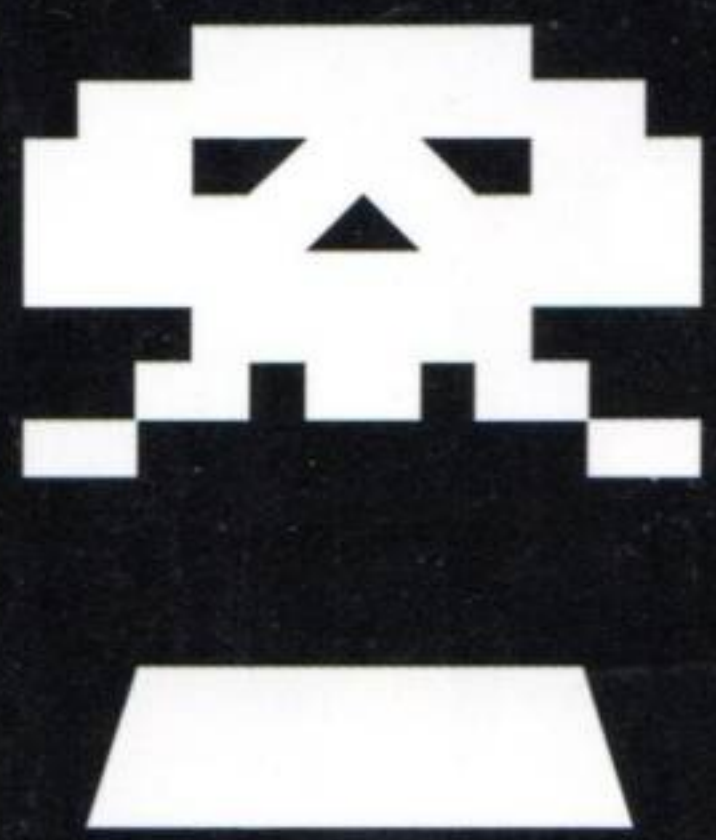


The videogame magazine

July 2000
Issue 21



Arcade

PlayStation **N64** Game Boy **PC** Dreamcast **PS2** www.dailyradar.co.uk

METAL GEAR SOLID 2

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WORLD FIRST!

**Snake returns! First EVER shots and
unseen footage exposed
inside – only in
Arcade!**

EXCLUSIVE!

DRIVER 2

WE'VE PLAYED IT!

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COPY OF

CHUCHU

Now, for the first time ever, you can take on the rest of Europe, head to head and in real time, through your Dreamcast console. What's more you can do it for free with ChuChu Rocket!, Europe's first ever online console game. We're giving it away to anyone who buys a new Dreamcast, and to all existing Dreamcast owners who go on line through their consoles to Dreamarena, Dreamcast's exclusive website. And, once you've got your free ChuChu Rocket!, from June 9th you can enter the European ChuChu Challenge by visiting Dreamarena. Don't miss out, it's your chance to be the star of Europe.

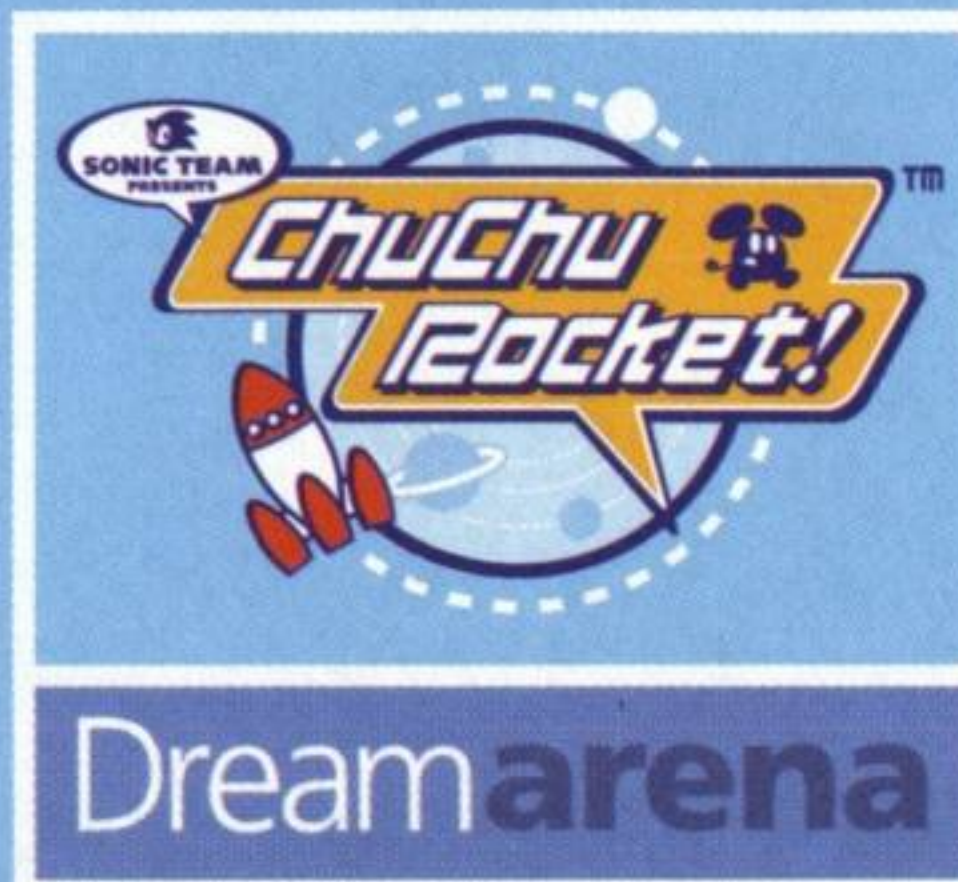
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ROCKET!

SEGA



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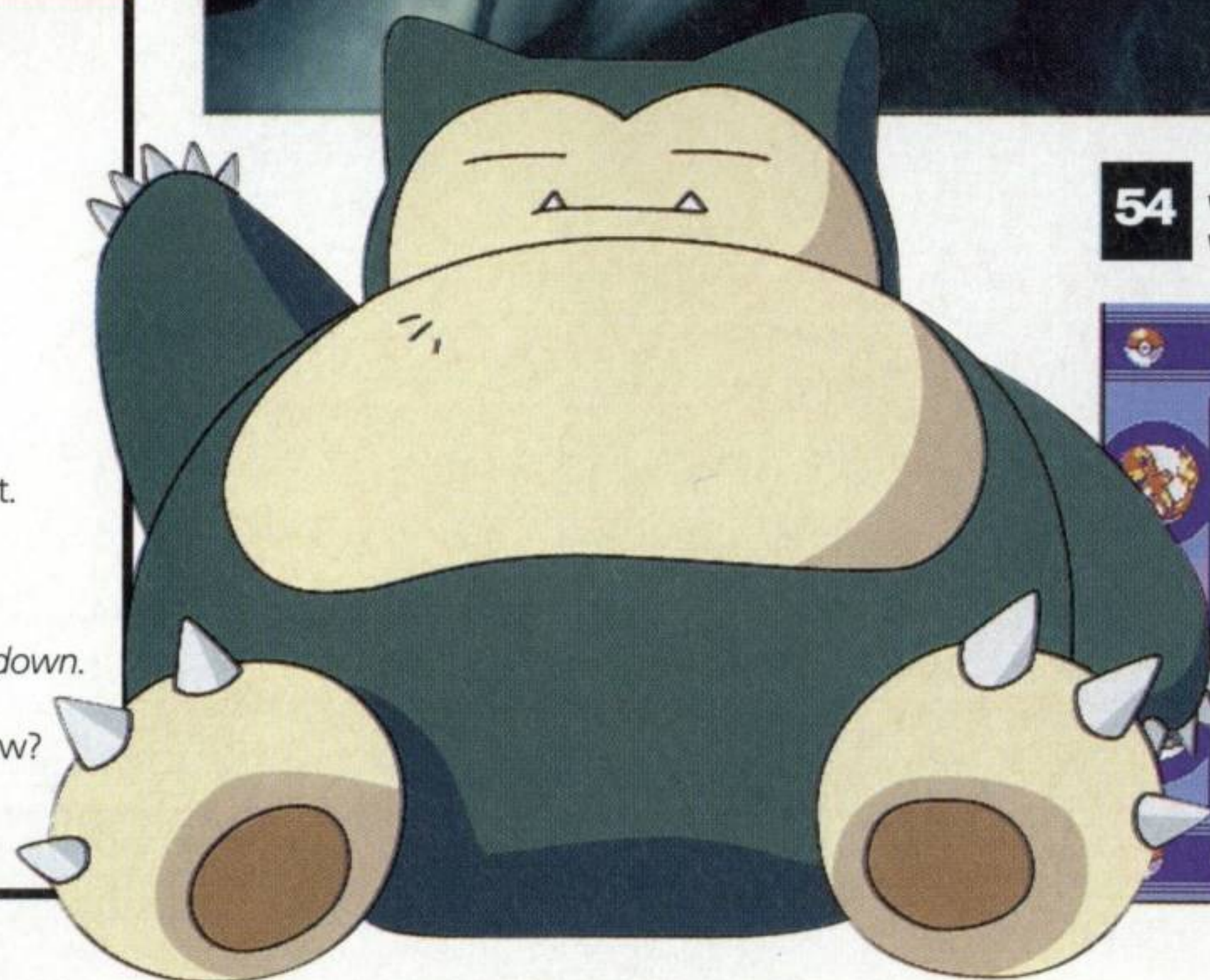
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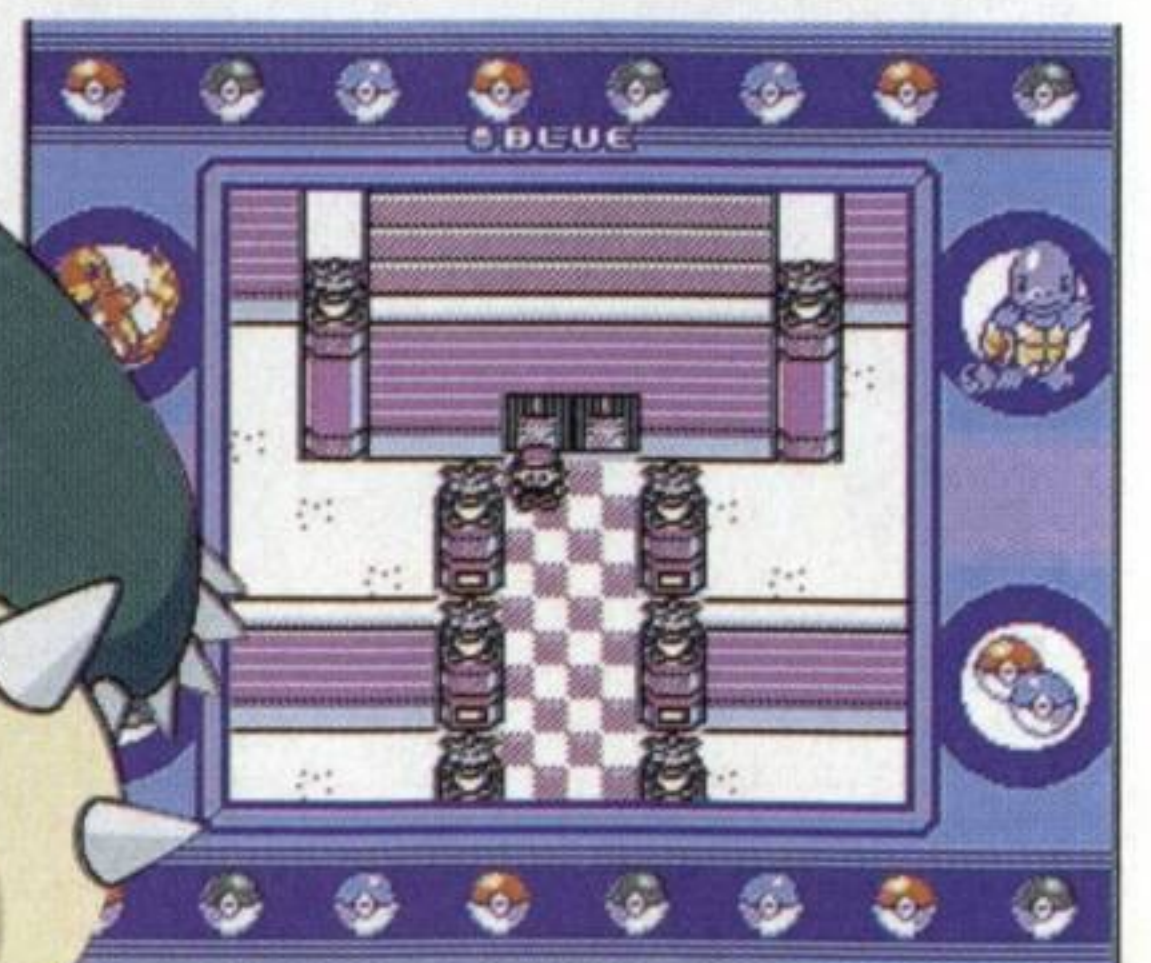
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 Ooooooooooh, yes – Snake's back and – duh, duh, DUH – so is *Metal Gear*. Ultra-realistic visuals, staggeringly ace set pieces and the most comprehensive first look you'll ever see. Beaut.

48 Sega Strikes Back
 This year's E3 games show was supposed to be Sony's. Find out why Sega went and stole the limelight, the cheeky blighters.

54 What is Pokémon?
 Well then, *what* exactly is it? We've heard a stack about it, seen the trading cards, watched the TV show, laughed at Ant and Dec parading about in the costumes and read stories of US kids scrapping over it but are we any closer to knowing? Er, yes, actually as we explain inside.

Every issue *Turn on and play, baby...*

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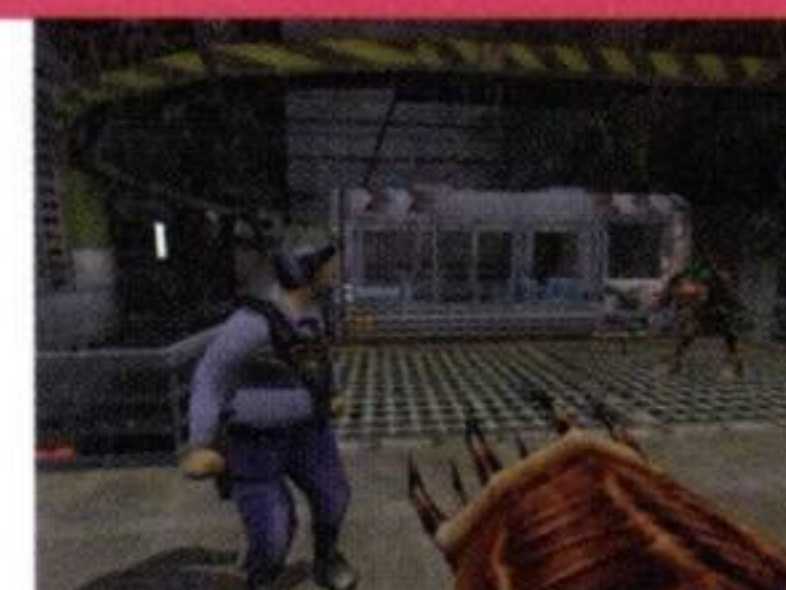
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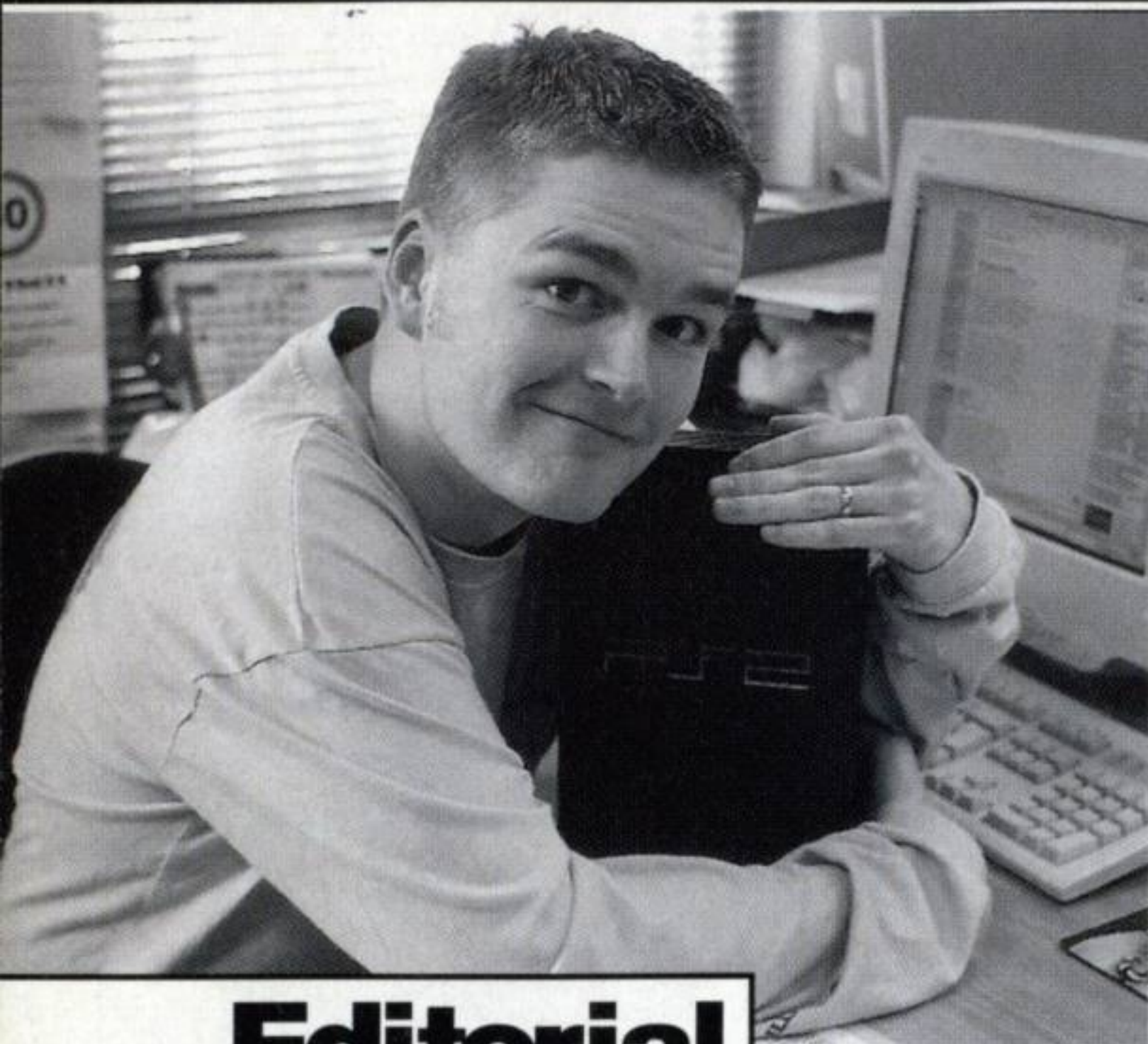
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The videogame magazine

Arcade

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Editorial

Nine and a half minutes

That was how long the *Metal Gear Solid 2* video lasted at this year's E3 show in Los Angeles. Running on a video wall that stretched 30 feet into the sky, Konami's astonishing PlayStation2 sequel was, by a country mile, the most impressive game of the show.

So astonishing were some of the in-game visuals that it's difficult to put into words just what a revolution *MGS 2* is in terms of looks. Acoustic shadowing, real-time lighting and – hooray! – anti-aliasing (smoothing out those PlayStation 'jaggies') was only the tip of the iceberg. Onlookers also witnessed the most realistic rain ever seen (it *swirled* for goodness sake), snot clouds when Snake sneezed, rising heat, crashing waves, bullet holes hammering through walls, enemy AI to die for, plus a list of about a hundred other features that have already turned *MGS 2* into the most awaited game of all time.

Most pleasing of all, though, was the fact that *MGS 2* finally looked to be getting from the PlayStation2 the sort of performance we all dreamed it would be capable of. And, with *GT2000* and, most surprising of all, *FIFA Soccer World Championship* on the way, the future looks blinding. Long may it continue.

Arcade was one of the few mags invited to attend a special presentation of *MGS 2* in LA and everything we found is on page 44. Go and see for yourself.

Aside from PlayStation2, there was much to be happy about at E3, not least the sterling Sega fightback. Some of the games that are being lined up for Dreamcast this year are staggering, not least *Quake 3 Arena*. The English translation of *Shenmue* is also remarkable (as expected) and, with *Metropolis Street Racer* and *Jet Grind Radio* finishing things off nicely, perhaps Sony won't have it all their own way after all.

Either way, multi-format players can look forward to – probably – the most exciting year videogames have ever had.

Have a great month!

Tim Weaver
Editor

It's your letters

It's all-out console war! PlayStation2 vs Dreamcast vs Dolphin vs X-Box – and who's going to win?



Letter of the month
Face the consequences

Rare and Nintendo's decision not to include the digital face mapping via the Game Boy Camera on *Perfect Dark* has been sneered at by the gaming press. Is this an example of a company bravely putting ethics and principles above profit? Unlikely. Nintendo are more interested in avoiding a lawsuit from those involved in the next American school massacre.

But, would a face-mapping feature *really* increase violent tendencies and provoke people into re-enacting a videogame? For disturbed American teenagers, who live in a gun culture and have easy access to weapons, it's a very valid question.

Putting faces on characters certainly increases identification with a situation and helps immerse people deeper into the game, and playing first-person shooters is far more exciting than watching a sideways-scrolling sprite. I still remember how involving my first game of *Doom* was, and look how unrealistic that is now.

I'm sure that in a couple of years it will be unusual to play PC first-person shooters over the Internet without your own face superimposed and, because of this, I think it's important we consider the consequences.

It's very easy for us not to attribute violence to games, but with advances in technology like face-mapping, it's important developers remain sensible.

Mark Mayfield, London

The problem with face-mapping is that it takes videogame realism further than it's ever been before – perhaps even further than Soldier of Fortune's limb removal. Could you imagine what it would have done for videogames if Rare hadn't removed the face-mapping feature and, during the next, inevitable massacre in America, the gunman was found to have been playing Perfect Dark and putting his victims into the game? Games simply wouldn't recover.

Videogame violence is a massively complex subject and our Game On Special Report in Arcade 20 could only attempt to scratch the surface.

Dream-mare

I'm disappointed in Dreamcast. I bought mine on the day of release with the promise of 30 games by Christmas and at least one a week after that. Instead, what we have are conversions of old PlayStation games I have already played and finished.

Few of these offer any improvement in terms of graphics and there's little in the way of added features. At least with the N64 the lack of titles was forgivable as it did have some of the best games in recent years. *GoldenEye* is still at the top of my playlist.

Phillip Eggins, Bath



Hmm. We're big fans of the Dreamcast here at Arcade and, while it has had its fair share of PlayStation conversions, it's also had some decent Dreamcast originals too. What about Soul Calibur? Or Power Stone? Or Crazy Taxi?

What you have to remember is that, when companies like Sega and Nintendo say there's going to be 30 games out by Christmas, they're getting verbal assurances from developers that they'll develop for the machine, but they're not seeing the code. That's why the N64's had so many problems. The hardware looked attractive to developers but then they realised the cost of cartridges. In Sega's case, it's proving equally difficult because not enough Dreamcasts are being sold, so the risk of sales figure failures is that much higher.

What the DC needs, funnily enough, is a game like GoldenEye that can shift hardware by itself. Maybe that game will be Black & White. We'll see.

Bugging me

I agree totally with K Tanghe (*Arcade 19*) about PC games. The results can be truly amazing but many of us just don't want the hassle of bugs, glitches, crashes, constant hardware updates and having to download patches off the net to make it work.

I think the problems lie in the fact that, whereas console developers have to make advances by writing more efficient code, PC developers



■ **Arcade 20: Perfect and dark. That's Perfect Dark, y'know.**



Write to us

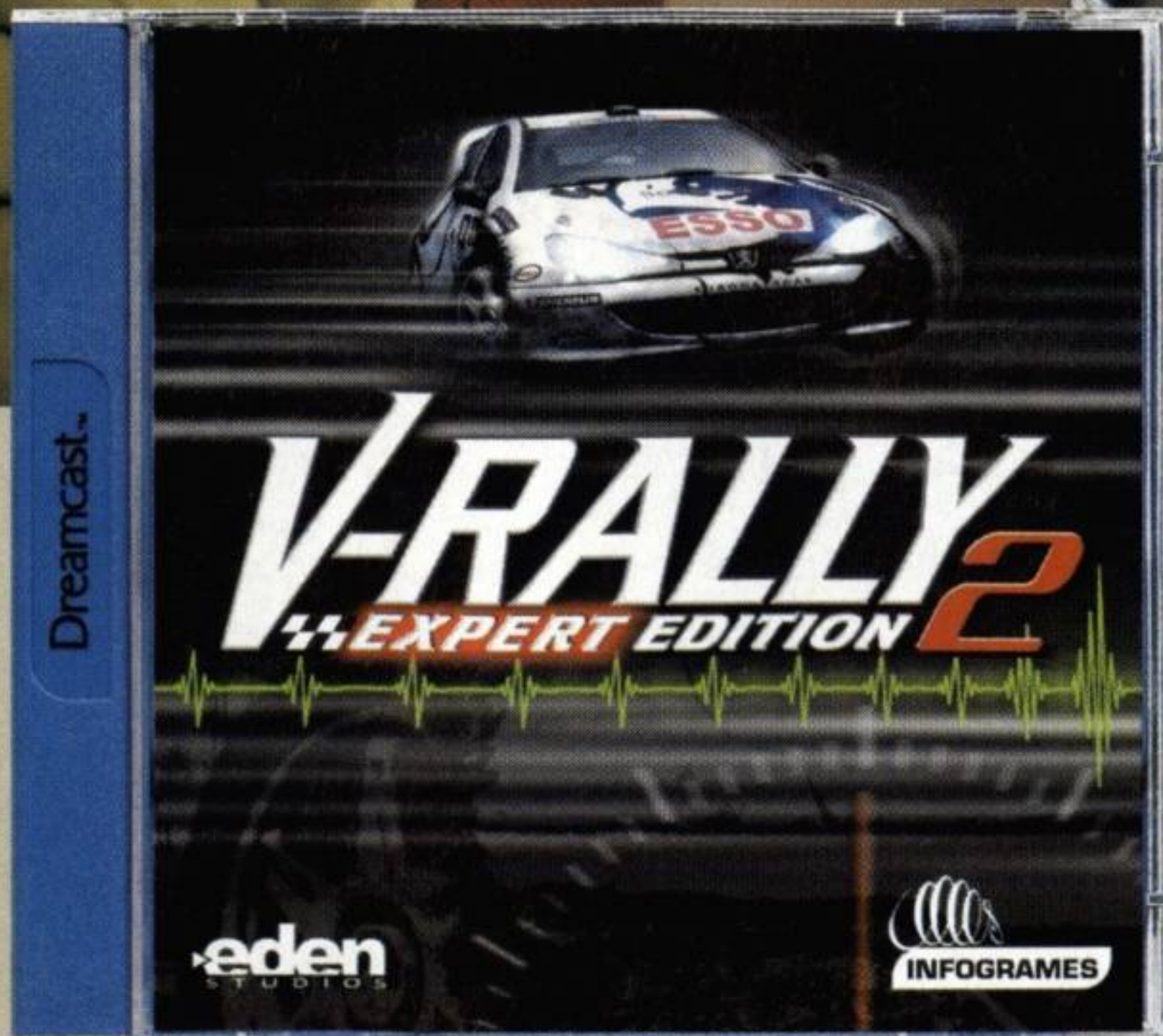
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■ Tell Arcade what's on your mind and, if your missive is made letter of the month, you'll get the top five games on your choice of system courtesy of Simply Games. Result.





Credit photo : Gilles DEFAIX
Jump



V-RALLY 2 EXPERT EDITION

Hold on to reality!

"V-Rally 2 can't be beaten by anything on any console." Official Dreamcast Magazine.

Dreamcast



www.v-rally.com

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On the side

Regarding *Arcade* 19 where you cover everything you'll ever need to know about the PlayStation2; you mentioned everything but the most important thing: when is it going to be released?
Chris Witting, Scunthorpe

Ah, yes. The big question. Problem was, at the time, Sony didn't really know. Now they do: October 26th. And a US/UK simultaneous release no less.

Last week was the final straw for my mates. They saw *Metropolis Street Racer* had been delayed and lashed out at me. I was forced to cycle home with a severely bruised coccyx.
George Dorley-Brown, Isle of Wight

Should've called a crazy taxi (Crazy! Ha! Ahem).

What's the difference between *The World is Not Enough* on PS2 and PC, and the same game on the N64?
Ian Cassle, Newport

PS2 and PC versions are being done by *Black Ops*, and the N64 version by *Eurocom*. The N64 version is also completely different from the other two.

What's happened to *Take the Bullet* on DC?
Harry Richardson, Oxford

Red Lemon keep pushing back the release date. We'll keep you informed.

Write in and tell us!

Let *Arcade* know what you think about: the difference between *Dreamcast* and *PlayStation2* – is there really a gap in quality? Are you prepared to wait until **October 26th** for PS2? If *Dreamcast* came down to £150, would you buy it? Have you played *Dreamcast* online? Write in!

tend to write enormous amounts of code and just end up making the hardware bigger and more expensive.
Marius Cheek, Holsworthy

PC gaming can certainly be hard going. Installing the new driver nightmare that was this month's Daikatana, for example, was as painful an experience as we've probably ever had.

However, PC games like Max Payne and Hitman (see pages 22 and 30 respectively) are worth the bother, and, anyway, Daikatana-style problems are just the sort of niggles that Microsoft are hoping to alleviate with X-Box.

Better Gates than never?

With PlayStation2 and Dolphin on the way, and Dreamcast bravely having a stab at online gaming, the future of consoles couldn't look brighter. The one blot on the landscape is X-Box.

This machine will finally ruin Bill Gates. "A home computer made for games and entertainment," was his description of it, but is that what gamers want? Of course not! Gamers want pound for pound action.

We don't want hard drives and hardcore RPGs like *Ultima*. We want pure gaming bulldogs like *Ridge Racer* and *Tekken*. What games will make up the launch titles for X-Box? Probably a tarted up *Age of Empires* and a very slightly action-enhanced *Flight Simulator*. Both games are superb on the PC but are they action-packed enough for console-bred gamers? No.

Unless Bill Gates releases control of the X-Box to someone who has played games in the console world before, X-Box will go the same way as Commodore, Atari, 3D0 and Phillips.
Anonymous, via e-mail

Apart from one paltry demo, we haven't seen anything of X-Box yet, so it's probably a bit early to start speculating what it will and will not do. One thing's for sure, though, Microsoft won't make the mistake of using the platform for games like Ultima and Flight Simulator. More likely, it'll be home to the action games you speak of.

Our main worry is that X-Box won't have enough X-Box games, i.e. games

developed specifically for the console, and not for PC. It's got the potential, it just needs to be realised properly.

Buy, buy, baby

With the Dolphin it's obvious that Nintendo have already made the same mistake as they did with the N64. It's arriving far, far too late in the day.

It's a psychological thing for buyers. You walk into a games store and look to your right – a neat selection of shelves displaying a few dozen colourful N64 boxes. Nice. Then you look to your left. Towering above and around you sprawls row upon row of glassy PlayStation titles spreading like the plague. True, the majority of these titles may be mediocre, but that doesn't matter. Hundreds and hundreds of games versus a few dismal dozen? It's no contest.

The backward compatibility of the PS2 means that it already has over 1500 games on the market. Beat that.
Solo Martin, Athlone

You should know by now that Nintendo are a law unto themselves. They'll launch Dolphin when they want to and when they feel they have the right pedigree of game. Of course, Dolphin will be lagging behind PS2. Everybody knows that, including Nintendo.

But, if they can get enough Zeldas, Marios and Metroids together, and get the developer support that was lacking on N64 (including some sort of reconciliation with Square), it'll be job done. They'd happily take second place behind Sony in the console wars.

Online just fine

I'm seriously hoping Sega's online plans come off. If *Chu Chu Rocket*, but more importantly, *Quake 3* and *Black & White*, are moderately successful, it'll allow the likes of Sony and Nintendo to streamline their own internet strategies – which can only be good for gamers. Personally, I'm very excited.
Terry Sacklewitch, Birmingham

Absolutely correct. We'll know more about how Chu Chu's doing this time next month. Fingers crossed.

The Videogame Magazine Arcade

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Editorial

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Contributors

Three word monsters who brought knowledge to Arcade this month...



Lee Hart

Officially The Quietest Man in the World, Lee has *Metropolis Street Racer* firmly chalked up as the game he is most looking forward to in the coming year. "It promises to be a super-cool mix of *Driver* and *Gran Turismo*," he whispers, before admitting that, if he had his way, all photos of him would be destroyed. "If you have to use one," he says, after much chinese burning, "you can use this one of me hiding behind a wall."

Lee's spending his summer in Belgium.

■ **Fave game:** *Colin McRae 2.0*



Robin Alway

Ex-Arcade Games Editor Robin is now Drill Sergeant on our sister mag, *GamesMaster* and leads a humble life of carp fishing. The game he is most looking forward to in the next 12 months is *Mario* on Dolphin. (Though, if that comes out before the end of 2002, the entire *Arcade* team will run naked through the centre of Bath.) Robin admits he isn't "doing anything interesting this summer". Er, apart from going to Cuba.

■ **Fave game:** *Zelda: Majora's Mask*



Steve Brown

Internet specialist Steve prides himself on his love for animals and, this summer, will be furiously "journeying to the South Pole using a sled team of domestic cats." Unusual, you might say. Not for Steve. Two winters ago he used nothing but love to revive two flatlining German squirrels.

The game he is most looking forward to this coming year is *Duke Nukem Forever*. The same will be true next year. And the one after.

■ **Fave game:** *Messiah*

STAND UP TO GENERAL NAGAROV AND YOU DON'T STAND UP FOR LONG.

THE VOLGIAN WORD FOR MERCY IS *CHE*, BUT IT'S DIFFICULT TO SAY WHEN YOUR HEAD'S BEING HELD UNDER WATER. THAT'S WHAT HAPPENS WHEN YOU DARE TO QUESTION THE AUTHORITY OF GENERAL DMITRI NAGAROV. SINCE HIS ARMED TAKE-OVER OF VOLGIA A DECADE AGO, MANY THOUSANDS OF PEOPLE HAVE BEEN IMPRISONED AND TORTURED IN THIS AND OTHER EQUALLY BARBARIC WAYS.

An ethnically diverse region, racial and religious conflict has become part of everyday life in Volgia. Nagarov embraced hard line racism as a way of gaining the support of the majority. It worked.

Many Volgians have enthusiastically backed his victimisation of minorities. We call it persecution. Nagarov calls it canvassing votes. And he doesn't just limit this treatment to his fellow countrymen.

ENGLISHMAN CAUGHT UP IN VOLGIAN CONFLICT

British citizen John Cord entered Volgia as a tall, fit, handsome 36 year-old. He has performed dutifully in the Army and Security Services for 18

years, a loyal servant to his country. Now he lies weak and helpless on a prison cell floor, the victim of brutal and continued torture. Eyewitness reports from outside the barren prison complex say he is a shadow of the man who was taken into custody two months ago. And the most shocking thing about all this? Nobody seems to care. Politicians around the world ignore the situation. They refuse to play the game. They're leaving that up to you. But why should you bother when you probably couldn't point to Volgia on a map?

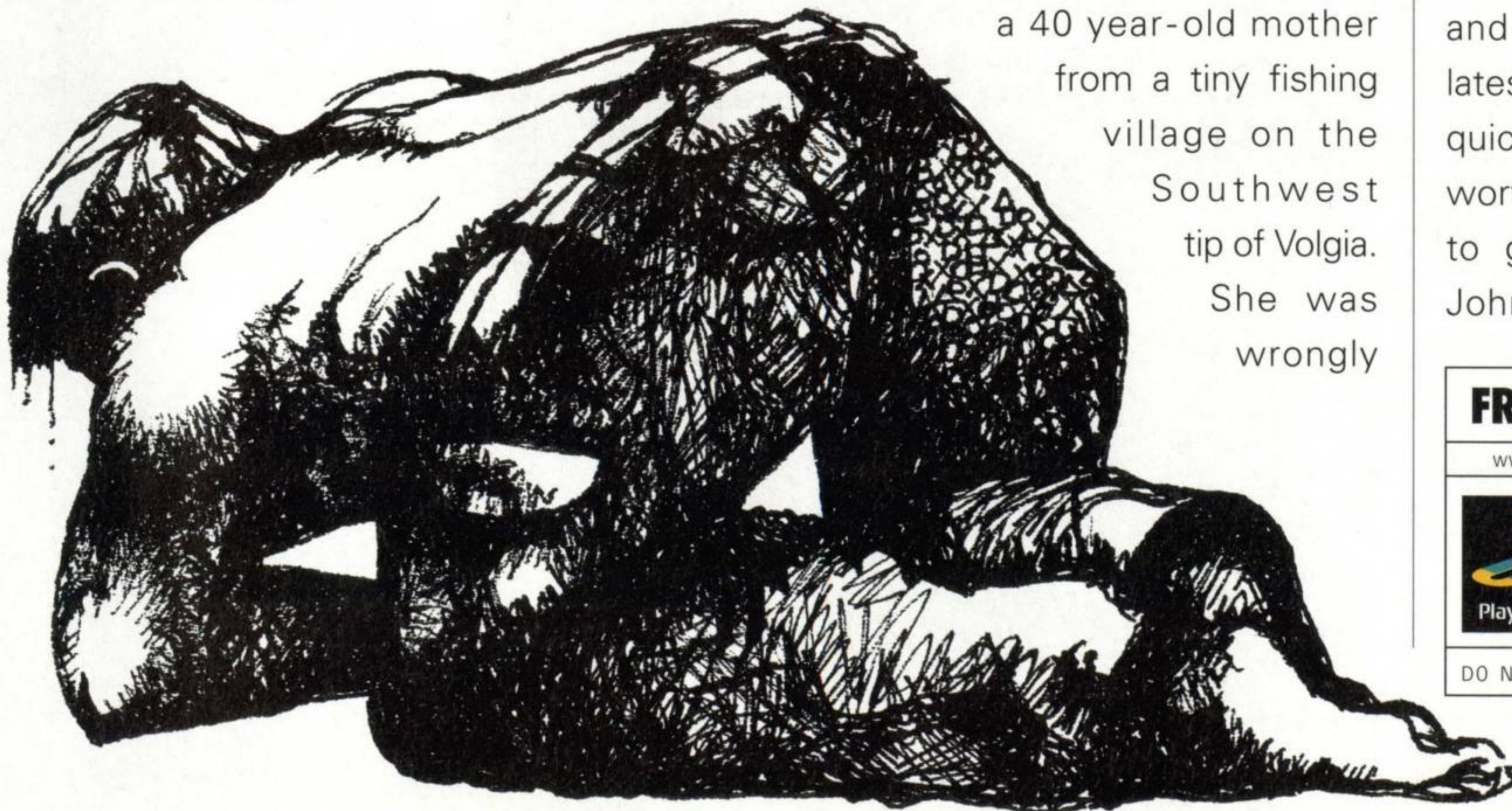
GOVERNMENTS SHUN RESPONSIBILITY

Calottia (not her real name) is a 40 year-old mother from a tiny fishing village on the Southwest tip of Volgia. She was wrongly

accused of being a member of the Volgian Freedom Fighters. "Nagarov's men came in the night, dragged me away in front of my child. They said I was being taken away 'for questioning'. Then they locked me up for seven years. The world knows what is happening here, the brutality, the injustice. They know about your John Cord too, yet no one takes action. Nagarov uses persecution and fear to get what he wants. But his deadliest weapon is apathy." Since her release Calottia has become an active member of the V.F.F. Now we're asking you to take up the challenge and fight too, for John's sake.

JOHN CORD NEEDS YOUR HELP

You have the power to stop Nagarov's blatant violation of human rights. You have the power to free John Cord. It doesn't cost a lot to buy him the chance of survival. Just go to your nearest computer games outlet now and purchase a copy of PlayStation's latest title 'In Cold Blood'. It won't be quick and it won't be easy. But nothing worthwhile ever is. The time has come to get on your backside and help. John Cord's life is in your hands.



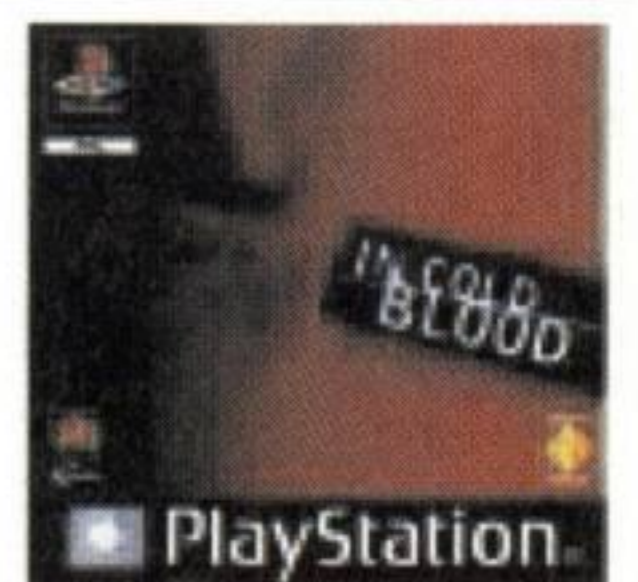
FREE JOHN CORD

www.playstation.co.uk/blood



△○×□

IN COLD BLOOD



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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E3

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



SONY'S BABY

PS2 in the UK!

European PlayStation2 launch date is set for 26 October 2000.

Sony used the giant E3 games show to reveal the UK and US launch dates for the PlayStation2. The new console will be simultaneously available to eager British and American gamers from 26 October at \$299 in the US and approximately £299 in the UK – although an official price has yet to be confirmed.

"To date 1.8 million units have been sold in Japan," said PlayStation guru Ken Kutaragi, who was understandably bullish about the Autumn launch. "Just as PlayStation brought interactive gaming to unprecedented mass market levels, PlayStation2 will open the doors to a new world of

computer entertainment experience in the home, bringing together games, music and movies."

Sony also announced several important changes to the console from the original Japanese model. The US and UK PlayStation2 will feature a new expansion port and Drive bay on the back that enable the console to attach a network card and hard drive – both of which will be launched in 2001. Also, the DVD movie playback will now be included in the console's hardware, rather than using software drivers stored on a memory card. This is a move to avert the problems that Sony experienced in Japan, where a "cheat" enabled Japanese gamers to watch American DVDs – although this now means that the

8MB memory card won't be included in the box when you buy a PlayStation2.

As far as launch games go, Sony want to have at least 50 titles ready for 26 October (see opposite) which would make it the most impressive line-up ever for a newly-released console. The original PlayStation was launched in September 1995 and sold 700,000 units across Europe by the following Easter. Sony want to triple that number by shipping 3 million PlayStation2s by March 2001, although reports suggest that they'll be hard-pushed to deliver that many machines. Gamers wanting to get their *Tekken* Tag-starved hands on one of the first machines, may have to start queuing pretty soon.



■ A DVD remote control is planned for the PlayStation2.



Playstation2 launch titles

Tekken Tag Tournament

■ Developer: **Namco**
■ Publisher: **Sony**

■ The latest *Tekken* is little more than a "best of *Tekken*" with all the fighters from the previous three games. But great graphics, new moves and "Tekken Bowl" makes this an essential buy for fight fans.



FIFA 2001

■ Developer: **EA Sports**
■ Publisher: **EA Sports**

■ The inevitable update of EA's premier football game promises to be the best yet. Realistic players, new animations and improved gameplay will mean this sells like hot cakes.



Dead or Alive 2

■ Developer: **Tecmo**
■ Publisher: **TBC**

■ A serious alternative to *Tekken* in the fighting stakes, *Dead or Alive 2* is reversals-based fighting at its best. Also features bouncing boobs and cotton panties.



Ridge Racer V

■ Developer: **Namco**
■ Publisher: **Sony**

■ The fifth in the *Ridge Racer* series is graphically glorious version of Namco's classic arcade racer. Loads of tracks and cars and you can race as Pac-Man.



Street Fighter EX3

■ Developer: **Capcom**
■ Publisher: **TBC**

■ *EX3* didn't do too well in *Arcade* when we reviewed the Japanese version a few months back, but there are enough fans of the gaming series to make this a hit.



DEVELOPER PAINS

Hard at work

Key developers criticise PS2 performance.

■ Whilst the gaming world understandably rejoiced at the news of PS2's confirmed UK launch date of 26 October, some developers – somewhat surprisingly – also admitted they were disappointed with what they had seen of PlayStation2 so far.

Most vocal of all was *Metal Gear Solid 2* director Hideo Kojima, who, despite getting an incredible performance out of the PS2 with the *MGS* follow-up, admitted he was "Actually expecting something much better." Explaining further, Kojima didn't mince his words: "I really dreaded going into work because I knew we were not going to get what we expected."

A developer who wished to remain anonymous, said Sony's inability to address the

anti-aliasing issue (the hardware feature that automatically smooths out edges) meant his game looked disappointing. "Developing our own anti-aliasing software would cost somewhere in the region of \$1 million, and we're not prepared to spend that kind of money."



PUKKA PERIPHERALS

PS2 Hard Drive and Remote Control

Sony announce plans for a storage device and nifty hand-held gizmo.



■ PlayStation2 owners will have to wait until 2001 to buy the separate hard disc peripheral. Sony didn't comment on the exact release dates or price at E3, but hinted that the device would be able to store between 20-30 gigabytes – enough room for 50 standard CD-Roms. With the hard disc and Network Expansion Pack connected to the PlayStation2, gamers will eventually have access to

Sony's future online network and be able to download movies, music and games – including a hefty slice of the PlayStation back catalogue.

Microsoft's X-Box has already laid down the gauntlet to Sony with the announcement that the console's impressive specifications also include a hard disc drive as standard. Meanwhile Sega has already unveiled plans for an add-on Zip drive, but the company still hasn't released any information on how much it'll cost or when the peripheral will be on sale in the UK. Nintendo are known to be resisting a move to make their new Dolphin a "multi-purpose home entertainment device," omitting DVD movie playback and keeping the console as a solid games machine.

Meanwhile, gamers wanting to take full advantage of the DVD facilities of the PS2 will be pleased to learn that Sony is planning a remote controller. Using the Dual Shock2 – even with the extra long lead – is not the ideal way to watch and control DVDs, so the controller will be a welcome add-on for potential PS2 movie buffs.

PLAYSTATION-CUTE

Shrinky Dinks

New Mini PlayStation set for release.

■ Great as the PlayStation may be, it does look like a tissue box; a shape familiar to the PlayStation's main audience – teenage boys. Now, however, it is to reduce in size.

According to Sony, the largest growing market for PlayStation is girls under the age of 12 so a smaller, redesigned PlayStation will appeal to this demographic, as well as a wider general audience. It is to be known as PlayStation One. The PSOne is exactly the same system as the original PlayStation, with redesigned chips that have allowed the casing to be shrunk by about two thirds. It is to have a new logo, too.

The PSOne is likely to retail for the same price as a normal PlayStation, in an effort not to imply the PSOne is a kid's machine. A Japanese and American release look promising for Christmas (although there's still no news on the fabled hand-held PlayStation) with Sony UK set to make an announcement soon.

■ A mock-up of the proposed mini PSOne. Expect UK details soon.



ONLINE SHENANIGANS

PS2 Network Expansion Pack

Sony's broadband revolution.

■ As well as the hard drive, Sony announced details of the Network Expansion Pack which will enable the PlayStation2 to surf the Net, as well as downloading various media. Sony want the PlayStation2 to be the conduit for the so-called "Broadband Revolution". Telecommunication companies, including BT are currently introducing Broadband Internet systems in the UK, which means more information will be accessible at speeds far exceeding today's standard modems.

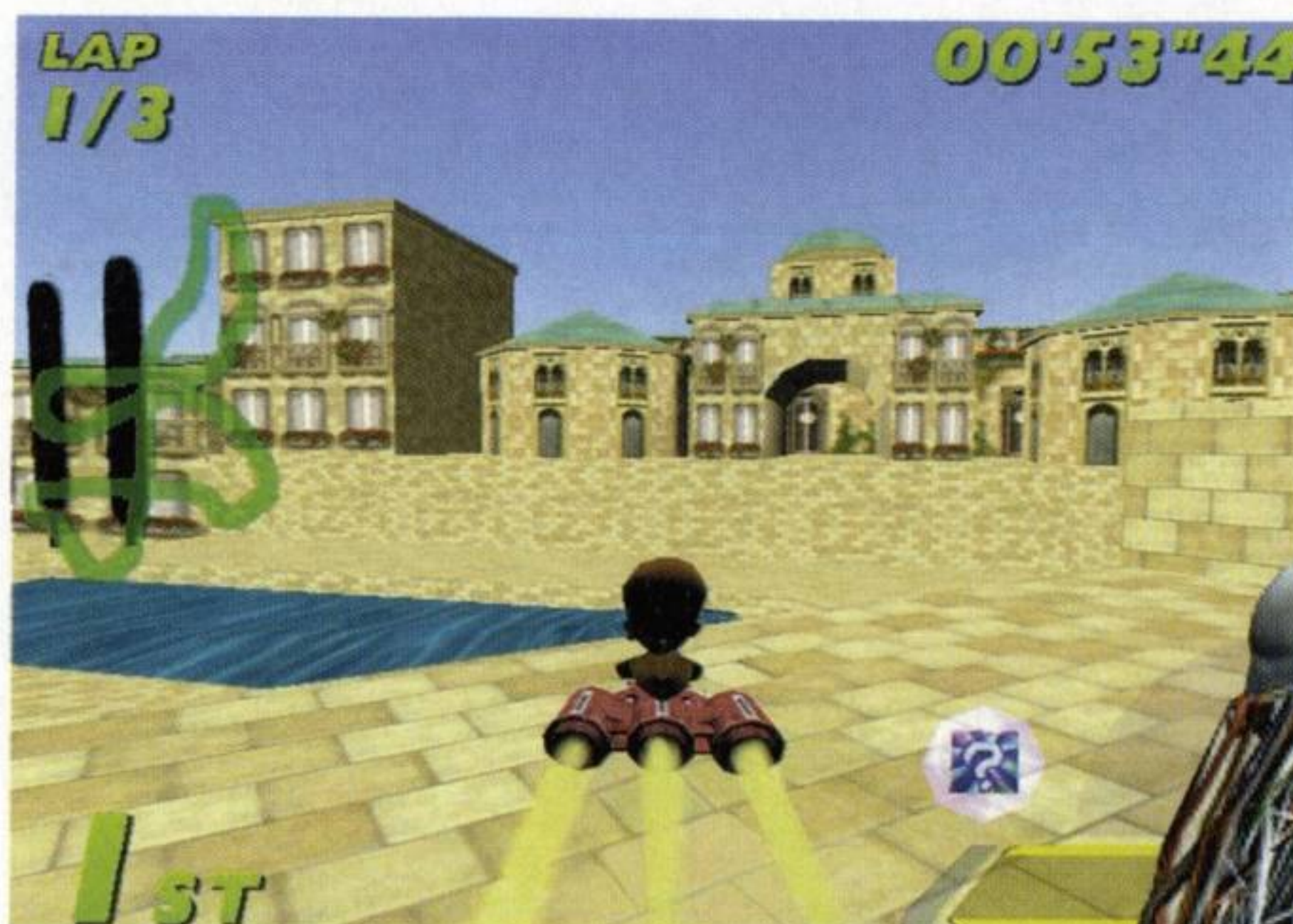
PlayStation2 will take advantage of the much-improved technology to deliver possible innovations such as online gaming with no

latency and movies on demand. In the US, Sega is planning on giving full rebates for Dreamcast gamers who sign up with their Internet Service Provider – effectively giving the console away for free. Sony are monitoring the situation and have hinted that if the scheme is financially successful, may give similar rebates on the Network Expansion Pack if US customers subscribe to their Broadband system. Whether this will happen in the UK is debatable, but the Internet and hard disc add-ons are great news for gamers and essential ammunition for Sony in the next-gen console battle.

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



■ (Above and below) The PlayStation2's first *Star Wars* game, *Starfighter*. Fly lots of ships that you've never seen before.



■ (Above) *Super Bombad Racing* on PC. Basically *Mario Kart* with *Star Wars* characters. Just what we need.



■ *Starfighter* – stunning graphics and battles.



■ *Battle for Naboo* on N64 – a sequel to *Rogue Squadron*.



■ The young Obi-Wan takes on a platoon of Battle Droids.



■ The game recreates locations from *Episode One*.

FORCE-FED

The empire strikes back

LucasArts in Episode One frenzy.

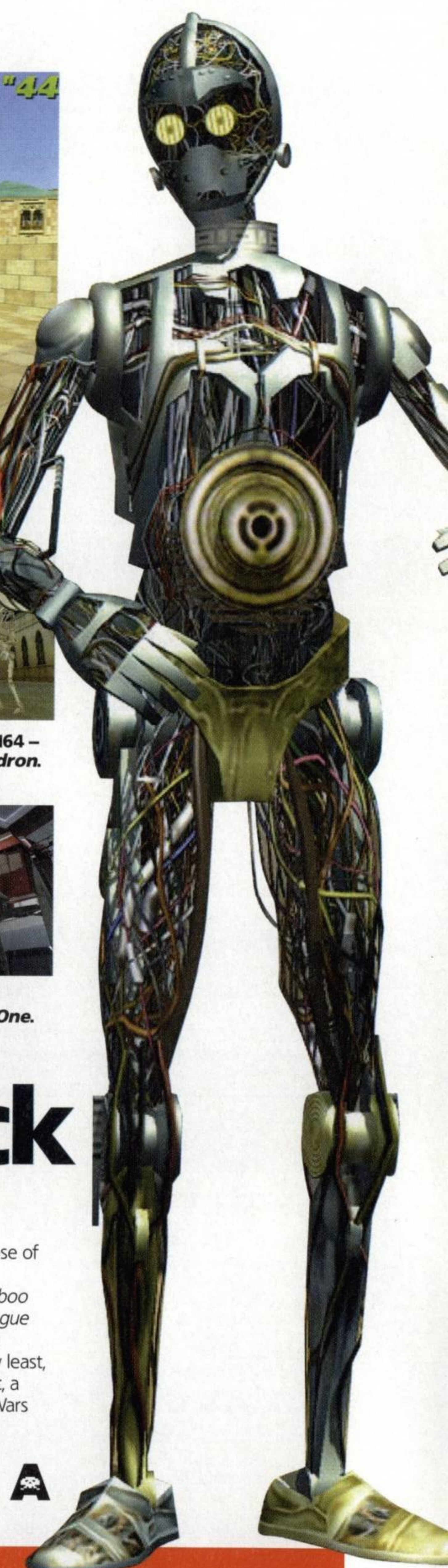
Had enough of *Star Wars* yet? Well, it doesn't look like there's any letting up in the repackaging and reselling of George Lucas' moolah-generating bit of mythology. At the recent E3 show in Los Angeles LucasArts showcased several new *Episode One*-based games – all of them taking existing genres and bolting on *Star Wars*. No, we're not that cynical. Honest.

Best of the bunch were the highly anticipated *Obi-Wan* on PC and *Starfighter*, a new game for PS2. In *Obi-Wan* you take control of Ewan McGregor's character and fight your way through a number of *Episode One* inspired missions, learning new Jedi skills as you go. *Starfighter* follows in the footsteps of the brilliant *Tie Fighter* and *X-Wing* games. It's an arcade flight sim where you control various ships from Naboo. LucasArts promises an 'exhilarating story-driven flight adventure' that climaxes with the assault on the Droid

Control Ship that was featured at the close of *The Phantom Menace*.

LucasArts also showed *Battle for Naboo* on N64, a follow up to the successful *Rogue Squadron*, which adds space and ground battles to the original. Last, and definitely least, is *Super Bombad Racing* on every format, a *Mario Kart* clone with 'kiddied up' *Star Wars* characters. Lovely or, rather, not.

Obi-Wan and *Starfighter* are due in 2001 while *Battle for Naboo* and *Bombad Racing* will be out this winter.



INCOMING

Coming to a TV screen near you!

3 months



WWF No Mercy

■ N64
■ Asmik
■ THQ
■ Better than previous *WWF* games? With new play modes and 65 wrestlers we're not going to argue with men in tights.



Le Mans 24

■ Dreamcast
■ Eutechnyx
■ Infogrames
■ Conversion of last year's PC/PlayStation racing title, set at the famous endurance race. Now features more than just one course.



Formula One World Grand Prix

■ Dreamcast
■ Video System
■ Sega
■ Sequel to the best (and only) F1 game on Dreamcast. Features a simulation of the 1999 season.

6 months



KISS: Psycho Circus

■ PC/Dreamcast
■ Third Law
■ Gathering of Developers
■ Let's rock! Mad first-person shooter starring the metal legends from KISS.

1 year



Sonic Adventure 2

■ Dreamcast
■ Sonic Team
■ Sega
■ The blue spiky action returns and it looks better than ever. More high-speed platforms and some new characters



Animorphs

■ PC
■ Infogrames
■ Infogrames
■ Based on the popular Nickelodeon TV show, you play one of four characters who can transform into any animal that they touch.

Advance retreats

US launch put back.

Nintendo of America has announced a delay to the launch of its Game Boy Advance. The US date has now moved from the winter of this year until, so we are currently told, "no later than March 2001."

The reason given for the delay is the continued success of Pokémon – the current *Gold* and *Silver* versions of the game have impressively sold more than three million copies each in Japan and sales are continuing to rise. Given that the craze shows no sign of abating, the new Pokémon games are expected to sell in similar quantities when they are released in the US this autumn.

However, it's been stated that this slip will not affect the Japanese release date of winter 2000. That still didn't stop the announcement being met with a degree of uncertainty on the Japanese stock

market – Nintendo shares fell 3.2% the day after the announcement.

There has been no official word on a launch in the UK but it is unlikely that the Advance will be launched before *Pokémon Gold* and *Silver* which are due sometime next summer. As usual UK gamers will have to wait until the winter of 2001 to get hold of the latest Nintendo handheld.

Other news that has filtered through to the office is that Nintendo of Japan has stated that they will officially unveil the Dolphin at this summer's Nintendo Spaceworld show in Tokyo. Of course, *Arcade* will be there to bring you all the latest news on Nintendo's much anticipated next gen console.



■ (Right) Mario. Er, with some dolphins. Spaceworld will see a first look at the Dolphin console.



Sam Richards' World of Games



Game Boy Sew

In a bizarre Nintendo/cross-stitch crossover, Singer has developed a new sewing machine that can be used in conjunction with Game Boy Color. Using the handheld you can design patterns and then upload them into the Nuyell sewing machine. Honest, it's sew true.

Looking Glass through

Eidos' Looking Glass, the company behind *Flight Unlimited*, *Thief* and *Thief 2* is to close. Despite the steady sales of the excellent *Thief 2*, the company cites "financial problems" for the closure. In totally unrelated news, Eidos's hugely expensive *Daikatana* hits the shelves this month after two years of delays, and proves... well, a bit disappointing, really. Turn to page 81 for the full verdict on Romero's four year folly.

Search for the Chu Chu master

Sega has announced a nationwide competition to find the best online *Chu Chu Rocket* player. To enter, first you need to register your copy of the game at the Dreamarena website. Once this is done, just play online as much as you can, winning as many games as possible. The winners of the four national areas will be invited to London for a playoff. The champ will grab a personalised *Chu Chu* Dreamcast pod.

Living in Sim

After the incredible success that *The Sims* has enjoyed, Maxis has announced a new spin-off that expands on the original idea. *SimsVille* is somewhere on a level between *Sim City* and *The Sims*. You have control over an entire community of sims – you build houses, shops and businesses and then move your families in. You then have to take care of your community, keeping the inhabitants happy by attending to their needs. Different sims with different personalities will need different shops and amenities. We'll have more news over the next few months. Stay tuned.

Advance launch games



Yoshi's Island

■ Probably the greatest Mario platformer of all time – and Mazza wasn't even the lead character – *Yoshi's Island* is an absolute must for Game Boy Advance, and has already been confirmed as a lead title by Shigeru Miyamoto himself. There may even be some extras added in too.



Super Mario World

■ Whilst Game Boy Color recently got a tinkered-with version of the original NES *Mario* game, *Super Mario Bros.*, the Game Boy Advance will be capable of perfectly porting this wonderful, lavish-looking 2D platformer.



Mario Kart

■ Game Boy Advance allows up to four machines to be linked together, so expect fabulous multiplayer battles with this conversion of the original SNES racer. The pseudo-3D graphics on *Mario Kart* – made possible via the wonder of Mode 7 – are what you can expect from the mini-console.



Star Wing

■ Utilising the fantastic Super FX chip on the SNES, this 3D *Star Wars*-inspired space combat game should be easily ported onto Game Boy Advance. The port could also be a perfect opportunity to mix in elements of *Star Wing 2* – the sequel that Nintendo never got around to finishing.

SEGA SMILE

What's in a name?

Sega reshuffle sparks hilarity in Arcade offices.

■ Sega has announced an internal reshuffle, with all their game development divisions being given financial independence from Sega. Along with this change, Sega has allowed each company to choose a new name. The current *Arcade* favourite is "Smile Pit", but we can't wait for the games from "WooHoo" and Sega's Italian arm "Sega Rosso".

■ The full name changes are as follows:

AM1	WooHoo
AM3	Hit Maker
AM4	Amusement Vision
AM5	Sega Rosso
AM6	Smile Pit
AM7	Over Works
AM8	Sonic Team
AM9	United Game Artists
Wave Maste	Digital Media

In case you're wondering about AM2, the division responsible for *Virtua Fighter* and *Shenmue*, the division broke away from Sega last year and has decided to keep their name. Spoil sports.

GREAT EGG-SCAPE

Eidos set poultry in motion

Chicken Run for PlayStation and PC.

■ Eidos has announced a videogame tie-in with what should be one of this summer's biggest movies, *Chicken Run*. *Chicken Run* is the first feature length animation from Aardman Animations, the Bristol-based company behind *Wallace and Gromit*. Set in the 1950s, the film follows the exploits of a group of chickens as they attempt to break out of the chicken farm. The price of failure? Chicken pie.

The game follows the plot of the movie closely. You take control of Rocky, the hero of the tale and your job is to help him and his feathered friends escape the clutches of Mrs Tweedy. Both the film and the game feature the vocal talents of Mel Gibson, Julia Sawalha, Miranda Richardson and Jane Horrocks.

Chicken Run is out in the cinema this summer and you can check the exploits of Rocky and chums on PlayStation and PC this winter. Eggs-cellent.

■ Help Rocky and friends escape from the evil Mrs Tweedy in the *Chicken Run* game.





"Gagging for it!" Games that make our palms sweat.

Outtrigger

Sega do Quake 3. But better.



Sega's take on the first person shooter is fast and furious – it's you against evil terrorists!

Fore! *Outtrigger* has a brilliant four-player mode. You can also have four players on one Dreamcast playing online.

The crowd says "Boom!" Outrageous weapons are the dish of the day. There are lots of stupidly big explosions, which we like.

Outtrigger

- Format: Dreamcast
- Developer: AM2
- Publisher: Sega
- Release date: Winter

Selecta You can play as one of four characters: Lina, Talon, Jay and Alain. They each have a different setting for speed and armour.

Get in there This screen is third person mode but you can change to first person to make things a bit more personal.

Ready, aim... The terrorists that you have to kill. The game automatically locks onto them to make death a quick and painful event.

Time to kill It's all arcade-based action. You'll be given an objective, say, kill ten enemies, and you'll have to complete it within a certain time limit.

Zero tolerance for zombies

Capcom unleashes N64-only Resident Evil game.

In *Resident Evil Zero* you take control of Rebecca Chambers (from the first *Resident Evil*) and a new character called Billy Coen, an ex-navy officer. The story begins in 1998, one day before the events in the original *Resident Evil*, following a series of bizarre murders on the outskirts of Raccoon City. The STARS team is called in to investigate – they discover a mysterious train in the woods and set about

solving the mystery. Naturally there are zombies about.

Unlike any of the other *Resident Evil* games, play can be switched between the two different characters at any time and you will need to keep them alive. The character that you're not controlling can still be attacked so it's important that you keep an eye on them. The only other major change will be that you can now put down items anywhere you choose rather than hunting for one of those bottomless chests. This

should enable you to swap weapons and items between the two characters. *Resident Evil Zero* hasn't been given a confirmed release date in the UK yet but expect it sometime this winter.



■ Claustrophobic locations.



■ Late trains make commuters flip-out.

DreamStation

Play PlayStation games on Dreamcast.

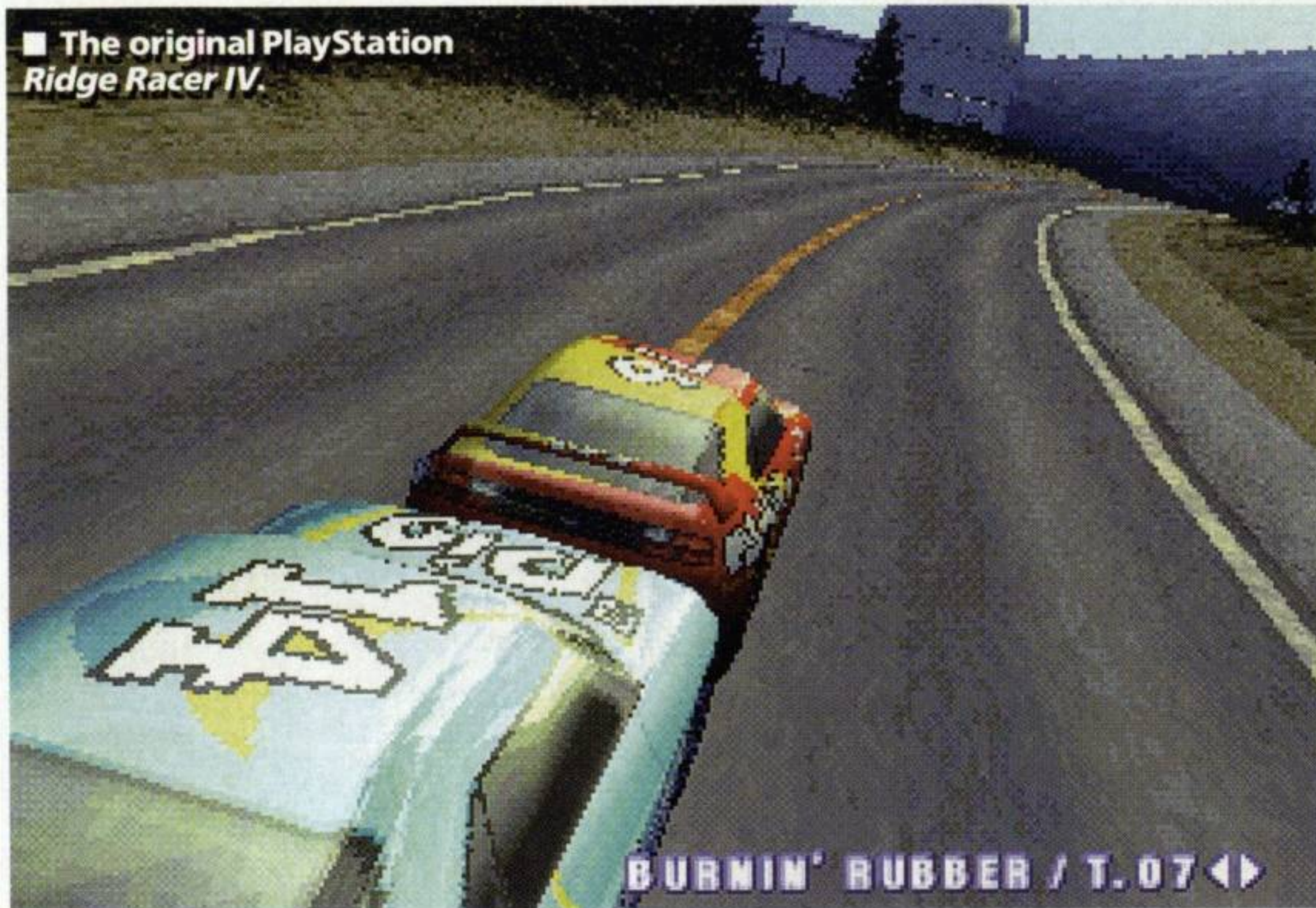
Bleem! is an emulator which was originally released last year, allowing you to play PlayStation games on PC – it uses the graphics card in a PC to enhance the look of PSX games. After a lengthy court battle with Sony, bleem! Inc has finally got the go ahead from the US courts to continue manufacturing their emulator. Now they have set their sights on Dreamcast – bleem! Inc. is promoting support for more than 400 PlayStation titles at its launch.

What makes bleem! something quite special is the way it uses the Dreamcast's power

to make PlayStation games look fantastic. Bleem! runs PlayStation titles at a 640x480 resolution (twice that of PlayStation) and it uses the Dreamcast's anti-aliasing and bi-linear filtering to smooth out textures. The result is that these titles have never looked so good, even on the PlayStation2 with its PlayStation-enhancing software.

Bleem! has also announced an adapter that enables you to use a PlayStation joystick instead of the Dreamcast pad.

Bleem! will launch in the US at \$19.99 this summer – a UK release has yet to be confirmed but we expect an announcement soon.



■ The original PlayStation Ridge Racer IV.



■ See how the Dreamcast bleem! makes it look lovely.

Orient excess

It could only happen in Japan.



When bish comes to bash...

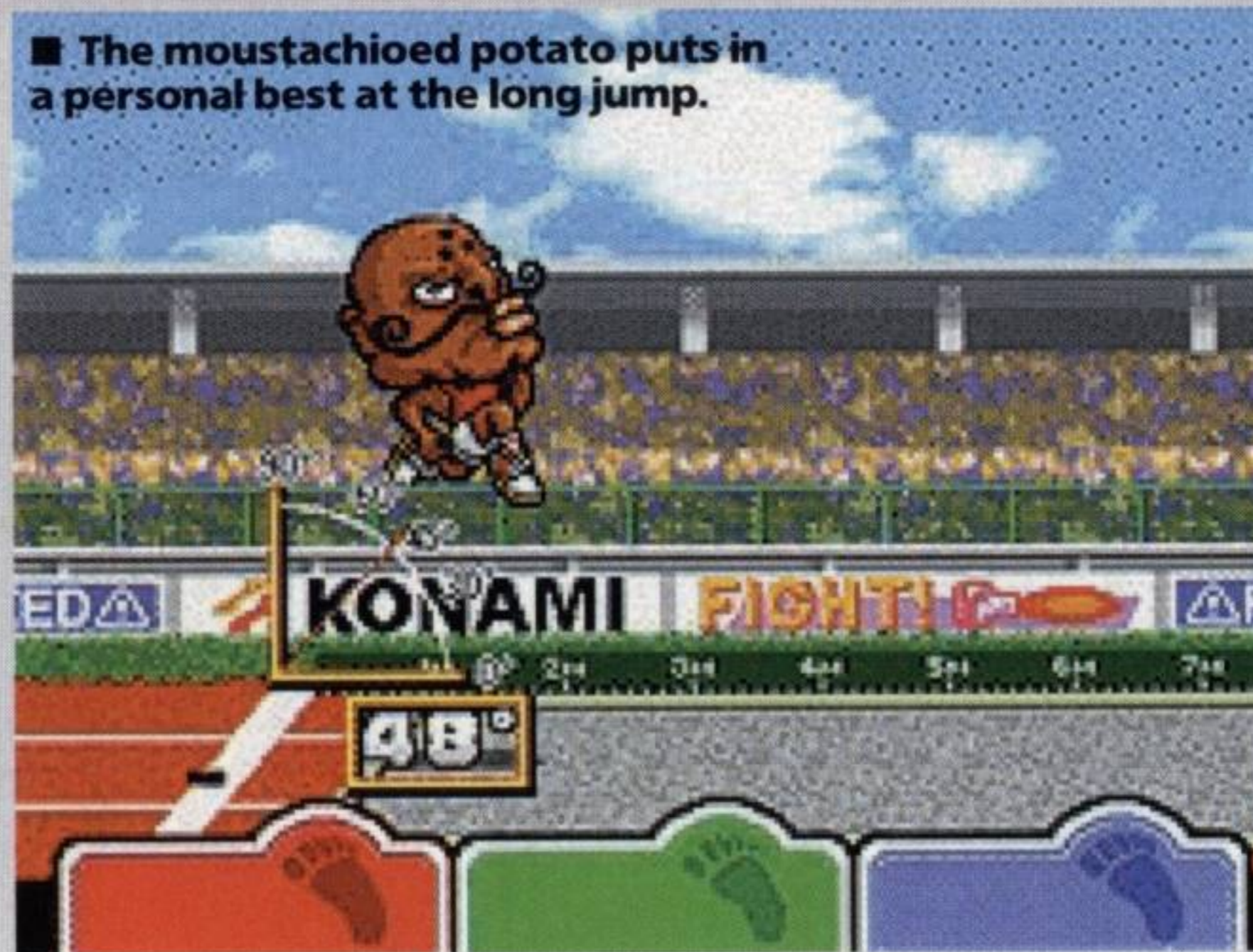
■ One of *Arcade's* favourite experiences of recent months has been racing through the brilliant and bizarre mini-games contained within Konami's mid-price PlayStation winner *Bishi Bashi Special*. Inflating afros, lobbing wedding cakes towards pew 32 and jumping for the meat were just a few of the myriad pleasures available.

Now Konami Japan has announced details of *Bishi Bashi 3* (*Bishi Bashi Special* comprised both of the original games, remember). It appears to offer more of the same insane charm,

with one game replicating *Track & Field's* long jump with a ludicrously-moustachioed, potato-faced man. Oh yeah, and *Bishi Bashi 3* is being specially designed for use with the *Dance Dance Revolution* floor mat. Chaos will ensue.



■ The moustachioed potato puts in a personal best at the long jump.



3D Face

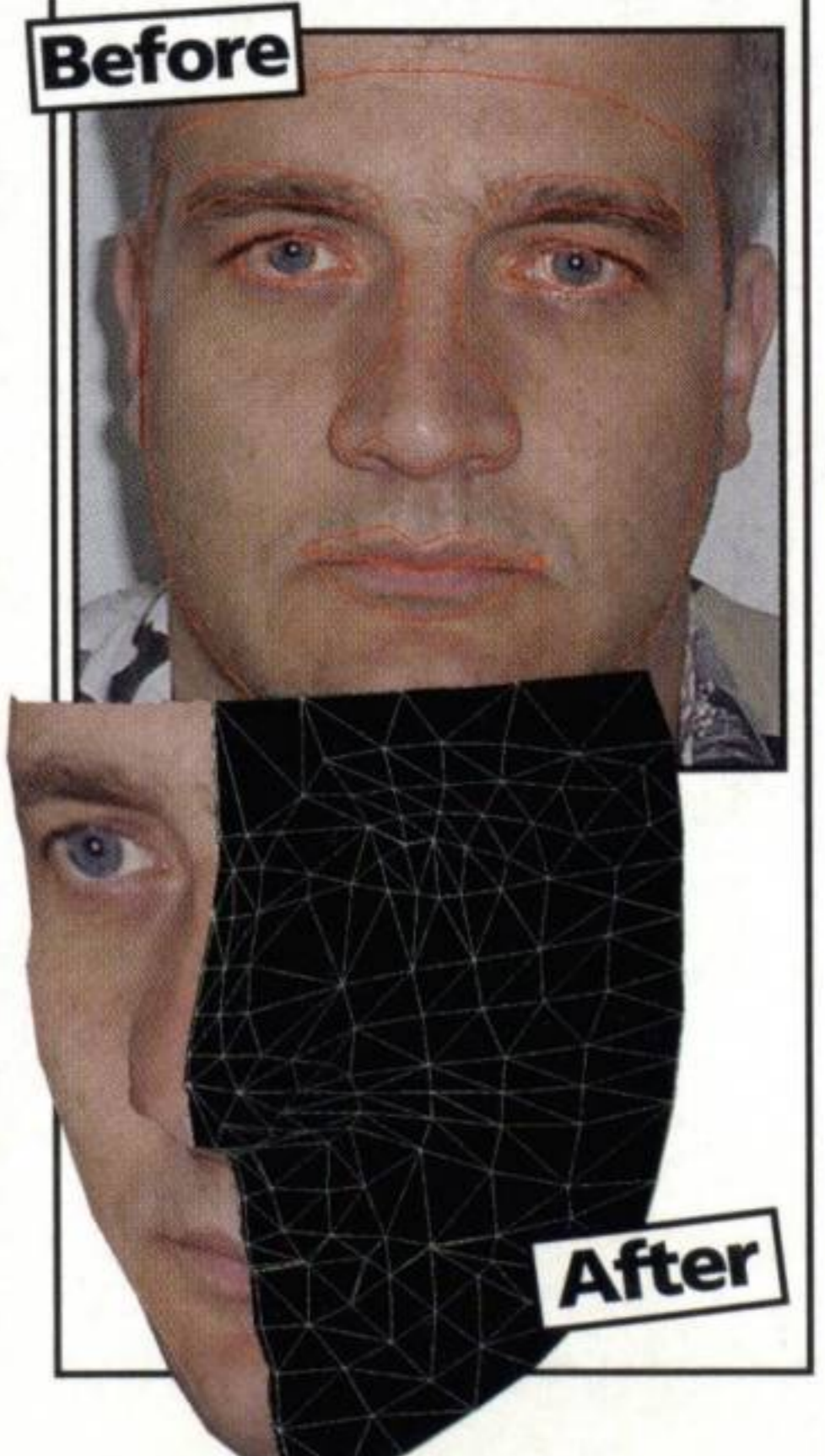
Face/On

Transplant your face into cyberspace.

■ Ever wanted to shoot your mates in *Quake 3*? Well, the reality is just around the corner. CyberExtruder.com has revealed new Internet-based software that will take a 2D photograph and model it into a 3D face – the idea being that you will eventually be able to import these models into videogames.

It works by approximating the 2D image to a database of over a hundred 3D faces. When a close match is found then the software can map the photo onto the face creating a lifelike model. CyberExtruder hopes that their software will be used by the next generation of Internet gamers, those with Dreamcasts and PlayStation2s.

Of course, you wouldn't have to stop at just your face or a friend's. How about a picture of a celebrity? Now, where did we put that picture of Leonardo DiCaprio...?



Smacko Jacko

The king of pop gets a good kicking.

Bizarrely, Midway has announced that Michael Jackson will play a starring role in their boxing game *Ready 2 Rumble: Round 2*. The singer/dancer extraordinaire has been extensively motion captured and many of his fighting moves will be based on his dancing. Expect lots of high-

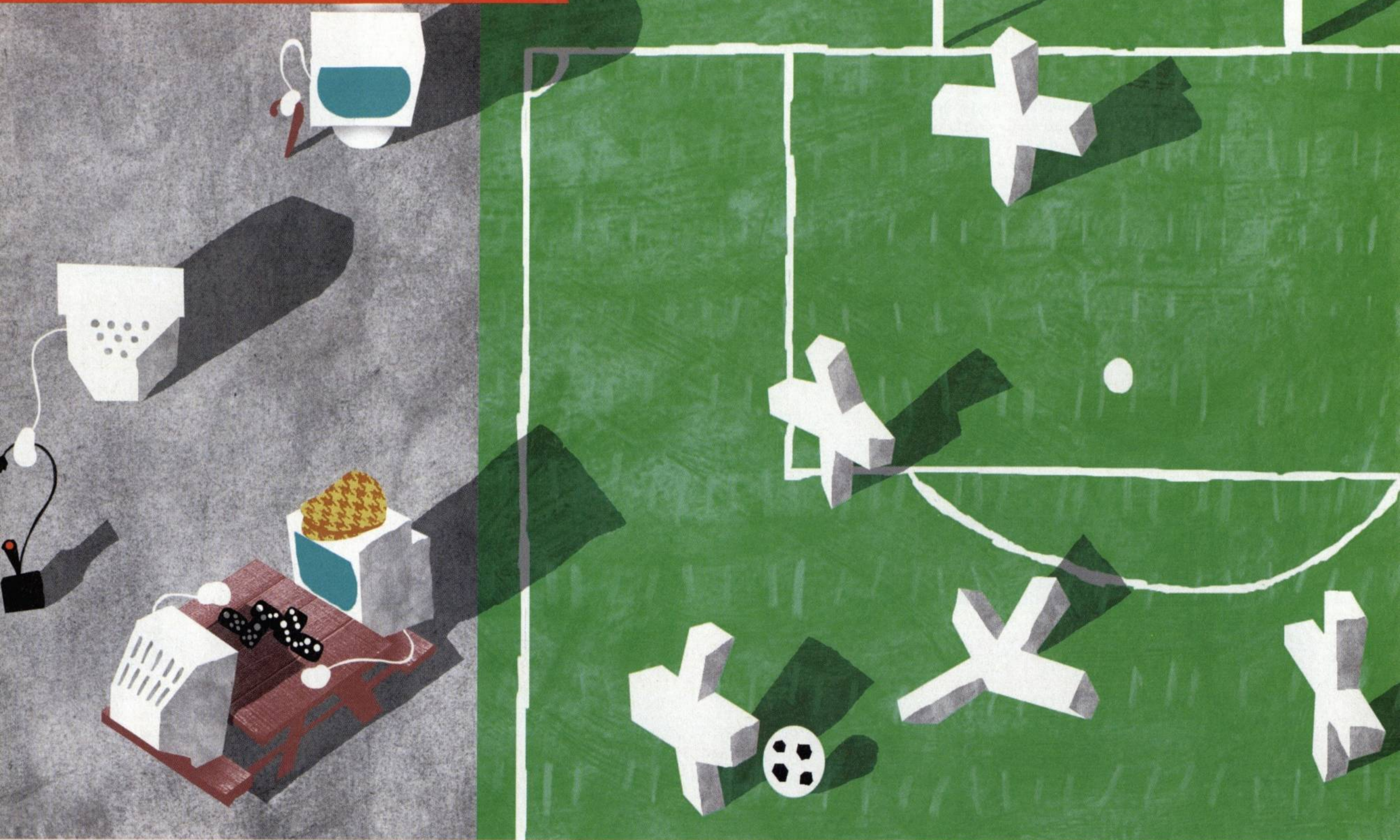
pitched 'owws!' and crotch grabbing when he gets hit.

The game will also feature 12 new boxers, one of them being the LA Lakers' Shaquille O'Neal. *Ready 2 Rumble: Round 2* will be released on PlayStation2, PlayStation, Dreamcast, N64 and Game Boy in November.

■ He's been hit by, he's been struck by... you.



■ PHOTOGRAPHY: PICTORIAL PRESS



NEWS ANALYSIS

Words by | **Jamie Sefton**

■ ILLUSTRATION: **MATT KENYON**

PC RIP?

Arcade investigates the possible early retirement of the games PC

If you happen to hear a tired cough and splutter from your beloved white box the next time you're playing *Unreal Tournament*, it's because the PC could soon become the gaming equivalent of a Betamax video-recorder.

There's no doubt that over the last ten years, the PC platform has produced some of the world's most popular and innovative computer games, from the first-person shooting of *Doom* and *Half-Life* to immersing adventures and strategy-led titles such as *Grim Fandango* and *Age of Empires*. The PC has continually pushed forward the 3D graphics

technology that is now flourishing on the next-gen consoles of the Dreamcast and PlayStation2, as well as encouraging almost single-handedly the worldwide phenomenon of the internet and online gaming.

However, many industry insiders and publishers are convinced that over the next few years, the PC will become a lot less important as a games format. Peter Molyneux, legendary boss of Lionhead has recently announced that *Black & White* is to be their last PC-led title. "The PC has several drawbacks as a games machine," says Molyneux. "It's

"The PC will become a lot less important as a games format."

expensive, regularly needs upgrading and is very unreliable. Although certain games will still thrive on the PC, the majority of future gaming innovations and revolutions will happen on the next-generation consoles – especially when they're connected to the internet."

The unreliability of the PC is a real problem for gamers and developers alike, with the thousands of different graphics cards, processors and soundcards resulting in numerous patches and bug fixes for newly-released games. With the next-gen consoles achieving top quality

graphics and having the advantage of a stable format, games companies can save time, effort and (crucially) money on developing new titles.

Demis Hassabis, head of Elixir Studios, co-created the classic *Theme Park* for the PC along with Peter Molyneux and also believes the platform is in for a big upheaval. "Once the new consoles get a grip on the market, things will be tough for the PC – especially as the demographics of the console gamer may well change to embrace the kind of games that were previously associated with the PC." This has already been proven with the imminent Dreamcast conversions of the PC classics *Half-Life* and *Quake 3*, the latter of which will definitely be playable with a keyboard/mouse combination – traditionally the preserve of PC-only games.

Probably the biggest signal of the changing videogames market has come with Microsoft's announcement of their X-Box console. Bill Gates knew that his company was in danger of losing the "battle of the living room" with Sega and Sony manufacturing home consoles that can play games and access the internet at a fraction of the cost of a PC. X-Box will also have the usual console life of five to six years, providing a reliable, universal platform that games developers used to the PC's Direct X architecture can easily get to grips with. Ironically, this may end up boosting the PC as a games format – according to Jim McCauley, PC channel editor at internet games news site Daily Radar. "The X-Box could herald a golden era for PCs. Having a universal standard will encourage companies to make games for a format that was becoming unpopular. X-Box games will convert perfectly to the PC."

So what will happen to the PC as a games platform? Well, the format isn't going to disappear overnight. PCs have infiltrated over half of the homes in the UK –

mainly due to the internet – and as a result has a massive user-base of potential gamers. A successful PC title can expect to sell upwards of 100,000 in the UK, which is nowhere near the PlayStation or Game Boy (see below) but still respectable when compared to the Dreamcast or N64. Plus, the huge online gaming community will ensure the PC remains a popular platform.

The constant upgrading of PCs should also keep the format at the cutting-edge of videogame graphics technology. Hassabis believes that "The situation isn't as dire as some people are making out. The consoles, when they arrive, will be on a par with the PCs at the time they enter the market, but a year after that the PCs will be significantly ahead again. Look at how the PlayStation looks against today's PCs."

Much depends on whether developers will stick with the PC or make the sideways leap to the more lucrative console market. Although Peter Molyneux's Lionhead won't be producing PC games first-hand any more, Konami has recently announced that it's planning to develop games for the X-Box and the PC, with the superb *Metal Gear Solid* among the company's first titles.

Certain games are better suited to the PC, such as the popular RTS titles (*Command & Conquer*) and the massive online RPGs (*Ultima*) due mainly to the huge existing online support and the fact that these games lack the "instant" appeal that the majority of console owners demand. But as a gamer, you have to ask yourself this question: If you're presented with a games console that's as graphically powerful as a modern home PC, costs a quarter of the price, has options for mouse/keyboard control, 3D surround sound, DVD playback, internet access, no software/hardware compatibility problems and a wide spectrum of incredible games that can easily be played online, would you mourn the death of the games PC? **A**

SIMPLY THE BEST

PC classics *The titles that put the PC on the gaming map.*

Sim City – 1989

■ Strategy game where you finally got the chance to live out your childhood fantasies of being a town planner. Build houses, construct roads and create a happy workforce in a game that's hellishly addictive. Spawned a massive franchise of spin-off games and sequels including current smash *The Sims*.



Ultima Underworld – 1992

■ Warren Spector and Richard Garriott made their names with this technologically-advanced 3D RPG. Used an intuitive mouse interface to walk, run, swim and cast spells, plus ingenious real-time lighting effects that wowed PC owners used to flat 2D titles.



Doom – 1994

■ *Wolfenstein 3D* was the first, but *Doom* became id's landmark 3D first-person shooter, making the entire programming team world-famous videogame celebrities. Violent and scary, with adrenaline-pumping gameplay, meaty weapons and atmosphere that most games would kill for.



