

THE WORLD'S FIRST AND BEST GAMES MAGAZINE

computer and video

# GAMES

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**FREE! AWESOME  
196-PAGE TIPS BOOK**

**FINAL FANTASY IX  
MASTERCLASS!**

**OVER 50  
GAMES PLAYED  
AND RATED!**

**PLAYTESTED:**

**FEAR EFFECT 2  
ISS PRO EVOLUTION 2  
SIN AND PUNISHMENT  
DAYTONA USA 2001  
SHADOW OF MEMORIES  
PHANTASY STAR ONLINE  
FIGHTING VIPERS 2  
AND MORE...**

**REVIEWED:**

**FINAL FANTASY IX  
STARLANCER  
BUZZ LIGHTYEAR  
GUNGRIFFON BLAZE  
GRANDIA 2  
STREETFIGHTER EX3  
TOY RACER  
AMERICAN MCGEE'S ALICE  
LEGEND OF DRAGON  
SPEC OPS  
LODOSS WAR  
DELTA FORCE LAND WARRIOR  
AND MORE...**

# SHADOWMAN 2

**WORLD EXCLUSIVE! PS2'S SCARIEST GAME REVEALED**

**ISSUE 231**



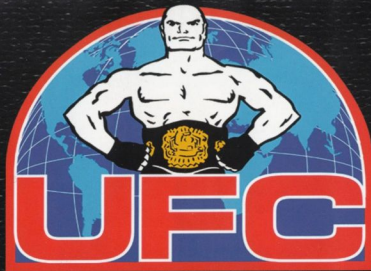
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DREAMCAST SCREENSHOTS SHOWN

- Akido
- Boxing
- Brazilian Jiu-Jitsu
- Freestyle Fighting
- Freestyle Wrestling
- Greco-Roman Wrestling
- Hapkido
- Jeet Kune Do
- Ju-Jitsu
- Judo
- Kapu Kuaialua
- Karate
- Kenpo
- Kickboxing
- Kuk Sool Wan
- Kung Fu
- Moo Yea Do
- Muay Thai
- Ninjitsu
- Pakua-Chan
- Pentak Silat
- Pitfighting
- Sambo Fighting
- Savate Fighting
- Shootfighting
- Submission Fighting
- Sumo Wrestling
- Tae Kwon Do
- Trapfighting
- Wrestling



# KING BUY IT!

"BUY IT. TELL ALL YOUR FRIENDS ABOUT IT AND MAKE THEM BUY IT TOO"

9/10 Official Dreamcast Magazine



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PETE

Mmm...

- FFX
- Lodoss War
- Quake 3 Arena on DC



JOHNNY

Mmm...

- MSR
- Grandia 2
- Delta Force: Land Warrior



LES

Mmm...

- Shadowman 2
- Fear Effect 2
- Final Fantasy IX



PAT

Mmm...

- Majora's Mask
- Kirby's Tilt 'n' Tumble
- Z2



PAUL

Mmm...

- Majora's Mask
- Pokemon Gold & Silver
- Sin and Punishment



JENNY

Mmm...

- Majora's Mask
- Pokemon Gold & Silver
- Samba de Amigo



LEE

Mmm...

- Pokemon Gold & Silver
- Final Fantasy IX
- Lodoss War



DAN

Mmm...

- Fear Effect 2
- Duke Nukem
- Shermes



STEVE

Mmm...

- MSR
- Sin and Punishment
- Colin McRae 2.0 on PC



1 November 1981



231 February 2001

## computer and video GAMES

EVERY MONTH WE PROMISE...

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### THE WORLD'S FIRST

Did you know CVG was the world's first games magazine, launched 18 years ago? That means we've been around longer than anyone else, played more games than anyone else and can spot a good, or bad, game from a mile away. It's also why only we can deliver the best information on every game format, every month. No-one else knows games the CVG way.

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Piles of tasty prizes, including loadsa luvly WWF goodies, are up for grabs
- STARLANCER** ..... **84**  
Three copies of this Dreamcast space blaster are up for grabs
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Five copies to be won!

# FREE POSTERS



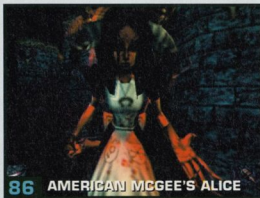
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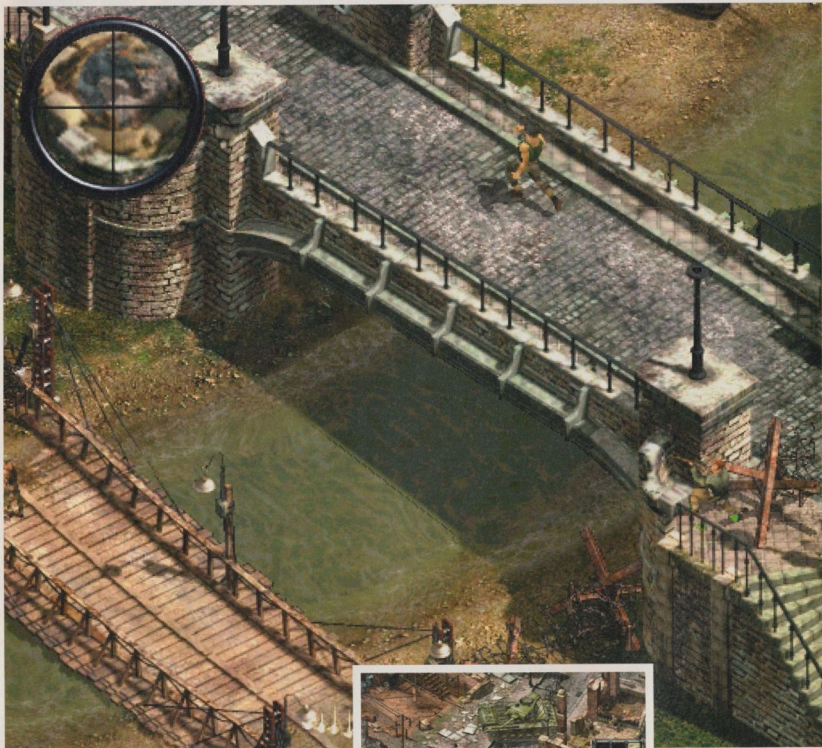
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- DELTA FORCE LAND WARRIOR** ..... **110**  
FC goes all stealthy on us



# ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



## COMMANDOS 2

OUTRAGE PLATFORM/PS2/DC

The follow-up to one of the best WWII strategy-shooting games on the PC is going to declare war on the entire world when it appears on PlayStation 2 and Dreamcast. You control a team of crack troops with individual skills, carrying out missions and generally proving yourself to be a Nazi (geddit?) pain in the ass. Enemy AI is tweaked to the max - if they see or hear you, all hell is going to break loose. The PC version will be out in April, and while we're still waiting to hear just what enhancements will go into the PS2 and DC instalments, controls will certainly be adapted for paypad use



You can take down the enemy with silent weapons and hide the bodies, you can set traps for them or even try and fool them by dressing up in their clothes. Send one guy in to distract a guard while another sneaks up behind and sticks a knife in his throat. Poison injections - a fave from Commandos 1 - return as well. Cool



Edon is keeping much of the gameplay improvements under wraps for now, but we already know about new additions like your marine being able to swing out of windows and hang onto ledges, as well as swing across wires strung between houses - all of which increase the strategy options. The graphics have also been tweaked to allow you to see inside buildings and play new underwater sequences. It's a game where everyone will have their own way of completing the missions, and if it works, it's right.

As with the original, vehicles play a big part in the sequel. If you thought *Metal Gear Solid 2* provided the only prospect of tense atmospheres and smart AI in 2001, then you were wrong. Just wait until you experience the emotional rollercoaster that is *Commandos 2*. Don't expect it to play any easier on PS2 or Dreamcast either.



A WHOLE MONTH'S NEW GAMES IN ONE PLACE



## LEGACY OF KAIN: SOUL REAVER 2

OUT/MARCH PLATFORM/PS2/DC

Raziel travels back through time to continue his battle against Kain. You kick off with all the skills that you had learned throughout the last game and then have to battle to learn new talents and abilities that are essential for completing each stage.



The puzzles in this third game in the series are more in-depth than before and will require a more cerebral approach to the mindless soul-sucking that went before.



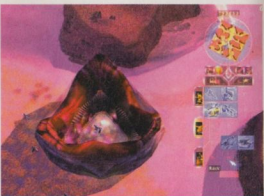
The graphics are several times more detailed than the old PlayStation version. Remember the way the old game loaded as it went along, so you were never waiting for a level to kick in? They're keeping that going on PS2 and DC too, along with a constant 60fps frame rate. We like the sound of that.



## EMPEROR: BATTLE FOR DUNE

OUT/IBC PLATFORM/PC

Westwood finally get around to taking RTS games into the world of 3D with their latest offering in the epic Dune series. Just check out the numbers of full-on polygon 3D battle units you can have on screen here - and by the time it's released there's bound to be loads more.



In the world of Dune, you get a lot worse than sand or raw sewage in your sandwiches if you wander across the deserts - you get a huge Sandworm blasting out of the sand to eat ya. See the tiny teeth? See the tiny units in its mouth? That's you, that is.



## C12

### OUTMARCH PLATFORM/PS1

Sigh, those pesky aliens are at it again. Invading Earth and droning prisoners, turning them into mutant cyborgs and sending them out to attack their fellow man. Guess who's the only person who can stop them? Need to ask the audience?



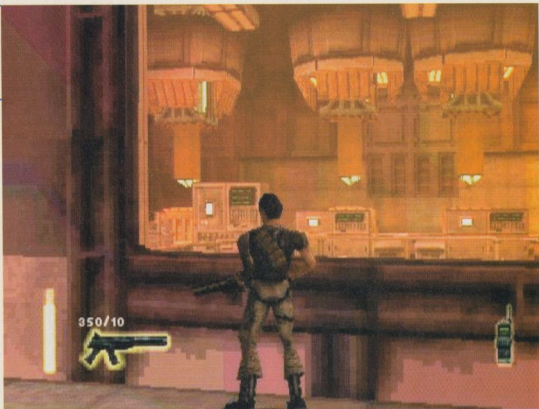
You get to play as one of three characters, solving puzzles and kicking cyborg ass throughout the four different graphical environments. Oh, and expect big guns - we love big guns



Sony reckon that this has some of the best graphics yet on the original PlayStation, but then they would say that, wouldn't they? While the jury is still out on that, we can say that the switch between third-person Tomb Raider-style to first-person action is pretty damn smooth



You get to ride fast bikes around your environments, before getting off and investigating in more detail on foot - which is where the stealth and all-out action sequences kick in. Sega are also talking about making this playable online



### HEADHUNTER

#### OUTMARCH PLATFORM/PS1

Could this be the long awaited Metal Gear Solid-style epic Dreamcast needs? Taking a leaf out of Shermuel's book and making you emotionally involved with the game, Headhunter also throws in stealth and puzzles as well as plenty of action. And check out that detail

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



## UNREAL TOURNAMENT

OUTMARCH PLATFORM:DC

The DC version of *Unreal Tournament* has got a couple of advantages over its PS2 counterpart. For a start, it can go online right out of the box - no waiting for Sony to get their arses in gear and sort out online gaming for the PS2. You can also have eight players in an online game, which should make scraps pretty frenetic.



## THE BOUNCER

OUTTBIC PLATFORM:PLAYSTATION2

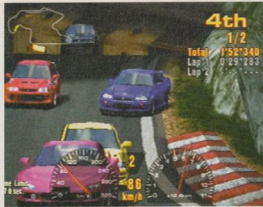
Square's PS2 epic is coming together well, thank you. Plenty of nucking action as well as features like time events, where a fight may not happen unless you are in a certain place at a certain time. Additional game events may also happen if particular enemies are smacked down at particular times. Looks awesome.



## TANTEI SHINSHI DASH

OUTTBIC PLATFORM:DREAMCAST

Not many details on this one yet but it's a Dreamcast action detective game where you follow a trail of clues that lead to shodolods of frenzied shoot-outs and tense situations. If nothing else, it's promising to be original and - providing the sleuthing action is up to scratch - this could have some real depth to it.



## GRAN TURISMO 3

OUTTBE PLATFORM:PLAYSTATION 2

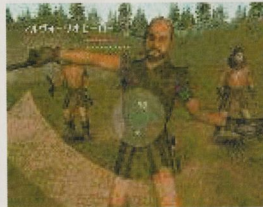
Formerly known as GT2000, it's so delayed they've had to rename it, but it is coming along nicely. You can even link two PlayStation 2s together! If you can find two people who actually managed to buy one! to have some really cool head-to-head racing. You need to lug two TVs together and buy two copies of the game, mind.



## COOLBOARDERS CODE ALIEN

OUTTBIC PLATFORM:PLAYSTATION 2

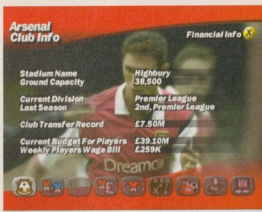
After the success of EA's awesome SSX, Sony has dusted down their old *Coolboarders* franchise and given it a dose of PS2 magic. Plenty of play modes and stunt sequences promise a fresh breath of excitement and the multiplayer mode will lead to some frantic action - let's just hope they've learnt from past mistakes.



## LUNATIC DAWN TEMPEST

OUTTBIC PLATFORM:PLAYSTATION 2

A free adventure RPG (free as in go anywhere, not get it for nothing), where you play a 17-year-old girl who wants to become a heroine to make her dead dad proud. Like *Sherrinut*, you get to have a part-time job to earn money to help you in your quest. Weather forecaster maybe, or mental health nurse?



## GIANT KILLERS

OUTTBE PLATFORM:DREAMCAST

Foaty management finally hits the Dreamcast. Just a shame it's a conversion of a fairly average PC game which only rated 3 Stars in DVG last year. Aimed at the under-16 market, it has a clearer, easier interface than most others and is packed with stats and facts, but may not appeal to seasoned managers.



## VIDEOCAPTOR: TOMOYO'S VIDEO TAISEN

OUTTBE PLATFORM:DREAMCAST

Looks like Sega got a bit jealous about the success of Nintendo's *Akikamon Snap*. You have to take still shots and videos of your friend in action (on-air), get points according to how good your pics are and can view the video in a home theatre section. You can even exchange pics and video via your DC modem too.



## EUROPEAN SUPER LEAGUE

OUTTBIC PLATFORM:PLAYSTATION 2

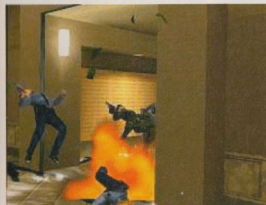
Imagine the Ronaldos, Zidane and Beckhams of Euro soccer under your control. This features all the teams and players from the 2000/01 Champions League season in arcade or simulation modes, so that anyone from a Sunday league novice to Premiership star can handle it. Will it beat FIFA? We shall see.



### TRAFFIC GIANT

OUTMARCH PLATFORM/PLAYSTATION

Bored of killing endless hordes of enemy troops? Had enough with conversion F1 circuits at 200mph? Then this could be for you. Conversion of the strangely addictive PC game, you run a traffic system in a huge city, making sure the traffic flows smoothly. Two Jags Prescott could learn something here



### CONFIDENTIAL MISSION

OUTBITC PLATFORM/ARCADE/DC

The next game in the Virtue Cop series. Plenty of gun-go cop action with you travelling through three long missions shooting all that goes before you. Hardly thought-provoking stuff, but with a satisfying number of weapons to use against the hordes of thugs, plus a few bosses to mess with, this should prove to be a hit



### WORLD RALLY CROSS 2001

OUTBITC PLATFORM/PS2

If dirty roads rather than the pristine tracks of F1 are more your thing, then Sony have tried in store for you while we wait for Codemasters to do Colin McRae. WRC 2001 will bring you all the thrills and spills of the international rally scene, but you almost certainly still won't be able to run the crowd over. Bah, humbug



### THE EAGLE SHOOTING HERO

OUTBITC PLATFORM/PLAYSTATION

A Kung Fu role-player no less. You learn the martial arts from scrolls you discover on your travels - then get to try them out on an endless stream of thugs and lowlifes. Sounds a teensy bit like Shaomoo, but without the ten hours of boring stuff at the start - but it didn't cost \$20 million either



### SEGA GAGA

OUTBITC PLATFORM/DREAMCAST

Take control of Sega and try to dominate the videogame world. No, that really is what the game's all about. The ultimate answer to all those jaded players who reckon they could run a major games company better than the real managers. Do well and maybe Sega even give you a job. But will they ever release in the UK?



### F1

OUTBITC PLATFORM/PS2

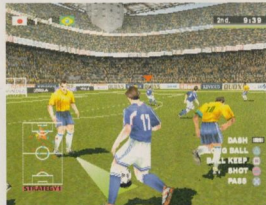
It's been heavily delayed and now won't go head-to-head with EA's disappointing F1 effort. Sony are taking the extra time to build up the realism and give this the speed and adrenaline buzz that it needs for the sort of F1 experience we want to see on the PlayStation 2. Budding Jensen Buttons, start your engines



### BLUE SUBMARINE NO.6: TIME & TIDE

OUTBITC PLATFORM/DREAMCAST

You may not get to discover the Titanic, but there's plenty of treasure at the bottom of the seabed just waiting for you to find it in your mini-sub. Battle sea monsters and environmental hazards as you explore the cosmic world beneath. Yet again, someone tried to do something different, but only on Dreamcast. Wonder why?



### LIBERO GRANDE

OUTMARCH PLATFORM/PLAYSTATION

A soccer sim which does things a little differently from the rest. It's played from a third-person view rather than a fixed camera, and gets you into the heart of the action, setting up tactics and playing a role in each move. It's more of a simulation than the usual arcade-style of footy outing



### CLIVE BARKER'S S: UNDYING

OUTBITC PLATFORM/PC/PS2

The UK's King of Horror brings his warped mind to the world of games. It uses the Unreal engine to bring you all the action thrills you can handle, with plenty of shocks thrown in to keep you on your toes. Expect loads magic and gore to round off the classic, in-your-face first-person style of gameplay

## FIRST SHOTS OF LARA



Above (left to right): Lara through the ages! Her many guises in *Tomb Raiders 1* through *5*. We especially enjoyed the bikini look of *TR2*, but the kiddy look of *4* is disturbing.

Below: Lara's final incarnation? Angelina Jolie looks great as gaming's queen of action-adventure. Hopefully, she'll look just as sexy in the next-gen *TR* games. Ogle at your (p) leisure.



# MOVIE REVEALED!

ANGELINA JOLIE IS LARA CROFT IN TOMB RAIDER FLICK WORDS & SCREENS: OTHELIE SKITTELL

IT'S OFFICIAL  
**IT'S OFFICIAL** - The *Tomb Raider* movie looks awesome. Core Design and movie heavyweights UIP have finally released a three-minute teaser trailer and pictures of the lovely Angelina Jolie, delighting Lara-lovers everywhere. The

film, known simply as *Tomb Raider*, will be released in the Summer and, judging from the trailer, promises to be the most-seen action flick of the year. Plot details are scarce but the trailer reveals it concerns a mysterious object called the Clock of Ages. Check out these stills...



Lara drops from the rafters, ready for any danger



This robotic menace is after our lovely lady



He's scary, but the big mech eventually falls



Lara goes mystical as the trailer continues...



Is this artifact the Clock of Ages in the plot?



The old-didders aren't sure what to make of Lara



Check it out - proper tomb raiding and mysteries



Jolie's got the snooty accent and look all sorted



Lara means business here and is on a mission



Girl on a motorcycle? In pijamas? Mmm... saucy



Movie Lara is far prettier than the game Lara. Yes!

**BVG RECKONS**

Games that have made the leap into Hollywood have had a rough ride in the past but *Tomb Raider* really does look like it's got the right ingredients for a perfect action romp. Ancient legends, powerful artefacts and mysterious races? Sounds perfect for the Lara we know and love. There are even two more movies to follow too! Check out the trailer on the official site at [www.tombraidermovie.com](http://www.tombraidermovie.com)

■ **GAMECUBE**  
 Rumours are doing the rounds that Nintendo might delay the launch of the **GAMECUBE** until 2002 to enable them to get together a good range of games for launch, plus they won't have to go up against Xbox straightaway.

■ **PlayStation 2**  
 Heave have signed up the rights to last Summer's monster smash hit *Clashdoty*, the Roman-spyfest that starred Russell Crowe. They'll be bringing it to PS2 and maybe even Xbox as well.

■ **PlayStation 2**  
 Although not a lot of players liked it, *Sydney 2000* obviously made a spot of cash for Eidos as they've started work on their digital version of the Winter Olympics 2002. The game is scheduled for release this year. Er?

■ **Xbox**  
 Ubisoft have leaked that Sinister Games, the developers of *Dukes of Hazard*, have begun work on a top secret Xbox project for them. And as you would expect, no one is allowed to say anything about it. Except us. Nyet!



■ **PlayStation 2**  
*Star Trek Voyager Elite Force*, the best *Star Trek* game on the PC, has at last been confirmed for PlayStation 2. The first-person shooter will be ported over, with the possibility of a split-screen multiplayer mode thrown in as well.

■ **Dreamcast**  
 Sega has confirmed they'll be releasing a three-games-in-one package - *Jambo Safari*, *Emergency Call* and *Brave Fighters*.

**SPOT THE DAN**

**HE'S YOUR MAN FOR PRIZES**

Spot where we've hidden a cut-out of Dan's mug right among our page content into a *Samurai Business* Horizon 2. State the page number on a postcard to our usual address marked Spot The Dan 231. Winners will be announced in *Win This Lot Now!*

In last issue Dan was on page 111

## FANSITE OF THE MONTH

Lots of your favorites online, but Paul Fitzpatrick's multi-format games news site rocks. Very well written and accurate too.



www.homestead.com/gamersinfoero/main.html

## SEZ YOU! CAPTION COMPO

What's Les saying here? Entries to our usual address, stating your preferred game prize.



Last month's winner, Neil Therps from London, nabbed *Ford Raider Chronicles* for this little gem:

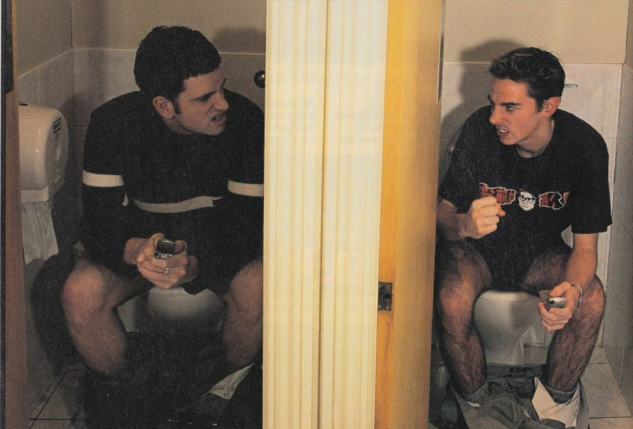
The Hills are alive, with the...



# DOWN IN THE DUMPS

ONLINE GAMING SHOULD HAVE EXPLODED ALL OVER OUR MOBILE PHONES BY NOW - WAP IN THE WORLD IS GOING WRONG?

WORDS LEE SKITTRILL, PISKENNY P



### FIVE THINGS EVEN MORE DISAPPOINTING THAN WAP

#### 1. WHO WANTS TO BE A MILLIONAIRE?

Despite being the worst videogame we've seen in ages, it's still flying off the shelves, and none of us here at CVG can work out why.

#### 2. FUN-SIZE CHOCCY BARS

Just as the yummy choc starts to get your taste-buds going, it's all gone. Not fun.  
**3. LES' PROMISES OF COFFEE**  
 Every day we believe Les when he says he'll make us all a coffee. Every day it's a lie.

#### 4. VIRTUAL BOY

It's 32-bit! It's affordable virtual reality! It gave you migraines and caused kids to fall down!  
**5. CLAIMS OF ADVANCED AI**  
 Developers say, "Most advanced enemy AI ever." We say, "1/100 games manage this."

# THAT'S ENTERTAINMENT!

THE LATEST BIG DVD RELEASES TO KEEP YOUR PS2 WARM THIS WINTER

### THE CRAFT

COST: £15.99  
 CERT: 15



#### WHAT'S IT ALL ABOUT

A bunch of junior witches wreak havoc at their high school, until one of them gets ideas above her spell-casting station. Far more fun than Sabrina: The Teenage Witch, though the telly series at least spared a game or two from Heave.

#### SPECIAL FEATURES

Entertaining director's commentary, deleted scenes, neat little behind the scenes documentary, trailer and some seriously spooky menus. All in all not bad - especially if you couldn't get enough of those naughty, nubile wixens.

EXTRAS: **OK** OVERALL: **OK**

### EDWARD SCISSORHANDS

COST: £15.99  
 CERT: PG



#### WHAT'S IT ALL ABOUT

Johnny Depp and Winona Ryder head the cast of this fantastical tale about a boy who has great big shears where his hands should be. From the mind of Tim Burton, who also brought us the first Batman movie. Gritty and soft guys should keep some hankies close by.

#### SPECIAL FEATURES

Two audio commentaries, short but sweet making of featurette, cast soundbites and a bunch of trailers, including a couple of thoroughly weird Spanish efforts.

EXTRAS: **OK** OVERALL: **A**

#### WAP MOBILE

WAP-enabled phones promised a revolution - online play, multi-user games, email, text messages and internet direct to the palm of your hand. Not to mention games so easy to use that we'd be playing them and each other every spare minute we get - in bed, on trains, in the street, on the bog. That was

#### PICO-FEW

WAP sales seem modestly healthy at first glance. Two of the key players, BT Cellnet and One 2 One, claim a massive increase in WAP subscribers and mobile internet users and there are now an estimated 550,000 WAP subscribers in the UK - 50,000 more than in June. But only a fraction of subscribers are using the service to play games, not logging on regularly enough for telcom firms to make enough money to cover their initial investments. WAP gamesmaker PicoFun can boast little over 10,000 users a month playing Pico Football in the UK and Scandinavia combined, admitting this is "not very many" and adding that "not many people have WAP phones".

#### WHY, OH WHY?

The high cost of WAP connection appears to be the main cost of WAP games as accessed via your WAP handset by typing in the site's URL, and currently there is no charge to sign up for WAP

last Summer, when we first revealed the potential of WAP gaming and sang the praises of the potential greatness of the WAP format. It's 2001, and we're still waiting for the WAP revolution. If you unwrapped a shiny new Net-connected phone from Santa, you're probably wondering if the WAP Xmas tree has lost all its needles already. So are we.

games. Instead, you're billed as normal by your mobile phone network, according to the tariffs you're opted for. This will change, however, in the near future, as WAP clubs are set up where you'll have to pay a membership to play, along with game-specific WAP portals you'll be forced to use - all of which could bring costs down.

#### HOW MUCH?

But in the meanwhile, players using BT Cellnet's Game Internet portal are charged an average 10 pence per minute, while One 2 One charges an average 5 pence. Many of the current WAP games require regular and sustained use. Win. PicoFun's Pico Football (featured in CVG last Summer), requires well over 10 hours of play every month to make the big leagues. Even on the cheapest tariff this would bump your monthly bills up by a scary £30 plus. So three months' WAP - if it up online could cost you as much as a Game Boy Advance later this year. What's more, a new

study by technology experts has found WAP simply isn't ready for mainstream use - nor will it be useable in the near future. Not a good sign for the next-gen of WAP phones which are just around the corner, promising animated games and full colour screens.



#### MULTIMOBILE MARVEL

Meanwhile, cheer yourselves up with a look at this beauty on the left here. Publisher THQ and Siemens have joined forces to provide WAP handsets and programmes, including what appears to be the next-gen of WAP phones. The MultiMobile, due mid 2001, features a full colour screen, dual-band wireless technology, and uses the same operating system as Microsoft's Pocket PC. The first game will be an online golf title.



#### WAP'S HOT RIGHT NOW?

Take a sneaky peek at the hottest WAP games available now or coming to a handset near you before the Summer:

##### SIGNAL FAILURE

(wap.kidnap.co.uk) Navigate the world's most unyieldingly underground system. Beat off muggers, kick away the rats and escape the busters en route to your destination **WAP DUNGEON 3D (see four pics above)** (www.firesoft.eu.com) This mobile role-playing game is coming soon from Firesoft Technologies



and lets you navigate a simple 3D dungeon environment battling monsters and helping buddies. There's even simple animation as you kill orcs

##### LIFESTYLERS

(wap.picofun.com) Create a virtual personality and then chat with other users, solving puzzles as you try to attain celebrity status. There's even the possibility of romance with your team members too. Hubba hubba!



#### WAP HOODS

(www.firesoft.eu.com) Due later in the year and looks pretty cool. It's a management game set in the American gangland 'Twenties'. Expand your gang's territory into rival Don's patches

## CVG REKONS

The current WAP situation is similar to the early days of mainstream internet use, where connection difficulties and expense caused many potential players big headaches. The best sorted tried not and so we will RIP! Eventually, we'll be here to keep you informed.

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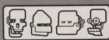
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**A** Totally ace, only a fool would miss quality like this

**OK** Not bad, worth a go. Best to hire or borrow, though

**P** Total stinker. Avoid like poo on the pavement

#### VIRGIN SUICIDES

COST: £15.99

CERT: 15

#### WHAT'S IT ALL ABOUT

70s set terrifically about five sisters and their religiously bonkers mum. Kirsten Dunst is especially good as the middle sister with the alarming rooftop habits. Even CVG's own action man Dan managed to sit through the whole thing.

#### SPECIAL FEATURES

Very little of note, unfortunately. Although the film is good enough for it not to matter, you can't help wishing there were a few extras here. Someone clearly needs a lesson or two in the power and potential of DVD.

EXTRAS:



OVERALL:



#### BOILER ROOM

COST ON IMPRE: £19.99

CERT: 15



#### WHAT'S IT ALL ABOUT

Would-be Wall Street whiz (Friends star Giovanni Ribisi) lands a job in a swanky brokerage firm, but soon discovers the dark side to the new-found money-spinning career. Ben Affleck shows up in a small role.

#### SPECIAL FEATURES

Contributions from cast and crew, a short director's commentary, deleted scenes and the obligatory trailer. Not the most exciting combination in the world, but there's enough there to keep you busy for a while.

EXTRAS:



OVERALL:



■ **Xbox**  
Fox Interactive have begun work on an Xbox version of a game based around the Cops TV show. Expect a tactical shooter type affair with some detecting elements as well.

■ **PlayStation 2**  
Worst kept secret in the industry. *Half-Life* is coming to the PlayStation 2. After the success of the PC and Dreamcast versions, this was a bit obvious - but it's good news for PS2 owners as more quality PC games should come their way after this.

■ **PlayStation 2**  
Top first-person gore fest *Soldier of Fortune* is also coming to PS2. It's the nastiest shoot 'em up yet and caused loads of controversy in America and Canada on PC. Quite how much gore Sony will allow remains to be seen.

■ **Dreamcast**  
Sega sources say there'll not be a 56k modem released in Europe like they have in the States. Apparently Europe doesn't need a 56k modem - it's here for broadband instead.

■ **Xbox**  
Developers Smartdog have announced that they're working on a racing game for Microsoft's new baby. No further details have been announced but it will be a city street-based racer.

## LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

It's 2001 and the Prof looks forward to a new era of world peace, scientific breakthroughs, and a constant stream of awesome gaming peripheral to review. With PS2's available now and new consoles coming, it's an exciting time for add-ons and the Prof's is the only voice you need listen to.



