

The videogame magazine

August 2000
Issue 22



radar

PlayStation **N64** Game Boy **PC** Dreamcast **PS2**

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ON YOUR DREAMCAST!

116
pages of

Virtual On
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WWF Royal Rumble
Medal of Honor 2
Bonkers Jap games
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C&C: Red Alert 2

PLUS!

METAL GEAR SOLID 2

Amazing new shots, plus interview!

HALF-LIFE

Console version unveiled inside!

DEAD OR ALIVE 2

Bouncing beat-'em-up reviewed!

POKÉMON SNAP

First UK version playtested!

WORLD FIRST!

PERFECT DARK

Exclusive interview with the team behind the game – plus, Rare speak about Dolphin!

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PLAYSTATION2 IN THE UK!

WE GO UNDERCOVER AT SONY AND DISH THE DIRT ON ITS LAUNCH PLANS – SEE PAGE 36





DESTRUCTION DERBY RAW

Typical Sunday morning. Washed the car, took the wife for a nice drive. Floored it into the first car I saw. Handbrake turned into the side of another, bullseye. Then rammed some bloke off the road into a wall. Got back about six & had a nice cup of tea. Smashing.

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<small>DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION</small>	

This month

METAL GEAR SOLID 2

Last month we revealed, for the first time, the sequel to *Metal Gear Solid* on PlayStation2.

Already the world's most awaited game, Konami's 128-bit follow-up promises to deliver the high class marriage of visuals and 'emotion' we were so desperate to see from Sony's next gen console.

This month, we uncover even more MGS 2 and allow Director Hideo Kojima to talk us through his game...





This month *Breaking news over breakfast.*

10 PS One The original PlayStation gets a makeover – find out about Sony's new shrunken console in Game On.

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16 The future for Nintendo Our special report investigates the prospects for Dolphin and GB Advance.

18 Virtual On Welcome to the explosively colourful world of Sega's Japanese mechanoid battler, for Dreamcast.

36 PS2: UK We quiz Sony Europe president Chris Deering on his plans for the UK launch of PlayStation2.

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A spot of lunch with games industry big-hitters.

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Reflections' top bod reveals all about *Driver 2*.

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The ex-DMA dude unveils his new development studio, Denki.

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A tasty afternoon snack.

48 Quake III Arena: Dreamcast

The world's favourite gore-splattering first-person-shooter is coming to Sega's machine – but this isn't some poor man's imitation of PC prowess, this is the next generation of console shooters. *Half-Life* and *Soldier of Fortune* join the frag party.

52 The Japanese. Bonkers? Surely not?

Enter the strange world of horse racing games, dating sims, train driving oddities and dance-'em-ups starring bad breakdancers called Brian.

56 Under cover of darkness

Few journalists ever get to breach the tight cordon of security surrounding genius N64 developers Rare. *Arcade* used its superior power to elicit top secret information on *Perfect Dark* and *Dolphin*.

Every issue

A good square meal.

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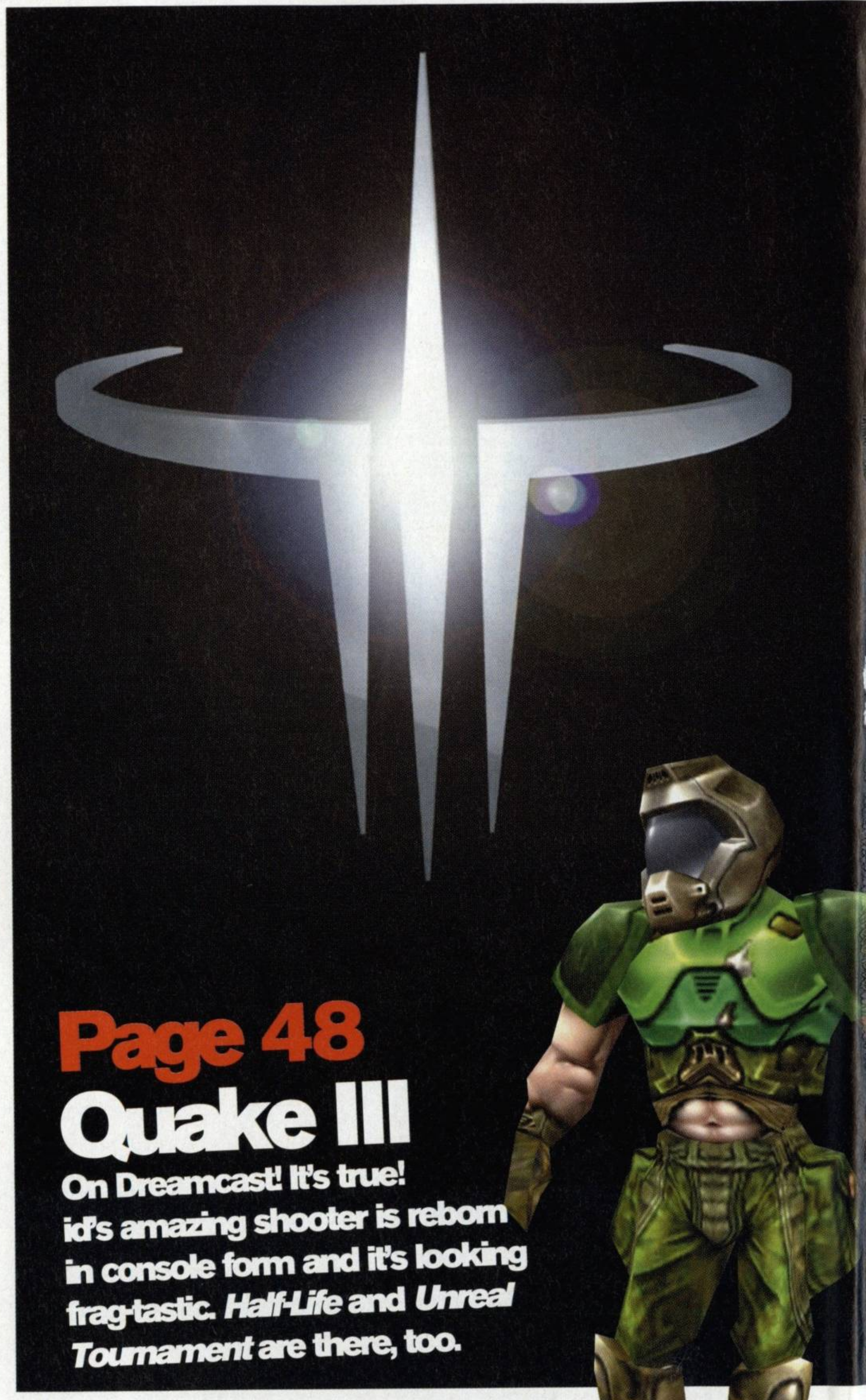
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96 Subscribe A year's worth of *Arcade*? Bliss.

98 Kick Ass *Perfect Dark*, *Fur Fighters* and *Code Veronica*.

112 Timewarp *Stunt Race FX* and *Tie-Fighter*. It must be 1994.

114 Great Gaming Moment *Elite*.



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Quake III

On Dreamcast! It's true! id's amazing shooter is reborn in console form and it's looking frag-tastic. *Half-Life* and *Unreal Tournament* are there, too.



52 Those crazy Japs! Why lovin', dancin' and train drivin' are big out East.

38 NEW GAMES
REVIEWED!

A Review

The Ultimate Game Buyer's Guide

62 New Dreamcast Games



New releases: *Dead Or Alive 2, Star Wars Episode One: Racer, Gauntlet Legends, Dragon's Blood, Deep Fighter, Bust-A-Move 4, NHL 2K, Marvel Vs Capcom 2, South Park Rally*

70 New PlayStation Games

New releases: *Silent Bomber, Destruction Derby Raw, Nightmare Creatures 2, Alundra 2, Front Mission 3, Walt Disney Magical Racing Tour, Suikoden II, MoHo, Ballistic, Dragon Valor*



78 New PC Games



New releases: *Vampire The Masquerade: Redemption, Dark Reign 2, Motocross Madness 2, Empire Of The Ants, CueClub, Big Dirt Movers, Ultimate Golf Sim, PGA Championship Golf 2000, Field & Stream Trophy Bass 4*

82 New PlayStation2 Games

New releases from Japan: *FIFA Soccer World Championship*



84 Other Games



Game Boy Color: *Pro Pool, ISS 2000, Martian Alert, Game Boy Collection Vol 4, Ultimate Paintball, The Mask Of Zorro, Pong, Jeremy McGrath Supercross 2000*
Coin-op: *Driving Party*

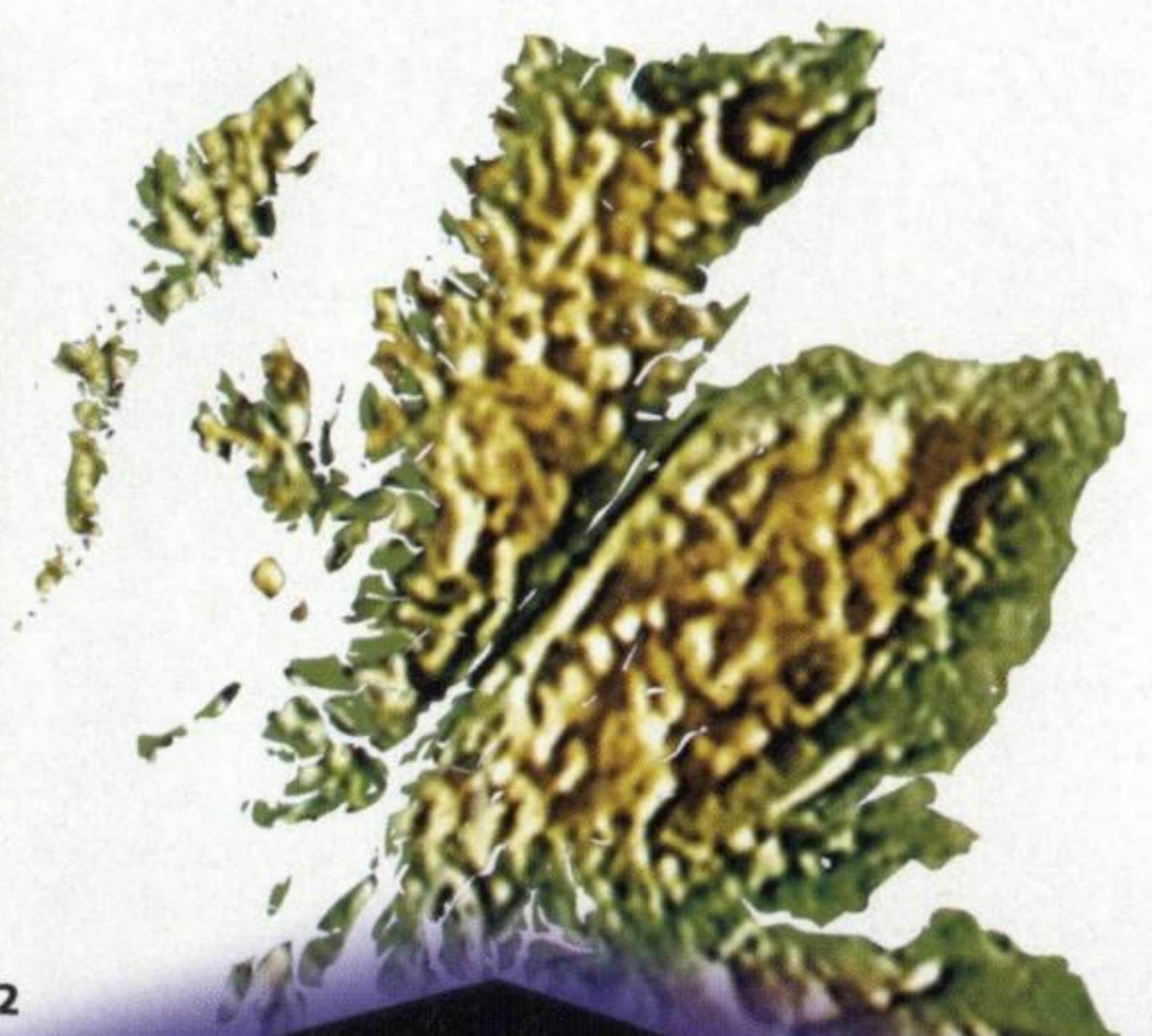
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Internet: *Exploring those RPGs that take place in persistent online worlds.*

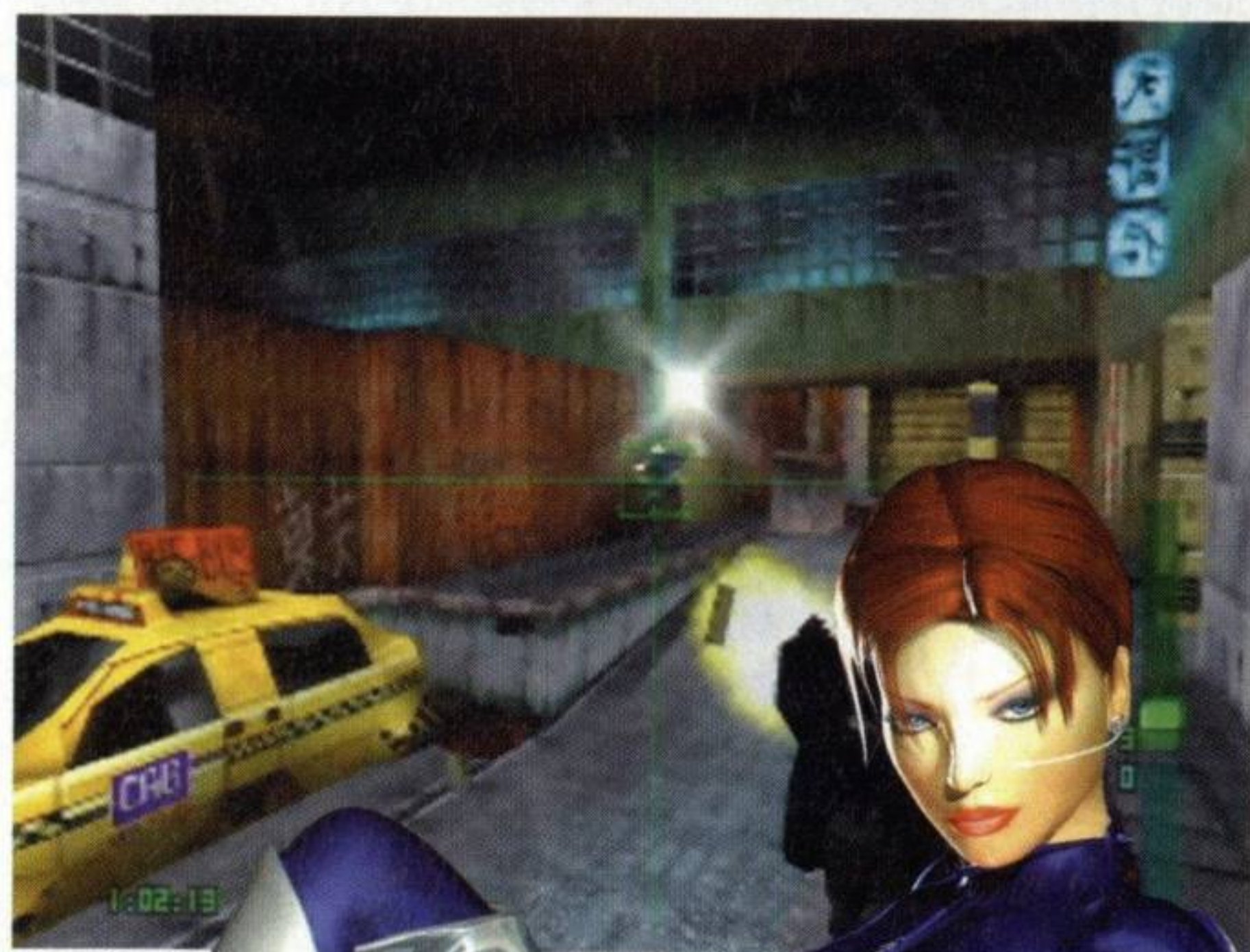
Accessories: *PlayStation gubbins and Dreamcast fishing rods.*



36 Sony Europe prez Chris Deering speaks exclusively to *Arcade* about PS2 in the UK.

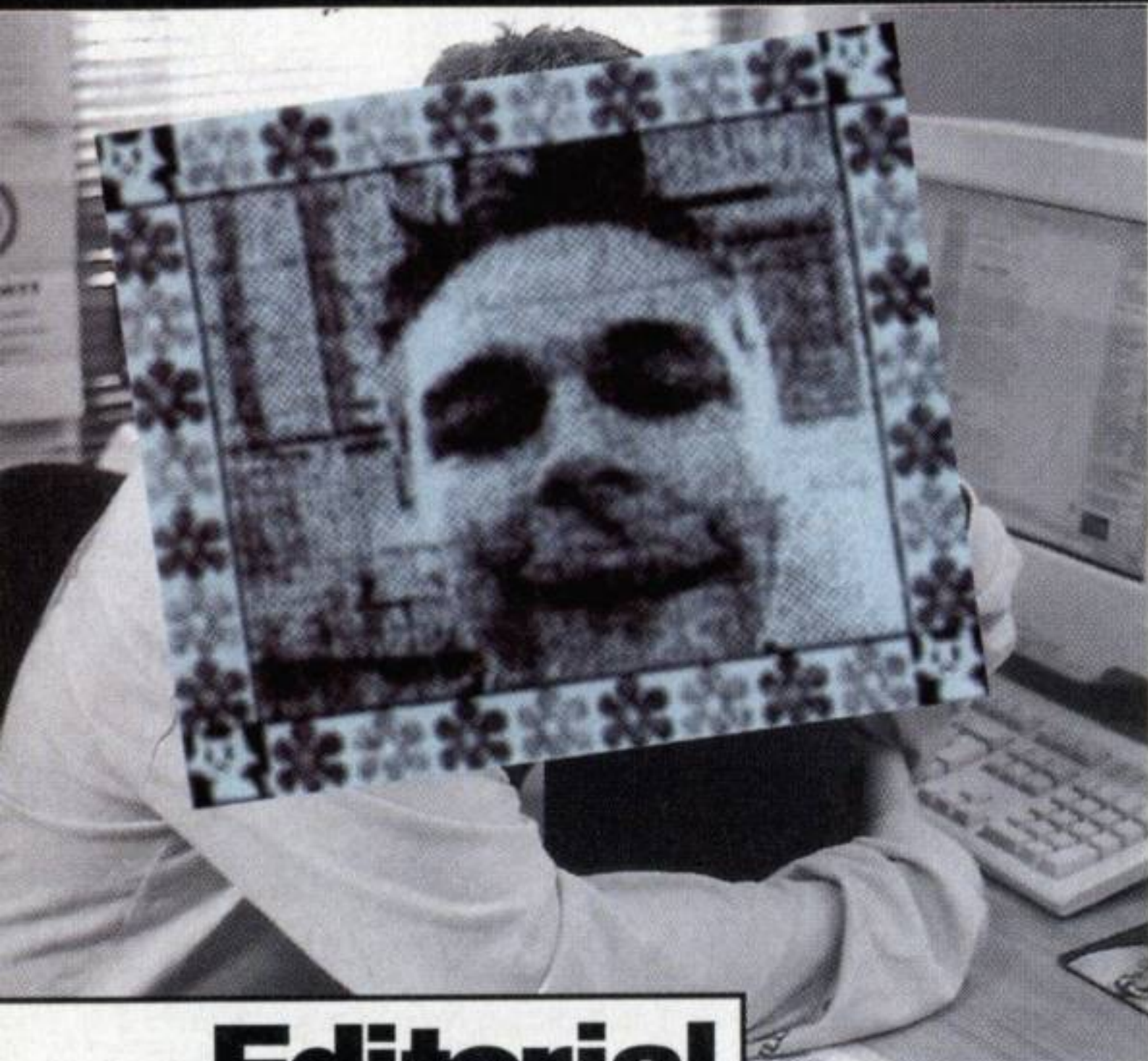


98 Tips? We've got 'em all, including *Perfect Dark* and *Code Veronica*!



The videogame magazine **Arcade**

Editorial & advertising Telephone 01225 442244 Fax 01225 732275 (editorial) 01225 732282 (ads) E-mail arcade.mag@futurenet.co.uk Cover *Quake III Arena*



Editorial

Shooting stars

A lot of magazines claim to be the first in the world to showcase the brilliance of *Quake III Arena* on Dreamcast, but only one actually delivers the goods. And, handily enough, that's us here at *Arcade*.

Raster's conversion of id's PC classic is better than any of us probably could have imagined. Fast, smooth, graphically glorious and with the added bonus of some exclusive levels and a four-player split-screen, if any game can kickstart Dreamcast, *Quake III* can.

We talk to *Doom* and *Quake* mastermind John Carmack about the creation of the Dreamcast's premier first-person shooter, and also go behind the scenes on a number of other next generation gun-toters, including, mouth-wateringly, *Half-Life* – a conversion that promises to be every bit as good as its PC forebearer – *Time Splitters* on PS2, and *Outtrigger* and *Soldier of Fortune*, once again on Dreamcast. (The latter half of 2000 really could be a boom time for Sega, you know.)

As well as that, *Arcade* is also the only mag in the world to be invited to have a natter with the ultra-sectretive Rare. With – as luck would have it – first-person shooter, *Perfect Dark*, currently riding high in the charts and taking pride of place in every N64 owner's collection, it seemed like an ideal opportunity to discover how the game came into being. While we were there, Rare also gave us a first indication of what they thought of Nintendo's top secret Dolphin.

Being a reliably games-free summer, you might expect release schedules to be overly spacious. But, you'd be wrong. We've reviewed 38 games, previewed 26, tipped 28 and also managed to squeeze in three tremendous features, one of which takes the lid off Japan's infatuation with ludicrous gaming niches. Find out more on page 52.

Oh, and by the way, Jamie found a Game Boy Camera in Curry's for a tenner this month. So, if you see tiny black and white pictures dotted randomly throughout the mag, blame him. The berk.

Have a great month!

Tim Weaver
Editor

It's your letters

Got a subject that's niggling at you like a moustachioed Bulgarian full back? Get writing in!



Letter of the month
Money for nothing

I thought your Profile of Jon Hare in *Arcade* 20 made for very interesting reading – especially where the parts about his failed opus, *Sex 'n' Drugs 'n' Rock 'n' Roll* were concerned.

What amazed me most, I think, was how much the project ended up losing. \$1.5 million is an extraordinary amount of money to mislay, but it's probably only a drop in the ocean compared to what they spent on the game in total. Millions more, I'll bet.

Turning the page, I saw that Charles Cecil was expecting *In Cold Blood* to cost around the \$1 million mark – an incredible amount for a game.

That said, when you compare the amount of money spent on a game like *In Cold Blood*, and the amount of money spent on even the lowest of low budget Hollywood films, it's virtually nothing. Which is surprising given that the videogames business was supposed to be giving the film industry a serious run for its money.

I wonder whether PlayStation2 will finally drop kick the videogame into the multi multi-million dollar cost bracket. Could we see *Final Fantasy XI* costing in excess of \$20 million?

Paul Collins, Liverpool

An interesting subject, this. Certainly most games have never threatened to reach the heady excesses of even Hollywood's most middle-of-the-range movies, but that's not to say game development hasn't seen its fair share of bank balance-shattering expense. Final Fantasy VII cost well in excess of \$10 million, making the cool \$1 million that In Cold Blood cost pale in comparison. Indeed, \$1 million really doesn't go far these days – even the two-year-old GoldenEye cost four million.

Generally, publishers aren't loathe to inject staggering amounts of cash into games if they think the results are going to be worth it – Perfect Dark cost an absolute shedload, for example, but was always going to be great. Of course, like movies, cash doesn't necessarily equal quality. Daikatana is rumoured to have set Eidos back \$28 million.

Dispatched

I've just read your Special Report on videogame violence in *Arcade* 20, and am glad to finally see this argument approached without bias.

The *Dispatches* documentary was absurd. Why, as you mentioned in the report, did no one suggest that games might actually be good for you or, at the very least, help to relieve the stresses of the day and, in turn, prevent you from taking those stresses out on others? Okay, so this is perhaps a simplistic way of looking at things, but it's surely no less relevant a point than sticking someone's hand inside a vat of freezing cold water.

In the case of Michael Carneal, who shot three students and wounded five others after reportedly playing violent videogames, I just hope, during his trial, that the relevance of America's gun culture is addressed.

Aaron Baker, Stockport



Dispatched... er, again

I feel it's time that someone stood up to these so-called scientists on the subject of videogame violence.

I watched the same *Dispatches* documentary you mentioned in *Arcade* 20, and it did have some valid points – in amongst the rest of the garbage. The placing-someone's-hand-into-a-bucket-of-ice sections could have been useful, if it hadn't have been so utterly surreal. For me, all they successfully demonstrated was that ice was cold.

Perhaps more relevant than whether videogames make you violent is that you can go out and buy a gun in the US for the same price as *Perfect Dark*.

Steve Rowlands, Bootle

Our Special Report and Channel Four's questionable Dispatches documentary has certainly fired you up. Both these points are well made, though the subject is so massive, and has so many complex areas of discussion, that it's impossible to get close to a definitive answer on whether videogames equal violence.



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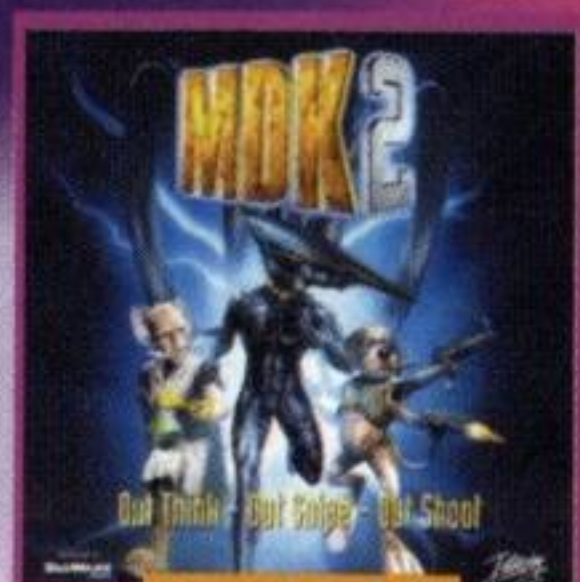
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TOP 5 game boy titles

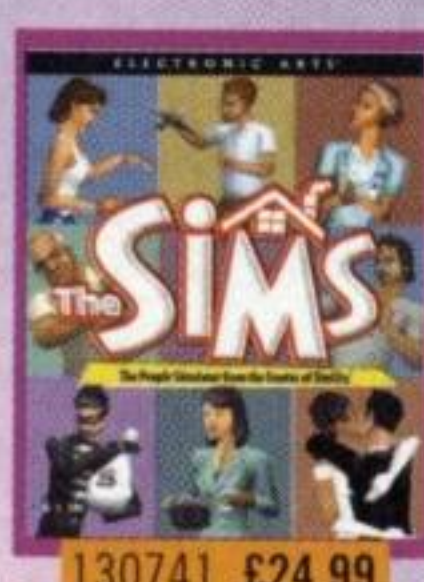
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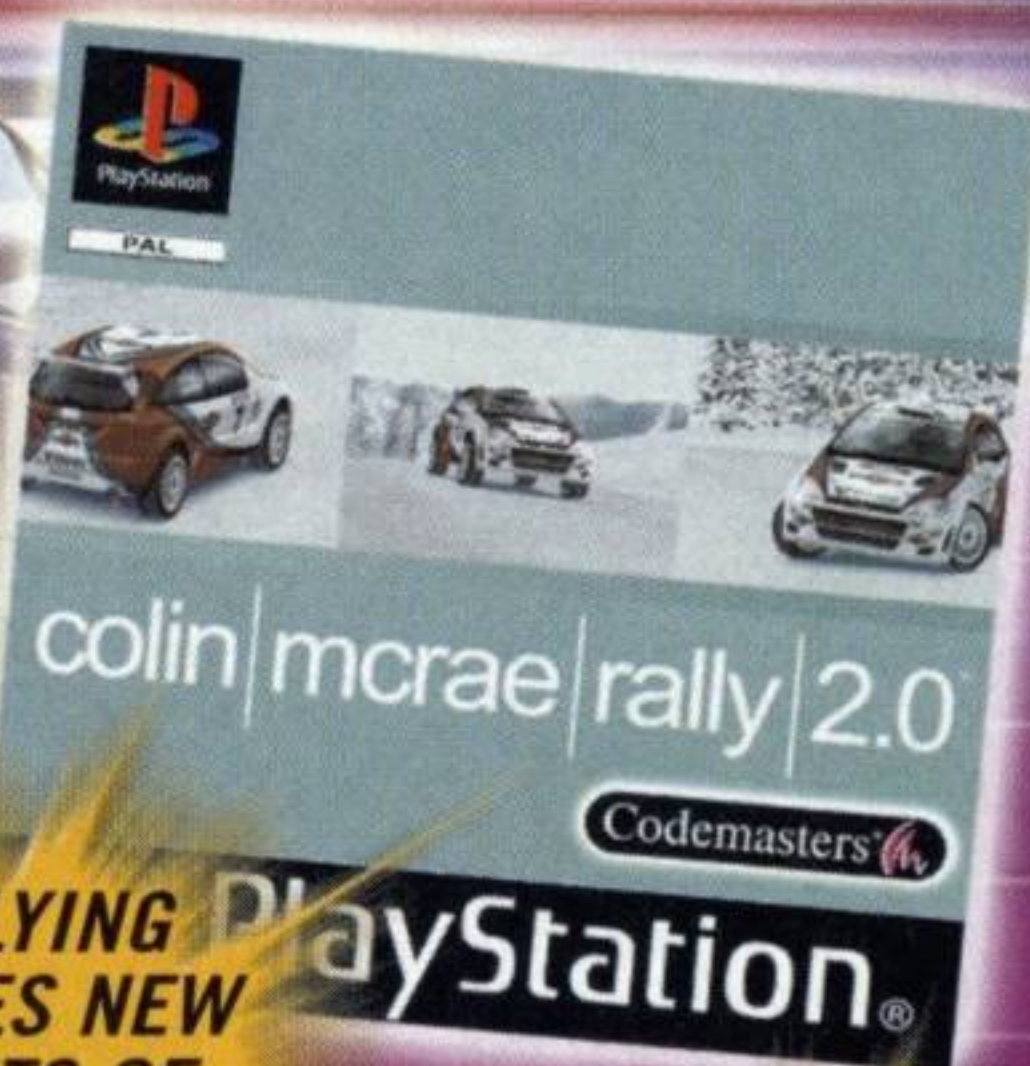
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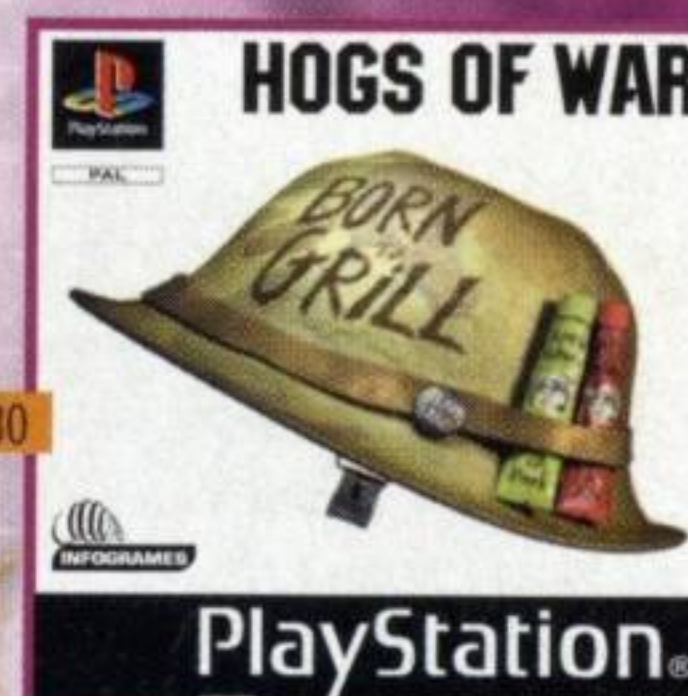
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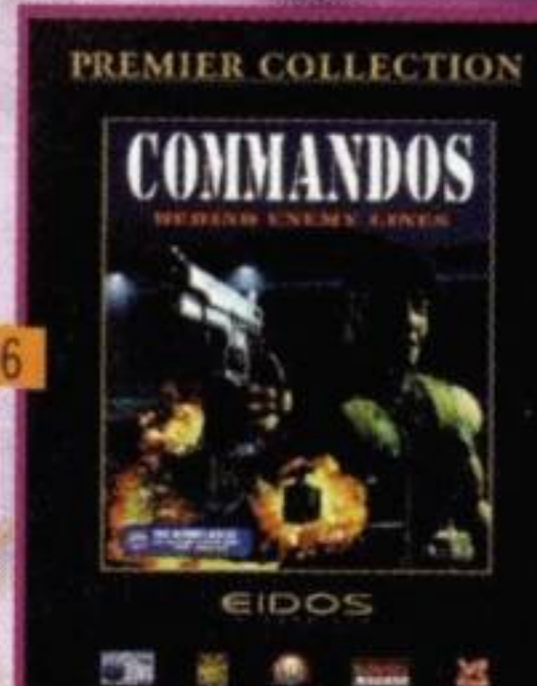
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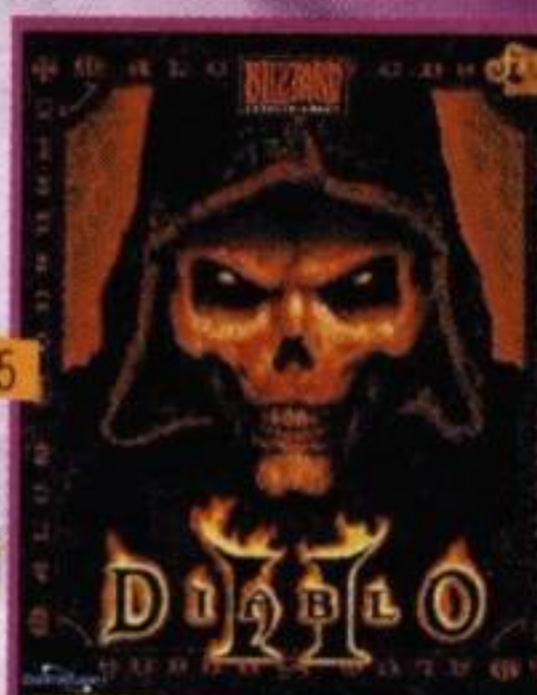
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On the side

I've just imported a US copy of *Perfect Dark*, and my importer reckoned people were buying N64's just to play the game on! Perhaps the N64 still has life left in it yet, eh?

Brian Tamworth, Bournemouth

Perhaps. (Though, judging by this month's appalling N64 turn-out, perhaps not.)

Just seen the *Metal Gear Solid 2* movie on the Internet. Looks nice.

Steve Dilton, Stoke

Yeah, it's alright, innit?

Can you stand the pain?

Francis Launceston, London

I'm finding it hard, that's for sure.

Don't you reckon you look a bit simple in the picture in your Editorial?

Oliver Pratt, Ipswich

I was thinking more along the lines of dashing handsome.

Tekken Tag on the PlayStation2 is crap.

Stephen Palfreyman, Edinburgh

Berk.

She's pretty saucy that one from *Space Channel 5*, isn't she?

Alan Bryant, Chester

PRETTY saucy?

Write in and tell us!

Let *Arcade* know what you think about: **Quake III on Dreamcast** – will you buy it? What **PS2 game** are you most looking forward to? Is **Dolphin** going to be the only serious contender to PS2's supremacy? Will you be buying the portable **PlayStation**? Tell us your **Top Ten** gaming wishlist! Write in!

However, as you both rightly point out, the relevance of America's gun culture in this latest tragedy, and all the others, should not be understated.

Bugging me

Like Jim Donaghue in *Arcade 20*, I too have found a number of bugs in *Tomb Raider 4* on the Dreamcast.

First off, the gallery artwork that opens up as you progress almost completely disappeared half way through the game, never to return again. This probably hasn't anything to do with the fact that the *TR4* Set-Up file – seen on the VMU file screen – had also mysteriously disappeared.

Next up, I played the jeep chase a second time and, at the start, where you select the ignition keys, the second jeep completely disappeared. This meant I played the jeep chase without a second jeep to chase!

Finally, the soundtrack just stops whenever I find a secret. This was most noticeable on the train level, where the sound of carriages on the tracks was replaced by utter silence.

Whichever way you look at it, *TR4* is one of the worst conversions ever.

Jon Edwards, Shropshire

"We certainly haven't had any comments to that effect," *Core* said – perhaps a tad unsurprisingly – when we listed the problems you'd experienced in your copy of *The Last Revelation*.

Which doesn't necessarily mean that your problem is isolated – although, different problems for different copies suggests there might be problems with individual hardware and/or CD's, rather than something more widespread.

Or, at least, that's what office egg heads *Nick* and *Jamie* reckon.

Eur wrong

I read with interest your review of *Euro 2000* in *Arcade 20*, and was surprised that you were so down on it.

Okay, so it's basically *FIFA 2000*, but it's still eminently playable and, anyway, should you really be marking a game down for not being any different from its predecessor, when its predecessor is absolutely fantastic?

Tim Bennett, Lancaster

Hmm. The only fantastic thing about *FIFA* is that it's got the official licence. Otherwise, it's a flashy, utterly shallow football game that's completely, and embarrassingly, outclassed by *ISS Pro*.

The mark we gave *Euro 2000* reflects the fact that it's a shocking cash-in. If you owned one of either *FIFA 2000* or *Euro 2000*, you'd probably be quite happy. If you went out and bought *Euro 2000* after purchasing *FIFA* six months before, you'd be rightly narked off.

Or would you? Are we alone in thinking *Euro 2000* isn't worth 30 quid? Write in and let us know!

Hideo-usly hard

I've just this minute got hold of *Arcade 21* and was intrigued – and a little disappointed, it has to be said – at what PlayStation2 developers had to say about the machine and, in particular, its apparent shortcomings.

Is it really that difficult to work on, or are development teams just not trying hard enough? The N64 was always labelled 'difficult', and look what the likes of *Rare* and *Nintendo* (and even third-parties like *Acclaim* and *Konami*) managed to get out of it.

The lack of a focused anti-aliasing feature is an obvious bone of contention with coders like *Hideo Kojima*, but, plainly, when you take some time out to sharpen everything up – as he's done for *MGS 2* – PS2 games can look phenomenal.

David Spurton, Henley

This whole anti-aliasing subject is a little unclear, as it seems *Sony* have handed out the necessary software to certain key developers such as *Square* and *EA*. (This month's *FIFA* on PS2, for example, is clearly anti-aliased – just look at its beautifully sharp edges.)

Kojima didn't really criticise the PlayStation2 for its lack of built-in anti-aliasing as much as its overall performance – something that's been echoed by others, including *Oddworld* creators, *Oddworld Inhabitants*.

On the other hand, a lot of people have been very impressed by PS2. Expect a clearer picture from UK coders once it launches over here.

The Videogame Magazine Arcade Issue 22

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The Team

Arcade's very own comedy threesome unveiled in black and white...



Nick Jones

■ The Jones boy has been casting his beady Bristolian eyes over the PS2's first footie game this month, as well as keeping an, erm, third eye open for the magic *Metal Gear Solid 2*.

He's also not been adverse to dusting down his Green Flash and playing in the *Arcade* five-a-side team. By day, he practices on *ISS* and, by night, he dribbles Maradona-like through opposition defences. (Note: This last bit is a lie.)

■ **Fave game:** *Dead or Alive 2*



Lou Wells

■ We bought spanking new Operations Editor Lou from a Littlewoods catalogue Alvin left lying around, and she's actually turned out to be pretty useful. Not only does she know her games, but she's brought a much needed woman's touch to the sweaty male mess of the *Arcade* office.

Just to ease her in gently, we all teamed up and thrashed her senseless at *Perfect Dark*.

■ **Fave game:** *Ballistic*



Rich Pelley

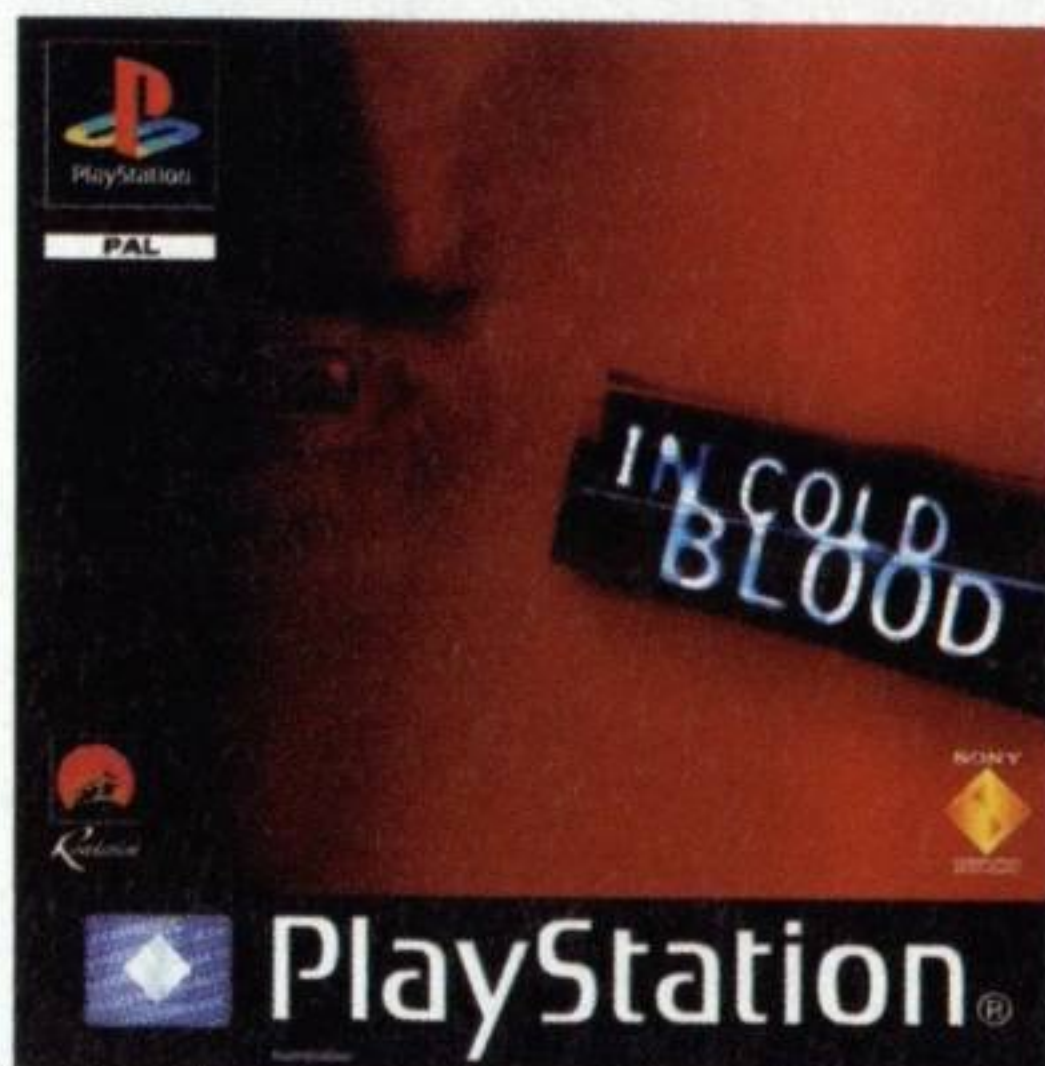
■ The serious business of games has kept Rich busy this month, with *Silent Bomber* and (cough) *Dragon's Blood* high on his agenda. Even so, he still found time to nip up to London to have a nose around Piccadilly Circus's fantastic *Japan Centre*. Have a look at page 52.

Rich's patented 'Fat Face' look above didn't require any trick photography. Amazing what they can do these days, isn't it?

■ **Fave game:** *Silent Bomber*

games of the month

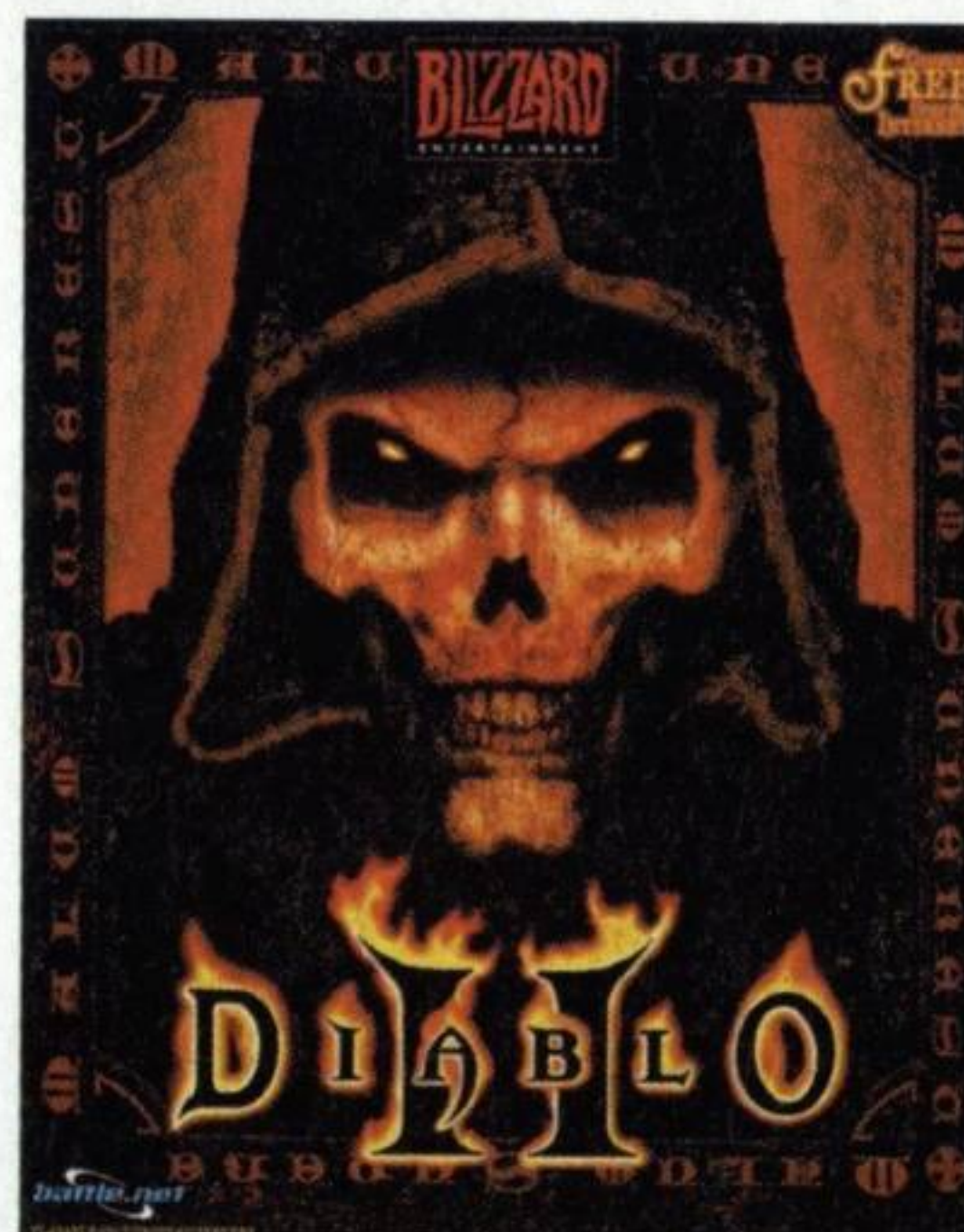
PlayStation



In Cold Blood

Set in the fictional Soviet state of Volgia, secret agent John Cord has to stop the evil General Nagrov from taking over the world

PC



Diablo 2

Diablo 2's vast underworld of hellfire and magic, recreates the immersive and addictive feel of the first

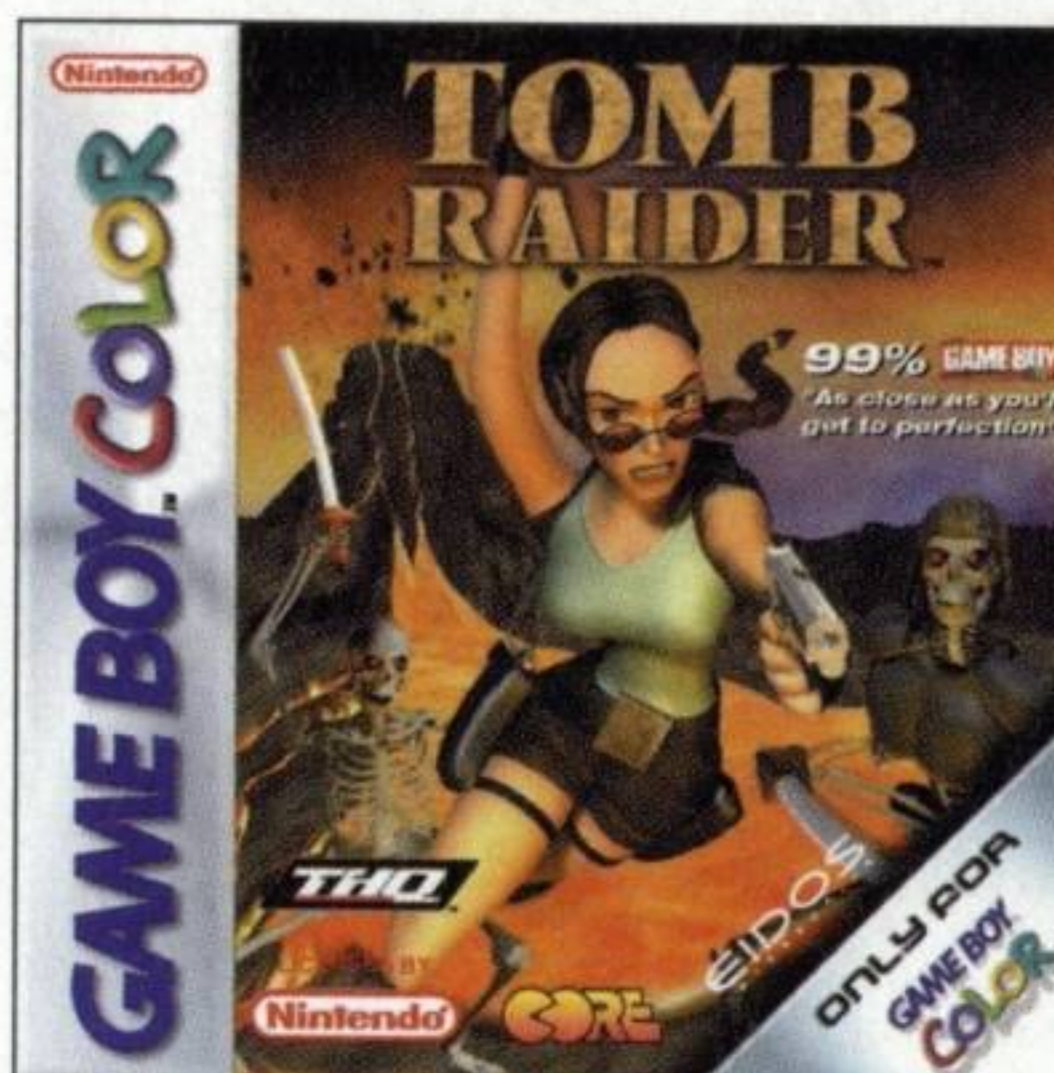
N64



Perfect Dark

Agent Joanna Dark, code name 'Perfect' battles it out against the sinister dataDyne corporation

Game Boy Color



Tomb Raider

The nightmare stone lies sealed in an ancient Peruvian temple. Lara Croft must find it before it falls into the wrong hands



you'll go blind

Virgin

megastores

DANGEROUSLY ENTERTAINING

GAME ON!

■ Gaming on the move. Although it doesn't work on batteries, the PS One is versatile enough to play anywhere.

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



PS ONE

Sony shrinks PlayStation!

The original PlayStation lives on in the new miniature form of PS One.

The PlayStation is five-years-old, but it seems that even the introduction of its successor, PlayStation2, won't kill it off. To prolong the life of their original console, Sony has redesigned and rebranded the PlayStation hardware, calling the new model 'PS One'.

PS One is both a step towards embracing the mobile network age, and an effort to provide a true low-end alternative to the PlayStation2 for younger children. The innards of the machine are in essence exactly the same as the existing PlayStation, but Sony has managed to condense the essential components, producing a machine only a third of the size. The result is a relatively low retail price (PS One will cost ¥15,000 on its release in Japan, the equivalent of £95) and increased portability.

The concept of a portable console will be emphasised on the release of a specially designed LCD monitor in the spring. PS One won't take batteries, but you will be able to plug it in to any power supply without the need for a separate television. This is likely to include in-car power connections.

A brand new feature of PS One is its ability to connect to mobile phones via the joy pad port. Sony claim the user

The PS One will have the ability to connect to mobile phones.

will be able to download information and software programs or exchange data with other players through their mobiles. No specific details are given, but undoubtedly this opportunity will herald a new wave of PlayStation games which take advantage of this feature, offering future downloads or 'swappable' data.

"Demand for PlayStation is buoyant in spite of all the PS2 news," said Sony Computer Entertainment Europe President Chris Deering when discussing plans for the PS One with *Arcade*. "Our aim has been to create a gaming family. PS2 is backwards compatible – in fact, at the Japan launch, one out of four gamers bought a PlayStation title

along with their new PS2 games. There are some great PlayStation games on the map which will of course all play on PS2 too, so it's an integrated strategy.

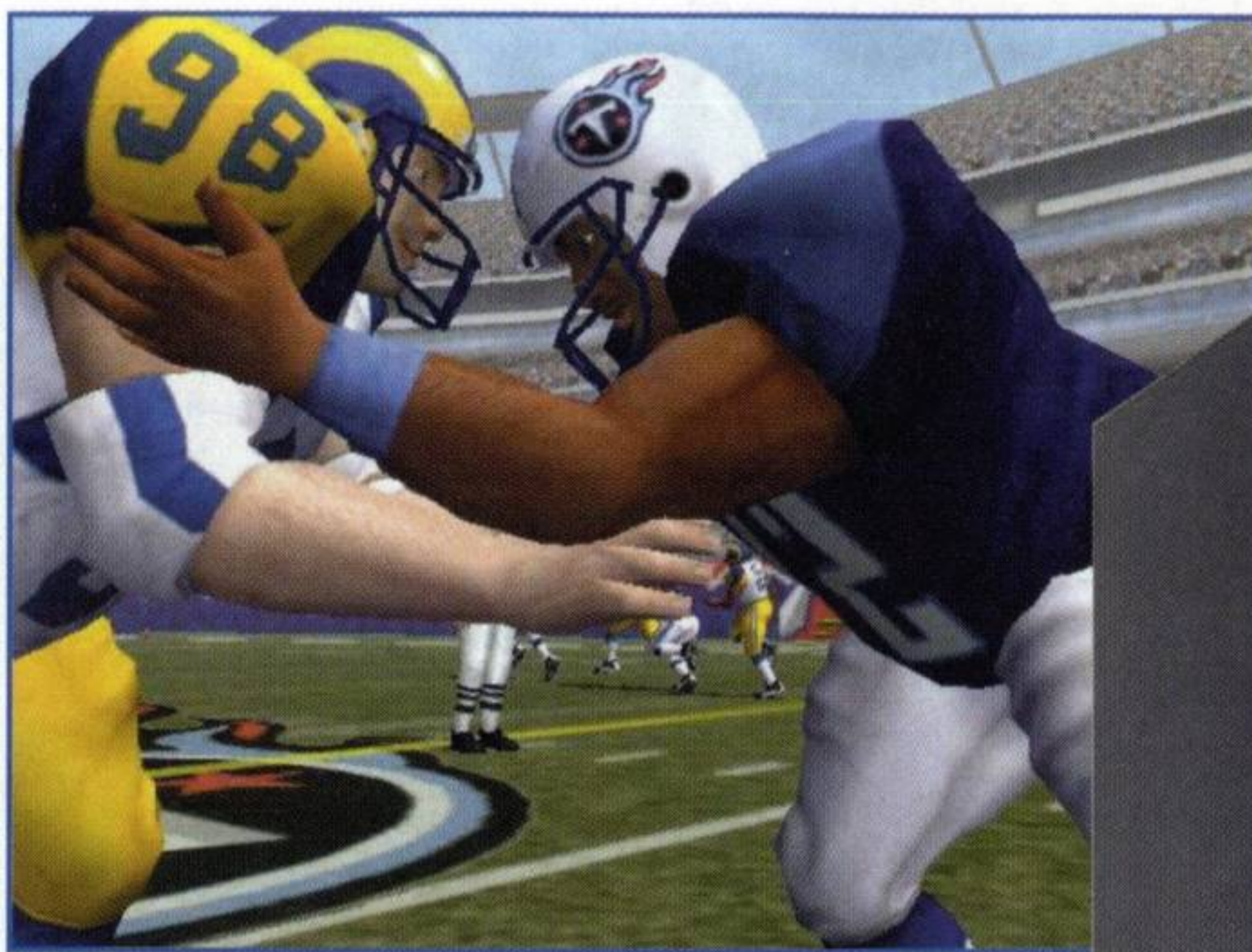
"PS One will sell at a price which allows us to make full penetration into Eastern Europe and Russia. It'll be a cheaper option for Western Europe and may be a good second machine purchase for some people."

Deering was unable to reveal any further details of the PS One marketing plan, but it's believed that Sony will also target the machine at under-18s in a bid to disrupt the Pokémon monopoly. While developers who are attempting to break new ground have already turned their attentions to PlayStation2, there should be an increasing demand for original PlayStation software in the vein of *Rugrats* or *A Bug's Life*.

PS One will be released in Japan first, but Sony say it will hit the UK before the launch of PlayStation2 on 26 October.



* For the full Chris Deering interview on the PS2 launch, see page 36.



HARD DISK

■ *Dark Cloud* and *Madden* – sports titles and RPGs will be the first to take advantage of the HDD.

Japanese PlayStation2 HDD revealed

Movies, games and MP3s – just a credit card number away.

While UK gamers will be getting a PS2 hard drive that slots into the main PS2 body, Japanese punters aren't so lucky. Sony has revealed the hard drive add-on for our Eastern counterparts – it's a separate unit that, when attached to the PS2, stands alongside the main unit.

As you can see from these pictures, the drive looks kind of funky, adding to the 'skyscraper' look of the PS2. It is intended to have several uses. Firstly it enables connection to Sony's broadband Internet service. With this users will be able to download digital content (e-Distribution) such as music, movies and games. Also a Web browser will be included so that it will be possible to trawl the Internet.

The hard drive itself offers the storage space for this digital content but games developers will also be

able to utilise it to store game data. Disc swapping will become a thing of the past. The HDD can also be used to store home video, digital photographs and even digital broadcast programs.

Although Sony has yet to make an announcement over the size of the HDD, the speculation is that there will be two sizes available – one for the light user interested in Internet browsing, downloading the odd DVD movie and music MP3s. This is thought to be in the region of 10-20Gb. The other model, for the PlayStation2 user, is thought to be as much as 40Gb – just to put this into context, the average DVD movie is around 4Gb of data and a CD holds around 650Mb of data.

Japanese gamers get the HDD this winter but UK gamers have to wait until next year when Sony's broadband service will be up and running in this country.



ROLL UP! ROLL UP!



PlayStation2 for sale

Sony plans global domination.

■ In a move that can only be seen as an attempt to produce a single format for the videogames market much in the same way that VHS and DVD are to the home video market, Sony has announced that they will be licensing the PlayStation2 name and selling the PlayStation2 chips to third-party electronics manufacturers.

Effectively this will enable other companies to produce their own versions of Sony's powerful console. The licensing will begin in 2001, around the same time as Nintendo and Microsoft intend to launch their new consoles.

Theoretically we could see consoles that have been produced by JVC, Panasonic and Hitachi on the shelves in a couple of years time, each with their own individual design.

It could also mean that PlayStation2 consoles will become cheaper and the technology may even be absorbed into TV sets – Sony predicts that stand alone consoles could eventually disappear altogether.

Personally we can't wait to see the Matsui PlayStation2...

MGS MOVIE

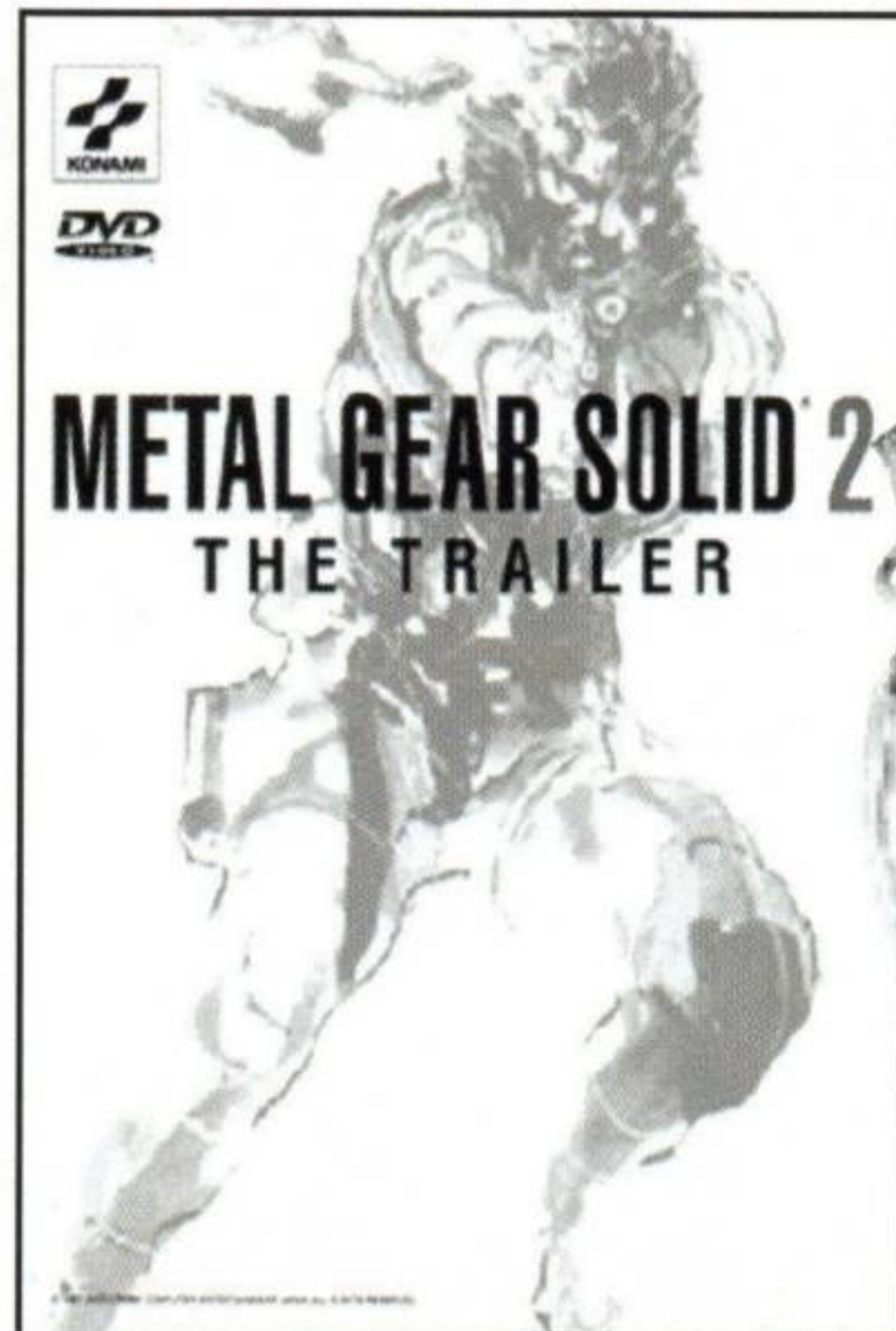
Metal Gear Movie On DVD

Konami's awesome Metal Gear Solid 2 trailer to be released on DVD.

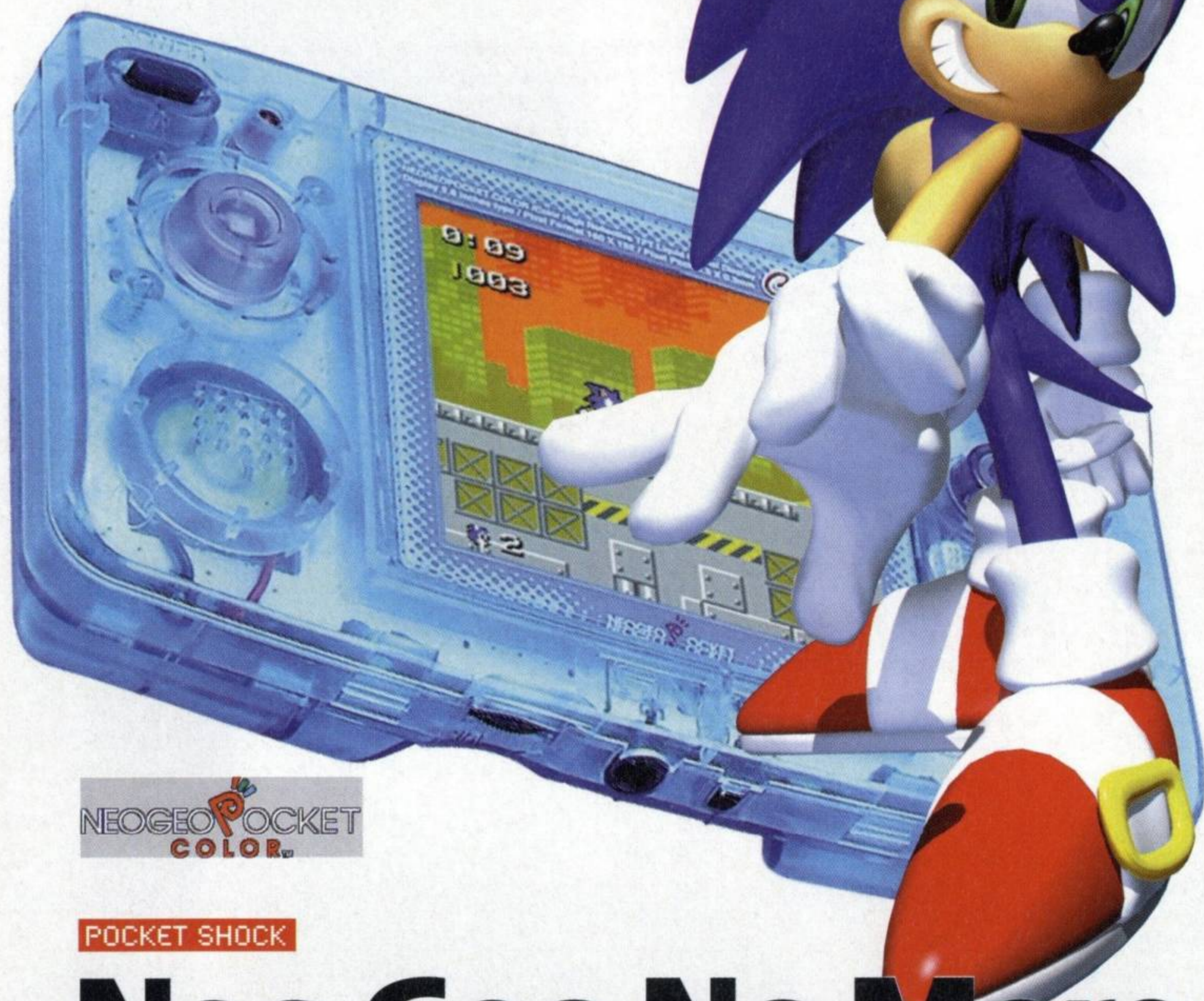
■ You've read our rants about its majesty, you've seen the screenshots and you may even have been able to download a sketchy MPEG from the Web, but now you can watch the *Metal Gear Solid 2* trailer in its full glory on DVD. This first true taste of what the PlayStation2 can do has proved so popular with the gaming press that Konami have decided to release the groundbreaking nine-and-a-half minute clip to the public. The DVD disc will also include a documentary of the E3 premiere, a set of illustrations by character designer Yoji Shinkawa and a preview of Hideo Kojima and

Shinkawa's other project Z.O.E. (see page 31) among other exclusive items. The bad news is that the *Metal Gear Solid 2* trailer DVD will only be released in Japan, but avid Solid Snake fans should be able to get hold of a copy via their local import shop.

Konami of Japan have recently unveiled their new *Metal Gear Solid 2* Web site. Visit the English language version at www.konami.co.jp/kcej/products/west/mgs2/english/01.html for the latest screenshots.



■ The separate release of a game's promo trailer is unprecedented, but it shows just how important (and how highly anticipated) MGS2 really is.



NEO GEO POCKET
COLOR

POCKET SHOCK

Neo Geo No More

SNK announces the end of the Neo Geo Pocket.

In a move that's bound to dismay fans of handheld gaming, SNK has announced that it is to close its Neo Geo division and cease the manufacture and distribution of its products worldwide. Although the Neo Geo Pocket enjoyed successful sales in the UK, indifference to the games machine in Europe and America is thought to have forced Aruze, the parent company of SNK, to take drastic action.

"The saddest part of this news is that Neo Geo is the best handheld on the market and has a loyal following of hardcore gamers," says Robbie Phillips, UK Managing Director of SNK Europe. "We've all worked hard to establish the platform in a short space of time and it's a pity that we never really

got a chance to show what the brand could do with real support."

Aruze's decision means that there will not be any technical or helpline support once the SNK offices have closed. "Whilst this may seem unfair to the consumer," said Ben Welch, Neo Geo Account Holder at Bastion. "Think about the employees of SNK Europe who have been equally let down – they all have to find new jobs."

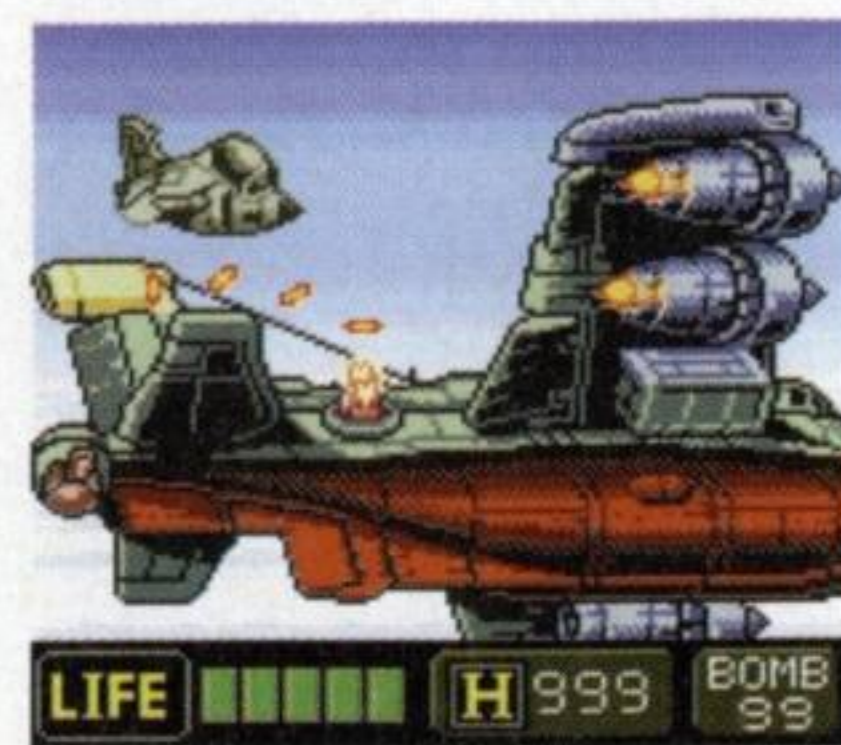
The company has also cancelled the imminent launch of the Neo Geo MP3 player and withdrawn support from both the PlayStation and Dreamcast. The inability to compete with the powerful Nintendo Game Boy on a global scale seems to have taken its toll on Aruze, who are now going to concentrate on the Japanese coin-op market.

Play these Neo Geo games before they disappear

Neo Geo Pocket had some of the best games on any format. If you haven't already, *Arcade* urges you to snap up a machine and the following titles – while you still can.

Metal Slug 2

Superb side-scrolling shoot-'em-up with sampled speech, great graphics and action-packed gameplay. Storm through levels rescuing POWs, shooting Nazi lookalikes and commanding a range of vehicles, including warplanes and submarines.



Card Fighters' Clash

A hellishly addictive mix of an RPG and a card game. Once you've learned the rules and begun battling to increase your collection of cards – featuring cartoon SNK and Capcom characters – you'll be hooked.



Sonic the Hedgehog Pocket Adventure

Sega has produced a stunning version of its flagship game. Zoom around the colourful levels collecting rings, discovering secret passages, negotiating precarious platforms and dashing through twisty-turny tubes.



Biomotor Unitron

Biomotor sits somewhere between *Final Fantasy* and *Pokémon*. Build up your combat robot with beefier weapons and send it into battles in order to access new explorable dungeons and evil opponents.



The Last Blade

Neo Geo Pocket is going to be missed for its fantastic fighting games such as *King of Fighters R-2*. *The Last Blade* is an addictive bout of sword-slashing with an involving Story mode, cracking characters and loads of special moves.



INCOMING

Coming to a TV screen near you!

3 months



Dinosaur

■ Dreamcast
■ Sandbox Studios
■ UbiSoft
■ Taking control of the three main characters of the movie – of the same name – your mission is to save your species from extinction.



HydroSport Racing

■ PSX/Dreamcast/PC
■ Promethean
■ Mattel Interactive
■ Water-based game where you zip past landmarks in power boats, monohulls, bat-wings and catamarans.



Alien Thanatos Encounter

■ Game Boy Color
■ Crawfish
■ THQ
■ Playing as the marines, you must thwart the slimy aliens in some classic Game Boy-based arcade action.

6 months



Sanity: Aiken's Artifact

■ PC
■ Monolith
■ Fox Interactive
■ Set 30 years in the future it is your job to save the now psychic human race from insanity.



No One Lives Forever

■ PC/PS2
■ Monolith
■ Fox Interactive
■ First-person spy adventure with 15 single-player missions and ten multiplayer levels.

1 year



Gunslinger

■ PS2
■ Activision
■ Activision
■ Wild West action/RPG with real-time conversation, and character responses that depend on your current reputation.

Microsoft take the plunge

PC giant snaps up Bungie Software.

Microsoft has announced that it has bought up and coming game developers Bungie Software – the company behind the highly anticipated PC game *Halo*. In the deal Bungie will uproot from their Chicago offices and move to Microsoft's Redmond campus.

Take 2, the former owner of Bungie, will retain rights on Bungie's *Myth* games and the upcoming *Oni*, due for release on PC and PlayStation2 this winter. While Microsoft will

publish *Halo*, Take 2 will retain the rights over the *Halo* engine for two further games, one of them rumoured to be *GTA3*.

However, it is still unclear whether or not *Halo* will be an X-Box exclusive – PlayStation2 and Dolphin versions are still a possibility and Microsoft has stated that Bungie will have the right to publish on other consoles if it wishes.

Stephen McGill, Microsoft UK's Games Marketing Manager, told us that "Bungie will be a great arrow in Microsoft's bow. *Halo* is an amazing game and this shows that Microsoft is committed to acquiring a strong portfolio for X-Box."



■ Halo – the PC game of next year?



■ Definitely coming to X-Box, maybe PS2.



■ Take 2 retain the rights to two games using the Halo engine.



Sam Richards' World of Games



Bigger than The Beatles?

Sonic Team's Yuji Naka, the man behind *Sonic*, has spoken about the forthcoming Sega online RPG, *Phantasy Star Online*. In a recent interview with GameWEEK he jokingly stated that it would be "Bigger than The Beatles." He went on to talk about the communication between players – it will use a system of icons denoting frowns and smiles plus a group of set phrases – the idea being to promote teamwork within the game.

Phantasy Star Online – currently 20-30% complete – is expected to ship towards the end of 2000 in Japan.

Sega broadens its horizons

Saturday 15 July saw the launch of Sega's broadband service in Japan. This is basically a high speed Internet connection that allows phones to be connected to the same line.

However, it won't be just browsing and gaming that you can use the service for. Isao Okawa, the company's new president stated, "We are already actively developing content for the Sega broadband services such as movies, cartoons, karaoke and music."

A new connector, that plugs into the modem port, will be needed to access the new service along with an ADSL or cable Internet connection from BT. Sega's broadband service is expected to launch in the UK next year.

An Advance vacation

Nintendo has announced the first title for the Game Boy Advance. The game, titled *Magical Vacation* is being developed by the Japanese-based company Brownie Brown. The Nintendo-funded unit comprises of four ex-Square employees who worked on the SNES's brilliant *Secret of Mana* RPG.

Judging from the Nintendo press release it appears that *Magical Vacation* will be a *Pokémon*-style RPG featuring these small fairies from Scottish folklore who work while everyone is asleep. Sounds magical...

LEGAL NEWS

Footie games in legal threat

Footballers including Gheorghe Hagi look set to sue over use of their likenesses in games.

■ A number of football clubs and players have decided to take legal action against videogame companies for releasing football games which contain their logos or likenesses.

The footie game licensing issue – which allows some games such as *FIFA 2000* to include accurate player and club names while *ISS Pro Evolution* must make do with approximations – is notoriously complex. It's also very lucrative, which is why clubs and individuals are looking to get their slice of the pie. Currently, games obtain their licences from league bodies or football associations. If the forthcoming lawsuits are successful, these licences could revert to individual clubs or players.

The companies targeted by these pioneering actions are EA (*FIFA 2000*, *Euro 2000*), Eidos (*UEFA Champions*

League), Infogrames (*Ronaldo V-Football*) and SCEE (*This Is Football*).

Clubs involved include Feyenoord and Vicenza while the individual players are Romanians Gheorghe Hagi, Gheorghe Popescu and Adrian Ilie plus the Portuguese stars Dimas and Abel Xavier. Although UK law suggests that player likenesses in games are fine as long as the use of the name and image doesn't constitute a misrepresentation likely to deceive. This law is not the same in all European countries. The first case goes to court in Belgium in September.

■ Card-loving Romanian playmaker Gheorghe Hagi – doesn't he have enough money already?



■ PHOTOGRAPHY: ACTION IMAGES

GERONIMO!

Chute-'Em-Up!

Parachute leap game *JumpZone!* is the latest coin-op simulator.

■ The coin-op industry may be struggling, but this doesn't prevent manufacturers from inventing ever more ludicrous simulator machines. Illusion Inc's latest effort is *JumpZone!*, a game which involves a virtual reality headset, suspended harness and retractable floor to give the impression of skydiving from a plane.

Interactivity and challenge is provided by the way you position yourself in the harness and the way you prepare yourself for landing. A performance certificate is printed upon safe return to planet earth. The sheer size of this cabinet means *JumpZone!* is unlikely to replace any more traditional coin-ops in the arcade, but the spectacle should strike a ripcord with visitors to theme bars and amusement parks.

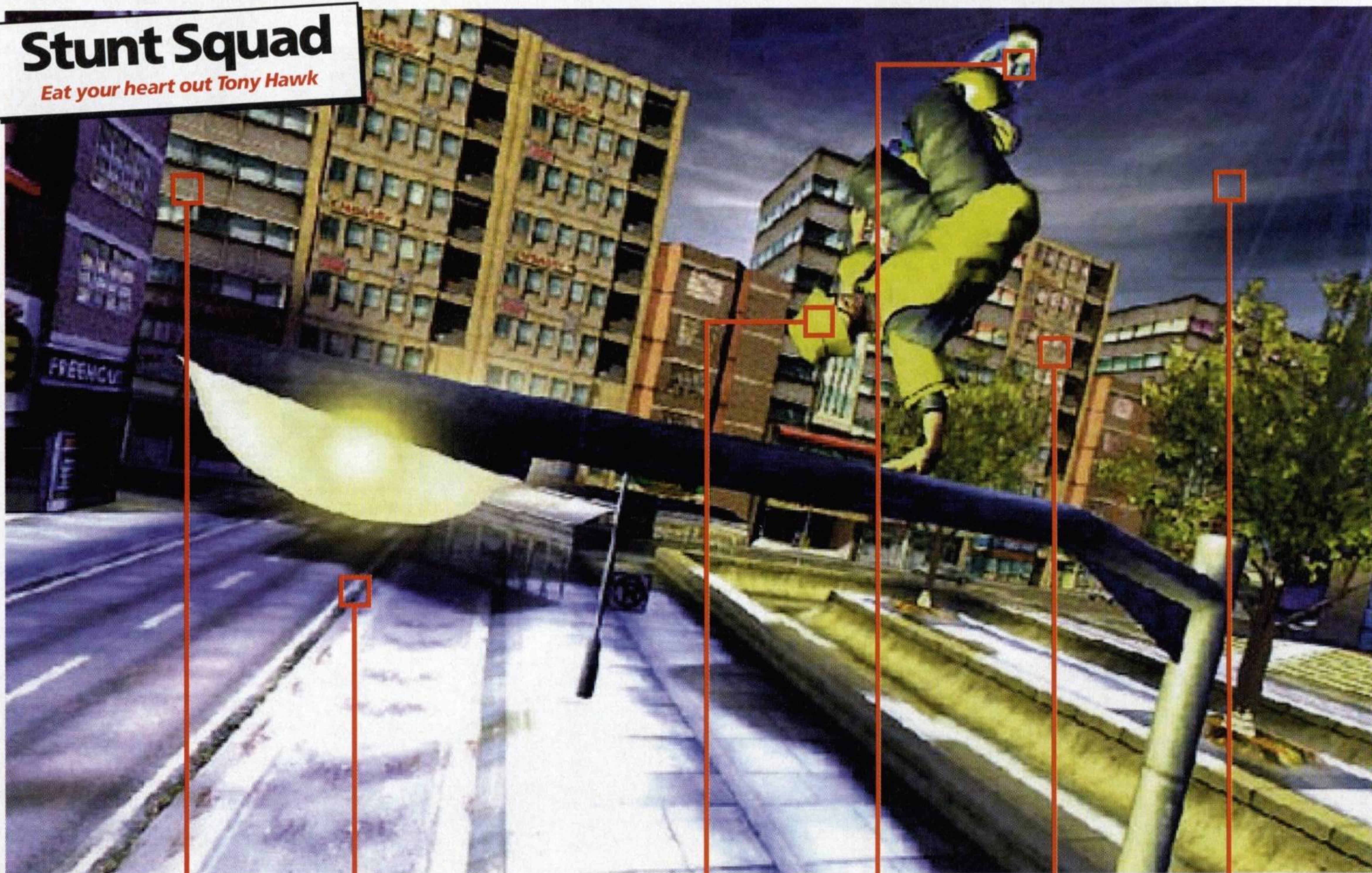




"Gagging for it!" Games that make our palms sweat.

Stunt Squad

Eat your heart out Tony Hawk



Futuristic skateboard game from the same people who brought us *TrickStyle*. Do what Wiley Kid and Wiley Cat never could.

Same again *Stunt Squad* has been programmed by the same people as *TrickStyle*, but they are keen to point out that this is not a sequel, but a brand new game in its own right. The emphasis is far more on street skating than *TrickStyle*'s race-based gameplay.

Evel Knieval *Stunt Squad* is a classic tale of good versus evil, where you and your hoverboard gang are out to save your home town from the clutches of, well, someone unspeakably evil. Use those cunning stunts to put the world to rights.

Stunt Squad

- Format: PS2
- Developer: Criterion Studios
- Publisher: TBC
- Release date: 2001

Two's company

There are two skaters or hover-ers to pick at the start of the game – one male, one female. As you progress into the game, you gradually unlock more characters – who have been kidnapped by the Evil one.

A lot less bover

Stunt Squad features futuristic *Thundercats*-style hoverboards, that do everything skateboards can – like grind and jump – but go one better by letting you swing around poles and treat steps like ramps.

Level-headed

There are seven levels broken down into five missions. Reminiscent of *Paperboy*, each level takes place on a different day of the week, with your results displayed as the headline of the local paper at the end of each day.

Trick style

Criterion Studios has had PlayStation2 development equipment for nearly two years now, whilst boasting the largest pool of PS2 engineers outside Japan. Expect plenty more great stuff from them in the very near future.

Dolphin Zelda in 2001

Miyamoto plays his *Ocarina of Time*.

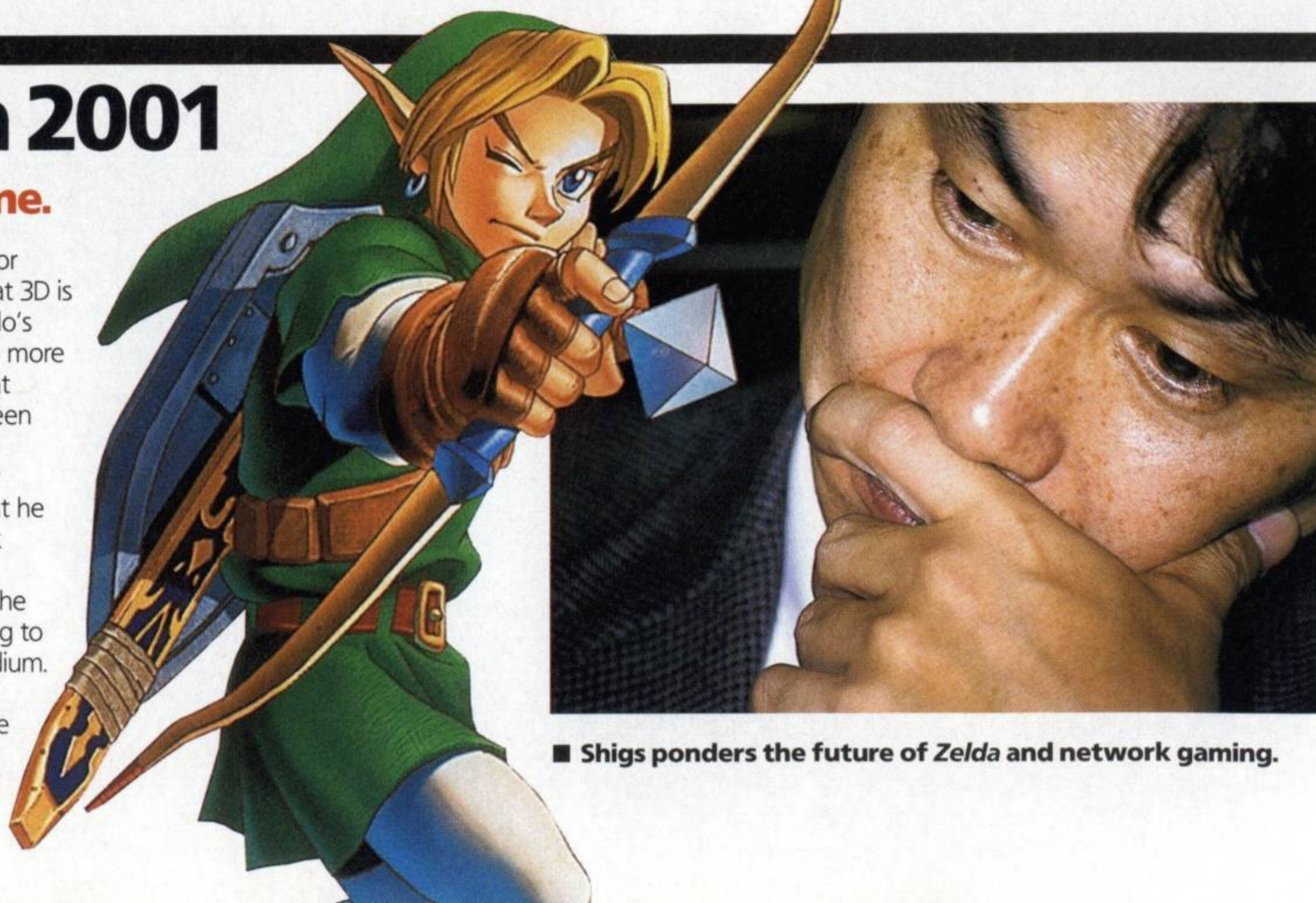
Nintendo's game guru Shigeru Miyamoto has recently spoken about the future of *Zelda*. In an interview with Japanese videogame bible *Famitsu*, he talked about how it will be a "little over a year" before we see the next *Zelda* game, coincidentally the same time as Nintendo plan to launch *Dolphin* in Japan.

The jump from 2D to 3D was a massive one, accounting for the

long development time for *Ocarina of Time*. Now that 3D is the standard and Nintendo's development teams have more experience it appears that development time has been severely cut.

In the same interview Miyamoto also stated that he was working on network games. He added that Nintendo couldn't avoid the Internet but weren't going to blindly jump into the medium.

Anyone up for an Internet-compatible game of *Zelda*?



■ Shigs ponders the future of *Zelda* and network gaming.

Frag EastEnders?

BBC unveils show based on Unreal Tournament.

A TV show based upon the first-person shooter *Unreal Tournament* is being planned by the BBC. Players taking part will be scanned into the game and will then compete against each other in

specialty created maps for a grand end-of-series prize.

"It's basically a TV-friendly version of *Unreal Tournament*," says producer Jon Riley. "The engine has been licensed from Infogrames and we've customised the battle arenas to include more cameras so we can follow

the action – it's going to very dramatic." Contestants will take part in competitions based around the Capture The Flag and Domination elements in the game.

Riley plans to tone down much of the inherent blood and gore, but insisted that he wanted to keep the credibility and gameplay of *Unreal Tournament*. "We've had to get rid of real-world weapons such as handguns and sniper rifles, but all the futuristic weapons – like the Pulse Cannon – will be included." Future plans for the series include having celebrity guests and maps from popular BBC shows such as *EastEnders*. The initial series of eight programmes starts this Autumn on BBC2.



Glory, glory

The beautiful game

Best-selling PC titles gets fourth instalment.



September sees the release of CM 00/01.

With Euro 2000 still fresh in our minds and the new football season already upon us, Eidos has announced not one but three new *Championship Manager* games.

The first will come as no surprise – it's an update for the 2000/01 season. Improvements include all the summer transfers, six new leagues, including Wales and Australia, further improvements to the match engine, more staff feedback and you will be able to approach the FA to rearrange fixtures and complain about referees. *Championship Manager Season 00/01* will be a stand-alone update and will be released this autumn. The second game will be released in the autumn of 2001 and will be a Tenth Anniversary Edition of the management game – it will no doubt feature similar improvements over the 00/01 update.

The big news is that Sports Interactive has confirmed a real sequel to *CM3*, *Championship Manager 4*. It will be released the following year, in 2002. *CM4* will be a multi-format release – PC and Mac versions are certain and PlayStation2 and X-Box versions seem a distinct possibility. When Arcade talked to the Collyer brothers about this they confirmed that "We're going to get *Champ Man* on PlayStation2 and hopefully X-box. A proper *Champ Man* game for the consoles is long overdue, but we haven't been able to do it before for technical reasons, mainly relating to data storage. We've had plenty of opportunities where we could have done a really shit PlayStation version but we've chosen to wait until we could make a satisfactory conversion."

The game will also feature Internet play. Oliver Collyer confirmed, "*CM4* will have Internet capabilities where you can play against other real people online, but the game won't be out until 2002. We haven't really started work on it yet." Roll on 2002.

We're doomed

id announce update to their classic shooter

How do you follow a game like *Quake III Arena*? The answer may lie in the past. With a back catalogue of first-person shooters that Rare would be envious of and with an update of *Wolfenstein 3D* already in production it was only a matter of time before id Software started on a new *Doom* game.

John Carmack, the company's lead programmer, said that the wish to do *Doom III*

came from "A general lack of enthusiasm for [a previously] proposed project and the warmth with which *Wolfenstein* was met with at E3."

However, it appears that there was some disagreement in the upper echelons of the company as to what the next project should be. Apparently Adrian Carmack, brother of John and owner of 50% of id was totally against the idea preferring an unknown, but totally new project.

According to John, he and a group of id lead designers felt strongly enough to "Drag the company through an unpleasant fight over it," so they gave an ultimatum – "either

the next project is a remake of *Doom* or you fire us." It seems that Adrian decided that he didn't want to lose his best programmers.

The new *Doom* will focus purely on the single-player game and will use entirely new technology for

almost every aspect of the game, not just a rehash of the *Quake III* engine. It's safe to say that it will be a real challenge for id to recreate *Doom* in a totally 3D world. One of the most important aspects of the game was the way that there were dozens of enemies in a room at once, something *Quake* and *Quake II* could cope with.

Don't expect any more announcements about *Doom III* in the near future though – Carmack has stated that he'll talk more when they've got something up and running.



Orient excess

It could only happen in Japan.



On the edge... of sanity.

Still reeling from the news that Capcom is releasing *Spawn: In The Demon's Hand* for Dreamcast and that Nintendo has created a new development division called Brownie Brown, this column returns to its favourite stomping ground of rhythm action games.

The flood of Japanese music-related games doesn't look like abating just yet, particularly with Bandai's latest effort, *Punch The Monkey*, about to hit the shelves out East. This genre should be ably represented on PS2 with Sony's *TVDJ* (formerly

Be On Edge) joining the fray. The concept involves not just DJing, but also pop video direction.

