Euro Mix (Konami)



■ This much-hyped dance-'em-up has been installed in London arcades for a while, but *Arcade* has yet to see anybody but

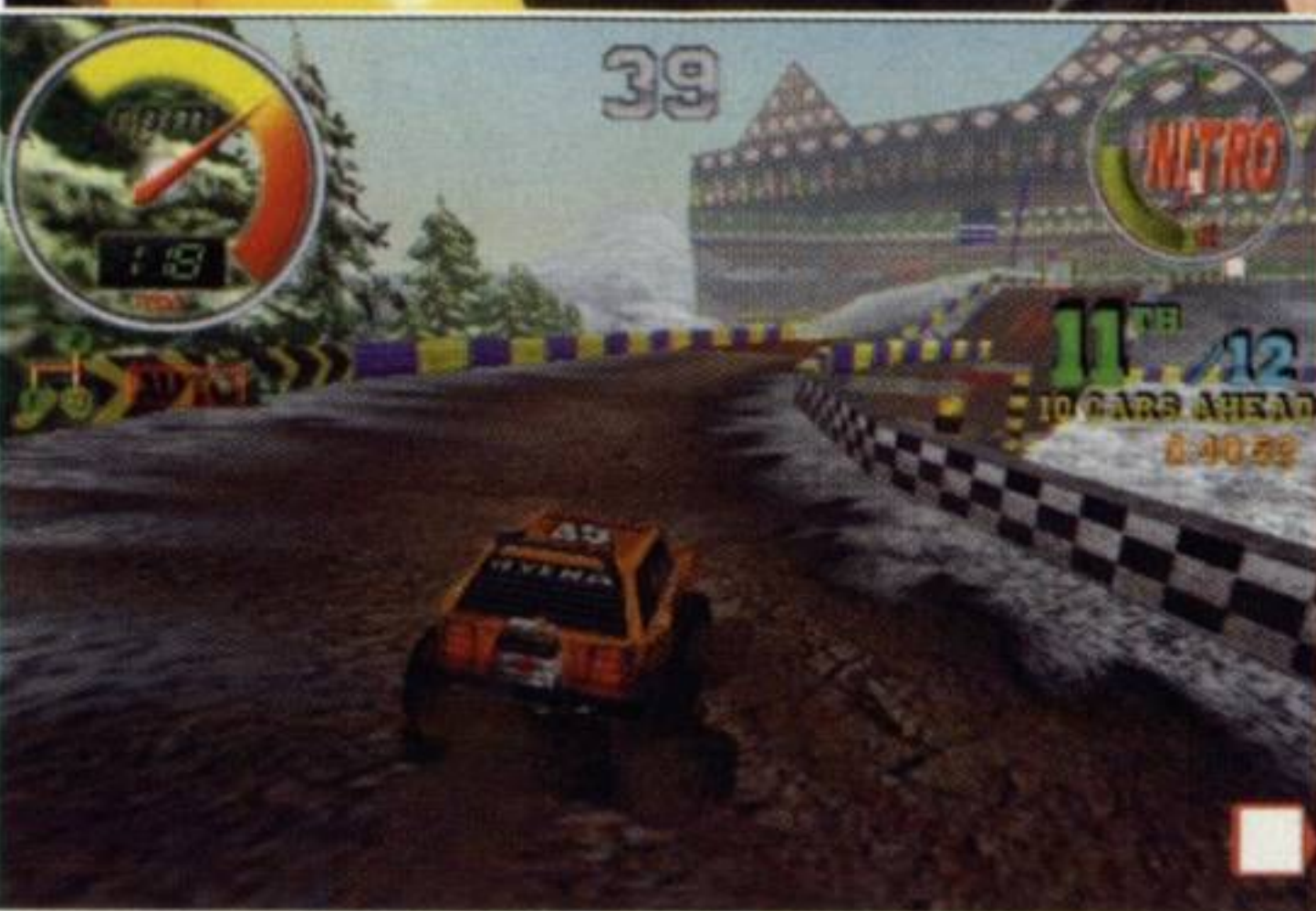
Japanese teenagers and dolled-up promo girls take the floor. This was largely the case at ATEI although a few embarrassed suits took the plunge. So while *Dancing Stage* may be a fun idea in theory, are the British just too reserved to get jiggy on the flashing tiles?

Guitar Freaks 2nd Mix (Konami)



■ The axe-wielding answer to *Beatmania*, this should appeal to the disgruntled longhairs alienated by the turntable massive. The concept is the same – press buttons in time to commands – but the result of lightspeed riffage is actually more satisfying than *Beatmania*'s scratch barrage. The tunes are novelty Japanese cheese, but *Guitar Freaks* is the closest you'll ever get to living out your fretwork fantasies.

Offroad Thunder (Midway)



■ The trucking equivalent of *Hydro Thunder* is a surefire hit and not to be confused by any means with the forthcoming lacklustre Dreamcast game *4 Wheel Thunder*. Tracks are riddled with ramps, shortcuts, secrets and devious bends which your

lumbering vehicles negotiate with the use of outrageous powerslides. The heavy cabinets really give the impression of controlling a monstrous vehicle despite the audaciously unrealistic handling. A riot, particularly in four-player linked mode.

Virtua NBA (Sega)



■ Some pundits were heralding this as the best basketball game of all time, but *Arcade* preferred Midway's gloriously unrealistic *NBA Showtime*. It's just a bunch of gangly Yanks, anyhow.

Power Shovel Simulator (Taito)



■ Whereas coin-op games usually promote wanton destruction, here is a game hellbent on construction. Surely the act of transferring sand from one container to another, especially when this involves a complex double joystick and pedal control system, is just too mundane to contemplate? The bit where you finally got to demolish a house was fun, until you start picking up penalties for carelessness.

GTi Club: New Edition (Konami)



■ Spanking new update to the game which fulfilled everyone's *Italian Job* fantasies. The narrow, winding streets of an unsuspecting Italian coastal resort are host to a rampaging mob of Mini Coopers and other souped-up leisure cars in a race of zero subtlety and infinite thrills. The only gripe is a switch from sit-down to upright cabinet, necessitating the removal of the marvellous handbrake feature. Why?

Emergency Call Ambulance (Sega)



■ Essentially *Crazy Taxi* with the cheeky humour replaced by a disturbing sense of dread and responsibility. An unnecessarily grisly accident scene is played out, after which you are required to speed a critically injured patient direct to A&E. Collisions with vehicles or the scenery hurries your patient's expire. Fail to reach the hospital in time and the screen turns blood red. The stuff of which nightmares are made.

Jambo Safari (Sega)



■ To *Arcade*'s knowledge, the first game which requires you to roam the Serengeti on a convertible jeep bagging wild animals in a large net. The superb vehicle handling is allied to a lasso capture system similar to that of *Sega Bass Fishing* and

ensnaring tigers and ostriches proves to be a thoroughly entertaining experience, although the ethical intentions of the rangers are never quite made clear. Any old ivory?

Ferrari F355 Challenge Twin (Sega)



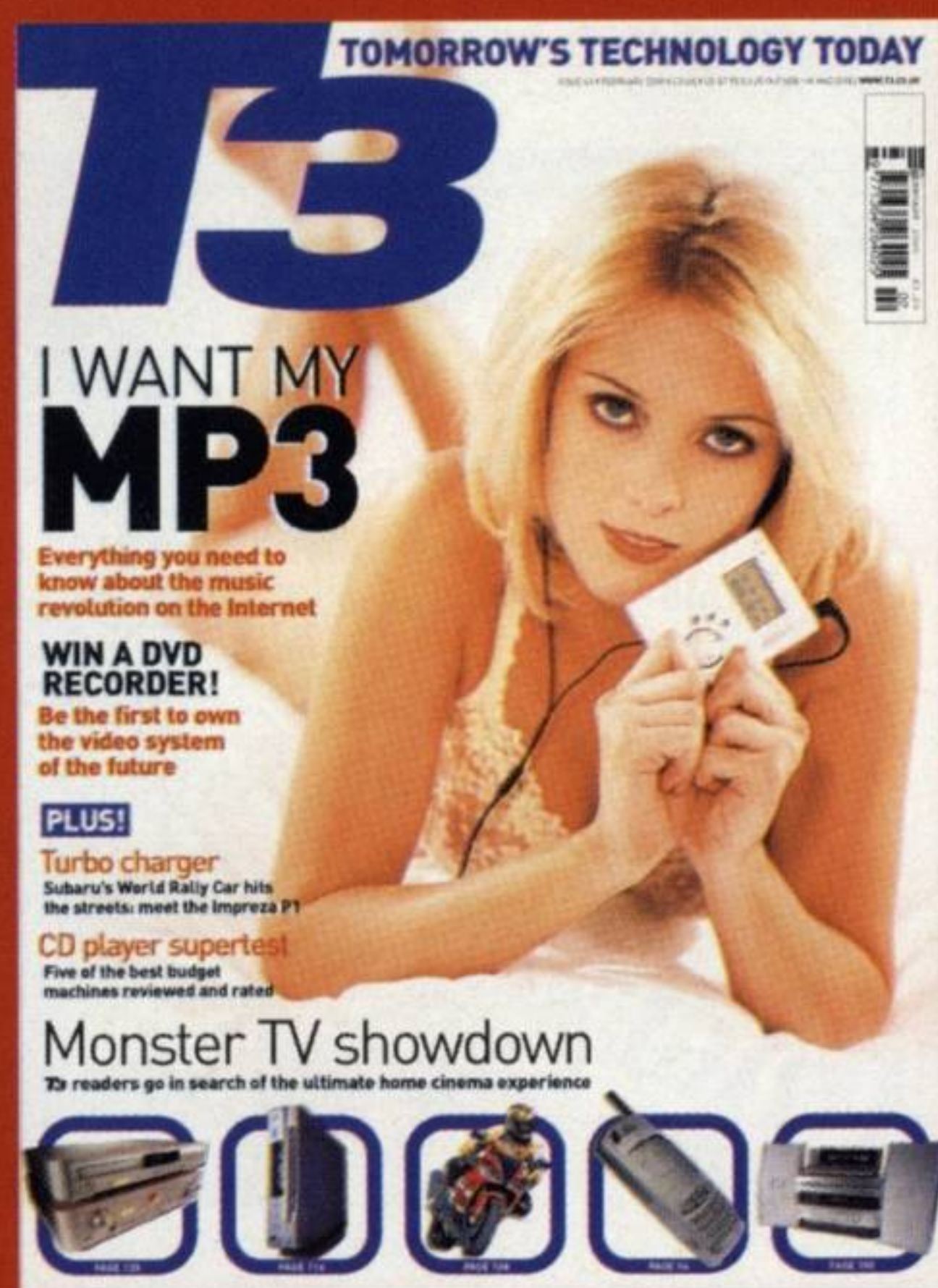
■ The opulent triple-screen *Ferrari F355 Challenge* has been wowing arcaders for a while now, but ATEI saw the debut of its two-player incarnation. Reverting to the single screen, this is still the most challenging and realistic racer available in the arcades, but you can't help thinking that its wealth of options, designed to appease the hardcore racing game fan, would make more sense if it was on the Dreamcast.

T3

TOMORROW'S TECHNOLOGY TODAY

Win with T3!

Collect the first of two tokens in issue 43 to win the world's first DVD Recorder, worth £1,500.



ISSUE 43 ON SALE NOW

Get **THREE** trial issues of **T3** delivered **FREE** for just **£6.95!**

To order call 01458 271161 and quote order code T3KHA. UK only.

www.t3.co.uk



MOBILE COMMUNICATIONS



HOME ENTERTAINMENT



GADGETS



DIGITAL CAMERAS



HI-FI

March 2000



A Review

The Ultimate Game Buyer's Guide

INSIDE...

Colony Wars 3:
Red Sun

The Sims

Soul Reaver:
Legacy of Kain

Ehrgeiz

South Park Rally

Rayman 2

Hydro Thunder

Final Fantasy 8

Revolt

Grandia

Beatmania

PAGE 74

ROLLCAGE STAGE 2

DRIVE YOURSELF UP
THE WALL... AGAIN.

36
GAMES
REVIEWED!

PLUS! VIDEOS/BOOKS/MUSIC/COMICS/INTERNET/TOYS/GAMES
ACCESSORIES/CD-ROMS/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. *Arcade* says: don't buy it.
- * Awful. Avoid at all costs.

New PlayStation Games



Game info

- Publisher: Sony
- Developer: Attention To Detail
- Price: £30
- Release date: 18 February
- Players: 1-2
- Extras: on sale now

Arcade
PlayStation
Game of
the Month

ROLLCAGE 2

ROLL OVER LOVE, LETS HAVE ANOTHER GO.

The entertainment industry is a funny thing. Increasingly, it isn't always those who deserve the fame, adoration and money who end up rolling in the stuff. Just look at the pop charts. Is it fair that pretty-boy pap like Westworld, A1 and Adam Rickett get to belt out songs they haven't written, while rubbing oil into their man-breasts and employing a lackey to carry their wedge around? There are plenty of talented bands more deserving of the attention. But, of course, kids being kids, they care little for the hardworking, original bands with ugly singers, regardless of the music. The kids want their bands to be heavily-marketed, airbrushed, safe and sugary.

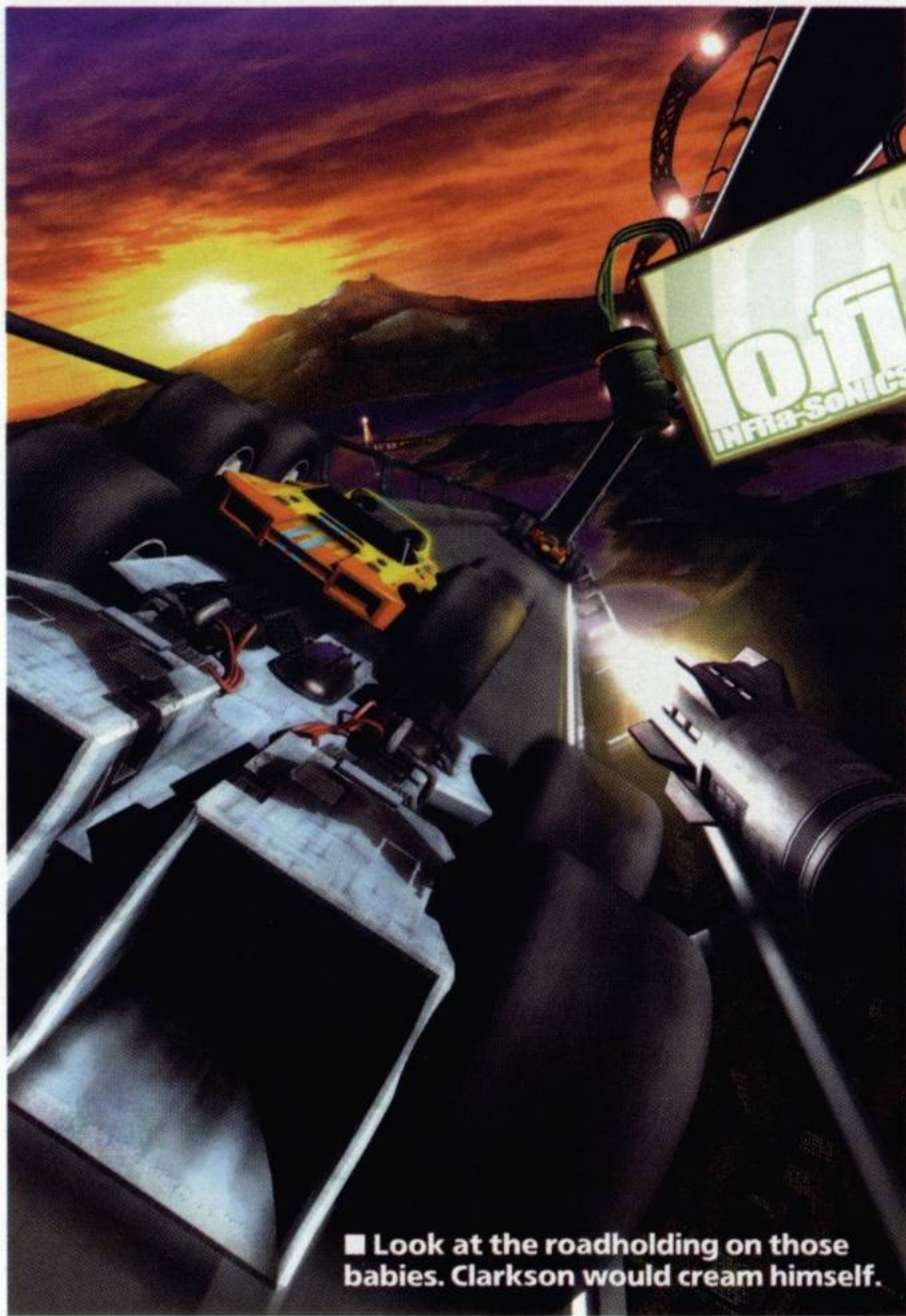
It's not just music that this phenomena can be attributed to. Take a look at the games industry.

The original *Rollcage* was a superb racing game which received much critical acclaim but sold poorly. The kids, you see, were already being wooed by the *Wipeout* franchise, with its sparkly graphics and funky soundtrack. Hopefully this time around Psygnosis will give *Rollcage* a bit more support. It deserves it.

Like its predecessor, *Rollcage Stage 2* is a sci-fi racing game set across a mix of industrial tracks. Once again, the cars manage to defy gravity, racing across walls and tunnel ceilings, like that bit in *Men In Black*. Also like its predecessor, the game borrows elements from its closest rival and stablemate, *Wipeout*, especially the choice of weapons (12 this time), go-faster arrows, and general styling.

However, where the original *Rollcage* was fairly straightforward in its mix of one-off races, time attacks and championships, developer Attention To Detail has gone all out to make *Stage 2* a bit special, with 16 styles of play. Some 65 new courses are spread across the game, most of them locked until you've achieved a certain level of





■ Look at the roadholding on those babies. Clarkson would cream himself.



SCRAMBLE MODE IS GOOD ENOUGH TO HOOK YOU IN A SIMILAR WAY TO MARIO KART'S CLASSIC HEAD-TO-HEAD GAMES, KEEPING YOU CRYING FOR MORE.

greatness. Among the new modes is Total Racing, where you have to pick up points – awarded for your finishing place and the amount of damage you cause en route – to win. There's the insane Pursuit mode where two players try to catch up with each other on an oval circuit (better than it sounds), and the ridiculous Rubble Soccer, in which you attempt to score "goals" by manoeuvring big rocks into your opponent's hole. So to speak.

By far the best new element is Scramble, which is good enough to hook you in a similar way to *Mario Kart's* classic head-to-head games, keeping you crying for more. In Scramble the race barriers disappear, leaving the roller-coaster-like courses suspended in mid-air. There are no weapons, no other racers, and your only task is to reach the finish in the quickest possible time. Alas, the design of the stages is such that achieving this takes superhuman reflexes. Or, at least, a hell of a lot of practice. Mercifully, it's so addictive, and the courses so fiendish, that you'll try again and again and again to shave vital seconds off your time so you can grab that elusive gold award.

Obviously, with its pencil-thin tracks, Scramble would've been impossible had Attention To Detail not tightened up the handling. Though a fine game, the original *Rollcage* was a bummer to play at times, and all too often you'd be in the lead and racing across the ceiling, suddenly lose your

bearings, and find yourself slipping into fifth place. This still happens in *Stage 2*, but you feel as though any mess ups are your own doing. The handling is much more responsive, and the addition of a little mid-air steering goes a long way to enhancing the overall user friendliness.

Graphically not much has changed. There has been an overall polish which extends to some new pyrotechnic effects and a new solidity and sense of scale. Also, the Scramble tracks are absurdly complex, and the speed throughout will send your cheeks flapping around your ears. The only downside is the soundtrack, which despite featuring some respected – albeit not terribly well-known – dance acts and DJs, is a bit muted.

Overall *Stage 2* is a cracker. It deserves to sell by the truckload, and should rank alongside *Wipeout* as one of the premier PlayStation combat racing games. Hopefully *Stage 2* will be a breakthrough for the nascent series. Even hardworking, original bands, with ugly singers can make it. Just look at Radiohead or The Verve. Actually, don't. Urrgh! ★★★★★ **Paul Rose**

↑ Uppers &	Downers ↓
Wipeouts ■ Muted soundtrack ■ Tons of new game modes ■ Challenging boss encounters ■ Improved handling	Wipe It Ups ■ Curiously muted soundtrack ■ Styled too closely to <i>Wipeout</i> ■ Some Scramble tracks are just silly.

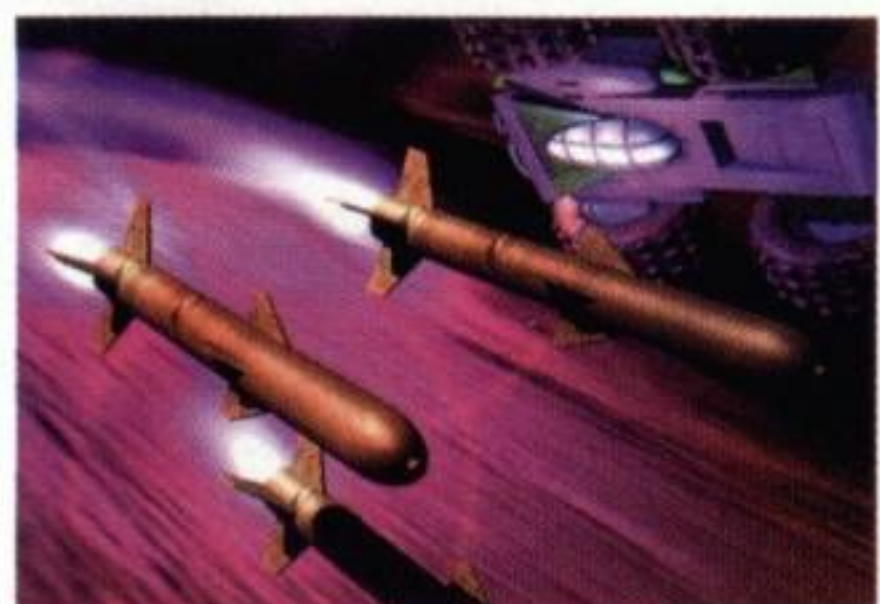
Or you could try...

Wipeout 3
 Psygnosis ★★★★★
 Its closest rival – it's another Psygnosis game!

Vigilante 8
 Activision ★★★
 Less racing, more guns.



■ Remember kids: don't drive angry. Cars aren't toys.





■ High production values on *Red Sun* include a 70-piece orchestra on the soundtrack and separate actors for each speaking part.



Game info

- Publisher: Sony
- Developer: Psygnosis
- Price: £30
- Players: 1
- Release date: on sale now

COLONY WARS: RED SUN

SUN RISES ON MOVIE-STYLE SPACE COMBAT SHOOT-'EM-UP.



Space combat has been synonymous with videogaming since its inception. Contrary to popular opinion, *Pong* wasn't the first commercially manufactured arcade game. It was beaten to that title by Nolan Bushnell's *Space War*, a primitive precursor to the classic *Space Invaders*. From there it was just a hop and a skip to the likes of *Defender*, *Asteroids* and *Scramble*, but the next major leap for the genre came with Ian Bell and David Braben's *Elite* for the BBC Model B home computer. The game mixed ground-breaking wireframe space combat with a huge, and hugely believable, universe, and some really

astonishingly detailed trading and commerce.

It's remarkable how little the genre has progressed since then. Admittedly, PC titles such as *X-Wing Alliance* and *Freespace 2* look significantly prettier than those early games, but many insist that the simplistic blasting of *Space Invaders* and the depth of *Elite* has yet to be bettered.

Certainly, it's unlikely you'll ever again see two games which prove quite so significant. You can, after all, only invent the wheel once. Anything which follows is either a refinement, or needless tinkering with a winning formula. You know: like painting the wheel pink, and strapping a load of spoons to it.

The first two *Colony Wars* titles went for the "refinement" option. Wisely, the third game in the series, subtitled *Red Sun*, follows suit. With development of the series having moved from Liverpool to Psygnosis' Leeds studio, a fresh perspective has seen the introduction of some novel ideas, and a stronger emphasis on gameplay over the previous instalments' high-gloss, low-substance, approach.

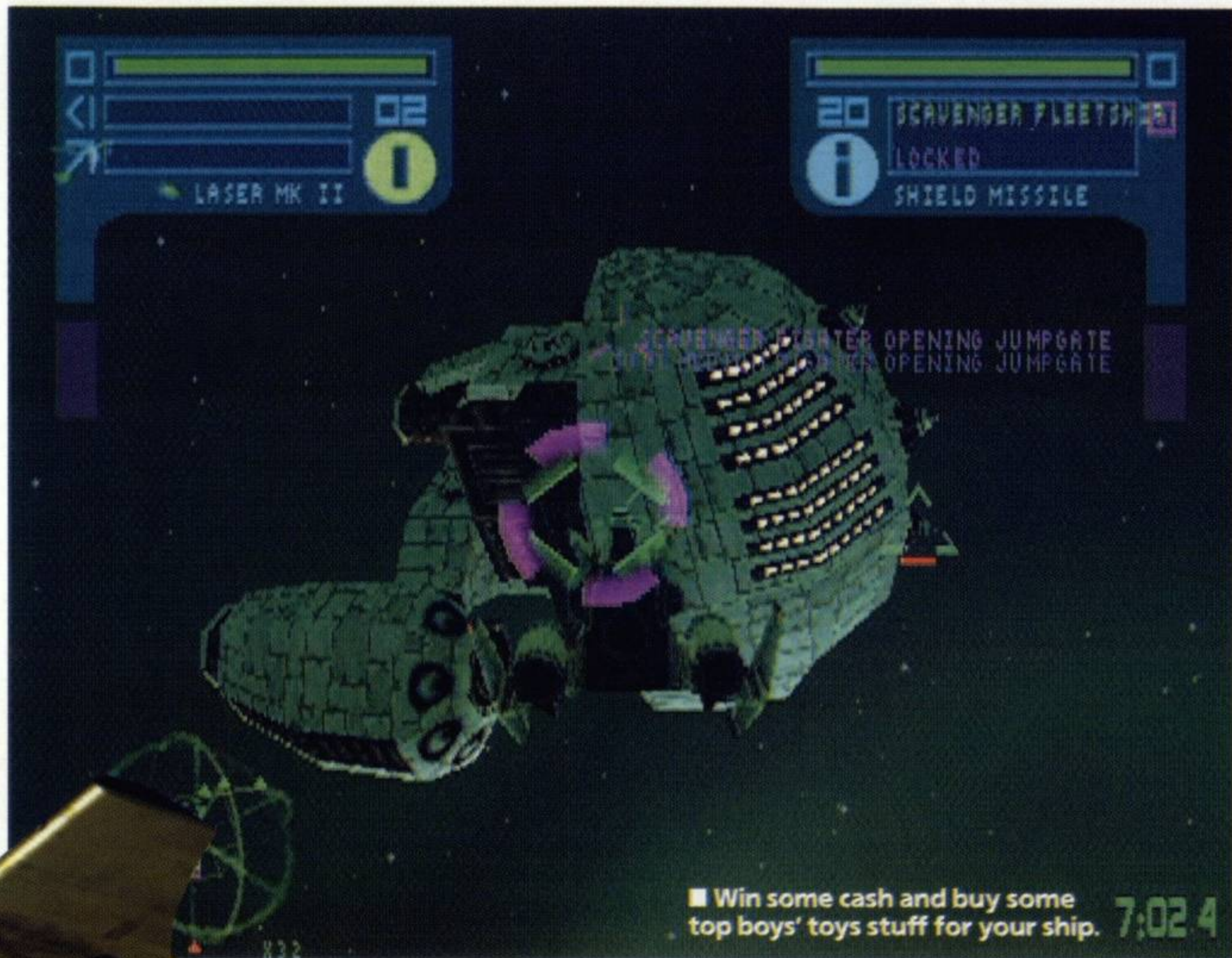
Set against the now familiar backdrop of galactic civil war, *Red Sun* sees you filling the grav-pants of a lone mercenary. The plot, stitched together from the corpses of only the freshest space operas, finds you saving the universe against your better judgement. The Empress has constructed a state-of-the-art spacecraft,

the titular Red Sun, with which she intends

to forge a new peace throughout explored space. Enlisted by an enigmatic military officer to investigate a high-level conspiracy, you discover that the Red Sun is far from what it



■ With a plot straight out of Hollywood, *Colony Wars: Red Sun* has the edge over most other shoot-'em-ups.

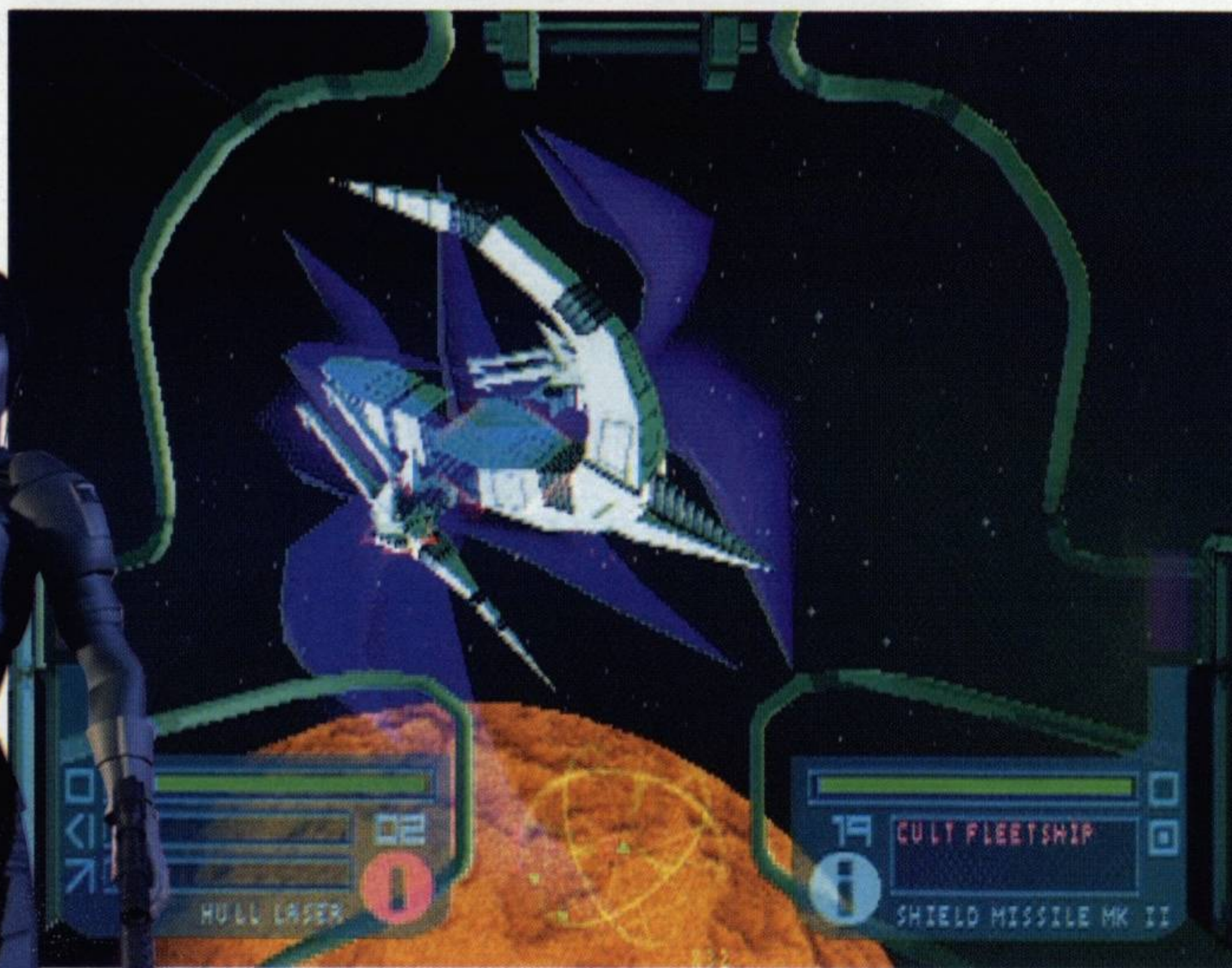


appears to be. Normally, the plots of such games are trivial, but a great deal of effort has gone into giving *Colony Wars: Red Sun* a gripping storyline to hold your attention. The Hollywood-style script is bolstered by high production values all round, which included the hiring of a 70-piece orchestra for the soundtrack, and an individual voice actor for each of the roles in the game. One particular actor had just two lines to deliver. As commendable this all is, it would be for nothing if *Red Sun* was an unplayable foul-up. Mercifully, it's far from that.

By casting you as a mercenary, Psygnosis has been able to introduce certain elements culled from *Elite*. In addition to missions which are vital to the plot, there are optional mercenary missions and gladiatorial *Thunderbolt* deathmatches, where you can pick up some money if you win. Money which can then be spent on vital boys' toys such as missiles, lasers, and better ships. In this way, you get to play the game in a fashion which suits you. If you're not a big fan of combat, or your ship is low on hardcore weaponry, choose one of the escort or rescue missions.

Also, with a varied mix of equipment which spans defensive and attacking categories, it's up to you how you customise your ship. Do you upgrade your shield, or bolt another laser cannon on? Certain missions are unplayable without the right bit of equipment. One early stage requires you to retrieve an alien artifact from hyperspace. For this you're told you need a grappling hook, but the mission briefing also advises that you boost your cooling system, because hyperspace has a tendency to cause your ship to overheat.

Red Sun boasts a better mix of missions than its elder siblings and has more emphasis on the surface stages. The new graphics engine goes a long way to helping the game cope with all this extra responsibility. The landscapes – though still perennially fog-enshrouded – are nevertheless undulating and atmospheric. Likewise, the space graphics are significantly bolder this time; enemy ships range from small fighters to



huge, Star Destroyer-size capital ships, with independently-firing turrets, and various arms and flanges which break off when you target them. Also, the lighting has been vastly improved. Now, if you head around the shadow side of a ship, the lights continue to blaze through the darkness. That said, there was a distinct high-resolution sharpness to the earlier games which has been lost in *Red Sun*. But what's lost in sharpness, is more than made up for in the concentration on detail.

Red Sun is far from being a ground-breaking game, but then it probably isn't trying to be. It's a cracking space combat shoot-'em-up which is a joy to play, has more than enough missions to go around and comes with the added bonus of a plot which genuinely hooks you until the end. The only question is: why is there no two-player dogfight mode, Psygnosis? ★★★★★

Paul Rose

↑ Uppers & Downers ↓

Star Wars
 ■ Nice and easy to play
 ■ Cinematic space battles
 ■ Half-decent plot

Independence Day
 ■ No two-player mode
 ■ Missions range from being too easy to the nigh-on impossible



Or you could try...

Ace Combat 3
 Sony ★★★★★
 Same sort of thing. But not in space.

The Phantom Menace
 Activision ★
 It has the plot. Just not the means.



■ (Above) You can jump about the various arenas to avoid getting hit.

■ (Right) There's a dazzling number of combinations.



Game info

- Publisher: Square UK
- Developer: Square
- Price: £35
- Release date: on sale now
- Players: 1-2
- Extras: memory card, Dual Shock-compatible

↑ Uppers & Downers ↓

- | | |
|--|--|
| Tekk On <ul style="list-style-type: none"> ■ 3D environments ■ Fun mini games ■ Lots of action | Tekk Off <ul style="list-style-type: none"> ■ Slow ■ Too easy to just hit buttons |
|--|--|

EHRGEIZ

TEKKEN BOUT REGENERATION.

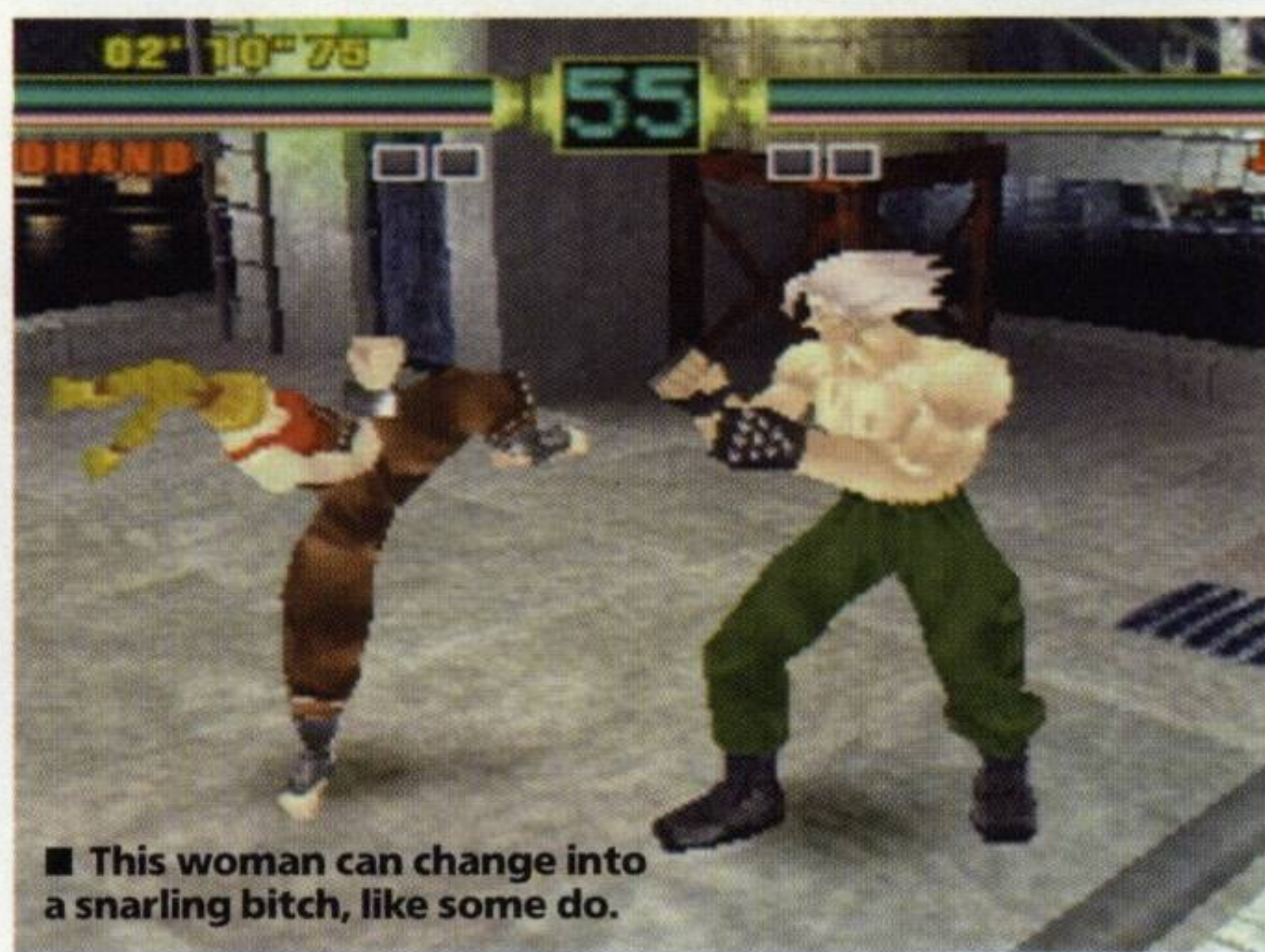
The subtitle of this 3D beat-'em-up curio is "God bless the ring", which is strange as only one of the fighting arenas could be described as a ring. It makes you think, though. Either there's an explicit cut scene *Arcade* missed entirely, or something's been lost in the translation.

And that is pretty much the feeling you get when you play the game. Is it funny or is it a bit crap?

Actually it is a bit of both, and yet still manages to be a perfectly presentable beat-'em-up in the *Tekken* mould. Many of the characters are taken from other Square games, including Cloud, Tifa and Sephiroth from the *Final Fantasy* series. In the basic *Arcade* mode you pick one of these likely lads and lasses and attempt to whup all the rest, one after the other, of course, ending up facing a crazy fireball spewing dog-scorpion. You fight on the back of trains, in Hong Kong, on the top of buildings and such like.

There are a lot of combinations to get the hang of, each character has their own style and "magic" weapon (a spear, a yo-yo and a heat seeking rocket, to name but a few) but all the moves are pretty similar, meaning once you've got the hang of one character you only need to fine tune your skills for the rest. However, there is plenty of scope for button bashing your way to victory – and *Ehrgeiz* is certainly guiltier of this than, say *Tekken 3*. But there are plenty of different moves, and linking them together will mean you beat the bashers nine times out of ten.

Ehrgeiz can seem a little slow to start with, but this is mainly due to trying to hit too much. Timing is the key to getting your combinations landing every time. On the downside it's too easy to rely on the "magic" options to get you through, especially in the early fights, and winning usually involves plenty of running and jumping around, which is all a bit sissy. The two-player *Versus* mode is chock full of the usual beat-'em-uppery, but you can choose to



■ This woman can change into a snarling bitch, like some do.

change character or arena without going back to the main menu, so you miss the impossibly long loading time.

The other modes are something else entirely. The *Quest* mode is a sort of RPG where you have to fight, among others, green blobby things and mushrooms. It is neither a decent RPG nor a good fighting game and has the feel of so much padding. There are four mini games which are much more, well, interesting. First up is a survival game called *Infinity Battle* where you have to kick as much ass as you can and build up points. Then it all starts getting a bit strange. *Battle Runner* involves you racing either another player or the CPU around short tracks. You can fight as you go and pick up things that make the circuit swap round. Because the 3D controls are a little tricky this can be pretty funny, especially when you play two-player. The *Beach Battle* is even weirder. You take part in three events: sprinting, flag dash and hurdles, all on a beach, naturally. There's no fighting, just a bit of tippity-tap button slapping. Why? Who knows. With all the mini games you can get characters new outfits by accumulating enough points. As two-player distractions they are enjoyable, if short-lived.

Ehrgeiz is a fun beat-'em-up, and with *Tekken 3* getting a bit jaded it's a worthwhile distraction for genre fans, until *PlayStation 2* and *Tekken Tag Tournament* come and blow everything else away. ★★★

Richard Keith

Or you could try...

Tekken 3
Namco ★★★★★
3D beat-'em-up of the highest quality, at a price you can afford.

Wu-Tang: Taste the Pain
Activision ★★
Lots of violence and four-player action, but a bit weak.



■ (Below) Cartman realises he will never make it as a kart man.



SOUTH PARK RALLY

THIRD KENNY AND CO GAME PROVES AS WEAK AS ITS PREDECESSORS.

Four years since its release on the N64 and the unmistakable jangle of a *Mario Kart* power-up can still be heard above the hustle of the *Arcade* office in full deadline swing. Such an enduring gaming experience was always bound to have its plagiarists, but few have come close to recreating the hours of innocent joy provided by Mario and Wario riding atop tiny go-karts and firing shells at each other. Acclaim's *South Park* licence has previously fathered the unplayable *South Park* shoot-'em-up and the woeful *Chef's Luv Shack* trivia farce, so the signs didn't bode well for *South Park Rally* setting the gaming world alight.

It's no surprise to discover, therefore, that Acclaim have made it a hat-trick of turkeys. *South Park Rally* isn't even fit to breathe the exhaust fumes of the majestic *Mario Kart* and it makes *Crash Team Racing* and *Speed Freaks* look like the most exciting race games ever.

South Park Rally has acknowledged the established template for kart racing games while attempting to add new ideas of its own. Unfortunately these all backfire, making it an ugly shambles of a game. If the programmers had stuck to a simple first-past-the-post formula, this would be a playable – if graphically scrappy – race game. The handling is fine and the courses are interesting and packed with multiple routes and short cuts. The obligatory range of comedy power-ups are in evidence and, despite some ambiguity as to the effect each weapon has, these contribute to a reasonably amusing, competitive contest.

Unfortunately, only the first level of Championship mode offers kart racing in its purest form. The other levels are all ill-conceived variants on *Mario Kart*'s battle mode which are more akin to deathmatches than races. Perhaps everyone's been infected with mad cow disease and you have to find the potion hidden in the level and hold on to it without being shot, or perhaps you have to find a pair of trousers and wear them without them being half-inched

by another racer. These games, intended to provide frantic amusement as racers abandon a linear course in favour of playground tag antics, are messy, aimless and frustrating.

Luckily, you can play each level as a straight race in Arcade mode. Unluckily, you have to play through some stupid chicken-collecting game in Championship mode to unlock it. In a suicidal move by the developers, progress in Championship mode can't be saved to memory card so you've pretty much got to battle through the lot on first play or face repeating yourself endlessly. There isn't even a four-player mode for the game to redeem itself.

As for the typically puerile *South Park* humour, surely there are only a few folk in "Oh My God They Killed Kenny" T-shirts who still find Mr Hankey The Christmas Poo amusing? With crushing inevitability, the speed power-up makes a farting noise. The equivalent of the banana skin is a pool of vomit. The characters call each other motherfuckers when hit by a weapon. Laugh? You'll cry.

South Park Rally proves that a game which is desperate to be funny only succeeds in being supremely irritating, especially when accompanied by dog-rough graphics, frustrating gameplay flaws and developers keen to shoot themselves in the feet. *Mario Kart* makes you laugh because it's such a good multi-player game. *South Park Rally* doesn't even raise a smile. ★★ **Sam Richards**

Game info

- Publisher: Acclaim
- Developer: Tantalus
- Price: £35
- Release date: on sale now
- Players: 1-2
- Extras: memory card, Dual Shock-compatible

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Salty Balls</p> <ul style="list-style-type: none"> ■ Decent karting mechanics ■ Imaginative courses ■ All the <i>South Park</i> regulars | <p>Sweaty Balls</p> <ul style="list-style-type: none"> ■ Ropy visuals ■ Stupid non-race game modes ■ <i>South Park</i> – that joke isn't funny anymore |
|---|--|

Or you could try...

Speed Freaks
Sony ***
Mediocre PlayStation *Mario Kart* wannabe that doesn't measure up.

Crash Team Racing
Sony ***
The second PlayStation *Mario Kart* racer, and highly enjoyable it is too.



■ Given that the *Mario Kart* model is out there, why don't PlayStation racers measure up?



Game info

- Publisher: **Ubi Soft**
- Developer: **Game Arts**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**

GRANDIA

QUALITY RPG IN WHICH YOU GET TO PLAY A JESSIE.

↑ Uppers & Downers ↓

Magic swords

- Lovely town graphics
- Genuinely witty dialogue
- Simple gameplay belies a detailed plot

Tragic bores

- Dodgy frame rate at times
- Bland dungeon graphics
- Fairly bog-standard RPG gameplay



■ Japanese RPG clichés abound in *Grandia*.

Having originally debuted on the short-lived Saturn many moons ago, *Grandia* is a game which few RPG fans ever expected to appear on the PlayStation. However, with *Final Fantasy* having set the benchmark for all future role-playing games, when the word went out that *Grandia* was en route to the PlayStation, it was met with a shrug by all but the most hardcore fantasy freaks. Though considered a classic at the time, Game Arts' two-disc epic couldn't possibly compete with the Sephiroth and company. Or could it?

You enter the action in a small port town in a fantasy realm, where you control the unfortunately-named Jessie – a boy with a thirst for adventure. The story begins mid-quest, with Jessie searching the town for “magic” objects. Should he fail, his next door neighbour, Sue, will be forced to marry the local toughie. This gentle opener belies a deeper storyline, which will take Jessie and Sue to the corners of their world to thwart generic bad guy Mullen.