### SAMRT JOYPAD 3

PC/MAC

£19.99

Playing PC action adventures can be a right fuff with a keyboard but with this piece of kit you can play 'em with a PlayStation controller, wheel or dance mat. You'll even get force feedback and dual shock rumblings. Very cool. ★★



### PP9K LIGHT BLASTER GUN

PS/PS2

£19.99

This is a high-quality light gun with a tasty trick up its barrel. The PP9K features a built-in recoil feature that needs no external power source. Smart. It doesn't have the chunky feel of Namco's official gun but it does have a pedal. ★★



### DC-X FOR DREAMCAST

DREAMCAST

£14.99

Play import games on your DC for a budget price! Stick the DC-X into your machine's eager maw, then switch the disc with an import game. There are loads of options to help if your games don't load up first time. ★★



### CONTROLLER EXTENSION CABLE

PS/PS2

£7.99

You can't beat a good multiplayer *TimeSplitters* session on a massive TV but, to save your peepers, you could invest in these handy cables to help you sit further away from the TV. Hardly a revolution, but useful and sensible. ★★



### ANALOGUE JOLT CONTROLLER 2

PS/PS2

£19.99

A decent alternative to the official PS2 pad, this beauty has full analogue buttons. The dual shock vibrations are strong too and the chrome finish is stylish. The only drawback is the looser than normal analogue sticks. ★★

# WIN £100

TO SPEND ON WHATEVER YOU WANT

1 Which cartoon hero is going quaders on N64 this month?

- A Hong Kong Phooey
- B Dangerous
- C Donald Duck

2 What DC game first used the clock shading system seen in *Sonic Shuffle*?

- A *Banx 3*
- B *Jet Set Radio*
- C *Shenmue*

3 Which Feline superstar series debuts on the PlayStation as an arcade puzzle game this month?

- A *Hello Kitty*
- B *What's New Pussycat*
- C *Pussy Galore*

4 Name the star of *Final Fantasy IX*

- A Platini
- B Zidane
- C Beckham

5 Which skateboarding superstar appears on the Game Boy this month?

- A Tony Hawk
- B Marly McFly
- C Dwayne Johnson

6 Name the Best Ever Weapon from *MDK2*.

- A BFG
- B Chainsaw
- C World's Most Interesting Bomb

7 In what state do you begin *Record of Lodoss War* on Dreamcast?

- A Drunk
- B Naked
- C Ugly

8 What's the URL for the new CVG website?

- A [computerandvideogames.com](http://computerandvideogames.com)
- B [CVG.org](http://CVG.org)
- C [CVG.net](http://CVG.net)

9 Which wrestling organisation's goodies features in Win This Lot Now?

- A ECW
- B WWF
- C WW

10 How many stars did *Grandia 2* get in our review this issue?

- A Less than *Lodoss War*
- B The same as *Lodoss War*
- C More than *Lodoss War*

#### LAST MONTH'S ANSWERS

- 1 B, *Zone of the Enders*
- 2 C, 3 or more
- 3 A, *Wotaku*
- 4 B, *The Wonderful 10s*
- 5 B, *Leifing New Brake*
- 6 C, *Green*
- 7 C, *Mats*
- 8 B, *In the Wild West*
- 9 C, 4
- 10 C, *Shenmue*

The lucky winner of issue 253's compo and a hundred quid is Robert Simpson, Eton

#### IT'S EASY TO ENTER

Post to us at: Win Some Money 2311, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: February 15th, 2001. So hurry up.

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She fancies the pants off me. Why won't she sleep with me



My girlfriend's happy to go to a movie, a club or even the football.


So why won't she go all the way? 

It's a question asked by millions of horny guys every day.

The answer is probably that she's simply not ready yet.

For sex to really go off with a bang, both partners need to be completely ready, especially if it's their first time.

If one of you isn't, you're likely to ruin what should be a very special moment (or preferably several moments...)

Think about how she feels. If you think she loves you now, show her you're cool enough to wait. Chances are she'll be crazy about you then. 

So if you're getting a bit het up, keep your pants on.

As they say, good things come to those who wait...

**sex**  
Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 282930 or visit us at [www.ruthinking.co.uk](http://www.ruthinking.co.uk). The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.

# IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

WORDLES ELLIS (FORMERLY OF ACCLAIM STUDIOS)

## SOMETHING

### WELCOME TO HELL

The intro - seen over the next seven pages - uses atmospheric, film-style camera angles and is a real gut-thriller. Detectives racing to recover a voodoo book from a warehouse are intercepted by a demonic presence: heads fly and legs are crushed. Then it segues to Shadowman on a train...



# WICKED THIS WAY COMES...

PLAYSTATION 2 GOES TO HELL FOR ITS SCARIEST GAME YET

## SHADOWMAN 2: SECOND COMING

OUT/OCTOBER FORMAT/PLAYSTATION 2

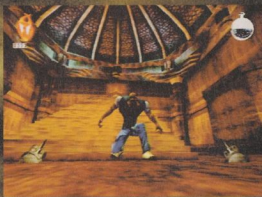
From the dark, twisted and tortured souls that brought us the original cult classic *Shadowman* on Dreamcast, PC, N64 and PlayStation, comes a second, even nastier, even scarier dose of disturbing psychological horror. After the ultra-cruel, blood-thirsty, serial killer-fueled escapades last time around, they've taken the sequel to new and extraordinary extremes with an *End of the World*-type nightmare. Be afraid. Be very afraid. It's *Armageddon* on a biblical scale, and FOD's the first man in the world to see it, play it, fear it and get out alive from Acclaim Studios' Teeside nerve-centre to tell you all about it...

## NEW PANTS, PLEASE

Dedicated players regularly cite *Resident Evil* as the scariest videogame of all time, but we reckon that's just not true. Sure, it made you jump and had plenty of blood when you were blasting the extremities of a horde of lurching zombies, but deep down inside you could laugh it off because it was just gone. It never really got to the stage where you didn't want to open a door because you could hear weird sounds or had goosebumps coming up on your arms because you knew that something wasn't quite right. (You didn't know what, you just knew something was wrong). Those are the fears that *Shadowman* played on. Now, the sequel plays with them some more and then really messes you up when you discover exactly why it is you should be so afraid. *Acclaim* are going for a 15+ audience, and this is one game where it probably is a good idea for anyone younger not to play it.

## ARMAGEDDON

This time out, the story revolves around the appearance of a new star in the sky and the alarming effect it has on cults on Earth.



Throw in the Four Horsemen of the Apocalypse and the sort of Armageddon-type scenario we all heard so much about during the run-up to New Year's Eve in 1999, and you can begin to imagine the chaos that occurs in the game. Only Shadowman can save the world, but he's literally going to have to go to Hell and back to do it. As for the twist at the end: oh man, no one will see this one coming. Even if you were smart enough to figure out that Bruce Willis was dead in the Sixth Sense before the end, you won't tumble this one. It's more than a twist in the tail, this is a twist in the midriff (well, leave you feeling like you've been torn in two and left to bleed, staring at your own entrails as you die. We'd love to tell you more but we don't want to give too much more away.



### EVIL DEAD

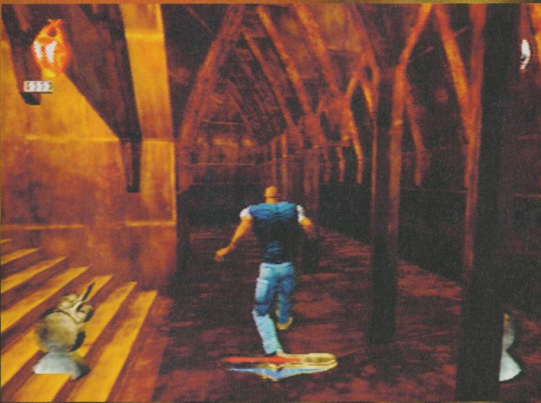
The sequel's much more tightly focused than the original game, with no more constant backtracking through levels that you've already cleared a few times, and definitely no respawning monsters. Once you kill something, it's dead for good — or at least until all hell breaks loose later on. ... Another gem of an improvement is the removal of all the pixel-perfect precision leaping when you need to jump from platform to platform. We're talking minimum frustrations, maximum heart-palpitations. The combat system has also been sorted out, so even in the heat of battle you'll still be able to concentrate more on fighting and having fun, rather than staring at the pad trying to figure out what to do next. Now you get to use both of Shadowman's hands in combat, and the system allows you to run into a room, lock one gun on the boss or a big target, while using your other hand to take out smaller minions that are desperately trying to rearrange your limbs. They tried it in *Tomb Raider* and it didn't work properly — here it does, and it needs to because there are some stages where there's literally no limit to the amount of creatures they can have on-screen gunning for you. Thanks to some sneaky tricks inside the PlayStation 2, you can have an almost infinite number of the same design of creature on screen without a drop in the 60fps frame rate — which all goes to prove developers really are beginning to explore and exploit the true powers of Sony's next-gen console. Now, is that good news or what?

### RETURN OF THE MIKE

The hero of the original game returns, but much bigger and badder than ever. Mike is back down the gym to turn himself into a real

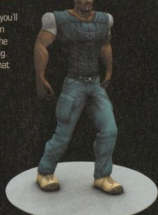


Schwarzenegger-style musclebound freak, while his dark alter ego Shadowman has also seen changes — but he isn't quite as flattening. Now he's deadlier than ever, looking really rotten (literally), complete with a hole in the side of his face. He's skinny and weak, but very fast, while Mike is the tough action man of the game. Mike can fight bare-handed and move blocks around, while Shadowman swims underwater for an unlimited time, and can fall any distance without damage because he's already dead. You're going to have to use their individual characteristics to make your way through the puzzles and physical challenges of the game. Shadowman also gets to pit his wit and athletic skills in the game's new stealth mode. *Metal Gear Solid* in hell anyone?



## IN THE REAL WORLD

Some old friends you'll come across when you're playing in the realms of the living. But, are they all that they seem...?



**Mike** - this is you. He's been down the gym, buffing up a bit since the last game.



**Junty** - the tiny Irish freak's back and always ready with a quick one-liner.



**Nette** - strength, she's been busy at the plastic surgeon since *SMT7*.



**Deacon** - Has a nasty experience in the intro. He looks like a normal Mike, but is he?



## STEALTHIN' HELL

Shadowman may not have the strength, but another new feature lets him switch to stealth mode for sneaking into places unseen. This swaps play from the normal third-person view to a near top-down angle that gives you a larger field of vision. You get to sneak around, creep up on creatures and use a particularly satisfying neck-breaking move to send them to their maker without everyone else hearing. Then you have to hide the body or another patrol will see it and raise the alarm. Disposing of corpses includes neat little tricks like throwing them into Alligator pools in Louisiana to let the 'gators do the hard work for you. It's during this sequence that the huge bugs the developers have made in enemy AI become increasingly clear. They may have come looking for you in *Metal*

*Gear Solid*, but these guys communicate with each other! A sniper may see as you cross his infra red sights, but instead of taking you on he'll call his mates, who'll hunt you down like a dog. If they're outgunned, they're smart enough to go and get some back-up before they attack. They're also smart enough to anticipate your next move, depending on your environment - scary intelligent. So, in one move they've managed to introduce a strategy element to the normal horror action-adventure. Oh yes indeed, this is beginning to sound like our kind of nightmare!

## TIME AND WEATHER

As you'd probably expect, being a master of Voodoo has its advantages. Not only is it great for pulling girls or pulling the arms

off anyone who tries to stop you, but you also get to be an utter control freak. Some of the puzzles are only solvable during the day and others only at night. But later in the game you get to control the time via a pocket watch, so you can switch as-and-when you need to. Pretty cool, huh? But even better is when you get to control the weather to aid your puzzle-solving further. Imagine the scene: you need to reach an item on a higher level but nearby water is too low to be any use. Pretty tricky, and there's no obvious *Zelda*-style switches to flick to gain access. But wait a minute, how about if you made it rain and raised the level of the lake so you can swim across at the correct height? Tasty, huh? And that's not the only weather effect you can control - others can be called on to help you out in different ways, including stealth.



## IN DEADSIDE

In the *Shadowman* universe, every Ying has his Yung, as you'll soon discover when playing in the realms of the dead...



Let this get close and he'll put a real squeeze on you.



Meet Jaunty in *Deadside* and he's not half the man he used to be



Nettie has joined Cher on the quest for eternal youth



Half horse, half lobster: Not what you want to meet in a dark alleyway

## PORTAL TO HELL

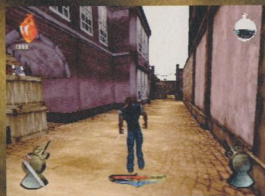
For what is a dedicated PlayStation 2 game, the developers have worked hard to come up with a new, dedicated engine that pulls off all sorts of amazing tricks aimed at making your playing experience just that — a real experience. The new *Portal* engine means that the PlayStation 2 is only ever drawing what you can see in a level, meaning that less time is spent loading in stuff that you have already seen, or won't see for ages. The result? No loading times whatsoever. You're never pulled out of the game to see a loading screen so the action is relentless. It's breathtaking stuff. Now, if you dare to imagine 2, combine all this with levels of detail on the characters that have been improved to such a degree that, at times, it's like playing in CGI cut-scenes. Awesome. When a

character speaks, the lip-synching is damn near perfect, and (for added realism) it's not just the lips that move. You'll gape at how the nose, cheeks and throat are carefully animated to breath added life into the characters on your screen. Then there's the real-time weather systems. Fog isn't there to cover up slow and clunky graphic updates — it's deliberate atmosphere-enhancing fog, the kind of fog that you can walk in and out of and have winding its way around your feet. Not to mention the simulated real-time night and day transitions as well as loads of visual effects that make the environments look simply stunning, like pools of water and blood rippling and reflecting in amazing detail. Trust us, when you're in a coffin-shaped room with light coming in through stained glass windows, you can't fail to be impressed.

## AURAL TERROR

A steaming cauldron of horror and tension can be instantly created with sound alone. Not just loud, crashing music at a quiet juncture of the game to make you jump, but freakish sounds that set your flesh crawling and make you genuinely reluctant to go into somewhere... but you have to, of course. Remember the unnerving impact of certain scenes in the first game, such as where you heard the babies giggling, and then the giggle started to sound like crying, and then torture noises? Or the gruesome sound of someone hacking at flesh with a knife? You can expect a lot more of these sound-scares to keep you on the edge of your seat. To round it all off, there's over two hours of score-setting music that reacts to events in the game, plus an hour of in-game speech.





### FREAKSHOW

Fans of the first game will be glad to know that a few of the outstanding characters return, although bear in mind that with so many layers of twists and turns in *SM2* you'll never know who to trust, or even exactly who or what everyone is. Mike and his alter-ego are back (obviously) in their new forms, but do you remember The Hunter who lets you a taste and trust to help you out in the original? You didn't trust him did you? Well he's back, with a dramatic (and totally sick) debut in the intro sequence where his partner's head gets ripped off. What an entrance. Thomas Descon, aka The Hunter, is an ex cop turned Private Eye who offers help and advice - but he also seems to know an awful lot about what's going on with the bad guys, who are known as the Fallen Angels. And then there's Nettie - not the old, fully-clothed Nettie you remember from *Shadowsman 1*, but a new, Lara-like sex kitten, who'll do more than raise your eyebrows. Guess the quest for eternal youth is going well then, eh Nettie? The blasphemous little Irish fella Jaunty returns, too, but this time you see him in both incarnations, and he never fails to make you laugh. Especially when he's sat on your shoulders using a handbrass to blast zombies during an escape scene.

### WEAPONS OF THE DEAD

With the combat being soured up, there's plenty of heavy duty firepower for Mike to rely on, and *Shadowsman* even gets a Deadside version of every weapon to use on the soulless, ex-souls he encounters. Top addition (and no doubt a potential new entry to CVG's Best Ever Gaming Weapon chart) are Satan's Smartbombs. These are actually the Four Horsemen of the Apocalypse (check a



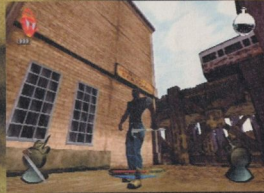
Bible if you want to know more about the full horror of the Horsemen) - but in a bomb-like form. The Horsemen appear elsewhere in the game too, but in their weapon form they're used individually and just once each - to utterly devastating effect. Use War and you become incredibly strong when fighting; use Death and bolts of lightning strike down the enemy; use Flame to sap your opponent's energy and slow them down, while Pestilence summons a cloud of vicious flies to attack the enemy.

### THIS IS THE END

Oh, and about Deadside, which was where you went in the original when you died, this time out, it's just one of a number of alternate realities you'll have to explore, while their equivalent real-world levels are far more varied, including one in the snowy wastes of Russia (where an Evil Dead/Bear Witch-inspired hunting scene occurs), another in the boglands of Ireland, a haunted house in England and finally the deserts of Iraq, where the big final twist is revealed. We've had a sneak peek at the final conflict in the end level and it looks like *SM2*'s got something rather special up its sleeves for anyone who makes it that far: We're talking pure old-school gaming combat that uses a system more like *R-Type* than the usual tactically-predictable, *Res Evil*-style endings.

### NIGHTMARE MOMENTS

But for a game to deliver the full psychological horror experience, it has to be crammed full of scenes that seep down into your deepest levels of consciousness and linger there, festering away, never to be forgotten. In the same way that you can talk to your mates about your favourite scenes in movies, you'll want to discuss



the most chilling moments in *Shadowsman 2*. It could be the Evil Dead-inspired scene where a boss hunts you through a forest, or another boss encounter that's an innovative homage to an immortal, horrific scene in John Carpenter's *The Thing*. Even comedy moments are memorable, such as when you're pushing Descon in a wheelbarrow while he attacks demons in your way, or dirt insults such as 'Gobshite' hurled at you in a Goedic accent by a boss's disembodied head while his 20th-century body attacks you. The fact you don't know whether to laugh or cry out in horror is almost as disturbing as the episode itself. The game is literally littered with scenes or sequences that will stick in your mind - and probably come back to haunt you when you're asleep.

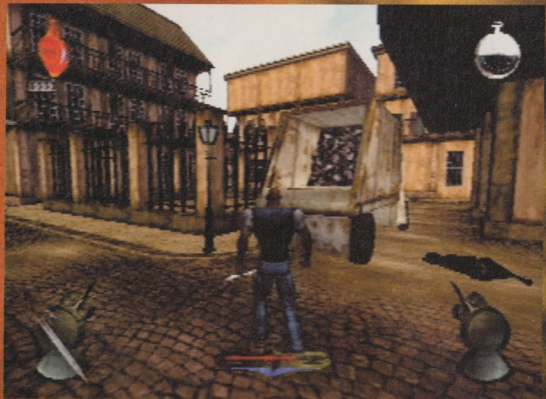


## OH, THE HORROR, THE HORROR

From what we've seen so far, what you'll get when you delve into the twisted new world of the Shadowman is an amalgam of psychological horror, plenty of gore splashing around and a storyline that'll haul you right through the full range of emotions - certainly not all pleasant - before you reach the end of the game. But, crucially, you'll just have to keep playing no matter how disturbing the experience because you'll be desperate to find out how it all concludes. With a control system that has been designed to make play as intuitive as possible - so you only have to battle the game, not your joystick - and breathtaking graphics, Shadowman 2: Coming Promise to be a real ex-fear-ience in gaming horror.

## ZELDA IN HELL

The first game was considered by many to be Zelda's evil twin and, with its combination of action and adventuring, became something of a cult classic on DC, N64 and PC. But, unlike Zeldas, some players reckoned the core gameplay was flawed. In particular, the freedom to go anywhere whenever you wanted left many feeling lost in the game, unsure of what they had to do next. Furthermore, the PlayStation version suffered from annoying bugs and weak graphics, which ruined the atmosphere. Now the sequel, which is currently a PS2-only release, will right the wrongs of the original ten times over. This time around, Shadowman is taking Zelda to Hell, adding cool gameplay elements from other classic titles as varied as Memo, Metal Gear Solid, Thief and Tomb Raider and fixing all that was wrong with SM1. If Stephen King made a videogame that did justice to his reputation as a horror writer, it



would surely be something like Shadowman 2: Coming Promise and not that awful R.I.C. game on PC that, he was infamously connected with! Whatever, SM2 will be out in October in the UK, so now PSone owners really will need to upgrade to PS2 before Metal Gear Solid 2 comes out next Christmas if they don't want to miss out on a genuinely classy and decidedly disturbing, next generation gaming experience.

## BE AFRAID, BE VERY AFRAID

Videogame horror usually relies on gore and loud noises to create its shocks, but Shadowman 2: Coming is going to be much more disturbing, using haunting effects and clever plot twists to

put you on the edge of your seat before the true horror kicks in, leaving you hiding under your duvet hoping that if you pretend it isn't there it'll go away. This has to be one of the few games that will bring you out in goosebumps, mess with your head and emotions and haunt your thoughts. Taking inspiration from many classic horror movies as well as classic games, SM2's on a quest to take you and your PlayStation 2 to Hell and back. Call a priest, call an Exorcist - the Shadowman is coming and this time he's leaving no soul unburned in his quest to save the world from the Fallen Angels and their brethren. This is one sick puppy of a game and, if what we've played is anything to go by, you're gonna love it. Stock up on your crucifixes, come October you'll need them.

## EVIL REBORN

It's set to be the scariest PlayStation 2 horror action-adventure in 2001, if not longer. We know there's a Resident Evil game for PS2 in the pipeline, but it's going to have to be ultra-special to provide more thrills and chills than Shadowman 2 promises. Sick? Yes. Disturbing? Oh, yes. Compelling? Very. Something wicked this way comes... and we can't wait!

END

## SCENE SETTER

Shadowman's Mike Lobo uses his section of the intro to explain some of the plot and outlines a number of his powers. In full, the intro lasts about five minutes and certainly whets your appetite - it will also handy help newcomers' acclimatisation to the Shadowman universe.





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# IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



# IT'S A, IT'S A, IT'S A... SIN

WILL THE BIG 'N' BE PUNISHED AS IT GOES RETRO FOR ITS LATEST N64 EPIC? WORDS & SCREENSHOTS BY ELLIS



For sheer adrenaline pumping, old school, blast 'em up action, it's really not bad at all. Trouble is, there's little or nothing more to it

## SIN AND PUNISHMENT

OUT/TC FORMAT/N64

If you've been playing games for any length of time, then you'll see certain scenes in games that have obviously been influenced by classics. Then comes *Sin and Punishment* - not so much just slightly influenced by another title, more a direct rip-off of Sega's trusty but crusty blaster *Space Harrier*. Is that a good thing or a bad thing? Is it a rip-off or an homage? Is it set to be an all-action hit or a samey miss that's dull and repetitive? Cue controversy...

### VIOLENCE IS GOLDEN

The gameplay is pure retro. You sit on the screen *Space Harrier*-style, blasting the hell out of everything that comes towards you or flies around. Unlike *Space Harrier* though, you don't get to fly, just move left or right with an occasional jump to avoid ground-based opponents. What it lacks in imagination, it makes up for with pure fast-paced, intense action - there's no let-up from the moment you press start to when you die in a hail of bullets or complete the game

### RETRO THRUSTER

Developers Treasure have taught this old retro dog a few new tricks. Shooting platforms out from under your opponents is good for a laugh, even if they do end up rolling down the road towards you, causing you more hard work as you have to jump over them while simultaneously shooting the hell out of everything else on screen. If there's one thing this isn't short on, it's non-stop action. When there's a screen full of nastiness all heading for you - and that's pretty much all the time in this game - it's time to make the most out of being able to switch your sights between free-roaming and locked-on.

### BULLET IN THE HEAD

A game like this couldn't take itself seriously if it wasn't packed full of super-hard bosses. The kind of things that take up a whole screen and pump out more bullets than the LA Police during a peaceful arrest. There you were, quietly running down a road, wasting loads of ickle baddies, picking up a power-up or two, when all of a sudden these things appear from nowhere, shooting nasty stuff all over the place, normally accompanied



Feel like you've seen this before? No, you're not experiencing déjà-vu. *Sin and Punishment* is a blatant rip-off/loving homage (delete according to personal bias) of Sega's old shoot 'em up, *Space Harrier*. We are assured that the explosions are bigger, though



We've spent hours agonising over what the plot actually is. While we're sure there's a wealth of hidden depth, the best we've come up with is that there's this bloke who has to blow the living sh-t out of anything that moves... or die. And, er, that's basically it. Beautiful, isn't it?



by some lesser targets. Sounds tough, but as veteran gamers know, the joy is to figure out a boss's attack pattern and learn how to kill it without taking a hit.

#### TREASURE-HUNT

Treasure have a history of classic old school shoot 'em ups and action games that have always appealed to the very hardest of hardcore gamers. More casual players tend to find them a bit frantic for the first few goes then get put off by the seemingly repetitive style of action. The UK will get its share of retro action next year when Nintendo finally unleash the GAMECUBE and Game Boy Advance, but you have to wonder how many new players will find appeal in this style of game.

## BVG RECKONS

Totally old school, hardcore retro-action. Intense, but does this type of game have wide enough appeal?

END

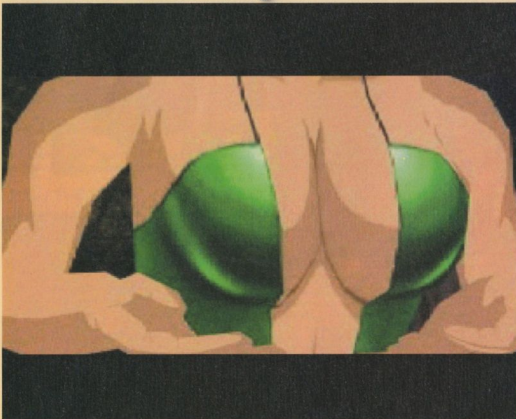


The main game action looks the same as the cut-scenes, with characters rendered in manga glory



*Fear Effect 2* is full of suggestive moments like this. It's adult, for sure, but more stylish than sleazy

# TRAPS, TERROR, AND



Hana and Rain are true Millennium babes, happy to use their ample womanly assets to their full effect while trouncing drooling guards. The movie influences on the game even extend to a sexy shower scene. We'll let you guess which characters are involved



Stealth again plays a part in the action, as well as puzzling and kills

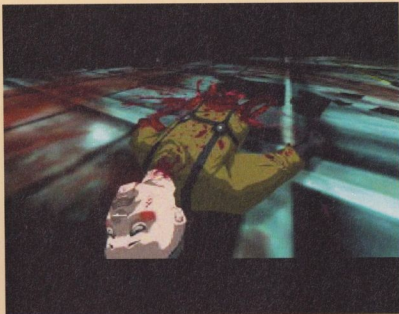
## FEAR EFFECT 2: RETRO HELIX

OUTMARCH FORMAT/PLAYSTATION

You're going to read a lot about *Fear Effect 2*'s saucy sapphic sub-plot in the months leading up to its release. It's likely to be the one thing that'll always be mentioned in the games press too. While it's unusual in a game and mildly, erm, 'stimulating' there's so much more to this excellent sequel that it's a shame these naughty goings-on are likely to become the main focus. Let's just say that the two gals in the game, Hana and Rain, are "close personal friends." Now, let's get on with the playtest and never speak of this publicity-seeking addition again.

### MANGA MOTION

We loved the original *Fear Effect* for its adult story, striking John Woo-meets-*Resident Evil* action, and its original graphical style. It was undoubtedly a tough game and sometimes too unforgiving in its trickiness for its own good, but *Fear Effect* was still a benchmark title in proving originality on PlayStation isn't completely dead. The



Lots of gross-out moments litter the action. The girls better get a move on or they'll end up toast

# TITILLATION



The green target icon will appear when your hero is locked on

Motion FX technology that made the first game's locations appear so alive with movement has been reworked and improved for the second instalment. Compare the static pre-rendered backdrops of *Resi* or *Dino Crisis 2* to *Fear Effect 2*'s moving, living, breathing backdrops and you'll see how much of an atmospheric difference this Motion FX wizardry makes.

## BITE ME, HOLLYWOOD

The clever background trickery and Manga-influenced graphical style mix superbly together to create a consistent and believable world that plays like a happy union of your favourite action comic series, Japanese anime, and a particularly brutal Hollywood action flick. The game is chock full of cut-scenes and atmospheric rattle camera swoops to create a true cinematic experience - right down to a widescreen format for the main action. The joins are seamless and it appears everything about the presentation, the story and even the game controls has been designed to heighten the filmic experience. Transitions



A static screenshot doesn't do this Chinese Garden justice. The water effects are truly beautiful

IT'S THE SAUCY SEQUEL TO LAST YEAR'S MANGA-INFLUENCED HIT, AND IT LOOKS SET TO EXCITE, UPSET, AND AROUSE IN EQUAL MEASURE. OOH, MATRON!

WORDS & SCREENSHOTS LEE SKITRELL

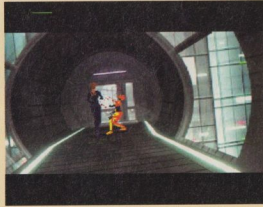


Unlike the first game, you can now choose to fight with your fists

from one room to the next are instantaneous, unlike *Resi* games, and the controls can be tweaked for either a *Resi*-style configuration or a true 3D mode where Up moves you up, Left moves you left, and so on. Even those horrible loading times after dying in the original game are long gone.

## NEW PAIR OF GENES

To go with its dark and edgy look, *Fear Effect 2* tells a suitably gloomy story, based on fact. The game is subtitled *Retro Heix*, which relates to a real-life DNA study conducted by the US government. Glas, Deke and Hana from the original are joined by Rain for this prequel to the first adventure, and you'll spend most of your time with the gals rather than the guys. You'll love their saucy banter and inappropriate touching. Fear! But the very best bits of *Fear Effect 2* are the puzzles. Every screen will present some kind of head-scratching challenge, whether it's timing your movement past iron-doors of death, or working out how to operate a secret panel to open a door. The puzzles,



There are superb camera views throughout - the long zooms rock

rather than the combat, will be what separates the wheatey players from the chaffy ones. This intellectual focus is another reason to get excited about *Fear Effect 2*, as it rewards brainwork as well as wanton violence. And what violence there is: too! Bodies are shredded, blood pumps freely and nobody in the game, including your four heroes, takes any prisoners. *Fear Effect 2* definitely looks like one for the mature gamer.

## EV6 RECKONS

Roll on March. Meanwhile, you've got plenty of time to find a dictionary and look up the word 'sapphic'.

END



# PHANTASTIC PHANTASY

THIS SONIC TEAM STUNNER WILL BRING ABOUT ONLINE WORLD PEACE

WORDS & SCREENSHOTS BY LEE SKITTRELL

## PHANTASY STAR ONLINE

OUTREND FEB FORMATDC

Anyone who's ever braved the Dreamarena Chu-Chu Rocket chat rooms will know that while online play is fun, the gaggle of cussing youths and the tedious insulting that goes on creates the kind of spectacle that makes you ashamed to be a UK citizen. It's not much better with the PC online community either. Though they may be slightly better behaved, all too often there's that sneery jingoism, that undercurrent of nasty xenophobia between the pan-European players. *Phantasy Star Online*, however, is about to change the way we play online games for the better. No more tawdry playground antics; just you and up to three other real-life adventurers helping each other in quests, conversing with one another, trading items, united in a common goal. And not one spotty old dissing 'yer mum'. Here's hoping, anyway.

## OUR OFFLINE PHANTASY

Our version of *PSO* has all the wondrous multiplayer gubbins intact, but the buds at Sega are still tweaking the online adventures to perfection, so we've only played the offline missions. The corking single-player action is totally absorbing and the sheer depth of the game is apparent right from the start, with more options and subscreens than you've ever seen in an RPG before. The most fascinating of these are the speech and chat menus. It seems that for online adventures, you'll not only be able to chat via a keyboard, but also be able to pre-construct loads of sentences and questions, and even design little icons, which you can then select via a joystick or keyboard shortcut key for ease of chat. It makes far more sense to just tap a key to ask a fellow RPG bod to join you, rather than sit there typing it all out, and it also looks set to allow for cross-continental translations. *PSO* is going to unite the world.

## FOREST OF FEELING

From the main hub area of the Pioneer 2 space station you have complete freedom to go wherever you wish. You can check out the stores and the traders' stands as well as talk to all the local nuts. The Hunter's Guild should be top of your list of places to go. This is where you'll receive your missions both in single and online multiplayer. Start with the training and rescue missions or you'll get your arse kicked as soon as you beam down to the lush forest surface of Ragol. Despite its complexity, you can't help but feel emotionally gripped by the action, as the whole thing looks so damned good. Moreover, the range of tweakables and the chat options gives you more freedom than most RPG-sters will be able to handle. If we're this blown away by the offline stuff, then we'll surely explode when the adventure goes fully online. Check our first impressions over the page for a run-down of the first few jaw-dropping moments of *Phantasy Star Online*.



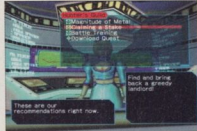
The first thing you do in *PSO* is choose your character and you can even tweak your physical attributes. Fatty or skinny? You decide



This is the space station Pioneer 2 controller. He needs your help to suss out what's going on with the doomed Pioneer 1 craft on Ragol below



Talk to the various folk on the Station and they all seem very cagey about something. Beam your ass down to the hub area and get adventuring



There are chops and people to chat with in the hub section, but you really should check out the Hunter's Guild. We chose Battle Training first



Meeting and gathering folk for online battles looks like it'll be an intuitive affair, but initially very confusing one. Options galore await you



As with any half-decent RPG, conversing with the CPU characters is always rewarding. Some will give you clues and others will offer to help



The first time you beam down to the surface of Ragol you'll be awestruck. The lush greens and gentle shading is a huge contrast from Pioneer



The action comes thick and fast in *PSO* and your first few fights will really test you. These Booma things are like big angry bears. Hit him!



These ickie dockies look like they want to be your friends, then start chomping away at your shins. Not tough but numerous. Avoid 'em!



