

The videogame magazine

January 2000
Issue 15



Amiga

PlayStation Nintendo 64 Game Boy PC Dreamcast

52
NEW GAMES
UNVEILED
INSIDE!

132
pages of
New York Nutters
Driver 2
Normski
Metal Gear GB
Euro 2000 Results
Movies
Music & More!

QUAKE 3
Spill your guts
all over the Net

TOMB RAIDER 4
Lara's hard bits laid bare

YE OLDE CONSOLES
Could that dusty lump of plastic in
your attic be worth a grand?

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13-PAGE SPECIAL! PlayStation2, Perfect Dark, Colin McRae 2, Shenmue, Halo – THE LOT!

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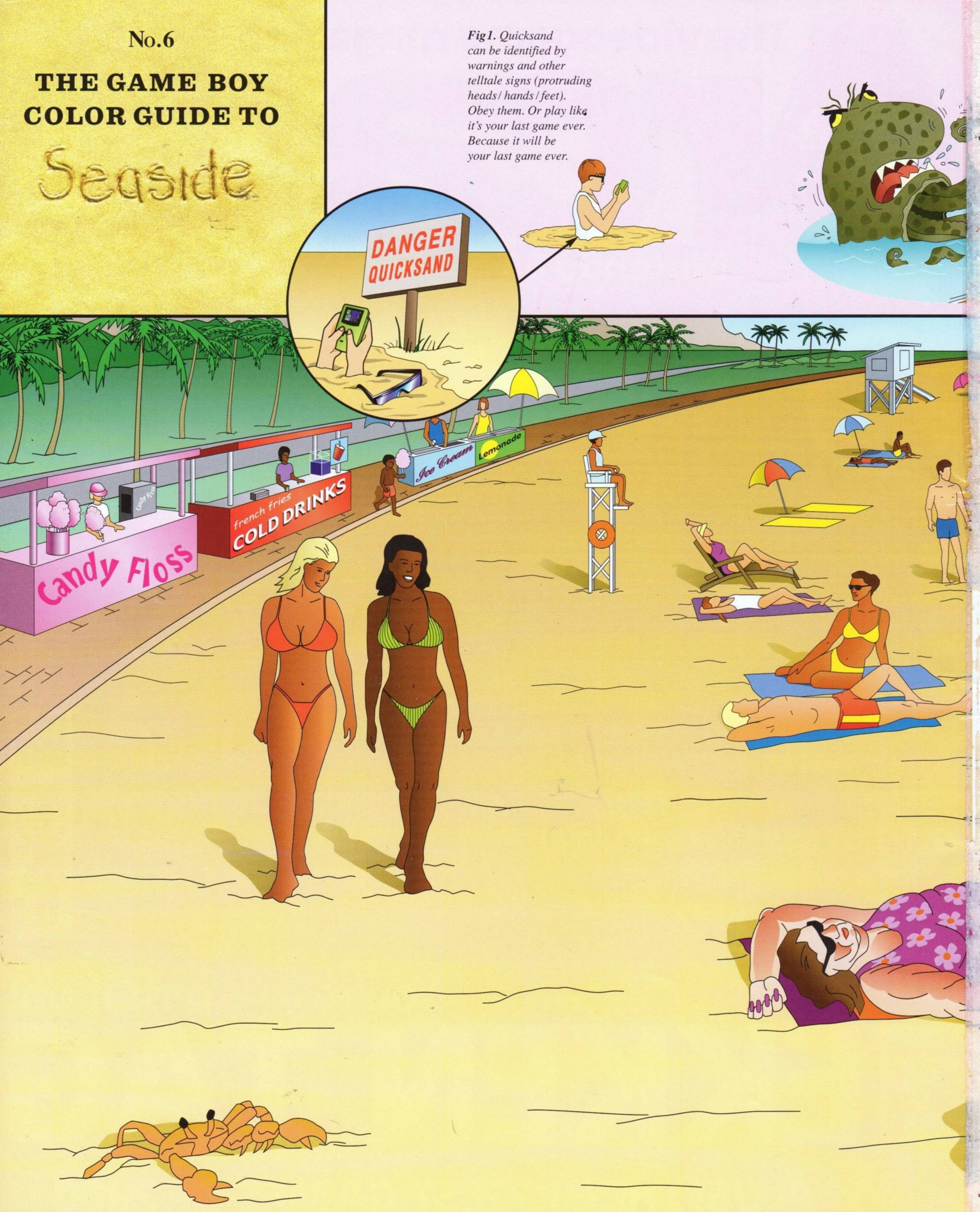
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THE GAME BOY COLOR GUIDE TO

Seaside

Fig1. Quicksand can be identified by warnings and other telltale signs (protruding heads/ hands/ feet). Obey them. Or play like it's your last game ever. Because it will be your last game ever.



LIFE'S A BEACH. UNFORTUNATELY, THE BEACH IS POLLUTED, INFESTED AND HELLBENT ON KILLING YOU.

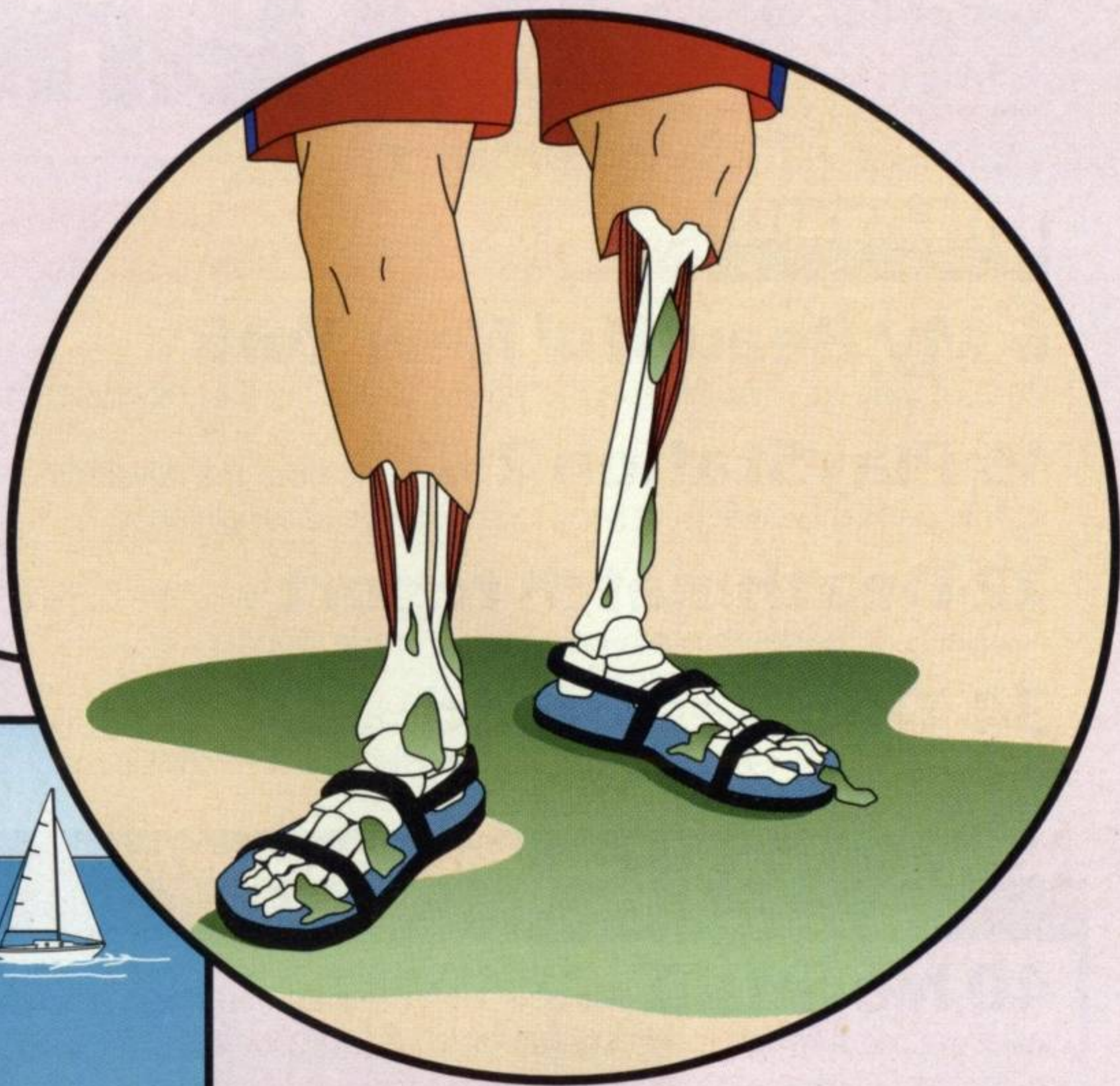
Fig2. If this fella takes a fancy to you, there ain't a goddamn thing you or David Hasselhoff can do. Tip: when engrossed in Game Boy try not to resemble a McHuman.™



Fig3. Avoid anything green and bubbling. No amount of flare-wearing, pot-smoking, guitar-playing Friends of the Planet can stop Plutochloronitrate eating through flesh. Man.

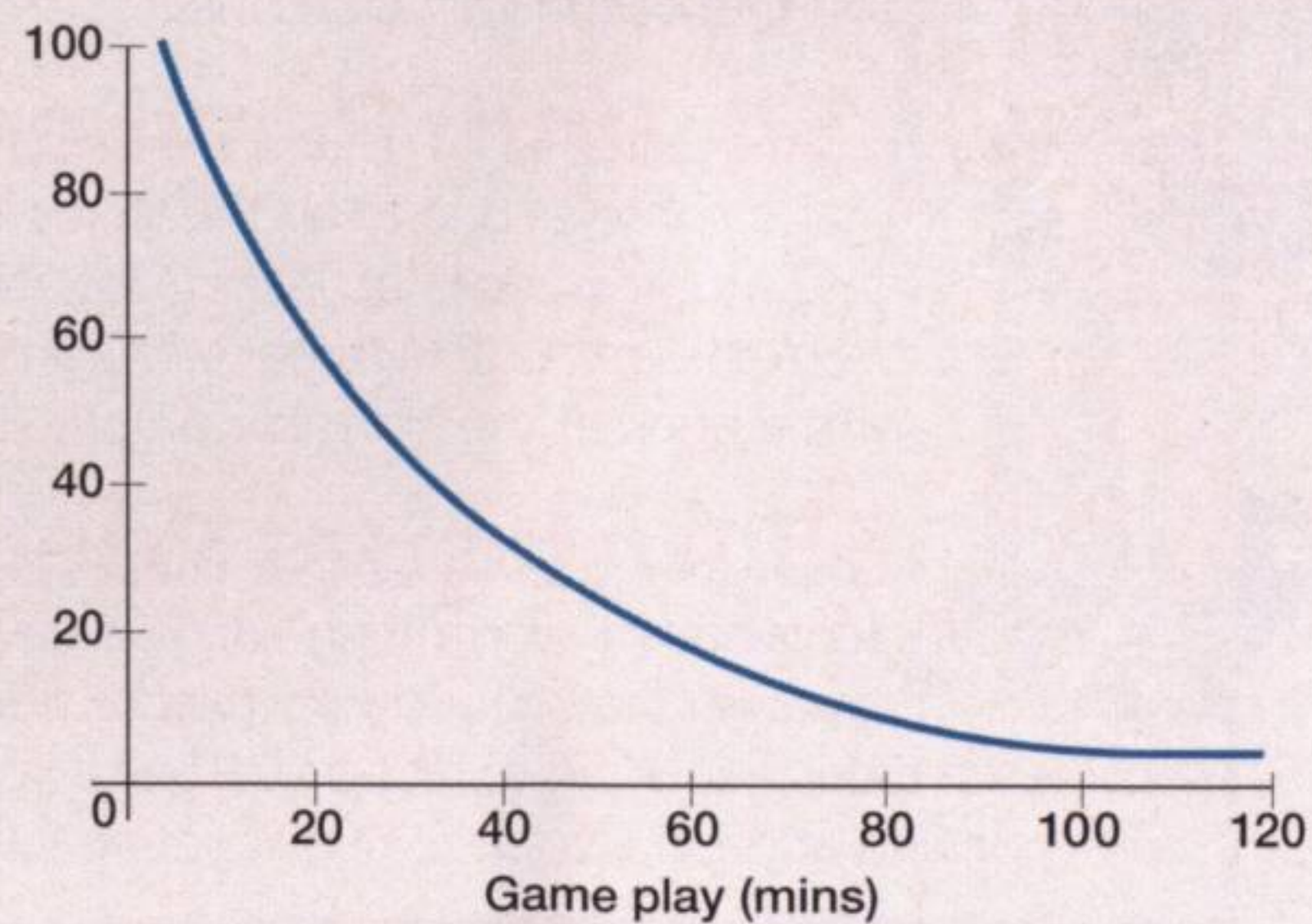


REMEMBER: A SMART PLAYER IS A SAFE PLAYER.



Nintendo accept no responsibility for any accident(s) caused whilst playing. Actually, we couldn't give a monkey's but we have to say it for legal reasons.

FOR SAFETY'S SAKE, SPEND A FEW MINUTES FAMILIARISING YOURSELF WITH THE TIPS IN THIS USEFUL GUIDE. THAT WAY YOU CAN ENJOY LITERALLY HUNDREDS OF GREAT GAMES AND SPARE YOUR MOTHER A VISIT FROM A POLICEMAN.



Graph A illustrates how, during continuous play, the brain's alertness level plunges drastically. In other words, you will temporarily be two turrets short of a sandcastle.



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GAME BOY COLOR
FEEL EVERYTHING. **EVERYWHERE.**



This month *Dawning of a new era.*

6 My Beautiful New York A look at the state of videogaming play on the streets of the city that never sleeps.

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22 Deathmatch report Why the current predilection for deathmatch-only titles? *Arcade* wonders.

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Now Playing *Go beyond the superficial.*

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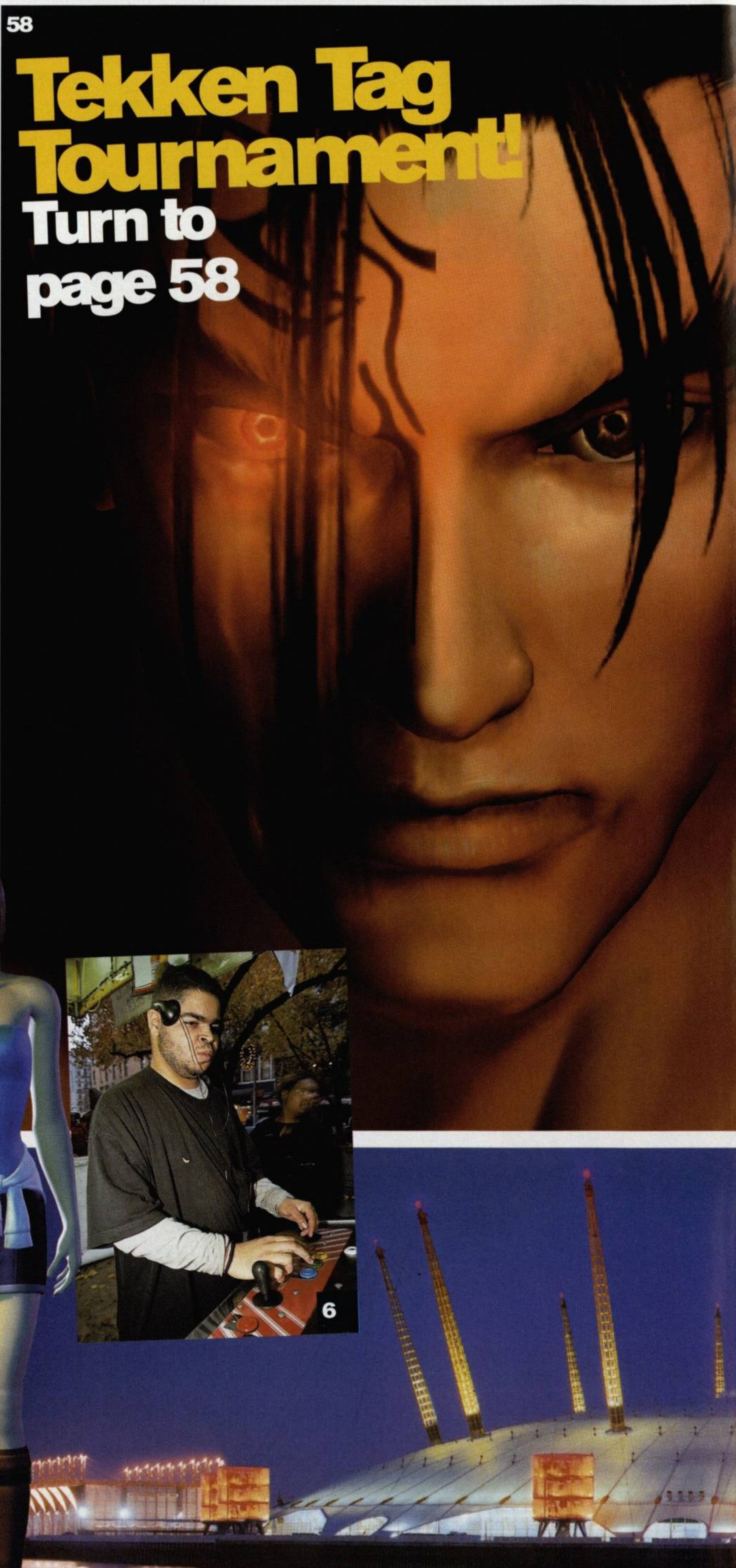
48 The Police Walking the beat, funny hats and sticks to beat you with... as an institution the police are largely misunderstood. In a bid to promote peace on our streets *Arcade* fired up a few consoles and checked the mettle of the Thin Blue Line.

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68 Antiques Roadshow So, what's it worth then? *Arcade* trawls through the bulky, clunky past of videogame consoles in a desperate bid to hit paydirt. See if you've scored, or find another reason to resent your parents.

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Tekken Tag Tournament!
Turn to page 58



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PHOTOS: JUDE EDGINGTON, THE MOVIE STORE COLLECTION, NINEC/QA PHOTOS



53 NEW GAMES REVIEWED!

A Review

The Ultimate Game Buyer's Guide

74 New PC Games

New releases: *Quake 3 Arena*, *Indiana Jones and the Infernal Machine*, *Delta Force 2*, *Rally Championship*, *Battle Zone 2*, *Urban Chaos*, *Half-Life: Opposing Force*, *SWAT 3*, *Revenant*, *Pharaoh*, *Atlantis 2*, *Creatures 3*, *KA-52 Team Alligator*, *Edgar Torronteras' Extreme Biker*, *Supreme Snowboarding*, *Spec Ops 2*, *Puzzle Bobble 2*, *Bust-A-Move 4*, *Age of Wonders*, *Imperium Galactica 2*

■ **Quake 3: so butch.**



84 New PlayStation Games



■ **Thrasher: free-flowing street skating from Rockstar.**

New releases: *Ace Combat 3*, *Le Mans*, *Thrasher: Skate and Destroy*, *Official Formula One*, *Army Men: Air Attack*, *Knockout Kings 2000*, *MTV Snowboarding*, *Jurassic Park: Warpath*, *Cyber Tiger*, *Jet Rider 3*, *Pop N' Pop*, *Army Men 3D*, *Xena: Warrior Princess*, *Shadow Madness*



92 New N64 Games

New releases: *Rocket*, *Army Men: Sarge's Heroes*, *Gauntlet Legends*, *Paperboy*, *Armorines: Project SWARM*



■ **Rocket: whimsical genius.**

98 New Dreamcast Games



■ **Tee Off Golf: ideal.**

New releases: *Sega Worldwide Soccer*, *Vigilante 8: 2nd Offense*, *Chef's Luv Shack*, *NFL Quarterback Club 2000*, *Tee Off Golf*, *Psychic Force 2012*



102 Other Games

Coin-op: *Virtua Tennis*
Game Boy Color: *David O'Leary's Total Soccer 2000*, *Mission: Impossible*, *Ronaldo V-Football*, *Worms Armageddon*, *Evel Knievel*, *Grand Theft Auto*, *Space Invaders*

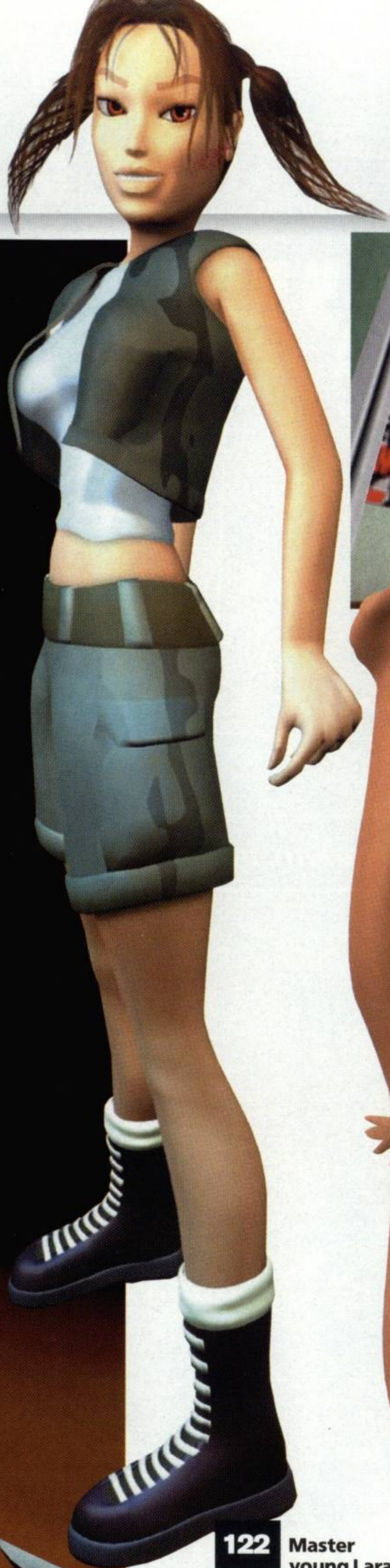
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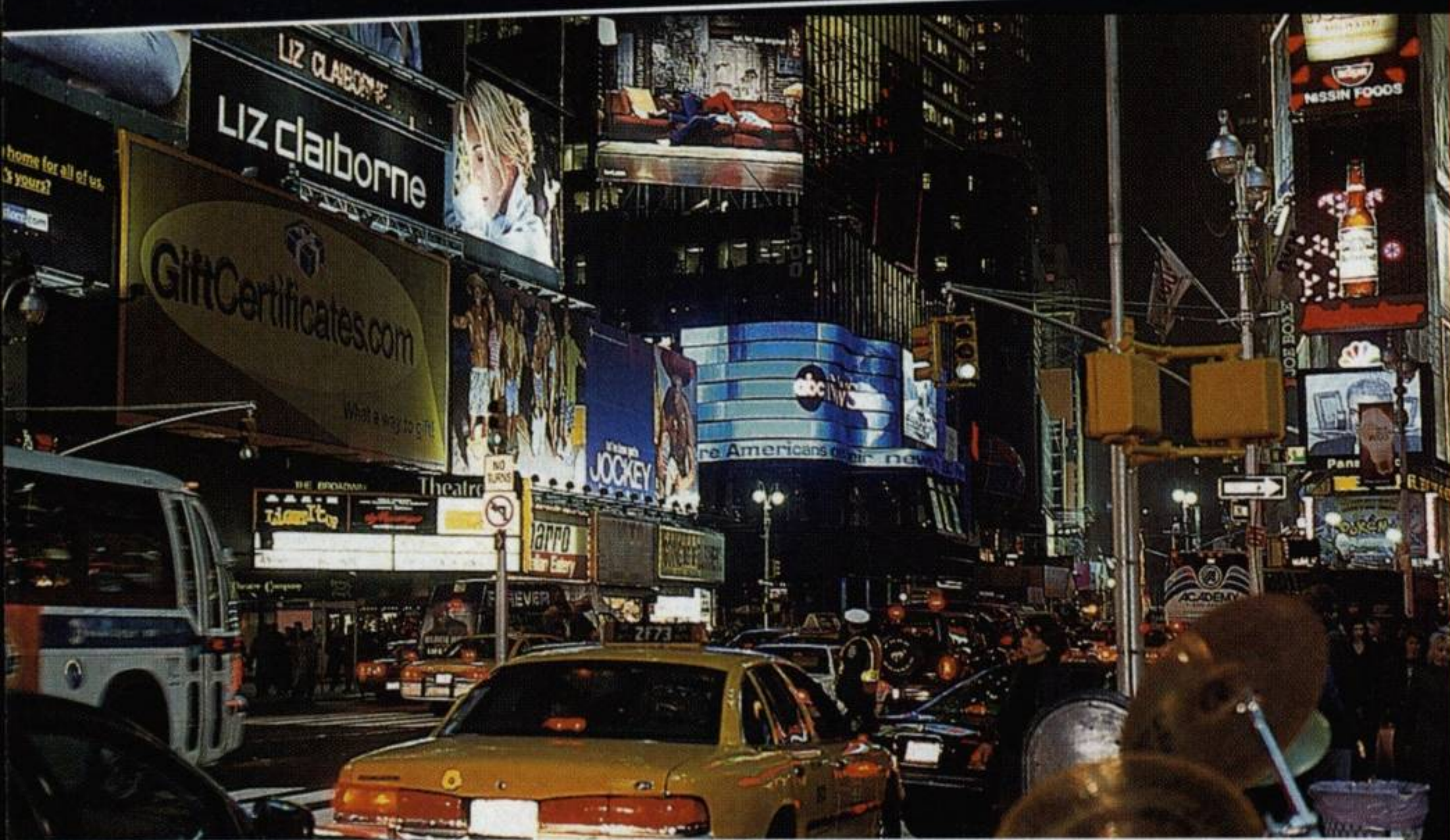


Arcade

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"My Beautiful Big Apple"

New York, New York, where the skies, not the streets, are paved with gold, and videogames blend with everyday life like nowhere else.



Manhattan Island New York City

Cruising into Manhattan for the first time is a breathtaking experience. Towering skyscrapers, flashing neon lights, pre-recorded messages from minor celebrities in the back of the yellow cabs reminding you to buckle up, policemen with guns, walk/don't walk signs, enormous billboard adverts, strip joints, huge department stores and a hustle that easily out-bustles Piccadilly Circus 16 to the dozen. To paraphrase Stevie Wonder... it's just like you pictured it. And videogames? As you'd imagine in *The City That Never Sleeps*, it's not just in the glitzy, brightly lit High Street arcades where you can fuel your passion for hand-eye co-ordination of the digital kind.

Slot check

- Place: **Manhattan Island, New York City**
- Geography: **New York State is on the north east coast of the United States of America. New York City, set in the southeastern region of the state, is divided into five boroughs: The Bronx, Brooklyn, Queens, Staten Island and the long, narrow island of Manhattan – the cultural and economic heart of the city.**
- Points of interest: **Empire State Building, World Trade Centre, Statue of Liberty, Greenwich Village, Central Park.**
- Entertainment: **You name it. Theatres, cinemas, shops, bars, hotels, restaurants and a healthy porno industry.**
- How to get there: **Check out Virgin Atlantic. Flights start at about £180 from Heathrow or Gatwick to New York's JFK and Newark airports, and SNES games are built into the backs of the seats on most flights.**
- Phone: **Virgin Atlantic on 01293 747747**
- On-line booking: **<http://www.virgin-atlantic.com>**

PHOTOGRAPHY: JUDE EDGINGTON

Derick 20, Harlem, in East Village



[To Photographer] You talk to him.

[Photographer] "No. You talk to him."

[Nervously]. Er, hello. "What's up, man?"

Um, well, we're just seeing all the different places you can play videogames in New York.

What y'playing? [Utterly engrossed] "*King of Fighters*." [Trashing buttons] "I'm, like, getting seriously fucked up here. I'm getting fucked up by a woman. Take that, bitch. Fucking got her. Fuck, yeah."

Right. You into videogames, then? "Yeah.

Fighting games. I like Capcom a lot. Do you know when *SNK vs Capcom* is coming out? What about *Dark Stalkers vs Streetfighter*, when's that out?"

Er, dunno, sorry. So do you still prefer 2D beat-'em-up to 3D ones, then? "Yeah. *Tekken*'s all right, but I don't like the spinning. I've got *Soul Calibur* on the Dreamcast, and that's like awesome. The detail on the characters is totally off the wall."

Have you ever been to England? "No. I'd love to go. I've heard it's really cool over there. [Sarcastically] Beautiful accent."

Cheers. "Got any quarters?" [Returns to game] "Cheers." **Phew.**

A man with a beard and headphones is looking off-camera with a surprised expression. He is wearing a black t-shirt and has his arms crossed. The background shows a diner counter with a menu board and various items.

**“I’ve heard
England is really cool.
Beautiful accent.”**

“My Beautiful Big Apple”



Shelia 65, Barbados, in The Sheritan

[Looking at name badge] Shelia? New York must be very different from Barbados. [Giggling] “We have sun and blue waters. And we have Reggae music. Not like you get here.” **What’s the messiest room you’ve ever had to tidy?** “I had a very messy one a couple of days ago. There was garbage from here to here.” [Points between floor and bed] “And shopping piled up and clothes thrown over everywhere.” **Er, it wasn’t our room, was it?** [More laughing] “No.” [Looks around, accidentally sitting on remote control and switching channels] “It wasn’t yours.” [Grappling for controller before Shelia notices the display of pink flesh on the screen] “Yours is quite tidy.” [Changing back to *Mario World*] Phew. You didn’t see that, did you? Good. So. Do you keep your house tidy? “Yes. My kids help me.” [Waving fist about] “And if they don’t, I get very angry. I don’t play these games much, but my grandkids love them. They have the same as this one, Nintendo. But I’m a bit old for them.” **A**



Nicole 23, England, in Virgin Megastore



Who are all these people? [First bloke] “My name is Chris, and I’m a true American.” [Second bloke] Shut up, man.” **Errrr. You playing the Wu-Tang clan game, then? [First bloke]** “Wu-Tang: Taste The Fucking Pain.” **Quite. Do you like it?** [Voice from the back] “It fucking rules, man.” [Switching attention to Nicole] “So, erm, what are you doing in

NYC, then?” “I’m an air hostess for Virgin Airlines.” **Cool! That’s who we flew over with. You can play SNES games on the plane, you know. Are you flying back tonight? You are! Fantastic. So, do you get free CDs in Virgin Megastore, then?** “No, but I get 30% off. And, no, I’ve never met Richard Branson.” [Gesturing to the surrounding

posse] Um, so do you find New York scary? **You should have seen the bloke we met in The East Village.** “Well, it’s quite overwhelming isn’t it? But I’ve been here a lot. Do I like being air hostess? Yes, it’s fun, unless you get a particularly ratty customer. And yes. My ears still pop every time.” **Every time what? Oh... see you on the plane. Bye!** **A**



**“You English are strange.
You drink a lot, ja?”**



Heike 24, Germany, in Times Square

Hello there. What are you doing in New York? “I am on vacation to visit my boyfriend. Where is he? He’s presently at his business.”

What? He works in New York? He’s not going to come over and give us hassle for chatting up his girlfriend, is he? “Ja. I like bit of excitement, I do. What do I do for a living? I work in Germany for a convention centre. I have to organise meetings, and stuff like that. Does this show up in the magazine, what I say?”

Well, it does if you say something funny, but you haven’t said anything funny yet. Do you play games at all? “Sometimes. I play PlayStation, not Game Boy. I have maybe twice in my life held such a thing in my hands.”

Now that’s funny. “Can you send me a copy of your magazine? I don’t know if you can buy it in Germany.” [Writes address down] “You read it out to me now, ja?”

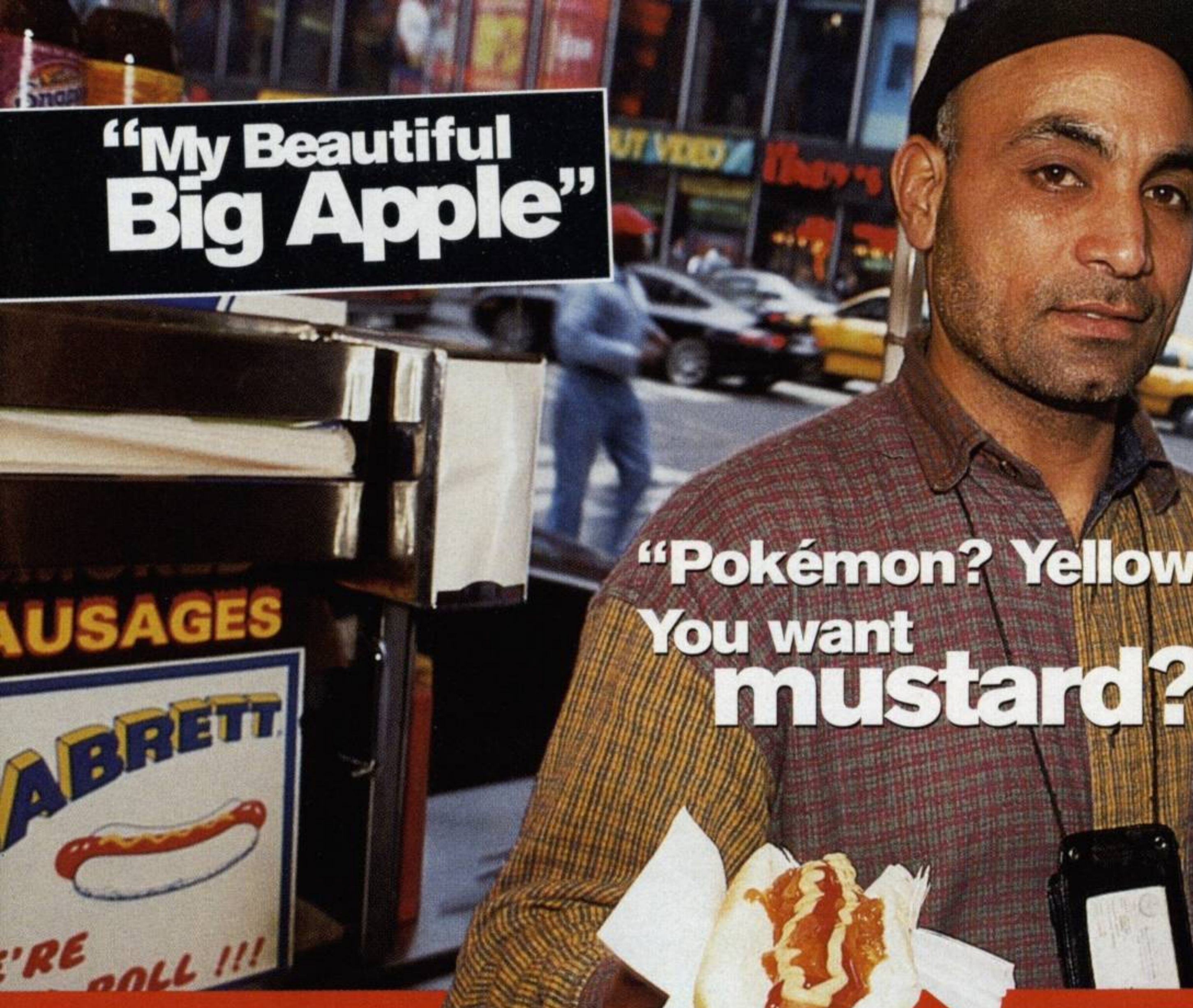
Er, uber-dus strasser..., er ober-dorf straße, umm, what’s twelve again? Zwolf, er, Oberdorf Straße zwolf, erm, sieben, zwei, zwei, sieben, nul. “You speak German?”

Well, a bit from school, but it’s fading fast. Know what the word for bagpipes is though. It’s Duddlesack. “So you can’t pronounce my address, but you can order bagpipes. Very handy. You English are strange. You drink a lot.” [Mimes downing pint] “But then again, you only get pints, but we have half litres. So maybe we drink more.”

Yo-kay. Nice talking to you. Have a nice day, as they say around here. Bye.



"My Beautiful Big Apple"



"Pokémon? Yellow? You want mustard?"

Ahmed 40, Egypt, in Times Square

Hello. So, how many hot dogs do you sell a day? "Everyday, maybe 300."
Business is good then? "Yes."
D'you play videogames? "You want hot dog?"
Er, okay. So, do you like videogames?
[Staring at Game Boy] "Why you give me this?"
Er, don't you want a go? It's Pokémon.
Yellow. [Getting increasingly confused] "Yellow? You want mustard."

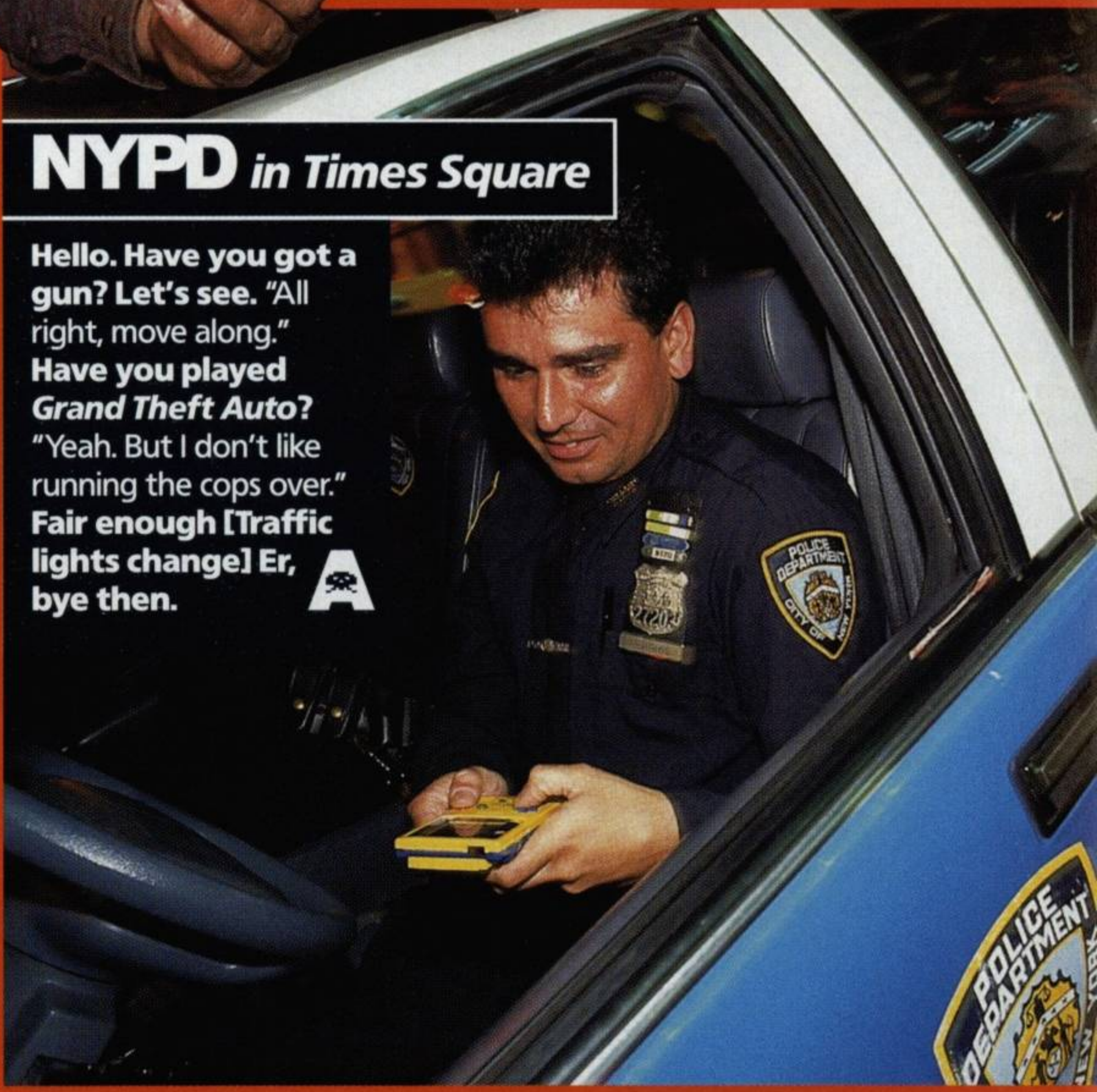
Um, yes please. We don't get hot dog sellers in England, you know. "Two dollars please."
Um, here you go.
Er, bye then. Nice talking.



[To man having his shoes shined] Hello. What do you do, then? "I'm a reporter for the *Seattle Post*."
Cool. Is Seattle still happening? "Well, now it's not music, it's the Internet. A lot of my college friends are Microsoft millionaires. They cashed out at 26 or 27. You can get a degree in videogames in Seattle."
Eh? How come? "Well, a degree in programming videogames, on the Nintendo campus. So the kids can market themselves as having experience. It gives them a competitive advantage."
Sounds fascinating. So how's Nintendo doing in America? "They're getting rocked a little bit. But there'll be a big rebound with *Donkey Kong 64*." [Pause] "So, do you get to play videogames all day long?"
Um, kind of. "Sounds like a dream job. Would you like to work on a newspaper?"
Well... maybe. But writing about videogames is fun. Hey - we've come to New York for free, haven't we? "And you can't complain at that."

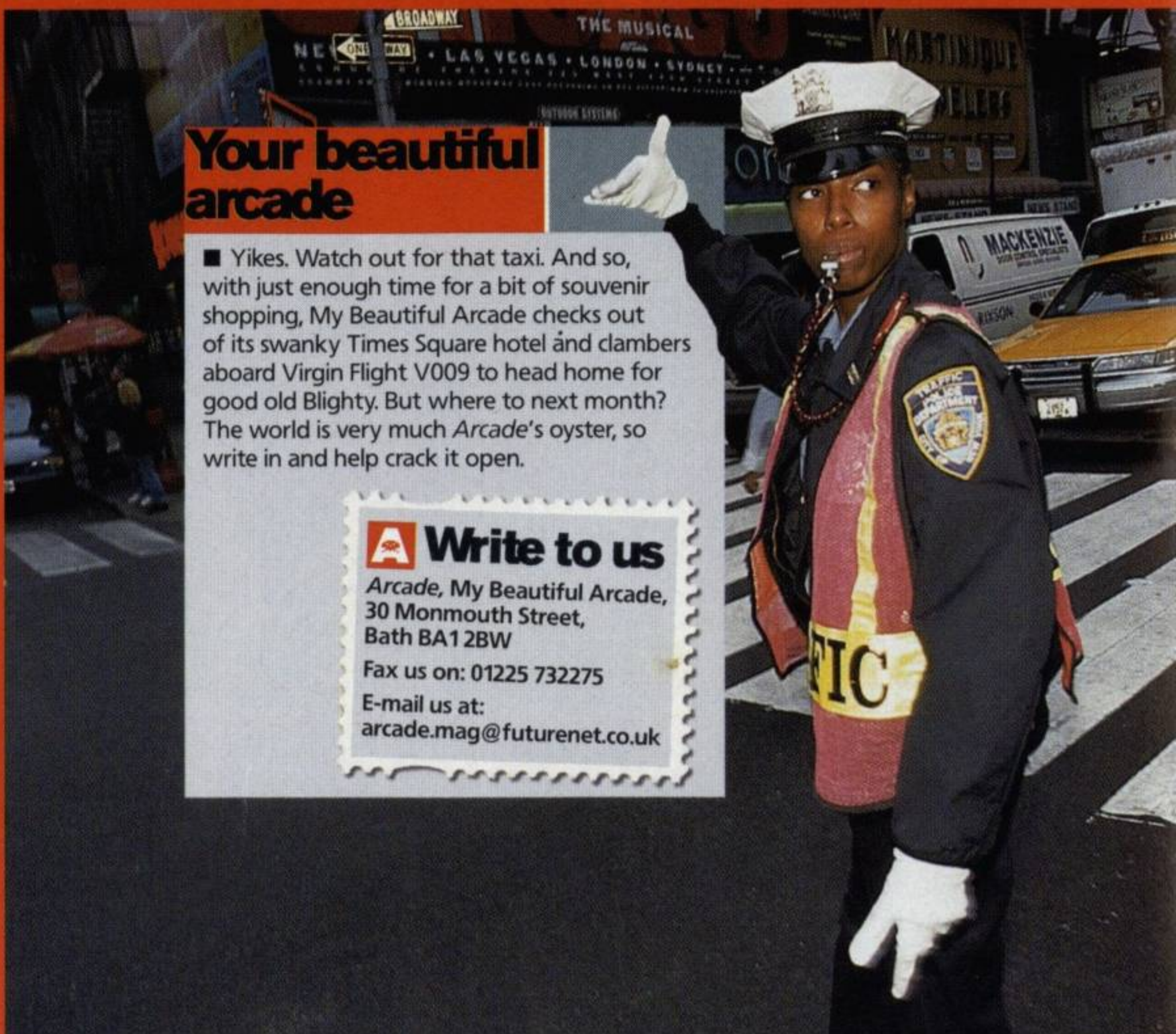


Robert 29, Seattle, having shoes shined



NYPD in Times Square

Hello. Have you got a gun? Let's see. "All right, move along."
Have you played Grand Theft Auto? "Yeah. But I don't like running the cops over."
Fair enough [Traffic lights change] Er, bye then.



Your beautiful arcade

■ Yikes. Watch out for that taxi. And so, with just enough time for a bit of souvenir shopping, My Beautiful Arcade checks out of its swanky Times Square hotel and clambers aboard Virgin Flight V009 to head home for good old Blighty. But where to next month? The world is very much Arcade's oyster, so write in and help crack it open.

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Editorial

Look! Another year!

January is a vile month. The weather's bloody bivvering, it gets dark shockingly early, most of us are broke and we're all struggling to keep our pathetically unrealistic New Year's resolutions. So, what better time to settle down to a good dose of quality gaming, and where better to kick off than in the pages of *Arcade*?

A new and stupidly exciting year is beginning, and should prove to be the most eventful in the videogame arena for quite some time. PlayStation2, Game Boy Advance and Nintendo's Dolphin will all become reality together with a bunch of games that just a few years ago we couldn't have dreamed possible on a home console. In the light of this we've looked at *Tekken Tag Tournament*, *Perfect Dark*, *Shenmue* and 49 other startlingly saliva-inducing titles that you'll be playing over the next 12 months. See page 54.

But let's not dwell on *Arcade*'s crystal ball. We're all about the here and now and as such have reviews of such gems as *Quake 3*, *Thrasher: Skate and Destroy*, *Ace Combat 3*, *Rocket and Tee Off Golf* as well as the best of the month's other games releases, books, music, movies and more, oh and a survival guide to the number one game at time of going to press, *Tomb Raider 4*.

And, of course, *Arcade* wouldn't be *Arcade* without a few surprises. This is quite an issue and it's gonna be quite a year – strap in and enjoy the ride.

Sean Atkins
Editor

It's your letters

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

Letter of the month

Precious metal

After a free CD with the "most bangin' tunes" on the cover, interviews with Sasha, and your constant insinuations that heavy metal is a racket sung by tattooed throaty growlers and its listeners are bearded fat bastards with no life, I have to put my foot down.

Although dance music may be popular at the moment, metal still remains one of the most popular forms of music around the world. Put it this way – Metallica have sold over twice as many records as REM over the same number of years, yet which would be most likely to receive criticism in *Arcade*? I'm not a sad case whose life is going to be ruined by your attitude, just merely a subscriber who would like to see a change. In fact, who not try a bit of heavy music? After all, I find that there's nothing better than racing to a bit of "Ace of Spades" by Motorhead, or blasting in *Quake* to the pure aggression of Pantera.

Daniel Heaton, Bolton

Daniel, the question of what is good and what is bad music has always been a subjective one. However, Arcade is not biased towards dance music, as you seem to suggest, it's just dance music is the music that has been chosen to complement videogames. Would Wipeout have been such a cultural success for the PlayStation if instead of featuring tracks from Leftfield and Orbital, Psygnosis had drafted in tracks from some more neutral musical artists of the time, like Whigfield and Jimmy Nail? As Kingpin and Wu-Tang: Taste The Pain have shown with their hip-hop soundtracks, there is a place for other genres of music in games, providing the mood fits. Even metal. Perhaps.

Do I not like that

Does former England manager Graham Failure read *Arcade*?

J Smith, Derby

Of course he does, Mr Smith.



Questions, questions

Hi. I've only just seen PlayStation2 and it looks great. I'm thinking about buying one. But I need to know more about it. So here are my questions.

- 1 Can you surf the Net without the special cartridge, which is coming out in 2001?
- 2 Can you play music CDs on the DVD player?
- 3 Are the stands included?
- 4 Is it true that you can add your face to games?
- 5 When does it come out in the UK?

Chris Hickey, Liverpool

No, yes, yes, yes, September 2000. Now, let Arcade ask you some questions:

- 1 When was the Treaty of Versailles signed?
- 2 Can you outline Flemming's Left Hand Rule?
- 3 What is an oxbow lake?
- 4 Give an example of an oxymoron.
- 5 How many in a score?



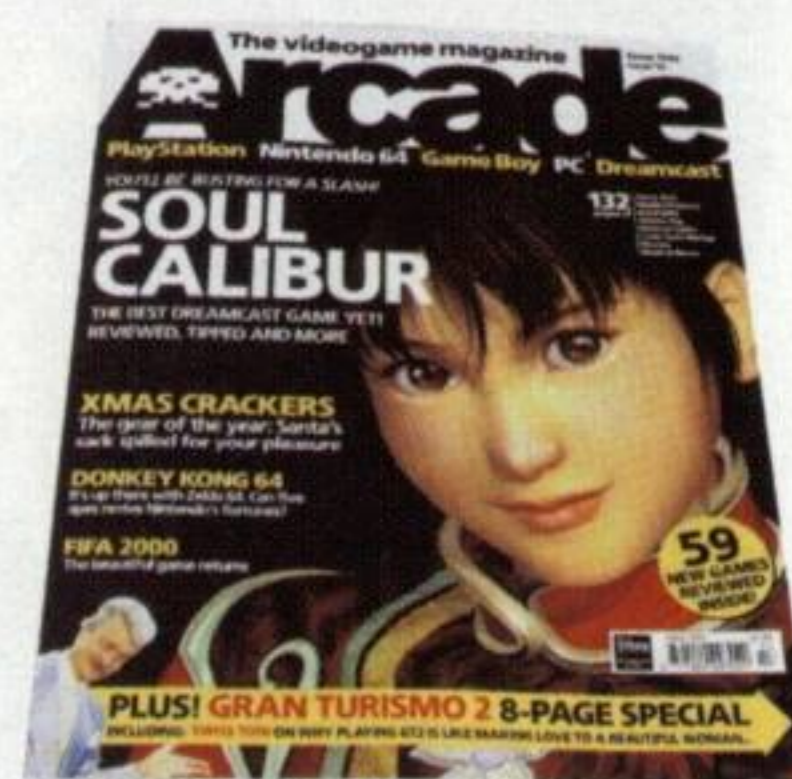
■ Darby's frontin' on the Nibblett.

Nibblett challenged

After seeing your Lara Fanatic feature in issue 14 I just had to write in, because you've got the wrong man! I am the biggest Lara fan in the world, and here are the photos to prove it.

Andrew Darby, Little Wick Green

Well, Andrew, it certainly looks like you're giving Terry Nibblett a run for his money. Except – where are the pictures of you? The fact that Terry was perfectly happy to dress up as his heroine for the pages of Arcade strands you in runner-up loserville country. What's more disturbing, however, is your photographic technique. Do you think that Nibblett got where he is today by allowing pictures of his collection to be tainted by mighty flash reflections? You should also bear in mind that sending pictures of your duvet to national publications is, in fact, a punishable offence. Stop it at once.



■ *Soul Calibur* stripped bare, the videogames selection box and great games galore.

Write to us

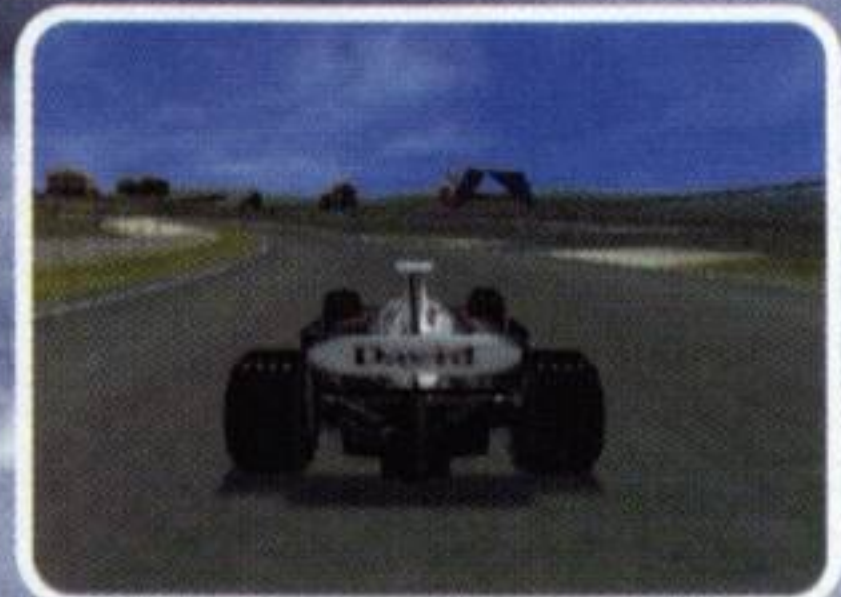
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■ Tell *Arcade* what's on your mind and, if your missive is made letter of the month, you'll get the top five games on your choice of system courtesy of Simply Games. Result.

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**COMMENTARY BY TV'S
 MURRAY WALKER AND
 MARTIN BRUNDLE**

On the side

Terry Nibblett is evil! Keep him away.
Mr PlayStation,
London e-mail

Don't worry. He's safely locked away in his bedroom in Plymouth.

I like your mag. It's grown up and stuff.
DJ Kid Green, via e-mail

Hee hee. "Green". Cheers.

Does *Soul Calibur* have lastability?
Srinhx96, via e-mail

No. You have to keep it in your fridge and use it within three days.

Tell Sam Richards that I was pleased to hear him celebrating Bath City's great league run.
Robin Green, via e-mail

Sam writes: Come on you stripes and drink up thy cider! [Don't worry, Robin. He'd probably been drinking]

Here's a small poem I made up:

Just because the Dreamcast's white Doesn't mean the games are shite. I thank you.
Carl Jackson, via e-mail

Here's a little poem we made up:

Just because you're poem's crap, Didn't mean we didn't print it.

What about this?

Let Arcade know what you think about: **The Antiques Roadshow** feature – are the prices realistic? **The Police** – know a games-mad copper? **FIFA 2000 European Championships** – have you done any better? **Quake 3** on the Net – any joy?

Dog's dinner

Call the RSPCA! Who are you trying to kid claiming that dog belongs to a hairdresser in last month's "My Beautiful Café," when quite clearly it's all-round funny Brummie man Bob Carolgees' ex-Tiswas sidekick Spit The Dog?

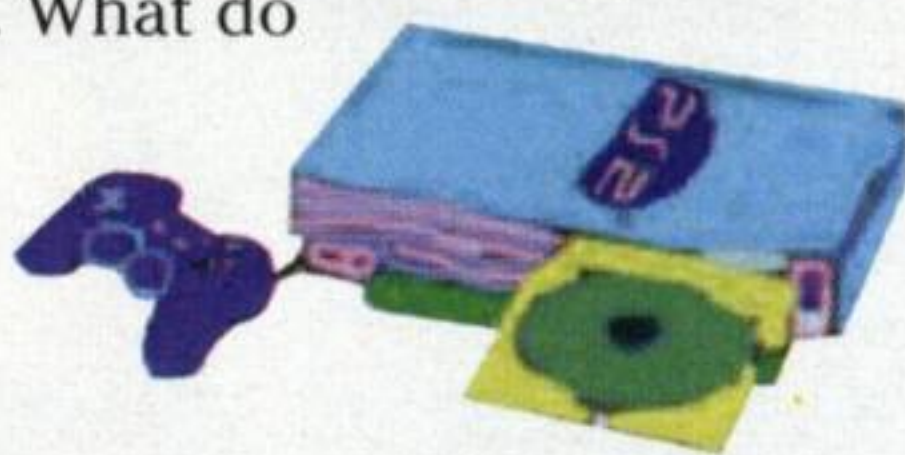
John Simonns, Fife

Are you trying to say that woman has got her hand up that dog's arse? Behave.

Girl power

My sister keeps complaining that she likes some console games. However, she doesn't like the console machines themselves because she reckons that they are too masculine. I have therefore decided to put things rights and have made a "Girls" Edition Playstation2. What do you think?

Duncan Chard, via e-mail

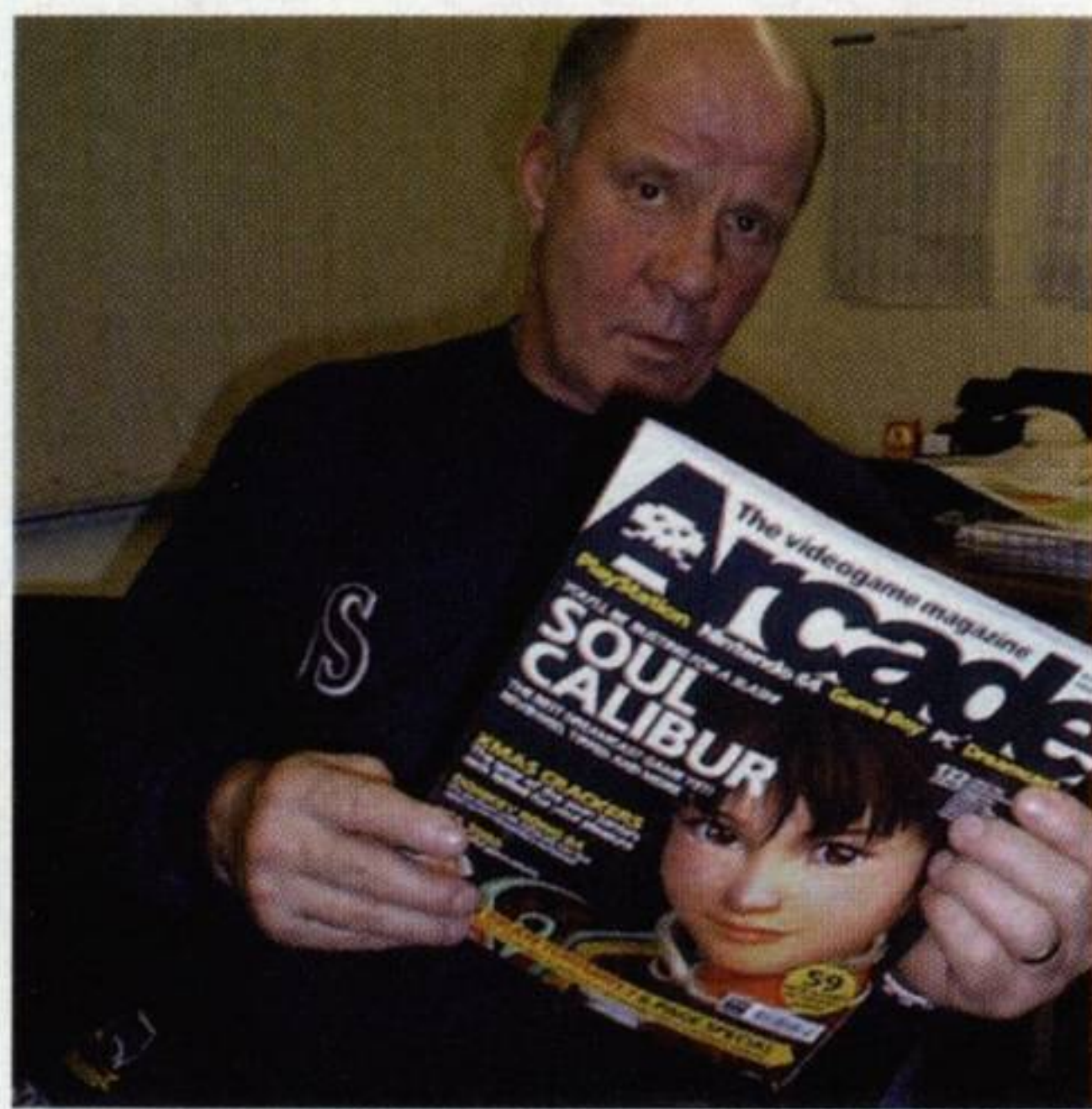


Girls, eh? If they're not out shopping, they're asleep. Best to try to appease them whenever possible, Duncan.

Do I not like that 2

Any chance of a picture of long-serving Derby County manager Jim "The Bald Eagle" Smith reading a copy of *Arcade*?
G Taylor, Watford

Glad to be of service, Mr Failure.



■ "I want to fly like... oh, hello there."



■ **Swiss Toni:** he loves those ladies.

Swiss cheese

Fantastic! I've only just stopped chuckling at the Swiss Toni "Playing a video game is very much like making love to a beautiful woman" interview you ran last issue. "Make sure you've made all the right connections, scour the specialist magazines for tips and cheats, grasp your joystick firmly in your hand and shove your cartridge in the slot. And try not to get over excited or it's going to be 'game over' before you've even started." Genius.

After Roger Mellie's interview about the swearing in *Kingpin* in issue 10, I can only wonder you else you've got lined up your sleeve. Captain Birdseye on *Sega Bass Fishing*? The PG Tips chimps on *Donkey Kong 64*? I wait with bated breath.

Domonic Payne, Romford

Thanks, Domonic. Anyone got any ideas who they'd like to see us interview? Or think about how on earth we could tie-in an interview with the girl from the Marmite advert. Write in, and we'll see what we can do.

Let's do the Timewarp again

Please don't ever let Mark Green stop doing Timewarp. Not only is he an insurmountable wit, but he brings back so many memories for an old gamer like myself. I'm 26 and can remember it like yesterday when games cost £1.99 and loading times were 20 minutes. Keep up the good work, Mr Green!
Pete Keefe, via e-mail

Mark could have teenage girl groupies, but gets 26-year-old male fans instead. He loves it.