Grandia's locations are depicted in fully rotatable 3D. Though the characters are flat sprite-y things, they

integrate well into the astonishingly detailed towns. Little touches, such as wheeling seagulls, posters that flap loosely in the wind, and boiling coffee pots, bring the world alive. Indeed, as with all the best RPGs, *Grandia*'s world is richly-detailed, with a palpable feeling of depth and history. Unlike other games, this sense of history doesn't come at the expense of the characters. The story develops smoothly, and there's a merciful lack of the overwrought melodrama so prevalent in role-playing games. The dialogue is witty and slick, and only when the characters are voiced (by The Worst Actors In The World, no less) does it fall flat.

Naturally, *Grandia* boasts its share of battles, with the usual rogues gallery of nasties. Like *Final Fantasy*, the multi-character battles are turn and time-based. However, the experience system is a little different from other games. Abilities and attributes improve as you use them in battle. Suffice to say, this is clever and frustrating in equal measure. You have to ensure you flex all your muscles evenly if you don't want to end up with an imbalanced “specialist”.

Grandia is a fine game, but it isn't perfect. Though the graphics are mostly rather lovely, they're so detailed that at times the frame rate suffers when there's a lot happening on screen. Also, the dungeon sections fail to match the quality of the town visuals, ending up as a series of baffling, jelly-mould mazes.

On the whole, though, there are 60 hours of thoroughly enjoyable gameplay here. Those who find the occasionally forced “maturity” of *Final Fantasy* to be grating at times will enjoy *Grandia*'s frothy aesthetics. Admittedly, it doesn't exactly add a great deal to the genre, but any game which goes up against Square's twin epics and comes away without losing face can't be all bad. ★★★ **Paul Rose**



Or you could try...

Final Fantasy 7
Sony ★★★★★
One of the two best role-playing games on the PlayStation.

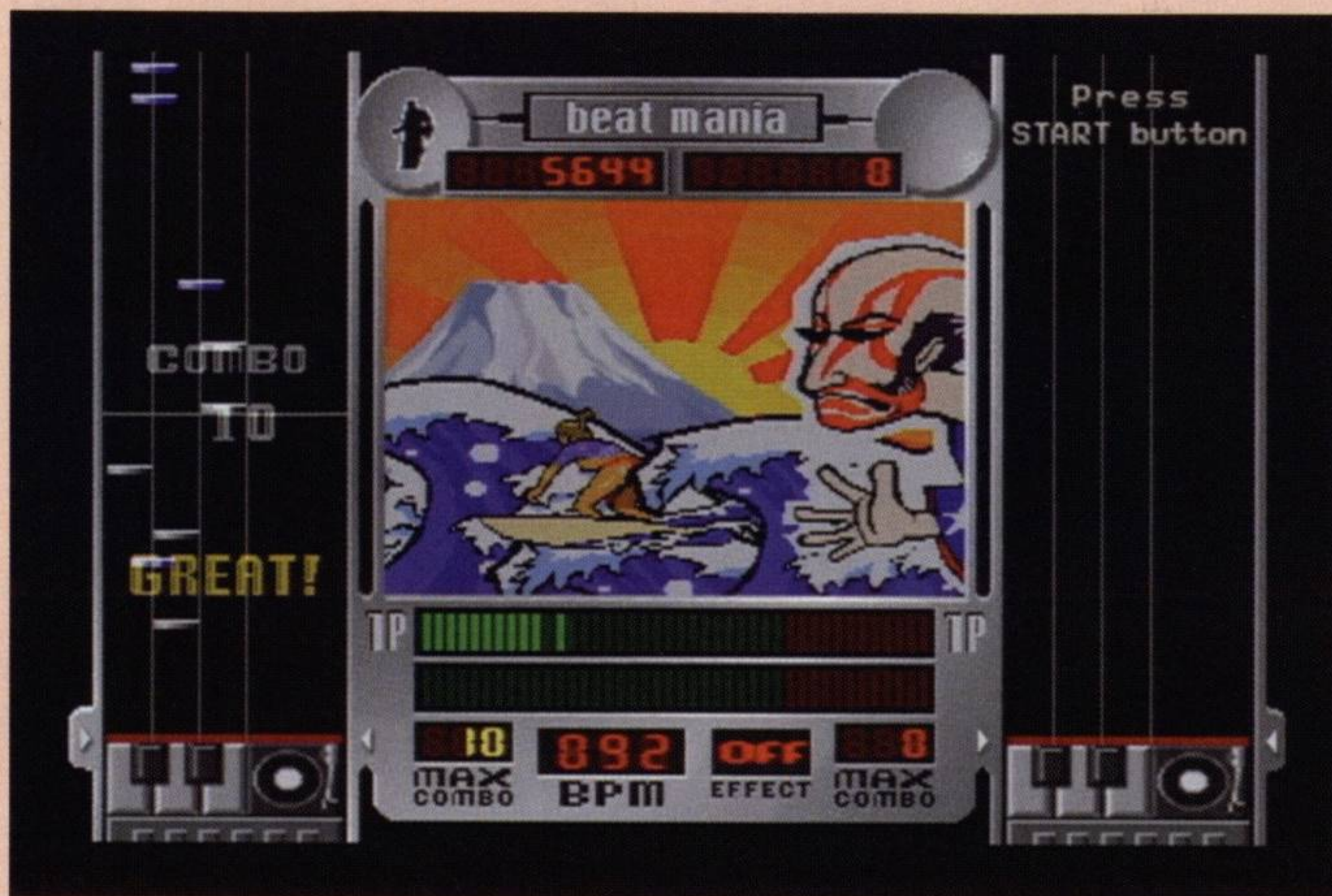
Final Fantasy 8
Sony ★★★★★
The other one.



■ Like *Final Fantasy*, battles are turn and time-based.



■ Everybody do the monkey scratch!



BEATMANIA

COME WIPE YOUR FEET REAL GOOD ON THE RHYTHM RUG.

Rhythm is a mystery. So observed early-'90s ravers K-Klass, and they may well have been talking about your first go on *Beatmania*. What's happening? What do those lines on the screen mean? Why does what you can hear sound like avant-garde free electro jazz when it should be Moloko's "Sing It Back"?

Even if you think you're a human metronome and can mix a marathon drum 'n' bass set without dropping a beat, you'll find *Beatmania* a worthy challenge. Despite its lengthy pre-release hype in the correct DJing circles, *Beatmania* isn't really a turntable sim, but it will test your rhythmic timing and dexterity.

It's hard to describe *Beatmania* in typical game terms. The only existing videogames which bear any relation to it are *PaRappa The Rapper* or dancing game *Bust A Groove*, but both these titles still rely on animation or story. *Beatmania's* amusing visuals are entirely abstract. All you need concentrate on are the lines moving down the side of the screen telling you which "notes" to play and when (it's a bit like reading a scrolling guitar tab).

The musical construction of *Beatmania* is also far more sophisticated than those previous titles. You are only ever in control of one element, be it the vocal, the bassline or a jazzy trumpet lick, but emphasis changes as the tune develops. With most of the included tracks you can actually hear how the rhythm you're tapping out is meant to fit with the music, so it's obvious when you're fluffing it. The way the lead part is split or echoed for a two-player battle is particularly impressive, making for a musical face-off of mighty proportions.

Although all you need to do is follow instructions, the range, complexity and quality of the 17 tracks is enough to keep you interested. Beyond the recognisable tunes from Moloko, Ruff Driverz and Les Rhythmes Digitales there are some real cheesy Japanese pop gems.

So while £50 may seem a lot to shell out for what, on the face of it, seems a little too much like a gaming novelty

Game info

- Publisher: Konami
- Developer: Konami
- Price: £50 (with turntable controller)
- Release date: March
- Players: 1-2
- Extras: memory card



■ Lurid visuals will distract you from rhythmic duties.

↑ Uppers & Downers ↓

King Of The Beats

- Original concept
- Top tunes
- Furious DJ battle mode

Sucker DJ

- Courting novelty
- Lack of depth

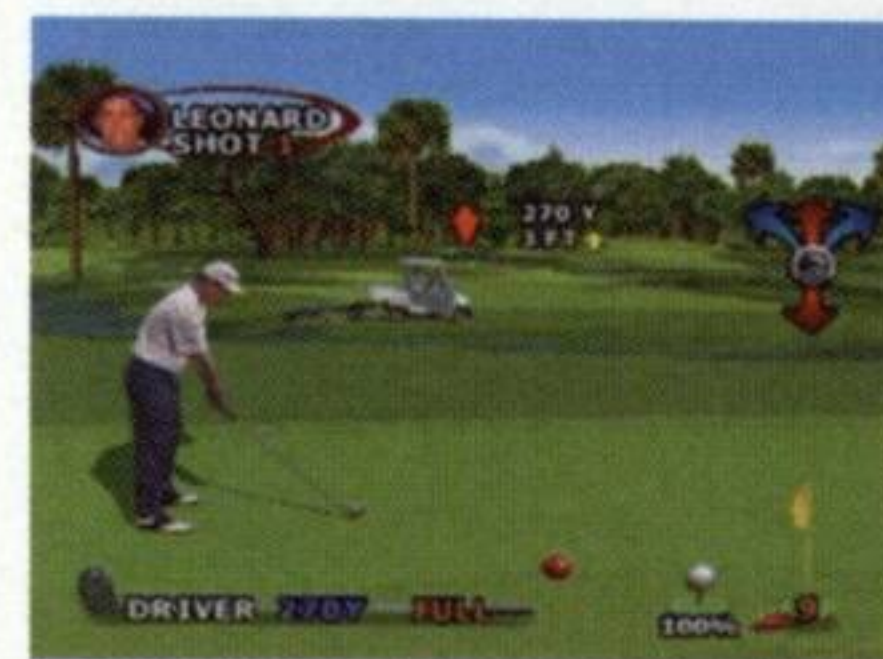
(the turntable controller is packaged with the game because it's virtually impossible to play with a standard joypad), it is worth a look. Konami is well aware that despite *Beatmania's* huge success in Japan, the game will be a minority concern over here. It depends what you want from your videogames – a rehash of the same old ideas, or something which is original and, particularly with two players duking it out, vastly entertaining. A few tips from DJ Konami and rhythm is no longer a mystery. Rhythm is a dancer. ★★★★★

Sam Richards

Or you could try...

PaRappa The Rapper
Sony ★★★★★
Rhyming dog who makes a cake out of fish and falls in love with a flower. Disturbing.

Bust A Groove
Sony ★★★
Press buttons and make your characters dance to lo-fi disco.



TIGER WOODS 2000

- Publisher: Electronic Arts
- Developer: Electronic Arts
- Price: £30
- Release date: on sale now
- Players: 1-4
- Extras: memory card, Dual Shock-compatible

■ He's the youngest man to win the US Masters, has won five majors and has earned more than \$14 million in prize money in his three-year career. Tiger Woods is undoubtedly the world's best golfer. But does the greatest golfer of our generation equate to the best golf game ever?

It's good to see a golf game that doesn't follow all the clichés. *Tiger Woods 2000* is something of a novelty – it's a golf game that is playable, moves at decent pace and isn't stuck in a ten-year-old golfing bunker. The best aspect of *Tiger Woods 2000* will only be appreciated by those of you with an analogue controller. EA has substituted the tried and trusted power bar method for a more intuitive approach. Pull back on the analogue stick to charge up your swing and then slam forward to give the ball a good twatting. Hooks and slices are determined by the amount you deviate to the left and right on the stick. Ball physics are also excellent – there's none of those endlessly rolling balls you get in certain rival titles.

Gameplay-wise you know what to expect – you get all the usual play modes, but it's the speed and ease of use that's great in *Tiger Woods 2000*. It doesn't take an age to work out your shots or play them, and loading times are kept to a minimum so the game flows from hole to hole. It's just like a good walk, only not spoiled.

You can trust EA to provide you with top class presentation and *Tiger Woods 2000* is no exception. Apart from all the "real" golfers you can use there are five courses. There's also an excellent practice facility to sort out your swing before you head out onto the first tee. The only thing lacking is a "create your own golfer" option and maybe some kind of Career mode.

Electronic Arts has come up with the goods yet again. *Tiger Woods 2000* is a polished title and probably as good as golf gets on this console. It's golf for the masses, it's a hole-in-one and it's the best golf game on PlayStation by a mile. ★★★★★

Nick Jones



■ As you travel around you can enter towns as an individual or a group.

Game info

- Publisher: **Sony**
- Developer: **Tri-Ace/Sony**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**
- Extras: **memory card, analogue**

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Magic</p> <ul style="list-style-type: none"> ■ Stunning FMV ■ Epic | <p>Tragic</p> <ul style="list-style-type: none"> ■ Maybe too complex for some ■ Can be slow at times |
|--|---|

STAR OCEAN 2: THE SECOND STORY

FINALLY, AN RPG GAME THAT LIVES UP TO THE FANTASY.



■ There are 86 possible ways for your epic quest to end.



■ Within certain restrictions, you can do anything you like.



■ The towns have been exquisitely pre-rendered



Back in 1996 a role playing game/action hybrid was released in Japan on the Super Famicom (SNES) system, called *Star Ocean*. It blew away all the competition and was hailed as the greatest RPG of all time. Unfortunately, the title never reached European shores, as RPGs were not seen as viable for the UK market.

Well, as these things are wont to do, another RPG gained fame the world over and suddenly everyone in the UK wanted to play these previously obscure Japanese titles. *Final Fantasy 7* became one of the best selling games of all time, recently followed by the awesome *Final Fantasy 8*. Many others have tried to aspire to the giddy heights of these games, but most have fallen by the wayside. *Ocean Star 2* just about makes it all the way up the mountain.

The first thing that hits you is a beautifully crafted FMV sequence featuring a huge space station, starships and an artificial meteorite that crashes on a planet. You then get to select which of two characters you want to play: Claude Kenni, the son of one of the heroes from the first game, or Rena Lanford, a young girl with secret powers in a world that Claude suddenly finds himself accidentally transported to. The two of them meet, and so begins an epic quest to unravel the mystery of the "Sorcery Globe", a huge, magical globe that crashed in another continent and seems to be spawning demons and evil creatures.

Along the way you acquire up to ten more characters, four of them controllable at any time. Some are fighters, some are magic-users but all of them have individual talents, skills, fighting abilities, spells and killer moves. This, together with personal relationships that develop between members of the group, culminates in a story which has an incredible 86 possible endings.

The world map is 3D and the towns are exquisitely pre-rendered, with flocking birds in the distance and turning watermills. You can enter towns as a group or as individuals – you can now talk to the other characters,



a very important method of character progression. Then there is the combat, which is in real-time. Although you can only control one character, the others fight or cast spells with the use of AI, you can change who you are controlling at any time, change strategy, manually control or let the game do it. Then there are the Killer Moves, each character has about 30 of them, gained by increasing levels, but also rising in strength themselves the more you use them, many with both long and short range capabilities.

In total what you have is a game where, within certain restrictions, you can do almost anything with the characters and the way they interact with each other, where you have to seriously consider formations, strengths, abilities, item creation and individual skill nurturing. The game is huge.

If you are an RPG novice considering committing to the genre this may be a little complex, as there is so much going on at all times. But if you're seriously into Japanese RPGs, *Star Ocean 2* is a must buy. ★★★★★

Ian Merison

Or you could try...

Grandia
Ubi Soft ★★★
Fantasy RPG in which you get to play a Jessie. See review on page 80.

Final Fantasy 8
Sony ★★★★★
Finely crafted, fantastic looking, ultra-deep instalment of the classic series.



SPACE DEBRIS

OLD-SKOOL FUN, OR INTERSTELLAR FLOTSAM?

Game info

- Publisher: Sony
- Developer: Rage
- Price: £30
- Release date: March
- Players: 1
- Extras: Dual Shock-compatible



■ Time to die.

Do you want the good news first? Then carry on reading. If you'd rather start with the bad news, however, skip the next three paragraphs and continue with "But... hmm."

That good news, then: *Space Debris* is essentially *Galaxians* in 3D. Which is great, because it's hard to recall a decent 3D *Galaxians*-type game since *Starfox 64*. And *Starfox 64* won't work on the PlayStation without heavy modifications.

What you do, then, is fly along a predetermined course through each level, ducking and weaving through the scenery and zapping the formations of baddies who swirl around in front of you. As in *Starfox*, there are some levels where you fly around freely within a square playing area, doing a little half-loop-and-roll whenever you reach the edge, but mostly the action's on rails.

As you'd anticipate, there are power-ups, bonuses for picking off complete groups of aliens, and huge end-of-level bosses that demand cunning strategies to destroy. There are occasional alternative routes through levels, and goodies hidden behind bits of shootable scenery. And there are cut-scenes between levels that tell of an Earth in peril

once again. There's everything, in short, that you would expect.

But... hmm. (And, er, depending on how you've gone about this, you may need skip to the end at this point.) Baddies lurk invisibly in the gloom that cloaks the middle-distance. Scenery scrolls unavoidably into your path. Your ship trundles along at just below what could be termed an exciting speed. Your lasers only seem to power-up into mildly larger lasers. Over-armoured bosses long outstay their welcomes. The music crashes away dispiritingly. You finish the game with 324 points, or 171 points, rather than a proper shoot-'em-up score like 12,808,300,960.

So while *Space Debris* is solid enough, it isn't the breathless, cathartic white-knuckle ride that a 3D version of *Galaxians* should be. And it lacks the epic scale and furry camaraderie of *Starfox*. It failed, in short, to make *Arcade* grin. ★★★ **Jonathan Davies**

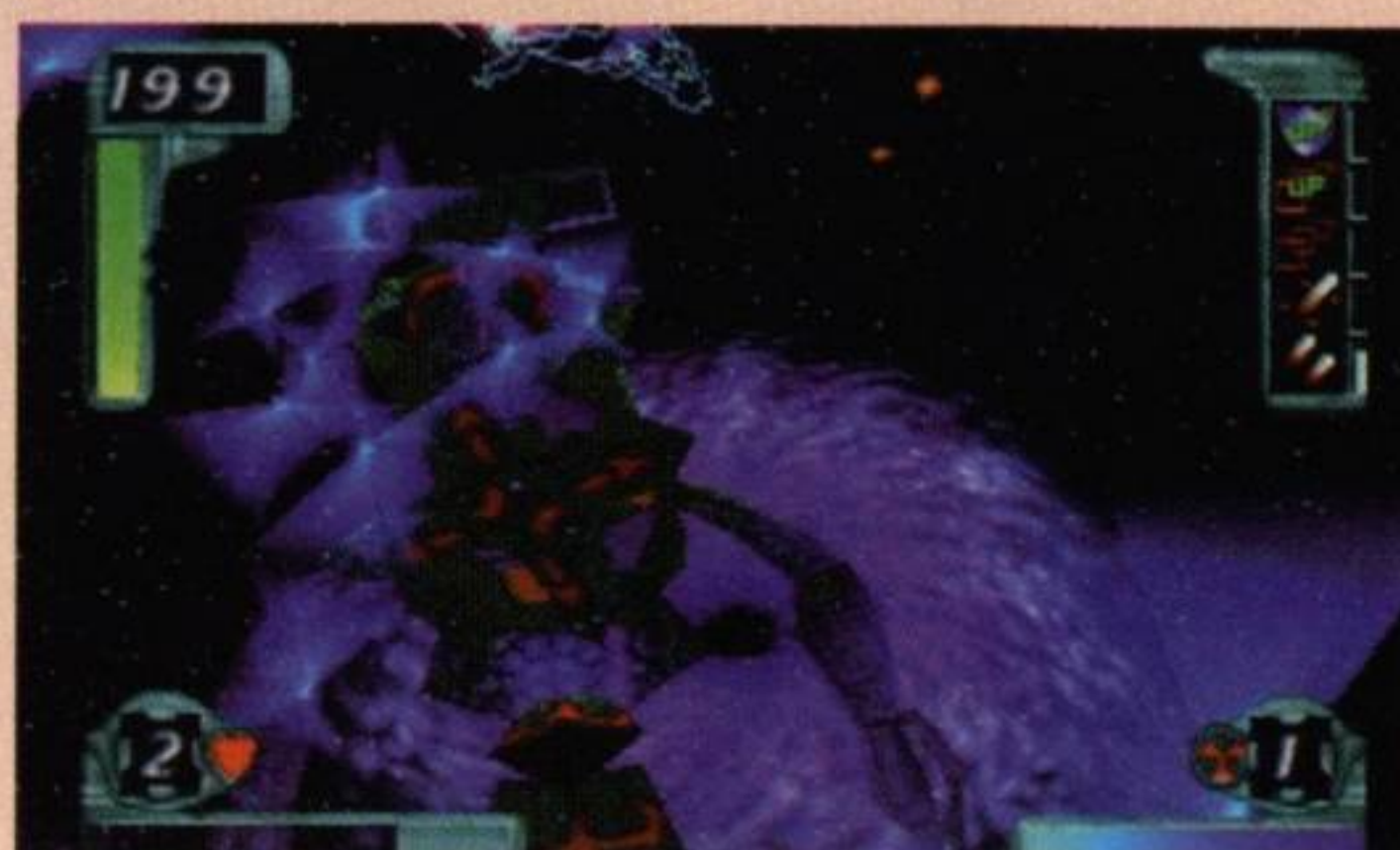
↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Thruster</p> <ul style="list-style-type: none"> ■ Interesting bosses ■ On and off the rails ■ Good explosions | <p>Blister</p> <ul style="list-style-type: none"> ■ Slow ■ Subdued ■ Unfulfilling |
|--|---|

Or you could try...

R-Type Delta
Sony ★★★
A similarly thrill-free retreat of the crumbly classic.

G-Police
Pygnosis ★★★★★
If you want to shoot stuff, try doing it in this instead.



■ Here comes the sun.

CRICKET 2000

- Publisher: Electronic Arts
- Developer: Electronic Arts
- Price: £30
- Release date: March
- Players: 1-2
- Extras: memory card, Dual Shock-compatible

■ When men start polishing their balls in the midday sun it can only mean one thing: summer has come early.

Cricket 2000 is an out and out rendition of the limited overs one day game. It's similar to the EA World Cup cricket game and includes exhibition matches, Super Sixes and the World Cup, but it's the lack of test match cricket that limits both the game's lifespan and its appeal.

Being an EA title, *Cricket 2000* boasts the sort of presentation other games dream of. You get real players, real grounds and commentary from Richie Benaud and David Gower. If only this high standard could have been carried over into the game.

The main difference between this and the far superior *Brian Lara's Cricket* is that *Cricket 2000* is a slogger's paradise. Little attention has been paid to the feasibility of shots. It's possible to hit a yorker-length ball straight over the bowler's head for six. Likewise, driving shots can be played off short-pitched deliveries. As a result, the batting side bosses the game with run rates of up to 20 per over. If only...

But this does make the game very easy to play. There's little to choose between bowling styles – medium pacers are very similar to fast bowlers, and spinners just throw the ball slower. It's the lack of the subtlety that you find in the real game that leaves *Cricket 2000* floundering in the wake of *Brian Lara's Cricket*. In short, and contrary to its name, *Cricket 2000* just isn't cricket. ★★ **Nick Jones**



Game info

- Publisher: **Electronic Arts**
- Developer: **Maxis**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**
- Requires: **P233, 32Mb RAM, 300Mb HD-space, 3D accelerator card**
- Recommended: **P300, 32Mb RAM, 400Mb HD-space, 3D accelerator card**

THE SIMS

MODERN LIFE RUBBISH? LIVE SOMEONE ELSE'S.

At first glance, *The Sims* seems a really bad idea for a game. Most people have enough trouble running their own lives to bother trying to run other people's, especially if the others in question are made up of polygons. In fact it seems perverse to spend hours huddled in front of a PC trying to teach computer-generated figures to live interesting, healthy lives. But the concept – Tamagotchi meets *Sim City* – isn't what lets *The Sims* down, it's what Maxis has done with it.

Your objective is simple, look after your adopted family – nurture, teach and generally raise their standard of living. You begin by selecting a Sim family or creating one of your own. You then move them into a house and buy all their household appliances and furniture. Your household will



■ Consumerist suburban hell on your PC. Worth £35?

need a steady income, so checking the local paper for jobs is a good idea. Once you've established your Sims you then help them out with their lives: wake them up in time for work, make sure they clean up the house, turn the TV off before they go to work, have a shower. Hey, this is not exactly thrill-a-minute gameplay, you know, this is real life.

Sims have their own personalities, tastes and skills. Some are naturally tidy and clean up a lot while others are happy to wallow in filth, unless you teach them not to. Your level of maintenance depends on these factors, but eventually your Sims will learn to look after themselves. They can learn to cook or do general house maintenance from books while practising speeches in front of a mirror teaches them charisma. It's all a bit like looking after children, without having to watch *A Bug's Life* 48 times.

Your Sims will also interact with other people in the neighbourhood. This forms the basis of their social lives and is probably the most important aspect of the game. Interaction can be left to *The Sims* but a bit of prompting from you doesn't go amiss. Attention has to be paid to compatibility of Sims and the status of a relationship – you don't want to go and tickle someone that your Sim has just met. Or maybe you do. Watching a relationship grow (or wilt) is one of the more interesting things in the game –



■ The emergency services are but an untended candle away. You even have to teach your half-wit Sims the danger of setting their home alight. They do get to meet men in uniform, though.





■ Human interaction and the providing of life's staples. You never know, you might learn something yourself.



even if the characters do conform to well-worn stereotypes. Men tend to leave the toilet seat up while women like to watch romantic TV programmes.

To keep your Sims happy you'll need to improve their standard of living. Buying better furniture, decorating the house, building extensions, improving the garden and so on. One of the best aspects is the ability to build a house from scratch. Here the game doubles as a sort of 3D house and garden designer. With a bit of work and money you can get it together to build the house of your dreams.

If you don't develop the Sims' social lives and their interests, then they're going to have pretty mundane lives. So you get out of *The Sims* what you put in, but it's a little difficult to see how your hard work is rewarded. And it does feel like hard work. With the only objective being to successfully run your family's life, you get no feeling of accomplishment or satisfaction from the game. This would have been helped with a bit more humour but sadly, *The Sims* is a serious simulation and there's no room for irony here.

While you can become attached to your little



computer people, *The Sims* becomes tedious after a while. Making sure the kids get off to school, telling your Sim to put out the rubbish, flush the toilet – hang on, aren't videogames about escapism and fun?

As a study in human behaviour *The Sims* is an incredible piece of programming. It is accurate to the point of being frightening – the lives of these people are so well modelled it is quite a surreal experience watching them live out your life, your family's life, friend's lives or whoever. And watching from your point of view (in limbo above the house) is something akin to an out of body experience.

There is something very addictive about *The Sims*. It could be something to do with the soap opera feel, the voyeuristic pleasure of spying on these folk, watching their day-to-day lives. But what lets *The Sims* down is the lack of interesting gameplay, which – naturally – can make it incredibly unsatisfying to play. Perhaps *The Sims* is just too realistic for its own good. ★★★

Nick Jones

IT'S ALL A BIT LIKE LOOKING AFTER CHILDREN, WITHOUT HAVING TO WATCH A BUG'S LIFE 48 TIMES.

Or you could try...

Sim City 3000
Electronic Arts ★★★★★
Megalomania on a larger scale.

Dungeon Keeper 2
Electronic Arts ★★★★★
Pitch-black humour in this strategy epic.

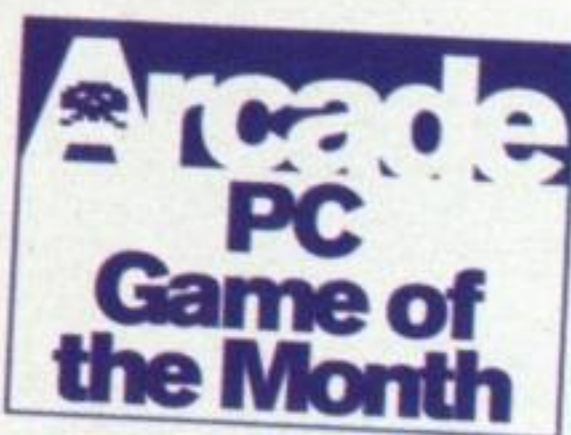


■ "Get out of my house, you bloody hippie scum."



Game info

- Publisher: Eidos
- Developer: Squaresoft
- Price: £30
- Release date: on sale now
- Players: 1
- Requires: P200, 32Mb RAM, 32Mb HD-space, 8x CD-ROM drive, 3D accelerator card



FINAL FANTASY 8

BREAK OUT THE HAIR GEL – IT'S JAPANESE RPG TIME.

↑ Uppers & Downers ↓

- | | |
|--|---|
| GF
<ul style="list-style-type: none"> ■ Dreamy visuals ■ Great plot ■ Flexible magic system | Guff
<ul style="list-style-type: none"> ■ Initially befuddling ■ Some clumsy PlayStation hangovers ■ No escape from cut-scenes |
|--|---|

As in the rest of the world, the Brits were enchanted by *Final Fantasy 8* on the PlayStation. Indeed, *Arcade* was moved to anoint it with a full five stars. The exact words? "A vision of cutting-edge graphical loveliness."

Aside from even better graphics, *Final Fantasy 8* on PC is a faithful facsimile of the PlayStation original. It's so faithful, in fact, that there doesn't seem to be any way to quit from it short of Alt-Tabbing out. And, irksomely, there's still no option to skip the Guardian Friend attack cut-scenes, which are breathtaking to watch the first time, and the second too, but soon get tiresome. No matter, though, because the game is every bit as engrossing on the PC as it is on PlayStation. It works on so many levels, rather like a slice of delicious gateau.

On the surface – the topping, if you like – you've got those splendid graphics. These use a combination of techniques. Most of the time finely detailed



polygonal characters wander around against equally lovely static backgrounds. Should a pack of monsters attack you, or a bit of story-telling be required, you'll find yourself watching cut-scenes generated using the game engine. And then, when a really major event in the story occurs, you'll get a terrific cinema-quality sequence. This might all sound like a bit of a mish-mash on a machine that has blended narrative and action seamlessly in games like *Half-Life*, but it works.

Then, underpinning the graphics, you've got a genuinely diverting story. The main character you control is Squall Leonhart. He's a spiky-haired trainee soldier at the SeeD Academy, and as the game progresses it transpires – through flashbacks and dream sequences – that his life is

FINAL FANTASY 8 WORKS ON SO MANY LEVELS, RATHER LIKE A SLICE OF DELICIOUS GATEAU.



somehow weirdly linked to that of Laguna Loire, an ex-soldier turned journalist. (The manual says of Laguna, "Using his writing as mighty instrument of justice, he stands strong against the evils of the world." He's someone Arcade can identify with.) Basically it's an excuse to form a troop of characters and go and duff up some monsters, but it's also intriguing enough to hold your attention throughout the five CDs.

And then, holding it all together – the creamy filling – there's the more-bewildering-than-ever *Final Fantasy* magic system. In contrast to the rest of the game, the magic department looks like something from the dark ages of computing – page after page of bewildering stats, acronyms and abbreviations. By fumbling through these screens using their clunky PlayStation-derived interface, manual on your lap, you must grapple with the mysteries of Elemental Junction Abilities and Renzokuken attacks, and the differences between Str, Spd and Spr.

But don't be put off, because while it might look about as interesting as a railway timetable, it's this magic and combat stuff that really makes *Final Fantasy 8* tick. And as you slowly get your head round it all you'll find it means you can play the game in just about any way you like.

You could, for example, concentrate on your characters' hand-to-hand fighting abilities. Squall wields a Gunblade, a sword-cum-pistol, which can gradually be upgraded, while the fisticuffs-favouring Zell can pull off various beat-'em-

up-style move. Or you could focus your attention on magic, which can be drawn from enemies and then cast as spells during battles. Magic can also be "junctioned" to your team's stats, improving their skills.

Or you could place your faith in your Guardian Friends (GFs). These are demons who, once defeated in battle, can be trained up *Pokémon*-fashion and summoned to provide back-up. Those cut-scenes may prove more than you can bear, however. Or you could come up with a cunning combination of all these techniques, perhaps developing one character who's good at combat, another who weighs in with his GF, and a third who's a whiz at spells.

Mind you, you're more than likely to start out by switching everything to "auto" and playing *Final Fantasy 8* as an adventure game, running away from danger. But you'll come a cropper when the big baddies show up.

This is a game you need to work at, then. But it's one that'll reward your efforts many time over with its twist-riddled storyline and glorious cinematic sequences. The sense of achievement when you finally defeat one of the really enormous boss-type monsters can't be overstated.

Oh, and hang on, when you do finally need to go to bed, Ctrl-Q seems to do the trick. Any chance of a PC version of *Gran Turismo 2* next? ★★★★★

Jonathan Davies

■ The Guardian Forces may look good now but you just wait until you've seen them for the umpteenth time.

Or you could try...

Final Fantasy 7
Eidos ★★★★★
Older, less sophisticated, and cheaper, but otherwise similarly great.

Heroes of Might & Magic 3
Ubi Soft ★★★★★
Exploration-based RPGing, though without the graphics and story of *Final Fantasy*.



■ Three's a crowd. While your party is limited to three members the set up of your group is entirely up to you. Choose wisely.





■ Nox switches between the "real" world and an ancient magical setting with some amusing results.

Game info

- Publisher: **Interplay**
- Developer: **Westwood Studios**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-32**
- Requires: **P233, 32Mb RAM, 300Mb HD-space**

NOX

AN ALL-ACTION RPG GAME THAT LIVES UP TO THE HYPE.

After the relative disappointment of *Command And Conquer: Tiberian Sun*, the once infallible Westwood Studios has been left scraping egg from its face. Like *Tiberian Sun*, *Nox* arrives highly-anticipated. However, unlike *Tiberian Sun*, *Nox* lives up to the hype.

Seeing as *Nox* is a role-playing game, snides would likely dismiss it out of hand as a clone of Blizzard's *Diablo*. Indeed, the top-down perspective, atypical fantasy setting and assorted trimmings would appear to back this up. However, from the off, it's clear that this is no hackneyed fantasy quest. The FMV intro sequence opens with a scheming female Necromancer casting a sinister spell by uttering the usual faux Latin gibberish. It's when her candle fizzes out, she begins to grumble about her cheap magical supplies and the action cuts to a trailer park in the real

world, where the "hero" of the game begins his quest by trying to get a better picture on his TV, that you know that *Nox* is no tedious *Diablo* rehash.

Starting off with your amusingly contemporary character selecting one of three classes – warrior, conjurer or wizard – the game plonks you in one of three different locations, each of which branches out into its own plotline. Despite its RPG veneer, at heart *Nox* is very much an action-oriented game.

You control your character using the mouse – the right button walks you forward, the left attacks, talks and uses. In addition, punching the space bar causes your character to jump, and as your character acquires spells or special attacks they can be activated with keyboard shortcuts. Indeed, there are sections where the game resembles nothing so much as a top-down platform game.

In fact, *Nox* rarely plays like your usual role player. Though there are the expected small quests which build into a far grander whole, the ground-level detail is where the game wins time after time. For instance, should you

decide to sell your trousers to a trader, you have to buy a new pair if you don't want to combat the orcs and spiders dressed in nothing but your underpants.

In battle you have the choice of fight or flight, so you take to your heels and barricade yourself in a side room, square up to your foe or try to lure them into a trap – which, if you are a magical character, may include a volley of pre-determined spells.

Wisely, with such a focus on action and freedom, Westwood has incorporated a spectacular multi-player mode into the mix. As well as the usual Deathmatches, you can play Capture The Flag games, or Hot Potato, in which an explosive spud is passed between the players.

Nox could very well be the future of role-playing games. It makes the likes of *Diablo* and *Baldur's Gate* look weary and archaic. Even *Final Fantasy* seems tedious in comparison. This is the role-playing game which you'll enjoy even if you're a non-role-player. Actually, scratch that. You won't just enjoy it, you'll love it. You'll play *Nox* and beg for more. ★★★★★

Paul Rose

DESPITE THE RPG VENEER THIS IS AN ACTION GAME... FINAL FANTASY SEEMS TEDIOUS IN COMPARISON.



■ Some sections resemble a top-down platform game.

↑ Uppers &	Downers ↓
Gold pieces <ul style="list-style-type: none"> ■ Action-oriented gameplay ■ A vast quest ■ Top notch multi-player mode 	Ring pieces <ul style="list-style-type: none"> ■ Mouse control takes getting used to ■ The usual dumb-as NPCs ■ Fairly familiar storyline

Or you could try...

Final Fantasy 8
Eidos ★★★★★
The purists' choice. The latest and best of Square's epic RPG series.

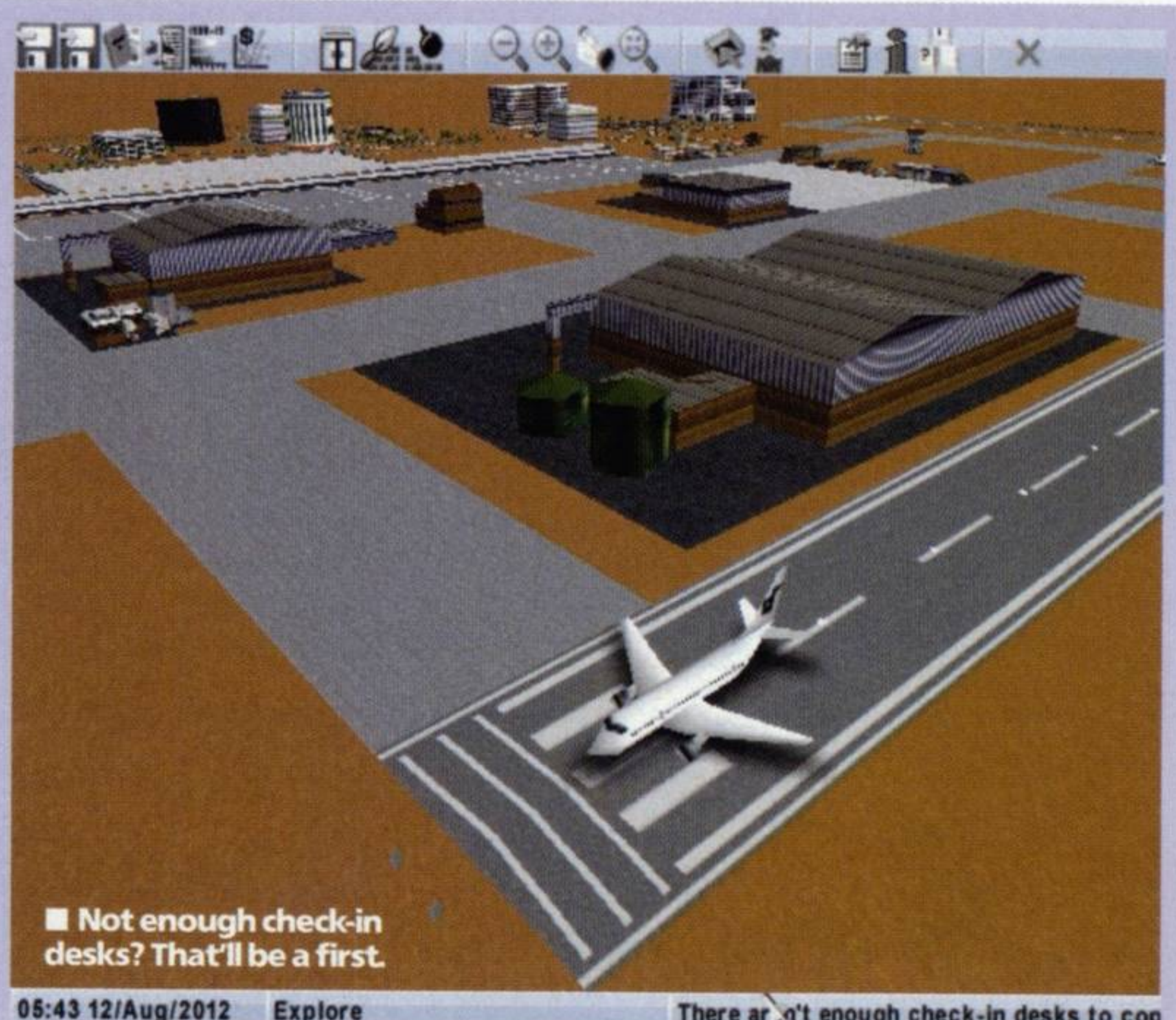
Diablo
Blizzard ★★
Similar top-down perspective role-playing.



■ A spectacular multi-player mode has wisely been included.



■ In a last ditch bid to quit smoking, Andrea tried some visualisation exercises.



■ Not enough check-in desks? That'll be a first.

05:43 12/Aug/2012 Explore

There ar, o't enough check-in desks to cop

AIRPORT, INC

GIVE HEATHROW AND GATWICK A RUN FOR THEIR MONEY.

Everyone knows what running an airport is about. The BBC aired the documentary, after all. Well, *Airport Inc* offers you the chance to ride shotgun in the entrepreneur's cockpit and cope with the varied tasks and challenges of running a virtual Gatwick.

But it seems that the airports of this game aren't the never-a-dull-day places you saw on TV. Indeed, you aren't even cast as camp über-supervisor Jeremy Spake, and have to make do with taking your place as an airline contracts manager. Instead of paparazzi hassles at the exclusive arrivals lounge, you have cargo holds and retail units to position. And in lieu of outrageously drunk Russian sailors hilariously missing their check-in, you are treated to rosy 3D rendering and a sluggish user interface.

As with many other strategy sims, *Airport Inc* expects you to look after the details in addition to the overall

campaign. You decide on an general direction – for example, whether to concentrate on moving cargo or people – but you must also ensure that a retail outlet doesn't block another's doorway. This breadth of tasks could be seen as either a challenge or a pain in the fuselage, but each is important if you are to outperform other airports.

That said, "outperforming others" as a game's raison d'être doesn't lend itself to any playability. In *Airport Inc*, your ultimate job is to keep things ticking over and to rank highly on a league table of airports which you never come into contact with. If you are the sort of person who likes the idea of orchestrating takeoff windows and laying out taxiing space (and, like *Highlander*, there can be only one) then *Airport Inc* may appeal. ★

Gerred Blyth

Or you could try...

Age of Empires 2
Microsoft ★★★★★
Command & Conquer crossed with
Civilisation 2 in a historical setting.

Command & Conquer: Tiberian Sun
EA ★★★★★
Total warfare that makes the Somme
look like Kew Gardens.

Game info

- Publisher: **Take 2**
- Developer: **Krisalis**
- Price: **£30**
- Release date: **March**
- Players: **1**
- Requires: **P200, 16Mb RAM, 300Mb HD-space**
- Recommended: **P400, 64Mb RAM, 3D accelerator card**



■ The public housing scheme was coming along nicely.



↑ Uppers & Downers ↓

Lift off

- Live out your docusoap fantasies
- um
- errr...

Splash down

- No real gauge of your success
- A bit like hard work
- Running an airport?

Also released

Haven't you had enough already?

Words by | Nick Jones



BROKEN SWORD 2

- Publisher: **Sold Out**
- Developer: **Revolution Software**
- Price: **£5**
- Release date: **on sale now**
- Players: **1**

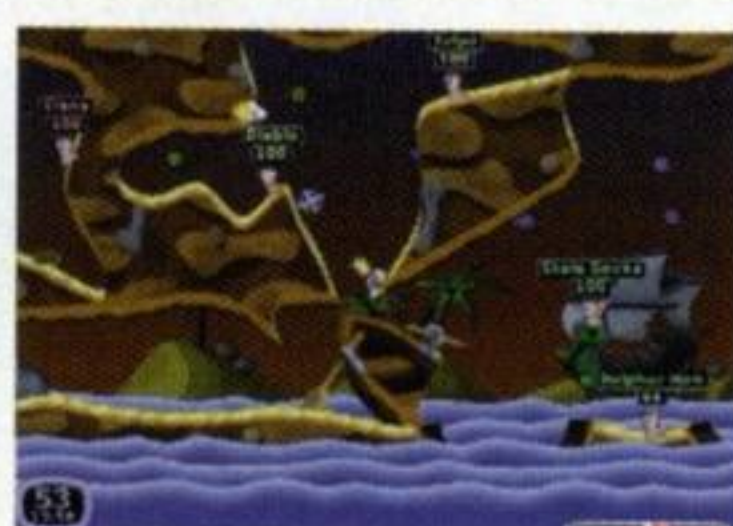
■ As far as adventure games go, *Broken Sword 2* is one of the best. More interactive cartoon than computer game, it's stuffed to eyes with glorious animation, a compelling story and a strange but charming sense of humour. It is easily as good as any of LucasArts' efforts in the genre. It's funny, inventive and difficult. For £5 you can't possibly go wrong. ★★★★★



CHAMPIONSHIP MANAGER 2

- Publisher: **Sold Out**
- Developer: **Sports Interactive**
- Price: **£5**
- Release date: **on sale now**
- Players: **1**

■ *Championship Manager 2* is a game that enters the psyche like no other. If you're a football management fanatic that is. Compared to its illustrious sequel, this looks a little basic these days, and with a database of players that is three years old it's dated, to say the least. But it's still a great game, and as an introduction to the series proper, *Championship Manager 2* is unbeatable. ★★★★★



WORMS/ WORMS: REINFORCEMENTS

- Publisher: **Sold Out**
- Developer: **Team 17**
- Price: **£50 for the pair**
- Release date: **on sale now**
- Players: **1-8**

■ The *Worms* games rightly go down as some of the most addictive and playable in history. Surprisingly, they have stood the test of time. The basic premise is to use your platoon of worms to blow the hell out of an opposing team. Last man-standing wins. Simple, yet incredibly addictive gameplay – especially in multi-player. ★★★★★



SCREAMER 2

- Publisher: **Sold Out**
- Developer: **Virgin Interactive**
- Price: **£5**
- Release date: **on sale now**
- Players: **1-2**

■ While the PC hasn't seen many great racing games of late, *Screamer 2* was one of the better racers to appear on the system. It takes PlayStation racers to heart and offers an arcade-experience rather than the sim slant that so many PC games take. Of note are the intelligent computer controlled cars and the frame speed. *Screamer 2* isn't the greatest racer ever, but it does the job. ★★★



ARCADE CLASSICS

- Publisher: **eGames**
- Developer: **eGames**
- Price: **£10**
- Release date: **on sale now**
- Players: **1-2**

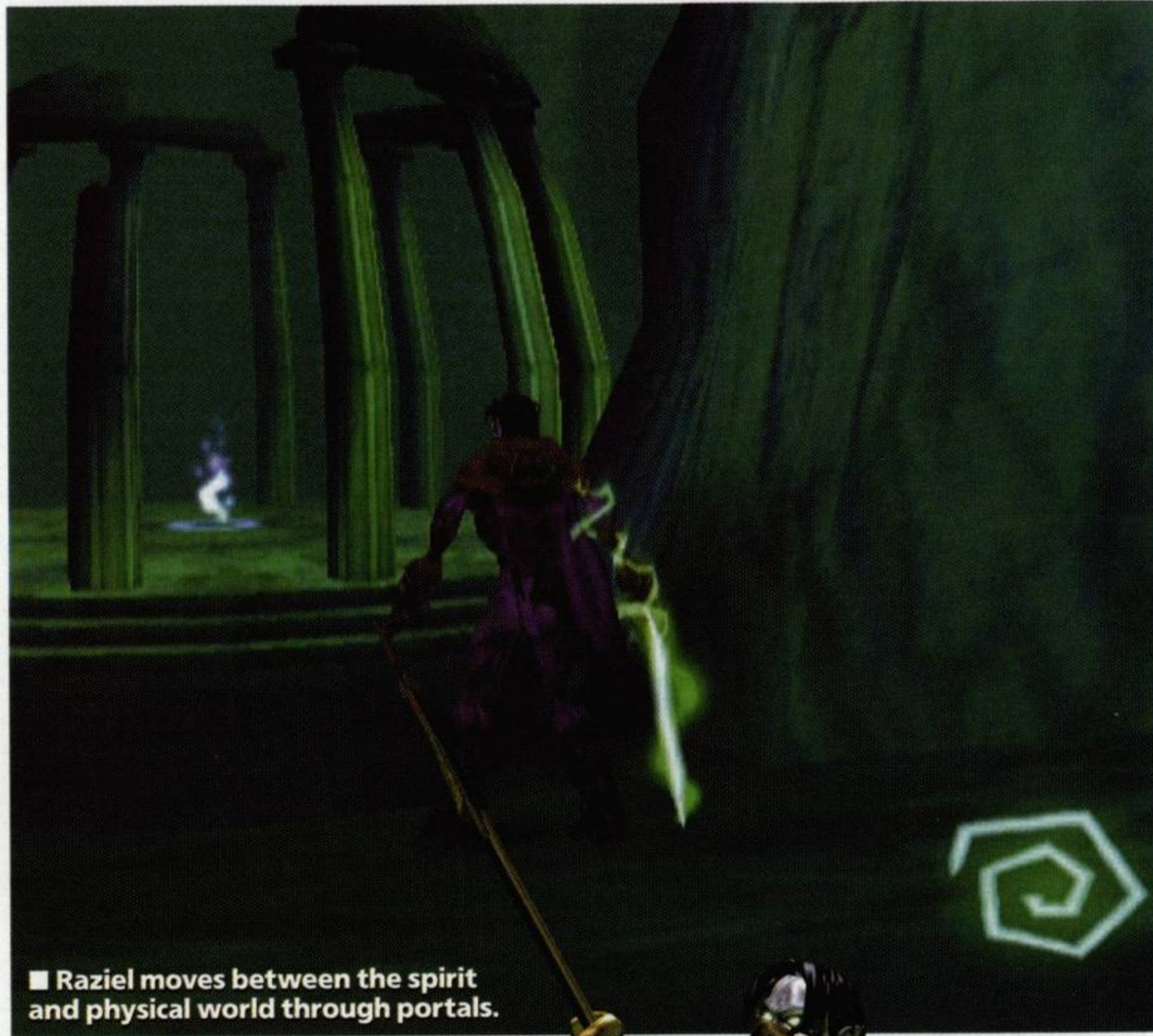
■ For your money you get seven "classic" arcade titles: versions of *Pac-Man*, *Frogger*, *Lunar Lander*, *Missile Command*, *Tetris*, *Dig Dug* and *Breakout*. However, these aren't the originals – they're updates of these classic games. Most of which have been given the 3D treatment. While this may keep your kids happy, if you've got a connection to the Internet then you could have the originals for free. ★



BINGO MASTER

- Publisher: **eGames**
- Developer: **eGames**
- Price: **£10**
- Release date: **on sale now**
- Players: **1**

■ As the box says, "12 all-new games!", "play with 1-3 cards!", "incredible graphics!". Hmm, it's just bingo, isn't it? You know what to do: the computer calls the numbers, you cross them off – you get various patterns on your card and you win. How exciting. Rather than play this, you should get down to the real bingo – it's the new rock n' roll. The booze is cheap and there are women all over the shop. ★



■ Raziel moves between the spirit and physical world through portals.

