

The videogame magazine

November 1999
Issue 12



Amiga

PlayStation Nintendo 64 Game Boy PC Dreamcast

PS2
PlayStation 2
Unveiled
Page 16



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ZELDA 2

The sequel to the Best Game Ever revealed inside! See page 17...

WIPEOUT 3

The PlayStation's quickest, sexiest, hippest racer has arrived.

POKÉMON

Is there a monster in your pocket? There will be...

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pages of

Tomb Raider 4
Final Fantasy VIII
Clued-up kids
Heinz Wolff
Soul Calibur
Movies
Music
& More!

Boss Hog is back...

DREAMCAST

IT'S HERE! SHOULD YOU GET ONE IN?

16-Page Special 101 Games! The Kit! The Net! The Future! The Van??



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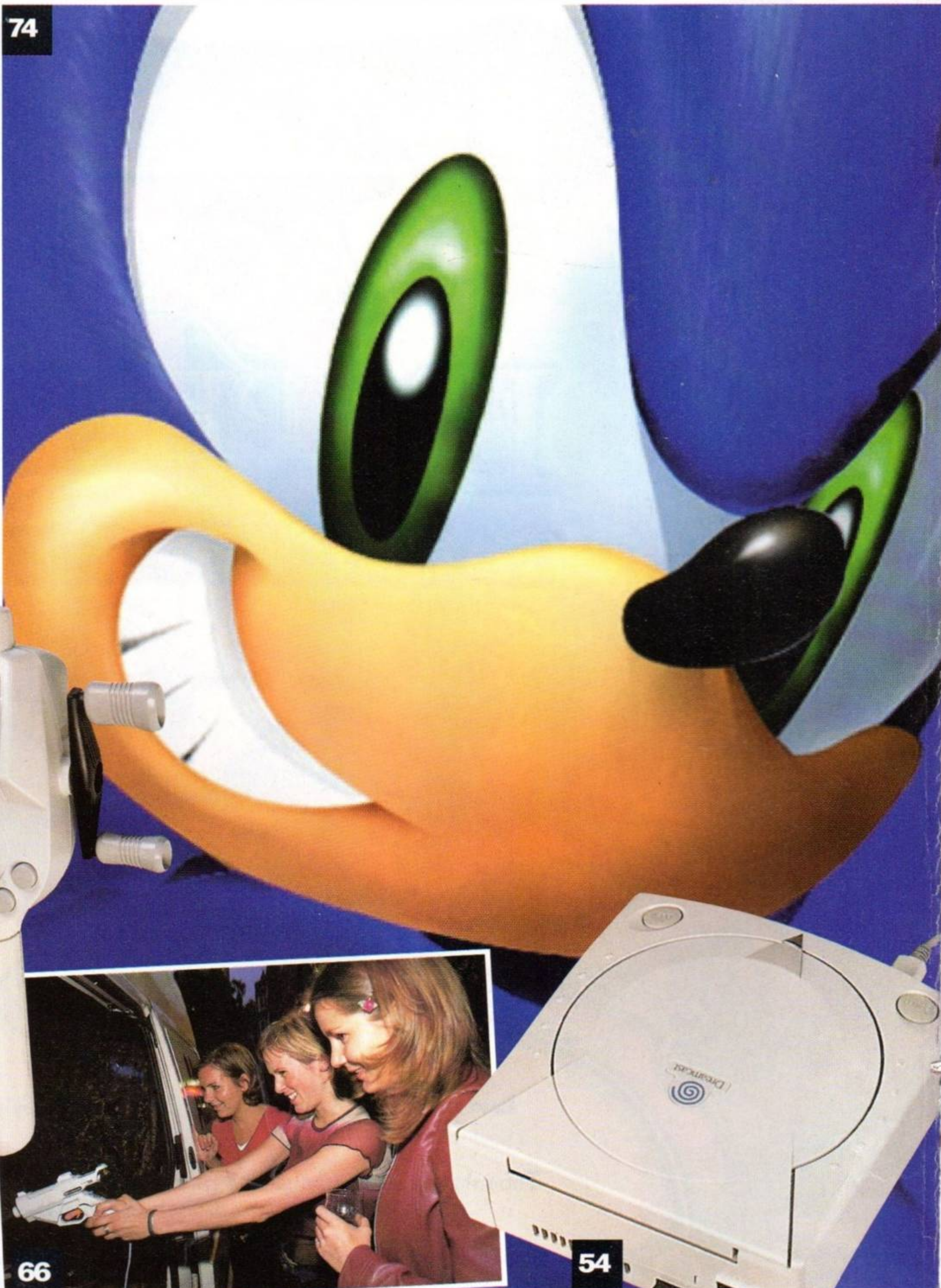
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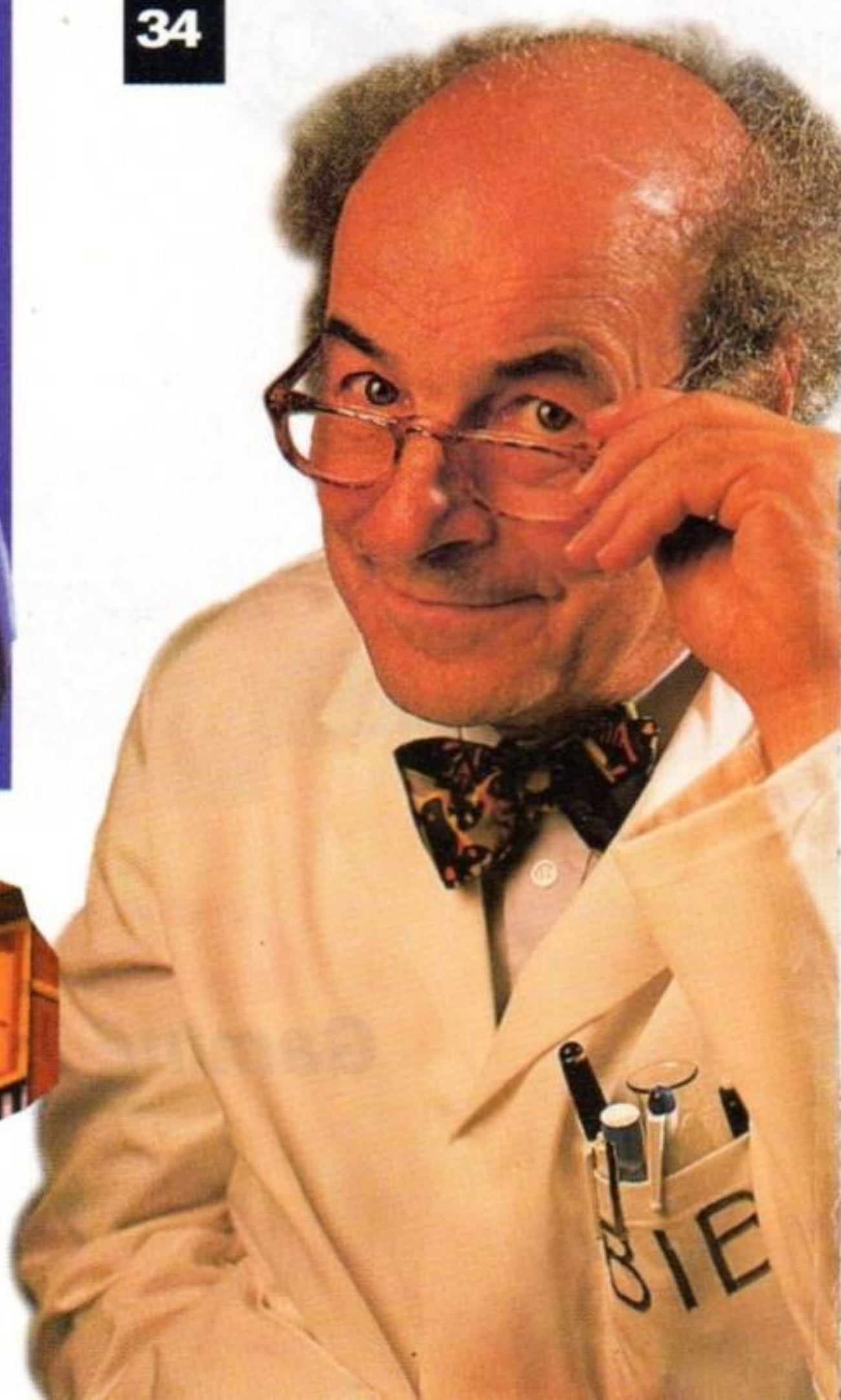
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74 New Dreamcast Games

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84 New PlayStation Games



New releases: *Wipeout 3*, *The X-Files*, *Sled Storm*, *LMA Manager*, *Lego Racers*, *Fisherman's Bait*, *Destrega*, *Puchi Carat*, *Rat Attack*, *Kurushi Final*

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This month PlayStation steering wheels are subjected to the beady eye of the Arcade reviewer. Will they hold up to *Gran Turismo* rage? Just in case you fancy working out your frustrations in a more direct manner, light guns are looked over, and if you're feeling more creative, check out a full body kit for your Sony machine.



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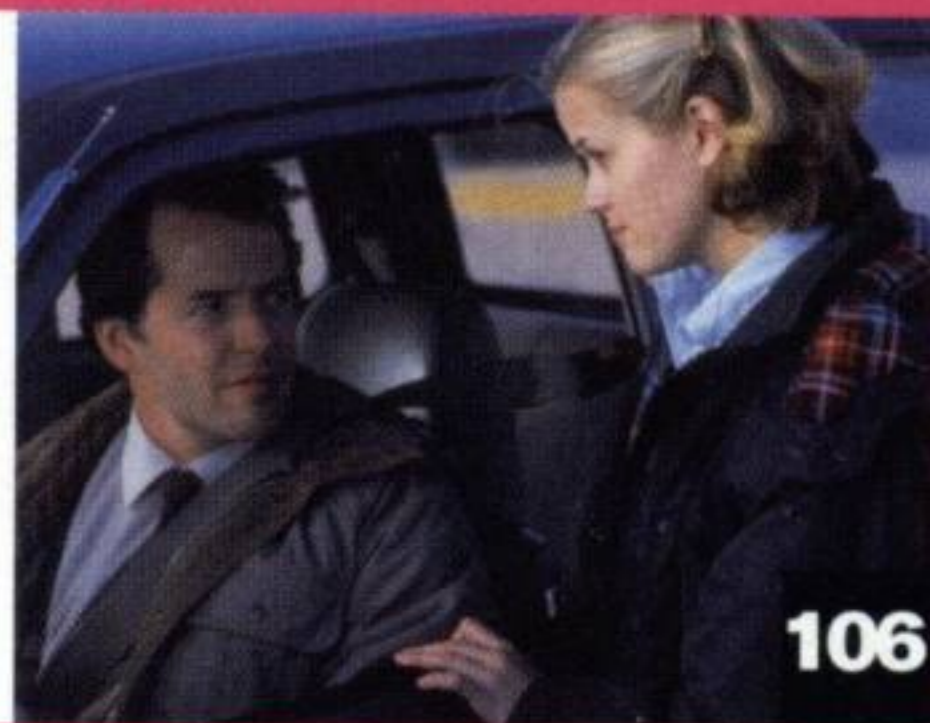
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The videogame magazine Arcade

Editorial & advertising Telephone 01225 442244 Fax 01225 732275 (edit) 01225 732282 (ads) E-mail arcade.mag@futurenet.co.uk Cover Sonic The Hedgehog (Team Sonic)

"My Beautiful Theme Park"

Alton Towers. Could this really be paradise? Yes, unless they have videogames in Heaven.



Alton Towers, Staffordshire

School, lectures, work, the shops, the in-laws, the dentists: when you think about it, you probably spend about 99.9% of your life being dragged to places that you'd much rather not go. Days out, therefore, should always be made the most of, which is probably why Alton Towers is top of almost everybody's list of places that they'd most like to spend their 0.1% of True Leisure Time at. Where else, after all, can you be thrown straight at the ground at 81mph, get soaking wet, eat a Big Mac, play all the top videogames, go on a rollercoaster in the pitch dark and still call it fun?

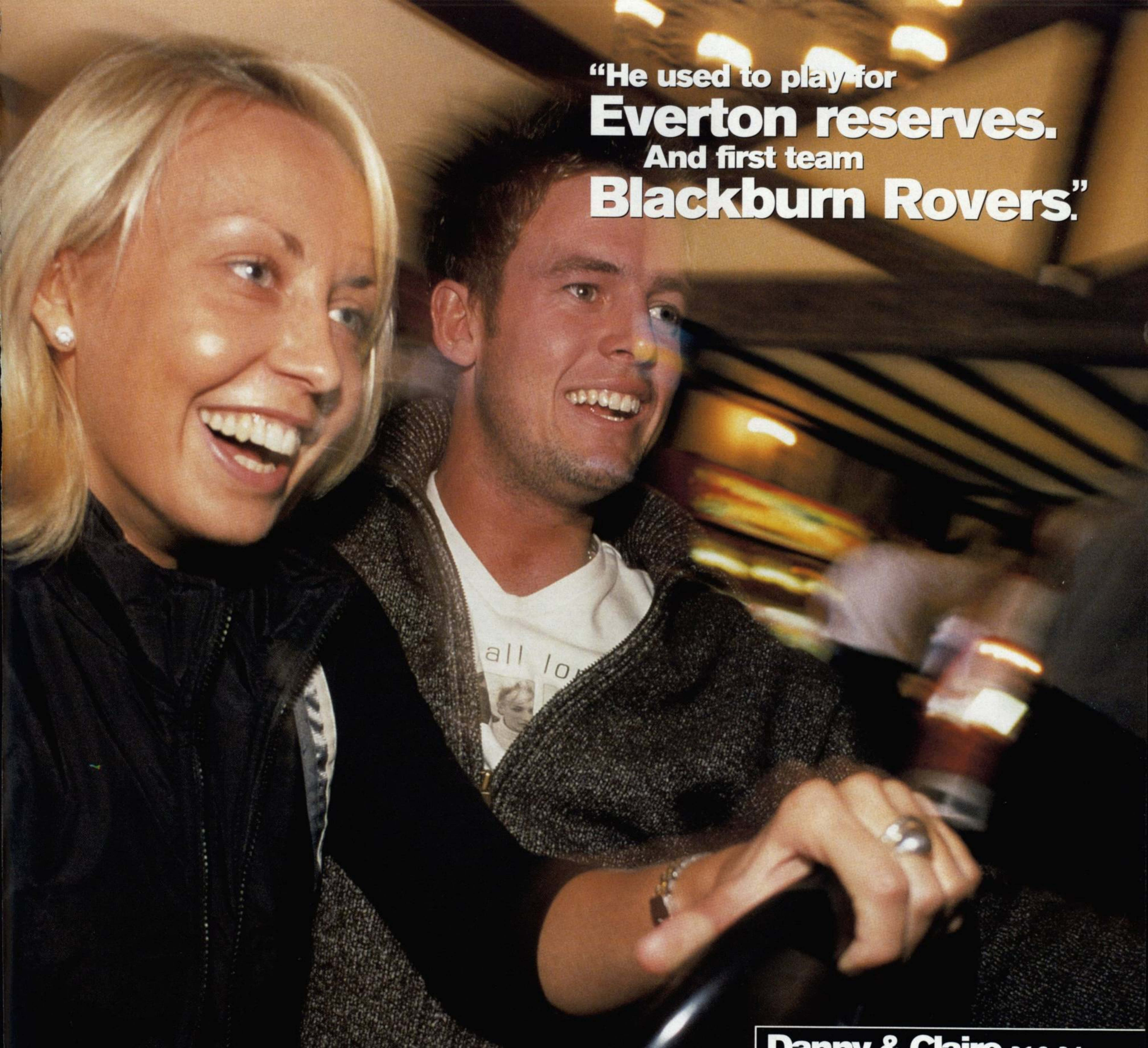
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- Place: **Alton Towers, Alton, Staffordshire ST10 4DB.**
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- Opening hours: **9.30am (park), 10.00am (rides). Closing 6.00pm (rides), 7.00pm (park), varying with season. Open until 31 October 1999, opens again 1 April 2000.**

PHOTOGRAPHY: JUDE EDGINGTON



**“He used to play for
Everton reserves.
And first team
Blackburn Rovers.”**



Danny & Claire 21 & 24

Hello, there. What are you doing at Alton Towers? “It’s Claire’s birthday treat. [Pulling at clothes] But we’re absolutely drenched from the River Rapids.”
We went on them once and they clogged up and started sinking. “Really? Glad you didn’t tell us that before we went on.”
Are you going on the Oblivion? “I’d like to, but she [pointing at Claire] isn’t too keen on all these rides, really.”
Eh? Thought you said it was her birthday treat. [Claire speaks] “Typical idea of a man’s treat, if you ask me. But I’m still having fun.”
Have you played Sega Rally before? “I was rubbish at the

beginning, but then I moved over – like a true gentleman – and let Claire have a go. And off she went, like the clappers.”
Who drove you to Alton Towers then? “Actually [pointing at Claire] she did.”
Sounds like you two have a very ‘90s relationship. Are you into videogames? [Claire speaks]. “I’ve played since I was about seven. I had a VIC 20, a Commodore 64, Segas, Nintendos – everything really.”
And you, Danny? “I haven’t got anything of my own, but some of my footballing mates are into it.”
Are you into football, then? “Actually, I play semi-professionally, for Marine Football Club.”



Are you any good? [Claire speaks] “He used to play for Everton reserves. And first team Blackburn Rovers.”
Blimey. Are you famous? Have you got your face on a Panini football sticker? “Er, no.”



"My Beau
Theme P

"You want to **scream** but
you can't because it's
too terrifying"

Sam & Nikki Manchester, 23 & 23

Hello. Watersports, eh? "Yes – *Wave Runner*. It's a bit hard to keep in a straight line. *Sega Rally*'s better though. I know the course backwards."

The Dreamcast version of *Sega Rally* is virtually arcade perfect. Fancy buying a new console?

"Have to see. Oooh. I'm still feeling a bit shaky. We've just come off the *Oblivion*."

Is it good, then? "Brilliant. A bit frightening, though. [Look at each other] Don't think I've ever clung on so desperately for dear life. You want to scream but you can't because it's too terrifying. I was convinced we were going to fall off

the rails. But, er, we didn't."

Is it all over a bit quickly though? "Well, isn't everything, lover boy?"

[Spluttering] Errr, did you keep you eyes open? "Yes. Although that probably had more to do with the G-Force pinning back our eyelids than anything else."

And do you keep your eyes open when you kiss? "We're not telling you, cheeky. Have you been on any rides, yet?"

Er, not yet. We've been "working". [Laughing] "How about the teacups over there? They look about right for you. Nice and sedate little numbers."



[Manly cough] No, no. We'll go on the *Oblivion*. Er, if you'll come with us. "OK. Come on then. Give us your hands. **Cripes. Here we go.**"



Lance Corporal Gardner & Marine Sideboard

The Royal Marines, 22 & 24



[Nervously] So... have you ever shot anyone for real? "No, no. Obviously we tend to use blank rounds on exercise."

Is *Time Crisis* like any exercises you've ever done? "Not really. The game was far more dramatic and futuristic than anything we do for real, training-wise."

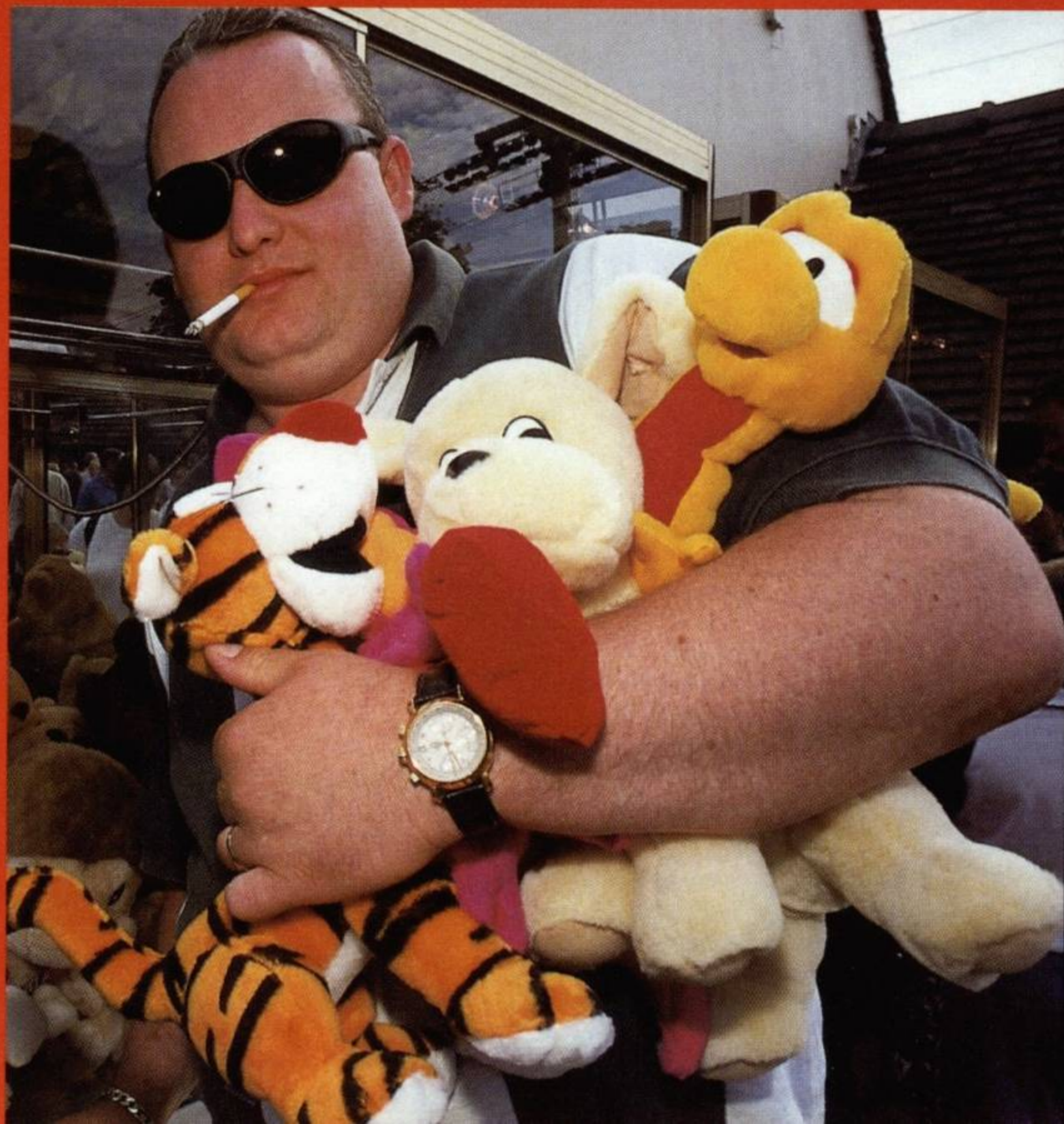
But do you reckon you'd be able to handle yourself in that situation? "Um, we're trained to."

What's it like being a marine? "Well, every day is different. The training is hard, but after that it eases up a bit. Mind you, on exercise you end up cold, wet and hungry."

What about the ration packs? Aren't they horrible? "After a time you work out how to start doctoring them a bit. A bit of garlic salt and butter can work wonders."

Have you been on the rides? "We've just come off the Oblivion. It's a good drop, but it's over too quick. We're supposed to be taking part in the Commando Display team, so we'd better be off before our Captain catches us goofing off in the arcade. See ya."

Bye then.



Gary Plymouth, 31



Hello. "Jeez, me head. Those teacups spin you round faster than you think. Nearly dropped my stash of teddies."

Can't believe you won all those toys. No one wins on those grabby machines. Have you got a secret technique? "It's in the lie, my friend. And you have to go straight for the neck."

How many have you won? [Starts counting] "One, two, three, four, five, six, seven... er, eight."

Have you been on any of the rides? [Beaming] "All of 'em. Nemesis is best. The Oblivion is good, especially that little pivot before it rockets you over the top."

Are you into videogames?

What games have you got? [Starts counting again] "TOCA Touring Cars, Tomb Raider, Mortal Kombat, Actua Soccer. Quite a few,

to be honest with you. We all love to play them."

All of you? "The family. That's them over there." [Waves]

Hi, family. [Family wave back]

Right, we'll let you get back to your loved ones. Thanks, mate. "No problem."



"My Beautiful Theme Park"

"We like our rides to be **fast and sweaty.** Do you?"

Marie & Charlotte Hertfordshire, Underage, surely?



Do you take American Express? "Eh?"

Oh, never mind. It's from a comedy sketch. Er, aren't you cold? "No, we're fine, thanks."

[Pauses for thought] Um. "We like our rides to be fast and sweaty. Do you?"

[Taken aback] Eh? "That's why we've come to Alton Towers."

Oh, right. Do you like Alpine Surfer? "We went to watch a snowboarding competition yesterday, as it happens. It was pretty cool."

Where are you from again? Can't remember it snowing.

"No, silly. It was held on a dry ski slope in Essex."

Does Alpine Surfer make you want to go snowboarding for real?

"Oooh, I'd be too worried about breaking my wrist or something. Are you doing anything later on, then?"

[Starts to panic] Er, going home? Yes, we'd better go. Families to support and all that. See you, girls.

[Titter] "Bye."

Your beautiful arcade

■ [Yawn]. And so with Alton Towers disappearing into the distance and the fearless *Arcade* thrillseekers asleep in the back of the car, My Beautiful Arcade is put to bed for another month. Except: where to head for next month? Write in with your own suggestions, and you too could be en-famed within the glossy pages of *Arcade*.

Write to us

Arcade, My Beautiful Arcade,
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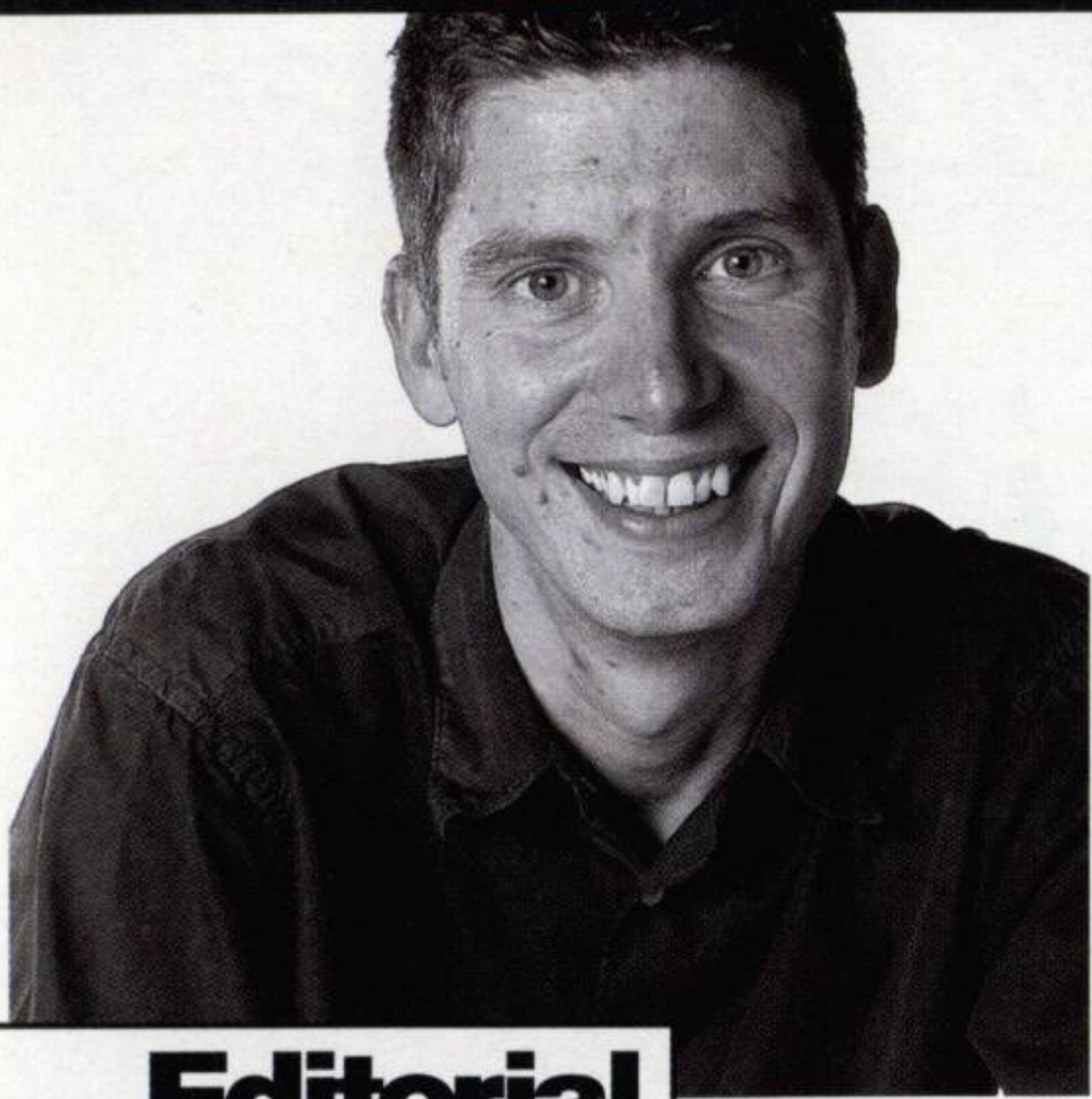
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Editorial

The dream has begun

So the Dreamcast has finally arrived in the High Street (after the inevitable last minute delay) and is Internet ready, but should you invest £200 of your hard earned moolah on this next, next generation super console? Or is PlayStation 2 worth holding out for and could 200 nicker be better spent on lager – it's fizzy and silly. All is revealed in our comprehensive Dreamcast feature kicking off on page 54.

It's not all Dreamcast of course. Hip kids, Heinz Wolff, a hedgehog sanctuary, the Christmas number one, Alton Towers and the *Arcade* van are among the many other highlights of what we like to think is the best *Arcade* yet.

Finally, you'll notice that *Arcade's* had a bit of a redesign this month. After extensive research and months of experimentation, our white-coated crack crayon team have come up with a mag that's fresh, funky and, thanks to reader survey results, even more the videogame magazine that you want – it is yours, after all. Let me know what what you think, but for now – enjoy.

Sean Atkins
Editor

PHOTOGRAPHY: JUDE EDGINGTON, GAVIN ROBERTS

It's your letters

Two pages, utterly stuffed with opinion from the world's finest gaming brains – that's you that is.

Letter of the month

Oi, editor – do your job!

I am a subscriber, and a semi-hardcore games player. Recent buys include *Kingpin*, *Unreal* and *Fleet Command*. So I was a tad peeved when your *Fleet Command* review in *Arcade* #10 said that owners of this game should “get out a bit more”. It accused it of having “trainspotter whiff” and of being “a one-way ticket to a watery credibility grave”. Well, this provoked some thought and self-examination, and I am absolutely certain that I am not this kind of person. Just because I enjoy variety in my games and don't conform to your idea of butch, brainless “drivers”-and-“fighters”-loving 20-somethings, does not make me a trainspotter. I would remind you that Tom Clancy writes on the self-same topic of naval warfare. What's that if not mass-market appeal? And then I read on to the end of the issue, and what did I find? *A Bug's Life* video awarded 5 stars, and “Rhodes on Rom” awarded 4 stars. *Arcade* editor, you need to pull yourself together, and either cease this hypocrisy or do your job and edit out the abusive drivell.

Benjamin Coffey, Chorleywood

Thank you Benjamin, I was wondering exactly what my job was.

Come on, it wasn't all abusive drivell surely. The fact that we state “it's a major shock to discover a game about giving orders to boats that's this enjoyable” is a positive stance. The writer was exaggerating stereotypes for comedic effect. Would you rather every review stated “fans of the genre will love it”? Okay, you're not a member of Spods R Us, but many fleet freaks are.

Bias towards Sony?

For a magazine that's 132 pages long, it seems strange that there are only roughly around two full pages dedicated to the Dreamcast... why is this? Could it be anything to do with a hint of bias towards Sony or Nintendo? Or maybe a dislike of Sega? For a games console that is a month away I was very surprised by the tiny amount of coverage in *Arcade* #11. We all know how Sega messed up with the Saturn, but this time Sega are trying to get it right, yet they don't seem to be receiving much help. Could the small DC coverage have anything to do with “the distinct lack of games”? No, when you think about all the launch titles, that could not be the case, many of the

titles you haven't even covered, why not? On top of this, I turned to page 47, and what did I see? Among the ridiculous names for a games console (including handshafter and naffbox) there it was... Dreamcast. Why this needless insult?

I was seriously considering buying a Dreamcast from my local importer, with *Sonic*, *Rally*, *VMS* and an extra controller for £250, which I feel is a great price. But your latest issue went a long way to put me off. I'm hoping that I haven't wasted my time in writing this letter and that you have the courage to print it.

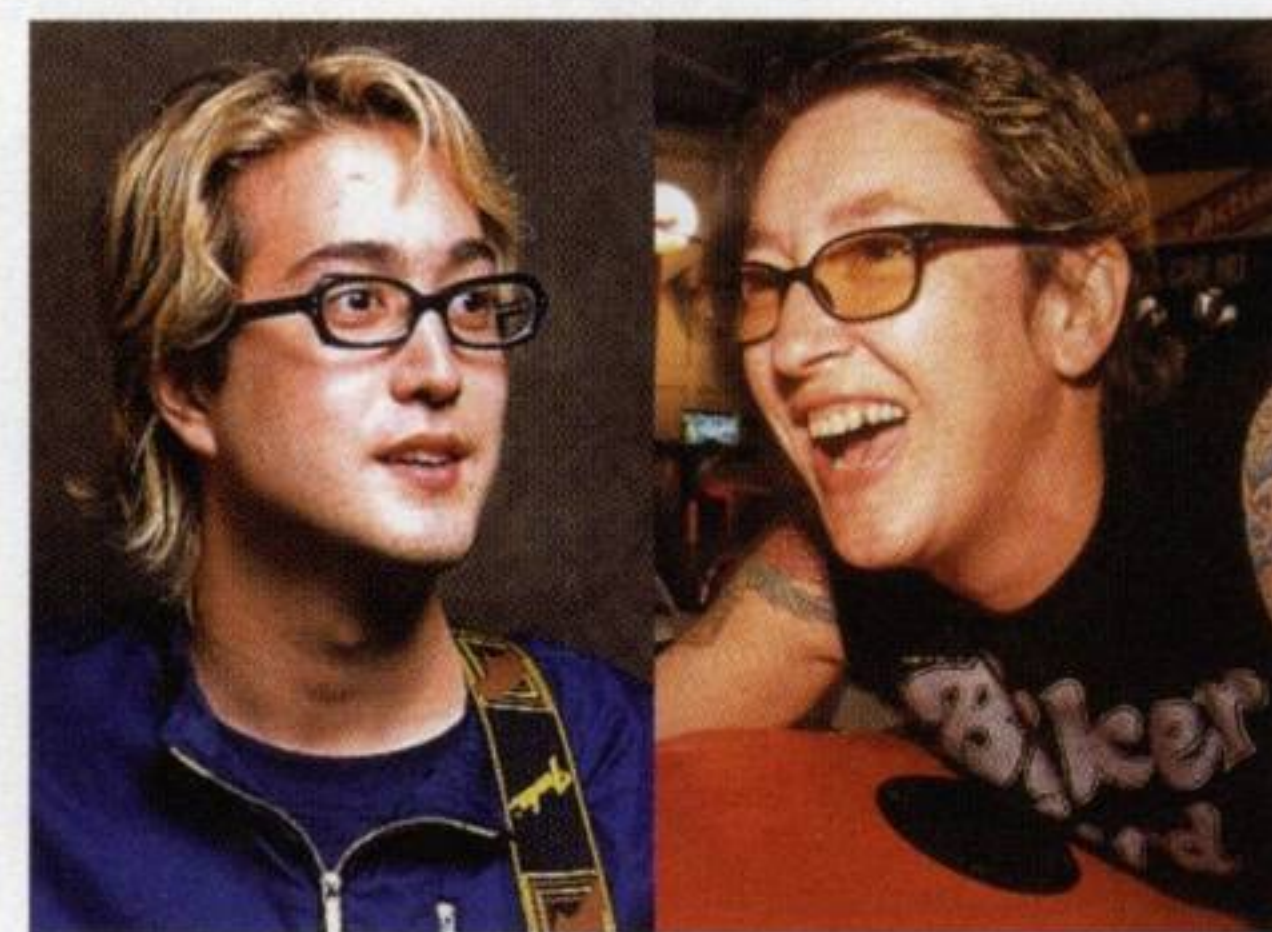
MrD, via e-mail

Arcade is all about the here and now. During the on sale period of the last issue the UK Dreamcast wasn't available to High Street punters. It's that simple. You'll notice that now the machine has been launched we've dedicated 26 pages and a cover to Sega's new machine – because it's now relevant. Still think we're biased?

Lennon Raid

I was very interested to see that the tattoo fan riding *Motor Raid* on page 26 of *Arcade* #11 claimed to be Deborah from Brighton when she is quite clearly showbiz kid and wimpish rock star Sean Lennon.

Barry Hodges, Sheffield

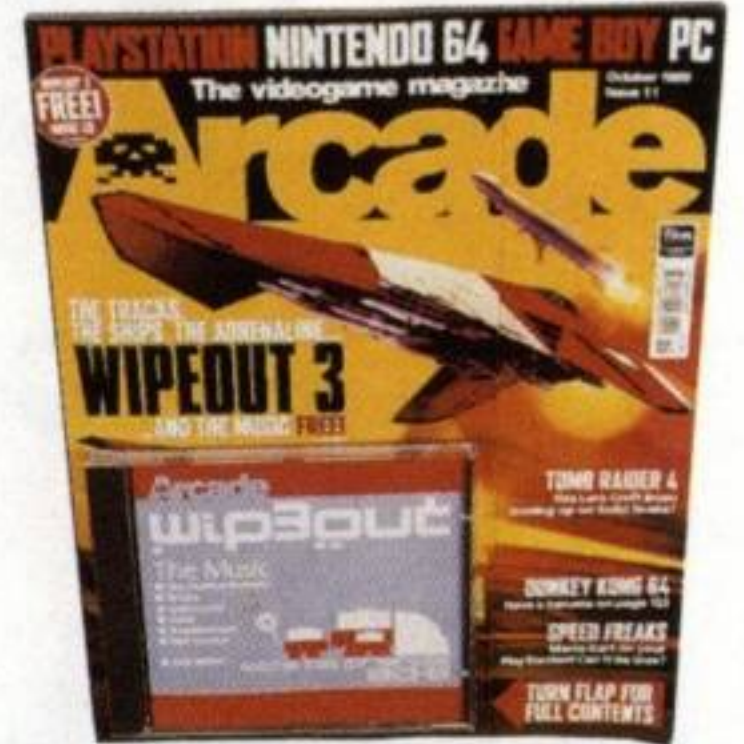


He could have a point you know. Judge for yourselves.

In the monkey house

Don't get me wrong, I like *Arcade*, in fact it's one of my favourite mags, but to see it degraded with such tatt as the Bits feature last month was more than I could stand.

You devoted three whole precious pages to those bumbling buffoons. And if that Claudia was ever on a catwalk as a model it must have been when she was serving time in the monkey house. There wasn't any



■ Last month featured a fat *Wipeout 3* exposé and free *Wipeout 3* soundtrack CD.

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■ Fancy a go on that? Who could blame you? To win an *Arcade* T-Shirt of your very own simply write next month's star letter. Simple.



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On the side

I bet that you won't put this in!
Matt Thurman,
via e-mail

We beg to differ Matt.

Your magazine smells sweaty.
Terry Nutkins,
via e-mail

That'll be all the hard work that goes into producing the videogame bible each and every month, Terry.

Are Sony gonna release a handheld PlayStation or what?
Charles Barvé,
Swindon

It's only a matter of time before Sony enters the handheld gaming arena, but nothing has been officially uttered (although we've heard rumours of a Mini Disc-based portable in the works, but that's probably a heap of juff).

I want more pretties.
Richard Hayden,
Croydon

Then pretties you shall have.

information, they slagged off male computer fans and its not as though they're even good presenters. The final straw was when you declared Bits as the finest video games show in the UK – what!!! At best it's mildly distracting as late night telly. They consistently get information wrong and two of them can hardly string a sentence together. I know they're chicks, but every games fan knows the best TV show is *Cybernet*. How about a feature on them? But I guess they haven't got any sticky out and pointy bits. I suggest that if you want to meet girls, don't fly up to Scotland on the pretence of writing an article about them, go down the pub!

Adam Kays, London



We beg to differ. Not only is Bits the most watchable games show in years, those Bits lasses are a top laugh, know their games and are no strangers to sinking a pint – they qualify for inclusion in Arcade on all counts.

CD side of town

Picture this: I'm happily reading your August issue on a sunny beach, when all of a sudden I cast my glance on the "Next Month" page and start screaming like a lunatic. "Free *Wipeout 3* Music CD", it read, and I couldn't have been more excited as I own both of the *Wipeout* soundtracks that were released and I love them to death. Come late August, I rushed down to the foreign press newsagent's to get my copy of the mag, only to find out that not one of the neatly placed issues had a CD on the cover. So only UK readers get a copy, eh? Well thanks a lot, that's respect to foreign readers for you. How can you deprive us of such

aural delights? "The best music CD to have graced the cover of any magazine", wrote your editor in *Arcade* #11, and rightly so judging by the track list. It's a shame non-UK readers will never get to listen to it, though...

Gus Bourliaskos, Greece

We're sorry to all our devoted international readers, but due to copyright issues we simply couldn't include the CD on foreign editions.

Sony has ruined gaming

How do Sony's bosses sleep at night? They have ruined the games industry. Before Sony arrived Sega and Nintendo had a fierce rivalry which created the two best computer game characters ever (Sonic and Mario) and some of the most original and playable games ever. But when Sony arrived the games scene changed dramatically bringing in a host of casual gamers (and a load of crap games) who were "scared" to buy computer consoles from companies as serious about gaming as Nintendo and Sega. Sega's Saturn sunk quicker than the Titanic and the N64 is treated like the strange cousin that nobody talks to at family reunions.

In an early addition of your magazine I remembered reading that the average rating for an N64 game was something in the seventies whereas the PlayStation was way down in the forties, which just shows the difference in standards of the two companies. Where is the PlayStation rival to *GoldenEye*, *Zelda*, *Mario Kart* and *Sonic* and don't give me any crap about a marsupial in trousers.

With the Dreamcast launch only a month away and the other next generation consoles just around the corner, I hope that Nintendo and Sega get fair chance to once again have their share of the market.

Paul Willson, via e-mail

Sony has brought gaming into the mainstream by making it cool – is that a bad thing? Now more gamers than ever will sample the delights of genius game design on whatever system, because it's no longer geeky.



What about this?

■ Inspired to write to *Arcade* by the letters you've read? For further thought provoking sustenance why not tuck into our special *Dreamcast* feature on page 54 and let us know what you think about Sega's bid to re-enter the console battle...

Contributors

Only the best for the captain's table...



Jamie Sefton

■ There aren't many members of the *Arcade* team who have played Celine Dion in a sketch on the Paramount comedy

channel, played the Genie in a pantomime at the Leeds City Varieties, and who have supplied the background music for the latest drugs awareness campaign on Radio One. But before coming to work on *Arcade*, that's exactly what Jamie did. He's too talented by far, if you ask us.

■ **Game of the moment:** Power Stone.



Catherine Lane-Simms

■ Catherine was so taken by the little chappy she went to photograph for this month's *Now*

Playing *Sonic Adventure* feature on page 48 that she couldn't resist handing over her fee and naming and sponsoring Sonic The Baby Hedgehog until he is old enough to be released back into the wild. "He just looked so small and helpless that I couldn't resist," explained Catherine. The big softy.

■ **Film of the moment:** the Agfa SJX.



Aleks Krotoski

■ She might have a mouth bigger than the Grand Canyon and a personality that would floor a drunken elephant,

but she has a watertight excuse: a) Aleks is American, and b) she's better known as TV presenter Aleks from Channel 4's late night videogames show *Bits*. And she's a lovely. Just don't let her challenge you to a drinking competition, else you'll be on for the worst hangover of your life.

■ **Game of the moment:** Rogue Spear

The Videogame Magazine Arcade Issue 12

Editorial

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

Editor **Sean Atkins**
Features Editor **Sam Richards**
Lifestyle Editor **Rich Pelley**
Staff Writer **Jamie Sefton**
Production Editor **Jamie Dolling**

Art Editor **Nick Moyle**
Deputy Art Editor **Alvin Weetman**

Editorial Contributors: **Robin Alway, Cam Anderson, Jes Bickham, Matt Bielby, Dave Bradley, Jason Brookes, Jonathan Davies, Russell Deeks, Ben East, Simon Garner, Mark Green, Lee Hart, Chris James, Martin Kitts, Aleks Krotoski, Steve Lawson, Dan Mayers, Jim McCauley, Dave Perrett, Dan Rider, Paul Rose, Alex Tanner, Gary Tipp, Tim Weaver, Pete Wilton.**

Additional Subbing: **Sue Bartucca**

Photography: **James Cumpsty, Jude Edginton, Justin Scobie, Catherine Lane-Simms**

Additional Design: **Elly Grandison** Illustration: **Matt Kenyon**

Advertising

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

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

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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

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These are a few of our favourite things: Spanish girls, the great Gail Porter/Liz Hurlley debate, Barry White, tabulation, September sun, rum.



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Total Control.

MICROSOFT

SIDEWINDER



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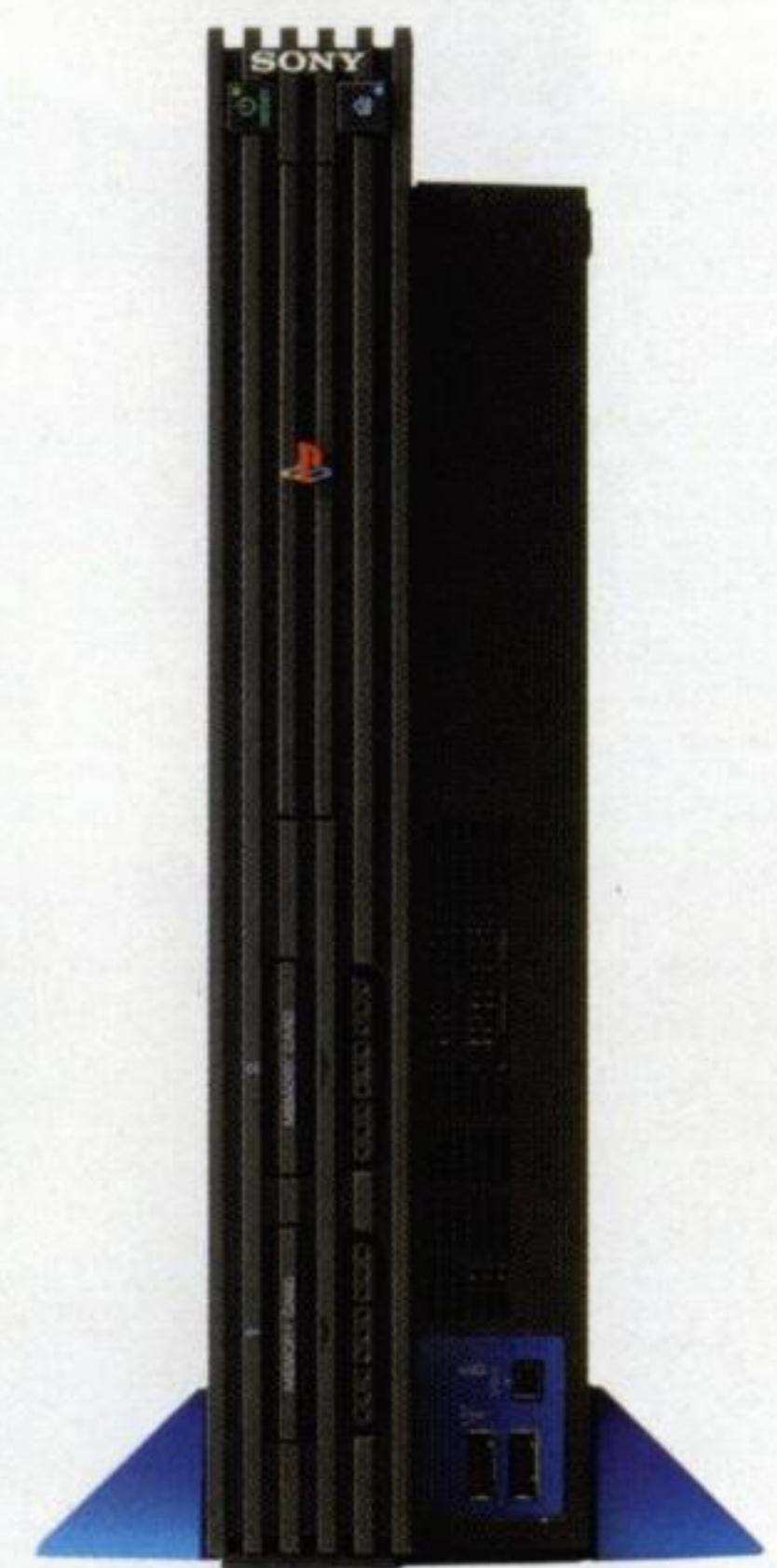
GAME DATA

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

■ Sony turns to the dark side.



■ Rippled, with a flat underside.



■ Sitting room skyscraper.



■ PS2 GT2000 on DVD.

PLAYSTATION2

PlayStation2 for 2000

Sony ends speculation as it presents its new platform to the public.

At last. After years of speculation, Sony has finally put everyone out of their misery and announced the release date, price and look of the PlayStation's successor.

The platform, that has been dubbed the PlayStation2, will be on sale in Japan from 4 March 2000, priced at ¥39,800 (£239), with a release date in Europe reaffirmed as late 2000.

As the pictures show, Sony's dream box of tricks has a distinctive future-retro Bang & Olufsen-style design that should sit happily

promises originally made by Sony a modem is not included, but one will be available at a later date.

The new console has the capability to introduce voice-recognition software and although the Dual Shock controller pad looks the same as the old PlayStation version it includes new pressure/velocity sensitive features. However, the next generation PlayStation still only sports two controller ports as standard.

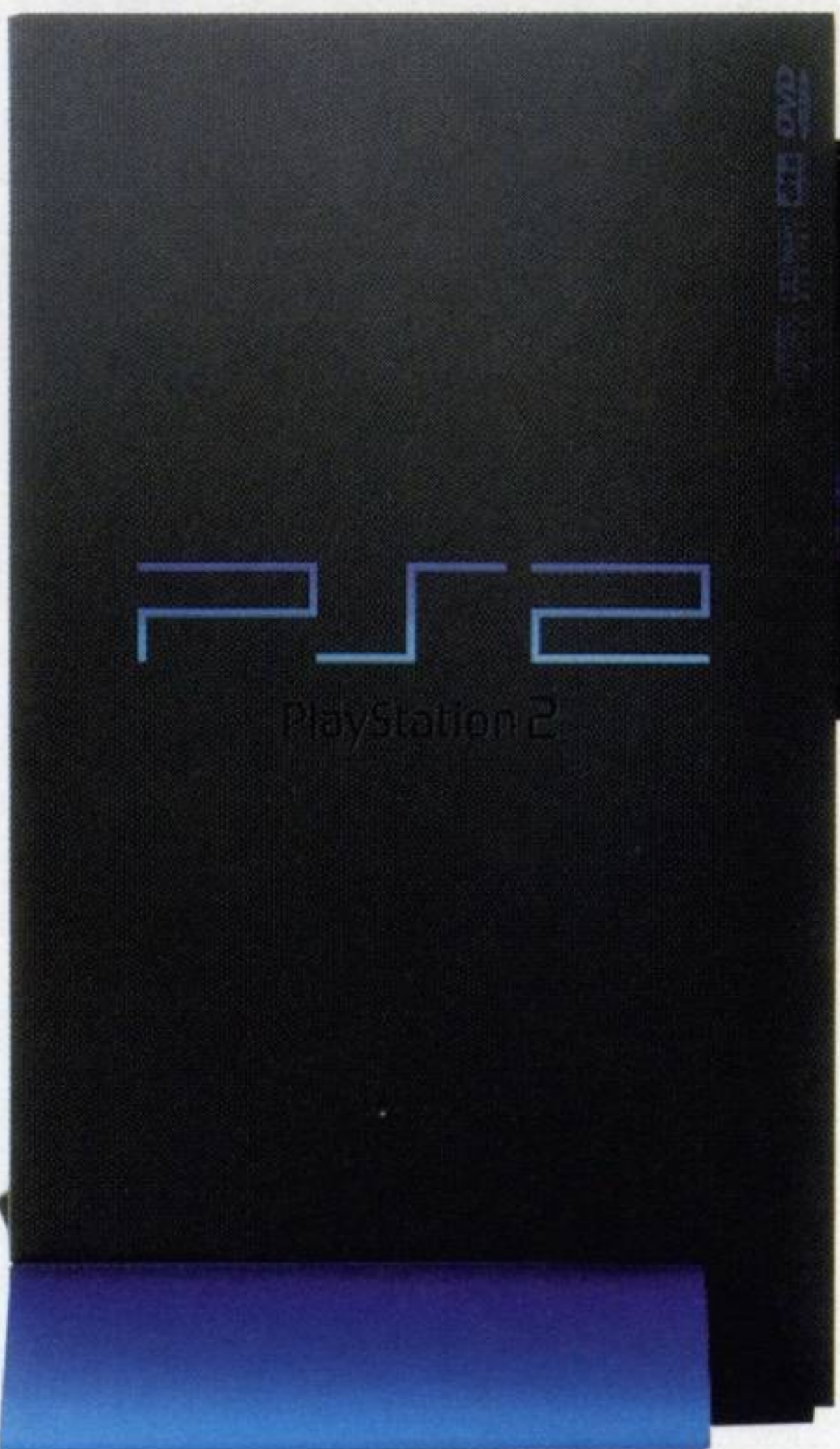
Software developers and industry bods who've seen the PlayStation2 in action have all been raving about its polygon-shifting prowess. George Lucas, of *Star Wars* fame, recently told film critic Roger Ebert of the Chicago Sun Times that Sony "put this toy on the desk that is more powerful than anything we're using at the moment."

"I mean, it's like we struggled for four years to get there and a year from now, it's gonna be available to everybody. What they've accomplished is beyond comprehension."

Sony is planning on an initial first week shipment of an unprecedented one million units. Two good to be true? We'll have to wait until the next millennium to find out. More PlayStation2 news next issue.

between that digital decoder and high definition TV you've just "invested" in. If you really want to show off you can stand the unit on its end, although how the DVDs stay in the tray is a bit of a mystery.

PlayStation2 can play DVD movies as standard, as well as music CDs and all the original PlayStation software. Contrary to

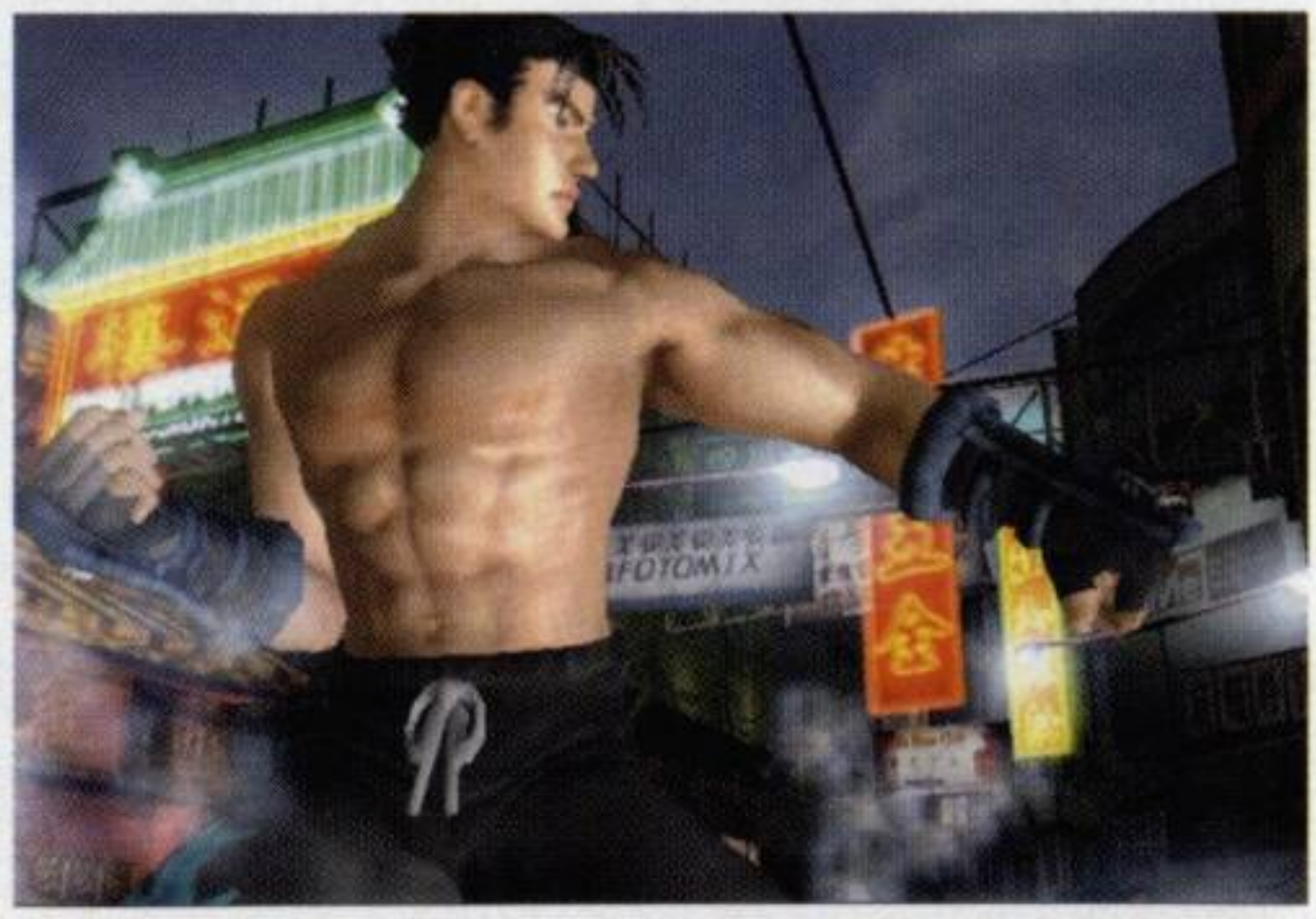


PlayStation2: the games

Why you'll be lashing out the cash come 2000.

Tekken Tag Tournament

■ Namco brings its fighting extravaganza to Sony's new box. The arcade version was made on a System 12 board, which doesn't have one tenth the power of PlayStation2.



Gran Turismo 2000

■ Just imagine being able to play the intro movie of GT and you'll get some idea of how good this game looks.



Street Fighter EX3 (Capcom), *Eternal Ring* (From Software), *Onimusha* (Capcom), *Armored Core* (From Software), *Wild Wild Racing* (Imagineer Co Ltd), *Dark Cloud* (SCEE), *Splash Dive* (SCEE), *Popolocrois III* (SCEE), *Fantavision* (SCEE), *Billiards Master* (Ask Co Ltd), *American Arcade* (Astroll Co Ltd), *Lakemasters EX* (Dazz Co Ltd), *Jikkyou World Soccer 2000* (Konami/Major A), *Magical Sports ProGolfer* (Magical Company), *Baki The Grappler* (Tommy)

PlayStation2 Specifications

Dolby Surround, an Emotion Engine chip, 8Mb memory card and...

■ Accessories included:

Dual Shock2 analogue controller
High capacity 8Mb memory card
PlayStation2 demo disc
AV multi cable
AC power cord

■ Dimensions:

301mm(W) X 178mm(D) X 78mm(H)
12" x 7" x 3"

■ Weight:

2.1kg (4lbs 10oz)

■ Media:

PlayStation2 CD-ROM, DVD-ROM
PlayStation CD-ROM

■ Formats supported:

Audio CD, DVD-Video

■ Interfaces:

Controller port (2)
Memory card slot (2)
AV multicable output (1)
Optical digital output (1)
USB port (2)
i.Link (IEEE1394) (1)
Type III PCMCIA card slot (1)

■ CPU:

128 bit Emotion Engine
294.912 MHz System Clock
Frequency
Direct RDRAM
32Mb memory size

■ Graphics:

Graphics Synthesiser chip
147.456 MHz Clock Frequency
4Mb Cache VRAM

■ Sound:

SPU2
48ch voices plus software
2Mb sound memory

■ Disk device:

24X CD-ROM drive
4X DVD ROM drive

LINK RETHINK

■ Will Zelda help Nintendo regain ground in 2000?

Next spring should be lip-smacking for all N64 owners.



Legend of Zelda: Gaiden

Link steps back into the fray as Nintendo injects new life into Zelda.

Here it comes: the sequel to the Best Game Ever will be out next year on the N64 – and it's looking fantastic. Nintendo's Spaceworld '99 show in Japan was the place to see *Legend of Zelda: Gaiden*, an adventure set a few months after *Ocarina of Time*, in a world that is "similar, and yet very different" to Hyrule.

This adventure requires Link to find a Skull Kid who has

rustled his horse companion, Epona, in order to discover a clue that will halt a gigantic moon from crashing into the world. Unlike the last game, where Link could take his time to wander around, have a sandwich or take a leisurely dump in the Great Deku Tree, *Gaiden* features a large clock tower in a beautifully-rendered town ominously counting down to total destruction.

The big change in gameplay over *Ocarina of Time*, is the way that Link can wear masks that not only give

him special powers but will actually transform him into the corresponding creature. So, stick on a rock-eating Goron mask and hey presto, he's a rock-eating Goron – complete with a green hat to signify the young Linkster. Other masks include a Deku Scrub mask for hopping/seed-shooting fun, and a Zora Mask that allows Link to slip gracefully through the water like a fully plucked and greased Olympic swimmer.

Also, Link can finally throw out his poxy ocarina because all the different creatures have a musical instrument that they can bang out major magic tunes on, including bongos and a funky horn.

Although the bowl-haircutted figure of Shigeru Miyamoto isn't directly involved in the project, he is watching how the game develops, and revealed that it will be a 4Mb Expansion Pak-

■ The glory is creeping up on you.

only title. This is to enable the game to support hi-res text, smarter and more numerous enemies and – as the screenshots show – lush environments ranging from stinking swamps to snow-covered mountain retreats.

Zelda: Gaiden is about 50% complete, but the graphics and gameplay are already shaping up to eclipse even the magnificence of *Legend of Zelda: Ocarina of Time*. All in all, next spring is shaping up to be a lip-smacking season for N64 owners. **A**

Zelda Funky Facts

- 1 There have been seven *Zelda* games on six formats.
- 2 *Zelda* was an evil witch in Gerry Anderson's piss poor TV show *Terrahawks*.
- 3 *Zelda: Ocarina of Time* took three years to make.
- 4 In its first six weeks on sale in the US, *Zelda: Ocarina of Time* made more money than any Hollywood movie released in the same period.
- 5 The next Game Boy Color *Zelda* title, *The Hyrule Fantasy* will be across three cartridges!



The Bouncer

■ Square's fighting game takes a leaf out of Capcom's *Power Stone* with a hi-res gang fighting title.



New Ridge Racer

■ Namco's new racing game will challenge *GT2000* as the car maniac's game of choice next year.

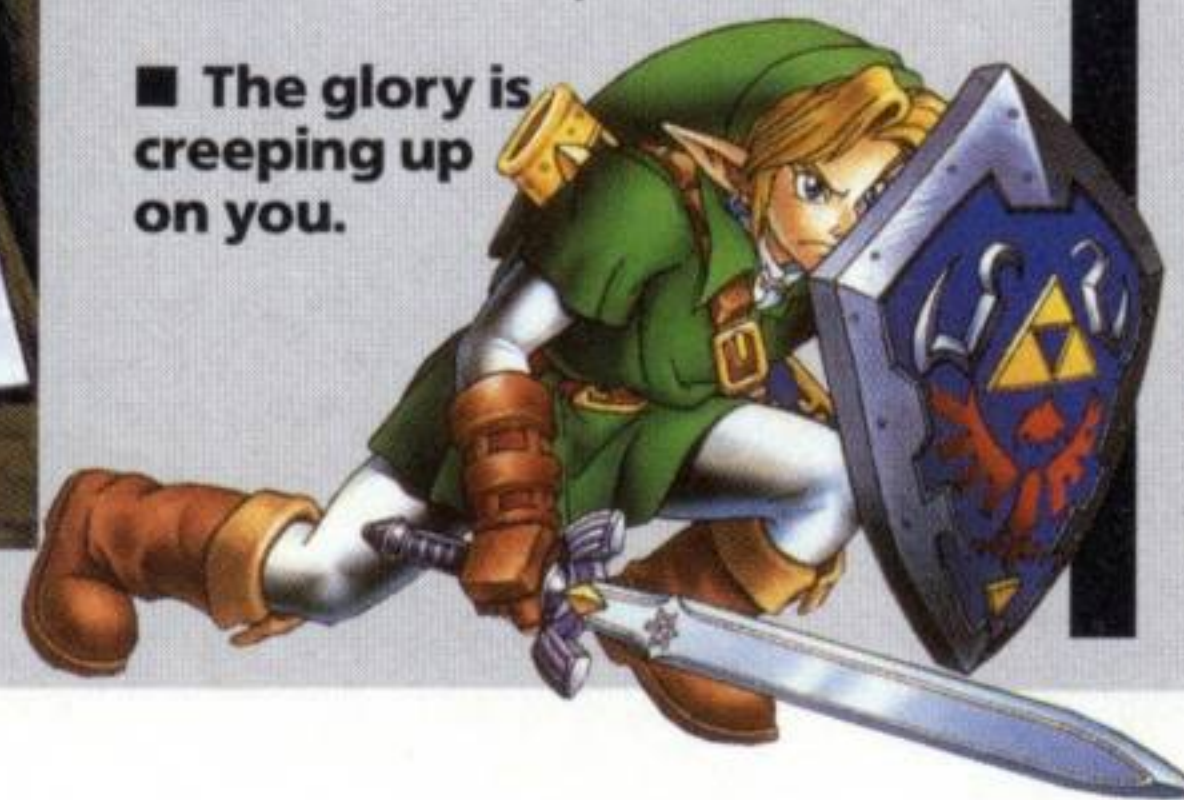


Kessen

■ Developer KOEI are developing a wargame with vast armies fighting in glorious 3D.



■ Looking good for Link: *Gaiden* is 50% complete.



■ But does Liz have the front to step into Lara's boots?



ESTÉE LAUDER
eau de parfum
spray/atomiseur naturel
2.5FLOZ./OZ.LIQ./75ml e

HURLEY-BURLY

Estée Lara

Liz Hurley as Lara Croft? | Tomb Raider film on way

On its way for longer than a cross country Virgin train, the film of *Tomb Raider* – due to be made by Paramount – is still causing controversy. The big question is who is going to play Lara Croft? Right from

word go, rumours have flown as far and wide as, well, Lara's nipples. But with the casting to be confirmed soon, the tabloids have gone completely Lara crazy.

The Star reported at the beginning of August that Catherine "per-fick" Zeta Jones

was top of the list, only to contradict itself recently with a *Viz*-style mock-up photo of Liz Hurley's head crudely stuck to Lara's body. The current list of Lara wannabes also include Sandra Bullock, Demi Moore and Jennifer Lopez but, as things stand, your guess is probably as good as ours.



SPACE WORLD '99



Do you want to be a spaceman?

Enter orbit at Nintendo's Japanese trade show.

Nintendo's annual Japanese trade show, Space World '99, was held in Tokyo at the end of August. The emphasis was very much on the N64, proving that Nintendo is still committed to squeezing the most out of the console before Project Dolphin arrives next year.

The up-and-coming *Super Mario Adventure*, which has been predicted by many as Mario's last appearance on the N64 before jumping ship to the new Nintendo Dolphin, was on display. But when asked whether *Mario Adventure* would be the last Mario-based game on the N64, Shigeru Miyamoto (Nintendo's head design honcho) said: "This is a rather tough question to answer, but we are working on something else." Although Luigi has been tipped to take the starring role, you'll just have to wait to see.

Spaceworld also featured a booth dedicated to the N64

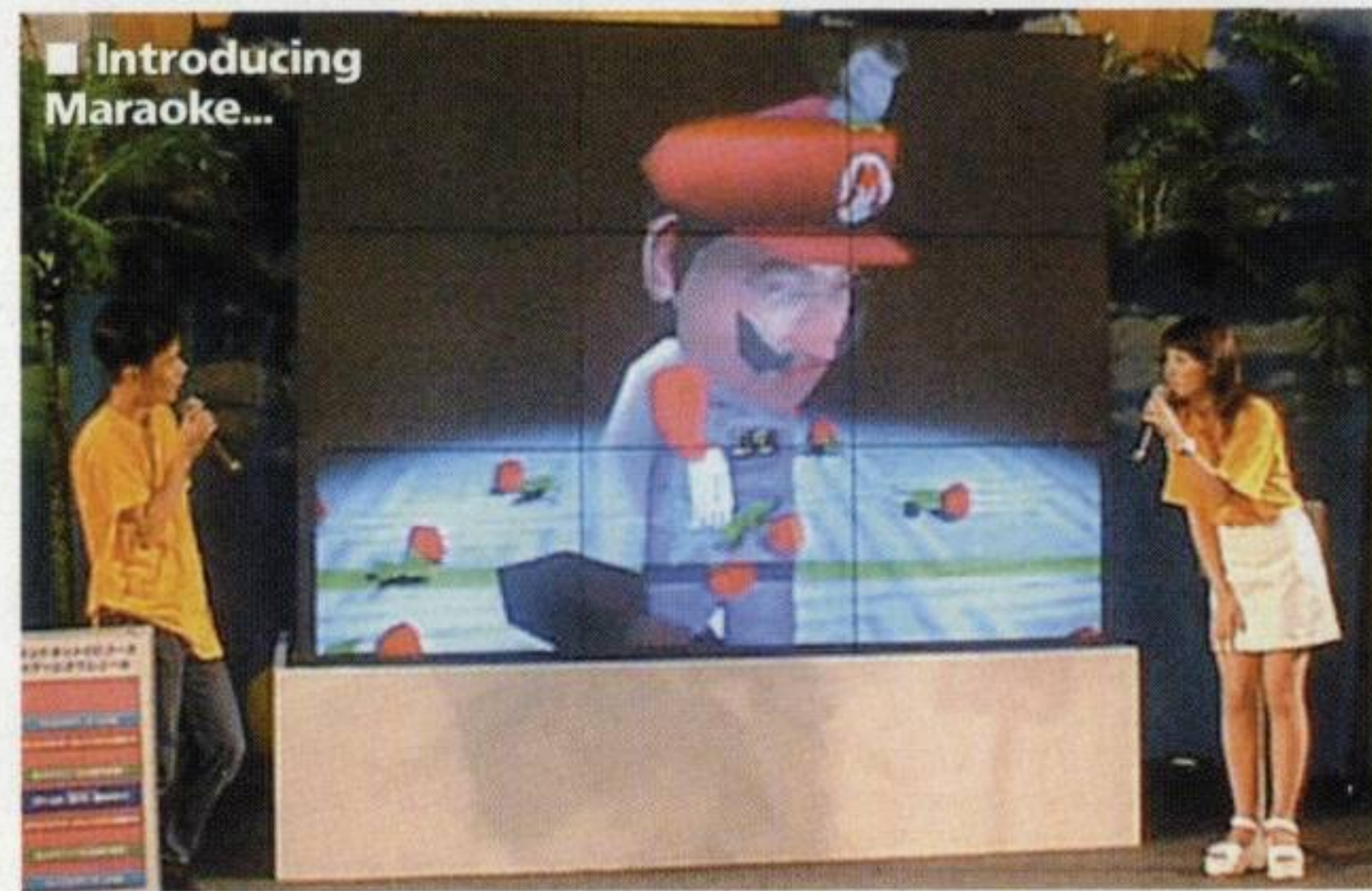
add-on disk drive, the 64DD. Much was made of the N64 modem, which will be used in conjunction with the 64DD and will enable Japanese gamesplayers to access the Net via a Nintendo-sponsored Internet service provider when both the peripherals are released on 1 December. Sadly, Nintendo has decided the 64DD will never reach US or European shelves.

While developer Rare was busy with *Perfect Dark* and *Donkey Kong 64*, Kemco showed the ultra-realistic *Top-Gear Hyper-Bike*, and Mindscape unveiled its latest project – *Rat Attack*, the vermin elimination game. Imagine *Tom and Jerry* meets *Itchy and Scratchy*. Good, eh?



■ Rid the world of vermins.

■ Introducing Maraoke...



INCOMING

Half a dozen entertaining eggs waiting to be dropped from the arse of the gaming chicken.

3 months



Septerra Core
■ PC
■ Valkyrie/Monolith
■ Autumn
Console-style RPG with lustrous graphics from breakaway Beavis & Butt-head game designers. Gulp.

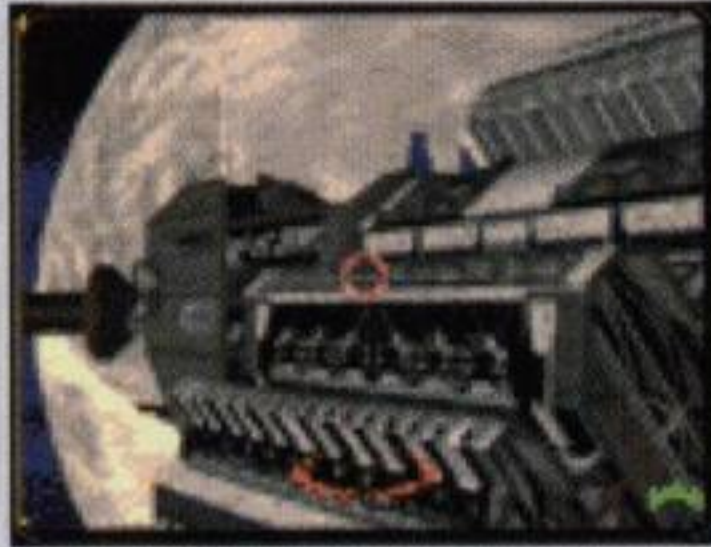


Knockout Kings 2000
■ PlayStation/N64
■ Black Ops/EA Sports
■ November
Find out if Joe Frazier has ring rust in this 3D punch-'em-up that features more than 25 famous fighters.



OverBlood 2
■ PlayStation
■ Riverhillsoft/PBH
■ October
Tomb Raider meets *Final Fantasy VII* in this huge action adventure set in a nightmare future, featuring a load of ace elements.

6 months



Babylon 5: Into the Fire
■ PC
■ Sierra
■ Early 2000
Space sim spin-off from the sci-fi series. Features great graphics and a top-notch cast from the show.



Summoner
■ PC
■ Volition Inc
■ Spring 2000
Immersive role-playing ahoy in this *Baldur's Gate*/*Half-Life* inspired game from the makers of the damn good *Descent: Freespace*.

1 year



Halo
■ PC
■ Bungie
■ Summer 2000
Just look at the pixels on that. Very impressive multi-player blaster set on a planet's ring (that's halo to you, sonny).



"Gagging for it!"

Games that lie tantalisingly out of reach, lending an unsatisfactory feel to the present.

Star Wars Force Commander

Star Wars-style AT-AT action on the PC

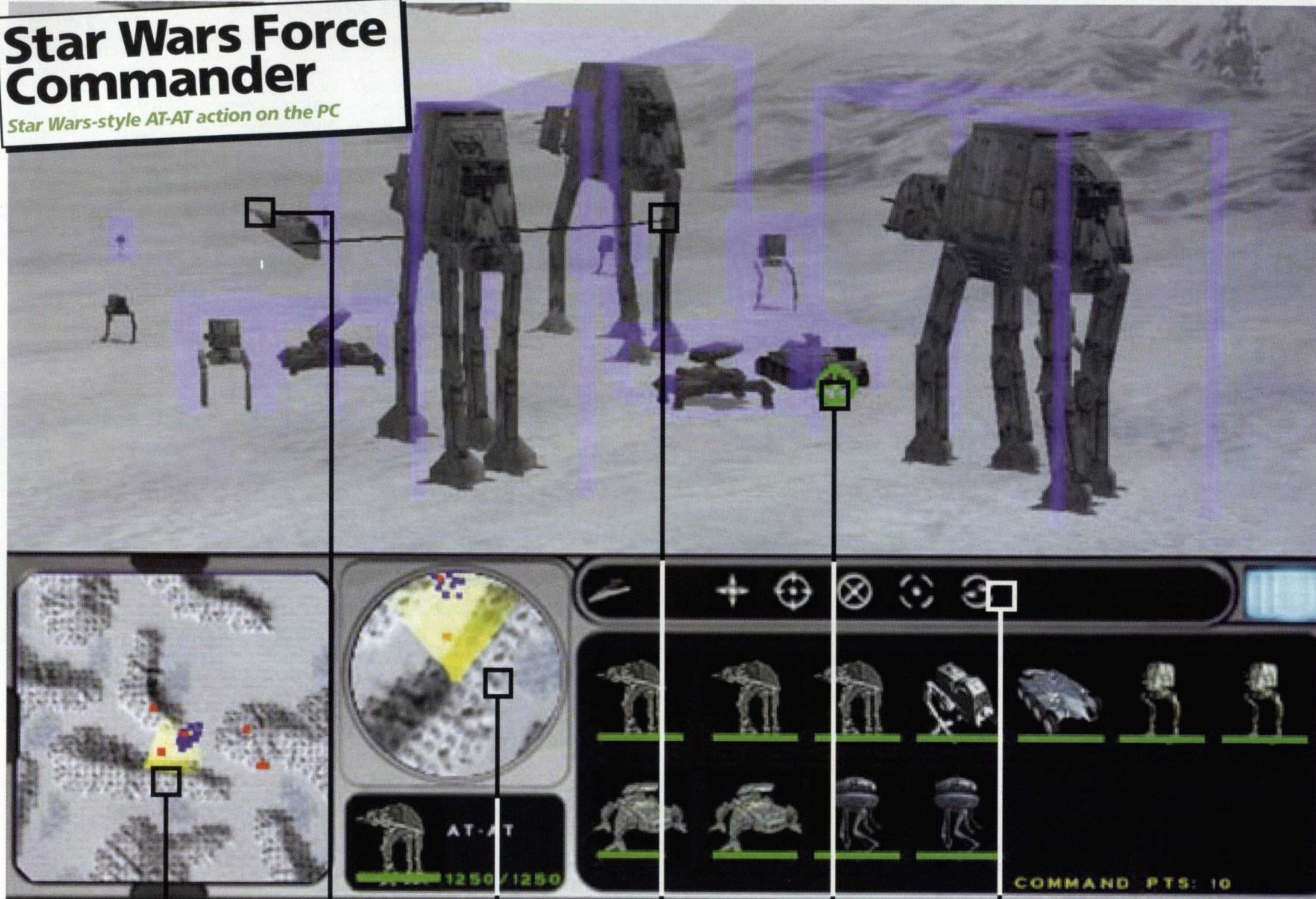


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A wet dream for a Jedi wannabe? Maybe, as Force Commander is a strategy game spanning the whole of the original trilogy – and it's looking darn fine.

Map Screen
■ Should give the player a suitably commanding view of the battle terrain – essential for planning a nasty surprise or alternatively, a noble retreat.

Snowspeeder
■ Rebel ship in mid-tow cable action. The game will offer real-time battles ranging from tropical forests on Yavin 4 to the one above, based on Hoth in *Empire*.

Radar
■ Possibly an *Elite*-style scanner for keeping tabs on enemy forces. You'll need this gizmo to complete some of your many missions.

AT-AT Walkers
■ Fight as the Rebel Alliance or Galactic Empire. The game offers you multiple 3D perspectives including one that shoves you right into the middle of the action.

New Unit
■ What's this? No doubt one of the completely new battle units that have been created for the game based on Lucas-approved designs.

Cursors
■ Essential for giving different commands to each of your battle units. *Force Commander* will be a single-player or head-to-head game via the Internet with 3D card support.

Star Wars Force Commander
■ Format: PC
■ Developer: LucasArts
■ Publisher: Activision
■ Release Date: TBA

Smack my pitch up

Just how low can you go? Arcade sees if there is any merit in the worst ideas for a game we can think of.

No 9: Get Tadpole

■ **The pitch:** In the wake of *Get Bass* on the Dreamcast and its add-on fishing rod, *Tadpole Catcher* takes the idea of fishing in your living room back to its roots. Armed with a plug-into-your-Dreamcast jam jar, you have to try to catch as many tadpoles as possible from a manky pond in a park by scooping the jar through the on-screen water.

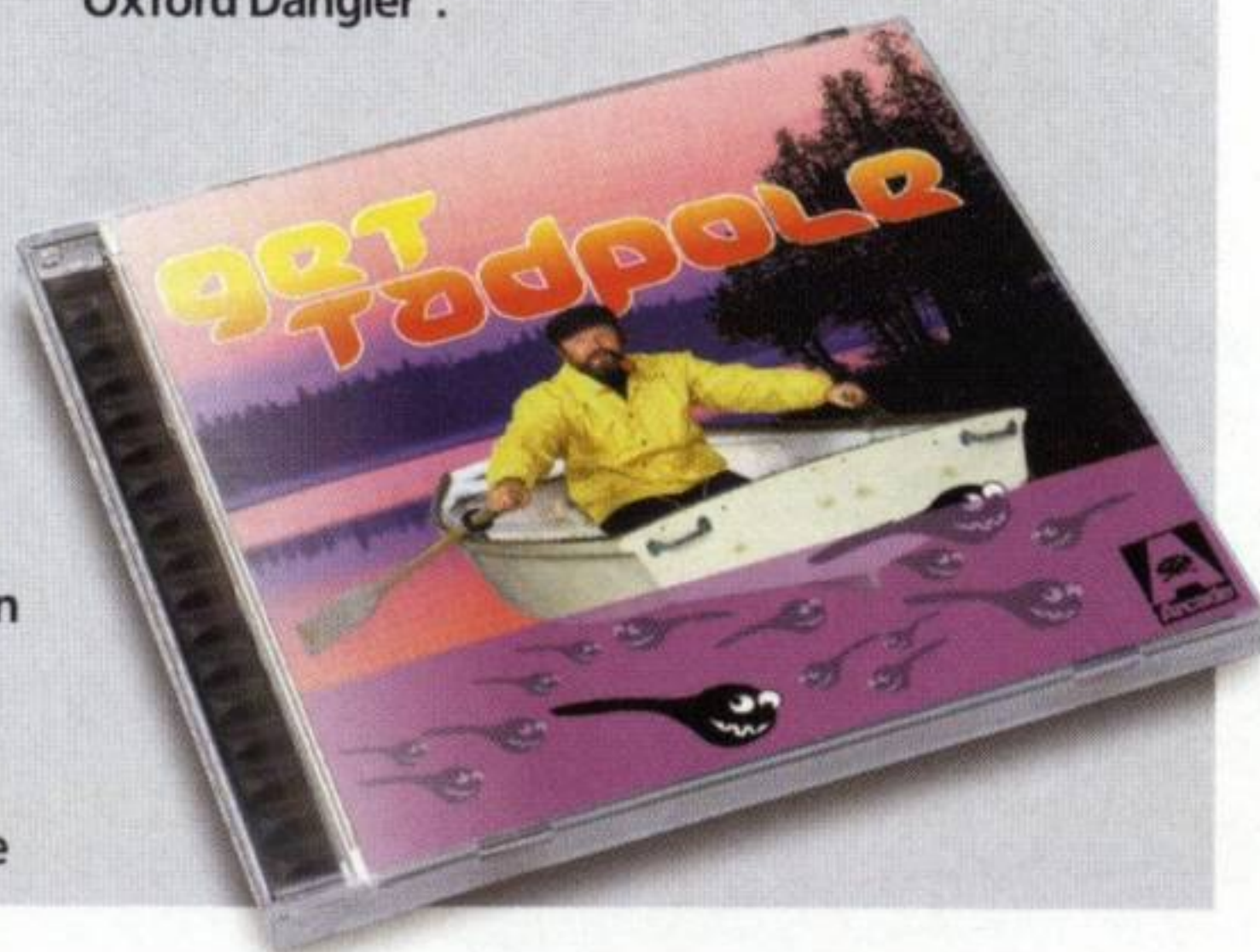
Bonus points are

awarded for any tadpoles that manage to survive after you take them home and leave them in the garage overnight.

■ **The response:** Excellent. The jam jar add-on could work beautifully when coupled with the VM unit and lightgun, and the simultaneous four-player possibilities with frantic night-time spawn collection and storage could be a real selling point. Marketing structures could centre

around a 150-page colour tips book detailing nearby ponds and special cheat manoeuvres such as the "Oxford Dangler".

■ **Craig Sullivan, Game Designer – Velocity: Trickstyle, Criterion Studios**



Interior design à la frag.



Changing Dooms

Unreal architecture adventures

■ Fancy brightening up your moody, blood-stained semi-detached on Na Pali with a nice new patio? Well now you can with new

architectural design software based on the very sparkly *Unreal* engine. *Unrealty* has been

developed by software designer Vito Miliano as a presentation tool for commercial real estate. The program enables the creation of virtual-buildings with photo-realistic interiors and exteriors. You can mess with the colours and lighting, furniture, walls and even the traffic outside in real time.

After you've built your very own Sistine Chapel you can then take a virtual tour revelling in the beautiful surroundings and spraying swear words and rude drawings all over the walls. Should you so desire.

Unrealty should eventually offer potential customers to tours properties via the Internet, but would you trust an estate agent a world away?



GAME

The world of videogames: we take you round the globe



■ An artist's impression.

NEW GAME BOY

Game Boy grows up

Nintendo announces hand-held plans.

The new Game Boy – tentatively branded the Game Boy Advance – is to be ready for the end of the year 2000, ten years after the release of the original Game Boy. It will be 32 bit – as powerful as the N64's predecessor, the Super Nintendo, and four

times as powerful as the 8-bit Game Boy. The screen will be a reflective TFT colour LCD screen able to display 65,000 colours, but won't be back lit (which means that you still can't play in under the duvets with the light turned out). It will be fully

backward compatible, and will play all your old Game Boy favourites.

But the fun doesn't stop there. The Game Boy Advance will be able to be connected to your mobile phone for e-mail purposes and enable you to download games and participate in multi-player games. An advanced version of the Game Boy camera will also let you see the face of the person you are playing against. Size-wise, the screen will clock in at 40.8 x 61.2mm, which is notably bigger than the current Game Boy, and the body at 80 x 135 x 25mm, which according to the Arcade ruler, is only slightly bigger than the Pocket Game Boy.

■ Back-lighting not an option.



BAFTA UPDATE

Winner takes all

Interactive gaming awards draw closer.

■ The Interactive BAFTA awards for 1999 are to be held at the Royal Lancaster Hotel, Hyde Park, London on 20 October. Last year's event, hosted by Stephen Fry, went down a storm, with awards going to *GoldenEye* and *Gran Turismo*, amongst others. But who will win this year? *Metal Gear Solid*? *Zelda*?

The short-list will be issued soon. What's

more, Arcade is sponsoring the entire event, and you may remember that we gave you the chance to win a place on the judging panel (and – more importantly – the Arcade table at the event itself) back in issue 9 by outlining in 50 words the qualities the winning game should possess. "It should be a title," postulated John Abbot of North Yorkshire,

"which innovates at every turn, immersing the player in the experience whilst redefining our expectations of what can be achieved in the interactive medium, combining originality with fluid control." Which was good enough to win him the competition.

So, expect a full report and a run down on how John fared in a couple of issue's time.



■ Even the kingsize vase is excited about BAFTA.

Orient excess

It could only happen in Japan



Slow Dancing

■ Lazy Konami hasn't got around to releasing *Beatmania* in the UK yet, but in Japan the rhythm action crusade gathers pace. A new *Dance Dance Revolution* coin-op, due to be installed in cheap diners and businessmen's parlours all over the land, combines dancing with karaoke, including a database of 20,000 songs. There's even a meter which informs you of how many calories you burn while shaking your funky stuff.

Konami's new



■ Goo! Goo! Soundy gets jiggy with it.

PlayStation game is called *Goo! Goo! Soundy* (really) and is a twist on the *Bust A Groove* concept. You can get the characters, including Born the skeleton and Jelly the

snowman, to dance along to your own CDs. Madness.