The Videogame Magazine Arcade Issue 15

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Next issue on sale 31 January

Contributors

Delicious hand-picked hacks dish out some tasty treats.



Phil Bruderer
Rather than playing games all day, Phil is responsible for selling the much sought-after advertising space in

Arcade. He also used to be a policeman. That was, until one day when he accidentally left his gun hanging on the back of a toilet at Gatwick airport. Perhaps the world is a safer place now that ex-PC 819 Bruderer spends most of his days safely tucked behind a desk.

■ **Fave game:** *Tony Hawk's Skateboarding*



Ursula Morgan
Ursula has been helping out on the art side of *Arcade* this month. As the only mother in the office, she has delighted in

ensuring that the office has been kept tidy and that rest of the team have cleaned behind their ears. In return, she has managed to squirrel away as much *Pokémon*-related stuff as she can fit into her handbag, allegedly for her "kids", but we think we know better.

■ **Fave game:** *Pokémon*



Richard Keith
Bucks-born West Ham fan and would-be Cockney Rich is the new boy on the production desk. When not scanning

pages for embarrassing slips, he likes nothing better than to be married and return home to find his dinner on the table. A former news journo, the boy Keith has now hung up his hack spurs for the green visor he always dreamed of. That, and an inability to cut the mustard at *Quake 2*.

■ **Fave game:** *Knockout Kings 2000*



C&VG 5/5

PlayStation
STARPLAYED 9/10

★★★★★
Arcade



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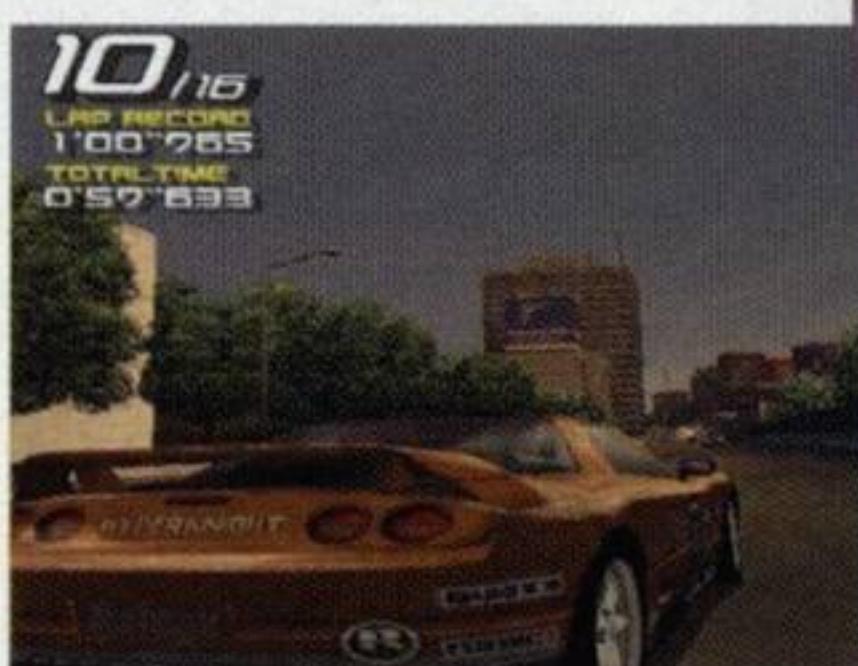
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GRAND

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



■ The release of new *Ridge Racer* screens is overshadowed by a catfight between new mascot Ai Fukami and old favourite Reiko Nagase.



PLAYSTATION2 TITLES

Ridge Racer 5 revs up

Details emerge of PlayStation2 launch software.

The hype surrounding PlayStation2's Japanese launch on 4 March is accelerating by the day, with Sony Japan tentatively releasing a list of ten launch titles. Namco's *Ridge Racer 5* and *Tekken Tag Tournament* are joined by *The Bouncer*, *Kessen*, *Sky Surfing*, *ISS Pro 2000*, *Street Fighter Ex 3*, *Drum Mania*, *Golf Paradise* and *A-Train 6*.

Gran Turismo 2000 is conspicuous by its absence from



the ten. The release of the crucial racing title will slip until at least a month after launch because developer Polyphony Digital wishes to distinguish it further from the PlayStation's *Gran Turismo 2*. There is also mention of Sony bringing the game into the arcades. Driving fans, especially those with a predilection for no-frills arcade racing, will be placated by some new screenshots of *Ridge Racer 5*. The final UK title of the game has yet to be

Current debate has focused on the choice of female game mascot.

confirmed and few gameplay details have emerged so far, but it's looking sensational. Namco promises "diverse lighting effects, shimmering heat waves and improved distance perspectives."

Current debate has focused on the choice of female game mascot. In *Ridge Racer Type 4* the position was filled by the lissome Reiko Nagase. For the new instalments, Namco announced it

would be replacing Reiko with a fresh young talent, Ai Fukami. The news was greeted with some disdain by the gaming community, who complained that Ai looked a bit rough, while new shots of Reiko featured in the *Namco 2000* calendar were pretty fine. Namco appears to have resolved the conundrum by vowing to include both girls in *Ridge Racer 5*. Result.



■ *GT2000* delayed? So what!





MORE PLAYSTATION2

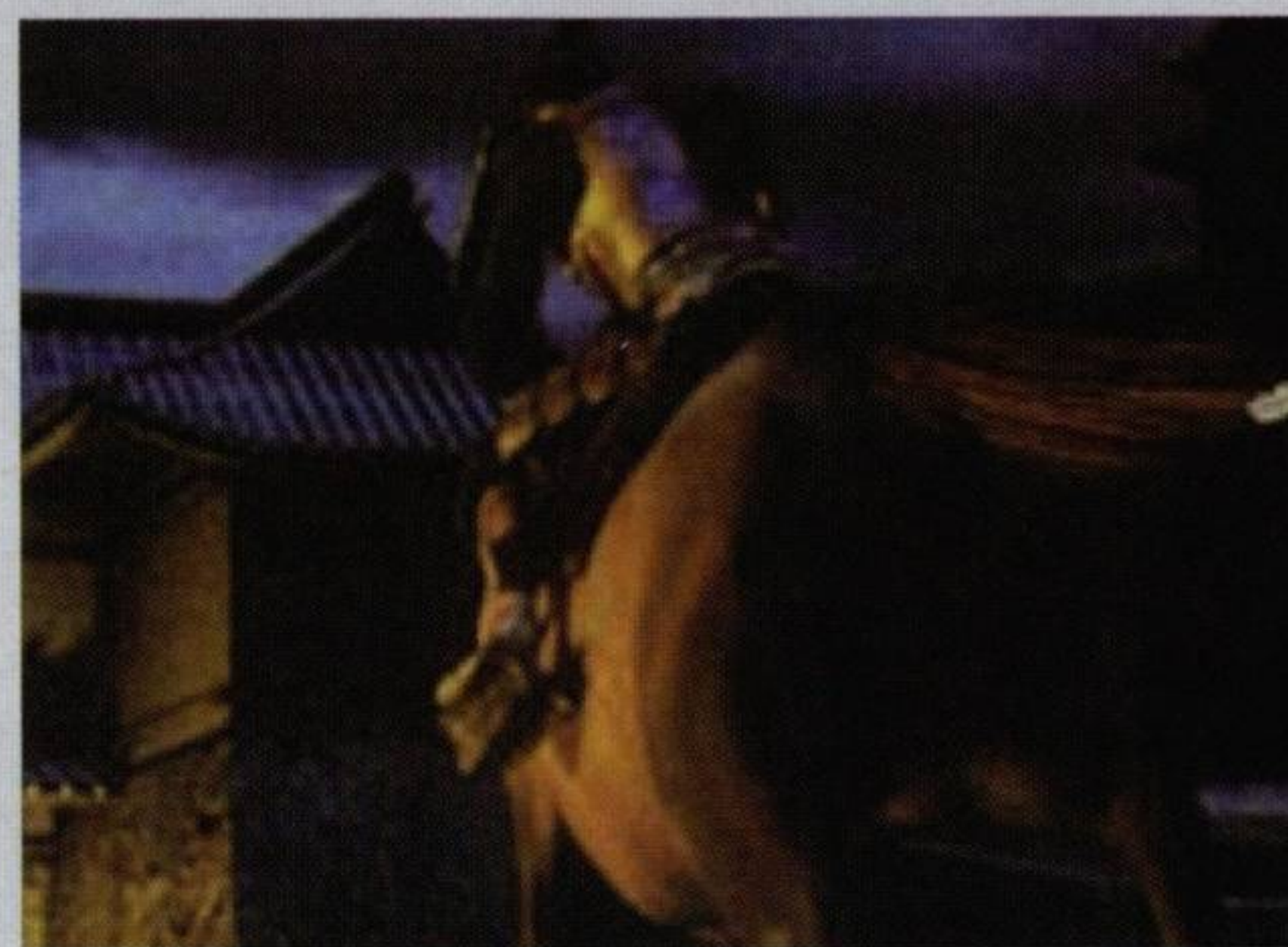
Leading developers reveal plans

Capcom and Konami announce PlayStation2 titles in development.

Capcom



- (Above) *Street Fighter Ex 3* is 2D no more on PS2.
- (Below) Take the reins in *Onimusha: The Demon Warrior*.



Japanese giant Capcom has pledged its unwavering commitment to Sony's console with the recent announcement of a number of potentially massive titles. However, the only game that looks likely to make the launch date will be *Street Fighter Ex 3*, actually developed by sister company Akira under the auspices of Capcom. This continuation of the obscure *Street Fighter* spin-off series isn't a game to get pulses racing, but it does show off PlayStation2's ability to convincingly translate anime characters into 3D, and should be an enjoyable ruck. *Dino Crisis 2*, the sequel

to the company's mildly disappointing but big-selling adventure with the razor-toothed stars of yesteryear is definitely well underway for PlayStation2.

No surprises either that the *Resident Evil* series will continue its reign on the new console. *Onimusha: The Demon Warrior*, a game Arcade reported on in issue 8, was originally slated for PlayStation but development has been upgraded to the new machine. It's a mystery adventure with samurai fighting and a stronger storyline than *Res Evil*.



Konami



- (Above): *ISS Pro 2000* will please the football purists.
- (Below): The Bemani series continues with *Drum Mania*.



Konami, responsible for some of the best PlayStation games of recent times with *Metal Gear Solid* and *ISS Pro Evolution*, will weigh in with a couple of fine titles at PlayStation2's launch. Arcade has only just had time to fully appreciate the majesty of *ISS Pro Evolution* (released in the UK at the beginning of February), but it seems that Konami is readying the next game in the series for release on 4 March in Japan. Few details apart from the screenshots above are available at the moment.

This will be accompanied by *Drum Mania*, the latest game in Konami's

Bemani imprint, which will bring the thrills and spills of the dancing genre straight into your sitting room. Although none of these rhythm action games have reached the UK yet (*Beatmania* will be the first in the spring), they are outrageously popular in Japan, encouraging a fanatical following. Expect a bizarre drum-type peripheral controller to come packaged with the game.

It's also rumoured that Konami is working on a new PlayStation2 *International Track & Field* game to release around the time of the Sydney Olympics.



Ten PS2 Launch titles



Here's the latest permutation of Japanese PlayStation2 launch titles, although expect this to change an infinite number of times before 4 March.

- *Tekken Tag Tournament* (Namco)
- *Ridge Racer 5* (Namco)
- *The Bouncer* (Squaresoft)
- *Kessen* (Koei)
- *Sky Surfer* (Idea Factory)
- *ISS Pro 2000* (Konami)
- *Street Fighter Ex 3* (Capcom)
- *A-Train 6* (ArtDink)
- *Golf Paradise* (T&E)
- *Drum Mania* (Konami)

NINTENDO DOLPHIN

Dolphin friendly

But could new Nintendo whup PlayStation2's ass?

For a long time the battle between Sony and Nintendo has been something akin to the match-up of the hare and the tortoise. Sony's monopoly of the market means that it certainly hasn't been shy to boast of PlayStation 2's credentials and hype the machine for its Japanese spring 2000 release. Nintendo, however, has kept its head down and has got on with the job.

"We've purposely not released a lot of specifications on the Dolphin," explained Nintendo Software Engineering Manager Jim Merrick. "Sony did it a year ago now, and now that they have, we don't need to.

The Dolphin system will have areas that are noticeably stronger and there are going to be areas where the two systems are virtually interchangeable. But it all comes down to the games."

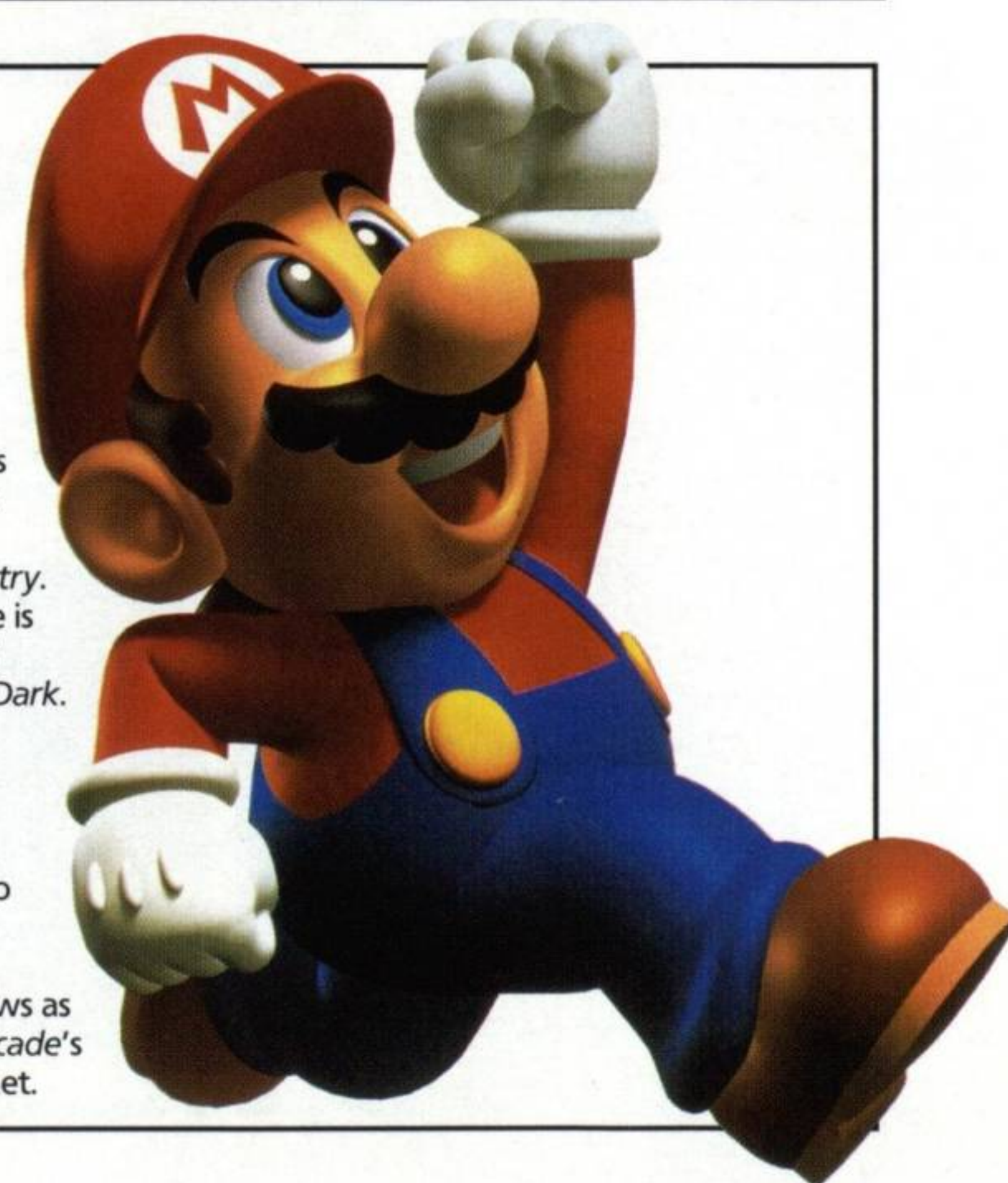
Merrick did confirm that games are already in development from first, second and third parties, which implies that the Dolphin must already exist in some form. He also mentioned that recent talks with electrical company Matsushita have opened up the possibility of the Dolphin being embedded in some DVD players as standard.

Merrick was also keen defend recent criticism that the Nintendo 64 may die out before the Dolphin is

ready to be launched.

"It took five years for the SNES to get to the level of *Donkey Kong Country*. Obviously everyone is waiting with bated breath for *Perfect Dark*. *Pokémon Stadium* adds another dimension for the whole Pokémon thing. The Nintendo 64 certainly isn't tapped out yet."

More Dolphin news as it gets snared in Arcade's unforgiving news net.



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



CLOTHES ONLINE

RPG becomes fashionable.

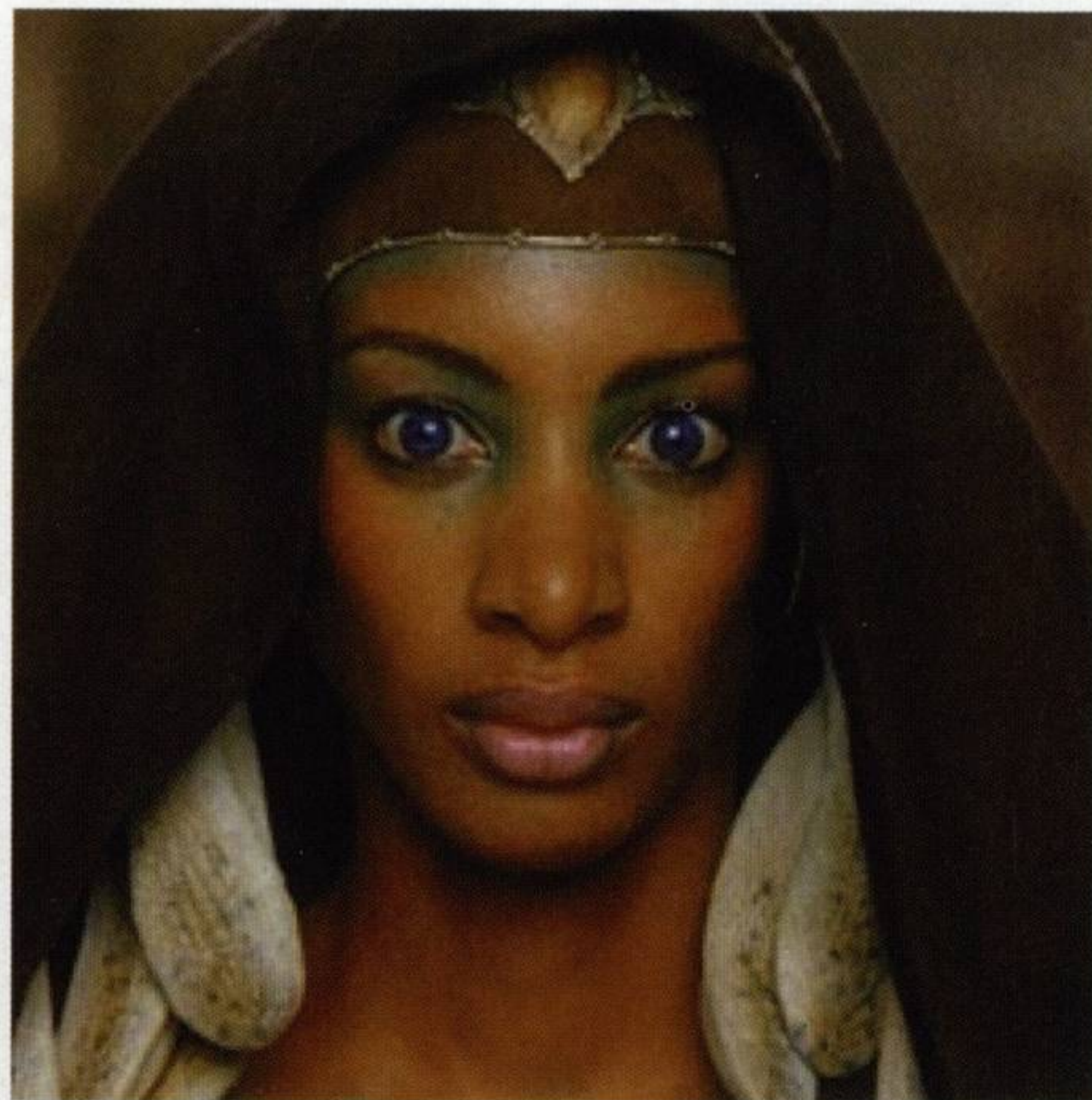
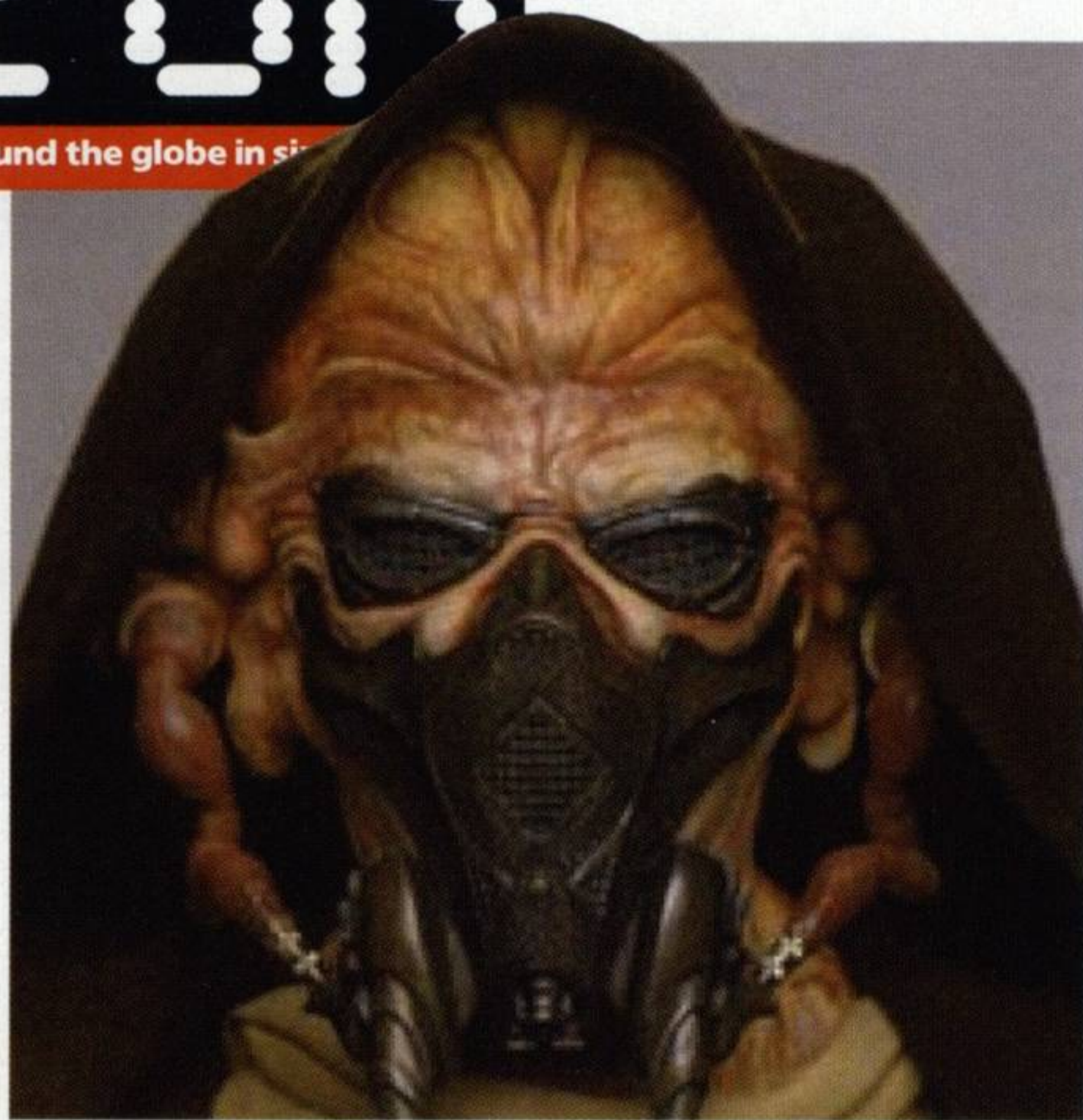
Ultima star unveils his X appeal

■ The creator of *Ultima Online*, Richard Garriot, has revealed his plans for the next installment of the incredibly successful RPG series as well as unveiling his goals as a games designer and the extravagant vision he has for *Ultima X*.

"I wanted to create the most immersive virtual world that I possibly could and also give people a compelling reason to be there", he told US trade magazine *Games Week*. "In future games I want to create features that allow people to earn a real living completely in the virtual world."

The next project will be completely different to the previous adventures in *Brittania*. "It's not a medieval sword and sorcery game, it's kind of a near-future sci-fi world. I really want to enhance dramatically the personal identity of the characters – one of the target-markets for the next title is women. I feel that the *Ultima* games have a more female-friendly design."

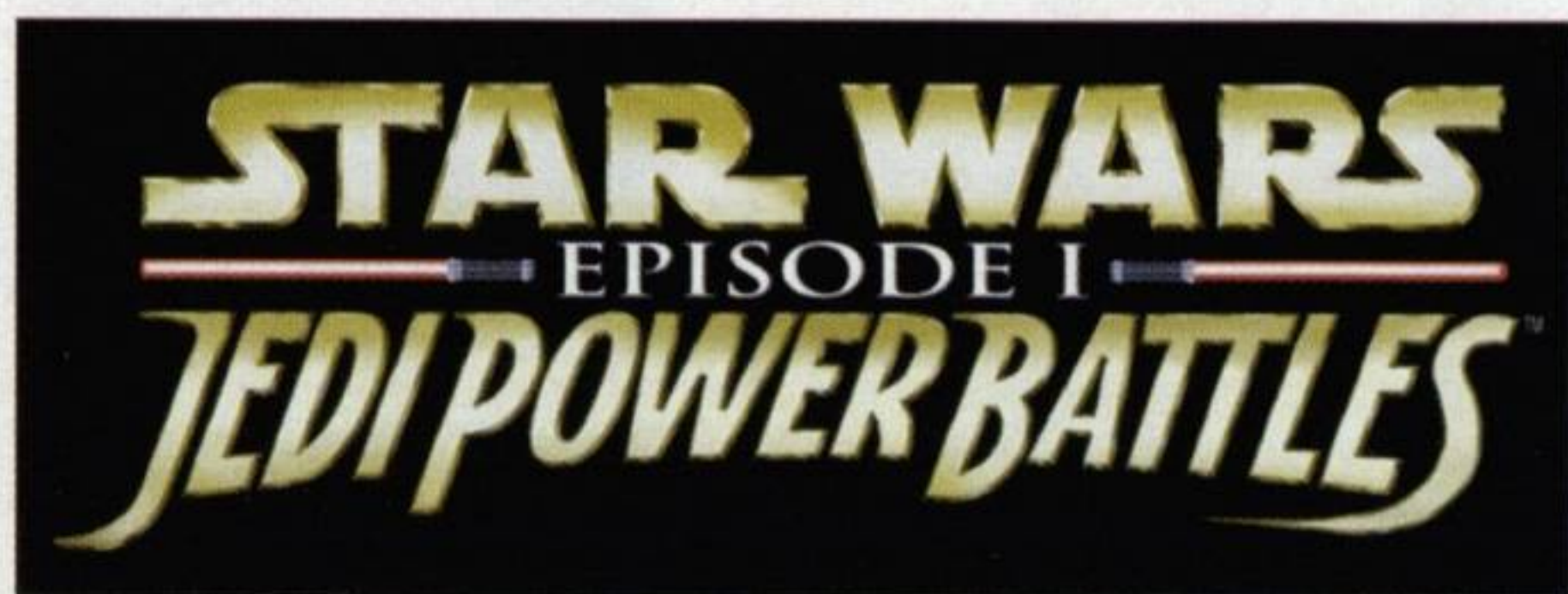
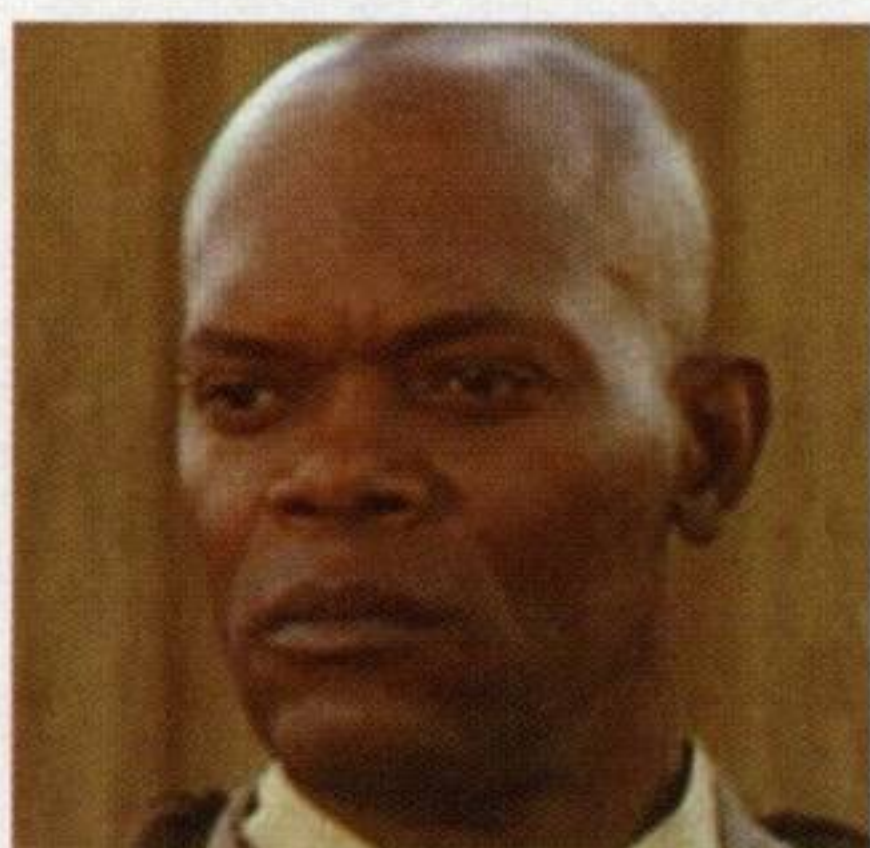
Garriot added that fashion will be a big part of the new game. "What I really want is to create a game that looks 50 years ahead. I want to imagine what virtual reality experiences will be like then and to do as much as we can today to pull it off." Here's hoping it won't take half a century for the ultimate RPG game to appear.



STAR WARS

Lightsabers at 20 paces

LucasArts announce new PlayStation Star Wars game.



■ *Star Wars*: the franchise continues to spawn new games and films. Expect an *Episode One*-themed title on PlayStation2

Jedi *Power Battles* pits the Jedi Council against the evil Sith Lords and Trade Federation in a one-on-one battle. But it sounds like LucasArts has learned from its mistakes in previous PlayStation beat-'em-up, *Masters of Teras Kasi* and there will be much more to the game than just a by-the-numbers *Tekken*.

In the single-player mode you will be able to select one of five

Jedi and take him or her through a quest. As you progress through the game you will learn new moves, access new and evermore incredible Jedi powers and gain access to a huge number of weapons and power-ups. Each of the characters will have their own strengths and weaknesses. Qui-Gon Jin, for example, has strong Jedi powers and can heal himself during battle. Obi-Wan is less experienced and has weaker powers, but he is faster and has more health. You will also be able

to play as Mace Windu, Plo Koon and Adi Gallia, all with their own abilities. Power-ups include boosts to your lightsaber, health renew, thermite bombs, shields and restraining bolts.

Fighting will take place in totally 3D environments à la *Power Stone* and are based on locations found in *The Phantom Menace*. Arenas include The Trade Federation droid control ship, Tatooine and the Naboo swamps.

Other news points towards the possible arrival of an exciting

new *Star Wars* game for the powerful new Sony console PlayStation2. According to recent reports, *Everquest* developer Verant Interactive has signed a deal with the phenomenally successful LucasArts to produce an online *Episode One*-themed game. While LucasArts found itself unable to confirm or deny the rumour, it appears that a massive online *Star Wars* RPG is in the making. A licence to print money if there ever was one.

Lara likes small boys!

Tomb Raider for Game Boy Color confirmed

■ With Sony stubbornly refusing to launch a hand held games machine, it was surely only a matter of time before those behind that curvaceous gaming phenomenon, Lara Croft, twigged how

much extra revenue the big-bapped one was missing out on and scaled her down for her Game Boy debut.

Not only has Core Design finally seen the light, it has been working on this

pocket adventure for the best part of six months and is currently "polishing" what is sure to be one of 2000's biggest selling non-Nintendo Game Boy releases. Predictably, this is a side-scrolling

platformer. Nothing is yet known of the plot or scale of the adventure, only that Lara's assets are somewhat less pointy-outy than on PlayStation or PC. *Arcade* expects an Easter release.



■ Pure greed or a necessary... ■ ...system expansion for Lara? ■ At last! Some pointy bits! ■ It's just all so very 1992.



"Gagging for it!" A quick butcher's at some quality merchandise coming your way.

Crazy Taxi

Arcade-perfect taxi-'em-up



Play the superb *Crazy Taxi* and you'll never want to play another driving game or get into a taxi again.

Game Time
■ Your only enemy in *Crazy Taxi* is the clock. Game time perpetually ticks away, but is charged up by picking up customers and successfully dropping them off at their desired destination.

Crazy Taxi
■ Format: Dreamcast
■ Developer: Sega
■ Publisher: Sega
■ Release date: TBC

The City
■ The cities in *Crazy Taxi* are fully explorable, and zip towards you without a hint of pop-up. Also, the whole game loads at start-up, so loading pauses are nearly non-existent.

Arrow
■ This spinning arrow is your guide around the city. Don't feel you have to stay on the road, though – you can career *Blues Brothers*-style through parks and over ramps.

Your Taxi
■ The handling is unlike anything you'll have played before – extremely nippy but virtually indestructible. The trigger buttons are the pedals and the Fire buttons are the gears.

Fare
■ Each pick-up guarantees you a fare, provided you make the drop in time. Your score is measured not in points but in dollars.

Pedestrians
■ Luckily, the pedestrians are pretty much on the ball and will jump out of your way no matter how hard or fast you drive at them. They'll scream first, though.

Smack my pitch up

Well, they made a game about fishing, didn't they? Who says the ridiculous can't prevail?

No 92: MTV Snowballing



■ The pitch: It is with a childish awe that one would gaze out of the window that magic school and work-skiving day when the greenhouse effect

slipped up and finally allowed the snow to settle on an otherwise grey and dreary England. And so with the FMV intro out of the way, it's straight into the

action. Can you actually fashion a snowball decent enough to throw without it disintegrating mid-air? Will some bigger boys pin you to the ground and stuff snow down your neck? Will you get a sneaky one with a stone in the middle bang in the face? Probably.

■ The response: No-one likes the cold, and so *MTV Snowballing* could, like its snowboarding counterpart, prove invaluable in learning

the technique before venturing out for the real thing. Extra points, obviously, for lasting more than ten minutes before your hands start to go numb and Mum calls you in because your tea's ready.

■ Asam Ahmad, THQ

Limited Edition DCs

Capcom brings out special edition Dreamcasts to celebrate the release of *Resident Evil Code: Veronica*.

■ Videogame collectors are alerted to the release of some very special Dreamcast machines created by Sega in conjunction with Capcom. On the left is the red "Claire" Dreamcast, of which

1,800 are being produced. The blue "STARS" Dreamcast is even more limited, with only 200 copies being made. Each machine will come with *Resident Evil Code: Veronica*.

The only catch? They are only being released in Japan, with no plans to repeat the offer in the UK. To get hold of one call your nearest games importer. They should cost about ¥34,800 (£200).



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

PHOTOGRAPHY: IMAGE NET



TU GAMES

Austin Powers and Simpsons games set for release

Entertainment crossovers into gaming continue.

With a franchise that has already grossed more than half a billion dollars worldwide from box office, video, television and merchandise sales, it comes as little surprise that the videogame rights to everybody's favourite velvet-clad spy, Austin Powers would be snapped up before too long.

Take 2 is the company delving deep into its pockets, having acquired exclusive worldwide rights to publish videogames based on the two Powers films. The likely systems to get the treatment are the PlayStation, PC

and Game Boy. Development is being handled by Rockstar games, whose last big title was *Grand Theft Auto 2*. A release date of mid-to-late 2000 wouldn't look unlikely, baby.

Meanwhile, rumours Stateside suggest that the residents of Springfield might at last be heading to the PlayStation, courtesy of Fox Interactive. *The Simpsons* appeared in a number of videogames on the early days of the Amiga, but the programme has yet to feature as a game on any of the current generation of consoles. Details of who is to develop are still to emerge, but the likelihood of the licence expanding to cover *Simpsons* offshoot *Futurama* certainly looks feasible. More details as and when they happen. **A**

Orient excess

It could only happen in Japan.



Get a life

Who says that videogames should be exciting and entertaining? Not Sega, if its Dreamcast title *Roommania #203* is anything to go by. It's a room simulator – the object is to live harmoniously with your roommate.

You'll have to keep the room clean and tidy if you're going to succeed. Marvel at the number of polygons used to represent creased clothes! Be



Roomies getting along together.

amazed at the realistic soap bubbles as you perform the washing up! Wonder at the detail in those dirty pants...

To ease the boredom you'll also be able to listen to music, play Dreamcast and watch Richard and Judy on TV. Magic.

Quake 3 makes you Horny

New models released.

Better the devil you know.



With *Quake 3 Arena* only just on the shelves, models have already started appearing for the game. The pick of the bunch are Horny from *Dungeon Keeper 2*, made in conjunction with Bullfrog, Harley Quinn from the *Batman* animated series and a Japanese manga-style robot simply called HK-001

Assault Mecha. Now you can frag and look cool at the same time.

You can get hold of Horny at <http://dk2.ea-europe.com> and Harley and HK-001 models can be found at <http://www.planetquake.com/polycou> nt and <http://www.planetquake.com/hk/> respectively. But remember, they won't improve your performance.

INCOMING

Gaming torpedoes loaded in the chute and waiting to hole your wallet.

3 months



Sheep

■ PC/PlayStation
■ Empire
■ February

Transport your sheep through night clubs and ice cream factories in this wacky Lemmings-style puzzler.



Donkey Kong GB: Dinky Kong and Dikuushi

■ Game Boy Color
■ Nintendo
■ March

Kong returns to the Game Boy with Rare's latest monkey-inspired platformer.

6 months



Medieval 2

■ PlayStation
■ SCEE
■ April

Raise Sir Dan Fortesque from the dead in the sequel to Sony's comic-horror platformer.



Virtual On: Oratorio Tangram

■ Dreamcast
■ Sega
■ May

Strategic Mech fighting game from the people who brought the world *Virtua Fighter 3*.



Jackie Chan Stuntmaster

■ PlayStation
■ Midway
■ April

The Chanster brings his own brand of martial arts to PlayStation in this action adventure.

1 year



Ground Control

■ PC
■ October
■ Sierra

Visually stunning real-time strategy in the mould of *Battlezone*. Conquer an alien planet for earth.



■ *Pokémon*: soon there will be even more of the little blighters to catch.

Sam Richards' World of Games



Duke becomes a rockstar

Not content with snagging the licence to produce the *Austin Powers* games (see opposite) and generally attempting to monopolise everything that's cool in the world of videogames, Rockstar Games has sealed another coup. It has pinched the licence to make a *Duke Nukem* game for PlayStation2 from under the nose of the crumbling GT Interactive. Not only that, the company has collared much of the team responsible for the excellent *Duke Nukem: Time To Kill* on PlayStation and employed them to work on the as-yet-untitled new Duke adventure. Like previous *Duke Nukem* console titles, this will be an entirely different game to the long-awaited PC shooter *Duke Nukem Forever* from 3D Realms, with the Rockstar effort more suited to the PlayStation audience.

Get in the cue

Wannabe Whirlwinds and have-a-go Hurricanes will be cheered by Codemasters' new project – a snooker sim for PlayStation and PC to rival current market leader *Jimmy White's 2: Cueball*, which is scheduled for a spring release. The endorsement of leading snooker management company Cuemasters has allowed the game to include 20 of the world's top players, among them Stephen Hendry, Mark Williams and Ken Doherty. A career mode will allow players to begin at local club level before progressing to the Crucible for the World Championships.

20 seconds to comply

Robocop may have had his heyday back in the '80s, but the platinum policeman is back, and on Nintendo's Dolphin, no less. Apparently French developer Titus is working on a new Robocop videogame for Nintendo's next-gen console. It's no surprise that Titus is developing for Dolphin, having quietly become one of Europe's biggest publishers with its recent buy-out of Virgin Interactive and Interplay. Why it chooses to revive a decade-old hero is more of a mystery.

POKÉMON NEWS

Pokémon on the podium

Japanese go mad for Gold and Silver editions.

This month saw the release of the latest Game Boy *Pokémon* games in Japan. The response from those pocket monster-mad Japanese was typically rabid. The two games, *Pokémon Silver* and *Pokémon Gold*, managed to sell more than 500,000 copies between them in their first week. They currently sit at the top of the Japanese charts, both

having sold more than 850,000 copies each. The big buzz surrounding the games, apart from them being Game Boy Colored-up, is that they contain 100 new Pokémon. Essentially the gameplay remains the same, but with a few tweaks here and there. The game now has an internal clock so the game world mirrors the real world. Some Pokémon are nocturnal so you can only catch them or fight with them at night. Other time-related features include trees that grow Pokémon-replenishing fruit

once a day and the game will even wish you happy birthday. The new Pokémon will have gender and can breed. You can also load your Pokémon from the previous versions of the game and continue with their evolution even when they have reached their peak in Blue and Red. The Gold and Silver editions are fully compatible with the Game Boy Color's infrared comms ability, and both editions feature a special two-player game. *Pokémon Yellow*, the Pikachu special edition, will be released in

the UK in September with Gold and Silver versions expected to follow in December. In other Pokémon news, the first animated movie recently opened in the US to widespread acclaim, at least from the kids. The movie has broken all box office records for an animated film, taking more than \$80 million since its release in November. The film, *Pokémon: The First Movie*, is scheduled for release in the UK in April and the sequel, *Mewtwo Strikes Back*, will be released shortly afterwards.

INDUSTRY DINNER



InDin Honours Driver

Posh industry ceremony hands awards to Reflections and EA.

■ Annual games industry backslapping event the InDin (or Industry Dinner) was held on 5 December at London's opulent Savoy Hotel. As well as dinner, drinks and a opportunity to schmooze, the InDin played host to an awards ceremony hosted by jowly ex-Radio 1 DJ Tony Blackburn, dressed for the occasion as Austin Powers. The awards panel of industry stalwarts chose *Driver* as their console game of the year, with developer Reflections also picking up the gong for Developer Of The Year. PC Game

Of The Year was won by real-time strategy title *Command & Conquer: Tiberian Sun*, developed by Westwood and published by Electronic Arts. A sizeable EA posse were soon back on stage to receive the Publisher Of The Year Award. A number of Millennium Awards were doled out to various movers and shakers, the most significant being the Millennium Award For Lifetime Achievement given to Howard Lincoln of Nintendo US. The venerable Mr Lincoln received his award in a pre-recorded video presentation.

Hedgehog in your pocket

Sonic to make NeoGeo debut.



■ With Sega's announcement of support for the NeoGeo Pocket Color came details of the company's first game for the system, *Sonic Pocket Adventures*.

The game takes its inspiration from the Sega Mega Drive's ever-so-popular *Sonic 2*. It is, perhaps unsurprisingly, a sideways-scrolling platform game with the emphasis on speed and collecting things, especially gold rings. There will, however, be sections of the game that will be in 3D, namely levels where Sonic travels down 3D tubes collecting, yes you've guessed it, gold rings. In the single-player game there will be six Sonic-themed worlds, each comprising of two levels and a final end of stage boss – usually Dr Robotnik – but you will also have to pit your wits against the likes of Knuckles and Mecha Sonic. Levels take place over a variety of worlds including Neo South Island (from the Dreamcast *Sonic Adventure*) and Cosmic Casino Zone, which features a working pinball game. Levels promise to be non-linear. The key to unlocking secret levels in the game is to finish a level with 50 gold rings. This opens up a bonus level on each of the stages – complete this and your reward is a green emerald. Collecting the green emerald opens up... well, that would be telling. You can get your hands on *Sonic Pocket Adventures* in February.



NEWS ANALYSIS

Words by **Jamie Sefton**

■ ILLUSTRATION: MATT KENYON

Is Deathmatch killing games?

Arcade looks at the multi-player phenomenon and asks if it's a frag too far.

Deathmatch games are becoming more and more important to the games industry. Over the past few months an increasing number of major titles have been released, including *Turok: Rage Wars* on the N64, *Quake 2* on the PlayStation, plus *Unreal Tournament* and the long-awaited *Quake 3 Arena* on PC.

There seem to be several important reasons why deathmatch games are popular. Firstly, research has indicated that the average age of gamers has risen dramatically over the last couple of years due to the first-generation of '80s players growing

■ In the future rollerbladers are still annoying.

older and the "PlayStation factor" of videogames attracting club culture. These older gamers are looking for more "adult" titles such as the mutha-funkin' *Kingpin* and *GTA2*. Secondly, games such as *Quake* and *Half-Life* have created a huge community of many millions of players, so developers have decided to design games specifically for this loyal audience. Thirdly, other gamers are discovering how much fun deathmatch can be with excellent console games such as *Quake 2* allowing four friends to shoot and swear at each other in the same social situation.

James Beaven, UK PR manager for Activision believes that the success of the games is due to "the adrenaline factor".

"We're natural predators, which is part of the reason why it's more popular with male gamers," he explains. "We like to hunt." And taking part in a

deathmatch really does give you a rush of blood, that addictive biological response that extreme-sports nutters enjoy when they're bungee-jumping from the Eiffel Tower or bicycling off a cliff. But are deathmatch games a cop-out in terms of characterisation and storyline? Mark Rein of Epic Games, developer of *Unreal Tournament*, disagrees: "Are sports games cop outs because they lack a storyline or characters? *You* are the character and the story is how you won and lost. Character development is how your skills improved over time and how you got better and better. To me that's the most exciting kind of game."

Edward Watson, director of London gaming café The Playing Fields takes a similar view: "It's a different challenge. *Half-Life* was an awesome 3D shoot-'em-up game, probably the best since *Doom* in 1993. But if you try and make a great single-player that's

also a great multi-player game, the development time is effectively doubled."

Also, there's the fact that a game such as *Quake 3 Arena* has the ultimate built-in longevity. Many single-player titles providing the adventure-on-rails experience are discarded when completed. With multi-player titles, the games are always different, the AI difficulty setting of the bots can be increased to maintain the challenges, you can play against different human opponents on the Net and new modifications can be downloaded to change graphics and level design.

If deathmatch isn't your body-bag, you should remember that *Quake 3 Arena* and *Unreal Tournament* are not just kill-everything-or-die titles. They have other gaming elements such as Teamplay, which require the players to think about strategy and tactics – such as who's going



■ *Turok: Rage Wars*. Superb console deathmatch destruction.



■ *Quake 3's* AI is a pain in the bot.

to patrol certain areas, or protect your enemy base from attackers. *Half-Life* has an excellent multi-player add-on called *Team Fortress Classic* where you play a bodyguard trying to protect a President from being assassinated by various snipers.

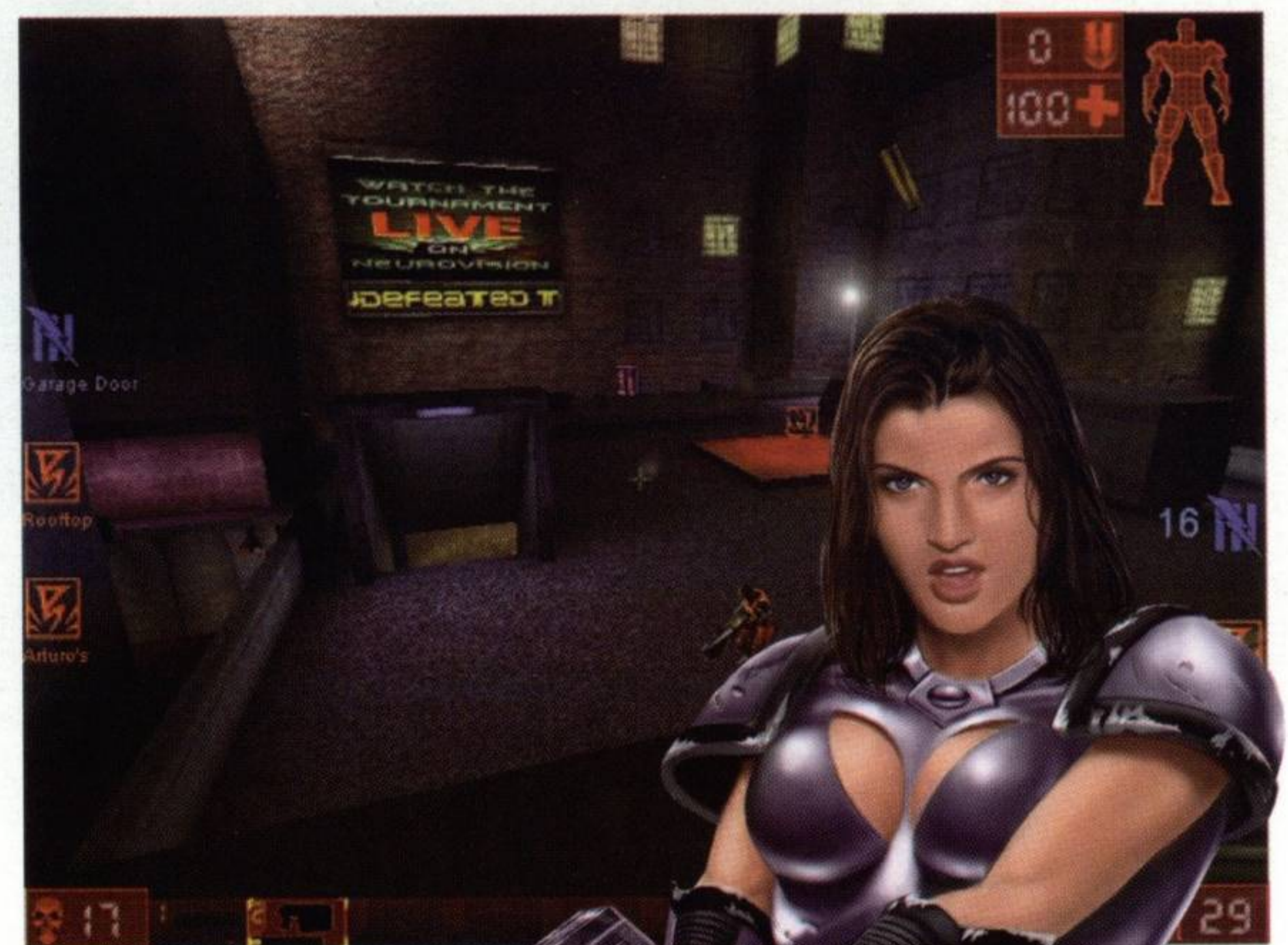
So, is gaming on-line boosting the popularity of these games? Well, there's still a long way to go before deathmatch on the Internet reaches the masses and not just be-spectacled boffins who know PCs inside out. According to James Beaven at Activision, independent research revealed that only 8% of PC owners play games over the Internet. This is due to the troubles of actually getting on-line, worries about how much it'll cost and whether it'll be enjoyable or just frustrating, with the chance that more experienced *Quake*-a-philes will just constantly blast them into so many tiny pieces.

Multi-player Internet gaming will only gain public recognition when playing is just a matter of switching on, loading in a game without software driver conflicts and logging smoothly onto a fast

server with free local-call access. Hopefully, the next-generation of consoles such as the Dreamcast and PlayStation2 will hurry this along, but until then the easiest and most immediate way of enjoying a human multi-player deathmatch will be with friends in the same environment – crowding round a console in someone's bedroom or taking on all-comers in a gaming café.

Deathmatch is becoming more popular, but this shouldn't be bad news for gamers – especially first-person shooter fanatics. Rather than forcing publishers down a gaming cul-de-sac, the improving AI and desire to make on-line connections easier, might actually improve the single-player gaming experience. Activision has said that its next *Star Trek* game will use the *Quake3* engine, so imagine a game where you have single-player story-driven action that melds seamlessly into a sequence where you team up with other gamers or computer-controlled bots to defeat an invading alien army. The future of multi-playing should be a deathmatch made in heaven, for players and publishers. **A**

"Deathmatches give you a rush of blood, like extreme sports."

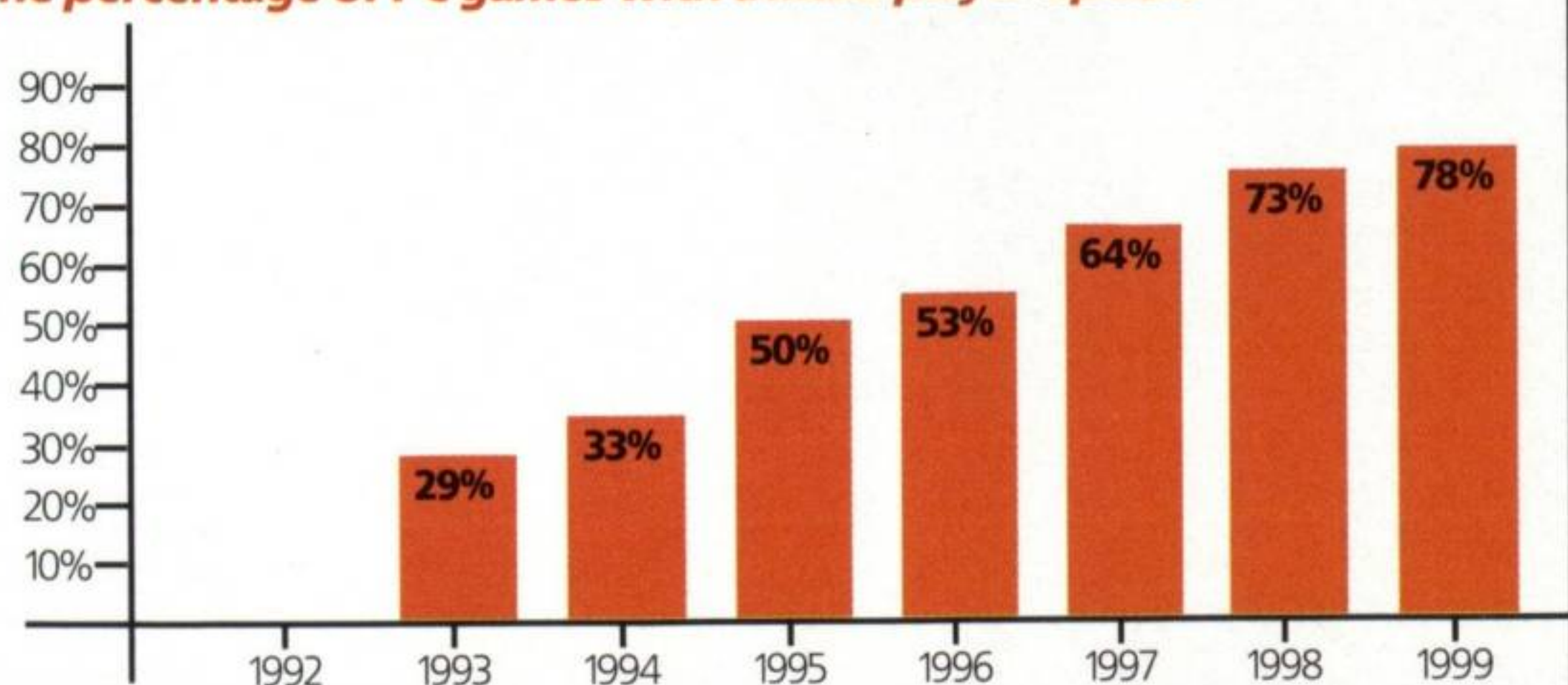


■ There's nothing like the sight of a beautiful girl holding a big weapon.

IT'LL CATCH ON, YOU KNOW

3D multi-player enabled games

The percentage of PC games with a multi-player option.



source: *The Playing Fields*, Oct. '99





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GAME ON

COMING SOON

Developers, don't you just love 'em? They inhabit a world of programming; snatching the odd hour of sleep as they hunch over their keyboards creating bigger, better and more impressive games. And why? So you can enjoy yourselves. *Arcade* is proud to bring you the fruits of their toil, and all before they've even fallen from the tree.

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Quake add-on Team Fortress returns as a stand-alone title.

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Prepare to trash your joypad, the original button basher is back.

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A cat and mouse battle which makes *Itchy & Scratchy* look tame.

P30 Metal Gear: Ghost Babel Game Boy

Hold the best game ever to grace the PlayStation in your hand.

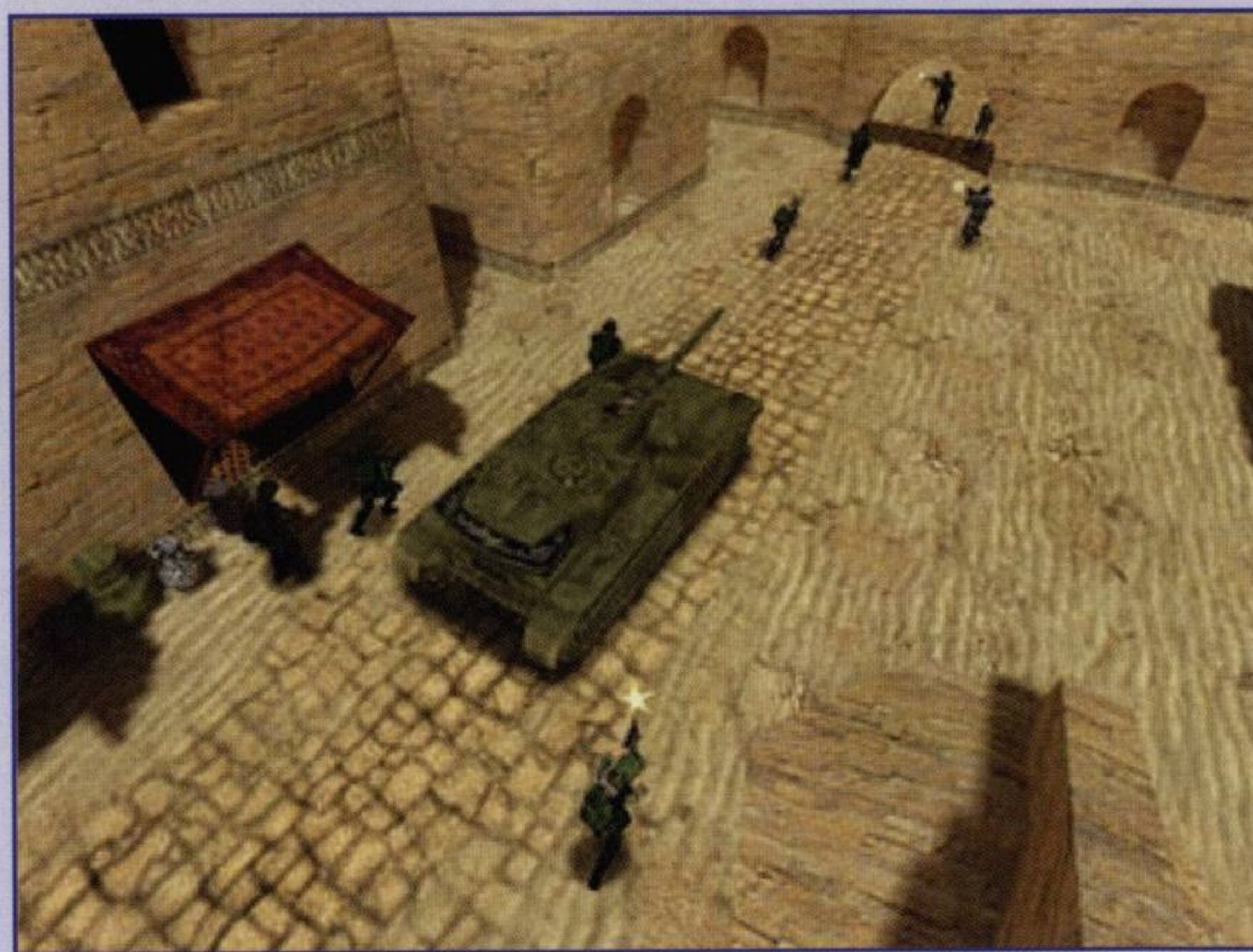
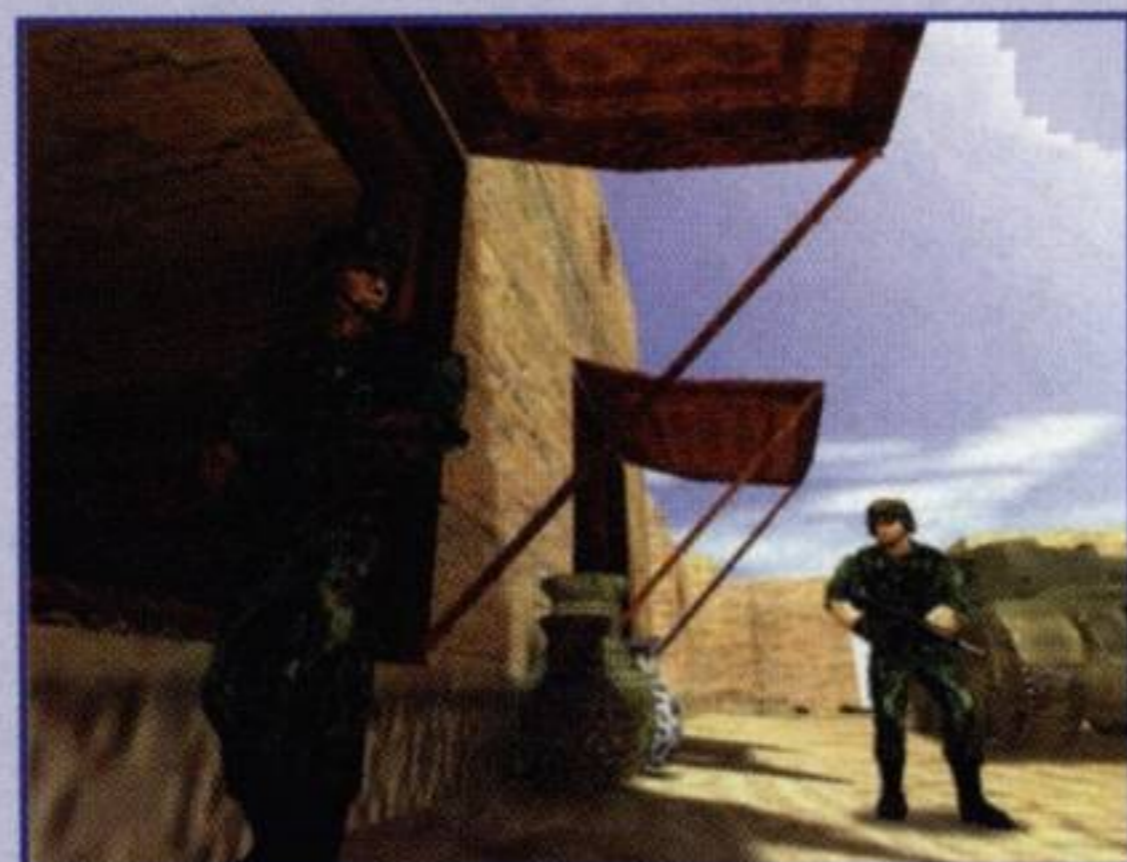
P30 Super Mario Adventure N64

The portly plumber gets friendly in charming RPG run out.