Game info

- Publisher: Eidos
- Developer: Crystal Dynamics
- Price: £40
- Release date: on sale now
- Players: 1
- Extras: VM unit, vibration pack

SOUL REAVER LEGACY OF KAIN

GOTHIC HORROR ON A GRAND SCALE.



■ They're nasty, but your foes are few and far between.



Shunning the current trend of disaster led survival horror games, *Soul Reaver* takes a more gothic approach to proceedings. There's no attempt to make this a movie-style horror game, there's no reference to George Romero and his style of shock-horror flicks; this is horror straight from the pages of a Bram Stoker novel. It has its own look and relies on atmosphere to create a feeling of unease, but is *Soul Reaver* a game that places style above content?

You play Raziel, a disciple of Kain – the head vampire and all round evil dude. The trouble is that Kain is a jealous man, especially when you evolve wings – a sign that you are more powerful than your master. Kain sees this as a threat to his vampire lordship, and not being one to relinquish his grip on his power promptly casts you down into vampire hell to be consumed in an eternal fire where you will burn for, well, all eternity. But Kain didn't count on the vampire spirits, and you are liberated from your fiery prison centuries later. There's only one thing on your mind, and that's revenge.

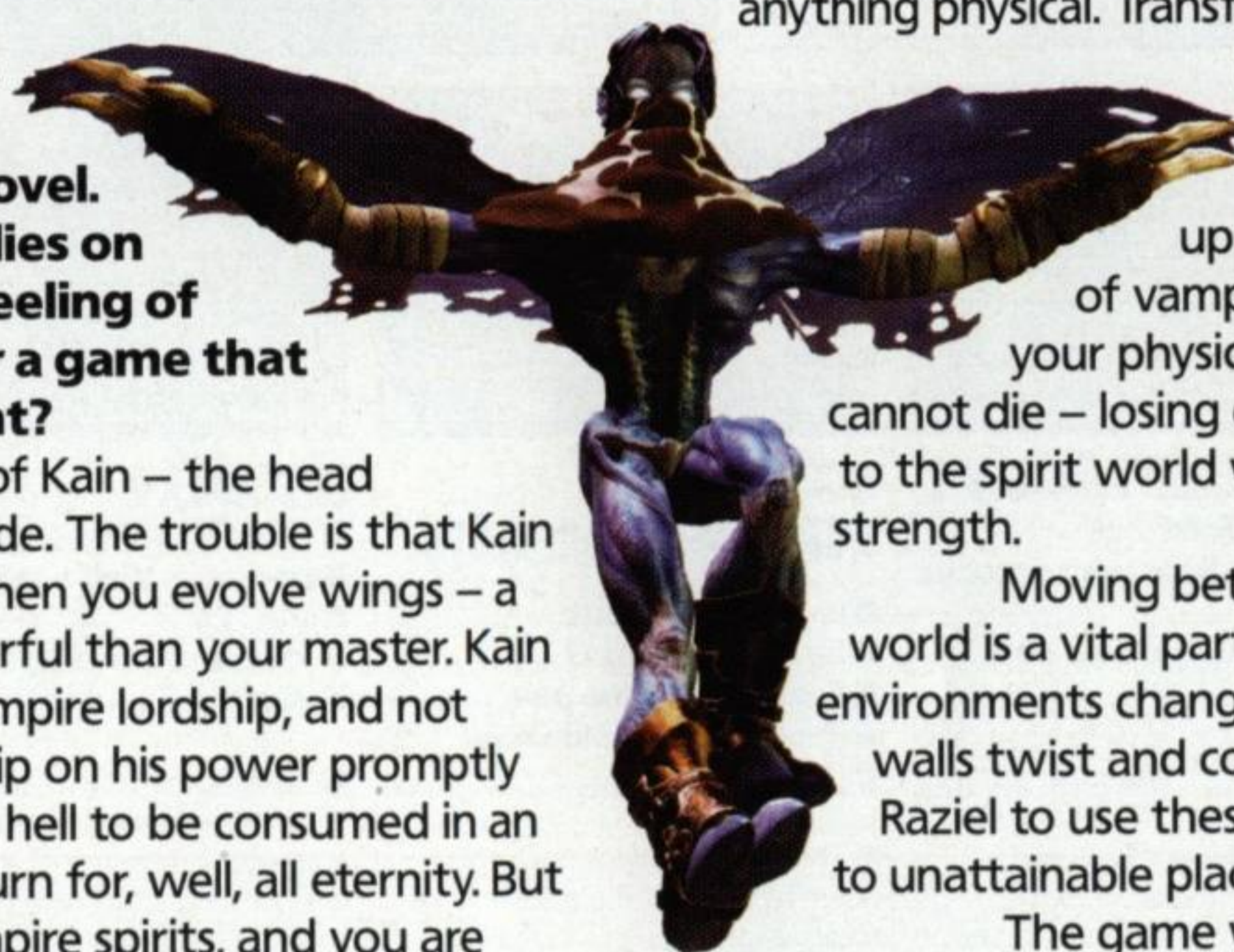
Think *Tomb Raider* with vampires. It really is that simple. *Tomb Raider* with a few extra bits here and there. Blocks and levers, platforms and fighting. However, this is *Tomb Raider Plus*, if you like – you have more freedom of

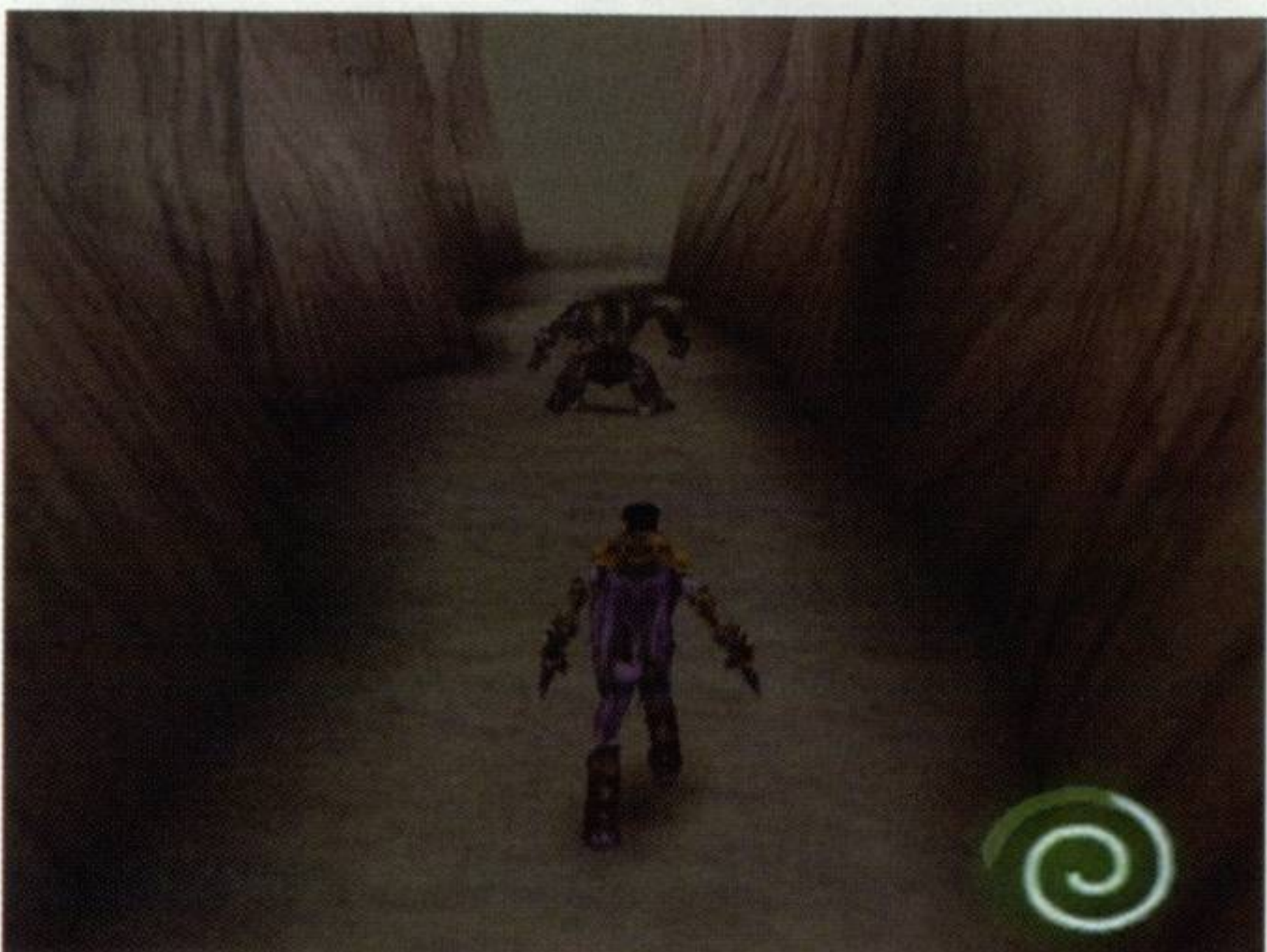
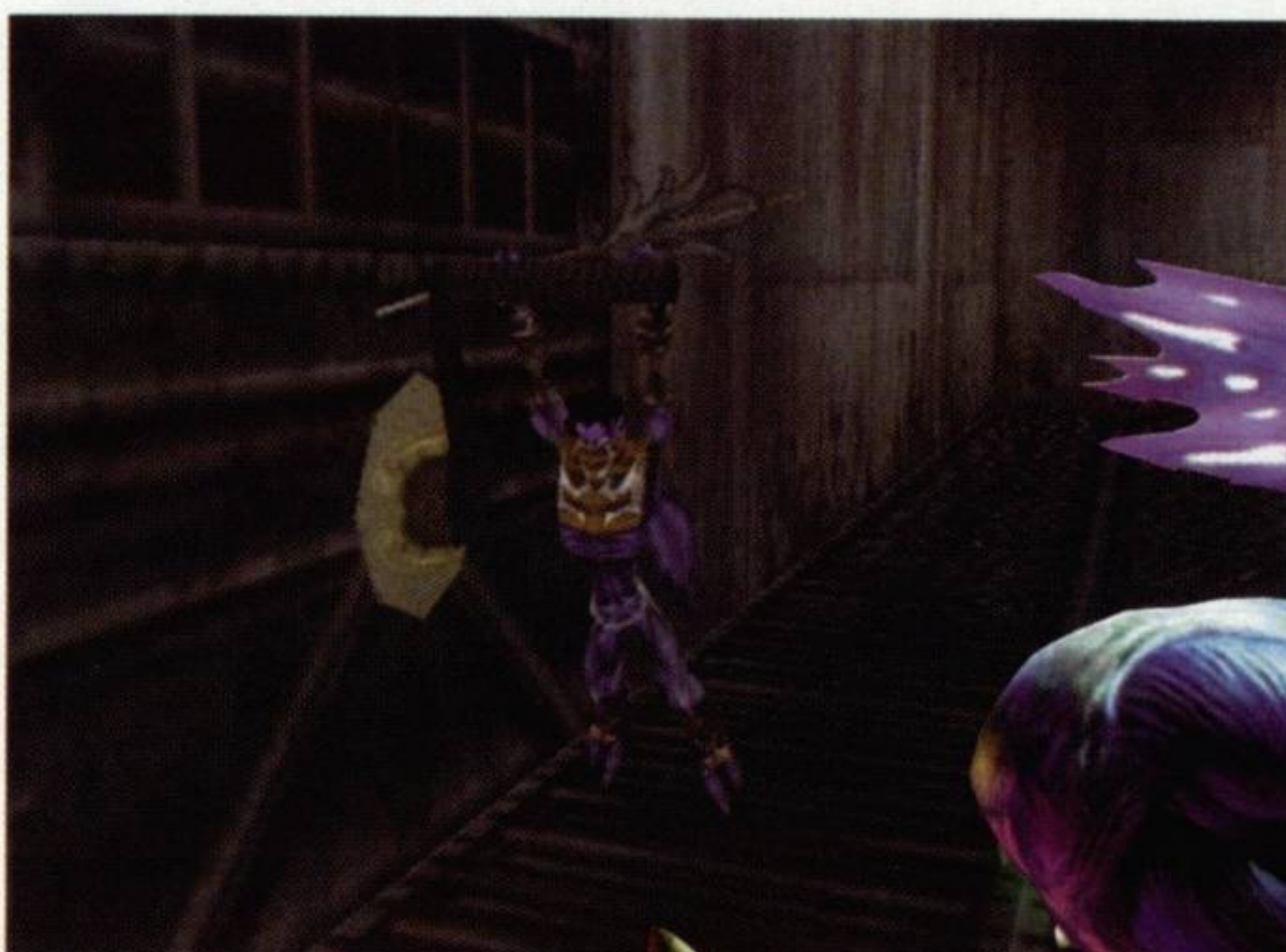
movement and the clever inclusion of two worlds (the real world and spiritual world) gives *Soul Reaver* an interesting spark of individuality.

Raziel exists naturally in the spirit world, but here he is at his weakest. He can't open doors, move blocks or do anything physical. Transferring to the real world gives him strength beyond a normal vampire. Hence this is where you'll be trying to stay, sucking up the souls of vampires and humans alike to maintain your physical form. In your undead state you cannot die – losing energy merely transports you back to the spirit world where you need to build up your strength.

Moving between the real world and spirit world is a vital part of the gameplay. The environments change drastically between the two: walls twist and convulse in the spirit world, enabling Raziel to use these platforms to get to unattainable places.

The game world is enormous and is often a wonder to behold. Massive underground caverns, cities, waterfalls – it's all in wonderful hi-res, prettily coloured Dreamcast-o-vision. However, the scale of the levels exaggerates the sparseness of the world. Creatures are few and far between, even in the supposedly vast human city there are very few people running around.





↑ Uppers & Downers ↓

Dracula	Duckula
■ Massive game world	■ Sparsely populated
■ Unique gothic styling	■ Little guidance
■ Strong character design	■ Too difficult

Of course, this could be the whole point – a world where the vampire legions have taken almost every soul from the world. But it isn't, it's down to this game's legacy as a PlayStation title that gives it these limitations. This is a shame, because the Dreamcast is no doubt capable of so much more. That said, *Soul Reaver* does look fantastic, better even than it did on the PC, and you get all the Dreamcast special effects to boot.

However, the main problem with *Soul Reaver* is that you are never sure what you're supposed to be doing. There is a lack of direction in the game that leaves you floundering in a world of blocks, switches and wide-open spaces, not quite sure what you're trying to achieve. Occasional pointers come up from your spirit guide, but it would have been nice to have a few more pointers. You know, "you must get through the crazy maze of hell" or "first of all you must defeat such and such vampire" and "he will give you directions on how to get to Kain". Or at least something that would give you an idea of what's going on.

The learning curve is a long way off the mark as well. To begin with you get taken through some of the concepts with some easy puzzles – it's all a bit laboured but it's good to learn. But then you find yourself in puzzle hell with no idea of what's going on or how to go about solving the problems that you are faced with. Is this a good or bad thing?

Depends on how you look at these

things – on the one hand it's frustrating, on the other it means *Soul Reaver* is one helluva challenging game. The thing to do is not play it without a guide, as the frustration may just get the better of you.

So there you have it. *Soul Reaver* impresses with its graphics and style, but falls down with some fiendish puzzling and a lack of direction in the gameplay. It manages to create a fantastic atmosphere, but the game world is sparsely populated and enemies just seem to be there as fodder for your soul reaping. In theory *Soul Reaver* should take you a long time to complete, but will you want to after trying to work out a puzzle for an hour?

For all its problems, *Soul Reaver* is still a top game. It can be forgiven its faults for all the good stuff that's here. There's some great character design and there is a pervasive feel of unease that soon has you feeling that all is not right with the world. There's a great story as well. *Soul Reaver* is frustrating at times, but still rates as a darn good old-fashioned adventure. ★★★★★

Nick Jones

Or you could try...

Shadowman
Acclaim ★★★★★
Stylish voodoo adventure.

Resident Evil 2
Virgin ★★★★★
Survival horror at its best.

■ Fire, the Soul Reaver and stakes all serve to slaughter the undead, after which you can suck up their spirits.





Game info

- Publisher: **Ubisoft**
- Developer: **Ubisoft**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **60Hz**

RAYMAN 2



TOM CRUISE AND DUSTIN HOFFMAN RETURN IN – NO, HOLD ON.

↑ Uppers & Downers ↓

Yo-ho-ho

- Could hang screenshots in the Tate
- Plays like a dream
- Multi-player game

Oh-God-no

- Bit of a stroll in the park
- Rayman has no legs



Rayman's cinematic intro bluntly informs you that you're the world's only hope. To accept such a thinly veiled blood oath, you would be forgiven for expecting a few creature comforts. One of which is legs. Armless floating hands have never been a problem, but always demand legs and give no ground.

In fact, with feet attached to your body by nothing other than goodwill, there can only be one consolation: mad rotating helicopter ears at the touch of a button. Fortunately, for the good people of Ubi Soft's cartoon world, Rayman has just this – along with powerful fireball punches, the sure-footed manoeuvrability of an orang-utan and the ability to ride bareback on an uncanny range of improbable objects. As the French might say, bon.

Rayman's second adventure takes place in a vast and varied 3D world. If you haven't come across its release on other formats, the plot concerns a potent mix of enraged robot pirates and unbounded French heroism. As the story unfolds, sub-challenges are provided by the characters Rayman encounters, each offering the next step on a very well conceived learning curve. These missions tend to come thick, fast and arbitrarily – a style that has become one of

Japan's most enduring exports. While hunting for your lost friends Globox and Ly, you also need to find the four magic masks to release Polukus, not forgetting the 1,000 glowing "lums" hosting all the goodness recently pillaged by pirates.

By the time you are asked, by a floating beagle, to rescue the five amulets resembling the members of Steps and the three orbs symbolising the wheels of a Robin Reliant (OK, one of those might be invented) it's clear the make-it-up-as-you-go-along storyline is an excuse to cram as much beauty and cracking gameplay in as possible. And don't forget the addition of a whole new world exclusive to the Dreamcast (achieved after collecting the inevitable six crystals) and an extra bonus game found on the *Rayman* Web site.

The meandering storyline is reminiscent of *Zelda* on the N64, and the similarities do not end there. Moving Rayman is much like controlling Link, though jumping and climbing is much more fluid here, as required by the free and easy romping that the levels require. Also, helpful hints from rocks in the forest and a glowing little tipster that hovers around you when there are puzzles to be solved all smack of *Zelda's* lush world. Needless to say, the overlaps are carried off with idiosyncratic charm: your glowing green-fly guide, Murphy, speaks in a sinister whisper and it's very



■ Missions come as thick and fast your average blonde and are little more than excuses to cram in loads of *Rayman 2's* diverse beauty and cracking gameplay.



difficult to concentrate on his advice while being confronted with his insane grinning bastard face.

It must be said that the game looks an absolute dream. At times, the Dreamcast's power shines through, like the strobe sunlight between rotating fan blades or tree canopies. Ubi Soft has created a stunning and intricate living cartoon, with 3D so rock-solid you can almost feel the rope-burn as Rayman shimmies down a cargo net. During any of the frequent driving or flying levels – be it aboard a rocketship, water-skis, a tamed bomb or an exploding barrel – the scenery flies by at a smooth 60 frames per second, putting many dedicated racers to shame. What's more, the overhauled music complements the landscapes nicely, although things do get a bit Peter Gabriel now and again.

While the aesthetics are truly top-notch, the puzzles confronting Rayman never get too taxing. It's invariably good enough to make all the right moves at the right times, and you soon figure these out. Also, the pirates that crop up once in a while to halt you in the visible tracks that you leave can be dismissed with a brief volley of Ryu-style fiery punches and rarely become the obstacles they were meant to be. Having learnt from these N64 letdowns, another way in which Ubi Soft has capitalised on the Dreamcast's power

RAYMAN 2 DEMONSTRATES THE KELLY BROOK PRINCIPLE: IT ISN'T QUITE ENOUGH JUST TO LOOK NICE.

includes the important multi-player element. Up to four players can race around a shifting maze collecting power-ups, power-downs and the all important Lums. Given that the single-player game is too straightforward to keep you playing for long, this competitive head-to-head mode makes it easier to justify splashing out.

Rayman 2 underlines the important fact that snakes have been trying to tell us for ages: you don't need legs to move like greased lightning. But it also demonstrates the Kelly Brook principle: it isn't quite enough just to look nice, you need to work on other areas as well. *Rayman 2* is a game with which to impress your younger relatives, and the Dreamcast version thankfully has all the required icing on its already well-made cake. ★★★★★ **Gerred Blyth**

Or you could try...

Sonic Adventure
Sega ★★★★★
More frantic, less cerebral, more hedgehogs.

Soul Reaver
Eidos ★★★★★
Hard-puzzling Gothic vampire epic.



■ Getting through the puzzles in *Rayman 2* is fairly straightforward, just make the right moves and the right time and away you go.



↑ Uppers & Downers ↓

Electrifying

- Lovely graphics
- Good course design
- Course designer included

Revolting

- Too difficult to begin with
- Twitchy car control
- Too few tracks

RE-VOLT

RADIO-CONTROLLED RACER THAT WILL DRIVE YOU TO DISTRACTION.

As far as objects of boy lust go, radio controlled cars always ranked up there with *Wonder Woman*, *Daisy Duke* and a full football sticker album. Guess which activity has been turned into a Dreamcast title.

Yeah, you guessed it – the Sega machine has another racer on its books. But *Re-Volt* is different from the crowd. It's a fun racing game with arcade qualities and weapons. A sort of *Mario Kart* with aerials.

To begin with, though, *Re-Volt* will drive you to the very edge of frustration, confusion and upset, as the simulation of radio controlled cars is perhaps too accurate. Clipping a corner will flip your car out, or at the very least bring it to a standstill. Whatever happens, you'll find yourself well down on the opposition with next to no chance of catching up. *Re-Volt's* tracks are unforgiving at best, so you'll need lots of practice to get anything out of them. Once you've got used to the twitchy control of the cars, driving the little things turns out to be quite fun after all.

Track design is imaginative and makes good use of the smaller scale. Each course is full of moving objects and short cuts – the variety here is excellent. Races take place in such diverse environments as a suburban street, a natural history museum and botanical gardens. There are some lovely graphical touches on show – reflections on polished surface, spectacular firework explosions, tyre marks on the track. However, there's a price to pay for all this loveliness: there are some nasty moments of slowdown when a lot of cars are on the screen, which can seriously hamper your driving.

Not one to be outdone by almost every other racer in this genre, *Re-Volt* is a racer that loves its weapons. These are actually a bit more interesting than your usual fare. The regular rockets and oil slicks are here, but you can also let rip with beauties like giant bowling balls and a power-up that transforms you into a bomb. The opposition cars are



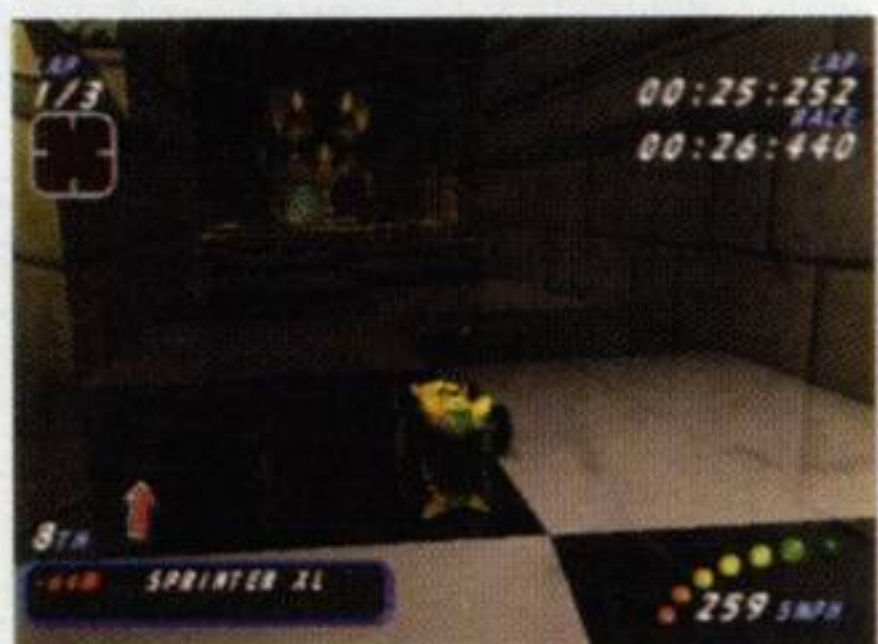
■ Different surfaces affect the handling of your car.

particularly nasty and won't hesitate to stitch you up. This, coupled with the fiendish track design and twitchy car control, makes *Re-Volt* a real challenge.

As far as game modes go, you get all the standard modes: single races, championship races and time trials. There is the extra bonus of a stunt racer mode. Here each of the levels gives you 20 stars to collect – to get them you perform stunts off ramps.

The scale in *Re-Volt* is definitely a good thing, but after you get used to the giant BMWs, supermarket speedways and dinosaur skeletons, you're left with a pretty standard racer. Four-player is fun, but you have to question how long the single-player game will last. With only a few tracks, you'll whizz through *Re-Volt* after you've got the hang of the controls. The course editor adds depth, and the ability to swap your best courses with friends is a neat touch. That said, *Re-Volt* suffers from a lack of originality, a lack of tracks and from being too difficult. It's one of the better racers on the Dreamcast, but *Re-Volt* was never going to usurp the likes of *Sega Rally 2*. The question is, when will Sega turn up a racer that really takes advantage of what the its new machine has to offer? ★★★

Nick Jones



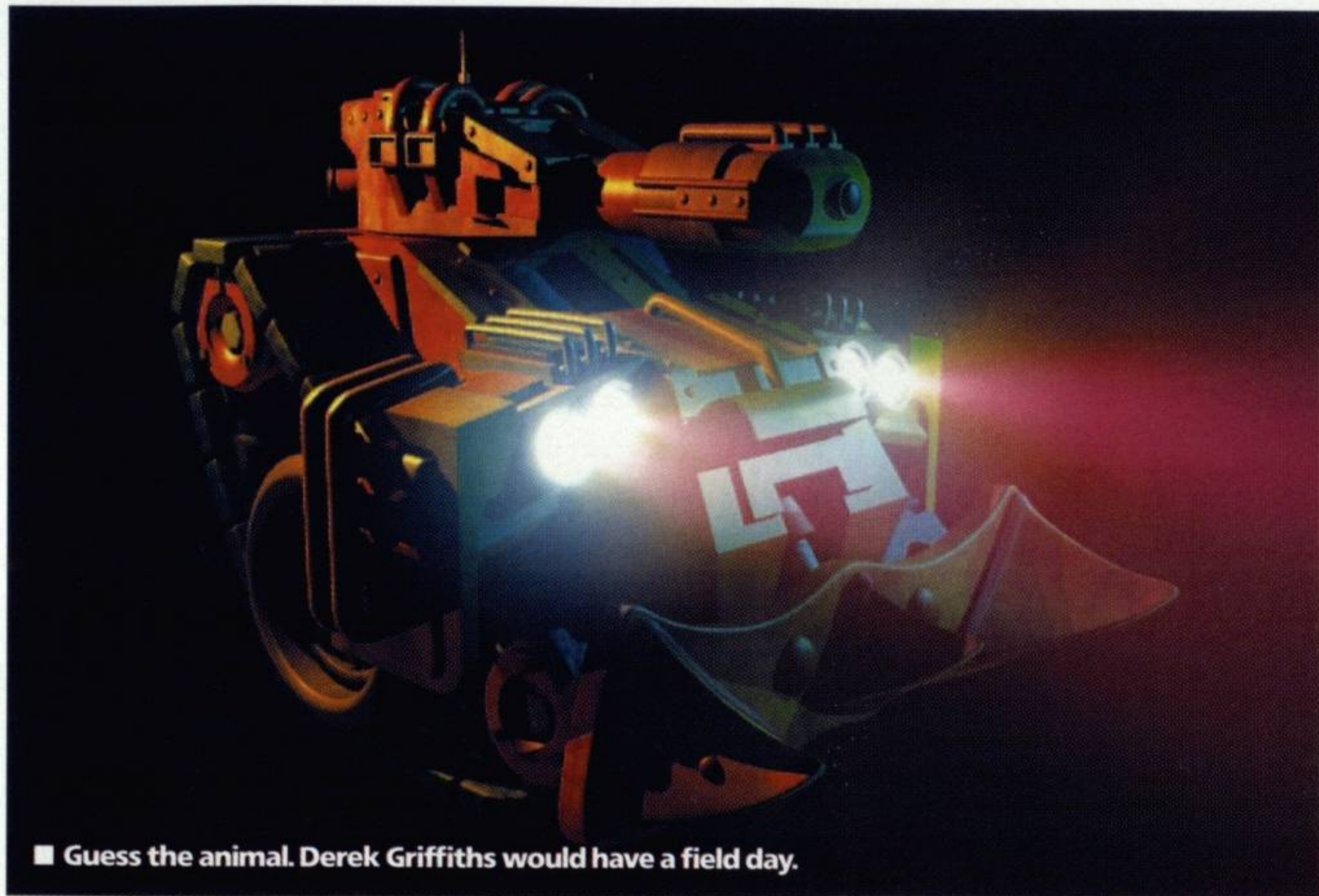
■ Tracks are varied but there just aren't enough of them.



Or you could try...

Speed Devils
Ubi Soft ★★★
Racing that'll put a smile on your face.

Buggy Heat
Sega ★★★
Buggies. Racing. In the heat.



■ Guess the animal. Derek Griffiths would have a field day.



■ Gaining the high ground is key to your success.



■ Face-to-face confrontations can get a little fraught.



WILD METAL COUNTRY

FORGET ANIMAL CRACKERS AND MAKE WAY FOR THE ANIMAL TANKS.

When *Wild Metal Country* was released for PC last year tank combat fans were seen having fits of euphoria. Imagine: tanks that take on the personalities of animals, the small ones like the rat using hit and run guerilla-style tactics, the larger, slower herd animals stampeding towards you, hawks dive-bombing you from above. It was a niche that needed filling. It was also the perfect candidate for a port to the Dreamcast, it's just a shame that Rockstar seems to have forgotten just how powerful the Dreamcast is.

In the single-player missions of *Wild Metal Country*, you choose a tank from a choice of five, all with differing performance characteristics, which is then placed in what is essentially an arena, full of mountainous terrain and deep valleys, encountering more and harder enemies as you move through the levels. All the levels are the same: capture eight Power Cores, return them to your

store, go to next arena and do same. The weapons are adequate, but nothing special. You get a choice of eight missiles and three mines in the later levels, dropped by helicopters circling above, which can also repair damage when called upon. Easy, eh?

Well, no. Out of necessity, the tanks cannot climb hills of more than 30 degrees, even with caterpillar tracks, thereby giving the level designers a bit of strategic planning. This adds a puzzle dimension to the game – how do I get up there? – and a strategy element, as you know when you finally find your way up that the enemies will be waiting, so you take it slow, picking them off one by one. Unfortunately, the AI is substandard. You can only watch a hippo tank trying to climb a hill for so long before putting it out of its misery. Your fire button, if held down, also elevates the turret gun.

This is annoying at short range – you hammer the button at a target and suddenly your shots are whizzing away over their heads. But, that said, this forms a key part of the gameplay and can be overcome with a bit of patience.

The most disappointing aspect of *Wild Metal Country* is the insufferable fog, which, with the all but useless sensor, leaves you blind until well within enemy range. Graphics are blurred and indistinct, and you find yourself shooting at ammo boxes in the distance because you can't see what they are.

The split-screen two-player option is slightly more fun, but with only four small arenas it quickly becomes tedious. This is a shame, but the fogging, the unreliable controls and the frustration cast a long shadow over what is an original and potentially groundbreaking idea. More enthusiasm, better level design and varying terrain could have made this a nice little number, but as things stand, it looks like this was an N64 port that was put in the wrong box. ★★★

Ian Merison



■ Dogs – and cats – of war.

Game info

- Publisher: Take 2
- Developer: Rockstar
- Price: £40
- Release date: on sale now
- Players: 1-2
- Extras: VM unit

↑ Uppers & Downers ↓

- | | |
|--|---|
| Tankin
<ul style="list-style-type: none"> ■ Animal like Tanks ■ Two-player fun ■ Blow things up | Tank Top
<ul style="list-style-type: none"> ■ Fogging ■ Controls ■ Frustrating |
|--|---|

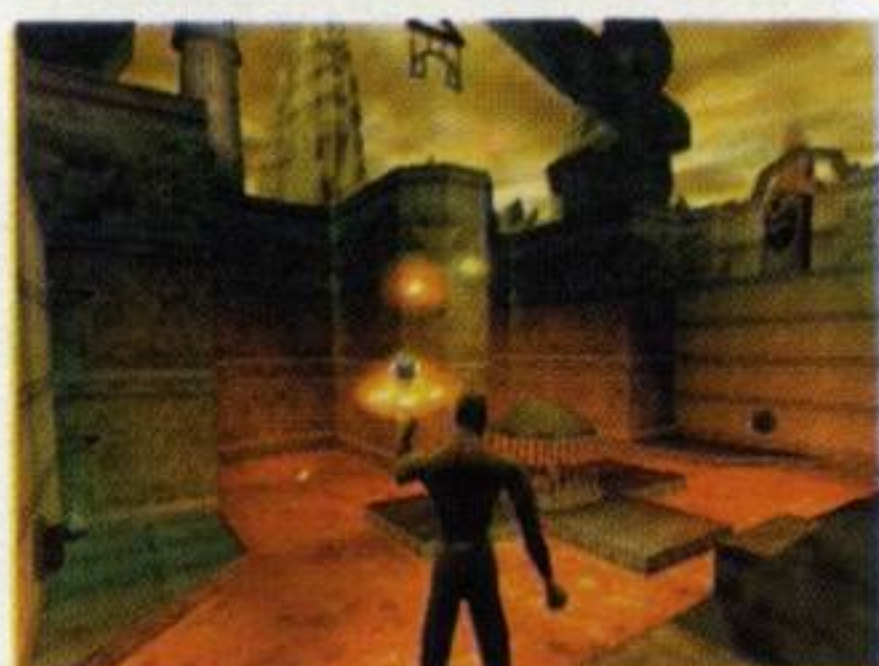


■ (Below) The choppers can be called in for support.



■ Smog looks to be a big problem on the battlefield.





■ Still want to holiday in Haiti?

SHADOWMAN

- Publisher: **Acclaim**
- Developer: **Acclaim**
- Price: **£40**
- Release date: **on sale now**
- Players: **1**
- Extras: **VM unit**

Despite what they say down Haiti way, voodoo and undead serial killers do not exist. Telling yourself this allows you to sleep easy, in a happy place where your dreams feature rainbows and meadows and Cameron Diaz.

But you're quite capable of suspending your disbelief and, if necessary, accept there's a spooky apocalyptic undercurrent waiting to bubble to the surface of the Earth. But there's no need accept that the Dreamcast can't offer more to the shooter/adventurer genre than *Shadowman*.

When *Shadowman* was released on Nintendo 64 in September, everyone recognised its expanses of grim gothic beauty, the involved and adult storyline and the great way the plot and game features were intertwined. And, happily, all these aspects are present on the Dreamcast, ready to suck you back into the *Deadside* where you'll while away hours exploring dark locations in different metaphysical worlds.

The game is a real corker, as it was on the N64. And with the Dreamcast drought of anything resembling adventure games, it is a blessing (a dark voodoo blessing, of course) to those who enjoy a little cerebral action alongside their gunplay. The only reservation is that it could almost be described as Nintendo-faithful, whereas it would be nice to see the Dreamcast flex its muscles as gamers know it can in a dedicated 3D shooter.

If you missed *Shadowman* on the N64 and fancy getting your teeth into a meal where the meat is cursed, the vegetables are evil and the sauce exists on two spiritual planes then *Shadowman* will serve you splendidly. And alongside the glut of thought-free, downright dull Dreamcast titles currently littering the market, maybe you could just buy it anyway. ★★★★★ **Gerred Blyth**



■ Slave Zero checks out the local night life.



■ Number five's alive. But not for long if Khan has anything to do with it.



SLAVE ZERO

CLAMBER INTO A ROBOT AND SAVE ASIA FROM BEING POISONED.

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>K9</p> <ul style="list-style-type: none"> ■ Lovely city visuals ■ Spectacular weaponry | <p>Metal Mickey</p> <ul style="list-style-type: none"> ■ No sense of scale ■ Linear gameplay ■ Repetitive |
|--|---|



■ You're in a city, but where are the people?

Future man will become machine. In an attempt to further evolution, humans will climb aboard giant robots bristling with weaponry and have a scrap in big cities. Or at least that's the vision of the future according to *Slave Zero*.

Half a century from now democratically elected governments will be a thing of the past and mega corporations will rule the world. One such corporation, ruled by Sovereign Khan, is up to no good. In a quest to make megabucks he has built the most powerful industrial/military complex in the world. The trouble is, the pollution from this plant is threatening to destroy Asia in a tidal wave of toxins. Guess what? It's up to you and your *Slave Zero* mecha to stop the evil Khan before he kills billions of innocents.

Stylistically, *Slave Zero* owes a lot to manga films. Giant robots, a cityscape that's straight out of *Blade Runner* and neon signs blazing their Japanese slogans. The sense of being in a city is quite unlike anything else in a videogame. The sense of scale would have worked better had there been smaller objects around you. As it is, the buildings are so huge that they serve to make you feel the size of a man. A robot man, but a man just the same.

The game is also far too linear – you walk on a pre-determined route through the city blasting the never-ending sentinel 'bots. The game becomes repetitive after a short while,

with wave after wave of increasingly tough robots for you to destroy. And there are always plenty of health power-ups, so you never get any feeling of vulnerability or that you may die at any time.

Slave Zero is a reasonable concept – a war set in futuristic city populated by giant robots. Unfortunately, it doesn't pull it off – not by a long way. The game is too linear, the scale of the city never comes across and the constant stream of robots just becomes dull. There's very little originality here and once you get past the sparkling visuals *Slave Zero* is nothing more than a bland, tired shoot-'em-up with little challenge or replay value.

The multi-player game is hampered by a slow frame rate, cumbersome controls and poorly designed arenas. *Slave Zero* is a laugh for a while, but this vision of the future soon loses its sheen. ★★

Nick Jones



Game info

- Publisher: **Infogrames**
- Developer: **Accolade**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Requires: **VM unit**



curled in

Total Football

Unmissable
Wherever you put it



ISSUE 59 Interviews with... Patrik Berger,
Nigel Martyn, Jardel, David James and Stuart McCall
Opinion from... Danny Kelly, Stuart Hall and Alan Green



PLUS The day your club beat Manchester United
The greatest television pundits of all-time
20 young players bound for the Premier League

ON SALE
MAR 9

New Nintendo 64 Games



■ Can you leap onto that bridge and take out those cars? Maybe...



■ The result of a nasty accident at the paint factory.

Game info

- Publisher: Midway
- Developer: Eurocom
- Price: £40
- Release date: March
- Players: 1-4
- Extras: Rumble Pak, Controller Pak, Expansion Pak

HYDRO THUNDER



ARCADE CONVERSION OF WACKY WATERBORNE RACER ROLLS INTO TOWN.



■ Use the boost to get through! Sorry, wrong game.



■ Hitting speedy new heights.

Say what you like about Midway's defiantly American arcade conversions (the brash, bold and extremely loud *Mortal Kombat 4* and *Ready 2 Rumble Boxing*, for example) but they're almost always good for a few laughs. And who needs a straight, old-fashioned racing game when you could be leaping over skyscrapers and dodging subway trains in *San Francisco Rush*. Well...

The *Rush* games are enormously popular in the States anyway, and *Hydro Thunder* is like *San Francisco Rush* with futuristic boats and a post-apocalyptic setting. It also offers the same kind of unlikely stunts, gravity-defying leaps and pedal-to-the-metal thrills as its Tarmac-based cousin, and if anything, it's much more enjoyable to play. Developer Eurocom is an old hand at squeezing great results out of Nintendo's 64-bit hardware, and this is no exception.

Of course it's no *Wave Race*, but then nobody has ever managed to mimic the ebb and flow of the liquid racetrack in Nintendo's 1997 masterpiece, either in the arcades or on any other home machine. *Hydro Thunder* is the closest a

developer has got so far, though. Most of the time the water is completely still, but the way your boat skims over it, biting into corners and sinking slightly after landing from a jump, makes it feel pleasingly real. When the game does throw in a few swells you'll find yourself fighting with the controls to try and keep your machine heading in a straight line. Collecting the essential turbo boxes becomes twice as difficult in choppy conditions.

The turbo boxes provide either four or nine seconds of controllable boost, powering your craft to ludicrous speeds. There's no way to finish first in most of the courses if you don't collect all of them and, naturally, the nine-second boosts tend to be tucked away in hard-to-reach parts of the level – up narrow ramps, behind blind corners or hovering just above the surface. Using the brakes just before you hit the turbo results in your craft soaring into the air for a brief moment of free flight, enabling you to pick up floating boosts and enter hidden tunnels high up in mountainsides or buildings. It's totally ludicrous and loads of fun.

Your opponents have little regard for waterway etiquette, and they'll barge you off the track if you get in



■ Ramps mean shortcuts and bonuses. Go for it, boatman.



■ Summertime on the Norfolk Broads will never be the same.



■ Coastguard boats are only there to irritate honest racers.



■ Looking okay(ish) for a podium finish.

UNLIKELY STUNTS, GRAVITY DEFYING LEAPS AND PEDAL-TO-THE-METAL THRILLS... HYDRO THUNDER IS THE CLOSEST A DEVELOPER HAS GOT TO WAVE RACE.



their way. Fortunately you can call on the services of your "mighty hull", an attacking feature which is activated when you've been boosting for a couple of seconds. Your craft starts to glow white, meaning bad news for any of the CPU bully boys who dare cross your path. Crashing into something while you're fully powered up is like chucking a cannonball into a bath filled with toy boats. You can even send the trackside objects flying – leap into the air, slide along the grassy bank and you might just bag yourself a few cows, monkeys and Spanish conquistadors.

Hydro Thunder's courses are mostly very good. The smaller ones require three laps, so they aren't much

different from other racing games, but the best ones present you with huge stretches of winding canals to navigate, with impressive varieties of scenery along the way. Many of the waterside features conceal shortcuts, from predictable tunnels behind waterfalls to inventive leaps over mountain ranges and through skeletal buildings. The quality of track design is impressive, although there are a few annoying sections where you can't help but bounce off the invisible walls on either side of a particularly narrow section. However, spectacular set pieces such as a fear-inducing quarter-mile drop from the top of a cliff more than make up for the dodgy bits.

Your progress is sometimes hampered by over-exuberant police boats and, bizarrely, paddle steamers which are more than capable of matching your pace until you give them a taste of the old mighty hull. As in the *Rush* series, realism counts for little in this game. So long as you know when the non-racing craft are about to give chase, you can usually avoid them with judicious use of the shortcuts and turbos.