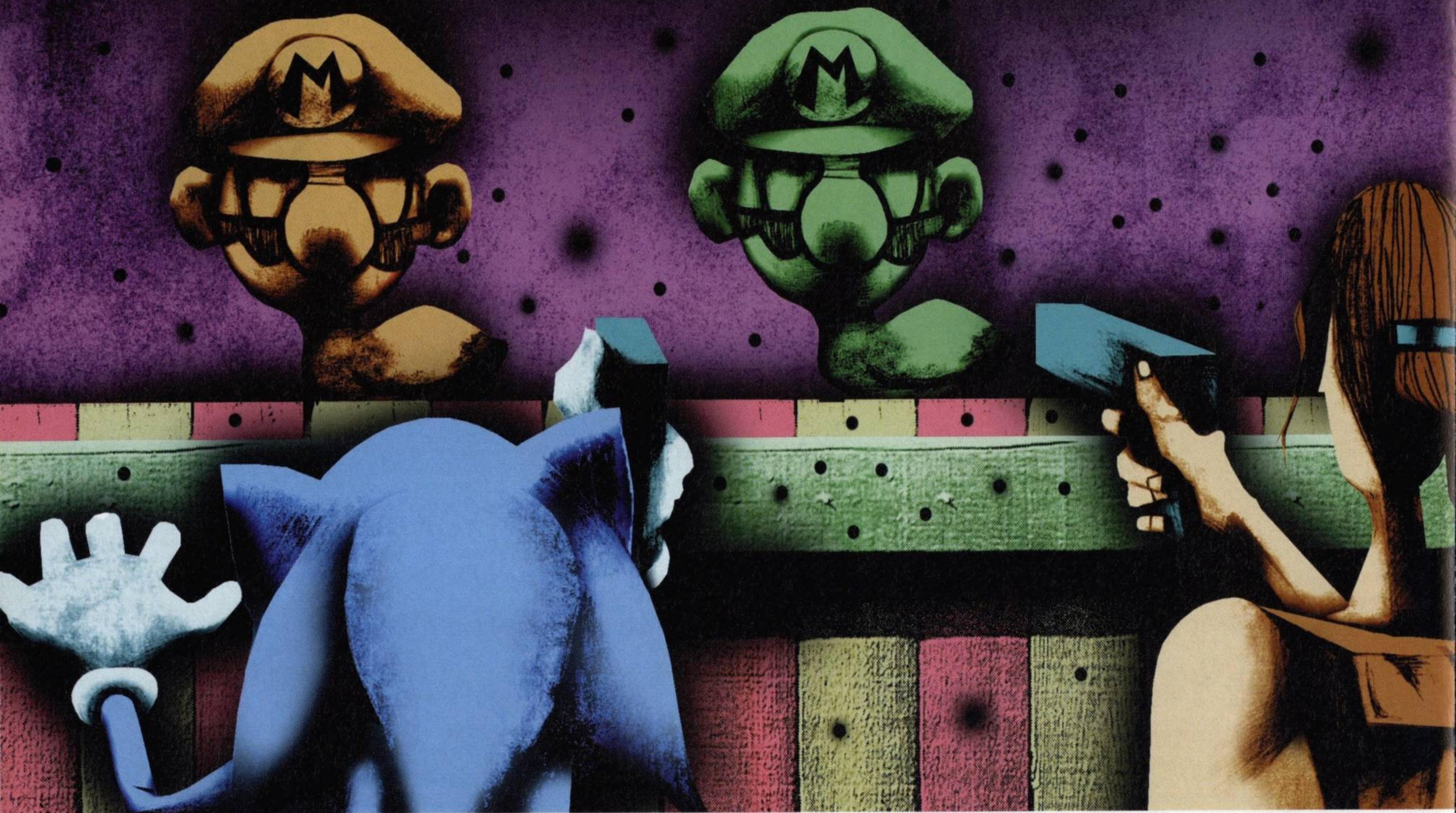
When Arcade visited the Web site to get an idea of the type of music and visuals involved, we were assaulted by cartoon pictures of a pig with a bowling skittle on its head and a duck with a clock round its neck (Flavor Flav-stylee) holding a megaphone. Music for tunes such as *Rabbit Telephone Shopping* and *Woody's Love Letter* sounded like Bentley Rhythm Ace on a broken stereo interspersed with the worrying

bleats of animals in distress. It could just be that our Web connection was momentarily interrupted, but you can never be sure with this type of thing.



Is it possible for jap games to get crazier?





NEWS ANALYSIS

Words by | **Jamie Sefton and Rich Pelley**

■ ILLUSTRATION: **MATT KENYON**

The future of Nintendo

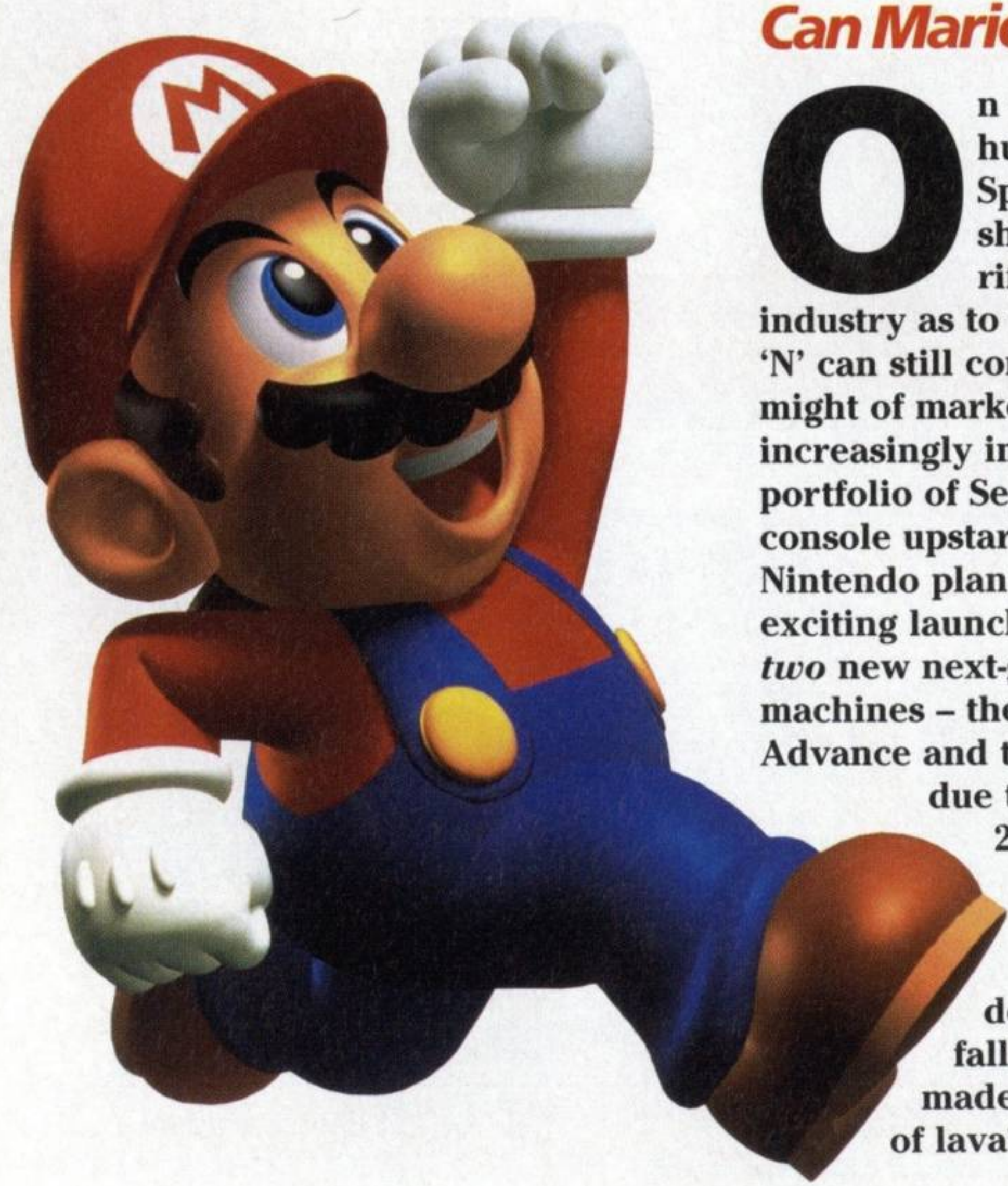
Can Mario make the leap to the next gen platforms?

On the eve of the huge Japanese Spaceworld games show, speculation is rife in the gaming industry as to whether the big 'N' can still compete with the might of market leader Sony, the increasingly impressive games portfolio of Sega and recent console upstart, Microsoft. Nintendo plan to announce the exciting launch of not one, but *two* new next-gen games machines – the Game Boy Advance and the Dolphin, both due to hit the UK in 2001. Has Nintendo learned from past mistakes to ensure that it doesn't end up falling into a self-made Bowser-sized pit of lava?

Miyamoto could release a game on a pocket calculator and it would sell.

Arcade talked to a number of Nintendo developers and the overwhelming hope with the Dolphin was that Nintendo would continue improving their encouragement and support for third-party games companies. "[N64] cartridges were a big risk for developers," says Hugh Binns, Director at Eurocom. "Nintendo have now vastly improved their business model making it a lot more viable for third-parties, especially with the new DVD format." Nintendo deciding to abandon their lucrative

cartridges for the Dolphin was a difficult but important move. Cheaper manufacturing costs and bigger profit margins will hopefully attract a broader spectrum of developers to the emerging format and deliver a greater number of quality games. What about the fact that the N64 was awkward and difficult to program? Well, it seems that Nintendo has been paying attention to the games industry, especially since many developers have gone on record complaining about the complicated



architecture of the PlayStation2. Rare (see page 56) and Factor 5 – have both categorically stated that the Dolphin is a lot easier to develop for than the N64. Although you could argue that they would say that. Cynics should be reminded that both companies are extremely important to Nintendo and have both been involved for some time in discussions with the company's hardware teams about the Dolphin development kits.

Sony has made it clear that they wish the PlayStation2 to be a "multimedia entertainment device," with videogames, DVD movies and eventual hard disk storage and broadband Web access. Nintendo is a company that has always, first and foremost, delivered a games machine so there are doubts whether the Dolphin will include full DVD playback. Julian Eggebrecht from Factor 5 doesn't think that this will be a hindrance to Nintendo: "In America most people already have a DVD player, so if the games aren't there, people are going to be reluctant to pay extra for a feature they're not going to use." Eggebrecht also believes that the Dolphin will enter the market at a much lower price point: "Nintendo are 100% games and I'm convinced they'll make it as cheap as possible."

Online gaming will definitely be part of Nintendo's next gen console plans. Game Boy Advance will have the ability to link up with mobile phones and Shigeru Miyamoto has confirmed that Nintendo are planning network gaming for the Dolphin, which could mean multiplayer *Mario Kart* over the Net.

One aspect that Nintendo are definitely keen to improve upon for their new machines is the view that their games are 'for kids'. While it's true that the colourful, cute graphics do appeal to younger gamers, Nintendo has provided some of the best mature titles for any format, with *GoldenEye*, *Zelda 64* and more recently the 18-certificate first-person shooter *Perfect Dark* – with outrageous swear-a-thon *Conker's Bad Fur Day* to come. Comments from several sources at Nintendo confirm that the Dolphin *Super Mario* game will be much more 'adult' – further evidence that the company are widening their appeal to hopefully excite a whole new generation of lifestyle gamers



who were initially hooked on the PlayStation by fast and hip titles such as *Wipeout*.

If there's one advantage that Nintendo definitely has over its rivals it has to be the games visionary Shigeru Miyamoto. As Eggebrecht so rightly says, "I really think Miyamoto could release a game on a pocket calculator and people would buy it."

Miyamoto's influence not only extends to Nintendo's software, but to the technical specifications of the new Dolphin and design of the controller. In the same way that the SNES introduced shoulder buttons and the N64 heralded the analogue stick, the Dolphin should also deliver an exciting new game pad innovation, with a built-in rumble pak has already been confirmed.

Dolphin is incredibly important to the continued success of Nintendo, but the company also possesses the phenomenal Game Boy – now the best-selling format ever with an incredible 100 million units sold worldwide. With the abandoning of the Neo Geo by SNK, the field is now clear for Nintendo to continue their domination of this highly lucrative market. Handheld gaming is set to become even more important as technology such as WAP (Wireless Application Protocol) for mobile phones begins to allow the fast delivery of complex information, such as streamed video. Game Boy Advance is a guaranteed success, with better-than-SNES graphics, stereo sound, online access and compatibility with the huge Game Boy back catalogue.

However, Nintendo cannot be complacent with the Dolphin, as PlayStation2 already has a head start that gives Sony over a year to maximise its sales and market share. Sonic and friends are beginning to collect golden rings on Sega's Dreamcast, with online gaming finally a reality and a colourful Autumn collection of stunning titles. Microsoft's X-Box is the other real threat, with handsome cash-stuffed Bill Gates already signing up a whole host of developers for his console, including the wholesale purchase of Bungie – makers of the upcoming spectacular 3D epic *Halo*.

Nintendo's Spaceworld show begins on 25 August. The gaming world is waiting...

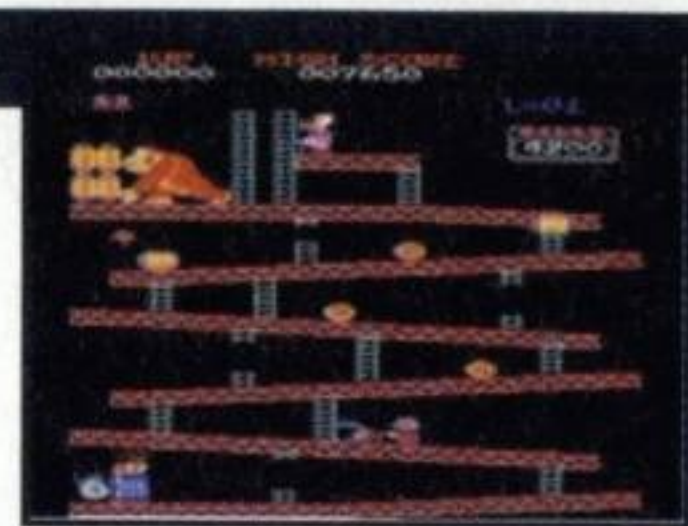


TEN OF THE BEST

Nintendo Gold *The landmark Nintendo games.*

Donkey Kong – 1981, Arcade

■ Miyamoto's first arcade game, that he wanted to name after it's 'stubborn King Kong-style' villain, where – according to a poor Japanese-to-English dictionary – the word 'Donkey' means stubborn. Also introduced 'Jump Man' – who was swiftly renamed Mario – after the landlord of Nintendo of America's Miyamoto's Arakawa.



Super Mario Bros – 1985, NES

■ Miyamoto's first console game, which went on to sell over 50 million copies worldwide. Coincidentally, Michael Jackson's *Thriller*, released at the same time, sold 47 million copies. Introduced the concept of – rather than shooting – being able to kill baddies by jumping on their heads.



Final Fantasy III – 1994, SNES

■ In spite of attracting a huge following in Japan, only three of the *Final Fantasy* games have ever made it to the Western World – *FFVII* and *VIII* on the PlayStation, and possibly the best, *FFIII* on the SNES. One of Square's last games for Nintendo before they fell out and allied with Sony instead. The fools.



Super Metroid – 1994, SNES

■ As far away from the cutesy Nintendo familiarity that Family Nintendo had previously conjured, with a dark, damp *Aliens*-feel, and one of the most tense beginnings with self-destructing space-stations in videogame history. Still acknowledged by many as one of Nintendo's finest moments.



Yoshi's Island – 1994, SNES

■ *Super Mario World 2*, featuring unique pastel-shaded graphics propelling the little green dinosaur through his cartoon world. Spoof *Tetris* and *Sonic* bites up the credibility, whilst the ability to turn Yoshi into a helicopter and tank certainly raised some interesting prehistoric questions.



Pokémon Red and Blue – 1995, GB

■ The biggest worldwide phenomenon in recent memory. Invented by a 34 year-old high-school drop out, and six years in the making, the Pokémon franchise is now thought to be worth in excess of six thousand million pounds, experientially escalating Nintendo's reputation and sales of its machines in the process.



Super Mario 64 – 1996, N64

■ The game that ushered in the true 3D world, causing videogamers around the world to remove their eyeballs, give them a good polish and wonder what on earth they'd been wasting their time playing before. The unprecedented exploration re-wrote the rules of longevity, and even today, *Mario 64* is an Arcade favourite.



GoldenEye – 1997, N64

■ This fabulous 3D first-person adventure was coded by Rare and – oddly – given very little advertorial push, until someone noticed how well it was selling, to the extent that people were buying the N64 machine simply to be able to play it on. Has stood the test of time phenomenally well.



Super Mario Kart 64 – 1997, N64

■ The game the N64 could have been invented for, where four players couldn't have had more split-screen fun without taking their clothes off. Still as playable today as ever, although some schools of thought – including a cornered sanction of the Arcade team – demand that the original SNES version is actually the best.



Legend of Zelda - 1998, N64

■ As immersive as a bath, and three times as fun, *Zelda* staggered the videogame world on its release. You'll have to dedicate a sizeable chunk of your life to it, but once you've finished it, it's as rewarding as having learned a new language, or helped an elderly lady across the road – only, of course – 100 times more so.



GAME ON

COMING SOON

Okay, so Sega have been rubbish at marketing their meaty next gen console, but if you're a Dreamcast owner, 2000 looks set to offer some genuine brilliance in the sultry shape of *Virtual On*, *Metropolis Street Racer*, *Virtua Tennis* and *Ferrari F355*. Also worthy of note is *Z.O.E.* on PS2 from the *Metal Gear Solid* team, *Pokémon Snap* on N64, and the PC's excellent hit sim, *Mafia*. Respect da family.

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Perfect Sega arcade conversion.



■ (Above left) All virtualoids have unique weapons such as this firebomb blast.

■ (Above) Customise a robot with your own logo.

■ (Left) She may fire love hearts but she's not being romantic.

■ (Below) There's no time to admire the sunset.



WINTER

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

VIRTUAL ON: ORATORIO TANGRAM

The cult Japanese mech fighting game finally touches down in the UK.

Our feature on page 52 investigates a number of popular Japanese games which never made it to the UK. As you'll see, we're not really missing out on much except a quick chuckle. *Virtual On: Oratorio Tangram* is different, a wholly unique gaming pleasure currently denied to UK console gamers. The manga stylings, bizarre title, steep learning curve and reliance on an expensive peripheral (of which more later) may still ghettoise *VOOT* as a game for the hardcore only, but once you've tasted it, you'll crave extra helpings.

VOOT is a sequel to *Virtual On*, a successful Sega coin-op game which was ported to Saturn, although that console's graphics weren't quite able to do justice to the frantic, multicoloured battles of the arcade version. *Virtual On: Oratorio Tangram* (using the Model 3 board) appeared in Japanese arcades a couple of years ago to massive acclaim, yet apparently only about ten cabinets ever surfaced in the Western world, lending the game mythical status. In 1999, Sega succeeded in porting *VOOT* to Dreamcast, a home system which was finally able to handle the speed and power of true coin-op conversions. As well as helping to pioneer online gaming via Dreamcast, *VOOT* was a big Japanese hit. Yet the US

and European industry remained sceptical. Only last month did *VOOT* gain a US release (to rave reviews) and after a long and torturous journey, it should make it to UK shop shelves before Christmas.

So what's *Virtual On: Oratorio Tangram* all about? The bizarre title isn't much help, although the game's subtitled 'Cyber Troopers', which is more of a clue. Basically, it's two giant robots duking it out in a battle arena. They run, leap, dash and strafe, firing all manner of long-range weapons at each other and engaging in vicious close combat. It's a riot of electric colour and clashing chrome.

The concept of *VOOT* is relatively simple and it's just like a beat-'em-up in that the aim is to reduce opponent's power



■ (Left) Direct hits result in stunning pixel pile-ups.

■ (Right) Ever seen a smug robot? You have now.



■ (Left) Health bars are accompanied by an exact percentage.

■ (Right) An instant replay revels in your humiliation.

■ (Below) Lock onto opponents for maximum hit consolidation.

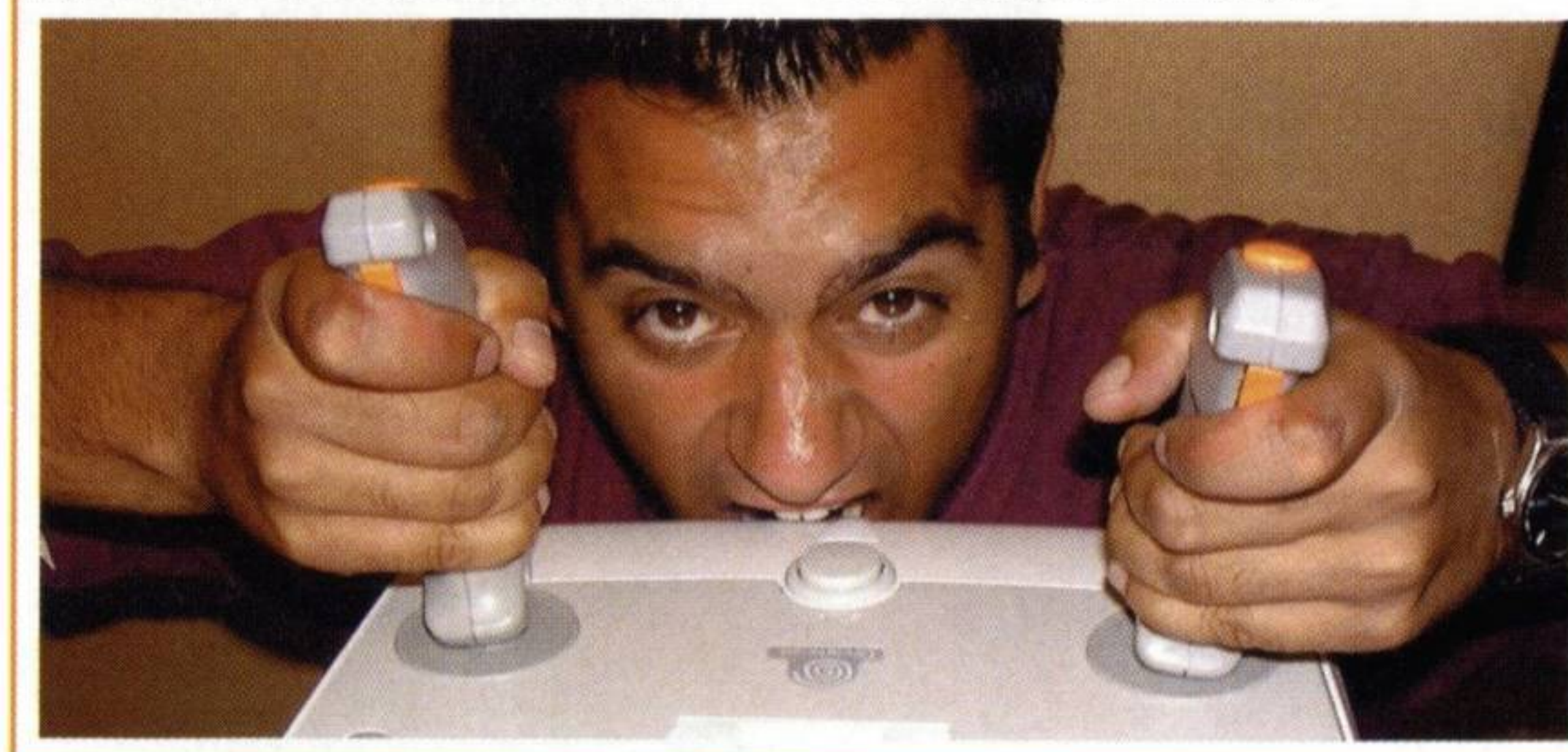


BEST BIT SO FAR

Joystick nation

The training mode is actually not just an extra option, it's imperative. Dive headlong into the real thing and you'll probably be overwhelmed. Movement, whether you're using the double joystick peripheral or not, takes a while to get

used to. The Training mode lets you tinker with options – you can disarm enemies or reduce their energy levels. You can also play with or against most virtualoids over a variety of environments before heading into battle proper.



decided not to bother when releasing the title in the US. The reticence to include on-line capabilities in such a game as V.O.O.T is understandable, given its potentially limited audience, but it would be a shame if we were never to enjoy this robotic destruction extravaganza in the way its creators intended.

Virtual On: Oratorio Tangram is a feast for the eyes and a festival for the senses. The objective is basic (kill the other guy) but the means and method to achieve it are hugely varied, giving unparalleled depth. Sega Europe were close to forgetting about a PAL conversion altogether, so make the most of it when it finally arrives. **A**

bar during a timed battle. A few button presses fills the screen with satisfying explosions, making it instantly enthralling. However, it soon becomes clear that this is no button-basher's paradise; it's actually one of the most strategic fighting games you will ever play.

The first hurdle to surmount is the control of your robot (here called a Virtualoid). Anyone lucky enough to have played the coin-op game will know that it utilised a double joystick control, which enabled versatility of movement and allowed for a vast library of special attacks. Playing with the Dreamcast joypad just isn't the same, and even if a custom button configuration option is included, you'll really need to get hold of the special double joystick peripheral which Sega should release alongside (if not packaged with) the game. The peripheral is massive and isn't suitable for laid-back, sofa-bound play, but it really helps you feel like you're manoeuvring a hefty mechanoid.

Controlling your V.O.O.T robot with the double joysticks is like nothing else. The moves pulled to make them turn, strafe, dash in any direction or leap and spin in the air feel totally natural. You've also got two triggers and two boost buttons, combinations of which form basic attacks. More complex offensive (and defensive) moves can be executed using combos of directional tugs and trigger presses.

The variety of attacks available is vast, but you'll need to constantly switch direction and keep your opponent in sight to lock your weapons onto the target. To say the game moves fast is an outrageous understatement. Add all this together and you've got one tough challenge.

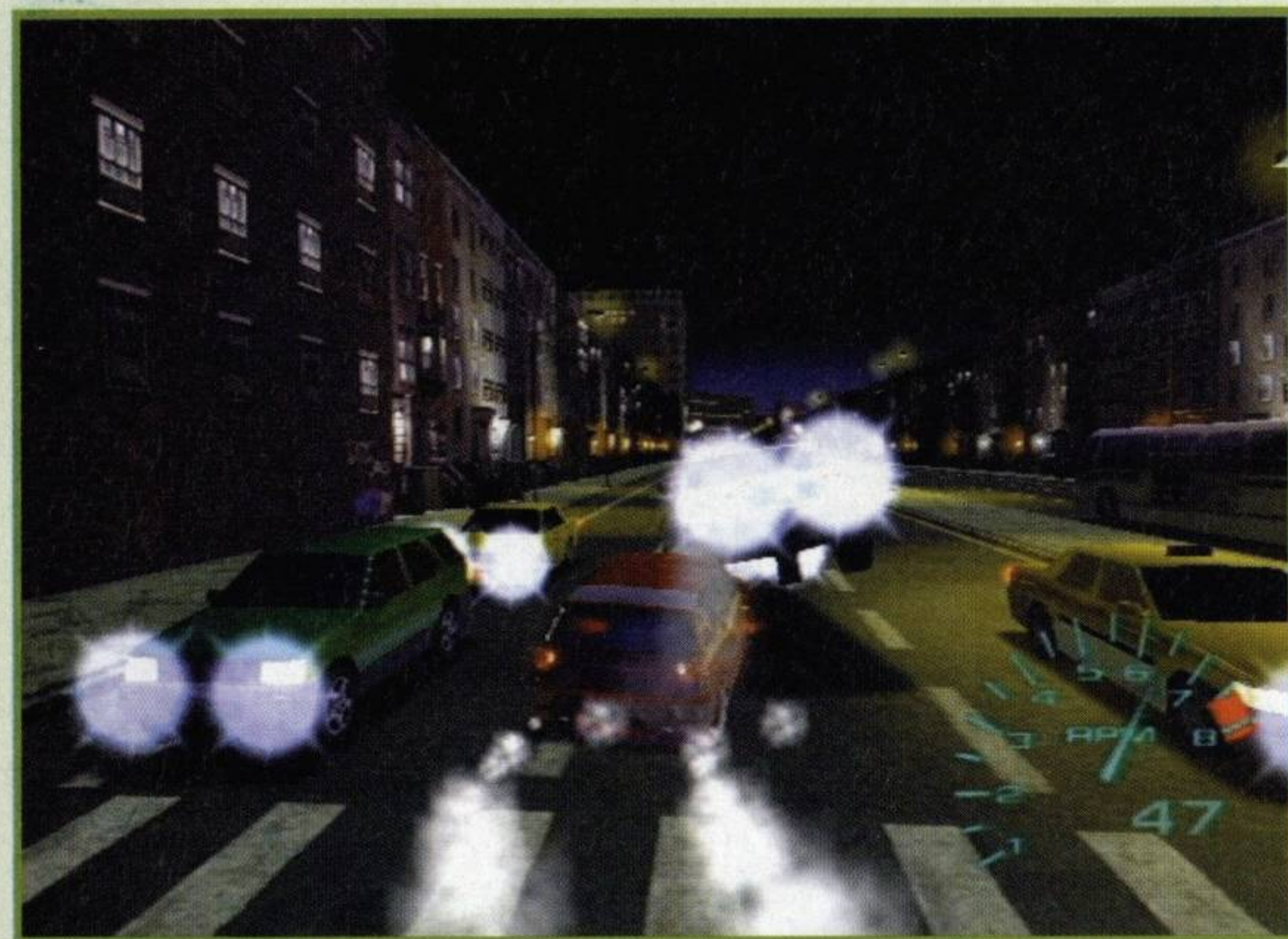
As with any beat-'em-up, V.O.O.T can be enjoyed in two-player mode. However, given the speed and intensity of action, the split-screen isn't satisfactory. The Japanese hardcore prefer to play it over the Internet, but it's not yet known whether this will be a possibility with the UK edition – Sega

GAME ON

COMING SOON



■ Unlike your average racing game, *Midnight Club* gives you normal traffic and traffic lights to deal with.



OCTOBER

Format: **PlayStation2** | Developer: **Rockstar Games** | Publisher: **Take 2** | Players: **1-2** | On sale in UK: **October**

MIDNIGHT CLUB

Boy racers the world over rejoice!

A fair few driving games have attempted to use cities as a basis for racing. With perhaps the exception of *Midtown Madness* on the PC and (we predict) the Dreamcast's *Metropolis Street Racer*, they have all failed miserably, mostly because of the size/traffic thing. But now, with the extra power of the PS2, *Midnight Club* looks like becoming the definitive city racing game.

The *Midnight Club* in question is a group of drivers that are up for a bit of illegal racing. This means tearing around public roads and in particular in cities at

night. Three cities feature in the game – New York, London and San Francisco – and Rockstar is at pains to point out that each one has been recreated right down to the last phone box.

However, some concessions have had to be made – you can't just head off to the M25 around London, even the PS2 can't handle the 100 square miles of London sprawl. Instead just the main areas of each of the cities have been made – if you drive to the edge then you just start coming back on yourself. Who wants to go to Essex anyway? This doesn't mean that the cities are small though – the scale is quite incredible. On the London course, we reckon that if you could drive in a straight line it would take a good five minutes

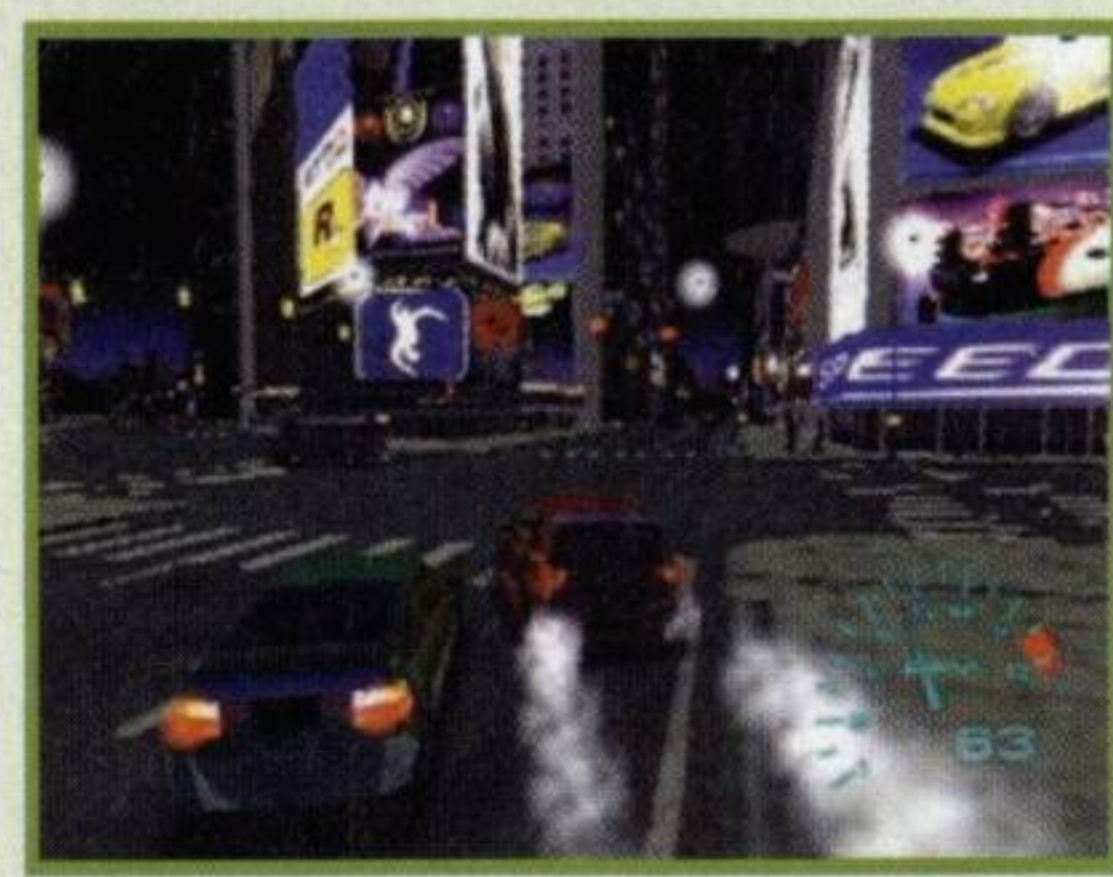
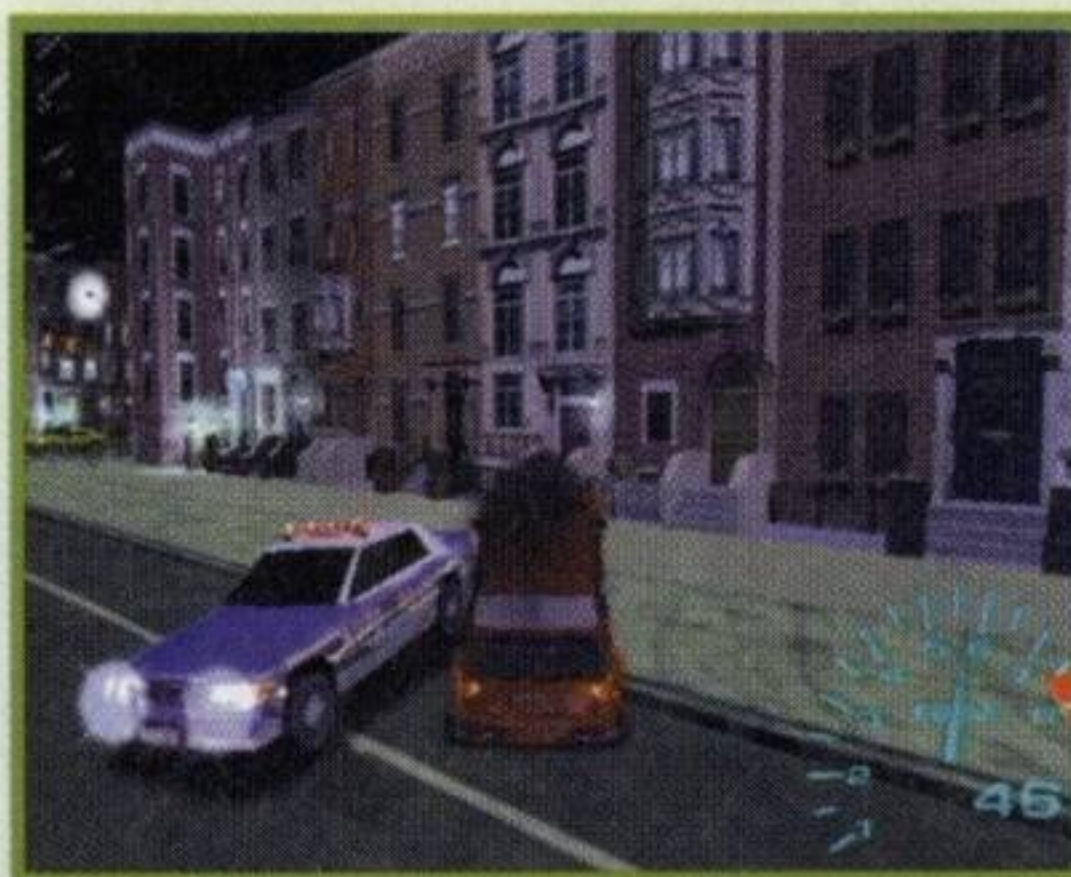
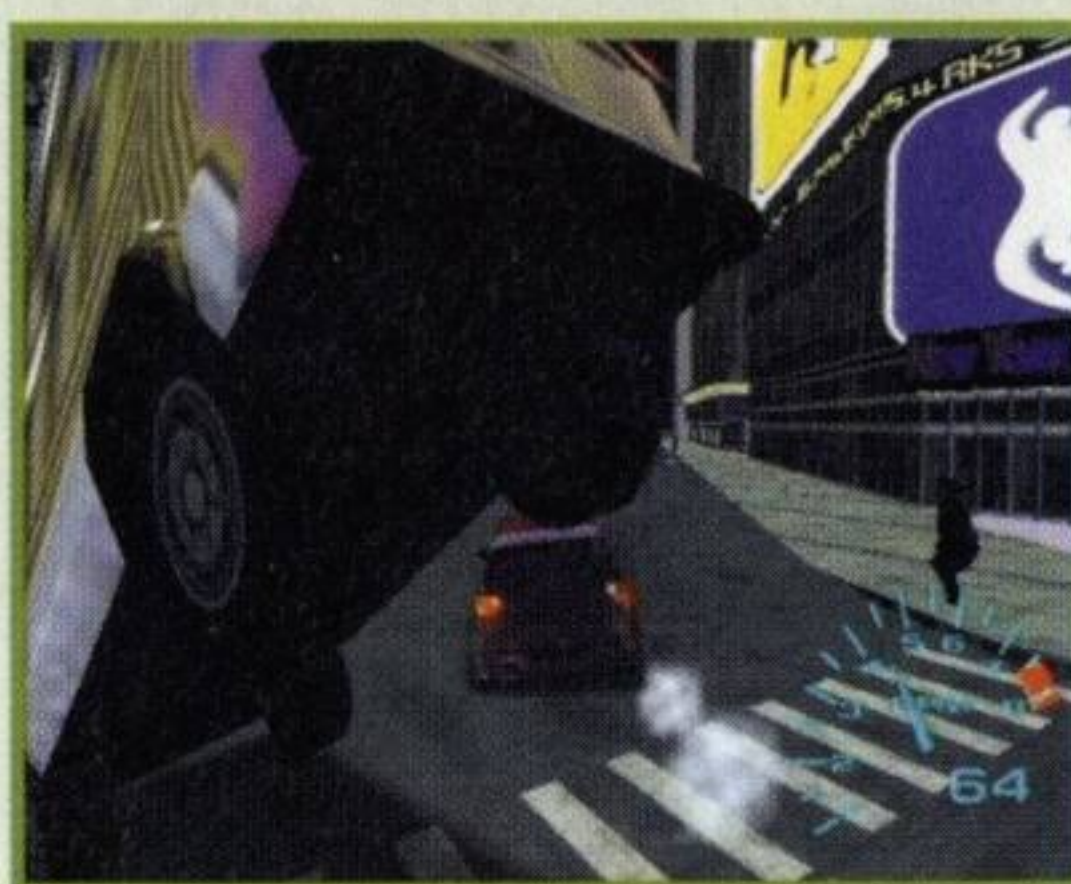
before you come back on yourself again – and that's at 80 mph.

The cities aren't just ghost towns either – they are populated with pedestrians who will attempt to dive out of the way as you drive on the pavements. If they're too slow, however, it's good night Vienna. The roads are also packed with traffic – taxis, police cars and vans all add to the atmosphere.

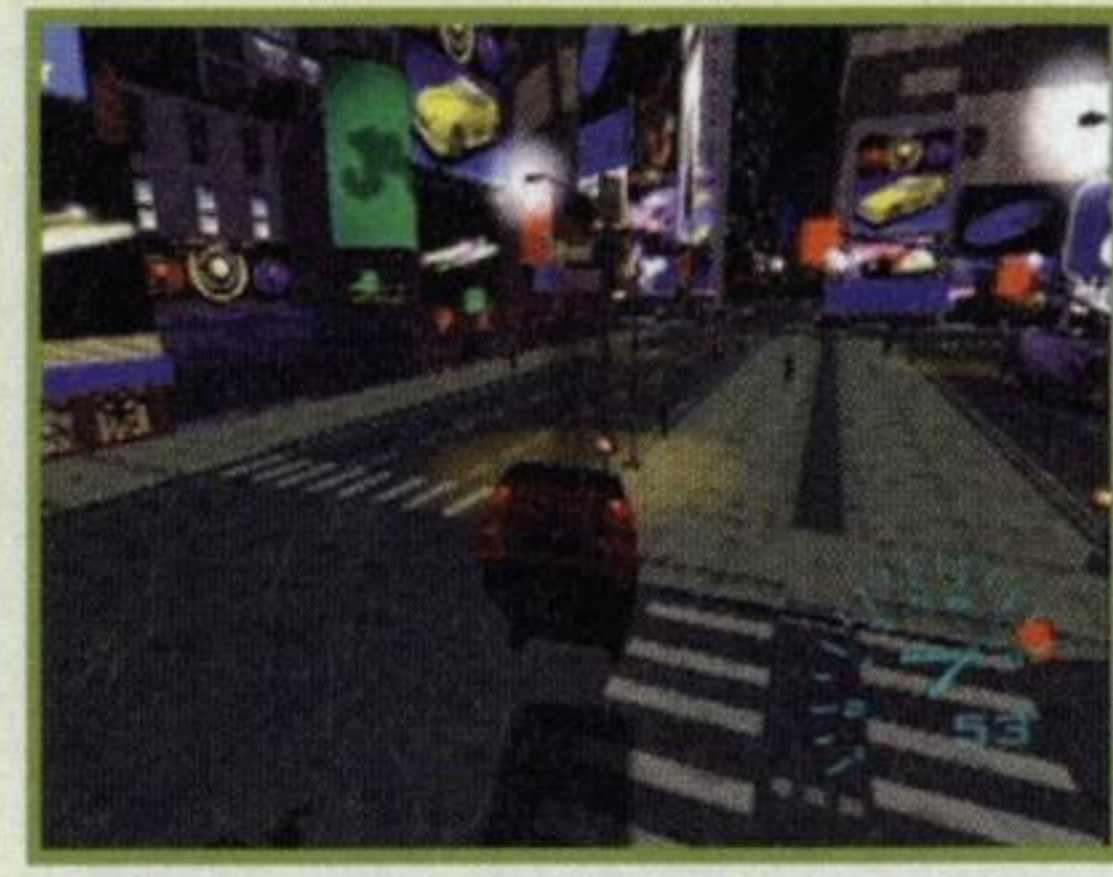
Various different gameplay styles are on offer – playing the game in Arcade mode gives you short, quick races on set courses around the cities – stuff like capture the flag and racing between set points in the city. Of course with it being totally open, you can take whatever route you wish and there are many short cuts to be had, driving through buildings and so on. Choosing



■ Driving on the pavement is one way to avoid traffic but watch you don't mow down pedestrians – the cops won't take too kindly to mass murder.



■ Time Square in New York complete with Rockstar advertising.



■ Short cuts can be found by driving through buildings.

BEST BIT SO FAR

Cruisin' USA

It's not all racing – there's a mode where you can just wind down the windows, pump up the tunes and just tour the streets. Apart from just taking in the sights, there's plenty of stuff to discover. In New York, for example, it's possible to get on board an aircraft carrier and handbrake turn between jet planes.



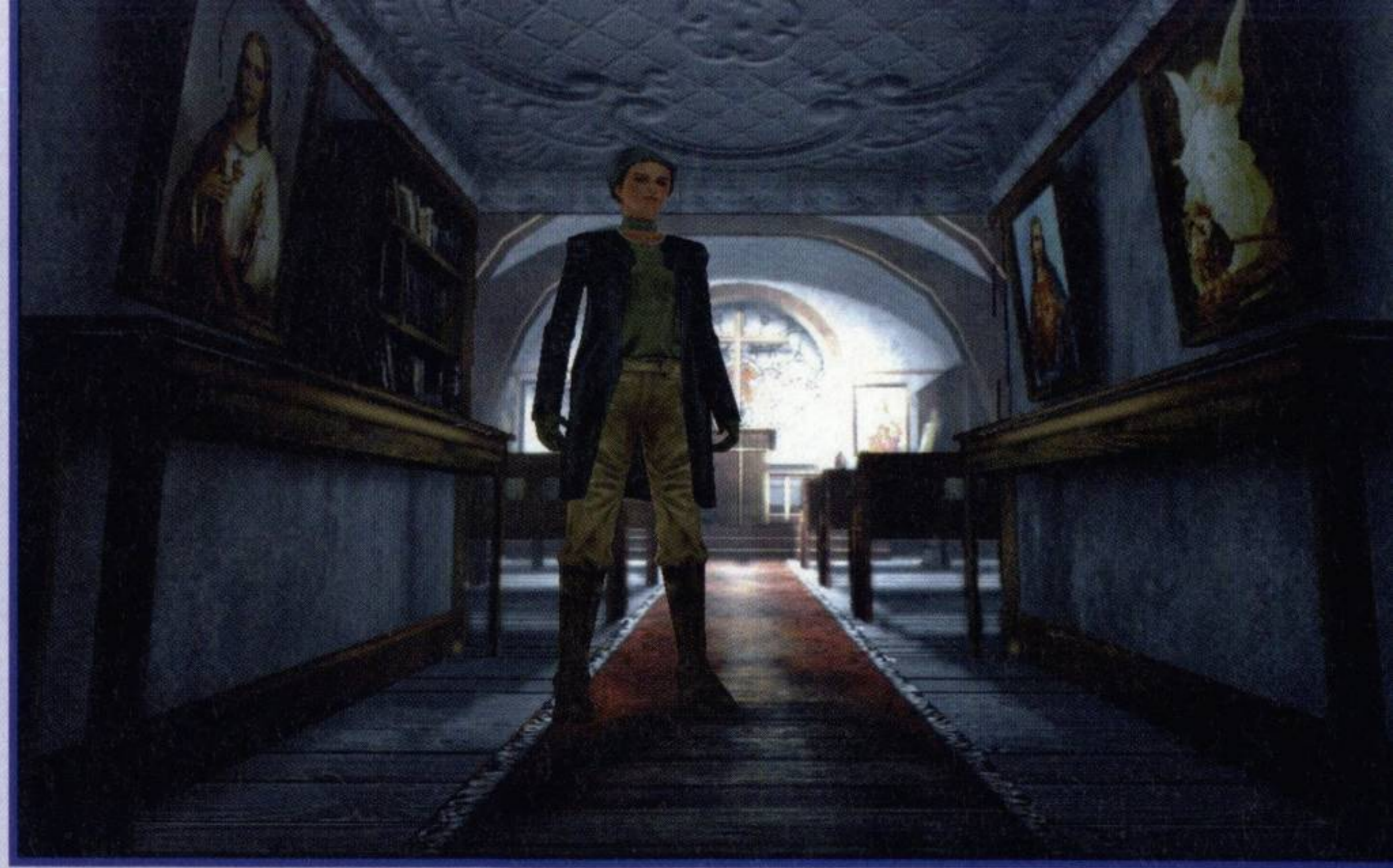
Career mode gets you in on the seedy world of illegal street racing, gambling and getting down to the business of being the best street racer 'on da block'.

Massive, real cities, fast cars and cops – *Midnight Club* is a boy racer's dream come true. The only thing that this doesn't have is the fluffy dice.





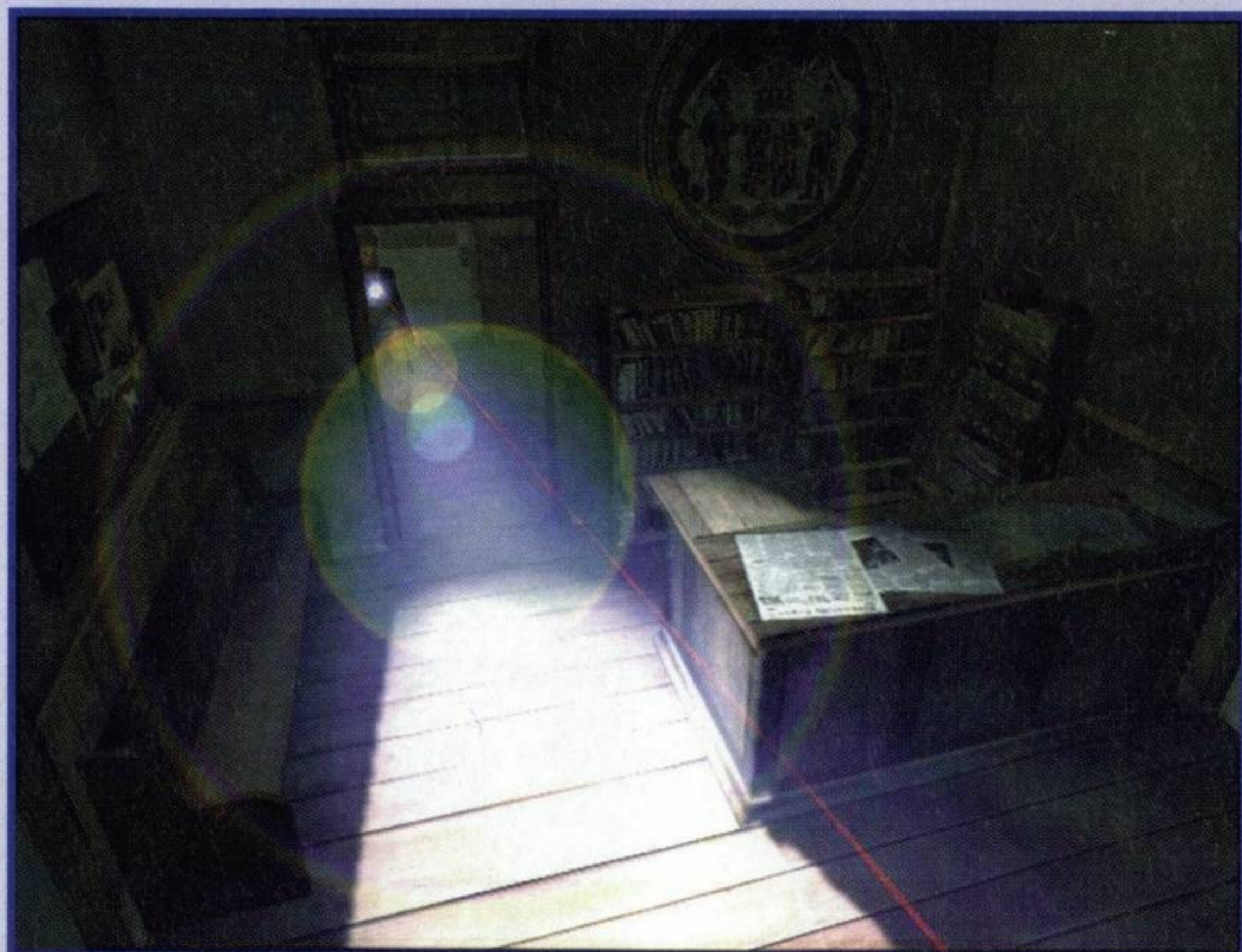
■ Your main enemy in *The Legend of Coffin Rock* are the twig figures from the film that have now come to life. Slightly corny, but still fairly scary.



■ In *Blair Witch Rustin Par* you take the part of the female lead character – let's just hope that she isn't as annoying as the girl in the film.



■ The eerie scenery will be wonderfully recreated.



■ Although the games aren't as long as hoped, the scenery detail is amazing.



■ Do you really want to go in there?



BEST BIT SO FAR

Image maker

Clearly the look of each of the three games is something which can't be faulted and so far we've got screenshots for two of them. The third is still a mystery...



■ *Blair Witch: Rustin Par*



■ *The Legend of Coffin Rock*



■ *The Elly Kedward Tale*

SEPTEMBER/OCTOBER/NOVEMBER

Format: **PC** | Developer: **Terminal Reality/Humanhead/Ritual** | Publisher: **Take 2/Gathering of Developers** | Players: **1-2** |
On sale in UK: **September/October/November**

THE BLAIR WITCH PROJECT SERIES

From a film of mixed reviews come three different games.

You may have hated the film, but even its detractors will admit that at least it showed an iconoclastic approach to its subject matter. It had ideas.

So, in a similar way to the film throwing away the rulebook of traditional blockbusters, the various developers of *The Blair Witch Project* games have taken a decidedly unconventional route. Obviously, the fact that there are to be three games released in consecutive months each made

by different developers is a little out of synch with the status quo, it's in the details that things get more interesting.

All are based on the technology of the Nocturne engine, the cinematic system seemingly perfect for its current task. However, experience has proven that it's impossible to do a high-quality, full size piece of software in 12 months. The answer to this dilemma was to keep quality, but to cut size. Each game is approximately a third of the length of a normal game – still offering 20-30 hours of entertainment – but priced at an appropriate level.

Each game chronicles and elaborates each of the back stories of the film, with detailed discussions between the chroniclers of the Blair Witch Mythos ('The Black Bible') and the development crew. So each game is a genuine expansion of the world rather than an unconnected spin-off.

Rather than being three episodes of the same game, each one has a decidedly different focus. The first, *Blair Witch: Rustin Par*, is strongly slanted towards adventuring and investigating the case, with moments of action for atmospheric purposes. The second, *The Legend of Coffin Rock*, is an

action game which mixes even combat with cut-scene orientated storytelling. Finally, *The Elly Kedward Tale* is the gonzo member of the family, concentrating entirely on a full-on horror-blast experience, with you using a mixture of fully-automatic weapons and spells to make the Blair Witch your bitch.

Obviously, questions remain. While undoubtedly brave, will the approach lead to an ultimately ephemeral game? But for now, this seems to be fresh, red blood spurting into the horror genre. Come Halloween, we'll find out.



GAME ON

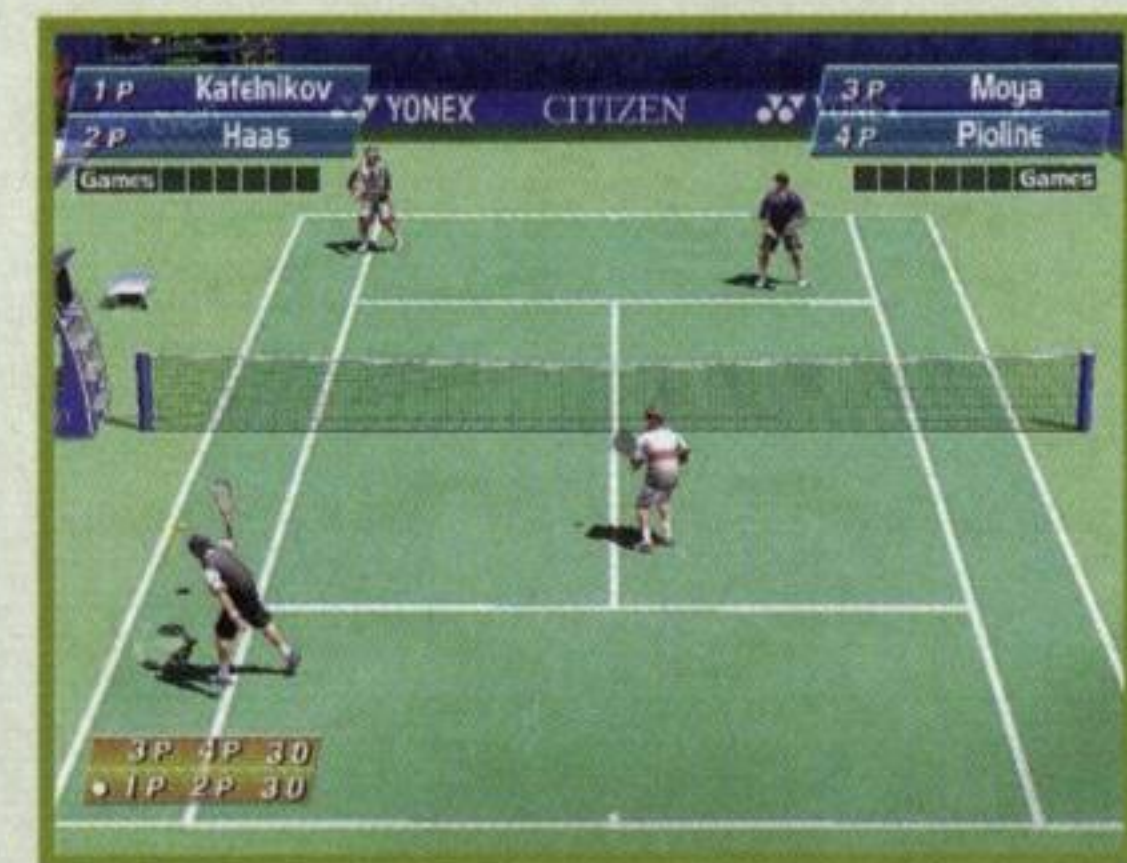
COMING SOON



■ (Above and left) There are loads of cool training games in World Circuit mode and if you're successful you can spend the winnings on new goodies.



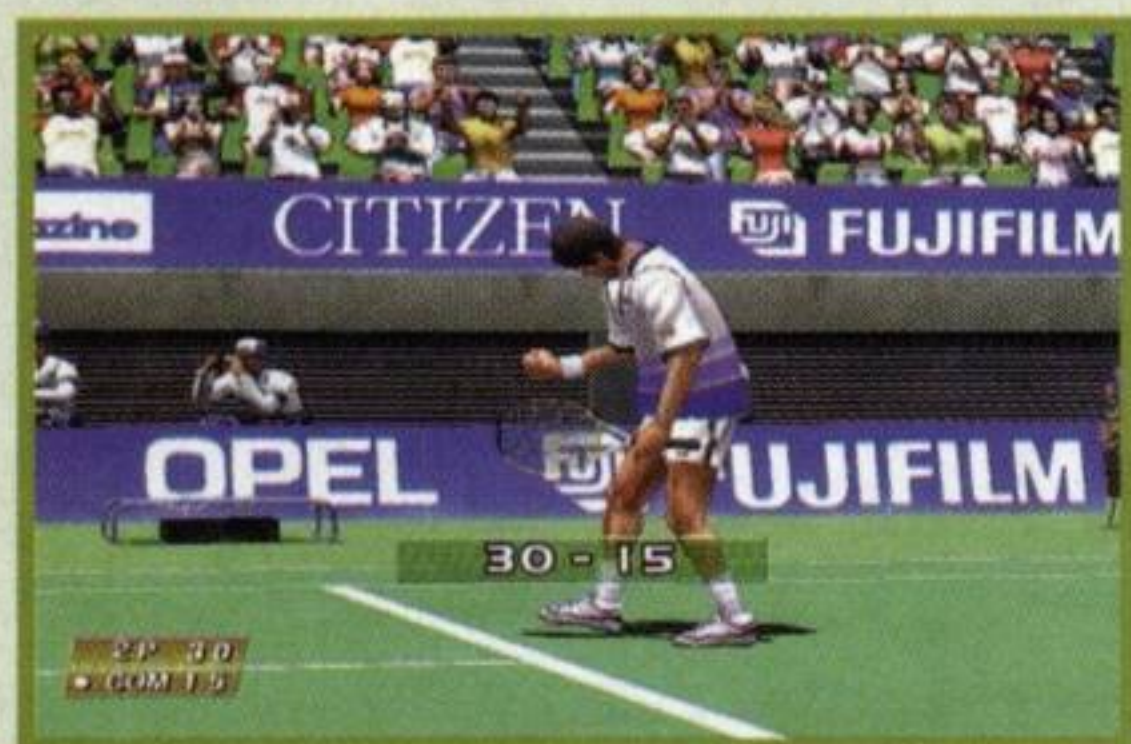
■ (Below) Four-player doubles matches are as thrilling as videogaming gets.



■ (Left) You have to vary your game depending on the surface; hard courts such as clay reward baseline play.



■ (Below) Eight pro players are in the game including our own Tim Henman.



BEST BIT SO FAR

Doubles All Round

Not only is *Virtua Tennis* shaping up to be the best sports title on Dreamcast, it's also one of the most enjoyable multiplayer games on any console. Up to four of you can take part in the doubles and the experience is better than anything with four bats and one ball has any right to be.



SEPTEMBER

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

VIRTUA TENNIS

New balls please! Get ready for the best tennis game ever.

The PlayStation classic, *Anna Kournikova's Smash Court Tennis* has ruled the racquet-ting roost like a sexy Russian nymphet ever since its release in 1998. However its days as the tennis champ appear to be numbered with the fantastic *Virtua Tennis* about to be served onto Dreamcast with the impact of a Greg Rusedski thunderbolt. **Bosh!**

Originally a Sega coin-op, *Virtua Tennis* took the arcades by storm with an irresistible combination of *Smash Court's* fast and fluid simplicity coupled with a more realistic veneer (eight real-life players, accurate ball physics and motion-captured

animation). This Dreamcast conversion is not only arcade-perfect, but Sega has generously added some goodies to make the game a more essential purchase.

The two-button control system from the arcade original has been retained (press A for normal shots and B for lobs) which affords the game a pick-up-and-play purity that will appeal to tennis veterans and newcomers alike. Once your tennis skills improve, you'll discover that hitting shots in conjunction with the analogue stick provides the full repertoire of tennis strokes from backhand smashes to drop shots, and allows you to play the game as technically or simply as you prefer.

The coin-op version's Arcade mode also remains intact (playing five matches against

five increasingly difficult opponents) along with a friendly Exhibition option, both of which can be played either in singles or doubles. However, *Virtua Tennis's* outstanding gameplay option is the World Circuit mode which has been developed specifically for the Dreamcast release.

This is an in-depth and immensely satisfying single-player experience made up of several trials and training games that reward you with hard cash for competing in them. The trials test your ability in matchplay against the CPU with specific emphasis on a certain stroke (serve, volley, smash and so on) to help improve your all-round game. The training mini-games are an inspired inclusion and are reminiscent of *Crazy Taxi's* Crazy Box challenges, with

tasks ranging from trying to lob balls into a series of oil drums to knocking over tenpins with your serve. Money earned on the World Circuit can be used in a virtual shop to buy extras including new players, different courts, fancy clothes and better strings for your racquet. Ingenious.

Despite these welcome features, what really makes *Virtua Tennis* so special is its sheer addictiveness. Fast, exciting and utterly compelling, we haven't played a sports title this enjoyable for many a long year. In fact, the only negative point we can find about the game is its September release date. When does Wimbledon, the biggest tennis tournament on the planet, take place? June, you say? Doh! (Slaps forehead and shuffles away, muttering.)



■ Wizards, warriors and weasly thieves populate the fantasy world of *Baldur's Gate 2*. You'll discover a different story depending on what character you play as.



■ Almost three hundred hours of in-game action means that you'll lose months engulfed in the game.



■ The RPG setting and the detail mean that this will be loved by fans of the genre and ignored elsewhere.



■ Orc-estate your band of adventurers as you battle the (surprise, surprise) forces of evil.

BEST BIT SO FAR

Orc sword

To get the most out of *Baldur's Gate 2* you'll have to explore the world a little. There are loads of sub-plots and quests – one involves capturing and then defending a castle against an army of orcs. Your rewards are those secret spells and items that will make the main quest that little bit easier.



SEPTEMBER

Format: **PC** | Developer: **BioWare**

Publisher: **BioWare** | Players: **1-6** | On sale in UK: **September**

BALDUR'S GATE 2

RPG adventuring on a massive scale.

Epic is a word that comes to mind when thinking of the last two *Final Fantasy* games, but Japanese RPG makers take note: anything you can do, the Americans can do – arguably – better. Or, at the very least, longer.

FFVIII's 50 hours of gameplay pales into insignificance when you discover that there's between two and three hundred hours of in-game action in *Baldur's Gate 2*. It's certainly a more traditional role-player than your average Japanese fare with its dragons, different character types, real world locations and unsurprising good-versus-evil story line.

You create your own character from a number of different types – thieves, magicians, warriors and so on. As you play you'll meet different characters and you can recruit them to your party. One of the best things about *Baldur's Gate 2* is that the story changes depending on which character you play as. And there are also massive sub-games and challenges to meet if you want to wander off the beaten path.

It has to be said that *Baldur's Gate 2* will be an RPG for RPG fans only; it's unlikely that newcomers to the genre will find it easy to get into. However, if you're one of those people who likes your dungeons coupled with your dragons then this'll be your very own slice of heaven.



■ Urrrgggh! The weightlifting is truly a strength-sapping event.



■ Above is a screenshot of the PlayStation version (the rest are DC).



■ (Above) The 100 metres – ten seconds of pure finger waggling pain. (Below) Every athletics sim has a bizarre event or two. Here's the canoe slalom.

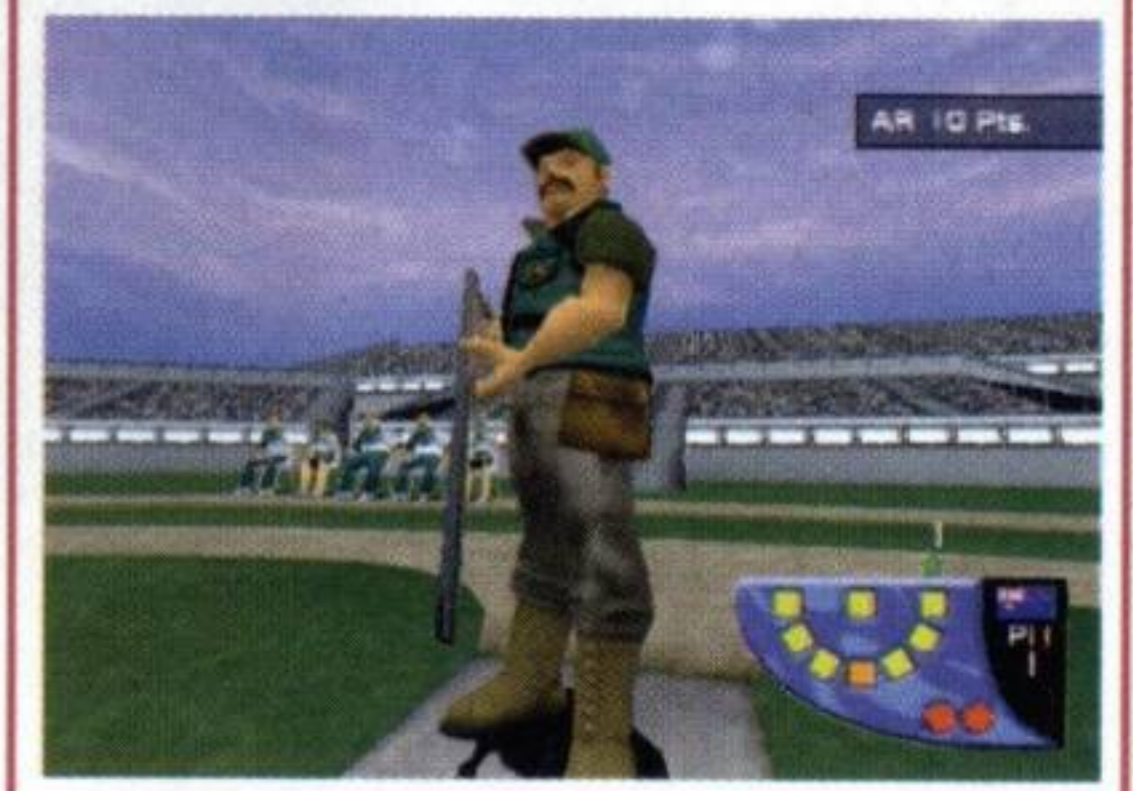


AUGUST

BEST BIT SO FAR

He shoots, he scores

One of the best events in *Sydney 2000* doesn't require you to hasten the onset of arthritis. The skeet shooting provides a respite from all that hard work with its positively sedate take on clay pigeon rifle shooting. As if to prove this is a discipline that can still be approached by the laziest of competitors, your on-screen 'athlete' is a portly bloke with a 'tache.



Format: **Dreamcast, PlayStation, PC** | Developer: **Attention To Detail**

Publisher: **Eidos** | Players: **1-4** | On sale in UK: **August**

SYDNEY 2000

Olympian feats on your console.

Konami's *International Track & Field* series has had the monopoly on athletics games for a few years now, but here comes a new challenger. ATD's *Sydney 2000* has bagged the official Olympics licence, although the gameplay is very much in the tradition of the athletics games we have known and loved. Which is to say, on your marks, get set, waggle!

From the 100m sprint to power events such as weightlifting, the emphasis is on tapping, rubbing, bashing or waggling two buttons as fast as you can in order to propel

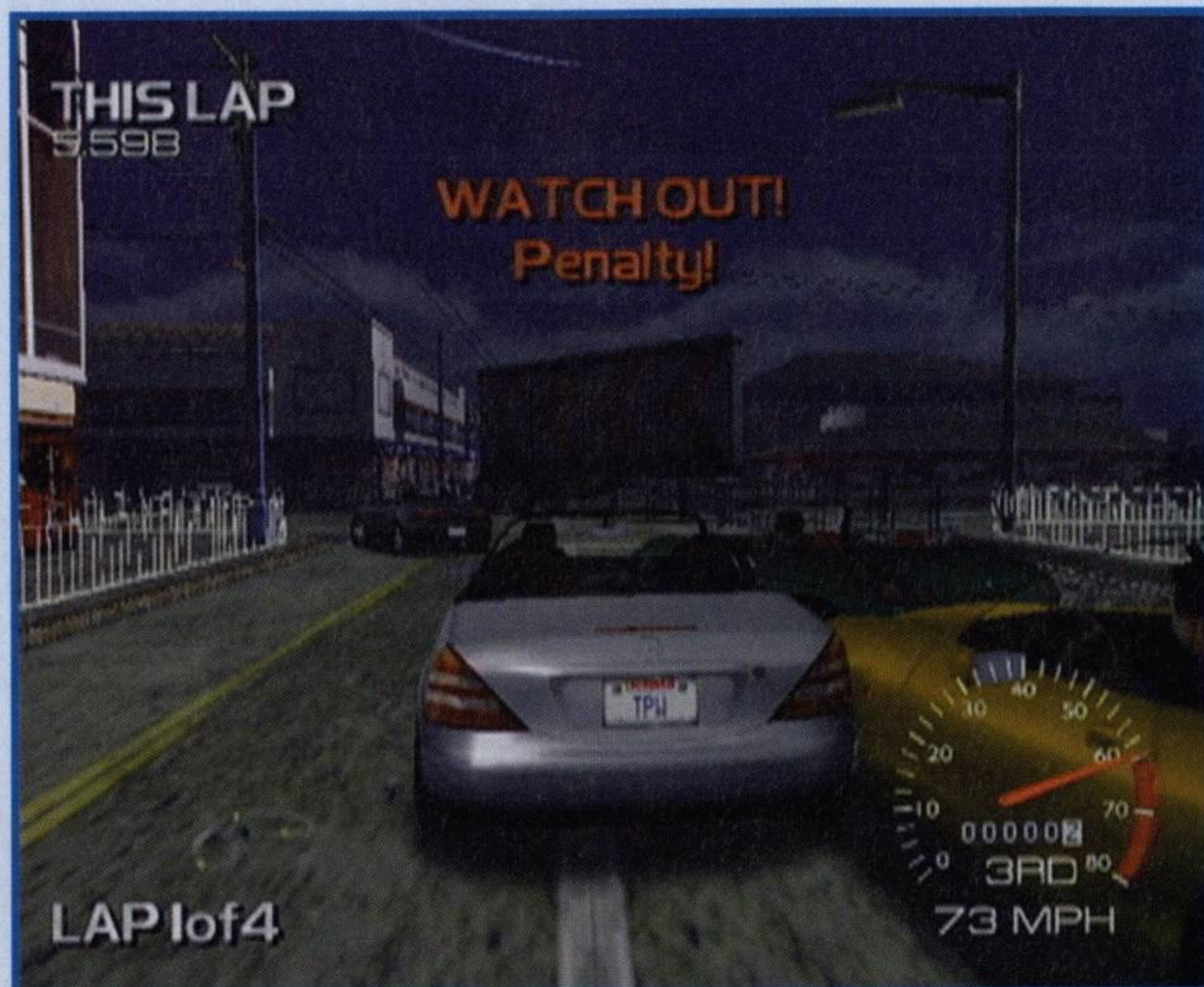
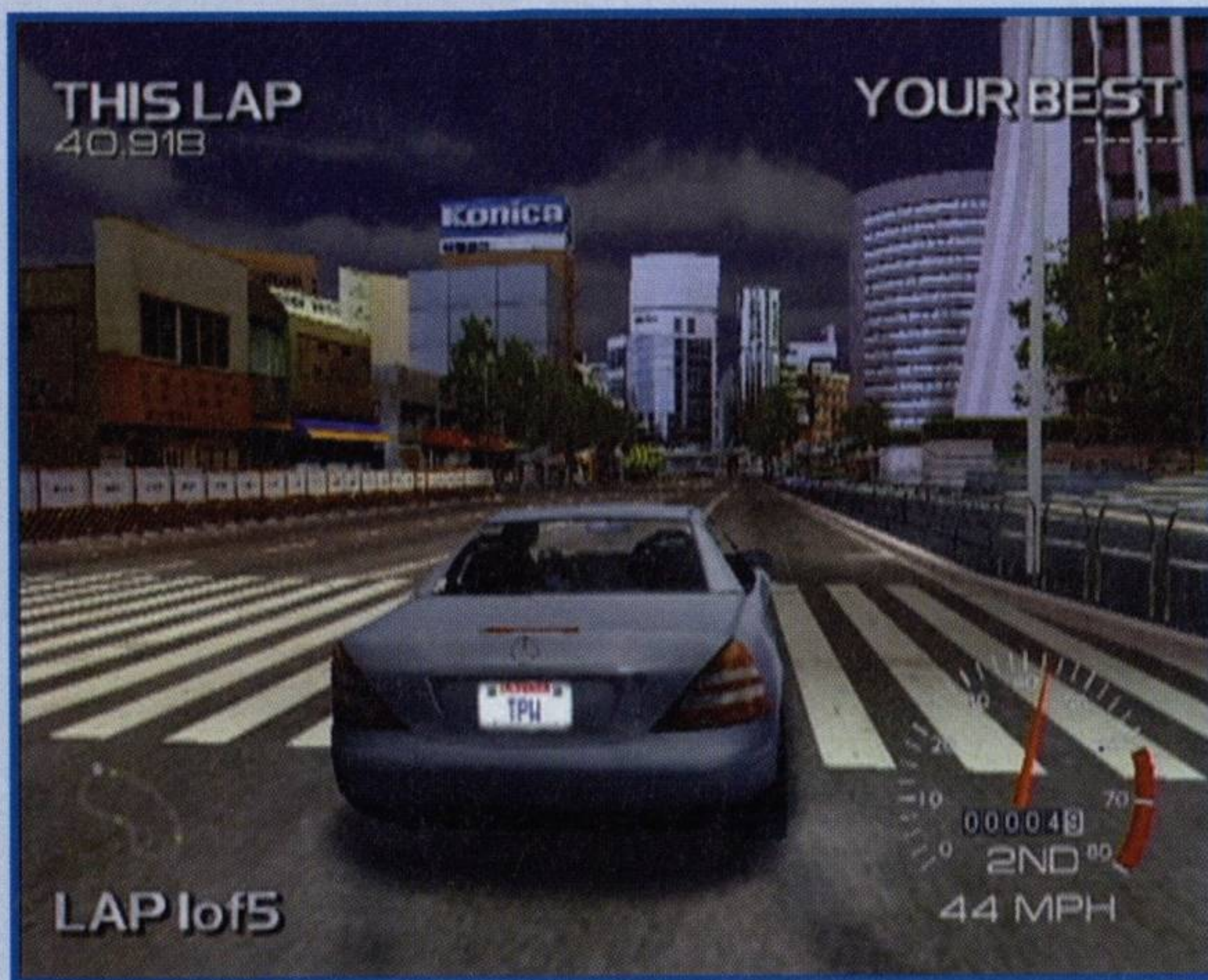
your chosen athlete towards the finish line or power up their strength gauge. Playing the swimming and cycling events can be almost as physically exhausting as the real thing. Brief respite from these tests of endurance is provided by the skeet shooting (see above) and the high diving.

Athletics games are always best enjoyed in multiplayer mode and *Sydney 2000* is no different, although ATD has moved to deflect potential criticism about lack of single-player provision; an athlete career mode comprising various training disciplines is included. *Sydney 2000* will be available in time for you to recreate the real thing when the world's finest sweat it out down under in September.

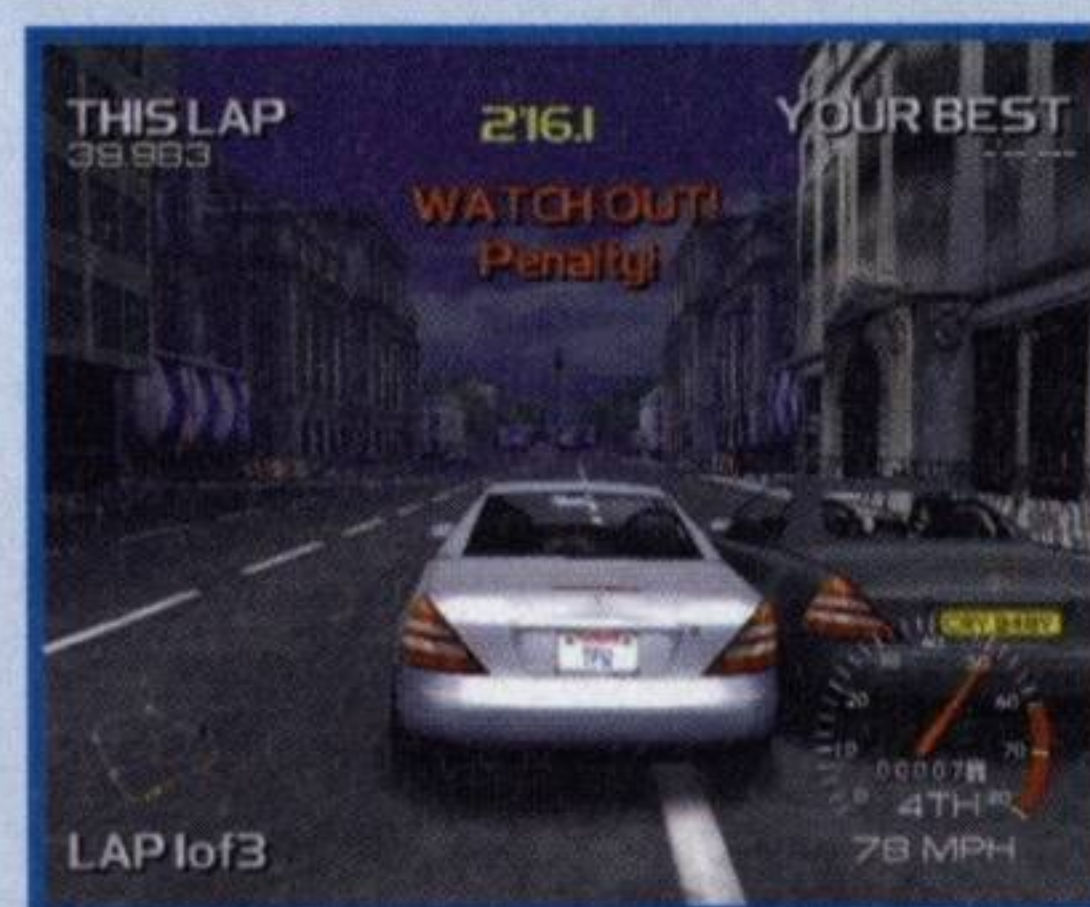


GAME ON

COMING SOON



Time penalties are awarded if you stray too close to an opposing car or unwittingly slide against a siding. Sadly, the more you use the powerslide, the more likely collisions are.



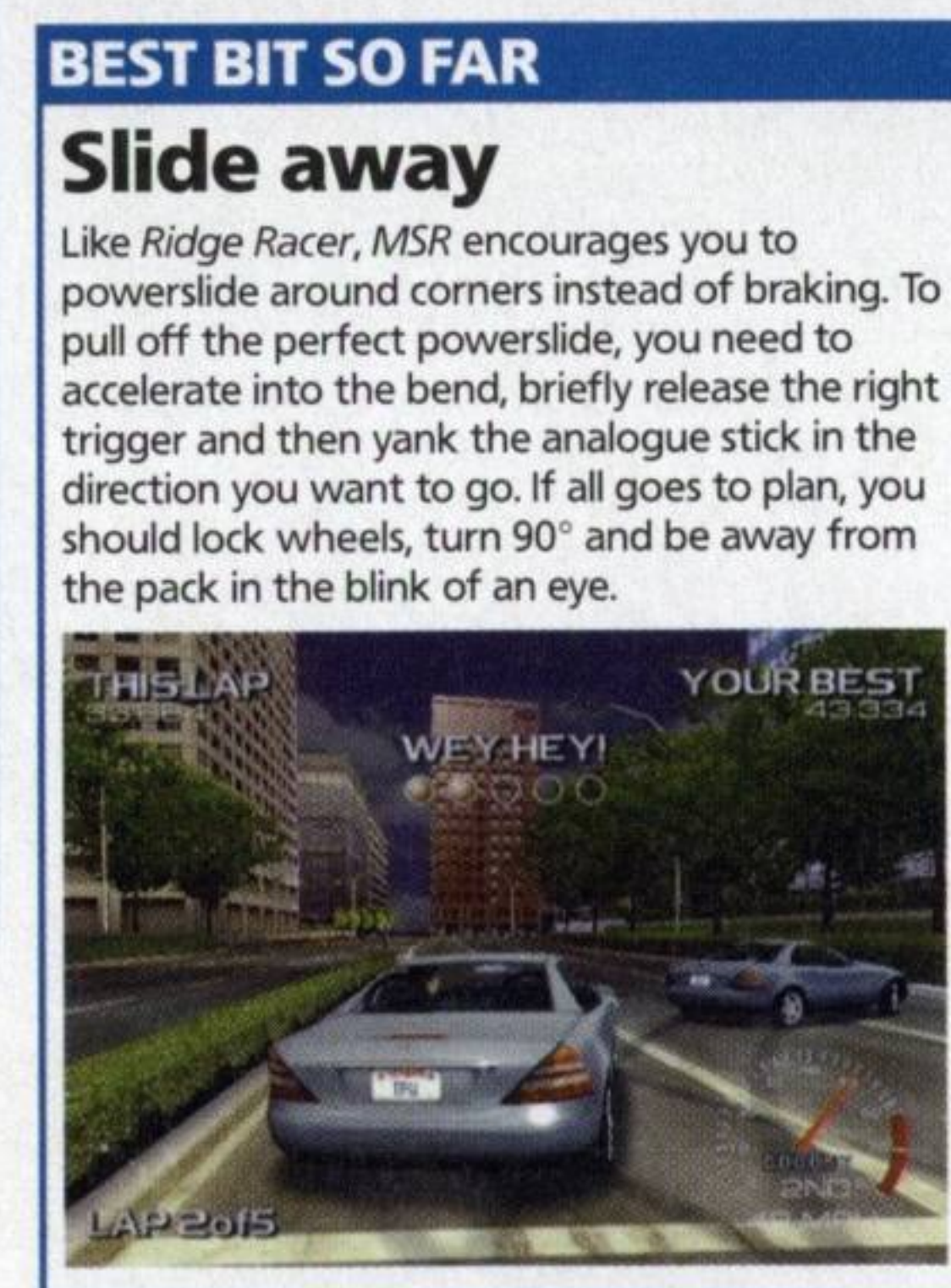
Pelting along the streets of London. Behind you is Piccadilly Circus.



Each different route is preceded by an impressive overview of the course.



Powersliding your way around the Japanese Shinjuku circuit. Top fun.



SEPTEMBER

Format: **Dreamcast** | Developer: **Bizarre Creations** | Publisher: **Sega** | Players: **1-4** | On sale in UK: **8 September**

METROPOLIS STREET RACER

Feel the speed, see the world, check your watch.

Whenever a driving game with potential screeches into view, people are quick to make a *Gran Turismo* comparison. But very few games – in fact, perhaps only *Colin McRae* – have come close to emulating the achievements of Sony's racing maestro.

With *Metropolis Street Racer*, Bizarre Creations (who last month dazzled us with the fantastic *Fur Fighters*) has created a racing game that attempts to better GT in almost every respect. Okay, so it doesn't succeed in numbers alone, but its 40 cars, 20 square miles of track, three courses and

200 different routes are impressive all the same. And that's before you've even got to its *real* innovation.

MSR's real-time clock is a stroke of genius. Each of the game's courses are set in separate time zones – San Francisco, London and Tokyo – and the conditions you race in are dependent on the time you switch on the game. So, if for example it's midday in London, it'll be eight o'clock in the evening in Tokyo, changing day into night and, possibly, sunshine into rain. Equally, if you go westwards, it'll be four o'clock in the morning in San Francisco, meaning you'll be able to watch the sun rise as you're pelting around Fisherman's Wharf. The effect is dazzling, particularly as a winter's night race in London might

present fresh challenges such as frost, where you'll have to consider how braking and accelerating might affect handling.

The game isn't great just because it's got one clever feature, though. As well as boasting over 20 square miles of course, *MSR* also handles like a dream. The left and right trigger buttons are used to brake and accelerate, but what you quickly realise is that, although the game harbours ambitions to be a sim, it's actually, at heart, more of an arcade game with huge powerslides, shunting computer opponents and straights only wide enough for one car.

The tracks are almost universally superb, with each new race opening up a fresh stretch of road. London is magnificently rendered, with the St James's Park track, in

particular, one of the most thrilling pieces of tarmac ever committed to disc. Not only can you pelt it down The Mall, but you can cut in, wheelspin across the park and then come out in a perfectly crafted Trafalgar Square. San Francisco and Tokyo both look equally as good, with the Japanese Shinjuku circuit also worthy of note.

Possibly, the final version of *MSR* won't be better *Gran Turismo* but, even so, Bizarre Creations has done a sterling job in attempting to create the Dreamcast's first must-have racer. We'll forgive the terrible music and the flashing 'Wey Hey!' that pops up every time you manage to pull off a powerslide and just cross our fingers and hope this one turns out to be as good as its preview suggests.



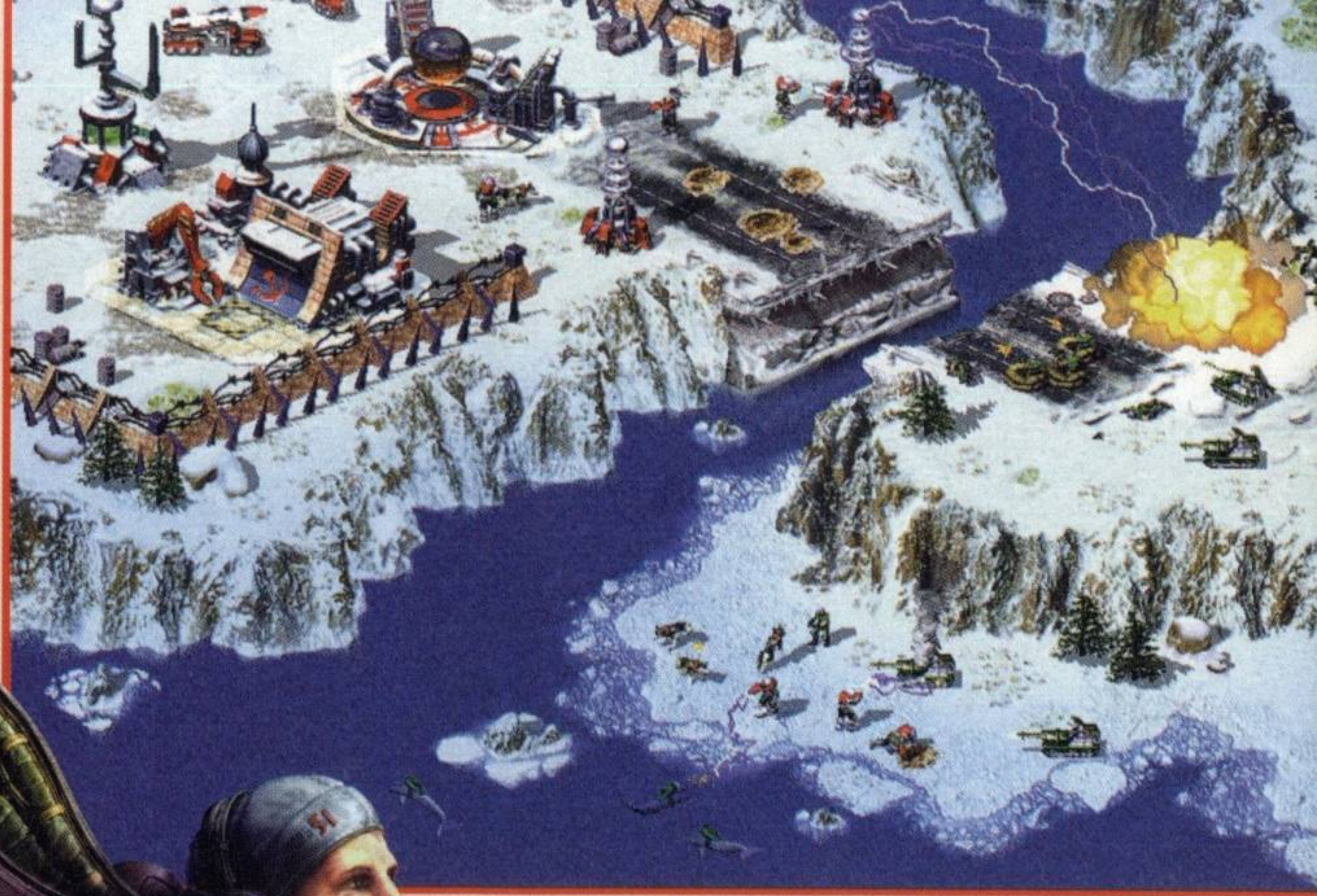


■ The closer camera view allows you to see the bombardments in glorious detail – that's glorious as long as you're the one attacking unopposed.

■ Unconventional meteorological warfare at its very best. Is this what they mean by lightning raids?



WINTER



■ Zut alors! Make the French choke on their croissants.



■ The icy wastes favour the Soviet forces – can you break through?



Format: PC | Developer: Westwood | Publisher: EA | Players: 1-4 | On sale in UK: Winter

COMMAND & CONQUER: RED ALERT 2

Westwood's Red Alert is back for a second bite of the cold war.

Real-time strategy games might be ten-a-penny on the PC, but the *Command & Conquer* series is still the real deal. The Soviet-themed *Red Alert* spin-off won many fans when it was originally released, so this sequel is already causing a stir.

Set a few years on from *Red Alert*, it centres around Soviet despot General Romanov's nefarious plans to start another World War, but this time on the Allies' turf. *Red Alert 2* will keep the top-down 2D graphics of its predecessor, but as you can

see from these shots, the camera's been zoomed in so you can see the units, scenery and famous landmarks such as the Eiffel Tower in even better detail.

Looks and fancy landmarks aren't everything though, as RTS anoraks will doubtless tell you. It's the strategy and tactical depth that matters, and it appears that *RA2* has both in spades. There are loads of new units on both sides, providing plenty of scope for developing new and unpredictable tactics. Just learning which do what will be a challenge, but add to that the way you can combine certain units for more powerful attacks and you're laughing.

There's also a range of new 'neutral' buildings such as airports and oil rigs which when captured, provide you with new technologies and weapons.

If you're worried all this tactical gubbins could be overwhelming, you'll be relieved to hear that Westwood has been busy refining the game's interface to make it more intuitive. There's a new tab function to aid speedy unit creation and an advanced command bar that makes some of the more important game actions available with just one mouse-click.

As you'd expect, there's a fair amount of FMV footage and filming has already

BEST BIT SO FAR

Super troopers

■ We could easily fill a whole issue going into depth about all the different units in *Red Alert 2*. However, the best part is still the way the Soviets and the Allies have completely different units, giving lots of room for developing your own tactics. Whose side will YOU be on?



started, so although no details have been revealed of who's appearing, expect some 'familiar' faces from the TV and film worlds. They're likely to be more *Sunset Beach* than *Sunset Boulevard*, of course, but that should only add to the fun.

Perhaps the biggest question mark currently is over which multiplayer modes Westwood will provide. It's not giving anything away on that score for the moment, but some innovative ideas will be needed if the game is to repeat the storming online success of the original. *RA2* is currently slated for release by the end of the year. We can't wait.



GAME ON

COMING SOON



■ (Above) Note the improved textures of the Dreamcast version.



■ These are both PlayStation shots, but the lighting effects are amazing.



NOVEMBER

Format: **Playstation/Dreamcast/PC** | Developer: **DarkWorks** | Publisher: **Infogrames** | Players: **1** | On sale in UK: **November**


ALONE IN THE DARK

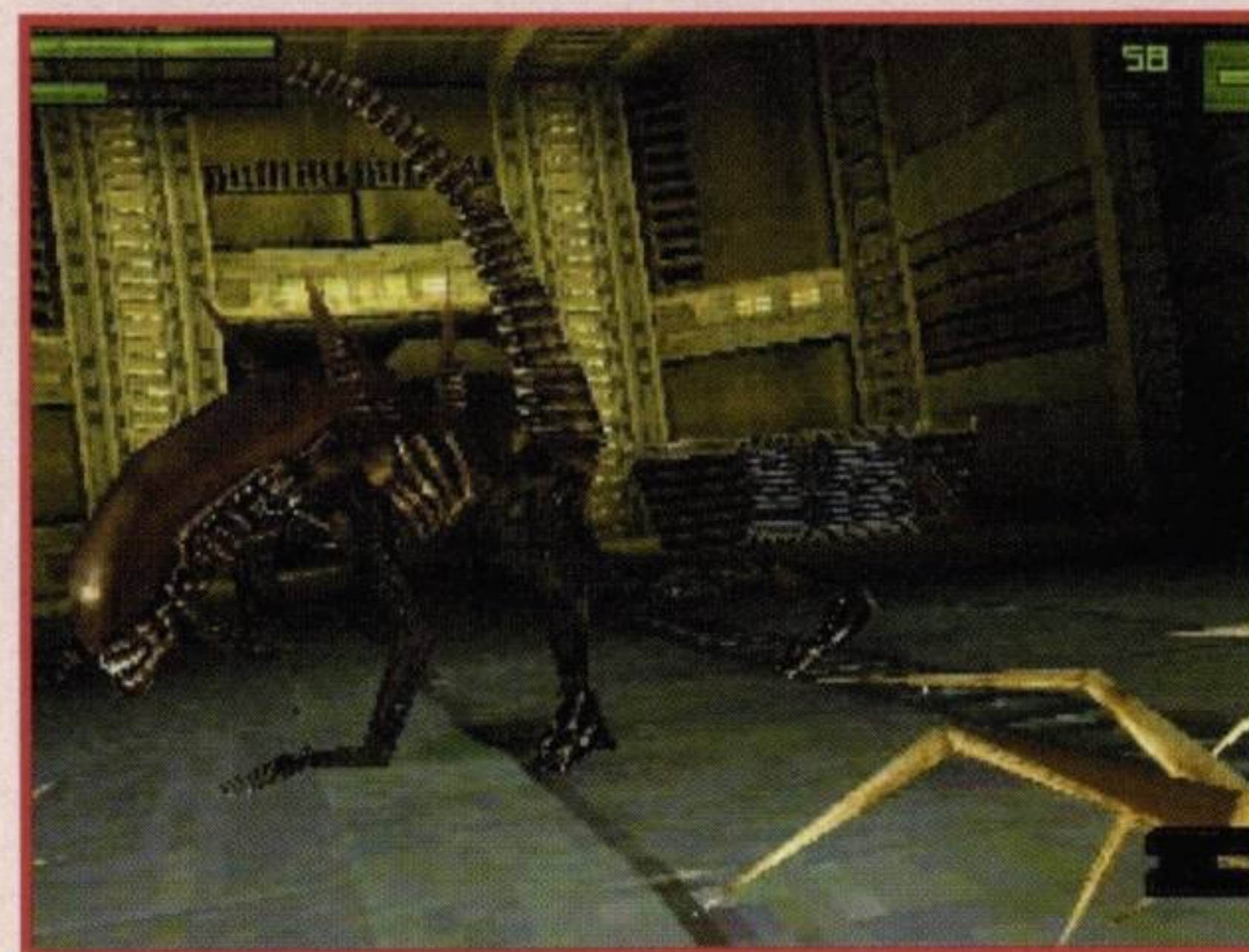
Things that go bump in the night.