■ Sarge: "Call me a chopper, son"
Private: "You're a chopper, Sarge"

■ The scalable detail of MRM gives models speed and beauty



TBA

Format: **PC** | Developer: **Valve** | Publisher: **Sierra** | Players: **1-32** | On sale in UK: **TBA**

TEAM FORTRESS 2: BROTHERHOOD OF ARMS

Class warfare is back, but this isn't the Socialist Worker.

Sheltering in a landing boat, you and your fellow marines cower from the shells exploding overhead. Then above the noise comes the shout to move out. The front of the boat lowers and you're off – running head long into a hail of tracer fire, barbed wire cutting into your flesh. You hit the dirt just in time as a shell explodes only a few feet in front of you. Your comrades were not so lucky – their dismembered limbs litter the battlefield. No, this isn't

a scene from Spielberg's *Saving Private Ryan*... this is *Team Fortress 2* from *Half-Life* developer Valve.

In the beginning (1996) there was the *Team Fortress* add-on for *Quake*, and it was good. A couple of years and tens of thousands of downloads later, Valve looked down upon the work and decided to buy it. The Australian designers of the *Quake* modification – Cook, Caughley and Walker – had introduced a class system to the multi-player game which made Capture The Flag look like playground tag. Valve loved the concept of co-operative specialities (such as snipers,

scouts and medics) and saw that the first-person shooter could thrive in deeper strategic waters. The Aussie team was shipped over to the States and work on *Team Fortress 2* began.

The title was originally scheduled to be a free add-on for Valve smash hit *Half-Life*, and as such many fans were angry when it was announced that it would be published as a full-price stand-alone title. However, as more of the features and scenarios have come to light, few would now decry the decision. A compromise of sorts was reached with the release of a free *Half-Life* add-on called



■ Co-operation is the watchword in TF2. Lock and load private!

■ The fog of war descends. Where the hell is recon?



■ The Spy learns to be one with the wall



BEST BIT SO FAR

Saving your privates

The attention magnet so far has been the release of details concerning a beachhead assault based on the World War II Normandy invasion. Action begins with one team storming a heavily fortified beach, the other team defending. Later the confrontation moves inland, where heavy artillery and a railway must be defended or destroyed, depending on your team alliance. The third part of the mission takes place in the wreck of a village with both sides striving for strategic control in the rubble. All parts of the mission are linked, with outcomes affecting later sections: if the artillery of the second stage is not destroyed, the village defenders will get far more fire support in the final scene.



Team Fortress Classic, which served as an excellent taster of things to come. *Team Fortress 2* will have significantly more player classes than the original and Classic versions, including marine, commando, spy, sniper, medic, engineer, ranger, flame-thrower and commander. The commander will have a real-time strategy style interface and be able to co-ordinate his troops with real-time voice messages.

While running voices over the Net isn't a new idea, if Valve can make it work well for the first time, it could revolutionise networked multi-player team games. The main problem is the limited available bandwidth that many players have, especially in the UK. Valve plans to combat this with a scalable system whereby slow connections only receive single voices, while the fast crowd hear multiple strands.

To bring the player right into character, all of the facial models have been scripted with lip-synch, so that whatever orders and profanities you utter are seen coming


straight from your character's mouth. Voice audio is accurately positioned, so you won't just hear radio-style messages, but the drifting and fully 3D positioned cries and communications of your friends and foes. Radio messages will of course play their part and one of the spy's most useful reconnaissance roles is to intercept enemy broadcasts.

Lip-synch is but one aspect of the animation system in *Team Fortress 2*. Advanced parametric animation allows for unprecedented realism. Characters turn their eyes and heads in the exact direction of the player's mouse and observers will see scripted animations in their fellows' actions. When a spy knifes an enemy, you will see the victim grabbed from behind and the blade drawn across his throat. When a grenade is thrown into a tank turret, onlookers will witness the soldier who threw it rolling fluidly off the chassis and taking cover from the anticipated blast. Without getting bogged

down in the details of Multi-Resolution Mesh technology (MRM), it has to be said that thanks to its clever scaling the player models are absurdly detailed, right down to bulging veins and 3D webbing and lapels, with little hit on the framerate. Basically, fewer polygons are used as the models become more distant, but the progressive loss of detail is barely noticeable and as a player model approaches there's very little popping of extra polygons.

Whether you're finding your Internet connection too slow, want to practice with friends as a Clan, or just want to try out different player classes, *Team Fortress 2* has splendidly intelligent bots (computer players with artificial intelligence). You

can team up with your friends against an opposing force of bots, play with them in your own team and even treat the title as a single-player game with a series of linked mission objectives. This versatility is reflected in the diverse scenarios of the 20 set missions, which include beachhead assault, VIP escort, hostage rescue and bridge demolition. Everything about *Team Fortress 2* seems to have been structured with choice in mind, which serves to involve you still further in the action.

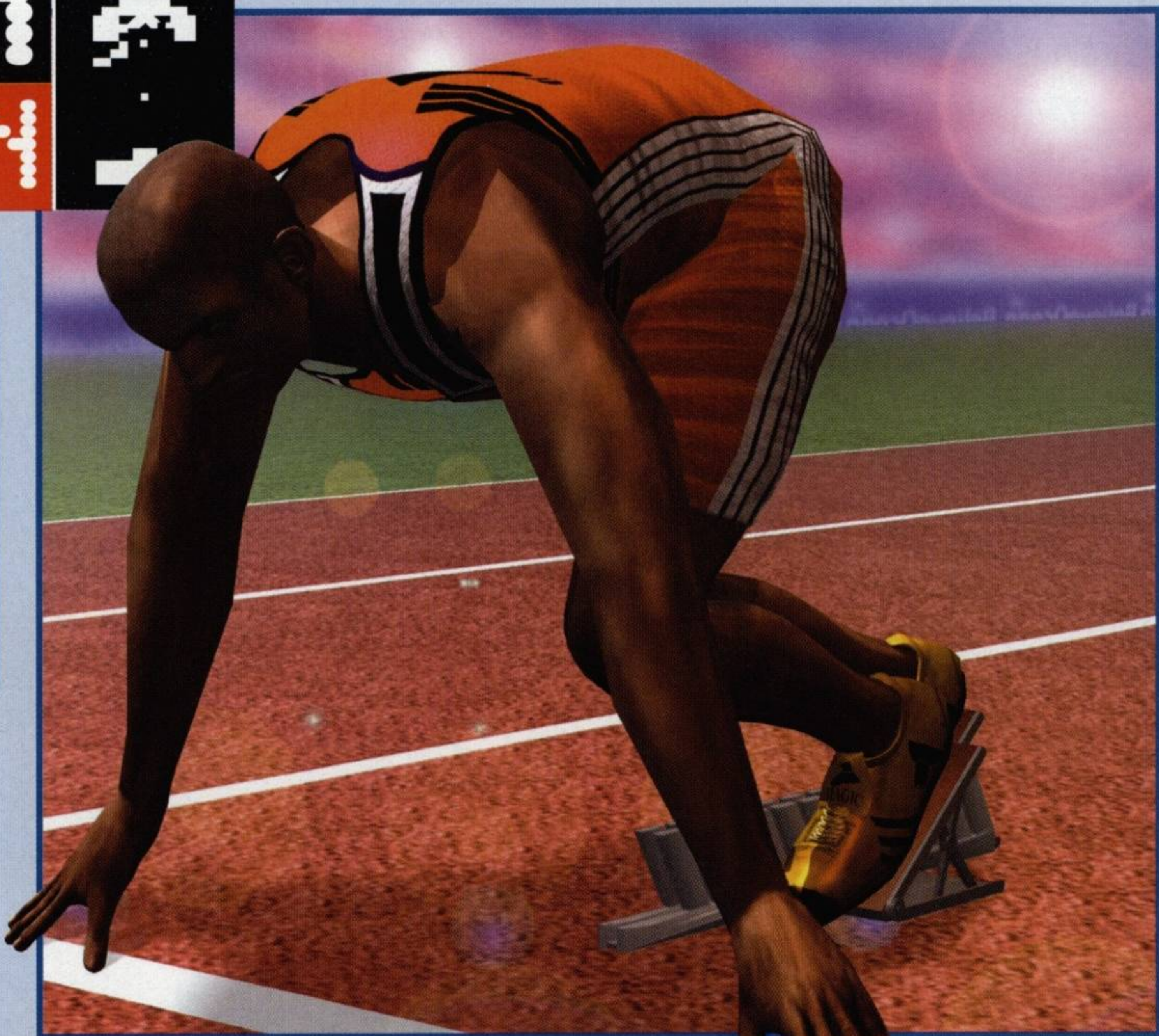
With looks as well as brains, *Team Fortress 2* is bound to wow the judges when it saunters down the final catwalk, promising everything you could ever want – except perhaps world peace. 

GAME ON

COMING SOON



■ A huge graphical leap forward from the PlayStation original, but, largely, the same old game.



■ The little-known "arse flop" dive. Bit of a lady pleaser it seems.

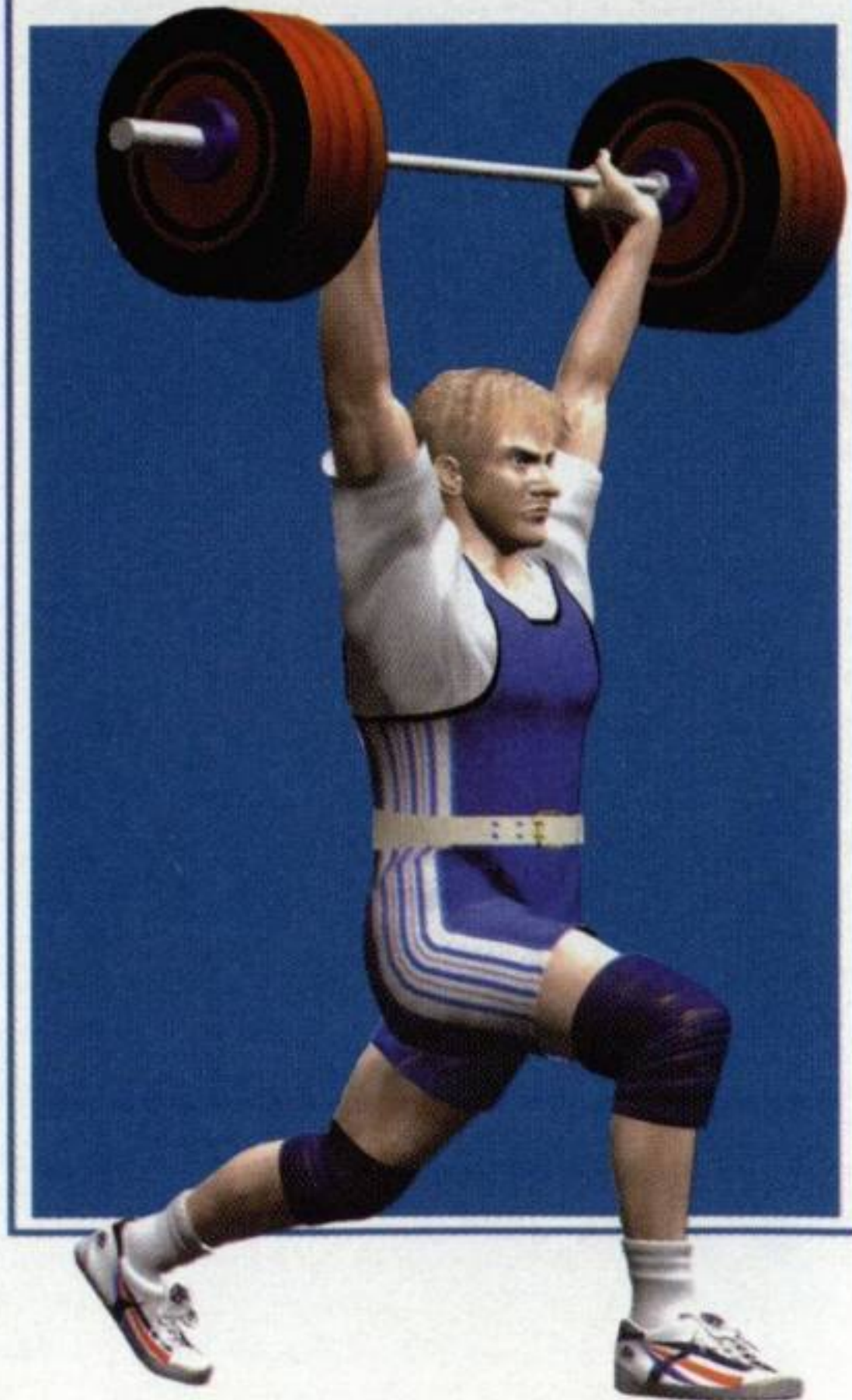


■ Surely there's a more efficient and less plummy way of lobbing a hammer.

BEST BIT SO FAR

A good clean jerk!

Not only a new event, but arguably this updated classic's best event! Be it the plucky Korean or the British Bulldog, only crack timing, endurance and sheer strength of will are enough to see you through the mighty weightlifting round. It's a teeth-clencher, every bit as draining as the real thing, er, except obviously it isn't.



FEBRUARY

Format: PlayStation/Game Boy | Developer: Konami | Publisher: Konami | Players: 1-4 | On sale in UK: February

INTERNATIONAL TRACK & FIELD 2

Rubby-rub or tippy-tap? That is the question.

Getting in before the spate of official Sydney Olympics titles flood the market in the summer and, let's face it, the PlayStation market evaporates into 32-bit vapour as the world eagerly awaits *PlayStation 2*, Konami is back with an update of its classic chip shop button-strummer, *Track & Field*.

The sequel boasts six new events and overhauled animation which is sweeter than a bathful of honey. Thankfully Konami has kept hold of the same punishing hammer-and-tongs-style control system, whereby you get to go taptastic on Square and Circle to run and press Triangle to jump, throw, release

the javelin and what have you – simple, but effective, in a hand-shandy kind of a way.

Those events then. Well, all your favourites (100 metres, long jump, pole vault, hammer throw and javelin) are here, together with several largely welcome newbies including: weightlifting, diving, one kilometre cycling and canoe/Kayak 500 metres, which remains something of a mystery to every member of the Arcade team apart from Sam who was seemingly "born ready" for the event.

As with every previous version, the single-player game wears thin very quickly indeed, there's eye candy aplenty, but little in the way of brain meat stimulation. Having said that, a thinking man's game is the last thing you want when you and a bunch of your mates are ripped-to-the-tits on booze,

for that's where *T&F2* comes into its own. This title is only rivalled by *ISS Evolution* as the after-pub game of choice around these parts.

But be warned, this super social party game requires stamina unheard of in a videogame (the one kilometre cycling is particularly harsh on all but the most frequent of 'baters'). So gruelling is the frantically relentless control method that, and here's a tip for those who watch the financial markets, *Arcade* advises you buy now in stocks of Elastoplast in readiness for the huge increase in "gamer's thumb" casualties suffered upon its release – sell mid March. That'll be 15% commission, please.

International Track and Field 2 will be reviewed next issue and is scheduled to be released in February.



■ From a basic formula much frantic hilarity can be derived.



■ The computer AI is just as sly and ruthless as any human.



■ Lo-fi graphics, hi-fi fun.



BEST BIT SO FAR

Do it yourself

■ After navigating the confusing Japanese menus of the import version, *Arcade* discovered a build-your-own-maze option. This enables you to place mouseholes, trap doors, bases, walls and cats anywhere on the screen to create grids for further variety on multi-player battles, or to construct fiendish puzzles for your mates. This feature potentially increases the lifespan of the game tenfold. *Chu Chu Rocket* not only gives you the fish to feed your family for a day, it teaches you to catch your own fish and feed your brats for a lifetime. Well, kind of.



MAY 2000

Format: **Dreamcast** | Developer: **Sega Sonic** | Publisher: **Sega Team** | Players: **1-4**
On sale in UK: **May 2000**

CHU CHU ROCKET

The best crazy Japanese puzzler since *Puzzle Bobble*.

Voxel pick-up client rendering. 3D bump-mapped fully-reactional landscape rasterisation. Volumetric gourard-shaded multi-polygon motion-captured visual fog blending. *Chu Chu Rocket* doesn't have any of this. If you forget the brain-mangling high speed mode, it's a game which could conceivably have existed on any games console since the Sinclair Spectrum.

Like the best game concepts, the genius is in its simplicity. Action takes place

on a grid resembling a chess board, in a top-down style which recalls the classic *Bomberman*. Hundreds of excitable mice run blindly about this board, directed only by walled obstacles and the arrows which you lay down for them, in a fashion which recalls the classic *Lemmings*. You're in control of a cursor which you use to place three directional arrows anywhere on the grid, in order to direct the mice into your base and thus score points.

From this basic formula, much frantic hilarity is derived. The hub of the game is its multi-player mode, the best justification yet for Sega incorporating four joystick ports into the Dreamcast's design.

With four players all hastily laying and relaying directional arrows in an attempt to land the greatest haul of mice swarming from their holes, the ensuing melee is likely to bring on epileptic fits, even if you don't have epilepsy. Then the cats appear, intent on entering your base and making a supper of Mickey and his pals, requiring a rapid about-turn of strategy. Panic, excitement, fear, joy, and every other emotion of the spectrum is experienced, in a random order, during a draining three-minute battle.

An impressive combination of increasingly convoluted mazes and game modes are included for endless multi-player satisfaction, but if you have no friends,

you'll find the computer AI is just as sly and ruthless as any human.

The dedicated single-player modes actually provide an entirely different slant on the game. There are puzzles which require you to guide all the mice on screen into a base without being mauled by the cats. Then there are puzzles which require you to do the same thing, only at speed. Once you exhaust the puzzles available – and by this point you will most likely be slurping cold soup in psychiatric care – you can construct your own (see box above).

The bold graphical cartoon style is determinedly Japanese and combined with a level of cute hysteria rarely seen outside a toddler's birthday party, this may be a turn-off to some gamers. After all, there's no shooting, blood, death or big cars to be found. But away with your pathetic macho prejudices. Compared with the fetid sequel-obsessed halitosis dominating much of the current release schedule, *Chu Chu Rocket* will be like a breath of fresh air. **A**



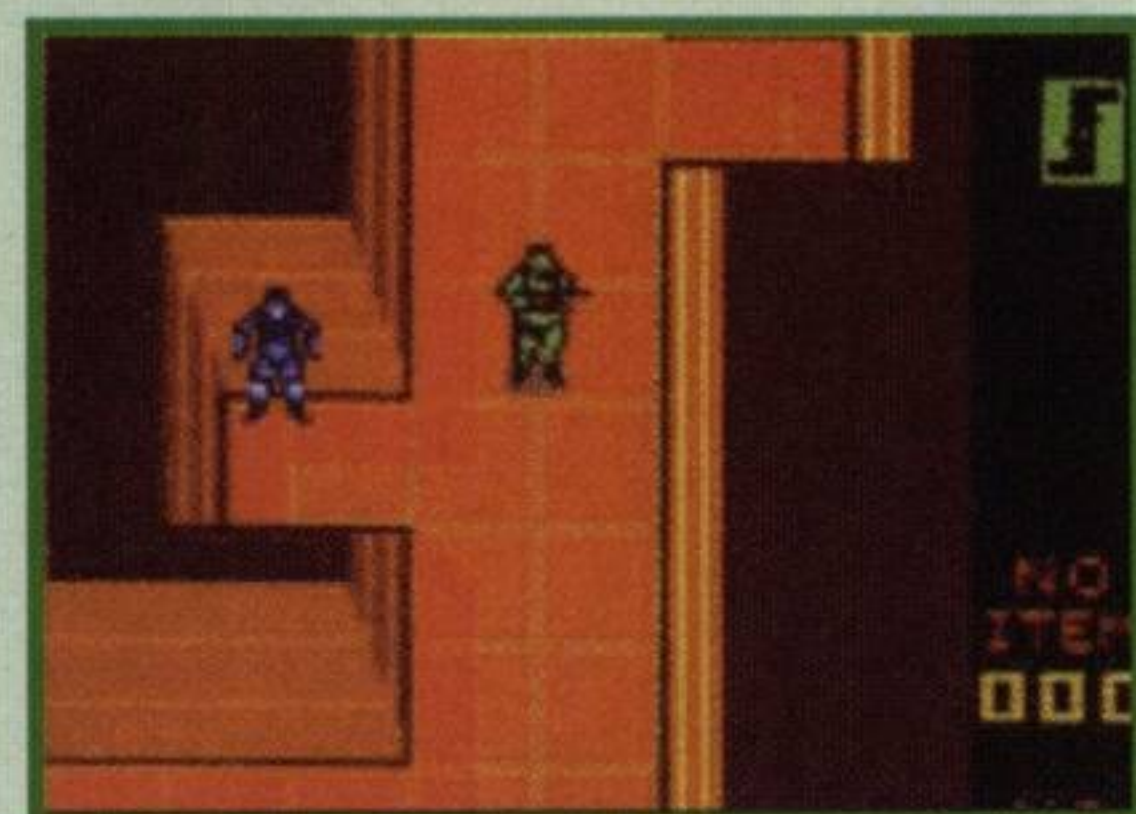


■ (Left) 'Copter fight 8-bit style.



ソフィー
効かないで。

■ (Left) Don't argue with a lady with a gun.



MID 2000

Format: **Game Boy** | Developer: **Konami** | Publisher: **Konami** | Players: **1-2** |
On sale in UK: **mid 2000**

METAL GEAR: BABEL

Solid Snake hits the small screen.

Metal Gear Solid is without doubt one of the best games ever to grace the PlayStation and remains an essential for Bond wannabes.

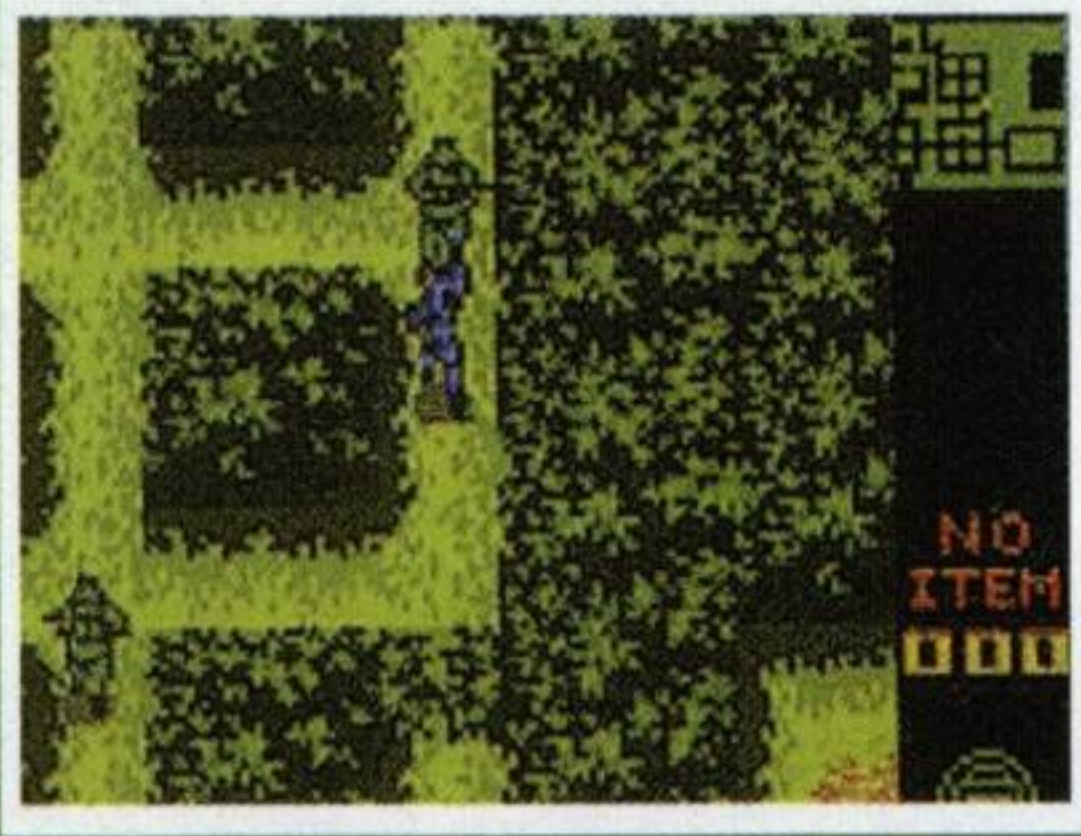
If the idea of translating this to the 8-bit Game Boy Color seems an impossible scenario, remember that the *Metal Gear* series began life on the NES, Nintendo's old 8-bit home console. A conversion to the Game Boy would seem to be a formality.

Anyway, the Game Boy version of *Metal Gear*, as with the NES games, is viewed from the top down. The gameplay remains similar to the PlayStation version – sneaking

BEST BIT SO FAR

Snakes and ladders

This is the only Game Boy game that features a deathmatch-style link up game. It works like this: players have to collect objects in a level avoiding guards and each other. The person with the most objects at the end wins. If you come up on your opponent, you can take him out. Things are made a bit more interesting by only allowing you to see directly in front of you. Now, why wasn't this included in the PlayStation version?



around garrotting guards and so on. There are 13 stages to the game, and each takes some 40 minutes to complete.

The Game Boy version will boast a unique multi-player option. Connect two Game Boys together via the link cable and you can play a "hide and seek"-type game. The idea is to retrieve hidden objects before your opponent. You won't be able to see your opponent if he approaches from the side or behind, preventing the game from becoming just a simple shoot off.

The development of *Metal Gear: Ghost Babel* is being overseen by Kojima-san, the man behind the PlayStation game. The best game to appear on Game Boy? Don't go betting against it. **A**



■ (Above) All your favourite characters return. Isn't that nice?



■ Mustaches are all the rage in the world of Mushrooms.



TBA 2000

Format: **N64** | Developer: **Intelligent Systems** | Publisher: **Nintendo** | Players: **1** |
On sale in UK: **TBA**

MARIO ADVENTURE

Mario goes back to his roots.

With no sequel to *Mario 64* on the horizon, it seems Nintendo nuts will have to make do with scraps until the Dolphin surfaces.

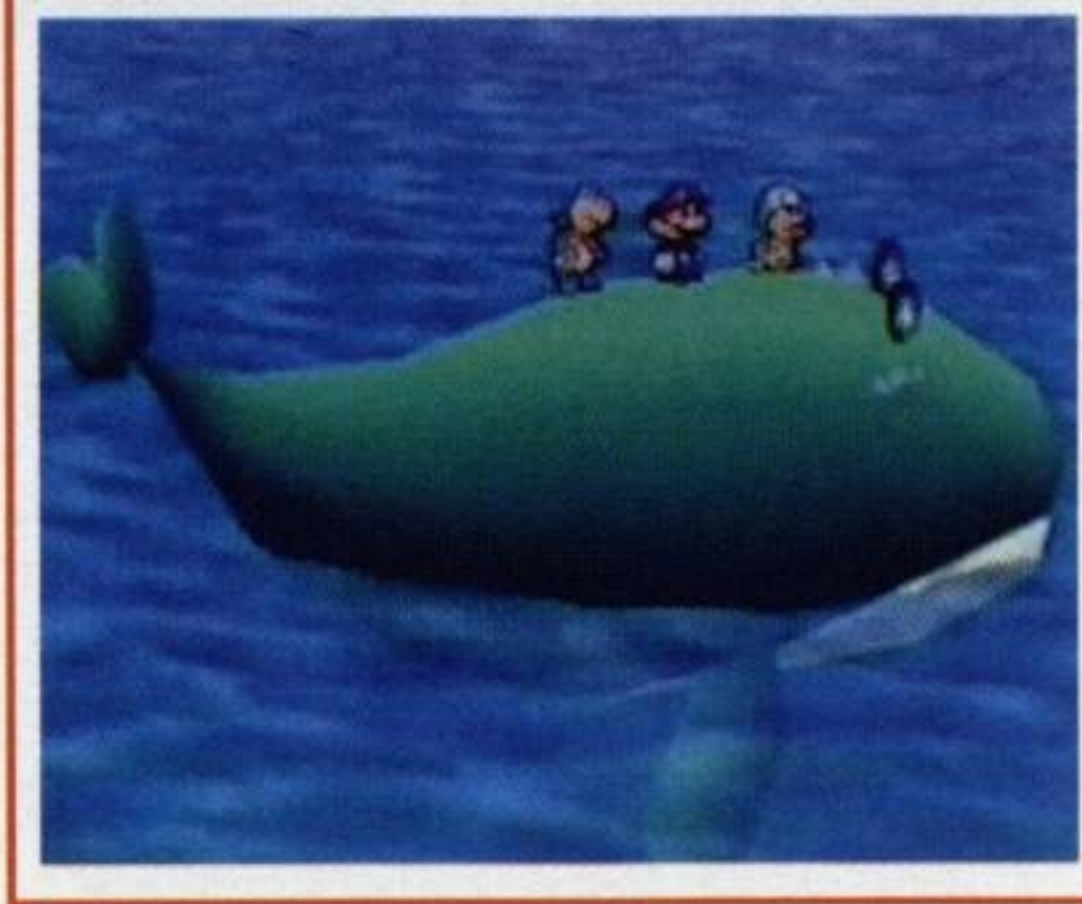
Super Mario Adventure is a sequel to a little-known SNES game made by Nintendo's old friend Squaresoft. While that game was well received in Japan and the US, it never made to these shores. It was considered too kiddie for the Euro market. This time, though, you're going to get the full Mario RPG experience.

The game is very much a traditional RPG based around exploration, puzzles and

BEST BIT SO FAR

Pop up – for a reason

Eschewing an obvious 3D environment, *Super Mario Adventure* goes for a 2D/3D-hybrid thing. This works tremendously well. Characters are drawn in 2D and flip over when they turn around, while the world is drawn in 3D. Did somebody say kids pop-up book adventure? Well, that's exactly what *Super Mario Adventure* will be.



fighting. Battles are very much in the same vein as *Final Fantasy*, although not nearly in so much depth. Walking into an enemy will trigger a battle. It's all typically-Mario so you know what to expect: jumping on enemy heads, shell attacks, mushroom power ups.

One of the main themes in the game (in true Nintendo style) is friendship. The game promotes the idea that you become chummy with characters that you meet and they'll help out in certain parts of the game both in solving puzzles and in battles too.

While it's unlikely that *Super Mario Adventure* will scale the heights of Mario's 3D platform outing, its simple charms should win over novice and hardcore RPG enthusiasts alike. **A**



AT 10 MPH IT'S A PIECE OF GRAVEL
 AT 180 MPH IT'S A PIECE OF SHRAPNEL

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RELEASE SCHEDULE

So, you want to know when games hit the streets, do you? You've come to the right place then.

JANUARY

7th	South Park Rally	Acclaim	PSX
7th	Um Jamma Lammy	SCEE	PSX
7th	Plasma Sword	Virgin	DC
7th	Take That Bullet	Sega	DC
7th	Street Fighter Alpha 3	Virgin	DC
7th	Evolution	Ubi Soft	DC
7th	Interstate '82	Activision	PC
7th	Raven War	GT	PC
7th	Battlezone 2	Activision	PC
7th	Armorines	Acclaim	CGB
7th	Space Invaders	Activision	CGB
7th	Déjà Vu 1 & 2	Nintendo	CGB

14th	X-Men	Activision	PSX
14th	Sega Bass Fishing	Sega	DC
14th	Zombie Revenge	Sega	DC
14th	Carmageddon Rally	Sci	PC
14th	Force Commander	Activision	PC
14th	Ultimate Soccer Manager 2000	Empire	PC
14th	Lords Of The Realm 3	TBA	PC
14th	Game & Watch Gallery 3	Nintendo	CGB
14th	Beauty And The Beast	Nintendo	CGB
14th	Godzilla	Nintendo	CGB
14th	Paperboy	Midway	N64
14th	Resident Evil 2	Virgin	N64
14th	Asteroids Hyper 64	Activision	N64
14th	Battlezone 64	Activision	N64
14th	40 Winks	GT	N64

21st	Die Hard Trilogy 2	Pinnacle	PSX
21st	NBA 2000	Sega	DC
21st	Virtua Striker 2	Sega	DC

28th	Eagle 1: Harrier Attack	Infogrames	PSX
28th	Caesars Palace 2000	3DO	PSX
28th	Vigilante 8: Second Offense	Activision	PSX
28th	Caesars Palace 2000	3DO	DC
28th	Crazy Taxi	Sega	DC
28th	NFL 2000	Sega	DC
28th	Vigilante 8: Second Offense	Activision	DC
28th	Jimmy White's Cueball	Virgin	CGB
28th	South Park Rally	Acclaim	N64
28th	Vigilante 8: Second Offense	Activision	N64

TBA	Beatmania European Edition	Konami	PSX
TBA	Code: Veronica	Eidos	DC
TBA	Big Bang	TBA	PC
TBA	F1 World Grand Prix	Eidos	PC
TBA	Navy Seals	TBA	PC
TBA	Middle Earth	TBA	PC
TBA	Ready 2 Rumble	Midway	CGB
TBA	Rampage Universal Tour	Midway	CGB
TBA	Babe And Friends	TBA	CGB
TBA	Micro Machines Twin Turbo	Codemasters	CGB
TBA	Marble Madness	Midway	CGB
TBA	Gex 3: Deep Cover Gecko	Crave	N64

FEBRUARY

4th	Fear Factor	Eidos	PSX
4th	Gran Turismo 2	SCEE	PSX
4th	Delta Force 2	Nova Logic	PC
4th	X-Men	Activision	N64
4th	Supercross 2000	EA	N64

11th	ICC Cricket	EA	PSX
11th	WWF: Smackdown	THQ	PSX

11th	Resident Evil 2	Virgin	DC
11th	Starship Troopers	TBA	PC
11th	International Track & Field	Konami	CGB
11th	Starcraft 64	Nintendo	N64

18th	Alien Resurrection	Activision	PSX
18th	ISS Pro: Evolution	Konami	PSX
18th	Baldurs Gate	3DO	PSX
18th	Resident Evil 3: Nemesis	Eidos	PSX
18th	International Track & Field 2	Konami	PSX
18th	Prince Naseem Boxing	Codemasters	PSX
18th	Alien Resurrection	Activision	PC
18th	Max Payne	Eidos	PC
18th	The Sims	EA	PC
18th	Slave Zero	EA	PC
18th	Shogun: Total War	EA	PC
18th	Resident Evil	Virgin	CGB
18th	Top Gear Rally 2	Midway	N64

25th	Road Rash: Unchained	THQ	PSX
25th	Saboteur	Eidos	PSX
25th	Soul Reaver	Eidos	DC
25th	Red Dog	Sega	DC
25th	Demolition Racer	Infogrames	PC

TBA	Rayman 2	Ubi Soft	PSX
TBA	NBA Showtime	TBA	PSX
TBA	Metropolis Street Racer	Sega	DC
TBA	MDK 2	Interplay	DC
TBA	Dark Reign 2	Activision	PC
TBA	Half-Life: Team Fortress 2	Sierra	PC
TBA	Hostile Waters	Rage	PC
TBA	Age of Wonders	GT	PC
TBA	Obi-Wan Kenobi	Activision	PC
TBA	Septerra Core: Legacy	TBA	PC
TBA	Sheep	Empire	PC
TBA	Star Trek - Armada	Activision	PC
TBA	Star Trek - First Contact	Activision	PC
TBA	Star Trek - Insurrection	Activision	PC
TBA	Star Trek Voyager	Activision	PC
TBA	Freelancer	Activision	PC
TBA	Disciples: Sacred Lands	TBA	PC
TBA	Duke Nukem 4ever	GT	PC
TBA	Mercedes Truck	TBA	PC
TBA	Splinter	TBA	PC
TBA	Loose Cannon	TBA	PC
TBA	Pokémon Pinball	Nintendo	CGB
TBA	Mario Party 2	Nintendo	N64

MARCH

3rd	Teletubbies	TBA	PSX
3rd	World Cup Rugby	TBA	PC

10th	Mario Artist and Camera	Nintendo	N64
10th	Perfect Dark	Nintendo	N64

17th	Spider-Man	Activision	PSX
17th	Episode 1 - Racer	Activision	DC
17th	Spider-Man	Activision	N64
17th	Top Gear Hyperbike	Midway	N64

TBA	McGrath Supercross 2000	THQ	PSX
TBA	McGrath Supercross 2000	THQ	PC
TBA	Incoming Forces	Rage	PC
TBA	Vampire: The Masquerade	Activision	PC
TBA	Babylon 5	Sierra	PC

TBA	Alice In Wonderland	Nintendo	CGB
TBA	McGrath Supercross 2000	THQ	CGB
TBA	McGrath Supercross 2000	THQ	N64
TBA	Pokémon Snap	Nintendo	N64
TBA	Pokémon Stadium	Nintendo	N64
TBA	Hydro Thunder	Midway	PSX

APRIL

TBA	Legoland	Lego Media	PC
TBA	Pokémon Design Factory	Nintendo	PC
TBA	Hydro Thunder	Midway	PC
TBA	Bugs Bunny Crazy Castle	Infogrames	CGB
TBA	Top Gear Rally 2	Midway	CGB
TBA	Conkers Quest	Nintendo	N64
TBA	DaiKatana	Eidos	N64
TBA	Excite Bike	Nintendo	N64
TBA	Hydro Thunder	Midway	N64
TBA	Perfect Dark	Nintendo	N64
TBA	Ridge Racer 64	Namco	N64

MAY

5th	Blair Witch Project	Take 2	PSX
5th	Blair Witch Project	Take 2	DC
5th	Blair Witch Project	Take 2	PC

12th	Hidden & Dangerous	Take 2	DC
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JUNE

TBA	Prey	Activision	PC
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TBA	Black & White	EA	PC
TBA	Pokémon Yellow	Nintendo	CGB

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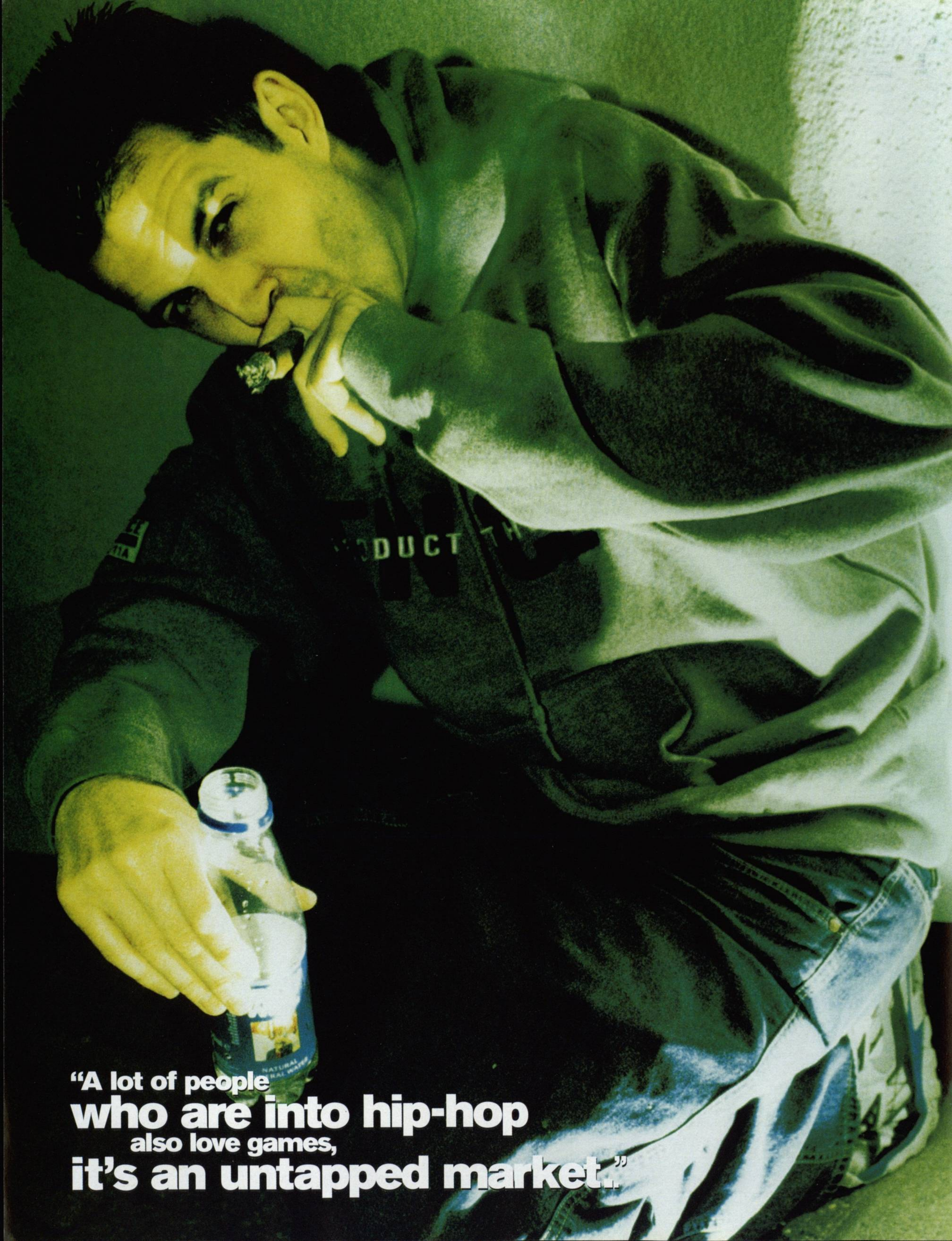
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**“A lot of people
who are into hip-hop
also love games,
it’s an untapped market.”**

Tim Westwood

Respect | Rich Pelley

He's the b-boy of the BBC, the high priest of UK hip-hop and famously stopped a bullet in South London. Arcade adopted its finest blunted drawl and stepped to Westwood.

Tim Westwood is the distinctive voice of UK hip-hop. You'd know it was him if he phoned you up, for example. However, you'd have more of a problem picking him out on the street as he has consistently shunned the limelight, preferring to concentrate on DJ-ing and presenting the Radio One Rap Show.

That said, he's happy to hobnob with the hip-hop glitterati – Puff Daddy is a friend – and made his first public appearances since being shot to help promote Wu-Tang Clan-backed PlayStation title *Taste The Pain* with a series of low-profile sets around the country.

Arcade caught up with him in Bristol, checked he was okay (he's fine now, thanks), broached the awkward subject of Ali G (Sacha Baron Cohen's interview with Westwood was never transmitted due to legal action by Radio One) and found out if he talks like that in real life (he does).

Thanks for talking to Arcade. You don't do much press, do you?

The thing with me is that I'm far more interested in the music and the scene and culture that goes with it. Not wanting to get involved with the press has got its down side, though, because it makes people feel that you're being mysterious or hiding secrets. It's one of the lessons I learnt after I got shot. I got a lot of publicity, but a lot of it was misinformed because there wasn't that much information about me to go on. But such is the nature of press I suppose.

So how did you get involved in the Wu-Tang Clan videogame?

Wu-Tang are one of the biggest rap groups in the world. They are amazingly talented. Each MC in the clan has tremendous personality. They've got some of the greatest MCs in the industry, like Method Man, ODB, The RZA, and they're bringing out some real hit records. Obviously I'm close to them as artists,

so when the game came out, I wanted to make sure I was involved.

Are you all mates with all the hip-hop acts, then? Aren't you chums with Puff Daddy?

Well, yeah. The thing is, when a group comes to the UK, they come via the radio show, and we spend time hanging out together. Yeah, I've got a lot of love for Puffy. He always comes on the show when he's in the country, and we always spend time together. Puffy looks out for me, man. He's described as the black Frank Sinatra, and I think that's the way to look at him. He's a great entertainer, he means a lot to the industry, and he always gives out so much love.

Are you into videogames?

Yeah, that's one of the ways I relax, by playing games. Hip-hop in videogames is an untapped market. A lot of people who are into the hip-hop culture also love games. And now Sony PlayStation are doing it with *Wu-Tang: Taste The Pain*. Have computers helped hip-hop? Yeah, because from the earliest samplers to the 808 drum machine, hip-hop is about sampling. And now, computers can let talented producers now do pretty much anything they want.

What about UK hip-hop acts? Why haven't they ever managed to attain the same credibility as the US ones?

I think that the UK hip-hop scene has really suffered from a lack of commitment and investment by the UK companies. UK record companies make a lot of money out of the UK rap audience by selling them US rap. The scene has always been held back here, because the artists aren't given the big deals, the studio time, the commitment, or the big budget to make them work.

You're pretty famous for being the UK's number one hip-hop man. How does that feel?

What you've got to understand is that I've been doing this for many years I've been in this game since I was a kid. I love every day of it, man. Hip-hop in this country has become so big, and I've just kept with it so long – I went from pirate radio to Capital Radio and now to Radio One. I'm just grateful for doing what I'm doing man, and I'm grateful for the love and support, that means a lot to me.

Westwood in the house



■ Tim Westwood is very tall, and a lot older than you'd imagine (he's in his 40s, apparently). He began as a DJ on the pirate station LWR, co-owned Kiss FM during its pirate years, and presented the Rap Show on Capital FM for seven years before he joined Radio One in December '94.

And what else of the man Westwood? Well...

■ Most hated type of music: Techno
 ■ Favourite drink: Alizé and brandy
 ■ Cartoon character most close to: The Chef in *South Park*
 ■ Nickname at school: Westwood
 ■ Favourite Food: Steamed salmon
 ■ Favourite song: "Ice Cream" – Method Man and Ghostface Killer
 ■ Favourite film: *Scarface*
 ■ Favourite place: New York City
 ■ Favourite time of year: Summer
 ■ Favourite Spice Girl: Scary

■ You can check out The Radio One Rap Show on Fridays 11pm-2am and Saturday 9pm-Midnight on 97-99FM, or on the Web at <http://www.bbc.co.uk/radio1> and find out more about the man Westwood at <http://www.bbc.co.uk/radio1/djs/westwood.shtml>.

A lot Radio One DJs have branched out into presenting on TV, but you seem happy enough just spinning the tunes on the radio and in clubs. Have you consciously shied away from appearing on television?

I think that the world of TV is incredible. Music wise, hip-hop has some of the best videos, a lot of them cost more than a million dollars, and some of them are really creative. Method Man and Red Man were on *The Big Breakfast* the other week, and they just tore it down, they were real personalities.

So if Channel 4 said "Hey Tim. Come and present your own late night hip-hop show," would you be tempted?

I'd be with it all the way, man.

Er, so what happened with Ali G?

I just think that there's been a lot of misunderstanding. His production company rang and said we want to do an interview. I didn't really want to do it, but they said like, you know, it's a young guy so will you help him out? So I was with it. The interview was in this hotel room, with the curtains drawn. They got me to sign this disclaimer right from the jump, and then they gave me £500, which was odd. [Sparks up a huge cigar] 'Cos like, you're not going to give me any money are you?

Er, well, um, no.

[Taking enormous drag] So we did this interview, and he was funny, I'm not going to lie, he was real funny. He was asking me: do I think rap can influence education? And, yeah, I was saying it does 'cos a lot of school kids have rhymes in their heads, so they know all the lyrics of their favourite artist, whether it's Eminem or Will Smith or whatever. So I was saying I really believe that, and then he started asking me about the Tupac times table, like one Tupac is Tupac, two Tupacs are Fourpac. He was just being crazy. Having seen him now, I think that guy's a tremendous talent, I'd really like Ali G to come on my show. I've asked him but he said no.

PHOTOGRAPHY: SIMON DODD






■ Valentine's Day Mascara.
Jill shows the undead a
thing or two about style.

Resident Evil **Jill Valentine**My Funny
Valentine

Bob, be-jumpered waist and nattily scanty outfit... Jill's the spit of a foxy foreign student. One that kills zombies, that is.

Only a special kind of woman is willing to face up to an army of bloodthirsty, flesh eating zombies. As a rule, your average geezer or geezette's first instinct would be to run, run and then run some more. But not Jill, oh no. She knows it's better to stand your ground and face up to the problem. Which is what she duly does, and with some style at that. Her usual approach is to plant a bullet smack between the rotting eyes of the ever advancing undead attackers. And she isn't even squeamish.

Jill Valentine first came to gamers attention in *Resident Evil*. Her headwear caused widespread consternation and her hammy acting raised more than the occasional giggle. However, what really stood out about her was her ability to blow a zombie's head clean off its shoulders at 50 paces. Still, there's a lot more to Jill than just her fearlessness in the role of undead exterminator. She's been known to tinkle the ivories from time to time, has a degree in chemistry and is a black belt in the ancient art of locksmithing – she holds the coveted title of "master of lock-picking". In short, shown the right kind of love, care and support she has all the skills needed to survive the rigors of even the most gruelling horror game.

Indeed, such are her skills that Jill has been called out of retirement to make a welcome return to PlayStation this February in *Resident Evil 3: Nemesis*. The game takes place in the time frame between *Resident Evil* and *Resident Evil 2*. After her experiences of the Umbrella Corporation, Jill just wants to get out of Raccoon City as fast as she can. Unfortunately her escape coincides with the Corporation's latest experiment – on the inhabitants of Raccoon themselves. She's trapped, surrounded by zombies and there's only one way to go... dead ahead! Unfortunately, even Jill's unquestionable skills aren't enough to survive the horrors of Raccoon and she needs the help of one Carlos Oliveira, a renegade Umbrella employee. You take control of Carlos when Jill becomes infected with the T-Virus herself. Will you get the serum and save her in time? Make sure you do. 

■ Jill is currently starring in *Resident Evil* and will be shortly be appearing in *Resident Evil 3: Nemesis* – both on PlayStation. *Resident Evil* is currently available as a platinum release. *Resident Evil: Nemesis* is scheduled for a February release.



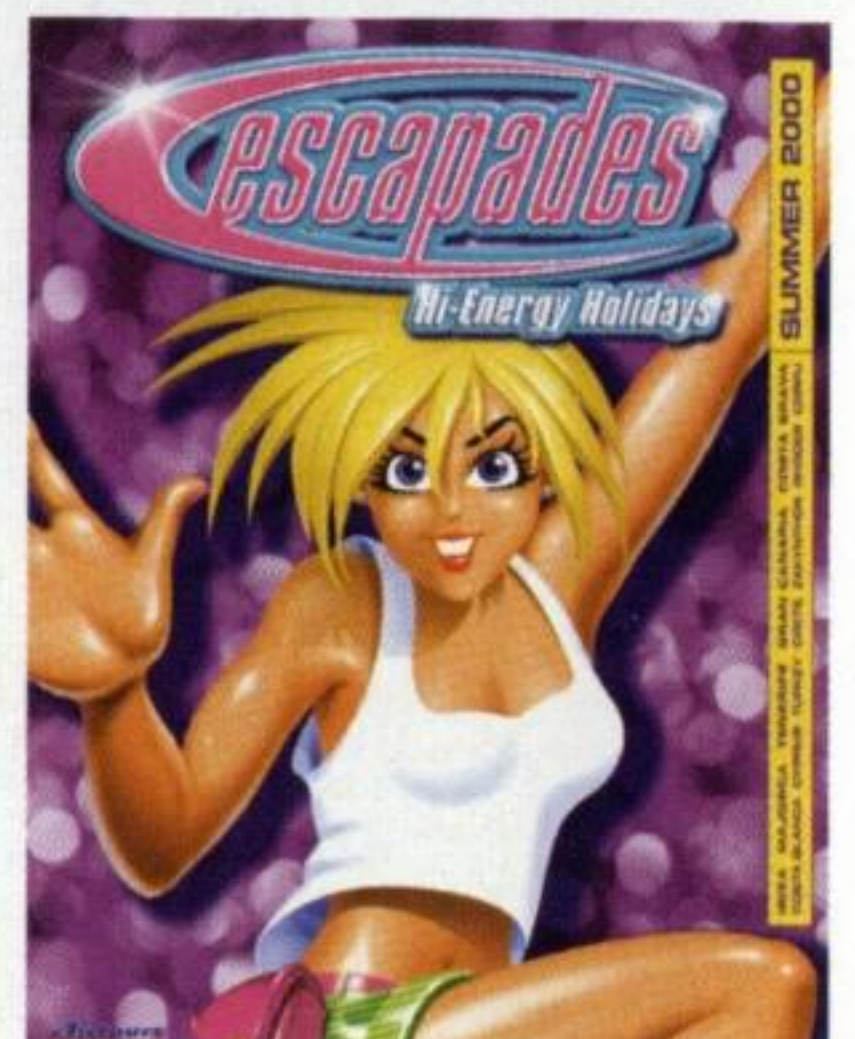
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NOW PLAYING IN THE SHOPS THIS MONTH

It can be a shallow experience. You pick up a game, take it home and you spend the night together. For a while it's all you talk about, think about, dream about. And then it's over. Surely it would've been better to take some time and get to know each other first. Let Arcade show you how.

P40 MTV SNOWBOARDING



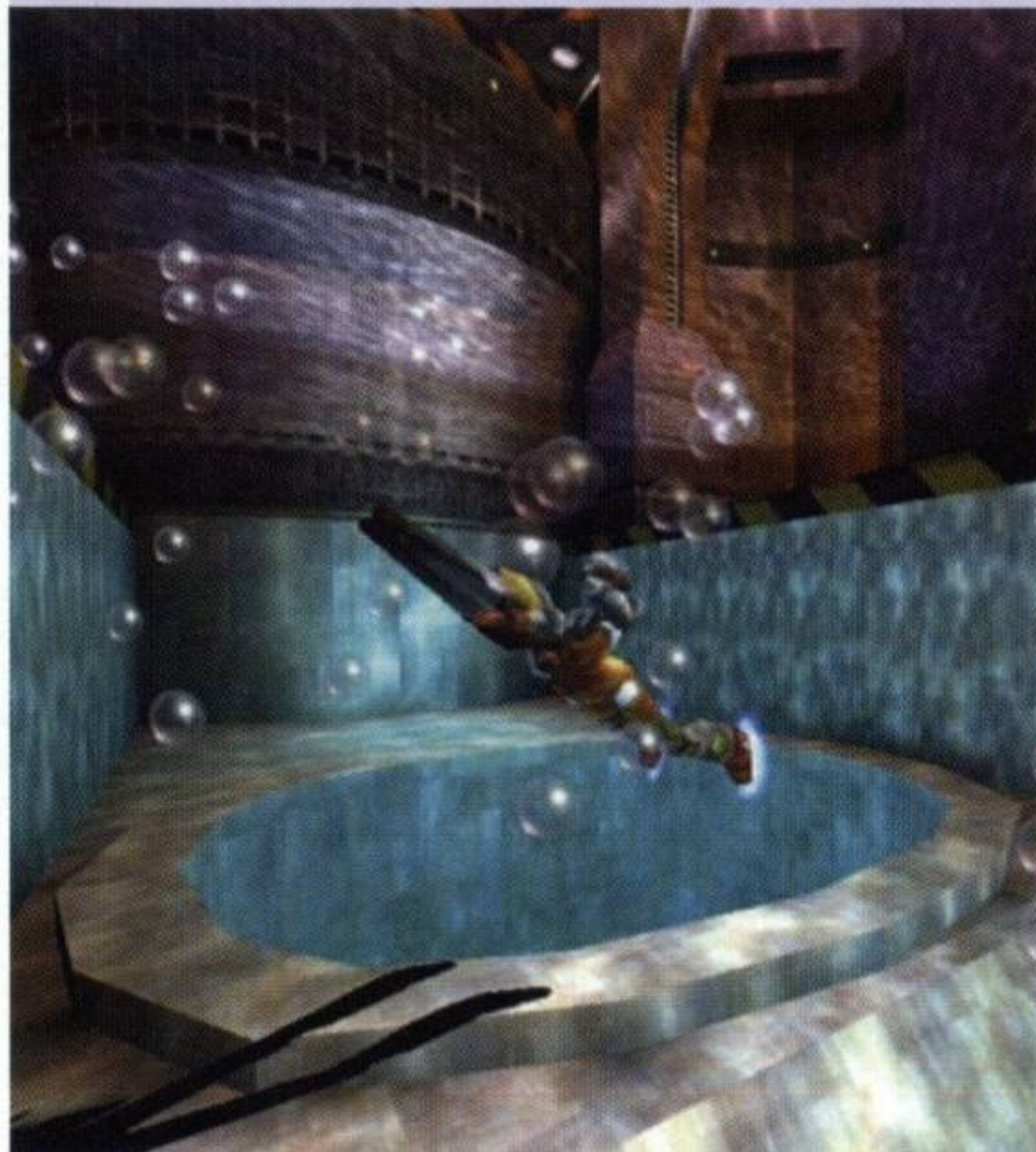
■ Finger clicking ex-*Boardstupid* presenter, Normski, tells *Arcade* why snowboarding isn't cool but *MTV Snowboarding* is, what to do if you fancy a "muddy one" and why there will never be a *Boardstupid* videogame.



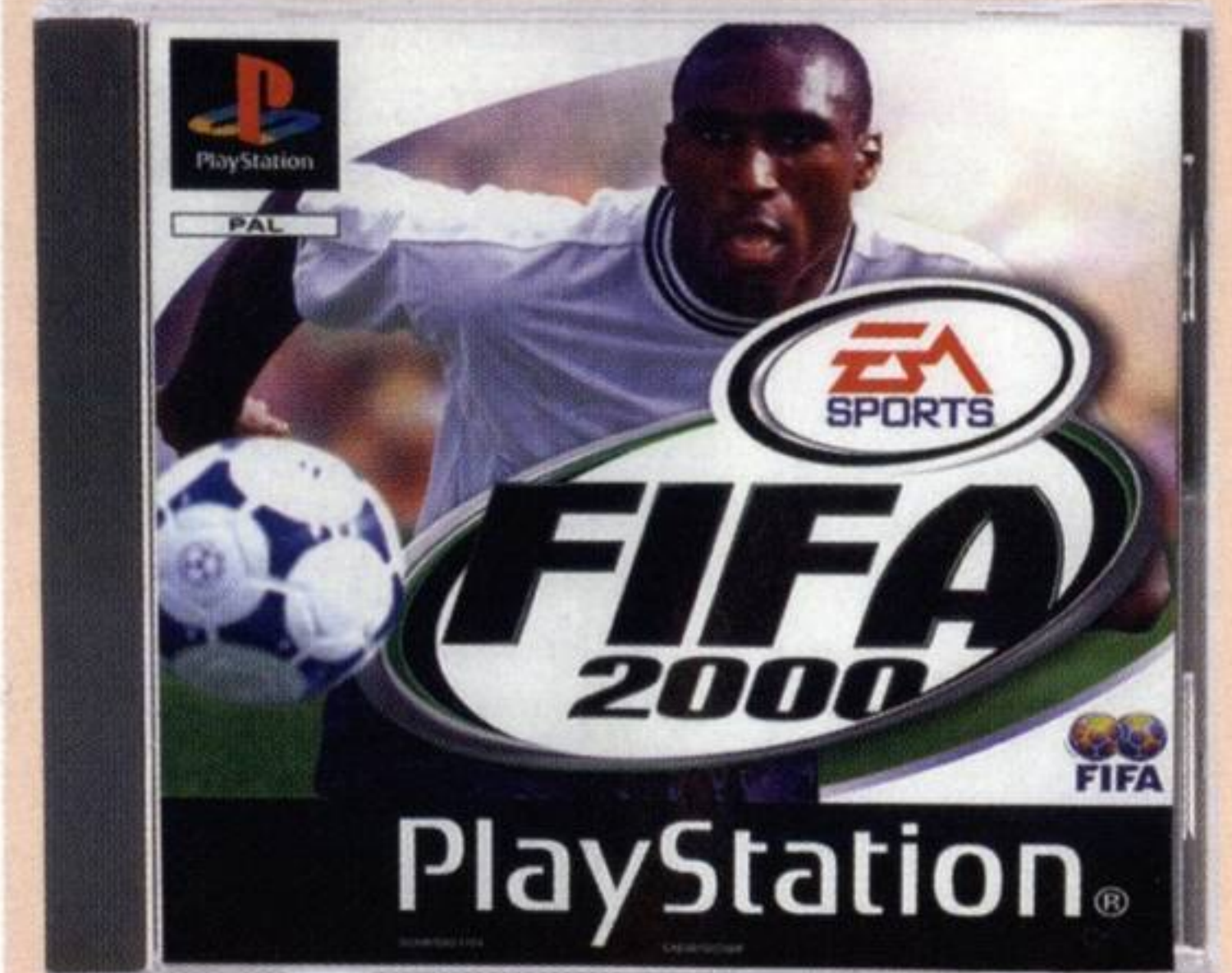
P42 QUAKE 3 ARENA



■ Do feel small and insignificant? Worthless and impotent? You've probably got *Quake 3 Arena* Deathmatch envy, then. Don't worry, *Arcade* is here to tell you how, where and when to start killing, multi-player style.