Hydro Thunder on the N64 is excellent. It compares very well to the Dreamcast version too. The graphics aren't as sharp and you lose a few of the reflection effects from the 128-bit game, but the detail is all there if you've got the Expansion Pak required to make use of the hi-res mode. There's also a four-player mode (Dreamcast only caters for two players) so, in a way, it's arguably the best version around. It can't match *Wave Race* for the sheer exhilaration of racing on "real" water, but it's more than playable enough in its own right. ★★★★★

Martin Kitts

↑ Uppers & Downers ↓

Wave Race
 ■ Responsive handling
 ■ Detailed graphics
 ■ Some fantastic courses

Odour eaters
 ■ Murky water
 ■ Fairly difficult
 ■ Self-consciously wacky

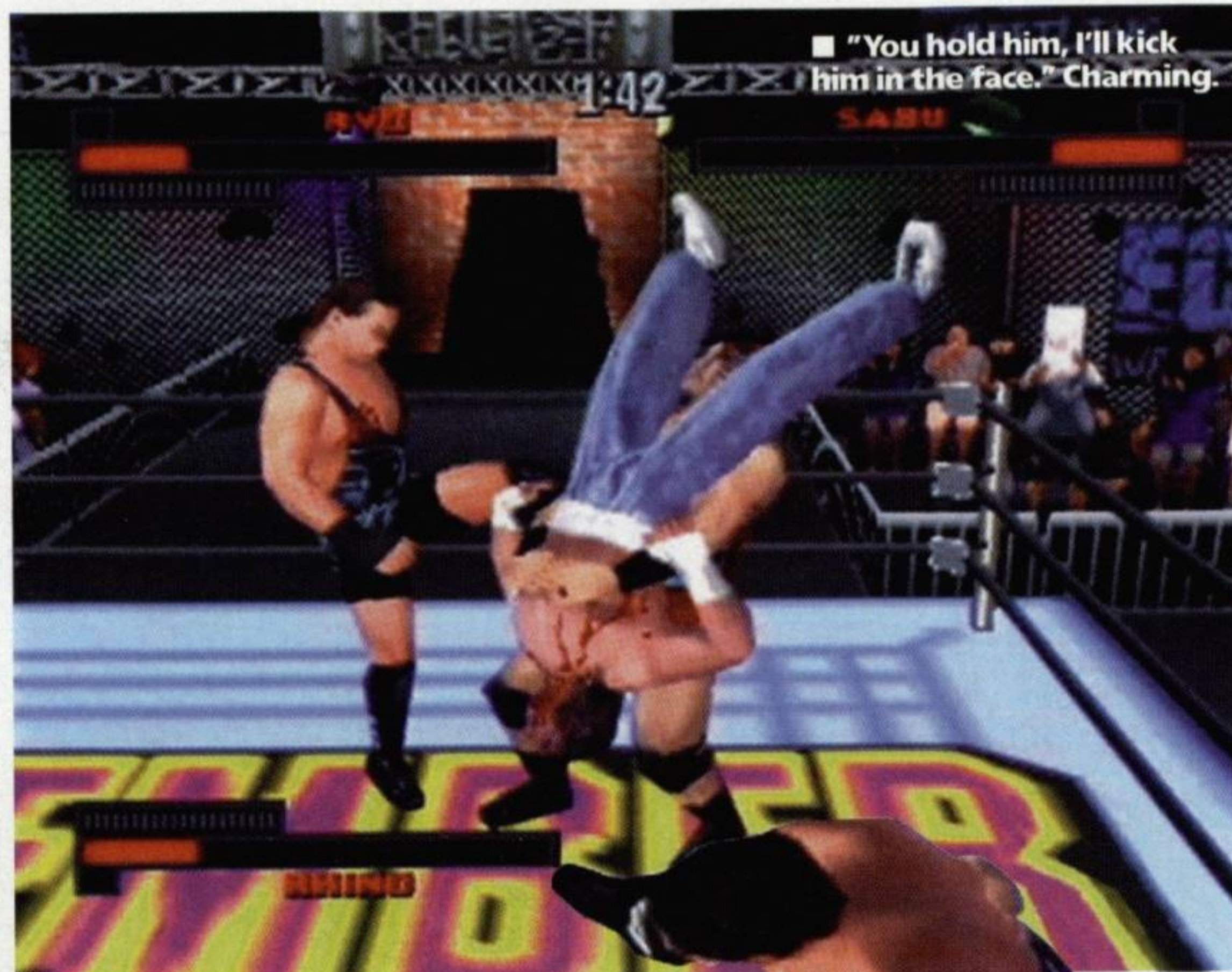


■ Decision time – which way now?

Or you could try...

Wave Race
 Nintendo ★★★★★
 Unsurpassed water effects and a near-perfect control system. Yours for £20.

Rush 2: Extreme Racing USA
 Midway ★★★
Hydro Thunder on dry land. Not quite as good as its aquatic stablemate but not at all bad.



Game info

- Publisher: **Acclaim**
- Developer: **Acclaim**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **Rumble Pak, Memory Pak**

↑ Uppers & Downers ↓

- | | |
|-----------------------|----------------------------|
| Hardcore | Softcore |
| ■ A wealth of options | ■ Lack of moves |
| ■ Ultra-violent | ■ Badly animated wrestlers |
| | ■ Fat blokes |

HARDCORE ECW REVOLUTION



GET READY FOR SOME HARDCORE ACTION AS WRESTLING GETS REAL.



■ Go for the gonads.

Should wrestling conjure up images of overweight northerners clad in chaffing leotards or tight-fitting pants, hauling their tired-ass frames around a rickety ring to the strains of screaming pensioners while sweating like pigs, think again.

Why? Well, this is the ECW, baby. This is Extreme Championship Wrestling and, um, it's extreme. If you haven't heard of ECW yet, then it won't be long before you do. It's essentially the upstart in the world of glamorous US wrestling shows. The hook is the "Extreme" part of its name – there's no acting here (yeah, sure), and anything goes. Expect barbed wire ropes, men and women fighting each other and the odd fork fight from time to time.

ECW in its digital form comes courtesy of Acclaim and its *WWF Attitude* game engine. As a result the two games are remarkably similar, both in terms of looks and moves. But then that won't deter any of you wrestling fans out there.

The wrestlers in *Hardcore ECW Wrestling*, like the real thing, are suitably tough-looking but you won't find anyone with the personality of The Rock or Triple H from the WWF. Give them a chance though and characters such as Big Sal and Roadkill will beat your wrestling brain into submission, and they won't be playing, either.

You want options? Then *ECW* has just about everything a wrestling star could possibly want from a game. Aside from the usual create-a-wrestler option, you can customise fight rules and even the arenas that you fight in. Ropes aren't tough enough? Then fight in a cage. A cage is too noncey for you? Then get some barbed wire into the action. Typically, given the violent stance Extreme Championship Wrestling takes, there's a lot of blood and violence and this will be the first wrestling game to carry an over-16 certificate. You have been warned. You can play in

all manner of game modes – everything from Exhibition to Royal Rumble, from Tag Team to the Arcade favourite: three girls on one guy. Best of all, though, is the Career mode where you can take your favourite pumped-up prima-donna to the dizzy heights of the World Wrestling Heavyweight Championship, learning moves along the way and boosting the show's TV ratings.

Where *Hardcore ECW Revolution* is pinned for a count of three is with the most important part of any fighting game: the moves. There is a serious lack of bone crunching specials on offer and pulling off the moves is just about as dubious as the whole wrestling-is-a-real-sport thing. You're more likely to slam some flesh by just bashing the buttons.

Also there's no real feeling of the showmanship and drama that makes American wrestling almost bearable. There's none of the over-the-top posing or tongue in cheek attitude. And that's a real loss because, basically, the appeal of wrestling is its role as theatre, not sport.

But, of course, the whole point of wrestling games is the multi-player. There is something strangely compelling about four men, one ring and the last one standing wins (no jokes, please). Much fun can be had with your mates and a Hanging Vertical Suplex, the Hiptoss and the Small Package.

So while *ECW* is a competent wrestling game, its appeal won't go too far outside the sport. There are loads of characters and options but the lack of moves will hamper your enjoyment of the game. As with most wrestling games, *Hardcore ECW Revolution* is a laugh after a few beers but once sober you'll see through the shoddy graphics and horribly flawed gameplay. ★★ **Nick Jones**

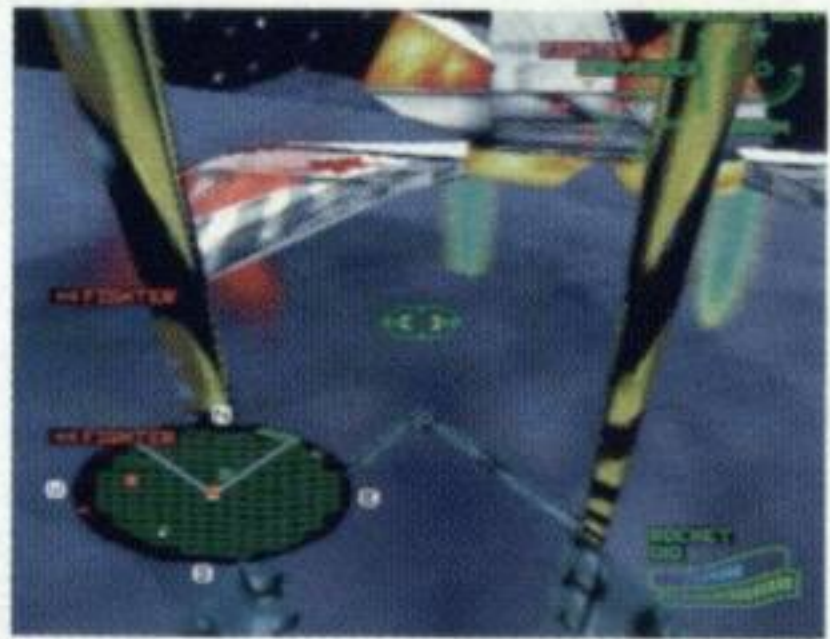
Or you could try...

WCW Vs nWo
THQ ★★★
Leotard-clad fat blokes go at it.

WWF: Attitude
Acclaim ★★★
More leotard-clad fat blokes go at it.



■ Here come the Russians!



Game info

- Publisher: **Activision**
- Developer: **Crave**
- Price: **£40**
- Release date: **March**
- Players: **1-2**
- Extras: **Memory Pak, Rumble Pak**



■ Choppers at twenty paces.

NUCLEAR STRIKE

- Publisher: **THQ**
- Developer: **Pacific Coast**
- Price: **£40**
- Release date: **on sale now**
- Players: **1**
- Extras: **Expansion Pak, Rumble Pak, Memory Pak.**

■ This is so old it's got hair growing from its ears. *Nuclear Strike* first appeared on PlayStation about three years ago. It wasn't anything special then and it certainly isn't anything special now. Quite why this ancient strategy/shoot-'em-up is appearing on Nintendo 64 now is a mystery.

Nuclear Strike is a top down arcade-style combat game. You're in a helicopter, and that's about it really. There are few missions here and there and a bit of a story to it all but nothing in the game to write home about.

This kind of game lives and dies on how well it sucks you into the action. Unfortunately, *Nuclear Strike* doesn't suck you in, it just sucks. What story there is, is cleverly concealed behind a wall of meaningless text. There's only the bare bones of a story – something about preventing a madman from detonating a nuclear device in Asia – and this lack of a cohesive narrative makes *Nuclear Strike* a procession of missions. Each one is more difficult than the last, but nothing that inspires you to take up arms for the oppressed peoples of the world. Or something like that.

Missions are uninspired, to say the least. Take out the enemy units, protect a convoy, rescue the rebel leader – that's as adventurous as they get. You quickly realise that switching to your radar is the most effective way to hunt down your targets and objectives. After this it quickly becomes a monotonous plod.

While *Nuclear Strike* runs in the N64's medium res mode with the Expansion Pak, it hardly seems worth it. The only improvement over the PlayStation version is the moving water. Big deal. There's also a problem with your viewpoint – the game camera sits above the helicopter pointing pretty much straight down. Why can't you see a little ahead of the chopper and get some idea of the enemy you're about to engage? Fortunately, your foes seem to be particularly inept at making war so you don't need to worry about it too much. But how about a first person view? Maybe too much to ask, but *Nuclear Strike* needed something to drag you into the action. As it is, you just don't care. ★★ **Nick Jones**

BATTLEZONE: RISE OF THE BLACK DOGS

LUNAR LANDINGS SPARK BATTLE FOR INTERSTELLAR RESOURCES.

Conspiracy theorists rejoice. According to *Battlezone: Rise of the Black Dogs* the moon landings were a fake, after all. Not that man didn't get there, it's just the Apollo landings were a cover for something else, something far more sinister indeed – the search for a strange alien metal. The search for alien technology triggered a war which has been waging for 30 years and cost the lives of countless soldiers. So now you know.

Battlezone has you fighting for one of three sides: the Americans, the Soviets or the Black Dogs – a mysterious rebel organisation. If you're wondering about Glasnost and all that, it seems that the developers have been living on the moon for the past 15 years. And, as it happens, the moon is where the action begins. It's all out war between the American and Soviet factions in the fight to harvest the alien metal. The war then moves to Mars, where the discovery of more alien technology triggers a new space race and a Third World War where the battlefield is the entire Solar System.

Battlezone is basically *Command & Conquer*, but from the point of view of a ground troop. You have control over constructing buildings, building vehicles, mining resources and so on. You can also play in two other modes – Pilot mode, where the Nintendo 64 takes over all the management aspects, and an Arcade mode, where shooting stuff is your only priority.

The game is divided up into missions, each one taking you closer to your final goal: victory over the enemy. From the ground viewpoint, you are thrust unceremoniously

into the action and boy, can things get hectic. Playing on the hardest setting is a fantastic challenge – managing resources and fighting with the enemy at the same time will tax even the most hardened player. *Battlezone* isn't the prettiest game you will have seen, but this is the trade off – instead of good looks, you get some massive landscapes on a planetary scale.

Battlezone: Rise of the Black Dogs is a massive game. There are loads of missions, huge maps and a good multi-player game. But for all that, there's something not quite right about it. It all seems a bit too much like hard work. Missions are too long and controls that make it hard to aim and fly at the same time leave a lot to be desired.

Battlezone's mix of strategy and action is just about spot on and the game has the ability to draw you right into the action. It certainly isn't a great game but *Battlezone* is still very good. ★★★ **Cam Anderson**



■ The choice of weaponry is wide and extremely destructive.

Or you could try...

- **Body Harvest**
Gremlin ★★★
B-movie-inspired bug-blasting on an epic scale.
- **Star Wars: Rogue Squadron**
Nintendo/LucasArts ★★★
Authentic Star Wars action in this inspired shooter.

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Space Odyssey</p> <ul style="list-style-type: none"> ■ Enormous levels ■ Three sides to play ■ Good multi-player | <p>Tin Cup</p> <ul style="list-style-type: none"> ■ Missions last too long ■ Dodgy controls ■ Bad graphics |
|---|--|

Other Systems

A Game Boy

■ **Capcom's fight club.** This excellent conversion has all the arcade combos and special moves.



Game info

- Format: **Game Boy Color**
- Publisher: **Game Boy Color**
- Developer: **Virgin Interactive/Capcom**
- Players: **1**
- Price: **£25**
- Release date: **on sale now**

STREET FIGHTER ALPHA



THE CHARACTERS, THE MOVES, THE ACTION... ON THE GAME BOY.

↑ Uppers & Downers ↓

- | | |
|---------------------------|------------------------|
| Fight | Shite |
| ■ Good graphics | ■ No two-player option |
| ■ Tons of character moves | |
| ■ Addictive | |

Before *Tekken* came along and KO'd 2D fighters with its mesmerising 3D polygons and lightning-fast gameplay, *Street Fighter* was beat-'em-up king. There's still a hardcore following for the series, especially in Japan, where people hold onto their Sega Saturns just for a quick super combo or two.

The Alpha series of *Street Fighter* had a more anime look and featured characters from other titles, such as Adon – the Thai kickboxer from the first game. Fans of the series and Game Boy owners desperate for a decent scrap will be pleased to know that this miniature conversion is worthy of the name.

You have ten characters to choose from – as well as three "secret" ones – and each has its own martial arts moves, special combos and Alpha counter-attacks. You can prevent damage from falls, block an attack in mid-air and even taunt your opponents. You're soon drawn into the action, desperate to learn all the best moves and defeat the final boss – M Bison. When you do this, you're rewarded with a bonus story based on the character you play.

The Game Boy graphics are excellent considering the arcade version is stuffed

with full-colour sprites. *Street Fighter Alpha* has decent animation, smooth scrolling and varied rendered backgrounds from arenas around the world, including the USA and Thailand.

A host of options are available, and you can choose to alter the difficulty setting, vary the time limit, switch into auto guard, set up your own damage editor or go back to boot camp with a Training mode where you can practise your moves on a compliant adversary.

If there's one major criticism, it's the lack of a two-player link-up, which is an omission of almost criminal proportions. But leaving this maximum-score denying feature aside, *Street Fighter Alpha* still shines thanks to its solid graphics and oodles of pocket fighting action options. Nintendo's flagship finally has a title to challenge *King of Fighters R-2* on the all-new Neo Geo – let battle commence. ★★★★★

Jamie Sefton



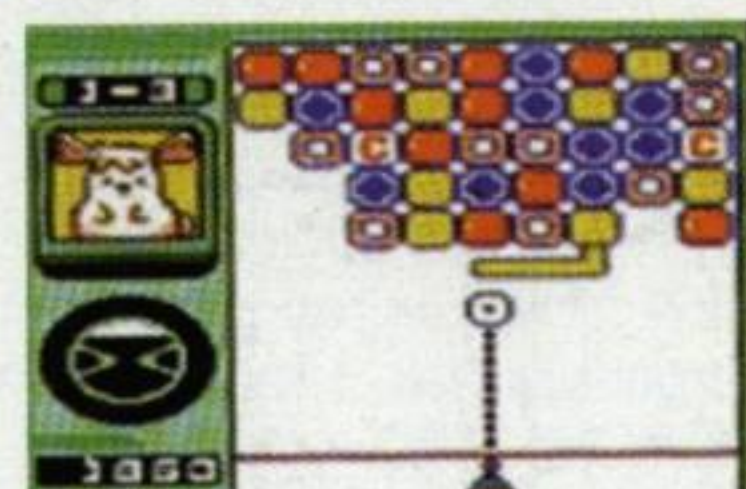
■ You can forget relaxing on the beach in Thailand.



A Handheld round-up

A world of videogaming in itty-bitty cartridges

Words by | **Jamie Sefton**



PUZZLE LINK

■ Format: **Neo Geo** ■ Publisher: **SNK** ■ Developer: **Yumekobo**
 ■ Release date: **on sale now**
 ■ Price: **£25** ■ Players: **1-2 (with link-up cable)**

■ Another month, another very addictive puzzle game for the Neo Geo. Gameplay is similar to the classic *Puzzle Bobble*, but in this variation-on-a-theme, you clear the lines by linking together identically patterned blocks. Levels cleared are rewarded with cute character cards that you collect in a *Pokémon* style. It's derivative, but deceptively fun to play – and extremely Japanese. ★★



BASEBALL STARS

■ Format: **Neo Geo** ■ Publisher: **SNK** ■ Developer: **SNK** ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1-2 (with link-up cable)**

■ American sports are just not as good or interesting as good old football – although baseball has given us rather nice caps that we can wear backwards and look like DJs. This game is a decent version of the girly sport with a host of options and good clear graphics that even show off some of the players' mullet hairstyles. A two-player option means you can finally take a bat to your friends. ★★



BILLY BOB'S HUNTIN' 'N' FISHIN'

■ Format: **Game Boy Color** ■ Publisher: **Midway**
 ■ Developer: **Saffire** ■ Release date: **April 2000** ■ Price: **£20**
 ■ Players: **1**

■ Squeal like a piggy, boy! Yes sirree, welcome to Skeeter County. This ridiculous redneck-sim has a wicked sense of humour and a hugely enjoyable collection of fishing and shooting games. The cartoon graphics are fabulous and the game is peppered throughout with bad-taste gags and wonderful yokel in-jokes. Yeeehaw! ★★★★★



TUROK: RAGE WARS

■ Format: **Game Boy Color** ■ Publisher: **Acclaim**
 ■ Developer: **Bit Managers**
 ■ Release date: **on sale now**
 ■ Price: **£25**
 ■ Players: **1**

■ It's *Turok: Rage Wars* in name only, as there's no exciting 3D four-player deathmatch in store for Game Boy Color owners. Instead you get a 2D scrolling shoot-'em-up. There are eight different weapons, 13 enemies and worlds varying from jungle to ice caves. But the game has functional graphics and the dinosaurs are about as scary as a pair of brown trousers. ★★



TARZAN

■ Format: **Game Boy Color** ■ Publisher: **Activision/Disney Interactive** ■ Developer: **Digital Eclipse** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1-2**

■ Ungawa! Your favourite vine-swinging hero is back, transposed directly from Disney's successful animated film. *Tarzan* has some excellent animation and plays like the classic early '90s platformer *Flashback*. There are loads of mini-games, including a 3D elephant stampede, an innovative two-player Hide 'n' Seek, an excellent FMV sequence and funky sampled music. Junglist massive. ★★★★★

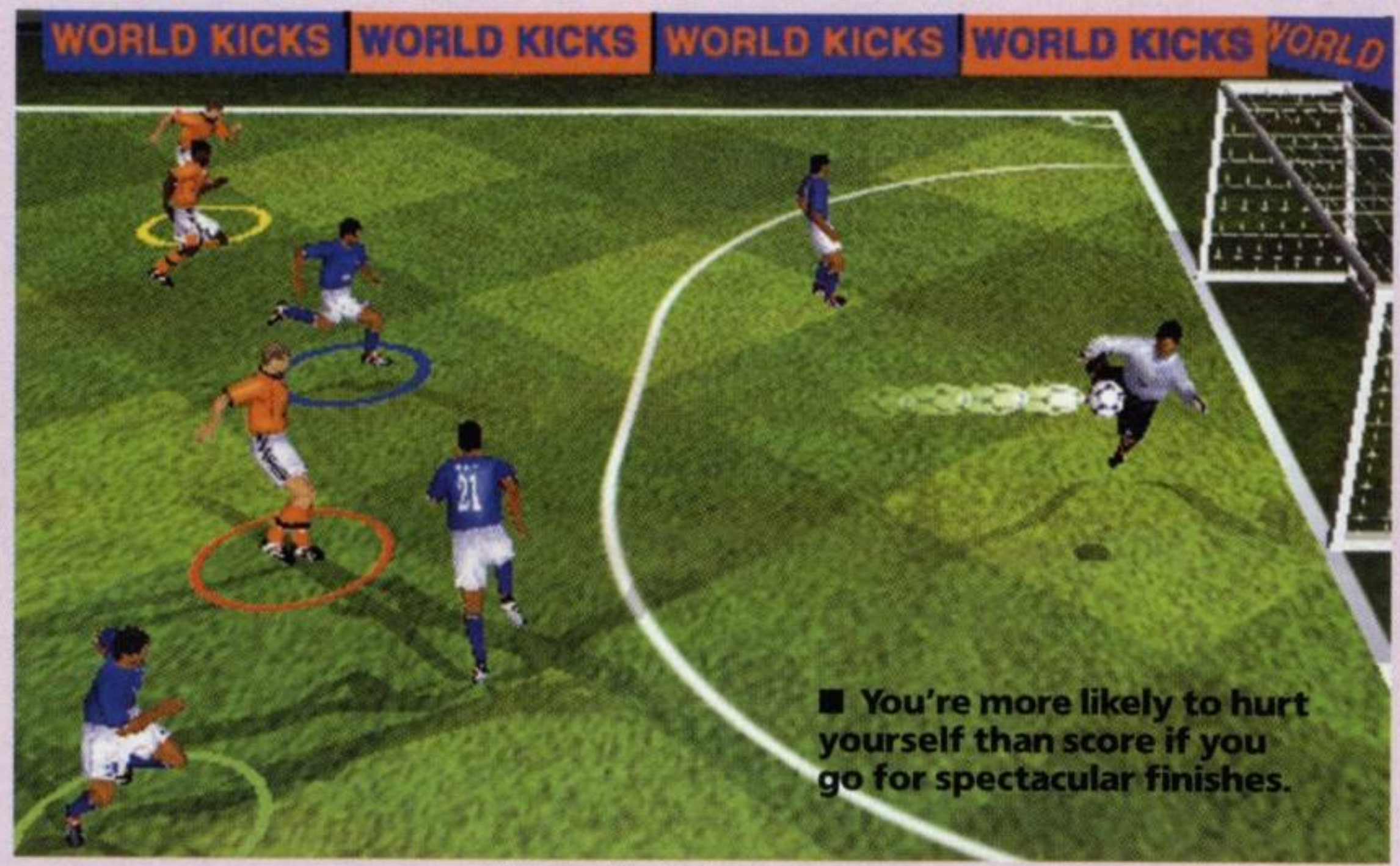


READY 2 RUMBLE

■ Format: **Game Boy Color** ■ Publisher: **Midway** ■ Developer: **Crawfish Interactive** ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1**

■ This version of the comedy boxing game includes a superb collection of character animations and a great use of sampled speech. Unfortunately, the gameplay has a glass jaw and feels shallow compared to the Dreamcast classic. Midway's decision to leave out the rumble feature of the US version seems like a missed opportunity. All in, a bit disappointing. ★★

A Coin-op



■ You're more likely to hurt yourself than score if you go for spectacular finishes.

WORLD KICKS

FORGET JUMPERS IN THE PARK – JUST GET DOWN TO THE ARCADE.

David Beckham, eh? Flashes of footballing genius followed by moments of crass stupidity. Well, welcome to the Spice Girl spouse of arcade games – *World Kicks*.

As a company, Namco is renowned for never doing the simple thing, and this game doesn't disappoint. *World Kicks* is football, but not as you know it. Instead, Namco has chosen to incorporate five-a-side rules based on FIFA's indoor game. The result makes for a more involved arcade product, but may disorientate lovers of the beautiful game, particularly as you have to come to terms with the likes of "goal throws" and "kick ins".

However, footie fans should feel more at home with the football interface mounted at the bottom of the cabinet. By controlling the direction of the pass with the joystick and the strength by kicking your individual ball, the idea is that you can spray passes around the screen like the Brylcreem boy himself. Unfortunately, it seldom works this way, so a word of advice – if you attempt to belt the ball into the top corner you're more likely to end up with a bruised big toe and egg all over your face than be a goal of the month contender.

Namco's only previous excursion into the genre was with the disastrous *Libero Grande*, where you were limited to controlling a single player throughout the game's duration. Somewhat surprisingly, Namco has chosen to preserve the format with this latest effort.

Even more startling is that the game uses arch rival Sega's Naomi hardware platform – confirming that Namco won't be developing a further coin-op architecture of its own prior to teaming up with the PlayStation 2 platform later this year.

That said, the game does have engaging features, notably the team play feature. With the goalkeeper controlled automatically, there are four outfield players

available, allowing players to team up against the computer, each other, or another team on a linked cabinet. The latter provides a great forum for competitive play and ensures that *World Kicks* is one of the few arcade games which can engender a real sense of community among gamers. It was presumably for this reason that Namco adopted the five-a-side format, and in that respect, the venture has proved worthwhile. Where it is less successful is in single-player action, where the limitations of controlling just one player are exposed.

All in all, though, Namco has shown a degree of innovation rarely seen in previous sports games. If you're on your own it's best to save your money, however much you love footie, but with a few mates it's well worth a kick-around. And with international teams available, how long will it be before it's networked to a central server to allow online contests between players from different countries?

★★★ **Guy Woodward**

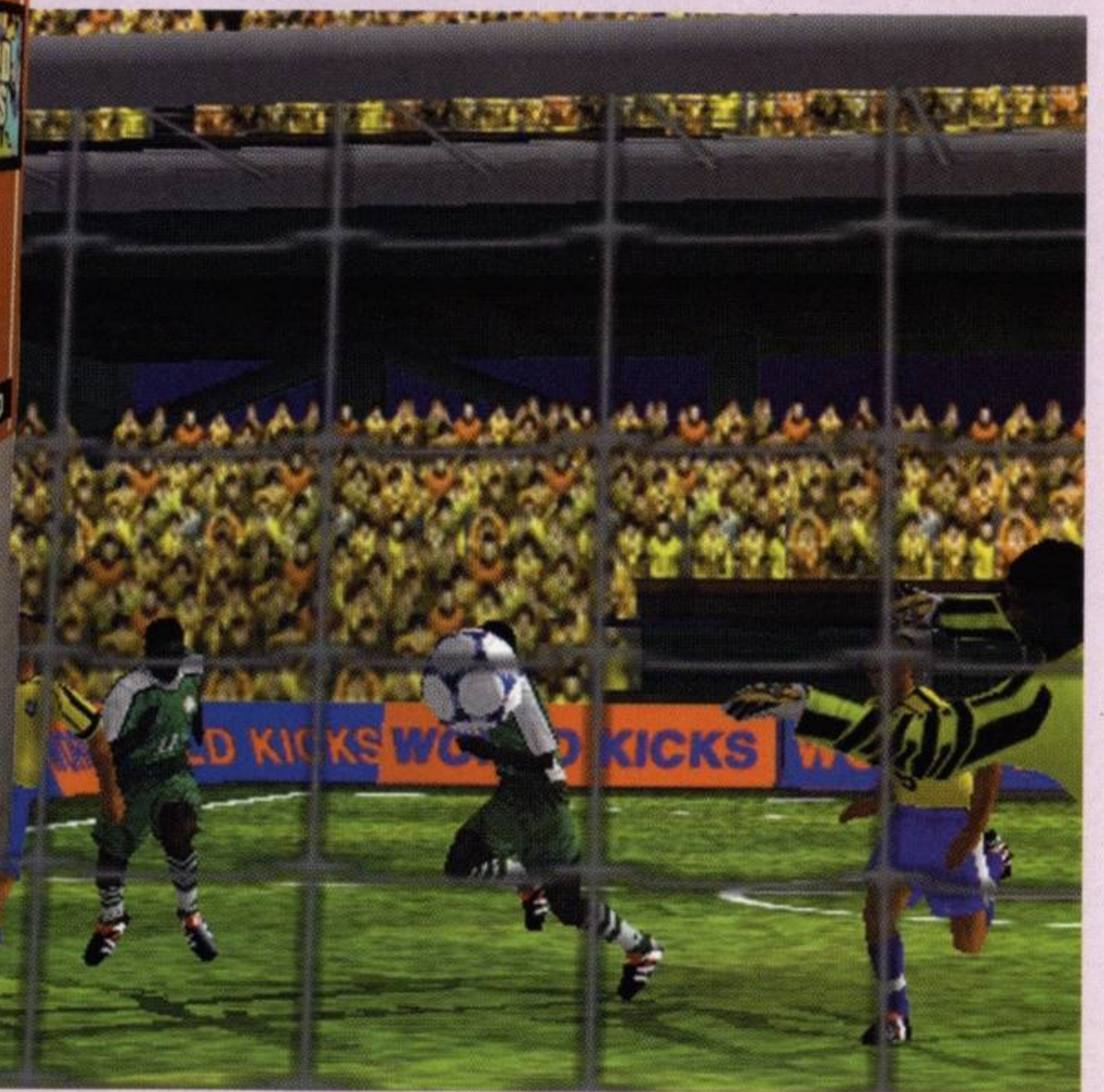
Game info

- Publisher: **Namco**
- Developer: **Namco**
- Players: **1-8**
- Release date: **on sale now**

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Screamer</p> <ul style="list-style-type: none"> ■ Your own ball ■ Inter-cabinet rivalry ■ Teamwork | <p>Scuffed it</p> <ul style="list-style-type: none"> ■ Single-player flop ■ Erratic ball behaviour ■ Kick ins? Goal throws? |
|---|---|

■ Control the direction of passes with the joystick and the power by kicking the ball.



JOYFUL
PC
JOYSTICKS**Panther DX**

■ For: **PC**
 ■ Price: **£40**
 ■ Available from: **Mad Catz**
 on **01992 707400**

■ This curvy, alien-looking splat of a joystick is a solidly made, well-designed controller that feels like it'll take quite a punishing without snapping like a dry twig.

The proliferation of buttons (17 of them), hats and switches are nice and "clicky" and there are a few clever rubber bits for added grip. Connections-wise, you can plug the thing

into a USB or Serial port and installing is a breeze, with a disk providing the necessary driver software included in the box.

You'll find the Panther DX very comfortable to use, with your left hand resting on an ergonomic bump and your right wrapped around the well proportioned, trigger-adorned stick.

In practice the joystick is accurate, but a little stiff to use and the base has a tendency to wander about if you don't hold it in place. But the Panther DX is a fine beast and would've been "our choice" gizmo of the month if it wasn't so expensive. ★★★★★

**Phantom 2**

■ For: **PC**
 ■ Price: **£30**
 ■ Available from: **Logic 3**
 on **0181 902 2211**

■ First there was the Phantom. Now, prepare yourselves for the sequel to one of the most mind-blowing peripherals ever made, Phantom 2! Well, it's not quite as exciting as that, but Logic 3's ordinary-looking joystick plays well enough.

Installation was straightforward – another case of using the drivers that Bill Gates kindly

put in his lovely Windows program. The stick is well put together with a good quality trigger and a large throttle control for flight sims and suchlike. Suction cups on the base keep the joystick well and truly rooted to the spot despite *Arcade's* most determined mid-game waggings.

Phantom 2 works okay with a range of titles, but the stick is planted on a moving horizontal log, which gives a less smooth action than a circular mount. Altogether, this is a pretty average PC accessory with a price tag that doesn't quite justify the few good features on offer. ★★

**ST110 Stick**

■ For: **PC**
 ■ Price: **£20**
 ■ Available from: **Saitek**
 on **01454 855050**

■ Saitek's snappily titled ST110 has the company's usual dark brown, glittery appearance and is a decent enough bit of kit. The stick uses Windows' generic drivers for installing and worked straight away – always a bonus with PC peripherals.

A stand-out feature is a small dial at the base of the stick, which you can turn to alter

the tension from, ahem, soft to hard. It works very well and basically allows you to customise the stick to whatever setting you feel comfortable with. It's accurate enough when playing games and the four fire buttons are well made, although the base is quite small and slips about after a bit of vigorous stick thrashing.

A gaudy gold throttle is included in the package, and there's a smart cable storage bit underneath to prevent any unpleasant pet/child strangling accidents. All in all, nothing special but a pretty good buy for 20 of your English pounds. ★★★

**Our Choice****Force Feedback Joystick**

■ For: **PC**
 ■ Price: **£80**
 ■ Available from: **Guillemot**
 on **0181 686 5600**

■ If you manage to heave this behemoth out of its box, you'll be darn pleased with what you have before you.

This is one of those so-called "force feedback" joysticks, that vibrates like a startled shrew and fights your every move in the manner of a shunned spouse when you're playing to give the impression of an

explosion, the recoil of a gun, an earthquake or a host of other in-game effects.

This huge, heavy joystick is well put together and has masses of buttons. Force Feedback could be viewed as a gimmick, but it really does add to the gaming experience. When the craft in the game you're playing crashes into something, the stick reacts as if you were controlling a solid object.

Installation was a pain as the PC refused to recognise it, but it eventually worked. This is a quality joystick and if you get tired of using it, you can always put on a game and watch it wiggle around by itself. ★★★★★



SP550 Stick and Pad Combo

■ For: **PC**
 ■ Price: **£30**
 ■ Available from: **Saitek**
 on **01454 855050**

■ An obvious relation of the ST110, this peripheral craftily combines both a pad and a joystick in one neat package.

The pad fits onto the base of the joystick, so you can use it as a source of extra buttons or detach it and use in your fave footie game. The manual claims you

can change between the two controllers "in seconds", but in reality it's more awkward, as you have to keep going into the Game Controllers bit in Windows to reset and re-calibrate. The joystick is also a little loose and isn't too responsive, with the slippery base not helping things.

A more worrying aspect was the fact that you can't seem to press a pad button and a joystick button together, meaning that an option of, say, moving upwards and shooting is difficult. The SP550 is well designed but doesn't play as well as it should. Disappointing. ★★



EagleMax

■ For: **PC**
 ■ Price: **£30**
 ■ Available from: **Act Labs**
 on **0118 989 3959**

■ The EagleMax has landed – unfortunately by clipping a few buildings and careering into the ground at breakneck speed. This is a joystick that should have been retired to the great peripheral warehouse in the sky some years ago.

For a start, plugging it in is incredibly annoying as you have to shove it in the

soundcard, then plug your keyboard into the joystick and cram the whole mess back into your PC – nasty. All the drivers are specifically for Windows '95, without any mention at all of the latest '98 version. It looks horrible, with a cheap plastic appearance, plus the stick itself is very loose and plays like a branch stuck in a pile of sand.

Programming is an utter nightmare, with a manual full of cryptic descriptions that would confuse Carol Vorderman. There are much better joysticks available for the money, so steer well clear of this turkey. ★

**BITS
'N' PIECES**



Scart and S-Video leads

■ For: **N64**
 ■ Price: **£8 and £5**
 ■ Available from: **Blaze**
 on **01302 325225**

■ If you haven't got one of these for playing games with Mario and his merry, multicoloured chums, then it's about time you did. The RF lead supplied with your machine is okay, but you get a lot of interference and the legendary fuzzy-but-endearing N64 graphics look extra fuzzy.

Most modern TVs come with at least a Scart input and for £8 you'll notice a big

difference, with a much sharper picture and better defined graphics. If you're very lucky (or incredibly rich and talk with a hoity-toity accent) you'll have a goggle box with an S-Video input. Using this lead to relay your games from console to screen gives an even sharper picture and is an utter bargain at five notes.

And that's it. They're not the most exciting things to look at, but they'll improve your gaming experience and you'll be able to thrill potential love interests in the pub with your incredibly interesting – and inordinately detailed – knowledge of console leads. Grrr... easy tiger! ★★★★★



Dream Blaster

■ For: **Dreamcast**
 ■ Price: **£25**
 ■ Available from: **Mad Catz**
 on **01992 707400**

■ A new third-party pistol for the Dreamcast seems a bit pointless at the moment, with *The House of the Dead 2* being the only light-gun game you can play – and that comes bundled with an official shooter of its own.

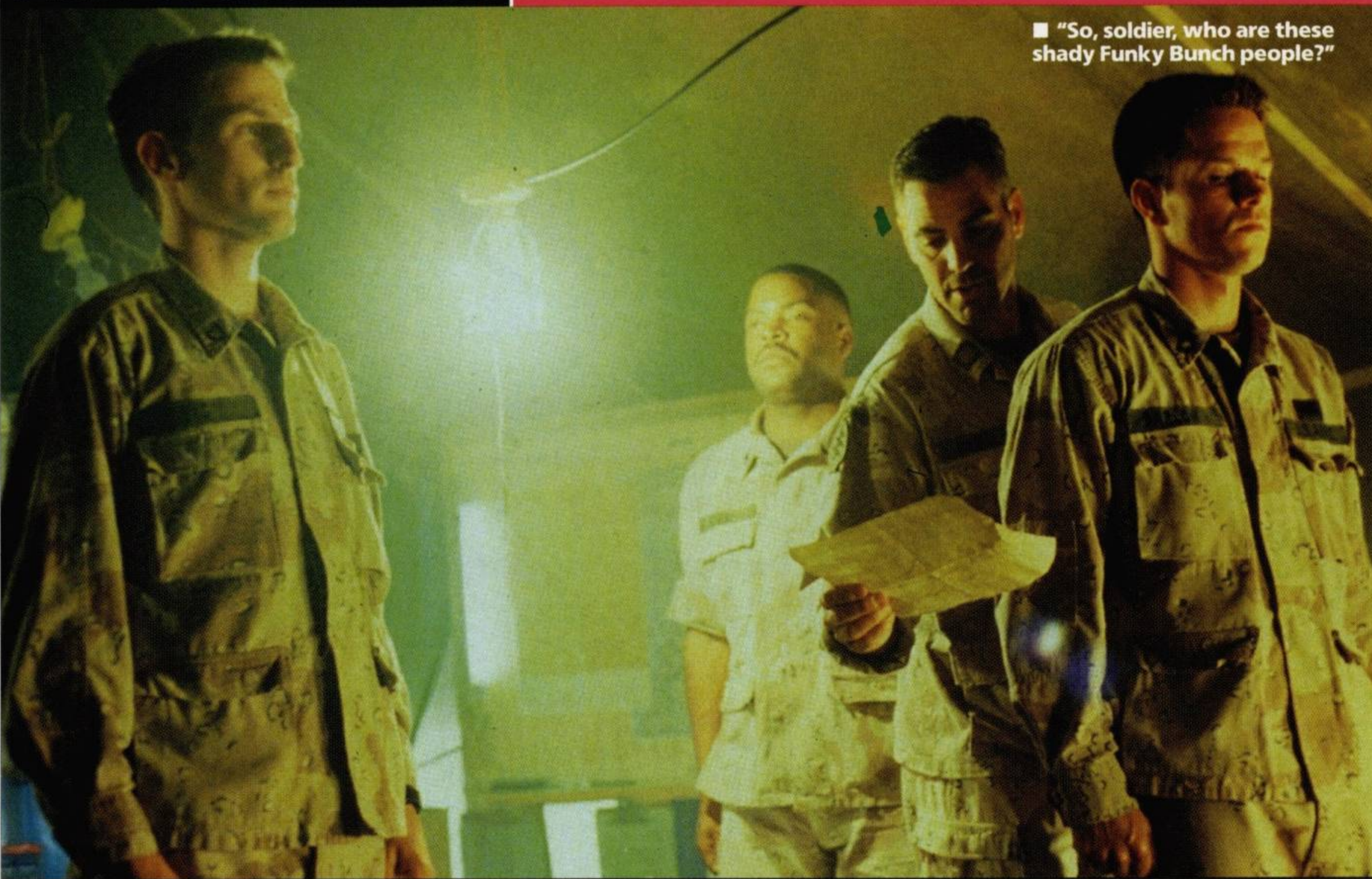
But if you're looking for another gun for two-player zombie-splattering shenanigans, then the Dream Blaster is a good buy. It's a lighter light-gun than

Sega's and doesn't feel as substantial, but that makes it easier on the arm muscles when playing for longer periods. The best feature is a superb set of modes that enable you to reload and fire without having to shoot off-screen – a lazy way to wade through a gaggle of zombie scum.

A few annoying decisions have been made with regard to buttons: the D-pad has metamorphosed into a knobby "Hat" switch and the Start/B buttons have moved to the side, making it more awkward to see what you're doing. It's a decent gun, but the paucity of software available means that the Dream Blaster is firing blanks for the moment. ★★★

PHOTOGRAPHY: PHILIP SOWELLS

Film of the month



■ "So, soldier, who are these shady Funky Bunch people?"

Film info

■ Director: **David O Russell**
 ■ Starring (voices): **George Clooney, Mark Wahlberg, Ice Cube, Spike Jonze, Said Taghmaoui, Cliff Curtis.**
 ■ UK release: **3 March**

THREE KINGS

Frankincense and myrrh? Hell no, go for gold.

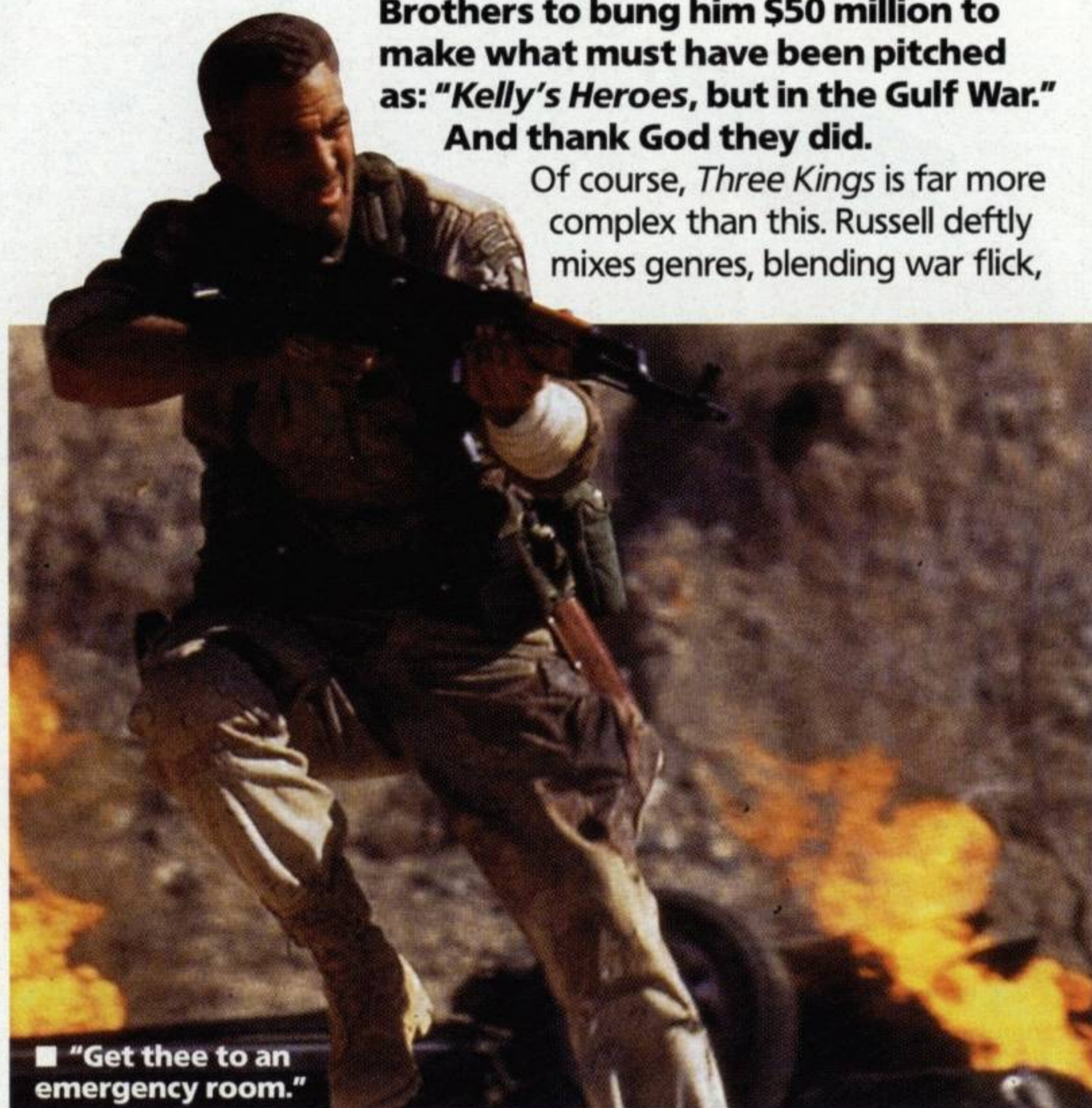
Anyone who remembers writer/director David O Russell's earlier effort, *Spanking The Monkey* (a low budget indie-comedy), couldn't possibly be prepared for the gun-toting, action-heavy *Three Kings*. Somehow, Russell convinced the suits at Warner Brothers to bung him \$50 million to make what must have been pitched as: "*Kelly's Heroes*, but in the Gulf War." And thank God they did.

Of course, *Three Kings* is far more complex than this. Russell deftly mixes genres, blending war flick,

road movie and Western into what is one of the most intelligent and entertaining movies of the year so far. Clooney plays Archie Gates, a disillusioned officer on the verge of retiring, who discovers that three of his men (Wahlberg, Cube and *Being John Malkovich* director Spike Jonze) are planning a hunt for lost Kuwaiti gold. They've found a crumpled map pinpointing the booty nestled in an Iraqi POW's arse and, having cleaned it, are keen to find out if X really does mark the spot. Gates decides he wants in on the action, and promptly leads them into the desert.

Clooney proves he's still cooler than cool (even while sweltering in the desert heat), presenting his world-weary officer as a John Wayne-style frontier hero. He overcomes his initial, gold-lusting selfishness to help a group of Iraqi civilians desperate to escape Saddam's regime. And, while Wahlberg and Cube shift comfortably into their roles as soft touch and hard nut respectively, it's Spike Jonze who comes closest to stealing scenes from Clooney, getting most of the laughs as a slack-jawed trailer trash grunt.

But the most impressive thing about *Three Kings* is Russell's sense of innovation, which just about stays on the right side of gimmicky. He's obviously keen to make the violence realistic, and when the bullets fly, he ensures you know how deadly they are, offering a very visual biology lesson in which the effects of a bullet wound are shown on exposed organs. With all that and an exploding cow too, don't let *Three Kings* go AWOL. ★★ ★



■ "Get thee to an emergency room."