More news on DarkWorks' update of the original survival horror series *Alone In The Dark*. This interpretation retains the name, lead character and all-important eerie atmosphere but 'the new nightmare' is pretty unrecognisable from its predecessors.

A stunning graphics engine allied to thoughtful gameplay should help *AITD* become the most eerie and engrossing third-person adventure on any system. This two-disc quest allows you to play either as Edward Carnby or colleague Aline Cedrac.

There are two different adventures, beginning at opposite ends of the map but visiting the same locations and they eventually intertwine. The feel and control is similar to *Res Evil* but movement and combat is less awkward. Lurking menace is provided not by zombies, but by mutant creatures of varying size and agility. Edward and Aline have a range of ten weapons with which to fight back.

The Dreamcast version is looking suitably smooth, while the graphical performance of the PlayStation game, given the limits of the console, must be seen to be believed. *Alone In The Dark* should be sending shivers down your spine on all formats before Christmas. 



■ Aiding your way through *AR* is your Motion Tracker Alien Radar, which beeps louder as aliens approach. Scary.

■ Check out the detail on the aliens— each monster is constructed from 400 polygons.



AUGUST

Format: **PlayStation** | Developer: **Argonaut** | Fox Interactive | Players: **1-2** | On sale in UK: **August**

ALIEN RESURRECTION

Do you believe in reincarnation? You soon will.

You've seen *Alien Resurrection*, where the reborn Ripley's DNA is mixed up with that of the alien she carried inside her when she died at the end of *Alien*?

Now two years later, here's the game. Unlike *Alien Trilogy*, which was a muddled shambles, *Alien Resurrection* has opted to recreate the atmosphere of the film in the style of a first-person shooter, much like the PC's *Alien Vs Predator*.

There's an element of *Tomb Raider* thrown in too, with object-oriented search and destroy and search and rescue missions. *Alien Resurrection* offers you the chance to

BEST BIT SO FAR


Alone in the dark

So keen are Argonaut to keep the dark and moody atmosphere of the film, you are even advised at the beginning of the game to turn the brightness of your telly up a bit. Because you have to admit that *Alien Resurrection* the film wouldn't have been nearly as scary if it was set on a sunny beach in Hawaii.



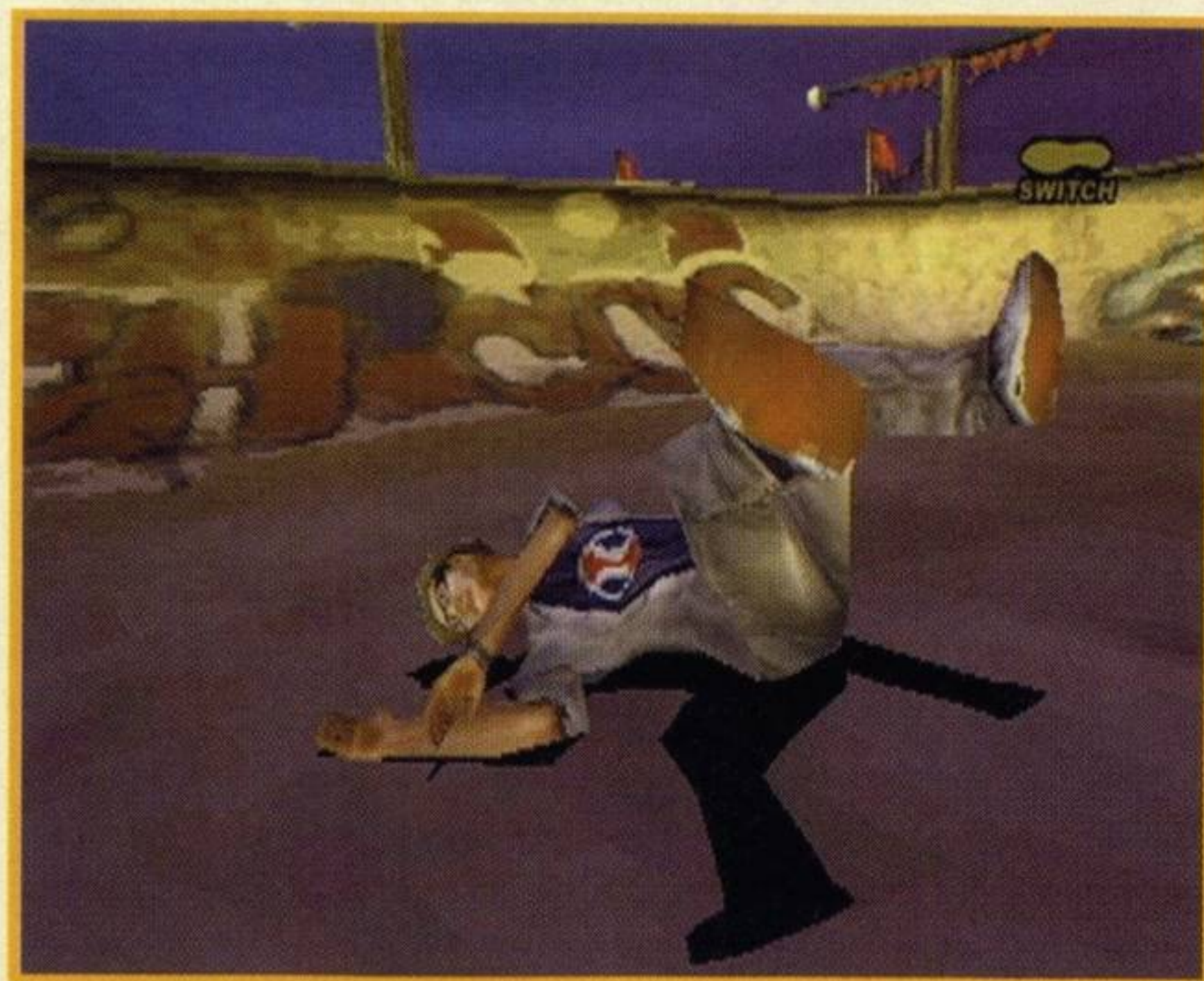
play as Ripley, Call, DiStephano, and Christie, in ten massive levels featuring multiple stories, walkways, galleries, underwater areas and more. All the weapons from the films are present, including Pulse Rifle, Shotgun, Flamethrower, Pistol, Electro Gun (Burner), Grenade Launcher, and Christie's surgically-attached dual-wrist Pistols.

The AI of the aliens is also spookily high, as they crawl over floors, walls, ceilings and vents, communicating telepathically in order to stalk, swarm and decimate you as horribly as possible.

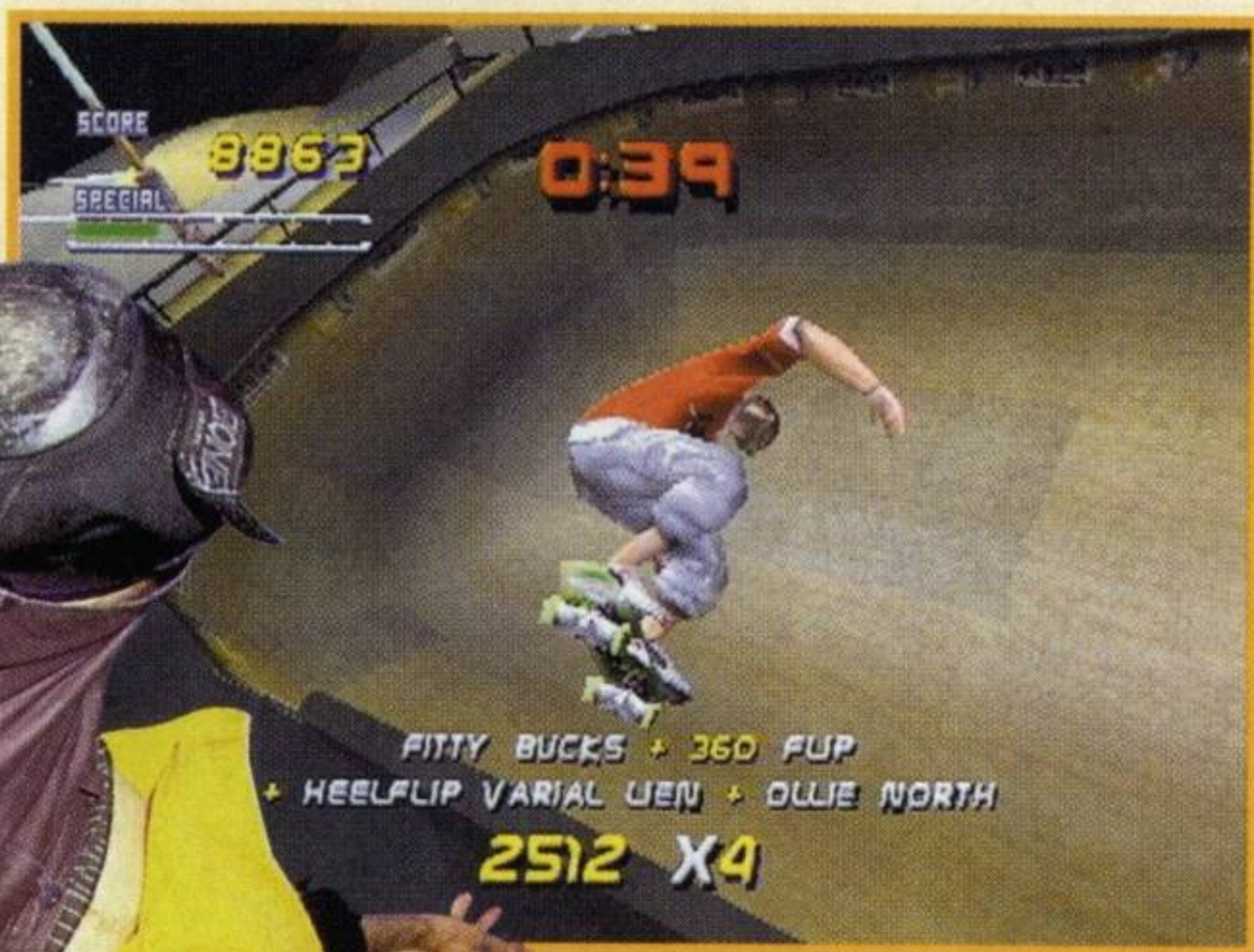
Arcade has secreted a copy of *Alien Resurrection* in our top secret draw, and — provided someone holds our hand — will be reviewing it next issue. 



■ (Above) Tony himself, 32-years-old, and still going for the potentially fatal 900' stalefish rodeo. Will he ever learn?



■ Ouch! Rookie players will be pleased to learn that there are now a whole new range of animations for guffing up.



■ As before, combining spin and flip tricks with collection of items (ie the suspended dollar bills) racks up the points big style.



SEPTEMBER

Format: **PlayStation** | Developer: **Neversoft** | Publisher: **Activision** | Players: **1-2** | On sale in UK: **September**

TONY HAWK'S PRO SKATER 2

The cool boarder returns for a little bit of jump and grind.

Rad! Gnarly! Wicked air! Er, dude! Now we've got the clichéd slang out of the way, it's time to explain why *Tony Hawk's Pro Skater 2* (slightly renamed to bring it in line with the American version) will be even better than the original. It plays similarly and doesn't have the benefit of next gen graphics, so why will it still be an essential purchase come September?

Well, you remember how the first game confined you to completing tricky tasks in order to unlock tracks, reducing the game to a speed skating sim on some of the later courses? Now the approach is far more

friendly, with the emphasis on free skating and pulling off outrageous high score combos. The level tasks are still there, requiring you to make some stupendous leaps of faith to access high platforms and earn cash for your career skater, but they're not the major focus.

The arenas are all larger, multi-levelled and much improved affairs. Tony and friends can pull tricks everywhere from Hawaii to Rio, New York to Marseilles. Every little piece of furniture is thoughtfully placed for maximum trick value and in time you can plan multiplier combos which involve landing from a high-scoring air, straight into a grind, and off into another flick or tailgrab party piece. Among the new tricks are manual wheelies or nose-



BEST BIT SO FAR

Skate and create

Another new feature of the sequel is the build-your-own skatepark mode. The dream of skaters everywhere is surely to design a playground, packed with outrageous ramps, rails and halfpipes, so here's your chance. The game gives you 12 basic parts which you can stack and combine for infinite variety. You can ride them as you go along, helping you to create the perfect trick spots.



rides which can even be ridden across flat sections of the level, allowing every trick to be linked in a whopping combo.

Straightforward half-pipe tricks are slightly more intuitive to pull off and land although perfect timing is required to link some of the top scoring new specialities. Ever more strange names abound and cries of "I've just pulled off a sex change with a 360 melon!" will soon be commonplace. All the grab tricks are now rated by length of hold, thus you will find the game accusing your indy of being 'weak' or 'sloppy'.

The skaters look better and there are a greater variety of animations on display. For instance, you now fall over and lose control of your board in a whole range of new ways, softening the blow. There's also a

detailed create-a-skater mode where you can attempt to model a big-shorted dude in your likeness, or just amuse yourself and give him a dodgy beard and mullet combo.

The popular two-player graffiti battle returns, along with some intriguing new multiplayer trick modes. Completion of *Tony Hawk's 2* will unlock cool mini-games such as traffic chicken and a highest air contest, providing additional longevity for the true skate supremo.

Tony Hawk's Pro Skater 2 won't be revolutionary, but it will provide a far more chilled (and subsequently more satisfactory) skating experience than the first game. Prepare to boardslide and tailgrind down to your local games emporium near the beginning of September.

GAME ON

COMING SOON



■ (Above) Sleeping with the fishes. Well, with the bloody mattress, anyway. (Below) The lavish interior scenes show plenty of authentic Thirties character.



■ (Top) The fictitious city of Lost Heaven is loosely based on Chicago and New York.

■ (Above) You won't open that safe with a simple crowbar. Try a serious bribe or a dawn raid instead.



WINTER

Format: **PC** | Developer: **Illusion Softworks** | Publisher: **Take 2** | Players: **1-32 (LAN Internet)** | On sale in UK: **Winter**

MAFIA

The world of PC gaming succumbs to mob rule.

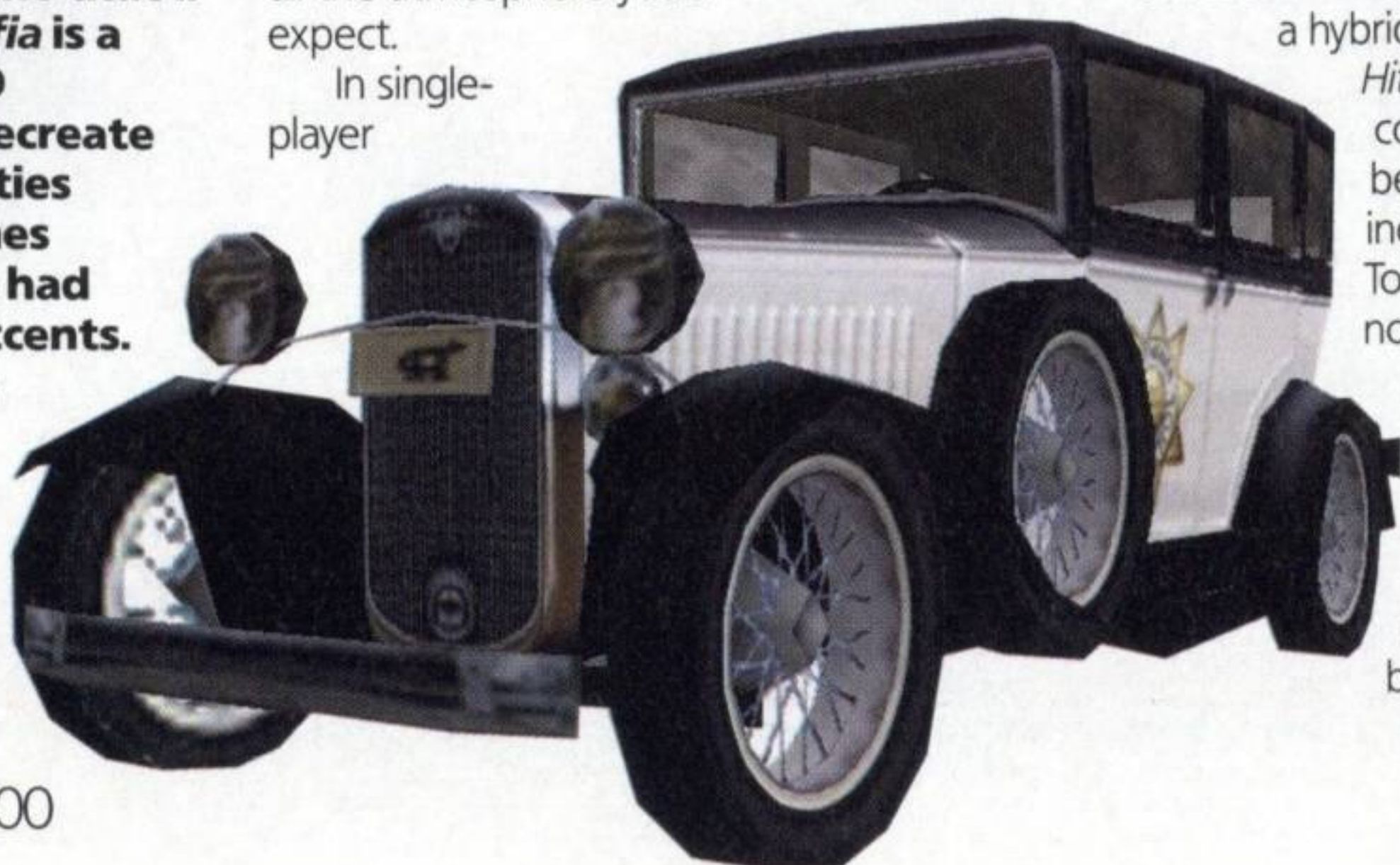
If you harbour a secret Bugsy Malone fetish (and we don't mean for the Bonnie Langford version) here's one game that'll have you drooling. *Mafia* is a full-on third-person 3D adventure which aims to recreate the heady days of the Thirties when men were men, dames were dames and everyone had preposterous 'Noo Yoik' accents.

You'll start as a footsoldier in the feared Salieri mob, whose aim is to rise to the dizzy heights of *Made Men* by carrying out all the usual Mafia activities. It's set in the fictitious American city of Lost

Heaven, which is basically a cross between the Big Apple and Chicago. As you can see, the scenery is already looking stunning with all the atmosphere you'd expect.

In single-player

mode, you have to take on 20 missions – although they're broken down into further sub-quests – that will include car chases, shootouts and fighting rivals. Sounding like a hybrid of *Grand Theft Auto* and *Hitman* it's an intriguing combination. Weapons will be strictly of the period, including the obligatory Tommy guns. Although it's not yet known what sort of balance will be struck between total balls-out shooting action and strategic planning, we're hoping that there will be plenty of frenzied gun battles included.



BEST BIT SO FAR

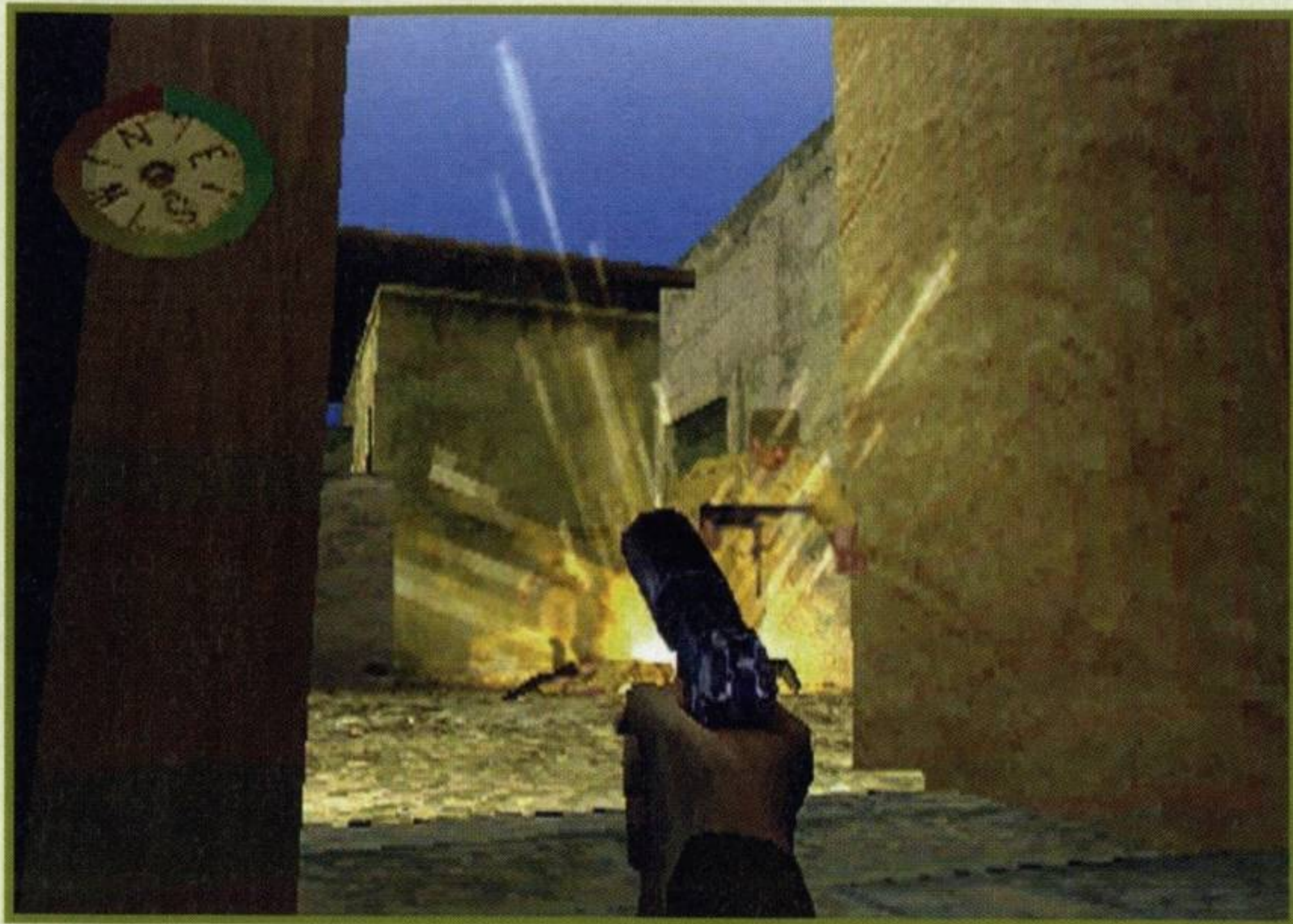
The car's the star

For the Thirties car buffs among you – okay, that's admittedly a limited group – *Mafia* should be a treat. The game will feature more than 60 lovingly-modelled vehicles to use in your nefarious missions, including gangster fave the, Model T Ford plus roadsters and even delivery trucks bearing old-style cigarette company logos



What we do know however, is that *Mafia* will also feature seven multiplayer modes, including the usual suspects such as deathmatch and capture the flag. If you've always fancied erasing your mates in a gory St Valentine's Day Massacre-style showdown, you'll be rubbing your hands with glee. *Mafia* will be released sometime in the winter.

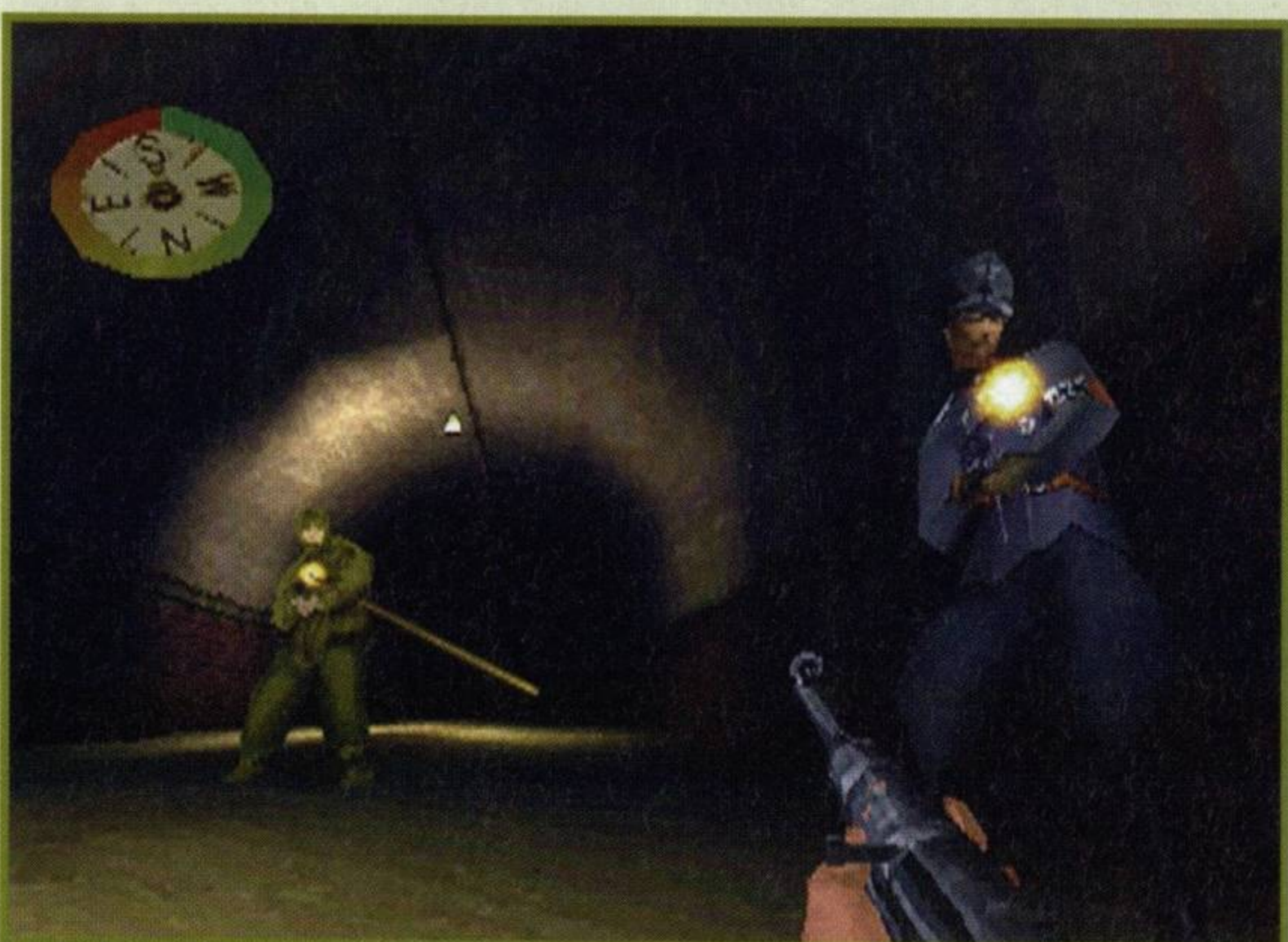




■ (Above left) Fire at barrels of oil to trigger explosions. (Above) Using the bazooka to take a solitary foe is a little excessive – but fun.



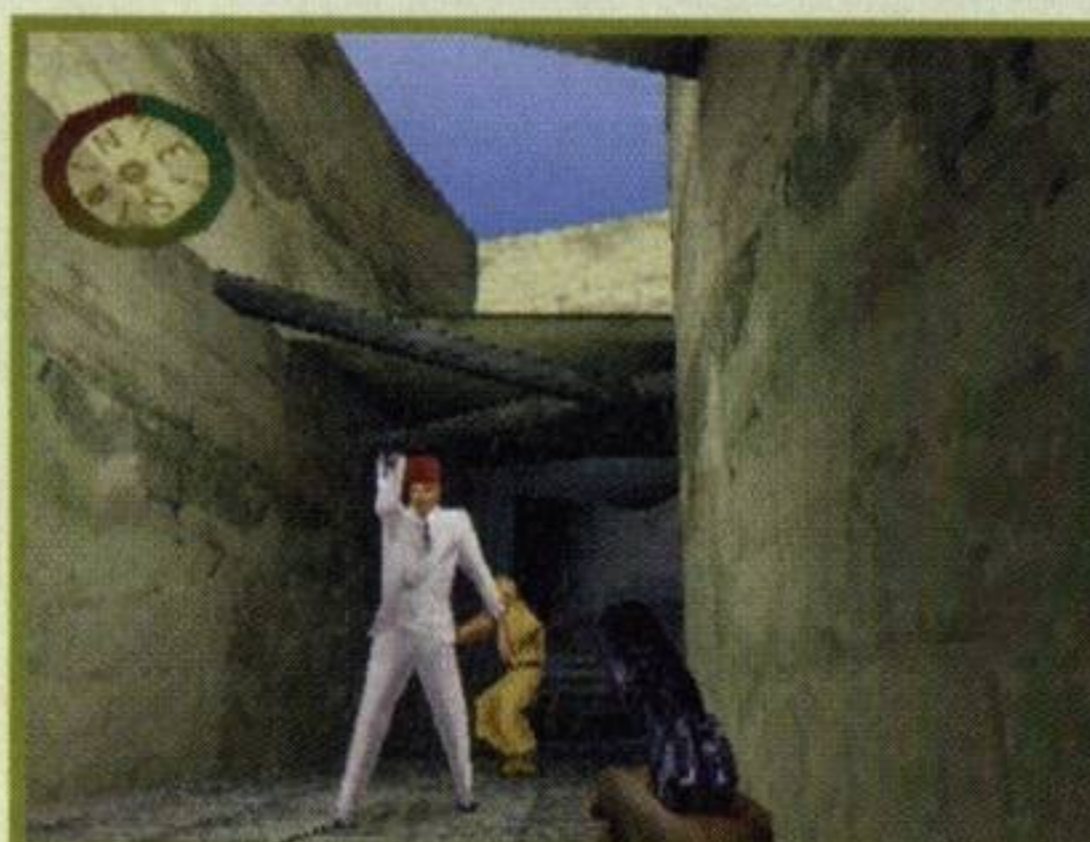
■ These two environments show that the game's lighting effects have definitely improved since the original, but overall, graphics are still shaky.



OCTOBER



■ (Above) Use hand grenades to take out Nazi installations. (Left) In Morocco, shoot off his fez. Just like that.



BEST BIT SO FAR

Strike a pose

An early level in the first game required you to don a disguise in order to make enemy soldiers believe you were one of them. *MoHU* takes this idea a step further. With only a clutch of fake official papers for defence, you've got to infiltrate restricted areas and snap stolen Nazi relics with your camera. Amusingly, you can also take photos of the duped Jerries who can't resist striking a pose in front of the lens.



comrades and must proceed in a manner which takes their welfare as well as yours into account. 'Buddies' will possess special skills like bomb disposal or lockbreaking.

MoHU is not a giant leap forward from the first title, but a few tweaks have been made in response to criticisms of the original. The approachable gameplay should make it another popular choice, if not for serious WWII historians, then for everyone who ever wanted to recreate the story from a *Victor* comic.



Format: **PlayStation** | Developer: **DreamWorks** | Publisher: **EA** | Players: **1-2** | On sale in UK: **October**

MEDAL OF HONOR: UNDERGROUND

Another Panzer extravaganza from DreamWorks.

PlayStation has a famous dearth of first-person shooters, an oversight which last year's *Medal Of Honor* went a good way towards rectifying. The fast-paced, explosive action was addictive and the ability to waste legions of ugly Nazi footsoldiers was wholly satisfying. Who cared if its portrayal of World War II combat was a little skewed?

Medal Of Honor: Underground returns to WWII for another first-person fracas. The missions are more varied than before, but the ultimate goal is the same – kill lots of Nazis and speed the Allies to victory. This time you play as a female commando,

Manon, and you begin the game as a member of the French Resistance who is eventually recruited into the Office of Strategic Services. As such, a greater range of locations are incorporated. France and Germany are obviously included, but you'll also be visiting Italy, Greece and Morocco. The more exotic environments allow for some interesting scenery, while the standard issue SS garb of the enemies makes way for khaki desert suits.

With some of the fighting taking place in sunnier climes, *MoHU* will provide respite from the dingy environments of the first game. However, given that this sequel is following hot on the heels of the original, it's understandable that little overall graphical sharpening is in evidence. The

scenery is still blocky and seriously sketchy in places. At least it's a little more interactive than before, and great fun is to be had by shooting chandeliers so that they come crashing down on hapless foes.

Improvements definitely *have* been made to the AI of enemy soldiers, who now snipe, hide, attack in formation and even turn and regroup. They also materialise not only on foot, but in a range of armoured vehicles such as tanks, half-tracks and motorcycles. In order to combat this increased threat to your life, you'll be able to go inside bunkers where powerful machine guns are mounted.

Another new feature is the development of 'buddy' levels in which you fight alongside computer-controlled

GAME ON

COMING SOON



■ Ahh... It's as if a team of mad scientists opened a wormhole into a universe filled with fluffiness.

■ (Left) Select the photos you want, dump the rest then get some stickers.



■ (Above) Unless our Pokémon-identifying skills are very rusty, we'd say that beast is a Rapidash.



■ (Above) The Professor is rightly chuffed with this picture of a Doduo.



BEST BIT SO FAR

What hit me?

Lobbing apples at Pokémon is fair enough. After all, Pokémon love apples and they can eat the ones that aren't too badly bruised by bouncing off their heads. But rocks... Now that's another thing entirely. You can provoke some pretty intense reactions by clocking a Pokémon with a lump of granite.



with and a sackful of sizable rocks to chuck if all else fails. Hit the right monster with the right thing at the right time and you can get some wonderful shots.

Getting a great shot all depends on where you were looking and how quickly you managed to reel off a couple of frames before scaring the animal away, so great pictures are to be treasured and saved on the game cart. Better still, take your cart along to a participating shop (Blockbuster in the States – still no word on who it'll be in this country) and get a unique set of glossy stickers printed, preserving your artistic genius for all eternity. (Sighs.)

SEPTEMBER

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

POKÉMON SNAP

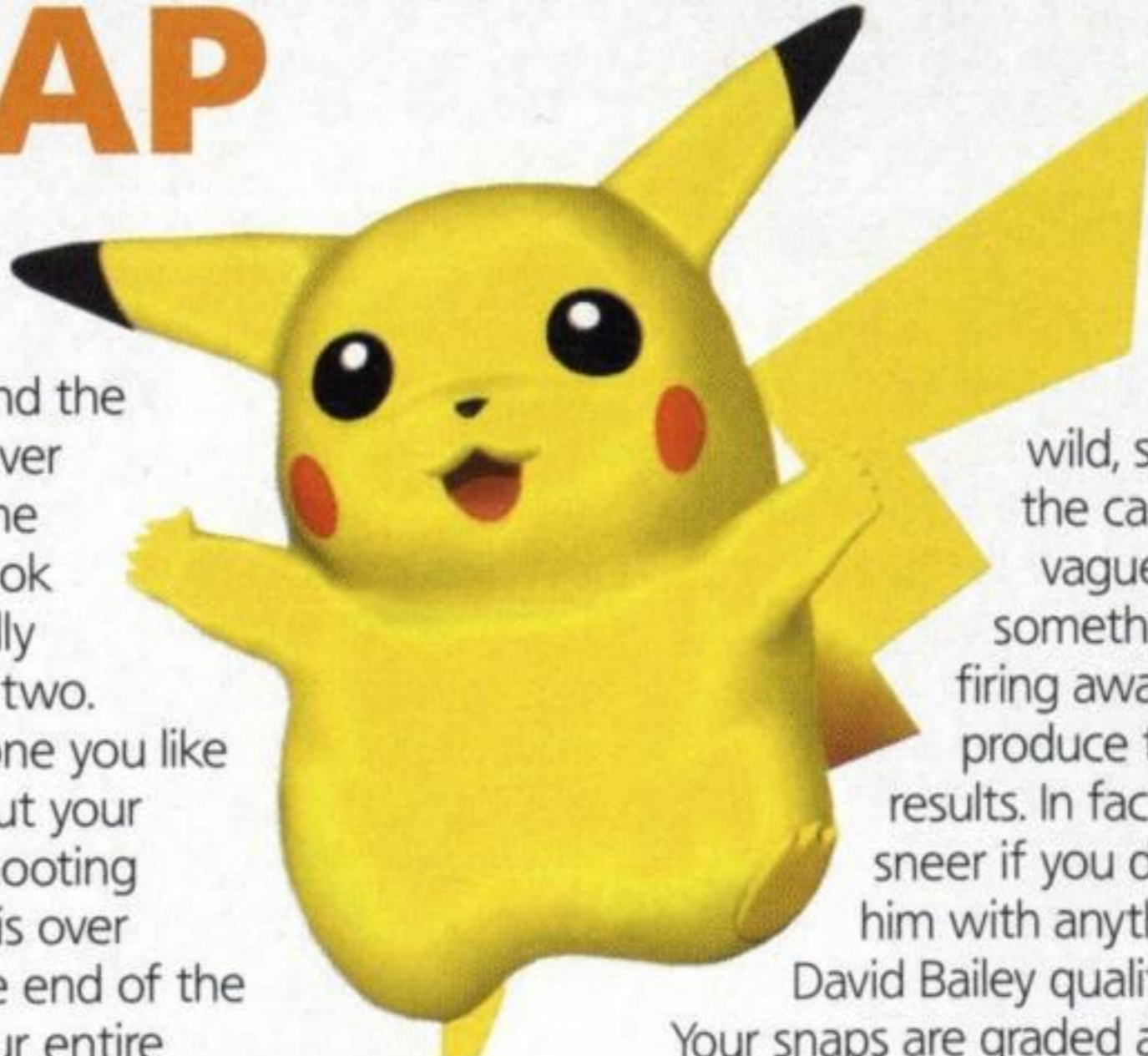
Lights, camera, Pokémon.

You've got to love those cute little Pokémon. They're the world's biggest videogame stars, they're the hottest silver screen heroes of the year and now they're set to make their unmistakably sweet mark on the world of digital photography.

Pokémon Island is where the furry beauties live when they're not dreaming up new marketing ideas, and *Pokémon Snap* offers a once-in-a-lifetime chance to take a photo safari around the natural habitat of Pikachu and chums. Who could refuse such an opportunity? All you have to do is hop into the Zero One vehicle and get snapping.

The Zero One moves on rails around the island's six areas, never stopping. You use the analogue stick to look around and hopefully spot a Pokémon or two. Once you've seen one you like the look of, whip out your camera and start shooting some film. The trip is over when you reach the end of the tracks or use up your entire allocation of 60 pictures. Then it's time to head back to the Pokémon Laboratory to examine the spoils.

The purpose of the expedition is to get the best possible snaps for Professor Oak's



study of Pokémon in the wild, so just pointing the camera in the vague direction of something fluffy and firing away will not produce the desired results. In fact, the Prof will sneer if you dare to present him with anything less than David Bailey quality. Your snaps are graded according to the number of Pokémon in each shot and what the creatures are up to. You have a number of items to help you provoke a response from them, including a Poké Flute to wake sleeping monsters, apples to feed them



■ Mech fighting games are massive in Japan but rather neglected over here – Z.O.E. should help to change attitudes.

■ (Left) Battles are intense and explosive.

■ (Right) Robots of all shapes and sizes are included – this is the 22nd Century, after all.

■ (Left) Direct hits can be spectacular.



■ Two of the more basic mechanoid models grapple with each other in close combat.



WINTER

Format: PlayStation2 | Developer: Konami | Publisher: Konami | Players: 1 | On sale in UK: Winter

Z.O.E.

Metal Gear creator leads us into the Zone of the Enders.

Fear not, Konami's Z.O.E. is not a tribute to Norman Cook's irritating spouse. It's actually the other PlayStation2 project of Hideo Kojima, in addition to a little game called *Metal Gear Solid 2*. Z.O.E. stands for 'Zone Of The Enders', a cryptic title that refers to a future space conflict.

The game is based in the 22nd Century when human civilisation has spread to Mars and Jupiter. A distant colony known as Antilia has been transformed into a war zone where the fanatical military regime of Mars (the titular Z.O.E. force) battles a band of ideological local rebels, lead by 14-year-old hero Leo. He can't tackle advanced

military firepower bare-handed, but thankfully Leo has chanced upon a colossal mechanoid frame known as Jehuty. Once inside this giant robot, battle commences.

Basically, Z.O.E. is a strategic mech fighter; a gaming genre that is hugely popular in Japan, although few exponents have traditionally made the journey to the UK. That sorry state of affairs is about to change with the advent of the new generation consoles – as well as Z.O.E. for PS2, the Dreamcast is about to get an all-new gobful of *Virtual On*.

Z.O.E. will contain some adventuring and story elements but the emphasis will be on spectacular action battle sequences. The graphics are simply stunning – detailed, clear and wildly varied in terms of colour, it

is easily one of the best PS2 titles *Arcade* has seen in terms of visual flair. The game also moves with incredible pace and should prove to be suitably hectic and explosive.

Metal Gear guru Hideo Kojima may be the overall producer, but there is plenty of other talent on board: the character and mech designers are Yoji Shinkawa, character designer on *Metal Gear Solid*, and Nobuyoshi Nishimura who has worked for many years on the highly-rated *Gundam* series of robot fighter games.

It's not yet known exactly how your giant mechanoid frames will be controlled – this is a perennial conundrum, which *Virtual On* solves with a double joystick peripheral – but Z.O.E. promises great freedom of movement using the analogue

BEST BIT SO FAR

Robot Wars

Z.O.E. is immediately eye-catching due to the explosive nature of its battles between giant robot craft. The mechanical monsters are exquisitely designed but can still be manoeuvred rapidly, firing a barrage of brightly coloured lasers as they go. A feast for the eyes.



stick combined with shoulder buttons and a camera which constantly switches to keep the significant action in view.

If you're currently feeling underwhelmed about the first wave of PlayStation2 games, just take a look at these fantastic screenshots for a dose of renewed faith. Z.O.E. – not a load of old Balls.

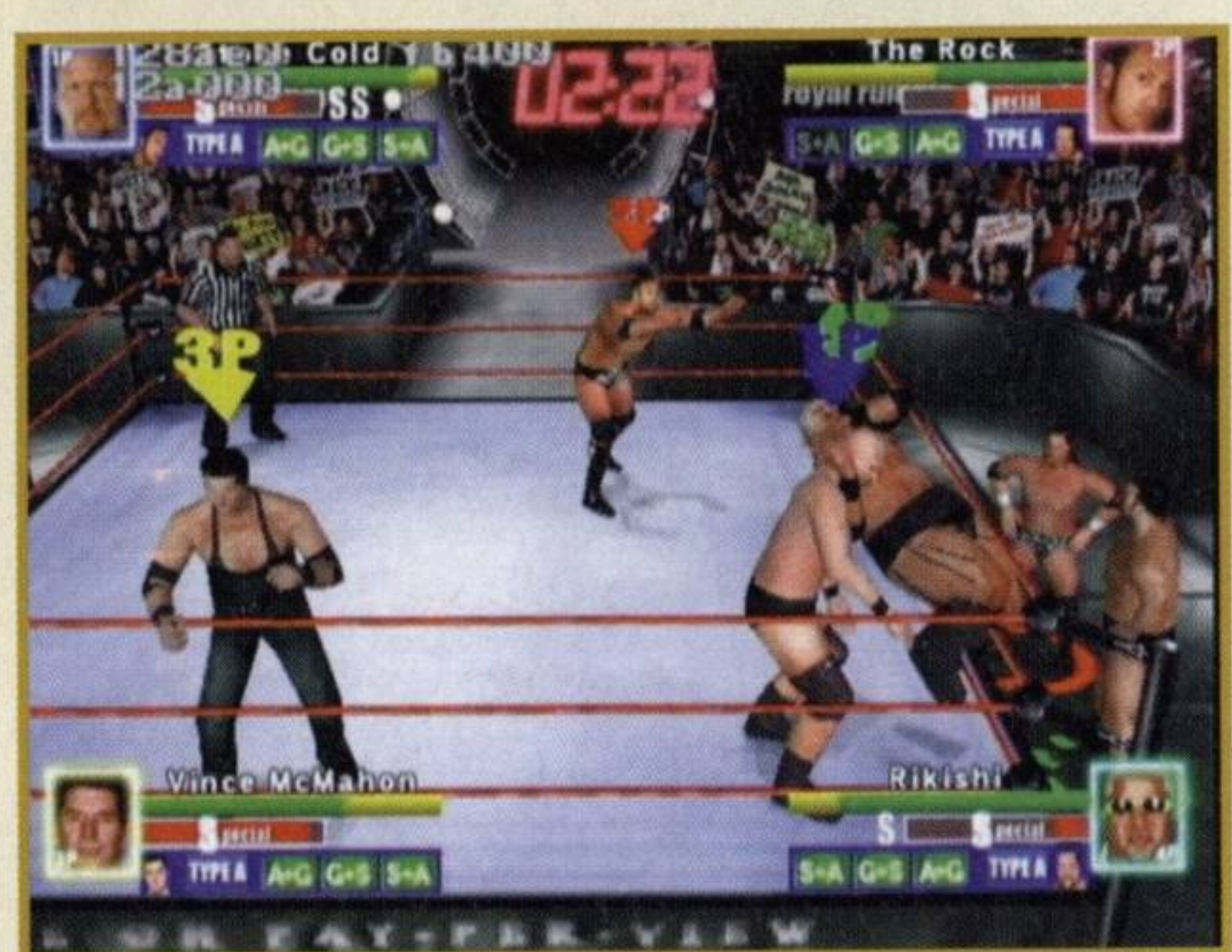
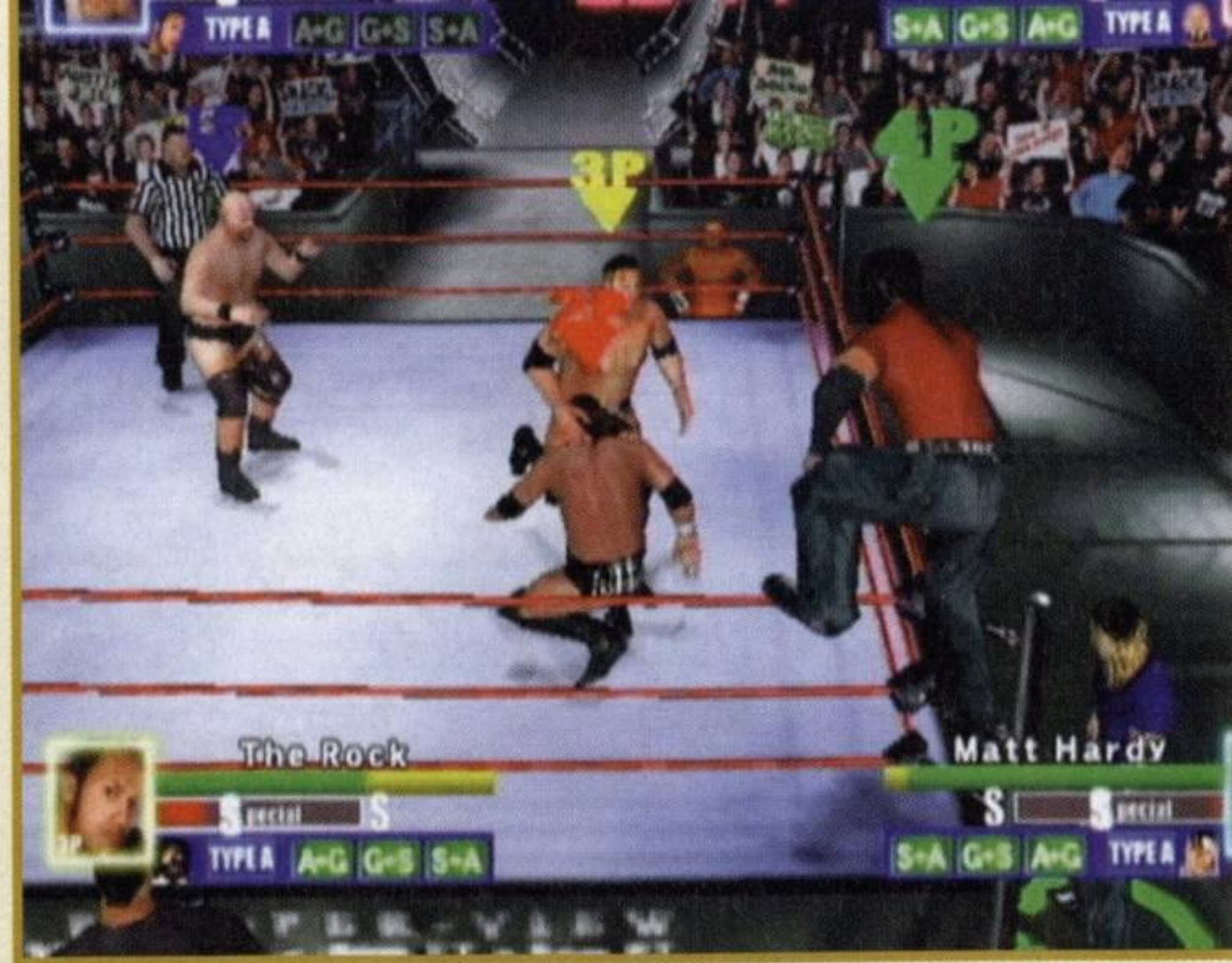


GAME ON

COMING SOON

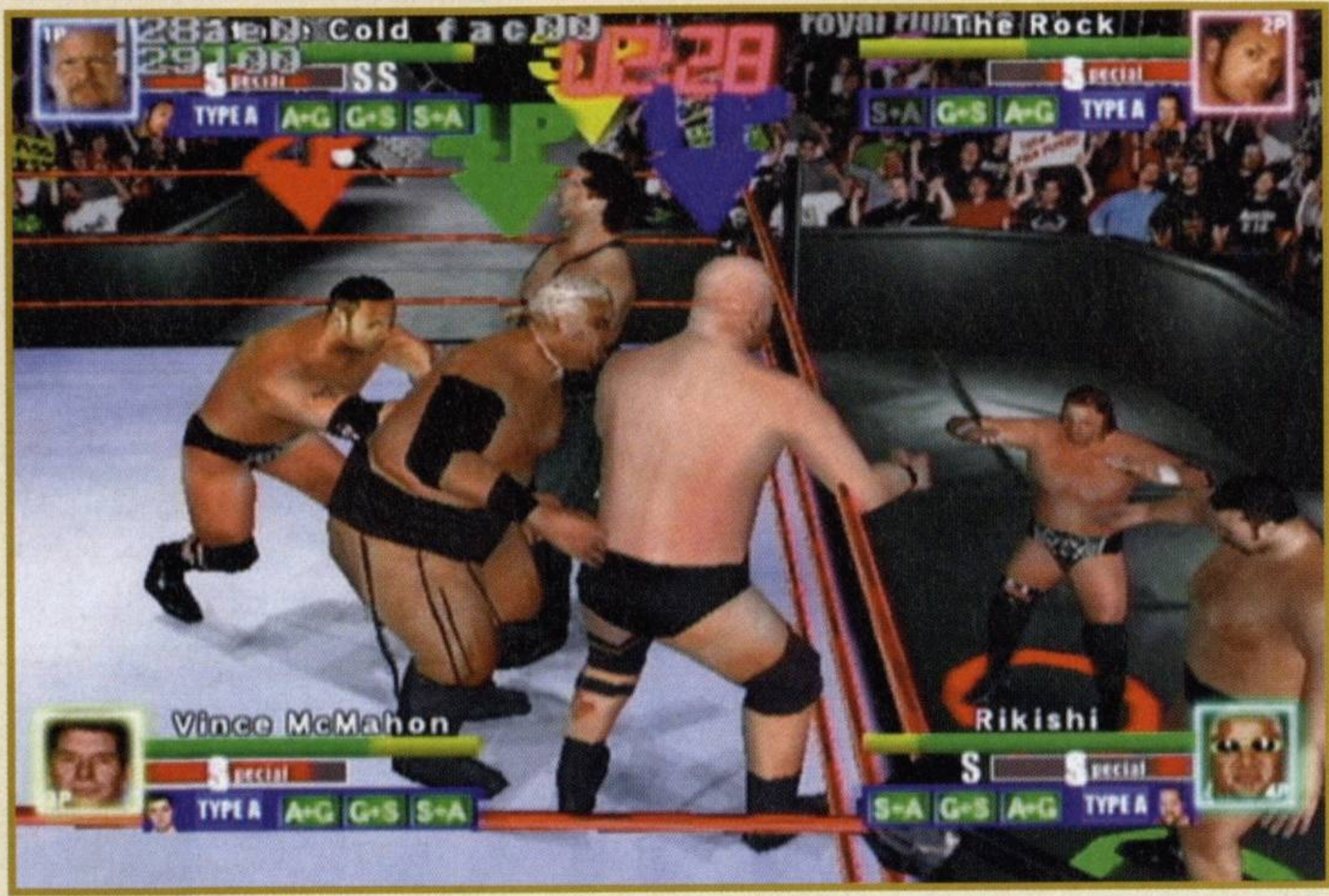


■ (Right) Matt Hardy climbs the turnbuckle to attempt a moonault. Or something.

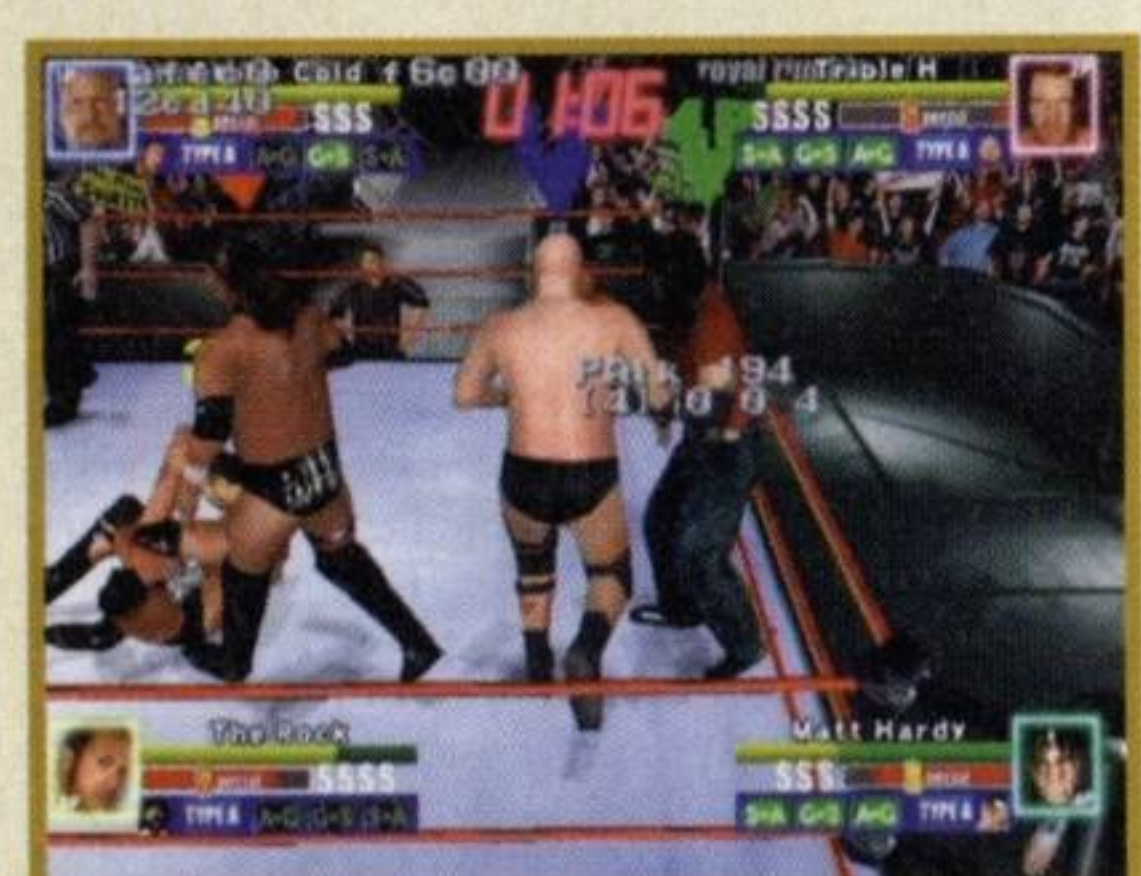
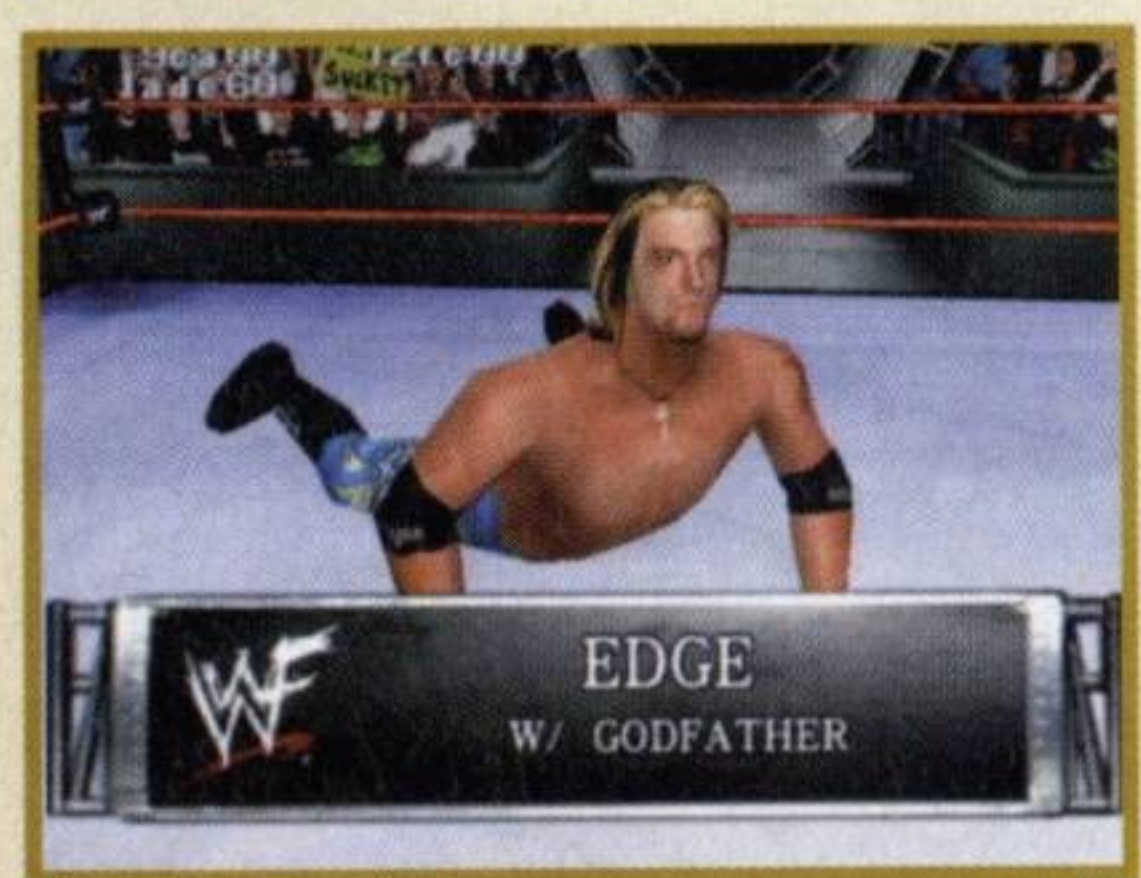


■ (Above) Remember kids, don't try this at home. It'll probably hurt.

■ (Left) Double team action takes centre stage in the multiplayer game.



■ (Above) There are only six wrestlers on screen at the moment but we're promised up to nine. It should prove to be more WWF mayhem than you can take.



BEST BIT SO FAR

Wrestle mania

Talk about extreme fighting. While the likes of *Power Stone* allows for a bit of four-on-four fighting, *Royal Rumble* goes one step further. Up to nine wrestlers can take to the ring at once – with highly humorous results. Chaos ensues – double teams, weapons from the crowd and all sorts of malarkey. Rumble is the right word for it...



OCTOBER

Format: **Dreamcast** | Developer: **Yuke's** | Publisher: **THQ** | Players: **1-4** | On sale in UK: **October**

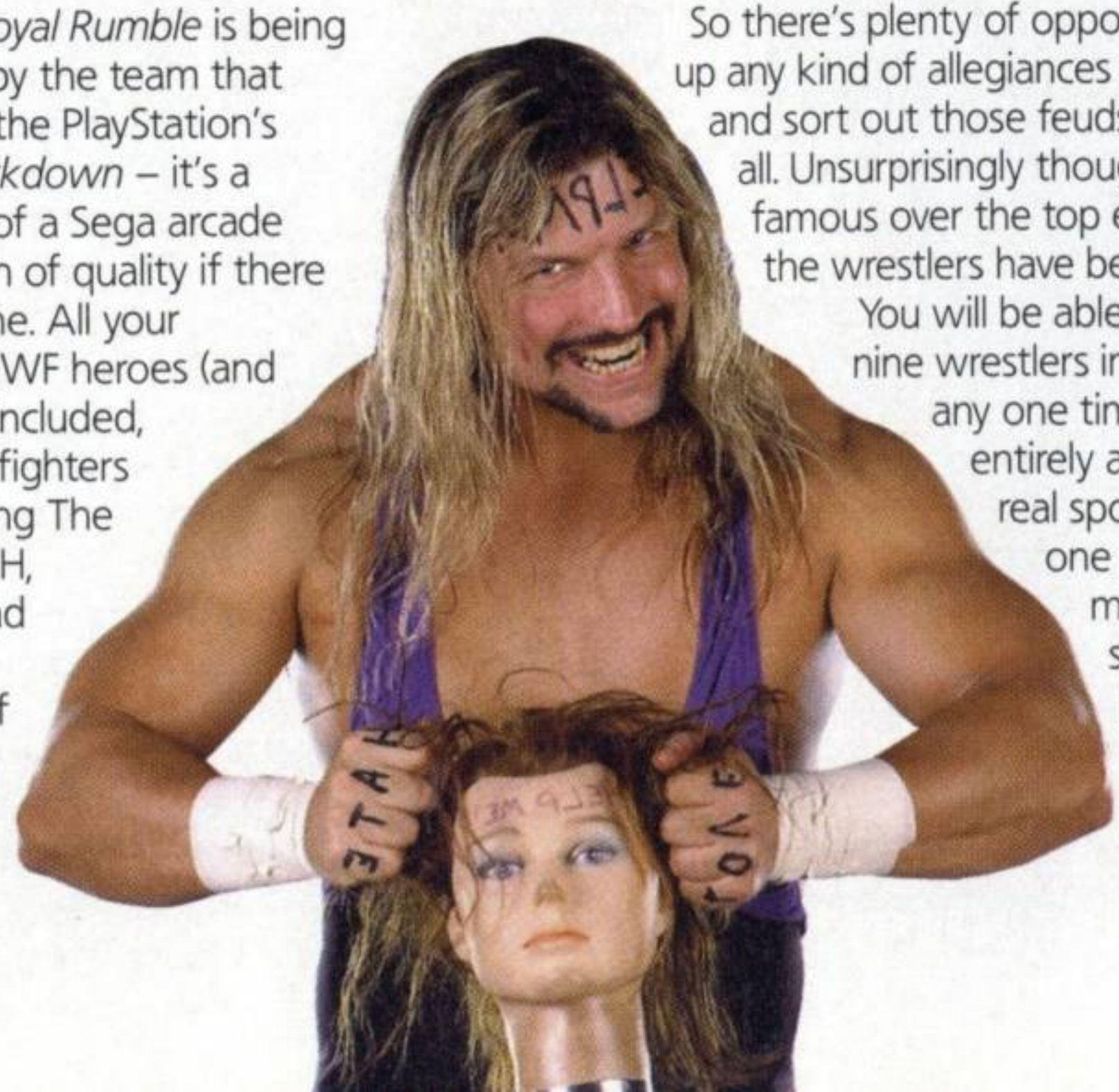
WWF ROYAL RUMBLE

No, not the Queen Mum Vs Prince Phillip – this is the WWF, baby.

Apparently, the sport that is wrestling isn't exactly real. Now that must come as a bit of a shock to some of you out there, but we heard that the wrestlers don't actually hit each other and all their moves are predetermined.

This of course doesn't stop companies such as THQ from making some incredibly popular fighting games based on the so called 'sport'. The result is that people can't get enough of. If you don't believe us, then a quick look at the multi-format charts is enough to show the popularity of these games. *WWF Smackdown* spent eight weeks at number one.

WWF Royal Rumble is being developed by the team that brought us the PlayStation's *WWF Smackdown* – it's a conversion of a Sega arcade game, a sign of quality if there ever was one. All your favourite WWF heroes (and villains) are included, totalling 20 fighters in all including The Rock, Triple H, Mankind and even the members of the McMahon family.



So there's plenty of opportunity to set up any kind of allegiances or friendships and sort out those feuds once and for all. Unsurprisingly though, all the famous over the top entrances for the wrestlers have been included.

You will be able to have up to nine wrestlers in the ring at any one time. If not entirely accurate to the real sport, this spells one thing – total mayhem as the screen becomes a complicated jumble of sweaty angry

men. Another feature that has been carried over from *Smackdown* is the no holds barred match where the wrestling can move to almost anywhere in the arena – starting in the ring and moving to the dressing room, the VIP room and even to the WWF restaurant.

Our only real concern of *WWF Royal Rumble* at the moment is over the targeting system. With only four players in the ring it can get confusing as to who your actually fighting, so what happens when you get nine?

Basically we're hoping that *Royal Rumble* will be as good as *Smackdown*. Same gameplay, same stupid moves but better graphics. If it is, then *Royal Rumble* could be absolutely massive.



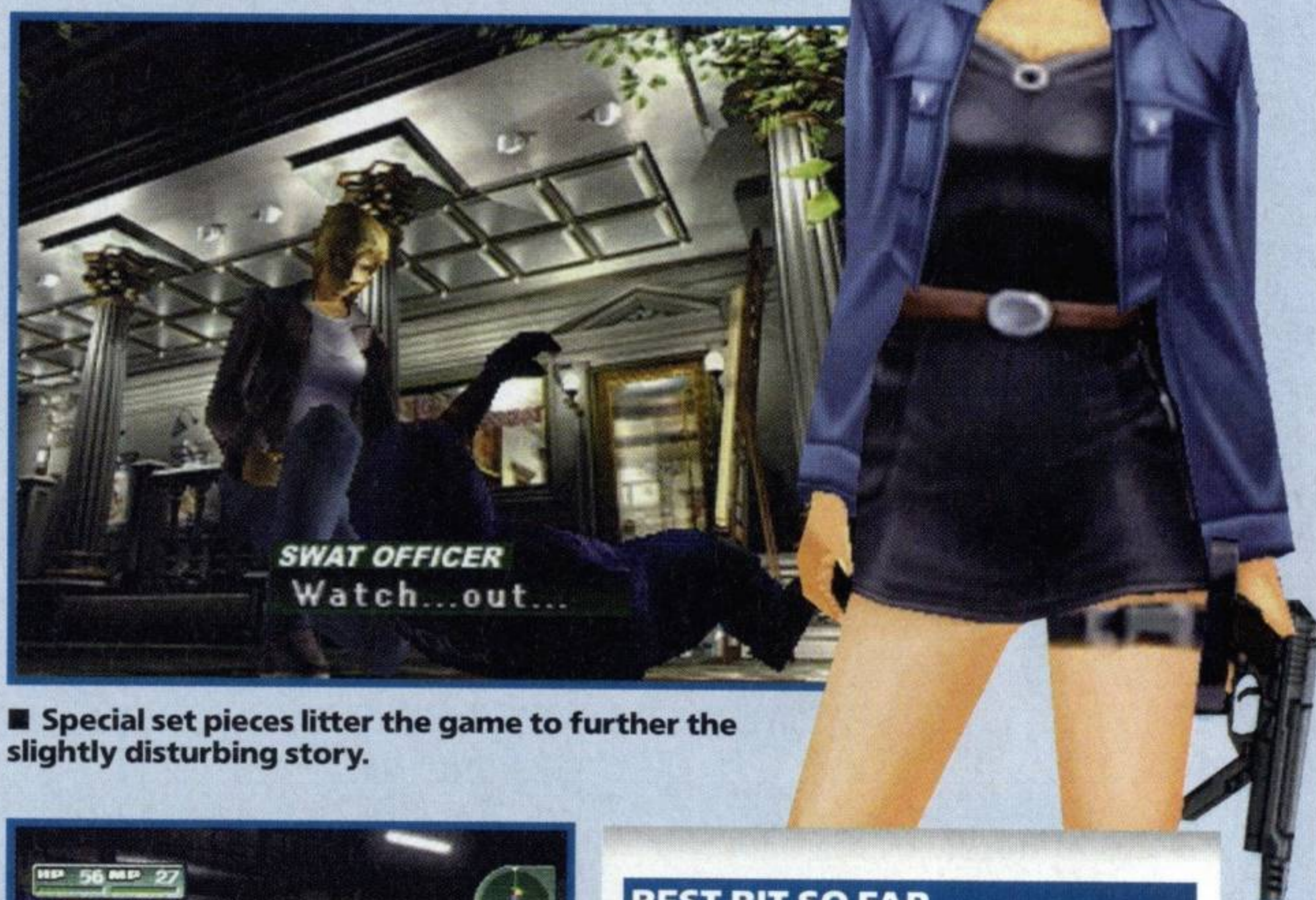
■ One of the sidekicks that helps you throughout the game. You are also able to control several different characters.



■ With a high gore factor, expect *Parasite Eve 2* to be an 18-certificate game.



■ Aya's Parasite powers act like magic in RPGs. Above is the health spell but she can also learn fire, electric and water attacks.



■ Special set pieces litter the game to further the slightly disturbing story.



BEST BIT SO FAR

Evil inside

With mitochondria in the cells of every living creature, it means that you can't trust anyone. They're very likely to transform into a scary monster right in front of your eyes. This also allows for some of the weirdest and most wonderful monsters ever seen in a videogame – all illustrated with stunning FMV.



OCTOBER

Format: **PlayStation** | Developer: **SquareSoft** | Publisher: **Square Europe** | Players: **1** | On sale in UK: **October**

PARASITE EVE 2

The eve of the dead.

The original *Parasite Eve* is one of the best games never released in the UK and remains one of the few games to try and do a '*Resident Evil*' and do it well. It sold loads in Japan and the US but for some unknown reason it was never released over here. Don't worry though, because the sequel is definitely headed our way this winter.

You play ex-NYPD special agent Aya Brea. In the first game she discovered latent abilities caused by super-powerful mitochondria, a tiny structure inside every cell in the body – they produce power for life to grow. However, this mitochondria had

a bad effect on the rest of the population. *Parasite Eve 2* promotes the idea that mitochondria, and yes it's in your cells, is a separate life form that has designs over the human way of life. Basically these evil mitochondria have the effect of turning normally nice, pleasant life forms into huge, salivating monsters. Out for blood.

Brea has now quit the police force and joined a



special branch of the FBI set up to deal with the ever-increasing cases of neo-mitochondria outbreaks. This is where the game kicks off – you begin by investigating one such outbreak in downtown LA for the start of an adventure that takes you all over America. You won't be surprised to hear that what you learn involves a government cover up and a dark secret from Brea's childhood. Isn't it always the same in these games?

Gameplay will be familiar to anyone with experience of *Resident Evil* – pre-rendered backgrounds, puzzles and loads of monster blasting. What is different is that Square has incorporated some elements from RPGs. You earn experience points for killing the evil critters and then these can be exchanged for more potent powers – essentially magic. Likewise bonus points are also earned which can be traded for weapons, ammo and armour.

Parasite Eve 2 is essentially *Resident Evil* recreated by Square – a formula that's been tried and well tested. If Square can recreate the brilliant atmosphere from Capcom's games then we're in for a treat. If not, then we'll still be left with one taxing and massive adventure.



GAME ON

COMING SOON



■ (Above) Nip into the pits and you're treated to this wonderful animation of the mechanics.



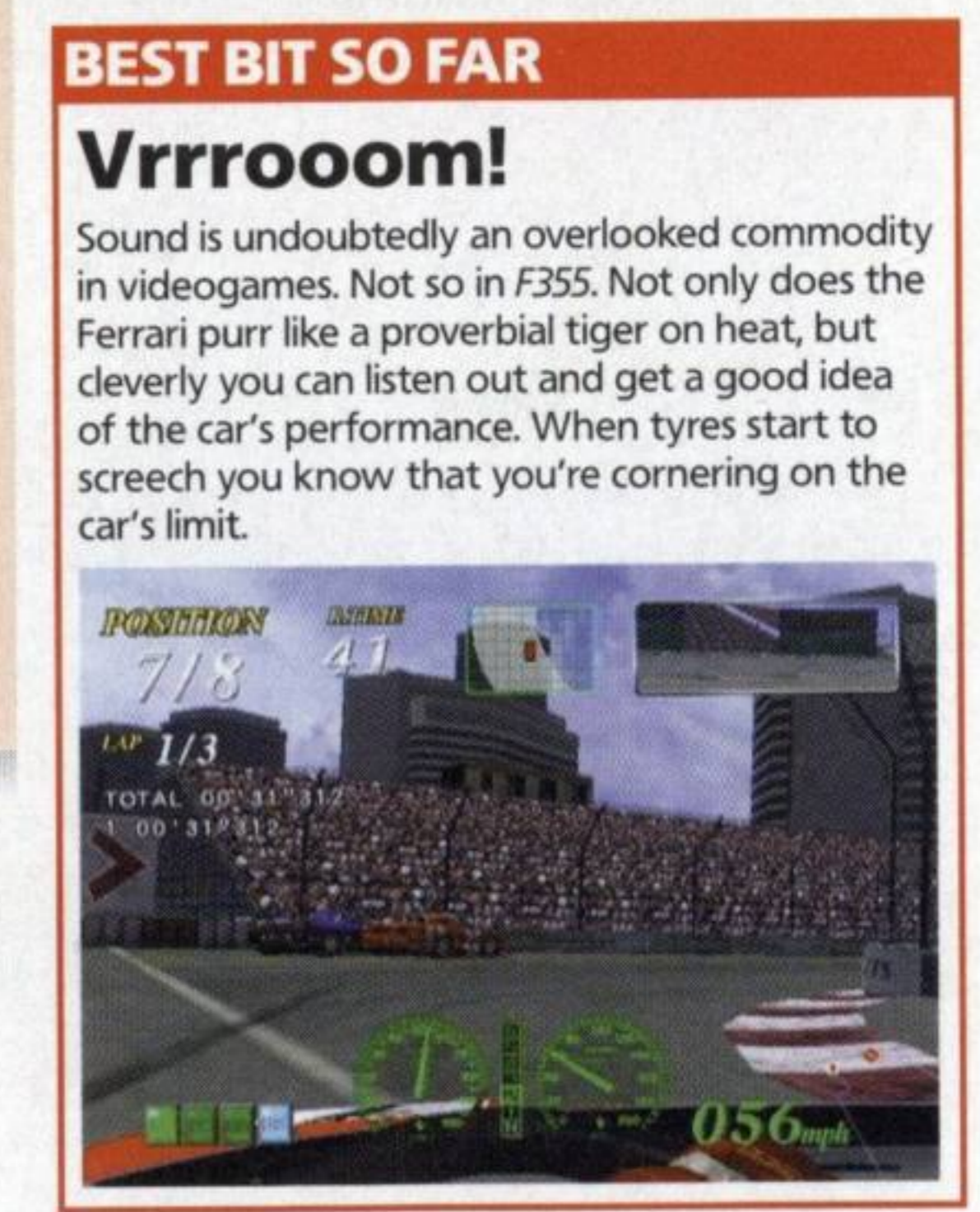
■ (Left) Weather conditions change randomly throughout the game.



■ Storm clouds threaten. The Dreamcast version is likely to include rainy conditions.



■ With F355 being a simulation, only one view will be available – in car.



tracks will be included otherwise F355 could be a fairly short-lived experience. What we have already is arguably the best racing simulator to grace a home console. Let's just hope that Sega does it justice.

NOVEMBER

Format: Dreamcast | Developer: AM2 | Publisher: Acclaim | Players: 1-2 | On sale in UK: November

FERRARI F355 CHALLENGE

Dreamcast in great driving game shocker.

Say what you will about Sega, you can't deny that they know how to make great arcade games. So when you learn that one of their best ever is being ported over to Dreamcast you are entitled to get a little excited.

Like the arcade version, *Ferrari F355 Challenge* on Dreamcast is being developed by Sega's world famous AM2 division. The man at the head of the division, Yu Suzuki, has been responsible for some of the greatest arcade games ever: *Outrun*, *Virtua Fighter* and *Virtua Racing*. So now you know the pedigree that's behind F355, you can see why we are more than a little 'juiced up'.

If you're not familiar with the arcade version – at £2 a go who would blame you for walking past it – then you'll be pleased to hear that this is one excellent driving game. As the name would suggest, its focus is purely on one car, Ferrari's legendary F355. Only one car? Sounds like a bit of a cop out, you might be thinking. But no, with only one car to model, only one car to work out the physics and handling for, AM2 has done a fantastic job in recreating one of the world's most desirable sports cars.

Not that anyone on the Arcade team is rich enough to have ever driven a Ferrari F355 but this is how we'd imagine it to be – fast, difficult and a lot of pure unadulterated fun.

This all out simulation approach might be a little daunting at first so Sega has included a system whereby the game will help you out in four areas: stability, traction, braking and anti-lock brakes. With all these turned on F355 then plays very much like something between *Gran Turismo* and *Ridge Racer* – all you're really doing is steering the car.

The only real downer could be the fact that there won't be enough tracks. This and the fact that there's only one type of car available to drive. It remains to be seen what AM2 implement for the home version – we're hoping that some extra



RELEASE SCHEDULE

Want to know when all the new games are coming out? Simple, have a quick look at this lot.

SEPTEMBER				OCTOBER			
1st	Dave Mirra Freestyle BMX	Activision	PSX	15th	Kirby 64: The Crystal Shards	Nintendo	N64
1st	ECW Anarchy Rulez	Acclaim	PSX	15th	Pokémon Snap	Nintendo	N64
1st	Re-Volt 2	Acclaim	PSX	15th	Int. Track & Field Summer	Konami	GBC
1st	Terracon	Sony	PSX	15th	Legend of the River King	Crave	GBC
1st	Space Channel 5	Sega	DC	15th	Spider-Man	Activision	GBC
1st	Fur Fighters	Acclaim	PC	22nd	Tony Hawk's Pro Skater 2	Activision	PSX
1st	Turok 3	Acclaim	N64	29th	Int. Track & Field	Konami	DC
1st	ECW Anarchy Rules	Acclaim	N64	29th	Rush 2049	Midway	DC
1st	Donkey Kong Country	Rare	GBC	29th	Mario Party 2	Nintendo	N64
1st	ECW Anarchy Rules	Acclaim	GBC	29th	Rush 2049	Midway	N64
1st	Re-Volt	Acclaim	GBC	29th	Starcraft 64	Nintendo	N64
1st	Turok 3	Acclaim	GBC	29th	Rush 2049	Midway	GBC
8th	Earthworm Jim 3D	Virgin	PSX	TBC	Prince Naseem Boxing	Codemasters	PSX
8th	Mortal Kombat Special Forces	Acclaim	PSX	TBC	Tenchu 2	Activision	PSX
8th	Rampage Through Time	Midway	PSX	TBC	Vanishing Point	Acclaim	PSX
8th	Microsoft Golf	Microsoft	PC	TBC	Vib Ribbon	Sony	PSX
8th	Excitebike 64	Nintendo	N64	TBC	WTC: World Touring Champ.	Codemasters	PSX
8th	Cannon Fodder	Codemasters	GBC	TBC	X-Men: Mutant Academy	Acclaim	PSX
8th	NBA In the Zone	Konami	GBC	TBC	Mag Force Racing	Crave	DC
15th	Spider-Man	Activision	PSX	TBC	Metropolis Street Racer	Sega	DC
15th	Virtua Tennis	Sega	DC	TBC	Super Magnetic Neo	Crave	DC
15th	Stunt GP	Midway	DC	TBC	Vanishing Point	Acclaim	DC
15th	UFC	Crave	DC	TBC	Hostile Waters	Rage	PC
15th	Deus Ex	Eidos	PC	29th	Conker's Bad Fur Day	Rare	N64
15th	Stunt GP	Midway	PC	29th	ISS Millennium	Konami	N64
				TBC	X-Men: Mutant Academy	Activision	GBC
6th	The Grinch	Konami	PSX				
6th	The Grinch	Konami	DC				
13th	LMA Manager 2001	Codemasters	PSX				
13th	Extreme Sports	Sega	DC				
13th	Quake III Arena	Sega	DC				
13th	Call to Power 2	Activision	PC				
13th	Metal Gear Solid	Microsoft	PC				
13th	Midtown Madness 2	Microsoft	PC				
20th	The Mummy	Konami	PSX				
20th	The Mummy	Konami	DC				
TBC	X-Games: Snowboarding	EA	PS2				
TBC	F1 World Grand Prix	VideoSystem	PS2				
TBC	Gradius 3 & 4	Konami	PS2				
TBC	ISS 2000	Konami	PS2				
TBC	Int. Track & Field	Konami	PS2				
NOVEMBER							
TBC	Final Fantasy IX	Square Europe	PSX				
TBC	Ready 2 Rumble Round 2	Midway	DC				
TBC	Silent Scope	Konami	DC				
TBC	Colin McRae Rally 2.0	Codemasters	DC				
TBC	Obi-Wan	Activision	PC				

RELEASE SCHEDULE IN ASSOCIATION WITH HMV



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Words by | **Sam Richards**

PS2: UK

We've all heard about the Japanese PlayStation2 launch, but how are Sony preparing to bring the machine to a British gaming audience? Arcade went straight to the top and asked Chris Deering, the President of Sony Computer Entertainment Europe.

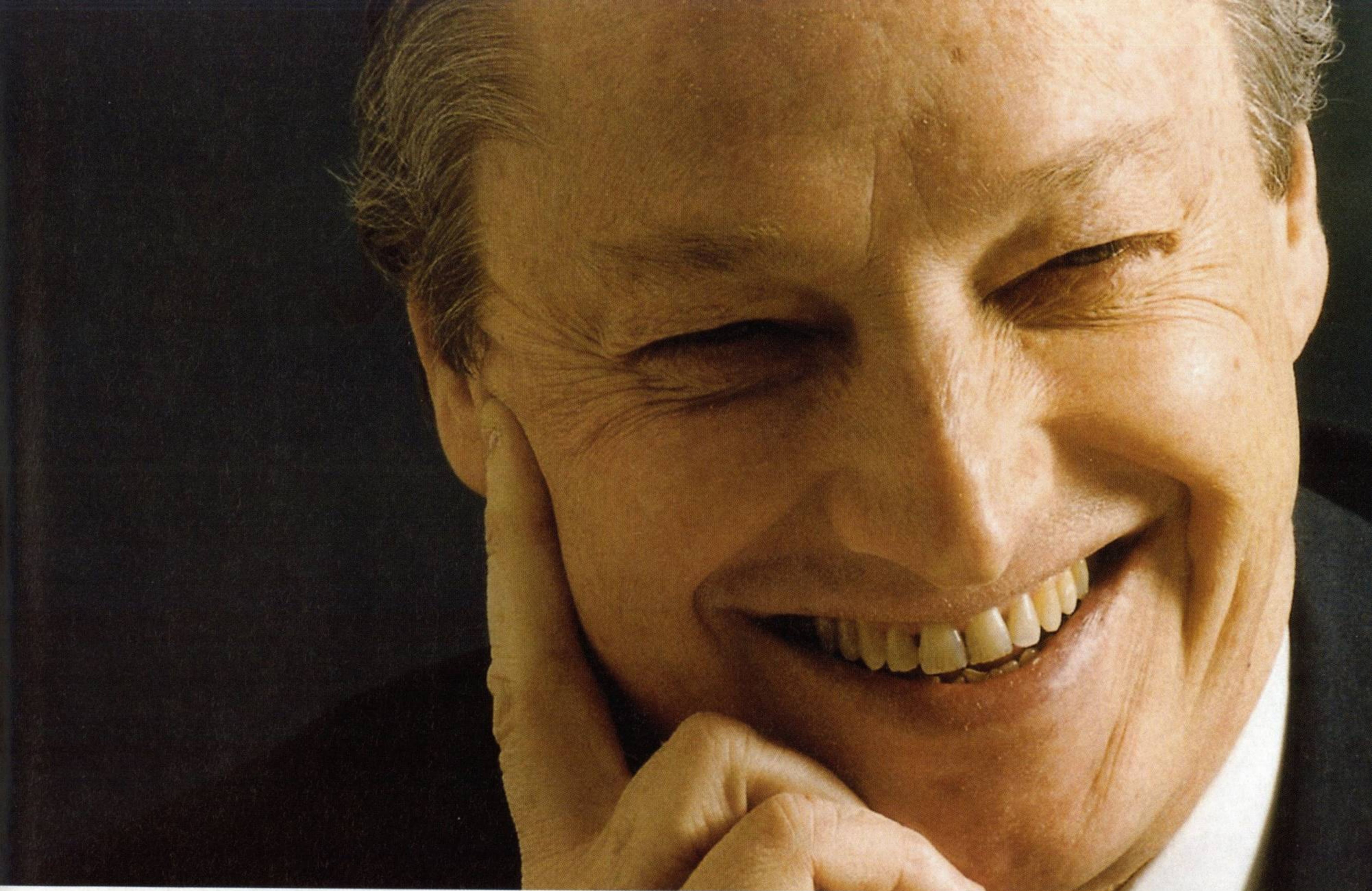
Thursday 26 October. That's the date every dedicated gamer has etched onto his or her memory. It's the day when the most anticipated and most hyped games console in history goes on sale in UK shops. Whatever you think of PlayStation2, it's going to be massive.

You've already heard about its launch in Japan and you've probably been keeping tabs on the PS2 games released over there. But a host of

dating sims and mah jong games aren't going to satisfy UK gamers, so how will Sony's approach to the British market differ? There are already 300 PS2 games under development in the UK and while few will make it to the shelves in time for launch, Sony are working hard to make the PS2 our console, rather than the latest import from Japan. Remember *Wipeout*? Remember consoles in clubs? Remember the four symbols and the power of PlayStation? Those were the UK-centric campaigns which helped make the

PlayStation such a part of everyday life in Britain. Sony has some equally powerful plans for impressing PS2 on the national consciousness.

We spoke to the most important man in the games industry, president of Sony Computer Entertainment Europe (SCEE) Chris Deering, to discover how the massive PS2:UK operation is gearing up. Also we talked to the cream of UK development to find out how they're grappling with the demands of a new console to produce the next generation of great British games.



Back in *Arcade #5*, we cited Chris Deering as the most influential man in the UK games industry. With PlayStation2 poised to make an assault on the British consciousness, that accolade is truer now than ever. He is responsible for overseeing every aspect of the Sony PlayStation and PlayStation2 operation in Europe (a vast territory that includes not just the UK, but mainland Europe, the Middle East and Australasia). We caught up with him at his Soho offices.

When did SCEE Europe begin work on its PlayStation2 strategy?

It was on the map as early as mid 1996. The specs weren't actually released until September 1999 so that's when work on the PS2 operation began in earnest.

Why 26 October 2000?

As with all inventions, they come when they're done. It just so happens that the PlayStation will be five years old in Autumn 2000. It all works out neatly, but that wasn't necessarily the masterplan.

Obviously the PlayStation2 was first manufactured in Japan, but are there any cultural reasons for Nipponese gamers getting their hands on the console ahead of us poor British?

Let's face it, most movies come from Hollywood and for the last 25 years, Japan has been the Hollywood of videogames. The sequence of the release is really a function of the ramping-up speed of production. If we could have produced

enough machines to go worldwide on day one, that would have been ideal, but due to the huge demand it just wasn't possible. With PlayStation, there was a nine month gap between Japanese and UK launch dates. This time, the disparity is closer to six months.

How important is the UK market to SCEE?

The UK has a huge influence on the global videogames market. A good proportion of videogames are written in the UK, it has a high percentage of hardcore gamers and an above average interest level in gaming. It's a flagship territory for most game companies, especially us.

There will be a couple of key differences in the European PlayStation2 machine from the Japanese model – namely the expansion port and hard disc drive bay. How come?

After the first PS2 models entered into the production phase, the hard drive emerged as a more important element of the long-term strategy. It made sense to create a console with the capability to make the hard drive inclusive within the machine.

Obviously the approach to promoting the PlayStation in the UK was a major factor in its huge crossover success. What is Sony planning for PS2?

There is a huge demand already among gamers in the know, and their desire for improved graphics, faster speeds and the evolution of AI is part of the natural progression of gaming

“THE UK HAS A HUGE INFLUENCE ON THE GLOBAL GAMES MARKET.”

technology. Of course, the DVD capabilities and family entertainment positioning will interest a new audience. Then there are the future-positive elements in the broadband area.

Clearly PS2 will have an expanded market positioning versus traditional gaming devices. We'll be marketing PS2 as a computer entertainment system with multimedia and multi-communication aspects, and most importantly, as a games console able to support software which is more intellectual than the simple arcade-style games of the past. The emotion engine will allow game characters to



■ **FIFA 2001: Footie games are key to SCEE's UK plan.**

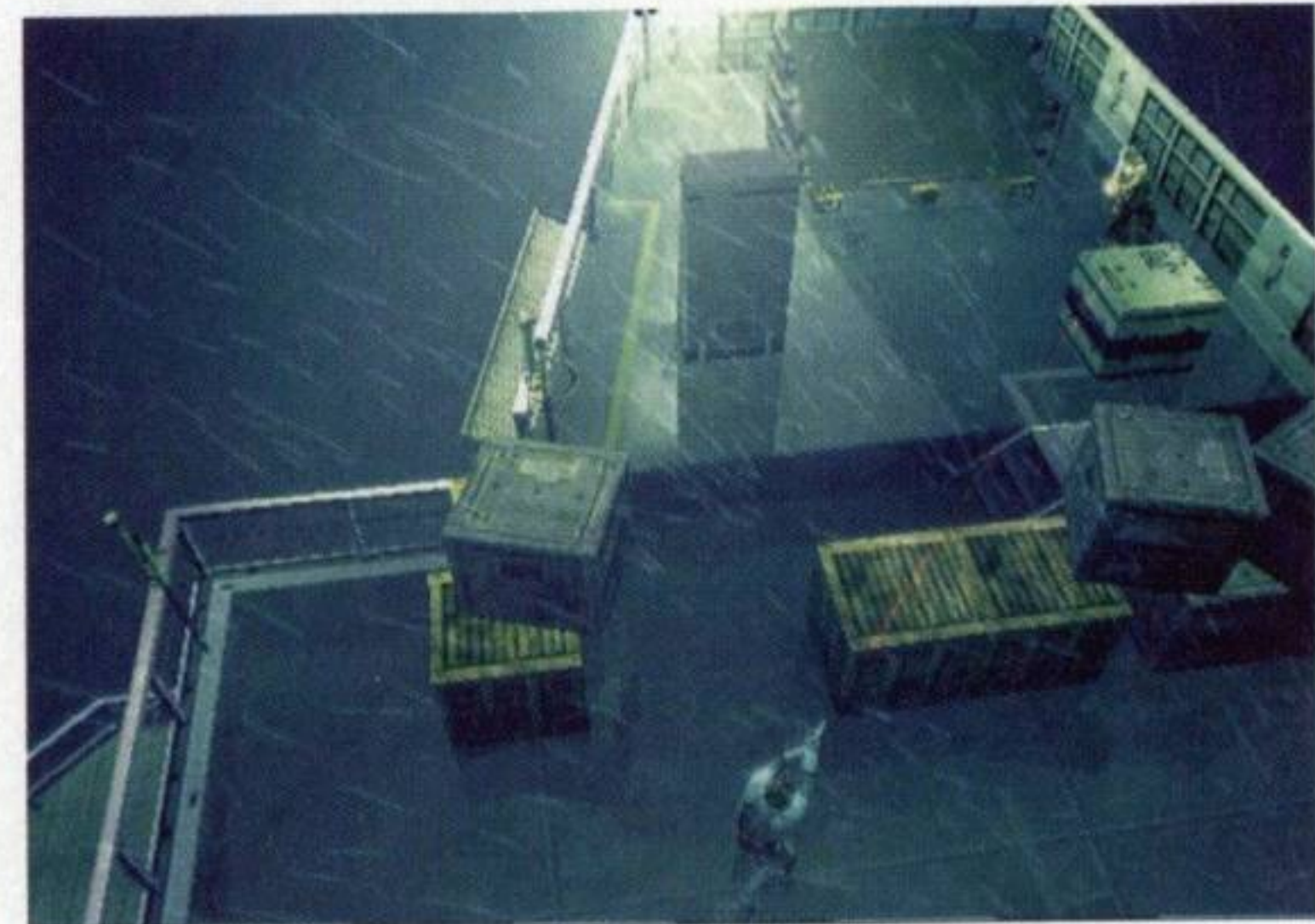


"PS2 IS NOT THE LAST MILESTONE IN A LONG ROAD."

evolve and develop personalities rather than just jump around the screen. Meanwhile, the traditional football and driving games will all look better and run faster.

Are there any games which SCEE will be specifically citing as paragons of this new era in gaming culture?

I don't know whether we will be mentioning specific games in our advertising... but I think *Metal Gear Solid 2* is a superb advertisement for our system, and that's just a peek over the wall at the genesis of a new generation. It's a more compelling, thrilling, realistic and involving gaming experience than anything before. Of course, our hardware is simply an invitation for developers to explore these possibilities. By the time the second and third generations of software arrive, there will be gaming genres which no-one's thought of right now, particularly when you consider the potential provided by the broadband network.



■ *Metal Gear Solid 2*: "A superb advert for the PS2."

How many PlayStation2 consoles are you shipping into the UK at launch?

In Europe as a whole, we'll be shipping two million machines on 26 October. It seems that won't be enough to immediately 'fill the map', but more units will follow soon after.

What titles is SCEE concentrating efforts on at launch?

We certainly hope a number of the Japanese launch titles will be available, such as *Tekken Tag Tournament*, *Ridge Racer V* and *Fantavision*. A number of other titles are in late development, but I can't say if they'll be ready for launch.

PS2:UK DEVELOPERS

The marketers and the spin doctors have had their say, but the heart of the PS2:UK operation lies with native developers creating games for a Brit-centric audience. Arcade spoke to six companies currently hard at work on PS2 software.

CRITERION STUDIOS

■ Sean Turner and Steve Lucas, programmers

Which PS2 games are you working on?

A mission-based, urban hoverboard game (currently with a working title of 'Stunt Squad') and a street car racing game known only as 'SRCs'.

When did you start work on them?

The hoverboard game has been in planning phases since the start of the year. The car project has been going for about three months now.



What are the challenges of programming for PS2?

Programmers up to this point have been used to writing their games in a linear fashion running on a single CPU. What PS2 gives you is several processors, each with their own limitations, but if used together properly they can give the programmer enormous power.

You have to imagine it as being like a big factory where each of the processing units is a separate machine with conveyor belts between them. In order to really drive

the factory to its limits you need to keep all the machines going at full speed by feeding them with data at the rate they need it from the conveyors. Getting all your level data flowing cleanly around the system and keeping the hardware fed is a delicate balancing act.