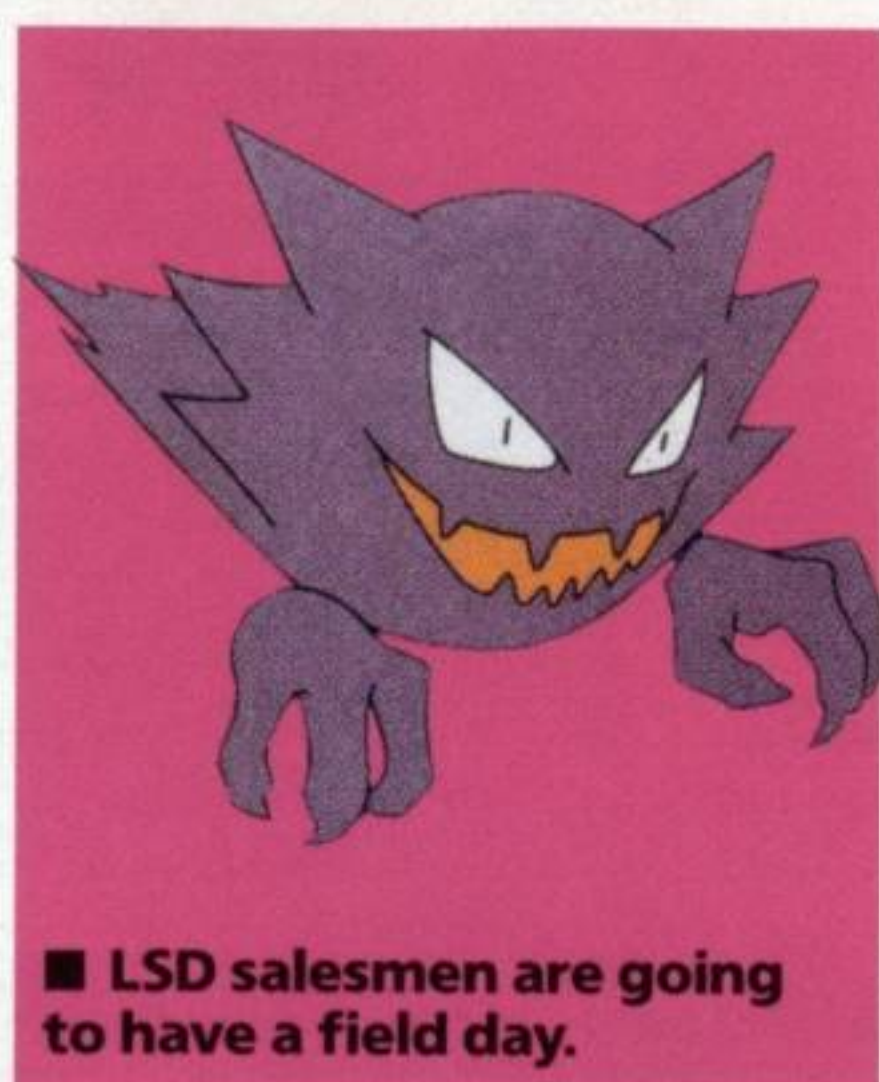
Sadly, Konami has revealed *Goo! Goo! Soundy* will never be released in Britain. At least not under that name.

Your mission should you choose to accept it...





Sam Richards' World of Games



■ LSD salesmen are going to have a field day.

GOTTA CATCH 'EM ALL

Bluffer's Guide to Pokémon

■ *Pokémon* is short for pocket monsters and is pronounced Poh-kay-mahn

■ *Pokémon* began as an RPG for the Game Boy in 1995.

■ *Pokémon* is the collective name for the 151 little characters that you find in the wild then capture, collect, swap and train to fight against your rival Master Trainers.

■ Each of the 151 *Pokémon* has different powers and abilities. The most popular *Pokémon* is the cute yellow Pikachu (Peek-uh-chew).

■ Some 685 young Japanese fans had to go to hospital for epileptic seizures after watching one particular *Pokémon* cartoon episode that had violently flashing backgrounds.

■ \$4 billion-worth of *Pokémon* merchandise has been sold in Japan in the past 18 months. *Pokémon* centres in Tokyo and Osaka sell nothing but game merchandise, which outsells *Star Wars* stuff five-to-one in America.

■ *Pokémon Masters Guide* is out on 30 September.

Is that a Monster in your pocket...

Wad thinning craze set to arrive in UK on 8 October.

A tidal wave of small cute Japanese creatures is heading for these shores. If you thought Beanie Babies and Furbies were all-conquering, then this is going to make you physically sick. *Pokémon* – or Pocket Monsters – is the phenomenon that has enslaved Japanese and American kids.

And guess what – it's headed this way for Christmas. *Pokémon* is

a combination of all the best bits from every playground videogame craze ever – there's an RPG, training for fights, a Tamagotchi element and you can collect and trade the little critters. Nintendo's exclusive Space World show dedicated half of its floorspace to the Game Boy releases, and Japanese youngsters queued for hours just to get an exclusive download of the rare 151st *Pokémon*.

As well as the videogames, you are going to be able to buy cuddly toys, key-rings, yo-yos, cameras and comics, and as if that wasn't enough, there will be TV shows and a film from Warner

Brothers. If you're a parent of small children, better get ready to remortgage and sign up for overtime, because with *Pokémon* you've "gotta catch 'em all".

The action starts in this country on 8 October with the Game Boy release of *Pokémon Red* and *Pokémon Blue*. The excellent *Pokémon Pinball* (reviewed in *Arcade 10*) will be on sale in the UK early in 2000. Levels of interest have been so high already that the import versions have been selling quicker than combat trousers in Camden Market. The *Pokémon* invasion has begun. Be afraid. Be very afraid.



Hip-hop don't stop

Self-styled hip developers Rockstar Games (also in charge of *GTA2*) have announced the soundtrack to their forthcoming game *Thrasher: Skate And Destroy* and it's a killer. Somehow they've laid their hands on a haul of party-rockin' old skool hip-hop including Grandmaster Flash's "White Lines", Public Enemy's "Rebel Without A Pause" and "Just To Get A Rep" by Gang Starr. Other featured artists include Run DMC, Afrika Bambaataa and the Ultramagnetic MCs. For the levels of the game set in Europe, Rockstar have signed up big beat symphonies from DeeJay Punk Roc, Hardknox and The Freestylers. The line-up certainly rivals the *Wipeout* series in terms of quality tuneage and we'll see if the PlayStation skate game can live up to the standard set by its soundtrack on release in November.

See you later, emulator

Sony has failed in its latest attempt to get the sale of PlayStation emulator *Bleem!* outlawed. Even after Sony submitted complete *Bleem!* source code to the judges, their injunction was thrown out of court. The *Bleem!* emulator software enables you to play PlayStation games on a Mac or PC, and while not yet available in the UK, *Bleem!*'s latest success may well encourage the company to expand its operation outside the US.



MISSION: IMPOSSIBLE

EXPECT THE UNEXPECTED THIS OCTOBER



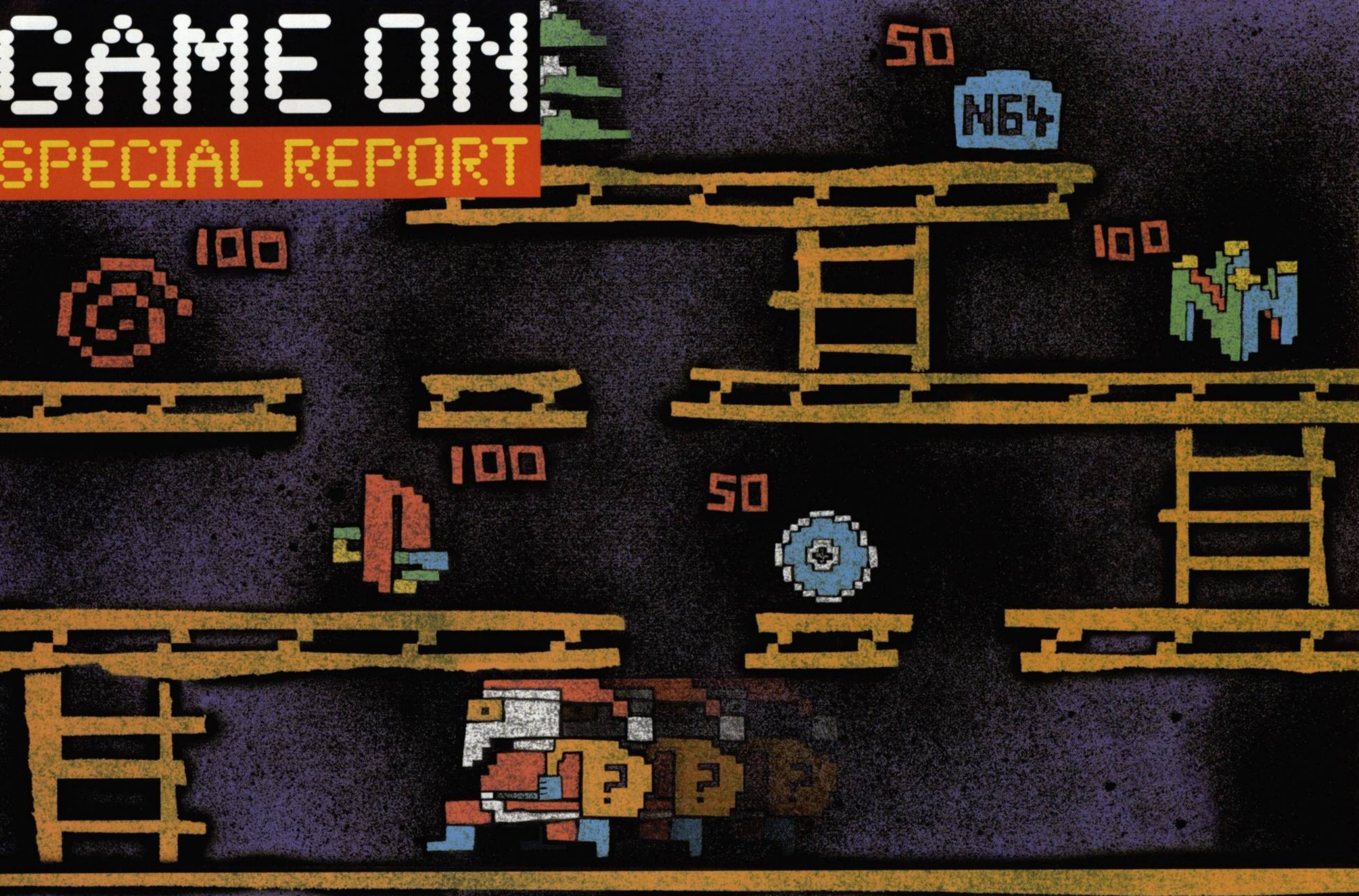


ILLUSTRATION: MATT KENYON

NEWS ANALYSIS

The Christmas Rush: tears on Boxing Day?

You wait for a killer title, and then five come out at once. When you're drunk. And skint.

Picture a quiet and narrow one-way street that is pretty much ignored by traffic most of the week. Now, visualise this narrow one-way street as being linked to a large and busy motorway. Imagine the scene if, on Saturday mornings, every car, taxi, lorry and bus in town attempted to access the motorway via this narrow one-way street, all at exactly the same time. There'd be chaos. Some vehicles wouldn't make it at all, and be unable to access the motorway until the traffic had thinned, by which time they'd be hopelessly late.

No, you haven't accidentally picked up a copy of *Motoring Issues Today*; this traffic story is

analogous to what happens to the games industry during the final months of the year. Unlike the summer drought, the last quarter of 1999 – as with every year – will be a veritable tsunami of releases. Traditional thinking puts this down to the fact that games sell better in the run-up to Christmas. Indeed, last year Toys R Us posted figures showing that its game sales during December were up 50% on the rest of the year. This could have something to do with the fact that up to half of all game releases occur around Christmas time.

Wouldn't games firms be better off spreading their releases throughout the year? Matt Broughton of GT Interactive isn't so sure: "While it's probably a

wise strategy for the publishers with the weaker titles, if you've got an *Unreal Tournament* or *Tiberian Sun* on your release schedule, you know that general Christmas excitement will add further to the buzz surrounding your own release."

But surely January is a good time for games sales, with all the gift vouchers and monetary gifts flying around at Christmas?

"The last thing anyone wants to do after Christmas is spend more money."

Simon Byron of games PR specialist Bastion, takes a slightly different view: "It creates havoc for the public and havoc for the press – but, that said, publishers must do all right out of it otherwise they wouldn't continue to do it year-in, year-out."

"There are three important

"It creates havoc for the public but publishers must do all right out of it."

"If your product can't put up a fight it'll get the crap kicked out of it."

peaks throughout the year – times when more people buy games than at any other – and those are Easter, the Summer Bank Holiday and the run-up to Christmas, which is by far the biggest of them all."

A quick glance at the release schedules shows that the most exciting games of '99 have yet to come out, including a trio of Nintendo 64 titles from can-do-no-wrongs Rare: *Donkey Kong 64*, *Perfect Dark*, and *Jet Force Gemini*. Rare had Christmas sales sewn up a couple of years back with *GoldenEye*, and Nintendo broke records last year with *Zelda: Ocarina Of Time* (though stock shortages led to a disappointing Christmas morning for many). It's unlikely that either game would've had the same impact had they been released in, say, July. Likewise, Eidos Interactive can expect another big slice of the PC and PlayStation markets this year thanks yet another festive appearance from Lara Croft in *Tomb Raider 4*.

Games often take up to two years to develop nowadays, but – just as an example – with four *Tomb Raiders* hitting four consecutive Decembers, could it be that some games end up being rushed in order to make it into Santa's sack?

"A few years ago certainly, but not so much now – there's simply too much to lose," claims Matt Broughton.

"Quality has become king, and if your product isn't able to put up a good fight in the overcrowded arena, it'll simply get the crap kicked out of it."

Paul Hyslop, sales manager for

Eidos, agrees: "If a PlayStation game doesn't pass Sony's quality control it won't be allowed to be manufactured. Also, consumers aren't stupid and would recognise any compromise."

Indeed, when *Command & Conquer: Tiberian Sun* failed to make it out for a Christmas last year, Westwood Studios chose to move the release of the game back to late August rather than let it flounder over the sales-starved January/February period.

This year's Christmas blow-out boasts a player who has been all-but absent for the past few years: Sega. No doubt the firm is hoping that the Dreamcast will benefit from some Christmas cheer, and you can be sure Sega did everything in its power to ensure the new console arrived for the final quarter of the year. The boost from Christmas sales is the first step on the ladder that any new system requires.

Or, for that matter, any old system: Christmas is traditionally the time that hardware firms roll out price cuts or new bundles for existing machines. Indeed, the PlayStation and Nintendo 64 have been slashed in price for the latter half of the 1999.

In short, games publishers and consumers both spend far too much money at Christmas, and this isn't something that's likely to change soon. There's good reason why they call it The Silly Season. Or, in the words of GT's Matt Broughton: "An undeniably daft willy-waving competition." Think on that while you're sat in front of the TV concentrating on James Bond and sucking at your eggnog.

FORMER WINNERS

You bet

Who's going to top the charts come Christmas Day?

Arcade called William Hill and Ladbrokes for odds on the Christmas Number One videogame, but due to the unpredictable nature of games releases, it turns out it was too early for the pros to make an educated guess. However, such things do not discourage Honest Joe Arcade – Bookmaker To The Stars...

■ Chance of the Dreamcast outselling the PlayStation this Christmas.....Evens

■ Chance of the Dreamcast outselling the Nintendo 64 this Christmas.....2/1 on

■ Chance of the Nintendo 64 outselling the PlayStation this Christmas15/1

Christmas number one:

■ Any FIFA game.....5/4 on

■ Perfect Dark3/1

■ Tomb Raider 43/1

■ Quake III4/1

■ Sonic Adventure7/1

■ Crash Team Racing10/1

■ 360°1.4 million/1

Previous Christmas biggies

Every year there's one game which finds itself at the top of every gamer's list to Santa, wipes the floor with the opposition and makes itself at home in the record books. Here are the moneymakers...



1993 – Sonic 2

The second outing for Sega's hedgehog stirred the broth of sales mania, and established the Mega Drive as the must-have toy of the year.



1996 – Tomb Raider

Lara Croft showed the world the potential of next generation hardware when harnessed to a pair of massive tits.



1997 – GoldenEye

It failed to tie in with the movie by about a year, but it scarcely mattered: Rare rewrote the rulebook on first-person gaming, and more or less saved the N64's bacon.




1998 – Legend of Zelda: Ocarina of Time

Stock shortages led to disappointments, but undoubtedly aided Nintendo's cause, as the mainstream media picked up on the furore surrounding this RPG epic.

MUFFY DUPONT

Place: France
Sign: Scorpio
Colour: White
Favourite Food: Lobster
Hobby: Go Go Dancing
Pet Shame: ...
Natural blonde
Length: 50
Weight: 50






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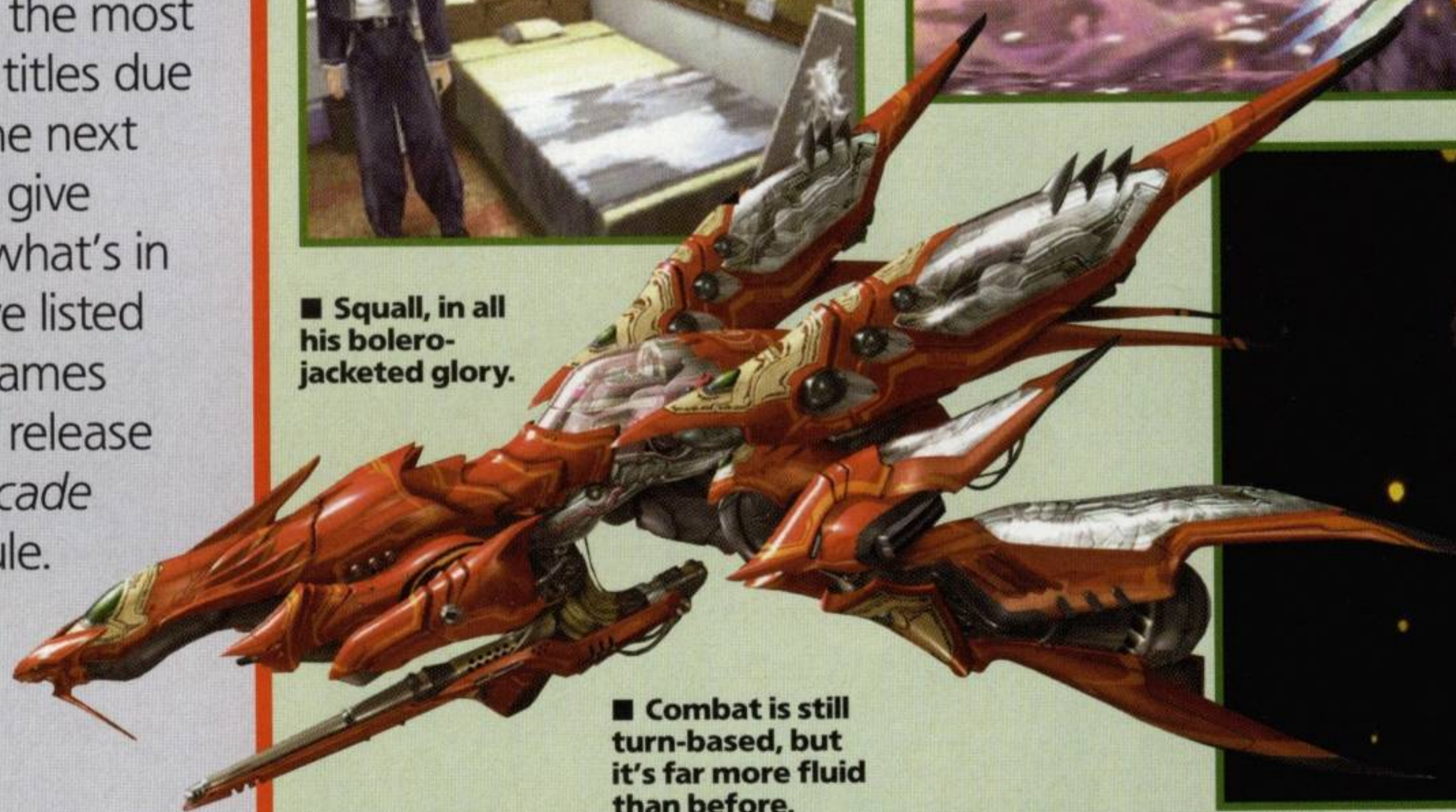
GAME ON

COMING SOON

There's a world of videogaming mere months away – on every platform, too. *Arcade* looks at five of the most promising new titles due for release in the next few months to give you a taste of what's in store, plus we've listed loads of new games and their latest release dates in the *Arcade* Release Schedule.



■ Squall, in all his bolero-jacketed glory.



■ Combat is still turn-based, but it's far more fluid than before.



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P26 Final Fantasy VIII PlayStation

A new direction for the popular and ever-multiplying series.

P27 Revenant PC

In a new twist on the fantasy genre, you start the game dead.

P28 Tomb Raider 4: The Last Revelation PlayStation

Lara's in Egypt with more moves, missions and general mayhem.

P29 Soul Calibur Dreamcast

Slick fighting action complete with swords, kicks and cleavage.

P30 Age of Empires II: The Age of Kings PC

Razor-sharp combat and improved strategic missions.

P32 Release Schedule



■ Ivy from *Soul Calibur*. Lordy!



JANUARY 2000

■ A classic love triangle turns ugly.



Format: **PlayStation** | Developer: **Squaresoft** | Publisher: **Eidos** | Players: **1** | On sale in UK: **January 2000**

FINAL FANTASY VIII

Yet another installment in the **Weirdest Game Series Ever.**

Change is in the air at Squaresoft. And while the chain of events that has caused the world's best-loved RPG series to "grow up" is unclear, you've got to be thankful. Because in the same way that you can look back on your absurd childhood crushes and question your sanity (Kim Wilde, anyone?), a quick glance at the previous seven *Final Fantasy* games is more revealing than you might think. They still look well designed and hugely involving, but the cartoon-style visuals look old hat.

And that's what strikes you about this eighth offering: because the most

immediately obvious casualty of *Final Fantasy's* new direction is the anime-inspired visuals. Gone are the saucer-shaped eyes of Cloud and co, and the comically exaggerated spiky hair has been left on the barber shop floor. Instead, *Final Fantasy VIII* is a far more mature affair altogether. The series seems to be growing old gracefully.

The astounding FMV sequences and fluidly animated characters remain; likewise, the backgrounds are of a higher resolution than ever, and blend more fluidly into the gameplay itself. However, everything has received a *fin de siècle* makeover, resulting in more realistic characterisation and a darker atmosphere to the action. The result is a game that feels more adult in tone, both in terms of aesthetics and plot. Classic

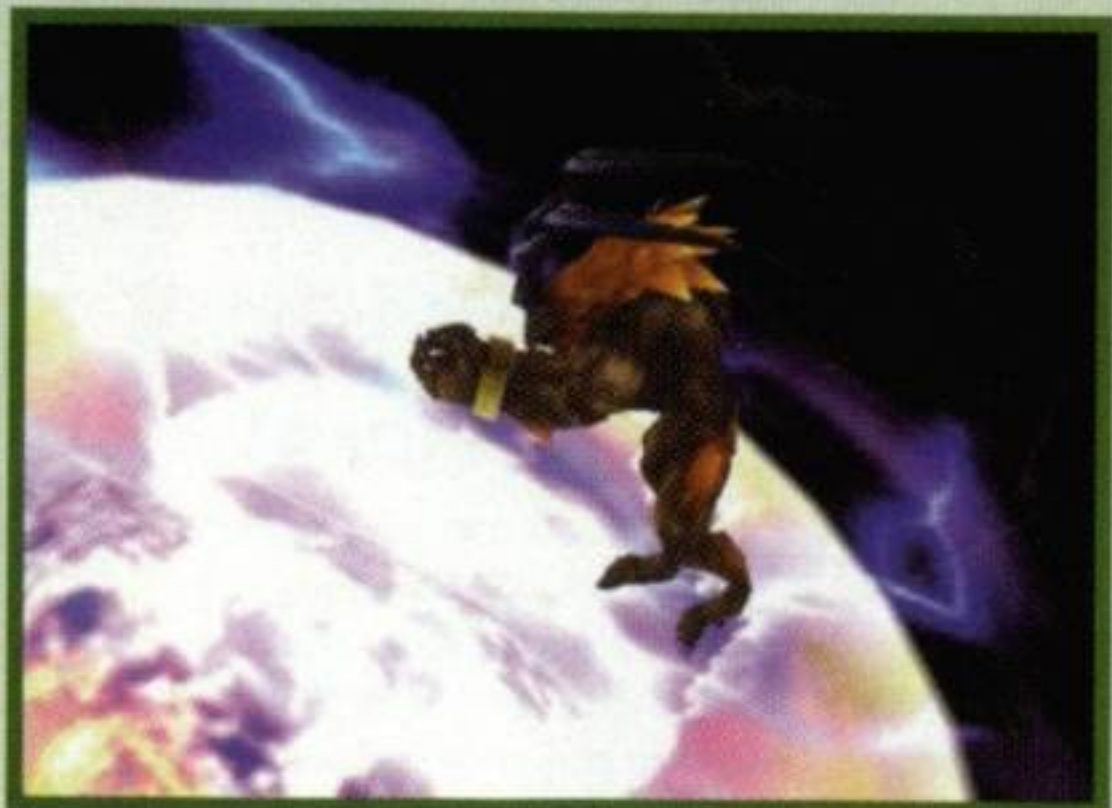
themes of revenge, betrayal and romance crop up time and again, adding fresh new twists to the storyline just as *FFVIII* threatens to become simply a better looking version of its parent games.

This time, the central protagonist – and the fellow you play – is one Squall Leonheart – a trainee member of Special Forces group SeeD. Along your dialogue-punctuated travels, you get to recruit another two members, who will help you overcome the multitudinous rucks that kick off (as before) seemingly at random.

Combat remains a largely turn-based affair, with your group queueing up to launch attacks on the confrontational creatures you meet. Rather than simply summoning visually resplendent monsters



■ As before, your party grows when you meet new people.



WHO MAKES IT?

It's hip to be Square

Although the sheer number of *Final Fantasy* games hints at immediate success, it was number seven last year that finally cracked the world market. Early episodes of the series performed well on the NES and SNES, allowing Square time to hone its unique brand of RPGs, while the PlayStation version of *Final Fantasy VII* became the fastest-selling videogame ever (more than 6 million copies were shifted). Square has also found time to produce such disparate classics as *Chrono Trigger* and *Bushido Blade*.

BEST BIT SO FAR

Use the force

With the battles in *Final Fantasy VIII*, Square has reached new levels of visual splendour. The Guardian Forces you can use in combat are superbly realised monsters – generally surrounded by the kind of retina-searing lighting effects that will have you reaching for a pair of shades. Creatively and aesthetically dazzling.



via spells, though, *FFVIII* employs a far more involving system of Guardian Forces. This time, the fearsome deities can be "drawn" (stolen) from your enemies during battle, and the longer you hold on to them, the more experience points (and subsequently more powers), they gain.

Fittingly, the whole game is far larger in scope than any of its predecessors, with more puzzles and characters for you to meet; but it's the dramatic change in style and genius-like throwaway touches that are the real surprises.

For instance, almost everyone you meet is well versed in a terrifyingly addictive card game. Engage them in conversation and, before you know it, ten hands of a Top Trumps-style diversion have passed. Why? Well, that's the beauty of *FFVIII* – at first glance the card game seems to have no discernible point, only for its real meaning to be explained as you penetrate further into the game.

Even more intriguingly, it's only when you reach the latter stages of the adventure

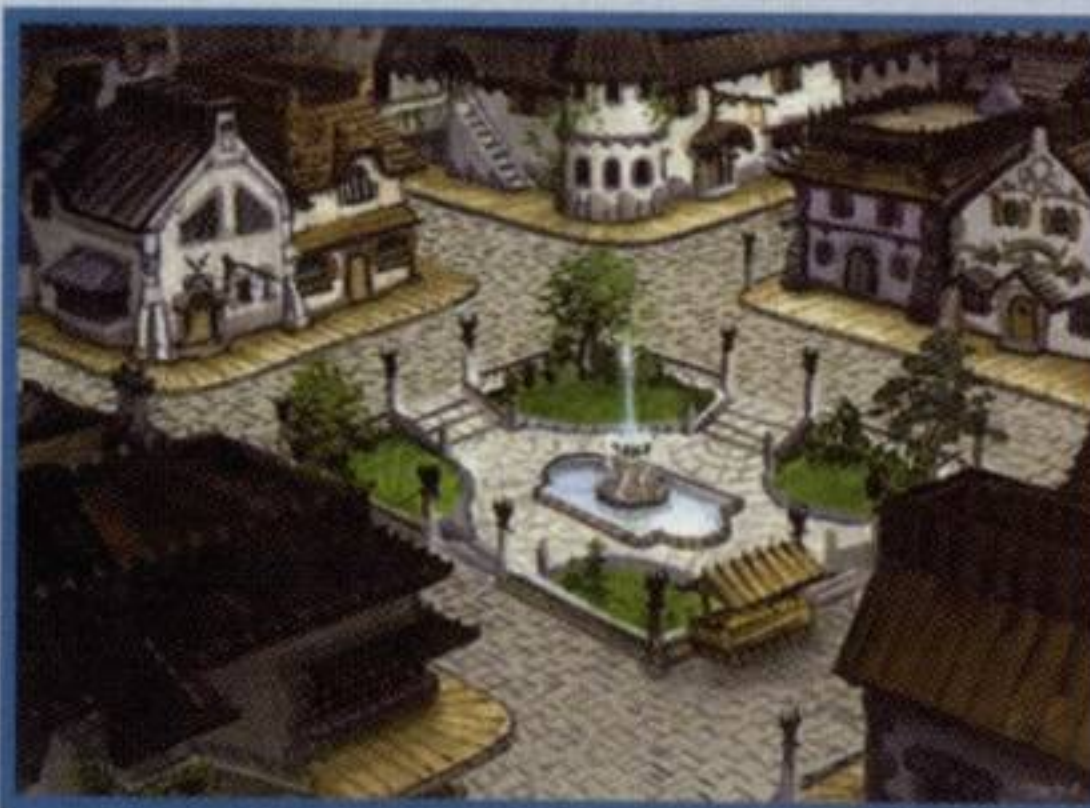
that you discover the significance of Squall's bizarre dreams and why you end up controlling Laguna Loire (an enemy soldier) for a significant portion of the game.

Just when we thought that Squaresoft couldn't get any more accomplished, *Final Fantasy VIII* looks like rewriting the role-playing rulebook once again. Those of you who've come to the *Final Fantasy* series late and are expecting to see cutesy visuals may be disappointed, but if you remember the earlier incarnations and have grown old(ish) with them, you'll find the new direction will be a refreshing (and logical) progression. **A**



■ In true RPG fashion, you'll descend into crypts, vaults and dungeons.

■ Dynamic lighting effects are ideal for your flashy undead magic.



NOVEMBER 1999

BEST BIT SO FAR

MmmMMM KAPOW!

That's the sound of Mr D'Averam letting off one of his flaming magic spells, and it's an awesome experience. Magic on Ahkuilon is based on a simple system whereby commonly occurring mystical forces such as fire, lightning, earth, frost and wind, may be collected and stored. Blended in set ways, they can be released in enclosed spaces to much applause and the inevitable splatting of your opponent.



Format: **PC** | Developer: **Cinematix** | Publisher: **Eidos** | Players: **1-4**
| On sale in UK: **November 1999**

REVENANT

Ever woken up feeling like death?

Revenants are resurrected corpses that have been stripped of memory, which explains why you, as the undead Locke D'Averam, don't know where you left your clothes. Compelled to do your new master's bidding – he wants you to rescue his kidnapped daughter – you have no emotions to get in the way as you mercilessly hack your opponents to death.

Venturing into the 3D world of the island Ahkuilon is much like visiting any of the current crop of isometric RPGs (*Nox*, *Diablo 2* and *Ultima Online: The Second Age*). A no-nonsense point-and-click

interface will enable you to move around; the visual engine requires a 3D card, but the attention to detail will be worth it. The near-finished version of the game suggests that generic cave and tavern exteriors will be plentiful, but the dynamic lighting effects and well-scripted non-player characters should more than compensate.

When not talking to the natives, you'll be smacking the fools upside the head. Guns and bows will become available as you progress, and Locke will also possess some magical abilities, but fist fighting and swashbuckling will be your murderous mainstay. Expect some tear-jerking plot development as the occasional victim remembers you as a living being... **A**

GAME ON

COMING SOON



■ (Left) Being that some enemies are already dead they, er, can't be killed, only stunned.

■ There are no levels as such in *TR4*, merely one big adventure with no loading.



■ Not too intimidating a foe, he just looks plain clumsy.



NOVEMBER 1999

Format: PlayStation/PC | Developer: Core Design | Publisher: Eidos | Players: 1 | On sale in UK: November

TOMB RAIDER: THE LAST REVELATION

One location, more puzzles, no loading and her mups have shrunk!

So, back to basics for Core Design and the *Tomb Raider* franchise then. After last year's stupidly hyped-up and subsequently disappointing *Tomb Raider III*, the team has stripped away the sprawling levels, lessed-it with the difficulty curve and set the whole adventure solely in Egypt to enable Lara to do what she does best, which is, erm, raid tombs.

This time around the delightfully posh and curvaceous adventuress stumbles upon cosmic turmoil in an Egyptian relic, turning an innocent dig into... you know the drill.

So, what has changed? First up the level design. No more will Lara have to walk

miles, only to be forced into backtracking because she forgot to pick up some wine gums. Locations are smaller, making them more atmospheric, and the emphasis is back on puzzle solving as in the original. In fact, 90% of the game engine has been rewritten from scratch.

As with all sequels, considerable time and effort has been invested in the graphical sheen of *The Last Revelation*. The PC version boasts bump-mapping technology (far greater detail and depth to textures), while, again, the PlayStation will make full use of its hi-res mode (hopefully to more obvious effect than last year's effort). Also Lara herself is now constructed from more polygons and has been given a new "skin" to reduce those trademark

jagged edges that have dogged previous *Tomb Raiders*. And her breasts have been reduced in size. No official reason has been given, but at least now she's in less danger of tumbling down the stairs when she takes off her back-pack.

The version that *Arcade* played was still missing enemies, but assurances have been given that those present in the finished game will be far more "intelligent" than previous foe, and endowed with the ability to actively pursue Lara and mimic her movements like an annoying and relentless kid brother.

Exactly what "The Last Revelation" of the title actually is remains a mystery at present, but it probably alludes to the end of Lara's 32-bit outings in preparation for

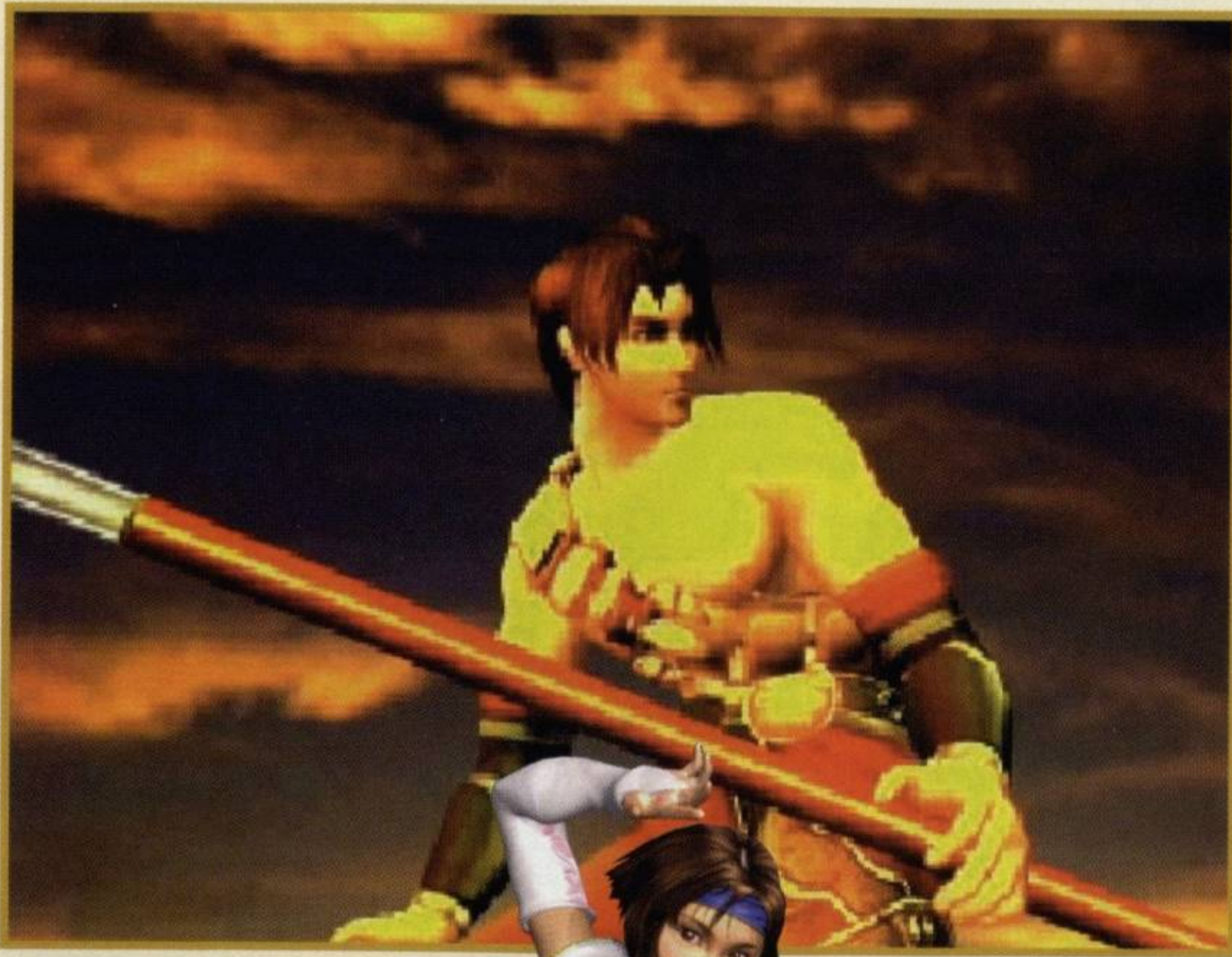
BEST BIT SO FAR

The Walls Are Alive!

Just look at the detail around those walls, pillars and the water. That's all thanks to textured bump-mapping that is, making surfaces more lifelike than ever before and adding depth to the environment. Compare the shot below to one from the original and, besides the cute buns centre screen, they're poles apart (the games that is, not the buns). Lara's latest chapter is pure eye candy. To find out whether or not it satisfies on the brain candy front, check out *Arcade's* exclusive review two issues from now.



next year's PlayStation 2 version (rumoured to already be in development). This and some kind of Darth-Vader-is-your-dad-type plot twist upon game completion is designed to have us salivating (like Pavlovian dogs receiving delivery of a four-pack of pavlovas) for next year's instalment. *Arcade* will soon reveal all concerning the latest adventure of the most recognisable game character in the Western world. **A**



■ (Above) Posing fun aplenty is up for grabs.

■ Stay aware. Stay alive.



■ Mitsurugi moves like the master he is, all thanks to killer animation.



■ (Below) Maxi brushes up his Elvis action in the Vegas spotlight.



NOVEMBER 1999

Format: **Dreamcast** | Developer: **Namco** | Publisher: **TBA** | Players: **1-2** | On sale in UK: **November**

SOUL CALIBUR

Full force weapons-wielding enormity headed your way.

When *Soul Calibur* drops on the Dreamcast get ready. Steel yourself. Because it will knock the wind out of you from the moment you get beyond the start-up screen. Let the opening sequence run. As you're sent skimming between sea and sky your pulse will pick up pace, and from the moment Mitsurugi's silky swordplay hits the screen your hairs will raise faster than a high-rolling poker crazy on a winning streak.

And the game won't have started yet. Fighting faces Sophita, Taki, Mitsurugi and

Voldo from *Soul Blade* – the PlayStation-based prequel to *Soul Calibur* – are back, joined by six new would-be holders of the Edge, the soul-stealing sword. More adversaries await, but you'll have to win through some tough battles first.

Competition is going to be fierce, not to mention fast. The first thing that will hit you about *Soul Calibur* is the astonishing animation. As the camera prowls around the ring, which will be set in anything from a flooded fort to a rapids-riding raft, the combatants stretch, twitch and pad around just like any real-life gladiator would. And when the action starts, you'll near-as-dammit feel the rush of air as you're assailed by a speedy sucker with a stick, or a sword, or a set of nunchaku, or...

At that moment, there are a number of things you can do. And the most wonderful of them all is that you can run away. Leg it. Scarper. Do one, as it were. That's because the characters are free to move in three dimensions. A counter-punch is only a sidestep and a sly slash away. The basic buttons will enable you to take a slow sweeping swipe, a swift stab or a kick at your quarry, and you'll be able to parry, should the need arise.

But such is the superlative nature of *Soul Calibur* that the effectiveness of your attack or defence depends on a number of factors. If you play as, say, 21-year-old Greek goddess Sophita, your shield won't offer much protection from a full-blooded blow from the Edge-wielding Nightmare, but

BEST BIT SO FAR

Isabella 'Ivy' Valentine

Ivy is the character who caught *Arcade's* eye from the off. The 28-year-old platinum blonde beauty hails from Old London Town, and weighs in at a trim 128 pounds. But what she lacks in size, she more than makes up for in streetwise scrappery. And the best bit? Well, master her weapon – the Ivy Blade – and sit back as it transforms from sword to razor-wired whip with which to flail your tormentor. Sweet.



you'll be able to deliver three hits for every one of his haymakers. Add to this the ability to slash at your fallen foe, and what you've got is a recipe for multi-player trash talk *par excellence*. And that's not to mention the wholly feasible power moves on offer.

This is going to be the business. Just you wait...



GAME ON

COMING SOON



■ Can't resist... must control. No... [Pause] Nice Helmet.



■ The castle is the finest new building, and ideal for showing off.



■ (Left) The old distribution of wealth problem reaches a brutal head. *En garde.*

■ Excess use of formations can provoke Morris Dancing jokes.



BEST BIT SO FAR

Ring my bell

A handy addition to your strategic dance is the town warning bell. When the enemy attacks, you can select the bell and all your villagers will stop harvesting corn, chopping wood or nattering in the medieval garden, and run for cover, pelting incoming troops with spears. Ring the bell again to give the all-clear and everyone wanders back to what they were doing. And the bell noise is really sweet, too. Ding-a-ling.



OCTOBER 1999

Format: PC | Developer: Ensemble Studios | Publisher: Microsoft | Players: 1 | On sale in UK: October

AGE OF EMPIRES II: THE AGE OF KINGS

The strategy game that gets medieval on your ass. It's as simple as that.

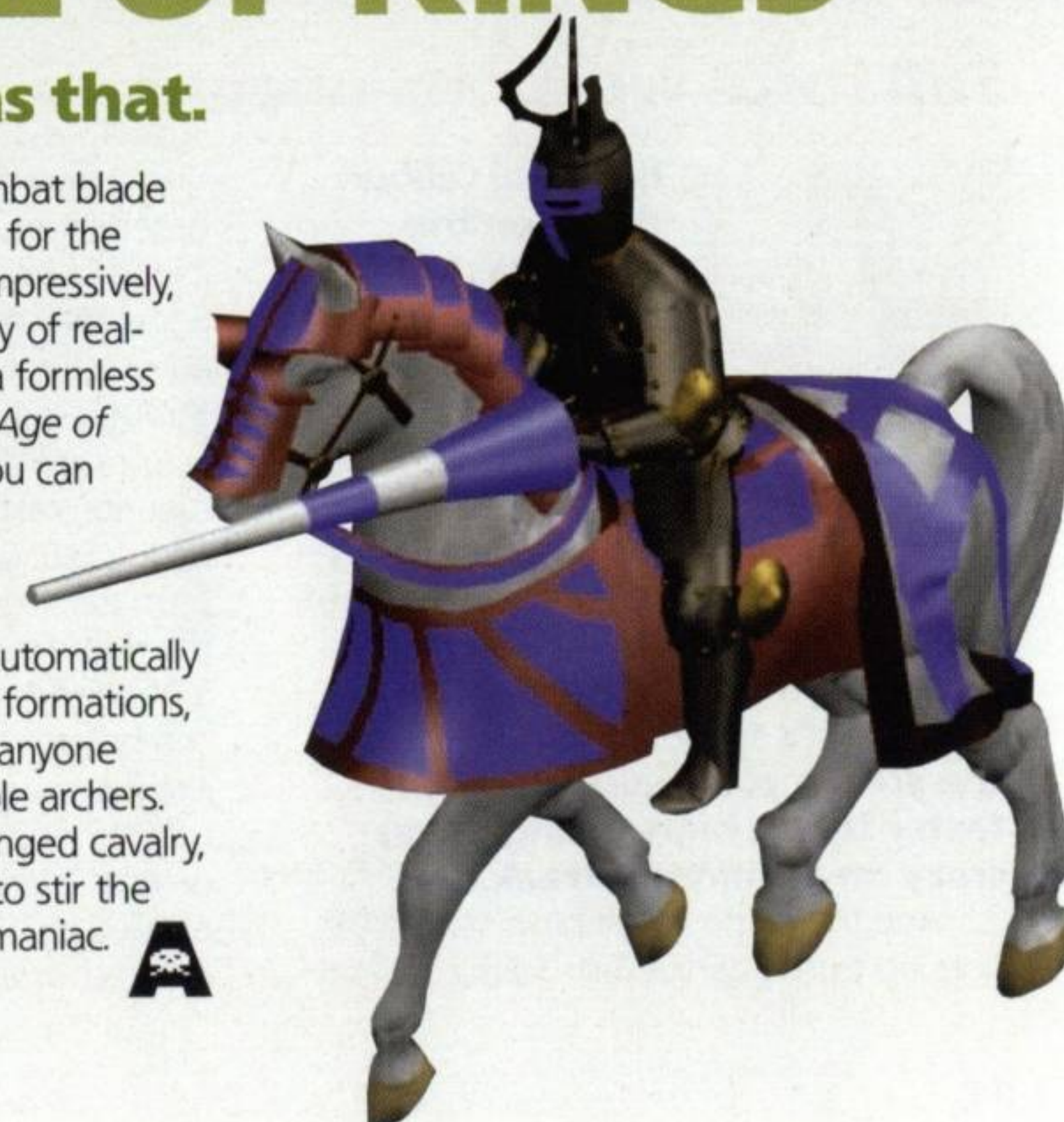
The first *Age of Empires* wasn't the most original of games. Playing like a cocktail mix of *Warcraft 2*, *Red Alert* and *Civilization 2* – shaken, not stirred – it didn't pick up any awards for innovation. In fact the most original thing about it was that it was published by everyone's favourite scapegoat, Microsoft, but that it was – whisper it – brilliant.

Because, like the finest Bordeaux, *Age of Empires*'s genius was gloriously subtle. You found yourself playing for hours before suddenly realising you were having the time of your life. And while it's unusual to find anyone who could swear that the first *Age*

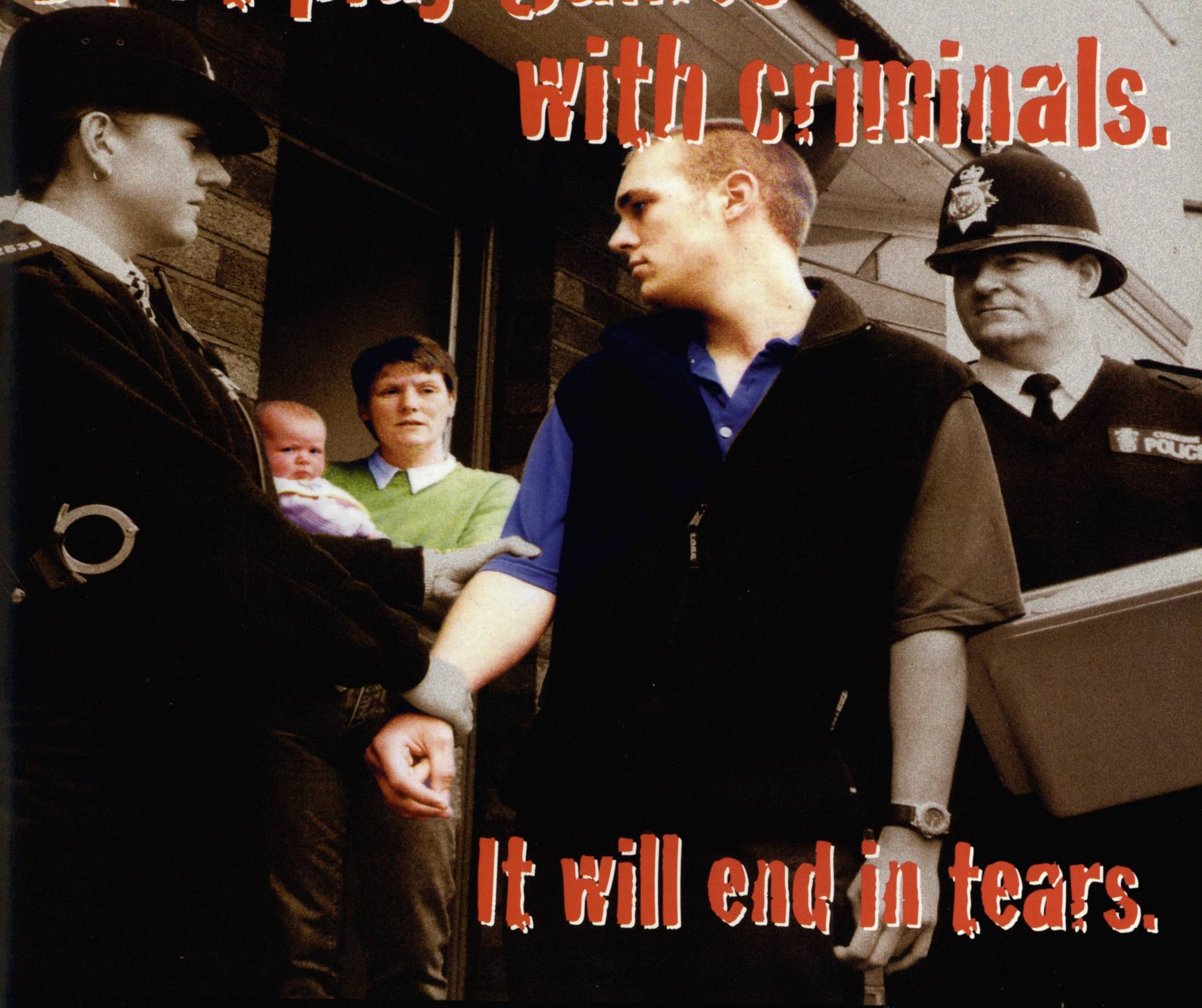
is their favourite strategy game ever, it should be considered a fair bet for second place. It was one of those rare games where everything seemed to work just as it should. (Well, nearly everything.) Which is why it's time to climb aboard the sequel express to olde town.

For many, *Age*'s Achilles heel was its tarnished campaign modes, where you played a number of scenarios to simulate important parts of a people's development. Since this tended to be over a period of several thousand years, it was understandably difficult to become really involved. In *Age of Kings*, however, each mission charts a much smaller chunk of time in the life of a famous medieval figure, such as Joan of Arc or Ghengis Khan.

The already razor-sharp combat blade appears to be suitably whetted for the reinstigation of hostilities too. Impressively, it solves the traditional tendency of real-time strategy games to throw a formless mob toward the opposition. In *Age of Kings* when you group units, you can actually order them into a formation, such as a wedge or a line, to make everything more orderly. Grouped troops automatically arrange themselves into logical formations, with the pike carriers stopping anyone getting near the more vulnerable archers. And a screen full of neatly arranged cavalry, cannons and knights is a sight to stir the heart of any bedroom megalomaniac. Strategy heaven awaits.



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RELEASE SCHEDULE

Videogame journalists, eh? Always on about a game you can't buy yet. Here's when you can.

OCTOBER

1st	Space Invaders	Activision	PSX
1st	Tony Hawke's Skateboarding	Activision	PSX
1st	Kingsley	Sony	PSX
1st	Mission Impossible	Infogrames	PSX
1st	NHL 2000	EA	PSX
1st	Rat Attack	Mindscape	PSX
1st	WCW Mayhem	Acclaim	PSX
1st	Diablo 2	Blizzard	PC
1st	Ultimate Soccer Manager 2000	EA Sports	PC
1st	FA League Premier Manager 2	EA	PC
1st	Flight Unlimited 3	Virgin	PC
1st	Rugrats Treasure Hunt	THQ	N64
1st	Street Fighter Alpha	Virgin	CGB
1st	TOCA Touring Cars	Codemasters	CGB
1st	Caesars Palace 2	Interplay	CGB
1st	Daffy Duck	Infogrames	CGB
1st	Duke Nukem	GT	CGB
1st	Missile Command	Take 2	CGB
1st	Tom & Jerry	Infogrames	CGB
1st	Pokémon Blue	Nintendo	GB
1st	Pokémon Red	Nintendo	GB

8th	Chocobo	Squaresoft	PSX
8th	Tarzan	Disney	PSX
8th	Tenchu	Platinum	PSX
8th	LMA Manager	Codemasters	PSX
8th	Mortal Kombat Gold	Midway	PSX
8th	Rainbow Six	Take 2	PSX
8th	UEFA Striker	Infogrames	PSX
8th	Panzer General 3D Assault	Mindscape	PC
8th	Mortal Kombat Gold	Midway	N64
8th	Rainbow Six	Take 2	N64
8th	Re-Volt	Acclaim	CGB
8th	Star Wars Episode 1: Racer	LucasArts	CGB
8th	Evel Knievel	Take 2	CGB
8th	Grand Theft Auto	Take 2	CGB
8th	Mortal Kombat Gold	Midway	CGB

14th	Mortal Kombat Gold	Midway	DC
14th	Sega Rally 2	Sega	DC
14th	Sonic Adventure	Sega	DC
14th	TrickStyle	Sega	DC
14th	UEFA Striker	Infogrames	DC
14th	Virtua Fighter 3tb	Sega	DC

15th	ISS Pro: Evolution	Konami	PSX
15th	Metal Gear Solid: Missions	Konami	PSX
15th	Destruction Derby 64	Nintendo	N64
15th	Tarzan	Nintendo	CGB
15th	Red Dog	Sega	DC

22nd	Earthworm Jim 3D	Interplay	PSX
22nd	No Fear Mountain Biking	Codemasters	PSX
22nd	Rayman 2	Ubisoft	PC
22nd	3D Ultra Pool	Sierra	PC
22nd	3D Ultra Racing	Sierra	PC
22nd	3D Ultra Trains	Sierra	PC
22nd	Earthworm Jim 3D	Interplay	N64
22nd	Snow Surfers	Sega	DC

28th	Music 2000	Codemasters	PSX
29th	Special Forces	Acclaim	PSX
29th	Grand Theft Auto 2	Take 2	PSX
29th	Ronin Blade	Activision	PSX
29th	Worms: Armageddon	Infogrames	PSX
29th	Xena: Warrior Princess	EA	PSX

29th	Grand Theft Auto 2	Take 2	PC
29th	Resident Evil 2	Capcom	N64
29th	Soul Calibur	Namco	DC
29th	Toy Commander	Sega	DC
29th	Worms: Armageddon	Infogrames	DC
30th	Constructor	Acclaim	PSX

TBA	Lego Racer	Lego	PSX
TBA	Lego Rock Riders	Lego	PSX
TBA	Asterix	Infogrames	PC
TBA	Battlezone 2	Activision	PC
TBA	Giants	Interplay	PC
TBA	Max Payne	Take 2	PC
TBA	Quake 3: Arena	Activision	PC
TBA	The Sims	Maxis	PC
TBA	Tonic Trouble	Ubisoft	PC
TBA	Blade	Infogrames	PC
TBA	Dukes of Hazzard	South Peak	PC
TBA	Legoland	Lego	PC
TBA	Midnight GT	Rage	PC
TBA	Lego Racer	Lego	N64

NOVEMBER

5th	Final Fantasy VIII	Squaresoft	PSX
5th	Spyro 2	Sony	PSX
5th	Indiana Jones and The Infernal Machine	LucasArts	PSX
5th	Le Mans 24 Hours	Infogrames	PSX
5th	Beatmania	Konami	PSX
5th	Sega Bass Fishing	Sega	DC

12th	Apocalypse	Platinum	PSX
12th	Jimmy White's Cueball 2	Awesome	PSX
12th	Nightmare Creatures 2	Activision	PSX
12th	Worms: Pinball	Infogrames	PSX
12th	Alien Resurrection	Fox	PSX
12th	Gran Turismo 2	Sony	PSX
12th	International Track & Field 2	Konami	PSX
12th	Medal of Honor	Sony	PSX
12th	Premier Manager 2000	Infogrames	PSX
12th	Alien Resurrection	Fox	PC
12th	Nightmare Creatures 2	Activision	N64
12th	Ultimate Football	Sierra	N64
12th	Jimmy White's Cueball 2	Awesome	CGB
12th	Disney's Tetris Challenge	Disney	CGB
12th	International Track & Field	Konami	CGB
12th	Mission Impossible	Infogrames	CGB
12th	Jimmy White's Cueball 2	Awesome	DC
12th	WWF: Attitude	Acclaim	DC
12th	Metropolis Street Racer	Bizarre	DC
12th	Marvel Vs Capcom	Capcom	DC
12th	Pen Pen	Infogrames	DC
12th	Street Fighter Alpha 3	Capcom	DC

19th	South Park - Chef's Luv Shack	Acclaim	PSX
19th	Fear Factor	Eidos	PSX
19th	Ready 2 Rumble	Midway	PSX
19th	Half-Life: Opposing Force	Sierra	PC
19th	Half-Life: Team Fortress 2	Sierra	PC
19th	South Park - Chef's Luv Shack	Acclaim	N64
19th	Armourines	Acclaim	N64
19th	Nuclear Strike 64	EA	N64
19th	Space Invaders	Activision	N64
19th	Turok: Rage Wars	Acclaim	N64
19th	Mario Artist	Nintendo	N64
19th	Ready 2 Rumble	Midway	N64
19th	Super Smash Bros	Nintendo	N64
19th	WWF: Wrestlemania 2000	THQ	CGB

19th	Banjo-Kazooie	Rare	CGB
19th	Ready 2 Rumble	Midway	CGB
19th	Resident Evil	Virgin	CGB
19th	Ready 2 Rumble	Midway	DC
19th	Supreme Snowboarding	Infogrames	DC

26th	FIFA 2000	EA	PSX
26th	Knockout Kings 2000	EA	PSX
26th	Resident Evil 3: Nemesis	Capcom	PSX
26th	South Park Rally	Acclaim	PSX
26th	Tomorrow Never Dies	EA	PSX
26th	Vigilante 8: Second Offense	Activision	PSX
26th	Wu Tang Clan: Taste The Pain	Activision	PSX
26th	Formula One '99	Sony	PSX
26th	Spider Man	Activision	PSX
26th	Teletubbies	BBC Multimedia	PSX
26th	Knockout Kings 2000	EA	N64
26th	South Park Rally	Acclaim	N64
26th	Vigilante 8: Second Offense	Activision	N64
26th	Donkey Kong 64	Rare	N64
26th	Worms	Infogrames	N64
26th	Spider Man	Activision	N64
26th	Worms	Infogrames	CGB
26th	Vigilante 8: Second Offense	Activision	DC
26th	House of The Dead 2	Sega	DC
26th	South Park Rally	Acclaim	DC

TBA	Carmageddon 3: Death Race 2000	SCI	PC
TBA	Duke Nukem 4ever	GT	PC
TBA	Indiana Jones and The Infernal Machine	LucasArts	PC
TBA	Le Mans 24 Hours	Infogrames	PC
TBA	Obi-Wan Kenobi: Dark Forces 3	LucasArts	PC
TBA	Soldier Of Fortune	Raven	PC
TBA	Star Trek: Insurrection	Microprose	PC
TBA	Theme Park World	EA	PC
TBA	Dark Reign 2	Activision	PC
TBA	Interstate '82	Activision	PC
TBA	Messiah	Interplay	PC
TBA	Shanghai 2nd Dynasty	Activision	PC
TBA	Vampire: The Masquerade	Activision	PC

DECEMBER

3rd	Road Rash: Unchained	EA	PSX
3rd	Saboteur	Eidos	PSX
3rd	WWF: Wrestlemania 2000	THQ	N64

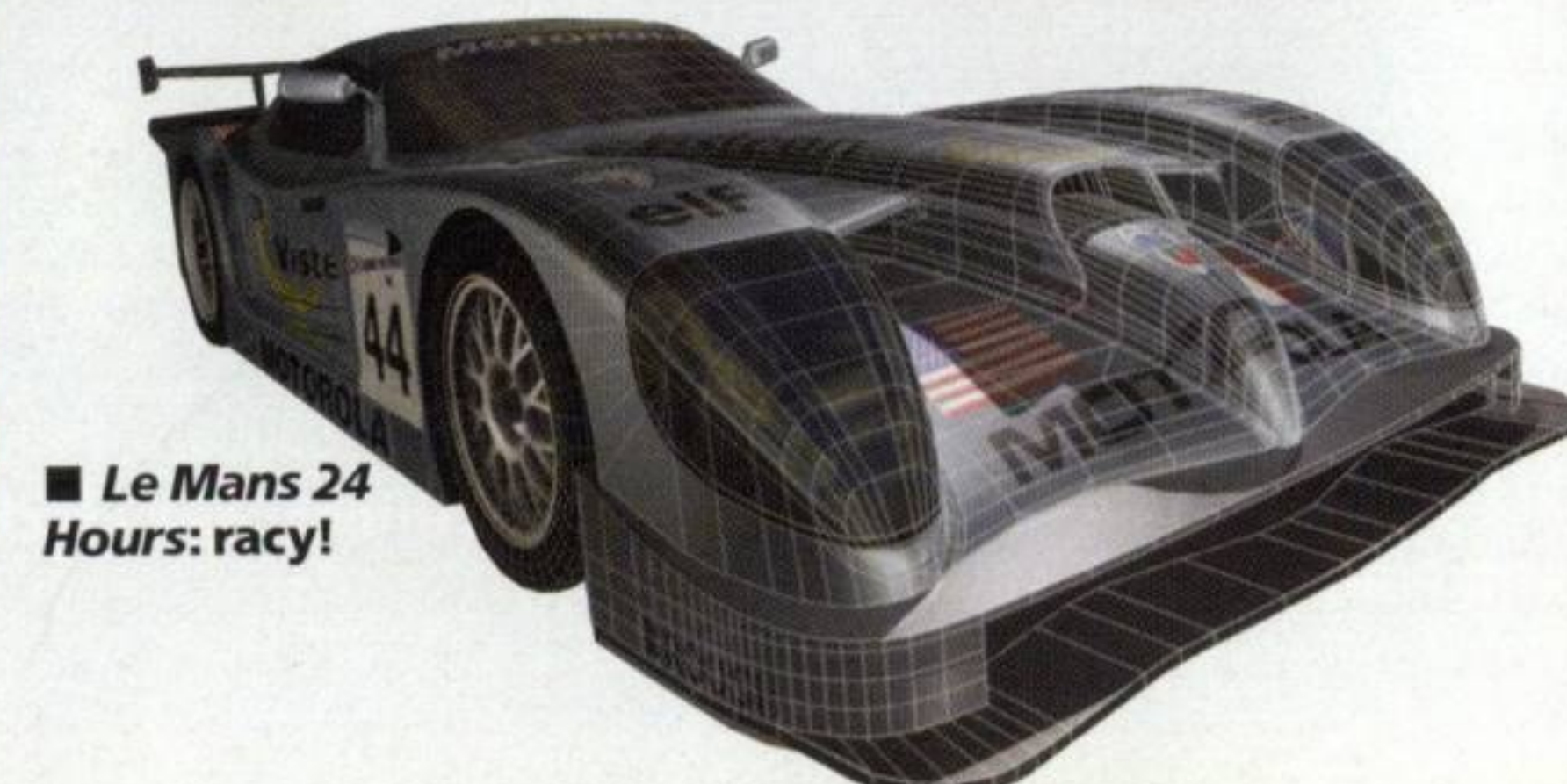
10th	Warpath: Jurassic Park	EA	PSX
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17th	Crash Team Racing	Sony	PSX
17th	Perfect Dark	Rare	N64

18th	Tonic Trouble	Ubisoft	PSX
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TBA	Drakan	Psygnosis	PSX
TBA	A-10 Warthog	EA	PC
TBA	Conquest: Frontier Wars	Microsoft	PC

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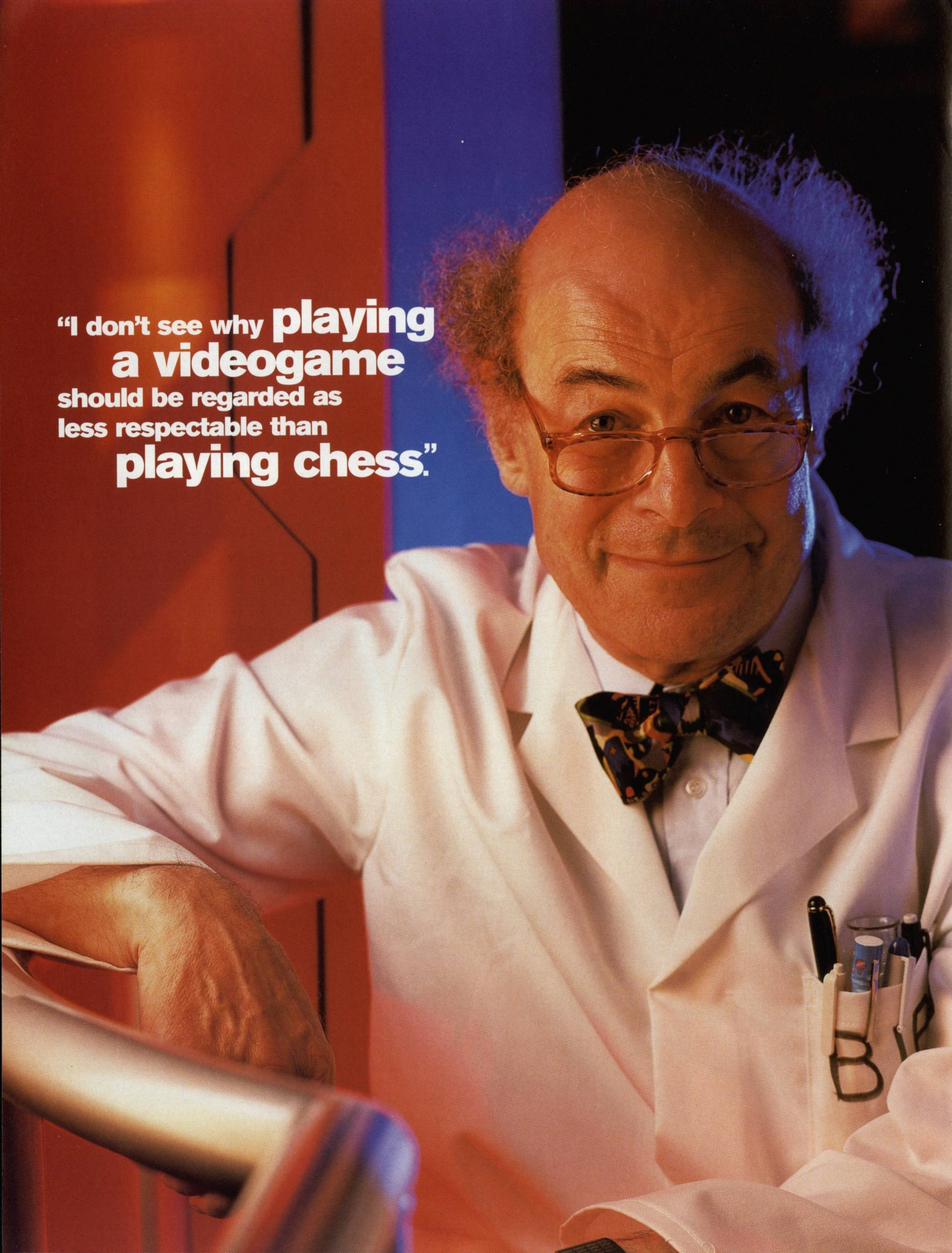
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E-mail: helenw@bafta.org

**“I don’t see why playing
a videogame
should be regarded as
less respectable than
playing chess.”**



Professor Heinz Wolff

Interview by | Rich Pelley

He knows his science, and you know him from programmes like *The Great Egg Race* and *Young Scientist of the Year*. *Arcade* grilled him on games, the Internet and Y2K.

Science has a sorry reputation as being a faceless subject, but occasionally someone comes along who manages to capture the public's imagination and impart some interesting information as a result.

Heinz Wolff is a prime example. He first came to public attention as the host of *The Great Egg Race* on BBC 2. The way he would gently explain to a team why their design of paper aeroplane would fly about as well as a log was priceless, and no-one has ever come near the way he manages to combine his mad professor looks with the ability to communicate complex ideas in a simple way.

With his soft German accent and affable demeanour, if you've got a question about science you were afraid to ask, you couldn't approach a more friendly man for the answer. So *Arcade* did just that.

Did you ever set out to become famous? You are a bit of a household name, after all.

I have been around for a long time. I did my first television appearances in the early '60s, so I've been on the screen for more than 30 years. Between the late '60s and the middle '80s I was on a few different series at a time, so there is a generation of people who grew up with me. I still get stopped in the street – probably about twice a day, on average. People want to know when is such-a-such a series coming back, or tell me that if it wasn't for me they wouldn't have become a chemist or a physicist or whatever, and that gives me a pretty warm glow inside.

Do you play videogames?

I don't, as it happens, but I like playing with the technology. I like technology of all kinds, so I like computers. I'm not what you would call a computer freak, but I find them fascinating. I don't frown down upon videogames or see them as an inferior intellectual activity – I just don't have the time to play them.

So do you think that people who play games are timewasters?

No, not at all. I can't see that playing videogames is any more time wasting than playing tennis or bowls. They are a leisure activity, and many of them, of course, are very intellectually taxing. I don't see why playing a videogame should be regarded as less respectable than playing chess.

Ah, so you have got a bit of a soft spot for them, then? In what ways do you think videogames are good for the brain?

Well, when you think of *Ludo* or any of the traditional dice games which children have played for centuries, you notice that they all hinge around a gambling or luck component. This must also be true – to an extent – of videogames, because they have a degree of unpredictability about them. Risk-taking is a fundamental aspect of the human psyche. Videogames encourage you to take risks. And even though you are only risking something like your score, they still go to satisfy the risk hunger which many people don't get to otherwise experience in our increasingly safety-dominated world.

Do you use the Internet? Is it more useful than going to a library?

If anyone is sentimental about books, it's me. Throwing a book away is almost like killing an animal. But the Internet has the advantage due to its speed of access. Sometimes when you go to the library to get a book, the book is out. But the Internet is never "out".

Well, apart from when you can't get through. Any other bad points?

The main criticism is that when you are trying to use it for research it can provide you with too much information. The temptation is to think "Okay, I know about that and I know about that", and to guess the knowledge in between. If you just supply people with complete information, the danger is this apparent ability to deduce the missing parts of the information. When I start a new research project, I don't read any literature until I've had a few ideas of my own. Because finding the information out is so easy, the thinking becomes hard work. And the thinking part ought to be the most enjoyable part of the project.

Who's afraid of the big bad Wolff?

■ The Wolff (as we like to call him) is probably best known for his appearances on BBC programmes *Young Scientist of the Year*, *The Great Egg Race* and *Great Experiments*. He emigrated from Germany in 1939, and studied physiology and physics at University College, London. Before finding TV fame, he worked in the Division of Human Physiology and of Bioengineering at the National Institute for Medical Research, founded the Brunel Institute for Bioengineering at Brunel University in 1983, and is a fellow of University College, London. Busy, eh?

So, er, what are you doing on New Year's Eve?

Well, I've got a terribly boring answer. The thing is, I'm very spontaneous.


Isn't that a bit odd for a scientist?

Well, people who invent are often very spontaneous people. So I therefore tend to revolt against organised festivities where I have to be merry. So my wife and I will do what we do on every New Year – go to bed at ten o'clock in the evening. Besides, the significance of the millennium is really nothing more than the mileometer in your car going from 99999 to 00000. It's just a number, it's of no particular astronomical, scientific or historic significance.

So you haven't got any big worries about the end of the world or anything?

I think that's pretty unlikely on the whole. But I do think we'll see some big changes. Most people think that the 21st century is going to show the same advance in technology that we've seen in the 20th century. But I don't think that this is going to be true. People think that invention and technology and engineering is rushing past us much faster than it happened before. But had you lived in 1850s, you would have seen the invention of the railways and electricity and the telephone all within a decade or so, and so you would have seen just as tremendous a development of technology as the past decade.

Blimey. So what's going to happen in the future?

I think by 2020 or so the mismatch between what society can absorb and what technology can do will become so great that there will be a pause and we'll spend a generation or two actually reorganising society. I think that society does need a bit of a breathing space to allow it to take all the technology on board and organise itself to gain real benefit rather than being driven and pushed by the technology. So, if anything, I believe that we're going to see a technological slow-down. 

Lights.



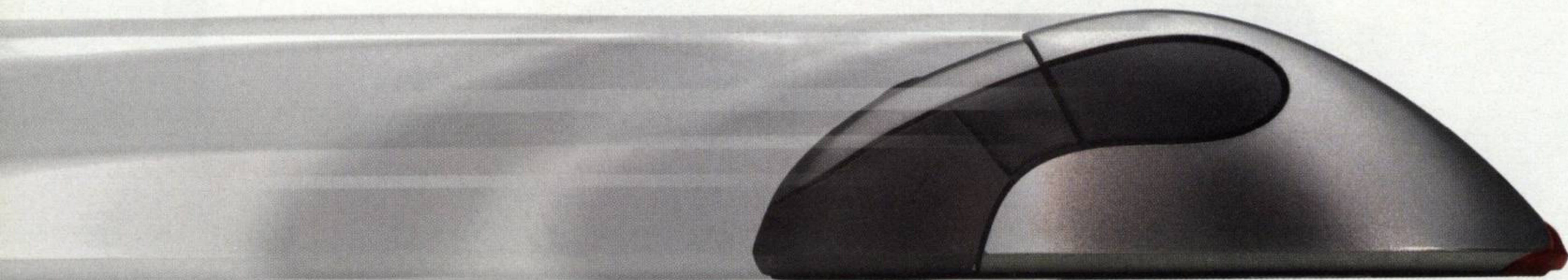
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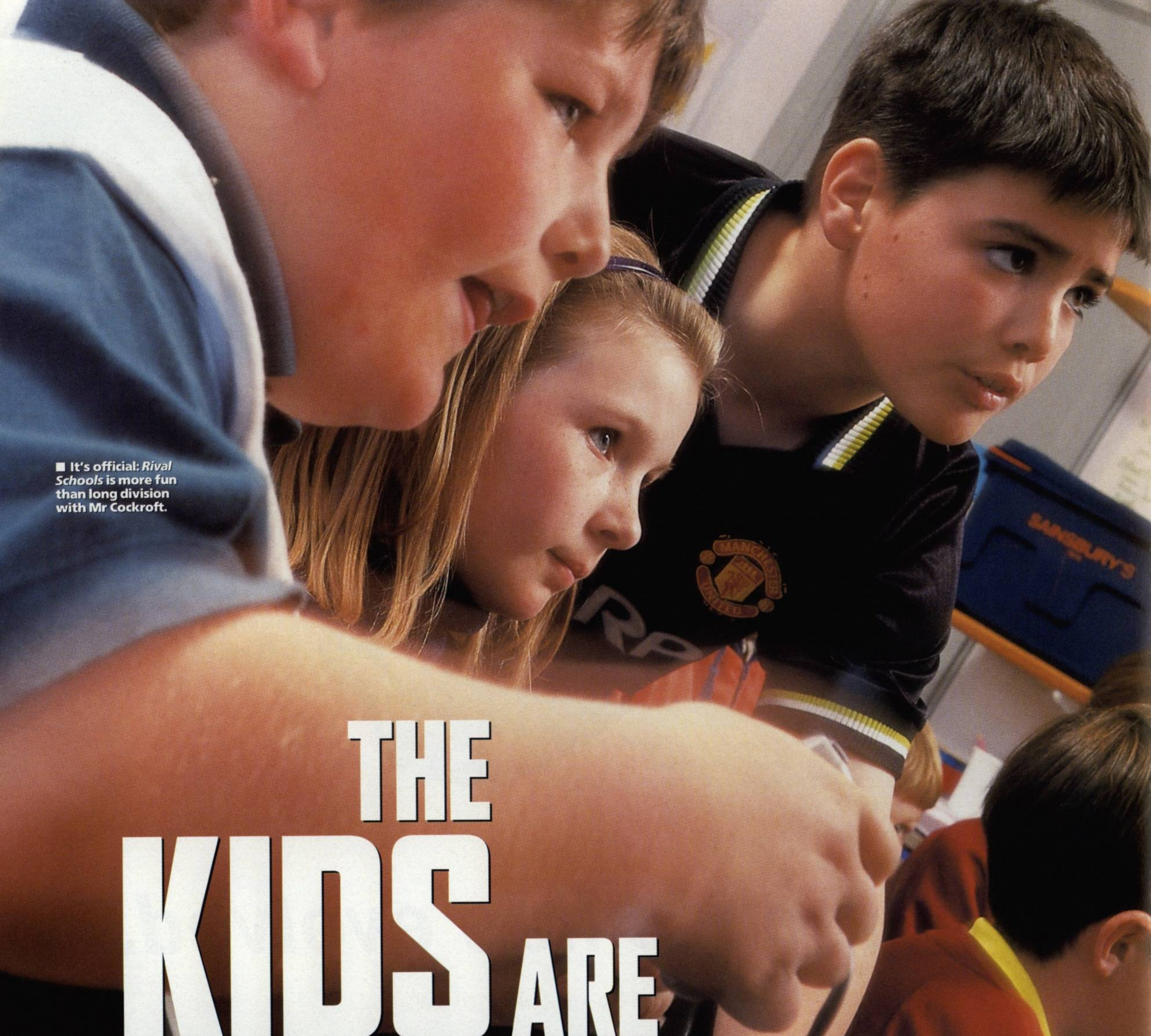
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■ It's official: *Rival Schools* is more fun than long division with Mr Cockroft.

THE KIDS ARE ALL RIGHT!

Words by | **Sam Richards**



They are young. They run free. They're the future of the country, for God's sake. So why are the poor blighters forever patronised and ignored? Sam Richards visits Moorlands Junior School to suss out the true sound of the playground.

■ PHOTOGRAPHY: LOUISE BROOME

Let's make a broad assumption about you, the typical *Arcade* reader: you are too young to have your own kids, but too old to really remember what it was like in those heady days when work meant a few sums and your only worry was being picked last for playground footy. So, what is going on with today's generation of kids, and what are their gaming habits?

Every time a piece of crap like *A Bug's Life* makes it to the top of the games charts, the kids are blamed. Software companies create cheap and limited platformers such as *T'ai Fu* or *Bugs Bunny: Lost In Time* and then claim they're aiming for the "younger demographic". The impression you get is of unthinking, whining brats, entirely seduced by corporate branding and constantly nagging their parents for new games.

But is that true? *Arcade* decided to brave a trip to a junior school armed with a range of office console favourites. Far from a pack of stereotyped whingers, the group of polite, confident and game-literate eight-to-nine-year-olds that road-tested the titles turned the conversation from videogame ratings to piracy. Crack open a can of fizzy pop and listen to what they had to say (for once)...

"Can we play *GoldenEye*?" shouts

James, at the head of the eager queue into our makeshift games room, usually home to arts and crafts. Well, no, we can't play *GoldenEye* because it's rated as a teen-only game and *Arcade* would get into trouble for letting eight-year-olds loose with RCP-90s. Not that there's anyone here who isn't clearly aware of what shooters like *GoldenEye* and its ilk entail, and can easily separate the videogame experience from the rights and wrongs of reality.

Make no mistake, these kids – boys and girls alike – know exactly what they're talking about when it comes to games. Their conversation is littered with mentions of arcade modes and chipped PlayStations, and they make ready comparisons with *Tekken* and *Cool Boarders*.

First up for them to try their hands at is *Rival Schools* (Capcom, PlayStation), which promises some warped and frantic beat-'em-up action. The vague notion that *Arcade* may incite mutiny by encouraging the kids to fight teacher-versus-pupil battles is soon dispelled. None of the teachers in the game really look like teachers after all, particularly when launching burning vigor attacks.

James is the afternoon's first casualty of "the giggles". "Ooh, look, you can almost see her thingies!" he points out in *Carry On* fashion. From

The kids from...

...Moorlands Primary School.



Fleur

"It's good if a game makes you laugh."



Nick

"They turn into snowmen!"



James

"The best games have blood 'n' gore."



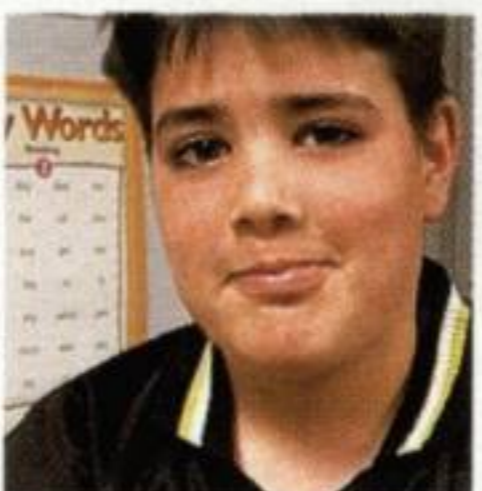
Sam

"My favourite is *Grand Theft Auto*."



Harriet

"You can't see well on the split screen."



Adam

"The Nintendo joypad is silly."



Abby

"£45 games don't make sense."

there on in, the general consensus is that *Rival Schools* is a bit of a laugh. Nick: "It seemed fun, but sometimes it was a bit confusing."

James: "I liked it because you can tell it's a game for kids and not adults."

An opinion which ELSPA would disagree with since it doesn't recommend the game for under-10s. Thankfully, James sees the game for what it is – a hugely entertaining riot of colour, rather than a violent influence.

Abby: "It was easy to get into. You could start doing good moves straight away, so anyone could play it."

Sam: "Yeah, if you only want to play for a few minutes, you need a game which is easy and fun."

James: "Fighting games are good because you can learn. You have to get to know all the moves."

While *Rival Schools* is roundly celebrated as enjoyable and educational, there will always be party poopers.

Adam: "I don't think it's as good as *Tekken 3*."

Nick: "Fighting games can get a bit boring. All you do is punch and punch."

On to something a little more involved, then. But before the joys of *Snowboard Kids 2* (Atlus, N64) can be experienced, antipathy towards Nintendo's machine has to be overcome.

Adam: "The Nintendo pad has that little joystick which is silly."

James: "What's the point of having the direction button and the joystick? I think the Nintendo 64 is naff, and the PlayStation has better graphics."

Adam: "Yeah, like *Tekken 3* has that movie bit at the beginning but the N64 games don't have that."

Nick: "Nintendo just copies the PlayStation."

Oddly, most of the group agrees. So what's going on here? Has PlayStation hype filtered down to the kids?

Nintendo 64 has always been marketed primarily as a "younger" console, and exaggerated the fact with the prominence of a cast of cute characters surrounding the distinctly primary-coloured Mario. Do kids really feel that the N64 just isn't cool anymore? A point to note, but *Snowboard Kids 2* could certainly sway their opinion, even though most are immediately comparing it unfavourably to *Cool Boarders 3*.

"Fighting games are good because you can learn. You have to get to know all the moves."

■ The joys of *Snowboard Kids 2*'s bizarre power-ups are discovered.



Fleur: "I don't like games like this because I'm not very good at steering, so I prefer fighting. *Snowboard Kids 2* isn't very realistic."

Harriet: "I do like it, but it's hard to control because of the joystick."

These are but teething problems, and the players will soon learn its genius. Nick, however, is an instant *Snowboard Kids* god, displaying commendable modesty after thrashing the competition. "It's not like real snowboarding, but I think it's more fun. You can fire all those weapons at people and they turn into snowmen."

James: "I didn't enjoy it at first, but it is a really good game."

Harriet: "It's a shame you can't see very well on the split screen."

Abby: "I didn't like it at first, but if you spend time and get better at playing, it's a really excellent game."

Initially suspicious, *Snowboard Kids 2* seems to have converted the kids to Nintendo's ways. Victory!

Time, then, to bombard them with the full force of Japanese weirdness. *PaRappa The Rapper* and its sequel *Um Jammer Lammy* (Sony, PlayStation) have occasionally been dismissed as kids' games due to their cute cartoon stylings, vivid colour palettes and conceptual similarity to Simple Simon repetition games of yore. Then again, they could just be kitsch fulfilment for infantile adults whereas kids actually hate them and just want to shoot stuff instead. What's the verdict?

Fleur: "I think it's really funny. It's good to have a game which makes you laugh."

Adam: "I don't really understand what's going on. You don't know what's happening when you press each button."

Top of the class

The office faves we brought along.



Rival Schools

Mental teachers vs pupils joke-'em-up.



Snowboard Kids 2

Cartoon madness on the slopes.



Um Jammer Lammy

Adventures of a riffing sheep.



ISS Pro 98

The best football game of all time.

It would be better if she was dancing, not playing the guitar."

Sam (looking defeated): "I was pressing all the buttons when it told me, but it still said I was awful."

Abby: "The bits between the songs are really interesting. It's very strange... but in a good way."

James shows his appreciation by attempting to dance like "Mr Onion Head" while Harriet sings "kick, punch, you all remember!" over and over again for the rest of the afternoon, convulsing into giggles each time. You feel sorry for her mother, who may well have to put up with it all evening. Beware of *Um Jammer Lammy*, then – it's the gaming equivalent of tartrazine.

Faced with a rampaging mob, football seems to be the only way forward. Surely the silky smooth skills of *ISS Pro 98* (Konami, PlayStation) will be enough to seduce any eight-year-old? Yet while there is at least one replica Man United shirt in the room, the game is greeted with indifference.

Adam: "This is good, but it's a bit slow. *Actua Soccer* is better."

James: "It doesn't have many teams."

So while *Arcade* assumed that all kids love football ergo they all love football games, that proved unfounded. Perhaps the glorious subtlety of *ISS Pro 98* eluded them on first play, perhaps playing with Sheallor and Oren was off-putting, perhaps football games just aren't as exciting as the instant

visual assault of *Rival Schools* or *Um Jammer Lammy*. The only real fan is Sam, who is rounding defenders for fun. "This is my favourite. It's good for dribbling."

So, that's all the games played, but James has spotted a stray *GoldenEye* cartridge, and is desperate to slip into James Bond's shoes. With the headmaster entering the room, it's probably not a good idea, in which case James has a point to make.

James: "It isn't fair. The best games are the ones with blood and gore and guns and all that."

So what do the kids think about being prevented from playing some games because of their content?

Sam: "One of my favourite games is *Grand Theft Auto*, but I'm not really allowed to play it because of the swearing."

Harriet nods approval: "That's a really good game, but we're too young to play it which is annoying."

Abby: "It's the same with videos and it doesn't make sense. There's not much swearing in *Titanic* so why is it a '12'?"

Age restrictions on games are sometimes incomprehensible even to older gamers, so why do the kids think they exist?

James: "My Mum says I'm not allowed action games."

Fleur (in a well rehearsed imitation of her mother's voice): "It's a bad influence."

Nick: "It's true that some of the games aren't good for children, but there's nothing wrong with *Grand Theft Auto*, it's funny."

Sam: "They have *Grand Theft Auto* for the older ones, but why can't they just do a version for the younger ones

■ The ecstasy of videogame victory – get in there my son!





■ "Kick, punch, you all remember!" Chop Chop Master Onion sinks deep into the girls' consciousness.

where they get rid of the swearing and all the rude stuff? Then we'd be allowed to play it."

Harriet: "It seems to me that all the best games are rated so children can't play them."

Fleur: "There are some games which are too hard for children to play, and they would keep getting frustrated. So these are the games which should be only for adults."

You'd be a sick man to hand *Kingpin* to a primary school child, but as proved by their knowledge of *Grand Theft Auto*, the kids know these games exist. These children are simply hungry for experience and they naturally want to try everything. When they discover some games or films are out of bounds for seemingly minor reasons, it's very frustrating.