THE BEACH

■ Director: **Danny Boyle**
 ■ Starring: **Leonardo DiCaprio, Virginie Ledoyen, Tilda Swinton, Robert Carlyle**
 ■ UK Release: **11 February**

■ Given the storm of publicity that has surrounded *The Beach's* troubled shoot (environmentalist protests, Leo nearly becoming shark food), and considering the cult status of Alex Garland's debut novel, expectations for the *Trainspotting* team's latest movie are understandably high. But, while this "panic in paradise" drama is competent enough, you can't help thinking that even if those expectations were a little bit lower, it would still fail to satisfy moviegoers.

The problem isn't with Leo's pretty-boy posturing (he's actually quite suited to the role of dreamy, naive backpacker, even if Garland's lead character was originally British), or with director Danny Boyle's directorial style (although the scene which digitizes DiCaprio Game Boy-style is desperately misjudged). It's with John Hodges' script, which overuses the voiceover, axes one of the book's best characters (the Vietnam-obsessed island stalker Jed) and introduces some unnecessary romantic entanglements. Consequently, the film is badly paced and, occasionally, downright confusing. Still, you can't deny it's good to look at, with some wonderful photography by Darius Kondji (*Delicatessen*, *City Of The Lost Children*), and there's an amazing soundtrack, too, including tunes from Leftfield, New Order, Blur, Orbital and Underworld. But this isn't enough to shunt *The Beach* into the realms of the classic. It's more Camber Sands than the Bahamas. ★★ ★

THE INSIDER

■ Director: **Michael Mann**
 ■ Starring: **Russel Crowe, Al Pacino, Christopher Plummer, Diane Venora, Michael Gambon**
 ■ UK Release: **10 March**

■ Since the success of three-hour crime epic *Heat*, Michael Mann has evidently decided that his movie-making maxim should be



■ *The Insider*: "It's bad. I've got coffee, but no cigarettes."

the longer, the better. But his latest long-haul drama, *The Insider*, is in good company this month, with *Magnolia*, *The Green Mile* and *Joan Of Arc* all hovering around the bum numbing 180-minute mark, too. But moviegoers shouldn't complain, as *The Insider* is so powerful that any problems with the running time are bound to be negated.

In this film, which is based on a true story, Russell Crowe plays Jeffrey Wigand, a tobacco industry whistle-blower who exposed the fact that his company treated its cigarettes to make them more addictive. Al Pacino, meanwhile, plays Lowell Bergman, producer of US TV's flagship current affairs programme *60 Minutes*. He set up an exclusive interview with the persecuted Wigand, only to have CBS re-edit the show to remove its controversial content.

While Pacino is, as ever, screen-lightingly excellent, it's the almost unrecognisable Crowe who really steals the show. His Wigand is grey haired, flabby and unshaven, a man who really looks like he is teetering on the edge of the pit of depression, and it's a shame when Pacino takes the lead for the final act. Still, that's just a minor complaint about an otherwise smokingly good drama. ★★★★★

MAGNOLIA

Director: **Paul Thomas Anderson**
 Starring: **Jeremy Blackman, Tom Cruise, Philip Baker Hall, Philip Seymour Hoffman, William H Macy, Julianne Moore, John C Reilly, Jason Robards**
 UK Release: **17 March**

With Tom Cruise nestled in that crowded cast-list, you could be forgiven for thinking that *Magnolia* is little more than yet another star-vehicle for Mr Nicole Kidman. But when Cruise picked up a Golden Globe for his



■ *The Beach*: the cast listened intently as DiCaprio told of his shit in the woods.

performance as the film's misogynistic pick-up guru, he won in the supporting actor, rather than lead, category. This is because *Magnolia* has no lead role to speak of.

Fans of writer/director Paul Thomas Anderson's work (the underseen *Hard Eight*, the Oscar-nominated snort-'n'-shag-'em-up *Boogie Nights*) will be pleased to see some familiar names on the cast in addition to Cruise's and, rest assured, each delivers a superb performance in what has to be the best ensemble picture since *Short Cuts*.

There's Philip Baker Hall as an ailing gameshow host with a dark secret; John C Reilly as a clumsy cop who falls for a coke-hoovering drop-out; Julianne Moore as a hysterical, high-class slut whose sugar daddy hubby (Robards) is on his death bed and William H Macy as a one-time child star who has long since lost any sparkle he had.

Anderson cleverly connects every plot strand, making the

three-hour running time no obstacle to enjoyment. And did Cruise deserve the Golden Globe? Well, yes. His really is the stand-out performance, with a careful balance of subtlety and gusto. Not to be missed. ★★★★★

BEING JOHN MALKOVICH

Director: **Spike Jonze**
 Starring: **John Cusack, Cameron Diaz, Catherine Keener, John Malkovich**
 UK Release: **17 March**

Fancy something a bit different? How about a movie where a failed puppeteer (Cusack) gets a job filing on floor seven-and-a-half of an office building, only to discover a hidden portal which sucks him into the mind of actor John Malkovich (er, Malkovich), before spitting him out into a ditch in New Jersey 15 minutes later.

This wonderfully absurd comedy is the big-screen directorial debut of Spike Jonze,

already famous for his mad-in-the-head music vids for the likes of The Beastie Boys, FatBoy Slim and The Chemical Brothers.

And what an entrance. Although it sounds like a one-joke movie, a weird-for-the-sake-of-being-weird curio, *Being John Malkovich* actually manages to be very smart, very funny and – yes – very original.

Both Cusack and Diaz undergo remarkable transformations, the former as a long, lank-haired social misfit, the latter revealing that it's possible for a former model to act "ugly" – sad but true – in the role of Cusack's wife, a greasy-skinned, frizzy-mopped animal psychologist. But what's even more remarkable is how Jonze convinced Malkovich himself to get involved. Big bald John sends himself up deliciously, delivering a wondrous twist to the actor-playing-himself gimmick when he plays himself while possessed by other people. Of course, it could never have worked without him, but this is a treat. ★★★★★

Videos to rent



■ *Rushmore*: it's the quiet one's you've got to watch.

RUSHMORE

Touchstone
 Last year was host to the greatest number of high school comedies made in a year since 1986 – interesting, eh – and *Rushmore* was probably the best of the lot. Max Fischer (Jason Schwartzman) is a prodigious 10th-grader and president of every non-academic school club he can invent to avoid study. He persuades pretty junior teacher Miss Cross to tutor him so he can clumsily woo her, but Max hasn't reckoned with the intervention of sleazy tycoon Mr Blume (Bill Murray). This bizarre love triangle is the basis for a film of gently surreal humour and Max's outlandishly ambitious school play productions of *Serpico* and *Apocalypse Now* are unmissable slices of classic cinema. ★★★★★

MICKY BLUE EYES

Universal
 A gangster film starring Hugh Grant, co-produced by Liz Hurley? *Mickey Blue Eyes* looked to be doomed from the start, but it manfully struggles against an embarrassing premise of posh English auctioneer Michael (Grant) accidentally marrying into a cartoon mob family. Still, an hour of Hugh doing his clumsy Englishman attempting to ingratiate himself with the New York mafiosi is enough to repel the most ardent fan of cheesy romantic comedy, despite some amusing set-pieces. Endless contrived plot convergences only serve to highlight the ultimate futility of this film. ★★

GREGORY'S TWO GIRLS

Film Four
 Too late to be a sequel, this is more like a new instalment in one of those 7-Up documentaries, revisiting Gregory some two decades after he first got his girl. John Gordon Sinclair again takes the lead, but seeing as he's now incapable of depicting adolescent naivety he imbues his role with an unhealthy level of witless buffoonery. In a ham-fisted reference to the first film, Gregory is smitten with sexy, football-playing pupil Frances. He's also being pursued by sex-hungry fellow teacher Bel, hence the titular girls plural. Throw into the mix a rubbish sub-plot about a local factory manufacturing torture implements and you're left with the embarrassing spectacle of Bill Forsyth, a once-inspired director, reduced to making a weak self-tribute. ★★

DVD The biggest new releases.



■ *Wild Wild West*: unadulterated pap.

WILD WILD WEST

Warner Bros
 This pathetic, disjointed farce packed with pointless explosions and seriously mismatched actors proved to be one of last summer's biggest turkeys. Starring a perplexed Kenneth Branagh as

the uninspired villain doing battle with a bored Kevin Kline and a hyperactive Will Smith, the whole thing is glued clumsily together by *Men In Black* director Barry Sonnenfeld. Why are there retro hi-tech gadgets in the old West? Where does the

presidential assassination plot fit in? Where the buggery is the delectable Selma Hayek? What a waste of money.
 Extras: Behind the scenes feature, special effects documentary, music videos by Will Smith and Enrique Inglesias. ★

Videos to buy

WAKING NED

20th Century Fox
 Set in a remote Irish community (but filmed on the Isle Of Man), *Waking Ned* survives the fact *Father Ted* has already used every gag possible about a remote Irish community by dint of superb performances from Ian Bannen and David Kelly in the lead roles as two devious, money grubbing pensioners. Discovering that one of their 52 fellow villagers has won the lotto, they set about revealing the beneficiary, only to discover fisherman Ned Devine has died clutching the winning ticket in his hand. Much chucklesome conniving – and nudity – ensues. ★★★★★



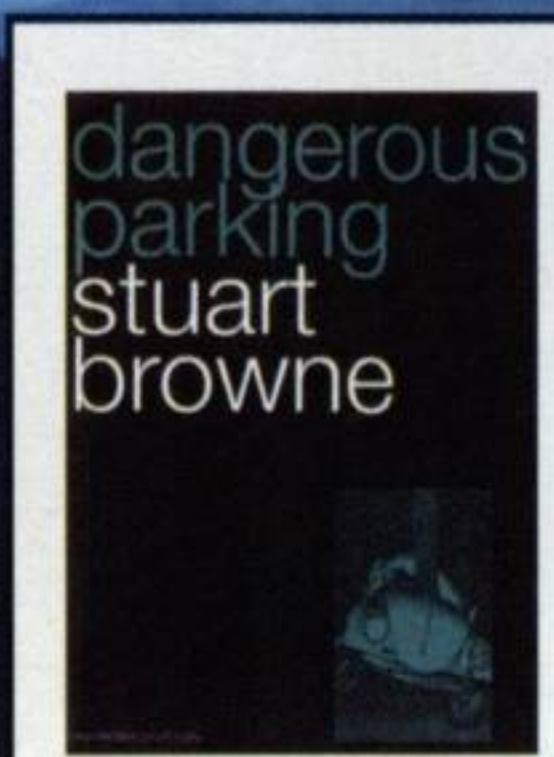
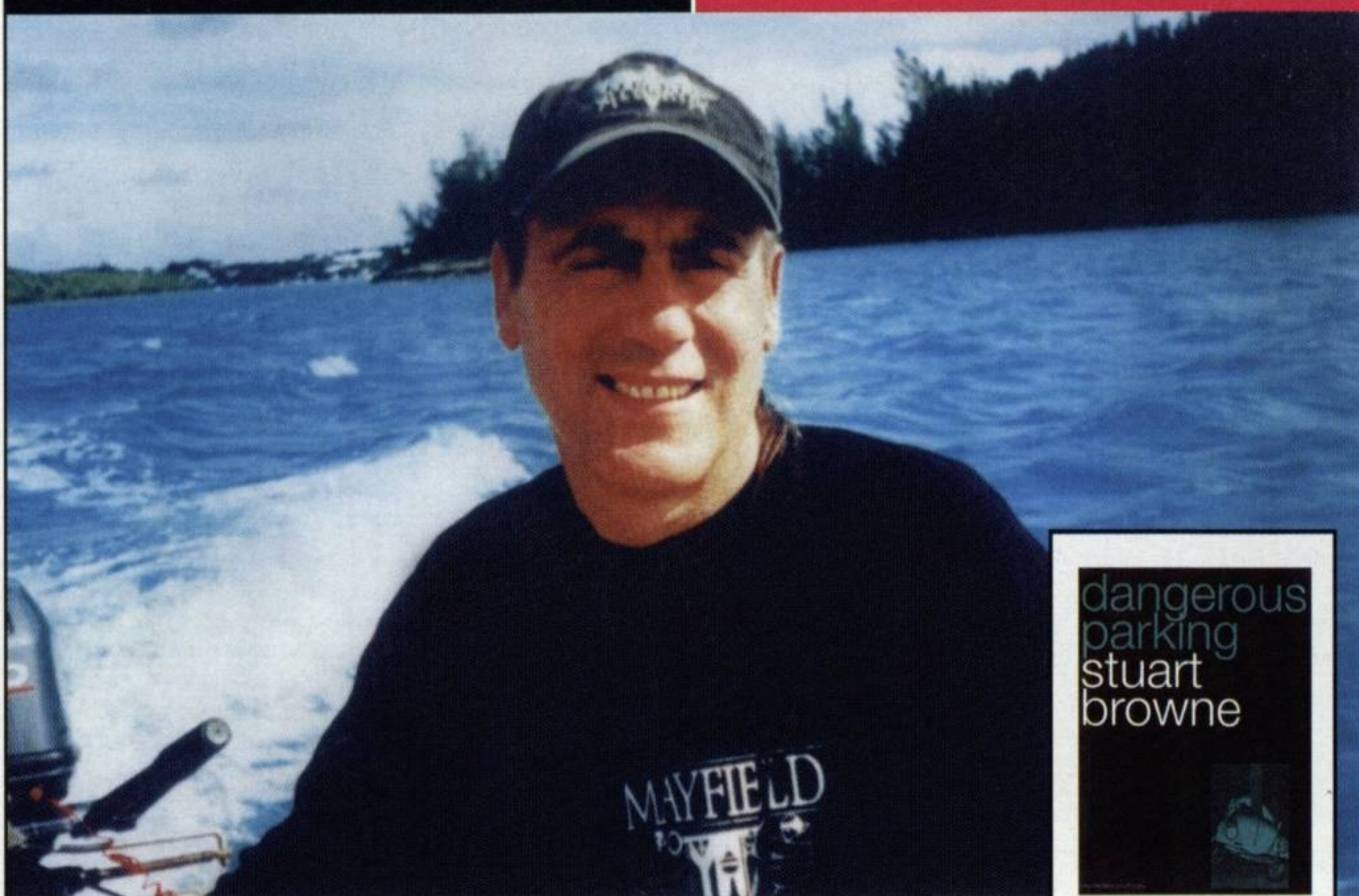
■ *Waking Ned*: drunken villagers.

HENRY FOOL

Columbia Tristar
 Hal Hartley is a fine director, but some of his films can alienate newcomers with their long, deadpan dialogues. *Henry Fool* is one of his more approachable efforts, but action fans should steer clear. Henry himself is a gaunt, arrogant, self-styled intellectual who takes

up residence in the basement apartment belonging to Simon, a wise-cracking binman. When Henry's pretentious literary efforts are passed over in favour of Simon's crude, virgin poetry, a war over authenticity in art is provoked. Some good toilet jokes too, when the philosophising gets too much. ★★★★★

Book of the month



Book Info

■ Author: **Stuart Browne**
 ■ Publisher: **Bloomsbury**
 ■ Price: **£10**
 ■ ISBN: **0-7475-4839-0**

DANGEROUS PARKING

A novel with everything: sex, drugs, rock 'n' roll and an exploding bladder.

Fancy a drink? You might have second thoughts after reading *Dangerous Parking*, a novel about Noah Arkwright, hip film director and long-term alcoholic. His years of abuse have bequeathed him cancer of the bladder and his first-person narrative is punctuated by frequent episodes in which he attempts to drain his snake but is thwarted by the excruciating pain this involves.

No man can fail to be deeply moved – if not to feel a twinge of empathetic unease course through the old chap's veins – as Noah struggles to squeeze even the merest drop of piss from his venomous bladder. As for the episode where the ambulance he is travelling in hits a kerb, firing a blood clot “the size of a lamb's liver” out of his dick and all over his attendant wife, well, still fancy that drink?

Stuart Browne has a way with conveying pain, and when voiced by the amiable Noah, it's all the more brutal.

But don't pour that drink away just yet. *Dangerous Parking* is also a tremendous document of life's highs viewed through Noah's eyes. From his teenage epiphany as wayward Workington mod, to acid-fuelled festivals as a rookie film maker, to riotous threesomes with New York City twins as a respected director, the novel is presented as an exhilarating series of anecdotes. Many of these are captured wonderfully through Noah's increasingly drunken haze.

Unlike many experiences, literary or otherwise, which promise the clichéd rollercoaster ride to oblivion with plenty of thrills along the way, *Dangerous Parking* actually delivers. So you may as well down that drink in one; just as long as you understand the often messy consequences. ★★★★★ **Sam Richards**

SENSING OTHERS

■ Author: **Frank Tallis**
 ■ Publisher: **Hamish Hamilton**
 ■ Price: **£10**
 ■ ISBN: **0-2411-40315**



■ Nick wants to be a rock star but, like all wannabes, money's too tight to mention. The pub circuit doesn't exactly pay top dollar, so he signs himself up as a human guinea pig, testing an experimental drug called Naloxyl for £200 a week. But like all drugs, things can go awry and a curious side effect of Naloxyl is that it gives Nick the ability to recall other people's memories. Or, is he just hallucinating?

Before turning his hand to novel-writing Tallis was a respected psychologist dealing in obsessional behaviour, a factor that makes his book all the more authoritative. In his descent into madness Nick stumbles across the ghost of Jimi Hendrix, an environmental terrorist group and, last but not least, a gay serial killer. Culminating in a thoroughly shocking climax and a twist in the tale worthy of Dahl. The drugs, in this case, work very well indeed. Hardcore.★★★★★

YOU ARE WORTHLESS

■ Authors: **Dr Oswald T Pratt & Scott Dickers**
 ■ Publisher: **Boxtree**
 ■ Price: **£10**
 ■ ISBN: **0-7522-2390-9**



■ Pity the psychiatrist who has to spend every day listening to other people's pathetic whinging. “A lot of my patients have asked me why I don't just tell them to kill themselves,” reveals Dr Oswald T Pratt. “Well, that's a good question.” Hence this anti self-help book, full of depressing platitudes designed to make you feel bad about yourself.

“Your friends only hang out with you because they want something from you. If they knew who you really were, they'd hate you. Wouldn't it be great if all those ingrates who called themselves your friends would just leave you the hell alone?” And so on, until the inevitable: “The people you know will get over your death soon enough.”

The blackest of black humour then, from the people who brought you top US satirical magazine *The Onion*. Just don't expect a sequel from Dr Pratt, who was driven to drink and despair by the sheer effort of compiling the book “The carbon monoxide method doesn't hurt at all, I've heard.” ★★★★★ **Matt Bielby**

UNOFFICIAL SIMPSONS GUIDE

■ Authors: **Warren Martyn & Adrian Wood**
 ■ Publisher: **Virgin**
 ■ Price: **£7**
 ■ ISBN: **0-7535-0495-2**



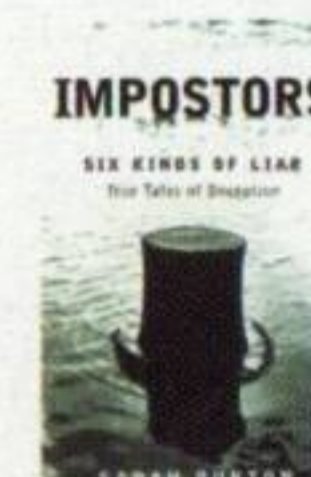
■ To give it its full, unfunny title, *I Can't Believe It's A Bigger And Better Updated Unofficial Simpsons Guide* is another in the burgeoning series of fan books which sift through the series of a cult TV programme episode by episode, alerting the reader to amusing occurrences that may have been missed on casual viewing.

This approach works best with retro shows, as *Shut It*, a fan's guide covering '70s cop shows *The Sweeney* and *The Professionals* proved. There, the authors were free to laugh heartily at the programme as well as with it. *The Simpsons* is just too clever for the former, effortlessly pre-empting criticism and cross-referencing itself with an irreverent humour which Martyn & Wood can't hope to match.

For a comprehensive listing of the opening couch gags or Bart's comedy phone aliases (Seymour Butts, Amanda Hugandkiss et al), the *Unofficial Simpsons Guide* is yer man, but it's humour is entirely vicarious. You're better off just watching the episodes over and over again. ★★

IMPOSTERS

■ Author: **Sarah Burton**
 ■ Publisher: **Viking**
 ■ Price: **£16**
 ■ ISBN: **0-670-88574-6**

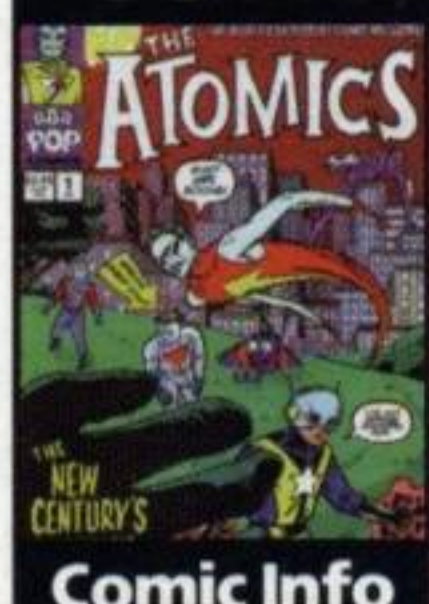


■ Beginning with the simple tale of Harry Stokes, a hard-drinking master bricksetter who on his death was discovered to be a woman, *Imposters* relates several “True Tales Of Deception”. These concern fascinating people, who, for various reasons devoted their life to being someone else.

Take Louis de Rougement, in fact a Hungarian called Henri Grin, who in the 1890s fooled London with his fantastical tales of adventure in the Australian outback. A similar investigation into the background of Mary Baker of Devon who, in 1817, successfully passed herself off as the exotic Princess Caraboo, reveals a real identity equally as bizarre as the invented persona.

Touching on the chancers who exposed the frailties of class systems by posing as royalty, VIPs or military leaders, *Imposters* is an amusing read. It's a pity Burton, if that is her name, has to add in so much dull philosophising. ★★

Comic of the month



THE ATOMICS

■ Mike Allred comes across as one of the most likeable men in comics, and isn't afraid to plough his own furrow. First and foremost his comics are about fun: he's clearly besotted with pop culture and his books are full of drug, movie and rock references, as well as the more obvious paeans to '50s

Americana, pulp sci-fi and '60s comic books. His bright, retro-styled art (part Hergé, part Kirby, part '50s hot rod artist Ed “Big Daddy” Roth) is perfect for his stock in trade – warped but affectionate pastiches of early Marvel comics such as *X-Men* and *Fantastic Four*.

With *The Atomics*, a bizarre tale starring

a new superhero team consisting of alien spore-infected “mutant street beatniks”, Allred has launched his own comics company, AAA Pop Comics.

His other projects include a fabulous range of Madman models and T-shirts based on his signature character – a guest star in *The Atomics* –

and there's even a self-produced movie project knocking about somewhere in his secret vaults.

There's only really one downside to all this fun: you can sometimes feel that when you've read one Allred comic, you've read them all, and *The Atomics* is no exception. ★★★★★ **Matt Bielby**

Comic Info

■ Writer/Artist: **Mike Allred**
 ■ Publisher: **AAA Pop Comics**

Music



■ "Noel, is that the plot?"
"No, we've lost that."

OASIS

Standing On The Shoulder Of Giants

■ Label: **Big Brother**



■ They shed guitarists, they gained guitarists. They quit their label, they started a new one. They even had kids. Have the brothers Gallagher brought their recent life experiences to bear in a new album which re-evaluates their place in rock and kickstarts the new millennium? Have they fuck.

Despite the change of producer, Oasis are still using the familiar wall-of-sound guitars, a technique so dulled through over-exposure, it's become as bland as Celine Dion. Don't be alarmed if most of the album passes you by entirely – you've merely built up an Oasis immunity.

At least Liam's voice is in fine fettle, although he should have kept his songwriting shoes at home. "Little James", the mawkish ode to his stepson, is excruciating throughout, especially when it turns into "Hey Jude".

Buy this album if you must, but you might as well creosote the garden fence for all the entertainment it'll give you.★★

VARIOUS ARTISTS

At Home With The Groovebox

■ Label: **Grand Royal**



■ The Groovebox is a compact synthesizer made by Roland, incorporating the sounds of classic retro electronic equipment such as the 303 acid bass machine. Some chancer called Tannis Root thought it would be a good idea to round up the cream of hip indie smugdom and get them to record a track using only the Groovebox as accompaniment. All concerned have passed the exam, but failed to make anything worthwhile.

Synth pioneer Jean Jacques Perrey (of "EVA") opens with a tune using the Groovebox's many effects and sounds like the demo from a cheap Casio keyboard.

The best tracks are those which "cheat", making the human voice the focal point of the song. Even such rigorous limitations as a Groovebox-only recording can't diminish the melodic glory of Air, Money Mark or Pavement but their tunes would undoubtedly have sounded a great deal better had they recorded them on other instruments.★★

SMASHING PUMPKINS

Machina/The Machines Of God

■ Label: **Hut**



■ Pumpkins mainman Billy Corgan was recently labelled "a baldy twat in a dress" by his then manager Sharon "wife of Ozzy" Osbourne. With such a talent for pissing people off – add Courtney Love, ex-bassist D'arcy Wretsky and Q magazine interviewer Nick Duerden to the list – Corgan has plenty to fuel his eternal angst.

Previous album *Ava Adore* was a load of gloomy old goth twaddle and the portents for *Machina/The Machines Of God* weren't good, with titles including "I Of The Mourning" and "The Crying Tree Of Mercury".

Corgan may be pretentious and paranoid, but he can still pen a scorching tune. US rock fans flock to Marilyn Manson or Korn for their fix of self-hating dirge rock, but neither of those can hold a candle to Smashing Pumpkins when it comes to songwriting. "Stand Inside Your Love" and "Rain Drops & Sun Showers" are stadium-crushing beasts while "Try, Try, Try" is up with the band's radio-friendly best. Despite a reasonable quota of whinging doom, this is the best Pumpkins album since *Siamese Dream*.★★★

BROADCAST

The Noise Made By People

■ Label: **Warp**



■ On a label more used to the clank and squelch of electronica, Broadcast's debut album proper is something of a departure.

It boasts plenty of clanks and squelches, but these seem to exist in an analogue era of Bela Lugosi film soundtracks, Velvet Underground "happenings" and early NASA documentaries.

At first Broadcast may appear to inhabit a strange, alien landscape, but the eerie, austere atmosphere created is very similar to Air's recent *Virgin Suicides* soundtrack, with a female vocal. Songs like "Fallen Up" even break loose for a little reserved, but welcome, pop action. Then it's back to crafting cool, unsettling ditties to accompany short films about radon leakage in schools.

If you're entranced by the electronic weirdness of Aphex Twin, Squarepusher and Autechre you should tune into this more melodic Broadcast. If you've been intrigued by Air, head over this way. Expect calm disorientation to follow.★★★

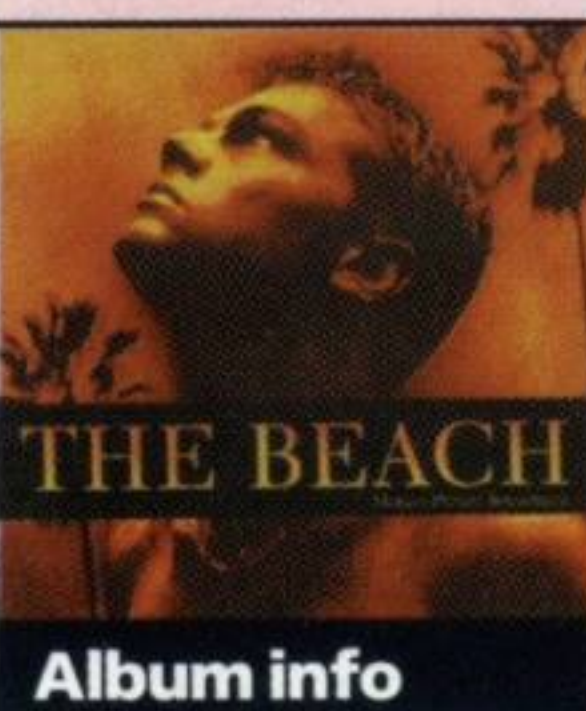
Album of the month



■ All Saints: Every one a pure shore.

**THE BEACH :
MOTION PICTURE SOUNDTRACK**

Waving not drowning.



Album info

■ Various
■ The Beach (Soundtrack)
■ Label: **London**

ast month Air demonstrated how to write a top quality movie soundtrack. This month, Pete Tong (for he is this project's Musical

Supervisor) has demonstrated how to assemble one. The very fact that this soundtrack features a host of exclusive tracks which are excellent in their own right confirms fears

that *The Beach* is a hyped-up cinema event, as opposed to a great film, but you can find out more on what *Arcade* thought of the movie by skipping back a page. Here, the idea is to celebrate a fine album which just happens to feature a bronzed DiCaprio on the cover.

The first exclusive is Leftfield's "Snakeblood", one of their more effective speaker-trembling bass symphonies, inexplicably left off the last album, *Rhythm & Stealth*. Their menacing countenance is immediately soothed by All Saints performing the charming "Pure Shores" single, co-written by William Orbit. Cue the re-opening of debate on which one you'd most like to be stuck on a desert island with. Underworld's "8 Ball" is another winner, half a world away from Karl Hyde's psychotic rantings of *Beaucoup Fish* and all the better for its sun-kissed serenity. Mory Kante's Hardfloor-remixed "Yeke Yeke" provides tropical dancefloor vibes, UNKLE's "Lonely Soul" fills a rucksack full of desolation and even Sugar Ray manage to come good with "Spinning Away", a Brian Eno/John Cale cover.

But this soundtrack's real coup is the first new material from New Order in years. "Brutal" is instantly classic, despite the plodding rhythm and eclipses their various recent side projects in an instant. Orbital's sleek cut-up of Angelo Badalamenti's theme music closes the album, leaving you comforted in the knowledge that even if *Trainspotting* Inc have been careless with the film conversion of Alex Garland's novel, at least you'll have a musical souvenir to treasure.★★★

Sam Richards

Millennium jukebox

Buffeting the ears of all who pass by the world's sexiest videogame mag.

DJ MAGIC MIKE

The Journey

A marathon of bizarre scratching and "booty-shaking bass". Best run in stages.

KOJAK

Crime In The City

Classy French house LP crammed with blistering boulevard beats.

CURTIS MAYFIELD

Roots

Arcade's office tribute to the late, great soul/funk troubadour.

VARIOUS ARTISTS

Stand Up And Be Counted

Ace LP of Curtis-inspired protest funk, as lovingly compiled by those discerning people at Harmless.

THE ARCADE RADIO AD

If you've tuned into Virgin recently, you may have heard a commercial advertising the fine magazine. And we're very, very sorry.

PRIMAL SCREAM

Kill All Hippies

An elegant solution to ridding the world of dope-smoking long-haired menace.

OASIS

Standing On The Shoulder Of Giants

You can't escape it, but that doesn't mean you like it.

UNDERWORLD

8 Ball

Marvellously track from *The Beach* soundtrack.



■ The world's smallest and lightest underwater camera.

IXUS X-1 UNDERWATER APS CAMERA

At last, you're safe to go back into the water.

Last month on these pages, you got to gaze at a bunch of APS cameras – and jolly sexy little things they were too. Unfortunately, though, they all shared one thing in common with monkeys: they're scared of water, making them less than ideal for windsurfers, scuba divers and other aquatically-orientated types.

Enter the IXUS X-1 from Canon. Again, it's an APS camera, with all the advantages that entails, such as a choice of three picture formats. But this one comes in a rugged, waterproof casing, making it ideal for those who aren't having fun unless

they're getting wet. It boasts an enormous viewfinder so you can easily operate the thing while wearing a diving mask, and the controls all come in the form of big dials on the back, which are easier to use than fiddly buttons when you're five fathoms down. It's got an underwater macro mode so you can capture all that, er, algae and untreated sewage in glorious close-up, while landlubber types should be happy with red-eye reduction, five flash modes and a "slow synchro" mode which enables the camera to pick up detail even in the dimmest light. All this, and it just happens to be the world's smallest and lightest underwater camera. Genius. ★★★★★

Camera info

- Price: £130
- Available from: Canon on 0181 4513336
- Web: www.canon.co.uk
- Release date: on sale now



■ The RXD-NV600, not pants.

RXD-NV600 MINI HI-FI

Wave goodbye to the big black box.

The trouble with minisystems, for all their space-age styling and flashing lights, is they normally sound a bit pants. The trouble with "proper" hi-fi is that, though it sounds fantastic, it normally consists of a set of boring-looking black boxes. At least, that used to be the case, but increasingly you can find minisystems that sound as good as they look, and this Kenwood is a perfect example.

The Kenwood consists of two curvy silver boxes that wouldn't look out of place on an episode of *Futurama*. The first box is home to a CD player, AM/FM tuner (complete with RDS text to tell you what station you're on) and cassette deck. The second is a 35 watts-per-channel amplifier that pumps out your tunes in a surprisingly loud and clear fashion.

The Kenwood comes complete with two sleek and sexy satellite speakers that look like spare parts for the Mir space station, plus a nifty little handheld control unit. What's more, you also get a big, boomy subwoofer, so if you want loads of bass in your face, you're laughing.

The only real drawback is that there's no MiniDisc option – cassette being a bit old hat these days – but there are sockets that'll let you connect one, though of course it won't match the rest of the system. But at a bargain price like this, if it sounds good and looks good, who's grumbling? ★★★★★

Stereo info

- Price: £600
- Available from: Kenwood on 01923 816444
- Release date: on sale now



■ The coolest-looking MP3 player in the world.

E HIP-HOP MP3 PLAYER

MP3 player gets i-Mac makeover.

Maybe it's a bit of a tease to show you a piece of kit that you can't buy over here for several months, if ever. But as this is by far one of the coolest MP3 players *Arcade* has ever gazed upon.

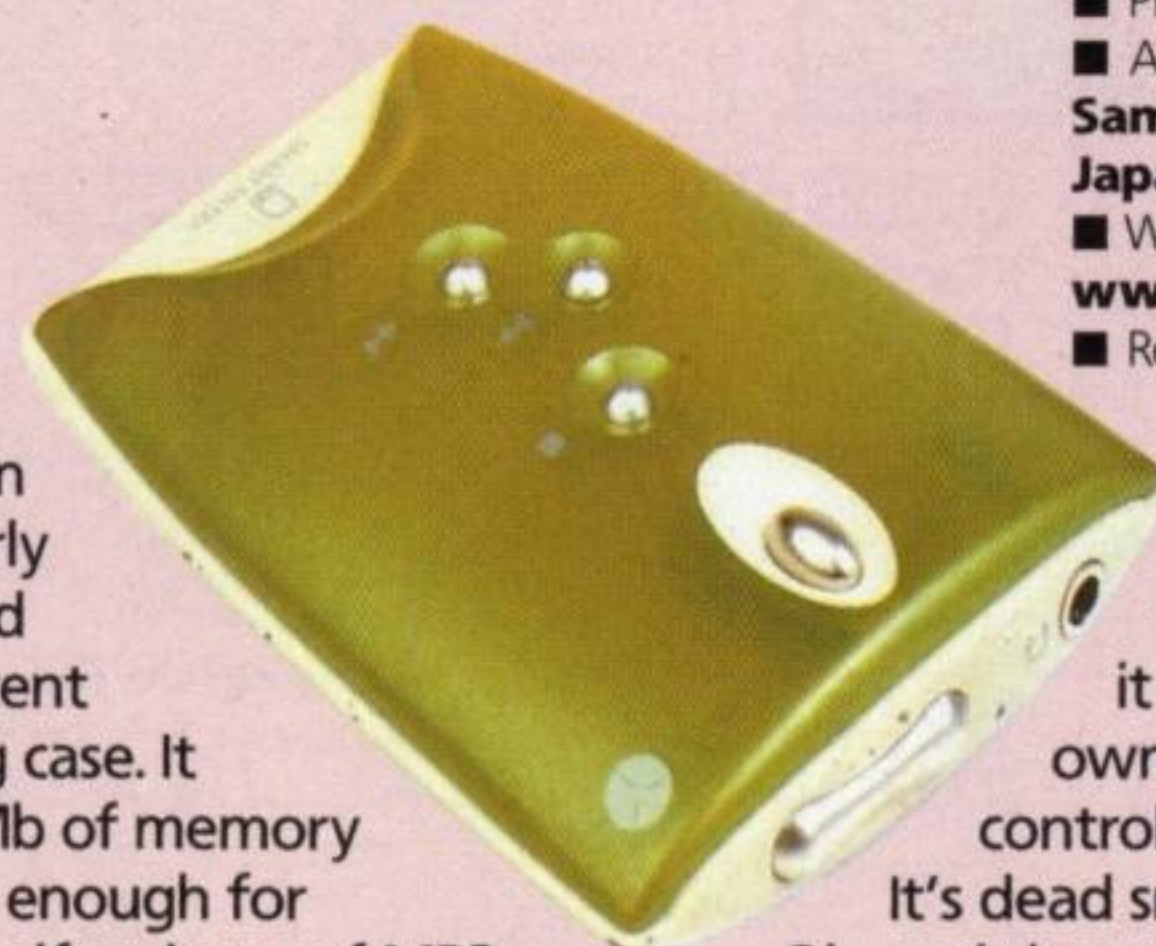
Just to recap, MP3 is a type of music file that takes up less space than a normal CD audio file, and so can easily be downloaded

from the Internet, then played on your PC or on any of the raft of little portable players currently selling like hot cakes.

Samsung was the first of the big electronics companies to sell a portable MP3 player – the Yepp – and now it has brought out its second model, aimed at the youth sector of the market.

The E Hip-Hop is available in a range of translucent colours, and

comes in a similarly coloured translucent carrying case. It has 32Mb of memory built-in, enough for about half an hour of MP3 music, and this can be expanded by up to another 64Mb thanks to its SmartMedia card slot. There's a seven-mode graphic



equaliser so you can tweak the sound, and it even has its own little remote control.

It's dead smart, basically. Oh, and the name is a bit misleading, it won't just bang out the hip-hop – but why would you want to listen to anything else? ★★★★★

Ripper info

- Price: £tbc
- Available from: Samsung, but only in Japan
- Web: www.samsung.co.uk
- Release date: April

RINGING THE CHANGES

No moby? No cool. Don't get lost in the mad mix of the mobile market, let Russell Deeks of T3 target you a totable telephone.

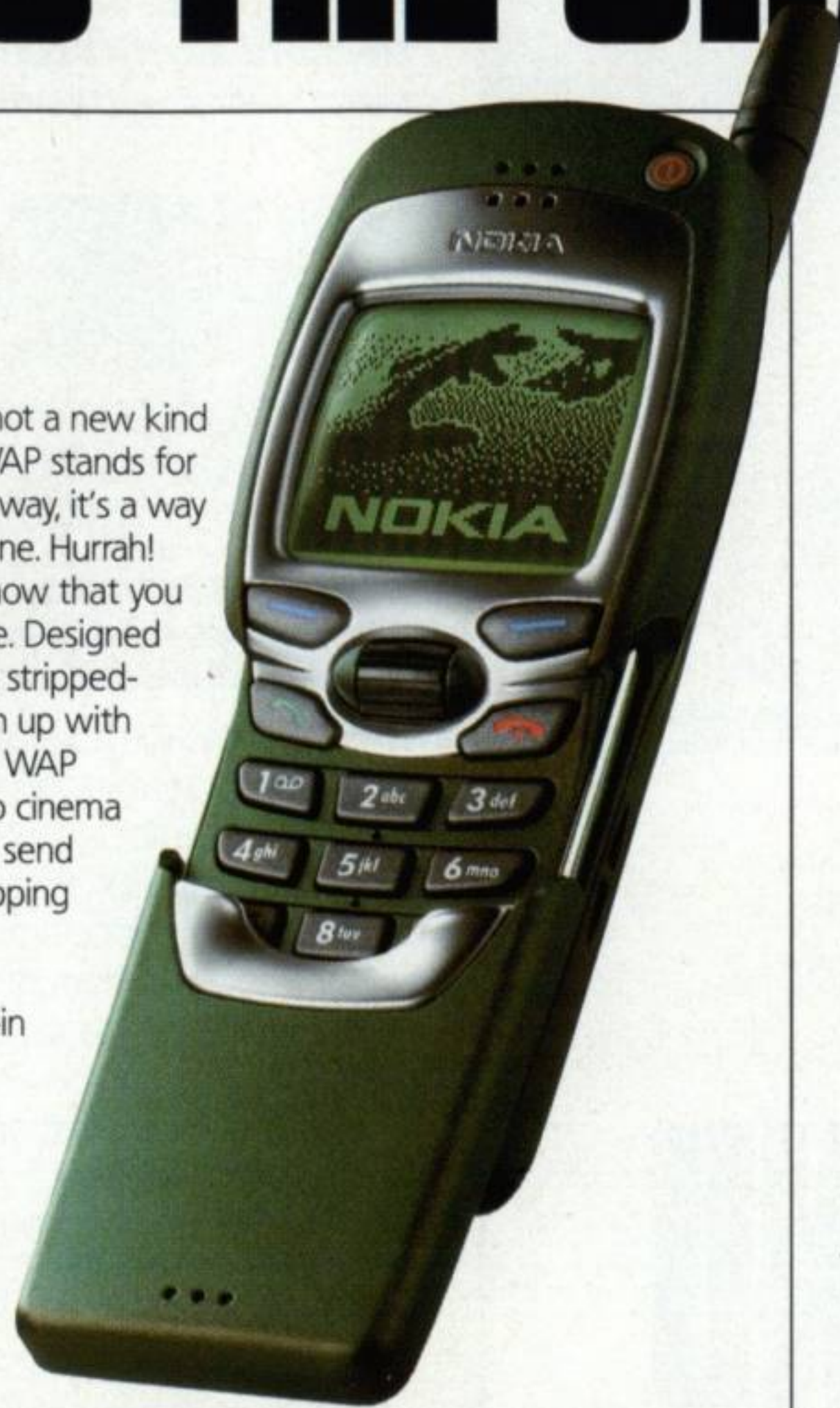
7110E

- Price: **£150 with connection**
- Available from: **Nokia on 01480 434343**
- Web: **www.nokia.com**
- Release date: **on sale now**

■ A WAPper's delight, this one. WAP? No, it's not a new kind of hip-hop pioneered by MC Jonathan Woss. WAP stands for Wireless Access Protocol – or to put it another way, it's a way of accessing the Internet from your mobile phone. Hurrah!

Before you get carried away, you should know that you can't access normal Web pages with this phone. Designed especially for mobile phone users, WAP is like a stripped-down, text-only version of the Internet. But sign up with Orange and you do get access to thousands of WAP pages carrying everything from sports results to cinema listings to restaurant guides. You can, of course, send and receive e-mail, and online gaming and shopping should be available later this year.

Not only that, but the 7110E is very dinky indeed, and has a cool two-tone casing, a built-in modem and a navi-roller button that makes scrolling through menus a breeze. A smart phone if ever there was one. ★★★★★



TIMEPORT L7089

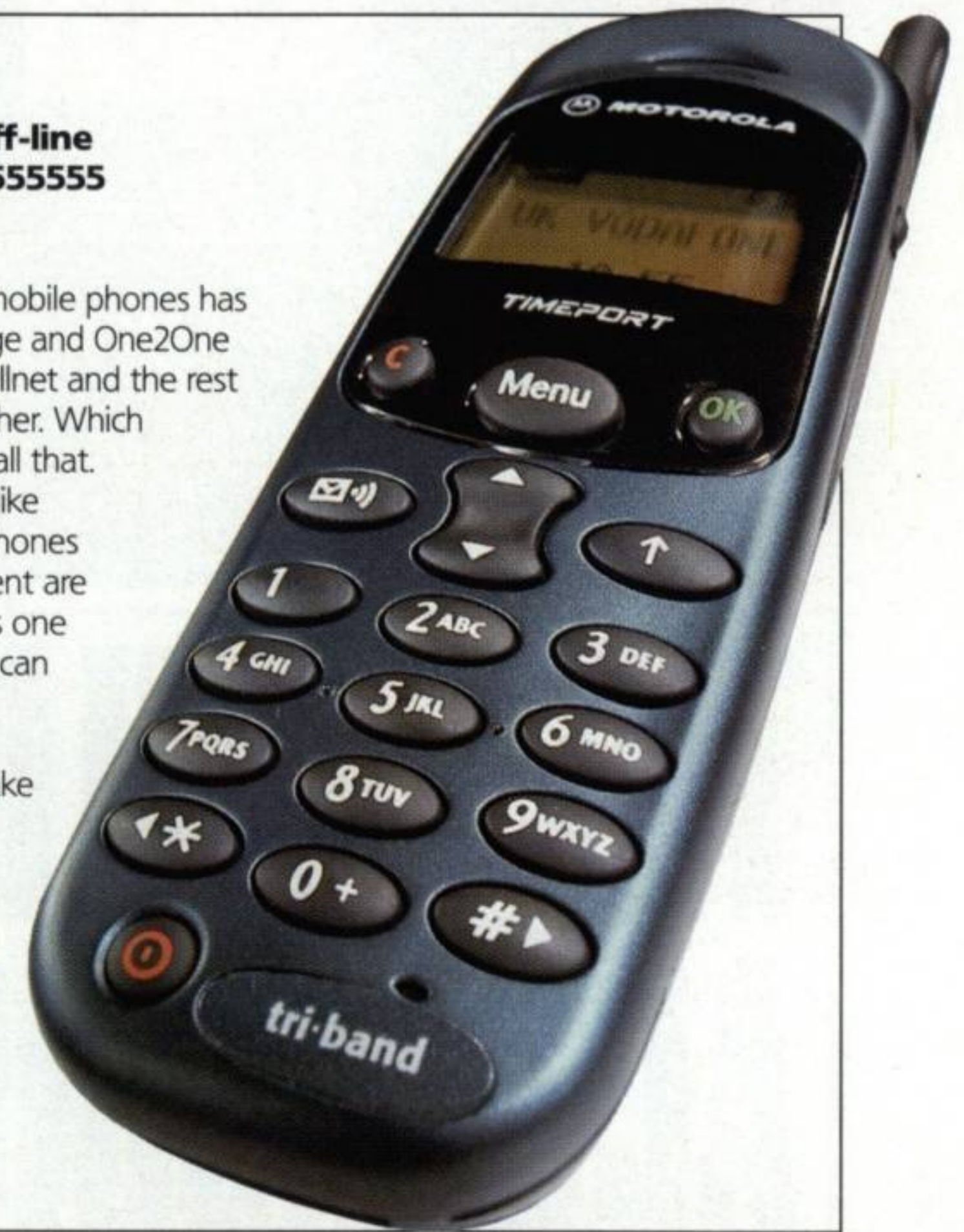
- Price: **£100 with contract/£300 off-line**
- Available from: **Motorola on 0500 555555**
- Web: **www.mot.com**
- Release date: **on sale now**

■ One of the traditional problems with mobile phones has been that they don't work abroad. Orange and One2One use one set of frequencies, Vodafone, Cellnet and the rest of Europe another, and America yet another. Which means mobiles aren't really as mobile as all that.

Unless, that is, you invest in a phone like Motorola's Timeport L7089. Dual-band phones that'll work both here and on the continent are increasingly common, but the Timeport is one of the first few "tri-band" phones, which can be relied on Stateside, too. Handy for all you frequent flier types.