What new features has the advanced technology of PS2 allowed you to bring to your games?

High-detail lighting and multi-pass texturing for things like motion blur, realistic reflection mapping and subtle environment effects such as leaves falling from trees or swaying grass. These elements all increase the feeling of immersion in the game environment.

What other PS2 games are you most looking forward to?

The Bouncer, the new rally game from Evolution Studios and, of course, *Metal Gear Solid 2*!

How will PS2 change the face of videogames?

Broadband network connectivity plus some of the greatest games in the world will help shape the future of entertainment. We can't wait!

CORE

■ Ray Tran, leading programmer

Which PS2 games are you working on?

Project Eden, *Herdy Gerdy* and a *Tomb Raider* game.

When did you start work on them?

I took over PS2 development on *Project Eden* in March. Some work on the PS2 had already been started at that point.



What are the challenges of developing for PS2?

The PS2 is a complex machine with several processing units. Getting all these various chips working together effectively

and distributing the workload between each unit does take some work. Video RAM is also in short supply which means texture management becomes a factor. Getting the anti-aliasing going on the PS2 is more tricky than it could be as well.

What new features has the advanced technology of PS2 allowed you to bring to your games?

The PS2 version of *Project Eden* will have a four-player split-screen mode, more detailed characters and enhanced graphical and lighting effects.

In the future, the power of the PS2 vector units will allow smoother and more detailed graphics, and also allow real-world physics to be simulated, a feature which can greatly enhance gameplay.

What other PS2 games are you most looking forward to?

Metal Gear Solid 2 looks a bit special.

How will PS2 change the face of videogames?

The PS2 gives developers the power to make highly immersive games which will allow players greater interaction with the game environment. Players will feel part of the game rather than just observers.

ACCLAIM TEESIDE

■ Guy Miller, creative director and Nick Bagley, project manager

Which PS2 games are you working on?

Shadowman: 2econd Coming.

When did you start work on it?

The beginning of the year.

What are the challenges of developing for PS2?

We don't see PS2 anti-aliasing as such a problem area (at least not as much as other developers are making it out to be). There are a number of work-arounds that can be implemented due to the power of the graphics synthesizer.

What new features has the advanced technology of PS2 allowed you to bring to your games?

In *2econd Coming* we've maximised on the revamped VISTA engine to get the player out into the countryside, with larger, more detailed exterior landscapes to explore, like Ireland, the UK and Iraq, for example. PS2 allows us to have far richer environments due to the large numbers of polygons it can handle. It also allows for higher definition and greater density of on-screen characters. Having the drawing power independent from the CPU also helps allocate more processing to other key areas of the game such as enemy AI.

What are the differences between Japanese and UK gamers, and how does that affect SCEE's approach?

In Japan, RPGs are more popular, they also enjoy romance games, pachinko and mah jong which don't travel at all. Beat-'em-ups, driving and sports games seem to be universal. I think UK gamers will be most excited by the level of detail in PS2 sports games, particularly football, skateboarding and snowboarding. However, within a year we will start seeing fresh concepts and genres which weren't possible before the power of PS2.

What has Sony been doing to encourage British developers?

We have a very large population of developers who support PlayStation and most of them are working on PS2 projects. I think we have about 300 on the map at the moment. Our job is to make sure the installed user base is sufficient to give them an economic return on their investment.

Will Sony be exercising any greater scrutiny of third-party PS2 games, given some criticism of poor quality control with regard to PlayStation software?

We have a belief that an open platform results in the best installed base – the marketplace decides after all. Obviously, we evaluate games for

technical integrity and censorship issues and from time to time we do reject proposals which we think aren't sufficiently robust to demand a PlayStation logo on the box.

Philosophically, there's a desire to encourage as much variety and scope as possible. Sony employs executives who are in constant discussion with developers and publishers, but we play an advisory rather than controlling role.

What are your views on the last major console launch, the Sega Dreamcast?

[Laughs] Far be it from us to comment on competing machines... new machines always play

a role in keeping the market fresh and on its toes. That's all I can say.

What about future console proposals such as the X-Box?

I have the feeling it's a Windows preservation strategy... but Microsoft certainly knows how to make games and like any PC game publisher, it's probably suffering right now as the market proliferates. The outlook for PC gaming isn't clear, and I expect X-Box will probably take over the niche of the whole market now referred to as PC gaming.

Now that SCEE is so dominant in the market, do you worry much about competition any more?

Of course. We have to work to maintain our position in the marketplace every day. Competition is what drives business forwards.

Will PS2 be even more successful than PlayStation?

I'm 100% sure PlayStation2 will accumulate an installed base at a faster rate. It took five years for us to sell 25 million PlayStations in Europe, but it won't take as long with PS2. After that, we'll see. This is not the last milestone in a long road, from ourselves or from our competitors.



■ Metal Gear Solid 2 could be the link to new genres.

What other PS2 games are you most looking forward to?

The Kama Sutra as a game.

How will PS2 change the face of videogames?

It'll put a big red nose on it.

REFLECTIONS

■ Martin Edmondson, head honcho

Which PlayStation2 games are you working on?

Can't say, I'm afraid.

When did you start work on them?

Around a year ago, mainly just learning about the machine.

What are the challenges of developing for PS2?

The PS2 is a very powerful machine but it's also very complex. This complexity is challenging, and allows the machine to be very flexible, but it takes longer to get to grips with. In *Driver 2* on PlayStation, some of our biggest problems are trying to get the game running quickly and squeezing it into memory space available. Many of these issues are eased considerably with PS2 hardware. In time, however, we will be pushing PS2 hardware just as hard as we are pushing PlayStation with *Driver 2*.

What new features has the advanced technology of PS2 allowed you to bring to your games?

It allows us to continue with our drive for realism. This applies both to graphical representation and physical simulation. The physics and collision models we use in PlayStation games are a compromise to a certain extent, limited by the power of the processor. PS2 hardware allows us to simulate more, and in greater detail. The first games to appear on PS2 will be relatively simple compared to what will be possible in the future. Look at the gulf between the first *Ridge Racer* and *Gran Turismo*. If we can really get to grips with the hardware, the gulf between generations of games on PS2 will be even more marked.

What other PS2 games are you most looking forward to?

The first PS2 game which makes a giant leap over everything else – a title like *Gran Turismo* on PlayStation. We'll probably have to wait a couple of years, though.

How will PS2 change the face of videogames?

Never mind PS2 or any other platform for that matter – I wish someone would do something about these rubbish little flat TV screens we have to play games on. 3D stereoscopic or holographic displays really would change the face of videogames.

BULLFROG

■ Simon Harris, producer

Which PlayStation2 games are you working on?

Theme Park World.

When did you start work on it?

The beginning of March.

What are the challenges of programming for PS2?

The PS2 is probably one of the most flexible systems that we've ever programmed for. With this freedom comes the ability to attempt new and innovative solutions to problems you encounter. However, once you have set yourself a route for something such as your 3D engine, to change it at a late stage could require a large amount of code to be re-written.

I think that we are only just beginning to scratch the surface of PS2's potential and software will evolve more rapidly than on PlayStation.

What new features has the advanced technology of PS2 allowed you to bring to your games?

Specifically to *Theme Park World* I can sum it up in one word – immersion. We are now able to produce a game which feels more real to the player – characters visibly react in a realistic manner to their environment and each other.

We can also provide characters for players to play, or meet, which are more believable, realistic, entertaining or emotive than ever before. Now, talents such as storytelling and narrative are coming to the forefront because having a fantastic-looking game is the standard. In time, I'm sure that PS2 will spawn brand new game genres and experiences.

What other PS2 games are you most looking forward to?

I have to say all of the EA titles.

How will PS2 change the face of videogames?

The days of gaming being a 'geeky' pursuit are gone and I can see it becoming as much a valid a form of entertainment as watching a video is. Then there's the broadband Internet access...

FREE RADICAL

■ Steve Ellis, software director

Which PS2 games are you working on?

TimeSplitters. It's a first-person shooter that we started in April 1999. We also have plans for another PS2 FPS in the future, but there are no details are due to be announced any time soon.

What are the challenges of developing for PS2?

There are dozens of limitations in terms of texture memory, main memory, CPU speed, graphics speed, memory bandwidth and so on (as there is on every new piece of hardware) and you have to balance these limitations to achieve the desired effect.

With the PS2, it is a time-consuming business to work out how to achieve maximum performance because there are so many possible ways of doing things. There are four processors, and you really need to try to keep them all busy all of the time. I think there will be a steady increase in quality of games as people realise how best to approach the machine. PS2 has a lot in common with the N64, and I think that has helped us.*



What new features has the advanced technology of PS2 allowed you to bring to your games?

A feature that used to be present in all good 2D games, but seems to have been forgotten lately: a decent frame rate. It's a shame when games suffer because of the limitations of the platform they run on. That should happen less often now consoles are getting more powerful. We have lots of ideas for PS2 that weren't possible on previous consoles, but we'll keep them to ourselves for now!

What other PS2 games are you most looking forward to?

GT2000. I'll also be interested to see how *Unreal Tournament* turns out. I quite enjoyed the PC version.

How will PS2 change the face of videogames?

Time will tell.

*Many of the Free Radical team worked on Rare masterpiece GoldenEye 007.

THE METAL GEAR FILES

ARCADE DELVES DEEPER INTO THE WORLD OF METAL GEAR SOLID 2.

Look, we're excited, you're excited and the whole videogame world is excited. This is the sequel to one of the best games ever. But what's changed in the world of *Metal Gear Solid*? Arcade heard what Hideo Kojima had to say about the sequel and took a step back to the original *MGS* to see how it will compare...



KILLING ME SOFTLY



Kojima says...

"There are things that we wanted to do in the original but couldn't. Things like you, yourself hiding in a locker, or hiding bodies in a locker. You can even use a locker door as a shield – open and close it and use it as a shield."

■ The old stranglehold kill. Silent, swift and most importantly deadly. But in *MGS2* you can't just go around killing everyone without paying the consequences. Dead bodies don't just disappear, you know – you'll have to hide them in cupboards, toilets and so on. Otherwise guards may get a little suspicious when they find a pile of their fellow workers.



GOODNIGHT SWEETHEART



Kojima says...

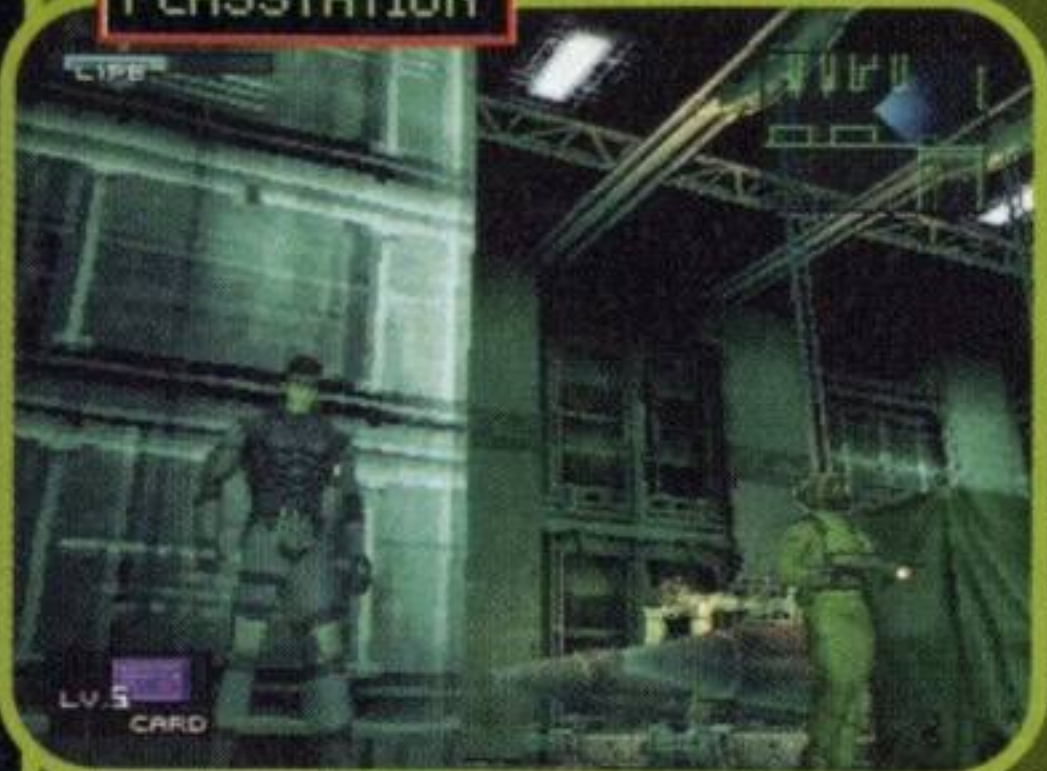
"There will be a lot of different weapons. There will be weapons that exist in the real world and imaginary weapons based on high-tech stuff out in the real world; imaginary weapons but with a basis in reality."

■ Killing people is bad. No question. Even in videogames. That's why in *MGS2* you'll be encouraged to knock guards out rather than blow their brains out. For this you get the tranquilliser dart gun. Again you'll have to aim well for it to work properly – hit a guard in the heart and he'll drop instantly but get him in the leg and it could take a few seconds for the drug to work.



JUST AROUND THE CORNER

PLAYSTATION



■ In *Metal Gear Solid* it was pretty easy to see around the corner – just back up against the wall and you can see who's coming. Not so in *MGS2*. While you can see a limited amount of what's going on by pressing up against the wall, you'll need to look around the corner to get a better view. Obviously, this means that guards will be able to spot you...

PLAYSTATION2

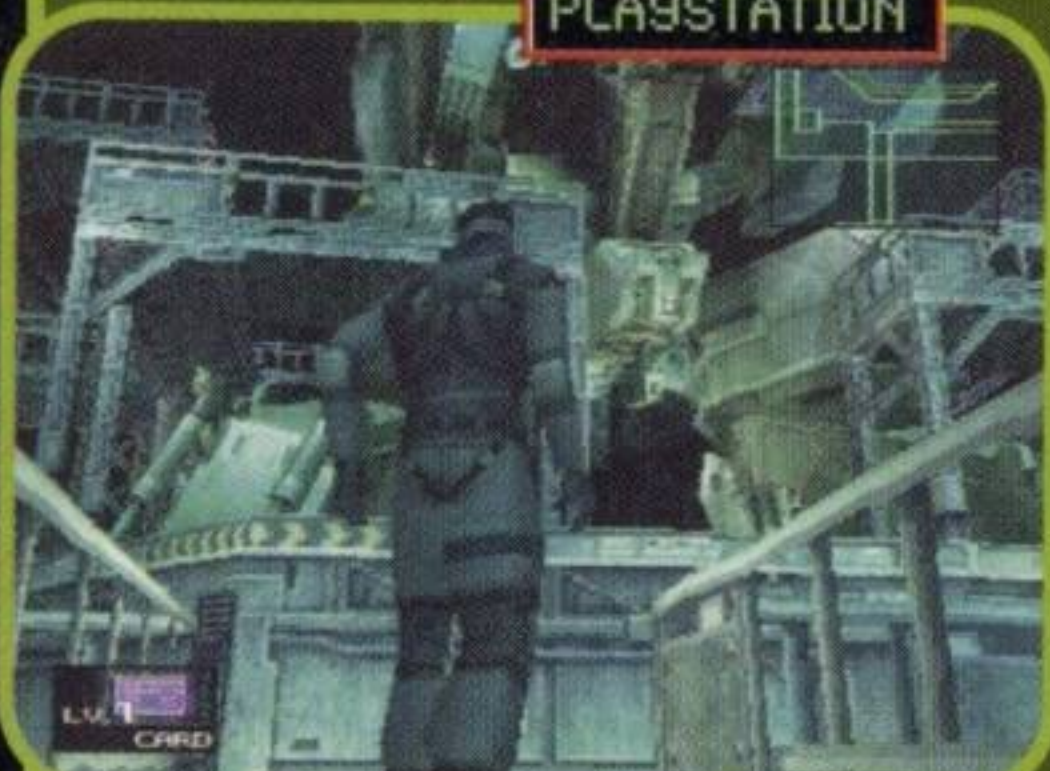


Kojima says...

"What I'm going for is a realistic virtual world, where you can feel heat, moisture, the air and to do that we have rain, steam, breath and blurs. A shadow is expressed not only as a visual enhancement, but the enemies will actually spot it, so not only is it visual stuff, it plays a great role in the game."

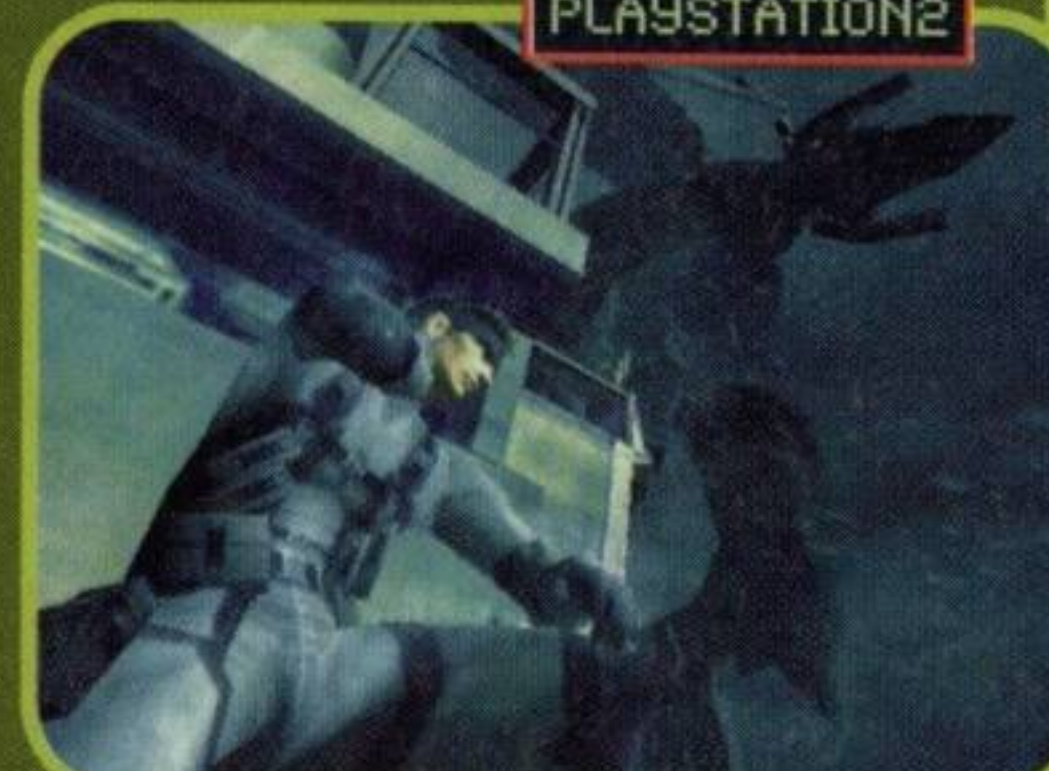
DESTROY ALL MONSTERS

PLAYSTATION



■ Kojima isn't that interested in making *Metal Gear Solid 2* look like real life – the visuals are unmistakably comic book. This enables the power of PS2 to be put into things like creating a massive world and, like the Metal Gear RAY, massive bosses. Also the extra power has given the RAY a more organic look – it even transforms into a sea going monster.

PLAYSTATION2



Kojima says...

"In the first MGS, I wanted Metal Gear REX to be more of a dinosaur, but console limitations meant we couldn't have too many polygons. Even the motion had to be very robotic. With PS2, I was able to make it look like a monster – not a dinosaur, but a real monster. I guess that's an evolution – a dinosaur to a monster."

HIDE AND SEEK

PLAYSTATION



■ If you're spotted by guards then you go into 'Evade mode' and have to hide just like in the original. A new move will help you out now – hanging off ledges. However, in *MGS2* guards are more intelligent. They work in teams to track you down and actually communicate with one another. If they suspect that you're hiding, they may split up and cut off any escape routes. Clever.

PLAYSTATION2



Kojima says...

"In addition to being lectured by Mr Motosada Mori, our military advisor, we study every day. We read books, we check videos, we go on the Internet, we even visited an actual tanker to see what it is like, things like that. We study every day."

FIRST AND FOREMOST

PLAYSTATION



■ In *MGS* there was only one first-person perspective weapon, the sniper rifle. This made shooting fairly haphazard. In *MGS2* however, it's possible to use any weapon in first-person mode. Use this mode to shoot background objects – hitting pipes may cause steam to shoot out and blind any guard who runs into it. You can also shoot radios to stop guards calling for back up.

PLAYSTATION2

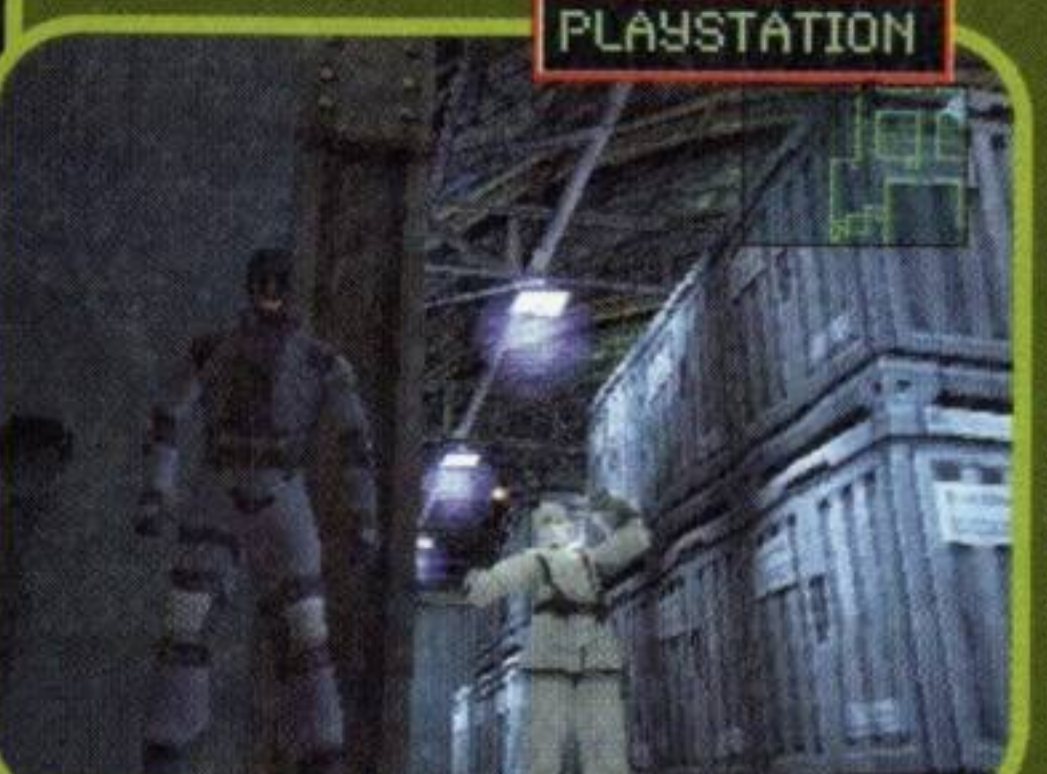


Kojima says...

"If you push a button slowly, you can point a gun slowly. If you go fast, you will point quickly. If you push the analogue stick quickly, you can crawl quickly – but if you crawl quickly, you will make noise. When you have your finger on the trigger button, you've got to let go slowly or else you could accidentally shoot."

EMOTIONALLY CHALLENGING

PLAYSTATION



■ Kojima reckons that *Metal Gear Solid 2* doesn't look so hot. We would have to disagree with that. What he's aiming for though, is a realistic virtual world where the player can actually feel the tense atmosphere, the heat and even moisture in the air. It will be a world where you become attached to the characters and live the story.

PLAYSTATION2

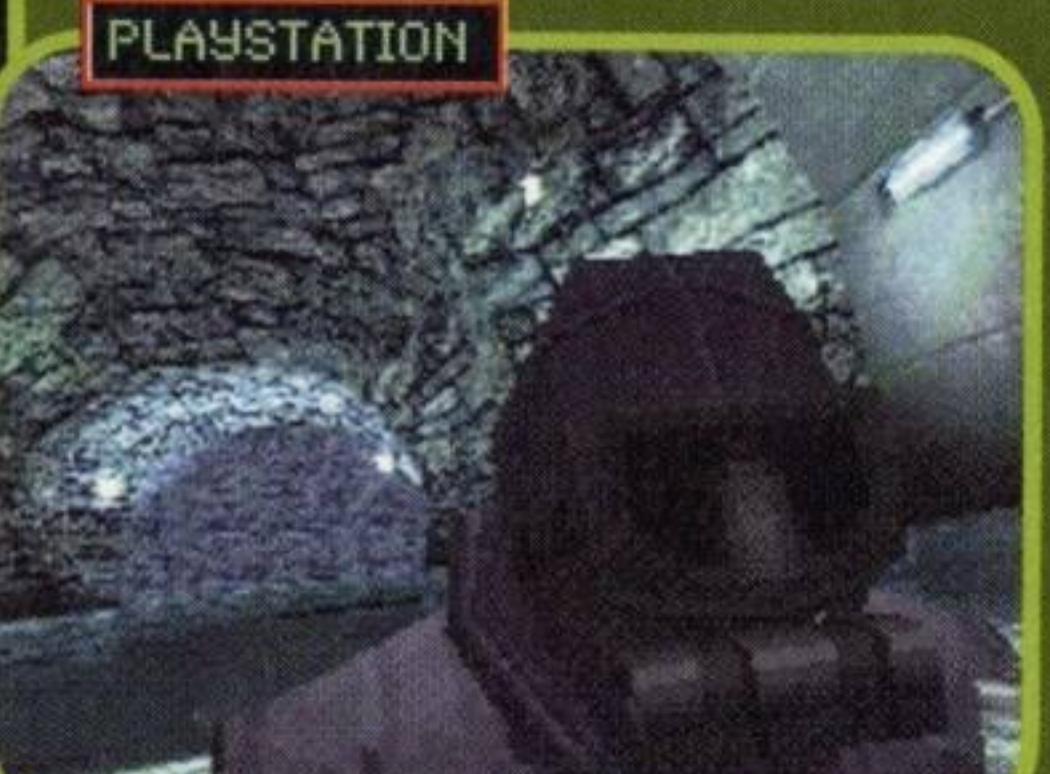


Kojima says...

"When Snake looks out and sees an enemy right in front of him, he'll look surprised. You'll be surprised, you'll see Snake surprised which will make you more surprised... It's just like in a horror movie when you see a girl going "Ahhh!" and you're going "Ahhh!" too."

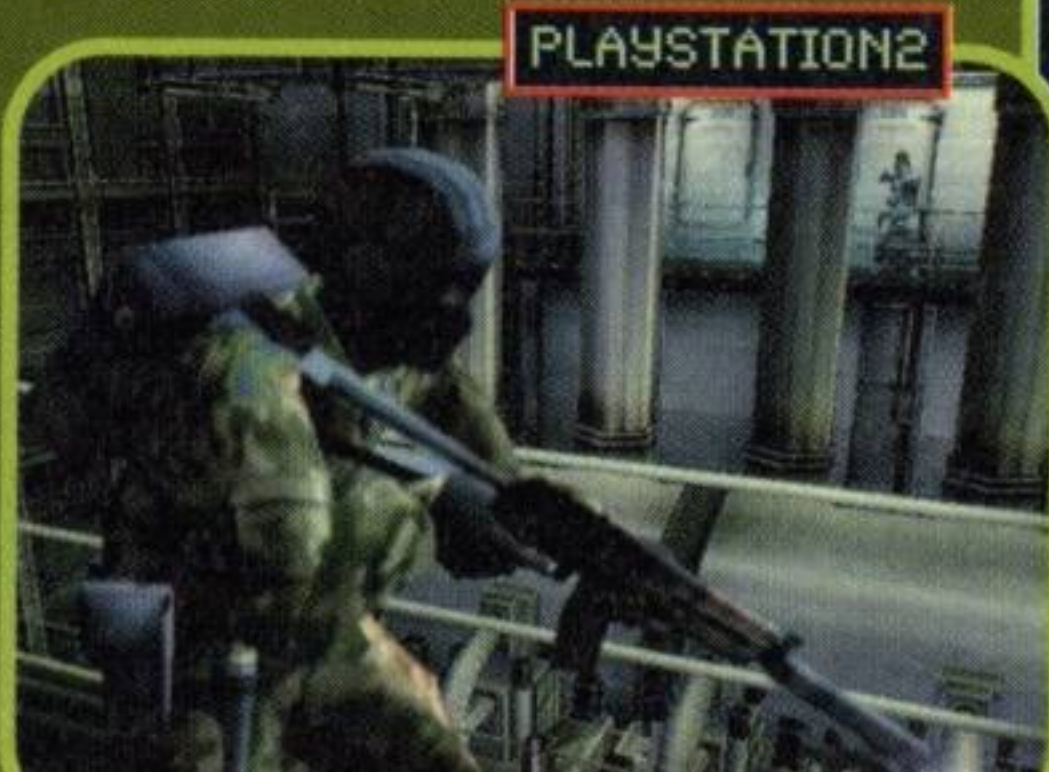
CINEMA PARADISO

PLAYSTATION



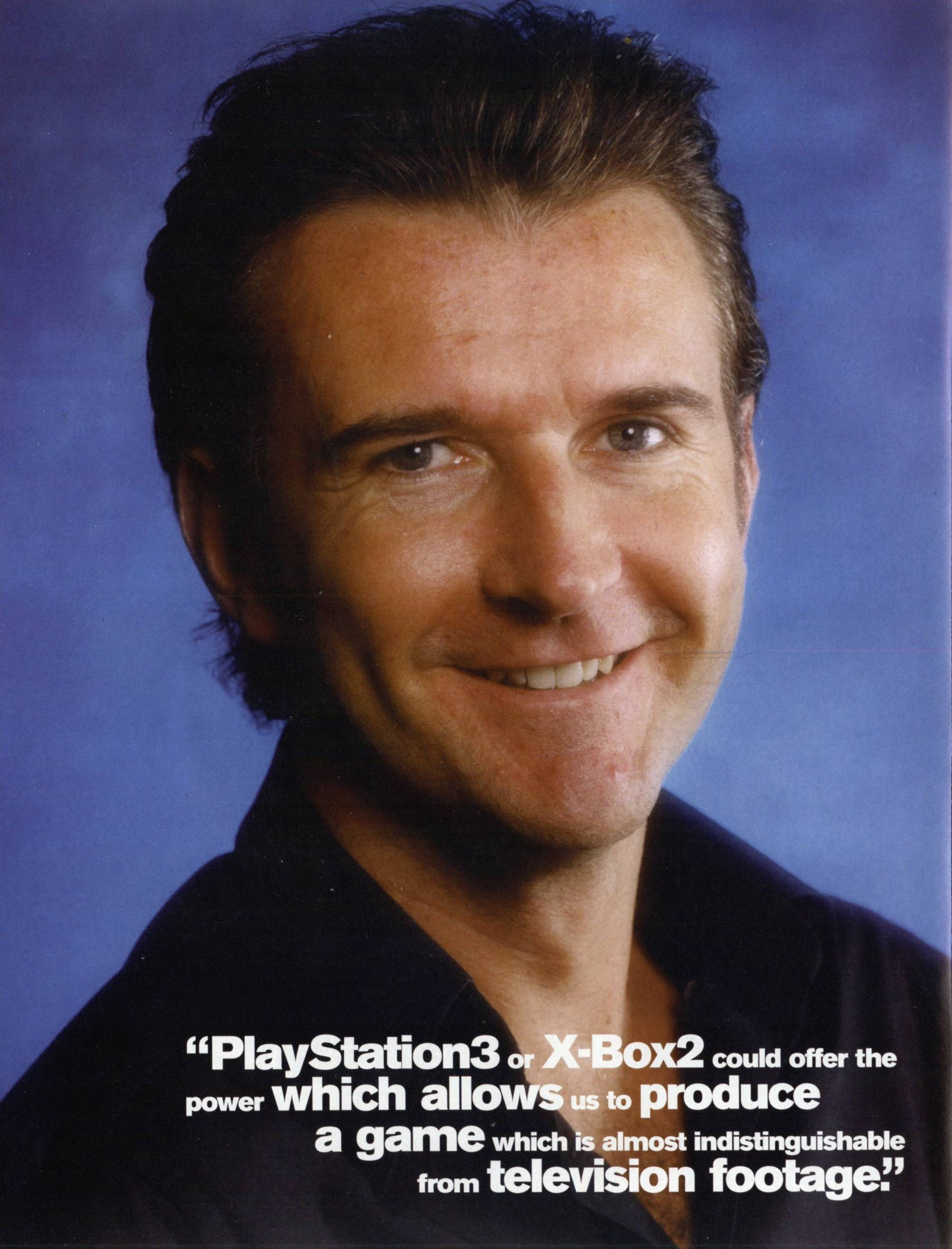
■ Once again, *Metal Gear* will beautifully recreate cinematic effects, but with the added power of the PlayStation2 giving an even more dramatic feel to the game. Elements such as depth of field (where key features on screen are kept in focus), camera movements, lighting and different lens effects will make *MGS2* a truly cinematic experience.

PLAYSTATION2



Kojima says...

"I personally love movies, I've been raised seeing a lot of movies and that influence just comes out naturally. When I film my child, my son, on a home video camera, I probably film it like a film cameraman. Every time I use a camera or create a game, it happens to have those cinematic effects."



“PlayStation3 or X-Box2 could offer the power which allows us to produce a game which is almost indistinguishable from television footage.”

Martin Edmondson

Interview by | Sam Richards

The man in Reflections' driving seat explains the inspirations behind last year's biggest PlayStation game and this year's biggest sequel.

The best selling PlayStation game of 1999 originated not in Tokyo, Osaka or even San Francisco, but in Newcastle-Upon-Tyne. *Driver* was a homegrown hit and a hugely original title in an increasingly sequel-oriented scene. Martin Edmondson had always wanted to play a game which put you behind the wheel of an overpowered American muscle car in a high-speed Hollywood chase. Along with the designers and programmers at his Reflections studios, he made a childhood dream reality.

The company's staff roster has doubled to cope with the demands of producing a suitably evolutionary sequel (*Driver 2*) and Reflections is now one of the UK's most respected development houses. Meanwhile, Martin has been enjoying the success of *Driver* to the full, attempting to install himself as a local celebrity on a par with Jimmy Nail and Peter Beardsley. Howay the lad!

Can you describe your journey from BBC Micro to the PlayStation?

I made my first game for the BBC Micro while still at school. After my original working partner left to go to University I switched to the Atari ST for one game before converting it for the Amiga. Then came *Shadow Of The Beast* and I stuck with the Amiga, probably for one product too long. The final game Reflections made for the Amiga was *Brian The Lion* which was technically innovative but largely overlooked because the Amiga was dying out by then. We went straight to the PlayStation, missing out on the cartridge era completely, which was a blessing in disguise really.

Your first PlayStation game was *Destruction Derby*. How did you develop this fascination for cars smashing into each other?

When I was young, my dad took me to stock car racing and destruction derbies, so creating a game like this had always been a dream. I couldn't see any point in doing it before proper 3D environments were feasible so we first considered creating a game for the PC but went off

the idea due to the system's complexity. The PlayStation appeared to be the ideal platform. Seeing *Ridge Racer* was enough to convince me that Sony's machine had the power to support *Destruction Derby*.

It seems like a logical progression from car crashes to car chases...

The impetus for *Driver* actually came directly from *Destruction Derby*. One day I was messing around with the crossroads track and I remember thinking, "wouldn't it be great to have traffic lights here so I could make a decision on whether to turn left or turn right, stop at the lights or blast straight through them." Of course, first we had to make *Destruction Derby 2* and back then Reflections wasn't big enough to work on two games at once. We weren't even sure at first that the PlayStation would be able to handle *Driver*. Thankfully, it all came together.

You're English but all of *Driver's* cities and cars are from the American continent. How come?

American cars are basically pretty crap, but they can perform excellent slides. They've got far too much power and the handling's so naff that they're just brilliant for car chases. *Driver's* obviously inspired by movie and TV car chases – you can probably think of ten really good car chases off the top of your head but they'll all be American. Try to recall a British equivalent and you're stumped.

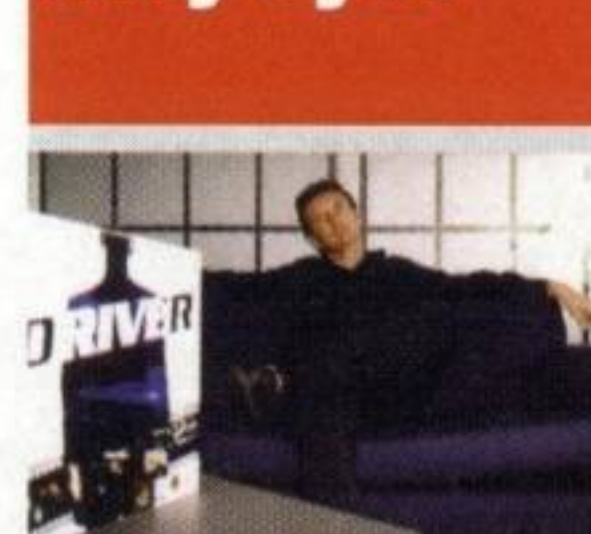
Was there a specific movie car chase which proved to be an epiphany during *Driver's* inception?

There was no one scene. I suppose the obvious inspiration was the film called *The Driver*, with Ryan O'Neal, which contains some incredible car chases, although watching every episode of *The Dukes Of Hazzard* as a kid was probably just as influential.

Driver outsold such hyped titles as *Metal Gear Solid* last year. Were you surprised at its incredible success?

I wasn't surprised that it was successful. You can tell when something's going to be successful if you start getting serious press interest before you've landed a

Why aye?



The good thing about the software development industry is that it doesn't really matter where your company is based. Many studios have simply grown organically from the bedroom of their founder – Reflections is one such developer, hence its location in Newcastle.

"There are lots of advantages in being here," says Martin, who appears to be on good speaking terms with most of the city's restaurateurs and nightclub owners. "The cost of living is low in Newcastle but it's still a good life."

Driver 2 features Chicago, Vegas, Rio and Havana... so why not Newcastle? *Get Carter* and *Spender* both prove the city has a crime film heritage, although it is admittedly difficult to remember any car chases from those examples...

"Newcastle just doesn't have the same universal appeal. We did create a demo of the game based around the quay area of the city – when you complete *Driver* you see a Jag driving around Newcastle while the credits roll – but it's unlikely that the place will ever appear in playable form."

publishing deal. However, I was staggered by the measure of *Driver's* popularity. It wasn't a licence and it wasn't a sequel and for it to become the year's biggest selling PlayStation release in both the USA and Europe is astounding.

Why design *Driver 2* for PlayStation and not for PlayStation2?

The installed user base of PlayStation is so massive that it makes total commercial sense. We knew we couldn't do a really good version of *Driver* for PlayStation2 for the launch, given the time we've had with the hardware. *Driver* will appear on PlayStation2 at a later date. There's another PlayStation2 project on the go, but it's still secret at the moment.

What about *Driver 2* on the PC?

There are no immediate plans, but I'm sure it'll happen. It won't necessarily be converted by Reflections.

Sega's *Crazy Taxi* isn't too dissimilar. Have you played it?

Yes, it's a nice demonstration of Dreamcast hardware. It's a fun game that's based in a good-looking city environment. I don't like the dynamics myself. It's built on an arcade model and I've never liked arcade handling because it's so unreal.

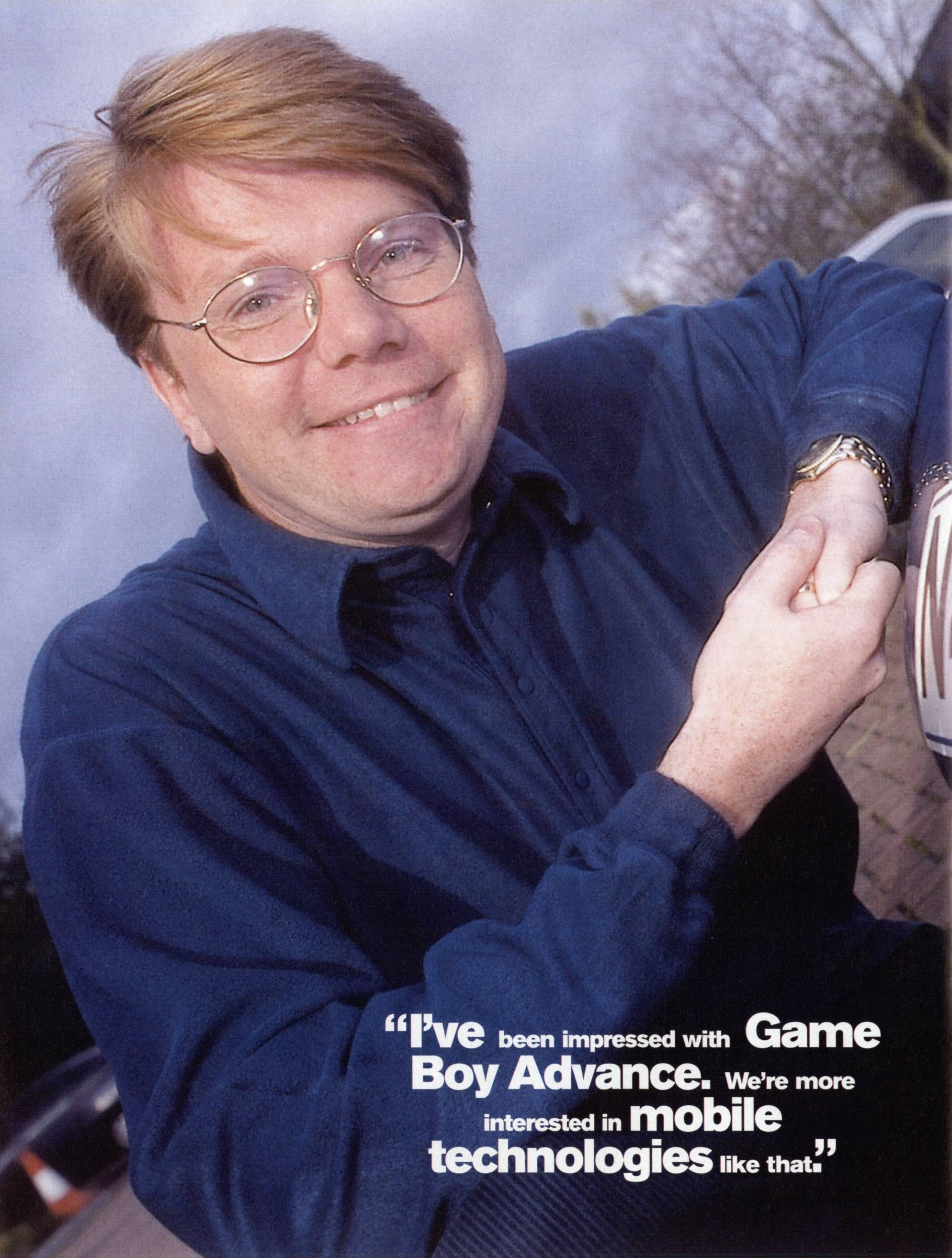
What is the next step for *Driver*?

I suppose we're talking about the design of *Driver 3*. Our ultimate aim would be to have the game looking as close as possible to TV car chases filmed from the dashboard. It won't happen on current hardware but PlayStation3 or X-Box2 could offer the power which allows us to produce a game which is almost indistinguishable from television footage.

What is your ultimate aim in producing videogames?

The joy of it for me is when people recognise the silly little details, for example, hub-caps falling off when you screech around bends. It's a programming effort to put it in, yet when other car chase film fanatics notice this in the game and say to themselves, "Cool, it's just like the movies," that makes all the hard work worthwhile.





“I’ve been impressed with **Game Boy Advance.** We’re more interested in **mobile technologies** like that.”

David Jones

Interview by **Caspar Field**

After bringing the world *Grand Theft Auto*, David Jones left DMA to set up a new development studio. Now he's working on Game Boy Advance. *Arcade* meets Scotland's most famous gaming export...

Responsible for a couple of the most famous British games of all-time, including *Lemmings*, Dave Jones is one of the West's most respected developers. With his old firm, DMA Design, ravaged by a series of not-particularly-welcome takeovers, Dave has decided to get back to his roots with a fresh and lean six-man team called Denki.

Eager to know what this gaming guru is up to now, *Arcade's* question cannon was loaded and vaguely aimed at Jones's north country HQ. Shockingly, we scored a direct hit.

You've had a mad couple of years, with DMA first flogged to Gremlin, then bought out by Infogrames and then sold on to Take 2. How do you feel about all that now – was it a positive experience?

I was very happy with DMA joining Gremlin, but after that I had no say in the process and things were difficult. It's very hard to join companies together, and there has to be a great deal of will on both sides. The takeovers by Infogrames and Take 2 were more out of commercial reasons, and because of that I don't think it can be seen as a positive experience.

What part of the DMA success story are you most proud of?

We constantly pushed new game ideas and tried hard to be creative. Some became massive hits, some gained cult status. None were ever poor games.

But DMA's last few games, with the obvious exception of the *GTA* series, all bombed. Why do you think that was?

Commercial success and critical success are both very different beasts. Look at *Pokémon*. It wasn't a big success the first time around, then Nintendo picked it up and got behind it. The mass market for games requires a lot of work when it comes to trying to sell a new game idea. People like familiarity in their games. An unfamiliar game set in unfamiliar surroundings takes a hell of a lot of marketing, no matter how good it is. Not many publishers have the foresight and muscle to make this happen.

You've now set up Denki. What kind of games are you out to make?

Denki is one of the new ventures I'm involved in. It's basically a studio focusing on low technology, high fun games. These are difficult to do, but are very satisfying to create. Denki will not be a 'large' studio due to the nature of the work, but it will have only top talent.

You're also helping Rage (responsible for shooters, *Incoming* and *Expendable*) open a studio in Scotland. What's that all about?

I had an idea for an online dedicated game that I wanted to create. Rage were very keen to back it and so it happened. It's ambitious and different – of course! – but I'm very excited by the prospects. It's a very simple but playable idea (like *GTA* and *Lemmings*), but not as nichey as the likes of *Ultima Online* and *Everquest*.

Is it getting harder to make the kind of innovative games – like *Lemmings* – you've always been associated with?

It's like the film industry. Small budget independent films can go on to be big box office hits. It's the same with new game ideas. Very few publishers will pour money into risky ventures. I don't see this as particularly bad as it puts more pressure on the creator to beg, steal and borrow to make sure his vision is as good as he believes it is. Passion creates great games, not money. Money adds production value which can be added at any time.

And that innovative style of gaming was what the Scottish Games Alliance was founded on a couple of years back. Do you think Scottish games development has fulfilled the potential it showed a few years ago?

It's doing okay, but I wouldn't say it's anything special at the moment. The greatest asset is the academic side getting behind it in a big way. There are some great courses and facilities up here now.

Car and away



- Name: Dave Jones
- Age: 34
- First game: *Menace for the Amiga* in 1988
- Best known for: *Lemmings* and *GTA*
- Having more car parking spaces in his garage than bedrooms in his house. Dave describes his most recent purchase as a "1000BHP Nissan Skyline from Japan that hits 100mph in six seconds." And that's on top of the Porsche, Ferrari and Lamborghini he's got.
- Tsch. Just goes to show what sort of money can be made from development these days.

In terms of the next-gen hardware, what has impressed you most?

Game Boy Advance. It's got a decent amount of power, though not enough to start getting involved in two-year plus projects, what this means is we can put more emphasis on the game. We're more interested in mobile technologies, like Game Boy, WAP and PocketPC.

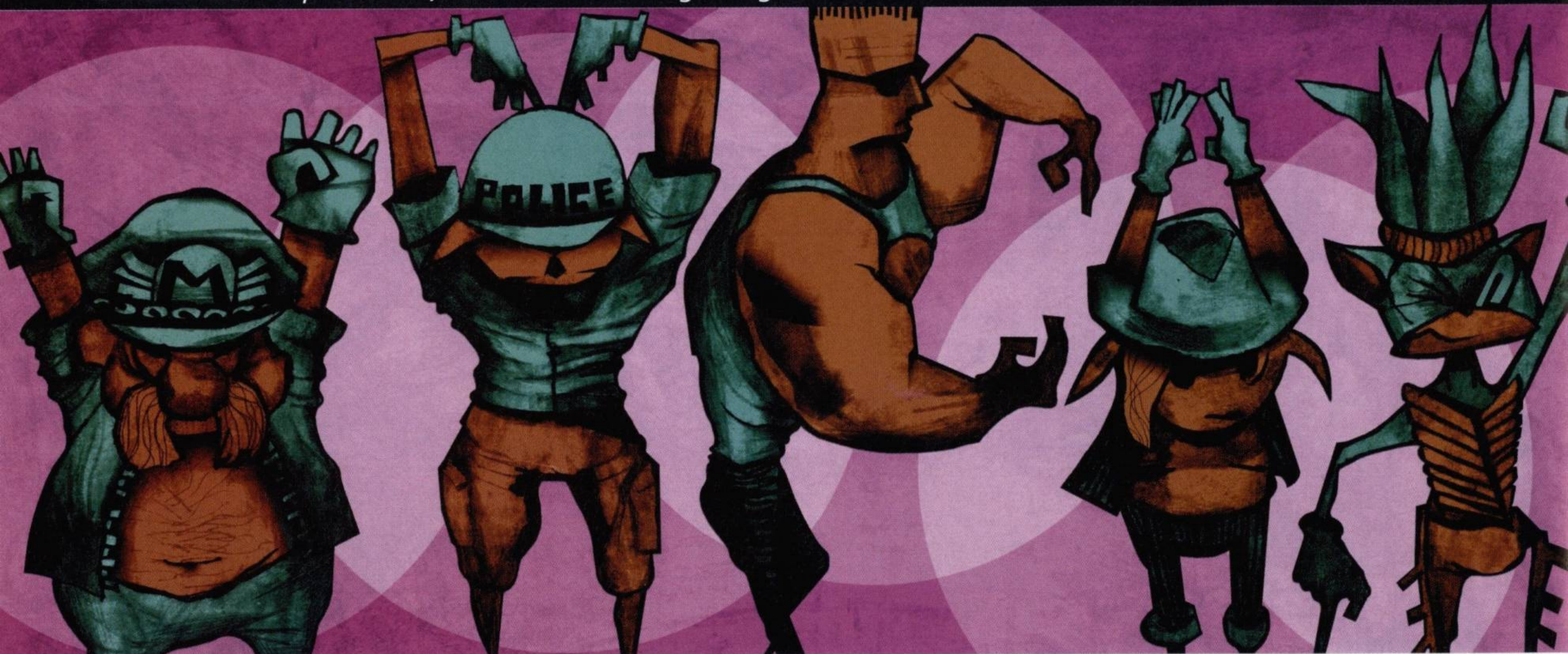
Have you had much chance to fiddle with PlayStation2?

I've not really looked to the system too deeply. I'm sure if you're on a crusade to impress technically then you can spend a lot of time wringing stuff out of it. Sports and driving games will see a lot of competition – I wouldn't like to have to compete too much in this area.

And with PlayStation2 proving a little disappointing, a lot of pundits are saying that broadband networking will be 'the next 3D' for the game industry.

I agree. There's a lot more scope for innovation and new ideas with persistent worlds, communities and team games than there is with new 3D technology. The simplest of ideas can work with the magic of thousands of real players involved. This is still a very rich untapped area, and one of the main things I want to pursue.





Gender Benders

A brief look at the videogame characters you may well find dancing to YMCA.

You have to admit, videogames are a predominately male pursuit, hence the penchant is for game characters, when they're not being half-naked triple D-cup valkeries, to be men. And, at times, men's men.

1. Fox McCloud

The gentleman team leader of the N64's *Lylat Wars* and the SNES's *Star Wing*. Fending off remarks such as "You're the best," "I'm supposed to be grateful" and "I'm going down" from his co-pilots Slippy, Peppy and Falco without a shadow of hesitation.

2. Mario

He's got a handlebar moustache, and a peaked hat, of the clientele of the Blue Oyster bar that Captain Harris and Sergeant Proctor always end up in in *Police Academy*. The relationship with 'sworn enemy' Wario and 'brother' Luigi is equally suspicious.

Top Seven

Top seven days of the week

- 1 Friday
- 2 Saturday
- 3 Thursday
- 4 Sunday
- 5 Tuesday
- 6 Wednesday
- 7 Monday

3. Pikachu

He's a little yellow, bouncing bundle of fluff – not the colour and actions you'd expect of a true hero.

4. Duke Nukem

Toned, oiled, aggressive and with an over-enthusiasm to express his desire towards the ladies that, to the trained ear, is quite clearly a case of a man who protests too much.

5. Link

Do we really believe that Link is in love with the princess, is this just a cover-up for the fact that he likes to run around the countryside in a skirt and Wee-Willy-Winky hat.

6. Spyro The Dragon

Trots with a campness that makes Larry Grayson look like Vinnie Jones. Clearly arrived on the other bus. He's also a very camp lilac colour.

7. The Wizard out of Gauntlet Legends

A new entry at number 7 – evidence for the prosecution is given on page 66. Walk like an Egyptian? Mince like a pie, more like.

8. Bub and Bob

In their human, *Rainbow Island* form their smart side partings and dungarees make them look like Rod and Freddy (out of *Rainbow's* famous trio Rod, Jane and Freddy) or, to put it another way, of highly questionable orientation.

9. Pac-Man

Afraid of a few ghosts? What a wuss. And Ms Pac-Man? Surely that's just Pac-Man in drag. What a give away.

10. Earthworm Jim

Hey! Worms are technically hermaphrodites, after all.

Guest chart

Top Ten Famous beards *Chin-straps to die for.*



■ "Whoops. Got me head on upside down again."

1. Uncle Albert out of Only Fools and Horses

The beard by which all other beards are measured, a tangle-free, silver-white masterpiece framed by an otherwise bald head which, as Rodney put it in one episode, 'makes it look like he's got his head on upside down'. May his beard rest in peace.

2. Rasputin

The famous Russian mystic who gained influence over the Tsarina Alexandra Fyodorovna after supposedly curing her son's haemophilia in 1905.

The scandal of his debaucheries, as well as his interference in political affairs, contributed to the undermining of the imperial government in World War I, whilst putting Rasputin's historical reputation into place of being 'a bit dodgy'. Mainly because his beard looks like a clump of rhododendrons.

3. Baldrick

Blackadder: God, I'm wasted here. I want to be remembered when I'm dead. I want books written about me. I want songs sung about me. And then hundreds of years from now I want episodes from my

life to be played out weekly at half past nine by some great heroic actor of the age. Baldrick: Yeah, and I could be played by some tiny tit in a beard.

4. Noel Edmonds

Strangely, the spitting image of one of the chart compiler's mum's female friends. Only with a beard, and a very bad taste in jumpers.

5. George Michael

A beard that has matured with age, from the designer stubble of *Wake Me Up Before You Go Go*, through the

cropped face-ferret of *Faith*, to the trimmed goatee quiff of *Outside* that really ought to warrant Mr Michael a bonus entry on the other top ten on this page.

6. Homer Simpson

Blessed with a face so perpetually adorned by stubble that even when he shaved it off in a couple of the early episodes, it grew back straight away.

7. Father Christmas

As every kid knows it's not real. With few good hard tugs, it'll come off no problem – what a fraud.

8. Everyone in ZZ Top, apart from the drummer

Who – by default – everybody knows is called Frank Beard.

9. George Lucas

He personally rakes in 100% of all profits generated from *Star Wars* merchandise (where, for example, 46 million *Star Wars* figures were sold between 1977 and 1985), and still doesn't bother to shave!

10. Jeremy Beadle

Indeed, he is a tiny tit, in a beard.

CHART ANALYSIS
With *The Arcade Gladiator*.

■ Watcha. You've seen *Gladiator*, right? What a load of rubbish. Maximus fights Julius Caesar to avenge the death of his father and give Rome back to the people? Bollocks. Pokémon, that was the route of all the violence in Rome. You see, Maximus had stolen Caesar's Mew that he'd just caught from his *Pokémon Yellow* – in at this month's number one. That was Amphitheatre in Rome was used for – fighting Pokémon to the death on giant 30 foot TV screens. A bit like in *Pokémon Stadium*, down this month to number 8. What do you mean, the Romans didn't invent Pokémon? Of course we did. We invented roads you know. And Roman numerals. And ice cream. That's it. Screw you. I'm off!



Vox pops

Inside the chart compiler's warped mind.



■ And breathe. Done a top ten. Not that funny, but hopes weren't that high. The Guest Chart was a bit of a non-starter. Beards? What's that got to do with videogames? Still. Another month of charts nearly completed. All is well in the world.



■ And breathe. And relax... [starts hyperventilating] nooooo!!! Still got to do another Vox Pop. What? Go out and meet some people? You've got to be joking. Maybe if we just hide under a pile of old coats, it'll go away. Good plan. We're off.

Import zone

With Department 1 (0171 916 8440).



■ Time once again to drop Department 1 a line to see what's happening in the world of import games. [In our finest handwriting.] "Dear Department 1. What's happening in the world of import games this month? Love Arcade."

That should do it. [Two weeks later.] A-ha. A reply. [Donning glasses.] "Dear Arcade. Well, *Samba de Amigo* on the Dreamcast has flown in and out. It's mad. Tell you, those maracas are as rare as gold dust *Perfect Dark* and *Excitebike 64* are selling tonnes on the N64. But not much is going on in the world of PS2, though. Maybe next month, eh? See you, love Erkan at Department 1." Cheers, Erkan. And nice choice of stationery. Pink makes you think.

Official Top 40

In easy-to-read coded chart form.



1 (-) Pokémon Yellow

■ **GBC** ■ **Nintendo**
Start the game with Pikachu from the beginning – and if you know what that means, you'll probably own it already – for a mere £25.

2 (-) Colin McRae Rally 2.0

■ **PSX** ■ **Codemasters**
The most famous man in rallying with the initials CM is back.



3 (-) Shogun: Total War

■ **PC** ■ **Electronic Arts**
It's war out there, and you are invited to be part of it.



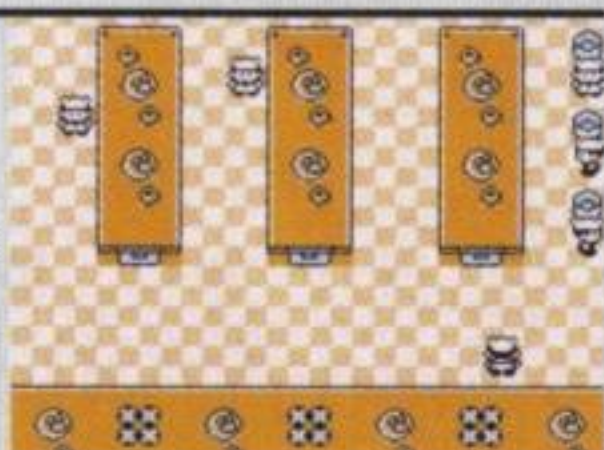
4 (1) WWF Smackdown

■ **PSX** ■ **THQ**
The attraction of grappling sweaty grown men to the floor slips three places.



5 (3) Pokémon Red

■ **GBC** ■ **Nintendo**
Part two of a possible set of three. Tsk. Pokémon. It'll never catch on, you know.



6 (4) Pokémon Blue

■ **GBC** ■ **Nintendo**
The completion of the Pokémon trilogy hogging the best part of this month's charts.



7 (5) Euro 2000

■ **PSX, PC** ■ **EA**
Slipping down almost as fast as England were knocked out. It'll never come home, you know.



8 (7) Pokémon Stadium

■ **N64** ■ **Nintendo**
Pokémon's Big Brother, where you fight Liono vs ALF, or whoever, on the big screen.



9 (11) F1 2000

■ **PSX, PC** ■ **EA**
It's gaining position on the gamecharts. Can it stay there though?



10 (-) Ecco The Dolphin

■ **DC** ■ **Sega**
Tricky, but – apparently – worth it if you persevere. And like dolphins, of course.



11 (9) The Sims

■ **PC** ■ **EA**

12 (8) Rayman

■ **PSX, PC, GBC** ■ **Ubisoft**

13 (2) Resident Evil: Code Veronica

■ **DC** ■ **Eidos**

14 (6) Star Wars: Jedi Power Battles

■ **PSX** ■ **LucasArts**

15 (17) Championship Manager: Season 99/00

■ **PC** ■ **Eidos**

16 (32) Tomb Raider 3

■ **PSX, PC** ■ **EA**

17 (14) Crash Bandicoot 3

■ **PSX** ■ **SCEE**

18 (13) Metal Gear Solid

■ **PSX, GBC** ■ **Konami**

19 (12) Syphon Filter 2

■ **PSX** ■ **SCEE**

20 (22) Dukes of Hazzard

■ **PSX** ■ **Southpeak Interactive**

21 (16) Medal of Honour

■ **PSX** ■ **DreamWorks**

22 (-) FIFA 2000

■ **PSX, GBC, PC** ■ **EA Sports**

23 (25) Spyro The Dragon

■ **PSX** ■ **SCEE**

24 (-) Hogs of War

■ **PSX** ■ **Infogrames**

25 (20) Gran Turismo 2

■ **PSX** ■ **SCEE**

26 (-) Ronaldo V-Football

■ **PSX, GBC** ■ **Infogrames**

27 (33) Brian Lara Cricket

■ **PSX, PC** ■ **Codemasters**

28 (21) Cricket 2000

■ **PSX, PC** ■ **EA Sports**

29 (-) Galerians

■ **PSX** ■ **Crave**

30 (31) Age of Empires II: Age of Kings

■ **PC** ■ **Microsoft**

31 (37) Colin McRae Rally

■ **PSX, PC** ■ **Codemasters**

32 (-) Toy Story 2

■ **PSX, N64, GBC, PC** ■ **Disney Interactive**

33 (-) Martian Alert

■ **GBC** ■ **Infogrames**

34 (28) Theme Park World

■ **PSX, PC** ■ **Bullfrog**

35 (15) Medieval 2

■ **PSX** ■ **SCEE**

36 (-) Super Mario Bros

■ **GBC** ■ **Nintendo**

37 (30) Soldier of Fortune

■ **PC** ■ **Activision**

38 (19) Premier Manager 2000

■ **PSX** ■ **Infogrames**

39 (-) Alundra

■ **PSX** ■ **Activision**

40 (-) Norton Antivirus 2000

■ **PC** ■ **Symantec**

JAPANESE TOP 10



- 1 (-) Dance Dance Revolution 3rd Mix**
Konami, PSX
- 2 (-) Super Robot Taisen Alpha**
Banpresto, PSX
- 3 (-) FIFA Soccer World Championship**
EA/Square, PS2
- 4 (-) Hunter X Hunter**
Bandai, WS
- 5 (2) The Legend of Zelda: Mask of Mujura**
Nintendo, N64
- 6 (-) Sakura Taisen**
Sega, DC
- 7 (3) Kirby Star 64**
Nintendo, N64
- 8 (-) F1 2000**
EA/Square, PSX
- 9 (-) Rent A Hero No.1**
Sega, DC
- 10 (4) Breath of Fire IV**
Capcom, PSX

US CONSOLE TOP 10



- 1 (-) Perfect Dark**
Nintendo, N64
- 2 (-) Pokémon Trading Card Game**
Nintendo, GB
- 3 (3) Pokémon Yellow**
Nintendo, GB
- 4 (-) Vagrant Story**
Electronic Arts, PSX
- 5 (-) Spec Ops**
Take 2/Rockstar, PSX
- 6 (-) Excitebike 64**
Nintendo, N64
- 7 (1) Pokémon Stadium**
Nintendo, N64
- 8 (-) Tony Hawk's Pro Skater**
Activision, N64
- 9 (-) Star Wars Episode 1: Jedi Power**
LucasArts, PSX
- 10 (10) Tony Hawk's Pro Skater**
Activision, PSX





Words by | **Jamie Sefton**

QUAKE III ARENA: DC

Arcade plays the game and talks to the team behind the explosive Dreamcast conversion.

Dreamcast owners beware: you're about to depart on a dark journey into the visceral, heart-pounding nightmarish world of *Quake III Arena*. Every laser blast, explosion of sinew and arc of blood is about to be recreated in gory detail on the 128-bit next gen console.

Sega's impressive Dreamcast autumn collection includes the RPG/real-time adventure *Shenmue*, surreal virtual pet game *Seaman* and graffiti-spraying rollerskate rampage *Jet Grind Radio*. But the jewel in Sega's crown has to be the first-person deathmatch chaos of *Quake III Arena*, which promises to deliver all the multiplayer action of the PC version – and much more.

id's third *Quake* title departed from the strong story-driven action of previous incarnations, instead providing a full-on digital update of a bloody gladiatorial arena. Players battle against a number of hellish opponents, including beer-bellied bikers and spiky aliens, which are controlled by computer AI or people over the Internet.

A simple deathmatch is an every-thing-for-itself killing extravaganza, the objective being to destroy or 'frag' as many opponents as you can, while at the same time staying alive for as long as possible. The intricate, beautifully-designed levels take combatants through settings such as futuristic gothic castles, dank blood-stained dungeons and multi-platformed space stations.



■ **Blood is thicker than water: Dreamcast *Quake III* has all the hellish environments of the original.**

Quake III is being converted for the Dreamcast by Raster Productions, who also made the superb port of *Quake II* for the N64 (see Raster Man box, right). The game has the same frenetic gameplay and stunning 3D graphics as the PC version, although the lack of a monitor means the picture is less pin-sharp on a normal television. There'll be a selection of brand new maps and levels just for Dreamcast owners and all the mad characters have been preserved, including the plump psychopath Lucy and maniacal eyeball Orbb. *Quake III Arena* will also pack in extra lens flare effects, a cracking four-way split-screen deathmatch and a host of online gaming features that will truly deliver easy-to-use, exciting online multiplayer madness to the masses.

THERE'LL BE A SELECTION OF BRAND NEW MAPS AND LEVELS

When playing *Quake III* on the Dreamcast, *Arcade* had difficulty getting used to the joypad controls, but these will be fully configurable in the finished game. Sega has now unveiled their three-button mouse – very important for first-person shooters, where you can shoot, jump and change weapons using your right hand with the left used for running about and strafing. The computer-controlled bots unfortunately seemed to be a bit dim, but against human opponents, *Quake III* had the adrenaline rush familiar to PC players. The frame rate also dropped slightly on occasions when there was a lot of action and multiple characters on-screen, but Aaron Seeler at Raster Productions has reassured any nagging worries, saying that, "The frame rate will be remarkably close to the PC."

Quake III Arena looks like being a genre-defining release for Sega's console and could give it a much-needed boost, especially with DreamArena now up-and-running, recent broadband announcements (see Kill the World! overleaf) and a stack of 3D shooters such as *Half-Life* lurking in the shadows. However, the future also looks blood-red for other next gen consoles such as PlayStation2, with a bundle of first-person games that could introduce a whole new generation of console gamers to deathmatch delights. It's good to frag.



RASTER MAN

Arcade probed Raster Productions' Aaron Seeler to see what he thought about the forthcoming *Quake III Arena* on Dreamcast.

How does the game compare with the PC version?

They're very, very close. There are some better things on the Dreamcast than on the PC in some cases. All the textures are gonna be there at the highest resolution. All the features are included and the frame rate will be remarkably close to the PC *Quake III*.

What new stuff have you included in the Dreamcast game?

Well, there's the best of the old maps and we've added in some great new ones. The characters are the same because people liked what was there, so that's what were gonna go with.

What about the multiplayer split-screen mode?

Full screen multiplayer is probably the biggest change to the product. Other than that you can expect the Dreamcast version to have everything that the PC has. We're also right behind Sega on some very exciting hardware on the Dreamcast in terms of network connectivity.

Is there any lag or delays with the 56K modem game in the US?

No, not at all. You have a very fast 200MHz processor and a separate graphics chip so it's not overloading the Dreamcast. It's very playable. The speed does depend on the Internet Service Provider, but the hardware that Sega is working on should take care of that.

Will there be opportunities to download 'skins' into Dreamcast *Quake III*?

Well, the Dreamcast can do everything

– it's just a matter of the schedule and having enough time. That was one of the features we talked about including – the problem is just that the product has to come out at a specific time, so some of that stuff won't get in. You won't see this in the initial wave of Dreamcast network games, but you may very well get all of that stuff in future products.

Have you had any troubles with the joypad controls?

You can plug in a keyboard, a joypad or you can use a mouse – it's your choice which two you want to use. Also you can set up the configuration on the controls to how you want it – sensitivity and so forth.

Does id like the Dreamcast conversion?

As far as I know, they're really happy with it. I just wish we had more time to do more stuff, but we just need to get it done now. It's one of those things where the more we have the game, the more we can do with it. But *Quake III* is coming along great – I think it'll be very well-received.



Lightning reflexes in DC *Quake III*.

BLOOD ON THE CONSOLES

Q *Quake III Arena* will be one of the most bloodthirsty console titles ever, with an



Bloody hell: The shotgun rips through an unfortunate victim in *Quake III Arena*.

eye-pleasing amount of gore enveloped by a soundtrack comprising of guttural shrieks of pain and splattering flesh.

Although there have been a handful of extremely successful console games – *GoldenEye* being the prime example – id's game will offer the same full-on blasting, detailed graphics and mouse/keyboard control that have previously only been available to lucky PC owners. With the 18-rated, limb-removing shenanigans of *Soldier of Fortune* already confirmed for Dreamcast, violent first-person shooters are becoming more and more accessible to mainstream console gamers.



Blowing chunks: The brutal ultraviolence of the id classic has been maintained by Raster Productions' magnificent conversion.

QUAKE LEGEND

John Carmack is the legendary id programmer of *Doom* and the whole *Quake* series. But what does the first-person coding wonderkid think about the upcoming Dreamcast conversion?

How good is the online gaming aspect of Dreamcast *Quake III*?

Right now, in general, *Quake III* development has gone quite well. You can play Dreamcast against PC on the same maps, dialling in right over the Internet and it works pretty nicely. They inter-operate. The maps are slightly modified to fit in the lesser memory, but I believe the plan is to have those maps available on the Dreamcast disc so that people with PCs can interact and connect to the same game.

Will the game have any new features or maps?

Oh yeah, there are going to be new maps. There are a few new graphics features – little things like lens flare. The user interface is all console presentation stuff that looks really neat. I'm not really sure there's going to be much in the way of raw changes in the gameplay, but like I said, there are a few graphics tricks, new levels in a few places and the presentation is much nicer.

Were there any unforeseen problems or pitfalls working with the Dreamcast?

No. Actually it's a good target. Working on Dreamcast is pretty pleasant. I'm not actually doing much of the work there, but I interact with Aaron Seeler (Raster Productions – see

page 49) on it and *Quake III* looks quite good on there. We've had to crunch some things down to make them fit into the 16MB main memory, but the graphics actually come across perfectly. So it looks probably better than what it would look like on the PC for people who have 'normal' video cards. It's no 32MB GeForce, by any stretch of the imagination, but it looks quite good.

Are there any difficulties with using joypad controls?

That's still my biggest concern. Modern videogame controllers, console controllers, are really not good for first-person shooters. In fact, I would almost say that the analogue controllers are a step backwards in some cases. I have yet to play one that I really thought nailed it right – although I think a lot of it is just what you're familiar with. Everybody who learns on a mouse is going to dislike the game controllers, but people who learn on those may not have problems with it.

Any advice for PC developers getting into consoles?

Well, the Dreamcast is a pretty easy move for PC developers. It's got a similar model to the way PCs work, where you've got one pretty fast processor and then one graphics accelerator that you communicate with and that's a lot easier to deal with than some other consoles. The Sega Saturn was the worst offender, but it looks like the PS2 is going the route of, well, making you do more work to get better results. Dreamcast is pleasant to develop with.

■ Thanks to *NextGen* magazine.



■ Changing rooms: The game will feature exclusive Dreamcast levels like the one above, as well as a four-player split-screen mode.



■ The detailed future-gothic levels decorated with glowing torches and nightmarish friezes create a unique immersing atmosphere.

KILL THE WORLD!

Over the next couple of years, online gaming is going to become a mass market console phenomenon. PC owners can currently enjoy multiplayer deathmatches over the Net, but Dreamcast owners will soon be able to join in the *Quake III* fun with Sega's own DreamArena – *Chu Chu Rocket* can already be played online.

John Carmack at id has mentioned the possibility of Dreamcast owners taking on PC bods at the game, but that won't be possible at the moment due to the fact that DreamArena is very much a 'closed' network.



However, there are ambitious plans in the pipeline for fans of Sonic and chums. In Japan, Sega has announced the mass production of 'broadband adapters' which replace the existing modems, allowing access to incredibly fast Internet facilities. CATV (Cable TV)

and ADSL (Asymmetric Digital Subscriber Line) transform the Web from a slow service with poor graphics to one that can handle vast amounts of information, including multimedia applications such as full-motion video.

Combine this with the Dreameye camera and you have the potential to not only play



■ *Quake III* will finally introduce console gamers to the salacious delights of online fragging.

games such as *Quake III* against anyone in the world, but see your opponents' anguished faces as you obliterate them into fleshy fragments. The future of console gaming starts right here.

TIME TO DIE

Quake III Arena isn't the only first-person shooter arriving on the Dreamcast in the next couple of months. *Half-Life*, *Soldier of Fortune* and *Outtrigger* could be the games that Sega need to frag the PlayStation2.

Format: **Dreamcast** | Developer: **Valve** | Publisher: **Havas** | Release Date: **Autumn**

HALF-LIFE

The next generation of first-person console shooters is almost here.

One of the most critically-acclaimed PC games is finally coming to the Dreamcast. *Half-Life* is a scary and involving first-person shooter with an incredible plot, tricky puzzles, inspired enemy AI and frenetic alien blasting.

You play Gordon Freeman, a scientist working in a secret underground complex who witnesses a horrific experiment that goes badly wrong, ripping a hole in space and time between Earth and a strange alien world. As you desperately try to escape from the crumbling base, you attack nightmarish monsters, kill Special Forces soldiers sent in to 'clean up' and even manage to stumble upon a sinister Government conspiracy.

As well as the single-player, Valve is also including an online game in the form of *Team Fortress Classic*, which splits players into two teams of opposing armies. Players then get the opportunity to play as different characters including snipers, explosive experts and medics –

the object being to work co-operatively to annihilate the enemy.

Half-Life is an unforgettable gaming experience – much like taking part in all your favourite action/sci-fi/horror films. Dreamcast owners will get the chance to discover this excellent title for themselves when it's finally released in the Autumn.



■ A scientist, with 'Tefal' head, yesterday.



■ Enemies in *Half-Life* comprise of horrific aliens and hardened Special Forces troops.

THE ALL NEW HALF-LIFE

■ Arcade grabbed the lapels of the Director of Gearbox Software, Randy Pitchford, and shook the latest Dreamcast *Half-Life* information out of him.

Can Dreamcast owners look forward to some brand new features in the conversion?

Gearbox Software has been developing an entirely new episode that will be exclusive to the Sega Dreamcast when *Half-Life* for Dreamcast is released. It's currently being called *Half-Life: Guard Duty* and the plot centres around the security guard character known as Barney. Players will experience the action at the Black Mesa Research Facility from an entirely new perspective, visiting all new areas of the base but interacting with familiar friends and enemies. Barney's last name will even be revealed for the first time! The new level is shorter than the original game, but it stands alone with all new challenges, adventures and a plot of its own.

How does it compare with the award-winning PC version?

Since the Dreamcast hardware outperforms the minimum system requirements of the original PC release, we're able to go in and dramatically enhance the appearance of the game. Specifically, Gearbox Software has upgraded models with much greater resolution and articulation. When the new soldiers that have been enhanced for the Dreamcast are compared with the soldiers from the original game, for example, you'll see much more detail in the weapon the soldier carries, the equipment attached to his belt and even details in the look on his face that couldn't exist in the

original version. Most of the weapons have been upgraded and some new weapons appear (like the M-4 machine gun with attached grenade launcher or the Beretta automatic pistol). We wanted this title to be much more than just a quick port, so all in all, the Dreamcast version has been greatly enhanced.

What about the control system for the game – is it tricky to use?

No, it's actually turned out to be quite intuitive. Of course, the final version will allow custom configuration options and support for not only the Dreamcast keyboard, but also the various mouse peripherals that are on the horizon.

A few developers have hinted that the PS2 is difficult to develop for. How easy is the Dreamcast to program?

The Dreamcast is a wonderful computer. It renders polygons quickly, it's got a modem in it, and it's got a development path that's not too foreign for those of us who are used to developing for the PC. Of course, the technology behind *Half-Life* for Dreamcast is actually being programmed by Captivation Digital Laboratories. They know the Dreamcast better than anyone and have so far done some pretty impressive things.



■ New weapons are included.

OUTTRIGGER

Format: **Dreamcast** | Developer: **Sega** | Publisher: **Sega** | Release Date: **TBC**

■ Sega join in on the console-based 3D shooter explosion with their own conversion of the Naomi arcade smash. *Outtrigger*'s simple objective is to frag as many of the evil terrorist opponents as you can with a range of ridiculously over-the-top weapons.

The emphasis is on fast and furious gameplay, with a neat target lock-on system that allows you to hone in on your adversaries with missile-exploding ease. Challenges will be set against the clock and you have the choice of first-person and third-person views from four different characters: Lina, Talon, Jay and Alain.

Outtrigger is a Sega title that plans to include online

gaming capabilities, although Dreamcast owners can also enjoy a four-player mode using a split-screen. You move, strafe and fire via the analogue controls on the control pad, although Sega may include the option for mouse/keyboard control.



SOLDIER OF FORTUNE

Format: **Dreamcast** | Developer: **Raven** | Publisher: **Crave** | Release Date: **Early 2001**

■ *Soldier of Fortune* is probably the most violent and blood-spattered game ever to appear on the PC and Raven are setting their sniper sights on a limb-popping Dreamcast conversion. The game is a mission-based first-person shooter, where your character of gung-ho psychopath John F Mullins is drafted in to assault and annihilate various terrorists and loony masterminds, rescue hostages and confiscate Armageddon-scale weapons of destruction.

The action globe-trots from the New York subway, through freezing Siberia, to

Saddam's Iraq and into the depths of stinking Kosovan sewers. There's a phenomenal arsenal of weapons that redistribute the fleshy parts of enemies in a variety of amusing and sickening ways. You can shoot a terrorist's head off, then slash his twitching body with a knife before systematically removing every other limb using a brutal sawn-off shotgun. The tabloids won't like it, but this 18-rated shooter is bound to cause heart palpitations amongst Dreamcast owners this Autumn – especially as it's going to be DreamArena compatible.



THE JAPANESE.

Words by | Rich "I'm mad, me" Pelley

BONKERS?



SURELY NOT?

A CLOSER LOOK AT THOSE CRAZY JAP GAMES WE NEVER USUALLY GET TO SEE.

Not wanting to sound xenophobic, but the Japanese – generally speaking – are all mad. Perhaps its to be expected from a country so crowded, if everyone stood on each other's shoulders, they'd stretch to the moon and back. Either way, it's still no wonder the Japanese are an oven short of a plate of cooked fish.

The Japanese taste in videogames is almost as strange as their taste in food (sushi, anyone?) and miniature silicon chips. They all hate *Tomb Raider*, for example – so much so, *Tomb Raider 4* hasn't even been released yet. The

Japanese can't get enough of horse racing, dancing and train driving, though.

And that's just the games you can understand. Riding high at the top of the Japanese charts last month was *Kyuen no Kizuna Sairin Shou*, on the Dreamcast. Other recent best sellers have included *Muscular List Vol. 1: I'm The Strongest Man* (PSX), *Tokimeki Memorial 2* (PSX) and *Accompaniment*



Anywhere (PSX) – all madder than a bag of mongeese, and none due to be released outside Japan.

Even when odd-sounding Japanese games get official PAL releases they don't tend to do very well due to what could be politely referred to as their slight 'quirkiness'. *Parappa The Rapper* and *Um Jammer Lammy* – firm Arcade favourites – both flopped like a piece of blotting paper in the rain. But what of the other games you wouldn't get to see outside the Far East? Are all Japanese videogames the equivalent of a beef sandwich? Arcade decided to have a look.

The case for the prosecution

Key: 🚂 Trains 🕺 Dancing 🐎 Horses 🗡️ Chatting up girls 🐱 Kittens 🌀 Overall madness

Densya De Go!

■ Publisher: Taito ■ Format: PlayStation



You'd probably imagine a game where you have to drive a train to be about as exciting as driving a train. What ups the novelty value of *Densya De Go!*, at least for the first 25 seconds, is the optional plug-in

controller. Equipped with plastic gear-stick and brake arm-crank moulded onto a plastic base, you have to admire Taito's attention to realism. There's no steering wheel, of course, but that's because driving a train,

there's no need to steer. But there is a horn button, which when you discover it, feels like the best invention since trying to use your Young Person's Railcard as ID.

Gamewise, it's your job to – and at risk of repeating ourselves here – drive a train. Whilst the temptation is to crank the gear stick up to warp factor five and yank on the brake as you approach the station, you'll soon realise that the stopping distance of a train is measured in kilometres, not metres. Driving sensibly is therefore the key to *Densya De Go!*.



■ The Japs even make special peripherals for their train games.

RATING

Trains: 🚂 🚂 🚂 🚂 🚂 Dancing: 0 Horses: 0 Chatting up girls: 0 Kittens: 0 Madness: 🌀 🌀 🌀 🌀 🌀

Dance! Dance! Dance!

■ Publisher: Konami ■ Format: PlayStation



The Japanese love dancing games, as the success of *Bust-A-Groove* both over there and over here, go to show. However, for every *Dancing Stage* and *Beatmania*, there's a *Dance! Dance! Dance!* – which we can safely report is truly awful. Awful, that is, in the sense of nuts.

Each of the four Fire buttons are assigned a different dance move, with possible combos awarded for pressing more than one button at the same time. Hilariously, each of the characters on offer have a different dancing style – hip hop, samba, rockabilly or, in the case of the character of choice, Brian (who looks

a bit like Brain Harvey from East 17) – break dancing.

The snag that there doesn't seem to be any beat to follow, is almost forgiven – on a Japanese fruit cake scale – as the dance moves are all utterly incredible. You'd hardly credit Brian from East 17 with the grace of a ballerina, but next to Brian from *Dance! Dance! Dance!*, Mr Harvey grooves like Darcey Bussell.

Vib Ribbon-style, you can insert your own music CD to jig along to replace the Japanese music. And once you've danced the Samba to *Smack My Bitch Up*, you'll never want to go to a nightclub – or indeed Japan – again.

RATING

Trains: 0 Dancing: 🕺 🕺 🕺 🕺 🕺 🕺 Horses: 0 Chatting up girls: 0 Kittens: 0 Madness: 🌀 🌀 🌀 🌀 🌀

Derby Stallion

■ Publisher: ASCII ■ Format: PlayStation

It's pretty much read that if you're English you like football. The Jap sport of choice is horse racing. So for every *Premier Manager* game that rides up the charts in the UK, so a horse racing management sim like *Derby Stallion* does the same in Japan.

Trying to play *Derby Stallion* is, of course, really hard due to its bias towards the Japanese language. *Arcade* managed to select a horse (quite a nice brown one), dress our jockey (green with yellow stars) and possibly set a date for a race or something, before the hoards of Japanese text got the better of us. The instruction manual (also in – oh, you



know) suggests the main thread of the game is based around training and trading your various steeds in preparation for the races themselves. Recommendation is also made



towards the 'ASCII Grip 2' – a Stallion-compatible controller that fits in one hand and looks like an alert button from a hospital ward. As crazy as a set of crazy paving...

RATING

Trains: 0 Dancing: 0 Horses: 🐎 🐎 🐎 🐎 🐎 Chatting up girls: 0 Kittens: 0 Madness: 🌀 🌀 🌀 🌀 🌀

JAPANESE FACTS

Further proof that the Japanese are – indeed – one sandwich short of a picnic.

■ The zoo in Tokyo closes for two months of the year so animals can have a holiday from visitors.

■ Many Japanese golfers carry 'hole-in-one' insurance because good luck is celebrated by sending gifts to all their friends, so if a hole in one is scored up to £10,000 is given to each family member.

■ On Christmas Eve, the traditional meal is fried chicken and strawberry shortcake.

■ Japan is the home to the world's only wild albino snake population.

■ Japanese watermelons are rectangular because they stack better.

■ Japan is the largest exporter of frogs' legs.

■ In Japan there's a place called 'O'.



THANKS

Thanks to Computer Exchange for the loan of the games. You can check them out at 32 Rathbone Place, London W1, phone them up on 020 7636 2666 or feel their virtual presence at www.cex.co.uk.



Tokimeki Memorial 2

■ Publisher: Konami ■ Format: PlayStation

Chatting up girls has always been an arduous task, but if you knew you'd have to plough your way through five discs-full of small talk to get a potential snog, you'd probably not bother. However, that's exactly what you have to do in *Tokimeki Memorial 2* – a sequel to the world's first official love sim.

The game begins with you enrolling at high school (prime snogging territory, of course) where you'll spend the next three years sharking the ladies. The idea, from what *Arcade* can make out, is to successfully cop-off with each girl you come across, before progressing onto the next. And

you try making interested but idle chit-chat with girls who only speak Japanese when you don't. It ain't easy, that's for sure.

There are plenty of worrying angles to *Tokimeki Memorial 2* other than the horribly sexist nature of it all. The women are all cartoons, and – come off it – you can't really fancy a cartoon. Also worrying is the inclusion of a childhood phase where you can sow the seeds with a variety of young girls ready for when you bump back into them when they're grown up and at high school. What will they think of next? Knowing the Japanese, probably something demented.



RATING Trains: 0 Dancing: 0 Horses: 0 Chatting up girls: ♥♥♥♥♥ Kittens: 0 Madness: ☹☹☹☹☹

Kitty The Cool

■ Publisher: Imagineer ■ Format: PlayStation



Although Hello Kitty, the Japanese cartoon cat and assorted merchandise, has managed to make it across from the bedrooms of small Japanese girls to

the bedrooms of small, English girls, fortunately, Hello Kitty PlayStation offshoot, *Kitty The Cool*, has not.

Otherwise hardcore gamers with an ill-informed purchase would

be sitting down to the most barmy PlayStation game this side of, well, pretty much everyone mentioned so far in this feature.

Quite what on earth you have to do is – at this late stage of the day – probably not worth worrying about. It seems to be some form of press the buttons in time with the music game, although to describe the music as 'music' is being very polite. Kitty, meanwhile, jiggs up and down a bit, until it all goes wrong, and a giant bell falls from the ceiling and you have to start again.

Barmy? You took the words right out of our mouth.

RATING Trains: 0 Dancing: 0 Horses: 0 Chatting up girls: 0 Kittens: ☹☹☹☹☹ Madness: ☹☹☹☹☹

FURTHER EVIDENCE

Take a look at some of the other weird-sounding Japanese games, as for their content we can only hazard a guess...

- Kyuuen no Kizuna Sairin Shou** – Fog, DC
- Brigandine Grand Edition** – Easily Staff, PSX
- Mobile Suit Gundam Giren's Ambition: Genealogy of Zion** – Bandai, PSX
- Kenki: Construction Machine Simulator** – FAB, PSX
- Momotarou Electric Railway V** – Hudson, PSX
- Accompaniment Anywhere** – PSX, SCE

The case for the defence *At the Japanese Book Centre, Japan. Actually, London.*



In a bid to unearth some clues as to why Japanese games all seem to be one guitarist short of a Wonderwall, we visited the Japan Centre Bookshop, near Tower Records in Piccadilly Circus (who sell a huge array of imported Japanese merchandise, everything from newspapers to – indeed – videogames). Admits our browsing, we bumped into store manager Kato, 28 from Japan, who was happy to put a few of our troubles to rest.

Blimey. Look at this one. Jet Go! Let's Go By Airliner! on the PlayStation. It's like that train driving game, only this time in a jumbo jet. There's a special controller for it too, with a big joystick and a throttle. It's pretty difficult, actually.

And mad. [Looking at *Tales of Phantasia* on the PlayStation]. That's an RPG.

Do these Japanese games sell to English people? Yes, we have quite a few regular customers, actually. Some customers have subscription to Japanese games magazine, even though they can't understand any of the text.

Why do dancing games sell well in Japan? Japanese people like dancing, but they're quite shy, so with games like *BeatMania* and *Guitar Freaks*, people can dance and play indoors, rather than in public. For some reason, it's more acceptable if it is a game.

How about on the Dreamcast? We've got this. It's called *Bus Guide of Tokyo*. Basically, you're a

bus driver, and you have to pick up and drop off passengers around Tokyo.

What's your favourite game? *Mario Kart*. The fact that Mario is as big in UK and America as Japan shows that he has a universal appeal. I don't quite understand why Pokémon has taken off, though. It's very Japanese.

What do you think of the UK? I like London better than Japan. Tokyo is too busy and too expensive, and there's no nature. London is a big city, but there are many parks.

And is it true that Tokyo zoo closes for two months a year so that the animals can have a rest? Yes. That's true.

Bonkers – by percentage *A further analytical look at the ker-azy world of Japanese games.*

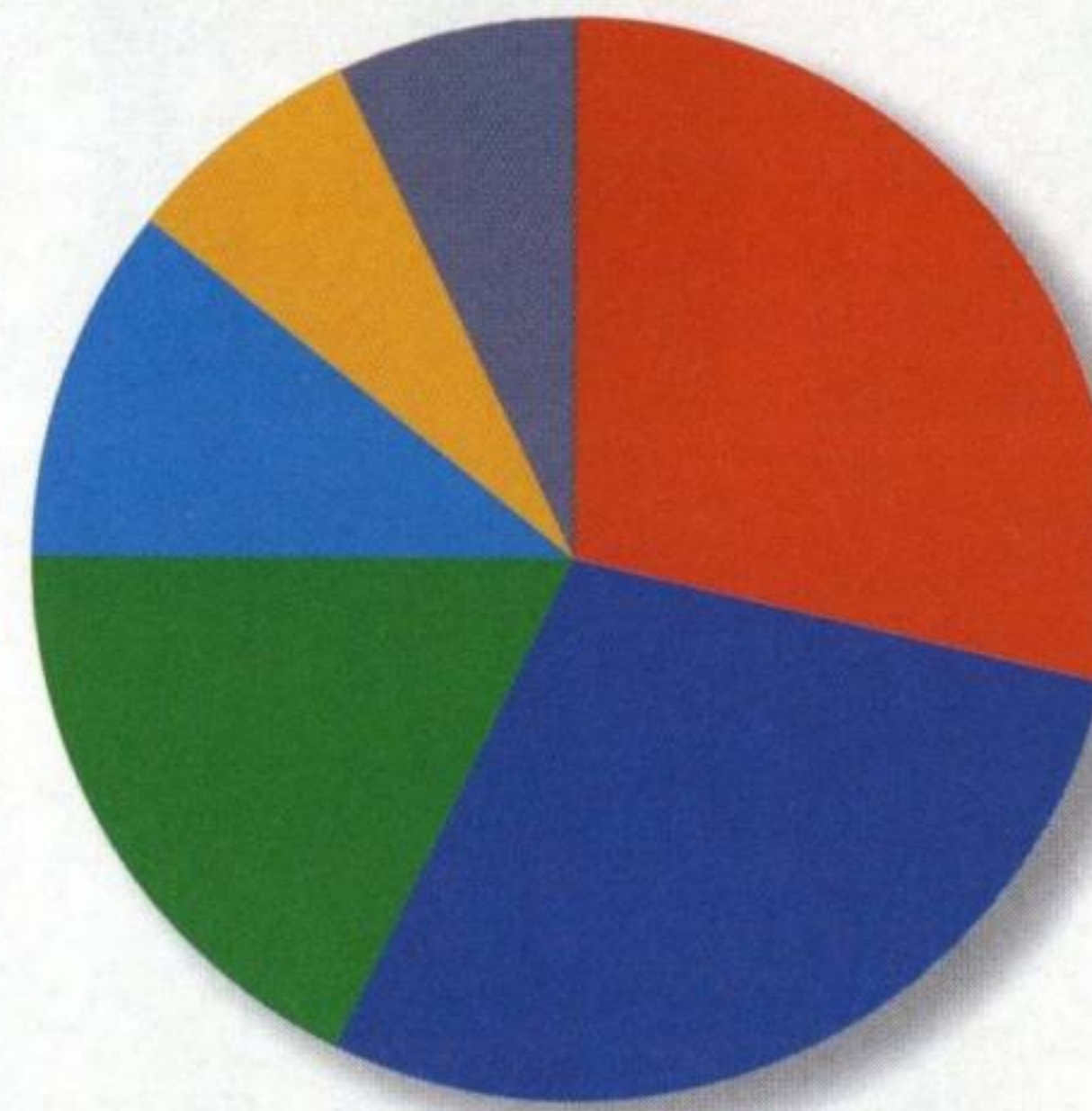


■ These games – all lifted from this month's Japanese Top 30 (see fig 1) may look harmless enough on paper, but just try playing them. You'll be foaming at the mouth within seconds.