Of course, there's a greater barrier stopping kids getting hold of the latest games, and that's cost. Everyone has to think carefully before splashing out £45 on a PlayStation disc, but eight-year-olds have to think carefully before splashing out 45p on an iced lolly. Back in the days when you could get a Spectrum game for £1.99, getting access to games wasn't a problem, but now the younger gamer has very nearly been cut out of the market – or at least choice has been taken out of



their hands and transferred to their less-informed but rather more cash-endowed parents. **Adam:** "My friend has to complete a PlayStation game before his parents will buy him a new one."

In fact, many of the group claim this is their own situation too.

Abby: "Even *PlayStation* magazine is five pounds, which is a lot of money."

James: "But you do get free games..."

Could it be that they speak of our disc-toting sister mag *Official UK PlayStation Magazine*? Getting a handful of game demos for a fiver is often the only alternative to buying a new game for these kids. Budget games are also a lifeline.

James: "You can get games for £20, and some of these are just as good as the more expensive ones."

Abby: "Selling games for £45 doesn't make sense because if they were cheaper, more people would buy them."

Sam: "Even £20 is too much for us to afford."

Of course, there is another solution that these guys are already aware of.

Nick: "You can get discs with loads

"Selling games for £45 doesn't make sense... Even £20 is too much for us to afford."

of games on for a lot cheaper down the market..."

Harriet: "If you get your PlayStation chipped, you can play those cheaper games."

A message to the industry, here: kids simply can't afford new games and have no scruples about buying pirated games. They don't care about the knock-on effects, they care about saving their pocket money.

So, the youth of the nation have spoken. They want cheaper games, they want to be given the credit to cope with more mature titles, they want to play wild, colourful and easy-to-learn games, they want to turn each other into snowmen and they want to dance like Chop Chop Master Onion. All is well in the classroom, then. The kids are cool, the kids are smart, the kids are funny, the kids are all right. **A**

■ Thanks to John Taylor and Moorlands Junior School.

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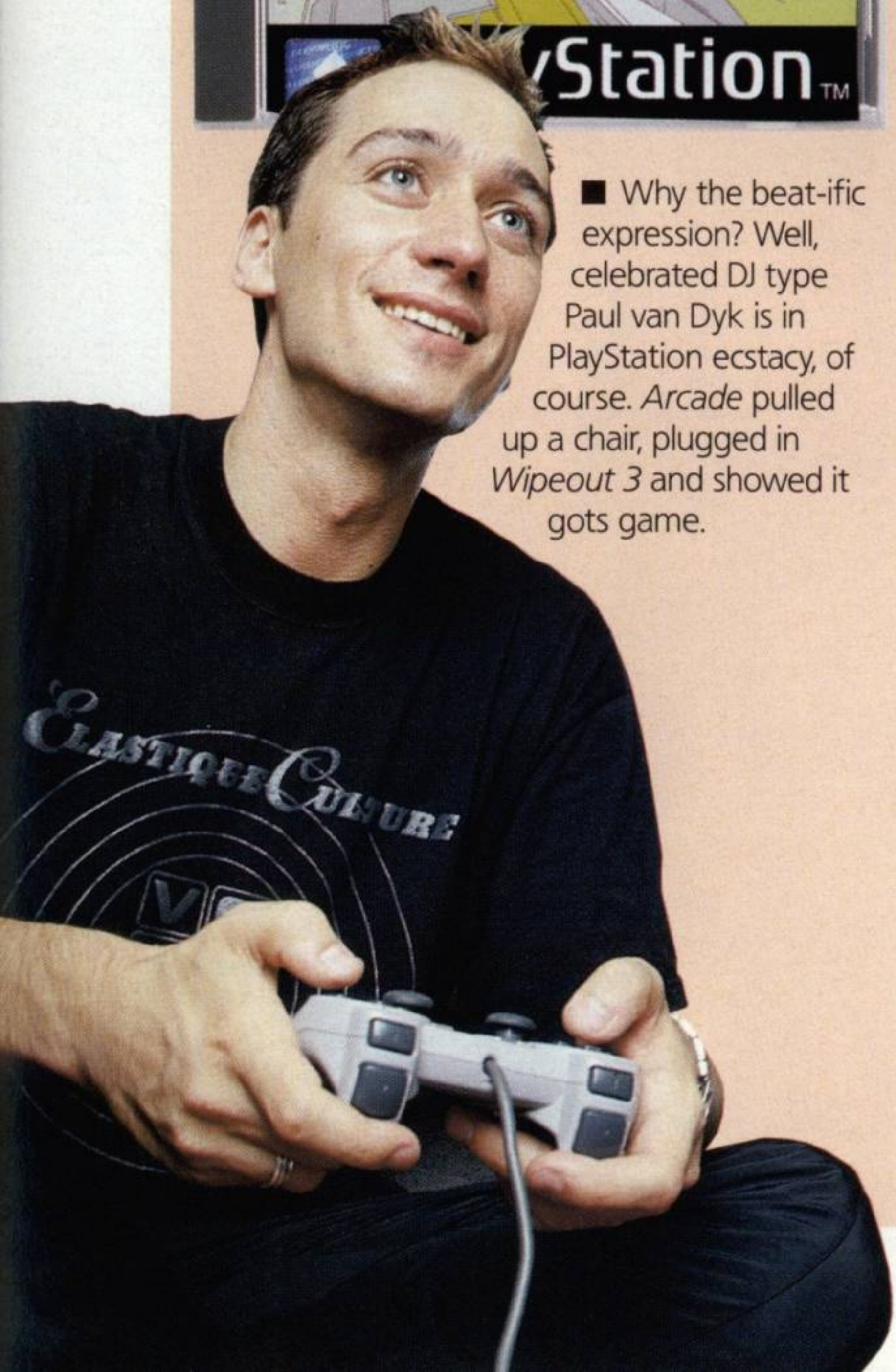
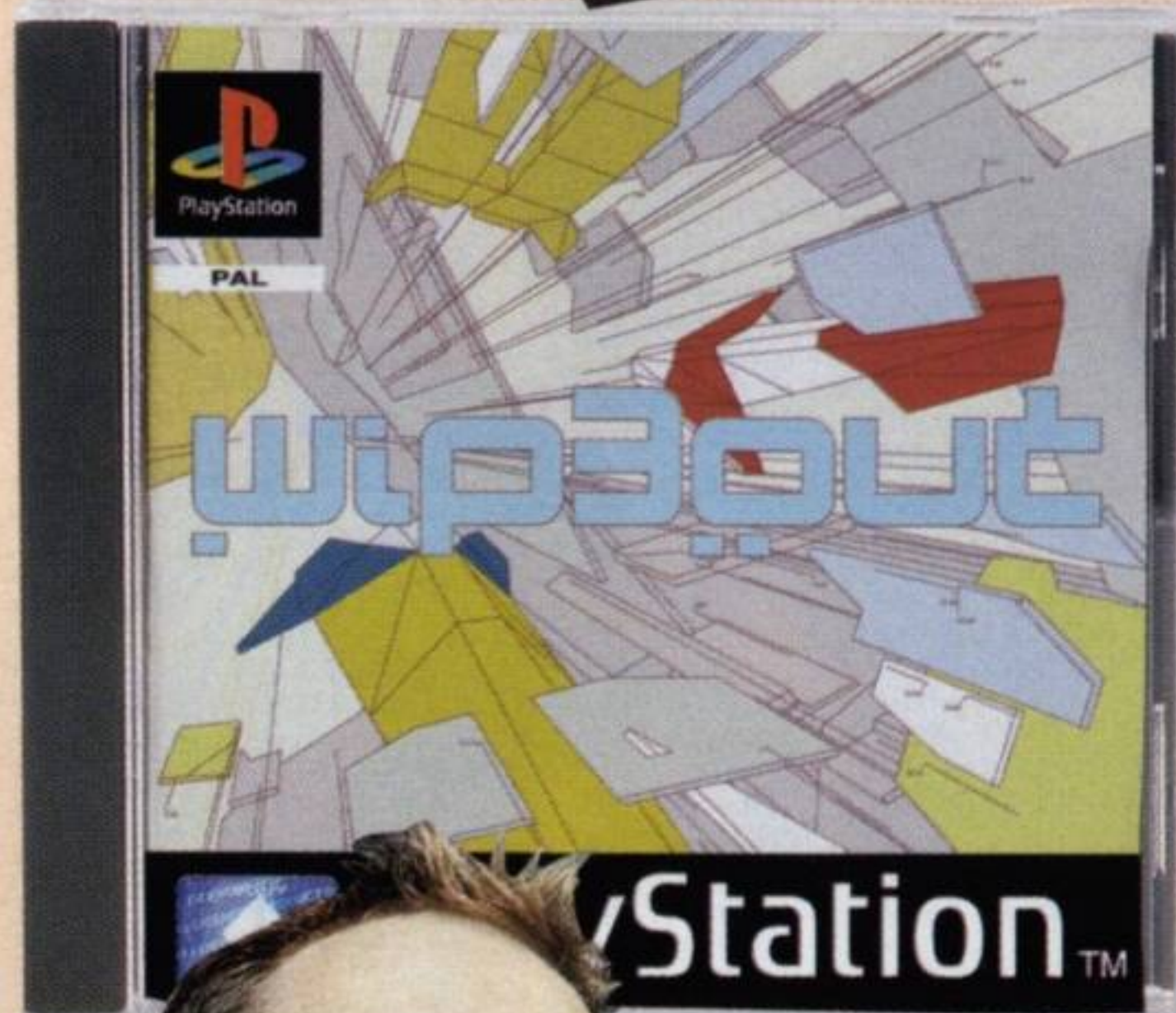


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NOW PLAYING IN THE SHOPS THIS MONTH

Video games, eh. They're cheeky little packages of plastic fun, that's for sure. But besides playing potential, the ramifications of the finest spin off in all sorts of interesting directions. That's why *Arcade* puts this section together month-in, month-out. And joys galore are in store this time around. Oh yes...

P46 WIPEOUT 3



■ Why the beat-ific expression? Well, celebrated DJ type Paul van Dyk is in PlayStation ecstasy, of course. *Arcade* pulled up a chair, plugged in *Wipeout 3* and showed it gots game.

P48 SONIC ADVENTURE



■ Sonic is back and has been fully fleshed-out for the launch of the Dreamcast. But just how realistic is our little, blue, three dimensional friend? *Arcade* travels to a hedgehog sanctuary to get the gen on the flea-ridden snufflers, tells you more about the game and falls in love in the process.



■ PHOTOGRAPHY: JAMES CUMPSTY, CATHERINE LANE-SIMMS

P58 SHADOWMAN



■ *Shadowman* offers you 70 hours of thrill-filled playing time split between this world and the next. With that much to see and do, likes as not you'll be needing some help sorting out the forces of good and evil. Here t'is, then.

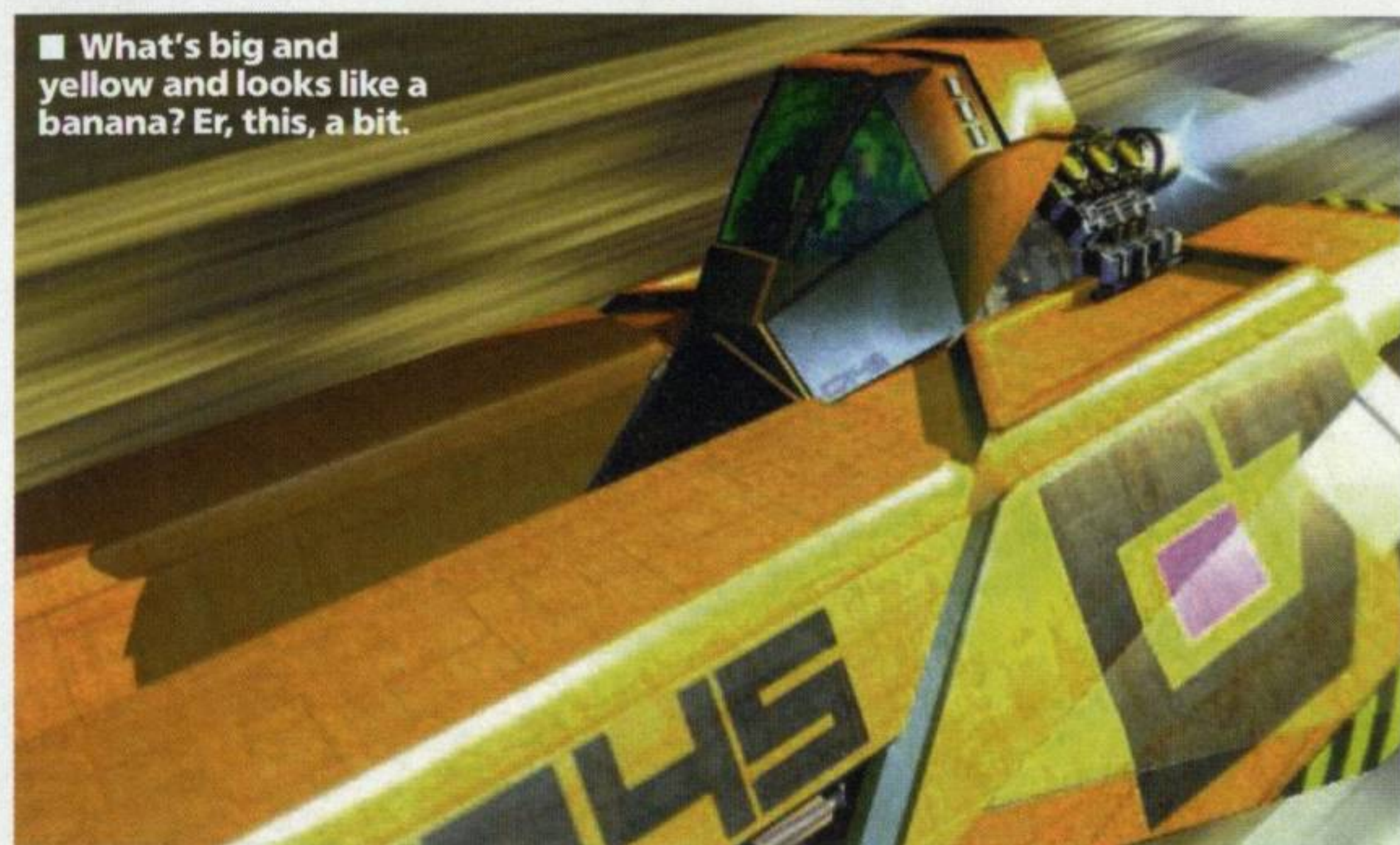


■ **NOW PLAYING:** *Wipeout 3*. DJ Paul Van Dyk tries not to get his wires crossed and has a go on the latest installment of the PlayStation's number one racer.



NOW PLAYING IN THE SHOPS THIS MONTH WIPEOUT 3

Format: PlayStation | Developer: Psygnosis | Publisher: Sony | Price: £40 | Release date: on sale now | Players: 1-2 | Score: ★★★★★



■ What's big and yellow and looks like a banana? Er, this, a bit.



WHAT'S WIPEOUT 3 ALL ABOUT?

■ It's a lot less bover with a hover. At least, it was in the original *Wipeout*, which decided that perhaps the wheel was never man's greatest invention and equipped the array of ships on offer with vertical thrust engines instead. With design by trendy arthouse The Designers Republic and a soundtrack to sell your entire "Now That's What I Call Music" collection for, *Wipeout* and its follow-up proved a clubbers' favourite, even though there was no split-screen two-player mode. That was being saved for *Wipeout 3*, reviewed this issue on page 84.

VAN THE DJ

DJ Paul Van Dyk plays the game.

Traditionally, when it came down to employing someone to provide the in-game music for a videogame, being able to press the demo button on a £29.99 Casio keyboard from Argos was recommendation enough. Right from the days of the Spectrum, videogame music has always remained a pile of, well, Steps.

But then came *Wipeout*, with a soundtrack that could pull a crowd on to the dance floor. *Wipeout 3* continues the trend with Underworld, Orbital, The Propellerheads, Sasha and Paul Van Dyk supplying the tunes – all the tracks that you'd have found on your free *Wipeout 3* CD on last month's *Arcade*. But they may have contributed the music, but can they play the game? We popped round to Paul Van Dyk's house to see.

Are you into games?

I'm not a mad games freak like some people I know. But, yes, I do like games. I'm not very good with the names, but I've got some of the flying ones, which I like. Oh, and one of those music games. And *Fluid*.

What do you think of *Fluid*?

It's a bit weird – I'm still not sure what the dolphin is supposed to be doing. It's pretty good fun just swimming around. So, anyway, I'm familiar with the PlayStation. It's a great thing to have in the studio when you just want to take a break and chill out.

Were you into games when you were younger?

Well, the problem was that I grew up in East Germany so we never had the technology. Well, we had table games

– how you call them – board games, but we never had *Space Invaders*.

When you are making music in the studio you must mainly use computers. But do you think that computers add to your creativity?

I only really use the computer like a recording machine, like a four-track recorder but with unlimited channels, to record sounds. What's important is actually having the idea of how you want to build up your track beforehand. The computer is just a tool for creativity, letting you collect your ideas together into a track.

I used to have an Atari ST 1040. Obviously it's a lot easier these days working on a big Mac – but the concept was exactly the same. There are so many really good creative records made on the Atari, actually.

It must be a lot easier to make a crap record than a good record because the technology is so accessible.

Many producers think that they can just go "blah, blah" and what they come up with is a record. But it's

AND THERE'S MORE



■ Paul is currently working on his new album, *Avenue of Stars*, set to follow up his first remix collection *Vorsprung Dyk Technik*.

Oh, and were you wondering what his all time top ten "choons" are?

Cyclone, A Place Called Bliss; B-Tribe, Nanita; BT Remixes; Ron Allen, Transcendental EP; Lil' Louis, French Kiss; Hanson + Nelson, Move in; Spooky, Little Bullet; Tilt, I Dream; CJ Bolland, Aquadrive; Wonka, The Traveller EP and BT, Embracing The Future.

definitely reached the stage now where your ideas are far more important than the equipment.

When DJs first started, all they did was put other people's records on. But many of them, such as you and Sasha, have started making your own records now. How come?

The DJ knows what people need. Not necessarily what people like – because that's a question of taste. But what people need on the dance floor is something that drives and moves them. So I think that it is logical that DJs should start branching out to make their own records.

But are you actually making the records, or just overseeing someone else on your behalf?

Many DJs take a back seat. They have a programmer, a producer and an engineer and they just say "use this sound, and use that sound" and eventually something comes out. But Sasha, John Digweed and I can all use the technology to make the music by ourselves. And so we have a direct input into the dance scene.

Do you think being a DJ is as good as being a pop star?

If I was a pop star I'd have to do photoshoots for teenage magazines, and I wouldn't be up for that.

♦♦ Read our *Wipeout 3* review on page 84.



TOP TIPS!

A view to a kill

■ Unlike most other racers, the behind-car (or in this case, sled) view is by far and away the easiest to get to grips with. And as luck would have it, it looks the best too. So ignore any cockpit nonsense (it was a last minute addition and unfortunately, looks it) and leave the sled looking as it is.

■ To get a speed start, balance your accelerator bar on top

of the bar which ends about three quarters of the way along. It sounds complicated in

words, but it all makes sense, honest. And just in case it doesn't, here's a screenshot.



GAMEPLAY CHALLENGE

Speed devils

■ By the end of your first night with *Wipeout 3* you should be pretty handy at the Mega Mall course. But how good? Use one of your basic four sleds, on the slowest difficulty setting and see if you can beat

Arcade's current best time of 2 minutes 30 seconds. And what about Hi-Furry? Can you muster 2m 8s in the Vector Class? And how about finishing the race in two-player split-screen mode with a pad in each hand?

PHOTOGRAPHY: JAMES CUMPTON



■ **NOW PLAYING:** *Sonic Adventure* – games genius comes through an ability to empathise with the protagonist (perhaps). Get closer to Sonic with the help of Arcade.

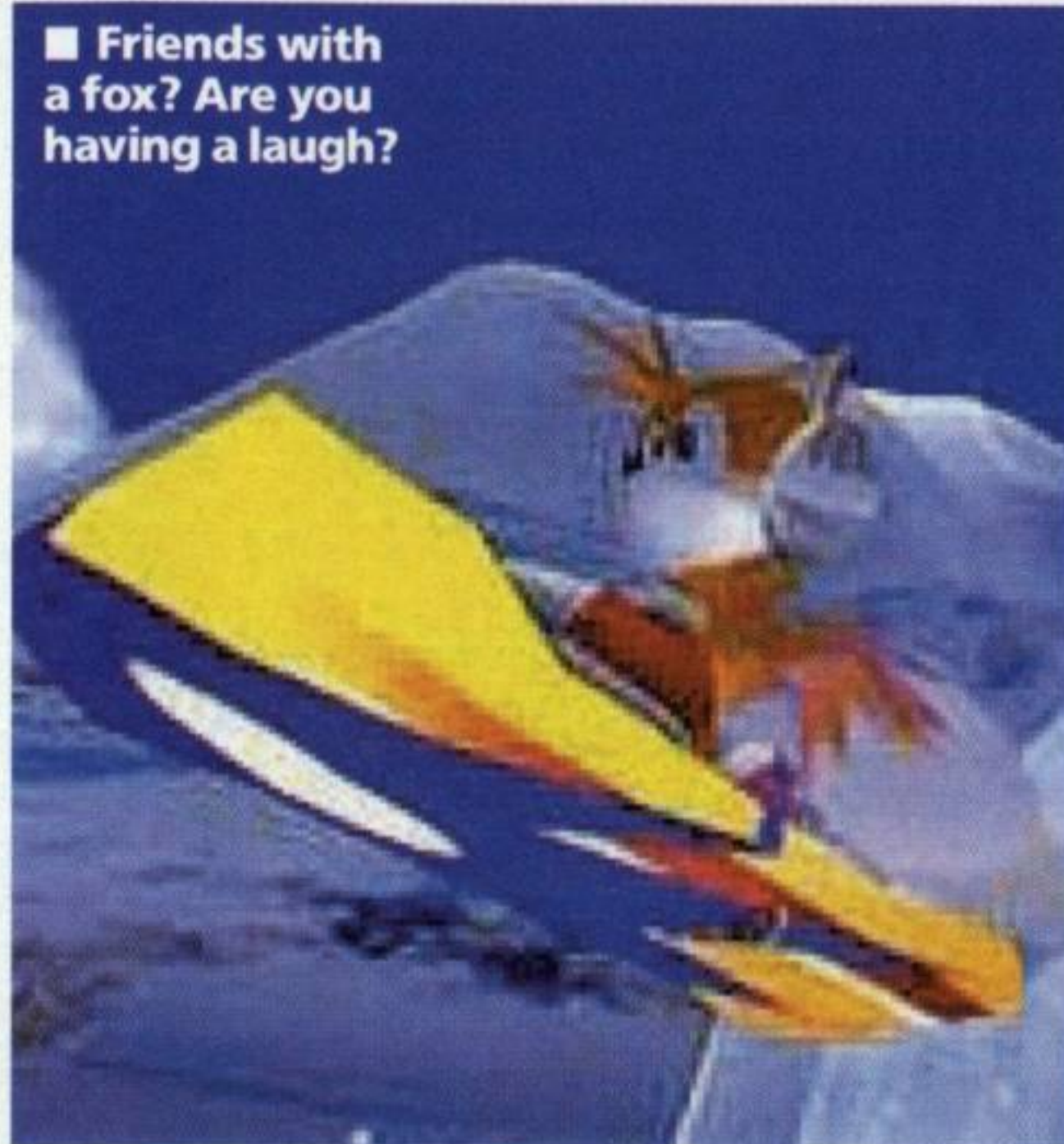


Format: **Dreamcast** | Developer: **Sega** | Publisher: **Sega** | Price: **£40** | Release date: **14 October** | Players: **1** | Score: **★★★★**

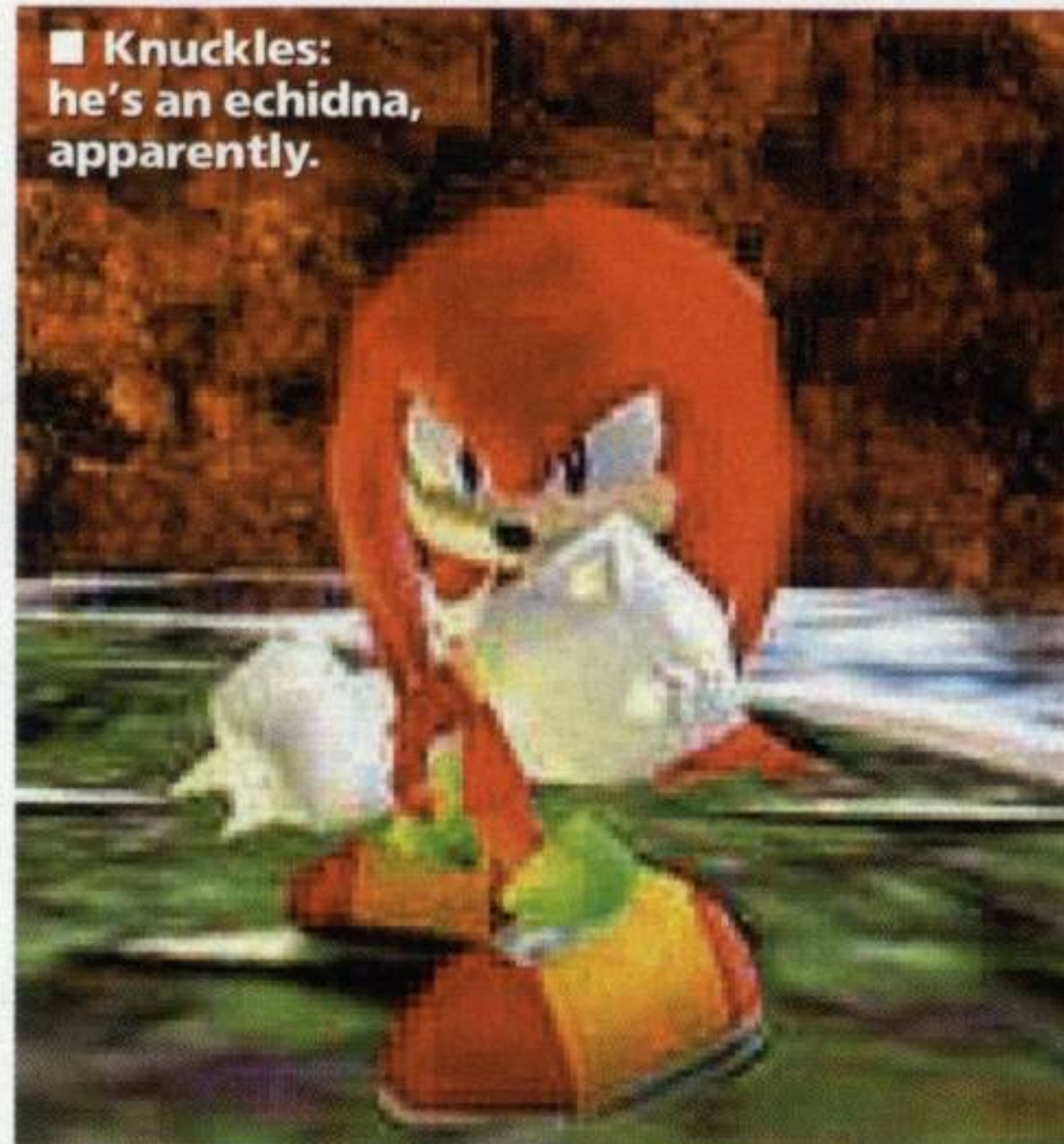
■ **Trainers? In the wild? Very, very unlikely.**



■ **Friends with a fox? Are you having a laugh?**



■ **Knuckles: he's an echidna, apparently.**



WHAT'S SONIC ADVENTURE ALL ABOUT?

■ A hedgehog, of course. A blue one. And a fox with two tails. And a squirrel (it seems). And a big robot. There's a review of it in fact on page 74, and a big history of Sonic piece on page 65. You really should check them out, then. Bye.

PRICKLY CUSTOMER

Everything you wanted to know about hedgehogs*.

*But were porcupined to ask.

You may find it strange that a blue hedgehog has managed to achieve the fame and recognition of Sonic. But considering that his contemporaries include a small dumpy Italian plumber, and an adventuress with gravity-defying breasts, what's normal?

But how much do we really know about hedgehogs? What type of hedgehog is Sonic? And why does he spend the course of *Sonic Adventure* trying to get off with a squirrel? *Arcade* decided to dispel the myths by answering this, and all your other pressing hedgehog-related questions, and visited the 3R's Wildlife Sanctuary, in Bristol, to talk to hedgehog helper Michelle Downing.

Sonic is blue. But what colour are real hedgehogs?

Usually grey. They're born pink, but turn grey-brown after about a week and a half. About one out of every 50 hedgehogs is coffee cream, but the majority of them are brown. Not blue, then.

In true Daffy Duck shirt-but-no-pants style, Sonic wears big red trainers but is otherwise

naked. But can hedgehogs actually stand up on those hind legs of theirs?

Hedgehogs' front legs are stronger than their back legs. Effectively they are front-wheel drive when they dig or burrow. A hedgehog probably wouldn't wear trainers – unless he wore them on his front legs.

Sonic made his first appearance on the Mega Drive in 1990, so he now must be at least ten years old. But how long do real hedgehogs live?

About four years – as long as they survive crossing the road. Hedgehogs take five months to reach full adult size which, considering that Sonic was fully grown in 1990, makes him technically about to die of old age any second.

Sonic's best friend is Tails, a fox. And his girlfriend Amy is probably a squirrel. But do hedgehogs, foxes and squirrels get along in the wild?

A fox would probably kill a baby or smallish hedgehog. It's unlikely that a squirrel would befriend a hedgehog. The most likely companion would be a cat. So, if anything, Sonic is only fooling himself with the squirrel thing.

AND THERE'S MORE



WIN!

■ Fancy winning a hedgehog? *Arcade's* got one up for grabs. It's a baby, and currently lives at 3R's Wildlife Sanctuary, in Bristol. Should you win, the hedgehog will be named after you, you'll get a photo and know that you have sponsored the wee prickler until he's old enough to be released into the wild. So somewhere, there'll be a hedgehog running around who answers to your name. The question is: why did the hedgehog cross the road? Send your answer to: "Win a hedgehog" at the usual *Arcade* address by 5 November.

Sonic kills people by rolling into them. How do hedgehogs defend themselves?

By curling up into a ball. A hedgehog wouldn't attack any other animal. If they come across a nest on the ground they might eat the eggs or a newborn chick, but would more normally eat worms, slugs and snails.

Sonic is one of the fastest videogame characters. Are hedgehogs fast animals?

Very fast – as fast as a rabbit. They are slow when foraging for worms. But if they need to escape they can move like the clappers.

Sonic is Japanese. But do they have hedgehogs in Japan?

Maybe. There are funny-looking hedgehogs abroad that look more like rats than the hedgehogs we know and are really long and slim, so Sonic is unlikely to be English.

Sonic is coming out in the UK this month. But aren't hedgehogs supposed to be hibernating around now?

Hedgehogs hibernate from the end of October until April. Sonic might be a big seller at Christmas, but any real hedgehogs who want to step into Sonic's shoes will have to wait until Easter.

▶▶ Read our *Sonic Adventure* review on **page 74**.

HEDGEHOG SAFETY

Protect the pricklers.

■ Hedgehogs are nocturnal. If you see a hedgehog at night, leave it alone. If you see a hedgehog in the daytime, then something is probably wrong. Slip on some gloves, pick it up and look for injuries. If nothing is obvious, place

it under a bush. If it starts foraging at nightfall then it's probably alright. If not, take it to the vet.

If you find a baby hedgehog, watch to see whether its mother comes. If she hasn't showed up by the early evening, then it's

probably going to need you to pick it up and look after it.

Do not feed a hedgehog on milk and bread. They are meat eaters, so feed them dog or cat food, but not fish. For drinking, an adult just needs water, and a baby needs to be

fed goat's milk. Cow's milk goes straight through a hedgehog, giving it the prickly equivalent of the shits.

280,000 hedgehogs are killed every year on the roads in Britain. Many are also killed when people accidentally uproot

nests when gardening. If you see a hedgehog's nest when removing a bush, be patient and leave it for a couple of weeks rather than taking the hedgehogs down to the RSPCA. They'll stand a better chance of survival in their own nest.

■ **Cow's milk would give Sonic the shits.**



PHOTOGRAPHY: CATHERINE LANE-SIMMS

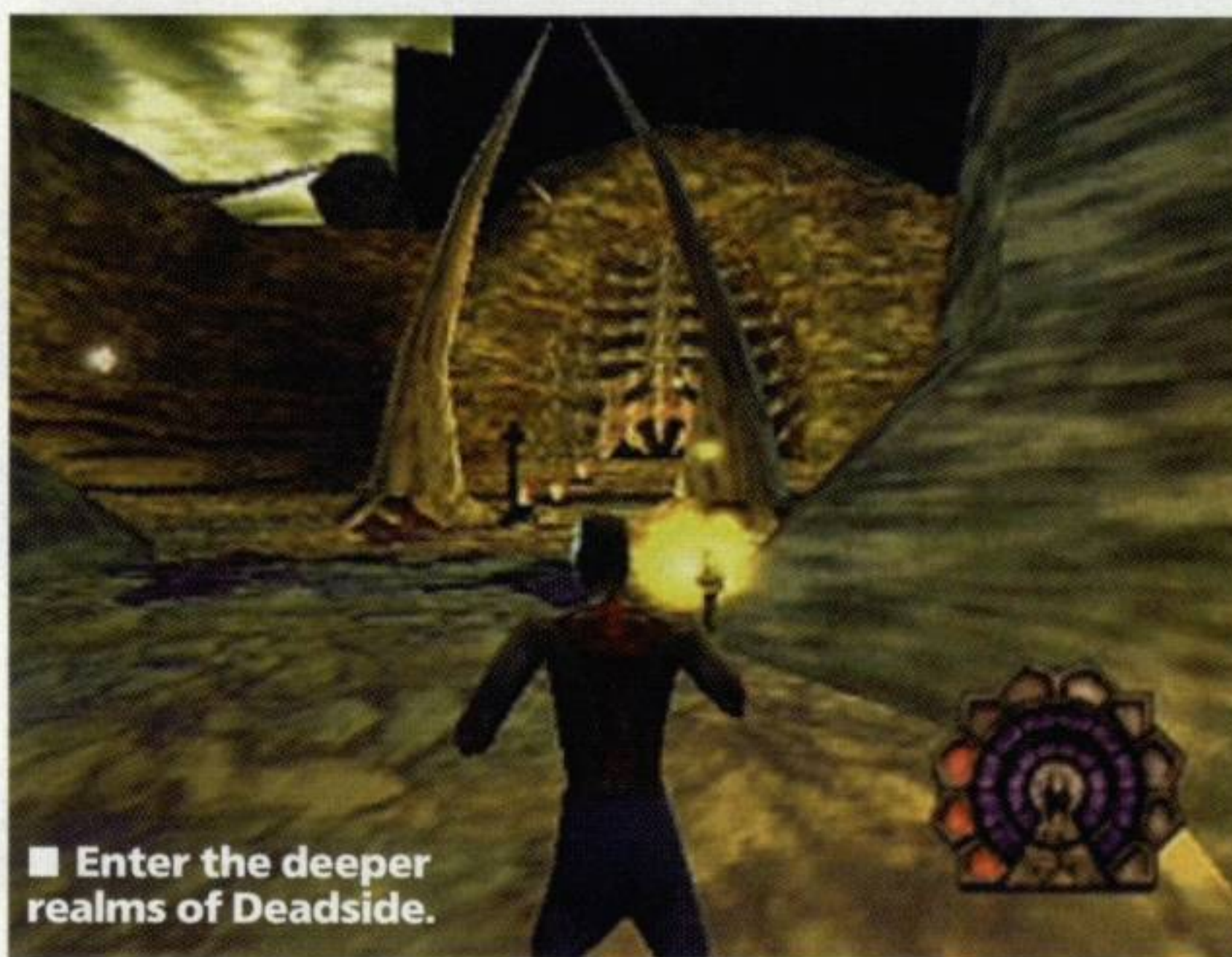
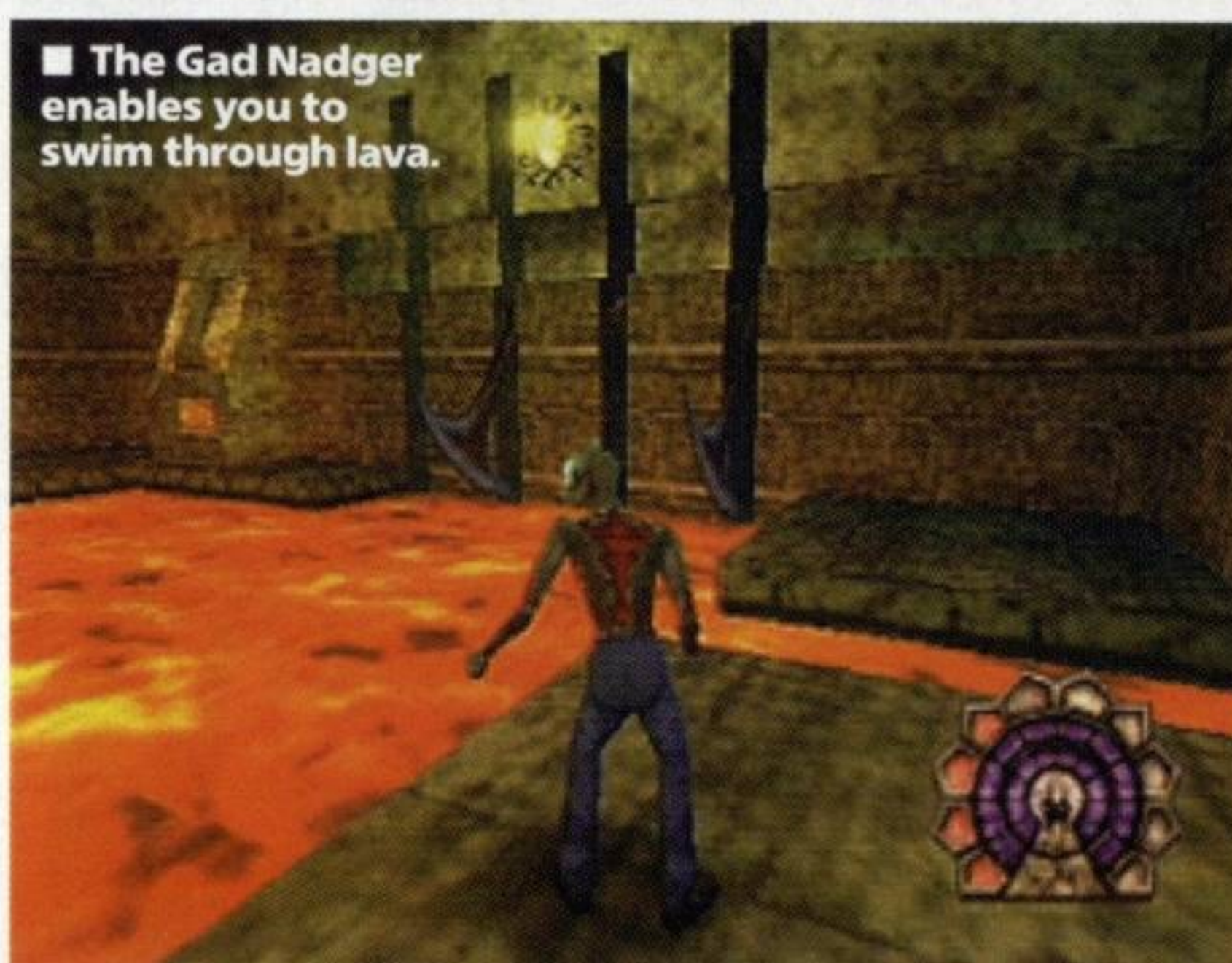
■ **NOW PLAYING:** *Shadowman* – Enter the vast and brooding world of this intelligent, rewarding and immensely challenging adventure game. With voodoo weapons.



■ You have to release 120 Dark Souls to finish the game.



■ The Gad Nager enables you to swim through lava.



■ Enter the deeper realms of Deadside.



WHAT'S SHADOWMAN ALL ABOUT?

■ *Shadowman* is the best thing to happen to the N64 in years. It's got *Resident Evil*, it's got *Zelda*, it's got *Tomb Raider*, it's got a Thomas Harris novel, it's got a Hollywood script, it's got Oscar-winning acting, and it's got 70 hours of rip-roaring gameplay.

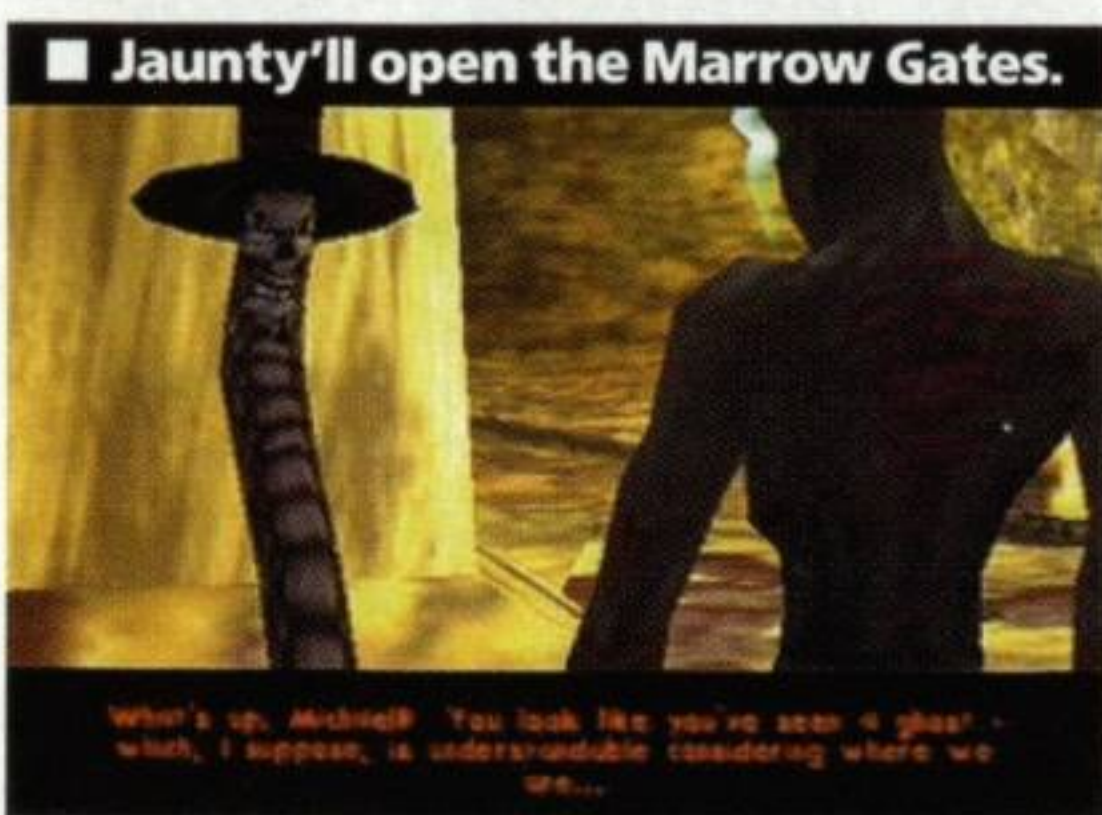
Play *Shadowman* and you enter a dark and disturbing world of serial killers, zombies, prison riots, The Violator (wait and see), gads, lava, temples and *The Asylum*. The world is so vast it's impossible to sum it up in such a short space. Just know: if *Zelda* marked the N64's pinnacle, *Shadowman* is on the next peak down, chopping up a few bodies and exploding some voodoo skulls. Got £40 spare? Get *Shadowman*. Haven't got £40 spare? You're bugged, then...

SHADIATOR

Death. Tsch. What a pain in the arse.

Shadowman: it's miles wide, it's miles high, and it's absolutely, totally rock hard. With crap-voiced voodoo mistresses, zombies with exploding heads, rabid dogs, rivers of lava and grouchy alter-egos, it's the game that the N64 has been waiting for. But playing it isn't a simple matter of just turning up. It lasts a full 70 hours. Which is exactly why you'll need some help...

■ Jaunty'll open the Marrow Gates.



Get the... first Dark Soul

■ Speak to Jaunty, the top-hatted Irish snake, and he'll open the giant Marrow Gates and let you enter the deeper realms of Deadside. Walk

round to your left and you'll end up at the bone arch, outside the cave containing the first Shadow door.

■ Stand in front of the pedestal and press **Left-C** to open the door set into it. In the pool of light ahead of you is the Prophecy, which explains a few handy plot points and secrets.

■ Walk along the ledge and leap over the gap to get to the Govi opposite the door. Shoot it with your Shadowgun to release the first Dark Soul (release 120 to finish the game). Your Shadow meter will now increase and you can open the Shadow door on the other side of the room.

Get the... Gad Nager

■ In the Temple of Blood, press the buttons to the sides of the statues to lower them, then climb up the rocks to enter the passage behind them.

■ Walk down the steps and jump over the lava, then across to press both of the buttons on the walls. Hop back across to the steps and grab the ledge on the left wall, then shimmy left and pull yourself up.

■ In the chamber, there are loads of traps, so watch where

AND THERE'S MORE

■ Did you know that *Shadowman* is only the first part of a trilogy? Yep, in a *Star Wars*-esque turn of events, Creative Director Guy Miller has admitted that Mike LeRoi and alter-ego Shadowman are set for a second and third adventure in the coming years. He admits the story is far too long to squeeze into a single game, and that the team at Acclaim-Teesside has already begun work on the sequel. Expect it to appear on Dolphin.

you place your feet. Jump past the pendulum, across the moving stones, and run past the sliding statues to enter the next room. Grab the ledge and shimmy past the blades on the wall to your right.

■ Go down the corridor (past the sleeping sister) and push the button to fire out a rope. Run back, through the door you passed.

■ Rotate the camera to help you get past the blades. Drop onto the coals in the next chamber and run past the blades to get the Dark Soul.

■ Turn around to see a small tunnel running underneath the statues. Follow it and press all five of the buttons to lower the cradle, then step onto it to get the Gad Nager, enabling you to swim through lava (and open up vast secret areas too). **A**

TOP TIPS!

The voodoo that you can do

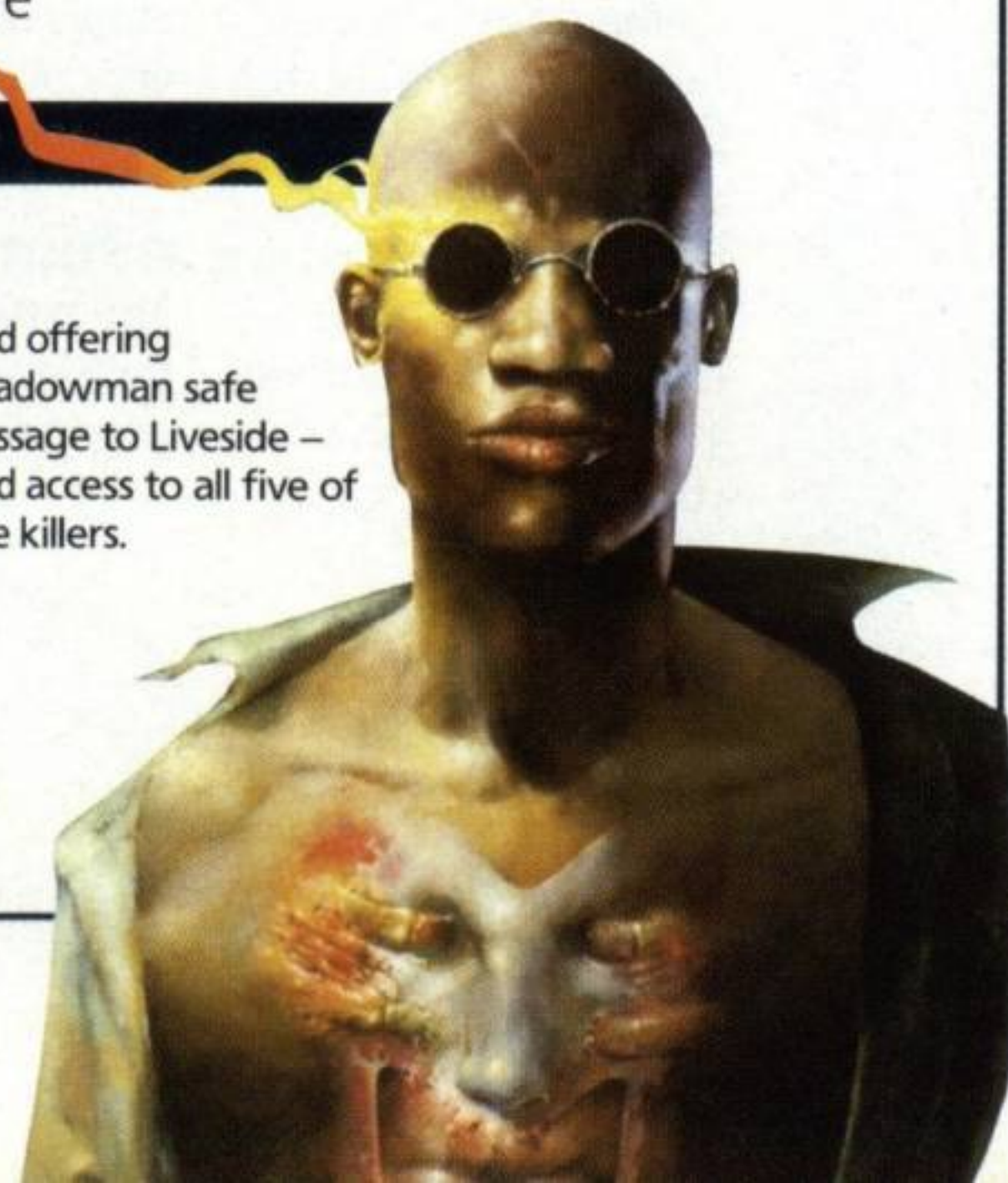


■ Although you can get to all five of the dastardly serial killers while playing as Mike LeRoi, and attempt to

fight it out with them, your puny Liveside weaponry can't harm them at all (damn Legion and his undead sorcery!). So, you need to find some way of getting Mike's alter-ego, Shadowman, from Deadside to Liveside, so that he can use his voodoo weapons...

■ ...oh, alright, this is how you do it. You need to find all three bits of L'Eclipser, which you then need to take to reggae voodoo priestess, Nettie. Once you get there, she will plunge L'Eclipser (a jewel-encrusted voodoo dagger) into your chest, turning day into night

and offering Shadowman safe passage to Liveside – and access to all five of the killers.



GAMEPLAY CHALLENGE

No, no not never, ever kiss you!

■ Here's a challenge for you: when you come face-to-face with barrel-bellied Vietnam vet Milton Pike in the Texas prison, in the normal run of events, he'll attempt to hunt you down. However, you can turn things into a darker version of *Metal Gear Solid* by legging it into the upper tier of the prison compound, and hiding from him. The gameplay challenge,



then? To hunt him down using stealth, voodoo weaponry and

the prison's very many corridors and cells – in a ninja style.



Alternative celebrity

The games the famous should sign up for.

Colin McRae Rally. Brian Lara Cricket. Debbie McGee: Landscape Gardener Extreme. It seems the best thing to do these days is kidnap any old celeb and squash them on to the cover of a game. Arcade has decided that this sponsoring business doesn't go far enough, so presented here are the latest celebrity tie-ins that could soon fill bargain buckets in your local games emporium.

1 Zelda – Sting's Awakening

The elfin wonder accompanies an ageing – and yet youthful-looking – rock star around a magical kingdom (well, a Soho nightclub) in the search for a white wine spritzer for a plate-lipped South American.

Top 10

Top 10 dates for when Sega is finally ready to release the Dreamcast

- 1 14 October 1999
- 2 23 September 1999
- 3 21 October 1999
- 4 2 December 1999
- 5 25 December 1999
- 6 1 January 2000
- 7 24 December 1999
- 8 31 December 1999
- 9 14 February 2000
- 10 1 April 2000

2 Nikolae Ceaucescu's Bass Fishing

Rod in hand, bait wiggling snugly beneath the tongue – there's nothing like sitting peacefully by a river catching fish. Join the Romanian dictator as he tries to hook a prize-winning bass before an angry revolutionary mob drag him off to a live TV studio and shoot him in the head.

3 Foolhardy posh folk's 1080° Snowboarding

You play a young upper-class media whore – pick one at random – who hits the greasy slopes of fame and tries to get as much snow up his or her nose as is humanly possible before the tabloids catch them.



Another classy passing manoeuvre.

4 Quake – The Steps levels

A fun add-on pack for the classic iD shooter where you have to wander through dank, blood-stained halls hunting down every last member of a top music combo, obliterating them again and again and again.

5 Puff Daddy the Rapper

Sampled '80s hits are rapped over by a 2D, over-hyped egomaniac. Master Gangsta the Onion is on hand teaching you to kick, kick, punch any muthas that want to have a pop at your boy. And then let him step in to finish 'em.

6 Oddie-world Adventures

Help bird watching former-Goodie Bill Oddie track down and spot a rare species of beard that doesn't look crap.

7 Michael Schumacher's Formula 1

Feel the wheel of the racing uber-meister's Ferrari as you attempt to win every race at any cost. A special addition is a canny "cutting-up" manoeuvre, where you can knacker a rival's car – giving you the drivers' championship. Get it wrong and you have to drive on with a shattered limb.

8 Vengaboys' Music Creator

An exciting and ground-breaking program that allows you to create thousands of dance records that all sound exactly the same.

9 The Pope Vs Sin

Heavenly Multi-player Mayhem. Side with the Roman Catholic church, including the Pontiff himself, as it takes on the massed hordes of condom-wearing heathens. Bloody hell!

10 Ruud Gullit's Championship Manager

Cancelled.

Guest Chart Top ten pies

It seems like so much fun until heart disease sets in, doesn't it?



The pinnacle of pastry-encased edibles. If you will, a pie chart.



1 Pork pie

Simple Simon met a pieman, going to the fair. Without doubt, the pieman's wares consisted of a ball of pig's bollocks, sealed in a jelly of instant heart disease and imprisoned in pastry as tough as concrete. The original, and best.

2 Lemon meringue pie

As the traditional dessert pie is

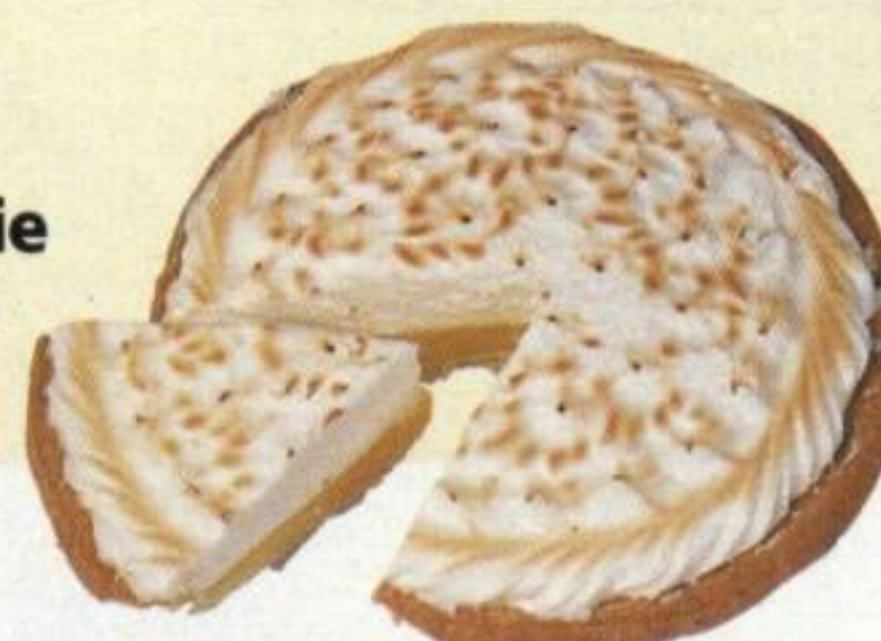
gradually undermined by legions of fruit tarts, cheesecakes and gateaux, the lemon meringue stands firm. Respect.

3 Cornish pasty

Like a pie run over by a wagon – trust those crazy Sou'Westerners. Staple diet of Arcade's very own Cornishman, Alvin Weetman.

4 Humble pie

The bittersweet taste of defeat. A bit like eating your hat.



5 Custard pie

Rarely eaten, often thrown in humiliating ritual by clowns or excitable youngsters on defunct kids' game show *Crackerjack*. Ooh, I could crush a grape – you've won a pencil!

6 Fray Bentos pie

Terrifying symbol of pre-microwave convenience dinner for hapless unreconstructed male returning from work to find his missus has eloped with the butcher. Doubles as frisbee-style weapon.

7 Pie In the sky

The pastry snack of the gods, always just out of reach.

8 Quiche lorraine

Open-top pie for trendsies.

9 Fisherman's pie

Upsets pie logic by balancing a tower of puff pastry like a chef's hat atop a sea of boiled crustaceans. Challenging.

10 Steak and kidney pie

Like a punctured spleen leaking brown bile all over your chips. Who ate all the pies? We did.



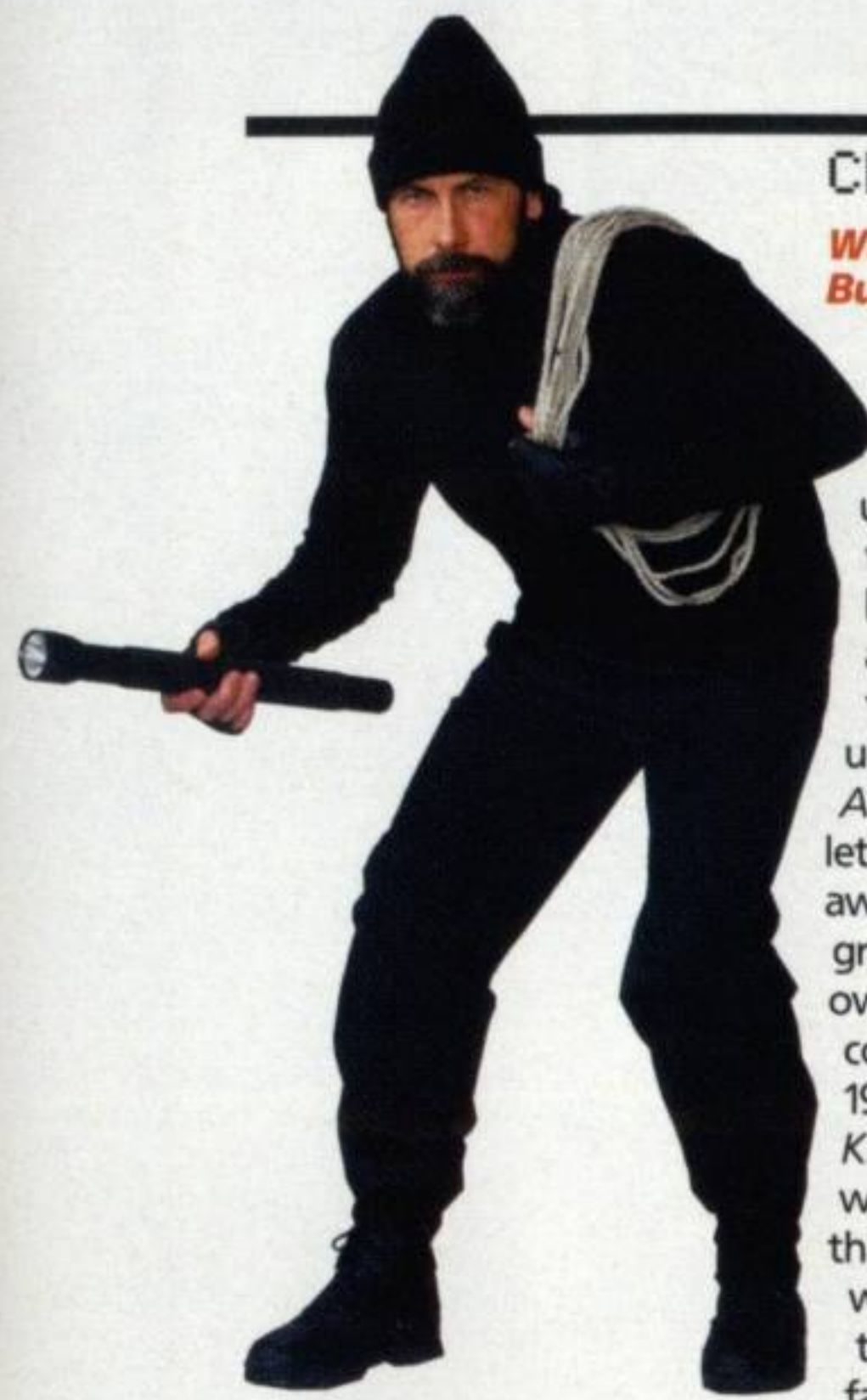


CHART ANALYSIS

With the Arcade Cat Burglar extraordinaire

■ Hi, there. They say that crime doesn't pay. Or at least they did until I paid a late-night visit to their house and left a turd in the bath. It's a good month indeed for criminal gaming undertones. *Grand Theft Auto* appears twice – and let me tell you, I've got away with a good few grand theft autos of my own, including one coincidentally in London in 1969. Then there's *Kingpin: Life of Crime*, which says it all, really. And that's it, apart from *Driver*, which has taught me a thing or two, and the fact that any of you at all have bought the rubbish *Hercules* – is the biggest crime of all. Keep safe.

■ "Beware, for I am a violent man..."

Vox Pops *New boy Jamie's new friends*



■ Hello Bib! Bib is a nice name. You're nice. Sorry? Oh, thank you! *Arcade* is a good place to be! I like you Bib, you look out for me. What are you up to Bib? Looking at the charts... hmmm that's very good. What was that you said? *FA Premier Stars* at No. 1? Yes it is! Well done.

■ Don't look at me like that Bob. Stop it, Bob! I know you hate me. Well I hate you too. What? No! Don't say that! I can take the pressure of being the new writer on *Arcade*. Shut up! Stop it Bob! I won't set fire to the office. No! Bad Bob! Naughty Bob! Aaaagghh!!!

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

■ Red hot and blue.



■ Hello. Is that Andy? What's hot in the world of import this month? "Well, in all my experience of the videogame industry – and that's ten years to you sonny – never have I experienced such an unprecedented demand as I have for import Dreamcast games. I've had to re-stock and re-stock, regardless of the fact that the PAL versions are about to be released. And I can't for the life of me work out why." Anything else? "*Pokémon* on the N64. The kids have gone bloody cult crazy for it." Thanks, Andy. Same time next month? Bye.

Official Top 40

Where's Geri Halliwell, then?



1 (-) The FA Premier League Stars

■ **PSX PC** ■ EA Sports
A very tidy stop-gap before this Xmas' FIFA 2000. EA could be accused of milking the footy cash cow once too often but this really is a laugh.

2 (1) Driver

■ **PSX**
■ **GT Interactive**
A gritty, urban Dukes Of Hazzard. Far too involving – get it.



3 (8) Oddworld: Abe's Exoddus

■ **PSX PC**
■ **GT Interactive**
Can now be picked up for merely a tenner, hence the chart placing.



4 (6) Gran Turismo

■ **PSX** ■ **SCEE**
The daddy of PlayStation racers simply won't go away. And why should it?



5 (2) Syphon Filter

■ **PSX** ■ **SCEE (budget)**
After Metal Gear Solid this really is the stealthy option. Good stealth!



6 (4) Colin McRae Rally

■ **PSX**
■ **Codemasters (budget)**
£20 for this tremendous skid-'em-up? Get it in.



7 (3) Silent Hill

■ **PSX** ■ **Konami**
Takes the spookiness of Resi Evil to new heights and creates a new genre – the shit-'em-up!



8 (-) WWF: Warzone

■ **PSX N64 GB**
■ **Acclaim (Platinum)**
Large, sweaty men in leotards holding each other firmly. Nice.



9 (9) Tomb Raider 2

■ **PSX PC** ■ **Eidos (budget)**
Does exactly what it says on the tin. That'll be more Lara then.



10 (5) Star Wars Episode 1: Racer

■ **PC N64**
■ **Lucasarts**
The best bit in the film transformed into a Wipeout wannabe.



11 (12) Crash Bandicoot 2

■ **PSX** ■ **SCEE (budget)**

12 (15) Grand Theft Auto

■ **PSX PC** ■ **Take 2 (budget)**

13 (21) Time Crisis

■ **PSX PC** ■ **SCEE**

14 (11) Final Fantasy VII

■ **PSX PC** ■ **SCEE (budget)/Eidos**

15 (18) Tomb Raider 3

■ **PSX PC** ■ **Eidos**

16 (23) Championship Manager 3

■ **PC** ■ **Eidos**

17 (7) V-Rally 2

■ **PSX** ■ **Infogrames**

18 (27) Worms

■ **PSX PC CGB MAC** ■ **Infogrames**

19 (-) Croc 2

■ **PSX** ■ **Fox Interactive**

20 (-) Command & Conquer

■ **PSX N64** ■ **Nintendo/EA**

21 (24) The Rugrats

■ **PSX CGB** ■ **THQ**

22 (29) C&C: Red Alert

■ **PSX PC** ■ **EA**

23 (10) Kingpin: Life of Crime

■ **PC** ■ **Virgin**

24 (19) V-Rally

■ **PSX PC N64 CGB** ■ **Infogrames (budget)**

25 (17) Star Wars 1: The Phantom Menace

■ **PC** ■ **Activision**

26 (28) FIFA 99

■ **PSX PC N64** ■ **EA Sports**

27 (13) Hidden & Dangerous

■ **PC** ■ **Take 2**

28 (35) Rayman

■ **PSX PC** ■ **Ubisoft (budget)**

29 (-) Civilisation 2: Test of Time

■ **PC** ■ **Microprose**

30 (22) Tiger Woods '99

■ **PSX PC** ■ **EA Sports**

31 (14) Bugs Bunny: Lost in Time

■ **PSX** ■ **Infogrames**

32 (-) Croc

■ **PSX PC** ■ **EA (budget)**

33 (32) TOCA 2: Touring Cars

■ **PSX PC** ■ **Codemasters**

34 (30) A Bug's Life

■ **PSX PC CGB** ■ **Activision/SCEE/Disney**

35 (-) Hercules

■ **PSX PC** ■ **Disney**

36 (-) Cool Boarders 2

■ **PSX** ■ **SCEE (budget)**

37 (26) Brian Lara Cricket

■ **PSX PC** ■ **Codemasters**

38 (33) Grand Theft Auto: London 1969

■ **PSX PC** ■ **Take 2**

39 (-) Rollercoaster Tycoon

■ **PC** ■ **Microprose**

40 (-) Super Mario Bros

■ **CGB** ■ **Nintendo**

JAPANESE TOP 10



- 1 (-) **SD Gundam G Generation Zero**
PSX, Bandai
- 2 (-) **Everybody's Golf 2**
PSX, SCE
- 3 (-) **Mario Golf GB**
GB, Nintendo
- 4 (-) **Yugioh II – Dark Duel Stories**
GB, Konami
- 5 (-) **Jikkyou Power Pro Baseball '99**
PSX, Konami
- 6 (-) **Accompaniment Anywhere**
PSX, SCE
- 7 (-) **Soul Calibur**
DC, Namco
- 8 (-) **Ranch Story GB2 (Harvest Moon GB2)**
GB, Pack In Soft
- 9 (-) **Real Robot Battle Front**
PSX, Banpresto
- 10 (2) **Dino Crisis**
PSX, Capcom

US CONSOLE TOP 10



- 1 (9) **Star Wars Episode 1: Racer**
N64, Nintendo
- 2 (6) **Pokémon Blue**
GB, Nintendo
- 3 (5) **Pokémon Red**
GB, Nintendo
- 4 (8) **Super Smash Bros**
N64, Nintendo 5
- 5 (-) **Super Mario Bros Deluxe**
GB, Nintendo
- 6 (-) **LUNAR: The Silver Star Story**
PSX, Working Designs
- 7 (2) **Pokémon Pinball**
GB, Nintendo
- 8 (-) **Superman**
N64, Titus
- 9 (-) **Star Ocean: The Second Story**
PSX, Sony
- 10 (-) **Museum Volume #1**
PSX, Namco





Dreamcast: Should you get one in ■

■ MAIN PHOTO: JUSTIN SCOBIE

It's 14 October, the Dreamcast is in the shops and you've got £200 spare. Let Arcade help you make that crucial purchase decision.

Dreamcast's day of reckoning is nigh. Until now, Sega's new baby has been a privilege enjoyed only by the hardcore who imported a machine from Japan.

But come 14 October, 128-bit gaming action will be but a High Street spend away.

It's time to start getting excited.

Dreamcast not only boasts graphical power above and beyond anything seen before, in a first for consoles it offers free Internet access, and its launch is accompanied by an unparalleled line-up of dynamite software. You won't be able to play *Sonic Adventure*, *Power Stone* or *Sega Rally 2* anywhere else outside of the arcades, and that fact alone

should persuade you to put your hand in your pocket and shell out.

But *Arcade* isn't an advertisement for Dreamcast. Read the history of Sega's console launches to learn about the company's sketchy track record, which may return to haunt it. Sega has already pushed the Dreamcast launch back at short notice, while on-line gaming – one of the console's major selling points – will not be available until April. Is Dreamcast even a significant enough leap from your existing games machine to warrant a purchase? *Arcade* bypassed the usual industry platitude pushers to ask the man in the street.

Check the software, the add-ons, the on-line extras, the history, the opinions – and then make up your own mind.



16 pages of Dreamcast knowledge

p56 "What's in the box?"... p58 "What are the games?"... p62 "What else will you need?"... p63 "What else can it do?"... p64 "What's the history?"... p66 "What do the people think?"





What's in the BOX?

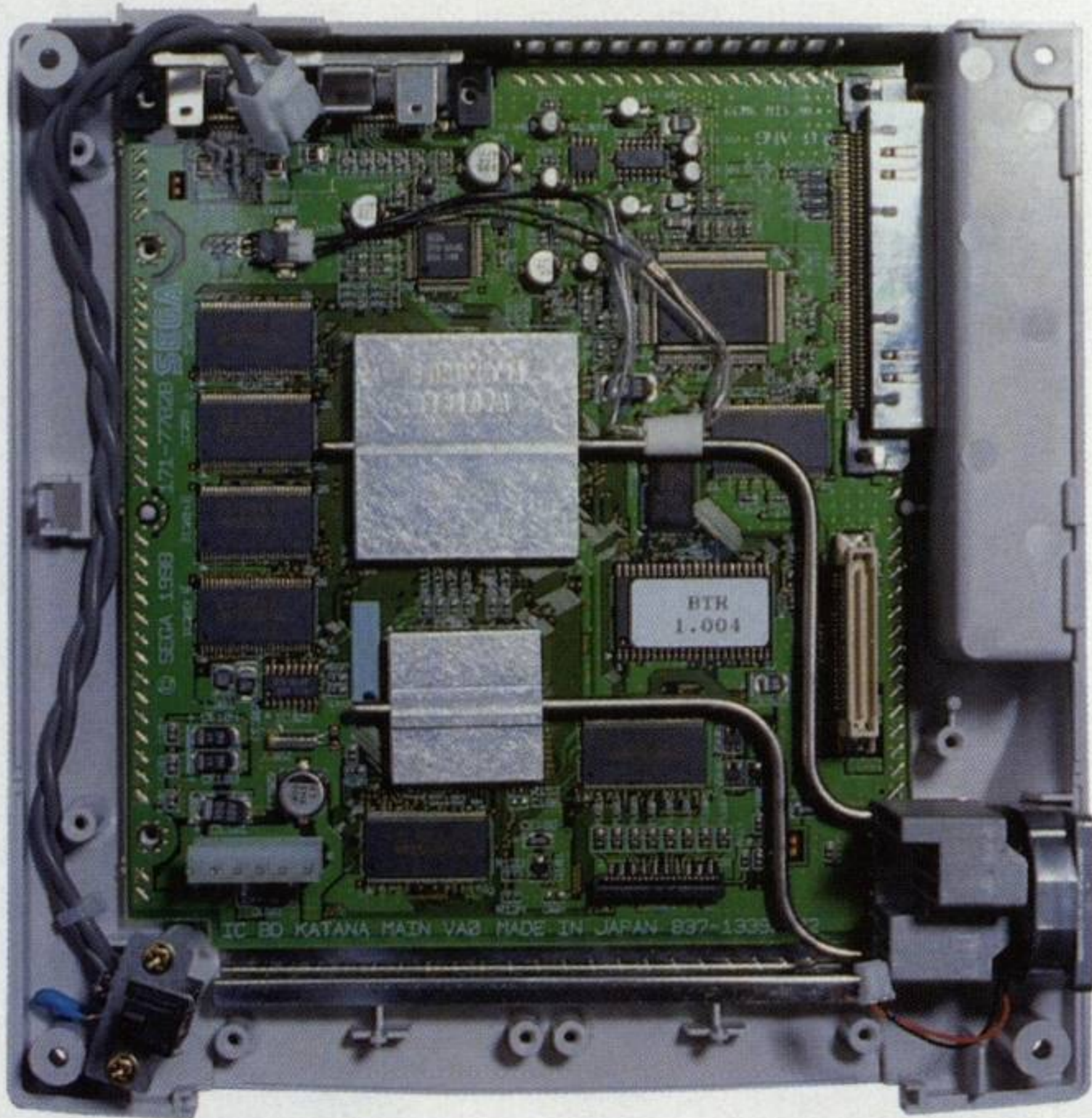
The money's gone and your new toy is at home. But you can't figure the bugger out. A sad Sunday loomed. But then...

D-Day for Sega and its new games machine has been set at 14 October. You slap 200 notes into the shopkeeper's sweaty mitts and walk out of your local games store with a box tucked under your arm and a cheesy grin on your face. Well done. You've just invested in the world's most advanced games system – an ultra hi-tech console packed with more silicon per square inch than an LA bar.

But what can you expect when you get home and empty the box's contents onto the Axminster? How does it compare to the games system that may already be sitting under your TV? And what else will you need to make 14 October worth a day off work? Perhaps it's best to read on before parting with your readies...

Under the hood

These are the important bits, apparently.



■ *Arcade* doesn't recommend that you take your brand new Dreamcast apart because you're unlikely to be able to get it back together again. If you did, though, you'd find a board packed with a bunch of super-fast chips – things such as a 200MHz CPU, a custom-designed graphics chip from NEC and a whopping 26Mb of RAM – that combine to make this the most powerful games system on the planet. In fact, it's so powerful it even uses a water cooling system to stop it overheating. No, we didn't make that up.

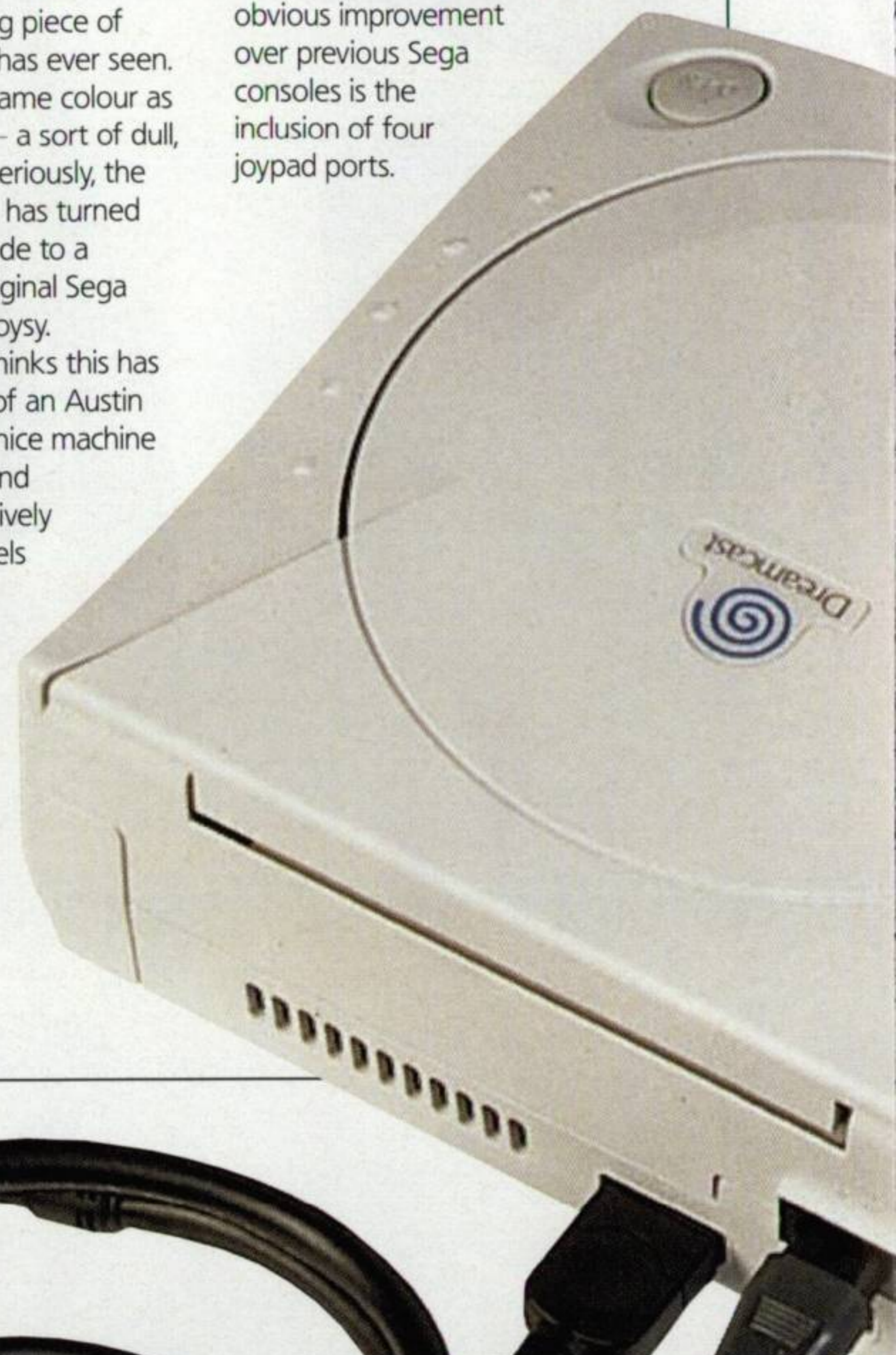
1 A Sega Dreamcast

Okay, so it looks a bit like a PlayStation crossed with an N64. Hardly the most inspiring piece of console design *Arcade* has ever seen. The unit is exactly the same colour as the Japanese machine – a sort of dull, creamy grey – but mysteriously, the orange Dreamcast swirl has turned blue, presumably to allude to a connection with the original Sega brand and look more boysy.

Still, not everyone thinks this has the design sensibilities of an Austin Maestro. Besides, it's a nice machine to get your hands on, and weighs in at an impressively hefty 2kg it certainly feels like a shedload of technical gubbins has been crammed inside (see "Under the hood").

As you'd expect, the lid glides open smoothly, and there are two main buttons that operate the machine – "Open" and "Power".

Resets can only be done via the joystick or by lifting the lid, which is strange. However, the most obvious improvement over previous Sega consoles is the inclusion of four joystick ports.



7 An RF lead

Those sensible chaps at Sega haven't neglected any TVs out there that should be sitting in museums instead of in living rooms. The RF lead plugs into the standard aerial socket on the back of your set.

1001

DREAMCAST GAMES PREVIEWED!

Prattling on about performance in a locker room style is all very well, but once the launch dust settles, the games will decide the fate of the Dreamcast. Here's a peek at titles in the pipeline...



Aerowings
■ CRI ■ Crave
■ October
Stunt pilot game aiming to make flight sims cool.



Air Force Delta
■ Konami ■ Konami
■ February
Military-themed aircraft blaster in the style of Ace Combat.



Alone In The Dark 4
■ Infogrames ■
■ Infogrames ■ Spring
More from the horror adventure series, to be ported from PC.



2 A 33K modem

Respect has to go to Sega for providing a modem with its console as standard. However, it's a shame Sega didn't soak up the extra cost of a 56K model. Why? Because it won't take long until you're tearing your hair out, screaming "What's it doing?". Welcome to the joys of the Internet connection, where time stands still – especially if you've got a slow modem.

3 A control pad

It may bear an uncanny resemblance to the doomed Atari Jaguar's control pad, but Sega's controller is well designed in every other respect. The Dreamcast pad is very light – until, that is, you plug in a vibration unit and a VM unit into the two recess ports. These two slots can also be used for plugging into two VMUs and exchanging game data between units.

The analogue thumbpad is the main attraction of the new controller. This gives you far more control than a standard "on/off" digital crosspad, due to the wide range of increments of movement now possible (Sonic can walk or run at varying speeds, for example). A traditional crosspad has been included, too, but its hard, angular design doesn't match up to the excellent moulded one on Sega's Saturn joypad. But that's nit-picking. Overall, the DC pad isn't as versatile as the king of joypads – the N64's – but with its twin shoulder buttons and nice ergonomics it's more than up to the job.

4 Dream On Vol.1 demo disc

Bless its little cotton socks with Sonic insignias, Sega has even included a great demo disc featuring both playable and movie demos. Here's the line-up to get you started:

Playable

- Ready 2 Rumble ■ Trickstyle ■ Incoming
- Toy Commander ■ Monaco GP Racing Simulation 2

Movies

- Sonic Adventure ■ Virtua Fighter 3tb
- Red Dog ■ Snow Surfers
- Powerstone ■ UEFA Striker ■ Tokyo Highway Battle ■ Sega Rally 2

5 A Dream Key browser CD

Stick this in the CD tray of your Dreamcast and it'll open up a whole new world – primarily unlimited access to the Internet at local call rates, five free e-mail accounts and, of course, access to the Dream Arena – Sega's own on-line gaming service where eight-player bouts of *Sega Rally 2* are promised. This won't be activated until April 2000, mind. (see Internet information on page 63.)

6 A power lead

Well, it had to be included really. This is a standard 220/240-volt lead that you'll also find on common or garden stereos and videos.

Other stuff

The full snazzy line-up of peripherals can be found on page 62, but here are a few essential extras you should consider investing in...



Extra controller

■ Price: £20

■ A single pad is bundled with the machine, but you'll want to pick up an extra one to get the most from two-player titles such as *Sega Rally 2* and *Soul Calibur*. There are four-player titles on the way, though (*Toy Commander*, for example), and after-pub bashes with a few friends will demand a clutch of extra controllers.



VM unit

■ Price: £20

■ A Dreamcast without a VM unit would be like playing tennis without a racket (or shorts). It looks like a hand-held Tamagotchi-style console and effectively is one – except that it also plugs into the Dreamcast's joypad and works as a memory card for saving games. Mini games can be downloaded on to the device and, when plugged into the joypad, the unit's tiny screen also doubles up to provide extra game data.



Get connected

■ Price: £20

■ The RF lead bundled with the Dreamcast is fine to get you up and running, but you'll want to fork out for a SCART lead to get the most out of the system's ultra-sharp hi-res graphics.



Arcatera
■ Westka ■ UbiSoft
■ January
Medieval adventure distinguished by time travelling elements.



Armada
■ Metro 3D ■ TBA
■ TBA
Explorative space blaster featuring four-player co-op mode.



Baldur's Gate
■ Sega ■ Sega
■ Spring
Conversion of Bioware's popular beardy D&D RPG.



Blue Stinger
■ Climax ■ Activision
■ Launch
Offbeat action adventure – see page 82 for full review.



Buggy Heat
■ CRI ■ TBA ■ TBA
Cool offroad racer – named TNN Hardcore Heat in the US.



Carrier
■ Jaleco ■ TBA ■ TBA
Res Evil style horror adventure set on wrecked airship.



Castlevania: Resurrection
■ Konami ■ Konami
■ Spring
More scary adventuring which should improve on the N64 game.



Climax Landers
■ Climax ■ Sega
■ TBA
Ethereal RPG which will be a must for Final Fantasy devotees.



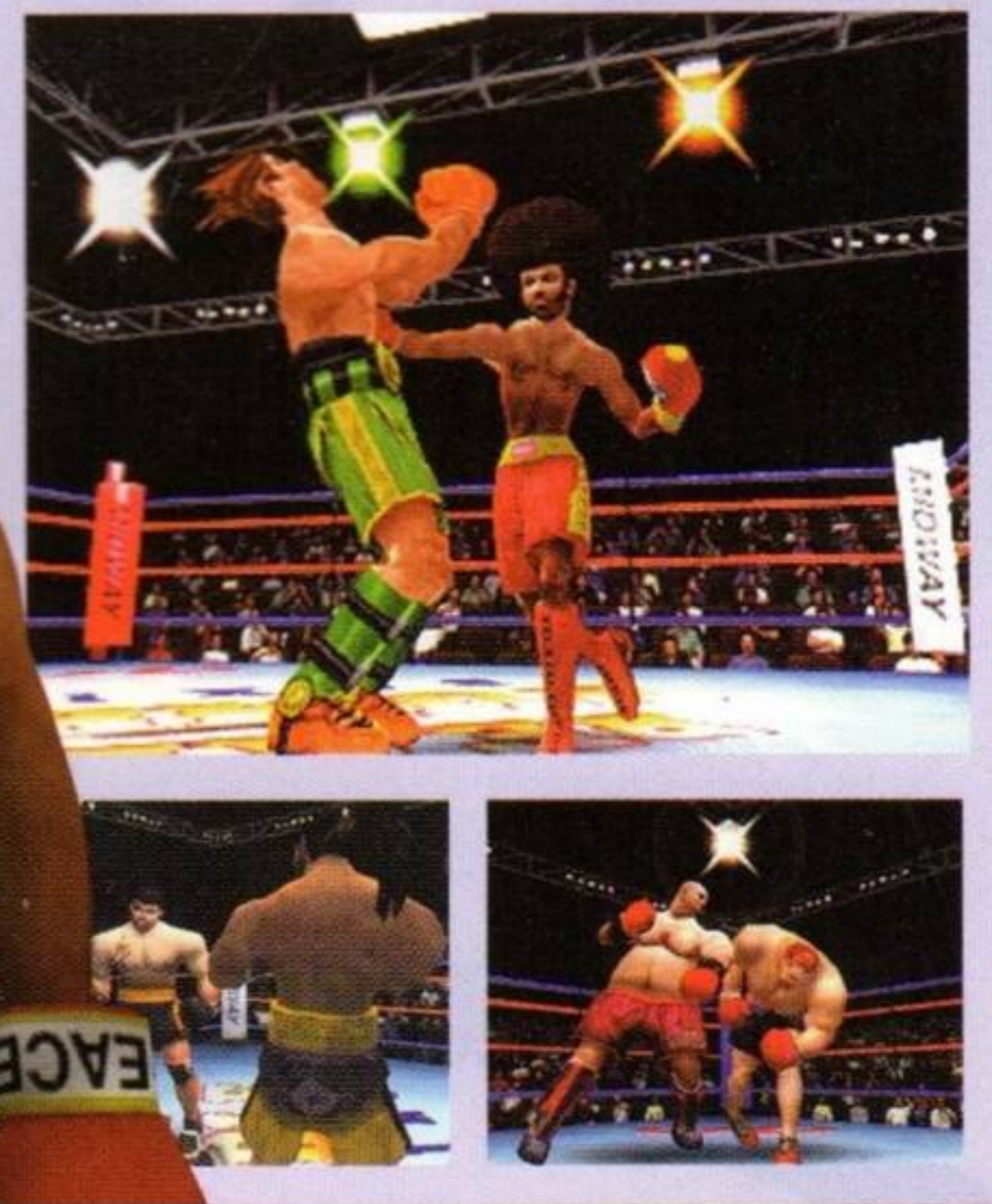
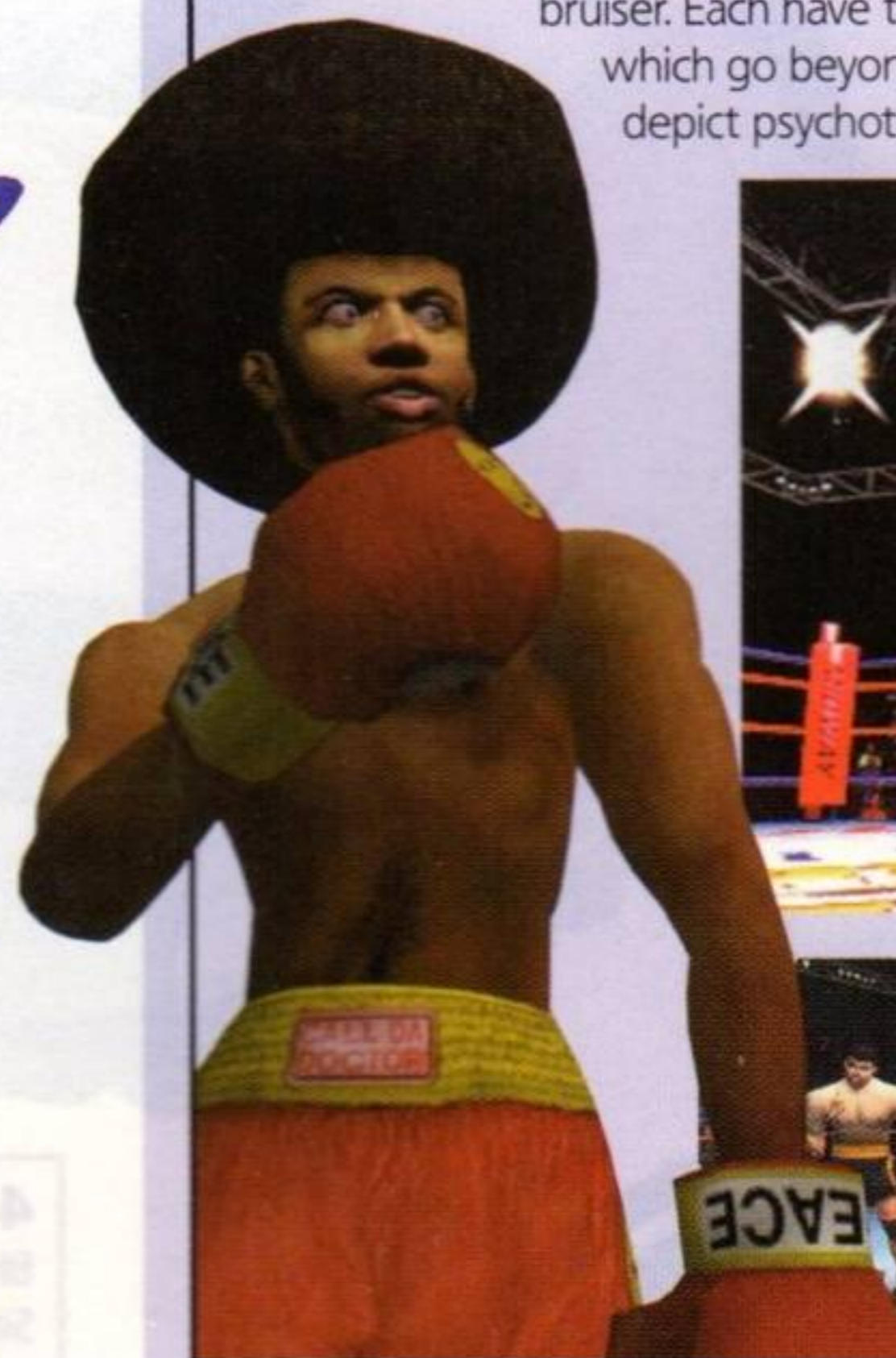
What are the Games?