Die and you'll be whisked off to the Medical Centre back on the hub and have to fight your way back through the area you just cleared



There's no pause function in *PSO* and pressing Start brings up the dazzling array of subscreens. The action carries on in the mini-screen though



This purple warrior is called Kireek and will help you out in the early missions. As you play he'll stop you to tell you important information



These pretty forcefields are dotted around all over Ragol. Using them opens up new sections of the map for you to explore and pilfer from



Further into the action, Kireek tells you about how the cursor icons correspond to the buttons on your pad



The battles heat up as you near the end of your first mission. After you and your android buddy smack the space cats, you'll complete your task



You've done it! Ash has been rescued. He's not very appreciative though. Head on back to Pioneer 2 and go see the woman at the Guild



500 Meseta - not too shabby. And now you've experienced, you'll get paid more for missions



Another day, another quest, and lots more chatting with folk to find clues and hints

## EVG REBKONS

*PSO* plays fantastically offline. The way you create your own personal hero and then train him in an epic journey is pure emotional wonder. Playing online with like-minded adventurers is the stuff of gaming dreams.





## SHEN-WHO?

MEMORIES IS AN EXPERIENCE YOU WON'T FORGET

WORDS & SCREENSHOTS JOHNNY MINKLEY

### SHADOW OF MEMORIES

OUTBC FORMATS#2

**Cold-blooded murder: that's what it was. There you were, minding your own business as you strolled down a street in the town of Lebensbaum, when a knife is violently thrust into your back. After crying out in futile anguish, you slump lifelessly to the ground as the unknown murderer makes his escape. You are dead. Brutally murdered in broad daylight. Game Over? Quite the opposite - it's just the beginning of an awesome adventure...**

### FATEFUL BEGINNINGS

The year is 2001, your name is Eike Kursh, and you've been murdered. This is the somewhat alarming point from which you must begin your epic adventure. You slowly regain consciousness in a strange and unfamiliar room, awoken by a mysterious, detached voice emanating from an unknown location. The voice informs you that you are dead, but adds that it intends to use its powers to give you the chance to alter the

course of your fate. Confused, you stutter half-formed questions as the weight of your predicament throws your mind into chaos. How can this be happening? Who would want to kill you? Who is telling you these strange things? Is this really happening? For the time being, you are left in the dark about such vital facts.

### A BRIEF HISTORY OF TIME

The disembodied voice then gives you a device called a Digipad, explaining that it gives you the ability, within certain parameters, to travel back through the annals of time - the Digipad is only drawn to periods that directly relate to the circumstances of your death. It is at this point that the essence of your quest is revealed: you must travel back in time to prevent your own death. It's kind of like a more macabre version of the Bill Murray movie, *Groundhog Day*, but instead of repeating the same day over and over, you jump between centuries, trying to solve the mystery of your death. In the course of your adventure, you will visit four separate time zones: the present day, the 1980s, the 1900s and the late 16th Century. In each



The Philosopher's stone is vital to the story. But we ain't saying why







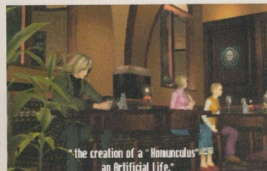
You can't be tired from something that simple.



Your meal has been poisoned, but how will you find the antidote?



I look strange?  
"Mind your own business!"



"the creation of a 'Mamculus' - an artificial life."



Each chapter generally begins with your death. You must travel back in time, altering the shape of the future in order to prevent this tragedy



Thanks, but no thanks.

of the periods, you are always present in the same town and as the story develops, you realise you are unravelling the secrets of generation after generation of your ancestry.

#### GET TO THE ROOT OF THE PROBLEM

As the game begins in earnest, you are thrust back to Lebensbaum 30 minutes before your murder. The voice you heard hints that to avoid your death you should be surrounded with people, as you were alone when the attacker struck. This requires you to immediately search the town and talk to everyone you meet, desperately trying to find someone to accompany you - sheesh, even Wario's got more mates than this guy. Walk into the café and you'll see yourself slumped on a

table, moments before your murder. Try and make contact with yourself, and in a blazing flash your very existence is erased - you must quickly learn the importance of causing minimum interference to the timeline. If you manage to prevent the stabbing, don't think you've saved your ass - the killer will just find another opportunity to strike. What the mysterious voice teaches you is that the only way to prevent your death is to extinguish the root of the cause. It's no good hanging around with a load of senile grannies; they ain't gonna be there to protect you 24/7 - especially once the bingo starts - and your killer will hunt you down, eventually. This therefore is the focus of your quest: the root will only be uncovered and eradicated by delving into centuries of history and mystery.

# IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

## LESS IS MORE

One of *Shadow of Memories* most outstanding attributes at present is the stunning cinematic experience it offers. Forget the cringe-inducing, hammy voice-acting of the UK version of *Shemmue*: with only a few exceptions, the quality of dialogue delivery here is high. If you were put off by this facet of *Shemmue*, you'll know what a difference this sort of thing can make. There are only a limited amount of characters you will be involved with, in all time zones, but this is definitely a case of less is more, as this allows for more complex and well-rounded characters, and a tighter script. Added to this is some truly stunning camera work that can liven up even the more mundane conversations. An excellent example of this is when you are poisoned in a bar. Eike is sat at the table, reciting a somewhat dull, though relevant, passage from a book. While this happens, the camera follows the barman, as he carries Eike's food from the kitchen, lacing it with poison when no-one is watching. This might not sound that amazing, but the overall effect is one of total immersion in a truly compelling and convincing storyline, that sucks you in and just won't let go.

## BACK TO THE FUTURE

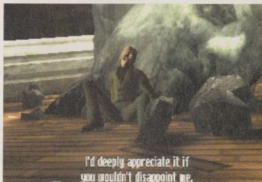
Time is an ever-present pressure throughout. The playable sections operate in real-time and, whichever period you are in, that time is displayed parallel to present-day time. You will often be aware of the time at which the killer will strike, and this really adds to the tension as you race to alter the past before it's too late. In fact, the key to saving your life involves altering certain events in the past. For example, at one point you eat



poisoned food. To prevent this from happening, you must travel back to 1902 and ensure that the town's museum actually becomes a library instead. Then you can wander into the present day library and look up an antidote for the poison - is that awesome or what?

## SIMON SAYS

At present, the main objection is the lack of involvement you actually have. To be fair, you don't have to do too much for the first few hours, most things being well signposted by either the voice or by the *Shemmue*-style notebook you keep. In this respect, *Shadow of Memories* is essentially linear; but we were so engrossed by the brilliant plot that it was never a major issue. One further annoyance is that your death often seems



I'd deeply appreciate it if you wouldn't disappoint me.

unavoidable, and when you've been playing for half an hour since the last save point, it can be something of a chore to traipse through all the same scenes and dialogue again. All in all though, from what we've seen so far, *Shadow of Memories* is shaping up to be a truly awesome PS2 title. Most attention is obviously being focused on Konami's two other PS2 titles in the pipeline, *Metal Gear Solid 2* and *Zone Of The Enders*, but it would be foolish to ignore such a polished and exciting title as *Memories*. It might not be to everyone's taste, but if you want a gripping, involving story, you'll struggle to find a better example anywhere else. With more twists than a tornado and more turns than a game of black jack, *Shadow of Memories* looks set to rock PS2's world. And ours.



If there really was an antidote, I'd want it back.



but I believe that you are the one who is fated to acquire it.

## GVG REVERNS

If the rest of the game lives up to such promise, this should be a stunning experience - without a *Shadow of a doubt*.

END

MARINE ENGINEER

ARTIFICER

NURSE

OPERATOR MECHANIC

PILOT

WARFARE OFFICER

STEWARD

AWESOMELY POWERFUL.  
DEADLY ACCURATE.

BUT WITHOUT HIGHLY TRAINED  
WEAPONS SPECIALISTS  
ABOUT AS LETHAL AS A  
PORK SAUSAGE.



WARHEAD  
55 (PAYLOAD)

CLASSIFIED  
03000030/1

#### THE HARPOON

ONE OF THE FOXIEST, COSTLIEST, GUIDED MISSILES IN THE WORLD. AT A RANGE OF 70 MILES. IT CAN STOP A 4000 TON ENEMY VESSEL DEAD IN THE WATER. AT A CRUISING SPEED OF MACH 0.9, IT CAN ATTACK FROM LOW LEVEL OR HIGH LEVEL OR A DICK DASTARDLY COMBINATION OF THE TWO.

NO

THE MOST VITAL PART OF THE HARPOON ISN'T THE COMPUTERISED INERTIAL GUIDANCE SYSTEM. IT'S THE PRACTICAL GENIUS WHO UNDERSTANDS WHAT ONE OF THOSE THINGS IS AND KNOWS HOW TO MAINTAIN IT.

NEED TO FEEL LIKE YOU'RE DOING SOMETHING VITAL? CALL OR VISIT OUR WEBSITE. YOU WILL BE.

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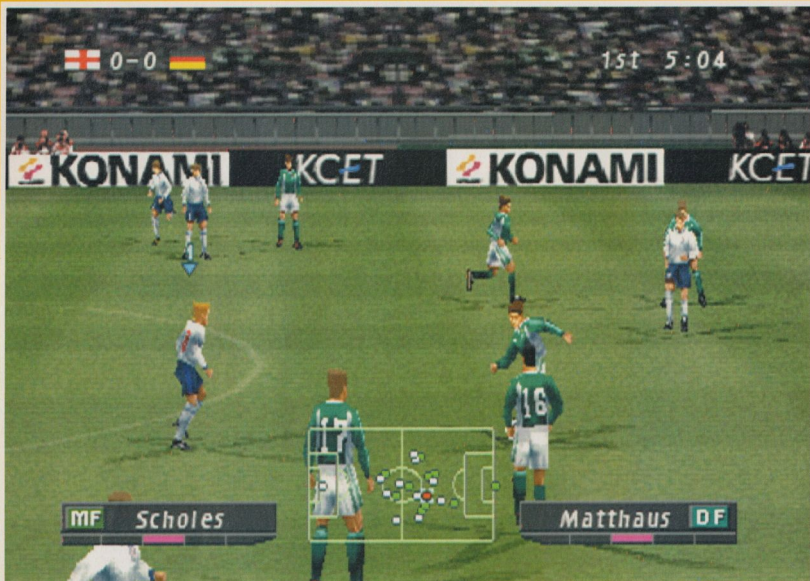
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# IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



## FEVER PITCH

### ISS PRO EVOLUTION 2

OUT/EASTER 2001 FORM/AT/PSONE

*ISS Pro Evolution* is certainly the finest football game ever made, and its many fans would also argue it's the finest game ever made. Period. That's why, when the man from Konami dropped by with an almost-finished copy of *ISS Evolution 2* for PSone, we got comfy in the games room and played until we passed out. The real player names struck us right away, righting a wrong that's plagued *ISS* games for years. There's something much more satisfying about bursting the net with a thirty-yard scorcher from the real Scholes, rather than some soundalike. *FIFA* fans will be amazed at the subtlety of the new *ISS*, and even hardened *ISS* players will marvel at the new features. We played *Evolution 2* for ten hours straight. Over the page is a diary of the differences and how quickly we noticed them.

### YOU SHOULD BE GETTING VERY EXCITED

*ISS* was the series that could not fail, until two flaky titles in November suggested there was trouble in paradise. But well-informed fans always had an eye on what the *Evolution* team was up to, and it's looking like they've delivered big time. It might look similar to the last one, but *ISS Evolution 2* plays very differently. The animation touches go to a never-before-imagined level, and it's a stiff challenge for even hardened *ISS*ers. Your existing crazy skills won't be enough to guarantee winning games. Get ready to go back to the training pitch. You'll immediately notice the loss of the 'lofted' goals that gave good players a near-certain goal in a one-on-one with the keeper. For us, you earn every break in *ISS Evolution*, and you shouldn't be punished for having the ability to pull off the only move in the game that practically guarantees you a goal. You could argue it's a 'soft' goal, but it takes hours of practice to get the timing spot on. The jury is out on that bit.

AN INTENSE TEN-HOUR SESSION ON THE NEW *ISS* HAS US SWEATING. HERE'S THE LOW-DOWN ON THE BEST FOOTY GAME OF 2001

WORDS & SCREENSHOTS: DEAN SCOTT

### TEN HOURS IN, GVB RECKONS

*Will be the best footy game ever made. Better than anything on PS2, DC and PC combined. Start saving now and brace yourself for a season of footy heaven.*

END



#### FIVE SECONDS IN:

It looks identical to *ISS Evolution*. As far as we can make out, there is very little visual difference at all. Zinedine Zidane's bald patch looks a little more convincing, but that's about it. Ordinarily, alarm bells would be ringing pretty loud by now, but *ISS Evo* was a fine looking game anyway



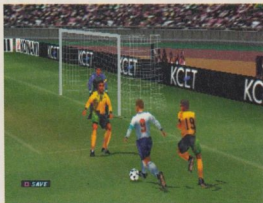
#### FIVE MINUTES IN:

Scoring is proving very difficult. The spaces aren't where you expect them to be. You've got to be much more precise when passing through the midfield, and the cutting through-ball needs to be timed with utter precision. A period of sustained pressure leads to a defender desperately diving to head the ball away from a crowded penalty area. We're impressed



#### TWO HOURS IN:

We retire to the training pitch to see what else we can work out. Swinging in corners is made much easier, and you can really stick Beckham-esque whip on the ball. Players are more willing to try acrobatics to stick it in too, with overhead kicks, scissor kicks and diving headers all happening regularly. Compared to *FIFA*, more players sky overheads than hit the target. Points for realism we think



#### TWENTY SECONDS IN:

It doesn't play the same. You can feel the difference right away. Players seem more fleet-footed and agile than they were in the last game. It feels like a touch of the dribble-friendly player control of *ISS '98* has been reintroduced, meaning mazy jinks up the pitch are tantalisingly possible this time



#### SEVEN MINUTES IN:

Finally managed to crack that German backline, and Claudio Lopez is through on goal. With his pace he won't be caught, so it's just a case of rounding the keeper for One-Nil. But no. We try the old feint trick, and the keeper stays on his feet. Clearly someone felt this 'certain goal' scenario had to be removed. We're gutted, because it takes special skill to pull the feint off



#### FIVE HOURS IN:

No matter how hard you kicked the Scots in the last *Zvo*, the same eleven men trudged off the pitch with a smile at the end of the ninety minutes. Not any more. Give someone a serious booting in *ISS Evolution 2* and they'll be lucky to get back up. You might have to sub them. And even if you don't, the knock will have sapped their speed and stamina. Cool



#### TWO MINUTES IN:

First match, first foul. A player goes flying over on his side. Every fall in the last game was of the 'onto the face' variety, and we're starting to appreciate that it's the small details that make up the bulk of the changes for this sequel. That's fair enough, since their was nothing much wrong with the last version



#### ONE HOUR IN:

We're starting to pick up on little animation changes. When a player does a 180° turn with the ball, he spins with more speed and looks like Johann Cruyff. You can slide to look a ball away that's rolling out of play. The standing tackle looks much more convincing as the player really sticks his foot in. You can practically see neck muscles straining for those power headers

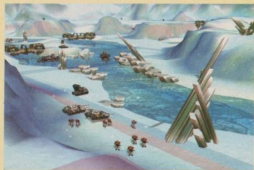


#### SIX HOURS IN:

Didn't you just hate people that sent their keeper rushing out at you in *Evo '77*? Half the time your striker got clattered, and you never got a penalty. Ever. This time out, they've got to be more careful. If they catch you this time, it's a foul. And if it's a cynical foul to stop you scoring, he'll probably be off. Justice at last, and unless they're quick with the sub keeper, a defender goes in goal

# IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



The spectacular views can be seen from virtually any angle



# STRATEGY MADE SIMPLE

AFTER SEVEN YEARS Z RETURNS - AND THIS TIME IT'S IN 3D!

WORDS & SCREENSHOTS: PAT (I'M NICE REALLY) GARRATT



## Z: STEEL SOLDIER

OUT/FEBRUARY/FORMATPC

**Z: Steel Soldier** has been in the works for a monstrous seven years, and although it's not immediately obvious why it should have taken so long to come up with the game, what we really have here is an action-strategy title like no other. The developer has likened the project to reinventing chess, and after ten minutes of play you realise the claim simply isn't that outlandish.

## RODENT FRIENDLY

If you played the original all those years ago, the core concept will be familiar: the red forces are up against the blue army, and the aim is to capture all the territory on the map by controlling flag-points. The format is similar to many RTS games – such as *Warzone 2100* – in that you get 3D terrain adorned with troops and tanks, all controllable by a drag-selection system. The camera can be spun in any direction – up, down or in a 360° circle – by holding down both mouse buttons and moving it wherever you want it to go. In fact, literally everything you need to do can be performed with the mouse, so you never have to touch the keyboard.

## UNRELENTING ACTION

In terms of units, expect robots, armour from WWII, futuristic tanks, factories, missile launchers and a whole lot more, all lit with some spectacular explosive effects. Six worlds are available for play, including an ice planet, a desert, a jungle, post-apocalyptic

wasteland, a river area based on the Rhone Valley in Germany and a volcanic scenario. You'll get 20 maps in total to duke it out on. In a nutshell, this is definitely the easiest RTS game to pick-up-and-play we've ever seen. In many ways, it's probably better not to think of *Steel Soldier* as real-time strategy game at all. It's fast, furious and the AI team never lets up for a second, but the balancing is spot-on and will keep you on tenterhooks for the entire time you're at the keyboard. Chuck in multiplayer for up to eight people and you could have a winner on your hands. Top, lesser-toting fun.



## BVG RECKONS

Could well be a breath of fresh air for PC strategy with its simple interface and depth of gameplay.

END

**DEADLY, ONCE THEY'RE IN THE BOX.**



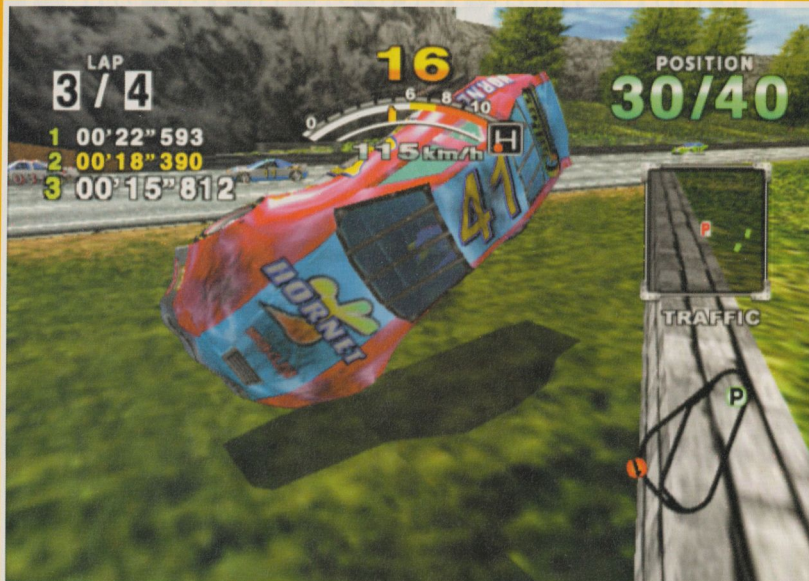
Trouble is, McVitie's Jaffa Cakes are so delicious you'll want to do all the finishing yourself. One taste of that great centre and you've just got to go for a double, or a treble. No wonder they're Man United's favourite half-time snack, especially as they're high in energy and low in fat. And here's your chance to join Man United on a special training day. For details visit

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Little  
**MEVITIE'S**  
**Jaffa Cakes**  
THE FAVOURITE HALF TIME SNACK  
OF MANCHESTER UNITED

# IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



## D-DAY IS COMING!

**DAYTONA USA 2001**  
CLUTEASTER 2001 FORMATIC

You're thundering around a massive banked curve, tyres squealing and smoke billowing out from under the wheel arches. Thirty-nine other cars are swarming all over the track right in front of you and the sensation of in-your-face speed is not entirely unlike being thrown out of an aeroplane attached to a boulder the size of Denmark. *Gran Turismo 3* can only dream of racing intensity like this: *Daytona USA* has returned with a vengeance the size of a planet.

### KNEE TREMBLER

For the uninitiated, the idea is simple. Thrash your powerside-happy stock car around circuits built purely for speed and to get your adrenaline gushing like Niagara Falls. If you ever sat down in an arcade

and played a racing game and came off shaking with energy, the chances are it was *Daytona USA*. And that undisputed classic is about to make a very large splash indeed on the DC.

### REAL CONTENDER

*Daytona USA 2001* is looking arcade perfect in every conceivable way. That fact alone makes it a contender for 'greatest racer ever' in the eyes of many. There's a handful of all-new tracks to race on too, making sure your *Daytona*-freak mate has little advantage the first time you take him on in an online race.

### MULTIPLAYER BENDER

Oh sorry, did we forget to mention the eight-player online mode? How silly of us. Sega are promising no speed reductions, no lag and twice as much fun as the

COIN-GUZZLING ARCADE CLASSIC RETURNS TO GIVE *GT3* NIGHTMARES

WORDS & SCREENSHOTS DEAN SCOTT

original sit-down arcade cabinets, which only let four players go at it together. We can't say yet how well this will work, but after the impressive *Quake 3* online experience you've got to assume anything is possible. We're still waiting to get our trembling paws on online code, but sources suggest that as CVG went to press before Christmas it was already looking very handsome indeed.

### KICK IN THE FENDERS

Playing *Daytona USA 2001* in split-screen also breaks new ground for a console racer. Forget about just you and a friend duelling out there on the track, *Daytona* throws eight computer controlled cars into the mix to keep things at maniac levels of intensity. Gun it alone, and there can be as many as forty other cars on the track with you. That's a few more than *GT3*'s paltry six.





#### FUEL-INJECTED THUNDER

And you'll want to play *Daytona* alone as much as possible. The track detail is good, and even the most distant skyscrapers are ever-present on the skyline. The gameworld is gloriously solid, and thunders past your eyes like a speeding express train. *Daytona* veterans will get misty-eyed at the prospect of belting under the spinning fruit machine wheels on the bridge at Three Sevens Speedway, then catching a glimpse of the Sonic etched into the rock as you career round the bend.

#### REMEMBER, REMEMBER

They'll also remember the high banked curves of Dinosaur Canyon, the motorway suspension bridge section of Sea-Side Street Galaxy and the hot air balloon



watching as cars thunder through the canyon at Desert City. New tracks include the foot-to-floor mayhem of the Circuit Pixie oval, where you're picking through forty-car traffic over four laps - never once touching the brake - and the head-bitingly massive, banked corner around the Mermaid Lake.

#### TOP OF OUR AGENDA

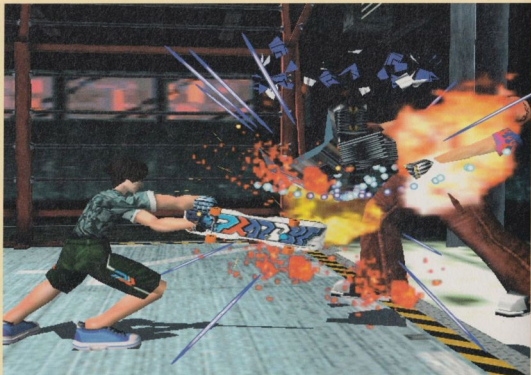
The handling feels twitchy as first with a joypad, with harsh tilts of the stick sending the car into mad oversteer. Playing with a gentler touch saw us climb the rankings, and breaking out the steering wheel ground the entire office a glorious hell. The games room WAS the *Daytona USA* coin-op for a few hours. If only we'd thought to charge people a quid a go.

#### BVG RECKONS

*Rejoice if you got a DC at Xmas. The most fantastic arcade racer ever is just around the corner. If the online play works out, nothing can stop Daytona USA.*

END

WHAT TOMORROWS BIG GAMES ARE LIKE TO PLAY



# ARMOUR-GEDDON

DREAMCAST  
GETS A KICK IN  
THE ASS

WORDS STEVE FULLJAMS  
SCREENSHOTS SEGA



## FIGHTING VIPERS 2

OUTBEFORM! DREAMCAST

There's *Soul Calibur* and *Street Fighter Alpha 3*, but after that you have to struggle to find any awesome fighting games on Dreamcast. It's time someone did something about this unsatisfactory situation, and because no-one else seems to be, Sega has taken on the job themselves. *Fighting Vipers 2* is a conversion of an arcade title that never came out in the UK, and the sequel to a Saturn game that not many people bought. Here's why you should care.

### FIGHT FOR YOUR RIGHT

Controls are simple: there's just guard, punch and kick to worry about. *FV2* plays like *Virtua Fighter* on fast-forward - all the attacks are carried out at a lightning pace and are accompanied by non-stop flashes and sparks from fists and weapons. Fights happen in small, enclosed rings, so you can smash faces into



## CRAZY AS FF...FUDGE

walls and some characters are able to climb those walls and jump back in again. *Snackdown! 2*-style. Finish a fight with a powerful attack and you'll bash your opponent straight through the wall and into the surrounding scenery, which is sometimes demolished as a result. Perfect for humiliating friends!

### CRAZY AS FF...FUDGE

Each fighter is protected by body armour. This doesn't make them wusses though, because the beatings you deal out are cranked up to the max and the armour can only take so much damage before it disintegrates. To add to the effect, armour breaks are shown with flashy, multiple-angle replays like a kung-fu movie. Once your armour is broken off, you injure more easily; if you're feeling especially cocky, you can tap out a special combo to break off your own armour. This then opens up the Super KD finishing technique. Super KDs are where the crazy stuff happens - any remaining armour is lost, fighters get knocked out of the ring by asteroids or explosions, that kind of thing.



## FANCY DRESS PARTY

The characters are among the craziest seen in a fighting game. Girls dress in neon pinks and greens, lads in trenchcoats or skate gear. The best part is their props, which can be used as weapons - Charlie's a BMX strapped to his back. It gets even more depraved than that: some of the 'armour off' costumes are verging on scandalous. *FV 2* is a classic Sega-style coin-op, and we'll have more details when a UK release is confirmed.

## GVG REBKONS

A weird choice to convert, but as frantically funny as fighting games get.

END



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| WWF Smackdown 2<br>09063 608061  | FIFA 2000 / 2001<br>09063 608088  | Synchu Filter 2<br>09063 646586 | Dino Crisis 2<br>09063 646589 | Chase the Express<br>09063 646588 | Wrestlemania<br>09063 608066    |
| Digimon World<br>09063 646585  | Tenchu 2<br>09063 646584          | Spyro 3 Y.O.T.D<br>09063 608064 | Spiderman<br>09063 646587     | Dave Mirra's BMX<br>09063 646583  | Pokemon Yellow<br>09063 646582  |

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Calls cost up to £3, so please ask permission from the person who pays the phone bill. Most competitions require a tone up. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreakers and end on the 28th February 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. InfoMedia may use data received in your call, to make offers to you. If you DO NOT wish this, call 08700 101598. If you would like rules of winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to: [fanz.co.uk](http://fanz.co.uk) InfoMedia Services Ltd., PO Box 28 Northampton NN1 5DS. Helpline: 08700 101599 Winners Line 08700 101597.

# IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



## MOVE OVER LARA, HERE'S A HERO WITH BALLS

BOMBS, BOOBS, BULLETS - DUKE RETURNS AND DAMN, HE'S LOOKING GOOD!

WORDS & SCREENSHOTS BY ELLIS

### DUKE NUKEM LAND OF THE BABES

OUTTBCFORMATPLAYSTATION

Blood and gore splashed all over the walls, hi-tech sci-fi weapons, scantily clad women being saved and leched at by the hero and one-liners laced with double entendres that make you groan. Could be the latest Schwarzenegger flick, or just could be the long awaited return of gaming's most politically incorrect hero, Duke Nukem.

### I'LL BE BACK

Land of the Babes is everything we wanted Tomb Raider 5 to be. It's fast, you're not constantly running into walls and the platform action is replaced by a mixture of blasting and switch-based puzzles, with pixel perfect jumping kept to a minimum. And whaddya know, as a result of this it's shaping up to be a lot of fun.



### WAZZUUPP

Humour is definitely big on the developers list of priorities. Whether it's Duke picking up a phone and parodying the Budweiser adverts or coming up with a smart one-liner after blowing away an alien freak in particularly gruesome style, there's always something that will make you smile or groan. The puzzles, although lightweight compared to some games, do keep you on your toes and mean that you need to keep an eye on the environments for switches or things that look that little bit out of place.

### ACTION MAN

But whether Duke is hanging from ledgers, blasting pigs in the face with his array of high explosive weapons, chatting up the babes, leaping huge chasms or trying to figure out a way to get through a level, the emphasis is always on fun and action. It's managed to ditch some of the worst and maintain all of the best features of the original Nukem classics. The way this is shaping up, maybe Duke will be one of the few PC heroes to make it big on consoles as well.

### BVG RECKIONS

Duke's back, and he's not taking any crap. Gameplay and gags bring laughs in typical Nukem-style.

END

# THE GODFATHER, PART II

FORGET HORSES  
HEADS IN YOUR BED -  
THE FUTURE IS FISHY  
WORDS & SCREENSHOTS: JOHNNY MINKLEY

## SEGA MARINE FISHING

OUTRICK FORMATDC

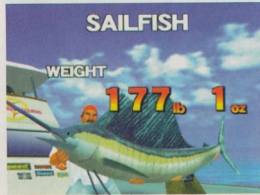
One of those obscure and weird facts that scares the life out of normal, right-minded folk, is that the most popular participation sport in the UK is fishing. You bunch of freaks, you should be ashamed of yourselves! Everybody knows it's much healthier to be hooked away in a dimly room playing games all day. But now you can get the best of both worlds with *Sega Marine Fishing*, the follow-up to the Godfather of fishing games - DC's surprisingly addictive *Sega Bass Fishing*.

### THE ROD IS GOD

Once again, you're not gonna get the most out of SMF unless you invest in a fishing rod controller, as with the standard pad it's all a bit too easy and unimpressive. Sega carried their official controller but, if you look around, you should be able to pick up a third-party one for around 20 quid. Options wise, there's an Arcade mode, which is straight fishing against the clock, but it's more likely that you'll spend most of your time in Original mode. Packed away in here are various mini-games that act as a training mode, teaching you the subtleties of fishing, like how to improve your casting accuracy, or learn how to reel in the big fish, for example.

### SECRETS OF THE DEEP

One particularly neat feature is the Aquarium mode. During Original mode, you're able to unlock and collect various assorted items, ranging from rocks, to Octopuses and other aberrant fish. Once you've collected these items, you can stick them into your own aquarium, and view them from a variety of camera angles. Ultimately it's pointless but it's pretty cool nevertheless.



Other than that, it looks similar to *Sega Bass* and if looks could kill, this wouldn't take that many lives. That said, *Sega Marine Fishing* is entertaining and looks like it's on course to be strangely addictive fish food for DC.

## BVG RECKONS

This may be fishing but it's fun. With the right controller, this should prove to be an immersive experience.

END



## POWER DIGGERZ

OUTMARCH FORMATPLAYSTATION

Become a wolf-whistling digger driver in one of the most offbeat titles in ages. *Power Diggerz* is part of the *Go!* series of Japanese games (*Go by Train!* being the most popular) and the first one to get a UK release. Mini-games and two-player challenges await players exhibiting the most awe-crank.

### SMASH STUFF UP!

The single player game is a bit like a JCB sim where you have to complete construction - and destruction - challenges in a set time. These range from shovelling dirt to knocking down buildings. The control system is unwieldy at first as the game uses every joystick button, but with practice you'll find it works perfectly and gives you loads of control.



# CAN YOU DIG IT?

PNEUMATIC PLEASURES ON PLAYSTATION WORDS & SCREENSHOTS: SLEE SKITTRELL

### MINI GAME MADNESS

As well as the sim mode, you get a load of single and two-player mini-games like wrecking parked cars and transferring little turtle dudes from one pool to another. These games play like *Bishi Bashi* for construction freaks and are a real joy. The graphics are bright and bold and the sounds suitably weird. Should be released at a budget price too.

## BVG RECKONS

It's crazy but also very cool.  
Our pistons are pumping.

END



Don't laugh - that's the leg of his last victim he's trying to hit you with. Just as well you nicked that sword from the warehouse



Give your gems to this wizard to mix for extra powers



Fair enough, but do you believe a dodgy looking geezer like this?

# RINGING IN THE CHANGES

ETERNAL RING? WELL, IT CERTAINLY GOES ON A BIT

WORDS & SCREENSHOTS LES ELLIS



Figure out a way over the gap without that crab seeing you



A valley full of acid gas and bones = trouble for you

## ETERNAL RING

OUTFEEB FORMATPS2

When it comes to driving games, the PS2 is more than adequately endowed - flouncing around showing off its wares in the showers. But look at the RPG side of things and it's hiding itself embarrassed at the package it has to offer. No sign of a *Final Fantasy* in the near future, so role players will have to look to the likes of this and *Evergrace* to satiate their desires.