If that isn't you, you'll just have to make do with its built-in modem, voice dialling facility, voice-activated menus and voice recorder function. Poor dear. It's a pretty groovy-looking little phone, too.

★★★★



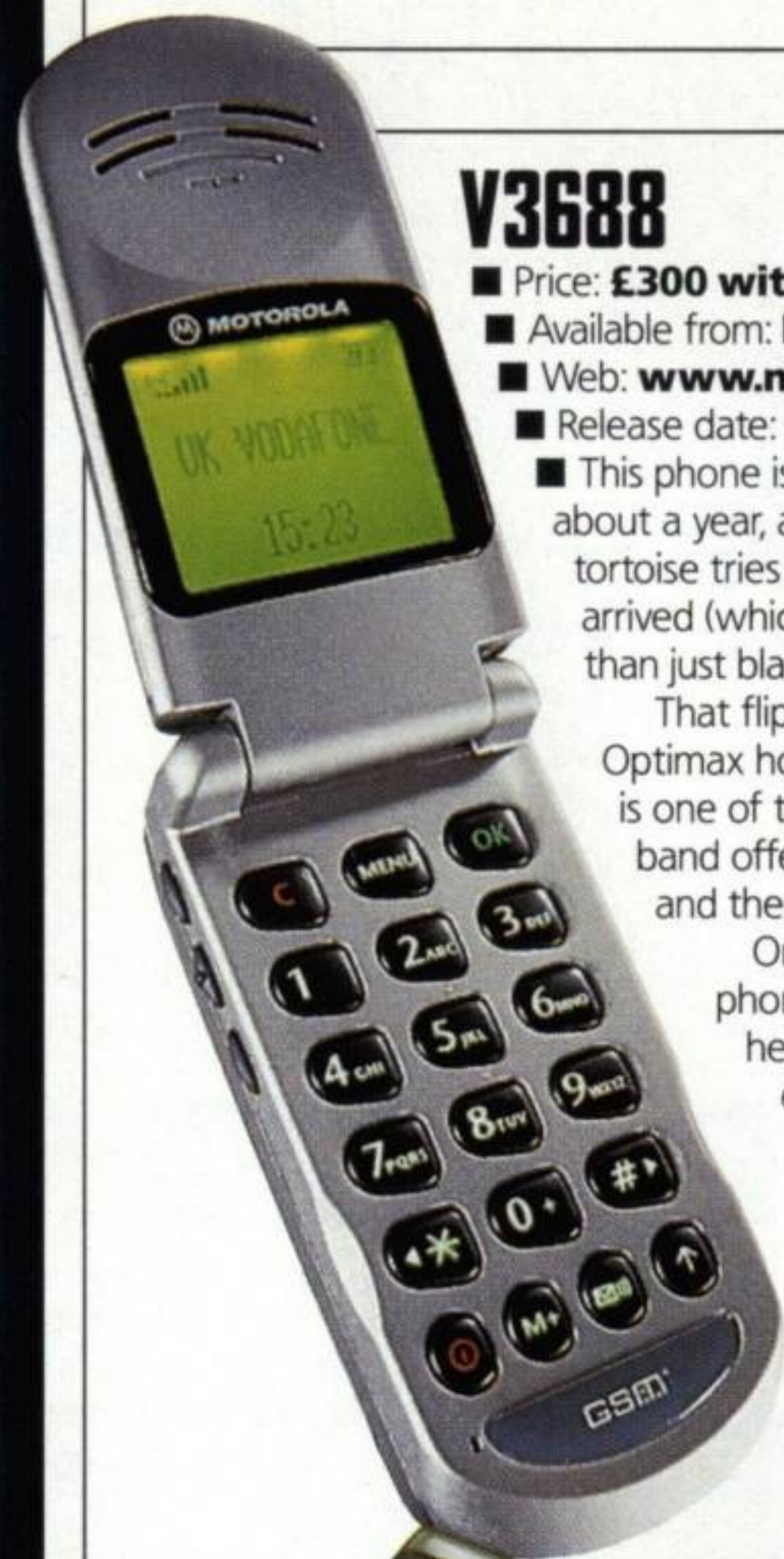
V3688

- Price: **£300 with contract/£600 off-line**
- Available from: **Motorola on 0800 555555**
- Web: **www.mot.com**
- Release date: **on sale now**

■ This phone isn't particularly new. In fact, it has been around for about a year, and half of Britain has seen those adverts where the tortoise tries to get jiggy with one. But the V3688 Mk2 has just arrived (which means you can now get it in blue or titanium, rather than just black), and for another, well – it's really cool, isn't it?

That flip-up, clamshell design is still wowing the crowds and Optimax holographic technology means its LCD, while small, is one of the easiest to read on the market. It's yet another dual-band offering, so it's good to go in Europe as well as the UK, and there's a powerful vibra-alert mode, too.

On the downside it's not the most fully-featured of phones, and there's no modem or infra-red link, but hey – Naomi Campbell's got one. Surely recommendation enough in itself. ★★★



909 DUAL S

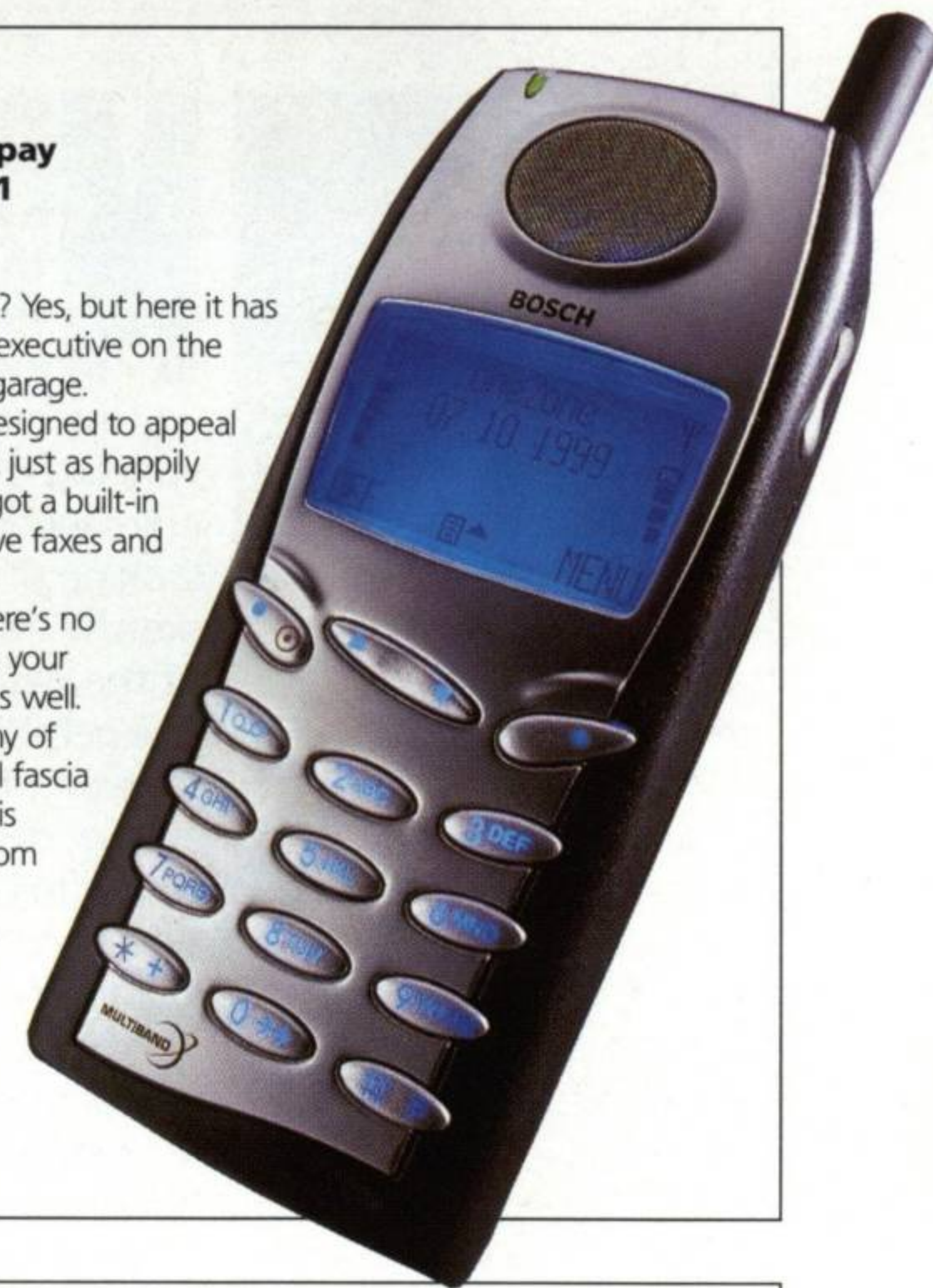
- Price: **£100 with contract/£200 prepay**
- Available from: **Bosch on 0500 500121**
- Web: **www.one2one.co.uk**
- Release date: **on sale now**

■ Bosch? Doesn't Bosch make power tools? Yes, but here it has tried to design a power tool for the young executive on the go, rather than the young executive in the garage.

The 909 Dual S offers many features designed to appeal to business users: it's dual-band so it'll work just as happily in Saint Moritz as Sutton Coldfield, and it's got a built-in modem so laptop users can send and receive faxes and e-mails and browse the Web.

However, it falls down a little in that there's no infra-red port, so if you do want to link it to your portable PC you'll need an £80 data cable as well.

Still, it's a pretty funky number: press any of the chrome-plated buttons on its gun-metal fascia and the cool blue LCD springs to life, which is guaranteed to elicit a few oohs and aahs from your mates in the pub. It lacks some of the fancier features of other phones (like voice-dialling, for instance), but battery life is good, and it sure is svelte. Worth considering, but a little outshone by some of its rivals. ★★★



8850

- Price: **£350 with connection/£650 off-line**
- Available from: **Nokia on 01480 434343**
- Web: **www.nokia.com**
- Release date: **on sale now**

■ "Hang on," you're doubtless asking, "wasn't this in *Arcade's* last phones round-up?" (Issue eight). Well, no actually. Last time you saw Nokia's massively successful 8810. This is the new, upgraded version. So nyah to you.

So what's new? The 8850 is slimmer and lighter than its predecessor, for a start. Plus it's finally available to Orange and One2One users, because it's another of those dual-band efforts. Best of all, though, the 8850 offers a whole range of new features.

There's voice-dialling for a kick-off, and it's now got a built-in modem and infra-red link, making it ideal for laptop users who want to get connected. And then there's the predictive text input, which makes typing text messages less of a chore, and the ability to send picture messages – you only get a choice of eight little pictures, mind, but it's still pretty neat.

One thing, though, hasn't changed – and that's that the 8850 just looks really, really cool. Couple those good looks with functionality and you're onto a winner. ★★★★★



Manu man

www.emmanuelpetit.com
Emmanuel Petit

NEWS
 PLAYER
 CLUB
 PRIVATE
 GAMES
 FORUM
 LINKS
 MAIL ME
 HOME

"In my youth, my only passion was fashion. As soon as I earned a little of money, a few pennies at the time, I bought gear. Fashion is still one of my passions, but I'm more kind of magazine that fashion shows. I've been filled with that since I was thirteen years old."

"I've been fascinated by leather for a very long time and discovering the creations of Jean-Claude Jitrois was for me kind of a revelation. Leather is the kind of material with which the 'cut' is very important. I'm interested in Jean-Claude's work because he does exactly what fits me..."

"I'm pretty casual dressed. I love to wear suits but it doesn't happen very often for me. In fact, there are not many dress designers who manage to make me dream. I rather take a pull-over here, a shirt there and some trousers elsewhere. I don't have any regular dress designers..."

Leather: Manu's mad for it. Fascinated by the cut, he says.

THE WORLD ACCORDING TO MANU

Arsenal's Emmanuel Petit on life, literature and leather.



France... World Cup... [sob]. That's enough.

Most football teams have Web sites dedicated to them, and plenty of top-name players have fans devoted enough to create sites in their honour. But very few have self-penned sites, especially ones teeming with insights into the world of popular culture.

One man who does is Arsenal's long-haired World Cup-winning Frenchman, Emmanuel Petit (<http://www.emmanuelpetit.com>). Emmanuel, sorry, Manu, has a good looking site packed with pictures. But because of some sketchy translation Manu comes across as less the Gallic man of the world and more like a ball-playing Inspector Clouseau. Cue gems like: "Concerning my dispute my John Hartson, [in Arsenal's 1-1 draw with Wimbledon last December] I made a point of specifying that it acts of a true provocation. He came "to look for trouble" several times until the moment when I decided to tell him how I felt about that. In return, I had to face many insults."

You also get to find out what Manu thinks about a whole range of topics in the "personal" section. "As soon as I earned a little money, a few pennies at the time, I bought gear." No, this is not a confession about the teenage Petit struggling with drug addiction, this is Manu's "passion for fashion". "I have been fascinated by leather for a long time and discovering the creations of Jean-Claude Jitrois was for me kind of a revelation."

Other gems include Manu-the-reader. His "last book" was Bret Easton Ellis' *American Psycho*, an everyday tale of multiple murder which Petit says is: "A lucid and cold picture of a self satisfied America, one which money, bribery and violence reign supreme." More revealing, and just as amusing, is music Manu. His admiration for Lauryn Hill is clear enough: "a unique woman and a multi-talented artist – the new star of R&B." Down boy. He also likes Aerosmith.

So there you have it, Emmanuel Petit: footballer, fashion icon, literary critic, a man of passion, learning and, of course, a lover of leather. The only thing he doesn't reveal is why on Earth he spewed this lot out onto the Internet.



Manu demonstrates a French seduction staple.

The match box *Second coming*

Messiah

Search

Shiny-developed PC adventure or the spiritual future of the world? Let the Lord's own Internet search engine decide.

Nightpro Symphony Orchestra, under the guidance of conductor Sir David Walcocks.



Messiah College: looks like a laugh a minute, doesn't it?



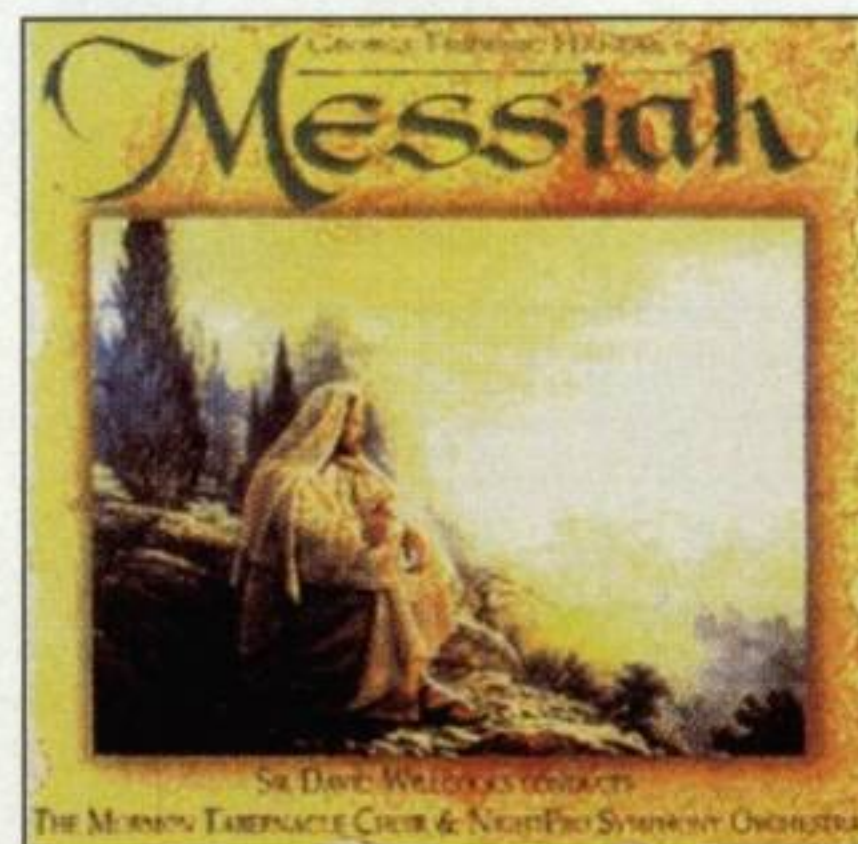
Fat Messiah: board games to fry your sorry brain.

<http://www.fatmessiahgames.com>

<http://www.messiah.edu>

Study at the Messiah Christian College of the liberal and applied arts and sciences in Pennsylvania. Its mission: to educate men and women towards maturity, intellect, character and faith. Its motto: rigorously academic, unapologetically Christian.

Get your unique fantasy and science fiction boardgames here. And with titles like *Insecta*, which involves bug-to-bug combat in an alien world, and *Last Frontier: The Vesuvius Incident*, where space marines confront an alien threat. The hidden gem? *Shapeshifters*, the game of transforming wizards. Sounds like fun.



Handel: So, is that him on the cover, then?

<http://www.messiahspromise.org>

Find out about the ministry of Mike and Sharon Harrison, of St Augustine, Florida. They want you to be a Berean, to consider the often overlooked but important truths from God's word and learn about Yeshua, the Jewish messiah, as you explore the Hebrew roots of Christianity.

<http://www.messiahcd.com>

"One of the six greatest classical recordings ever produced," is what Professor Dennis Stevens, CBE, has to say about this version of Handel's *Messiah*. Performed by the Mormon Tabernacle Choir and the

<http://www.messiah.com>

At last, a Shiny Entertainments site featuring characters, sketches and animation from the adventures of Bob, the angel sent from Heaven to destroy the man-made Devil of the *Messiah* game. You can also access the bizarre .rant page from the Ego team and check the message board. Sweet.

CD-ROM of the month



Why, indeed, do only fools and horses work?

ONLY FOOLS AND HORSES

Publisher: **BBC Multimedia**
 Developer: **BBC Multimedia**
 Price: **£20**
 Release date: **on sale now**
 Requires: **P133, 16Mb RAM**

TV comedy-themed CD-ROMs are usually a disappointing affair as most of the new material has been cobbled together by drafted-in

hacks with none of the style and wit of the series' writers. This *Only Fools and Horses* offering suffers from this problem, with a collection of gear so dodgy that even Del Boy would pass it up.

You can work out your profits on a leopardskin calculator, plan your scams with a Peckham snow globe-adorned calendar or decorate your PC with "luvvly jubbly" wallpaper, screensavers and icons. Further East End antics are provided with Uncle Albert's pub quiz and fruit machine, plus the weak "Round the 'ouses Maze Game", a direct rip-off of *GTA* with poor graphics and David Jason saying "you plonker".

When you finally access the video clip browser and laugh at Trigger calling Rodney "Dave", you realise that the rest of this CD-ROM is guff compared with the gold medallion quality of John Sullivan's series. Fans may squeeze some enjoyment out of this collection, but *Arcade's* advice is to settle down with a Malibu 'n' cherryade and watch the repeats. ★★

Next month

GO TOKYO!

Arcade hijacks a plane and forces the pilot to touchdown in downtown Tokyo for frontline reporting on the PlayStation2 launch. Don't miss the biggest event in videogaming history.



Arcade

Plus! Soldier Of Fortune, MediEvil 2,
FORCE COMMANDER, RIDGE RACER 64 & METAL GEAR GAME BOY REVIEWED.

Arcade 18 on sale Monday 27 March

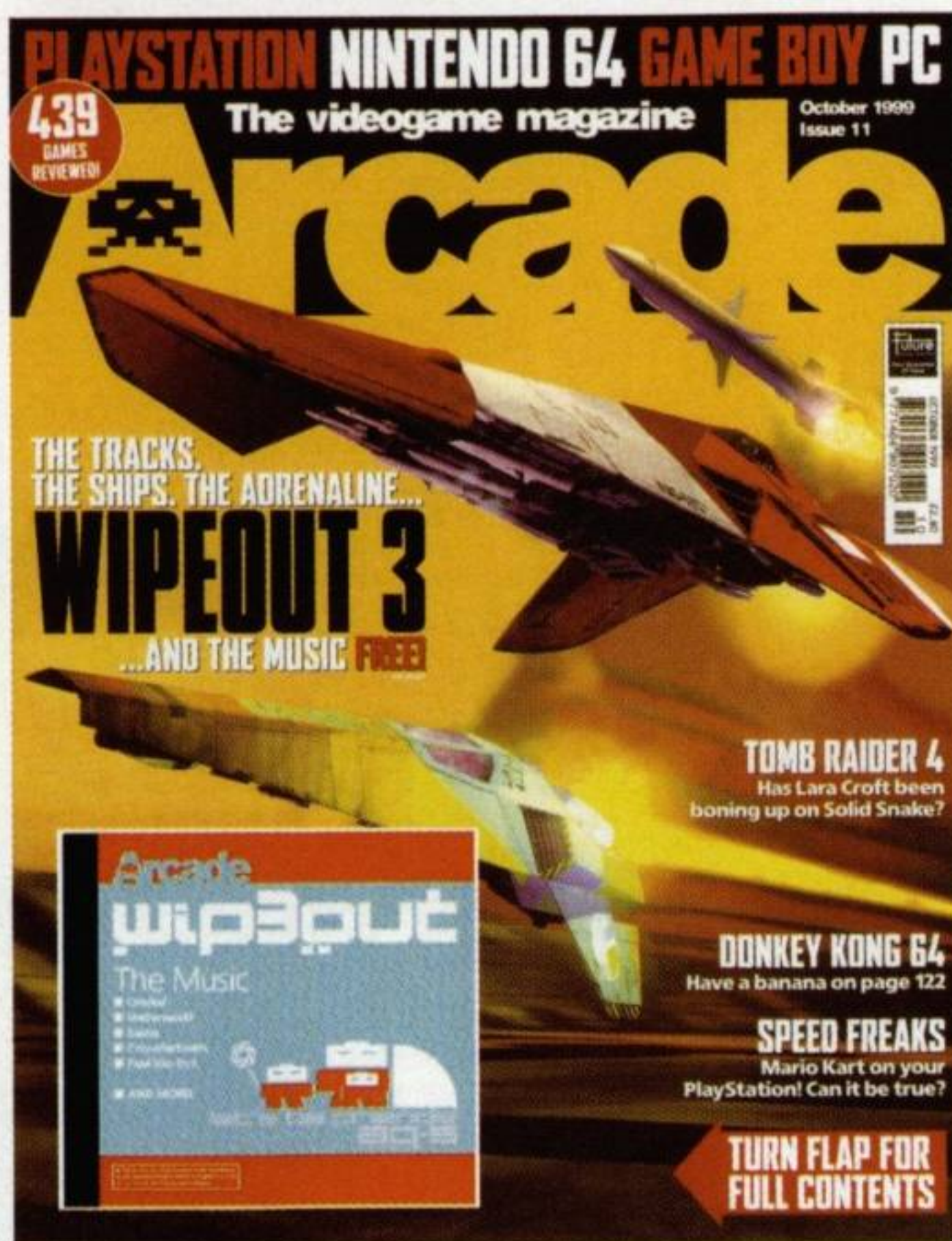
Contents subject to change

Arcade

Back issues

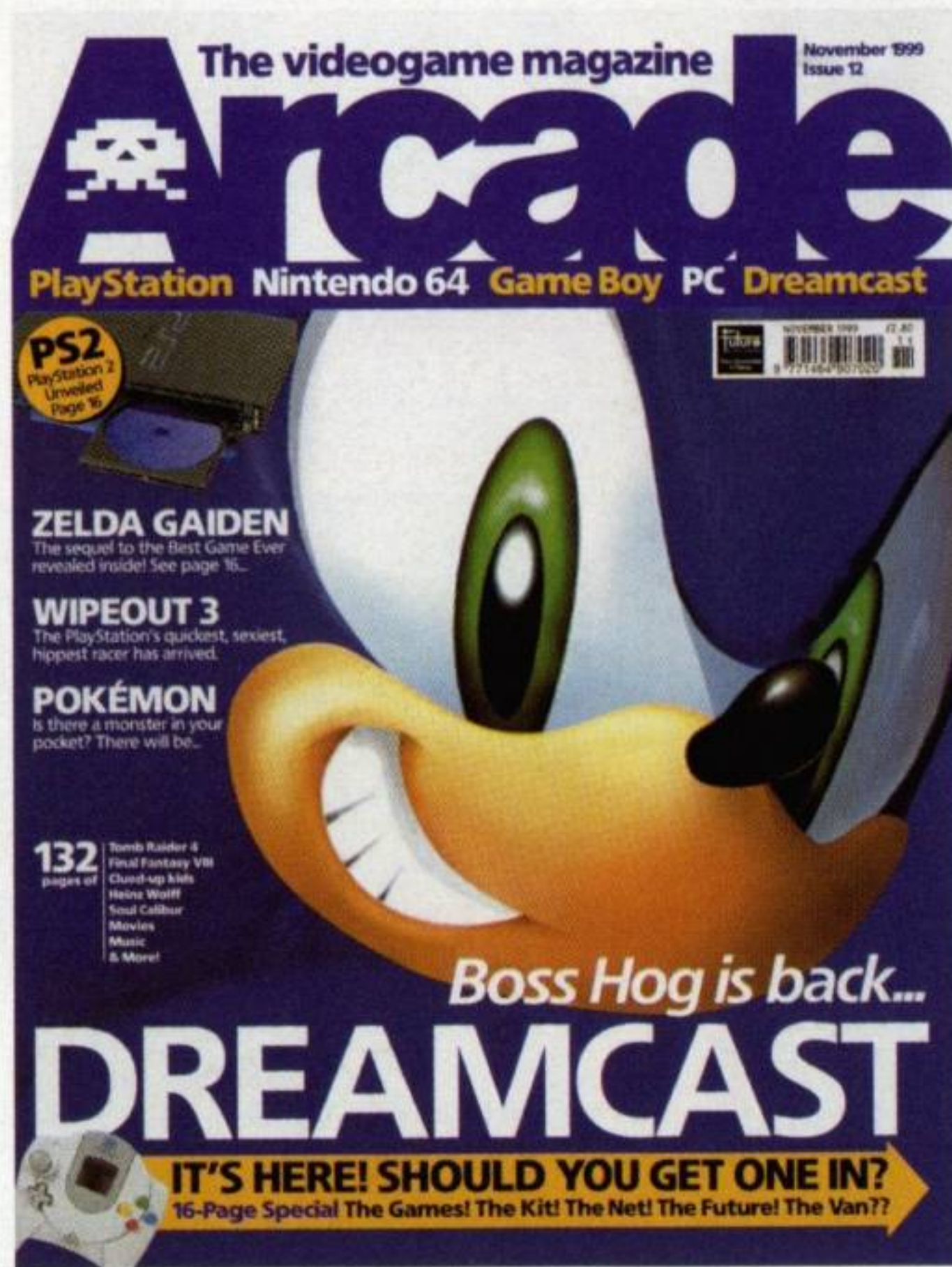
Magazines... great, aren't they. But there is little more frustrating than missing an issue of your favourite one. Lucky that copies are kept back for you to buy at a later date, then.

Issue 11 October



Free *Wipeout 3* music CD, the BITS girls and The Great Football Game Debate continues.

Issue 12 November



Sega's new system sussed out, clued-up kids and a look at the Christmas games deluge.

Issue 13 December



Tomb Raider 4 reviewed, war sims get real and PlayStation2 is revealed in all its glory.

Issue 14 Xmas



Soul Calibur sorted, Swiss Toni talks totty, Santa spills his sack and the gorilla returns.

Issue 15 January



The biggest games of 2000, England in Euro 2000 and a videogaming trip to The Big Apple.

Issue 16 February



Arcade looks at survival horror games, talks to an exorcist and has a shifty at *Shenmue*.

A Back issues

If you fancy getting hold of a back issue, all you need to do is tick the relevant box on this coupon and fill out the details. Make sure you've remembered to put the wedge and the coupon in the envelope, and send the whole lot to: **Arcade Back Issues, Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR.** Overseas readers should send the form to: **Future Publishing Ltd, Cary Court, Somerton, Somerset, England TA11 6TB.** However, if you long for human contact, call the hotline on 01458 271126.

Issue	UK	Europe	ROW
<input type="checkbox"/> ARC11	£3.80	£4.80	£5.80
<input type="checkbox"/> ARC12	£3.80	£4.80	£5.80
<input type="checkbox"/> ARC13	£3.80	£4.80	£5.80
<input type="checkbox"/> ARC14	£3.80	£4.80	£5.80
<input type="checkbox"/> ARC15	£3.80	£4.80	£5.80
<input type="checkbox"/> ARC16	£3.80	£4.80	£5.80

Choose how you want to pay:

1. Cheque made payable to Future Publishing Ltd. Must be Sterling cheques drawn on a UK account. I enclose a cheque/postal order (delete as applicable) for:

£

2. Visa **Mastercard** Expires:

or Switch Issue no: Valid date:

Card number:

Hotline 01458 271126

Mr/Ms/Miss/Mrs

Initials

Surname

Address

Postcode

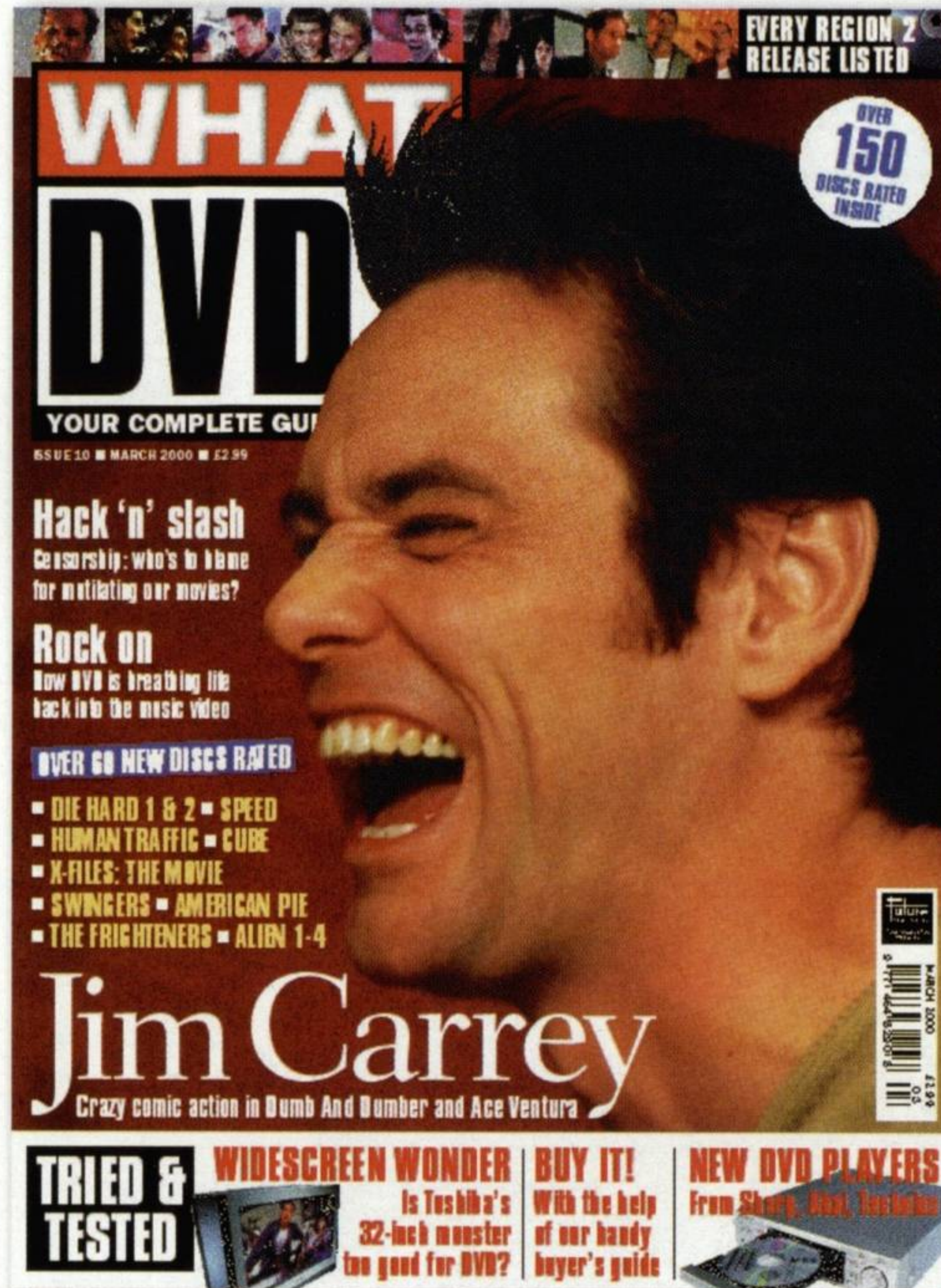
Country

Signature

Date

Tick if you don't wish to receive details of any special offers

WHAT DVD? ISSUE 10 ON SALE NOW



Comic Action

with funny man Jim Carrey as *Dumb And Dumber* and *Ace Ventura* arrive on DVD

Hack 'n' Slash

Who mutilates our movies?

Rock On

The bright future of the music video on DVD

Tried & tested

New DVD players from Sharp, Technics, and Akai.

Plus

- American Pie, Swingers, Die Hard 1 & 2, Human Traffic, Cube, X-Files: The Movie and more than 150 DVDs reviewed
- Buy your home cinema kit with our Buyer's Guide
- Every Region 2 release listed

Reserve your copy of What DVD?

To reserve your copy of *What DVD?* simply fill in this form and hand it to your local newsagent

Please save me a copy of *What DVD?* every month

MY NAME _____

ADDRESS _____

POSTCODE _____

Dear Newsagent: *What DVD?* is available from your local wholesaler

Get 3 trial issues delivered FREE for just £6.95!*

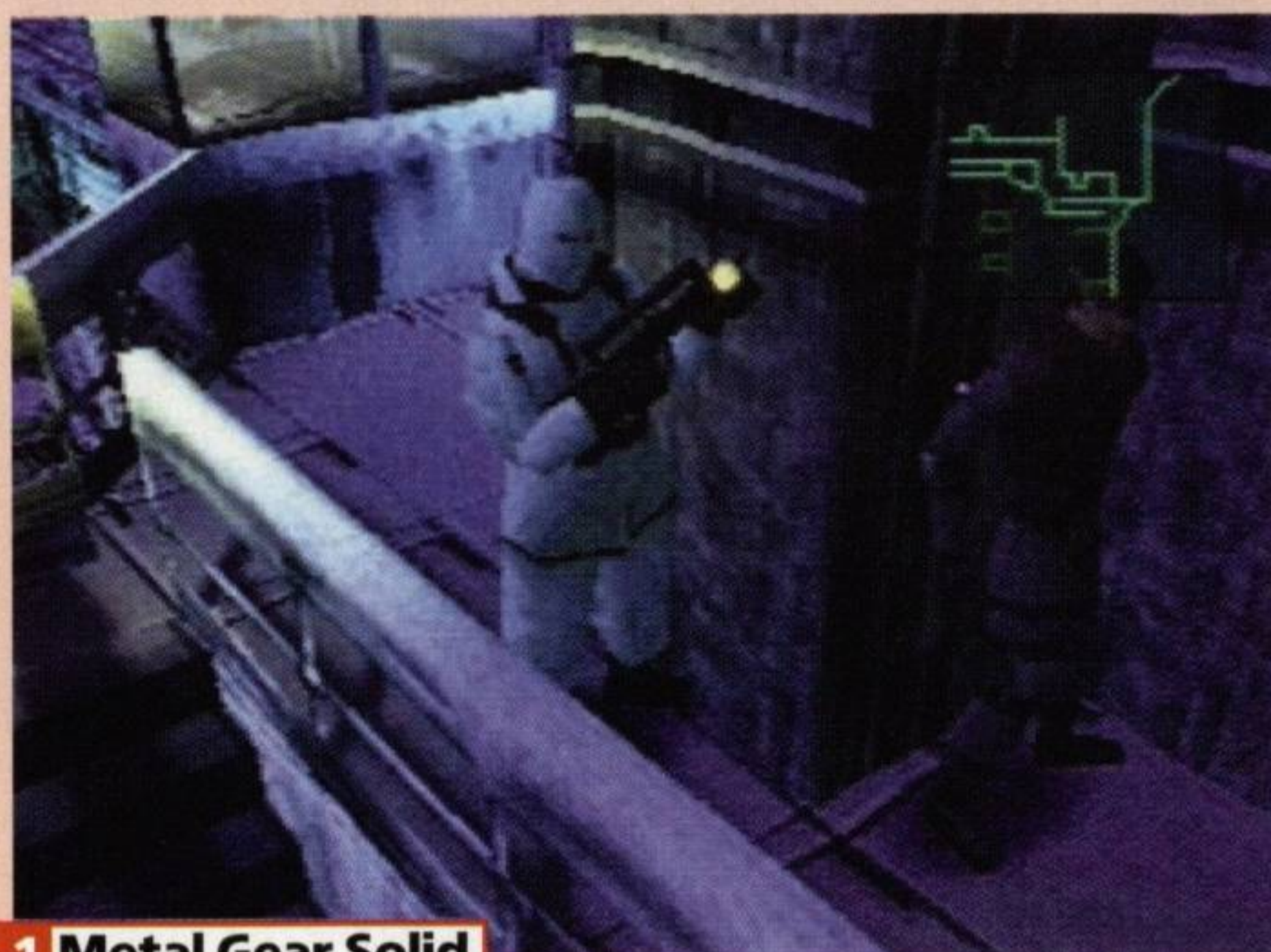
To order call 01458 271161 and quote order code WTDKHA

*UK only

The A-List

Arcade's Top 20 PlayStation games

■ Best games on Sony's little grey wonder? As those hippety-hoppety DJs would say: "Check dis out."



1 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 only a few hours, you'll adore every single minute of play. ★★★★★

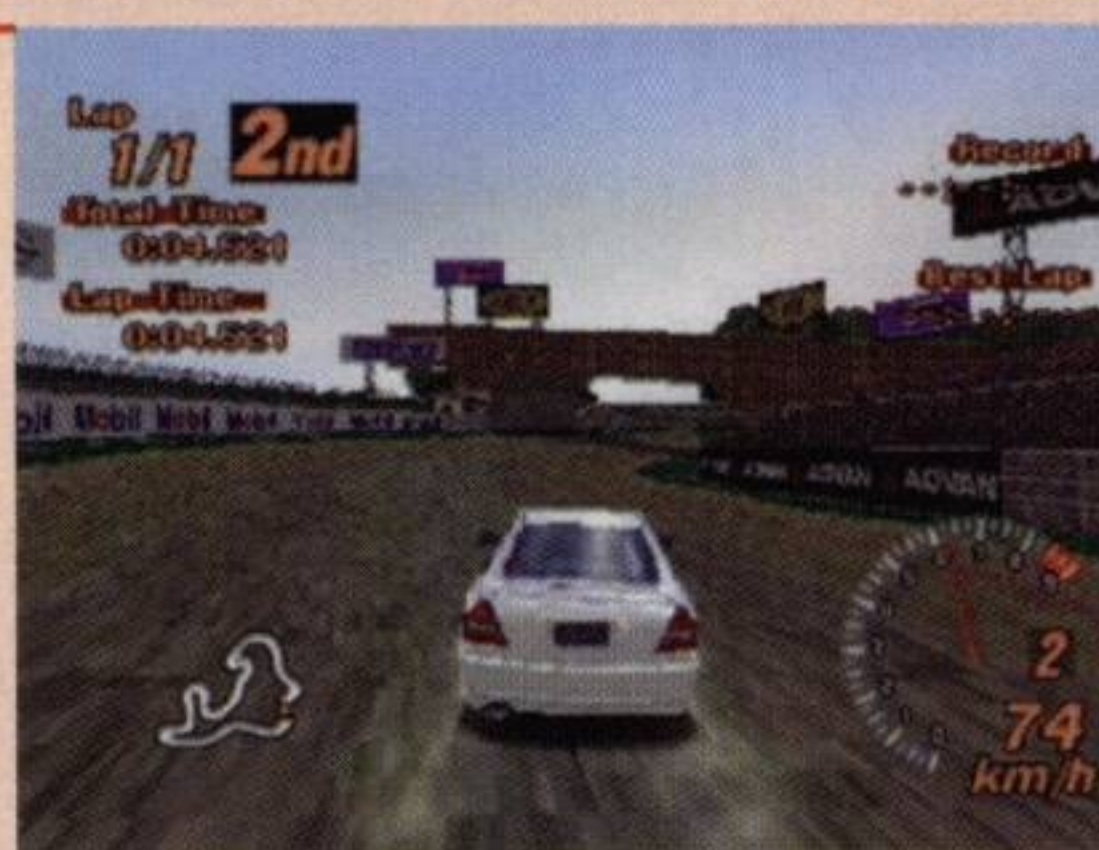
2 Quake 2

■ Shooter ■ Activision ■ £40
Magnificently violent first-person shooter A PlayStation conversion of id's classic shouldn't have been possible, but Hammerhead has pulled it off – big style. The one player game is immersing and scary while the multi-player options are unsurpassed. Gaming heaven in hell. ★★★★★



3 Gran Turismo 2

■ Racer ■ Sony ■ £35
Get your motor running With nearly a thousand different cars, tons of tracks plus the chance to retune and upgrade your vehicle, this is the most comprehensive driving sim since the last *Gran Turismo*. It's starting to look a little rusty in places, but if you love to race, you have to own this game. ★★★★★



4 ISS Pro Evolution

■ Sports ■ Konami ■ £35
The best football game in the world *Evolution* lacks the trendy music and official licence of other titles, but it's still the most breathtakingly realistic footie game ever made. Wondrous graphics, amazing depth and compelling gameplay – football has come home to the PlayStation. ★★★★★



5 Tekken 3

■ Fighter ■ Namco ■ £20
Adept slapping Major improvement to the earlier versions in almost every way: graphically flawless and the new moves add something for both newcomers and veterans alike. A wide variety of sub-games, bonuses and hidden characters, as well as a frightening difficulty level, means there's so much to do that it's almost the *Mario* of fighting games. But without the cute stuff, obviously. ★★★★★



6 Tomb Raider

■ Adventure ■ Eidos ■ £20
Baps entertainment The original and, now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



7 Resident Evil 3

■ Horror Adventure ■ Eidos ■ £35
Splatter undead assailants This part-prequel, part-sequel to *Resident Evil 2* sees feisty survivor Jill Valentine taking on the zombie hordes and avoiding the frightening Nemesis. More brilliant level design, challenging bosses, fantastic scenery and buckets of blood 'n' gore. ★★★★★



8 Driver

■ Racer ■ 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 makes for added fun. ★★★★★



9 Wipeout 3

■ Racer ■ Psygnosis ■ £35
The future of racing As if the year 2097 wasn't far enough in the future, the Psygnosis boys have set this one in 2116. Every element has been improved and rather than attempt to reinvent the wheel/hover device, the inspiration here is a refreshingly playable back-to-basics approach. ★★★★★



10 Final Fantasy 8

■ RPG ■ SONY ■ £35
Latest and best installment of Square's epic RPG series A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut scenes that make *Toy Story* look like *South Park*. Bid fond farewell to your free time. ★★★★★



11 Anna Kournikova Tennis

■ Sports ■ SONY ■ £35
Quirky racket-play Cute polygonal pros battle it out in a game that's a little more serious than previous *Smash Court Tennis* titles. Sublime controls and an addictive multi-player feature. In fact, this is by far the best tennis game you can buy – so there. ★★★★★



12 Silent Hill

■ Horror Adventure ■ Konami ■ £40
Chillingly atmospheric scare-'em-up A seamless *Resident Evil* clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose – all in splendid 3D. Only flawed by a few too many illogical puzzles. ★★★★★



13 Ridge Racer 4

■ Racer ■ Namco ■ £35
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 powerside and you'll unlock 320 unique cars. If you're after realism, though, *Gran Turismo* is for you. ★★★★★



14 Colin McRae Rally

■ Racer ■ Codemasters ■ £20
Life-like rural driving sim A departure from the usual racing game, as your rally car rattles around countryside tracks with time and damage your only opponents. The variety of terrain and responsive controls give real driving feedback. And it's a bloody bargain at £20. ★★★★★



15 MicroMachines V3

■ Racer ■ Codemasters ■ £20
Tiny cars race around your living room The old top-down 2D game souped-up into pseudo-3D, and it's a beauty. There are 30 innovative courses, based on kitchen tables and school desks, coupled with a perfect overhead camera, plenty of amusingly behaved vehicles and a multi-player game that's ace. ★★★★★



16 Everybody's Golf

■ Sports ■ SONY ■ £35
Cartoon-style stick-and-ball antics Simplistic looks, but complex gameplay, with an arcade slant that injects a welcome burst of speed and a host of hidden extras. Great if you don't take golf seriously – and why should you? ★★★★★



17 Ape Escape

■ Platformer ■ SONY ■ £35
Satisfying simian search Catching panicky monkeys with nets refreshes the platforming genre, while the coin collecting sub-quest and bonus games ramp up replayability. The true 3D world looks lovely, the controls are perfect and it's fun and challenging too. ★★★★★



18 LMA Manager

■ Sport ■ Codemasters ■ £40
Finely-tuned footballing excellence Finally, a football manager game on a console that's worth its weight in balls. A great interface, nifty transfer system and the real names of the players create a cracking management sim that even Ruud Gullit could master. Premier League stuff. ★★★★★



19 Brian Lara Cricket

■ Sports ■ 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 as a cut above the rest. ★★★★★

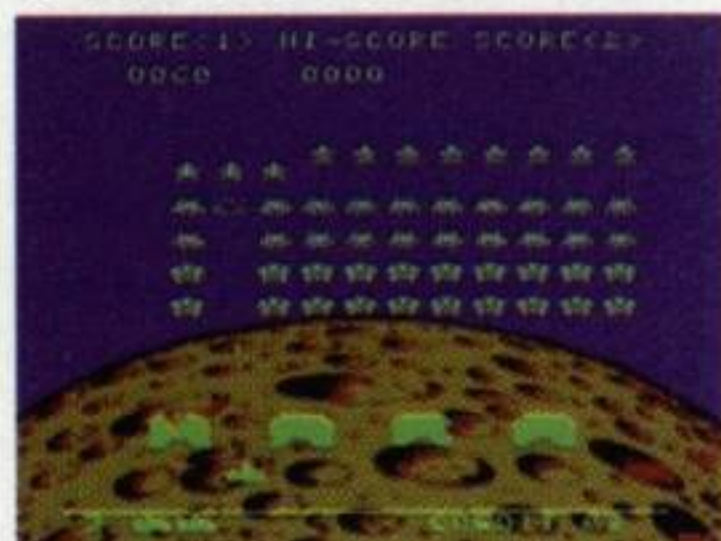


20 Crash Team Racing

■ Racer ■ SONY ■ £35
Marvellous Mario Kart clone Four-player racing insanity with the appropriately-named Crash and friends. Crazy cars, power ups and heaps of courses make this a fun, if derivative, racer. ★★★★★



TOP 5 PLAYSTATION GAMES IF YOU WANT A RETRO NIGHT IN



- Space Invaders**
 Activision
 The game that started it all. Play and cry little tears of joy.
- PacMan World**
 Sony
 Pop some pills with the little yellow pizza pie.
- Namco Museum 1-5**
 Namco
 Rent/buy all these for a festival of bleeps and sprites.
- Arcade Greatest Hits**
 GT Interactive
 Marble Madness? Yes please.
- Driver**
 GT Interactive
 Oh, forget the old stuff. Play in true retro 70's style with a modern classic.