Command & Conquer – 1996

■ Westwood Studios built on the popular *Dune 2* to create a genre-defining real-time strategy, with great graphics, easy-to-use resource management and full-on futuristic battles. Wrote the blueprint for subsequent RTS titles, including the magnificent *Tiberian Sun*.



Quake – 1996

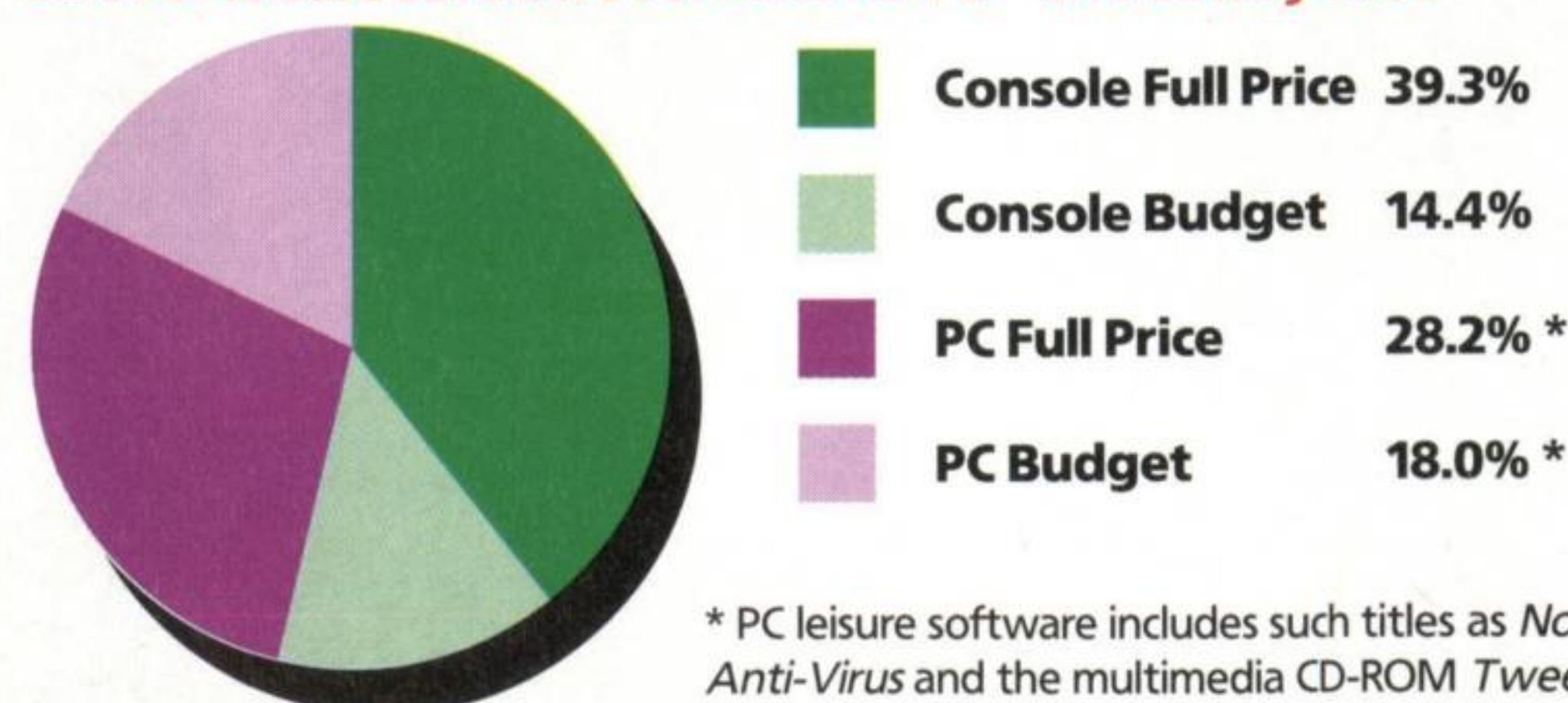
■ id's follow-up to *Doom* was a gloomier (and very brown) nightmarish first-person shooter with a brand new 3D engine that took PC graphics to new heights of excellence. It created a massive online community of gamers and kickstarted the whole idea of global deathmatches. Still has a hardcore online following of *Quake*-aphiles.



WHO ATE ALL THE SOFTWARE PIE?

PC Vs Console

Sales of leisure software for console/PC – w/e 20 May 2000



Best Sellers?



■ There's nothing more likely to turn away games companies from a particular format than disappointing software sales. PC games are shifting quite a few units according to the Chart Track, with

Championship Manager: Season 99/00 shifting 186,720 copies – respectable when compared to the N64 and Dreamcast but under-par next to the PlayStation and Game Boy.

Total UK Games Sales W/E 20 May 2000

Format	Game	Units Sold
PC	Championship Manager: Season 99/00	186,720
PC	Command & Conquer: Tiberian Sun	178,260
PC	The Sims	94,325
PC	Messiah	5,635
N64	Pokémon Stadium	71,588
N64	Donkey Kong 64	66,844
PSX	Gran Turismo 2	354,254
PSX	FIFA 2000	396,060
DC	Soul Calibur	70,550
DC	Crazy Taxi	42,140
GB	Pokémon Red and Blue	668,312

GAME ON

COMING SOON



■ (Below) Still Ché. Elements of *Driver 2* are revolutionary.

The E3 games show in Los Angeles provided a tantalising glimpse of what 2000 – and beyond – had in store for gamers. The advances in terms of gameplay that *Driver 2* has made deserves a hearty ripple of applause, as does Rare's extraordinary *Zelda*-esque *Dinosaur Planet*. On the PC, *Max Payne* and *Hitman* looked brilliant, while *Onimusha* on PS2 also impressed.

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PlayStation

We visit Reflections and playtest their staggering sequel.

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N64

Rare kicks off a busy year with a brilliant *Zelda*-style adventure.

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PlayStation2

The *Resident Evil* team return on PS2 – and in some style.

P22 *Max Payne*

PC

Part-*Matrix*, part-*Quake*, all fab.

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Rare in swearing shocker!

P23 *Samba de Amigo*

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Shake your maracas in style.

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Dreamcast

Sniper rifle spy sim. Tasty.

P25 *Red Faction*

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Russkie destruct-o-shooter.

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PlayStation

A second rumble in the jungle.

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PC

Kill people. With piano wire.

P34 *FIFA 2000*

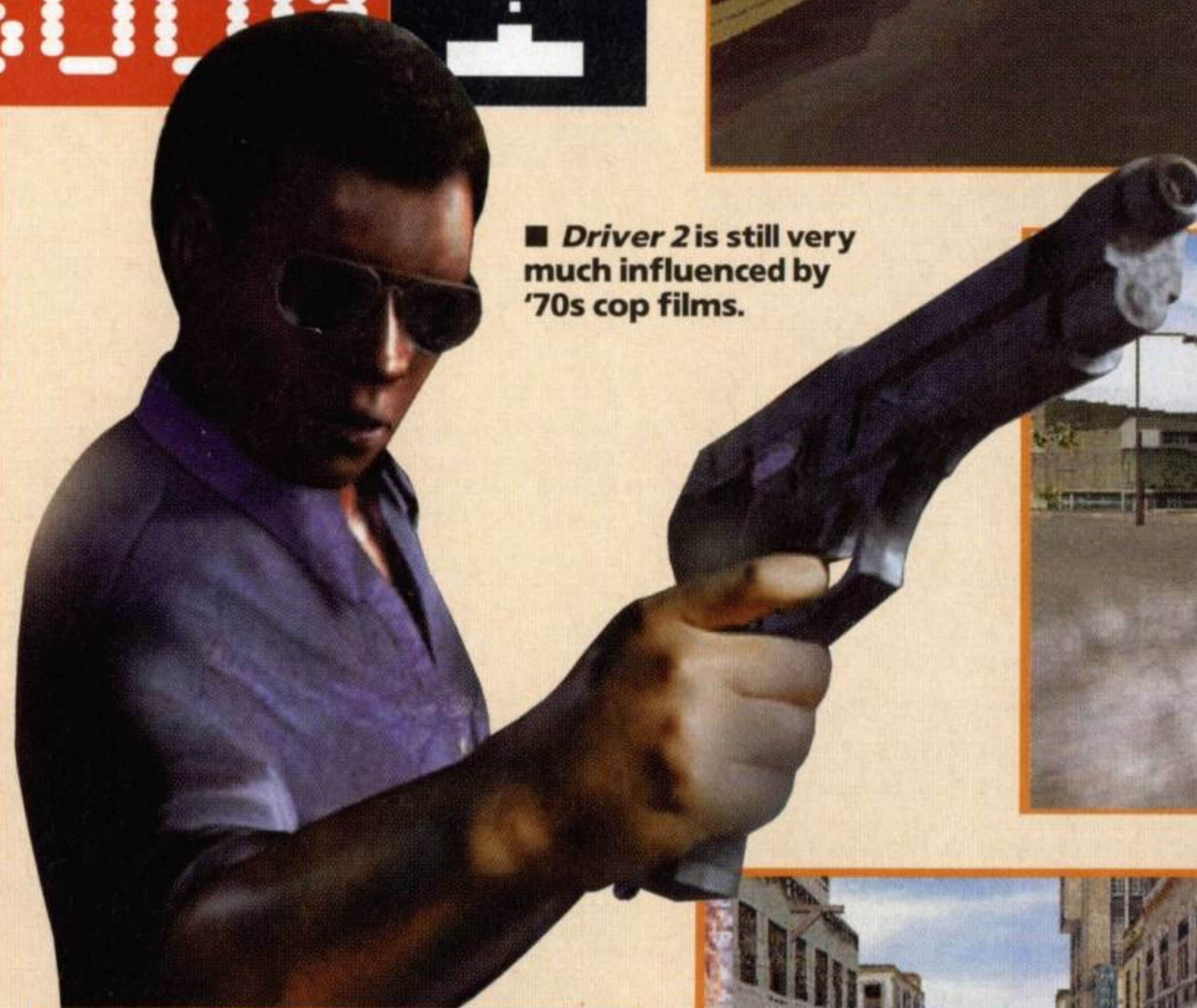
PlayStation2

It's *FIFA*! And it's actually good!

P36 *Zelda 2*

N64

Ace sequel played to death.



■ *Driver 2* is still very much influenced by '70s cop films.

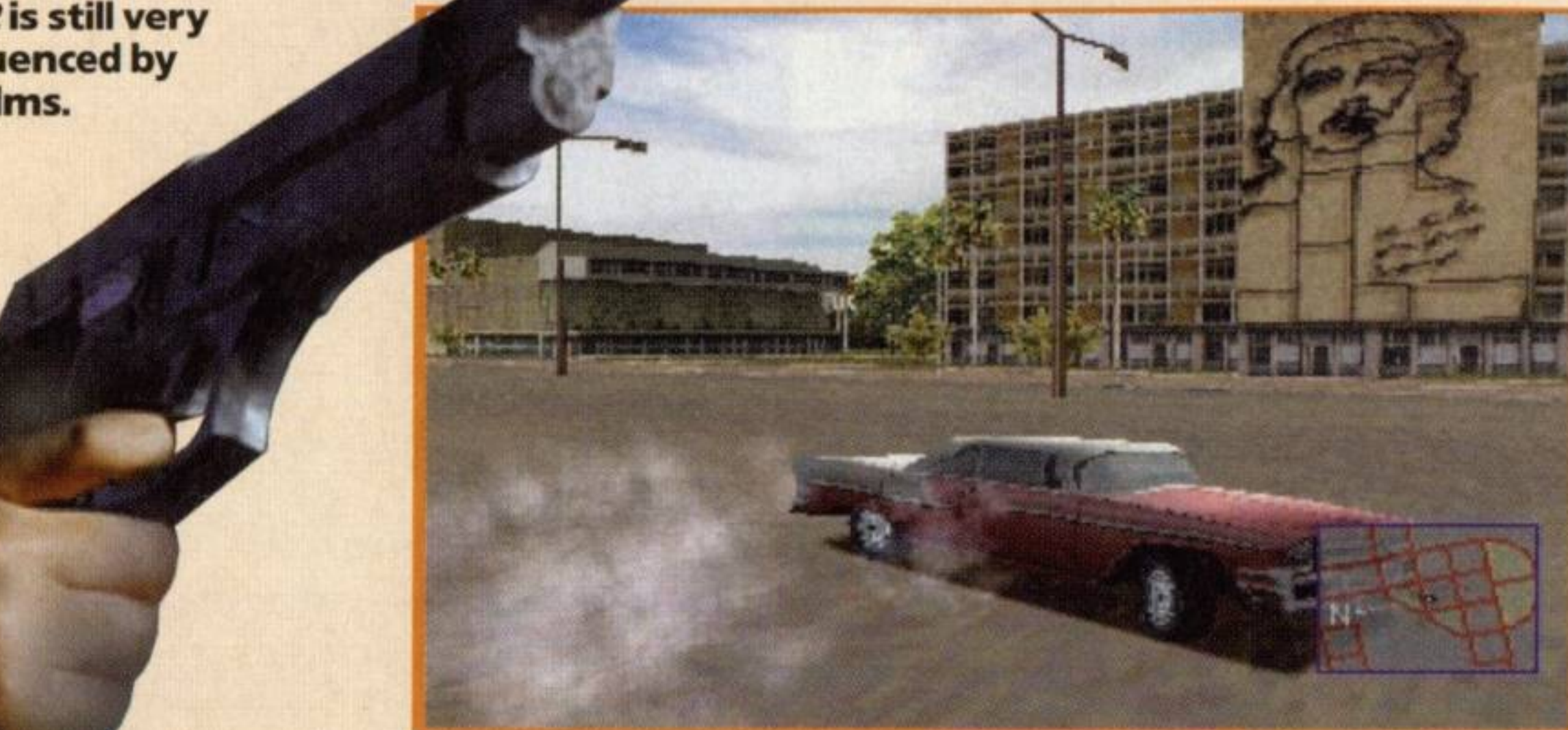


■ (Above) Havana is full of '50s Cadillacs.

■ (Above right) Damage is very easily accrued.

■ (Below) Vegas, baby, Vegas!

■ (Right) The new multi-levelled cities.



NOVEMBER

Format: **PlayStation** | Developer: **Reflections** | Publisher: **Infogrames** | Players: **1-2** | On sale in UK: **November**

DRIVER 2

Fasten your seat belts for the most thrilling ride on the PlayStation.

The 40 new missions across four new cities are probably enough to ensure *Driver 2*'s success, but Reflections hasn't been resting on its laurels since releasing the biggest selling PlayStation game of 1999. Exciting developments such as a two-player split-screen mode and the ability to control Tanner (the titular driver) outside of his vehicle mean that *Driver 2* will effortlessly silence the cries of "sell-out" from gamers who demand more than a lazy sequel.

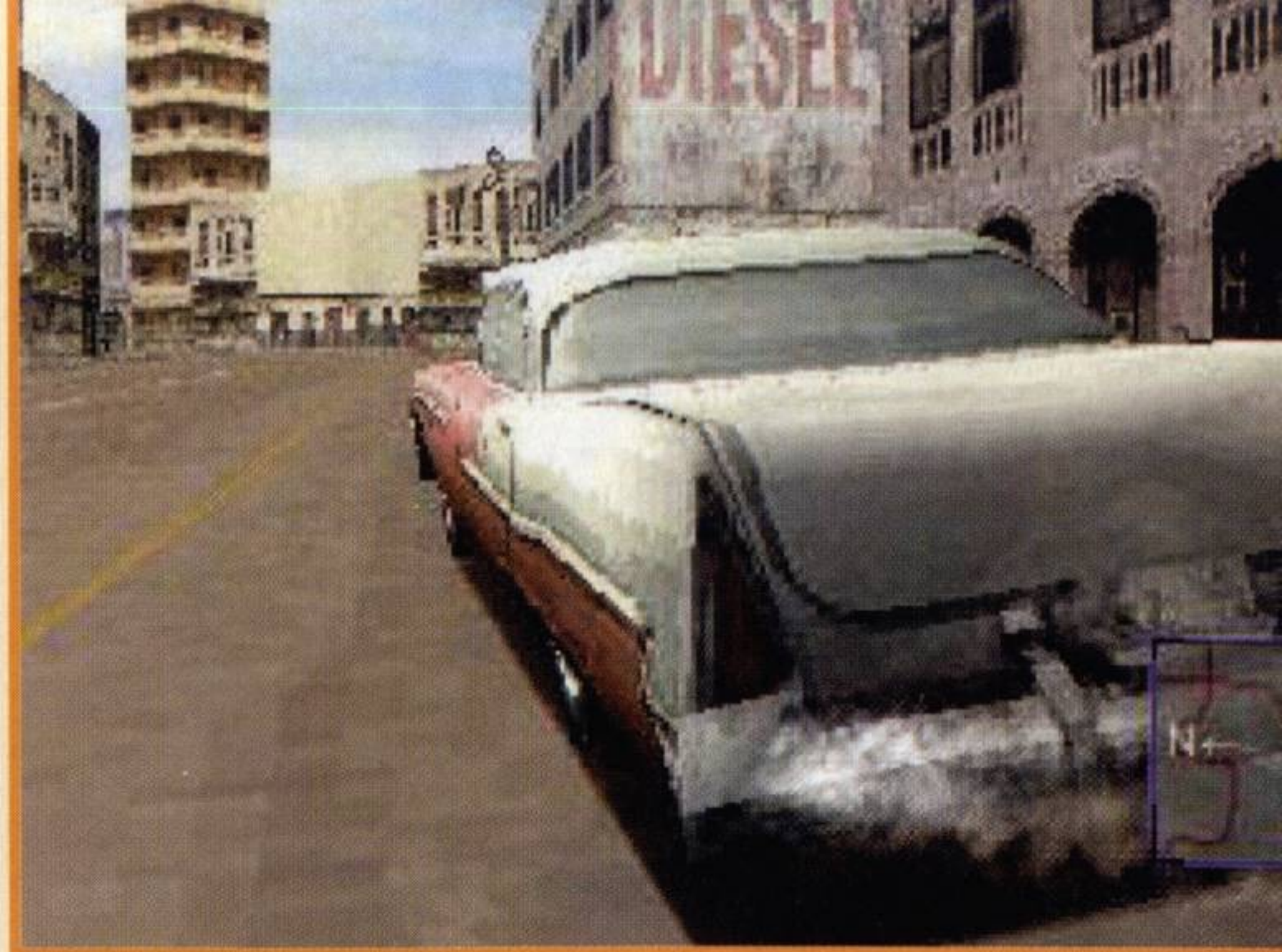
Driver 2 isn't a whole new game, but it looks better than its predecessor and contains many more miles of road on which

to execute your driving skills. It also addresses the few concerns of *Driver*, and introduces a hat full of new features. The game is so big it's going to have to be shipped on two discs, but at no greater cost.

Unless you've spent the last year on a remote island as part of a televised social experiment, you'll know what *Driver 2* is all about. Huggy Bear lookalikes and shady underworld geezers populate a game that attempts to recreate the thrills of classic car chases from films such as *Smokey and the Bandit* and *Bullitt*. A series of missions see you delivering contraband cargoes to safe houses or taxiing swarthy charges around the city, all the while trying to shake the tail of the persistent cops whose attentions border on the maniacal.

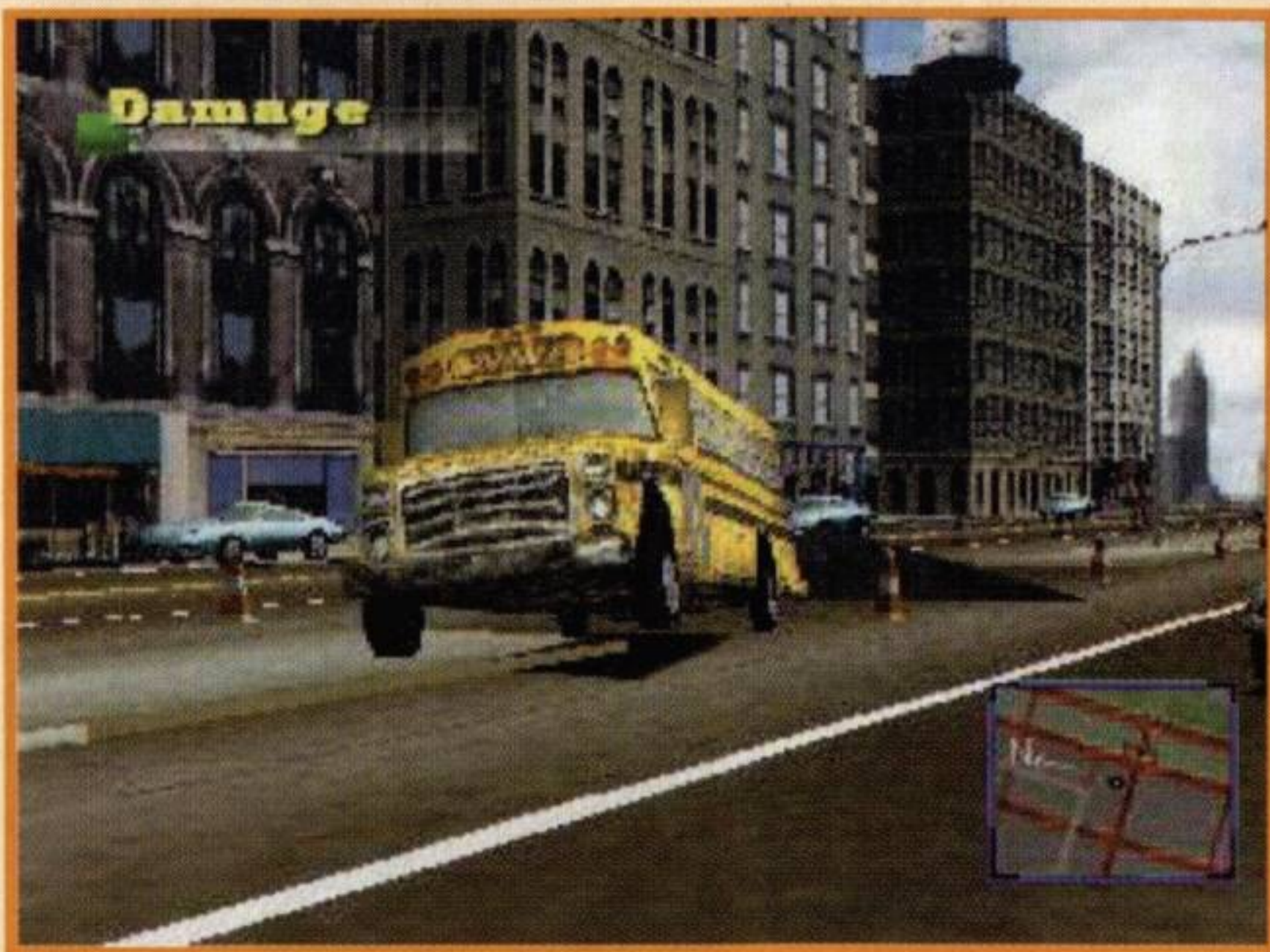
While the first game took place in such urban locations as New York, San Francisco and LA, *Driver 2* visits the more colourful cities of Chicago, Las Vegas, Havana and Rio De Janeiro, all boasting larger playing areas than before. Their streets are mapped with reasonable accuracy, allowing you to scoot along Copacabana strip or past Vegas's many gaudy neon monuments. You can now drive around corners which form angles other than 90 degrees, ascend ramps to higher levels and zip down freeway slip roads in a more faithful representation of the real-life cities.

You now have the freedom to control Tanner independently of his car at any time, except when being tailed by cops. Don't expect these out-of-vehicle segments to

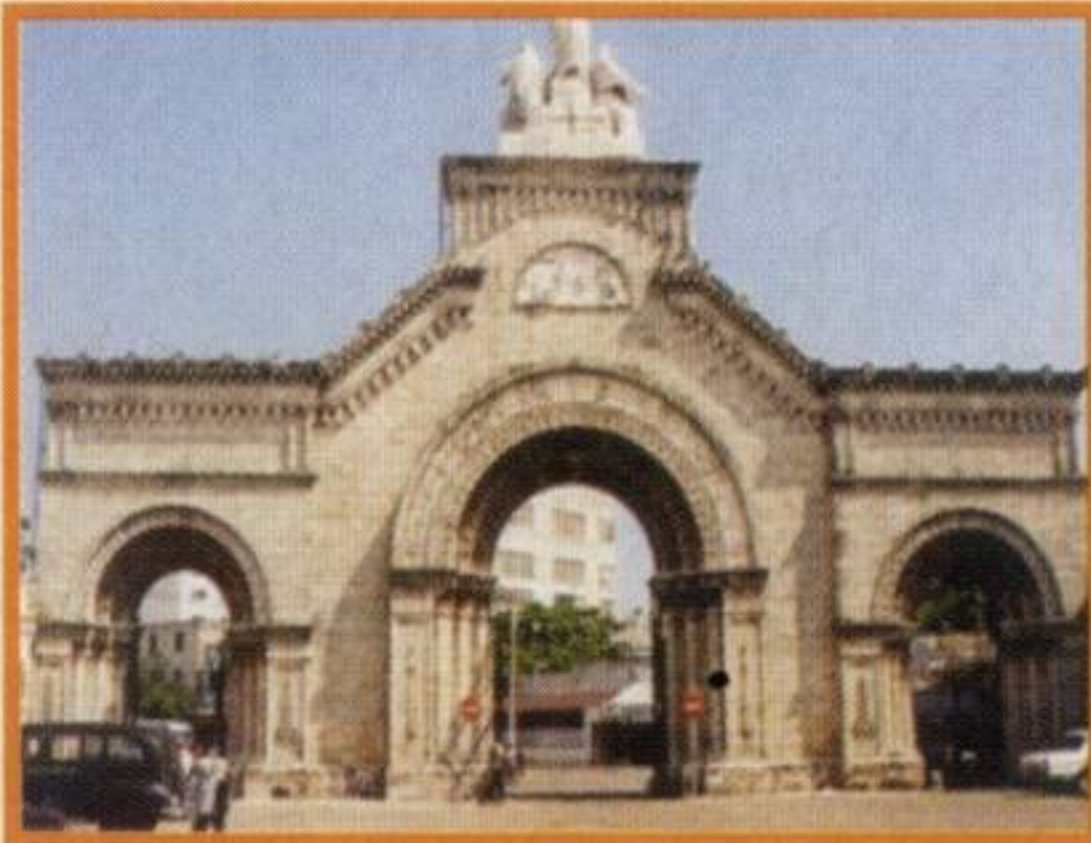
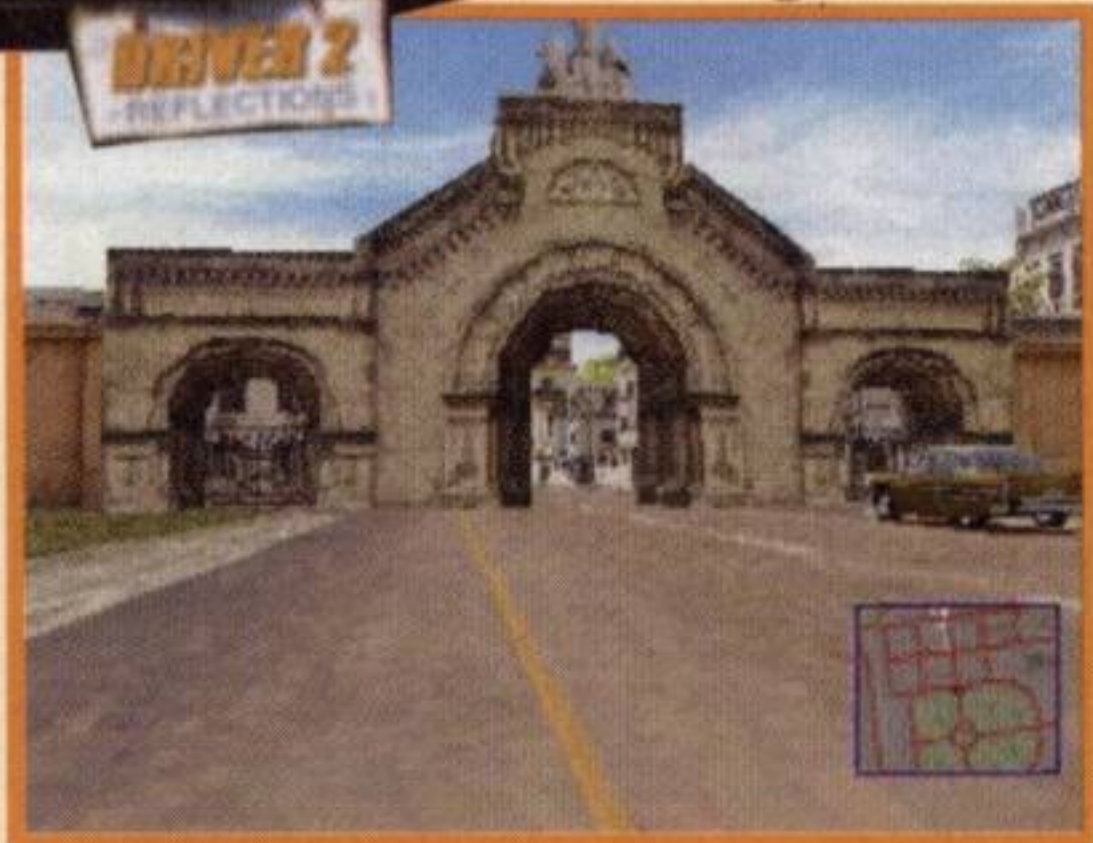


■ (Above right) Diesel's in-game advertising is suitably subtle.

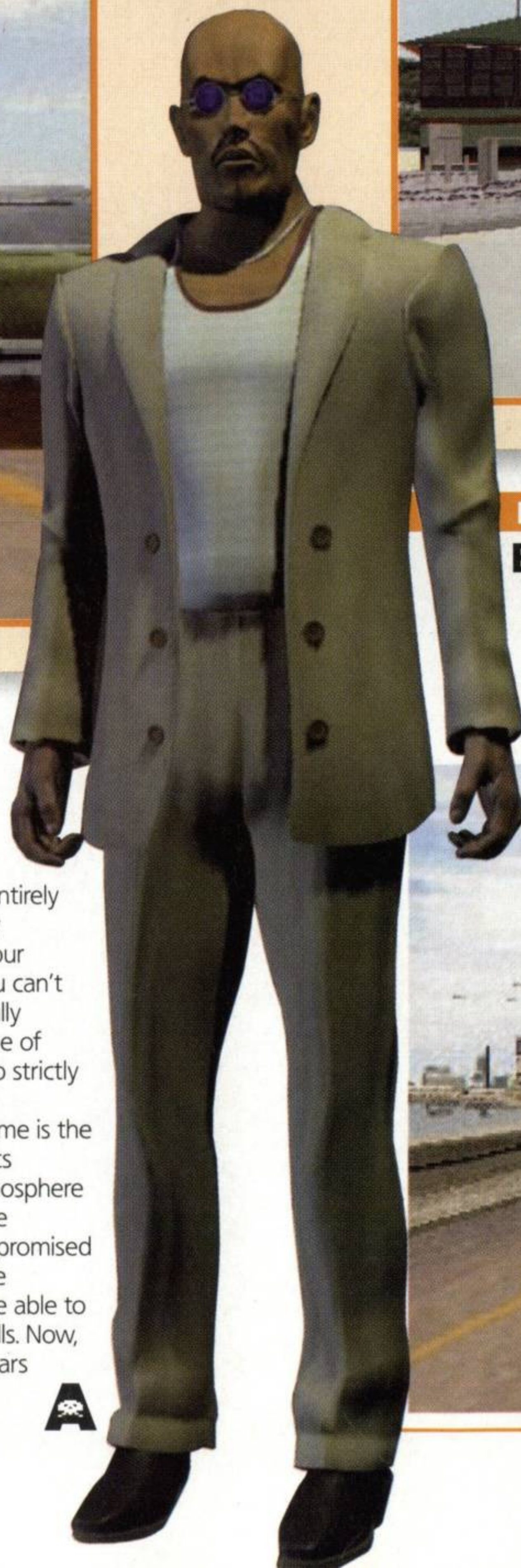
■ (Right) You can still pull off powerslides in the school bus.



■ (Right) This recreation of the Havana cemetery shows the accuracy of the modelling.



■ (Below) Baldy crime kingpin, Solomon Caine.



BEST BIT SO FAR

Bends for six miles

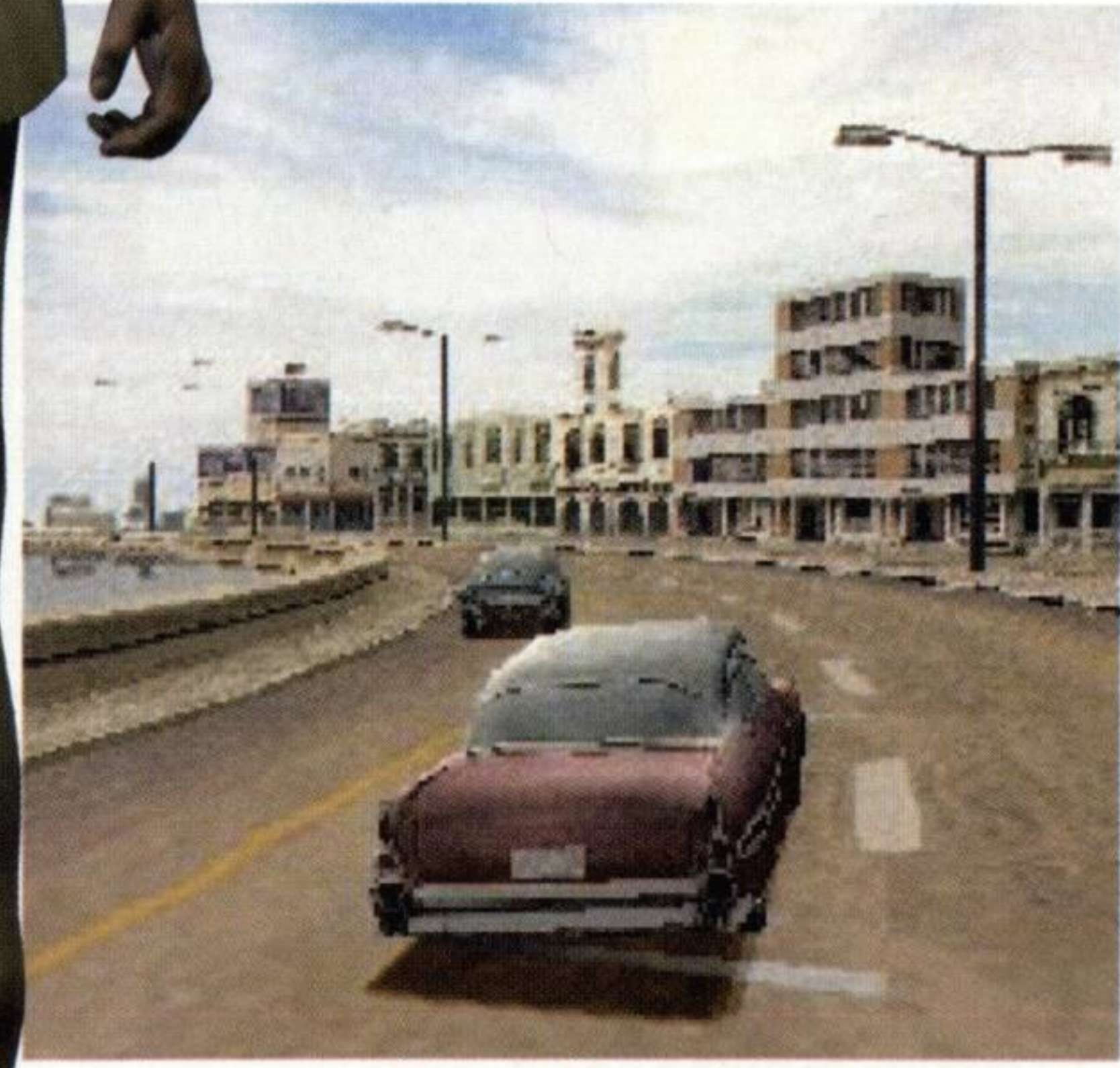
The first game took place in cities with a grid street system for a reason: Reflections simply didn't have time to engineer the technology to run the game on curved roads. This feat has now been achieved, allowing for the freedom to roam the haphazard streets of Havana and Rio (pictured). Now you *always* have to steer, rather than just hitting the freeway and locking into cruise control.

suddenly resemble *Tomb Raider* though, as his movement and actions are limited, but they add a new strategic dimension to the game. He doesn't carry a firearm or fight off enemies but he can hijack other cars in the manner of *Grand Theft Auto*. Any vehicle can be driven, from overpowered sports cars to buses, ambulances and fire engines. Handling is unique from model to model, and different vehicles will be suited to different assignments. Naturally you will discover the niftiest motors mysteriously hidden down back alleys or in lock-up garages which Tanner can burgle.

Another great new development demanded by players of *Driver* is a two-player mode. With the screen split horizontally, you'll be able to challenge a mate to chase, hunt and survival mini-games over specially-designed sections of the city maps. The single-player driving games return too, adding real longevity to the package. Reflections has worked hard on giving *Driver 2* a more substantial plot

than the first game. It concerns a gang war between two cartoon crime kingpins, Solomon Caine and Alvaro Vasquez. Meatier FMV scenes between missions flesh out the story which is now entirely linear. There may no longer be any opportunity to pick and choose your assignments, but it also means you can't finish the game without successfully completing every last doggone one of them. In *Driver 2* the training is also strictly on the job.

The only weak point in the game is the aforementioned clichéd plot, but its purpose is simply to create an atmosphere of retro gangsta chic. The immense playability of *Driver 2* is never compromised and it looks like nothing left on the PlayStation release schedule will be able to challenge it for full-on gaming thrills. Now, we've got a stash of knock-off cigars which need delivering to a chap named Castro. Step on it!





■ (Above) Sabre ponders on how to make it down the river.



■ (Below) Platformer-style puzzles are littered throughout the game.



■ Sabre's fighting staff and a floating log make an ideal temporary raft.

■ Inside a giant monster. Now where have we seen this before?



DECEMBER

Format: **N64** | Developer: **Rare** | Publisher: **Nintendo** | Players: **1** | On sale in UK: **December**

DINOSAUR PLANET

Forget Jurassic Park, this is an entire world of dinosaurs.

Imagine a world where dinosaurs did not become extinct. Would they have evolved into self-aware creatures able to form a society? Would they have invented primitive yet strangely magical technology? Would they have evolved the Liverpudlian accent? If you're one of the creative minds at Rare then the answer is a definite yes and this is the place where their latest N64 epic takes place, **Dinosaur Planet**.

It's your usual RPG story – an evil force is threatening to destroy Dinosaur Planet and, once again, it's up to you to save the universe. Not too original, then. Along the

way though you'll meet all kinds of different and remarkable characters, and it is the interaction you undertake with them that should play a big part in the game, just as it did in *Zelda*.

Yes, we did compare it to *Zelda*. *Dinosaur Planet* is really Rare's take on *Zelda 64*, which is obviously not a bad thing. It's almost like someone at Nintendo's Japanese offices has given them the *Zelda* engine and Rare has built a new game around it – starring Dinosaurs with English accents. The controls are identical to *Zelda* – the analogue stick handles the movement of your character, the trigger button locks you onto objects and enemies and three items can be assigned to the top three C-buttons. Yes, this is *Zelda* alright.

But *Dinosaur Planet* goes a good bit further as well – throughout the game there are changes to the established 'explore a 3D world' type stuff and the land you're exploring is anything but prehistoric. At the beginning, for example, you are required to shoot out a flying ship's engines while riding on the back of a pterodactyl. This part plays very much like *Lylat Wars*. Other sections see you racing a jet propelled hover bike over ice and desert. No walking with *these* dinosaurs.

You follow the exploits of the two main characters – Sabre and Krystal – alternating control at different stages of the game. Each character will have a dinosaur sidekick – Sabre has a triceratops prince named Tricky, Krystal has a pterodactyl princess

BEST BIT SO FAR

Character building

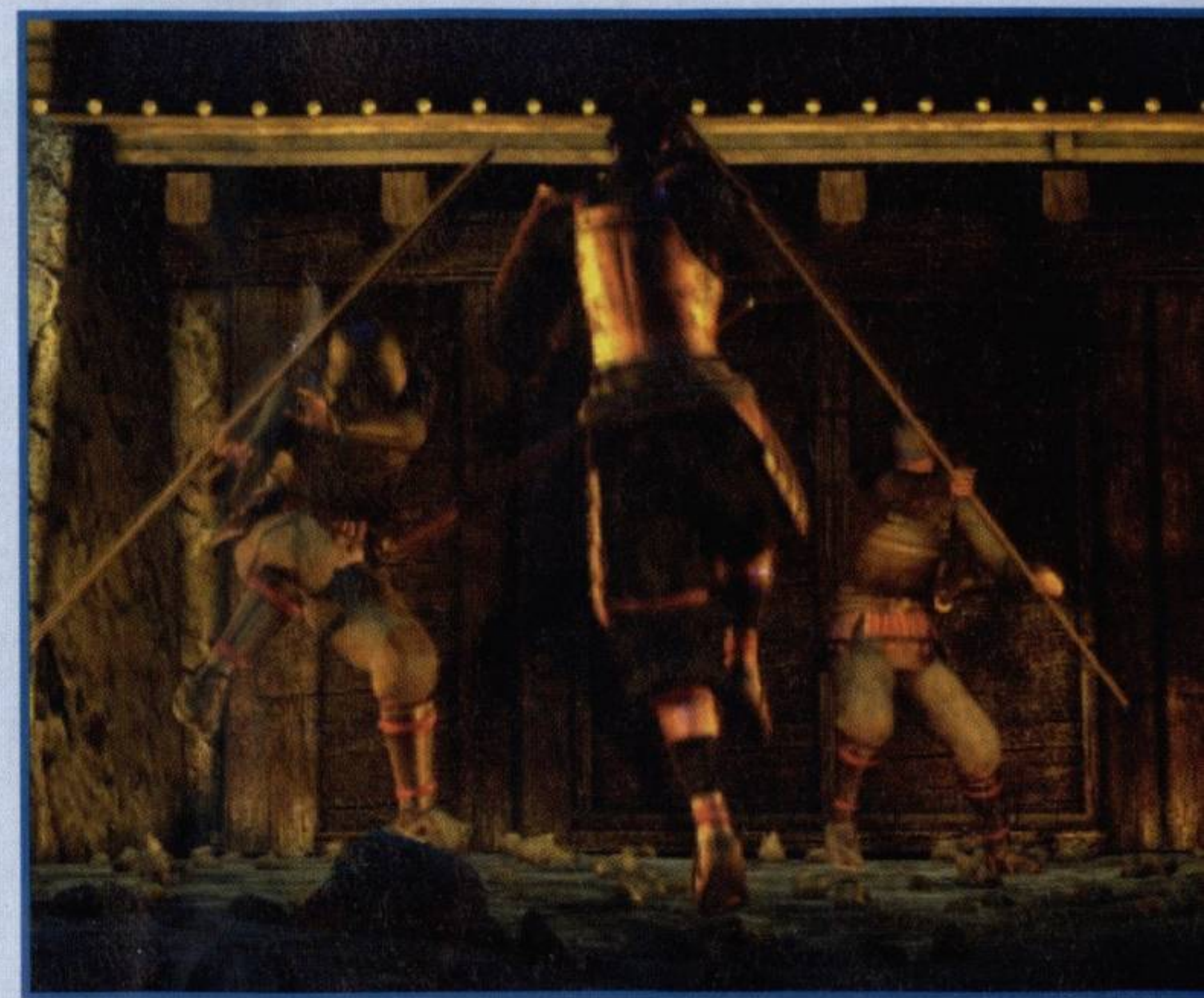
Dinosaur Planet will boast one of the biggest cartridges ever made – this way it can not only have an enormous game world but handle hours of speech. This, combined with facial expressions, makes the characters some of the best seen in a videogame.



named Kyte. Not only will these sidekicks give you friendly advice but you'll also be able to use their special skills to help you through the game.

Dinosaur Planet really should be a winning formula – Dinosaurs plus *Zelda* times Rare? It can only equal one of the games of the year.





■ The game's central character, legendary swordsman Samanosuke. He likes flip-flops.

■ (Above left) Magic is mighty enough to defeat the demon soldiers.

■ (Below) Samanosuke takes on the undead samurai.



■ (Above) Incredible cinematics tell the story of Onimusha. The fight scenes are great.

■ (Below) It's all very symbolic. In Japanese myth, the praying mantis represents a scary insect. We think.



2001

Format: PlayStation2 | Developer: Capcom | Publisher: TBC | Players: 1 | On sale in UK: 2001

ONIMUSHA: WARLORDS

Undead samurai and magic – the next generation of survival horror.

In the last two years *Onimusha* has led a turbulent life – it was originally intended as a game for N64. When cartridge was found to be too restrictive it moved to PlayStation but the format was seen as inappropriate for such a grand project. Finally, *Onimusha* has found its spiritual home on PlayStation2.

Subtitled *Warlords*, *Onimusha* takes place at the time of the Japanese civil war. You play a samurai named Samanosuke – you're working for Nobunaga Oda, one of the warlords attempting to gain control of Japan. His daughter, Princess Yoshiatsu, has been kidnapped by one of his rivals and he tasks you to rescue her. So you start with

this simple infiltration and rescue mission but what you unearth is something far more horrific – a plan to bring dead soldiers back to life in the name of evil! There's a bit more to things than that as the story is a mix of real events and those dreamed up by Capcom and, thanks to the PS2's power, it's all told in some glorious cinematics.

For most of the game *Onimusha* follows the tried and trusted gameplay of *Resident Evil* – static backgrounds and polygonal characters. The main difference is that the characters in *Onimusha* are made of more than 10,000 polygons each – giving them incredible detail.

It looks like there will be far more combat involved with *Onimusha* and a lot less exploration and hunting down of keys.

Your character can perform a variety of different attacking and defensive moves with his sword, making the combat a lot more like a fighting game rather than your traditional survival horror. You can also collect other weapons from the period including spears and throwing stars.

You will also gain access to magical weapons such as the Demon Sword. This can cast various magical attacks including a giant fireball and bolts of pure energy. *Onimusha* also takes a leaf from RPGs. There are various elemental gems to collect, such as fire, water and air – attaching these to your weapons increases their damage against opposite element monsters.

If there is a criticism at the moment it's that the pre-rendered backgrounds look far

BEST BIT SO FAR

Finishing touch

Onimusha's gameplay will be far more combat-based than *Resident Evil*. The best action is undoubtedly a finishing move where the leading character can stab a floored opponent through the back. He then twists the sword in a bit and levers his foot against the dead body to remove the weapon.



too static to really impress – clearly effects like shadows and lighting need to be implemented in order to blend the characters with the backgrounds. If this is done then you can count on *Onimusha* being one of the best-looking PlayStation2 games to date.



GAME ON

COMING SOON



■ The faces of the characters have been created using real photos – and change depending on circumstances.

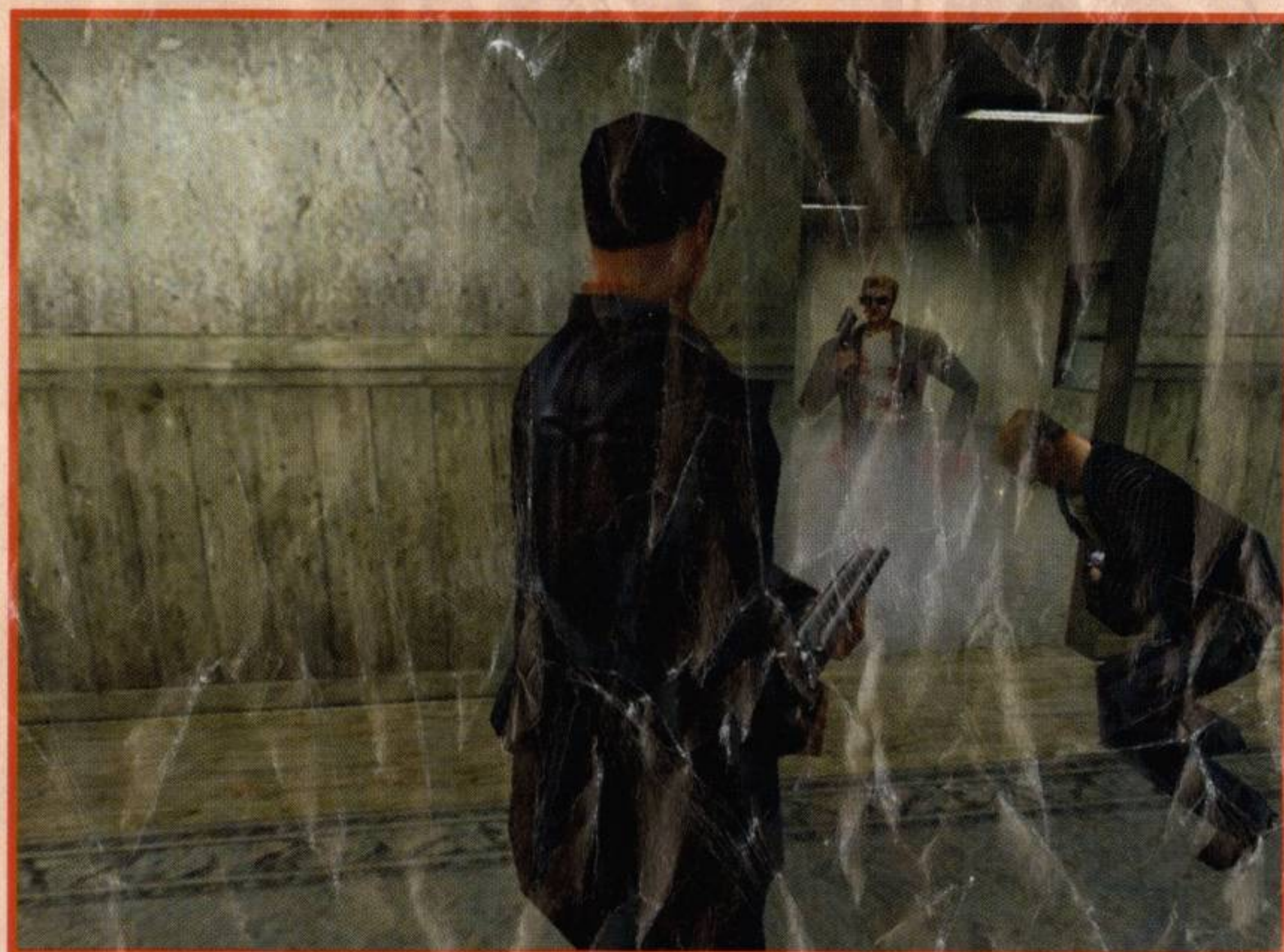
■ (Left) A demonstration of the game's slow motion gun fights. Yum.



■ (Left) There'll be up to 40 weapons in Max Payne, from the standard 9mm pistol to this useful sawn-off shotgun.



■ (Below) Just look at the reflections in the floor. The detail is outstanding.



BEST BIT SO FAR

Slow on the draw

Surprisingly, Remedy is the first developer to 'borrow' *The Matrix's* 'bullet time' effect. In the current version of *Max Payne*, it's probably not used quite sparingly enough (almost every time a gunfight rears its bloody head, the action slows down), but the results are still mightily impressive. Watching bullets moving at the pace of a snail makes for extraordinary viewing – and, when it's combined with some claret spillage – you simply can't argue.



unfortunate adversary. The effect is dazzling, much like the way the story is presented. Structured like a comic book and presented like a graphic novel, the plot progresses in 'panels', with over 80 hand painted images used to keep the story rattling along.

On a format dominated by production line first-person shoot-'em-ups, *Max Payne's* refreshing third-person view, innovative gameplay and jaw-dropping visuals should certainly help it stand out from the crowd. The main question is, can it realise its potential? If it can it's time to get very excited.



WINTER

Format: PC | Developer: 3D Realms | Publisher: Take 2 | Players: 32 (LAN Internet) | On sale in UK: Winter 2000

MAX PAYNE

Framed for murder, and mad as hell.

Max Payne is a man with some problems. As if having his parents murdered wasn't enough of an excuse to go skitz with a .12 bore, he's then framed for the murder of his police chief by New York's dastardly criminal underworld. Which, naturally, means there's only one course of action: a bit of gun-waving, teeth-gnashing, gut-splashing revenge.

Along with their other terminally delayed project, *Duke Nukem Forever*, *Max Payne* represents something of a labour of love for 3D Realms. First announced an

astonishing four years ago, it's only now that the game looks to be making any progress under the guidance of Finnish coders, Remedy. In fact, the version *Arcade* was lucky enough to play at E3 looked astonishing, with its breathtaking photo-realistic graphics and intriguing, noirish slant.

Using the 5000 photographs and 10 hours of videotape they collected on a trip to New York, Remedy's Big Apple is just about the most ambitious environment ever committed to CD. The levels in *Max Payne* are huge, and meticulously researched, with everywhere from the Statue of Liberty and Harlem to Coney Island and Brooklyn cropping up somewhere in the game. The developers also hired bodyguards and toured a host of

little seen locales, including knackered tenements, deserted subway stations, office blocks, skyscrapers and vacated crackhouses. The result is a game that, arguably, looks better than anything that's previously been seen on the PC.

But, there's a potentially stunning game in here too. Ripping off *The Matrix*, Remedy has created a unique game camera. Basically, during certain key gunfights, the action slows down and the camera starts circling the action, allowing you to see bullets gliding through the air, muzzles flaring, and baddies getting shot up reeeeeee nice. Additionally, when you gain access to the game's Sniper Rifle, you can follow the path of the bullet once it's been fired – right into the skull of your

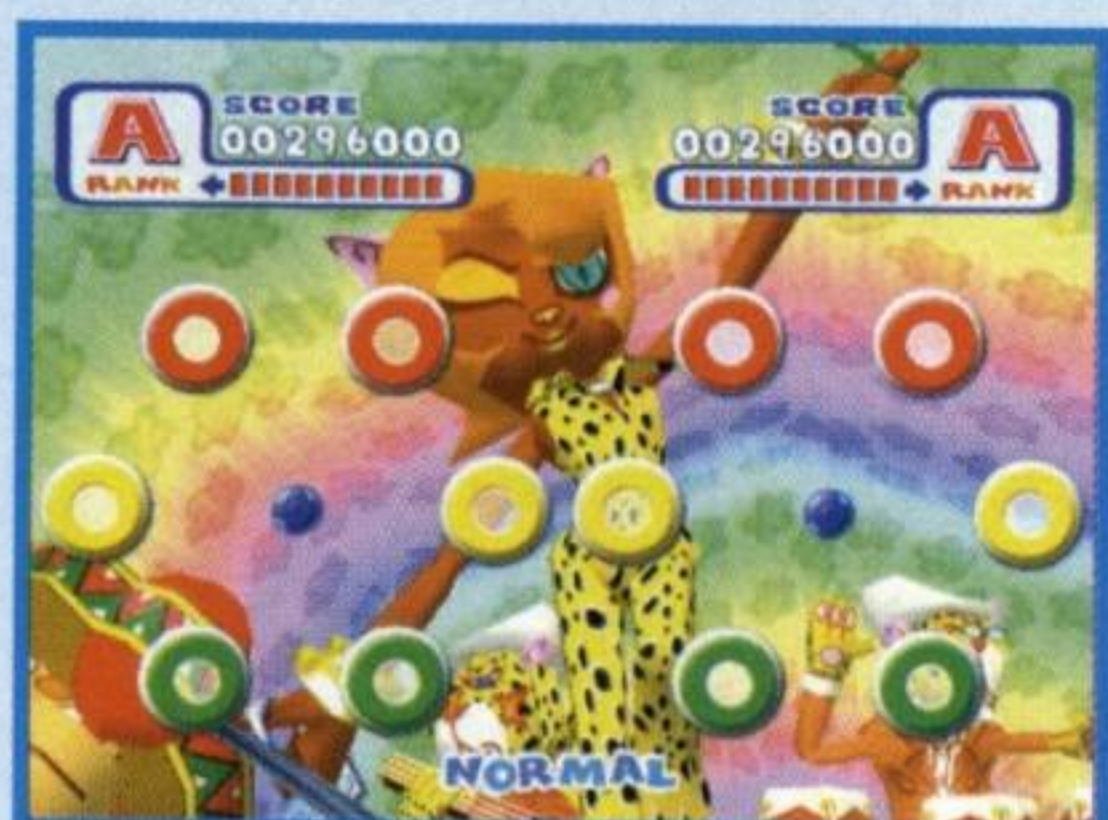


■ (Above) Behold Samba's maraca-madness, in full technicolourific bonkers effect.

■ Samba features a two-player mode, but you're going to need two pairs of maracas.



■ "Upside, inside out, livin' la vida loca." Samba is Ricky Martin-free.



AUTUMN

BEST BIT SO FAR

Maraca mania

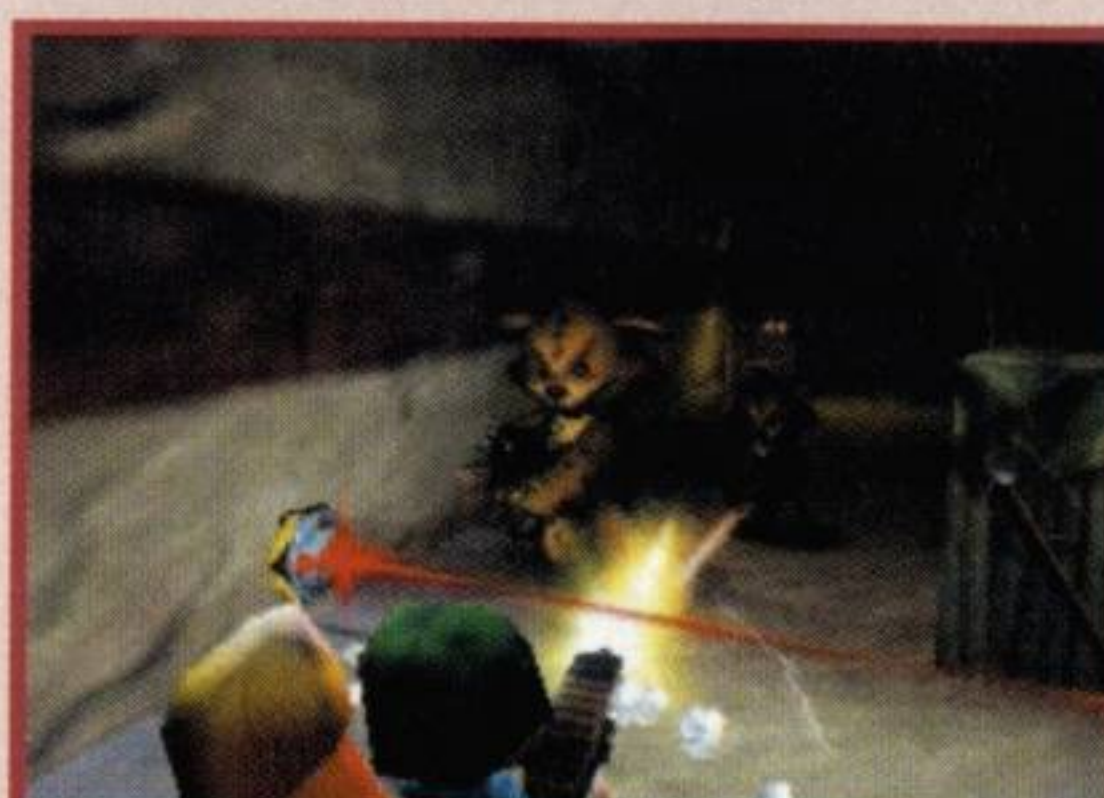
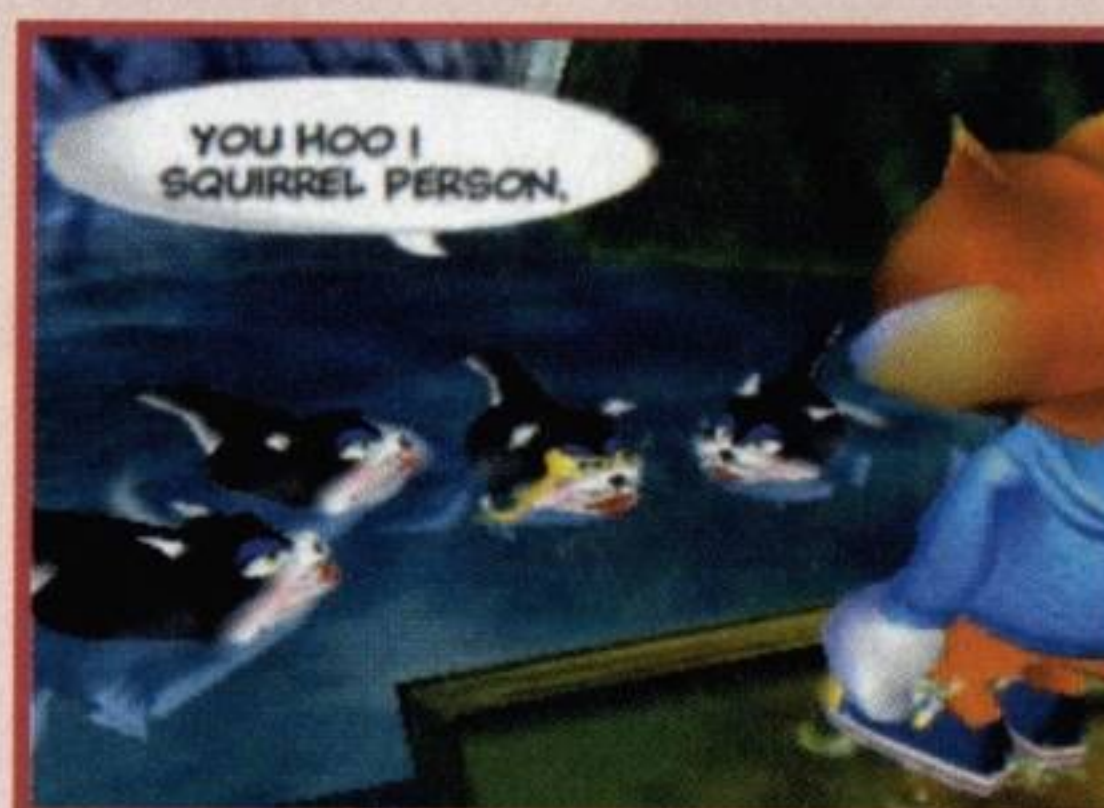
Other than actually getting your hands on a pair of maracas, and listening to some top maraca-shaking tunes, the best bit about Samba – in proper videogaming terms – is the graphics. They're as mad as "Howling Mad" Murdoch from *The A-Team*, introducing a cast of characters so bizarre you may have to stop playing to rub your eyes to make sure you're not dreaming.



■ (Above) These troublesome wasps chase Conker along a dangerous cliff.

■ (Right) A money-making scheme hits the warped brain of Conker. Freak.

■ (Below) Oooh, unlucky. You just missed them saying "piss".



DECEMBER

BEST BIT SO FAR

Slash and burn

Whilst taking a toilet break isn't the most difficult of things, Conker finds himself in something of a predicament in *BFD* as he's so shit-faced, he can't wee straight. Using Z and the analogue stick, you have to seize control of the swaying Conker and direct his flow onto two of these smoking demons. The more urine our alcoholic hero gets rid of, the less he sways, and eventually, if all goes to plan, he'll have sobered himself enough to progress onwards.



Format: **Dreamcast** | Developer: **Sonic Team** | Publisher: **Sega**
 Players: **1-2** | On sale in UK: **Autumn**

SAMBA DE AMIGO

Time to shake it all about.

You have to wonder what they put in the water over in Japan (other than – presumably – mind-bending drugs).

Sega's array of coin-ops seem to feature ever-increasingly weird controllers, from the relative sanity of the *House of the Dead* light gun, through *Get Bass'* fishing rod and *Brave Fighters'* hoses to – and get this – *Samba de Amigo's* maracas.

Like *Get Bass*, the Dreamcast version of *Samba* will come with its own dedicated controller, allowing you to look like an utter fool (or, in musical terms, an utter "Bez").

There are three height levels for each maraca – high, middle, and low. Your goal is to shake the maracas in time with the music, following the on-screen prompts. Music wise, the atmosphere is decidedly Latin, featuring everything from Samba de Janeiro to Soul Bossa Nova.

Unfortunately, Ricky Martin's *Livin' la Vida Loca* hasn't made it over from the coin-op original because – of course – Ricky is signed to Sony, who make PlayStations, not Dreamcasts. But with a challenge, party and the intriguing-sounding, Love-Love modes, *Samba de Amigo* looks like it will blow the Western world's collective socks off when it arrives here in time for Christmas. **A**

Format: **N64** | Developer: **Rare** | Publisher: **Nintendo**
 Players: **1-4** | On sale in UK: **December**

CONKER'S BAD FUR DAY

He's furry and cute. And now he swears a lot.

Barely a year and a bit ago, *Arcade* saw Conker happily rolling around a cartoon landscape with a grin on his face, while bravely attempting a daredevil rescue of kidnapped girlfriend, *Berry Twelve Tales*, as it was then called, seemed like just another, admittedly impressive, Rare 3D platformer.

Twelve months on and things have changed a bit. In the new *Conker*, you get brain-mashingly drunk, douse farting

demons with your own piss, listen to busty females comment on the size of your 'bone', strike up conversations with shit-rolling Scouse dung beetles and shout "fuck you!" a lot. Oh, and the game is also extraordinarily gory.

Conker BFD is still a 3D adventure but, refreshingly, it's happy to parody itself. Platforms are negotiated with the help of penis-shaped springs, and, perhaps best of all, even the cutest of the kingdom's animals gets to say "cocksucker". Childish? Yup. Needless? Certainly. Entertaining? Oh yes. This is going to be ace. **A**

GAME ON

COMING SOON



■ (Above) The zoomed-out view, activated by depressing the left-hand trigger button.

■ (Right) Things are made trickier on a later level when you have to take out the pilot of this helicopter.

■ (Left) A viable target, who – if your aim is anything to go by – is gonna get it where it really hurts.



■ (Above) Death becomes you.

■ (Left) You target bad guys from a nearby skyscraper window.



AUTUMN

Format: **Dreamcast** | Developer: **Konami** | Publisher: **Konami** | Players: **1** | On sale in UK: **Autumn 2000**

SILENT SCOPE

Do you like looking at people through a telescopic lens?

Coin-op games and cabinet-mounted full-size gun replicas have, since time began, gone hand in hand like chalk and cheese or – until recently – Hugh Grant and Liz Hurley.

There have been tonnes of them, from *Operation Wolf* to *Crisis Zone*, all mounted with a gun so big that you couldn't help wonder whether – psychologically speaking – perhaps there's some form of phallic reasoning to their appeal.

The main difference between these titles and *Silent Scope* is that, here, the gameplay is strategic and

sniper based. To accommodate this, whilst the coin-op monitor displays a zoomed out version of the various locations, if you look through the miniature screen located on the gun, the section of the screen the gun is pointed at is magnified as if you were actually sighting your targets through a real laser 'scope. Cool, eh?

The Dreamcast version doesn't, as you might expect, use the plug-in light gun from *House of the Dead* (as a strategic

sniper-'em-up, there'd actually be little point) but adopts some cunning use of the joypad instead. The standard screen displays the zoomed-in mode, with arrows pointing you in the right direction ready for the next kill. Depress the left trigger and out zooms the camera to encompass the entire play area. It works fantastically well, with the huge bonus that – like *Crazy Taxi* – the Dreamcast version looks almost identical to its arcade counterpart.

Chuck in a plot about saving the president's daughter from her kidnappers, include levels which involve shooting from a

BEST BIT SO FAR

AI, you!

The best bit about *Silent Scope* – apart from the scoping and shooting bits, obviously – is the enemy AI. If you miss a target, he'll take cover and pop up somewhere else, or stick his head out a little to see who's shooting at him. And, of course, in *Silent Scope*, plenty of extra points are awarded for head shots.



helicopter or through a night-sight, and bung in training, timed and story modes, and this looks like a winner. It's out this autumn, so we'll set our targeting system onto *Silent Scope* for then. **A**

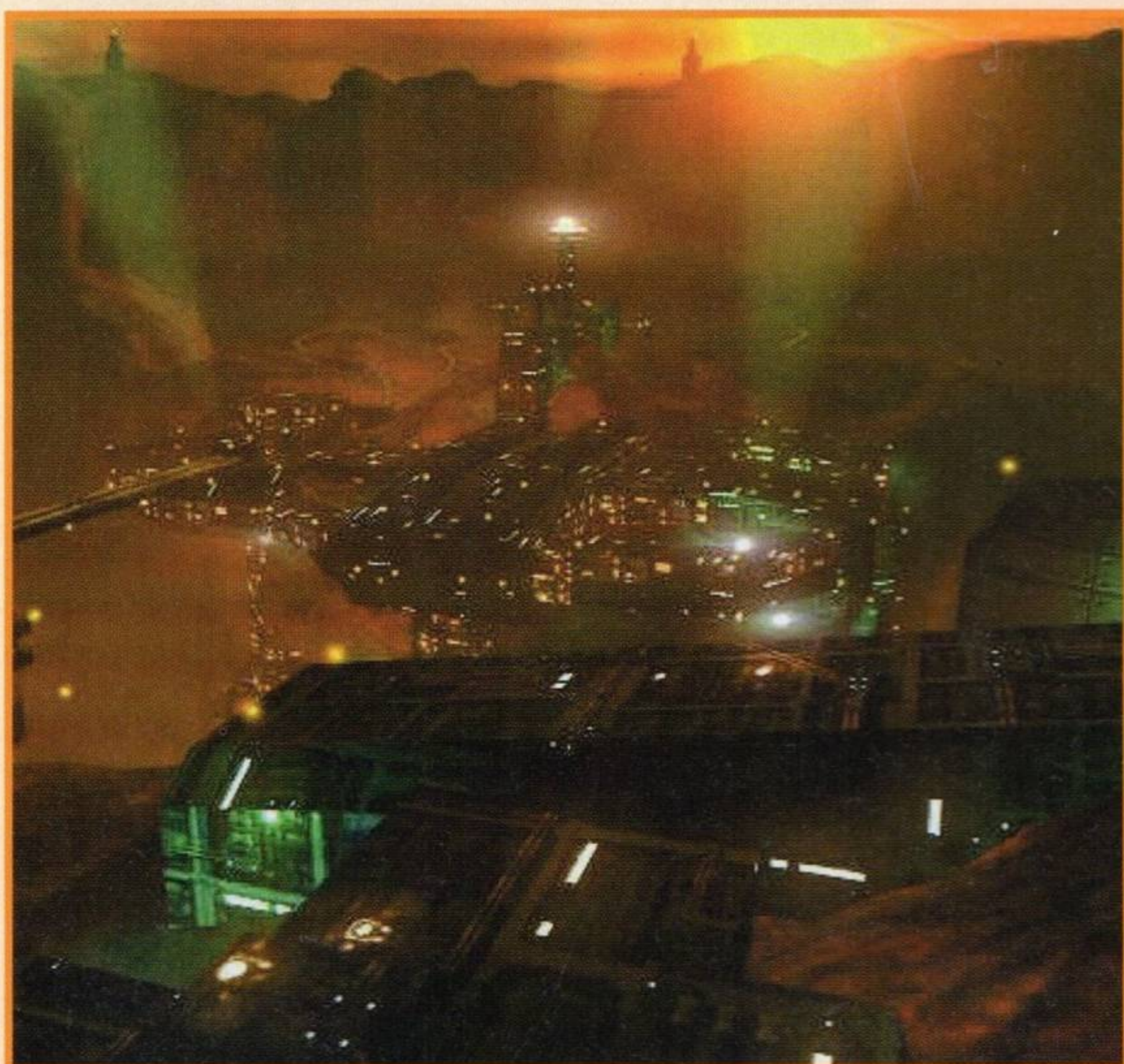


■ (Above) *Red Faction*, more than any other PC shooter to date, allows you to destroy copious amounts of scenery.

■ (Left) Your team of battle-hardened soldiers. Watch 'em shoot.

■ (Right) The old Russians. Tsch. The sniper rifle's just the job for taking out those unsuspecting reds.

■ (Left) The locations have been gloriously realised.



■ (Left) Notice how the lava melts the stairs? You're not the only one who'll be able to destroy scenery.

SPRING 2001

Format: **PS2 PC** | Developer: **Volition** | Publisher: **THQ** | Players: **TBC** | On sale in UK: **Spring 2001**

RED FACTION

Are you ready to bring the house down?

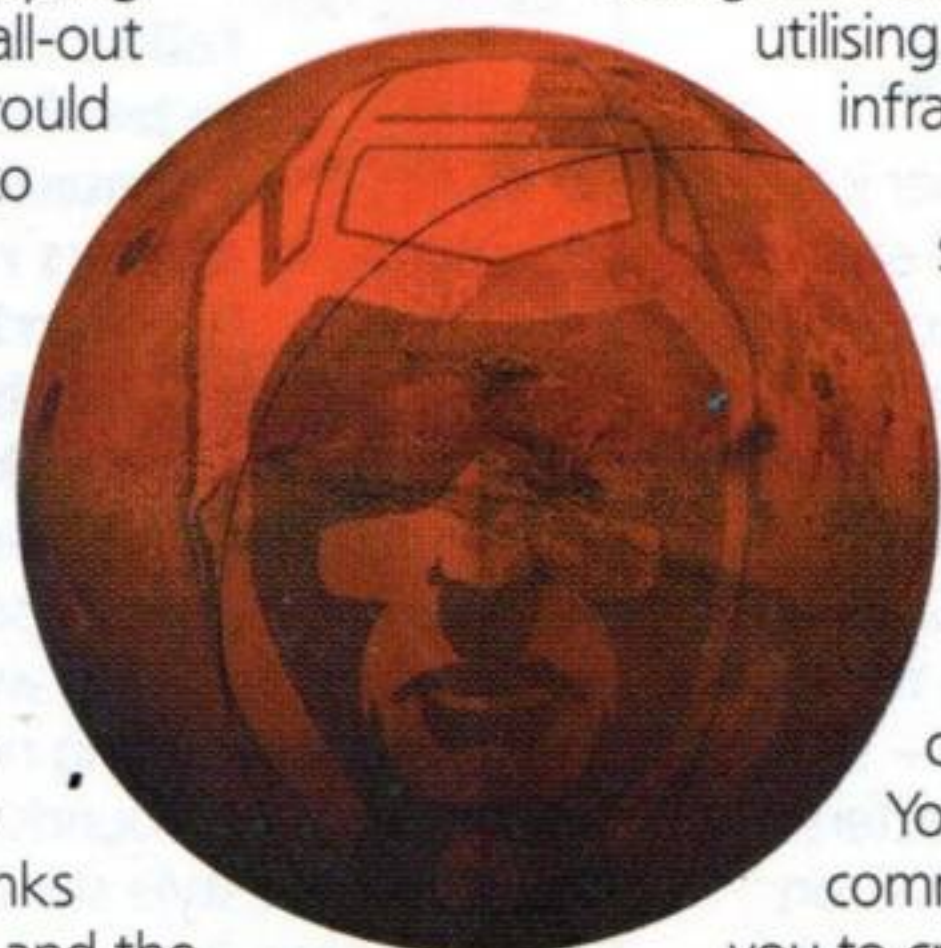
Ever since the invention of the 3D shoot-'em-up with *Wolfenstein 3D* in the early nineties, the three essential ingredients required to make a 3D shoot-'em-up have continually got bigger and tastier.

The graphics engines have improved and improved, netting slicker and smoother visuals. The array of weapons has morphed from simple sawn-off shotguns to brain-melting cerebral bores. And the violence has been transformed from straight slaughter to stomach-churning *Soldier of Fortune*-style mutilation.

But, what you've never been able to do in the past is shoot and destroy your

environment as you go. It'll be great, blowing up walls and toppling buildings in the type of all-out mass destruction that would put *Independence Day* to shame.

By allowing this, *Red Faction* opens up a whole new kettle of strategic fish. Shoot the supports of a building, for example, and it'll come crashing down on whoever happens to be inside. Shoot out the banks of a river of molten lava and the lava will ooze out stranding enemies. More simplistically, enemies can be killed by



blowing through the wall that they are hiding behind. This is made all the easier by utilising the in-game tracking and infrared scanners.

The enemy AI has been suitably tweaked – baddies won't just stand around in a building waiting for you to blow them sky high. They'll still hide, but they'll know to get up and run to a new place when enough of the cover has been destroyed.

You'll also be able to commandeer vehicles, allowing you to cross land, sea and air!

And, everything else? Lighting effects? Check. Varied environments? Check. Real-

BEST BIT SO FAR

Changing rooms

The best bit about *Red Faction* is how it gives you the opportunity to blow the scenery as sky high as your opponents. This comes via a special game engine which allows [cough] real-time, arbitrary geometry modification. In English this means that when you hit a surface that has been programmed to deform, the strength of your weapon is taken into account and the surface is redrawn with a hole or a crater. Mind-blowing stuff.



time skeletal deformation and over twenty 3D levels? Um, check. Sounds lovely.

Red Faction has been developed by Volition, the same chaps who gave us *FreeSpace 1*, and the authors of the upcoming RPG *Summoner*. And if it only turns out to be half as good as it sounds, it still ought to be as enjoyable as anything that we've seen before.





■ (Above) Static backgrounds mean more detailed dinos.

■ (Right) Play switches between the two characters in the story.

■ (Below) The plot stinks of a government cover-up.



■ (Below) Guy is up against a terrible weapon: the Ultimate Insult.

■ (Above) Married life hasn't mellowed Governor Elaine Marley.



BEST BIT SO FAR

Work of art

Escape from Monkey Island may have entered the 3D world but that doesn't mean that it has lost any of its character. Central to the game's appeal are its cartoon stylings – the last one looked as good as a full on Disney animated film and so does this. Expect brilliantly stylish locations and designs as well as outlandish characters.



WINTER



WINTER

BEST BIT SO FAR

Jungle is massive

Dino Crisis 2 sees you take on the dinos in their own back yard – in a Jurassic jungle. This should make the game a real departure from the survival horror genre – no more corridors and industrial locations. It'll be like a picnic. With big monsters running around.



Format: **PC** | Developer: **LucasArts** | Publisher: **Activision**
 Players: **1** | On sale in UK: **Winter**

ESCAPE FROM MONKEY ISLAND

Set sail for the greatest Monkey Island yet.

The *Monkey Island* titles are arguably the greatest series of videogame adventures ever. From the original *Monkey Island* on the Amiga, they have been infuriatingly difficult but also extremely funny.

In the latest *Monkey Island*, Guybrush Threepwood and his new bride, Governor Elaine Marley, return to Melee Island to learn that Elaine has been declared officially dead, the Governor's mansion is scheduled for demolition and the mysteriously familiar

Charles L. Charles is gunning for her job. Guybrush is called away on a vital errand and, while away, he discovers a plot to wipe out the island with a dastardly weapon.

Eschewing the cell animation of the last *Monkey Island* game, *Escape* follows LucasArts' last great adventure, *Grim Fandango*, and goes all 3D. Aside from this the core game remains the same – fiendish puzzles, great and ridiculous characters and a wicked sense of humour. No news on whether Le Chuck will return as the villain, but it just wouldn't be the same without him. We can't wait.



Format: **PlayStation** | Developer: **Capcom** | Publisher: **TBC**
 Players: **1** | On sale in UK: **Winter**

DINO CRISIS 2

Dinosaur hunting makes a welcome return.

The original *Dino Crisis* failed to live up our high expectations. Probably because the player always ran away from the terrible lizards rather than fighting the beasts. The sequel looks to remedy that problem.

Dino Crisis 2 rids itself of all that real time background nonsense from the original. While these were quite nice, they didn't bring anything new to the gameplay. Here, the backgrounds have reverted to the *Resident Evil* style static pre-rendered stuff and, as a result, are a lot more detailed. Also, the game predominately takes place out of doors in lush jungle. While this takes

away some of the claustrophobia of the last game it also allows for better combat and some stunning graphics.

You have the ability to use two weapons at the same time. For example, if you equip a machine gun and a light sabre-style tazer weapon then it's possible to shoot dinos from long range and swipe at the critters that get too close. You will also receive combo points for killing dinosaurs in quick succession. These can be exchanged for new weapons, ammo and health.

While *Dino Crisis 2* won't exactly redefine the genre, it could be the game that the original should have been. It promises lots of dinosaurs and lots of killing. What more could you want?



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■ Walk like an Egyptian: The Pharaoh Walker is a mini-boss that rears its Sphinx-like head in the middle of a character's mission. Kill it and kill it good.



■ In the Blue Sky level your character plummets to Earth while fighting.



■ Carousel chaos: Julia unleashes merry hell with a merry-go-round.

■ (Left) I'm forever blowing bubbles: Unusual weapons are plentiful.



■ The huge alien is just background – Capcom have excelled with the visuals.

BEST BIT SO FAR

Big Guns

Power Stone 2 gives characters the ability to jump into and control a range of huge weapons that pop up in different locations. So, on the submarine level, you can fire away in a nifty gun turret or even command a massive missile launcher which soon destroys any character foolish enough to get in the way. Other machines of destruction are shell-spitting tanks and craft that can hover while dropping bombs. It's fantastic fun, especially with four players, and also adds another element of tactics – do you go and collect the power stones as fast as you can or run for the nearest heavy weapon and start blasting? The decision, as Graham says in *Blind Date*, is yours.



on-screen fireworks. Up to four players can now take part in the frenetic fighting in many combinations including one versus three computer opponents or a two-on-two deathmatch.

Capcom plan to allow Dreamcast owners to save their characters and special weapons onto the VMU, so *Power Stone 2* addicts can download their favourite profiles into the arcade equivalent. It's just one more positive aspect of one of the most addictive, inventive games *Arcade* has enjoyed in quite a while. When it's finally released Dreamcast owners will simply be on their knees in thanks.

Format: **Dreamcast** | Developer: **Capcom** | Publisher: **TBA** | Players: **1-4** | On sale in UK: **TBA**

POWER STONE 2

The jewel in Capcom's crown unleashes more fighting mayhem.

Power Stone's brilliant mix of next-gen visuals and insanely fast beat-'em-up action garnered a maximum score when the game originally exploded onto these shores last October. So take a deep breath because *Arcade* has just got its gnarled gaming fingers on the import Japanese follow-up to the cracking multi-player fight club.

Power Stone 2 is everything you'd want from a sequel, with more characters, enhanced gameplay, endless stockpiles of weapons, dazzling 128-bit graphics and a fantastic new four-player option. The basic story is that all the *Power Stone* characters

have been imprisoned in a strange castle and can only escape to freedom by fighting their way through many different stages set in locations such as an ancient Egyptian tomb or a tech-noir industrial complex.

All of the large arenas where the characters take on each other have been expanded and improved, so you could be scrapping away on top of a futuristic flying machine before it suddenly explodes, sending you and the other characters tumbling to earth still fighting each other. Bosses are sprinkled throughout the missions and feature an ancient Egyptian pharaoh walker and a green-skinned giant psycho known as Dr. Erode.

Weapons are plentiful and varied so players can grab hilarious man-traps (that

leave characters hopping about in agony), comedy hammers, skateboards and guns that, when fired, envelop enemies in large floating bubbles. If you've played the original, you'll know that the power stones giving the game its title can be collected to morph your character into a manga-inspired alter-ego with awesome abilities. New cute addition Pete can transform into a tin robot who uses a toy soldier army to wreak havoc, whereas the Mary Poppins lookalike Julia changes into an insane babe who stomps around nailing opponents to wooden crosses.