## ETERNAL STING?

The Japanese release was disappointing, although it does look like some of the worst problems have been ironed out - the most obvious one being that everything makes sense now and you can solve the puzzles that it throws at you between the endless bouts of combat. Speed as well, which was a major issue, has been tweaked somewhat, so that moving between locations and backtracking (which you have to do a lot of) doesn't take so long that you end up put off, suddenly discovering that you can't be arsed anymore.

## ROLE PLAYING LAME

The game is huge so there's a lot to explore, but the graphics aren't that different between stages, and most of the action happens in enclosed corridors. Switch to outside and fogging is used for, ahem, atmospherics - or it may be that they can't handle drawing the full distance. Hey, maybe they're working on it. Combat is pure hack-and-slash, although using the gems to create magic introduces new elements as you go along.

## INFERNAL RING

The PS2 needs RPGs, there's absolutely no doubt about that, but whether this will be enough to persuade people that they



don't have to wait for *Final Fantasy* remains to be seen. With *Eternal Ring*, *Summoner* and *Evergrace* all to be released around the same time, it looks like this could turn into a real bitchfight to see which one reigns supreme. Stay tuned and we'll tell you more next month when we should have the review.

## GVG RECKONS

Interesting combination of first-person hack 'n' slash with RPG elements, but it doesn't feel that strong right now.

IGN

# VERMIN OF THE BOARD

SONIC AND HIS CRAZY CHUMS TRY TO CRASH MARIO'S PARTY

WORDS & SCREENSHOTS JOHNNY MINKLEY



Musical statues was always the game of choice at Sonic's annual beach party. The little critters have never looked so good

## SONIC SHUFFLE

OUTRIP FORMALTIC

Board games on consoles and computers are certainly not a new thing. Anyone who whiled away hours on the awesome *Scrabble* on BBC Micro will know what we mean. It wasn't until the Big 'N's *Mario Party*, however, that someone actually realised these games could be, like, fun and stuff. Sega, in *bandwagon-jumping style*, have rolled their dice into the arena with *Sonic Shuffle*, providing a serious challenge to Nintendo's, ahem, *monopoly*.

## MAKE KNUCKLES SHUFFLE

The first thing that'll strike you about *Sonic Shuffle* is its amazing graphics. Using the same cell-shading technique as the magical *Jet Set Radio*, Sonic and chums have never looked better. The



Land on this space and bonus rings are added to your tally

game worlds look stunning, brimming with vivid colours and detail. Taking the form of a four-player board game, you initially choose from either Sonic, Tails, Knuckles or Amy, with more to be unlocked later. Then you traverse the board, obtaining the most Preciousstones to secure victory. There's almost 50 mini-games to play and tons of features to keep things exciting.

## RING RAIDER

Each square on the board affects the game, from ring bonuses and battles, to mini-games and shops. You move around the board using numbered cards, which are also used in battles. Select a card higher than your rival's to win, stopping it on the right number; roulette-style. Despite being turn-based, you're never out of the action for long, as mini-games involve all four players and cater to players with less experience. With great



Amy began to panic as her hirsute stalker drew ever nearer



multiplayer action, *Sonic Shuffle* is looking like a varied and entertaining game, but single players be warned: from the code we've played, we reckon your interest may begin to wane quickly unless you invest in some extra joypads.

## EVIL RECKONS

With the emphasis firmly on fun, *Sonic Shuffle* promises to be essential party fodder.

END

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



# THREE KINGS AND FRIED RICE

AGE OF EMPIRES FACES ORIENTAL CHALLENGER

WORDS & SCREENSHOTS LESLIE

## THREE KINGDOMS: FATE OF THE DRAGON

OUTMARCH FORMATTIC

Based on the second most-read book on the planet after the bible (which would not really have made that war game), *Fate of the Dragon* on the PC lets you take the role of one of three ancient Chinese leaders attempting to unite this vast country under one banner - your own, of course. The basic resource management is pure *Age of Empires*, but dig deeper and *Fate of the Dragon* has plenty of new game features and plot twists that will give even the most hardened and cynical *Red Alert* fan interested.

## CHINESE TAKEAWAY

Each leader has different technologies available to him - providing he can get the labour to develop it. Then there's the small matter of building different military units and exploring to find the enemy. Sounds simple, but it takes ages to build up, with more emphasis on the structure of your town and resource management than fighting - although there's plenty of that later on. Oh, and forget 'tank rushing' (though obviously there are no tanks in feudal China), you can't do it anymore - you need to keep your troops supplied as they travel to war. With the sheer number of options and variety of things you can go about playing, plus the easy interface and eye pleasing graphics, this is going to be one to really get your teeth

into, even if you know nothing about this period of history. It's so compelling you'll find yourself learning without even knowing it - and the code we've played still has loads of tweaking to be done. Who says games should be more educational, huh?

## BUG REBKONS

More strategic and serious than Red Alert 2.

END

# LEE'S POKEJOURNAL

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04:00 HOURS - 20:09

**HOURS** - After successfully whooping Pokéman and his bird-brained Pokémon in the last journal, I've made a fair bit of progress and now I'm doing some nighttime adventuring. First stop is Azalea



Town, the Southernmost town in the game. But what's this about Slowpokes disappearing? And didn't that crazy guy in Violet City offer to sell me a Slowpoke Tail? I'll ask around to see what the crack is. Ah! It seems that all the Slowpokes have been captured by Team



Rocket and their tails are being sawn off as delicious treats! Time to go save the Slowpokes and battle some Rocket, son!



**20:46 HOURS** - With all the Slowpokes safe and sound, I'm off to help the Charcoal guy in the West

of town find his assistant. He's lost in Ilex Forest somewhere and having trouble with a delusional Farfetch'd. Lots of Pokémon seem to hang out in these dark woods, so I'll remember it for later when I'm on a pokeball-busting mission to catch all of the rare critters. Pokémon also hide in the smaller trees and I can shake them to startle and catch 'em - ha ha! I finally catch up with the freaky fowl and return it safely to its owner: Back in Azalea, the Charcoal guy gives me Hidden Machine Out! Now I can hack down trees! Wicked.

08:00 HOURS - 13:03

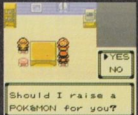
**HOURS** - Righty. Time for some top lunch-time Pokémon action. I'll just pop me soup in the microwave, giving me just enough time to have a battle or two with Buggy's cronies in Azalea gym. These guys' bug-eyed monsters are no match for my awesome fiery Cyndaquil and after a few minutes, they're just like my soup - done. Next it's on to the gym leader Buggy and more deadly bug Pokémon. Think I'll try out my newly



acquired Out move... Hmm, not bad, but Cyndaquil's Ember is still boss. After a minor struggle, Buggy bombs out of the battle and leaves me the Hive badge and TM49, Fury Cutter: Brill.

13:56 HOURS - After

my success I feel a trek back to Ilex Forest as in order. Apparently, there's a strange fellow there who will give me a TM if I find him. So it's back to the forest to cut my way to a new path. Sure enough, the green haired guy gives me Headbutt! Now where... Hmm, how about I head up to Goldenrod City - I bet there's loads of stuff to do there. Just outside the city there's a daycare centre! This is too cool. Deposit your Pokémon and maybe they'll breed. Oh my God - my first taste of fatherhood! Con...  
...Continues next issue





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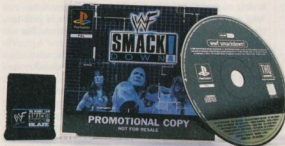
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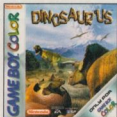
If you're enjoying SmackDown! 2 right now then why not sample the delights of the original? Twenty copies of the game and twenty SmackDown! memory cards are just begging to be won.

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## WINNERS UPDATE – ISSUE 229

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Karl Jameson, Staines

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# WHAT YOU NEED TO KNOW



Desperate to get to the next level? Never fear, **The Masters** are here. To seek their guidance write to the address on the opposite page.



Final Fantasy 7 - how to enter Chocobos in Chocobo races

## FINAL FANTASY VII & VIII

I've been searching for months for the answers to these questions about Squaresoft's *Final Fantasy* games. Firstly, *Final Fantasy VII*. How do you enter Chocobos in the Chocobo races at Gold Saucer? I can catch Chocobos, but I can't get anywhere near Gold Saucer. As for *Final Fantasy VIII*, how do you defeat Sorceress Adel at the beginning of Disc 4, and how do you catch Chocobos?

**Gregory Smith, Matlock**

You can only reach the Gold Saucer by catching the tram from Popoway station in North Coral. To find North Coral, cross the rope-bridge after talking to the man in the Coral Desert. If you've already caught a Chocobo, you'll be able to enter it in the races at Chocobo Square. To catch Chocobos in *FFVIII*, head for Shumi village in the frozen North and look for the Chocobo forest to the right of the village. Once inside the forest you'll meet Chocoboy, who will teach you how to catch Chocobos. Once you've caught the Chocobo in the forest you'll be able to ride it outside on the world map as well. As for that witch Adel, the task of besting her is somewhat difficult because she's holding Rinoa as a hostage, therefore you must be careful not to use attacks which damage Rinoa as well. Adel also uses Drain on Rinoa, so it's vital that you cast Regen on Rinoa as soon as you can. Don't use any magic or Guardian Force attacks because they'll harm Rinoa. Concentrate physical attacks on Adel only. Make sure you use Mug to get Adel's Samantha Soul. Because attack options are so limited you'll have to top up your party's health regularly, especially after Adel's frequent Ultime attacks. Use all the protective magic that you can on your party as well as Cura. When you get the message that all attacks



Driver 2: Wanna find secret cars? Well keep on reading then!

will now concentrate on Adel, you can let rip with more powerful magic attacks as Rinoa is momentarily protected. Keep wearing Adel down and protecting Rinoa and you'll eventually turn the wicked bint to dust.

## DRIVER 2

Can you help me find the secret cars hidden in the Chicago and Havana levels?

**Jim Mumford, Atcham**

In Havana the secret car is hidden in an underground parking area on the far West of the city. Look for the switch to open the gate. In Chicago go to the ticket booth at the front of Wrigley Stadium. Press (Triangle) to buy tickets to the game and the gate will open. Drive in, then walk up the stairs. Turn right and go down to the basement to find a truly fine Mustang just begging you to take it for a spin.

## JET SET RADIO

I'm getting a bit marked with the Brooklyn level. I'm trying as hard as I can, but I just can't seem to 'tag' four of the red arrows. The first one is just to the right of the start, above the gas station. The other three are all on the wall behind the basketball court. How do I reach them because from where I'm standing, it seems impossible?

**Brian Torres, Sunderland**

All the high arrows can be reached with a well-timed wall grind. To tag the first arrow, get on the gas station roof, then head past the paint cans to the sign. Ride the wall and then jump. You can't land anywhere near the arrow, so you'll have to tag it in mid-air. To get the three arrows near the basketball court, grind the rail and then jump. Get enough height on the jump so that

computer and video

# Games GUARANTEED WINNERS

Check out this month's monster collection of tips. If you've got codes of your own that you're bursting to share, whack them in to the Easy Money address on page 62 and if we use 'em, you'll win yourself a tonner.

NINTENDO 64	GAMEBOY	PLAYSTATION
<p>■ <b>RESIDENT EVIL 2</b> Enter all codes at the load screen. INFINITE AMMO: (D-Pad) Up, Up, Up, Up, Right, Right, Right, Right. (Shoulder Buttons) L, R, L, R, C-Right, C-Left. PLAY AS HUNK: (D-Pad) Up, Down, Left, Right, Left, Left, Right, Right. (Shoulder buttons) L, R, C-Up, C-Right, C-Down, C-Left. UNLIMITED AMMO: (D-Pad) Up, Up, Up, Right, Right, Right, Right. (Shoulder Buttons) L, R, L, R, C-Right, C-Left. INVINCIBILITY: (D-Pad) Down, Down, Down, Down, Left, Left, Left, Left. (Shoulder Buttons) L, R, L, R, C-Up, C-Down.</p>	<p>■ <b>SAN FRANCISCO RUSH 2048</b> Level Select Passwords LEVEL      PASSWORD 2            MADTOWN 3            FATIQUY 4            SFSSICO 5            GASVRRZ 6            SKYWAYZ 7            INDISTRL 8            NEDCHGO 9            RPTIDE</p> <p>■ <b>BUFFY THE VAMPIRE SLAYER</b> Level Select Passwords - don't bother! Just cut to the chase! LEVEL      PASSWORD End           GHSIMRY</p>	<p>■ <b>DANGER GIRL</b> LEVEL SELECT MODE: At the main menu press L1, R2, L2, R1, Circle, Square, Triangle, Triangle, then hold down L1, L2, R1, R2 at the same time. To select any of the 12 levels, highlight the New Game option and press the D-Pad left or right. ■ <b>ALIEN RESURRECTION</b> CHEAT MODE: At the main menu press Circle, Left, Right, Circle, Up, R2 to activate the Cheat Menu and unlock all levels as well as alien-busting goodies such as God Mode, Infinite Ammo, No Chest Bursts and Infinite Oxygen.</p>



**Jet Set Radio:** Go with the grind to reach those tricky red arrows

you can propel yourself towards the wall. Ride the wall and jump again. If you've timed your jump well, you should be able to tag the arrows in mid-air.

## SPYRO 3: YEAR OF THE DRAGON

The Turbo Snowboard Super Bonus level is proving to be a monster pain. I never finish higher than fourth and I always seem miles behind the front three. Am I ever going to catch them up?

**Sara King, Carshalton**

To excel at this level, make like the Tony Hawk and pull off lots of tricks to boost your Turbo meter. Use Turbo throughout the race, and do as many Twisted Lemon tricks as you can. Try and do a triple Twisted Lemon on the ramp just before the finish line to give yourself a huge boost at the end of the race. If you skate the race straight without any tricks, you'll never get anywhere.

## CHAMPIONSHIP MANAGER 2000/01

I'm managing Man Utd in Championship Manager, but despite having some of the best players in the world in my team, I'm languishing at the bottom of the table - the chairman has just given me the dreaded 'vote of confidence'. We all know that means I'm about to be sacked, so please help me improve my team before the axe falls.

**Gary Calvin, Plumstead**

Nobody ever said footy management was easy, but these general tips should help you cling onto your job. Firstly, make sure you study the stats of the team you're about to play and tweak your squad accordingly. For instance, if you notice that their forward has a low bravery rating, try putting your most aggressive defender in the squad to mark him. Use the assets of



**Spyro 3:** Get tricky on the Snowboard level for serious turbo power

your team to maximise your advantage. If you have tall forwards that are good at heading, make sure you play with wide wingers who will get lots of crosses into the box for them. Also keep an eye on the condition of your players towards the end of the match. Players that are less than 70% will not be effective and should be substituted if possible. Finally, if you have pacey forwards with good dribbling skills, try playing Counter-Attack as often as possible to catch the opposition off guard. In short, you'll succeed by concentrating on the tiny details as much as possible.

## GAUNTLET LEGENDS

Help me! I can't open the third portal on World 2. I've managed to destroy the Chimera with the Scimitar of Decapitation, but have no idea what to do next. I currently have four rune stones. Is that enough, or do I need something else?

**Andy Van Hale, Muesel Hill, London**

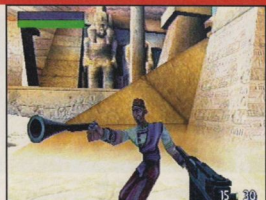
Forget about the Rune stones for now. It's Obelisks you should be after to open the portals. Speak to Sumner the Wizard in the Tower of Torment and he'll tell you where to find them all. When you've got all of them, you'll be able to progress through the portals.

## TIMESPLITTERS

I'm having tons of trouble getting to grips with the time challenge on the Hard Mansion level.

**Andrew Schreiber, Stonebridge**

Don't worry Andrew, a lot of people are having a tough time getting through this challenge. Guess that's why it's called 'Hard'. Concentrate on clearing a pathway through the zombies and mutants so you can keep running. If you try to take out every single monster,



**TimeSplitters:** Check out the tips - then run like hell

you'll never beat the time limit. Your tactics should consist of a mixture of quick headshots and fast strafing on the move - just keep on precisising. With this in mind, when you reach the set of stairs in the cellar with three zombies coming straight at you, just take out the one at the top with a quick headshot to clear the way through and ignore the other two rotting freakoids. When you reach the Mansion, don't forget to check out the room behind the counter with some health and ammo. When you get into the room with the deer heads that shoot at you, don't shoot back or you'll waste too much time - just grit your teeth and run for your life.

## WWF NO MERCY

Masters, I need your help! How do you perform the Dudley Death Drop (aka 3D)?

**'Undertaker' Harris, Bath**

Here's the answer Mr Undertaker, Sir. When playing as the Dudleys, Irish Whip your enemy toward the ropes. When he or she bounces back towards the Dudleys, both of them need to grapple the opponent together to pull off the 3D.

## THE WORLD IS NOT ENOUGH

I keep coming to a sticky end on level 8 (Masquerade) because the blast doors at the end keep shutting in my face. What am I doing wrong?

**Declan Murphy, Dublin**

You need to leap up and hold onto the striped ball and yellow bar at the turnstile end. Watch the cut-scene and then breathe a sigh of relief as you land on the other side of the blast doors. If you've seen the film, it should all look very familiar.

BC  
Read

## PC CD-ROM

### ■ SANITY: ATKIN'S ARTIFACT

To enter the cheat codes, in one-player press Enter, and type in the codes below. Then press Enter to activate.

CODE	WHAT YOU GET
mpuicme	Sanity and Health at 100% plus all essential items.
mpstdthead	God Mode - Cain won't loose Health or Sanity during play. Be warned though, he can still die if he falls.
mpshipt	Unlock All Single Player Levels, Enter code, go to main menu and select levels in one-player.

## PLAYSTATION 2

### ■ MADDOX NFL 2001

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### BUTTONS

Hip Thrust  
Jump Spikes  
Say A Prayer  
Shoulder Shake  
Slam Dunk  
Spike The Football

### CELEBRATION

L1 and Square  
L1 and Circle  
L1 and Triangle  
L1 and R1  
L1 and X

## DREAMCAST

### ■ FUR FIGHTERS

Fight bosses twice to get these...

BOSS	CHEAT
Gwynth	Auto Ammo
Juanita	Health at 100%
Claude	Ammo boost
Esmeralda	3D Mode
Winnie	2 x Tough
Viggo	Invincibility

**COINS:** Collect all 100 coins on any level to get the stopwatch. If you beat the clock, you'll earn an entry on the high score list.

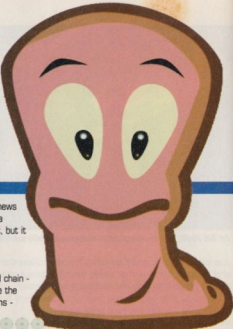
### MINI GAME BONUS:

Block Puzzle	Finish in under 50 secs
Snake Classic	5000 points

Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

**WHAT YOU NEED TO KNOW, THE MASTERS, ANGEL HOUSE, 333-346 GOSWELL ROAD, LONDON, EC1V 7PZ**

# INGAME WEAPONS



<p><b>WEAPON: 'EXPLODING SHEEP'</b>  <b>GAME: WORMS</b></p>	<p><b>THE GAME</b>                  More top multiplayer action. Take command of a team of worms with a vast selection of weapons with which to battle other teams. Victory is achieved by being the last worm standing.</p> <p><b>THE WEAPON</b>                  Of the myriad weapons present in this classic, we've picked the most stupidly fun one. The exploding sheep does exactly what it says on the tin: you fire</p>	<p>your woolly friend at the enemy and watch it bounce around, before blowing up and causing mass destruction. Not original in itself, but the sheer absurdity and comic genius makes this a winner.</p> <p><b>FEEL MY WRATH</b>                  It's an utterly mad weapon for an utterly mad game and is great for a laugh when you're involved in some multiplayer shenanigans. Probably not the most RSPCA-friendly attack in the world, and</p>	<p>it's unlikely Bernard Matthews will be happy about such a shameless waste of meat, but it still runs.</p> <p><b>KICK ASS OR SICK AS?</b>                  Entirely accurate in its representation of the food chain - everyone knows sheep are the natural predators of worms - this is a cool trick to have up your sleeve.</p>	
<p><b>WEAPON: 'CHAINSAW'</b>  <b>GAME: DOOM</b></p>	<p><b>THE GAME</b>                  If you aren't familiar with the original Doom, then yours must be a very sad existence. As the son of Wilemstein and the progenitor to the Duke series, Doom was an awesome game defining frag em up that took place in an alternate sci-fi reality.</p> <p><b>THE WEAPON</b>                  The chainsaw is a sickening, mutilating weapon of torture that no self-</p>	<p>respecting frag-fan would go without. When equipped, you hold it up while racing around. Hit the fire-button and watch in joy as you pull the cord and go on a liberating rampage.</p> <p><b>FEEL MY WRATH</b>                  Attack a foe with the chainsaw and watch their blood and guts spray the walls - true, the blood effects now seem a tad overwilled, but back then it was a rocket-gore-fest. The sound it makes is</p>	<p>also violently satisfying: you can close your eyes and almost hear the engine scream as you bear through flesh and bone. Even better: they don't die at once so you have to really stick it in like you're carving the Sunday roast. Would you like stuffing with that, sir?</p> <p><b>KICK ASS OR SICK AS?</b>                  Doom was a revelation in gaming, and at the time probably accounted for more lost working hours than the bubonic</p>	<p>plague. The chainsaw was at the heart of this phenomenon, the murderous weapon of choice for many an obsessive fragger. Indeed, to display their preferences to all, many hardcore Doom addicts would take on the onerous Chainsaw Challenge, which involved seeing how far you get by only using the chainsaw. Trying this out on the last level of the game is still challenging today.</p>
<p><b>WEAPON: '3-WAY FIRE'</b>  <b>GAME: SMASH TV</b></p>	<p><b>THE GAME</b>                  Set in the future, you play the contestant in an ultra-violent gameshow where, trapped in an arena, you must gun-down an almost never-ending stream of manuring baddies hell-bent on seeing you off without so much as a Blankety Blank cheque-book and pen. So it's nothing at all like</p>	<p>that cool Annie film, The Running Man, then. Oh no, not at all.</p> <p><b>THE WEAPON</b>                  There are loads of cool weapons of slaughter, but the best by far is three-way fire, which gives you a spray of fire that wipes-out stacks of enemies. This can then be hiked up to six-way fire by collecting</p>	<p>a double damage power-up ball that circles your character.</p> <p><b>FEEL MY WRATH</b>                  In a game of such intensity, the 3-way gun provides slight relief from the onslaught, allowing you to race all around the screen, gleefully causing utter devastation in all directions. As the cheesy in-game host likes to cry, "Total Game - I love it!" So do we.</p>	<p><b>KICK ASS OR SICK AS?</b>                  Still an awesome weapon even today, and the rush is just as satisfying. Ramping over screens of zombies, blasting their guts all around is damned satisfying. The rocket and grenade launchers may have the cool explosions, but this causes unparalleled slaughter. If you've got an old copy, dig it out now.</p>
<p><b>WEAPON: 'FLAVOURED SNOW'</b>  <b>GAME: SOUTHPARK 64</b></p>	<p><b>THE GAME</b>                  Weak first-person shooter in the style of GoldenEye, in which you control the South Park kids as they curse their way around town. The one-player game sucks ass,</p>	<p>but multiplayer is sweet, due to heaps of playable characters, a dizzy range of catchphrases and some amusing weaponry.</p>	<p><b>THE WEAPON</b>                  Of all the attacking options available, the most deprived land therefore by far (the best) has got to be draining the lizard on a snowball, then chucking the rancid slush at an enemy. Though you don't get to see your character take a leak, it's accompanied by a suitably gratuitous zip effect. It's so inspired, you've got to wonder if it would work in real life.</p>	<p><b>FEEL MY WRATH</b>                  It ain't the most effective weapon in the game but it's blatantly the funnest. Perform this attack on a mate and watch them collapse in stitches.</p> <p><b>KICK ASS OR SICK AS?</b>                  It's a touch of pure piss in an otherwise limited game, and provides muchos multiplayer hilarity in the short-term, but the novelty will wear off.</p>
<p><b>WEAPON: 'SNIPER RIFLE'</b>  <b>GAME: GOLDENEYE</b></p>	<p><b>THE GAME</b>                  You guys voted this your favourite game of all time, so we know you love it as much as we do. This is the game that set the benchmark for console first-person shooters, with an awesome, challenging one-player game, and a multiplayer mode that changes people's lives. Even post-Perfect Dark, many still regard this as the ultimate</p>	<p>secret-agent experience.</p> <p><b>THE WEAPON</b>                  The sniper rifle is the ultimate power trip for Bond-wannabes. Unsurpassed in picking off distant foes, it allows you to zoom in from afar and get them right between the eyes. Console owners had never experienced anything quite this good before, and it pretty much rewrote the rule book for</p>	<p>non-PC FPS games. These days, no self-respecting FPS comes without one.</p> <p><b>FEEL MY WRATH</b>                  Pick up the weapon, find a suitable vantage point, and lie in wait for your hapless opponents. Zooming in on a doorway that some evil, Russian terrorist's trying to sneak out of, then hitting them right where it hurts is a truly sublime gaming moment that will fill your heart with murderous joy.</p>	<p><b>KICK ASS?</b>                  Even to day, GoldenEye's still played with passion and still rocks the world, and although PC-bares may rant ad infinitum about Quake 3, Unreal Tournie etc, console owners know that their snipin secret-agent can give any FPS a damn good run for its money. It's the best weapon in your favourite game of all time. Need we say more?</p>



**F**ew things in life are more satisfying than smashing the smithereens out of evil videogame baddies, but it's even more fun when you get to dispatch them with ingenious instruments of death. So we've delved through the dusty videogame archives to come up with the finest, most inventive, most awe-inspiring and most destructive weaponry in gaming.

## POWER POINTS

A truly great weapon will feel as satisfying as satisfying as destroying the Death Star when you use it to mercilessly ravage your enemies.



"GREAT SHOT KID, THAT WAS ONE IN A MILLION!" - THE ULTIMATE



"NOW, YOUNG SKYWALKER - YOU WILL DIE" - DEVASTATING



"THE FORCE IS STRONG IN THIS ONE" - POWERFUL IN THE RIGHT HANDS



"YOU'VE FAILED ME FOR THE LAST TIME, COMMANDER" - ULTIMATELY UNSATISFYING



"MEESA CALLED JAR-JAR BINKS" - AS EFFECTIVE AS BECKHAM ON MASTERMIND

<p><b>WEAPON:</b> <b>"CHEESE CUTTER"</b></p> <p><b>GAME:</b> <b>CHAN AND CHAN</b></p> 	<p><b>THE GAME</b> Obscure and utterly mad old-school platformer only ever released in Japan. Take control of two Japanese comedians investigating a kidnapping, and traverse various Mario-style levels. Piss up walls; bounce around in rubbish bins; go into public toilets and try on your Geisha girl and vampire outfits - it's all good.</p> <p><b>THE WEAPON</b> By far the best (and most amusing)</p>	<p>method of attack at your disposal is the ability to fart. Yep, it's not big, it's not clever, and your mum certainly won't approve, but hey, we all know toilet humour rules. The perpetual grins the madcap heroes wear, and the little cloud of gas they release from their posterior makes this weapon an endless joy.</p> <p><b>FEEL MY WRATH</b> If your sides don't split the first time you see this game in action, then you are a</p>	<p>truly cold and sad individual. Or mature, which is just as bad. Grieffully launching fetid puffs of fart-gas into the faces of sea-serpents and pit-bulls is pure, unadorned genius, and the quirky humour makes an otherwise average game into a comely classic.</p> <p><b>KICK ASS OR SICK ASS?</b> It's criminal that the wondrous PC Engine never made it to our shores, especially considering even the bloody</p>	<p>Yanks got it. It was home to some truly great and original gaming (anyone remember <i>Gunhed</i>, <i>Devil Crash</i>, <i>BC Kid</i>... need we go on?), this being a prime example of the sort of mad stuff that would crop up. Bodily functions are always a sure-fire winner in videogames (as the piss-ball from South Park proves), and this weapon shows them at their most hilarious - and deadly.</p>
<p><b>WEAPON:</b> <b>"WORLD'S MOST INTERESTING BOMB"</b></p> <p><b>GAME:</b> <b>MDK2</b></p> 	<p><b>THE GAME</b> Taking control of three different characters, you must neutralise the threat of an alien invasion through wit, cunning and an assortment of cool weaponry. MDK2 is a teasing and engaging game, with sprawling, over-the-top levels and a tough learning curve.</p> <p><b>THE WEAPON</b> In a moment of genius, the makers</p>	<p>created the ultimate implement of inequity, turning the concept of the time-bomb on its head and coming up with the World's Most Interesting Bomb. The first time you use this you'll be awestruck by its sheer brilliance.</p> <p><b>FEEL MY WRATH</b> Once collected, simply place the bomb in a suitably tactical position, and run for cover. Then watch in amazement, as the aliens rush to the bomb like Gazza to the</p>	<p>pie shop, unable to control their curiosity. Ka-boom! - their dumb asses are promptly absorbed on the walls.</p> <p><b>KICK ASS OR SICK ASS?</b> Completely inspired and a veritable joy to behold, the World's Most Interesting Bomb stands proud as a marvel of innovation. MDK is a</p>	<p>comely game with loads of mad weapons, but this bomb is the one that'll hurt your sides the most. Watch out for the forthcoming PS2 version, that'll no doubt have plenty more mad stuff to entertain us... with.</p>
<p><b>WEAPON:</b> <b>"THE HOOKSHOT"</b></p> <p><b>GAME:</b> <b>OCARINA OF TIME</b></p> 	<p><b>THE GAME</b> Ocarina is a thing of beauty, abundant with flashes of genius - your life isn't complete until you've experienced this masterpiece. A game you must play.</p> <p><b>THE WEAPON</b> By far the coolest is the Hookshot. Functioning both as a weapon and an important navigational device, it's essentially an extendable hook which you can shoot at walls and enemies</p>	<p><b>FEEL MY WRATH</b> The large reach of the hookshot makes destroying enemies from afar an ever satisfying experience. You can also fire at distant objects, pulling Link across huge ravines.</p> <p><b>KICK ASS OR SICK ASS?</b> While it's no weapon of mass destruction, it's still coolest pieces of equipment ever seen</p>	<p>in videogaming, and you'll spend ages just pulling yourself all over the shop for fun.</p>	
<p><b>WEAPON:</b> <b>"ROCKET LAUNCHER"</b></p> <p><b>GAME:</b> <b>QUAKE 1/2/3</b></p> 	<p><b>THE GAME</b> <i>Quake</i> was the game that took up the bright torch of first-person brilliance from <i>Doom</i>, then took it to the next level, revolutionising the genre with its true 3D environments.</p> <p><b>THE WEAPON</b> Used as a weapon, the rocket launcher is one mean piece of kit, causing mega-satisfying damage to everything in its path. The real genius,</p>	<p>rocket-launching, came about by a happy accident; however, as a result of the splash damage from exploding rockets.</p> <p><b>FEEL MY WRATH</b> Splash damage is the spread of explosion around a blast, and cunning gamers turned this into a kind of super-armo, adding a whole new tactical level to the game. Only the super-skilled will deliberately self-inflict damage to take shortcuts around arenas.</p>	<p><b>KICK ASS OR SICK ASS?</b> The importance of this weapon to the <i>Quake</i> series cannot be underestimated and influenced other titles too. Hell, you could even use the same principle to first-kill-jump in <i>Wolf of Time</i>, while Unreal <i>Tournee's</i> Impact Hammer can also be used to gain elevation.</p>	
<p><b>WEAPON:</b> <b>"THE REDEEMER"</b></p> <p><b>GAME:</b> <b>UNREAL TOURNIE</b></p> 	<p><b>THE GAME</b> These days, the discerning, hardcore first-person fan is either a <i>Quake 3</i> junkie, or a zealous Unreal <i>Tournee</i> nut. Like all the best games in the genre, <i>UT</i> comes into its own in multiplayer and possesses one of the ultimate weapons.</p> <p><b>THE WEAPON</b> The first time someone uses this, other players will be rolling around with laughter at the sheer audacity of such a</p>	<p>weapon. It's basically a kind of nuclear rocket launcher - and you use the secondary fire option. Then you become the missile, with the ability to fly around the level, watching your enemies blindly fleeing in terror - if they spot you.</p> <p><b>FEEL MY WRATH</b> The flip-side of this out-of-body experience is that it leaves your character totally vulnerable to attack 'til the missile explodes, giving its use an</p>	<p>extra edge. The Redeemer also possesses about 20-times the splash damage of ordinary rockets, causing ultimate devastation.</p> <p><b>KICK ASS OR SICK ASS?</b> A truly great weapon, more finely crafted than Lara's chest and utterly brilliant to inflict on your opponents.</p>	

# 2001 - A GAMES ODYSSEY

Cross our palms with silver and see what we predict will be the hottest games, machines, movies and events for players everywhere in 2001

WORDS: LEE SKITRELL PICS & SCREENSHOTS: VARIOUS ILLUSTRATIONS: JON ALLISON

**T**he gamesplaying life can be a long and braucherous road, and we want to make sure you travel it well. The year 2001 has a lot more than the arrival of PS2, but there's a lot more than the arrival of PS2, exciting gaming events, incredible movies and, of course, loads of very sexy new games are approaching fast, so we're here to help you plan the year ahead in our special pull-out calendar. Total pleasure is on the cards...