The Dreamcast launch line-up is the strongest of any console ever, but there's more to come...

Let's get back to basics. While Internet access and "on-line communities" are an exciting step forward – prompting much frothing at the mouth in the gaming community – a console will stand or fall by the quality of its software. If you got the games, you got the moves – and Sega is certainly lining up some beauties for Dreamcast.

The Japanese Dreamcast launch looked ominous for Sega. The atrocious *Godzilla*, the incomprehensible *July* and the less-than-inspired *Virtua Fighter 3tb* sent gamers everywhere scurrying back to their PlayStations pronto. Since then, however, Japan has experienced the exquisite pleasures of *Sonic Adventure*, *Sega Rally 2* and *Sega Bass Fishing*, all of which are headed this way very soon. Sega has not only convinced Namco and Capcom to code for Dreamcast, it has squeezed exclusives like *Soul Calibur*, *Power Stone* and *Resident Evil: Code Veronica* from them.

On top of that are Brit offerings including *Trickstyle*, from Criterion, and *Metropolis Street Racer*, from Bizarre Creations. Sega should continue to exploit its coin-op classics by bringing *Jurassic Park: The Lost World* to Dreamcast, and what with Yuji Naka's "Sonic Team" about to announce four new games alongside *Nights 2*, the shelves will soon be stacked with top titles.



Launch games

First there were ten, but after Sega played silly buggers with the Dreamcast release date (see page 17), the launch line-up is expanded to include these 18 titles, you lucky people

Ready to Rumble

■ Reviewed next issue

Midway pummels its way on to the Dreamcast with a game that revolutionises the simple art of two men hitting each other. Sure, the Marquess Of Queensbury would sooner shag Oscar Wilde than advocate this brand of crazy pugilism, but *Ready 2 Rumble* will still provide more depth and entertainment than most beat-'em-ups, without recourse to weapons, spells or ridiculous combos. This is partly due to the hilarious cast of fighters, from the puny afro poseur to the gargantuan East European bruiser. Each have their own moves, techniques and looks, which go beyond the usual happy and sad faces to depict psychotic fury and arch smugness. Mighty stuff.



Step in to *Sega Rally 2* from the off. Multi-player Internet action looms.



Pen Pen

■ Reviewed next issue

This was among *Arcade's* favourite early Japanese Dreamcast games but we feared the unhinged psychedelic animal racer would never see the light of day over here. We were wrong – Infogrames has snapped it up and believe us, Ken Kesey and his merry pranksters had nothing on *Pen Pen*. Play a blue penguin or a pink hippo with a flower tattoo. Flap, swim or waddle to a win.



Crazy Taxi
■ Sega ■ Sega ■ TBA
A cartoon Driver with passengers instead of contraband cargo.



Dark Angel
■ Metro 3D ■ TBA
■ TBA
Intriguing action RPG where you fight the spread of disease.



D2
■ Warp ■ Sega ■ TBA
■ TBA
Extensive adventure combining shooting skills with horror thrills.



Dead Or Alive 2
■ Tecmo ■ TBA
■ TBA
Beat-'em-up to rival *Soul Calibur* in the looks department.



Deep Fighter
■ Criterion ■ UbiSoft
■ December
Underwater blaster subtitled (chortle) *The Tsunami Offensive*.



Draonus: Cult Of The Wyrms
■ Treyarch ■ Crave
■ TBA
Fantasy adventure – swords, spells and silly names.



Dynamite Cop 2
■ Sega ■ Sega
■ October
Knockabout arcade-style fighting adventure. On a ship.



Sonic Adventure

■ Reviewed on page 74

Sexy speed-of-light gaming from the Sega icon.

Sega Rally 2

■ Reviewed on page 76

The return of everyone's powersliding favourite.

Virtua Fighter 3tb

■ Reviewed on page 77.

Neat beat-'em-up straight outta the arcades.

Power Stone

■ Reviewed on page 78

Capcom turns the fighting genre upside down. Literally.

TrickStyle

■ Reviewed on page 80

Luscious future street stunt hoverboarding beauty.

Speed Devils

■ Reviewed next issue

Knockabout comedy drivin' and gamblin' thrills.

Incoming

■ Reviewed next issue

Blasting your way through alien atmospheres.

Expendable

■ Reviewed on page 82

Top-down shoot-'em-up touting retro chic.

Racing Simulation: Monaco Grand Prix

■ Reviewed next issue

Ultra-realistic racing sim for wannabe F1 tinkerers.

Blue Stinger

■ Reviewed on page 82

Third-person action adventure set on mysterious isle.

Dynamite Cop 2

■ Reviewed next issue

Amusing arcade action game with fight scenes on the galley of a ship.

Hydro Thunder

■ Reviewed next issue

Pick-up-and-play speedboat racing.

Mortal Kombat Gold

■ Reviewed next issue

Classic gory beat-'em-up: finish him!

Tokyo Highway Battle

■ Reviewed next issue

Illegal twilight joyriding around Japan's capital.

NFL Blitz 2000

■ Reviewed next issue

Latest instalment of American football smash.

Aerowings

■ Reviewed next issue

Stunt pilot flight sim.

■ Rouge – one of the hotter properties on Dreamcast.

And the rest...

Not there at launch, but tip-top titles.



Soul Calibur

■ Rarely out of the machine since the Japanese import arrived in the Arcade office, *Soul Calibur* makes all other beat-'em-ups – including *Virtua Fighter 3tb* – look wooden and dated. Breathtaking scenery, beautifully detailed character animations, explosions of colour as weapons clash – *Soul Calibur* steals your heart even before you've played it, when you discover that it's the most fluid, responsive and multi-faceted fighter you've probably ever risked calloused thumbs for. For more frothing, see the preview on page 29.

■ Ivy will slash the rest to ribbons.

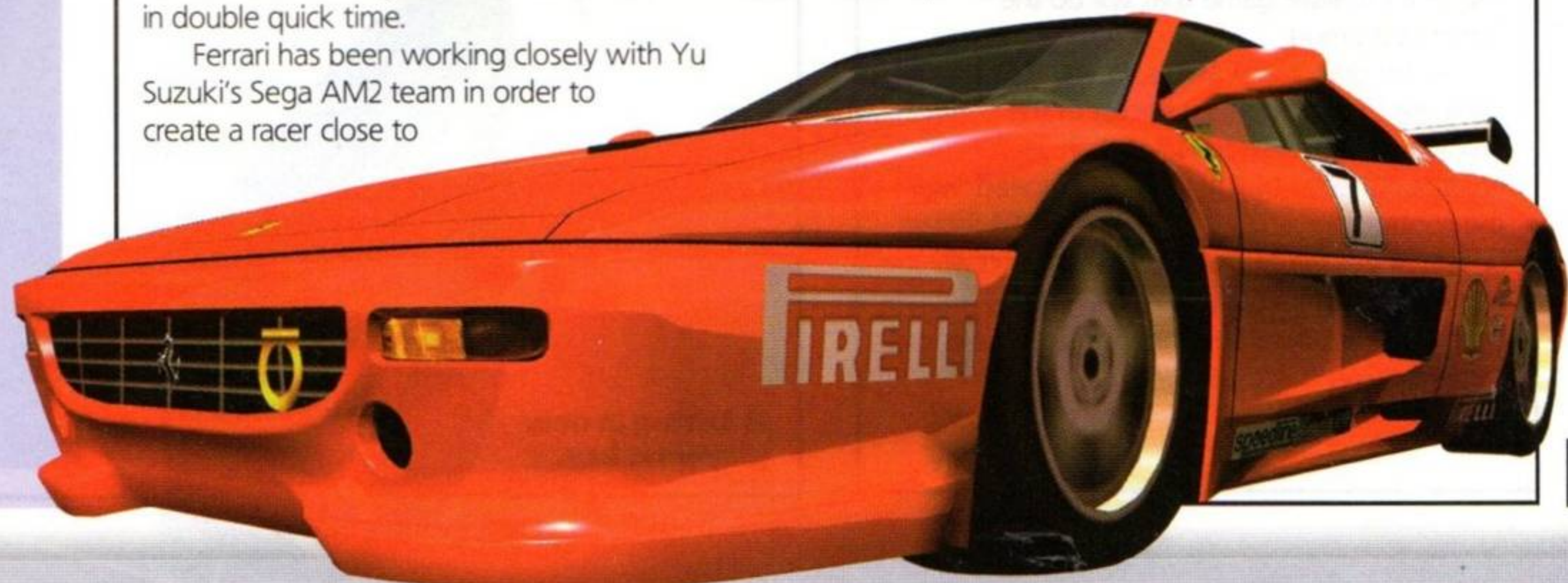


Ferrari F355 Challenge

■ No sooner had this astounding coin-op hit the arcades than rumours were circulating about a Dreamcast release. Given the relation between Sega's Naomi coin-op architecture and the internal make-up of the Dreamcast, the company would be daft not to port all their hit coin-ops to console, and *Ferrari F355 Challenge* was confirmed for Dreamcast in double quick time.

Ferrari has been working closely with Yu Suzuki's Sega AM2 team in order to create a racer close to

perfection. The coin-op has garnered plaudits not only for its classy design but for that magical balance between playability and realism. Even the coin-op has options for tuning and toning the gorgeous automobiles, so expect much more of this in the Dreamcast version. *Grand Turismo 2* looks to have a true equal at last.



Ecco The Dolphin

■ Appaloosa ■ Sega ■ TBA

For a change of pace, try this peaceful sub-aqua adventure.



Eternal Arkadia

■ Sega ■ Sega ■ TBA

Renaissance-themed RPG, once known as (snigger) Project Ares.



Evolution

■ Entertainment Software ■ UbiSoft

■ February
Gorgeous RPG in strong Jap tradition of Final Fantasy et al.



F-1 World Grand Prix

■ Paradigm ■ Video System ■ TBA

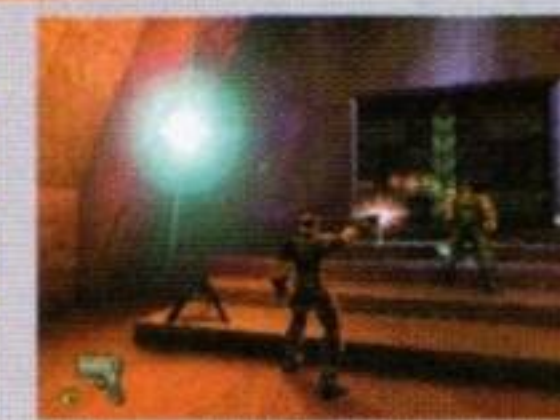
That very same N64 racing sim comes to Dreamcast.



Ferrari 355

■ Sega ■ Sega ■ TBA

Superb posh racing sim to port direct from the coin-op.



Fighting Force 2

■ Core ■ Eidos ■ TBA

The shooty adventure sequel hits PlayStation first, then DC.



Floigan Brothers

■ Visual Concepts ■ Sega ■ TBA

Bizarre cartoon platformer starring junk dealing siblings.



Frame Gride

■ From Software ■ Sega ■ TBA

Build massive robots which then fight each other. Big in Japan.



What are the Games?



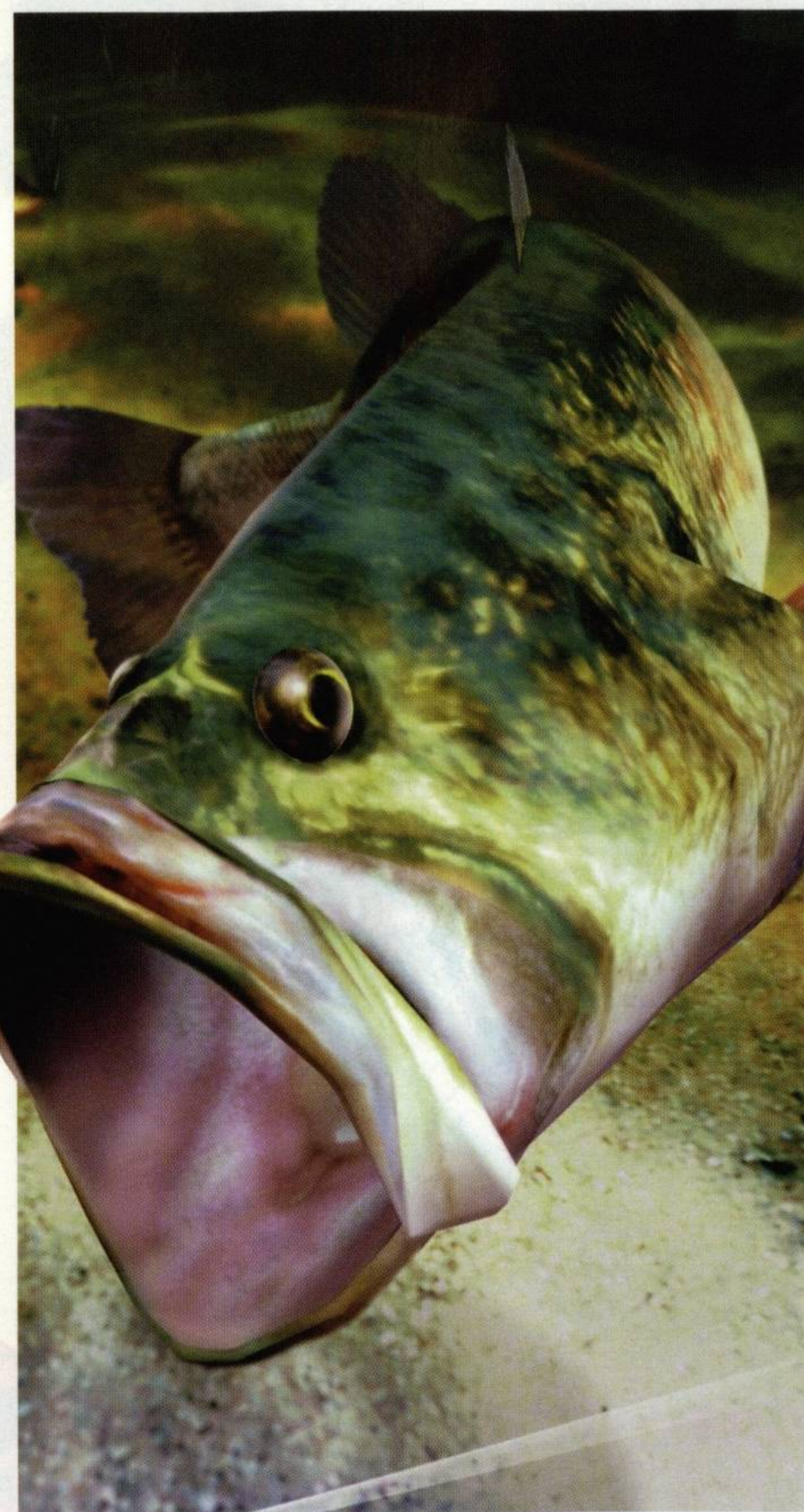
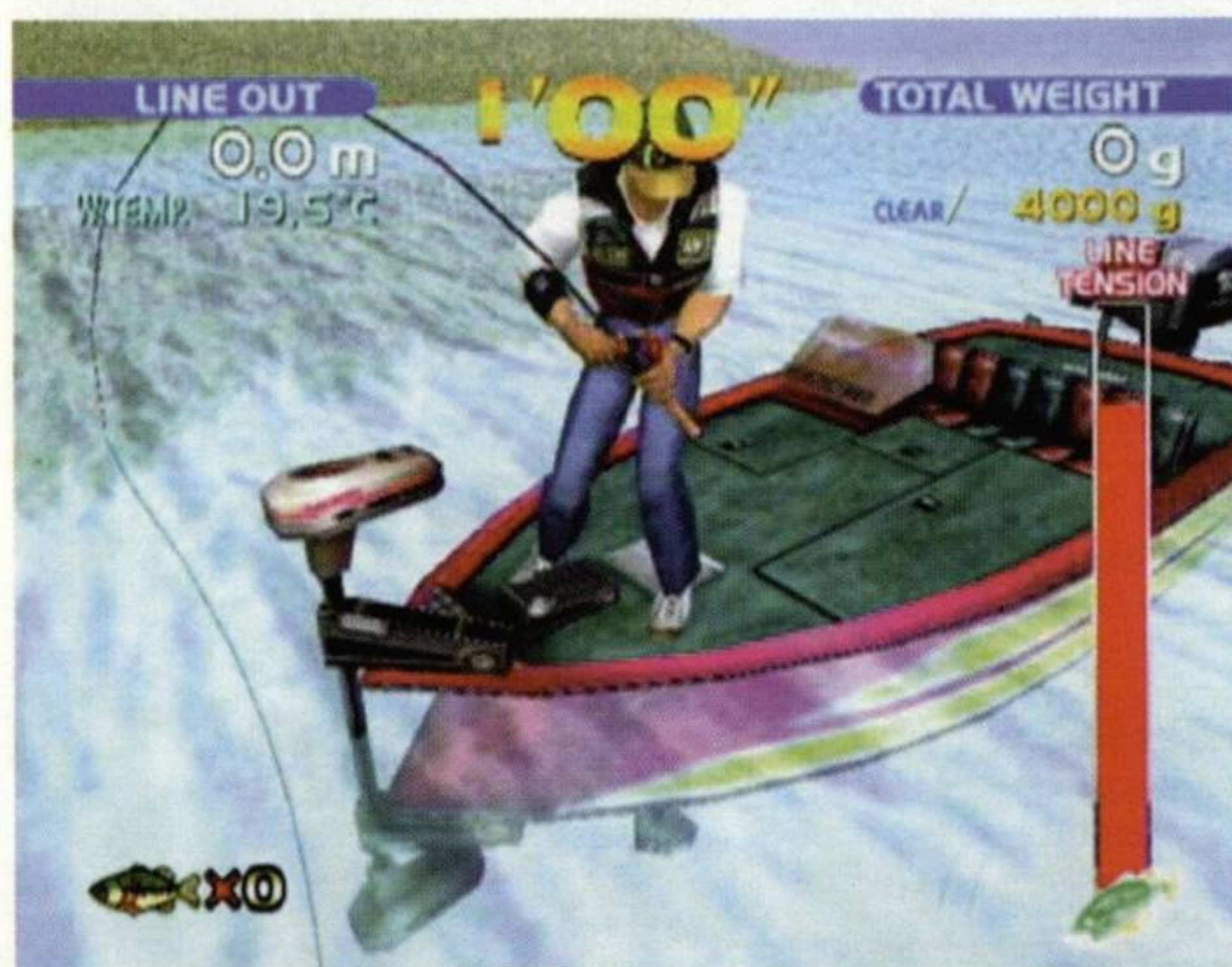
UEFA Striker

Few would argue that Dreamcast needs a football game like plants need sunlight and Keith Harris needs Orville. With every FIFA-sanctioned EA game rocketing to the top of the charts and boosting PlayStation hardware sales on its way, footy is the means by which to attract that casual gaming audience. Without FIFA, ISS or WLS as yet, Dreamcast will have to rely on *UEFA Striker* from Rage. This may be an update of the company's distinctly whiffy *Striker* series, but guts have been busted to pull off a smooth, realistic game that will do the Dreamcast proud.

As for graphical prowess, all you need do is compare *UEFA Striker* Dreamcast to the simultaneously-released PlayStation version. No contest. An asset of the game is its speed, while the controls are refreshingly simple. *UEFA Striker* boasts all the trappings of a modern football game, but only time will tell if it's got the strength in depth to be there or thereabouts come the end of the season.

Sega Bass Fishing

Yes, even a pastime which is crushingly dull in real life can make for a brilliant videogame. *Sega Bass Fishing* (the title sadly changed from the more direct *Get Bass*) dispenses with the dodgy sou'wester, stinking box of maggots and mindless tedium of real angling and turns the sport into a laugh-a-minute poisson paradise. "Fish!" screams the commentator as you hook a whopper on the end of your trembling line. A simple pleasure, but one of the most satisfying available in modern videogames. You'll need to invest in a special fishing rod controller to play properly.



Luring in new players is key.



Furballs
■ Bizarre Creations
■ TBA ■ TBA
Fun animal platformer with a nod to Banjo Kazooie.



Galleon
■ Confounding Factor ■ Interplay
■ TBA
Pirate adventure from the creator of Tomb Raider. PC port.



Giant Gram
■ Sega ■ Sega
■ TBA
Port from the wrestling coin-op, guest starring Virtua Fighters.



Heroes Of Might & Magic 3
■ UbiSoft ■ UbiSoft
■ March
More PC-port action – this time of medieval strategy hit.



Hidden & Dangerous
■ Illusion ■ Take 2
■ TBA
The PC ports don't stop, but this is a welcome console release.



House Of The Dead 2
■ Sega ■ Sega
■ October
Frantic lightgun shooter in mansion full of oozing zombies.



Hydro Thunder
■ Eurocom
■ Midway ■ October
Fun, simple port of coin-op boat-racing hit.

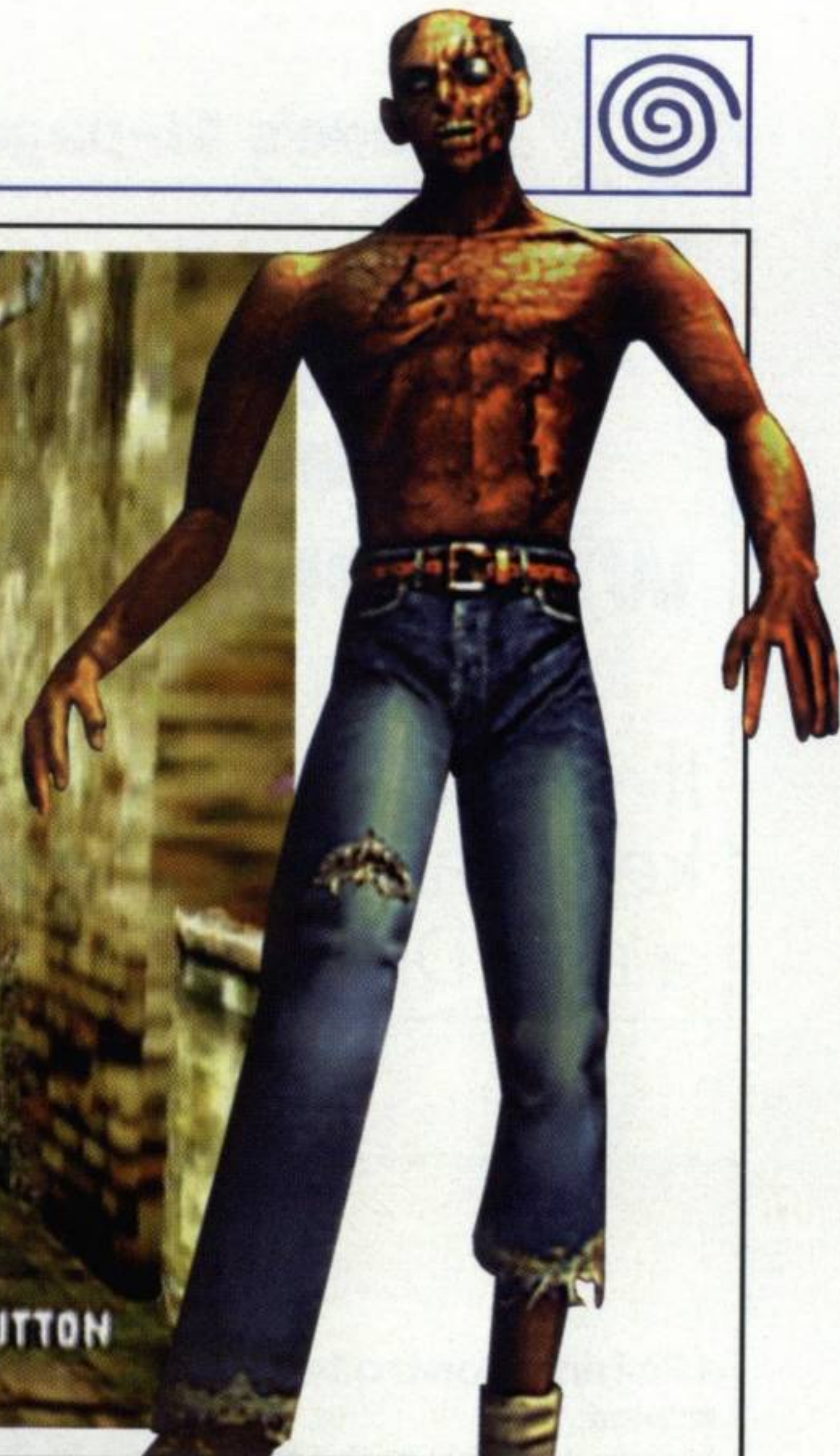


House Of The Dead 2

■ Casually stroll into an arcade and undoubtedly the most inviting prospect is to grab those plastic guns and start blasting. You're probably playing *House Of The Dead 2*, the unthinking man's *Resident Evil*. No bothersome puzzles, no running and hiding, just the simple destruction of the evil undead and a few diseased dog-like creatures spewing ectoplasm. The Dreamcast version will require the purchase of a lightgun (see page 62) and you'll be all set to litter your own TV screen with zombie detritus.

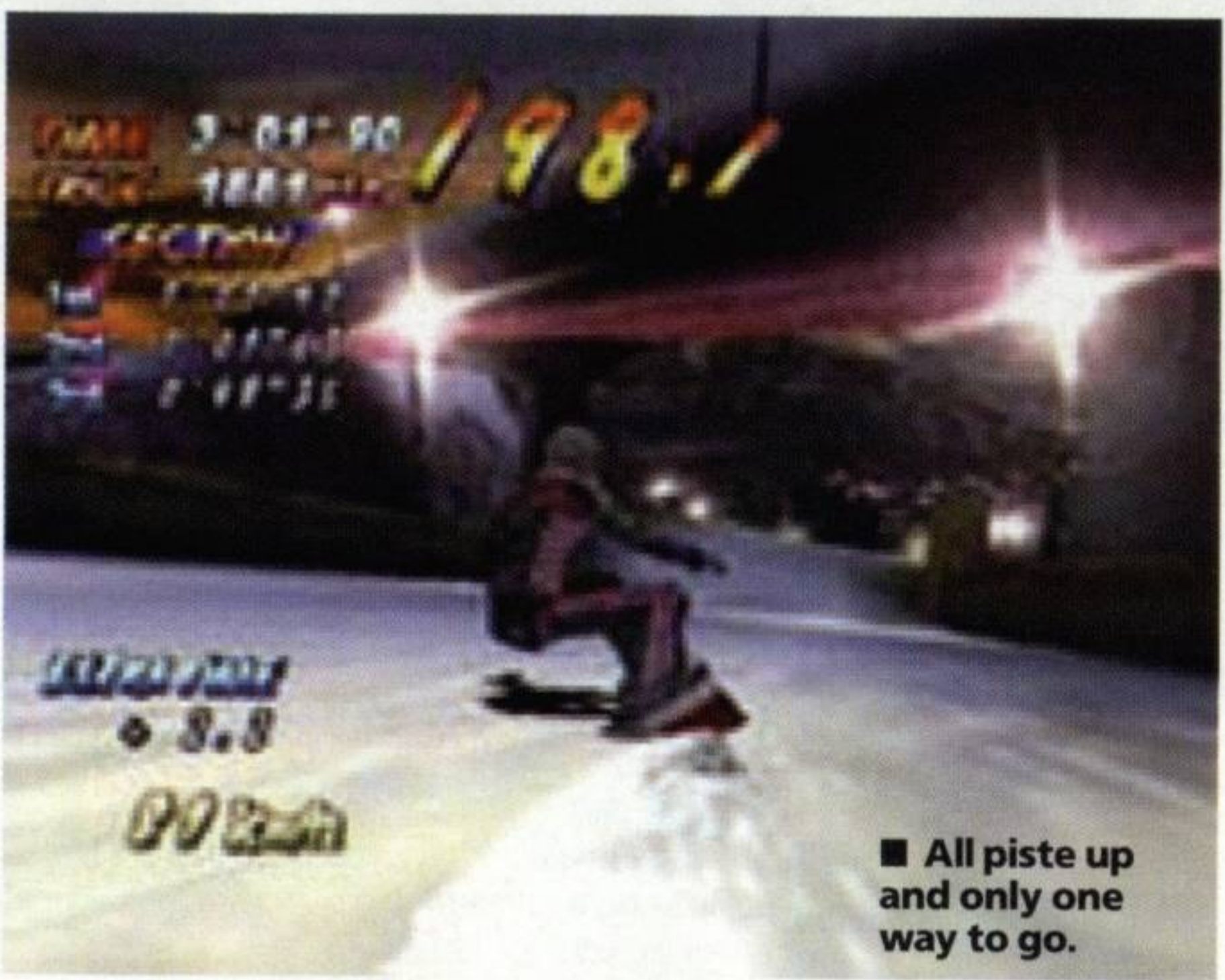


■ If it moves, kill it. Again.



Snow Surfers

■ Essentially *Snow Surfers* is *Cool Boarders* for the Dreamcast, but renamed due to many complex situations which we won't go into here (oh, all right then – *Snow Surfers* is developed by UEP Systems, who created the original *Cool Boarders* for PlayStation but then sold the name to Sony and 989 Studios). You'll recognise the design touches and the playing style, but *Snow Surfers* looks better than any previous boarding sim and the range of tracks are more extensive and inventive than anything seen before. Time to moose out some more benjies, it seems.



■ All piste up and only one way to go.



■ Details on Shenmue are sketchy.

Shenmue

■ The most enigmatic game poised to hit Dreamcast, to the point where it still isn't clear what it's all about. An outpouring of all the many ideas until now unrealised in the head of Yu Suzuki (*Virtua Fighter*, *Ferrari 355 Challenge*), *Shenmue* is a free-roaming adventure, combining RPG and action elements with bizarre mini-games and combat sequences. Suzuki himself has invented a bombastic new slice of jargon, FREE (Full Reactive Eyes Entertainment), in an attempt to underline the ambitious nature of the project. The superb detail of the graphics highlighting the brilliantly-stylised early

'80s attire of the characters (a fashion period criminally under-explored in the videogame world) and promised opportunities to play darts and kick off a pub brawl sound intriguing.

This could either be the greatest videogame ever made or it could prove to be nothing more than a distraction to the predictable parade of fighting, racing and sports games set to storm the Dreamcast in the months leading up to the all-important Christmas period.



Incoming

■ Rage ■ Sega
■ Launch
PC port of the colourful but repetitive blaster.



Jimmy White's 2: Cueball

■ Awesome ■ Virgin
■ October
The world's best all-boozing, all-gambling snooker sim.



Jump Runner

■ Glass Ghost ■ TBA
■ TBA
Lawless futuristic adventure – like *Grand Theft Auto* in space.



Jurassic Park: The Lost World

■ Sega ■ Sega
■ TBA
Incredible coin-op lightgun dino shooter comes to Dreamcast.



King Of Fighters: Dream Match 99

■ SNK ■ TBA ■ TBA
Popular Jap beat-'em-up with potential Neo Geo compatability.



Max Payne

■ Remedy ■ Take Two ■ TBA
Impressive-looking noir shooter comes to DC as well as PC.



Marvel Vs Capcom

■ Capcom ■ Virgin
■ October
The cult of the 2D beat-'em-up continues into the 128-bit era.



Metropolis Street Racer

■ Bizarre Creations
■ Sega ■ November
Lovely street racing title from fancied Brit developers.



What else will you need?

If you want to type, you'll need a keyboard, if you want to fish, you'll need a rod. Dreamcast peripherals explained.



8 Alloy Arcade Stick InterAct

■ £30
Beat-'em-ups were made to played in the arcade – that's where *Virtua Fighter* and *Soul Calibur* came from. Use this to do them justice.



1 Fishing Controller

■ Sega
■ Only available with *Sega Bass Fishing* game, price TBA
Perplex passers-by with your virtual casting and reeling.



7 Lightgun

■ Sega
■ Only available with *House Of The Dead 2* game, price TBA

Playing *House Of The Dead 2* without a lightgun would be thick. It's the only compatible game as yet, but the arrival of *Jurassic Park: The Lost World* is expected sometime soon.



3 Controller Extension Cable

■ InterAct
■ £5

Here's one for those of you who like to physically emulate the blocks, punches and rolls of your characters without pulling the pad out of its socket.

2 AstroPad

■ Performance
■ £15

As sure as night follows day, third party interpretations of the official Dreamcast controller will soon be flooding the market. This one is a "charming" green pigment.



6 Dream Pad

■ Mad Catz
■ £20

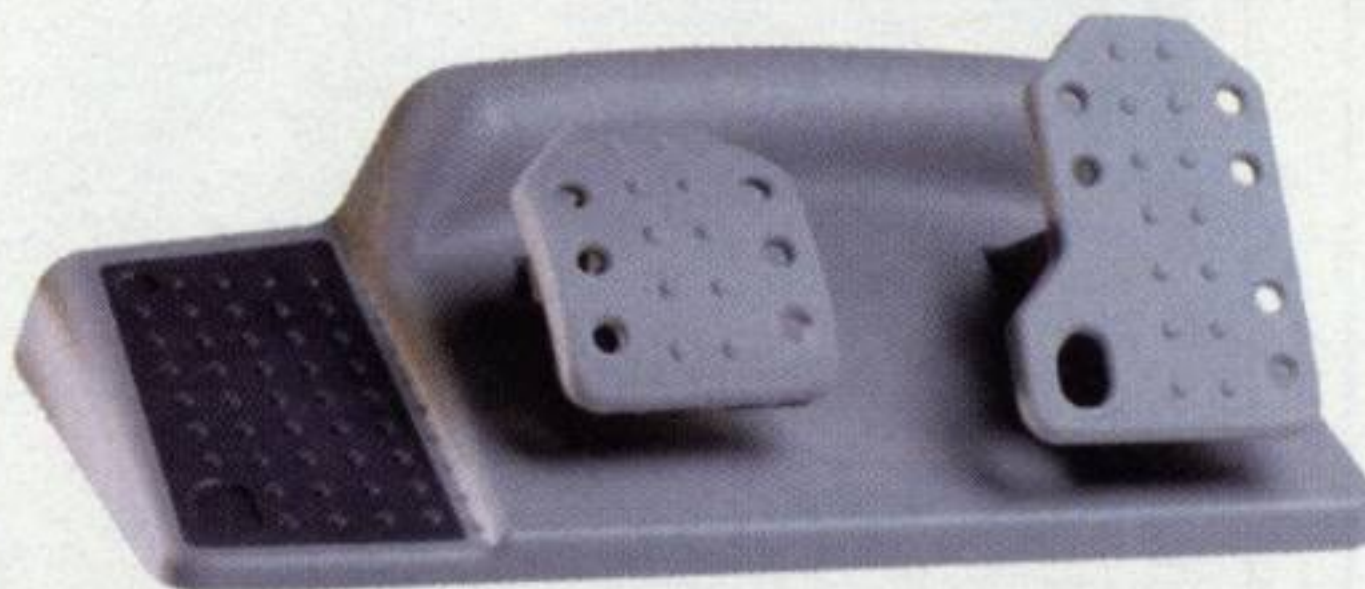
Another third-party effort, this time sticking valiantly to the Dreamcast colour scheme and adding a couple of extra buttons of its own.



4 Dream Wheel

■ Mad Catz
■ Price TBA

One of several steering wheels available at launch, all of which will endeavour to enhance the realism of *Sega Rally 2*, *Monaco Grand Prix* and *Speed Devils*. Not an essential purchase, though.



5 Dreamcast Keyboard

■ Sega
■ £20

Sending e-mails with a joypad is going to be a painstaking and frustrating business. The keyboard will make your life bearable.



Midnight GT
■ Rage ■ TBA ■ TBA
Another delectable PC port racer, but can it go the course?



Millennium Soldiers: Expendable
■ Rage ■ Infogrames
■ Launch
See a full review of this retro blaster on page 82.



MDK2
■ Bioware
■ Interplay
■ February
Weirdo adventuring shooter where you play marine, prof or pooch.



Mortal Kombat Gold
■ Eurocom ■ Midway
■ October
Last gasp for crude and outmoded beat-'em-up.



NBA Showtime
■ Midway ■ Midway
■ November
Arcade-style basketball from the makers of NBA Jam.



NFL Blitz 2000
■ Avalanche
■ Midway ■ October
The only way to have any fun with American football.



Nights 2
■ Sega Sonic Team
■ Sega ■ TBA
Classic action game from Yuji Naka and pals to be revived. Top.

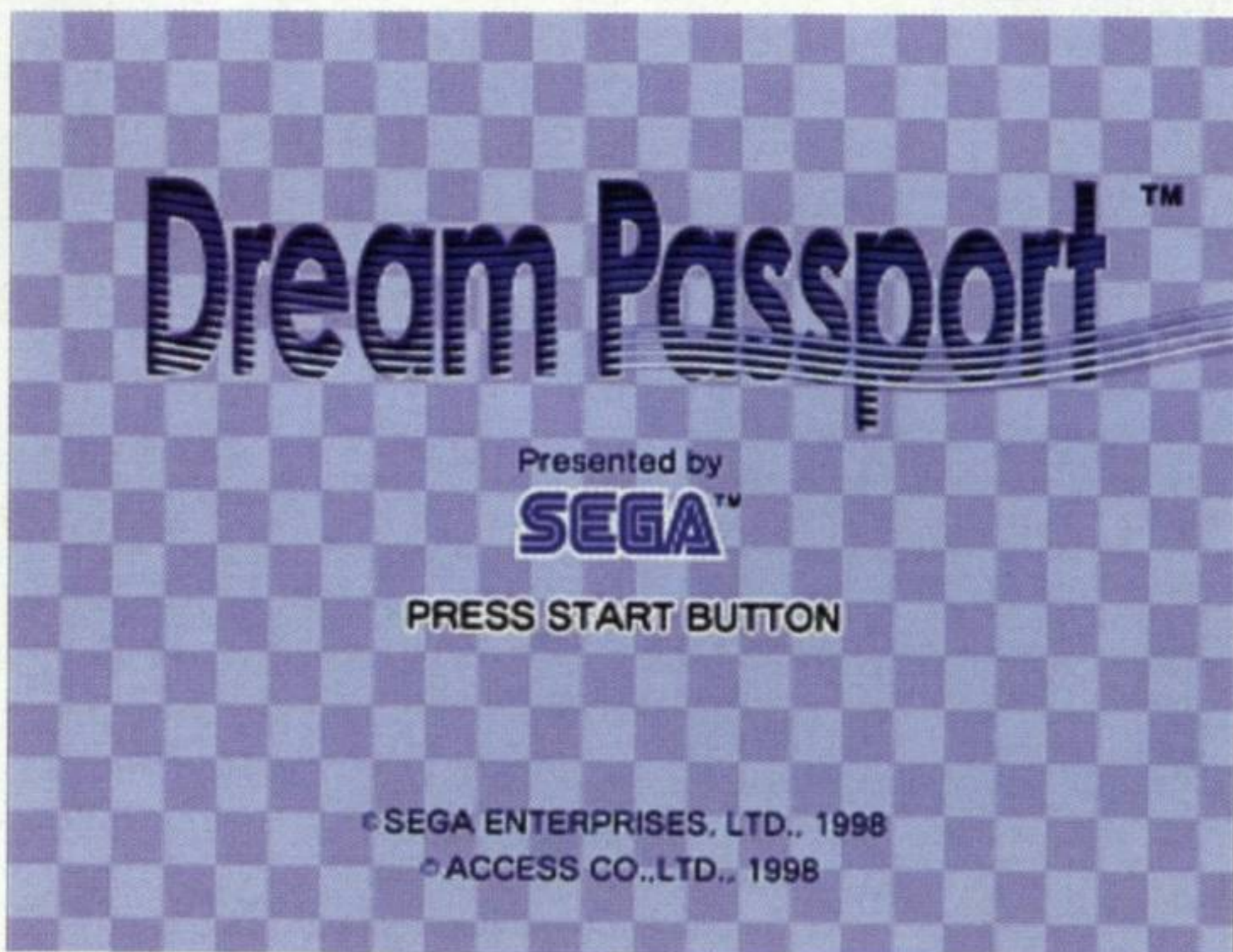


What else Can it do?

Games-only consoles will be relegated to the past by Dreamcast. Here's why...



■ (Above) It's a modem!
■ (Below) The Japanese site.



Sega should be heartily congratulated on its decision to make Dreamcast an Internet-ready games machine from day one. The Dreamcast is the first dedicated games console to offer this capability and could well be online gaming's first big chance to break free from the shackles of tech heads and expensive PCs. And beards. In fact, *Arcade* is so impressed, Sega could net a drink if it happened to be standing at the bar of the magazine's local on pay day.

At the time of writing Sega has been going without sleep so that the service will be up and running in time for the machine's scheduled UK roll-out. But as online gaming is a veritable minefield of potential conflicts and syntax errors here are some obvious queries dutifully dealt with.

So how does it all work?
Inside the Dreamcast box you'll find a CD called DreamKey. Once the built-in

■ No examples of the UK homepage were available – here's what the US site looks like.

Dreamcast modem has been plugged into the phone socket (there's a lead provided) and your machine switched on, you'll automatically be taken to a local number Internet service provider, where you'll need to register as a member. You'll then be sent your password for access to the official Dreamcast site, called Dream Arena, which can be saved on to a VM unit – if you have one – for speedier log-ins.

What will this service offer?
Dream Arena will be nirvana for Dreamcast fans, and there's no charge apart from connection at local telephone call rates. At launch you can expect unlimited Internet access, free e-mail, chat rooms, notice boards, news and online shopping (no, not crap crystal sherry decanters, but the chance to buy games and accessories). There will also be hi score tables, leagues, competitions as well as the opportunity to download mini VM unit games (such as the ones in *Sonic Adventure*).

What, no online gaming?
Not at the moment. It seems Sega isn't quite ready for this, and the worrying

rumour is that this won't be up and running for at least six months, and possibly as late as next April. What is promised is a dedicated gaming server that'll handle multi-player bouts of titles such as *Sega Rally 2*, *Street Fighter Alpha 3* and *Baldur's Gate*. While the prospect of 8-player *Sega Rally 2* tournaments is already working the *Arcade* office into a bit of a lather, the bad news is that this initial lag means that launch games won't be compatible with the service when it's eventually up and running. It's likely that certain titles will be updated and re-released when the online service goes into operation.

So, free e-mail, then?
Yes. Your address format will be you@uk.dreamcast.com. Passionate Europhiles will be pleased to hear that the exact same format will be used in other European countries.

But won't all this be a pain in the arse without a keyboard?
Well, a bit. That's why you'll be able to pick one up at launch for £20. If you can't afford to splash out, don't worry too much because Sega has designed a custom browser with an onscreen keypad. The trigger buttons on the controller will operate the back/forward buttons, and there will be other shortcuts to reduce potential frustration.

Dreamcast could be online gaming's chance to break free from tech heads.



Outcast
■ Appeal
■ Infogrames ■ TBA
The innovative adventure makes the journey over from PC.



Pen Pen
■ General Entertainment
■ Infogrames
■ October
Charming cartoon racer flaps and waddles over to the UK.



Plasma Sword
■ Capcom ■ Virgin
■ December
Another promising Capcom beat-'em-up – this time with swords!



Power Smash: Sega Professional Tennis
■ Sega ■ Sega ■ TBA
Realistic tennis in the vein of the 2K games.



Power Stone
■ Capcom ■ Eidos
■ Launch
Genius 3D brawl-'em-up. See page 78 for full review.



Psychic Force 2012
■ Taito ■ TBA ■ TBA
Futuristic fighter taking place in suspended glass cube.



Quarterback Club 2000
■ Acclaim ■ Acclaim
■ October
Realistic American footy going head-to-head with Sega's NFL 2K.



Racing Simulation: Monaco Grand Prix 2
■ UbiSoft ■ UbiSoft
■ Launch
Classy reworking of the meticulous F1 sim.



What's the history?

Although Sega's history has been more chequered than a houndstooth jacket, the company set the model for games today.



■ The Mega CD. The stupidest console add-on ever.

For such an obviously Japanese company as Sega, it's surprising to discover that its roots are not set in Asian soil. Formed in 1954, by, of all things, an American, the Service Games Company started trading in the States, sending pinball machines out to US military bases in Japan.

David Rosen was the American with a twinkle in his eye and a pep in his step and it wasn't too long (well, 11 years, actually) before he decided to develop his own machines. He also wisely chose to abbreviate his company's name to the far snappier Sega (short for SERVICE GAMES).

Time trundled on and, apart from the odd hit from the new Sega (such as the dull *Periscope*, released in 1966) and the minor fact that Rosen sold Sega to Gulf & Western, not much happened until 1983, when the company produced the first laser disc game (*Sega Astron Belt*) and released its first console (in Japan only), the NSG-1000. Which, with a name that sounds like a make of dishwasher, was doomed to failure.

The Master System

1987 was the beginning of Sega's boom years and it was in this groundbreaking time that it wisely decided to change its strategy for naming hardware, and the Sega Master System was born.

With little third-party support (Nintendo had a powerful monopoly on all the best developers), Sega had to rely on its own development teams to produce the goods (which led to the birth of the infamous AM1, 2 and 3 development teams) and, with a lengthy and popular back catalogue of arcade games, it wasn't long before the Master System was helping to turn Sega into a serious rival to Nintendo.

America was the battlefield to conquer, and with Nintendo claiming that one-in-three households there owned an NES system, Sega had little hope of making much more than a moderate dent in the market. Although all that was to change when Sega pulled an ace out of its hat.

The Mega Drive

A mere two years after the release of the Master System, Sega announced that a powerful 16-bit replacement machine was in the offing. An obvious ploy to bury Nintendo, the machine would be more powerful than anything else on the market and would have not only the support of



■ Sonic: once the height of fashion.

Sega's now-mighty AM divisions, but also strong third-party assistance, too. Nintendo was slow to respond and, believing that there was still plenty of life in its NES 8-bit machine, decided to delay releasing a 16-bit machine of its own until 1991 (1992 in the UK). This, more than anything else, was the beginning of the end of its domination of the videogames market. When the Mega Drive was released in Europe in 1990, there was already a strong software line-up to go with it.

As Sega Marketing Director Mark Hartley explains: "The Mega Drive was the right product at the right time, coupled with red-hot marketing and a broad range of software... Oh yes, then there was this blue hedgehog!". Before you knew it, the dull, crudely-drawn campaigns of "Do me a favour, plug me into a Sega" were dropped for

Pirate TV, fat barbers, info-bursts of data designed to make your eyes bleed and, as everyone agreed, the much better "To be this good takes ages" slogan. Added to that was the ultra-trendy *Sonic The Hedgehog* (no really, it was) and a rapidly growing list of developers, games and supporters, and the machine couldn't fail. Around three million found their way into UK homes and Sega was riding high.

Doh! Too dear

What followed, though, was a catalogue of disasters that would severely damage

"Dreamcast is the leap in technology everyone has been waiting for."



■ Needless £150 plastic mushroom.



Rayman 2
■ UbiSoft ■ UbiSoft
■ March
Sequel to popular kiddie platformer with spaghetti-haired hero.



Ready 2 Rumble Boxing
■ Midway ■ Midway
■ October
Brilliant comedy punch-up with a great cast of bizarre boxers.



Rainbow Six
■ Red Storm ■ TBA
■ TBA
The military sim inspired by Tom Clancy will be ported from PC.



Red Dog
■ Argonaut ■ Sega
■ October
Furious tank blasting with a cheeky sense of humour.



Renegade Racing
■ Promethean
■ Interplay ■ Spring
Wacky hovercraft racer in the vein of Speed Freaks or Mario Kart.



Resident Evil: Code Veronica
■ Capcom ■ Eidos
■ TBA
All-new Dreamcast-only zombie-chomping thrills.



Resident Evil 2
■ Capcom ■ Virgin
■ November
Ms Veronica will be accompanied by a port of the PSX classic.



Sega's reputation. A compact disc adaptor (the Mega CD) was released in 1993 for the ridiculous price of £200 and, apart from adding a poor Mode 7-style effect (à la SNES) and grainy FMV, it did little for the Mega Drive.

Then there was Sega's venture into the handheld market with the battery-hungry Game Gear, which has but the tiniest of footnotes in the history of computer gaming and, despite a fair catalogue of decent games, this portable Master System fared very poorly compared to Nintendo's Game Boy.

Last, and certainly least, was the 32X. A 32-bit add-on to slot into the top of the Mega Drive, this was possibly Sega's greatest failure. Woefully under-powered and criminally under-supported from everyone (including Sega), it was no surprise that it failed and Sega's untarnishable image was looking a bit, well, tarnished.

From bad to worse

It was time for Sega to go back to the drawing board and, with rumours about a new machine emerging from the Sony camp, it began beavering away on its own 32-bit killer system, the Saturn. Unfortunately, things were going from bad to worse for Sega. When the technical specifications for the Sony PlayStation (originally named PSX) were released, alarm bells rang in Sega's offices as the company realised that its console was no match for Sony's dream machine. Adding a second processor and an extra graphics co-processor didn't exactly help either. In fact, the internal workings of the Saturn were so complicated that it caused a key Sega manager to admit that probably only one in 100 programmers would have the skill to use the machine's full potential.

"You can have the



■ The Saturn got shat on by PlayStation.

best games in the world", says Hartley, "you can have the best machine on the market, but unless you roll the two together with solid marketing and add to it a wide range of creative software from a varied mix of talented developers, you won't succeed."

Sega didn't, and a rushed launch in every territory (1994 in Japan, 1995 in US and Europe) cost the company dear.

A new hope

It was time for Sega to learn some home truths. The only aim now was to erode Sony's market share. After three years of development and various name changes, the Dreamcast was released in Japan on 20 November 1998.

The launch titles were an improvement over those seen on the Saturn and there was no doubting the machine's power. Never before had games looked so wonderful. A strong future release schedule was announced – including exclusives like Capcom's *Bio Hazard: Codename Veronica* – and, after impressive sponsorship deals with the likes of Arsenal and Sky, Sega was once again a name to take seriously.

Mark Hartley is optimistic about the machine's future: "Dreamcast is the leap in technology that everyone has been waiting for," he says. "It is 15 times more powerful than some consoles currently on the market. For the first time in console history Dreamcast offers Internet access, e-mail and on-line gaming! Most important of all, it's here now, and under £200."

And as for PlayStation 2? Hartley again, "Show me a PlayStation 2 with a game, and I'll tell you if I'm worried."

Brave words indeed, but Sega must be worried. However, the company seems to have the upper hand for now. Watch this space.



■ Sega's great white hope.

Sonic boom boy

Hunt the hedgehog through the Sega story.

■ Created to be the ultimate mascot for the Mega Drive and future Sega machines, Sonic The Hedgehog was everything that Mario wasn't (trendy, fast, easy). A staggering amount of Sonic games have been released – here are the highlights.



1991 June

Sonic The Hedgehog (MD)



1994 October

Sonic & Knuckles (MD)



1992 November

Sonic The Hedgehog 2 (MD)



1996 June

Sonic The Fighters (Arcade)



1993 September

Sonic The Hedgehog (Arcade)



1996 November

Sonic 3D Blast (MD)



1993 October

Sonic The Hedgehog (Mega CD)



1997 February

Sonic 3D: Flickies Island (saturn)



1993 November

Sonic Spinball (MD)



1997 November

Sonic R (Saturn)



1993 November

Dr Robotnik's Mean Bean (MD)



1998 December

Sonic Adventure (Dreamcast/Japan)



1994 February

Sonic The Hedgehog 3 (MD)



■ Yuji Naka, the head of the Sonic team and co-creator of the first Sonic game.



Roadsters
■ Titus ■ Titus
■ December
Arcade-style road racer with betting options.



Ronaldo V-Football
■ Infogrames
■ Infogrames
■ Spring
The big footy names have yet to hit DC so this has a chance.



San Francisco Rush 2049
■ Midway ■ Midway
■ TBA
This neat Atari coin-op (reviewed page 102) will rock Dreamcast.



Sega Bass Fishing
■ Sega ■ Sega
■ October
Although Get Bass was a better title, this is still angling heaven.



Sega Rally 2
■ Sega ■ Sega
■ Launch
For a full review of the classic racer see page 76.



Sega Sports NBA 2K
■ Visual Concepts
■ Sega ■ TBA
Sega's own basketball franchise shoots some hoops.



Sega Sports NHL 2K
■ Black Box ■ Sega
■ TBA
The only choice for ice hockey freaks as yet.



Sega Sports NFL 2K
■ Visual Concepts
■ Sega ■ TBA
This is looking like the most realistic American footy sim around.



Edited by | Rich Pelley

What do the people think?

Only one way to find out, really. Stick a Dreamcast, a TV and a generator in the back of a van, and go and show them.

PHOTOGRAPHY: JUDE EDGINGTON

London was 106 miles away, the tank was full of gas, half a pack of cigarettes and some cheese sandwiches were stuffed into the glove compartment, it was quite sunny and the sunglasses were in place. Everything, it seemed, was prepared. So Arcade hit the road.

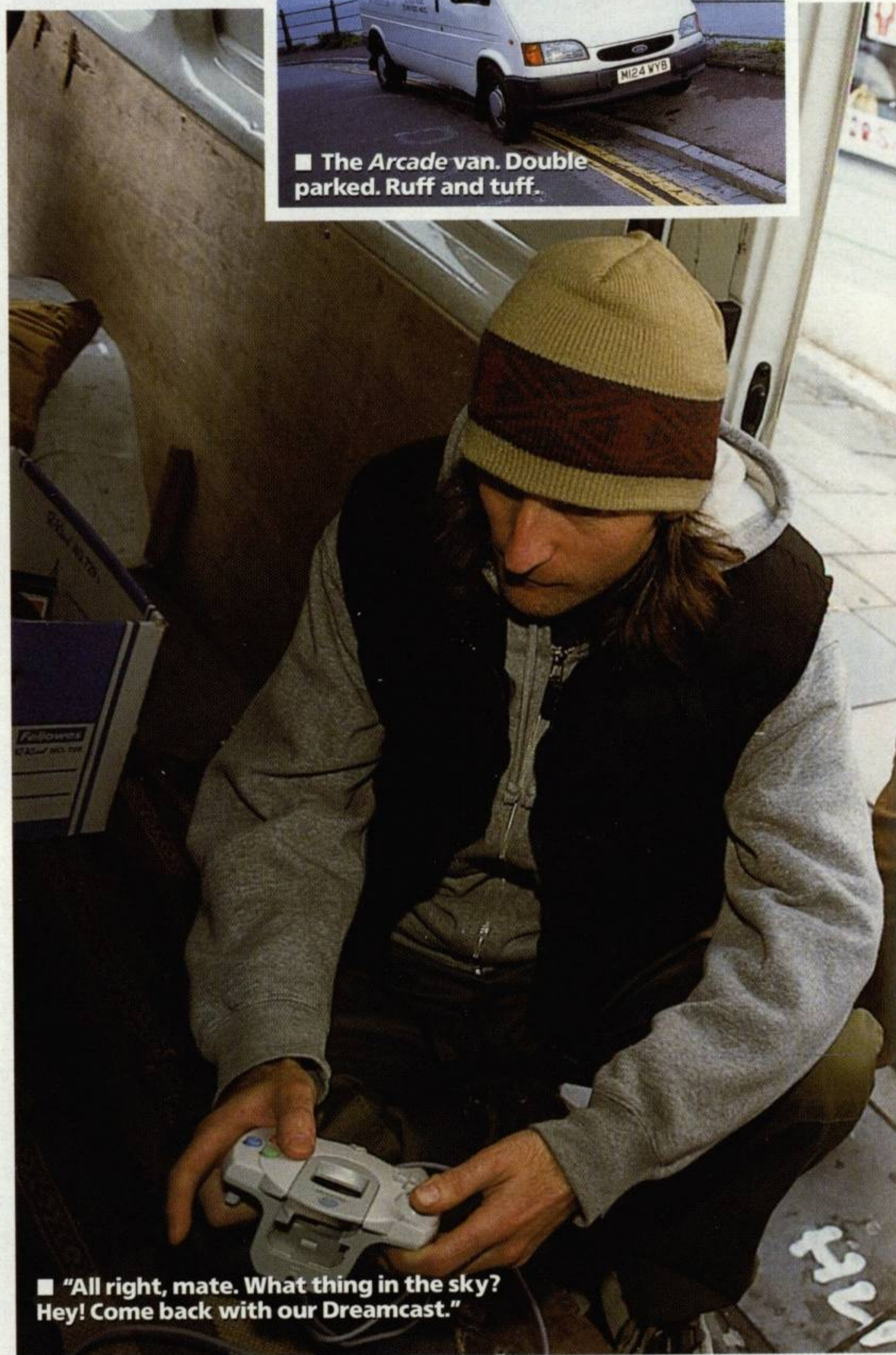
The premise was simple. All this talk of games, add-on fishing rods and modems is fair enough. You wouldn't buy a new fridge, for example, without consulting the Argos catalogue for some stats,

measuring how big the gap in your kitchen is, and choosing a reputable name in refrigeration before making a purchase. But the thing you want to know about the Dreamcast above everything else is – well – is it any good? And should you get one?

So Arcade got a van. A big white Transit van. And a small petrol generator, which the hire man promised wouldn't poison anyone, but even so managed to wither the sunflowers bought to make the van look more homely within a day. And a big TV. And a Dreamcast. And Arcade took the Dreamcast out on tour to the public to see what they reckoned, without breaking down (check), getting too lost (only once or twice), or being arrested by the police for looking like the sort of people who sell dodgy televisions out the back of a van (busted). This is Arcade's story. Pray treat it with care.



■ The Arcade van. Double parked. Ruff and tuff.



■ "All right, mate. What thing in the sky? Hey! Come back with our Dreamcast."

Weren't Sega the people who brought out Sonic?" asks Jenny, a PhD Student from Bristol. "What happened? I'd have thought Sega would be ahead of Sony by now."

Not everyone, of course, has heard of the Dreamcast. Which, perhaps, isn't that surprising. To the casual post-pub gamer, Sony has not so much as hogged the limelight as erected an entire sty of pigs in the spotlight area. Sega is taking a leaf out of Sony's book with its slightly off-the-wall advertising (assuming – for some mad reason – that having your haircut or skimming stones will entice you to play videogames). But even those who hadn't played a videogame for a while were still impressed by the Dreamcast.

"When the PlayStation and N64 came out they kicked the SNES and PlayStation's

arse," explains Toju, a student from Bournemouth. "Graphic-wise, it looks like the Dreamcast will do the same to the N64 and PlayStation."

"I'd be more inclined to buy this being Sega rather than Sony," says Sarah, an Internet advisor from London. "It's easier to use and newer. You can use it on the Internet as well can't you? I think I might buy one because of the Internet access."

2-nil to the Dreamcast? Looks that way.

"The graphics are really good, really clear," opines Paul, a student from Bristol. "I've got a PlayStation and an N64 and was thinking of buying a Dreamcast anyway. It's good, but I'll wait till the price goes down."

Ah. The old price thang. When the Dreamcast is released on 14 October, it will retail for £199 – software-free – and that's just a little too expensive for many of you.



Shadowman
■ Acclaim ■ Acclaim
■ November
No system is safe from Mike LeRoi's voodoo spell.



Shenmue
■ Sega ■ Sega ■ TBA
Gorgeous epic adventure from the strange brain of Yu Suzuki.



Slave Zero
■ Accolade
■ Infogrames ■ TBA
Forthcoming futuristic adventure will be shunted over from PC.



Snow Surfers
■ UEP Systems
■ Sega ■ November
What was once Cool Boarders DC. Rad nosebones aplenty.



Sonic Adventure
■ Sega Sonic Team
■ Sega ■ Launch
Sonic's back. Read the review on page 74.



Soul Calibur
■ Namco ■ Sega
■ November
Oh yes, the greatest beat-'em-up ever. See page 31.



Soul Fighter
■ Toka ■ Piggyback
■ TBA
French old-skool adventuring fighter arrives via coin-op and PC.

101

DREAMCAST GAMES PREVIEWED!



■ "Does my bum look big in this?"
No, but nice action with the gun.



■ Postman Pat and his black and white cat had nothing on Arcade.



■ "It's a bit like the A-Team Van, your van. Except without BA Baracus. And Hannibal, of course."

"I'd be tempted to get a Dreamcast," says Giles, while waiting for a bus. "But only when I get more pay. I used to have a PlayStation, but I got bored and got rid of it. But the Dreamcast could get me back in again. It's fucking good."

But – like the PlayStation and N64 before it – the Dreamcast is bound to go down in price as time goes on, which is a point to remember. Cue Tom: "I'm not in a mad rush to get the best. The Dreamcast looks quite a lot better than a PlayStation, though. I paid £250 for a PlayStation when it came out. So – yes – I'll probably get a Dreamcast, but I might wait to see if the price drops for Christmas."

Things, therefore, are looking good for the Dreamcast as far as Joe Public is concerned – and surely that's where it matters most. The joypad, the first thing

that you have to get to grips with on a new console, looks like a winner too.

"The joypad is better than the N64's to hold on to," says Matt in a phone shop in Bristol. "The ergonomics make it fit your hand a lot better."

"I agree," er, agrees Tanya, who works where they make Wallace and Gromit. "I think the joypad is wicked. Normally I have a bit of trouble with joypads. But I feel a bit more confident on this one. It feels nice in

your hand, which is something that is pretty important for me."

"I don't like having to steer with your left hand, though," adds Jenny, the PhD student who hasn't even heard of the PlayStation. Eh? Surely you've had to use your left hand to move around since the joypad was invented? No pleasing some people.

"Does it load as slowly at the PlayStation?" worries Sarah, who works in advertising in London. Unfortunately, Sarah, the Dreamcast is CD-based, so yes. "I don't like the idea of having to sit there while the thing cranks up."

So, next generation console the Dreamcast may be, but there are still going

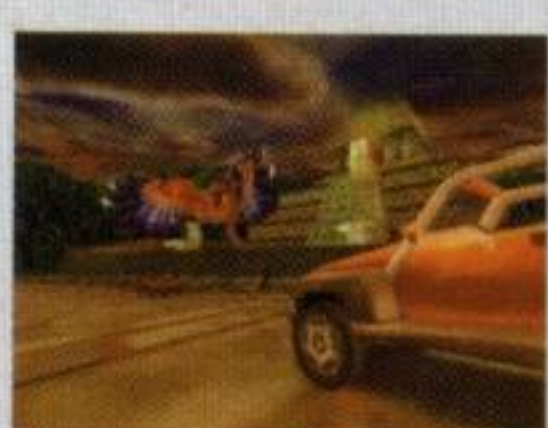
"The Dreamcast looks a lot better than PlayStation."



Soul Reaver
■ Crystal Dynamics
■ Eidos ■ TBA
Ace soul-sucking vampire adventure invades another format.



South Park Rally
■ Acclaim ■ Acclaim
■ Spring
A karting Cartman and copious fart jokes, we suspect.



Speed Devils
■ UbiSoft ■ UbiSoft
■ Launch
Groovy racer in which muscle cars are roughed up by tornadoes.



Street Fighter Alpha 3
■ Capcom ■ Virgin
■ December
Kick, punch, block. Aiiiiiee! Aroooga! You know the score.



Supreme Snowboarding
■ Housemarque
■ Infogrames
■ Spring
Sophisticated radness visits Dreamcast via PC.



Suzuki Alstare Racing
■ Criterion ■ UbiSoft
■ November
Redline Racer overhauled with all new bike team licence.



Take The Bullet
■ Red Lemon
■ Sega ■ November
Protect the Pres in this first-person-shooter.



Tech Romancer
■ Capcom ■ TBA
■ TBA
Surely not another Capcom beat-'em-up? Believe it, fools.

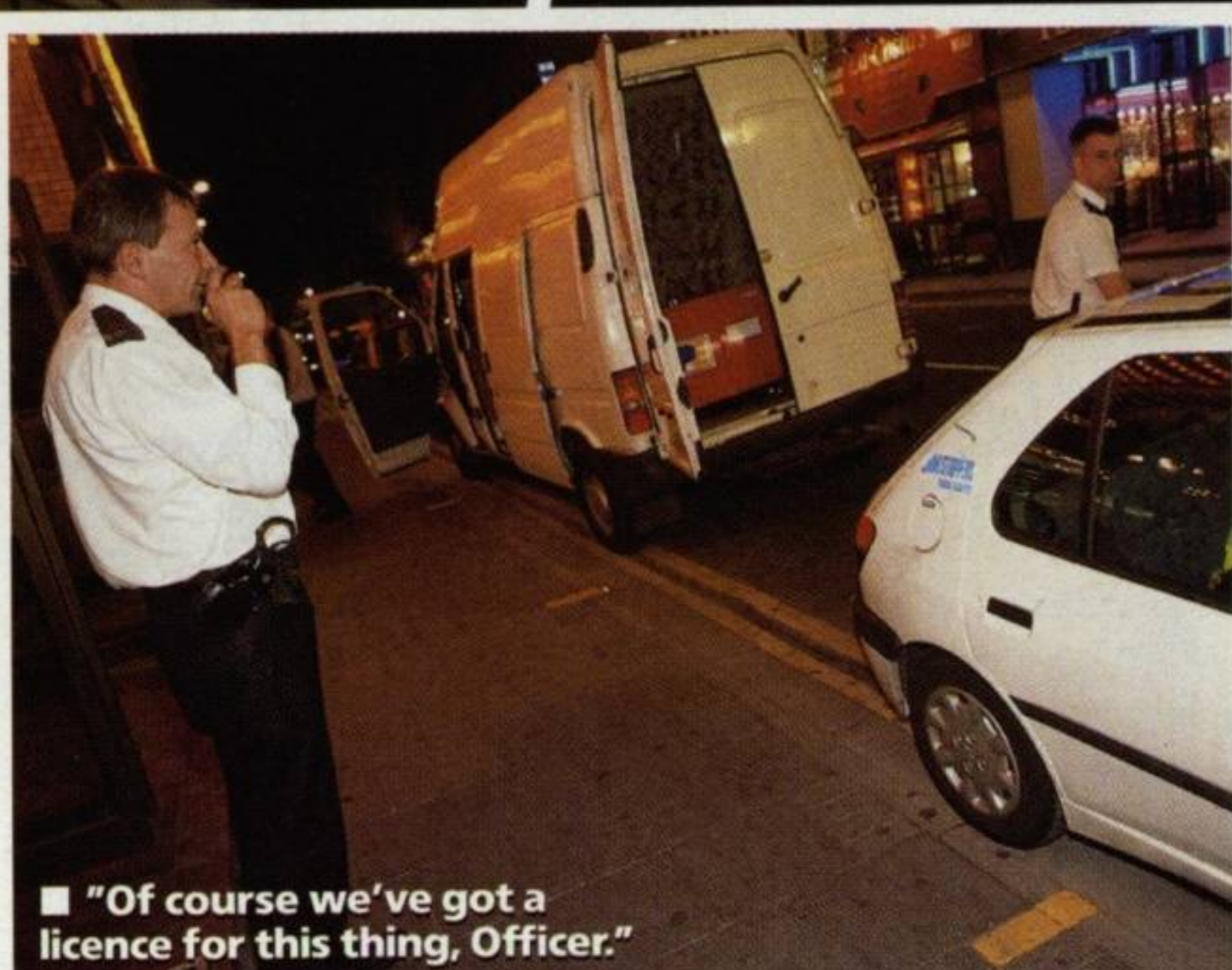


do the people think?

■ Ah, London, the Big Apple. Who's that on that pillar, then?



■ Arcade even managed to bump into Les Patterson as well. Er, not really.



to be loading pauses. But will it sell? Brian, who used to work for Sega (and who came out to complain when we parked the van outside the arcade he is now a manager of) thinks so.

"I don't see why not," says Brian. "People want the best. When they come into the arcade they play the newest machines. They might play a machine for ages, but when a new one comes in they want to play on that instead. I've been waiting for the Dreamcast to come out for a while. I've seen bits and bobs before, but this is the first time I've got to play on one for myself. Let's have another go..."

And so, with stomach rumblings starting (and promises of an all-expenses paid slap up tea in Little Chef) and the needle on the petrol gauge on the van slipping worryingly into the red, *Arcade* decided to make for

■ Unfortunately, *Arcade* expenses meant we had to sleep in the van as well. Tight arses.

home. That is, if no one had any more questions...

"I don't reckon it's going to be as good as the PlayStation 2," says Amy from London. "PlayStation 2? Almost forgot about that. 'I'm a bit worried about the choice of games,'" explains Matt from the phone shop. "They are loads for the PlayStation,

■ "Of course we've got a licence for this thing, Officer."

but the Dreamcast might suffer the initial fate of the N64. But when the PlayStation 2 comes out, it will be backwards compatible, which means that all your old games won't be obsolete."

"Personally, I'm waiting around from the Nintendo Dolphin," says Pete, who is looking a little tipsy and is swaying around outside a bar in Soho. "I haven't got a PlayStation. I used to have a Super Nintendo, but I've been waiting for the next generation

"I've been waiting for the Dreamcast to come out for a while. Let's have a go."



Test Drive 6
■ Pitbull Syndicate
■ Infogrames ■ TBA
Looking the best yet in this enduring road race series.



Tokyo Highway Challenge
■ Genki ■ Crave
■ October
Gorgeous street racing – but only one track? Some mistake?



Toy Commander
■ No Cliché ■ Sega
■ October
Dubious genre-cobbling mayhem in a suburban French home.



Toy Story 2
■ Pixar ■ Activision
■ Spring
A damn sight better than the Bug's Life game, that's for sure.



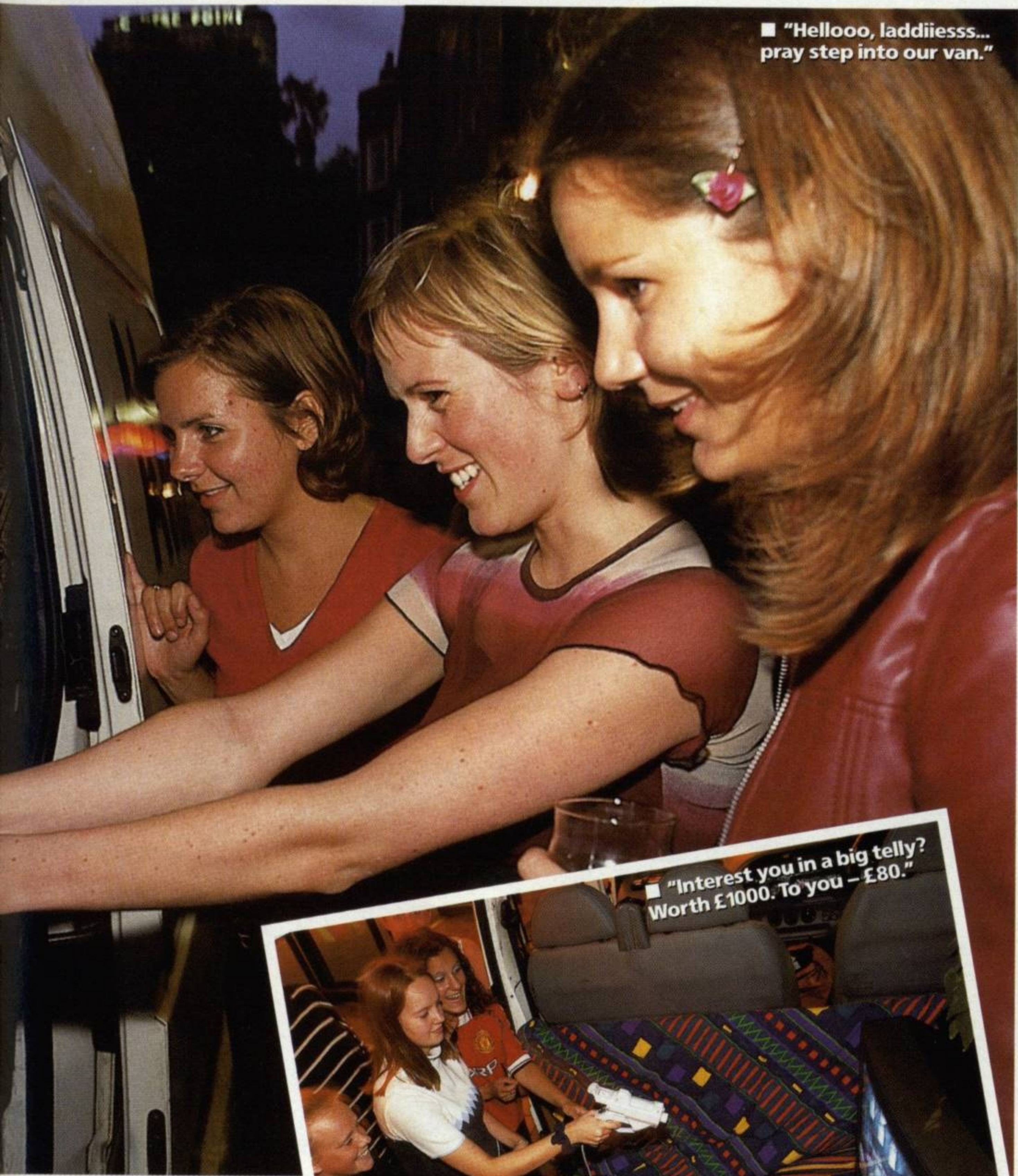
TrickStyle
■ Criterion ■ Acclaim
■ Launch
Lush hoverboard racing with a full review on page 80.



UEFA Striker
■ Rage ■ Infogrames
■ October
A lot is resting on the performance of this debut DC footy title.



Undercover
■ Pulse ■ Sega
■ TBA
Cop adventure which borrows more from Lara than a foxy heroine.



■ "Hellooo, laddiesss... pray step into our van."



■ "Interest you in a big telly? Worth £1000. To you - £80."

console to come out. But is the Dreamcast it? I'm going to wait to see what Sony and Nintendo have got up their sleeves first."

Sure, there is no way of knowing exactly what the new Sony and Nintendo machines will be able to do. But the PlayStation 2 and Dolphin are a clear year away in the UK, which – like in politics – is a long time in videogames. So that's something to address when the time comes. And give the last word to Barry, who may well hold a highly remunerative, high profile job in an advertising company in Soho, but was having difficulty holding anything in the bar that he wandered out

of to complain about the smell the generator powering the Dreamcast was making.

"We've got a PlayStation at home. This looks quite a lot better. But the thing is, we have this terrible problem with our kids. Everything seems to get more and more gory as you go on. And my wife says that she doesn't really want to have anyone's legs blown off in her house and what have you, and I can understand that, to a degree."

Barry, you said it all. Er, kind of.



Hit, miss or maybe?

What future for Dreamcast? The public speaks.

So, enough of the blurb, and on with the voting. The Dreamcast. Yes? Or no? Or, well, maybe? Live out your fears and rejoice your dreams through the lives of some other people. These people.



PC 2761 Chidgey

■ The fuzz ■ Miss

"I used to play *Space Invaders*. All this new technology scares me."



Andrew

■ 18, Student ■ Miss

"I'm more excited about the PlayStation 2 than the Dreamcast. I think I'll wait."



Jenny

■ 27, PhD Student ■ Miss

"Videogames are too expensive. There's no way I could afford to get involved."



Paul

■ 31, student ■ Maybe

"I'll think I'll wait to see what games the Dreamcast has to offer first."



Matt

■ 26 Works in a phone shop ■ Hit

"PlayStation 2's going to have a run for its money."



Tanya

■ 22, Animator ■ Maybe

"It's not the big leap that everyone needs."



Barry

■ 50, works in advertising ■ Hit

"The kids are going to want one of these."



Adam

■ 17, still at school ■ Maybe

"I'd be tempted when the price comes down."



Stephanie

■ 25, Works in Advertising ■ Maybe

"I wouldn't buy one, but I'd play on someone else's."



Pete

■ 25, A bit pissed ■ Hit

"I'd buy a Dreamcast for just *House of the Dead 2*. I've spent a fortune on it."



Laura

■ 14, school girl ■ Hit

"It's much better than a PlayStation. Can I have one for free? Gizza another go."



Brian

■ 48, Arcade manager ■ Hit

"It's got to do better than the Saturn."



Verdict

Daydream Believer

So... should you buy a Dreamcast?

■ You've had 16 pages on *The Machine*, *The Games*, *The Internet*, *The History and The People*. And now, the big question. Should you buy a Dreamcast. And the answer?

Yes. Or, yes but with a few caveats.

Firstly, there's the price. The Dreamcast will launch on 14 October for £199. And the price will come down – *Arcade* believes – in time for Christmas,

just like it did for the N64. So if you're hard-pushed for cash, then perhaps you should wait a few months.

Then there are the games. At least 101 of them, as documented along the bottom strip of the past 16 pages. But are they any good? See pages 74 and onwards for reviews of the launch line up, and see – before you hand over your cash – whether there is going

to be something that appeals to you.

And then there's PlayStation 2, and the new Nintendo. But they're ages away (at least a year in the UK), which for anyone with a hobby (that's videogames to you, then) is far too long to wait. The Dreamcast is being given the advertising and the software support to make sure it succeeds. Be part of it.



Unreal

■ Epic ■ GT Interactive ■ TBA
Dreamcast will be the console for first-person shooters.



Vigilante 8: Second Offence

■ Luxoflux ■ Activision ■ November
Retro-themed muscle car battler hits across all formats.



Virtua Fighter 3tb

■ Genki ■ Sega ■ Launch
Landmark Dreamcast scrapper, reviewed in full on page 77.



Virtua Striker 2: v2000

■ Sega ■ Sega ■ TBA
The latest iteration of Sega's footy coin-op gets Dreamcasted.



Wild Metal Country

■ DMA ■ Take 2 ■ TBA
Big tanks and bombastic blasting from renowned Brit developers.



Worms: Armageddon

■ Team 17 ■ Hasbro ■ TBA
Thought you could escape from the little fellas? No chance.



WWF Attitude

■ Acclaim ■ Acclaim ■ October
The last Acclaim wrestler before THQ plunders all the licences.



Zombie Revenge

■ Sega ■ Sega ■ TBA
Arcade shooter where *House Of The Dead* meets *Res Evil*.

■ See me, feel me,
touch me... ha! Forget
that six senses glibber,
you gonna get to be
Iman. Brace yourself,
Mr Bowie...



Model living

"Thou shalt not covet thy neighbour's wife" said the Lord. So, does David Bowie live anywhere near you?


Reincarnation features heavily in new Quantic Dream title *The Nomad Soul*, so you can bet that Christian ideals weren't at the top of the company's must-incorporate list as it put the game together. Which is good news if David Bowie's missus, Iman, is someone you'd like to get to know in the Biblical sense.

Oh yes... and this isn't a wind-up, either. *The Nomad Soul* sees you wake up dazed and confused in Omikron, a sprawling metropolis set in a world called Phaenon. But don't worry, you won't encounter the lovely Iman in the form of an elf, or anything. You get to play amnesiac police agent Kay'l, who is suitably manly and butch.

Anyway, Kay'l has been unlucky enough to come to just as Astaroth, a demon who was banished to a parallel dimension by a slice of steel called the Sword of Souls, starts kicking up a bit of a stink. And, guess what? He decides to investigate.

Well, to say "he" does would be to mislead you somewhat. Because – and listen carefully now – when Kay'l strays into any trouble that you can't fight him out of and the poor sod drops down dead, his soul can pass to any of the other characters in the vicinity through a process called Virtual Reincarnation. You then get to continue the game through that person's eyes.

Which is where Iman comes in. High class mercenary-cum-bodyguard Iman 1631 in *The Nomad Soul* has been based on the supermodel actress. The character keeps, ahem, body and soul together by selling her fighting skills to the highest bidder among the rich elite in Omikron.

And then, oh... the joy. She'll probably beat you to a pulp so you can get under her skin – and all to the strains of the David Bowie-composed soundtrack, as well. Mind you, with more than 130 different characters out there roaming the streets of the metropolis, it could take you quite some time to track her down. But be warned, ignoring the commandments is no small matter. As Him Upstairs put it: "I am a jealous god, visiting the iniquity of the fathers upon the children and unto the third and fourth generation of them that hate me." He meant it. 

■ *Iman appears in The Nomad Soul, which is due for an October release on the PC and is published by Eidos.*

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November 1999



A Review

The Ultimate Game Buyer's Guide

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SONIC ADVENTURE

BOSS HOG IS BACK AND READY TO ROLL.

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WIPEOUT 3

PLAYSTATION PARADISE...

PLUS! VIDEOS/BOOKS/MUSIC/COMICS/INTERNET/TOYS/GAME ACCESSORIES/FILMS/DVD/GADGETS

Star ratings

- ***** Simply the best. A game you really must play.
- **** Excellent. Definitely worth your money.
- *** Good stuff. Not a world-beater, but fine within its genre.
- ** Strictly average. We say: don't buy it.
- * Awful. Avoid at all costs.

New Dreamcast Games

■ No need to make a song and dance about it.



■ You get all sorts in *Sonic*. Check out this guy.

Game info

- Publisher: **Sega**
- Developer: **Sega**
- Price: **£40**
- Release date: **14 October**
- Players: **1**
- Extras: **VM unit required**

SONIC ADVENTURE

SPIKEY HERO LOOKS SHARPER THAN EVER.



Sonic *The Hedgehog* is one of the three Holy Icons of Videogaming. As easily identified by Joe Public as La Croft and Mr Mario, there was a time when it looked as if Sonic would eclipse the mighty Mickey Mouse in terms of global recognition. From the council estates of Leeds, to the mud huts of Ethiopia, man and boy alike would strut proudly in nothing but a pair of white gloves and red sneakers, attempting to emulate Sonic's own peculiar definition of "attitude". It's curious that the Man in The Street never lost sight of the character, because the hardcore gamer – and Sega – certainly managed to.

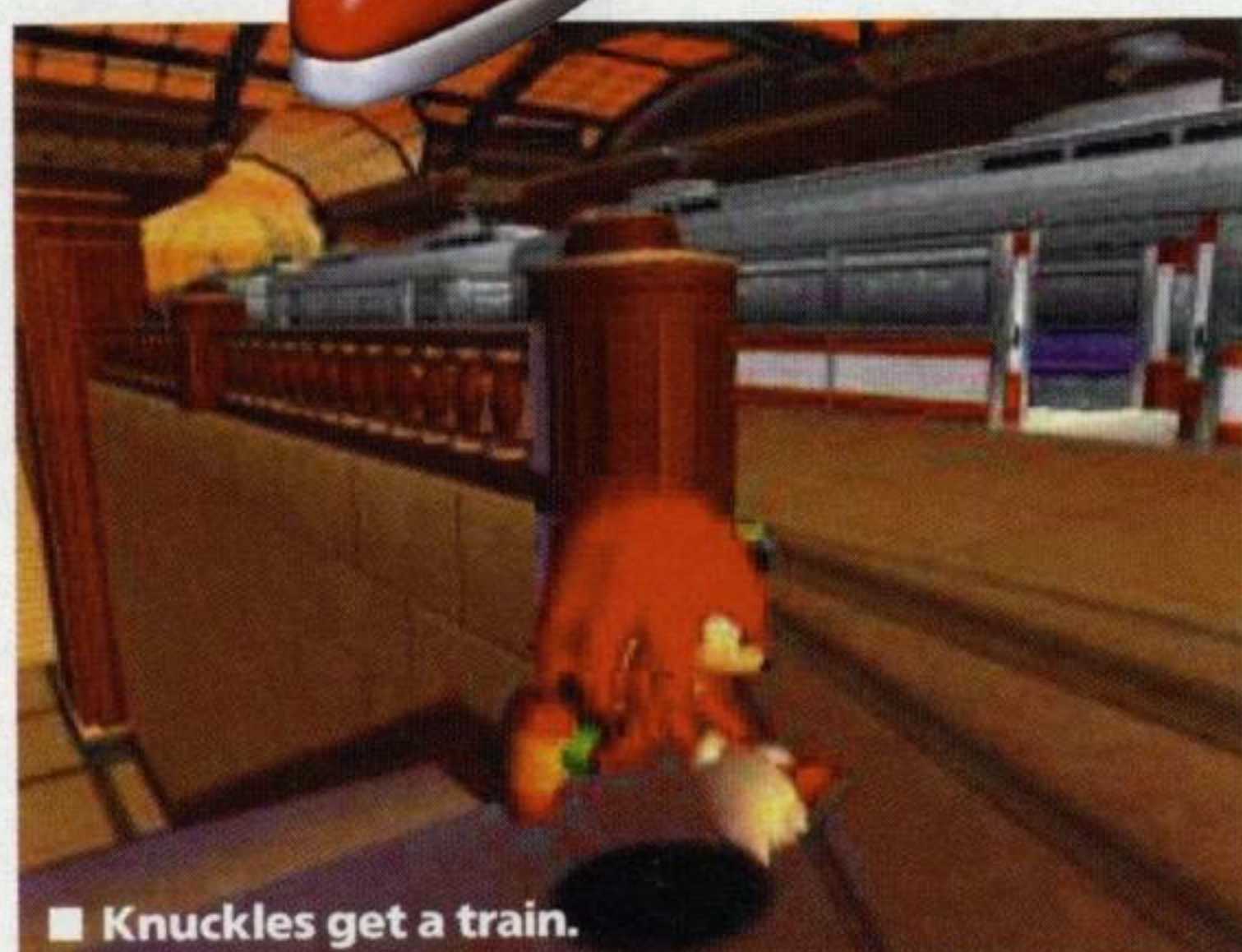
Unquestionably the game which thrust the Mega Drive into the face of the mass market, *Sonic The Hedgehog* was a triumph of speed and visuals. Unfortunately, Sega got greedy and milked the series until its teats turned as blue as Sonic's own flanks. This made it all the more bizarre that the company left it until the console's dying days before Sonic appeared on the Saturn. A last-ditch campaign to stimulate sales resulted in the disgraceful Mega Drive port-over *Sonic 3D*, and lacklustre race-'em-up, *Sonic R*. A previous attempt to bring The Hedgehog on to the console, *Sonic X-Treme*, didn't make it far into development.