P44 FIFA 2000



■ Can England win Euro 2000? Will the overpaid prima donnas crash and burn, breaking hearts and inspiring burning effigies? To find out *Arcade* slipped on a shell suit and set about guiding the boys through *FIFA 2000*.



NOW PLAYING
IN THE SHOPS THIS MONTH

MTV SNOWBOARDING

Format: **PlayStation** | Publisher: **THQ** | Developer: **Radical** | Price: **£40** | Release date: **on sale now** | Players: **1-2** | ★★★



WHAT'S MTV SNOWBOARDING ALL ABOUT?

There's a good and bad side to *MTV Snowboarding*. The wide, free-roaming layout of the tracks is great, and it manages to home in on just what is great about snowboarding in the first place, giving you the opportunity to roam off-piste, looking for good snow and places to pull off tricks. However, any real form of learning curve is shunned in favour of letting you pull the most spectacular of stunts at a button's notice. In short *MTV Snowboarding* is a step towards providing the PlayStation with a snowboarding game to rival the best one yet – *1080°* on the N64.



Looks like snow again.

Normski with the fingers that launched a million imitators.



BOARD SILLY

Snowboarding with added 'Ski.

When it comes to the "in" thing, you have to wonder whether snowboarding has come so far "in" that it's now on the way out. That's pretty much the view of Normski, former snowboard pundit for Channel 4's *Boardstupid*.

After four series, *Boardstupid* is no more, partly because – as Normski reckons – snowboarding is no longer cool. So is the latest downhill PlayStation game, *MTV Snowboarding*, an irrelevance, or is Normski just weeing in the snow and pooping the party? *Arcade* shoved a joystick in front of him to find out.

Hello. So, what do you think of *MTV Snowboarding*?

I thought it was great, man. I mean, you practically had to drag me away

from it. I remember that snowboarding game that came out years ago. *Cool Boarders*? Yeah, that's it, but I was rubbish because it was all against the timer. But *MTV Snowboarding*'s much better because there's no pressure.

Could a snowboarding game like *MTV Snowboarding* help you in real life?

Obviously games copy what they can from reality. When you go for a trick, you only know it from real snowboarding. I got good at snowboarding quickly because I was with people who were very good. As you follow them you start moving the way they move. So to all these tricks packed into such a short time on the screen – that's well handy. You get a really realistic idea of what the tricks are going to look like when you hit the slopes for real.

Why wasn't there a *Boardstupid* videogame?

Sadly for *Boardstupid*, there were certain scruples about undertaking commercial endeavours outside the production. Who ever owns the name "Boardstupid" – and I know it ain't me – could probably sell it if they wanted.

So, is snowboarding still cool?

Nah. Snowboarding ain't cool at all. I think that snowboarding is hot now. It's not cool. Cool is when it's not very hot, you know. And that's like when it's cool. [Standing up to light a fag] Got a light?

MORE 'SKI



Normski found TV fame on BBC2's *D Energy* in 1993 as part of the Janet Street-Porter's early-'90s, early-evening Yoof-TV *Def II* slot. *D Energy* was a magazine-style fashion and dance music programme, shot using post-*Network 7* jaunty angles, and featured Normski saying "wicked" and doing that thing with his fingers a lot. It also romantically linked him with Janet Street Porter for a while. Normski also hosted *Normski's House Party*, where he wandered around a mocked-up house party saying things like, "and here in the bedroom, we have The Afros" and had lots of people dancing like they used to on *The Word*. Normski is also an established photographer, his photos of hip-hop artists from the '80s and early '90s still being drawn from photo libraries today.

Er, eh?

[Disappearing in a cloud of smoke] It's more to do with being the "in" thing, I think snowboarding will be one of the first things to go out in the year 2000. It's been around for years, and just kind of got cool for a short while. It's cool when you're doing something that is out of the majority, but snowboarding is now the majority. It's probably cool for snowboarders to ski now.

So, what are your projects at the moment?

Last week I went out and got my off-road skateboard out 'cos I wanted to go on a muddy one. I haven't been skating for years. I haven't even been snowboarding for a couple of seasons now.

Er, and when you're not skateboarding?

I've been DJing a lot. I was in Leeds a couple of nights ago doing an old-school hip-hop set that was the bollocks. As we're all entering this so-called Millennium we need to remember where we're all coming from. I wouldn't say that I've been on a retro one, but musically I've definitely been getting some original shit out. And it's been really nice. I've been accepted on a lot of different levels. I've been doing some filming for some new ideas – just trying to keep creative and productive. **A**

Find out what *Arcade* made of *MTV Snowboarding* in the full review on page 90.

GAMEPLAY CHALLENGE

A jump start to your board skills



Only those who can't board spend time on the snow.

The secret to mastering *MTV* lies in linking tricks together. For maximum trickage, ensure you get plenty of air off a big ramp, and get linking together as many grabs, flips and spins as you can. Provided you face down the slope and leave the controls alone, you should be able to land more or less every time. Make use of the rails as well, because although you only get 50 points for a basic grind, chuck in a spin or two and you can start amassing points big time. As a useful benchmark, riding as Mitch, the best all-rounder, on Norway you should be able to clock up between the 1,800-1,900 mark without too much trouble.

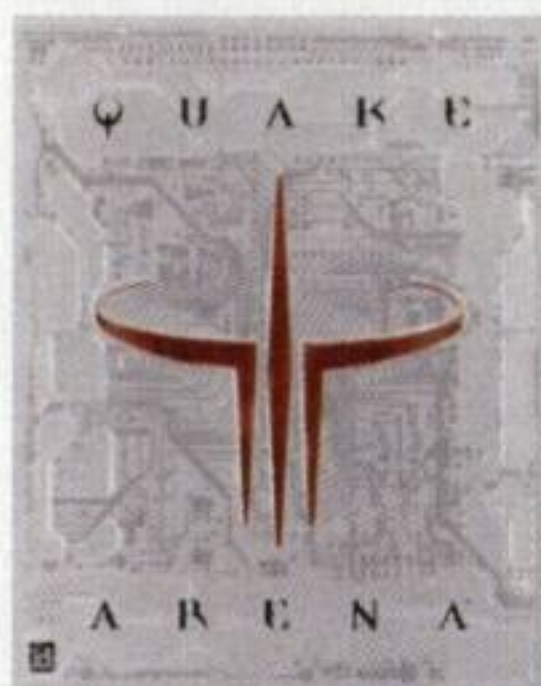
■ **NOW PLAYING:**
MTV Snowboarding gets the
treatment from the most famous
Norman since Cook and the most
celebrated 'Ski since Adam.



NOW PLAYING
IN THE SHOPS THIS MONTH

QUAKE 3 ARENA

Format: **PC** | Publisher: **Activision** | Developer: **id Software** | Price: **£45** | Release date: **on sale now** | Players: **1-64** | Score: **★★★★★**



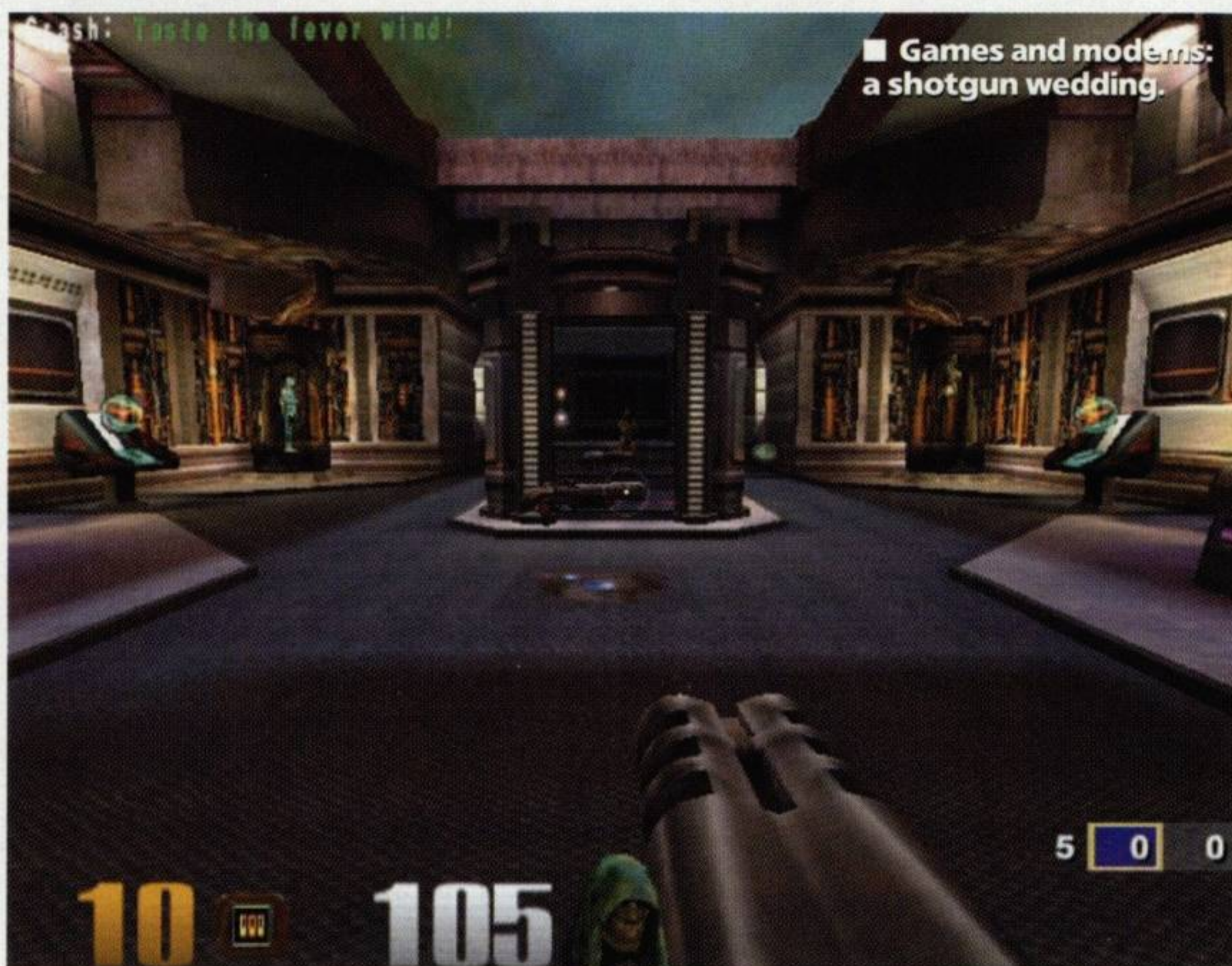
WHAT'S QUAKE 3 ARENA ALL ABOUT?

It's the latest gory atmospheric first-person shooter from the legendary producers of *Doom* and *Quake*. Instead of the usual single-player game such as *Half-Life* where you play a character who progresses through the game following a firm storyline structure, *Quake 3* concentrates on a multi-player deathmatch environment. This involves you fighting in an arena, against a number of hellish opponents that are controlled by computer AI or other players over the Internet.

The mind-blowing nightmarish graphics show off incredible settings such as futuristic Gothic castles, combined with smooth character animation, spectacular lighting effects and visceral scenes of bloody flesh spraying through the air and splattering against walls.

Unlike other games, *Quake 3* (and the excellent *Unreal Tournament*) allows you to enjoy a multi-player game without even having to go on-line. However, id is hoping gamers will use the computer opponents as practice fodder, before taking the plunge and joining millions of people across the world battling each other over the Internet.

As multi-player gaming becomes more popular and easier to get on-line, *Quake 3* is a fantastic and scary way to get involved with the furious bloodthirsty world of deathmatch and team-play. Bring it on!



Check out these Quaked-up sites for more info:
www.quake3world.com, www.bluesnews.com,
www.planetquake.com, www.gamespy3d.com,
www.idsoftware.com, www.barrysworld.com.



DEATH ON THE INTERNET

Join the on-line frontline with *Arcade's* guide to *Quake 3* deathmatches.

Machine guns are shooting and gibbs are drenching computer monitors around the world, as *Quake 3* threatens to make Internet gaming more popular and accessible than ever before. The AI of the computer-controlled bots is excellent, and gives gamers the chance to enjoy the multi-player experience without the hassle of going on-line. But how do you join in with the millions of gamers who are enjoying the thrill of hunting down and disintegrating their friends with a Plasma Gun?

It's still a minefield when it comes to on-line gaming, with the innumerable combinations of PC sound cards, 3D cards, modems

and processors, but there are general steps you can take to minimise hassle.

Make sure you have the latest version of the game by visiting the game manufacturer's web site and downloading the appropriate patch – in this case on <http://www.quake3arena.com>.

Check that you have the latest drivers for your 3D card and modem by visiting the manufacturer's Web site. Ensure you get the UK versions of each.

Once you've done this, you're finally ready to get fragging. The easiest way is to fire up your Internet connection, then run *Quake 3*. Choose the multi-player option and you should be presented with a list of servers. Click on the server you want and press Join. If you manage to connect successfully, the level will load into memory and you'll spawn into the game. The quality of the experience will vary depending on the Ping rate, so try and choose a UK server.

Or, you could sign up with an on-line gaming service such as www.gameplay.com, which provides servers featuring the most popular Internet games, including *Quake 3*. Download the launch software or install it from a CD included with a monthly magazine such as *PC Gamer*, register your name and get stuck in. As it's a direct dial ISP, it should enable lower Ping rates and therefore a

GLOSSARY OF GORE



- Bot – an opponent in a deathmatch controlled by computer AI
- Camping – an unpopular trait, where the player stays in one area where weapons or ammo appear.
- Clan – a team of gamers who play deathmatch or capture the flag together.
- Deathmatch – kill everyone else and avoid being killed yourself.
- Drop – a rotten occurrence where your computer loses connection to the server and the game freezes.
- Frag – a kill.
- Gibs – the gory aftermath of a frag.
- SP – Internet Service Provider. Provides the link between you and other gamers.
- Lag – the speed of your Internet server connection.
- LPB – Low Ping Bastard. Someone with a fast connection.
- Ping – the time it takes for your modem to send and receive information. A good rate would be below 200ms.
- Spawn – to materialise in the gameworld.

better performance. On the Gameplay site there is a notice board, where you can check out different clans and ask questions about the best *Quake 3* servers for newbies.

The advantage of a service like Gameplay is that there are numerous ways of helping you to get started and solve any connection problems. Game Pros are people who patrol the "locker rooms" on the servers, giving advice and answering questions. There's also a local-call help-line number (0345 577 577) manned from 8am – midnight weekdays, 3pm – midnight at weekends, for that essential human contact.

Alternatively you can opt for playing *Quake 3* at one of the numerous network-gaming cafes that are springing up all over the country. Places such as The Playing Fields in London's W1 allow new gamers to be introduced to the idea of deathmatch in a more social and friendly environment. Players can be teamed up depending on their ability, so if you're a newbie, you can enjoy a game without getting too disheartened by seeing bits of yourself splashing around the screen every few seconds.

On-line gaming can be intimidating and confusing, with terrible user-unfriendly terms that ambush you without warning. But when you start playing "real" opponents, joining clans and climbing the deathmatch leagues, you realise what all the fuss is about. Zip up your flak jacket, take a deep breath and start the carnage.

TOP TIPS

Cheating death in deathmatches



Quake 3: Live fast, die a lot.

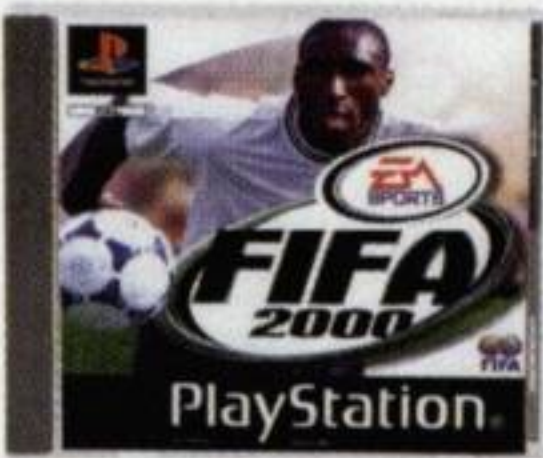
- Never, ever stop moving.
- Use the mouse-look option for easier fragging.
- Set up the keys so you don't have to move your hand when playing the game.
- Learn the established tricks of the trade such as Rocket Jumps – blast yourself into the air by firing the rocket launcher at the ground.
- Know your levels. Find where weapons short cuts and ambush spots are.
- Learn the strengths of each weapon, so you can apply them to the best situation. For example, use the shotgun in close-up battles.

■ **NOW PLAYING:** *Quake 3 Arena* – On entering the gory battlefield, you'd be advised to wear slightly more armour than a skimpy bra and a rather uncomfortable thong.



NOW PLAYING IN THE SHOPS THIS MONTH FIFA 2000

Format: PlayStation | Publisher: EA Sports | Developer: EA Sports | Price: £35 | Release date: on sale now | Players: 1-4 | Score: ★★★★★



WHAT'S FIFA 2000 ALL ABOUT?

FIFA 2000 was the number one best-selling game at the time of writing, likely to be among the biggest titles of 1999 and a good bet to keep Lara and Quake 3 Arena off the Christmas number one spot. In fact, previous games in the FIFA series have been Christmas number ones for the past couple of years. The game has a strong pedigree, but despite its aspirations to the complete football game package, many purists still prefer Konami's ISS games to the FIFA family. FIFA 2000 won't change that, as it still can't compete in gameplay terms with the forthcoming ISS Pro Evolution on PlayStation, but FIFA 2000 is definitely the best FIFA game yet. Its immediacy of play and slick presentation can't help but impress the casual follower.

TEAM MANAGEMENT
STARTING LINE-UP

Player	Pos	Status	SPD	SHT	Overall
11 J. Redknapp	LM	Start	5	5	53
5 S. Campbell	CB	Start	5	3	51
2 G. Neville	LB	Start	5	4	51
12 P. Neville	LWB	Start	5	4	49
18 P. Scholes	RM	Start	5	5	53
8 T. Sherwood	CM	Start	5	4	51
13 J. Redknapp	LM	Start	5	5	53
10 M. Owen	RF	Start	6	6	54
9 A. Shearer	LF	Start	4	6	53
23 D. Batty	DM	Subst	4	3	50
14 G. Le Saux	LB	Subst	5	4	49
4 S. McManaman	RW	Subst	6	5	54

England

■ Left-side midfielder deliberations.

CUSTOM CUP
LEAGUE STANDINGS

Team	P	W	D	L	F	A	Pts
1 England	3	2	1	0	12	6	7
2 Scotland	3	1	2	0	4	2	5
3 Germany	3	0	2	1	2	7	2
4 Spain	3	0	1	2	3	5	1

GROUP A

■ Group winners!



■ On our way to spanking Germany.



■ The golden goal fells Norway.

AND THERE'S MORE



All you budding Keegans out there can easily set up your own Euro 2000 Championship and see if you can do any better than Arcade. By selecting a Custom Cup, you can tailor all the options to your needs (16 teams in four groups). You can then select all the teams and choose which to play as. Unfortunately, you'll find Slovenia, Turkey, Portugal and the Czech Republic are all inexplicably missing, so this gives all you budding Craig Browns or even Mark Hugheses an opportunity to reinstate your national sides. Finally, in an approximation of crazy UEFA bureaucracy, simply draw all the groups at random. Naturally this isn't perfect, but only a fool would bet against an EA Sports Euro 2000-specific game coming out around May time.



■ The 5-3-2 formation proves lucky.



■ Owen salutes the crowd.



■ The cup begins to slip from grasp...



■ ...into the welcome hands of France.

ENGLAND EXPECTS

Arcade predicts Keegan's Euro 2000 fortunes.

We're shite and we know we are – that was the verdict after England limped into the Euro 2000 Championships by limiting Scotland to one goal at Wembley. So will Keegan's boys turn it around between now and next summer?

Arcade mocked up a European Championship using FIFA 2000's Custom Cup option and played through as England to find out. Will it be glory, or the same old story for the brave boys of this sceptred isle?

England 2 Scotland 2

You're thinking: "Didn't the plucky Jocks get eliminated by England in the play-offs?" But due to a quirk of the game, Slovenia aren't included so the tartan army were reinstated. England draw first blood from the auld enemy with Owen slotting on 22 mins, but Scotland soon equalise through the influential John Collins. Owen gets his brace before half-time, but the second half is Scotland's. Gallagher misses a sitter and Seaman is on top form, but Booth rounds him to settle the scores.

England 3 Spain 2

Redknapp has finally been coerced into the troubled left-side role and he's causing havoc down the Spanish flank. Owen scores from a deep cross early on before Redknapp tees-up Shearer for a

second. A training ground free kick move allows Scholes to tap in the third on 58 mins, but is soon ordered off for an early bath. Spain take the advantage and score two late goals to set pulses racing.

England 7 Germany 2

England are leaking goals, so a switch to three centre backs is in order, with Phil Neville and Beckham playing as wing backs. It works a treat: Owen is running rings around the German defence and Scholes claims a hat-trick. [Note: this may not happen.] England top their group, with Scotland as surprise second qualifiers. Holland are the only team with a 100% record from the group stages but Sweden are also looking tasty.

Quarter Final: England 2 Norway 1 (aet)

Still hungover from their heroics against the Germans, a lacklustre first half ends with England conceding from a corner. They perk up for the second half with Shearer hitting a post before a fine Owen effort levels things on 56 mins. It's Golden Goal time. Shearer takes the captain's responsibility and claims victory by finishing off a fine Sherwood pass ten minutes into extra time. Nerves frayed but not yet tattered.

Semi Final: England 2 Sweden 0

With the Scots felled by the Czechs and Holland bowing out to France, England are left to face the Swedes. Having already done England a favour by beating Poland in qualifying, they seem quite prepared to do another by suddenly going limp. First half

strikes are enough to vanquish the disappointing Swedes. Hurrah!

Final: England 2 France 3

In a fitting representation of the Keegster's tragic hero status, England mess it up as the trophy moves within reach. Beckham is unlucky to have a glorious 40-yarder ruled out for an Owen offside, but Shearer takes the lead with a poacher's goal after 25 minutes. There are worrying jitters in the England defence as Anelka rises to head home unmarked for the equaliser but everything's rosy again after Owen claims his eighth of the tournament soon after the break. Then the class of the world champions begins to shine through. After missing a hatful of chances and hitting the post, Dugarry makes it 2-2 on 65 minutes. Ten minutes later, the inevitable happens, albeit controversially. Sherwood is felled by an "X-rated challenge" (Mark Lawrenson's words) before wing wizardry from Henry sets up Dugarry for a second. Arcade protests to the referee, but it all ends in scrappy, ignominious defeat. But you knew that from the start.



■ **NOW PLAYING:** *FIFA 2000* – Arcade assumes Keegan's mantle and attempts to steer the England team through a mocked-up Euro 2000 without getting thrashed.





Call the style police

Videogame fashion mistakes that would make Giles Brandreth blush.

We've all done it at some point, convinced that we are the first to pre-empt the comeback of the tank top, or that cardigans are simply the scapegoat of a long-term bad press. But you'd have thought some videogame characters have been around long enough to have learnt to avoid such fashion faux pas. Apparently not.

1 Sonic The Hedgehog

Naked except for a pair of red trainers? It's the videogaming equivalent of those blokes you see on holiday who sit down to lunch wearing only a moustache, a pair of tight Speedo swimming trunks and shoes – with socks. Shiver.

2 Link

Obviously orders clothes from the same place as Peter Pan. Besides, only girls wear tights. And male ballet dancers, but that's because they've got huge packets.

Top ten

- Top ten Pokémon follow-ups*
- 1 Pokémon Platinum
 - 2 Pokémon Turquoise
 - 3 Pokémon Tuesday
 - 4 MTV Pokémon
 - 5 Pokémon 4 Ever
 - 6 Pokémon – The Next Generation
 - 7 Pokémon Episode 1: A Pokémon Menace
 - 8 Pokémon R Us
 - 9 Pokémon Cash-in
 - 10 Pokémon Pants

However, you can be sure that when it comes to urinating in public Link would head for the cubicle.

3 The whole of The Wu Tang Clan

The characters may be based on the real clan, but, even so, why are they wearing so many clothes? And why is one of them wearing slippers? And another a skirt? Aren't they supposed to be hard? Pussies.

4 Mario

A handlebar moustache, a pot belly, and a peaked hat with a big "M" on it. Wouldn't look out of place in The Blue Oyster bar from the *Police Academy* films.

5 Sophitia Alexandra

Soul Calibur's Sophitia looks like she'd rather be milking cows than brandishing her sword. The real question is whether or not she's wearing any pants.

6 Shadowman

Most people like to detract attention away from their scars. Not Shadowman. He makes virtually no attempt, bar jamming a mask to his chest to disguise the fact that his innards are falling out.

7 Derick from this month's My Beautiful Big Apple

Didn't anyone tell him that wearing a short sleeve T-shirt over a long sleeve one went out in 1992?

8 The Mistress

She's from *Dungeon Keeper 2*. Dressed in studded-leather, with gaps for her face, shoulders, breasts, back and arse. Your Mum would go mental.

9 Lara Croft

Usually perfectly dressed for the job, except in that horrendous catsuit she wears in *Tomb Raider 3*. Still, she still manages to pull it off without a hint of VPL.

10 Glover

Less a fashion mistake, more a fashion absurdity. White leather gloves. Who wears those, apart from Mickey Mouse of course?

Guest Chart Top ten supermarkets



Well, you've got to eat. In descending order of ponceyness...

1 Marks & Spencers
The clothes shop that's also a supermarket – but only for two types of people. Those so busy that pre-grated cheese and instant party nibbles are a gift from St Michael. And those who simply can't find anywhere posher to buy stuffed breast of do-do in a cranberry and port sauce for their tea.

2 Waitrose
Only found in the South of England – by southerners who consider Birmingham to be up North. In-store bakers and fishmongers up the ponce-factor, while wide aisles help stifle trolley-rage. Some branches also boasts a wine merchants.

3 Sainsbury's
The family favourite. Has, annoyingly, started grouping items by country, so you spend hours looking for the tinned tomatos near the baked beans and eventually find them with the pasta. Student-friendly Economy label. A good place for eyeing up girls or, if you're a girl, being ogled at by leering blokes.

4 Tesco
The middle man, attaching no stigma to anyone who may enter. Finds itself out of its league by mistakenly hosting the occasional wine-tasting evening. City-centre based Tesco Metro is a good place to get change for the bus.

5 Asda
Featuring roll-back prices apparently so low that you'll want to slap your own arse and say "that's Asda price".

6 Somerfield
Used to be known as Gateway. Ailing Bristol-based chain which has clung onto its high street stores even though it's been obvious for years that people want big supermarkets with even bigger car parks.

7 Co-op
Open long hours. Some feature in-store security guards. Lets you buy a packet of Wrigleys with your Solo card simply for the cash back. Oddly, also sells funerals.

8 Kwiksave
The last of the supermarkets that actually sells enough to string together a decent meal. You wouldn't want anyone you fancy to see you shopping in one, though.

9 Spar
Late night, some open 24-hour, some even open Christmas Day. Often have a sign saying "this is not a library" to stop you reading their magazines. Seem to prioritise Peppermami like it was only released yesterday.

10 Happy Shopper
Everything's bright orange, from the decor to the labels to the bags. The title's obviously ironic.

ILLUSTRATION: MATT KENYON



■ "Now that's magic."

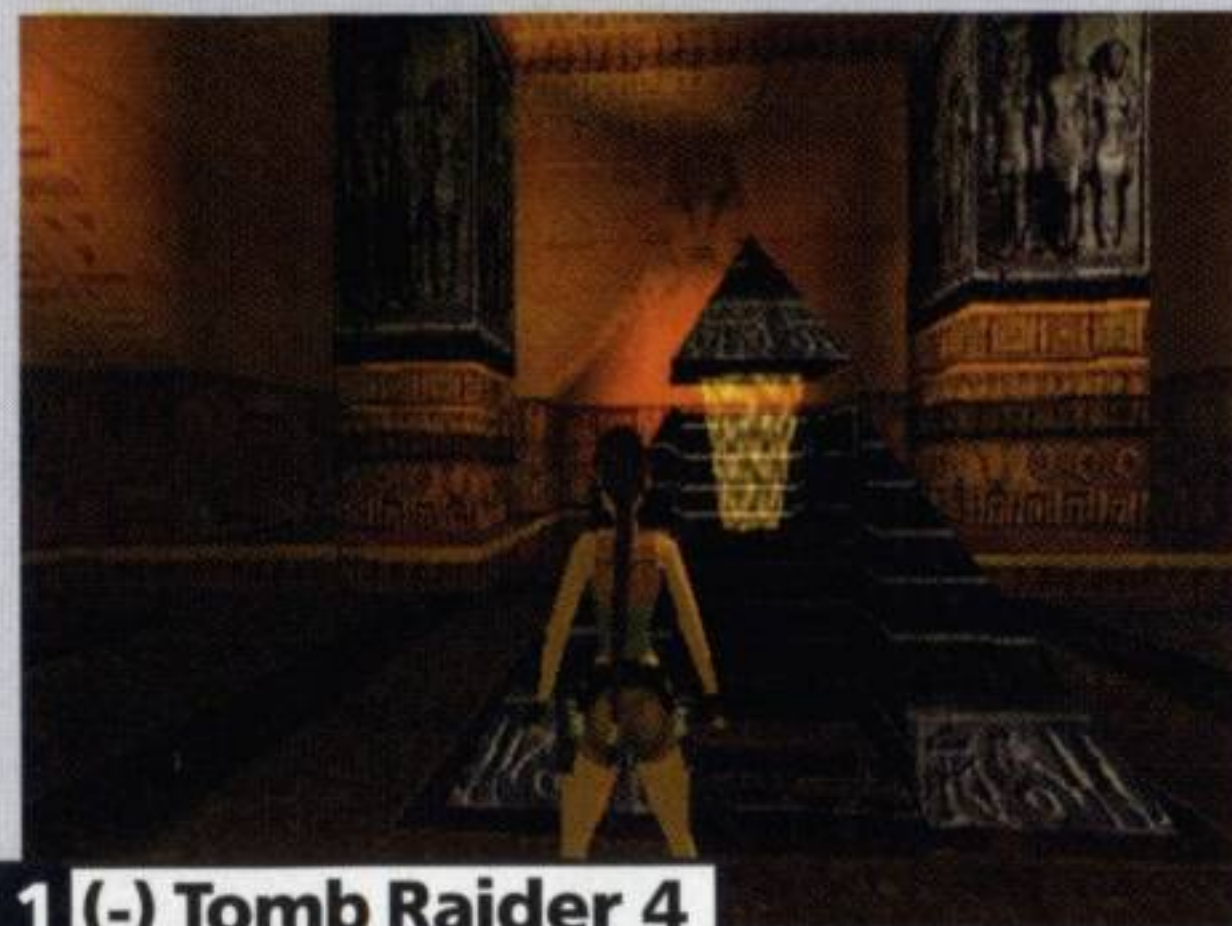
CHART ANALYSIS

With The Arcade Mindreader

■ [Clears throat] Hello. You've seen Paul "not a lot" Daniels and David "no strings attached" Copperfield. Well prepare, ladies and gentlemen, to be truly amazed. Ready? Think of a number between one and 40. Double it, and add ten. Now, subtract the date of the month your birthday falls on, add seven, and take away the number you first thought of, and I will predict what game falls at that position in the chart. It's [unfolds piece of paper and shows it to audience] *Theme Park World* at number 29, isn't it? What do you mean, you got 52? Er, did I say add seven? I meant subtract. Hey! Look at that! Yoinks. I'm off.

Official Top 40

Lara's back on top, where she likes it.

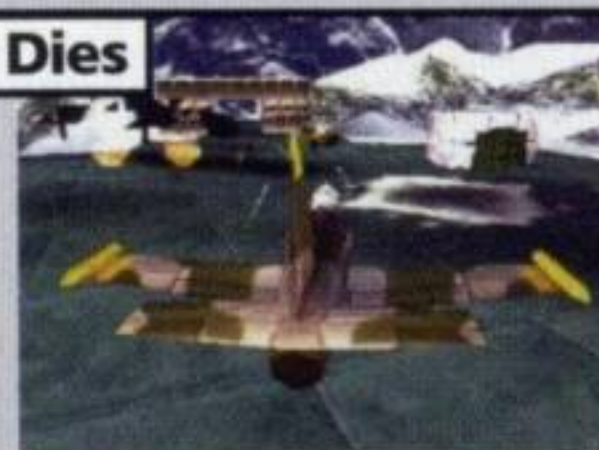


1 (-) Tomb Raider 4

■ PSX PC ■ Eidos
A sensible return to form for the original Raider, plus indisputable but groin-clenching proof that Lara was actually a bit of a teenage minger.

2 (-) Tomorrow Never Dies

■ PSX ■ EA
The most disappointing Bond since George Lazenby.



3 (1) FIFA 2000

■ PSX PC ■ EA Sports
Jumpers for goal posts, isn't it, wasn't it, hmmm?



4 (-) Championship Manager 99/00

■ PC ■ Eidos
Do what Graham Failure never could. Manage a team, and acutally win a few games.



5 (-) Crash Team Racing

■ PSX ■ Sony
Racing with the PlayStation's infamous Bandicoot, and his wacky friends.



6 (-) Spyro The Dragon 2

■ PSX ■ Sony
More of the same - My Little Pony meets Mario 64 on acid.



7 (4) Colin McRae Rally

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



8 (9) Tarzan Action Game

■ PSX PC GBC ■ Disney/Sony
More semi-nudity and vine-swinging with Jane's right hand man.



9 (36) UEFA Striker

■ PSX ■ Infogrames
Football, eh? It's a game of two halves, 22 men, and a ball. Magic.



10 (2) Final Fantasy VIII

■ PSX ■ Squaresoft
The best Final Fantasy, until FFX comes out, of course.



11 (14) WWF Attitude

■ PSX N64 CGB DC ■ Acclaim

12 (-) Soul Calibur

■ DC ■ Namco

13 (20) Worms Armageddon

■ PSX PC ■ Team 17/Hasbro

14 (18) Driver

■ PSX PC ■ GT Interactive

15 (8) Pokémon Red

■ GB ■ Nintendo

16 (3) Dino Crisis

■ PSX ■ Capcom/Virgin

17 (17) Gran Turismo

■ PSX ■ Sony (budget)

18 (26) Rayman

■ PSX PC ■ UbiSoft

19 (4) Age Of Empires 2

■ PSX ■ Microsoft

20 (7) Pokémon Blue

■ GB ■ Nintendo

21 (-) Star Wars: Phantom Menace

■ PSX ■ Lucas Arts

22 (-) Lego Racers

■ PC PSX N64 ■ Lego Media

23 (-) Grand Theft Auto 2

■ PSX PC ■ Take 2

24 (-) Unreal Tournament

■ PC ■ GT Interactive

25 (-) Tomb Raider 2

■ PSX ■ Eidos

26 (25) Crash Bandicoot 2

■ PSX ■ Sony (budget)

27 (16) Tekken 3

■ PSX ■ Sony (budget)

28 (32) The Rugrats

■ PSX GB ■ THQ

29 (-) Theme Park World

■ PC ■ EA

30 (-) WCW Mayhem

■ PSX ■ EA

31 (19) Mission Impossible

■ PSX N64 ■ Infogrames

32 (28) Sonic Adventure

■ DC ■ Sony

33 (-) Super Smash Brothers

■ N64 ■ Nintendo

34 (-) Knockout Kings

■ PSX ■ EA Sports

35 (11) LMA Manager

■ PSX ■ Codemasters

36 (-) Grand Theft Auto 2

■ PSX PC ■ Take 2

37 (-) Croc 2

■ PSX ■ Fox

38 (29) Resident Evil 2

■ PSX ■ Capcom/Virgin

39 (12) Formula 1 '99

■ PSX ■ Sony

40 (-) Command & Conquer

■ N64 PSX PC ■ EA

JAPANESE TOP 10

- 1 (-) **Pokémon Gold**
Nintendo, GB
- 2 (-) **Pokémon Silver**
Nintendo, GB
- 3 (-) **Tokimeki Memorial 2**
Konami, PSX
- 4 (-) **Chrono Cross**
Square, PSX
- 5 (-) **Pachislot Arge Kingdom 2**
Arge, PSX
- 6 (-) **Maken X**
Atlus, DC
- 7 (9) **Dance Dance Revolution 2ndRemix**
Konami, PSX
- 8 (-) **Beat Mania GB2 GachaMix**
Konami, GB
- 9 (8) **Jojo's Bizarre Adventure: Legacy for the Future**
Capcom, DC
- 10 (-) **Medalot R Imagineer**,
PSX

US CONSOLE TOP 10

- 1 (-) **Pokémon Yellow**
Nintendo, GB
- 2 (3) **Pokémon Blue**
Nintendo, GB
- 3 (5) **Pokémon Red**
Nintendo, GB
- 4 (8) **Pokémon Pinball**
Nintendo
- 5 (-) **Final Fantasy Anthology**
Square/EA, PSX
- 6 (-) **Tony Hawk's Skateboarding**
Activision, PSX
- 7 (1) **Final Fantasy VIII**
Square/EA
- 8 (-) **Driver**
GT Interactive, PSX
- 9 (2) **NFL 2K**
Sega, DC
- 10 (-) **Ready 2 Rumble**
Midway, DC

Vox pops

This month: out the window



■ Hello. Helloooooo! Up here! Hey! You with the umbrella. Do you like videogames? "Beg your pardon?" DO YOU LIKE VIDEOGAMES? "Not really." Do you want to come upstairs and make up the numbers in *Super Smash Brothers*? "No thanks, I'm off to the shops." What are you getting? "Never you mind." Fair enough. Bye.

■ Coo-ee. Hey, Mister! Where are you going? "Er, the pub." What, at 11.30am? "Well... yes. That's what they open for, isn't it?" Do you play videogames? "No." Wanna come upstairs for a quick round of *Soul Calibur*? "Soul what?" *Soul Calibur*. It's got nunchucks in and everything. "Nah. I'm off for a pint instead." See you there after work, then. Bye.

Import zone

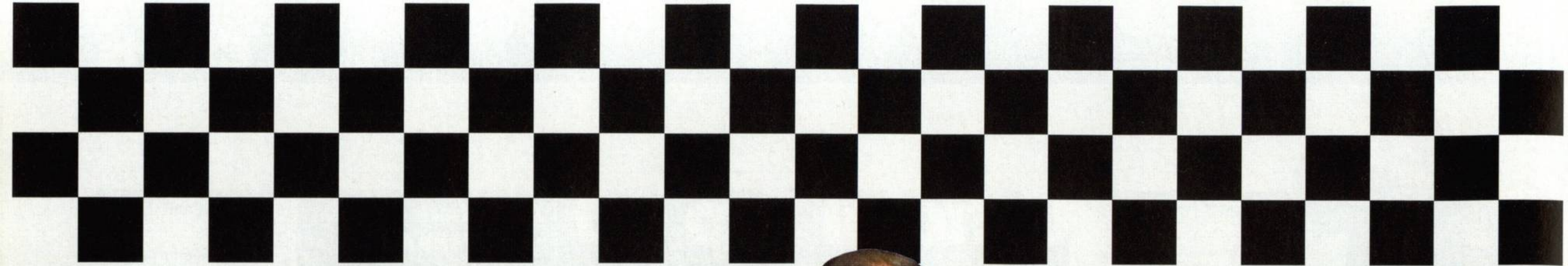
With Department 1 (0171 916 8440)



■ **Zombie Revenge: shifting units.**

■ Time for *Arcade's* monthly chat with Department 1. And - guess who's at the end of the phone - Erkan, from Turkey of course. So, what are the big sellers of the month? "*Zombie Revenge* on the Dreamcast is shifting some serious units." Any good? "It's a cross between *Streets of Rage* and *House of the Dead*. And it's ace." What about the N64? Has everyone given up the ghost? "Not at all, although bizarrely *Wrestle Mania* is outselling *Donkey Kong* by a long way." Wrestling fans, eh? Will they ever learn?





PC 3088 James

PC 2243 Ricketts

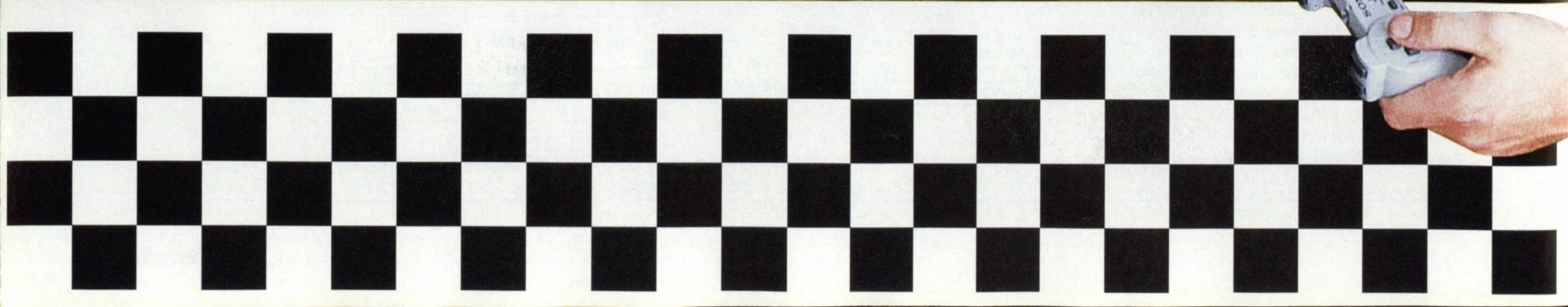
PC 768 Scully

PC 1813 Dowding

CAUGHT BY THE FUZZ

At Her Majesty's Pleasure | Rich Pelley

Like *Star Wars: The Phantom Menace*, Tara Palmer-Tomkinson and celery, the police get a bad press. But why? They are, after all, just people who are as partial to videogames as anyone else. Arcade nipped down to the local cop shop to see what really happens when The Force is with you.





PC 1117 Gormley

Videogames don't seem to show much respect for the law any more. Since *Space Invaders*, games have always involved killing. But these days gaming aggression is just as likely to be directed at innocent bystanders, pedestrians and the police themselves as it is at aliens or the undead.

So what do the forces of law and order think about this? Is your average Bobby appalled at the thought of outrunning a fellow cop in *Driver* or running one over in *GTA2*? Or do the girls and boys in blue see the clear dividing line between reality and fiction and get stuck in with the best of them?

In order to find out, *Arcade* fought its every impulse and entered a police station voluntarily and with no more back-up than an afternoon of free games-playing fun and a couple of PlayStation steering wheels.

11.05am

House of the Dead 2 (Dreamcast, Sega)

And so, off to the cop shop. After rounding up some likely contestants, and after a good deal of pleading, it's time for a blast on the Dreamcast's new gunslinging title – *House of the Dead 2*.

PC James: "I've seen this in the arcade,

but I haven't played it. I haven't played any of the gun games, actually."

Thought that would have been the first thing you'd have gone for, the game with the gun.

PC James: "What do you mean?"

You know. Er, some form of gun envy.

PC Ricketts: "I've played this before, on the pier at Weston-super-Mare. I prefer games like *Resident Evil* where you have to think more."

So thinking rather than shooting is a bit more in line with police work?

PC Ricketts: "I don't know about that. Sometimes you don't really have that much time to think."

[A frantic voice starts blaring out of PC Ricketts' radio]

Your radio's going off there.

PC Ricketts: "Oh, it's all right. Just ignore it. Actually, I'm warming to *House of the Dead 2*. But I'd still be bit worried that having spent £200 on a Dreamcast and £50 on the game and gun, I'd tire of it in an afternoon."

Don't you get much day-to-day gun action as police officer, then?

PC Ricketts: "Of course not. In my three years of service I've never had a fight or had to use any of my equipment. The nearest I got was when there was a bloke fighting in a pub. But when he ran out, everybody jumped on him, so I just had to sit on his legs."

PC Scully: [Getting strange contraption out of his pocket]

"I use this. You can wrap it around

Call the cops

The greatest police collaboration since "Message In A Bottle".



PC 3088 Phil James

■ PC James claims to own almost all the computers and consoles of the last ten years. He's not a big fan of the Nintendo 64, convinced that it's "too much for the kids".



PC 1813 John Dowding

■ Undercover PC Dowding is a dab hand at all things videogame, bar *GoldenEye*. On his days off he still wears civilian clothes, but does not have to go to work. Confusing.



PC 1117 Pat Gormley

■ Variety is the spice of life for Officer 1117. "One day you'll get a call about a lost dog, the next you have to deal with an axe-wielding maniac on a rampage." Result.



PC 768 Mark Scully

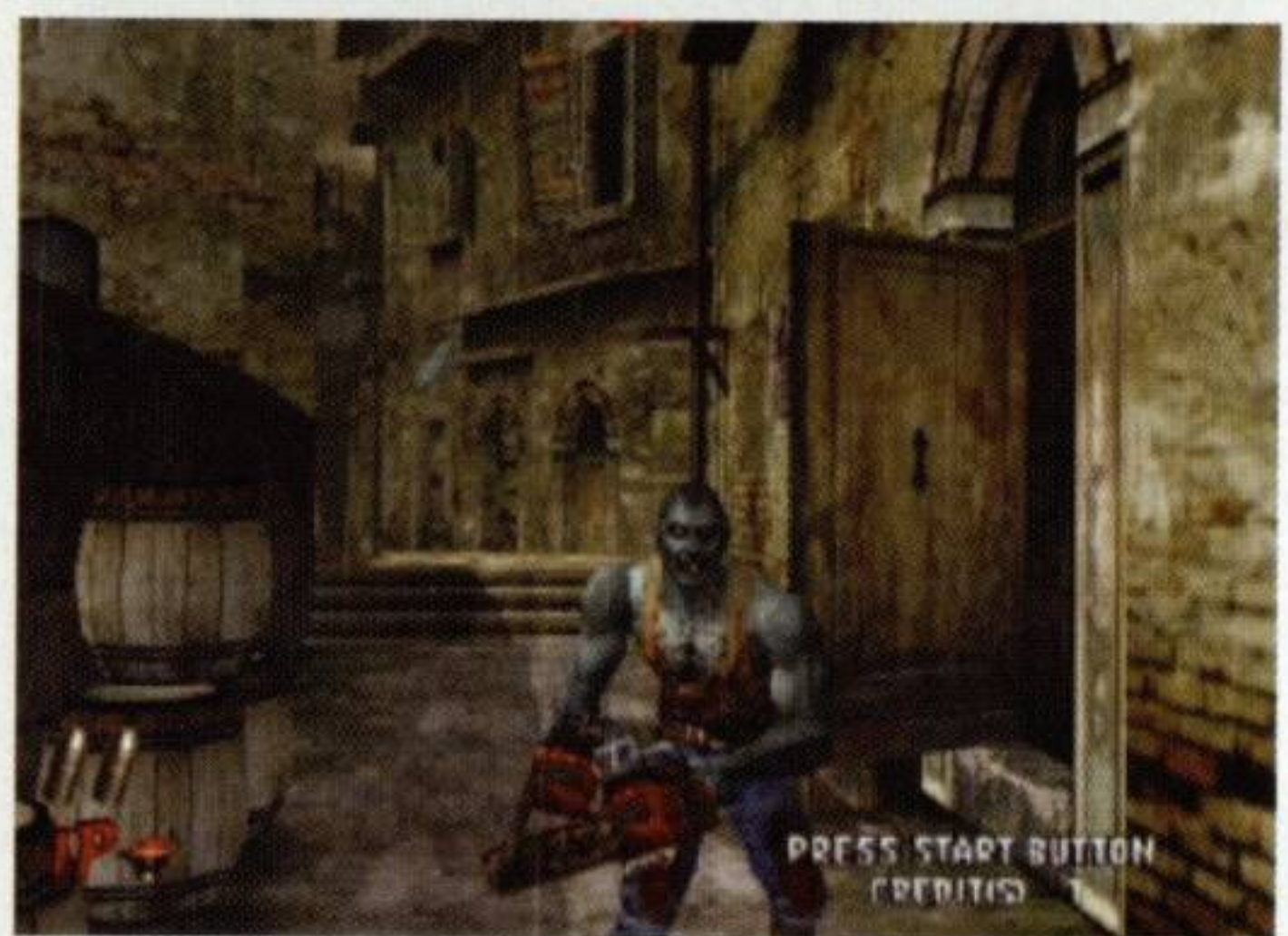
■ Paperwork is the bane of PC Scully's life. "If you come in at eight and nick someone at nine, the paperwork takes the rest of the day. *Miami Vice*, eh? What a rip.



PC 2243 Lousie Ricketts

■ PC Ricketts couldn't believe it recently when someone dialled 999 to ask for the football scores. She also hates red tape. One word: overtime.

House of the Dead 2



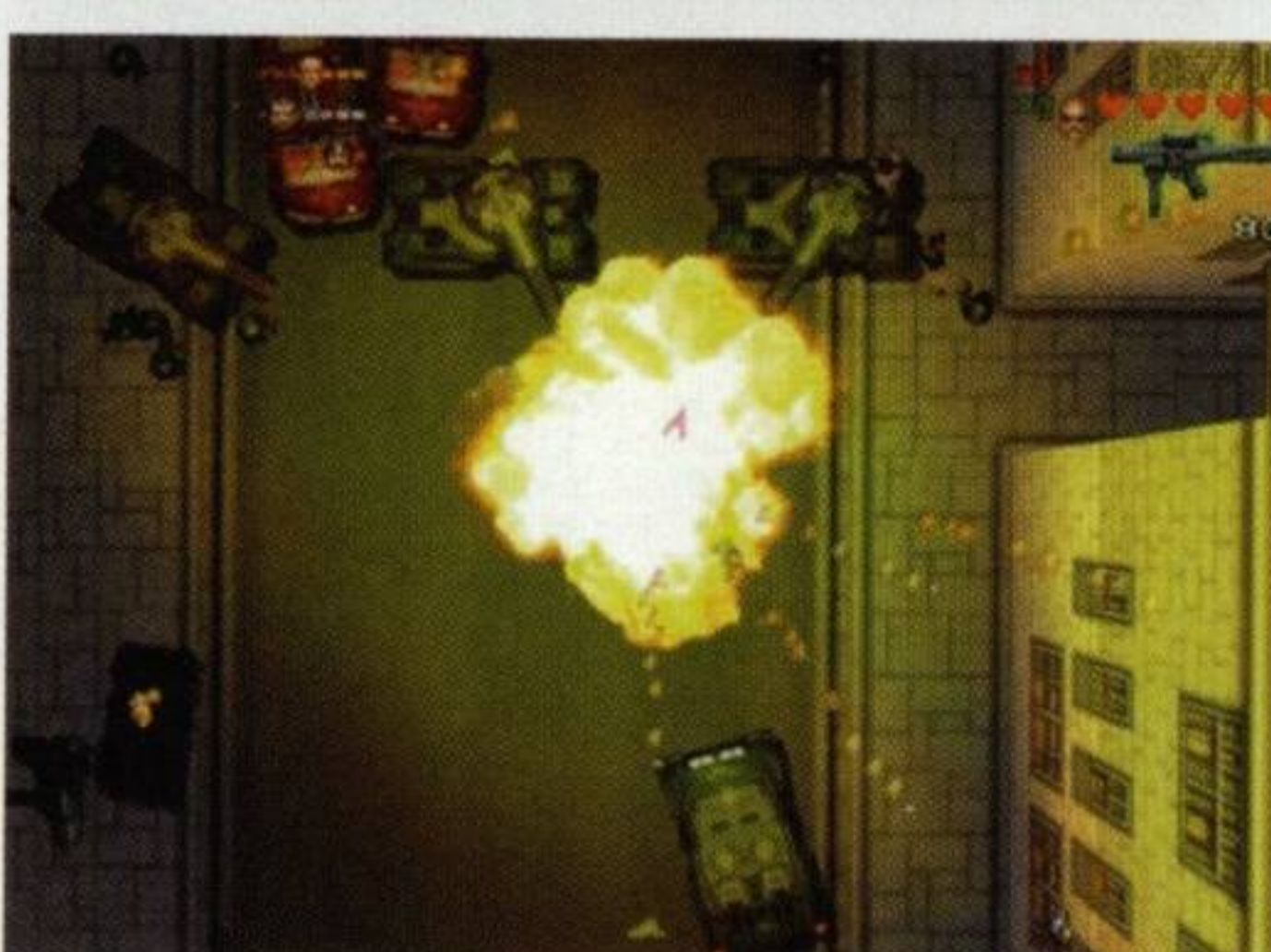
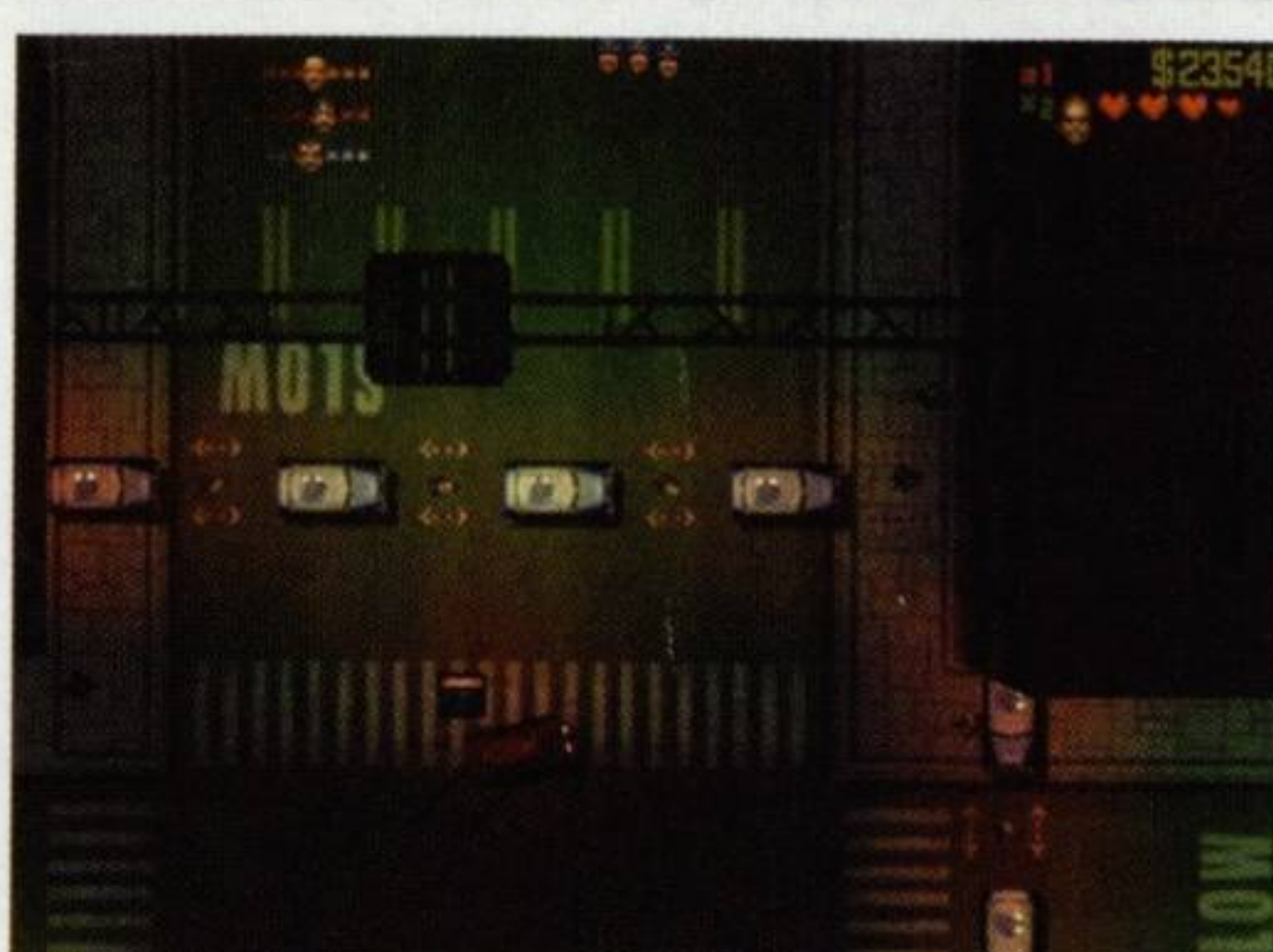
■ **HOTD2:** "No point going for a limb. If you're life is under threat, don't mess about."

Driver



■ **Driver:** "The pedestrians are good. It's just a pity that you can't hit them. Shame, eh?"

Grand Theft Auto 2



■ "There was a lot of controversy over the original GTA. Body parts everywhere."

"You get paid to do the things you used to write into Jim'll Fix It for."

a criminal's legs to stop him getting away. I scraped myself rugby tackling this bloke one week, and then ripped the scab off the next doing the same thing to a different bloke. Having said that, most people come quietly even if you've had to chase them."

Meanwhile, PC James and PC Dowding are having trouble with an end-of-level boss.

PC James: "What are you doing? That little boy was crying 'don't shoot me, don't shoot me', and you shot him in the head. You should have saved your bullets for this guy. Uh-oh. You've pissed him off now.

Try to find his weak spot."

If you were in the position where you had to shoot someone in real life, where would you shoot them?

PC Dowding: "In the head."

Even if you all you wanted to do was



■ **When the Hare Krishna turn...**

stop them from running away?

PC Dowding: "There's no point going for a limb – chances are you'd miss. If a criminal is putting your life under threat, you're not going to mess about. Wounded criminals can still kill."

Are you off duty by the way? How come you're not in uniform?

PC Dowding: "I'm plain clothes."

[Thinks] Er, you don't mind us plastering your picture all over our magazine, then?

PC Dowding: "No, I think I'll be safe."

12.50pm

Driver (PSX, GT Interactive)

Amid protest, the Dreamcast is turned off. Next up: *Driver* on the PlayStation.

You know Police, Camera, Action? The cops on there seem to enjoy the chases as much as the criminals.

PC James: "Being a policeman, you get paid to do the sort of things you used to write into *Jim'll Fix It* for – car chases, blue light runs and so on. The general public can never do that."

Unless you're taking your pregnant wife to hospital. You can get a police escort then, can't you?

PC James: "It's down to the individual officer. Taking someone to hospital because the ambulance hasn't arrived obviously takes preference over someone who's late for dinner."

Driver loads up, and PC Dowding grabs the control.

PC Dowding: "I've completed *Driver*. I cut my teeth on *Gran Turismo*, and I've finished that too. Still can't get my bloody A+ licence, though."

Could *Driver* help you in a real life police chase, then?

PC Dowding: "Actually, you can learn quite a lot. *Driver* gets you used to counter-steering when you round a corner at high speed. But you wouldn't ever drive this recklessly."

PC James: "I like the pedestrians, but you can't hit them. I've tried."

PC Dowding: [Absorbed in game] "I'm coming up to the Golden Gate Bridge. There'll be a roadblock waiting for me."

Do you use roadblocks?

PC Gormley: "Actually, we're loathe to, due to the safety implications."



■ PC 1813 Dowding takes aim. "Trigger happy? Moi?"



■ PCs James and Gormley show how nice your average bobby's teeth are these days.



Because everybody just ploughs straight through them, like they do in the movies?

PC Gormley: "Well, kind of. We'd normally try other tactics first."

Like on *Police, Camera, Action?*

PC Gormley: "Yes. Rolling road blocks work well. We get a car in front, a car to the rear and a car on each side."

What about *The Stinger* – that thing that pops up and punctures the baddies' tyres? They always use that on *Police, Camera, Action*.

PC Gormley: "Actually, *The Stinger* is very good. It lets the air out slowly so

the car is still under control. Now, are you going to shut up about *Police, Camera, Action?*"

PC Ricketts steps up for a game.

Have you been in a real car chase?

PC Ricketts: "Yes, but I wasn't driving. I was doing the commentary – you know, like 'he's gone left on such a such a road at x miles per hour in a x mile per hour speed limit' which they play back in court. But I didn't have a clue where we were."

So were you frantically thumbing through your A to Z?

PC Ricketts: "Exactly. The car we were chasing crashed into a tree and we ended up running after the driver. I had to keep asking people where we were."

PC James: "In *Driver*, I like it that if a police car takes up the chase and you turn up the street and lose him for long enough, he loses interest."

Is that the case in real life policing?

PC James: "To a degree."

1.40pm

Grand Theft Auto 2 (PSX, Rockstar)

Tentatively, it's time to turn to *Grand*

Theft Auto 2, the biggest law-breaking game of all. Could this be the one to push the officers over the edge?

By the way. Is your police number any reflection on your importance?

PC Scully: "Well, it used to be. But the force has been going so long that when someone leaves you get assigned the next free number. The officer who used to have my number has had two heart attacks, so I hope that doesn't go for me too."

PC James: "There was a lot of controversy over the original *Grand Theft Auto*, of course. You get points for hitting cows and shooting people – there are body parts everyone."