1. For point of reference, let's take this month's Japanese Top 30.

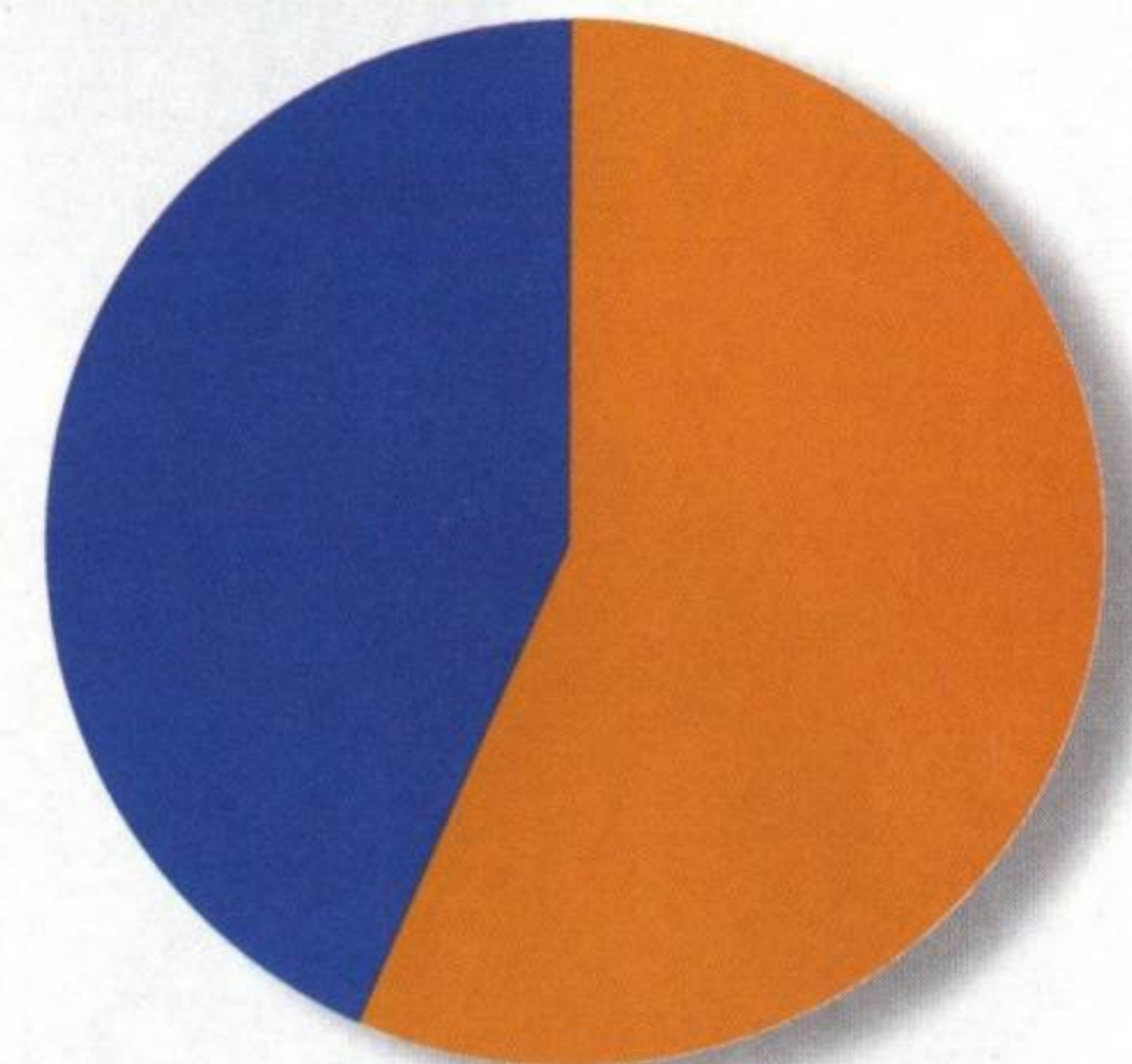
1	Dance Dance Revolution 3rd Mix, Konami	PSX
2	Super Robot Taisen Alpha, Banpresto	PSX
3	FIFA Soccer World Championship, EA Square	PS2
4	Hunter X Hunter, Bandai	WS
5	The Legend of Zelda: Mask of Mujura, Nintendo	N64
6	Sakura Taisen, Sega	DC
7	Kirby Star 64, Nintendo	N64
8	F1 2000, EA Square	PSX
9	Rent A Hero No.1, Sega	DC
10	Breath of Fire IV, Capcom	PSX
11	Fever 2 Sankyo Official Pachinko Simulation, ISC	PSX
12	Digital Partner: Digimon Adventure 2, Bandai	WS
13	Tekken Tag Tournament, Namco	PS2
14	Yugioh Monster Capsule, Konami	GB
15	Pawapuro Kum Pocket 2, Konami	GB
16	Warioland 3: The Mysterious Musicbox, Nintendo	GB
17	Dead or Alive 2, Tecmo	PS2
18	Fantavision, SCE	PS2
19	Ridge Racer V, Namco	PS2
20	Simple 1500 Series Vol. 30 The Basket 1-on-1 Plus, D3	PSX
21	Kessen, Koei	PS2
22	EverGrace, From Software	PS2
23	Buchigire Kongou, ArtDink	PS2
24	Super Runabout, Climax	DC
25	Golf Paradise, T&E Soft	PS2
26	Pokémon Silver, Nintendo	GB
27	Poyon's Dungeons 2, Hudson	GB
28	Brigandine Grand Edition, Easily Staff	PSX
29	Get a Driving License, Express	PSX
30	Pachisuro Aruze Kingdom 2, Aruez	PSX

2. Bonkers



Out of the 30 games, 8 are PlayStation, 8 PlayStation2, 5 Game Boy, 3 Dreamcast, 2 N64, and 2 Bandai WonderSwan. We'll instantly ignore the Game Boy and WonderSwan (Japanese handheld) – because handheld madness needs no explaining – leaving a total of 23 games.

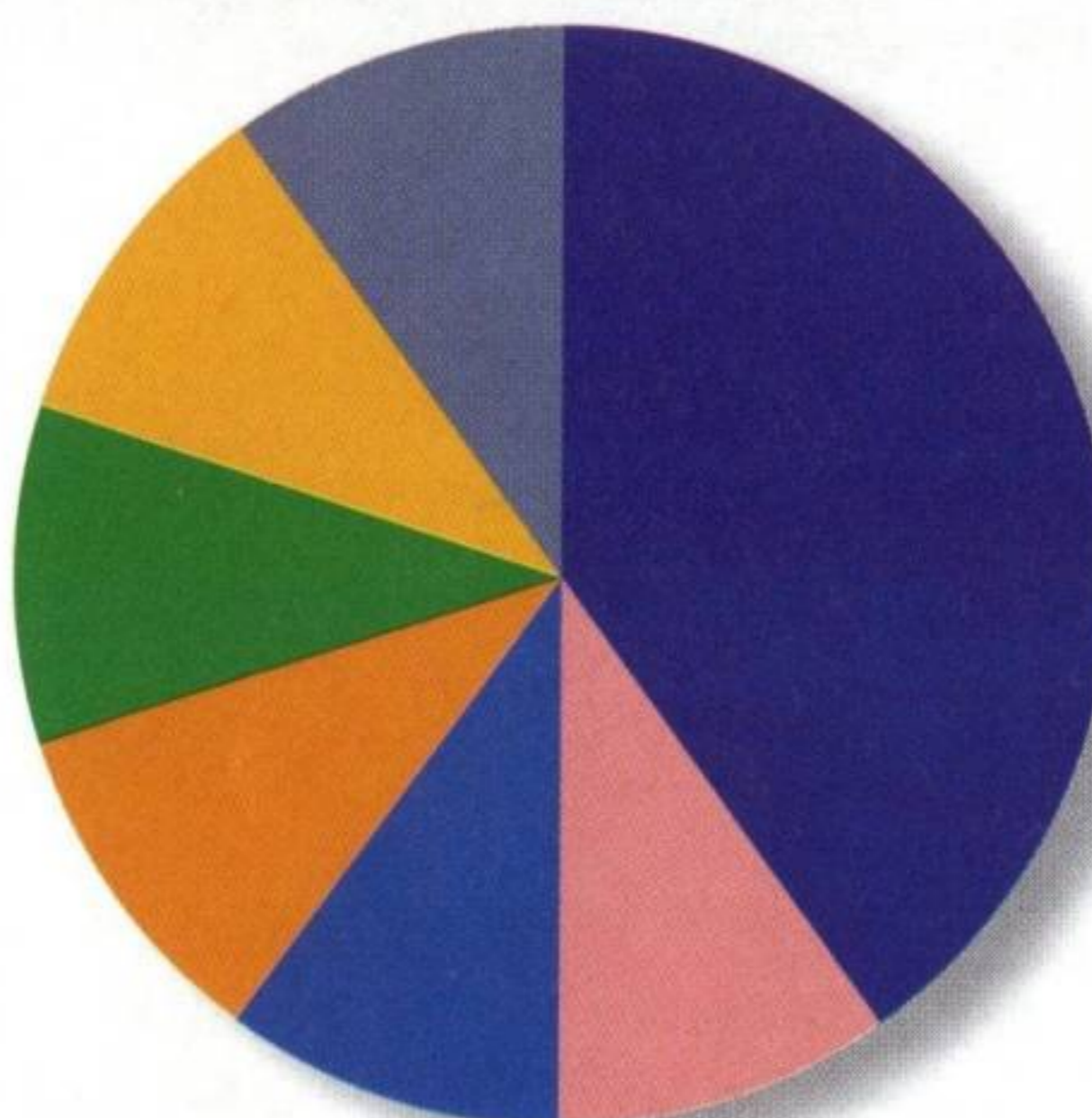
3. Fruit cake



Now, out of the remaining games, we'll ignore the games that have, or are likely to get a UK release, such as *Zelda: Mujura's Mask* on the N64, *F1 2000* on the PSX, and *FIFA* on the PS2.

■ Likely PAL releases
■ Bonkers Japanese only games

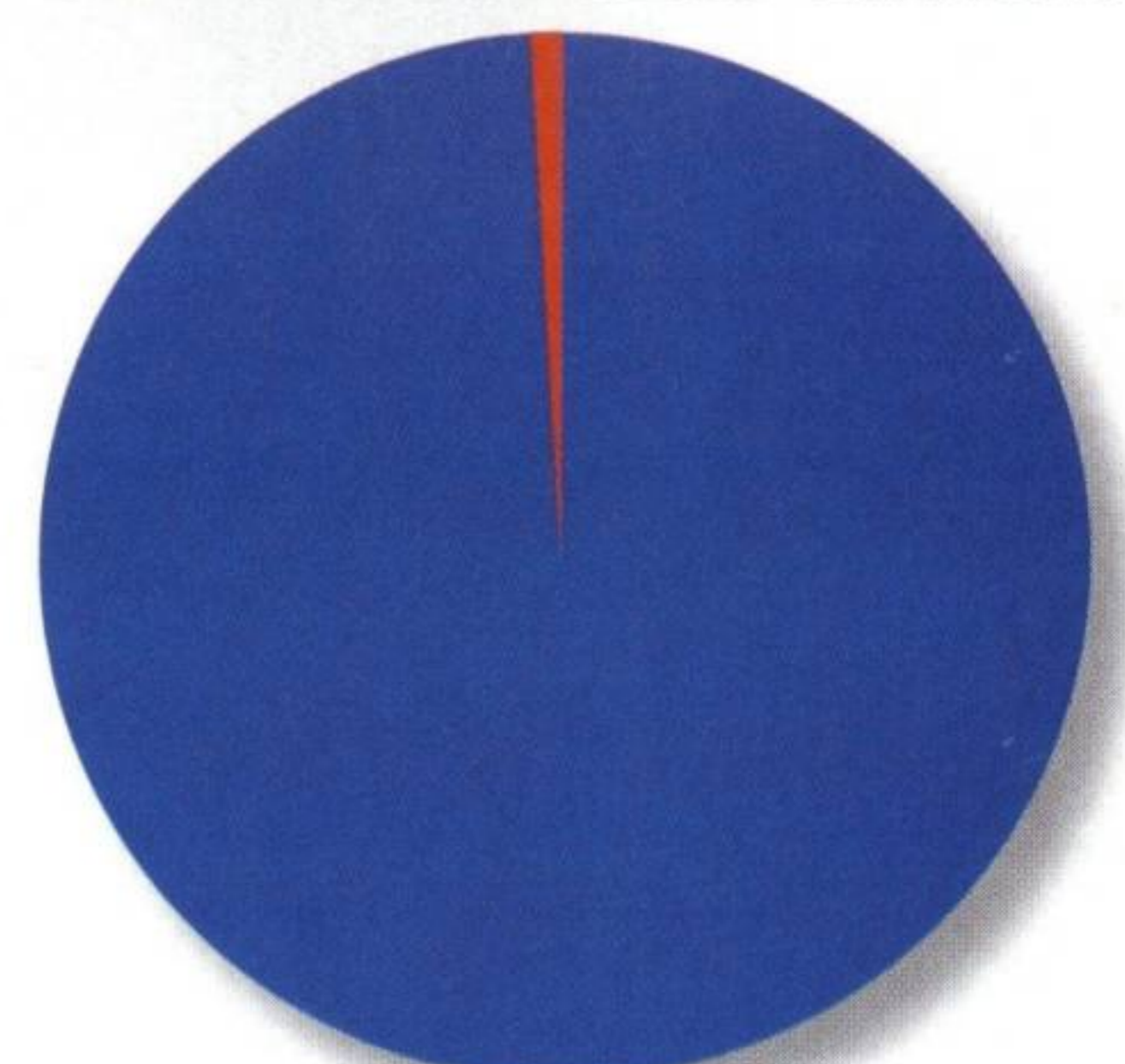
4. Nuts



The remaining ten games can then be sub-categorised as to their type:

■ Bananas RPGs (*Sakura Taisen*, *Rent A Hero No.1*, *Brigandine Grand Edition*, *Pachisuro Aruze Kingdom 2*)
■ Dancing games (*Dance Dance Revolution 3rd Mix*)
■ Robot beat-em-up (*Super Robot Taisen Alpha*)
■ Japanese bagatelle (*Fever 2 Sankyo Official Pachinko Simulation*)
■ Bulldozer fighting game (*Buchigire Kongou*)
■ Unknown, but bound to be bonkers (*Simple 1500 Series Vol. 30 The Basket 1-on-1 Plus*)
■ Driving licence test simulator (*Get a Driving License*)

5. Round the twist



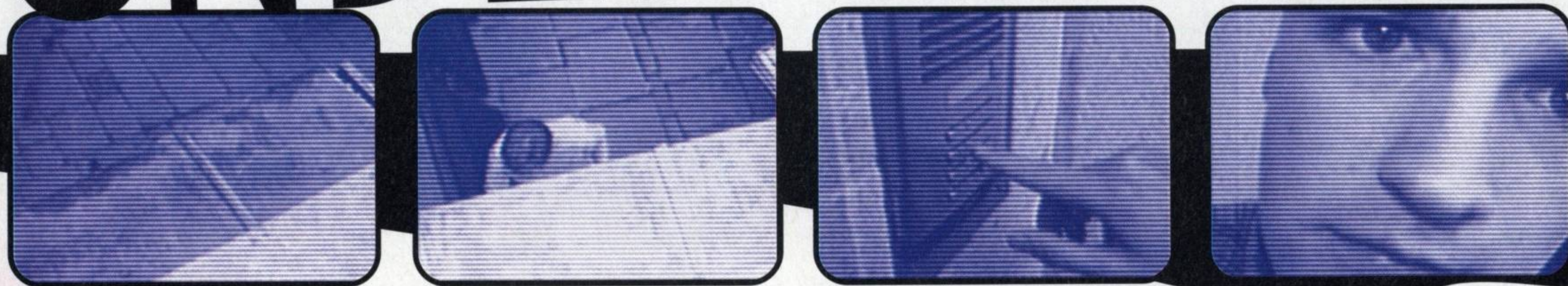
All of which sound as mad as a hatter, thus the final analytical percentage breakdown of just how odd Japanese games are reads thus:

■ Percentage of Japanese games that are bonkers
■ Percentage of Japanese games that aren't bonkers



UNDER COVER

Bad for the stealth | **Tim Weaver**



OF DARKNESS

Rare never gives interviews, let alone allow people close to its top secret countryside HQ. But, with the remarkable *Perfect Dark* finally in the shops, *Arcade* couldn't resist the opportunity to infiltrate the world's most secretive development house...

Our covert mission begins in deepest Leicestershire. After, rather embarrassingly, getting lost in Tamworth, we cross county lines in our Nissan Micra (not exactly perfect, or dark, but still...) and find the snaking B5493 that leads all the way to Rare HQ, a vast country manor set amongst some of the most impressive wildlife this side of the Masai Mara.

Entering the illustrious confines of Rare's impressive studios, it's not hard to see where the inspiration for *GoldenEye*'s many CCTV cameras came from. They're everywhere,

recording your every movement, watching you even as you creep through the greenery of the building's purpose-built nature reserve. With our impressive arsenal made up of a dictaphone, a packet of Salt 'n' Lineker crisps and a copy of *Take A Break*, taking out each camera with a silenced PP7 isn't an option. If we had found a way of sneaking in though, the double agents acting as gardeners would've spotted us and radioed through to base.

The secrecy that shrouds Rare is incredible. Even internally, the separate teams work in cordoned off areas of the development studios, seemingly unaware of what each other is working on. Key 'cards'

are personalised so that you can only access certain parts of the building (ie not the parts occupied by other development teams) and every single member of the 200-plus workforce are required to sign speak-and-die non-disclosure agreements.

This work ethic extends all the way up to the management, where the all-powerful Stamper brothers shun publicity in favour of overseeing their staggering library of games. With titles such as *Diddy Kong Racing*, *Banjo-Kazooie*, *Donkey Kong 64* and *Jet Force Gemini* coming under the Rare umbrella, it's perhaps not surprising that they let the games do the talking. All of which leaves the few people lucky enough

Rare on... Multiplayer

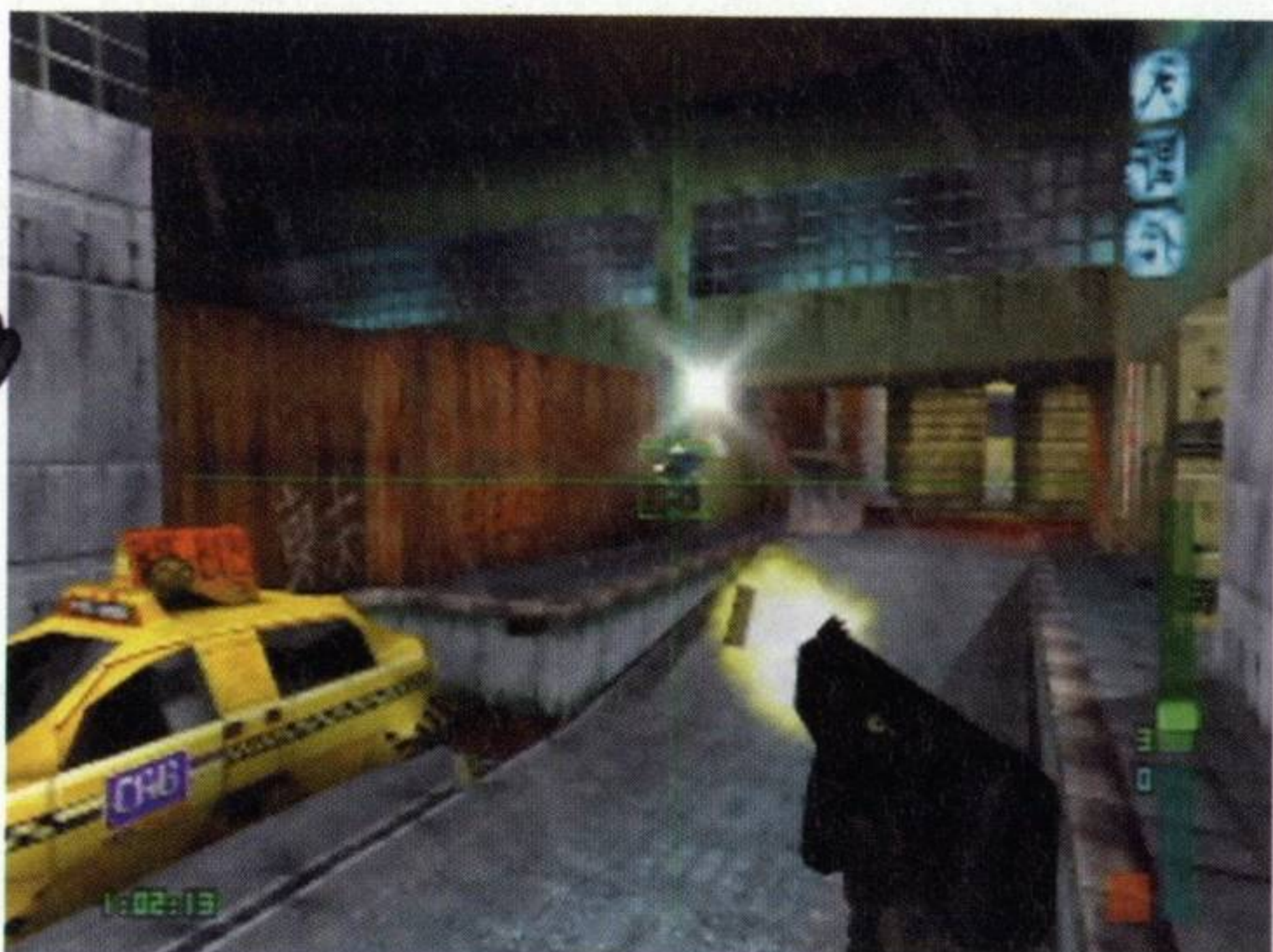
"The main improvement would have to be the simulants. Just straight away they add some great new gameplay features. We particularly enjoy playing humans versus simulants – especially when the simulants are hard – because you then get a real feeling of having to work together.

"It's also pretty good being able to have them on your side and give them commands. It brings in a few more interesting tactics like being able to have a bodyguard, or have someone guard a room. If you only have two human players then you can add in a couple of simulants and you suddenly get a lot more going on, and you don't just have a standard one-on-one match.

"It wasn't really that hard to create the simulants – it was a lot easier than the AI needed for the single player missions. The simulants are fun to play with, but they're pretty basic. In the design process the weapons have to be the next major improvement.

"It's also important then that you choose exactly which weapons you want to have on the level – there are some really cool combinations. Although, it's possibly a problem with there being so many options in the combat simulator."

■ (Right) *Perfect Dark* tops *GoldenEye* and its deathmatches with ease.



■ Creep around or go in all guns blazing? That's the dilemma you'll face.



to be allowed inside the compound, slightly scared as to what might rear its ugly head. Vampiric programmers unable to step out into daylight for fear of being seen? Frightening mentalists who have never talked to 'normal' people? Programmers that shun English in favour of communicating only in C++?

Actually, no. The people at Rare, and the people who helped create the breathtaking *Perfect Dark* are actually very, very nice. And very normal. "There's certainly plenty of room for the guard dogs to run around out here," one of the team says with a smile on his face, as he leads us into one of the firm's many 'barns'. Rare's people know how they're perceived by the press and public – and they play on it. They're the CIA of the games world. They've got climate control, pass cards and CCTV. They're miles from anywhere, and yet they know when you've arrived. They're never a team of individuals, but an organisation. Today, we're not here to talk to separate members of the *Perfect Dark* team. We're here to talk to them all.

Collective responsibility. Just like England in Euro '96.

However whilst the Three Lions used this policy as a way to deflect criticism away from Gazza and his dentist's chair berkery, Rare uses it as a way of ensuring everyone on the *Perfect Dark* team gets credit rather than just the person who answers the questions. Which is why, when you interview Rare, you're asked not to use any names. And when, perhaps, only one interview a year is granted, you're simply not in a position to argue about it.

Starting the sequel

"We just approached *Perfect Dark* with a really strong desire to make it better than *GoldenEye* in as many ways as possible," they say, when we ask how they approached the sequel to what everybody acknowledges as the finest console first-person shoot-'em-up ever made.

"There were just so many areas that we felt should be improved and we tried to address as many as we could. In fact I don't think there's anything that hasn't been

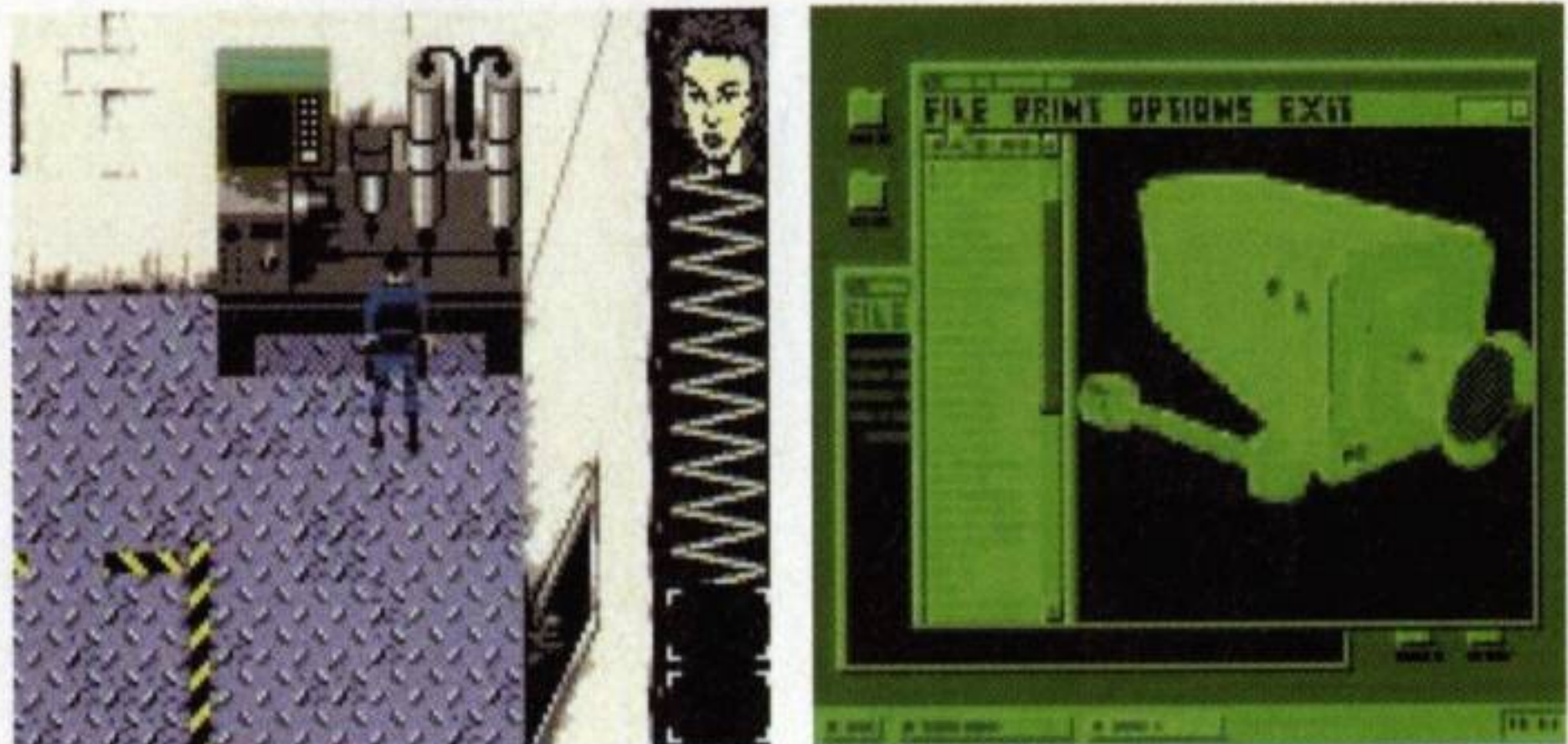
"A lot of good things have been done in stealth games, but we think a lot more could be done."

modified in some way. It was also important that we experiment and try new ideas, so that we could continue to learn how to make better games." A better game than *Perfect Dark* takes some imagination.

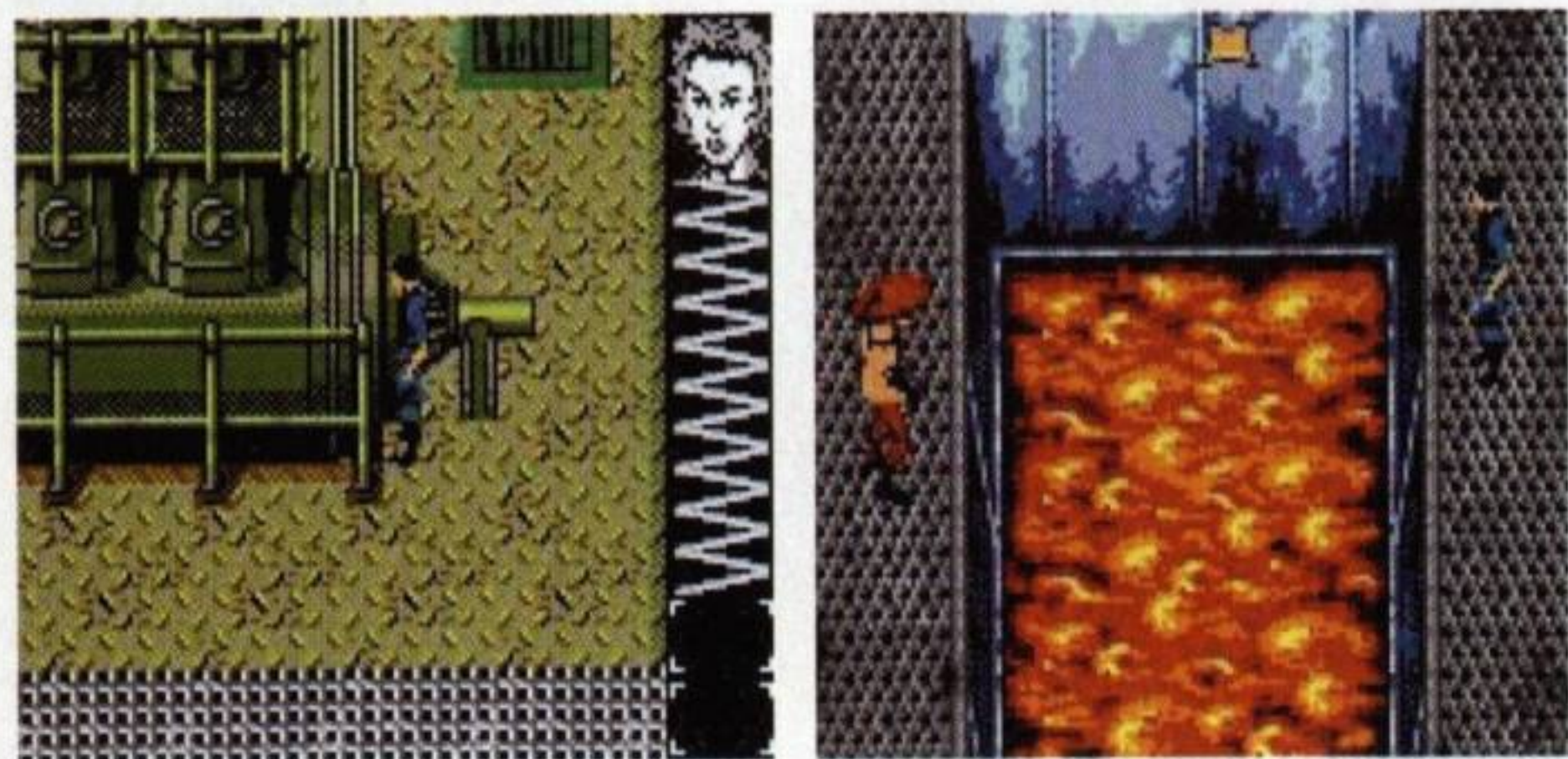
So, why Joanna Dark? "The first question was whether our main character should be male or female," one of the team replies, while the others nod in agreement. "So why not female? It made a nice change from working with James Bond. Funnily enough, the name actually comes from Joan of Arc – Jeanne d'Arc. 'Perfect Dark' came from thinking about her last name as Dark, for the game title: Future Dark, Future Imperfect, Perfect Future, Perfect Dark. Only then was it decided it could be her codename – Joanna 'Perfect' Dark."

The Rare development process, more than any other company's, is fascinating. How do you get from an idea on a piece of paper to a hardware-selling game like *Perfect Dark*? A game that reaffirms faith in

Rare on... Game Boy

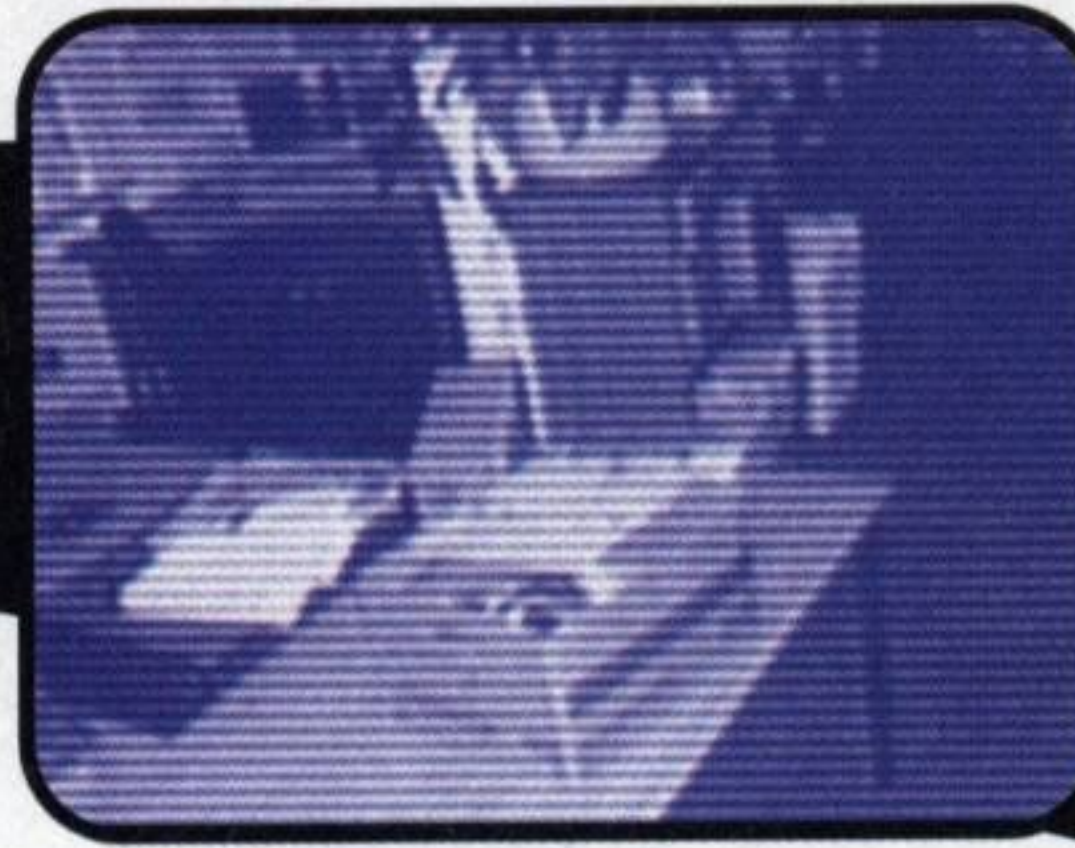


■ The interaction between N64 and Game Boy is set to continue with *Perfect Dark* on the GB Color. It certainly looks fantastic.



"The *Perfect Dark* Game Boy cart will allow you to unlock a few of the cheat options (like All Guns) without having to play through the level within the specified time, so it's another way to get at the hidden features.

All the work that went into using the transfer pak was really aimed at using the GB Camera for the face-mapping feature, which sadly never made it." (Being able to shoot your friends was deemed too risky for the US market.)



the N64. A game that suddenly makes the N64 important again.

"To start with we got a broad design together of what we wanted to aim for. So we had a list with story elements, improvements on *GoldenEye*, and a host of wildly ambitious ideas. Then each area of the game was refined and had details put in as we worked through it. You need to remain flexible as you progress because you get problems along the way and end up somewhere different from where you expected. Great ideas keep coming along as people actually work and focus on different areas, so you need to adapt and fit them in. And then these ideas influence other areas, so you need to try and keep everything tied together."

This refreshing and meticulous approach to design means Rare almost always stray over deadline. *Perfect Dark* was delayed four times from its original release date of October last year, as the team attempted to realise everything they had set out to achieve. One of the key considerations was the implementation of the expansion pak, a natty

peripheral that had caused endless headaches to third parties, but which offered coders some exciting possibilities.

"For one thing it lulled us into being ambitious," they explain. "At the start of the game we weren't intending to use it at all. As the game progressed and we were able to count on being able to use the expansion pak it meant we were able to pack lots of extra features into the extra memory. For instance, the co-operative and counter operative mission modes. Without the pak we wouldn't have attempted them. And you can tell how hard we had to work because without the extra 4MB all that runs is a cut down version of the combat simulator."

Sneak and destroy

GoldenEye is, arguably, the reason *Metal Gear Solid* and *Syphon Filter* exist. Without it, the idea of stealth as a gameplay tool would probably never have been considered. *Perfect Dark*, surprisingly, doesn't actually push the idea any further than *GoldenEye*, although it does give players more of a choice in terms of approach. If, for example, you want to rush in all guns blazing, you can, but if you want to tip-toe around, that too is possible. In

fact, you don't actually have to kill anyone in *Perfect Dark*, thanks to the humane Tranquillizer Gun.

"Yeah, the player does get a little more choice as to how they approach the levels," the team agree. "Things like the disarm move and being able to knock people unconscious help with this, plus the levels have been designed better, we think. It's very interesting to see how different people solve the same problem in different ways according to their nature."

So how do you keep stealth feeling fresh, with so many developers now drawn to the idea of sneak-'em-up's? "A lot of good things have been done in games to give that stealth feel, but I think there's a lot more that could be tried in future. In *Perfect Dark*, while you get to be sneaky and creep around, it's hardly a full-on stealth game. We haven't tried one of those yet. We just gave players a reason for being careful, as the enemies can hurt you on Perfect Agent difficulty, so it's hard to go in there with a gung ho, wild shooting approach.

"It's always safer to shoot someone before they see you."

Especially if you're using the FarSight to carry out your dirty work, an infrared weapon that detects body heat in adjacent



Rare on... Dolphin



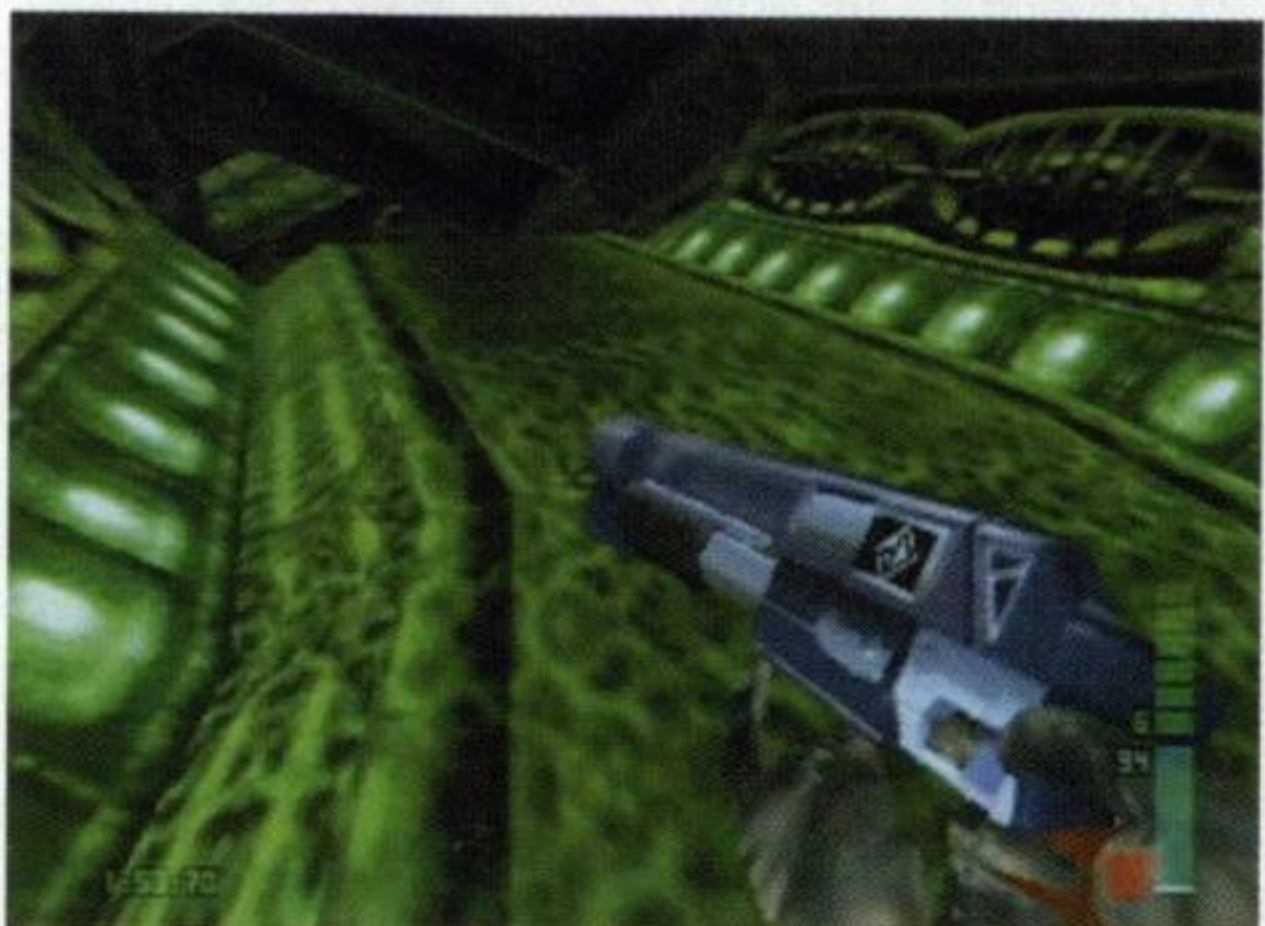
"We're going to produce long streaming movies that people can sit and watch... Actually no, we probably won't be doing that!"
 "Obviously there's a lot more storage space on a DVD so there

won't be a problem fitting highly detailed environments and graphics into games. The other benefits are that DVD's are quick to make and cheaper than cartridges so this should be good for both the

people buying games and those producing them.
 "The ideal solution is massive memory storage with instant access that is cheap to make - hopefully this will happen sometime soon."

Rare on... Rare

"The new building is great with lawns, trees and landscaping all round it, which helps to make it a very relaxing atmosphere most of the time. Which is lucky because every so often (especially when you get to the end of a game) it gets incredibly intense and then you need all the help you can get to stay calm and focused. A lot of people spend a lot of their time here, so you want the environment you're working in to be as comfortable and pleasant as possible. It's also really stimulating working with like-minded people who are mad about games. There's always great ideas being worked on all around you."



■ (Top right) Even the bottom-of-the-range guns feel superbly meaty.

■ (Middle right) The environments in *PD* are quite staggering.

■ (Bottom right) *Perfect Dark* now includes *Half-Life*-style reloads.



rooms and fires bullets through walls.

"Shooting and seeing through walls seemed like a good way of extending the sniper rifle," they respond. "The actual implementation went through a lot of changes before ending up the way it did."

So that's the FarSight, but what about the other 40 pieces of Jo Dark's outlandish arsenal? The interesting, and impressive thing about *Perfect Dark* is that, unlike *Turok 2*, none of the weapons feel like they're there just because they should be. Each gun serves a purpose, and every time you find a new one, you're excited. Every single weapon works.

"Most of the weapons were tuned and tweaked by us playing lots and lots of multiplayer, and seeing what we liked and what we didn't. If we didn't find them fun to use then we just kept working on them until we did. We basically just wanted to try and create a wider variety of weapons, with a wider variety of things you could do with them. So this led us to guns like the FarSight, where you could see through walls, the Tranquilliser, where you could drug your enemies and blur their vision and the

Slayer's remote-controlled rockets.

"Weapons was one of the areas that changed the most. New ones were being created all the time, then tweaked and tweaked. In turn, we also had to ensure character movement and hit testing was right, so that there was no falling off edges and a true 3D line of sight. Additionally, the AI had to be right, particularly anything to do with the co-operative mode, and the audio also went through tons of changes in terms of speech."

Ah, yes, speech - one of the functions the N64 was never supposed to be capable of doing. But Rare managed to stash roughly about an hour's worth of talking into *Perfect Dark*, so how is it that they seem to be able to get so much more out of Nintendo's notoriously ticklish black magic box?

"I think it's down to the people who work here and their desire to make the best games possible," the team say modestly. "Everyone is always looking for how to make things better and that much more fun

"Shooting and seeing through walls seemed like a good way of extending the sniper rifle."

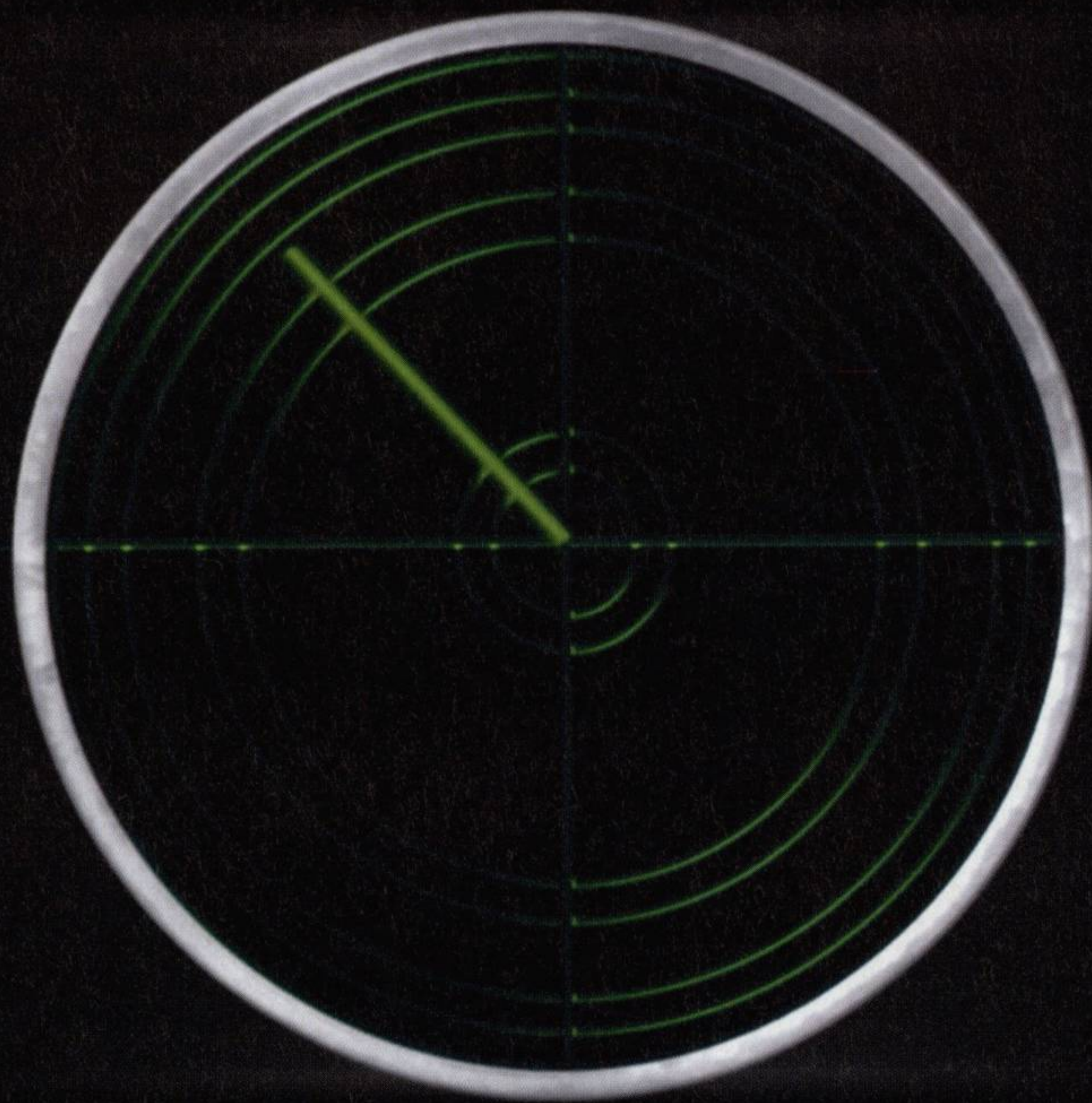
to play. I don't think it's hard to get the basics going on N64, but it takes more dedication to really push it. I'd say N64 is actually good to develop for."

But, then, Nintendo do own a stake in Rare so, arguably, you might expect them to back the machine. The *Perfect Dark* team just smile. And why would they care, anyway? For three years of the N64's life they've not only pushed the machine to its limits, but they've redefined what to expect from videogames. Their games are amongst the best in the world.

Think of *Perfect Dark*. Now think of what a Dolphin version could be like. Naturally, Rare wouldn't confirm or deny the existence of a *Perfect Dark* sequel but, given the sheer brilliance of the original, and the staggering royalty cheques about to wing their way into the hands of the development teams, it doesn't take a genius to work out *Perfect Dark 2* is on its way. And we simply can't wait.



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A Review

The Ultimate Game Buyer's Guide

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DEAD OR ALIVE 2

BREASTS ABOUND
IN DC BEAT-'EM-
UP HEAVEN.



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Silent Bomber
DD Raw
Front Mission 3

Vampire
Deep Fighter
F1 WGP
Dark Reign

MoHo
Dragon's Blood
Suikoden
Alundra

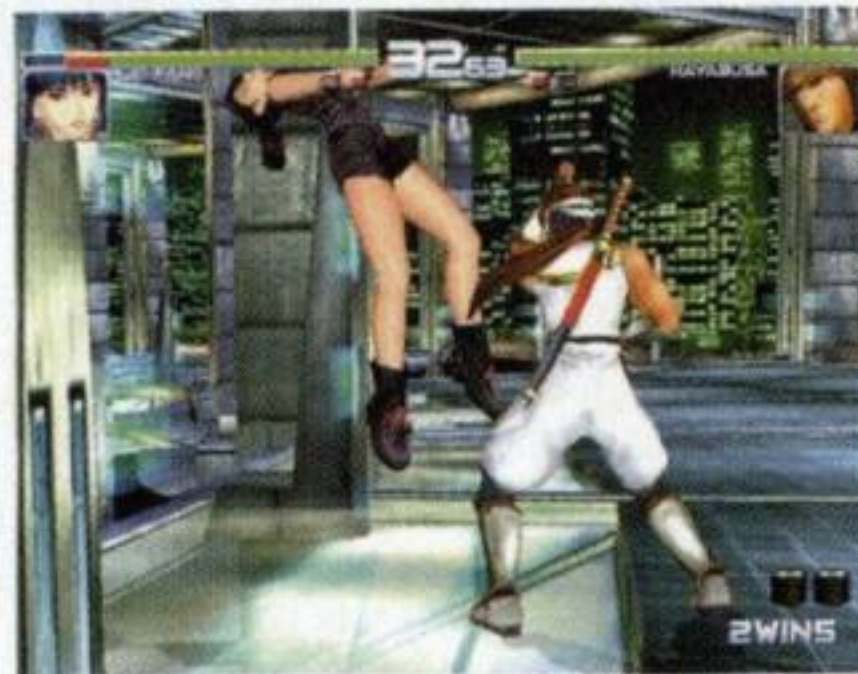
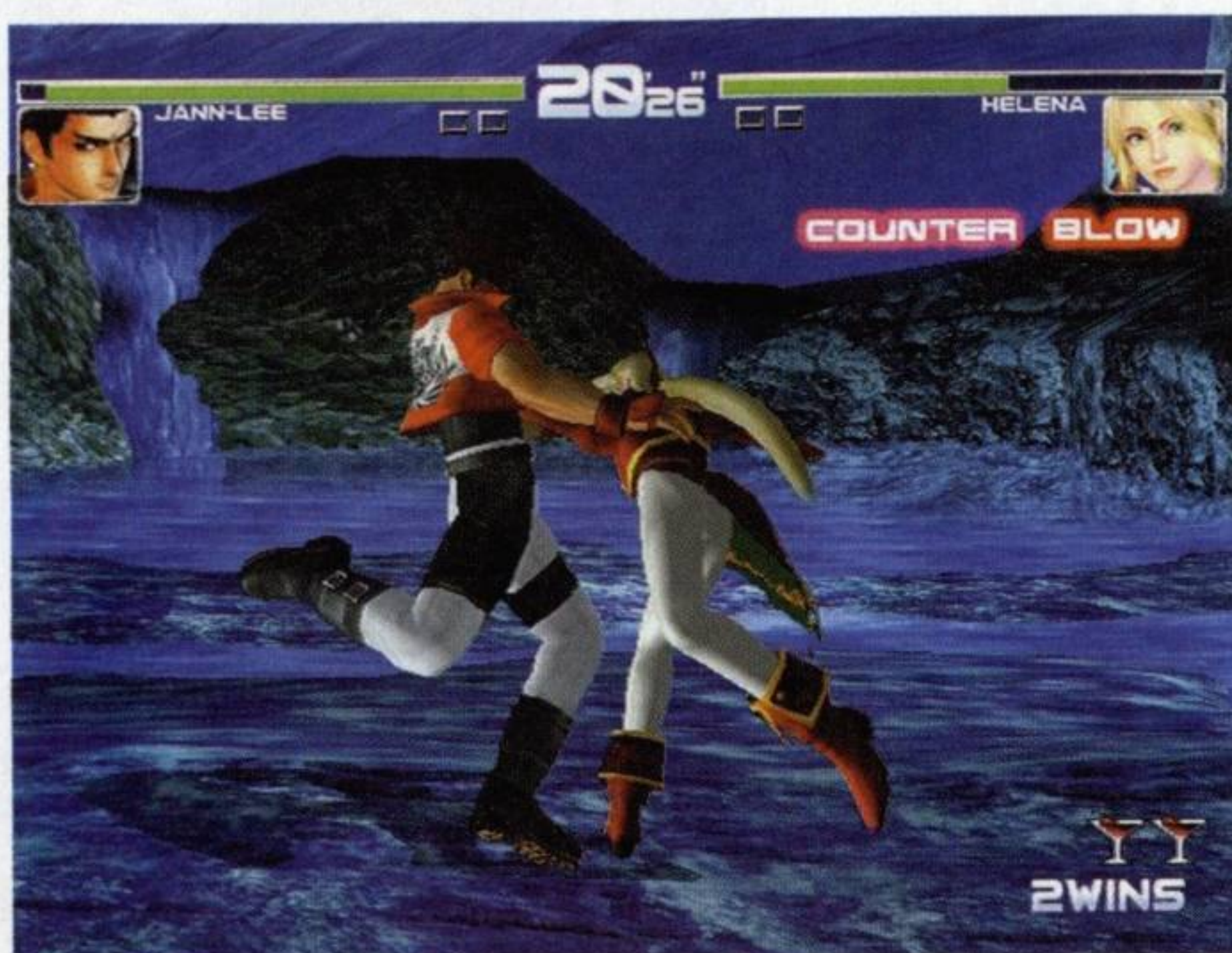
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Star ratings

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



Game info

- Publisher: Acclaim
- Developer: Tecmo
- Release date: August
- Price: £40
- Players: 1-4
- Extras: Vibra Pack, Arcade Stick, 60Hz mode



DEAD OR ALIVE 2

BREASTS, CERTAINLY, BUT THERE'S A BRILLIANT FIGHTER HIDDEN INSIDE.

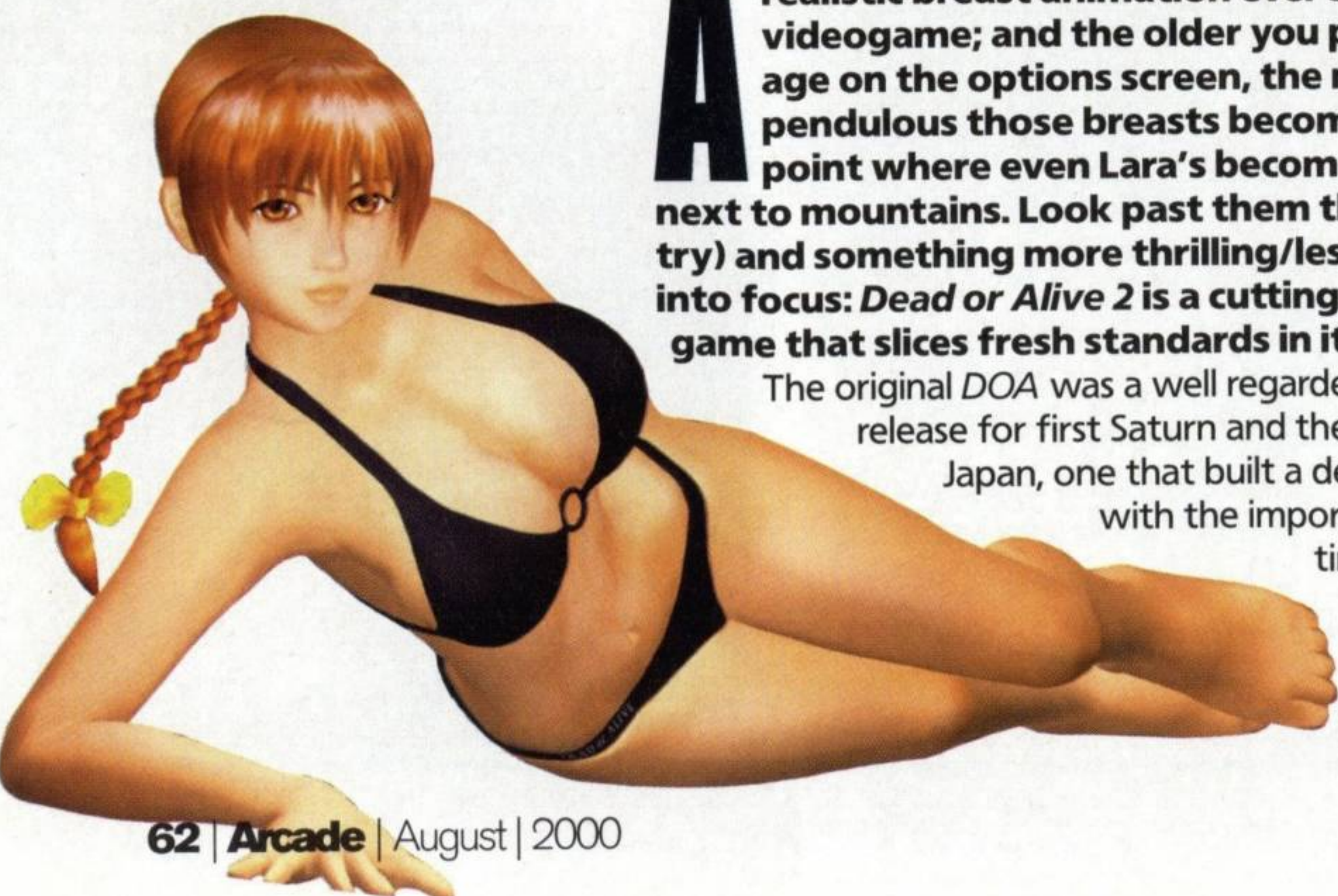
Aright, *Dead or Alive 2* features the most realistic breast animation ever seen in a videogame; and the older you punch in your age on the options screen, the more pendulous those breasts become – to the point where even Lara's become molehills next to mountains. Look past them though (go on, try) and something more thrilling/less sad smacks into focus: *Dead or Alive 2* is a cutting-edge fighting game that slices fresh standards in its genre.

The original *DOA* was a well regarded but low-profile release for first Saturn and then PlayStation in Japan, one that built a decent following with the import crowd. This time out, Tecmo has rummaged around inside the next-gen consoles (*DOA2*

has been released for PS2 in Japan) and found the power to craft a sublime and beautiful beat-'em-up.

Your connection with the fighters are more *Virtua Fighter* than *Tekken*, with buttons handling punch, kick, throw and 'free' which allows both greater movement and acts as a block. Reaching around the pad to the triggers finds that the left one allows you to shift the characters back and forth in the combat area. The right one only comes into play when *Dead or Alive 2*'s searingly good tag match is selected. More on that later.

Further parallels with Sega's *Virtua Fighter* can be seen in the stable of scrappers at your disposal. There's the obligatory old bloke, a handful of nimble young minxes, a ninja and the usual pair of jousting studs. Out of the ordinary, they ain't – but then if that's what your looking for in a DC beat-'em-up, seek out a copy of Capcom's bonkers *Tech Romancer*. Still, there's no getting away from the fact that this isn't the most innovative collection of character designs around.





■ Oh, almost forgot, *DOA2* has some male characters. The exotically-named Gen-Fu and Jann-Lee battle it out in one of the game's lavishly created environments. Just look at those backgrounds.



■ Survival. See how many opponents you can mess up.



■ Plainly no way to treat a woman but, well, who cares?

YOU'RE ON A RAZOR'S EDGE DIPPING IN WITH PUNCHES, KICKS AND WICKEDLY DESTRUCTIVE THROWS.

What can be said of *Dead or Alive 2*'s fighters is that they are all mind-blowingly well drawn. Easily on a visual par with *Soul Calibur*'s sabre-rattling stars, these characters have smoother skin than a Clinique-addicted supermodel. During some of the post fight cut-scenes, you're treated to a closer view of the fighter's faces (and occasionally their heaving chests – try setting the age to 99) leaving you in no doubt that this is a seriously attractive game. Other neat touches, such as fully-animated clothes and facial animations that have you wincing in synch with the characters, just ice the cake.

Packing *DOA2* with good-looking scrappers prancing around in simplistic arenas would probably have been enough to catch most enthusiasts. However, Tecmo's ambitions soared a little higher than that. Okay, they were strapped to the last Space Shuttle launch. If you thought *VF3tb*'s levels were complex, wait till you get a load of *DOA2*'s. These babies are vast, packed with interactive hazards like electric fences, explosive cylinders, perilous drops and puddles of water. Admittedly, though, there's not too many hazards in the puddles.

The amount of detail crammed into the stages is stunning – especially when you take into consideration just

how goddamn vast some of them are. A selection, such as 'The Dragon Hills' have multiple levels, allowing certain attacks to lift unfortunate recipients up and over the edges of drops, sending them plummeting to lower areas. The other character then leaps down after their battered opponent to continue the bout. It's bloody impressive to both watch and play – the first time you see *Dead or Alive 2*'s levels in motion, it's guaranteed little bits of brain will dribble out of your ears.

Also sending digital shivers down gaming's virtual spine is the way *DOA2*'s characters move around. Simultaneously as realistic as any of its contemporaries yet exaggerated in all the right places, the game's animation system is stunning. Switching through kicks to punches to throws, mixing counter throws, dodges and blocks, there are few moments that betray anything other than total solidity of movement. Freeze-framing a fighting game is a sure-fire way of revealing how well its characters interact. Tecmo's title just swaggers through the test.



■ The might of the multi-levelled arenas demonstrated.

↑ Uppers & Downers ↓

38DD's

- Supermodel good looks
- Smoother than a pint of Boddies
- Multi-level arenas

32A's

- Characters are a bit bland
- Perhaps a bit shallow?



■ *DOA2* combines *Virtua Fighter*'s reversal-based play...



■ ...with some *Street Fighter*-style kinetics. Smart move.



■ Lei-Fang, in one of her hidden costumes, deals out some rough justice to Leon's groin. Nasty.



None of the graphic brilliance of *DOA2* would mean much if it played like a dog. Start practising a frenzied grin now – because once this game has booted up, that's all you'll be doing for a while. The smooth, intuitive and well-paced controls mesh to the interactive levels and that sublime animation system like cogs in the most well-oiled machine in town. Forget the zillion-strong, memory-brimming combo collections of *Tekken 3* and *Soul Calibur*, *Dead or Alive 2* gives you a selection of basic moves and allows you to stack them together as you like.

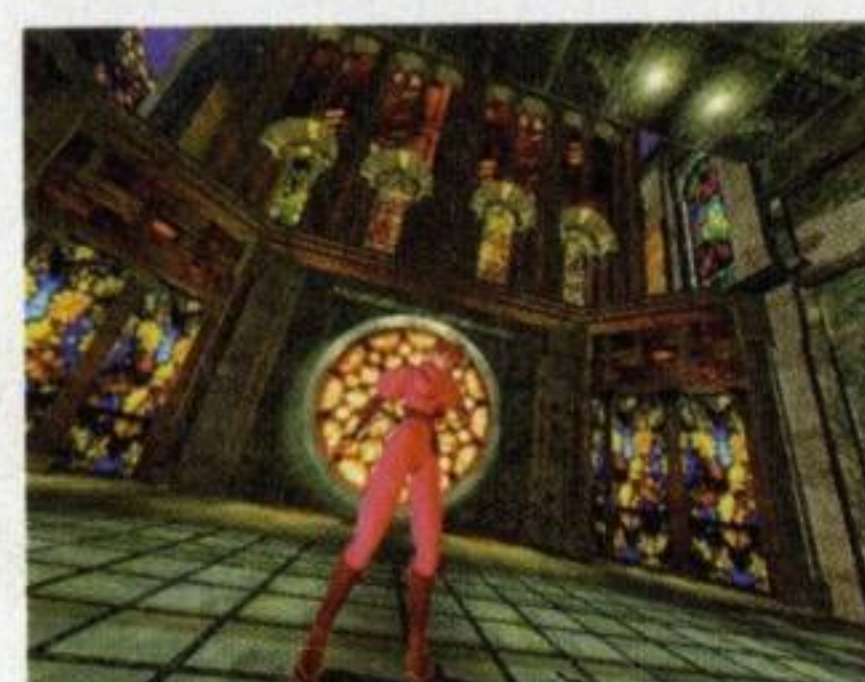
In many ways it's akin to playing a rhythm-action game like *Beatmania*. Rather than waiting for the right moment to unleash a power-sapping attack, you're always on a razor's edge, dipping in with punches, kicks or one of *DOA2*'s wickedly destructive throws. There's a sparring mode available to practise with, but it's a lot more fun to set the Story mode's time and power to infinite and just play and play and play.

Of the other modes – Survival, Time attack, Team battle, Versus and Tag battle – it's the latter that's

■ (Below) Zack fails to impress Ayane in his T1000 body suit. He does look like a prat.



■ Just look at the textures. Dreamcast *DOA2* looks da business.



■ Cut-scenes furnish the pretty pointless Story mode.



■ Poor old Tina gets two shoeings for the price of one.

most worth checking out. Between one and four players can get involved in the action (that's two more than in the PS2 version) and pulling on that right trigger swaps between the two selected fighters on each team. Best, though, is pulling back and tagging at the same time to set-up a tag move, so that both team members take part in the attack. Like so many moments in *DOA2*, it just leaves you feeling good about yourself and the game.

What else? Well, the music has some absolutely belting, classic, Japanese arcade tracks to keep you on edge, and the options menu offers a lot to fiddle with. But really, this is the kind of game it's hard not to fall head over heels in love with. Get yer mates round and give 'em a good beating. Go on, you know it makes sense. ★★★★★ **Caspar Field**

Or you could try...

Soul Calibur
Sega ★★★★★
Dead or Alive 2's equal, with a massive one-player game bolted-on.

Power Stone
Eidos ★★★★★
Free-roaming arenas plus loads of weapons equals lots of fun.



■ Sleep well tonight knowing what exactly? That she won a round of scrapping, or that she's got the Lake District for a chest? The latter is certainly cause to celebrate. Er, and so is winning. A bit.



■ Speeds get up to 800mph.



■ Some races are huge – here the course takes you underwater.



STAR WARS EPISODE ONE: RACER

SUPER-FAST RACING COMES TO THE DREAMCAST.

Good things do not always come to those who wait. You wait 16 years for the next *Star Wars* film and you get... *The Phantom Menace*. Aside from the abysmal dialogue and awful acting, the film also featured a ten-minute taster for this game, *Episode One: Racer*. Luckily it lives up to that spectacular sequence.

The game expands on that single pod race scene in the film and turns it into a tournament, which takes place on planets over the entire galaxy. As is the case in many racing games there are various cups in which to enter, each one more difficult than the last. You earn money for winning races and this can be spent on upgrading your podracer. You also get a choice of different podracers, each with individual attributes, including the tiresomely annoying Anakin Skywalker and his vehicle. Also different planets equate to different racing environments and tracks so there's plenty of variety on the eye.

All pretty standard, but there is one thing that makes *Episode One: Racer* stand out from the crowd. The handling of the racers makes them great fun to race. Unlike *Wipeout*, the engines are at the front, pulling the craft along like Roman chariots. This means that much subtlety is needed to successfully get them round the courses.

Strangely for this kind of game, the podracers have no weapons, not even any cheating ones like Sebulba had in the film, so you do lose some of the strategy that was found in *Wipeout*, for example. Each of the courses vary vastly in distance – some may take a mere three minutes to race around while others might take nine or ten – adding variety to the gameplay.

This Dreamcast version is basically a straight port over from the N64 game. Obviously it runs in a slightly higher resolution but apart from that it is identical – in theory no bad thing. The trouble is that there's been no real attempt to make use of the extra power of the Dreamcast. Where are the detailed textures? The increased frame rate? Higher polygon podracers? Surely all of these things could have been sorted out with a minimum amount of fuss and made the whole experience a lot slicker.

As it is though, the Dreamcast's *Episode One: Racer* is still a fine game. Frighteningly quick and insanely addictive this is one of the best *Star Wars* games ever made and one of the best racers on Dreamcast. With a game like this who cares if the film was rubbish? ★★★★★ **Nick Jones**

Or you could try...

Sega Rally 2
Sega ★★★★★
This is a decent conversion of Sega's racing arcade classic.

TrickStyle
Acclaim ★★★★★
A brilliant futuristic racer/skateboarding hybrid.

Game info

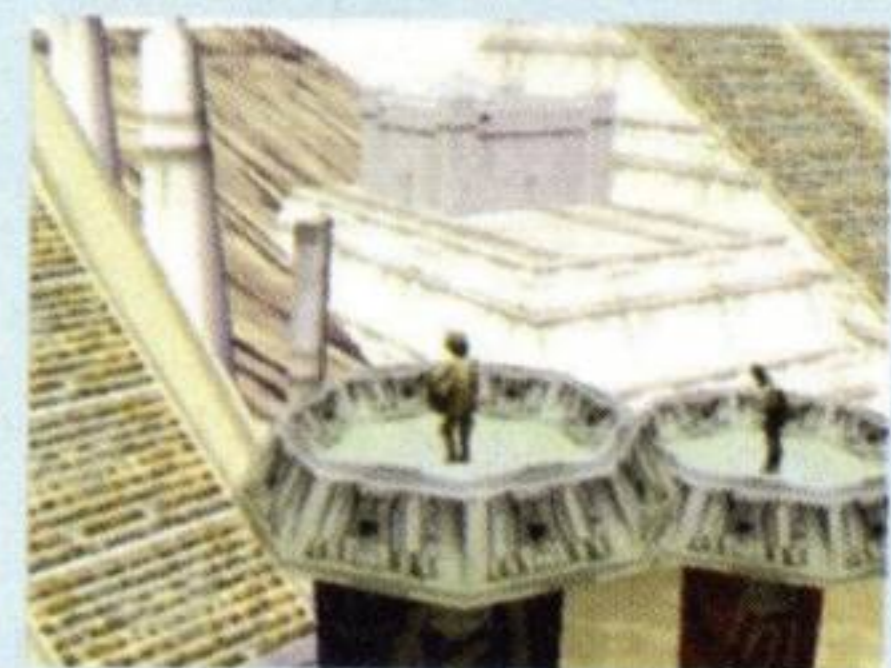
- Publisher: **Activision**
- Developer: **LucasArts**
- Release date: **out now**
- Price: **£40**
- Players: **1**
- Extras: **Internet, VMU save**

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Darth Maul</p> <ul style="list-style-type: none"> ■ Incredibly fast ■ Fantastic musical score ■ Loads of tracks | <p>Darth Buttercup</p> <ul style="list-style-type: none"> ■ Could have made more of the Dreamcast's power ■ Too easy ■ No weapons |
|--|---|



■ Races can last anything up to ten minutes.



■ First place for Skywalker.



GAUNTLET LEGENDS

- Publisher: **Midway**
- Developer: **Midway**
- Release date: **out now**
- Price: **£40**
- Players: **1-4**
- Extras: **VM save, 60Mhz mode**

Way back in the Eighties there was a game that inspired many would-be wizards and warriors to take up arms against the evil hordes of hell. Of course this wasn't in the real world but via Atari's now classic arcade game, *Gauntlet*.

It was a top down maze game where you, and up to three other players were against thousands of monsters. You could play as one of four characters – warrior, wizard, dwarf and thief – who possessed either strong armour, was powerful at magic, was very strong or fast respectively. Needless to say it was massively successful.

And *Gauntlet Legends* is based on this monster game of the Eighties. Or rather we should say that it's really just *Gauntlet* in 3D. Almost everything that was in the original is here – four character classes, the various power ups, mazes and that's about it. Plus there are a lot less monsters due to the limitations of the polygon characters.

There's also a nonsense storyline that's been tagged onto it along with some evil magical dude doing bad things with the world – but you won't really care. Each level is set in a 3D maze, painted up to look like forests and volcanic regions, but a maze nonetheless. Every level is basically the same: kill the monsters, find the keys, eat the food, get a few spells. Boring and pointless.

This kind of game might have been great two decades ago, but it just doesn't cut it anymore. *Gauntlet Legend's* only redeeming feature is the four-player mode but even then it's monotonous; just killing monster after monster, collecting keys and food power ups. Some games are best left in the past where they can truly be legends. ★★ **Nick Jones**



■ Camera problems and the lack of any sort of tactics means *Dragon's Blood* is about as intuitive as a concrete block.

Game info

- Publisher: **Interplay**
- Developer: **Treyarch**
- Release date: **out now**
- Price: **£40**
- Players: **1**
- Extras: **VM Unit, Vibration Pack**



■ One thing that is impressive about the game is its supreme graphics engine. The visuals are lush throughout.



DRAGON'S BLOOD

TASTES A BIT LIKE RIBENA, APPARENTLY

There's an old saying in videogame journalism: the press release always lies. "*Dragon's Blood* provides the player with an immersive interactive environment, couched in awe-inspiring visuals," it reckons.

And, yes, *Dragon's Blood* does look jolly nice. Nice, though, in the sense that, like *Ecco The Dolphin*, the game engine came first, and the gameplay dropped in afterwards. Hence a sprawling forest area that consists almost entirely, and unimaginatively, of trees. Enter one of the buildings, and you'll wander past wall after wall of identical brick work. *Fur Fighters* this most certainly ain't.

Don't worry though, because, "It won't be long before you are battling with a bewildering array of ever-improving weapons whilst faced with a plague of bizarre



■ The scenery looks great, but there's little variety.

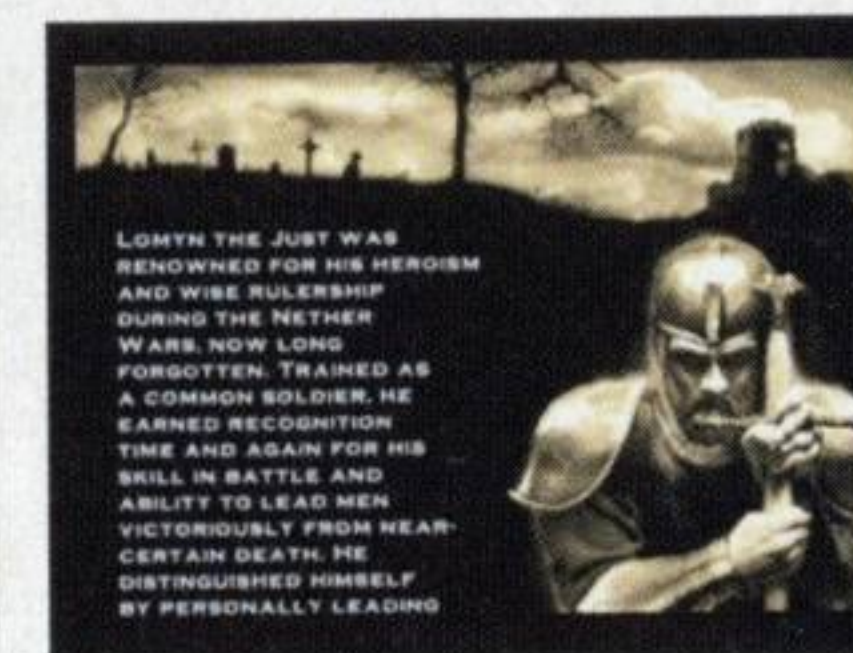
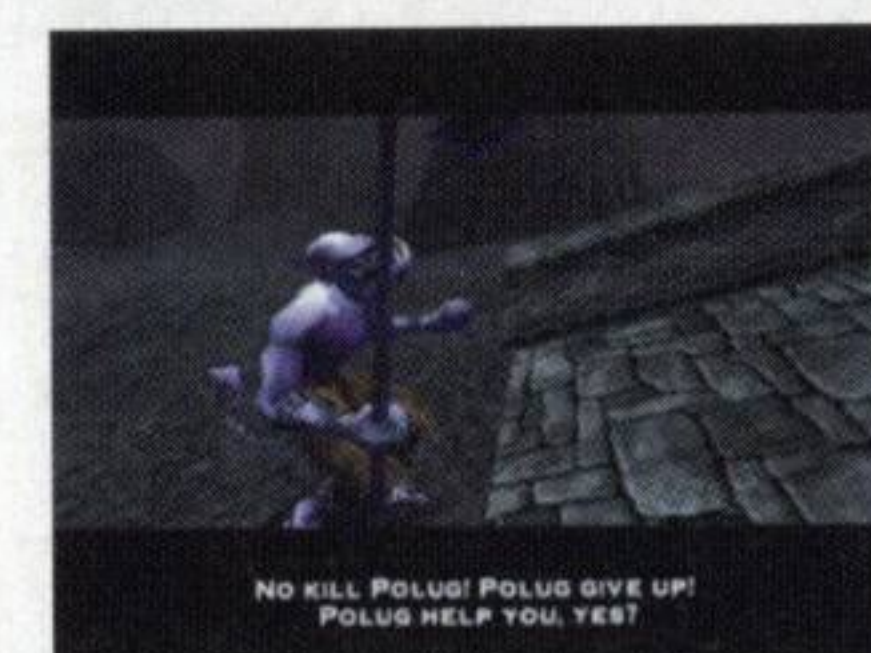
↑ Uppers & Downers ↓

Haemoglobin

- Beautiful graphics engine
- Large depth of field

Hairy goblin

- Unclear puzzles
- Tedious gameplay



■ The story helps things pootle along. Nothing too inventive.

and frightening creatures." True, except all a battle consists of is pressing the Attack button, whilst desperately trying to swivel the camera to line yourself up with your foe.

It's not all bad, we're just a little unclear as to what sort of game *Dragon's Blood* is trying to be. The tone is very much about Oracles with silly names, magical kingdoms and reams of text to plough your way through from the outset – so lengthy they'd put off even J R R Tolkein.

Once you get into the game, it does become more or less a case of running around each level, blind to what you're supposed to be doing until you bump into someone, probably called Gandolf, who issues you with a specific instruction. The similarity of most of the scenery necessitates constant reference to the map. And nothing really ever seems to change much.

Not a great level of journalistic probing, therefore, but *Dragon's Blood* seems, in a world of *Crazy Taxi*, *Fur Fighters* and *Dead or Alive 2*, far too boring to cut the mustard. Feel free to disagree. But only if your first name is Bilbo. ★★

Rich Pelley

Or you could try...

Crazy Taxi
Sega ★★★★★
Why be a wizard when you could be a taxi driver instead?

Fur Fighters
Acclaim ★★★★★
Why be a wizard when you could be a dog, cat, penguin or dragon instead



■ Enemy craft appear as yellow targets with distance markings, making it easy to fire lock-on torpedoes and to keep tabs on remaining opponents in the middle of a frantic sea battle.



■ It's not all combat – resource management is crucial.



■ Tow wrecks back to base.



■ Attack mutha jellyfish!

DEEP FIGHTER

WHEN PEOPLE WERE SHORTER AND LIVED UNDERWATER.

The ocean is a mysterious place; human's have yet to reach the bottom of most of it. That's probably why we weren't aware of a race of tiny people living deep beneath the surface, embroiled in a vicious war while attempting to avoid the attentions of giant marine insects. *Deep Fighter* drops you in at the deep end of this sub-aqua skirmish.

As a submarine cadet, your task is to aid in the construction of a giant mothership while defending your generally peaceable community from attack by both enemy tribes and various creatures of the deep. The mission-based approach is standard, although the range of deployments is suitably diverse. One minute you're transporting the abandoned cargo of a wrecked carrier to its intended destination, the next you're defending the oil mine from giant jellyfish. Even when your task seems simple enough at the outset, a fleet of enemy ships are bound to gatecrash the party.

Much of the time, you are well served by pre-programmed way points, a reasonable map screen and updates from mission command. Still, there are occasions when all instruction suddenly disappears and you're left treading water, not knowing quite what's required of you next. It's never as purposeless as recent Dreamcast bellyflop, *Ecco The Dolphin*, but you do feel as though the developers are so proud of the marine environment they've created, they are forcing you to take the time to admire it properly.

In many ways, *Deep Fighter* is similar to Psygnosis's PlayStation title *G-Police*, but with a crucial advantage in that your vessel is easier to pilot. You can gradually upgrade your submarine and are granted more effective

weapons as you progress. Combat is exciting and explosive and while enemy craft do have a habit of firing in a way you could never emulate, it's difficult to lose your bearings in battle.

The presentation of the mission briefings attempts to draw you into the game through its use of video clips. An interesting idea, but the combined awfulness of the clichéd script and the woeful (over) acting reminds you exactly why interactive movies are always shit. Viewed ironically, these scenes provide mild amusement, but that surely wasn't the intention.

Over the course of its two discs, *Deep Fighter* provides much engaging adventuring and a balanced combination of exploration and combat. It's refreshingly easy to get into, so it's not really aimed at players with experience of complex PC space combat games. If you can approach *Deep Fighter* in a relaxed frame of mind, you may be able to adjust to its pace and not be frustrated by the periods when you seem to be set adrift in the big blue. ★★★

Sam Richards

Or you could try...

Ecco The Dolphin
Sega ★★
Pretty but purposeless underwater adventure.

Armada
Acclaim ★★★
Shoot-'em-up set in deep space rather than deep water.



■ Release that torpedo.



■ Eek! A giant spider.



■ Obey commands, or else.

Game info

- Publisher: **Criterion**
- Developer: **UbiSoft**
- Release date: **28 July**
- Price: **£40**
- Players: **1**
- Extras: **VM unit**

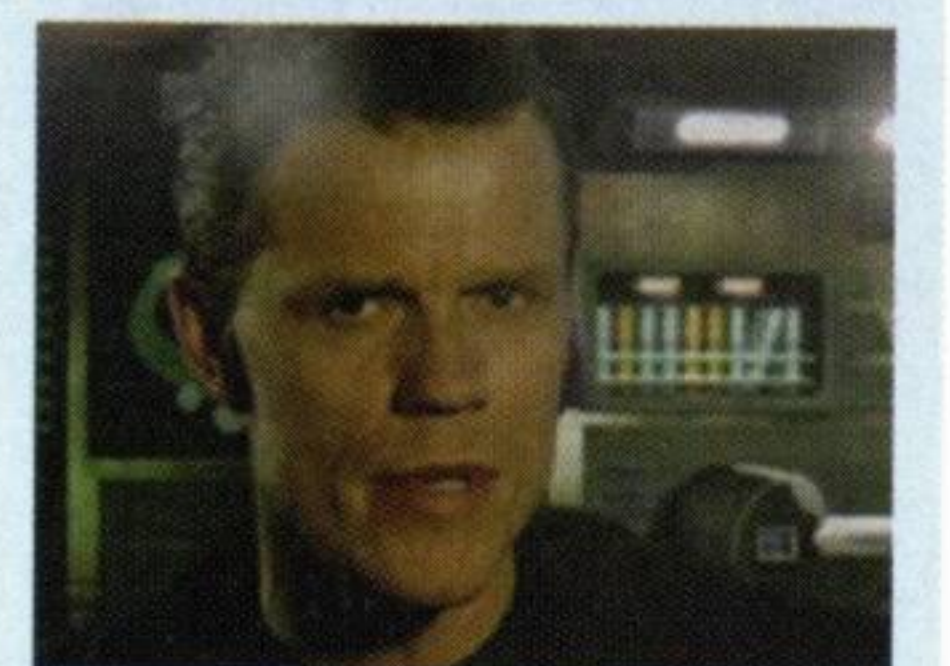
↑ Uppers & Downers ↓

Shipshape

- Varied missions
- Exciting combat
- Convincing submarine environment

Shipwrecked

- Cheesy video clips
- Too much aimless drifting



■ The video clips contain a wealth of bad acting.



BUST-A-MOVE 4

- Publisher: **Acclaim**
- Developer: **Taito**
- Release date: **out now**
- Price: **£24.99**
- Players: **1-2**
- Extras: **VM unit**

The original *Bust-A-Move* established itself as one of the most balanced and endearing puzzle titles around. The downside, though, is that its simple basis of using a harpoon device to string together like-coloured bubbles has yet to be bettered, despite a procession of similar sequels. This Sega version of *Bust-A-Move 4* marks the series' move over to uncharted Dreamcast waters and, while it again only adds token new additions to the colour-matching idea, it's a release that is as welcome as it is familiar.

Series heroes Bub and Bob are now joined by a *Street Fighter*-esque array of ten characters, although the differences between each are merely to highlight the game's limp Story mode. Thankfully, this is *Bust-A-Move 4*'s only perfunctory aspect and the rest of the game is as tight as ever. Once again the matching of three or more same-coloured bubbles is the key to progress through an incredible array of levels. And, as ever, the player can clear entire screens with one shot or use special icons to remove all the bubbles of one particular colour. Indeed, *Bust-A-Move 4* throws up no real new surprises apart from a neat pulley system wherein two sets of bubbles lurch alarmingly towards the bottom of the screen unless they are removed alternately from either side.

Ultimately, though, the lack of real innovation doesn't affect this Dreamcast version. While PlayStation owners have every right to demand fresh ideas from the series, Dreamcast users benefit from the most up-to-date version that debuts with all the accrued bells and whistles – including a level designer. *Bust-A-Move 4* also grips with a tenacity rarely seen in a Sega puzzle game and while it lacks the frenetic pace of *Chu Chu Rocket*, what it does have is an incredible life span and multiplayer modes that will ensure it gets a regular 15 minutes of fame most evenings. ★★★ **Steve Merrett**



■ Hard tackles and fighting is what ice hockey is all about.



Game info

- Publisher: **Sega**
- Developer: **Sega US**
- Release date: **out now**
- Price: **£39.99**
- Players: **1-4**
- Extras: **VM unit**



NHL 2K

SEGA ARE SKATING ON THIN ICE...

An old saying states that you can't polish a turd. *NHL 2K* offers irrefutable proof of this, but nevertheless Sega must have exhausted their stockpile of Mr Sheen in a futile attempt to disguise the shortcomings of this incredibly shallow ice hockey effort.

To look at *NHL 2K* you could be forgiven for thinking it is the ultimate ice hockey game. Not only does it boast the expected parade of big name teams, stats and stars, but it also recreates the feel of a televised event perfectly. True running commentary accompanies every pass, smothered puck, shot and save, while a sleek camera switches effortlessly between in-game action and dozens of almost photo-realistic cut-scenes. Coupled with the 'wham-bam' nature of the sport, the effect is dazzling and jaw-dropping. However, dig a little deeper and it becomes apparent that the gloss comes at the expense of key features.



■ It's visually stunning, but the gameplay really lets it down.



■ The camera gets really close to the action...

Such is Sega's aim to please with showboating ideas such as team editing modes and options for vintage and new kits, it has missed the point of ice hockey totally. While there is no disputing that hockey is a very visual sport, it is also an incredibly fast paced and skilful one. Ignoring this makes *NHL 2K* a distinctly unsatisfying experience, with a control method that omits vitally important shot styles and moves. While passing is crisply handled, a bizarre two-tier shot technique fails completely. A prod of the shoot button will knock the puck forward, but to pull off a slap shot the same button must be held down – when a separate button for each would be far more practical. The unwieldy system also means it is impossible to hit first-time shots, while the varieties of pass style seen in every ice hockey game since EA's *NHL* series are conspicuous by their absence. You can't even make players skate backwards!

If as much care had been lavished on the basic gameplay as it has the spectacular presentation, Sega would have had a worthy addition to its sports range. Ultimately, though, *NHL 2K* follows the tragic precedent set by *Virtual Striker* for icing over the cake, resulting in a game that leaves a very bad taste in the mouth. ★★ **Steve Merrett**

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Ice-T</p> <ul style="list-style-type: none"> ■ Superb pre-match presentation ■ Smooth camera work ■ Graphically brilliant | <p>Vanilla Ice</p> <ul style="list-style-type: none"> ■ Stuff all moves ■ Limited tactically ■ Crap CPU AI |
|--|--|

Or you could try...

Virtua Striker
Sega ★
For those who are really into playing shallow sports games.

NBA 2K
Sega ★★★★★
The way it should be: glitzy AND playable.



■ Call on your partners for some mad tag team moves.



■ Spawn vs Guile – ever wonder who was tougher?

■ (Right) Hitting your enemy builds up the Alpha bar. When fully charged you can unleash special moves.



MARVEL VS CAPCOM 2

WHO'S THE TOUGHEST: RYU OR SPIDER-MAN? FIND OUT IN CAPCOM'S LATEST FIGHTER.

Whoever thought up this idea should be given a hearty slap on the back. As the title suggests this is The Incredible Hulk vs Guile vs Jill Valentine vs Dr Doom and many more besides – all your favourite Capcom characters and Marvel superheroes in one full-on cartoon brawl. What more could you want?

Taking the *Street Fighter* idea, this is 2D fighting with plenty of frantic button smacking, combo moves and those mad special moves. There's a twist however: this is three-on-three tag team fighting.

Having three fighters per team brings all kinds of new tactics to the genre. Obviously you can tag between fighters but there's more to it than that. While fighting, you can bring in a partner for either attacking or defensive combo moves – Jill Valentine, for example can bring in one of those green herbs from *Resident Evil* to heal your fighter. You can also call on both partners at the same time to pull off the outrageous Alpha moves. It's possible to select which special attacks your fighters favour too – a choice between healing, throws, projectiles and so on.

There's a surprising amount of depth to the fighting. Taking *RE's* Jill Valentine as an example, moves go from the simple kick and punch to the ridiculous – Jill conjures up crows, undead dogs and even flaming zombie attacks.



Game info

- Publisher: **Virgin**
- Developer: **Capcom**
- Release date: **out now**
- Price: **£40**
- Players: **1-2**
- Extras: **VMU**

↑ Uppers & Downers ↓

- | | |
|--|---|
| Marvels <ul style="list-style-type: none"> ■ Great animation ■ 50+ fighters ■ Innovative approach to 2D fighting | Yarbles <ul style="list-style-type: none"> ■ Not much subtlety ■ Can become tiresome |
|--|---|

■ (Below) Ridiculously spectacular Alpha moves light up the action.



Naturally there are a whole bunch of insane, eye-popping team attacks where it's almost impossible to see what's going on.

Despite the fact that *Marvel Vs Capcom* is distinctly dated, the gameplay still keeps you interested. There's some great animation and the backgrounds look great. It's not going to give you anywhere near the satisfaction of *Soul Calibur* or *Dead or Alive 2* but it's good old-fashioned arcade playability. Fast and focused *Marvel Vs Capcom 2* is 2D fighting at its very best, but it doesn't live up to the new kids on the block. ★★★

Nick Jones

Or you could try...

Soul Calibur
Namco
★★★★★
Simply, the best fighter on Dreamcast – you just can't compare it.

Power Stone
Eidos
★★★★★
Brilliant free-roaming fighting, that'll entertain for hours.



SOUTH PARK RALLY

- Publisher: **Acclaim**
- Developer: **Tantalus**
- Release date: **June**
- Price: **£39.99**
- Players: **1-4**
- Extras: **VM Unit**

■ Just like the cartoon exhausted its limited premise by the end of the second season, *South Park Rally* proves that the Comedy Central franchise is a fart gag too much.

The problem with Acclaim's tie-ins is that they don't get what *South Park* is all about. It's a satirical show taking the piss out of key issues – hardly the stuff a decent game is made of – and this mediocre racer illustrates this perfectly. At its heart, *SPR* is a cross between *Diddy Kong Racing* and the seminal *Mario Kart*, but it lacks the panache of both Nintendo titles and thus falls back on a host of familiar characters, settings and clapped out gags to liven it up. Instead, however, it comes across like a pub bore who repeatedly trots out Mr Hankey quips and Cartman's 'respect ma authoratar' one-liners.

In terms of content, *SPR* is unexceptional. It mixes arcade, competition and multiplayer modes with levels set in recognisable locations from the Colorado-based cartoon. The full gamut of characters are on offer, with the main quartet of Stan, Kyle, Cartman and Kenny, joined on the starting grid by Mr Garrison, Chef and Jimbo.

Having selected a racer, the usual racing clichés of power ups, speed bursts and wandering hazards are apathetically thrown in to the mix. Of course, each has been given a 'hilarious' *South Park* spin, with Terrance and Phillip-branded turbo boosts and weaponry such as explosive diarrhoea, water balloons and cats to throw. While it all combines to create a familiar and gently playable game, *SPR* is basically just another unimaginative spin-off – and one that fails to stand on its own two, badly animated feet.

Like its soundtrack of sound bites and one-liners, *South Park Rally* will raise the occasional smile, but as a straight racing game it fails at a more basic level. There's little difference between the way the racers handle, the screen update can be awful and the courses are solid but uninspired – which, like the third season of *South Park*, just ain't funny. ★★

Steve Merrett



Game info

- Publisher: Studio 3
- Developer: Studio 3
- Price: £30
- Release date: out now
- Players: 1
- Extras: Dual Shock-compatible, memory card

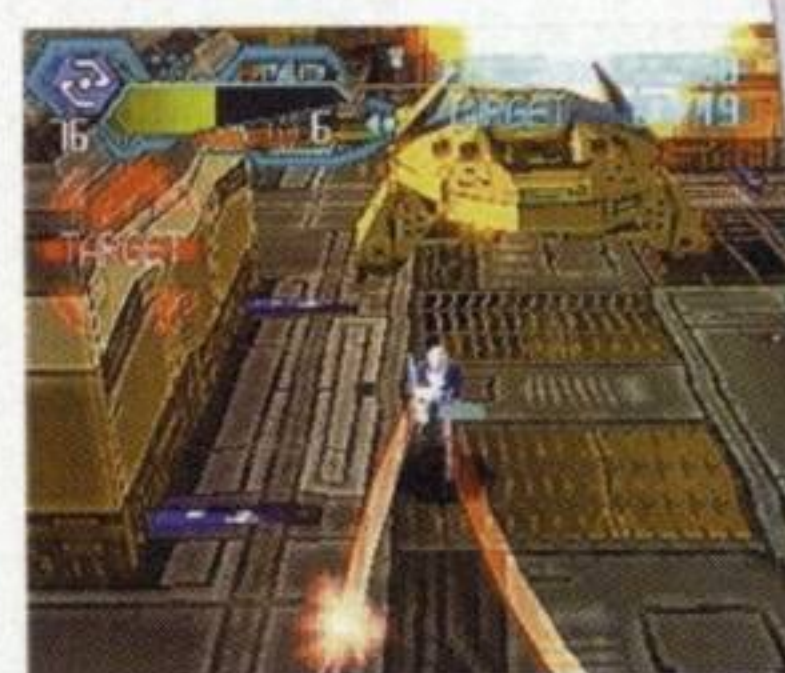


SILENT BOMBER

LET ONE OFF WHEN NO ONE'S WATCHING.

The expression 'silent but deadly' is usually accompanied in conversations with 'he who smelt it, dealt it' and 'he who denied it, supplied it' – phrases that can be heard in every playground across the country. However, 'silent but deadly' is also a motto that could well be used to describe your actions in *Silent Bomber* – the latest game to come out of Studio 3 – which has nothing to do with the expulsion of trapped wind.

Assuming the role of Jutah Fate – a bomb-laying maniac whose trust in 'the system' has been mentally scarred like a soldier back in 'Nam – your bodily movements are indeed as quiet as a teenage dormouse tip-toeing into its house late on a Saturday night trying not to wake its parents. Once you've laid a series of bombs, retired to a safe distance and



■ Jutah Fate (that's you) gets busy with the fizzy.

pressed the detonate button, the screams of baddies burning to their death and crashes as huge chunks of the scenery erupt in flames are anything but on the inaudible side.

As part of a crack team of fighters, you are stranded aboard an enemy mothership and issued the strict instructions: sabotage and destroy. There are 27 missions and each requires you to destroy a set number of targets, taking out everything from the enemy to anti-aircraft rocket launchers, and chunks of bridges to vending machines as you go. Up to seven bombs can be either dropped and then detonated, or targeted from a distance and then triggered.

The overall effect of *Silent Bomber* – graphically at least – is very much like *Metal Gear Solid*, with some great perspective changes between levels and gloriously recognisable metallic look to it. Heck, even the pause screen jolts the memory. Where the strategy comes in – which takes



■ An end of level boss, letting rip in full effect. Watch it.