MAY



**E3**  
We're off to steamy LA once again for E3 2001, to cram ourselves into an overcrowded, but thankfully air-conditioned, hall full of sweaty games-mad punters from across the globe, trying to bring you all the best everything packs big in gaming. Last year's show brought LA to a standstill

#### THE BOUNCER (PS2)



This hard-hitting action adventure from Square is still shrouded in mystery and we hope it's more of a *Final Fantasy* than a *Dying Exorcism*. *Trips*: Incredible graphics will tick your eyeballs and an adult story should pack the required punch

#### SILENT HILL 2



With both *Shadowman 2* and *Silent Hill 2* in development for PS2, players looking for console chills will be well pleased. *Silent Hill 2* will offer shockingly spooky moments and beautiful graphics with a hand-drawn look. *Cospy stuff*

#### CVG on sale May 17

...and watch out for: arcade action in *Daytona USA 2001* (DC) and digging delights in *Power Digger* (PS)

JUNE

#### OUT TRIGGER (DC)



A multiplayer action frenzy in the ever popular *Quake III* style, with four-player split-screen carnage and single player challenges, it'll be going head-to-head against *Unreal Tournament* on PS2, but looks as if it will deliver

#### MOVIE: TOMB RAIDER

Everyone's favourite cyber-babe gets real. Spend a summer evening with Lara Croft and her adventures in the new action-adventure reader movie. You get two babes wrapped up in one glossy action movie package. This unofficial pic was taken on the set of the movie

#### 18 WHEELER (DC)



Dreamcast will continue to deliver original, offbeat titles and *18 Wheeler* looks like a trucker's dream. Kinds like *Crazy Taxi* with massive tankers and online play is promised too

#### CVG on sale June 14

...and watch out for: Katana-based carnage in *Seven Blades* (PS2), *Hidden & Dangerous 2* (PC), and game-making RPG/God sim *Dark Cloud* (PS2)

JULY

#### FINAL FANTASY: THE SPIRITS WITHIN

If you've seen the trailers already, you'll know that *FF* movie WILL be special. Mind-blowing animation and an A-list Hollywood cast, along with a unique *FF* story. Bound to be the hottest ticket this summer

#### GAME BOY ADVANCE (US/EUROPE)

If Nintendo's projected release schedule is to be believed, we'll get GBA at the same time as our buddies across the Atlantic. Buy it with *MMKII* and you won't let your new handheld leave your palms ever again

#### WE WANT TO BELIEVE GAMEBOE

We'll make its tentative July launch in Japan. Imagine *Mario*, *Link* and *Pikachu* drenched with delicious *BBQ* sauce and try to resist the temptation with excitement. Send a prayer to the gaming gods to make sure it actually happens

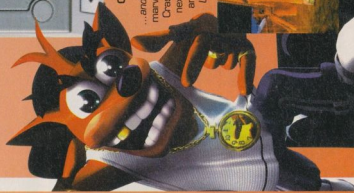
#### CVG on sale July 17

...and watch out for: Sony's marvelous mensural muppet *Crash Bandicoot in the Big Uggly* (PS2) and a July 3D online world in *Libra World Drive* (PC)



#### GAMEBOE (JAPAN)

We'll make its tentative July launch in Japan. Imagine *Mario*, *Link* and *Pikachu* drenched with delicious *BBQ* sauce and try to resist the temptation with excitement. Send a prayer to the gaming gods to make sure it actually happens



## AUGUST

### CONKERS BAD FUR DAY (NG4)



In development for ages, then drastically reworked, rumours abound that Conker is already practically finished and that Nintendo are struggling with approving the title and deciding how to market this adults-only romp.

### SIN AND PUNISHMENT (NG4)



While NG4 releases may be thin on the ground next year, every one that does certainly rings action fans' bells. Officially called *To Be Confirmed* for the UK, we reckon a Summer release is most likely.

### CVG on sale August 16

...and watch out for: Never mind funning around in the sun, get nabbers for the wild *Power Jet Racing* on GC. This treat is expected to be a *Wave* Bioshock water-worshiper, with dazzling water effects galore.



## SEPTEMBER

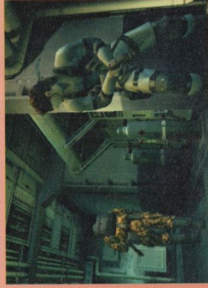
### ECTS

There's a new venue for this year's show - London's trendy Docklands. Maybe it'll perk things up after last year's lack of excitement, but it's still a pretty good idea. The new stuff to play than 2000's show, where the buzz from the MGS 2 trailer at E3 still overshadowed everything else.

### MGS 2 (JAPAN)



Unquestionably the best videogame of all time goes on sale in Japan in the autumn. But how many UK players will report the game and run the magic by using a guide to get through the incomprehensible 'Jap' text?



### SPACEWORLD 2001

Nintendo's own electronic entertainment show should be the highlight of this year's event. The new *GAMECUBE* and *Game Boy Advance* will be shown off. Nintendo need to have a good year in 2001, so expect some hot news and demos at the show. Best of all, it's open to the public on the last day, so fanboik, slavering Nintendo players can get their grubby mitts all over the newest and hottest stuff well before anyone else does. Guaranteed to bring instant credibility.

### CVG on sale September 14

...and watch out for: Blizzard's long-awaited RTS *Warcraft III* (PC), with a new engine and tasty new clans.

## OCTOBER



### GAMECUBE (US)

Another security release idea for US gamers. We're gagging a bit on a UK date yet, but it's likely to be early 2002, unless Nintendo make the entire world happy with a simultaneous US/UK launch. Here's hoping...

### THIS IS FOOTBALL (PS2)



The hi-end-miss PlayStation loopy series will make its PS2 debut towards the end of the year. Look forward to gorgeous sodas, hyper-casual players and less hope that all those annoying quips are toned out for.

### POKEMON STADIUM 2 (NG4)

Battle all the new Pokemon from *Gold* and *Silver* on your NG4, just like the first *Stadium* game. Hopefully, we'll all still care about Pikachu and pals to make this a more interesting companion piece to your GB games.

### CVG on sale October 17

...and watch out for: UK PS2 sales skyrocketing as the hype surrounding the UK release of *MGS 2* grows and grows.





# THE player

PLAYSTATION™ 24-7

**OUT  
NOW**



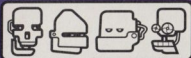
**150 cars**  
**15 tracks**  
**6 players**

## CAN YOU HANDLE IT?

UNDERNEATH THE BONNET OF GRAN TURISMO 3, ONLY IN THE PLAYER



If you're a gaming guru with loads of top tips and crafty cheats rattling around your head, how's about sharing them with your fellow gamers and earning yourself ten quid at the same time? Send us what you've got to the usual address.



# EASY

## TIP OF THE MONTH



### ■ METROPOLIS STREET RACER

*If your killer tip is the best we get for that month, we'll bring you a free game in return. This month Lenny Gambles of Clayton gets a copy of Grand Theft Auto 2 for sending us this super speedy cheat.*

**EASY KUDOS:** When racing time trial hot laps, set yourself an easily achievable time target for your first lap, then gamble a Joker on the result. Race the first lap carefully within the time limit you set, then race the rest of the laps as carelessly as you want, throwing in lots of spins and handbrake turns. Then sit back and lap up loads of extra Kudos points.

**SPEED START:** Keep your revs ticking over at just under 2000. The instant you hear 'Go!', accelerate as quickly as possible. Do it right and you should get a head start over everyone else, avoiding any wheel spin and those unsightly skid marks.

Car Options

MISSIONS/TOW  
DAYTIME  
NIGHTTIME  
TRAINING  
CONTROL



Be first off the mark and coolest on the track with these top tips



## DREAMCAST

### ■ READY 2 RUMBLE BOXING:

#### ROUND 2

*What could be better than a game that lets you punch Michael Jackson in the face? Thanks to Chris Mallinson from Redcar for sending in these funky codes that make this boxers boxing game even more freaky.*

All of the codes should be entered at the Character Select Screen. You should hear a bell ringing to confirm the cheat.

**FAT MODE:** Right, Right, Up, Down, Right, R Trigger, R Trigger, L Trigger.

[This code will only work for the individual character you've selected.]

**HUGE GLOVES MODE:** Left, Right, Up, Down, R Trigger, L Trigger.

**SKINNY MODE:** Right, Right, Up, Down, Right, R Trigger, L Trigger.

**UNDEAD BOXERS:** Left, Up, Right, Down, R Trigger, R Trigger, L Trigger.

**CRAZY COSTUMES:** To add a sense of occasion to the game, remove your copy from the Dreamcast and turn on the empty console. Then, go to the Settings menu and change the date to one of the special occasion dates listed below. Once this is done, place the game back in your Dreamcast and start playing. Now sit back and enjoy as the boxers get all festive!



**DATE**  
HALLOWEEN 31/10/2000  
CHRISTMAS 25/12/2000  
NEW YEAR 1/1/2001  
ST PATRICKS DAY 17/3/2000  
ST VALENTINE'S DAY 14/02/2000  
INDEPENDENCE DAY 4/7/2000-11-20  
EASTER 23/4/2000-11-20

**BOXER**  
J.R. Flurry  
Selene Strike  
Joey T.  
Referee  
LuLu Valentine  
G.C. Thunder  
Mama Tut

**COSTUME**  
Skeleton  
Elf, Snowman  
Baby  
Leprechaun  
Sexy  
Uncle Sam  
Playboy Bunny

## PLAYSTATION 2



Every time you finish the game you'll unlock one of these characters in the following order:

- |                |                       |
|----------------|-----------------------|
| 1/Kunimitsu    | 7/Kuma and Panda      |
| 2/Bruce Irwin  | 8/Kazuya Mishima      |
| 3/Jack-2       | 9/Doge                |
| 4/Lee Chaolan  | 10/True Doge          |
| 5/Wang Jinrey  | 11/Prototype King     |
| 6/Roger & Alex | 12/Mokujin & Tetsujin |
|                | 13/Devil and Angel    |

### ■ TEKKEN TAG TOURNAMENT

*Thanks to Simon Rees from Wolverhampton for this list of characters to unlock with your fighting skills as well as some other cracking extras. This'll require some real dedication.*

**TEKKEN BOWL MODE:** Unlock Doge. THEATRE MODE: You just have to beat the game once.

**UNLOCK ARMOUR KINGS COSTUME:** Beat the game in Arcade mode when playing as Armour King.

**UNLOCK LINGS VIDEO:** Finish the game once with Ling and then finish it again with Ling in her schoolgirl uniform.

### ■ SSX SNOWBOARDING

*Cheers to Paul Seadon from Skeffington for sending us these top cheats for one of the best snowboarder's ever.*

All cheats are activated from the Options menu.

**UNLOCK EVERYTHING:** Press Down, Left, Up, Right, X, Circle, Triangle, Square to unlock all outfits, tracks, boards and boarders.

**UNLOCK RUNNING MAN CHEAT:** Press Square, Triangle, Circle, X, Square, Triangle, Circle, Cross.

**VIEW ALL RACE HINTS:** Hold down L1, L2, R1 and R2 at the same time. Then press Circle, X, Circle, X, Circle, X, Circle, X. To deactivate the cheat enter the code again in the options menu.

### ■ SILENT SCOPE

*Sam Hewish from Basingstoke must be crazy! He's sent us a cheat to make Silent Scope more difficult!*

**EXPERT CHALLENGE:** To play the game without the aid of arrows or aiming rings, press the trigger button when selecting either Training or Arcade modes. Whilst holding down the trigger, press Start four times. If you've entered the code correctly, you should hear another gunshot as confirmation.

**NIGHT VISION CHALLENGE:** Fancy a shot in the dark? To play at night using just your night vision rifle scope, follow the same instructions for the Expert challenge but press Start five times instead of four.



# MONEY

PC  
CD-ROM

## PC CD-ROM



■ **TONY HAWKS PRO SKATER 2**  
*Tony Hawk rules and now he's made it to PC. Chad Sherwood from Tottenham sent us these handy codes.*

All codes entered after pausing the game and holding down Num Pad 7.  
**UNLOCK ALL LEVELS, ALL SECRETS AND EVERY SKATER EXCEPT PRIVATE CAREERS:** Space, Space, Space, C, V, Up, Down, Left, Up, C, V, Space, V, B, Space, V, B. The screen will shake. End your run and you should be able to select everything from the Menu.

**ALL STATS AT 10:** Space, V, B, C, V, Up, Down.  
**ALWAYS FULL SPECIAL:** Space, V, B, B, Up, Left, V, C.  
**25% MORE SPEED:** Down, C, V, Right, Up, B, Down, C, V, Right, Up, B.  
**FAT RIPPER:** Space, Space, Space, Space, Left, Space, Space, Space, Space, Left, Space, Space, Space, Space, Left.  
This makes the skater get fatter and fatter every time you enter the code.  
**THINNER:** Same code as above, just substitute Left for C.



## PLAYSTATION



■ **TOMB RAIDER CHRONICLES**  
*Glaucia White from Egham has sent in some life-saving tips.*

**AMMO AND MEDKITS:** Highlight Small Medkit on the inventory Hold L1, L2, R1 and R2 and press Up. Have a Large Medkit when you do this, otherwise you will only get unlimited small ones.  
**UNLOCK ALL ITEMS AND KEYS:** Highlight the Large Medkit. Hold down L1, L2, R1, R2 and press Down. This cheat will only work for the level you're on.

■ **RUNE**  
*Thanks to Dave Stevens from Ipswich for these codes.*

To enter the codes you must enable the game console by pressing the Tab button during play. Then write 'Cheat>Please' to enable Cheats, bring the console up again by pressing Tab and enter the codes below.

CODE	WHAT YOU GET
God	God Mode
Ghost	Waft like a ghost through walls etc
Walk	Disables Ghost cheat

**SUMMON ITEMS:** Write Summon at the console screen and then enter a word from the following list for the item you want to summon. ITEMS: VikingShortSword, RomanSword, VikingBroadSword, DwarfWorkSword, DwarfBattleSword, HandAxe, GolinAxe, VikingAxe, SigurdAxe, DwarfBattleAxe, RustyMace, GolinBoneClub.

■ **NO ONE LIVES FOREVER**  
*Stuart Gray digs the groovy music in this psychedelic FPS, but he's stopped swinging his pants long enough to pass on these fab cheats.*

To enable the cheats, press T and then enter a code from the list below.

CODE	WHAT YOU GET
mpmyourfather	God Mode
mpidrentz	Replenish Health
mpwonderbrs	Replenish Armour
mpyoulooklikeyounedamonkey	Full Armour Options
mpwepofdeathstar	Infinite Ammo
Mpmaphole	Complete Mission
Mpspacam	3rd Person View
Mprosebud or mprcarbooy	Snowmobile
mpmilkid	Quit



## NINTENDO 64

■ **SUPER SMASH BROTHERS**  
*Jimmy May from Walsall has sent us some great codes. Nice one Jim!*  
**CHANGE OUTFITS:** At Character Select screen, press all four C buttons to change a character's costume.  
**UNLOCK ITEM SWITCH MENU:** Play Vs Mode more than 50 times.

**UNLOCK MUSHROOM KINGDOM:** Finish with all eight characters.  
**PLAY AS CAPTAIN FALDON:** Finish game in under 20 minutes. When the Captain challenges you, beat him and he'll join the list of playable characters.  
**PLAY AS LUIGI:** Complete Bonus. Practice with at least eight characters. Then beat Luigi when he fights you.  
**PLAY AS NESS:** Finish with lives set to 3 on Normal without using continues.



Unlock outfits, kingdoms and characters



## GAME BOY COLOR

■ **YODA STORIES**  
*We all know that Yoda is a wise and shrivelled old thing. Malcolm Church from Ilfracombe is equally wise but hopefully less shrivelled. Thanks for these level codes, Malcolm.*

LEVEL	CODE
2	XKJ
3	QJP

4	TDM
5	WTM
6	ZBV
7	GTC
8	TGR
9	VDP
10	BFG
11	FNP
12	STJ
13	FTG
14	BLP
15	YSF

■ **METAL GEAR SOLID**  
*Clive Jones of Swansea has these stealthy tips.*

**Nice one Clive.**  
**STAGE SELECT:** Win in Easy Mode to unlock a Stage Select Mode with additional tasks.  
**SOUND MODE:** Finish the VR Missions in each mode to unlock this mode.



# MAKE ME THE BOSS OF FINAL FANTASY IX

How to vanquish every boss and much, much more

Imagine a gameworld so vast in size, so epic in scope, that it really should be sold with its own house and garage. Well, *Final Fantasy IX* is that game. It's so massive you'll probably spend the rest of your life playing it, or at least the rest of 2001. It's also pretty hard going at times, which is why we're giving you the lowdown on the best way to survive this truly fantastical journey.

WORDS & SCREENSHOTS: MAURA SUTTON

## **THIS MONTH:** Live the fantasy

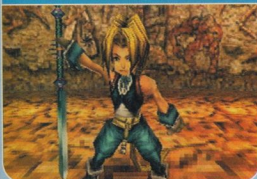
When you embark upon your quest beware: the road to success is littered with pitfalls of unutterable horror. Use our in-depth player's guide to learn its hidden secrets, develop your knowledge of the best characters for your party, and prepare yourself for the toughest bosses in the game. We're talking four discs worth of RPG genius here - let's get started!



## CHARACTERS

There are nine playable characters in *Final Fantasy IX*. You'll learn to love them all

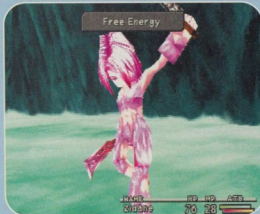
**ZIDANE TRIBAL:** The main hero of the story. A tail-wagging skirt chaser with a heart of pure gold



Zidane is your strongest party member. His most powerful weapon is the **Ultima Weapon**, which is obtained by using **Dead Pepper** at the Shimmering Island site. For everyday use, get the **Dgno** from the Syth shops at Lindblum and Black Mage Village and the **Angel Bless** from the Syth shops at Black Mage Village, Trezo and Daguerro

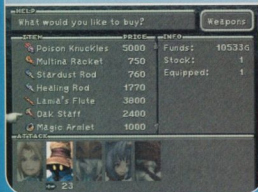


Zidane is a thief by trade and his skills reflect this. **Theft** is a powerful special attack, whilst **Mug** damages the enemy at the same time as nicking stuff. Use his **Steal** command on every enemy you come across to get rare weapons, potions and power-ups. **Fee** is essential for a fast exit when your party is suffering losses



You'll want Zidane to **Trance** so that you can access his special **Dyn** Skills. **Solution 9** is one of the best, taking 9999 hit points off the enemy. It uses a whopping 40 MP, but it's worth it. If you're short on MP, **Shift Break** causes damage to a group of enemies for 16 MP whilst **Free Energy** costs 10 MP and focuses power on one enemy

**VIVI CRINITIER:** Looks like a Jawa doing the panto season. Small and shy with amazing sorcery skills



Vivi may be low on physical power, but his **Mage's staves** are the source of amazingly strong spells. Make sure he acquires as many staves as possible, including the **High Mage Staff** from the Black Mage Village Shop and the **Oak staff**, which can be purchased in the **Coalse Petie**, Black Mage Village, Trezo and Alexandria shops. Vivi's ultimate Staff is the **Mace of Zeus**, which can be found in **Memoria**

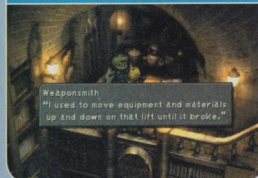


Much of the black magic practiced by little Vivi will be familiar to *Final Fantasy* fans from previous games. He gets to dabble in everything from **Fire** and **Bio** to **Doomsday** and **Thunderap**. **Water** and **Auto-Float** are particularly useful when dealing with the more powerful enemies at the end of the game, whilst **Auto-Potion** is absolutely essential for survival

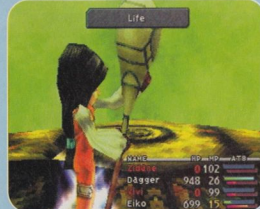


Train Vivi up as much as possible so he can frequently win battles on his own when all of his fellow party members have been KO'd. In his **Trance** state he gets to cast **double magic**, which is a perfect way to deal a lethal double whammy to a troublesome boss. As most of Vivi's power comes from magic, he's not a good character to take along on **Kuja's** mission to the magic resistant kingdom of **Delivert**

**PRINCESS GARNET AKA 'DAGGER':** Rebels against her evil Mum and falls for Zidane in a big way



Her weapon of choice is a **rod** she uses to cast spells. The **Mythril Racket**, a good all-rounder, can be bought at shops in **Brus** and **Daguerro**. Best is the **Tiger Racket**, which can be obtained by using **Dead Pepper** on the porch at **Dona's** house in **Ga's Marsh**



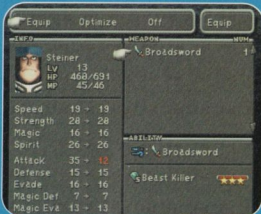
**Dagger** can be trained to be a very powerful healer. Keep her in your party so she can use healing skills such as **Curaga** and **Life**. Scan is another important spell as it informs you of the enemy's total **Hit Points** as well as their weaknesses - that can then be targeted



She can summon **Eidolons** (similar to *FF9's* **GF's**) by equipping a corresponding gemstone in the **Add On** slot. **Conestones** can be found, stolen, won in battle or bought. Make sure you buy **Dark Matter** at the auction in **Trezo** so that **Dagger** can summon **Gdin**



**ADELBERT STEINER:** A ruddy old Knight who never stops frowning. Wields his sword with skill and pride. The captain of Queen Brahne's Knights of Pluto, he's a skilled swordsman. The Mythril Sword is a decent mid-power weapon and can be bought at the shop in Trene. Steiner's drawn weapon is Excalibur 2, which can only be won by reaching Memoria Terrace within twelve hours of gameplay. **Phew!**



His Sword Arts skills enable him to cast the same powerful spells as Vivi, making him a strong all-round party member. Equip him with different kinds of armour and headgear so that he can learn as many spells as possible. Steiner's Shock Attack may cost a hefty 4G MP, but it will help you win many tight boss battles.



In Trene state the potency of Steiner's physical attack is increased. Exploit this by using physical attacks during his Trene and using the most powerful sword available. Keep Steiner well levelled up throughout the game or you'll find it almost impossible to survive when he undertakes a tough adventure with Beatrix in Alexandria.



Amarant uses claws and knuckles to shred the enemy. His ultimate weapons are the Rune Claws found on the way to the final boss battles in Memoria. If you haven't managed to reach Memoria just yet, the Mythril Claws found in the Desert Palace will give Amaranth plenty of punching power. Also make sure you get the one-hit kill Avenger Claws at shops in Bran Bal and Daguerro or steal them from the Earth Guardians.



Amarant is one of our favourite characters and we suggest you include him in the majority of your parties, simply because of his incredible attacking prowess. When Amaranth reaches L40 plus, his claw attacks will frequently rip over 4000HP off the enemy. Train that tiger up and watch him purr: Amaranth works well with the equally combat-tastic Zidane and is an essential choice for Kuja's Delirium quest where the use of magic is prohibited.



His rude and sulky but no-one with such lovely red hair can be all bad, and luckily Amaranth has a secret soft, white underbelly. As well as boasting immense physical power, he can also be used as a healer by virtue of his Monk's Flair skills. Chakra should be equipped as soon as possible as it restores one character's HP and MP. Aura is another favourite as it bestows Auto-Life and Regen on a member of the party.

**FREYA CRESCENT:** A distinguished Dragon Knight. Freya extremely pines for lost love Lord Fleedley. Said.



Freya's lean, mean, fighting machine. Her weapons of choice are spears and lances. Best is the Dragon's Hair spear which is obtained by using Dead Pepper on the cracked mountains near Delivert.

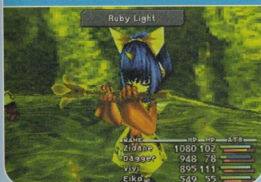


Freya's Dragon Knight abilities are a mix of attacking and healing skills. Reis's Wind is a life-saving skill that casts Auto-Regen on every party member. White Draw will restore all MP in a party.



Freya's basic attack isn't very powerful, but her weapons are more effective from a knight via her Jump command. In a Jump attack, Freya is protected from all enemy attacks and status changes.

**EIKO CAROL:** Cute, blue-haired lonely orphan with an embarrassingly obvious crush on Zidane.



As with the similarly gifted Dagger, Eiko is a Summoner with white magic skills. Her physical strength is negligible and her collection of flutes and rackets are best used for summoning Eidolons and casting magic, rather than bashing the enemy. She can share rackets with Dagger, and her ultimate weapon is the Angel Flute, found in Memoria



Due to her inexperience, Eiko's only able to Summon four Eidolons (much fewer than Dagger, but Dagger is unable to summon any of Eiko's Eidolons). Once Eiko's Summoning Powers are unlocked, she should be trained up on all four as they are all worth summoning during the latter stage boss battles



The most useful of all is the Phoenix Eidolon, which revives all party members from KO at the same time as causing fire damage on the enemy. Equip the Phoenix Pinion in the Add-On slot to learn it. The more Phoenix Pinions that are stocked in your inventory, the stronger the attack, so collect as many of them as you can

**QUINA QUEN:** Long-tongued and literally cross-eyed, this greedy gourmand puts to belly first.



Quina has the most deadly gut in the world and requires a huge lot to keep that big belly permanently stuffed. The Trident's a good basic weapon for Quina to use and can be found in the Desert Palace. Quina's ultimate weapon is the Dragon's Hair, which is also used by Frogz. Nobody's quite sure exactly what she Quina is under that massive apron. So he/she's hard to insult - is he/she a big fat mama or a bloated Mr Bloathy? The choice is yours



This strange character may look and behave like a complete joke but never underestimate the power of the ridiculous. Quina can obtain some awesome Blue Magic powers by eating it's foe in battle. Think of it as being a little like trapping a Pokémon. During a battle, wait until the enemy is suitably weakened and then try using Quina's Eat command. If it's successful, the oddball Quina will absorb the enemy's magic power



Make sure Quina eats as many enemies as possible to build up his Blue Magic stock. Mighty Guard is a highly effective means of defending the party, which can be acquired by eating Antlion or Myconoid among other monsters. Another useful spell is Frog Drop, which is acquired by eating the Gigan Toad and increases in potency according to how many frogs Quina catches during the Oh's Marsh Frog Eating sub-game

**BEATRIX:** A beautiful yet ruthless General who plays with her hair and flirts with Scaine. What a babe!



Beatrix isn't featured in the main party and she starts off on the side of the enemy, but you get to control her several times in the game and she's a whole lot of fun to play with. Just ask Steiner



When you get control of Beatrix, she's already at L20 with all abilities learned. Make sure you don't equip her with any rare pieces, as you won't get them back when you lose control of her



You don't need to use any other attack than her awesome Climhazzard. It wipes out even the strongest of enemies and leaves you wishing that Beatrix was always in your party

Use our awesome monster-mashing, wizard-bashing guide to be the boss of the bosses

## BOSS BATTLES



**BLACK WALTZ NO. 1 SEALION**  
**LOCATION:** ICE FOREST  
**HP:** 229,472  
**AP:** 5  
**WEAKNESS:** Fire, Ice  
**BATTLE TACTICS:** Ignore Sealion and concentrate on the Mage. Basic physical attacks should take care of the Mage and his funky pet



**BLACK WALTZ NO. 2**  
**LOCATION:** VILLAGE OF DALI  
**HP:** 1030  
**AP:** 5  
**WEAKNESS:** Wind  
**BATTLE TACTICS:** Stick to physical attacks from Steiner and Zidane, as the Mage will fire your own magic back at you



**BLACK WALTZ NO. 3**  
**LOCATION:** CARGO AIRSHIP  
**HP:** 1120  
**AP:** None  
**WEAKNESS:** Wind  
**BATTLE TACTICS:** A very easy fight as, unlike his mates, he has no special tricks, so you can use magic as much as you like



**GIZAMALUKE**  
**HP:** 3,173  
**AP:** 5  
**WEAKNESS:** Thunder, Wind  
**BATTLE TACTICS:** Use Zidane's Soul Blade to inflict blindness on of Giz and stop his deadly Crush attack



**BEATRIX**  
**HP:** 3,630  
**AP:** Unknown  
**WEAKNESS:** None  
**BATTLE TACTICS:** Keep your HP levels high, as she'll end the battle with Stock Break, which reduces all party members to 1HP each



**BLACK WALTZ NO. 3**  
**LOCATION:** CABLE CAR  
**HP:** 1,292  
**AP:** 5  
**WEAKNESS:** None  
**BATTLE TACTICS:** Equip Dagger with Multina Racket to beat this already ailing Black Mage into absolute submission



**RALVURAHA**  
**HP:** 2,200  
**AP:** None  
**WEAKNESS:** None  
**BATTLE TACTICS:** Not a terribly difficult boss, just let Steiner slash away with his sword and heal with Dagger's Cure magic



**ANTLION**  
**LOCATION:** CLEYRA  
**HP:** 3,930  
**AP:** 5  
**WEAKNESS:** Ice  
**BATTLE TACTICS:** Use Thunderga to finish quickly. Beware Sandstorm attack, it reduces all HP to 1 or 2. Equip Desert Boots to reduce damage

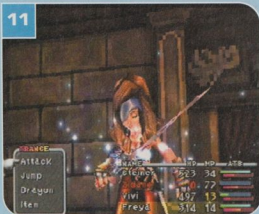


**BEATRIX**  
**HP:** 4,730  
**AP:** None  
**WEAKNESS:** None  
**BATTLE TACTICS:** Use Vivi's Slow magic and Freya's jump. Once again, she'll use Stock Break to reduce your party to 1 HP before fleeing



**10** Give Zorn meteor power.

**ZORN AND THORN**  
 HP: ZORN - 4,896 THORN - 2,904  
 AP: None  
**WEAKNESS:** None  
**BATTLE TACTICS:** They swap magic powers, so concentrate attacks on the twin that has just received the magic to stop it from casting



**11**

**BEATRIX**  
 HP: 5,709  
 AP: None  
**WEAKNESS:** None  
**BATTLE TACTICS:** She's learned some new tricks, which cause major damage, so equip Steiner with the Ice Brand to take her out quickly



**12** Decline compact.

**RAIUMOMAGO**  
 HP: 3,352  
 AP: 7  
**WEAKNESS:** Ice  
**BATTLE TACTICS:** When the snake curls up it feeds off physical attacks and repays them tenfold. When its guard's open, slash away



**13**

**LANI**  
 HP: 5,708  
 AP: None  
**WEAKNESS:** None  
**BATTLE TACTICS:** An easy boss with few tricks. Hit her with all you got and take care to heal Dagger, as Lani will continually target her



**14**

**SOUL CASE**  
 HP: 5,700  
 AP: 9  
**WEAKNESS:** None  
**BATTLE TACTICS:** Tricky, as it likes to cast LS Death. Use Carbuncle to protect and keep pounding away with Bio until the tree wilts



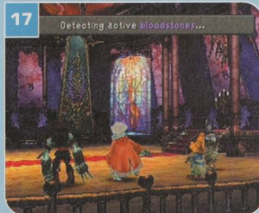
**15**

**SCARLET HAIR**  
 HP: 6,800  
 AP: 9  
**WEAKNESS:** None  
**BATTLE TACTICS:** If Zidane Trances, use Free Energy. Only attack the dancing guy when he's close. When he's far away, use healing spells



**16** Photon

**ARK**  
 HP: 20,002  
 AP: 11  
**WEAKNESS:** Wind  
**BATTLE TACTICS:** It has powerful Boomerang and Whirlwind attacks. No magic so use Freya's Reis's Wind and Amarant's throwing power



**17** Detecting active bloodstones...

**VALIA PIRA**  
 HP: 12,119  
 AP: 11  
**WEAKNESS:** Wind  
**BATTLE TACTICS:** Pick up all the Bloodstones in the Palace or their power will be used on you. Water, Bio and Leviathan should finish it



**18** Venon Powder

**MELTYGEMINI**  
 HP: 24,348  
 AP: 11  
**WEAKNESS:** Fire, Holy  
**BATTLE TACTICS:** Zora and Thorn combined! Use Vaccine to dispel their Virus curse, then cast Mini and crush 'em with a critical blow



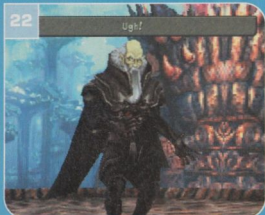
**19**  
**TANARKA**  
 HP: 28,186  
 AP: 11  
**WEAKNESS:** Fire, Wind  
**BATTLE TACTICS:** You'll find Bahomet and Bio to be a killer here. If you're lucky, the Boss will drop the rare Ramah card when it dies



**20**  
**EARTH GUARDIAN**  
 HP: 20,758  
 AP: 11  
**WEAKNESS:** Wind, Holy  
**BATTLE TACTICS:** Have Quina cast Might Guard whilst Zidane keeps casting Thievery and Soul Blade. If Zidane trances, cast Grand Lethal



**21**  
**SILVER DRAGON**  
 HP: 24,855  
 AP: 13  
**WEAKNESS:** Ice, Wind  
**BATTLE TACTICS:** Madeen and Bahomet should be summoned by Eiko and Dagger, along with physical attacks from Zidane and Amarant



**22**  
**GARLAND**  
 HP: 48,728  
 AP: None  
**WEAKNESS:** None  
**BATTLE TACTICS:** Eiko should cast Carbuncle to reflect magic back. Zidane and Amarant should be physically strong enough to finish him



**23**  
**KIJALA**  
 HP: 42,382  
 AP: None  
**WEAKNESS:** None  
**BATTLE TACTICS:** Summoning is the key, with Madeen, Carbuncle and Bahomet causing Kujala to cast Ultima and bring about total meltdown



**24**  
**NIDRA DRAGON**  
 HP: 54,940  
 AP: 13  
**WEAKNESS:** Ice, Wind  
**BATTLE TACTICS:** Physical attacks and Thundage work. Be sure you have Vivi, as his HP is replenished by the boss's Tidal Wave attack



**25**  
**MALIRIS**  
 HP: 59,487  
 AP: 10  
**WEAKNESS:** Ice  
**BATTLE TACTICS:** Stay physical or it'll reflect magic. If hit with Mustard Bomb, move to the next member (press Triangle) to avoid instant death



**26**  
**TIABART**  
 HP: 50,494  
 AP: 10  
**WEAKNESS:** Ice  
**BATTLE TACTICS:** Very tricky. Stand firm and counteract with Water, Meteor and Boosted Fenrir. Random Odin may work, if you're lucky



**27**  
**KRAKEN**  
 HP: 54,406  
 AP: 10  
**WEAKNESS:** Thunder  
**BATTLE TACTICS:** Go for the tentacles first and you shouldn't have a problem. If your party got frozen, use a small Fire attack on them



**28** **Death**  
**LOCATION:** CRYSTAL WORLD  
**HP:** 58,554  
**AP:** 10  
**WEAKNESS:** Wind, Holy  
**BATTLE TACTICS:** A very simple solution. Zidane should be tracing around now, so have him cast *Solemn 9*. You should be able to get in four attacks at 9999HP each, before the Trance ends



**29** **DEATHWISS**  
**HP:** 55,535  
**AP:** 0  
**WEAKNESS:** Fire, Holy  
**BATTLE TACTICS:** He'll drop Meteor and take out most of your party instantly. Use Eiko to Summon Phoenix and cast Cure, and have Barina cast Magic Hammer. Amarant should use his physical attack



**30** **Trance Kujia**  
**HP:** 55,535  
**AP:** None  
**WEAKNESS:** None  
**BATTLE TACTICS:** Same as the last boss, but swap Barina for Dagger. She and Eiko cast Cure or Curaga on the party each turn. Zidane uses physical attacks and Grand Lethal. Amarant throws Wing Edge



**31** **Necron**  
**HP:** Lots  
**AP:** None  
**WEAKNESS:** Are you kidding?  
**BATTLE TACTICS:** Equip Jelly, Clear-Headed and Loudmouth and only Auto Health and Regen abilities. The girls use Cure magic. Amarant's Revive is vital, as is Eiko's Phoenix. Just keep pummeling away

## HINTS AND SECRETS

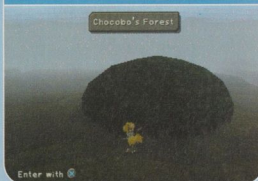
There are zillions of hints and secrets about *FFIX*. Here are a few of the coolest

### CHOCOBO FOREST 1



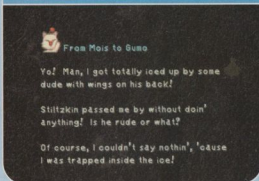
**0:30**  
**Kweh!?**  
 They're back! The first *FFIX* Chocobo Forest can be found just North of Lindblam's Serpents Gate. Visit when you're on your way to Gimmaluka's Grotto. When you're inside the forest, the Moogle will tell you how to play Chocobo Hot and Cold, a treasure-hunting game that will earn you lots of goodies. There are many Chocobo secrets to discover throughout the game, including a Golden Chocobo!