The mesmerising graphics delight the senses, with beautiful 3D backgrounds, dynamic special lighting effects, smooth animation and a camera view that zooms effortlessly in and out to accommodate the

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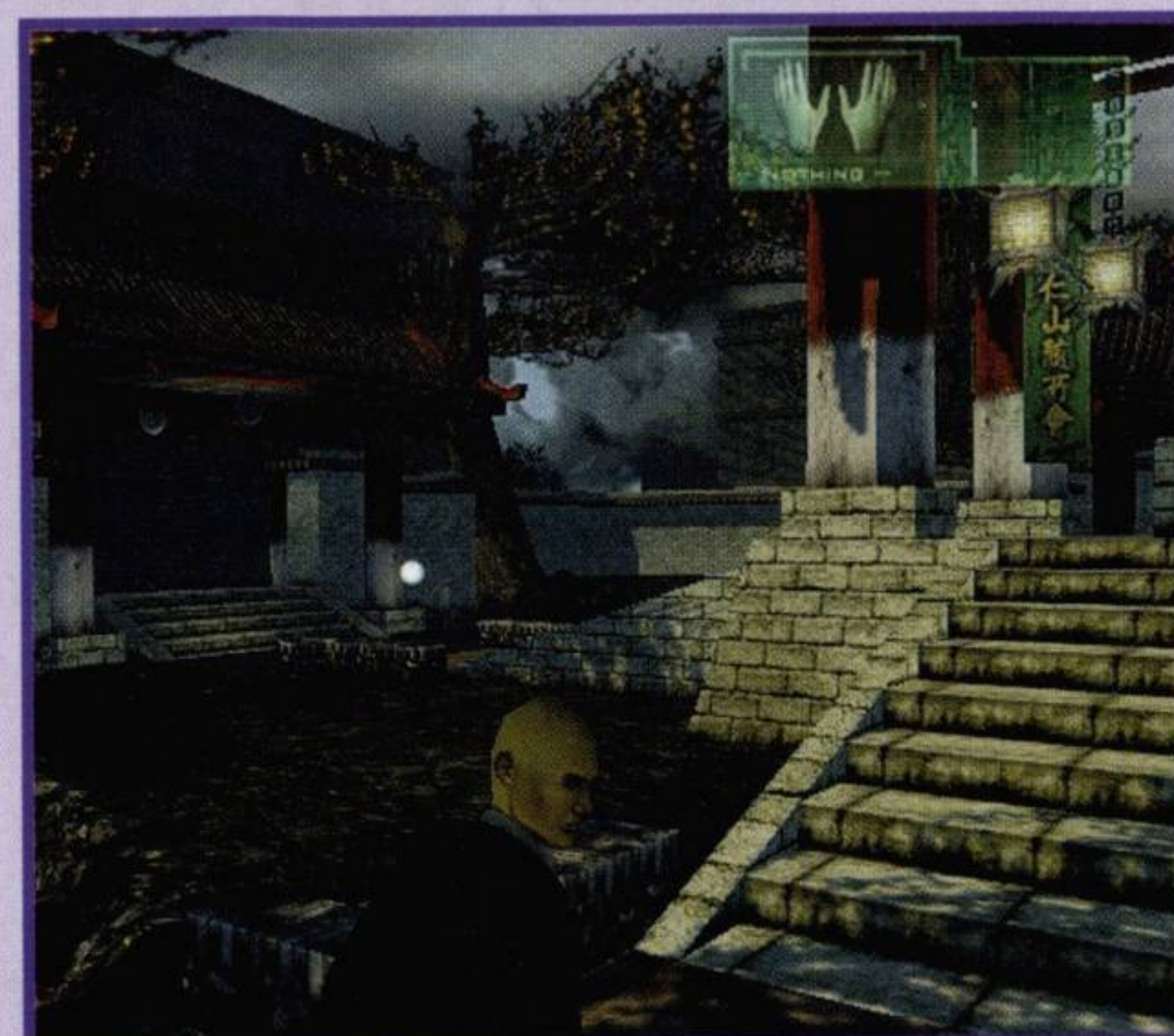
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GAME ON

COMING SOON



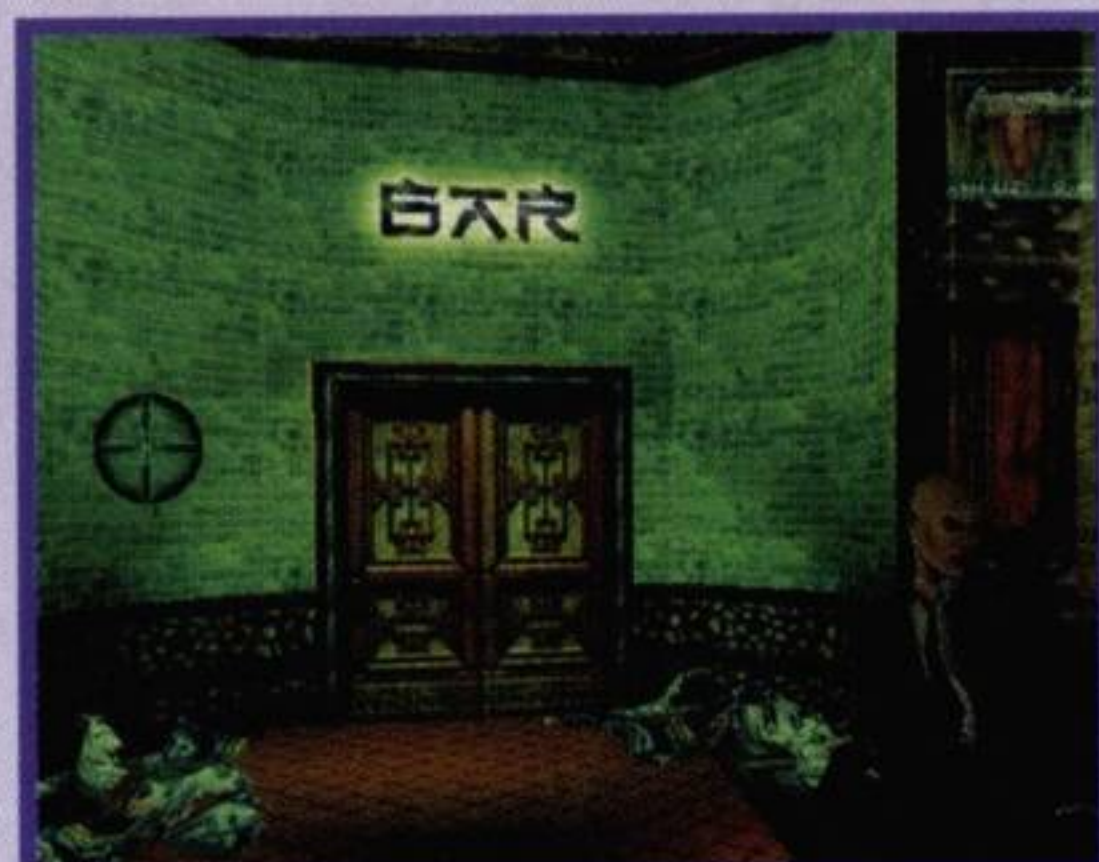
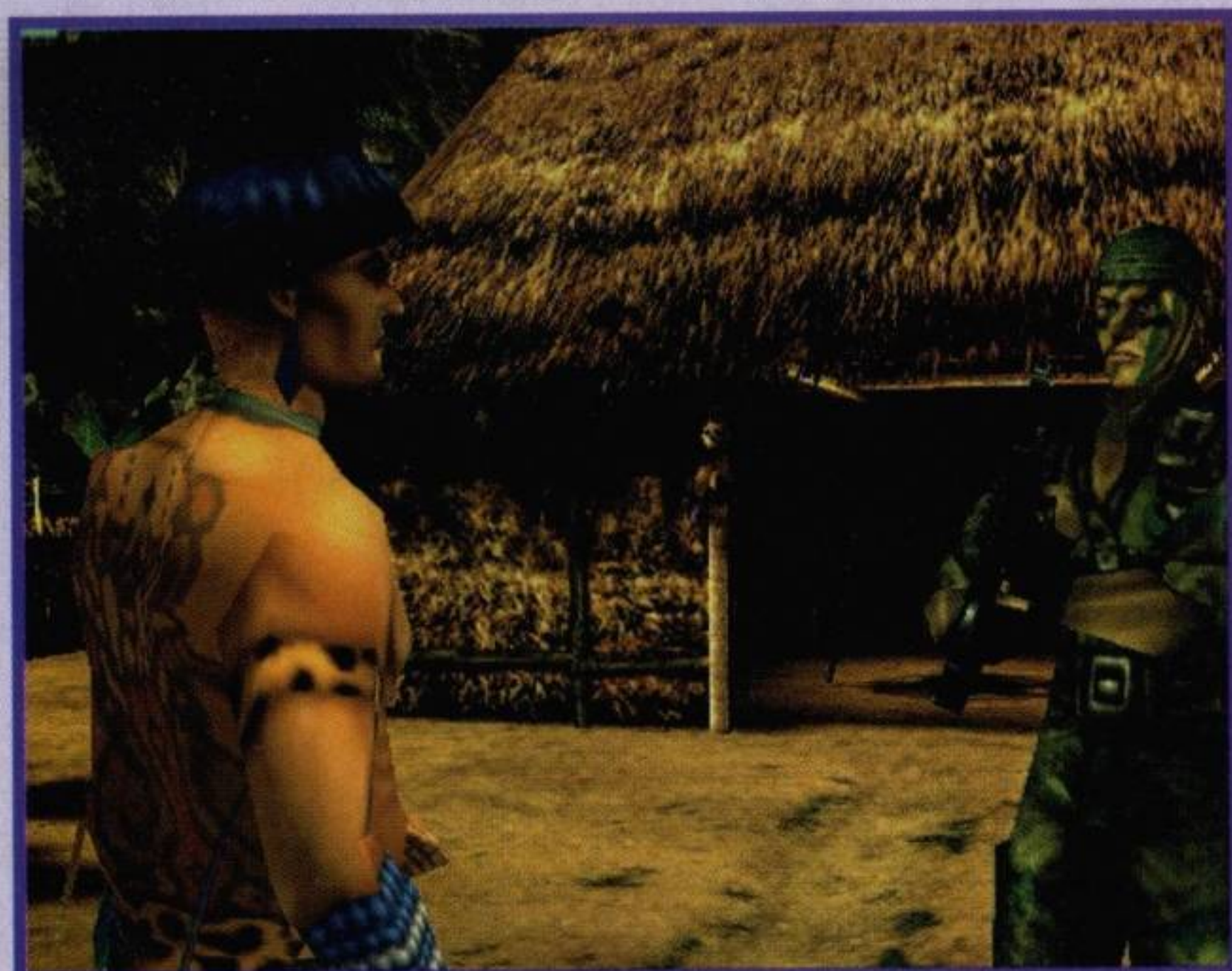
■ (Right) Just what is going on in the seriously creepy asylum?



■ Don't expect to see any sun in the game – 47 seems to operate in a perpetual twilight.



■ Your assignments will take you to a number of salubrious locations, and if that means ogling big-bottomed strippers along the way, so be it. Note also the ad for Psycho Beer on the back wall. Nice.



■ (Above) No time for a pint when there's brutal murdering to be done.

■ (Left) For the jungle assignment swap the suit for full camouflage gear.



AUTUMN

Format: **PC** | Developer: **IO Interactive** | Publisher: **Eidos** | Players: **1** | On sale in UK: **Autumn**

HITMAN: CODENAME 47

To baldly go where no sneak-'em-up has gone before.

Once it was all medieval fantasy landscapes and post-apocalyptic vistas round here; now PC game developers are in competition to see who can be the noirest of the noir. IO Interactive are currently leading the pack with *Hitman: Codename 47*, a stylish third person adventure where the action takes place in opulent hotel suites, plush Chinese restaurants and exclusive after-hours drinking dens – all given a sinister twist by subtle music and lighting effects.

Unable to resist a tiny smattering of sci-fi fantasy, IO have set the game in the very

near future, with the lead character being a genetically-improved human, bred to kill. Even so, Codename 47 appears to be a connoisseur of tailored suits, the loosened red tie and the smooth bald pate. Mr 47 also has a barcode stamped on the back of his head, a neat touch referring to his manufactured origins.

You control 47 in the third-person and, essentially, your mission in life is simple – you receive instructions from a mystery source to terminate the lives of key personnel. You go in, you do the job and then you disappear into the night to collect your cheque, with which you can purchase new hardware for the next assignment. Planning each operation is vital because not only do you always run the risk of death,

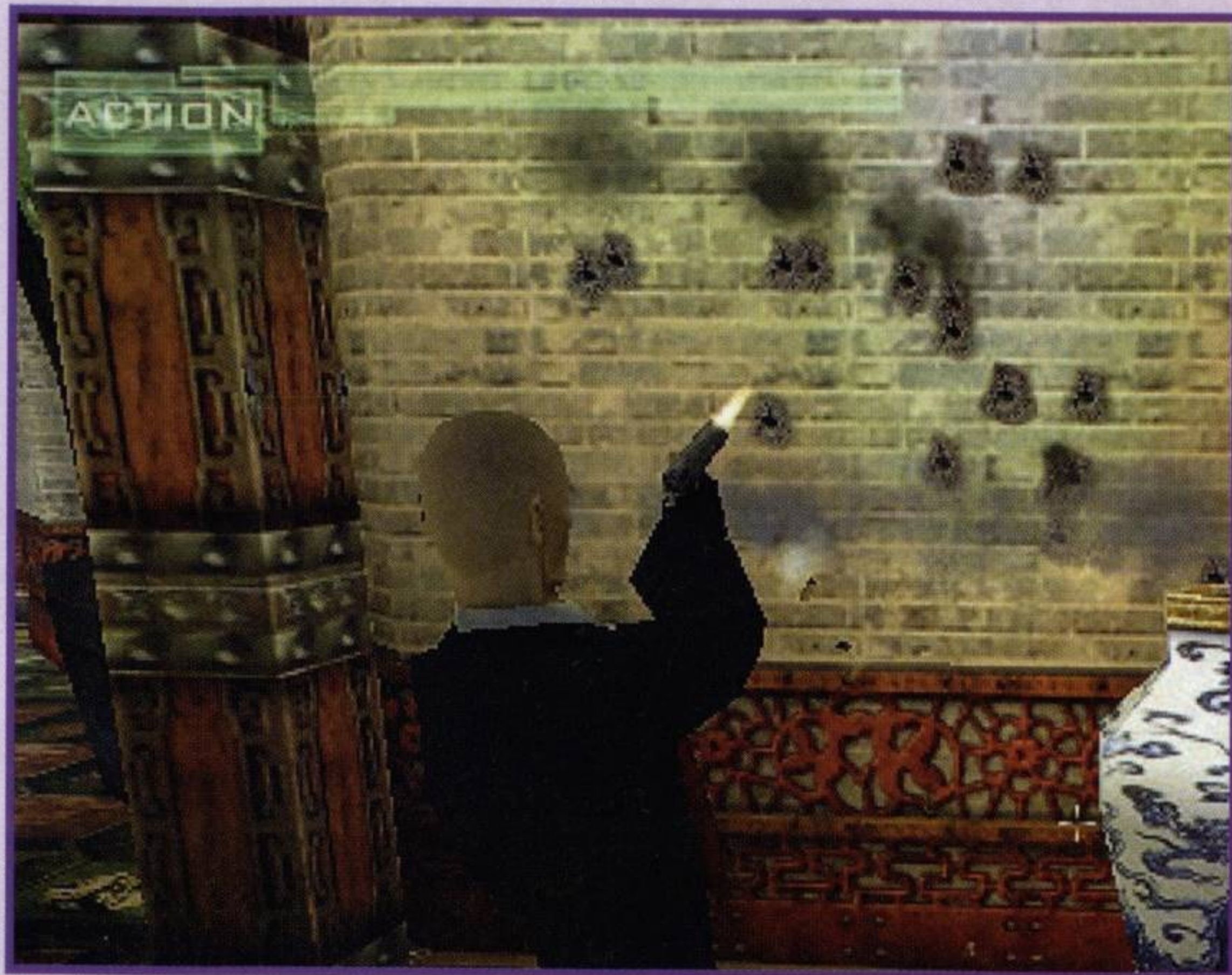
but the more discrete your movements, the more handsome the pay.

However, you're bound to grow wary of your unseen benefactor. As the game progresses, you're invited to question his motives along with 47's own past. You begin the game by escaping an asylum, but find yourself back there for the game's denouement, perhaps even coming face to face with the more advanced model, Codename 48. Intriguing, huh?

Hitman is similar in approach to Eidos' recent hit *Thief 2*. Extreme caution is the key, and in accomplishing your missions you should leave as little trace of your presence as possible. Obviously, anybody who guesses your purpose will have to be disposed of, but you can commit the

perfect crime by dragging bodies into the shadows. Drawing a gun in the presence of armed police or enemy guards will have obvious consequences and taking on legions of tooled-up assailants, a la *Soldier of Fortune*, simply isn't an option. There's no health gauge because four shots will kill you. For this reason, stealth is your best friend, and the piano wire (see 'The Piano Man') your trusted companion. This is not to say 47 doesn't have access to a serious arsenal – there are more than forty weapons in the game with all varieties of modern weapon represented – but they need to be used with restraint.

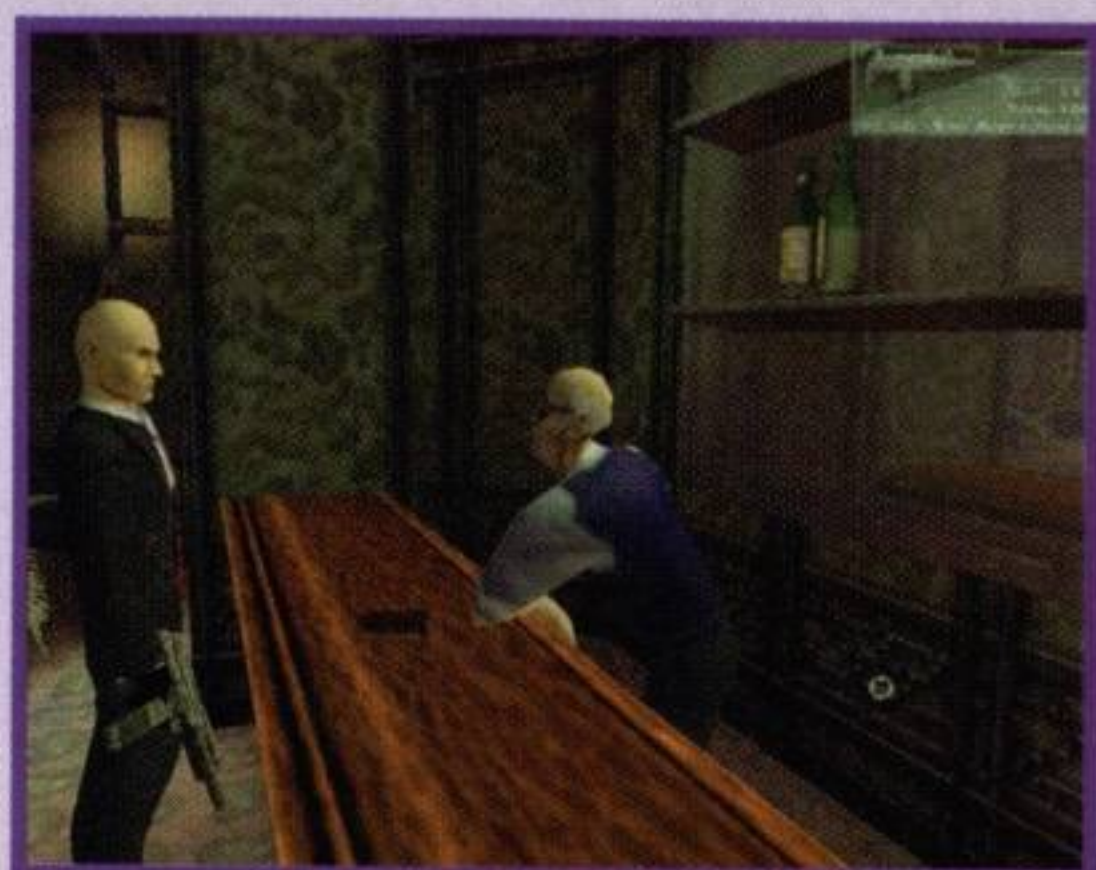
It's not just about surreptitious killing either; *Hitman* involves a fair amount of problem solving. In a section Arcade played,



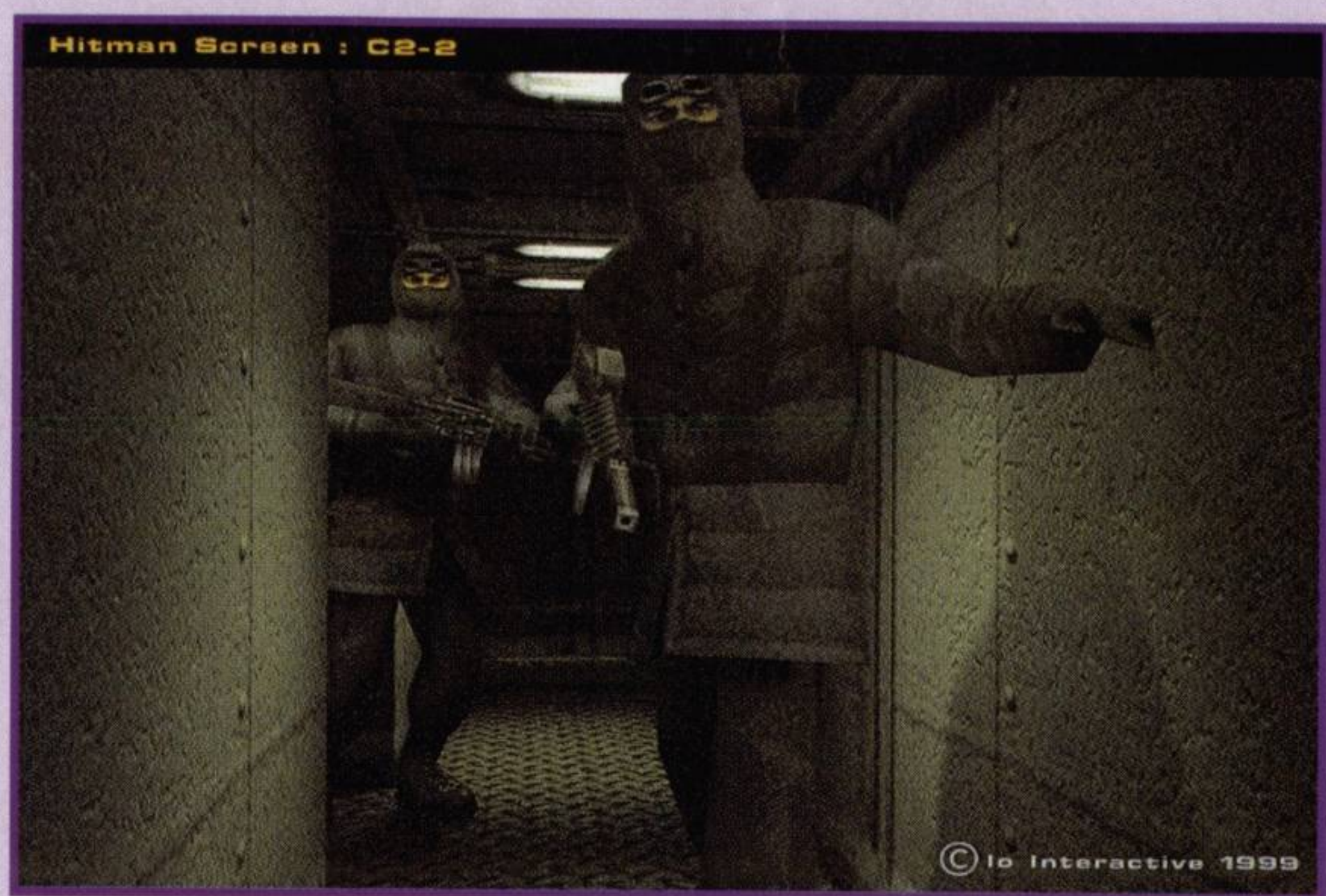
■ This is just an example of how all the background scenery is affected by gunfire. Now imagine two hapless victims stood in front of the wall. Grisly.



■ Rumbles in the jungle provide a stylistic contrast to other missions.



■ Converse with (or threaten) other characters to gather information.



■ Unlike most adventure games, there is no specific enemy. However, any major targets will be well protected, so you're required to kill anyone in the way.

■ (Right) If there are shadows, you stay in them.



■ (Bottom right) The bullet zings inexorably towards its target.

■ (Below) View the detailed specs of every available weapon.

BEST BIT SO FAR

The piano man

In a hotel lounge somewhere, a Steinway grand is missing an F-sharp. That's because our protagonist has ripped out the metal string from the inside and is using it to quietly despatch irksome enemies. The piano wire is *Hitman's* finest weapon, both for its effectiveness (sneak up behind prey, strangle them quickly and silently) and for the great animation provided as the hapless victim struggles in vain against rapid suffocation, leaving him looking distinctly off-key.



the game requires you to infiltrate the Prague hotel room of a key target. You have to con the room-number out of the concierge (by making a bogus enquiry) before stealing a master key from the bellboy, entering an adjacent room and leaping across from balcony to balcony, all without raising the alarm.

For a debut game from a Danish team, many of whom hail from the area of television production rather than game development, *Hitman* looks to be a fantastic achievement. IO has built its own "Glacier" engine and wrestled successfully with the perennial problem of character control and camera movement in the third-person adventure. It seems that 47 will be able to turn and strafe with the keys while the mouse will control a crosshair for



targeting victims and picking up items. A key tap will then switch the camera into a high view, allowing you to get a full eyeful of the expansive environments.

Game physics are also superb. 47's movements are entirely realistic and there's a particularly special animation for when he leaps between platforms. He automatically steps around or onto obstacles while leaves flutter at his touch.

Hitman: Codename 47 isn't revolutionary but it is certainly refreshing to see a developer take its cue from *Nikita* or *Leon* rather than the usual fantasy or military stimuli. IO intend to really get you thinking ahead, planning missions with precision – talk is that only one free save per mission will be permitted – but there will still be a healthy quotient of action for those gore-hungry shooter fans out there. *Hitman: Codename 47* promises to be as polished as its protagonist's shiny bald head come the autumn release.



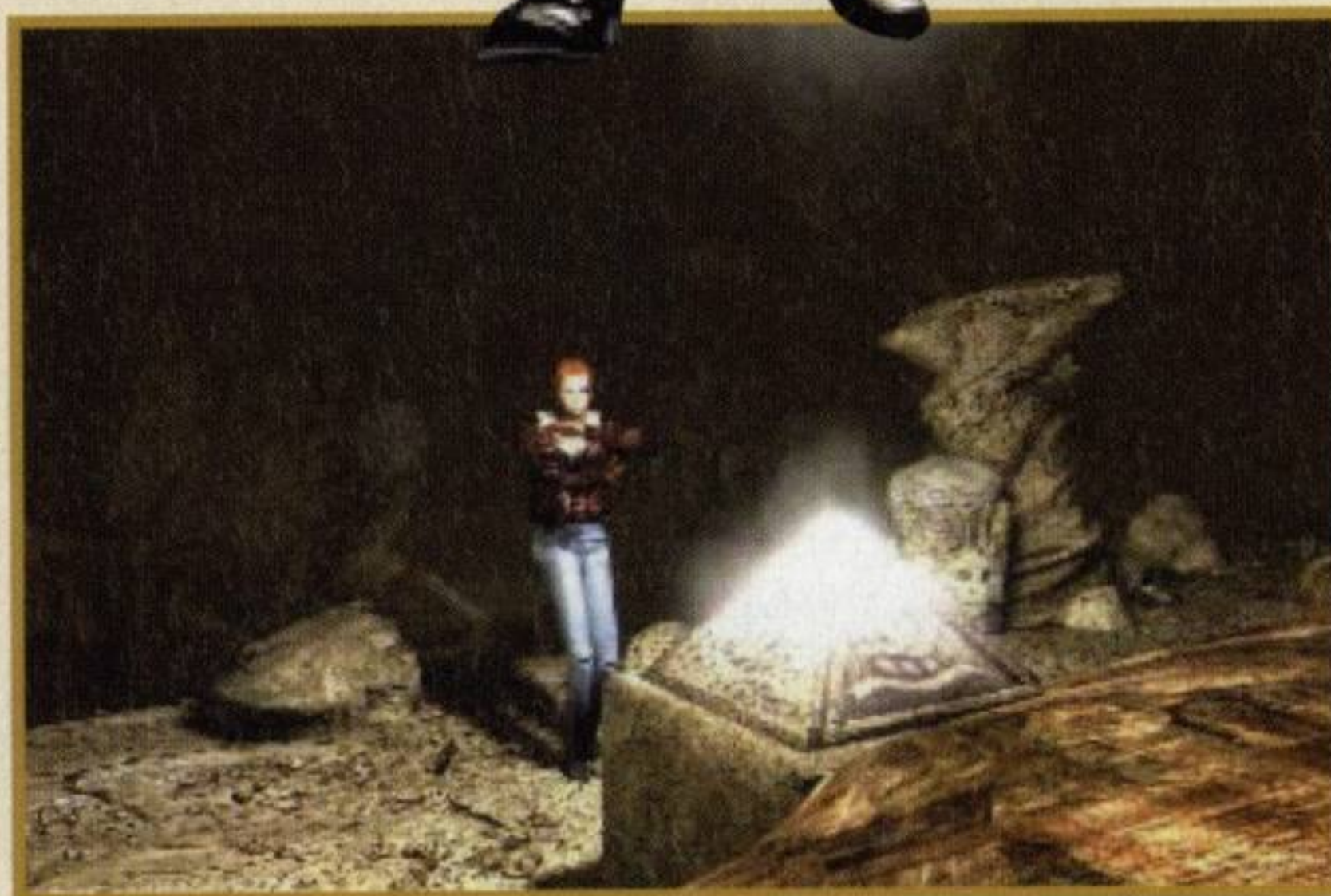
■ Codename 47 in all his suave, menacing glory.

GAME ON

COMING SOON



■ Ooh. It's a lady, with a torch. Now that's sexy. Elsewhere: note the moodiness of *Alone's* graphics engine. Eerie.



■ A single lone shadow of a figure – a man – if you will – alone in the dark.



■ Just one of *Alone In The Dark's* 120 gorgeous locations. Nice.

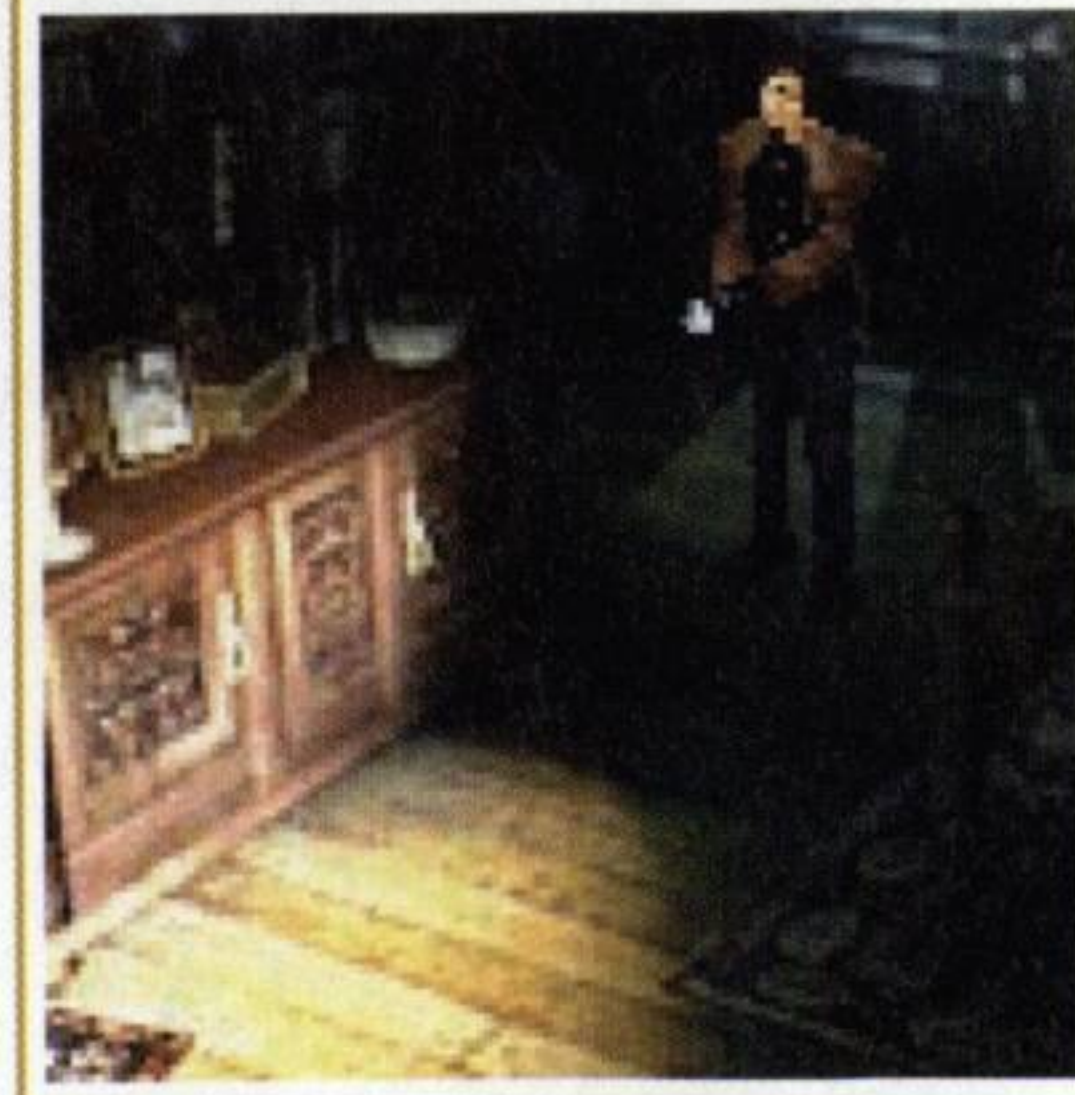


■ A man lying on a bed, possibly contemplating having a sneaky one for the road.

BEST BIT SO FAR

Tripping the light fantastic

The best bits of *Alone In the Dark* are the groovy, moody backdrops which light up brilliantly as you explore them with the aid of your torch. The amount of light-sourcing is phenomenal, giving *Alone In The Dark* an unique feel, whilst maintaining the spookiness of the previous three games for those of us old – and sad – enough to remember them.



to scan the moody graphics in order to seek out interesting objects.

And there we have it. With PC game engines having reached such a high technological state, *Alone's* main selling point looks likely to be its, almost retro, graphical style. Can the old-school win through? The proof will, of course, come with the pudding, so *Arcade* waits, on your behalf, with spoon in hand.



SEPTEMBER

Format: **PC/Dreamcast/PlayStation** | Developer: **Darkworks** | Publisher: **Infogrames** | Players: **1** | On sale in UK: **September**

ALONE IN THE DARK

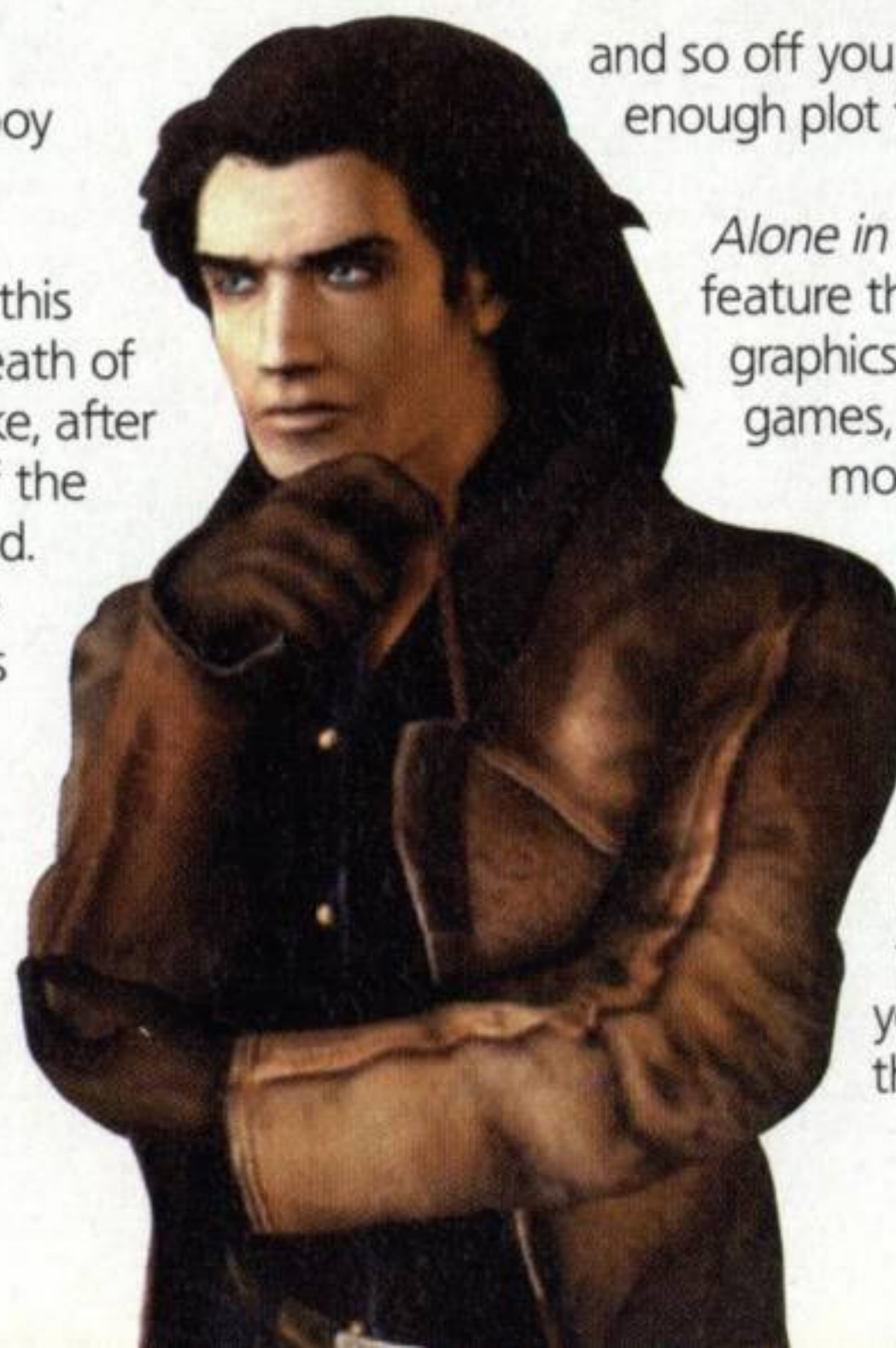
The other thing you can do when you're all alone in the dark.

If you were around in the PC gaming world before the Pentium Chip and the Internet, back when Bill Gates was only nearly the richest man in the world, you may remember the *Alone In The Dark* series. All three games were horror survival adventures with smashing moody graphics, but fixed camera angles which flicked jauntily between rooms and obscured your view somewhat.

Still, the French-coded series attracted a cult following, winning such prestigious titles as (cough) "Best French Game of the year", and so news of a fourth addition should prick up the ears of old-school

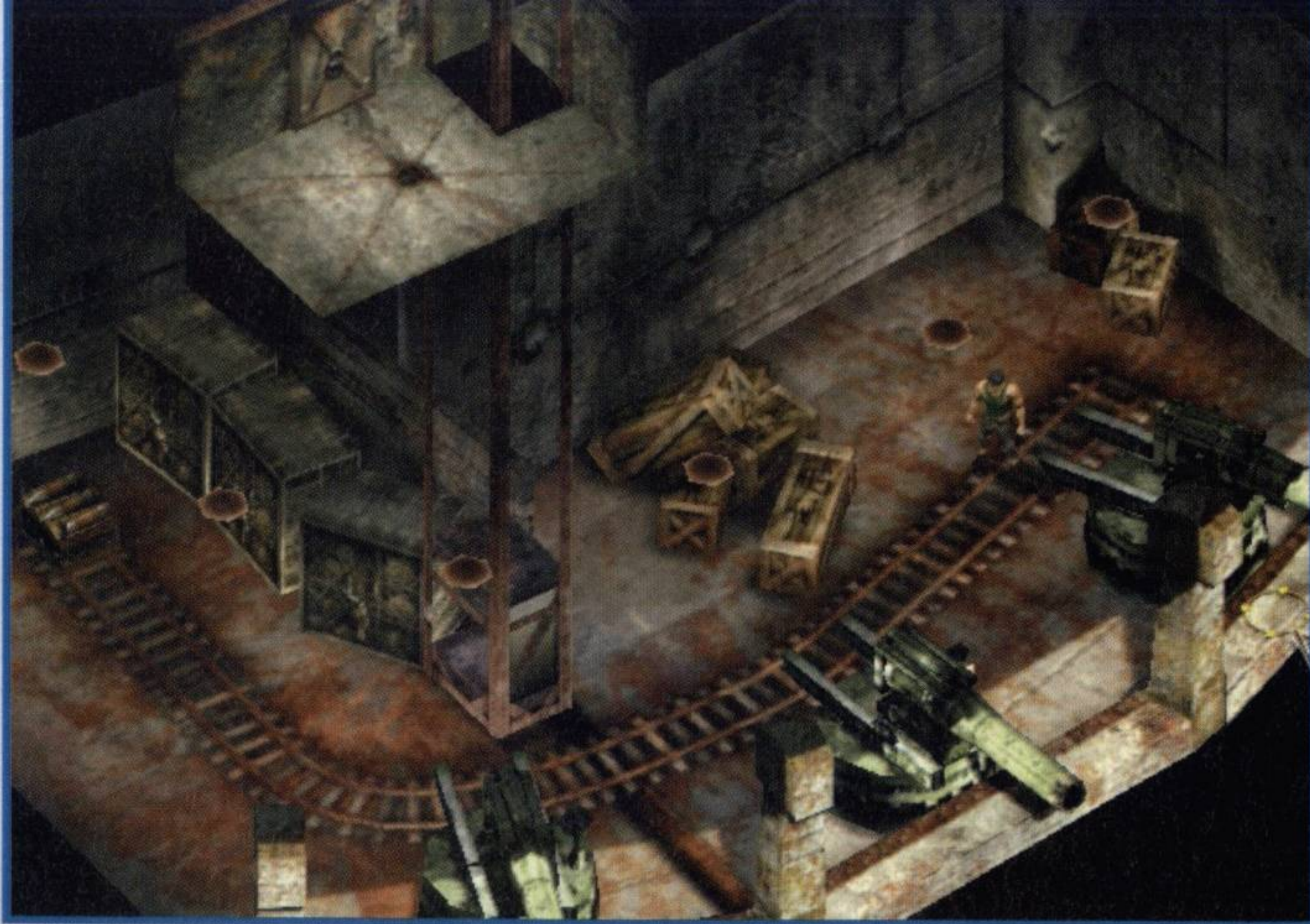
gamers and – with multi-platform releases – new-boy console fans alike.

You play supernatural detective, Edward Carnby, this time out to avenge the death of his best friend, Charles Fiske, after his body is found dead off the coast of a mysterious island. Your investigation leads to Fred Johnson who informs you of Fiske's search for the three ancient tablets which have the ability to unlock an incredible and dangerous power. Johnson pleads with you to take up Fiske's search



and so off you go. And that's clearly enough plot for now, thank you.

It transpires that *Alone in the Dark* will again feature the odd 2D meets 3D graphics engine of the previous games, although this time, most of the action will be outside the confines of buildings. Seven full-time illustrators are – as we speak – creating base images for the 120-plus locations. These are then 3Ded up, allowing your torch – the "light" through *Alone's* dark –



■ As you can see from above, *Commandos 2* looks like a visual treat.



■ *Commandos 2* spans many a location. This one's a bit snowy.



■ The *Commandos 2* medal – a greater honour than your 30m swimming certificate.



AUTUMN

Format: **PC** | Developer: **Pyro Studios** | Publisher: **Eidos** | Players: **1-2** | On sale in UK: **Autumn**

COMMANDOS 2

Ready to go behind enemy lines again?

Correct us if we're wrong, but the chances are that you're very much familiar with the original *Commandos: Behind Enemy Lines*. You'll – of course – recall how in real life history, the commandos originated during the Second World War. Soldiers were selected from our armies to infiltrate and take out enemy installations, each picked for their strength and ability to handle a multitude of weapons and equipment.

You'll then – naturally – have taken the upmost joy in controlling a team of these commandos through the twenty available

missions. You'll have loved taking out bad guys using the split-screen mode, line of sight indicator and tracking camera. You'll have gasped in disbelief at the nice touches, like footprints in the snow which fade with time, or the ability to hide enemy bodies, dress up in German gear and harpoon guards. And you'll have relished the Discovery Channel-style FMV mission briefings, whilst making a small mental note of the staggering ideas that seemed to have been "borrowed" from the previous *X-Com* series.

News of *Commandos 2*, therefore – tantamount in national excitement to the discovery of, say, life on Mars – should be embraced with open arms. *Commandos* part deux takes you everywhere from the

deepest bunkers of the Third Reich, to Colditz prison, a submarine installation in the frozen wastes of northern Europe and an Aircraft carrier at sea.

Featuring more action, with faster paced gameplay, a brand new game engine, new characters including a thief, a seductress, and a dog, and a variety of new vehicles, including jeeps,

BEST BIT SO FAR

Command gedit!

As in the original *Commandos*, there's a fantastic element of stealth and sneaking up on the enemy from behind to ensure success. The AI of the enemies has been pumped up considerably since the previous version, so expect to have to play the whole of *Commandos 2* with the sort of tension that, if it was a guitar string, would raise the pitch by an entire octave.



tanks, trucks, ships, boats and cars. All topped up with oh-so-much-more besides, *Commandos 2* certainly sounds like being yet another strategic, historical, role-playing treat. Jolly good luck chaps. We'll see you in the Autumn.



GAME ON

COMING SOON

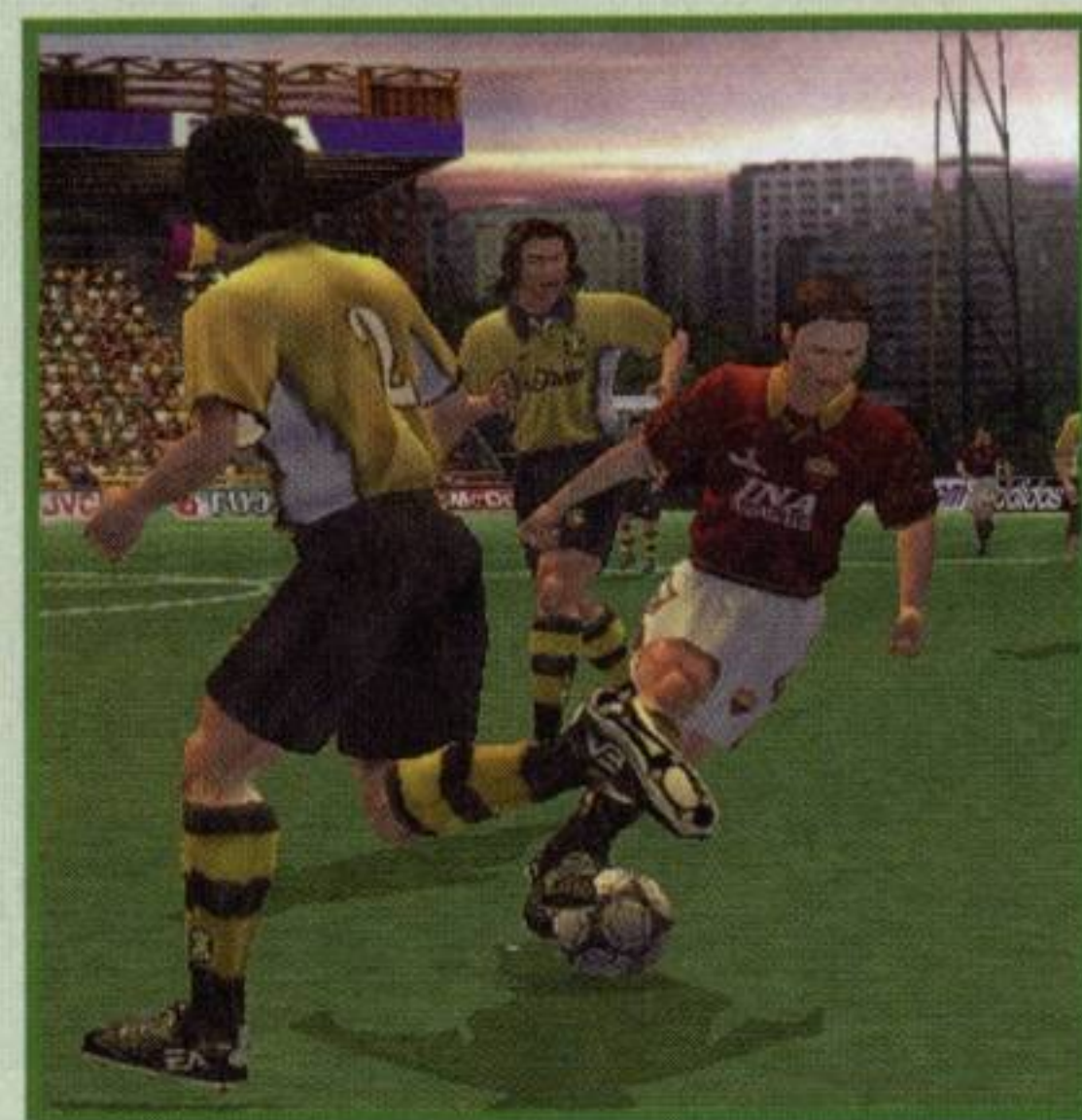


■ It's so new that Beckham even has a shaved head.



■ Obviously, the game won't be played from this angle – TV style cameras are offered, though.

■ (Left) Replays are even more dramatic.



■ Special moves such as the drag back are new inclusions.



■ Roma take on Juve at what looks like the County Ground in Swindon. All major stadiums will be in the final version.

■ European competition will be included for the UK release. Play at the highest level.



SEPTEMBER

Format: **PlayStation2** | Developer: **EA Sports** | Publisher: **EA Sports** | Players: **1-4** | On sale in UK: **Winter**

FIFA SOCCER WORLD CHAMPIONSHIP

The beautiful game just got a whole lot prettier.

While it's likely that there will be a FIFA game ready for the PlayStation2's launch in the UK, it won't be this one. *FIFA Soccer World Championship* is a Japanese-only version of the inexplicably popular series, but it does give us some idea of what to expect.

So far things are looking good. Clearly it's the best-looking football game ever – the power of PS2 has given the developers the chance to make it look just like the real

thing. Almost. While they don't exactly resemble their real life counterparts, you'll be able to tell the difference between, say, Gianfranco Zola and Matt Elliott. As you would expect there are loads of new player animations, including some eerie facial displays of players talking and shouting. Likewise, the stadiums are brilliantly rendered with animated crowds and so on. And the stadiums cast real time shadows over the pitch. Yes, it's a carnival of football.

Other neat touches include security guards, "a bench full of players" and (it's rumoured) pie sellers. All vital parts of the beautiful game as we know it.

Not surprisingly, the actual football is based on the previous *FIFA* installments – if you've played any of those then this will be second nature to you. But after a brief playtest at this year's E3 show it seems that EA has taken a few leaves out of the special, and superior, *ISS* book. You have a lot more control over your player when it comes to shooting and finishing – none of this random shooting that plagued the last couple of *FIFA* games. This makes scoring more difficult and thus more realistic. A massive improvement.

The UK version, which will revert to the familiar numerology of *FIFA 2001*, will

BEST BIT SO FAR

Even better than the real thing.

Get up close to the players and you'll notice that they bare a striking resemblance to their real life counterparts. They will also show emotion and react to events on the pitch with various facial animations. Gazza even cries. Honest.



feature all the Premiership teams and players and will have a World Cup mode, an under 23 championship and all the usual cup and league options. And, best of all, it'll feature a soundtrack from Jamaroquai and Paul Oakenfold. Excellent stuff. It will be out in time for the start of the 2000/01 season. Expect an update six months later. Get in training everyone.



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GAME ON

COMING SOON



■ Epona, gaming's loveliest horse (and that's official) co-stars in *Majora's Mask*. But before you get back in the saddle you've got to get her back from Stalkid...



NOVEMBER



■ The much ripped off lock-on combat system's in there but, thanks to the Expansion Pak, you'll come up against more enemies at the same time.

■ (Right) There's 20 plus masks in the game. Most of them, like this fetching bunny hat, are tied into trading sequences in the central town.

■ (Left) Slip a Zora mask on and, after a painful transformation sequence, Link'll be able to swim like a fish-man hybrid and play a bone-based lyre!



■ The central clock tower town is alive with time based puzzling.



■ The evil hatchet-faced moon looms in the sky wherever you look.

Format: **N64** | Developer: **Nintendo** | Publisher: **Nintendo** | Players: **1** | On sale in UK: **November**

LEGEND OF ZELDA: MAJORA'S MASK

Link! I love you! But we've only got half an hour to save Hyrule!

Waiting for the last *Zelda* game was a truly terrible business. We're talking a three year stretch with only the odd screenshot every six months to ease the pain. Every time it looked in reach, news of another delay left you shaking your fist at the heavens. After that you'd think expecting the next chapter in Shigeru Miyamoto's remarkable action RPG series anytime soon would be madness.

Thanks to Nintendo's new strategy, codenamed "Get Arse in Gear", the follow up to the Greatest Game Ever has actually

arrived in Japan a mere year and a bit after Gannondorf got a shoeing at the end of *Ocarina of Time*. This is unprecedented stuff from a company who, in the past, have made the formation of great mountain ranges look nippy.

The end result, while not on the same epic scale, is every bit as captivating as *Ocarina of Time*. It feels very familiar to its predecessor with an unchanged control system and plenty of old faces kicking around the parallel version of Hyrule where *Majora's Mask* is set. Link's transported there by mischievous masked git Stalkid who runs off with his ocarina and beloved horse, Epona, in the opening cut scene.

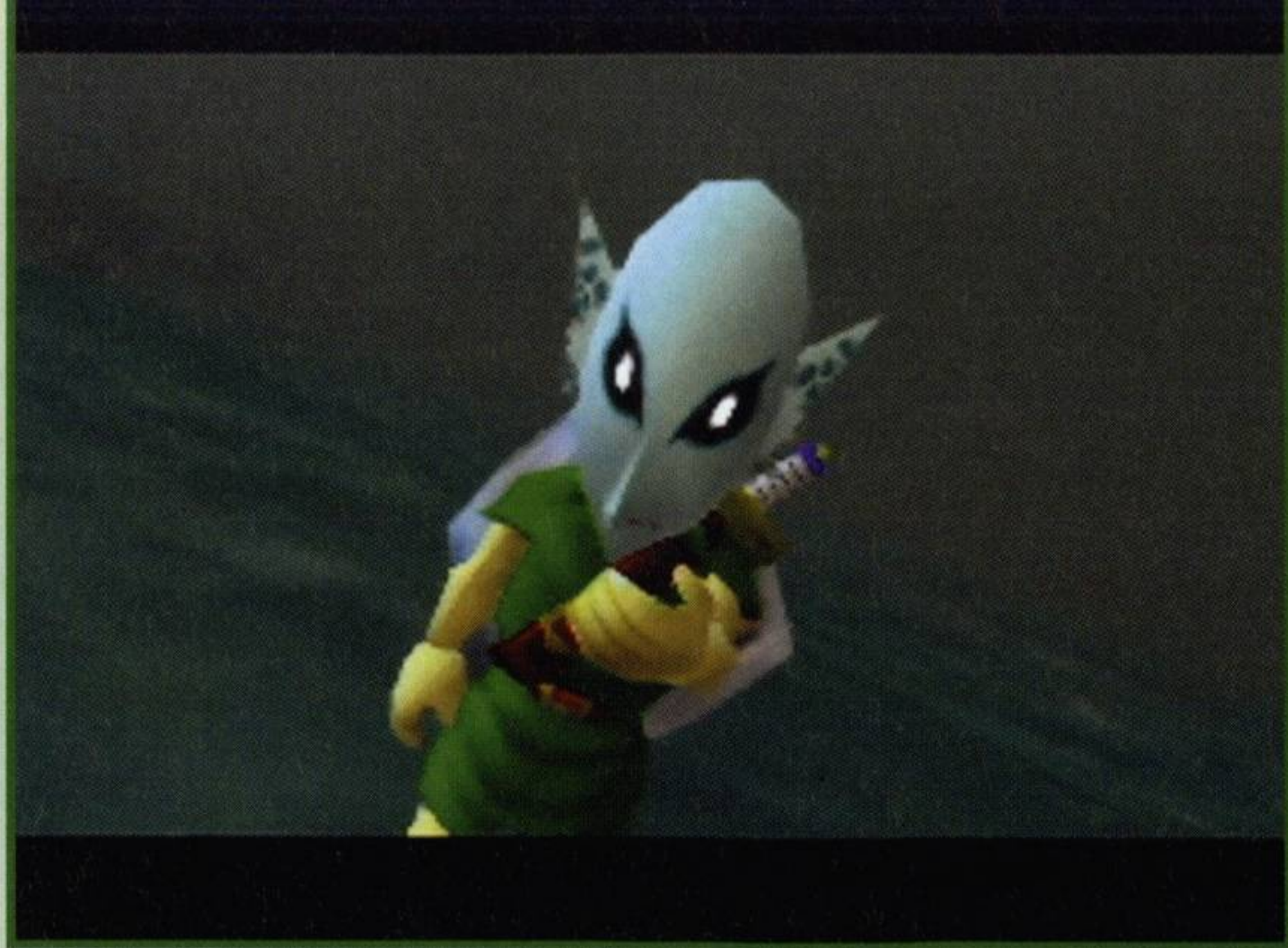
Start the game proper and it's clear that, although this is a side story, in-game

drama is very much to the fore. Don't expect any kind of gentle introduction, either. Link's been transformed into *Ocarina of Time*'s most irritating plant-based enemy, a Deku Scrub, complete with the elf boy's trademark pointy hat. Worse still, you only need to glance upwards to the sky to see that a massive, gnarly-faced moon is on a collision course with the clock tower market town that's central to the game.

Of course, time was also the main theme in the last game but, in *Majora's Mask* there's a sense of impending, watch-checking doom that, along with the fantastic music score, makes for the darkest *Zelda* adventure yet. The thing is, you're only ever half an hour from destruction with the game taking place over three days,

with each one lasting – from sunrise to sunset – 12 minutes in real time. Recover your ocarina and you can play the Song of Time to warp back to 6am on the first morning (and save the game), setting the *Groundhog Day*-style pattern of play you'll be subject to until the end credits.

The great thing about going back to the start and playing through the same three days again and again is that it lets you learn the daily routines of the other characters. You'll recognise most of the inhabitants from *Ocarina of Time* but their roles are always a bit different to keep you on your pixie booted toes. Talon, the farmer from the last game, runs a milk bar in this version of Hyrule whereas Malon works on her older sister's ranch. It's crucial to interact



■ (Below) Don a Zora mask and you walk on the sea bed and fly underwater.

■ (Above) Ocarina? Rubbish, mate. You want to jam on my fish bone lyre!



■ The only way to stop it snogging the earth is to travel back to day one.



■ Deku Scrub Link gets to parp away on the tuba. Very *Brassed Off*.



■ (Below) Link'll stay as a Deku Scrub until you can get his ocarina back.



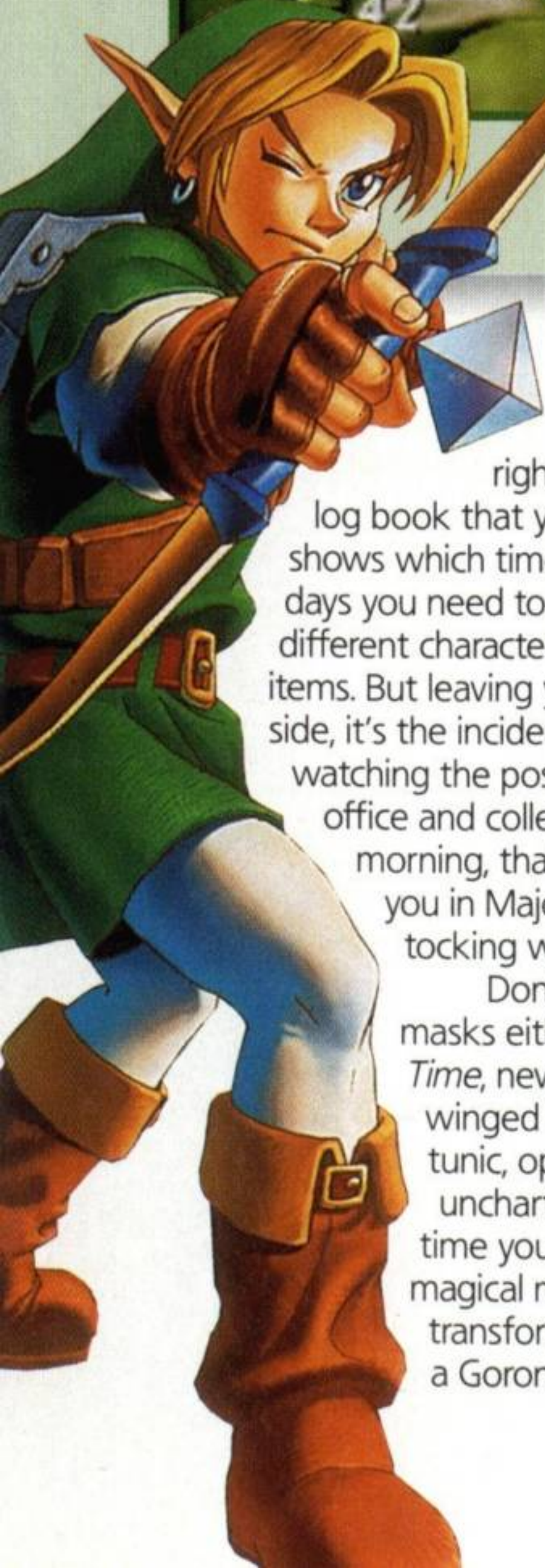
■ You start the game as Deku Scrub link, complete with sap bubble gossing and petal copter special powers.



BEST BIT SO FAR

Rolling Rock

If you thought galloping around on Epona with all six carrots spent was fast, just wait until you transform into Goron-Link. These rotund rock eaters can roll into a wheel shape and spin around at cheek-ripping speeds when they reach full momentum. And the best place to make use of your new found geological-based pace? The great Goron rock race, of course.



with them at the right time. A handy log book that you obtain early on shows which times and on what days you need to approach different characters to talk or trade items. But leaving your quest to one side, it's the incidental details, like watching the postman leave his office and collect letters every morning, that really immerse you in Majora's unique, tick-tocking world.

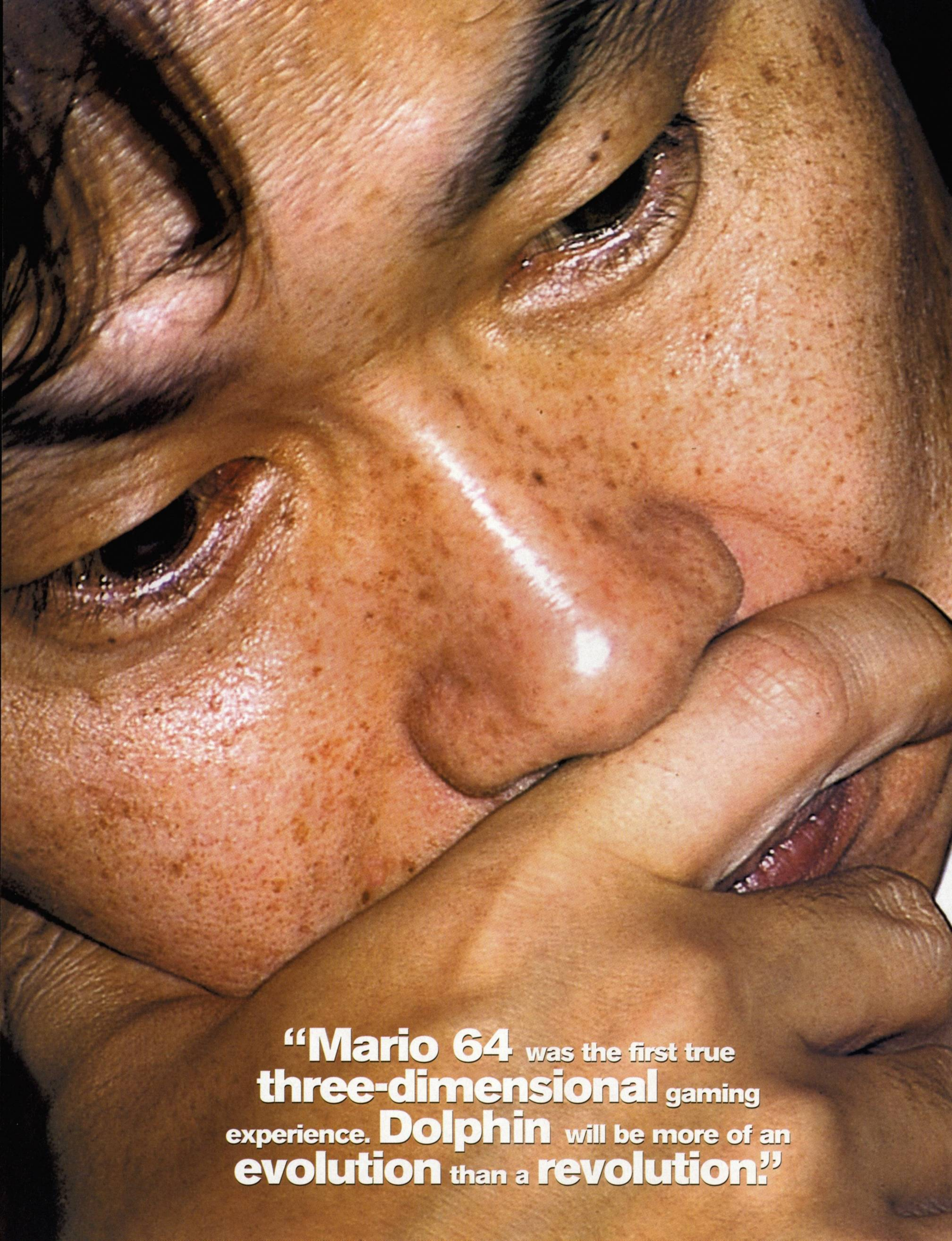
Don't forget the masks either. In *Ocarina of Time*, new items, like the winged boots or the fire tunic, opened up uncharted areas. This time you don one of three magical masks that transform Link either into a Goron (the rock-eating

fools from *Ocarina of Time*), a Zora (the fishy water people) or a Deku Scrub (aforementioned plant thing). Although, to begin with, it might seem strange that Ninty makes you play much of the game as someone other than their much-loved hero, there's lots of fun to be had slapping on a mask and gaining exciting new abilities. As a Goron you can smash rocks and roll into a super fast boulder, as a Zora you can pretty much fly underwater and, as a Deku Scrub, by hopping into one of your plant mates you can hover on giant flower petals to reach raised platforms. Each transformation also brings its own funky instrument (bongos, fish-bone geetar and ompa band horn, respectively) and the chance to play new, creature-specific tunes which are vital for completing some of the game's side-quests as well as wresting Majora's mask back from Stalkid.

Polygon-counting purists might sniff at the fact that this uses the same engine as

the last game (with extra graphical welly being supplied by the Expansion Pak) whereas The Big N are renowned for clean-slate technical innovation. But this has allowed the development team to concentrate on the important things – plot, character and exploration – that have always made *Zelda* the stuff of gaming legend. Admittedly, it's more of the same but, by cleverly skewing the *Zelda* universe, Nintendo look like they've managed to come up with an intriguing game that offers up helping after helping of surprise pie. Even with screens of incomprehensible text to wade through (we've played the Japanese version) this seems like a triumph. So, come Christmas and the UK release, don't make any plans that'll separate you from your N64.





“Mario 64 was the first true **three-dimensional** gaming experience. **Dolphin** will be more of an **evolution** than a **revolution.**”

Shigeru Miyamoto

Interview by Michael Wolf

He invented *Donkey Kong*, turned Mario into a superstar, headed up development on the World's Greatest Game, and is currently working on Dolphin. Excited? You should be.

Shigeru Miyamoto's name is synonymous with brilliance. Since he brought the world *Donkey Kong* back in 1981, he's constantly redefined the videogame, boldly and brilliantly making the leap into full 3D with *Super Mario 64* in 1997 and then, two years later, heading up Nintendo's most talented development team on the staggering *The Legend of Zelda 64*.

Rough estimates put the amount of Miyamoto games that have sold worldwide at a quarter of a billion and his influence has been felt within the industry as well, with everyone from *Half-Life* creators Valve to *Metal Gear Solid*'s Hideo Kojima citing Miyamoto's *Mario* titles as the reason they got into videogames. Understandably, when he does happen to travel outside of his native Japan, he's greeted by the sort of clamour normally reserved for Posh and Becks.

Arcade were one of the few western magazines to be allotted time with Miyamoto at the recent E3 videogames show, and we saw it as an ideal opportunity to quiz him on Dolphin.

You're currently working on the Dolphin. How does it compare to working on the N64?

The N64 was the first true 3D machine, so we've been experimenting with 3D technology for a long time and, with Dolphin, the development tools are much more convenient and readily available to make next generation software. So, compared to the days of the launch of N64, we are in a much better condition to make games for our new system.

You seem to be taking more of a back seat these days – certainly when it comes to development...

I've been playing the role of producer more and more, yes, trying to make more Nintendo titles available, producing quality and quantity, and that's why I've been letting so many other people take the director's responsibility. So, in *Zelda: Majora's Mask*, I wasn't taking a director's role at all. I was letting other people do the job.

Will that change with Dolphin?

Yes. On the Dolphin we are working on several different titles because people are expecting us to make the *Mario*, *Starfox* or *Mario Kart* games. But, as well as that, we want to make something really unique and new for the Dolphin. I really want to make at least one unique thing for Dolphin by the time it launches.

What do you mean by unique?

Well, in terms of the hardware we are in a period of transition from cartridge and CD to DVD, and CPUs are shifting from 300 MHz to 500 MHz, so it's easier to say that the hardware is in a state of evolution. However, the same cannot be said of software. So, my belief is that if we're able to show something unique, even beyond the current titles in development (if we are able to show them) at Nintendo Spaceworld in August, it'll fix the future course of videogame software. I want to create something that's so unique and so different from the current way of understanding what videogames should be that we may be saying we don't need videogames any more! This is the direction we should be going in. I can't tell what it will be yet, but it's one of the reasons that it's very interesting to have a job in this business.

What projects are you working on at the moment?

There are a number of N64 games, which will all be introduced this year. My responsibility is overseeing the progress of these N64 titles and, at the same time, I've been devoting a lot of time to making up the basics of the Dolphin system. But, of course, I cannot tell you what specific title I've been most involved with.

Do you think that *Mario* on the Dolphin can revolutionise gaming in the same way as *Mario 64* did upon its release?

Mario 64 was the very first attempt at making a true three-dimensional gaming experience. With the shift from N64 to Dolphin it's more of an evolution than a revolution. What will bring the revolutionary gaming experience with Dolphin will be a new and unique gameplay idea. And if that unique idea sees Mario being the beneficiary then,

Swimming with Dolphin



Shigeru Miyamoto isn't allowed to talk about the future for fear of Nintendo's management executing him, but one of his pet projects over the course of the past year has been designing and testing the Dolphin controller. In the past he's admitted he'd like to see the current N64 controller used in the same way Sony have carried over their Dual Shock – although every Nintendo controller ever created has been tweaked in one way or another, so it would seem logical that Dolphin's will undergo the same sort of treatment. One feature that the new controller will certainly possess is a built-in rumble pak.

Dolphin games are even more of a mystery. We know Miyamoto is working on *Mario*, *Metroid* and *Mario Kart* games, while in this very interview he seems to suggest *Starfox* may well be on the way too. *Zelda* is also a possibility, though that's probably likely to come further on down the line. One absolute certainty is that there will be a 3D *Pokémon* game, possibly to tie into the inevitable sequels to *Gold* and *Silver*.

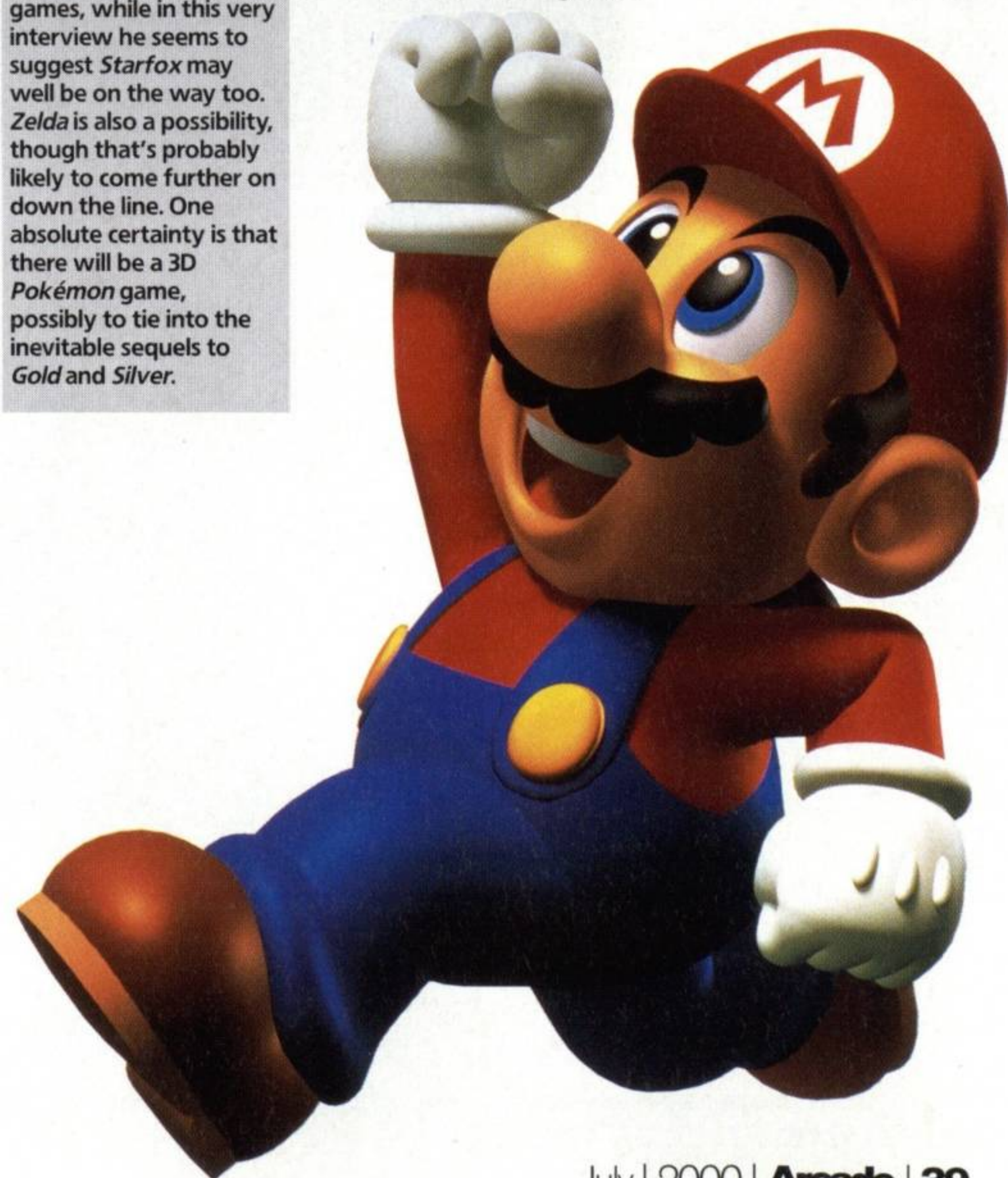
yes, perhaps he can. But if that's not the case, then some other characters may well benefit instead.

Do you ever have days where you find it difficult to come up with new ideas?

At the very beginning it's always harder to come up with ideas but I'm always confident that with each game I can come up with something new. Right before the deadline I *always* come up with ideas! I've certainly never been frustrated in coming up with new ideas.

Would you say there are any parallels between what you're working on now and what you've done before?

Yes. Even though we are always trying to work on a new theme, when we have trouble in putting things in order, we often depend on the old methods to make that happen. In the case of *Zelda*, for example, we moved from the original *Zelda* into a three-dimensional world with *Ocarina of Time*, and even though it's making good use of original ideas, the fact that it's taking some elements from older *Zeldas* makes it a far better videogame. **A**





■ The latest *GT2000* build shows great detail on the cars and new weather conditions.

“I hope to make *GT2000* something that isn't just a linear movement from *GT1* to *GT2*, but something different.”

Kazunori Yamauchi

Interview by | Nick Jones

Two of the best games in the last five years have both been driving games and both were the offspring of one man. *Arcade* caught up with him at the recent E3 show to ask a few things about his driving threequel, *GT2000*.

Kazunori Yamauchi is responsible for changing the driving game forever. His uncompromising approach has taken videogame racing to new levels and his latest project, *GT2000*, is set to rewrite the gameplay books yet again. It goes without saying that this is a hugely anticipated title but the danger is that it may be little more than a slightly sexier-looking version of the not exactly ancient *GT2*. *Arcade* decided to investigate and find out why *GT 2000* will be the new "greatest driving game ever".

***GT2000* seems to be coming along nicely. But what will make it different to *GT2*?**

Everything. I'll be implementing things like the condition of the air. Weather conditions can change the atmosphere and the way that you race. By this I don't mean simply putting in fog – the fog will have a presence and will affect the racing. Also, other weather conditions will affect the racing – rain, for example, will cause the player to take a different approach to driving. You have to be very accurate with this so it may take some time.

What percentage of the PlayStation2's power is used by *GT 2000*?

In terms of numbers of polygons drawn by this engine I believe that we are using 100% of the power, although I may learn in a few months that we are only using 75% of the power. We are currently rendering around 20 million polygons with this engine but we still have to implement special effects.

How many cars will be in the game?

We are hoping to implement as many as there were in *GT2*. I would like to make as many additions as I can but it might not be possible as modelling each car is very time consuming. To my team each car model is like a treasure. In *GT1*, one designer was able to create one car in a day. With *GT 2000* it takes one designer two weeks to make one car.

Will there be rally driving and drag racing in *GT 2000*?

Yes, there will be rally driving. The rally mode will be much better this time because the physics model is better. The reason being that we are now able to accurately compute the movement of the suspension for each wheel. PlayStation2 enables us to make a more realistic rally game. You will actually see your tyres on the bumps. As for drag racing, that will very much depend on time constraints.

How good are the car physics in *GT 2000*?

Going from *GT1* to *GT2* to *GT2000* I have pretty much perfected the physics of the cars. I am now able to express cars and how they move so now I'm going to concentrate more on the drivers. Working on the driver AI, I hope to bring "the real driving simulator" closer to "the real racing simulator". In doing so, I hope to make *GT 2000* something that isn't just a linear movement from *GT1* to *GT2*, but something different, something that jumps up, a different way of playing driving games.

Driving us crazy



Kazunori Yamauchi's first game for Sony was a PlayStation launch title in Japan, the Mario Kart-esque *Motor Toon Grand Prix* in 1995. This was followed by the successful *Motor Toon GP 2* in 1997 which was also released in the US and UK. Then, in 1998, the seminal *Gran Turismo* was released and catapulted Kazunori and his team to superstar status. This was followed later in 1998 by *Omega Boost*, a movement away from the driving game – it was an average 3D shooter featuring giant Mech robots. Then in 1999 came *GT's* sequel, *Gran Turismo 2*, arguably the greatest racer ever made.

To what extent will the opponent AI recognise your driving style?

In *Gran Turismo* every car recognised each course layout. But even in *GT2* you may have noticed that the cars weren't driving as well as a human being. So the next thing will be to make the cars drive as well as a real human being. I plan to implement the emotional factor – like how much pressure that the driver may be feeling or how many mistakes a driver might make and to make each of the drivers an individual. By making the drivers act like human beings I will change the balance of the game but once I get to this step I will be closer to a real racing simulator and it will be more realistic and enjoyable. The problem with most driving games is that often you are really just driving alone on the track like in a time attack. If you have opponents who drive well and with emotion then you have to be more strategic in the way that you drive.

Will *GT2000* be playable online?

First of all I want to work on the multiplayer aspect – on the split screen game. With respect to *GT 2000*, I don't want to make it an online game, but players will be able to get an idea of what online gaming will be like.

Does this mean that you'll be able to play *GT 2000* by linking up two PS2s?

I am certainly looking into the possibility of linking PlayStation2s via the I-link or USB ports. So that's a possibility, yes.

Are you aware that the dome that was visible on the Seattle track has recently been torn down?

Yes, I am. We're talking about creating the game so that when you have won all the races, in the final race you will see it being torn down! On the subject of courses, we're implementing two new courses in the game. One will be in Monte Carlo and the other will be a course based on an actual racecourse in Tokyo. It will take place on a street where our main building is. **A**





Cross Breeders

The unlikely hybrids of your favourite game characters.

What would happen if your favourite videogame personalities had a few, got a bit frisky and produced offspring? Arcade scratched its thinking cap and examined the results.

1 Abe Nukem

The shy, apologetic nature of Abe married with the aggression and muscles of Duke makes for a soft, gentle giant – the type of which usually either becomes a Saturday evening TV host or a hairdresser.

2 Earthworm Snake

Half worm, half snake, Earthworm Snake is rendered doubly dangerous if you accidentally cut him in half with a spade, as he morphs into two slippery dudes with nasty stings in their tails.

3 Ecco The Hedgehog

Play through 25 action-packed levels of carefully

Top ten

Top Ten games released on the N64 this month

- 1 Perfect Dark
- 2 Taz Express
- 3 The, um...
- 4 Poké... oh, no
- 5 Um...
- 6 Er...
- 7 Well...
- 8 Erm...

We're off

guiding your family of hedgehogs across the road, drinking milk out of saucers and rolling into a tight ball the instant anything looks like it might be even the slightest bit frightening.

4 Afro Thunder The Rapper

Press the various buttons of the PlayStation joypad in time with the music, with a button assigned to each wah-wah, hand-clap, assorted woo-woo noise and flares pull up.

5 Emily Newton Krotoski Booth

The best bits of all the *Bits* girls rolled one. Hubba, and, indeed, hubba.

6 Lara Set Willy

One for the lads whilst simultaneously one for the ladies – a transsexual lady boy with one asset that's even bigger than her/his other two.

7 Micro Pokémon

Nintendo/Codemasters joint collaboration to cash in even further with the kids, via the release of 10,000 brand new, easily lost, microscopic Pokémon.

8 Jimmy White's: Phantom Menace

Forget that snooker lark. Instead, take a virtual Jimmy on a pub crawl around the seedier drinking establishments of Brixton, and then work out the correct vocabulary to successively explain away your actions to your missus.

9 Jimmy White's: WCW Mayhem

What happens when Jimmy gets home after a three day bender having failed to pacify his wife.

10 Aliens Vs Space Invaders

Place your bets now.

Guest chart

Top ten Numbers

As ever, you can [chortle] count on Arcade.



1. Number 1

The highest accolade sought by all walks of life, from athlete to pop star to videogame publisher to (yes) Hong Kong Phooey – the world's official Number 1 Super Guy.

2. 1.21

Number of jiggawatts Doctor Emmett Brown needed to harness from the bolt of lightning that strikes the clock tower at exactly five past midnight to power the time-travelling DeLorean's Flux capacitor to send Marty McFly all the way back to the future. (Breathe)

3. 3.1415926535
8979323846
2643383279
5028841971
6939937510
5820974944
5923078164
0628620899
8628034825
3421170679

The value of pi (to the first 100 figures) – used to express the ratio of the circumference of a perfect circle to its diameter – but unlikely to impress anyone unless they happen to be Pythagoras.

4. 99

A type of ice-cream, so called due to the approximate shape the ice-cream vender has to

move the cone beneath the Mr Whippy Machine before sticking half a Flake in the top, which you invariably eat first before the ice cream topples off the cone onto your shoe. Also, the number of red balloons Nena let float from her hairy arms into the summer sky.

5. 69

About as different from a 99 as you could imagine, unless you're one of those people who dip your Flake back into the ice cream and use it as an impromptu spoon, sucking off the creamy vanilla goo as you go.

6. 101

The number of Dalmatians Cruella De Vil needed to sew together to make her coat.

7. 1999

Hope you did, indeed, get to party like it was.

8. 2001

From Stanley Kubrick's *Space Odyssey* adaptation of Arthur C Clarke's short story. Supposed to be great, although regrettably the Chart Compilers haven't actually seen it.

9. A million

The number of love songs Take That said they'd need to sing to prove they care; the

number of casualties in the Battle of Verdun of 1916; a sixth of the cost (in dollars) of rebuilding plane crash-addled astronaut Steve Austin into *The Six Million Dollar Man*; and, of course, 10⁶.

10 A gazillion

Officially a squillion, trillion, zillion.

CHART ANALYSIS

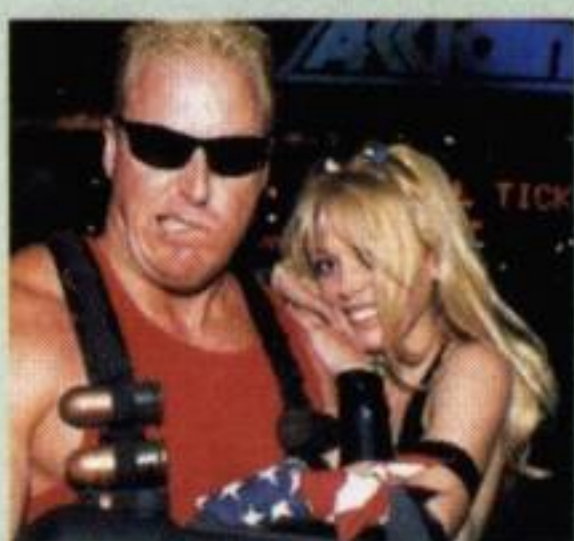
With the Arcade barrel of fun.

Hi, there. Videogames are, you have to admit, a pretty damn fine invention. Stan, Reg and me have certainly gone mad for *WWF Smackdown* – delightfully holding on to its number one position for another month. Don't talk to me about *Syphon Filter 2* – in at number 12. I tell you, you'd have trouble prising Stan off it with a bargepole. And what about *Star Wars: Jedi Power Battles*, eh? Phew, what a scorcher. But – the big question remains – are videogames anywhere as near as fun as standing in a barrel? Of course not. Right lads? See what I mean? Well, there's plenty more standing in a barrel of fun left to be had round here for the moment, so we'll see you later.



Vox pops

This month: at E3



Ahoy there, matey. How's E3 treating you? "Not too bad, thanks for asking." So, what have you been up to? "Oh, you know. A bit of this, a bit of that. Oiling my muscles, meeting some ladies, if you know what I mean." Alright, Duke, see you later. Nice chap.



Hello, there. "Hi." Er, you look familiar. "No we don't." So what are you doing at E3? "Er, nothing." Are you sure we haven't met? "No." Aren't you Dr Zaius? "Look, I've told you once, I don't know what you're talking about, now clear off before I hit you." Fair enough.

Import zone

With Department 1 (0171 916 8440).



Time once again to turn on the Arcade telegram machine to see if there is any news from those wacky import experts, Department 1. Ah, here's one. Message reads: "Hello, stop, Ted here, stop, *Powerstone 2* doing well on Dreamcast, stop, *Biohazard* selling by the bucketful too, stop, *FIFA* on the PS2 just come in, stop, likely to fly out, stop, *Perfect Dark* outselling everything, stop, people even buying import N64s to play it on, stop, see you later, love Ted, stop." Cheers, Ted. May your good work never, erm, stop.

Official Top 40

Alright pop pickers? Not half etc



1 (1) WWF Smackdown

PSX THQ
The attraction of grappling grown men to the floor lives on as *WWF Smackdown* holds its own [fnar fnar] for another month.

2 (-) Resident Evil: Code Veronica

DC Eidos
The most fun you can have with a Dreamcast without having to take your clothes off.



3 (2) Pokémon Red

CGB Nintendo
The motley bunch of lovable critters fail to loose their appeal.



4 (3) Pokémon Blue

CGB Nintendo
Going hand in hand with *Pokémon Red* like cheese and a fine wine.



5 (-) Euro 2000

PSX PC EA
Go on, see if you can get England past the group stage.



6 (-) Star Wars: Jedi Power Battles

PSX LucasArts
Your chance to stick your light sabre where the sun don't shine.



7 (5) Pokémon Stadium

N64 Nintendo
The essential N64 add-on for your Game Boy *Pokémon* doings.



8 (10) Rayman

PSX PC CGB Ubisoft
Back once again (from the *Renegade Master*) on a budget re-release.



9 (9) The Sims

PC EA
Meet people. Control their lives. Feel what it's like to be a woman.



10 (12) Tomb Raider 3

PSX PC Eidos
A Lara Lara laughs in the budget re-release of *Tomb Raider* mk 3.



11 (3) Formula One 2000

PSX PC EA

12 (4) Syphon Filter 2

PSX Sony

13 (30) Metal Gear Solid

PSX Konami

14 (11) Crash Bandicoot 3

PSX Sony

15 (7) Medieval 2

PSX Sony

16 (32) Medal of Honour

PSX EA

17 (16) Championship Manager 99/00

PC Eidos

18 (-) V Rally 2

DC PSX Infogrames

19 (-) Premier Manager 2000

PSX Infogrames

20 (13) Gran Turismo 2

PSX Sony

21 (-) Cricket 2000

PSX PC EA

22 (-) Dukes of Hazzard

PSX Ubisoft

23 (8) Toy Story 2

PSX PC N64 CGB Activision/Disney

24 (14) Jimmy White's 2: Cueball

PSX PC DC Virgin

25 (21) Spyro the Dragon

PSX Sony

26 (-) Gran Turismo

PSX Sony

27 (-) Tachyon: The Fringe

PC Novalogic

28 (17) Theme Park World

PSX PC EA

29 (20) FIFA 2000

PSX PC CGB EA

30 (24) Soldier of Fortune

PC Activision

31 (-) Age of Empires II: The Age of Kings

PC Microsoft

32 (-) Army Men: Sarge's Heroes

PSX N64 3DO Europe

33 (-) Brian Lara Cricket

PSX PC Codemasters

34 (31) Tekken 3

PSX Sony

35 (12) Tomb Raider 4

PSX PC DC Eidos

36 (26) C&C: Tiberian Sun

PC EA

37 (34) Colin McRae Rally

PSX PC Codemasters

38 (29) Star Wars Episode 1: Racer

N64 CGB PC LucasArts

39 (-) Toca 2 Touring Cars

PSX PC Codemasters

40 (-) Norton Antivirus 2000

PC Symantec

JAPANESE TOP 10



1 (-) Kyuuen no Kizuna Sairin Shou

Fog, DC

2 (-) The Legend of Zelda: Mask of Mujura

Nintendo, N64

3 (2) Kirby Star 64

Nintendo, N64

4 (-) Breath of Fire IV

Capcom, PSX

5 (-) Fever 2 Sankyo: Official Pachinko Simulation

ISC, PSX

6 (3) Yugioh Monster Capsule

Konami, GB

7 (-) Brigandine Grand Edition

Easily Staff, PSX

8 (-) Marionette Company 2 Chu

Microcabin, DC

9 (-) EverGrace

From Software, PS2

10 (4) Tekken Tag Tournament

Namco, PS2

US CONSOLE TOP 10



1 (-) Pokémon Stadium

Nintendo, N64

2 (-) WWF Smackdown

THQ, PSX

3 (2) Pokémon Yellow

Nintendo, GB

4 (-) Syphon Filter 2,

989 Studios, PSX

5 (-) Resident Evil: Code Veronica

Capcom, DC

6 (-) Dead or Alive 2

Tecmo, DC

7 (6) Pokémon Blue

Nintendo, GB

8 (5) Pokémon Red

Nintendo, GB

9 (-) Mario Party 2

Nintendo, N64

10 (3) Tony Hawk's Pro Skater

Activision, PSX



METAL GEAR SOLID 2 SONS OF LIBERTY

ARGUABLY THE BEST PLAYSTATION GAME EVER, *METAL GEAR SOLID* WAS ONE OF THE MOST CINEMATIC GAMES EVER MADE. A GAME THAT REDEFINED THE STEALTH GENRE. A GAME THAT SPAWNED A HUNDRED WANNABES. A GAME SO RICH WITH TENSION AND CHARACTER THAT IT COULD EASILY HAVE BEEN MADE BY HOLLYWOOD. NOW IT'S BACK AND IT'S ON PLAYSTATION2. PREPARE TO BE AMAZED BY *METAL GEAR SOLID 2*.