■ Everything's gone green. To take out these helicopters, you'll want to use your bomb targeting system. Press Square to get the chopper in your sights and place your explosives.



■ Three out of ten targets down. So that's seven to go.



■ Lucky you're wearing asbestos underpants, then.

THE ACTION VARIES LEVEL TO LEVEL REQUIRING DIFFERENT TACTICS.

away the first impression of *Silent Bomber* being a trigger-happy shoot-'em-up – is choosing what type of bomb to use. You can take your standard bombs for granted while other (limited) bombs stun, napalm or send your opponents into a black hole while some enemies can only be killed with specific explosives.

The action varies from level to level therefore requiring contrasting tactics. The first level is a simple seek and destroy, viewed from above, where any bomb goes. Level 5 is a race to save your team's craft from destruction, taking out enemy craft as you go (best to stun 'em, then bomb 'em) through a superb multi-levelled series of corridors and landing pads that drop between floors. Level 6 is a straight maze romp, where legging it behind a trail of napalm is a far better tactic than strategically taking out every bad guy you

come across. Which is exactly the opposite of Level 4, where stealth and a spot of stunning is needed.

There are also bosses such as huge metallic spiders and chunky robots to overcome and they don't just come at the end of each level, either. At times it's hard to actually distinguish what's a boss and what's just a normal enemy. But when the levels are as crammed full of explosive madness, that can only be a good thing.

The only real snag is that *Silent Bomber* is a bit too hard. Hard in the sense that there aren't quite enough restart points, so you end up having to repeat large sections of levels before you can have a crack at the boss. Thus the gameplay is a little jumpy, a 3,000 metre steeplechase with set hurdles, rather than a gentle jog around the track that would have made *Silent Bomber* a star better. Even so, it's still a great game. *Metal Gear Solid* with a firework up its arse. Says it all, really. ★★★★★

Rich Pelley



■ Something blowing up somewhere. Yesterday.

Or you could try...

Metal Gear Solid
Konami ★★★★★
The thinking man's *Silent Bomber*, still as good today as it ever was.

Bomberman
Virgin ★★★★★
The PlayStation's greatest Multi-tapable multiplayer TNT tournament ever.

↑ Uppers & Downers ↓

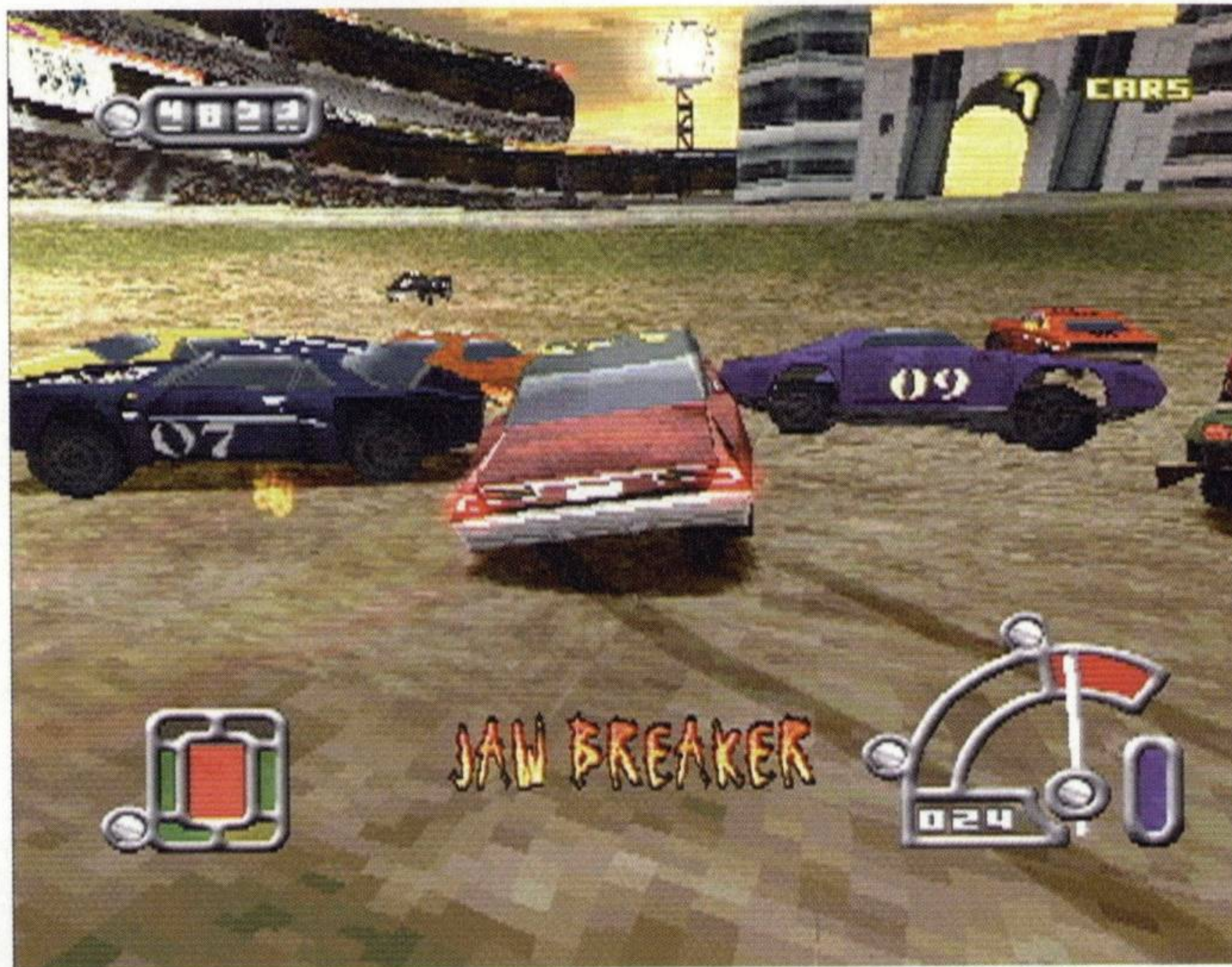
TNT

- Explosive action
- 27 chocked-full missions
- Every level is hugely atmospheric

UHT

- Lack of re-start points
- So it's a bit hard.
- Can get frustrating at times





■ Spectacular crashes are par for the course. Luckily you can watch them all over again with the excellent replay facility.

■ Part racer, part smash-'em-up, *Destruction Derby Raw* is the best of the series, mixing the two styles well. Above, the bowl levels offer all out car carnage, the winner is the last one standing.

Game info

- Publisher: **Psygnosis**
- Developer: **Studio 33**
- Price: **£30**
- Release date: **August**
- Players: **1-4**
- Extras: **memory card, Dual Shock-compatible**

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Raw meat</p> <ul style="list-style-type: none"> ■ Plenty of cars and tracks ■ Insanely reckless gameplay ■ Tons of different gameplay options | <p>Raw sewage</p> <ul style="list-style-type: none"> ■ Still slightly schizophrenic ■ Polygon break-up on the cars ■ Four-player split-screen = Squintsville |
|--|--|



■ Jumps are littered throughout the courses.



■ Racing isn't up to *GT*'s high standard but is just as fun.



■ Cars can be smashed into unrecognisable metal hulks.

DESTRUCTION DERBY RAW

DRIVE YOURSELF RAW WITH A GOOD, BEEFY STOCK

Sport: it's an odd state of affairs... Within the realms of this one area you are legally able to do a great many things that would be deemed totally unacceptable – even illegal – behaviour in any other situation. Take fighting for example – it is perfectly okay so long as it takes place in a 'ring'. The same rule also applies to 'driving like a lunatic and crashing into other cars' providing it's dressed up as 'stock-car racing'.

The first two *Destruction Derby* games were fair attempts at simulating this most wreckage-strewn of car-based events. However, great as they were, there was always something lacking, something unbalanced about them (in a gameplay sense – not in the sense that they were the product of fevered minds bent on violence). You see, they were games of two halves; part racer, part smash-'em-up, however this long-awaited third instalment attempts to marry the two elements into a more cohesive whole. And Studio 33's attempts have certainly paid off.

Destruction Derby Raw offers a truck load of play options spread across some 31 tracks. While many of these tracks are straight racing circuits, the remainder are either 'bowls' (huge concrete craters where dozens of cars crash head-on into each other) or skyscraper rooftops that add the potential death-thrill of turning the opposing cars into pavement pizza.

The game, as its name suggests, takes a cue from the world of wrestling. This is racing where you're not penalised for smashing your opponents to bits while the other events are insane free-for-alls, with the emphasis on being the last

car remaining intact. You're able to string vicious combo moves together, smashing cars in all manner of ways, with on-screen graphics that inform you that you've just performed a 'Bone Cruncher', a 'Jaw Breaker' or 'Funnel Stripper'.

With 24 cars, a *Gran Turismo*-style, money-earning season mode and an utterly splendid four-player split-screen option (though you will need a big TV to see the action clearly) *Raw* is, on paper, really great. In the flesh it's even better. While the cars don't handle all that differently from before, they're now equipped with a handbrake, allowing for absurd skidding. Also, the damage you're now able to wreak is ridiculous. Bonnets fly up, tyres explode, wheel arches crumple, engines burst into flames and unspecified fluid pours from undercarriage gashes. When it's down to just you and another car – both heavily damaged – limping around a skyscraper roof, it's impossible not to feel a sense of epic satisfaction as you push it over the edge of the building, seconds before your own vehicle expires.

So if your thing is to tear around a circuit crashing into cars and creating a carnage of twisted metal, then *Destruction Derby Raw* is for you – and once you've got bored of playing on your own there's loads more mileage to be had out of the four-player mode. ★★★★★ **Paul Rose**

Or you could try...

Demolition Racer
Infogrames ★★
The poor man's *Destruction Derby*.

Colin McRae Rally 2.0
Codemasters ★★★★★
Rally-style car smash-ups.

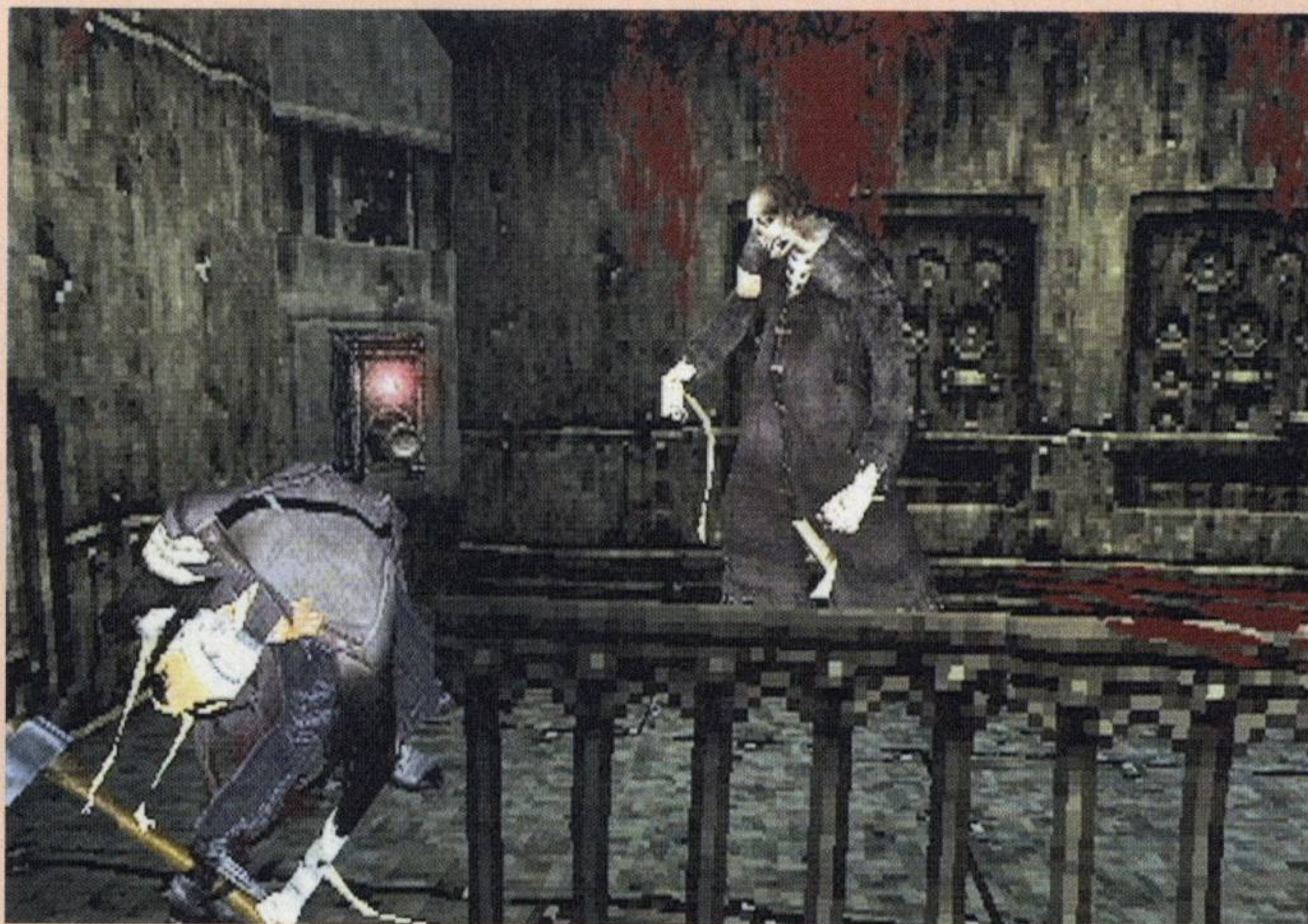


■ Fatalities are a good way of dealing with enemies.



■ Our hero looks as rough as the demons he fights.

■ (Right) When zombies attack – use an axe.



ALUNDRA 2

- Publisher: **Activision**
- Developer: **Matrix**
- Price: **£30**
- Release: **out now**
- Players: **1**
- Extras: **Dual Shock-compatible, memory card**

■ The name suggests that **Activision is touting Alundra 2 as a sequel to a big game, but nothing could be further from the truth. The original Alundra was at best 'low-profile' and at worst 'a flop'. However, in Japan and America the original role-player sold respectably and so a sequel was produced. However, like the Final Fantasy series, Alundra 2 appears to have about as much to do with its predecessor as a cat has to do with a napkin.**

You play as Flint – a hero carved from the same piece of wood as every other RPG game hero – young, bit of a rebel, blonde hair, sword in hand, lives in a quasi-magical, high-technology kingdom... He is a bounty hunter, tracking down and killing pirates and Alundra 2 finds him going up against bigger prey than some simple Captain Brownbush. Baron Dias wants to take over the kingdom by turning everyone into robots, and the rest is just formula RPG. Mercifully, the tale is related via some above-average scripting and voice acting although there's still the occasional whiff of cheese – but as sequels go it's a nice surprise.

Unlike most PlayStation RPGs, Alundra 2 is a bona fide actionfest, allowing you to slash at your enemies in real-time, leap over objects and engage in a heap of twee bonus stages – most of which adhere to classic arcade game archetypes. The in-game graphics are isometric, but you can rotate the scenery – essential, given that Flint frequently gets obscured by walls. It's a mostly pretty game with some fine boss monsters, locations and spell effects. Alas, blocky visuals, and the occasional polygon break-up tarnish the overall sheen.

Alundra 2 is bordering on the average, but it is playable enough to be worth a look from RPG freaks. The main complaint is its difficulty level, but mercifully a choice of 'normal' or 'easy' has been included, though you may find it hard going even on the latter. ★★★

Paul Rose

NIGHTMARE CREATURES II

NIGHTMARES CAN COME TRUE.

You are Herbert Wallace, a supposed mad person and total loon. The Establishment have locked you up in Paris's deepest, darkest asylum for your rantings of demons and doom – what they don't realise it that your words are very close to the truth... They learn all too late and with Paris under siege by the servants of Lucifer you set off to escape your bondage and rid the world of this evil.

Nightmare Creatures II is essentially a third-person beat-'em-up – you work your way through the levels dispatching demons back to hell, collecting keys and fighting the odd boss character from time to time.

The atmosphere of 1934 Paris has been very well realised, with dimly lit hallways, dripping taps, thunder and lightning – it's a little bit frightening. Things can get slightly repetitive though, especially when you've killed your umpteenth demon in a row. Oh look! There's a demon in this room. Whatever could be in the next room? Another demon? Surprise, surprise... Although when you're on a tour of some of the most depraved locations ever seen in a videogame, the abundance of evil creatures is not too much of a burden. It's like a chamber of horrors: blood-soaked asylums, dilapidated hospitals (again, soaked in blood) and run down factories (more blood) – it's a dark, dark world in Nightmare Creatures II.

Combat is a little more drawn out than your usual third-person adventure – combo moves and fatalities make it feel like a scaled down beat-'em-up – with gruesome



Game info

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

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Demon Seed</p> <ul style="list-style-type: none"> ■ Spooky atmosphere ■ Diabolical demons ■ Great locations | <p>Demon's wee</p> <ul style="list-style-type: none"> ■ Repetitive gameplay ■ Dodgy controls ■ Combat is a bit lame |
|--|---|



■ If the blood gets too much you can turn off the gore.



■ No, not ghosts – rather someone's washing.

moves to finish your opponent. The trouble is that it's all a bit haphazard – just as much success can be had by just bashing buttons rather than fighting with a strategy.

A bloody gothic horror Nightmare Creatures II may be, but peel back the layers of blood and tension and you have a very basic 3D adventure. There could and should have been more puzzles rather than just working out where you have to go next. There are some genuine moments of fear however, mostly caused by monsters jumping out of cupboards, but that just isn't enough to give you nightmares. ★★★

Nick Jones

Or you could try...

Silent Hill
Konami ★★★★★
A truly disturbing horror adventure based in real and alternate worlds.

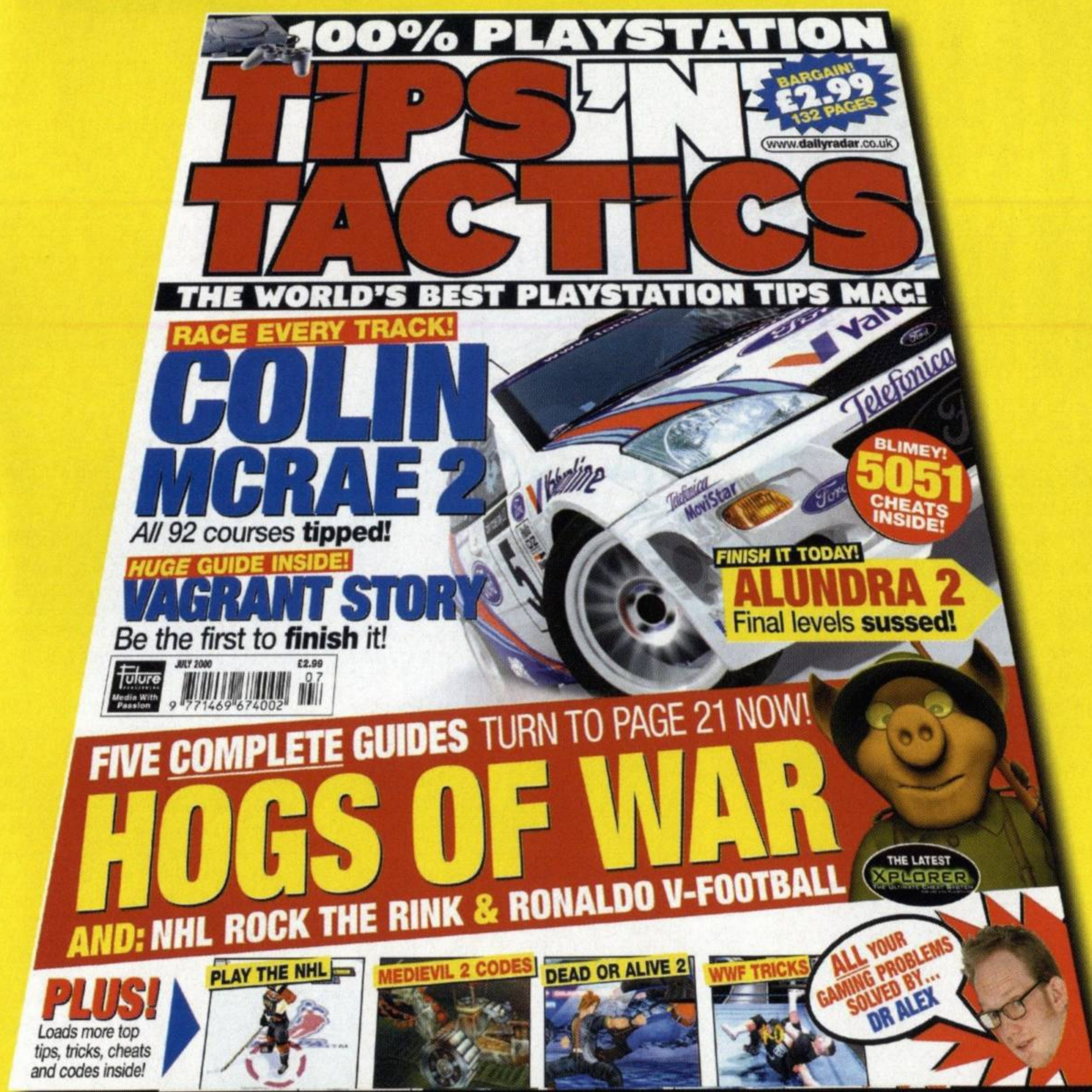
Resident Evil 3: Nemesis
Virgin ★★★★★
This is the (rotting) daddy of all horror games with plenty of zombie blood.



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■ (Above) It's possible just to target individual parts of your enemy's Wanzer in order to disable it.



■ *Front Mission 3* features 150 hours of gameplay but only because it's a bit slow.



■ Where is Mickey Mouse?

DISNEY MAGICAL RACING TOUR

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

■ There are a fair few *Mario Kart* rip-offs around, but at least the recent *Wacky Races* and *Muppet Adventure Racing* had the decency to include the likenesses of the characters the licence would suggest.

Not so with *Disney Magical Racing Tour*. Think Disney and Mickey Mouse, Donald Duck and Goofy spring to mind. In *Disney MRT* you get Baron Karlott (eh?), Bruno Biggs (who?) and Otto Plugnut (beats us) – there's not a recognisable name (other than Chip and Dale) in sight. Thus the lasting impression of *Disney MRT* is like buying a pack of crisps that say Cheese & Onion on the front, only on opening them you find they're prawn cocktail and they leave a bad taste in the mouth.

It gets worse. The whole game feels like a blatant advert for Disney World, with the map screen acquainting tracks to areas of the theme park. Picking a track is a trial and error affair: you could pick a racing mode, but then you could just as easily pick a battle mode in which you never die, instead you must rack up a bigger score than your opponent, taking much of the battle element away.

The racing – designed with 'the kids' in mind – is a farce of never having to take your finger off accelerate whilst whizzing around tracks so wide and obvious you're practically guaranteed to come first. The familiar power-ups speak for themselves – acorns act as red Koopa shells, sorry, homing missiles, frogs shrink your opponents into hopping squishable amphibians (the one amusing part of the game) and so forth.

The graphics are relatively jaunty, but to be honest, the gameplay is so bad that Walt Disney's cryogenically frozen head would turn in its fridge if he ever saw this. ★ **Rich Pelley**

FRONT MISSION 3

YOU WANZER PIECE OF THE ACTION?

Set in the year 2112 you have the choice to become a Defender with the Oceana Community Union in order to defeat rebel forces or if you're feeling in a decidedly evil mood, actually become one of the rebellion.

Front Mission 3 is a big robot strategy game from the people responsible for the epoch-defining *Final Fantasy* series. So it's got to be good, right? Right. Although wrapped up in a rather smart plot, involving some sort of conspiracy, this game is a flagrant excuse to get a load of big, walking robot mech tanks to have a fight. Except this isn't an action game; it's probably one of the most immersive turn-based strategy games ever to appear on the PlayStation.



Scientist:
That wanzer's left arm is equipped with a shotgun.

■ The Wanzers can be upgraded with various weapons.

You see, in-between the plot sequences, luscious CGI cut-scenes and fights, you get to customise your robots. Or, rather intriguingly as the game calls them, 'Wanzers'. More astonishing still, the game features a surprisingly complete recreation of the Internet, replete with email, message boards, Web sites and – most crucially – plenty of online Wanzer warehouses (just be careful how you search for that on the real Internet).

In addition to bolting on new melee and weapons, the individual components of your Wanzer – the limbs, torso, defensive systems and so on – can all be upgraded. In fact customisation is where most of the strategy occurs in *FM3*. It's even possible to take parts off captured wanzers to improve your own machine. Battle skills are also learnt throughout the game and there are over a 100 different skills to be learned.

Though easy to get to grips with, there are deeper elements lurking beneath *FM3*'s surface, and most of it is slowly revealed over the course of the game's purported 150 hours of gameplay. Mind you, much of that 150 hours can be attributed to the one downside; it's a bit slow. There's a lot of needless exposition with characters and the loading times could've been compressed. Ignore our grumbling, though. You'd have to be a total Wanzer not to give *Front Mission 3* a go. ★★★★★ **Paul Rose**

Or you could try...

Final Fantasy VIII
 Eidos ★★★★★
 Turn-based battles, and a strong storyline. Probably one of the best RPGs ever.

Command & Conquer: Red Alert
 Virgin ★★★★★
 Real-time strategy, albeit on a slightly larger scale.

Game info

■ Publisher: **Square Europe**
 ■ Developer: **SquareSoft**
 ■ Price: **£30**
 ■ Release date: **out now**
 ■ Players: **1**
 ■ Extras: **Dual Shock-compatible, memory card**

↑ Uppers & Downers ↓

Shiny tank

■ 150 hours of gameplay
 ■ Incredibly detailed strategy
 ■ Great progressive storyline

Tommy tank

■ Battles can last for ages
 ■ The 'Internet' is a bit cumbersome
 ■ Some irritating chit-chat



SUIKODEN II

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

■ If you're a Japanese games publisher, releasing a role-playing game is a virtual licence to print money. Hell, you could package boxes of freeze-dried horse tongues as 'Dragon Breath Epic Adventure XII' and they'd disappear from Japan's stores in hours. No matter how hackneyed, clichéd, over-familiar or poor, the Japanese will buy any RPG you waft under their noses. And the fact is, most of them are awful (but, mercifully, don't get released over here).

The original *Suikoden* wasn't a bad game and although it failed to sell well in the West, it nevertheless generated a hardcore band of followers who appreciated the spin it put on the usual Japanese RPG naiffness. *Suikoden II*, those acolytes will be pleased to hear, is more of the same action.

It begins with its hero, a member of some sort of paramilitary youth organisation, ambushed and betrayed by his own commanding officer. Managing to escape by leaping off a cliff, you end up captured by a band of mercenaries and... well, this is the point of the review where your brain switches off, right? Well switch it back on again; *Suikoden II* genuinely is different. As it progresses, you'll find yourself commanding a rebel army of up to 108 playable characters. You'll end up ruling from a huge castle, lording it over a bunch of pious villagers, and – naturally – get to cast a load of spells and equip yourself with the usual stock RPG weaponry.

If that sounds a bit hackneyed, prepare yourself for further expectation-shattering; *Suikoden II* boasts a plot that grips like Velcro, characters that actually emote, great music and effects plus cutesy graphics that would have been state-of-the-art on the Super NES. Don't let that put you off because as quirky Japanese role-playing games go, this one leans to the more understandable end of the spectrum. This is a must for Young Master Role-players. ★★★ **Paul Rose**



■ Technically great but not much of a game.



■ Obstacles come in all shapes and sizes.

■ (Right) The best arenas are undoubtedly the platformer-style ones.



MOHO

THE WEEBLES WOBBLE BUT THEY DO FALL DOWN.

On a distant planet in another dimension there is no such thing as a normal prison; in this particularly brutal society the inmates have had their legs removed and replaced with a magnetic ball. This gives *MoHo* its premise and concept – characters rolling around on balls subject to the laws of gravity – and you play as one of six such convicts who has to compete in gladiatorial-type events in order to gain freedom.

You work your way from prison to prison competing in three different types of game: racing, fighting and platform. Racing is pretty self explanatory while fighting takes place either against a number of foes or in the form of 'king of the hill' where you must stay on top of a hill the longest. The platform sections are by far the best part of *MoHo* – collect tokens within a time limit, get around various obstacle courses avoiding enemies, spikes and water or just try and get away from a disintegrating landscape.

Quite unlike any other PlayStation game, the playing area shifts and morphs into a variety of jelly-like unstable shapes. This has been utilised in several ways – mainly with waves that can propel you over the landscape or explosive shells that when fired cause a pebble in a pond ripple effect. This is used in an attempt to push you off course and into trouble.

Unfortunately the setting is tired and uninspired and there are too many levels that simply become a chore, although things do get much more interesting the further you get into the game. Question is, will you persevere to get that far?



■ The rippling landscape can prove difficult to navigate.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>On a roll</p> <ul style="list-style-type: none"> ■ Good replay value ■ Very challenging ■ More than 70 levels | <p>Cheese roll</p> <ul style="list-style-type: none"> ■ Can be frustrating ■ Tedious levels ■ More future sport nonsense |
|--|--|

That said, though, *MoHo* is a real gamer's game. It's not like your typical PlayStation fare – for starters it's an original concept. Secondly it's fiendishly difficult. Both good in our book but where the game falls down is with its learning curve and the fact that many of the games are boring. Boring and frustrating – there is that slam the controller down then pick it up seconds later for another go element, but if you haven't got much patience then *MoHo* will be a short-lived experience. ★★★

Nick Jones

Or you could try...

Kula World
Sony ★★★
Brilliant ball-rolling puzzler on more strange and floating landscapes.

Sentinel Returns
Sony ★★★
Surreal 3D puzzler where you have to absorb statues. Bizarre.



■ Round and round and round. And – indeed – round.



■ Looks like a bubblegum dispenser, in a way.

■ The knack is to clear the balls from the outside of the spiral first. Or at least – that's what our Lou reckons.



■ "Will you have my babies?"



DRAGON VALOR

- Publisher: Sony
- Developer: Namco
- Release date: out now
- Price: £30
- Players: 1
- Extras: Dual Shock-compatible, memory card

■ *Dragon Valor* opens in typical RPG fashion: upon returning home one evening our hero, Clovis, discovers his village burnt to the ground and his sister dead. Who's the culprit of this evil and totally unnecessary crime? A giant fire-breathing dragon, of course. What follows, as you take control of Clovis, is a mission of revenge as he hunts down the dragon. Naturally this takes him on a massive quest across an entire world and through four generations.

Much of your time in *Dragon Valor* is spent hacking your way through various enemies, collecting money and generally looking for power ups to improve your character. Mixed with this action RPG approach are large slices of story with some of the most tedious dialogue ever heard in a videogame. So quite quickly you become bored – especially if you've never played a *Final Fantasy* game. There's no kind of exploration – levels are linear and anyway, who ever heard of an RPG with levels?

Interestingly enough though, after each chapter you get to choose a wife from the women that you have encountered on your quest. Your choice determines how your son turns out. You continue the game as your son in the following chapter – depending on which wife you choose, the next chapter changes in both appearance and story.

Apart from this though, there is very little here that will interest RPG fans. It does come on two CDs so there's plenty of game to discover and get through. But *Dragon Valor's* limited gameplay is far too basic for anyone into the depth of the *Final Fantasy* series – it's essentially one for the kids. ★★ **Nick Jones**

BALLISTIC

YOU'LL BUST-A-BALL TRYING.

It's never easy trying to explain on paper how a puzzle game works, but – for the record – let's at least have a go with *Ballistic*.

You know what the hob bit of your cooker looks like, where you put your saucepan when you're heating up some pasta, or something? Right. Each level takes a different modification of this sort of spirally shape. Coloured balls work their way from the outside of the spiral, to the inside. You control a gun in the middle of the screen, which can spin 360° and fire more balls to join the trail of balls working their way inwards.

Luckily, if you fire a ball to make three of the same colour in a row, they disappear and leave a gap, buying you a little bit of time whilst the balls behind catch up. However, if the two balls either side of the gap are the same colour, the chain of balls will be pulled back away from the centre of the spiral, which is where you don't want them to reach otherwise it's thank you, and good night. Create exploding chain combos, then your score –

and the ease at which you can clear each level – will rise.

After a certain amount of time, new balls stop being added to the end of the chain. If you can clear them all before the first reaches the centre, you win.

[Pause.] Or: It's a bit like *Bust-A-Move*, only with a spiral formation and not a box. And it doesn't work nearly as well, because the sense of panic comes right at the end of the level when you should be winding down to celebrate your victory – which some could consider to be exciting. The combos also feel like random flukes. Having said that though, Lou, our Operations Ed, loves it – her complex female mind understands it. ★★ **Rich Pelley**

Game info

- Publisher: THQ
- Developer: Mitchell Corporation
- Price: £20
- Release date: Out now
- Players: 1-2
- Extras: Dual Shock-compatible, Memory Card

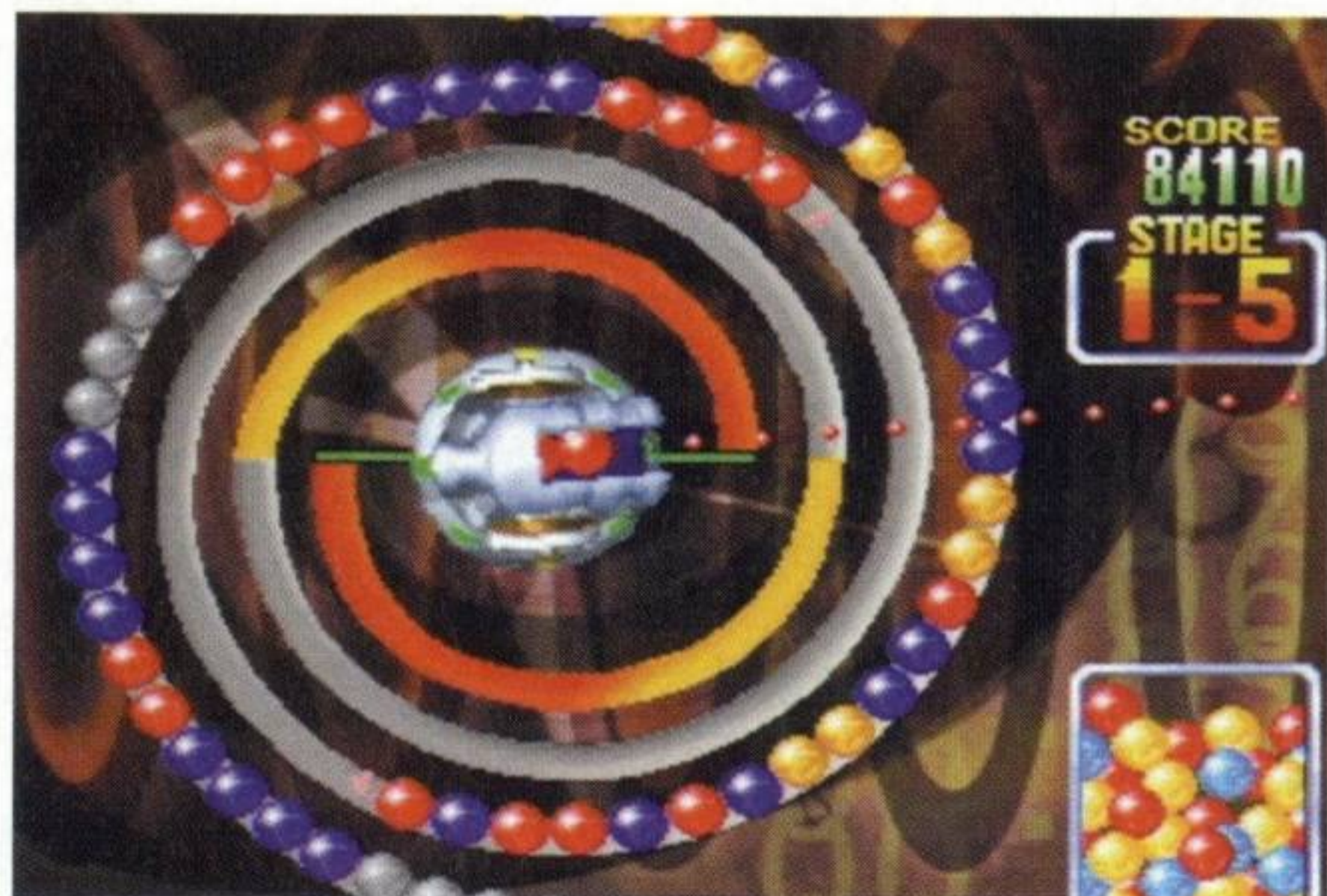
↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Boules</p> <ul style="list-style-type: none"> ■ Easy-to-get to grips with. ■ Fiendishly hard to put down. | <p>Balls</p> <ul style="list-style-type: none"> ■ Rubbish two-player mode. ■ Too fluky. ■ Or maybe – of course – that's the actual skill. |
|---|---|

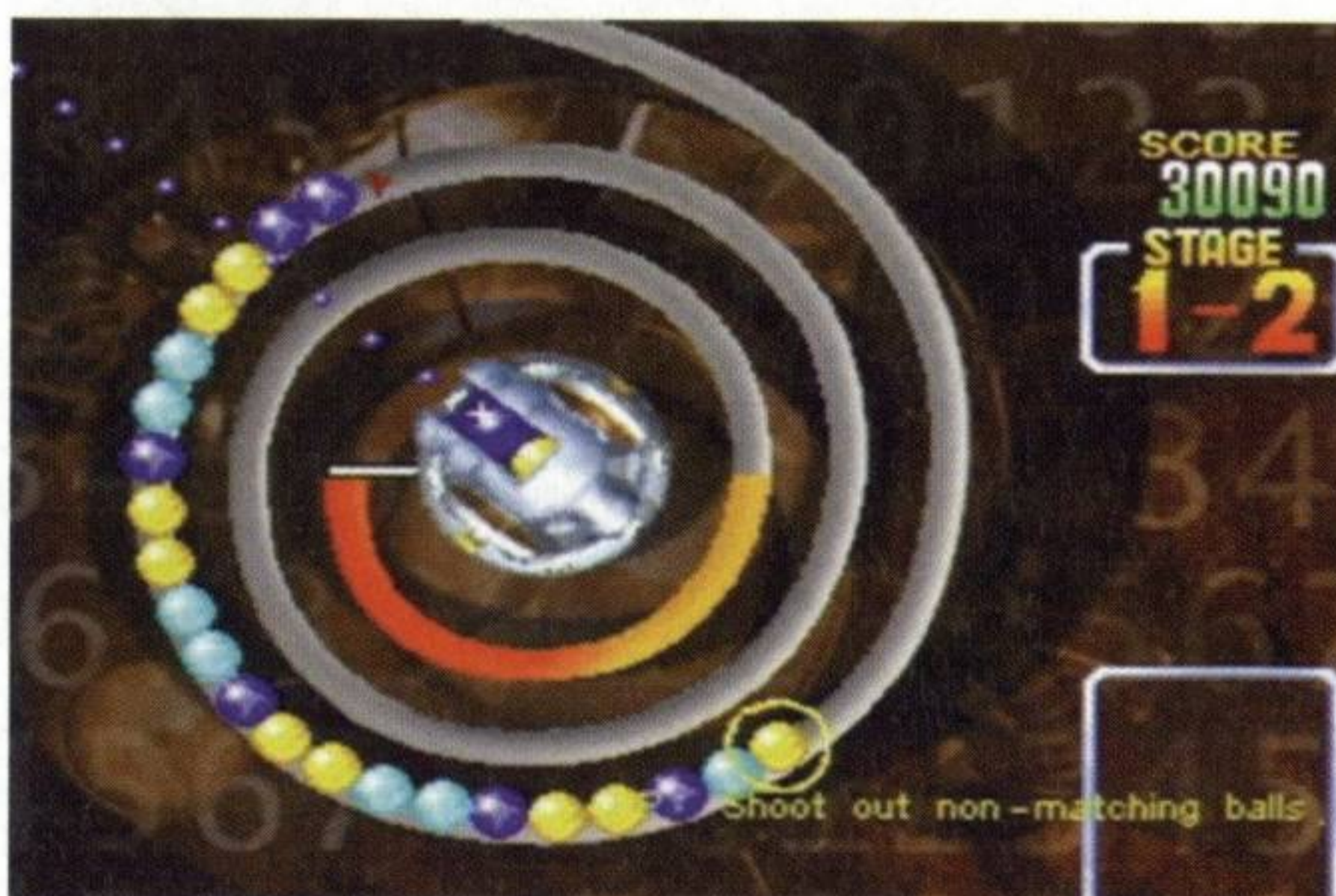
Or you could try...

Bust A Move
Taito ★★ ★★
Or any of the sequels. Fun, simple and addictive.

Sim City 3000
EA ★★ ★★
Superb city-building God sim. Indispensable.



■ So, you fire a ball to make three of the same colour disappear and leave a gap to buy you some time. Errrr.



■ And if two balls either side of the gap are the same colour, the chain will be pulled back away from the centre. Is that it?



Game info

- Publisher: **Activision**
- Developer: **Nihilistic Software**
- Release date: **Out now**
- Price: **£35**
- Players: **1-8 LAN and Internet**
- Minimum specs: **PII266, 64MB RAM, 500MB HD, 4MB 3D Card,**
- Recommended specs: **PII350, 128Mb RAM, 500MB RAM, 8MB 3D Card**

VAMPIRE THE MASQUERADE: REDEMPTION

NOT A MASKED BALL FOR THE BLOOD-SUCKING UNDEAD, BUT A HUGE RPG ADVENTURE.

RPGs insist on being stat-heavy – involving lots of numbers and niggly little attributes – and usually concentrate on deeply unfashionable fantasy-style settings, complete with orcs, trolls and kobolds.

So why are RPGs so popular? Despite – or perhaps because of – the usual Tolkien-inspired swords 'n' sorcery frippery, they remain perennial favourites due to a simple sense of immersion. Grab yourself an RPG that has taken the time to flesh out its game world, provide a little local colour, devise a nicely rounded environment, and the sense of escape is total. There's nothing quite like being dropped into a completely new world and then having to fend for yourself. It's what computer games are all about.

Vampire succeeds mainly because of the convincing and incredibly deep world that it offers; drawn from a popular pen-and-paper RPG, it comes complete with a history that's been finely-honed by years of play. As such, the story here is minutely detailed and quite exquisite. The world of *Vampire* has the shadow-dwelling bloodsuckers divided into numerous different



■ **Combat is woefully inept. It boils down to just pointing your mouse at an enemy and clicking away.**



■ **Vampire is based on a pen-and-paper RPG – hence all the storytelling.**



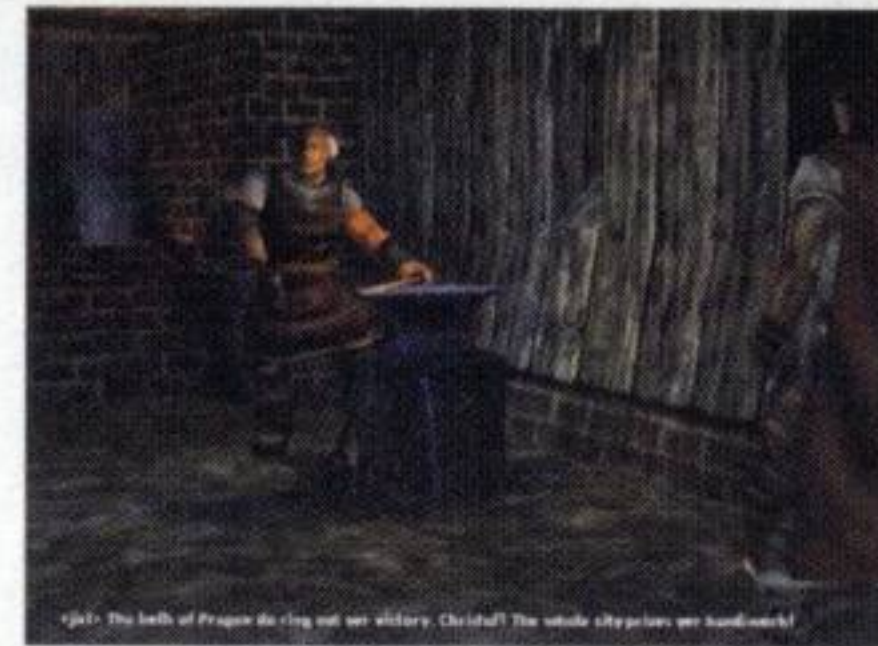
■ Vampire begins in the dimly lit streets of the Dark Ages but eventually moves on to present day New York.



■ (Above) Vampires in your party have a nasty habit of walking into direct sunlight.

■ Vampire looks lovely with all its special effects.

■ (Right) Upgrading weapons is all part of Vampire's heritage.



vast array of magic all help (you can call up a shambling army of the dead or turn your hands into wolf claws) but it's all very tedious in the long run. Especially when you're battling group after group of monsters.

The AI disappoints also – at various junctures, you'll get virtual 'sidekicks' joining your party that you can switch between, but most of the time the computer controls them and they make the most horrendous mistakes. At one point, we saw them walk into broad sunlight – cue instant death – plus they have a habit of using up their magic (powered by a 'blood meter') leaving them defenceless and vulnerable. They're not quite as bad as *Daikatana's* bumbling fools, but they're far from perfect.

As a single-player game *Vampire* is pretty bog-standard, though enlivened by some superior story-setting and a few neat touches. For example, being a conscientious vamp, you have to stay in touch with your humanity – kill too many innocent people and your humanity meter will drop. If it gets to zero you'll become a ravening beast. Luckily, you can suck a small amount of plasma from humans and not kill them, while friendly undead will donate their blood to you. However, such context-specific elements do little to enliven the tedious fighting, perfunctory missions (such as retrieving artefacts from catacombs and so on) and general seen-it-all-before-ness of the game. The voice acting also leaves much to be desired.

Vampire's salvation lies in the multiplayer game; it functions just like a regular RPG, one player is the 'storyteller' and has complete control over the whole adventure. As such, he or she can drop monsters into the game, guide players (or take control of them), alter environments, anything. If you've a modicum of programming knowledge, you can even create your own adventures with the tools included, and although it'll take a lot of effort to get the best out of, this is quite revolutionary stuff.

Basically *Vampire* is a mixed bag that incorporates everything from the fascinating to the downright laborious. ★★★

Jes Bickham

Or you could try...

Baldur's Gate
Interplay ★★★
Wonderfully realised and supremely playable old-school RPG, based on AD&D.

Everquest
Sony ★★★
Online roleplaying at it's finest – a worthy rival to the all-conquering *Ultima Online*.

↑ Uppers & Downers ↓

Smitten
■ Marvellously detailed story and background
■ Looks lovely
■ Potentially thrilling multiplayer

Bitten
■ Very tedious combat
■ Bog-standard RPG mechanics
■ Idiot sidekicks

■ Too much time is spent exploring and fighting.

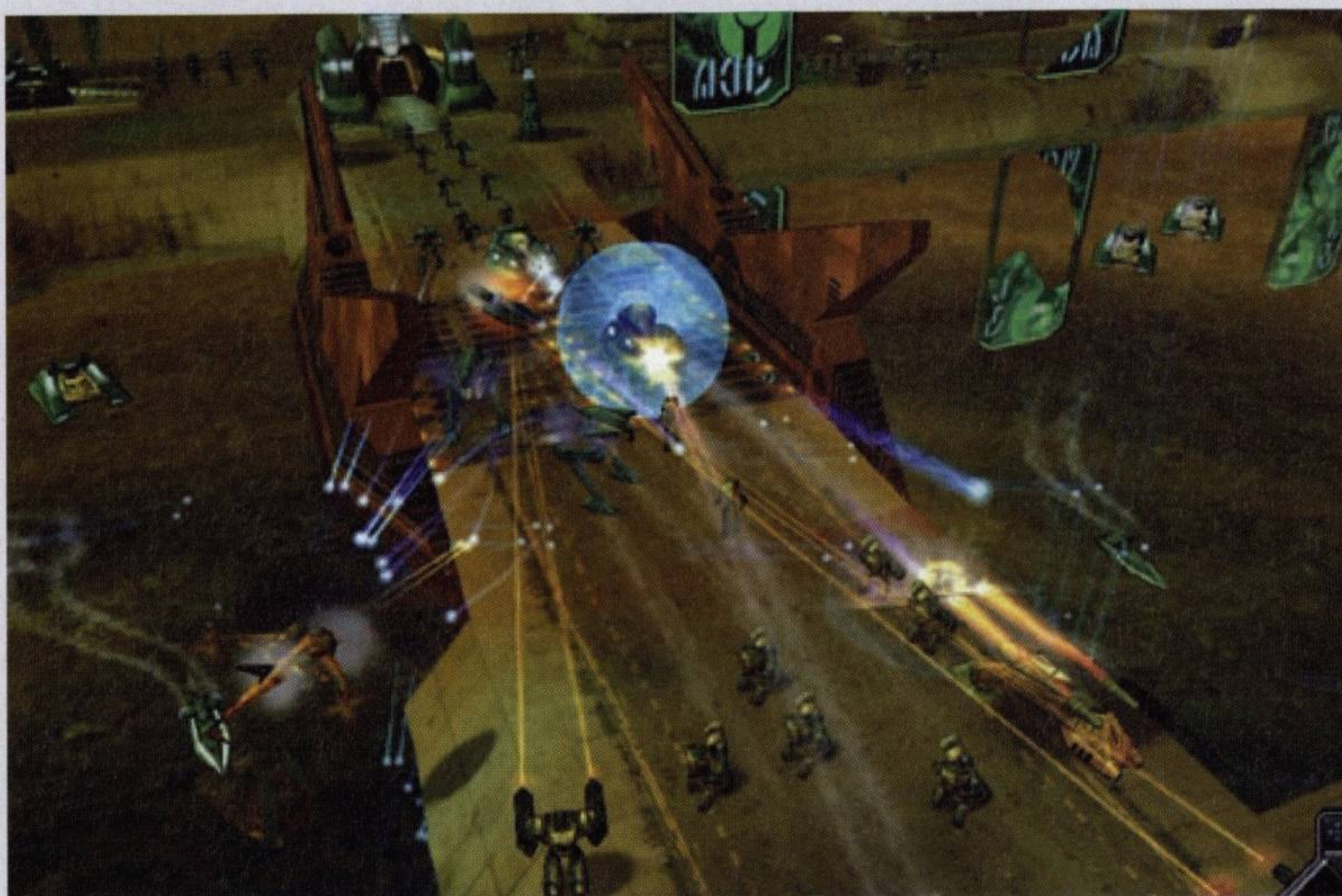




■ You can view the action from any angle.



■ Looks nice, but nothing revolutionary.



Game info

- Publisher: **Activision**
- Developer: **Pandemic Studios**
- Price: **£35**
- Players: **1-4**
- Minimum specs: **P233, 64MB RAM, 500MB HD space**
- Recommended specs: **P266, 64MB RAM, 500MB HD space, 8MB 3D card**

DARK REIGN 2

BUILD THE BASE AND MINE FOR ORE – HAVE YOU SEEN IT ALL BEFORE?

↑ Uppers & Downers ↓

Reigning champion

- Great graphics
- Tons of missions
- Loads of multiplayer potential

Reigning men

- Dodgy camera system
- Some generic JDA units.
- Can we say "dodgy camera" again?



■ Voodoo king Baron Samedi makes a guest appearance. Sort of.



Overlooked by all but a diehard cult of real-time strategy freaks, *Dark Reign* was a decent game, unjustly deprived of the attention it deserved. Unfortunately, the fact that it was 'decent', and not 'revolutionary', meant the game was squatted on by the *Age Of Empires*, *Total Annihilations* and *Red Alerts* of the time. Developer Pandemic Studios has determined not to let the same thing happen twice. Hence: a radically reworked *Dark Reign 2*.

It's set in the future, though not as far in the future as *Dark Reign* was. This is technically a prequel to the first game, and chronicles a conflict between the precursors of the original's Imperium and Freedom Guard – the Jovian Detention Authority, and the cheekily rebellious Sprawlers. Both sides are battling for control of a distant colony and you have to pick the winner.

The most immediate addition to *Dark Reign 2*'s arsenal is the fact that it's a fully 3D game. From the units to the environment; everything has been modelled in polygons, and a neat graphics technique (which drops the polygon counts of distant objects) allows for huge draw distances, without slowing the gameplay too much.

Dark Reign 2 plays much like its predecessor. You have to build your base, get power up and running, and mine 'ore' to finance your war machine. However, aside from the graphics, the other big change to the game is the stark difference between the two warring factions. The Sprawlers, for instance, favour stealth-based units over brute force. Although they have their share of foot soldiers and space tanks plus snipers and an invisible 'Fiend'. Better still, the Sprawler army is equipped with 'mojos' – effectively magic powers, that either speed units up, transform them into blood-crazed berserkers or summon up Baron Samedi – a huge voodoo dude who blows the crap out of the JDA.

Talking of whom, the JDA is much more what we've come to expect from real-time strategy games, offering a typical assortment of units. Where the Sprawlers have mojos, the JDA can drop nuclear bombs or air-drop a plague of killer robots on the Sprawlers' heads.

Luckily, all of these elements benefit from the game's precision AI. Units have a commendable degree of autonomy, and their mental state can be tweaked by you, depending on the situation. Equally good are the game's missions which play with some of the conventions of the genre, to offer some spins on the gameplay. The pseudo-religious plotline also propels proceedings onwards nicely.

On the whole, *Dark Reign 2* is a decent sequel, and a fine – if slightly uninspired – addition to the cannon. The one blot on its face is the camera system, which stifles true command over your viewing, in favour of preset angles. Occasionally, units will become obscured by a building, no matter how often you fiddle about with the camera. And that's just silly. ★★

Paul Rose

Or you could try...

Command & Conquer: Tiberian Sun
EA ★★★★★
Still good, but a slightly disappointing C&C sequel.

Ground Control (Sierra) ★★★★★
All the shooting, but with none of the base-building.





■ Stadium events enable you to show off your cunning stunts to the crowd.



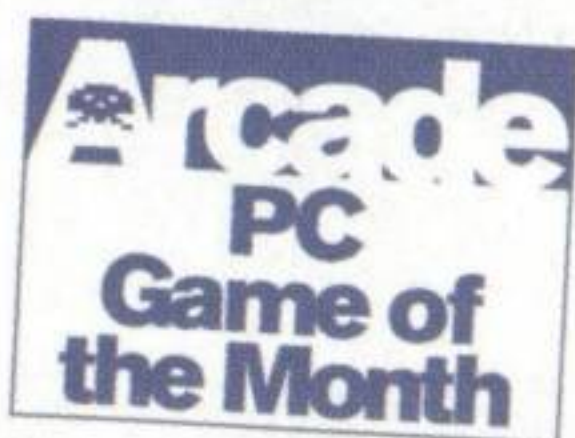
■ With a range of garage options you can tweak your bike to suit your own style.



■ Open ground maps are crammed with interactive objects to jazz up your riding experience.

Game info

- Publisher: **Microsoft**
- Developer: **Rainbow Studios**
- Release date: **out now**
- Price: **£35**
- Players: **1-4**
- Minimum specs: **P266; 64 MB RAM; Win 95/98; 217 MB hard drive space**
- Recommended specs: **P300; 8MB 3D card; soundcard; force-feedback joystick; modem**



MOTOCROSS MADNESS 2

TIME FOR SOME DIRT FLYING, SUSPENSION CRUNCHING ACTION.

Depth. You'd be surprised how much depth can be shoe-horned into a bike racing sequel. For starters there are five different types of race, two more than the original *Motocross Madness* in the form of *Pro-Circuit* and *Enduro*. Pick one and you're encouraged to select from 23 types of machine and well over 15 different terrains to attempt. Get out onto the level and – providing your humble PC is up to the task – you're confronted with huge open landscapes to despoil, like a painter looking at the virgin canvas.

Undulating planes littered with cacti, broad mountain resorts spotted with chalets and even the infamous Roswell crash-site are among the zones ready to be crushed under tyre. With the exception of the stadium circuits, the maps are always free-roaming so if you get bored of the checkpoint-dash, you can always wander off and gawp at the scenery. If your 3D accelerator is on the naff side, however, it will all fade into an amorphous fog; but the impression of scale remains impressive nonetheless.

Environments are healthily populated with moving objects, vegetation and steep inclines – even on the easiest of three difficulty settings your races are set back by frequent crashes. Some of the visuals, like the human model, suffer from a fragile feeling, offset oddly by blocky cars and buildings. Fortunately *MM2* also contrives to be fun, which is a titanic asset. Nothing beats the feeling of pulling off a mid-air Lazy Boy trick... even more satisfying if you can land smoothly. On stunt levels those featureless forklifts, barns or oil pumps are great for leaping. Why not bring out the Evel Knievel in you? When you inevitably do crash horribly the bike spins away beautifully sending up showers of mud.

Although a little clumsily executed at times, *MM2* knows how to entertain and doesn't skimp in providing plenty of dirt-bike paraphernalia for you to experiment with.

★★★★

Dave Bradley

↑ Uppers & Downers ↓

Kick start

- Plenty to keep you interested
- Brilliant and realistic physics
- Free-roaming areas

Slow puncture

- Clumsy at times
- Needs a really good graphics card to show it off well

Or you could try...

Midtown Madness
Microsoft ★★★★★
Fantastic free roaming racing game based in a city.

Grand Prix Legends
Havas ★★★★★
Old-fashioned formula one cars in the best PC racer ever.

Also released

Relax with this month's roundup that includes some gentle sports sims...

Words by **Steve Brown**



EMPIRE OF THE ANTS

- Publisher: **Microids**
- Developer: **Microids**
- Min Spec: **P233, 64Mb RAM, 150Mb HD Space**
- Release date: **out now**
- Price: **£35**
- Players: **1-4**

■ This looks great, with well animated 3D micro-environments and a fair effort to meet biology half-way. The only problem is the unbalanced difficulty of the game and the potent momentum with which an ant team pursue an objective without the possibility of turning their attention to a new hazard. ★★★



CUECLUB

- Publisher: **Midas**
- Developer: **Bulldog**
- Min Spec: **P166, 32Mb RAM, 3D card**
- Release date: **out now**
- Price: **£25**
- Players: **1-2**

■ Whether it's pool or snooker that you're after, a game must be arranged first in a virtual chat room. The best feature of *CueClub* is the ability to customise the tables and games, from the choice of cue to lighting, felt colour and rules. Unfortunately the bird's-eye view destroys much of the potential immersion. ★★



BIG DIRT MOVERS

- Publisher: **Mattel Media**
- Developer: **Awe Productions**
- Min Spec: **P133, 16Mb RAM, 30Mb HD Space**
- Release date: **out now**
- Price: **£20**
- Players: **1**

■ Basically this game as you'll probably have guessed is based around heavy vehicles such as JCBs and you control them to move dirt. And that's all you do. The horribly animated big yellow earth movers must be used to build roads and runways with great deliberation before disappointing destruction and painstaking clearance. ★



ULTIMATE GOLF SIM

- Publisher: **Ubisoft**
- Developer: **Vertex**
- Min Spec: **P200, 8Mb 3D Card, 32Mb RAM, 150Mb HD Space**
- Release date: **out now**
- Price: **£30**
- Players: **1-4**

■ Ubisoft's effort to break into a world dominated by Links and PGA attempts to cover this dynamic sport with a stereotypical blandness. Three-click swings and mouse-clubbing are included, but both lack accuracy. The 3D environments are lacklustre but the novelty of being able to walk the course before play is a nice touch. ★★



PGA CHAMPIONSHIP GOLF 2000

- Publisher: **Havas**
- Developer: **Sierra Sports**
- Min Spec: **P166, 32Mb RAM**
- Release date: **out now**
- Price: **£30**
- Players: **1-4**

■ Although in many ways you are getting little more than *PGA Championship Golf 1999* with five more courses, this is a game undeniably close to the top of its profession. The 3D terrain, particularly trees and flora are very convincing and the solid control system is easy to learn, but hard to master. ★★★★★



FIELD AND STREAM TROPHY BASS 4

- Publisher: **Dynamix**
- Developer: **Sierra Sports**
- Min Spec: **P166 with 3D card or P200 without, 32Mb RAM**
- Release date: **out now**
- Price: **£25**
- Players: **1**

■ While this game has a wide range of realistic techniques, it's still entertaining for anglerphobes. Boats with driving control and the fishing garb lend it enough nerdy humour for a surprisingly lengthy play, while the variety of technique and location make it one that you won't want to let get away. ★★★

New PlayStation2 Games



Game info

- Publisher: EA Sports
- Developer: EA Sports
- Price: ¥5980 (£35)
- Release date: On sale now
- Players: 1-2
- Extras: Dual Shock 2-compatible, memory card



FIFA SOCCER WORLD CHAMPIONSHIP

CHEER UP KEVIN KEEGAN, IT'S FIFA ON PLAYSTATION2.



■ The Spurs' players celebrate a rare goal – against Man United of all teams.

Like the Dutch national team, the *FIFA* games have promised much over the last few years but failed to deliver. They seem to have all the right ingredients to be a winning side but end up falling apart when under close scrutiny, especially when up against the mighty *ISS*.

So will the PlayStation2 usher in a new era of great *FIFA* games, an era of total football that can match the great

Dutch team of the Seventies? We'll have to wait until October to be sure, but this Japanese-only release of *FIFA Soccer World Championship* should give us a good idea of what to expect in the European version.

FIFA on PlayStation2 does have an immediate impact – mainly in the graphics department. An infeasible amount of detail is in the game, starting with the huge, complex stadiums that come complete with photographers, stewards and cameramen who follow the ball. Naturally, players are a reasonable likeness to their real life counterparts, but don't expect photo realistic reproductions of Dion Dublin or Steve Lomas – although you can easily tell who's who in your favourite team.

Despite rendering all the correct strips and the attention to detail on the players, EA has left out several sponsors – funnily enough Arsenal and Fiorentina have none. Maybe it's just a coincidence that they're sponsored by Sega and Nintendo respectively. Also there's no Ronaldo, or rather there is but he's referred to only as 'number 9'. We've got *Ronaldo V-Soccer* to thank for that one.

As far as gameplay goes, *FIFA Soccer World Championship* isn't a significant step forward from previous incarnations; however, play seems to flow more easily. Players pass better, tackling is fairer and goalkeepers are slightly improved (but they still get easily beaten at the near post). It's a slight improvement over *FIFA 2000* (or *Euro 2000*, if you like) but the best tactics still seem to be to run with the player in possession as far as you can go or get the ball to the wings and cross for an easy goal. Not the kind of variety you see in a certain other PlayStation footie game.





■ Gameplay is very familiar – the main selling point is the way the game looks. Note the animated crowd and shadows cast on the pitch and players.



■ Replays enable you to confirm dodgy ref decisions.



■ Batistuta, ready take the pen. Goalie's got no chance.



■ Just like the real thing – Edgar Davids in digital form.



■ Run down the wing, cross the ball and score. Too easy.



■ All the usual camera angles have been included.



■ Well-detailed stadiums – shame there are only a few.



■ Beckham takes up a commanding position in midfield. Unfortunately, none of the other players seem to want to make runs. Typical FIFA-style gameplay, then.

It's the little things that irritate with PS2 *FIFA*, though: the woefully inconsistent referees, players that seem to wander around the pitch aimlessly and the way every cross goes to the same spot in the penalty area. Other aspects spoil the effect as well, like the way 'keepers can pluck a bullet shot out of the air from a striker five yards away, the inability of your players to pass the ball into space and the way that headers seem to go in a random direction. It all just chafes against the silky smooth skin that is our beautiful game.

Probably the biggest glaring fault with the game is that the players are just plain stupid. They do generally watch the ball but quite often the opposition are attacking while your defenders are just casually taking a stroll around the pitch, completely unaware of the impending goal threat. Likewise in attack, none of your strikers seem willing to make a telling run or find space for you to pass to them. So because the same thing seems to happen every time, you end up trying to take on a defender with a 'special move' – if you're successful then you're through on goal, if not then the attack over. It's this lack of play options that really lets *FIFA* down – something we hasten to add is not missing from *ISS Pro Evolution*.

If you can ignore these misgivings then *FIFA* is a competent footie sim and is actually quite fun to play,

especially in the two-player mode. The same things that irritate in the one-player game make it quite a laugh. Suddenly the terrible refereeing decisions become comical and the inability of your players to clear the simplest ball out of the box becomes almost clown-like. That says it all really, *FIFA* is fun for all the wrong reasons.

It's lucky for us then that EA has a few more months to work on the European version. That said, they'll probably work on the really important things like getting the word 'Brooklyn' on Beckham's boots and making sure that Harry Kewell's hair flops over his eyes realistically. Let's hope we're wrong because this game has terrific potential. This is the best-looking *FIFA* game yet but is still a strangely unsatisfactory footballing experience. ★★★ **Nick Jones**

↑ Uppers & Downers ↓	
Total football	Route one
■ Great graphics	■ Irritating little faults
■ Wealth of options	■ Stupid players
■ Improvement on <i>FIFA 2000</i>	■ No Ronaldo. Boo



■ Keepers are typically stupid.

Or you could try...

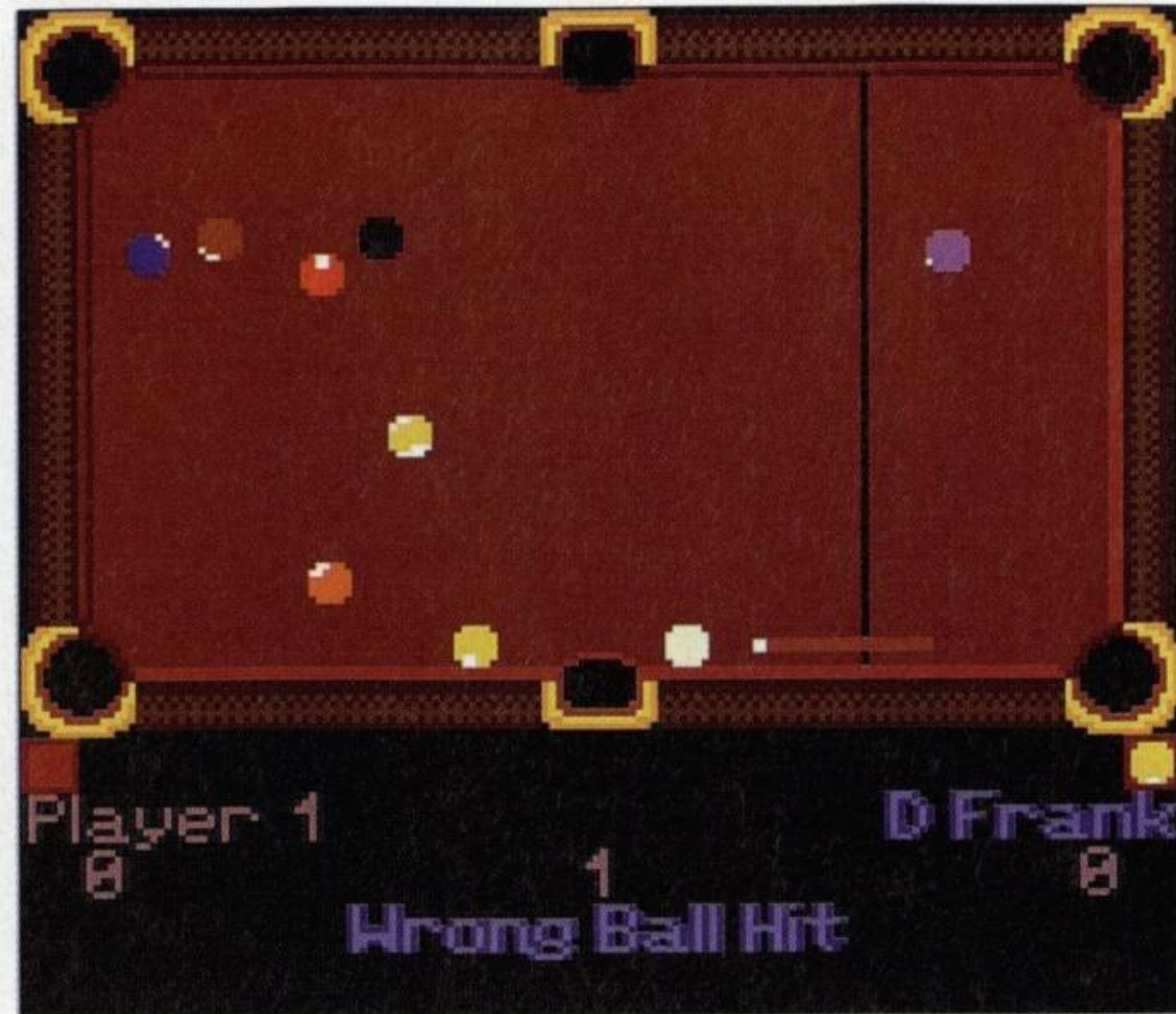
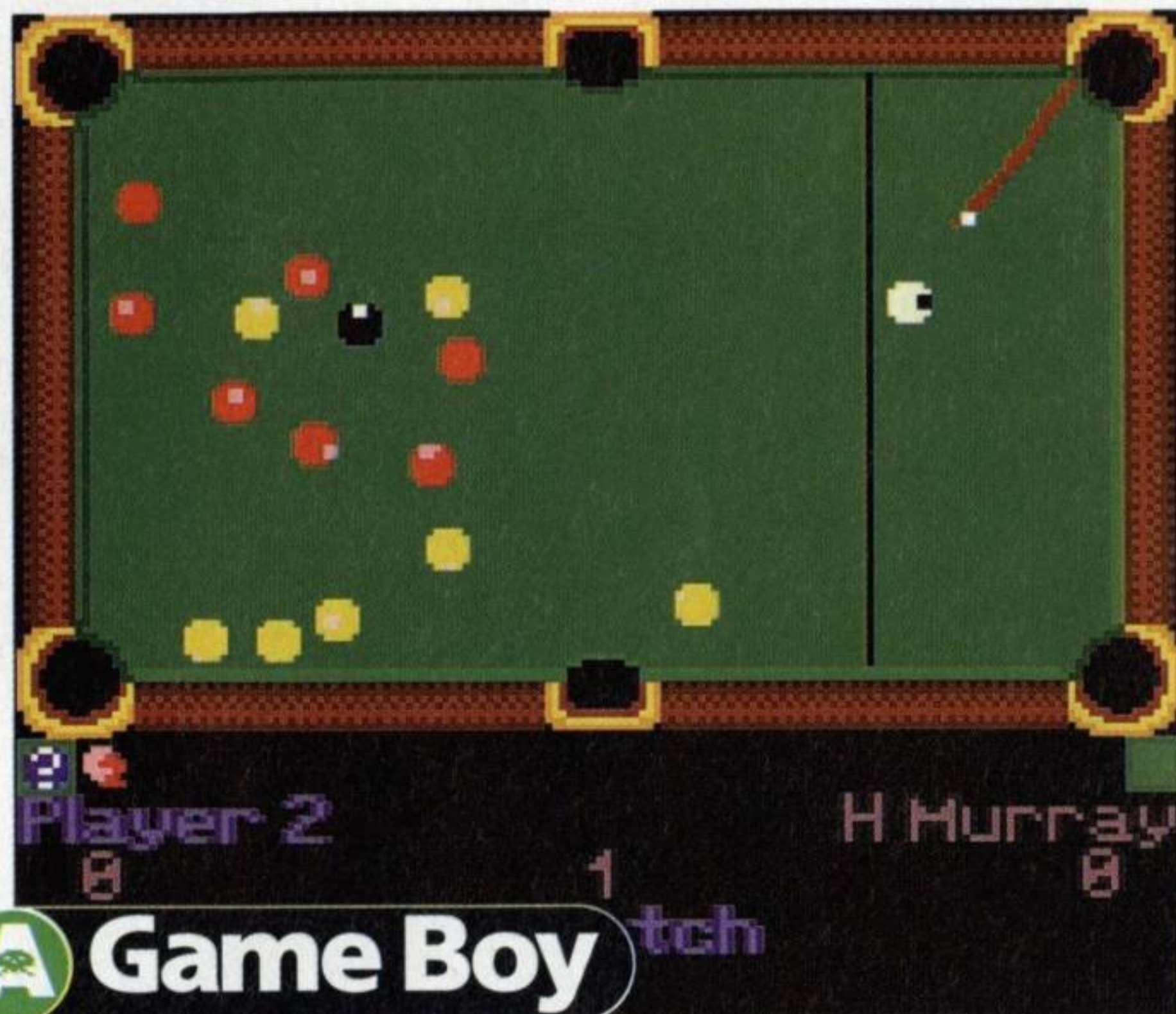
ISS Pro Evolution
Konami ★★★★★
Quite simply the king of football games. *FIFA* has a lot to do to beat this.

FIFA 2000
EA ★★★★★
Dated but still the pinnacle of the *FIFA* football philosophy.



■ Beware of the loan sharks – repay the money or else!

■ Codemasters has managed to reproduce the playability of this popular pub game on Nintendo's 8-bit miracle.



A Game Boy

Game info

- Format: **Game Boy Color only**
- Publisher: **Codemasters**
- Developer: **Blade**
- Release date: **out now**
- Price: **£25**
- Players: **1-2 (with link cable)**

PRO POOL

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Good break</p> <ul style="list-style-type: none"> ■ Smashing graphics ■ Addictive hustle option | <p>Big Break</p> <ul style="list-style-type: none"> ■ Not enough accuracy ■ Large number of fluke shots |
|---|--|

POCKET BILLIARDS OF A DIFFERENT KIND.

Pool is an ideal pub game; it seems that the more beer and spirits you tip down your throat, the more skilful you become. Now you can test this wonderful theory anywhere – all you need is a copy of *Pro Pool* stuffed in your Game Boy and a four-pack of *Special Brew*.

Codemasters' latest masterpiece has an immediate pick-up-and-play quality and a wonderfully seedy atmosphere that evokes images of smoky American pool halls. You can play nine different variations of the sport – including both American and British 8 Ball – with each game accompanied by a handy explanation of the rules.

Pro Pool has smooth graphics with accurate physics sending the balls bouncing around a table that's somehow been squeezed onto the tiny LCD screen. Taking a shot is simply a matter of adjusting the angle for the cue and setting the power, although the game often doesn't allow

enough accuracy to pull off the shot you want, which can be frustrating.

However, the best part of the game has to be the hustle element, which finally gives you the chance to become Paul Newman, scraping a living and building a reputation through a succession of dodgy clubs. You can bet as much as you like and if you run out of cash, you can always borrow a few dollars – but make sure you repay the Eezee Loan company or else your career and your life will be over.

Making a decent pool title for the Game Boy was a difficult proposition but *Pro Pool* manages to pull it off in supreme style, with a huge array of different challenges, great graphics, an addictive gambling element and refreshing sense of adult humour. A pool game with a lot of balls. ★★★★★

Jamie Sefton



■ Pot black – a tiny cue appears and takes the shot.

Or you could try...

David O'Leary's Total Soccer 2000
Ubisoft ★★★★★
Exquisite football action. Sensible Soccer for the Game Boy.

Mario Golf
Nintendo ★★★★★
It's-a-me, Mario! Tip-top golfing action brought to the little screen.

A Handheld roundup

A world of videogaming in itty-bitty cartridges.

Words by **Jamie Sefton**



MARTIAN ALERT!

- Format: **GBC only**
- Publisher: **Infogrames**
- Developer: **Infogrames**
- Release date: **out now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ Prevent Marvin the Martian from destroying Earth by finding ten pieces of teleporter in this kids colourful adventure. You initially control Bugs Bunny, but all the Warner Bros characters soon turn up, each possessing special skills – such as Daffy Duck's ability to swim. There are numerous worlds, corking cartoon-y graphics and some fun two-player games. ★★★



GB COLLECTION VOL 4

- Format: **GB, GBC**
- Publisher: **Konami**
- Developer: **Konami**
- Release date: **out now**
- Price: **£25**
- Players: **1**

■ Four ancient videogames of varying quality packed onto one cartridge. Side-scrolling shooter *Gradius 2* and dated-but-playable *Castlevania*-style platformer *Belmont's Revenge* are the pick of this tired bunch. *Antarctic Adventure* is a dull pseudo-3D racer, whereas creaking 'classic' beat-'em-up *Yie Ar Kung Fu* is just unmitigated rubbish. Retro-gaming under-achievers. ★★



ULTIMATE PAINTBALL

- Format: **GBC only**
- Publisher: **Take 2**
- Developer: **Morning Star/Majesco**
- Release date: **out now**
- Price: **£25**
- Players: **1**

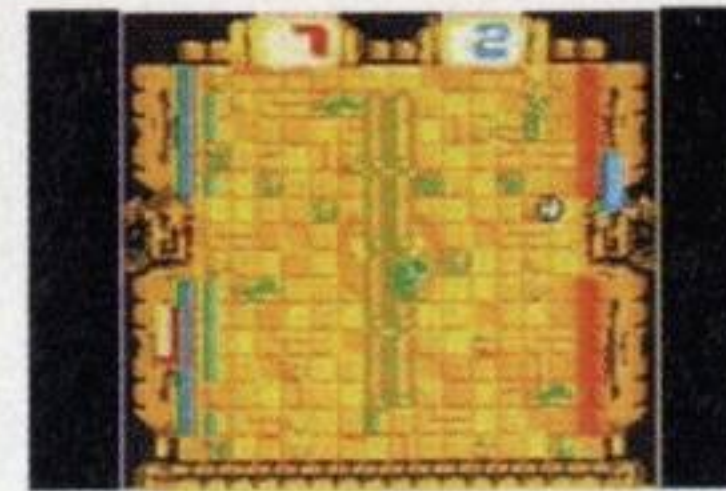
■ Running around a forest firing paint filled balls is fair enough, but this odd sport doesn't translate well to an 8-bit pocket format. *Ultimate Paintball* is like those fairground attractions where you have to shoot rising and falling targets with an air pistol, but the game contains dull graphics and gameplay a five-year-old would find unchallenging. ★



THE MASK OF ZORRO

- Format: **GBC only**
- Publisher: **Ubisoft**
- Developer: **Saffire**
- Release date: **out now**
- Price: **£25**
- Players: **1**

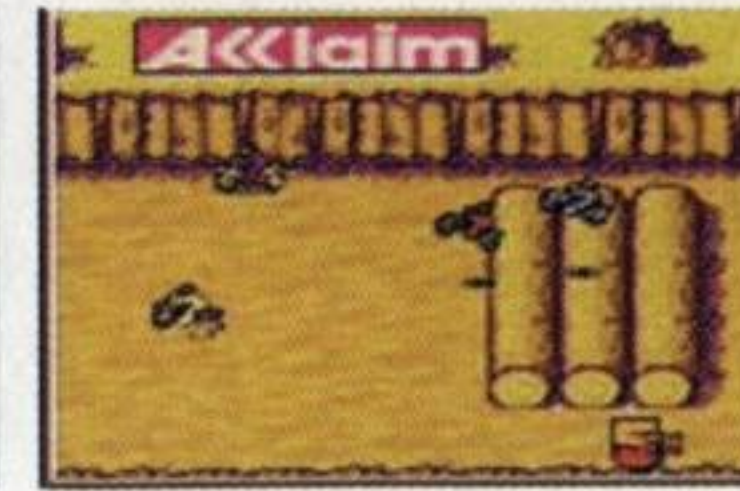
■ Swordfighting antics in a platformer based on the recent action adventure flick. Zorro can run, leap, climb ropes, kiss girls and clash swords with a variety of armed assailants. Pretty standard side-scrolling/blade flashing stuff, but a healthy smattering of slapstick animation and excellent rendered screens from the film ensure a quality package. ★★★



PONG

- Format: **GBC only**
- Publisher: **Take 2**
- Developer: **Hasbro**
- Release date: **out now**
- Price: **£25**
- Players: **1**

■ Okay, okay. Look, there's valid retro gaming, such as playing *Defender* on the Game Boy, but what is the point of resurrecting *Pong*? There are a few 'updates' including a football remix, but the game itself is so utterly, teeth-grindingly boring. You can't even link up and drag a friend into the excruciating proceedings. This *pong* really stinks. ★



JEREMY MCGRATH SUPERCROSS 2000

- Format: **GBC only**
- Publisher: **Acclaim**
- Developer: **Hasbro**
- Release date: **out now**
- Price: **£25**
- Players: **1**

■ This motorbike racing game sends you smoothly scrolling round a series of 12 twisty-turny circuits. The controls are easy to contend with and you can pull off stunts such as wheelies to collect power-ups and bonuses. Badly lacks a two-player mode, but there's a Season option that'll keep motorbike nuts revved up for some time. ★★★

Game Boy



■ The game is packed with stats.



■ Heads or tails? Who gives a toss.



■ Oooh! The keeper saves yet again.



■ Aaah! A slow break from midfield.

ISS 2000

CAN KONAMI DO THE DOUBLE ON PLAYSTATION AND GAME BOY?

The beautiful game has already been marvellously realised with *ISS Pro Evolution* on the PlayStation—unfortunately, the Game Boy will have to live without this dazzling game as Konami has only managed to deliver a **Third Division knockabout**.

Like the previous *International Superstar Soccer* Game Boy release, *ISS 2000* is a 2D isometric game with decent graphics and a bewildering amount of options and statistics. Once you've picked your team from a choice of 48 international sides, you can tinker with tactics such as formation, player positions and offside traps. Other options include weather, stadium and length of match.

As soon as you kick off, you realise that this isn't going to be a fast-paced, thrilling sporting festival. *ISS 2000* is fairly slow and ponderous, with stilted control and unconvincing football action. When you have possession it's rare that you see an opposition player on-screen, never mind a team mate – the whole pitch seems bereft of footballers for long periods of a match. Passing is a hit-and-hope operation, so you're mostly reduced to just zig-zagging towards the opposition goal until you get the opportunity to stab the ball in the back of the net. A radar is included at the bottom of the screen so presumably you can see where your players are, but frankly, it's a waste of 90 minutes.

Unusually, the most fun you can have in *ISS 2000* is with the penalty shootouts. You're presented with a face-on view of the goal and have the chance to pick your spot and shoot, but the game also adds a clever 'Waddle'-factor by randomly moving your target, increasing the chances of a miss or gift for the 'keeper.

ISS 2000 has all the elements of a successful footie title, with loads of teams and options, a two-player game and penalty shootouts, but the game hasn't any of the 'feel' of real football and very little excitement. If you want thrills and spills with genuine heart-stopping moments, invest in a copy of *David O'Leary's Total Soccer 2000* instead – still the Game Boy's premier football game. ★★

Jamie Sefton

Or you could try...

David O'Leary's Total Soccer 2000
Ubisoft ★★★★★
It's that game again. Incredibly playable footie-sim.

Mario Golf
Nintendo ★★★★★
Not football, but a cracking sports title nevertheless.



Game info

- Format: **Game Boy Color**
- Publisher: **Konami**
- Developer: **Major A**
- Release date: **out now**
- Price: **£25**
- Players: **1-2 (with link cable)**

↑ Uppers & Downers ↓

- | | |
|-------------------------|---------------------------------|
| England | Germany |
| ■ Fun penalty shootouts | ■ Slow |
| ■ Two-player link-up | ■ Gameplay unlike real football |



England endure another agonising penalty shootout.



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DANGEROUSLY ENTERTAINING

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■ (Above) Expect plenty of knockabout collisions, some of them explosive.

■ (Left) Those Italian hillside hairpin descents are perfect for screeching handbrake turns – so where's the handbrake?

Game info

- Publisher: Konami
- Developer: Konami
- Players: 1-4 (linked)
- Release date: July

DRIVING PARTY

KONAMI'S GTI CLUB SEQUEL IS AN ITALIAN JOB.

↑ Uppers & ↓ Downers ↓

- | | |
|---|--|
| <p>Souped-up</p> <ul style="list-style-type: none"> ■ Crazy Italian driving action ■ Indestructible bodywork ■ Points make prizes | <p>Clapped out</p> <ul style="list-style-type: none"> ■ Lacking in innovation ■ Run of the mill upright cabinet ■ Where's the handbrake? |
|---|--|



■ You don't get to drive cars like this in *Gran Turismo*...

Michael Caine and crew once revved their Mini Coopers to the tune of *The Self-Preservation Society* and self-preservation is certainly the key in this riotous road racer. Konami's latest is the sequel to the immensely popular *GTI Club*.

You would have thought, given the first game's success, not retaining the branding could only be a mistake. But, as it turns out, the decision to change names is not so baffling. Although there are many similarities between the two machines, *Driving Party* lacks many of its predecessor's finer points.

When *GTI Club* made its debut in arcades there were more driving games about than there are currently unemployed Labour councillors and challengers for floor space had to offer something different. *GTI* delivered, with a working handbrake, free driving style and pass-the-bomb tag game. *Driving Party*, on the other hand, has entered a market in which arcade owners are more concerned about cash than flash and is tailored accordingly.

Gone are the deluxe sit-down cabinet, handbrake and tag mode, leaving the game (and player) standing, with little but the gameplay for support. Luckily for Konami, it's strong enough to stand the strain. While the first game was limited to one course set in the South of France, the new incarnation takes the action to one of three Italian tracks.

In a particularly fine re-creation of the Italian driving ethic, sticking to the roads is not only not compulsory but positively frowned upon. Each of the three courses (through a town, along a coast road and winding between mountains) contains a number of different short cuts, some of which allow you to shave valuable seconds off your lap times. A note of caution must be sounded here, however, as what sometimes looks like a short cut can lead you into some very deep water and dump you at the back of the field.

Adding to the excitement are a couple of extra modes the designers have thrown in to spice things up for the



more experienced player. Holding down the gear lever while selecting your car will deliver a souped-up set of wheels, that will not only increase your speed, but will heighten the likelihood of head-on collisions – as handling these fine-tuned models is no job for a Sunday driver.

If the gear lever is held down on the track selection stage, it clears the course of all other cars and allows you to charge round on a time-trial basis. This mode looks set to be a core element to the planned Internet-linked tournament aspect of the game. Following encouraging responses from similar competitions run with *Dancing Stage* and *Silent Scope 2*, Konami has fitted *Driving Party* with a password generator and special tournament stages for the Konami Internet Challenge, with prizes on offer for the top performers.

Driving Party is a worthwhile addition to the driving game stable. Boasting great graphics, competitive gameplay and comprising elements of both the original *GTI Club* and Konami's more recent *Thrill Drive*, it would be hard to write the game off. Given the calibre of the first game however, *Driving Party* must rank as a mild disappointment. ★★★

Rowan McIntyre

Online gaming

ULTIMA – PLAY THE GAME

Online RPGs aren't just the preoccupation of Tolkein-obsessed beardies anymore. In fact, they're threatening to monopolise the world of multiplayer gaming.

Although saddled with the indigestible acronym MMORPG, which stands for the equally convoluted 'Massively-Multiplayer Online Role Playing Games', this relatively new genre is currently flavour of the month with both gamers and game developers.

By definition, the titles that fall into the MMORPG category are multiplayer only and offer persistent online universes often inhabited by hundreds or thousands of individual players. In comparison to first- or third-person shooters, the virtual worlds of MMORPGs are sedentary affairs in which social interaction and character progression are as

important (if not more so) than fighting other players.

Ultima Online – an isometric 3D extension of Richard 'Lord British' Garriot's established Britannia realm – was the first to explore the possibilities of the persistent world. Whether choosing to spend their time making and selling goods, leading monster hunts, or simply attending group-organised virtual 'functions', it was the first game to offer players a real alternative to relentless fighting. It was impossible to keep the bloodthirsty-bent players away altogether though, and when Lord British's character was himself shockingly assassinated (gaining both positive and negative reactions from other players) it

deftly illustrated the extent to which the universe had evolved beyond its initial remit.

Since then, Sony's *EverQuest* and Microsoft's *Asheron's Call* have taken the fantasy template, opted for a third-person viewpoint and increased the emphasis on combat. The former, in particular, has enjoyed unprecedented success – although it has to be said, mostly in the US where free local phone calls and a multiplicity of servers have made for fast, cheap play.

That's not to say that MMORPGs haven't tasted success in the UK and when publishers and developers can charge full price for an off-the-shelf game, as well as making money from the players' connections to their servers, it's only set to continue. With European servers now in place, lag is finally at a manageable level for UK players; be aware though that MMORPGs are not games you can dip in and out of like *Quake* or *Unreal Tournament*.

To add to your character's wealth and possessions requires an investment of both time and money. Testament to this are the recent appearances of *Ultima* and *EverQuest* characters on auction sites such as **ebay.com** – although

frowned upon by the games' developers, hundreds, even thousands of dollars have changed hands for the rights to experienced, rich characters with impressively packed inventories.

Building your character up to a reasonable standing within the community can be a slow affair, and even then, you are at the mercy of self-styled 'player killers' who enjoy nothing more than ruining the hard work of novices by picking fights. This may all sound a bit too much like hard work, but MMORPGs can provide the basis for easily the most absorbing, rewarding online gaming experience. Just bear in mind that success depends on a larger than normal commitment to regular playing and the patience to build your character up over a number of months. If there was ever a time to get involved, it's now. The sequel to *Ultima Online* has recently been announced, *EverQuest* developers Verant is working on both a military MMORPG called *Sovereign*, and a *Star Trek* flavoured one; plus, naturally, a *Star Wars* version isn't far behind either. There's no easy way to say it (literally) but MMORPGs are here to stay. **A**

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Official Ultima Online

<http://www.uo.com>

The official Ultima Online Web site is a rich resource of all things going on in Britannia. From organised monster hunts to village fetes, **uo.com** will let you know about it.



MMORPG Site

<http://www.station.sony.com/everquest>

If you want to get started in the community's current most popular MMORPG, this site should be your first stop. Price lists and billing information are included, too.



Asheron's Call

<http://www.asheronscall.com>

Asheron's Call is only playable over Microsoft's MSN Gaming Zone and this site will lead you in the right direction. There's plenty of background information for the novice, also.



RPG Planet

<http://www.rpgplanet.com>

For those with a general interest in RPGs, this site has it all. Breaking news, detailed game biographies and links to other specialist sites. It should be in every RPG fans' bookmarks.



■ *Ultima* leads the way for the online gaming genre.

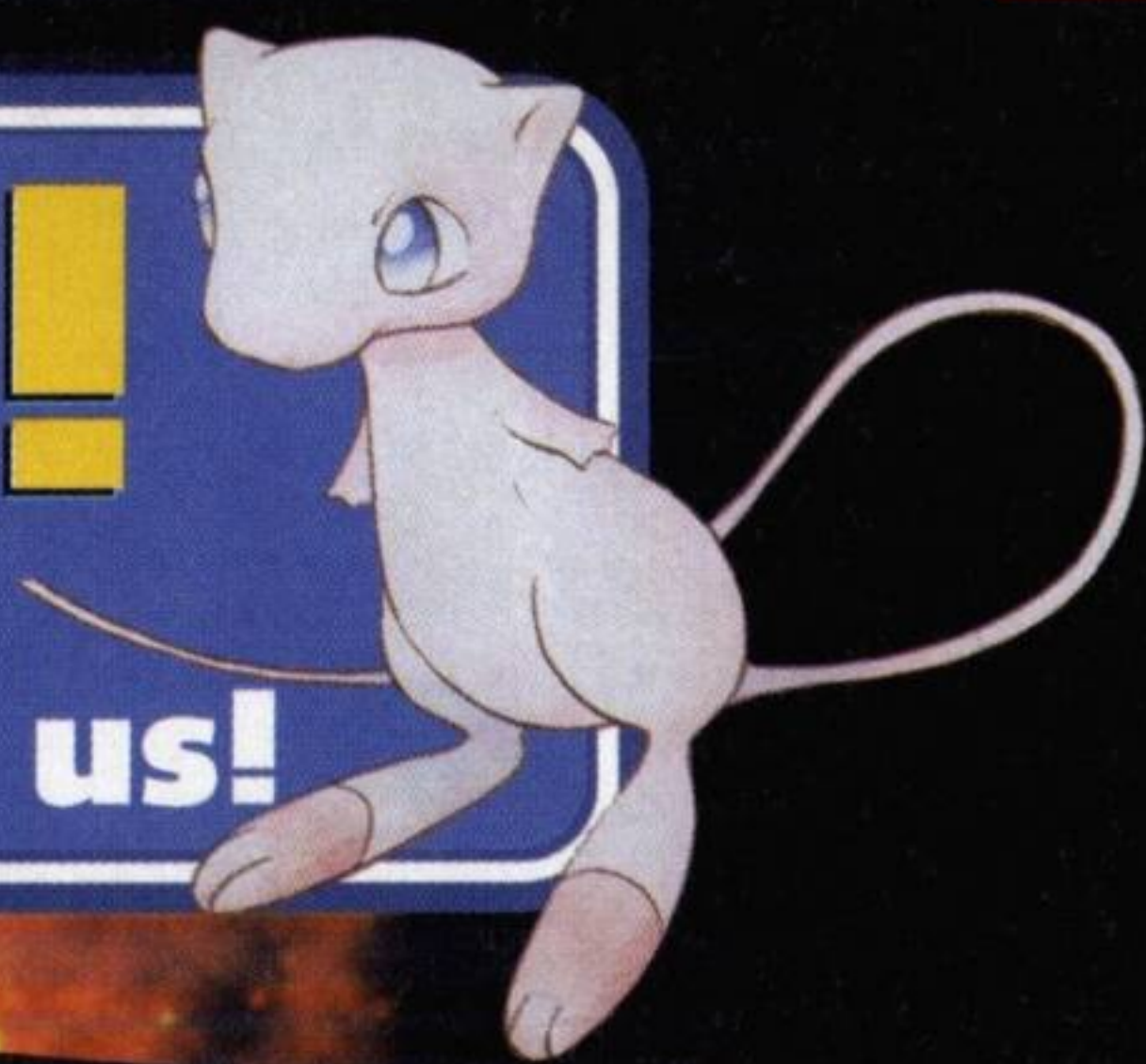
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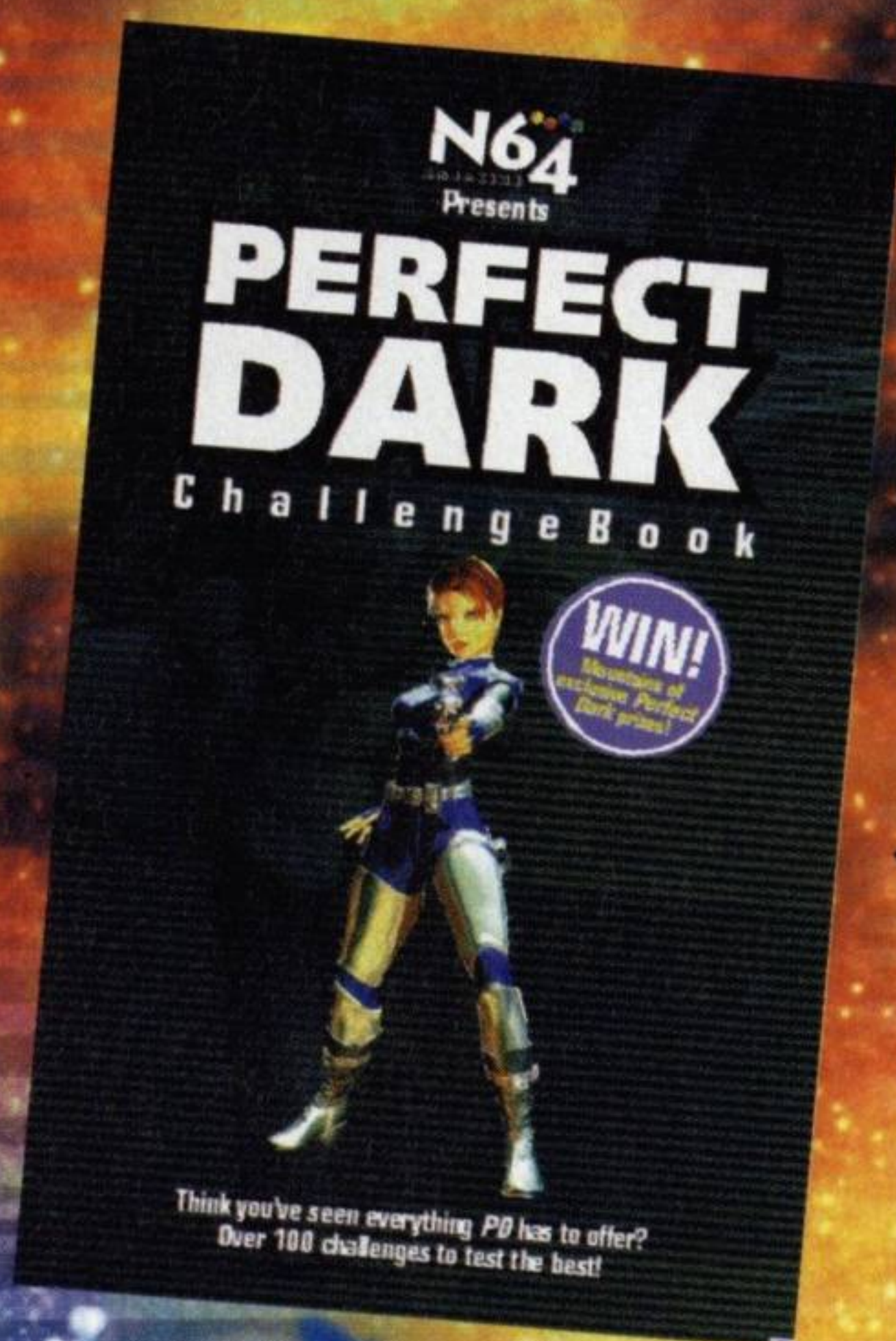
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PLAYSTATION
GOODIES

Multiplayer Adaptor

- For: **PlayStation**
- Price: **£15**
- Available from: **Wild Things on 02920 755 774**

■ There's now a healthy collection of excellent four-player titles for PlayStation owners, such as *Arcade* favourite *Quake II* and the frantic *Crash Team Racing*. Annoyingly, Sony has obstinately refused to include four game ports on the PlayStation and, now, on the PS2, so if you want more than one-on-one action, you'll need a multi-

tap. Wild Things' multiplayer adaptor is a cracking buy and for just 15 notes you get a smart, clear blue gizmo that accepts four controllers and even allows you to link two together for up to eight players. Also included is a rather thoughtful memory card holder in the top for tidying up those pesky pieces of plastic.