With so much riding on the success of the Dreamcast, Sega wasn't going to foul its nest twice, which is why one

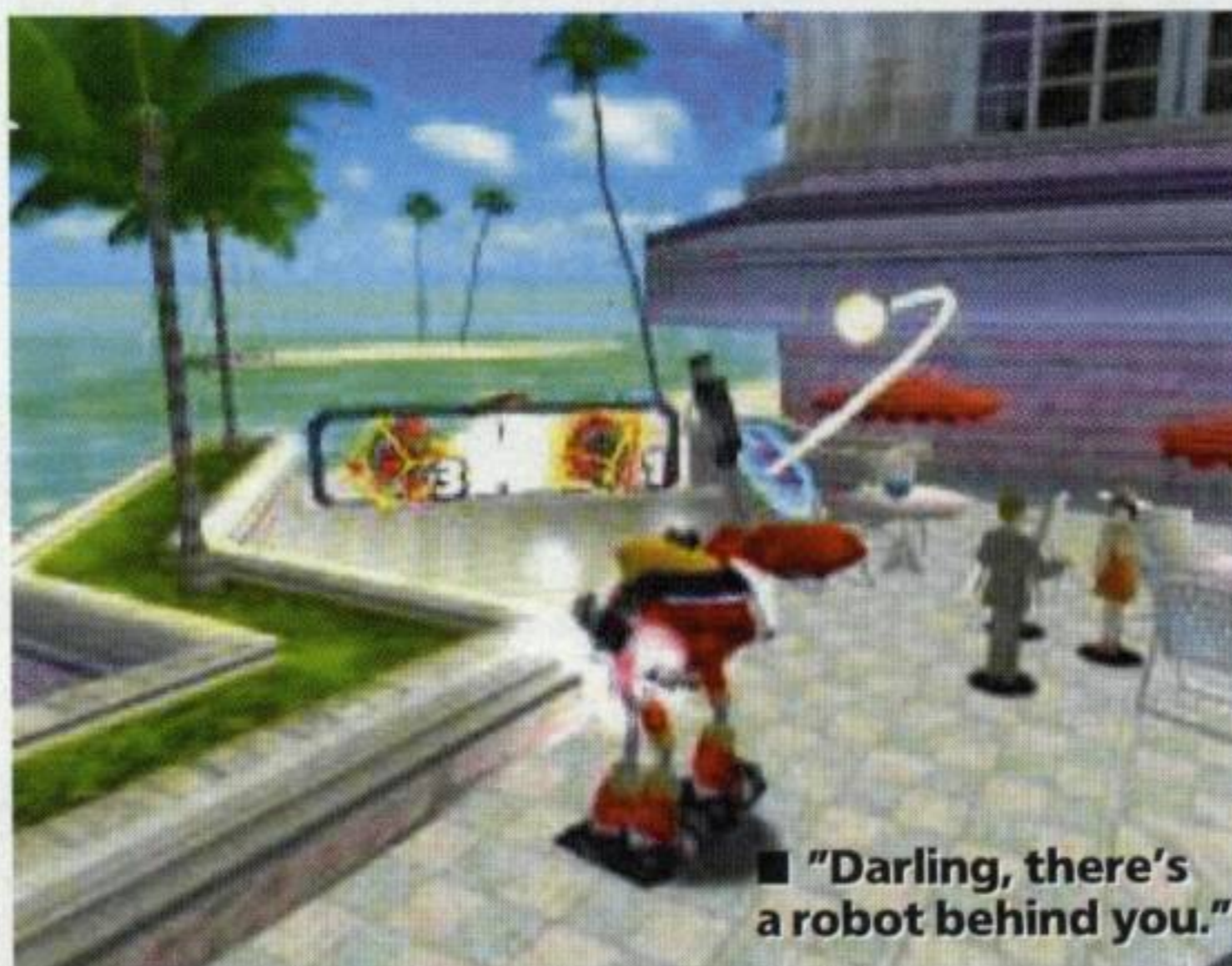
of the key components of the European Dreamcast launch – as it was in Japan – is *Sonic Adventure*. However, in a move that could be seen as either commercial suicide, a cynical attempt at covering all bases, or simply an effort to ensure you are given maximum value for your dollar, Sega hasn't merely created a high-speed, rollercoaster of platforming mania; *Sonic Adventure* also drapes elements of role-playing and virtual pets over its spikey rump in a bid to convince you to take it home and love it.

You see, baldy megalomaniac Doctor Robotnik has reawakened an ancient creature known as Chaos. Naturally, Sonic needs to find a bunch of the ubiquitous Chaos Emeralds in order to defeat the evil genius and his liquid monstrosity. You're fed this information via a stuffed crust of twixt-action RPG-esque sections, during which Sonic must chat to the locals, and locate special items. It ought to be stated now that these pauses in the action aren't entirely welcome: *Sonic* has always been about speed, and the adventure stages slow the game to a crawl. Still, when the pace does pick up, it accelerates as fast as a brick-filled pram pushed from the top of Big Ben.

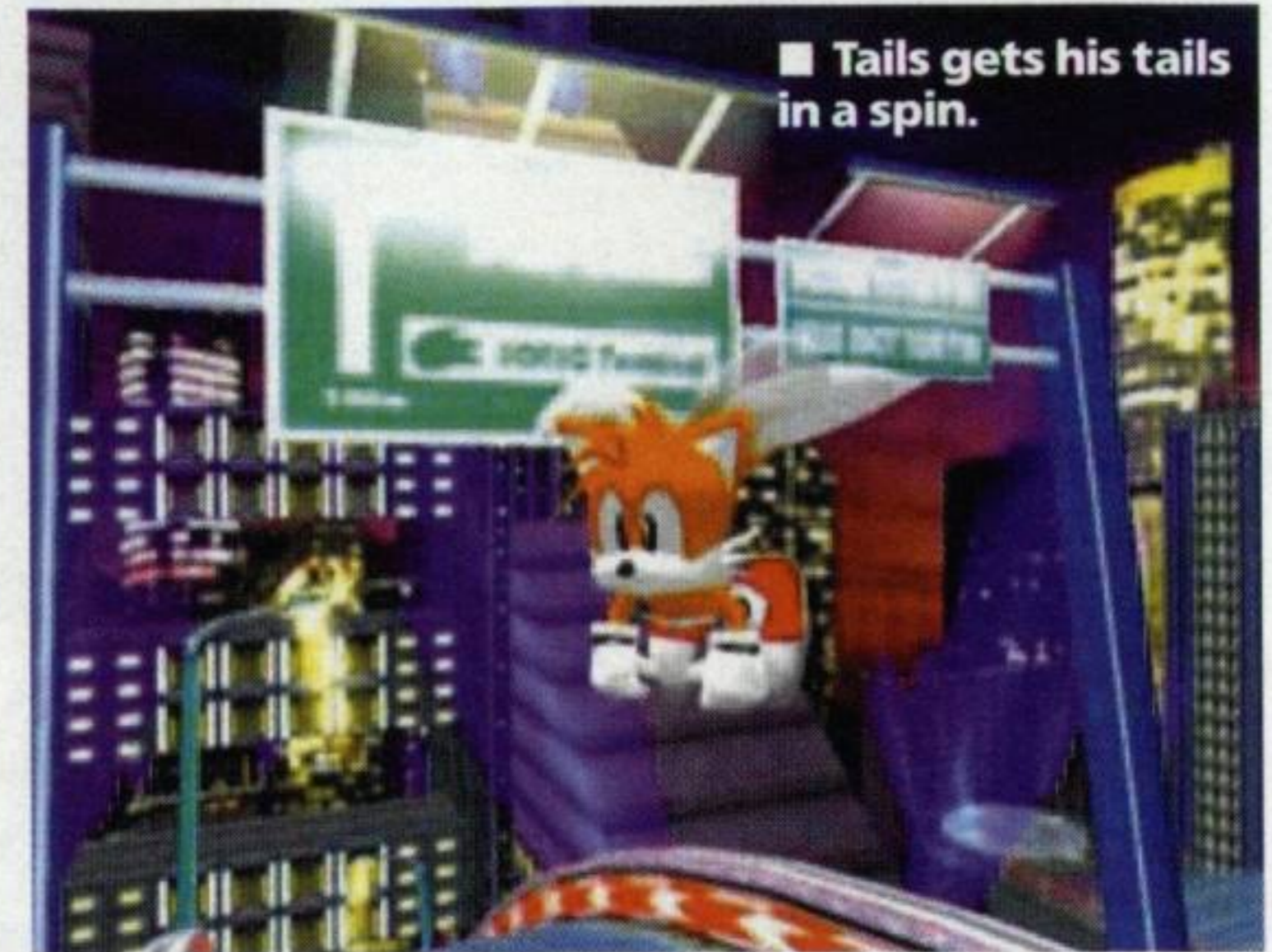
Vaguely aping locations from Sonic's earlier games, with loop-the-loop levels of lush green hills, industrial zones and giant pinball tables, the platforming in *Sonic Adventure* is everything you expect a 3D *Sonic* game to be. The extra dimension is barely noticeable, as the character is ricocheted



■ Knuckles get a train.



■ "Darling, there's a robot behind you."

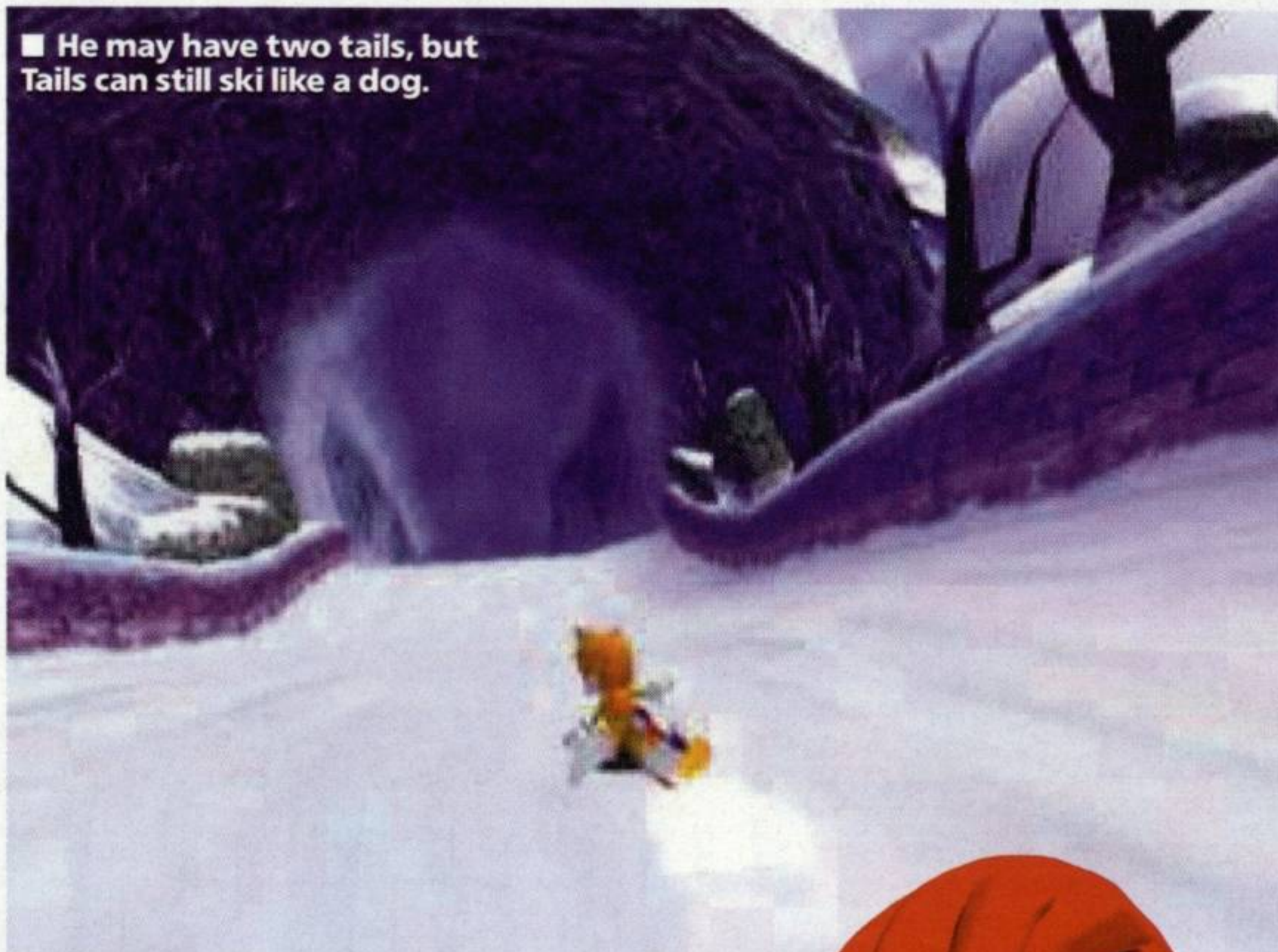


■ Tails gets his tails in a spin.

■ Sonic goes baby-sitting.



■ He may have two tails, but Tails can still ski like a dog.



THE SNEAKERS AND GLOVES ARE ON... THE PANTS ARE OFF. THIS IS THE REBIRTH SONIC DESERVES.



■ (Above) As ever, it's a long a winding road for a hedgehog.
 ■ (Left) Be warned: like gambling, Sonic can be addictive.

around, rebounding off giant springs, leaping on robotic creatures, collecting power-ups and rings, and behaving much like he always did, dish-eyed goon that he is.

Naturally, the game is stuffed to the spine with bonus levels, which will see you fanning around on the back of bi-planes, snowboarding ahead of an avalanche and driving around in little karts. Atop all this, as Sonic encounters other characters – some familiar (Knuckles and Tails), and some not (Big The Cat) – the game unlocks additional areas, which can only be accessed using these newcomers. As if that isn't enough, the VM unit comes into play as you travel the levels collecting "Chaos Creatures", and raising and training them *Pokémon*-style. Certainly, Sega seems determined to give you a vast gaming tapestry to devour.

It's visually as lush and lovely as you could wish for, with many of the worse glitches and unhelpful camera angles of the Japanese version now dealt with. There are moments when you'll find yourself hugely impressed; moments such as when a huge tornado drags Sonic into the air and

consumes a bridge, or you suddenly find yourself hurtling headfirst down the side of a building and through a glass ceiling below. It's a fine showcase for the power resident in the little white box of the Dreamcast.

Despite all this, there are patchy areas when your objective is a little vague, and it's possible – especially with airborne characters such as Knuckles and Tails – to get lost in the labyrinthine levels. Also, there are too many moments through the game when you don't feel in complete control of the character, which is frustrating.

However, *Sonic Adventure* is a huge game, that'll take forever to reveal all its secrets. There are awe-inspiring set-pieces, and bursts of unfettered originality. Indeed it is, quite probably, the rebirth that Sonic deserves. The sneakers and gloves are on, and *Arcade's* pants are off: it's time to get rolling. So to speak. ★★★★★

Paul Rose

Or you could try...

Powerstone
 Capcom ★★★★★
 Not a platform game, but bold and cartoony fare. Sort of.

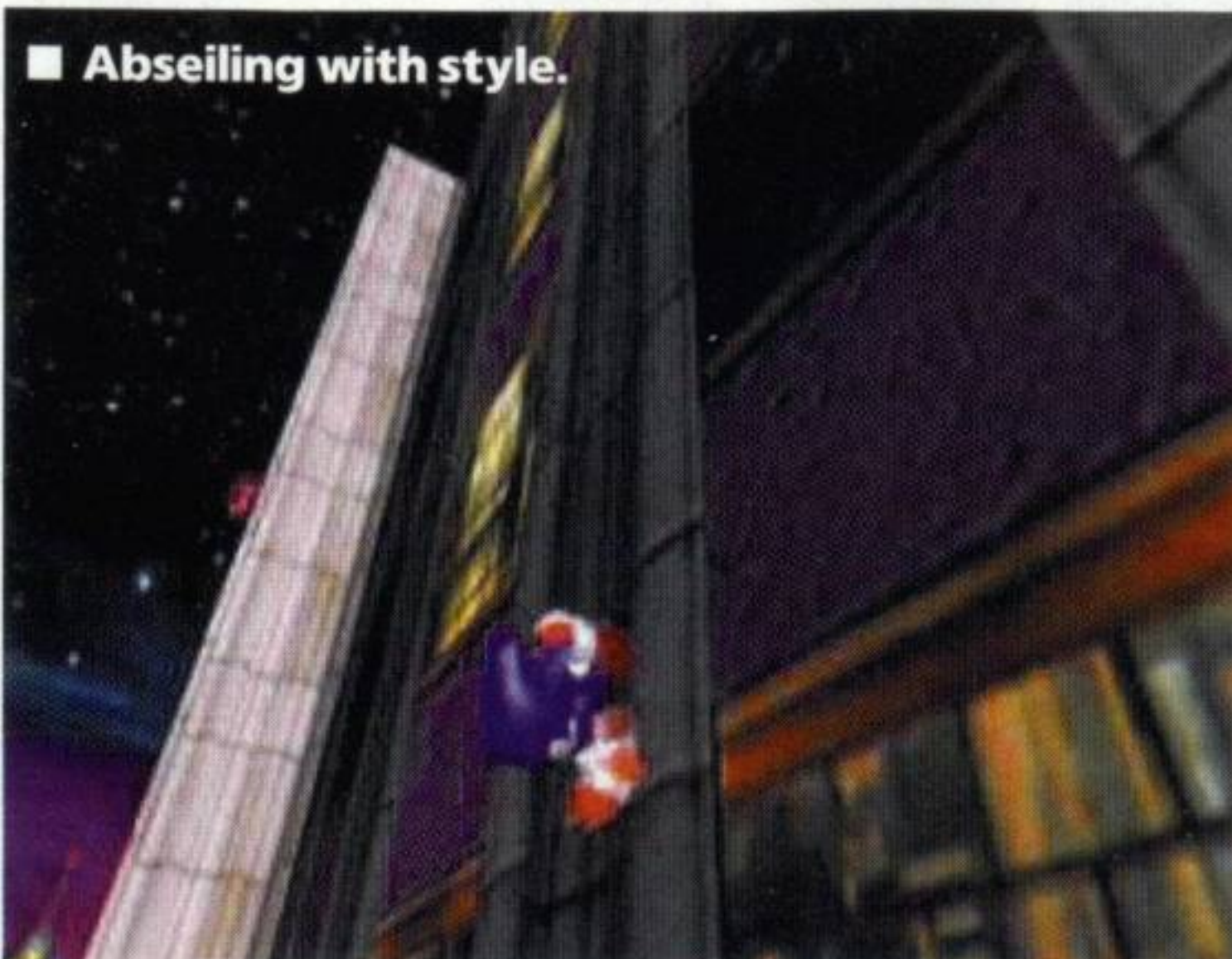
Trickstyle
 Acclaim ★★★★★
 Not a platform game either, but it has the speed. Sort of.

↑ Uppers & Downers ↓

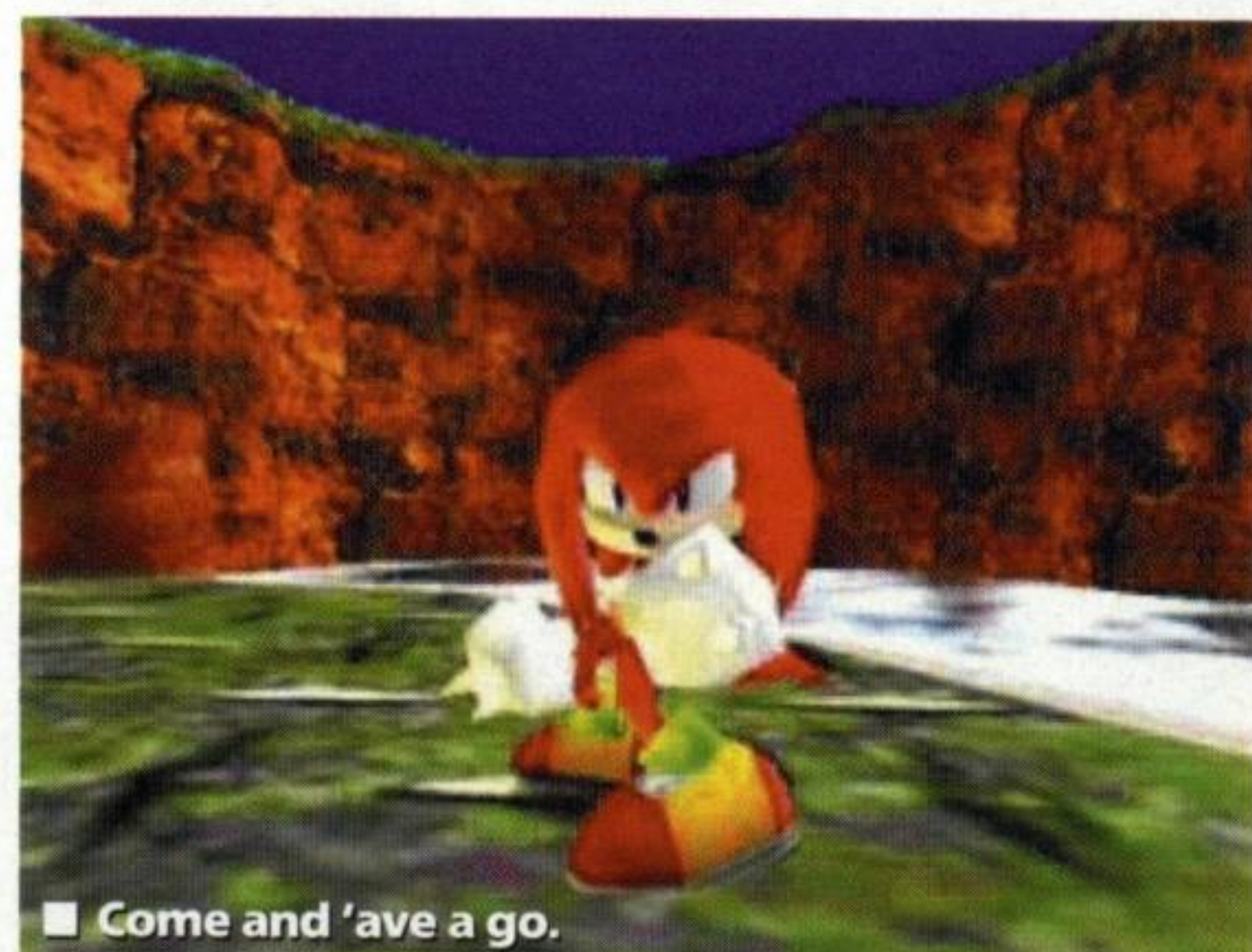
Sonic boom
 ■ Bucketfuls of gameplay
 ■ Some stunning visuals
 ■ Better than the Japanese version

Sonic bust
 ■ Did we really need the RPG stuff?
 ■ Still difficult to control at times
 ■ Iffy camera angles

■ Abseiling with style.



■ Snowboarding with panache.



■ Come and 'ave a go.

New Dreamcast Games

■ This game is Sega's first opportunity to show off its great coin-op conversions.

SEGA RALLY 2

■ PHOTOGRAPHY: ACTION IMAGES

Game info

- Publisher: **Sega**
- Developer: **Sega**
- Price: **£40**
- Release date: **14 October**
- Players: **1-2, plus network option**
- Extras: **VM unit**

GRAVEL-SPRAYING, POWERSLIDING GOODNESS.

PlayStation came out of nowhere and cut the Sega Saturn off at the knees with the likes of *Tomb Raider*, *Wipeout* and *Tekken*. The troubled birth of the Nintendo 64 bought *Super Mario 64*, *Pilotwings*, *Turok* and *Wave Race* – masterpieces all. And now here comes the Dreamcast, potentially the most exciting console of all time, at least until the next one comes along. Sega, then, had better hope it has done all it can for its new wonder-machine come 23 September.

And you know what? It looks like things are going to be fine. *Sega Rally 2* is to head the charge, along with *Sonic Adventure*. For the most part, *Sega Rally 2* looks to be a splendid spearhead. It may be a little lightweight, betraying its quick-fix arcade roots, and the cars may handle a wee bit too loosely at times, but it *just about* deserves a fourth star. Which is pretty darn good.

Graphically, the game is outstanding and a good indicator of what's to come. The cardboard cut-out spectators are disappointing, and things can get a little jerky as you steer into busy corners, but the game as a whole is an eye massage you'll relish. And it plays well too.

The slippery-slidey world of rallying has been embraced with gusto, and, with *Sega Rally* (obviously) on the Saturn as its blueprint, the emphasis is on powersliding your car around corners, slingshotting around bends

and dragging the front end out to line yourself up with the straight. *Sega Rally 2* isn't as demanding and rewarding as, say, grappling with the physics model of *Colin McRae Rally*, but get a handle on how to control the cars and the time trial and two-player games come alive. Sadly, there isn't a three- or four-player game, and another grumble is that the CPU opponents don't put up much of a fight.

However, there's a good selection of cars, which includes the ever-popular Impreza in all its blue-hued finery. Light cars skid wildly around corners, heavy ones handle like pigs, and the "feel" of things is generally good, even if suspension is curiously lacking.

The core of the game, though, is the Ten Year Championship, which makes a decent fist of transforming *Sega Rally 2* into something that will offer a genuinely engrossing single-player option. As you re-run the (admittedly meagre) five tracks subject to differing weather conditions and alternate routes, things get progressively harder and significantly more challenging the further you get. In fact, it reaches the point where employing the initially superfluous car-tinkery options becomes essential if you simply want to scrape through, much less win.

Sega Rally 2 isn't as individual as it might be and lacks the personality of *Ridge Racer*, *Gran Turismo* or *Colin McRae Rally*. It verges on the great, although most of the time it comes off as simply pretty good. ★★★★★ *Jes Bickham*



■ Mine's a purple Subaru with a yellow swish. Tasty.



GRAPHICALLY, THE GAME IS OUTSTANDING AND A GOOD INDICATOR OF WHAT'S TO COME.



■ The *Sega Rally* powerslide – the original and best.



Or you could try...

Speed Devils
Ubisoft
Big muscle cars and comedy rallying around an obstacle-strewn course.

Metropolis Street Racer
Bizarre Creations
Lush urban racer from British developers. Looking good so far, but release delayed.



■ Virtua's graphical prowess.

↑ Uppers & Downers ↓

- | | |
|--------------------|---------------------------------|
| Powerslide | Hairslide |
| ■ Fast 'n' furious | ■ No three- or four-player game |
| ■ Ace graphics | ■ Whacking great PAL borders |
| ■ Good handling | ■ A little samey |

■ Sega's fighting game is a disappointing Dreamcast standard-bearer.



VIRTUA FIGHTER 3TB

FLAGSHIP FIGHTER LACKS KILLER BLOW.

You could always count on *Virtua Fighter*. On the Saturn, sporting its flash polygonal graphics and a nifty line in fisticuffs, it made a masterful companion piece to *Tekken* on the PlayStation. And now, Sega's premier beat-'em-up is flying the flag as a Dreamcast launch game and, well, you could always count on *Virtua Fighter*.

It's not that this gleaming, next gen, 128-bit update is a bad game – far from it. There's very little wrong with it. It's just that it's showing its age, it's lacking sparkle, and it's not that much different from previous incarnations.

What you get for your dollar is a fast, capable engine, simple punch/kick/dodge/block controls, a smattering of combos and a system that, unfortunately, favours the button basher. Hammer the punch button while you are playing as Jacky Bryant, for example, and his lightning-quick jabs are hard to defend against. Indeed, you can get a long way through the game by just relying on this. A now standard 3D sidestep has been added – and it works well, defaulting to the B button – but what you're getting for your money is simply a tweaked version of a game you've all played before, albeit with new knockout visuals.

Virtua Fighter is a classic name in games. But, in reality, this is a serviceable, competent fighter that will tide you

over until something more impressive captures your money and attention. The lack of spectacle is especially annoying: the sound effects are minimal and repetitive; there are no special effects and – above all – there's nothing to communicate just how fast, furious and violent the on-screen action is. Likewise, the characters – which consist for the most part of old favourites like Jeffry, everyone's favourite fisherman, and the drunken Shun-Di – fail to impress due to the strict adherence by Sega to beat-'em-up archetypes. Cosmetic points, agreed, but important ones.

More importantly, though, there are some shocking in-game oversights. For example, it's impossible for the victor in the two-player mode to change their character without resetting the game, which gets *incredibly* annoying. There isn't even a defined Versus mode, either, so you have to start a game and then let a chum jump in. It's a shame, because, as ever, *Virtua Fighter 3TB* shines brightest in the multi-player department, where the quick, simple fighting system allows for some frantic knee-to-the-groin action. Some impressive stages – most notably Jeffry's floating jetty and the angled rooftop – round off the communal experience but, again, aren't as polished as they could be.

In summary, fans of *Virtua Fighter* will feel right at home, if maybe a little surprised – and annoyed – at how little work has been done. If you are looking for a first-class beat-'em-up, you would do well to save your money and splash out on the brilliant *Powerstone*, from Eidos, or the superlative Namco offering *Soul Calibur*, both games that show what a first-class beat-'em-up can really do on Sega's dream machine. ★★★

Jes Bickham

Game info

- Publisher: **Sega**
- Developer: **Sega**
- Price: **£40**
- Release date: **14 October**
- Players: **1-2**
- Extras: **VM unit**



■ The characters will be familiar from playing previous *Virtua Fighters*.

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Fight</p> <ul style="list-style-type: none"> ■ Looks luuurvely ■ Good fighting system ■ Fast | <p>Flight</p> <ul style="list-style-type: none"> ■ Seen it all before ■ Button bashing system ■ Tired characters |
|---|--|



■ Sadly, *Virtua Fighter 3TB* isn't quite a knockout.

Or you could try...

Powerstone
Eidos ★★★★★
An ingenious 3D runaround fighter from Capcom, imitating a pub brawl.

Soul Calibur
Namco
Astounding weapons-led scrapper, possibly the greatest ever beat-'em-up.



■ This fighter's renamed Falcon for the UK, prompting cries of "they've lost the Fokker!"



■ Characters gorge on gemstones to power-up deadly alter-egos.

Game info

- Publisher: Eidos
- Developer: Capcom
- Price: £40
- Release date: 14 October
- Players: 1-2
- Extras: VM unit

POWER STONE

THE BEAT-'EM UP BECOMES AN ALL-OUT BAR BRAWL.

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Gem stone</p> <ul style="list-style-type: none"> ■ Lobbing stuff at opponents is great fun ■ Combos still apply for special moves ■ It's surprisingly tactical ■ Looks superb to boot | <p>Gall stone</p> <ul style="list-style-type: none"> ■ Trad beat-'em-up fans may be offended ■ Limited number of playable characters ■ Otherwise you can't fault it |
|---|---|

■ Rouge will quite literally set you on fire. Burn baby, burn!



Last time it kicked off down at the King's Head and you ended up chucking a bar stool at the stammering fat bloke who accidentally spilled a few drops of your ale, didn't you think to yourself: this would make a great game? Hand to hand combat seems so passé after you discover that it's far more enjoyable to stand at one end of the pub lobbing the furniture (and any fittings that readily pull loose) at fellow regulars eager to work out the week's frustrations?

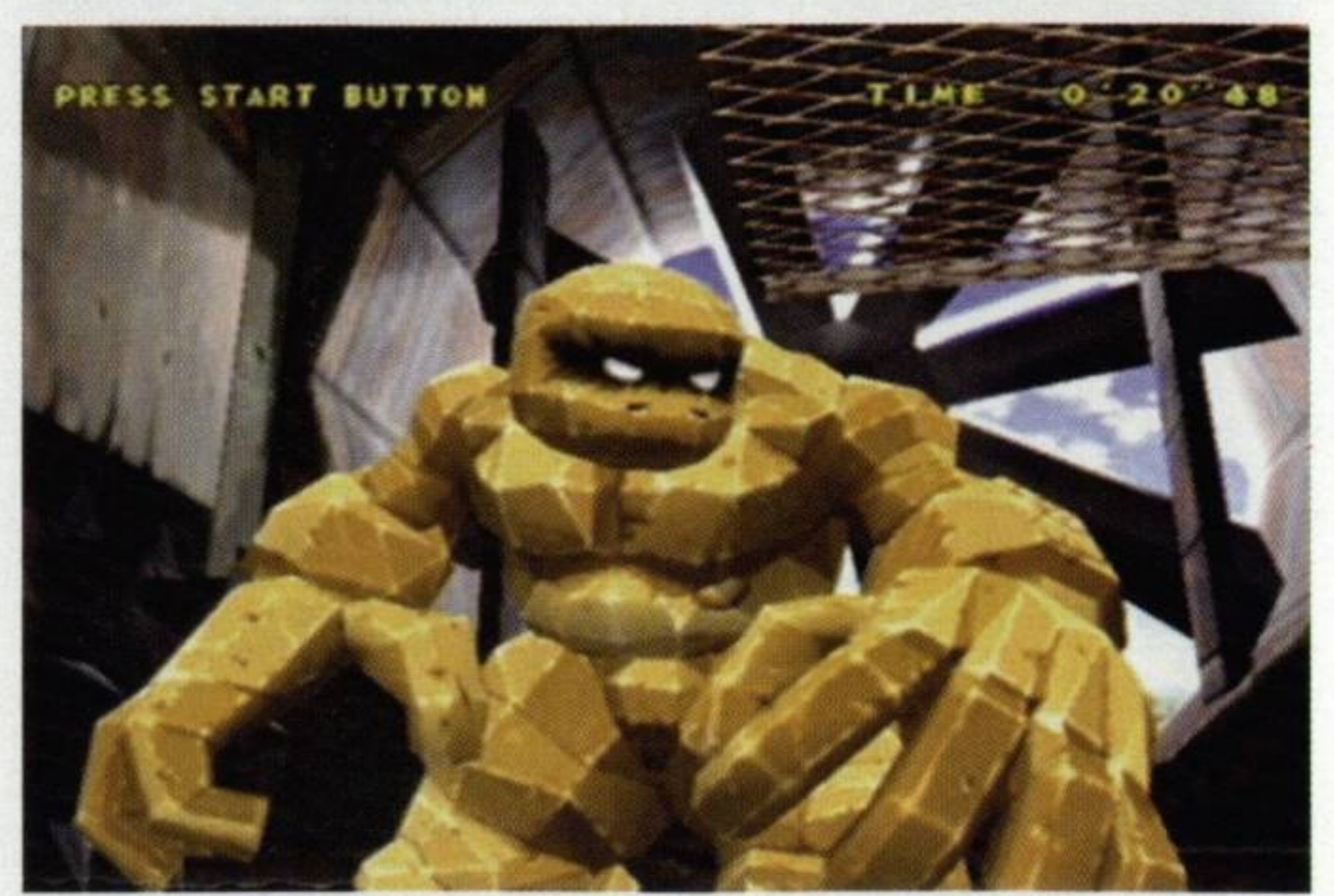
Perhaps Capcom's designers were with you in the King's Head, or rather more feasibly, they've been watching Jackie Chan instead of Bruce Lee. By creating a free-roaming arena filled with interactive objects, *Power Stone* triumphantly rejects the 2D fighting model which has been the genre's trademark for years and dives headlong into a new era of fighting game innovation. And the results are tremendous.

Playing *Power Stone* is like starring in a vicious slapstick comedy. If the manic combos called upon by the *Street Fighter* posse raise a chuckle, or the rarely logical behaviour of the *Rival Schools* team tickles your funny bone, *Power Stone* will make you hurl. The cast of all-new characters is possibly more distinctive than any Capcom has previously assembled, including as it does Galuda, the pipe smoking Red Indian, Rouge, an exotic escapee from some Calcuttan harem, and Ayome, the Oriental temptress who slaps her tush teasingly upon victory. In the only change from the Japanese version, WWI flying ace Fokker (snort) has, understandably, been renamed as Falcon.

So, here's how *Power Stone* works. Each fighter prowls their personal arena which (albeit tenuously) reflects their personality; Falcon

inhabits a mock-Tudor courtyard in which the finest weapon is the pub menu blackboard. The key to success is accumulation of the power stones. When three of these glowing gems are collected, your character is party to a stupendous power-up, enabling him or her to pull off all kinds of psychotic combos which bite healthy chunks from your opponent's power bar. Some gems materialise at random, but any kind of successful hit on your adversary with fist, fire or furniture will send one of their gems spinning across the arena. Cue a hilarious chase as each player attempts to be first to recover the spilt stone. The scattering of ordinary weapons and projectiles to be found lying around the place are essentially only means to distract your opponent from collecting the three gems before you. That said, there's fun to be had bagging a blunderbuss and letting it rip inches from the face of your on-rushing foe.

Although this carnival of *Tom & Jerry* ultraviolence may at first appear too frantic to apply any kind of strategy, a



■ Dis the Cuprinol man and he sends his big brother after you.

■ A bizarre 19th century wheel of time theme prevails.



■ Gunrock: don't let this man give you a bear hug.



■ Check out Falcon's mock-Tudor courtyard.



■ Left: If you're ever in doubt, leg it like a flustered chicken.



IF YOU CHUCKLED AT STREET FIGHTER AND SNICKERED AT RIVAL SCHOOLS, THIS'LL MAKE YOU HURL.

few plays will reveal a strong tactical element. Each enemy has a number of favourite moves and, there being no straightforward block, you'll have to devise ways to combat them. Even the special moves are far from fatal if you note the pattern of lightning strikes, rockets or fireballs and can leap or roll around the arena to evade them. Some characters have built-in evasive capabilities, while you'll find that many environments enable you to swing from beams or shin up a lamppost – that's before you uproot it and put it into use as a rather effective long-range cudgel.

Arcade mode's a toughie. Once the regular parade of fighters have been toppled, you're introduced to Kraken, a mechanical Long John Silver whose favourite trick is to hold your neck in a metal pincer grip while battering you round



■ "By the power of Greyskull... come on, give it to me!"

the head with a truncheon. Aboard his pirate ship, you must also avoid a painful swinging anchor and booming cannons. The virtually invincible Valgas, who commands a conversely sparse arena, requires a complete tactical rethink. As for Valgas Final, there is only one word: bastard. Like all the best two-player games, you'll find a practised human opponent can develop individual tactics above and beyond the capabilities of the CPU.

It's easy to take the game mechanics for granted, but even in the thick of the most wildly explosive melée, you never feel that you've lost control of your charge. Miraculously, the camera keeps both characters in perfect view at all times and there are few, if any, glitches in the many complex environments.

Power Stone is a game that has everything, from the instantaneous thrills that will captivate first-timers, to the depth of the gameplay that will satiate the cynical beat-'em-up purist. Sega is lucky to have this true original on board for the Dreamcast launch as it's one of the few titles which obviously underlines the advances of the new console and makes the investment worthwhile. Pass me that wrought-iron hatstand, will you? There's a bald geezer over the other side of the public bar looking at me funny. ★★★★★

Sam Richards

Or you could try...

Virtua Fighter 3tb
Sega ★★
The classic beat-'em-up series provides more 'punch 'n' kick fare at Dreamcast's launch.

Marvel Vs Capcom
Capcom
Wait a month and you'll be able to play one of Capcom's renowned 2D fighters.

■ Wang Tang powers up and becomes a Power Ranger.



■ You'll meet Valgas at the end – he'll crush you.



■ Elvis is alive and well and partaking in hoverboard trickery. Billy-Bob, call the *National Enquirer*.



Game info

- Publisher: **Acclaim**
- Developer: **Criterion Studios**
- Price: **£40**
- Release date: **14 October**
- Players: **1-2**
- Extras: **VM unit**

TRICKSTYLE

THERE'S NO BOVVER WITH THIS HOVER.



■ **Bullying is fun. Except when it happens to you.**

From the moment *TrickStyle* was unveiled to the world as a Dreamcast launch title, the phrase "it could do for the Dreamcast what *Wipeout* did for the PlayStation" has been uttered more times than lies on Bill Clinton's pillow.

This pearl of wisdom is not without merit, however. After all, they're both futuristic racing games featuring hovering vehicles and they have that cool, techno appeal that expands the market beyond diehard gamers. But where *Wipeout* has weapons, *TrickStyle* has stunts.

Of course, this mixture of racing and stunt action isn't the newest concoction in Dr Innovation's bag – 1080°

Snowboarding successfully combined the two on the N64 and numerous other titles in the videogame vault have made a dog's dinner of the mix. *TrickStyle* takes this gaming union to a whole new level, as – in every department – it makes all previous attempts look like the work of chimps.

The game is set in the 23rd century, where war and pollution have transformed the face of the planet. However, this is no clichéd dystopian future so familiar to unimaginative game designers. In fact, everything is so hunkydory, with automation taking care of all human existence, that the populace has bugger all to do. Fortunately, some wag must have seen *Back to The Future 2*

↑ Uppers & Downers ↓

Hoverboard

- Looks great
- Plays great
- Two games in one

Ironing board

- Two-player mode doesn't cut the mustard
- Generic music



■ (Above) Stopping to admire the view will not win you races.
 ■ (Below) Is that the sun or a large extra-terrestrial egg?



and has gone and invented the hoverboard. But, while Marty McFly only had the fearsome Biff to contend with, these airsurfers – and you, naturally – have a far greater challenge to face up to.

There are nine riders to choose from, split into three categories – Racer, Stunter and Bully. These titles are self-explanatory and you must tailor your racing strategy to the category of rider you select. Your choice of equipment also influences the way you play the game. You start off on the common-or-garden Rookie board, which is equally suitable for all the riders; as you progress through the game three additional boards can be won that radically alter your approach, depending on who you opt to play on them. For example, the Combat board is useful for fast but weak racers, the turbo board is effective for hard but slow bullies, and the stunt board is essential for the stuntpark sections – all of which you'll have to get your head around.

Which nicely introduces the structure of the game. There is much more to *TrickStyle* than simple racing. It is really two games in one, as, in order to progress, you need to sharpen your stunting skills as well. There are 16 challenges that take place in the stuntpark areas, and for each one completed you're rewarded with a new trick to add to your repertoire. The stunts range from real-world skateboard moves such as ollies and kickspins to outlandish, all-singing, all-dancing somersaults and spins. You'll have a great laugh just practising these tricks in the stunt arenas and building up a beat-'em-up-style assortment of combos, but it is also necessary to become proficient in freestyle trickery in order to win the later, more difficult races.

Ah yes, races. Stunts may be the vegetables on the *TrickStyle* plate, but there's no doubt that racing is the leg of lamb. There are 15 tracks spread across three locations – UK, the USA and Japan – and a boss race in each country where you can win the new boards. The quality and variety



STUNTS MAY BE THE VEGETABLES ON THE TRICKSTYLE PLATE, BUT RACING IS THE LEG OF LAMB.

■ This guy's an Aussie. His name is Brad and he has wavy blond hair. Quick! Call the stereotype police.

of the courses is peerless and the node-based design means there are several different routes and short-cuts for you to discover as you get accustomed to each track. The racing itself is exhilarating, with the constant presence of eight nutcase opponents making for tight, exciting and combative racecourse action.

The cherry on this cake of goodness is the rider physics. Human movement has been replicated more realistically than has ever been seen on a home console. The way the characters balance on their boards is totally convincing and almost identical to the way a skateboarder would move in reality. Almost identical, because (doh!) nobody actually knows how a hoverboarder would move, considering they don't actually exist. To make up for this, animation sequences have been mixed with the physics resulting in a unique look that is 90% human, 10% Silver Surfer. And you can't get much cooler than that.

On the downside, the game could do with being a bit quicker – although, in truth, speed is secondary to the strategic racing provided by the stunts. The two-player game is also a tad disappointing as the computer-controlled opposition has been removed, which takes away some of the excitement and aggression from the challenge. Musically, what you get is a rather uninspired collection of standard, futuristic techno tunes that suit the game well enough but don't really get the adrenaline pumping like "Firestarter" and its ilk did in *Wipeout 2097*.

To be honest, finding fault with *TrickStyle* isn't easy. It utilises almost all of the Dreamcast's 128 bits in a remarkably polished first-generation title. The technical wizardry on show is all well and good but, no matter how powerful consoles become, the most important factor will always be gameplay and *TrickStyle* has it in spades.

In fact, it's so good it could well do for the Dreamcast what *Wipeout* did for the PlayStation. ★★★★★ **Lee Hart**



■ Must be murder on his nads.



■ Spin to access short cuts.



■ Retro-styling or no, *Expendable* doesn't cut it.



MILLENNIUM SOLDIER: EXPENDABLE

- Publisher: **Infogrames**
- Developer: **Rage**
- Price: **£40**
- Release date: **14 October**
- Players: **1-2**
- Extras: **VM unit**

■ Cliché alert! The human race is under threat from colonialist alien forces and there's only one man who can stop them (or two men if you're playing in two-player mode). To achieve this aim you must battle through the harsh alien environments and blast the scumbags back from whence they came. Original, huh?

The gameplay is also as familiar as your favourite pair of slippers, especially to anyone who played games in the '80s.

Expendable is a return to one of the hardy perennials of gaming genres that *Arcade* thought had died out around the same time as stone-washed jeans: the top-down shooter. You may have fond memories of top-down classics such as *Ikari Warriors* and *Commando*, but those were the distant 8-bit days. Is it too much to ask for this veteran of gaming genres to cut the mustard in the 128-bit era? Erm, yes.

Expendable reeks retro appeal from the word go. You don't even have to bother reading the instruction manual, you can just jump straight in and start blasting. The fun continues as you collect increasingly outrageous power-ups, *R-Type*-style, and you reach the end-of-level boss whose attack strategies must be sussed before he can be beaten. And then, as you're about to regress to the age of ten, you remember it's 1999 and games such as *Metal Gear Solid* and *Half-Life* have been around for a couple of years.

Sadly, *Expendable* is dated by the very gaming style it tries to resurrect. While other games continue to push back the boundaries, simple top-down shooting just isn't enough to maintain your interest nowadays. Although retro certainly has its place, *Expendable* is more your Dunlop Green Flash than Converse AllStar. ★★ **Lee Hart**

■ Gotta love those posters. He seems to have shot his load.



Game info

- Publisher: **Sega**
- Developer: **Climax**
- Price: **£40**
- Release date: **October**
- Players: **1**
- Extras: **VM unit**

BLUE STINGER

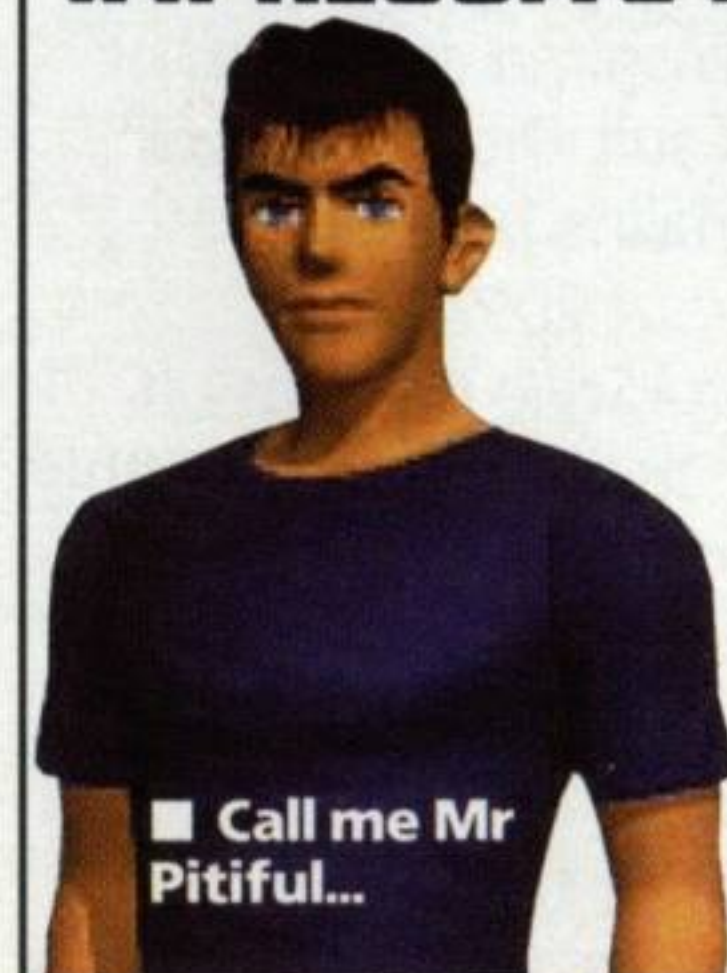
EARLY DREAMCAST TITLE MISFIRES.

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Blue Stonker</p> <ul style="list-style-type: none"> ■ Based on an island ■ Looks pretty enough ■ Um, it's on an exciting new console | <p>Blue Stinker</p> <ul style="list-style-type: none"> ■ Foolish name ■ Joe Average protagonist ■ Dull, dull, dull |
|---|--|

Apart from being another Japanese game with a stupid name that conjures up all manner of foul practices, there's little that's unique, interesting or impressive about *Blue Stinger*. Apparently tweaked for a PAL release, it's difficult to see any differences at all. In fact, it seems that nothing's actually been done to it and that this is a direct port of the NTSC game. **Humbug.**

THERE'S LITTLE THAT'S UNIQUE, INTERESTING OR IMPRESSIVE ABOUT THIS.



■ Call me Mr Pitiful...

The plot centres around a disaster-stuck island, and the object is to explore said island, uncovering the mysteries

surrounding the deaths of 90% of its inhabitants and trying to find out why this floaty, glowy blue thing keeps following you around. Imagine *Resident Evil* mixed with *Tomb Raider* and a dash of *Metal Gear Solid*. Now imagine every bit of fun and excitement being beaten out of it with the dullstick and you're close to what *Blue Stinger*'s all about.

Although *Arcade* favoured this game with three stars when it was reviewed it on import

(*Arcade 8*), it could just be that generosity was getting the better of us and it's really more worthy of two stars – at a push. Avoid and wait for anything else: *Bio Hazard*, *Shen Mue*, an extremely late, slow bus – anything at all. ★★ **Dean Mortlock**



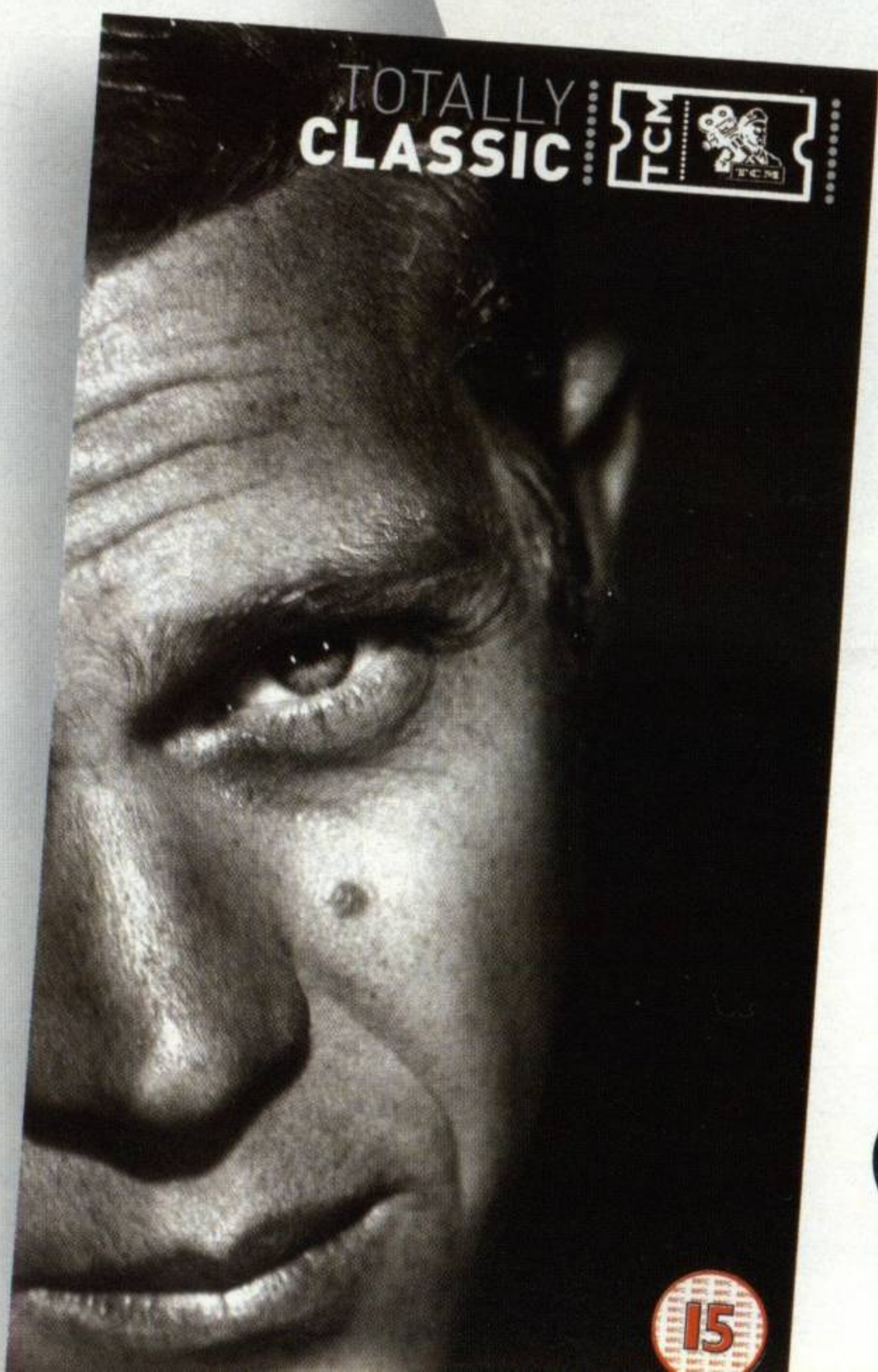
■ For god's sake, piss off, Tinkerbell...



■ Note that the brain area is not engaged.

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- Ben Hur...

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New Playstation Games

Arcade
PlayStation
Game of
the Month

WIPEOUT 3

PSYGNOSIS GIVES THE SPACE RACER A HEARTY MAKEOVER.





Game info

- Publisher: Sony
- Developer: Psygnosis
- Release date: 8 September
- Players: 1-2
- Extras: memory card, Dual Shock-compatible



■ The addition of the helter skelter, twisty turny track design implies extra speed without actually delivering it.

Sometimes videogames defy review. Usually that's because they're so disgracefully bad that you run out of words to describe their abject natures. But there are happier times. Times when you wonder whether you're going to end up sounding like a babbling sycophant unless you stop what you're saying right away and just come out with the simple truth, like: **this is the best videogame you've ever played. But in this instance it's true. If you own a PlayStation you will never have played a better game than Wipeout 3. Now what?**

If you're into gaming then you need to own a PlayStation to play this game. Fine, so the Dreamcast might have you sorely tempted, but in a Pepsi challenge-style encounter *Wipeout 3* would come out pretty damn well. It's just the way it looks y'see. Stunning tracks, backdrops of a beauty that even pristine beat-'em-up *Soul Calibur* would be hard

pressed to match. It's a looker, all right, and when all of this futuristic goodness is flying past you at a rate of knots without a glitch, a trace of pop-up or any slow down whatsoever, you know you're on to a good thing. With flocks of seagulls settling on corners, washing hanging across the street and monorails added for good measure, it's almost as if Psygnosis's Leeds studio are taking the piss. The amount they've managed to cram into each track, aided and abetted by wondrous fold The Designers Republic is stunning. Unbelievable. Whoops, here come the superlatives...

The sheer multitude of cool stuff hidden around each of the eight tracks does obscure the only failing of *Wipeout 3*, however: when it comes to depth it ain't no *Gran Turismo*. Sure, *GT* only has a finite amount of tracks too. But it more than makes up for that with the volume of fiddling you can get up to with your car. And if you don't like it, of course, you can always trade it in or save up for another one. There isn't that same feeling of a) time spent, or b) loyalty towards the sleds in *Wipeout*. But then, it's the racing that's important after all.

The two-player mode in *Wipeout 3* is simply stunning. And if you're lucky enough to have two tellies, two PlayStations, four controllers and a link-up cable, then four of you can enjoy destroying each other just as you reach the finish line, laying mines just as your mates were catching up and generally wasting your entire evening on the best racer Sony's grey box has to offer. The difference between the split screen and full screen modes is minimal – even the black sky in preview copies that *Arcade* accepted as a

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Hover</p> <ul style="list-style-type: none"> ■ The wonderful tracks ■ Nice replays ■ Two-player madness | <p>Bovver</p> <ul style="list-style-type: none"> ■ Competition's a bit clunky ■ Only eight tracks ■ Not enough messing about with ships |
|--|---|

perfectly reasonable way of keeping the split-screen speed up now sports a blue hue. Ensure, however, that you arm yourselves with analogue sticks atop your joypads, as the smoothness of steering using this

method really has to be experienced to be believed. Hurling round and round one of the spirals in two of the tracks just can't be done using your regular burger D-pad. And you'll really want to be good at this game.

Why? Simply because you can't unlock all the tracks or all the sleds unless you are. The desire to see just one more track is massive, but at the same time *Wipeout 3* gets really hard as you progress.

Initially at least, the game seems a little slow. It's only when you go back to one of the first four tracks on a higher difficulty level you notice that the slowness was deliberate. You were being broken in. Of course. All of

a sudden, a second too long on the airbrakes can be the difference between first and third place, and that corner which was an easy right hander now comes along far too quickly. It sounds obvious, but the three difficulty levels really do make the eight tracks feel like 24, which is no mean feat.

In short, this is the most complete package yet to be presented on the PlayStation. *GT* was wonderful, but had generally useless rawk music as an accompaniment. No such complaints with *Wipeout 3*. Sasha, The Chemical Brothers, Orbital, Paul Van Dyk... the list goes on. And these are good tunes by these people too, which seem to suit the length and mood of the tracks perfectly. There are Oscars for best music in a film, and if there were similar awards for videogames, *Wipeout 3* would win hands down.

There's a generally highly satisfying feel to *Wipeout* as a brand. It was there at the start, pulling gamers into PlayStation as an example of what this great new console could do. It was there in the middle, attracting cool young things who hadn't played games since the qAmiga ruled the roost. And now it's here right at the very end, at the summit of PlayStation gaming. It's hard to believe that through all of this that essentially it's the same bits running it all. But seeing is believing, and you need to run *Wipeout 3* past your retina. ★★★★★

Ben East

Or you could try...

Wipeout 2097
Psygnosis ★★★★★
It's the cheaper option, but if you have neither, save up for the third.

Gran Turismo
Sony ★★★★★
Obviously a more realistic racer, and at £20 you're looking at a fat bargain.



■ Multi-player's where it's at. Split that screen immediately.

IF YOU OWN A PLAYSTATION YOU WILL NEVER HAVE PLAYED A BETTER GAME THAN WIPEOUT 3.



■ Pit stop charging-up is a vital part of the game.



Binoculars

■ It's looking serious. Very serious. Fancy a pint?



Cellular phone

■ "Things are getting strange. I'm starting to worry."

Game info

- Publisher: Sony
- Developer: Hyperbole Studios
- Price: £35
- Release date: 22 September
- Players: 1

THE X-FILES

↑ Uppers & Downers ↓

Agent Scully

- Watchable video clips
- The torch
- Skinner

Hugh Scully

- Hackneyed
- Tedious
- Illogical

CALM DOWN. GILLIAN ANDERSON DOESN'T EXACTLY TAKE CENTRE STAGE.

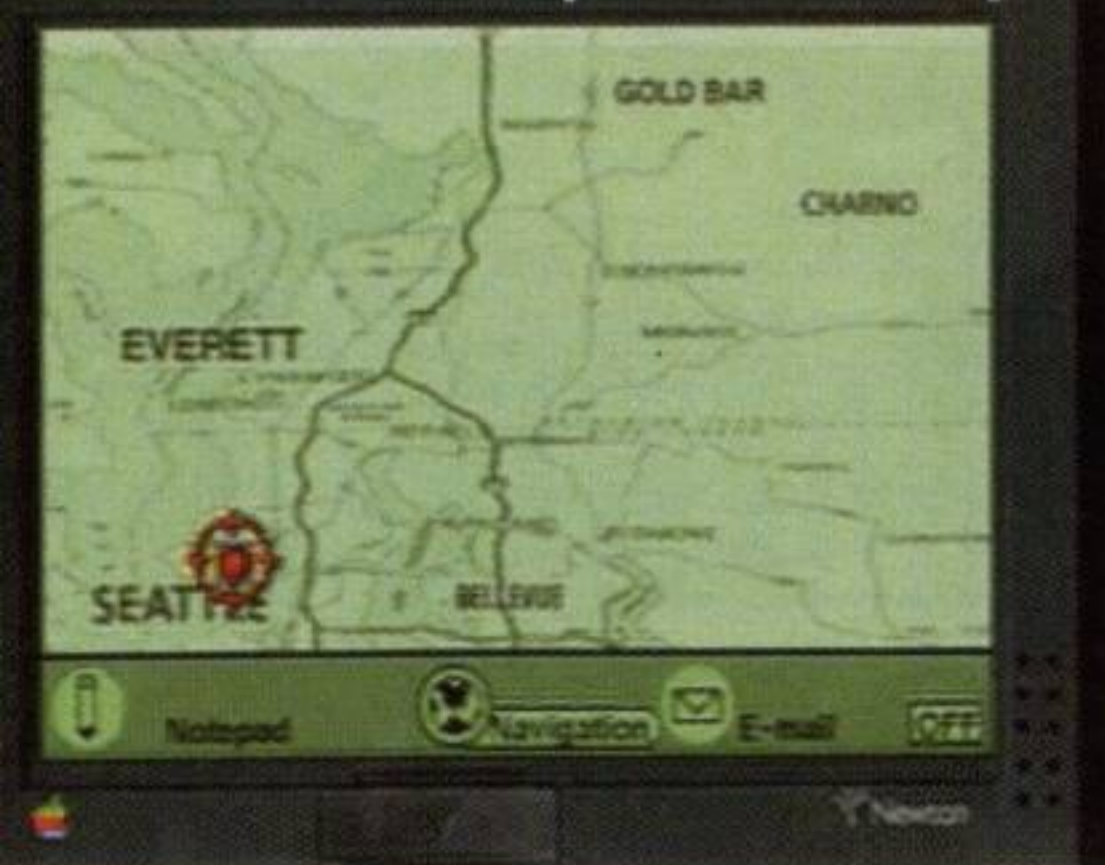
■ By the time you reach disc 3, this could be you.



■ "Ohmigod, but... how did you snag it in that?"



■ Product placement ahoy.



Blimey, you'll think as you watch the intro to *The X-Files*, that's David Duchovny. And look, there's Gillian Anderson. They can't have come cheap. Makes a change from Christopher Walken and Tia Carera. This should be good.

But no. Ten seconds later, before the game has even started, Dave and Gill collect their cheques and disappear. They've been kidnapped by aliens, or something. And you, playing FBI red-shirt Agent Willmore, have got to find them. The only time you'll be seeing Fox Mulder again – until the end of the game – is on the disc-swap screen.

Still, the disc-swap screen crops up a lot. Three times during the course of your inquiries, in fact. For *The X-Files* comes on four discs. Four discs? Crikey. It must be amazing.

But, again, no. Curiously, Fox has chosen to dust the cobwebs off two defunct early-'90s gaming forms to produce *The X-Files*. First, it's exhumed – gagh – the interactive movie. "Brilliant!" thought dozens of developers upon the invention of the CD-ROM. "It plays pixelly video! We can all become film directors!" After scores of grisly sub-film-studies-student productions, in which the "interactive" element consisted of pressing the Fire button every few minutes, they realised nobody was interested and went back to writing video games. Apart from, it seems, Fox – most of those four CDs are filled with video footage.

Second, welcome back *Myst*. Huh? Okay, in *Tomb Raider*, if you want to walk from one side of a room to the other, you press Forwards and watch Lara trot along as the scenery glides smoothly past her. In *The X-Files*, however, you move the cursor around the screen until it changes to a forwards arrow. Then you press X. After a short delay the screen redraws, and you're standing halfway across the room. Want to turn left? Move the cursor until it turns into a left arrow and press X. Zzz.

The X-Files isn't a complete disaster, however. The quality of the video is excellent. You can annoy people by shining your torch in their faces. And the real Assistant Director Skinner is in it. But the puzzles are nonsensical. You recover Scully's laptop computer and find you're denied access to it. "Phone the Computer Crimes Lab

and get someone over," suggests the boss. But, search as you might, you can't find their number. And you can't ask anyone for it – you can only ask them things like "How's it going?" Three fruitless hours later, after you've revisited every location in the game in the hope of finding the number scribbled down somewhere, you return to HQ and find you've accidentally triggered the next video sequence. "Hey, shall I get someone from Computer Crimes to look at this laptop?" offers your partner. Game rage beckons.

If you do make it to the end of disc 4 and are reunited with Mulder and Scully, there's no reason you'll ever want to play this again. ★★

Jonathan Davies

Or you could try...

Driver
GT Interactive ★★★★★
Penetrate the criminal underworld – but have fun while you're doing it.

Resident Evil 2
Capcom ★★★★★
Shouldn't an X-Files game be more like this? Except with aliens?

■ Line dancing seemed just a little too popular. Looks like a case for...



BEFORE THE GAME HAS EVEN STARTED, DAVE AND GILL COLLECT THEIR CHEQUES AND DISAPPEAR.



■ (Above) Three mates and a multitap are ideal extras.
 ■ (Below) Toboggan or not toboggan? That is the question.



■ Crank up those sleds – snowboarding is so 1996, dude.

SLED STORM

IT AIN'T WHAT YOU DO, IT'S THE WAY THAT SKIDOO IT.

The race is on to plug the remaining niches in the adrenaline sports game market. Once upon a time, some bright spark crossed skiing with surfing (itself a cross between skateboarding and swimming) and suddenly every longhair from the beaches of Santa Monica to the ramps of Brooklyn packed up their Offspring CDs and headed off to moose out some trestles in the Rockies. The videogame world was immediately avalanched with snowboard sims, most of them shite. Anyway, daring sports fashion has moved on, crossing snowboarding with jetskiing (itself a cross between waterskiing and er, riding on a boat) to create motorised sled-type things. Welcome to *Sled Storm*.

It's no surprise that *Sled Storm* looks and plays like both *Cool Boarders 3* and Nintendo's *Wave Race*, eclipsing the lumpen movement of the former, but failing to recreate the fluidity of handling which characterised the latter.

The front end is suitably stylish, enabling you to choose from a number of fashionably-togged riders. Utilising the most basic of control systems, the sleds are relatively simple to manoeuvre and you shouldn't be surprised to

win your first race at a canter. This usually isn't a good sign, but the second course will disrupt your complacency. There are secret routes galore to discover and you'll need to have the measure of them all to finish first and so progress. Occasionally you're gripped with the desire to fire a rocket at an opponent (no weapons here, sadly), but the glee experienced on discovering a new short cut almost compensates.

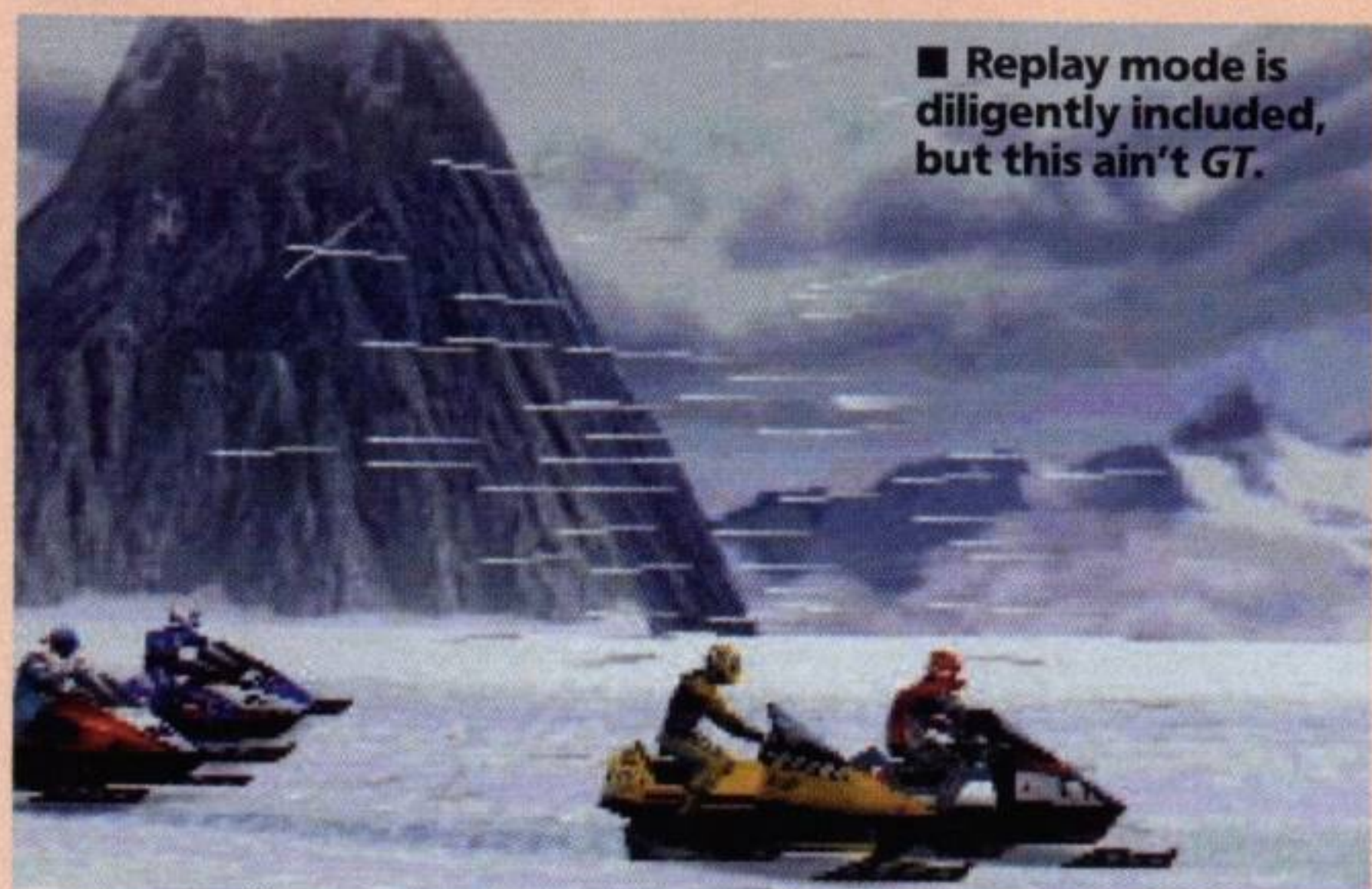
Championship mode enables you to win cash and upgrade your sled, although most improvements have negligible effect. It's a little disappointing to find that on victorious completion of the four standard courses (which ain't easy, brother), you're merely rewarded with the same tracks again, but in fog. Like, cheers. Conquer the wintry mist, though, and fiendish new courses such as (snigger) Goat's Bluff are unlocked.

Stunt mode is a washout due to the frustrating randomness of pulling off tricks. You'll be tumbling off the sled for a whole circuit attempting somersaults in vain, before accidentally crushing a rabbit and scoring 7,000 points. But you didn't finish first, so you've got to do the course again anyway. Gah.

The fine two and four-player split screens just about answer criticisms regarding questionable longevity. Tension here is provided by the risk factor. Do you take the faster but harder short cut and chance missing the jump, or do you play it safe down the fairway? The urge to fire rockets remains but at least you can clip fellow racers' tail-ends.

Sled Storm is perfect for a quick powder spray, but in the long term finds itself bogged down in the heavy stuff. Ultimately, it's a laugh, but unlikely to be top of your gaming pile come Christmas. Next month *Arcade* crosses white water rafting with the Gloucestershire cheese rolling contest and comes up with *Cool Cheese Raft Certain Death Storm*. It's a winner. ★★★

Sam Richards



■ Replay mode is diligently included, but this ain't GT.

Game info

- Developer: **Electronic Arts**
- Publisher: **Electronic Arts**
- Price: **£35**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **Dual Shock-compatible, analogue, memory card, multitap**

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Sleigh</p> <ul style="list-style-type: none"> ■ Easy to pick up ■ Plenty of alternate routes ■ Multi-player's a giggle | <p>Slay</p> <ul style="list-style-type: none"> ■ Stunts appear to happen at random ■ Handling's a bit rough ■ Questionable longevity |
|---|--|



■ Upgrade your cutters to slice through the ice.

Or you could try...

Cool Boarders 3
 Sony ★★★
 The best PlayStation snowboard sim, but still too easy and sluggish.

Wipeout 3
 Sony ★★★★★
 An offbeat racer with real class, superb handling and rockets too!



■ The options enable you just to see your results, which cuts down on nasty loading times. Why didn't anyone think of this before?



■ Ipswich 3 Norwich 0. Obviously a completely unrealistic game then...



Game info

- Publisher: **Codemasters**
- Developer: **Codemasters**
- Price: **£40**
- Release date: **October**
- Players: **1-2**
- Extras: **memory card**

LMA MANAGER

PLAYSTATION CAN'T DO CHAMP MAN? OH YES IT CAN!

↑ Uppers & Downers ↓

Treble winners
 ■ A transfer system straight from heaven
 ■ The challenges
 ■ It's so damn fast. Goodness

Relegated
 ■ It's so very hard at first
 ■ You can get sacked for getting promoted. What!



■ Gordon Durie? Surely a free transfer is all the old man is worth?

They said that it wouldn't work. That management sims are best left to the anorak booting up his PC. And certainly recent form doesn't make yet another PlayStation footy management sim something you'd rush to the shops to buy. But we're all forgetting something. *LMA Manager* is a Codemasters game. And when was the last time that company did anything remotely bad? Exactly.

LMA Manager is the best management sim on the PlayStation. It's ridiculously in depth, all the real names are there and most of them play in their correct positions. And perhaps most importantly, the game does all this while avoiding any nasty loading times – you can even turn off everybody else's results for a real slimline version.

What's more, at last a management sim has arrived that won't require you to drop out of the rest

of your life to complete a season. The mini challenges in *Brian Lara Cricket* were hugely popular, and they've been repeated here. So now you've got five games to keep the Premiership team of your choice up, or the chance to do a Man United and win the treble. As a "back from the pub" pursuit to while away the early hours without sending everyone to sleep, it's unrivalled.

Happily, the live action is head and shoulders above the rest, too – with the chance to make all the substitutions and tactical changes you like as the game rolls to its conclusion. There's even a *Match of The Day*-style highlights program where you can see your goals in hi-res, all while Alan Hansen gurgles in the background. Terrible it is not.

There's so much more to *LMA Manager* that telling you all of it will ruin the surprise you've got coming from this hugely enjoyable and top quality videogame. It might not challenge *Championship Manager 3* on PC, but, well, there's always PlayStation 2 for that. Until then, this is as close to management perfection as owners of the most popular grey box in the world are going to get. ★★★★★ **Ben East**

A MANAGEMENT SIM HAS ARRIVED THAT WON'T REQUIRE YOU TO DROP OUT OF THE REST OF YOUR LIFE.

Also released

But only if you've got money to burn...

Words by | **Ben East**



LEGO RACERS

■ Publisher: **Lego** ■ Developer: **Lego** ■ Price: **£35** ■ Release date: **October** ■ Players: **1-2**

■ There is a nasty problem with this kids racer, and it's nothing to do with the actual game. It's the fact that at the same time *Lego* hits the PlayStation, *Speed Freaks* is ruling the roost on the cutesy *Mario Kart* front, and *Crash Bandicoot* and friends are plotting their course for global racing domination too. Just five minutes on HMV's demo pods will convince you that *Lego Racers* is nowhere near these two big hitters. It's slow, jerky and looks dreadful. Not very good, then. ★



FISHERMAN'S BAIT

■ Publisher: **Konami** ■ Developer: **Konami** ■ Price: **£35** ■ Release date: **October** ■ Players: **1-2**

■ After countless hours *Get Bassing* on Dreamcast, it's fair to say that *Fisherman's Bait* is the first fishing sim ever to be eagerly awaited. Could the PlayStation do it? Unfortunately the answer is a firm no. Problem is, once you've caught all the different types of fish you're just doing the same thing over and over again. Graphically *Fisherman's Bait* is shoddy and it sounds terrible. If you're hooked on fishing, go fishing. ★



DESTREGA

■ Publisher: **Sony** ■ Developer: **Koei** ■ Price: **£35** ■ Release date: **November** ■ Players: **1**

■ In the month *Tekken 3* comes out on Platinum, any beat-'em-up in the world is going to have problems. And despite some unique and well thought out gameplay, *Destrega* struggles in the light of more famous opposition. You've got three levels of attack at your disposal, three magic attacks and three block moves. But the nail in *Destrega's* coffin was when someone pointed out it was like a hi-tech version of *Rock, Paper, Scissors*. And they were right. ★★



PUCHI CARAT

■ Publisher: **Taito** ■ Developer: **Taito** ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1-2**

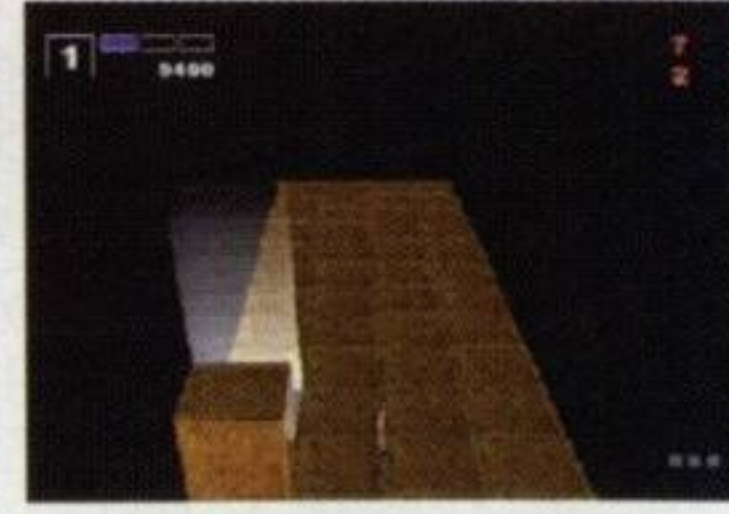
■ On the face of it, crossing old puzzle favourite *Bust-a-Move* with *Arkanoid* sounds like a good idea. After all, it's not as if firing bubbles up a screen is particularly taxing is it? Throw in a bit of keepy-uppy and you've got a sure-fire winner, haven't you. Haven't you? Well, no, actually. The action is far too slow, it looks dreadful, and, well, *Bust-a-Move* is far better in the first place. Don't mess with perfection. ★★



RAT ATTACK

■ Publisher: **Mindscape** ■ Developer: **Sony** ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1-4**

■ Another puzzler, but, you'll be pleased to know, it's a far more involving five minutes than *Puchi Carat*. You must catch the rats over 50 levels, with loads of power-ups, special skills and general tomfoolery to be had. This is particularly evident in the four-player mode, where you can go all-out to scupper everyone else's hopes of gaining rat-catching awards. Not game of the year by any means, but fun while it lasts. ★★



KURUSHI FINAL

■ Publisher: **Sony** ■ Developer: **SCEI** ■ Price: **£35** ■ Release date: **September** ■ Players: **1**

■ Fun for ten minutes, but why you would want to buy this maddening puzzler is beyond us. The idea, to stop blocks continuing their advance so they fall off a platform, is certainly filed under brain teaser, but it looks absolutely shocking. And it doesn't sound particularly brilliant, now does it? The worst thing is that this is a sequel. *Arcade* never played the first one, but it can't be any worse. Can it? ★









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New Nintendo 64 Games

Arcade
Nintendo 64
Game of
the Month

■ Will Owen manage to knock in a winner?



Game info

- Publisher: **THQ**
- Developer: **Silicon Dreams**
- Price: **£45**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **Rumble Pak, Expansion Pak**

MICHAEL OWEN WORLD LEAGUE SOCCER '99

■ PHOTOGRAPHY: ACTION IMAGES

GAMEPLAY EXCELS AS OWEN TAKES TO THE N64.

They do exist, you know – People Who Don't Like Football. It isn't just some urban myth put around to frighten children. There was a time not so long ago when you weren't considered a social outcast and made to go and live with the puffins on a remote Scottish isle and feed on moss if you so much as dared question *The Beautiful Game*. Now, of course, New Labour has made it a crime not to support a football team, and every other infant has MUFC stamped across its forehead the minute it draws breath.

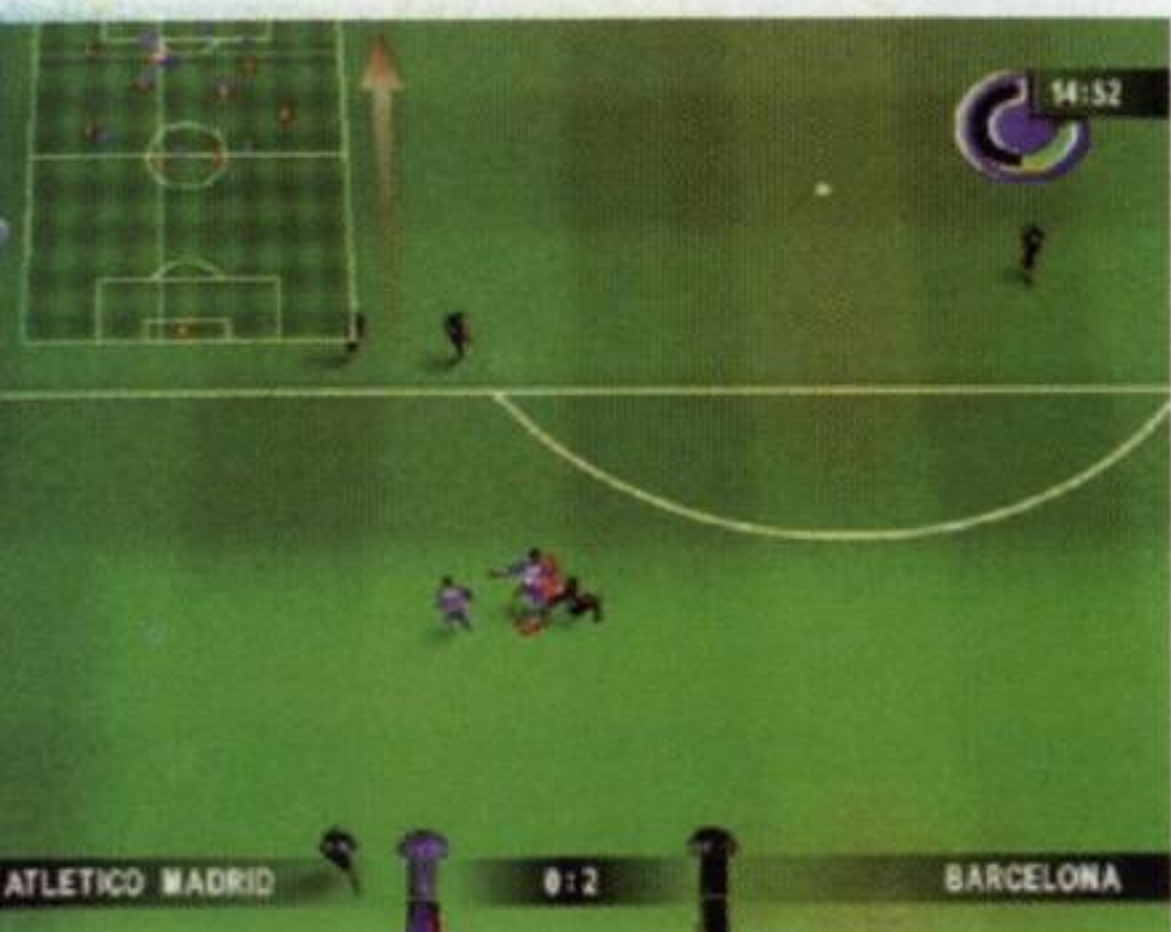
There is a theory that part of the '90s surge in popularity for sport, and football in particular, is down to the increase in women supporters. This could be attributed to the phenomenon of the sportsman as sex symbol, and Sports Personality of The Year Michael Owen is a classic example of the new breed.

Hence: Michael Owen crisps, breakfast cereal, board game, shoes, underpants, leisure wear, and now, inevitably,

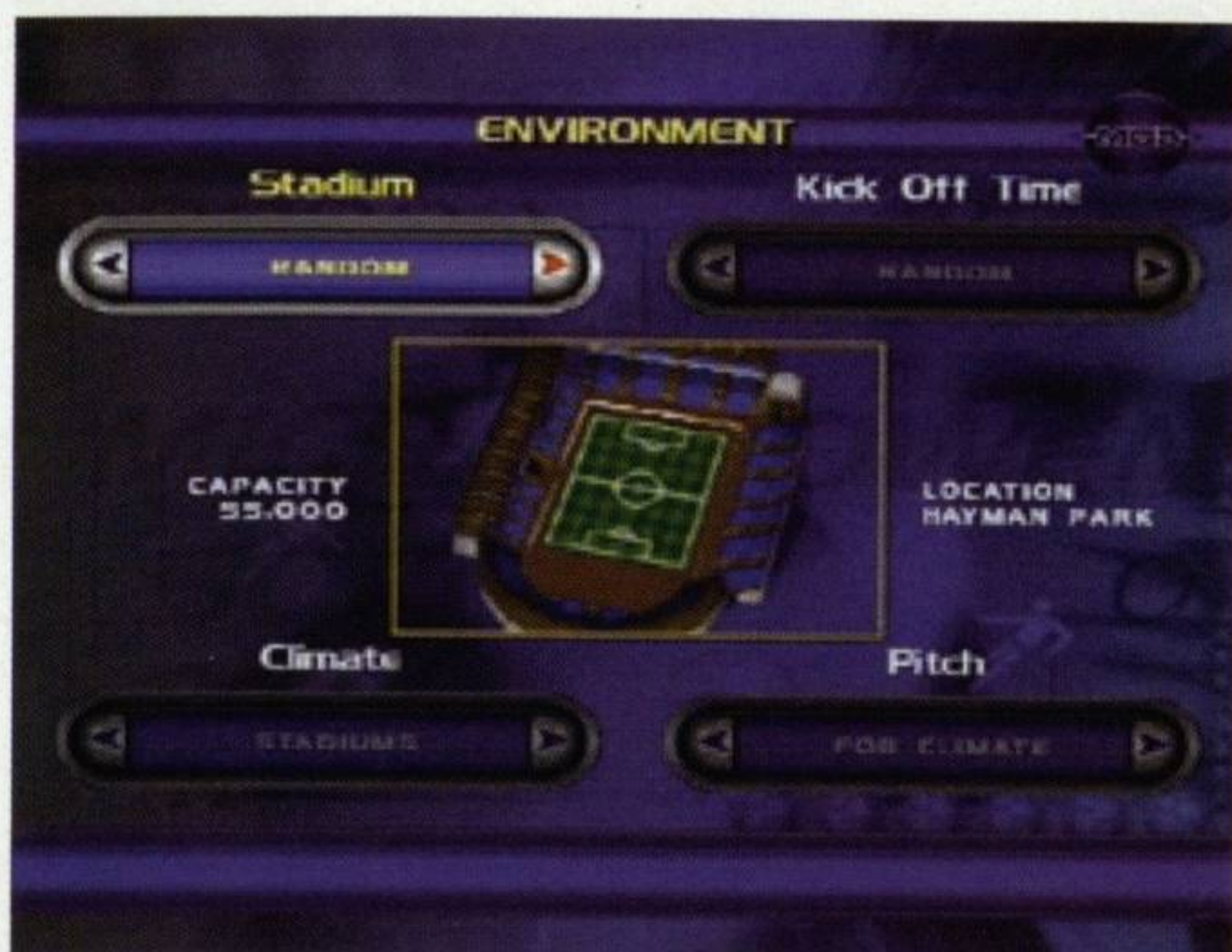
Michael Owen: The Game. What you get is essentially a resource management sim, in which you assume the role of Owen's agent, and must negotiate lucrative personal appearances, endorsements, recording contracts and that elusive first appearance on *They Think It's All Over...*, in which Michael's award-winning personality will be given ample opportunity to shine. Oh, if only...