LOADING MGS2



■ Snake teleports in.



■ A helicopter appears.



■ Troops abseil down.



■ And Snake follows them.



I'm at the sneak point now. I made you wait didn't I?" It's official – Solid Snake has returned. And what a way to make his return – via the giant video screen at the Konami stand at E3. Only nine minutes of video footage was shown but that was more than enough to convince us that *Metal Gear Solid 2* was going to be just a little bit special. Proclaimed 'game of the show' by all but the most cynical observers, the *Metal Gear* movie was met by rapturous applause every time it was shown. And it's a welcome first – a PlayStation2 game that truly looks 'next generation'.

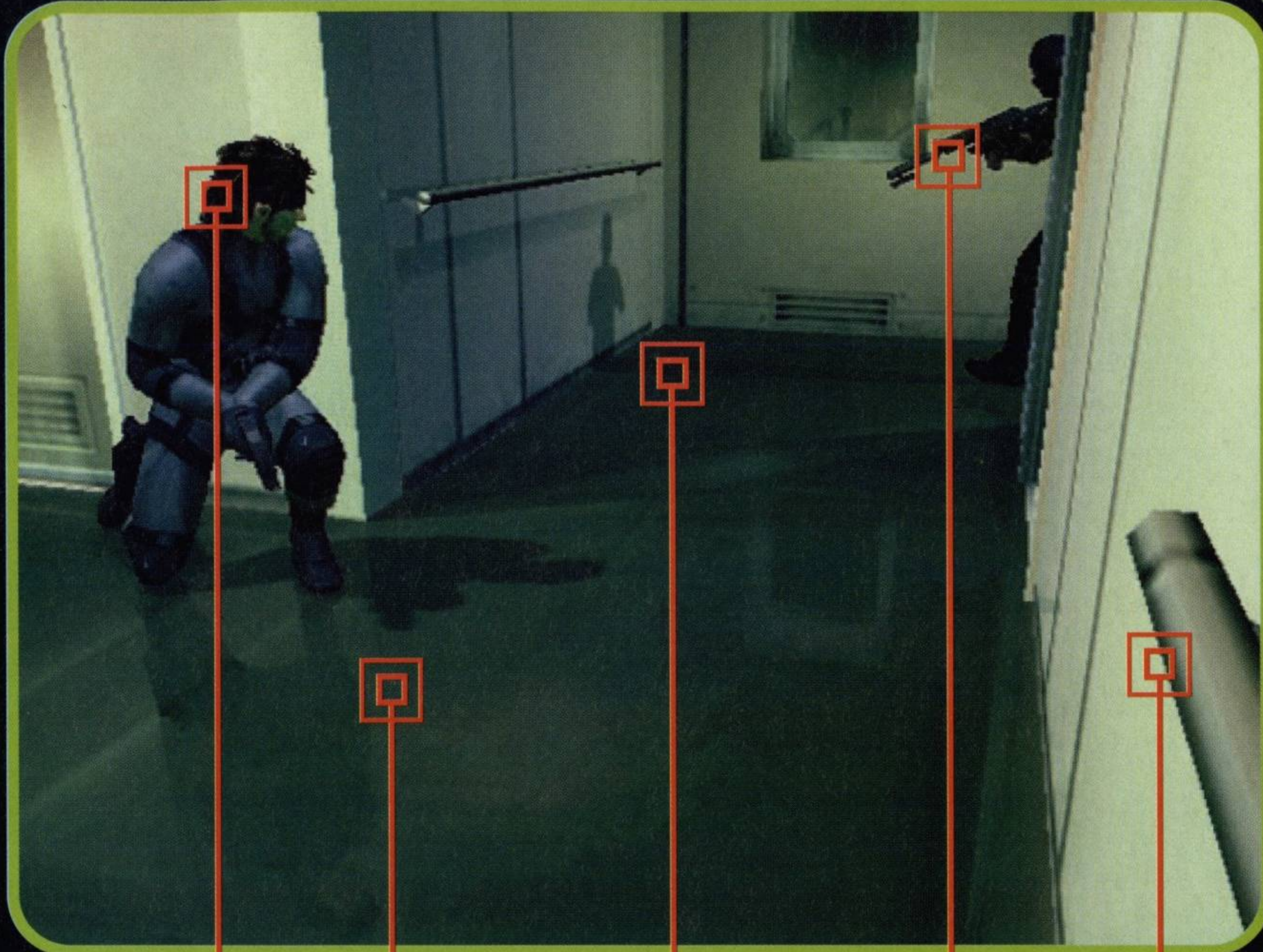
The video opened with the haunting music from the last game and opening credits superimposed over a night-time blizzard. The scene switched to a huge oil tanker sailing in stormy seas, lightning flashing in the sky above – amazingly this was in-game footage. It then cut to the hunched figure of Snake teleporting onto the tanker in the middle of a rainstorm, *Terminator 2*-style. Rain has been done in games before but never like this. It was blown in all directions by the wind and the water bounced off Snake's body – this effect, combined with Snake silhouetted against the lightning, was pure cinema, and would have been stunning on film let alone digitally created on the PlayStation2 hardware.



■ Snake confronts the enormous Metal Gear RAY.

And so the opening scene of *Metal Gear Solid 2* was revealed. Is it another cinematic masterpiece? Well yes, but that's not all – *MGS 2* will also be "the pursuit of the physical world". By this, Hideo Kojima, the game's director, hopes to enable the player to feel the temperature of a room, the tension in the atmosphere and all through what you see on screen and the dual shock analogue controller.

The theme this time around is "leaving the soul and way of life to future generations". Kojima says of *Metal Gear Solid 2*, "Life makes the species evolve by mixing genes and passing on genetic information to future generations. Then how do things that are not



LOOK BEFORE YOU LEAP

Snow now has to peer around corners to see what's there. One of Snake's new moves enables him to shoot around corners.

MR SHEEN

Different floors make different noises – the louder the noise, the more likely you are to alert guards. Best to use the 'tip-toe' mode if you don't want to make a sound.

SHADOW MAN

MGS2 has real time shadows – these can alert you of a guard's presence. Unfortunately that means they can also spot you, meaning you have to be extra careful.

WHO'S A CLEVER BOY?

The enemies are a lot more intelligent in MGS 2 and they can see a lot further. Their intelligence increases as you get further into the game.

BLURRED REALITY

MGS 2 is even more cinematic than its predecessor thanks to some real camera effects – depth of field, for example, keeps only the important bits in focus.



■ Using his trusty binocs, Snake spots a lone guard.



■ Into first person mode and line up the shot.



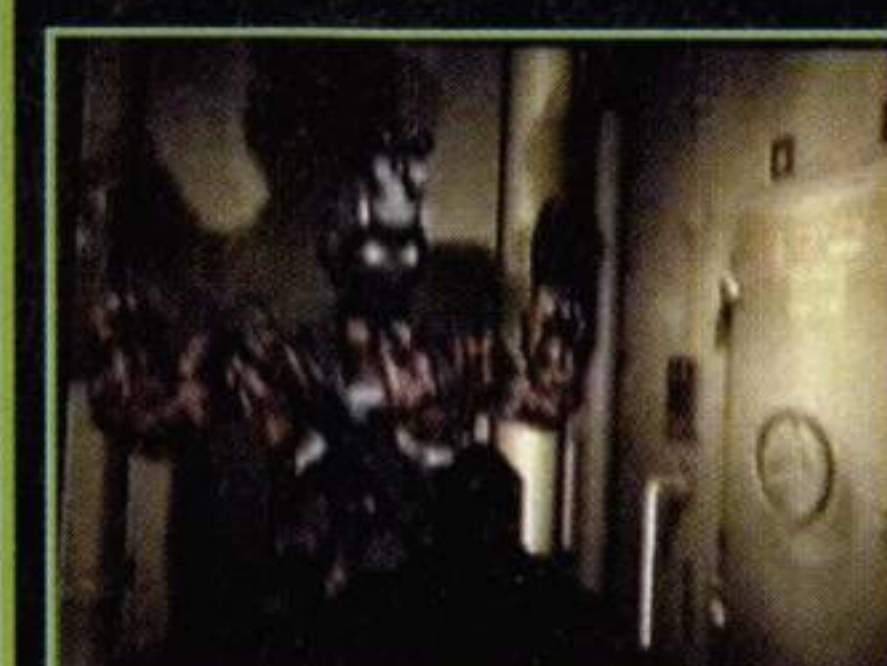
■ Bullseye! The dart hits him square in the neck.



■ The guard falls to the ground in a deep sleep.



■ Snake surprises a guard with his torch.



■ The guard trembles with fear. It's the end for him.

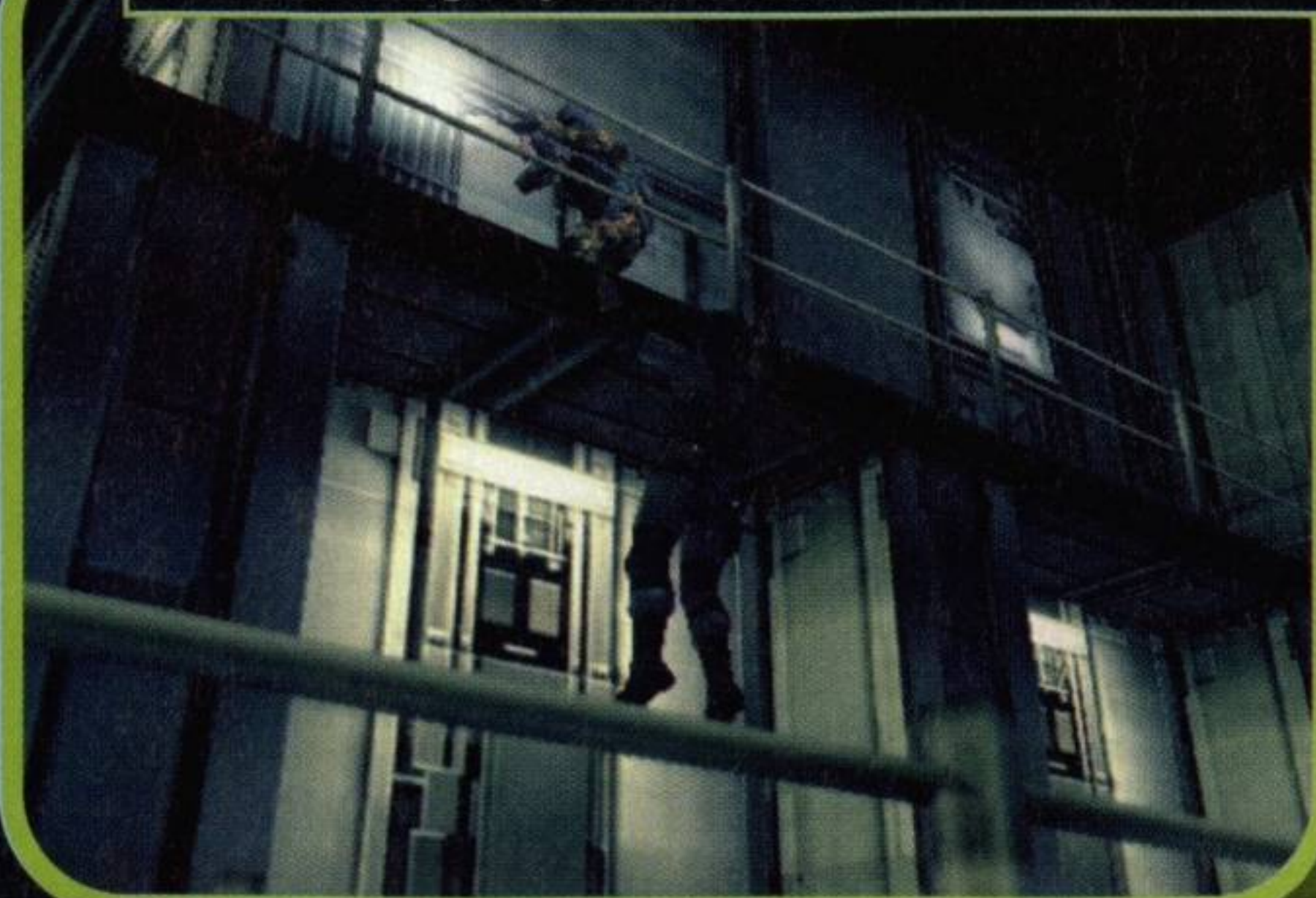


■ The camera zooms in on Snake on some stairs.



part of genetic information – one's thoughts and spirits, cultures and history – get passed on? Why do the laws of nature not touch upon the inheritance of such things? What are we to pass on by means of (digital) recording methods unique to humans – speech, writing, music, visual images, etc.? Moreover, are we obliged to pass on such things?" And you get to shoot things as well.

■ New moves give you more control over Snake.



Through the lives of Solid Snake and the other characters, Kojima says that *Metal Gear Solid 2* will discuss "the effects of the digitisation of society". It will ask the question: "When everyday life is digitised, and truth and falsehood intertwine, how are we to see through all and how must we live our lives?" *Metal Gear Solid 2* will apparently "sound the alarm for the digital society and digital culture." Politically, things have got a lot worse in the alternative universe of *Metal Gear Solid*. At the end of the last game *Revolver Ocelot*, the Russian gun specialist, escaped Shadow Moses Island with an MO disk that contained the plans to build the Metal Gear REX, the awesome nuclear capable robot at the end of the game. This information has now spread worldwide and every nation has its own version of the REX. To counter this threat, the US government commissioned a new weapon to be built, a weapon even more deadly than the REX – the Metal Gear RAY. *MGS 2* begins as the RAY is being transported on an oil tanker from New York harbour to an unknown destination. Like a robotic version of Godzilla, Metal Gear RAY stands at over 200 feet tall but can also transform itself into a sea going vessel – this really is the ultimate weapon. Perhaps a little



■ Snake takes things slowly down a flight of stairs then...



■ ...lobbs an empty clip down. The guard goes to look.



■ Allowing Snake to dive past into the corridor.



■ A noise alerts the guard. "Who's that?"



■ The camera pulls back – and it's not Snake.



■ A head shot from this mysterious assassin.



■ The guard crumples to the floor in slow motion.

■ First person shooting mode. This can be used to shoot more accurately. Head shots will kill instantly.



unsurprisingly, the oil tanker is hijacked by a terrorist force – a force led by someone with the voice of Liquid Snake. If you remember from the first game, Liquid, Solid's evil cloned brother, was killed by the FoxDie virus. Kojima has emphasised the 'voice' aspect of this but said no more. We can only assume that Liquid Snake's DNA has been used in some way to create a new Liquid – perhaps in a Cyber Ninja kind of way?

The first 'chapter' will be played on the oil tanker but subsequent parts of the game will take place in the water and in areas of Manhattan. Much of the original's gameplay remains intact but Solid Snake now has several new moves. The biggest improvement will be the ability to step from behind walls and shoot – a great way to surprise your enemies. Snake can also crawl at different speeds – it's clearly important to crawl slowly if you want to be as quiet as possible and remain undetected. You can also jump, dive and hang off railings and

the like in a *Tomb Raider* fashion. These improvements to the control of Snake should serve to make the game a much more immersive experience. The environment will also be a lot more interactive than the last installment's – windows can be shot out, bottles smashed and you can even hide in cupboards and lockers. Best of all though, the video showed Snake shooting holes in pipes –

■ The opening scene in the game – note the water effect. MGS2 is dripping in atmosphere.



■ Guards with riot shields – your bullets won't hurt them.

hot steam shot out, blinded the guards and allowed him to escape.

Probably the biggest change in the gameplay will be the implementation of a first person shooting mode. With every weapon you can have direct control over where Snake shoots – this will be a massive change from the last game where the aiming was, shall we say, a little haphazard. First person shooting will come

■ The cinematic influences are clear – in this later scene Snake runs as an explosion consumes the ship.



into its own when you have to hit specific parts of an enemy's body – in the video Snake was shown fighting guards equipped with bullet-proof riot shields. The only damage the bullets did was just scratch the shields – that is until he went into first person mode, aimed a little lower and shot out the guards' kneecaps. Snake will also have the ability, if you're good enough, to shoot the guards' radios, preventing them from calling any back up.

The enemy AI will be a significant improvement over the last game. Not only will the guards be able to see further and hear better, they will also work together in teams. They might set up an ambush, or two might cover while the others try to get into a better position to shoot you.

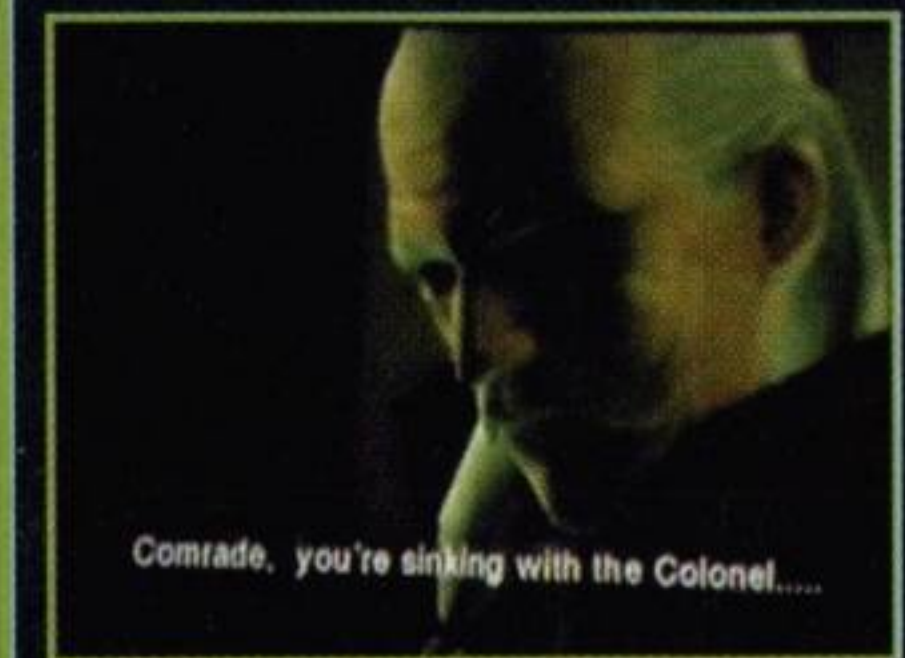
Kojima also hopes to implement a system whereby the game can detect your age, your sex and your personal interests. This won't be determined by a questionnaire but rather through the actions and the decisions made in the opening few minutes of the game. This will determine how much blood and gore is in the game and also how graphic several key scenes will appear.

But even if you do pass the 'over 18' mark, that doesn't mean that *Metal Gear Solid 2* will be all about gore and blood. It's possible to complete the game without ever killing anyone, even the boss characters, by using the sleeping dart gun. Not that it will be easy – but the game will encourage players not to go around mindlessly killing everyone.

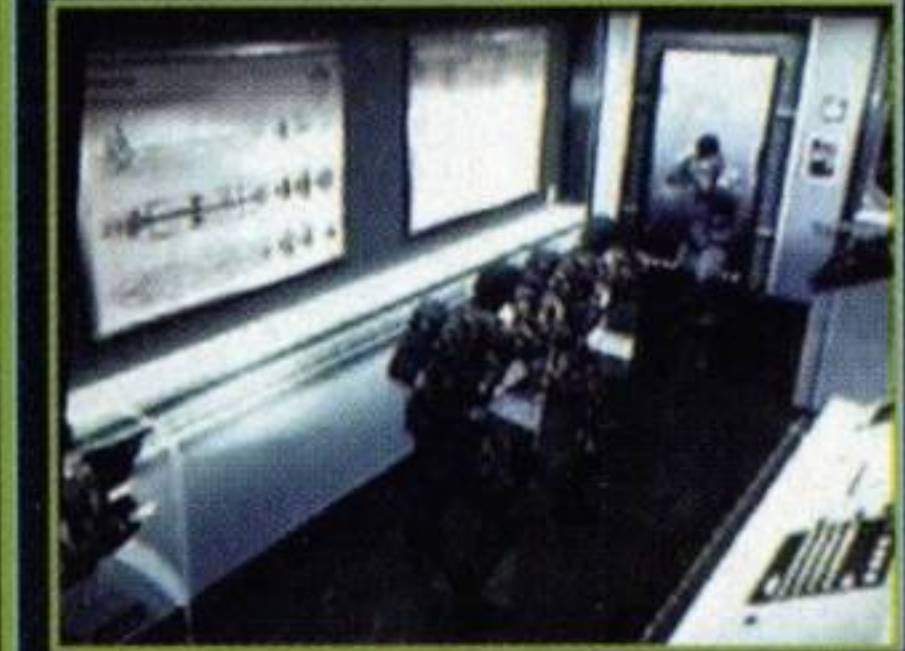
It's not all good though and, in a recent interview, Kojima said he was unhappy with the graphical power of PS2, despite *MGS2* looking like the best thing ever. However, he has promised that the final version of *Metal Gear Solid 2*, when it appears in the autumn of 2001, will look a lot better. We daren't imagine what he has in store for us.



■ Like a rabbit in your headlights – if you surprise a guard he may surrender. Best put him out of his misery, though.



■ The mystery assailant is revealed as Revolver Ocelot.



■ Snake is fighting guards with riot shields.



■ Bullet-proof shields – have to think of something else.



■ He aims a little lower to shoot their kneecaps.



■ Snake runs through the ship chased by an explosion.



■ He makes it out in time – just as the ship explodes.



■ "This is bad" – Metal Gear RAY is waiting for him.

CLOSING DOWN MGS2



2000

Words by | Nick Jones

SEGA STRIKES BACK

2,000 NEW GAMES! 60,000 SWEATY JOURNALISTS! THIS YEAR'S E3 WAS ENOUGH TO MAKE A WEAKER MAGAZINE TREMBLE. NOT SO *ARCADE*. WE BRAVED THE HARSHTEST POSSIBLE JOURNALISTIC CONDITIONS TO BRING YOU NEWS OF ALL THE GAMES YOU'LL BE PLAYING OVER THE NEXT YEAR.

According to pre-show hype this was to be Sony's E3. With PlayStation2 just a few months away from its US and European launch all eyes were on the Japanese giants and their new super console. Things, however, didn't quite go as planned, and while a few PS2 titles showed promise, it was Sega who stole the show. Their stand had far and away the best quality and variety on show – some great first and third party titles and a game for everyone.

Nintendo continued the line that N64 was still the console to own in 2000 and that gamers are interested in the 'here and now'. They also refused to discuss anything on the Game Boy Advance and the Dolphin, stating that there would be an announcement made at the Nintendo Spaceworld show in Japan in August.

Apart from a few notable exceptions, PC games were in general just 'me too' products – first person shooters and real time strategy games. Originality could be found in the shape of *Black & White* and Shiny's *Sacrifice*

but, generally speaking, on the evidence at the show, the PC looked like a tired format.

So, in order of lushness, the award for best E3 goes to Sega with their unbeatable mix of quality and quantity. Second was Nintendo with some excellent games that were a bit thin on the ground. Third were Sony and their poor PlayStation2 showing – saved only by *MGS2*. And the winner of the wooden spoon was? With only a few games of interest and a real lack of innovation it has to go to the PC. Sorry real time strategy fans.

Sega

■ Sega's big push this year will come with their online games – of the 80 titles on the stand, 40 were playable on SegaNet, Sega's Dreamcast server. Games like *Quake 3 Arena*, *Phantasy Star Online* and *NBA 2K* should get people interested in online gaming and investing in a Dreamcast. Sega also

announced a price cut for the US machine to \$149. No such luck for us UK gamers – surely we can't be far behind? Even so, we could well see a resurgence in Sega's fortunes. Their stand was by far the best at the show. Judging by the quality and variety of games this could be Sega's year.

DREAMCAST

Quake 3 Arena ■ Developer: id Software ■ Publisher: Sega

■ A cracking conversion of one of the best PC games ever. Everything is here from the PC game as well as a number of Dreamcast-exclusive levels and some extra special effects. What the game loses in resolution on a TV screen it more than makes up for by running smoothly and with detailed textures. If you haven't got an Internet connection then the

inclusion of a four player split screen mode will be good news. It runs at a surprisingly good speed too. If you have got Internet access then *Quake 3* will be playable online over SegaNet. It also uses the Dreamcast mouse and keyboard – in other words this is exactly the same experience that PC owners have been getting, which is definitely a good thing.



DREAMCAST

Ill Bleed ■ Developer: Climax Graphics ■ Publisher: Sega

■ Sega's own version of the survival horror genre is somewhat different to the usual *Resident Evil* clones. In the game, some nut called Michael Reynolds has offered a million dollars to anyone who can survive a night in his fairground-style haunted house, the *Ill Bleed*. No one has survived as yet due to the terrifying nature of the 'attractions' – the idea is that you'll

be the first. Fortunately you won't have to spend your time hunting down numerous keys – your objective is simply to stay alive (easier said than done). The horrors spring from every possible place – windows, doors and even toilets – there is something like 300 on every stage. Naturally, you uncover a suitably dastardly plot as the game progresses.



DREAMCAST

Seaman

■ Developer: Vivarium
■ Publisher: Sega



■ Don't panic! This has to take the award for the most bizarre game at the show. *Seaman* is a virtual pet game where the pet is a strange hybrid between a fish and a man. You can 'interact' with your pet with a virtual hand (basically tap on the glass of his tank and feed him) and also talk directly to him with Sega's new microphone peripheral and voice recognition software. The object is simply to evolve your pet – his evolution depends on how you treat him and what you say. This may not be hugely successful in the UK but the Japanese love it.

DREAMCAST

Virtua Tennis

■ Developer: Sega
■ Publisher: Sega



■ A spot on conversion of the popular arcade game of the same name that features real tennis players: Tim Henman, Andre Agassi and so on. Each player is a dramatic digital representation of his or her real life counterpart – in other words Pete Sampras looks just like a monkey. All the players have strengths and weaknesses that make them play like the real thing as well. As far as the gameplay goes this is just about as good as tennis currently gets in a videogame. It'll be out just in time for Wimbledon, too, so play out that Henman defeat yourself.

DREAMCAST

Shenmue

■ Developer: Sega
■ Publisher: Sega



■ Yu Suzuki's RPG/real time adventure game was on show with an English translation complete with voices for every character. *Shenmue* is incredible simply because of the freedom it gives you with an entire city to explore. There's also a fascinating story to get involved in and some interesting gameplay features such as fighting based on the *Virtua Fighter* series and Quick Time Events – a system where you must react to the instructions on screen. This looks like being one of the most original games of recent times.

DREAMCAST

Metropolis: Street Racer ■ Developer: Bizarre Creations ■ Publisher: Sega

■ This great racing title comes from the British developers responsible for the original *Formula One* game on PlayStation (the good one). It's basically street racing around real cities recreated as closely as the developers have been able to get. Racing will take place in London, San Francisco and Tokyo, past famous landmarks such as China Town in San Francisco, the

Tokyo Tower and, erm, Pizza Hut on Regents Street. The actual racing itself is very similar to *Gran Turismo* and cars can be fiddled with to your hearts content. You can even put your name on the numberplate if you fancy it. Like *GT*, there are loads of 'real' cars to choose from. This could be the racing game that Sega fans have been waiting for.



E3 Watching

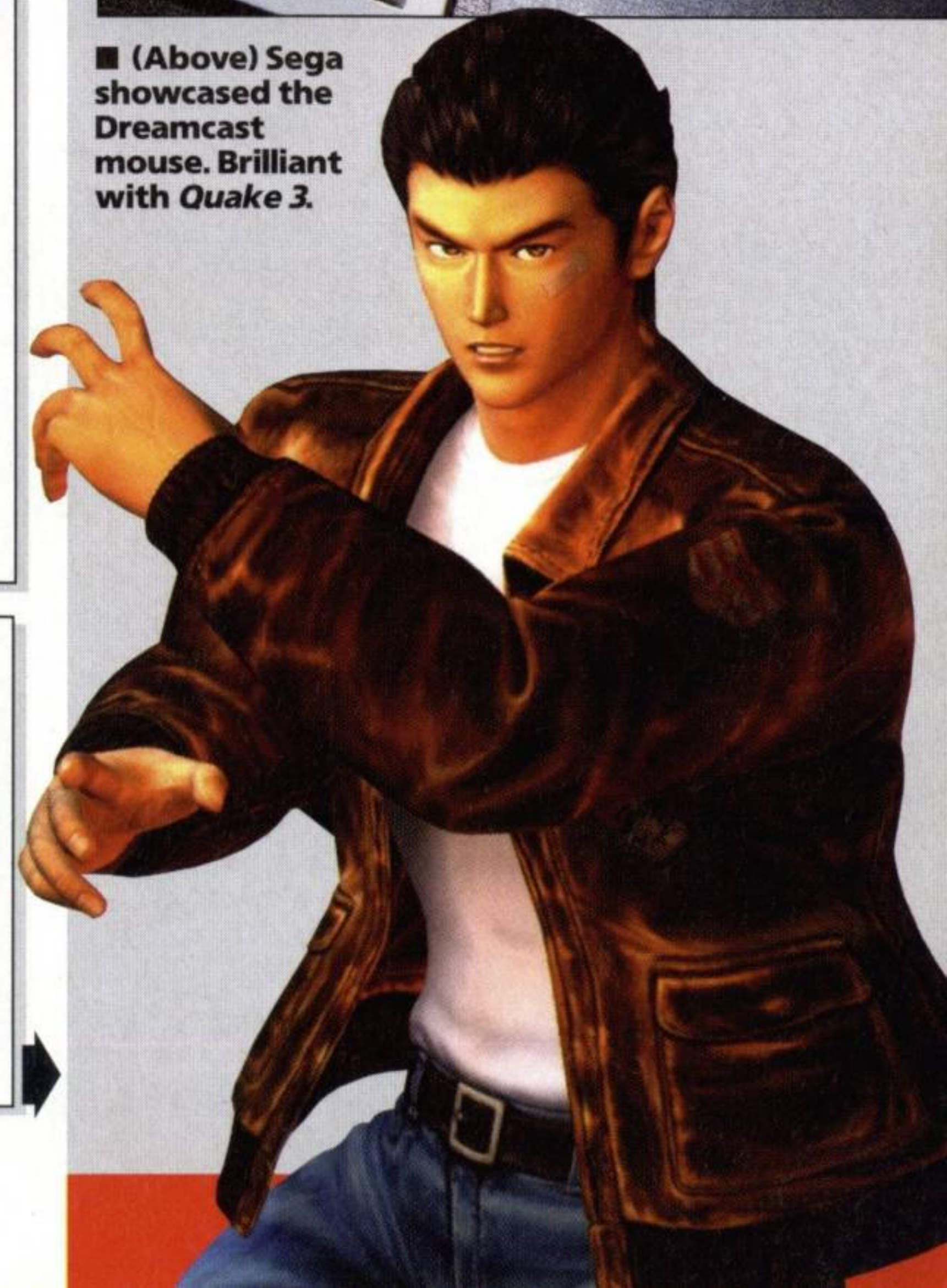
The visual delights of the Electronic Entertainment Expo.



■ This was supposed to be Sony's year but PlayStation failed to wow the crowds with lacklustre software. Sega and Nintendo took the honours.



■ (Above) Sega showcased the Dreamcast mouse. Brilliant with *Quake 3*.



E3 Watching



■ Sega had the right idea – every hour there were performances from the Space Channel 5 girls and Jet Grind Radio skaters.

Top five Dreamcast games

Jet Grind Radio	Sega
Quake 3 Arena	id Software
Shenmue	Sega
Phantasy Star Online	Sega
M:SR	Bizarre Creations

■ 'Least amount of clothes award' winner.



Sega continued...

DREAMCAST

Jet Grind Radio

■ Developer: Sega ■ Publisher: Sega



■ Formerly known as *Jet Set Radio*, this was one of the games of the show on any format. It features terrific gameplay similar to *Crazy Taxi* but you have a lot more freedom. You play an inline skater, and the objective is to tag certain areas with graffiti. You are given an entire city to explore and vandalise, and can also perform all

manner of stunts in order to obtain extra bonus points. The trouble is the pesky police are constantly after you and, obviously, they must be avoided at all costs. A special rendering technique that draws black lines around all the characters makes the game look as though it's actually made from graffiti.

DREAMCAST

Phantasy Star Online

■ Developer: Sonic Team ■ Publisher: Sega



■ This is an RPG from the team that brought us *Sonic*. As the name suggests, it will be playable online at SegaNet, but you will also be able to play the adventure on your own. The *Phantasy Star* series of RPGs are absolutely massive in Japan and, we're pleased to say, this one looks like being the best RPG on Dreamcast

to date – not that there's been a great deal of competition. Unfortunately it will all seem overly familiar to *Final Fantasy* fans, what with its cast of adventurers, fighting, spell casting, and so on – nothing too original here but RPG fans will love it and *Phantasy Star Online* does look fantastic.

DREAMCAST

Half-Life

■ Developer: Valve Software
■ Publisher: Havas



■ The Dreamcast version of this massive PC hit is coming along nicely. What was showing looked identical to the PC game albeit with a few different weapons, or rather different-looking weapons. Things like the shotgun and machine gun had been given a facelift and now have a much more meaty feel to them. It was also confirmed that it will be playable online on SegaNet. The best game on the PC available on Dreamcast? Surely this is a dream come true.

DREAMCAST

18 Wheeler

■ Developer: Sega
■ Publisher: Sega



■ Another conversion from Sega's arcade division, *18 Wheeler* is a juggernaut racing game where the objective is for you to transport various loads across America within a time limit while competing against other juggernaut drivers. The big difference between this and your standard driving game is the attempts at authenticity where the handling of the vehicles is concerned. While these 18 wheel beasts aren't exactly slow they don't turn on a sixpence, making the experience of driving one of them quite a challenge.

DREAMCAST

Spawn

■ Developer: Capcom
■ Publisher: Sega



■ A conversion of Capcom's quality arcade game based on the horror-themed comic books of the same name. It's basically a third person shooting game, but a good one at that. You play Spawn (your bog-standard CIA agent, erm, resurrected by the devil) and you spend most of your time shooting agents of evil. Isn't it always the way? Anyway, this Dreamcast version allows for some four player split screen shenanigans and some new characters from the movie and the comic series. There's no online game but it's still loads of fun.

DREAMCAST

Ferrari F355 Challenge

■ Developer: AM2/Sega ■ Publisher: Acclaim

■ Yu Suzuki's brilliant arcade game gets an equally brilliant conversion. This isn't your typical Sega arcade game though, it's a full on simulation of driving a Ferrari F355. If you're not very good then the game will help you out with acceleration and braking. Ferrari F355 features real racing tracks

including Ferrari's home, Monza, and the Formula One Suzuka racetrack in Japan. There's only one kind of car but seeing as it's the sexiest Ferrari ever made, and therefore the sexiest car ever made, you can excuse that. Brilliant physics, sound effects and graphics. The lack of a great number of tracks could be a problem but it still plays great anyway.



Sony

■ The launch date and price announcement (see this month's Game On) of PlayStation2 stole much of the early limelight at E3, as did the confirmation of its hard drive. Sony was eager to predict sales of five million PlayStation2s in the US by next April. There was also an embarrassingly emotional 'thank you' from EA for what Sony has done for the industry. It was pretty grim watching.

At the actual show, PlayStation2 software was thin on the ground and, apart from the beautiful *Metal Gear Solid 2*, there was nothing that screamed 'the future of digital entertainment' – just PlayStation games with nice graphics. The talk from many developers was of the lack of 'anti-aliasing' on PlayStation2 (a program that smooths edges). The result was that many of the games looked very blocky. Still, it's early days.

PLAYSTATION2

Run Like Hell

■ Developer: **Digital Mayhem**
■ Publisher: **Interplay**



■ Another *Resident Evil* done but, instead of you shooting monsters, most of them are too tough for your weapons so you have to find other ways to destroy them. Most puzzles will be concerned with this rather than the key finding of the Capcom title. The game is set on a deserted space station – find and rescue your fiancé from this *Alien*-esque scenario. Has some of the best graphics on PlayStation2 to date.

PLAYSTATION2

Midnight Club

■ Developer: **Rockstar**
■ Publisher: **Take 2**



■ The *Midnight Club* is a group of nuts who are into illegal racing around cities. At night. As a member of the group you must work your way to the top of the ranks by taking on the other drivers. Three real cities have been recreated on PS2 – New York, London and San Francisco. Not only will you have to avoid the attentions of the police but innocent drivers as well. You can either race or just drive around like a nutter.

PLAYSTATION2

Timesplitters

■ Developer: **Free Radical Design**
■ Publisher: **Eidos**



■ This shooter is from some of the team that developed Rare's *GoldenEye*. The game takes place over four time periods over a hundred years. Time travelling bad guys are up to no good – you have to stop them. There's a four-way split-screen deathmatch and it still runs at 60 frames per second. As a bonus an easy-to-use deathmatch level designer is included. Your levels can be saved onto memory card and swapped with mates.

PLAYSTATION2

Zone of the Enders

■ Developer: **Konami** ■ Publisher: **Konami**

■ This was shown alongside the stunning *Metal Gear 2* movie but still managed to get a few "oohs" and "aahs" from the crowd. It's basically a Mech fighting game done in an anime style. The design comes from the man behind the artwork for the *Metal Gear* games – subsequently it looks ace. The Enders in question are a group of

colonists who live at the 'end of the world' – mankind's furthest inhabited point somewhere near Jupiter. You play an officer in the Z.O.E., a military force sent out to the colony when contact is lost. What ensues is a battle for the future of mankind. Lots of scrapping and an absorbing plot are promised.



PLAYSTATION2

Wipeout Fusion

■ Developer: **Psynosis**
■ Publisher: **Sony**



■ Showing only a few of the tracks in video form, *Wipeout Fusion* should still eclipse any of the previous PlayStation games by a mile. Craft are now fully anti-gravity – they can now also perform such manoeuvres as loop the loop, making the racing even more dramatic. Courses are spectacular, featuring challenges such as racing over waterfalls, through fog and over sheer drops. It's also very, very fast.

PLAYSTATION2

Dark Cloud

■ Developer: **Sony**
■ Publisher: **Sony**



■ 'Yes, we can do *Zelda* too', seems to be the message from *Dark Cloud*'s developers. The story is your usual RPG fare: an evil demon spirit has laid waste to the world, imprisoning all living creatures in a cave far below the planet's surface. Your character, Toran, has to help all those that have perished. As a bonus there's Georama included, a program that enables you to create your very own RPG world.

PLAYSTATION2

Parasite Eve 2

■ Developer: **Squaresoft**
■ Publisher: **Squaresoft**



■ The sequel to one of the best PlayStation games never to be released in the UK. *Parasite Eve 2* is very much Square's version of the survival horror genre – you play Aya Brea, a cop with mysterious magical powers who is able to summon up various spells to aid her in her monster hunting. *Parasite Eve 2* will come on two discs and promises to be the usual high standard cinematic Square adventure.

PLAYSTATION2

Formula One 2000

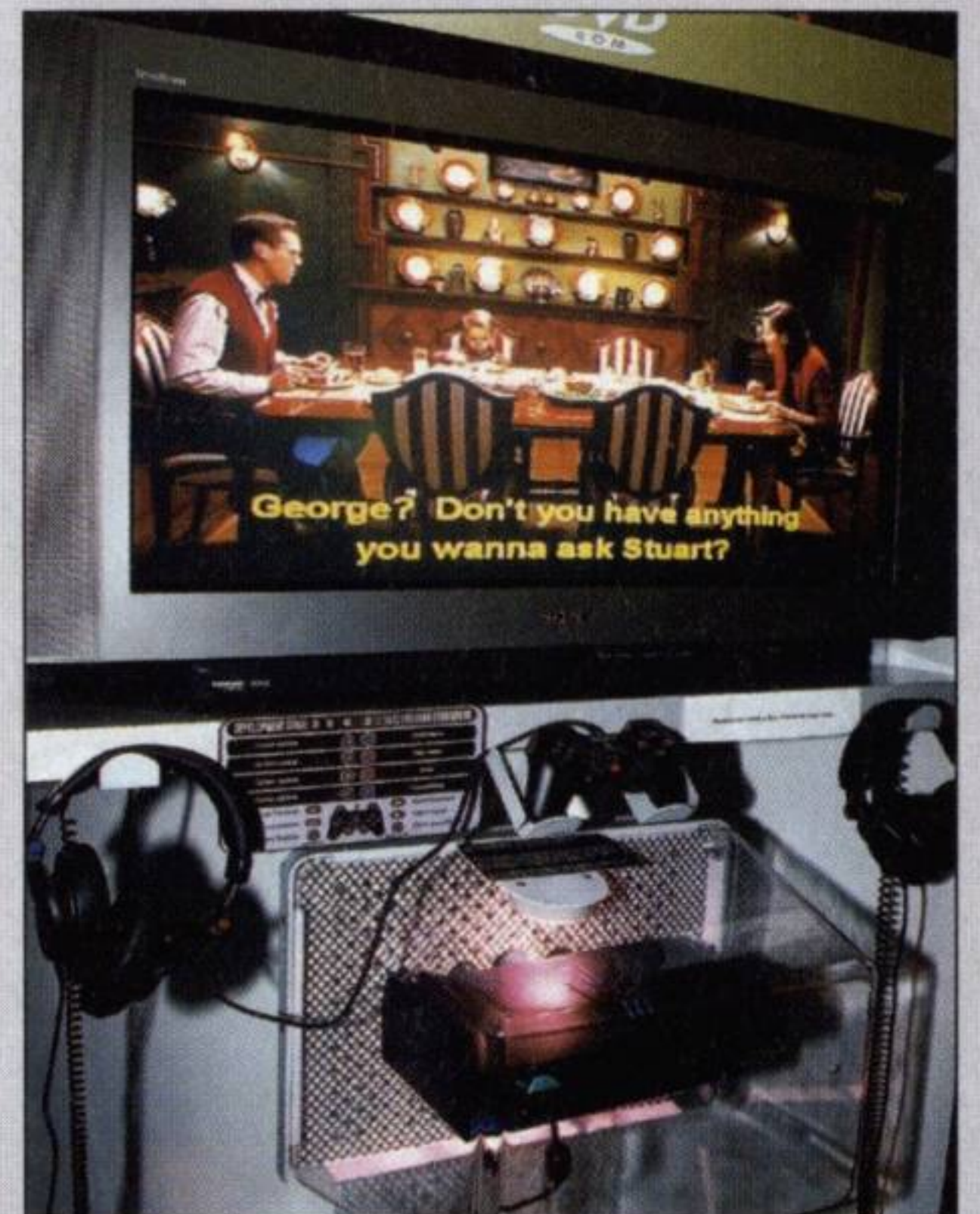
■ Developer: **SCEE** ■ Publisher: **Sony**

■ SCEE seem determined to utilise the full potential of PlayStation2 to make this the ultimate F1 experience. Although *Formula One 2000* was only shown on video it was clear that this game has potential. Apart from all the expected hi-res, 60 frames per second graphics, they will also be implementing a neat weather

simulation where you'll see clouds build up before it rains and then disperse afterwards. It's also possible for it to rain in only certain parts of the track, as happened in a real F1 race last year. It's also promised that drivers will react just like their real-life counterparts. Better watch out for Michael Schumacher then.



E3 Watching



■ Sony were keen to stress the DVD abilities of PlayStation2.

Top five PlayStation games

Driver 2	Reflections
Final Fantasy IX	Squaresoft
Alone in the Dark	Infogrames
Parasite Eve 2	Squaresoft
Dino Crisis 2	Capcom

Top five PlayStation2 games

Metal Gear Solid 2	Konami
Munch's Oddysee	Oddworld Inhabitants
GT 2000	Sony
Onimusha	Capcom
Ferrari F360	Acclaim

■ The new Lara put in an appearance. The new *Tomb Raider* game didn't.

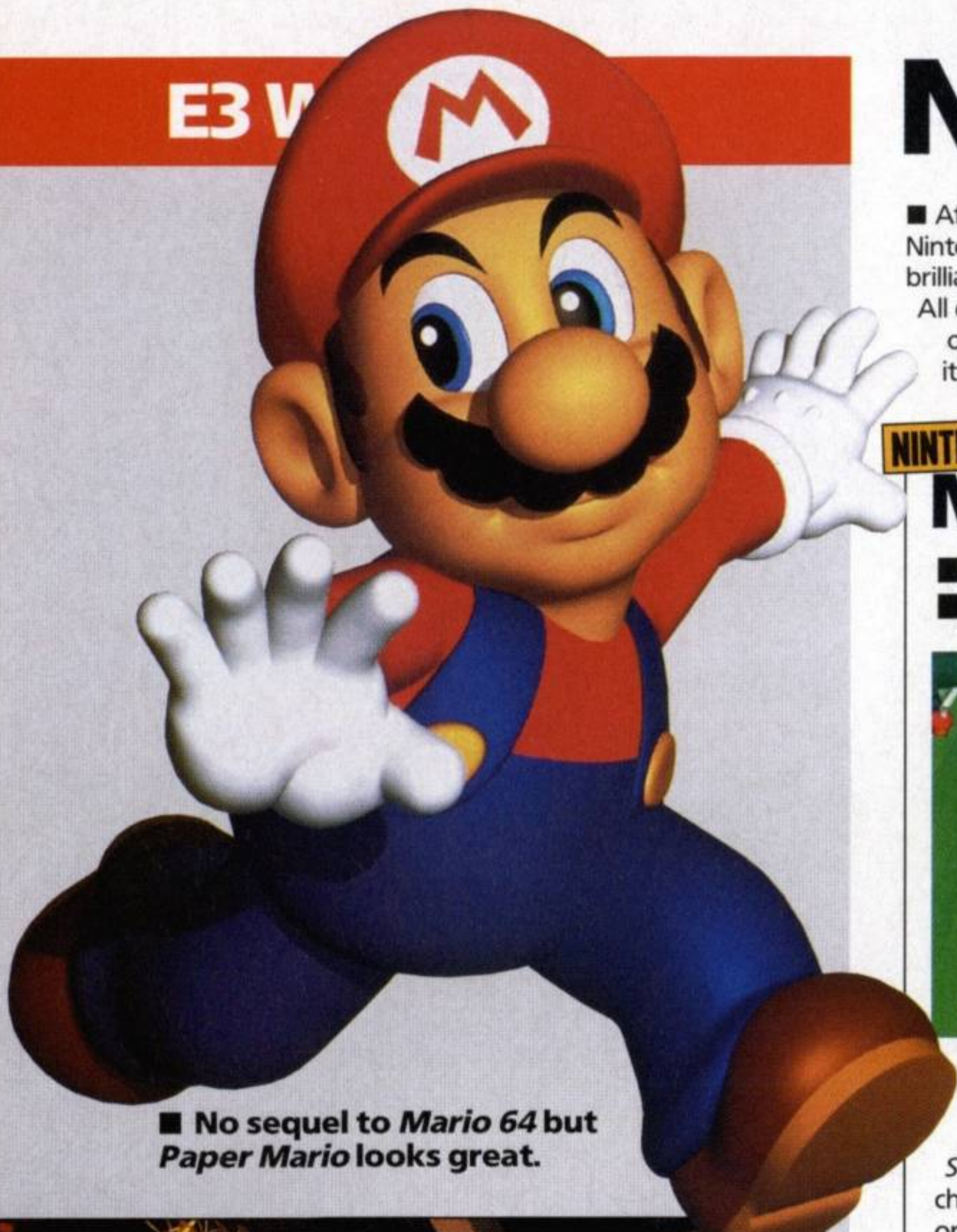


E3 W

Nintendo

■ After the predictable "N64 is the platform to own in 2000" line from Nintendo, they actually backed this seemingly ludicrous claim with some brilliant games. Of course, most of these were from British developers Rare. All quality games but lacking in some real originality – *Banjo-Tooie* is more of the same 3D platforming, *Dinosaur Planet* is *Zelda* with dinosaurs in it and *Mickey's Adventure Speedway* is little more than *Diddy Kong*

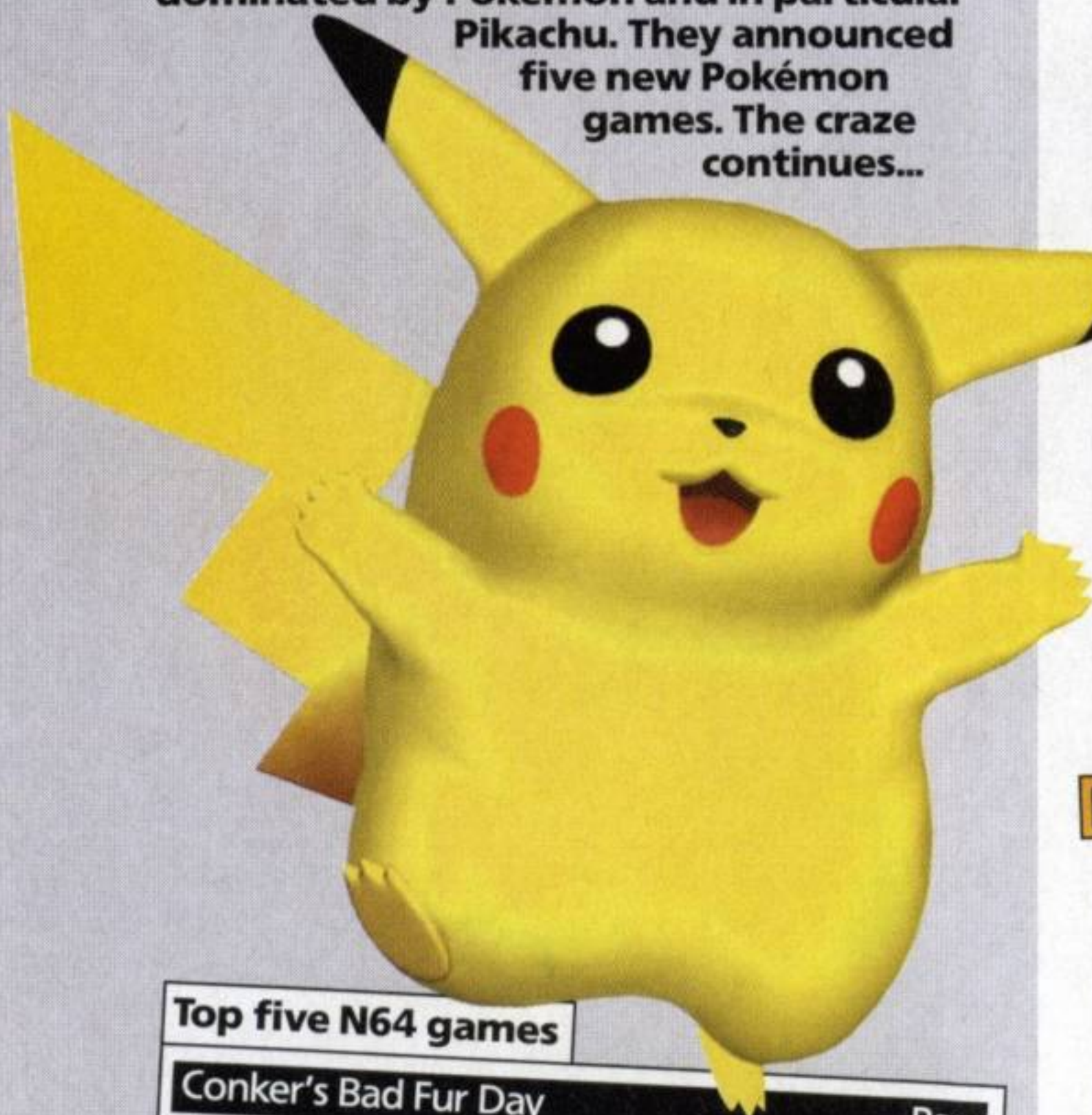
Racing 2. That said, *Conker's Bad Fur Day* was a breath of fresh air and stole the limelight with its adult (and extremely funny) take on the 3D platformer. Typically, there was loads of Pokémon stuff – new Game Boy games and the fun, *Hey You, Pikachu!*
Sadly, no news on Nintendo's next hardware. We'll have to wait until August and Nintendo's Spaceworld show in Tokyo for details on Dolphin.



■ No sequel to *Mario 64* but *Paper Mario* looks great.



■ Gotta sell 'em all. Nintendo's stand was dominated by Pokémon and in particular Pikachu. They announced five new Pokémon games. The craze continues...



Top five N64 games	
Conker's Bad Fur Day	Rare
Mario Tennis	Nintendo
Zelda: Mask of Majora	Nintendo
Dinosaur Planet	Rare
Banjo-Tooie	Rare

NINTENDO 64 Mario Tennis

■ Developer: Camelot
■ Publisher: Nintendo



■ This is simple: a tennis game with Mario in it. Obviously a winning formula – the gameplay of the classic SNES game *Smash Tennis* mixed with the loveable charm of Miyamoto's characters. This was one of the most popular games at the show. As you would expect there are stacks of different types of surfaces and all the characters have different attributes. Probably the best tennis game ever made.

NINTENDO 64 Eternal Darkness

■ Developer: Silicon Knights
■ Publisher: Nintendo



■ Recently signed second-party developers Silicon Knight's first game is in the 3D-action adventure mould. You get to control 13 different characters over a time period of 2000 years and your objective is to prevent an ancient alien inhabitant of the earth from reclaiming the planet. The most interesting feature is the 'sanity meter' which'll seriously be put to the test here.

NINTENDO 64 Hey you, Pikachu!

■ Developer: Nintendo
■ Publisher: Nintendo



■ The Pokémon phenomenon shows no sign of slowing and with this game you actually get to talk directly to Pikachu, via the Microphone Pak, a peripheral that plugs into the N64 joystick. It's a virtual pet game where you have to build a relationship with Pikachu by playing games with him, feeding him and just chatting with him. Not for everyone but Poké-heads will love it.

GAME BOY COLOR

Legend of Zelda: The Triforce Series

■ Developer: Nintendo/Capcom
■ Publisher: Nintendo

■ The much lauded Greatest Game Ever continues to transfer over to the Game Boy. At E3 Nintendo revealed not one new *Zelda* game for Game Boy Color but three. The first will be subtitled *Tale of Power* and will be released sometime early next year. This will be followed by two more games to be released only a few months

after the first. Plot points? Once again Ganon has kidnapped Princess Zelda and the Tri-Force, the power that keeps Hyrule free from evil. Playing Link, you must rescue the Princess, defeat Ganon and recover the Rod of Four Seasons – a magical rod that controls the weather in Hyrule. Oh, and save the day, of course.



NINTENDO 64 Turok 3

■ Developer: Acclaim Studios
■ Publisher: Acclaim



■ The return of the 'Rok will have to go some to beat *Perfect Dark* but already it's looking pretty good. This is your usual update fare – bigger weapons, bigger bosses, bigger levels, but best of all *Turok 3* runs smoothly, unlike the last installment. *Turok 3* sees a return to the jungle and you can play the game from the point of view of two different characters so, in effect, there are two games for the price of one.

NINTENDO 64 Mickey's Speedway USA

■ Developer: Rare
■ Publisher: Nintendo



■ Quite simply this is *Mario Kart* with Disney characters. It plays supremely well as you would expect from a Rare title, capturing the essence of the original *Mario Kart* on the SNES. You can play as all your favourite Disney bods – Mario, Goofy, Pluto and so on. There are power-ups and you can play in simple race mode or an adventure mode, which is similar to *Diddy Kong Racing*.

NINTENDO 64 Paper Mario

■ Developer: Nintendo
■ Publisher: Nintendo



■ Previously known as *Super Mario RPG*, this takes the old-style 2D *Mario* platform games and manages to marry them with RPG elements, experience points, puzzle solving and a typically *Mario*-esque story line. The reason for the name is that the graphics are similar to *Parappa the Rappa* – 2D characters in a 3D world. With the lack of a sequel to *Super Mario 64* on the horizon this will just have to do.

GAME BOY COLOR

Pokémon Gold & Silver editions

■ Developer: Creatures
■ Publisher: Nintendo

■ These latest editions of the Game Boy *Pokémon* series won't be out until Christmas in the UK but they are sure to spark more of the same playground frenzy that the *Red* and *Blue* versions did. They'll be the first *Pokémon* games designed specifically for the Game Boy Color, so already they look a lot better. Unlike *Pokémon Yellow*

(reviewed this issue) they feature a cast of all new Pokémon to collect – another 150 of the little critters are yours for collecting and battling with. There's also an entirely new world for Ash to explore. It's also compatible with *Pokémon Stadium* so you'll be able to fight your monsters on the N64. We can't wait.



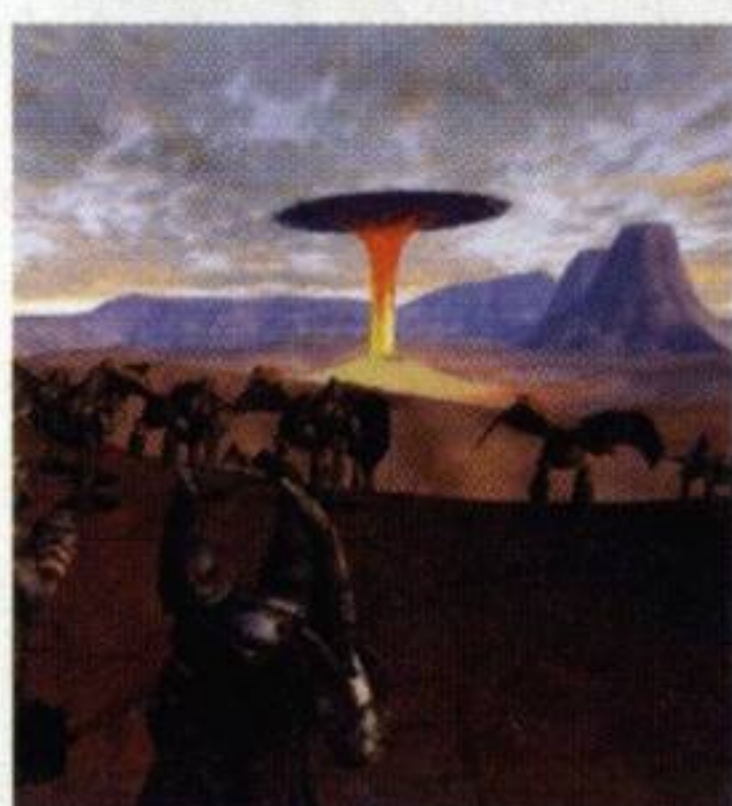
PC

■ How much time has the PC got left as a games platform? This was the question raised by the poor showing of the PC at E3. There were sporadic moments of originality and quality games but there were too many trying to do the same thing over and over again. Two genres were responsible – the real time strategy game and the first person shooter. Almost every publisher had a couple and only a few showed any promise.

PC Sacrifice

■ Developer: **Shiny** ■ Publisher: **Interplay**

■ Shiny's epic mirth and magic game looks outstanding. Using technology developed for *Messiah*, it is capable of rendering huge landscapes and hundreds of characters on screen at once. This makes for some mad battles – loads of different monster types and wizards fighting it out with spectacular spells that can deform and even destroy parts of the landscape. The objective of the game is to fight and sacrifice your enemy wizard on his altar, thus gaining all of his power, as you do in such circumstances. The one player game will give you certain secondary goals to complete such as protecting an innocent village from an evil wizard. The whole thing will also come packaged with an easy-to-use level designer. The deathmatch game alone should be massive.

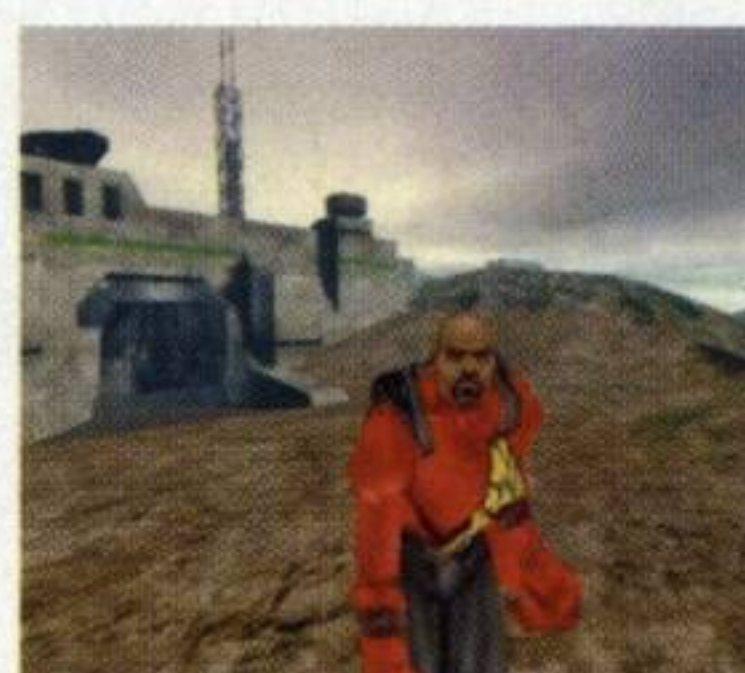


The news that *Black & White* would be Peter Molenyeux's last game on PC can't be a good sign. With PC sales falling, a common phrase was "it's also coming out on Dreamcast and PS2" from many PC developers.

Microsoft showed X-Box demos behind closed doors but no games yet. They also showcased Direct Sound, part of Direct X 8, a program that enables sound and music to closely follow the on screen action as in a film.

PC Anachronox

■ Developer: **Ion Storm** ■ Publisher: **Eidos**



■ The name literally means 'poison from the past' – a thing that's chronologically out of place. *Anachronox* is quite unlike anything we've seen before. It's a stunning science fiction RPG where you play a down on his luck detective working on a routine protection job. What seems like a normal case leads you on an adventure across the galaxy to six different planets –

each one totally different than the last. Totally free-ranging, *Anachronox* allows you to go anywhere in the cities. It won't let you get lost though thanks to its innovative map system which shows a direct route to the place where you want to go. Features stunning graphics and an original and absorbing story – the most interesting adventure game at E3.

PC Return to Castle Wolfenstein

■ Developer: **Grey Matter** ■ Publisher: **Activision**

■ All the ingredients are here for a great game: it's being developed by the people behind *Kingpin* and uses the *Quake 3* engine. It is, of course, a remake of the daddy of all first person shooters, *Castle Wolfenstein 3D*. You basically play an undercover US Marine whose task is to infiltrate a Nazi castle and put an end to Himmler's occult-

worshipping ways. But this is no stealth-based game – it's you against the Nazis head-on with an assortment of kick-ass weapons. *Castle Wolfenstein* is light on the puzzles but heavy on the guns. This no-nonsense approach combined with great graphics and brilliant AI made this one of the games of the show.



PC Startopia

■ Developer: **Mucky Foot** ■ Publisher: **Eidos**



■ Coming from ex-Bullfrog employees you'd expect *Startopia* to be a top class strategy game. You won't be disappointed. It plays very much like *Theme Park World* – you build various amenities for the inhabitants of your space station; the idea being to attract visitors and eventually expand your colony. There are three levels to the station – the guts with all the workings, the

living quarters and the luxury deck. Each has to be maintained by you. You are constantly working against a rival colony on the opposite side of the donut-shaped space stations – when the two colonies meet then the game starts to get really interesting and a fight breaks out for control of the whole station. Nothing too original but a quality strategy game nonetheless.

PC Freelancer

■ Developer: **Microsoft** ■ Publisher: **Microsoft**



■ Finally, after years of waiting, we're getting what we wanted – *Freelancer* promises to be an *Elite* for the year 2000. Like the 8-bit classic you're able to play *Freelancer* how you want to – either as a goodie two shoes trader who stays within the law, as a smuggler or as a bounty hunter or as a mix of all three. Just like *Elite*, your rating constantly changes throughout the game – piss too many people off and you'll eventually get a price on your head. As such there really isn't an overall objective in *Freelancer* – this open-ended nature is one of the attractions. The world you are exploring is constantly changing according to your status and the game will generate missions according to the state of play in the universe. Innovative stuff.

PC Quake 3: Team Arena

■ Developer: **id Software** ■ Publisher: **Activision**

■ The idea behind this one is simple: it's a mission pack that provides all manner of team play options for *Quake 3* heads. Similar to *Half Life's* Team Fortress Classic mode, it will provide various options for 'capture the flag' style games as well as 'class type' power ups such as Scout which doubles your speed and Doubler which

increases the amount of damage caused. Obviously there are levels that have been specifically designed for team play. There are also a number of new weapons, including a stunning 'kamikaze' weapon which, while killing the user instantly, takes out anyone in the vicinity in a spectacular fireball of death. Lovely.



E3 Watching



■ The X-Box cinema. People queued for an hour to see ten minutes of tech demos.

Top five PC games

Black & White	Lionhead
Return to Castle Wolfenstein	Grey Matter
Sacrifice	Shiny
Escape from Monkey Island	LucasArts
Commandos 2	Pyro Studios

■ Ladies promoting a game, or something.





WHAT IS POKEMON?

At the risk of sounding like your mum, this Pokémon thing might be all very well, but what *exactly* is it? How does it work? And how did it get so popular? On your behalf, *Arcade* decided to bite its lip and take a deeper look.

Most crazes are pretty easy to understand. Yo-yos, for example. They go down. They go up again. Or football stickers. You stick them in an album, laugh at the perms, and do swapsies with your pals.

Pokémon, however, is harder to fathom. For those not in the know, exposure is likely to have come through scare stories of Pokémon stabbings and other negative media hype. If you're a videogame fan, however, you're more likely to view Pokémon as a strange Game Boy

game whose popularity has escalated out of all sensible proportion.

But who originally invented Pokémon and is it actually any good? With a wealth of researchable information at our fingertips, *Arcade* takes a closer Pokélook. ▶





So, what is it?

Pokémon started its life as a Game Boy game called *Pocket Monsters*. Two versions were released in Japan in February 1996 – *Pocket Monsters Red* and *Green*. The latter was quickly replaced by *Pocket Monsters Blue*. Pokémon is called Pocket Monsters in Japan – it was only renamed for the western world due to legal wranglings with Matell's 'Monsters in My Pocket' line of toys.

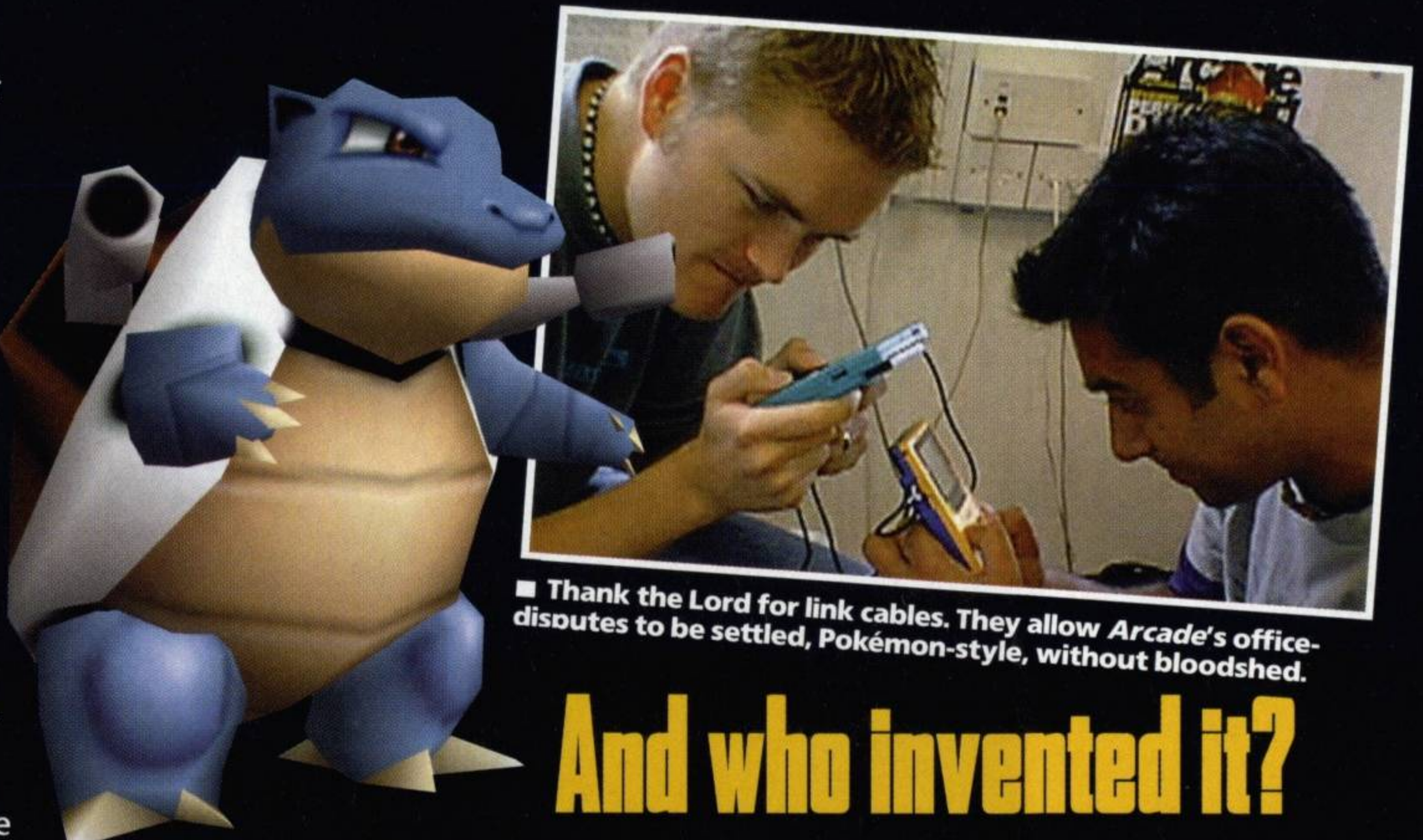
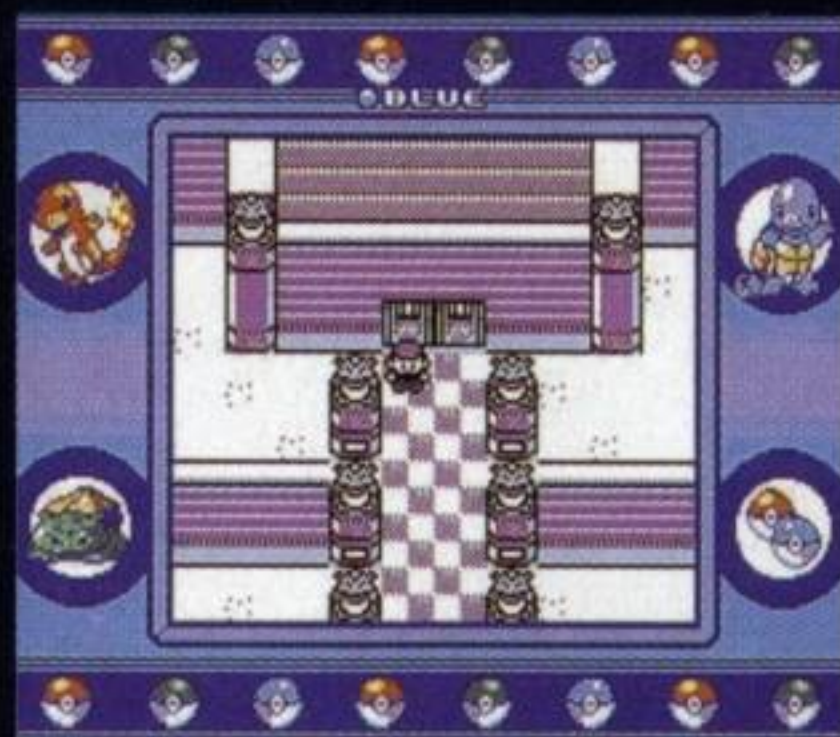
The basic idea behind Pokémon – the game – is to collect and train 151 small animal-like creatures. New Pokémon are caught by training the ones you own to defeat a new one in battle, evolving your current monsters as you go. *Pocket Monsters Red* and *Blue* each have 140 monsters, with 11 different monsters missing. The monsters need to be trained and swapped by linking up Game Boys with the *Red* and *Blue* versions of the games in order to collect the complete set of 151.

Both games were a phenomenal success when launched in Japan, selling over eight million copies, spawning a cartoon series and gaining endorsements on everything from clothes to lunch boxes. The success was instantaneous when Pokémon was released in the States in September 1998. The cultural chasm had been effortlessly bridged.

Pokémon Red and *Blue* reached the UK in September 1999, where they continued to sell like hot Pikachus. The popularity continued with the massive eponymous movie which came out over here in April 2000 and played to full houses throughout the school holidays. *Pokémon Yellow* (a sort of half-way measure between *Pokémon Blue* and *Red*) has just been released in the UK, whilst in Japan, *Pocket Monsters Silver* and *Gold* have introduced 100 brand new Pokémon. And then there's the Pokémon trading card game – but more on that later.



It was created by a scientist after years of horrific



■ Thank the Lord for link cables. They allow *Arcade's* office-disputes to be settled, Pokémon-style, without bloodshed.

And who invented it?

Pokémon was invented by a 34 year old man called Satoshi Tajiri. Tajiri grew up in Tokyo – and you'll probably begin to see a pattern here – he used to collect insects.

"As a child, insects fascinated me," he explained in a recent interview with *Time* magazine. "Every new insect was a wonderful mystery. I just wanted to search for more." Growing up with the birth of the videogame revolution, Tajiri studied electronics at the local tech, drossing off whenever possible to the local arcade.

He created a company called GameFreak in 1982 which initially published a games magazine, but things didn't really take off until 1991 when Tajiri discovered Nintendo's Game Boy and – ultimately – the Game Boy link cable.

"I imagined an insect moving back and forth between Game Boys," said Tajiri. "That's what inspired me." A deal was struck between GameFreak and Nintendo, but Pokémon took six years to finish, by which point, GameFreak was nearly broke and Game Boy sales were slumping. Nintendo released it anyway, not expecting much to happen, but oddly the kids couldn't get their hands on it fast enough and sales of the carts and – crucially – the Game Boy have soared ever since.

POKÉFACTS

■ To launch Pokémon in the US, thousands of free Pokémon toys were parachuted out of a plane over a hoard of gagging children. Yowser.

■ Nintendo brought in the inventor of the Cabbage Patch doll to help with the marketing of Pokémon in America. Lumme.

■ Film critics who have derided the movie have received hate mail and death threats. Yoinks.

POKÉMON RUMOURS

■ Pokémon gives you fits

On December 17 1997, an episode of the Pokémon cartoon called "Computer Warrior Porygon" was aired in Japan. More than 700 people (including a 58 year old man) were rushed to hospital with sore eyes, vomiting and convulsions, triggered by a bit where Pikachu's eyes were flashing. Stupidly, half of those fits were caused by excerpts in news reports on earlier victims.

The official explanation from Nintendo was that the flashes were in time with the firing rate of TV tubes, accentuating the effect on the optic nerve and triggering epileptic attacks. The event was parodied in *The Simpsons* where the family visit Tokyo and all have fits during "Battle Seizure Robots."

But does it really work? Armed with a darkened room, a handy excerpt of the sequence, and the presumption of some free time off work to recuperate if anything untoward happened, *Arcade* braved all and attempted to find out. The result? Er, not a lot as it turned out.



■ Pokémon is a rip-off

Nosey neighbours and general busybodies *Watchdog* featured a report on the 13 April 2000, in which "sultry" Anne Robinson warned parents that the Pokémon craze could, in fact, be a potential deathtrap – in the all important wallet department.

There are currently 102 different Pokémon cards available in the UK. A starter pack or a "themed" Jungle deck (with better cards) costs £7.29 for 60 cards. Booster packs of eleven cards costing £2.49 are then needed to complete the set. However – and Anne was nearly foaming at the mouth at this point – you do not know which cards are contained in the booster packs, making the purchase a complete gamble. Plus,

another "themed" Fossil deck is due to be released in June, which will take the total number of cards on offer to over 150.

According to some shoddy calculations, *Watchdog* claimed the laws of probability meant that it would cost a whopping £470 to complete the set of cards, but where this figure came from is anyone's guess. Suffice to say it was the usual *Watchdog* style of sensationalist stirring, with the only real valid point that Pokémon cards cost money. Tsch.

■ Pokémon gets you stabbed

It's a sad fact of life that crazes with kids can lead to bullying but, with the Pokémon trading card game, matters have got even worse with

reports of Pokémon-related muggings. *Newsround* reported on the 9 May that two children age eight and 12 in Hull were held up at knife-point by attackers who demanded their cards. Similar reports have come in from Kent and Swindon. In the States, accounts have been more horrific, such as a nine year old boy slashing an older boy across the leg with a carving knife, whilst a fireman has been accused of shooting a neighbour in a row over their kids' cards.





Still in the dark?

■ **Pokémon explained further**
Still a little befuddled? Here are the various Pokémon incarnations explained in layman's terms by (ahem) some resident experts.

Pokémon – **Pokémon Blue and Pokémon Red**
Pokéfan – **Sam Richards, Deputy Editor, Arcade**



So, what is it?

If you want to pigeonhole it, Pokémon is an RPG with Tamagotchi or creature-collecting elements.

What do you have to do?

Collect all 151 Pokémon. Some hide in the grass; some require a specific item to reach (a torch or a fishing rod); some can only be won by beating people with the Pokémon already in your collection. You will send your Pokémon into battle – each time they battle they gain experience points and gradually evolve into more powerful forms. Battles are turn-based, and all Pokémon have a range of different powers and attacks.

And is it actually any good?

Yes. It's a really original idea on three counts: firstly, you want to catch 'em all; second, you get attached to your Pokémon and can fight against friends; thirdly, you want to explore the world and its people. However, the



■ Catch 'em all. Oh, go on.

turn-based fighting gets repetitive and you have to retread old ground. I reckon you'd need about 80 hours of play to catch most of the 150 Pokémon, but after 20 hours, it becomes a bit of a chore.

Pokémon – **The Trading Card Game**
Pokéfan – **Adam Waring, Editor, Pokémon magazine**



So, what is it?

A deck of Pokémon Trading Cards form a complex and deeply engrossing strategy game which mimics

the trainer battles from the Game Boy game, through the medium of, er, cards.

What do you have to do?

Each player has a 60-card deck featuring an assortment of Pokémon, Evolution, Trainer and Energy cards. To fight, Pokémon must build sufficient power with Energy cards. The more powerful the attack, the more energy cards required. Evolution cards make Pokémon stronger, while Trainer Cards award special tricks, such as removing an opponent's energy.

And is it actually any good?

It's ace! There's loads of strategy involved so battles can be really intense. The mark of a good 'trainer' is how they build their deck – certain Pokémon work with particular Energy cards, and the good cards are much harder to get, hence the swapsie element.

Pokémon – **Pokémon The Cartoon/Movie**
Pokéfan – **Geraint Rhysevans, Staff Writer, Nintendo World**



So, what is it?

It follows the adventures of the main character Ash who is trying to become the ultimate Pokémaster. He travels around his world with his friends Brock and Misty, challenging masters to win badges that will let him enter the Pokémon League and become the greatest Pokémon battler ever. He is up against the evil Team Rocket who try to get their hands on Ash's fave Pokémon, Pikachu.

What about the movie?

In the movie, scientists attempt to create the Ultimate Super Pokémon by extracting DNA from the fossilised hair of the legendary Mew. In doing so



they create Mewtwo, a Frankenstein Pokémon who duly escapes, vowing to take revenge on the world. Ash and chums get an invitation to the Ultimate Pokémaster's party. Team Rocket over hear and decide to gatecrash. With – of course – Pokétastic consequences.

Is it any good?

If you love Pokémon you can't fail to love it. It oozes imagination.

Pokémon – **Pokémon Snap and Pokémon Stadium**
Pokéfan – **Mark "Time Warp" Green, Deputy Editor, N64**




So, what are they?

In *Pokémon Snap*, you travel around Pokémon Island on a little yellow buggy and take pictures of wild Pokémon. In *Pokémon Stadium*, you hand-pick a team of six monsters – either from the cart or from your Game Boy (via the Transfer Pak) – and take them into a fancy 3D version of the battles in *Pokémon Red and Blue*.

What do you have to do?

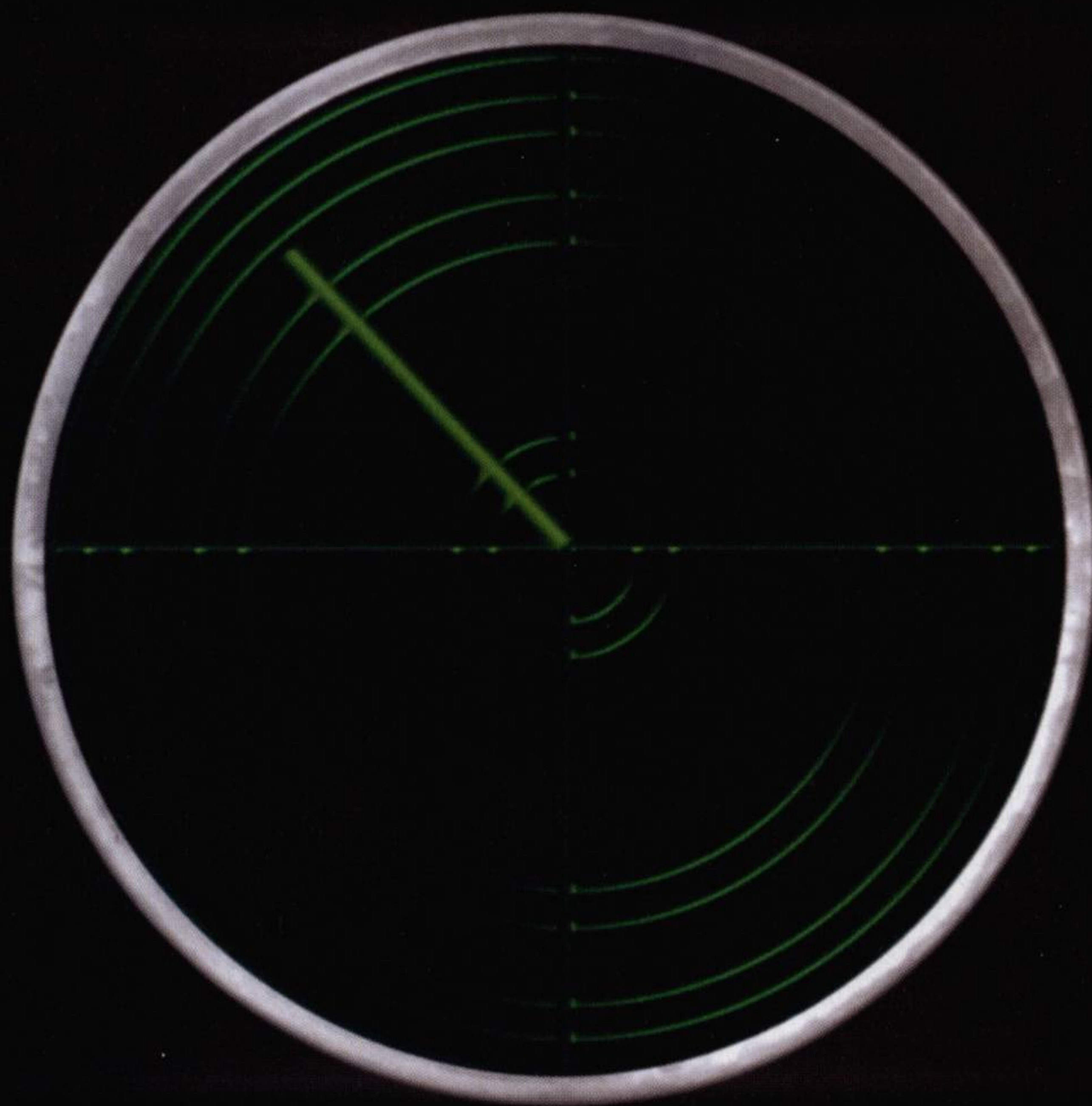
In *Snap*, there are six levels, each filled with different monsters. You point the camera and click – imagine a shoot-'em-up without any shooting. In *Stadium*, you enter cups or thrash out simple one-on-one battles. It's then a case of bringing your monsters and polishing off your opponent's critters.

And are they actually any good?

Yeah, fantastic. *Pokémon Snap* looks gorgeous. It's a bit short, and there's only 63 Pokémon in the game, but it's still a real beaut. Obviously, if you hate *Pokémon Red and Blue*, you'll hate *Pokémon Stadium* – it's just battle after battle. But the animation is top-notch and, despite yourself, you'll find that you can't help but root for your own Pokémon as it struggles away in the stadium. 



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July 2000



A Review

The Ultimate Game Buyer's Guide

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ON DREAMCAST



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PLUS! COLIN MCRAE RALLY 2.0, THE MIGHTY, MUD-SPLATTERING
 RETURN OF ONE OF PLAYSTATION'S FAVOURITE SONS

Star ratings

- ★★★★ Simply the best. An absolute must-have.
- ★★★★ Excellent. Definitely worth your money.
- ★★★ Some faults, but otherwise very good.
- ★★ Strictly average.
- ★ Awful. Avoid at all costs.



Game info

- Publisher: **Codemasters**
- Developer: **Codemasters**
- Price: **£35**
- Release date: **Out Now**
- Players: **1-2**
- Extras: **Dual Shock Compatible, Memory Card**

COLIN MCRAE RALLY 2.0

THE CANNY SCOTSMAN DELIVERS ANOTHER SWEET RALLY HIGH.



■ The arcade mode offers thrilling multi-car rallying...



■ ... with evil CPU opponents.

Connoisseurs of the rally sub-genre will know that, despite the best efforts of the likes of *V-Rally 2* and *Rally Championship*, the only way the classic *Colin McRae Rally* was ever going to be superseded as the videogame rally master was when Codemasters got around to developing the sequel. And now it's finally here, we're pleased to say all the lofty expectations for the game have been met – and then some.

What made the original version stand out from the rallying crowd was the downright dirty and dangerous feel of the racing action. It was the only rally title on the market that truly convinced in its representation of the sport; putting you on the edge of your seat, almost believing you really were behind the wheel of a Subaru Impreza, skidding around the corners at 80 mph and trying desperately to avoid that tree looming in the windshield. *Colin 2.0* takes that feeling to the nth degree with the kind of reckless, exhilarating racing that will leave you a sweating, gibbering

wreck when the joypad finally drops from your shaking, exhausted hands.

The convincing feel of the racing dynamics is aided considerably by a graphical performance that puts *Colin 2.0* quite a few miles ahead of the visually-impressive original. PlayStation may be on the verge of drawing its pension but you wouldn't know it from looking at this game. Codemasters has squeezed every bit of power from Sony's grey box, resulting in a game that parks proudly alongside *Gran Turismo 2* as a standard-bearer for 32 bit technology.