### CHOCOBO FOREST 2



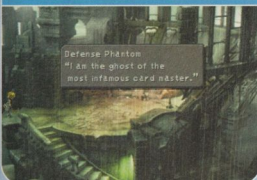
When you leave you can catch your Chocobo outside the forest. He'll be yours for the rest of the game. Whenever you see Chocobo tracks on the world map, use Gysahl Greens to call your Chocobo. You can leave him parked where you like and he won't run away. Riding a Chocobo is a good way of escaping unnecessary random battles on the world map

### MOOGLES



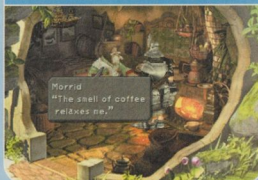
Moogles aren't just cute and useful for saving your game. They also give you lots of hints and cryptic tips about secrets in the game. When one of the cute 'f' Moogles asks you to deliver a message to one of the Moogles' friends, always make sure you agree to the quest because the letters will often contain vital information. The notes you pass on are dead funny too. "Hey dude!"

### CARD GAME



As with *Final Fantasy VIII*, there are numerous opportunities for you to collect rare cards as you make your way through the game. For example, when you see Zidane shaking his head at the '!' signs in Memoria, press Square and he'll be able to play a card game with a ghost. If he wins, he will get special rare cards that are only available this way

### COLLECTING



When you're tired of the main game you can always take part in one of the collecting quests. Visit the grand lady in Ireno and collect Zodiac signs for her and she'll give you a reward. Or you can visit the old guy in Dali Village who collects rare coffee beans. Talk about the rare model on his wall and he'll give it to you. Take some rare beans to him and he'll reward you again







## mailbag

Send your letters to: Mailbag, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or email us at: mailbag.cvg@ecm.emap.com

## STAR LETTER

## WIGGIN' OUT

Holy guacamole! My heartthrobs, Daphne and Celeste! In CVG! Reading issue 229 as I usually do (backwards), I figured you guys had cleverly used D&C cut-outs for your *Space Channel 5* story. But when I got to page three, there they were again with Dan leering away between them! And here's me desperate to see 'em in the flesh. How unfair! Seeing how you're all wearing disco wigs in that picture, I figured that's how you lured them into your offices. Daphne and Celeste in wig fetish shocker! Working on that theory, I bought myself a disco wig and have been wearing it while playing *Space Channel 5* for the past two days. And D&C still haven't come knocking at my door. Where did I go wrong?

John Durrell, Liverpool

You liar, you! We know for a fact that we cornered the entire world market in bad afro wigs for that photoshoot, so you can't possibly have bought and worn one for two whole days. Other than that, you went wrong in one other key area – you're totally barking, pal. A real loop-the-loop, nuttier than a squirrel poop, plain insane. The only way we got the lovely Daphne and Celeste into our boudoir was 'cos they love games. Anyway John, we'll send you a copy of *Shemue* for Most Outrageous Lie Of The Week. Enjoy.

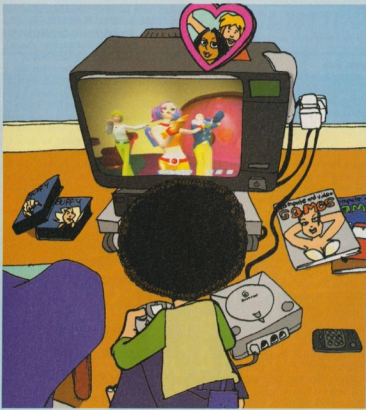


ILLUSTRATION: JOHN ALLISON

"My Heartthrobs, Daphne and Celeste!  
In CVG! In wig fetish shocker!"

John Durrell, Liverpool

## DISHIN' THE DIRT

I can't wait 'til I get a PlayStation 2, but I've noticed reviewers love to play it safe and tell everyone to buy games like *Tekken Tag*, and *Ridge Racer 5*. I know these are promising games, but we have seen them all before, and I want something a bit more original! Like, *Summoner*, *The Bouncer*, *Red Faction* and *Dropship*. I'll not give *Tomb Raider 5* and *Resident Evil 4* a go. If they keep on dishing out sequels, is it worth dishing out £300?

Arron Wesley, via email

Fair point, and one we've made ourselves a few times. Which is why our PS2 launch games reviews didn't score *TT* and *RR5* highest. So nyeh!

## STICKING POINT

I'm a proud owner of *O'Leary Manager 2000* on the Game Boy and one day my friend noticed that if you pull off the sticker on the cartridge it reveals another sticker saying *Total Manager 2000*. Weird, eh?

Callum Turns, via email

## IT'S EVOL

I'm a loving owner of the greatest footie game ever – *ISS Evolution*. But I don't feel it's perfect. When I'm playing multiplayer with my mates I find that sometimes my players start to run slower or, just as I'm about to tackle one of their players, it changes to another player. These things usually result in a goal being scored! Do you ever find this? My mates all take the piss and say I'm a bad loser but I'm not! Have Konami put in a handicap or something 'cos I swear there is. Does anyone else think this? Please say I'm not the only one.

Bazz, Leeds

Fear not. Yes, you do get slow-down in four-player; particularly if you've zoomed the camera angle right out. As for the tackling issue, it sounds like you're playing co-op with your mates. Yes, the computer can get a little confused when two of you are playing on the same side and it doesn't always select what seems the most sensible player. But this is only if you've got the semi-automatic player select option on. So, when you are in

controller set-up, switch that option to manual and it should sort you out. So no, you're not a bad loser and it proves that even quality games like *Evolution* aren't perfect.

## PRETTY SOLID, SNAKE

The only really bad thing I have to say about *Hideo Kojima* is that thanks to him, I will soon have to kiss my girlfriend and social life goodbye. Please can you print my picture of *Snake* – there's a fiver in it for you if you do.

Lee Andrews, Mitcham



Please send the dish to POBF (Pete's Official Biscuit Fund). Ta.

## MAKING A POINT

I read your article about *Stupid Invaders* and felt that I just had to say that I really love point-and-click adventures. Give me more... please! I'm begging you, if there are more point-and-click adventure games coming up, tell me now! *Ota Kikishiro*, Estonia  
It's OK, there's no need to beg. But as far as we know, there's nothing in the pipeline, so you'll have to savour *Stupid Invaders* to the full. In the meantime, the debate continues in CVG Towers over whether *Monkey Island 4* was better or worse for not being point-and-click...



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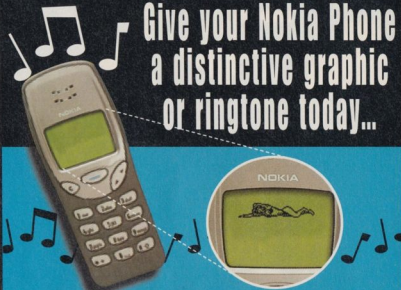
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- 340 - Livin' on a prayer - Ricki Martin
- 342 - Mambo No. 5 - Lou Bega
- 346 - Millennium - Robbie Williams
- 382 - Sweet like chocolate - Shanks & Bigfoot
- 385 - Thong song - Stugo
- 402 - What a girl want - Christina Aguilera
- 296 - Crazy - Britney Spears
- 312 - Flying without wings - Westlife
- 274 - Baby one more time - Britney Spears
- 355 - King of my castle - Wamdue Project
- 387 - Tragedy - Steps
- 259 - I only kiss when the sun don't shine - Vengaboys

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# REVIEWS

## WHAT'S IMPORTANT

*The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game.*

### 78 FINAL FANTASY IX

This really is PSOne's final fantasy. *FFVIII* was great but didn't quite live up to *VI*'s benchmark standards. Will the legendary series now bow out in style from the little grey box?

78



**HONEST** Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.

**FAIR** We're not biased. A good game is a good game, regardless of format or who has made it.

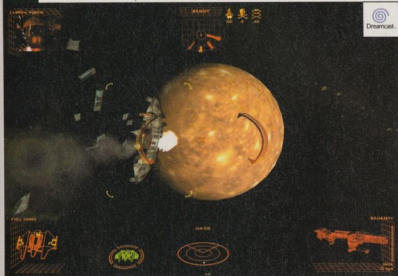
**THOROUGH** We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either.

**KNOWLEDGE** Our writers are all experts, have years of experience and know what makes a cracking game.

Any game that earns Computer and Video Games' Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence on that format.

computer and video  
**Games**  
★★★★★

**84 STARLANCER**  
Dreamcast takes space blaster online



**88 GUNGRIFION BLAZE**  
More mech madness for the action hungry player



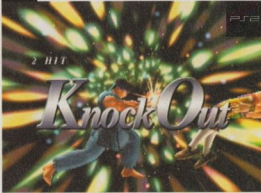
**90 GRANDIA 2**  
A five-year wait, then two Grandias in one year



**92 BUZZ LIGHTYEAR OF STAR COMMAND**  
The ace space ranger gets his own game



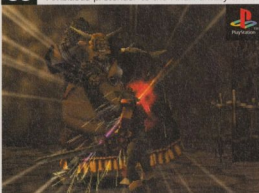
**94 STREET FIGHTER EX3**  
Worthy addition to your PS2 games collection?



**96 ULTIMATE FIGHTING CHAMPIONSHIP**  
Rocked on DC, crooked on PS



**98 LEGEND OF DRAGOON**  
Ambitious pretender to the Final Fantasy crown



**110 DELTA FORCE LAND WARRIOR**  
Awesome stealth fighter rocks the PC world



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# FINAL

**H**ow can something be so different and yet so very much the same? You loved *Final Fantasy VII* and never wanted it to end. You loved *Final Fantasy VIII* and never wanted it to end. You wanted to live in the world of Squall and Cloud forever. But now you have a new world to live with and in, new people and things to care about, new baddies to hate. In *Final Fantasy IX*, the dream-weavers at SquareSoft have moved forward by taking a step back in time. The last *Final Fantasy* game on the PlayStation sets new standards by returning to the style of old school FF games, with weird mythological creatures and fairy tale settings. The realms of goodness are more glittering and shimmeringly beautiful than ever before, the dark and evil places are more gothic, sinister and downright creepy. Any gameplay kinks have been ironed out, you can still ride Chocobos and Junctioning has been dumped, thank God. The best *Final Fantasy* ever? Oh yes, Kupo.

## WEIRD AND WONDERFUL

Squall and Rinoa are gone, but you won't miss them because the world of *FF IX* is populated by some incredible characters. We can't get over the sight and sound of tiny Regent Cid, who got turned into a squelchy Ogiloop by his angry wife, and there are plenty of other friendly freaks.



Zidane Tribal is the hero of the game. He starts off as a thieving scoundrel and a member of a gang.



Dagger starts off the game as Princess Garnet. She agrees to be kidnapped to escape from her evil ma



Eiko Carol is an orphan girl who lives with the Moogles in Madain Sari, Summoner's Sanctuary.



Amnemp Carol is sent to bring Dagger back to her without his battles' friend and decides to join him.



Frey Crescent is a Dragon Knight who has been searching the world for her lost love, Sir Hatley.



Vivi Ornitier is a Black Mage dabbling in powerful magic who doesn't really appreciate his own gifts.



Dunnie Duen is a self-proclaimed gourmand pig lives in Marshland and eats anything that moves.



Adelbert Steiner is a genius comic creation. He's dedicated his life to protecting Princess Garnet.



COST: £34.99

OUT: FEB

MULTIPLAYER: NO

WORDS &amp; SCREENSHOTS: MAURA SUTTON

Of course it rocks! What did you expect?

# FANTASY IX

## DASTARDLY VILLAINS

There may be lots of cute 'n' fluffy characters in *FF IX*, but there are also some revolting examples of black-hearted evil. As ever, they usually turn up when you least expect it, so make sure you save your game at every opportunity. Be warned, things are never what they seem in *Final Fantasy* land.



Dogaan Braine is the evil crown who becomes obsessed by the pursuit of power. Boo. Hiss



The villainous Kojo is a dainty looking bloke (getting it politically) who rides about on a Silver Dragon



Berland is the maddest of all the bad guys. We know this because he's always dressed in black



General Beatrix sits on the side of Dogaan Braine before vixing up and joining the good guys

## TRAVELLER'S TALES

Like all *Final Fantasy* games, *FF IX* has a gripping plot with lots of twists and turns. It has to be good to keep your interest going for over 40 hours, but it manages to hook you in by constantly shifting direction. Just when you think you know who the real villain is, someone new comes along and does something even more nasty.



The whole thing kicks off with a night at the theatre in Alexandria when Zidane and his gang pretend to be actors so that they can kidnap the Princess



When Zidane and friends are attacked by the henchmen of Queen Brahne, they resolve to find out her evil plans. When they see the tranquil town of Clebra destroyed, they then vow to stop her



Turns out that Brahne is just a small cog in a nasty wheel of terrifying evilness. The quest ends in the land of Memoria where our heroes are haunted by memories of tragedies from their past

# "It's great to know in the new Millennium

## STILL THE SAME

Veteran *Final Fantasy* players will be pleased and not entirely surprised to learn that *FF IX* has lots of new tricks to feature, though some popular elements from the earlier games have also been retained. But even these have been given a make-over to bring them into line with the fresh look and feel of the new characters and locations.



There's a new card game this time around called Tetra Master. Press Square to challenge people to a game and try to collect the rare cards that are hidden throughout



Chocobo's have returned! The first one that you see is cruelly being used as slave labour in Bell Wiltage. Later on, you find a much happier baby Chocobo being raised in Black Mage Village



Guardian Forces are back, but now they're called Eidolons and only Eiko and Dagger can Summon them. Their Summoning animations are shorter than before - but no less stunning

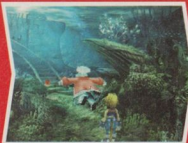
# INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

## VITAL EQUIPMENT

*Final Fantasy IX* is all about knowing how, when and where to equip your party with armour, weapons and potions.



Jactantion is no more. This time around your party members learn skills and abilities by equipping different types of clothing and weapons



Always use the Synthesis shops to make rare weapons. There's a secret Synthesis shop to be found in Memoria just after Quina goes swimming



The key potions you should always keep in stock are Poison, Hi-Poison (restores MP), Elixir (restores MP and HP) and Ether (restores MP)



You should constantly check and update your Abilities screen. The more battles your party wins, the more Abilities will be available to them

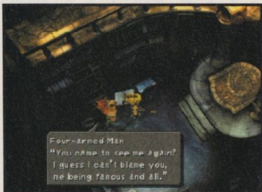


## HELP IS AT HAND

Make no mistake, *Final Fantasy IX* can be quite a complicated game at times. The playing area is huge, the cities are sprawling and full of people and sometimes you get well and truly stuck. You might feel overwhelmed at first, but every care has been taken to help you on your way without holding your hand too much.



The marshlands are very useful. Visit them to play Buina's Frog Hunt game as well as asking the Moogle for directions whenever you get lost wandering the world map.



Make sure you talk to every creature in the game. Even the lowliest street urchin might have something useful to say that will help you progress further or lead you to secrets.

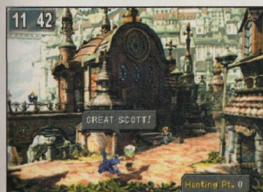


There is no 'Help' screen this time around. Instead, when you're feeling puzzled about your menu screens, just press 'Select' and a Moogle will tell you all you need to know about any object.

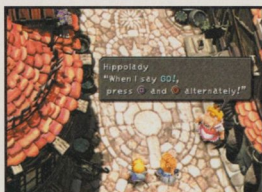
## you can still trust the name Final Fantasy™

### SUB-GAMES A GO-GO

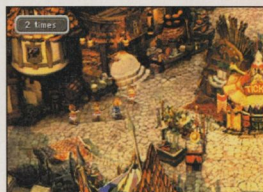
One of the many brilliant aspects of *Final Fantasy IX* is the strange but nevertheless entertaining sub-games. Some of them pop up when you'd least expect them to, including the very odd game where Regent Cid has to sneak up on a monster to get a key and perform a daring rescue. Barry.



The Henning game is fantastic. Race around the different areas of Lindblum trying to catch animals within a time limit. Frogg usually beats you to first prize, but it's a great laugh anyway.



Hippo racing is a very underrated sport that has been strangely overlooked in the world of videogames. Until now that is. Take a break from all the drama and join Wivi in racing with a Hippo athlete.



It might look simple but the Alexandria shipping game is the most difficult of all. It's really hard to get the timing right and you risk making a complete prat of yourself, but it's worth a try anyway.

## INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

### BATTLE TACTICS

If you want to reach the end in *Final Fantasy IX*, you'll have to get to grips with the new ATB battle system.



Don't run away from random battles. If you chicken out too many times, you'll never build up enough AP to beat the mega bosses at the end.



When your character's red gauge starts to flash, it means that they are in a Trance state and that new options have been added to their commands.



If Buina is in your party, use the Est command when you battle an enemy. This way he/she will have access to lots of tasty and exotic magic.



If you find yourself embroiled in a tough battle and running low on a healing Potion, you can always use some of the rare stones in your Item list.

## SIMPLY THE BEST

It's quite a bold statement to say that *Final Fantasy IX* is the best game in such a popular series, but we've played it, scoldily from beginning to end and we just can't see how it could be any better. We want to keep playing and playing and never stop. We think we might need a lie down now, or possibly a mild sedative. Dribble.



The new Active Time Event system lets you see what other characters are getting up to. It's like watching loads of mini-cartoons and you can't wait to see what happens next



It's just so damn funny. We can't remember a *Final Fantasy* game ever being this hilarious. Characters such as evil Jesters Zora and Thora are a right hoot, as are the mad citizens of Conde Petie



The longevity factor: There are so many sub-quests and secrets as well as special weapons to find, gems to collect and secret bosses to battle

## "The FF series just keeps getting better"

## ART FOR ART'S SAKE

Finally, we're going to treat you to some of the gorgeous FMV footage that will make your tongue loll in anticipation of the forthcoming *FF* movie. If it looks like this on the PSone, what will it look like on the big screen? Get yourself a nice big bib so that you don't leave huge puddles of glistening drool on the living room carpet.



This sequence involves a battle between an airship that Zidane has taken command of after nicking it from arch villain Kuja. Kuja may be a swine but he keeps his airship nice and shiny. What a guy!



Zidane and friends are amazed when Regent Cie's heavily depleted forces take to the air to help the tail-wagging one in his perilous air-battle. Lose this skirmish and all hope is gone. Dribly



The enemy dragons may look amazing and beautiful when soaring through the skies, but they're on a mission to wipe Zidane and his crew off the face of the planet. Dragon ficcasse, anyone?

## WHAT WE THOUGHT...

### IF YOU LIKE THIS TRY THESE...

*Final Fantasy VII* (PS, PC),

*Final Fantasy VIII* (PS, PC),

*Zelda: Ocarina of Time* (N64),

*Zelda: Majora's Mask* (N64)

### STUNNING

We all know a classic game when we see one and *FF IX* is no exception. Living up to a reputation as a great gaming series is a tough task but Squaresoft rise to it and excel themselves every time. Whilst other gaming franchises continue flogging a long-dead horse into turgid money making mediocrity, *Final Fantasy* just keep getting better and better. Will it ever end? Hope not.

### EMOTIONS IN MOTION

PS2 may have its fancy Emotion engine, but *FF IX* manages to convey every emotion under the sun on the plain old PSone. There are

plenty of moments here that you will still be talking about in years to come, the same way as you did about the death of Aeris in *FF IX*. We're not ashamed to admit that we dabbed away a tear once or twice, sucked in our breath and whispered 'Oh My God' on more than one occasion and laughed out loud far too often.

### ART ATTACK

The pre-rendered backgrounds and stupendous FMV sequences are simply amazing. There are stunning cut-scenes sprinkled all the way through the four disc set that draw you further and further into the story and enhance the sense of

wonderment. You really do feel like you're taking part in a classy interactive movie.

### WHAT ARE YA WAITING FOR?

There are some people that hate Role Playing Games and therefore will probably shun all things *Final Fantasy*, but as with the *Zelda* series, the sheer quality of the gaming experience on offer should quell any such preconceptions. Even *Quake 3* frag beasts who would rather eat their own puke than talk about wizards, magic and fluffy pink Mooglees will be stopped dead by the splendours of the worlds of Terra and Gaia. Meanwhile, the rest of us will revel in every minute of

the 45 and-then-some hours it takes to complete the game. Even when you've finished, you'll still want to go back and see how many cards or special treasures you can collect and how many new monsters you can discover and beat to a pulp. It's just great to know that in the dark days of the new Millennium you can still trust the name *Final Fantasy*.



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WORDS &amp; SCREENSHOTS: LORD MINKLEY

# STARLANCER

Samey but a pretty smooth operator online

**T**he year is 2160. After decades of conflict, the Coalition has finally agreed to sign a peace treaty, signifying an end to years of slaughter. But as the Alliance ships make their way to the signing, the shocking truth is revealed. It was all an elaborate hoax, and cloaked Coalition fighters unleash their firepower into the bewildered Alliance fleet. With this attack, all hope of peace has ended, and citizens of the Alliance must once again fight for their lives. Space blasting action ahoy!

## YOUR COUNTRY NEEDS YOU

Following the devastation of the enemy strike, the Alliance is in dire need of troops. A galaxy-wide appeal for volunteers is issued, and you answer the call, joining the 45th Volunteers Squad of fighter pilots. They didn't even ask if you know how to fly. Well do you?



The destruction, appeal for manpower and subsequent updates are covered by TV news



The first shipload of new recruits leave their home planet to join the Alliance. Bye Mum!



You take your first steps as an officer. Shame you can't complain about travelling in the cargo hold



Commander Enriquez briefs you before every mission, giving you a rundown of your objectives

## KNOW YOUR COCKPIT

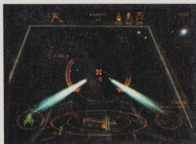
You might as well start to familiarise yourself with the inside of your craft, because you'll be thrown straight into the deep end as soon as you join. Complete space blaster novices may find it a little complicated at first, but all the functions are accessed via the joystick with relative ease.



Hold down X to view enemies, friendlies, and objects. Cycle through and lock on automatically.



Press left and right on the D-pad to cycle between the different types of missile available to you.



Up on the D-pad reveals a radar. Enemy craft are displayed in red, while friendlies are in green.



Choose in-cockpit or third-person view. Newbies will soon get used to the on-screen displays.

## INSPECT YOUR GADGETS

As you progress through the game, moving up the ranks, better ships and more powerful weapons will become available to you. There's twelve different types of craft to choose from, and a host of missiles (homing, proximity etc) with which to arm your craft to the teeth.



As a rookie, only the lesser-powered craft are available. This Predator is a good first choice.



This goes for weaponry too, with an early choice of four missiles, including this Screamer. Aaaaah!



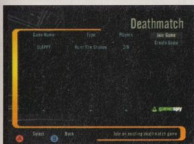
When you get real good, you can use this cool, cloaking cutie, The Phoenix, in the mission modes.



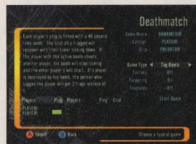
And you can equip your ship with this kick-ass missile, which even tracks cloaked craft.

## SILKYSMOOTH?

Online play is a major feature, and when we tried it, it ran surprisingly smoothly, although it's tough to tell the degree of lag 'cos you're rarely sure how much damage your hits are doing. With a handful of modes including deathmatch and pass-the-bomb, it's fun in the short-term, if a little limited. Bodes well for the DC's online future.



It's dead easy to get going online. You can hop into someone else's game and get fragging...



...or create your own deathmatch, choosing the rules of play, like whether third-party turrets fire.



Frag and chat at the same time. There's no doubt that a DC keyboard is now an essential purchase.



This mode is a game of tag, with whoever's 'it' having a time-bomb attached. Get rid of it, quick!

## WHAT WE THOUGHT...

### IF YOU LIKE THIS TRY THESE...

*Rogue Squadron (N64), Star Trek Invasion (PS1), X-Men: The Gift (N64)*

### SPACE ODYSSEY

Starlancer oozes the atmosphere of a Hollywood movie and presents a smooth, low-lag online experience. It's not the most tactical multiplayer game ever, but the action is fast and frenetic. The main problem is, due to the nature of the onboard display, you spend most of your time firing at targeting-circles rather than actual ships, and no amount of flashy presentation can mask the feeling of non-involvement this joint-the-dots style gameplay brings.

### LANCING THE STAR

This really does undermine the sense of involving realism achieved elsewhere, and at times the game can sink into mindless blasting. What's more, missions are extremely starchy. The space environment looks impressive but doesn't facilitate varied backdrops. Screens full of different-looking enemy craft would make up for this, but due to the problem outlined above, you don't really get to see enough of them. You will tire

of Starlancer's repetition fairly quickly in one-player, but there are still thrills to be had online - it's just a pity there isn't more variety. Again, as with one-player, once the novelty wears off, so will the appeal.



## COMPETITION

We've got three copies up for grabs. To win one, check out the question below and send your answer on a postcard to the usual address.

What was the first DC game in the UK to include online play?

- A/ Moo-Moo Sprocket
- B/ Boo-Hoo Stop It
- C/ Chu-Chu Rocket

PC  
CD  
ROM

**COST: £29.99**

**OUT: NOW**

MULTIPLAYER: **NO**



Ant terrorists set off a series of nukes. Not



His brain is missing but he wants to help you



Alice re-enacts her favourite scene from Carrie. Someone should tell her that she's gone a little overboard on the pig's blood. Any volunteers? We didn't think so

# AMERICAN MCGEE'S ALICE

It's one hell of a sick and twisted fairy tale

WORDS & SCREENSHOTS: MAURA SUTTON



The Cheshire Cat sports a load of old tosh in a very smug voice. He's supposed to be helpful but sometimes you wish he'd shut his trap



Oh goody, its yet another infuriating precision leap into nothingness



## WHAT YOU NEED TO KNOW

The plot of this truly weird adventure game kicks off where classic Lewis Carroll novel ends. Alice has managed to escape from Wonderland, but now she has to answer a call for help from the wilderness. Personally, we would have ignored said call and run as far away as possible, but bless her blood-spattered apron, Alice wants to be a good citizen and save the day. When she arrives she finds that the hapless denizens of Wonderland are enslaved by the fenshich Queen of Hearts and her well-shuffled pack of Card Guards. Can she manage to free the Wonderland loonies and get her apron dry-cleaned on the way? More importantly, will she manage to stay sane long enough to complete her mission of mercy?

## OFF (WITH) IT'S HEAD

The main thing that strikes you about Alice is the incredibly imaginative level design. Once the setting for a mildly strange children's book, Wonderland is now the province of all manner of hellishly weird creatures and locations. Rarely do you find actual buildings giving you the creeps, but the maniacally rocking Skool house positively oozes malevolence. You don't want to go on, but you have to. Many of the characters are genuinely disturbing – even the Cheshire Cat (who is supposed to be Alice's friend) seems to be on the verge of ripping her heart from her chest.

## WORTH PLAYING?

Alice is basically just a very glossy and well produced platform game

with some incredibly irritating precision leaps. Although it uses the incredible Quake 3 engine, you should expect none of that game's frantic combat craziness. Happily, the gore factor is well cranked up as Alice slices baddies in two and removes their heads with slightly disturbing glee. If you've got a taste for something weird and twisted, this could be the game for you, but be prepared for lots of frustration.

computer and video  
**Games**



IF YOU LIKE THIS TRY THESE...  
Tomb Raider 1-4 (PC, DC PS)

**PULL-OUT POSTER**

computer and video  
**Games**

**BUZZ LIGHTYEAR OF STAR  
COMMAND:** Fun PSone  
platform racing based on  
the ace cartoon series





COST: £39.99

OUT: NOW

MULTIPLAYER: NO

The weapons of today hold no fear for future soldiers. Machine-guns and missiles mean nothing. Rust, on the other hand, is going to be what wins and loses wars in the future if games like *Gungriffon Blaze* are anything to go by. Forget camouflage, body armour and bags full of supplies. We're talking towering mechs, stomping on everything that gets in the way, unleashing hell on earth from gun pods if anything dares to have a pop.

# GUNGRIFFON BLAZE

Heavy metal thunder sounds a bit hollow

WORDS & SCREENSHOTS: LES ELLIS

## GOT A TIN OPENER?

Sticks and stones may break your bones but you'll need a nuclear missile or a giant tin opener to harm these big boys if you're unlucky enough to come across them somewhere on the battlefield. Mech games were few and far between on PSone, so next-gen mech-heads should lap this up.