Michael Owen World League Soccer '99 is, of course, a football game. You know: *mano a mano*, jumpers for goalposts and stuff. Luckily for Michael, and game developer Silicon Dreams, there isn't a great deal of competition football-wise on the N64. The only other game worth considering is *Superstar Soccer*, from Konami, which pretty much puts everyone else's efforts to shame.

Michael Owen Soccer gets off to a good start. The options menus contain everything you'd expect, from the usual weather condition variables, a choice of ten stadia and optional commentary, to tweakable rules. The gameplay menu offers you an exhaustive selection of leagues,



■ Post-pub glamour Euro ties are yours for the taking.



■ (Above) Like Alex Ferguson, you get to choose the weather.
 ■ (Below) If all else fails, make it snow. Anything could happen.



↑ **Uppers & Downers** ↓

- | | |
|--|---|
| <p>Clinical finishing</p> <ul style="list-style-type: none"> ■ High-res visuals ■ Easy to get into ■ Tons of teams | <p>Appalling defending</p> <ul style="list-style-type: none"> ■ Simple player models ■ Usual average commentary ■ Muted crowd noise |
|--|---|

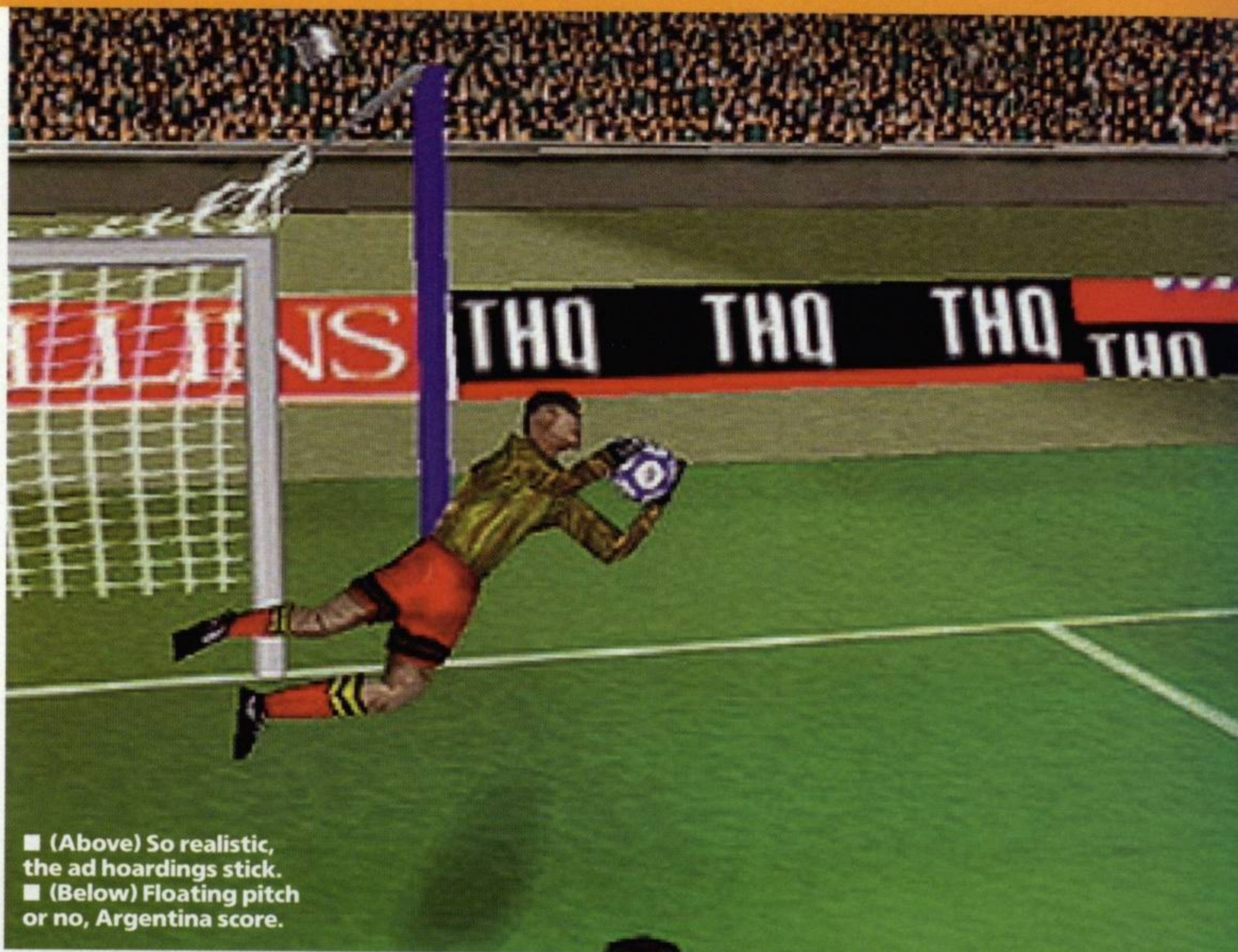
competitions and tournaments, including a couple of custom cups, which you can construct yourself. So far so familiar... It's when you're selecting your teams that you'll first feel the

difference. In addition to the usual international teams, *Michael Owen Soccer* offers roughly 200 domestic teams drawn from across the world. There's a full complement of English, Scottish, American, Japanese, Dutch, French, German, Italian, and Spanish teams – plus players – to trawl through. While this may seem at best comprehensive, and at worst like overkill, at least Silicon Dreams has ensured that everyone is kept happy.

As the game proper starts, you'll be surprised by the resolution of the graphics. Running without the need for the Expansion Pak, *Michael Owen Soccer* is crisp, sharp and colourful. In fact, it's possibly the sharpest non-boostered N64 game currently on offer. Also, the stadium graphics are suitably bigged-up and nicely packed with subtle animation. The initial fly-by shows the detail perfectly.

Unfortunately, to achieve this something had to be sacrificed, and it's the players. No attempt has been made to make any of them resemble who they're supposed to be – not even Michael Owen (and at least half the players have unconvincing yellow goatees).

Mercifully, you don't really notice this as the game is as addictive and engrossing as you could wish for. It falls somewhere between the all-out arcade chewiness of *Superstar Soccer* and the mildly irritating simulation of EA's FIFA franchise. It boasts the pick-up-and-playability which is essential for any football game to succeed, but you won't be scoring from a header or overhead kick the first time you take to the field.



■ (Above) So realistic, the ad hoardings stick.
 ■ (Below) Floating pitch or no, Argentina score.



To be honest, it would take a complete idiot not to develop a playable football game in this day and age given that there are so many around already. So, *Michael Owen World League Soccer '99* measures up in that department, but it also manages to be playable to a degree that ensures it stands out from the rest of the crowd.

IT BOASTS THE PICK-UP-AND-PLAYABILITY WHICH IS ESSENTIAL FOR ANY FOOTBALL GAME.

Deep down *Arcade's* heart may belong to Konami's baby (and its long-overdue sequel), but that's not to say we wouldn't book into a hotel room with this Michael Owen chappie for a dirty weekend of sparkling conversation and wit. The Beautiful Game, indeed. ★★★★★ **Paul Rose**

Or you could try...

FIFA 99
 EA Sports ★★★
 Comprehensive on the outside, sluggish and smelly on the inside.

ISS '98
 Konami ★★★★★
 Beautiful goalmouth adventures await you with this peachy-smooth footy sim.



■ Arsenal, eh. Might a flat back four do the business?



■ The opportunities for comedy driving are limitless.



■ Don't they remind you of those *Rough Riders* 4x4 toys?



■ The thrill of the open road at speeds of, ooh, 20mph...



Game info

- Publisher: Take 2
- Developer: Edge of Reality
- Price: £40
- Release date: 24 September
- Players: 1-4
- Extras: Rumble Pak



MONSTER TRUCK MADNESS 64

REDNECK CHIC IS GO. DON'T YOU JUST LOVE THOSE FUMES, BUBBA?



■ You, a friend and a whole lotta breakin' goin' on.

There are few things in life that can give greater pleasure than pulping an opponent into a greasy smudge spot on the ground. Throw in ten tonnes of suspended automobile and you're on a bouncy castle killing spree.

In *Monster Truck Madness 64* you're placed in sole control of some of the biggest, baddest vehicles on the road. But unlike real life, you're not sitting next to a smelly American with nacho breath and an arse with more crack than the Upper East Side – unless you've been really unlucky in love. In case you're unfamiliar with the Big Wheel format, two souped-up trucks sporting planet-sized tyres go head-to-head, destroying each other and anything else lying about on their way to the finish line. It's boys with their toys at its destructive best.

The game isn't primarily pitched as a racer, but it has some similar elements. In the single-player game you advance through the tracks, opening up new ones if you come in first. This isn't as easy as it sounds, as developer Edge of Reality

has gone to great pains to ensure the car physics were perfectly transported from dirt to console.

As you roll around the track you get to snap up power-ups to smooth your path, but these can prove as much a hindrance as a help. The oil slick, for example, remains spread across the track for the rest of the game, and the super jump, while it does enable you to bounce your

monster ahead of the opposition, tends to result in missed checkpoints and being forced to backtrack.

Gameplay can be teeth-grindingly slow and probably just as frustrating as the real thing: these are no touring cars but huge, impractical, top heavy machines. While this sluggishness could be put down to realism, other problems seem to be down to plain poor programming: the backgrounds are uninspired, the graphical glitches and fog are distracting. And for a Monster Truck track not to have mud is practically a criminal offence.

The multi-player game is the saving grace, if for no other reason than the glee you'll get from watching your uninitiated mates struggle to come to terms with the lack of car control. You can take sides in *Buck Bumble*-style hockey and soccer modes – which involve pushing an object to the goal in a prescribed time – race around in a car shaped as a chicken in Tag mode, or ricochet your way through Chase mode. And a bonus is the inclusion of Summit Rumble, where you all fight to drive your big wheelers to the top of a superbly slippery slope.

Smashing things rocks, and on the PC, *Monster Truck Madness* had some excellent destructive elements. The N64 conversion has a social atmosphere but lacks a long-term singles enjoyment factor. Fill the kitchen with soggy dirt, get your mates round, throw on flannel shirts, smash beer cans over your heads and slot this bad boy in. Sobriety not recommended. Licence not required. ★★★ **Aleks Krotoski**

TWO SOUPED-UP TRUCKS GO HEAD-TO-HEAD – IT'S BOYS WITH THEIR TOYS AT ITS DESTRUCTIVE BEST.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Pay dirt</p> <ul style="list-style-type: none"> ■ Multi-player chicken ■ Smell the testosterone ■ Beers on the sofa | <p>Face in the dirt</p> <ul style="list-style-type: none"> ■ Too much beige ■ Controls dipped in molasses ■ That's not ten feet tall |
|--|--|

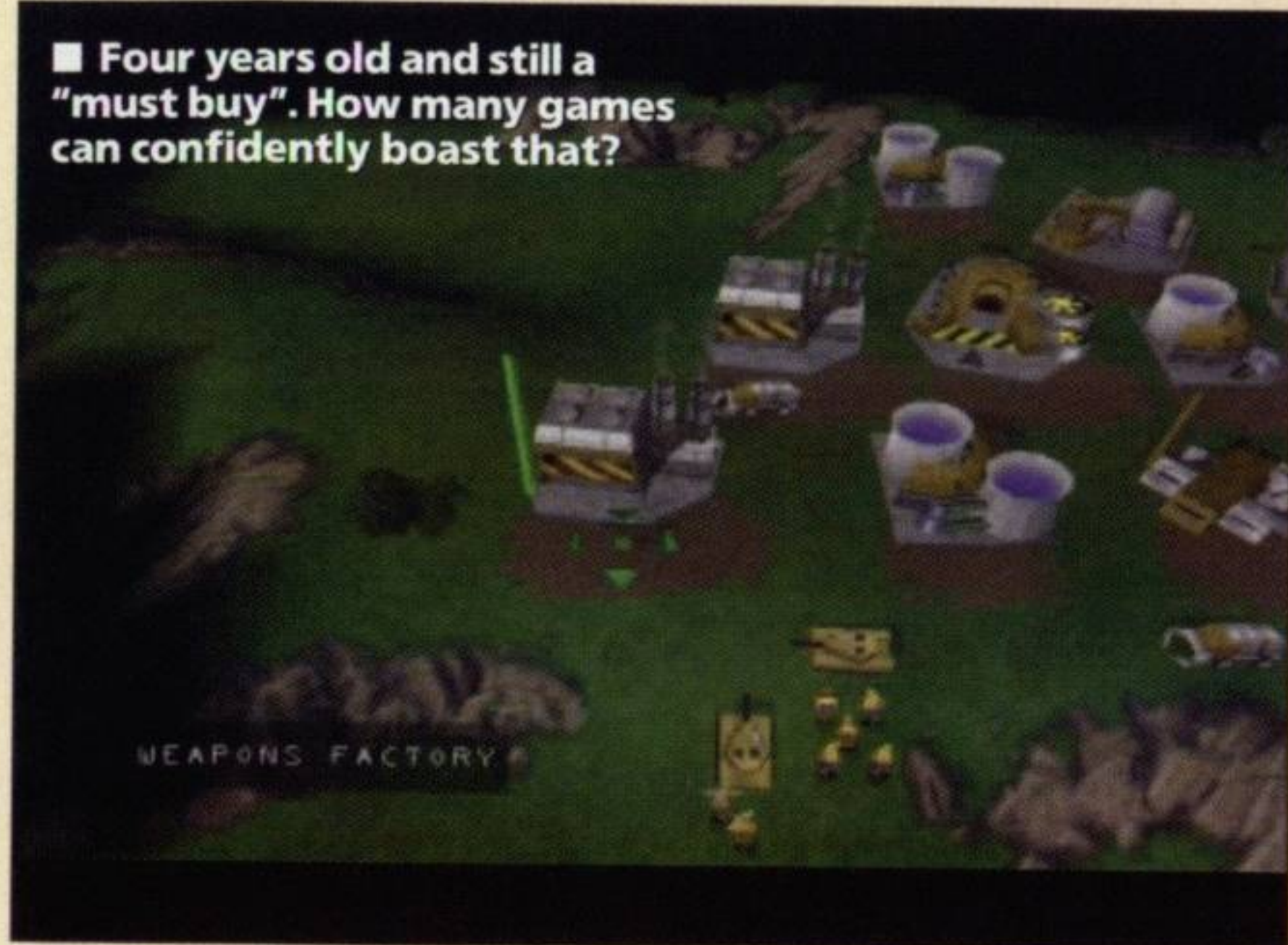
Or you could try... *Carnageddon 2: Carpalypse Now* SC1 ★★★ Immediate destructive gratification, and blood to boot. *Micro Machines 64 Turbo* Codemasters ★★★★★ Bouncy car racing fun, tiny stylee.

COMMAND & CONQUER

CLASSIC REAL-TIME STRATEGY ARRIVES ON THE NINTENDO.

Game info

- Publisher: **Nintendo**
- Developer: **Westwood**
- Price: **£40**
- Release date: **on sale now**
- Players: **1**



■ Four years old and still a "must buy". How many games can confidently boast that?



MAMMOTH TANK

■ Lego-cum-toy soldiers hybrid for fully grown men.



At their best, real-time strategy games are more riveting than a Tyneside shipyard. And *Command & Conquer*, while perhaps not actually the best of them, is certainly the best-loved. Pitting the righteous GDI forces against the scurrilous Brotherhood of Nod, it has you compulsively harvesting Tiberium to create soldiers and vehicles before flinging them into battle, seeing them all gruesomely mown down and eagerly scampering back to make some more. You can call in A-10 air strikes, which is good, and switch sides when you get tired of being good.

But, as anyone who's played the four-year-old PC original will be hollering, hang on. First, how can you possibly control an army without a mouse? And second, how are you going to be able to distinguish one tiny troop from another without a pin-sharp high-res monitor?

To address the second point first, the TV screen isn't ideal. Even after you've plugged in an Expansion Pak and upped the resolution, it's tricky to tell tanks from APCs, and grenadiers from engineers. And that's with the swanky new 3D graphics, too, which don't rotate like *Warzone 2100's* on the PlayStation, but still look nifty.

But the N64's controller makes a surprisingly good substitute for a mouse. With a bit of practice you can use the joystick to point at units and select them, and draw boxes around groups to form units. These units can then be assigned to the C buttons, to be instantly selected at will. It's not ideal, and there are irritating niggles, but it's workable. (Usually. But more on that in a moment.)

Other than that, N64 *C&C* is a thorough conversion of the PC original. Which means that, as well as all the good stuff (and at its best *C&C* is a true bedtime-batterer), most of its well-documented flaws remain. Only being able to build one unit at

a time, for example, and a dim computer opponent who always attacks you in the same well-defended spot. These are forgivable. But Westwood can never be forgiven for leaving in one critical PC defect – non-production missions.

Non-production missions – which occur every three or four levels in *C&C* – don't let you construct buildings or new units. Instead, you've got to try to secure your objective with the units you're given. This means coaxing them blindly through the level – invariably a maze – getting wiped out and having to restart over and over again until eventually, by a fluke, you manage it. Harrowingly tedious even on a mouse-equipped PC, non-resource missions are likely to have even the most patient real-time strategist retching from the window as he wrestles with the N64 version's marginal control system.

[Deep breath] Anyway. The only reason the non-resource missions are so annoying is because the rest of *C&C* is such fun. Infantry and APCs mean so much more when you're paying for them with your own hard-earned credits, and on later missions you may find yourself barking orders directly at the screen when the losses – and the body count – start mounting up.

Getting on a bit it may be, but *C&C* triggers what could be an exciting new escalation in N64-based conflict. Next objective: *Starcraft*. ★★★★★ *Jonathan Davies*

Or you could try...

Body Harvest
Gremlin ★★★★★
Not really the same, but similar levels of carnage.

GoldenEye 007
Nintendo ★★★★★
Not the same at all. But still the best game in the world.



TRANSPORT HELICOPTER



■ Like Tom (of Jerry fame) or a windmill in old Amsterdam, this game needs a mouse.

■ And, as night fell over the Serengeti, the larger animals made their way to the water.



↑ Uppers & Downers ↓

GDI
■ Utterly engrossing
■ Extra N64 missions
■ Super 3D graphics

MFI
■ Tricky unit recognition
■ No two-player
■ Non-production missions



WWF ATTITUDE

■ Publisher: **Acclaim** ■ Developer: **Acclaim** ■ Price: **£40** ■ Release date: **on sale now** ■ Players: **1-4** ■ Extras: **Rumble Pak, Controller Pak**

■ PlayStation owners, it seems, are less enthusiastic about their rasslin' than Nintendo 64 gamers. The release of a new WWF game on the Sony platform can pass by almost unnoticed, swamped by the latest flashy survival/horror offering. On the N64, however, you'll always find a wrestling sequel at the top of the "most wanted" list.

WWF Attitude is as big as wrestling games come, featuring the hottest licence and the most famous grapplers in the world. In the absence of an N64 *Tekken* or *Virtua Fighter*, you have to make do with the resounding slap of flesh hitting sweaty flesh, as the impressively rendered lard warriors perform belly splashes and forearm smashes.

Regardless of whether you enjoy the whole repetitive, choreographed spectacle on TV, you have to admire *WWF Attitude's* sense of grandeur. The game is stashed full of options, enabling you to edit the rules, the arenas and even the combatants themselves. Indeed, the create-a-wrestler option is so detailed that it's easy to forget about the 40-something real wrestlers you can choose from, or the many hidden ones – including some lovely grappling ladies.

It plays very well too, with the computer opponents much less susceptible to cheap sucker-punch manoeuvres than they were in the original game, *WWF Warzone*. That said, you should win all the belts sooner rather than later.

However, like all wrestling games, *WWF Attitude* only really comes to life with four players battling it out. You can play as teams or get involved in a chaotic free-for-all, with the crowd throwing handy baseball bats and planks of wood into the arena to spice things up.

You can even recreate the hotel lobby scene from *The Sopranos*, by grabbing hold of your best mate while two other "friends" batter him senseless with the ringside bell. Ding ding! ★★★ **Martin Kitts**



Game info

■ Publisher: **Acclaim**
 ■ Developer: **Acclaim**
 ■ Price: **£40**
 ■ Release date: **on sale now**
 ■ Players: **1-4**
 ■ Extras: **Rumble Pak, Controller Pak, Expansion Pak**

RE-VOLT

REMOTE CONTROL RACING COMES TO THE N64.

Remote control cars are always much better in theory than they are in practice. Sending a tiny buggy whizzing around the neighbourhood at 40mph sounds like a rare treat, but when you get your hands on the controller, things inevitably take a turn for the worse. You can send your car blasting off up the street, but as soon as you try to turn it around for the return journey, the controls are reversed, confusion sets in, and the guy from two doors down rolls over it in his BMW.

It's a similar story with *Re-Volt*. It looks great, it sounds great, but it's a bugger to control – not because of any left-right reversal malarkey, but because the slightest twitch of the joystick sends your car into a 180° spin. This is supposed to replicate the handling of the real thing, so there's no *Mario Kart*-style hard corner button; you just have to learn to be incredibly gentle with the controls. In fact it's easier to race using the D-pad – a rare occurrence on the N64.

Eventually you'll learn to compensate for *Re-Volt's* sensitive handling, and you'll manage to keep up with the computer cars for a while. But until you've memorised the track, the last place you'll want to be is in the lead. The courses double back on themselves,

and although you get helpful direction indicators before each corner, you'll find yourself driving up countless dead ends if you don't have an opponent to follow. The muddy graphics don't help either.

For all its flaws though, *Re-Volt* is quite enjoyable once you get used to it. The little cars are great, and make a nice (or infuriating, depending on how you look at it) buzzing noise with their antennae wagging in the breeze, and the track environments are inventive – everything from a suburban street to a science museum (with planetarium) is recreated for your driving pleasure.

There are loads of bonus cars to win, and the courses can be replayed mirrored or in reverse (making them even more difficult). Best of all, there's a track editor with which you can create some fantastic, impossible-to-drive 3D circuits. The editor is fairly simple to use, and offers an impressive range of different track segments, which can be placed flat on the ground or at an angle to make a hill or jump. You'll have hours of fun designing courses which are too difficult for even the computer cars to finish.

So, *Re-Volt*: while it isn't *Mario Kart*, it's better than *Penny Racers*. ★★★ **Martin Kitts**

↑ Uppers &	Downers ↓
<ul style="list-style-type: none"> ■ Tamiya ■ Track editor ■ Cool cars 	<ul style="list-style-type: none"> ■ Radio Shack ■ Over-sensitive handling ■ Foggy graphics ■ Confusing tracks

Or you could try...

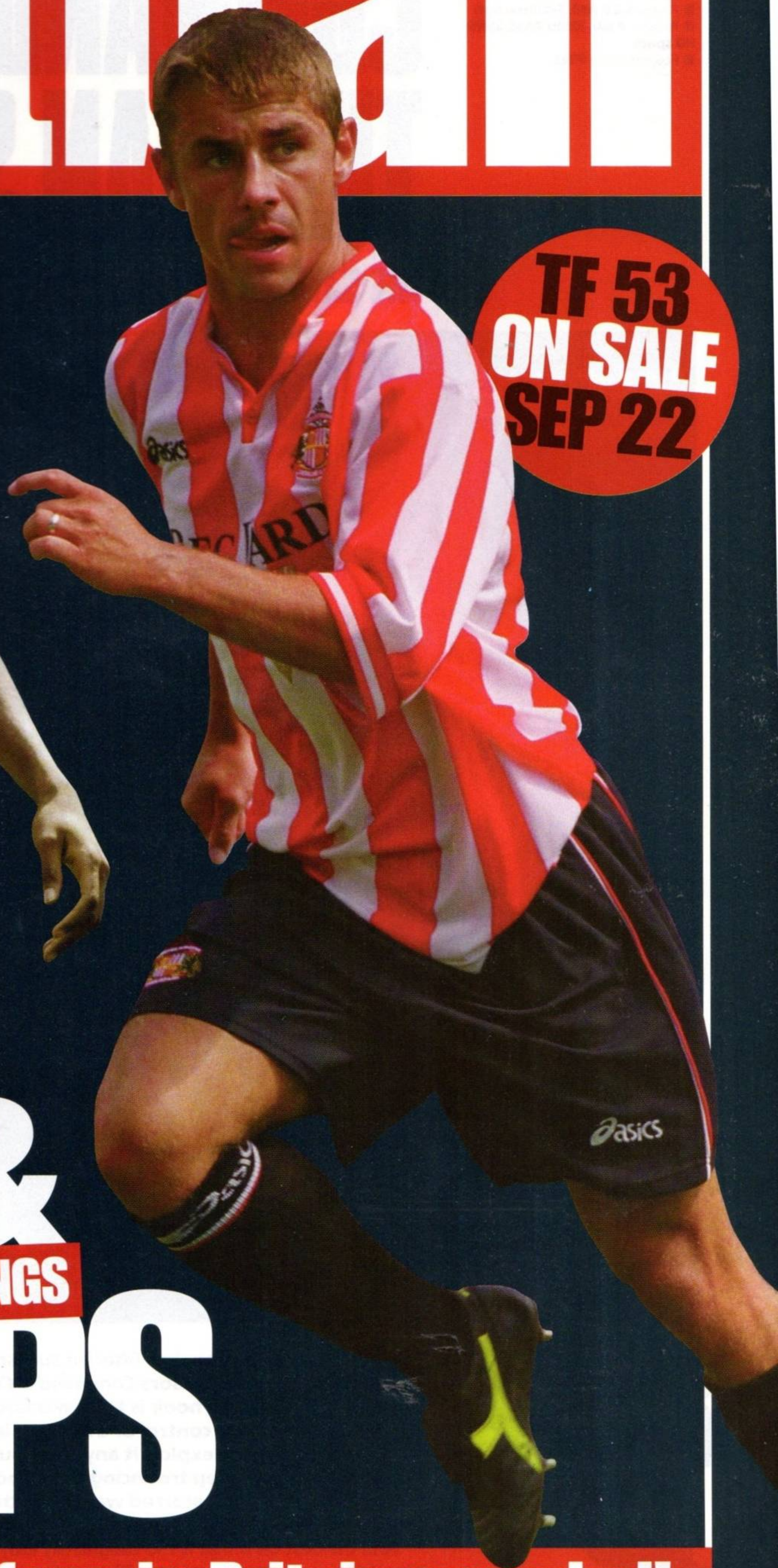
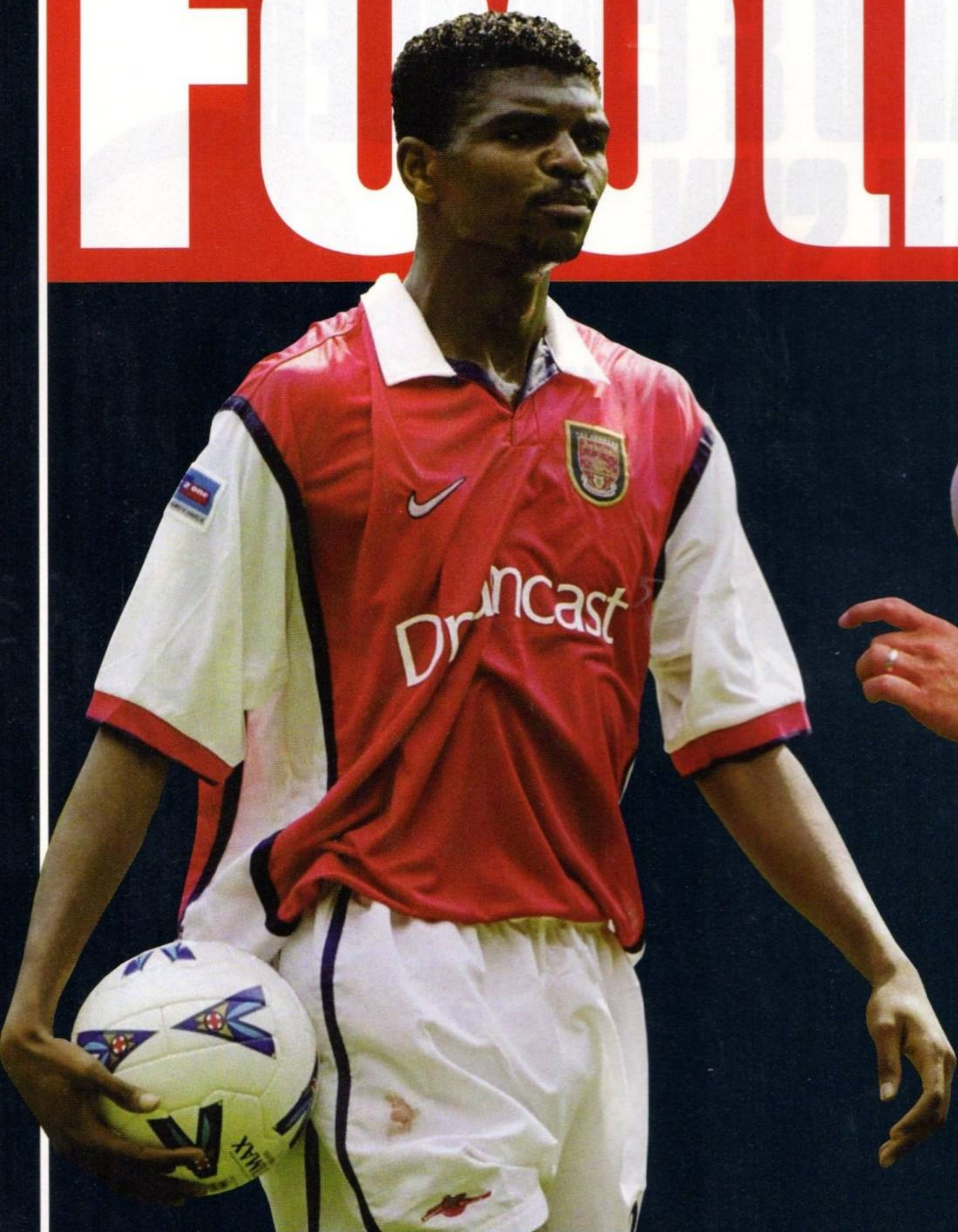
Mario Kart 64
 Nintendo ★★★★★
 The finest cute racer ever made. Perfect.

Micro Machines 64
 Codemasters ★★★
 The racing franchise that *Re-Volt* would love to emulate.



Total

Football



**TF 53
ON SALE
SEP 22**

KANU & PHILLIPS

THE COMEBACK KINGS

PLUS: The 10 maddest fans in Britain revealed!

Game info

- Publisher: **Electronic Arts**
- Developer: **Westwood**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-8 (LAN), 1-4 (Internet)**
- Requires: **P166, 32Mb RAM, 80Mb HD space**
- Recommended: **P266**

COMMAND & CONQUER TIBERIAN SUN

THE SAVIOUR OF REAL-TIME STRATEGY HAS ARRIVED.



Fathoming the appeal of *Tiberian Sun* isn't hard. Just like its predecessors *Command & Conquer* and *Red Alert*, the hook is total warfare. You're handed absolute control of a military industrial complex and can exploit it anyway you see fit, as long as you keep trouncing the opposition across a series of shell-scarred war zones that make the Somme look like Kew Gardens.

And the best bit is that it's so delightfully easy to get into. Unlike most strategy games, *Tiberian Sun* doesn't pack a soul-sapping manual the size of a small desk. Building and commanding units is all done with a few simple mouse

clicks, and the troops at your disposal are all so beautifully realised that it's immediately obvious what they're for.

Usually that's ramming hot lead straight down the enemy's throat. *Tiberian Sun* doesn't mess about. It may be a strategy game, but the chin-stroking planning stages tend to be interludes sandwiched between constant running battles and crunching head-on confrontations.

You start the majority of levels with just a few troops under your command – barely enough to defend yourself with – which is where the economics elements of *Tiberian Sun* kick in. As well as defeating the enemy militarily you've got to beat him industrially. This is done by ordering



■ (Above) The lack of graphical sharpness barely matters when you're in the thick of it.
 ■ (Below) The sound effects are superb. Rattling chainguns and explosions put you in the mood.



■ (Above) Understanding the interface is straightforward.
 ■ (Below) But if it all gets too much, you can go on holiday.



harvester trucks to mine minerals from the ore fields scattered around the level. Once you've stockpiled enough resources, you can use them to fund the building of new units such as tanks, infantry and helicopters and to construct a base from which to launch your attacks.

It's this combination of warfare and resource management that makes *Tiberian Sun* so great to play. Huge battles break out over the scarce resources as each side tries to sabotage the other by destroying their harvesters, and gain the upper hand by dominating the mineral riches that supply their war effort. At the same time your ambitions are naturally limited by your cash flow, so you've got to work out which troops to build so you can smash the enemy quickly and grab even more wealth to fund your next offensive.

Infantry are cheap and disposable, so you can have loads running around. But they're nowhere near as destructive as tanks and giant robotic walkers. However, your heavy armour can be picked off by warplanes and gunships, unless you bring along some anti-aircraft troops. Or, you could try a surprise attack with more experimental units such as tunnelling tanks that can emerge without warning in the middle of the enemy's base. Then there are stealth tanks that remain cloaked unless detected by special tracking units. Alternatively, you can just go Saddam and press the big red button marked Mushroom Cloud and flatten all you survey, and a whole lot more.

But as well as nursing your army through a war, you've also got a base to worry about. This is your industrial heartland where armies are built and research is conducted. Filled with factories and power plants, it's a prime target for the enemy and has to be defended. All kinds of laser turrets and forcefields can be bought, but it means diverting cash from your main assaults.

Essentially, the game is a huge balancing act, which gives *Tiberian Sun* a tremendous edge of excitement as you're

constantly teetering on the brink of disaster; make the wrong strategic choices and your underfunded army will get its arse kicked.

Not that any of this is new or unusual, but *Tiberian Sun* scores above any of its rivals by being the most imaginative and well-balanced real-time strategy game yet seen on the PC. In most RTS games, victory is a simple matter of you stockpiling loads of resources, building one super unit and steamrolling the enemy in every mission. But developer Westwood has spent too long playtesting its levels to let that happen in *Tiberian Sun*. Each mission is finely tuned so you're suitably and subtly starved of funds. You've got to stay on the offensive to grab more ore and keep your war machine going. The units are brilliantly designed too. There isn't a single all-powerful unit, so you're forced to think up combinations of troops with the special abilities you require.

What's more, there's a great variety of missions set over two campaigns. Some force you to defend, some require you to rescue hostages or switch objectives mid-mission. There's always something new to look forward to, which ensures you want to keep battling through the levels.

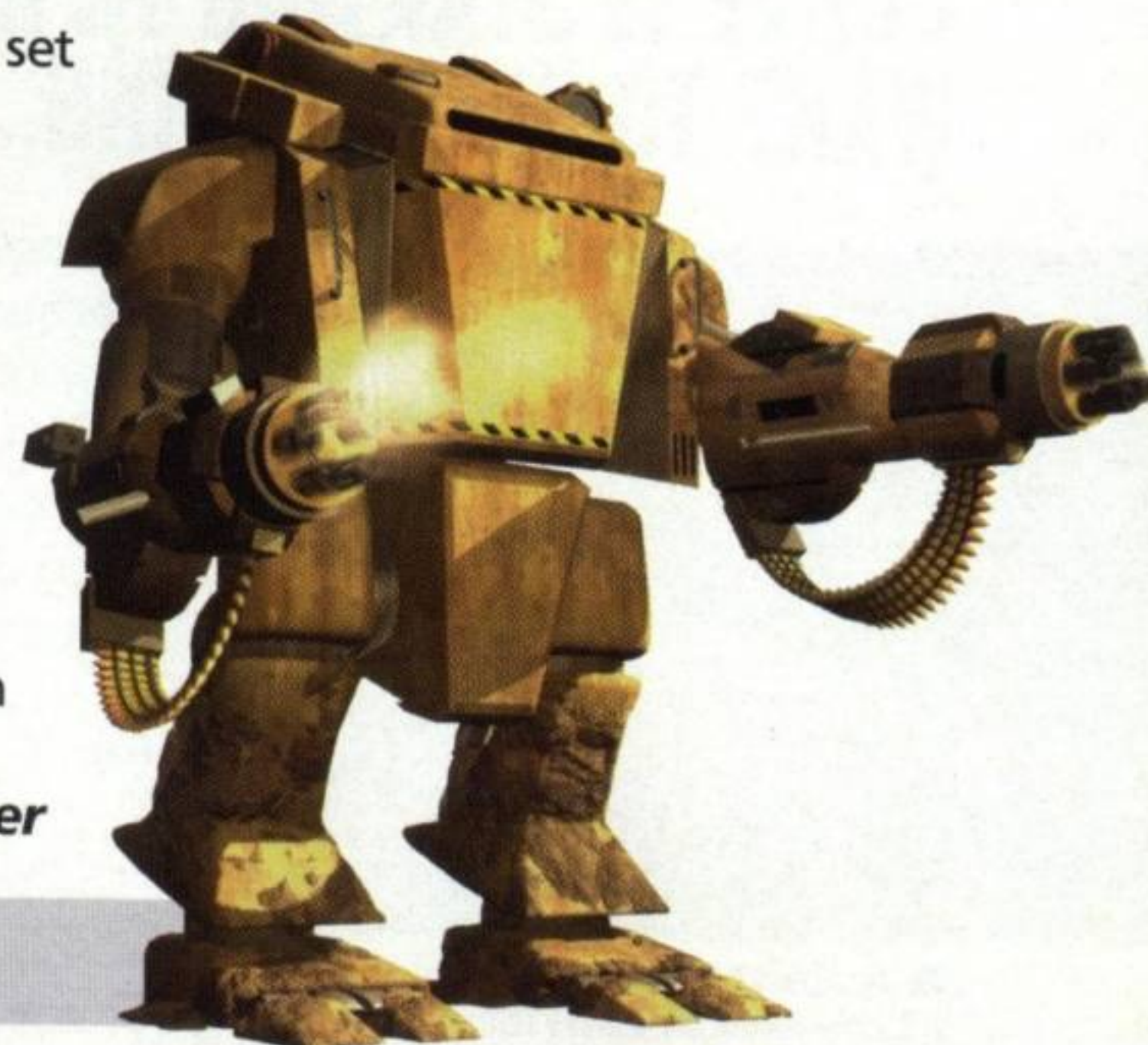
Overall then, *Tiberian Sun* is a triumph. If you're a fans of its predecessors, you will admire the refined gameplay and the subtle imaginative touches that keep springing surprises on you deep into the game. While if you've never bothered with strategy games before, you should commence hostilities forthwith. ★★★★★

Simon Garner

↑ Uppers & Downers ↓

- | | | | |
|------------------|------------------------|------------------------------------|------------------------|
| Sunshine | ■ Beautifully balanced | ■ Varied missions | ■ No tank rush |
| Sunstroke | ■ Poor graphics | ■ Very similar to <i>Red Alert</i> | ■ Simplistic interface |

FATHOMING THE APPEAL OF TIBERIAN SUN ISN'T HARD. THE HOOK IS TOTAL WARFARE.



Or you could try...
 Civilization 2
 Microprose ★★★★★
 Choose an ancient race and set out to conquer the world. A must-have.

TA: Kingdoms
 GT Interactive ★★★
 Fantasy RTS with orcs and wizards instead of tanks.



3 ■ *Sinistar Unleashed* adheres to the classic adage: if it's bright green, it's nasty, and you should either blast it or run away.



■ The retro influence makes for a strict level-based progression.



■ As you can see though, there's often not a great deal of tangible difference between the levels. Fly about, kill Sporgs.

Game info

- Publisher: THQ
- Developer: GameFX
- Price: TBC
- Release date: on sale now
- Players: 1
- Requires: P233, 32Mb RAM, 4x CD-ROM, 3D accelerator card
- Recommended: P300, 64Mb RAM

SINISTAR UNLEASHED

A CLASSIC ARCADE GAME GETS A NEW LEASE OF LIFE.



■ Try to avoid ploughing into the asteroid belt.

The early 80s were a golden time for arcade games. Back then, games didn't need to come in huge beach buggy-shaped cabinets; they got by on gameplay alone. However, by 1983 arcade gaming was becoming an elitist pursuit, as the games became increasingly challenging. Titles such as *Tempest* and *Defender* were not for the novice. This situation was compounded one day in 1983, as a terrifying voice resounded through arcades everywhere: "Bewaaaare – I liiive!"

It was the battle cry of the Sinistar, the titular menace of a shoot-'em-up which would vex the skills of even the most proficient gamer, and (sort of) go down in history as a forgotten classic. Sixteen years on, *Sinistar* is back.

In this era of 3D acceleration, polygons and increasingly demanding players, it wouldn't be enough for *Sinistar Unleashed* to merely ape the original game. Instead, the developer has rebuilt the game from the ground up.

EVEN WHEN ITS STEEP DIFFICULTY CURVE IS STARTING TO BITE, YOU'LL WANT TO KEEP PLAYING.



■ A Sinistar boss greets you at the end of each level.

The result is a fast-paced space combat game, structured much like a classic arcade title, albeit with visuals and handling akin to more recent space combat simulators.

Because badness is rarely anonymous, your opposition in *Sinistar Unleashed* has a name: The Distilled Evil. The Evil is a mysterious race of space-dwelling creatures, with the usual ambitions of galactic conquest. In order to fulfill these twisted desires, it has constructed an armada of bio-mechanical spacecraft, known as Sinistars. With the aid of its slaves, the Sporg, The Distilled Evil is constructing a network of hyperspace gates through which the Sinistar can enter our universe, and set about misbehaving.

The trick to stopping the Evil is to reach the gates in your own ship before a Sinistar arrives, and quickly power-up your vessel with the crystals that are hidden within nearby

↑ Uppers & Downers ↓

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|--|--|
| Moons of Jupiter <ul style="list-style-type: none"> ■ Looks incredible ■ Fast-paced action ■ Heck of a challenge | Moons of Uranus <ul style="list-style-type: none"> ■ Multi-player is weak ■ Almost too tough at times ■ A bit repetitive |
|--|--|

asteroids. The Sporg are around too, and they're mining for crystals with which to power the hyperspace gate. The longer you can prevent the Sinistar from arriving the weaker it'll be when it finally

appears (you see, hyperspace damages the Sinistar, and the longer it's there... well, you get the idea). The climax of each of the game's 25 levels is a duel to the death with a Sinistar.

Though the basic gameplay rarely changes, *Sinistar Unleashed* is structured into zones, which you'll move through as you progress toward the heart of The Distilled Evil's universe. Punctuating these zones are bonus levels, usually requiring the completion of a simple task.

This sense of progress, and the graphical diversity that comes with it, is at the very core of *Sinistar Unleashed*. Even when its steep difficulty curve is starting to bite, you'll want to keep playing to see what comes next. Throughout the game, the AI of the enemy ships will astonish you: Sporg will flank you, dodge away from your shots, and generally act in the way anyone would act if you ran at them with a mining laser. There are only a handful of weapons available in the game (and six player ships), but the Orbital Defence Drone more than makes up for it.

Sinistar Unleashed is still the same arcade game of old, and wisely avoids the simulation trap, which prevents it from being compared to a dozen other games. The visuals are state of the art, but the real prize here is the gameplay, unfettered by complicated mission objectives, and ably supported by some great AI. It's too back-to-basics, and too repetitive to be a classic, but as a worthy re-interpretation, we'd stuff it down our pants. ★★★ **Paul Rose**

Or you could try...

Battlezone Activision ★★★ Another classic arcade game gets the revamp treatment.	Incoming Rage ★★★ It's not a classic arcade game update, but it sure feels like one.
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■ (Above) Set sail for the sweet shores of the West Indies. And wait for something to happen.

↑ Uppers & Downers ↓

- | | |
|-----------------------|--------------------|
| Hooks | Crooks |
| ■ Does what it claims | ■ Unadventurous |
| ■ Some neat graphics | ■ Tedious missions |
| ■ It's pirates | ■ Aimless |



Game info

- Publisher: Eidos
- Developer: Hot House
- Price: £35
- Release date: on sale now
- Players: 1
- Requires: P166, 32Mb RAM, 8x CD-ROM, video card, sound card
- Recommended: P233, 24x CD-ROM
- Extras: 2Mb SVGA video card, sound card

CUTTHROATS

PIECES OF EIGHT? PIECES OF 8-BIT, MORE LIKE.

Years ago, when people still spoke in hushed tones of the 80386, the high seas were ruled by a Microprose game called *Pirates*. It followed a simple formula. You sailed around, going wherever the winds would carry you, attacking any ships that came into view and nicking their cargo. You bought stuff. You sold stuff. You filled your chest with doubloons. Then, when your coffers were full, you divided the plunder among your crew and started afresh.

In its day, *Pirates* was pleasingly absorbing. But if you tried playing it now it'd send you to sleep in no time. As, unfortunately, will *Cutthroats*. For *Cutthroats* is *Pirates* – but now, existing in the age of *Unreal Tournament*.

Granted, there are refinements to the *Pirates* model. You can raid towns, sending in your marines to pillage what they can before taking to their heels. And the graphics show something of an improvement, with nicely detailed ships on which to take to the high seas.

But basically it's *Pirates*. So you'll spend most of your time watching a small boat inching agonisingly across an expanse of blue sea, or gazing at one of a limited number of screens: the map screen, the talking-to-the-governor screen, the trading screen, the options screen, and so on.



■ (Above) You wait for ages, and six come along at once.

And you'll most likely be thinking: is that it? Guess what – you'll be halfway right.

Since *Pirates* came and went, games have become far more complicated and subtle. They've now got mission structures to give you a sense of progress. They've got exciting storylines. They've got twists and turns. They've got atmosphere.

Cutthroats, however, is still partying like it's 1989. For atmosphere, you get an irritating Bristolian saying: "Ar. The crew be thinkin' we need more food." In lieu of twists and turns you get ships occasionally appearing on the horizon. Storyline-wise, keep your eye on the date at the top of the screen. For missions, you get to pounce on the occasional chance to go to an island and get a special herb.

CUTTHROATS IS STILL PARTYING LIKE IT'S 1989... WHERE'S THE SWINGING FROM THE RIGGING?

Where's the swinging from the rigging? The swigging of rum? The clashing of cutlasses? The plank-walking? The "Ah-har me hearties!" action?

Fine, so *Cutthroats* is meant to be a strategy game. But that needn't mean it has to be boring. It's possible to envisage a brilliant real-time strategy pirate game, where you buy fleets of ships and send them off to "harvest" shipping lanes. There'd be massive battles, a bit like the naval aspects of *Warcraft II*, with cannon balls arcing through the air, shouts and screams. You could zoom in to deck level, select groups of pirates and send them leaping over on to the enemy ship to fight hand-to-hand. There'd be an amazing multi-player version. It would be superb.

Cutthroats is nothing like that, though. It feels flat and empty. It feels disjointed, too, thanks to things like trading and ship-refitting happening on completely separate screens to the sailing and fighting. This "screens" structure might have passed muster ten years ago, but we want everything happening at once now, please.

Cutthroats does nothing for strategy gaming, or anything else. To the sharks with it! ★★ **Jonathan Davies**



■ (Above) Club 18-30 offered a host of fine excursions.



■ (Above) It was a quiet Friday night in Worcester...

Or you could try...

Heroes of Might & Magic 3
Ubisoft ★★★
Engaging strategy set in distant age of broadswords and leather jerkins.

Grand Theft Auto
Take 2 ★★★
Modern day mission-based lawlessness, which has the good sense to be fun to play.

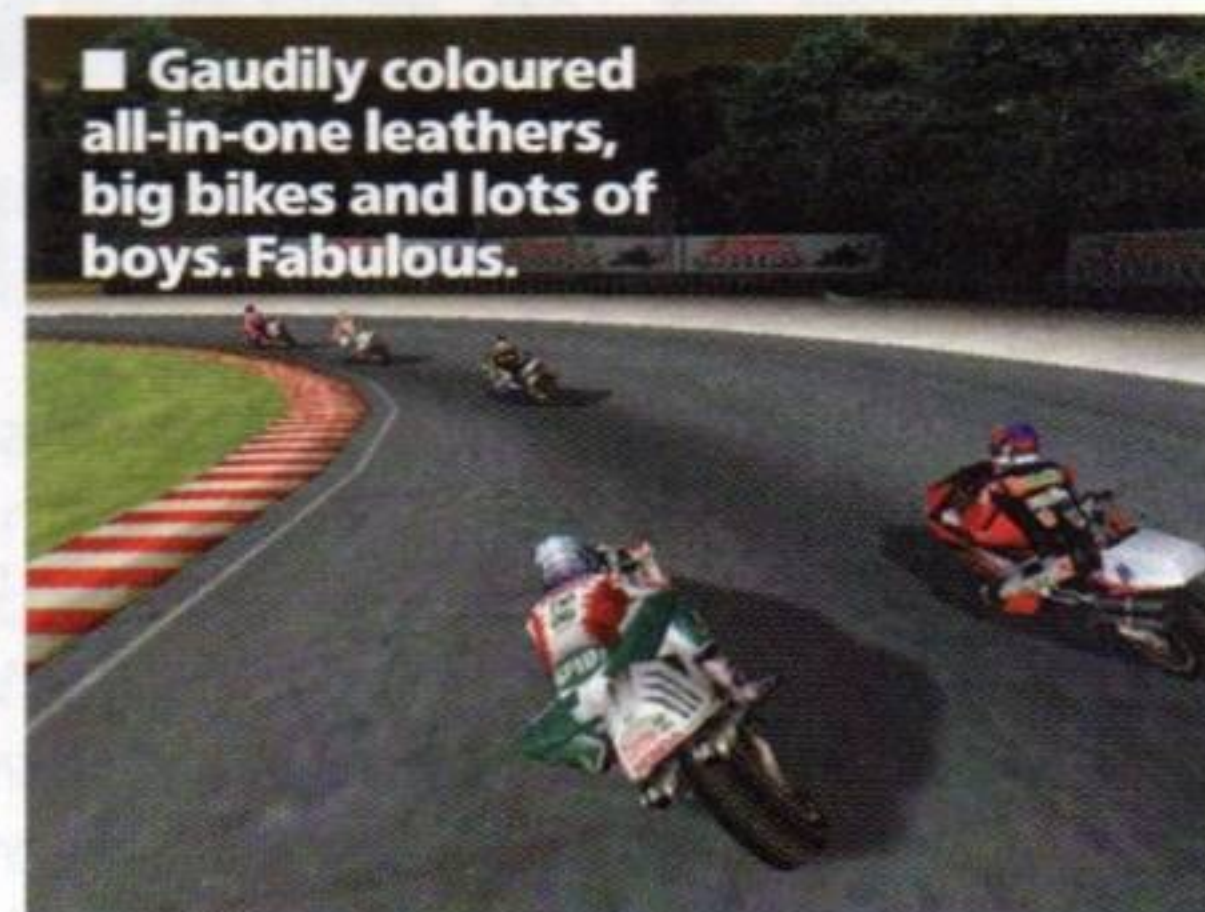


■ The up close and personal view is a winner – the digital reading on the left gauges your fear.

Game info

- Publisher: Midas
- Developer: Teque
- Price: £30
- Release date: on sale now
- Requires: P133, 16Mb RAM, 35Mb HD space
- Recommended: P166, 32Mb RAM, 80Mb HD space, 3D accelerator card

CASTROL HONDA SUPERBIKE 2000



■ Gaudily coloured all-in-one leathers, big bikes and lots of boys. Fabulous.

THRILLS AND SPILLS WITHOUT THE HOSPITAL BILLS.

Motorbikes are consistently the stars of those "...and miraculously, Derek escaped with just a punctured lung and massive pelvic injuries"-type telly programmes. So it's great that bike games are in vogue on the PC. But so far the likes of *Castrol Superbike* and *Superbike World Championship* have concentrated on being accurate simulations rather than entertaining. Eye-watering Tarmac tumbles have been in short supply. *Castrol 2000* aims to rectify this.

"Spectacular high and low side crashes," promises the box blurb. "Motion-captured rider animations, including crash sequences and picking bike up." And its half right. Get too physical with another rider and you'll both fly off your bikes, which will slide off down the track with you tumbling after them. Your bloke will then pick himself up, when you have to guide him back to the bike. Run, that is, along the race track, where the chances of another bike rounding the corner and sending him flying again are excitingly high.

But there are no sound effects – no scraping fairings, clattering metal or scuffing leather. No bits fall off your bike. And the motion-capture is of the early *Actua Soccer* variety, with rather too much running on the spot.

Castrol 2000 is, however, an incredibly accurate simulation. Turn off all the nannying auto-slow-down-for-corners and no-skidding options and you can do wheelies,

stoppies, donuts and all manner of two-wheeled tomfoolery. Your brakes are convincingly simulated, too, in that they're a bit crap compared with those of a Formula One car. As a result you've got to plan ahead and take smooth, flowing lines through bends. That means you're in trouble on tracks such as Hockenheim, where by the time you've spotted the second chicane approaching at 190mph it's too late to slow down. For once in a racing game, the slower, twistier tracks – like Jerez – are easier.

In fact *Castrol 2000* boasts a fine selection of tracks. As well as the usual suspects, like Monaco and Hockenheim, there's an oval at Motegi, the scary street circuits of North Allerton and Canuga, and pretty scenery at Porto Korinthos and Sukuh Island. There are 20 circuits in all, offering a darned sight more variety than you'll find on the F1 circuit.

Looks-wise, *Castrol 2000* is up there with the cream of current sims. You get to enjoy an attractive sun-glinting-off-your-bodywork effect, and the trackside detail extends to transporter lorries and cardboard cut-out spectators. And everything whizzes past at a respectable frame-rate, the view listing alarmingly when you select the on-bike camera.

The only real downsides are that you can only ride one bike – a Honda – and the grim options screen music that accompanies all racing sims. And that, well, it's all a bit dry.

With this, *GP 500* on the way and a *Superbike World Championship* update in the pipeline as well, there's never been a better time to, er, like bikes. ★★★★★ **Jonathan Davies**



■ The Lord works in mysterious ways. Ouch.

YOU CAN DO WHEELIES, STOPPIES, DONUTS AND ALL MANNER OF TWO-WHEELED TOMFOOLERY.

↑ Uppers & Downers ↓

- | | |
|---|--|
| <ul style="list-style-type: none"> ■ Ducati ■ Furious knee-down action ■ Convincing handling ■ Great selection of tracks | <ul style="list-style-type: none"> ■ Vespa ■ Crashes not quite there ■ Choice of only one bike ■ Strictly a sim |
|---|--|

Or you could try...

Moto Racer 2
Electronic Arts ★★★
Fast and fun, with split-screen four-player and a track designer. But rubbish crashes.

Superbike World Championship
EA ★★★★★
A sim in the wholly uncompromising sense. Much like *Castrol 2000*, in fact.



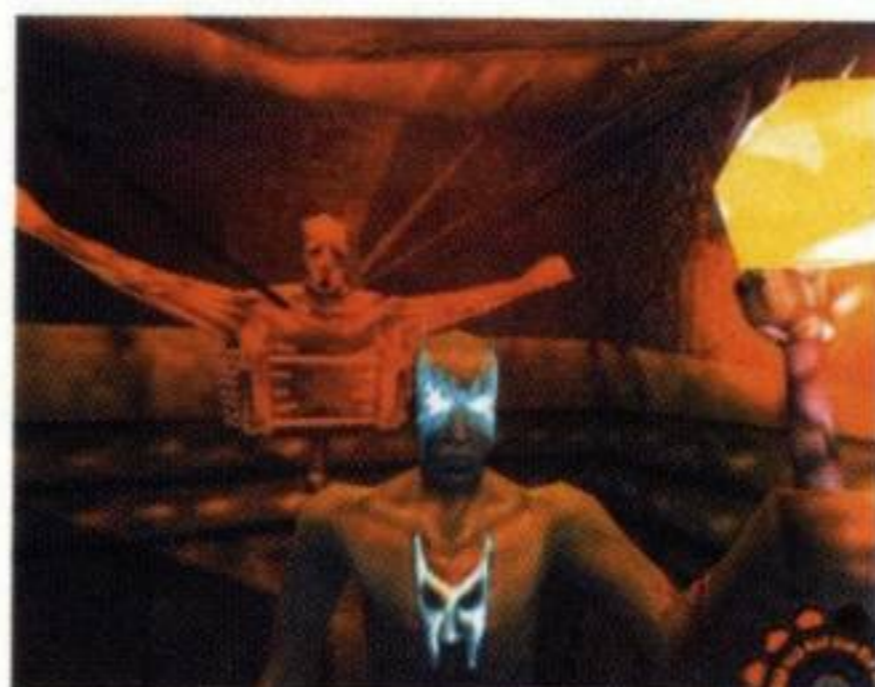
SHADOWMAN

■ Publisher: **Acclaim** ■ Developer: **Iguana UK** ■ Price: **£40** ■ Release date: **on sale now** ■ Players: **1** ■ Requires: **P166, 16Mb RAM** ■ Recommended: **P200, 32Mb RAM, 8Mb 3D card**

■ Whether or not Iguana was trying to jump onto the cinematic bandwagon, it has managed it with *Shadowman* – a third-person horror shooter that's

probably best described as The Lara Witch Project.

At first glance, it's a stylish adult alternative to raiding tombs. Hero Mike Leroy has an unusual affliction: thanks to some voodoo mumbo jumbo he's able to travel between mortal and undead states at will. The puzzle-based levels (collect dead souls, kill the army of the undead) have to be revisited in both forms, with new



■ While *Shadowman* was a big hit on the N64, the PC version is less impressive when compared to its graphically superior rivals – and the might of the Lara empire.

areas opening up as special skills called Gads are collected.

Visually, *Shadowman* is a mixed-bag. Beautifully animated textures bring life to the skies, lava pools and water, and the character art is superb. Less impressive, however, is the often-blend scenery and the control method. Mouse movement and strafing don't gel as well as they should, and even a first-person sniping mode can't save combat from becoming relentlessly repetitive. An interesting take on the genre, but not really a viable alternative to Lara's adventures.

★★★ **Matthew Pierce**

X: BEYOND THE FRONTIER

■ Publisher: **THQ** ■ Developer: **Egosoft** ■ Price: **£29.99** ■ Release date: **on sale now** ■ Players: **1** ■ Requires: **P166, 32Mb RAM, 2x CD-ROM drive, 3D accelerator card**

■ Remember the '80s? Curly perms, snow-washed jeans and *Elite* on the BBC Micro ruled the roost. Well, Egosoft clearly feels that it's revival time, and has put out an effects-upped version of the classic vector graphic 3D space-sim which first wowed you with its addictive mix of trading, pillaging and blasting. However, *X: Beyond The Frontier* doesn't quite measure up.

Mankind is threatened (again) and you are chosen to fly a super new ship which buggers up in the midst of hyperspace, leaving you with no shields or weapons in a galaxy far, far away....

The Teradi aliens help you out with a few quid, and then you're off, trading products varying from computer



■ Frankie says: this is a bit dull, to be honest.

parts to "space weed" – which is exactly what you think it is.

The graphics are very smooth and slick, if a little dull, although the explosions and battles look great if you have a decent PC and 3D accelerator card. The flight engine is a little sluggish on the controls and the real-time travelling between the space stations and factories soon becomes tiresome.

X: Beyond The Frontier is all a bit workmanlike, humourless and unexciting. You've seen it, done it and bought the Frankie Say Relax T-shirt years ago, and this doesn't add anything more to a stuffed genre. ★★★ **Jamie Sefton**



Also released

As summer turns to russet autumn, boxes of PC gaming joy tumble from their shelves.

Words by **Dave Bradley**

£ Budget



COLIN MCRAE RALLY

■ Publisher: **Codemasters** ■ Price: **£13** ■ Release date: **on sale now** ■ Players: **1-8**

■ Rally drivers take on the dock, not other vehicles, so the 54 international stages tend to be empty. Compensation comes from the varied scenery. Nicky Grist, McRae's genuine co-driver, calls out to warn of approaching corners, and clear in-car graphics keeps the atmosphere sharp. The driving model is frustratingly realistic, and different surfaces affect the car's handling. Until *Rally Championship* by Europress appears, this is the best driving game going. ★★★

£ Budget



TOCA TOURING CAR CHAMPIONSHIP

■ Publisher: **Codemasters** ■ Price: **£13** ■ Release date: **on sale now** ■ Players: **1-8**

■ Codemasters' classic remains a majestic looking title, with detailed car models where you can even see your name in the vehicle's decals. Its emphasis on realism is the perfect antidote to run-of-the-mill arcade efforts, but the artificial stadium tracks lack character – this is not a cross country competition. The sequel addresses all these problems, but until that comes down in price, the original is a fine way for car lovers to get a fix. ★★★

£ Budget



XCOM INTERCEPTOR

■ Publisher: **MicroProse** ■ Price: **£15** ■ Release date: **October** ■ Players: **1**

■ Following three turn-based strategy conflicts against the alien invaders, MicroProse takes the battle to the front line for this fourth episode. You're still expected to maintain a base and fund research, but when those invaders are spotted on the radar scope, *Interceptor* dictates that you zip out and smack them down in person. Resplendently energetic space combat ensues, putting you in mind of *X-Wing* at its best, although later sorties become repetitive. ★★★

£ Budget



KLINGON HONOR GUARD

■ Publisher: **MicroProse** ■ Price: **£15** ■ Release date: **October** ■ Players: **1-16**

■ Think *Star Trek* meets *Unreal*. You play a recruit in the elite Imperial Klingon Guards, and when it emerges that a traitor is attempting to take over the government, your newness places you above suspicion. Cue endless levels of 3D blasting action in which you pump disruptor fire into renegade Klingons and their minions. Even those who hate *Trek* will appreciate the level design, although it remains a wannabe next to the likes of *Half-Life*. ★★★



PIZZA SYNDICATE

■ Publisher: **Software 2000** ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1**

■ Forget build-'em-ups, this crazy German offering is a feed-'em-up. It's the sequel to cult strategy-management sim *Pizza Tycoon*, with the strength of both versions lying in a huge set of variables. A staggering array of options presents itself and a bouncy interface hides enormously complex gameplay, which even the built-in tutorials can't simplify. *Pizza Syndicate* is hard work, and consequently head-case management freaks will get the most fulfilment from it. ★★★



MIG ALLEY

■ Publisher: **Empire** ■ Price: **£35** ■ Release date: **October** ■ Players: **1-8**

■ Set above the fields of war-torn Korea, this intricate flight sim offers a singular medley of classic dogfighting and '50s jet power. At its heart is a flexible campaign system where you can opt for complete tactical control of any battle. Each aircraft is crisply depicted but the visual engine turns patchy down at terrain level. Experienced flight simmers will appreciate Rowan's attention to historical detail, while newbies will enjoy the aerial combat. ★★★



INTERNATIONAL FOOTBALL 2000

■ Publisher: **Microsoft** ■ Price: **£30** ■ Release date: **October** ■ Players: **1-2**

■ Unrealistically swift, and lacking the sleek ostentation of *FIFA*, Microsoft's latest is still one of the most enjoyable football sims around. It doesn't possess an official licence, so you'll find fake players and a dubious kit for your team, but the visual engine is attractive and detailed. Gameplay is on the wrong side of fast, but a comprehensive training mode enables you to hone your skill for those post-pub multi-player sessions. ★★★



JAGGED ALLIANCE 2

■ Publisher: **Take 2** ■ Price: **£35** ■ Release date: **October** ■ Players: **1-2**

■ "Turn-based squad-level mercenary wargame": this particular genre appellation would usually fill *Arcade* with dread. Fortunately this US strategy sequel is not the boring mess it could have been. Granted, the graphical effects are basic and the isometric viewpoint is straight out of '95. But hiring, equipping and deploying your team is engrossing and each level is well mapped to make for some head-scratching moves. It's not rocket science, but it is entertainingly tactical. ★★★



NBA INSIDE DRIVE 2000

■ Publisher: **Microsoft** ■ Price: **£30** ■ Release date: **October** ■ Players: **1-2**

■ Microsoft secured the official licence for this 3D basketball sim, so you can go to the NBA Web site, find out what league game is being played, then automatically recreate it on your PC. The chunky players are animated with motion-captured slickness, and there's commentary from TV pundits. You have precise control over basics like shooting and blocking, and you can perfect speciality moves in an outdoor practice session. *Inside Drive* exudes professionalism. ★★★



CIVILISATION 2: TEST OF TIME

■ Publisher: **Hasbro** ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1-6**

■ Welcome to three versions of Sid Meier's classic in the same package. At its core is *Civilisation 2*, improved with a few visual tweaks and a history extension so the game doesn't stop when you reach a set point in the future. Bundled with it are *World of Midgard* (fantasy) and *Universe of Lalande* (sci-fi). Each is a conversion of the original, and both feature technological advances and distinctly different locations. Simple, but effective stuff. ★★★



INTERNATIONAL CRICKET CAPTAIN 2

■ Publisher: **Empire** ■ Price: **£35** ■ Release date: **on sale now** ■ Players: **1**

■ Empire's original cricket management sim secured it a sizeable following, so the sequel is almost identical. A scattering of fresh options are apparent, but the focal point of the game is still the English county season. You can, however, start as England captain, and a World Cup tournament is now in place. As with all statistic-driven simulations, it's intensely dull unless you're mad keen on the inner workings of the sport. ★★★



KO

■ Publisher: **Data Becker** ■ Price: **£30** ■ Release date: **on sale now** ■ Players: **1-2**

■ This boxing simulation is fronted by a no-frills interface... and backed by no-frills gameplay. Sponsored by the *Daily Star*, *KO* features adequate 3D visuals, a variety of competitive modes and a two-button fighting control. You create your boxing character, allocating strength/speed/fitness according to a points system, train him, and then take him into the ring against increasingly tough opponents. You'll be disappointed by how slow and uneventful everything is. ★★

Other Systems

Game Boy

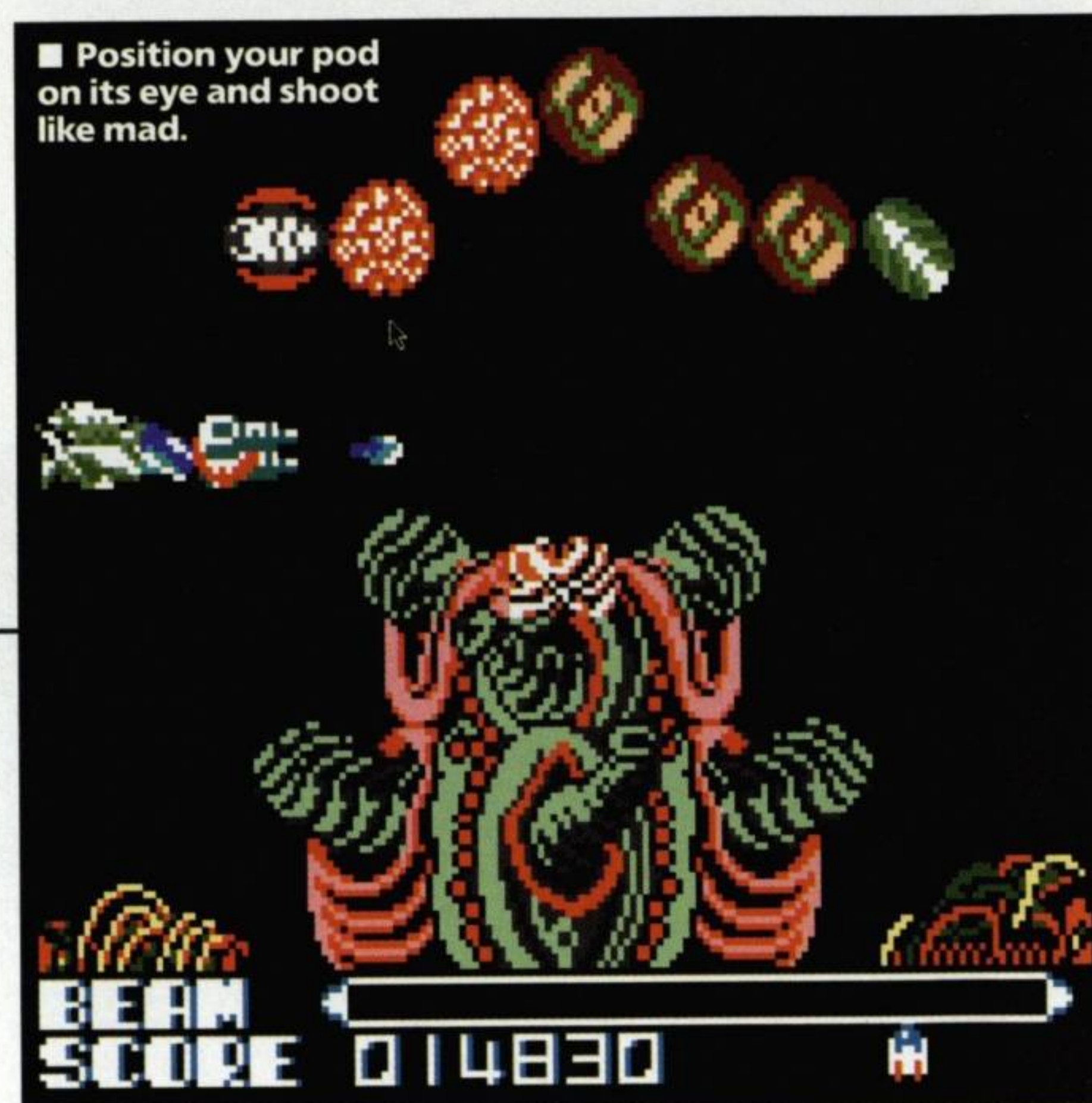
■ *R-Type* bosses. They fill the screen, spit death and pulsate.



■ Hold down the Fire button to power up each and every shot.



■ Position your pod on its eye and shoot like mad.



Game info

- Publisher: **Nintendo**
- Developer: **Bits Studio**
- Players: **1**
- Price: **£25**
- Release date: **on sale now**
- Extras: **B&W compatible**

R-TYPE DX

LARGE ALIENS ON A SMALL SCREEN.



■ *R-Type DX* is the original and the sequel stuck together.

The BYDO Empire: they might have been evil extra-terrestrial mutants out to destroy Earth; they might not have had the effects budget of Vader's lot; but, by crikey, they gave good end-of-level boss. If there's one thing that'll bring back memories of grappling with the original *R-Type* coin-op or home conversion in the late '80s, it's releasing a freshly charged up laser bolt into the HR Giger-esque aliens that stand between you and the next level on this Game Boy compilation of the classic side-scrolling shooter.

Yep, they're all here, filling the Boy's screen with ease: the orange bloke with the swishy tail, the thing with three eyes and – but of course – the BYDO brain. (Shudder.) And because the one cart contains *R-Type* and *R-Type II* in both original B&W and newly coloured forms, plus a graphically enhanced multi-hued remix – *R-Type DX* – you get to see them in various states of graphical splendour. Sad? Granted, but [sigh] you don't see alien scum like this any more.

The stuff you get to shoot them with is also ace to say the least. *R-Type* pioneered the now familiar power-up system whereby you get to upgrade your ship from a weedy one-shot craft at the start of the level to an

awesome beam-and-missile-laden superfighter by the end. This works as well as ever, enabling you to upgrade your firepower as the alien threat grows, until

you're barely able to cope with the amount of on-screen laser death – which is always a good sign.

These mostly spot-on GBC versions, the souped-up *DX* being the most interesting for old hands, prove *R-Type* is still the thinking man's shoot-'em-up. As well as having to learn the attack patterns as you make faltering progress through the tough levels, you need to learn to position your most important add-on – the power pod – in the right place in order to mop up alien bullets or to target a boss's weak spot. As frustrating as it is to lose a life and be returned to the start of a section, your gamer's pride swells as you are forced to devise a new technique to get you through a seemingly impassable area and that little bit nearer to the final showdown. *R-Type* is a real challenge, but perfectly paced. Heck, it's worth struggling on through your frustration just to hear the superbly menacing music.

However, as comprehensive a package of all things *R-Type* as this is, it's not quite perfect. The size of the Game Boy Color screen means there's little room for manoeuvre around enemy bullets. And after the bonus-packed *Super Mario DX*, some novelty additions would've been welcome. But as it is, when it comes to shoot-'em-ups, *R-Type* is still

The Daddy, and looks in fine fettle on this showing. Chalk up another old skool success for the Game Boy, then and be warned – the BYDO Empire never sleeps.

★★★★ Robin Alway

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>E-Type</p> <ul style="list-style-type: none"> ■ Five games on one cart ■ Classic gold gameplay ■ High quality alien scum | <p>Old tripe</p> <ul style="list-style-type: none"> ■ Small screen, tiny enemy bullets ■ No bonus bits à la <i>Mario DX</i> |
|---|--|

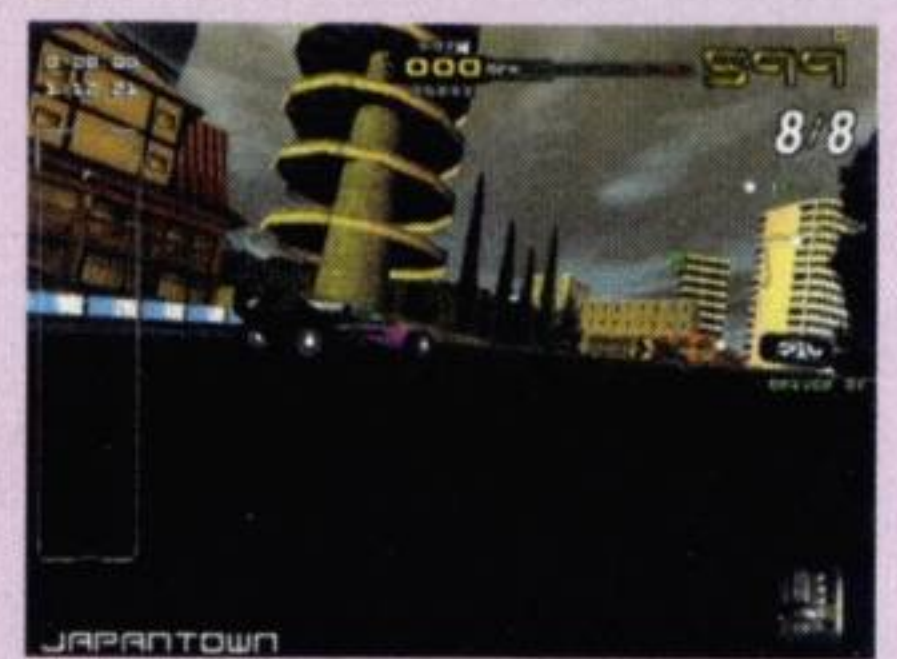
THE THINKING MAN'S SHOOT-'EM-UP... R-TYPE IS A REAL CHALLENGE, BUT PERFECTLY PACED.

Coin-op



■ The future's bright; the future's an odd hue of green.

COIT TUNNEL



■ (Above) Could this be the race game to break Britain?

■ (Below) As you can see, San Fran's still hilly in 2049.



SAN FRANCISCO RUSH 2049

THE DRIVE OF YOUR LIFE?

Atari's *San Francisco Rush* franchise has never made it big in Blighty. It seems that driving games from the States just don't travel well. Whether this is because the Americans remain traditionally isolationist as regards coin-op, or whether Midway and Atari's distributors across Europe have other priorities, either way it's not good news for US coin-op companies and it certainly isn't good news for you.

San Francisco Rush 2049 could change all this, however, because Atari has packed so many features into this third incarnation that it makes for some compelling gameplay.

Sitting at the heart of these innovations is Atari's Player Tracking Feature, designed to build "location loyalty". During the pre-screens, you have the option to join Team Rush, which involves entering a 10-digit PIN number and a driving name, which is then saved on that unit. Bizarrely, the entry system is a touch-tone phone keypad, which doesn't sit well with the cabinet design and must cost more than a traditional screen-based interface.

From this point on, the machine logs your total mileage raced, best times and your particular car set-up

preferences. Midway (Atari's parent company) has successfully implemented systems like this before in games such as *NBA Jam* and *Blitz*, but the idea has never really taken off in the UK. In the US at least, Atari is giving out prizes, such as a T-shirt, after every 500 miles, but it will take a bigger hook than that to induce Britain's street-smart youth market to lay out their loot.

Aside from this rather cool, if incongruously designed, feature there have been some other notable additions to *Rush's* gameplay. You can switch the drone cars on and off in a bid to get a faster lap time, and each of the three new tracks and two hidden ones – all of which can be raced in Mirror mode, ie back to front – feature a huge amount of secret routes, short cuts and stunts.

In addition, in one-player mode you can collect gold coins to fund car upgrades (although this turns the game into a kind of ersatz *Sonic The Hedgehog*). And if you select the no-drones option, you can then choose to race against three Phantom Photons – three ghost vehicles, which can't be crashed into – representing the performance of the best ever racer on that track, the best racer for a particular time period (set by the location owner) and the best driver from the previous race.

Rush 2049 feels like a hybrid between *Daytona* and Konami's *GTI Club*, which is no bad thing – essentially it's the antithesis of Sega's staggeringly detailed Ferrari simulation, *F355*, and concentrates on enhancing the gameplay rather than realism.

All in, *Rush 2049* is a great game and deserves to be a success on this side of the Atlantic. Whether it manages to break through or not, however, is really up to the distribution team. ★★★

Cam Anderson

Game info

- Publisher: Atari
- Developer: Atari
- Release date: on sale now
- Players: 1



■ Remember now, the game knows who you are.

↑ Uppers & Downers ↓

Fast Lane
 ■ Player Tracking Feature
 ■ Short cuts
 ■ Evel Knievel-style stunts

Hard Shoulder
 ■ Crap prizes
 ■ Gold coin bonuses

WHICH
ONES BEST?
PLAYSTATION
WHEELS



A Our Choice

Gamester Dual Force

■ Price: **£60** ■ Available from: **Leda Media Products on 0800 018 3061**

■ Who's this spluttering towards the best-buy finishing line? Yes it's the Gamester Dual Force, and it looks like it might just be *Arcade's* favourite race wheel. Like the PSX, the Dual Force is a stylish-looking rock solid affair and has the best wheel-feel by far.

For an extra £20 you get G-clamps for a non-slippery experience and a rumble feature that's a long way from an arcade shocker, but

doesn't need batteries. Setting up was easy enough and the excellent build quality makes for comfortable and enjoyable car-on-car action. There's no gear stick and the pedals are foot unfriendly, but the Dual Force has an easy plug-in-and-go attitude.

A re-designed version of the Dual Force is out very soon with added rubber for better grip and a lovelier set of pedals, which should make it even more desirable.

So happiness ensues in the *Arcade* stadium, as the crowd cheer and the exhausted Dual Force stutters over the finish line, securing the chequered flag. ★★★



Saitek RX150

■ Price: **£50** ■ Available from: **Saitek on 01454 855050**

■ If there can be such a thing as a cool-looking racing wheel then the black and red techno chic of the RX150 comes close. It's well laid out and the centralised D-pad is a delight. However, the first major pain in the arse is that the unit requires two C size batteries for the Dual Shock-compatible feature, which are not included when you buy it. No fun on Christmas morning, then.

But things improve when you notice the huge clamp on the base that you can secure to the edge of a table, giving you a solid and stable device. The pedals are sturdy beasts and don't need a lot of foot pressure to get them to work, while the gear shift paddles on the sides are a thoughtful addition.

Driving is a fun, if strange experience with the poor Dual Shock-compatible unit releasing an alarming farty noise whenever your car hits something. Cornering isn't the easiest and the wheel has a little trouble returning to the centre position, but overall the battery-less RX150 is a good, if stingy buy. ★★★



Wild Things Turbo Race Wheel

■ Price: **£65** ■ Available from: **Wild Things on 02920 755774**

■ The most expensive wheel in this round-up and you certainly get the most bits and pieces for your dosh. The Turbo Race Wheel is made from hard plastic with sexy rubber sideburns to give extra grip. It stays where it's supposed to, thanks to the disciplined metal G-clamps included. The wheel height and angle are adjustable, but it feels a little

plasticky and you'll clunk, click, every trip due to the noisy operation of the wheel when driving. The pedals are a bit of a pain to use and the "vibrating system" is weak, adding little to the gaming experience – although you don't need batteries.

Probably the best feature is the gear/handbrake unit, which allows for some spectacular handbrake turns and is actually an advantage over conventional joypads. There are plenty of programming options to suit all tastes, and if it wasn't for the steep price, the Turbo could've been *Arcade's* favourite. But it wasn't. So there. ★★★



Mad Catz Dual Force

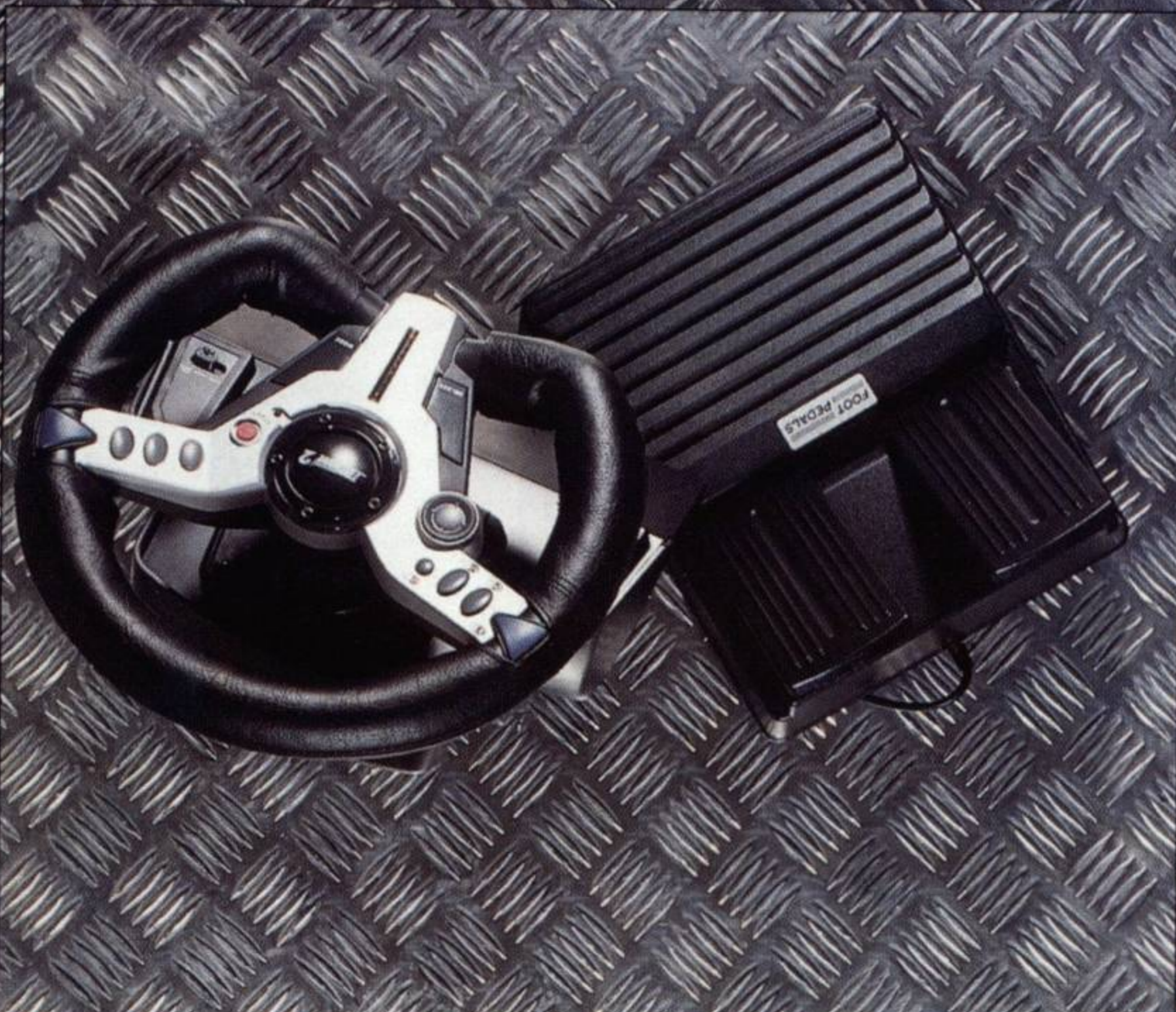
■ Price: **£50** ■ Available from: **Mad Catz on 01992 707400**

■ Only half a wheel, sir? Aye, 'tis so. The Mad Catz goes for the bigger diameter option, but unfortunately neglects the actual quality of the wheel itself. You need to turn the thing violently left or right to transfer any movement at all to your car and you end up looking like a pissed MP lurching his way back from Westminster to his house in the country. The Dual Force feature makes a

very strange whirring sound when activated too, and batteries are needed but not provided. It's heavy, so it tends to remain on the desk, although a more reliable way of securing it would have been cleverer than just relying on its sheer bulk.

A nifty gear stick is provided for nowt, but it's fixed to the right-hand side of the wheel, meaning left-hand-drive-only race action. The vicious spring action on the foot pedals should develop those calf muscles, but an option to use the buttons on the wheel is there for the leg lazy games player. Mad about the Mad Catz? Nope. ★★

**MORE
PLAYSTATION
STUFF**



Logic 3 TopDrive 2

■ Price: **£45** ■ Available from: **Logic 3 on 0181 902 2211**

■ Oh dear. The Logic 3 TopDrive 2 is, well, crap. It looks and feels like the midi hi-fi systems made by firms with names such as Souny and Matsubishashi that you can buy from any dodgy market stall. The buttons are nasty, cheap-looking affairs and the LEDs are only useful if you want to pretend to be David Hasselhoff talking to KIT in *Knight Rider*.

Securing the thing to the desktop proved difficult too – the clamps were fiddly and not very useful, and the pedals look as if they would disintegrate after a few weeks of stomping.

Strangely, the twin vibration system is excellent, which is a good thing because the control of the wheel is so bad, you'll at least be able to feel you've got something for your money.

An optional gear stick is available but frankly, why bother? A knife and fork would honestly be a more useful controller than this rubbish. ★



Gamester PSX

■ Price: **£40** ■ Available from: **Leda Media Products on 0800 018 3061**

■ This solid-looking wheel is the poorer relation of the more expensive Dual Force. The build quality is good and the wheel has a hefty spring-lock which resets it dead centre when you let go.

The PSX comes with pedals, which sit up at an awkward angle and make accelerating and braking an ankle-churning experience. There's no gear stick, so you

have to set your driving game to automatic gears or use one of the programmable buttons. Rumble-ness is also sadly lacking – but the wheel is £10 cheaper than the rest.

In practice, the PSX is a little sluggish but after a few minutes you should be careering around the bends of *Ridge Racer Type 4* like a seasoned joyrider. But the main downer is the lack of clamps to secure the little swine. The useless suction cups on the bottom of the base mean you will probably spend more time racing around your desk than you will playing your favourite racer. ★★



Falcon Lightgun with Laser Target System

■ Price: **£35** ■ Available from: **Blaze on 01302 321905**

■ Guns are a bit controversial at the moment, and with Sega withdrawing its Dreamcast gun in the US, companies are getting nervous.

But Falcon bucks the anti-violence trend with a lightgun that promises a realistic kick-back experience along with "ultimate convenience and firepower". The lightgun is smaller than most, but it feels too light and looks like a cheap silver water pistol. It arrives with all the buttons and options you could ever need, plus an AC

power lead for the kick-back, which in reality is more of a hand-tickling experience and, frankly, not much cop.

Laser targeting is the Falcon's other gimmick and this looks cool at first, enabling you to have a laugh aiming the small red dot at the back of a friend's head. In practice, however, it's pretty annoying as it has a tendency to reflect back off your TV, giving your eyes a nice retina-burning flash of concentrated light.

Compared with other lightguns, the Falcon's targeting seemed a little erratic, but this may be because the model we tested was a nearly-finished review version. The Falcon could be fun, but if the dodgy aiming isn't improved, shoot with a G-Con instead. ★★



Smart Replacement Coloured Case

■ Price: **£20** ■ Available from: **Euro-Asia Products on 0800 018 3061**

■ However marvellous the games on the PlayStation may be, you can't escape from the fact that the machine itself is nothing but a dull grey box. Of course, you can spice it up with sticker sets, or perhaps use crayons and paints in a *Blue Peter* attempt to add style, but it usually ends up looking like your mum made it.

The snappily-titled Smart Replacement Coloured Case may just be the way to add a '90s iMac finish to your machine. Supplied in a variety of fluorescent colours, the case houses the guts of the PlayStation and will work with all models – except for the early phono-socket "1,000" ones.