The best part of this add-on is the extra long lead, which virtually eliminates the problem of excited gamers yanking the thing out of the PlayStation port, unlike Sony's Multi-Tap. An essential buy for any post-pub gaming larks. ★★★★★

DREAMCAST
FISHING RODS

Dream Rod

- For: **Dreamcast**
- Price: **£25**
- Available from: **Mad Catz on 01992 707400**

■ It's an *Arcade* fish-off with InterAct taking on Mad Catz for the coveted 'Best Third-party Dreamcast Rod' silver chequebook and pen. First up is the Mad Catz Dream Rod (giggle).

The most striking part of this accessory is the extended rod bit at the end that

bends and tugs when a virtual fish is on the line – a fantastic gimmick that serves no purpose but is amusing nevertheless. The fire buttons are fairly spongy but the analogue stick is responsive with a smooth action – as Alan Partridge would say.

The winding reel works fine for pulling in the bass and the vibration effect is good if a little 'flabby'. This is a quality add-on for the Dreamcast but you're completely limited to playing *Sega Bass Fishing*, so it's worth considering how much you *really* like the sport before splashing out 25 quid. ★★★

A Our Choice



Advanced Jolt Controller

- For: **PlayStation**
- Price: **£10**
- Available from: **Joytech on 01525 244 210**

■ The first thing to notice about this pad, apart from the cool blue colour, is the price. Analogue Dual Shock controllers are usually around the £15-20 mark, but Joytech has brought us this fab pad for under a tenner.

In practice, the Advanced Jolt is great with a range of games. It has a small

accurate D-Pad disc and analogue sticks that are surprisingly accurate for the price. A Turbo option is included for rapid fire and the Dual Shock effect, although weaker than some, is a decent bonus.

If all third-party controllers were as good looking, comfortable, solidly made and cheap as this cracker, PlayStation owners would be grinning and dancing around the room as happily as a member of sugar-fed pop group S-Club 7. Get the Wild Things Multiplayer Adaptor and stock up with a couple of these controllers to be in four-player heaven. ★★★★★



Fission Fishing Controller

- For: **Dreamcast**
- Price: **£25**
- Available from: **InterAct on 00353 6170 2008**

■ The Fission (geddit?) Controller is a smart rod that's comfortable to hold and a perfect accompaniment to *Sega Bass Fishing* – lucky really, because it's a bit of a nightmare with *Soul Calibur*. Casting can be made by deftly flicking the controller, which senses the motion and communicates the

action to the screen. The winding reel is excellent, with a smart clicking sound that adds an element of authenticity to any lounge-based fishing escapades.

Also, when you're in mid-catch a vibration feature gives the impression you're about to land an outboard motor rather than a fish. The buttons are solid enough, although the analogue stick feels cheap compared to the rest of the controller.

So which controller wins? Well, both fishing rods featured are viable alternatives to Sega's official one, but the prize catch has to be the Fission – by a fin. ★★★

Next month

TONY HAWK'S PRO SKATER 2



Read the first verdict on one of the year's most anticipated PlayStation sequels only in **Arcade #23!**

Plus! Alien Resurrection and Deus Ex reviewed!

ALSO: SPIDER-MAN, BANJO-TOOIE, TIME SPLITTERS, HALO, DREAMCAST HALF-LIFE
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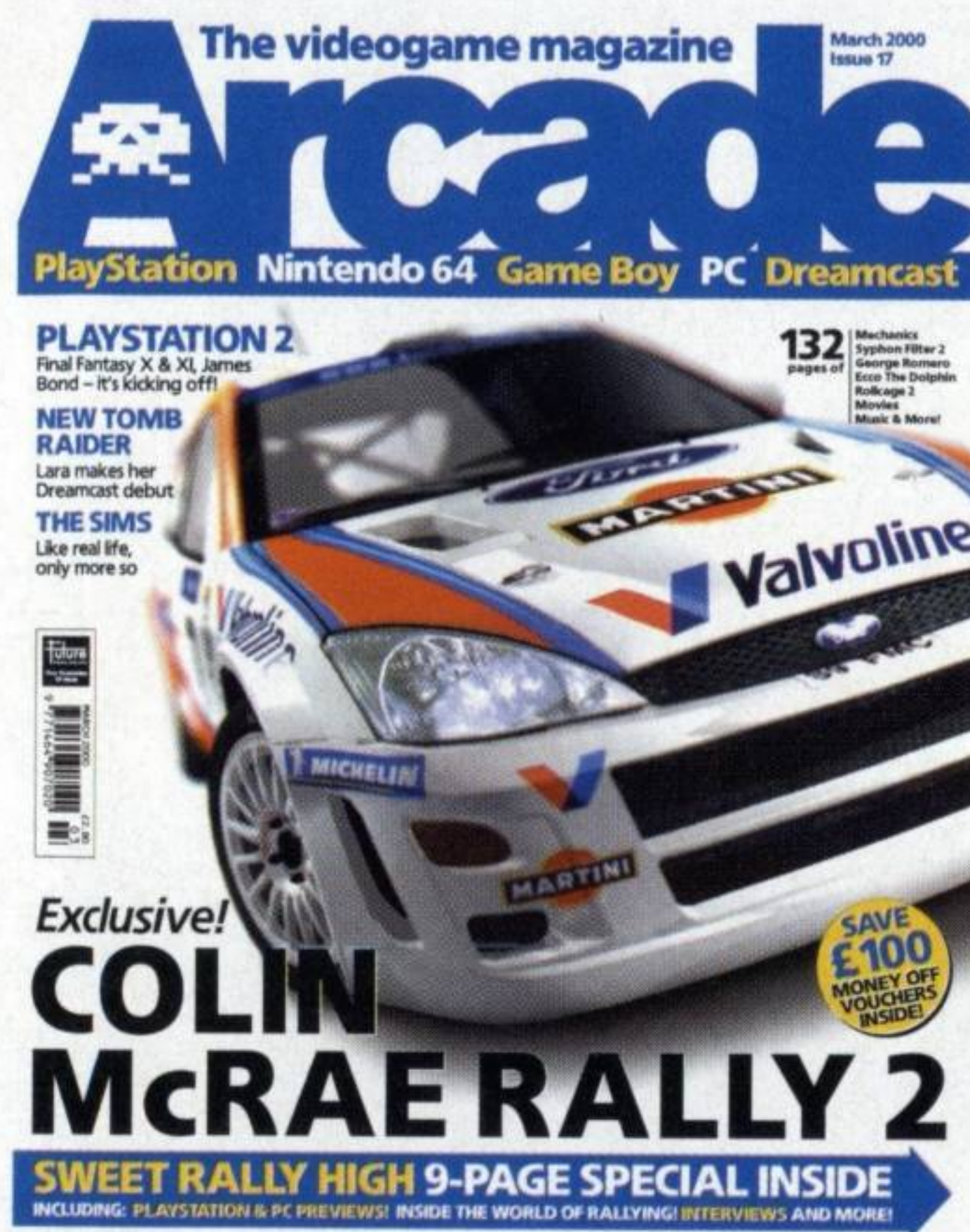
When you're deep in a game you can lose all track of time. Here at *Arcade* it's our job to make sure when you surface you'll know what's going on and be ready to dive straight back in.

Issue 16 February



■ *Arcade* looks at survival horror games, talks to an exorcist and has a shufti at *Shenmue*.

Issue 17 March



■ Thumping *Colin McRae Rally 2.0* preview, racing with car mechanics and Dreamcast Lara.

Issue 18 April



■ Exclusive details of *The World Is Not Enough*, PlayStation2 festival and the future of handhelds.

Issue 19 May



■ Exhaustive PlayStation2 feature, the real-life *Soldier Of Fortune* and a talk with Trip Hawkins.

Issue 20 June



■ *Perfect Dark*, the sequel to *GoldenEye*, arrives on the N64, plus online gaming on the Dreamcast.

Issue 21 July



■ Snake sneaks back - a first look at *Metal Gear Solid 2*, we visit E3 and *Driver 2* hits the gas.

A Back issues

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The A-List

Arcade's Top 20 PlayStation games

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WRITE IN WITH YOUR TOP FIVE AND WIN A GAME OF YOUR CHOICE!

Your top five can be just about anything you put your mind to: your top five most exhausting games, your top five sexiest female characters, your top five bloodiest games, anything you fancy. The most important thing is that it's innovative and new. Oh, and make us laugh and we'll give you extra special consideration.

SENT IN BY KATE GRANGE FROM MIDDLESBOROUGH

TOP 5 PLAYSTATION GAMES THAT GIRLS ABSOLUTELY LOVE

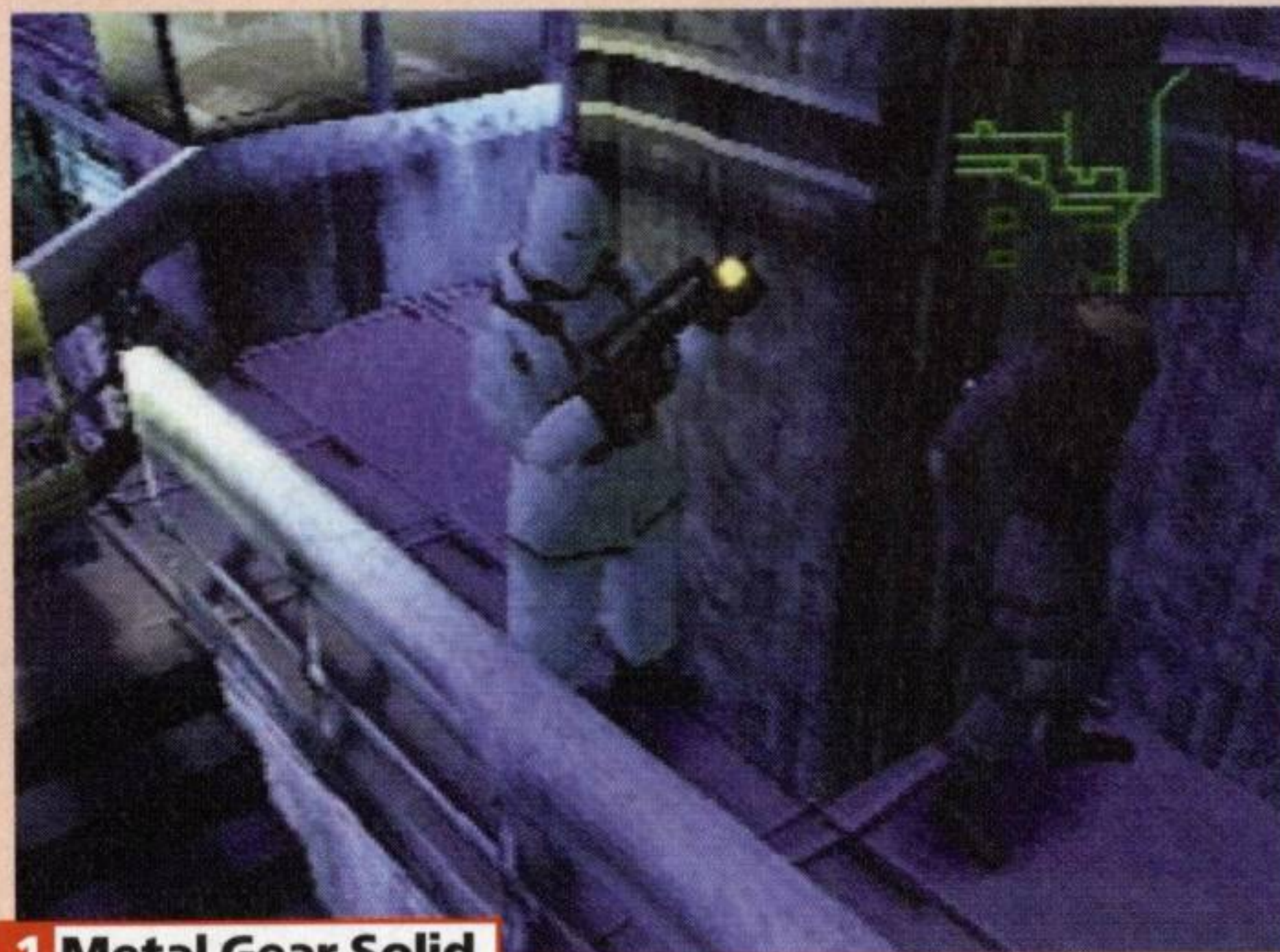


- Crash Bandicoot 3**
Sony
He's really cute.
- Abe's Oddysee**
GT Interactive
Save the Mukodons in this top RPG – designed by a girl!
- GT 2**
Sony
To prove that we are the better sex when placed behind the wheel.
- Spyro The Dragon**
Sony
He's a friendly purple dragon.
- Tekken 3**
Namco
Just so we can beat the living daylight out of the blokes.

Don't worry about anything else other than your Top 5 games – we'll fill in the rest!

Send your top five to:
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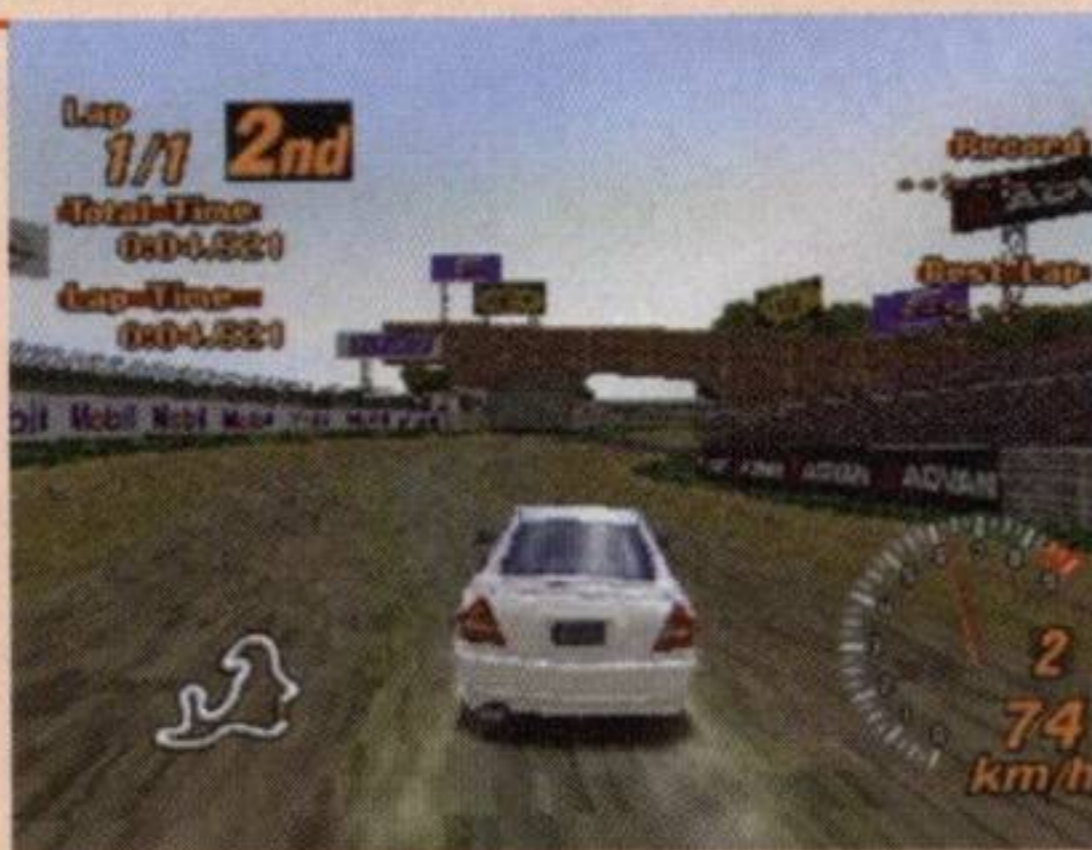


1 Metal Gear Solid

■ Sneaker ■ Konami ■ £40
Infiltrate a shadowy enemy installation *Metal Gear Solid* is brilliant – sneak around and avoid detection rather than blasting everything in sight. Despite the end-screen coming around after only a few hours, you'll adore every single minute of play. ★★★★★

2 Gran Turismo 2

■ Racer ■ Sony ■ £35
Get your motor running With nearly a thousand different cars, loads of tracks plus the chance to retune and upgrade your vehicle, this is the most comprehensive driving sim since the last *Gran Turismo*. It's starting to look a little rusty in places, but if you love to race you have to own this game. ★★★★★



3 ISS Pro Evolution

■ Sports ■ Konami ■ £35
The best football game in the world *Evolution* lacks the trendy music and official licence of other titles, but it's still the most breathtakingly realistic footie game ever made. Wondrous graphics, amazing depth and compelling gameplay – football has come home to the PlayStation. ★★★★★



4 Tekken 3

■ Fighter ■ Namco ■ £20
Huge slapfest Major improvement to the earlier versions in almost every way: graphically flawless and the new moves add something for both newcomers and veterans alike. A wide variety of sub-games, bonuses and hidden characters, as well as a frightening difficulty level, means there's so much to do that it's almost the *Mario* of fighting games. But without the cute stuff, obviously. ★★★★★



5 Quake II

■ Shooter ■ Activision ■ £40
Magnificently violent first-person shooter A PlayStation conversion of id's classic shouldn't have been possible but Hammerhead has pulled it off – big style. The one-player game is immersing and scary while the multiplayer options are unsurpassed. Gaming heaven in hell. ★★★★★



6 Tomb Raider

■ Action Adventure ■ Eidos ■ £20
Baps entertainment The original and now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



7 Resident Evil 3

■ Horror Adventure ■ Eidos ■ £35
Splatter undead assailants This part-prequel, part-sequel to *Resident Evil 2* sees feisty survivor Jill Valentine taking on the zombie hordes and avoiding the frightening Nemesis. More brilliant level design, challenging bosses, fantastic scenery and buckets of blood 'n' gore. ★★★★★



8 Driver

■ Racer ■ GT Interactive ■ £40
Stunning-looking Seventies car-chase sim Rocket through real American cities, evading the filth and causing upset for pedestrians. The missions don't vary much, but as a driving 'toy' *Driver's* unbeaten. Smashing through piles of boxes is thrilling and the replay editor makes for added fun. ★★★★★



9 Colin McRae Rally 2.0

■ Racer ■ Codemasters ■ £35
The sequel motors to the front of the pack Everything that made the original a triumph and more. Graphics as good as anything on PlayStation, improved opponent AI and an arcade mode that lets you race against five other vehicles. Rally good. ★★★★★



10 Wipeout 3

■ Racer ■ Psygnosis ■ £35
The future of racing As if the year 2097 wasn't far enough in the future, the Psygnosis boys have set this one in 2116. Every element has been improved and rather than attempt to reinvent the wheel/hover device, the inspiration here is a refreshingly playable back-to-basics approach. ★★★★★



11 Final Fantasy VIII

■ RPG ■ Sony ■ £35
Latest and best instalment of Square's epic RPG series A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut-scenes that make *Toy Story* look like *South Park*. Bid a fond farewell to your free time. ★★★★★



12 Silent Hill

■ Horror Adventure ■ Konami ■ £40
Chillingly atmospheric scare-'em-up A seamless *Resident Evil* clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose – all in splendid 3D. Only flawed by a few too many illogical puzzles. ★★★★★



13 Ridge Racer 4

■ Racer ■ Namco ■ £35
Super-fast racing Thrills come from the breathtaking speed at which the eight gorgeous tracks rush past and the brilliance of the two-player mode. Master the powerslide and you'll unlock 320 unique cars. If you're after realism, though, *Gran Turismo* is for you. ★★★★★



14 Micro Machines V3

■ Racer ■ Codemasters ■ £20
Tiny cars race around your living room The old top-down 2D game souped-up into pseudo-3D, and it's a beauty. There are 30 innovative courses, based on kitchen tables and school desks, coupled with a perfect overhead camera, plenty of amusingly behaved vehicles and a multi-player game that's ace. ★★★★★



15 Ape Escape

■ Platformer ■ Sony ■ £35
Satisfying simian search Catching panicky monkeys with nets refreshes the platforming genre, while the coin collecting sub-quest and bonus games ramp up replayability. The true 3D world looks lovely, the controls are perfect plus it's fun and challenging, too. ★★★★★



16 LMA Manager

■ Sport ■ Codemasters ■ £40
Finely-tuned footballing excellence Finally, a football manager game on a console that's worth its weight in balls. A great interface, nifty transfer system and the real names of the players create a cracking management sim that even Ruud Gullit could master. Premier League stuff. ★★★★★



17 Colin McRae Rally

■ Racer ■ Codemasters ■ £20
Lifelike rural driving sim A departure from the usual racing game, as your rally car rattles around countryside tracks with time and damage your only opponents. The variety of terrain and responsive controls give real driving feedback. And it's a bloody bargain at £20. ★★★★★



18 Fear Effect

■ Action Adventure ■ Eidos ■ £30
Stylish, mould-breaking adventure There are episodes in *Fear Effect* where you really feel like you're playing the most important videogame of recent times. Wonderful graphics and ingenious puzzles, slightly spoilt by quirky controls and long loading times. ★★★



19 Syphon Filter 2

■ Sneaker ■ Sony ■ £30
A deadly virus has never been so enjoyable Gabe is back in a sequel with more sneaking, shooting, bombing and silly running-about-behaviour. Packed with exciting challenges and unreconstructed gunplay, *Syphon Filter* is a good game but just falls short of being an all-time classic. ★★★★★



20 Anna Kournikova Tennis

■ Sports ■ Sony ■ £35
Quirky racket-play Cute polygonal pros battle it out in a game that's a little more serious than previous *Smash Court Tennis* titles. Sublime controls and an addictive multiplayer feature. In fact, this is by far the best tennis game you can buy – so there. ★★★★★



Only the best games can make it onto the A-List. If a game's not got what it takes to please us then the heavies make sure it's not going to put even a toe through the door... Don't buy it unless the name is down.

Arcade's Top 20 PC games



1 Half-Life

■ Shooter ■ Sierra ■ £35

Stunningly atmospheric first-person shooter Built with a truly terrifyingly believable environment and logic puzzles, the game incorporates mind-bogglingly intelligent bad guys and a decent amount of gorgeous all-out alien-blasting. ★★★★★

2 Quake III Arena

■ Shooter ■ Activision ■ £45

id perfects the first-person blaster The eagerly awaited third instalment of the now legendary franchise has loaded up with missiles, gritted its teeth and blasted onto the PC in a shower of bloody entrails and splintered bone. *Quake III* plunges you into an atmospheric, brutal world that creates moments of genuine fear and excitement. Astounding. ★★★★★



3 Unreal Tournament

■ Shooter ■ GT Interactive ■ £40

A pre-Quake deathmatch revolution Gorgeous, quick, frantic, brilliant. Tremendous AI 'bots, plenty of big guns, loads of options – everything is in there. Be warned though, a hefty PC is required to do this masterpiece any kind of justice at all. ★★★★★



4 Grim Fandango

■ Adventure ■ LucasArts ■ £35

You look like Death warmed up The style, presentation and content of this odd, amusing adventure leave it towering above everything else. The puzzles are obscure but you'll forgive it thanks to neat touches, absorbing plot and downright loveliness. ★★★★★



5 Tiberian Sun

■ Strategy ■ EA ■ £40

Engrossing and imaginative strategy game Just like its predecessors, *Command & Conquer* and *Red Alert*, the emphasis in *Tiberian Sun* is on total warfare. You're constantly teetering on the brink of disaster – make the wrong strategic choices and your army will get its arse kicked, but plan well and victory will be yours... eventually. ★★★★★



6 TOCA 2

■ Racer ■ Codemasters ■ £35

Heavily realistic revs Even with 15 cars jostling for position in front of you, *TOCA 2 Touring Cars* always looks stunning. The realistic handling makes free-wheeling over the varied courses a pleasure and the added support races supply extra value-for-money. ★★★★★



7 Championship Manager 99/00

■ Sports ■ Eidos ■ £25

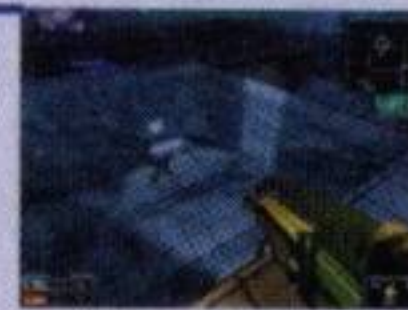
Out-coach Keegan Guide lowly teams to the top of the football tree in one of the most absorbing games ever made for the PC. A wealth of footballing stats put *Championship Manager* in a league of its own. Gooaaaal! ★★★★★



8 System Shock 2

■ Action/RPG ■ EA ■ £35

Stomach-somersaulting horror Your character awakes stranded on a deep space starship with no memory. The entire crew have been butchered and there are weird cybernetics grafted onto your body. Difficult, but atmospheric, scary and original. ★★★★★



9 Tomb Raider: The Last Revelation

■ Action Adventure ■ Eidos ■ £40

Four-play with Lara Latest in the incredibly successful franchise sees our heroine take on all manner of nasties in ancient Egypt. Won't stretch your hardware but has oodles of gameplay and puzzles galore. ★★★★★



10 Dungeon Keeper 2

■ Strategy ■ EA ■ £35

Prepare to unleash the beast within This strategy masterpiece bubbles and seethes with a pitch-black humourous atmosphere. And it's non-repetitive! If you're going to open one intellectual bottle this year, *Dungeon Keeper 2* is the one to savour. ★★★★★



11 Shogun

■ Real time strategy ■ EA ■ £35

The Seven (Thousand) Samurai Real-time strategy on an epic scale. Command an army of thousands of samurai warriors in some of the most brutal and beautiful battles ever seen on a PC. Some might argue it's difficult to get into but, then, that's not the point, is it? ★★★★★



12 Theme Park World

■ Strategy ■ EA ■ £30

All the fun of the fair A fantastic sequel to the popular *Theme Park*, with an easy-to-use interface and superb 3D views of all the roller coasters and attractions. So build more vomit inducing rides and keep the punters happy. Worth the price of admission. ★★★★★



13 Thief 2

■ Action Adventure ■ Eidos ■ £35

Atmospheric, first-person adventure with a gripping plot In *Thief 2*, Looking Glass has produced a stealthy sequel that exceeds its predecessor in every way. Beautifully designed missions mix with authentic interiors to create a game that's immensely rewarding and great fun. ★★★★★



14 Midtown Madness

■ Racer ■ Microsoft ■ £35

Fender-bending racer with terrific traffic You can't run people over but this incredibly realistic driving game has great challenges, amazing graphical detail and cars, cars, cars. Crash some vehicles and get rid of some of that pent up road rage. ★★★★★



15 Ground Control

■ Strategy ■ Sierra ■ £35

Searing squad combat for the action-fixated It may look like another *Command & Conquer* game but there's no resource gathering and a shedload more action. A smooth display and a graceful camera that swoops over the terrain leads you through some top drawer apocalyptic gaming. ★★★★★



16 Final Fantasy VIII

■ RPG ■ Eidos ■ £30

Lip-smacking conversion of the PlayStation title No less than five CDs contain this sprawling and ambitious RPG. It's a game you'll need to work at, but it'll reward your efforts many times over with a twist-riddled storyline and glorious cinematic sequences. ★★★★★



17 Homeworld

■ Strategy/Shooter ■ Sierra ■ £35

Compelling space combat and management game Takes the best elements of real-time strategy games and shoot-'em-ups, with jaw-dropping space battles, spooky music and scary baddies. One of the defining PC games of 1999. ★★★★★



18 Curse of Monkey Island

■ Adventure ■ Lucas ■ £40

Fantastic point-and-click adventure Genuinely amusing and with clever puzzles, *The Curse of Monkey Island* scores well for its controls, which make exploring and examining as easy as possible. Great to look at and listen to, if a tad frustrating and illogical. ★★★★★



19 GTA2

■ Action ■ Rockstar games ■ £40

Carjacking, gun-toting sequel to the controversial action game Be a mean mutha in this inner-city joyriding extravaganza where crime does pay. Wonderful dark humour, great car handling, funky music and plenty of invention. A worthy update of a classic title. ★★★★★



20 Soldier of Fortune

■ Shooter ■ Activision ■ £30

Limb-removing shooter The fact that *Soldier of Fortune* is light years behind the likes of *Half-Life* in terms of depth and variety isn't the point. In Raven's gore-spattered first-person blast, you can actually remove heads, legs, arms, groins and intestines. Needlessly violent and utterly compelling. ★★★★★



■ New in at numero, er, 15 – *Ground Control!* A fantastic slice of sci-fi battle action.

SENT IN BY TOM WILKINS FROM GLASGOW

TOP 5 PC GAMES THAT THE RSPCA WOULDN'T LIKE



- Soldier of Fortune**
Activision
Kill cows.
- Carmageddon**
SCI
Kill zombie dogs.
- Tomb Raider**
Eidos
Kill crocodiles.
- Resident Evil**
Capcom
Kill zombie dogs. Again.
- South Park: Chef's Luv Shack**
Acclaim
Er, have sex with chickens.

The A-List

Arcade's Top 20 Nintendo 64 games

■ No new N64 games. Uh, that's at all. Not just in our A-List.



1 The Legend of Zelda

■ RPG Adventure ■ Nintendo ■ £30

Best game in the world and that's a fact Traditional *Zelda* hallmarks wrapped up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. Worthy of all the hype thanks to the genius of Miyamoto. ★★★★★

2 Super Mario 64

■ Platformer ■ Nintendo ■ £30

The king of 3D platformers

A masterpiece, with huge levels, sublime controls and immersive gameplay. The game that invented a genre. As with all Miyamoto games, it slowly sucks you in and refuses to let go, and its full-on 3D graphics still impress. ★★★★★



3 Perfect Dark

■ Shooter ■ Nintendo ■ £50

Staggering GoldenEye sequel

The question was never going to be whether *Perfect Dark* was any good. Rather, *how* good. As it's turned out, *GoldenEye's* long-awaited sequel is just about as close to perfection as you can get. The endlessly inventive, ingeniously structured one-player levels are backed-up by a lifetime-long multiplayer – and it's really bloody violent too. Astonishing. ★★★★★



4 GoldenEye

■ Shooter ■ Nintendo ■ £30

Stealthy first-person shooter

A believable and immersive 3D world, with 20 awesome missions taking you from gorgeous snow-covered wastelands to grubby men's toilets. One of the best multiplayer games that money can buy, too. Probably the best film licence ever. ★★★★★



5 Mario Kart 64

■ Racer ■ Nintendo ■ £30

Cute characters go to the races

The original comedy racer returns. The single-player game is a lonely experience but the time trial adds longevity and the multiplayer game is arguably the greatest on any platform. So addictive it could be classed as a legal drug. ★★★★★



6 Donkey Kong 64

■ Platformer ■ Nintendo ■ £60

Monkey magic DK and a family of wacky simians return in a huge cartoon adventure. The price of the game is hiked due to the inclusion of an Expansion Pak but the exquisite platforming, enjoyable multiplayer and wealth of hidden secrets make this an essential purchase. ★★★★★



7 Jet Force Gemini

■ Shooter ■ Rare ■ £40

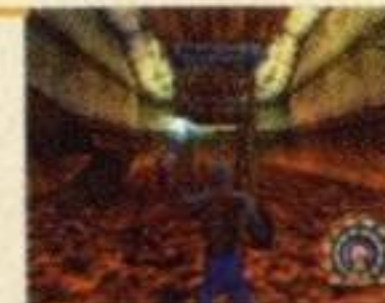
Twin trouble Rare did it again with this fantastic 3D shoot-'em-up that's big, ballsy and heart-thumpingly exciting. The huge platform exploration, puzzles, great soundtrack and some of the best visuals on the N64 make it an instant classic. ★★★★★



8 Shadowman

■ Shooter ■ Acclaim ■ £40

Chock full of serial killers and all manner of dark grisliness A tidy, atmospheric next generation *Quake* with a decent plot and lashings of voodoo spookiness. Incredibly big, intelligent, rewarding, challenging and thoroughly deserving of your time. Classic stuff indeed. ★★★★★



9 Turok 2

■ Shooter ■ Acclaim ■ £40

Dino hunting This looks stunning, and the game itself is helped by impossibly large guns and an end to the precision jumping nonsense that marred the original. The tasks may appear familiar if you're a *Doom* fan though, and on occasions it's too difficult. ★★★★★



10 F1 World Grand Prix 2

■ Racer ■ Nintendo ■ £40

Eddie Irvine simulator Looking as good as real-life, with all the real cars, drivers, stats and other nonsense. Whether you're an arcade racer or a true F1 fan, there's something here for you, with a two-player option to round it all off nicely. ★★★★★



11 ISS '98

■ Sports ■ Konami ■ £40

Tremendous goal-fest The N64's best footie sim and arguably the best on any system. Oh-so-intuitive controls, silky smooth animation and very nearly as addictive in multiplayer as the mighty *Mario Kart*. You will lose months of your life. ★★★★★



12 1080° Snowboarding

■ Racer ■ Nintendo ■ £40

Snow-based racing A brilliant range of modes, plenty of tricks and loads of boards and courses for you to have a crack at. You get beautiful controls, brilliant replays and challenging racing. A gorgeous, technically superb, super quick experience. ★★★★★



13 Banjo-Kazooie

■ Platformer ■ Nintendo ■ £40

Bizarre bear-bird crossover Beautiful levels that beg you to explore, a genuine challenge with plenty of variety, and the first Rare game not to feature an eye-wincing amount of cute. Almost knocks Mario from his perch. Praise indeed. ★★★★★



14 Lylat Wars

■ Shooter ■ Nintendo ■ £30

On-rails 3D space blast Loosely based on *Star Wing* on the SNES, and intended to be an immersive, movie-like experience, with cut-scenes that ape films like *Independence Day*. It's too easy, but it's still addictive, well-crafted and frantic. Pure blasting action. ★★★★★



15 Pilotwings 64

■ Flyer ■ Nintendo ■ £30

Fly about a bit and cry at the difficulty of it all Along with *Mario 64*, this is the game that launched the N64. It boasts beautiful, realistic scenery and some of the hardest tasks this side of Mensa. Basically, it's a truly unique flying experience. ★★★★★



16 Quake II

■ Shooter ■ Activision ■ £50

Travel to Stroggos, massacre its people Non-stop action, plenty of secrets and a more than worthy sequel. Unfortunately the single-player lifespan is poor. In deathmatch terms though, *GoldenEye* may have the brains, but *Quake II* has the brawn. ★★★★★



17 Ridge Racer 64

■ Racer ■ Nintendo ■ £40

Faithful conversion of the racing classic It's taken four years, but the N64 is finally catching up with driving games on PlayStation. Lovely looking, silky controls and a stonking four-player option. It's not *Gran Turismo* but it's still a damned fine game. ★★★★★



18 Wave Race 64

■ Racer ■ Nintendo ■ £30

How jet-ski games should be done Water-based frolics that are second to none, even compared to coin-op titles at a thousand times the price. The tracks are beautiful and the controls are as responsive and intuitive as you'd expect from Nintendo. ★★★★★



19 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £50

Fresh flesh-filching Although a little late, has lost nothing of its gruesome appeal in the transition to N64 and is one of the scariest games ever committed to a console. Classic zombie-shooting action. ★★★★★



20 Rocket: Robot On Wheels

■ Platformer ■ UbiSoft ■ £40

Robot wars Developer Sucker Punch proves that not only Rare and Nintendo can create top-drawer platformers. Fabulous graphics and levels crammed full of sub-games and quests, *Rocket* is a breath of fresh air. ★★★★★



SENT IN BY JAMES PHILIPS FROM BRISTOL

TOP 5 NINTENDO 64 GAMES TO PLAY ON A GOOD NIGHT OUT



- GoldenEye**
Nintendo
Threaten to RC-P90 someone when they spill your pint.
- Star Wars Episode 1: Racer**
LucasArts
Like the taxi ride home.
- Donkey Kong 64**
Nintendo
Costs about as much as the taxi ride home.
- Pilotwings 64**
Nintendo
Kicking off your shoes feels like kicking off the Jumble Hoppers.
- ISS '98**
Konami
Fall asleep in front of *Match of the Day*.

Arcade's Top 10 Dreamcast games



1 Soul Calibur

■ Fighter ■ Sega ■ £40

The best fighting game ever Magnificent beat-'em-up, where the participants wield huge metal weapons. Incredibly detailed characters, realistic backgrounds and beautiful lighting effects make this a must-buy for Dreamcast owners. A cut above the rest. ★★★★★

2 Crazy Taxi

■ Racer ■ Sega ■ £40

Visually impressive cabbie-sim An adrenaline-pumping driving game that straps you in the seat of a maniacal American taxi driver. Deliver passengers to their destinations by weaving in and out of traffic, careering through parks and taking hair-raising short-cuts. Fantastic fun. ★★★★★

3 Resident Evil: Code Veronica

■ Horror Adventure ■ Eidos ■ £40

The best Res Evil game yet and it's only on the Dreamcast Everything that's great about Shinji Mikami's franchise is here and it's been polished to a sheen. The Dreamcast's graphics engine enhances the look and there's more scares than in past efforts. ★★★★★

4 Power Stone

■ Fighter ■ Capcom ■ £40

The beat-'em-up bar brawl Welcome to the game where you can throw chairs, vases, tables or anything else that comes to hand at your opponent. The aim – quite simply – being to knock the gemstones out of them. Spring around the spaces like a new-born lamb. You looking at me? ★★★★★

5 Ready 2 Rumble

■ Fighter ■ Sega ■ £40

Funky fighting Gobsmacking arcade-style boxing game with a ringful of hilarious characters and fabulous graphics – check out the toothless grin of the victor or dazed and bloodied face of the loser. Massive fun in two-player mode, this is the true heavyweight champ of console pugilism. A knockout. ★★★★★

6 TrickStyle

■ Racer ■ Acclaim ■ £40

Speedy tricks outside the red light district Welcome to the place where your *Back To The Future 2* dreams of riding a hoverboard become reality. Chose to play as a racer, a stunter or a bully on the mean streets of the 23rd Century. A *Wipeout* wannabe that hits the spot. ★★★★★

7 Sonic Adventure

■ 3D platformer ■ Sega ■ £40

Hedgehog heaven on Sega's latest platform Steer a spanky new Sonic around a wonderful new world, meeting up with his old friends Tails the fox, Knuckles the, um, echidna, and a rather sexy squirrel named Amy. It all makes perfect sense once you get going through the labyrinth of levels. ★★★★★

8 Chu Chu Rocket

■ Puzzler ■ Sega ■ £40

Frantic cat-and-mouse madness from Sonic Team A colourful amalgamation of *Bomberman* and *Lemmings*, this kerrazzy Japanese puzzler thrives in four-player mode. It's also the first game on Sega's online network. Catch the mice and avoid the cats – simple but very addictive. ★★★★★

9 Tomb Raider: The Last Revelation

■ 3D adventure ■ Eidos ■ £40

Lara bounces onto Sega's finest Plenty of exploration, puzzles galore, mummies, traps and Ms Croft's delectable 128-bit curves. Be warned though: you'll need a lot of patience to endure the awkward control system and a disappointing lack of polish. ★★★★★

10 NBA 2K

■ Sports ■ Sega ■ £40

Slam dunkin' action As a basketball sim this game has it all with great presentation, amazingly fluid animation, a wealth of options and infallible gameplay. Although the game doesn't have many UK followers, this Dreamcast version may win over a few converts; one for fans of basketball and novices alike. ★★★★★

■ Resident Evil: Code Veronica. Reason alone to invest in a Dreamcast.

Arcade's Top 10 Game Boy games



1 Zelda DX

■ RPG ■ Nintendo ■ £25

Puzzle-solving with your fave elf An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *Final Fantasy VII*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

2 Metal Gear Solid

■ Sneaker ■ Konami ■ £25

Small screen Solid Snake Breathtaking stealth sim, complete with all-new one-player levels and all 180 of the PlayStation's Virtual Reality missions plus a great two-player link-up mode. Apart from some obvious graphical cutbacks, this boasts the same great gameplay as its 32-bit cousin. Just about as good a Game Boy game as you'll ever see. ★★★★★

3 Tetris DX

■ Puzzler ■ Nintendo ■ £20

Brick drop return shock What better way to lose five hours of the day than connecting odd shaped bricks to rack up a better score than your last. The graphics, sounds and modes might have changed, but this is still the most effective time waster we all know and are addicted to. It's *Tetris!* Quite simply, get it in. ★★★★★

4 Super Mario Bros DX

■ Platformer ■ Nintendo ■ £25

Seminal Mario platformer Uncomplicated, hugely enjoyable platform brilliance, transferred to your portable friend 14 years after its debut and it has lost practically none of its appeal. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedfull of extras including an organiser and a two-player link-up racer. ★★★★★

5 David O'Leary's Total Soccer 2000

■ Sports ■ UbiSoft ■ £25

The beautiful game Do the Wembley bounce in celebration – the Game Boy finally has a decent footie game. Intuitive gameplay, great instant replays, a two-player link-up and all the European teams – with correct player names – make this a cup winner. Yeeesss! ★★★★★

6 Driver

■ Racer ■ Infogrames ■ £25

Cop-baiting 70's funk Top grade conversion of PlayStation blockbuster, with tight controls and similarly fantastic missions – shame there's no two-player option, though. Some gorgeous visuals help set the scene but it's the car chases with realistic car handling and ingeniously designed maps that really win the day. ★★★★★

7 Mario Golf

■ Sports ■ Nintendo ■ £25

Pocket putting A compelling cocktail of golf and RPG elements with a bunkerful of game options including a cup-winning Tournament and a Match game where you can take on Mario himself. Great graphics and a superb control system add polish to this mini masterpiece. Grab your wood and tee off. ★★★★★

8 Harvest Moon

■ Strategy ■ Nintendo ■ £20

Down on the farm Clear your land, till the soil, plant some seeds – there aren't many farming sims out there, but *Harvest Moon* proves that they should be more popular than Lara. Ported-over from the SNES, the detail and graphics are astonishing making the gameplay "sow" compulsive. You'll be playing it until the cows come home. ★★★★★

9 R-Type DX

■ Shooter ■ Nintendo ■ £25

The daddy of side-scrolling shoot-'em-ups If the mere mention of the name brings back fond memories of a misspent youth in the Eighties then this arcade perfect, if inevitably downsized conversion of *R-Type* and *R-Type 2* on one irresistible cart will please you no end. Small, perfectly formed and bloody hard, too. ★★★★★

10 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

Mazza's arch enemy returns Features a novel "can't die" aspect and insists on you collecting all the coins from each level, creating fist-clenching difficulty in the process. With five different endings to view depending on which route you take and heaps of treasure to collect, you'll be hooked for ages. Top quality and fiendishly challenging. ★★★★★

■ David O'Leary's Total Soccer. About a million times better than this month's ISS.

WINNER!

SENT IN BY MARK STOCKTON FROM HAYLE, CORNWALL WHO WINS A COPY OF RESIDENT EVIL: CODE VERONICA

TOP 5 DREAMCAST GAMES THAT QUESTION SCIENCE



1 Evolution

Ubi Soft
These super-deformed characters defy Darwin.

2 Black and White

Sega
There is a God and it's you.

3 Sonic Adventure 2

Sega
Only in this world can hedgehogs and squirrels mate and befriend foxes.

4 House Of The Dead 2

Sega
Mad scientist + weird serum = zombie rampage.

5 Rayman 2

UbiSoft
Near proof that limbs aren't needed to move around.

SENT IN BY ANTHONY JACOBS FROM LIVERPOOL

TOP 5 GAME BOY GAMES THAT THE PSX DID FIRST



1 Tomb Raider

Eidos
Sony's most prized possession comes over all Nintendo.

2 Driver

Infogrames
Small screen car chases.

3 Grand Theft Auto

Take 2
Small screen, er, car chases.

4 Metal Gear Solid

Konami
And, who knows, MGS 2 might even come to Dolphin...

5 Oddworld

Infogrames
The fart-tastic 56-colour mini-sequel.

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KICK ASS

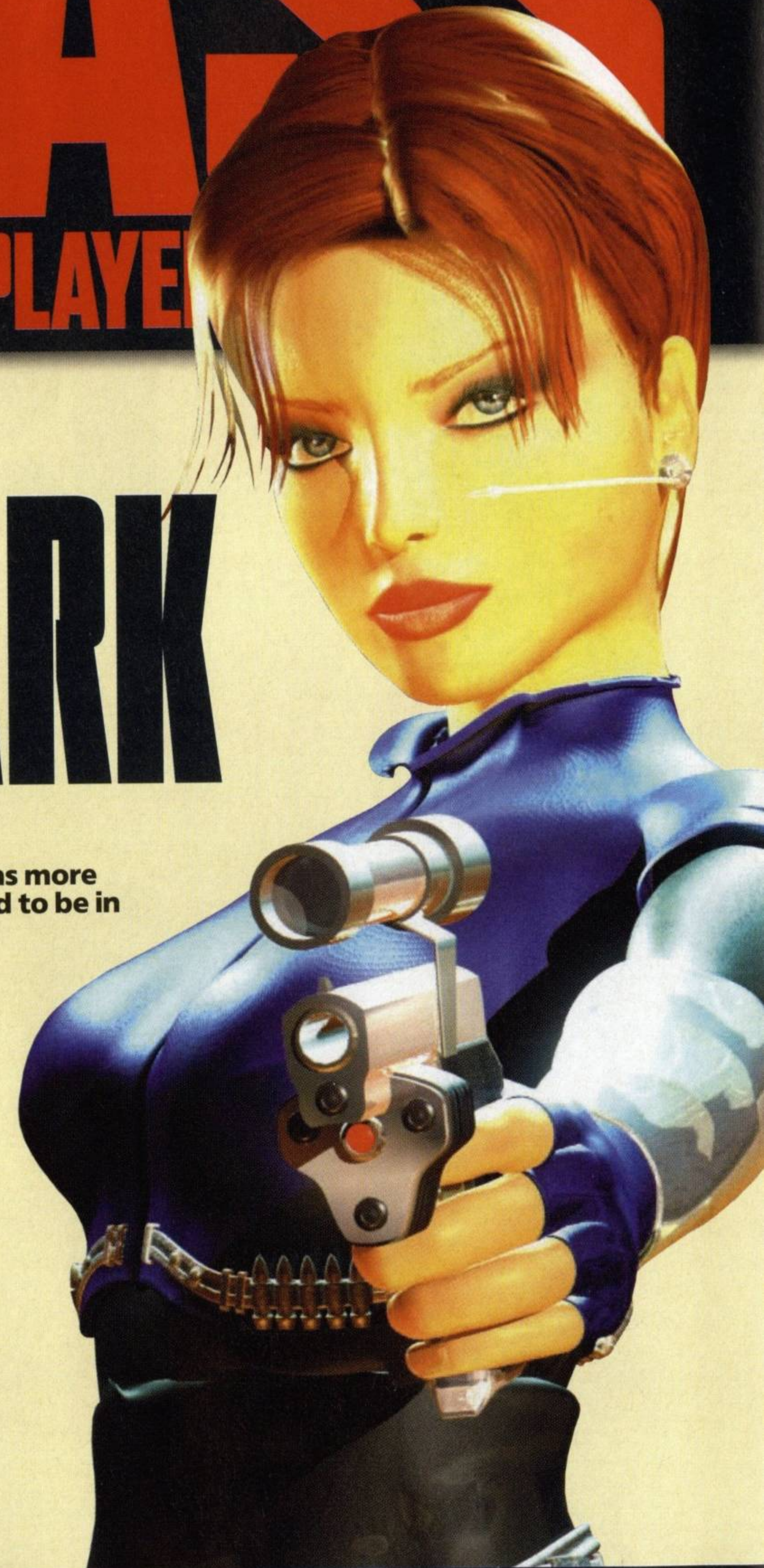
BECOME A DEMON GAME PLAYER

HOW TO BE THE PERFECT AGENT IN...

PERFECT DARK

Format: **N64** | Publisher: **Nintendo** | Price: **£50** | Players: **1-4** | ★★★★★

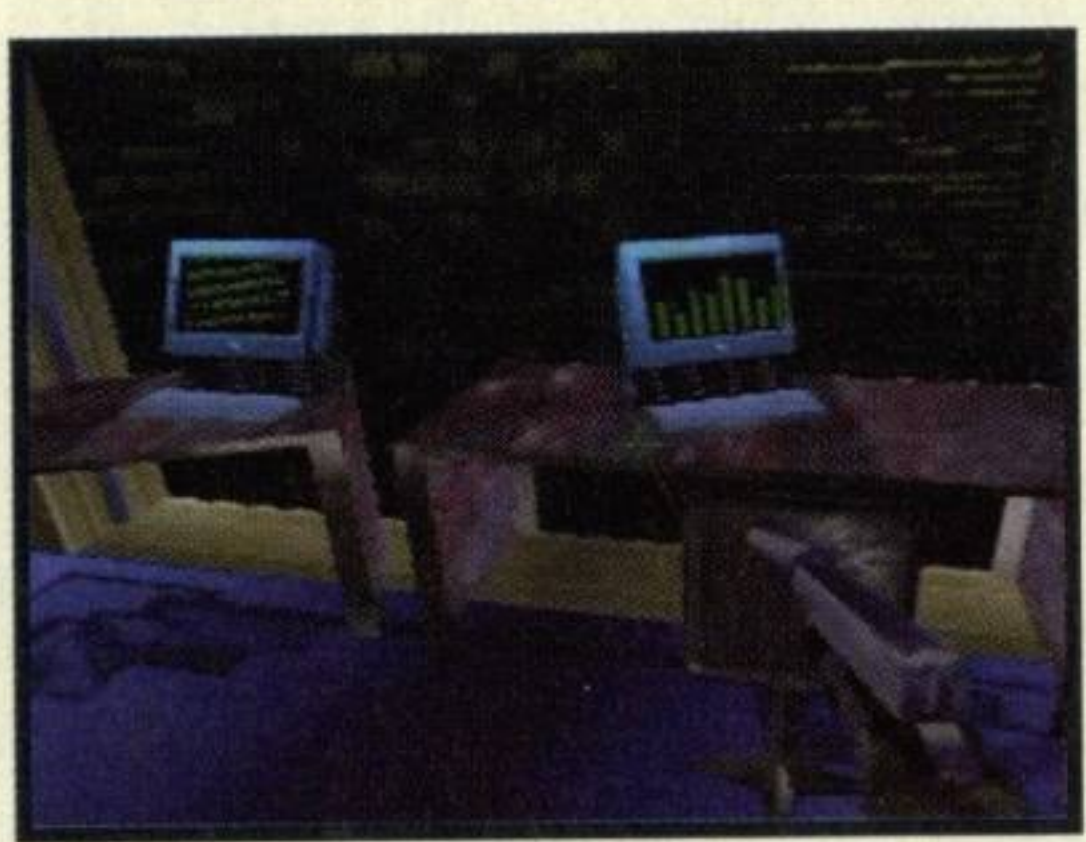
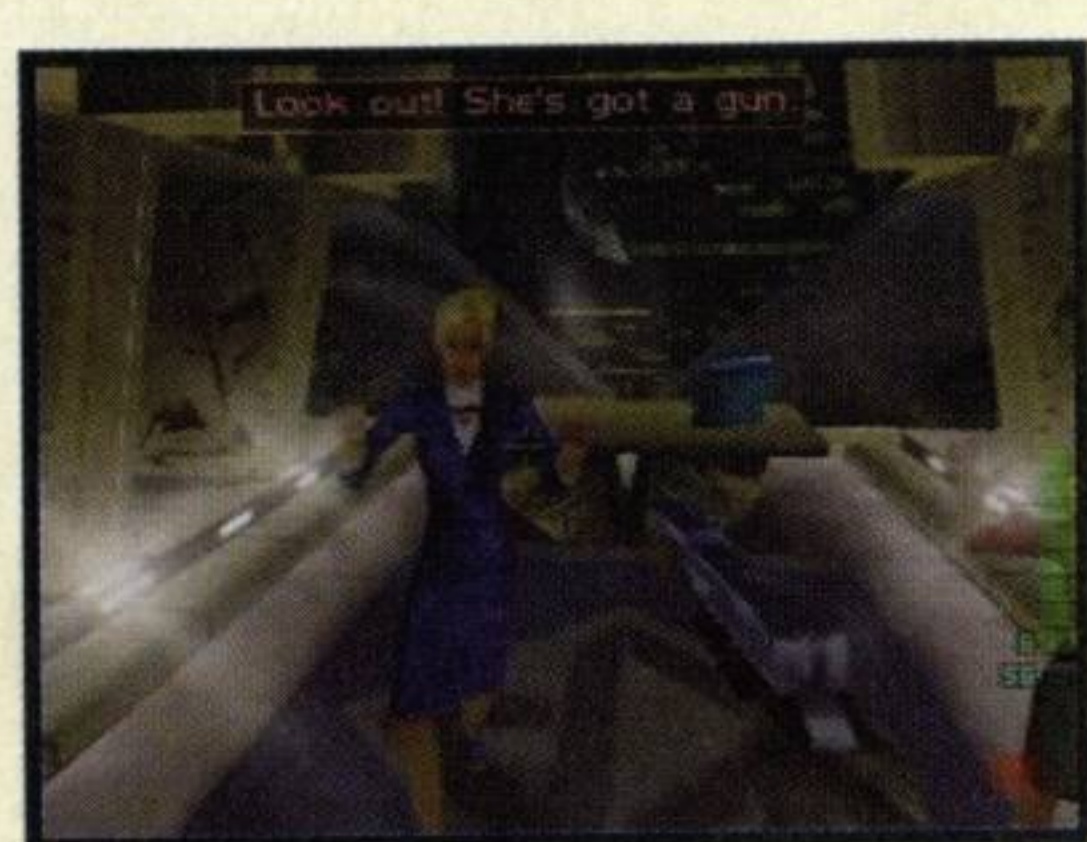
This has to be one of the biggest games ever created and it contains more hair-tearing sections than any other game ever. But there's no need to be in the (perfect) dark. Here's how to beat the trickiest of them.



Datadyne Central: Defection

■ Download project files

This objective only appears on Perfect Agent mode. To find the files, head down the stairs after retrieving the necklace by knocking out Cassandra. Shoot out the camera and walk a little way down the corridor. Listen to the conversation and follow the man who walks out of the second door. He'll download the necessary info.



HIDDEN WEAPONS

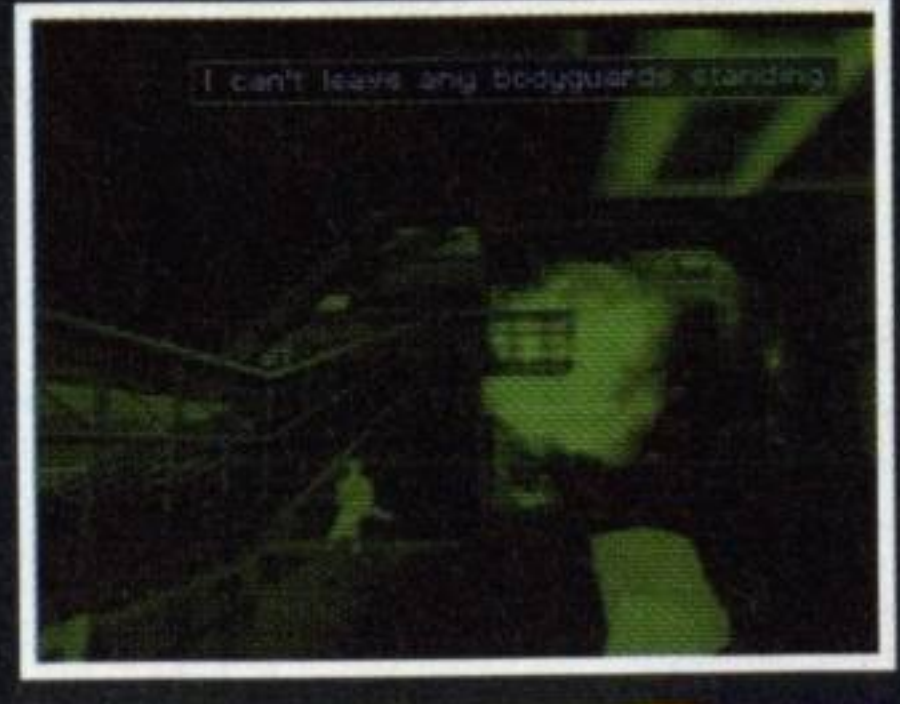
- Datadyne: Defection
- **Laptop Gun**
- Follow the guy from the hallway in Perfect Agent. He'll unlock a Laptop Gun near the elevators.



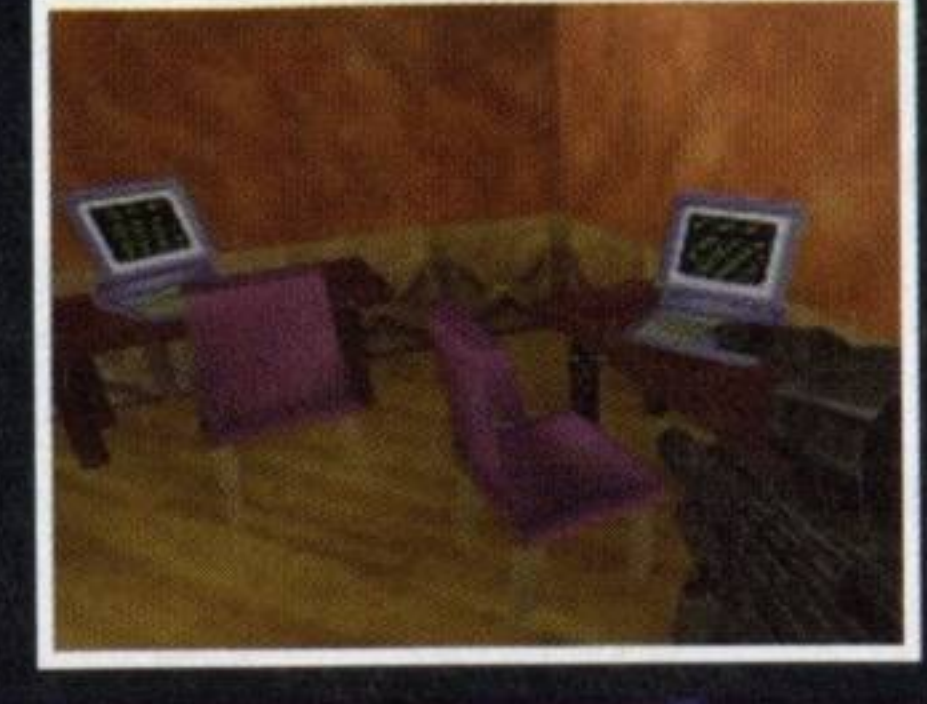
- Datadyne: Research Investigation
- **Double CMP-150**
- Get to the weapons cache without being spotted by any guards. You'll be able to grab a second CMP-150.



- Datadyne: Central Extraction
- **Dragon**
- Blow a hole in the wall at the right-hand corner of the room to find a Dragon Machine Gun.



- Carrington Villa
- **Devastator**
- Destroy all of the crates on the helipad by the villa to find a truly lethal Devastator Grenade Launcher.



- Chicago Stealth
- **BombSpy**
- Push the dumpster near the taxi into some barrels. It'll explode, giving you a BombSpy.



**28
GAMES
TIPPED
THIS
MONTH**

PLAYSTATION

- P107** Dukes Of Hazzard
- P107** Colin McRae Rally 2.0
- P108** Jedi Power Battles
- P108** Wipeout 2097
- P108** Nightmare Creatures II
- P108** Need For Speed Porsche 2000
- P110** Vagrant Story

DREAMCAST

- P102** Fur Fighters
- P104** RE: Code Veronica
- P106** Tony's Hawk's Pro Skater
- P107** Sword of the Berserk
- P110** NBA 2000

NINTENDO 64

- P107** Jet Force Gemini
- P107** Excitebike 64
- P108** Perfect Dark (extra)
- P108** Ridge Racer 64
- P110** 1080° Snowboarding
- P110** Mario Party 2

PC

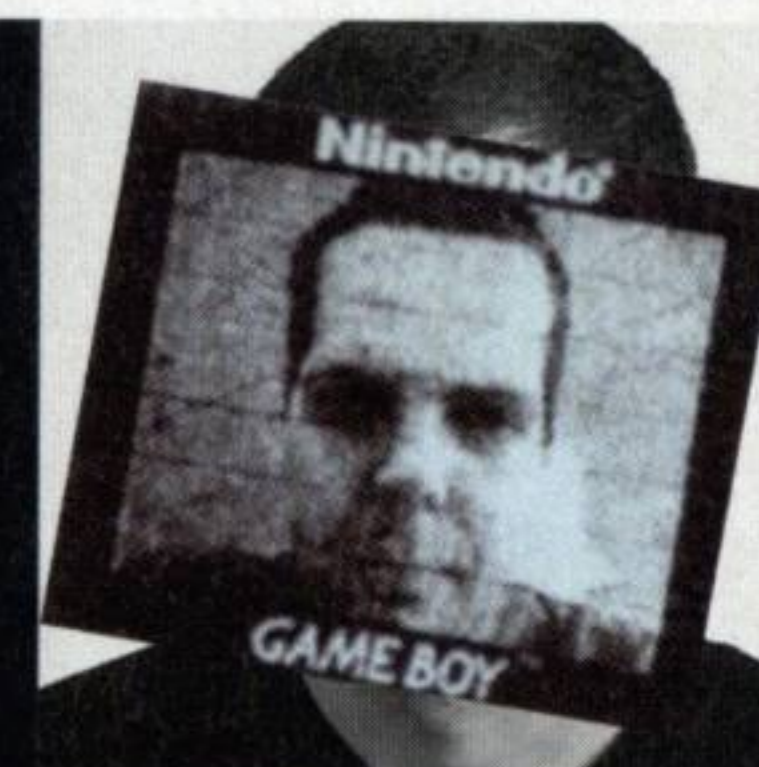
- P107** Ground Control
- P107** Tachyon: The Fringe
- P107** Populous: The Beginning
- P108** Daikatana

GAME BOY COLOR

- P110** Yoda Stories

WELCOME

■ *Arcade* presents another bumper batch of cheats and tips that'll get your gaming juices really flowing. How about the lowdown on on N64 mega-game *Perfect Dark*? You got it. Want the moves in *Tony Hawk's Pro Skater* on Dreamcast? Well, alright then. You want more stuff for *Colin McRae 2.0* and a

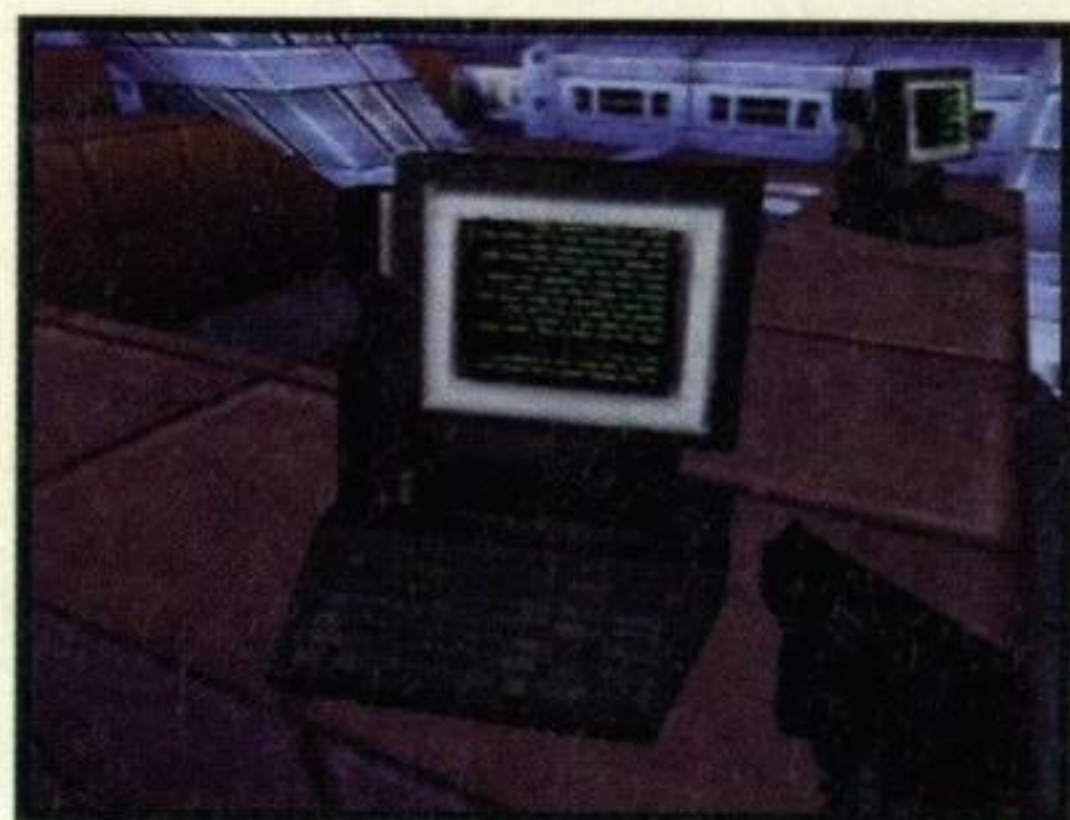


myriad of *Daikatana* codes? Yes, yes! *Arcade* is giving it 100% massive... er.. in the area. Keep sending in your own cheats and challenges to win *Mad Catz* goodies.

Datadyne Research: Investigation

■ **Stop the alarm sounding**

This isn't strictly a mission objective, but it won't be too long before you're tracked down and duly slaughtered on Perfect Agent if you let the alarm ring for more than a couple of seconds. One of the scientists will set off the alarm when he spots you, so the way to shut it down and keep your cover is to walk up to the console the scientist was working at and then press B. Dead simple. Now punch his lights out for being such a treacherous git.



Datadyne Central: Extraction

■ **Defeat Cassandra's bodyguards**

The bodyguards are the female operatives on the floor with the helicopter and on the level just before you exit the building. They plunge the building into darkness at the end so either have your night vision goggles ready or be a little more sneaky: on the way in, memorise where the light switch near the door is. When they turn off the power, activate the lights and they'll be blinded so you can pick them off at your leisure. Is this the best game ever, or what?



Carrington Village: Hostage One

■ **Locate and eliminate Datadyne hackers**

They're all over the place. The only way to find them is by using your handy R-Tracker after activating the wind generator. Follow the dots on the radar and try to be careful – indiscriminate bullet-spraying might be fun but, if you hit the hackers' terminals, you'll have to start all over again from the beginning.



Chicago: Stealth

■ **Create vehicular diversion**

You need to head into the storm drains to find your stash of spy gear. Once you've done that, there are at least three ways to create the diversion: either walk outside and reprogram the taxi (dangerous); crawl up the other sewer duct and open the grate below the taxi before reprogramming it (sensible); or find the hidden BombSpy (downright devious). It's behind a moveable dumpster.



- G5 Building
- **Crossbow**

■ Kill the first doaked guard and you'll then get a crossbow as a reward.



- Area 51: Infiltration
- **Double MagSec 4**

■ As you exit the outdoor tunnel, kill the red guard over the moat. He'll drop a second MagSec.



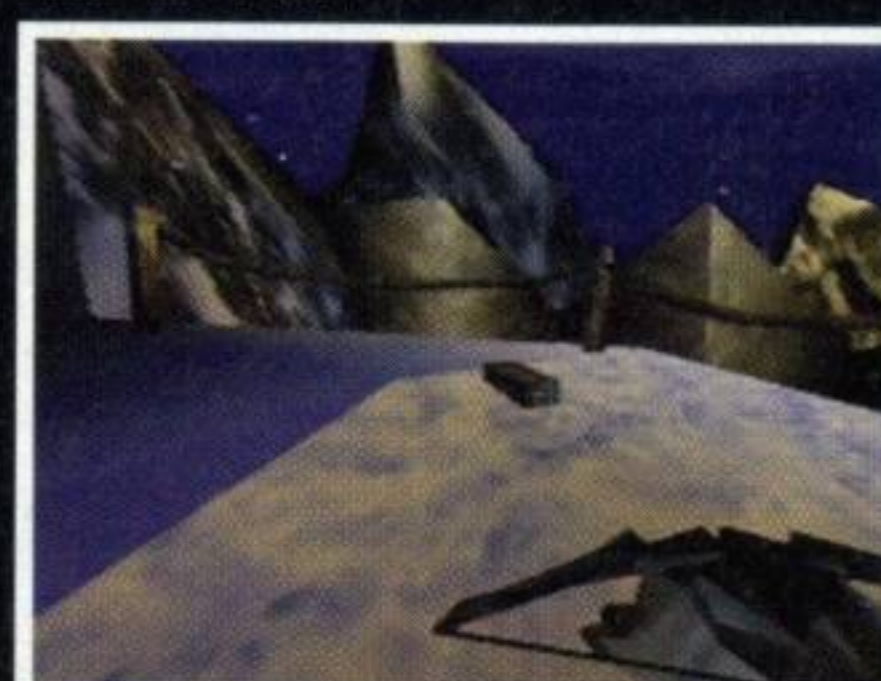
- Area 51: Escape
- **Double Falcon**

■ At the start of the level, you will find that the second Falcon is hidden inside the glass laboratory.



- Air Base: Espionage
- **Proximity Mines**

■ Go all the way through the tunnel and you'll find mines on the ledge where the cable car docks.



- Air Force One: Anti-terrorism
- **Double Cyclone**

■ Knock out the two government agents at the start. Use their cards to open a closet containing Cyclones.



G5 Building: Reconnaissance

■ Exit building

The exit route you take depends on where you planted the explosives in the previous mission (like we said, isn't this the best game ever?) If you went up the fire escape and placed the explosives there, then go up one floor and look for a big hole in the wall. If you placed it elsewhere, the hole is on the same floor as the safe.



Area 51: Infiltration

■ Clear the minefield

Again, this is not an objective, but you'll need to do it effectively. Our preferred method is to lob a grenade through the hole in the fence. If you count five or six explosions, the area is safe. Alternatively, shoot the living hell out of the sand. It will waste a lot of ammo but it's a lot more satisfying.



Area 51: Rescue

■ Destroy computer records

After blowing a hole in the wall upstairs, go right. Walk through the silver door on the left and use the Data Uplink on the terminal. Remember to maintain your disguise, so don't use any guns. Go through the door opposite and use the Data Uplink again. Go up the corridor and through the door to the right. Shoot the computer terminal you find here to complete this Perfect Agent objective.



Area 51: Escape

■ Locate secret hangar

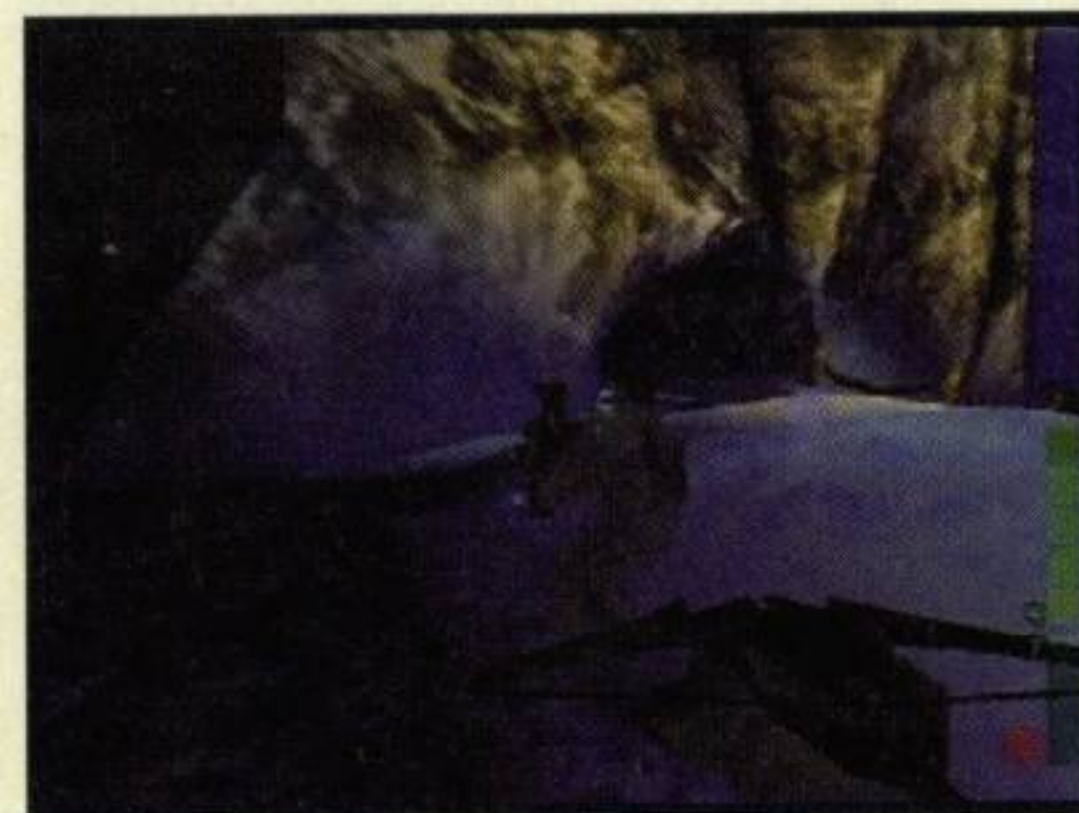
After meeting up with Jonathan, he'll lead you back the way you just came. Once he sets off those explosives you'll be swamped by guards. To make protecting him a little easier push some barrels towards the doorway. When the guards come in any stray shots will create a devastating explosion sending the guards flying.



Air Base: Espionage

■ Obtain disguise and enter base

It's easy on the lower difficulty settings but when you're going for a fast time on Perfect Agent, this is a real pig. Your crossbow doesn't activate until shortly after you start the level, causing no end of untimely mission failures. Our advice is to recite the phrase, "Nintendo, we forgive you all your sins" before pressing any buttons. Then you'll be armed and ready to start the mission.



Air Force One: Anti-terrorism

■ Secure Air Force One flight path

This Perfect Agent objective is the last thing you need to do. Make your way to the cockpit taking care of those evil Skedar bodyguards along the way. Inside the flight deck there's a red button that you must press to finish the level.

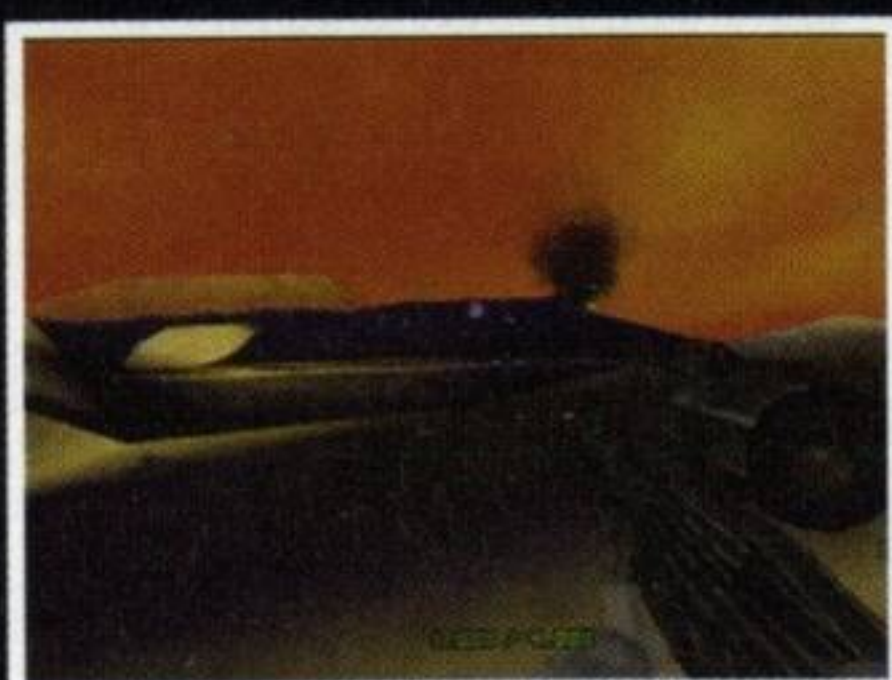


HIDDEN WEAPONS

■ Crash Site Confrontation

■ Proximity Mines

■ Talk to Elvis at the crashed UFO to get some mines.



■ Pelagic II: Exploration

■ Double Falcon 2

■ Don't let anyone set off the alarm. Kill the third guard to get double Falcons.



■ Deep Sea: Nullify Threat

■ Proximity Mines

■ Past the tunnel after the large cavern, kill the guard on the left for some mines.



■ Carrington Institute: Defense

■ Devastator

■ Save a hostage in the information centre to get a Devastator to use on the safe upstairs.



■ Attack Ship: Covert Assault

■ Double Mauler

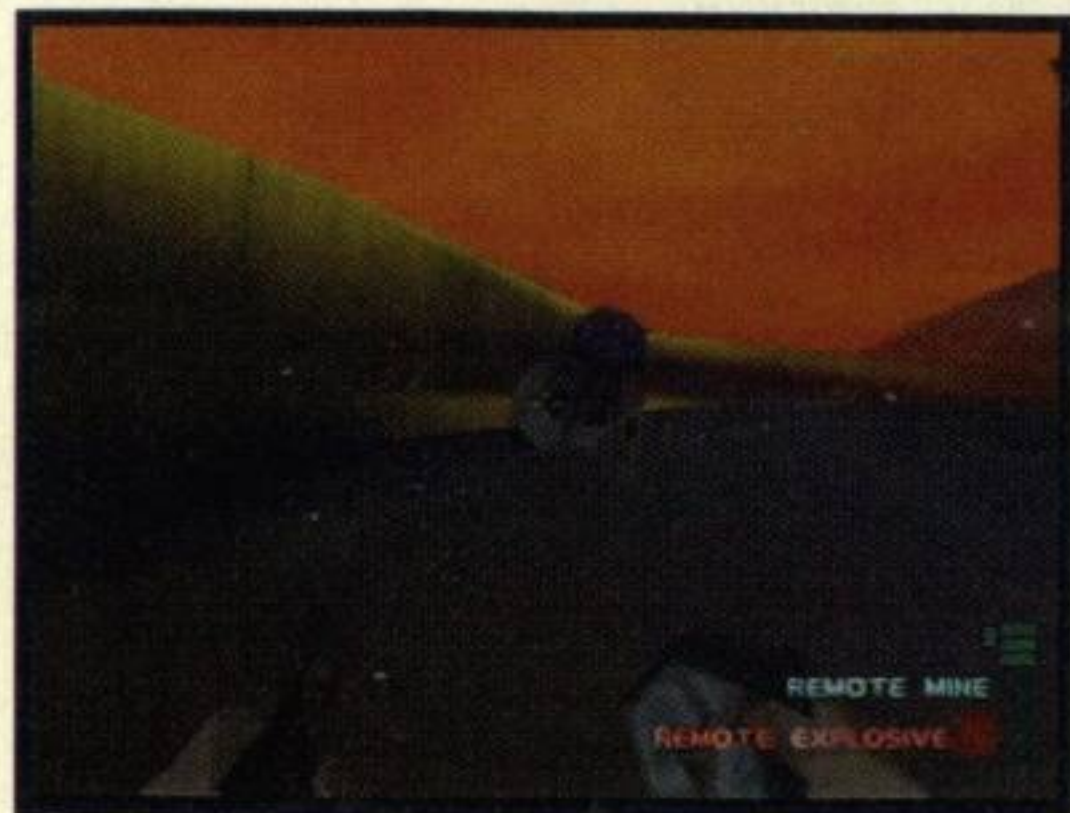
■ Kill the Skedar Warrior in the centre of the bridge for some double Mauler action.



Crash Site: Confrontation

■ Retrieve presidential medical scanner

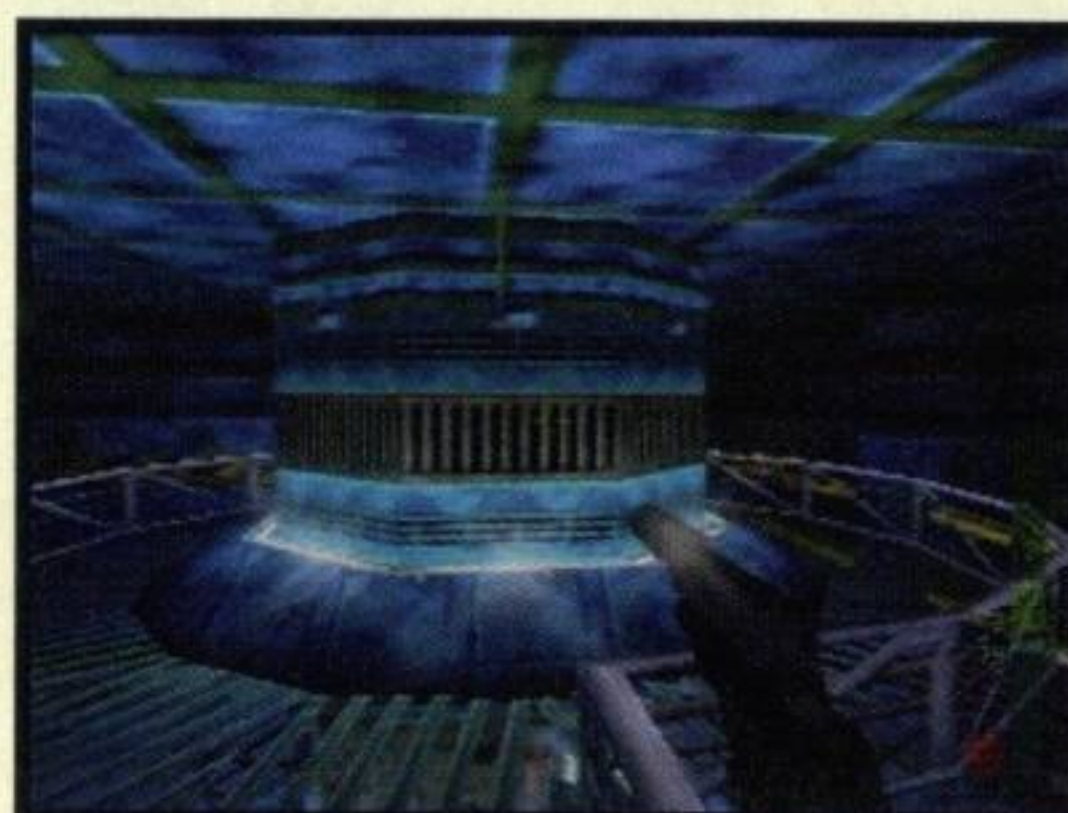
Although you can find the President without the aid of the scanner, the game won't let you finish the mission unless you explore the crash site. The scanner is along the rocks to the right of the main open area, where the escape capsule is buried. Be careful, as there are lethal snipers dotted around. Use your scope to take them out before they see you.



Pelagic II: Exploration

■ Disable primary power source

You've seen the room with the big reactor, right? Well, it took us a while to figure out what to do here. Switch to the X-ray scanner and look for the green buttons on the top floor. Press these and you'll be home and dry. It isn't half as obvious as it sounds.



Deep Sea: Nullify Threat

■ Escape from Cetan ship

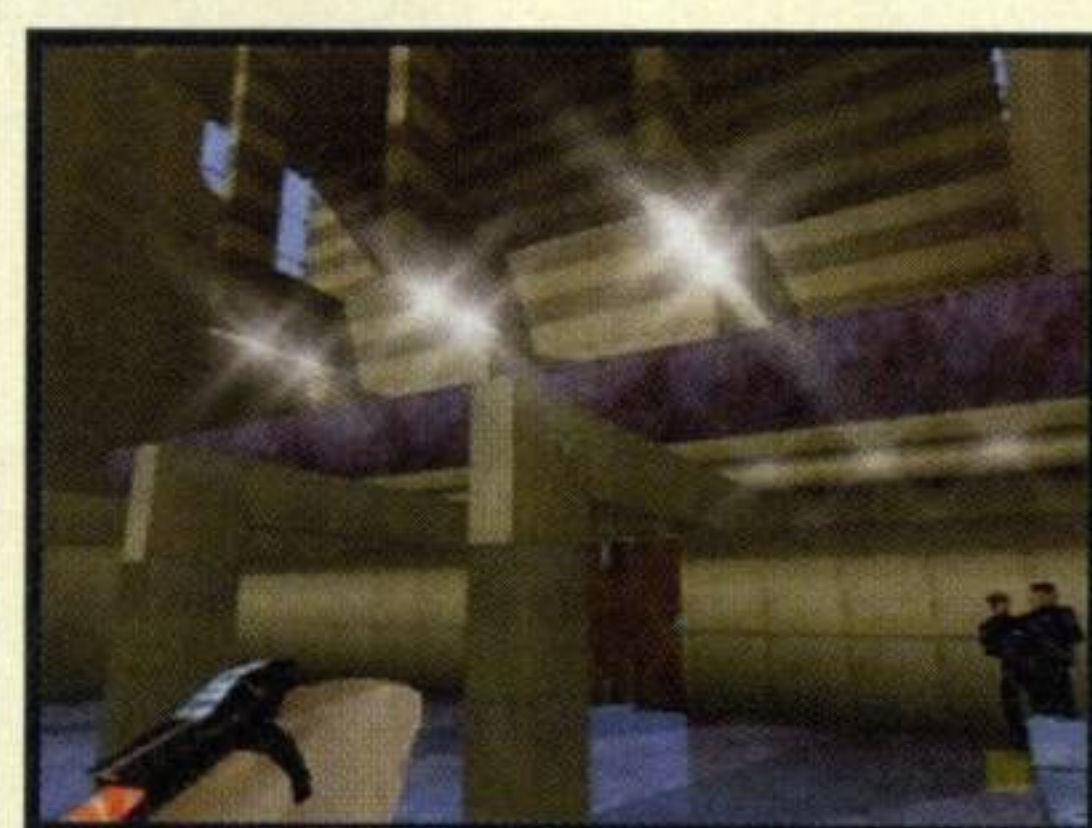
The control room isn't too far from the exit, but the area is teeming with guards wearing those fetching red welly boots. Don't bother killing them as it wastes too much time. If you keep weaving you'll be able to avoid their fire as you head for the exit craft and leave the welly-wearers in their watery grave.



Carrington Institute: Defense

■ Destroy sensitive information

The aliens have overrun the Carrington Institute in Perfect Agent mode and Daniel's collection of Internet pornography could be discovered by lecherous extraterrestrial eyes. Well, maybe it's not porn. We'll give the old man the benefit of the doubt. Whatever is at risk, though, it's in the safe in Daniel's office, which is upstairs on the far left. Cut through the safe using the laser's continuous beam function, or just shoot a wall-hugging Devastator and stand well back.



Attack Ship: Covert Assault

■ Disable shield system

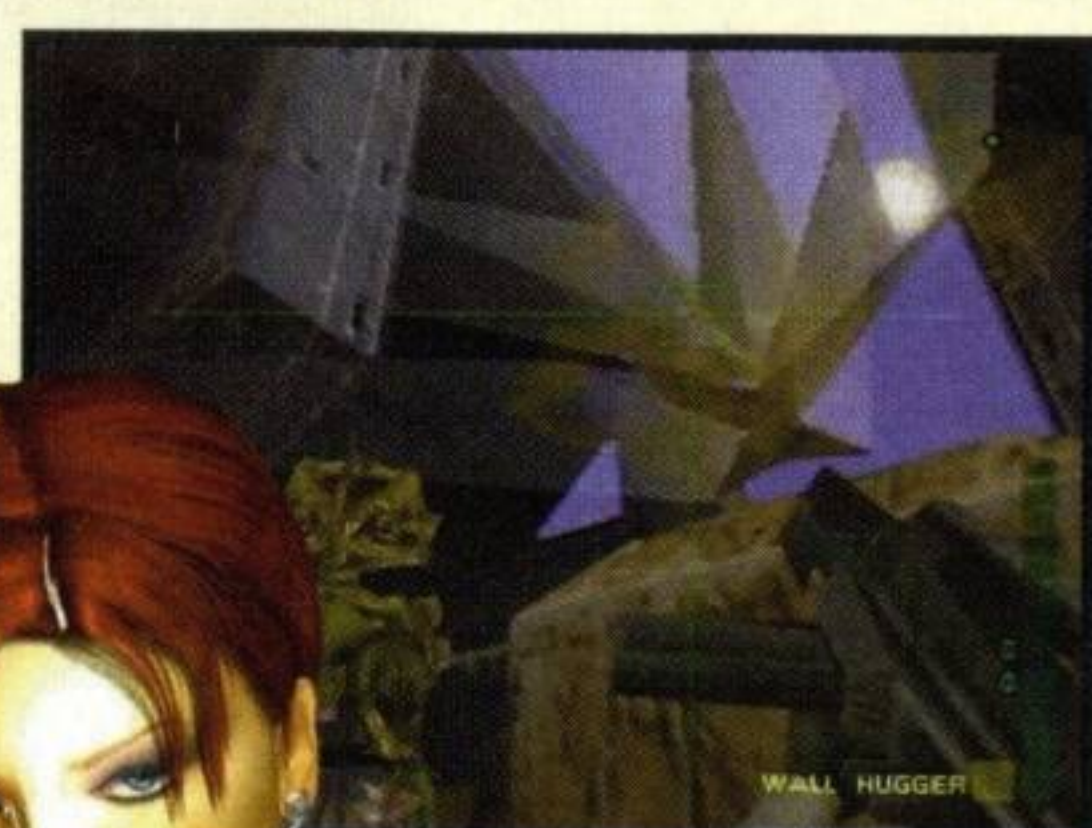
Another early objective that causes a few scratched heads. The shields are the computer terminals in the room outside the prison cell. Shoot them out after collecting a weapon from a dead Skedar warrior (and watch Cassandra get her just desserts).



Skedar Ruins: Battle Shrine

■ Assassinate Skedar leader

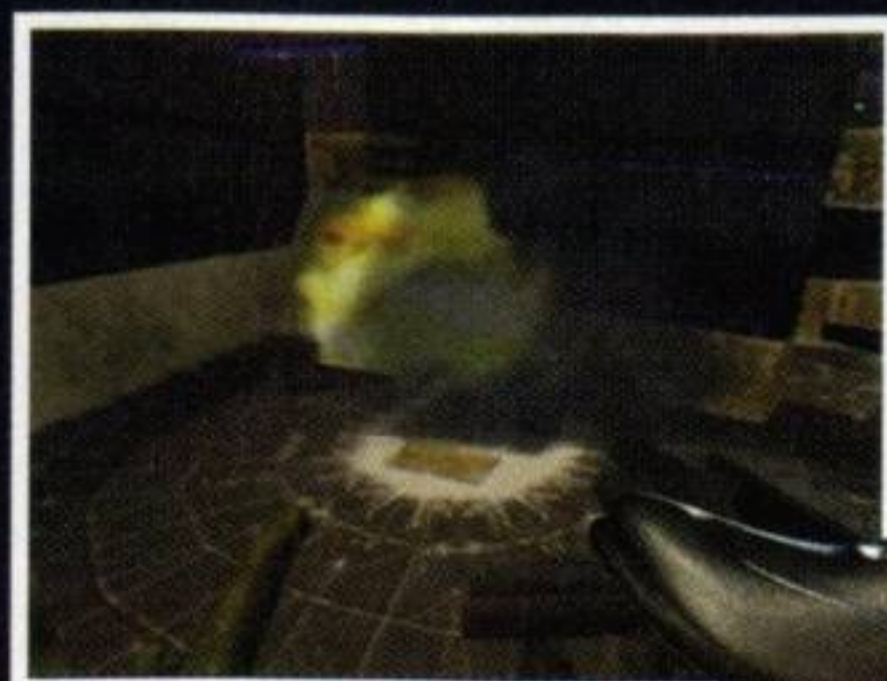
In the game's biggest departure from *GoldenEye*, there's a fearsome boss to dispose of. Worst of all, he's immune to your attacks and, when you die, you'll have to go all the way back to the start of the level. To win, shoot for the forked statue behind him. Knock off the prongs using a low-powered weapon then switch to whatever big gun you've got left in your arsenal. Enjoy the cut-scene and prepare for the four bonus missions. Congratulations, Agent Dark!



■ Skedar Ruins: Battle Shrine

■ Double Phoenix

Destroy two unmarked targets with the Devastator to get another Phoenix on the ledge before the canyon.



HOW TO RESCUE YOUR BABIES IN...

FUR FIGHTERS

Format: **Dreamcast** | Publisher: **Acclaim** | Price: **£40** | Players: **1-4** | ★★★★★

How to rescue the first 29 babies in the fluffiest game you'll see on your Dreamcast this side of a bag of cotton wool. Not counting the easy training Undermill section, of course. (If you can't do that, you may as well retire from the world of videogames right now.)