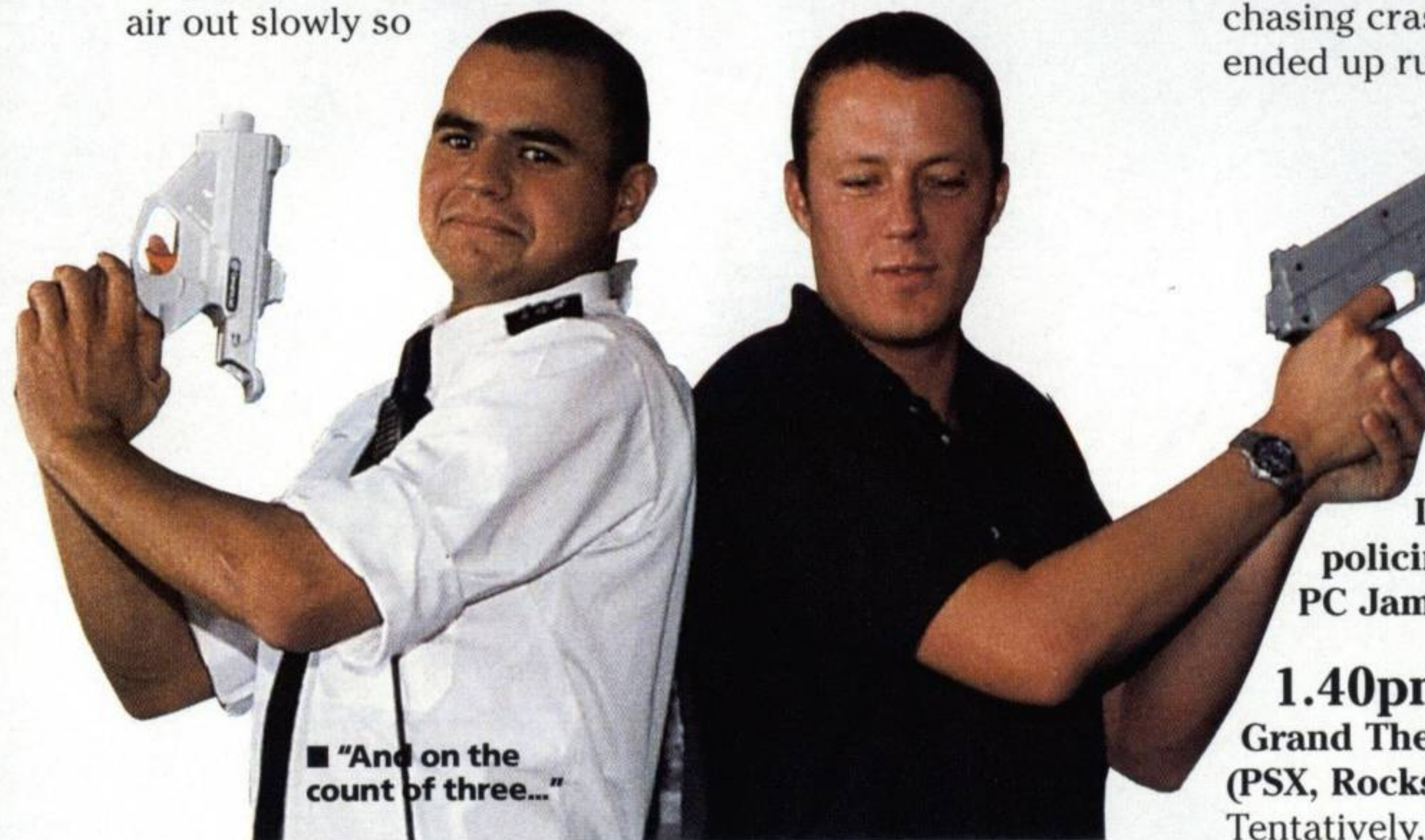
PC Scully: "I still don't like the angle you have to play at."

Isn't it supposed to look like you are in a helicopter surveying people. Like *Police, Camera, Action?*

PC Gormley: "They've improved the background noise since the last *Grand Theft Auto*. It sounds just like a real police radio now."

PC Scully: "Hang on. That's mine." [Listening to radio] "Er, looks like we've got to go."

And with the news of a "10-8", end-of-play for the day had to be called. *Arcade* most definitely fought the law, and as is often the case the law won. Good for them.



■ "And on the count of three..."

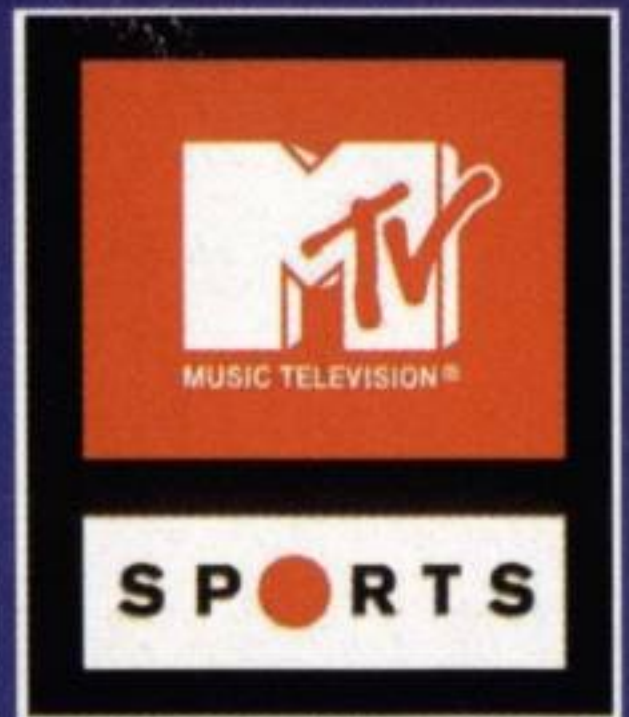
Win another SNOWBOARD!

Lived your entire life in the après-ski? Then allow Arcade and THQ to provide your down-slope transport and training with three top snowboards and – for the runners up – copies of snow-churning newey MTV Snowboarding.



■ "Hey, guys... come on. Get some boiling water and unstick me from this thing."





So, you've read the review of *MTV Snowboarding* on page 90, where you'll have learnt how its innovative take on the snowboarding game sets it well apart from the field.

MTV Snowboarding sensibly shuns scenery-dodging time trails and closed-in tracks to concentrate on what makes snowboarding so great in the first place – guffing around pulling stunts as far from the piste as a Shane MacGowan has kept from the dentist for the last ten years.

And you've tried to remember what else finger-flicking Normski is famous for on page 40. You'll have taken on board The 'Ski's musings on the way *MTV Snowboarding* complements the real deal so nicely. And you'll have sensibly taken

Normski's worries that maybe snowboarding has lost its edge a bit with a pinch of salt. 'Cos it hasn't. It's just that snowboarding has reached a level of popularity that transcends cool.

Which is why it's so grand that *Arcade* has three snowboards bundled with a copy of *MTV Snowboarding*, and five runner-up copies of the game courtesy of THQ to give away. Phew!

The boards in question are the infamous Electra models. These are new improved models, where – you'll be delighted to hear – the damping modules now sit flush with the topsheet. New carbon-wrapped torsion forks in the tip give the Electra more mega sprock and flex than your average board. And its made of Kelvar. So, if you'd like to take your feet into your own hands by strapping them to a piece of wood, sorry, Kelvar,

then put your brain into thinking gear, wrap up warm, have a crack at the following question and send *Arcade* the results. 'Peasy.

How do you turn snow yellow?

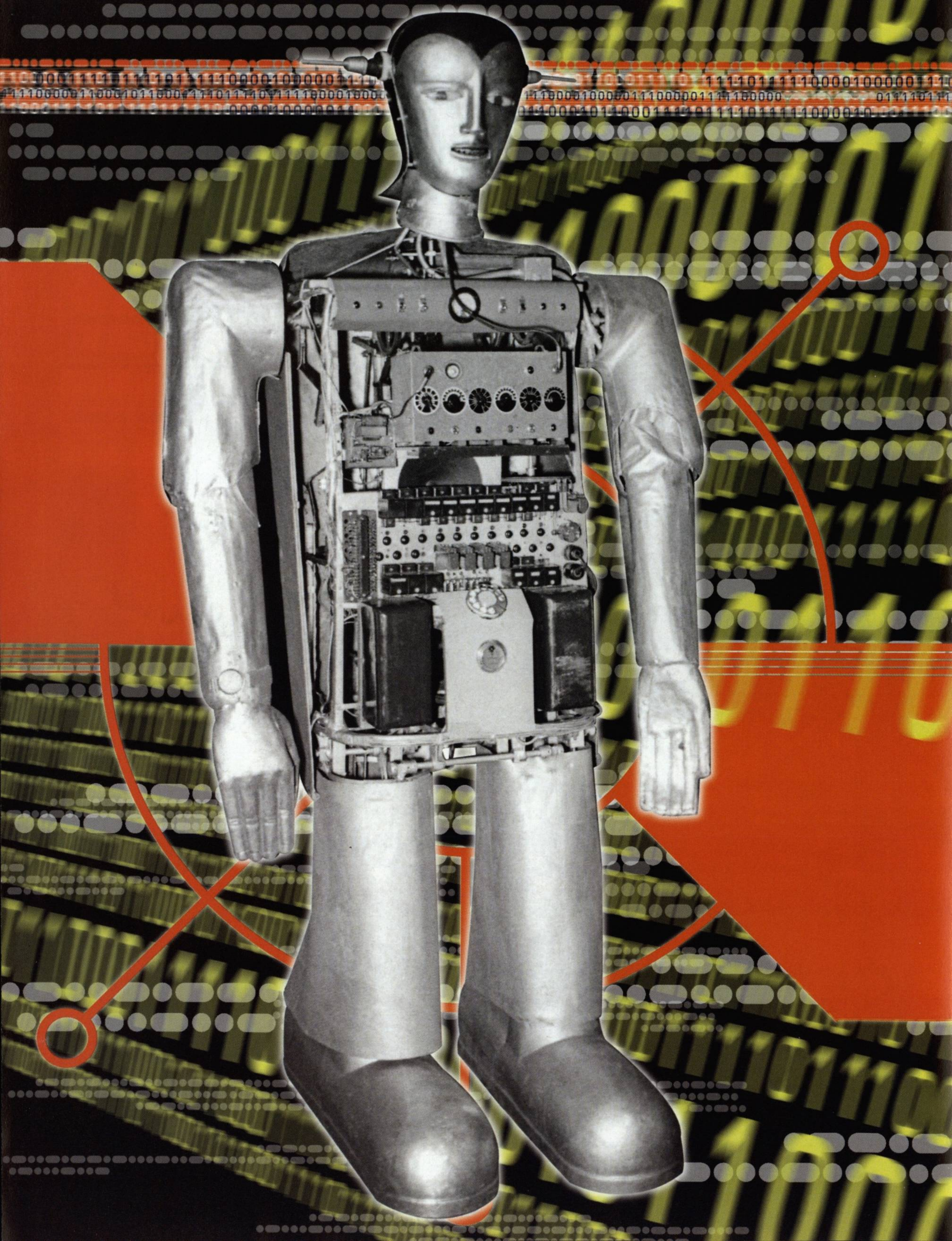
- a) Stand on it.
- b) Pour salt on it.
- c) Wee on it.

■ Send your answer on a postcard (complete with pretty picture – nothing tawdry, mind) together with your name, shoe size and height (so *Arcade* can make sure that you receive the correct size snowboard if you win) to:

There's No Business Like Snow Business, *Arcade*, 30 Monmouth Street, Bath BA1 2DL

THE RULES

- 1 No purchase is necessary.
- 2 No Future Publishing or Simply Games employee or their associates may enter this compo.
- 3 The closing date is 25 February 2000.
- 4 The editor's decision is final, you hear?
- 5 There is no cash alternative to the competition prizes.
- 6 Absolutely no correspondence will be entered into regarding any aspect of this competition.
- 7 Individuals may only enter this competition once. And we will spot multiples. Maybe.



2000 PREVIEW

2000AD AND, WHILE THERE'S STILL NO SIGN OF JUDGE DREDD, THE FIRST YEAR OF THE MILLENNIUM WILL PLAY HOST TO SOME GIANT LEAPS IN GAMES AND GAMING TECHNOLOGY. NEW CONSOLES, LOVELIER GRAPHICS, GREATER REALISM, MORE IMMERSIVE ADVENTURES... IT'S NOT JUST A CALENDRIC QUIRK WHICH WILL MAKE THIS A YEAR TO REMEMBER. COME WITH ARCADE TO MEET THE FUTURE OBJECTS OF YOUR DESIRE.

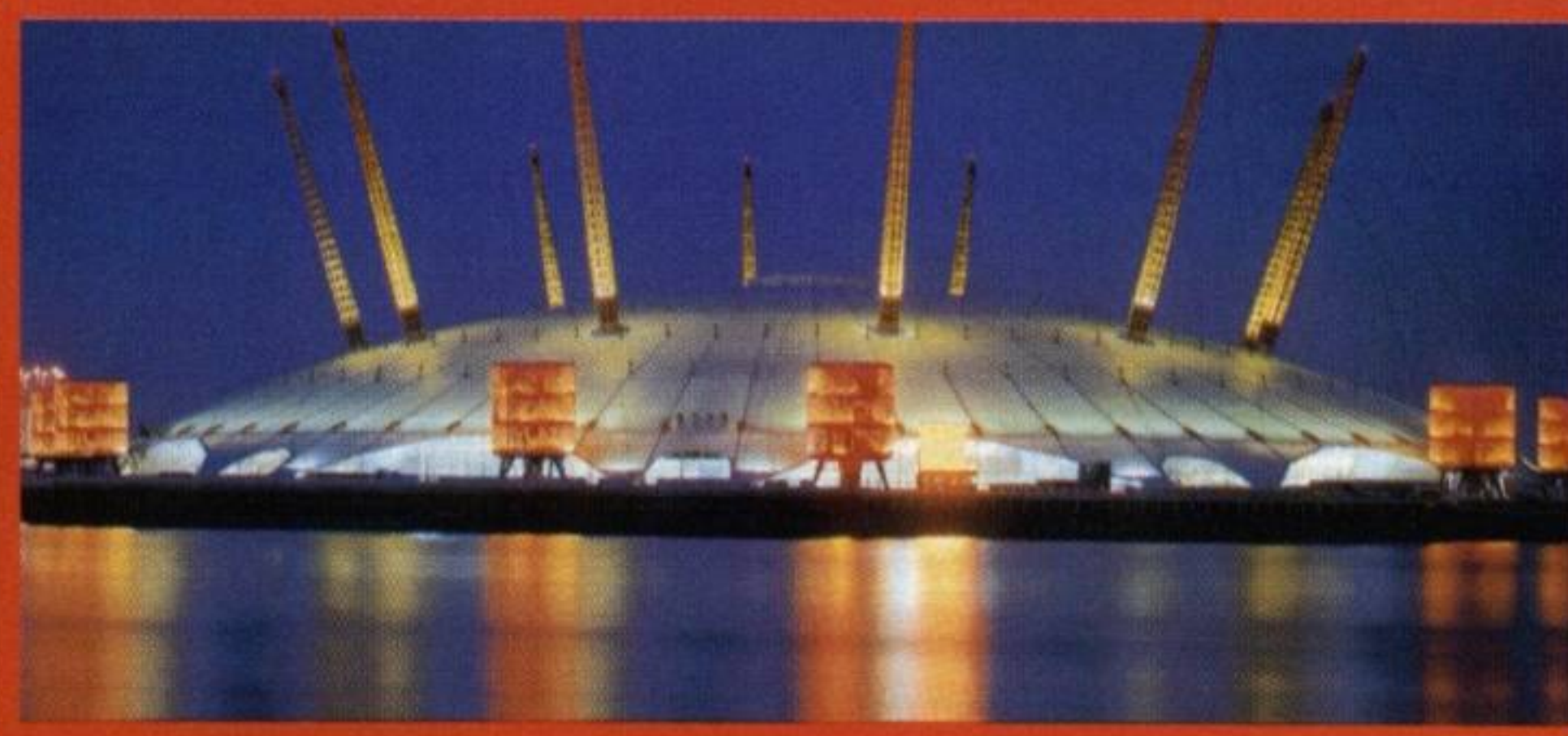
■ Recognise this? This time next year you could have one in your sitting room.

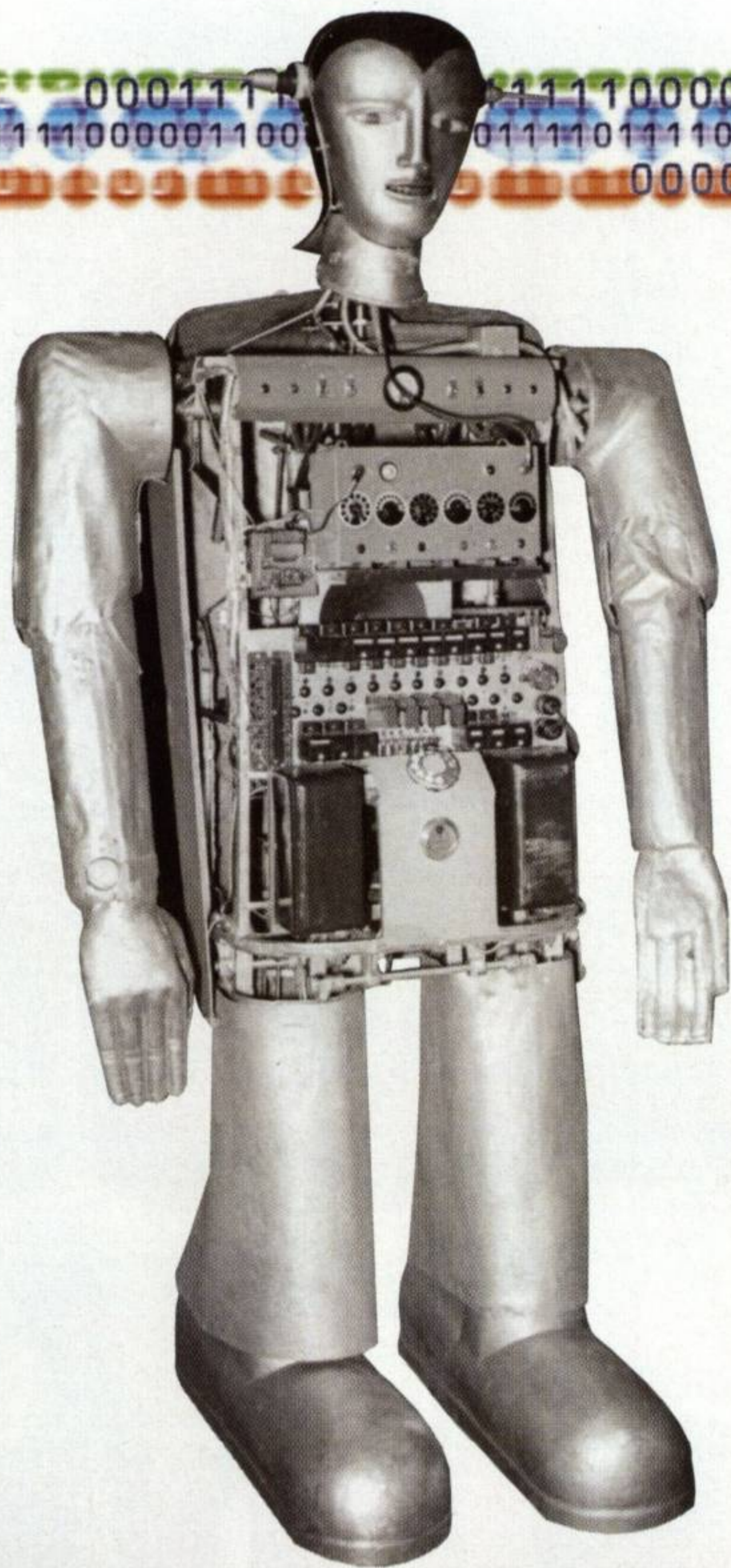


■ This is Colin McRae's motor. He's back for more first class rallying action.



■ Arcade ventures inside the Docklands carbuncle to find out what provision the Millennium Dome has made for videogames.





ALL SYSTEMS GO!

CRITICS MAY CARP ON ABOUT THE MILLENNIUM BEING NO MORE THAN A BUNCH OF ARBITRARY NUMBERS CHANGING ON A CALENDAR, BUT THE VIDEOGAME WORLD KNOWS BETTER. WHAT OTHER THAN A HUGE COSMIC CONVERGENCE OF STARS AND PLANETS COULD HAVE INITIATED SUCH A SLEW OF NEW GAMES MACHINES FOR 2000? IT WAS DECREED BY THE HEAVENS.

JANUARY 2000

FEBRUARY 2000

MARCH 2000

APRIL 2000

MAY 2000

JUNE 2000



■ Japan



■ UK on-line gaming

PLAYSTATION2

- **Manufacturer:** Sony
- **Track history:** Only the PlayStation, the most successful games console in history, which still dominates the market five years after its launch.
- **Looks:** Black, thin, sleek – resembles a CD player.
- **Key features:** Backwards compatible with existing PlayStation games, plays DVD movies, controls are fully analogue, i.Link and USB ports for future add-ons.
- **Software:** *Tekken Tag Tournament*, *New Ridge Racer*, *Gran Turismo 2000*, *The Bouncer* (free-roaming fighter from Squaresoft), *Dark Cloud* (hugely detailed God game from Sony's in-house developers), and just about every independent development house in the world claiming to have a PlayStation2 game in the works.
- **Bummers:** No Internet access until a next-generation modem add-on in 2001, only two controller ports.
- **Release dates:** 4 March (Japan), September (UK)
- **Price:** The Japanese machine will sell for the equivalent of £230. The UK machine may retail at under £200.
- **Chances of success:** Guaranteed.



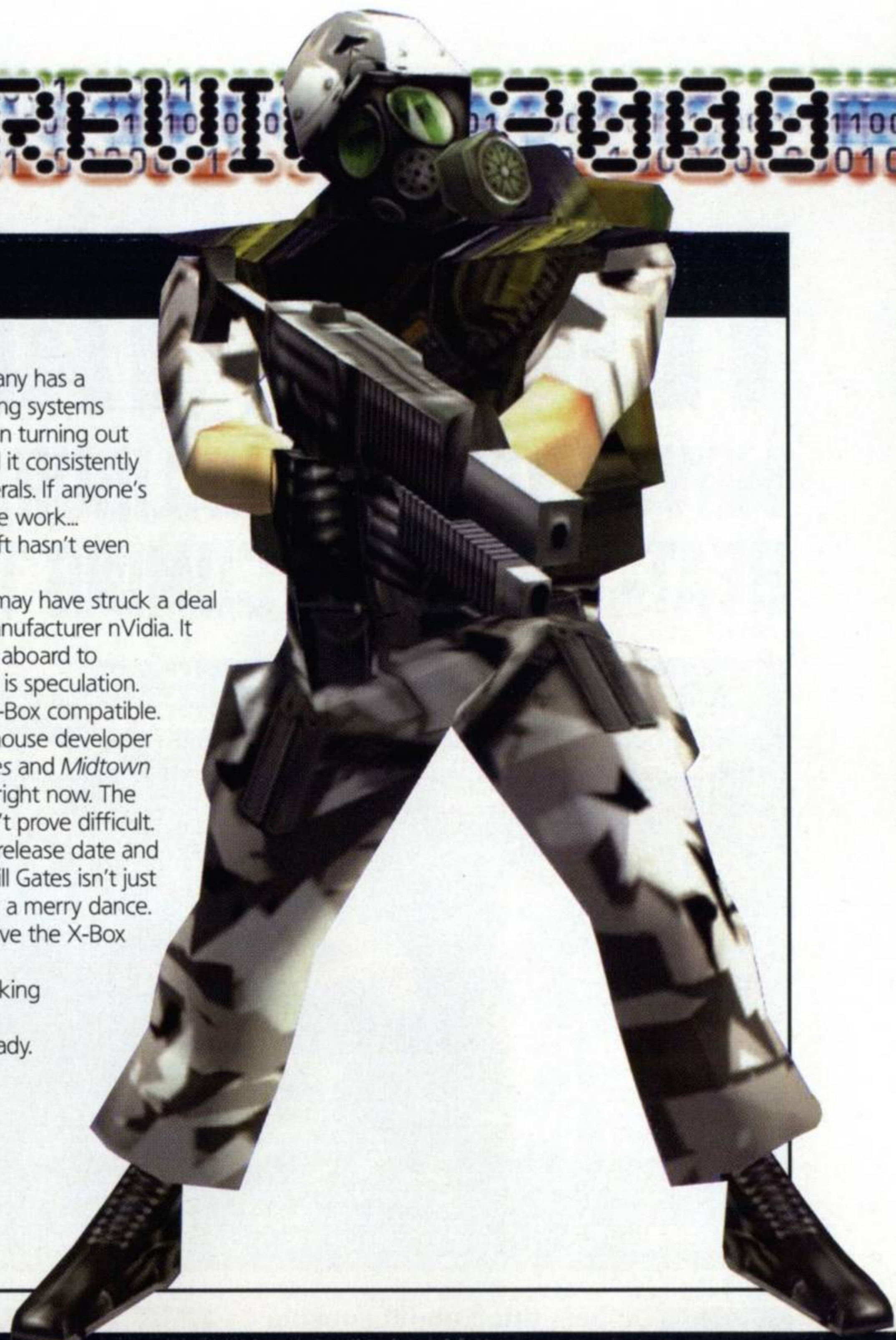
DREAMCAST

- **Manufacturer:** Sega
- **Track history:** A major player in videogames during the late '80s and early '90s with its Master System and Mega Drive consoles. The Saturn console was destroyed by PlayStation.
- **Looks:** Grey, square and chunky.
- **Key features:** The first 128-bit console, Internet access, online gaming capabilities from April, USB port for further add-ons (including zip drive later in 2000).
- **Software:** *Soul Calibur*, *Ready 2 Rumble*, *Sonic Adventure* and *Power Stone* among a glut of superb titles already released: *Shenmue*, *Resident Evil Code: Veronica*, *Crazy Taxi*, *Chu Chu Rocket* are all to come early in 2000. The development community is gradually coming round.
- **Bummers:** Online gaming delays, expensive hardware and joypads that are all too easy to upset.
- **Release dates:** On sale now – sold 500,000 units across Europe before Christmas (but still nowhere near PlayStation sales).
- **Price:** £199
- **Chances of success:** For the next six months, positive. When PlayStation2 arrives, open to question.



X-BOX

- **Manufacturer:** Microsoft
- **Track history:** The company has a stranglehold on the PC operating systems market. Microsoft has also been turning out high quality games of late, and it consistently produces the finest PC peripherals. If anyone's got the cash to make a console work...
- **Looks:** No details. Microsoft hasn't even admitted the thing exists yet.
- **Key features:** Microsoft may have struck a deal with GeForce graphics card manufacturer nVidia. It may also have persuaded Intel aboard to manufacture the processor. All is speculation. Expect future PC titles to be X-Box compatible.
- **Software:** Microsoft's in-house developer (responsible for *Age Of Empires* and *Midtown Madness*) will be busy coding right now. The porting of any PC title shouldn't prove difficult.
- **Bummers:** No details, no release date and no evidence to suggest that Bill Gates isn't just leading the games community a merry dance.
- **Price:** Microsoft plans to give the X-Box away free. Only joking.
- **Release date:** 2000 is looking increasingly unlikely.
- **Chances of success:** Steady.



JULY 2000

AUGUST 2000

SEPTEMBER 2000

OCTOBER 2000

NOVEMBER 2000

DECEMBER 2000



■ UK



■ Japan



■ Worldwide



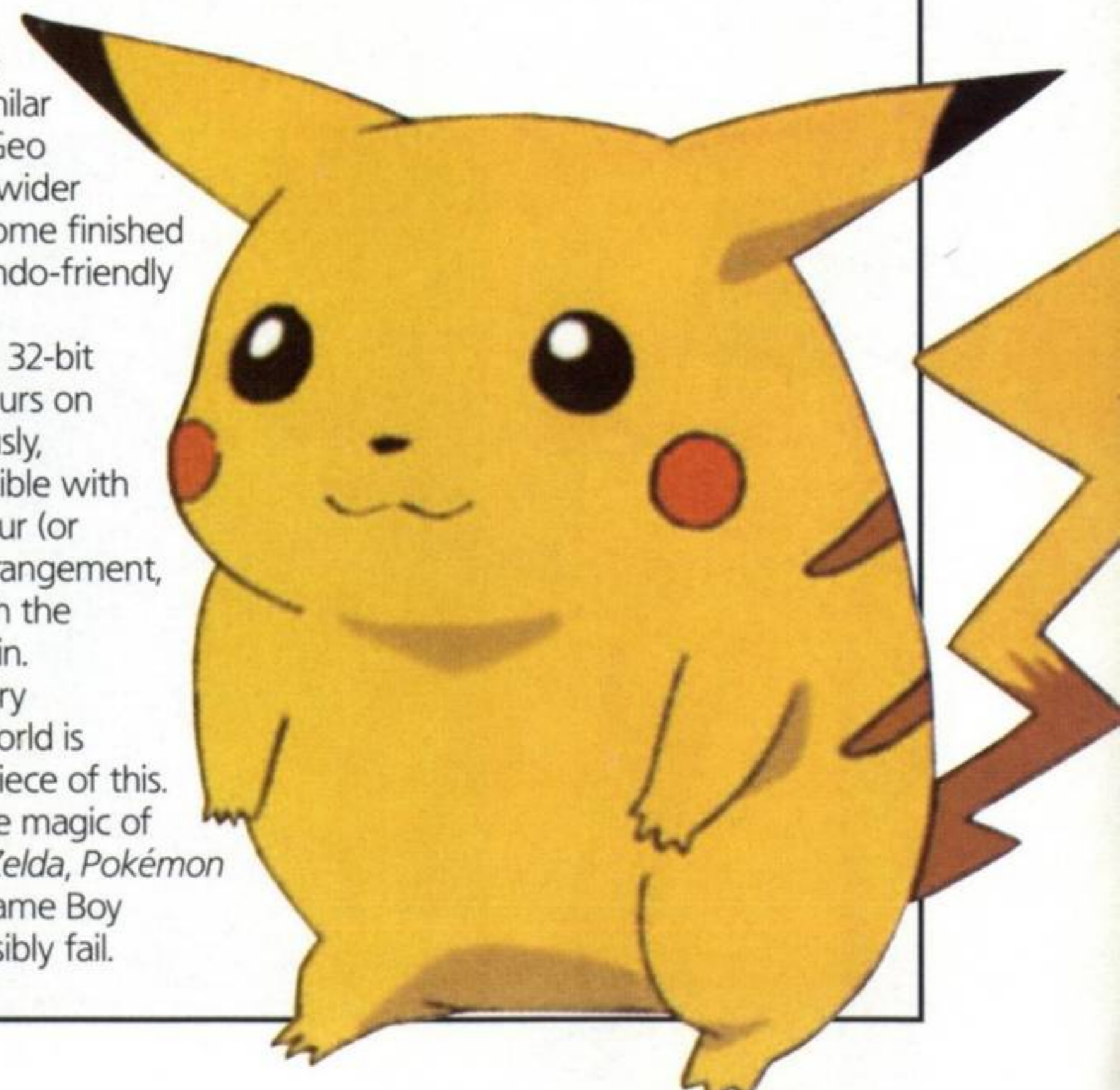
DOLPHIN

- **Manufacturer:** Nintendo
- **Track history:** Years of quality consoles from the NES through the SNES to the N64. Nintendo is also responsible for some of the best games ever.
- **Looks:** No details as yet, but likely to be a little more "adult" than previous colourful Nintendo consoles.
- **Key features:** Nintendo will move from cartridge format to DVD, probably supporting DVD movies. Other details are thin on the ground.
- **Software:** Expect something amazing at launch from the fair hand of Shigeru Miyamoto, probably involving Mario. Rare and Factor 5 are already working on games, as are a number of other smaller development outfits. The big hitters are biding their time.
- **Bummers:** The lack of detail about Dolphin at the moment suggests a 2000 release date is over-ambitious. Low level of software support.
- **Price:** Nintendo US MD Howard Lincoln wants an "aggressive" price point. It seems he intends to undercut PlayStation2.
- **Release date:** December (worldwide). But don't bet on it.
- **Chances of success:** By no means assured.



GAME BOY ADVANCE

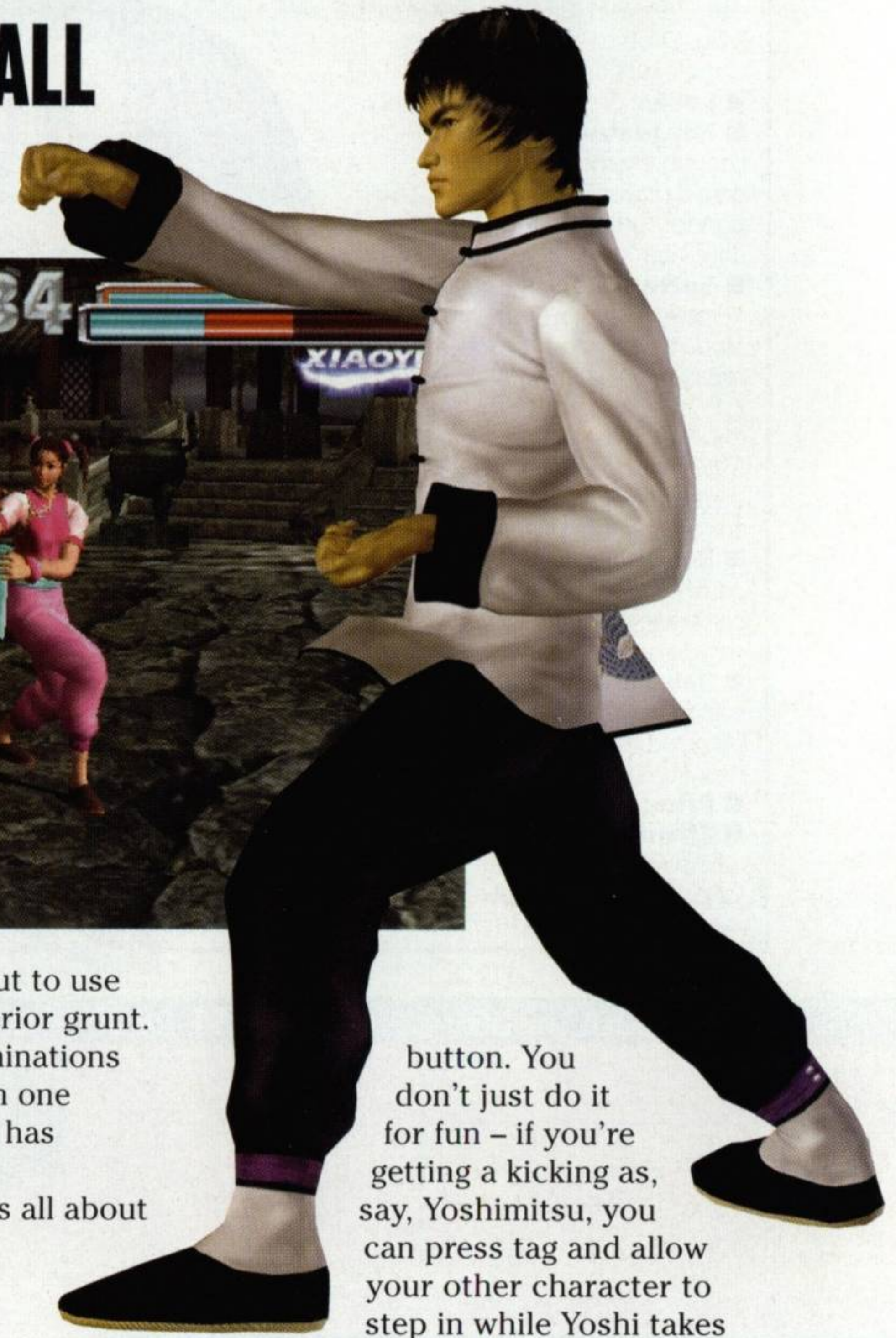
- **Manufacturer:** Nintendo
- **Track history:** Nintendo has a monopoly on the handheld market. The Game Boy is the most enduring console in history and the ingenious creation of the *Pokémon* empire has emphasised its current relevance. SNK's Neo Geo Pocket Color is a very distant challenger.
- **Looks:** The same size as Game Boy Color and a similar shape to the Neo Geo Pocket, but with a wider screen. Bound to come finished in a range of Nintendo-friendly bright colours.
- **Key features:** 32-bit power, 65,000 colours on screen simultaneously, backwards compatible with Game Boy carts, four (or even six) button arrangement, link-up options with the forthcoming Dolphin.
- **Software:** Every developer in the world is going to want a piece of this. When added to the magic of Miyamoto, *Mario*, *Zelda*, *Pokémon* and *Tetris*, surely Game Boy Advance can't possibly fail.
- **Bummers:** May not be a radical enough improvement on the Game Boy Color.
- **Price:** No details as yet.
- **Release date:** October 2000 (Japan), early 2001 (UK).
- **Chances of success:** Excellent.



PHOTOGRAPHY: CORBIS

TEKKEN TAG TOURNAMENT

MOVE OVER SOUL CALIBUR, THE DADDY OF ALL BEAT-'EM-UPS IS COMING THROUGH.



The best thing about console wars is that the stakes are raised almost every month. For every *Crazy Taxi* there's a *Driver 2* around the corner. Until recently, *Tekken 3* on PlayStation ruled the beat-'em-up kingdom. Then it was usurped by the mighty *Soul Calibur* on Dreamcast. But with *Tekken Tag Tournament* on PlayStation2, the balance of power will shift again.

What makes this battle all the more mouthwatering is that it isn't really between two great rivals as it first appears. Reason being, both *Tekken Tag* and *Soul Calibur* are made by beat-'em-up colossus Namco. All the knowledge, ideas and technology that made Dreamcast's



INFO BOX



- **Format:** PlayStation2
- **Developer:** Namco
- **Publisher:** Sony
- **Release date:** September
- **In summary:** *Tekken 3* was once the world's best beat-'em-up. *Tekken Tag Tournament* makes that look positively ancient.

fighter so vital can now be put to use on PlayStation2 with its superior grunt. And these aren't the idle ruminations of an English games mag with one jealous eye on Japan. *Arcade* has played the beast.

So what's this tag business all about then? It's certainly the major gameplay change in the series since *Tekken 3*. Leaving the unbelievably good graphics and ridiculously smooth animations aside for a moment, the tagging works by selecting two different characters at the start of the game, and swapping back and forth between the two at just about any stage of the fight by pushing the tag

button. You don't just do it for fun – if you're getting a kicking as, say, Yoshimitsu, you can press tag and allow your other character to step in while Yoshi takes a well-earned breather.

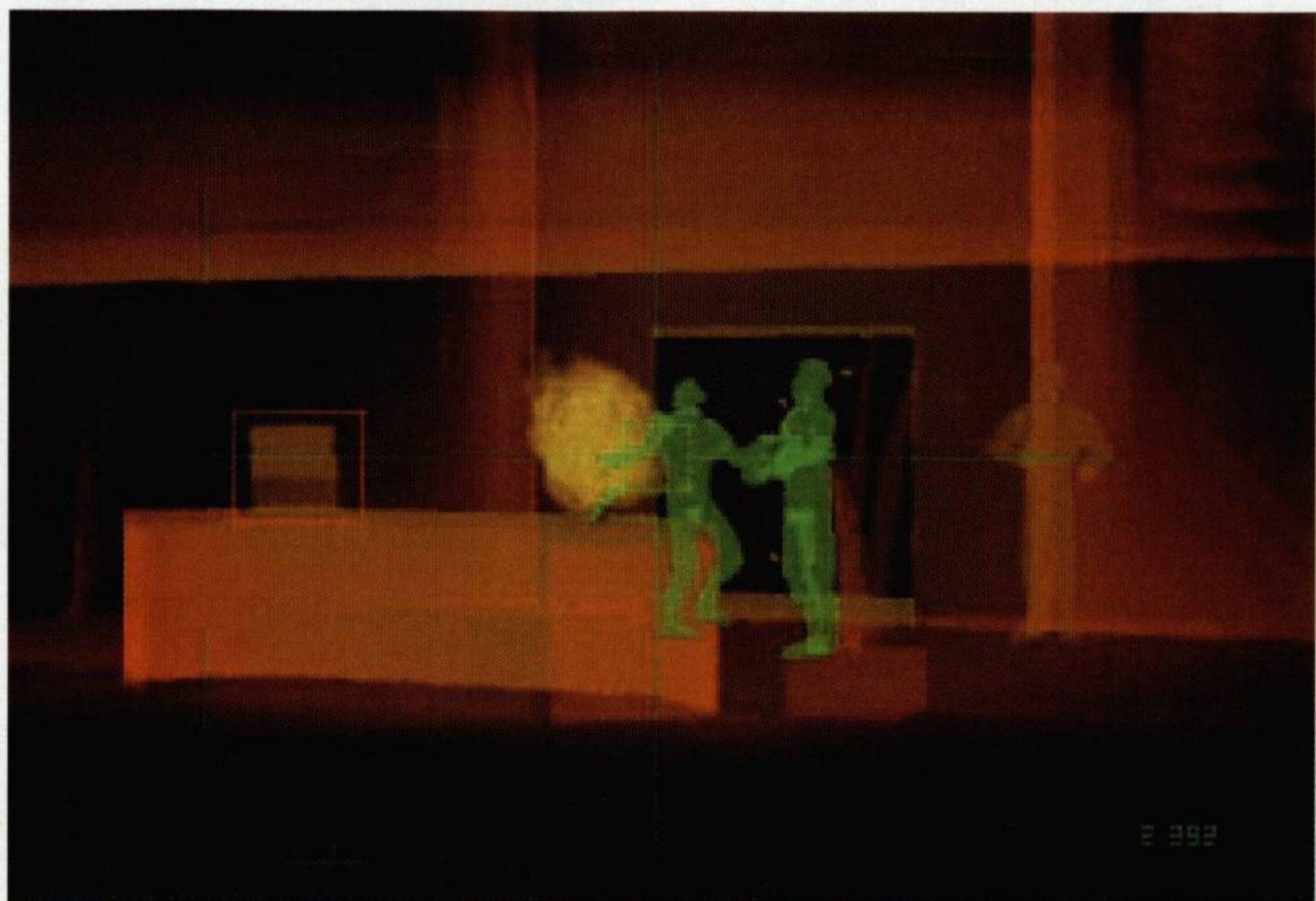
The tag button has a rather satisfying offensive element too, in the shape of tag juggles and tag throws. The juggles are the most pleasing: if you pull off any kind of move that propels your opponent into the air, pressing tag will allow your partner to step in and continue the damage while the enemy's feet are still off the ground. Tag throws let your other character wade in and add a hit if you get your opponent to the edge of the screen. Namco has suggested it won't

“These aren't just idle ruminations: *Arcade* has played the beast.”



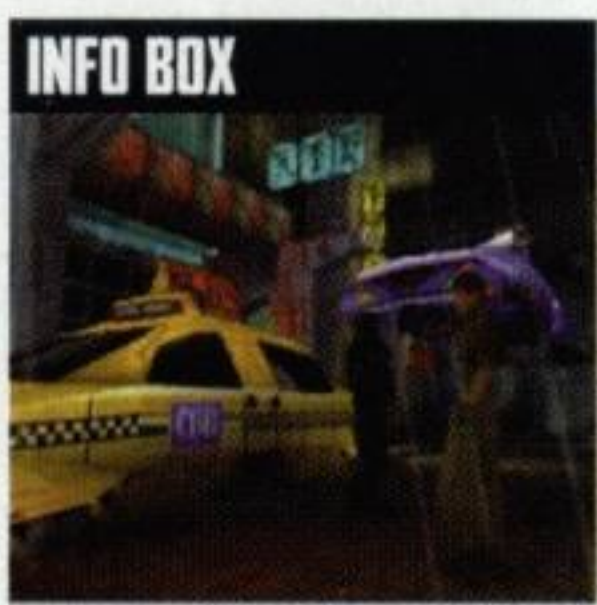
PERFECT DARK

JOANNA DARK IS THE NEW JAMES BOND.



The Nintendo 64 has three truly great, gotta-be-in-everybody's-top-five-ever list, games: *Super Mario 64*, *Zelda 64* and *GoldenEye*. So when one of them's had a sequel in the works for the last two years and it's near as dammit complete you know that a true gaming event is about to happen. *GoldenEye* is the game, *Perfect Dark* the eagerly awaited sequel.

Super-developer Rare, of *Banjo Kazooie*, *Jet Force Gemini* and *Donkey Kong 64* fame, struck gold in '97 with its innovative first-person shooter *GoldenEye*. The blend of a believable and truly immersive 3D world, the pre-*Metal Gear* emphasis on stealth, a plot that you cared about, difficulty levels that don't simply rely on improved AI but throw new puzzles and tasks into the mix, those "real" feeling weapons, the four-player deathmatch and the overall feeling that you are indeed Bond (manifesting itself in a stealthy,



INFO BOX
 ■ **Format:** N64
 ■ **Developer:** Rare
 ■ **Publisher:** Nintendo
 ■ **Release date:** April
 ■ **In summary:** Long awaited sequel to the marvellous *GoldenEye*. The original wasn't broke but Rare is fixing it anyway – which is charming.

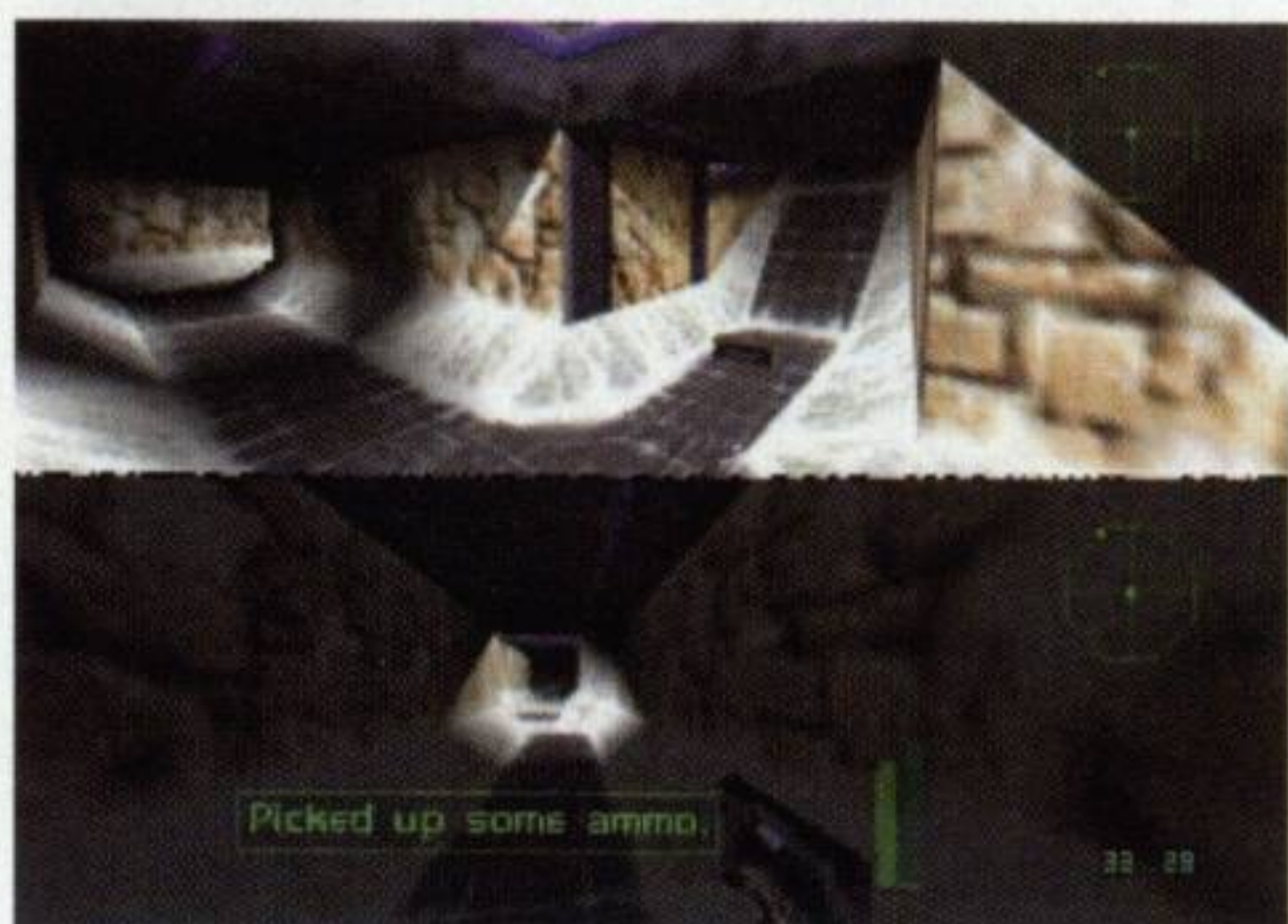
wall-clinging journey to bed after yet another through the night session) all added up to not just a truly remarkable gaming experience but a truly remarkable experience period. The sequel includes all of the above and then some, but first things first. Pay attention plot fans...

Set in the year 2023 (don't you just love those randomly picked future years), *Perfect Dark* stars special agent Joanna Dark who, in the opening sequence receives a distress signal from a, you guessed it, distressed scientist in the dataDyne corporation. Following up this call Joanna learns that dataDyne is at the centre of a global conspiracy. Aliens are involved

and... Rare won't tell any more! Don't you hate that?

So, merely a *GoldenEye* sequel with a funky chick protagonist and a grooved-up, alien-ridden plot – all without the Bond licence then? Come on, this is Rare we're talking about here, legendary perfectionists and Nintendo's saviour in the West – not a chance. *Arcade* has witnessed the following hugely arousing new features: dynamic lighting, explosions, dust, steam and sun glare effects that make *GoldenEye* look slightly primitive; fallen baddies that now don't fade away; complex character AI where enemies demonstrate long-range team work and assess threats before acting (either retreating for back up or getting well involved); ten new multi-player areas, computer-controlled simulated deathmatch players – bots – who can also co-operate with one or more humans; and best of all, a compatibility with the Game Boy camera which

“Complex AI, new multi-player areas... you simply have to play this game.”



■ One of the ten new deathmatch locations now inhabited by computer-controlled bots.

Developer Q&A

Perfect Dark designer Duncan Botwood talks about bots, among other things.



■ An artist's impression.

■ **What was the inspiration behind *Perfect Dark*?**

Mostly films we'd seen and really adored. *Blade Runner* is a classic that we really took on and there's definitely some homage paid to that. We liked the format of *GoldenEye* a lot and we chose to expand upon it. The plot is our take on the futuristic alien contact thing and I think it works well.

■ **The storyline's obviously a very important part, then?**

There's a very strong storyline to it.

There are cut scenes that occur occasionally in the levels due to plot, so it's not just at the start and end always. Whenever there is a plot mix that we find difficult to get across, then we do a cut scene.

■ **How much of the *GoldenEye* engine is being utilised?**

It's changed a hell of a lot. We've got a new system for moving around which has been constructed from the ground up. In *GoldenEye* you couldn't fall off edges, you can now.

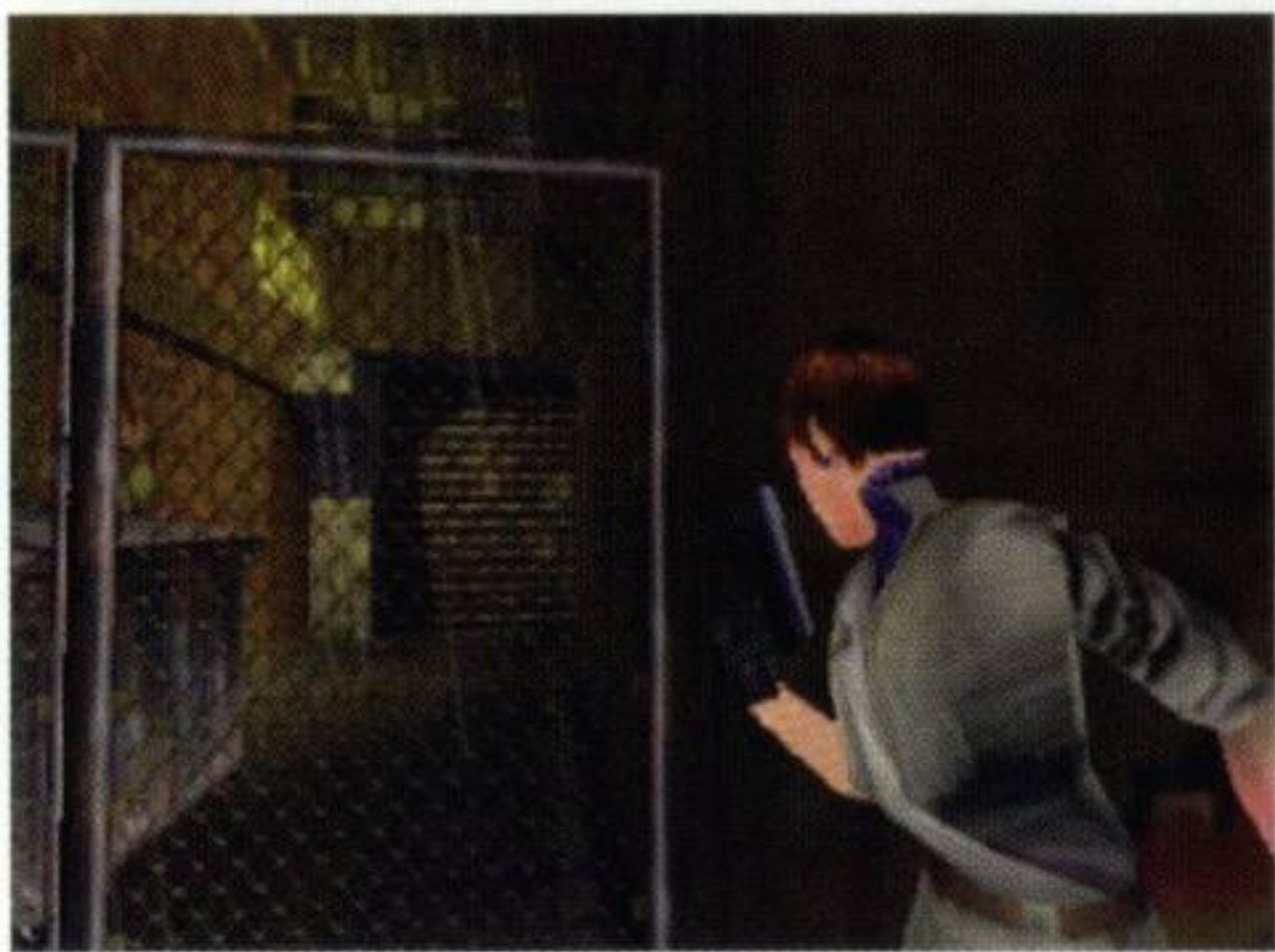
■ **How many levels will there be in the game?**

I think there are around 22 levels broken up into 12 or 13 missions.

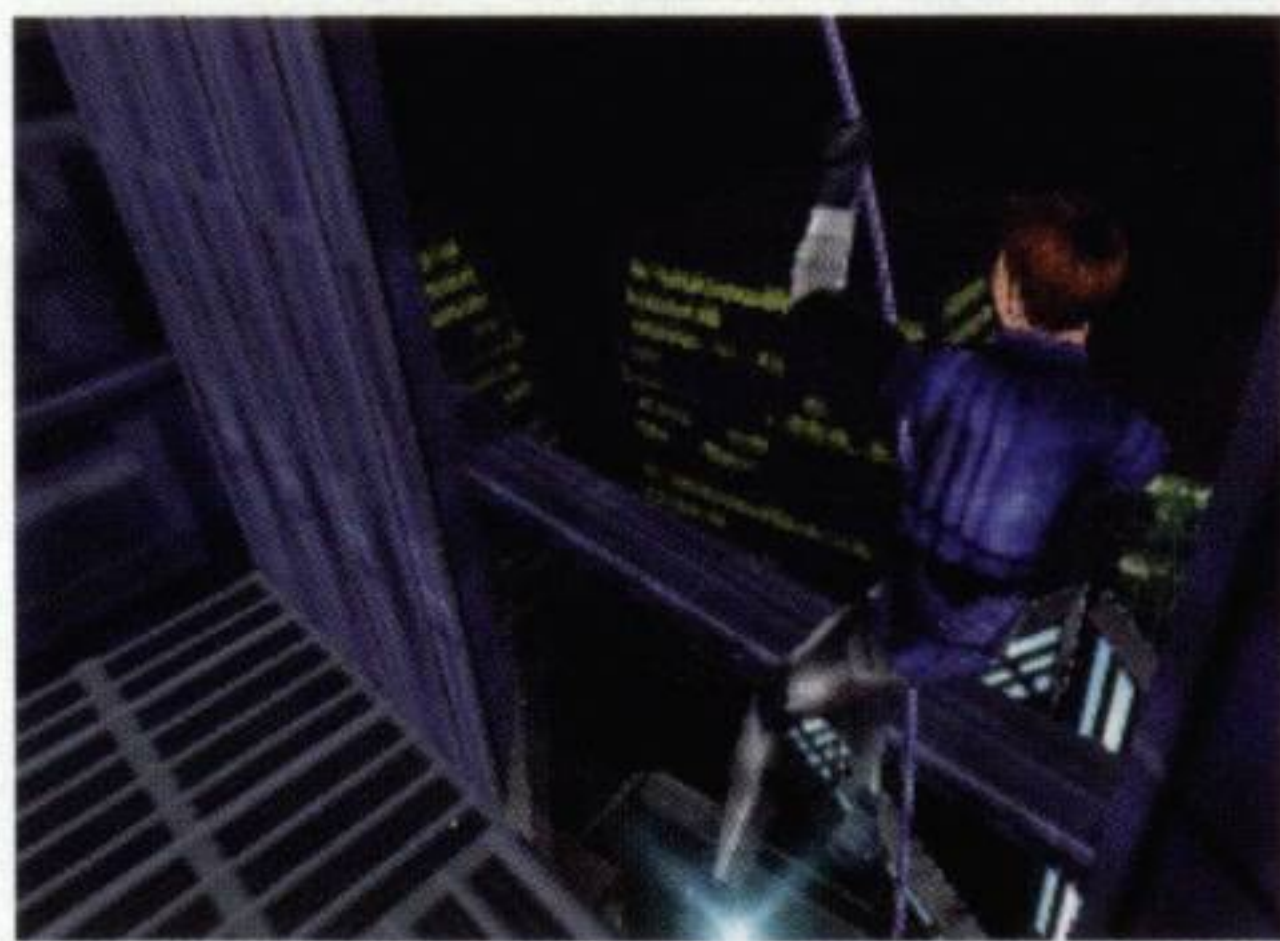
■ **What's new in the deathmatch department?**

Bots. We hope to be able to have bots for different characters. We want to be able to select a team of bots that can play on your side, or four-player against a team of bots.

Thanks to N64 Magazine.



■ Joanna Dark – a picture of stealth. But what's with all the baggy clothes?



enables you to graft your own face onto the polygonal head of your multi-player character. It's all there. Rare's attention to detail is, as usual, staggering. As yet though, there's no news on whether the N64's Expansion Pak will be used, but after *DK64* the smart money is on a big fat yes.

Just as Rare's *Donkey Kong Country* was a technical swansong for the SNES, stunning the world but coming too late to revive its fortunes, so *Perfect Dark* may well find itself in the same situation – the game is technically brilliant but could prove too little too late for the ailing system. Nintendo could have done without its release date slipping from the original Xmas '99 to April 2000. Still, sales figures, shmales figures – you simply *have* to play this game.



■ The game boasts more than an hour of cinematic, plot-developing cut scenes.



Think Joanna looks perfect? Have a look at these beauties, then...

Soldier Of Fortune



■ **Format:** PC
 ■ **Developer:** Raven Software
 ■ **Publisher:** Activision
 ■ **On sale in UK:** February

■ A result of a collaboration with America's favourite "military action adventure" magazine, this is a first-person-shooter which shuns tedious adventuring in favour of, well, shooting people. With proper guns and everything. Ouch.

Hitman



■ **Format:** PC
 ■ **Developer:** IO Interactive
 ■ **Publisher:** Eidos
 ■ **On sale in UK:** May

■ The due is in the title. There's a stylish, cinematic quality to *Hitman* which doesn't impose on the rapid-fire gameplay and the eponymous assassin joins Mike "Shadowman" LeRoi in the burgeoning ranks of bald game heroes.

Furballs



■ **Format:** Dreamcast/PC
 ■ **Developer:** Bizarre Creations
 ■ **Publisher:** Acclaim
 ■ **On sale in UK:** April

■ This game could be what Sega and PC owners have been looking for to make up for Rare's steadfast Nintendo allegiance. Six playable pets including a dog, cat, dragon and an Argentinian penguin gets guns in this bonkers platformer.

Resident Evil 3: Nemesis



■ **Format:** PlayStation
 ■ **Developer:** Capcom
 ■ **Publisher:** Eidos
 ■ **On sale in UK:** February

■ Third in the superb *Resident Evil* series which stars original heroine Jill Valentine attempting to defeat the mutant Nemesis flanked by his legions of undead warriors. Gameplay touches are inspired and the bonus timed games are the best yet.

Res Evil: Code Veronica



■ **Format:** Dreamcast
 ■ **Developer:** Capcom
 ■ **Publisher:** Eidos
 ■ **On sale in UK:** May

■ Exclusive to Sega's machine, this is the first *Resident Evil* title to come in proper 3D and to feature first-person perspectives. Dreamcast power makes it the best-looking and biggest game in the series. Starring Claire Redfield on a tropical island.

Max Payne



■ **Format:** PC
 ■ **Developer:** 3D Realms
 ■ **Publisher:** Take 2
 ■ **On sale in UK:** June

■ A survivor from last year's preview, this third-person shooter is still looking tremendous, despite its age and the awful punning title. Max himself is a frightening cross between Duke Nukem, Travis Bickle and Judge Dredd. Should be out by summer.

Zelda 2 (Gaiden)



■ **Format:** Nintendo 64
 ■ **Developer:** Nintendo
 ■ **Publisher:** Nintendo
 ■ **On sale in UK:** July

■ Link is back in an all new adventure in which the cross-dressing one time-warps, swims, morphs into other characters, plays the funky horn and has to save the moon from falling down. Book two weeks off in the summer now.