This case is a great piece of kit, but requires you to perform minor surgery on your PlayStation and will most certainly spoil your warranty. It looks fantastic, but doesn't quite reach the maximum score because you could knacker your box. So to speak. ★★★★★

Film of the Month



■ She'd have our vote over George Bush Jr any day of the week.

Film info

■ Director: **Alexander Payne**
 ■ Starring: **Matthew Broderick, Reese Witherspoon**
 ■ UK release: **24 September**

ELECTION

Broderick rocks the vote in polling day palaver.

Broderick plays Jim McAllister, a popular teacher and student government adviser who actually wants to make a difference in his student's lives. Named Teacher of The Year three times in his 12-year career at George Washington Carver High, his reputation is about to be subject to the greatest test – and all because of a student election.

Enter Tracy Flick (Witherspoon) – young, prissy, flirtatious, beautiful and ambitious. She's the school's greatest over-achiever,

■ "Would you like to see my puppies?"



frantically busy with clubs, committees and school musicals – and now ripe for her finest hour in her on-going career strategy, that of student government president.

She's a dead cert for the position since no-one else is running against her, until McAllister decides that this over-ambitious young thang needs to be brought down a peg or two. So he recruits his own presidential candidate, the popular, but staggeringly dim-witted, football star, Paul Metzler (Chris Klein). When Paul's alienated young sister Tammy (Jessica Campbell) joins the race, and as campaigning fever becomes ever more heated, the lines between right and wrong begin to dramatically blur, both at school and within McAllister's personal life.

This is the premise for a wonderfully satirical comedy that takes a skewed look at rampant ambition, sexual desire, morality and fabrication. Both Broderick and especially Witherspoon, as his schoolgirl nemesis, are superb in a film that offers a presidential campaign in microcosm, complete with dirty tricks, smear campaigns and even vandalism. But amid the humour, there's a hearty dose of pathos running through *Election* – McAllister may be seedy, shambling and flawed, but you fight for him all the way.

Very smart and surprisingly vicious, *Election* is a class teen comedy. Go see. ★★★★★

THE BLAIR WITCH PROJECT

■ Director: **Daniel Myrick/Eduardo Sanchez** ■ Starring: **Heather Donohue, Michael C Williams, Joshua Leonard**
 ■ UK release: **29 October**

■ After creating unprecedented hype at both the Cannes and the Edinburgh Film Festivals (where a near riot broke out in an attempt to get into the single screening), as *Arcade* goes to press, *The Blair Witch Project* is nudging the \$100m box office takings mark in the States – not bad for a film which was made for an alleged \$25,000.

The plot is simple – three young people attempt to make a documentary film about the mythical hick legend of the Blair Witch in deep dark *Deliverance* country. A year later, their footage is found in the woods where they disappeared and this is the film which we then watch.

And make no mistake, this is one hell of a scary film. Very dark, extremely grainy and intensely claustrophobic – mainly because of the zero budget. You can forget about special effects, for here everything is left to your imagination. *The Blair Witch Project* is a film with a good ten minutes of its hour and a quarter with the screen in total darkness – and only voices and the occasional ethereal sound effect tingle the spine. And the tension builds and builds until the staggeringly nerve-shredding, nearly heart-stopping and wildly ambiguous ending. While *The Blair Witch Project* is no masterpiece, the hype is almost justified. If you go down in the woods today, you have been warned. ★★★★★

MIFUNE – DOGMA 3

■ Director: **Soren Kragh-Jacobson**
 ■ Starring: **Iben Hjejle, Anders W Berthelsen, Jesper Asholt, Sofie Grabol** ■ UK release: **1 October**

■ Made through the Dogma 95 Manifesto (see also *Breaking The Waves* and *The Idiots*), a collective film style stipulating the use of hand-held cameras, no artificial lighting or props, and an insistence on a plot in the here and now, the idea for *Mifune* came to the director after the legendary Japanese actor Toshiro Mifune died in 1997.

The star of Kurosawa's classic *The Seven Samurai*, Mifune played a bogus samurai of peasant origins in that film. *Mifune*, however, is a story of Kresten, a successful careerist struggling to keep his unfashionable rural past a secret from his fashionable Copenhagen friends.

Yes it's a Dutch film with subtitles. But it's also a delicious, always fresh comedy drama as Kresten returns to the farm after his father's death to help look after his UFO-loving, mentally challenged brother Rud. Kresten

■ The smell of fear in *The Blair Witch Project*.



hires a young female housekeeper to help him with Rud, but she is not what she seems.

Very Scandinavian in look and blessed with some exceptional performances, *Mifune* delights and confounds with every scene. The result is a warm, often hilarious experience, that balances both humour and pathos without any hint of contrivance or loss of impact. A miniature gem. ★★★★★

ROMANCE

■ Director: **Catherine Breillat**
 ■ Starring: **Caroline Ducey, Rocco Siffredi, Sagamore Stevenin**
 ■ UK release: **8 October**

■ Causing controversy already, *Romance* is being touted as the most sexually explicit film ever to get a certificate. Like *In The Realm of The Senses* and *Last Tango In Paris*, pornographic arty sex looks like it will equal bums on seats.

The action centres on Marie (Ducey) a nonchalant young

woman who's chained to a brittle and unfulfilling relationship with egotistical Paul. Seeking fulfilment elsewhere, she finds the voracious and, ahem, well-endowed Paulo (played by Italian porn star Siffredi), before entering a more dangerous bondage-obsessed liaison with the headmaster of the school where she teaches.

With its female director and soul-searching female protagonist *Romance* articulates a number of intellectualised ideas about sex, but it's a film that never lets you get involved and, subsequently, you'll find it neither stimulating or indeed erotic. Yet, if full-on nudity, fellatio and other genuinely naughty bits are your bag, then this highbrow, cerebral take at what's at stake for a woman in a sexual relationship – be it for the pleasure or for the power – might be of interest. However, we found *Romance* to be an impotent and pretty boring slice of flesh-filled French folly. So there. ★★



■ Butch Billy Bob gets grizzly in *Pushing Tin*.

PUSHING TIN

■ Director: **Mike Newell** ■ Starring: **John Cusack, Billy Bob Thornton, Cate Blanchett, Angelina Jolie**
 ■ UK release: **29 October**

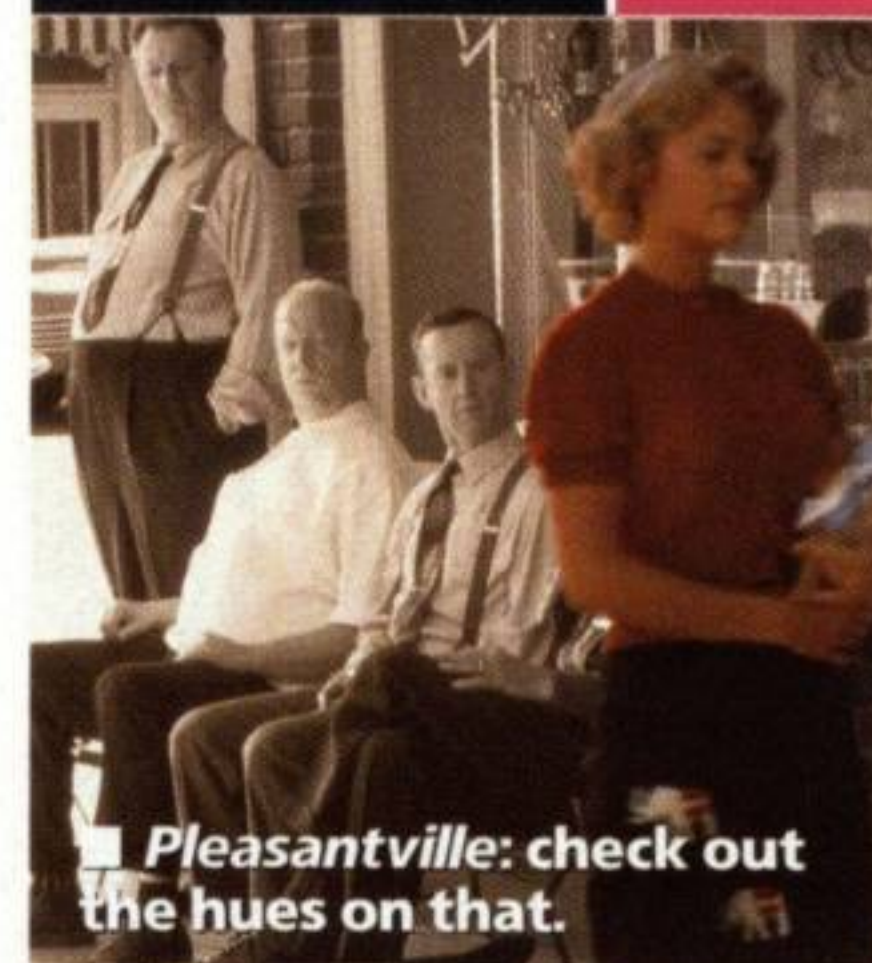
■ The credentials appear impeccable. Director Newell (*Four Weddings and a Funeral, Donnie Brasco*), Thornton, Blanchett and Cusack in a fast-talking comedy drama set in the stressful world of the air traffic controller. A film about macho madness, one-upmanship and psychological warfare. Why, then, does it fail?

Contrived, misguided, and at times just plain ridiculous, this gallows-humour film is really about two couples, Cusack and

Blanchett and, new to the control team, Thornton and his foxy wife Jolie. When the two men begin to lock horns in destructive rivalry at work, the stress seeps into their private lives and infidelity and soul searching destroy everything they touch. But the script just can't get the drama and the humour to sit happily together in this overlong morality tale.

Still, there are some fine isolated moments on offer and the two lead male stars are always watchable. But *Pushing Tin* just doesn't gel, and as the narrative flaws and dramatic thrust slowly crash land, what's left is a curiously uninvolved and cliché-ridden pot-boiler. ★★

Videos to rent



■ *Pleasantville*: check out the hues on that.

PLEASANTVILLE

■ **Entertainment In Video**
 ■ Back in our review in *Arcade 5*, *Pleasantville* was dubbed "The Truman Show meets *Back to The Future*", and it's still difficult to better that description.

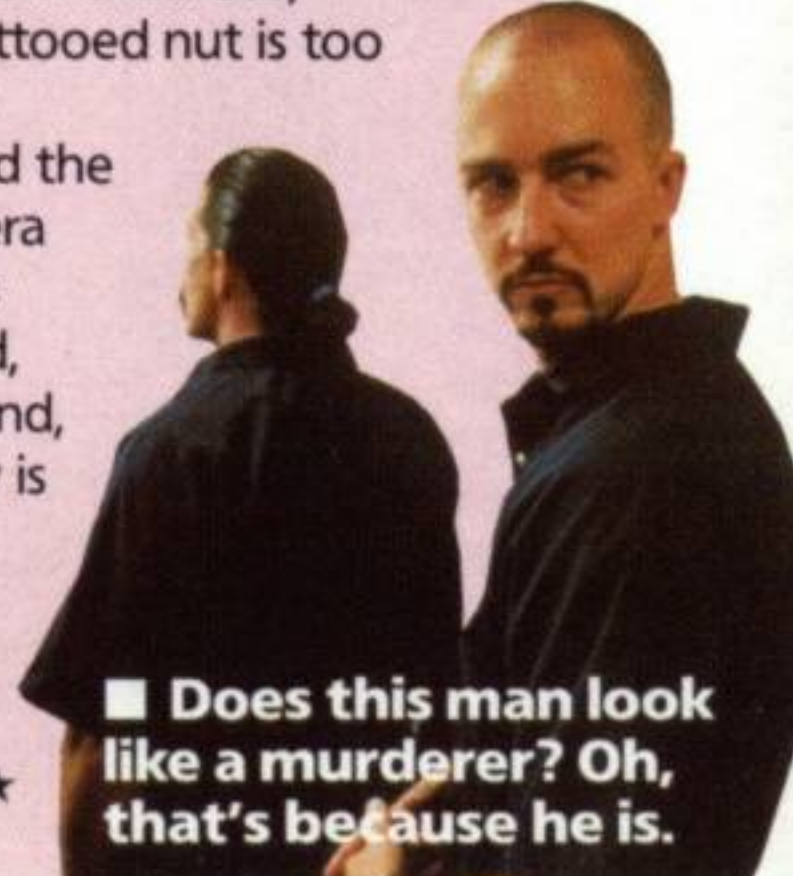
Forget the clumsy conceit involving a magic remote control – as soon as Toby Maguire and Reese Witherspoon warp back to the '50s idyll and begin to expose the secrets and lies of smalltown conservatism, this becomes an entertaining and intelligent slice of kitsch. Whether you marvel at the neat cinematic trickery as black and white gradually becomes colour or note the civil rights allegory as the "coloureds" are persecuted, *Pleasantville* is smarter than you may credit. ★★★

VERY BAD THINGS

■ **Universal**
 ■ A gang of yuppies organise a stag night bender in Vegas and accidentally impale a prostitute's head on a towel hook. Tasteful start. The film then descends into an improbable *Lord of The Flies* yarn in which the boys, led by Boyd – Christian Slater's budding psycho figure – start brutally murdering each other. This is all coated in the cynical gloss of postmodern "black comedy", but must surely be the last time you're asked to laugh at a man having his face smashed in with a lampshade. Rent *Shallow Grave* or *Man Bites Dog* for a truly disturbing night in – *Very Bad Things* is just offensive. ★

AMERICAN HISTORY X

■ **Entertainment In Video**
 ■ Viewed as the story of a tumultuous relationship between two brothers (Edward Norton and Edward Furlong) in disenfranchised suburban Los Angeles, *American History X* is an impressive, compelling movie. The whole white power context is less successful – misguided even. The transition of Norton's character Derek from eager A-student to murderous, swastika-tattooed nut is too simplistic to swallow, and the loving camera work on his oft-revealed, muscle-bound, Aryan body is disturbing given the presumed anti-fascist moral. ★★★



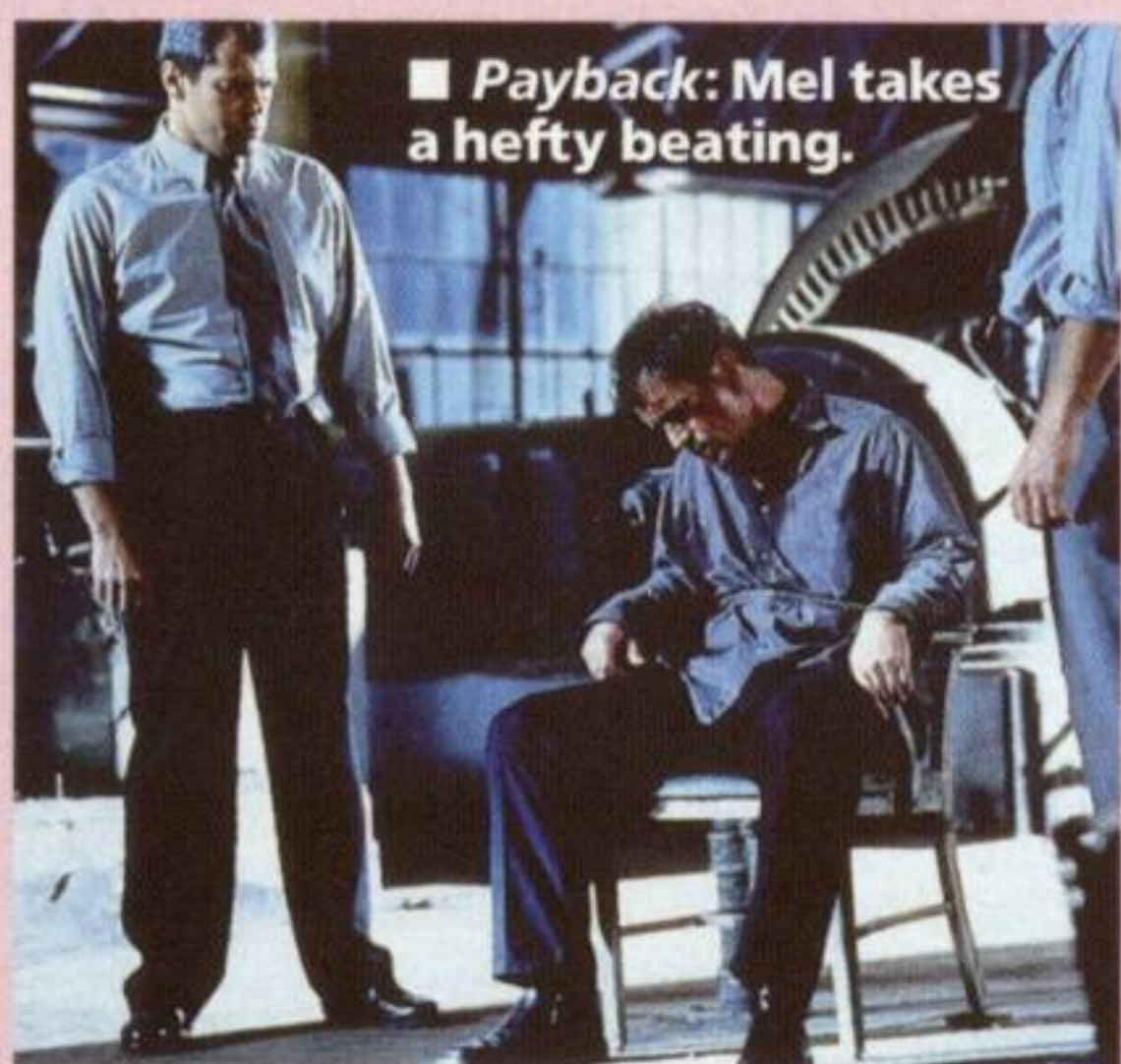
■ Does this man look like a murderer? Oh, that's because he is.

DVD The biggest new releases.

PAYBACK

■ **Warners**
 ■ Retiring from the *Lethal Weapon* series seemed like an obvious move given his increasingly weary joints, but here Mel Gibson defies the critics by turning in another frantic all-action performance. He's even dabbling successfully in virgin anti-hero territory, but his one failing is that he's not Lee Marvin.

Payback is a fine revamp of '60s classic *Point Blank*, and although the revenge plot is updated perfectly for a '90s audience (more explosions, more knowing asides, more violent humour), the



■ *Payback*: Mel takes a hefty beating.

chilling blankness that Marvin's character and Boorman's subtle direction lent to the original film simply can't be replicated.

Nevertheless, as Gibson chases his \$70,000 through backstreet hospitals,

anarchist dope dens and the Chinatown gangland, you can't help but be furiously entertained by it all. Extras: Interviews with stars Mel Gibson, James Coburn, Maria Bello and Lucy Liu. ★★★★★

Videos to buy

SUICIDE KINGS

■ **Entertainment In Video**
 ■ Your sister has been abducted and a £2 million ransom slapped on her head. So you rope in your posh uni buddies and counter-kidnap an ex-mafia don, played by Christopher Walken (in a big woollen coat, naturally). *Suicide Kings* borrows the shouty chaos and the poker metaphors from countless other mob heist films, but can only offer numerous absurd and unguessable plot twists as its own. The car-journey scene where Dennis Leary's hitman rants about shoe prices with his sidekick painfully apes the "Royale With Cheese"



■ Owen entertains the world.

skit from *Pulp Fiction*, revealing *Suicide Kings* to be in thrall rather than enthralling. ★★

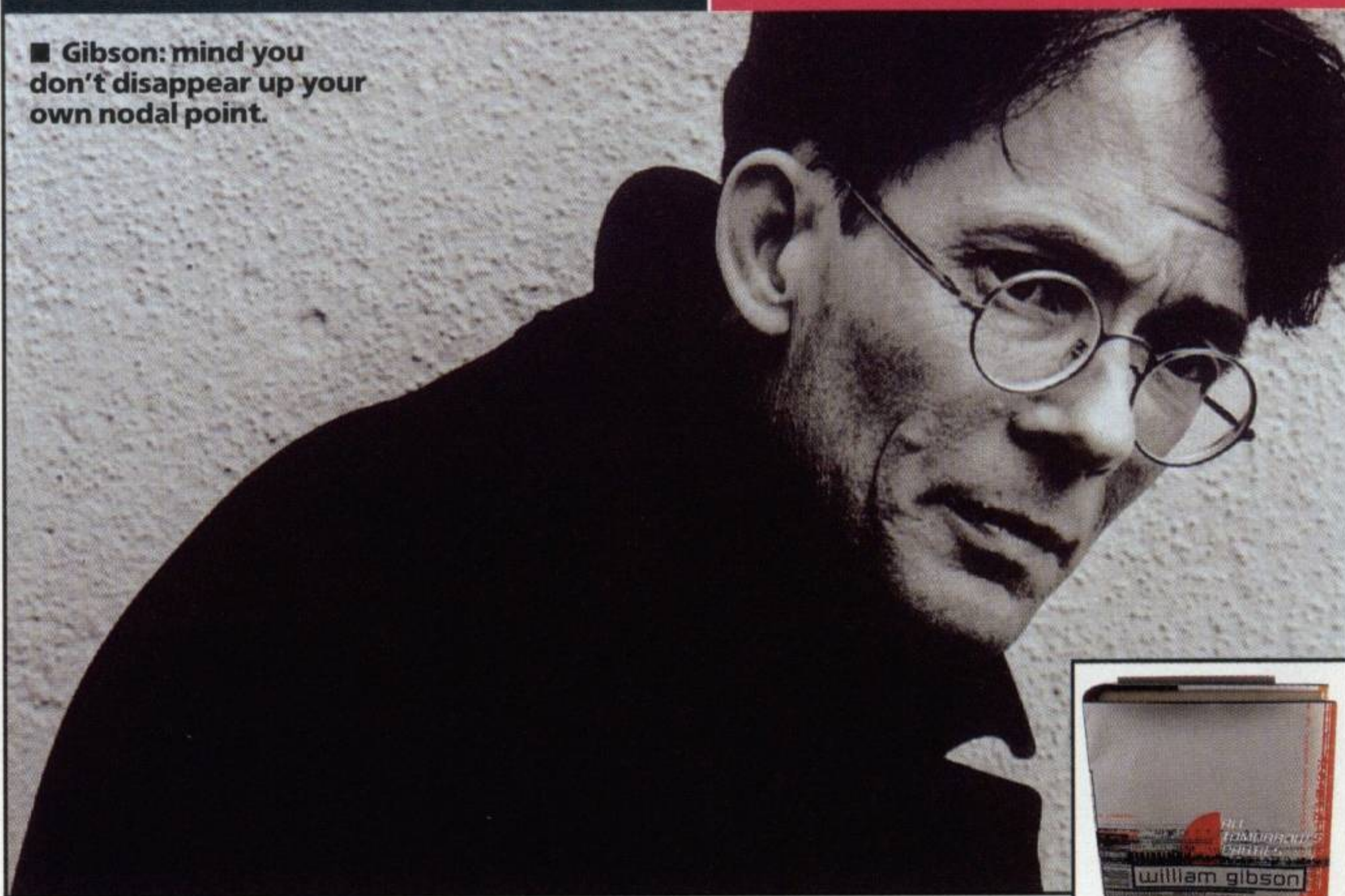
ALAN HANSEN'S ENTERTAINERS

■ **BBC Worldwide**
 ■ You can't go wrong with a video full of classic goals (Robson against France '82, Owen against Argentina, Huddle against Watford). Yet it could have been so much better. While Hansen is great when

ad-libbing an argument with Lawrenson on *Match of The Day*, he's crap at livering up even the simplest of autocues. The BBC have done little to give any background to the goalfest and they play it safe every time – what about the dirt on Gazza and Le Tiss which contributes to their playboy personas? Stick to taping *Match of The '90s* if you want the full picture. ★★★

Book of the Month

■ Gibson: mind you don't disappear up your own nodal point.



Book Info

■ Author: **William Gibson**
 ■ Publisher: **Viking**
 ■ Price: **£16.99**
 ■ ISBN: **0-670-87557-0**

ALL TOMORROW'S PARTIES

A world built on information.

William Gibson – a sci fi writer, for pete's sake – goes and predicts the emergence of the Internet and all of a sudden is hailed as a prophet. Well, if *All Tomorrow's Parties* proves as accurate as *Neuromancer*, then quitting Cubs, failing to hone your knife-fighting skills and tuning out the computer support man could yet prove your undoing.

It's the 21st century and enough time has passed to lend kooky-antique status to today's technology. However, while virtual and commercial reality has forged ahead, the day-to-day version has slipped a little. The Millennium Bug didn't hit, but The Big One did and San Francisco has recovered from the shakedown to find itself the model of the new order of things.

Laney, who features in Gibson's novel *Idoru* – the second of a post-Net trilogy that culminates in *All Tomorrow's Parties* – serves as the catalyst for the action. His

chemically-generated ability to absorb enough data to foresee a key moment in history – a nodal point – has pinpointed the Golden Gate bridge. Laney is also up against the machinations of a PR kingpin who has dosed himself with the same data drug, and the struggle to capitalise on the nodal point will be fought both in the real world and over a souped-up Internet.

Former cop Rydell acts as Laney's instrument in San Francisco, but stumbles into a life he had lost as the strands of Gibson's narrative start to knit together. Enter a cast including a media-whore, a contract killer with a conscience and a drug-addled country singer.

And it works, although some of the strata of the story ultimately prove more satisfying than others. Somehow *All Tomorrow's Parties* manages to temper a depressing take on tomorrow with good old optimism based on people's ingenuity and resilience which is well worth a few hours of your time. ★★ ★★ **Jamie Dolling**

Comic of the Month



Comic Info

■ Writer: **J Michael Straczynski**
 ■ Artists: **Keu Cha & Jason Gorder**
 ■ Publisher: **Top Cow/Image**

RISING STARS

■ The man who created, produced and wrote *Babylon 5*, J Michael Straczynski, has long been a fan of books, and now he has turned his hand to comics. *Rising Stars* shows all the ambition and vision of the series, but is free of the pretension, stilted dialogue and forced humour of *Babylon 5*. It is a rare attempt at

a genuine graphic novel, and relates the story of a comet that falls to Earth, endowing the local unborn children with superpowers – exciting equal measures of fear, awe and greed as a result. The art is typical Image stuff – stylish but generic – but the emotions depicted are believable and well

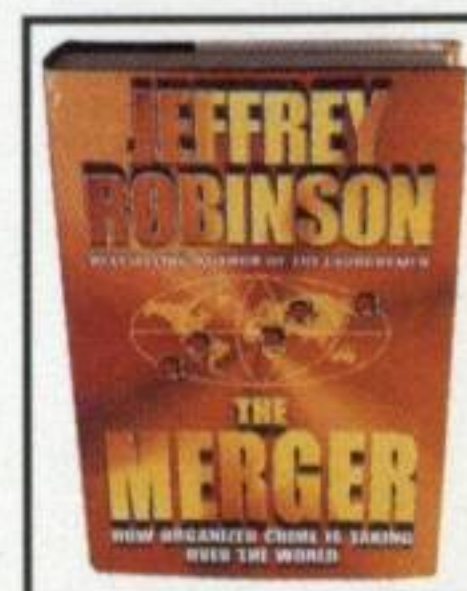


realised. And, as with the Arthurian and other legends that influence Straczynski,

a feeling of doom underpins even the joyous moments. ★★ ★ **Matt Bielby**

THE MERGER

■ Author: **Jeffrey Robinson**
 ■ Publisher: **Simon & Schuster**
 ■ Price: **£16.99**
 ■ ISBN: **0684-858-38X**



■ New technology has enabled criminal organisations to bypass international boundaries. argues *The*

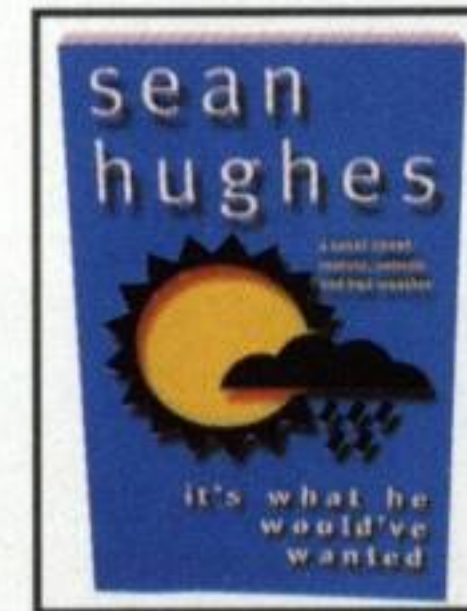
Merger. With the opening line "The anus of the Earth is cut into the jungle on the Paraguay side of the Parana river..." *The Merger* explores possible connections between the Cosa Nostra, Chicago gangsters, the Russian mafia, Chinese triads and, bizarrely, Nigerian con men.

Sadly, the serious issues are smudged out by the level of scaremongering and anecdotal speculation. So, if somebody gets their bag snatched on Oxford Street by a tramp, he's obviously an undercover triad member, whose boss is currently engaged in a G8-style Crime Summit in a posh hotel in Switzerland. Really?

The thing that really grates is Robinson's writing style. To make a dramatic point, he'll stick in a single sentence between paragraphs which grinds the flow of prose to a halt in a most irritating manner. ★★

IT'S WHAT HE WOULD'VE WANTED

■ Author: **Sean Hughes**
 ■ Publisher: **Scribner**
 ■ Price: **£9.99**
 ■ ISBN: **0-684-86027-9**



■ The path from stand-up comic to wannabe novelist is a well-trodden one. Now, while it would be a much

more compelling prospect to witness Martin Amis getting up to an open mic and riffing on about when your urine smells of sugar puffs, all we seem to get are two-bob comedians offering us half-baked ideas masquerading as quirky novels.

Sean Hughes' second stab at the literary game is hardly Dostoevsky, but this "blackly comic thriller" should just about get you turning the pages. It turns out that Hughes can manufacture a passable yarn, and the reader is warmly welcomed into the world of narrator Shea Hickson. A lazy, self-centred waster posing as a disaffected outcast, Shea's ennui-ridden world is turned upside-down after discovering his father hanged from an exposed beam.

Stubbornly linear and offering no attempt at fleshing out any of the characters, *It's What He Would've Wanted* is a most uninspiring read. ★★

THE WORLD STARE-OUT CHAMPIONSHIP FINAL

■ Author: **Paul Hatcher**
 ■ Publisher: **Bloomsbury**
 ■ Price: **£7.99**
 ■ ISBN: **07475-4507-3**



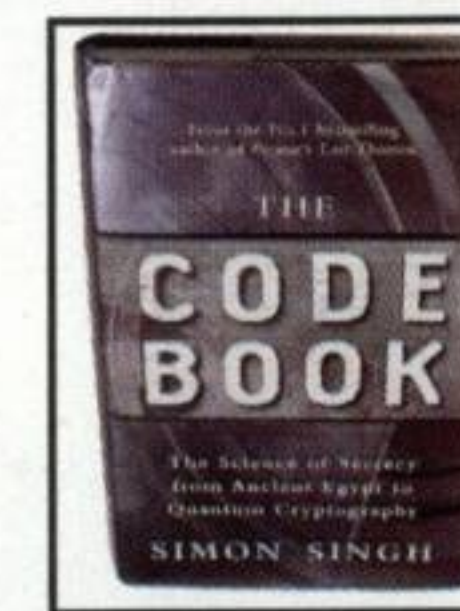
■ Forget Karpov versus Kasparov. The greatest mental battle

of the heavyweights this century is Kampagnola against Spassky in the World Stare-Out Championship Final, as captured in crudely-drawn comic book form by Paul Hatcher.

As you may remember, Allesandro Kampagnola, the flamboyant Italian, cruised through to the final, only to meet an unstoppable force in the form of unbeaten world champion Sigmund Spassky. The heartbreaking final moments as Kampagnola flails wildly, out of his depth against the almost demonic power of Spassky's gaze, are described with manic verbosity by the commentators: "Unrelenting ruthless aggression from Spassky! He's grinding his man down!" Or maybe it's just a crafty excuse from a lazy cartoonist for a book of pictures of which the majority are exactly the same. Happy staring! ★★ ★★

THE CODE BOOK

■ Author: **Simon Singh**
 ■ Publisher: **4th Estate**
 ■ Price: **£16.99**
 ■ ISBN: **1-85702-879-1**



■ Missing those long hours in the university library? Finished watching paint on your sitting room

wall dry and need a new challenge? You'll be needing *The Code Book*, then. It's that good.

In theory, Simon Singh's new opus should be all right. After all, he is the man responsible for *Fermat's Last Theorem* – one of the most popular and famous maths books of all time. This book explains how codes and ciphers have changed history, right from Mary Queen of Scots to the present information age. This chapter is perhaps the most interesting, highlighting in detail the encryption processes required on the Internet to prevent snoopers from running off with your cash.

But the code-breaking deal is done far better in *Enigma*, by Robert Harris. *The Code Book* gets bogged down too often in tedious tables showing how the codes are actually formed, and before long the words Text and Book start flashing before your eyes. Put simply, it's gvdlljoh ufejvt. Pass the Ciphon Filter... ★

Music

OCEAN COLOUR SCENE

One From The Modern
Label: Island



Paul Weller's backing band returns with an apologetic fourth album which virtually

acknowledges its own pointlessness. OCS shoot their feet clean off by opening with "Profit In Peace", a protest song so glib and dated it could be mistaken for Ralph McTell.

Things do improve; a languid country influence has infiltrated the group's strict "1965 Who support band" musical regime, to positive effect on "So Low" and "Step By Step". In return, though, all OCS's urgency has drained away, leaving nothing but a raft of lazy, half-finished songs grafted to the usual clumsy lyrics. You no longer have to hate Ocean Colour Scene, you can now simply choose to ignore them. ★★

GOMEZ

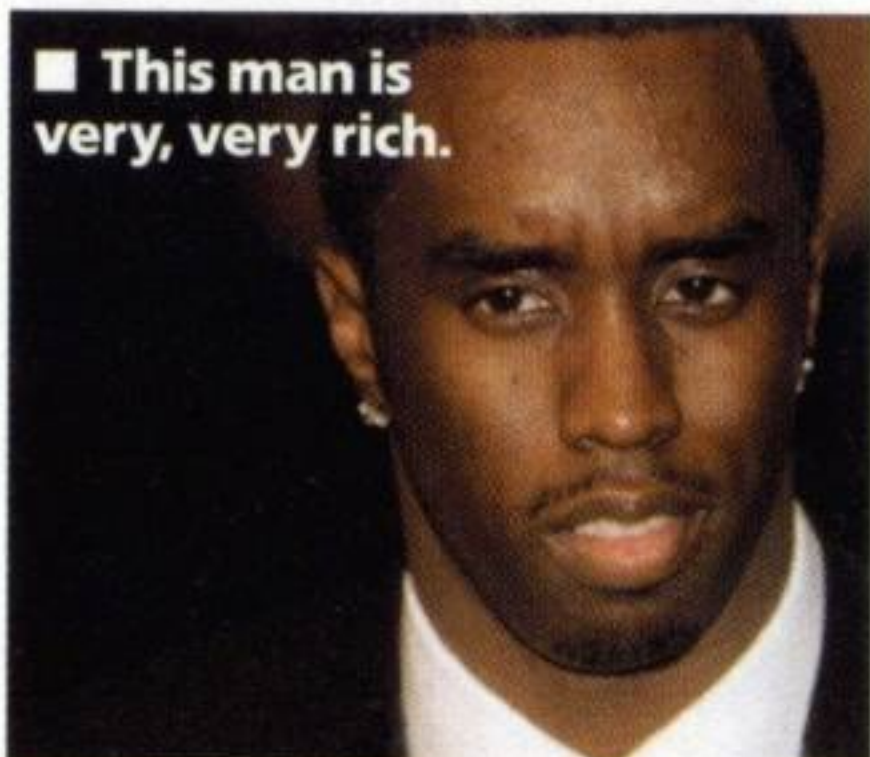
Liquid Skin
Label: Hut



Winning the Mercury Music Prize, as Gomez did last year, is a bit like scooping the lottery

jackpot; an apparently random decision bestows upon you overnight wealth and fame. You could forgive Gomez for pissing their fortune away on tequila and banjos before vanishing into the desert to grow beards, but, like the students they are, they've made the sensible decision.

Liquid Skin is a mature second album which builds on their brand of flat cap blues and makes it palatable for rock traditionalists. Gone are the funky, naive, Beck-ish experimentations of "78 Stone Wobble", replaced with the type of boogie and bluster much favoured by Jools Holland. The raucous celebration of "Bring It On" and the exquisite lament of "Rosalita" are highlights, but the crazy Gomez boys just grew up far too fast. ★★



This man is very, very rich.

PUFF DADDY

Forever
Label: Puff Daddy Records



He used to be a marketing man and record company manager. He was very good at his

job and made huge stars of Notorious BIG and L'il Kim. Then Biggie Smalls was shot dead and Sean "Puff Daddy" Combs stepped forward to fill the resulting rap void. An admirable gesture perhaps, except Puff Daddy – while undoubtedly the don of spreadsheets and brand management – possesses very little of the musical skill and charisma of his former charge.

When not straining his gangsta pose or flashing his wad in a bid to assert his playa credentials, Puffy is constantly whining about being dissed. Given the consistently weak standard of rhyming displayed on *Forever*, his paranoia is justified. More cuts in the vein of the ultra-sharp "What You Want" or "Reverse"'s pass-the-mic session would help Puffy's cause but this is largely insipid fare. "PE 2000" highlights the problem: when Public Enemy wrote it the message was about being black, proud, and having the skills to pay the bills; when Puff Daddy covers it the message is about having made enough moolah to drive a Bentley. Go figure. ★★

LEFTFIELD

Rhythm & Stealth
Label: Hard Hands



Although this is one of the most anticipated album releases of the year, it's hard to identify why.

Leftfield achieved crossover success with *Leftism* a few years back by featuring a rock icon and an indie siren (John Lydon and Toni Halliday) on two of the singles rather than making any interesting music. No surprise that Leftfield lead out this time round with undistinguished electro stomp "Afrika Shox", which scores massive cred points for hauling hip-hop hero Afrika Bambaataa out of retirement. *Rhythm & Stealth* makes all the right noises – but Leftfield are not the scene leaders the hype suggests. ★★

Album of the Month

Those wigs almost make you long for the return of the pointy hats.



PET SHOP BOYS

Dad disco goes down well.



Album Info
Pet Shop Boys
Nightlife
Label: Parlophone

What are we to make of these greying, art-collecting elder statesmen of pop? Must they insist on dressing in frightwigs and shellsuits as some kind of Dadaist statement while happily mincing around to their camp discopop on a Top Of The Pops stage next to Steps and S Club 7?

Luckily The Pet Shop Boys are one of the very few groups who can behave ridiculously and emerge with dignity intact. On the one hand they're coaxing a storming performance from Kylie on "Happiness Is An Option", on the other they're getting props and remixes from Basement Jaxx. Oh, and on that crucial third hand Neil Tennant is interviewed about modernist architecture on *The Late Show*. Transcending their contractual requirement for a couple of stupidly lengthy song titles ("You Only Tell Me You Love Me When You're Drunk", for example) are heartrending songs about hedonism wrecking relationships. There are also some rather fine songs simply about hedonism, but the Pet Shop Boys are too good to be merely good-time.

Nightlife is not at the cutting edge and its brand of opulent disco house sometimes sounds a little dated, but the barrage of top tunes constitutes a triumphant return to form. The icing on the cake is "New York City Boy", the gayest gay anthem since the Boys themselves covered "Go West". It's ridiculous to the max, but you're dared not to raise a smile, albeit in an artful manner deserving of men old enough to know better. ★★



The new old sound of Gomez (Jools Holland not pictured).

Millennium jukebox

The music that matters in the Arcade office.

DEATH IN VEGAS

Aisha
Iggy Pop rants psychotically on a standout track from one of the best LPs of the year – the big rock name is much, much more than a totem.

THE HIGH LLAMAS

Snowbug
The strings! The horns! The luscious vocal harmonies! Warming us like a blanket in times of distress. Which are many.

BEASTIE BOYS

Paul's Boutique
Playing "Hey Ladies" fools even ourselves into thinking we are hip women magnets. This goes out to all those Spanish girls...

TALKING HEADS

Various old stuff
Sean storms into the office with an armful of late '70s artrock. And you may ask yourself – what is he doing here?

BREAKBEAT ERA

Ultra Obscene
Roni Size used to be jazzy, now he's just nasty. Although anyone with a West Country accent is cool by *Arcade*. My babs.

LEFTFIELD

Phat Planet
Free of all that Captain Ahab shite, this immense tune rescues a very average album.

■ Ping-pong thrust kicking and screaming into the age of technology.



LIGHT SPEED TENNIS

Got a light? Seeing LED.

There's nothing new under the sun, they say. And to some extent, they're right. Here we are – Britain's best videogames magazine – and all we can find to show you on these hi-tech, cutting-edge gadgets pages is a ping-pong game. This is no ordinary ping-pong game, however, because this one (ta-da!) is based on laser technology: the ball bit suspended over the court swings back and forth and shines said laser on to the reflective table-top mat, where it

bounces back up again so that you and your opponent can knock the light back and forth using special little bats. There's even a voice generator which reads out your scores as you go along.

The best thing about *Light Speed Tennis*, though, is that someone has decided that what the world is missing is a hi-tech ping-pong derivative. Anyone remember *Pong*? And anyone else get the feeling this is kind of where games came in? But hey, that's the millennium for you – crazy days. ★★★

Game info

- Cost: £45
- Available from: Tiger on 01789 842995
- Release date: on sale now

Robot info

- Cost: £100
- Available from: Vivid on 0870 708 7060
- Release date: on sale now



■ "Now where are Benjy and Zak? We must find the ship!"

R.A.D. ROBOT

Darts and beer in the digital age.

Regular readers will have noticed by now that *Arcade* likes robots. Last month you got an eyeful of Sony's AIBO Robot Dog, but as that little puppy costs more than a grand and you have to go to Japan to get one, this month meet R.A.D, a mechanical mate who can be yours for a mere £100.

Of course, being a tenth of the price of Sony's offering, R.A.D doesn't quite have the same range of capabilities, but here's what he *can* do: he can move around the room on his little roller tracks; he can talk (his Stephen Hawking impression's spot-on); he can fire little plastic darts out of his chest (which is always handy); and, best of all, he can carry your beer for you, thanks to his convenient storage tray.

So basically, you can put a pint of beer on R.A.D, then send him across the room to your mate with it, and when he gets there he'll swear at him and shoot him with plastic darts. And if that's not worth 100 sovs, *Arcade* doesn't know what is. ★★★★★

Camera info

- Cost: £65
- Available from: Fujifilm on 0171 586 5900
- Release date: on sale now

■ Fujifilm's mini camera takes mini pics – in an instant!



INSTAX MINI 10 CAMERA

Develop your own photographs – in a flash.

Getting pictures developed is a pain in the arse. Not only do you have to make two trips to Boots, but you have to run the risk that the photo nazis there will have called the police on account of those snaps of your current squeeze as

nature intended, and/or the exotic herbs seen growing in the corner of your bedroom.

Anyway, Polaroid has kindly been offering us all a way around this problem for years with its instant cameras, and now Fujifilm has gotten in on the act with this sleek little silver number. It's not just the sleek casing and groovy slidey-in-and-out lens that make the Instax

Mini 10 special, though, it's the pictures themselves. Admittedly, they're not the highest-quality snaps you'll ever see, but Fujifilm has eschewed the traditional big, clunky, square picture in favour of a rather diddy credit card-sized format. Guaranteed to wow the girls/guys at parties, but the camera is a tad on the pricey side. (Films cost £6.99 each or £12.99 for two.) ★★★

STREET SOUNDS

You've just got time to head for the beach and catch the last rays of sun – but don't forget your ghettoblaster. Russell Deeks, of *T3* magazine, hoists the latest models to ear level and pumps up the volume.

RCD-390

- Price: £50
- Available from: **Samsung on 0181 391 0168**
- Release date: **on sale now**

■ Another peculiar-looking 'blaster, this one: it's quirky, but it does have a kind of '50s/'60s retro appeal. And it's blue, which may or may not be a good thing. It's actually quite well put together, too: it's sturdy without being too heavy and is equipped with pleasingly substantial-feeling knobs and buttons.

Sound-wise, well, it's only £50, isn't it? At that price you can't expect sonic miracles. The RCD-390 struggles if you push it too hard on the volume front, but at lower levels, it holds its own. Bass-heavy tunes see things get a bit blurry, but there is an SBS Bass bass-boost option. The tuner works adequately, and tapes made on the cassette deck don't sound too bad, either. In fact, given the budget price, it's quite a little performer. ★★★



CD-323A

- Price: £60
- Available from: **LG Electronics on 01743 500400**
- Release date: **on sale now**

■ Look out! The planet has been invaded by giant mutant alien space bugs! Run away!

Oh, no, hang on a minute – it's just a ghettoblaster from LG Electronics. Silly me. It does look a bit like a bug, though, doesn't it? Anyway, coming back to the matter in hand, probably the best thing about the CD-323A is that it's extremely lightweight, making it ideal for lugging about on trips to the beach and suchlike. Unfortunately, "lightweight" is a good word to describe it in terms of sound quality, too: it sounds tinny and lacks any real oomph in the bass department and, unlike most of its rivals, there's no bass boost to jazz things up a bit. As well as a cassette recorder and an AM/FM tuner. The tuner isn't bad, and gives a reasonable enough reception, but record a CD on the tape deck and you get more hiss than Sid Snake's family reunion. Not recommended, then – unless you like its looks. ★★



RX-ES30

- Price: £120
- Available from: **Panasonic on 0990 357357**
- Release date: **on sale now**

■ Panasonic has been making these weird, alien's head-shaped ghettoblasters for years now. This one differs from most in that it's silver rather than the usual black, but isn't it time someone in Panasonic's design department came up with some new ideas?

That said, this is a pretty fine machine. It costs a fair bit and so it's reasonable to expect a few more bells and whistles, and the RX-ES30 doesn't disappoint. It has three sound-processing modes, for a start: XBS (bass boost), Clear and Sound Virtualizer. The CD is fully programmable, and there's a Tape Program Sensor that'll find the start of tracks on the cassette, which is groovy. There's also a sleep/alarm timer, which doubles as a timer to record, so you can set it to tape the Essential Selection while you're down the pub – cool.

But does it sound any good? Yes, it does, actually, handling pretty much all kinds of music with aplomb. In fact, it's only losing a star because of its unoriginal styling. Sort it out! ★★★★★



CFD-W57L

- Price: £160
- Available from: **Sony on 0990 111999**
- Release date: **on sale now**

■ Sony's offering is another piece of retro-inspired design. It's unique among the players here in having both a double cassette deck and a remote control, but do these extras justify the inflated price tag?

You get what you pay for sound-wise, mind. The Sony is easily the best-sounding machine of the five. It's at home with all kinds of music and offers four different sound modes (rock, pop, live and vocals) as well as Sony's patented Mega Bass system. The bass is full and meaty without any of the distortion you get from lesser players, while the mid-range and top end are sharp and detailed without getting screechy – and, unlike several of the other 'blasters, the CFD-W57L lets you pump up the volume without the music deteriorating into a horrible mess.

On the features front, the CD is programmable, and it sports a timer – so you can wake up to Zoe in the mornings. It's a great machine – but is it £160-worth of great? ★★★★★



Our choice

CSD-ED59

- Price: £100
- Available from: **Aiwa on 0990 902902**
- Release date: **on sale now**

■ The Aiwa 'blaster is probably the most conventional-looking of the five models featured here, but that's not necessarily a bad thing. Its simple styling belies an exceptionally rugged build, yet it's still light enough to carry around with ease. But sound is where the Aiwa excels: it'll happily pump out any kind of rock, pop or dance with surprising musicality. It does tend to fuzz out a tad at the very highest volumes, but it'll go loud enough to fill the average room without any distortion.

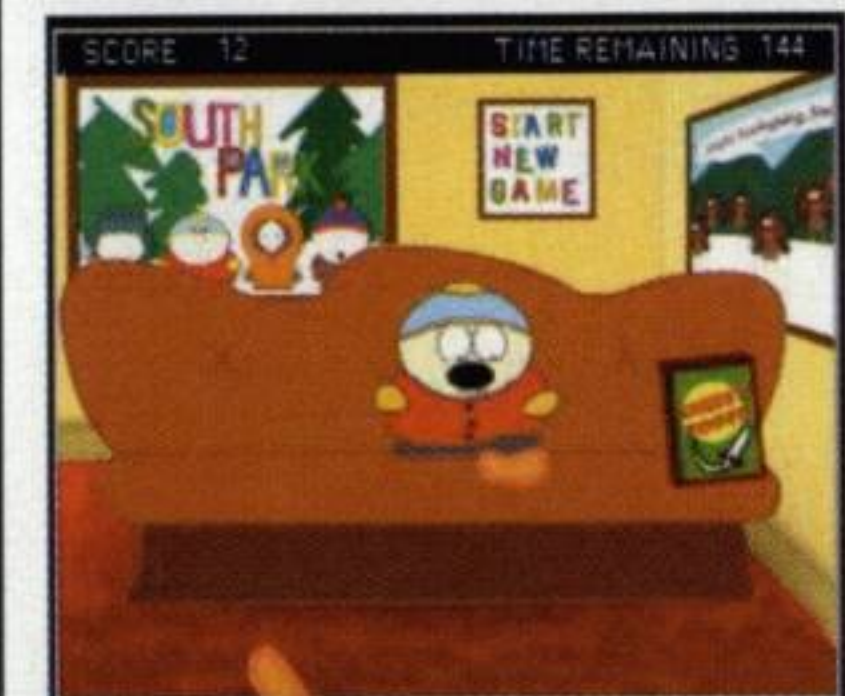
When it comes to sonic trickery, the CSD-ED59 offers a T-Bass bass boost, which does its bottom-end thing nicely, and there's also something called Q-Sound, which is a kind of virtual surround mode. The CD is programmable, there's a timer/alarm, and a remote, too – and all this for only a ton. Seems like Aiwa could teach the chaps at Sony a thing or two. ★★★★★



Free stuff on-line



■ Now this is pool. You only get three shots, though. Boo.



■ Get free Cheesy Poofs at Shockwave.



■ Missile Command for free. And it's still great.

I'M FREE!

Everyone loves to get something for nothing. Unless it's a dose of ebola.

All right, so Arcade has already shown you where to shop on-line. But why spend any money when there are people on the Net practically queuing up to give stuff away?

Well, there's always the answer that most of it's tat, but who cares if you accumulate a house full of tat as long as it's free tat? Exactly. And if you head along to UK Free Stuff at <http://www.pungent.max.uk.com/ukfree/> that's just what you'll find. It doesn't pull any punches, either. By the link for a free copy of *Cross Country Stitching Magazine*, you're told: "One free copy, one tacky magazine". At least no-one's building your hopes up.

Ranking even higher on the honesty scale is Nothing Is For Free On-line (<http://www.nothingisfor.free-online.co.uk/>), which boasts a useful assortment of links to free things for your PC. Web space, fonts, software... you should find a link to it here. Go ahead... it's free.

As is everything at Free Stuff UK (<http://www.bigwig.net/freestuffuk/>), which goes so far as to offer links to free money. Naturally, there are more catches than an impressively well-engineered ratchet. Stay away from any scheme that offers free cash. Concentrate on the other stuff. The food and drink section gives you the opportunity to nab free sausages and Ryvita. *Et voilà*, Sausage sandwich!

While you *could* conceivably live off it all, you'd do better hunting through dustbins. No, what you really need is access to as many free computer games as possible. There's some worthwhile free entertainment to be had on the Net, and it's all at Shockwave. Head along to www.shockwave.com, download the all-important software, and you can make tracks for the free games. While many of the games aren't up to much depth-wise, they're generally entertaining and worth a couple of minutes while you wait for the code to download. Worth a look is the strange *Austin Powers Mojo* game, which is reminiscent of *PaRappa The Rapper*. There's also a fabulous 3D pool game, and a *South Park* tie-in which is at least better than the licensed. Now that's worth not paying for.



■ Free money, sir? Help yourself. As much as you can eat, fat boy.



■ Read things for free. Except they're mostly rubbish.

The match box

Casting around

Space Invaders

Search

■ Explore the crazed mind of an ordinary Internet search engine...

<http://www.flyvision.org/S/index.html>

■ Yep. You get to see the scary one first. This seems to be some sort of insane on-line art installation. Compulsive, yet eerily unsatisfying.



■ Crazy French people ahoy. Allez, run away.

<http://space-invaders.com/>

■ You'd expect this to be some sort of official site, yes? No, this is French and details "invasions" of a handful of cities, and has some weird pictures. Fear it.

<http://www.finias.com/voiledor/space.html>

■ Cats, as a rule, shouldn't make Web sites. Especially ones that talk about their sister's abduction by aliens. Which is what this page is all about. Meeow.

http://www.todaysbride.ca/firsthome/homehelp/etc_invasders.html

■ From the pages of Canadian magazine *Today's Bride*, discover the joys of "working with a carpenter to renovate your house". As opposed to working with a fishmonger, obviously.



■ The beginnings of space action

<http://www.eclipse.co.uk/adrianm/spacsf64.htm>

■ The entire history of shoot-'em-ups, from *Space Invaders* all the way through to *Lylat Wars*. It sees fit to include *Space Harrier*. And play its music non-stop.

Another View of Reality



■ Aliens stole my sister. Meow.

<http://www.wylie.co.za/eagles/invasders.htm>

■ Another witty play on *Space Invaders*, this South African site tells you what to do if your neighbour tries to build on your land. No, it doesn't say shoot him.

<http://www.daimi.aau.dk/fiedler/spinvade.html>

■ Now, there's a competition: code a *Space Invaders* game in 256 bytes or less. Download the winners and marvel at the amount of time some folk have.

<http://www.image.dk/baldur/si3d/index.htm>

■ You thought *Space Invaders* in 256 bytes was crazy? This chap's trying to do a 3D version. Witness his progress, and offer support.

CD-ROM of the month



■ Let me look into my crystal Trinitron... hmm.

5TH REALM TAROT

- Publisher: Attica
- Developer: Attica
- Price: £20
- Release date: on sale now
- Requires: P90, 16Mb RAM

■ Will you win the lottery this week? Where's Aunt Sylvia's will? These are just a few of the questions that probably won't be answered by *5th Realm Tarot*, the latest bit of soothsaying software. Actually, this isn't quite fair. Regardless of the validity of its

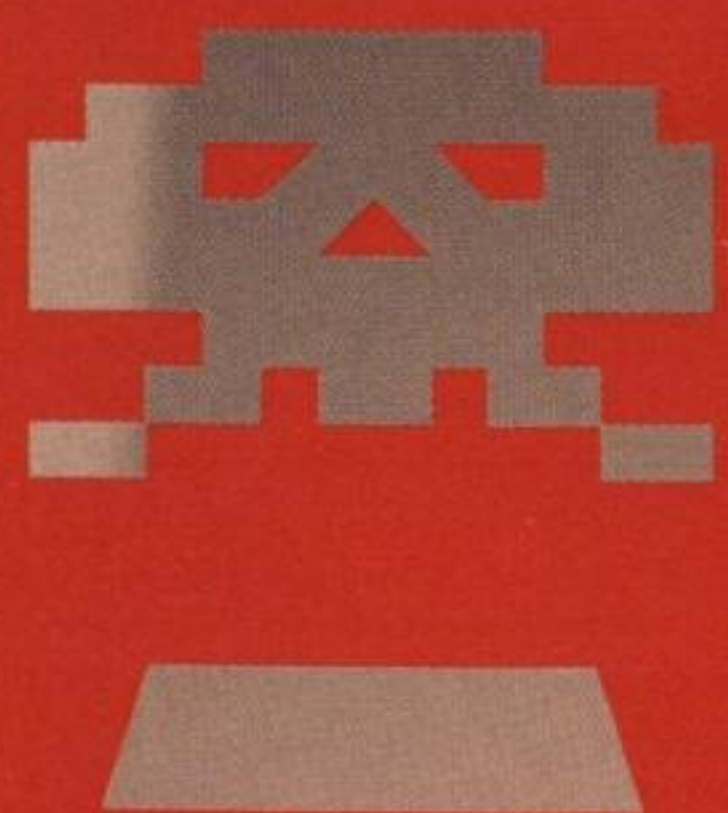
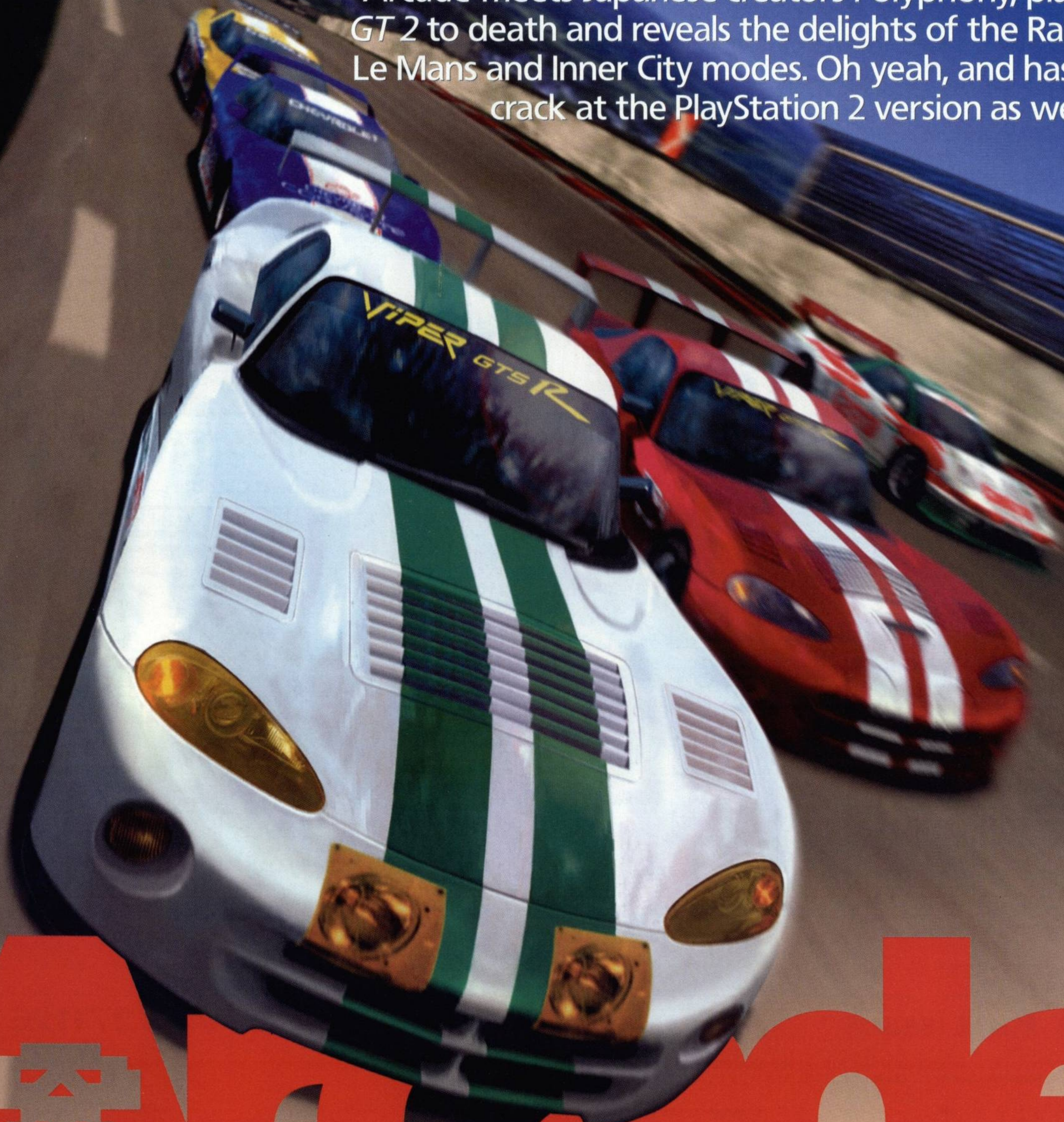
methods and predictions, it's impossible to deny that *5th Realm* offers you a fair amount in return for crossing Attica's hand with silver. To begin with you getting a double-header of astrological forecasts and tarot readings. The readings are flexible, with seven, nine and ten card tarot deals on offer, as well as many more obscure techniques. The forecasts themselves are more direct than those offered by competing programs like *Mystic Meg Tarot*, from GSP, and there's a sizeable chunk of information debunking various astrological theories, showing you how to discover your true star sign and offering a little insight into the mysteries of the tarot deck.

Admittedly, if you're expecting a deep investigation of the history of either art or the complex implications of the symbols, then you're going to be disappointed. Besides, everybody knows it's all stuff and nonsense. *Arcade's* first reading predicted serious legal problems. Ha! ★★★ Chris James

Next month

GRAN TURISMO 2

Arcade meets Japanese creators Polyphony, plays *GT 2* to death and reveals the delights of the Rally, Le Mans and Inner City modes. Oh yeah, and has a crack at the PlayStation 2 version as well!



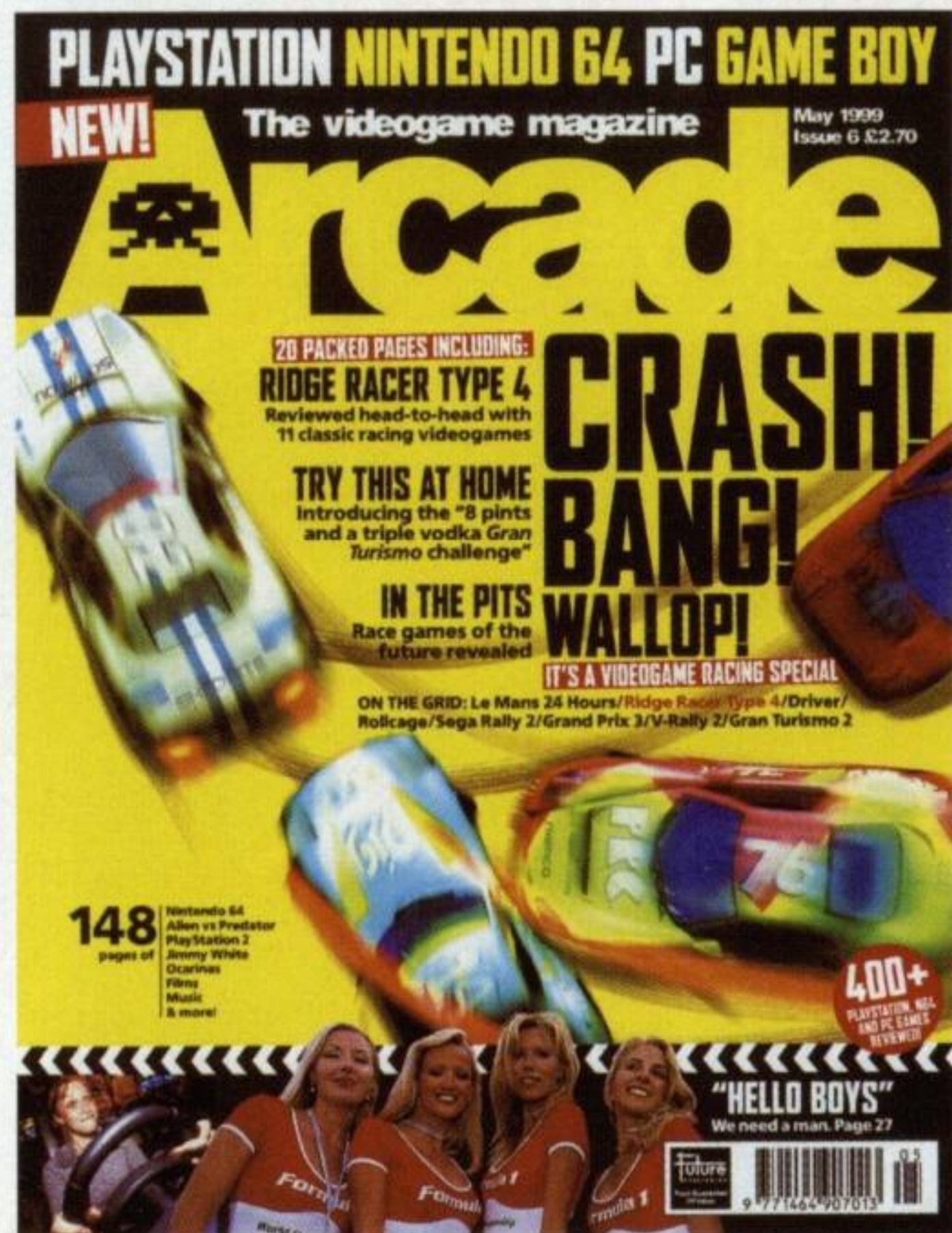
Arcade 13 on sale Monday 1 November.

Arcade

Back issues

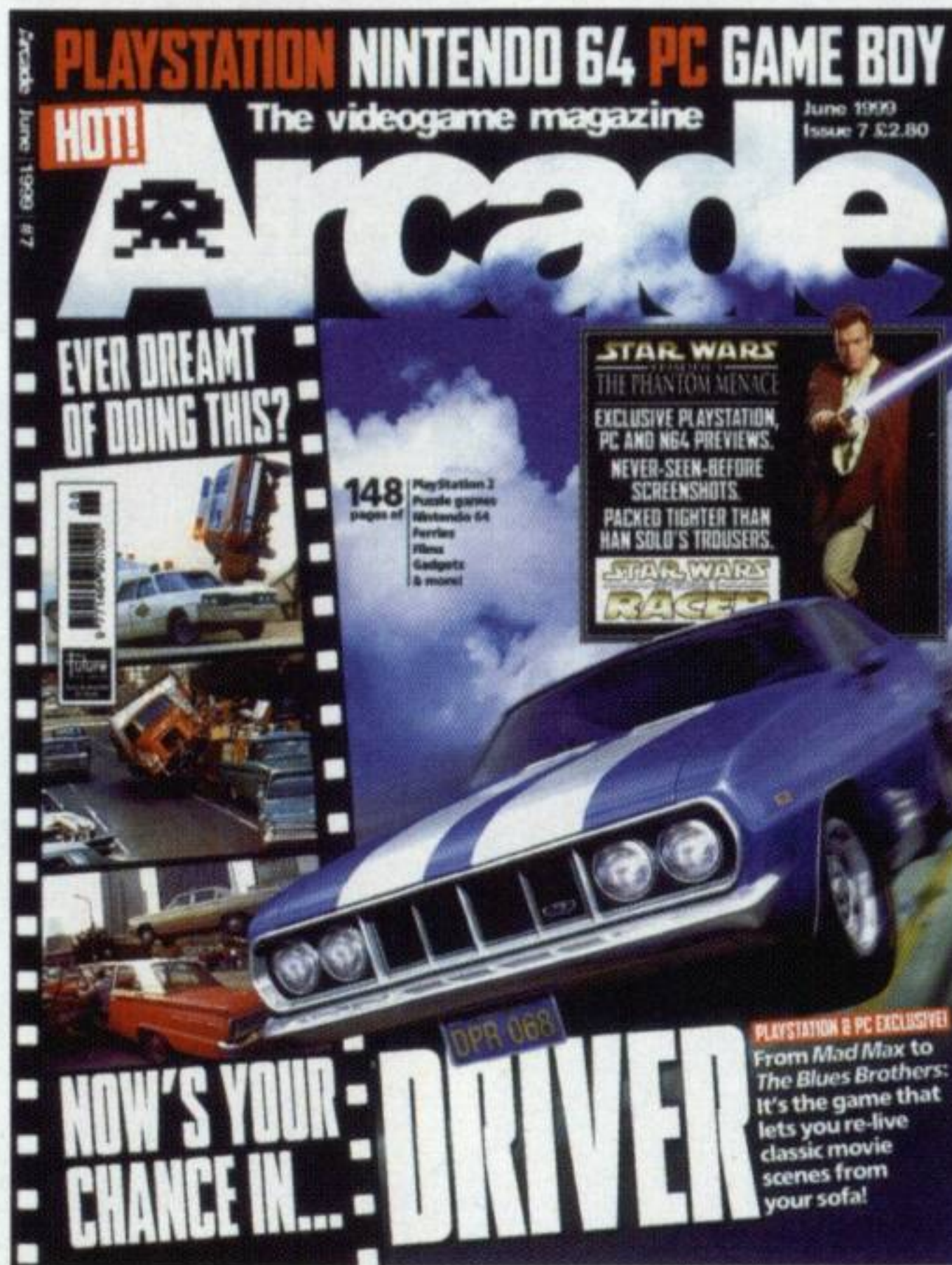
Life can get on top of you quicker than a lovesick temp with a bellyful of Hooch, and sometimes you forget things. Like buying your favourite magazine. That must not happen.

Issue 6 May



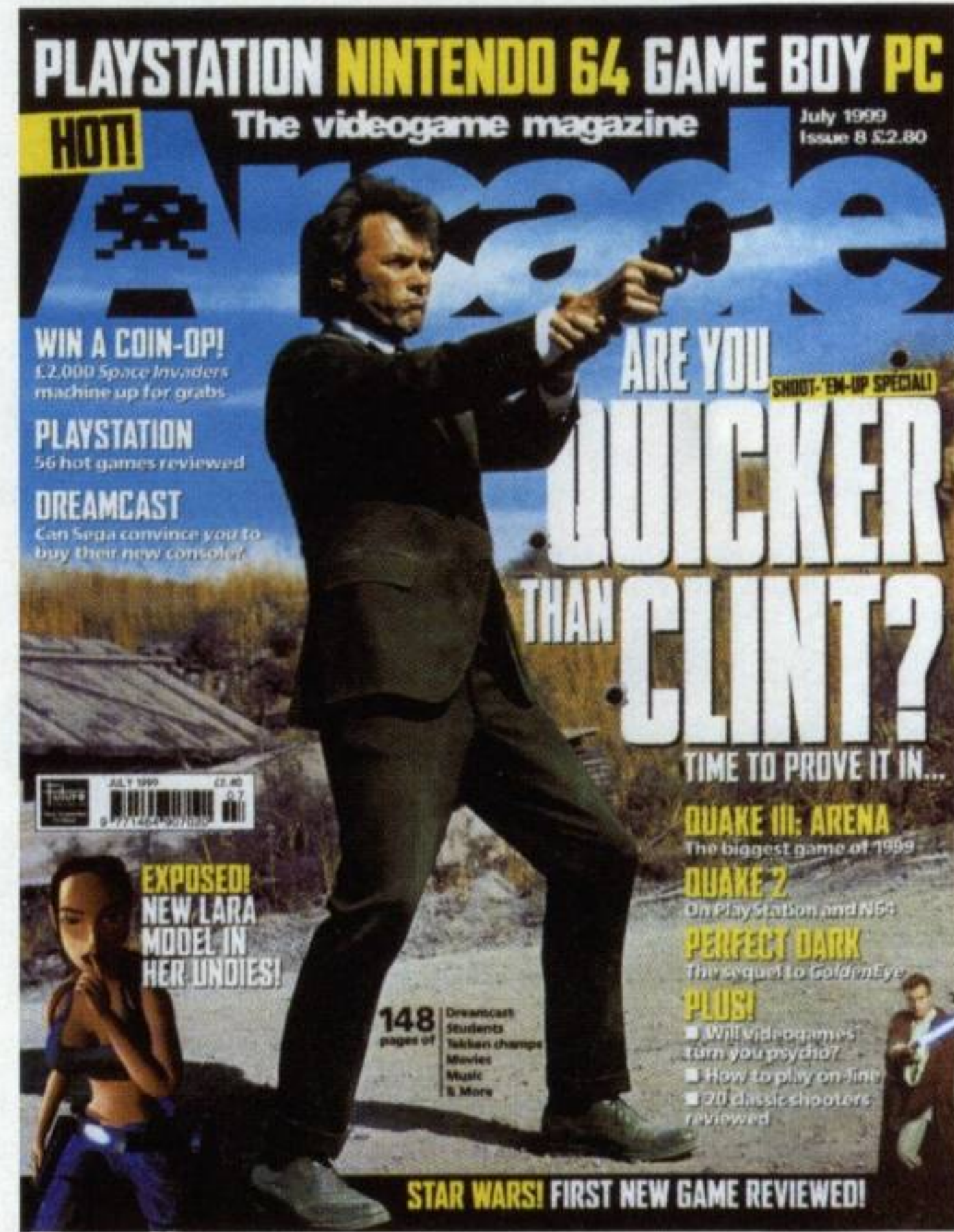
■ Racing games special, Jimmy White games night, free *Game Over* book.

Issue 7 June



■ *Driver*, *Star Wars* game previews, My Beautiful Cross-Channel Ferry.

Issue 8 July



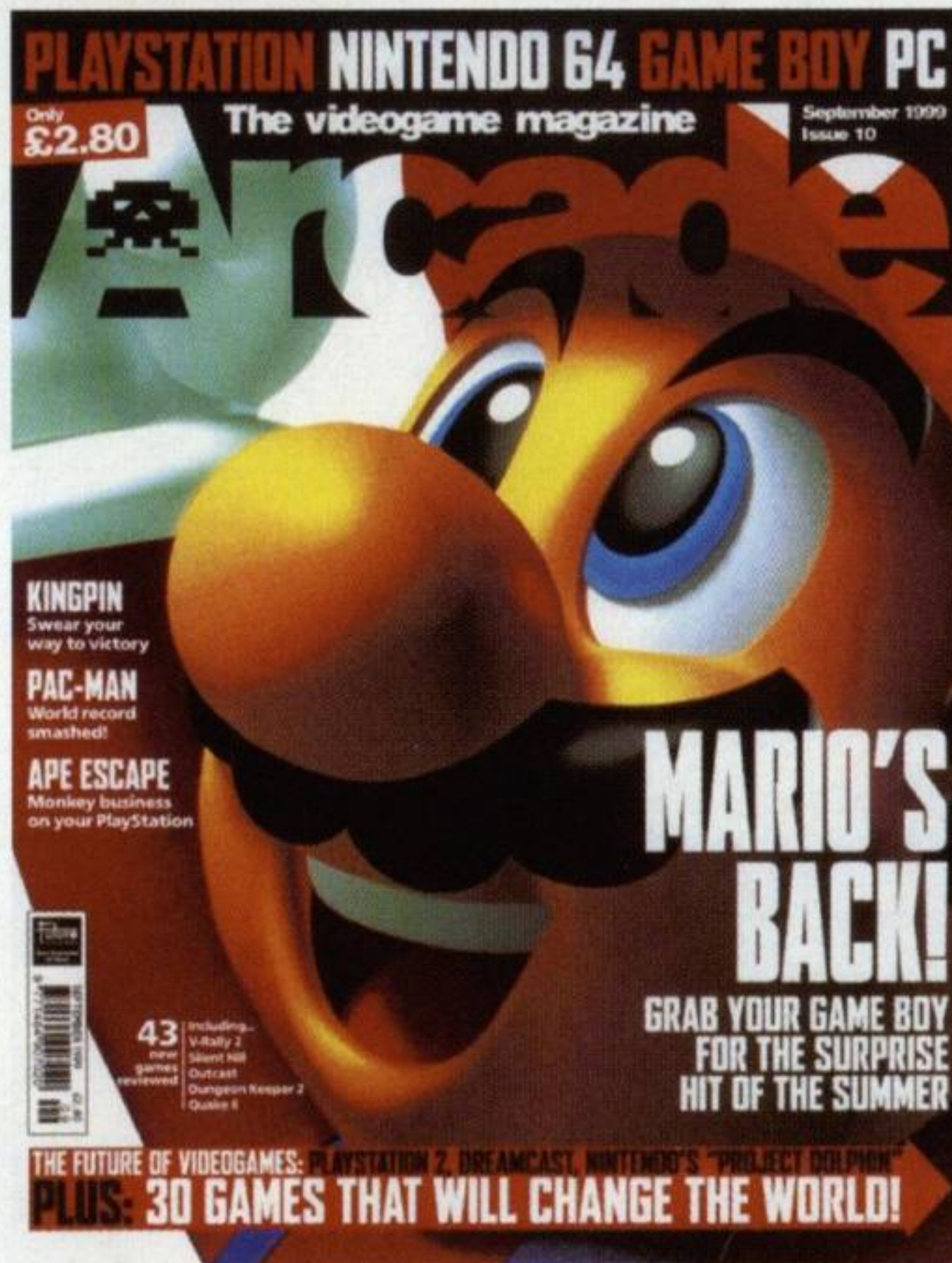
■ 3D shooter special, the new Lara unveiled, win a *Space Invaders* coin-op.

Issue 9 August



■ *Star Wars* special, games night with WWF wrestlers and sexy girls at E3.

Issue 10 September



■ Future of Gaming special, Game Boys in the park and Roger Mellie on rude words in *Kingpin*.

Issue 11 October



■ Free *Wipeout 3* music CD, the BITS girls and The Great Football Game Debate continues.

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.

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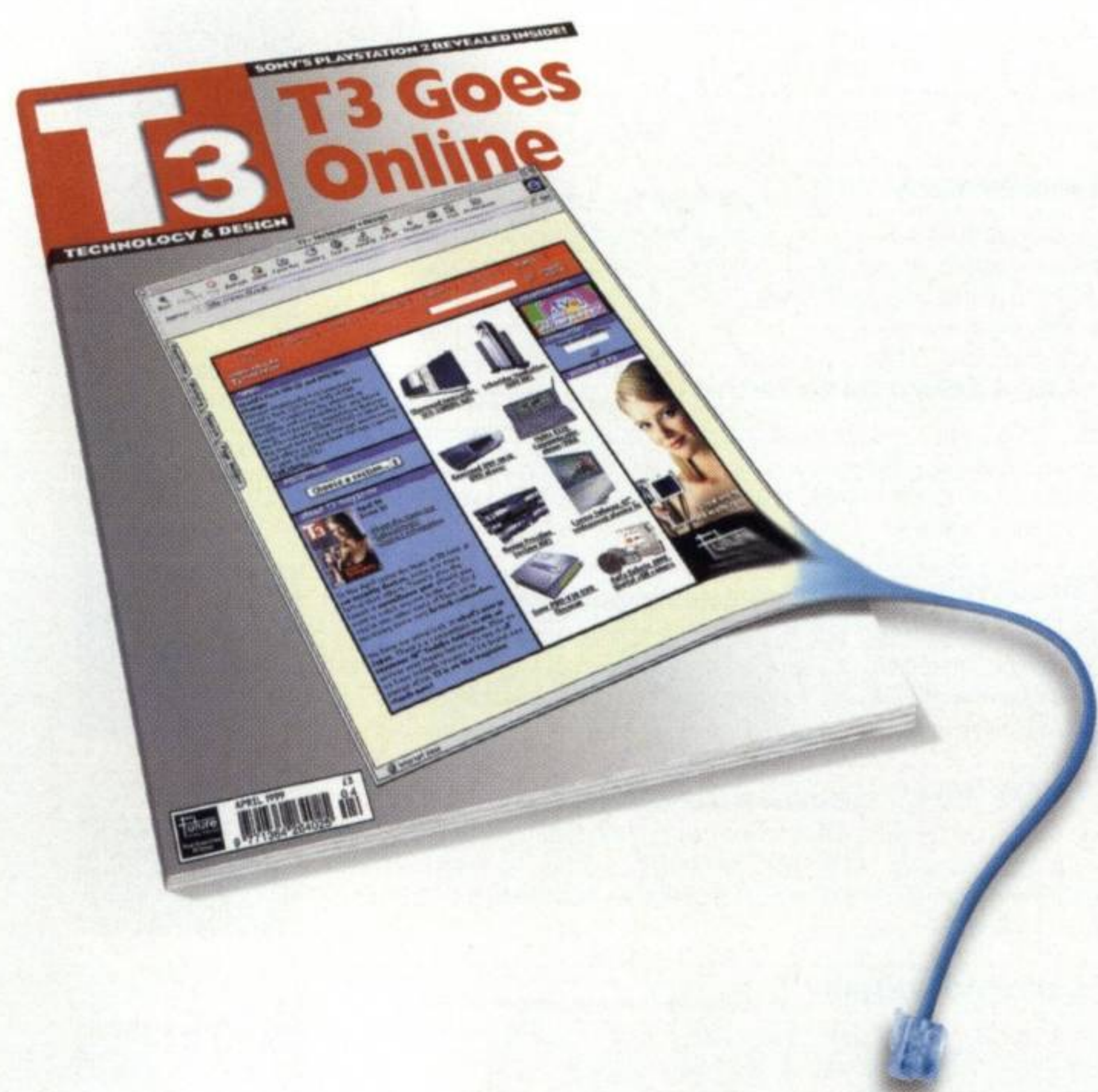
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**technology
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ADV
 FILMS

www.advfilms.com/advuk
 e-mail: advuk@advfilms.com

From Japan's
 best-selling
 video game!



© 1997 SEGA ENTERPRISES, LTD. / BANDAI VISUAL / ANIMATE FILM © RED 1996, 1997



PG

RRP £12.99

Chosen for their unique psychic skills, a group of courageous young women assembled from around the world will pilot steam driven giant robots into single combat with the enemies of the Earth. The creators of *Sorcerer Hunters* and *Ah! My Goddess* join forces to bring you *Sakura Wars*.



PG

RRP £12.99

© 1996 Konzakia Hajime • Arizumi Rui / SLAYERS PRODUCTION COMMITTEE

What could possibly be more dangerous than an encounter with the infamously short tempered Lina Inverse? Try an encounter with two Linas! Magically replicated for your viewing pleasure, the great and mighty Lina Inverse stands poised to change the world of wizardry forever!

RELEASE DATE 4TH OCTOBER 1999

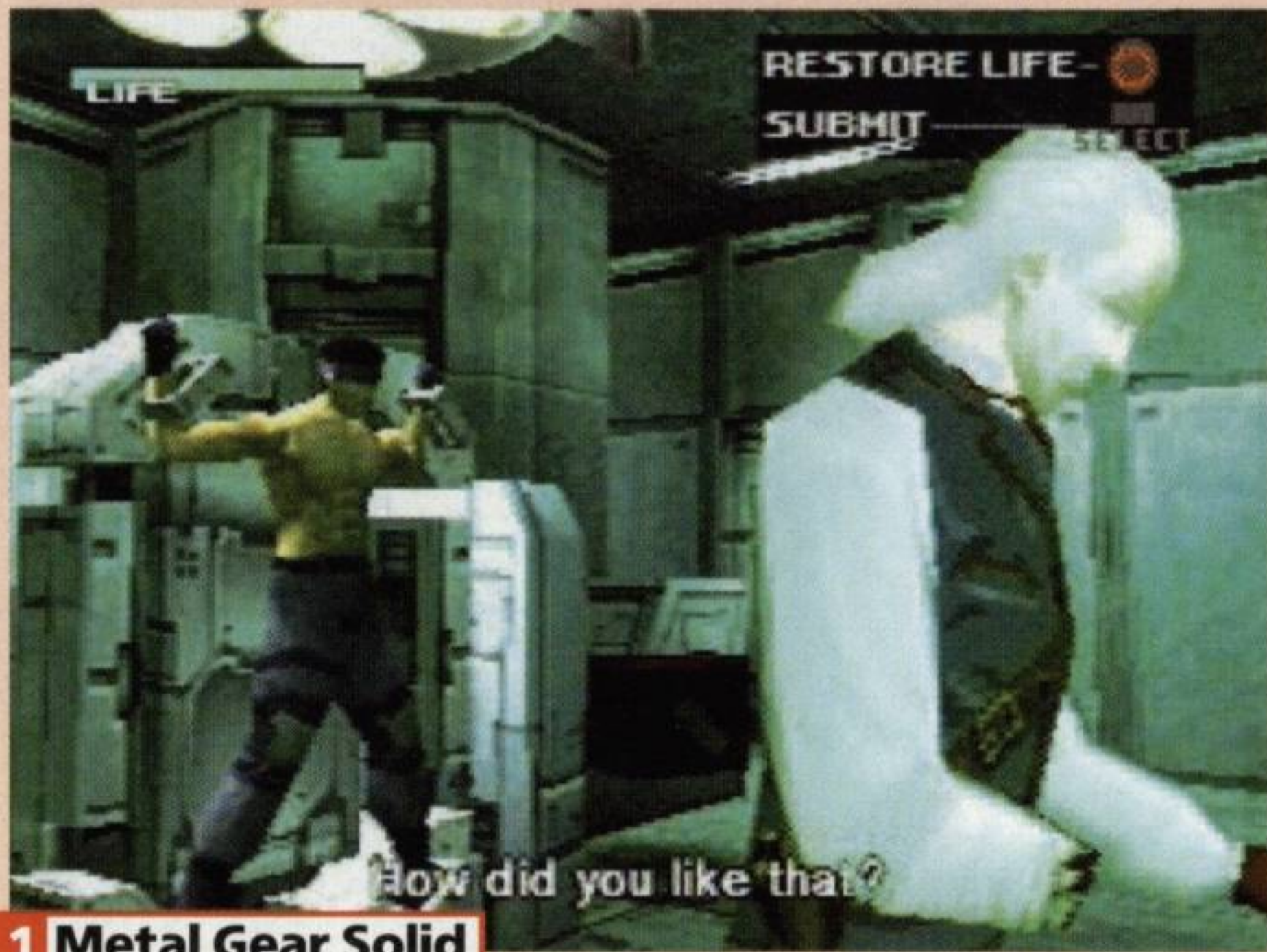
Available to buy from all good video retailers and
 mail order from A.D.Vision on 01248 421000

The A-list

Edited by **Jamie Sefton**

Arcade's Top 20 PlayStation games

■ Ah, Mr Snake, with this sneaky, shooty, smoky offering you are really spoiling us...



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 Gran Turismo

■ Racer ■ SCE ■ £20

Probably the best racer in the world Take one measure of outrageously good graphics, another of near-perfect handling, a couple of pinches of immediacy of play and limitless levels of depth, and you've got an unmissable pleasure pie. Ridiculously realistic, replays you'll want to watch annoyingly often – it's like taking all your favourite cars for a test drive! Another PlayStation classic that defined a genre. ★★★★★



3 Tekken 3

■ Fighter ■ Namco ■ £35

Adept slapping Major improvement to the prequels 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. ★★★★★



4 ISS Pro '98

■ Sports ■ Konami ■ £40

Frighteningly addictive footy sim Certainly the best football game on PlayStation and arguably on any system. With silky play, perfect motion-capture, scores of teams, comedy player names and the most intuitive control system this side of a light switch you'll lose years and a few friends the second you first switch it on – which is what quality gaming is all about, surely. ★★★★★



5 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 and the third game, although hi-res and ambitious, smelt slightly of a rush job and lacked the unexpected level design that makes the first *Tomb Raider* still so special. Lovely. ★★★★★



6 Resident Evil 2

■ Horror Adventure ■ Capcom ■ £35

Sequel to the original gore-fest The ability to control two characters is gimmicky, and the puzzles are similar to the first incarnation, but *RE2* is better than the original in all other respects. It will scare your skin off – a polished and very creepy package. ★★★★★



7 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. ★★★★★



8 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. ★★★★★



9 Final Fantasy VII

■ RPG ■ SCEE ■ £40

150 hours of epic adventure Takes all the usual RPG staples (moving around a landscape, chatting to the locals, solving puzzles) and adds cut-scenes that mix seamlessly with the moving characters, exciting conflicts and an engrossing story. ★★★★★



10 Anna Kournikova Tennis

■ Sports ■ SCEE ■ £35

Quirky racquet-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 game you can buy – so there. ★★★★★



11 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 throw up a noose – all in splendid 3D. Only flawed by a few too many illogical puzzles. ★★★★★



12 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 powerslide and you'll unlock 320 unique cars. If you're after realism, though, *Gran Turismo* is for you. ★★★★★



13 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. ★★★★★



14 Doom

■ Shooter ■ GT Interactive ■ £20

Seminal corridor shoot-'em-up Superb conversion of id's breakthrough first-person shooter. Play a squaddie traipsing through future-dungeons, making bloody holes in whatever you meet. The graphics are out of date, but this enables the excellent level design and gameplay to shine. ★★★★★



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 ■ SCEE ■ £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. ★★★★★



17 Ape Escape

■ Platformer ■ SCEE ■ £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 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. ★★★★★



19 Crash Bandicoot 3

■ Platformer ■ SCEE ■ £35

Maniacal pseudo-3D antics Control a mad marsupial as he runs headlong into the screen, collecting apples and avoiding the bad guys. The best of the three aided greatly by groovy new 3D levels. Still not a *Mario*-beater though. ★★★★★



20 Bust-A-Move 4

■ Puzzler ■ Taito ■ £30

Bubble-bursting brilliance Fantastically addictive puzzle game, where the simple – yet infuriating – aim is to match coloured bubbles. It's as easy to pick up and painfully compulsive as previous versions. The bubble-link feature makes for faster, more frenetic play, and the story mode levels add some novel bits. ★★★★★



TOP 5 PLAYSTATION GAMES FOR WHEN YOU'RE RIPPED-TO-THE-TITS ON BOOZE!