LOWER EAST QUACK

Baby 1

■ Take the stairs and turn behind the truck. Climb the fire escape, change to Chang, walk round the ledge, go in the window and quickly open all the doors.



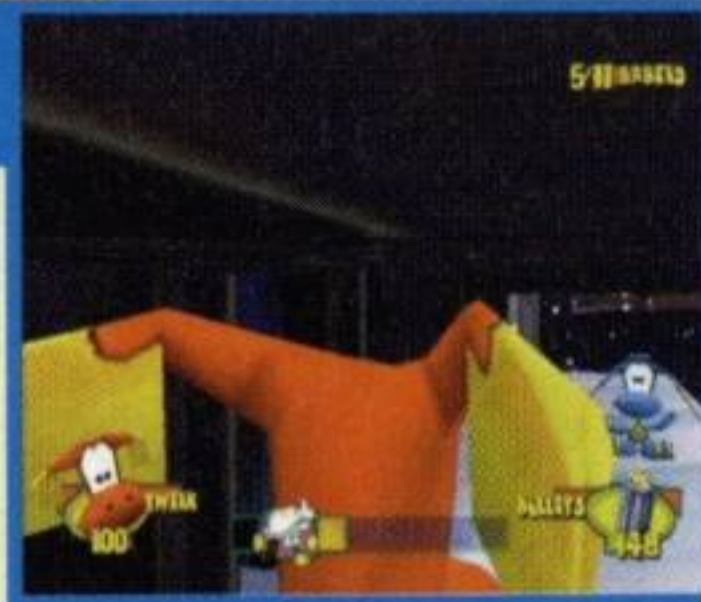
Baby 2

■ Back on terra firma, head left to the tank. Shoot it, run round the building, pick up the shield and draw the tank's fire to shoot the targets on the two barriers.



Baby 6

■ Hang a left, tweak-up, then flap across from the ledge to the right. Use the button to lower the bridge. Fly back across the river, climb ladder and hop to the gap.



Baby 3

■ Go left from the truck, push fire escape button, climb up and use Tweek Telepoint. Flap to the opposite building. Go around the ledge, jump the gap and climb the ladder.



Baby 7

■ Take the cab across the bridge. Drop into the sewers to the left. As Rico, press the button along the right fork. Swim to the opposite fork and climb the ladder back up.



Baby 4

■ Glide back down to the ground and, ignoring the left turn, head straight to the Roofus Telepoint. Then climb the fire escape behind you.



Baby 8

■ Use the Bungalow Telepoint under the second bridge. Jump onto a lorry and across the ledge, and then onto the lorry going in the opposite direction.



Baby 10

■ Cross back over the bridge to teleport in Rico, then back to where you rescued the last baby. Follow the river to the back entrance to 'Upper East Quack'.



Baby 5

■ Take the previously-ignored left to find a bird playing basketball. Score three baskets, then carry on down the street to the gun shop.



Baby 9

■ Drop between the lorry lanes and head to the other side of the bridge. Teleport in Roofus, then shoot the blocks from beneath the water tower.



Baby 11

■ To get the final baby teleport into Roofus and jump into the train.





SAVING GWYNETH

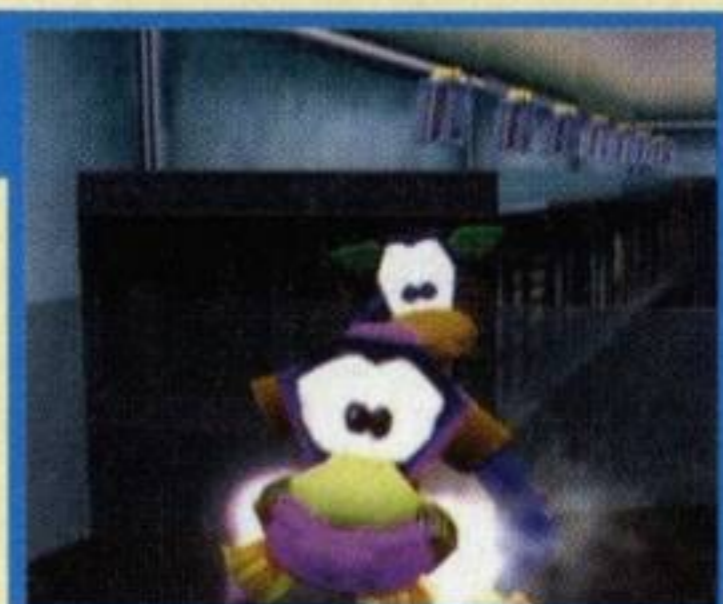
■ In order to save Gwyneth you must shoot her in the eye, and defeat her on all four rooftops.



WORLD QUACK CENTRE

Baby 1

■ Head right to the Chinese Restaurant. As Rico, swim through the fish tanks.



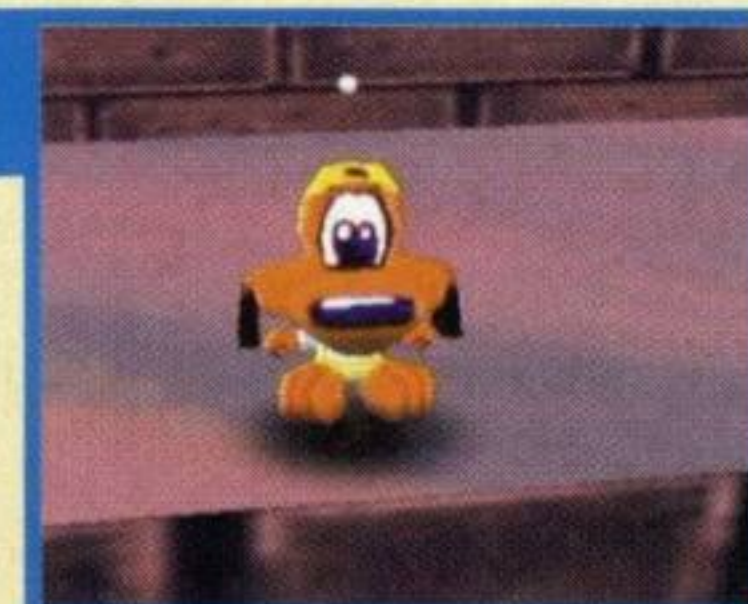
Baby 4

■ Take the second set of doors. Use cradle lift and jump to clock. Inside, use the lift by security guard. On the right treadmill teleport to Juliette. See other treadmill.



Baby 7

■ Back on the gym floor, take the central lift. Then teleport into Roofus and use the counterweight buttons to rock the building back and forth.



Baby 2

■ Change to Chang in the launderette, then look in the kitchen sinks.



Baby 5

■ Go through the gym into the female changing rooms.



Baby 8

■ Change to Bungalow and then head up the stairs to the roof. Turn on the lights on the corners of the building in order to flag down the helicopter.



Baby 3

■ Backtrack to 'Dirty Dawg Air' and change to Roofus. Go outside through the double doors and tunnel through the digger points between the hedges.



Baby 6

■ Sneak past guard. In pool teleport to Rico and use plugs. Go through vent, teleport to Juliette and push weight to left. Swap to Bungalow and take the lift to Viggo's office.



Baby 9

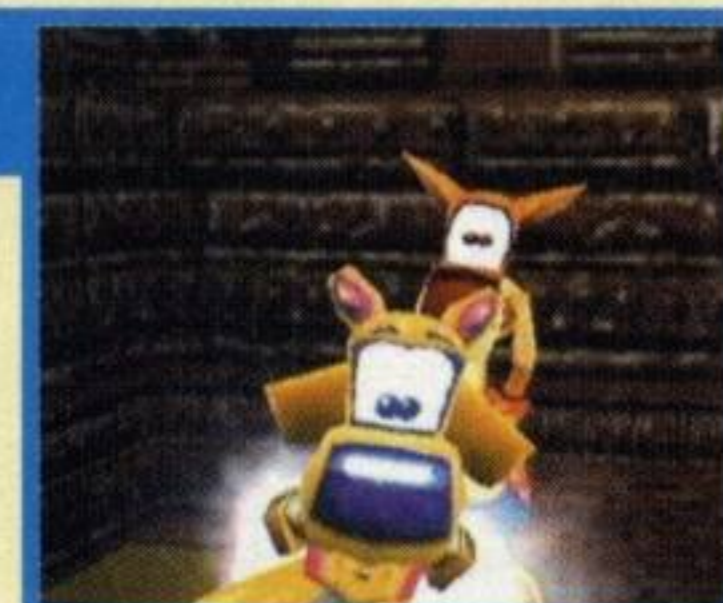
■ Push and open the crate out of the helicopter and the large inflatable Gorilla will attract the Biplanes, one of which will knock the mast to form a handy bridge.



THE QUACKENHEIM MUSEUM

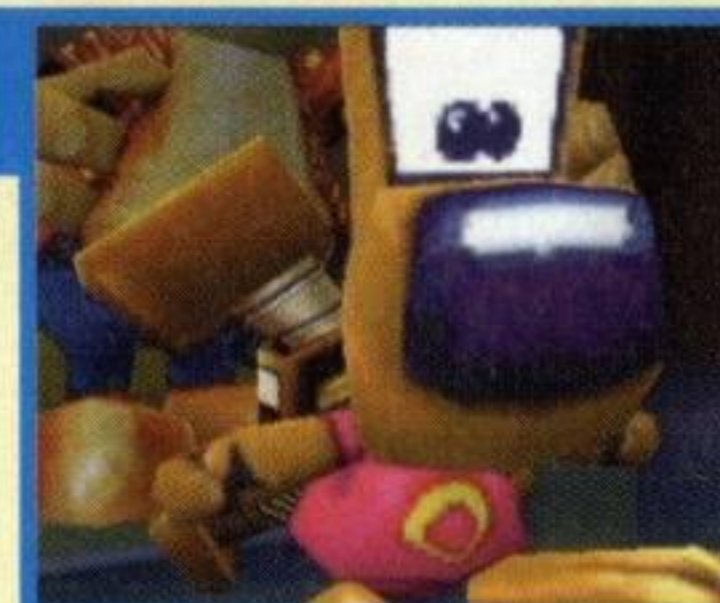
Baby 1

■ Head right through Pop Art to Temple Ruins. Behind the alter, swap to Bungalow. Return to the temple corridor and time your way through the swords.



Baby 4

■ Take the central section ramp to the top floor. In the second room, teleport into Bungalow, hop round the rocks to push off bowling ball, and jump onto the shelf.



Baby 7

■ Backtrack to the storage area with the high shelves, climb up the ladder and navigate the crates.



Baby 2

■ Continue to Dog Art. As Roofus, head up the ramp to the Wardrobe exhibition. Shoot thin rope, grab ticket, head for cloakroom and shoot the boss in the eye.



Baby 5

■ Go to Hall of Mineral Wonder. Once guard leaves, push meteor for key. Open room opposite and teleport into Chang. Push the crystals into beams and go through.



Baby 8

■ Go back past the boiler through the fire door to the vault, enter the code, climb the steps and flap across from the boxes.



Baby 3

■ Solve Claude's riddle. Teleport into Bungalow below Viggo's statue, jump to Juliette Telepoint, jump on his face, climb up nail marks and leap to helicopter.



Baby 6

■ Head back to boiler room. As Bungalow, talk to the security guard and turn off the boilers. Change to Tweak on top of the shelf through the fire door.



Baby 9

■ Finally, use the Roofus Telepoint outside of the vault door.

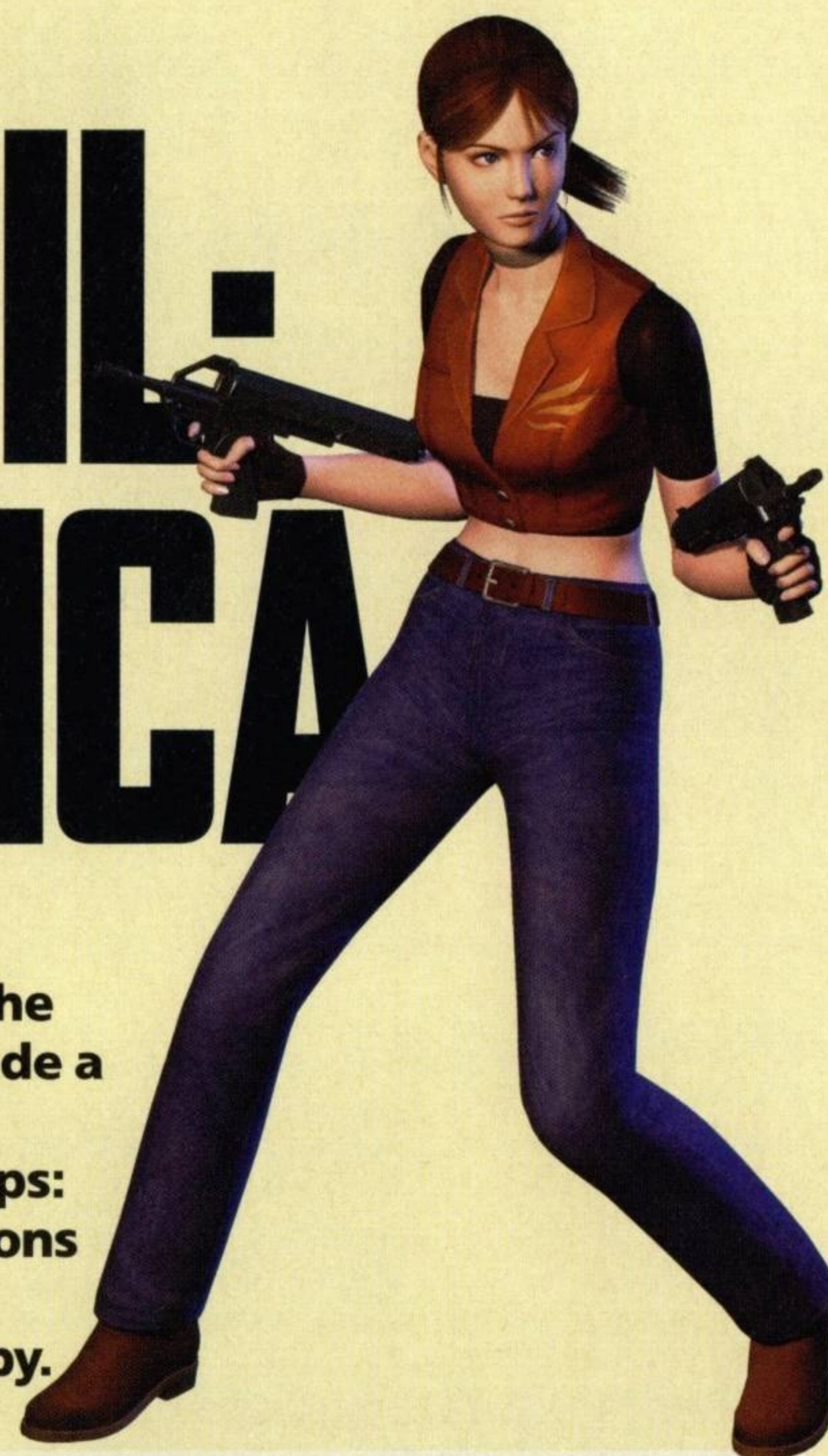


HOW TO BEAT ZOMBIE SCUM IN...

RESIDENT EVIL: CODE VERONICA

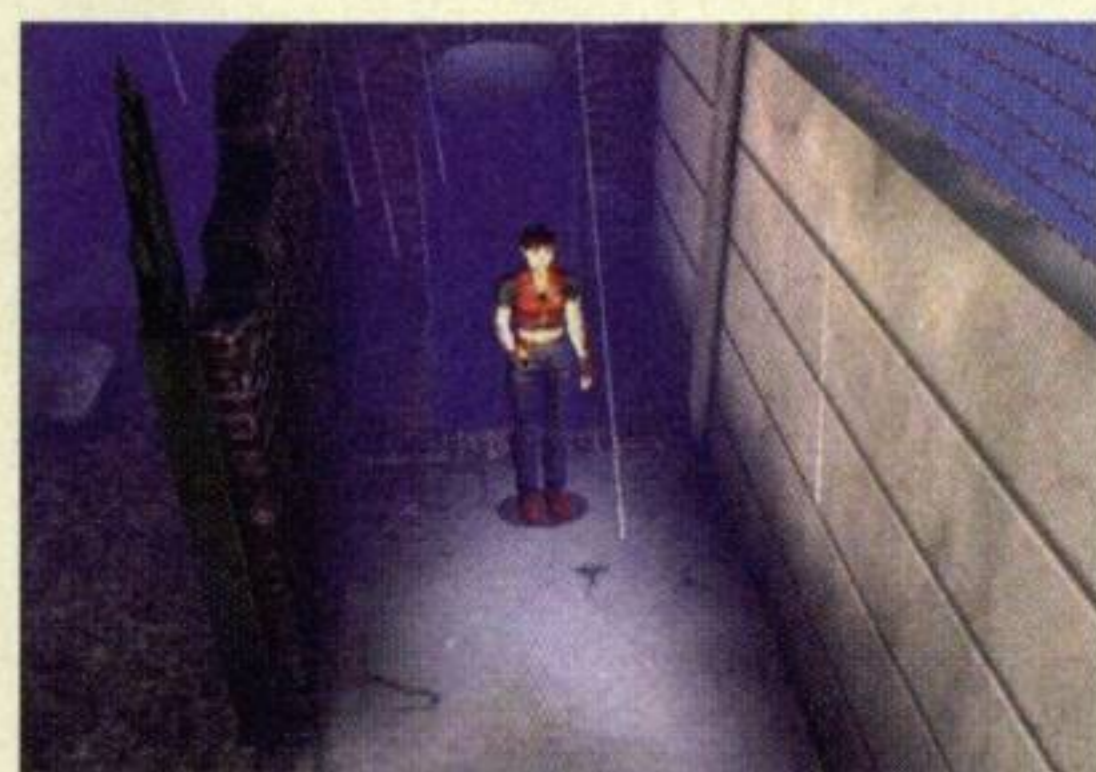
Format: **Dreamcast** | Publisher: **Eidos** | Price: **£40** | Players: **1** | ★★★★★

Battling zombies and mixing herbs hasn't got any easier since the *Res Evil* series came to the Dreamcast, so just for you, we've made a few of the toughest moments a little easier. If this is your first survival horror adventure you'd do well to follow these basic tips: inspect every area, inspect every item, try to avoid confrontations to save ammo and make use of the maps. Heed this advice and you'll still probably get into trouble, so good luck and stay happy.



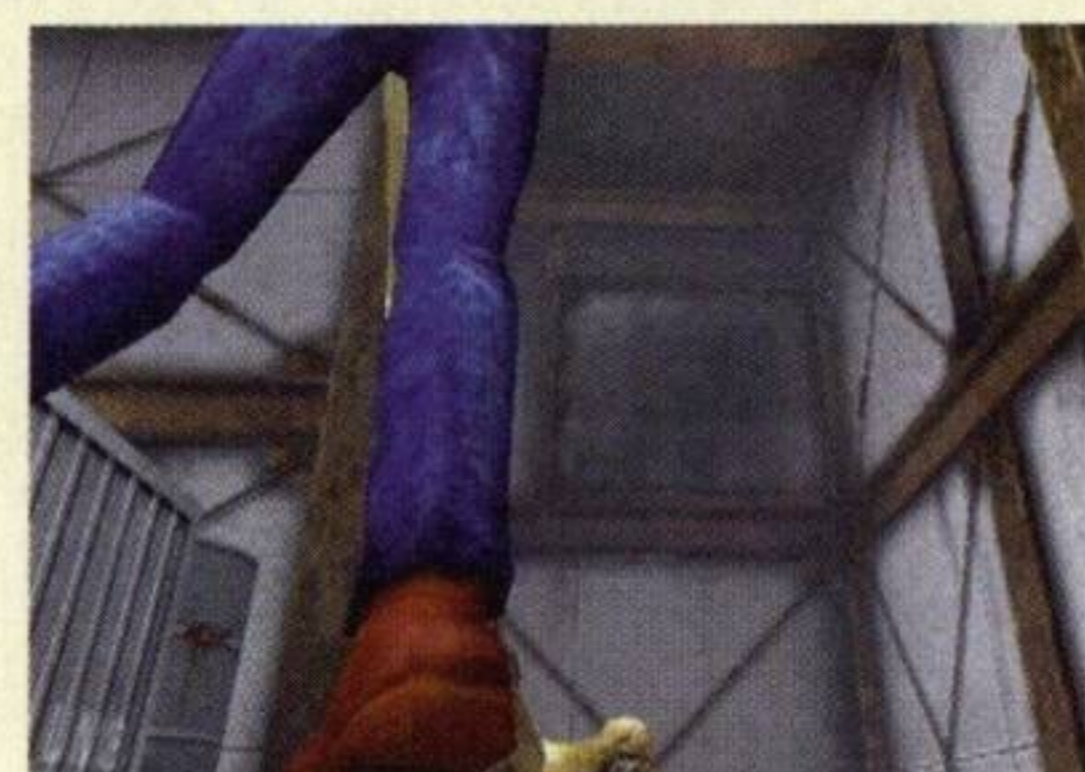
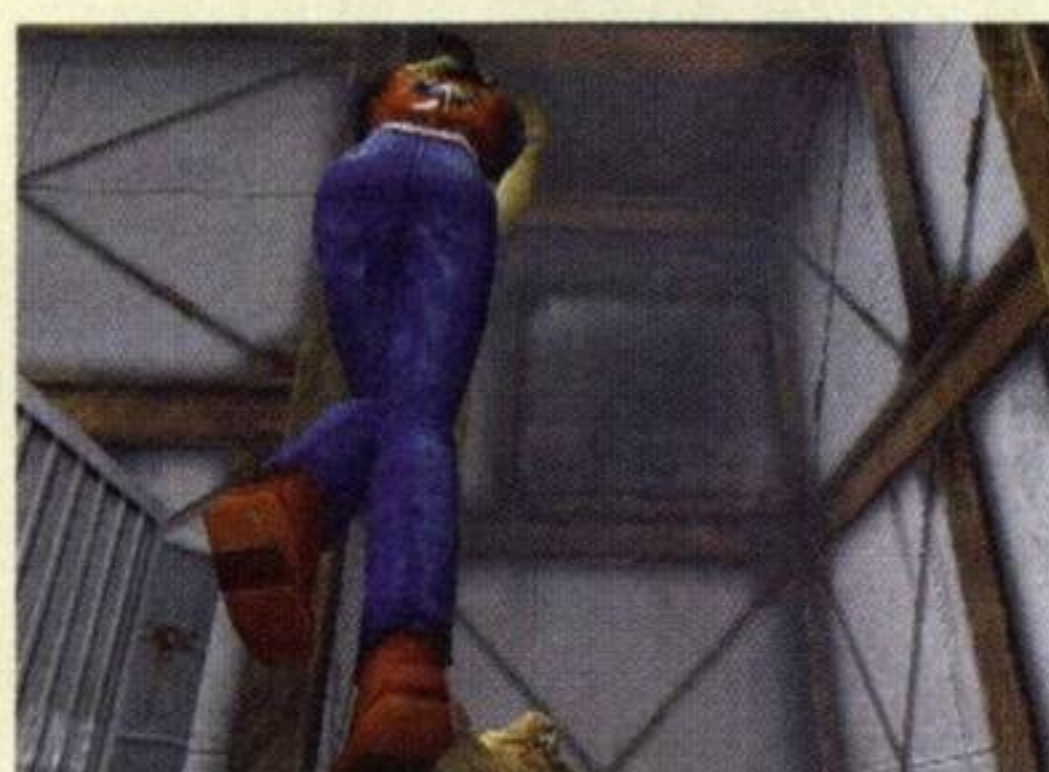
The Lock Pick

■ On your journey you collect several metal cases. Apart from the briefcase where you found the TG-01 the other cases will be locked. To get the weapons which are inside you must obtain the Lock Pick by first locating the Haemostatic Pills. These are lying in the save room you find just after the second time Alfred tries to shoot you. Take these pills all the way back to the prison to where the adventure began and give them to Rodrigo, the nice chap who let you out of your cell. In exchange he'll give you a Lock Pick.



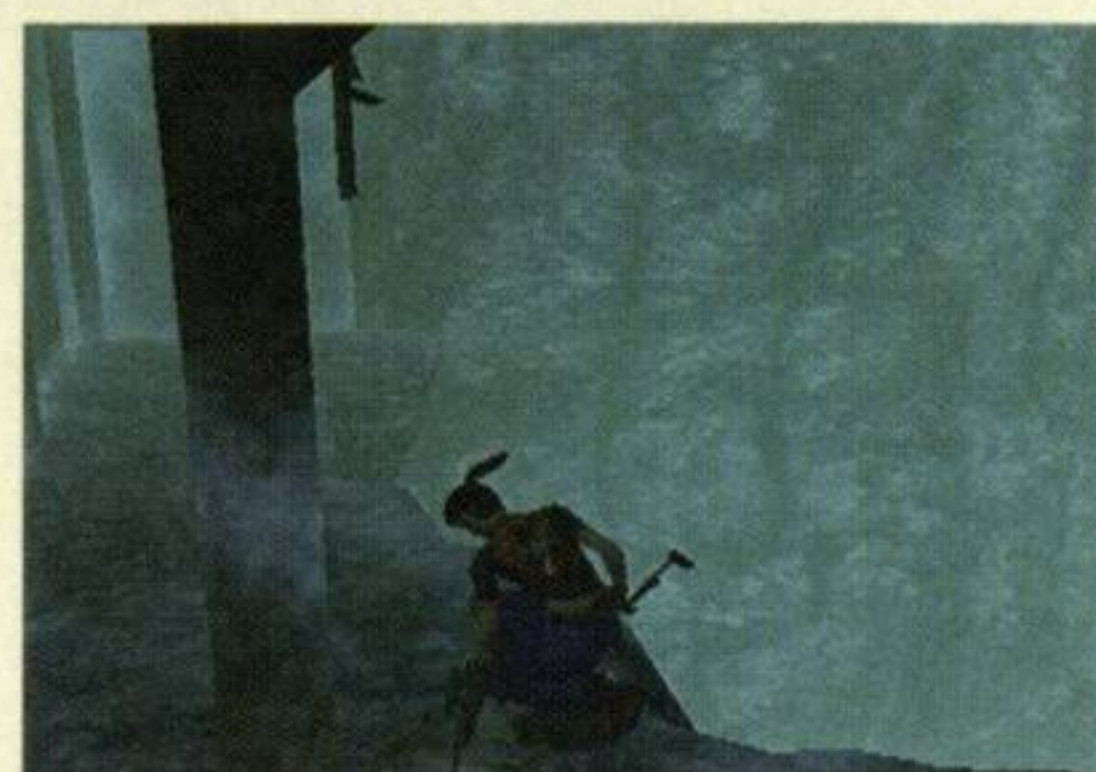
Fighting the Tyrant on the Plane

■ As Steve and Claire try to leave the island, the Tyrant appears, so before entering the plane stock up on weapons. Unfortunately no weapon will kill the Tyrant, instead you must force him out of the plane by hitting the cargo release button found by the entrance. Keep moving and don't get trapped in the corner or you'll be battered. Either fire at him to weaken him then hit the button – this should take about ten grenades – or buy yourself enough time to activate the cargo four to five times – but beware, it takes about 30 seconds to charge up each time.



The Sniper Rifle

■ Just as Steve and Claire are about to leave the Antarctic, Alfred turns up, has a go, drops his sniper rifle and then disappears. When the cut-scene finishes make sure that you pick up the rifle before you enter the digger as you'll need it in order to defeat Father Ashord in his mutated state. Use the shoulder buttons to zoom in and aim for his open heart. Three to four shots should finish him off. Also if you take the sniper rifle, you'll get the first-person perspective in the Battle Mode.



The Gold Luger

■ To play as Steve in the Battle mode you must first solve the draw puzzle that is in Chris's save room in the Military Training Facility Laboratories and get the Gold Luger. The draws must be opened in this sequence: Red, Green, Blue, Brown. When you've done this correctly the bottom draw will reveal the golden 9mm calibre automatic pistol. Take it and pop it in your Storage Box and you'll then be able to access and play as the whiny Yank in the crazy end game.



The Lighter returns

■ When Chris enters the Prison he comes across Rodrigo, the guy who let Claire out of the cell. Unfortunately when you get there he is being eaten by a big worm. If you manage to defeat the worm however (which should take about 30% of the AK-47), he'll be regurgitated (nice) and give you Claire's Lighter – you'd think he'd be in too much shock to perform such a task. Now take the Lighter and use it in on the wall carving that's near the Storage Box to pick up some Uzi's.



The Model

■ On the first floor of the Military Training Facility in the first door on the right after you leave the elevator, you'll find a model of the Facility. Read the plaque and remember the date 12/8 – this is the temperature you need to turn the green chemical blue in the Storage Fridge. To use the Model you have to find a model tank which is found in the room on the second floor of the Training Facility, for which you need the door knob found in the elevator outside the Fridge Room. Place the tank in the model and three holes for three shields will be revealed.



Avoiding the Albinoid

■ In order to retrieve the Crest that has fallen into the sewers you will have to face a fully developed Albinoid. There are two ways of getting to the centre of the pool to retrieve the Crest, either kill the Albinoid by following it the pool shooting with a shotgun, aiming down whenever it nears the side; or you can just run in quickly, grab the Crest and take the damage from the electrical shocks. The choice really depends on whether you want to save health or ammo.



Getting the Magnum

■ Make sure Claire stores the fire extinguisher after she uses it in the Prison, this means Chris can get it from the Storage box in the Antarctic. In the Weapons room where there are two lifts, press the blue buttons in order to raise the Extinguisher re-fill barrel to (get this) refill your extinguisher... Then take the down elevator, put out the offending flames and pick up the Magnum. This gun really is the business, so don't bother using it for zombies, save it just for the bosses.



Helping Steve

■ Turn the wheel on the cannon and a glass ball with a security card trapped inside will roll out. To break the ball run under the stone trap, as soon as you're just under it quickly bring up your inventory and use the glass ball. The stone will drop, shattering the ball. The card will grant you access to the door opposite where you find Steve in a bad mood. Don't try to kill him. Instead he will chase you with a big axe, so shoot him with a grenade to give you time to sprint away – checking your health and healing every time you're hit.



Alexia Boss

■ You get to fight this mutated sister as Chris. The important thing to remember here is to keep on the move so that you don't get boxed in by her flames which raise up from the sprayed blood. Also don't let her get a hold of you or it's instant death, but don't panic as she's not that hot on her feet. Six or seven Magnum shots should do the trick and once defeated, grab the red gem which you should place in the painting at the top of the stairs with the blue and green ones.



GENERAL TIPS

Bat's not a problem

■ If you try to take on the bats it can be a huge health and ammo consuming affair. So instead of wasting your precious resources faffing around trying to shoot them all down arm yourself with your Lighter. While they may be fearsome bloodsucking flying rodents, they're scared of fire – bless.



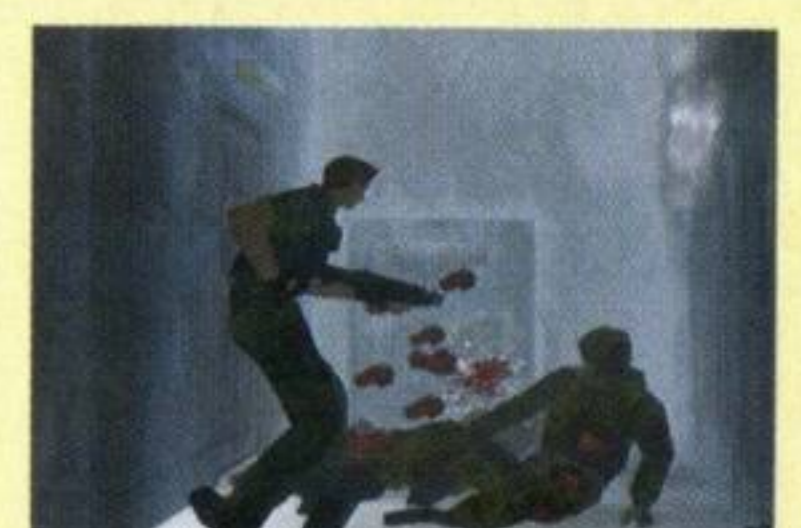
Kill a zombie

■ This is a *Resident Evil* oldie, but for those Dreamcast owners who haven't played the PlayStation versions, here goes... When using the shotgun against zombies, let them get close and then aim upwards. Just one shot in the head should put them down for good and you save ammo! Everyone's a winner.



Magic ammo

■ Here's a tip to stock up on ammo for those tricky later stages. When Chris places all three Military shields in the model room a ladder is revealed. Pick up the two shotgun shells next to it then descend the ladder. Go up again and every other time you go down and come up more shells appear. Keep on going up and down for as much ammo as you need.



Keyed up

■ The first rule of *Resident Evil* is to take every key and every item that you find. Also make sure you open every door you can as short cuts can be opened saving yourself a lot of running about. Pick up the padlock keys near the guillotine in the Prison and use the manhole as Chris in the Military Training Facility.



DREAMCAST

HOW TO GET THOSE MOVES IN... TONY HAWK'S PRO SKATER

With the right tricks, you can obliterate those high scores. Friends will cry with disbelief, as you unleash these dazzling manoeuvres from *Arcade's* secret file.



■ It takes years of practise in real life to pull off these stunts. Don't bother learning how, just do it Dreamcast-style.

CHARACTER SPECIAL MOVES

You need a full 'special' bar to perform these moves.

Tony Hawk

Kickflip McTwist (4000)	Right, Right, B
540 Board Varial (2000)	Left, Left, X
360 Flip To Mute (1500)	Down, Right, X
The 900 (8000)	Right, Down, B

Bob Burnquist

Backflip (4000) points	Up, Down, B
One Footed Smith Grind (varies)	Right, Right, Y
Burntwist (varies)	Left, Up, Y
(performed like a handplant)	

Geoff Rowley

Backflip (4000)	Up, Down, B
Double Hard Flip (1500) points	Right, Down, X
Darkslide (varies)	Left, Right, Y

Bucky Lasek

Kickflip McTwist (4000)	Right, Right, B
Fingerflip Airwalk (2000)	Left, Right, B
Varial Heelflip Judo (2500)	Down, Up, X

Chad Muska

Front Flip (4000)	Down, Up, B
One Foot Thumpin (varies)	Right, Down, Y
360 Shove-it Rewind (1500)	Right, Right, X

Kareem Campbell

Front Flip (4000)	Down, Up, B
Casper Slide (varies)	Up, Down, Y
Kickflip Underflip (1500)	Left, Right, X

Andrew Reynolds

Backflip (4000)	Up, Down, B
Heelflip Bluntside (varies)	Down, Down, Y
Triple Kickflip (1500)	Left, Left, X

Rune Glifberg

Kickflip McTwist (4000)	Right, Right, B
Christ Air (2100)	Left, Right, B
Triple Kickflip (1575)	Up, Down, X

Jamie Thomas

Front Flip (4000)	Down, Up, B
One Foot Nosegrind (varies)	Up, Up, Y
540 Flip (1500)	Left, Down, X

Elissa Steamer

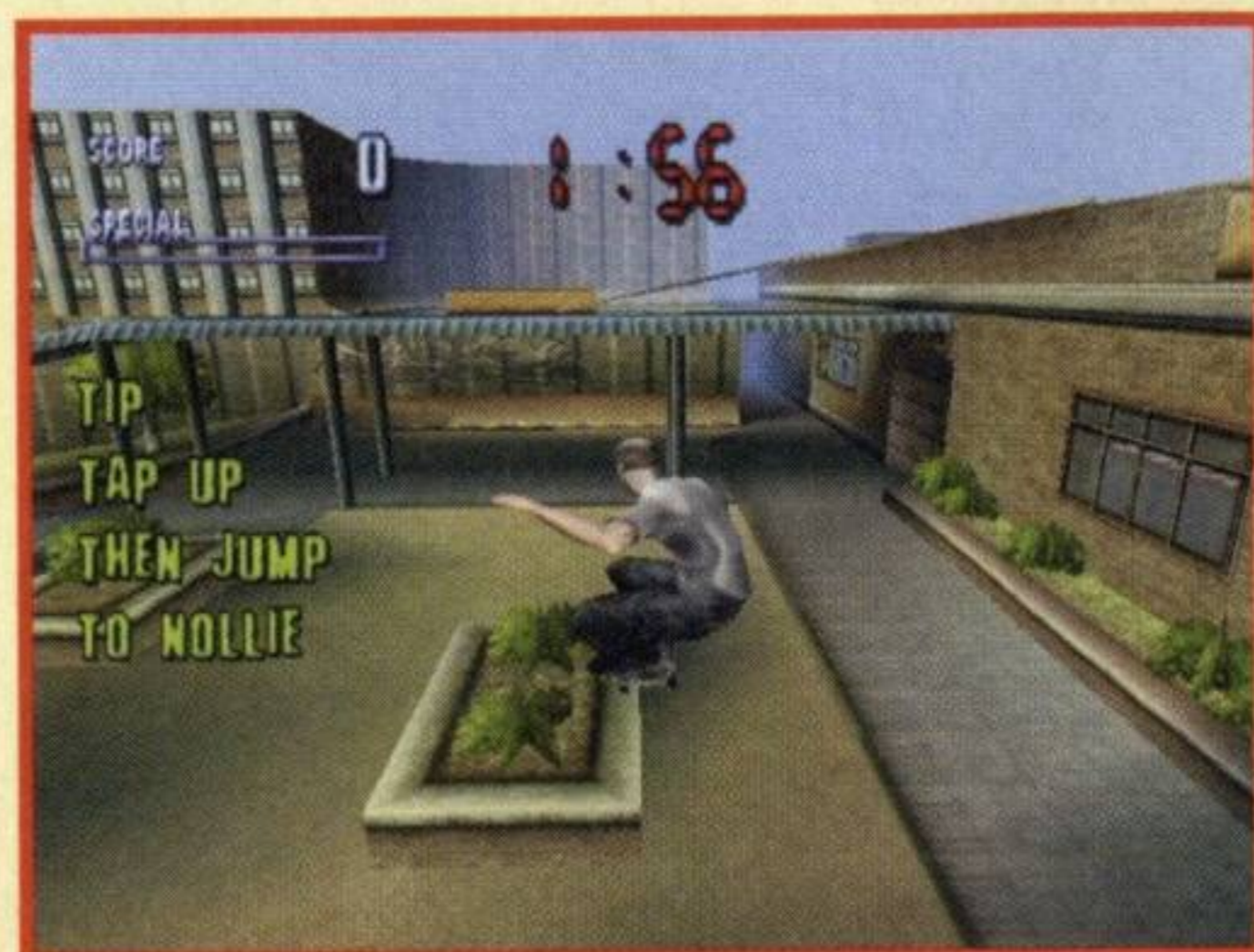
Backflip (4000)	Up, Down, B
One Foot Nosegrind (varies)	Left, Left, Y
540 Flip (1500)	Left, Down, B

Officer Dick

Yeeehaw Frontflip, (4000) points	Down, Up, B
Neckbreak Grind (varies)	Left, Right, Y
Assume The Position (1575)	Left, Left, Circle

Private Carrera

Somi Spin	Left, Down, B
Well Hardflip	Right, Left, X
Ho-Ho-Ho	Left, Up, Y (performed like a handplant)



GENERAL HINTS:

To score big you need two things, the ability to chain moves together and use of a wide variety of moves on varied terrain. Every move in the game can be linked. For example, don't ollie nose grind a rail when you could 360 flip nose grind instead. Take things a step further by heel flipping into a crooked grind and leaving the rail with a hardflip. You see? Simple.

Ollie/flip/grind combination moves always score high. Don't be satisfied with just one string of moves. Keep jumping and grinding between obstacles to keep the score chain ticking. The same theory applies to half pipe tricks. Start with basic moves to build up speed and your special bar. Pretty soon you'll get high enough to link flips into twists into multiple grabs in one move. Don't forget to hold the Left Trigger to spin faster.

Be brave and try anything because there's little the game won't let you do. And try not to use the same trick twice as it won't score as many points second time around.

SPECIAL MOVES AND SECRETS:

All Stats up to 13

Hold L at the pause screen and hit: A, X, X, Y, Up, Down.

Unlock Officer Dick

To unlock Officer Dick, get 30 tapes with any character.

Big Head Mode

Hold L at the pause screen and hit: X, B, Up, Left, Left and then return to the character select screen.

Character Ending Video

Earn three competition Golds with any character.

Full Special

Hold L at the pause screen and hit: X, Y, B, Down, Up, Right.

Level Select

Hold L at the pause screen and hit: Y, Right, Up, X, Y, Left, Up, X, Y.

Neversoft Bails Video

Get 3 Medals while playing as Officer Dick.

Private Carrera

While playing as Officer Dick, hold L at the pause screen and hit: Y, Up, Y, Up, B, Up, Left, Y. The screen will not shake as normal, but if you return to the character select screen, Private Carrera will be there.

Slow Motion

Hold L at the pause screen and hit: B, Right, Up, Down, B, Right, Up, X, Y.

Unlock Everything

Hold L at the pause screen and hit: B, Right, Up, Down, B, Right, Up, X, Y.

PLAYSTATION

DUKES OF HAZZARD

■ *Just the good ol' boys, never meaning no harm...*

Beat Black Jack

Listen to Luke's driving advice in Episode 7, Scenes 1, 2 and 3, and you can just creep ahead of young Black Jack.

Get more power-ups

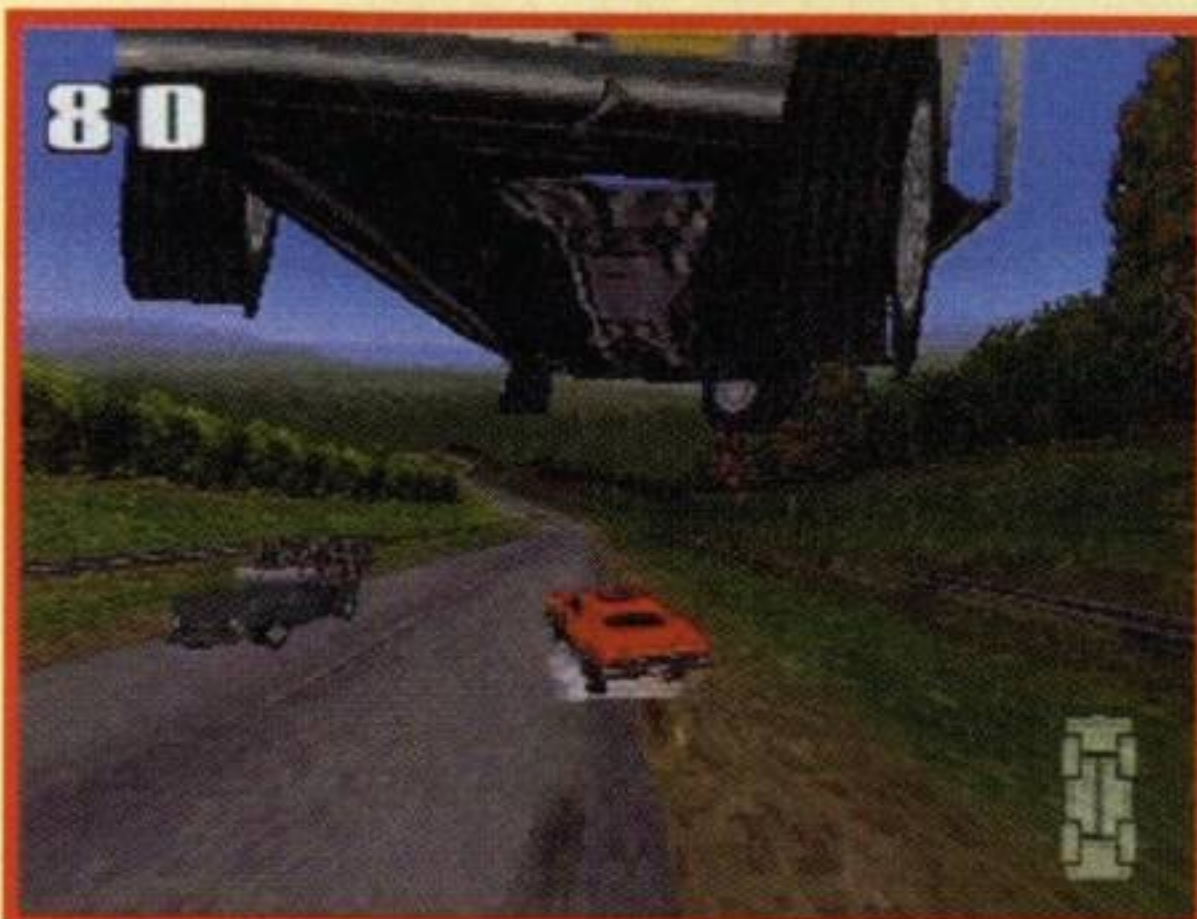
Collect a power-up, then leave the spot and return later – the item is still there. You can collect up to five nitros this way.

Keep Luke hanging out of the window

Drive slow and don't hit anything or he will go back inside the car.

Shake off the police

Just shunt into the back of them when they try to cut you off.



Blue Ant

Touch the hidden totem pole in SS Anubis (Generator Room 2F).

Cyborg Ant

Playing as Floyd, obtain the Expert rank on all Floyd levels.

Female Tribal

Collect the Mine Key using any character. Then, playing as Vela, touch the hidden totem pole in the Rith Essa Mine.

Green Ant

Touch the hidden totem pole in Spawn Ship (Cargo Sewer).

Zombie Termite

Playing as Lupus, touch the hidden totem pole in Tawfret Tree Hut.

Break falls

Falling from high places causes your character to take damage, but you can break your fall with the help of Lupus's rocket paws or Vela and Juno's jetpacks (if they have fuel).

Infinite weapons and items

At the Character Select screen press the analogue stick Right (x3), then move Left to select Lupus. When the game begins hit C-Right (x3), C-Left (x1), C-Right (x2), and C-Up (x3). If you do it right, you will hear Lupus barking. Press the A button to cycle through the available weapons and items, then press the B button to drop the item in front of you.

Infinite Tokens with JFG

Start a game of JFG, enter a room with mizar tokens and collect them, then leave and re-enter the room. The tokens will reappear. Keep doing this for enough tokens to arm yourself through the rest of the game.

Save Jetpack Fuel

Use the C-Down button to hover in place when using the jetpacks. It only uses half the fuel.

Plasma Shotgun as a Flashlight

Simply charge up the shotgun and view the area from the first-person perspective – useful when looking for secrets in dark areas.

Reach High Up Gems

Grab health gems located in seemingly unreachable areas – such as on the SS Anubis generators – by shooting them with your pistol or machine gun. If you hit them correctly, they will move and slide down to your level.

Selective Ammo

If you're running low on ammo, select the weapon you want to refill when collecting weapons from dead enemies. This automatically gives ammo to the selected weapon.



DREAMCAST

SWORD OF THE BERSERK

■ *Sword of the berks.*

Battle Arena Mode Beat the game on Normal
No Limit Beat the game on Hard
Puck mini-game Beat the game on Easy

Boss Strategy

There is an easy way to kill the dragon guy boss after the nun has killed herself:

- 1) Quickly move in and use both your specials. They cause damage and push you away to safety.
- 2) Next, move in with the jumping combo (jump pressing A on the way up, then press B on your way down). The boss stumbles leaving itself open to a further round of jumping combos – you can get nine attacks in this way.



PLAYSTATION

COLIN MCRAE RALLY 2.0

■ *Wacky modes for this racing great.*

Go to the Create New Driver Profile and type:

MOONLANDER	Get moon gravity
EASYROLLER	Get monster wheels
RUBBERTREES	Get rubbery collisions
ROCKETFUEL	Get turbo mode
RORRIMKCART	Get mirrored tracks
COOLESTCAR	Get Ford Puma
JIMMYSCAR	Get Sierra Cosworth
OFFROAD	Get Lancer Road Car
JOBINITALY	Get Mini Cooper
NEURALNIGHTMARE	Harder CPU difficulty
PRUNEJUICE	Get fast gameplay
GREATBALLSOF	Get fireballs



NINTENDO 64

EXCITEBIKE 64

■ *More fun than cross country unicycling.*

3D NES Excitebike

Finish 1st in the Challenge Round of Pro Season.

PC
small tips

GROUND CONTROL

■ *To Major Tom...*

Bring up the cheat console by pressing '~' and type:

God	Invincible units (God Mode)
Not God	Turn off God Mode
Jimme Maps	Access all campaign missions

TACHYON: THE FRINGE

■ *Pudding haircuts get a space age name.*

Hit 7 on the Number Pad and type:

ONE MILLION DOLLARS	5000 Credits
IM A CHEATER	All Cheats
BOOM STICK	All Items
RAGTAG	All Ships
COME GET SOME	Full Ammo
DILITHIUM	Full Energy
QUICKENING	God Mode
THERE IS NO SPOON	Instant win by returning to the Starbase
KESSEL RUN	Upgrade Ship

POPULOUS: THE BEGINNING

■ *If you want to reach the end...*

To activate the cheat mode:

Press [Tab] + [F11] during game and type 'byrne'. Then press [Enter] at the window that appears.

Buildings

Enable Cheat mode. Then push [Tab] + [F4].

Mana

Enable Cheat mode. Then push [Tab] + [F5].

Spells

Enable Cheat mode. Then push [Tab] + [F3].

NINTENDO 64

JET FORCE GEMINI

■ *This gem of a game has oodles of special game play features.*

Arranging Weapons

Tired of looking through all your weapons just to find the one you want? Well this should help. Pause your game and select the weapons icon. Once there hold Z and a menu will appear. Now arrange them with the control pad next to the joystick. That should solve the problem.

Bonus characters

Perform these tasks to unlock characters for the deathmatch mode:

Male Tribal

Playing as Lupus, collect the Magenta Key in 'Eschebone' (Thorax, left intestine). Then touch the hidden totem pole in the Sekhmet Channel Area.

Metallic Termite

Playing as Lupus, touch the hidden totem pole in Sekhmet (hover across the Spiral Walkway).

Purple Termite

Playing as Juno, touch the hidden totem pole in Mizar's Palace.

Red Ant

Playing as Juno, touch the hidden totem pole at the Ichor Military Base.

Yellow Ant

Playing as Vela, touch the hidden totem pole in Goldwood.

Beetle Termite

Playing as Vela, touch the hidden totem pole in the Tawfret tomb.

PlayStation small tips

NIGHTMARE CREATURES II

■ *Ghost past your nightmares.*

To walk through walls:
Hold L1 + R2 + ⊕ + ⊕ and then press Select while at the main menu to activate the no-clipping mode.

NEED FOR SPEED: PORSCHE 2000

■ Listen, you'll never own this many sexy cars without cheating.

Unlock all cars:
Enter your name as 'allporsche'.

READER'S TIPS!

NINTENDO 64



GOLDENEYE

■ Sent in by Steve Rowlands from Liverpool, who wins a superb N64 Mad Catz pad.
To activate these codes, input them while playing, without pausing:

Invincible Bond

L + Down, R + C-Right, R + C-Up, L + Right, L + C-Down, R + C-Up, L + Right, R + Down, L + Left, L + R + C-Right

Tiny Bond

L + R + Down, R + Down, L + C-Down, L, R + C-Left, L + R + C-Down, R, Down, R + C-Down, R + Right



Nintendo 64 small tips

RIDGE RACER 64

■ *Feel the need for speed.*

Unlock a super fast caddy car:
Start a normal game – not a save – and play the first Grand Prix race. At the start, turn right around and drive through the brick wall. You will enter a reversed race where first place will unlock an ultra fast caddy car.

Motion blur in replay:

During replays you can view a motion blur effect by pressing C-Left.

Reverse 360 Powerslide:

This move is the business and will help you take tight turns with the faster cars. In the RR64 Drift Mode, attempt a powerslide in the opposite direction of the turn that you are making. For example, if the turn bends left, powerslide to the right. The car spins around without losing speed.

Unlock NES Excitebike

Finish the Tutorial Mode by completing all the stunts to unlock the classic NES Excitebike.

Unlock Soccer

Finish 1st in the Silver Round of the Novice Season.

Unlock Hill Climb

Finish 1st in the Gold Round of the Amateur Season.

Get Cheat Menu

To enter the following cheat codes, you must first locate the cheat menu. Then hold L, C-Right, C-Down, and the A button at the main menu.

Stunt Bonus

Type: SHOWOFF at the Cheat Menu.

Big Head mode

Type: BLAHBLAH at the Cheat menu

Turn all riders invisible

Type: INVISRIDER at the Cheat Menu.



PLAYSTATION

JEDI POWER BATTLES

■ *With our playing hints, your rivals will feel the true power of the force.*

The Final Battle-Force Field Room

The correct paths to survive the multi coloured forcefields in the last battle are as follows:

Rooms numbered from top left:

(1)(2)(3)(4)

Exit (5)(6)(7)(8)

Entrance (9)(10)(11)(12)

Use the following paths when the force field is...

Red: (Entrance) 8, 7, 6, 2, 3

Orange: 4, 8, 12, 11

Yellow: 7, 11, 12, 8

Green: 4, 8, 12, 11, 7, 6, 10

Blue: 9, 10, 11, 12, 8, 7, 3

Purple: 4, 3, 7, 11, 10, 9, 5 (Exit)

Beating The Mid-Level Boss On Tatooine

A Jedi does not always resolve situations through combat. In the boss arena there is a huge pit in the centre. Run to the edge of the pit where the little slope is. Just stand there and he won't slam his tail and make boulders fall on you, he'll just roll around in circles. After a while he'll leave and you can continue.

Level 14

To unlock level 14 you have to beat the game with Mace Windu in Jedi Mode.

NINTENDO 64

PERFECT DARK

■ *Keep Joanna out of the dark with these top level secrets.*



Where to destroy fling cars:

In any level in the Datadyne Building go to the floors where you can look out and see cars fling. Shoot the glass and any of the cars with the CMP150 and they'll blow up. It's a great way to kill people in the room next to you.

Unlocking secrets in the Combat Simulator:

Unlock Hold the Briefcase by completing 2 Challenges.
Unlock Pistol One-Hit Kills by completing 3 Challenges.
Unlock Capture the Case by completing 4 Challenges.
Unlock Tranquilizer by completing 7 Challenges.
Unlock Slow Motion by completing 8 Challenges.
Unlock Temple Explosives by completing 11 Challenges.
Unlock Slayer by completing 13 Challenges.
Unlock Cloaking by completing 16 Challenges.

Unlocking scenarios:

Unlock Hold the Briefcase by completing 2 Challenges.
Unlock Capture the Case by completing 4 Challenges.

Unlocking Arenas:

Unlock Complex by completing 1 challenge.
Unlock Warehouse by completing 3 challenges.
Unlock Ravine by completing 5 challenges.
Unlock Temple by completing 6 challenges.
Unlock G5 Building by completing 9 challenges.
Unlock Grid by completing 11 challenges.
Unlock Felicity by completing 12 challenges.
Unlock Villa by completing 14 challenges.
Unlock Sewers by completing 16 challenges.
Unlock Car Park by completing 17 challenges.
Unlock Base by completing 18 challenges.
Unlock Fortress by completing 20 challenges.
Unlock Ruins by completing 22 challenges.

Unlocking Weapons:

Unlock Farsight XR-20 by completing 1 challenge.
Unlock Grenade by completing 1 challenge.
Unlock Shotgun by completing 2 challenges.
Unlock Falcon 2 (silencer) by completing 3 challenges.
Unlock SuperDragon by completing 4 challenges.
Unlock Laptop Gun by completing 5 challenges.
Unlock Remote Mine by completing 6 challenges.
Unlock Tranquilizer by completing 7 challenges.
Unlock Falcon 2 (scope) by completing 8 challenges.
Unlock Reaper by completing 9 challenges.
Unlock Cloaking Device by completing 10 challenges.
Unlock Devastator by completing 11 challenges.
Unlock Proximity Mine by completing 12 challenges.
Unlock Slayer by completing 13 challenges.
Unlock Phoenix by completing 14 challenges.

Unlock Combat Boost by completing 15 challenges.

Unlock Mauler by completing 16 challenges.
Unlock Callisto NTG by completing 17 challenges.
Unlock Crossbow by completing 18 challenges.
Unlock RC-P120 by completing 19 challenges.
Unlock DY357-LX by completing 20 challenges.
Unlock N-Bomb by completing 21 challenges.
Unlock Laser by completing 22 challenges.
Unlock X-Ray Scanner by completing 23 challenges.

PC

DAIKATANA

■ *Cheats for Romero's first-person flop:*

First, get the game into console mode by typing the following at the command line or Windows shortcut properties:

C:\daikatana\daikatana.exe + set console 1

cheats 1	Activates cheats
god	God mode
noclip	No clipping mode
give_all_weapons	Give all weapons
giveall	Same as above
weapon_give_*	Gives a specific weapon
notarget	Enemies do not target you
health	Gives health



PLAYSTATION

WIPEOUT 2097

■ *Anti-gravity racing without the weight.*

Secret Teams:

At the main menu, hold L1 + R1 + Select and press ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗.

Access All Tracks:

At the main menu, hold L1 + R1 + Select and press ⊗, ⊗, ⊗, ⊗, ⊗. Now access the Class and Track menu to find that all the tracks in each class are available – including the Secret Phantom class.

Infinite Energy:

During the game, press Start to pause, then hold L1 + R1 + Select and press ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗.

Infinite Time:

During the game, press Start to pause, then hold L1 + R1 + Select and press ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗.

Infinite Weapons:

During the game, press Start to pause, then hold L1 + R1 + Select and press ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗.

Mini-Gun:

During the game, press Start to pause, then hold L1 + R1 + Select and press ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗.

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Euro 2000 How was it for you?

(please tick box where applicable)



joy



anguish



ecstasy



despair

Total Football special souvenir issue on sale now!



Passwords:

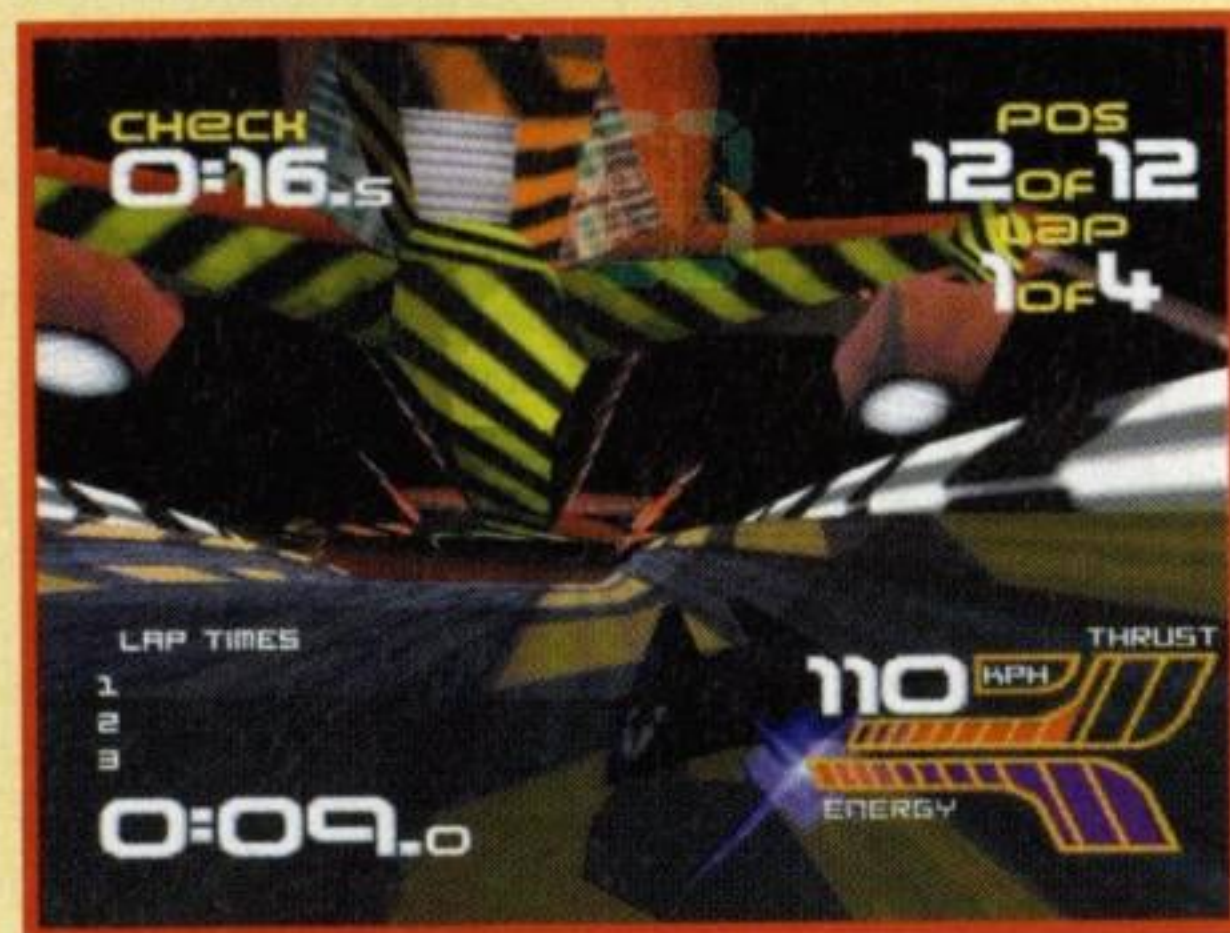
Enter the following to access two new Race Type options:

Challenge 1

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

Challenge 2

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙



GAME BOY

YODA STORIES

■ *Sock it to the little green prat with these beauties:*

Level	Password
2	XKJ
3	GJP
4	TDM
5	WTM
6	ZBV
7	QTC
8	TGR
9	VDP
10	BFG
11	FNP
12	STJ
13	FTG
14	BLP
15	YSF



NINTENDO 64

1080 SNOWBOARDING

■ *Winter needn't be all bad.*

To access the hidden snowboarders:

Golden Snowboarder: Finish the match race in expert level using the Crystal Snowboarder. After you've done this, go to

the Player Selection screen and select Kensuke Kimachi and confirm your choice by holding C-Up and pressing A.

Panda Boarder:

- 1) Finish match race on expert level.
- 2) Place first on all the courses in the Trick Attack mode.
- 3) Get the three first places in the contest mode. After you've done this, go to the player selection screen, select Rob Haywood and confirm your choice by holding C-Right and pressing A.

Easier Landings:

In the air, line your board up with the ground, maybe leaning back a bit and press Z before you land. If you do this right your legs come up right before you hit the ground and the landing is a lot smoother.

Fast Recovery from crashes and faster starts:

After you crash, tap UP for a slight speed boost. For a quicker start, tap UP as the announcer counts down to one at the start.

To do the best flip tricks:

Endo-Roll: Off a big jump, press forward (without pressing B), once you get upside down, press right or left.

HardFlip:

Off a big jump, press diagonal right-up, or diagonal left-up.



PLAYSTATION

VAGRANT STORY

■ *Quick affinity points and extra abilities.*

After the Minotaur battle in the Wine Cellar, go back to the previous room with the save point and a practise dummy will be revealed. Practise your new abilities on him and make combos. Keep checking the points left every so often, when it reaches zero go find a monster and kill it to boost your human points – plus you'll learn abilities faster.

The dummy counts as a human, but only until the points reach zero – you can repeat this as many times as you like!



Secret Item/Boss Locations

Damascus Crab:

Near the city walls, east snowfly forest, 'rood' inverse door. (The item in the chest is the Platinum Key)

Damascus Golem and Steel Key:

Open the keep door with Gold Key

Best treasure chest:

Auction block, limestone quarry, sleep passage, unlock the nearby door with Gold Key.

NINTENDO 64

MARIO PARTY 2

■ *Every good party needs an Italian guy with a bushy moustache.*

To purchase Battle mini-games

Complete the roller coaster mini-game under hard difficulty to purchase Battle mini-games from Woody.

Item mini-games

Do the same as above but on normal difficulty.

Bowser Land

Complete all five original boards. Baby Bowser kidnaps Toad and tells you to go to Bowser Land.

Credits machine

Complete all courses in Bowser Land, then visit the options laboratory.

Driver's Ed mini-game

Purchase all eight Battle mini-games, then go to the Mini-game Park.

Mini-game Stadium (Battle mode)

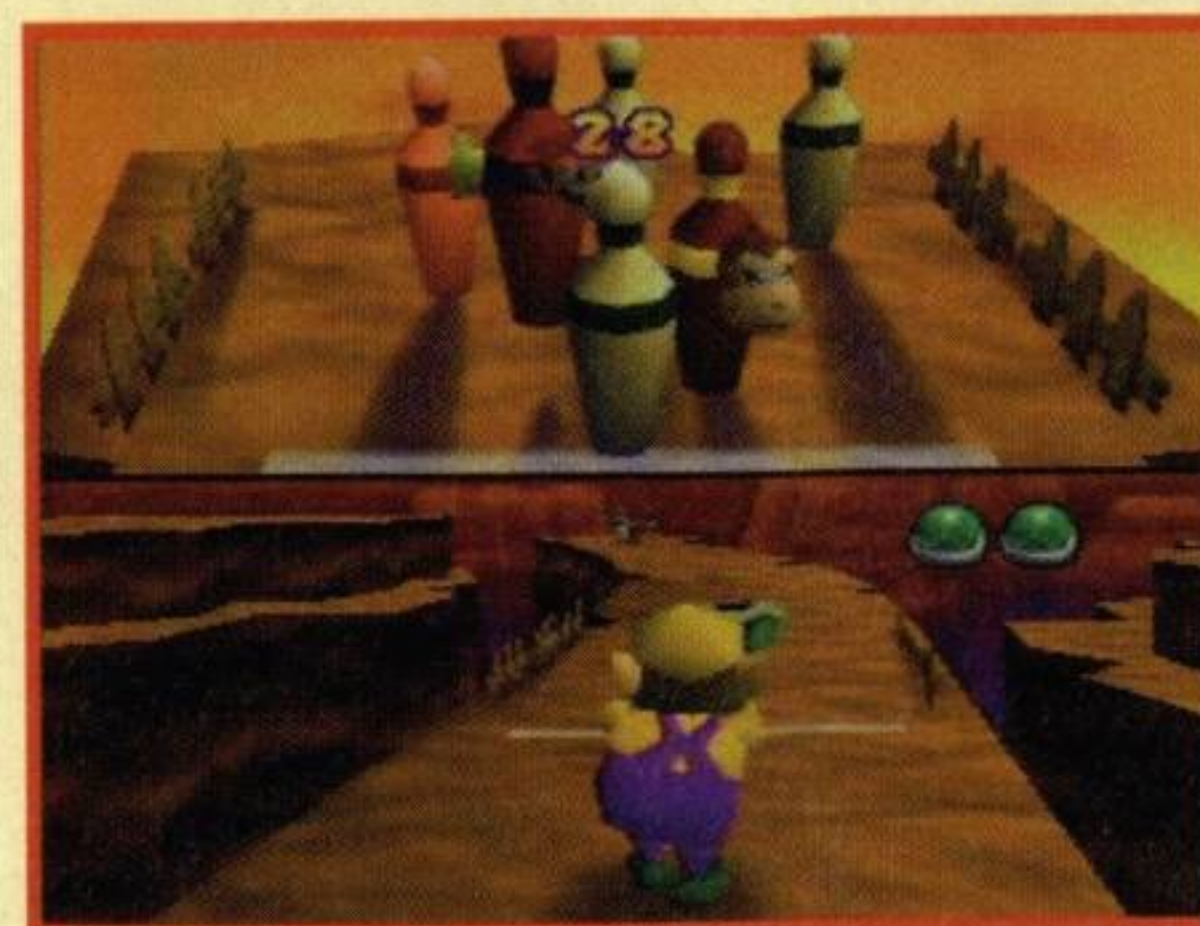
Purchase at least three games in each category.

Mini-game Stadium (Duel mode)

Play all six Duel mini-games during regular board games.

Mini-game Stadium (Trial mode)

Purchase at least three games in each category.



Game Boy small tips

RUGRATS: TIME TRAVELLERS

■ *Chucky and his bug eyed pals go back to the future.*

Level Passwords:

PVCJFJR will get you to the toy palace north wing
 BVBYMJLK will take you to the toy palace east wing
 TPJCKLFS will take you the toy palace south wing

TARZAN

■ Me Tarzan, here level codes.

Level Passwords

The numbers below refer to the following symbols:

- 1 Squiggly lines
- 2 X
- 3 Moon
- 4 Compass amulet
- 5 II
- 6 Swirl
- 7 Elevator sign

The codes are:

Level 2-1: 4-2-3-4
 Level 3-1: 1-1-5-6
 Level 4-1: 2-3-7-4
 Level 5-1: 7-7-3-1
 Level 6-1: 6-5-4-7

Dreamcast small tips

RESIDENT EVIL: CODE VERONICA

■ *One more tip for lucky Dreamcast owners...*

Ultimate Challenge:

Obtaining the Rocket Launcher: You need to finish the game with an S rank. This is tough – to get a S rank you can't save or retry (can't die or reset the game at any time) nor use health sprays. You must also give the black guy the antitoxin and save Steve quickly when he takes the Golden Guns in Disc 1. You must finish the game in under five hours as well. Look, we said it was tricky.

NBA 2000

■ An all-star line up of special codes.

Enter the Options screen and choose the Codes selection, then enter: (codes are case-sensitive)

LARD	Fat Players
LITTLEGUY	Tiny Players
SQUISHY	Thin Players
FATHEAD	Huge Head Players
BIGFOOT	Huge Feet
BEACHBOYS	Beachball
PRFCTPLYR	Perfect Player
COACHOUCH	Ouch for Coaches
TURBO	Turbo Mode

Magic Shot

While playing some b-ball pause the game press L + L + R + A + B. Then press Start and watch shots fly in.

GAMEPLAY CHALLENGE

Well done to this month's lucky readers Steve and Mark, who'll soon be receiving luscious new games accessories from Mad Catz. Send us your tips and challenges using the form at the bottom of the page for a chance to win a great prize!



GAME BOY

WARIOLAND 3

■ Challenge: Eagle Action

■ Join Mario's evil alter-ego in a nice round of Para-Goom golf. Go to N3 The Vast Plain and jump on the mole's platform until you can enter the green pipe. To play golf, smash all the blocks then head to the door on the right, avoiding the spiky monsters. In this challenge you must get an Eagle – that's two shots under-par. Can you do it? *Arcade* even managed a hole-in-one on a three par hole.



DREAMCAST

CRAZY TAXI

■ Challenge: Gena's Balloons

■ One of the best bits of *Crazy Taxi* is the sub-game Crazy Box, where you get the chance to play all kinds of silly driving games. This challenge requires you to play as the lovely Gena and choose the 1-3 Crazy Balloons level. Attempt to beat *Arcade's* time of all balloons popped in 30.84 seconds. Don't forget to use Crazy Drift and Crazy Dash for quick turns.



N64

DONKEY KONG 64

■ Challenge: Jetpac Jollities

■ Anyone over the age of 20 will appreciate the fantastic retro bonus of an Ultimate Play The Game 1984 classic hidden away in *Donkey Kong 64*. *Jetpac* is a tricky little platform/shooter, where plucky astronaut Jetman has to blast his way through many different levels, building rocket ships and collecting fuel. Get through the first two levels – meteors and fuzzy wuzzies – without using your lasers.



PLAYSTATION

STAR WARS EPISODE 1: JEDI POWER BATTLES

■ Challenge: Don't Use The Force

■ Not the most wonderful videogame but you can have fun with this mad challenge. Take Qui-Gon Jinn through the first bit of the Trade Federation battleship – without attacking, only using L1 shield block and R2 run. Difficult – especially the middle section – but *Arcade* still managed to make it in 2.05 minutes.

READER'S CHALLENGE



DREAMCAST

SWS 2000: EURO EDITION

■ Challenge: Goalie Goal

■ **Mark Oswin from Leeds** sent this challenge: Select a Quick Game with Kashiwa v Rostock now make your 'keeper score by running up the field with the ball and sticking it in the net. Initially, pass the ball to the goalie and use the Right Trigger to twist and turn your way into the opposition penalty box. Win a game using only this tactic.



PLAYSTATION

COLIN MCRAE RALLY 2.0

■ Challenge: Reverse Racing

■ Mr McRae is a talented professional who would be none too impressed with the standard of the driving in this challenge. Choose Arcade Mode, Single Race, Ford Focus, Intermediate difficulty on the Greece circuit. Spin round at the start, then use R2 reverse view and Square to accelerate backwards. Try to beat *Arcade's* best lap time of 1:48.33 and remember that left and right will be reversed, too.



PC

UNREAL TOURNAMENT

■ Challenge: Coward!

■ This is the scenario: you're utterly scared stiff and haven't the heart to begin blasting away at the other poor bots. So the object of this challenge is to survive for three minutes without using weapons on the Gothic map, with four 'Novice' bots. If you manage to run, hide and sneak your way to survival, move to the next difficulty. Last more than one minute with the Godlike bots and *Arcade* will heartily salute you. Good luck.



N64

MARIO KART 64

■ Challenge: Speedy Yoshi

■ If you're bored racing all the different circuits, try this challenge to get your money's worth. Scare the pants off that little green cretin Yoshi, by making his kart speed round the Wario Stadium course in Time Trial mode as quick as you possibly can. *Arcade* managed a dinosaur sickness-inducing time of 1:42.67 minutes and that was *without* using that clever 'jump over the wall' cheat that we all know about. Can you beat us?

CLOCKING OFF

WIN!

MAD CATZ

GAMES ACCESSORIES!

Yet another bulging sack of tips 'n' cheats from the Kick Ass game brain. For a chance to win a fantastic joypad from those smashing people at Mad Catz, send in your tips, cheats and challenges using this handy form (a photocopy is okay if you don't want to cut up your beloved mag). Every month, the senders of the best tip and trickiest challenge will win a peripheral for the format of their choice – PlayStation, N64, Dreamcast, Game Boy or PC. So get scribbling now!

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REMEMBER: You can send in a cheat or challenge. If you send in both you have double the chance of winning Mad Catz goodies.

MY TOPTIP/CHEAT

Game:.....
.....
Format:.....
Tip/Cheat:.....
.....
.....
.....
.....

MY GAMES CHALLENGE

Game:.....
.....
Format:.....
Challenge:.....
.....
.....
.....
.....

Name:.....
Address:.....
.....
Postcode:.....
Choice of prize format:.....
.....
.....





Stunt Race FX

Real 3D racing that stretched the SNES to its limits.

It's not often that a developer knocks on Nintendo's door and tells them how to do their job – at least, not without evil-eyed Nintendo boss Hiroshi Yamauchi staring them out of the building. In the early Nineties, though, Argonaut arrived in Kyoto with an idea for a graphics-enhancing SNES superchip, soon after which their 'Super FX' chip was a vital component of every Nintendo cartridge.

It was that chip – whose speciality was chucking colourful shapes around the screen in proper 3D – that made the fast, three-dimensional driving of *Stunt Race FX* possible on a console that, by rights, should have buckled at the first hint of a polygon.

Stunt Race wasn't the first true 3D SNES game – that honour went to the superb shoot-'em-up *Star Wing* – but it was the first not to restrict you to a set path, as Argonaut supremo Jez San recalls: "*Star Wing* was originally planned as a 'go anywhere' game. But when we sat the first batch of playtesters down with the game, they found the on-rails system much

Stunt Race FX

- Publisher: Nintendo
- Developer: Argonaut
- Genre: Racing
- System: Super Nintendo
- Players: 1-2
- Score: 94%, *GamesMaster*. "I love this game to bits and want to play it constantly for the rest of my life."

more intuitive. So we restricted the ship's movement with that first title to open up the 3D market to the mainstream."

Stunt Race wasn't a particularly ambitious move to free-range 3D – the crash barriers kept buggy drivers strictly on-track – but, unlike *Star Wing*, players could speed up and slow down at will, swing their vehicles around 180° to frighten rival racers, and explore the game's multitude of secret side-routes.

Living up to its name, *Stunt Race FX* also had lots of stunts. The chunky cars were able to leap, flip, somersault and loop-the-loop via the pieces of curved scenery. "We really loved stunt driving games," recalls Jez, "and fondly remembered Geoff Crammond's *Stunt Car Racer* on the Amiga. We wanted to bring that idea to the average punter – hence racing, hence stunts and hence *Stunt Race FX*."

Argonaut wasn't able to incorporate everything they planned into the game – "A fast frame rate, for one!" laughs Jez – but it was still stuffed with goodies. The tracks made the most of the extra dimension – leaping dolphins, wild horses, tumbling rocks and even Fox McCloud in his soaring *Star Wing* spacecraft

put in an appearance – and Jez and his team stuffed the cart with bundles of secret stunt-laden routes and hidden mini-games, including a brilliant radio-controlled race around mini traffic cones spread over kitchen floors.

One of the biggest problems Argonaut faced was a total lack of feedback on their ambitious idea. "Nintendo games at that time weren't shown to people at all until they were ready," Jez describes, "so we'd gone quite far down the line before anyone was able to offer criticism. But we were working in close partnership with Shigeru Miyamoto's EAD team, who had a significant say and worked very closely with us. We even installed the *Stunt Race* team in our own little office inside Nintendo's Kyoto HQ for a while!"

They must have done something right – *Stunt Race FX* went on to sell just under a million copies worldwide. But with Shigsy and EAD already exploring the potential of the fledgling N64, it was the last of the 3D Super FX SNES games – *Star Wing 2* and a *Virtua Fighter*-style beat-'em-up were both cancelled. At least Argonaut's sterling work with 3D wasn't wasted – see *Croc 2* on the PlayStation... **A**

Games of the month

That was the Summer of '94, as Bryan Adams didn't sing...



Mortal Kombat II

- System: SNES
- Publisher: Acclaim
- Packed with the same brand of stomach-churning 'fatalities' that defined its hugely popular prequel, the home console version of *Mortal Kombat II* saw Nintendo revoke its 'no blood' rule and gave beat-'em-up fans the full roster of spine-ripping, skin-toasting, head-chopping moves. The public loved it and it sold millions of copies.
- *GamesMaster*: 96%



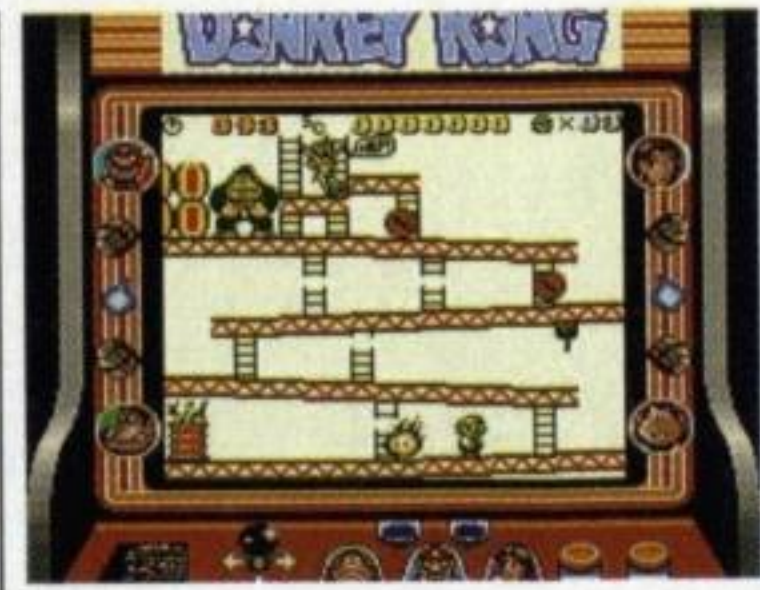
Street Fighter II

- System: MegaDrive
- Publisher: Capcom
- The game that helped shift thousands of SNES consoles found its way onto Sega's rival system. The speech might have suffered ("Fei Long's victory cry sounds like a trapped mosquito," one reviewer decided) and the MegaDrive's three-button joystick made things tricky, but *Street Fighter II* was (and is still) one of history's greatest fighters.
- *GamesMaster*: 94%



Wolfenstein 3D

- System: Jaguar
- Publisher: Atari
- This is what John Carmack did before he created *Doom*. *Wolfenstein 3D* was in extraordinarily bad taste – stalk through a German castle, killing Nazis and their dogs – but the Jaguar version was the best yet, albeit largely thanks to Nintendo forcing the SNES developers to use zombies. One of just three enjoyable Jaguar games, this.
- *GamesMaster*: 92%



Donkey Kong (1994)

- System: Game Boy
- Publisher: Nintendo
- Just as Rare was ready to unleash their scrappy redesign of *Donkey Kong* onto the public, Nintendo trotted out this long-overdue update of Shigeru Miyamoto's first ever game. Traditional girders-and-ladders levels gave way to brain-stretching puzzles in the later stages, and the entire game oozed Nintendo quality.
- *GamesMaster*: 90%



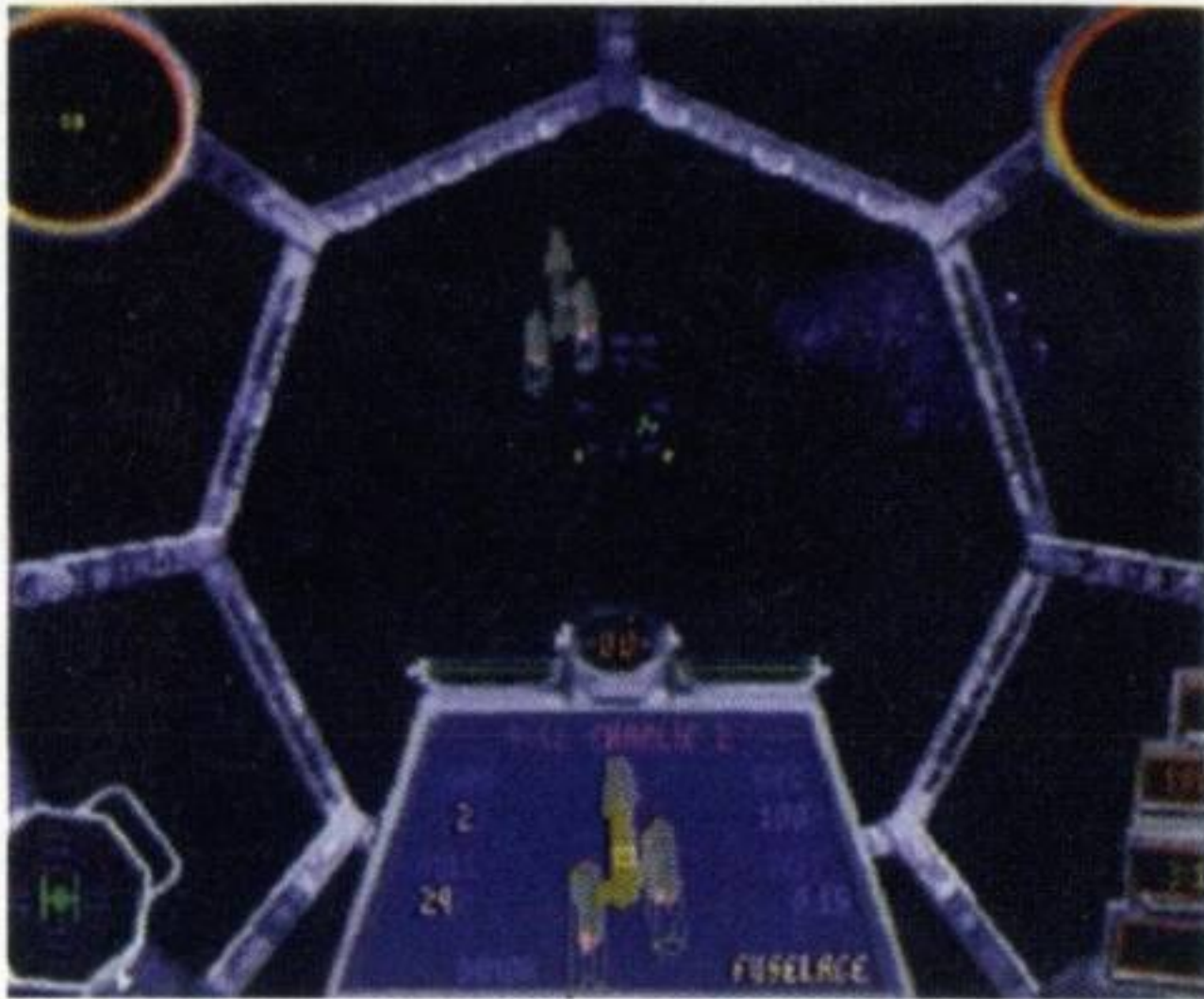
Benefactor

- System: Amiga
- Publisher: Psygnosis
- Hardly the world's most original game design – climb ladders to collect keys and open doors to rescue trapped creatures. But the titchy, detailed visuals and the cute mini-monsters who performed odd jobs around the levels – unquestionably pilfered from Psygnosis's own *Lemmings* – helped the Amiga's fight against the consoles.
- *GamesMaster*: 86%



Andre Agassi Tennis

- System: SNES
- Publisher: Tecmagik
- There was really no need for this game to be made, with Namco's *Smash Tennis* and Nintendo's own *Super Tennis* having been serving SNES racquetballers well for some time. Endorsed by the forest-chested flash-in-the-pan himself, *Andre Agassi Tennis* looked and sounded dreadful, and played just as badly.
- *GamesMaster*: 30%



■ *TIE Fighter* was the first *Star Wars* game to allow you to play as the baddies against the goodies. So that's as the Empire against the Rebels. Isn't it? *Star Wars*. It'll never catch on.

TIE Fighter

Based on some Hollywood movie or other.

Before the *Star Wars* videogame magic well and truly died with the dire *Phantom Menace* game, PC and console owners could rely on titles based on the movie trilogy to deliver the goods. *Tie Fighter* – which docked with the PC in August 1994 – was no exception.

LucasArts made no pretences – *TIE Fighter* was a carbon copy of 1993's *X-Wing*, the newest first-person *Star Wars* shooter since the classic wireframe coin-op of the Eighties. *X-Wing* topped the charts for months, and it was easy to see why. Putting you in the seat of a Rebel fighter and giving you fleet upon fleet of Imperial scum to shoot down – in proper 3D and accompanied by evocative sound effects sampled straight from the movie – meant LucasArts were cackling about the riches to be made even before they'd started coding.

TIE Fighter turned the tables on *X-Wing*, to the delight of Luke Skywalker detractors everywhere. Slipping you into the smart black uniform of a trainee pilot of Imperial Navy, it teased you with near-endless training missions – involving targeting practise, mid-space manoeuvres and phoney offensives – before letting you loose in that galaxy far, far away.

The main 30 missions were hugely varied – from hassling passing ships for custom & excise purposes, to pumping missiles into a colossal Rebel spacestation. It was the atmosphere that

was the main draw, though – along with the presence of every Imperial and Rebel ship, from the bog-standard TIE to the massive Assault Gun Boat – *TIE Fighter's* pitched battles dripped with the patented *Star Wars* atmosphere. Scores of Rebel craft and fellow Fighters swarmed around your ship with lasers screaming past your ears and explosions filling your cockpit window. For those children at heart who were brought up on the films, it was truly a dream come true.

LucasArts went to ridiculous lengths to remain faithful to George Lucas's babies – even the TIE Fighters themselves came with weak shields and pitiful weapons to ensure they dropped out of the sky as regularly as in the movies. And, with the appeal of FMV cut-scenes already dwindling, *TIE Fighter* used hand-drawn story segments to draw you in. With a gripping plot, multiple parties tempting you into diverse campaigns and the odd appearance by the trachea-aded master of evil himself, *TIE Fighter's* story was every bit as involving as those breathlessly exciting galactic dogfights.

The *TIE Fighter* saga didn't end there – LucasArts released an updated, graphically-enhanced version on the new-fangled 'Compact Disc' format the following year, and both *TIE Fighter* and its prequel were married for 1996's superb *X-Wing Vs TIE Fighter*. Let's hope they can rekindle the magic for the *Star Wars: Episode II* game... **A**

Gaming round-up

Also going on this month



■ Spank the Monkey? No. Donkey Kong.

CES I

■ The annual CES exhibition in Chicago – the precursor of today's E3 expo – saw Nintendo steal the show. In an enormous stand designed to resemble a balmy jungle, the Kyoto powerhouse showed off the stunning-looking *Donkey Kong Country* for the SNES – complete with Silicon Graphics-enhanced digitized visuals – and the first coin-op conversions for their hugely-anticipated 'Ultra 64' console, soon to be renamed the Nintendo 64.

and little else. None of the three consoles lasted the year.

MK II

■ In their efforts to top the notorious TV adverts for the original *Mortal Kombat*, Acclaim pumped an incredible £250,000 into advertising the SNES follow-up. The cinematic feel of the resultant ads – starring a host of actors in fighting garb, doused in moody lighting – set the tone for the *Mortal Kombat* movie itself, released the following year.

CES II

■ Also at the Chicago show, a host of doomed consoles struggled to grab their share of the limelight. Atari's ill-fated Jaguar boasted the superb first-person shooting of *Alien Vs Predator*, the 3DO introduced the woeful *Gex*, and Sega's 32X CD add-on for the Mega Drive was there with *Doom*, *Star Wars Arcade*, *Virtua Racing*

II MOVIES

■ Videogames rocketed towards the mainstream as first shots of *Street Fighter: The Movie* filtered out of MGM Studios. Starring Jean Claude Van Damme and Raul Julia it was a turkey of a movie. Meanwhile, in other Hollywood news, the SNES and MegaDrive *The Lion King* game provided Disney fans with a sneak glimpse of the flick itself.

GAMESMASTER SNES CHARTS

1. World Cup '94 US Gold
2. World Cup Striker Elite
3. FIFA Soccer Ocean
4. Rock 'n' Roll Racing Interplay
5. Chaos Engine Microprose
6. NBA Jam Acclaim
7. Super Empire Strikes Back JVC
8. Sensible Soccer Sony Imagesoft
9. Alien 3 Acclaim
10. Zool Gremlin

NUMBER CRUNCH

Average cost of a SNES game: £49.99...
 Average cost of games magazine: £2.25...
 Number of CD-I games available 'during summer': 4...
 Cost of *Mad Dog McCree* on CD-I: £70...
 Number of Nintendo games in Game Boy top ten: 6...
 Number of Sony games: 1...
 Number of Jaguar ads in *GamesMaster*: 1...
 Number of 'Jungle Tekno' CD compilation ads: 1.

WORLD NEWS HEADLINES

Carlos caught
 'Carlos The Jackal', the infamous outlaw who'd succeeded in murdering scores of innocent people worldwide in terrorist attacks, was finally tracked down and arrested by police in Khartoum, Sudan.

Irish hope

The Irish Republican Army, to the relief of the UK and Ireland, announced an end to their campaign of violence. Several months later, Gerry Adams and other representatives of Sinn

Fein were permitted to use their own voice on television and radio.

Yeltsin hiccup

In one of Boris Yeltsin's most infamous escapades, the Russian



President failed to greet the Irish Prime Minister at Shannon airport, preferring to stay onboard the plane. Officials later claimed that Yeltsin had been 'asleep'.

CD-UK

They might be the golden boys of Saturday morning television today, but, back in the 20th Century, Ant & Dec (as their PJ and Duncan alter-egos) charted with irritatingly catchy pop ditty *Let's Get Ready to Rumble*.

MUSIC CHARTS

The pop pickers' picks

1. Love Is All Around, Wet Wet Wet
2. I Swear, All-4-One
3. Crazy For You, Let Loose
4. Searching, China Black
5. (Meet) The Flintstones, BC-52s

FILM CHARTS

Square Eyes in 1984.

1. Sirens
2. The Flintstones
3. The Last Seduction
4. Four Weddings & A Funeral
5. Maverick

Arcade

Amiga/ST/Spec/C64/Amstrad/Atari/Intellivision/Nintendo/Sega

Beep Beep!
Show R2-D2 who's boss in *TIE Fighter*

Slaphead!
Agassi's Tennis is a load of balls

Kylie!
Get's 'em out in *Street Fighter: The Movie*. We think.

3DO VS 32X: THE BIG FIGHT INSIDE!

■ R2-D2: he's just Dusty Bin with an annoying whistle, and a 360° spinning head, surely?

Remembered by | **Jamie Sefton**

“That’s no moon, it’s a space station...”

Docking your ship in a space combat/trading old-skool classic.



The year 1984 was a strange year to be a teenager; on one hand you had the nightmare-inducing prospect of Thatcher and Reagan unleashing nuclear Armageddon and on the other, a fantastic era of videogames.

Ultimate Play The Game was mesmerising ZX Spectrum owners with *Knight Lore*, *Underwulde* and *Sabre Wulf*, but it was *Elite* on the BBC Micro that really blew gamers' minds.

Ian Bell and David Braben's genre-defining 3D title was a compelling mix of space combat and trading spread across eight galaxies, packed with countless planets and smoothly animated wire-frame spaceships. As Commander Jameson, you set out in a Cobra Mark III with just 100 credits and a burning ambition: to change your intergalactic rating from Harmless to Elite.

For the first time ever, you had enough freedom to choose what character you wanted to be *by your actions alone*, whether it was a bounty hunter, miner, trader, pirate or warrior. Make enough credits through nefarious activities and you could upgrade

your ship with better weapons and technology, or trade it in for a new one. *Elite* was a landmark game that had wonderful graphics, incredible depth, addictive role-playing and trading elements, secret missions and true 3D space combat with different camera views from all around your ship.

However, before you could start on your epic journey, you had to overcome the most difficult part of the game: docking with space stations. Each of the different planets that you traded with had their own slowly-rotating station, that could only be entered via a small horizontal hole on one side. Docking procedure involved manoeuvring your craft so that you approached from the correct angle, meticulously matching the rotation, then accelerating smoothly into the opening. Get it wrong and you crashed into the station, spilling your cargo into space and leaving you with no option but to load in your previous saved game and try again.

This task – akin to reversing a clown car into a constantly morphing garage – was extremely difficult and almost made you resort to giving up the game and reading the terribly pretentious sci-fi novella included

Wanna play?

Elite was available firstly on the BBC Micro and then transferred to a range of formats, including the Amiga and eventually (after an agonisingly loooong wait) the ZX Spectrum. *Arcade* wouldn't recommend, for example, hunting down an emulator on the 'Net called PCBBC and running *Elite* on your PC. Oh no. Instead, if you want the best in space trading 'n' blasting, find an old Model 'B' BBC Micro in a car boot sale and buy an original copy on disk/cassette for £14.95 from Superior Software on 01652 658585. Mmmmm... retro gaming.

in the box instead. Yet the moment when you docked your ship for the first time and realised that you'd actually learned the skill to do it, was fantastic – a real sense of achievement. *Two Tribes* by Frankie Goes To Hollywood was hardly *The Blue Danube* by Strauss, but to me in my bedroom, it was the soundtrack to a movie infinitely more involving and exciting than Kubrick's *2001*.

Eventually, enough credits were earned so that I could afford the ultimate luxury of a docking computer and the classic seat-of-the-pants space station rendezvous was gone forever. But almost like an old man recalling the faded memories of his youth, I reminisce about a time when it was the patience and skill of a commander completely in control of his ship (and joystick), that made the difference between a safe docking of the majestic Cobra Mark III or oblivion. **A**

Docking your ship was like reversing a clown car into a constantly morphing garage.

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