TIME 12:01 SCORE 0066100 OPTION BOX 000  
ENEMY 017/037  
FRIEND ---/000



The desert levels: you find this Mech equivalent of an elephant coming at ya. Don't laugh at the truck, that's a rocket launching gun

TIME 08:15 SCORE 0000000 OPTION BOX 000  
ENEMY 004/037  
FRIEND ---/000



These huge Sentry Mechs guard most bases and will sacrifice everything to stop you attacking the buildings. Down boy

TIME 05:10 SCORE 0012281 OPTION BOX 000  
ENEMY 000/020  
FRIEND 004/005



These Spider Mechs may not be the toughest in the pack, but they can outrun and out-maneuvre you with ease. Arachnophobia alert!

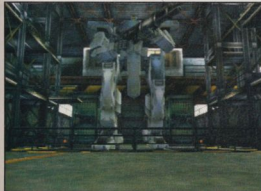


## JUST A WALK IN THE PARK

There's no time to admire the immaculately mown fields [who cuts all the grass around here anyway?] when you're taking your pet mech for a quiet stomp though the countryside - there are things out there trying to spoil your day.



After clearing a path, you can march right up to a base and let rip



Get tool-ed up, Mister. Drop that peashooter and get some rockets



Missions have a special prize - like the chance to trash a shuttle



These guys are fast - if they get away, the base will be warned



Destroying these trucks can give you some vital extra supplies



Don't leave these on the battlefield. Pick them up for weapons



Some mechs get dropped into a warzone to make your life harder



All these lovely enemy buildings are just asking to be trashed



A Mech comes out of his hangar for an early morning stretch

## WHAT WE THOUGHT...

## IF YOU LIKE THIS TRY THESE...

**Mech Warrior**  
(PC), **Front Mission 3**  
(PS),  
**Armoured Core 2** (PS2)

## RUST IN PEACE

This is how we want to see the extra power of PS2 used. Forget all that moving-every-blade-of-grass stuff. We want big explosions, earth-shattering weapons and earthquake-inducing mechs stomping on everything. And that's exactly what you get. There are vague attempts to introduce strategy when you tool up your mech and use the briefing to plan your battlefield attacks. But you'll find yourself reverting to the chaos theory of attack and just wonder around killing everything.

## STOMP ON THE WILD SIDE

The ease of controls and all-out action mean if you don't want to take the shortcut and just fight, there's as much reward as there is for planning it out carefully. The developers haven't scrimped on the size of things to kill. Normal size tanks are nice and chunky but you know that over that hill there could be a massive military base to smash up. Well impressive. And the bigger the target, the bigger and more impressive the explosions. When it boils down to

it, that's what this is all about - turning these nice graphics into piles of rusting metal.

## WORTH PLAYING?

Gameplay-wise, it's quite limited with the only real variety being if you pick up new weapons in the field to use in later missions. Not a problem if you like your action loud and in-your-face, but probably not suited for those who like to think about what they're doing. They've put in loads of missions and plenty of challenge as a substitute for variety. You get more bang for your buck - that's for

sure. The way *Gungnir* paints pretty pictures of explosions and heavy metal warfare is enough to keep any carnage freak happy. But while that is fun, you're left feeling it's all a bit hollow and could have had more depth to it.





COST: £39.99

OUT: FEB

MULTIPLAYER: NO



# GRANDIA 2

Finally – a thoroughly involving, traditional RPG on DC

WORDS & SCREENSHOTS: JOHNNY MINKLEY

**T**he battle between good and evil rages on into eternity, and millions of lives are lost as this immense struggle tears the universe apart. *Grandia 2* puts you at the heart of one such struggle, as the balance tips from the Lord of Light, Granas, to a nightmarish world under the control of Valmar, Devil of Darkness. As Ryudo, a mercenary Geohound, you are placed in charge of the safety of Elena, a beautiful young girl, and as you take her under your wing a sprawling tale of epic forces and ordinary people opens out before you.

## TOP OF THE PLOTS

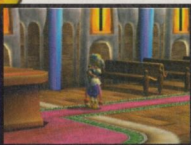
Such an involving plot requires a core of strong characters around which everything else takes place. The main characters all have distinctive personalities and interact with one another in a convincing and compelling manner throughout. Even fringe figures you encounter are impressively characterised.



The hero of the saga, Ryudo, a Geohound, is a mercenary with a good deal of cynicism, an acerbic wit and some dark secrets.



Skye is Ryudo's wing of compassion. Bolder and wiser, Skye prefers to look in from the outside, proffering advice as an observer.



The beautiful and goodie two-shoes girl, Elena, is under the protection of Ryudo, and her undulating relationship with him is a highlight of the story.



When Millenia first appears, her destructive and passionate behaviour intimidates others. But what is her connection with Elena?

## FIGHT, FIGHT, FIGHT!

One of the most outstanding features of the game is the battles. At first they seem a daunting mish-mash of random stats and power gauges, but with a little perseverance, they become a deeply rewarding aspect of the gameplay. Here are the basics...



The standard attack is the combo, which quickly strikes the enemy twice in succession



If your foe's icon is in the final third of the meter when you critically strike, you'll cancel their attack



You can learn special attacks, which inflict serious damage but take longer, leaving you vulnerable



A well-timed use of defence can dramatically reduce your enemy's effectiveness against you

## IT'S A KIND OF MAGIC

On top of basic attack and defence moves, once you gain a mana egg, your character is able to learn a wide variety of magic spells. Not only do they look completely awesome when used, but they decimate opponents' health when correctly utilised. Magic can also heal wounds and other ailments.



Millenia joins you and has strong magical powers, such as the ability to engulf the enemy in flames



And for Millenia's next trick... energy forms around a foe and explodes, sapping their energy



One of Ryudo's spells sends hundreds of spinning discs into air – as they fall, they batter the enemy



Magic is not only destructive; you may need to use a healing spell to restore the life of one of your party

## LOCATION, LOCATION, LOCATION

When travelling in the world of Grandia 2, you will visit some memorable and outlandish locations, each with their own distinctive feel and design – from sprawling and deserts, to vast throbbing cities. Here's a taster of what's in store for you...



Carbo town is where you begin. This peaceful town is thrown into chaos by dark forces



When you arrive at Liigue, it has already been destroyed and taken over by monsters



Your first 'boss' fight in Durham Cave. This ugly git's stolen a memento of this kid's mum



Beneath its prosperous surface, Agar contains some disturbing mysteries for you to unravel

## WHAT WE THOUGHT...

## IF YOU LIKE THIS TRY THESE...

*Lostus War* (DC),  
*Zelda: Majora's Mask* (N64),  
*Final Fantasy 9* (PS)

**YOU'LL LAUGH, YOU'LL CRY**  
*Grandia 2* is a fantastic, traditional role-player, with a story filled with humour; surprise and feeling. Any danger of the game becoming sentimental is dashed by the cynical and macho Ryudo. A strong story is essential for a successful RPG, and there are enough well-scripted twists and turns to keep you glued to the screen.

**YOU PUT A SPELL ON ME**  
Fans of real-time systems like *Zelda* may disagree, but the complex,

turn-based battle system reaps huge rewards with persistence, and deep and involving tactics are required later in the game. Thankfully, a helpful tutorial mode is included, which eases you into the fighting system. There's a shedload of moves to learn and learn, new spells to cast, and different characters to control during combat. You may prefer to focus on your hero initially while you learn the ropes, and you can automate other members of your party with a

range of AI options. But later on you'll need to take more direct control over the whole party.

**THE VERDICT**

Since it's launch, the DC has been starved of a truly epic RPG, and now (along with *Lostus War*) there's two at the same time. *Grandia 2* isn't perfect: it's too easy to lose your bearings and spend time backtracking, the confusing compass not being much help. It's also annoying when you're dragged into unwanted battles, which are

time-consuming and waste energy and items. Nonetheless, with *Grandia 2*, the DC has an excellent role-player that will have you hooked until the end – if you have the patience to learn its depths.





COST: £29.99

OUT: NOW

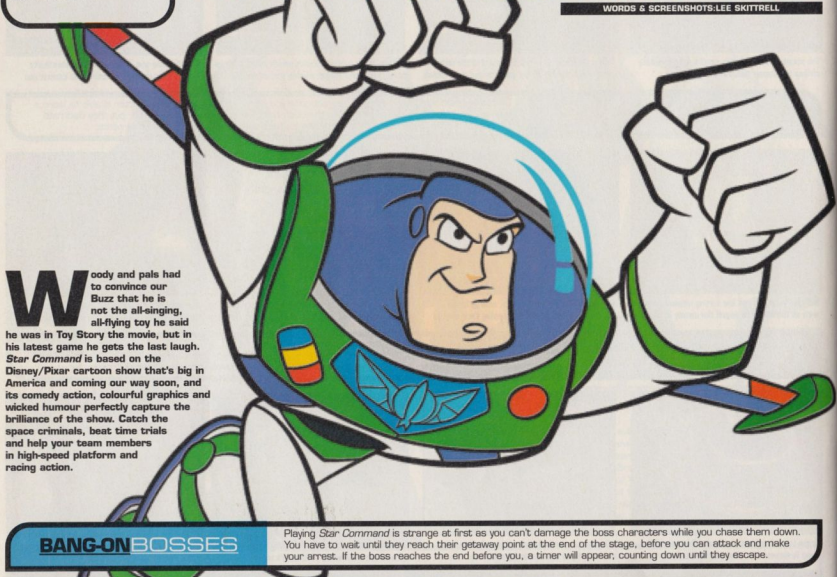
MULTIPLAYER: NO

A high-speed thrill ride where Buzz is not a toy, he's a real-life Space Ranger!

# BUZZ LIGHTYEAR OF STAR COMMAND

WORDS & SCREENSHOTS: LEE SKITRELL

**W**oody and pals had to convince our Buzz that he is not the all-singing, all-flying toy he said he was in *Toy Story* the movie, but in his latest game he gets the last laugh. *Star Command* is based on the Disney/Pixar cartoon show that's big in America and coming our way soon, and its comedy action, colourful graphics and wicked humour perfectly capture the brilliance of the show. Catch the space criminals, beat time trials and help your team members in high-speed platform and racing action.



## BANG-ON BOSSES

Playing *Star Command* is strange at first as you can't damage the boss characters while you chase them down. You have to wait until they reach their getaway point at the end of the stage, before you can attack and make your arrest. If the boss reaches the end before you, a timer will appear, counting down until they escape.



This is Torque. He's a six-legged moose who is wanted for terrorism



Gravitina is the big-headed, sensual Mistress of Mass and Attraction



Nasty Neo-482, the vampiric robot, has set bombs you have to defuse

## PLATFORM RACING

*Star Command* is an unusual game in that it's part action adventure and part cartoon racer, with loads of other styles of game thrown into the pot for good measure. Most of the time, Buzz is chasing the boss to the end of the level, but there are things to do along the way, like collecting tokens to buy power-ups such as these below...



These springboards are fairly common throughout the whole game and they are mostly cheap to use



The hover board is another cheap item that's very handy for catching up if you are lagging behind



The jet hike is actually free for Buzz to use and helps you get to the end of the level super fast



These are the coloured tokens that let you buy your treats. They vary in value according to colour

## PLAY IT AGAIN, BUZZ

Like any good action game, Buzz offers loads of replay value but, unusually, it actually makes you replay stages in order to proceed. Each level requires a certain amount of medals to enter: You win one medal per stage for each of the three modes on offer: chasing the boss, time trial, and collecting all the body parts of Buzz's pal XR.



The first way to play involves chasing the boss to the getaway spot



The easy-ish Time Trial mode is a good way to stock up on medals



When looking for XR's body parts you should always follow the arrow

## CARTOON CRAZIES

The *Star Command* cartoon show should be hitting the airwaves just as you read this. Rather than go for the Pixar 3D modelled look of the *Toy Story* movies, the animated show has a far more traditional look. Buzz looks brilliant as a 2D Space ranger and the assorted buddies in his team, including the Little Green Men, are wicked.



Crawfina doesn't think much to defeat. Ahh, boo hoo



Nasty Nos-4R2's a bragging, flashing freakazoid. Cool!



It won't be long before you know the whole gang



Here Booster updates you on your enemy's status

## WHAT WE THOUGHT...

## IF YOU LIKE THIS TRY THESE...

*Crash Bandicoot* (PS),  
*Toy Story 2* (PS, N64, DC)

## TO INFINITY...

*Star Command* is aimed at a younger audience but there's plenty for every action and race fan to enjoy. The graphics are lovely, the action high-speed and the presentation outstanding. It may be a bit easy to see the end, but there are enough tricky moments to keep you busy until you get there. And this was never meant to be a *Final Fantasy*-style epic.

## ...AND BEYOND!

The simple trek through to the end of each level' gameplay sounds dull on paper, but in practice it's brilliant fun. There are often minor tasks to fulfil as you stomp your way across the planets, such as defusing big bombs, and there are plenty of expertly-drawn enemy characters to blast away at. The way you spend your tokens on power-ups is also very different and very cool.

## BEST BOSSES!

Buzz's bosses blow other games' monsters clean out of the water. Each has a selection of coloured forcefields and to defeat the boss, you have to collect the same colour coloured weapon as the forcefield. This adds just a tiny smidgen of strategy to the action, it's challenging and it's dead original. *Star Command* is a great game that kids will fall in love with and

older players will enjoy too. The action is certainly brainless but that doesn't stop it from being brilliant fun. Also coming on Dreamcast!



PS2

COST: £39.99

OUT: FEB

MULTIPLAYER: 1-4



Ken's chums were beginning to regret buying him the novelty glow-in-the-dark pants for Xmas



All of your favourite characters rendered in full 3D glory - SF EX3 should have been the best thing ever



As you can see, there are loads of characters to play as and more to unlock. Quite still rocks, too

# STREET FIGHTER EX3

## 2D or not 2D? That's the question

WORDS & SCREENSHOTS: JOHNNY MINKLEY



At the limbo dancing party, Ken couldn't resist taking a crafty poop



Duri fails to live up to his name when he's caught from behind. Duri



### WHAT YOU NEED TO KNOW

Despite being overshadowed by the flashy pomp of next-gen fighters like *Tekken Tag* and *DoA2*, the 2D *Street Fighter* series, having been tweaked to perfection over many years, still retains a cult following. Many players still reckon it's the best 'best' 'em up ever. *SF EX3* is *Street Fighter* in 3D, with all your fave characters recreated in full polygonal glory. Added to this are a host of less familiar characters, plus some neat modes, but can it possibly topple the likes of *Tekken Tag*? What's more, do SF2 fans need or want their beloved fighter in three dimensions?

### OLD-SKOOL

*SF EX3* does have some fab modes in it that aren't typical of the new breed of fighters. Dynamic Fights are cool, and can involve you versus up to three opponents at the same time, which is completely mad but also a real test of skill,

even for veterans. Also excellent is the Character Edit mode, where you're given a fighter that is essentially a 'blank slate' and must earn new moves by performing certain tasks against the CPU. Develop your character well, and he can become a destructive force in the main game. The game plays very well, but old-skool SF2 fanatics will find responses a little on the sluggish side, and the game a little slow, (slower even than the Japanese version, annoyingly).

### WHICH PLAYING?

The problem lies in it being 3D. *SF EX3* is a rigidly 2D fighter, presented in 3D, but it doesn't look as good as other 3D fighters, and doesn't quite play as well as its 2D predecessors. You following? You can't directly compare it to *TT* and *DoA2* as they're very different games, but you can compare it to other SFs, and frankly, it's not as good. If you take away the classic

unique look of 2D SF and the frenetic pace and speed of response, you're left with a lesser, albeit still excellent, game. So why did we score the PAL version one Star less than the original Japanese code? Quite simply because, unlike *DoA2*, in the year since first release they've done nothing to it. Except, with the absence of a 60Hz option, made it even more sluggish. Boo. If you've already played it in the arcades, you'll be a bit disappointed.

computer and video  
**GAMES**

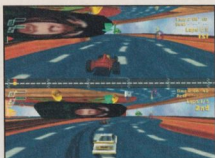


IF YOU LIKE THIS TRY THESE...  
*Dead or Alive 2* (PS2),  
*Streetfighter Alpha 3* (DC),  
*Tekken 3* (PS)



**COST: £5.99**  
**OUT: NOW**

MULTIPLAYER: 1-4 ONLINE



# TOY RACER

So you thought the internet was here to make gaming better?

WORDS & SCREENSHOTS: JOHNNY MINKLEY

## WHAT YOU NEED TO KNOW

A pseudo-sequel to the DC launch title, *Toy Commander*, *Toy Racer* smacks more of an experiment than a fully rounded gaming experience. The price should alert you to this [and twenty percent of that's going to charity, mate] but it still doesn't excuse the game's distinctly unfinished feel. The basic premise is that you choose from a selection of toy cars and race around a depressingly small number of novelty circuits. The main purpose of this title, however, is the online play that it offers.

## ARE YOU LONESOME TONIGHT?

If you never intend to utilise the DC's online functions, you should avoid this like the plague. (You probably should do anyway.) The simple reason for this is there aren't any CPU-controlled drivers to race against, offline. True, there's a two-player mode, but with such a limited repertoire of circuits, each presenting so little challenge, you'll be so bored you'll blow the dust off your saved on this cheapie down at the local arcade. The main and fundamentally dull purpose of one-player mode is to become accustomed to each circuit, get used to the vehicles on offer, and achieve ever-faster times. Sounds fun, doesn't it?



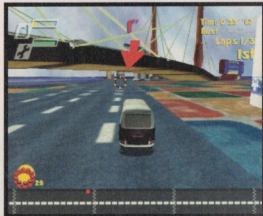
Micro Machines in 3D. Minus the fun, excitement, playability, humour, thrills, spills, and action



Hmm... go around a corner quickly and you get skidmarks. Skidmarks are on pants, and this game's...



Thanks to variable weather conditions, you almost forget how bad the game looks when it's foggy



Oh what fun, driving this tin-pot mini-bus round this two-bit track against... no-one. What a game concept. The online version's no better - unless you happen to enjoy weak stuff. You masochist

## FLICKER-SHOCKER-GLORY

If a game is focused on online play, you'd expect it to be at least half decent. Well think again. When you play any online game, information is only updated a few times a second. So, AI is used to fill in the gaps and predict where people should be, making games run more smoothly. *Toy Racer* spits on this convention and is a disaster for it. Without AI, online opponents flicker across the track as the network is unable to keep up with what they're doing. Hence, it's impossible to perform precise overtaking moves as the opposition skips all over the track.

## WORTH PLAYING?

OK, it is dirt cheap and it's of interest just to experience online

racing on your DC, but at best, *Toy Racer* is little more than a demo. Tracks are samey, graphics are bland, two-player is a non-event and the one-player is dull in the extreme - this is a game that struggles to recommend itself. *Toy Commander* fansatics could view this as a partial add-on to their beloved game, but everyone else should steer clear.

computer and video  
**Games**  
★

IF YOU LIKE THIS TRY THESE...  
MFR (DC), G73 (PS2), MMV3 (GB)



**COST: £29.99**  
**OUT: JAN**

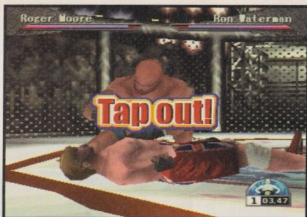
MULTIPLAYER: 1-2



Freud would've had a field day with these



We're sure they're completely normal, well rounded individuals in real life. No, really



Ex-007 Roger Moore's no match for pop guru Pete Waterman's hrs. Allegedly



Ever wonder what happened to Mr T when he left the A Team? Feel my fist, fool



# ULTIMATE FIGHTING CHAMPIONSHIP

UFC = Utterly Flawed Concept, more like. Grr

## WHAT YOU NEED TO KNOW

*Ultimate Fighting Championship* has caused quite a stir on the Dreamcast, thanks to its ultra-realistic depiction of violence and responsive gameplay. Now PS owners get to experience full-on, bare-knuckle action for themselves. Choose from a selection of the meanest, scariest fighters you've ever seen, each with their own style, and enter the octagon. The rules are simple: you win either by knockout or submission – how dirty you fight to achieve this is up to you.

## THE MIRACLE OF CREATION

Graphically, *UFC* isn't too shoddy at all. Fighters are large, solid and well animated, and hits connect well. The trade-off here is the dire crowd graphics, but this is made up for by some crunching sound effects, which let you feel every blow. If you grow tired of the knuckle-heads on offer, you can create your own from scratch, choosing his name, appearance and fighting style, then tweaking his stats. Yep, it sounds great on paper; but in reality, the story is a very different one.

## HAMMER HORROR

One of the great achievements of the DC version was the phenomenal realism achieved. The PS, despite its best efforts, just isn't capable of recreating anything near that level of detail. Most disturbingly though, *UFC* plays incredibly sluggish; rather than controlling super-strong athletes, your character often feels like a radio-controlled Jo Brand, crawling around the screen with the grace of a darts player. There may well be stacks of moves, but most of your time is spent rolling around on the canvas, hammering buttons in an uninvolved and simplistic manner – where's the skill in that?

## WORTH PLAYING?

Multiplayer isn't any better, mostly being a case of who can tap the buttons fastest, and it quickly becomes dull. The default difficulty is extremely challenging, and at first you'll be regularly losing in under ten

seconds, so you may want to opt for easier opponents while you learn the ropes. That said, once you get your head around the controls, it's straightforward to rolling around on the floor for ages. *UFC* is a nice idea, but a flawed game, completely lacking in character and personality. It has neither the brutal, gritty realism of the DC version, nor the off-the-wall quirky humour of *Ready 2 Rumble 2*, ending up as a dull, lifeless affair that begins to grate in a very short space of time.



Wonder which fighter the all-American crowd is backing?



Make exciting patterns on the screen in Training mode

WORDS & SCREENSHOTS: JOHNNY MINKLEY

computer and video  
**GAMES**

★★

IF YOU LIKE THIS TRY THESE...  
*UFC* [DC], *Smackdown!* 2 [PS],  
*Ready 2 Rumble 2* [PS2]



PULL-OUT POSTER

computer and video  
**GAMES**

*FEAR EFFECT 2: RETRO*

*RELIC: The delectable  
Hana is back for more  
bloodshed on PSone*





COST: £29.99

OUT: NOW

MULTIPLAYER: NO

# LEGEND OF DRAGON

The legend lives on. And on. And on...Zzz

WORDS & SCREENSHOTS: JOHNNY MINKLEY

**Y**our village has been destroyed, and many old friends slaughtered. All that remains are the debris-strewn alleys you once strolled down, and the roofless buildings you used to call home. All has been crushed by the Imperial state of Sandora, at the behest of the maniacal Emperor Dook. Worse still, the sole purpose of this devastation was to kidnap your closest childhood friend, who has been swept away to prison, as unaware as you are that the world's future rests on her. And so your adventure begins...



## WELCOME TO HELL

There you are, having an innocent stroll in the country, when suddenly a 100ft dragon tries to eat you. When you begin your quest, scant details are available and many crucial questions remain unanswered. Who's the bird who saved your ass, and which pop star will Petay Keraak marry next? Ok, not the last question.



This opening cut-scene gets the adventure off to a dramatic start and quickly draws you in. These two guards are up for a scrap, but...



Feyrbrand has other ideas. He's the Emperor Dook's most destructive weapon - control of this beast is closely linked with the Dragon legend



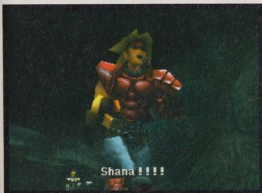
Luckily, this mystery lady draws you to safety behind a rock and then informs you that your home town, Seles, has been razed



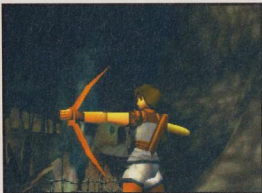
Rushing back, you find it's all true and a priest tells you who's to blame. You quickly get a chance to vent your spleen on his underlings

## WELL HELLO THERE

As you'd expect from an RPG, you'll meet a shedload of strange folk on your travels, each with their own secrets and mysteries, and the hero himself is no exception. It's therefore important that you assemble a core of people you can trust, who will watch your back in a fight and help you in your hour of need.



Dart is the hero. Stunned at the kidnap of his dear friend, Shana, Dart vows to free her. In doing so, a vast story begins to unfold



Shana is held in Hellena prison. Dart heads there sneaking in on a merchant's car and massive rucks ensue as you search for her



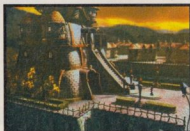
Which is when you meet up with Levitz, a bold and fearless Knight, also trying to escape. He quickly becomes a close ally and friend

## ALL AROUND THE WORLD

Your adventure spans a vast world, full of exotic places. The background artwork is stunning, adding huge dollops of atmosphere to the proceedings. It's also delectable eye-candy in its own right. Here's a selection of locations you'll be visiting early on. Now where's that camera...



Hale is the beautiful home town of Levitz, and part of the Kingdom of King Albert



Idels Castle is the royal home of Albert, which you visit with the King's trusty knight, Levitz



You visit this Dickensian town during a flashback, as Dart reveals secrets of his past



The Limestone Cavern is a beautiful, frigid network of caverns that reaches deep beneath the earth

## BEAT TO THE TAP

The fighting system in *Dragon* is essentially standard RPG stuff, with turn-based battles, magic spells, and stat-heavy menus. A neat twist is the timing element that comes in during certain moves, where you must press a button at precisely the right moment for maximum effect. A bit like *Summoner's* chain attack



When the boxes align, press X for a maximum-powered blow. Timing is the key to success



Don't get cocky though, as there's always the chance your opponent will counter-strike



For the first nine-odd hours, this is the best magic you'll be able to conjure up...



But then, a whole world of magical splendour is yours for the taking, like this burn attack

## WHAT WE THOUGHT...

**IF YOU LIKE THIS TRY THESE...**  
*Final Fantasy IX* (PS), *Zelda: Majora's Mask* (NG4), *Grandia 2* (DC)

## LOOKING GOOD

*Legend Of Dragoon* is a bold attempt to challenge the tried and trusted might of the *Final Fantasy* series. It certainly looks the part: characters are well animated, but where *Dragon* really excels is in its exquisitely drawn scenery. From stunningly detailed caves, to beautiful, fertile landscapes, it often feels like you're walking through a work of art.

## IN WITH THE OLD

*Dragon* is very much a traditional RPG, with turn-based battles and spells to learn, but the timed button-pressing is a neat (if occasionally frustrating) twist on a well-worn idea. There are, alas, several flaws which really hamper the experience. Firstly, battles are SL-O-W. Spending 20-odd minutes in turn-based combat against a boss, with a limited repertoire of

moves is not fun - but that's exactly what you'll be doing early on, and painful loading times only exaggerate this. The script is also frequently clumsy and unconvincing, which doesn't exactly help to make the story gripping.

## PATIENCE IS A VIRTUE

Battles do become more interesting, but you'll need superhuman patience to reach the point where new magic and moves

are available to you. There is a good game in here, but the sheer dedication required at first, may put many people off. Shame.





**COST: £9.99**  
**OUT: NOW**

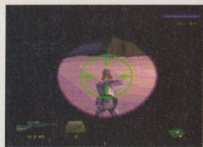
MULTIPLAYER: 1-2



Nasty pop-up alert. See that clear horizon? Keep running towards it and all of a sudden...



...this damn great building appears. Check the time - it's identical to the grab on the left. Hmm



If the graphics were better, sniping around would loads of fun - this guy's in for an almighty surprise

# SPEC OPS: RANGER ASSAULT

Some of the ideas are special but the graphics just aren't up to spec

WORDS & SCREENSHOTS: JOHNNY MINKLEY



Hardly a feast for the eyes, is it? Oh well, at least the radar is visible. It'd be even better if it worked properly

## WHAT YOU NEED TO KNOW

So you want to be the best? You want test yourself to the limits, to prove yourself in the ultimate game - the game of war? Then go and join the army boy! If you'd prefer to munch on a bag of Pringles while blasting seven shades of sh\*t out of enemy cannonfodder, then Spec Ops could be for you. You and your buddy are dropped deep behind enemy lines, with clear objectives that must be fulfilled. Choose your soldier from five military specialists, select your weaponry, and work together to snuff out the enemy. Hmm, sounds kind of familiar...

## TAKE CONTROL

Spec Ops is bristling with good gameplay ideas, but is unfortunately let down by weak graphics and some needless flaws. One feature that does work really well is the ability to control both members of your team during the game. As the natural leader (of course!) you call the shots, but it's vital to give your partner the correct instructions at exactly the right moment. So, you can direct him to follow you, move ahead, or shoot to kill. Moreover, when you feel the control freak really taking you over, you can also switch direct control from one soldier to the other. This way, you have total control over both soldiers' actions. Whether they live or die is down to your skilful (or not so skilful) manipulation of their every movement - making for some fairly intense tactical play.

## CLIP OFF THE OLD BLOCK

What lets the game down, however, and undermines the commendable efforts in other areas, are the disappointingly poor graphics. The scenery is very blocky and indistinct, making it extremely difficult to spot enemies in the distance, and pop-up rears its ugly head too, as our screenshots show. This problem is compounded by a practically useless radar, which generally seems to only pick up enemies after you've already been shot, somewhat defeating the point of sneaking around. Dodgy clipping means you can end up sniping at enemies that are actually inside buildings, and enemy soldiers also have a strange and very annoying tendency of suddenly appearing out of nowhere.



Two-player co-op rules! "Cover me!" you scream. "With what?" says Les. Weirdo

## WORTH PLAYING?

If you can put up with the crappy graphics and the niggles, there's some genuinely exciting gameplay to get stuck into, and we very much applaud the low price point - if only more games came out for under a tenner. The two-player co-operative mode is loads of fun, and the range of weapons on offer is impressive, although explosions from grenades and bombs are hardly awe-inspiring. Sneaking around and sniping on dumb-assed enemies is also a good crack, but only on certain levels where the graphics don't make this a nightmare. All in all, a sound concept let down by poor implementation of ideas and a poor second to the PC's new Delta Force offering (see our review on p110).



Two-player co-operative mode brings out the best in Spec Ops: you can work together or each go gang-ba solo

computer and video  
**GAMES**



IF YOU LIKE THIS TRY THESE...  
Delta Force (PC), Perfect Dark (N64), Hidden and Dangerous (DC)

# HELLO KITTY CUBE FRENZY

Catch some mad-cat disease

WORDS & SCREENSHOTS: LES ELLIS

## WHAT YOU NEED TO KNOW

Alright, you can stop sniggering now, we know it's got a stupid name but I bet you thought the same about *Pokémon* and looked what happened there. *Hello Kitty* is massively popular in Japan and just like *Pokémon* has got its own arcade puzzle game to capitalise on that success. And while *Hello Kitty* hasn't reached the hysterical proportions here that it has in Japan, the game is still a worthwhile release, combining charm and appeal with full-on addictive gameplay.

## KITTY LITER

The game takes *Tetris* and adds another dimension to it. You control the blocks falling from the top of the screen and have to place them to make a route for Kitty, who you also control, to get to the items she needs to clear the screen. You think it's simple? Just try it! Learning the thing is enough to make your brainache – then every level becomes a different puzzle for you to figure out. Your head will hurt.



## WORTH PLAYING?

If you go for completely bastard games, then this could be just the padded cell for you. Its charm is irresistible – cute graphics, cool sound and characters that are sweeter than a nude picture of Britney Spears. You may not get to kill anything or drive at over 200MPH, but *Hello Kitty Cube Frenzy* has a unique appeal for all age groups. Good old-fashioned addictive gameplay is what you get here. And isn't that what this game's business is all about?

# HBO BOXING

So bad, you *really* can win without even seeing the telly

WORDS & SCREENSHOTS: JOHNNY MINKLEY

Has Johnny just quacked? No, he's just won - it's the game that stinks



## WHAT YOU NEED TO KNOW

Chose from a selection of famous and not-so-famous male and female boxers, and take part in one-off bouts, or train your own fighter up in career mode. Videogames should be a fun and enjoyable experience, with enough of a challenge to give players an incentive to keep playing. Either someone neglected to mention this to the developers of *HBO Boxing* or their definition of the word 'challenge' comes from the Dictionary of Lame Excuses.

## SHAMBLING DISGRACE

One-player *HBO* suffers from one of the worst gameplay flaws we've seen in a while – you can win



virtually however you play. On the hardest difficulty setting, we managed to win fights without even looking at the screen, using one hand and holding down one button and one direction. Er, hello? Have these people heard of playtesting? Controls, (if you bother with them) are sluggish, and fighters crawl shamefully around the ring. Yeah, you can train your boxer and select from a range of combos, but why on earth would you bother?