1 ISS Pro '98

Konami
The boys' night in argument settler. Footy for booze-fuelled fools

2 Point Blank 2

Namco
Drink vodka and RedBull to have the edge here.

3 Destruction Derby 2

Psygnosis
Where drunk driving equals a better score! Try the bowl.

4 Rival Schools

Capcom
Ideal for the mindless button-bashing technique.

5 Micro Machines V3

Codemasters
A shambles when lashed.

Welcome to The A-List, Arcade's firm-but-fair guide to the games everyone really should have in their collection. Got no spare cash? Then simply settle down to the best bog-read in the business. These are Arcade's favourites...

Arcade's Top 20 PC games



1 Half-Life

■ Shooter ■ Sierra ■ £35

Stunningly atmospheric first-person shooter Built with a 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 II

■ Shooter ■ Activision ■ £20

Seminal first-person baddie-beater More of one of the finest games in the world. *Quake II* is best played over a network and offers bigger and better (although not cleverer) monsters, massive guns, improved level designs and a customisable game engine. The deathmatch-based sequel, *Quake III: Arena*, is imminent, so you may want to wait for that. ★★★★★



3 Curse of Monkey Island

■ Horror adventure ■ Konami ■ £40

Chillingly atmospheric scare-'em-up A seamless next generation *Resident Evil* clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you sling up a noose – all in splendid 3D. Only flawed by a few illogical puzzles. The disturbing, B-movie style camera floatation makes the whole experience spookily vivid. ★★★★★



4 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. ★★★★★



5 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. ★★★★★



6 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 the masterpiece any kind of justice at all. ★★★★★



7 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. ★★★★★



8 Championship Manager 3

■ Sports ■ Eidos ■ £30
Out-coach Hoddle Sixteen global leagues, 35,000 players and fine detail make this the definitive management title. There's a sensible control system, your decisions affect every match and the interface works a treat. A comprehensive tactics editor too. ★★★★★



9 Tomb Raider III

■ Puzzle ■ Eidos ■ £xx
The intelligent girl with the gun is back A tendency toward sudden death, coupled with the same inadequate controls and frustrating, difficult puzzles. But it's *Tomb Raider!* You get intelligent level design, gob-smackingly gorgeous graphics and plenty of pathways to choose. ★★★★★



10 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 really the one to savour. ★★★★★



11 Sim City 3000

■ Strategy/God ■ EA ■ £35
City-'em-up Initially disappointing, but lurking underneath the familiar features are some far more intuitive controls, and the joy of seeing your creation grow. There are none of the battles you'll see in so many strategy titles, but *Sim City* is still old-fashioned fun. ★★★★★



12 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. ★★★★★



13 Flight Simulator '98

■ Flight sim ■ Microsoft ■ £40
Ultra-realistic aeroplane antics Not for the casual gamer, including, as it does, a load of knobs to control. It's supposed to be a true flying experience, so the controls are difficult to use, however some of the graphics aren't very realistic. There's a difficult-to-control helicopter included too. ★★★★★



14 Final Fantasy VII

■ 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. ★★★★★



15 Worms: Armageddon

■ Party ■ Hasbro ■ £30
Takey-turney slap-'em-up Destroy your opponent's pink 'uns with an arsenal of both serious and comedic weapons. As with earlier incarnations, this loses much in one-player, but flawless controls and eye-popping visuals create a multi-player gem. ★★★★★



16 Battlezone

■ Shoot-'em-up ■ Activision ■ £13
Retro tank battling The gameplay is lightly based on the classic monochrome tank coin-op, but manages to throw in plenty of novel elements. A well executed mix of in-cockpit combat and resource management, with cleverly designed missions and plenty of variety. ★★★★★



17 Kingpin

■ Shoot-'em-up ■ Interplay ■ £30
Pop a cap in you momma's ass, bitch An ultra-violent, ultra-sweary, retro-futuristic gangster romp. In fact it's funting great, you cusk! One-player is totally immersive and you feel proud to finally be playing a proper "grown-up" game which in fact is utterly childish. ★★★★★



18 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. ★★★★★



19 Jimmy White's 2: Cueball

■ Sports ■ Virgin ■ £xx
The Whirlwind's genius captured in a videogame Bodiless opponents queue up to thrash you at snooker and every form of pool known to man. The control system is gloriously smooth, and with ball physics as accurate as this, your actual gamewill improve tenfold. Class. ★★★★★



20 FIFA '99

■ Sports ■ EA ■ £35
Long-running official footy update All the visual frills, but scoring goals is much too easy, especially with the speedy players. More suited to beginners. ★★★★★



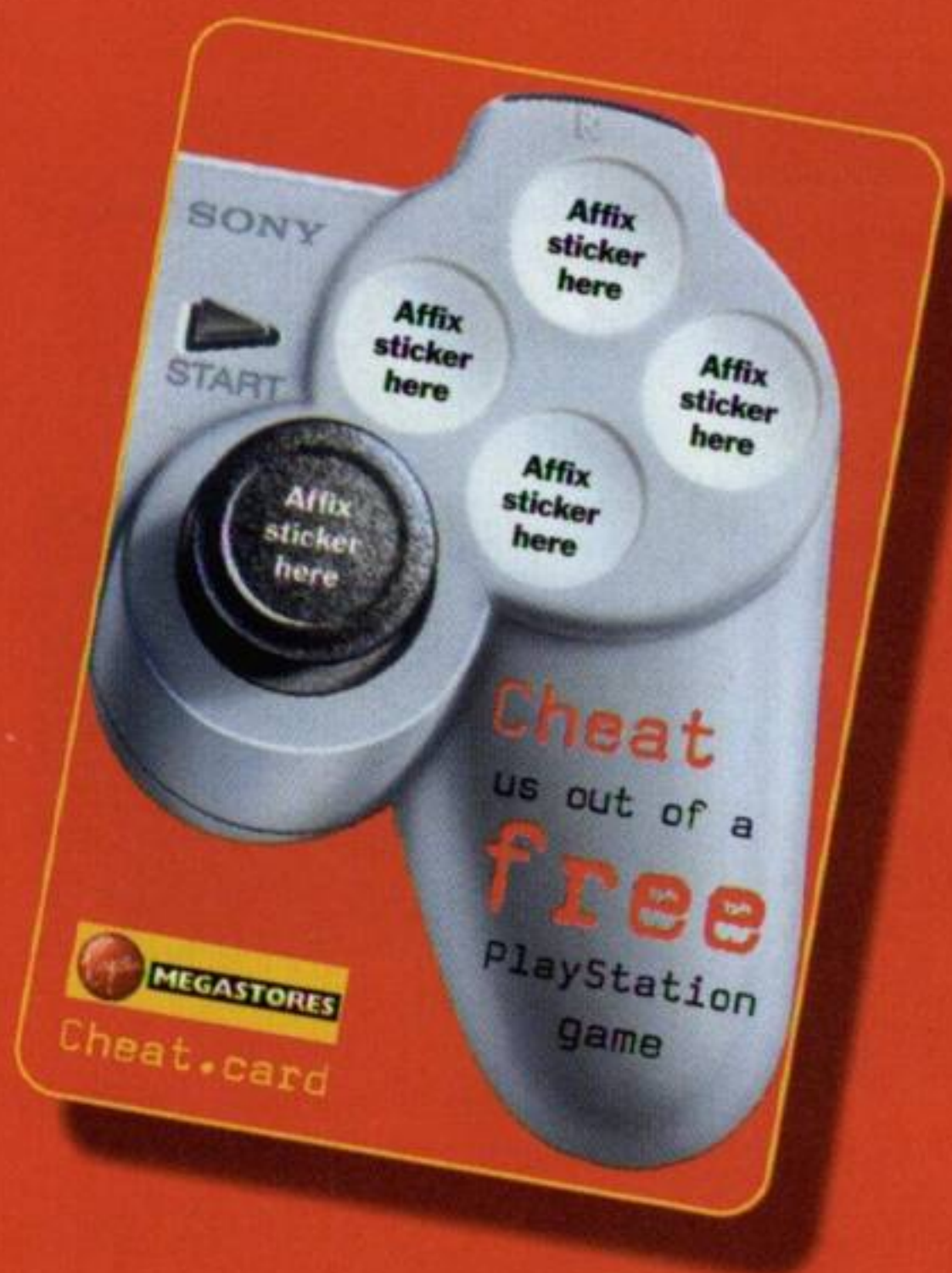
■ "Non, je ne regrette rien." Bar ignoring the Arcade advice, Edith.

TOP 5 PC GAMES THAT WILL ENSURE YOU NEVER FALL IN LOVE AGAIN



- 1 Half Life**
Sierra
Can she be trusted? Just what went wrong?
- 2 Kingpin**
Interplay
Who gives a shit what that ho thinks, anyway.
- 3 Tomb Raider**
Eidos
As if real-life, subject-to-gravity jugs could compare.
- 4 Hidden and Dangerous**
Take 2
No relationship will ever equal that with you squad.
- 5 Dungeon Keeper 2**
EA
The problem is the girls you know would never do this...

Don't blow
your last
chance
to cheat
on me!



DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION AT



Tomb Raider III & Lara Croft © & TM Core Design Limited 1998.
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The A-list

Arcade's Top 20 Nintendo 64 games



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. ★★★★★



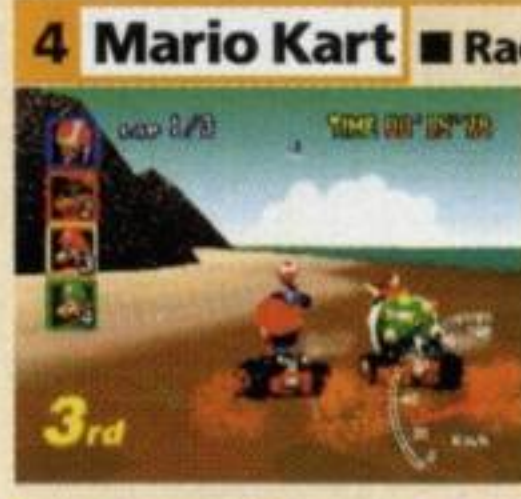
2 Super Mario 64

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. The game that invented a genre. ★★★★★



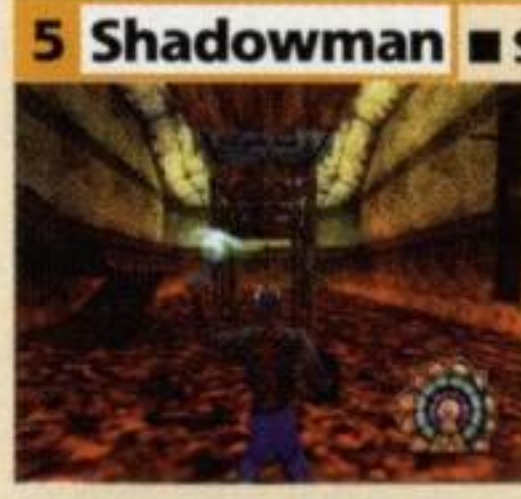
3 GoldenEye

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

Cute characters go to the races The original comedy racer returns. The one-player game is a lonely experience, but the time-trial adds longevity and the multi-player game is arguably the greatest on any platform. So addictive it could be classed as a legal drug! ★★★★★



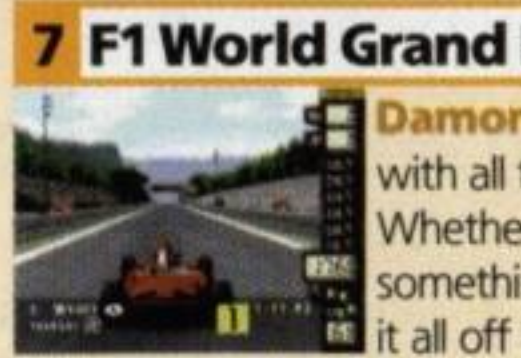
5 Shadowman

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. ★★★★★



6 Turok 2

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. ★★★★★



7 F1 World Grand Prix 2

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. ★★★★★



8 ISS '98

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. ★★★★★

9 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. ★★★★★

10 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. ★★★★★

11 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. ★★★★★

12 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. ★★★★★

13 Quake II

■ 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 II* has the brawn. ★★★★★

14 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. ★★★★★

15 Diddy Kong Racing

■ Racer ■ Nintendo ■ £40



Super cute Mario Kart wannabe More satisfying and challenging than *Mazza Kart* in one-player, but doesn't match the "bastard! Just one more go then" factor in multi-player. And the characters are so sickly sweet that your gums may melt. ★★★★★

16 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 horrifically difficult. But somehow there just isn't that usual Nintendo spark. ★★★★★

17 Snowboard Kids 2

■ Racer ■ Atlus ■ £60



Mario Kart of the slopes Race on everything from grass to the keys of a giant piano, relying on comedy power-ups to out-do your cutesy competitors. The fuzziness of the visuals is disappointing, but the multi-player mode excels. ★★★★★

18 Body Harvest

■ Shooter ■ Gremlin ■ £20



Bug-blasting B-movie invasion Lots of aliens, loads of weapons and vehicles, and five varied levels. The graphics are ropey, and the character dialogue terrible, but the mix of RPG and intense, panicky alien shooting works well. ★★★★★

19 Mario Party

■ Party ■ Nintendo ■ £40



Bring your own controller A traditional board game featuring all your favourite Nintendo characters and a plethora of original and enjoyable multi-player sub-games. Not good for solo gamers, but a laugh a minute with a bunch of friends. ★★★★★

20 Star Wars Episode 1: Racer

■ Racer ■ Nintendo ■ £40



Force-based pod racing 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. ★★★★★

■ Haven't read the A-List? You're living la vida loca, my friend...

TOP 5 NINTENDO 64 GAMES IF YOUR ANALOGUE STICK HAS SNAPPED

- 1 WWF Attitude** *Acclaim*
Hammer the buttons and make those wrestling buffoons squeal.
- 2 The New Tetris** *Nintendo*
Spin the blocks to your heart's content, masking the pain inside.
- 3 Mischief Makers** *Elite*
Old skool 2D platformer to bring back memories of the SNES.
- 4 Re-Volt** *Cascade*
Sensitive steering buggy action to drive you further into despair.
- 5 Premier Manager '99** *Gremlin*
Wheel and deal until you make enough to invest in a new pad.



Arcade's Top 5 Dreamcast games



1 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. ★★★★★

2 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 lieka new-born lamb. You looking at me? ★★★★★

3 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. ★★★★★

4 Sega Rally 2

■ Racer ■ Sega ■ £40

Buckle up and live out your rallying fantasies Take to the tracks in the best looking racing sim you've ever seen. Once you've recovered from the hit of the graphics, take part in the Ten Year Championships to prove your mettle with the pros. ★★★★★

5 Virtua Fighter 3tb

■ Beat-'em-up ■ Sega ■ £40

Stalwart scrapper back to break you into 128-bits Duke it out toe-to-toe in this fine looking fighter that makes up for what it lacks in subtlety with old skool appeal. Fight on rooftops and get the drop on foe in the subway. Simple but effective. ★★★



TOP 5 DREAMCAST GAMES ANNOYINGLY NOT YET AVAILABLE

- Soul Calibur** Sega
Arcade perfect *Tekken*-ruiner.
- Shenmue** Sega
Graphically supreme adventure yarn.
- Ready To Rumble** Midway
The best boxing game *Arcade* has ever seen. And very silly indeed.
- Ferri 355** Cascade
Super realistic dream car sim.
- Sega Bass Fishing** Sega
Bass fishing, er, from Sega.

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 *FFVII*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

2 Tetris DX

■ Puzzle ■ GT Interactive ■ £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 Deluxe

■ Platformer ■ Nintendo

■ £25 **Seminal Mario platformer** Uncomplicated, hugely enjoyable platform brilliance, transferred to our portable friend after 14 years. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedful of extras! ★★★★★

4 R-Type Delta

■ Shooter ■ Nintendo ■ £25

The daddy of side-scrolling shooters Arcade perfect, if inevitably small, conversions of *R-Type*, *R-Type II* and a groovy remix of the two all one irresistible cart. Bloody hard too. ★★★★★

5 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. ★★★★★

6 Tennis

■ Sports ■ Nintendo ■ £15

Racquet fun Despite its simplicity, *Tennis* is one of the most enjoyable such sims on any platform. With an addictive two-player option, a hard-to-beat computer opponent and some very intuitive controls, this is a great game. ★★★★★

7 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

Mazza's arch enemy returns Features a novel "can't die" aspect and insists on you collecting all of the coins from each level, creating fist-clenching difficulty in the process. Top quality and fiendishly challenging. ★★★★★

8 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. ★★★★★

9 Harvest Moon

■ Racer ■ 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! ★★★★★

10 V-Rally

■ Racer ■ Infogrames ■ £25

Tip-top portable racetracks Eventful tracks, intelligent opposition and splendid scenery in this accomplished GB racer. With four cars, 20 tracks spread over 10 countries, and plenty of play modes – this'll last ya for ages. ★★★★★

TOP 5 GAMEBOY GAMES FOR THOSE LONG, ALMOST RELIGIOUS, DUMPS.

- Tetris** Nintendo
Steer slowly dropping shapes satisfyingly home.
- Montezuma's Return** Take 2
That exotic Sumatran curry is back!
- The Smurf's Nightmare** Infogrammes
Create an all new kind of nightmare for Smurfdom.
- Battleships** Hasbro
Time a hit just right for enhanced sound effects.
- Resident Evil** Capcom
Not out yet, but could aid the release of those stubborn logs.

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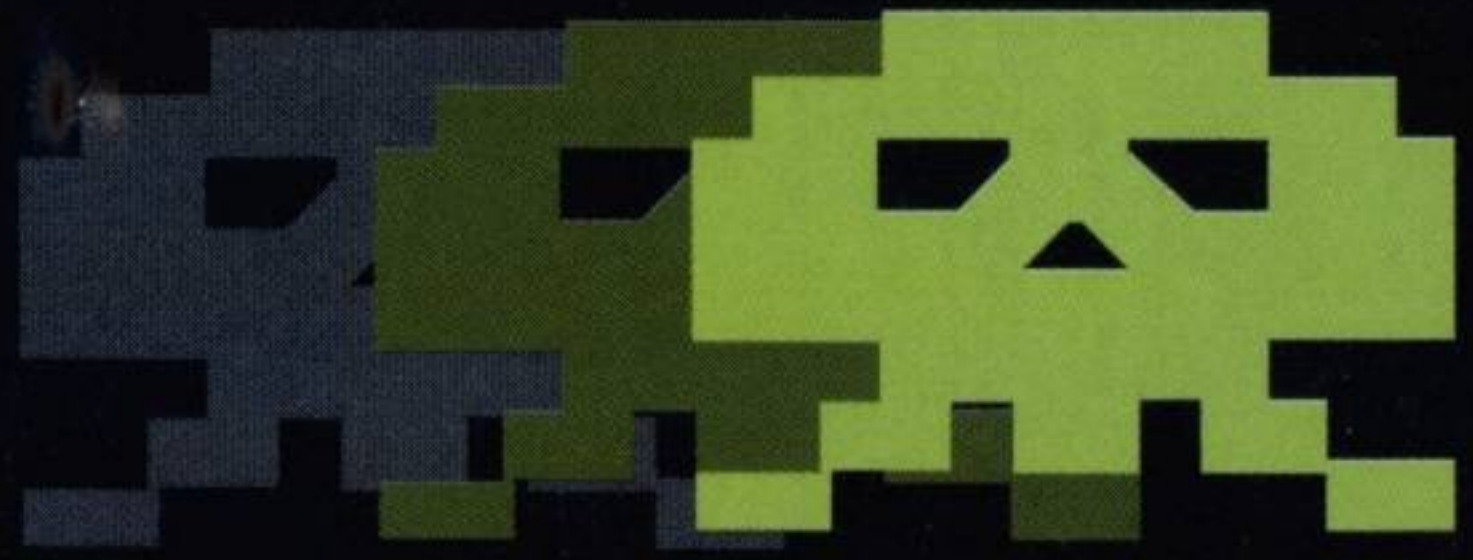
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KICK ASS

BECOME A DEMON GAME PLAYER OVERNIGHT

HOW TO CRUSH THE COMPETITION IN...

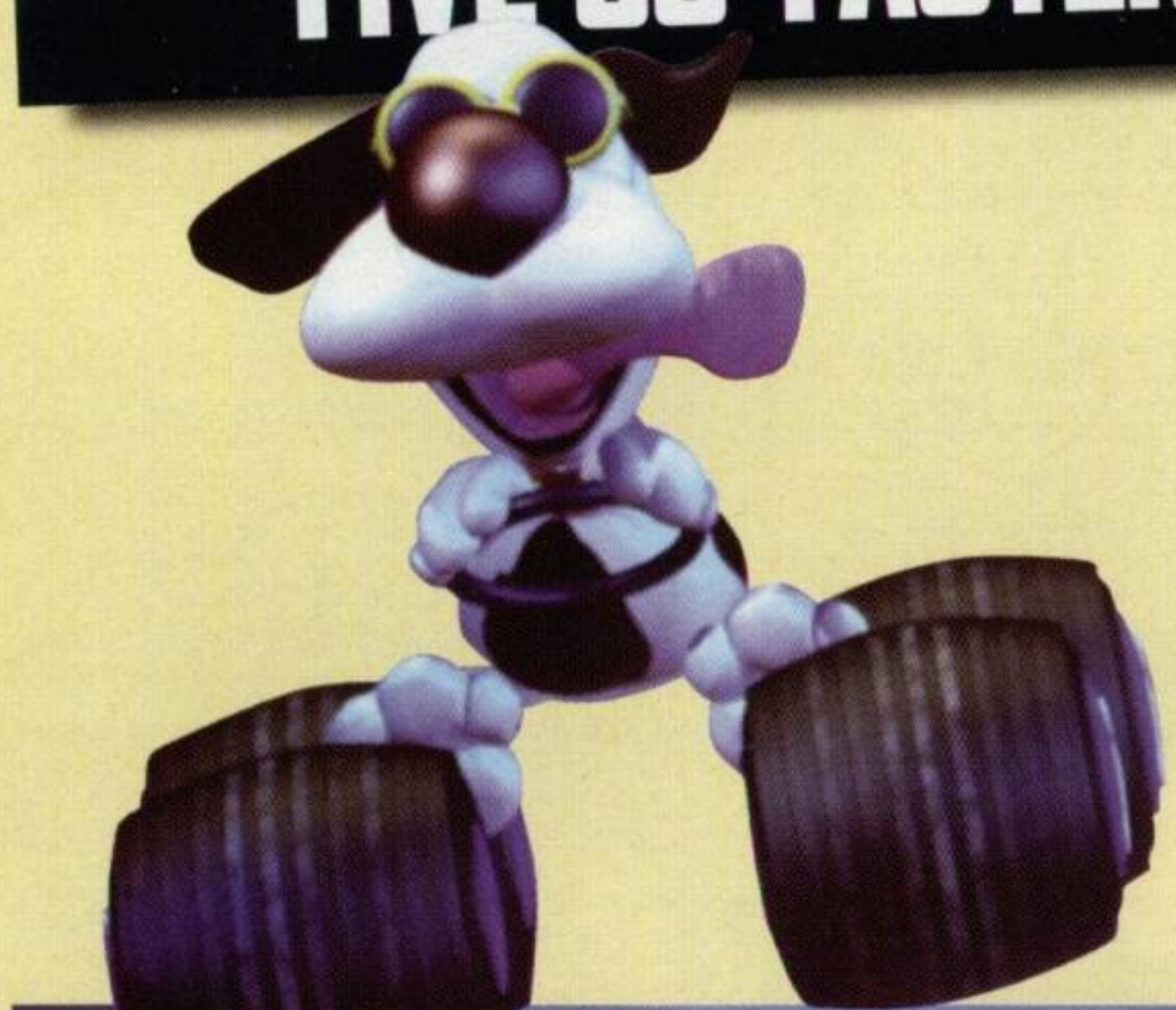
SPEED FREAKS



Format: PlayStation | Publisher: Sony | Price: £40 | Players: 1-4 | ★★★

Lovely graphics and dodgy steering are two of the main attributes of this *Mario Kart* wannabe. Tactics and timing will make your life easier.

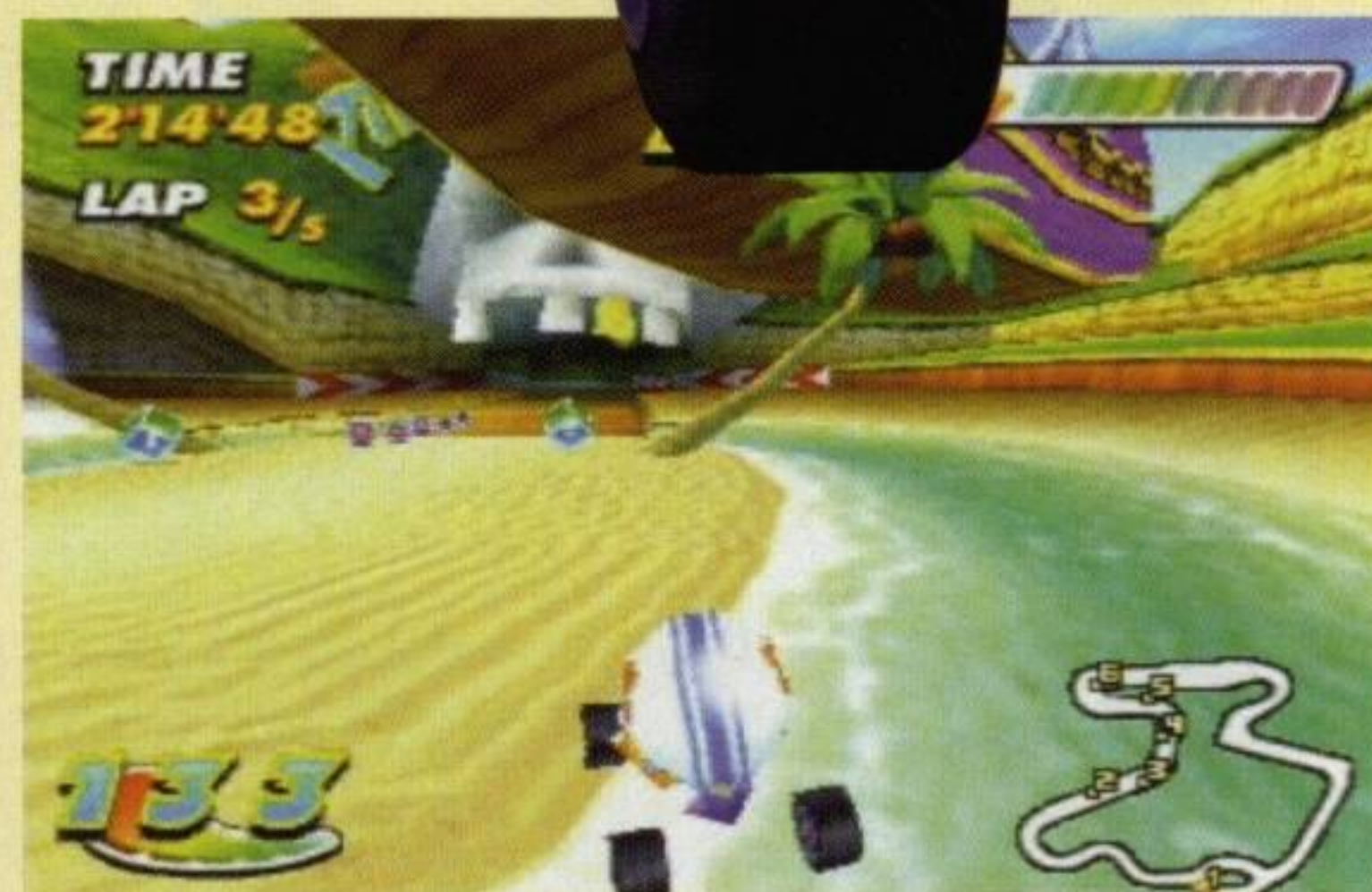
FIVE GO-FASTER TIPS



1. Speed-up secret

The most effective way to increase your speed is to use speed-ups on corners, without braking or skidding. As you go into a corner, swing your kart

until you slide sideways and apply a short burst of speed-up. Timed correctly, this will propel you through the turn and prevent you from hitting barriers or going off the track.



2. Power sliding

Speed Freaks tracks are made up of several different surfaces – mud, sand, grass and Tarmac – and the trick is to change your driving style accordingly.

On mud and sand you must stay on the track as it's hard to recover if you miscalculate. Turn early, and burn power-ups to push you back into the correct sliding arc if it all goes wrong.



3. Tarmac speeding

Sliding off line on Tarmac isn't a danger, but when you come off mud or sand on to Tarmac,

slide your kart so that you're pointing in the direction of the new road surface. You'll find that your wheels will instantly grip and you can power away.



4. Recovery

Once you get to know a track you'll only need to use speed-ups on the hardest corners. However, keep two or three

blocks of speed-up in reserve for when you get hit or you hit something so you've always got a burst of speed to fire you back into the race after a spin.



5. Analogue rules!

Even though it's a fun racer, *Speed Freaks* still requires subtlety. For best results, make sure you're using an analogue

pad, as it makes sliding (especially on the wall of death-type curves) much more controllable, and a whole heap more fun to boot.

WELCOME



Bienvenue and welcome to the section of *Arcade* that has been put together by a crack team of professionals with one aim in mind: to transform you

from gibbering wreck to person with self respect via the judicious use of gaming knowledge.

But with all knowledge comes the responsibility to use it wisely. So, if you still can't manage to get it together to perform in a half-decent manner in the heat of battle, don't go blaming it on us.

23 GAMES TIPPED THIS MONTH

PLAYSTATION

- P122 Speed Freaks
- P124 WWF Attitude
- P126 Anna Kournikova's Smash Court Tennis
- P126 Asterix
- P126 Croc 2
- P126 Destruction Derby 2
- P126 Forsaken
- P126 Point Blank

NINTENDO 64

- P126 1080° Snowboarding
- P126 F-Zero X
- P126 ISS '98
- P126 Superman

OTHER SYSTEMS

- P127 Carmageddon 2
- P127 Tokyo Highway Battle

PC

- P124 Midtown Madness
- P124 Total Annihilation: Kingdoms
- P125 Kingpin
- P126 Brian Lara Cricket
- P126 Commandos
- P127 Braveheart

COLOR GAME BOY

- P124 Paperboy
- P124 Spy Vs Spy
- P126 Pocket Bomberman

FIVE PLACES TO FIRE



1. Bridges

Ideal weapon: Triple Missile
Your adversaries may be able to escape your attentions on the standard straights, but bridges are the perfect place to rocket them up the rear with a Triple Missile. Fired with a short interval between each, there's a good chance that you'll get to hit more than one of the karts ahead of you.



2. Ramps

Ideal weapon: Tyre Burster
For pure evilness there's little that can beat saving a Tyre Burster for when the kart in front is just approaching a large ramp. With its delayed action the real question is, do you want your opponent's pneumatics to deflate before the jump or when they land? Practice makes perfect...



3. Tunnels

Ideal weapon: Homing Missile
You'll have seen how inconvenient it can be if you miss a tunnel or archway entrance, so inflict this major frustration on your rivals by cunning use of a Homing Missile. Firing one off just before they reach the entrance is key, and the *coup de grace* is to sideswipe your hobbled opponent as you sweep by.



4. Speed curves

Ideal weapon: Red Bomb
Speed Freaks is full of fun, fast, wall-of-death curves. As with normal corners, most racers follow a racing line as they climb the sides. Play on this by planting a bomb at the very top of this arc. Your opponents will ignore this seemingly out-of-the-way threat, until they realise they have to brake or be blown to Kingdom Come – either way you win.



5. Final straight

Ideal weapon: Predator
How often have you been in the lead only to be robbed by a well-aimed rocket? The way to avoid such humiliation is to save a Predator power-up for the last lap and use it through the final couple of corners into the final straight. Not only will it make you invulnerable, but it will enable you to nudge sneaky speed-upping rivals out of the way.



BEAT THE HARD COURSES



Skate Park

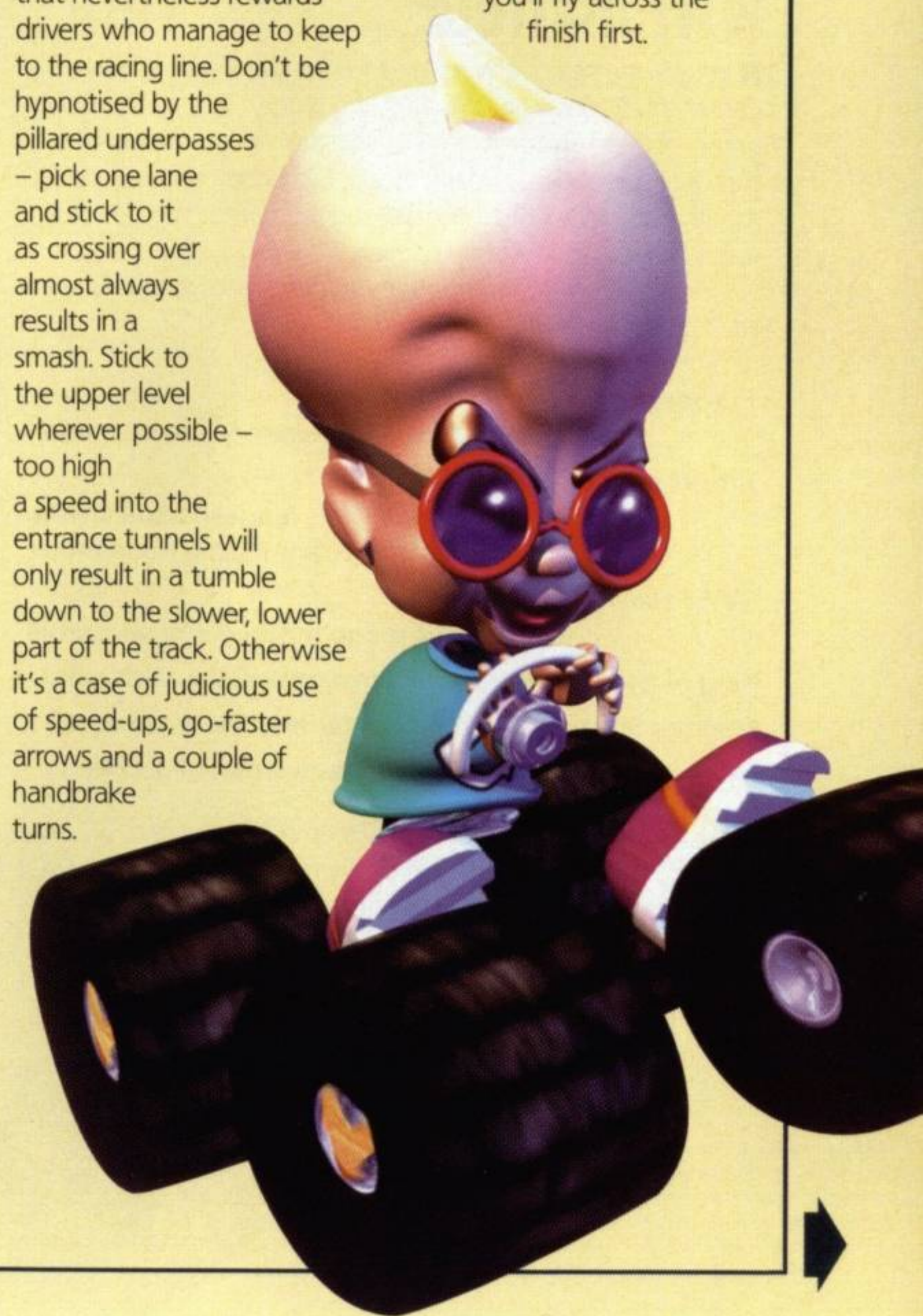
Fail to respect Skate Park's sky-high curves and you'll end up trailing in sixth wondering what went wrong. The key to this track is to save your speed-ups for getting around the tight corners, as too much speed on the straights will inevitably lead to overcooking it on the turns. Two sections will make or break your race; the concrete half-pipe long left-hander and the unforgiving galleon jump. For the half-pipe turn, be sure to keep to the left as you enter, climbing the walls half-way through doesn't matter, but keeping to the bottom so you miss the pillars on the exit does. As for the galleon jump, steady yourself to go straight through the middle or sink into Davey Jones' locker.

Grand Rapids

This has to be the harshest of the hard courses, mainly because it mixes hairpins with fiendish water hazards that it's all too easy to fall foul of. Speed-ups are everything on Grand Rapids as they enable you to squeal around most corners without resorting to the handbrake (you'll still need it on the two big hairpins). It's usually worth taking the short-cut (to the

Sunset Isle

Danger lurks everywhere off the beaten track here. For starters keep right to avoid the first waterfall lake, take the right-hand route past the first lava pool, as it's worth dodging the spikes rather than detouring left for the bridge. When you get to the tunnel complex, obey the wall figures by handbraking tight around every turn – it's this or burning up in the lava. If you've got plenty of speed-ups just before the final stretch and need to make up some time, then take the leviathan tunnel on the overhead driveway and fire them all off – with any luck you'll fly across the finish first.



HOW TO BECOME KING FOR A DAY IN... TOTAL ANNIHILATION: KINGDOMS

This follow-up to the smash hit real-time strategy wargame is already very playable. Make it more so with our codes...



■ When you're playing a skirmish game against the computer, enter these cheats, and watch the enemy fall. Simply press **Enter** and a message box appears. Then type **+** and the code that you want to use, before hitting **Enter** again to confirm your choice and make the code active. You can deactivate the cheat by entering the same code in the same way. Easy.

atm	Full mana
bigbrother	Units say different things
combustion	Enemies die
doubleshot	Weapons do double damage
halfshot	Weapons do half damage
ilose	Instant loss
infrared	Fog of war on/off
iwin	Instant win
kill	#Kills the playernumber that you enter for #
lotsablood	More blood
lushee	Resources increase
meteor	Produces a meteor shower
noenergy	No energy
nometal	No metal
nowisee	Full map
radar	Full radar coverage
shootall	Units target all enemies
sing	Units sing when given orders
zipper	Faster unit building



PLAYSTATION

WWF ATTITUDE

■ When you select a wrestler and win the WWF title in Career mode, you can unlock all the hidden wrestlers in the game. You are also treated to a selection of other bonuses such as Ego mode, Squeaky mode, Big Head mode, Bleep mode and additional costumes. You get something new for every Par-Per-View victory or every title you win.

Here's a run-down of what you get when you complete each different task:

European title

Sable, Marc Mero and Trainer, Squeaky mode

Intercontinental title

Jaqueline and Chyna, extra Attribute Points, Big Head mode

WWF Heavyweight title

Beep mode, Ego mode, Head selectable

King of the Ring PPV

Kurrigan and Taka Michinoku

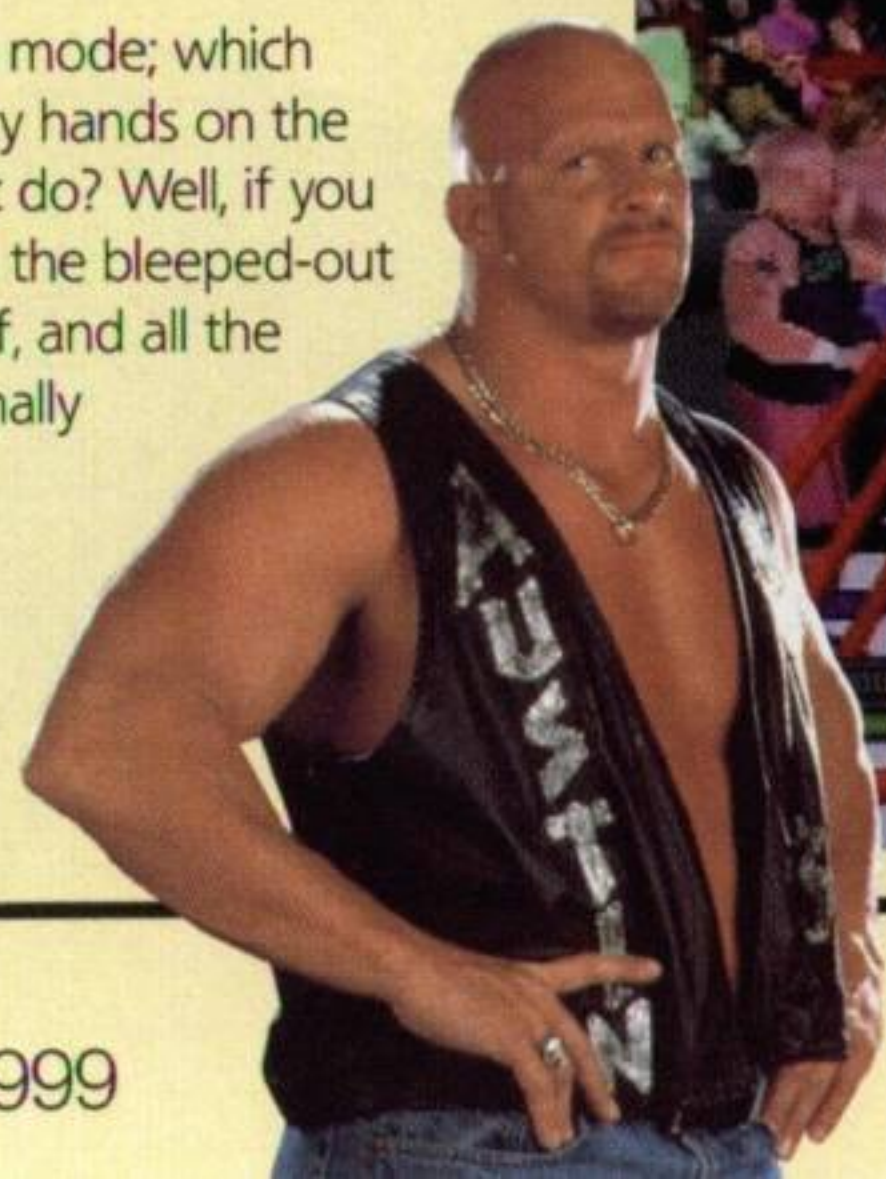
Summer Slam PPV

Sgt Slaughter and Shawn Michaels

Royal Rumble PPV

Jerry Lawler and Paul Bearer

■ Also worth mentioning is the Beep mode; which you get when you get your big sweaty hands on the WWF championship. But what does it do? Well, if you go to the Option screen, you can turn the bleeped-out option, under the Language menu, off, and all the foul language that you wouldn't normally hear graces your console. Nice.



GAME BOY

SPY VS SPY



■ It may be much better in two-player mode than when you're playing on your own, but if you want to gain access to all the levels in this great little game, simply enter the password **15Y24**.

GAME BOY

PAPERBOY



■ To get all the bikes, turn sharply to the left immediately after your bike starts to move on Easy Street. Press **Start**, **A** three times, **B**, **Select**, **A**, **B**, **Start**. The screen flashes, and it'll be done.

PC

MIDTOWN MADNESS

■ Simply change your player name to one of the following to achieve the desired effect:

Showme Cops	Displays all police units
Big Bus Party	All vehicles are big busses
Tiny Car	All vehicles are small cars
amizdA eoJ	All vehicles drive around in reverse
Jet Planes	All vehicles turn into jet planes
Warp Eleven	All the AI is about ten times faster

HOW TO POP A CAP IN SOME MUTHA'S ASS IN...

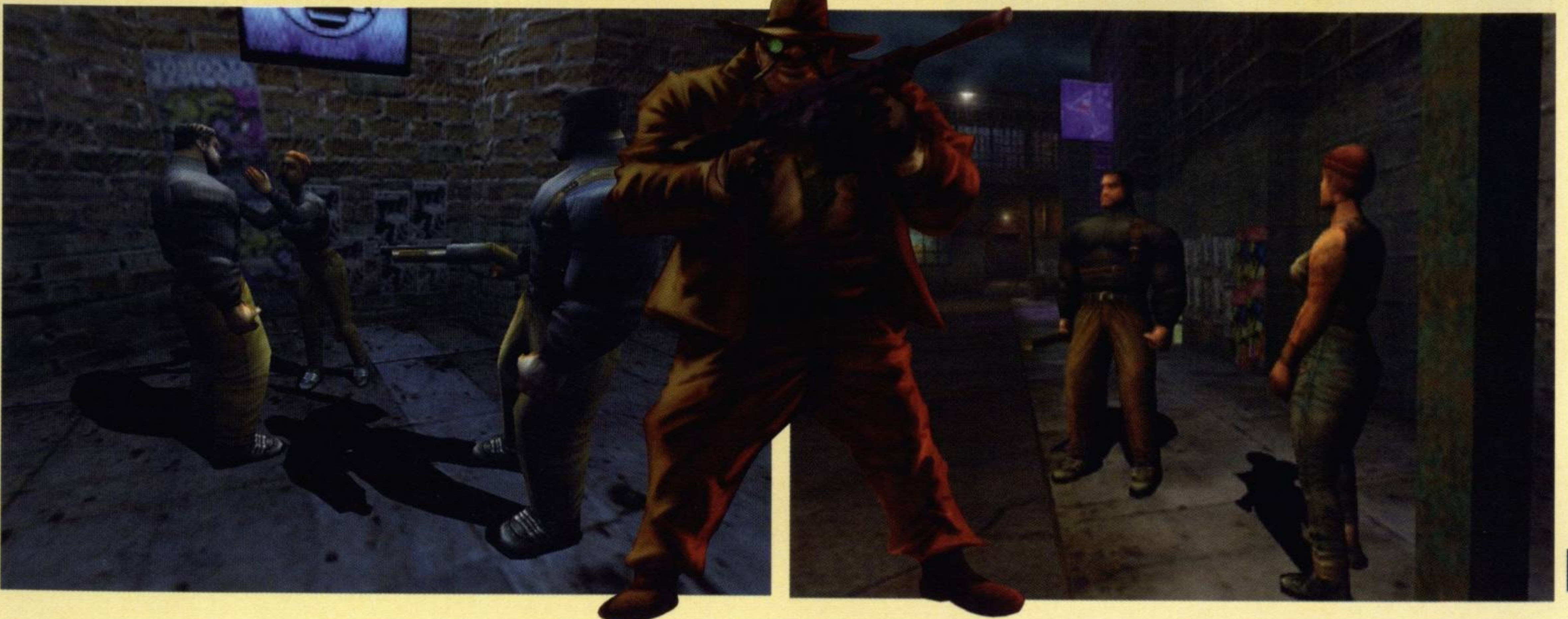
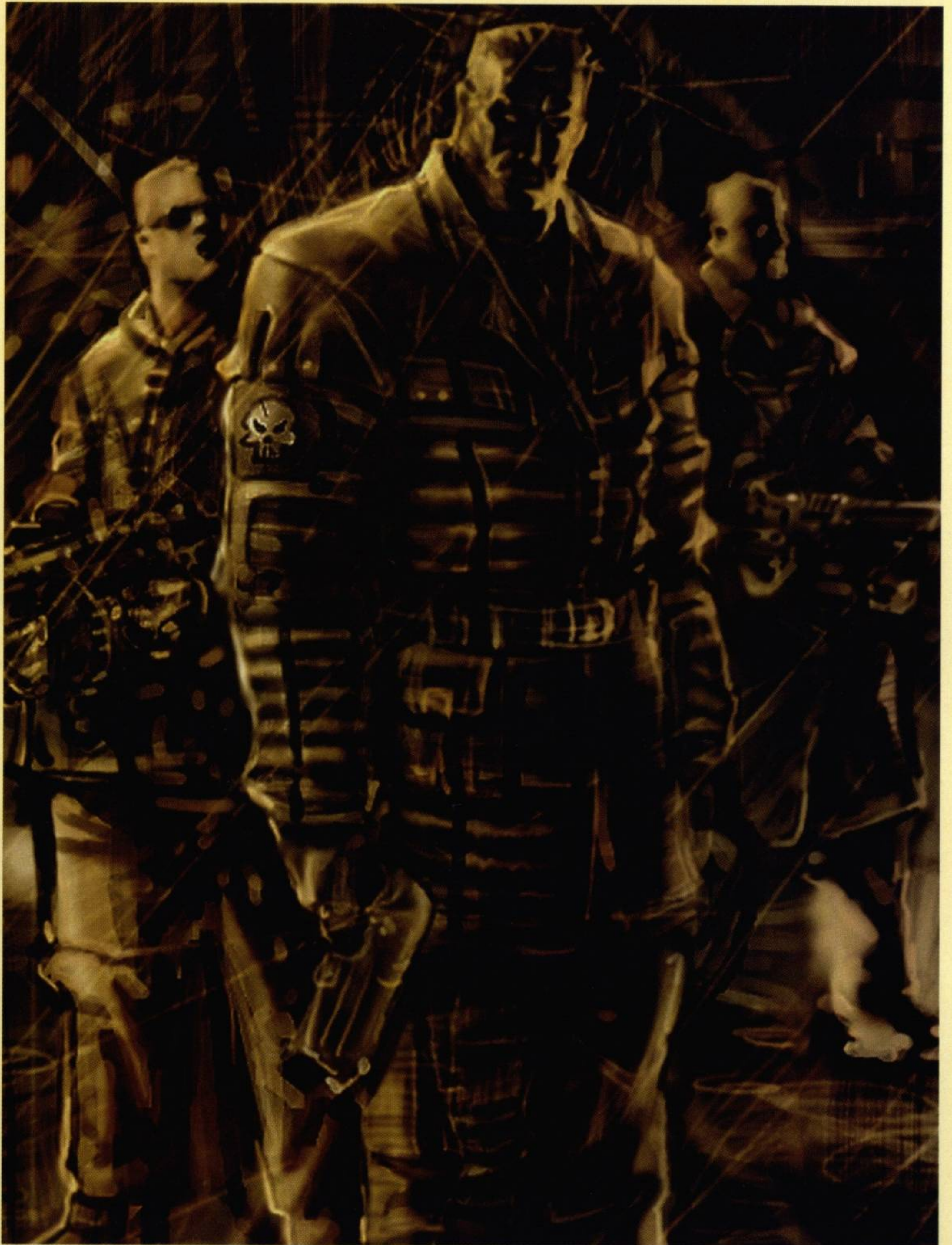
KINGPIN: LIFE OF CRIME

Violence, swearing, gangsters and graffiti. Funting great, motherfunster.

■ OK, first you have to start the game from Run on the Start Menu with the command line **+developer 1**. So, for example, if the game is installed in its default position, you should type **C: Kingpin kingpin.exe +developer 1**.

Now you can bring down the console by pressing the "key while you're playing, before typing in any of these codes to become one bad ass son of a beeeaaaach:

Immortal	God mode
Noclip	Clipping mode
Extracrispy	The on-screen enemies catch fire
Notarget	Enemies can't see you
Give all	Gives all items except money
Give cash ###	### being the amount of cash you want to gain
Give coil	Gives coil
Give watch	Gives watch
Give battery	Gives battery
Give whiskey	Gives whiskey
Give Chem plant key	Gives chemical plant key
Give fuse	Gives fuse
Give Shop key	Gives shop key
Give Warehouse key	Gives warehouse key
Give valve	Gives valve handle
Give ticket	Gives skytram ticket
Give flashlight	Gives flashlight
Give weapons	Gives all weapons
Give ammo	Gives all ammo



CLASSIC TIPS

Are you marooned on a particular level with no hope of rescue? There's no need to resort to mutiny on the high seas. Strike gold with our shining pieces of eight...



PC

BRIAN LARA CRICKET

■ To activate these cheats, simply enter the password of your choice at the Classic match screen.

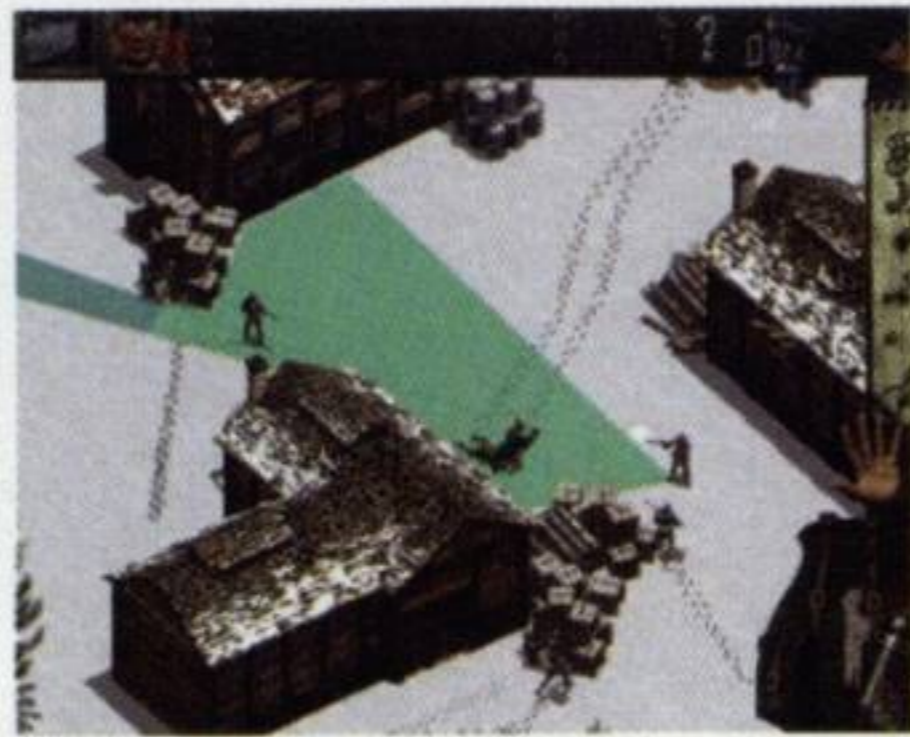
CATSDOGS	It always rains during a test match
CMBRLARA	Super batsmen
FINISHED	All the Classic matches enabled
NONOTOUT	Unbreakable wickets
TIMEWARP	Fast match
MEDICINE	Large ball
SLIPPERY	Fielders drop catches
OLDTIMER	You can play as the World XI



NINTENDO 64

1080° SNOWBOARDING

■ To get the bonus courses, beat the six-match race course on Expert mode. This enables you to race along the Deadly Fall course. You also get the Dragon Cave course if you beat the five-match race courses on Hard mode. And there are bonus boarders too. To get the golden snowboarder, finish the match race on Expert using the Crystal Snowboarder. Then go to the Player Select screen and select **Kensuke Kimachi**. Confirm your choice by holding **C-Up** and pressing **A**. To get the Panda boarder, and all his moves, finish the match race on Expert, be first on all the courses in Trick Attack mode and get the three first places in Contest mode. Go to the Player Select screen, choose **Rob Haywood** and confirm your choice by holding **C-Right** and pressing **A**.



PC

COMMANDOS: BEHIND ENEMY LINES

■ This classic PC game is also one of the most difficult. Make one false move, and you lose one of your soldiers, rendering your mission pointless. So, to get to some of the more hard-to-reach levels, here are some codes:

Level 2	4JJXB	Level 12	JGHD3
Level 3	ZDD1T	Level 13	PUUWW
Level 4	RFF1J	Level 14	WT348
Level 5	K4TCG	Level 15	139P0
Level 6	MIR4M	Level 16	L9IPV
Level 7	7QVJV	Level 17	5LIMV
Level 8	K99XC	Level 18	YJOJG
Level 9	AAAX1	Level 19	YFCWJ
Level 10	JSGPW	Level 20	GDKWT
Level 11	CMODD		



NINTENDO 64

INTERNATIONAL SUPERSTAR SOCCER '98

■ When the words Press Start appear on the title screen, press **C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right, B, A**, hold the **Z** button and press **Start**. An announcer then confirms that you've selected Big Head mode.

At the same screen, you can also press **Left, C-Left, Right, C-Right, Left, C-Left, Right, C-Right, Down, C-Down, Down, C-Down, Up, C-Up, Up, C-Up, B, A**, then hold **Z** and press **Start**. You can now play as the World Stars team, and thus beat everyone else. Make sure you use the D-pad to enter both of these codes though – they won't work if you use the analog stick.



PLAYSTATION

DESTRUCTION DERBY 2

■ To gain entry to all of the tracks, enter **MACSRPOO** as your name. Now start a new practice race, and you have immediate access to the new tracks. Enter **CREDITZ!** as your name to view an animated credits sequence of the main development staff who worked on the game. Or, to see the fancy FMV ending sequence, enter **ToNyPaRk** as your name.



PLAYSTATION

POINT BLANK

■ To get the map, go into Quest mode, start a new game and go down until you see a raft. Then run over the raft, and the map's yours. There are plenty of extra points to be had throughout the game too, so make sure you search for them. For example, in the octopus stage, shoot the crab for loads of points, and in the stuffed toy stages, shoot the glass for points. Windows of cars in the criminal stages also earn you bonuses, as do the windows of buildings. Indeed, if you shoot a window when a criminal pops up, you can get more than 100% accuracy, which is nice.



NINTENDO 64

F-ZERO X

■ For an aesthetic effect, you can change your car's colours. To do this, simply press the **R** button during the car customisation screen. You can only select a few colours for each car though, so try to pick one you like. Once you've done that, you can select all cars, tracks and difficulties by pressing **L, Z, R, C-Up, C-Down, C-Left, C-Right** and **Start** at the mode select screen. You hear a chime if you've done it correctly, and then you can speed around the track of your choice.



PLAYSTATION

FORSAKEN

■ To enter the cheat mode, simply highlight the Options selection and swiftly press **Left, Right, Left, Right**. Then enter the Options screen to access the Cheat Options. You now have a selection of cheats at your fingertips.

NINTENDO 64

SUPERMAN



■ Everyone's favourite superhero unfortunately takes a turn for the worse in his latest N64 outing, but you can still cheat like a dog if you were foolish enough to buy the game. After getting the option to save your game, save, then press **Reset**. Now go to the Load Game screen, and when it asks you to put in the Rumble Pak, hold **L + B** for a few seconds, then hit **A** while holding the buttons. You now see a Level Select screen, from which you can choose where you want to go, which is nice, because you can get the game over with very quickly.

PLAYSTATION

ANNA KOURNIKOVA'S SMASH COURT TENNIS

■ To see all the ending sequences, simply enter the following code on Controller 2 when you see Press Start appear on the main menu: **Up, Up, Up,**

Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right. Make sure you do it quickly mind, or it won't work.

PLAYSTATION

CROC 2



■ To get unlimited crystals, go to the title screen and hold **L1**. Then press **@, @, @, Down, Left, Right, Left, Right**. Now simply start a new game while you're holding **R2** and then press **X**. Repeat as many times as you wish to get crystallised up.

GAME BOY

POCKET BOMBERMAN



■ To get your paws on all the power-ups, simply enter your password as **5656**. Or, to start the game with full power, and the chance to fight only the bosses, enter **9437** as your password. To access some of the later levels, try entering the codes **3752, 9587, 0687** or **8146**.

PLAYSTATION

ASTERIX



■ For a cheat menu that helps you get our small Gallic pal through his adventure, simply go to the Language Select screen and, while you're holding the **@** button, enter: **Up, Right, Down, Left, Left, Down, Right, Up**. Choose your language, start a game and you get a cheat menu. Hurrah!

HOW TO DRIVE LIKE A MANIAC IN... CARMAGEDDON II: CARPOCALYPSE NOW

This Deathrace 2000-inspired racing game is hugely entertaining already. Here's your chance to pump up the action even further...

■ While you're playing, type **lapmylovepump** to enable these different codes to work. Then, press **F4** to switch between the different modes: Shortcut, Options and Cheat mode. You can then enter the appropriate code, depending on which mode you've chosen.

■ When in Shortcut mode, enter these:

- F5 Instant repair
- F6 Damage options
- F8 Toggle timer
- F10 Fake checkpoint
- F11 5,000 credits



■ When you're using Options mode, try entering these:

- 1 Car simpler level
- 2 Toggle shadow
- 4 Sky textures on/off
- 5 Track is slower/faster
- 6 Decreased sight
- 7 Toggle sound
- Shift + 5 Accessories on/off

■ If you've chosen Cheat mode, use these codes:

- 1 Cash bonus
- 2 People slip all over the shop
- 3 Big people
- 4 Exploding people
- 5 Hot rod
- 6 Turbo people
- 7 Invincibility
- 8 Free repairs
- 9 Instant repair
- 0 Small cash bonus



PC

BRAVEHEART



■ While you're playing in 3D mode, press **DEL**, then type:

- | | |
|------------------|--|
| sesquipedilian | AI cheats enabled |
| bannockburn | Kill all enemies |
| the five hundred | Kill your own |
| dresden | All buildings on fire |
| steve reeves | All troops as hard as a drunk Scotsman |
| bucks fizz | All troops retreated |
| bastille day | All walls breached |
| haemorrhage | Blood disabled |
| killcam | Kills the cameraman |

DREAMCAST

TOKYO HIGHWAY BATTLE (SHUTOKOU BATTLE)



■ To get the rather tasty car type 930, you have to first beat the four Devas, all the other cars, and the four Devils. Sound hard? Of

course it is, especially considering that sometimes you have to race on the opposite track in order to find them all. Good luck!

CLOCKING OFF

Blimey! That's quite enough tips and cheats crammed into one magazine for now. If you happen to have some sizzling tips or cheats that you'd like to share with your fellow Arcade readers, send them in to the address on the right, or fax or e-mail them to us, and we'll try and shoehorn them in somewhere on these pages.

We'll be back next month. See you then.

Arcade

30 Monmouth Street,
Bath BA1 2BW

Fax us on:
01225 732275

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



■ "The satellites are shining/The acid rain looks pretty," according to Ian Dury.

Automata Machina fun

An extraordinary price to pay, but this was no ordinary game...

Believe it or not, £7 was once a lot of money for a game. Back in the days when *World of Sport* (with Dickie Davis) and *Metal Mickey* made for an unbeatable Saturday double, people reacted in horror to a videogame priced at anything more than a tenner. So *Deus Ex Machina*, from Automata, which clocked in at an astonishing 15 smackers in October 1984, was playing a very dangerous game.

But *Deus Ex Machina* was no ordinary game. In fact, it wasn't strictly a game at all. Developer Mel Croucher had set out to create "the first true multimedia computer experience, where visuals and sounds played an integral part in the overall experience. In the 16 years since *Deus Ex Machina*, we've raised a generation that associates success

Deus Ex Machina

- Publisher: Automata
- Developers: Andrew Stagg & Mel Croucher
- Genre: Puzzle
- Platform: Spectrum
- Players: 1

■ Score: 100%
Home Computing Weekly
 "To call this a game is an insult. It's a stunning and profound audio-visual experience."

with kicking the shit out of anything that moves," rues Mel. "My game was designed as an antidote to the increasing violence in videogames." In fact, the game was so obviously "different" that most magazines refused to give it a score.

Three crisp five pound notes bought you two cassettes: one featuring the game, the other containing an hour-long musical score, incorporating the talents of Ian Dury, Frankie Howerd and Jon Pertwee. "They were all barking mad, which is why we got on so well. The whole thing was done in one take, in one afternoon, with just a bit of editing," explains Mel. Quite an achievement when you consider that the soundtrack formed a unique, synchronised

accompaniment to the game – the levels in *Deus Ex Machina* were timed to start and finish in tandem with the tracks on the second tape.

This being the early '80s, the music was sinister, psychedelic and confusing, influenced by musicals such as *Tommy* and Pink Floyd's *The Wall*. Set in a bleak, indeterminate future, the songs tracked the development of "an accident" – a single human life – from birth to death.

The game itself, meanwhile, supplied visuals to match the strange aural goings-on. It was your job to keep the human alive during the many stages of its existence. Early on, this involved keeping DNA strands spinning, or manoeuvring a foetus through swarms of "electronic eyes". Later, the tasks changed to reflect the increasing age of the human – the final level revolved around destroying blood clots, as an on-screen monitor traced an ever-dwindling heartbeat. None of these short sub-games provided much to do except guide a cursor around the screen, but their subject matter – and the eerie music – made for unsettling play.

Sadly, few got to sample the *Deus Ex Machina* experience. "I packaged the game in an oversize video case," remembers Mel, "The shops had only dealt with single compact cassette boxes before, and couldn't fit *Deus's* box onto their shelves. The

"The game sold in such mingy quantities that it became a collector's item."

game sold in such mingy quantities that it became an instant collector's item."

Mel is now the chairman of Web site outfit AIM (Advanced Interactive Marketing) and runs www.gamesvaults.com, which is a free Internet gaming site.

Games of the month Six of the best videogaming experiences of 1984.



Avalon

System: Spectrum
 Publisher: Hewson
 ■ Wizards, spells and evil goblins featured in this pioneering arcade adventure, which was laden with mystical medieval atmosphere. Developer Steve Turner would later re-use the game's icon-based engine for the follow-up, *Dragontorc*, and the superb futuristic threequel, *Astroclone*.
 ■ Crash: 91%



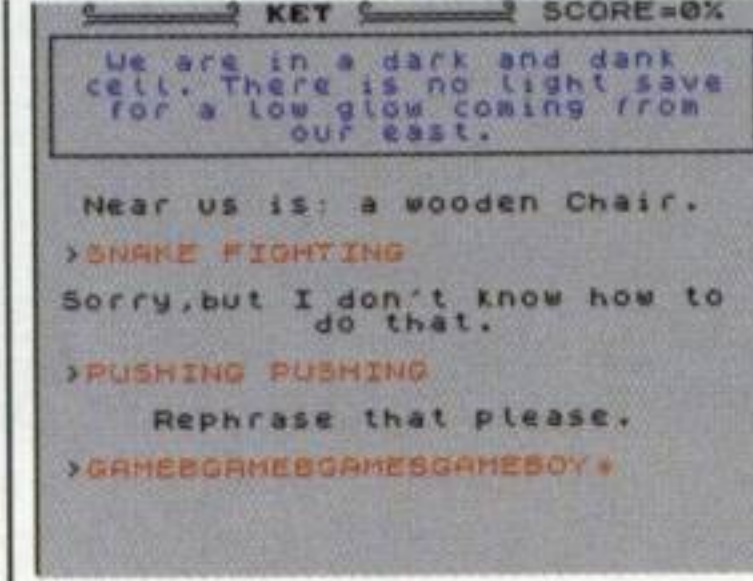
Beach Head

System: C64/Spec
 Publisher: US Gold
 ■ In its mission to import the best that American developers had to offer, Birmingham firm US Gold found itself lumbered with plenty of jingoistic war-based fare. *Beach Head* was no exception, but its tank-driving, submarine-steering play wasn't bad at all.
 ■ Crash: 79%



Combat Lynx

System: C64/Spec
 Publisher: Durell
 ■ A successful combination of shoot-'em-up and flight simulation, *Combat Lynx* used contour lines to create a realistic (if rather sparse) 3D world for its heavily-armed helicopter to fly around in. With a different landscape generated with every game, *Combat Lynx* was well worth the £7 asking price.
 ■ Crash: 88%



The Final Mission

System: Spectrum
 Publisher: Incentive
 ■ With *Mountains of Ket* and *Temple of Vran* out of the way, this marked the conclusion of the *Ket* trilogy of text-based adventure games. As polished and friendly as its predecessors, *The Final Mission* took you to meet the evil Verusbel and his five Gate Guardians. Cripes.
 ■ Crash: 70%



Jasper

System: Spectrum
 Publisher: Micromega
 ■ Starring an over-sized rat and a host of superbly-animated jungle creatures, *Jasper* was one of the few platform games to give Software Projects' brilliant *Jet Set Willy* a run for its money. In fact, according to author Derek Brewster, *Jasper* almost beat the big *JSW* to the shelves.
 ■ Crash: 91%



Zombie Zombie

System: Spectrum
 Publisher: Quicksilva
 ■ Sandy White, the developer behind the jaw-dropping isometric 3D of *Ant Attack*, stuck to the same formula for this follow-up. The same beautiful visuals were in place (with an added splash of colour), while the ability to pilot a helicopter and scrawl on the city walls made up for the reduced playing area.
 ■ Crash: 80%

Pirate software

Everyone over the age of 15 will remember *Booty*...

There are some games that everyone seems to remember. *Booty*, which made its first appearance on the Spectrum back in October '84, is one such game. Show anyone born before '84 a screenshot of a pirate ship floating on a glistening ocean, and they'll invariably begin whistling the Sailor's Hornpipe, recalling their days spent guiding *Booty*'s young hero, Jim, around that fine sea-faring vessel.

Booty was the first game from newcomers Firebird, the videogame publishing offshoot of British Telecom. BT could afford to give its games flashy cassette inlays (featuring a prominent and colourful screenshot), a cheap asking price (£2.50), and a headline spot on the shelves of the biggest stores. In short, British Telecom's bulging wallet ensured that Firebird's titles – *Booty* included – were impossible to either avoid or resist.

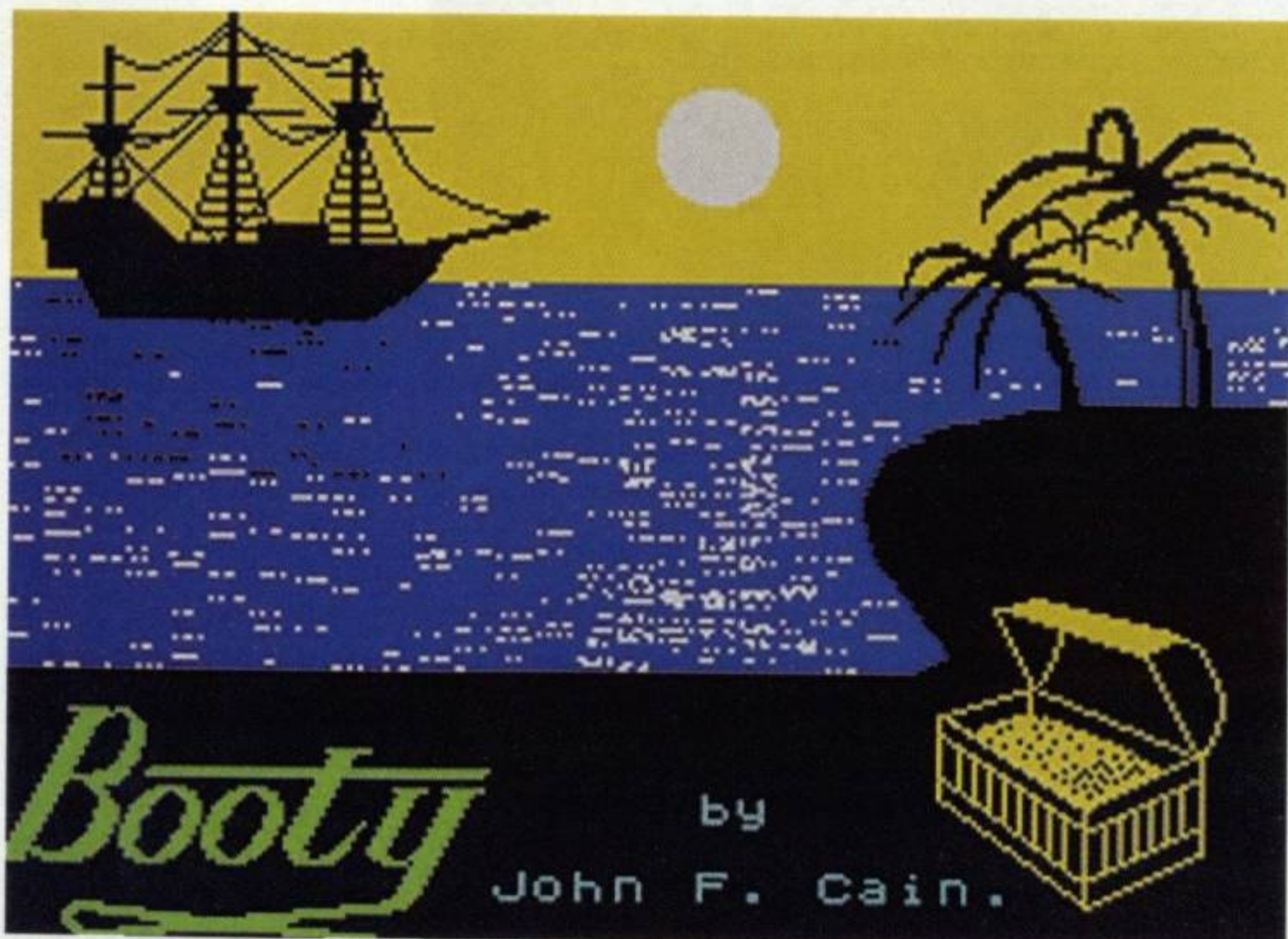
Luckily, Spectrum owners who fell for BT's marketing didn't arrive home clutching a prize turkey. *Booty*'s galleon might only have been constructed of flat horizontal platforms, straight vertical ladders, and the odd wandering ghostly pirate, but the simple layout helped disguise a fiendishly tricky and enjoyable game. At the same time, the game's graphics lived up to the promise of that exciting inlay screenshot; the visuals were

fast and pleasantly colourful, and the glistening sea of the game's title screen was the equivalent of today's best FMV intros.

The aim of each of the 20 screens of *Booty* was simple – grab numbered keys to unlock the relevant doors, then swipe the items of treasure sitting behind them. But the presence of booby-trapped treasure and cutlass-wielding pirates (who strolled left and right on fixed patrol routes) created a need for mind-bogglingly precise timing. The game's first puzzle – wait several minutes for a pirate to reach a fixed position, dash behind him to collect a key, then dash back up a ladder to safety – proved too much for some, and the letters pages of *Sinclair Programs* magazine overflowed with gamers' cries for help.

Although the crucifying difficulty was intentional, the irritating glitches that riddled *Booty* weren't. If Jim was unlucky enough to topple from a floating lift, he stood a good chance of getting himself irretrievably stuck in the middle of a wall. With no save game feature, frustrated players had no choice but to reset their Spectrum, spend four minutes waiting for the game to re-load, then start all over again. It's a wonder that the game's continuous bleepy interpretation of the Sailor's Hornpipe didn't send people over the edge.

But these minor problems didn't affect its popularity, and developer John F Cain continued creating games for at least six years.



■ Colourful graphics and a cheap asking price were just two of the reasons why *Booty* is so fondly remembered.



Gaming Round-up

Also going on this month

■ Imagine there's no people...



Automan dud

■ Bug-Byte announced plans to release a game based on the popular-at-the-time Saturday-evening TV programme, *Automan*. For those of you too young to remember, *Automan* was the computer-generated, holographic handiwork of a precocious teenage boffin. The game, which promised cartoon-quality graphics and "three dimensions", failed to materialise.

New Speccy?

■ First news of the sequel to the Spectrum, the Spectrum+, began to appear in the Sinclair press. Sinclair's Managing Director, Nigel Searle, had rubbished the suggestion that the machine would simply be the old Spectrum with a different keyboard ("Why would we want to do that? Does that make much commercial sense to you?"), but that's exactly what it turned out to be.

Job's worth

■ A *Your Spectrum* interview with Software Projects' sales head Colin Stokes revealed plenty about his previous employers, the defunct software house Imagine. "They bugged my phone, used conversations I'd had to discredit me, and had the Fraud Squad searching my house for stolen cassettes while my wife was pregnant," he claimed. "As a company, Imagine was inept, unprofessional and immature." Meeow.

MSX launch

■ The MSX range of computers was officially launched. Although the idea behind the Japanese brand of micros was exciting – a range of standardised computers which aimed to become the VHS of gaming – the poor hardware and obscure idea led to its downfall. Interestingly, Sony's finger-burning at the hands of MSX led to the company avoiding videogames for at least a decade.

YOUR SPECTRUM TOP 10

- 1 **Sabre Wulf**
Ultimate
- 2 **Jet Set Willy**
Software Projects
- 3 **Lunar Jetman**
Ultimate
- 4 **Trashman**
New Generation
- 5 **Manic Miner**
Software Projects
- 6 **Atic Atac**
Ultimate
- 7 **Fighter Pilot**
Digital Integration
- 8 **Ant Attack**
Quicksilver
- 9 **Chuckie Egg**
A&F Software
- 10 **The Hobbit**
Melbourne House

ZZAP 64 TOP 10

- 1 **Jet Set Willy**
Software Projects
- 2 **Gumshoe 64**
A&F Software
- 3 **Zimzalabim**
Melbourne House
- 4 **Storm Warrior**
K-Tel
- 5 **Daley Thompson's Decathlon**
Ocean
- 6 **World Cup**
Artic
- 7 **Scrabble**
Leisure Genius
- 8 **Zaxxon**
US Gold
- 9 **Chiller**
Mastertronic
- 10 **Beach Head**
US Gold

WORLD NEWS HEADLINES

PM shot

■ Two members of India's ruling Congress Party shot and killed Prime Minister

Indira Gandhi. The assassination was the revenge of Sikh rebels, who had seen their Golden

Temple in Amritsar raided by Gandhi's army. Riots following the assassination led to 89 people receiving five-year jail sentences.

Famine relief

■ With public awareness of third world famine at a new high, many Western countries began joint airlifts into Ethiopia, distributing food and clothing. Sadly, the severeness of the famine meant that the relief effort could only save a small

minority of the impoverished tens of thousands.

Tory bombing

■ The troubles in Northern Ireland escalated, as the IRA planted a bomb at the Tory conference. The explosion killed five, and seriously injured several prominent members of the Cabinet, including Norman Tebbit. The Conservative Party's hard line against terrorism continued.

Space walk

■ At 11.46am on 11 October, Dr Kathryn Sullivan became only the second woman in history to walk in space. The American astronaut performed a refuelling operation, and found time to whip out her camera and take a few snaps of Earth.

MUSIC CHARTS

20 October 1984

- 1 **Freedom**
Wham!
 - 2 **I Just Called to Say I Love You**
Stevie Wonder
 - 3 **The War Song**
Culture Club
 - 4 **No More Lonely Nights**
Paul McCartney
 - 5 **Together in Electric Dreams**
Giorgio Moroder
- **Information CIN**

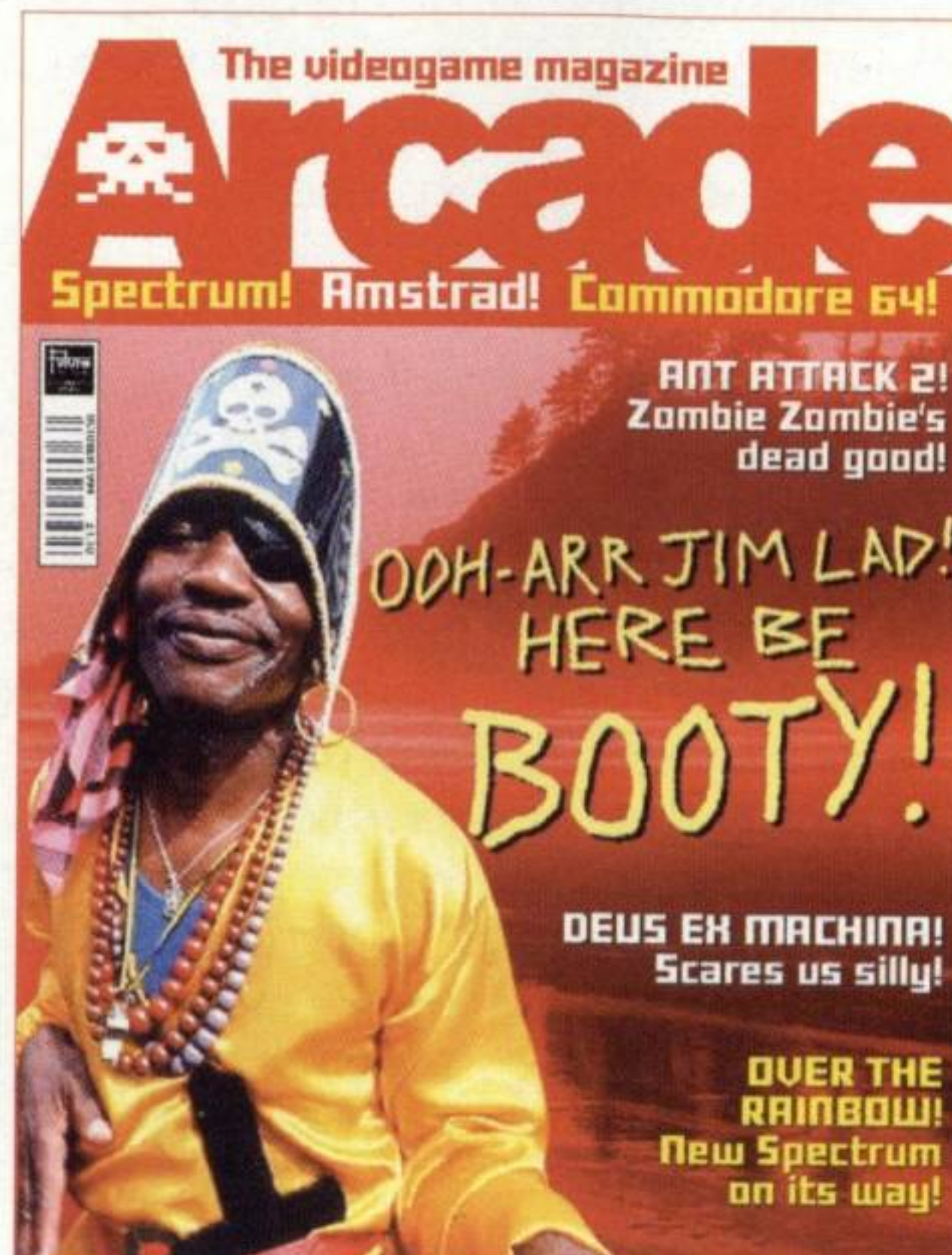
FILM CHARTS

20 October 1984

- 1 **The Woman in Red**
- 2 **The Company of Wolves**
- 3 **1984**
- 4 **Top Secret**
- 5 **Paris, Texas**



■ The bomb damage to Brighton's Grand Hotel.



■ When was the last time you bought a new videogame for £2.50?

The dilemma

Remembered by | **David Bradley**

It's a masterpiece of run-and-reload action. But the master stroke of Half-Life lies with the ending.



Sad, perhaps, but *Star Trek* has to serve some purpose. Here it's going to illustrate a point about storytelling to try to emphasise how immersive the final few moments of *Half-Life* are. If you're a Trekkie, you'll remember an episode of *Voyager* where the crew, having stumbled upon an "interactive novel" on the holo-deck, take it in turns to participate in, and then spend all their spare time gossiping about, the adventure. The holographic tale is about a mutiny, and most of the chit-chat concerns the ethical choices the crew had to make during the course of the story. *Half-Life* is the closest thing the PC has to a holo-deck, a sprawling first-person 3D adventure which encourages hours of wanton destruction and

then concludes by lobbing a monstrous decision at you, like a sort of moral hand-grenade.

Half-Life takes the death-and-destruction formula of *Quake* to a higher level: it makes your trigger-finger work smarter, not just harder. Having puzzled your way through levels packed with sharp-as-you-like AI opponents, Sierra's finest delivers its crowning glory 60 seconds before the end. By then you have learned just how you – playing the role of Gordon Freeman – managed to rip a hole into an alien dimension while going about your daily business at the top secret Black Mesa research station, and The Administrator's agenda has become clear. Straightening his tie, the softly-spoken gov'nor smugly reveals his conspiracy as though auditioning for a part in the *X-Files*. But enlightenment brings no relief. The ride doesn't come to a stop until you exercise one final option. Do you join The Administrator, or do you turn your back on his manipulative, violent methods?

Of course, any self-respecting gamer has saved just before this point and can therefore try out both paths to see what happens. Stepping away from the ugly bastard is the obvious "good" choice, but leads to instant death at the hands of his

Wanna play?

■ Unlike most first-person shooters, *Half-Life* is not broken into distinct levels. It's one vast story, a digital novel with about four chapters – aficionados will tell you it's made up of 96 linked maps based on the *Quake 2* engine. Consequently it can take days of solid play, weeks even, to fight your way to The Administrator. Sierra released *Half-Life* in autumn 1998 and it was an instant success.

alien allies. Accepting his option of work, however, has got to be the most fun.

It's a tense moment, and embodies the cinematic style which is the hallmark of *Half-Life*. But it's also profound in a way that games rarely bother to be. It casts the light of self-examination on everything you've accomplished so far. The Administrator must be a monster to have orchestrated this whole experiment, but didn't you just wilfully execute hundreds of soldiers? You started out as a research scientist, but by this stage you and The Administrator have plenty in common. All along you've thought of yourself as the hero but, apparently, you've helped him conquer the border world, Zen. When he says, "Quite a nasty piece of work you achieved over there. I'm impressed," you don't know whether to feel proud or guilty.

But the point is that you *feel* something – you have become emotionally involved. Which is well worthy of the title of a Great Gaming Moment.



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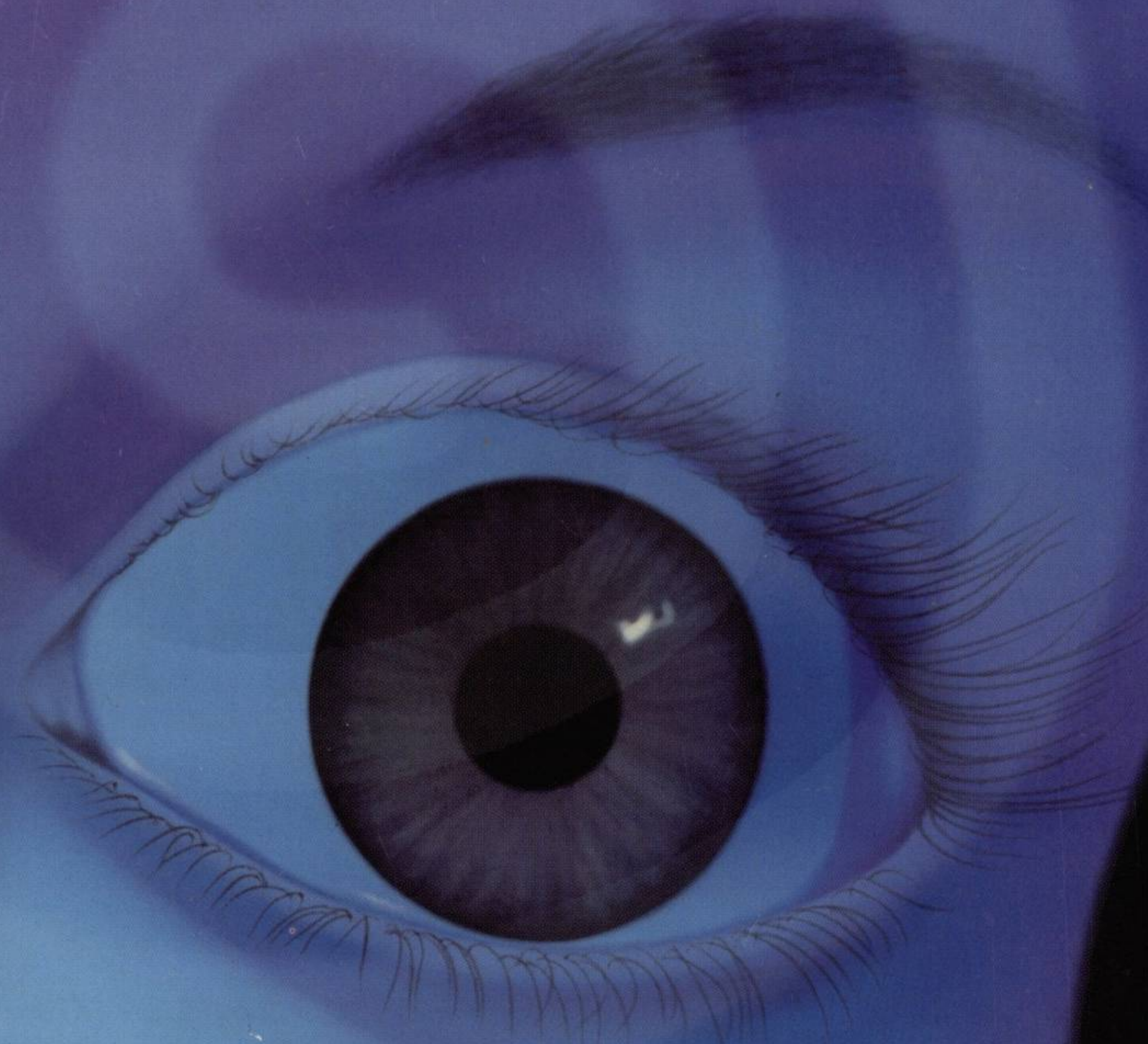
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