If you want to play the best games available on a range of excitingly varied formats, then glue your eyes to Arcade's A-List. Only the choicest cuts of fresh, bloody videogame flesh make it onto the banqueting table. Tasty.

Arcade's Top 20 PC games



1 Half-Life

■ Shooter ■ Sierra ■ £35
Stunningly atmospheric first-person shooter Built with a truly terrifyingly believable environment and logic puzzles, and incorporating mind-bogglingly intelligent bad guys and a decent amount of gorgeous all-out alien-blasting. ★★★★★

2 Quake 3 Arena

■ Shooter ■ Activision ■ £45
Id perfects the first-person blaster. The eagerly awaited third instalment of the now legendary franchise has loaded up with missiles, gritted its teeth and blasted onto the PC in a shower of bloody entrails and splintered bone. *Quake 3* plunges you into an atmospheric, brutal world that creates moments of genuine fear and excitement. Astounding. ★★★★★



3 Unreal Tournament

■ Shooter ■ GT Interactive ■ £40
A pre-Quake deathmatch revolution Gorgeous, quick, frantic, brilliant. Tremendous AI bots, plenty of big guns, loads of options – everything. But be warned, a hefty PC is required to do this masterpiece any kind of justice at all. ★★★★★



4 Grim Fandango

■ Adventure ■ LucasArts ■ £35
You look like Death warmed up The style, presentation and content of this odd, amusing adventure leave it towering above everything else. The puzzles are obscure, but you'll forgive it, thanks to neat touches, absorbing plot and downright loveliness. ★★★★★



5 Tiberian Sun

■ Strategy ■ EA ■ £40
Engrossing and imaginative strategy game Just like its predecessors, *Command & Conquer* and *Red Alert*, the emphasis in *Tiberian Sun* is on total warfare. You're constantly teetering on the brink of disaster – make the wrong strategic choices and your army will get its arse kicked, but plan well and victory will be yours... eventually. ★★★★★



6 TOCA 2

■ Racer ■ Codemasters ■ £35
Heavily realistic revs Even with 15 cars jostling for position in front of you, *TOCA 2 Touring Cars* always looks stunning. The realistic handling makes free-wheeling over the varied courses a pleasure, and the added support races supply extra value-for-money. ★★★★★



7 Curse of Monkey Island

■ Adventure ■ LucasArts ■ £40
Fantastic point-and-click adventure Genuinely amusing and with clever puzzles, *The Curse of Monkey Island* scores well for its controls, which make exploring and examining as easy as possible. Great to look at and to listen to, if a tad frustrating and illogical, but mostly top notch throughout. ★★★★★



8 Championship Manager 99/00

■ Sports ■ Eidos ■ £25
Out-coach Keegan Guide lowly teams to the top of the football tree in one of the most absorbing games ever made for the PC. A wealth of footballing stats put *Championship Manager* in a league of its own. Gooaaall! ★★★★★



9 System Shock 2

■ Action/RPG ■ EA ■ £35
Stomach-somersaulting horror. Your character awakes stranded on a deep space starship, with no memory, your entire crew butchered and weird cybernetics grafted onto your body. Difficult, but atmospheric, scary and original. ★★★★★



10 Tomb Raider: The Last Revelation

■ Puzzle ■ Eidos ■ £40
Four-play with Lara Latest in the incredibly successful franchise sees our heroine take on all manner of nasties in ancient Egypt. Won't stretch your hardware but has oodles of gameplay and puzzles galore. ★★★★★



11 Dungeon Keeper 2

■ Strategy ■ EA ■ £35
Prepare to unleash the beast within This strategy masterpiece bubbles and seethes with a pitch-black humorous atmosphere. And it's non-repetitive! If you're going to open one intellectual bottle this year, *Dungeon Keeper 2* is the one to savour. ★★★★★



12 Theme Park World

■ Strategy ■ EA ■ £30
All the fun of the fair A fantastic sequel to the popular *Theme Park*, with an easy-to-use interface and superb 3D views of all the rollercoasters and attractions. Worth the price of admission. ★★★★★



13 Alien Vs Predator

■ Shoot-'em-up ■ EA ■ £40
She's a bitch, he's invisible and they're expendable So much more than a *Quake* clone. Atmospheric, gorgeous, truly frightening, bloody hard. Play as a marine and your motion tracker will beep in constant panic – worth the asking price alone. ★★★★★



14 Midtown Madness

■ Racer ■ Microsoft ■ £35
Fender-bending racer with terrific traffic You can't run people over but this incredibly realistic driving game has great challenges, amazing graphical detail and cars, cars, cars. Crash some vehicles and enjoy a little bit of a road-rage frenzy. ★★★★★



15 Final Fantasy 7

■ RPG ■ Eidos ■ £20
PlayStation's best RPG arrives on PC A great story, lavish graphics and brilliant selection of spells. It's a little confusing, rarely enabling you to see your opponents before you get into a fight, but put this down to Japanese quirkiness and you're on to a winner. ★★★★★



16 Messiah

■ Shooter/Puzzler ■ Interplay ■ £40
An adventure of Biblical proportions Hugely enjoyable and funny game where you take on the role of a cherub called Bob, who's mission is to save mankind from evil. The chubby avenger solves puzzles and defeats sinners by possessing characters he encounters. Twisted. ★★★★★



17 Kingpin

■ Shoot-'em-up ■ Interplay ■ £30
Pop a cap in your momma's ass, bitch An ultra-violent, ultra swearsy, retro-futuristic gangster romp. In fact it's funting great, you cusk! Single-player is totally immersive and you feel proud to finally be playing a proper "grown-up" game which, in fact, is utterly childish. ★★★★★



18 Homeworld

■ Strategy/Shoot-'em-up ■ Sierra ■ £35
Compelling space combat and management game Takes the best elements of real-time strategy games and shoot-'em-ups, with jaw-dropping space battles, spooky music and scary baddies. One of the defining PC games of '99. ★★★★★



19 Delta Force

■ Strategy/God ■ EA ■ £40
Gung-ho army squad action Realistic simulation of battles, this time with a mission-based structure. Although it is possible to embark on a crazed killing spree, true pleasure comes from indulging in the tricky tasks proper. ★★★★★



20 GTA2

■ Action ■ Rockstar games ■ £40
Carjacking, gun-toting sequel of the controversial action game Be a mean mutha in this inner-city joyriding extravaganza where crime does pay. Wonderful dark humour, great car handling, funky music and plenty of invention. A worthy update of a classic title. ★★★★★



■ Clog your hard drive even more with this inspired selection of eye-melting titles.

TOP 5 PC GAMES TO PLAY WHEN VICAR COMES TO TEA



- 1 Sin**
 Eidos
 Bring out the Hobnobs and chat about your disgusting transgressions.
- 2 Messiah**
 Interplay
 Sing a joyful couple of hymns in celebration of the Lord.
- 3 Diablo**
 Zablac/Blizzard
 Announce your decision to join the forces of evil.
- 4 Doom**
 id
 Vicar tells you that it's too late for your tortured soul.
- 5 Requiem: Avenging Angel**
 Ubi Soft
 Sip tea. Explain plan to bring down religion. Eat Hobnob.

The A-list

Arcade's Top 20 Nintendo 64 games

■ Mario, Link, Donkey Kong and the crew large it up on the 64-bit Miyamoto Machine.



1 The Legend of Zelda

Best game in the world and that's a fact Traditional *Zelda* hallmarks wrapped up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. Worthy of all the hype thanks entirely to the sheer genius of Shigeru Miyamoto. Maybe Sony should poach him. ★★★★★

2 Super Mario 64

■ Platformer ■ Nintendo ■ £30
The king of 3D platformers
A masterpiece, with huge levels, sublime controls and immersive gameplay. The game that invented a genre. As with all Miyamoto games, it slowly sucks you in and refuses to let go, and its full-on 3D graphics still impress. ★★★★★



3 GoldenEye

■ Shooter ■ Nintendo ■ £30
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. Which is nice. ★★★★★



4 Mario Kart 64

■ Racer ■ Nintendo ■ £30
Cute characters go to the races
The original comedy racer returns. The single-player game is a lonely experience, but the time trial adds longevity and the multi-player game is arguably the greatest on any platform. So addictive it could be classed as a legal drug. ★★★★★



5 Donkey Kong 64

■ Platformer ■ Nintendo ■ £60
Monkey magic DK and a family of wacky simians return in a huge cartoon adventure. The price of the game is hiked due to the inclusion of an Expansion Pak, but the exquisite platforming, enjoyable multi-player and wealth of hidden secrets make it an essential purchase. ★★★★★



6 Jet Force Gemini

■ Shoot-'em up ■ Rare ■ £40
Twin trouble Rare finally returns with a fantastic 3D shoot-'em up that's big, ballsy and heart-thumpingly exciting. A great soundtrack and some of the best visuals on the N64 make it an instant classic. ★★★★★



7 Shadowman

■ Shooter ■ Acclaim ■ £40
Chock full of serial killers and all manner of dark grisliness A tidy, atmospheric next generation *Quake* with a decent plot and lashings of voodoo spookiness. Incredibly big, intelligent, rewarding, challenging and thoroughly deserving of your time. Classic stuff indeed. ★★★★★



8 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. ★★★★★



9 F1 World Grand Prix 2

■ 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. ★★★★★



10 ISS '98

■ Sports ■ Konami ■ £40
Tremendous goal-fest The N64's best footy sim and arguably the best on any system. Oh-so-intuitive controls, silky smooth animation and very nearly as addictive in multi-player as the mighty *Mario Kart*. You will lose months of your life. ★★★★★



11 1080° Snowboarding

■ Racer ■ Nintendo ■ £40
Snow-based racing A brilliant range of modes, plenty of tricks, and loads of boards and courses for you to have a crack at. You get beautiful controls, brilliant replays and challenging racing. A gorgeous, technically superb, super quick experience. ★★★★★



12 Banjo Kazooie

■ Platformer ■ Nintendo ■ £40
Bizarre bear-bird crossover Beautiful levels that beg you to explore, a genuine challenge with plenty of variety, and the first Rare game not to feature an eye-wincing amount of cute. Almost knocks Mario from his perch. Praise indeed. ★★★★★



13 Lylat Wars

■ Shooter ■ Nintendo ■ £30
On-rails 3D space blast Loosely based on *Starwing* on the SNES, and intended to be an immersive, movie-like experience, with cut-scenes that ape films like *Independence Day*. It's too easy, but it's still addictive, well-crafted and frantic. Pure blasting action. ★★★★★



14 Pilotwings 64

■ Flyer ■ Nintendo ■ £30
Fly about a bit and cry at the difficulty of it all Along with *Mario 64*, this is the game that launched the N64. It boasts beautiful, realistic scenery and some of the hardest tasks this side of Mensa. Basically, it's a truly unique flying experience. ★★★★★



15 Quake 2

■ Shooter ■ Activision ■ £50
Travel to Stroggos, massacre its people Non-stop action, plenty of secrets and a more than worthy sequel. Unfortunately the single-player lifespan is poor. But, in deathmatch terms, *GoldenEye* may have the brains, but *Quake 2* has the brawn. ★★★★★



16 Wave Race 64

■ Racer ■ Nintendo ■ £30
How jet-ski games should be done Water-based frolics that are second to none, even compared to coin-op titles at a thousand times the price. The tracks are beautiful, and the controls are as responsive and intuitive as you'd expect from Nintendo. ★★★★★



17 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £50
Fresh flesh-filching Although a little late, has lost nothing of its gruesome appeal in the transition to N64 and is one of the scariest games ever committed to a console. Classic zombie-shooting action. ★★★★★



18 Rocket: Robot On Wheels

■ Platformer ■ Ubi Soft ■ £40
Robot wars Developer Sucker Punch proves that not only Rare and Nintendo can create top-drawer platformers. Fabulous graphics and levels crammed full of sub-games and quests, *Rocket* is a breath of fresh air. ★★★★★



19 F-Zero X

■ Racer ■ Nintendo ■ £30
Quick-as-you-like space-age racer The fastest, smoothest racer ever, thanks to its lack of graphical detail. The controls are sublime, the handling fantastic and the tracks horribly difficult. But somehow there just isn't that usual Nintendo spark. ★★★★★



20 Star Wars Episode 1: Racer

■ £40 Force-based pod racing ■ Nintendo
Great scenery, cool racing 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 a bad thing. No weapons, though, and too short. ★★★★★



TOP 5 NINTENDO 64 GAMES TO PLAY IF YOU LIKE JAPANESE INSCRUTABILITY



- Kiratto Kaiketsu**
Imagineer
Complicated "bored" game.
- Mah Jong 64**
Koei
Yeeess! You beauty!
- Denryu Ira Ira Bou**
Hudson
A fairground copper-stick-and-wire simulator.
- Wonder Project J2**
Enix
Guide a robotic lady through "real-life" situations. Eh?
- Panda Love Unit**
Hudson
A girlfriend simulator – and no, it's not that kind of simulator.

Arcade's Top 10 Dreamcast games



1 Soul Calibur

■ Beat-'em-up ■ Sega ■ £40

The best fighting game ever Magnificent beat-'em up game, where the participants wield huge metal weapons. Incredibly detailed characters, realistic backgrounds and beautiful lighting effects make this a must-buy for Dreamcast owners. A cut above the rest. ★★★★★

2 Crazy Taxi

■ Racer ■ Sega ■ £40

Visually impressive cabbie-sim An adrenaline-pumping driving game that straps you in the seat of a maniacal American taxi driver. Deliver passengers to their destinations by weaving in and out of traffic, careering through parks and taking hair-raising short-cuts. Fantastic fun. ★★★★★

3 Power Stone

■ Beat-'em-up ■ Capcom ■ £40

The beat-'em-up bar brawl! Welcome to the game where you can throw chairs, vases and tables at your opponent. The aim – quite simply – being to knock the gemstones out of them. Spring around the spaces like a new-born lamb. You looking at me? ★★★★★

4 Ready 2 Rumble

■ Beat-'em-up ■ Sega ■ £40

Funky fighting Gobsmaacking arcade-style boxing game with a ringful of hilarious characters and fabulous graphics. Massive fun in two-player mode, this is the true heavyweight champ of console pugilism. A knockout. ★★★★★

5 Sonic Adventure

■ 3D platformer ■ Sega ■ £40

Hedgehog heaven on Sega's new platform Steer spanky new Sonic around a wonderful new world, meeting up with his old friends Tails the Fox, Knuckles the, um, echidna, and a rather sexy squirrel named Amy. It all makes perfect sense once you get going. ★★★★★

6 TrickStyle

■ Racer ■ Acclaim ■ £40

Speedy tricks outside the red light district Welcome to the place where your *Back To The Future 2* dreams become reality, and play as a racer, a stunter or a bully on the mean streets of the 23rd century. A *Wipeout* wannabe that hits the spot. ★★★★★

7 Hydro Thunder

■ Racer ■ Midway ■ £40

Splash-happy speedboat stunner Nothing new in the gameplay stakes, but a large collection of speedboats and geographical locations make this an enjoyable ride. Sets a benchmark in terms of presentation and flashy visuals. Lovely. ★★★★★

8 House of the Dead 2

■ Shooter ■ Sega ■ £55, including gun

Bloodthirsty zombie shoot-'em-up Faithful conversion of the arcade coin-op. Shoot your way through a hideous, bloody army of the undead without having your flesh filched. The most fun you can have with a light gun. ★★★

9 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £40

Survival horror. Spooky, tense atmospheric shooter with a cinematic story. This conversion has better graphics, extra features and bonus games. It's little more than a warm-up for *Code: Veronica*, but a worthwhile purchase for zombie-wasting newcomers. ★★★★★

10 NBA 2K

■ Sports ■ Sega ■ £40

Slam dunkin' action. As a basketball sim, *NBA 2K* has it all with great presentation, amazingly fluid animation, a wealth of options and infallible gameplay. As the best sports game on the Dreamcast, this is one for fans of basketball and novices alike. ★★★★★

■ Fire up that fabulously expensive new purchase with a choice of ten games – out of a possible 11.

Arcade's Top 10 Game Boy games



1 Zelda DX

■ RPG ■ Nintendo ■ £25

Puzzle-solving with your fave elf An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *Final Fantasy 7*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

2 Tetris DX

■ Puzzler ■ Nintendo ■ £20

Brick drop return shock! The graphics, sounds and modes might have changed, but this is still the same old *Tetris*, known world-wide as the most addictive version of the Russian puzzler. It's *Tetris!* Quite simply, get it in. ★★★★★

3 Super Mario Bros DX

■ Platformer ■ Nintendo ■ £25

Seminal Mario platformer Uncomplicated, hugely enjoyable platform brilliance, transferred to your portable friend after 14 years. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedful of extras. ★★★★★

4 David O'Leary's Total Soccer 2000

■ Sports ■ Ubi Soft ■ £25

The beautiful game Do the Wembley bounce in celebration – the Game Boy finally has a decent footie game. Intuitive gameplay, great instant replays, a two-player link-up and all the European teams make this a cup winner. Yeeesss! ★★★★★

5 R-Type Delta

■ Shooter ■ Nintendo ■ £25

The daddy of side-scrolling shooters Arcade perfect, if inevitably small, conversions of *R-Type*, *R-Type 2* and a groovy remix of the two all on one irresistible cart. Bloody hard too. ★★★★★

6 Mario Golf

■ Sports ■ Nintendo ■ £25

Pocket putting A compelling cocktail of golf and RPG elements with a bunkerful of game options including a cup-winning Tournament and a Match game where you can take on Mario himself. Great graphics and a superb control system add polish to this mini masterpiece. Grab your wood and tee off. ★★★★★

7 Super Mario Land

■ Platformer ■ Nintendo ■ £15

The pipe man cometh One of the GB's original releases, *Super Mario* still excels in most areas, despite having reached a very elderly nine-years-old. The graphics are simple, but the subtlety of control and excellent level designs are top. ★★★★★

8 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

Mazza's arch enemy returns Features a novel "can't die" aspect and insists on you collecting all the coins from each level, creating fist-clenching difficulty in the process. Top quality and fiendishly challenging. ★★★★★

9 Defender/Joust

■ Retro ■ Midway ■ £25

Old coin-ops for your pleasure A double helping of retro arcade fare: a splendid side-scrolling shooter and a rather good fire-button-free flap-'em-up played on ostrich mounts. Oh the joy of holding old coin-ops in your palm. ★★★★★

10 Harvest Moon

■ Strategy ■ GT Interactive ■ £20

Down on the farm Clear your land, till the soil, plant some seeds – there aren't many farming sims out there, but *Harvest Moon* proves that they should be more popular than Lara. The detail is astonishing. There's so much stuff to do. ★★★★★

■ The Game Boy Advance will allow conversions of SNES games. *Mario Kart* and *Yoshi's Island* in your pocket – lovely.

TOP 5 DREAMCAST CONVERSIONS FROM ARCADE SMASHES



1 Crazy Taxi

Sega
Arcade's played it and it's fantastic.

2 Ferrari 355 Challenge

Sega
Hopefully this superb racer will make it to console.

3 Jambo Safari

Sega
Catch a giraffe and a lion in African safari-sim.

4 Out Trigger

Sega
Third-person frag fest.

5 Virtua Tennis

Sega
Magnificent sports game, with fab graphics and sublime gameplay. "Quiet please."

TOP 5 GAME BOY GAMES TO PLAY ON A WW2 SUBMARINE



1 Wave Race

Nintendo
The sea can be fun – if you're safely on top of it.

2 Killer Instinct

Nintendo
Handy when you're about to torpedo a supply ship full of bananas.

3 Pokémon Blue

Nintendo
Relate stories about your famous battles to your mates.

4 Tetris DX

Nintendo
Drop those blocks and try not think of depth charges.

5 Loony Tunes

Infogrames
The crew after six weeks.

Subscribe



Why subscribe?

- **3 issues free**
– worth £8.40
- **£5 voucher** to spend at Electronics Boutique when you spend £30 or more
- **FREE delivery** to your door every month (UK only)
- **Never miss an issue!**

How do I subscribe?

- 1 **Call 01458 271159** quoting code ADAP17 **overseas readers call +44 1458 271159**
- 2 **Complete the form below and return it to:**
UK: Arcade, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR.
Overseas: Arcade, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB, UK.

Yes! I want to subscribe to Arcade

- UK** £24.97
- Europe** (inc. Eire & N. USA) £39.95
- Rest of world** £49.95

YOUR DETAILS

Title _____ Initials _____ Surname _____

Address _____

Postcode _____ Country _____

Tel number (inc STD) _____

Email address _____

Order code: ADAP17

METHOD OF PAYMENT

Cheque (payable to Future Publishing. £'s sterling drawn on a UK bank account)

Visa **Master Card**

Switch issue no/valid date _____

Card number _____

Expiry date _____

Signature _____ Date _____

Please tick if you don't wish to receive information about special promotions.

Your subscription will start from the next available issue.


Offer ends 26th March 2000

3 free ISSUES

plus



**Current
Subscribers!**
Don't worry, if you renew
your subscription now you
will automatically be sent
a voucher too!

at
electronics  boutique

Subscribe to 12 issues of Arcade and only pay for 9
PLUS get a free voucher to save £5 off any
purchase when you spend £30 or more at any
Electronics Boutique.

KICK ASS

BECOME A DEMON GAME PLAYER OVERNIGHT

HOW TO EARN BIG BUCKS IN...

CRAZY TAXI



Format: **Dreamcast** | Publisher: **Sega** | Price: **£40** | Players: **1** | ★★★★★

Like a lottery instant card, it's easy to scratch the surface of Crazy Taxi, but like the Thames sewage industry, you have to delve a bit deeper if you're going to understand the full workings. So, with the same delighted curiosity (but none of the embarrassment) as when you first saw a person of the opposite sex naked, here's the Arcade guide to Crazy Taxi.

PICKING UP PASSENGERS



Always stop as close as possible to each customer. If they have to run, you have less time to drop them off, and they yell at you. If you know where the passenger is heading, try to face in that direction when you stop, preferably with a Crazy Drift. If you are not sure, point halfway between. Both courses are

complete circuits, so the best way to play is to continuously complete laps. On the Arcade track, this means you must go through town, along the freeway, to downtown, to the bus terminal and round to the university again. It's best to take customers who want to continue round the circuit, to avoid backtracking.



Colour codes
Look out for the Green customers, they travel the farthest and pay the most, while Reds go the shortest

and pay the least. The priority for choosing customers should therefore be: Green, Lime, Yellow, Orange, Red. Some customers change colour. For

example, at the bus terminal some will switch from Red to Yellow. Again, use the colour codes to pick up the ones that want to travel the furthest.

**24
GAMES
TIPPED
THIS
MONTH**

PLAYSTATION

- P126 Darklight Conflict
- P124 Marvel Vs Capcom
- P124 Resident Evil 3
- P124 Pong
- P126 Porsche Challenge
- P125 Cool Boarders 4
- P125 Toy Story 2
- P126 Track & Field
- P126 Space Invaders
- P126 Star Wars: Masters
- P126 Worms
- P127 Wu-Tang

NINTENDO 64

- P124 Xena: Warrior Princess
- P125 Rayman 2
- P126 Micro Machine Turbo
- P126 Turok: Dino Hunter
- P127 Nightmare Creatures

PC

- P125 Alien Vs Predator
- P125 Champ Manager 3
- P126 Blood 2: The Chosen
- P127 Myth
- P127 Nerf Arena Blast

DREAMCAST

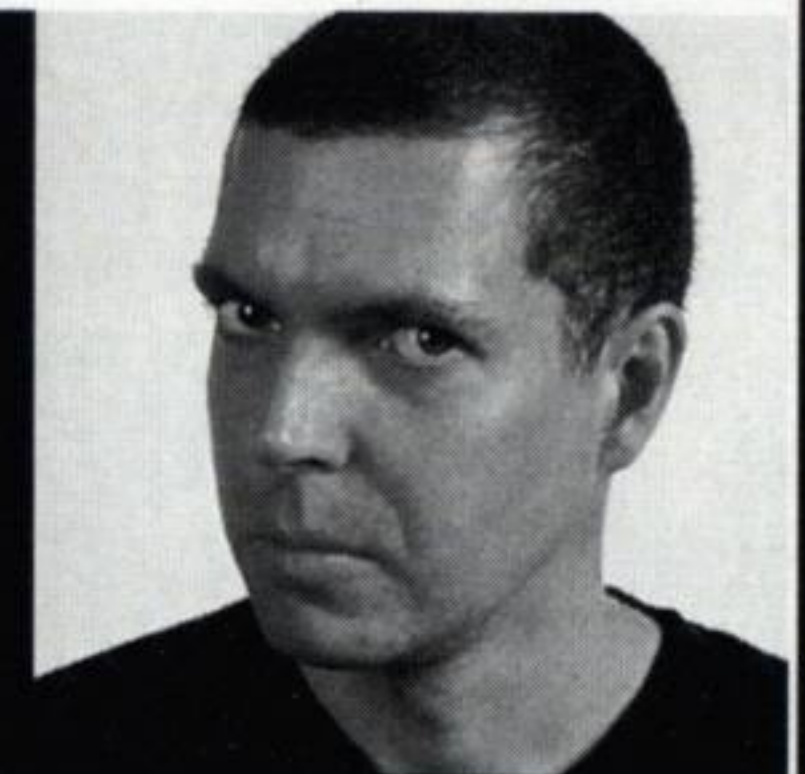
- P122 Crazy Taxi
- P125 NBA 2K

COLOR GAME BOY

- P126 Evel Knievel

WELCOME

■ Sega's Dreamcast is coming along nicely, with the superb *Crazy Taxi* tipped to the max and the great sports sim *NBA 2K* given the full cheats 'n' challenge treatment. If you have any tips you'd like to share, send them to "Don Peripherale" at the *Arcade* address. If your nuggets of wisdom make it into



these hallowed pages, you'll receive an exclusive prize! Don't forget to check *Now Playing* from page 41 for extra hints on *Resident Evil 3* and *ISS Pro Evolution*.



Driving tips

The green arrow does not necessarily point out the fastest route from starting point to destination, and

there are plenty of sneaky short-cuts, if you are prepared to look for them. On the Arcade track, for example, if you trying to get from KFC

to the heliport, ignore the big s-curve and cut straight up the grassy hill instead. When continuing onto the baseball stadium, jump off the edge

of the hairpin bend (the best way to do this is with a Crazy Drift jump – if you can pull it off) rather than going all the way around it.



Fare tips

Every time you pull off a Crazy Hit trick, a tip is added to your fare. Crazy Hits then link into combos, until you have a

front-end collision with another vehicles, when they reset. Good places to rack up the tips are: following the cable car going down the hill

and on the freeway. Your tips are doubled if you drive on the wrong side of the road. When you drop passengers off, they will give you a tip you based

on your remaining time – you usually get \$6 for every full second of time that's left. Speed is therefore very much of the essence.



HIDDEN CUSTOMERS



Each hidden customer you pick up on the Arcade track should net you \$2,500-\$4,000. Here's how to find them.

- 1 Not really a hidden customer, but at the beginning of the game, instead of driving forward, start off in reverse. Pick up the woman directly behind you and she will pay you for a ride right to the bottom of the hill.
- 2 On the beach, there are three customers underwater.
- 3 Past The Levi's Store, you should see a multi-storey car park. Drive up the ramp, hug the left side, and pick up the old lady (who wants to go all the way to the police station) on the rooftop.
- 4 When you reach downtown, take the ramp on the right side of the theatre on the middle street. Jump over to the rooftop and bag the punk.
- 5 At the hotel/crown area, look between the two buildings near the intersection. You should be able to see a tennis player, who wants to go to the tennis court.

HOW TO PRESS THE FLESH IN... RESIDENT EVIL 3

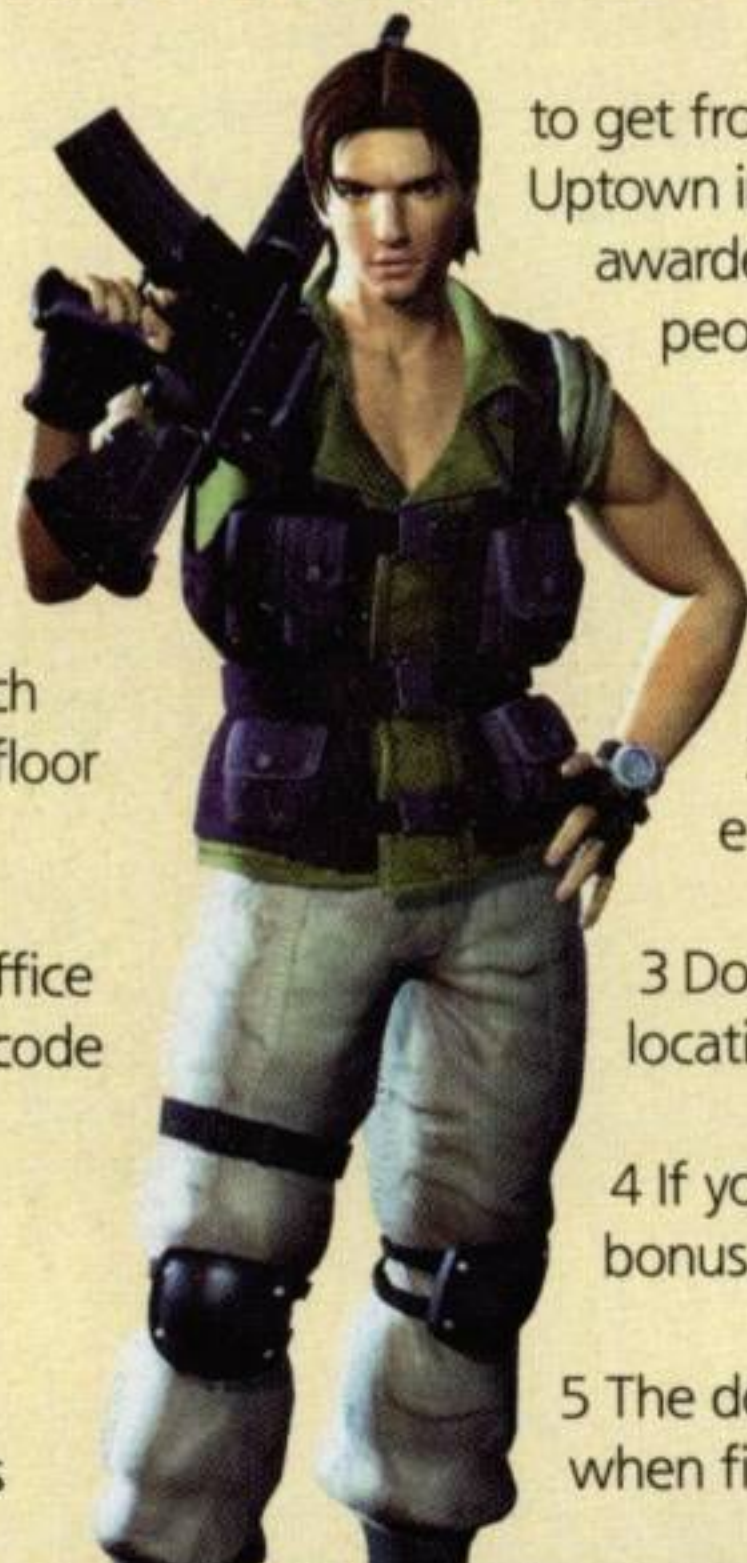
Splatter the zombie hordes with these terrifying tips.

■ To get access to the boutique key which locks the boutique in Uptown, finish the game in less than seven hours using no more than 30 ink ribbons. Now you can dress up in a police uniform, *Dino Crisis* suit, disco outfit, biker gear or STARS outfit. Your final grade determines how many outfits you get access to. Suit you.

■ Chronos Gear: This is used to activate the church bells. Shove it in the bell mechanism on the third floor of the clock tower.

■ Computer codes: When you get to the sales office there is a computer on the desk you will need a code for. Use the remote on the table and watch the advert on television. One of the three product names will open the door, eg SAFSPRIN.

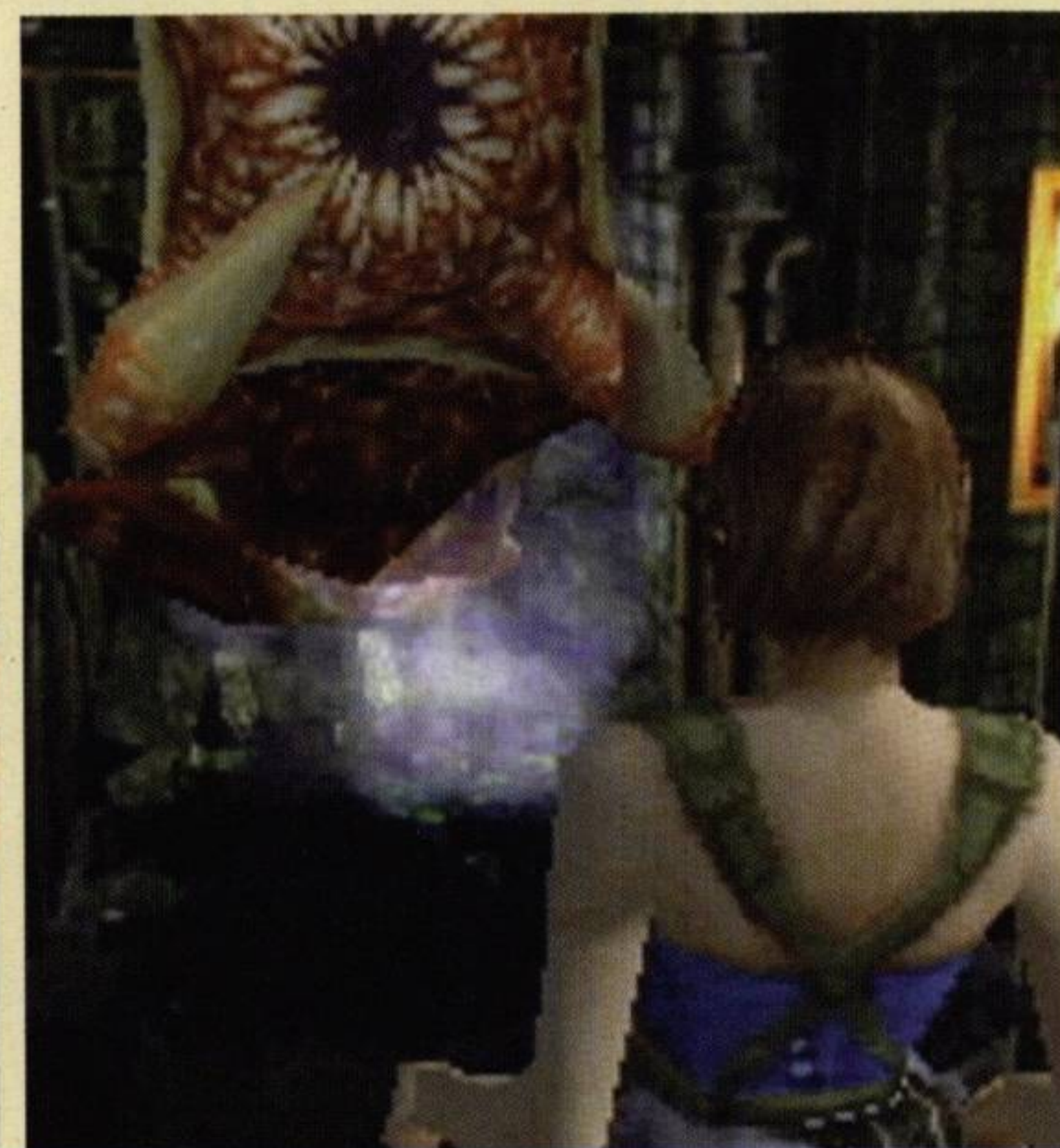
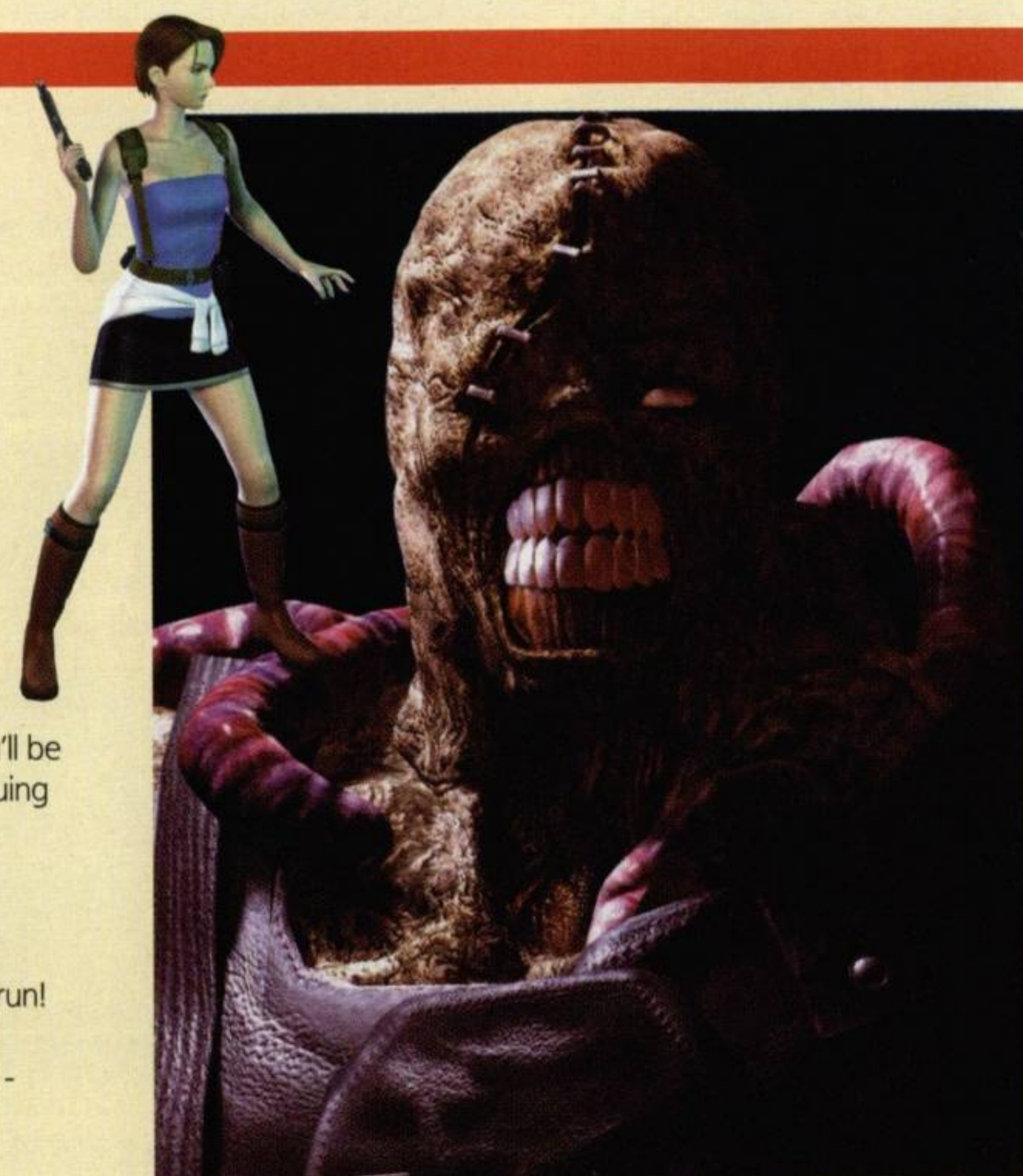
■ To unlock "The Mercenaries" mini-game, complete the game at any difficulty. The object is



to get from the trolley to the starting point in Uptown in a limited amount of time – although you'll be awarded bonus time for killing zombies and rescuing people through the city.

■ Tips on fighting Nemesis:

- 1 If you know you can't fight Nemesis – run!
- 2 Conserve ammunition as ammo is scarce - especially in the Hard mode.
- 3 Don't keep fighting him, as he reappears in a new location even angrier, stronger and faster.
- 4 If you do manage to defeat him, check his body for bonus items including EAGLE parts and a first aid spray.
- 5 The dodge manoeuvre is difficult to do, but darned useful when fighting him.



N64

XENA: WARRIOR PRINCESS

■ Help the buxom warrior and her sidekick enjoy a few daft moments with these hidden extras. You'll need to enter this standard cheat to unlock the others. While holding A, push Right, Right, Left, Left, Right, Left, Right. You'll hear a sound if you've entered the code correctly.

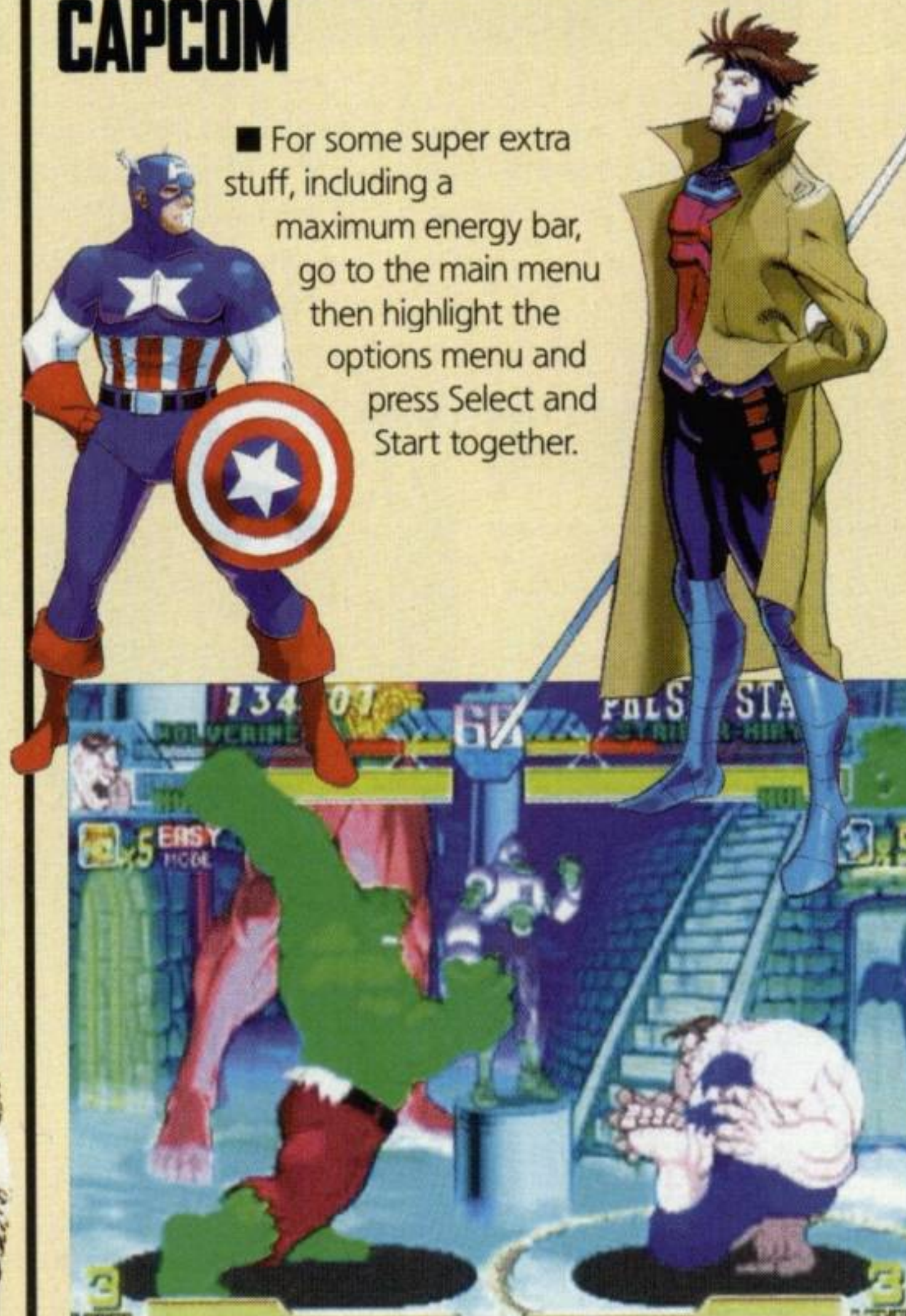
Left Punch, Left Punch, Target	Red down noses
Left Punch, Right Punch, Right Kick, Left Kick, Target	Big heads
Right Kick, Right Kick, Right Kick, Left Kick, Target	Invisibility
Right Kick, Right Right Kick, Left Crouch Shadow fight	Invincibility
Right Puch, Right Right Punch, Left Kick, Left Kick, Left Kick, Target	One hit death
Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Jump	Play as despair
Left Punch, Right Kick, Left Punch, Right Kick	Ice arenas
Left Punch, Left Punch, Left Punch, Left Kick, Left Kick, Left Kick, Target	



PLAYSTATION

MARVEL SUPER-HEROES VS CAPCOM

■ For some super extra stuff, including a maximum energy bar, go to the main menu then highlight the options menu and press Select and Start together.



PLAYSTATION

PONG



Although this Pong is slightly whiffy, here are the cheats to squeeze some enjoyment out of this recycled classic.

■ To access everything, at the Zone selection screen, pause and then press L1, R1, L2, R2. Then return to the Zone selection screen and you will have everything that is Pong.

■ To unlock all the levels, at the Zone selection screen, pause and enter L1, R1, L1, R1, then resume the Pong action.

PC

ALIENS VS PREDATOR

■ All these scary cheats have to be earned. Bip, bip, bip, bip... Aaaagh!

SNIPERMUNCH: Acquire a long distance jaw attack for your alien by defeating the first Alien level (Temple) and scoring a full ten live civilian head bites.

NAUSEA: For a nauseating, shaky screen, defeat the second Alien level (Escape) in less than two minutes.

PIPECLEANER: To have characters shown as pipe cleaners, defeat the third Alien level (Ferarco) with 15 dead civilian head bites.

MOTIONBLUR: To look lllllkkkee tthhhiiss, defeat the fourth Alien level (Gateway) in under four-and-a-half minutes with an average speed of nine metres per second or greater, you speed freak.



Predator level (Waterfall) with 80% accuracy. Not easy, but well worth the effort.

BALLSOFFIRE: Burn your enemies. Defeat the fourth Predator level (Fury 161) with 40 Alien kills. Smoke alarm not included.

IMPOSSIBLEMISSION: Incredibly difficult games. Defeat the second Alien bonus level with 20 live marine head bites.

TICKERTAPE: Aliens all leave a trail that you can follow and then bump them off. Defeat the first Predator bonus level (Invasion) with 15 alien trophies.

TRIPTASTIC: Groovy screen, man. Defeat the second Predator bonus level (Escape) with ten civilian



Dwarfish fun. Defeat the fourth Marine level (Orbital) using less than 20 shots.

WARPSPEED: Run very quickly by defeating the third Marine level (Invasion) in less than four minutes.

SLUGTRAIL: Causes all Aliens to crawl on the floor, by taking their legs away. Defeat the fifth Marine level (Tyrargo) with 32 Alien kills.

PIGSTICKING: Gives the Predator's spear weapon multi-fire and unlimited ammo. Defeat the first

MIRROR: Mirrors your display of the level. Acquire this by defeating the fifth Alien level (Earthbound) with one live Predator head bite.

JOHNWOOMODE: This is well cool. When you attack or get attacked, the game slows down. Defeat the first Marine level (Derelict) with 80% head shots.

GRENADE: Stocks your pulse rifle with 99 grenades. Defeat the second Marine level (Colony) with 40% accuracy. Boom.