Messiah



■ **Format:** PC
 ■ **Developer:** Shiny
 ■ **Publisher:** Virgin Interactive
 ■ **On sale in UK:** February

■ Cheeky adventure from Dave Perry and crew, where you play a cherub called Bob. You attempt to prevent a terrifying force from taking over the universe. Sound like ridiculous odds? Possess the souls of soldiers and whores to help you along.

Pokémon Stadium 2



■ **Format:** Nintendo 64
 ■ **Developer:** Nintendo
 ■ **Publisher:** Nintendo
 ■ **On sale in UK:** TBA

■ This *Pokémon* spin-off title will enable you to connect your Game Boy to the N64 to pit your trained-up monsters against each other in full colour. Stacks of bizarre mini games involve electric shock torture, sushi and thieving gypsies.

Toy Story 2



■ **Format:** PlayStation/Nintendo 64/Dreamcast/PC
 ■ **Developer:** Disney
 ■ **Publisher:** Activision/Disney
 ■ **On sale in UK:** February

■ Subtitled *Buzz Lightyear To The Rescue*, this fine platformer rather neatly ties in with the cinema release of *Toy Story 2*. The action loosely follows Buzz in his mission to save the kidnapped Woody, punctuated with puzzling set-pieces.

Parasite Eve 2



■ **Format:** PlayStation
 ■ **Developer:** Squaresoft
 ■ **Publisher:** TBA
 ■ **On sale in UK:** TBA

■ This game remained criminally unreleased in the UK. Hopefully a British publisher will snap up this fine-looking sequel so you can experience what happens when *Final Fantasy* meets *Resident Evil*. Madonna reportedly owns the film rights.

Chase The Express



■ **Format:** PlayStation
 ■ **Developer:** Sony Japan
 ■ **Publisher:** Sony
 ■ **On sale in UK:** TBA

■ This could be the last big PlayStation adventure game. Set on a train hurtling across Europe from St Petersburg to Paris, *Chase The Express* will feature action sequences as part of an evolving espionage and terrorism plot similar to *Metal Gear Solid*.

COLIN McRAE RALLY 2

THE FLYING SCOTSMAN'S WORLD-BEATING RALLY SIM IS BACK TO SWEEP ALL BEFORE IT IN 2000.



Two left! Square left into jump! Rocks! For everyone who has suddenly woken from a rallying nightmare in a cold sweat after failing to avoid that boulder for a tenth time, Colin McRae is back to play havoc with your sleep patterns again.

Codemasters title *Colin McRae Rally* for PlayStation and PC is one of the biggest sleeper hits of all time, still bothering the all-formats top 20 after 18 months on release. Its blending of realistic handling with arcade-style thrills made it the off-road *Gran Turismo* and left *Tommi Mäkinen* and *V-Rally* choking on its exhaust. It was also one of the first games to truly exploit the smooth steering of the PlayStation's analogue controller.

Colin McRae Rally is still an office favourite, so what is the sequel going to offer above and beyond the original? First of all, Codemasters has greatly improved the realism without compromising its instant playability. Where options for vehicle tinkering

INFO BOX



■ **Format:** PlayStation/PC
 ■ **Developer:** Codemasters
 ■ **Publisher:** Codemasters
 ■ **Release date:** April
 ■ **In summary:** No diversions from the winning rallying formula for this sequel, but if it ain't broke, don't fix it. Just give it a lick of paint.

were previously limited to changing the suspension, now you can alter the suspension for each wheel. Even so, you won't need to don the oily overalls for long before slipping into the driver's seat.

Out on the circuits, it will get tougher. There will be four times the damage detail of the original game. Avoiding cumulative damage will be a key element – if your bumper takes a hit it will gradually work loose through friction, trailing along the ground in a shower of sparks before catching under the wheel and ending your bid to win the stage.

A staggering 60 tracks across a range of countries will be available

to race. Codemasters has sent its graphic teams on location to replicate the scenery as faithfully as possible. Each track will have its own randomly generated weather depending on the climate, and a (realistically vague) weather forecast will be an important element of your pre-race planning.

Just as vital will be the course run-through from Nicky Grist, who returns to keep you up to speed with course layouts and deliver directions as you hurtle through the countryside. Colin himself has also found time to advise programmers on issues such as the handling of the 30 cars in the game. These include the Mitsubishi Lancia, the Peugeot 206 and the Seat Cordoba as well, of course, as Colin's own Ford Focus WRC (he switched from Subaru last season). Spotters will be pleased to note the inclusion of the classic '88 Cosworth and the Metro 6R4, a car now banned from rallying competition for being too powerful.

You can also expect a return of the popular Super Special stages raced against a CPU opponent on rally tracks

“It will be a lot tougher, with cumulative damage becoming a key element.”



■ Colin himself road-tested the game intensively to offer handling advice.

Developer Q&A

With Guy Wilday, Colin McRae Rally 2 Producer.



■ Wild and crazy Guy.

■ **Are you pleasantly surprised by the continuing success of Colin McRae Rally?**

It's marvellous that so many players, about 1.7 million and counting, think we've done the right thing.

■ **Which areas of improvement have you addressed in the sequel?**

We've included much more detail in the cars themselves this time – from 400 polygons to 700 in the PlayStation version, and 3,300 for

the PC. We wanted to create more realistic textures and objects so we visited the countries included in the game to take photographic and video reference. We also received great technical help from Ford, enabling us to enhance our mechanics model so we have the Focus behaving just like the real car.

■ **Have you reached the very limits of what you can do with the PlayStation?**

We're certainly putting it through a tight mangle.

■ **What input did Colin (and Nicky Grist) have in the development of the game?**

They've both been very much involved. Colin took me out in the car to give me a feel for its handling and mechanics which was an incredible experience. This helped us to perfect the car handling on Tarmac and other road surfaces.

■ **What's the big special new feature all about?**

Not telling.



If you like the look of Colin McRae Rally 2, get an eyeful of these...

reminiscent of Scalextric circuits. In addition, there's a new mode being kept under wraps by Codemasters. Arcade's guess? An out-an-out arcade mode in a bid to blast *Sega Rally 2* off the map. The PC and PlayStation games will play identically, although the PC version will obviously be sharper with 3,300 polygons for every car. The game architecture has been left open to accommodate both formats, and for new formats in the future. Codemasters has been hesitant about coding for Dreamcast, but *Colin* is a definite for PlayStation2.

Here we go, then. Three right! Caution! Hairpin left! Over the bridge! Oh, shiiiiiiiit!



■ Out goes the blue Subaru Impreza, replaced by Colin's new Ford Focus.



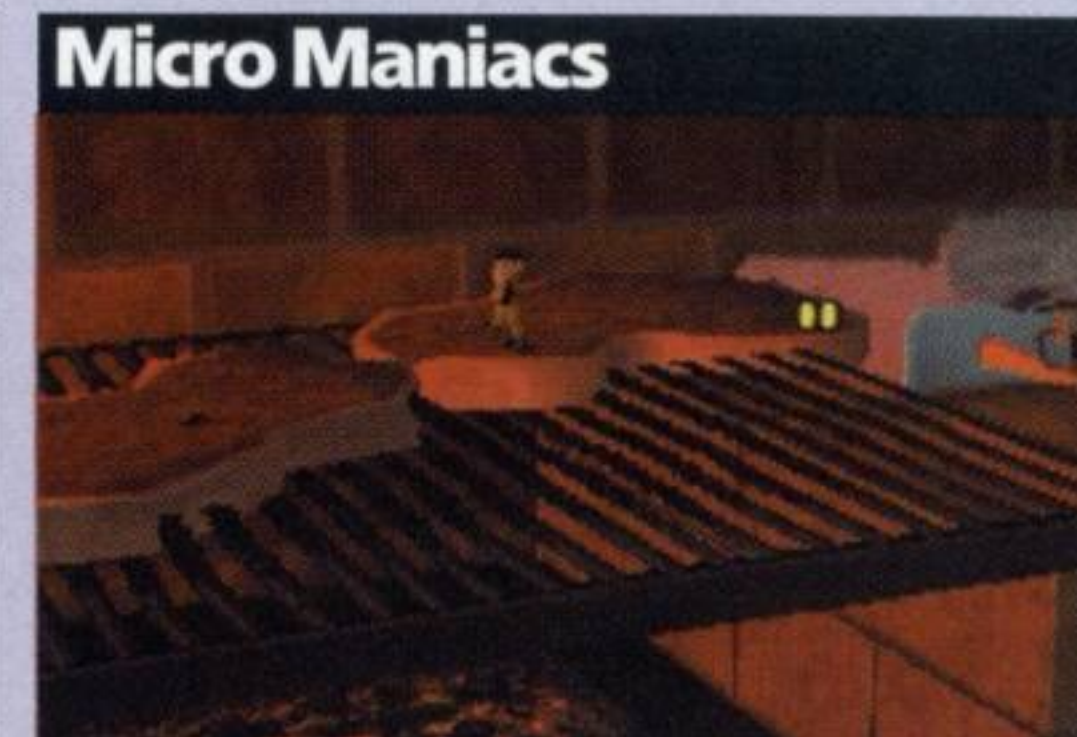
Gran Turismo 2
 ■ **Format:** PlayStation
 ■ **Developer:** Polyphony Digital
 ■ **Publisher:** Sony
 ■ **On sale in UK:** February

■ Originally due to ship before Xmas, Polyphony pulled it from the schedules to touch up the paintwork. Which suggests the return of the finest road racer to ever is going to be something special. 600 cars in which to put your foot down and drive.



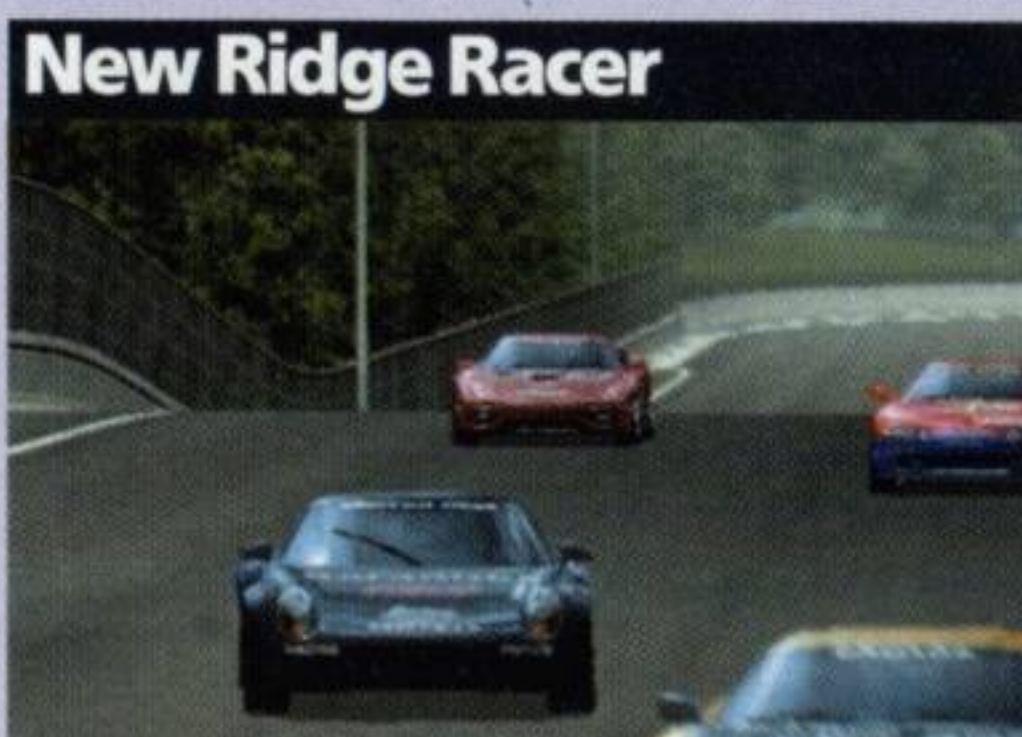
Gran Turismo 2000
 ■ **Format:** PlayStation2
 ■ **Developer:** Polyphony Digital
 ■ **Publisher:** Sony
 ■ **On sale in UK:** September

■ Sony's flagship will get a valet and wax for the release of PlayStation2 as this is touted as a launch game. Don't expect it to play too differently to *Gran Turismo 2*, but it should look absolutely breathtaking.



Micro Maniacs
 ■ **Format:** PlayStation
 ■ **Developer:** Codemasters
 ■ **Publisher:** Codemasters
 ■ **On sale in UK:** March

■ More Codemasters magic with the latest in the superb *Micro Machines* series. The giant household items-as-obstacles remain, but the vehicles have gone, to be replaced by a cast of cheeky insectoid creatures who leg it around table top surfaces.



New Ridge Racer
 ■ **Format:** PlayStation2
 ■ **Developer:** Namco
 ■ **Publisher:** Sony
 ■ **On sale in UK:** September

■ Another PlayStation2 racer unlikely to tinker too drastically with the formula perfected by the last PlayStation version, save for those ultra-realistic environments and the very shiny cars. There's a lissome new *Ridge Racer* lady too.



Metropolis Street Racer
 ■ **Format:** Dreamcast
 ■ **Developer:** Bizarre Creations
 ■ **Publisher:** Sega
 ■ **On sale in UK:** February

■ Gorgeous street racer which has captured the landscapes and atmospheres of three real cities (London, Tokyo and San Francisco). About 15 car manufacturers have signed up, making for an ideal combination of realism and arcade driving.



Driver 2
 ■ **Format:** PlayStation
 ■ **Developer:** Reflections
 ■ **Publisher:** GT/Infogrames
 ■ **On sale in UK:** June

■ This is a top secret project but expect different cities, more complex road networks, more stunts and two-player options. Rumour has it that a PlayStation2 version will follow closely behind, possibly in time for Christmas.



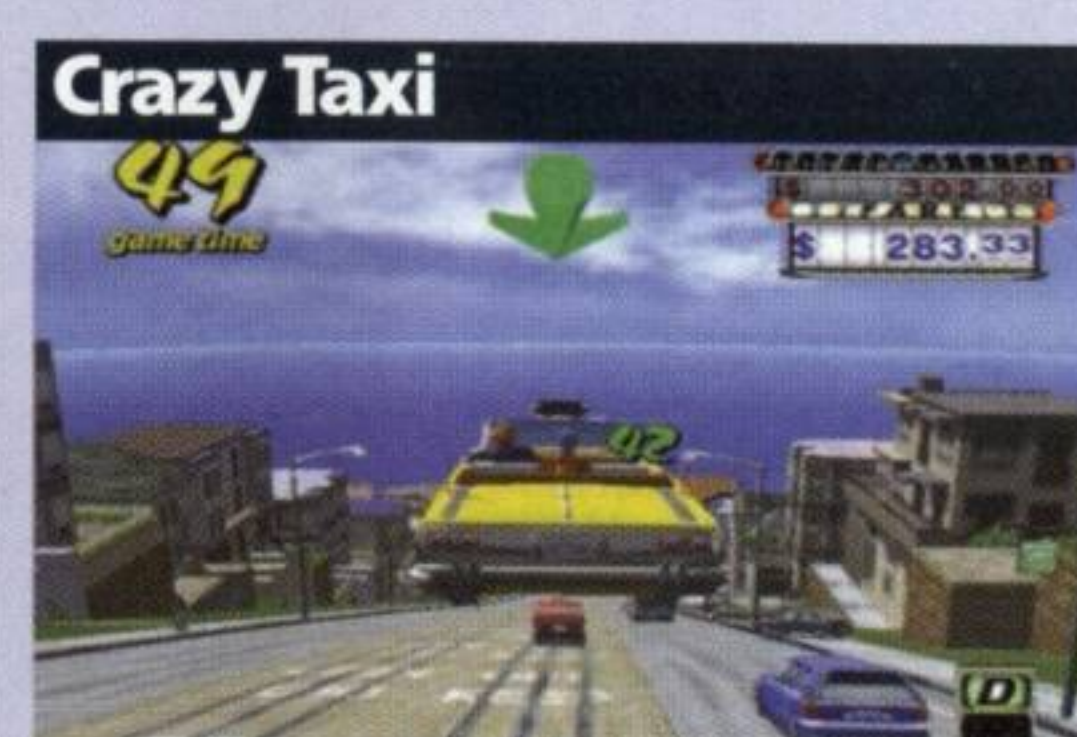
Ferrari F355 Challenge
 ■ **Format:** Dreamcast
 ■ **Developer:** Sega AM2
 ■ **Publisher:** Sega
 ■ **On sale in UK:** TBA

■ No news on the conversion of this outstanding coin-op racer for a while, but Yu Suzuki and his AM2 team would be silly not to make a Dreamcast version. Ferrari still has the cachet that even 600 *Grand Turismo 2* models would find difficult to beat.



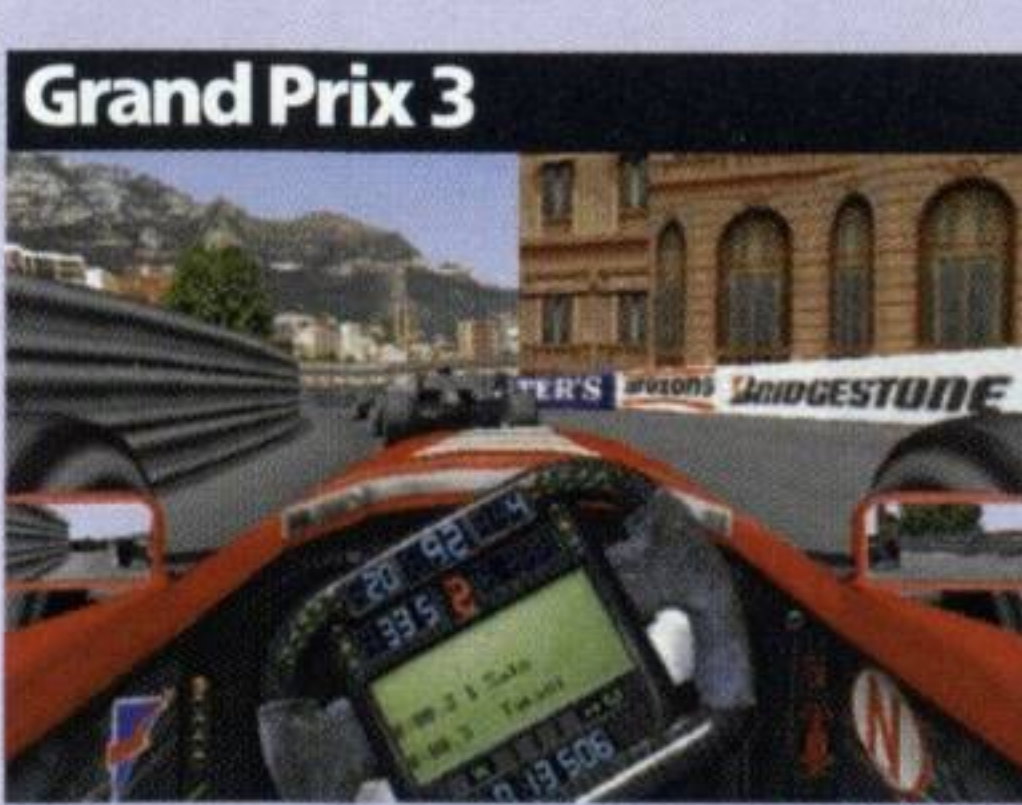
Sega GT
 ■ **Format:** Dreamcast
 ■ **Developer:** Sega
 ■ **Publisher:** Sega
 ■ **On sale in UK:** TBA

■ Even if *F355 Challenge* is stalling on the grid, there's still *Sega GT* (subtitled *Homologation Special* after its particular class of racing), a more obvious rival to the *Gran Turismo* empire. 100 accurate Jap car models and mucho engine tinkering ahoj.



Crazy Taxi
 ■ **Format:** Dreamcast
 ■ **Developer:** Sega AM3
 ■ **Publisher:** Sega
 ■ **On sale in UK:** February

■ The comedy cab driving game which doesn't mind going south of the river, up on the pavement, and across public lawns – whatever gets you from A to B the fastest without involving your passenger in a nasty accident. Gloriously insane.



Grand Prix 3
 ■ **Format:** PC
 ■ **Developer:** Geoff Crammond
 ■ **Publisher:** Hasbro
 ■ **On sale in UK:** March

■ One-man coding phenomenon and zealous perfectionist Geoff Crammond finally releases the third of his meticulous *Grand Prix* games. Apart from the reliance on two-years-old data, this will be the most accurate Formula 1 sim by a long straight.



Wacky Races
 ■ **Format:** PlayStation/Dreamcast /PC/Game Boy Color
 ■ **Developer:** Infogrames
 ■ **Publisher:** Infogrames
 ■ **On sale in UK:** June

■ Drat and double drat! Dastardly, Muttley, Professor Pat Pending and the Ant Hill Mob will all battle it out in a *Mario Kart*-inspired fashion for the title of the world's wackiest racer.



San Francisco Rush 2049
 ■ **Format:** Dreamcast/Nintendo 64
 ■ **Developer:** Atari
 ■ **Publisher:** Midway
 ■ **On sale in UK:** TBA

■ The *San Francisco Rush* series has always been big on ideas but short on polish. This coin-op port should change all that, providing an arcade racer to rival *Ridge Racer*, complete with multi-route courses, innovative game modes and loads of futuristic guff.

HALO

THERE MUST BE AN ANGEL PLAYING WITH MY HEART.



You are unlikely to have heard of Bungie Software. However, the US-based developer has been quietly building a reputation in the industry for high quality, original games. Its previous hits include *Marathon*, the Mac version of *Doom* and the recent *Myth* games on PC and Mac. Niche games, admittedly, but *Halo* will see the company reach the mainstream gaming world for the first time. It will also be the game that announces Bungie on the world stage. *Halo* is the kind of game that defines a genre.

The action takes place some time in the future when the human race has been fighting an aggressive alien race for decades. In a last ditch attempt to save the world, the human commander sets course for a distant planet to lure the aliens away from Earth. On approaching the planet they discover a strange object in orbit. It appears to have its own atmosphere; it's own ecosystem and looks as though it can support life. But it's too late, the earth forces are travelling too fast to stop and crash into the Halo. This is where the final battle will take place.

What's remarkable about *Halo*'s gameplay is that it is entirely open-ended, or at least it gives you the impression it is. You take control of the human forces, a cyborg marine to be exact. You are given a list of mission objectives and how you complete those objectives is entirely up to you. For example you may be ordered to destroy an enemy installation. You can go about this a number of ways. Take a platoon into the hills around the base

INFO BOX



■ **Format:** PC/Mac
■ **Developer:** Bungie Software
■ **Publisher:** Take 2
■ **On sale in UK:** June
■ **In summary:** Humans vs Aliens in an ultra-realistic battle.

and take out the aliens with sniper rifles and then move in with explosives and blow it up. Or you could steal an enemy spaceship and bomb the base from above. Or you could take a tank and go knocking on the front door. Or you could ignore the base altogether. Of course the game will remember that

you didn't destroy the base first time round and it will be bigger and better defended later in the game.

Beneath the surface of the game is a highly realistic physics engine. This affects everything, right down to the suspension of your Jeep wheels. You also have to be careful of windy weather affecting long-range weapons such as the sniper rifle, with gusts blowing you off target.

If the physics engine is the skeleton of the game, the graphics are its flesh. If you've got a high-end graphics card,

“Halo is the kind of game that defines a genre... it's downright remarkable.”

Developer Q&A

Doug Zartman, Publicity Engineer, Bungie Software



■ Doug “Suave” Zartman.

What was your inspiration for creating *Halo*?

Halo was inspired by a desire to make the definitive game of all-out warfare between humans and aliens. To place it in a game-world of unparalleled realism, and in the process tell a serious, deep science fiction story. There have been countless games about human/alien conflict, but none, in our opinion, that have got all of the elements right.

What feature of the game are you most proud of?

Probably the realism of the game world as a whole, which is really the result of a number of features working together: the comprehensive physics model that affects every particle, multipass texturing, which allows us to illuminate and colour objects with great depth and subtlety, and 3D positional audio to bring the

environment alive. The development team is obsessed with attention to detail and wants to make the *Halo* world so realistic it would be fun to explore even without an enemy.

What will make *Halo* stand out from the crowd?

We're doing everything we can to eliminate any interference in the flow of gameplay, and that means getting rid of breaks between levels, boundaries around environments and text that pops up on the screen. The player will never be told “you have finished level X, now go to level Y”. Instead they will have complete freedom to fight the aliens, in a dynamic and responsive game-world, as they see fit.

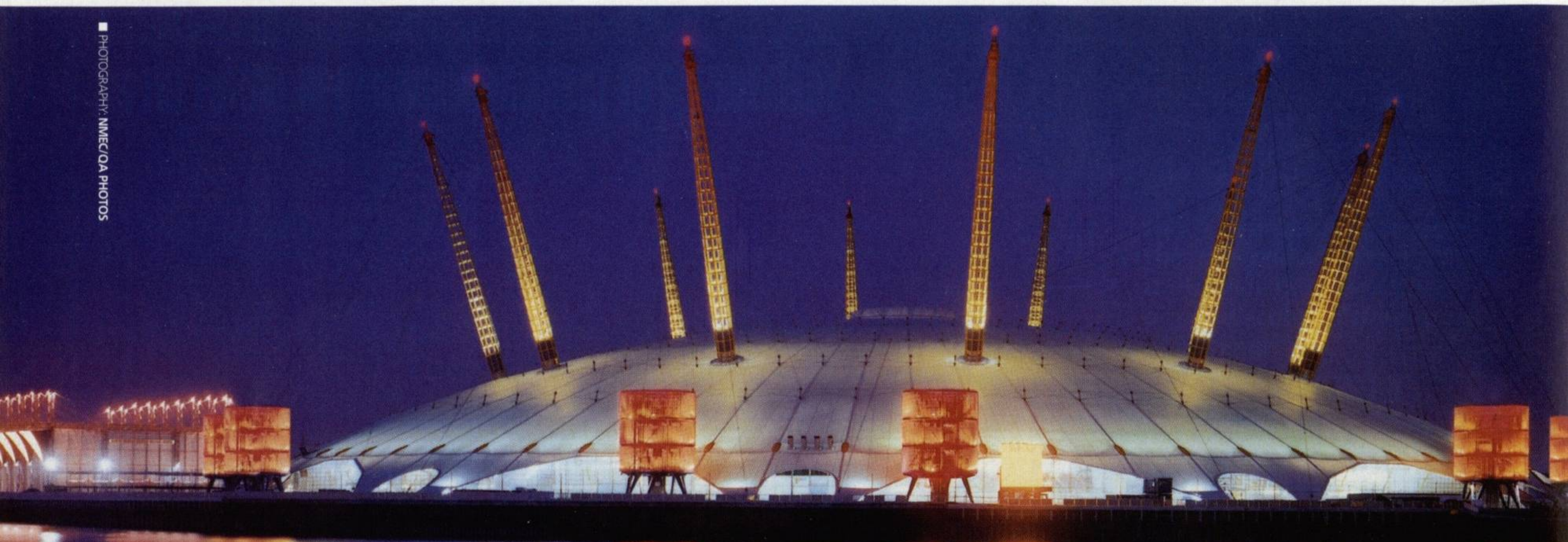
Do you expect the multi-player game to make a big impact on Internet gaming?

We're designing a multi-player team game that will give players more powerful incentives to cooperate and better rewards for doing so than you find in other Internet games. A good example is the use of vehicles: one player may be a very good driver, and will be picked for a team to drive the Jeep. A team-mate may man the rear gun, and a passenger with a rocket launcher protecting them all from aerial attack. These three working together will be a far more potent threat than a lone driver, who can still fire, but has his hands full driving (and won't have teammates to strategise with).

Will *Halo* make the jump from PC to console?

For the time being, all we're ready to commit to is that future games of ours will be published on future console systems. Keep an eye out for announcements.

PHOTOGRAPHY: NME/CIA PHOTOS



WELCOME TO THE PLEASURE DOME

IS THE FUTURE OF VIDEOGAMING ABOUT TO BE REVEALED?

The Millennium Dome is the most controversial building in the country, having swallowed more than £758 million, half of which was donated by the National Lottery. Among the celebrations inside the Dome will be a millennium

show with flying acrobats, spectacular lighting and a soundtrack by Peter Gabriel.

But of more interest to *Arcade* readers is the Play Zone, which is meant to showcase the future of British interactive entertainment. But if the Zone is meant to show off British innovation in games, why the absence of producers Rare, Core Design, Reflections or Codemasters? There are no images of UK success stories such as *Tomb Raider* or *Driver*, so what do the designers of the Play Zone think they're playing at?

Arcade talked to head honcho Peter Higgins of the Land Design Studio to find out.

What's in the Play Zone and what was the idea behind it?

Play Zone is a showcase of 17 great interactive games. Traditional stuff such as a tug-of-war or jigsaw puzzles have been transformed by making use of digital technology developed by all sorts of artists from all over the world.

■ DOME INFO

■ Tickets

Tickets cost £20 for an adult, £57 for a family of five. Buy 'em from National Lottery retailers, the Millennium Experience Web site at www.dome2000.co.uk or phone the Ticket Hotline on 0870 606 2000.

■ Getting there

Car

There are five Dome "park and ride" car parks around London. Phone 0870 241 0541 for details.

Riverboat

City cruises run boats from Waterloo and Blackfriars piers direct to the Dome every 30 minutes. Phone 020 7740 0400.

Bus

Local bus services are already running to North Greenwich Transport Interchange. Phone 020 722 1234 for details.

Underground

Take the Jubilee line to North Greenwich station. Alternatively, the Docklands Light Railway links to the Jubilee line. Phone the London Travel Information Line on 020 722 1234.

So what's the aim of the zone?

To make it fun. Hopefully it'll encourage us all to think what play is now and what might be possible in the future.

Most videogames are competitive, where you have to kill everything or beat your opponents in a race. Did you feel these types of games were inappropriate?

Many videogames present a limited range of predictable and simple narratives, supported by flashy computer graphics. We've got games that have charm, simplicity and easy access – none of which is probably available in Dixons!

What were your main concerns when you were constructing the Zone?

Well, we had to make sure that the games were simple enough to pick up and play immediately and that they were of interest to spectators as well as gamers.

What sort of people will be interested in the Play Zone?

We're expecting the Play Zone to be the "hot ticket" in the Dome, particularly for children and families – although it has something for every gamer.

Cheers Peter.

■ The Millennium Dome will be opened by HM the Queen on New Year's Eve.



The games

Fancy an exclusive game on the Rare's new Perfect Dark? Pah! Old news. Check out a selection of the future of gaming.



PHOTOGRAPHY: NME/CIA PHOTOS

Human Dynamo

Two players are strapped onto bicycles that are pre-mounted on a circular rail. By cycling forwards and freewheeling backwards, the players gain momentum to move round the ring and illuminate coloured lights.

Cats & Dogs

Players are issued with a double-sided wand coloured red and green. Participants are divided into two teams of 50 and stand in front of a giant screen. Each team has to protect the cats from the dog by moving a fence up and down on either side of the screen.

Play the Piece

A grand piano is operated by a track ball. Players can manipulate light pulses that move across a projection screen and connect with the keys of the piano, creating a medley of sound and light.

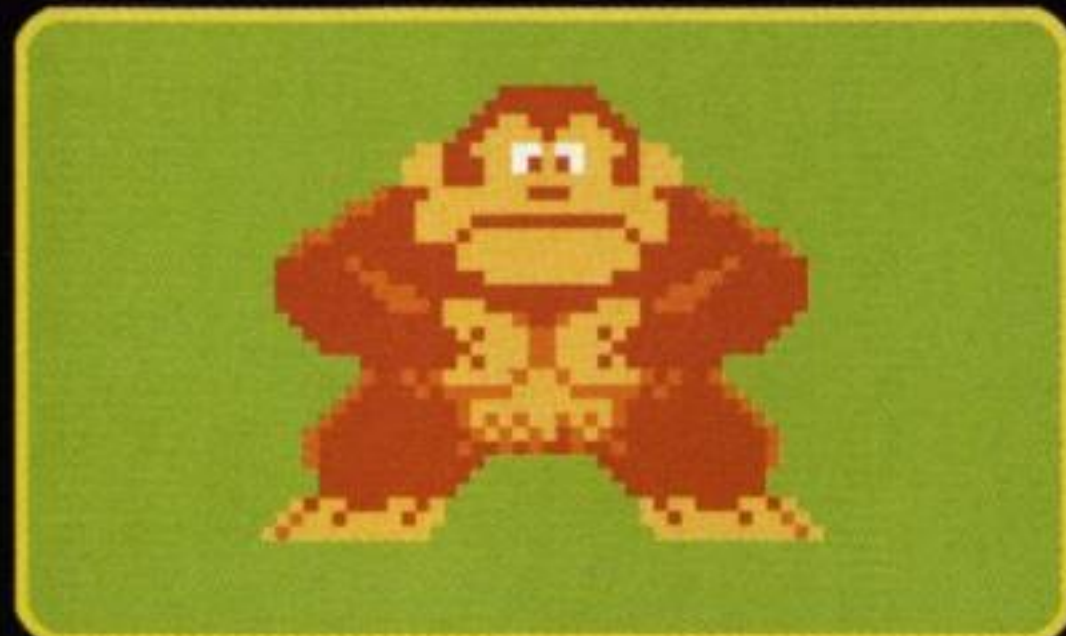
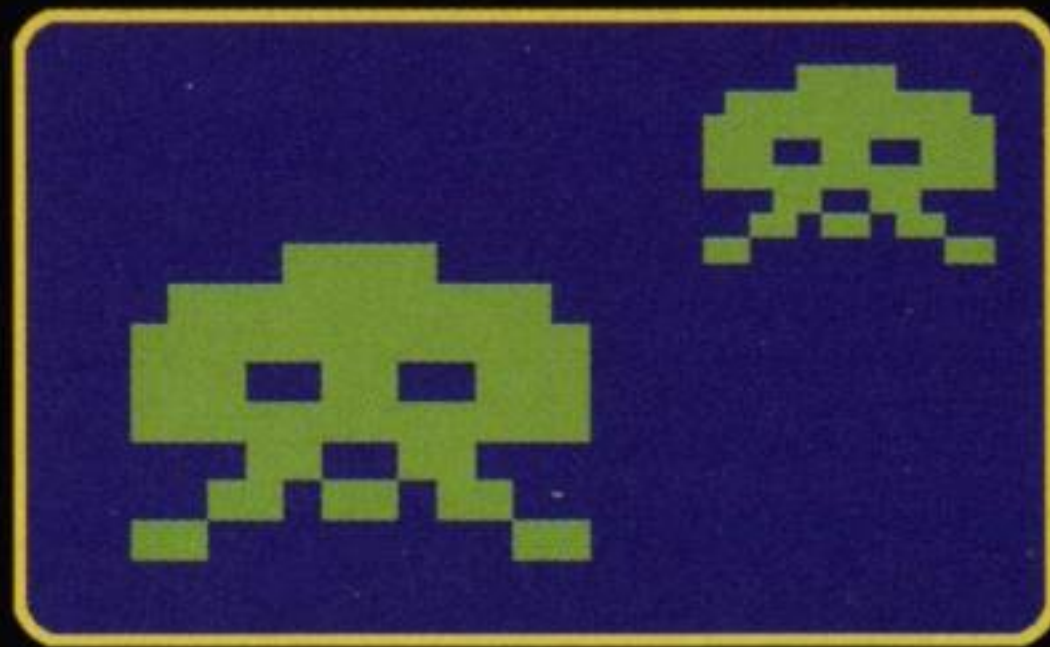
Reactor

Two players compete against each other from either side of a transparent Reactor panel, in a test of speed and stamina. Players hit lights as they randomly illuminate the screen. The objective is to strike as many targets as possible within a fixed time period.

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RETRO ZONE



* COMMODORE *

* NINTENDO *

* SINCLAIR *

* ATARI *

* SEGA *

* LOADS MORE! *



TRADE IT!

What's
eBay UK?

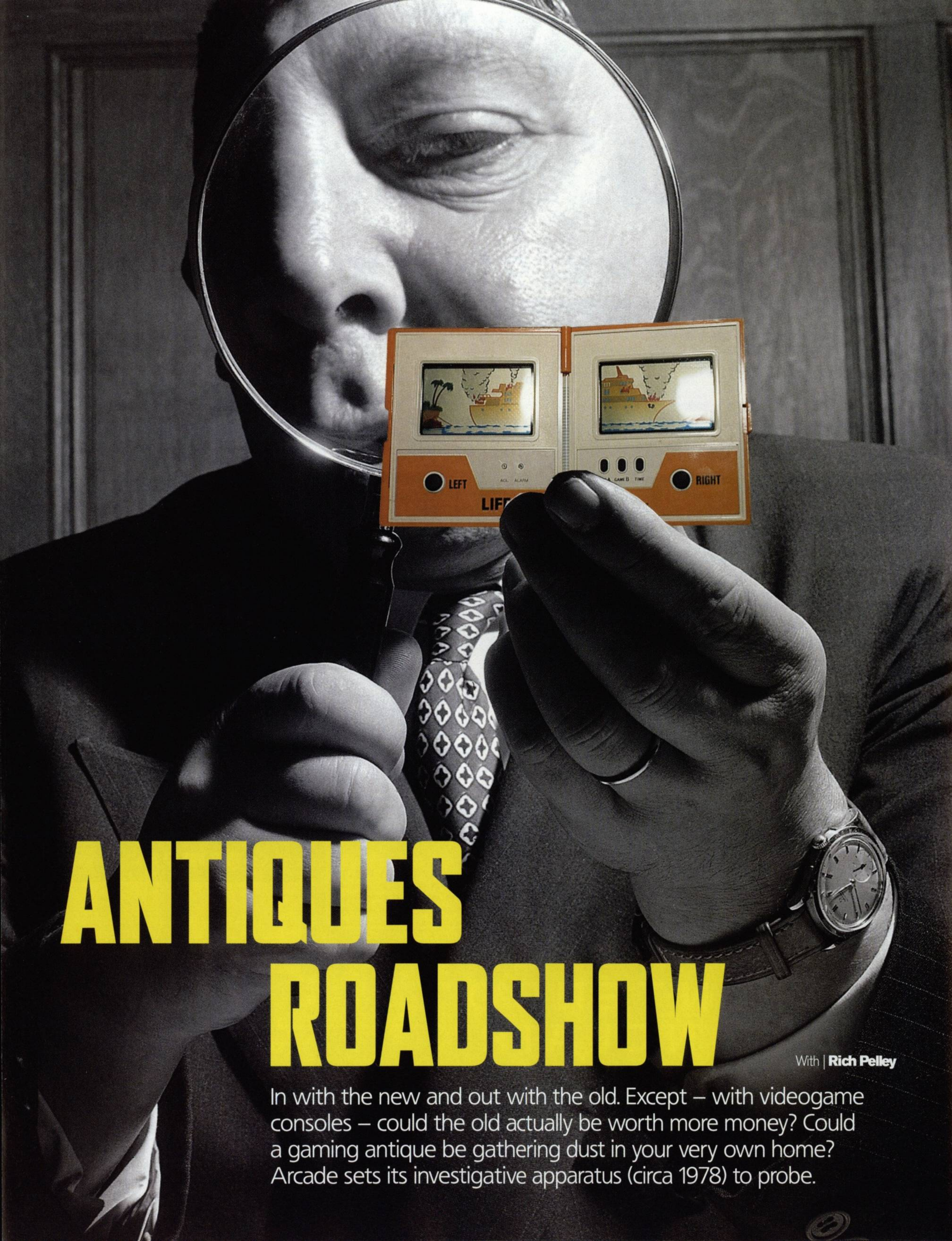
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largest
online
trading
community!

WHAT'S
ON THERE?

EVERYTHING
FROM
Sinclair ZX81s
TO
Dreamcast
games.

*Will it
cost me?*

It's free to
register, free
to list and free
to buy...
...all you need
is an email
address...
EASY!



ANTIQUES ROADSHOW

With | **Rich Pelley**

In with the new and out with the old. Except – with videogame consoles – could the old actually be worth more money? Could a gaming antique be gathering dust in your very own home? Arcade sets its investigative apparatus (circa 1978) to probe.



1 £200



2 £175



3 £200



4 £100



5 £350



6 £100



7 £60



8 £30



9 £20



10 £30



11 £20



12 £20

Remember the day Dad packed the last of the bin-liner full of toys you'd apparently grown too old for into the back of the car, slammed the door shut and headed for the charity shop, car boot sale or – worse still – the local tip?

It happened with your *Star Wars* toys and your Space Lego, and now it's happening with your old videogame consoles. That Vectrex you nagged for back in 1982, for example. If your parents hadn't been so preoccupied with clearing space it would still be sitting in the corner of your living room, and be worth £300. That *Donkey Kong Jr* Game&Watch you lent to Julian Flaks while you copied his Maths homework. If only you'd bothered trying to solve a few simple quadratic equations for yourself, you'd still have it – and it'd be worth £200. And anyone got an original *Pong* console? Get it insured for at least £1,000.

Like pop music, videogames have matured to a stage that practically

anything pre-PlayStation is now retro. The consoles you grew up with that were commonplace back in '80s and early '90s are now considered desirable by the collector's market. And some of the slightly more obscure ones – that old-fashioned looking wooden Atari VCS you turned your nose up at on Christmas day 1976 because you wanted an Colecovision instead, for example – could be worth a small fortune.

Perhaps you had an obliging Dad and a treasure-trove of retro beauty lies gathering dust in an attic somewhere. Or, on the other side of the coin, perhaps you fancy yourself as a bit of a Del Boy, and so a quick browse at the next car boot sale or church fete you wander past could land you a bargain.

If staying in is the new going out, and retro is the new cool, then at the very least, let *Arcade* take you by the hand for a misty-eyed nostalgia trip down the memory lane of videogaming yesteryear. Eeehh. It wasn't like this when *Arcade* was young. Or – perhaps – that's just the point. Because it was.

Be still your beating heart...

The thing to remember is that the value of an antiquated console depends on its condition, the exact model and, in some cases, the original packaging still being intact. Don't bin your old *Pong* unit just because you spilt a cup of tea on it though, because it's the rarity of a machine that will ultimately define its price. Here are some indications of current market values.

- 1 **PC Engine/Turbo Grafx**
■ NEC 1987
- 2 **Games: *BC Kid*, *R-Type*, *Bomberman***
- 3 There were 11 models, playing games from cards, cartridges and CD. The original white Engine was the first CD-based console. The more basic Shuttle was aimed at kids, and the Super Grafx featured enhanced graphics. A lap-top version was also released, and is now worth £600.

- 4 **Neo Geo**
■ SNK 1990
 - 5 **Games: *King of Fighters*, *Samurai Showdown 2*, *Windjammer***
- Designed to recreate coin-ops in the home, so the hardware is 1990 arcade-quality. The Geo still attracts a hard-core 2D fighting following, and carts are still released – even though they cost £200. The CDZ version plays cheaper CDs, but is less popular due to loading pauses.

- 6 **Genesis Nomad**
■ Sega 1995
 - 7 **Games: *John Madden's*, *Sonic The Hedgehog*, *Space Harrier***
- An American handheld version of the Mega Drive. It runs American Genesis games, and English and Japanese Mega Drive games with a converter. The drawback is that it's very heavy, and will eat its eight batteries in as little as ten minutes.

- 7 **Game Gear**
■ Sega 1990
 - 8 **Games: *Wonder Boy*, *Cool Spot*, *Sonic***
- Sega's handheld Master System lost out to the more pocket-friendly Game Boy, in spite of its technical superiority. You can also watch telly on it with an add-on TV tuner.



13 **£60**



14 **£50**



15 **£300**



16 **£15**



17 **£30**



18 **£300**



19 **£150**



20 **£100**



21 **£30**



22 **£30**



23 **£30**



24 **£30**

8 Atari Lynx
■ Atari 1989
■ Games: Xenobots, Desert Strike, Klax
 Technically advanced for its time, the Atari Lynx featured a back light and built-in FX chips, but suffered from a severe lack of games. Redesigned for the Mk2 model.

10 Jaguar
■ Atari 1994
■ Games: Tempest 2000, Alien vs Predator, Doom
 Launched as the first 64-bit machine, and for some reason found favour with Debenhams. The platform lacked Japanese backing and soon went belly-up.

11 Master System
■ Sega 1987
■ Games: Sonic, Out Run, Afterburner

12 The console that broke the UK market, boasting a huge number of games. Its more compact brother, the Master System 2, continued selling well even after the Mega Drive was launched.

13 3DO
■ Panasonic 1994
■ Games: Gex The Gecko, Super Street Fighter 2 Turbo, FIFA Soccer
 A US machine built by a Japanese company and the first CD-based machine commercially released in the west. Panasonic wanted to put the 3DO in CD players as standard, with games developed by all the software houses and different manufactures making the machines. It flopped big time.

14 Intellelevision
■ Mattel 1981
■ Games: Tron, Skiing, Astrosmash
 Odd looking, but game-changeable where the game cards slot into the joystick.

15 Famicom
■ Nintendo, circa 1983
■ Games: Donkey Kong, The Legend of Zelda, Metal Gear
 The original Japanese Nintendo console. A microphone built into controller port two broadcasts your voice through the TV, while a built-in program called *Family Basic* hazards a mostly inaccurate on-screen guess as to what you're saying.

16 NES
■ Nintendo 1986
■ Games: Super Mario Brothers, Castlevania, Gadius
 The same chips as the Famicom, but redesigned to fit in with the chunky look of video recorders of the time.

17 Colecovision
■ CBS 1976
■ Games: Pac Man, Asteroids, Donkey Kong
 Featured licensed arcade conversions. Also plays Atari 2600 games with an adapter.

18 Vectrex
■ MB 1982
■ Games: Mindstorm, Beserk, Scramble

Featuring Vector graphics straight out of *Tron*. Each game comes with a screen overlay to both change the colours and provide backdrops for the games.

19 VCS 2600 VCS
■ Atari 1976

20 Games: Space Invaders, Asteroids, Pitfall
 The first console with an interchangeable cartridges. The original wooden-fronted 2600 is worth the most. It was then replaced by a model with a cheaper black front, and then was redesigned in all-in-one moulded plastic.

There's a switch on the machine where you can choose between a colour and black and white TV, which goes to show just how old the thing is.

21 GX4000
■ Amstrad 1993
■ Games: Burnin' Rubber, erm... that's about it
 Odd Amstrad console which was designed to play improved cart-based versions of the Amstrad computer games, themselves conversions of the ST and Amiga games around at the time.

22 OPTIM Sport
■ OPTIM mid '70s
 With built-in hockey, squash, basketball and tennis games.

23 Grandstand 6000 Color
■ Grandstand mid '70s
 Featuring basketball, tennis, squash, hockey and soccer games.

24 Match of the Day 2000
■ Grandstand, mid '70s
 Included a football game, which probably never really believed it would live to see the year 2000.

25 MPV 1000
■ Acetronic mid '70s
 Here you got ping pong, hockey and the lovely *Breakthrough*.

26 Pong
■ Atari 1974
■ Games: Pong!
 The first home console and – if you've still got one – worth a bally fortune.

27 Atari 7800
■ Atari 1986
■ Games: River Raid, ET, Pac man
 Follow-up to the 2600.

28 Video Pinball
■ Atari 1979
■ Games: Pinball!
 A sort of *Pong* follow-up. Worth a pretty penny now.

29 Videosport 8000
■ Prinzertronic Late '70s
 With built-in games shooting, tennis, soccer and squash games.



£30

A Our Choice



26

£1000

27



£40



28

£200



£30



30

£5-£100

31

£5-£300



32

£5-£300



£150

33



34

£60



35

£100



36

£50

30 Game&Watches
■ **Nintendo 1980s**

There are eight types and more than 50 Game&Watch titles, but it's the rare ones that are worth the big money. Single screen, such as *Ball and Manhole*, were the first released. The screen was made clearer for the Widescreen G&Ws like *Parachute* and *Snoopy Tennis*. Multi-screen linked two screens together, vertically for *Donkey Kong* and *Oil Panic*, and horizontally for titles like *Super Mario Brothers* and *Rainshower*.

Panorama screens such as *Popeye* and *Donkey Kong Jr* were colour by way of a mirror and a flip-up lid, and played beepy tunes. Larger table-top versions of *Donkey Kong Jr*, *Mario's Cement Factory*, *Snoopy* and *Popeye* were also released – and if you've got one, they're worth a fortune. There were three Micro VS Game&Watches, each with two pull-out controllers – *Boxing*, *Donkey Kong 3* and *Donkey Kong Hockey* – and a couple of Crystal Game&Watches, for example *Balloon Fight* and *Super Color*, such as *Spitball Sparky*. The last Game&Watch released was *Mario the Juggler* in 1991.

33 Saturn
■ **Sega 1998**

■ **Games: *Tomb Raider*, *Wipeout 2097*, *Daytona USA***
The Saturn is pretty common, but only 50,000 of this limited edition were made. A lot of them were snapped up by developers, so you often see them at Japanese game shows, where the Saturn is still going strong.

34 Mega Drive 2
■ **Sega 1988**

■ **Games: *Mortal Kombat*, *Ecco The Dolphin*, *Mickey Mouse***
The second member of family Sega, younger than the Master System but older than the Saturn and the Dreamcast. The Mega Drive 2 is simply a smaller version of the first.

35 Virtual Boy
■ **Nintendo 1995**

■ **Games: *Galactic Pinball*, *Mario Tennis*, *WaterWorld***
Nintendo's infamous flop. The Virtual Boy straps to your head and displays a different image to each eye. The goggles were too small for Europeans as they had to fit the smaller bonces of the Japanese. Even though a warning flashes up on screen every 15 minutes, it was withdrawn from the Japanese market after a year because of health scares, and the fact that it made you look stupid.

36 SNES
■ **Nintendo 1992**

■ **Games: *Mario Kart*, *Super Mario World*, *Star Fox***
The N64's younger brother, and to many, host to some of the best videogames ever.

Multi-coloured Swap Shop

So, where to shop?

Old videogame consoles come in two prices: the ridiculously cheap (sold by people who do not realise their value), and the reassuringly expensive (sold by people who do). The difference between the two is where the money is made, and where you can cash in. For selling, or buying at "retro value" price, you can auction on-line at eBay's Retro Zone (<http://www.ebay.de/dynamic/uk-pics/retro.html>). For a more personal touch, and the chance to wander around a zoo of old videogame consoles, try the terrific Computer Exchange Retro at 143 Whitfield Street, London W1, nearest Tube Warren Street, tel 0171 692 1212, where you can still party like it's 1989.



RETRO ZONE

TRADE

Atari

Atari

Atari

Atari

Atari

Atari

GAMES & COMPUTERS

eBay brings you a blast from the past! Remember when the Spectrum was the fastest home computer? Or maybe you grew up with Sega's Megadrive. Check them all out in the Retro Zone!!!

Click to start

You can't join in the fun until you're registered. It's quick, easy and free.

PLAYED IT? TRADE IT!

Want to sell your old games or computer systems? Click here to find out how.

PAL or NTSC?

Most UK games systems are designed for PAL televisions (50Hz). USA and Japan use NTSC (60Hz). If you're unsure about compatibility for UK usage, stick to PAL.

Don't play games with criminals



It will end in tears

A SMALL sample of recent convictions:

Anthony Shaw	Cardiff	6 months prison
John Edgar	Wakefield	£400 fine & £120 costs
Brian Kane	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	£200 fine & £200 costs
Norman Mockford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	£2000 fine & £1585 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Rowan Pastile	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Aberaeron	£400 fine & £5000 costs

ALL RELEVANT EQUIPMENT OWNED BY OFFENDERS WAS SEIZED
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Police and Trading Standards are cracking down
on computer games piracy.

Offenders will receive a criminal record plus a
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Xmas1999



A Review

The Ultimate Game Buyer's Guide

PAGE 74

QUAKE 3 ARENA

ID'S DEATHMATCH-ONLY BATTLER ENTERS THE FRAY.



INSIDE...

- Rocket
- Thrasher:
- Skate and Destroy
- Half Life:
- Opposing Force
- Tee Off Golf
- Indiana Jones and The Infernal Machine
- Ace Combat 3
- Rally Championship
- MTV Snowboarding
- SWAT 3
- Urban Chaos
- Knockout Kings 2000

53
GAMES
REVIEWED!

PLUS! VIDEOS/BOOKS/MUSIC/COMICS/INTERNET/TOYS/GAMES
ACCESSORIES/CD-ROMS/FILMS/DVD/GADGETS

Star ratings

- ***** Simply the best. A game you really must play.
- **** Excellent. Definitely worth your money.
- *** Good stuff. Not a world-beater, but fine within its genre.
- ** Strictly average. Arcade says: don't buy it.
- * Awful. Avoid at all costs.

New PC Games



Game info

- Publisher: **Activision**
- Developer: **id**
- Price: **£45**
- Release date: **on sale now**
- Players: **1-64**
- Requires: **P233, 64Mb, 100Mb HD-space, 3D accelerator card**
- Recommended: **P300, 64Mb, 500Mb HD-space**
- Extras: **modem for Internet play**

QUAKE 3 ARENA



LEGENDARY PRODUCER ID RETURNS WITH A GLORIOUS ARENA OF DEATH.

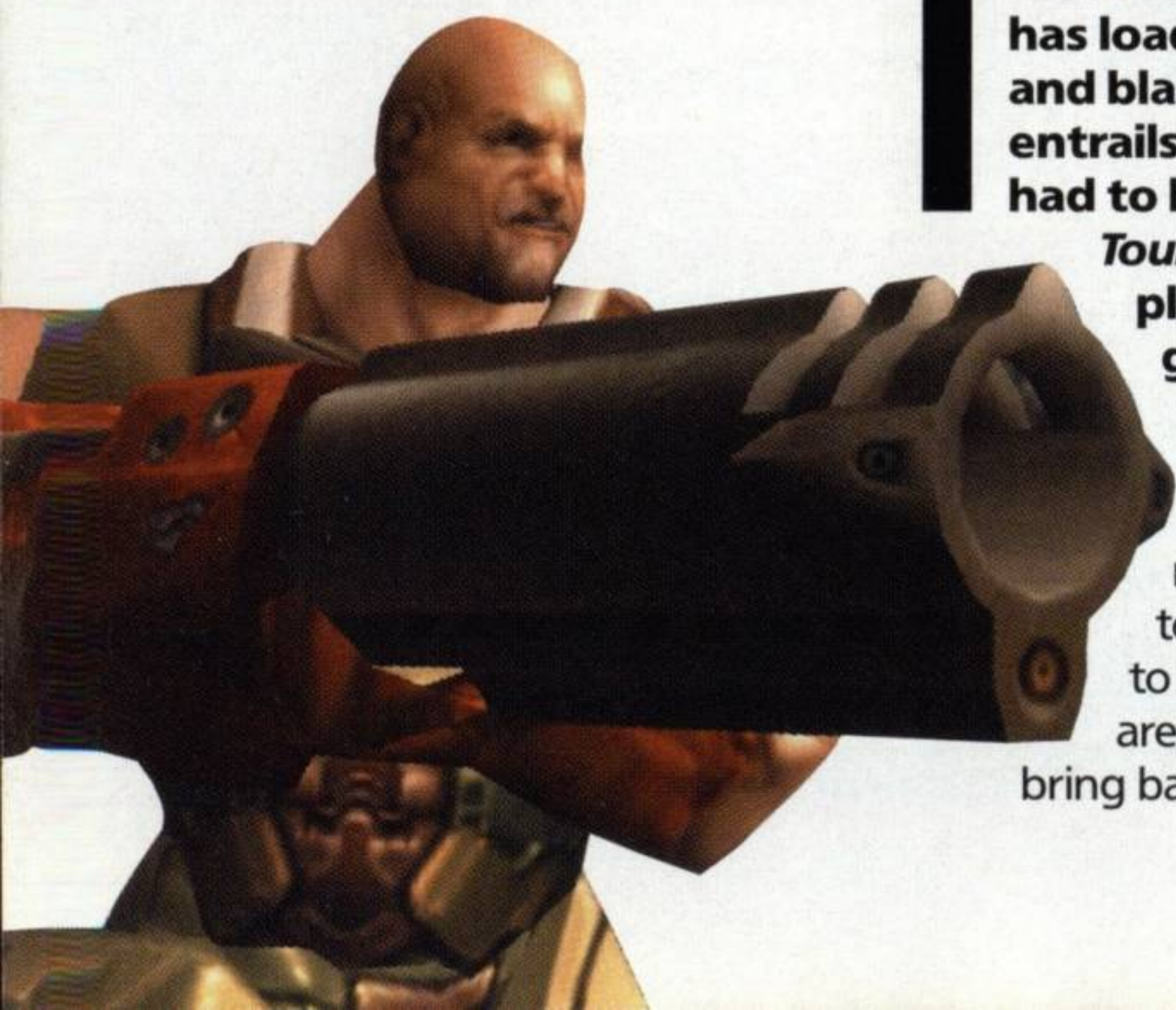
The eagerly awaited third instalment of the most successful PC games' franchise of all time has loaded up with missiles, gritted its teeth and blasted onto the PC in a shower of bloody entrails and splintered bone. *Quake 3 Arena* had to be damn fine, as splatter-fest *Unreal Tournament* set a new standard for multi-player titles. *Id* hasn't disappointed – the game is a vicious and funny celebration of ultra-violence with eye-popping graphics and addictive gameplay.

The premise of *Quake 3* involves a mysterious alien race that has gathered together the greatest warriors of all time to battle each other in a series of terrifying arenas. Death is not an option, as the aliens bring back to life anyone who gets fragged and

immediately thrust them back into the action, hopefully to decorate the walls with someone else's blood.

You start the game in your living quarters and, in an inspired gaming moment, the first thing you see is a reflection of yourself, prompting a trigger-happy offloading of ammunition into a mirror. After this you sheepishly step into the first level, which pits you against an opponent in the corridors immediately outside your quarters. Complete this rite of passage and the hunting can truly begin.

Quake 3's visuals are astounding. The biggest danger when you're making your first tentative steps into this hellish new world is standing vulnerably in one spot as you gawp at the breathtaking scenery. Pulsating plasma-filled tubes twist along gothic Giger-esque corridors, leading into misty dungeons lined with flaming skulls. Battle-torn flags hang proudly next to an imposing statue dominated by a nightmarish frieze of future-noir skeletal remains. Gladiator





■ Here's looking at you, kid. The first sight you see is your own frightening battle-worn visage staring back at you.

weapons light up the dark passages with sparks and explosions, while the visceral effects send shards of sinew and liquified flesh spiralling gracefully through the air. The best games always create their own worlds and *Quake 3 Arena* does this with an enjoyable, scary and believable environment.

From *Wolfenstein 3D* to *Quake 2* what lifted id head and shoulders above its peers – apart from the graphics engine – was the exquisite level design. This latest instalment is no exception, with intricate multi-level structures ranging from high platforms, lifts and bounce pads, to dank waterlogged dungeons that splash noisily when you pass through, giving away your position to nearby foes.

To progress in the single-player game you have to frag a certain number of enemies to finish as outright winner in four arenas, before you're allowed to move onto the next level or "tier", of which there are six overall. Each tier has a set of beautifully designed deathmatch areas, but an advantage that rival *Unreal Tournament* has over *Quake 3* is in the variety of locations. *Quake 3* has the usual futuristic gothic castle type-of-affair with a few spaceships thrown in, whereas *Unreal Tournament* includes space stations orbiting red planets and ancient wooden longships. Nice. It's also a pity that id didn't adopt the Assault section of *Unreal Tournament*, because storming a base and then having to defend it is one of the most inspired parts of the game.

Another major difference between the two deathmatch behemoths is in the arsenal of weapons. *Quake 3* has a fine selection box of destruction, with the Plasma Gun, electrifying Lightning Gun and trusty Shotgun as firm favourites. However, *Unreal Tournament* has a larger



■ Oh, now just look at the mess you've made.



collection, including the head-popping Sniper Rifle and, crucially, a secondary fire option on all weapons, so you can switch between modes.

Like the bots in *Unreal Tournament*, the AI for the *Quake 3* computer-controlled opponents is superb. For example, you can be blasting away at a character who suddenly legs it round a corner. As you wait for him to reappear, you're suddenly aware of being shot at – the bot has circled behind you to unleash a surprise attack. The

AI comes into its own in the Team mode, where you can program bots to protect you or patrol certain areas.

The bots vary from Earth commanders in the Strogg war and twisted fashion models to beer-bellied bikers and spiky, psychopathic aliens. They're all wonderfully animated and in the case of the skeleton you can see all its limbs moving and shoot right through the ribcage.

Quake 3 Arena is an awesome game that'll find its true home on the Internet deathmatch sites. After an hour of blood-spattering you'll be utterly hooked and the adrenaline rush the game brings on will leave you shaking. The choice between the two deathmatch titles looks likely to remain a Coke/Pepsi situation. *Unreal Tournament* has wonderful gameplay, top weapons and some highly original gameplay elements, but it's lacking in the one thing that *Quake 3 Arena* has in droves – atmosphere. When you enter the arenas you are completely immersed in a frightening, brutal world that creates moments of genuine fear and excitement. It also has a weightier, more solid "feel", with bodies thumping to the ground and weapons giving a realistic gut-wrenching kick. Id has perfected the art of deathmatch and its time for everyone to enter the arena. Gore-geous. ★★★★★ **Jamie Sefton**

Or you could try...

Unreal Tournament
GT Interactive ★★★★★
A magnificent, bloody, multi-player title with tons of options and visuals to die for.

Half-Life
Valve ★★★★★
An oldie but still a goldie. The deathmatch element is fab.



A FRIGHTENING, BRUTAL WORLD THAT CREATES MOMENTS OF GENUINE FEAR AND EXCITEMENT.