The cars are all incredibly detailed representations of the real World Rally cars – Ford Focus, Subaru Impreza, Mitsubishi Lancer, Toyota Corolla, Peugeot 206 and Seat Cordoba – right down to the adverts on their wheel rims. These offroad mean machines even display real-time damage as you crash and bang your way around the courses. Bumpers hang off, bonnets flip up and bodywork falls victim to the kind of dents that leave the vehicles about as aerodynamic as a water buffalo.



■ Snowy Sweden is especially challenging with six cars.

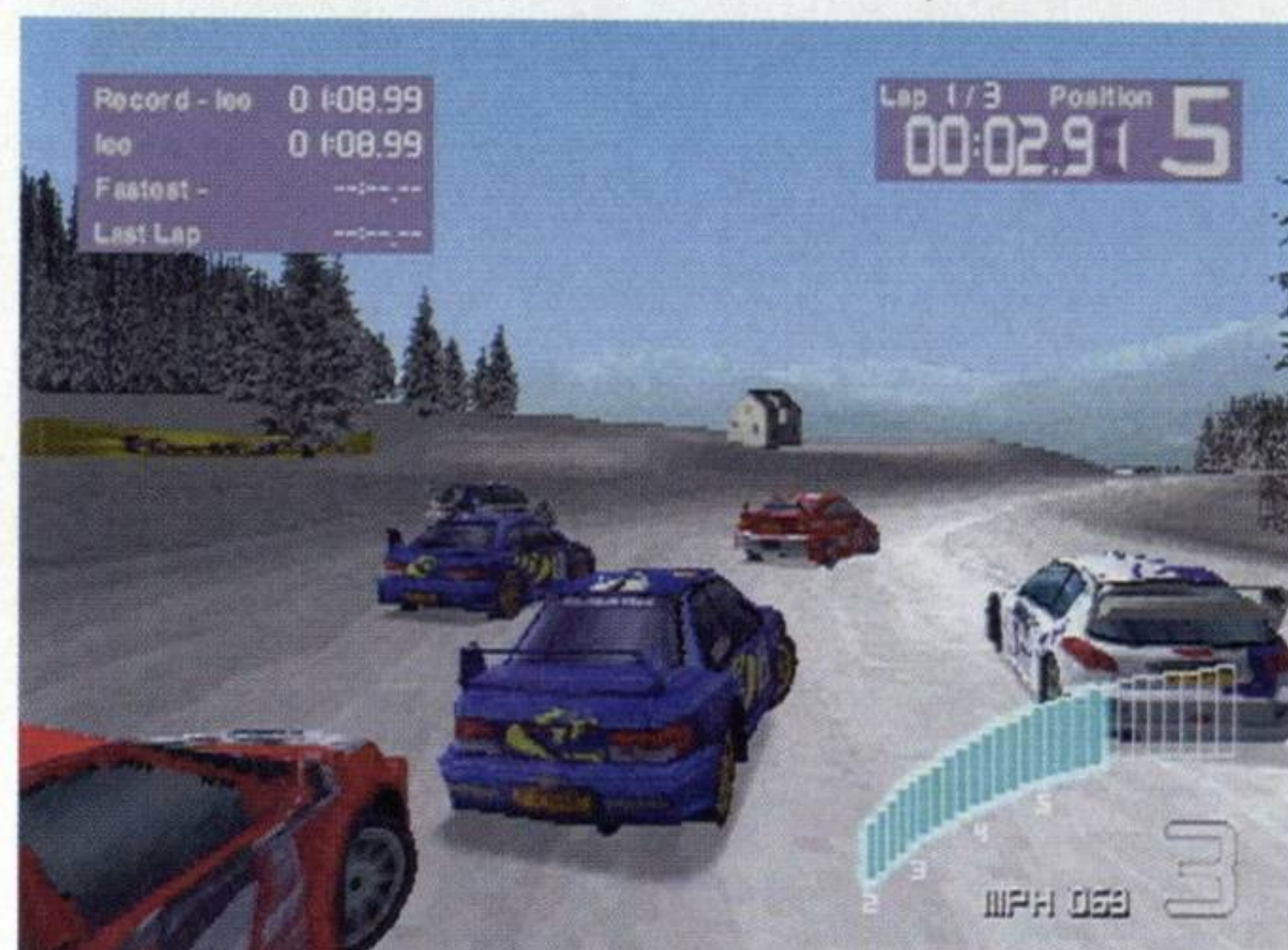


■ (Left) Billowing gravel is just one of the game's effective graphical touches.

■ (Right) The in-car view can be a nightmare to drive from but feels incredibly authentic.



■ (Below) Expect to leave plenty of tyre marks as you hurtle around the crazily twisty-turny Italian mountain courses.

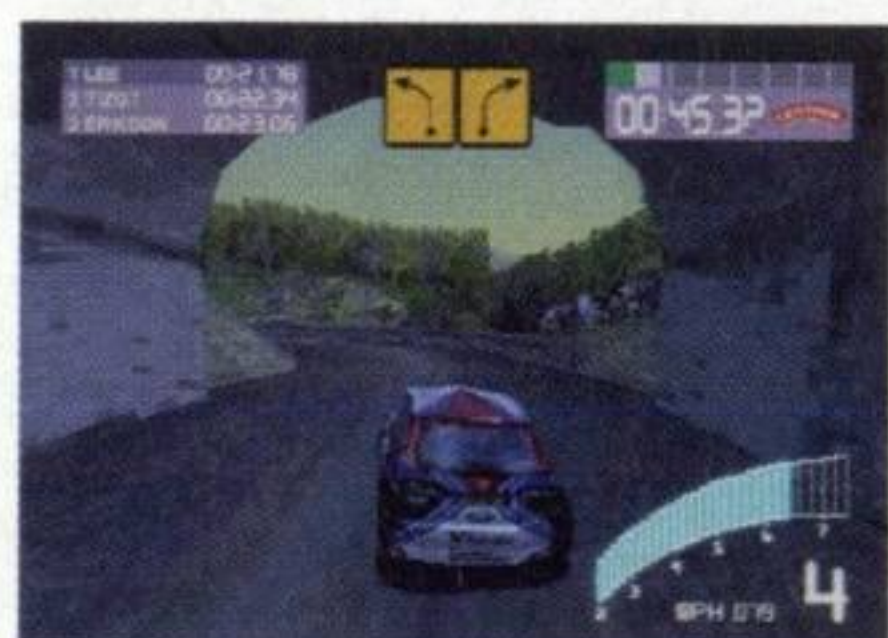


■ The Subaru Impreza returns despite McRae's swap to Ford.



■ Split-screen two-player action is wonderfully competitive, although there is an understandable loss of graphical detail.

EVERYTHING THAT MADE THE ORIGINAL COLIN MCRAE SUCH A RALLYING MASTERPIECE HAS BEEN GIVEN A BRAND NEW GLISTENING SHEEN IN THIS SEQUEL.

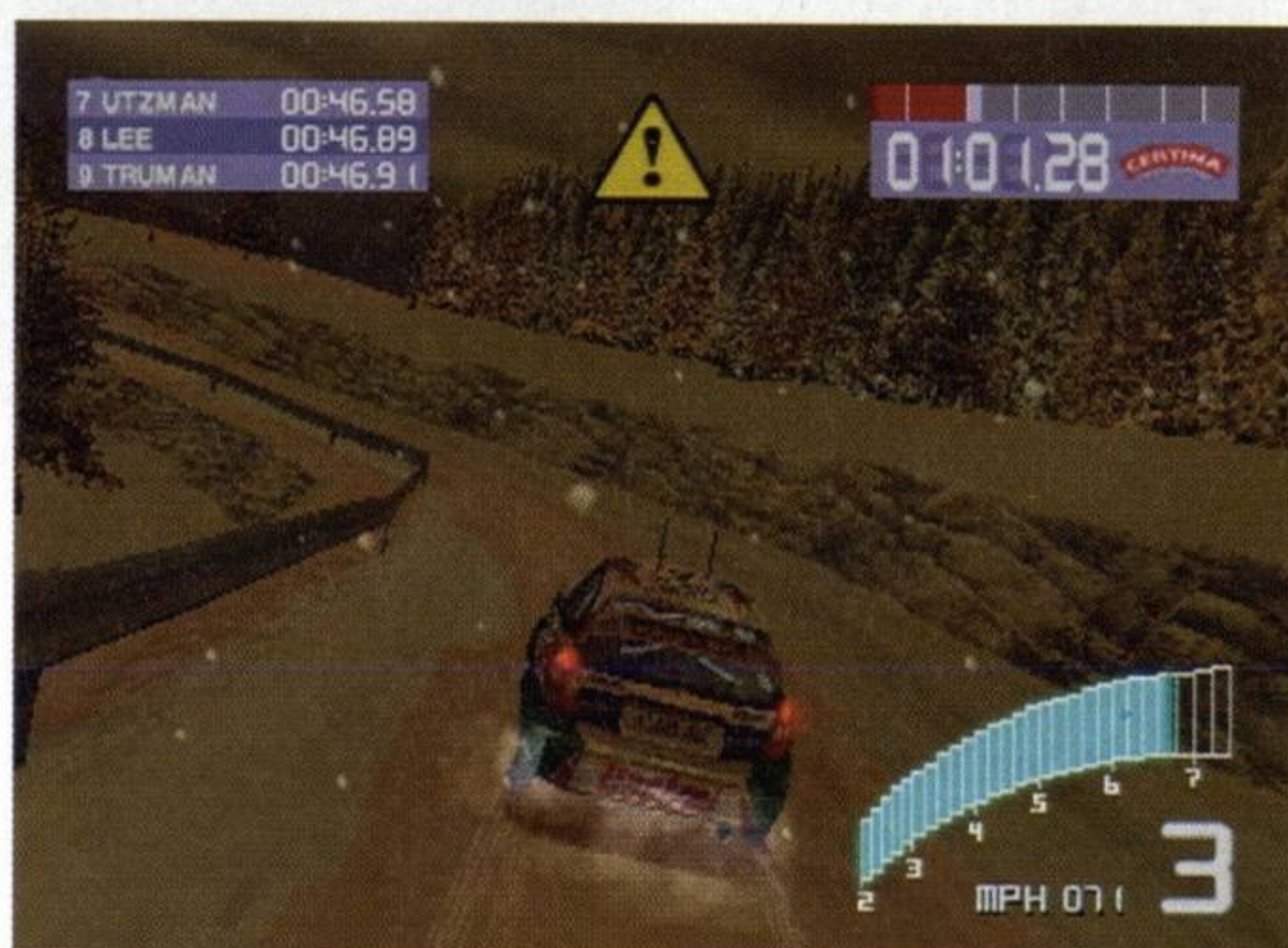


■ A rare moment of calm in an otherwise frenetic game (sigh).

The courses are equally impressive in their graphical quality, with bags of trackside detail and picturesque, interactive scenery really adding to the game's atmosphere. Unfortunately, there is a noticeable amount of pop-up in the environments, but when you consider *Colin 2.0* is pushing PlayStation to its limits in terms of graphics and frame rate, this flaw is entirely forgivable.

In terms of gameplay, the sequel's main selling point over the original is a new arcade mode allowing you to race head-to-head against up to five other vehicles. It's as if Codemasters has taken a look at *Gran Turismo 2*'s rally options and thought, "we'll stick that in our game and make it even better." It's no exaggeration to state that *Colin 2.0*'s head-to-head rallying leaves its *GT2* equivalent floundering on the starting grid.

The AI on show is absolutely tremendous with the CPU opposition behaving more like humans than mere code. They'll try every trick in the book to take the chequered flag, from cutting across racing lines to smashing each other into barriers. Refreshingly, they also show human fallibility and are not immune to misjudging corners and winding up in a crumpled heap. Being caught in the middle of this motorised pack of hounds can often be frustrating but deep down you're always aware that this competitive action is a stunning achievement. It honestly feels like



■ Racing on snow and ice – at night! One of the many near-impossible challenges you'll have to overcome in the game.

playing against five mates rather than the soulless CPU drones found in the vast majority of racing titles.

Additional modes include Time Trial, where you can race against your previous records in the form of a ghost car, and Challenge which follows the format of the Super Special rally stages – racing on parallel tracks against one other vehicle. There's also an option to play individual rallies and specific stages in isolation and, of course, the compulsory split-screen two-player larks.

Yet even with the addition of these welcome options and the brilliance of the multi-car Arcade mode, the game's piece de resistance is still the Rally Championship mode with its faithful recreation of the actual World

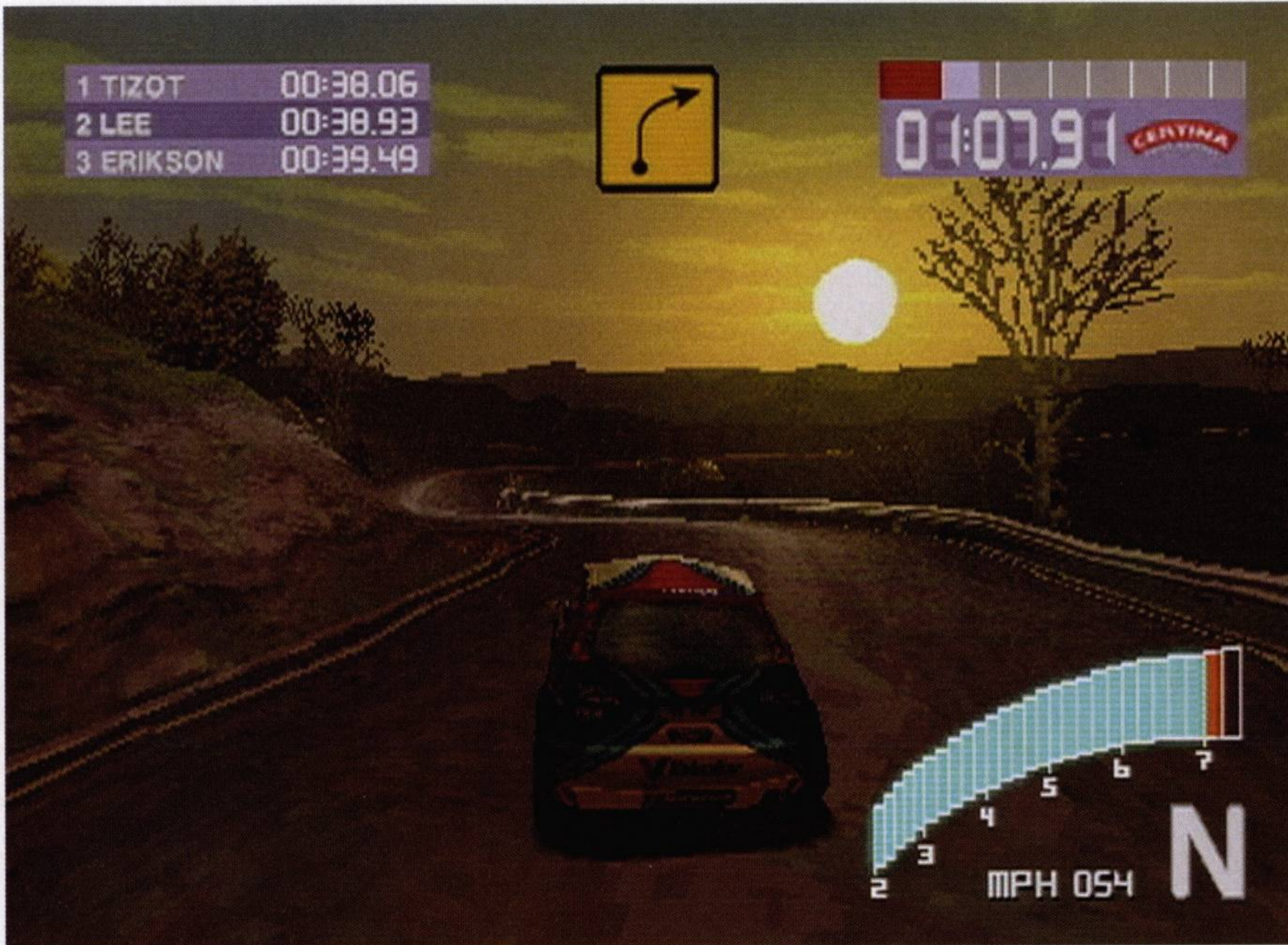
↑ Uppers & Downers ↓

Colin McRae

- Glorious visuals
- Expert track design
- Magnificent rally action

Shane Lynch

- Quite difficult for beginners
- The dreaded pop up!



■ The game's graphical mastery will have you checking twice that it is actually running on your PlayStation. Codemasters has obviously discovered the secret to giving Sony's machine eternal life.

Rally Championship. The locations may have changed (Finland, Greece, France, Sweden, Australia, Kenya, Italy and the UK are the countries you'll be racing around this time) but the sheer excitement of the traditional rally structure has lost none of its appeal. It's just you against the track, every second vital, sliding around corners at full throttle

with co-driver Nicky Grist calmly giving instructions as you battle to stay on course. Racing games don't get any more absorbing than this.

Everything that made the original *Colin McRae* such a rallying masterpiece has been given a brand new glistening sheen in this sequel and the result is a game that demands to be in the collection of every discerning PlayStation owner. It's the closest you'll get to experiencing the thrill of rally racing without actually buying a souped-up Ford Focus and risking life and limb on a twisty mountain road. *Gran Turismo 2* may have circuit racing covered but, for a dirtier driving test, *Colin McRae Rally 2.0* is equally essential.

★★★★★

Lee Hart



■ (Left) The Italian rally has quaint little villages for you to burn through and terrify the locals.

■ (Below) The replays offer fantastic TV-style views of the the action.

Or you could try...

V-Rally 2
Infogrames ★★★★★
Arcade-style rallying action with a superb track designer.

Gran Turismo 2
Sony ★★★★★
Boasts a splendid rally mode to add to its many charms.



■ The Seat Cordoba is our least favourite World Rally car as it slides around with a ridiculous lack of grip.



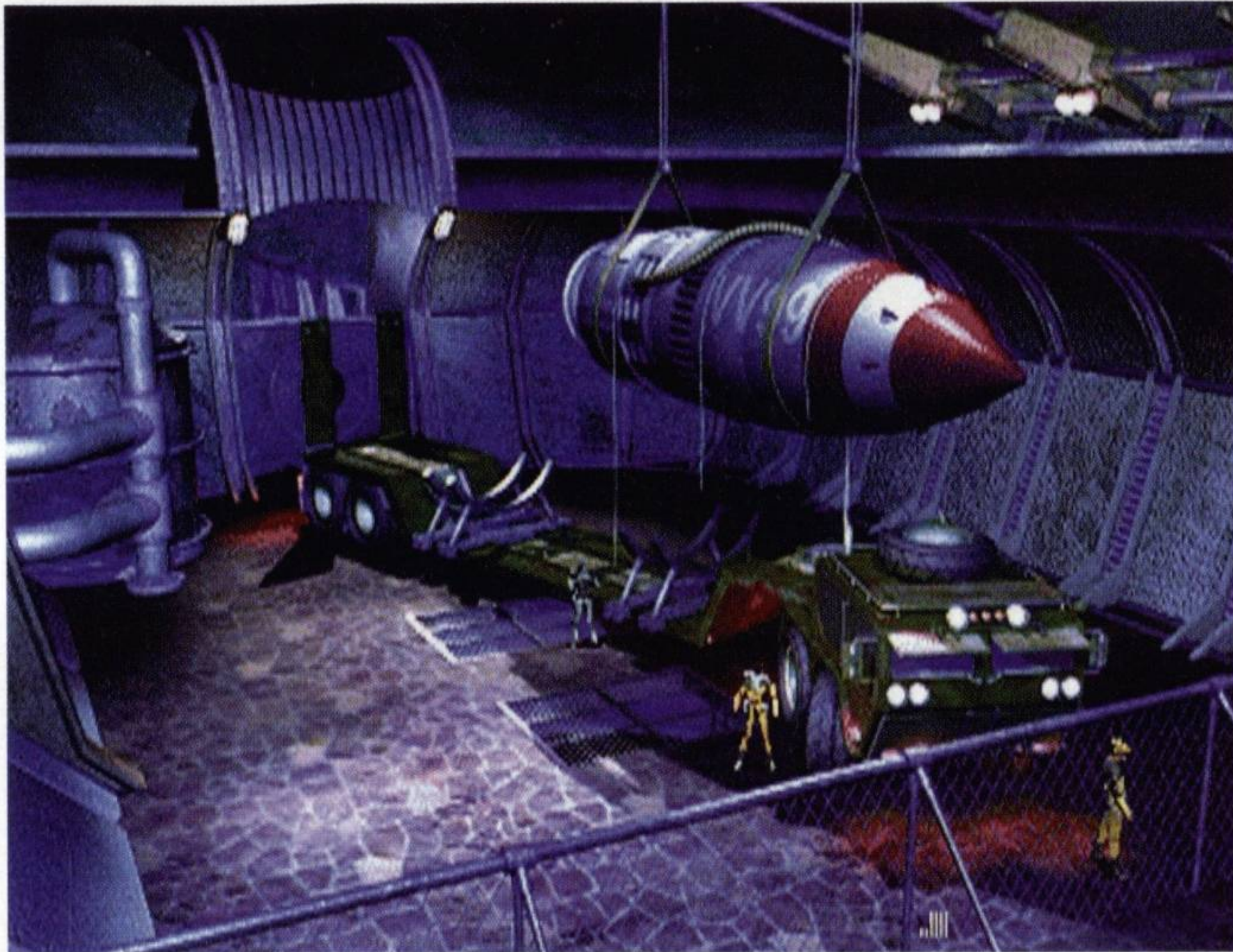
■ Two-player races usually descend into vicious, crash-filled wars of attrition.



■ The bonnet-cam view is great fun, putting you right in the thick of things.

■ Rallying at night with the electrics shot and only one headlight isn't recommended.





■ At least we can say the backgrounds look nice.



■ You choose which subject to talk about – but you run through them all in the end anyway.

■ Espionage, terrorism and weapons of mass destruction. It's all very *Metal Gear Solid*.

IN COLD BLOOD

A BROKEN SWORD FOR THE METAL GEAR ERA.

The mystery of MI6 may be gradually being stripped away by a clamouring horde of whistle blowers and laptop-losers but our fascination with the glamorous world of international espionage remains.

Enter John Cord, secret agent and plummy-voiced protagonist of *In Cold Blood*. The game begins with an atmospheric intro in which we find Cord, mid-torture, slipping back and forth between *now* and *then*. With much of the game occurring as flashbacks, we discover that Cord was dropped into Volgia, a fictional former Soviet state. On the surface, Volgia is a peaceful nation, but the smiley veneer conceals a policy of police brutality and ethnic cleansing. Therefore, what begins as an apparently simple mission to rescue a fellow agent soon blossoms into something far grislier, with wider consequences both for Cord and for the world at large.

Spread over nine missions, Cord learns that one Dimitri Nagarov has plans to rule the world, and he will stop at nothing to achieve his goals. How did Nagarov gain access to such incredible weapons?

What is his connection to the mysterious substance known as Blue Nephiline? And can you trust your contact, Kostov? So many questions.

Coming from the team that brought us *Broken Sword*, it's little wonder that *In Cold Blood* boasts a generous abundance of plot. The game is a complex puzzle, with pieces which ever so gradually fall into place. Despite this neat aspect of cinematic scripting, the game reeks of the point-and-click adventures for which Revolution is known. However, it controls markedly differently. Though every character you encounter will have something to say, the difference here is that – should you tire of their prattling – you can just whip out your gun and loose a few shots.

John Cord wears a computer system – REMORA – on his arm, which allows him to connect to enemy networks, downloading essential information or messing around with security systems. In addition, it offers a motion sensor which can pinpoint enemy agents or robots, as well as offering an overview of your immediate surroundings, a la *Metal Gear*.

On paper then, *In Cold Blood* sounds like a fine game. The plot, the setting, and the pre-rendered backdrops are all first rate. Sadly though, when it comes to the controls, the game falls face down in the dirt. Frankly, John Cord moves with all the grace of an overweight rhino with shin splints. Even turning around takes forever, and if he wanders too far into the background of the massive environments it is virtually impossible to tell in which direction he's facing. All very disappointing.

Couple this with the excessive load times between locations and the terrible, clunky combat – which feels suspiciously like it's been hurriedly tacked on in the wake of *Metal Gear* – and you have a potentially great, if stylistically retrogressive point-and-click adventure, ruined by half-cocked efforts to modernise it. Shat in, not stirred, as it were. ★★

Paul Rose

Game info

- Publisher: Sony
- Developer: Revolution
- Price: £30
- Release date: July 14
- Players: 1
- Extras: Memory Card, Analogue Compatible

↑ Uppers & Downers ↓

Spy thriller

- Great plot
- Hours of gameplay
- Unique flashback storytelling

Pie filler

- Appalling character control
- Minimalist combat
- S-l-o-o-o-w loading times



■ Sadly, most of the scenery is not interactive.



■ It looks like *Broken Sword* but plays like a dog.



■ Your character tends to get lost at the back of the screen.



■ Creep up behind enemies to despatch them...



■ ...any other approach and you will die horribly.

Or you could try...

Metal Gear Solid
Konami ★★★★★
The benchmark for espionage adventure – often imitated, never bettered.

Broken Sword 2
Revolution ★★★★★
Revolution's previous, and far more successful, game.



■ Chain attacks allow you to dish out extra punishment in turn-based battles.

■ The ability to customise your weapons is an excellent facility.

Game info

- Publisher: Square Europe
- Developer: Squaresoft
- Price: £30
- Release date: June 23
- Players: 1
- Extras: Memory card

VAGRANT STORY

↑ Uppers & Downers ↓

Big issue

- Vastly customisable
- Top-notch 3D realisation
- Involving plot

Little tissue

- Slow to get going
- Block-moving puzzles are tedious
- Samey environments

MONGREL CROSSBREED OF RPG, REAL-TIME ADVENTURING AND METALLURGY FROM SQUARE.

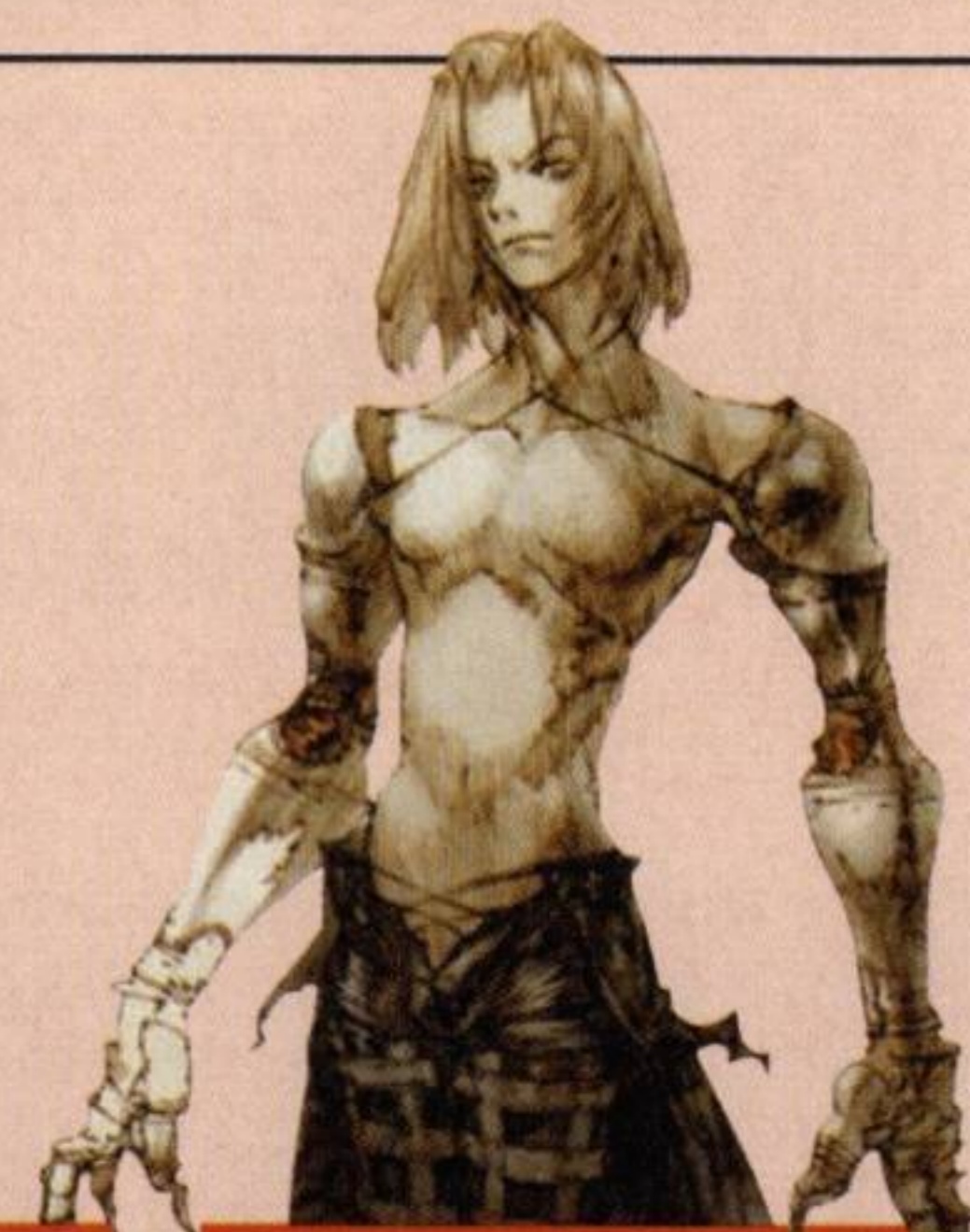
Cricket. Love it or hate it, you have to admire the blend of intricate strategy with the act of hitting things really, really hard. Now, if you will, swap cricket's summery village lawns for the festering post-earthquake streets and catacombs of Leá Monde, gargantuan city of evil. And, in place of those white jerseys and willow bats, imagine a wealth of customisable armour, weapons and character abilities. Hold that thought. Welcome to *Vagrant Story*.

You play Riskbreaker Ashley Riot (love the name), on a quest to clear his name from slanderous accusations made by a certain Sydney Lossarot and minions from his spooky religious cult. The story is absorbing and shown in some rather neat cutaway cinematics. Ashley's flashbacks to "the better times" – i.e. romping in sunny fields with his young family a la *Gladiator* – are very well directed.

At first glance, *Vagrant Story* appears to be all stalking and swordplay. However, when you first swing your scimitar, instead of delivering the expected meaty blow, a sphere of attack range appears and offers further options. Hardly frantic battling, you might think. But wait.

Each individual battle affords huge amounts of strategy. You can choose which limbs to strike at, capitalising on weak spots or perhaps reducing an opponent's specific attacking skill. You might want to select a weapon more appropriate to the enemy you are facing – after all, not only does Ashley become more skilled with different weapons as he uses them, but he can also hone his strength with each weapon on a particular type of foe. Perhaps you could use one of the Break Arts (special learned moves associated with each weapon).

Finally, you could try the combo attacks, which are recovered from Ashley's suppressed memory as you progress. If timed perfectly, you can chain together multiple blows to inflict more damage, supplement them with



■ Select a target to strike within the battle sphere.



■ Touché! Strike one to Sir Ashley of Riot.

paralysis or poisoning and even recover health or magic as part of your strike. This means that you'll have to be dexterous as well as smart if you're to pass through the battles unscathed.

If none of the weapons you discover fit the bill, simply go into a workshop and make your own. As long as the materials match up you are able to combine any blades and grips you've found, not forgetting to fit appropriate gemstones into the grip, hence customising your weapon even further.

The term "genre defying" is so overused these days it would seem that no genres can possibly still exist. However, *Vagrant Story* effortlessly transcends the Japanese RPG pigeonhole, providing instead an adventure with some very imaginative strategic elements, set in well-designed and smooth-moving 3D environments. You'll get as much from the game as you put in – there are always new abilities, items or spells to discover. *Vagrant Story* is simply one of the most satisfying games you'll play this year. Howzat? ★★★★★

Gerred Blyth

Or you could try...

Final Fantasy 8
Square ★★★★★
The RPG series which made Square's name, and with good reason.

Bushido Blade
Square ★★★★★
A similarly ancient, intricate legend at work in this Square slash-'em-up.



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■ Strategy, puzzles and action in just one game!

TRON BONNE

■ Publisher: Eidos
 ■ Developer: Capcom
 ■ Price: £35
 ■ Release date: June
 ■ Players: 1
 ■ Extras: Memory Card, Dual Shock-compatible

■ There's many that complain that games should be a bit different. Y'know, a little innovation wouldn't go amiss here and there. But while it's a nice idea to not be tackling another chalky driving sim, when you suddenly get something that is truly different, at first you're not quite sure what to do with it. And *Tron Bonne* is truly different.

Tron Bonne herself was one of Mega Man's sneakiest rivals in *Mega Man Legends* and, along with her equally crafty family, who themselves are a bunch of pirates, she does what only pirates do – goes around looting things – Er, but in a cute way. Using huge brightly coloured robots they stomp around baiting the law, while smaller yellow-headed robots (called Servbots) peg it about and nick anything that isn't bolted down.

How you use the Servbots is up to you as each one has different strengths and weaknesses. Alongside the general worker bots you get snipers and chef bots and you can programme them to carry out various missions. As you select your team you can't help having affection for the little fellas. They're loyal, enthusiastic and they don't answer back.

So, while you're cooing over the cute characters and graphics you tend to forget that you're going around raping small towns of their wares, which in any world, is not a nice thing to do. But through this blatant disrespect for other people the frame work of an interesting game emerges from beneath the sugar-coated exterior. Combining RPG, strategy, puzzle and action elements and blending it with the techno-fun that spices up the *Mega Man* games, *Tron Bonne* is a game that's not an obvious choice but soon you've forgotten all that and you're merrily blasting other cute robots with laser canons.

While, perhaps, a bit obscure for gamers who believe *FIFA 2000* is a gaming masterpiece, those looking for something a little different and a little daft, will be impressed.

★★★ Dave Harrison



Game info

■ Publisher: Sony
 ■ Developer: Psygnosis
 ■ Price: £20
 ■ Release date: 14 July
 ■ Players: 1-2
 ■ Extras: Memory Card, Dual Shock-compatible, Link-Up



■ Analogue control means playing the courses from *Wipeouts 1* and *2* is even better than it was before.

WIPEOUT 3: SPECIAL EDITION

THREE GAMES IN ONE EASY-TO-USE BOX.

For twenty notes *Wipeout 3: Special Edition* represents the sort of VFM Anne Robinson would heartily approve of. And, as with everything that costs less than it probably should, there's a reason: *Special Edition* is *Wipeouts 1* through *3* in one lovely package.

Cash-in? Not really. Psygnosis are hardly taking us for a ride at £20 a pop, and at least there's no FIFA-esque attempt to package it as something all-new. Instead, *Special Edition's* claim to fame is having every *Wipeout* craft, class and track on one CD. In a sense, then, this is the ultimate *Wipeout* game.

The result is something a bit special. If you have, say, two of the previous *Wipeout* games, whether this represents money well spent is questionable, though the sheer volume of tracks alone arguably suggests that it still might. *Wipeout 3* in itself is a good enough game to warrant a 20 quid outlay, but it's the bolting on of its two predecessors that turns *Special Edition* into such a superb all-round package.

Undoubtedly, the *Wipeout* games are as much about style as they are about content – something that's obvious from the big name soundtrack and Designers



■ The tracks are a mix of old and new. The result is brilliant.



Republic endorsement – but that doesn't mean they're not a joy to play. The feel of the craft is spot-on and the weapons are fabulous – particularly the Quake Disruptor, which flips the track like a carpet, battering the shields of your opponents in the process. The bonus, here, is that you can now also use *Wipeout 3's* weapons – including the fantastic Power Snare – on the first two games' tracks, as well as rejoicing in the fact that the faster, smoother *Wipeout 3* engine has been used to run the content from *Wipeout* and *Wipeout 2097*. With analogue control (the first two *Wipeouts* were released before the Dual Shock was even a scribble on a bit of paper), the swoop and 'feel' of the ships is now absolutely incredible.

However, *Wipeout* isn't perfect. Whilst it's certainly stylish and, for the most part, effortlessly playable, it's infuriating in places. Stopping dead when you hit a wall surely has to rate as one of the most frustrating gaming moments ever, while the speed-up often results in you powering into the back of an opponent as they purposely move into your path. The time-sensitive nature of the game makes this second problem profoundly irritating – additionally, some GT-style ship tinkering definitely wouldn't have gone amiss.

That said, *Special Edition* is still brilliant, and, for twenty quid, it feels disrespectful to criticise it for not packing enough in. If you've got any of the previous *Wipeouts*, you may still consider this. If you haven't *Special Edition* is simply unmissable. ★★★

Tim Weaver

Or you could try...

F-Zero X
 Nintendo ★★★
 Awful to look at, but super-fast Nintendo racer, with random track generator.

Rollcage 2
 Sony ★★★
 Psygnosis again – this time in gravity-defying ceiling racers. Fast and violent.



■ Once you've managed to build a dead big house and then knocked it down the game goes completely mental.



■ It's chocker with flashy bright lights but lacks the all important clarity that's vital for puzzle games.



■ [Sniff] Anyone smell bacon?

HOGS OF WAR

- Publisher: **Infogrames**
- Developer: **Infogrames**
- Price: **£30**
- Release date: **out now**
- Players: **1-2**
- Extras: **Dual Shock, memory card**

■ These days, the fashion is to pretend that games are cool. Everyone's at it, from developers who draft in trendy design companies at huge expense to videogame magazines who pad their pages to show that – hey – videogames aren't actually geeky at all.

Hogs of War harks back to the days when games didn't try to impress anyone. It's best described as 3D Worms, turn-based, with each level a straight battle to the bacon. A turn consists of moving one of your pigs closer to the enemy, choosing a weapon and letting rip – all within the time limit – then admiring your handy work before the enemy retaliates.

Your standard gun and pistol – aimed through a sniper view – are backed up with grenades and bazookas which take more skill to aim. The most devastating weapon *Arcade* found was the Airstrike – but the principal remains the same. Pick the weapon that will do the most damage and then aim it as accurately as possible at the nearest available enemy pig.

Rik Mayall, in *Captain Flashheart* mode, provides the voice-over of your Captain (the cheque must have been a big 'un) but the graphics are shoddy and – in spite of trying – *Hogs of War* isn't actually funny. Even so, it still manages to exude a surprising amount of playability, especially in one-on-one two player mode, and has a lot of charm due to the underlying quirkiness which made games a generation ago such fun. And, you've got to admit – it is a great title. *Hogs of War*. Chortle.

★★★ **Rich Pelley**

LAND MAKER

PLAY AT BEING WIMPY HOMES IN TAITO'S NEW PUZZLER.

Taito has chosen some odd subjects for this game as they attempt to take the thrills and spills of being, um, God, and combine them with *Bust-a-Move*. Wow, no mean task. How they've tried to achieve this is to take the puzzler's format but, rather than pairing together balloons, you get to create small cities and then destroy them. Er, we think.

You fire squares of coloured earth at a grid. When a big square is formed out of smaller squares you form a house. The bigger the square you form, the bigger the structure and, when you're happy with your erection, you knock it down by hitting the corner. This makes your opponent's playing area smaller and their task harder.

Hmmm, not exactly crystal clear is it and that's its main problem. The basic premise is much more obscure than the



■ You get to choose to be a wacky character. Why?

balloons may not be the most natural of things, it somehow makes sense. But *Land Maker's* erecting of buildings and knocking them down takes a bit of getting used to. Unfortunately, this means it lacks the immediacy that puzzle games rely on; and it's just too hard to get any momentum as the game keeps you at arms length.

In an attempt to spice things up a bit, the game's *Arcade* mode involves a face off between a bunch of *Street Fighter* wannabes, with the winner being the person who manages to build the biggest house first. However, instead of making the whole thing more exciting, it's just a lame attempt at papering over the cracks – and it certainly never threatens to offer the compelling brilliance of Taito's bubble-throwing masterpiece.

If *Bust-a-Move* was a game that pointed your arrow you might find *Land Maker's* bizarre brand of house-building marks a pleasant change in direction. More likely, though, you'll find this too odd, too confusing and, well, too boring. ★★

Dave Harrison

Game info

- Publisher: **Eon Digital Entertainment**
- Developer: **Taito**
- Price: **£20**
- Release date: **June**
- Players: **1-2**
- Extras: **Dual Shock, Memory Card**

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Land</p> <ul style="list-style-type: none"> ■ Intriguing premise ■ Potentially addictive | <p>Bland</p> <ul style="list-style-type: none"> ■ Takes too long to get into ■ Crammed with unnecessary frustration |
|--|--|



Or you could try...

Bust A Move
Taito ★★★★★
Or any of the sequels. Fun, simple and addictive.

Sim City 3000
EA ★★★★★
Superb city-building God sim. Indispensable.

Stake your claim...

★ STAR WARS 2 SET PICS ★ RED DWARF MOVIE NEWS ★ THE X-FILES ★

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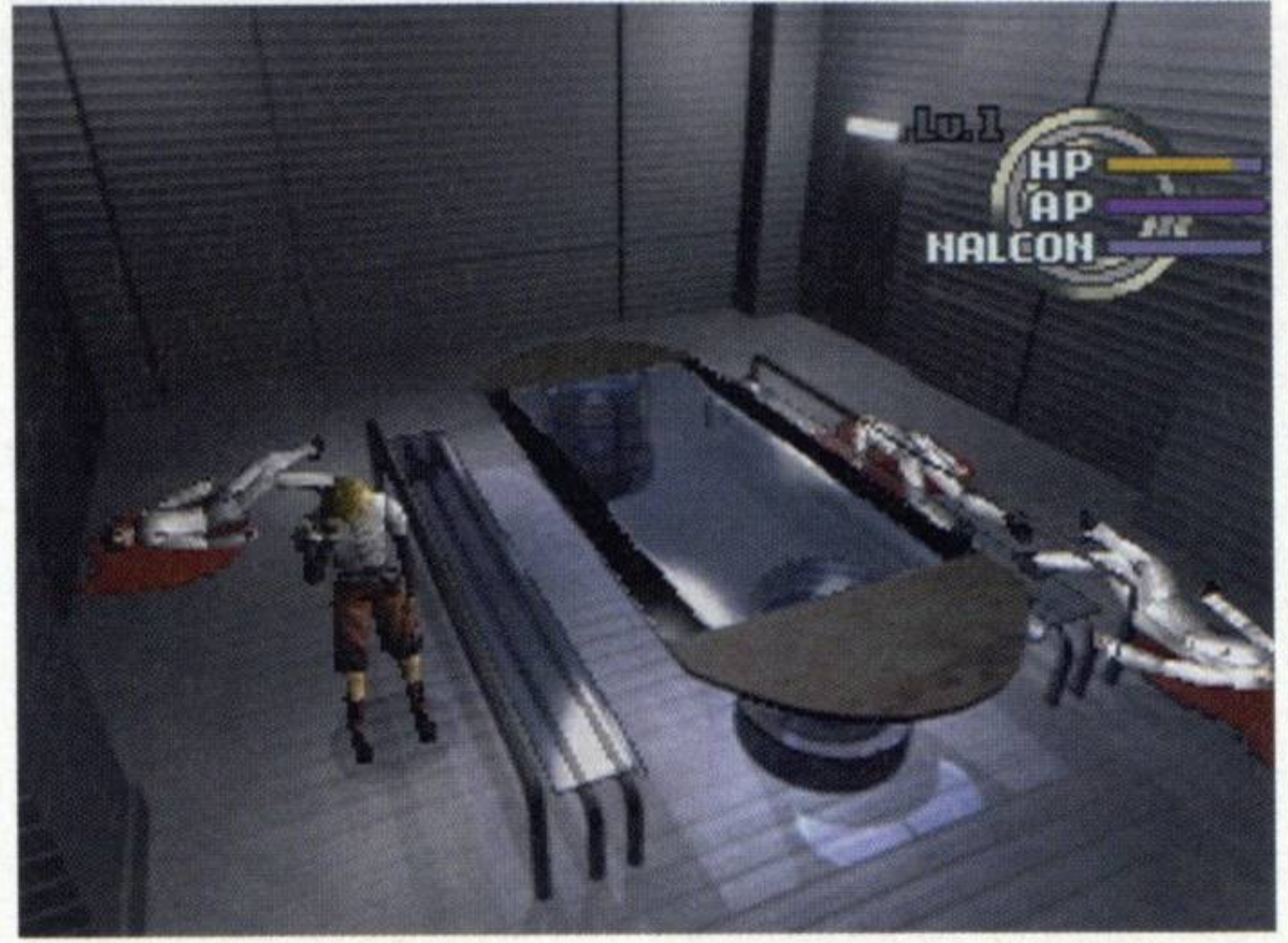
SFX66 ON SALE 12 JUNE 2000



■ Atmospherics are lifted directly from *Resident Evil*.

■ (Right) Charge up your "rage meter" and watch those heads explode.

■ (Left) Time for your evil brain-rotting experimental drug injection, Mr Rion.



GALERIANS

JUST SAY NO TO THIS DRUG-THEMED ADVENTURE.

We've all been there; woken up somewhere without any recollection of how we arrived, strapped to an operating table, pumped full of drugs, with people around us bursting messily into flames. It's a situation that Rion, the bewildered 14-year-old anti-hero of *Galerians*, finds himself in at the outset of the game. Part *Resident Evil*, part anime classic *Akira*, part cult sci-fi flick *Scanners*, *Galerians* is a moody – shudder as we use the term – "interactive movie".

Rion has been altered with experimental drugs, so that psychic energy now builds up in his brain whenever he gets angry, or injured, and when the energy reaches its limits, Rion has to unleash the energy lest he burst. Of course, releasing the psychic energy proves fatal to anyone in the immediate locale. The only other way to control his powers is through the use of more drugs. Unfortunately, the drugs are rapidly eating away at his constitution, and he has to find a cure before, well, you know...

Stir into this mix a psychotic computer, lashings of bloody murders and a bleak, neon-lit futuristic world, and you have a grown-up game that fits into the survival horror niche.

The camera angles and control system are all torn from the *Resident Evil* rulebook, though the shocks are less

visceral and the linear plot more crucial. *Galerians* concerns itself more with telling a story rather than challenging players with a load of logic puzzles.

The creeping sense of dread is palpable but, unfortunately, while stylish and polished, *Galerians* is a tad on the dreary side. There's precious little action and, when it does occur, the stripped-down controls lend the game a disappointing detachment. Even more of a concern is the linear structure and the fact that it's all over rather quickly.

It's clear that time and love have been lavished on the plot and setting of *Galerians* but, then again, someone somewhere probably said something similar about the *Barney* movie.

★★

Paul Rose

Or you could try...

Resident Evil 3
Capcom ★★★★★
Latest excellent iteration of the original survival horror franchise.

Fear Effect
Eidos ★★★★★
Eerie atmospherics married to a similarly loopy plot.

Game info

- Publisher: **Crave**
- Developer: **Polygon Magic**
- Price: **£30**
- Release date: **Out Now**
- Players: **1**
- Extras: **Memory Card, Dual-shock Compatible**



■ Much of the story plays on without your input.



■ You used some liquid explosive.

↑ Uppers & Downers ↓

Brainwaves

- Looks suitably bleak
- Superb FMV
- Engrossing plot

Drainwaves

- Not very interactive
- All over too quickly
- Some control problems

Also released

Plucky minnows in the big PlayStation pond.

Words by | Kieron Gillen



GEKIDO: URBAN FIGHTERS

- Publisher: **Infogrames**
- Developer: **Naps Team**
- Price: **£30**
- Release date: **Out Now**
- Players: **1-2**

■ The translation to the home format's always been a problem for members of the scrolling beat-'em-up family as their existence is based around the most instinctive forms of action (i.e. button hammering). *Gekido's* further faults include an over-dependence on foes with firearms who can damage you without giving you a chance to dodge. *Double Dragon?* Double drag-on more like. ★



RESCUE SHOT

- Publisher: **Sony**
- Developer: **Namco**
- Price: **£25**
- Release date: **Out Now**
- Players: **1-2**

■ As games strive to become more adult, they neglect the innovation that only kiddie-oriented titles can produce. *Rescue Shot* is a cross between a gun-game and puzzler classic *Lemmings*. You fire at fluffy animals to protect your own fluffy animal, while manoeuvring your furry pet around obstacles by shooting his bottom to make him hop. A little slow paced, but inspirationally odd. ★★★



STREET FIGHTER EX 2+

- Publisher: **Virgin**
- Developer: **Capcom**
- Price: **£35**
- Release date: **Out Now**
- Players: **1-2**

■ We once joked about the possibility of a *Street Fighter Omega Eight Epsilon Theta (2a)*, but no more. So what does *Ex 2+* offer? New characters. 3D graphics. Director mode to save exciting bouts. Training. Special moves where you see an oriental girl's underwear. You know you already have a game like this one and, ultimately, you know you should dig that out rather than buy this. ★★



ALL STAR TENNIS 2000

- Publisher: **Ubisoft**
- Developer: **Aqua Pacific**
- Price: **£30**
- Release date: **June 30**
- Players: **1-4**

■ There are two kinds of tennis games: cartoon knockabout ones and brow-furrowed stat-obsessed chin-stroky ones. *All Star Tennis* is very much in the latter category, with its motion-captured players and self-consciously realistic physics, yet it is still very approachable. Controls can be grasped quickly and the multiplayer set-ups are commendable. Some AI flaws but it's marginally delightful. ★★★



RONALDO V-FOOTBALL

- Publisher: **Infogrames**
- Developer: **PAM**
- Price: **£25**
- Release date: **Out Now**
- Players: **1-2**

■ *Ronaldo* takes a more authentic view than most footie titles, with a healthy selection of management options available. The actual play itself lacks the fluidity of its more accomplished rivals, with the tackling being particularly clumsy. This isn't worthy of the endorsement of one of the world's finest players and, in a market where *ISS* exists, there's little need for mediocrities like this. ★★



POOL ACADEMY

- Publisher: **Ubisoft**
- Developer: **Sunsoft**
- Price: **£20**
- Release date: **Out Now**
- Players: **1-2**

■ Releasing a pool sim without a version of the UK "reds and yellows" rules we all know and love is a bit like opening a pub which doesn't serve beer. *Pool Academy* is a poor effort which only contains a few obscure variations on 9-ball. Graphics are rough and the computer AI is erratic. Then again, it's playable enough for anybody without the sense to buy *Jimmy White's 2: Cueball* instead. ★★



Game info

- Publisher: Eidos
- Developer: Capcom
- Price: £40
- Release date: Out Now
- Players: 1
- Extras: VM unit



RESIDENT EVIL: CODE VERONICA

SURVIVAL HORROR PIONEER GOES FOURTH ONTO DREAMCAST.



■ It's pistols at dawn in the dramatic intro FMV.



When sequel fever takes hold and developers find themselves releasing a fourth iteration of their franchise in as many years, a backlash is to be expected. After all, *Ridge Racer Type 4*, despite the hype, was a box office flop and, after a quartet of PlayStation and PC outings, even Lara has her knockers (sorry). *Resident Evil*, however, is above such bickering.

Sure, Shinji Mikami and team have introduced no original concepts to *Code Veronica*. The play system, the puzzle elements, the atmospherics and the ugliness of the zombie foe will all be very familiar to players of the previous three *Resident Evil* titles. Yet, everything which has made the series great is in *Code Veronica* and it's polished to a sheen.

Crucially, the storylines of the games have always been interlinked, each one concluding with an element of ambiguity allowing the plot thread to be picked up by a future title. Bypassing a *Resident Evil* game is like missing a pivotal episode of *The Sopranos* or *Twin Peaks* – the next one won't make sense without it. And since *Code Veronica* is exclusive to Dreamcast,



■ New, and marginally irritating, character Steve Burnside. Dig those sweatbands!



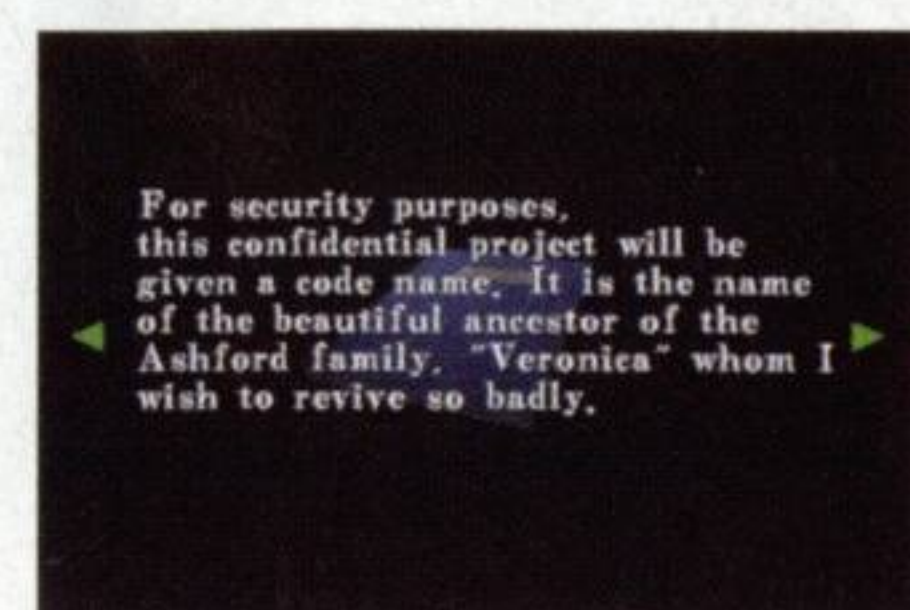
■ Veteran *Res Evil* hero Chris "brother of Claire" Redfield appears late in the game to add a new dimension to play.



■ The areas are complex, making the maps invaluable.



■ Meet *Code Veronica*'s camp villain, Alfred Ashford, who shares a dubious relationship with his sister Alexia (above left).



IT'S A GODSEND FOR DREAMCAST OWNERS AND IT'S ONE OF THE FINEST ADVENTURE GAMES EVER.

PlayStation *Res Evil* fans are simply going to have to bite the bullet and invest in Sega's machine.

Code Veronica stars Claire Redfield, survivor of *Resident Evil 2*. The dramatic opening FMV sequence shows her attempt to expose the dastardly intentions of Umbrella by infiltrating their Paris HQ. Unfortunately, she is captured and shipped to a dank prison on a seemingly abandoned island somewhere in the Atlantic. This is where you come in. It's a typical *Resident Evil* opening which leaves you alone in the dark with no weapon and no purpose but to escape alive – although your quest is naturally given meaning as you uncover more Umbrella secrets.

Claire is soon joined by fellow stranded



party, Steve Burnside (with his own interesting tale to tell), and later – much later – by her brother, Chris Redfield. Without wanting to give too much away, there are strange discoveries to be made at every turn and the desire to piece together the plot turns out to be the major propulsive force of the game.

Suffice to say that *Code Veronica* operates on a broader scope than any previous adventure in the series. There is a far greater variety of locations than the wrecked urban landscapes of yore; from gothic mansions and huge military bases, to disturbing, blood-splattered torture chambers. They all look absolutely wonderful and it's immediately obvious why *Code Veronica* couldn't have been made for the PlayStation.

The method of collecting items to solve puzzles and open blocked passages operates in the same way as before, although here you can find yourself hanging on to something for hours before you discover the correct place to use it. The locations are vast; you have to keep a whole range of options in mind and think carefully about which item goes where to save endless traipsing back and forth.

The puzzles are, on the whole, much improved. The game is packed with clever little touches to make you stop and think, such as the metal detector which forces you to progress, tentatively, without weapons. You'll watch projector films for clues and view inaccessible locations through security cameras. Every detail enhances the playing experience and usually serves to heighten the atmospheric tension.

Yes, *Code Veronica* is also the scariest *Resident Evil* game to date. *RE3*'s Nemesis may have had a smart way

■ Why *Code Veronica*? This is the best explanation we get.



■ Take the really important key? Nah... oh, go on then.



■ *Code Veronica* uses some very clever framing...



■ ...Here you view a locked room via a security console...



■ ...Zoom in to read the code.

FIRST-PERSON BONUS MODE

A great reward for completing *Code Veronica*.

Previous *Resident Evil* titles have offered up some superb bonus mini-games at the end, but the option to blast zombies in the first-person is unbeatable.



■ Let the one-armed berk have it in the face. Yeah!



■ Now open fire with two barrels. Come on!

RES EVIL GETS ROMANTIC

Is there time for love between bouts of zombie killing?



■ Despite his heroic facade, Steve is obviously a bit wet.



■ It's clear he's got the hots for Claire from the start.

A cute little subplot concerns the growing relationship between Claire Redfield and, briefly playable character, Steve Burnside. Steve's also been stranded on the island and his schizophrenic behaviour (gung-ho hero one minute, snivelling wretch the next) reveals a tragic history which he pours out to Claire in one particularly cheesy cut scene. They help save each other and it's obvious that Steve has a bit of a thing for Claire, but, would a feisty, experienced zombie-killer really go for a guy who looks and sounds like your 13-year-old brother? Play and find out.



■ Steve pours his heart out in a bid for sympathy.



■ Is Claire warming to him? Surely not?



■ Sneaky Steve goes for the kill while Claire sleeps.



■ Caught in an awkward clinch – sexual tension ahoy.

↑ Uppers & Downers ↓

S.T.A.R.S.

- Detailed, varied locations
- Genuinely terrifying
- The biggest and best *Res Evil* game to date.

S.T.E.P.S.

- Same slightly annoying control system
- Steve Burnside's sweatbands



■ The tyrant is one ultra-resilient boss.



■ A particularly messy morning after.

with dropping through the ceiling when you least expected him, but here they're all at it. Zombies leap out of graves en masse or trap you in a narrow corridor. Colossal worms burst from the ground, the repulsive one-armed "bandersnatches" use their one long sucker arm to climb walls and grab you from across the room, and that damned annoying tyrant just never seems to die.

Combined with the huge poison moths which attach cocoons to your back and the return of old favourites such as the giant spiders and the hunters, you're expecting to encounter mutant menace around every corner. The fact that you can go for long stretches without suffering an undead assault only makes it more startling when the zombies (or worse) do suddenly appear. The brilliant use of sound and music also manages to keep your spine constantly tingling.

There's plenty of action in *Code Veronica* and the variety of enemies requires a variety of approaches as well as a considered choice of weapon. However, there is a flaw to this game and it's in the movement system, which hasn't been improved upon since previous episodes. Claire still turns on the spot and gets stuck far too readily on the scenery – she doesn't even have access to Jill Valentine's dodge manoeuvres from *RE3*. Combined with an auto-targeting system which is never quite 100 per cent



■ You get to play Steve for a brief moment halfway through disc one. Release his pent-up aggression by tearing into a procession of zombie fools with doubled machine pistols.



■ (Above) *Code Veronica's* gore level is definitely high.



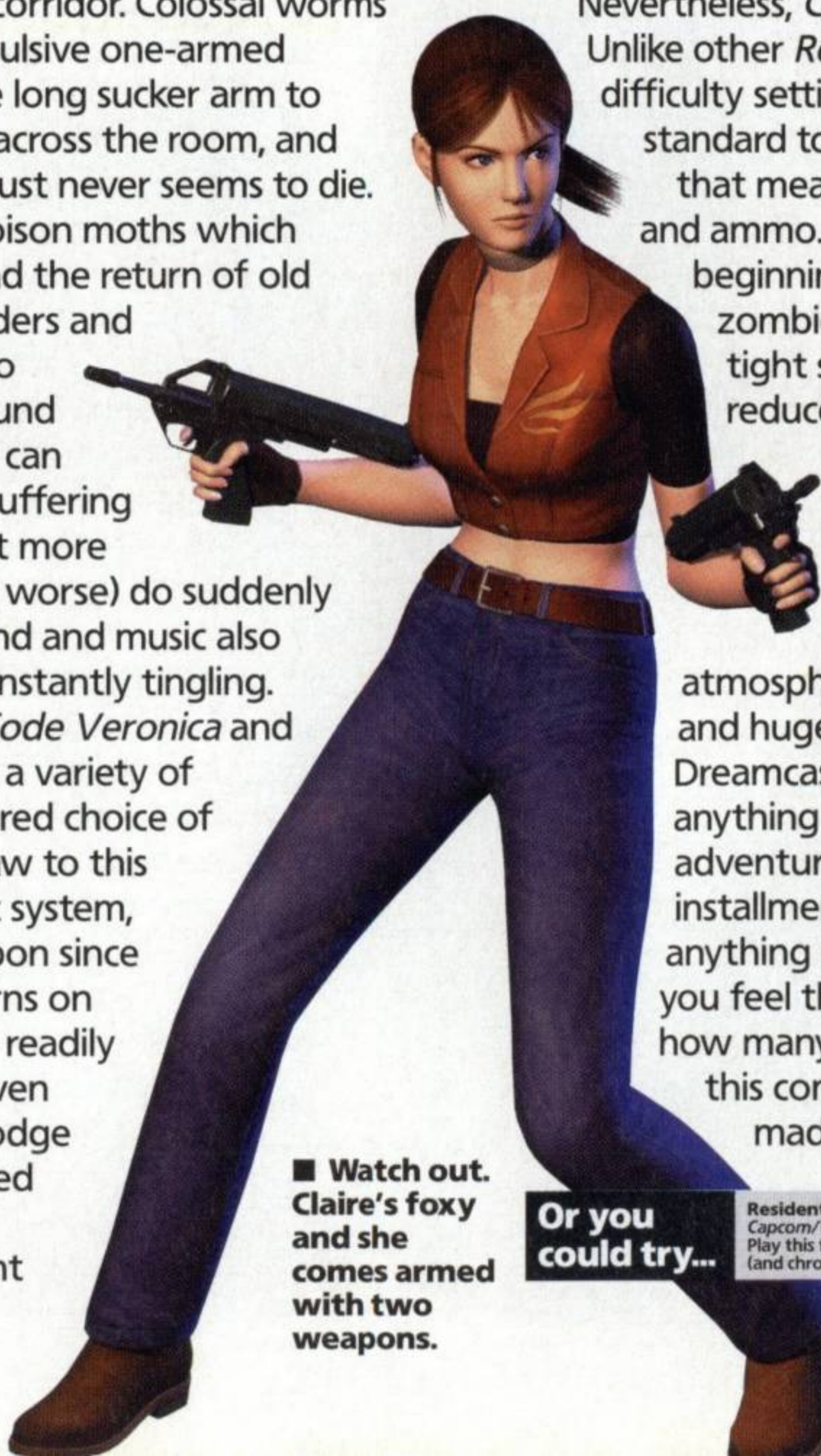
■ The bandersnatch or the mini-tyrant – call him what you want, but he still causes major damage with his sucker grip.

reliable, the boss encounters become a good deal more frustrating than they actually need to be.

Nevertheless, *Code Veronica* is designed to be tough.

Unlike other *Res Evil* games, you can't opt for easier difficulty settings. The game is set up to play at a similar standard to the hard mode of previous games and that means a less generous distribution of health and ammo. If you don't conserve bullets near the beginning (you're not required to kill every damn zombie, remember), you'll find yourself in a tight spot later on. You also begin with a reduced capacity for carrying items and the storage boxes are placed further apart than usual. Sensible item management is vital.

In summary, *Resident Evil: Code Veronica* is a real challenge. Engrossing, atmospheric, strategic, close to terrifying in places and hugely enjoyable. It's a godsend for Dreamcast owners (who simply don't have anything else like this) and it's one of the finest adventure games ever. It may be the fourth installment of a game series which hasn't done anything revolutionary since its inception, but if you feel the need to carp, first try and think of how many action/adventures are this playable and this compelling. Dreamcast owners, don't get mad, get *Evil*. ★★★★★ **Sam Richards**



■ Watch out. Claire's foxy and she comes armed with two weapons.

Or you could try...

Resident Evil 2
Capcom/Virgin ★★★★★
Play this first if you're a stickler for logical (and chronological) progression.

The House Of The Dead 2
Sega ★★★★★
Lightgun zombie carnage without any of the plot or puzzle trimmings.

■ *Tony Hawk's* benefits hugely from an injection of 128-bit juice. The textures are now incredible – though, the game still suffers from the same flaws as its PlayStation and N64 forebears.



■ The Dreamcast controller is perfect for those tricks.



■ 315 points of top grade Switch Method! Er, gnarly...?



TONY HAWK'S SKATEBOARDING

CRAVE INVITES SEGA OWNERS TO ITS BOARD MEETING.

As befits a respectable 30-year-old pro-skater, Tony Hawk lines up for this Dreamcast update with a smarter, tidier image. Conversion specialist Treyarch has taken the opportunity to give Neversoft's playable slice of 'boarding fun a bit of a makeover and the result is a considerably more impressive looking game – albeit one with the same failings as its PlayStation and N64 predecessors.

Returning is the stunning, intuitive control system and the wealth of skills, tricks and game modes; but Treyarch has missed a huge opportunity to rework some of the game's more dominant problems. The one-player mode, for example, is as rock hard as ever, with the basic idea of completing given objectives within a set period hampered by incredibly tight time limits. This forces players to concentrate on the rather tedious missions to collect items, find hidden areas or smash boxes, when the sheer immediacy of the gameplay is built to pull off a series of crowd-pleasing moves in the process.

On the plus side, the two-player mode ranks as one of the best to grace Sega's system, while the Free Skating mode is on hand to practice ollies and the like.

However, without the context of an ongoing mission, interest in trundling up a few ramps starts to wane and the chances missed within the one-player



■ The skate parks are great.



■ Blood flows if it goes awry.

Career mode become all the more apparent. While completing the single-player challenges does ultimately unlock more rooms to freestyle in, it's all a bit regimented and, frankly, too much bother – in total contrast to the laid back image of the real sport.

Actually, the Dreamcast version of *Tony Hawk's Skateboarding* can be forgiven some of its limitations because it is on the Sega format. While the PlayStation and N64 games faced strong competition from a number of genres, the Dreamcast's comparative lack of new releases actually works in the Crave conversion's favour. Ultimately, though, the one-player mode is just too constricted and what could have been a head-turner for a system crying out for great new games is an adequate title that falls on its face more times than a novice boarder. ★★★

Steve Merrett

Or you could try...

Snow Surfers
Sega ★★
Gnarly boarding on the Dreamcast, but overloaded with cliché.

Trick Style
Acclaim ★★★★★
Stunning futuristic hoverboard race game with stunt elements.

Game info

- Publisher: Crave
- Developer: Treyarch
- Price: £40
- Release date: Out Now
- Players: 1-2
- Extras: VM Unit

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Ollie</p> <ul style="list-style-type: none"> ■ Well balanced control system ■ Two-player mode ■ Enhanced graphics | <p>Oops</p> <ul style="list-style-type: none"> ■ Linear single-player mode ■ Unbalanced missions |
|--|---|



STREET FIGHTER ALPHA 3

- Publisher: Virgin
- Developer: Capcom
- Price: £40
- Release Date: June 23rd
- Players: 1-2
- Extras: VM Unit, 60Hz mode, modem

■ Surely Capcom has realised that it has taken the 2D fighting genre as far as it can? The last couple of *Street Fighter* outings have merely added trinkets of detail to a taut and well-produced series. With the exception of more counter moves and blocks, it is hard to see just where *Street Fighter's* world warriors go from here. For now, the Dreamcast's modem has thrown the series a temporary lifeline, but even this does little to separate *Street Fighter Alpha 3* from its predecessors.

Capcom deserves credit for making use of the Dreamcast's online capabilities, but this new feature still fails to defer attention from *Alpha 3's* lack of real development. The online mode allows you to register a fighter within a specially designed website. Uploaded VM data is examined and – depending on the level of expertise attained – the game's parameters adjusted accordingly. This unlocks additional fighters while the game gets progressively harder every time fresh data is accessed. It's no substitute for fighting another player online but it's a start.

Ultimately, though, we're in well-trodden *Street Fighter* territory. While *Alpha 3* happily parades its 30 plus fighters it is tied to the past and in danger of choking on its own history. Although bolstered by mid-air blocks and new moves, the return of the dragon punches, fancy throws and fireballs which form the backbone of the game merely serve to highlight Capcom's reliance on tired ideas that first appeared in 1992's seminal *Street Fighter 2*.

With *SFA3* we are left with a game where new additions are barely noticeable. The series can still hold its own in terms of speed and the agility of its fighters but Capcom is going to have to give *Street Fighter* a massive overhaul if it intends to continue down the 2D route. Otherwise a classic series will merely become the FIFA of fighting games. ★★★

Steve Merrett





WACKY RACES

- Publisher: **Infogrames**
- Developer: **Infogrames**
- Price: **£40**
- Release date: **Out Now**
- Players: **1-4**
- Extras: **VM unit, Vibration Pack**

Odd that it's taken so long for there to be an official *Wacky Races* videogame. But, by the same token, how utterly great (at the risk of sounding like George Lucas) that technology has been able to reach the stage that full justice can be done to the cartoon.

Hence, *Wacky Races* on the Dreamcast looks identical to its hand-drawn counterpart. Pre-empting *Jet Grind Radio*, everything has a black outline to give the effect of a 2D cartoon existing in a 3D world, with animation as slick as an oil spill.

All the *Wacky Races* favourites are present, from Penelope Pitstop and her Compact Pussycat to Lazy Luke and Blubber Bear in the Arkansas Chugga-bug. Each vehicle handles very differently, accentuated by each character's unique token-fuelled powerups. Play as The Slag Brothers in their Boulder Mobile to club your competitors out the way, or as The Gruesome Twosome and their Creepy Coupe to flap your wings and lift off the ground. And Dick Dastardly? You'll just have to turn to this month's Great Gaming Moment on page 114 to find out about him.

Playability-wise, *Wacky Races* lives equally up to its visuals. There are tonnes of tracks, time trials, a battle mode and a four player mode, all, as you gradually unlock them, more fun than the last.

Wacky Races is one of the biggest surprises and one of the most playable driving games on the Dreamcast. Regrettably, a star has to come off for the wackiness of the actual driving, where the absurd race catch-up means that everybody tends to finish within a second of each other, putting wins down to luck more than skill. But, even so, *Wacky Races* is an exceedingly good game.

★★★★ **Rich Pelley**



■ Race directly against opponents for competition.



Game info

- Publisher: **Infogrames**
- Developer: **Eden Studios**
- Price: **£40**
- Release date: **Out Now**
- Players: **1-4**
- Extras: **VM unit, 60Hz mode**



V RALLY 2: EXPERT EDITION

ANOTHER RALLY SIM GETS STUCK IN THE MUD.

Dreamcast may be inundated with driving games but, for rally enthusiasts, it's been a frustrating few months stuck with only the mildly underwhelming *Sega Rally 2*. Still, to fill the gap left by the absence of Codemasters' *Colin McRae Rally* series (*Colin 2.0* is reviewed this month), Infogrames has stepped in with an enhanced conversion of *V-Rally 2*, which has been running *McRae* close on the PlayStation.

Initially, you get 17 cars to drive, spread across three classes. Time trial mode sees you racing against the clock, while arcade and trophy modes pit you against three vicious CPU opponents. Finally, there's a fully-fledged championship mode for you to power through. Success in the latter three opens up tougher competitions and unlocks up to ten bonus cars.

It's certainly fast. *V-Rally 2* really does capture the excitement of rally driving and the sheer thrill of slithering round tracks at high speed barely keeping control of your car. Having opponents race directly against you may not be in the World Rally Championship organisers' current plans,

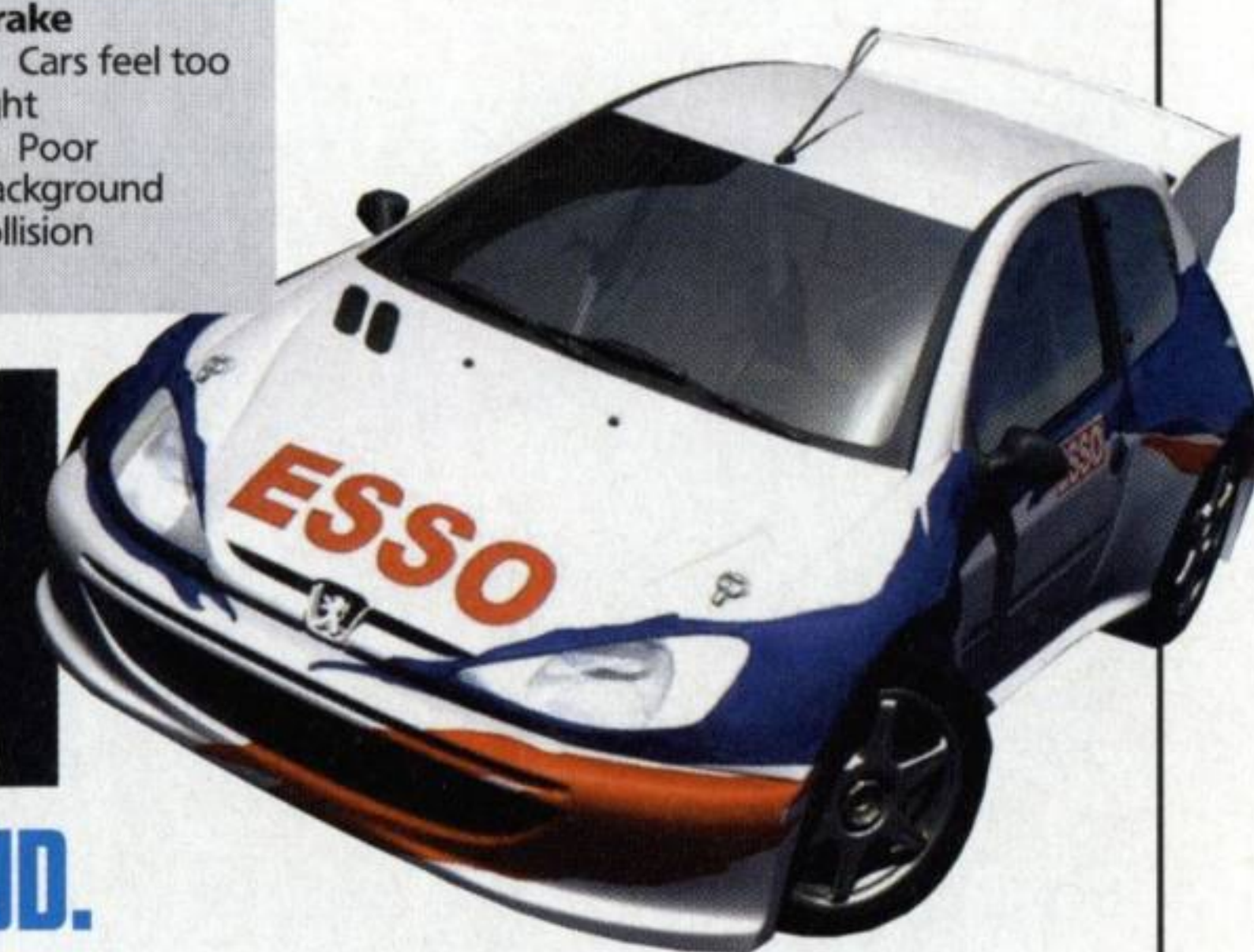


■ The lightness of the cars causes some handling problems.

↑ Uppers & Downers ↓

- Accelerate**
- It's very fast
 - Four players on screen simultaneously
 - Evil computer opponents

- Brake**
- Cars feel too light
 - Poor background collision



but it certainly adds to the atmosphere. On higher skill levels they're buggers to get past. Happily, you're not restricted to overtaking – with a bit of practice, you can learn to tip opposing vehicles over as you barge past, although they're not shy about doing exactly the same thing to you.

That said, there are flaws, serious enough to bug the hell out of true rally fans. The cars feel too light and often seem to flip over at the merest touch – quite a problem in a sport that involves shooting around narrow country lanes. What's more, the background collision detection is a little ropy, frequently allowing the front of your vehicle to pass through walls or into the ground. Although there's not a lot of pop-up, when this phantom appears on the horizon it's often confusing enough to send you completely the wrong way.

If you're a stickler for accuracy, the game will have you gnashing your teeth with dismay. If, however, you're just looking for a fast, fun rally title, *V-Rally 2* will be right up your street. The developers deserve a firm slap on the back for the excellent split-screen mode too, which manages to maintain the frantic pace, even with four players duking it out. There's also a nifty track editor which lets you create your own courses. *V-Rally 2* has many good points but, with *Colin McRae Rally 2.0* now under starters orders, Infogrames' title may be nothing more than a stop-gap. ★★★

Stuart Dredge

Or you could try...

Sega Rally 2
Sega ★★★★★
Entertaining but limited conversion of the coin-op favourite.

4 Wheel Thunder
Midway ★★★★★
It's not exactly a rally game but it does feature high-speed off-road action.



■ Giant bees – their buzz is worse than their bite.



■ Magic systems aren't complex. In Ice land, you'll need the fire spells. See?



SWORD OF THE BERSERK

- Publisher: Eidos
- Developer: Yuke's
- Release date: Out Now
- Price: £30
- Players: 1
- Extras: VM unit, vibration pack

■ You want to like *Sword of the Berserk*, if not for the hilarity of its name, then because it boasts a menacingly dark atmosphere and attempts, and, surprisingly for a videogame, succeeds, in creating a refreshingly inventive plot to back up the action. You really want to like it... but, you can't.

The problem with *SoB* is that it's too story-led. Almost two-thirds of the game is filled with – admittedly impressive – cut scenes, detailing the onslaught of Mandragora – a disease that turns mild-mannered villagers into raging lumps of gristle and flesh. When you do get a chance to take part, it's only for two or three minutes at a time, and even then hero Gattsu's only task is to chop his way through endless streams of brain dead foes. Even the amusement of his ridiculously-sized sword isn't enough to help.

SoB harks back to the days of *Dragon's Lair* and, more recently, *Wing Commander* and *The X-Files*. The plot twists and turns brilliantly and, if you'd just hired it out on video, you'd be pleased with your choice. But, for thirty quid's worth of PlayStation disc, you expect more than four slivers of gameplay for every half-hour.

Unfortunately, even if *SoB* had been more reserved with its cinematics, the quality of the game itself wouldn't have been good enough to see it through. Like *Resident Evil*, the game uses static camera angles, flicking between them as you move from section to section, but because the action is more frantic than Capcom's title, you're constantly shifting back and forth between angles, making fights annoyingly difficult. Additionally, the play areas are often tiny so your sword gets stuck on walls and misses victims who are standing right smack bang in front of you.

The result is a sort of cross between *Gauntlet* and *Resident Evil* that attempts both and can't do either. And it's a shame because, with such a strong premise to follow, *Sword of the Berserk* could have been a gory winner. ★★ **Tim Weaver**

SILVER

DREAMCAST RPG PUTS IN A STERLING EFFORT.

Let's be honest: it doesn't really matter whether *Silver* is any good or not. With so few RPGs available for Dreamcast, anything with a few wizards, goblins and magic weapons will be snapped up, even if it's rubbish. When you consider the success of the *Final Fantasy* series on PlayStation, it's shocking that *Silver* is only the second Dreamcast RPG to be released in the UK.

The plot involves an evil wizard called Silver who's decided to round up all the women in the land of Jarrah, helped by his evil son Fuge. You play square-jawed hero David, whose wife Jennifer is one of the hostages. Rescuing them involves hunting down eight magical orbs, which can then be used to defeat Silver and get the girls. The usual stuff, in other words.

Silver is very much a story-driven RPG, as there's relatively little opportunity to wander around doing exactly what you please. Although you have the freedom to move anywhere within the game world, you generally know exactly where you're going next and what you have to do when you get there. This is a good thing, as it makes for a less intimidating game environment for RPG novices.

The biggest problem is the fiddly combat system, which hasn't quite made a successful transition from the original PC version. It's easy enough to hack and slash but when you have a party of characters to control it gets difficult. Setting them all up to fight involves a complicated system of switching between characters and setting up combat orders, all during

the real-time fights. It's so frustrating that you're likely to end up just using David in most battles, leaving your other companions skulking, unused on the margins.

Still, that fault aside, *Silver* is an admirable stab at producing a quality Dreamcast RPG and, quite obviously, it's hardly besieged by competition at the moment. It's atmospheric, it pulls you into the game world and invites you to identify with its characters. It'll doubtless be superseded in the months ahead, but it's a fine game to be going along with. ★★★ **Stuart Dredge**

Game info

- Publisher: Infogrames
- Developer: Infogrames
- Price: £40
- Release date: June 30
- Players: 1
- Extras: VM unit, 60Hz mode

↑ Uppers & Downers ↓

- | | |
|--|--|
| Precious Metal <ul style="list-style-type: none"> ■ Engrossing storyline ■ Accessible ■ Dreamcast RPG fans are desperate | Fool's Gold <ul style="list-style-type: none"> ■ Fiddly combat system ■ Limited freedom |
|--|--|

Or you could try...

Evolution
Ubisoft ★★
Cutesy Japanese RPG in which you do very little but press the "next" button.

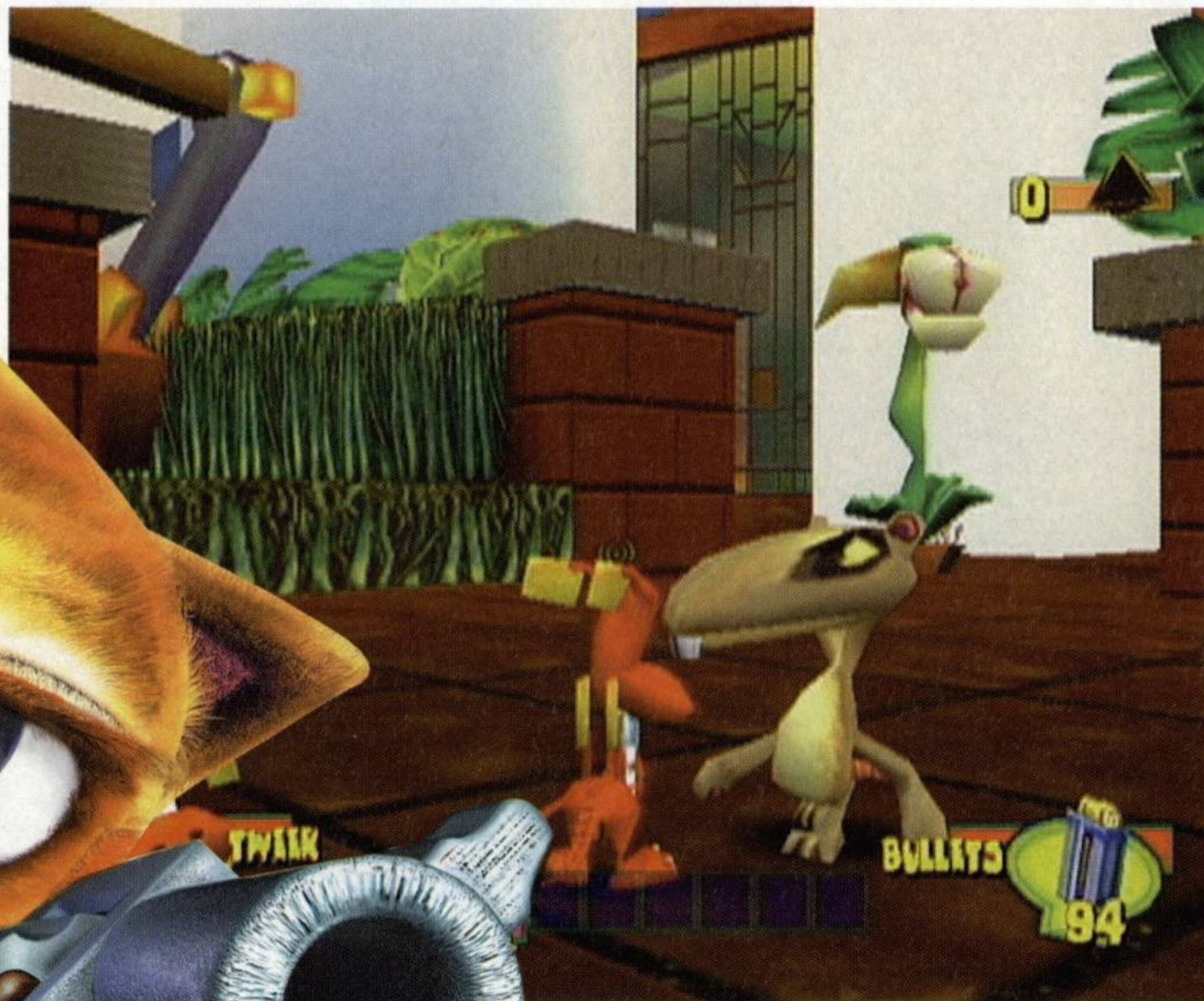
Sword Of The Berserk
Eidos ★★
Not an RPG, but a medieval-themed slash-'em-up adventure.



■ The titular evil wizard Silver and his son Fuge can marshal a powerful army to halt your progress.



■ Tweak the Dragon makes a new friend in the land of the dinosaurs.



■ Metal Gear-style box-antics.



■ Beavers in yellow coats.

Game info

- Publisher: **Acclaim**
- Developer: **Bizarre Creations**
- Price: **£40**
- Release date: **Out Now**
- Players: **1-4**
- Extras: **VM unit, Vibration Pack**

FUR FIGHTERS

GO ON, GIVE THIS DOG A HOME.

↑ Uppers & Downers ↓

Furry

- Outstanding presentation
- Lovably playable
- Huge, well-divided play areas

Fury

- A couple of niggly puzzles
- A small amount of back-tracking



■ New Quack City makes Gotham City look like Devon.



■ Back at the Beaver Dam, Bambi makes a cameo.

Fur Fighters is – frankly – fantastic. Try saying that with a mouthful of marbles. It's the sort of game that etches a permanent smile on your face as you continually unearth touches so nice that you have to tell someone about them – until you realise that (sigh) everybody else has gone out to lunch without you. Again.

But – with a lonely sandwich bought on credit from the sandwich lady – you opt to play on. *Fur Fighters* features an overdose of animal endorsement, so you find smirk-worthy adverts for "Shen Moo", "Resident Weevil" and "Quack" in the videogame shop in The World Quack Centre. In Quackenheim Museum, famous paintings adapted to feature animals adorn the walls, causing you to toast your sarnie to the programmers in admiration.