## WORTH PLAYING?

Hmm. Tricky question... not. To be fair, it's an absolute riot in two-player; but only because you'll be splitting your sides with laughter at how bad it is. One-player can slug away for all his life's worth, but the other can come in with some feeble jobs and kick-ass. If someone gets a flurry of punches going, it's nigh-on impossible to escape, leading to some implausible victories. Frankly, we'd rather smear our ears with dogfood and jump into a pit of rabid rotweilers than ever play this again.



COST: £19.99  
OUT: NOW

MULTIPLAYER: 1-2



computer and video  
**Games**



IF YOU LIKE THIS TRY THESE...  
Landmaker (PS), Pokémon Puzzle League (N64), Mr. Driller (DC)



COST: £29.99  
OUT: NOW

MULTIPLAYER: 1-2



A few pitiful slaps and this so-called heavyweight was seeing stars. It's pathetic

computer and video  
**Games**



IF YOU LIKE THIS TRY THESE...  
Getting smacked up in a real ring (again)... Knockout Kings (PS), Ready 2 Rumble 2 (DC)



**COST: £39.99**  
**OUT: NOW**

MULTIPLAYER: **NO**



# RECORD OF LODOSS WAR

Diablo-style dungeon crawler - on DC!

WORDS & SCREENSHOTS: LEE SKITTRELL



## WHAT YOU NEED TO KNOW

Hardcore Anime heads will no doubt be patting themselves on the back right now. They know that when *Lodoss War* goes big on our shores, they'll have been there from the start, and will have no doubt watched the movie, the TV show and played the SNES and Game Boy games. This next-gen airing of the epic fantasy yarn tells the story of five tortured souls united in their quest to vanquish the evil of Cardice, a resurrected goddess of destruction. Wah-ha-he-ha!

## CHILLY WILLY

You start the game stark naked, with an icy dungeon chill breezing around your bits. You've been resurrected by the Great Wise Wart, and have no recollection of who you once were or why you're back from the beyond. Wart is your guide and he'll help you vanquish evil and regain your memory. The undead skeletons and nasty goblins you fight drop important items like

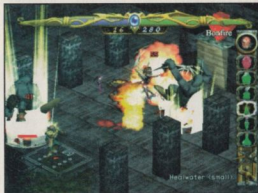
armour, weapons and spells, so you can kit yourself out in no time.

## GO SWIVEL

The action is viewed from a top-down viewpoint that can be swivelled around at will. And while this gives the game an old-school feel, the scraps you get into are on a par with mighty PC hits *Diablo II* and *Baldur's Gate II*. Moreover, the *Lodoss War* is massive, with rewarding sub-quests and different plot strands depending on your actions in the game.

## WORTH PLAYING?

There's nothing much like *Lodoss War* on any console, which makes it stand out straight away. The game successfully merges Dide Worlde mystique with arcade adrenaline kicks, and offers a massive challenge into the bargain. The saga is gripping and the massive skirmishes and effects are the final lacy bow on a gorgeously-wrapped gaming prezzy that'll test your ages.



computer and video  
**GAMES**

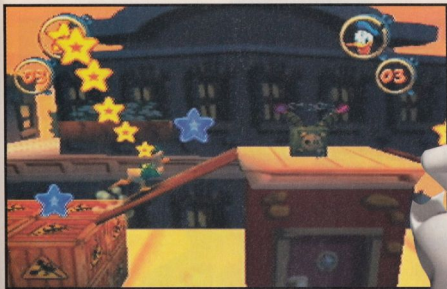


IF YOU LIKE THIS TRY THESE...  
*Diablo II* (PC), *Baldur's Gate II* (PC), *Secret Of Mana* (SNES)



**COST: £29.99**  
**OUT: NOW**

MULTIPLAYER: NO



# DONALD DUCK QUACK ATTACK

A different format and a higher score for our fowl-tempered buddy

WORDS: LEE SKITTELL SCREENSHOTS: VARIOUS



Disney's Donald goes totally quackers on N64, waddling all over the featherweight PlayStation version



#### WHAT YOU NEED TO KNOW

Why is it that *Quack Attack* is much more fun on N64 than on PlayStation, when it's essentially the same game? Is it that it's so much prettier than the slightly raggedy 32-bit version, or maybe it's because the gameplay's fairly unique for Nintendo's machine? Whatever, this version's got loads more sparkle for your dosh.

#### SMILEY HAPPY GAMEPLAY

Like before, Donald has to rescue the delicious Daisy from Merlok's clutches, but first he has to help set up Gyro's machine that will warp him to where Daisy is imprisoned. Massive boss characters hold these items and the Don must clear his way through fast-moving platform stages one by one to unlock the boss's lair. Each stage can be played through over and again for extra bonuses and the wealth of collectibles and cunning layout of the levels will keep you smiling.

#### SIMPLE BUT FORGIVEN

The repetitiveness of play that disappointed us in the PS version is still present on the N64. But as there are few traditional platformers on N64, it's less of a big deal and easier to forgive. The boss fights are even better: on N64 and the lush graphics really make a difference - this is a game that



oozes charm and pure playability in spite of its simplicity.

#### WORTH PLAYING?

*Quack Attack's* main drawback is it's pretty easy to blast through, in spite of a few fist-eatingly tricky moments. Still, replaying all the stages to meet the time challenges or collecting all of the lost toys for the bonus levels and costumes for Donald will take you quite a while. And with this cheaper-than-usual N64 version you actually want to get right to the end. Great stuff!



IF YOU LIKE THIS TRY THESE...

*Crash Bandicoot: Warped* (PS)  
*Rayman 2* (N64)



**COST: £24.99**

**OUT: NOW**

MULTIPLAYER: **NO**

## INSPECTOR GADGET

**WHAT YOU NEED TO KNOW**  
Forget the half-hearted, this platform extravaganza is based on the wicked Eighties Inspector Gadget cartoon and features everything that makes the animated series so damned special. You want

to control Penny, Brain and the baggedgeted one himself? No problem! And, as they all have their different uses for getting through the multi-direction scrolling levels, you're going to have to work as a team to win. **GO GO GADGET GAMEPLAY**  
As you explore the nicely-drawn multi-scrolling levels, you'll pick new gadgets for the gang to use, along with experimenting with their individual skills. Brain can run faster and jump higher than the others, while Penny can swim underwater. Most puzzles are solved by switching characters. **WORTH PLAYING?**

The speed of the game and plentiful character-swapping action makes sure you're kept busy, and the sublime character graphics and cheesy plot scenes capture the Gadget atmosphere brilliantly. It's original, well thought-out, and even occasionally laugh-out-loud funny. And it's got those springy limbs in it.



**COST: £24.99**

**OUT: NOW**

MULTIPLAYER: **NO**

## TONY HAWK'S PRO SKATER 2

**WHAT YOU NEED TO KNOW**  
Play pocket Tony! The 3D lushness of the PlayStation and Dreamcast skater-fests has been replaced with side-scrolling 2D parks and, by and

large, it works pretty well. As in the other versions, you have to meet the challenges in every area to progress and earn new courses and skateboards. The best new additions are the photos of boarders that you can print out and marvel at. **WOOD TRICKSTER TROUBLE**

*Tony Hawk's 2* is difficult but it grabs your attention and makes you want to keep trying. Finally locating and collecting all the hidden objects in each area gives you a warm feeling, but learning all the tricks will cause you pain worse than scraping your knees along the pavement.

**WORTH PLAYING?**  
*Tony Hawk's 2* has loads of features and stacks of challenge but some may find it overly tough, especially with the strict time limits. It's also similar to the first GB *Tony* game, so if you've got that then you probably won't need this. Otherwise, check it out.



**COST: £24.99**

**OUT: NOW**

MULTIPLAYER: **NO**

## DONALD DUCK QUACK ATTACK

**WHAT YOU NEED TO KNOW**  
The high-speed shenanigans of Donald's console games make the leap to GBC. It may not have the 3D effects but the game still looks incredible - probably the finest

graphics you'll ever see on your handheld. It's fast, smooth and superbly presented throughout.

### GENERIC JAPES

Given its fantastic looks, it's even more upsetting to us that *Quack Attack* is so horribly generic to play. Jump on badgies' heads, collect the various treats, avoid the spikes, leap the gaps, fight the bosses... ngl! The action is varied but there's nothing here you've not seen a million times before. There's no excuses - as Gadget proved, there's still scope for originality in GB platformers.

### WORTH PLAYING?

If you're new to GB action games, then *Quack Attack* is a perfect place to start. Even if you're an old pro you'll still enjoy it, despite knowing what to expect. The difficulty level is just right and there are thankfully few irritating moments, but this is gaming by numbers and GB owners expect and deserve more.





# GO GO GADGET GAMEBOY!

Inspecting the latest handhelds



WORDS AND SCREENSHOTS: LEE SKITTRELL



**COST: £24.99**  
**OUT: NOW**

MULTIPLAYER: **NO**

## LEGO ALPHA TEAM

**WHAT YOU NEED TO KNOW**  
The LEGO Alpha Team has been captured by the evil Ogel and it's up to Dash, and you, to save them! Ignore the crummy visuals (this is LEGO, after all) and you'll see that

Alpha Team is a decent puzzle-action game that has a lot in common with that classic rodent-puzzler, Lemmings.

### TRIAL WITH ERROR

At the start of each mission you're given a briefing followed by a run-down of the LEGO items dotted around each stage. You have to place these items correctly to save your friends. Dash and your rescued team members work on automatic pilot, so you have to make sure all your blocks are in place before you give them the go signal. Lots of trial and error but it's mostly all good fun.

### WORTH PLAYING?

Alpha Team is great for a time but the thrills wane as it gets harder. Like any puzzle game, the action is repetitive but the game doesn't quite have the required spark to make you want to persevere. The teamwork aspect is nice but you may get bored before you've rescued all of your buddies.



**COST: £24.99**  
**OUT: NOW**

MULTIPLAYER: **NO**

## EXTREME WHEELS

**WHAT YOU NEED TO KNOW**  
It's super-fast and super-tough racing for your handheld, but you need to put in the effort to get the best out of this one. The side-on action sees you pedalling furiously

across dirt tracks chocker with ramps and pitfalls. Luckily, there are multiple training games to get you up to scratch.

### PEDAL PUSHER

The best thing about *Extreme Wheels* is the stamina bar. This decreases as you pedal and, if it runs down to zero, you'll be left huffing and puffing as your rivals zoom past you. Pacing yourself is the key to winning, with quick bursts then tactical rest periods. But it's tough combining your pacing with avoiding obstacles and watching how you land after tackling the jumps.

### WORTH PLAYING?

If you like games with challenge, then *Extreme Wheels* will satisfy you. Handling your bike over the jumps takes ages to master and keeping an eye on the stamina gauge is actually for more distracting than it should be. Could have been great but it's too fiddly and unforgiving.



**COST: £24.99**  
**OUT: NOW**

MULTIPLAYER: **NO**

## KONAMI GB COLLECTION VOL4

**WHAT YOU NEED TO KNOW**  
Another quality tribute through Konami's back catalogue of retro games reveals three more gems and the standard comedy stinker.

Like previous efforts, *Vol4* is actually worth buying for *Gradius 2* alone. As well as this excellent shoot 'em up you get *Belmont's Revenge*, *Ye Ar Kung-Fu* and *Arctic Adventure*.

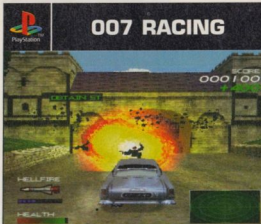
### PLAY THEM ALL

*Belmont's Revenge* is a fairly standard whip-cracking *CastleVania* game. *Ye Ar Kung-Fu* is the crusty old fighter given a lick of paint, and *Arctic Adventure* is a strange penguin racer where you have to jump and avoid obstacles on the track. *Gradius 2* and *Belmont's Revenge* are the best of the bunch but they're all highly playable.

### WORTH PLAYING?

*Vol4* is a quality package that once again shows that 'retro' doesn't have to mean 'crap'. There's not a huge amount of depth to any of the games offered but there is enough challenge and variety to last. Perfect to dip in and out of every now and then and just what the GB was made for.





**£29.99** **OUT NOW**

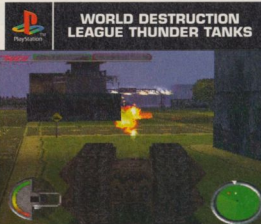
#### WHAT YOU NEED TO KNOW

The name is Bond, James Bond. Licensed to have all manner of cash-ins produced thanks to the success of my movies. *GoldenEye* and *TWINE* proved successful, but this attempt to be different and not tie in with a movie isn't. Doing a game without the restraints of a movie licence should've given the developers licence to thrill with wild action and imagination-fueled plot devices. So why are we left with a mission-based driving sim? Even a *Mania Kart* game with all the vehicles would've been better.

#### WORTH PLAYING?

It feels like you're playing a *Die Hard* Trilogy sub-game - not spectacular, just a series of uninspiring missions that don't feel like a coherent Bond game.

★★



**£29.99** **OUT NOW**

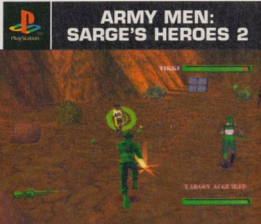
#### WHAT YOU NEED TO KNOW

For those with good memories, this is *Twisted Metal* with tanks - and we all know how good those games were. Big tanks with huge guns and special weapons chasing each other - last man standing is the winner. Forget subtlety, forget tactics - this is in-your-face action with no opportunity for explosive chaos unexplored. It's not just the poor saps fighting you who are targets, most of your environments will take hits to provide you with extra weapons or power-ups.

#### WORTH PLAYING?

With the multiplayer options and different battle modes, this is a step on from *Twisted*. It lacks your fancy physics or complex gameplay, but *WDLTT* doesn't pretend to be anything it isn't.

★★★



**£29.99** **OUT NOW**

#### WHAT YOU NEED TO KNOW

It's not often that a videogame based on bad children's toys turns out to be less fun than the toys themselves. And when the toy in question is an inch-high plastic soldier, then the game must be weak - and it is. Running around, picking up weapons and shooting fellow plastic soldiers is hardly inspiring. And it's even less likely to blow your socks off when the control system is so clumsy you find yourself missing vital hits purely because of the game rather than any lack of skill on your part (no, honest).

#### WORTH PLAYING?

Not really. A few hours on this and we felt violated, and not in a good way. Let's just hope it's the swansong for the lacklustre *Army Men* series.

★



**£29.99** **OUT NOW**

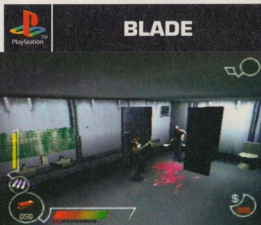
#### WHAT YOU NEED TO KNOW

Another racing game that's left the starting line three years too late. Seemingly randomly-placed famous landmarks do not make this like racing through familiar cities, and quite honestly, we've heard more convincing engine sound effects coming from a beehive. Just staring left and right, with only the need to press brake once every five minutes doesn't herald any breakthroughs in racing gameplay either.

#### WORTH PLAYING?

Four-year-old *Wave Race* on N64 still offers a more realistic and immersive racing experience. There's no excuse whatsoever for including this thrill-free title in your games collection.

★



**£29.99** **OUT NOW**

#### WHAT YOU NEED TO KNOW

A fairly low-key release for this film licence, coming out so long after the Wesley Snipes Vampire gore-fest. But don't let that fool you into thinking this is some kind of cop-out cash-in, designed to suck your cash but not give you the kind of game you desire. What you get is almost *Tomb Raider* in its design, with you exploring, taking down vamps and completing tasks. Throw in a puzzle element as well and you have a solid all-round performer that's had really excelled if it'd come out when the movie did.

#### WORTH PLAYING?

*Tomb Raider* is tired, so if you're looking for something in the same vein, then these vampish antics will more than match your expectations.

★★★



**£29.99** **OUT NOW**

#### WHAT YOU NEED TO KNOW

This has to be one of the biggest and potentially most life-controlling games for a long, long time. It's not everyone's cup of tea with little action, as most of your time is spent building up your civilisation and creating your own little Utopia. Sending troops off to fight other civilisations will hardly raise your heartbeat either. But it's the immersive experience that has always made the *Call to Power* and *Civ* games so awesome, and this one is no different.

#### WORTH PLAYING?

Oh my god, yes. Bigger and better than before, with more depth and addictive online abilities. Lots of new developments and strategies to get to grips with. What are you waiting for? Go buy.

★★★★

Dreamcast

## BANGAI-O



£19.99 OUT NOW

### WHAT YOU NEED TO KNOW

Mad-as-a-hatter, old skool shoot 'em up action. It either looks awesome (in a nostalgic kinda way) or lanted (in a DC way), but either way, it's a cool, if imbibed slice of quirky Japanese gaming. Take control of a dinky robot and fly around futuristic 2D levels, blasting other mechs and collecting, erm... oranges.

### WORTH PLAYING?

If you have fond memories of your 16-bit shooters, definitely. It handles like a dream, using the D-pad and analogue stick to simultaneously move and fire. The cut-scenes and text are completely bonkers and nonsensical, but that just adds to the charm. Great fun, but beyond the novelty value, Bangai-O is pretty samey and won't hold your attention for ever.

★★★

PS2

## SILPHEED



£39.99 OUT NOW

### WHAT YOU NEED TO KNOW

More retro shooting action for you lucky next-genners, this time in an update of an old Mega-CD title. It's a fairly bog-standard vertically scrolling affair, with waves after waves of badies, periodically interspersed with a big, fat mama of a boss to slap about. Power-ups are earned at the end of each level, and you are able to equip two weapons per section.

### WORTH PLAYING?

It's extremely dull, surprisingly difficult to die, and there's some criminal slowdown. No in-game power-ups or smart bombs add to the soporific effects of Silpheed, and you'll probably be bored by the time you've finished your first game.

★★

Dreamcast

## CAPCOM VS. SNK: MILLENNIUM FIGHT 2000



£39.99 OUT NOW

### WHAT YOU NEED TO KNOW

The granddaddy of beat 'em ups, *Street Fighter 2*, is given yet another twist on the DC. Capcom heroes are pined by SNK's finest in a cataclysmic battle to see who's the don of fighters. The fighting's pretty standard (in an awesome way), plus there's the ability to gain points in the main game with which to purchase 'secrets' such as new costumes.

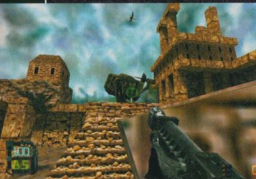
### WORTH PLAYING?

Absolutely. There's plenty of 2D SF2 choices on the DC, but even if you own the others, this is still worth getting. Presentation is truly stunning, with fab menu screens and brilliant dance music, and the graphics are as sharp and stylish as ever. SF Alpha 3 still just edges ahead on gameplay, however.

★★★★

PC CD ROM

## GUNMAN CHRONICLES



£24.99 OUT NOW

### WHAT YOU NEED TO KNOW

Gunman started off life as a mod for *Half-Life*. Now it's evolved into a game in its own right. *Gunman Chronicles* is a *Half-Life* sci-fi adventure with a splash of Wild West styling, where you get plenty of alien shoot-outs, juicy weapons (even tanks!) and more tension than Dawn French's belt. If you're expecting *Elite Force* or *Counterstrike*-style excellence though, you'll be disappointed. As action-packed as this is, it's starting to show the age of the *Half-Life* engine now.

### WORTH PLAYING?

It's very atmospheric and tense, with some great level design and clever scene-setting moments, although it does still feel a bit like one of those free downloadable mods rather than a brand new game.

★★★

PS2

## F1 CHAMPIONSHIP: SEASON 2000



£44.99 OUT NOW

### WHAT YOU NEED TO KNOW

Based on the 2000 season of F1, *FC23* lets you pick from the cream of drivers (and the crap ones) as you race for first place on all the circuits from the World Championships. There's your usual options, plus customisable championships. Cars look nice, but scenery is little better than a PS game - is that what you shelled out 300 notes for?.

### WORTH PLAYING?

Handling is ok: with assists turned on, your car moves fine - until the dodgy frame-rate makes it jerk around corners. But take assists off, and you'll be cursing in rage, as your car flies around like a spinning top. A waste of a good licence, this game looks rushed and is frustrating to play.

★★

PlayStation

## K-1 GRAND PRIX



£29.99 OUT NOW

### WHAT YOU NEED TO KNOW

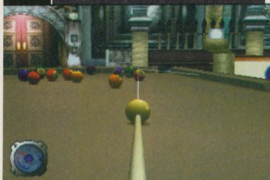
Despite the create-a-fighter option and four different fighting modes, this is doing nothing that hasn't been done in dozens of other fighting games, only they do it far better. It takes so long for button presses to be enacted on screen, the character animation is so slow and you're struggling so much with the controls to put together combos that you almost feel it's turn-based.

### WORTH PLAYING?

If you like your fighting games lifeless, uneventful and dull, then you'll be in hog heaven. If you like to have the tiniest bit of action in what is a pretty violent and action-packed genre, then you're on a hiding to nothing. Tedious, an embarrassment to the genre.

★

## POOL MASTERS



£39.99

OUT NOW

### WHAT YOU NEED TO KNOW

One for any budding Jimmy Whites who don't want the 'arguing over whose 50p that is on the pool table' experience at your local pool hall/arcade. And if you do know how to play, it'll show you that as well. To make sure you don't get bored with just the one game, there are loads of versions of Pool in here for you to tackle. Mind you, they mastered games like this on the PlayStation, so you don't exactly need all this extra power - it certainly doesn't do anything that other, cheaper games don't.

### WORTH PLAYING?

Entertaining enough in two-player mode, although Pool has been done to death on the PS. Pick one of those games up from the bargain bin instead.

★★

## SAMBA DE AMIGO



£79.99 (WITH MARACAS)

OUT NOW

### WHAT YOU NEED TO KNOW

Quite simply the finest rhythm-action game ever designed, and, after CVG's campaign, now out in the UK! Shake your comedy red maracas in time with on-screen instructions. Clever technology in the controller unit detects the height of your shakes and whether you're shimmying to the left or right.

### WORTH PLAYING?

Make sure you play Samba at all costs. It's a little pricey and not many people will be able to enjoy the two-player arcade fun or the co-operative Love Love mode at parties (you need two sets of shakers, y'see?). But the extensive single-player game and unlockable treats will keep you playing way into the night. Awesome.

★★★★★

## POWER RANGERS LIGHTSPEED RESCUE



£24.99

OUT NOW

### WHAT YOU NEED TO KNOW

Rescue the world from Diabolo and the forces of nature in this 3D action adventure. Different playing styles make for varied play but all of the modes are uninspiring. You can rescue stranded city folk on foot, in fire engines and ambulances, and in an almost-cool hover craft.

### WORTH PLAYING?

Power Rangers fans will love *Lightspeed Rescue* but non-fans will find it too limited and too cheesy to stick with it. It is strangely enjoyable in its own simple way and the budget price and authentic Rangers atmosphere makes it more appealing, but not even the two-player fisticuffs can save this from being anything but *Mighty Morphin'* mediocrity.

★★

## TIGGER'S HONEY HUNT



£29.99

OUT NOW

### WHAT YOU NEED TO KNOW

It's a cute Disney platformer, so don't expect any complex, Mario-style gameplay or indeed a game that will take longer than a couple of evenings to complete. All the Tigger gang are in here, along with loads of little sub-games to perk up the non-stop platform Tigger action. All the cute graphics in the world don't make up for the lack of depth though, making this purely a 'kids' game.

### WORTH PLAYING?

The jury is split. If you're young and don't want to worry about anything too taxing, then this will appeal. You'll love the graphics, you'll know and love the characters. For the rest of us, this remains kids' stuff that we wouldn't touch with a barge pole.

★★

## TYPING OF THE DEAD



£24.99

OUT NOW

### WHAT YOU NEED TO KNOW

It's Sega's zombie blast fest. *House of the Dead*, only you don't shoot stuff, you type in words to kill the mutants. Yeah that's right - you type whatever letters appear in boxes by the mutants. Sound stupid? It is. While it may be a tad more action packed than Mevis Beacon Typing Tutor - it's still trying to teach you to type. Yes it's a novelty, but like most novelties, it wears off after a few minutes to leave you with a linear, frustrating game.

### WORTH PLAYING?

This tries to be educational and an arcade game, but the two don't sit together very well. Hear that, Mr Blair? Just ignore this game and let's never speak of learning in zombie blast-fest games again.

★

## RESIDENT EVIL 3: NEMESIS



£34.99

OUT NOW

### WHAT YOU NEED TO KNOW

DC port of the most recent PS version of the popular survival-horror series. Take control of Jill Valentine and Carlos Oliveira, as you slaughter your way out of Raccoon City. Throughout, you are pursued by the monstrous Nemesis, an 8-foot zombie desperate to get its filthy hands on you.

### WORTH PLAYING?

DC owners have already had months of joy with the wonderful *Code Veronica*, and this isn't in the same league. Graphics are only tarted up slightly from the PS version, and extra-costumes and a mini-game don't really make up for this. That said, it's still a cool game, and if you're a *Res*nut, it's well worth it. Otherwise, go and buy *Code Veronica* now, you fools.

★★★

# MAX

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WORDS: JOHNNY MINKLEY SCREENSHOTS: VARIOUS

# DELTA FORCE: LAND WARRIOR

Tip-top tough-talking, terrorist-topping fun

**T**he armed forces: a highly-trained, patriotic breed, noble in their selflessness, ruthless in their honourable adherence to duty and their country... or a bunch of primitive, violent psychos, hell-bent on destruction, motivated by a neanderthal lust for the kill? Now you can decide for yourself. *Delta Force: Land Warrior* puts you at the heart of Uncle Sam's hard-as-nails Delta Force team, giving you access to the latest in military hardware to aid you in your pursuit of truth, justice and the American way. Or mindless slaughter. Either way, it's all good.

## SNIPE FOR THE PICKING

*DFLW* is a sniper's dream come true, and picking off distant enemies is one of the game's highlights. Zooming in on a foe from hundreds of meters away, and shooting him right between the eyes looks and feels better than ever; with detail perfectly rendered even from way off thanks to an impressive new graphics engine.



You'll want to get a good look around at the terrorists you're gonna slaughter, so climb up this here pyramid to gain a good vantage point



Check this view out. Awesome, isn't it? See all those tiny ant-like people? If only they knew you were about to blow their heads off



You can shoot people from up to 1,000 metres away, so this poor little slaughter didn't really stand much of a chance. That'll learn him

## WELL 'ARD WEAPONS

You'll need a powerful PC to get the most from *DFLW*, but on the plus side the licence brings some of the latest and greatest weaponry on Earth right into your very own living room. There's loads of cool gadgets like night-vision goggles, and GPS navigation, and some satisfying firearms too. Here's a selection to whet your appetite...



The obligatory rocket launcher. Take down a chopper and destroy the crew. Always a pleasure



The M16A Burst rifle. For the man who demands a close shave. We suggest that you stick to Gillette



Good ol' Frag Grenades are a laugh. They rip your enemies to shreds. Ah ha ha ahahaha... er, help!



Thanks to the improved graphics, the Doc could syringe ears without having to leave his office

## WHERE IN THE WORLD

As part of U.S. Special Forces, you must crush the threat of terrorism around the globe. From stealth operations underwater, to sniping in the snow, there's certainly plenty of travel perks for the lads in *Delta Force*. It takes the idea of adventure tourism to unprecedented levels. Wonder what the travel guidebooks would say about these.



Don't shoot, it's made of stone you fool. This guy's obviously seen too many 'boss' monsters in his time



Take a look at these ruins. How did they build 'em? And how the hell does the flash work on this thing?



He was only gonna freeze his nuts off anyway, so you may as well blow 'em off for him. It's only fair



No matter how often you played it, someone always managed to take Laser Quest too seriously

## WHO ARE YOU?

For the first time in the *Delta Force* series, you are given the opportunity to choose from five highly-trained military specialists, each with their own individual skills. This adds an extra tactical layer to the game, giving more than one way to approach each mission. Choose your character carefully and use their skills wisely for best effect.



"Yeah, I know I look a bitch in this outfit. But I also like to work with children and animals"



Believe it or not, you'll grow to love this guy in the game. If there's sniping to be done, he's your man



"Does my bum look big in this?" The annual platoon fashion show was always a lame affair



He may look a filthy, inbred hick, but you won't find anyone who can blow things up with such panache

## WHAT WE THOUGHT...

### IF YOU LIKE THIS TRY THESE...

*Hidden 5 Dangerous (DC), Rogue Spear (PC), Perfect Dark (N64),*

### SNEAK-A-BOO

If you've ever wanted to play the part of a deadly soldier with stealth on his side, *DFLW* is the game for you. It has been developed alongside the real *Land Warrior* program in the good old US of A, so you have access to coolest-gadgets governments can buy. What's more, each mission is based on a plausible incident in a politically sensitive part of the world. This realistic background is a strong element of the game, and is reflected in the way it plays: you really must learn to think and act like a soldier – in the field, it only takes one shot to kill or be killed.

### THE PERSONAL TOUCH

A new graphics engine has enhanced the experience, with both close-range and long distance combat equally tense and enjoyable. The addition of selectable characters has given the game personality, adding an element of teamwork. In one-player, there are plenty of missions and campaigns to get into, and gameplay is augmented by tricks such as loss of accuracy when shooting whilst running, and the aim of sniper scopes being affected by your soldier's breathing.

### THE VERDICT

Multipayer is always a popular and important option in first-person

shooters, and *DFLW* fully exploits this, with up to 50 players in the same online games, which include *Deathmatch*, *King of the Hill* and *CTF*. You can also replay one-player missions in co-op. First-person novices will find the game a joy to get to grips with, and seasoned experts will no doubt relish the prospect of such stealthy, sniping delights.



## COMPETITION

Fancy yourself as a crack trooper? Well, now you can prove yourself, as we've got five copies of the game to give away, plus a cool *Delta Force* body warmer, courtesy of *Novalogic*. Send your answer to the following question on a postcard marked 'Delta Force Comp' to the usual address.

Which country is the super-trained *Delta Force* unit based in?

A/Wales  
B/Mariland  
C/USA





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computer and video  
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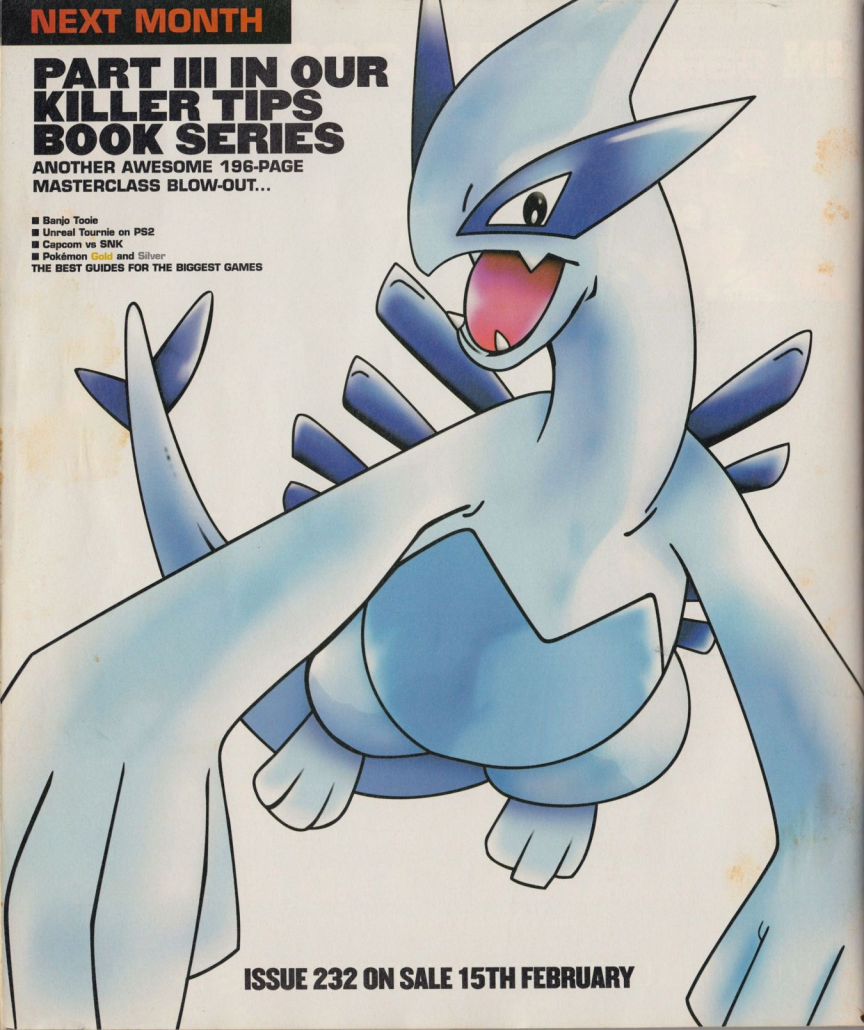
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