↑ Uppers & Downers ↓	
Big Gun	Big Fun
■ Mind-blowing graphics	■ Settings are similar
■ Superior AI	■ No secondary fire mode
■ Atmospheric	■ Requires a hefty PC

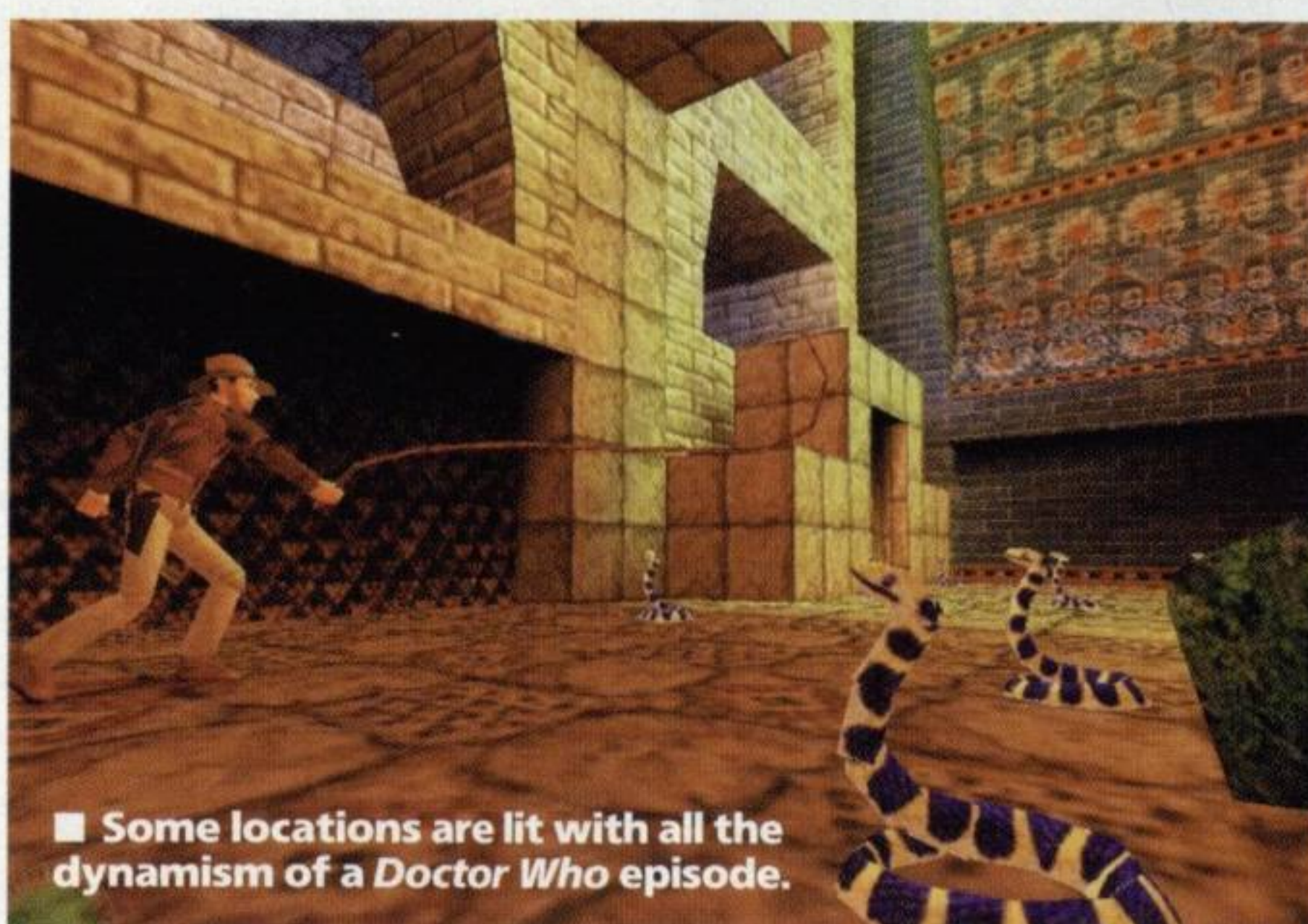




■ A quick tug before he resumes saving mankind from evil, again.



■ "I swear, it's this big. They don't call me Chopper for nothing."



■ Some locations are lit with all the dynamism of a *Doctor Who* episode.

■ Indy's whip is sorely under-used and when you do get to use it you don't have enough control over it.



INDIANA JONES AND THE INFERNAL MACHINE

ORIGINAL RAIDER FAILS TO WHIP UP MUCH INTEREST.

The second Indiana Jones film, *The Temple Of Doom*, boasted a tagline which must rank among the most ill-conceived of all time. The poster boasted: "The Man With The Hat Is Back", thereby overstressing the plot importance of the character's headwear, and conjuring, as it does, images of a movie about a guy with some sort of significant bonnet.

However rubbish a slogan this may have been Indiana Jones did indeed wear a hat, and it appears in *The Infernal Machine* along with his trademark whip and gun.

Indeed, LucasArts has tried hard to fashion an authentic Indiana Jones tale, from the slightly rubbish title and theme music down to the in-game cut sequences. These detail a typically epic plot concerning the Tower Of Babel, and (this being an Indy adventure set post-World War II) a Soviet attempt to resurrect the Babylonian god – and *A-Team* stalwart – Marduk.

The machine of the title is an ancient artefact with which Russian nuclear scientist Gennady Volodnikov intends to bring Marduk back to life and under his control, and thereby win the Cold War. With the CIA out of its depth dealing with ancient artefacts and big, winged, Babylonian god dudes, Indy's skills are enlisted to once again save mankind from A Really Bad Day.

Despite an abundance of plot, and unlike semi-recent Indiana Jones games, such as *Fate Of Atlantis* and, ahem, *Desktop Adventures*, *The Infernal Machine* concerns itself with being no more than a puzzle-tinged 3D action fest.

Surprisingly, the movie series has yet to spawn a definitive Indy game. The closest developers came was in the late '80s with an Amiga and ST adventure based on *The Last Crusade*. This is in spite of Indy's influence on the development of certain other videogames, notably the classic *Pitfall*, and the ubiquitous *Tomb Raider*.

However, there's delicious irony at work here; while *Tomb Raider* may have borrowed its setting from Indiana Jones, *The Infernal Machine* lifts its gameplay mechanics lock, stock and kitchen sink from Lara's life. Over 17 impressively large (and inevitably *Tomb Raider*-esque) levels, Indiana Jones jumps, shoots, puzzles, swims, commandeers vehicles, and shifts huge stone blocks like there's no

tomorrow. Switches must be pulled, buttons must be pressed, and keys must be turned. He clammers up ledges, inching his way along them hand over hand, and tumbles to his death from wobbling floor panels. There's no rule book which says all third-person action-adventure games must include such elements, but LucasArts seems to think there is. But then, that's not much of a surprise; despite being a developer spawned from a heritage of movie innovation (*Howard The Duck* aside), LucasArts has built its reputation on the back of well established genres.

While *The Infernal Machine* lacks new ideas, it isn't devoid of enjoyment. It most certainly has its moments – it's just that they're few and far between, and hidden among gameplay flaws and seen-it-all-before padding.

For the most part, the on-screen Indy is frustrating to control, stubbornly refusing to side-step as you'd want him to, and taking an age to line up with objects and switches. When the game deviates from the leaping and the puzzle-platforming – with an obligatory mine cart chase, river raft ride, and jaunt in a jeep (elements all disappointingly signposted in the glossy manual) – it proves more enjoyable.

Even so, the game never really gets going as you'd like it to, and stops well short of its potential. Indy's whip is sorely under-used, and those expecting Spider-Man-style swinging from ledge to ledge will be disappointed; on the few occasions you do get to use the whip as you'd like, you don't have complete control over it. Also, the never-very-good *Jedi Knight* graphics engine has been recycled here, so expect an Indiana Jones with cardboard box legs, angular scenery, locations lit with all the dynamism of a *Doctor Who* episode and a general lack of atmosphere.

It's all a bit of a shame, really. Indy is a classic character, who deserves a cracking game. LucasArts would do better to stop mining gameplay clichés and focus on some original elements. Oh, and if there's a sequel, getting someone who sounds like Harrison Ford to do the voice would be a good idea. The vocal talent showcased in *The Infernal Machine* has all the rugged manliness of interior design fop Laurence Llewelyn-Bowen. ★★★

Paul Rose

Game info

- Publisher: LucasArts
- Developer: LucasArts
- Price: £35
- Release date: on sale now
- Players: 1
- Extras: P200, 32Mb RAM, 56Mb HD-space, 3D accelerator card, sound card



■ You know what they say: big hat, big let down.

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Lost Ark</p> <ul style="list-style-type: none"> ■ Decent plot, of sorts ■ Tried and tested gameplay ■ Large levels | <p>Temple of Doom</p> <ul style="list-style-type: none"> ■ Irritating gameplay flaws ■ Bland graphics ■ Dodgy Indiana Jones "voice" |
|---|---|



Or you could try...

Tomb Raider 4: The Last Revelation
Eidos ★★★
True to the spirit of the series and a proper sequel to the original game. Tops.

The Phantom Menace
LucasArts ★★★
Nary a diversion from the plot of the film, but sketchy camera angles and flat gameplay.



Stamp on the brake, throw the wheel round and really power out of corners.

Game info

- Publisher: **Actualize**
- Developer: **Magnetic Fields**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-4**
- Requires: **P11 266, 64Mb RAM, 8Mb 3D card**
- Recommended: **P111 500, 128Mb RAM**

RALLY CHAMPIONSHIP

HERE'S MUD IN YOUR EYE. AND YOUR EARS. AND UP YOUR NOSE.

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Oh rally</p> <ul style="list-style-type: none"> ■ Smashing graphics ■ Hyper-accurate ■ Good game structure | <p>Oh really</p> <ul style="list-style-type: none"> ■ Requires huge PC ■ British stages only ■ Can lapse into dullness |
|---|--|

So, your idea of fun is clawing your way to the end of a gruelling 30-minute rally stage with your car's rear bumper hanging on by one screw, black smoke billowing from under the bonnet, "engine overheating" flashing across the screen, your co-driver barking "One hundred right four into left two into right one into left one past junction into left four" in your ear, and just managing to make it across the line with a world-beating time only to be told your car has failed its inspection and it's game over.

Well, *Rally Championship* should be right up your alley. It's an uncompromising simulation in the same vein as its predecessors *Network Q RAC Rally Championship* and *International Rally Championship*. The credits in the manual cover just about everyone who has had anything to do with British rallying. Mobil 1 Championship manager John Horton contributes a bit of voiceover, Derek Ringer and Claire Mole do your co-driving and Tony Mason (the chubby one off *Top Gear*) describes the cars. The cars have also

been given the once over by a whole bunch of drivers.

And it's excellent. Whereas in *V-Rally* you just hold the accelerator down till you reach the end of the course, here you've really got to drive, stamping on the brake, throwing the wheel round and powering out of the corner. You start your rallying career with the weedier, front-wheel-drive cars like Saxos and, ahem, Micras – you have to win yourself access to the more exciting Imprezas and Evo Vs. This means the driving is initially powerslide-free but does give you an incentive to keep at it. And there are various ways to play, ranging from a simple *Sega Rally*-style Arcade mode (which is spoiled by rubbish computer cars that swerve and brake randomly as you try to pass them) to the full-on 36-stage Mobil 1 Rally that'll take you days to complete.

The graphics? They're astounding. You can look into the cars and see the spare wheel in the boot, your co-driver peering down at his notes and even the window winder inside the door. Wing mirrors and bumpers fly off, and if you manage to lose the bonnet you can even see the engine inside. The scenery is similarly splendid, capturing the British Isles in such incredible detail that as you hurtle through villages and hamlets you may suddenly find yourself humming "Jerusalem".

All that's lacking in the game is a convincing feeling of travelling at adrenaline-encouraging speed. It's hard to pinpoint why, but it could be some combination of (a) the trickiness of getting a comfortable frame-rate even on a P11 350 with a Voodoo 3 card, (b) your car seeming to remain static in the centre of the screen while the scenery does the moving, and (c) the way the graphical effort is biased towards phone boxes and JCBs rather than the mud and gravel your car should be throwing up.

If you've got a massive PC, plenty of patience and – ideally – a bobble hat, this is the perfect rallying sim. Otherwise you may want to hang on for *Colin McRae 2*. ★★★★★ **Jonathan Davies**

THE GRAPHICS ARE OUTSTANDING. IF YOU LOSE YOUR BONNET, YOU CAN EVEN SEE THE ENGINE INSIDE.



Or you could try...

Colin McRae Rally
Codemasters ★★★★★
Exciting and accessible, although a sequel's due at any moment.

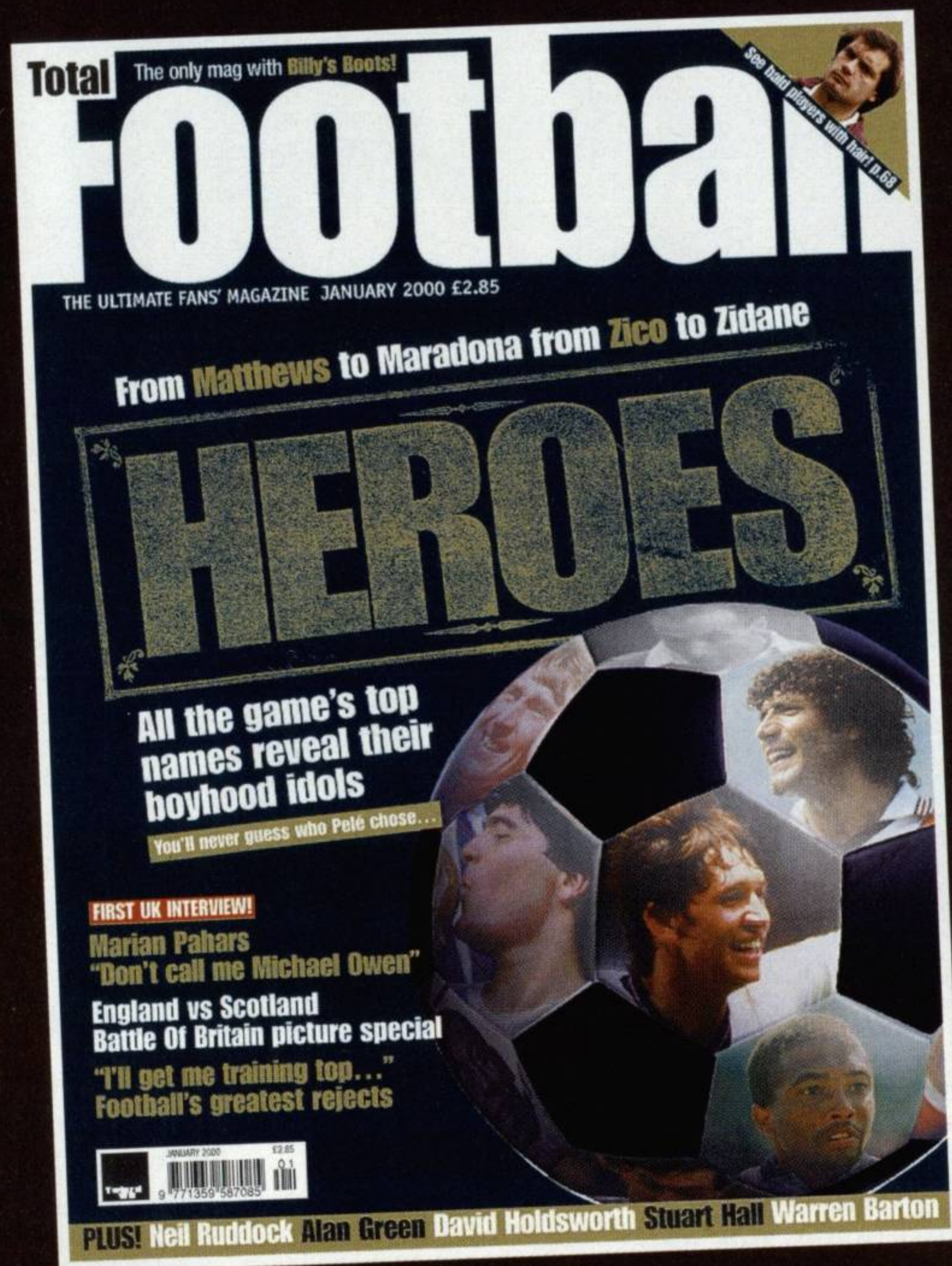
Midtown Madness
Microsoft ★★★★★
Arcade will keep recommending this until every last man, woman and child has bought a copy.

This month in...

Total Football

HEROES

Even FA Cup winners have their heroes.
The game's biggest names pay tribute
to their boyhood idols



Plus: "Don't call me Michael Owen"
Marian Pahars speaks
England vs Scotland:
Battle Of Britain picture special
"I'll get me training top"
The game's greatest rejects
Neil Ruddock, David Holdsworth,
Warren Barton

On sale now!



■ Which to choose? Expect some excellent transportation options in *Battlezone 2*.

Game info

- Publisher: **Activision**
- Developer: **Pandemic**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**
- Requires: **P200, 32Mb RAM, 3D accelerator card**

BATTLEZONE 2

IT'S EARTH VS THE FLYING SAUCERS ALL OVER AGAIN.

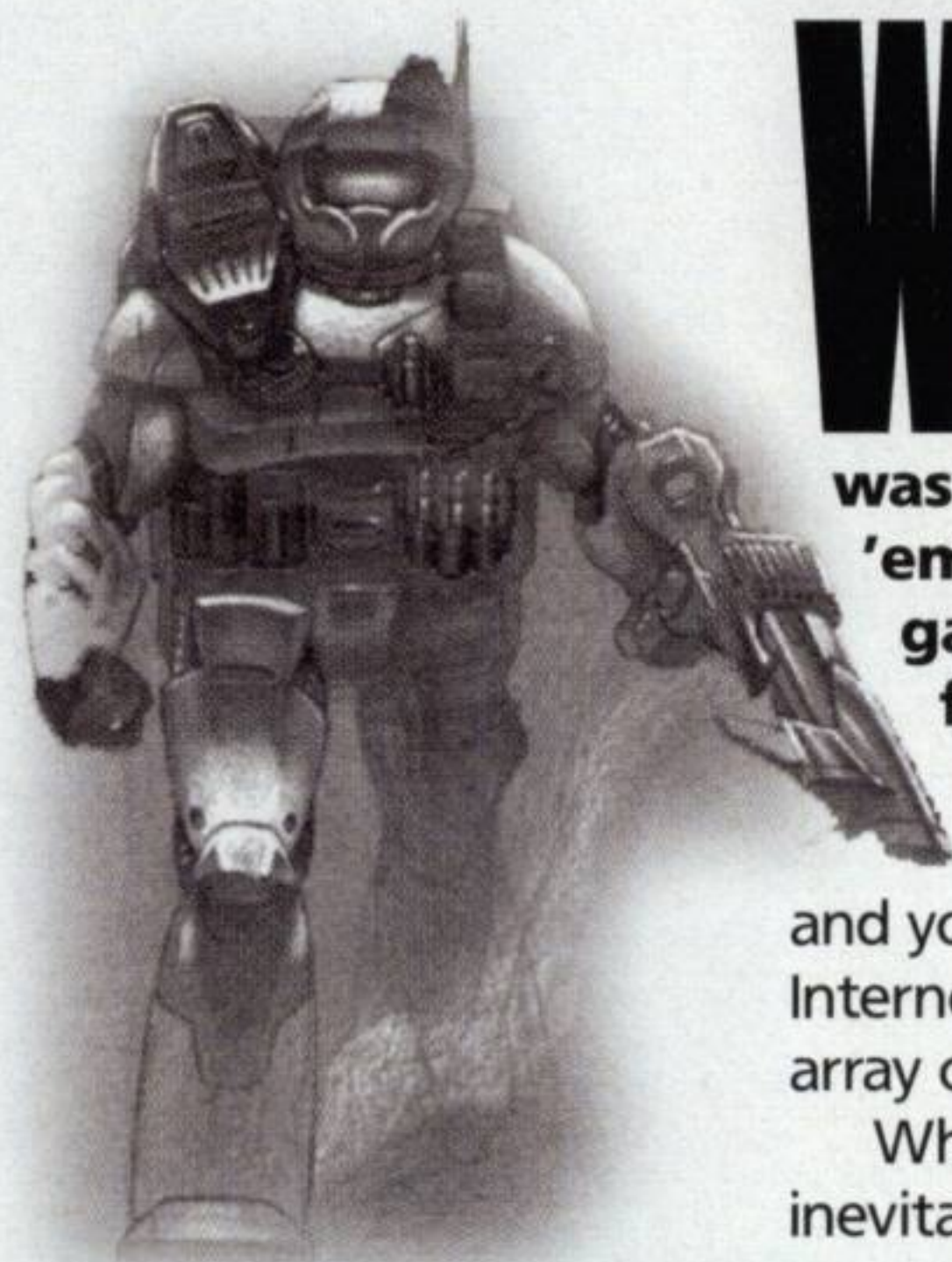
↑ Uppers & Downers ↓

Erogenous zones

- Detailed and immersive gameplay
- Gorgeous graphics
- Great multi-player options

Hideous crones

- Might not be enough for action fans
- Or for strategy fans
- Nothing to do with original *Battlezone*



THERE'S NOTHING AS SATISFYING AS ISSUING AN ORDER AND SEEING YOUR ARMY MARCH INTO BATTLE.

When *Battlezone* appeared last year it was widely ignored by the public, despite receiving healthy review scores and being loosely based on a classic arcade game. Part of the problem was that *Battlezone*, like the drunk at the bar, fell between two stools. It was an ambitious splicing of first-person shoot-'em-up and a real-time point-and-click strategy game. When confronted with such a schizo freak the brains of many gamers simply shut down, and refused to acknowledge it.

However, *Battlezone* has steadily built a following and you only need to type the game's name into an Internet search engine to be confronted with a bewildering array of homepages devoted to the title.

When developer Pandemic came to work on the inevitable sequel, it took the interesting step of enlisting the help of the only people who knew the game as well as it did – the fans. As a result a number of features and improvements were suggested, many of

which have been implemented, making *Battlezone 2* a vast improvement on an already pretty decent title.

Set more or less immediately after the original, and in the wake of a disastrous confrontation between a future Soviet Union and United States, *Battlezone 2* (note commendable lack of a sub-title such as "Gateway To Death" or "Nemesis From Beyond The Void") has you facing a new, and deadlier, alien threat – the Scions. A cross between the insects of *Starship Troopers* and the Transformers, the Scions boast organic vehicles and weaponry, capable of morphing into new and bizarre forms. When you get sucked through a worm-hole into the Scions' universe, you only have to contend with this curious enemy, but also the ravenous indigenous life.

The basics of the gameplay (building bases and units while getting first-hand experience of the enemy) and control interface remaining much the same – after all, if it ain't broke, don't fix it. It's the graphics engine which proves the most obvious step up from the original. Gone are the bland, jelly-mould terrains, replaced by lush vegetation, rippling, reflective water, strange rock formations and dynamic weather. It's one of the most atmospheric games around, the subtle lighting being especially spectacular,



■ The lighting of the game is spectacularly atmospheric.



■ The Scions definitely don't come in peace. Not looking like that...



particularly during night fights, with tracer fire and explosions illuminating the battlefields.

Plenty of work has gone into increasing the level of detail of the buildings and bases. In fact, the bases are so detailed you can now hop out of vehicles and sneak inside the buildings, or creep into subterranean service tunnels. Once inside you can sabotage power supplies, plant bombs, or log-on to satellite terminals. This gives you an overview of the whole battlefield, enabling you to resupply units and drop waypoint beacons for easy navigation. However, beware the hungry dinosaur-things roaming between the building and your vehicle.

Talking of which, there are 30 new vehicles. Replacing the hovercraft of the original are walking robots and tracked vehicles. Also, some way into the 28 levels (set over seven worlds), you can get your hands on a Scion craft.

There was real potential for ruining *Battlezone 2* by cramming too much into just one game, so it's a small miracle that the game works so well. With an optional

Instant Action mode if you find

all the menu-based unit-ordering dull, there's no reason to suspect that *Battlezone 2* shouldn't have significant crossover appeal. What's more, if you're lucky enough to have a modem, there's a host of multi-player options, from skirmishes, to Team modes, to the inevitable Capture-The-Flag mode. That said, it's in the full-on, solo game where *Battlezone 2* really shines. Frankly, there's nothing quite as satisfying as issuing an order to your army of raw recruits and veteran warriors and watching them march into battle against a seemingly unstoppable foe. Nothing better except, perhaps, warming your balls in front of an open fire. ★★★★★ **Paul Rose**

Or you could try...

Quake 3
Id Software ★★★★★
Impressive update of the seminal first-person baddie beater.

Command & Conquer: Tiberian Sun
EA ★★★★★
Engrossing and imaginative strategy game with an emphasis on total warfare.



■ The future's bright... war with other worlds.



■ Union City blues.



URBAN CHAOS

- Publisher: **Eidos**
- Developer: **Mucky Foot**
- Price: **£45**
- Release date: **on sale now**
- Players: **1-2**
- Requires: **P233, 32Mb RAM, 4x CD-ROM drive, 3D accelerator card**
- Recommended: **PII 300, 64Mb RAM**

■ Aware which side its bread is buttered on, Eidos has given the central role in *Urban Chaos* to a curvaceous young lady. She's called D'arci Stern, she's a cop, and she comes dressed in a standard police-issue PVC corset and stripey tights. She is also, it goes without saying, sassy.

But *Urban Chaos* turns out to be more than just a rehash of *Tomb Raider*. It's actually a clever mixture of... well, everything, really. There's a fair amount of *Tomb Raider*-type jumping and shooting, but there's also a bit of RPG, some beat-'em-up, a whiff of *Driver*, even a suggestion of flight sim.

Urban Chaos is set in crime-ridden Union City, and the key to its success is the way you can do practically anything. You can chat to the residents. You can commandeer cars. You can go into nightclubs. You can clamber up ladders. And you can leap and swing from building to building. It's excellent.

And you'll have to do all these things over the course of 24 missions that involve arresting baddies, blowing up arms caches, rescuing hostages, recovering stolen cars and all manner of other urban adventures. Perps can be beaten up or shot, and then, if they're still alive, handcuffed and searched for booty. While each mission has a main objective, you're free to tackle any crimes you come across.

Given its ambition, it's surprising how well *Urban Chaos* works. If you fancy a diverting action cocktail, where you're never quite sure what you'll be doing next, *Urban Chaos* lands jammy side up.

★★★★ **Jonathan Davies**



■ Saving scientists is to your advantage. They'll heal you and open "special" doors.



■ Those aliens need a little "readjusting".



HALF-LIFE: OPPOSING FORCE

SOUND OFF LIKE YOU'VE GOT A PAIR.

Listen up maggots! It's time to get your hair cropped, give your gun a girl's name and learn the chorus to Paul Hardcastle's "N-n-nineteen". You're in the army now and this is first-person shooting in combats, this is *Opposing Force* – the first official mission pack for the phenomenally successful *Half-Life*.

Your career as an army boy begins with you stood at the bottom of your bunk, you and your fellow grunts standing to attention, sergeant major screaming insults at you. And this is just the Training mode, a full-on homage to *Full Metal Jacket* – without the ritual humiliation and bloodbath in the toilet – and a great way to set the scene for what's to follow.

Opposing Force follows the same same story as *Half-Life* but from the other side of the conflict; that of the army that caused you so much grief in the original. It all kicks off after the accident, with alien forces already encamped in the research lab. It's your job to storm the place and take out the alien threat. Or at least that's what you're led to believe.

As you uncover a conspiracy between the aliens and Earth politicians it looks like you are no more than a pawn in a bigger game: you and your comrades have been sent to your deaths at Black Mesa.

While the game remains faithful to the original *Half-Life*, *Opposing Force* expands on the idea of using other

characters to help you. As a corporal in the army you have command over several different troop types: engineers, medics, grunts and so on.

They can be used in a variety of ways – medics can heal you, engineers can cut through sealed doors and grunts are good in a firefight. You have to decide what is the best way to deploy your troops – as a fighting force, back up or cannon fodder.

These sections of the game are superb: taking a platoon of men up against the Black Ops forces is like nothing else in this genre. The closest thing to real combat? Maybe not, but it's exhilarating anyway.

Other stuff, like new weapons and aliens, are taken for granted with this kind of game but things like the grappling hook (an alien that sticks to your arm) add a new dimension to the puzzles. And as an added bonus you get the latest updates to *Half-Life* on the CD, including the excellent *Team Fortress Classic* multi-player game.

Opposing Force isn't that different to *Half-Life*, but then why should it be? There's a stronger emphasis on platform-style gameplay and puzzle-solving, and this is what makes it such a good mission pack. It improves on all the original's ideas, rather than changing things wholesale.

More puzzles using the different troops would have been nice, but as it stands *Opposing Force* takes over from *Half-Life* as the best first-person shooter around. Everything about this game oozes class: from the Training mode to the enemy AI to the brilliant level design. A must-buy, especially for *Half-Life* fans. ★★★★★ **Nick Jones**

■ You're in the army now: you play a corporal in the marines.

Game info

- Publisher: Sierra
- Developer: Gearbox Software
- Price: £35
- Release date: on sale now
- Players: 1-32
- Requires: P133, 24Mb RAM, 125Mb HD space
- Recommended: P233, 36Mb RAM, 125Mb HD space



↑ Uppers & Downers ↓

- | | |
|--|---|
| Full Metal Jacket <ul style="list-style-type: none"> ■ Brilliant AI ■ Innovative level design ■ Fantastic tense atmosphere | Green Berets <ul style="list-style-type: none"> ■ Lame ending ■ Doesn't last long enough ■ Not enough of the soldiers |
|--|---|



■ War, what is it good for? Games like this. And films.

Or you could try... Unreal GT Interactive ★★★★★ Juicy blast-fest of epic proportions

System Shock 2 EA ★★★★★ Brilliant first person shooter/RPG hybrid.



SWAT 3

KEEPING THE PEACE IN THE FUTURE CITY OF ANGELS IS NO EASY JOB.



Ever fancied being a member of one of those Special Weapons and Tactics teams which get all tooled up and storm into crack dens, kidnappers' strongholds and the like? If so, Sierra has just the game for you... just make sure you're ready for anything.

Before you can catch your breath you find yourself knocking your way through doors and scanning rooms for targets, the reason given that SWAT teams are scrambled at a moment's notice and rarely have the time for intelligence gathering. The control interface is initially confusing, but quickly becomes second nature. You and your body armour-clad squad enter various types of building where anti-social behaviour has been reported. These range from a lone sniper in his house to a church where the clergy have been taken hostage. You then order your men to execute various actions, the available

commands varying according to circumstances – stealthy or dynamic – all the while trying not to get killed yourself.

Seeing as you're the police, it is preferable to arrest protagonists than to shoot them dead. Therefore you must raise their stress levels until they've had enough, utilising a number of methods from gas grenades, flashbangs, or shoving the nasty end of your MP5 into their face and screaming at them until the drop to their knees, when you can handcuff them for the regulars to collect.

Marry this taut gameplay with superb graphics, atmospheric music, and brilliant level design and this becomes an excellent addition to the budding genre, marred only by the fact that there are only 18 missions and, as yet, no multi-player option. ★★ ★★ **Ian Merison**

Game info

- Publisher: **Sierra**
- Developer: **Sierra**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**
- Requires: **P200, 4x CD ROM-drive, 32Mb RAM**
- Recommended: **P300, 16x CD ROM-drive, 64Mb RAM, 3D accelerator card**

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Clear</p> <ul style="list-style-type: none"> ■ Taut gameplay ■ Superb graphics ■ Great level design | <p>Oh dear</p> <ul style="list-style-type: none"> ■ No multi-player ■ Only 18 missions |
|--|---|

Or you could try...

Rainbow Six: Rogue Spear
Take 2 ★★ ★★
Counter-terrorist action, but not as good as *Hidden & Dangerous*.

Hidden & Dangerous
Take 2 ★★ ★★
Lead SAS assassins through 23 missions. Masterful stuff.

Also released

Just one more game, sir? To aid digestion...

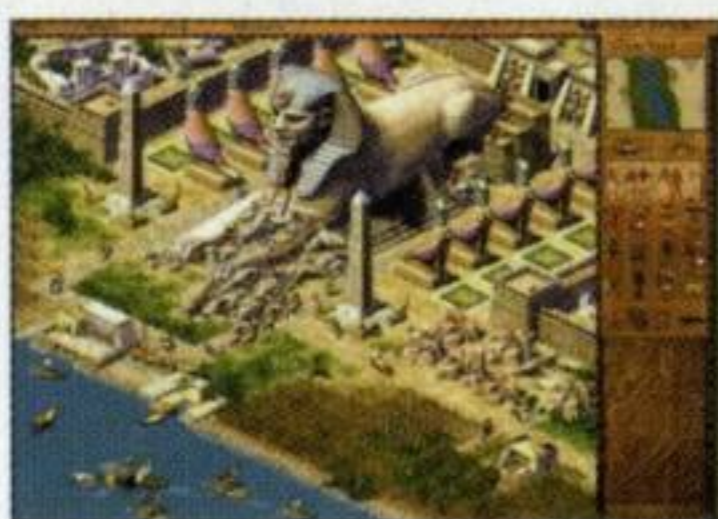
Words by | **Kieron Gillen**



REVENANT

- Publisher: **Eidos**
- Price: **£35**
- Players: **1**
- Release date: **on sale now**

■ Diablo – the devil – has a lot to answer for. Tempting Eve to eat the apple, eh? And PC action-RPG *Diablo* has also cast a hellish shadow over genre by inspiring a horde of lacklustre clones. But while *Revenant* wears its *Diablo*-inspired haircut too prominently, it has enough charm to warrant attention. The dual pleasures of fine graphics and interesting beat-'em-up combat manage to spice up the otherwise bland RPG fare. ★★ ★



PHARAOH

- Publisher: **Sierra**
- Price: **£35**
- Players: **1**
- Release date: **on sale now**

■ The long-running *Caesar* franchise moves across the Mediterranean to the land of the pharaohs. Over its three incarnations the *Caesar* games have just about perfected their sim-city with Roman blueprints. However, the problem is that *Pharaoh* is a mere half-step advance on *Caesar 3*. While the game is perfectly acceptable, you're paying full price for *Sim City* – currently a budget buy – with added Egyptians. ★★ ★



ATLANTIS 2

- Publisher: **Cryo**
- Price: **£33**
- Players: **1**
- Release date: **on sale now**

■ "Muahshshaha." Pardon? "Muahshshaha." Undoubtedly the funniest things about the new point-and-click rendered adventure from genre specialist Cryo are the characters you get to meet and chin-wag with. With their warped faces and demented voices, chuckles abound. You'll probably find yourself laughing at the painfully forced and illogical puzzles and cliché-heavy plot too. But only if you didn't actually pay for it. ★



CREATURES 3

- Publisher: **Mindscape**
- Price: **£35**
- Players: **1**
- Release date: **on sale now**

■ *Creatures 3* is the latest "life simulator". Which is, basically, an ultra-posh Tamagotchi. You're given a small alien child – called a Norn – to raise as you see fit. Through positive and negative enforcement you can, theoretically, create whatever character type you like. However, this is all really slow paced, niche stuff. ★★



KA-52 TEAM ALLIGATOR

- Publisher: **GT Interactive**
- Price: **£35**
- Players: **1, Internet**
- Release date: **on sale now**

■ Unsurprisingly, this isn't about a group of sport-inclined pseudo-crocs and their humorous antics. It's about a group of Russian KA-52 helicopters. Nevertheless, *Team Alligator* manages to mix hard-core flight sim dynamics with – would you believe it – an actual game. While most sims manage to factor out the fun-quotient, *KA-52 Team Alligator* manages admirably with quick-action missions and rip-roaring campaigns. ★★ ★



EDGAR TORRONTERAS' EXTREME BIKER

- Publisher: **Sierra**
- Price: **£35**
- Players: **1, Internet**
- Release date: **on sale now**

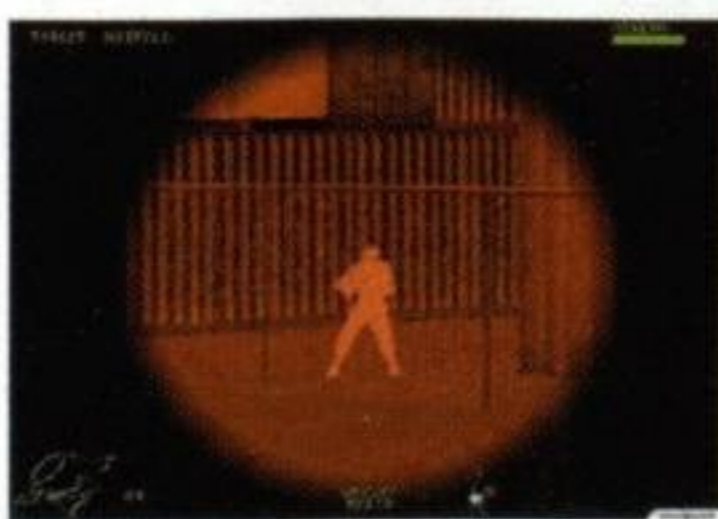
■ Motocross makes an ideal subject for an action game, with its mix of ridiculous leaps and high-powered bikes. The current PC champion is Microsoft's *Motocross Madness*, and *Extreme Biker* doesn't lag far behind. With its use of novelty courses, such as speeding along skyscraper rooftops, it comes alive. Sadly, a loose game structure reduces thrills. ★★ ★



SUPREME SNOWBOARDING

- Publisher: **Infogrames**
- Price: **£35**
- Players: **1, LAN play**
- Release date: **on sale now**

■ Slick and ultra-smooth arcade snowboarding titles don't exactly dominate the cerebral world of PC games. But *Supreme Snowboarding* could change that. It manages to bring many of the pleasures of the real thing to the beigest of gaming platforms. Without the risk of leg-breakage. In fact the lack of wince-inducing crashes lessens its total appeal slightly. But the nine detailed slopes are excellent. Good to play after a night on the piste. ★★ ★



SPEC OPS 2

- Publisher: **Take 2**
- Price: **£35**
- Players: **1, Internet**
- Release date: **on sale now**

■ There has been an explosion in the soldier sim genre over the last year, with *Hidden and Dangerous* currently ruling the roost. Still, you should bear in mind that it was the original *Spec Ops* which started the whole thing off, but the title failed to gain much applause because it was a bit sketchy. History repeats itself, as this sequel's poor AI and uninspiring missions fail to measure up to the class demonstrated by *SWAT 3* or *Rogue Spear*. ★★



PUZZLE BOBBLE 2

- Publisher: **Agetec**
- Price: **£20**
- Players: **1-2**
- Release date: **on sale now**

■ The *Puzzle Bobble* (or *Bust-A-Move*) to Japanese-o-philes) games are one of the best puzzle games known to man. It takes a special kind of genius to throttle their majesty. Which means it's time to congratulate the Einstein on the development team of *Puzzle Bobble 2* who managed to gut it completely. With its regular slow-down and low-res pixelated graphics, this is an insult to your PC. Turn your head. ★



BUST-A-MOVE 4

- Publisher: **Agetec**
- Price: **£20**
- Players: **1-2**
- Release date: **on sale now**

■ *Puzzle Bobble*, *Bust-A-Move*... it's all happening on the raid the vaults for classic titles ready for the new year front. Sadly, without much success. However, while this title manages to sidestep the horrific mess of *Puzzle Bobble 2*, it is converted to the PC from a later member of the family, diluting the original purity of the idea with a host of confusing extras. Sometimes more does, indeed, mean more... but this is just dilution. ★



AGE OF WONDERS

- Publisher: **Take 2**
- Price: **£35**
- Players: **1, Internet**
- Release date: **on sale now**

■ Turn-based strategy games have to be pretty good to make it worth your while forking out £35. Doubly so if they're based on cut-rate Tolkien-esque books and squeeze Orcs and Goblins and whatnots into almost every scene. Amazingly *Age of Wonders* overcomes these limitations and is a pleasure to play alone or across the Internet. The menu system occasionally slows gameplay, but *Age of Wonders* is an ideal Sunday game. ★★ ★



IMPERIUM GALACTICA 2

- Publisher: **GT Interactive**
- Price: **£35**
- Players: **1**
- Release date: **on sale now**

■ Think of the biggest thing you can think of. Now double it. Then stick a few cherries on top. Anyway, whatever you summon up, it won't be as gargantuan as playing *Imperium Galactica 2*. You control a space Empire. Completely. You design every city and every ship in your fleet. You train your spy force individually and wage wars across an entire galaxy. If you've got a brain to match it, you'll agree that size matters. Great stuff. ★★ ★

New PlayStation Games



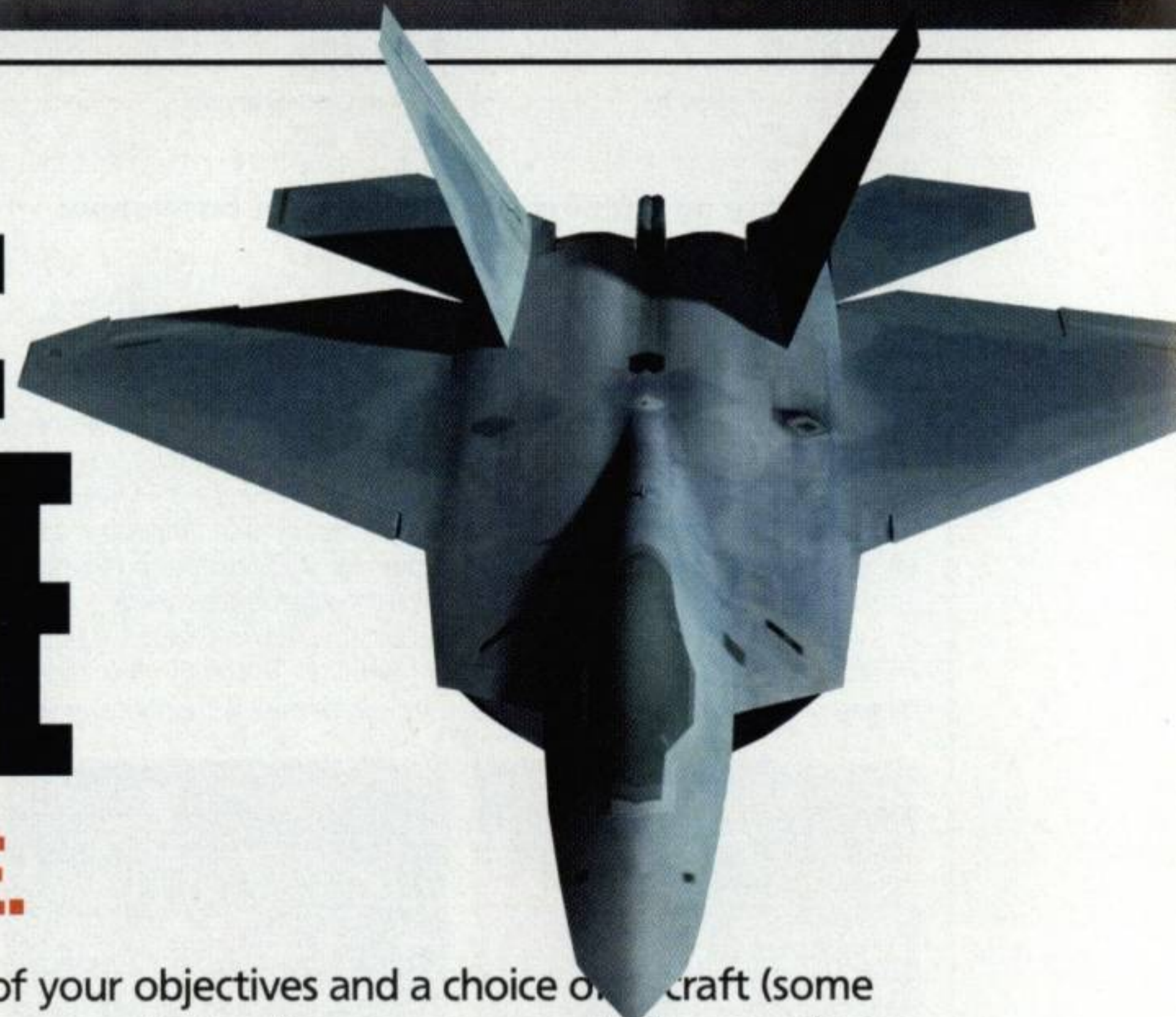
■ *Ace Combat 3* attempts to bring the flight sim into the mainstream and succeeds – almost.

Game info

- Publisher: **Sony**
- Developer: **Namco**
- Price: **£40**
- Release date: **February**
- Players: **1**
- Extras: **Dual Shock-compatible, memory card**

ACE COMBAT 3: ELECTROSPHERE

PLAYSTATION FLIGHT SIM HITS TURBULENCE.



■ **A view to a kill:** move the camera to see your target.



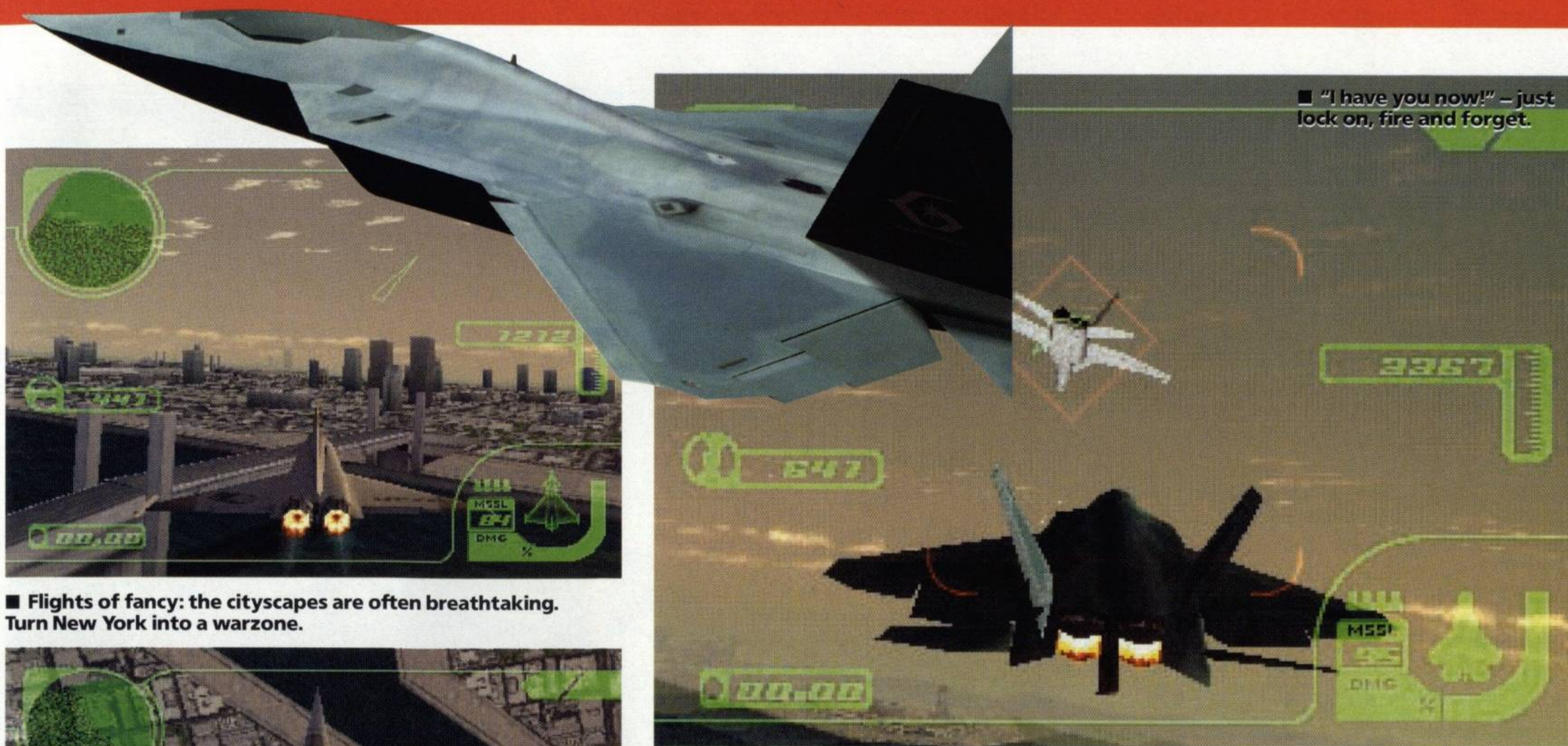
As a genre, flight sims are somewhat problematic. The level of detail devotees demand can serve to alienate casual gamers, but without a concerted attempt at recreating the experience of piloting a plane a flight sim misses the point. *Ace Combat 3* hasn't solved this riddle, but does manage to be fun.

In the not-too-distant future the world's political system has collapsed and been replaced by two mega-corporations fighting it out for world domination. On one side there's General Resource Ltd, a manufacturer of military hardware. On the other is Neucom Inc., which makes high-tech computers. As a member of the Neo United Nations it's your job to stop the war and restore peace to the world. An easy task for all you Tom Cruise wannabes.

In case you hadn't guessed by now, *Ace Combat 3: Electrosphere* is a mission-based flight sim. You get a

briefing of your objectives and a choice of aircraft (some real, others pure fantasy) and weapons. Oddly, your choice of weapons doesn't make that much difference to the game. Air-to-air missiles can be used to destroy ground targets and you can take out airborne threats with your air-to-ground arsenal. Not only does this seem plain silly, but any pretensions the game has to requiring you to think tactically are rendered null and void as a result.

Graphically *Ace Combat 3* is hard to fault. There are loads of different settings, from jungles to canyons to missions high up in the stratosphere. Unfortunately the game is swathed in a lot of fog. It may be that Namco thinks the future will be a particularly foggy place, or it could be the limitations of the ageing PlayStation. Night missions, however, stand out as particularly impressive, with battles taking place over *Blade Runner*-esque cityscapes complete with towers spewing fountains of fire. There's



■ Flights of fancy: the cityscapes are often breathtaking. Turn New York into a warzone.



also an excellent Replay mode which lets you view most of your mission cinema style – eat your heart out *Top Gun*.

If there is one gripe in the graphics department, it's the lack of a sensation of speed. Despite the speedometer telling you that you're travelling at twice the speed of sound, the movement around you suggests otherwise.

The main problem with *Ace Combat 3* is that it never really stretches you. Follow the red dots on your radar, wait until you get a lock-on and fire. Repeat this process over and over and you'll complete the mission and eventually, the game. Occasionally you'll get ground targets or air targets (or both) and missions will be at night or over some mountains, or somewhere, but that's about it. There's not nearly enough variety in the game or in the objectives you have to complete. You are almost always too far from the action as well – it doesn't matter that the aircraft look brilliant, you rarely get close enough to appreciate the work that's gone into them. There are a couple of redeeming features however – one mission sees you following a plane stealth-style so it leads you to the secret location of a weapons factory, and occasionally you have to

perform manoeuvres such as landings and mid-air refuels. These do break up the monotony, but just don't go far enough.

For all its flaws, what is interesting is that it's hard to see how *Ace Combat 3* could have been done any differently. The very nature of modern dogfighting means you rarely see your foe at close range. And there's only so much that can be done with the idea of taking out installations and fighting against planes. A lot of fun can be had just flying through the cityscapes performing loop the loops and barrel rolls, but the game itself rarely gets exciting. You never seem to get enemy planes making your life difficult by locking onto you, jamming your radar or running pre-planned moves on you. As a result the missions are much too easy to complete. It would have been nice to introduce wingmen on your side and let you give orders. This would've made it feel more like two sides fighting an intense dogfight. As it is you get the impression that the enemy isn't that bothered that you're there, messing with their evil plans.

Ace Combat 3 is easily the best flight sim on PlayStation, but never really gets off the ground in terms of gameplay. The game is far too formulaic and never even shades the excitement zone. If the action was intense, as the name would suggest, this could have been a great game. As it is, *Ace Combat 3* looks nice, plays OK but it is little more than *Afterburner* on tranquillisers. ★★★

Nick Jones

THIS IS EASILY THE BEST FLIGHT SIM ON PLAYSTATION, BUT NEVER REALLY GETS OFF THE GROUND.

↑ Uppers & Downers ↓

Plane crazy

- Lovely graphics
- Interesting story

Just plain

- Only mildly exciting
- Not much variety
- Little replay value

Or you could try...

Colony Wars: Vengeance
Psygnosis ★★★
Space-based combat at its finest.

Soviet Strike
EA ★★★
Challenging helicopter shooter.

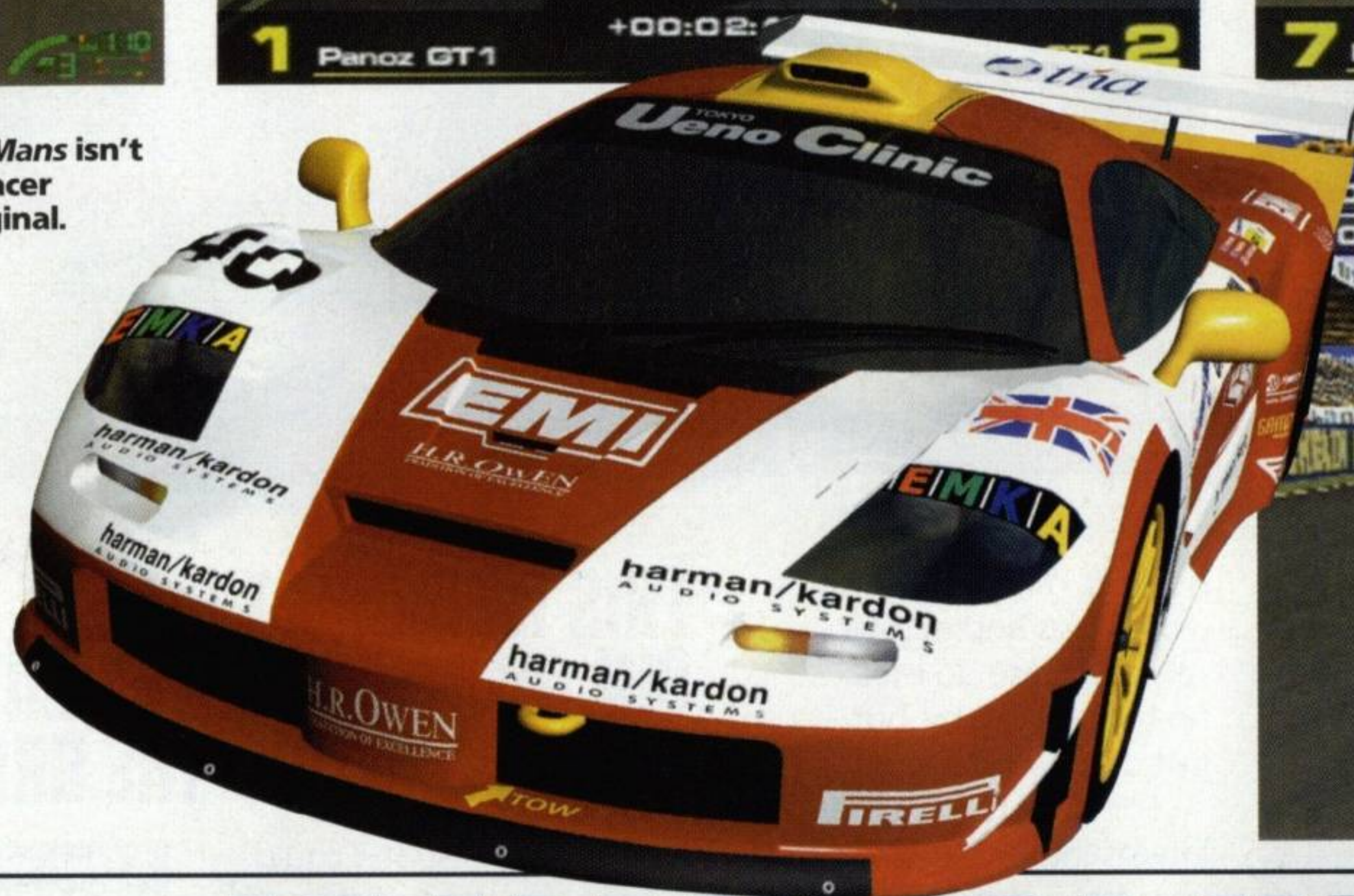


■ The need for speed. It's all a bit pedestrian for *Arcade*.





■ Enduro racer: *Le Mans* isn't the most thrilling racer around but it is original.



Game info

- Publisher: **Infogrames**
- Developer: **Eutechnyx**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **memory card, Dual Shock-compatible**

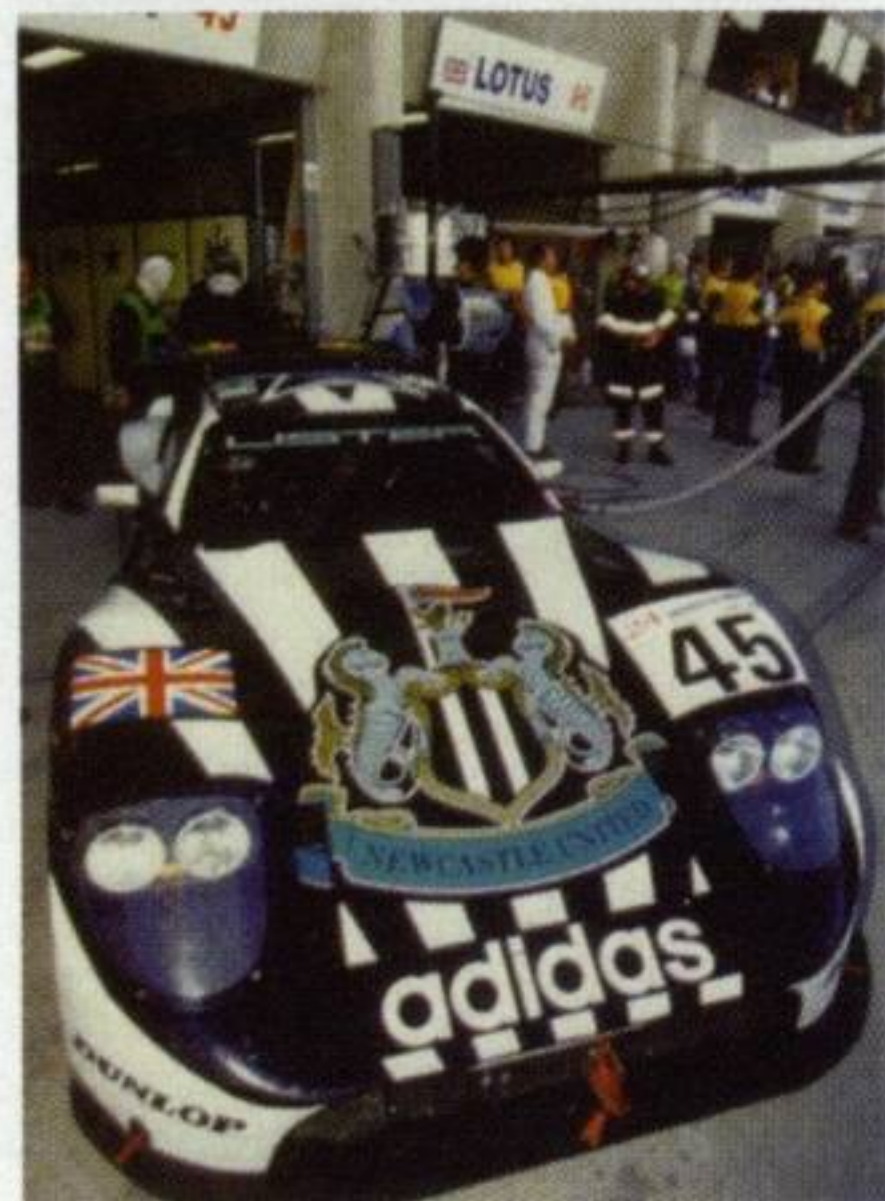
LE MANS 24 HOURS

↑ Uppers &	Downers ↓
Le Mans ■ Tactically demanding ■ A novel idea ■ Cars feel good and weighty	Days of Thunder ■ Bed sore if you complete race in full ■ Takes time to warm to

EVER FEEL THAT TIME JUST FLIES BY WHEN YOU'RE PLAYING GAMES?



■ Hands up if you've got nothing to do with the racing.



■ The Newcastle United car. They're just as bad at racing.

Since 1923 car fanatics, racing loons and automotive addicts from all over the world have flocked to Le Mans in northern France. Not for the people, cheese or fine French wine but to watch the most gruelling car race in the world. Success depends on meticulous mechanics, vehicle control, race strategy and above all, endurance. It's a truly testing race for any team to compete in, which is why its cup has been coveted by car manufacturers and drivers alike for more than 75 years. It comes as no surprise then that Infogrames has bought the licence and attempted to convert it to the trusty PlayStation.

Le Mans 24 Hours gives you the opportunity to recreate your very own racing marathon, lasting – wait for it – for 24 hours. As if sitting still for that long isn't a feat in itself, you'll need a serious plan of racing action to win because a race of such length brings with it all kinds of problems.

Weather conditions, for instance, can change in minutes – torrential rain is the worst – and if you don't anticipate its arrival (by stopping for a wheel change), you find yourself trying to control a car that feels like a waltzer. Getting used to the track, however, isn't a problem; after the first 300 laps or so, you should have it pretty much sussed.

Even so, competing in this round-the-clock marathon is a challenge even Jimmy Saville might balk at, so there are softer options. Race times can be drastically reduced to 12 or 24 minutes, or a (still wearing) two hours. But to select the shortest option is to bypass much of the game, with tactics becoming almost irrelevant. *Le Mans* is as much a strategy game as a racer, and time needs to be spent on aerodynamics, steering traction and tyres. If you want a quick pick-up-and-play kind of game, this isn't it. In the same

vein, its graphics are fairly workmanlike, but if it's good looks you're after, hold on for *Gran Turismo 2*.

The handling is good. The cars feel nicely weighted and there's a distinct difference between the various makes and models. It's best to stick to an automatic gear change, as the full race involves about 14,000 shifts.

Other options include a Championship mode, consisting of a season of set races taking place both at Le Mans and some fictional tracks. Points are awarded for wins and places, and the team with the highest score takes the glory.