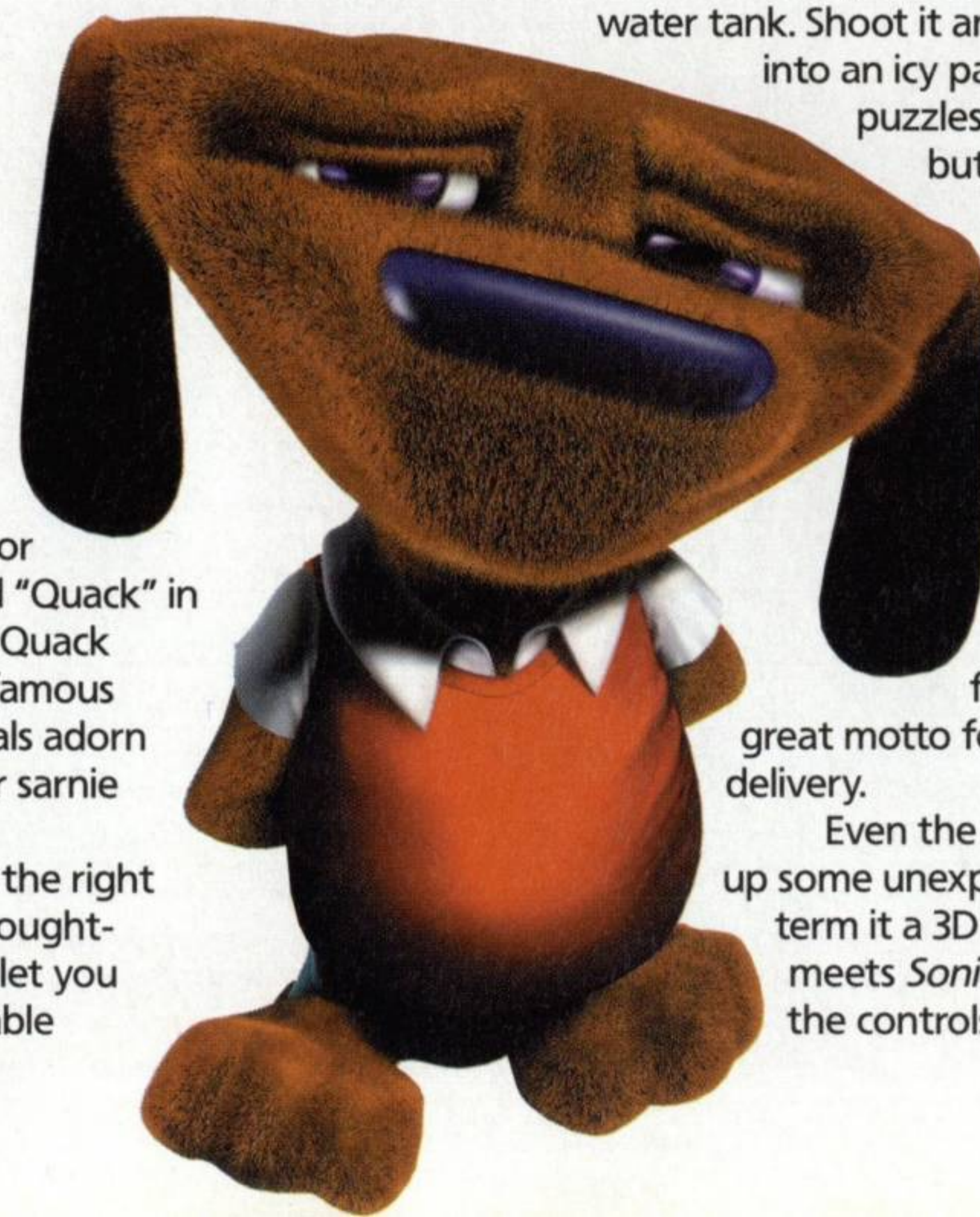
Puzzle-wise, *Fur Fighters* strikes the right balance between accessible and thought-provoking. A security guard won't let you through a door, but there's a movable

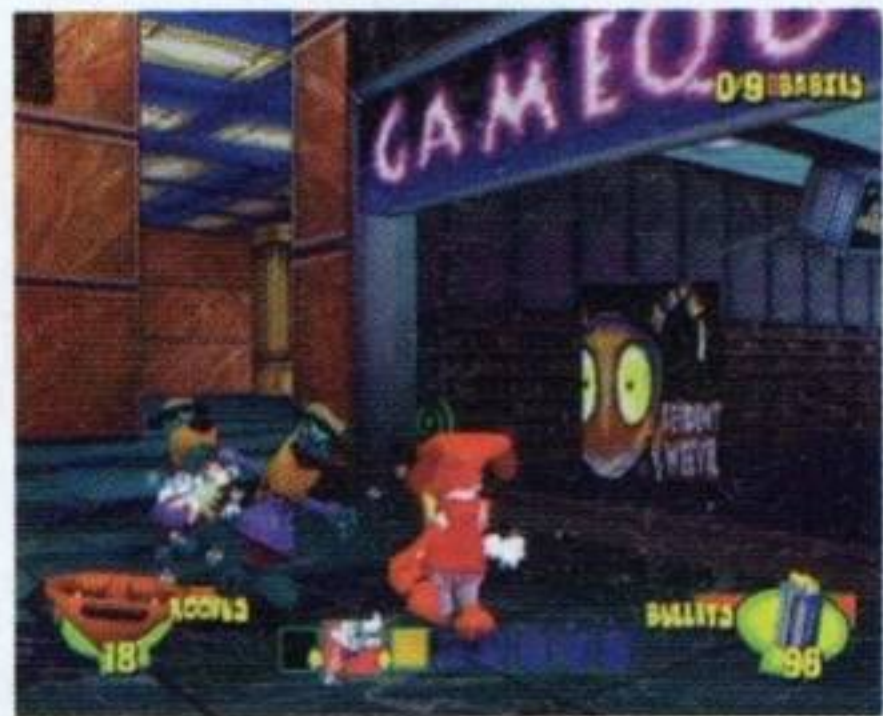
statue standing nearby. Simply push the statue to block the view of the security camera, and sneak through.

Later, you need to rescue a baby from a stranded ice-platform. Look on top of a nearby building and you'll spy a water tank. Shoot it and water cascades and freezes into an icy path leading to your baby. Some puzzles may take a while to fathom but none are as frustrating as realising – for example – that there are sultanas in your chicken sandwich, and you are going to have to pick them all out.

The lesson to be learnt from *Fur Fighters* (and indeed the sandwich lady) is never fail to expect the unexpected – a great motto for a game, but not such a great motto for office-based sandwich delivery.

Even the concept of *Fur Fighters* throws up some unexpected twists. Classically, you'd term it a 3D arcade adventure – *Mario 64* meets *Sonic Adventure*. But – brilliantly – the controls and weapon targeting throw





■ The first end of level baddy, Gwyneth the dragon, circles around the entire city waiting to be shot in the eye. Go get her.

FUR FIGHTERS STRIKES THE RIGHT BALANCE BETWEEN ACCESSIBLE AND THOUGHT PROVOKING.

In an element of first-person shooter, where the skills you've gained from playing *Quake* and *GoldenEye* will come in just as handy as your experience of cutesy platform games. Get your hands on the rocket launcher and you'll be hiding round corners, strafing into the firing line and going for the head shots to send your enemies' bonces bouncing clean from their torsos – just like you've been practising in *Soldier of Fortune*.

Fur Fighters' 3D adventure element is equally unique. General Viggo, a large menacing cat with a world domination complex, has – to deter the Fur Fighters from thwarting his plans – kidnapped their assorted litter of babies and scattered them over the play area. The Fur Fighters have six members: Roofus the dog, Juliette the cat, Rico the penguin, Bungalow the kangaroo, Tweak the dragon and Chang the firefox. Each Fighter has their own special skill (Juliette can climb walls, Tweak can glide) and – fantastically – speak their own Banjo-Kazooie-style language. Strategically placed teleports swaps you to a



■ The fantastic four-way "Fluff Match" deathmatch mode, where somehow the cuteness extenuates your need to kill.



■ The Space Station level, where the laws of gravity that you'll have become accustomed to are completely thrown out of the window. Up and down suddenly become very confusing indeed.



■ No friends? Try playing vs yourself with two pads. Nice.

■ [Right] A baby Firefox, ripe for rescue by its dad. Sweet.



different character when their special skill may be required. Also, a baby can only be rescued by its own mother or father. Ah, those important formative memories.

So, let's recap. Thrown into the *Fur Fighters* melting pot are: the Dreamcast's best graphics engine yet; a fantastic mix between exploring, via a Hub layout of the levels, and – because the required number of babies can be rescued in any order per level – non-linear puzzle solving; and a pleasing vastness – after more hours of playing than is good for us *Arcade* is still only a fifth of the way through.

There's a lovable array of characters, more atmosphere than a Russ Abott record and – nearly forgot to mention – a great four-player deathmatch mode (made surprisingly playable because you can morph between characters, so no one knows who you are). So, what have we learned? *Fur Fighters* is easily one of the best Dreamcast games to date. Just make sure you make your own sandwiches, that's all.

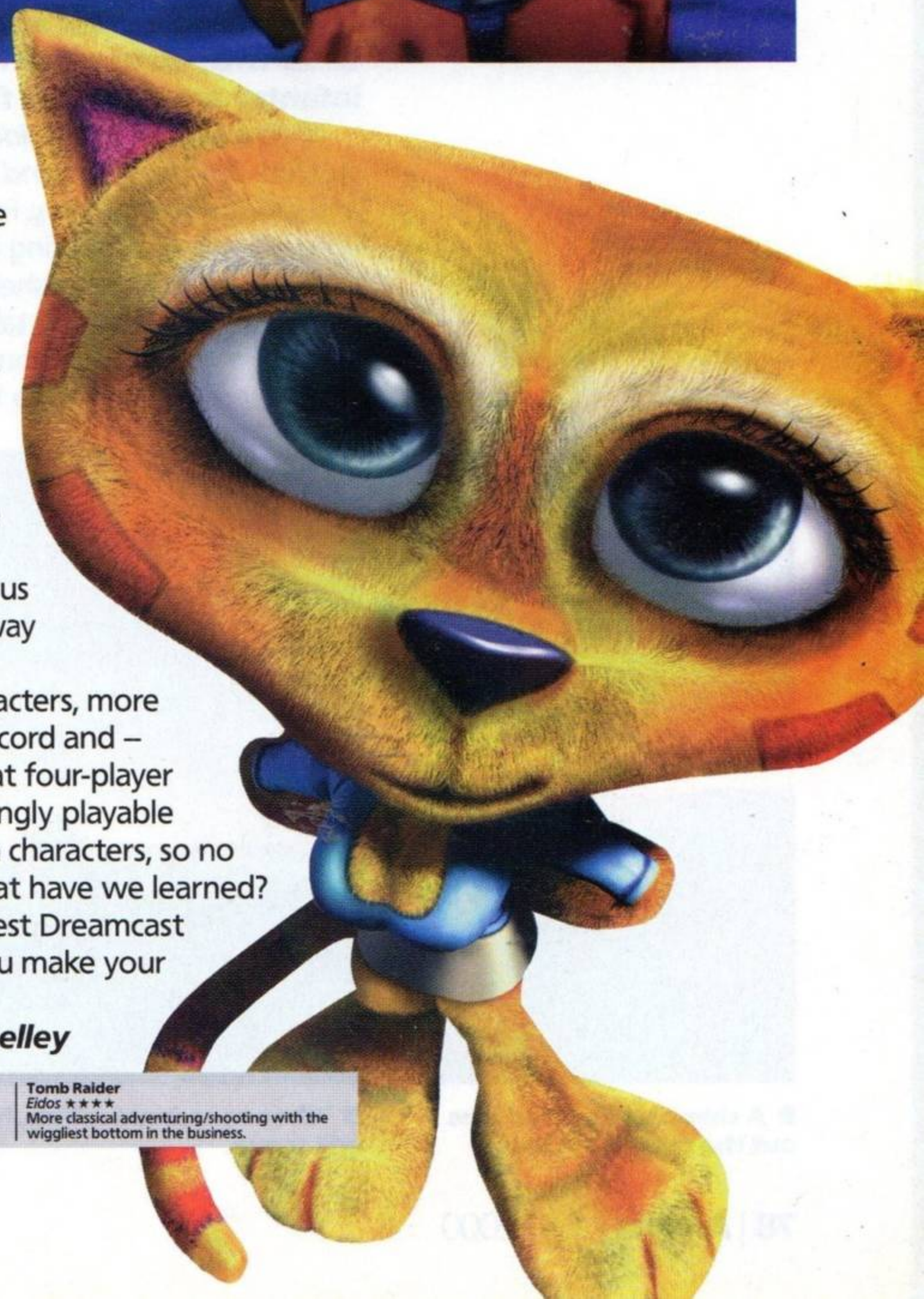
★★★★★

Rich Pelley

Or you could try...

Sonic Adventure
Sega ***
The speedy hedgehog returns, although he's starting to look a little dated.

Tomb Raider
Eidos ***
More classical adventuring/shooting with the wiggliest bottom in the business.





Game info

- Publisher: **Sierra**
- Developer: **Massive Entertainment**
- Price: **£35**
- Release date: **30 June**
- Players: **1-8**
- Minimum specs: **P233 (or 3D carded P200), 32Mb RAM, 115Mb HD space**
- Recommended specs: **PII 333, 3D card, 64Mb RAM**



GROUND CONTROL

WE'LL LEAVE THE "MAJOR TOM" JOKES TO EVERYONE ELSE.

Right. Imagine this. You're playing *Hidden & Dangerous*. Your little squad of men is crawling up the side of a hill. On the other side is the enemy base. They poke their heads nervously over the crest and find themselves face to face with three giant hover tanks. And a load of infantry are closing in from either side.

If you were playing *Hidden & Dangerous* you'd be stuffed. But this is *Ground Control*. So you coolly press F9 and click on the infantry. From behind comes a distant whoosh, steadily growing into a roar. The enemy troops disintegrate as artillery shells pound into them. Phew. That just leaves the tanks. A stab of F11 and the air fills with planes. Fragmentation bombs shatter the tanks' armour and your squad's rifles do the rest.



■ (Above left) Lost? Check the map. These Swedes think of everything. (Above right) Watch out for flying shell casings.



■ A chimpanzee could suss out the control system.



■ When squadrons collide, huge *Homeworld*-style dogfights will ensue.

Although it looks like a 3D *Command & Conquer*-type game and adopts the proven drag-and-click control system, *Ground Control* is really more of a squad combat game – but with tanks and planes as well as blokes. There's no resource-gathering and no base-building ("the tedious bits of typical RTS games" according to Sierra). You can't even construct new units. Instead, the focus is firmly on getting in there and giving the baddies what for. And the amazing thing is, although the screenshots might look like they're taken from an intro movie or something similar, that's what the game's actually like. Swedish newcomers Massive Entertainment have created a graphics engine that makes *Force Commander* look like a pile of AT-AT droppings.

Zoom the camera out and you get a useful strategic overview of the battlefield – ripping hills, craggy ridges, clumps of trees, your units exchanging fire with the baddies. Zoom in and suddenly you're right there in the thick of the action. Ultra-detailed tanks rumble past your ears, diesel smoke and dust billowing behind them. Troops let rip in a hail of spent bullet casings. Planes scream through the sky, pounding the ground with salvos of rockets. Fires flicker in the skeletons of shattered buildings. And the ground is rocked by colossal, spectacular explosions, sending shrapnel flying in all directions.



■ If you want to approach the action from above *Command & Conquer*-style you can.

It sounds like a recipe for slow-down misery, but, remarkably, the display stays jerk-free no matter what's going on. On a P350 with a Voodoo3 card, even the most heated ruck remains palatably smooth. Similarly accomplished is the control system, which takes mere seconds to master. The camera is propelled around the landscape using an almost *Quake*-like combination of mouse and cursor keys, with the mouse wheel (if you've got one) adjusting its altitude. It skims gracefully over the scenery rather than blundering through it, *Force Commander* fashion. And units can be moved, grouped together and generally bossed about as in any other *C&C*. They behave pretty intelligently for the most part, although they're easily confused when lots of them are crammed into a confined space.

Terrain is also used cleverly. Everything's done on line of sight, so you can only see enemy units if they're visible from the point of view of one of your units. This means you've got to make tricky choices between taking the high ground or sneaking through valleys. Or you could send a stealthy spotter unit up to the top of a mountain and then open up with your concealed rocket launchers. Lighting also plays a part – units sitting in the shadow of a cliff are less visible than ones out in the open. And "friendly fire" (now there's a weird term) comes into it too, so make sure your artillery barrage falls well ahead of your advancing tanks.

Oh yes. And although you can't build units, you do get a choice before each mission of what to load into your drop ships and how they'll be armed. Your basic options are men, tanks and planes (or, this being the future, men, terradynes and aerodynes), but there are also special units like anti-air guns and reconnaissance planes. And each unit can carry a range of special weapons, from grenade launchers to nuclear shells.

Quibbles? The plot's a bit flat, with loads of waffly background in the manual to be waded through to properly understand what's going



on. The missions aren't super-imaginative – mainly just a case of attacking a base or escorting someone or other – with few surprises. And you've got to choose a difficulty level, which in a strategy game seems like a cop-out on the designers' part. But none of this matters if you're playing multiplayer, for which *Ground Control* seems ideally suited.

Let's hope *Ground Control* doesn't replace traditional *C&C* games. Some people secretly enjoy all that "tedious" resource management stuff. But let's also hope loads of people buy it, because it's a fiendishly clever piece of game design that combines the nail-biting tension of *Hidden & Dangerous* with the sort of apocalyptic gaming action the PC was designed for. ★★★★★ **Jonathan Davies**

↑ Uppers & Downers ↓	
Controlled ■ Top-hole graphics ■ Simple controls ■ Cunning tactics required	Grounded ■ Iffy story ■ Twist-free missions ■ Difficulty levels?

Or you could try...

Force Commander
 LucasArts ★★★
 Shabby, near-unplayable attempt at a 3D *Star Wars* strategy game.

Tiberian Sun
 EA ★★★★★
 Benchmark traditional RTS, although with all that "tedious" management stuff.

■ Artillery is your trump card so protect it from harm.





■ "Every adventurer's dream – to hang around in bars."

SOULBRINGER

- Publisher: **Infogrames**
- Developer: **Infogrames**
- Price: **£40**
- Release date: **Out Now**
- Players: **1**
- Requires: **P233, 32 Mb, 400 Mb HD space.**
- Recommended: **P400, 128Mb, 16Mb 3D accelerator card.**

■ **At first glance, Infogrames' new effort appears standard RPG fare in the Baldur's Gate mould. However, you'll soon notice the lack of genre stalwarts such as orcs and goblins, banished in favour of rogues, zombies and blokes with menacing blue eyes.**

Soulbringer strikes a good balance between a linear story and free-choice meandering through the world of Rathenna. The plot rings a formulaic bell – power struggles across spiritual planes, souls trapped in crystals and the like – but the way you approach the game and put seven demons into requisite check is largely down to you. As you proceed, your strength, combat skill, mana and speed are all adjusted (hopefully upwards). The more subquests you opt for, the better equipped you will be in your day job, especially in terms of fighting combos and new attacks.

The magic system is neat too. Spells are categorised by elements (i.e. earth spells concern defence, water spells are about healing). The more you use spells of one type, the more powerful you become in this area – but, crucially, at the expense of the other attributes.

Rathenna's environments are wonderfully realised and the 3D rendering looks great, although the landscape is very samey throughout (lots of foresty villages and churches). On the downside, the interface can be sluggish, especially the slow-motion lurching which occurs when picking up an object or engaging in close combat. Unfortunately, these are the aspects which need to function absolutely fluidly for the other tricks and treats to be fully enjoyed.

If you don't find the usual RPG trappings a chore – there's much slogging through repetitive journeys and housekeeping your burgeoning inventory here – then *Soulbringer* provides enjoyable play for hours. It might also just offer hardened adventurers a few surprises. ★★★ **Gerred Blyth**



■ An old *EverQuest* fave, the spider-woman thing.



■ Many of *EverQuest*'s inhabitants are stock fantasy creatures...

■ ...except the Iksar (right), exclusive to *Ruins Of Kunark*.



EVERQUEST: RUINS OF KUNARK

THE FANTASY WORLD THAT NEVER SLEEPS.

The second commercial online role-playing game, and the first to be presented in full 3D, Verant's *EverQuest* has been running for over a year now but has proved tricky to get hold of here in the UK. With the release of the first major expansion pack, *Ruins Of Kunark*, and a European publishing deal with UbiSoft, this incredibly successful and popular game will become widely available on this side of the Atlantic for the first time.

Online role-playing games like *EverQuest* are similar in most respects to traditional single player RPGs – you create a character and set off to find adventure in a massive game world. What makes the online games different is that, rather than being alone in a world of computer-controlled characters and monsters, there are hundreds or thousands of other players exploring, fighting and adventuring alongside you, and there are no fixed plots or goals – you decide your own destiny. The potential for friendships and rivalries, co-operation, group tactics and just meeting new people is vast. It's this level of freedom which makes these games a truly unique, compelling and addictive experience.

EverQuest is a traditional fantasy game, set in a world populated by orcs, goblins, elves, dwarves and all the other creatures and peoples you'd expect. Combined with the class-and-level-based game system, this makes it pretty approachable, even if you're a complete online RPG novice.

It's also very pretty to look at – *EverQuest* is still the most visually appealing of the three current online RPGs

Game info

- Publisher: **UbiSoft**
- Developer: **Verant**
- Price: **£35**
- Release date: **Out Now**
- Players: **Virtually Unlimited (online only)**
- Requires: **P300, 64MB RAM, 3D accelerator card, internet connection**
- Recommended: **P500, 128MB RAM, 16+ MB 3D accelerator card, 56k modem or better**

↑ Uppers & Downers ↓

Merlin
 ■ Simple interface – easy to pick up
 ■ Vast world to explore
 ■ Attractive 3D graphics

Paul Daniels
 ■ Inflexible game system
 ■ Takes ages to achieve anything
 ■ Grouping can prove frustrating



(the ageing *Ultima Online* and Microsoft's more recent *Asheron's Call* being the other two). The new *Ruins of Kunark* expansion, included in this boxed set along with the original game, adds a whole new continent with much improved graphics designed to make the most of advances in 3D accelerators and processor speeds since the original game's release.

On the downside, the simple nature of the game system means that *EverQuest* lacks some of the flexibility and depth of *Asheron's Call*, and there are some problems with the design of the world that lead to intense competition for certain items and equipment. However, provided you don't mind paying the monthly subscription fee (\$9.95, or about six quid in proper money) and have a cheap or – even better – free internet connection, *EverQuest* remains a good introduction to the rapidly expanding genre of massive multiplayer online gaming.

Be warned, though – it's not known among its players as *EverCrack* for nothing, you know. It really is *that* addictive. ★★★

Andy Butcher

Or you could try...

Asheron's Call
 Microsoft ★★★
 Easier entry for beginners allied to greater depth and flexibility.

Ultima Online: The Second Age
 Electronic Arts ★★★
 The current incarnation of the pioneering online RPG.

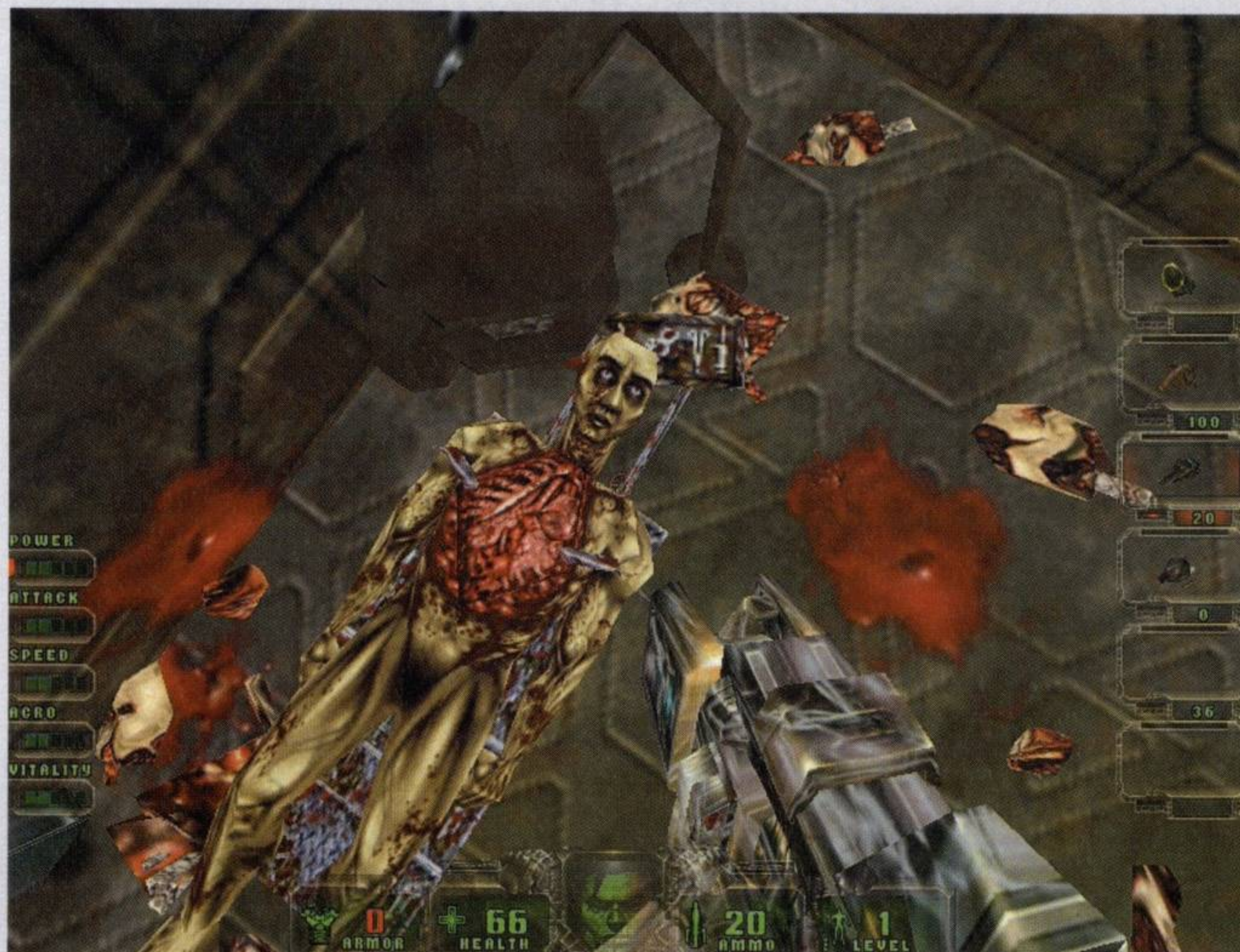


■ The annoying AI of the sidekicks spoils the game.



■ Time travelling troubles using the Quake 2 engine.

■ Daikatana has its fair share of action and gore.



■ Canine carnage abounds in the eccentric MDK 2.

MDK 2

- Publisher: **Interplay**
- Developer: **Bioware**
- Price: **£40**
- Release date: **Out Now**
- Players: **1**
- Required spec: **P200, 16Mb, 405Mb Hard Drive space, 4Mb 3D Accelerator card.**
- Recommended spec: **P300, 32Mb, 8Mb 3D Accelerator card.**

■ It's been doing the Dreamcast rounds for a month. Now MDK2 brings all its style, carnage and unabashed eccentricity to the PC, with a gun-toting dog and a mad professor along the way.

Thankfully, Kurt (Doc's janitor of the not-so-mild mannered type) is also at hand, dressed in a specially made suit of 40% cotton and 60% anti-alien weaponry. These three likely geezers are all that stand in the way of total alien domination of the Earth. And what makes it really exciting is that you get to control them and kill stuff. Hurrah!

To those who know the Dreamcast version (or have spied it with beady green eyes), the plot will sound unsurprisingly familiar. But – crucially – so is the gameplay and the frantic shenanigans of alien suppression. Given that the Dreamcast version was such a romp, this is definitely a good thing.

Everything seems to be included in the PC offering: blissful visualisation of funky alien hideaways, devious puzzles for Doc Hawkins to get stuck into, and hordes of beastly enemies on Max the dog's levels that offer more of a threat to our canine hero than they do to the rock-solid frame rate.

Movement is controlled from the keyboard, allowing your mouse hand to make rotations of head and body while shooting and jumping. It's an intuitive system and lets you concentrate on seeing aliens into their icky green graves. This is vital for end level bosses where you really have to think carefully about your plan of attack.

MDK2 is a visual feast and will certainly elicit a few wry smiles from those who thought that the frenetic blast-'em-up had bowed out in favour of sneaking around and taking it seriously. If you've got spare cash at the end of the month then the answer is clear. Fetch. ★★★★★ **Gerred Blyth**

DAIKATANA

BLINK HARD. RUB YOUR EYES. IT'S FINALLY HERE.

If ever a game was cursed it's *Daikatana*. A string of dismissals, departures and publisher rejections of code have taken the four-year project beyond the realms of anticipation and into the wilderness of apathy. The modified *Quake 2* engine is more in need of a

replacement than a service, and the title relies too much upon its hyped features – diverse worlds and a buddy system in which you play alongside two AI sidekicks – to prevent the sands of respect from running through its arthritic fingers.

The four worlds, with the exception of the opening swamp levels, are visually impressive and staggering in size, if very linear. *The Terminator*-esque plot (change history through time travel) involves three time-displacements using the charged *Daikatana* sword, the rescue of which is the object of the first mission through *Quake*-style industrial environments.

The second episode takes the trio to a mythical ancient Greece of skeletons, gorgons and griffins; the third to the snowy villages and castles of the plague-ridden, demon-infested Dark Ages of Norway; and then it's off to the future – fighting out of Alcatraz jail and up through the skyscraper fortress of evil mastermind Mishima.

There's no denying the impressive size and diversity of *Daikatana*, but the sidekick system makes it a chore on a par with taking your grandparents around every floor and department of Harrods during its sale. Sidekicks have trouble getting past closed doors and even when commanded to follow they wander back absent-mindedly through half the level. They whine repetitively when bumped and moan when told to follow. It's as if Ion Storm was attempting to breathe some life and independence into the aides, but the result, instead, is a couple of senile monsters. Euthanasia would be the kindest option, but even this is denied. They must be kept healthy, sadly.

Game info

- Publisher: **Eidos**
- Developer: **Ion Storm**
- Price: **£35**
- Release date: **Out Now**
- Players: **1-32 (Internet, LAN)**
- Requires: **P233, 32Mb RAM, 200Mb HD Space, 4Mb OpenGL 3D Card**
- Recommended: **P11 300, 64Mb RAM, 450Mb HD Space, 16Mb OpenGL 3D Card**

↑ Uppers & Downers ↓

Ayekatana!

- Four massive episodes
- Excellent level design
- It's finally over

Whykatana?

- Sidekick hell
- Dated engine
- Irregular saves



■ Order your companion to follow and he moans.



■ The huge size of the worlds is impressive.

A couple of years ago we might have lauded the sidekick concept as a brave, if ultimately flawed, attempt to advance the interaction of *Half-Life*, where guards could be commanded to simply stay or follow (in *Daikatana* they "obey" a range of five commands). However, the atrocious reactions of *Daikatana's* pesky companions will now impress no-one and the *Quake 2* engine has already been tweaked with better AI results for *Kingpin*.

Like finally finding the Titanic, *Daikatana* is awesome in scale and of great historical interest, but you really wouldn't want to take a long cruise given its present condition. It's worth a remote viewing, and you're struck with a sense of what might have been, but, ultimately, *Daikatana* is best left in the gloom as a monument to incompetence and disaster. ★★★ **Dave Singleton**

Or you could try...

Half-Life
Sierra ★★★★★
Still the FPS daddy, even if it too is beginning to show signs of age.

Kingpin
Virgin/Interplay ★★★★★
Much better models and sidekick AI than *Daikatana*, if far shorter.



■ **Allegiance** players will be pleased to discover that the usual deathmatch dogfights are available.

Game info

- Publisher: **Microsoft**
- Developer: **Microsoft**
- Price: **£35**
- Release date: **Out Now**
- Players: **Virtually unlimited (online only)**
- Requires: **P200, 32MB RAM, internet connection**
- Recommended: **P500, 128MB RAM, 16+ MB 3D accelerator, 56k modem or better**

ALLEGIANCE

ONLINE GAMING – THE FINAL FRONTIER.

Online-only space combat game *Allegiance* is set in a future where the Earth has been destroyed by a rogue asteroid. The surviving remnants of humanity have banded together into a number of factions and engage in endless low level warfare, fighting over resources and technology in an effort to gain domination of the solar system.

The reliance on internet play means that *Allegiance* has been designed with co-operative play very firmly in mind. Players split into teams, each team has a commander and the game becomes more like a *Homeworld*-style real-time

strategy title, issuing the orders not just to computer-controlled drones, but human players.

Allegiance is, perhaps, a little too ambitious in some respects. Like all co-operative multiplayer games, it only really comes into its own when you play regularly with the same people and start to develop real teamwork. Nonetheless, for experienced players – especially those with a taste for space combat – *Allegiance* comes highly recommended. ★★★★★

Andy Butcher

↑ Uppers & ↓ Downers ↓

Warp drive
 ■ Effective combination of space combat and real-time strategy
 ■ Huge depth and scope, with varied, challenging gameplay
 ■ Smooth, fast and slick graphics engine

Wart drive
 ■ Complex and confusing to get to grips with
 ■ Only at its best when playing with a regular team of people
 ■ Evenly matched games can go on for hours

Or you could try...

Homeworld
 Sierra ★★★★★
 A simply awe-inspiring epic space strategy adventure.

Starlancer
 Microsoft ★★★
 Enjoyable but unremarkable recent space blaster.

Also released

More PC games than you can shake a graphics card at...

Words by | **Steve Brown**



NASCAR 2000

- Publisher: **Electronic Arts**
- Developer: **Stormfront Studios**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1-8**
- Minimum Specs: **P200, 32Mb RAM, 100Mb HD**

■ The US target audience will lap up this latest *NASCAR* offering from EA but, unless you're the UK devotee of this motorsport niche, it has little to offer the wider racing-sim fan-base. Visually there's no knocking it, but the tracks do little to alleviate the boredom of orbiting the ovals of the main courses. ★★



SIM CITY 3000 WORLD EDITION

- Publisher: **Electronic Arts**
- Developer: **Maxis**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1**
- Minimum Specs: **P166, 32Mb RAM, 270Mb HD**

■ This may be just an update of *Sim City 3000* but it's worth obtaining for the extensive additions. There are hundreds of new buildings, 13 new single-player scenarios and four hilarious new catastrophes. Architect tools and real-time building replacement also allow added longevity. ★★★★★



CRICKET 2000

- Publisher: **Electronic Arts**
- Developer: **EA Sports**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1-2**
- Minimum Specs: **P200, 32Mb RAM, 100Mb HD**

■ EA have cynically re-hashed *Cricket World Cup '99*. It looks and plays identically, providing solid arcade fun with one-day friendlies, Super Six compos and the World Cup, but fails to fix old problems such as the accuracy of bowling styles and the ease of sending a batsman back to the pavilion. Just not cricket! ★★



MARTIAN GOTHIC UNIFICATION

- Publisher: **Take 2**
- Developer: **Creative Reality**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1**
- Minimum Specs: **PII 266, 32Mb RAM, 450Mb HD, 3D Card**

■ *Resident Evil* camera styles and space-flavour zombies lend an eerie atmosphere to this action-adventure. A demanding plot, well-animated, realistic 3D models and sumptuously detailed interiors promise a great horror ride, but this wonderful jigsaw still feels slightly incomplete. ★★



METAL FATIGUE

- Publisher: **Psygnosis**
- Developer: **Zono**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1-8**
- Minimum Specs: **P200, 32 Mb RAM, 60 Mb HD, 3D Card**

■ This romping, stomping, giant robot RTS offers great complexity through a unique 3D mapping system which gives views of the action from planet surface, subterranean caves and orbiting asteroids. The camera system is fully flexible and the three-way combat of the single-player missions adds further depth. ★★★★★



GIANT KILLERS EURO MANAGER 2000

- Publisher: **On-line Sports**
- Developer: **Smoking Gun Productions**
- Price: **£25**
- Release Date: **Out Now**
- Players: **1**
- Minimum Specs: **P166, 32Mb RAM**

■ A very watered down version of *Championship Manager*, this management sim is aimed directly at under-16s. Decreasing the complexity just seems lazy and the publisher's recourse is merely to boast a great soundtrack. Can we kick it? Yes we can... ★★



ASHERON'S CALL

- Publisher: **Microsoft**
- Developer: **Turbine**
- Price: **£35 and £7/month sub**
- Release Date: **Out Now**
- Players: **Virtually unlimited**
- Minimum Specs: **P200, 32Mb RAM, 28.8K Modem**

■ An online-only RPG in the vein of *Everquest* and *Ultima Online*, *Asheron's Call* expands on their success with superior graphics and a far easier entry for beginners. A huge variety of societies gives great scope for all the role-playing motives you could imagine. With constant updates to the world it will just keep getting better. ★★★★★



MAJESTY

- Publisher: **Hasbro**
- Developer: **Cyberlore Studios**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1-8**
- Minimum Specs: **P166, 32Mb RAM, 314Mb HD**

■ Take up the crown in a rich fantasy land of knights and sorcery. You must act as a regal recruitment consultant, hiring heroes to do your dirty work and protecting the peasantry from the evil intentions of goblins, trolls and bad wizards. Every character has its motives and this makes for a refreshing blend of chance and management. ★★



FORMULA ONE WORLD GRAND PRIX

- Publisher: **Eidos**
- Developer: **Lankhor**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1-12**
- Minimum Specs: **P233, 32Mb RAM, 3D Card**

■ It's unusual for a major publisher not to have a F1 game out this year but Eidos' title does seem to be rather a token effort. It's uninspiring in terms of graphics and realism and the AI of the other drivers is simply risible. There's zero commentary and the 1999 season data puts it in the shadow of EA's *F1 2000*. ★★



RISK 2

- Publisher: **Hasbro**
- Developer: **Deep Red**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1-8**
- Minimum Specs: **P166, 16Mb RAM**

■ One of the best board game conversions ever seen for the PC, *Risk 2* provides a no-nonsense interface through which you can zoom into animated battles. The AI is scarily good. This is essential, as an all-human game is never going to be as attractive as vegging out around a coffee table game on comfy sofas. ★★★★★



MUSIC 2000

- Publisher: **Codemasters**
- Developer: **Codemasters**
- Price: **£35**
- Release Date: **Out Now**
- Players: **1-3**
- Minimum Specs: **P266, 32Mb RAM, 3D Card, 275Mb HD**

■ Although the professionals always use more serious packages, this is an affordable way for the amateur to lay down some polished tracks. Everything from riff creation to mixing and post-production effects is consolidated in one, easy-to-navigate program. *Music 2000* is also versatile with multiple input and recording options. ★★★★★



TEST DRIVE 6

- Publisher: **Cryo**
- Developer: **Accolade**
- Price: **£30**
- Release Date: **Out Now**
- Players: **1-8**
- Minimum Specs: **P233, 64Mb RAM**

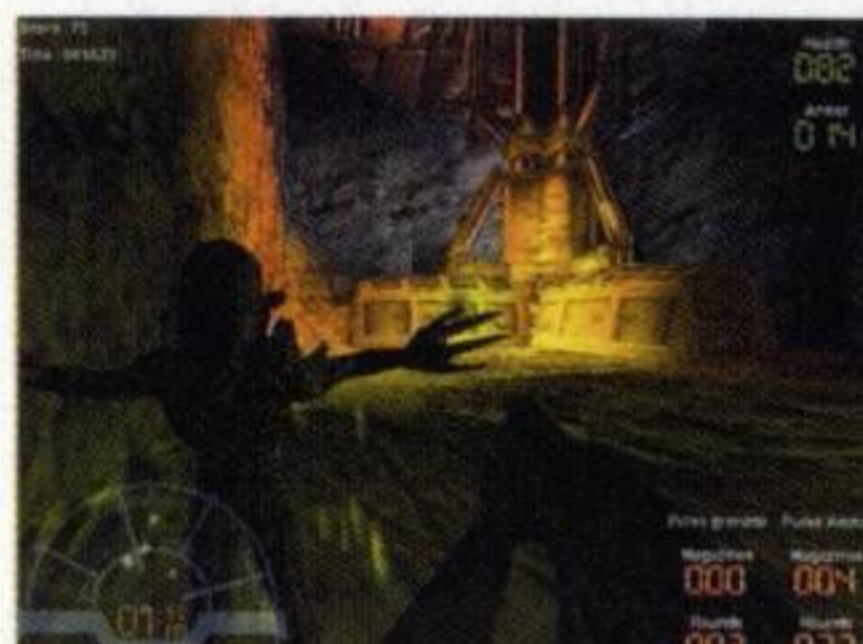
■ *Need For Speed's* poor relative comes to stay again and it becomes hard to even maintain a weak facade of politeness. Very average graphics, a complete lack of visible damage and embarrassing circuits make this possibly the worst in the arduous *Test Drive* series. The AI quickly convinces you that all this drive will test is your patience. ★



■ You'll be dead in seconds, you know. That's *AvP!*



■ Beware the alien blood – it's not very good for you.



■ Don't give him a big hug, whatever you do.



■ We reckon the Predator is the best beast by far.



■ There's many different types of Aliens in the game.

ALIENS VS PREDATOR GOLD

IT'S GOLD ALRIGHT, BUT IS IT OLD?

It's a tricky one, this. *Aliens Vs Predator Gold* isn't an add-on pack, and neither is it a new game – it's merely a tweaked, bonus-stuffed version of the original, and is thus difficult to recommend to those of you who already own a copy of the first game. On the other hand, if you've never had the pleasure of slaughtering along with two of cinema's most enduringly horrifying creations (plus human Marines), then this is the place to start.

Aliens Vs Predator is a tense and terrifyingly fast blast-a-thon between the three races which remains tremendously atmospheric and utterly playable. The extras bundled in for the *Gold* edition include some new weapons, the best of which is the superb Skeeter, which fires projectiles that ricochet from every available surface before homing in on a target. There's also a clutch of new multiplayer levels

including Hadley's Hope, the terraforming colony from *Aliens*, and plenty of other dank, dark and downright evil environments to fight in.

It's not quite enough to really constitute value for money, but for *AvP* newbies, they're nice touches and add a little more to the game.

What's certain, however, is that this remains a thrilling (if relatively basic) first-person shooter and the only tool available which can settle that age-old debate over who would win in a fight: the Alien, the Predator or the Marine. And the answer? They'd all die. Horribly. And very, very quickly.

★★★

Jes Bickham

Or you could try...

Half-Life
Sierra ★★★★★
All kinds of alien unpleasantness oozes through the time portals. Blast them!

System Shock 2
Electronic Arts ★★★★★
More evidence of unsavoury alien violation. Better have that big gun ready.

Game info

- Publisher: **Fox Interactive**
- Developer: **Rebellion**
- Price: **£30**
- Release date: **Out Now**
- Players: **1 - Internet/LAN**
- Requires: **P233, 64Mb RAM, 3D card**
- Recommended: **PII 400**

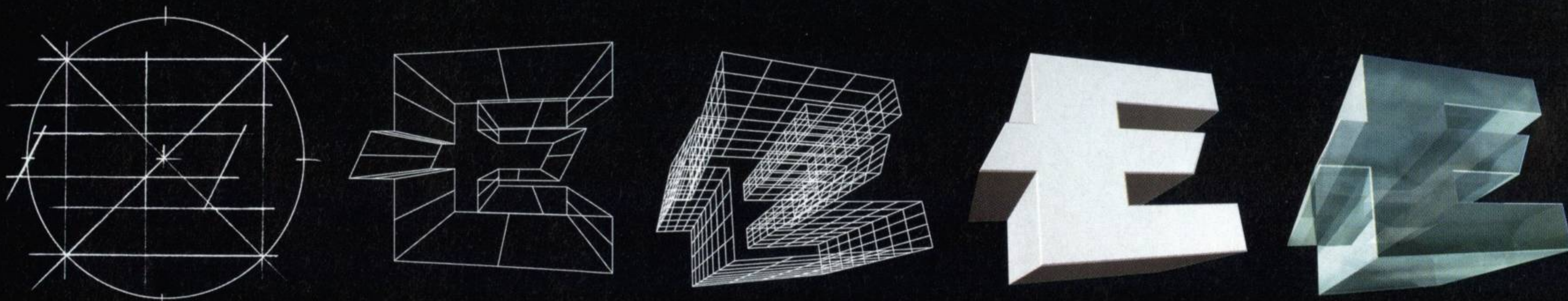


↑ Uppers & Downers ↓

Xenomorph
■ Original is a great, fast, messy shooter
■ New weapons and multiplayer levels

Xenophobe
■ Not enough new stuff if you already own the game

Videogaming is changing.



So is its bible.

14.8.00

New Nintendo 64 Games



■ Mini-game victory brings with it a brief moment of elation, but the structure of the board game means that random dice throws can sometimes be of greater significance.



■ Turn your head in a different direction to Wario.



■ Tilt the tile to gradually reveal Toad's face.

Game info

- Publisher: Nintendo
- Developer: HudsonSoft
- Price: £45
- Release date: On sale now
- Players: 1-4
- Extras: Rumble Pak

MARIO PARTY 2

THE NINTENDO GANG GET ON BOARD AGAIN.



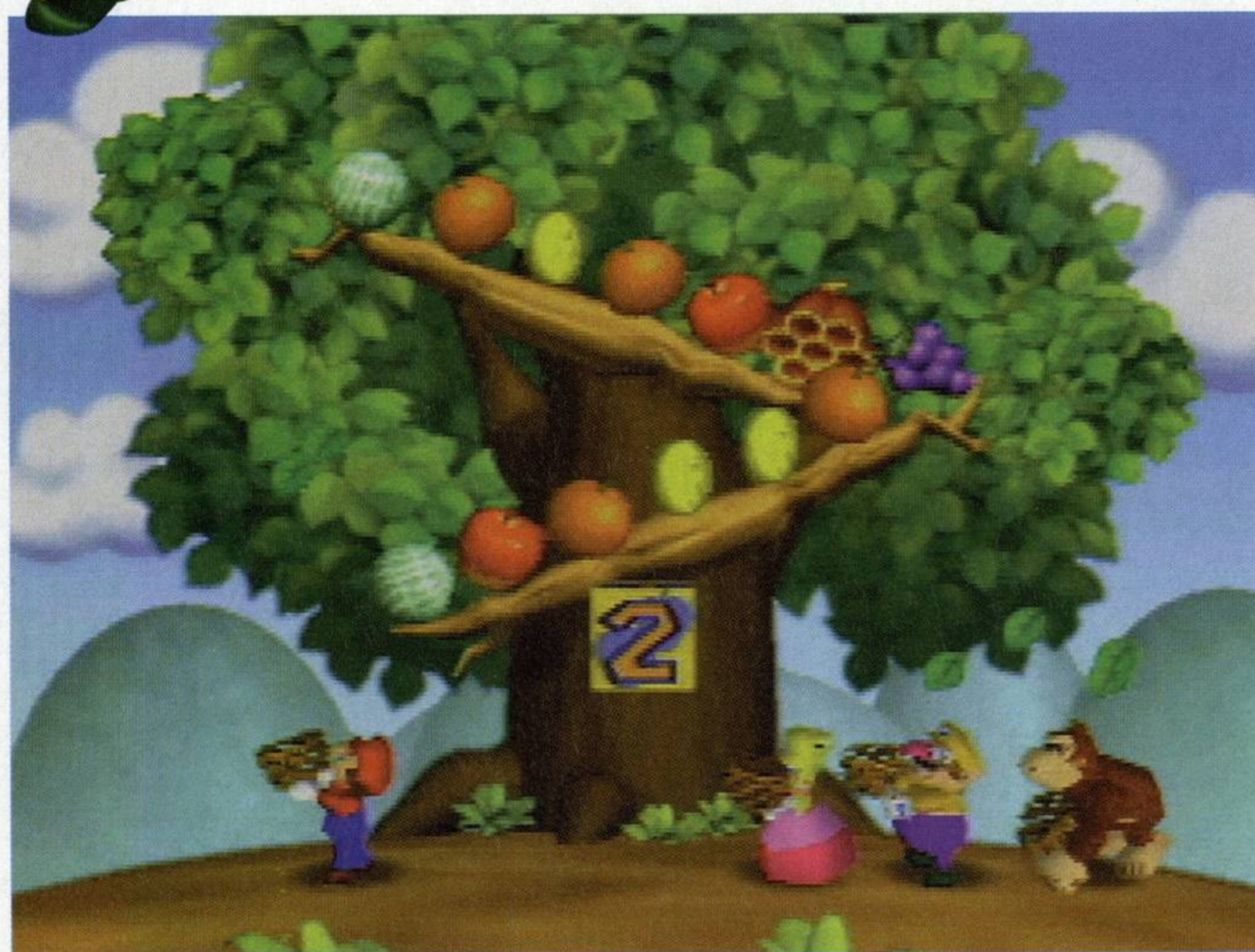
Before you scoff at the old-skool concept that is the board game, think back to those halcyon days when the last day of term played host to a dice rolling frenzy. There was a time, before Game Boy link cables, when kids would be enthralled by the likes of Cluedo, Frustration and Go For Broke. Board games are indelibly etched onto our subconscious, which is why the premise of *Mario Party 2*, a board game on your N64, is not really so strange.



Sure, the idea of using the console's formidable technology to perform such simple tasks as moving a character around the board or rolling a dice is a little contrary, but at least this part of the game is enlivened by the animated antics of Mario and co, and at least you don't keep losing your dice under the sofa. *Mario Party 2* is certainly a hell of a lot more fun than the stupid old Game Of Life but, for those of you to whom wet playtimes are but a hazy memory, the game will seem a little childish and simplistic.

All of Mario's usual crew are in attendance and you can play as Luigi, Wario, Yoshi, Peach, DK or Mario himself. Predictably, Bowser takes the role of pantomime baddie, intermittently spiring players off the board and into his mock-devilish lair where he forces them to play games of "chance" (which, suspiciously, he always seems to win). Toad is the amiable master of ceremonies, patiently explaining the rules and dishing out the special prizes.

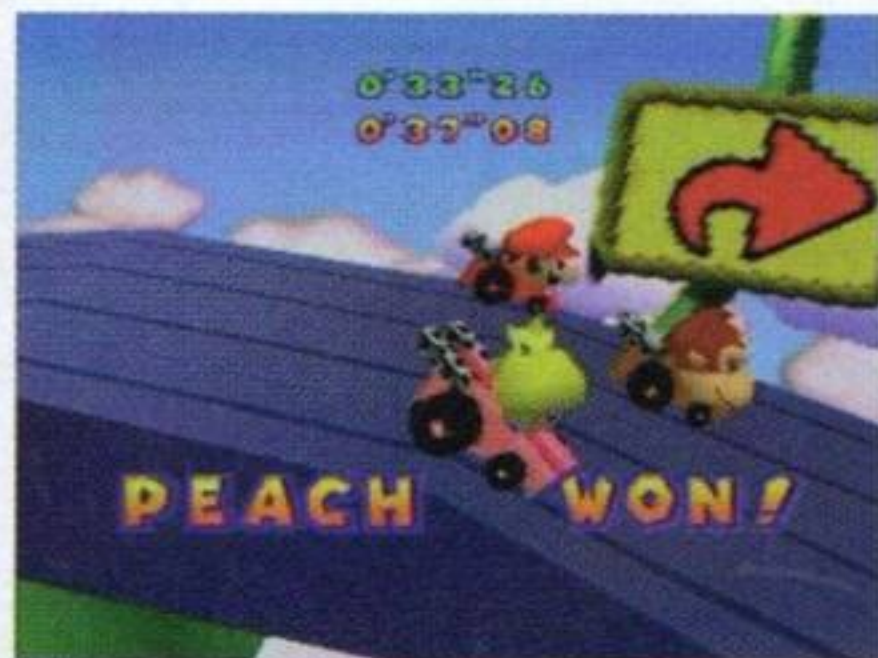
As with the original *Mario Party* title (released in spring last year), the game's appeal lies in the vast array of weird and wonderful action mini-games within which utilise ingenious gameplay techniques. Whether being asked to run a relay race using a fish as a baton or to climb aboard a spacehopper and push other players off an icy platform, the mini-games constantly surprise and delight. Each has its own simple and highly individual control system – Nintendo was famously forced to offer free gloves to owners of the original *Mario Party* when a mini-game which required vigorous rotation of the analogue stick resulted in players grazing their palms. *Mario Party 2* should be chafe-free, but you *will* be required to bash the buttons, tap out the rhythm to Luigi's dance steps and flick the analogue stick like a catapult.



■ Not all the mini-games are based on reaction speed – here's one where you have to calculate the likelihood of catching a beehive in your basket instead of some tasty pieces of fruit.



■ Wario's favourite sport of Koopa shell bowling.



■ The scalextric mini-game is a definite highlight.



■ Not the Mario sprint, but a game where you compete to wind up floating clockwork toys.



■ A different kind of Mario Kart – work together to get a rhythm going on the train carts without spinning off the bend.



■ Leg it from Boo the giant ghost and nab bonus coins.



■ Keep your balance and push others off the icy platform.

THE GAME'S APPEAL LIES IN THE VAST ARRAY OF WEIRD AND WONDERFUL MINI-GAMES WITHIN.

For the most part, the mini-games are condensed, flavoursome morsels of pleasure and, with basic instructions explained clearly before each one, every player can compete on a level playing field for a precious purse of gold coins. It's a shame that the essential structure of *Mario Party* forces you to endure the cumbersome moving-and-shaking board game episodes to reach the mini-games. The scoring system also seems weighted against the mini-game victor – winning may only bring the reward of ten coins, when a far greater haul can be acquired as the result of a random dice throw.

The ultimate aim is to be the player with the most stars at the end of a pre-arranged number of turns. However, the random nature of movement around the board and Toad's almost arbitrary allocation of bonus stars at the finale makes for a frustrating outcome (you can lose the bonus star system, but this means more option screen fussing).

The advice for anybody over the age of twelve is to head directly to the mini-game park and forget the board-based part of the game altogether. This rather defeats the object of *Mario Party 2* but it means

you're eating the meat without having to swallow the gristle. This is basically the route taken by Konami's superior *Bishi Bashi Special* for PlayStation, a game that has essentially pilfered *Mario Party's* mini-game concept, but which dispenses with the extra guff and fires hilarious challenges at you with barely a pause for breath.

If you hadn't already guessed, *Mario Party 2* is also a largely futile experience without four players. The AI is by no means consistent – in some mini-games the CPU-controlled characters will perform nigh-on impossible feats while, in others, they'll act like complete divs. This is a fault magnified by the fact that a minority of mini-games are a bit shit to begin with, but play through the mini-game park mode with three mates and you're bound to have a ball. You can also play for about an hour without the same mini-game recurring, although several challenges boast striking similarities.

Do you really want a board game on your console? It's not necessarily a strange concept given the original *Mario Party's* success (and considering that Sega is soon to release the not dissimilar *Sonic Square*), but certainly one aimed at the younger, less demanding gamer. The Mouse Trap game is, at this moment, gathering dust in your loft. On this evidence it can stay there. ★★★

Sam Richards

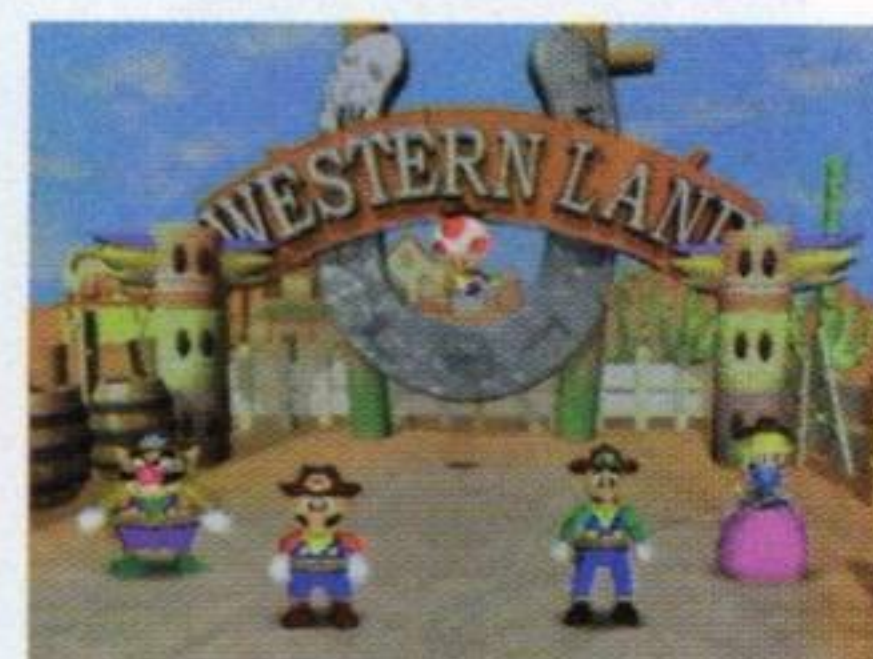
Or you could try...

Mario Kart 64
Nintendo ★★★★★
The best fun you can have with the little moustachioed fella and his friends.

Mario Golf
Nintendo ★★★
Mario, Wario, Luigi and Peach get to don their pringles and plus fours.



■ Toad explains the rules before each mini-game.

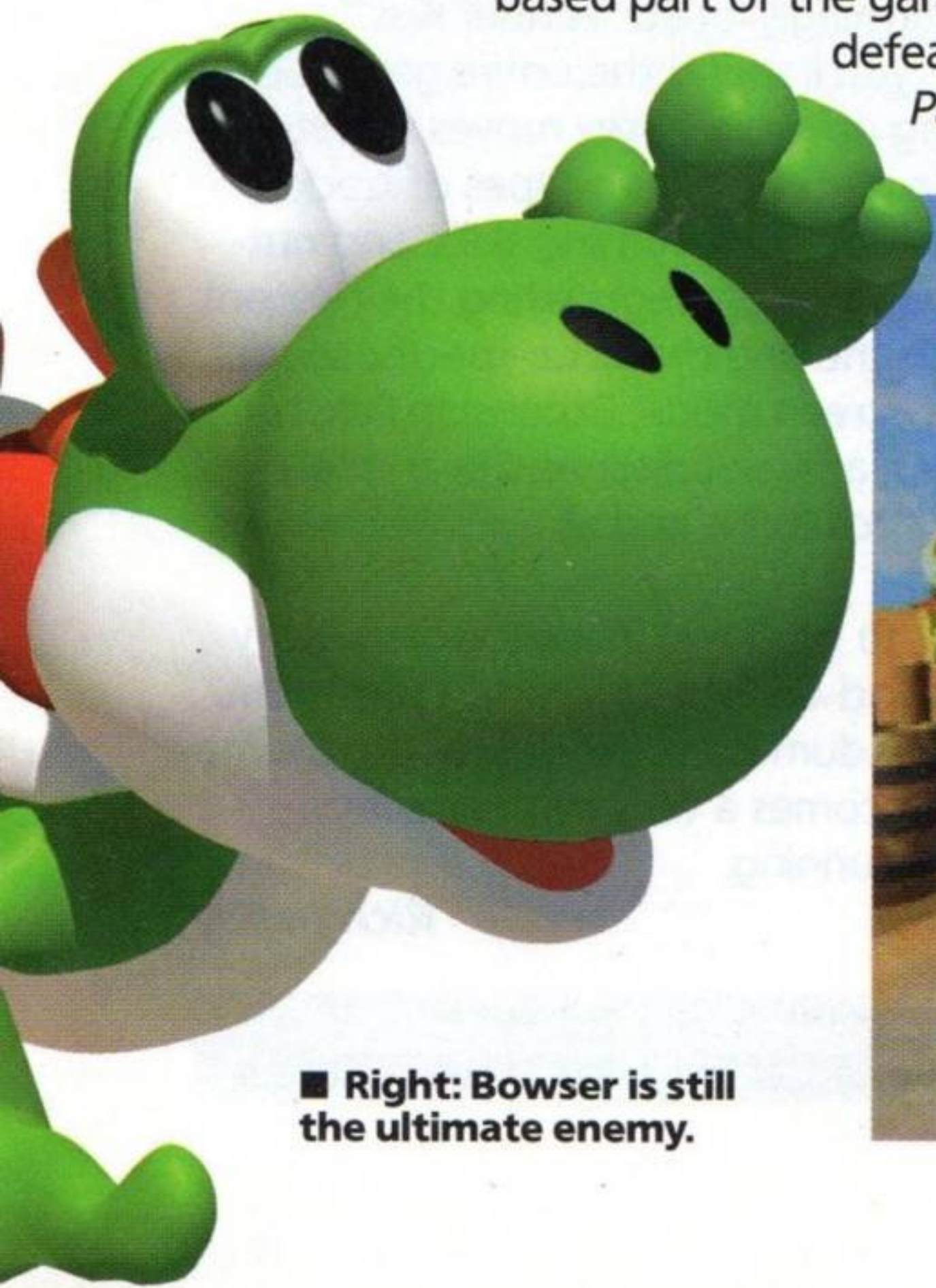


■ There are four different themes for the game boards.

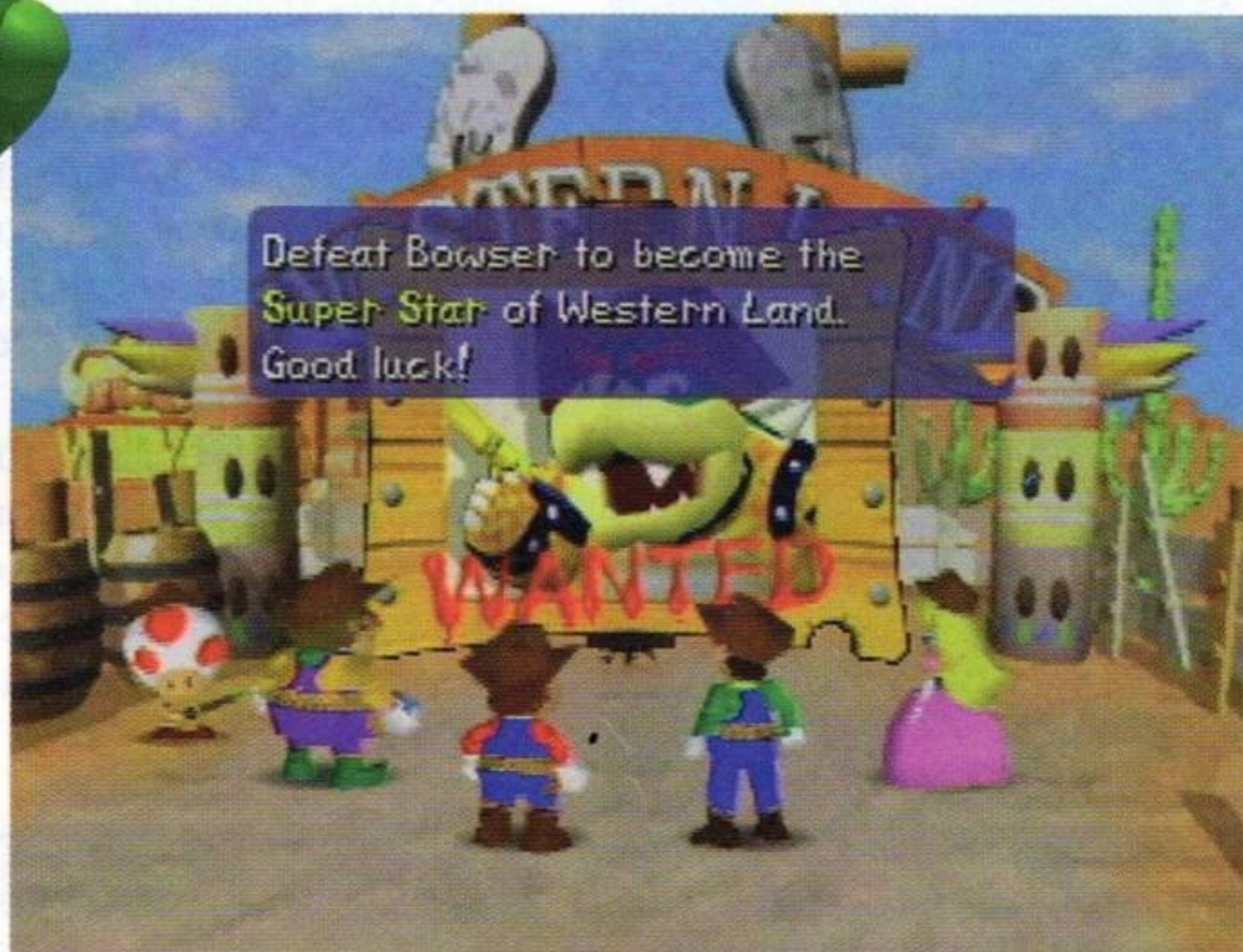
↑ Uppers & Downers ↓

S-Club Party
■ Innovative mini-games
■ All Mario's usual gang are here

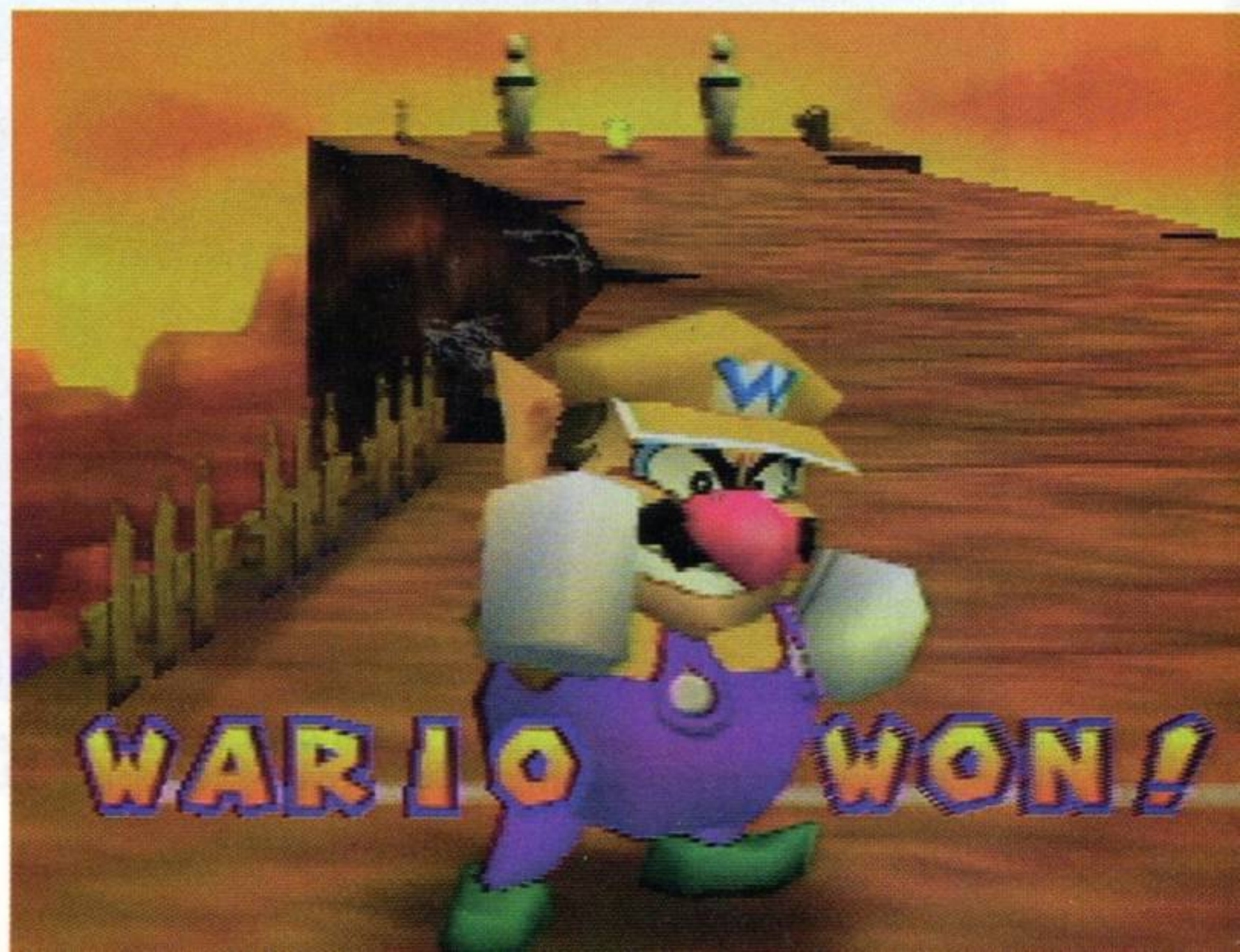
Conservative Party
■ Tedious board game elements
■ Aimed at kids



■ Right: Bowser is still the ultimate enemy.



■ Always take the time to lord it over your mates.





■ Don't try this at home, of course. You might fall off.



■ Third, eh? Well, it could be worse. You could be fourth.



■ One of the mini-games. Yes.



■ Keep an eye on your engine temperature (above), else you'll overheat.

Game info

- Publisher: Nintendo
- Developer: Left Field
- Price: £40
- Release date: On Sale Now
- Players: 1-4
- Extras: Controller Pak, Expansion Pak

EXCITEBIKE 64

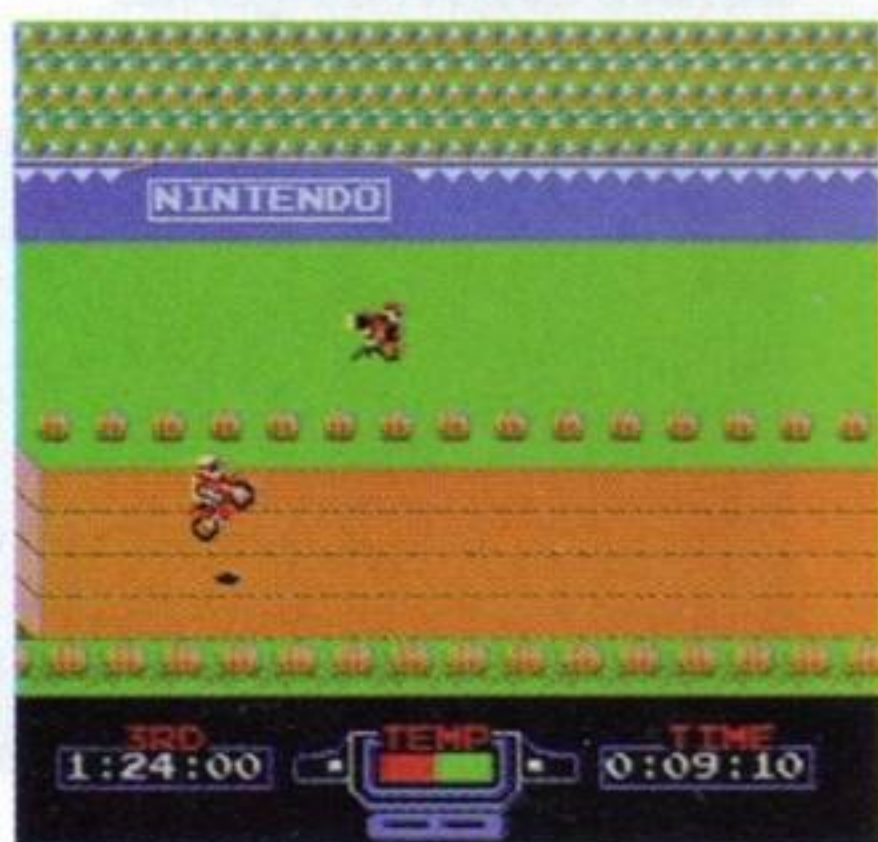
BRING OUT THE EDDIE KIDD IN YOU.

There have been relatively few motocross games since ancient coin-op *Enduro Racer* where, fantastically, you got to sit on an actual motorbike (and in the subsequent Spectrum conversion where, er, you didn't).

Most relevantly to the N64 there was *Jerry McGrath's Supercross*, but that was awful, and *Supercross 2000*, which was passable, but still didn't do the trick. *Excitebike 64* is friendly but firm and comes as a nice addition to the N64's crop of learning-curve racing games.

↑ Uppers & Downers ↓

- | Muddy | Fuddy |
|-------------------------|------------------------------|
| ■ Great learning curve | ■ Tracks a bit samey |
| ■ Lots of tricks | ■ Not enough room to explore |
| ■ Four-player potential | |



■ The original NES *Excitebike*, included as an added bonus.



■ The four-way split screen mode, which also serves as a crucial example of the imagination motocross riders display when picking a nick name. Sarah Hill, for example, likes her tea sweet.

Like *1080°*, *Excitebike's* strength lies in its cunning mix of tricks and speed, set over a bed of superb road handling. In lesser games, a simple accelerate and brake would suffice. In *Excitebike*, however, the list of extra controls is as long as your arm – skids, brake turns, turbo boosts, air turns, you name it.

Each new skill is introduced in the crucial training mode and assigned to a plausible combination of correctly-timed button presses, routing your fingers round the entire N64 pad. Z turbo boosts (you'll need it to make it over jumps); R aids your turning, skidding you round corners or twisting your bike out of jumps; pulling back whilst turboing pulls a wheelie and – once airborne – all manner of increasingly dexterous finger-twisting allows you to pull off ever more impressive jumps, from a simple "No Hander" to the charmingly-titled "Fender Kiss."

Hence – brilliantly – you'll spend the entire game being unable to resist showing off with posey moves whilst still ultimately trying to win. There are two types of track – indoor, which nurtures your quick-turning skills, and outdoor, which pins success more on negotiating the relevant undulations. Throw into the bag character-specific special moves, a four-way split-screen mode, Expansion Pak, hires graphics, trick modes, a track editor and even the original NES version of *Excitebike*, and all available news is – indeed – good news.

Excitebike is unlikely to go down in motocross history as memorably as, say, wind-up Evel Knievel or (dum, dum, dum, deedle deedle dum dum dum, dum dum) the theme tune to *Kick Start*, but it comes a very close, muddy second. Get your motor running.

★★★★

Rich Pelley

Or you could try...

Jeremy McGrath's *Supercross*
 Acclaim ★
 A poor substitute to *Excitebike 64*, with wonky controls and shoddy graphics.

Supercross 2000
 EA ★★
 Better, but the learning curve isn't nearly as intuitive as *Excitebike's*.

New PlayStation2 Games

IMPORT



■ The NASA missions never looked as pretty as this. In outer space the fireworks are fired onto the screen from any angle.



■ Wooahhhh! Too many spoonfuls of Benelyn...



■ Yellow boxes indicate fireworks to be detonated.



FANTAVISION

Arcade
PlayStation2
Game of
the Month

Game info

- Publisher: Sony
- Developer: Sony
- Price: (Yen)5980 (£35)
- Release date: On Sale Now (Japan)
- Players: 1
- Extras: Dual Shock2-compatible, Memory Card

LIGHT THE BLUE TOUCH-PAPER AND STAND BACK FOR A SPECTACULAR PUZZLER.

Everyone loves fireworks, especially when they're accompanied on a chilly Bonfire Night by toffee apples and hot dogs. Now those wacky Japanese have taken the dazzling displays and combined them with the PlayStation2's superb in-built graphics routines to create an action-packed puzzle game.

Fantavision is extremely kitsch, with Las Vegas lounge organ music and a female voice welcoming you to "this fantastic journey" – but it's all done with a style and panache that Liberace would've been proud of.

The simple gameplay involves highlighting fireworks of the same colour and detonating them to clear the screen a la *Tetris*. More points are awarded if you link and explode chains of fireworks with stars and other objects which also open bonus games. If you miss fireworks, the energy bar at the bottom of the screen goes down – hit zero and your damp squib of a display is halted. It's hectic and confusing at first but after a few games *Fantavision* starts to reveal its addictive qualities, becoming enormous fun.

Graphics are fabulous, with fireworks exploding onto the screen in showers of multi-coloured light, set against detailed moving backgrounds ranging from a city at night to a swirling seasick-inducing vortex. Most impressive are the outer space levels, with the Earth, moon, space stations and sparkling comets providing 2001-style visuals.

The most impressive part of the game has to be the replays, which enable you to view your displays from numerous zooming 3D camera angles. Weather effects – such as snow – can be added, as well as dramatic lighting, including an acid flashback-inducing psychedelic mode that

turns the PlayStation2 into the perfect post-club chill out accessory. Groovy.

Fantavision is unlike any other PlayStation2 game, which makes it worthy of mention considering the plethora of PlayStation sequels on offer (*Tekken Tag*, *Ridge Racer 5*). Annoyingly, there's no save game included, so you have to play through all nine levels in one go to unlock the bonuses and special features. Nevertheless, *Fantavision* is a quirky, highly playable and gorgeous-looking title that deserves to receive appreciative "ooohs" and "aaahs" from a much wider videogame audience.

★★★★

Jamie Sefton



Or you could try...

Bust-A-Move 4
Acclaim ★★★★★
No fireworks, but still a cute, colourful puzzle classic.

The Next Tetris
Hasbro ★★★
You know, that one with the falling blocks...

↑ Uppers & Downers ↓

Catherine wheels
■ Original and addictive
■ Fantastic graphics
■ Superb replays

Traffic lights
■ No two-player option
■ No save games



■ The greatest firework display *not* on Earth.

■ (left) Link multiple chains of fireworks for big points.

■ Cities at night provide stylish, glitzy backgrounds.



Other Systems



A Game Boy

■ The animation and gameplay in *Wario Land 3* is a cut above what you'd expect to see from the Game Boy.



Game info

- Format: **Game Boy Colour**
- Publisher: **Nintendo**
- Developer: **Nintendo**
- Players: **1**
- Price: **£25**
- Release date: **Out Now**

WARIO LAND 3

ARE YOU EVIL ENOUGH TO PLAY AS MARIO'S ARCH-ENEMY?

A criminal lack of *Mario Bros.* titles for the Game Boy Color means that Nintendo has yet again left the exquisite jumpin' and puzzle solvin' escapades to the cute plumber's moustache twirling arch-enemy Wario. (Cue evil cackle).

Wario Land 3 traps our comic anti-hero inside a magical music box, where he is doomed to remain until all the parts to five smaller music boxes have been recovered. This is a superb, colourful platformer with a unique "can't die" aspect that means you have to keep repeating levels until you have collected all the hidden coins and treasures.

Wario is invulnerable, but the various enemies in the game can transform him into hilarious cartoon alter-egos. If he's fed doughnuts he bloats immediately into a heavy, sweating Fat-Wario, or if a zombie bites him, he morphs into Undead-Wario. Wario can only reach certain levels and solve particular puzzles when he's changed into a different state so, for example, Invisible-Wario can creep past barriers

guarded by electronic-eyes. The transformations are a brilliant gameplay device and Wario's animation makes most Game Boy game graphics look like they were drawn for Tony Hart's "Gallery".

There's also a fantastically cruel mini golf game, which involves Wario kicking a poor Para-Goom creature into the hole, avoiding bunkers and straying over-par.

Wario Land 3 continues the formula of the earlier games but includes even more hellish puzzles, catchy music, nasty foes and silly transformations. The non-linear approach of the game means that you're sometimes left chewing your leg in frustration. However, there's enough originality, humour and fabulous gameplay here to keep fans of the sick and twisted big conked-one glued to the tiny LCD screen for months. ★★★★★

Jamie Sefton

↑ Uppers & Downers ↓

- | Platformers | Platform Shoes |
|------------------------------|-------------------------|
| ■ Fantastic cartoon graphics | ■ Sometimes frustrating |
| ■ Challenging gameplay | ■ No two-player link-up |
| ■ Funny | |



■ Watch as Wario transforms into funny alter-egos.



Or you could try...

Super Mario Bros DX
Nintendo ★★★★★
The pinnacle of platforming. An absolute classic.

Tomb Raider Eidos ★★★★★
Smoothly animated Lara Croft in your pocket. Lovely.

Handheld round-up

A world of videogaming in itty-bitty cartridges.

Words by **Jamie Sefton**



PUZZLE LINK 2

- Format: **Neo Geo**
- Publisher: **Yumekobo**
- Developer: **Yumekobo**
- Release date: **Out Now**
- Price: **£25**
- Players: **1-2 (with link-up cable)**

■ If there's one thing the Neo Geo isn't short of, it's puzzle games. This sequel to the jolly *Bust-a-Move/Tetris* hybrid is an even more hectic chase to link up and clear rows of coloured blocks. There's now a destructive power-up bonus that detonates all the on-screen targets. Graphics are mediocre but it's perfect panicky puzzling. ★★★



THE LAST BLADE

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **SNK**
- Release date: **Out Now**
- Price: **£25**
- Players: **1-2 (with link-up cable)**

■ *The Last Blade* is a Samurai-inspired mini-fighter where the combatants thrust and jab swords in each other's direction. Animation is great and there are impressive cut-scenes when you play in Story Mode. Tonnes of options are provided, including a two-player link-up and the opportunity to collect ancient scrolls. ★★★★★



FASELEI

- Format: **Neo Geo**
- Publisher: **Sacnoth**
- Developer: **Sacnoth**
- Release date: **Out Now**
- Price: **£25**
- Players: **1-2 (with link-up cable)**

■ Remember the children's toy truck Big Trak? Well, *Faselei* is a futuristic update where you take on a nasty dictatorial regime using a heavily-armed robotic war machine that you program with various commands. Win battles and you can upgrade your "toy soldier" with more powerful weaponry. Unusual, but ultimately quite boring. ★★



ALL STAR TENNIS 2000

- Format: **Game Boy Color**
- Publisher: **Ubisoft**
- Developer: **Smart Dog**
- Release date: **Out Now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ A miniature compression of Ubisoft's PlayStation tennis sim, *All Star Tennis 2000* features Mark Philippoussis, Michael Chang and Jana Novotna, among others. This is a solid tennis game, and its veneer of realism doesn't alter the fact that *All Star Tennis 2000* runs on time-honoured cartoon racquet mechanics. Predictable AI lets it down somewhat. ★★★



PUCHI CARAT

- Format: **Game Boy Color**
- Publisher: **Eon Digital Entertainment**
- Developer: **Taito**
- Release date: **Out Now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ A stupidly-named game which combines elements of many puzzlers past. Yep, you'll be bouncing a ball around the screen, knocking out bricks from the wall above. This ancient game concept proves remarkably resilient, even though *Puchi Carat* isn't as insidiously addictive as Taito's other classic puzzler. ★★★



F-18 THUNDER STRIKE

- Format: **Game Boy Color**
- Publisher: **Take 2 Interactive**
- Developer: **Hasbro Interactive**
- Release date: **Out Now**
- Price: **£25**
- Players: **1**

■ *F-18 Thunder Strike* fails dismally at being an enjoyable 3D combat simulator with rudimentary graphics, awkward controls and non-existent gameplay. It reminds you of flight sims on the Speccy, where you'd gawp longingly at the gorgeous box art, only to load up and see two jerky blobs of colour clashing above an indecipherable cockpit display. Absolute crap. ★

More Pokémon for the masses, but there's no new creatures hidden within the game.

PIKACHU
Lv. 10
HP: 29/29
STATUS/OK

No. 025

ATTACK 19
DEFENSE 13
SPEED 13
SPECIAL 24

TYPE 1
ELECTRIC

ID No. 05953
OT ASH

I must be losing my touch.



A Game Boy

POKÉMON YELLOW

COULD THIS BE A 'NEW' POKÉMON TITLE?

The minds of children throughout the land are still utterly enslaved by the mighty Pokémon phenomenon. Merchandising machines are spitting out everything from cuddly toys and cushions to breakfast cereals and multi-million pound movies. One wag has suggested that Pokémon is Japanese for "Pocket Money", in the way that it fleeces youngsters of their parents' hard-earned cash.

Pokémon for the Game Boy is an RPG/Tamagotchi hybrid with an ingenious element of character trading that brings to mind the Panini football sticker crazes of yesteryear. You wander through the different areas looking for wild Pokémon, taming and training them in the hope that they'll eventually evolve into a more powerful entity. On the way you meet other trainers who will challenge you to Pokémon fights which, if you win, will add valuable experience points to your burgeoning animal army.

Pokémon Yellow has been out in the USA and Japan for over a year and is basically the same game as Red and

Blue with a few cosmetic differences. Right from the beginning you have the popular Pikachu in your possession, so you can access his statistics as well as having the cute critter follow you about on-screen. The actual Pokémon battles are tougher than earlier editions and the game follows the plot of the TV series more closely, so you get to meet the fiendish Jesse and James from Team Rocket.