LANDOFTHEGIANTS: For

DREAMCAST

NBA 2K

■ Harlem Globetrotters of the world unite! Enter these at the "Code" screen in "Options".

- BIGFOOT** Big feet
- DOUGHBOY** Fat players
- LITTLEGUYS** Small players
- SQUISHY** 2D players
- BEACHBOYS** Beach ball
- FATHEAD** Big heads
- MONSTER** Big players
- DEVDUDES** Sega sports teams



NG4

RAYMAN 2

■ Here is a collection of cheats and tips for the annoying French twerp.

■ When Rayman is in the hot air balloon, press the Z button 50 times during the cinematic to read special messages. Smart.

■ During the credits, keep the Z button pressed, then enter A, B, A, A, B, B, A, A, A, B, B, B. This will open up a marvellous little shooter game.

■ Tomb of the Ancients stuff. First level: Just before the end of the

map, there's a secret passage on the left of the tomb which gives access to the 1001st Lum.

Last level: Place Rayman with the pirate behind him, keep L button pressed, and press A + B quickly. If you are fast enough, a wooden box will appear, and you will have an access to a lovely little secret passage.

■ During the loading of the score and number of collected Lums, play the forest minuet to get access to the bonus map. The minuet is A + C-Up, C-Left, C-Right, C-Left, C-Right.

■ To maximise your life, press the L button in time to the tempo of the beginning *Rayman 2* music. C'est magnifique, n'est-ce pas?

■ To make defeating the final big boss in the plane easier, fly as high as you can in the tower, and press A + B just before shooting the ceiling. You will be teleported into a hidden game where you can find a power-up of the crystal ball for unlimited weapons. Now nail that sucker.



PLAYSTATION

TOY STORY 2



■ There's a secret level hidden in this cartoon caper on level one if you get 100 or more coins. Talk to Hamm and he will invite you to the secret room, called Woody's Workshop. Here you can collect extra hints, cheats, and tips in order to conquer the later levels. To infinity and beyond!

PLAYSTATION

COOL BOARDERS 4



■ Ice, ice, baby. To unlock the extra mountain, go to the Tournament mode and enter NEWHILL. To unlock all characters and boards, select One Player mode and enter ICHEAT as your name. To unlock special events, select One Player mode and enter IMSPECIAL as your name. A sound should confirm a correct entry, and you're off.

PC

CHAMPIONSHIP MANAGER 3



■ To give yourself an unfair monetary advantage which you can use to buy up all the best players (à la Man United, Chelsea and Arsenal) enter the name JIMMY RULES for an unlimited cash reserve – but watch out for the brown paper bags and service stations.

What? You still have a few old games lying around that you haven't traded in? Well, slap them in your machine and pump them with cheats. Oh yes.



PLAYSTATION

STAR WARS: MASTERS OF TERAS KASI

■ Lick Boba Fett (ugh) with these cheats from a galaxy far, far away.

Alternative costumes: Press L1 at the character selection screen for a choice of clobber.

Level select: Choose Chewie, set difficulty to "Standard", player change to "No" and continue to "No". Complete the game in Practice or Arcade mode and you'll be able to access level selection in Versus mode.

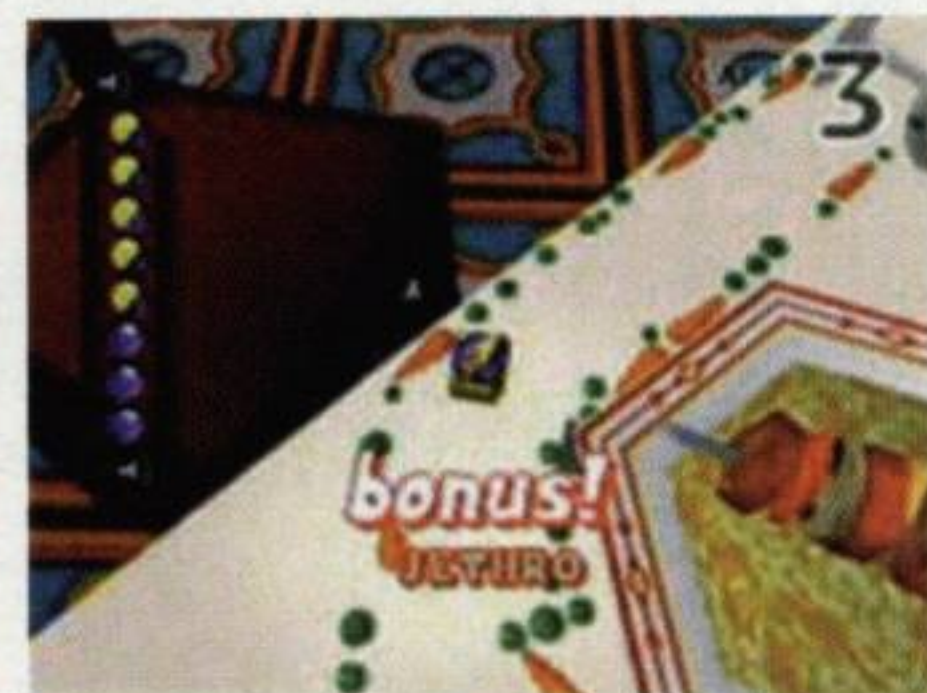
Fight as a stormtrooper: Select Han Solo, set difficulty to "Standard", player change to "No" and continue to "No". Complete the game in Arcade mode.

Fight as Darth Vader: Select Luke, and repeat instructions to fight as a stormtrooper.

Fight as Mara Jade: Set the difficulty to "Jedi", player change to "No", and continue to "No". Select Team mode then hold L1 + L2 + R1 before the first match starts. Defeat the side aligned to the Empire to select Mara.

Fight as Jodo Kast: Set player change to "No", and continue to "No". Select Survival mode and beat at least seven characters.

Fight as Slave Leia: Set the difficulty to "Jedi", player change to "No", and Continue to "No". Complete the game in Arcade mode.



N64

MICRO MACHINES 64 TURBO

■ Mini Cheats. For nine lives, in the single-player game enter CATLIVES as a player name. You'll hear a sound to indicate cheatage has occurred. Keep entering the code for more lives. To open all the tracks, in the multi-player game enter GIMMEALL as a player name.



PC

BLOOD 2: THE CHOSEN

■ To activate a bloody cheat, press T while playing and enter the corresponding code without spaces. Thank you for your co-operation.

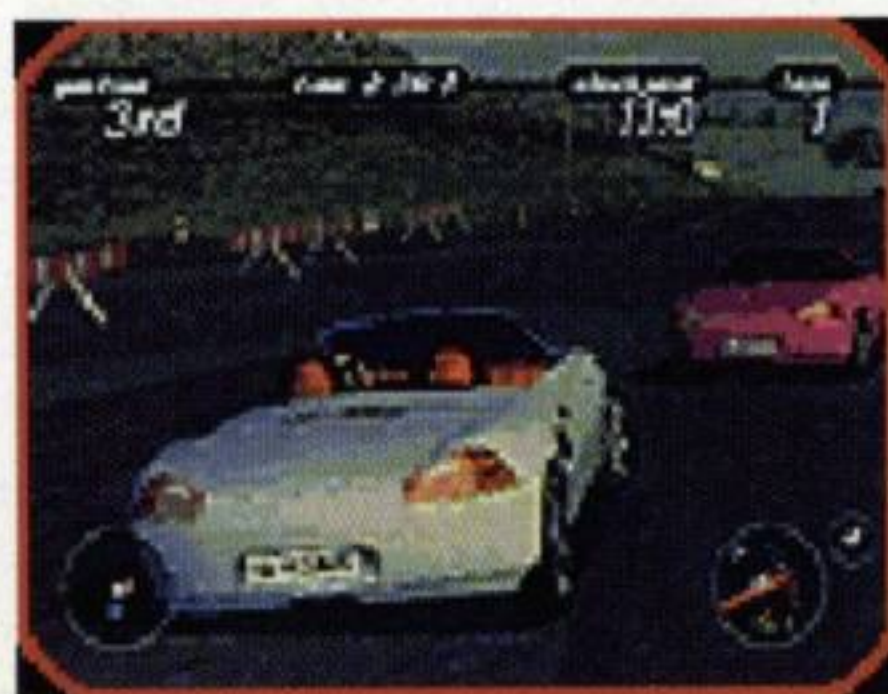
MP GO SHOPPING	All items
MP ASSAULT RIFLE	Assault rifle
MP CALEB	Become Caleb
MP GABBY	Become Gabrielle
MP ISHMAEL	Become Ismael
MP OPHELIA	Become Ophelia
MP BERETTA	Beretta
MP BUG BUSTER	Bug buster
MP FLARE GUN	Flare gun
MP REALLY NICE NURSE	300 health points
MP NICE NURSE	25 health points
MP AMMO	Full ammo
MP KFA	Full ammo, armour and health
MP ARMOR	Full armour
MP HEALTHY	Full health
MP GOD	God mode
MP HOWITZER	Howitzer
MP BEEFCAKE	Increase power and gory
MP SPEEDUP *	Increase speed (* = Number 1-5)
MP STRONGER*	Increase strength (* = Number 1-5)
MP TAKE OFF SHOES	Invisibility
MP LASER RIFLE	Laser rifle
MP LIFE LEACH	Life leach
MP MINI GUN	Mini gun
MP NAPALM CANNON	Napalm cannon
MP NEW CROWARD	New croward (100 Armour)
MP SHOTGUN	Sawn-off shotgun
MP BEANS OF COOLNESS	Select weapon
MP KILL EM ALL	Slay all monsters on a level
MP SNIPER RIFLE	Sniper rifle
MP SUBMACHINE GUN	Sub-machine gun
MP THE ORB	The Orb
MP TESLA CANNON	Tesla cannon
MP HER KERMUR	Triple damage power-up
MP VOODOO	Voodoo doll



PLAYSTATION

WORMS

■ A dose of ring-worm. While playing, execute a fire punch or a dragonball, then quickly hold @ and press R1, L1, @. If you entered the code correctly, one worm from each team will be teleported to a boxing ring where all you can do is punches and dragonballs. When one of the worms dies you will teleport back to the original game.



PLAYSTATION

PORSCHE CHALLENGE

■ For the cheat menu, press @, @, @ at the main menu. A laugh will confirm correct entry. Enter all these codes at the main menu.

L1 + L2, R1 + R2 + @	Unlimited attempts
Right + @, Left + Select + @	Test driver
Right + @, Left + @ + Select	Black Porsche
@ + @ + @, L1, L2, R2, R1	Fish eye lens view
Left + @, Right + Select + @	Tune test driver
@, @, @	Player's car jumps
Up + @, Up + @, Up + @,	
Up + @, Up + @, Up + @	All cars jump
Up, Left, Right + Select	Crazy race
@ + @, L2 + R2, @ + @, L1	Invisible car
+ R1, @ + @	Super car
Select + @, Select + @, Select	
+ @ + @	Hyper car
Select + @, Select + @,	
Select + @ + @	Mirror mode
Left + @, Down + @, Right + @	
Down + Start, Up + Start, Select,	Interactive tracks
Start	
Up + Select, Down + Select, Start,	Long tracks
Select	



N64

TUROK: DINOSAUR HUNTER

■ Jurassic Larks. Enter these codes in the Enter Cheat menu. To actually use them, go to the Cheat menu and enable what you want.

CMGTSMGGTS	All weapons
TSHNTTBNCTPRDCRD	Big heads
DNCHN	Shrink enemies
SNFFRR	Disco mode
LKMBRD	Flight mode (Use L & R)
THBST	Gallery
FRTHSTHTRLSCK	Infinite lives
DLKTDR	Pen & Ink mode
LLTHCLRSFTHRNB	Pretty colours (trippy nonsense)
CLLHTNMTN	Quack mode (Quake piss-take)
NSTHMNDNT	Show all enemies
FDTHMGS	Show the credits
THSSLSKSL	Spirit mode
BLTSRRFRND	Unlimited ammo
NTHGTHDGCRTDTRK	Everything!



PLAYSTATION

INTERNATIONAL TRACK & FIELD

■ A fun cheat for the ageing athletics sim. At the Game Select screen highlight "100m Free Style" and press Up, Up, Down, Down, Left, Right, @, @. When you begin the swimmers will be wearing bikinis. Hoorah!

PLAYSTATION

SPACE INVADERS



■ Here's a couple of good 'uns.

For the classic black and white retro version, firstly enable the select level code by pressing @ to begin a game (instead of @). Then all you have to do is complete level 00 and hold Right when choosing a single or two-player game.

Nine Lives: Pause the game and press Right (x3), Down, @, Left, Down.

Five Shots: Pause the game and press Down, Left, Circle, Down, Right (x3).*

GAMEBOY

EVEL KNEVEL



■ Silver-flared passwords.

LEVELS	Grand Finale mode
LAST STAGE	Snake River Canyon
RESET	Normal levels

PLAYSTATION

DARKLIGHT CONFLICT



■ Spacey cheat mode. At the Options menu, press: Down, Down, Up, @, Left, Left, L1, R1, @. Return to the main menu and select the "Extras" option to access the good stuff.

Four-play for bored gamers. Wring still more delicious drips of gaming juice from the game that you have ruined with your skilful gaming ways and enjoy these foolhardy challenges.



PC

DARK FORCES 2: JEDI KNIGHT

■ Challenge: punch civilians

■ It's time to express your dark side on the peaceful, shroud-loving members of the Nar Shaddaa general public. Start off on the first level "Double-cross on Nar Shaddaa". Press 1 to choose fisticuffs, then punch and knock down as many civilians as you can before you get killed by enemies. You're not allowed to use your guns and if you do shoot anything or punch aliens, the challenge is over. *Arcade* managed a KO count of three innocent bystanders. Hint: Use Run a lot.



DREAMCAST

NBA 2K

■ Challenge: silly points

■ This is a challenge that requires patience, skill and hilariously freakish basketball players. Type in the cheat codes to get big heads (FATHEAD), fat and tall bodies (DOUGHBOY, MONSTER), big feet (BIGFOOT) and big ball (BEACHBOYS). Choose a quick start, then try to score as many points as you possibly can using these outsized basketball behemoths in one quarter – five minutes worth. It's tough to see what's going on and extremely disconcerting when they stare at you, but *Arcade* managed a terrific 23 points. Yowser!



GAMEBOY

DAVID O'LEARY'S TOTAL SOCCER 2000

■ Challenge: bore draw

■ Boring, boring Arsenal! Yes you can create those classic 0-0 scorelines from the '80s on your pocket games machine. For this challenge you need to go into the options and change the CPU skill and GK skill to "Super". Then select a single game and choose a team of your choice plus Arsenal as the computer team. You must last 90 minutes without scoring or conceding a goal. If there are any goals scored or even a sniff of goal-mouth excitement then the challenge is over and you will be denied Match of the Day forever more.



PLAYSTATION

CHAMPIONSHIP MOTOCROSS

■ Challenge: big jumps

■ *Arcade* doesn't know who the hell Ricky Carmichael is, but here's a challenge that'll really impress him – whoever he is. Choose a practice run at 500 class on the Melbourne, Australia track. Pick the Kawasaki KX500 bike and start the race. Do one lap of the circuit doing the longest jumps you can. After a lap, press Start, then "Exit to Garage" and your biggest jump will be displayed. Try to beat *Arcade*'s magnificent score of 1737 metres, without hurting Ricky Whoever too much.

PC

NERF ARENA BLAST

■ Hit the ~ (tilde) key and type the following for Nerf cheats.

all ammo

All weapons and ammo fly

Flying mode

god

God mode

ghost

Walk through walls

walk

Turn off God and

Ghost codes



PLAYSTATION

WU-TANG: TASTE THE PAIN

■ Badass mofo tips 'n' cheats.

Blood/Fatalities: Enter @, @, @ (x2), @, @, @, @ to unlock the gore.

All Characters: Press Right (x4), Left (x4), @, @, @, @ at the main menu.

Secret modes: Hold R1 + R2 after selecting a level in a one player game. A tone will confirm correct entry.

Extra characters: For Rearmentor, highlight RZA at the character selection screen in Versus mode, then hold Select while pressing @. For Hystrix, highlight Method Man and repeat as above.



PC

MYTH

■ Legendary cheats:

Stronger footsoldier: Type "PizzaParty" when playing the game.

Level select: When Myth starts up, hold the space bar and click on "New Game." You now have access to every level except the secret one.

Level skip: To skip to the next level, hold CTRL and press "+".

Secret level: To enter the secret level, make your way to "The Sons of Myrgard" and kill all the ghouls and ghosties in the caves. Once the massacre is over, try to enter the caves. One of them will bring you to "A Long Awaited Party."



N64

NIGHTMARE CREATURES

■ Wake up from that terrifying nightmare with a bloody great cheat menu.

■ On the password screen, simply enter: Left, Up, C-Down, C-Left, C-Right, C-Up, C-Left, Down. Whenever you press Start, you'll access the menu which gives you stuff like level select, infinite lives and the opportunity to take on the role of different monsters.



CLOCKING OFF

Due to the popularity of these sacred pages, *Arcade* has packed in even more top insider info this month to satiate even the most starving waif-like catwalk model. Let *Arcade* be your fashion statement – wrap it around your nakedness and wear with pride.

Arcade

30 Monmouth Street,
Bath BA1 2BW

Fax us on:
01225 732275

E-mail us at:
arcade.mag
@futurenet.co.uk



Rainbow Islands

It took a long time and a lot of hard work, but there was a crock of gold waiting...

When British Telecom commissioned developer Graftgold to create home versions of Taito title *Rainbow Islands*, it gave the team just six months. Six months, six men, five formats: it should have been an absolute nightmare.

And yet, according to sound technician Jason Page – then 16 and living with his parents – it was a blast. “I’d just started working in the industry,” he recalls, “so I didn’t know any different. But it was fun, plain and simple. The process of making a game seemed far more laid back than today.”

Of course, they had one of videogaming’s best platformers to work with. The sequel to *Bubble Bobble*, *Rainbow Islands* featured Bub & Bob (in human rather than their more familiar dinosaur form) as they chucked rainbows around some indescribably cute vertically-oriented levels. These elements, combined with Taito’s faultless level design ensured it was a treat to play.

“I became totally addicted to the arcade version in the office,” recalls Spectrum and Amstrad coder David O’Connor, who videoed himself completing the game so the team could

Mercenary

- Publisher: Ocean
- Developer: Graftgold
- Genre: Platformer
- System: Amiga, ST, C64, Amstrad, Spectrum
- Players: 1
- Score: 93%, ST Format, “Have a go – then just try to stop playing.”

study the level designs. “I racked up the ultimate score near the end of the project – 50 million points on one credit, I think – but even after that I carried on playing. So much so that the rest of the team got mad at me.”

Graftgold benefited from Taito’s Big Red Book – a hefty tome that laid out *Rainbow Islands*’ intricacies and secrets in tremendous detail. “There’s much more to *Rainbow Islands* than you’d ever imagine,” enthuses Gary Foreman, the man behind the C64 version. “From that book, we found out about three entire bonus levels that we never knew existed, and pickups that we hadn’t found even after playing the game for months.”

Taito even supplied the full score of the game’s music – a tune so twee that it prompted the team to disconnect their arcade machine’s speaker. The work Jason put into converting it, though, nearly went to waste. “Just after the game’s release,” he recalls, “Taito were sued for the song’s similarity to ‘Somewhere Over The Rainbow’. The recent PlayStation version had to feature a different theme, so we were lucky to get away with being able to keep the original.”

It wasn’t just Jason’s work that was almost scuppered. Just as Graftgold was putting the

finishing touches to the game, BT bailed out of the business, selling its games publishing arm – and *Rainbow Islands* – to Microprose. Immediately, Taito angrily contacted Microprose, pointing out that BT didn’t have the rights to sell its licence. *Rainbow Islands* was left in limbo.

“We were frustrated,” remembers Gary. “We’d spent so much of our lives on *Rainbow Islands*, and now it wasn’t coming out. We were reading reports that the programmers were late, that the game didn’t work – it was all rubbish. It was ready to put in a box, but politics between Taito and Microprose prevented its release. We got paid, and still played the game and tweaked it, but to all intents and purposes it was done.”

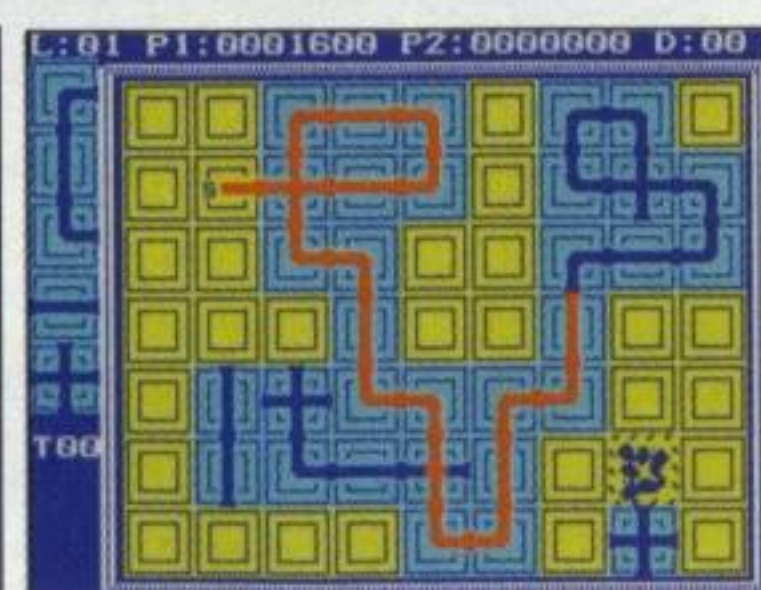
It took a full year of negotiations after the game’s completion until Ocean – which enjoyed a friendly relationship with Taito – bought *Rainbow Islands* and the title could finally hit the shelves. Graftgold’s job was done. The pay had been abysmal – David earned £7500 a year, and Jason doesn’t recall being paid at all – but the coders were happy. “It was a fun game, we did good work, it got good reviews and sold well,” recalls David. “As my last Spectrum game, it was a pretty good way to go out.”



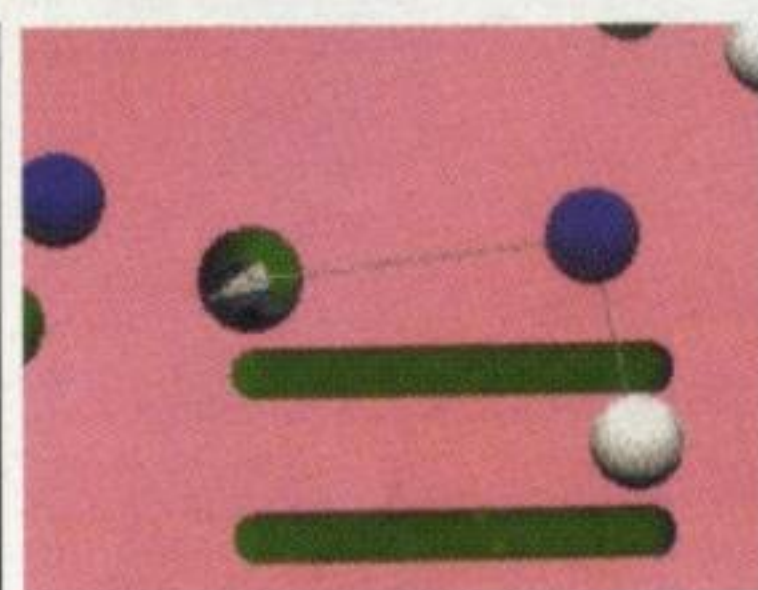
Games of the month The best Ide(a)s of March 1990.



Joe Blade 3
System: Spectrum
Publisher: Players
■ Next to the infamous Dizzy, squat soldier Joe Blade was the most prolific budget-priced game character. The third in his series was the first without original author Colin Swinbourne’s involvement, but stayed faithful to the winning formula – and saw Joe get his gun back after the fists-only *Joe Blade 2*.
■ Your Sinclair: 84%



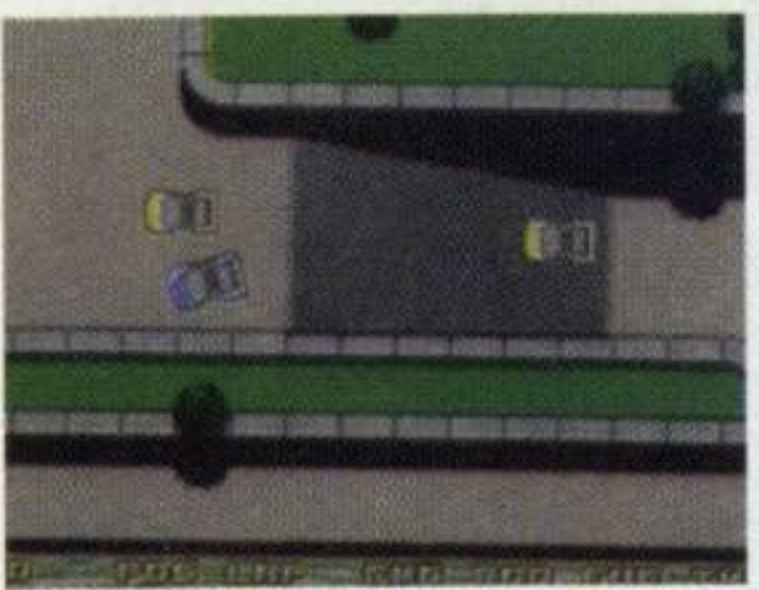
Pipemania
System: All
Publisher: Lucasfilm
■ Much like *Rainbow Islands*, *Pipemania* took more than a year to make it onto the shelves, after publisher Lucasfilm demanded changes to the game’s look, feel and name (it was called *Pipe Dream* in the US). Despite the alterations, *Pipemania*’s puzzly pipe-laying managed to remain thoroughly gripping.
■ Your Sinclair: 90%



E-Motion
System: Amiga, ST
Publisher: Accolade
■ Another puzzle-based success from the *Pipemania* team, *E-Motion* was a surreal, psychedelic race to push balls of matching colours together. A tight time limit, exaggerated inertia and – worst – balls joined together by elastic made it a frantic, frustrating, compulsive experience.
■ ST Format: 76%



Conqueror
System: Amiga, ST
Publisher: Rainbow Arts
■ One of only two games that anyone can remember being released on Acorn’s prohibitively expensive Archimedes computer (the other being the “prequel”, *Zarch*), *Conqueror* on the ST and Amiga offered brain-blending tank-based strategy and shooting.
■ Amiga Format: 93%



Supercars
System: Amiga, ST
Publisher: Gremlin
■ Developer Magnetic Fields took the successful top-down arcade racer *Super Sprint*, zoomed the camera into the screen so only a small, scrolling portion of the track was visible, and created a hugely enjoyable racer. Against videogame form, the sequel was even better.
■ Amiga Format: 86%



Fighter Bomber
System: Amiga
Publisher: Activision
■ The staggering *FA/18 Interceptor* from 1988 had already demonstrated the power of the 16-bits to re-create the experience of flying. *Fighter Bomber* took the genre one step further, with a greater emphasis on combat and speed. And, of course, it looked spanking gorgeous.
■ Amiga Format: 87%

Midwinter

Snow-based strategy that was anything but bleak.

Once the preserve of sci-fi B-movies and dinosaur extinction theses, the possibility of an asteroid colliding with Earth is now the full-time concern of worried-looking government suits. If only they'd been paying attention to the games output of developer Maelstrom.

As far back as 1990, the company's Atari ST game *Midwinter* was already exploring the implications of a moon-sized rock making a surprise appearance. *Midwinter's* asteroid collision led to a scientifically-accurate world-wide wintry holocaust – but the real reason for the game's ice age was the author's main hobby. "Being a keen skier," explains lead developer Mike Singleton, "I'd always wanted to include 3D, first-person skiing in a game, and the story grew from there. I did try to persuade the publishers to fund some personal research in a cosy Alpine ski-resort, but they thought I was joking!"

Skiing wasn't the only first-person pursuit you could enjoy in *Midwinter*, with snow bugging, hang-gliding and cable-car riding all possible in the game's frozen wastelands. The game's mission – to find and recruit allies to locate and destroy the base of evil General Masters – meant there was a serious side to this gallivanting, but Maelstrom's main aim was to encourage exploration.

"There was something artificial about creating walled-in environments," recalls Mike. "Didn't you always want to climb over that wall to see what's



■ A whole lot of nothing, punctuated by the odd Lego-style building. It must be 1990.

beyond? Creating whole worlds draws people deeper into the illusion of reality."

Midwinter was a strategy game at heart, involving the management and control of up to 32 individually skilled team members. The depth was astonishing: injuries were accurately mapped, and rest, eat and sleep were all regular requirements to keeping the team's morale, alertness and optimism levels high enough to make them useful.

Ironically, the same concerns affected Maelstrom. "The mood on the team was great, but the original deadline was very optimistic," says Mike. "We had two teams developing two different projects at the time, but, such was the pressure when we missed our deadline, we simply stopped work altogether on the second project and had everyone working on *Midwinter*."

By the end of development – it took one-and-a-half years – the team was upbeat. "As the game took shape, the excitement grew," describes Mike. "The happiest time was the champagne party at Leasowe Castle Hotel after it was all over, and the game had hit the charts. The cheering was so loud that our accountant's speech about smelling success never got beyond the words, 'I smell...'"

Coincidentally, Mike is just beginning to put together a threequel to *Midwinter* (the sequel launched in 1992). With the working title of *Skyfall Year Zero: Total Midwinter*, it's destined for the PlayStation2 and Dolphin. "It's based on *Midwinter*," reveals Mike. "But there are some surprises in store. As for the gameplay – well, it's going to knock everybody's socks off." 

	QUALITIES AND SKILLS Morale: Excellent Energy: Excellent Alertness: Excellent Endurance: Excellent Sturdiness: Good Optimism: Good Strength: Good Stamina: Excellent Sharpness: Excellent Skiing: Good Gliding: Good Driving: Excellent Sniping: Good Sabotage: Poor	
	Captain John Stark Peace Officer Age 33 years Current Location: Fox Plateau In recent years, John Stark has made the FVPF into a disciplined and effective force. He is a fair man but equally a man convinced that his way is best. He has never had much time for romance and many were surprised when he fell for Sarah Maddocks. Stark's nearest friends are Howard Courtenay and Karl Rudzinski.	

■ Stats-aplenty for big brained people.

Gaming round-up

Also going on this month



■ Annoying egg Dizzy arrived on CD-ROM.

SAM slumps

■ The beleaguered SAM Coupe stumbled into the shops after months of delays, having missed its crucial pre-Christmas launch date. Priced at £170, or £250 with a built-in floppy disk drive, the Spectrum-based computer could look forward to a life of bugged components, low sales and lack of software support. Even *Your Sinclair's Robin "SAM Surgeon"* Always turned on it.

Video nasties

■ The industry reacted angrily to a BBC documentary which claimed videogames were dangerously addictive and a contributor to social disorder. Commodore UK boss Steve Franklin attacked the QED programme as offering a "very biased and alarmist picture", and publisher Digital Integration hit back at claims that games – such as their own flight sims – weren't mentally stimulating.

CDs are go

■ With plans well underway for CD-based computers and consoles, two publishers gave Spectrum and C64 owners the chance to throw away their tape decks and load games from CD-ROM. Both Codemasters' and Rainbow Arts' systems used the computer's joystick port to load games at super-quick speeds from the shiny discs, but their projects didn't prove popular.

French fancies

■ At a time when French software was ticking the public's fancy, with acclaimed games such as *Captain Blood*, *Purple Saturn Day* and *Kult*, Virgin France launched a new label, Cryo, which it claimed would "open the way to the next generation of software designers, artists and programmers." Since then, Cryo has been responsible for some of the most despicable titles in videogaming.

YOUR SINCLAIR TOP 10 SPECTRUM GAMES

- 1 **Gazza's Super Soccer**, Empire
- 2 **Hard Drivin'**, Domark
- 3 **Chase HQ**, Ocean
- 4 **Ghostbusters 2**, Activision
- 5 **The Untouchables**, Ocean
- 6 **Batman The Movie**, Ocean
- 7 **Turbo Out Run**, US Gold
- 8 **Double Dragon 2**, Melbourne House
- 9 **Myth**, System 3
- 10 **Ninja Warriors**, Virgin

ST FORMAT SOFTWARE OF THE MONTH

- 1 **Midwinter**, Microprose, 96%
- 2 **Canvas**, Microdeal, 94%
- 3 **Rainbow Islands**, Ocean, 93%
- 4 **Conqueror**, Rainbow Arts, 91%
- 5 **Cutting Edge**, Hisoft, 90%
- 5 **The Astronomy Lab**, ST Club, 90%
- 7 **Hitman, Dr T**, 88%
- 8 **Anarchy**, Psygnosis, 77%
- 9 **Paintpot**, Switchsoft, 76%
- 9 **E-Motion**, Accolade, 76%
- 9 **Pipemania**, Empire, 76%

WORLD NEWS HEADLINES

Poll Tax riots

■ The much-hated introduction of the Poll Tax led to serious riots in Bristol, Brixton and the East End of London. The beginning of the end of power for Maggie Thatcher and the Conservative Party.

Berlin Wall falls

■ After the tearing down of the Berlin Wall in late 1989, talks officially began on the reunification of East and West Germany.

Oscar for Day-Lewis

■ Daniel Day-Lewis received the award for Best Actor at the annual Oscar ceremony, then starred in *The Last Of The Mohicans* before disappearing off the face of the planet. His co-star, Brenda Fricker, won the

Best Supporting Actress award, and *Driving Miss Daisy* scooped the little golden fella in the category of Best Picture.



■ Berlin: The neighbourhood dispute over the garden wall came to an emotional close.

Heatwave

■ A March heatwave saw temperatures hit 70°C. *The Sun* dusted off its "Phew! What A Scorcher!" headlines.

MUSIC CHARTS

17 March 1990

- 1 **Dub Be Good To Me**, Beats International
- 2 **The Brits 1990**, Various Artists
- 3 **How Am I Supposed To Live Without You**, Michael Bolton
- 4 **That Sounds Good To Me**, Jive Bunny
- 5 **Infinity**, Guru Josh

FILM CHARTS

17 March 1990

- 1 **The War Of The Roses**
- 2 **Born On The Fourth Of July**
- 3 **Sea Of Love**
- 4 **Trop Belle Pour Toi**
- 5 **Driving Miss Daisy**

The videogame magazine

Arcade

Amiga/ST/Spec/C64/Amstrad/Atari/Intellivision/MSX/Neo-Geo/Sega

PIPEMANIA!
The fun just don't stop, cock.

Supercars:
It really is super, isn't it?

Midwinter:
No tired "piste"-based puns.

Joe Blade 3:
Just an ordinary Joe?

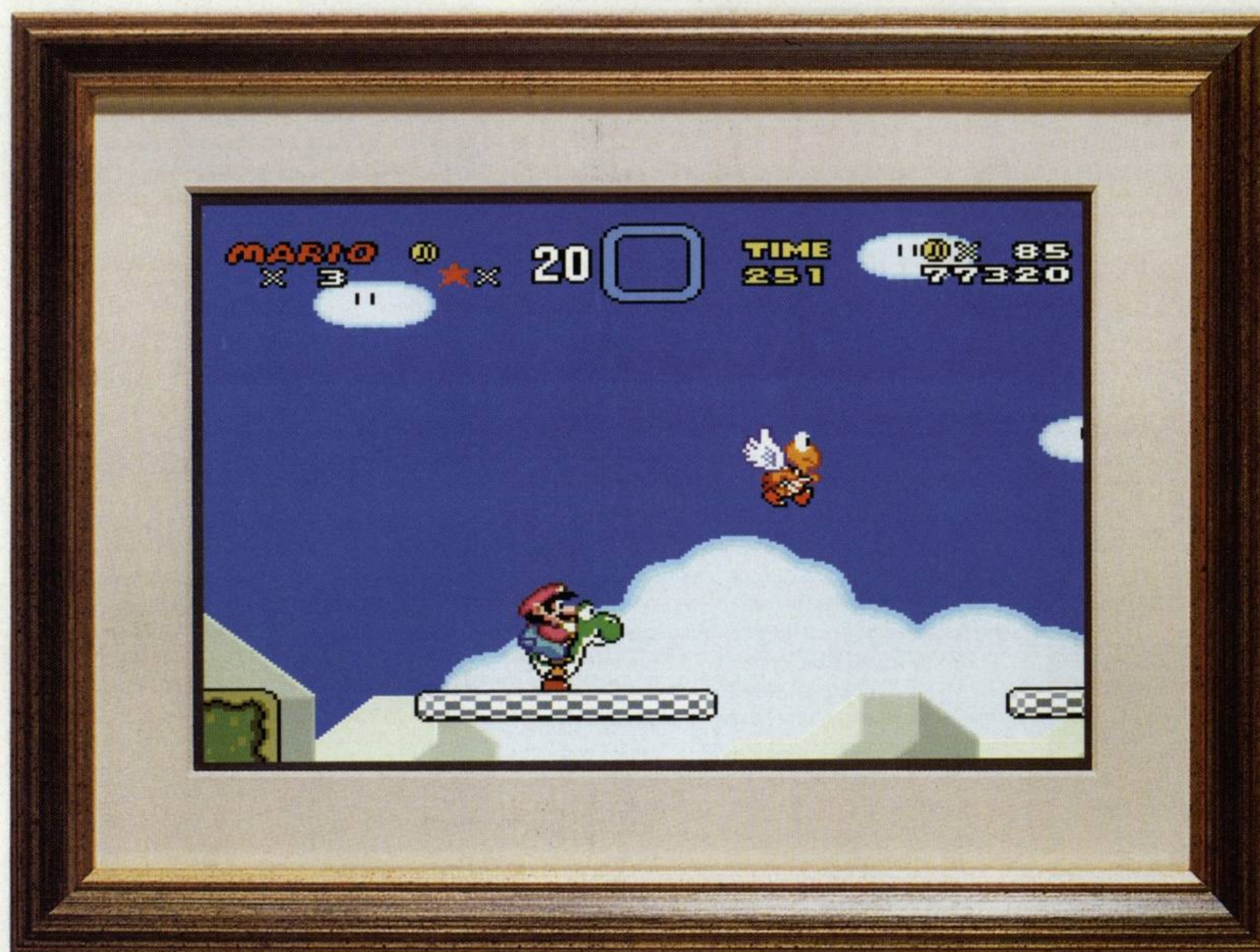
PLUS! IT IS TOO LATE FOR SAM COUPE

■ Imagine how much more successful Mario would have been if he looked like this.

Remembered by | Nick Jones

Dreaming of Mario

How do you know that you're losing touch with reality? You start dreaming about videogames.



They say that a dream is a window to the soul. If that's true, then analyse this: in my dream I'm a short fat plumber who runs from left to right, jumping around collecting gold coins and fighting giant reptiles. Oh, and I'm riding around on the back of a dinosaur trying to rescue a princess.

If you've ever woken up with the sound of bleepy noises ringing in your ears or wiping pixels from your eyes, then you'll know what a strange feeling it is to dream about a videogame. Dreams are usually surreal enough without them taking place in a two dimensional world populated by turtles, cloud-flying orange fishermen and

bombs with eyes. But this happened to me after playing SNES *Super Mario World*.

Let's check the dream dictionary to find out what the Mario dream meant. Well, it seems that Mario represents me, and being a plumber he's fixing things. The turtles move very slowly and represent caution and a reluctance to move forward. This makes sense – the turtles in the game are trying to prevent you from your movement in the game, which is to the right and always running. This appears to represent something positive, as right is a positive direction. Running is an expression of confidence in moving towards a goal. The gold coins are symbolic of "alchemist's gold", which is spiritual in nature. So it follows that collecting the coins is about trying to attain a spiritual goal. Hang on, you get an extra life for every 100 coins you collect. There may just be something to this analysis stuff.

So there you have it: according to the dream dictionary I am trying to attain a spiritual goal in my life, being positive and fighting against caution. I'm using my past

Wanna play?

■ *Super Mario World* was released in 1991 on the SNES. You can probably pick up a second hand machine in your local paper or at a computer exchange for about a tenner. The same goes for the game, but it's more than likely that you'll get it with the console. There is another way to play it (and for free): it involves, a PC, the Internet, a search engine such as Alta Vista and the keyword "SNES emulator". But then, that would be highly illegal and Nintendo would be quite cross.

experiences to reach the future. And should stop playing these childish little games. Or it's a distinct possibility that my mind couldn't bear to let go of this wonderful game. Ten hours a day, seven days a week, relentless jumping, running, boss-defeating and lovely princess-rescuing.

It wasn't enough that I play the game during waking hours, but while I was asleep as well. But even this kind of dedication wasn't enough to find and complete all 106 levels of *Super Mario World*. At the time there was talk of a 107th level – so secret that even the game's creator, Shigeru Miyamoto denied its existence. Of course, I knew the truth – the truth that the level existed not in any secret part of the game but in my dreams...



Dreams are surreal enough without them taking place in a two-dimensional world.

SHOOT THE BADDIE

DESTROY THE UNIVERSE

GET THE GIRL

KEEP THE CHANGE!

simplyGAMES



**the best games
the lowest prices
0800 169 2304**

psx res evil 3: £26.50 pc the sims: £28.00 dc revolt: £29.99 n64 toy story 2: £29.99
pc final fantasy VIII: £27.50 dc soul reaver: £29.99 dc crazy taxi: £29.99

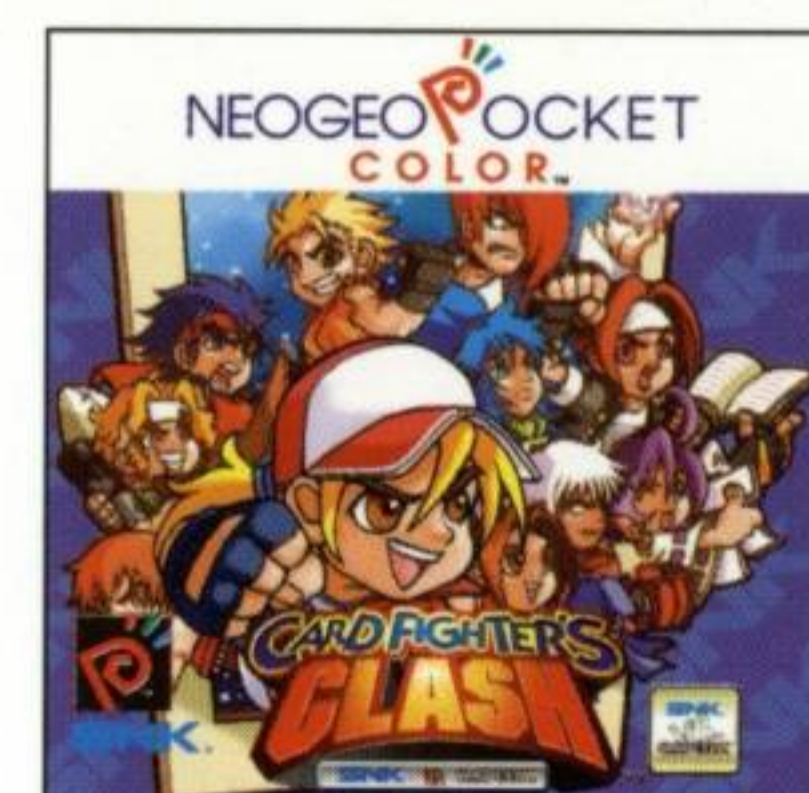
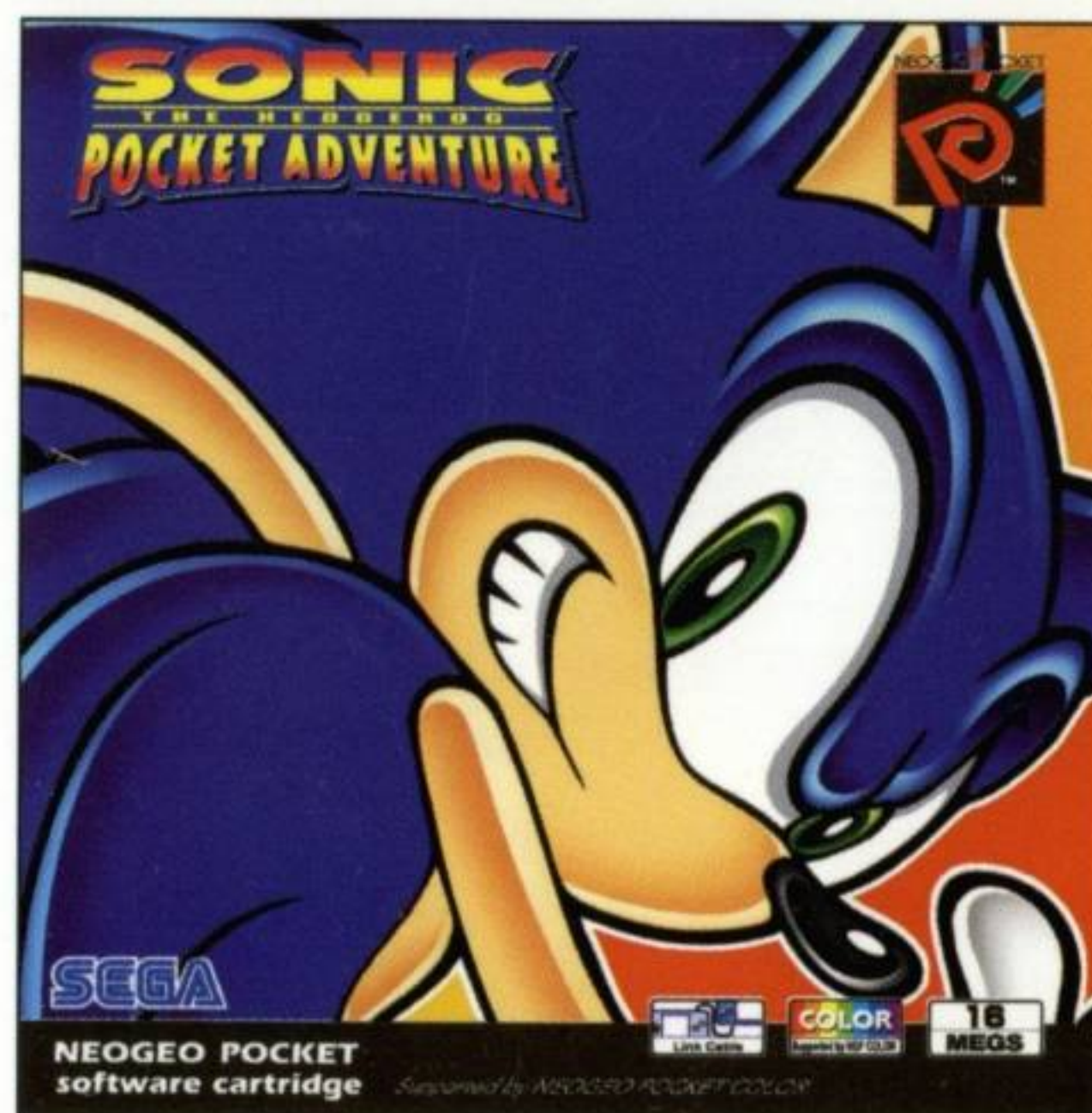
Trademarks and copyrights acknowledged. All prices correct at time of going to press. E&OE.

<http://www.simplygames.com>

Neo Geo now available at virgin*



Neo Geo Pocket Color £59.99



All Software £24.99**



excessive choice of games

Virgin

megastores

DANGEROUSLY ENTERTAINING

*Selected stores. Phone 0208 752 9016
**Except SMK Cap Com Millennium Match £29.99