And that's it. You don't get any extra Pokémon – in fact there are *more* missing characters (13) than in the Red and Blue editions (11), so you'll need to have even better skills when fighting and swapping Pokémon with your pals in the playground or, erm, office. The fabulous Japanese Gold and Silver editions are Game Boy Color-enhanced, have over 100 new Pokémon and feature numerous gameplay additions, but, unfortunately, they're not available until October in the US and Easter 2001 in this country. Pokémon Yellow is a cracking game and, although it's too similar to Red and Blue, this won't stop the enticing lure of a "new" Pokémon title selling faster than the speedy Pokémon Aerodactyl on steroids. ★★★

Jamie Sefton

Game info

- Format: Game Boy, GBC
- Publisher: Nintendo
- Developer: Nintendo
- Price: £25
- Release date: Out Now
- Players: 1-2 (with link cable)

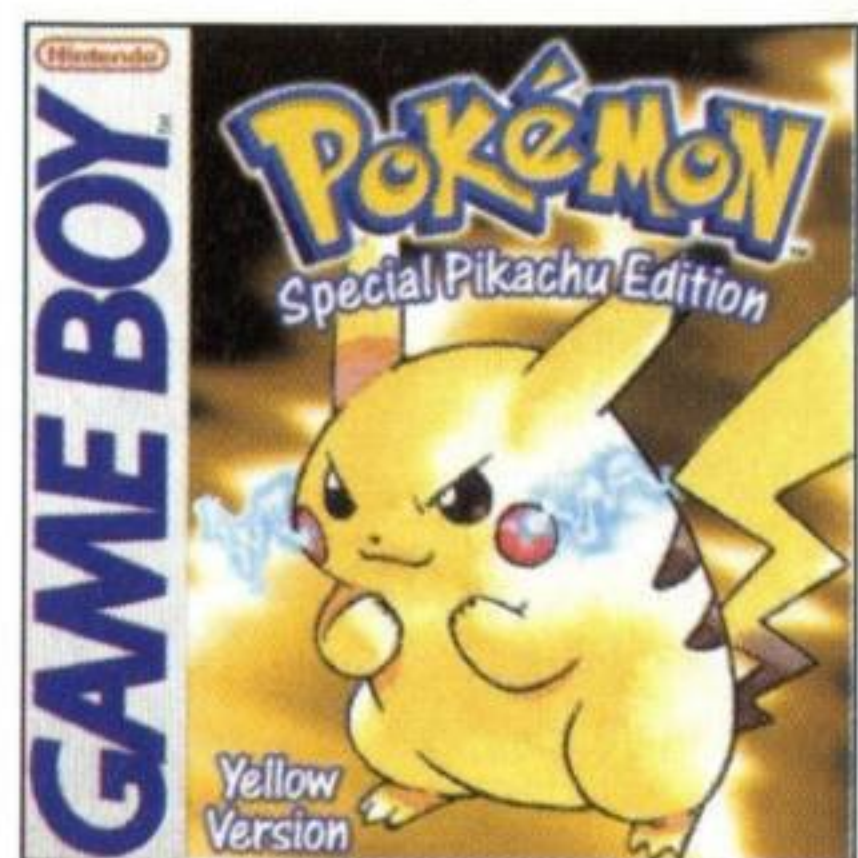
↑ Uppers & Downers ↓

Pokémon Yellow

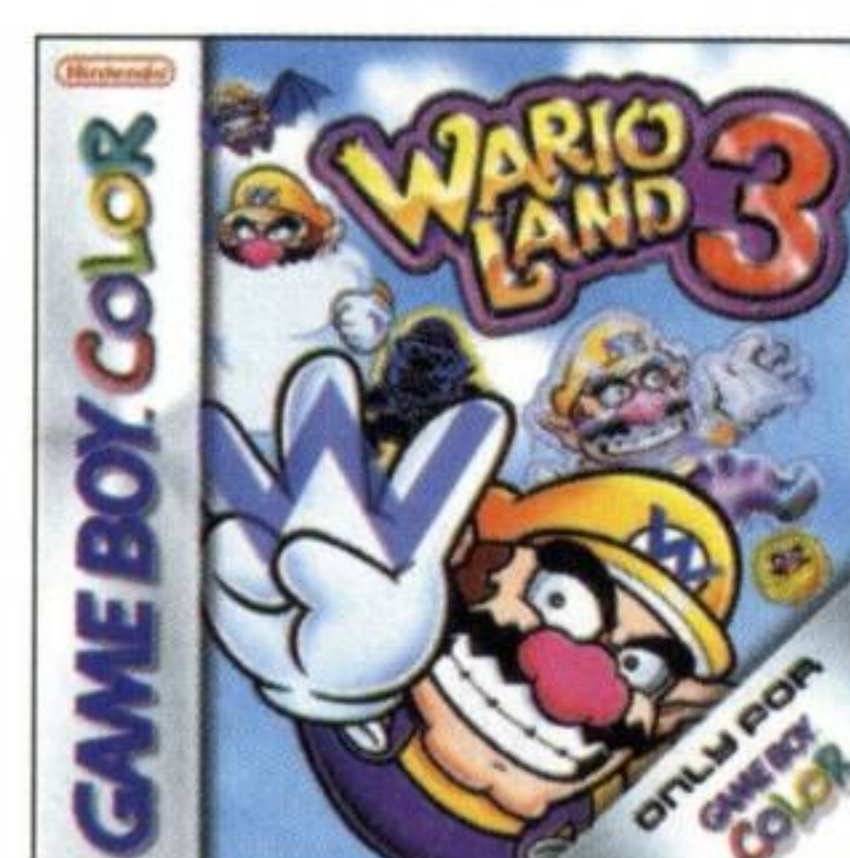
- Pikachu in a starring role
- Extremely playable
- Hellishly addictive

Pokémon Brown

- 99.9% identical to Red & Blue
- Gamers need a lot of patience



from a huge selection of
game boy games available
at virgin

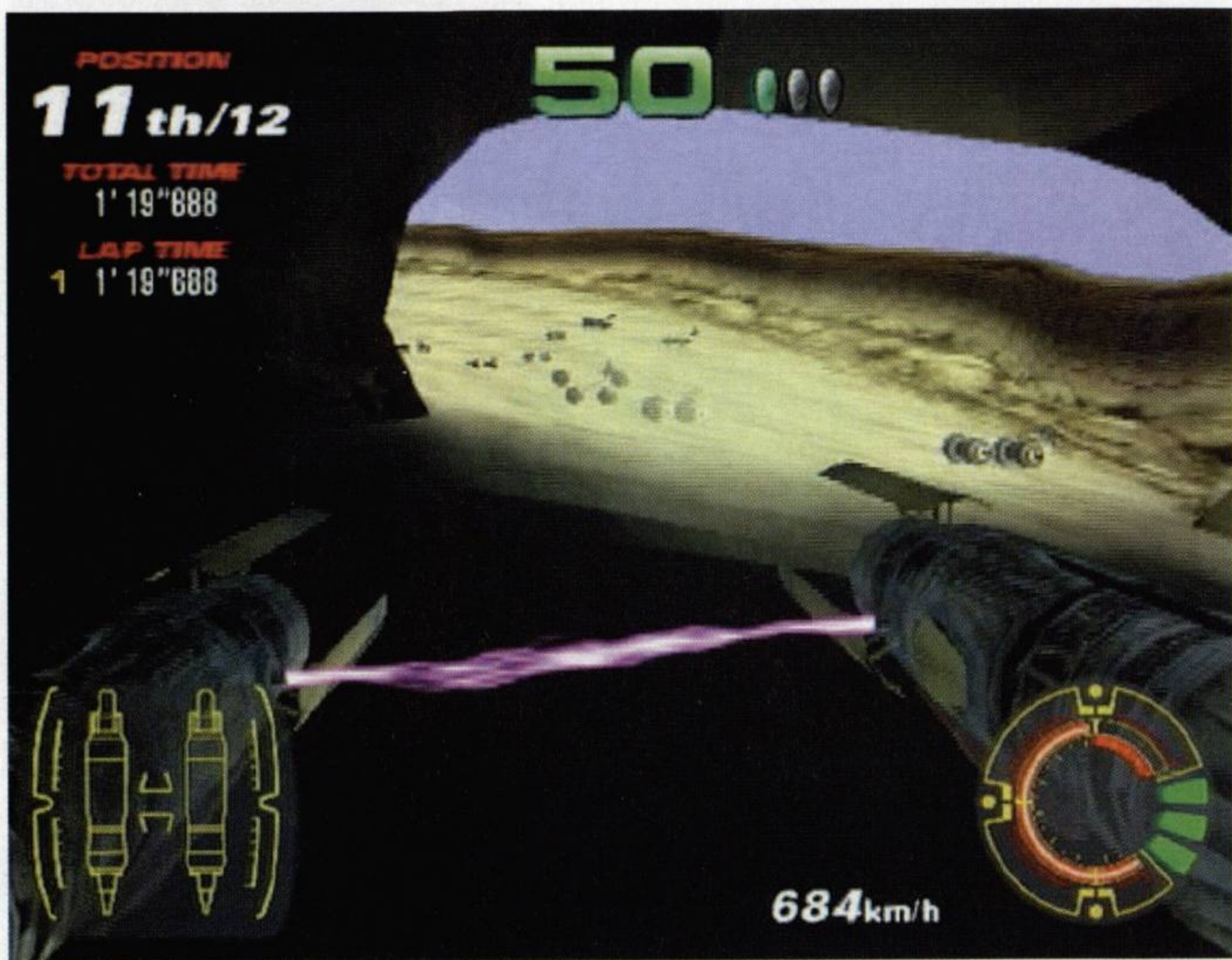


you'll go blind

DANGEROUSLY
ENTERTAINING

Virgin

megastores



■ The first track in the game is the Boonta Racing Classic, as won by Anakin Skywalker in the *Phantom Menace* film.

■ (Left) Lighting effects are particularly impressive, as is the frame rate.

Game info

- Publisher: **Sega (Soft 5)**
- Developer: **Sega**
- Players: **1-8**
- Release date: **July**

↑ Uppers & Downers ↓

The force

- Stunning graphics
- Realistic *Star Wars* characters
- Innovative pod-like cabinet

The farce

- Unimaginative race tracks
- Competitive feel is weak

STAR WARS EPISODE ONE: RACER



FORCE YOUR WAY TO THE FRONT OF THE PODRACING FIELD.



■ Whatever position you're in, there's little overtaking.



■ The field spreads widely right from the off.



■ At least it looks nice.

Driving games have always been Sega's strongpoint – think *Daytona* and *Sega Rally* – so great things were expected of the long-awaited and much-hyped *Episode One: Racer*, a driving game with an intergalactic twist.

At first glance, *Episode One: Racer* looks like an exceptional proposition. Any casual arcade visitor is going to have to boast cast-iron discipline not to be tempted by the plethora of real-time, computer-generated movie images which besiege you when confronting the pod-shaped cabinet. As if that were not alluring enough, the *Star Wars* theme blares from the speakers and racers can enter the famous angled text which Sega borrows from the film's credits: "A long time ago, in a galaxy far, far away, came a great champion – Kevin."

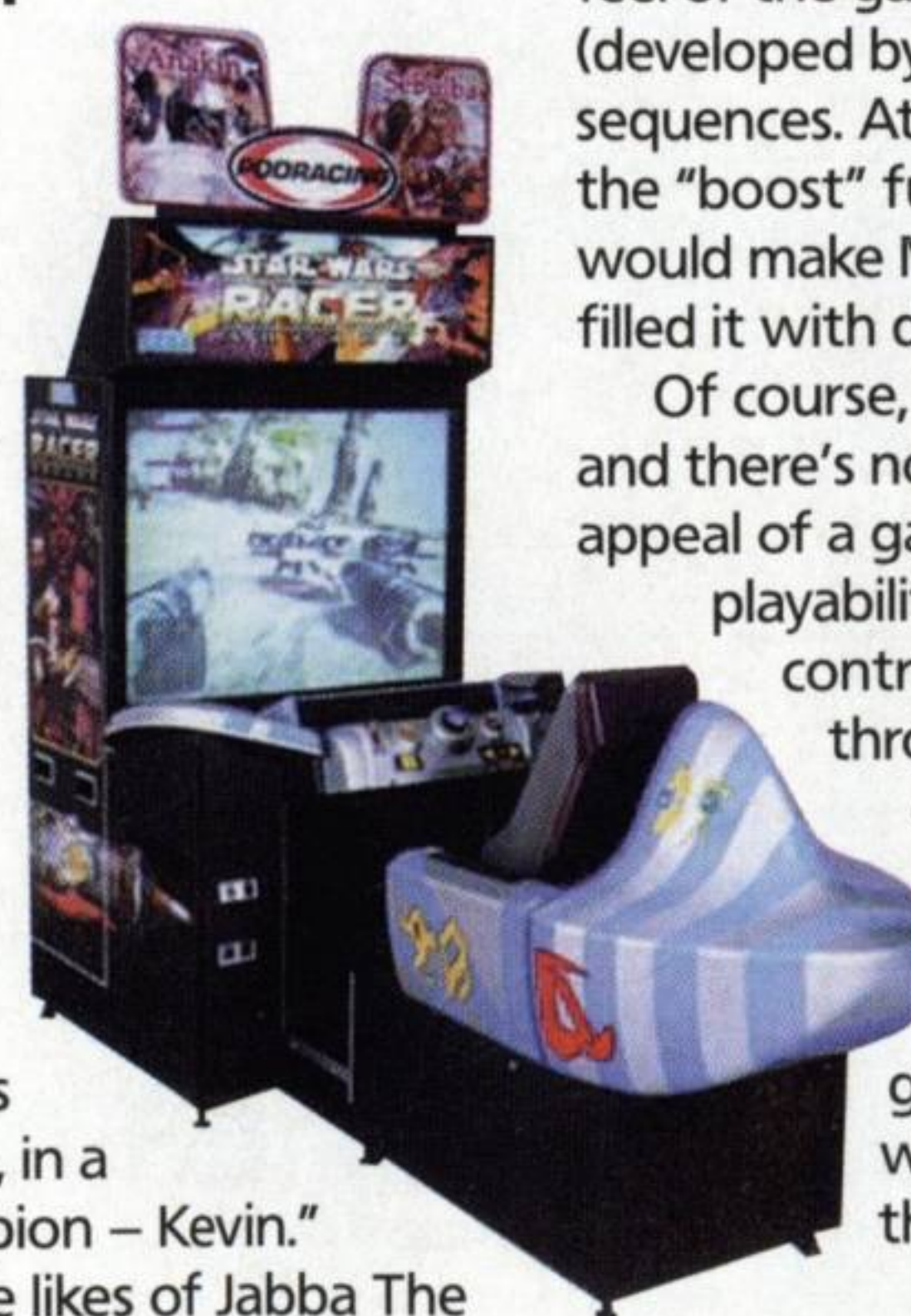
Alas, after the opening sequence, the likes of Jabba The Hutt and R2-D2 are not seen again, as competitors are left to take on various droids and aliens across the four courses. The Tatooine circuit is an exact replica of the pod race sequence from the film, *Episode One: The Phantom Menace*, which is great for *Star Wars* junkies but not very interesting as race tracks go. True, it replicates the film's hidden canyons and expansive deserts but it also mirrors the movie's lingering anti-climactic feel. Ah, what could have been.

There's little opportunity to interact with other players as there is in the tight confines of *Daytona*. If anything, the feel of the game is similar in many respects to *Sega Rally 2* (developed by the same software team), notably the desert sequences. At least these give the opportunity to hammer the "boost" function, giving an instant acceleration which would make Michael Schumacher's Ferrari look like he'd filled it with diesel.

Of course, Ferrari was the last licence Sega employed, and there's no doubt that such strong brands increase the appeal of a game. Still, the true worth of a product is in its playability, and here *Episode One: Racer* is lacking. The controls are suitably sci-fi, with left and right hand throttles governing speed and direction, the choice of courses (listed by terrain, planet, distance and difficulty) and pods (according to durability, handling, top speed and acceleration) are adequate, but the gameplay itself is on the dull side compared to what you might expect having seen the film's thrilling sequence.

At least you can fantasise about being the young Darth Vader for a day, but the game never manages to inspire anything like the excitement which you experience when watching a Death Star explode. In this way, *Episode One: Racer* isn't really true to either the Lucas empire, nor is it to Sega's reputation for producing racing game classics. Even if this doesn't put you off, it's probably best to save your coins for the forthcoming Dreamcast port, which will at least offer longevity thanks to its 25 courses. ★★

Guy Woodward



Online gaming

PATCH THINGS UP

How to download additional gaming extras – or patches – from the Internet.

Patches are, somewhat undeservedly, saddled with a poor reputation. Okay, so it's true that many of them are still employed by developers to cure bugs that they were either too rushed or too lazy to fix pre-release, but that's not the end of the story.

Many studios see patches as a means of extending, embellishing, or simply tweaking their creations.


These kind of extra content patches are almost always worth getting hold of; indeed, many multiplayer games demand that you have the latest patch release if you're to continue playing online sessions.

At their simplest, patches are small, free downloads: files that modify, for instance, the rate of weapon fire in first-person shooters or the tech-trees of real-time strategy games. Slightly more complex examples include alternative game types, methods of play (adding co-operative multiplayer compatibility, for example), or extra scenarios. The latter are the type that can potentially (and blissfully) extend the life of your latest purchase by several months.

Installation is generally easy too – double clicking on the downloaded file invariably begins a self-extracting dialogue which asks to be directed to the game's folder. Failing that, try the direct approach – unzipping the file directly into the root directory.

These extras aren't always genre-specific either. If you're into first-person shooters, you'll find that there are surprisingly generous patches and 'bonus packs' available for *Half-Life* and *Unreal Tournament* on the Net. These are generally packed with loads of extra maps and models (many of them were designed for the original game but ended up being scrapped at the eleventh hour for a variety of reasons). You'll also witness cross-game compatibility; the imminent *Half-Life 1.5* release, for instance, will offer a new version of the Team Fortress add-on as well as the ability to play Capture The Flag using the official *Opposing Force* add-on.

Strategy games have their fair share of patches too. Eidos' *Warzone 2100* boasts probably the best post-release support ever witnessed thanks to the regular and varied unit downloads from developers Pumpkin. Management games such as *The Sims* can even be bolstered by many new in-game objects from the Maxis website.

It's true that much of the download traffic still consists of bug fixes. Some cynics even claim that the "patch disguised as a freebie" phenomenon has made suckers of us all. This may be true and it is irrefutable that many new games need first aid immediately after release (see *SiN* and *Ultima: Ascension*). However, many companies are still regularly offering worthwhile enhancements for the price of a five minute download, which can't be a bad thing. Go on, get online and discover the wonderful world of game patches for yourself. 



■ The new *Half-life 1.5* patch will be out soon.



■ *Counterstrike* remains the best mod out there.



■ *Opposing Force CTF* will complete the HL mods.

NET PROFIT

Where to find the best patch directories.

The Adrenaline Vault

<http://www.avault.com>

The most thorough all-rounder and the site that seems to get all the latest patches first. Pretty swift download rates from the UK too, despite it being an American site.



■ Arguably the best patch site on the web.

Games Domain

<http://www.gamesdomain.com>

This UK site offers a good assortment of patches covering all genres. It's not the finest layout to surf, but it does have probably the quickest download times.



■ Fast downloads, but difficult on the eye.

The Planet Family

<http://www.planetx.com>

Substitute the x in the URL for your favourite first-person shooter (eg, *Daikatana* – snigger), and you'll find a rich resource of all manner of useful patches, official and unofficial add-ons, and models.



■ The largest game-specific site on the web.

3D Files

<http://www.3dfiles.com>

A well-designed site that features a neat alphabetical list of hundreds of patches, old and new. Alternative download links offer plenty of choice too - allowing you to find the fastest site wherever you live.



■ A user-friendly alphabetical list. We like.





M A FIRST REVIEW! ZELDA MAJORA'S MASK Link's greatest adventure yet!

AND ALL THIS!

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 - Taz Express
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planet)))
GAME BOY
POKÉMON
YELLOW



Can little Pikachu make Red and Blue history?



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PLAYSTATION
PLASTIC



PSX Challenger

- For: **PlayStation**
- Price: **£15**
- Available from: **Logic 3**
- Contact: **0208 902 2211**

Unless you're a fading, fat rock legend who's frantically hanging on to those glory days of glam you probably wouldn't automatically choose a gold pad as your first choice of gaming peripheral. Leaving the gaudy colour scheme aside, the PSX is pretty good, with a feel very similar to an official Sony Dual Shock.

The digital D-pad disc is good and the buttons all have a good response – essential for the likes of *ISS Pro Evolution*. Unfortunately, the analogue sticks are a little flimsy and don't quite have the right "feel", although they work well enough.

Particularly excellent is the Dual Shock feature, which jolts satisfyingly when you play driving games such as *F1 2000*. Other than that the Start and Select buttons are oddly laid out and there's a horrible plastic square wedged in the centre, but overall this is a useful pad which will give any PlayStation a touch of 70's kitsch. ★★★

DREAMCAST
GUBBINS



MC2 Racing Wheel

- For: **Dreamcast**
- Price: **£60**
- Available from: **Mad Catz**
- Contact: **01992 707400**

Sega's Dreamcast may not yet be blessed with a driving game quite as good as *Gran Turismo 2* but, with the MC2, it does have a responsive wheel that can cut the racing mustard.

This is nearly exactly the same as the curvy PlayStation version, with ingenious retractable legs so you can sit the thing on

your lap, and rubber bits on the wheel for extra grip. Also included is a gear stick and a smart vibration feedback that shakes nicely if you happen to smash your car into another vehicle or the occasional stationary wall (as *Arcade's* accessories man, Jamie, tends to do all too often).

A set of Knight Rider lights on the dashboard look nifty and also act as a calibration system for altering the wheel to suit your driving preferences. Throw in a VMU slot and a set of pedals and you have an accessory fit for a small, speedy blue hedgehog. Dreamy. ★★★★★



England Supporters Dual Force Joypad & Memory Card

- For: **PlayStation**
- Price: **£20**
- Available from: **Radica UK**
- Contact: **01992 503 133**

Three lions on the shirt! By the time you read this England have either triumphed magnificently in Euro 2000 or been knocked out in a horrifying penalty shoot-out. Unfortunately this pad does nothing to engender confidence in the England camp.

The D-Pad disc is good and the Dual Shock is as crunching as Tony Adams' tackles, but the analogue sticks are woefully flimsy and the pad is a slightly awkward shape, making access to the shoulder buttons uncomfortable. Also Start and Select are too small and are tucked away in an odd place.

A shame really. Radica's joypad and memory card look fantastic, plastered with England badges and a classy colour scheme. However, if you're a true fan of the national side, you're better off buying an official footie shirt instead. ★★



Controller Plus

- For: **Dreamcast**
- Price: **£20**
- Available from: **Joytech**
- Contact: **01525 244 210**

This is one of the chunkiest controllers *Arcade* has ever had its hands on and it gets even heavier with a VMU and Vibration Pack. Clear ice blue is the posh colour scheme and there's a glittery lead snaking out of the rear.

In practice, the D-Pad disc isn't as responsive as an official controller and the

analogue stick has an extremely "loose" feel that doesn't make playing games any easier. The shoulder buttons work well enough but don't look as though they'll last much longer than Sega's notoriously breakable ones.

There are a couple of extra buttons and Slow and Turbo functions are included, however, most gamers don't ever bother with this rather superfluous feature. Overall, the Controller Plus is a nice looking but ultimately inferior pad that's expensive when you consider that a Sega pad is the same price. ★★★★★

Next month

PS2

With its UK debut set for October 26th **Arcade** exclusively uncovers Sony's plans for PlayStation2, including the launch games that will change the world.



You wouldn't want to miss out.

The videogame magazine

Arcade

Plus! Metropolis Street Racer road-tested!

ALSO: DEAD OR ALIVE 2, TIMESPLITTERS, BANJO-TOOIE AND THE FUTURE OF THE FINAL FANTASY SERIES

Arcade #22 on sale Monday 17th July

Contents subject to change

Arcade

Back issues

When you're deep in a game you can lose all track of time. Here at *Arcade* it's our job to make sure when you surface you'll know what's going on and be ready to dive straight back in.

Issue 15 January



■ The biggest games of 2000, England in *Euro 2000* and a videogaming trip to The Big Apple.

Issue 16 February



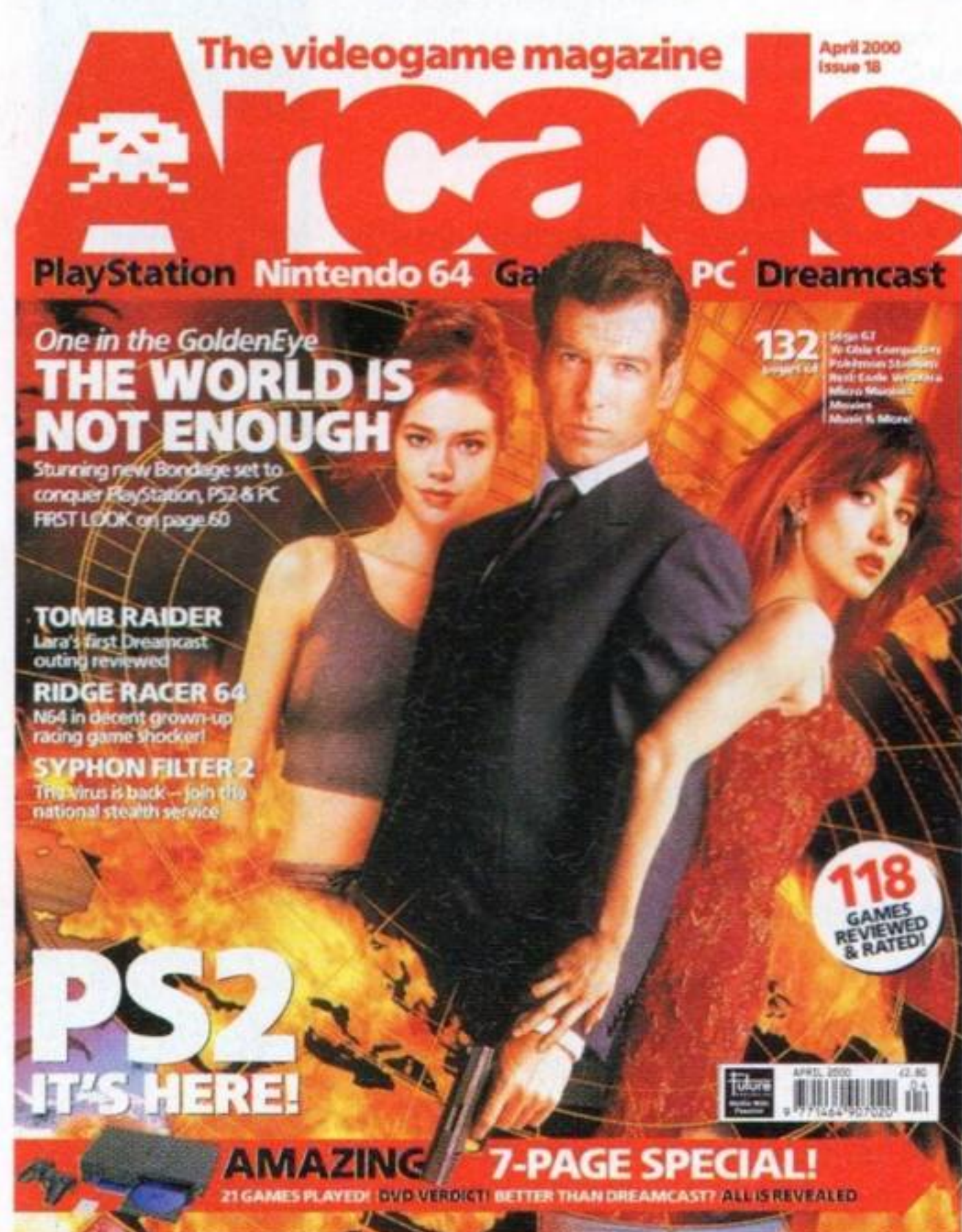
■ *Arcade* looks at survival horror games, talks to an exorcist and has a shufti at *Shenmue*.

Issue 17 March



■ Thumping *Colin McRae Rally 2* preview, racing with the car mechanics and Dreamcast Lara.

Issue 18 April



■ Exclusive details of *The World Is Not Enough*, PlayStation2 festival and the future of handhelds.

Issue 19 May



■ Exhaustive PlayStation2 feature, the real life *Soldier Of Fortune* and a talk with Trip Hawkins.

Issue 20 June



■ *Perfect Dark*, the sequel to *GoldenEye*, arrives on the N64, plus online gaming on the Dreamcast.

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The A-list

Edited by Tim Weaver

Arcade's Top 20 PlayStation games

WIN!!!
WRITE IN WITH YOUR TOP FIVE AND WIN A GAME OF YOUR CHOICE!

Your top five can be just about anything you put your mind to: your top five most exhausting games, your top five sexiest female characters, your top five bloodiest games, anything you fancy. The most important thing is that it's innovative and new. Oh, and make us laugh and we'll give you extra special consideration. Below is an example of the sort of thing we're after:

TOP 5 PLAYSTATION GAMES THAT DEFY GRAVITY... AND HOW



- Wipeout 2097**
Sony
Inexplicable hovering. At 500mph. It's the future.
- Cool Boarders 3**
Sony
Newton-shattering air time. It's big air and, er, that.
- Spyro The Dragon**
Sony
Lorry-sized purple reptile flies around on tiny wings. He's a freaking dragon.
- Rollcage**
Sony
Ceiling driving. See *Wipeout*.
- Tomb Raider**
Eidos
Eye-gouging and amazingly pert jugs. There is no explanation.

Don't worry about anything else other than your Top 5 games - we'll fill in the rest!

Send your top five to:
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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 2

■ Racer ■ Sony ■ £35
Get your motor running With nearly a thousand different cars, tons of tracks plus the chance to retune and upgrade your vehicle, this is the most comprehensive driving sim since the last *Gran Turismo*. It's starting to look a little rusty in places, but if you love to race, you have to own this game. ★★★★★



3 ISS Pro Evolution

■ Sports ■ Konami ■ £35
The best football game in the world *Evolution* lacks the trendy music and official licence of other titles, but it's still the most breathtakingly realistic footie game ever made. Wondrous graphics, amazing depth and compelling gameplay - football has come home to the PlayStation. ★★★★★



4 Tekken 3

■ Fighter ■ Namco ■ £20
Adept slapping Major improvement to the earlier versions in almost every way: graphically flawless and the new moves add something for both newcomers and veterans alike. A wide variety of sub-games, bonuses and hidden characters, as well as a frightening difficulty level, means there's so much to do that it's almost the *Mario* of fighting games. But without the cute stuff, obviously. ★★★★★



5 Quake 2

■ Shooter ■ Activision ■ £40
Magnificently violent first-person shooter A PlayStation conversion of id's classic shouldn't have been possible, but Hammerhead has pulled it off - big style. The one player game is immersing and scary while the multi-player options are unsurpassed. Gaming heaven in hell. ★★★★★



6 Tomb Raider

■ Action Adventure ■ Eidos ■ £20
Baps entertainment The original and, now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



7 Resident Evil 3

■ Horror Adventure ■ Eidos ■ £35
Splatter undead assailants This part-prequel, part-sequel to *Resident Evil 2* sees feisty survivor Jill Valentine taking on the zombie hordes and avoiding the frightening Nemesis. More brilliant level design, challenging bosses, fantastic scenery and buckets of blood 'n' gore. ★★★★★



8 Driver

■ Racer ■ GT Interactive ■ £40
Stunning-looking '70s car-chase sim Rocket through real American cities, evading the Filth and causing upset for pedestrians. The missions don't vary much, but as a driving 'toy', *Driver's* unbeaten. Smashing through piles of boxes is thrilling, and the replay editor makes for added fun. ★★★★★



9 Wipeout 3

■ Racer ■ Psygnosis ■ £35
The future of racing As if the year 2097 wasn't far enough in the future, the Psygnosis boys have set this one in 2116. Every element has been improved and rather than attempt to reinvent the wheel/hover device, the inspiration here is a refreshingly playable back-to-basics approach. ★★★★★



10 Final Fantasy 8

■ RPG ■ SONY ■ £35
Latest and best instalment of Square's epic RPG series A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut scenes that make *Toy Story* look like *South Park*. Bid fond farewell to your free time. ★★★★★



11 Silent Hill

■ Horror Adventure ■ Konami ■ £40
Chillingly atmospheric scare-'em-up A seamless *Resident Evil* clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose - all in splendid 3D. Only flawed by a few too many illogical puzzles. ★★★★★



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 Micro Machines V3

■ Racer ■ Codemasters ■ £20
Tiny cars race around your living room The old top-down 2D game souped-up to 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. ★★★★★



14 Ape Escape

■ Platformer ■ SONY ■ £35
Satisfying simian search Catching panicky monkeys with nets refreshes the platforming genre, while the coin collecting sub-quest and bonus games ramp up replayability. The true 3D world looks lovely, the controls are perfect and it's fun and challenging too. ★★★★★



15 LMA Manager

■ Sport ■ Codemasters ■ £40
Finely-tuned footballing excellence Finally, a football manager game on a console that's worth its weight in balls. A great interface, nifty transfer system and the real names of the players create a cracking management sim that even Ruud Gullit could master. Premier League stuff. ★★★★★



16 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. ★★★★★



17 Fear Effect

■ Action Adventure ■ Eidos ■ £30
Stylish, mould-breaking adventure. There are episodes in *Fear Effect* where you really feel like you're playing the most important videogame of recent times. Wonderful graphics and ingenious puzzles, slightly spoilt by quirky controls and long loading times. ★★★★★



18 Syphon Filter 2

■ Action Adventure ■ Sony ■ £30
A deadly virus has never been so enjoyable. Gabe is back in a sequel with more sneaking, shooting, bombing and silly running-about-behaviour. Packed with exciting challenges and unreconstructed gunplay, *Syphon Filter* is a good game but just falls short of being an all-time classic. ★★★★★



19 Anna Kournikova Tennis

■ Sports ■ SONY ■ £35
Quirky racket-play Cute polygonal pros battle it out in a game that's a little more serious than previous *Smash Court Tennis* titles. Sublime controls and an addictive multi-player feature. In fact, this is by far the best tennis game you can buy - so there. ★★★★★



20 Crash Team Racing

■ Racer ■ SONY ■ £35
Marvellous Mario Kart clone Four-player racing insanity with the appropriately-named Crash and friends. Crazy cars, power ups and heaps of courses make this a fun, if derivative, racer. ★★★★★



80 of the best games money can buy – and all contained within our handy four page guide! Don't spend a penny (if you know what we mean) until you've cast your eyes over the world renowned A-List.

Arcade's Top 20 PC games



1 Half-Life

■ Shooter ■ Sierra ■ £35

Stunningly atmospheric first-person shooter Built with a truly terrifyingly believable environment and logic puzzles, and incorporating mind-bogglingly intelligent bad guys and a decent amount of gorgeous all-out alien-blasting. ★★★★★

2 Quake 3 Arena

■ Shooter ■ Activision ■ £45

Id perfects the first-person blaster. The eagerly awaited third instalment of the now legendary franchise has loaded up with missiles, gritted its teeth and blasted onto the PC in a shower of bloody entrails and splintered bone. *Quake 3* plunges you into an atmospheric, brutal world that creates moments of genuine fear and excitement. Astounding. ★★★★★



3 Unreal Tournament

■ Shooter ■ GT Interactive ■ £40

A pre-Quake deathmatch revolution Gorgeous, quick, frantic, brilliant. Tremendous AI bots, plenty of big guns, loads of options – everything. But be warned, a hefty PC is required to do this masterpiece any kind of justice at all. ★★★★★



4 Grim Fandango

■ Adventure ■ LucasArts ■ £35

You look like Death warmed up The style, presentation and content of this odd, amusing adventure leave it towering above everything else. The puzzles are obscure, but you'll forgive it, thanks to neat touches, absorbing plot and downright loveliness. ★★★★★



5 Tiberian Sun

■ Strategy ■ EA ■ £40

Engrossing and imaginative strategy game Just like its predecessors, *Command & Conquer* and *Red Alert*, the emphasis in *Tiberian Sun* is on total warfare. You're constantly teetering on the brink of disaster – make the wrong strategic choices and your army will get its arse kicked, but plan well and victory will be yours... eventually. ★★★★★



6 TOCA 2

■ Racer ■ Codemasters ■ £35

Heavily realistic revs Even with 15 cars jostling for position in front of you, *TOCA 2 Touring Cars* always looks stunning. The realistic handling makes free-wheeling over the varied courses a pleasure, and the added support races supply extra value-for-money. ★★★★★



7 Championship Manager 99/00

■ Sports ■ Eidos ■ £25

Out-coach Keegan Guide lowly teams to the top of the football tree in one of the most absorbing games ever made for the PC. A wealth of footballing stats put *Championship Manager* in a league of its own. Gooaaall! ★★★★★



8 System Shock 2

■ Action/RPG ■ EA ■ £35

Stomach-somersaulting horror. Your character awakes stranded on a deep space starship, with no memory, your entire crew butchered and weird cybernetics grafted onto your body. Difficult, but atmospheric, scary and original. ★★★★★



9 Tomb Raider: The Last Revelation

■ Action Adventure ■ Eidos ■ £40

Four-play with Lara Latest in the incredibly successful franchise sees our heroine take on all manner of nasties in ancient Egypt. Won't stretch your hardware but has oodles of gameplay and puzzles galore. ★★★★★



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 the one to savour. ★★★★★



11 Shogun

■ Real time strategy ■ EA ■ £35

The Seven (Thousand) Samurai Real time strategy on an epic scale. Command an army of thousands of samurai warriors in some of the most brutal and beautiful battles ever seen on a PC. Some might argue it's difficult to get into but, then, that's not the point, is it? ★★★★★



12 Theme Park World

■ Strategy ■ EA ■ £30

All the fun of the fair A fantastic sequel to the popular *Theme Park*, with an easy-to-use interface and superb 3D views of all the rollercoasters and attractions. Worth the price of admission. ★★★★★



13 Thief 2

■ Action Adventure ■ Eidos ■ £35

Atmospheric, first-person adventure with a gripping plot. In *Thief 2*, Looking Glass has produced a stealthy sequel that exceeds its predecessor in every way. Beautifully designed missions mix with authentic interiors to create a game that's immensely rewarding and great fun. ★★★★★



14 Midtown Madness

■ Racer ■ Microsoft ■ £35

Fender-bending racer with terrific traffic You can't run people over but this incredibly realistic driving game has great challenges, amazing graphical detail and cars, cars, cars. Crash some vehicles and enjoy a little bit of a road-rage frenzy. ★★★★★



15 Final Fantasy 8

■ RPG ■ Eidos ■ £30

Lip-smacking conversion of the PlayStation title. No less than five CDs contain this sprawling and ambitious RPG. It's a game you'll need to work at, but it'll reward your efforts many times over with a twist-riddled storyline and glorious cinematic sequences. ★★★★★



16 Messiah

■ Shooter/Puzzler ■ Interplay ■ £40

An adventure of Biblical proportions Hugely enjoyable and funny game where you take on the role of a cherub called Bob, whose mission is to save mankind from evil. The chubby avenger solves puzzles and defeats sinners by possessing characters he encounters. Twisted. ★★★★★



17 Homeworld

■ Strategy/Shoot-'em-up ■ Sierra ■ £35

Compelling space combat and management game Takes the best elements of real-time strategy games and shoot-'em-ups, with jaw-dropping space battles, spooky music and scary baddies. One of the defining PC games of '99. ★★★★★



18 Curse of Monkey Island

■ Adventure ■ Lucas ■ £40

Fantastic point-and-click adventure Genuinely amusing and with clever puzzles, *The Curse of Monkey Island* scores well for its controls, which make exploring and examining as easy as possible. Great to look at and listen to, if a tad frustrating and illogical. ★★★★★



19 GTA2

■ Action ■ Rockstar games ■ £40

Carjacking, gun-toting sequel of the controversial action game Be a mean mutha in this inner-city joyriding extravaganza where crime does pay. Wonderful dark humour, great car handling, funky music and plenty of invention. A worthy update of a classic title. ★★★★★



20 Soldier of Fortune

■ Shoot-'em-up ■ Activision ■ £30

Limb-removing shooter The fact that *Soldier of Fortune* is light years behind the likes of *Half-Life* in terms of depth and variety isn't the point. In Raven's gore-spattered first-person blast, you can actually remove heads, legs, arms, groins, and intestines. Needlessly violent and utterly compelling. ★★★★★



■ *Shogun* makes an appearance at eleven – and with good reason. It's real time strategy of the very highest order.

TOP 5 PC GAMES WITH NEEDLESSLY SILLY NAMES



- 1 Tachyon: The Fringe**
Novalogic
No hair involved.
- 2 Ring: The Legend of the Nibelungen**
Red Orb
Ring sting.
- 3 Warhammer: Shadow of the Horned Rat**
Mindscape
Bloody horned rodents.
- 4 Fatal Abyss**
SegaSoft
It's an abyss. And it's fatal.
- 5 Gabriel Knight: Blood of the Sacred, Blood of the Damned**
Sierra
Any, any, old, old blu-uuud.

The A-List

Arcade's Top 20 Nintendo 64 games

■ New entry at number three for the majestic *Perfect Dark*. For some games, 50 notes might seem a hefty price tag. *PD's* worth every penny.



1 The Legend of Zelda

■ RPG Adventure ■ Nintendo ■ £30
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 to the genius of Miyamoto. ★★★★★

2 Super Mario 64

■ Platformer ■ Nintendo ■ £30
The king of 3D platformers A masterpiece, with huge levels, sublime controls and immersive gameplay. The game that invented a genre. As with all Miyamoto games, it slowly sucks you in and refuses to let go, and its full-on 3D graphics still impress. ★★★★★



3 Perfect Dark

■ Shooter ■ Nintendo ■ £50
Staggering GoldenEye sequel The question was never going to be whether *Perfect Dark* was any good. Rather, *how* good. As it's turned out, *GoldenEye's* long-awaited sequel is just about as close to perfection as you can get. Endlessly inventive, ingeniously structured one-player levels are backed-up by a lifetime-long multiplayer – and it's really bloody violent too. Astonishing. ★★★★★



4 GoldenEye

■ Shooter ■ Nintendo ■ £30
Stealthy first-person shooter A believable and immersive 3D world, with 20 awesome missions taking you from gorgeous snow-covered wastelands to grubby men's toilets. One of the best multi-players that money can buy, too. Probably the best film licence ever. ★★★★★



5 Mario Kart 64

■ Racer ■ Nintendo ■ £30
Cute characters go to the races The original comedy racer returns. The single-player game is a lonely experience, but the time trial adds longevity and the multi-player game is arguably the greatest on any platform. So addictive it could be classed as a legal drug. ★★★★★



6 Donkey Kong 64

■ Platformer ■ Nintendo ■ £60
Monkey magic DK and a family of wacky simians return in a huge cartoon adventure. The price of the game is hiked due to the inclusion of an Expansion Pak, but the exquisite platforming, enjoyable multi-player and wealth of hidden secrets make this an essential purchase. ★★★★★



7 Jet Force Gemini

■ Shoot-'em up ■ Rare ■ £40
Twin trouble Rare finally returns with a fantastic 3D shoot-'em up that's big, bally and heart-thumpingly exciting. A great soundtrack and some of the best visuals on the N64 make it an instant classic. ★★★★★



8 Shadowman

■ Shooter ■ Acclaim ■ £40
Chock full of serial killers and all manner of dark grisliness A tidy, atmospheric next generation *Quake* with a decent plot and lashings of voodoo spookiness. Incredibly big, intelligent, rewarding, challenging and thoroughly deserving of your time. Classic stuff indeed. ★★★★★



9 Turok 2

■ Shooter ■ Acclaim ■ £40
Dino hunting This looks stunning, and the game itself is helped by impossibly large guns and an end to the precision jumping nonsense that marred the original. The tasks may appear familiar if you're a *Doom* fan, though, and it's occasionally too difficult. ★★★★★



10 F1 World Grand Prix 2

■ Racer ■ Nintendo ■ £40
Eddie Irvine 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. ★★★★★



11 ISS '98

■ Sports ■ Konami ■ £40
Tremendous goal-fest The N64's best footie 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. ★★★★★



12 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. ★★★★★



13 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. ★★★★★



14 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. ★★★★★



15 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. ★★★★★



16 Quake 2

■ Shooter ■ Activision ■ £50
Travel to Stroggos, massacre its people Non-stop action, plenty of secrets and a more than worthy sequel. Unfortunately the single-player lifespan is poor. But, in deathmatch terms, *GoldenEye* may have the brains, but *Quake 2* has the brawn. ★★★★★



17 Ridge Racer 64

■ Racer ■ Nintendo ■ £40
Faithful conversion of the racing classic It's taken four years, but the N64 is finally catching up with driving games on PlayStation. Lovely looking, silky controls and a stonking four-player option. It's not *Gran Turismo* but it's still a damned fine game. ★★★★★



18 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. ★★★★★



19 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £50
Fresh flesh-filching Although a little late, has lost nothing of its gruesome appeal in the transition to N64 and is one of the scariest games ever committed to a console. Classic zombie-shooting action. ★★★★★



20 Rocket: Robot On Wheels

■ Platformer ■ Ubisoft ■ £40
Robot wars Developer Sucker Punch proves that not only Rare and Nintendo can create top-drawer platformers. Fabulous graphics and levels crammed full of sub-games and quests, *Rocket* is a breath of fresh air. ★★★★★



TOP 5 NINTENDO 64 GAMES THAT'LL NEVER EVER GET A UK RELEASE



- 64 O-Sumo**
Bottom Up Sumos. Wrestling.
- Jeopardy!**
Take 2
So utterly appalling that even the Americans aren't stupid enough to release it here.
- Pachinko World 64**
Hewia
Impenetrable Japanese marble game. Odd.
- Get A Love**
Hudson
Chat up Japanese school girls without fear of arrest.
- Wonder Project J2**
Enix
Teach a young girl-robot how to behave properly in public. Undeniably odd.

Arcade's Top 10 Dreamcast games



1 Soul Calibur

■ Beat-'em-up ■ Sega ■ £40

The best fighting game ever Magnificent beat-'em up game, where the participants wield huge metal weapons. Incredibly detailed characters, realistic backgrounds and beautiful lighting effects make this a must-buy for Dreamcast owners. A cut above the rest. ★★★★★

2 Crazy Taxi

■ Racer ■ Sega ■ £40

Visually impressive cabbie-sim An adrenaline-pumping driving game that straps you in the seat of a maniacal American taxi driver. Deliver passengers to their destinations by weaving in and out of traffic, careering through parks and taking hair-raising short-cuts. Fantastic fun. ★★★★★

3 Power Stone

■ Beat-'em-up ■ Capcom ■ £40

The beat-'em-up bar brawl Welcome to the game where you can throw chairs, vases and tables at your opponent. The aim – quite simply – being to knock the gemstones out of them. Spring around the spaces like a new-born lamb. You looking at me? ★★★★★

4 Ready 2 Rumble

■ Beat-'em-up ■ Sega ■ £40

Funky fighting Gobsmaacking arcade-style boxing game with a ringful of hilarious characters and fabulous graphics. Massive fun in two-player mode, this is the true heavyweight champ of console pugilism. A knockout. ★★★★★

5 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. ★★★★★

6 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. ★★★★★

7 Chu Chu Rocket

■ Puzzler ■ Sega ■ £40

Frantic cat-and-mouse madness from Sonic Team. A colourful amalgamation of *Bomberman* and *Lemmings*, this kerrazzy Japanese puzzler thrives in four-player mode. It's also the first game on Sega's online network. Catch the mice and avoid the cats – simple but – yep – addictive. ★★★★★

8 Tomb Raider: The Last Revelation

■ 3D adventure ■ Eidos ■ £40

Lara bounces onto Sega's finest. Plenty of exploration, puzzles galore, mummies, traps and Ms Croft's delectable 128-bit curves. Be warned though: you'll need a lot of patience to endure the awkward control system and lack of polish. ★★★★★

9 MDK 2

■ 3D Adventure ■ Interplay ■ £40

Inventive shoot-'em-up. Cheeky third-person blaster with terrific graphics and a deranged sense of humour. If you want a game that's difficult but rewarding and is served up with a gigantic slice of videogame irony, then *MDK2* will rock your world. ★★★★★

10 NBA 2K

■ Sports ■ Sega ■ £40

Slam dunkin' action. As a basketball sim, *NBA 2K* has it all with great presentation, amazingly fluid animation, a wealth of options and infallible gameplay. As the best sports game on the Dreamcast, this is one for fans of basketball and novices alike. ★★★★★

■ Dreamcast might have hit a bit of a lull, but just wait until the likes of *Half-Life* and *Black & White* turn up.

Arcade's Top 10 Game Boy games



1 Zelda DX

■ RPG ■ Nintendo ■ £25

Puzzle-solving with your fave elf An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *Final Fantasy 7*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

2 Metal Gear Solid

■ Stealth-'em-up ■ Konami ■ £25

Small screen Solid Snake Breathtaking stealth sim, complete with all-new one-player levels and all 180 of the PlayStation's VR missions. Apart from some obvious graphical cut backs, this boasts the same gameplay as its 32-bit ancestor. Just about as good a GB game as you'll ever see. ★★★★★

3 Tetris DX

■ Puzzler ■ Nintendo ■ £20

Brick drop return shock! The graphics, sounds and modes might have changed, but this is still the same old *Tetris*, known world-wide as the most addictive version of the Russian puzzler. It's *Tetris!* Quite simply, get it in. ★★★★★

4 Super Mario Bros DX

■ Platformer ■ Nintendo ■ £25

Seminal Mario platformer Uncomplicated, hugely enjoyable platform brilliance, transferred to your portable friend after 14 years. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedfull of extras. ★★★★★

5 David O'Leary's Total Soccer 2000

■ Sports ■ Ubisoft ■ £25

The beautiful game Do the Wembley bounce in celebration – the Game Boy finally has a decent footie game. Intuitive gameplay, great instant replays, a two-player link-up and all the European teams make this a cup winner. Yeeesss! ★★★★★

6 Driver

■ Racer ■ Infogrames ■ £25

Cop-baiting 70's funk Top grade conversion of PlayStation blockbuster, with tight controls and similarly fantastic missions. Some gorgeous visuals help set the scene, but it's the car chases and ingeniously designed maps which really win the day. ★★★★★

7 R-Type Delta

■ Shooter ■ Nintendo ■ £25

The daddy of side-scrolling shooters Arcade perfect, if inevitably small, conversions of *R-Type*, *R-Type 2* and a groovy remix of the two all on one irresistible cart. Bloody hard too. ★★★★★

8 Mario Golf

■ Sports ■ Nintendo ■ £25

Pocket putting A compelling cocktail of golf and RPG elements with a bunkerful of game options including a cup-winning Tournament and a Match game where you can take on Mario himself. Great graphics and a superb control system add polish to this mini masterpiece. Grab your wood and tee off. ★★★★★

9 Harvest Moon

■ Strategy ■ GT Interactive ■ £20

Down on the farm Clear your land, till the soil, plant some seeds – there aren't many farming sims out there, but *Harvest Moon* proves that they should be more popular than Lara. The detail is astonishing. There's so much stuff to do. ★★★★★

10 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

Mazza's arch enemy returns Features a novel "can't die" aspect and insists on you collecting all the coins from each level, creating fist-clenching difficulty in the process. Top quality and fiendishly challenging. ★★★★★

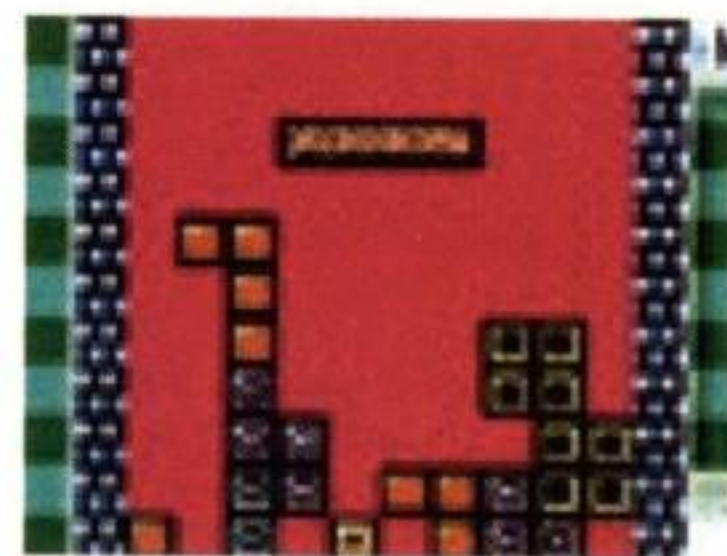
■ *Metal Gear Solid* and *Driver*? On a Nintendo machine? Just proves how unstoppable the Game Boy currently is.

TOP 5 DREAMCAST GAMES OF THE VERY NEAR FUTURE



- Shenmue**
Sega
Full English translation, here we come.
- Half-Life**
Sega
Sorry to mention this again.
- Power Stone 2**
Capcom
Previewed this month and blimmin' top.
- Black & White**
Sega
By the man who did *Populous*. Need we say more?
- Sonic Adventure 2**
Sega
Promises to be everything the first game was... plus a whole lot more besides.

TOP 5 GAME BOY GAMES THAT'LL GUARANTEE TEARS



- Tetris DX**
Nintendo
A friendly bit of linked-up Marathon? Not on yer nellie.
- Tomb Raider**
Eidos
Pixel-perfect jumping hell.
- R-Type DX**
Nintendo
Officially the most difficult game in the world.
- Pokémon**
Nintendo
Tooled-up evil nemesis, Gary. He won't sleep happy until your brain is mush.
- Yoda Stories**
Activision
Inept enemy annoyance.

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KICK ASS

BECOME A DEMON GAME PLAYER OVERNIGHT

HOW TO GET RALLY RATHER GOOD AT...

COLIN MCRAE RALLY 2.0

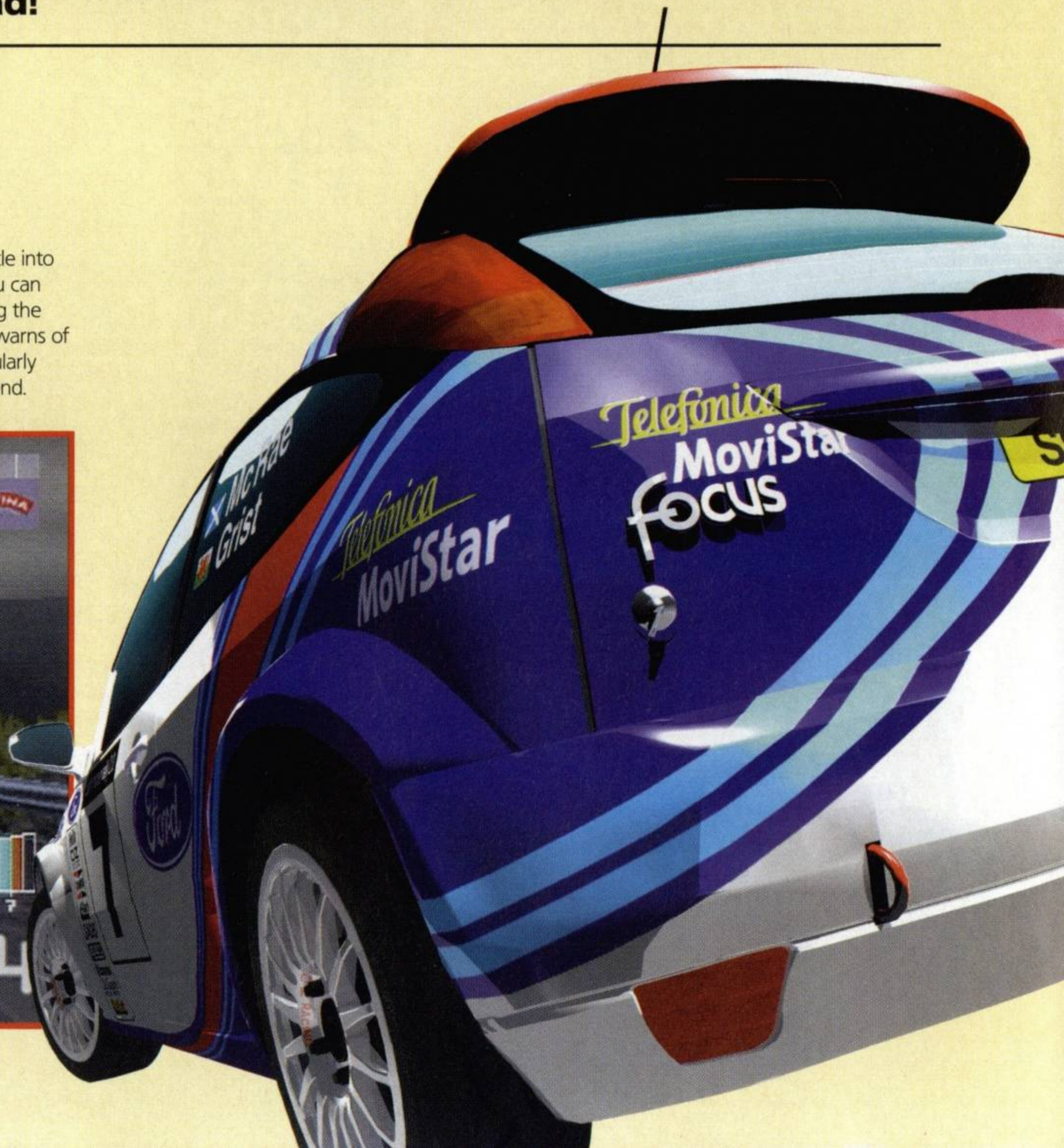
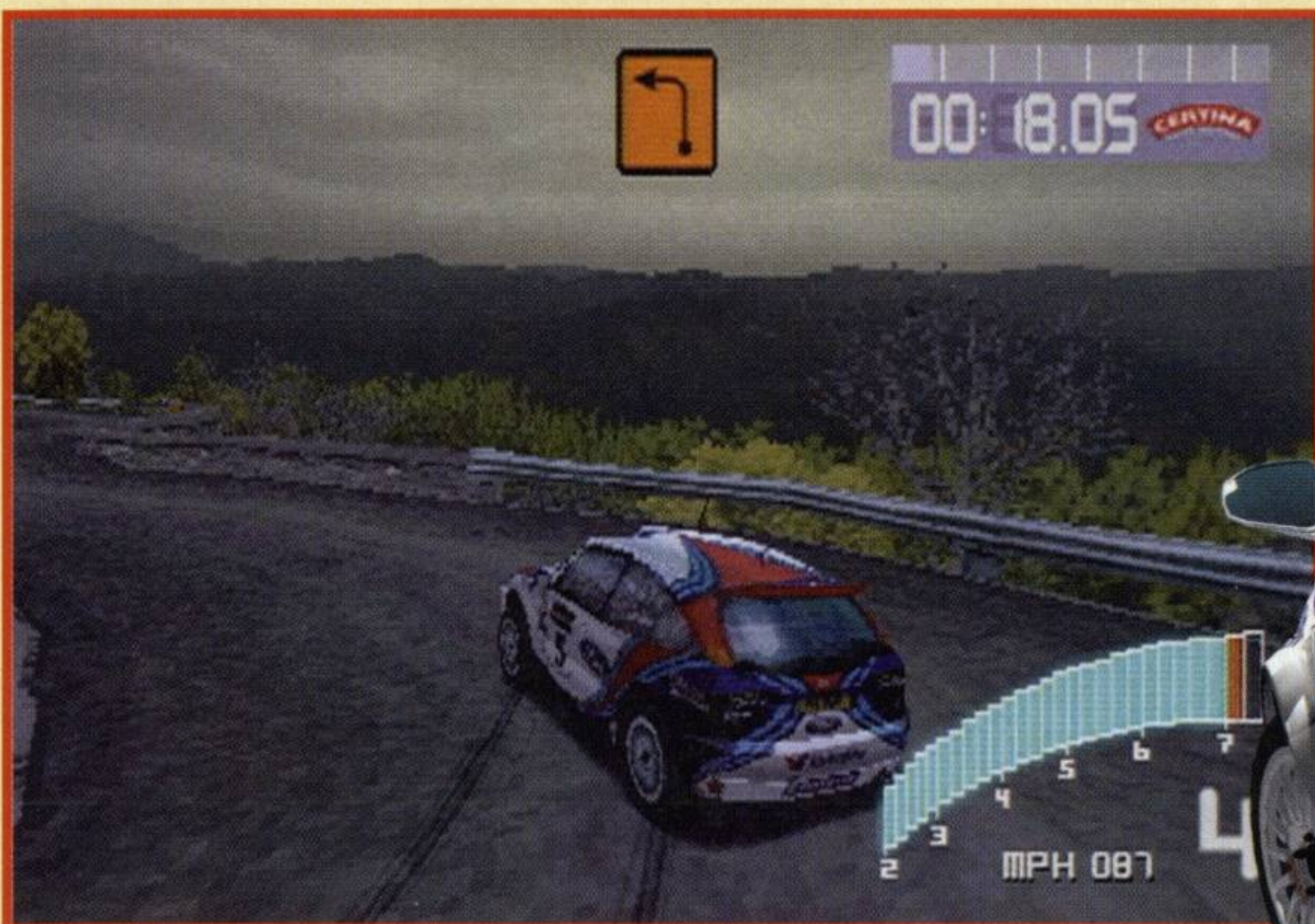
Format: PlayStation | Publisher: Codemasters | Price: £35 | Players: 1-2 | ★★★★★

Like the man himself, *Colin McRae Rally 2.0* is the undisputed rally master with enough speed, exhilaration and sheer balls to make its rivals appear hopelessly inadequate in comparison. With that much power under the bonnet, the game can be rather tricky to get to grips with. Never fear, though, because in an act of total selflessness, we've taken it upon ourselves to tame the *McRae* beast and provide some handy hints and a guide to each of the game's eight rallies. Let's offroad!

GENERAL ADVICE

CORNERING

Colin McRae's superbly fluid handling allows you to ignore the brakes and throw your vehicle into most corners with minimal speed loss. As a general rule, if the upcoming bend is green you can take it at full throttle and, if it's yellow, just ease off the accelerator for an instant and swing the front-end of your vehicle into the corner to powerslide round. When co-driver Nicky Grist warns of an approaching hairpin (red) it's time to actually use those brakes and, if the bend is particularly acute, you should slow down and use the handbrake to perform a sharp swing into the bend.



**24
GAMES
TIPPED
THIS
MONTH**

PLAYSTATION

- P102** Colin McRae Rally 2.0
- P105** Euro 2000
- P108** WWF Smackdown
- P109** Jedi Power Battles
- P109** Syphon Filter 2
- P109** Toy Story 2
- P109** Gran Turismo 2
- P110** Tomb Raider 4
- P110** Res Evil: Gun Survivor
- P110** Rainbow Six
- P110** F12000
- P110** J. Chan's Stuntmaster

DREAMCAST

- P109** 4 Wheel Thunder
- P109** GTA 2
- P110** Chu Chu Rocket

NINTENDO 64

- P109** Duke Nukem: Zero Hour
- P109** Rainbow 6

PC

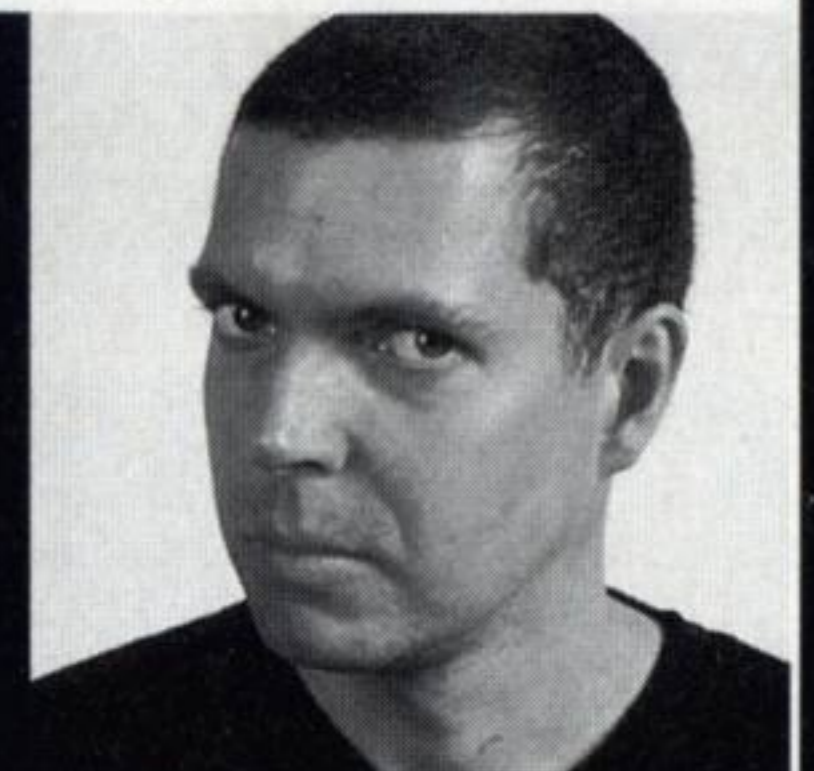
- P109** Soldier of Fortune
- P109** Oddworld: Abe's Oddysee
- P110** Starlancer
- P110** Imperium Galactica II

GAME BOY COLOR

- P108** Pokémon Red & Blue
- P110** Metal Gear Solid
- P110** Wario Land: Super Wario Land 3

WELCOME

■ Ah, the Summer is finally here. What better way to celebrate the warm, lazy days by barricading yourself indoors with the curtains welded shut while cheating at videogames. Marvellous. Kick Ass brings you the best in tips and tactics for *Colin McRae Rally 2.0*, *Euro 2000*, *Pokémon Red & Blue* and a



heap of other best-selling console and PC titles. Check out our games challenges and reader's tip and don't forget to send in your own to win Mad Catz goodies.

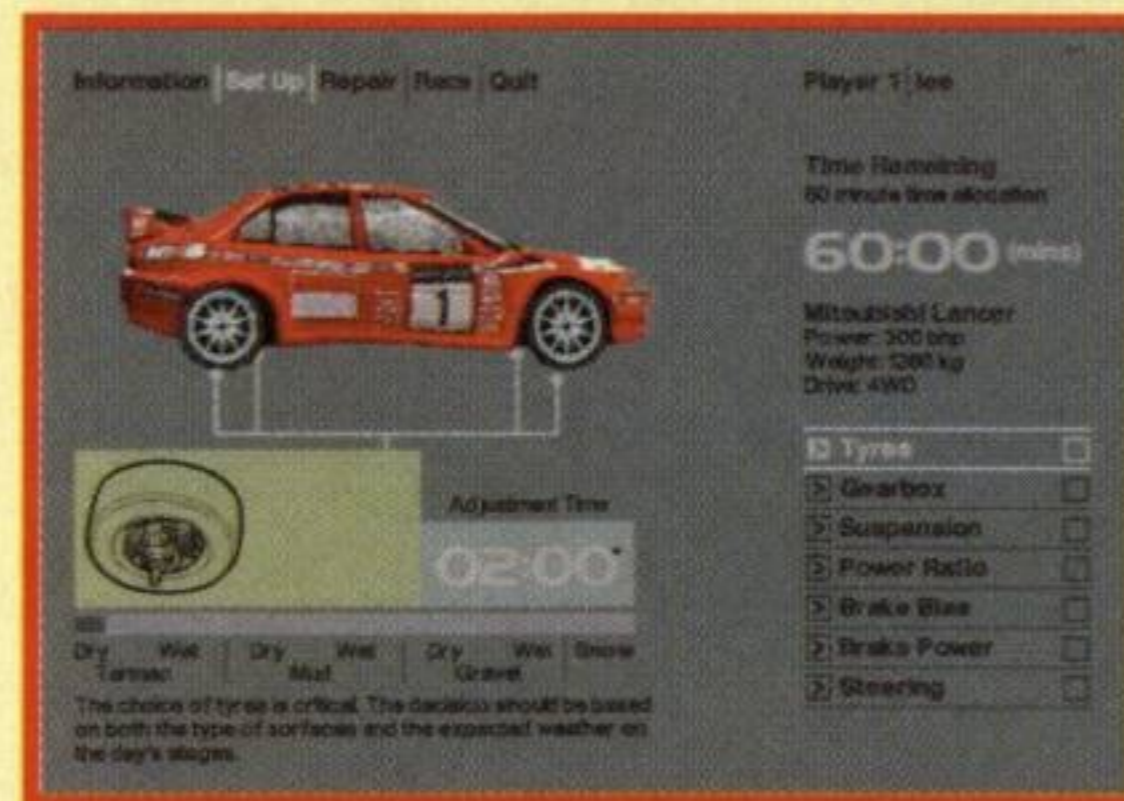
CO-DRIVER

To really get into 'the zone' when you're playing *Colin 2.0*, turn the rubbish music down to zero and whack Nicky Grist's dulcet Welsh tone up to maximum. As in real life, Mr Grist's advice is invaluable and it soon becomes second nature to absorb his instructions while still remaining totally focused on the road ahead. This is a rare instance of a game's soundtrack being every bit as important as its visuals.

SET-UP

Most of you rally drivers out there will find the pre-set vehicle specifications perfectly acceptable, as they provide a balanced all-round performance suited to every rally and every surface. However, if you insist on fiddling under the bonnet these are the things to look out for.

Tyres – unsurprisingly, the CPU invariably gets the choice of tyres spot on, so it's wise to leave this area well alone. Second-guessing the weather by putting on wet gravel tyres (for example) will usually end up making you look foolish as the climate remains rain-free, leaving your tyres completely unsuitable for a bone-dry track.



■ **Colin 2.0** allows you to personally modify just about everything on your car, but you might be better off leaving the pre-sets alone.

Gear ratio – a longer ratio setting provides a high top speed but slower acceleration rate, while a shorter distance between gear changes gives a lower maximum speed but quicker acceleration. It's wise to vary the settings depending on the speed of a course. For example, if it's a twisty-turny track, it's better to have faster acceleration at the expense of maximum speed (as you won't be going that fast anyway).

Suspension – a soft suspension setting is suited to rough and bumpy terrain (gravel), while a hard setting should be used for a hard, smooth surface where not much give is required (tarmac).

Power ratio – this option enables you to differentiate the power between the front and rear wheels (all the cars are four wheel drive). The maximum setting at either end is 60% and you should change it depending on your preference for understeer (front wheel bias) and oversteer (rear wheel bias).

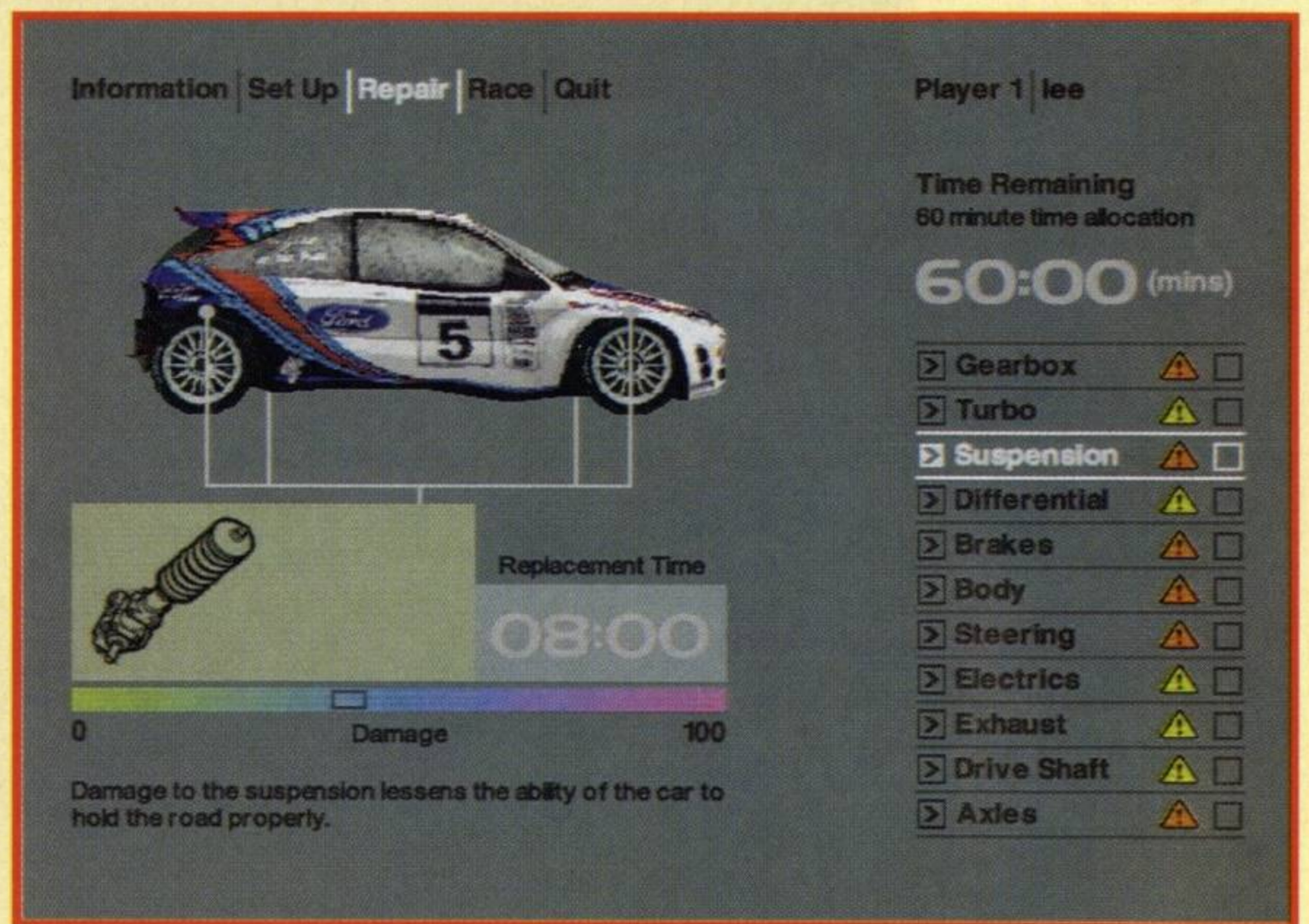
Brake bias – again, the setting of the brake bias should be on the front wheels to understeer and rear wheels to oversteer.

Brake power – you should vary the severity of braking depending on the surface you're racing on. A weak brake setting is suited to slidy surfaces like snow and gravel as it makes the chances of locking wheels much less likely.

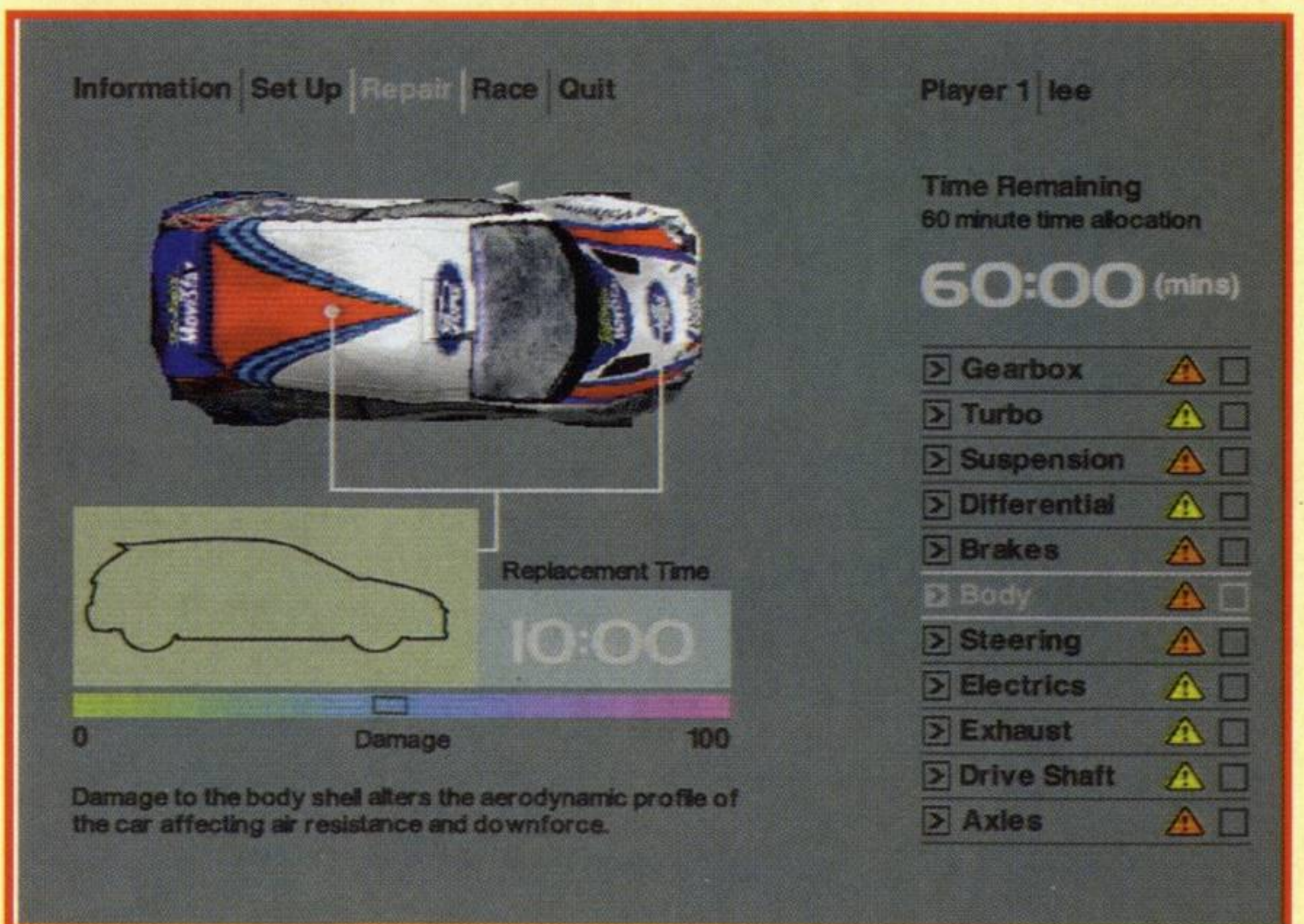
Steering – probably the setting you're most likely to alter as this can be changed to suit your preference for loose or tight car handling.

REPAIRS

After every two stages of a rally you have 60 minutes to make any repairs required to your vehicle. Gear box, turbo, suspension, differential, brakes, body, steering, electrics, exhaust, driveshaft and axles can all be knackered and the extent of the damage is indicated by a hazard sign (increasing



from yellow to orange to red depending on how bad the damage is). The time it takes to repair the damage also increases in relation to its severity so you have to be careful to make the best use of the 60 minutes. We'd recommend you concentrate on repairing the real essentials – gear box, suspension, brakes, body, steering – as things like electrics aren't too important (unless it's a night stage where lights are pretty much a prerequisite).

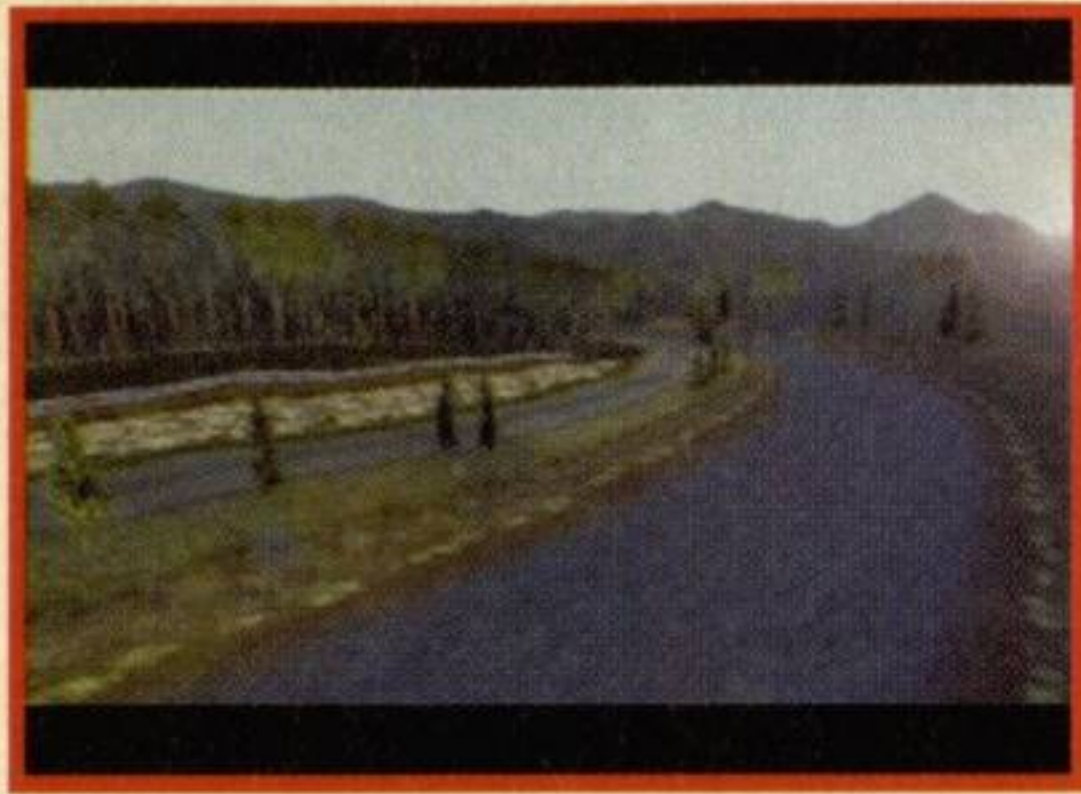


COLIN MCRAE RALLY 2.0

FINLAND (GRAVEL/MUD)

The first rally is, predictably, also the easiest and provides a fairly comfortable introduction to the Championship. The gravel and mud courses are quite wide which allows for enjoyably speedy racing and the proliferation of jumps and sweeping corners raises the excitement factor even higher. The only real worry is the number of trees lining the tracks which can be a nightmare to escape from if you misjudge a corner and end up in among the forestry.

Difficulty rating: ★



AUSTRALIA (GRAVEL/TARMAC)

The open, bumpy gravel tracks make the Australian rally one of the most reckless in the game. High speeds and big jumps are par for the course but the loose gravel surfaces will cause your car to drift more than the littlest hobo. It's virtually impossible to stay on the road at certain points and, no matter which tyres you put on, there's no way you're going to grip on these roads. And to take advantage of your many offroad jaunts, Codemasters has placed a load of rocks and other obstacles at trackside. Bugger.

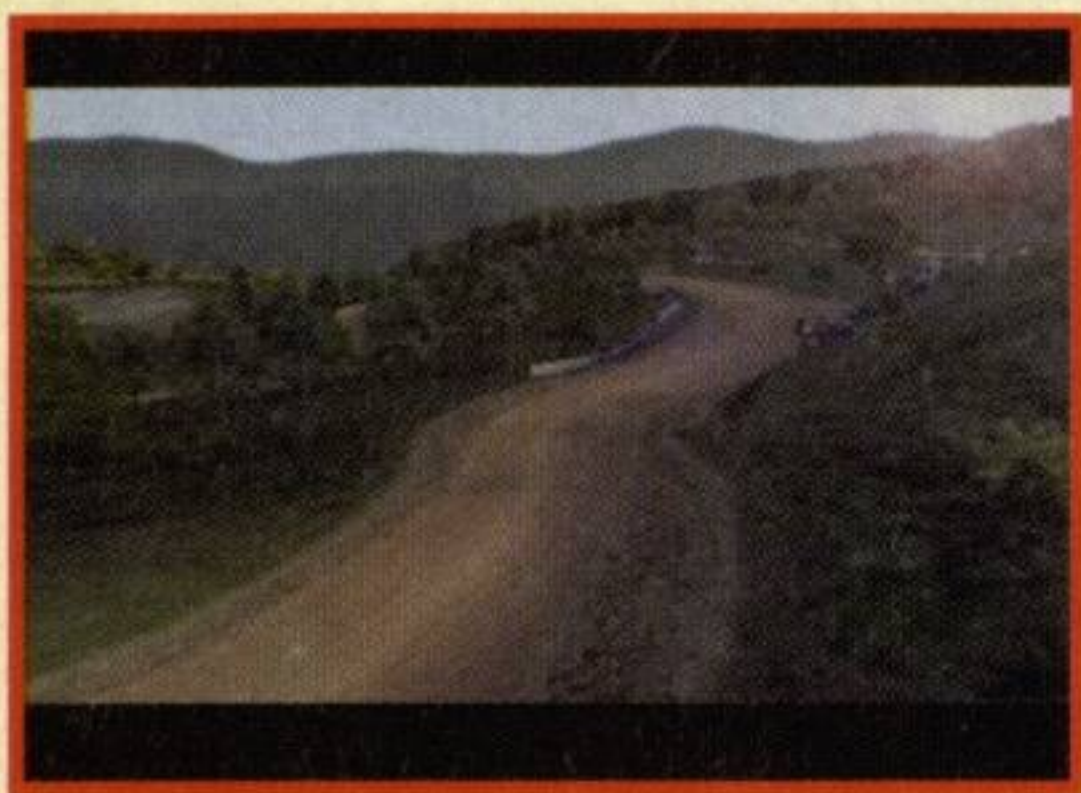
Difficulty rating: ★★★★★



GREECE (GRAVEL)

Another reasonably painless rally on the dusty, gravel courses. Bear in mind that the varying types of gravel surfaces provide a different feel to the driving and require a slight change in the speed of your approach. The only main concern is the lack of tyre-grip on the gravel which can easily cause you to slide offroad if you're not extra careful.

Difficulty rating: ★★



KENYA (GRAVEL/TARMAC)

The African plains have tight, dusty courses meaning, yet again, you'll be battling to stay on track. The expanse of open ground at the side of the road means that, when you do slide off the course, you can keep on sliding and sliding with nothing to knock you back again. Consequently, this is one rally where you should employ a safety-first approach and use those brake thingies on your car.

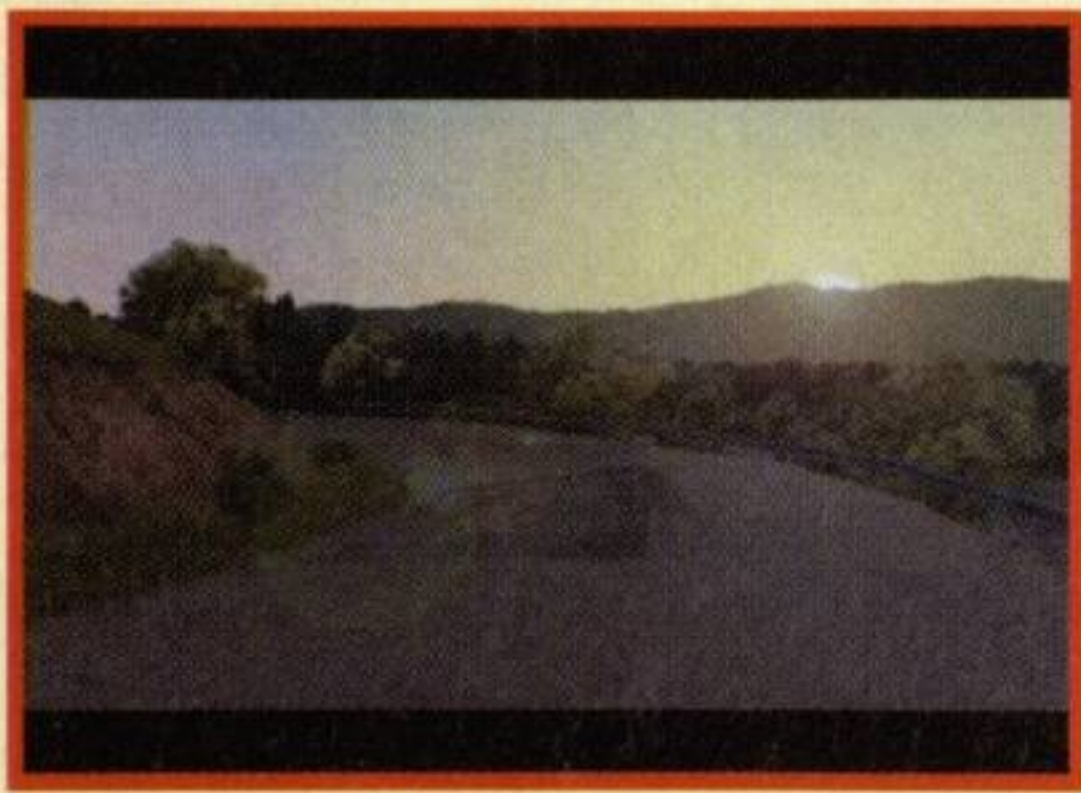
Difficulty rating: ★★★★★



FRANCE (TARMAC)

Speeding around the asphalt roads in the French mountains is one of the best experiences *Colin 2.0* has to offer. The mountain roads are the kind of narrow, twisty routes you see lined with spectators in the Tour de France so overshooting a bend and rolling down the mountainside is a big danger. But the tyres grip perfectly on the surface allowing you to drive at a blistering pace.

Difficulty rating: ★★



ITALY (TARMAC)

The best rally in the game has you racing like a madman around the corkscrew twists of Italian mountain roads. Despite there being bend after bend you won't have to slow down too much as you can just swing into the corners and bounce off the barriers which helpfully knock you back on course. There are loads of hairpin bends to handbrake-turn around but, for the most part, you can travel at top speed for an exhilarating ride. The only trouble you'll have is repairing all the damage inflicted on your motor.

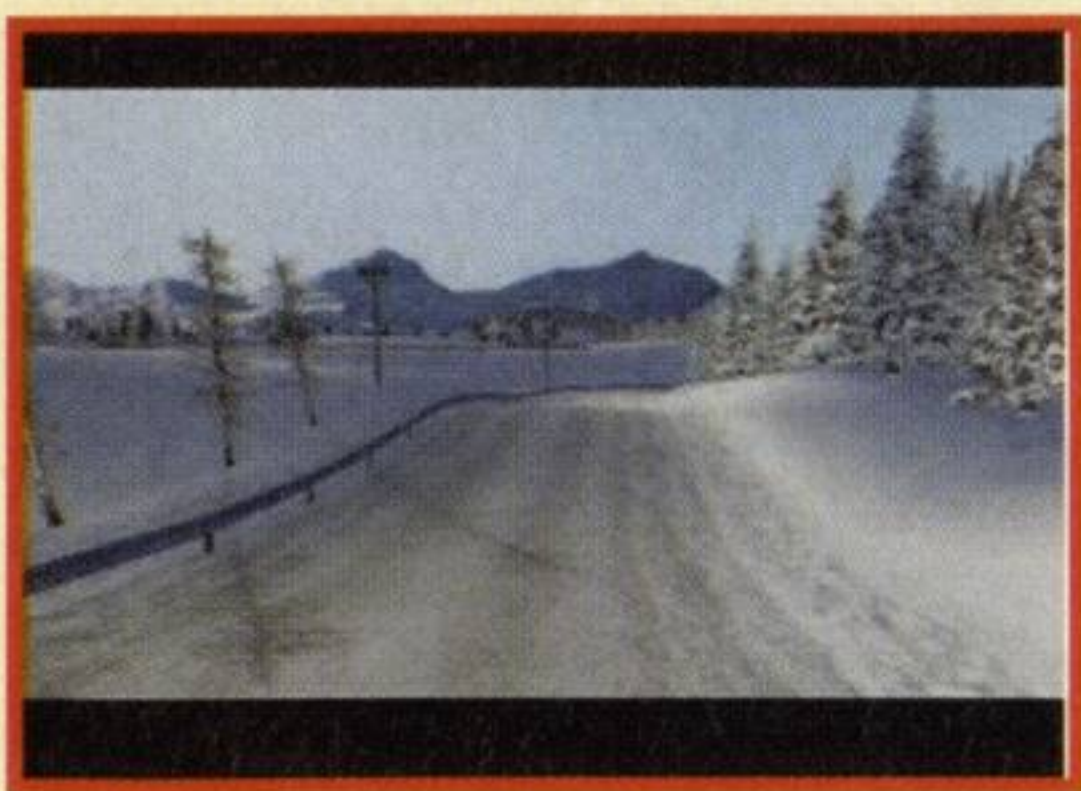
Difficulty rating: ★★★



SWEDEN (SNOW/ICE)

The dreaded snow rally isn't actually as difficult as you might fear. Slipping off course is obviously a common occurrence but our approach is to say 'to hell with it' and bomb around like a lunatic. Of course, this results in countless trips into deep snow at the side of the tracks but, because every other driver will be taking a more measured, sensible approach, crazy driving actually manages to pay dividends no matter how many times you mess up. And you will mess up, believe us.

Difficulty rating: ★★★



UNITED KINGDOM (MUD/TARMAC/GRAVEL)

God help us! The UK rally is an absolute monster with ever-changing surfaces, unpredictable weather, and trackside obstacles making your life hell. The roads are also quite narrow so you'll have to burn those brake discs on a frequent basis and snatch at every (rare) opportunity to put your foot down like a starving man reaching for a bag of chips. You'll enjoy the diversity of this rally despite its difficulty and the only consolation is that the other drivers will be struggling just as much as you. Good luck!

Difficulty rating: ★★★★★



EURO 2000

Format: **PlayStation** | Publisher: **Electronic Arts** | Price: **£35** | Players: **1-8** | ★★

Euro 2000 is a cheats heaven. If you're losing 1-0 with five minutes to go simply change sides and score two own goals. But you won't win any fair play awards like this. Instead just read this guide and take England all the way to the final.

1. TACKLING

a) Standing Tackle

Tap **△** to sprint alongside the attacker and wait until you run past him before nipping in to swipe the ball off his feet. But if you try a standing tackle when you are facing your opponent you may kick him in the shins and knock him over. So, try and tackle from the side if you can.



b) Sliding Tackle

It is worth your while committing a professional foul as the erratic ref may not blow up for a free kick. Also, if you're not going to reach the player with a normal tackle, slide tackle him from the side in order to win the ball.



2. DEFENSIVE TACTICS

a) The Offside Trap

If you press **R2** as soon as the opposition striker makes a run into space, your defenders will move up before the player in possession plays a through ball. Only use the offside trap near your penalty area.



b) Free Kicks

Just as the attacking player can choose one of three players to pass to by pressing either **△**, **□** or **○**, you can mark areas by pressing the corresponding buttons. The computer always floats the ball towards the far post and either powers home a header or flicks it on. So look for the symbol which is nearest the far post and press that button. This way your defenders will mark the player at the far post.



c) Corners

The computer usually plays the ball into the middle of the area, so make sure you mark here. Once you've done that concentrate on covering the correct player – the computer player will try and escape your attentions so make sure that you stick with the striker when he runs and then hold **○** in order to clear the ball when it is in the air.



3. PASSING

a) The Through Ball

All you have to do is wait until one of your players runs into space beyond the last defender and press **R1**. This will send him clean through on goal, leaving you free to slot the ball past the 'keeper. Or play through balls all the way down the wing until you're running into space, cut inside and either cross or shoot.



b) Long Balls

If you can see a player in space on the far side of the pitch play a cross field ball towards him. If he is skilled enough, he will chest the ball down and you can either lay it off or volley it at the goal.



4. SCORING

a) Solo Effort

This is the best way to use the **R2** skill. Whenever a defender moves in to tackle you, tap **R2** and your player will spin around. You can use this straight from the kick-off to run past every defender until you have only the 'keeper to beat. Now slot the ball underneath him using the pass button.



b) The Tap In

Use the **R2** skill to play the ball all the way down the wing. When you're level with the penalty area, use the through ball to pass the ball towards the six yard box, move your striker towards the ball and shoot first time into the near post.



c) Winging It

Another solo effort this one. Once again it involves passing the ball down the wing and using **R2** to avoid the attentions of the full back but, instead of crossing the ball over, cut inside and run around the defender until you're clear with only the 'keeper to beat. Keep running until you reach the six yard box and then shoot. The ball will curl around the 'keeper and into the far corner.



5. CORNERS

Press select to get your player moving, wait until one of them has broken free of their marker, cross the ball over and double tap **○** to volley the ball into the net. If you can't score like this, play a short corner, pass the ball to the edge of the area, slide it towards the six yard box and shoot into an empty net.



6. FREE KICKS

If you win a free kick just outside the area, don't use a specialist free kick. Instead shoot for goal. Use the shoulder buttons to set the curl to just inside the post. Then hold **ⓧ** until the arrow is three quarters of the height of the goal and simply let go. If you don't fancy shooting, pass to the player nearest the wall and then shoot. Goal!



■ Follow our tips for Euro 2000 glory. It's probably the only way you're going to see England with the trophy this summer.



HOW TO FIND THE TEN BEST MONSTERS IN POKÉMON

GAMEBOY

POKÉMON RED & BLUE



Want to know where to find the most collectable monsters in the game? Follow our handy tips and you'll be able to show off your Pokédex with pride.

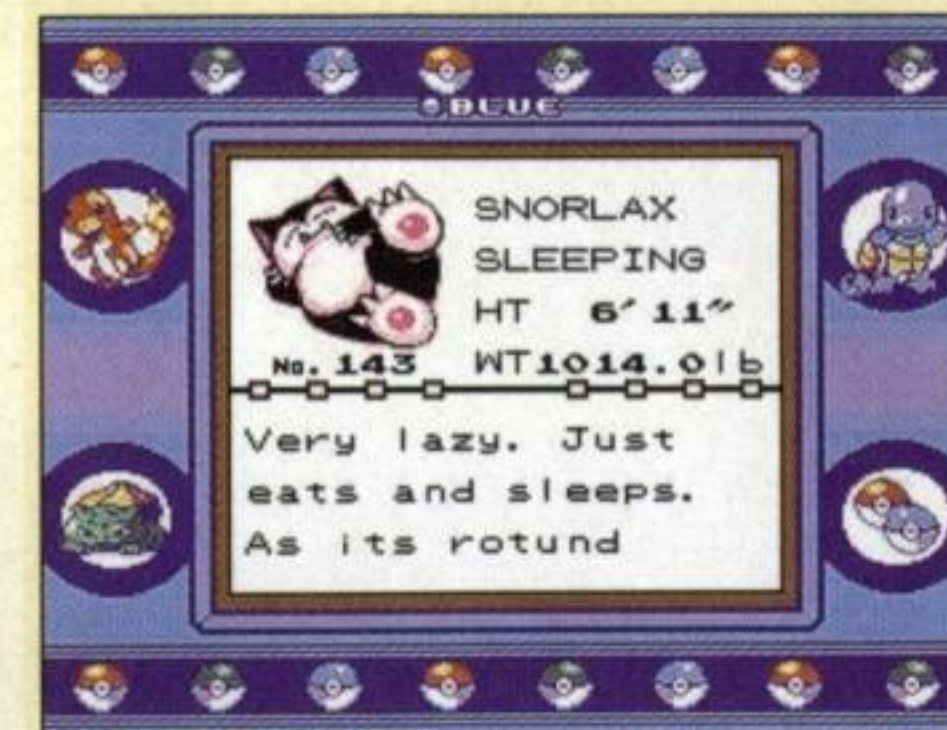
Format: **Game Boy** | Publisher: **Nintendo** | Price: **£25** | Players: **1-2 (with link cable)** | ★★★★★

Catching monsters is a serious business. You can spend hours walking around in a particular area, just because a mate told you he once saw a Pikachu there. How do you know when to believe what you hear and when to ignore bum steers? This simple guide will stop you wasting your time wandering around following a dodgy tip-off, and will maximise your chances of catching ten of the most desirable beasts in the game. Just follow the bird on the map screenshots and you'll fly to the nearest city where you'll find the monster you're after. Works with *Red, Blue* and *Yellow* versions!

Snorlax

Type: Sleeping
Area: Route 12

Catching: First of all, you'll have to rescue Mr Fuji from the Pokémon Tower in Lavender Town (you'll need to have the Silph Scope from Game Corner in order to do this). He'll give you the Pokémon Flute as a reward, which you'll need if you're to nab a Snorlax. Follow Route 12 south of Lavender Town where a sleeping Snorlax blocks the route. Play the Poké Flute to wake it up, then beat the poor creature to within an inch of its life. Chuck a few Poké Balls and it's yours.



Pikachu

Type: Mouse
Area: Viridian Forest

Catching: The most popular monster in the game is one of the hardest to catch, at least to begin with. You can find stronger and more common Pikachus at the Power Plant later on, but the earlier you catch your Pikachu, the tougher it'll be once you've trained it up by fighting. Walk around in the long grass at Viridian Forest. You'll run into countless rubbish monsters but eventually a Pikachu will pop up. Be prepared to search for an hour or two – it's worth it.



Articuno

Type: Freeze
Area: Seafoam Caves

Catching: This rare bird Pokémon is found in the caves at Seafoam Island, and you only get one shot at catching it. It's on the lowest basement floor so you'll have to solve the simple rock-pushing puzzle in order to stop the water flow and get to the corner where it hangs out. We advise using a Repel potion to stop the random Pokémon encounters while you look, otherwise it'll take forever. Use a monster with a sleep move to neutralise Articuno, then cross your fingers.



Zapdos

Type: Electric
Area: Power Plant

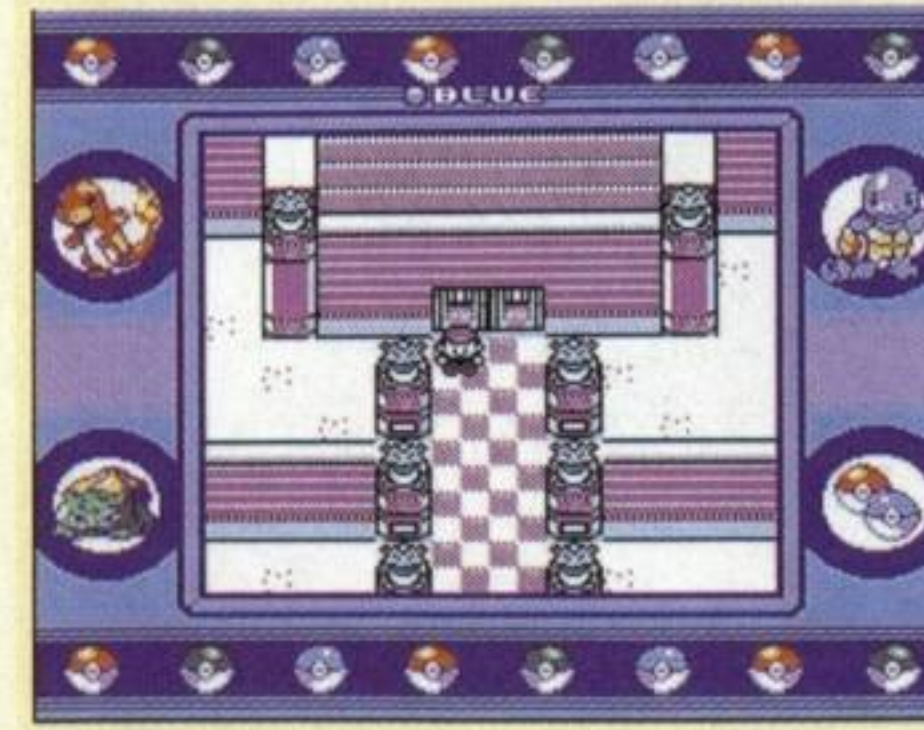
Catching: To reach the Power Plant you must have a monster equipped with the Surf move from HM03. Surf along the river found in Route 9 and follow the creek south-west. You'll find yourself at the hidden Power Plant, where all sorts of fine electric monsters wait, so take as many Poké Balls as you can afford for all the creatures you'll want to capture. Zapdos waits at the end, for a once-in-a-lifetime opportunity to get this second rare bird Pokémon.



Moltres

Type: Flame
Area: Victory Road

Catching: You can only reach Victory Road once you've beaten all the trainers in the game and obtained all the badges. It's the prelude to your encounter with the Elite Four, so make sure you've got a decent set of monsters with you – you'll need a strong, balanced party if you're going to get your name into that Hall of Fame. Moltres resides on the second level of the dungeon and, since it's the last rare bird Pokémon, you only get one shot at capturing it. Make it count.





Mewtwo

Type: Genetic

Area: Unknown Dungeon

Catching: As everyone who saw the *Pokémon* movie will know, Mewtwo is the result of a genetic experiment and the most highly prized monster that you can get in the normal Game Boy cartridge. It's a Psychic monster, so you'll have no trouble thrashing your mates every time with Mewtwo on your side. Catching it is tough, however. It's right at the end of the Unknown Dungeon, the cave to the north of Cerulean City, which is blocked until you manage to beat the Elite Four.

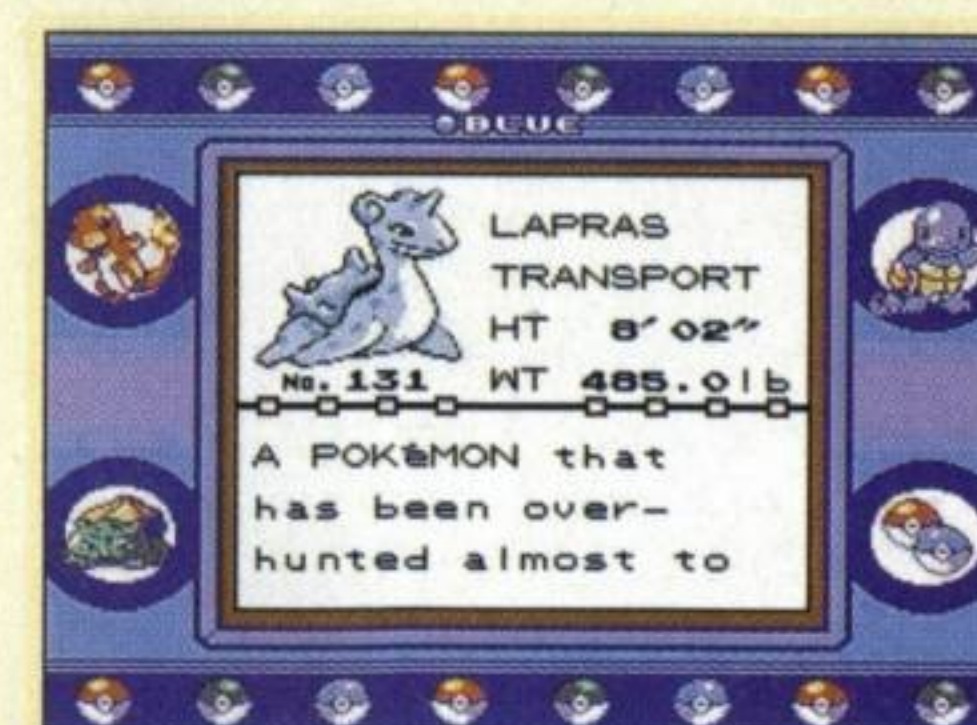


Lapras

Type: Transport

Area: Cinnabar Island

Catching: Getting hold of one of these hulking devils isn't easy but, once you've got one, you won't want to leave it out of your party. It's the most powerful of the water-based monsters and, therefore, absolutely lethal to rock-based Pokémon. Lapras hangs out in deep water and, wherever you surf, your chances of coming across one are slim. You're most likely to find your first wild Lapras in the seas off Cinnabar Islands. Surf around there for as long as it takes.

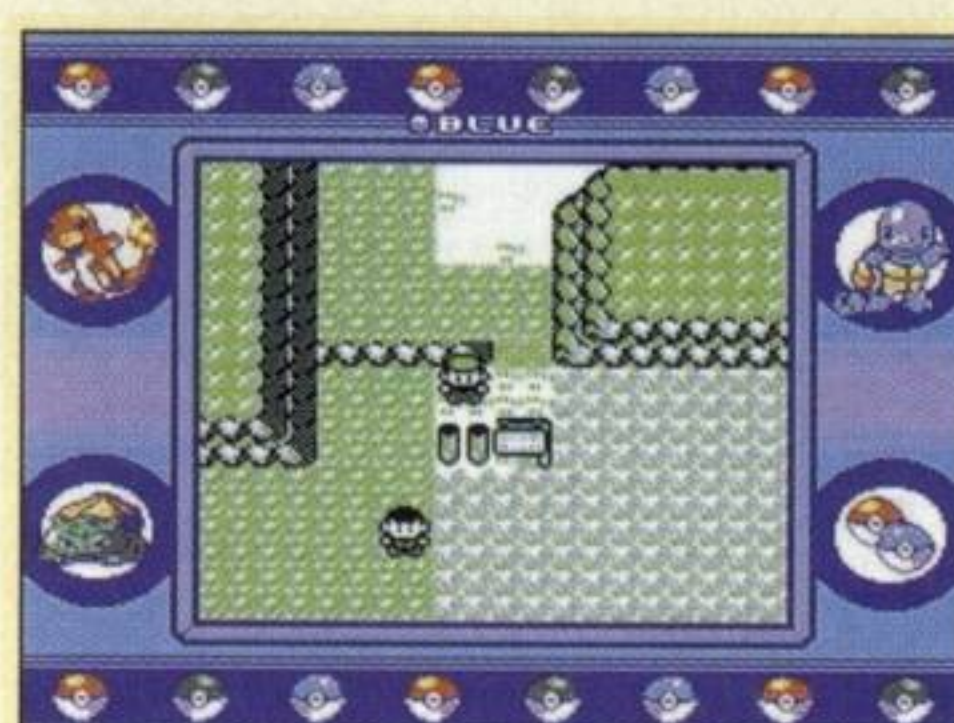
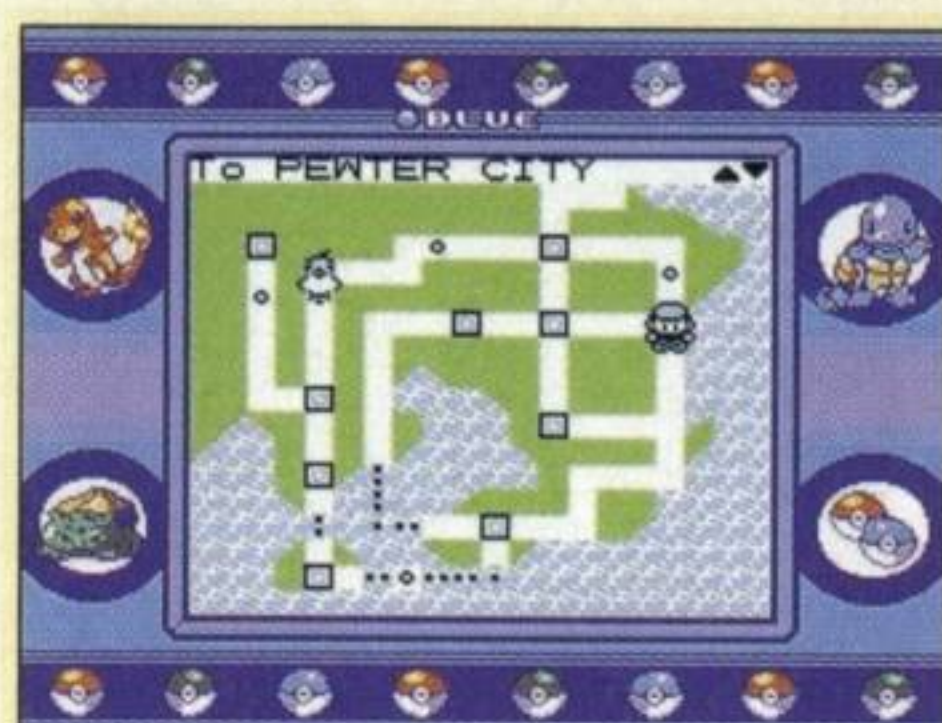


Jigglypuff

Type: Balloon

Area: Route 3

Catching: One for the ladies. You can have all the rare fossil monsters and tough karate beasts in the world, but only the pink marshmallow blob they call Jigglypuff is guaranteed to make that cute girl from French class want to link Game Boys with you. Jigglypuff can be found early on in the game, after you've beaten the first gym at Pewter City. It's the least common of the Route 3 monsters so some real patience is called for while you search the long grass for it.

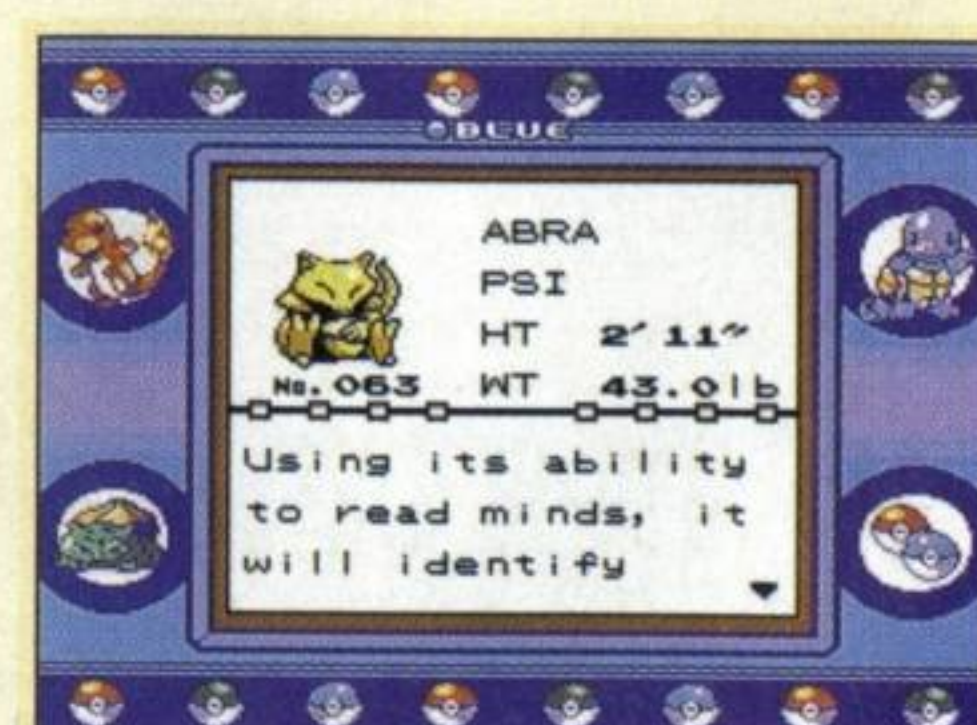


Abra

Type: Psi

Area: Route 24

Catching: Because you won't get the chance to catch Mewtwo before you've finished the game, you'll need a decent Psychic Pokémon in your party. Psychics are the trickiest type of monster to beat and having one of your own will result in a huge increase in your success rate when fighting your friends. You can find Abra on Route 24, north of Cerulean City, and also on Route 25 to the east. They're fairly common, although you're likely to encounter lots of Weedles and Kakunas first.

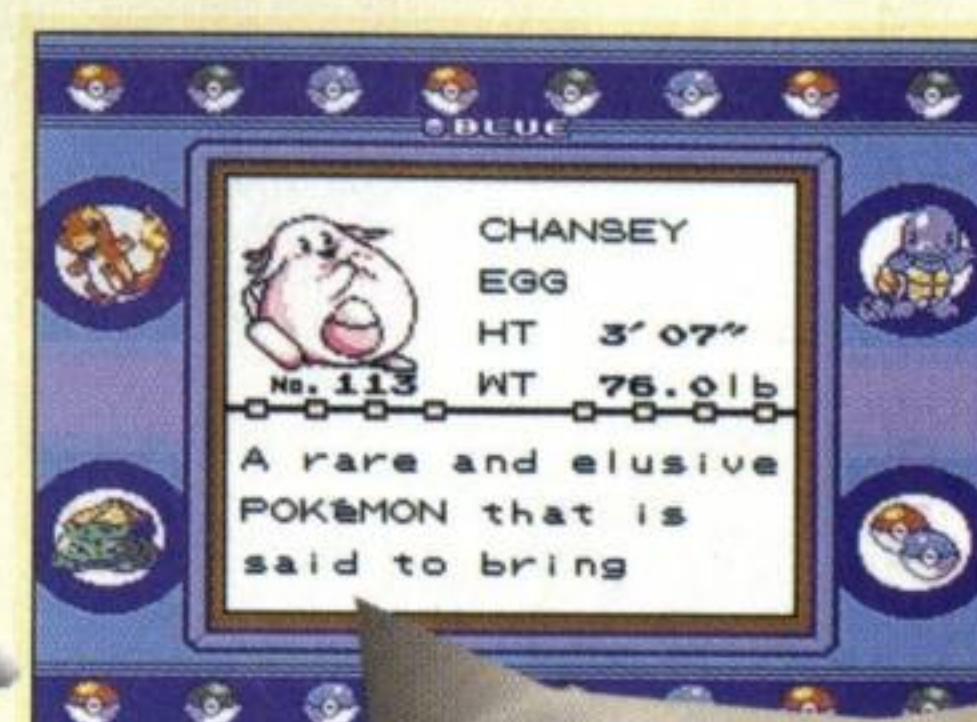


Chansey

Type: Egg

Area: Safari Zone

Catching: The Safari Zone contains many monsters that you can't find anywhere else, so don't forget to come back after you've completed the mission to find the warden's gold teeth. Keep wandering around in all four areas, making good use of your 500-step distance limit, and get all of the monsters you encounter. By the time a lucky Chansey comes your way, you'll probably have seen just about everything the Safari Zone has to offer. It's cheaper than catching wild monsters.



PLAYSTATION

HOW TO BE A BAD-ASS IN...

WWWF SMACKDOWN!

Arcade will do anything to secure the baddest tips, and that includes wrestling seven foot muscle men with names like Mr Ass. We've got a cage full of sneaky moves for you to inflict on others so, without further ado, let the carnage commence!



THE BEST FINISHING MOVES:

1) Mankind:

■ Mandible Claw
Press **□** when your opponent is dizzy and standing facing you.



2) The Rock:

■ The People's Elbow
Press **□** when your opponent is lying down.
■ Rock Bottom
Press **□** when your opponent is dizzy and standing facing you.



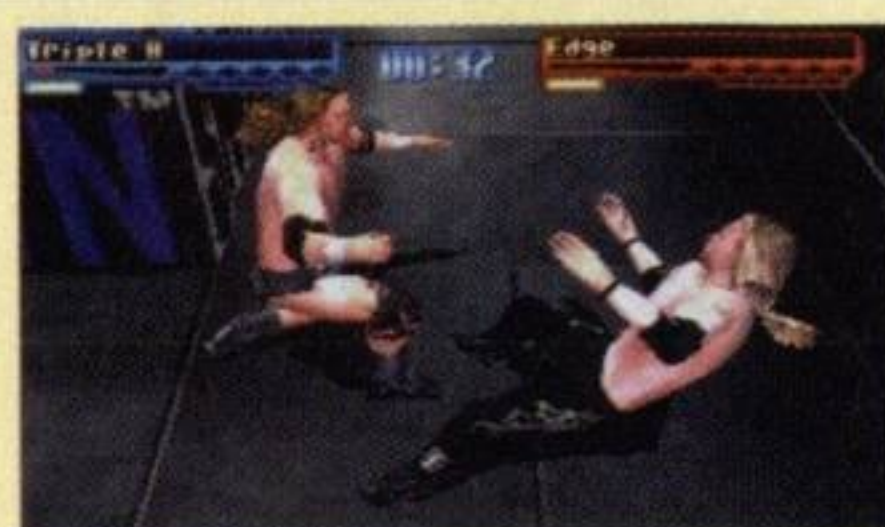
3) Stone Cold Steve Austin:

■ Stone Cold Stunner
Press **□** when your opponent is dizzy and standing facing you.



4) Triple H:

■ Pedigree
Press **□** when your opponent is dizzy and standing facing you.



■ Finishing move:

When your meter has at least one of the dots highlighted, press **□** from the position from which your wrestler performs their finisher. For example, to perform Jeff Hardy's Sunton Bomb, knock your opponent down with at least one of the dots highlighted, then climb the turnbuckle (**○** on d-pad) and press **□**.

■ Increase the pain:

When you are in a Fall Anywhere match you can get more objects by whipping wrestlers into things. For example, in the parking lot, whip someone into the ambulance to get a stretcher, or whip someone into the fire extinguisher box on the wall to get the extinguisher. In the back room after the stage, whip someone into a soda machine to get a can out of it.

■ Obtain the weapon of your choice:

During a match, press **□** while you are facing the ring in order to obtain a weapon. To change weapons, throw your current weapon out of the ring, then go outside the ring. Get close to the ring and press **□** again to grab a new weapon from under the ring. You can then repeat this until you get hold of the weapon of your choice.

■ Extra goodies and tougher characters:

Successfully complete a Pre-Season.

After WrestleMania, Vince McMahon will approach you in the back room and say that you can continue with the WWF. Once he finishes and the Smackdown symbol appears, you have access to new bonuses. These include: Stevie Richards, The Blue Meanie, and Stephanie McMahon in Create-A-Superstar mode, The Rock's new outfit, Stone Cold's new outfit, extra character points, character skills, and a wealth option for your status.

■ Bonus wrestlers in season mode:

Complete the indicated number of years in season mode to unlock the corresponding bonus wrestler.

1. Ivory – 1 year
2. Prince Albert – 2 years
3. Jacqueline – 3 years
4. Viscera – 4 years
5. Mideon – 6 years
6. Gerald Brisco – 7 years
7. Pat Patterson – 8 years

■ Hardy Boys move:

For that totally classy finish try using the Hardy Boys or Edge/Christian. Throw your opponent into the turnbuckle. Then put one of your guys near the opponent in the turnbuckle and push **□**. Now change control to Hardy/Edge/Christian and immediately run towards your man in the turnbuckle, pushing **○** when he jumps off.

■ Stop The People's Elbow:

Have The Rock pummel another wrestler bad enough so he shapes up for the People's Elbow. Move over and face him. When he starts running to one side of the ring, run after him and press **○**. You'll thwart him with a Bulldog – or you can wait until he turns and hit him with a clothesline.

■ Double-Team Setoff Bomb:

Select a Handicap match as 1P and 2P vs. Com. (Let a friend be Player 2). Select the Hardy boys for players one and two and anyone for the computer. Beat up your opponent badly, until Jeff Hardy has a green dot. Slam your opponent, face up, in the middle of the ring. Get players one and two to climb the opposite turnbuckles. If the player controlling Jeff presses **□** and the player controlling Matt presses **○** a Setoff Bomb'll win the match.

■ Extra ability points:

For a newly created wrestler. Complete the season mode five times (to get 80), to get 90 complete it ten times and to get 100 complete it 20 times.

■ Get season mode bonuses easily:

Enter season mode and set all wrestlers to CPU players. Skip each match until a season is completed to unlock the bonus (if any) for completing that season.

NINTENDO 64

DUKE NUKEM: ZERO HOUR

■ Make the foul mouthed trooper harder than ever.

Action Nukem mode:

Press Down (x2), A, Z (x2), Left, A when "Press Start" appears at the opening screen. A tone will confirm correct entry.

Big gun mode:

Slay all opponents in Level 3: Nuclear Winter.

Character set 1:

Press A, L, R, Left, B, Down, Up when "Press Start" appears at the opening screen. A tone will confirm correct entry.

Character set 2:

Press B, A (x2), R, L when "Press Start" appears at the opening screen. A tone will confirm correct entry.

First person perspective:

Press Down, Up, L, B, Z, Left, C-Up, C-Right, C-Left, Z when "Press Start" appears at the opening screen. A tone will then confirm correct entry.

Flat shade map:

Obtain all secrets in the secret level, "Wetworld".

Freeze thrower with unlimited ammunition:

Press Down, Up, A, L, R, Z when "Press Start" appears at the opening screen. A tone will confirm correct entry.

Maximum SMG ammunition:

Obtain all secrets in Level 15: Dawn of the Duke.

Maximum Volt-C ammunition:

Obtain all secrets in Level 17: The Rack.

Maximum blaster ammunition:

Slay all opponents in Level 9: Jailbreak.

Maximum freezer ammunition:

Slay all opponents in Level 20: The Brothers Nukem.

Maximum gamma ammunition:

Rescue all babes in Level 21: Alien Mothership.

Maximum gatling gun ammunition:

Slay all opponents in Level 16: Hydrogen Bomb.

Maximum revolver ammunition:

Rescue all babes and obtain all secrets in Level 12: Probing The Depths.

Maximum rifle ammunition:

Rescue all babes in Level 11: Ft. Roswell.

Maximum sawn-off shotgun ammunition:

Slay all opponents in Level 13: White Chapel Killings.

Maximum shotgun ammunition:

Rescue all babes in Level 10: Up Ship Creek.

Maximum sniper ammunition:

Rescue all babes in the secret level, "Going Down".

Rifle with unlimited ammunition:

Press C-Up, C-Down, C-Left, C-Right, L, R when "Press Start" appears at the opening screen. A tone will confirm correct entry.

Press C-Up, C-Down, C-Left, C-Right, L, R when "Press Start" appears at the opening screen. A tone will confirm correct entry.



PC

SOLDIER OF FORTUNE

■ If you're willing to dismember people limb by limb, using cheats won't be an issue.

First you need to create a console. To get the

console, right-click on sof.exe in your demo directory and choose "Create shortcut", then right-click on the shortcut you've created and choose "Properties". Change the command line to add this: +set console 1. It should look something like this when finished: "c:\...\SOF\sof.exe" +set console 1. Bring up the console by pressing "\".

Console codes:

HERETIC	God Mode
PHANTOM	Walk Through Walls
NINJA	Enemies Don't See You
DEFAULTWEAPONS	Give Default Weapons
ELBOW	Give Weapons 1-5
BIGELBOW	Give Weapons 6-10
MATRIX #	Timescale (replace # with 1-10)
GIMME X	Spawn Object/Item X
UPDATEINFINAL	Gives More Ammo
KILLALLMONSTERS	Kills All Enemies
MAP X	Go to Level X, as shown:

Level Names for use with MAP X cheat:
tut1, tsr1, tsr2, trn1, arm1, arm2, arm3, kos1, kos2, kos3, sib1, sib2, sib3, irq1a, irq1b, irq2a, irq2b, irq3a, irq3b, ger1, ger2, ger3, ger4, nyc1, nyc2, nyc3, sud1, sud2, sud3, jpn1, jpn2, jpn3.



PC

ODDORLD: ABE'S ODDYSEE

■ Abe makes odd farting noises. Much like Arcade's very own Alvin.

Level Select:

At the main screen – hold down Shift and enter this code using the arrow keys: Down, Right, Left, Right, Left, Right, Left, Up. Abe will say "OK" and you will be given a listing of all available levels. Select which one you want to play and press Enter to begin. **BUT BEWARE!** Starting a level in this way is not good if you want to get the "happy ending" as the game assumes that all the mudokans from the previous levels were killed. Doh!

Movie Select:

At the main screen – hold down Shift and enter this code using the arrow keys: Up, Left, Right, Left, Right, Left, Right, Down. Abe will say "OK" and you will be given a list off all the game's cut scenes. Highlight the one you want to view and press Enter.

PLAYSTATION

JEDI POWER BATTLES

■ Listen up Jedi! You can control your friends without the mind tricks.

Play as Queen Amidala:

Beat the game on Jedi Mode with Obi-Wan Kenobi. Then go to the character select screen and choose the game you just beat on Jedi Mode with Obi-Wan. Highlight Obi-Wan but DON'T select him (just let the cursor "hover"). Now hold down Select. The picture at the top of the screen should change into Queen Amidala. Press \odot to select the Queen. At last!

Play as Captain Panaka:

First, beat the game on Jedi mode with Plo Koon. Next, highlight Plo and press select. Captain Panaka's picture should replace Plo Koon's at the top. Press \odot to play as Captain Panaka. Both he and Queen Amidala use a blaster and fists.

Play as Darth Maul:

To play as Darth Maul you MUST beat the game as Qui Gon Jinn in either Jedi or Easy mode. Then go back to the character selection screen and highlight Qui Gon and press and hold select until his picture turns into Darth Maul's.

Ultimate Light Sabre:

On level 14, fight 100 opponents, including every troop type from the game to unlock the ultimate weapon. The super sabre enables one-hit kills on all enemy characters excluding Bosses. You can turn it on or off in a menu that appears when the game is paused.



PLAYSTATION

SYPHON FILTER 2

■ A conspiracy of top level cheats.

Hard mode:

At the title screen, highlight the One Player option and press $\odot + \odot + \square + \square + \blacktriangle + \blacktriangle + \text{Up} + \otimes$.

Get Expert Mode:

Go to the title screen, highlight the one player option and then hold Up + $\square + \square + \blacktriangle + \odot + \otimes + \odot$.

Mission select:

Pause the game, highlight the "Map" option, then hold Right + $\square + \square + \odot + \odot + \otimes$.

Movie Theatre:

First pause the game and highlight the Briefing Option. Now hold Right + $\square + \square + \odot + \otimes$. Now go to options and pick the cheats, Two-Player Arenas and Characters

Super Agent mode:

Pause the game and then highlight the "Weaponry" option, then hold $\square + \blacktriangle + \odot + \odot + \otimes$ (simultaneously). If you entered the code correctly, you will hear a sound. Then, enter the options screen and choose the "Cheats" selection.

Dreamcast Small tips

4 WHEEL THUNDER

■ Dust off your rivals.

Turbo start:

When "Go" appears during the pre-race countdown, press R + A. If done correctly, your truck will get a faster start and a four-second boost.

Jackpot Cheat:

After finishing a race in Championship mode, save your game in case you get to try for the jackpot. If you don't win it on the first try, simply reload your game in the options menu and keep trying until you win.

GTA 2

■ Real gangsters like to cheat.

Loads of cash:

Type in 'MUCHCASH' as your name and begin a game. You will now have \$500,000 to help you get started.

All weapons:

Enter "BIGGUNS" as a player name.

Nintendo 64 Small tips

RAINBOW SIX

Level select:

Enter VZRFTMQ2G8SQ as a password for the recruit difficulty setting. Enter FZJFTMR2G8RQ for the veteran difficulty setting.

PlayStation Small tips

TOY STORY 2

■ Take your toys anywhere you want.

Unlock All Levels:

At the title screen press Up (x4), Down (x2), Up (x2), and finally Down (x3). If the code is done correctly you will unlock all the levels – but you still have to complete the missions because the Pizza Planet Tokens will not be available.

Secret level:

On level one, if you get 100 or more coins go talk to Hamm the pig and he will invite you to the secret room called Woody's workshop. Here you will be able to collect extra hints, cheats, and tips in order to beat the other levels.

GRAN TURISMO 2

■ Rev up for more finely tuned hints.

The best car in the game:

Choose the Suzuki Esgundo special edition and leave every car choking on your exhaust fumes. It has 950 hp, a top speed above 200mph and it turns on a sixpence. It costs two million dollars and can be found under "special" in the Suzuki section of East City.

Unlock S-Class cars in Arcade mode:

Pass the first five licence tests (B, A, International-C, International-B, and International-A) in Simulation mode to unlock the Super Sports car class in Arcade Mode.

Unlock the Super Licence:

Earn all licences (A, B, International-C, International-B, International-A) to unlock the Super Licence.

PC Small tips

STARLANCER

■ Access the whole galaxy.

Level Select:

To play any mission in the game, at the main menu hold CTRL and type "potatoe". An "M" will appear in the top left hand corner. Type the number of the mission you wish to play, and then hold CTRL+ENTER to access it.

IMPERIUM II GALACTICA

■ Become a Battle Star.

At the menu type:

LISTENUPEVERYBODY! and then type:

ghettoblaster
shootem'
dienodie

All ships
All weapons
God mode

READER'S TIP!

GAME BOY



POKÉMON RED & BLUE

■ Following on from the Kick Ass guide to the Top Ten Pokémon, Thomas Greensmith from Wrenthorpe near Wakefield has won himself a smashing Mad Catz Game Boy pack with this tip:

If there's Pokémon you can't catch in the Safari Zone (eg. Tauros or Scyther), just exit the zone, return your Safari Zone Ball and fly to Cinnabar. Swim up and down the right hand side and you'll find the Pokémon from the safari Zone. It might take a while but it's definitely worth it!



Game Boy Small tips

METAL GEAR SOLID

■ Every good spy deserves some good music.

Unlock Music Mode:

Complete all of the VR missions in practice and time attack mode to access the music mode. Now you can sample all of the background tunes and sound effects.

WARIO LAND: SUPER MARIO LAND 3

■ It's-a-me, Wario.

Master cheat:

Enter any area and then press Start in order to pause. Press Select 16 times to make a cursor appear over your number of lives. Then simultaneously hold A and B and move the cursor box left or right to view your attributes. You will be able to change these numbers by pressing Up or Down. If you put the cursor directly on the Wario face at the bottom left and un-pause, you'll find that you'll get a better hat.

DREAMCAST

CHU CHU ROCKET

■ Turn your mice into familiar faces.

Unlock Sega characters and new modes:

Complete 25 Challenge Mode levels to transform the mice into Chaos from Sonic Adventure.

Complete 25 Mania Mode levels to transform the mice into angels.

Hard mode puzzles:

Successfully complete all puzzles in normal mode.

Special mode puzzles:

Successfully complete all puzzles in hard mode.

Mania mode puzzles

Successfully complete all puzzles in special mode.

Save pictures from the web:

You can save pictures onto your VMU while using *Chu Chu Rocket's* Dreamkey web browser. Place the cursor over the desired picture and press **□** + A on the controller.

Dreamkey web browser:

This trick requires a Dreamcast keyboard and can be used as a replacement for the standard Planetweb browser. Go to the Homepage in the main menu. Once the *Chu Chu Rocket* title appears, press [Ctrl] + O on the keyboard. The URL bar will appear, which allows you to type in any Internet address.

Keyboard shortcuts:

URL bar: [Ctrl] + O

Reload page: [Ctrl] + R

Bookmarks: [Ctrl] + B

Mail: [Ctrl] + M

History: [Ctrl] + H



PLAYSTATION

TOMB RAIDER: THE LAST REVELATION

■ Everything for the girl about tomb.

All Secret Items:

Face north on the compass. Highlight the large medipak and hold **□**, **△**, **○**, **×**. Press the down button, then **○**. You now have all the secret items for that stage!

All Weapons:

Have Lara face exactly north. Enter the inventory and go to the small medipak and hold **□** + **△** + **○** + **×** + Up, press **○** then right as the compass hand points north. Close the inventory screen, then re-open it to see all the weapons.

Level Skip:

Have Lara face exactly north. Then enter the inventory and look at the compass – if the red point is not blinking, reposition Lara again. Go to Load and hold **□** + **△** + **○** + **×** + UP, then press **○**, just as the compass hand points directly north. Close the inventory in order to advance to the next level.

Unlimited Ammo:

Have Lara face north and enter the inventory screen. Go to the large medipak and hold **□** + **△** + **○** + **×** + Down, then press **△**, just as the compass points north. Close inventory screen and re-open it. All weapons show "Unlimited Ammo".



PLAYSTATION

RESIDENT EVIL: GUN SURVIVOR

■ Blow big chunks out of the horrible, rampaging zombie hordes.

Every time you kill the big guy (Nemesis) from *Resident Evil 3* he will usually drop ammo. You always pick up slightly better ammo than what you shot him with. For example, if you kill him with the handgun you'll get shotgun rounds. So, from handgun, shotgun, flame rounds, acid rounds, grenade rounds, magnum ammo. Undead beware.



PLAYSTATION

RAINBOW SIX

■ A blinding spectrum of goodies.

At the Main or Pause menu:

All secondary pistols:

Hold **□** and press: **○**, **△**, **○**, **○**, **○**, **×**, **△**, **○**.

All main guns:

Hold **□** and press: **○**, **○**, **○**, **△**, **○**, **○**, **○**, **○**.

Access all levels:

Hold **□** and press: **○**, **○**, **○**, **○**, **○**, **△**, **○**, **○**.

Carry all items:

Hold **□** and press: **△**, **○**, **○**, **○**, **○**, **○**, **○**, **○**.

Free-for-all:

Hold **□** and press: **○**, **△**, **△**, **○**, **○**, **○**, **○**, **○**.

Invincible hostages:

Hold **□** and press: **○**, **○**, **○**, **△**, **○**, **○**, **○**, **○**.

More ammunition:

Hold **□** and press: **○**, **○**, **○**, **△**, **○**, **○**, **○**, **○**.

No terrorists:

Hold **□** and press: **△**, **○**, **○**, **△**, **○**, **○**, **○**, **○**.

Player invincibility:

Hold **□** and press: **○**, **○**, **△**, **△**, **○**, **○**, **○**, **○**.

Revive all healths:

Hold **□** and press: **△**, **△**, **○**, **○**, **○**, **○**, **○**, **○**.

Show all maps:

Hold **□** and press: **○**, **○**, **○**, **△**, **△**, **○**, **○**.

Show the ending:

Hold **□** and press: **○**, **△**, **○**, **○**, **○**, **○**, **○**, **○**.

Supermen:

Hold **□** and press: **○**, **○**, **△**, **△**, **○**, **○**, **○**, **○**.

Unlock all doors:

Hold **□** and press: **△**, **○**, **○**, **△**, **○**, **○**, **○**, **○**.



PLAYSTATION

F1 2000

■ Ride into the twilight zone.

Whilst holding **○** in pause mode press the following buttons: Down, Down, **○**, **○**, Up and Left. Mystery roads start to unwind.



PLAYSTATION

JACKIE CHAN'S STUNTMAN

■ If you can't, Jackie Chan.

Unlimited Lives:

Press R1, R2, L1, X.

Movie theatre

Get twenty gold dragons to unlock the Jackie Chan movie theatre.

Flashy moves:

Hold Square. Jackie will throw a punch, then scoot back and throw a Drunken Master Punch. Your opponent should become dizzy and give you the opportunity to use the Jumpkick or any other combo.

■ Hold Triangle. Jackie will kick, then flip and kick.

■ Press Square(2), Triangle (2). Jackie should throw three punches, then turn around and hit the opponent with his butt.

■ Run towards a wall and hold Triangle. Jackie should run, flip off the wall, and kick the opponent behind him.

GAMEPLAY CHALLENGE

Yep, it's time to stop playing *Spyro 2* with your little sister and see what you're really made of. Can you beat this little lot or are you just a yellow bellied buffoon? See the bottom of the page for a chance to send us your tips and challenges to win brand-spanking new Mad Catz goodies.



PC

QUAKE 3 ARENA

■ Challenge: Kill Frenzy

■ Id's gory classic has some nifty challenges up its blood-encrusted sleeve. Set up a Skirmish on the Tourney Map called "The Very End Of You". Choose four other 'bots, set the difficulty to "I Can Win" and a time limit of five minutes. This requires you to disintegrate as many of the stupid 'bots as you can in the time allowed. *Arcade's* fantastic record is 19 frags. Bring it on.



DREAMCAST

THE HOUSE OF THE DEAD 2

■ Challenge: Head Shots

■ Itchy trigger finger? Boss Mode allows you to have a crack at the end-of-level monsters. For this challenge, choose the Tower A boss – the one with multiple biting faces. Blow the heads off one by one until you're left with one slithering beastie. Dispose of the whole thing in less than 51.08 to smash *Arcade's* best time.



N64

SUPER MARIO 64

■ Challenge: Princess Challenge

■ As N64 fans will know, there's a hidden bonus game in this ultimate platformer. Go up the stairs as you first enter the castle, take the first door on your right with a "1" on it and you'll eventually get to a little room with three stained glass windows featuring Princess Toadstool. Jump through it, take to the Secret Slide and try to beat *Arcade's* fastest time of 20.8. Here we go!



PLAYSTATION

DRIVER

■ Challenge: Super Cops

■ Crime doesn't pay – they'll get you in the end, as the excellent Survival Mode demonstrates in this tip-top action game. Simply avoid the attentions of the Super Cops on the Miami level for as long as you possibly can. *Arcade's* pretty impressive record is, over one minute, 1:06:38. Think you're a Duke of Hazzard? Get behind the wheel, then. Hint: Hit the Freeway.



GAME BOY

MARIO GOLF

■ Challenge: Hole-in-One

■ More Mario high jinks this month with a golfing challenge that even Jimmy Tarbuck and Bruce Forsyth would struggle to pull off. Choose the Training Mode and then the fifth hole on the Palm Club course. Now, all you have to do is get a hole-in-one. Simple, yes? The wind changes direction and the actual hole craftily moves about, so you'll find this a most tricky and addictive proposition. Oh yes. Get your woods out Tiger.



PLAYSTATION

TEKKEN 3

■ Challenge: King of Fighters

■ A man with the head of a Jaguar? Surely not. Ah, but 'tis true moi little gaming doubters, for 'tis King from ye oldie but goldie *Tekken 3*. Choose him in Arcade Mode on Medium difficulty and then try to get as far as you can in the game only using King's fists – Square and Triangle. *Arcade* managed to get to Level Six until, ironically, King's doppelganger finished the challenge in some style. Remember: no continues allowed!



DREAMCAST

SEGA BASS FISHING

■ Challenge: Big Fish

■ Slap that wriggling maggot on the end of your line and fish for your life. In Arcade Mode, choose the Inlet Area 1 and the difficult Pencil Bait – you'll have to jerk the rod about to make the line shake. With this method, *Arcade* managed to land a whopping 7818g bass – That's officially "huge" (see the screenshot that proves it, so you can keep your doubts to yourselves). Can you rise to this slippery challenge? Get in your boat.



N64

F-ZERO X

■ Challenge: Super Speed

■ What's that? You feel the need, the need for... a challenge on the fantastic *F-Zero X*. Just choose a race on the Silence circuit (Jack Cup), using the Blue Falcon on maximum speed. Using your silky speed-freak skills, try to trash *Arcade's* best time of 1:24.812. In order to do so you'll need to hit all of the yellow pads – but make sure you don't boost and get too fast on the stretch after the tunnel or you'll career off the track.

CLOCKING OFF

WIN!

MAD CATZ

GAMES ACCESSORIES!

Phew! A gratuitously-packed month for the tips 'n' cheats gurus at Kick Ass. For a chance to win a fantastic joypad from those oh-so-lovely people at Mad Catz, send in your tips, cheats and challenges using the handy form opposite (a photocopy is okay if you don't want to cut up your beloved mag). Every month, the senders of the best tip and trickiest challenge will win a peripheral for the format of their choice – PlayStation, N64, Dreamcast, Game Boy or PC. So get scribbling now!

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REMEMBER: You can send in a cheat or challenge. If you send in both you have double the chance of winning Mad Catz goodies.

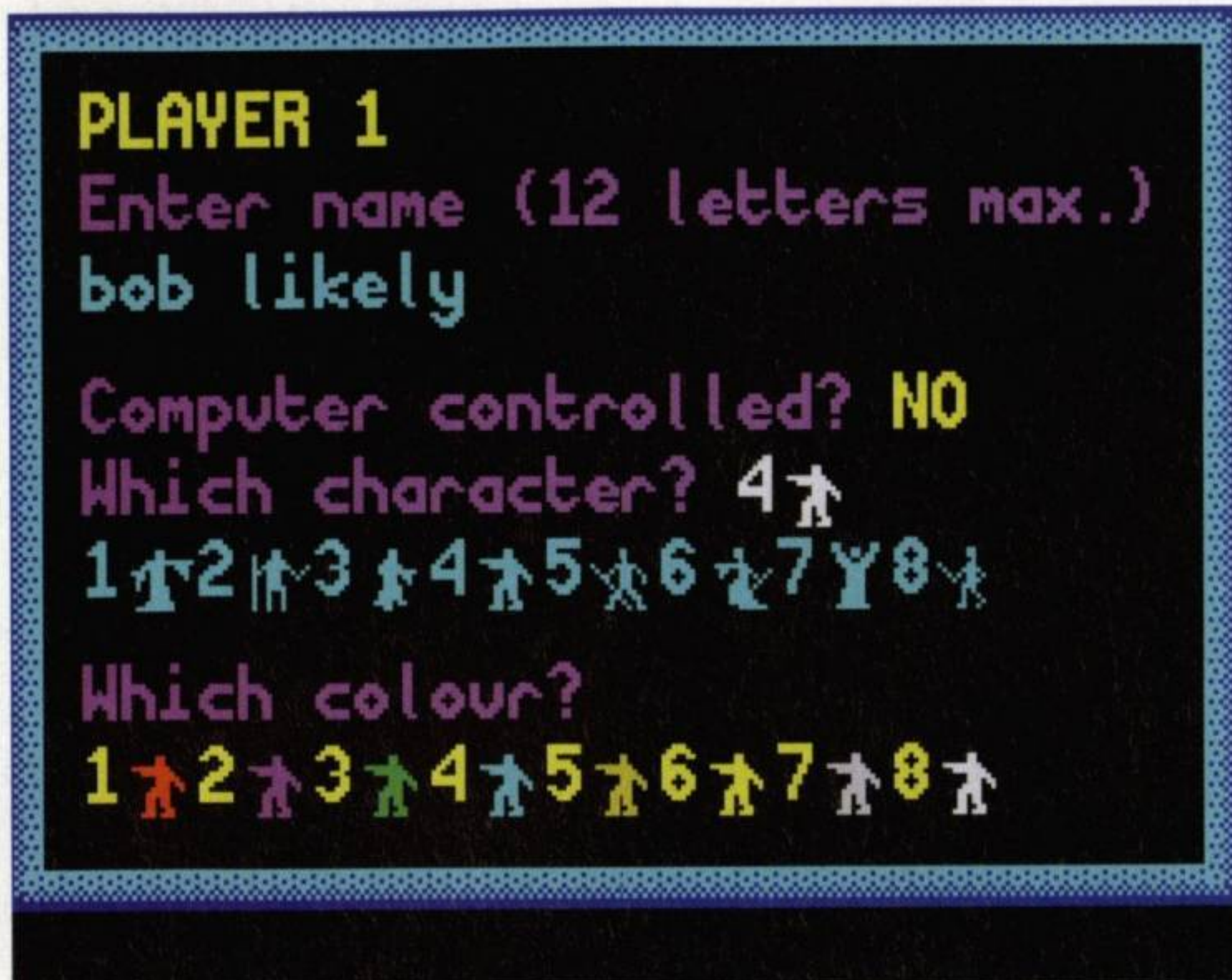
MY TOP TIP/CHEAT

Game:
.....
Format:
Tip/Cheat:
.....
.....
.....
.....

MY GAMES CHALLENGE

Game: Name:
..... Address:
Format:
Challenge:
..... Postcode:
..... Choice of prize format:
.....





■ Anyone who played *Chaos* had a favourite wizard from the eight on offer, and a colour for him too. Er, except the game's author, Julian Gollop. "I didn't have a favourite," he says. That's told us.



Chaos

Goblins, dragons and ghosts for up to eight budding wizards.

That's right – eight players. *Chaos*, a Spectrum game released 14 years ago this month, offered eight wizards the chance to simultaneously chuck spells and monsters around the screen, and without a modem or network lead in sight. Additionally, if your friends were off out somewhere, the computer could assume control of as many wizards as you liked. Eat your heart out, *Quake III*.

And we've mainly got Julian Gollop's cash-flow crisis to thank for the game seeing the light of day. "Poverty motivated me to soldier on and complete *Chaos*," he remembers. "I needed to fund my university course, so it was much more a means of making money than a hobby. Having said that, it didn't make much profit until Firebird republished it a few years after its original release."

Chaos started life as a board game – also a Julian Gollop product – featuring a grid of seven squares by eleven, and a set of cards with spells and monsters daubed on. Players took the role of suitably stereotypical wizards, casting spells by

Chaos – Battle Of The Wizards

- Publisher: Games Workshop
- Developer: Julian Gollop
- Genre: Strategy
- System: Spectrum
- Players: 1-8
- Score: 4/5, *Your Spectrum*. "Enough magical unpleasantness to keep sword and sorcery fans in a teeth-gnashing frenzy. Just what the dentist ordered."


placing the cards on the grid, then moving them close to a rival's monster cards to initiate combat. It was based heavily on *Warlock*, a board game produced – ironically – by Games Workshop, the eventual publishers of *Chaos: The Computer Game*.

The Spectrum version of *Chaos* was all but identical to its board game daddy, with a few bonus spells chucked in. But by exploiting the power of the humble Speccy, and giving every colourful monster, wizard and spell a neat little animation, Julian was able to create a game in sharp contrast to the eye-glazing look of similar strategy games. "I wanted everything to animate and make a noise from the start," he explains. "It was my intention to make *Chaos* vibrant with sound, noise, colour and movement – and I also believed it would help the gameplay, making the spells and creatures more distinguishable."

In the midst of a typical game, *Chaos'* arena could be filled with dancing skeletons, roaring dragons, pulsating gooey blobs and sinister red vampires with capes billowing in the breeze, all moving with a regular rhythm that proved curiously relaxing to watch. And then the combat

would begin, with elf fighting unicorn, ogre battling giant and wizard attacking wizard to the accompaniment of an explosion of visuals effects and noise. The sheer speed and colour of *Chaos'* spells and creatures helped create a whole new breed of strategy game fan.

There was one more ingenious feature that was exclusive to Spectrum *Chaos*. If you chose a monster spell at the start of a particular round, a simple prompt – "Illusion? Y/N" – appeared. Pressing 'Y' would make your creature an apparition – guaranteed to cast successfully and visually indistinguishable from real monsters but, crucially, able to be killed instantly if a rival wizard became suspicious, at the expense of a turn. It lent an extra dimension to the game – "psychological bluffing," as Julian calls it.

After *Chaos*, Julian never looked back, developing superb takey-turney strategy games *Rebelstar* and *Laser Squad*, before forming Mythos Games, which continues to churn out brilliant games to this day – including *Chaos* sequel *Magic & Mayhem*. "All I wanted to do was make games I wanted to play," Julian says. "I'm just flattered that other people liked them too." 

Games of the month *A scorching summer in '85, thanks to these gems.*



Dun Darach

- System: Spectrum
- Publisher: Gargoyle
- A slow-moving but utterly engrossing adventure, the follow up to the similarly gaelic-themed *Tir Na Nog*. Along with gorgeous animation on the central character – look at that gently waving hair! – *Dun Darach* featured a sprawling and realistic town, with detail stretching as far as house numbers on doors.
- *Crash*: 97%



A View To A Kill

- System: Spectrum
- Publisher: Domark
- As discussed in *Arcade 18*, Domark's early take on the Bond legend failed thanks to the old 'jack of all trades, master of none' philosophy, with several different – but all equally boring – game styles. With tiresome irony, EA made precisely the same mistake with *Tomorrow Never Dies* on the PlayStation 14 years later.
- *Crash*: 76%



Archon

- System: C64
- Publisher: Ariolasoft
- Imagine a game of chess where, just as pawn's about to be taken by rook, it fights back with a crafty fireball up the jacksie. That's (roughly) the premise behind *Archon*, a neat little board game that featured the world's most unforgiving computer opponent, and visuals so poor it brought a tear to your eye.
- *Your Spectrum*: 3/5



Dynamite Dan

- System: Spectrum
- Publisher: Mirrorsoft
- Canny Robert Maxwell knew he needed something special to kickstart Mirrorsoft's move from educational software to arcade games, and *Dynamite Dan* – a vast, colourful, woefully tricky platformer in the *Jet Set Willy* mould – was just the job. Not the last 2D platformer to feature a very big toilet.
- *Crash*: 94%



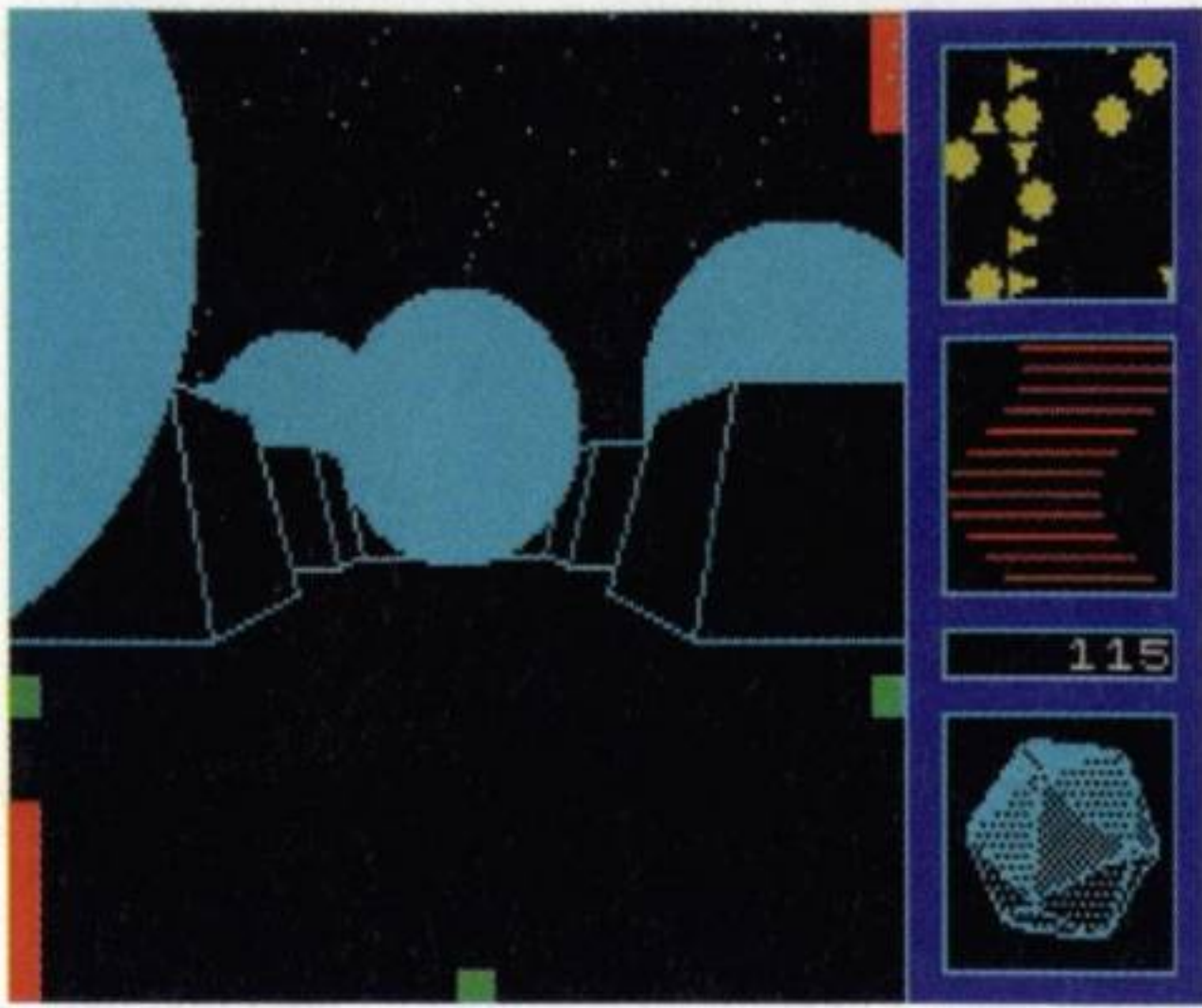
Chuckie Egg II

- System: Spectrum
- Publisher: A'n'F
- Thousands had become hooked on Hen House Harry's egg-collecting, bird-dodging quest in *Chuckie Egg 1*. Unsurprisingly, the sequel borrowed plenty of ideas from *Jet Set Willy*, but the 120 screens of basic platforming couldn't match the frantic thrills of the original. Nice dog, though.
- *Your Spectrum*: 2/5



Arnhem

- System: Spectrum
- Publisher: CCS
- While Julian Gollop was putting his arcade spin on fantasy board games, CCS were busy giving traditional war sims a friendly face with *Arnhem*. World War II was the setting, with the usual movement of tanks and troops combined with flashy effects and sound effects to rope in a whole new audience.
- *Your Spectrum*: 4/5



■ Shifting *Gyron's* complex 3D mazes around on the weedy Spectrum wasn't enough for the game's programmers – they decided to busy themselves with a fully-working radar, some bouncing lines, and the world's first spinning icosahedron, too.

Gyron

A maze game with 15 billion years worth of puzzles.

From *The Prisoner* to *Raiders Of The Lost Ark*, gigantic balls have popped up to play the bad guy in dozens of screen adventures. But if you thought Lara Croft was the first videogame star to find herself at risk from a sphere-based squishing, look no further than the anonymous hero of Firebird's 3D maze game, *Gyron*, released this month 14 years ago.

In *Gyron's* case, the balls were blue, five-feet high and rolled slowly around the large maze's complicated network of trenches. The seemingly simple challenge was to find your way past the balls and out the exit – which wasn't that simple at all, as it turned out, considering that the predetermined path of the spheres meant being in exactly the right place at exactly the right time to move between areas. With the game manual claiming that 'the combined cycles of the 55 spheres repeat once in every 15 billion years – the lifespan of the universe,' it was fair to assume that there was a fairly long wait for the next escape window if you messed up.

One of *Gyron's* four programmers, Dominic Prior, remembers designing the hideously complex maze. "We used a simple Spectrum utility for some of the actual maze design," he recalls. "But checking the logic of the gameplay meant staying up into the night, with two of the team being given the tough task of playing the map right

through to the end. It was pretty hectic, with all four of us working in the same room – but it was fun too."

Along with the unnervingly slow pace of the giant spheres and the eerie silence that made up 99% of the playing time, the game also featured frightening-looking towers sitting on top of just about every wall. They'd shoot with painful accuracy as soon as you strayed into their line of sight, which made their ominous presence in the distance all the more panic-inducing – and the sudden silence-shattering buzz that accompanied their lasers was frequently liable to send you rocketing off your chair. From start to finish, *Gyron's* speciality was an all-pervading sense of awful dread.

"I think the atmosphere may have been an accident," admits Dominic. "The lack of sound was a direct result of lack of audio hardware. To make even a tinny middle C note, you'd have needed to toggle a little switch inside the Spectrum exactly 512 times a second. With the 3D graphics – and that icosahedron spinning away in the corner – we just didn't time to spare."

In view of *Gyron's* difficulty, Firebird offered a Porsche 924 to anyone who could complete the game before a certain date. To Dominic and the team's surprise, over 60 people qualified. "It turned out most of them had found some shortcut we hadn't anticipated," he recalls. "But it was still sad to see 59 people come away from the tie-breaker disappointed."

Gaming round-up

Also going on this month



■ A 'brilliant' screen from *Jet Set Willy 2*.

Cover Up

■ Oliver Frey's hand-painted *Dun Darach* cover for *Crash Monthly* came close to getting the mag pulled from the shelves. Featuring a muscular, half-naked male attached to a scantily-clad sorceress by a collar and chain, the picture had only the vaguest connection with the game. *Crash* would court controversy again one year later, with a cover that pictured their tips writer, Hannah Smith, in a swimsuit while mud-wrestling an alien.

Bad Crash

■ More *Crash*-based controversy, as the magazine featured a four-page spoof of rival mag *Sinclair User*. Notoriously unsubtle – the cover used the title 'Unclear User' and the coverline 'A Nice Mindless Little Earner' – it led to an injunction from SU publishers EMAP, the offending pages of *Crash* being removed, and an out-of-court settlement to avoid a potential libel suit.

Jet Back

■ After the success of *Jet Set Willy*, the game that almost single-handedly laid down the template for every platform game since, news leaked that a sequel was imminent. *JSWII* had very little to do with original Willy visionary Matthew Smith, though, being nothing more than a tweaked version of the original with a batch of extra rooms – created by other, arguably less talented, programmers.

Droid Diary

■ Programmer Andrew Braybrook began a monthly diary in *Zzap! 64* magazine, describing the journey towards completion of his latest game, *Paradroid*. After the first month, Andrew ended up with a robot that "looks like Kenny Everett with short legs". Somehow, the finished *Paradroid* – a sprawling robot battler – turned out to be one of the Commodore 64's best ever games.

YOUR SINCLAIR TOP 10 SPECTRUM GAMES

1. Monty Mole, Gremlin Graphics
2. Alien 8, Ultimate
3. Daley Thompson's Decathlon, Ocean
4. Jet Set Willy, Software Projects
5. Underwurde, Ultimate
6. Match Day, Ocean
7. Knightlore, Ultimate
8. Atic Atac, Ultimate
9. Ghostbusters, Activision
10. Sabre Wulf, Ultimate

NUMBER CRUNCH

Average cost of Spectrum game: £7.95...
 Average cost of games magazine: 95p...
 Cost of on/off switch for Spectrum: £4.95...
 Cost of 32k (about 0.03Mb) memory upgrade for Spectrum: £39.95...
 Percentage of male penpals in YS magazine: 100%...
 Percentage with non-computer related hobbies: 18%...
 Number of entrants in YS high-score challenge: 30...
 Number of entrants not on YS's staff: 0...
 Crash readership before Sinclair User spoof furore: 50,000...
 Crash readership after: 100,000.

WORLD NEWS HEADLINES

Green pieces

In Auckland harbour, New Zealand, an explosion onboard the Greenpeace ship *Rainbow Warrior* – on its way to disrupt nuclear tests by the French – caused it to sink, killing one. Two French agents were later charged with the explosion.

Coming first

A young lady by the name of Ruth Lawrence achieved a 1st in Mathematics at the University of Oxford at the tender age of 13, making her the youngest person ever to attain a

degree at a British University.

Becker the best

Boris Becker held aloft the Men's Singles Trophy at Wimbledon, breaking three records: the first unseeded Wimbledon winner, the first West German winner, and the youngest, at just 17 years old

Feeling Rusty

All-round entertainer Russ Abbott failed to live up to the success of his first single, *Atmosphere*, which reached No. 7 in February.

The awful follow-up, *All Night Holiday*, failed to climb any higher than No. 20.



■ He loved a party with a happy...

MUSIC CHARTS

Top of the pops in July.

1. Frankie, Sister Sledge
2. Axel F, Harold Faltermeyer
3. Crazy For You, Madonna
4. Cherish, Kool And The Gang
5. Ben, Marti Webb

FILM CHARTS

The blockbusters in '85.

1. A View To A Kill
2. Witness
3. Birdy
4. The Cotton Club
5. Amadeus

Arcade
 Amiga/ST/Spec/C64/Amstrad/Atari/Intendo/Sega

Spellbinding!
 Chaos casts its spell on us.

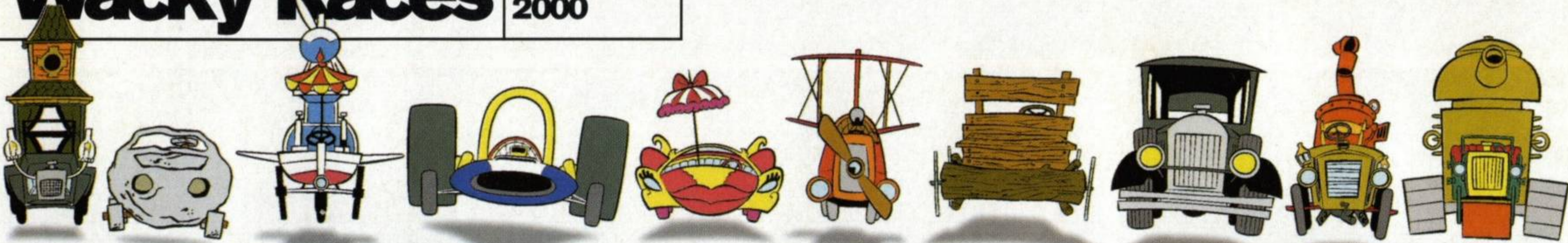
Gyron
 Icosahedron alert!

A View To A Kill
 Don't touch this, Bond!

JET SET WILLY II: EXCLUSIVE SHOTS!

■ Exactly the kind of stereotypical wizard that *Chaos* was filled with. Why the cat, you say? Er... next!

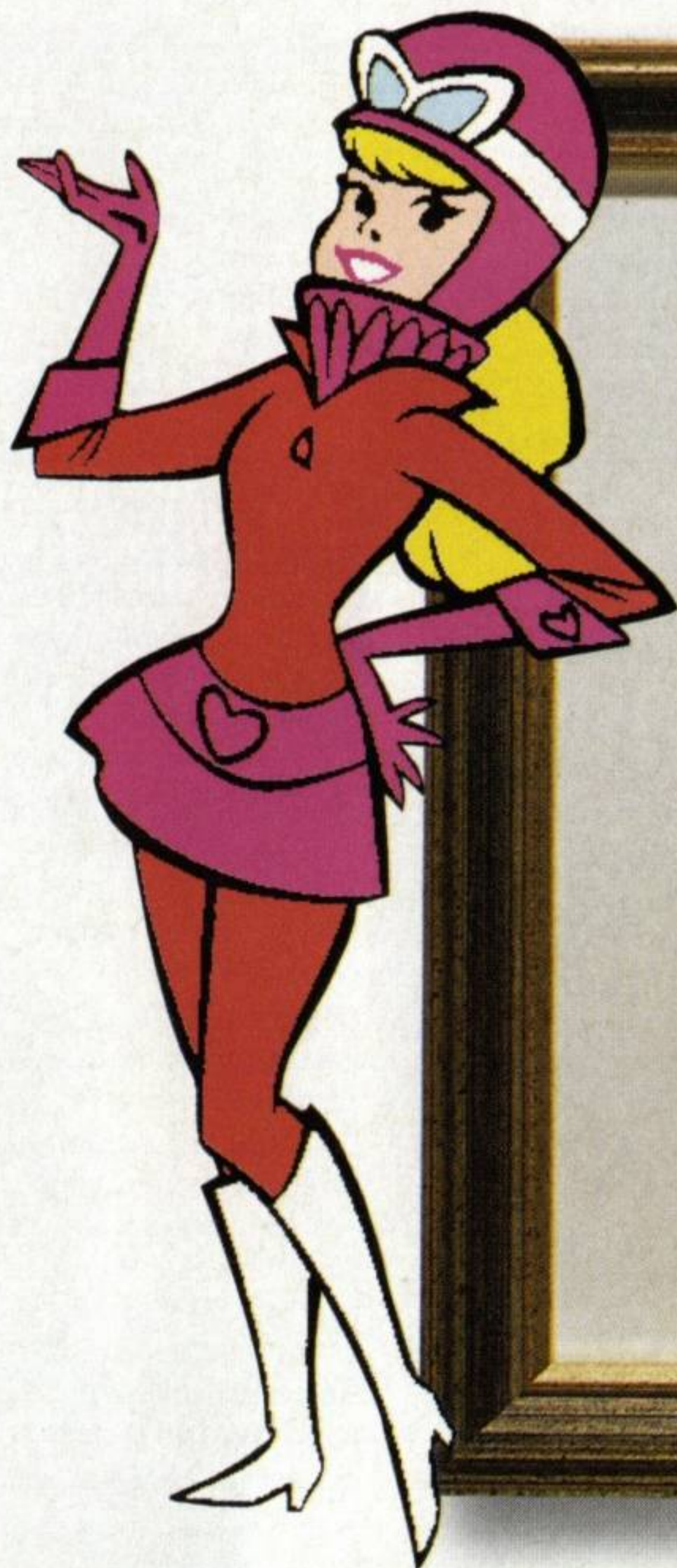
Wacky Races Dreamcast 2000



Remembered by | Rich Pelley

Do something, Mutley

Unlocking those double-dealing do-badders in the Dreamcast's latest racer.



Of course, the instant you prod *Wacky Races* into your Dreamcast and the introduction sequence pops up, it's practically a Great Gaming Moment all by itself.

"And now, here they are," announces the familiar-sounding commentator. "The most daredevil group of dappy drivers to ever whirl their wheels in the wacky races, competing for the title of the world's wackiest racer." And there they go, one by one, in absolutely glorious hi-res Dreamcast technicolour.

"First is the Turbo Terrific driven by Peter Perfect. Next, Rufus Ruffcut and Saw Tooth in the Buzz Wagon." And the list goes on – from the lovely Penelope Pitstop to the Ant Hill Mob, until you reach – sneaking along last in the Mean Machine – Dick Dastardly

and his furry sidekick, Mutley. The game pans to a glorious 3D render of the double-dealing do-badders, Dastardly turns his head, Mutley snickers, and you realise: I just *have* to play as them.

The fact that – as explained further on page 74 – *Wacky Races* is actually really good comes as an utter delight. The graphics engine is stylised to the max. The tracks are hugely playable. Yet, something still seems to be missing somewhere. As you round the final corner, you half expect Dastardly to stride past on a pair of stilts, or to jump out in an oversized rubber crocodile suit, only to be chased into the distance by an amorous female crocodile, while he delivers the immortal lines, "do something, Mutley."

But there's no sign of the troublesome pair. Annoyingly it transpires that the Mean Machine is a secret car that is only unlockable when you've completed the entire Wacky Championship.

So you plug on, even though you're only supposed to be writing a short column review, not an eight-page epic. You're on-screen play time clocks up a not insignificant seven

Wanna play?

We've only just reviewed *Wacky Races* this issue (see page 74) where, in spite of initial suspicions that it might be just another wallet-filling, rushed tie-in, we were delighted to discover that it was, actually, fantastic. It's a comedy *Mario Kart*, making superb use of the *Wacky Races* licence, but oh-so-much more importantly, sticking in enough of its own ideas to create a thoroughly playable and enjoyable game.

hours and 56 mins. Just being professional, you argue. Need to play the game to write a review. But there's other work to be done, so you pester the developers at Infogrames for some cheats. And the last ounce of professionalism left in your body forces you to knuckle down, *right after* you've had a quick peek.

And there he is. Dick Dastardly and his sidekick, Mutley, in the Mean Machine, complete with propeller, Dastardly Glue Pot and Extend-O-Magnet. The handling might be a little erratic, but the Mean Machine goes like shit off a shovel. And look – there's even a little picture of Dastardly on the VMU.

Being able to play as the greatest villain this side of Darth Vader, Odd Job, and Skelator put together? It's a shraffen, raffan Greatest Gaming Moment, and no mistake. Do something Mutley!



As you round the final corner, you half expect Dastardly to stride past on a pair of stilts.



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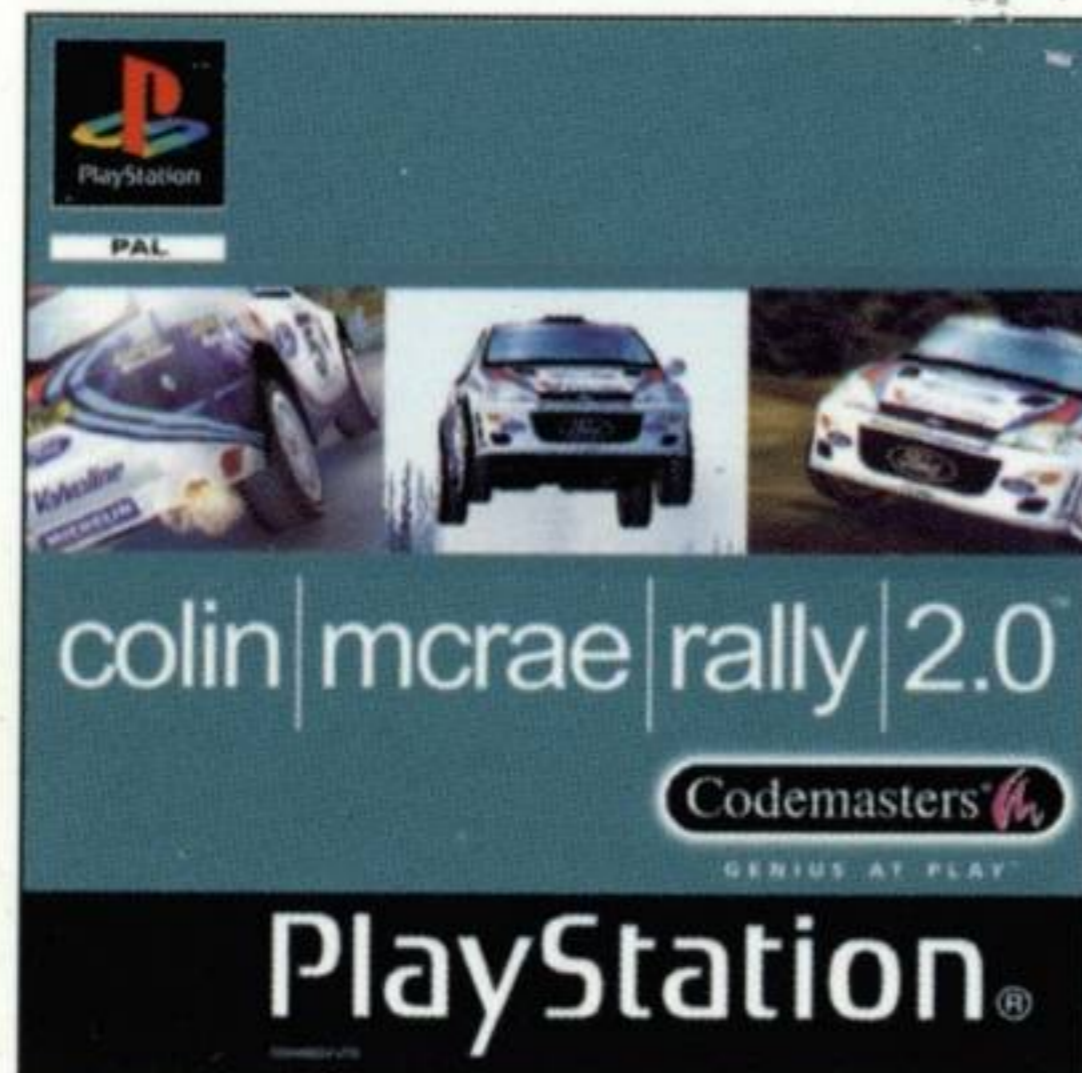
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games of the month

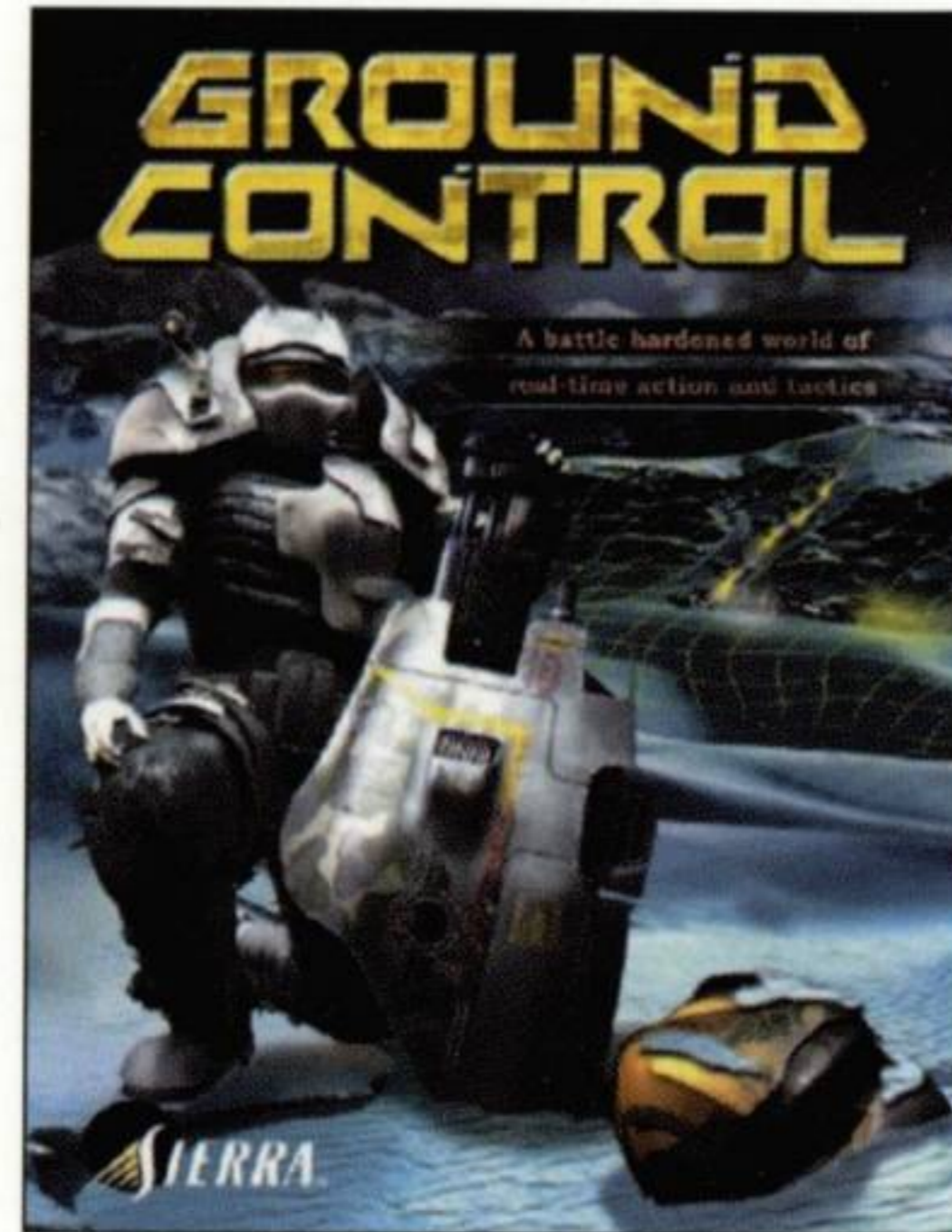
PlayStation



Colin McRae Rally 2

- The most breathtaking, focused, exhilarating rallying experience of the year

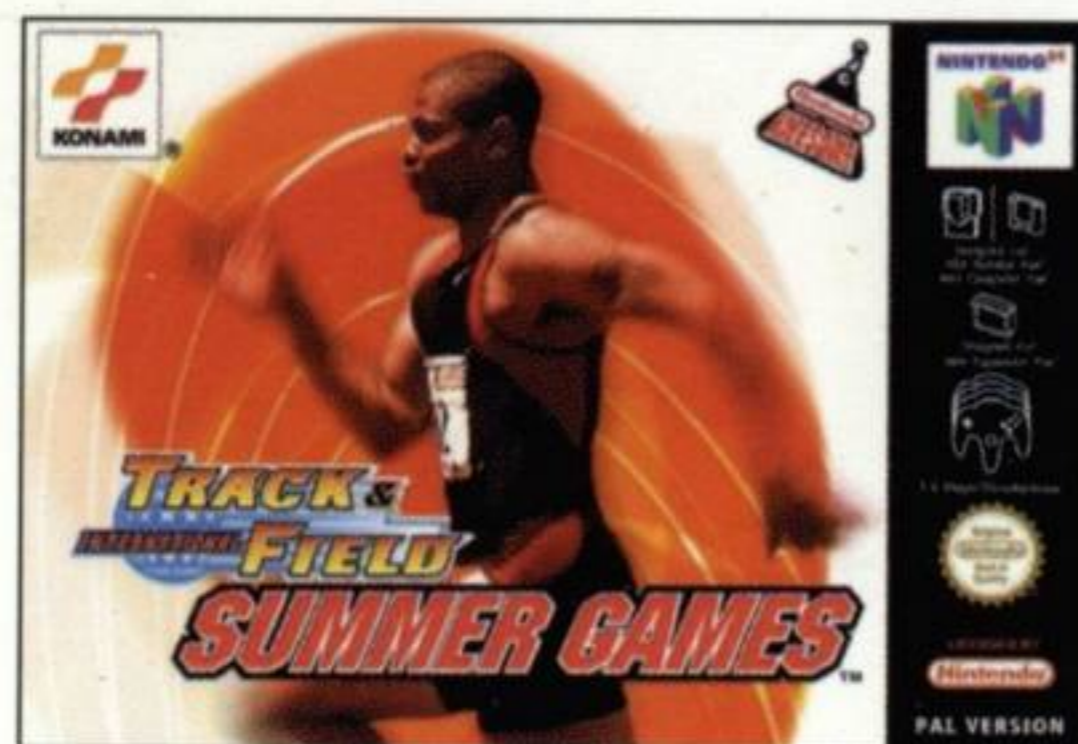
PC



Ground Control

- Experience the battle hardened world of wargames with full 3D real-time action and tactics

N64



International Track and Field - Summer Games

- Limber up your fingers and prepare to break into a sweat as you bash your way through 14 gruelling sporting events

Game Boy Color



Pokémon Yellow Version

- This time its you and Pikachu as the adventure starts all over again



you'll go blind

Virgin

megastores

DANGEROUSLY ENTERTAINING