As an arcade racer, *Le Mans* is not at its best; there are no cups to be won, and the emphasis is on driving for

GETTING USED TO THE TRACK ISN'T A PROBLEM; AFTER THE FIRST 300 LAPS YOU SHOULD HAVE IT SUSSED.

enjoyment. The multi-player mode too, leaves you thinking the developer added it because it felt it ought to, rather than because it was needed.

That aside, there's a lot to be said for the game's concept. It requires an investment of some quality time, and as you'll be only too aware, there aren't many racing games that can boast an original premise these days. With so many cars to choose from, and such a comprehensive garage system on offer, it seems churlish to criticise *Le Mans* for not being the prettiest or most thrilling racer available. This is a solid driver with few frills. ★★★★★ **Catherine Channon**

Or you could try... Formula One '99 Sony ★★★★★ The game that has everything bar a two-player mode. The real deal.	Gran Turismo SCE ★★★★★ Probably the best racer in the world. Great graphics, wonderful handling and ace fun.
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■ Bust new moves in a gritty, underlit and eerily empty streetscape. Combine tricks to move on.



Game info

- Publisher: **Rockstar Games**
- Developer: **Rockstar Games**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **analogue, Dual Shock-compatible**

THRASHER: SKATE AND DESTROY

LIVE THE DREAM WITHOUT JEOPARDISING YOUR PUBLIC PROFILE.

Make no mistake: behind every jibe directed at the baggily-clad, bead-strewn, board-borne massive who have made it their mission to put the wind up pedestrians lies a deep yearning to get out there on the streets and ollie with the best of them.

Rockstar Games has tuned in to this and – with the help of stalwart skating title *Thrasher* magazine – has developed a game that'll have you puffed-up with pride in the time it takes to set a wrist after a skatepark slip.

From the outset *Thrasher: Skate and Destroy* arms you with the baseline tricks you need to turn the urban terrains of the game into a playground of self-expression. These are mostly based on the ollie, where you and your board magically leave the ground together, but board-punishing staples like the grind and slide are also to hand. The analogue controls are as slick as you like, and you soon find yourself swaying with your skater.

Playing as one of six generic boarders – the only sponsorship here is for your all-important clobber – you set sail for skating self respect at your hometown spot. This comes complete with the ledges, freestanding handrails, myriad ramps and smooth surfaces that skaters dream of. You are free to practise all you like, but to open new areas you need to string tricks together in a time limit.

If you manage to measure up and avoid the aggressive rozzer who tries to nab you at the end of your run, you access new moves and fresh areas. These are suitably varied and range from New York parks to European

↑ Uppers & Downers ↓

Tony Hawk

- Impeccable controls
- Thoughtful environments
- Wince-inducing wipe-outs

Tony Hart

- Temperamental camera
- Tough to progress
- Maybe only for skaters *manqué*

hotspots. These look great and are jam-packed with obstacles. In fact, there are some you'll hang around in just to attempt ever-more audacious stunts, guaranteeing replay

value. There is also a feature where if you manage to top the points table for a given run, your skater gets his or her mug on a *Thrasher* cover.

Alongside the single-player game is a multi-player where you can out-trick your friends or, memorably, inflict as much damage as possible on your chosen skater. This is fun for a while, but the heart of *Thrasher: Skate and Destroy* lies with working on your technique and moving through the levels.

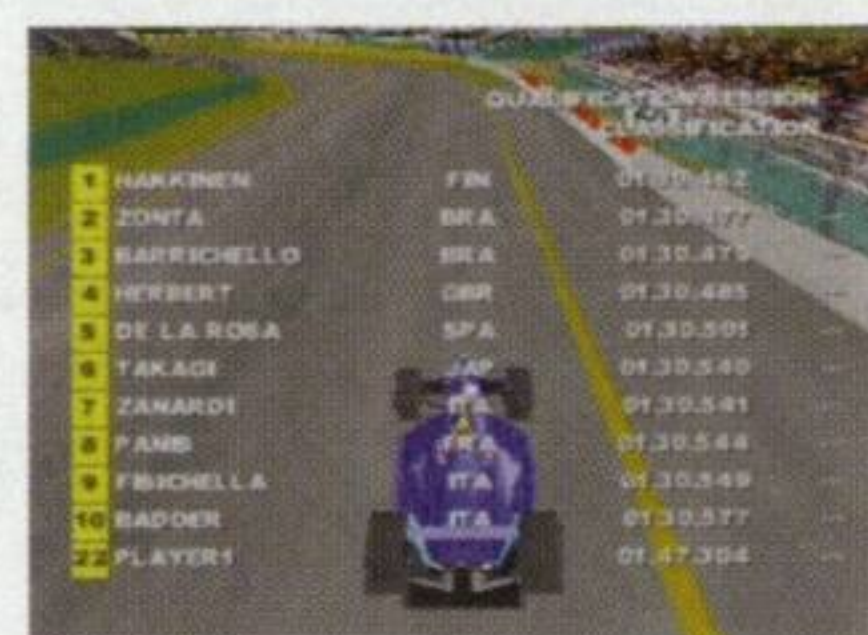
Beyond its looks and heavenly control system, the key to *Thrasher: Skate and Destroy* is that it's so damn realistic. Before long you'll find you've experienced much of the frustration and exhilaration of the real thing. Oh, and the soundtrack boasts the cred sounds of the hip-hop hierarchy, including EPMD and The Sugarhill Gang. All this fun, and not a bruise to be seen. ★★ ★★ **Jamie Dolling**



Or you could try...

Tony Hawk's Skateboarding
Activision ★★ ★
Roll with skateboarding's enduring hero to the sounds of West Coast punk.

Street Sk8er
EA ★★
It's skating, it's on PlayStation, but don't buy it.



Expect the full Formula One experience, complete with all the TV trimmings.

Game info

- Publisher: Eidos
- Developer: Lankhor
- Price: £40
- Release date: on sale now
- Players: 1-2
- Extras: Dual Shock-compatible, memory card, steering wheel

F1 WORLD GRAND PRIX

FULLY LICENSED FORMULA ONE TITLE PLAYS IT SAFE.

The sport of very rich men is back on the PlayStation, and this time comes courtesy of the people who gave the world Lara Croft. It turns out *F1 World Grand Prix* was actually produced in Japan, and, going with the logic that the racers of the pedigree of *Gran Turismo* and *Ridge Racer* are currently spilling out at a rapid rate from the Land of the Rising Sun, this should've been a brilliant game.

F1 World Grand Prix has a full licence from the FIA, so all the teams, cars and drivers are in their rightful places. Some of the cars look a little odd without tobacco branding (to protect the children) but the game fair drips with authenticity and there are some nice touches. For instance information banners roll across the bottom of the screen, just like they do on the real television coverage. The tracks are pretty close to the real things too. The best looking one, in the game as in real life, is the Malaysian Sepang track. You can choose to take part in a single race, quick race, practice race or in the championship itself.

AS A FORMULA ONE GAME, THIS MANAGES TO GET YOUR JUICES TRICKLING, BUT NOT FLOWING.

There's a series of driving aids you can set, from brake assist to steering assist, which will improve the performance of the car. The handling can be set to either arcade or simulation and you can even set

the car up to have the same settings as its real-life counterpart. This tweaking is done in the walk-in 3D garage where you can adjust pretty much everything, from the fuel strategy to the angle of the front wings.

A nice little feature which should help you improve your time and help you master the game is the Helicopter mode. This sees you climb into a chopper, soar away and experience a fly-over of the course you are about to tackle. As well as getting a bird's eye view of the course ahead, you are treated to helpful tips from a racing specialist – not that you can remember everything once racing starts. You also get to enjoy a comprehensive Replay mode which enables you to review the action from all manner of angles and positions. You can use it to see what all the other cars



were doing while you were smacking into a wall.

As a Formula One game, *F1 World Grand Prix* gets your juices trickling, but not flowing. Unfortunately for Eidos there is already a top Formula One game on the market – the ingenious *F1 '99*. Going from one to the other is like hopping out of a Ferrari Maranello and into a Ford Escort.

F1 World Grand Prix has all the necessary features, but it doesn't look as good, play as good and isn't as well presented as *F1 '99*. And there's not even Murray Walker to tickle your funny bone. ★★

Kelvin Gan

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Smash</p> <ul style="list-style-type: none"> ■ Official licence ■ All the tracks and cars ■ Easy to pick up | <p>Trash</p> <ul style="list-style-type: none"> ■ Average graphics ■ Fiddly controls ■ Where's Murray? |
|--|--|

Or you could try...

F1 '99
Sony ★★★★★
The king of F1 racing games.

Gran Turismo
Sony ★★★★★
In a word, cars. Lots of them. Oh, and it's currently available on Platinum.



■ Life's a beach if you're in a green plastic helicopter.

■ Giant bear with laser eyes is a riot.

ARMY MEN: AIR ATTACK

DEATH FROM THE SKIES! LITTLE GREEN SOLDIERS IN CHOPPERS.

Remember playing with small green soldiers in your bedroom, turning the kitchen into a battlefield or delighting over the sight of little green blobs of plastic drowning in a bath "ocean", then you'll have a good idea what *Army Men* is all about. Small soldiers in the real world, Tans versus Greens in a war that goes on inside your mind. 3DO's *Army Men* games are an attempt to bring those imaginings to life.

In *Army Men: Air Attack* you play a helicopter pilot in the Green army. Your mission? To prevent the Tan army from transporting real world weapons to the *Army Men* world and destroying the Greens. Gameplay is objective-based, destroy the Tans type stuff. But it's not quite as clichéd as that might suggest...

Apart from the usual weapons (of which there are many) you get a winch with your helicopter. This can be used in a number of ways. Most of the objects you find lying around on the floor can be picked up and moved for missions like retrieving a battery so an electric toy train can run. But you can also use the objects as weapons against the enemy by dropping cans and rocks on them. Other things like flowers can be used to attract bees to kill the enemy troops. It's all very inventive and this seems to be a theme throughout the game.

Wacky humour can be found everywhere. At one point you kidnap a teddy bear. Later the bear develops psychotic tendencies, sprouts laser eyes and goes on the rampage

destroying everything in its path. The sight of a 20-foot teddy firing lasers from its eyes is enough to make a grown man smile just a little.

It's not just action either. Many of the missions require you to use your brain. One level sees you attempt to free your base from the terror that is the giant ant army. How do you do it? Simple, just locate a load of sugar-coated donuts and drop them into the Tan base. Now just sit back and watch the ants pummel the Tans into the ground. A little bit of strategy comes into play as you can choose your gunner (the guy who does the targeting) and each has his strengths and weaknesses. Other helicopters open up as the game progresses, so you can choose more specialised vehicles for different missions.

Variety is added by the inclusion of a co-operative mode – teaming up with a friend halves the difficulty, but working in a team is a good deal more fun than going solo. You can also play in a deathmatch-style game, battling each other for special objects and doing some dogfighting.

While a helicopter game like this isn't exactly original, there is enough invention and imagination on offer here to make *Army Men: Air Attack* a delight to play. The gameplay can be repetitive, but it's a constant challenge and the mix of action and puzzles has been hit just about right. While *Air Attack* isn't a must-have game by any means, it's still very, very good. ★★★★★ **Nick Jones**

Game info

- Publisher: 3DO
- Developer: 3DO
- Price: £40
- Release date: February
- Players: 1-2
- Extras: memory card, analogue, Dual Shock-compatible

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Loop the loop</p> <ul style="list-style-type: none"> ■ Good sense of humour ■ Decent challenge ■ Good two-player game | <p>Poop</p> <ul style="list-style-type: none"> ■ Slightly repetitive ■ Fiddly controls |
|--|---|



■ Navy moves. Attacks come from land, sea and air.



■ Luckily your 'chopper sports homing missiles.

Or you could try...

Or you could try...
G-Police 2
SCEE ★★★★★
Futuristic helicopter blaster with bells.

B-Movie
GT Interactive ★★★
'50s B-movie themed shoot-'em-up.

www.shop4games.co.uk

the ultimate uk online game store



■ **The Thriller In Manila condensed to four rounds.**



KNOCKOUT KINGS 2000

- Publisher: **Electronic Arts**
- Developer: **Electronic Arts**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **memory card, Dual Shock-compatible**

■ Boxing is a strange sport, based as it is on two people hitting each other as hard as they can as they try and knock one another out. But once transferred to the PlayStation this barbaric premise makes perfect sense, if a little restrained in its scope (no kicking, shooting, or ripping off of heads).

The challenge for a developer is to create an exciting game which still retains enough of the real thing to be called a sim. With *Knockout Kings 2000* Electronic Arts has done that, and more.

The fighters move like real boxers, cut up if hit too often, tire if they throw too many punches and butt if too far behind. The gameplay is a lot more responsive than last year's *Knockout Kings '99*, as well as being quicker.

The inclusion of real fighters was always the thing which elevated *Knockout Kings '99* above rival franchise *Victory Boxing*, and the addition of a classic fights option makes that aspect even better.

This gives you the opportunity to change history and make Frazier get off his stool in the 15th round of the Thriller In Manila or guide Hagler to the points victory many thought he deserved over Sugar Ray Leonard in 1982.

The single-player challenge is to build a title contender who can challenge Muhammad Ali (who is, as ever, the Greatest). To do this you'll need to learn the defensive arts, otherwise it's curtains.

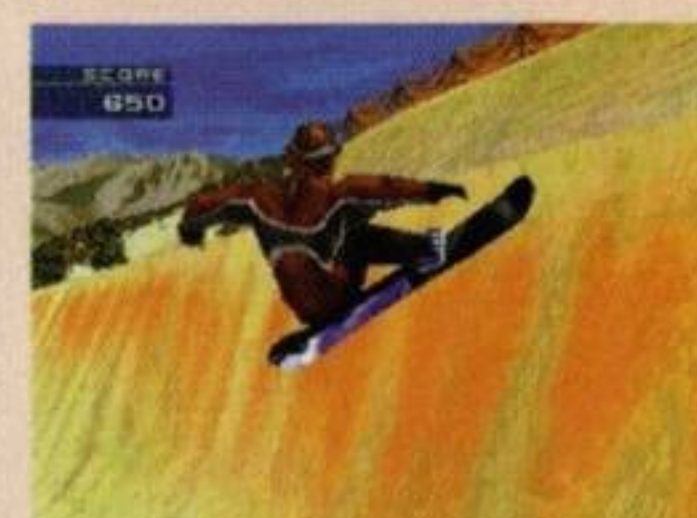
Mind you, if that's your bag then head straight for the Slugfest mode, but these three rounds of extreme violence are best left for two-player fun.

Knockout Kings 2000 is better than its predecessor and as such it's well worth the money for the upgrade. This is the best boxing sim ever seen on PlayStation.

★★★★ **Richard Keith**



■ "Now, how do you get this thing down again?"



■ Quite where the MTV tie-in comes in still remains a mystery.

Game info

- Publisher: **THQ**
- Developer: **Radical Entertainment**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-2**

MTV SNOWBOARDING

SNOWBOARDING FOR THE MTV GENERATION.



■ "Hello? Anybody seen the ground?"

While this may seem like an odd criticism to level at a PlayStation game, *MTV Snowboarding* just looks like another title on the Sony platform. In a world that is saturated with videogames, it's the games that take a step away from the norm – titles like *Metal Gear Solid* and *Driver* – that fare far better than the games that simply follow those that have come before.

MTV Snowboarding gives the impression of a developer thinking: "Right. What do I need to be a snowboarding game? Snow, obviously. A choice of riders and boards. Whack in a choice of tracks, and lots of easy-to-pull off ticks and Bingo. See you down the pub, me old mucker."

This is a shame, really, because *MTV* goes half way to introducing a new element to the snowboard game, by way of the gameplay. Instead of having to peg it down the slopes slalom-style – as in a game like *Cool Boarders* – the emphasis is entirely, and rightly, on pulling tricks and having fun. The tracks vary nicely, and are fully-open to exploration, sensibly ensuring that no ride is ever quite the same.

The snag, however, lies in the ease with which you can pull off the various tricks. Grabs, spins and twists can easily be

linked together by a successive press of the correct button, removing any real form of learning curve. Landing proves little problem either – provided you stop arsing about in the air in time, your boarder will centre him or herself ready for a smooth touch down.

The Nintendo 64's *1080°* revelled in its finger-bending controls, using every available button on the controller and clearly thinking: "Hello. How can I best use the joystick to turn snowboarding into a videogaming artform?" In contrast, *MTV Snowboarding* goes for the utterly obvious, not even bothering, for example, to use the shoulder buttons.

Must try harder. ★★★

Rich Pelley

↑ Uppers & Downers ↓

- | | |
|--|--|
| Stiffy
■ Looks great
■ Big, open tracks | Whiffy
■ No learning curve
■ Overly predictable |
|--|--|

Or you could try...

Big Air
EA ★★
Six characters, six courses but patchy, slow and unrealistic

Cool Boarders 3
Sony ★★ ★★
Iffy collision detection, but otherwise still the current pinnacle of PlayStation snowboarding.





■ Terrible lizards: fighting causes your dino to get cut and bleed.

Game info

- Publisher: **Electronic Arts**
- Developer: **Dreamworks Interactive**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **memory card, analogue, Dual Shock-compatible**

JURASSIC PARK: WARPATH

FORGET WALKING WITH DINOSAURS, THESE BOYS ARE HERE TO FIGHT.

The *Jurassic Park* films: high on special effects, low on content. Pretty much the same can be said about all the games based on the films. They all look lovely but that's about as far as it goes. *Warpath* is the latest game from this licence, and it's a fighting game with dinosaurs. The trouble is that Dreamworks has perhaps been too concerned to see if it could pull this game off, than to worry whether it should.

Warpath is a bad concept from the get-go. Dinosaurs in a beat-'em-up? It's going to be tough making a decent game out of that one. With humans it's easy; there are hundreds of martial arts from which to draw inspiration from, but dinosaurs just tend to bite one another and that's about it. In *Warpath* each dinosaur has one main attack, usually a bite move, and one secondary attack, usually a kick attack – and yes it is funny watching a tyrannosaurus rex trying to perform a leg sweep. And these 20-ton giants have an amazing ability to jump – that was never in *Walking with Dinosaurs*.

Despite this uncharacteristic agility, the huge beasts generally lumber around the screen, making the fighting itself rather haphazard – bouts are often just reduced to nothing more than button-bashing sessions.

On the plus side, the actual "fighters" look superb and their animation is pretty good as well. Arenas are taken from the two *Jurassic Park* films and a certain amount of interaction is involved as you can hit your opponent into crates and barrels to cause extra damage. As an added bonus humans and goats occasionally appear. Eating them restores some of your health.

The trouble is there's no getting away from the fact that these are dinosaurs fighting, and it just doesn't make for a good beat-'em-up. The fighting system is the main problem, resulting in a very basic game devoid of the subtleties you'll find in other titles in the genre. Don't even think about digging up this fossil. ★

Nick Jones

Or you could try...

Bloody Roar 2
Virgin ★★★
Animal spirits fight it out.

Tekken 3
Namco ★★★★★
You can't go wrong with the king of fighters.

↑ Uppers & Downers ↓

Cutting edge
■ Great looking dinosaurs
■ Interactive arenas

5 million years BC
■ Terrible fighting system
■ Lack of moves



■ Running from dinosaurs. Grrr.

Also released

The titles that squeezed into the carriage as the doors were closing.

Words by **Ben East**



CYBER TIGER

- Publisher: **Electronic Arts**
- Developer: **Electronic Arts**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**

■ You'd think that a game sponsored by Tiger Woods would bear some resemblance to golf, wouldn't you? Well you'd be wrong. Fair enough, this title is clearly aimed at younger players, but that's no excuse for churning out rubbish. The graphics are shoddy, the controls ridiculous and the whole thing reeks of a product that was never played – by anybody – before it was released. Triple bogey. ★



JET RIDER 3

- Publisher: **Sony**
- Developer: **989 Studios**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-2**

■ Motorbikes with jet engines, no wheels, crap brakes and inconsistent handling – fancy a go? Hopefully not, but if you're tempted, think again. *Jet Rider 3* is an appalling game marred by glitchy graphics, poor course design and handling from hell. Impossible camera angles don't help matters either – the last thing you need when you're hurtling towards a cliff face at 100mph. Avoid. ★



POP N' POP

- Publisher: **JVC**
- Developer: **Taito**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-2**

■ Using different coloured helium-filled balloons to make lines may sound like a questionable concept for a game, but no more so than doing the same thing with bubbles or oddly shaped bricks. Taito's latest puzzler is one of its best yet and is most notable for its variety of difficulty settings and options that ensure the whole family can enjoy it without fear of embarrassment. ★★★★★



ARMY MEN 3D

- Publisher: **3DO**
- Developer: **3DO**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-2**

■ Take on the Tan army in this *Toy Story*-esque third-person shooter where gardens become battlefields and giant Converse boots offer strategic vantage points. There are loads of great weapons, tanks, jeeps and trucks to jump into but it's not *Metal Gear Solid*. But what you do get for your money is a fun shooter with a bit of strategy and a decent two-player mode thrown in. ★★★



XENA: WARRIOR PRINCESS

- Publisher: **Electronic Arts**
- Developer: **Electronic Arts**
- Price: **£40**
- Release date: **on sale now**
- Players: **1**

■ This third-person adventure game is kind of a cross between Core's *Tomb Raider* and *Fighting Force* games, although it's a lot closer to the latter in terms of quality. Xena has an impressive array of moves at her disposal and the organic looking levels are nice to see after the Rubik-like scenery of Lara's adventures. Unfortunately playing this is about as stimulating as watching the TV show. ★★

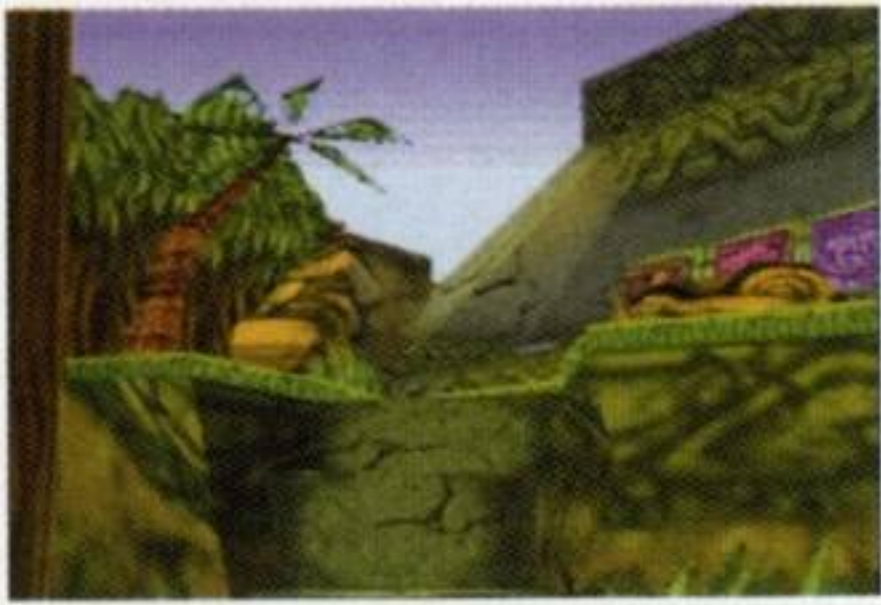


SHADOW MADNESS

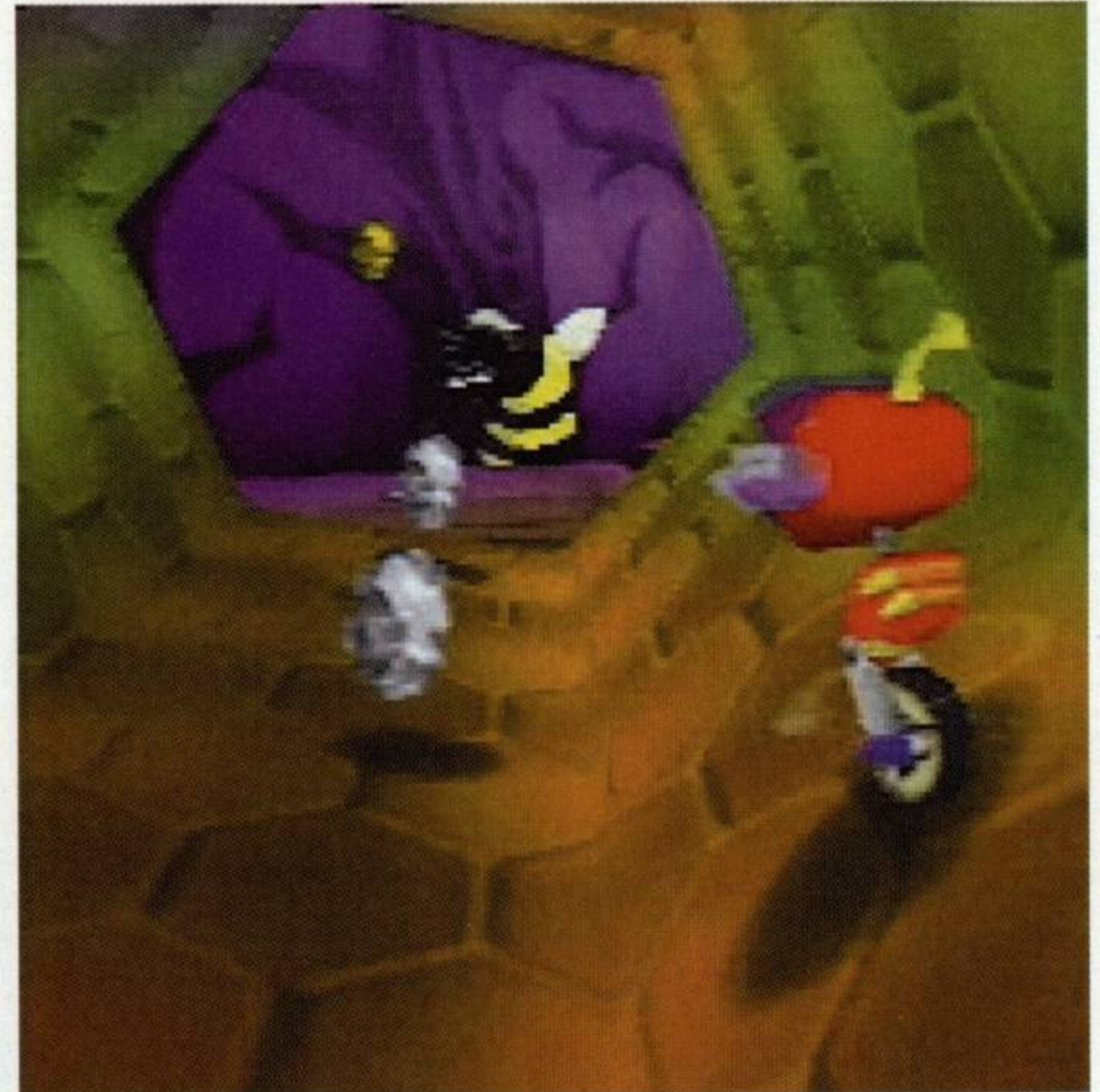
- Publisher: **Sony**
- Developer: **Crave Entertainment**
- Price: **£40**
- Release date: **on sale now**
- Players: **1**

■ Despite being only a garden variety RPG game, *Shadow* does look good and has a fairly decent plot. There's a fairly innovative combat system to get to grips with, but it's a little too confusing when compared to *Final Fantasy VIII*. Boasting about 40 hours of gameplay this is definitely worth a look, but only if you've completed *Final Fantasy VII* and *VIII*. ★★

New Nintendo 64 Games

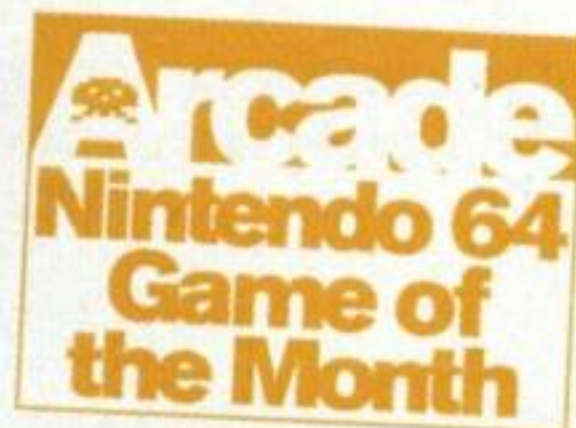


■ (Above) *Rocket* is graphically gorgeous. One for the eyes and no mistake.
 ■ (Right) The entrance to Whoopee World. It's a theme park, you know.



Game info

- Publisher: **Ubisoft**
- Developer: **Sucker Punch**
- Price: **£40**
- Release date: **on sale now**
- Players: **1**
- Extras: **Rumble Pak**



ROCKET: ROBOT ON WHEELS

DEVELOPER'S DEBUT TITLE PUNCHES ITS WEIGHT, AND THEN SOME.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Jet</p> <ul style="list-style-type: none"> ■ Superb puzzles ■ Looks great ■ Excellent fun | <p>Wet</p> <ul style="list-style-type: none"> ■ Sometimes iffy camera ■ Difficult jumping |
|--|--|

You'd be forgiven for not expecting much from *Rocket: Robot On Wheels*. Third-party 3D platformers on the N64 have a lot to measure up to with *Donkey Kong 64*, *Banjo Kazooie* and, of course, *Super Mario 64*. And Ubisoft's track record, after the risible *Tonic Trouble* and pretty-but-average *Rayman 2*, meant *Rocket* was never going to top the most-wanted lists.

However, in a surprise of epic proportions, *Rocket* is good – damn good, in fact. And it finally disproves the theory that only Rare and Nintendo can create top-drawer platformers. Which isn't bad going, considering that this is developer Sucker Punch's first game.

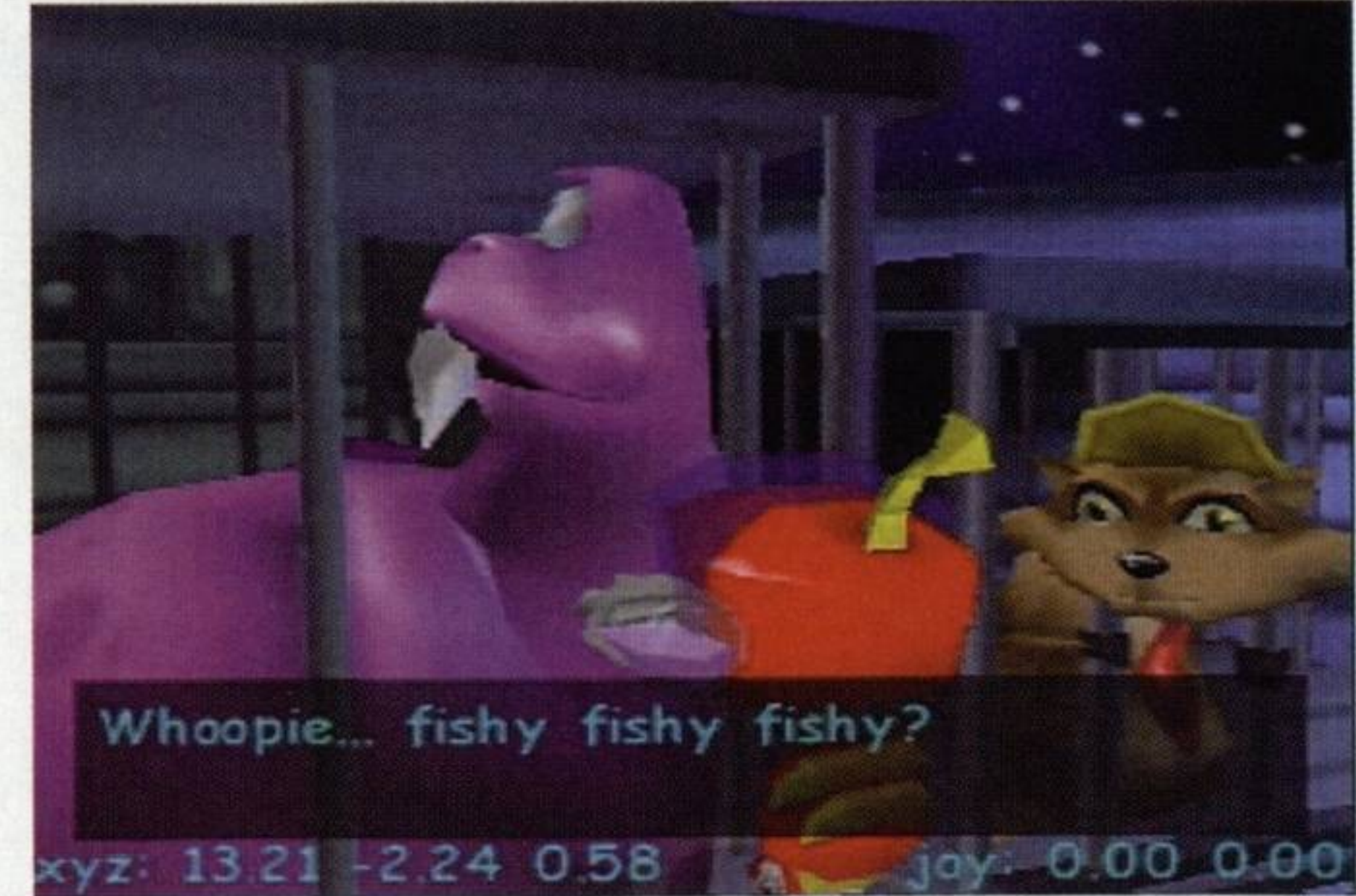
At times *Rocket* comes close to being brilliant. In fact, it's sometimes not even a 3D platformer at all, although there's plenty of jumping through vast multi-levelled areas. No, *Rocket* is also an adventure game of sorts, and even a puzzler. The game revolves around the usual practice of collecting objects. In this case, tickets (to open up new worlds) and "Tinker Tokens", which can be used to give the character Rocket new moves and special abilities. (Rocket is, of course, a unicyclist robot with head-mounted tractor beam). So far, so traditional. But what really makes *Rocket* stand out is the games you have to play. Each world

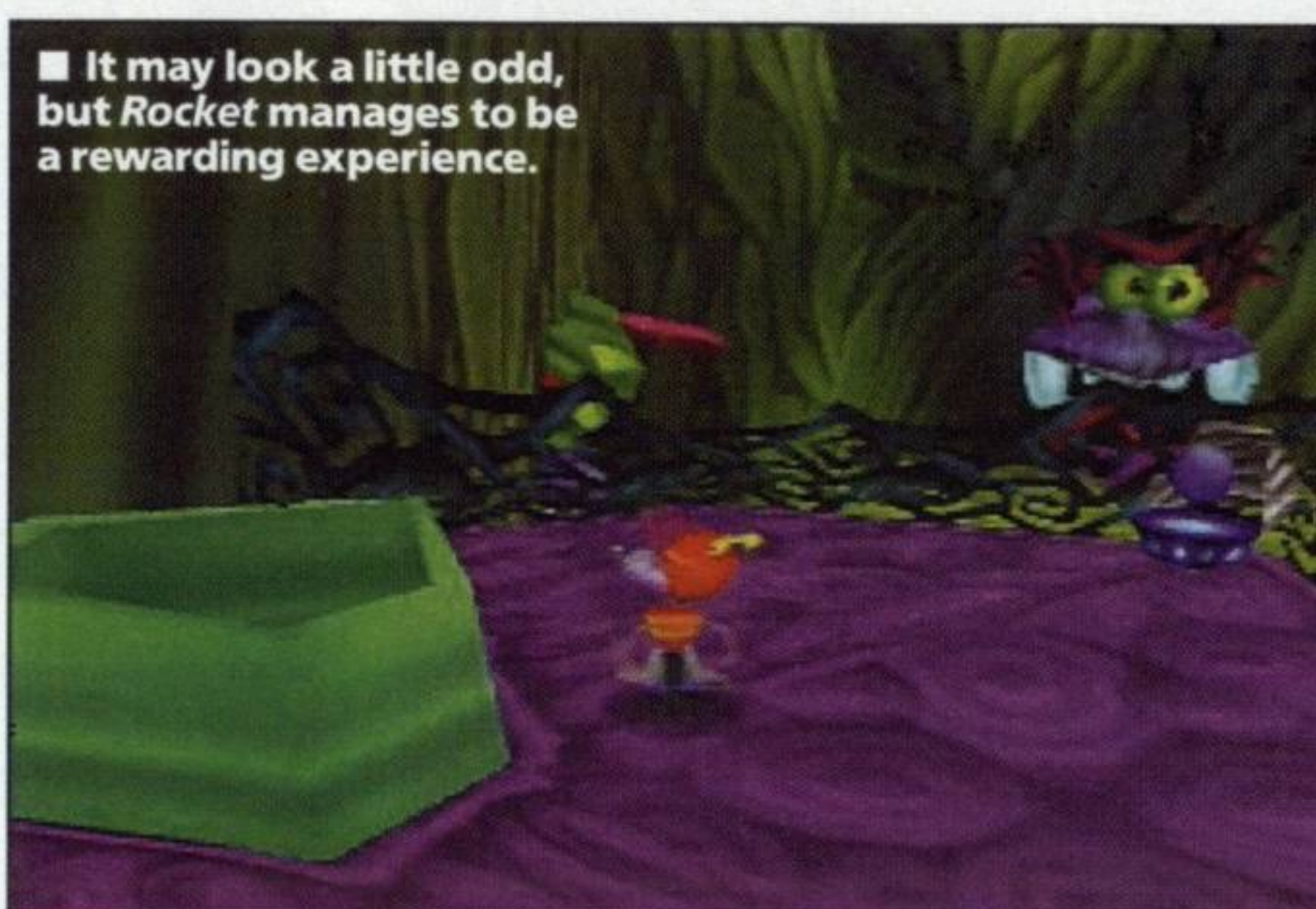
contains a multitude of things to do, and, realising that videogames are, above all, meant to be fun, Sucker Punch has really let its imagination fly.

On the first level, for instance, you can hop into a hot dog car and race a robotic opponent, activate a huge mechanical dinosaur, throw balls in the mouths of US presidents, and even create your own rollercoaster. Which you can then ride. The levels are kept fairly small, a hint taken from *Super Mario 64*, meaning each stage is absolutely crammed with things to do. You'll never be asked to wander aimlessly around, wondering what to do next. The possibilities are staggering, and it's quite daunting trying to decide which sub-game or quest to tackle next.

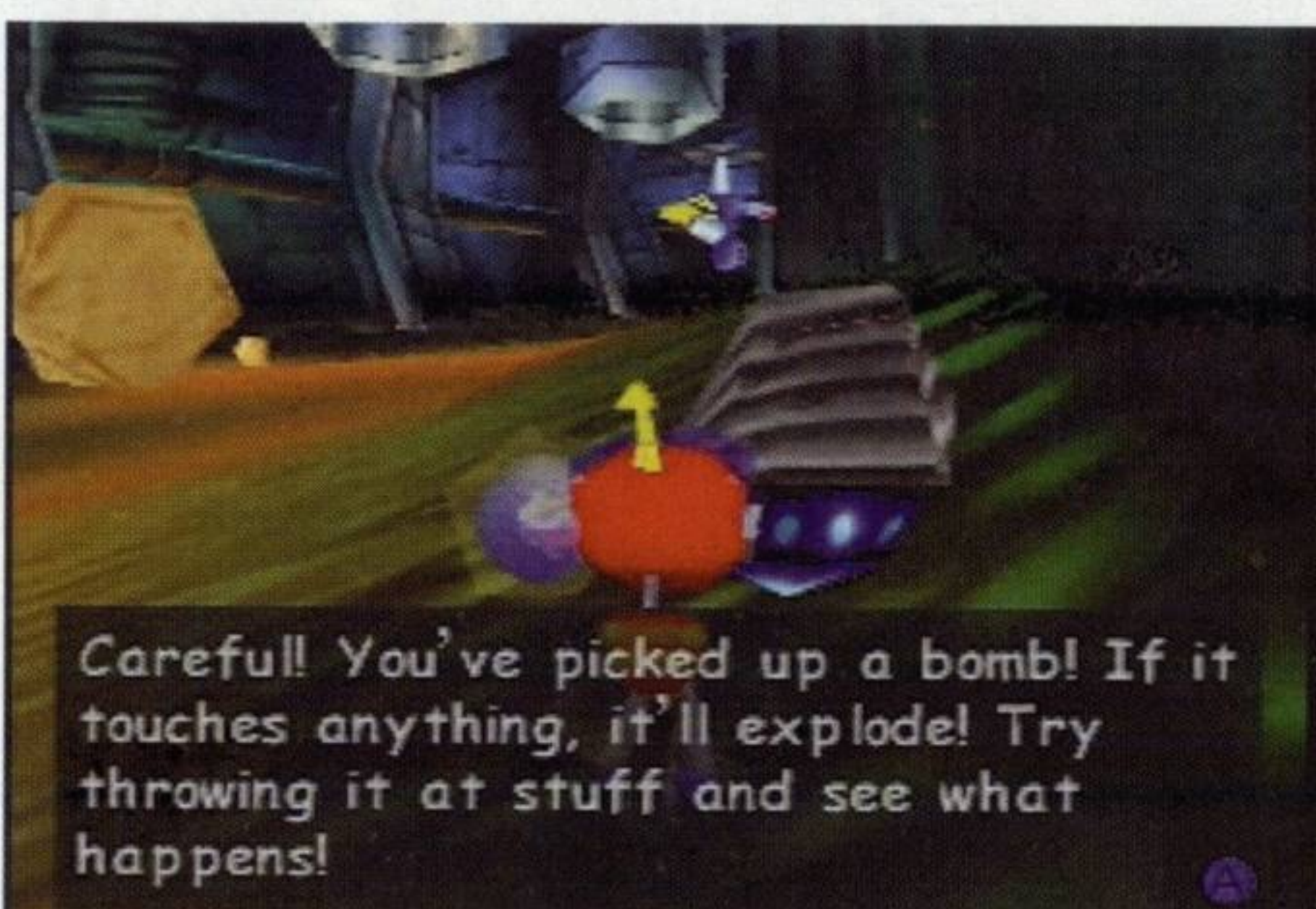
Some of the puzzles are the most imaginative and ingenious ever seen. The second level, *Pint Misbehavin'*, requires you to use a paintball-firing hovercraft to change the colour of things, which is essential for progress (naturally, the hovercraft is on a vine-covered podium, and you have to throw sheep at it, which stick like velcro, to climb up). You even have to douse Rocket himself in different pools of paint in order to get past a guard and only the correct combination of colours will work. It's a clever idea, and one that can be solved through pure logic. Simple, yet ingenious, like the rest of the game. This sublime

■ (Below) Using your floaty hover-vehicle, spray paint everything in sight. Nice.





■ It may look a little odd, but Rocket manages to be a rewarding experience.



Careful! You've picked up a bomb! If it touches anything, it'll explode! Try throwing it at stuff and see what happens!

ROCKET IS A BREATH OF FRESH AIR, A WELCOME SHOT OF ORIGINALITY AND A GAME THAT DEFINITELY DESERVES TO BE NOTICED.

simplicity is best illustrated on the penultimate level, "Pyramid Scheme". There are two versions of the level, light and dark, both radically different, and yet sharing features. You can only complete the level by jumping between both "sides" and solving the problems inherent in both.

Elsewhere, you'll find a variety of vehicles to drive. As well as the hot dog car and hovercraft, there's a mining car complete with industrial-strength tractor beam, a personal submarine, and, best of all, a flying bike. Great stuff.

Things fall and bounce as they would in the real world, which fits in perfectly with the realistic feel of the rest of the game. Also, Rocket himself can execute a vast number of moves, the most satisfying of which is using his tractor beam, which can pick things up, throw them, smash them and even capture enemies.

Faults are few, but annoying. In particular, jumping is never as precise as it should be, thanks in part to the



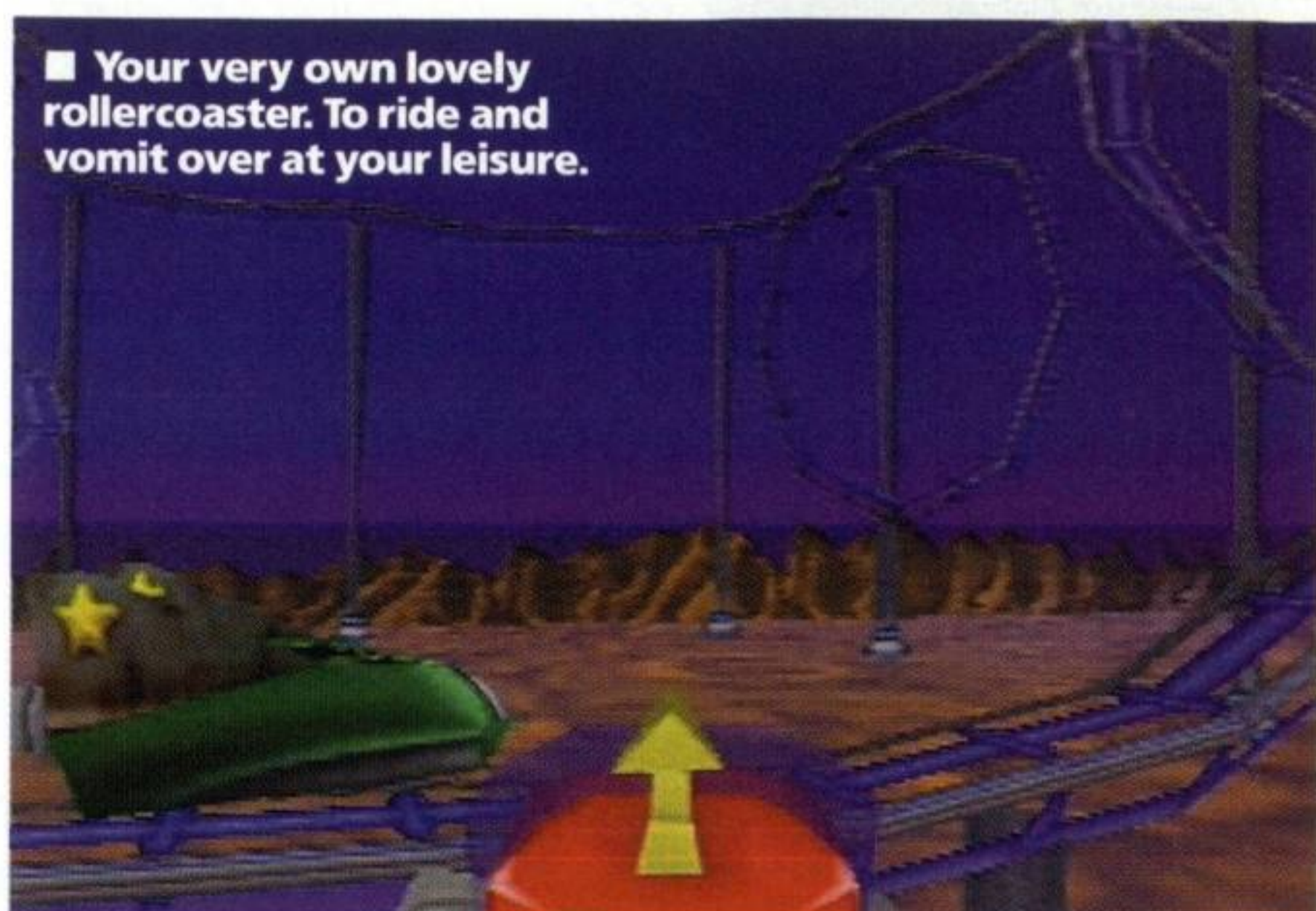
sometimes ineffective camera system. Granted, it's not that much worse than *DK64's*, or *Banjo Kazooie's*, but judging where to end a leap can be frustrating. And Rocket has an annoying "slide" when he hits the ground.

Minor gripes aside, *Rocket* succeeds because it's a joy to play. Sucker Punch demonstrates an innate understanding of how to fashion a highly enjoyable adventure stuffed full of imagination and activities. There's no tedious key/door finding, no putting the diamond in the diamond-shaped hole, or any other of the hackneyed and tired conventions so relentlessly recycled elsewhere. *Rocket* is a breath of fresh air, a welcome shot of originality and a game that definitely deserves to be noticed. It'd be a terrible shame to see it eclipsed by a certain large ape. ★★ ★★ **Jes Bickham**

Or you could try...

Super Mario 64
Nintendo ★★★★★
A masterpiece, and second only to *Zelda* as the Best Game Ever.

Donkey Kong 64
Nintendo/Rare ★★★★★
The ape returns in an adventure as huge, intricate and enjoyable as you could hope for.



■ Your very own lovely rollercoaster. To ride and vomit over at your leisure.



ARMY MEN: SARGE'S HEROES

■ Publisher: 3DO
■ Price: £40
■ Release date: on sale now
■ Players: 1-4
■ Extras: Memory Pak, Rumble Pak

■ Entering the world of *Army Men* isn't that hard to do if, as a boy, you ever dug up your dad's lawn for your little green soldiers to replay the Second World War. Yes, this is the stuff childhoods are made of – soldiers fighting in a battlefield of bathrooms, kitchens and under beds.

Locked in an eternal battle, the two sides in *Army Men* are at it again. The greens (the good guys) have been hit with a surprise attack from the tans (the bad guys), who have kidnapped the green General's daughter. Moving between the real world and that of the plastic platoons, you must track down the evil Plasto and rescue the lady. You also have to prevent the tans from and getting their hands on weapons of mass destruction, including the magnifying glass (lethal in the sun), the spray can and assorted fireworks.

Army Men is a mixture of stealth and gung-ho action. You get to infiltrate bases, track down spies and gun down your enemies. There's a nice variety to the missions and you get some quirkily fun gameplay – in the army men's world you are two inches high, in the real world you're a strapping six footer.

There are some good ideas in here, but a few things ruin the gaming experience. The camera makes life difficult: either it takes too long to swing around or it restricts your movement by catching on something.

What *Army Men: Sarge's Heroes* offers is a good sense of humour and a decent challenge. With 14 missions and an excellent multi-player game, this is a good enough game – it just doesn't ever thrill you. ★★ ★ **Nick Jones**



■ Beat the freak and it's on to the next set of mazes.



Game info

- Publisher: Midway
- Developer: Atari
- Price: £40
- Release date: on sale now
- Players: 1-4
- Extras: Controller Pak, Rumble Pak, Expansion Pak

GAUNTLET LEGENDS

THE SOCIABLE SIDE OF SWORDS AND SORCERY.

The original arcade version of *Gauntlet* was a game that only came to life when a couple of mates joined you for some multi-player Dungeons & Dragons-style monster slaying. It positively encouraged co-operative action, since you could buy extra health with a few shiny coins when you started to run low, and if your friends dropped out due to lack of funds, you wouldn't last long. It was no fun with just one.

The same thing goes for *Gauntlet Legends*, a nifty conversion of the recent arcade sequel. The gameplay is exactly the same as it ever was and only the graphics have been updated. You guide your chosen adventurer around the large mazes, hopefully with the rest of your party in tow, and you're under constant attack from the hordes of gruesome beasts that spawn from the monster

generators found in almost every corner of every room. Destroying the generator is the only way to stem the flow, and you need to work as a team if you don't want to be overwhelmed. The only

pity is the N64 doesn't have a coin slot to buy more time.

As a party game, it's a great laugh. Everyone rallies round to keep the weakest member of the group alive until somebody finds a health potion. Whoever grabs a power-up can cause a diversion so that the others can attack the monster generator, and there's always an unseemly scramble for the piles of gold you often find in treasure chests scattered through the mazes. There are four characters to choose between, and a balanced team usually consists of one of each type: Wizard, Valkyrie, Warrior and Archer. Their abilities are designed to complement each other, so the Warrior takes less damage from close combat

↑ Uppers & Downers ↓

Legendary

- Nice crisp graphics, particularly if you've got an expansion pak
- Co-operative multi-player game
- Loads of things to kill

Forgettable

- It's pretty basic stuff
- Mates required



■ A career change for Jeffrey.

and the Wizard makes better use of magic potions. A group that doesn't have the correct balance won't make it into the later levels where the bosses are waiting to kill the unprepared.

The bosses are a new addition to the *Gauntlet* series. After a few themed levels in each world, you have to dispose of an outsize critter such as the bikini-clad giant spider/woman hybrid. Beat the freak and it's on to the next set of mazes. Unlike the original game, with its nigh-on unfinishable tally of 512 levels, there's a definite beginning and end to the quest in *Gauntlet Legend*. One day you'll run out of things to kill, so it isn't one of those multi-player games you can keep coming back to indefinitely.

Gauntlet Legend also isn't a game you should consider buying if you don't have friends willing to down tools at a moment's notice and embark on an involved mission with you whenever you get the urge to play. With the three other status windows ghosted out and your solitary hero buried under an avalanche of goblins, playing *Gauntlet Legend* can prove a lonely and frustrating experience. The simplicity of the gameplay which makes for an excellent four-player adventure, has the effect of making the game dull and repetitive without company. But if you can round up a few nostalgic *Gauntlet* devotees for some Friday night swords and sorcery on a regular enough basis to warrant the investment, check it out. ★★★★★ **Martin Kitts**

Or you could try...

Mario Kart 64
Nintendo ★★★★★
There's a great two-player co-op grand prix mode, but it gets personal with four players.

Mario Party
Nintendo ★★★★★
Cute board game. No goblins to slay, no bosses to batter, and also no fun alone.

LARA

THE OFFICIAL LARA CROFT MAGAZINE

**DESIGNED
FOR LIFE**

The inside story of Tomb
Raider's sexy heroine!

TOMB RAIDER EXPOSED!

Lara's secret report • Exclusive pictures •
The real lives of the Tomb Raider team!

THE LAST REVELATION

Latest news • Win a life-size Lara • How
to get involved in the next Tomb Raider
game • Meet the people who live for Lara!

**ON
SALE
NOW!**



■ Smash windows and slap toddlers square in the face to earn your keep.



PAPERBOY

- Publisher: Midway
- Developer: High Voltage
- Price: £40
- Release date: on sale now
- Players: 1
- Extras: Rumble Pak, Controller Pak

■ A source of gainful employment for those not yet old enough to work down the pit or in the factory, the honourable news delivery profession is sorely misrepresented by *Paperboy*. While it would take weeks of getting up at 6am to slog round the local estate for a real paperboy to earn enough to splash out on a game cart, paperboys on the N64 earn their keep by smashing windows and hitting toddlers square in the face with a rolled-up Sunday edition.

Just like the mid-80s arcade version, the object is to pitch papers into the mailboxes of subscribers and make life hell for those who haven't yet signed on the dotted line. By achieving a perfect round (delivering to everybody who is on your route and leaving broken glass in the living rooms of everybody who isn't), you get a few more subscribers and a lot more work.

The new *Paperboy* adds a little more variety to the action by giving you a series of increasingly hazardous streets, some bonus levels and an encounter with a Frankenstein's monster-like boss. There's more control over your bike, thanks to the stunts which add more time to the clock, but the forced scrolling means little has changed over the years.

It's good fun for a while, although incredibly easy to complete. Hitting every object, such as the battling neighbours and the kids on trikes, gives a decent range of animated reactions, but you can't help having the niggling feeling the game looked a whole lot better back in '85. ★★★ **Martin Kitts**



■ These bugs are out for revenge for car windscreens.



■ *Starship Troopers*-inspired gore is everywhere.



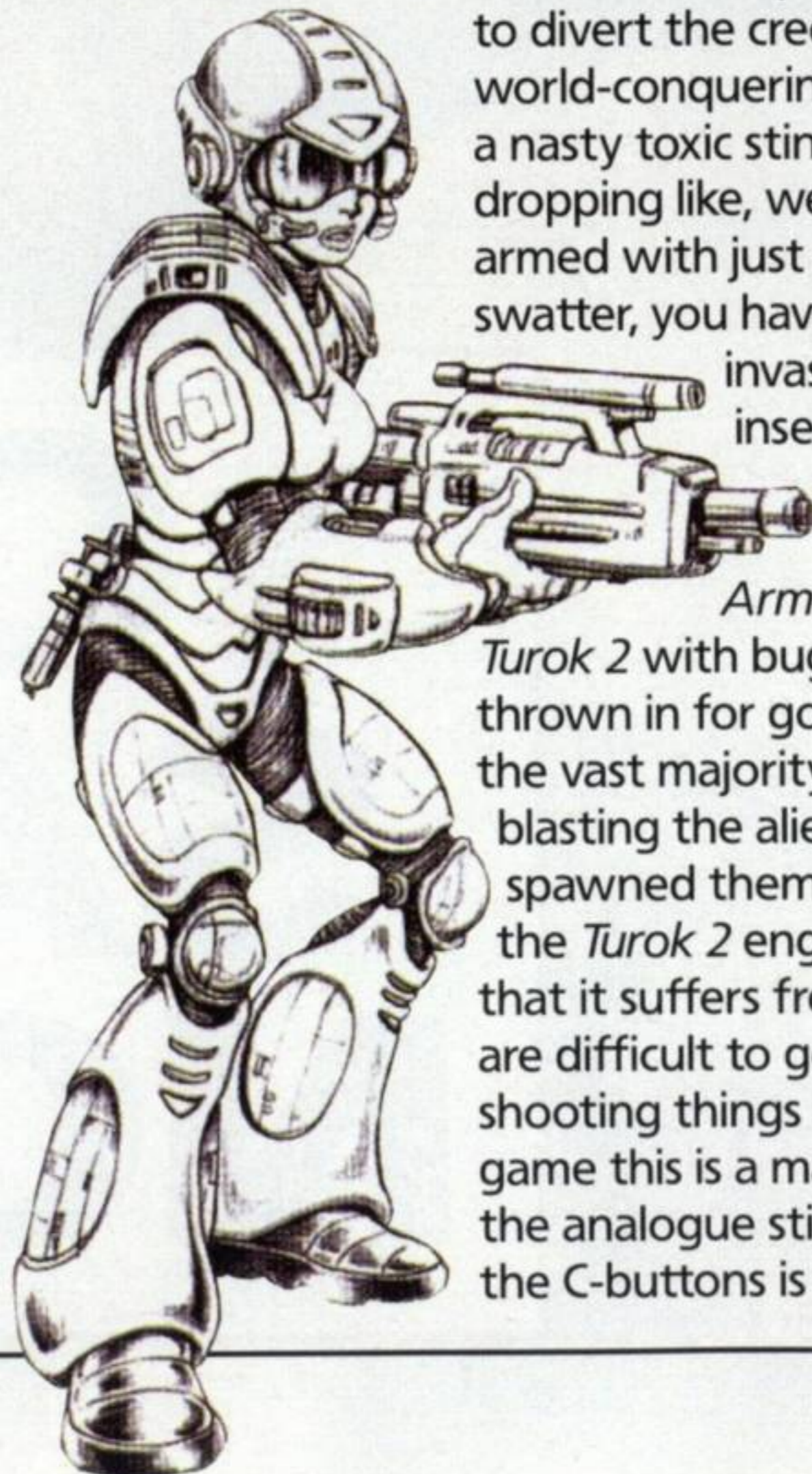
ARMORINES: PROJECT SWARM

BREAK OUT THE RAID: IT'S TIME TO BANISH THE INSECT HORDES.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Spider</p> <ul style="list-style-type: none"> ■ Massive levels ■ Looks nice ■ Lots to shoot | <p>Insider</p> <ul style="list-style-type: none"> ■ Repetitive gameplay ■ Fiddly controls ■ Can be frustrating |
|--|--|

■ Lady-bug killer: your alternative character.



Did you know that you can tell the temperature from the number of chirps a cricket makes? Just count the number of chirps per minute and divide that number by 30. The result is very close to the temperature in Fahrenheit. The trouble is, you won't have time to put this theory to the test in *Armorines* because the crickets in question will be too busy trying to bite your ears off.

The earth has been invaded by an alien race of insects. Even with all the armies of the world at its disposal, humankind is powerless to divert the creepy-crawlies from their evil, world-conquering ideas. The bugs give off a nasty toxic stink that has the armed forces dropping like, well... flies. So it's up to you: armed with just a can of Raid and a fly swatter, you have to take on the entire invasion force and stop the insects from chomping their way through the population.

To cut to the chase, *Armorines: Project Swarm* is *Turok 2* with bugs. A few puzzles have been thrown in for good measure, but you spend the vast majority of the time first-person blasting the alien bugs back to the hive that spawned them. Seeing as this game uses the *Turok 2* engine, it's perhaps little surprise that it suffers from similar flaws. The controls are difficult to get used to, and seeing as shooting things is an integral part of the game this is a major problem. Aiming with the analogue stick while moving around with the C-buttons is extremely frustrating, if not

downright unpleasant. There is an automatic aiming feature, but this clicks off on a regular basis for no apparent reason.

Levels are large and varied, taking you from the frozen wastes of Siberia to the jungles of Mexico via the deserts of Egypt and, later, off into outer space. This is one of the benefits of using the *Turok 2* engine – the game looks lovely, especially with the Expansion Pak.

Still, there are always the insectoid enemies. They vary from tiny bugs snapping at your heels to gigantic overweight spidery things. The animation is spot on as well – if you shiver at the sight of a spider in the bath, *Armorines* will have you calling for back-up.

The most disappointing thing is the way the game is structured. For one thing, you can exit a mission without completing all the objectives. Frustrating is an understatement, especially when you've been playing the level for 45 minutes and find that you missed destroying one alien egg or something. This teaches you to check your mission brief constantly, but with levels so large, shouldn't there be save points along the way?

Armorines is little more than average as a first-person shooter. It's nice to look at but there's a lack of direction in the level design and it isn't always clear what you have to do next. Things are improved by the inclusion of a co-operative two-player mode but this is not up to the standard of *Turok 2*, let alone *GoldenEye*. ★★★ **Nick Jones**

Or you could try...

Quake 2
Activision ★★★
Non-stop action in this conversion of the PC classic.

Body Harvest
Gremlin ★★★★★
Giant bug-blast adventure of epic proportions.

The UK's **best** technology magazine...

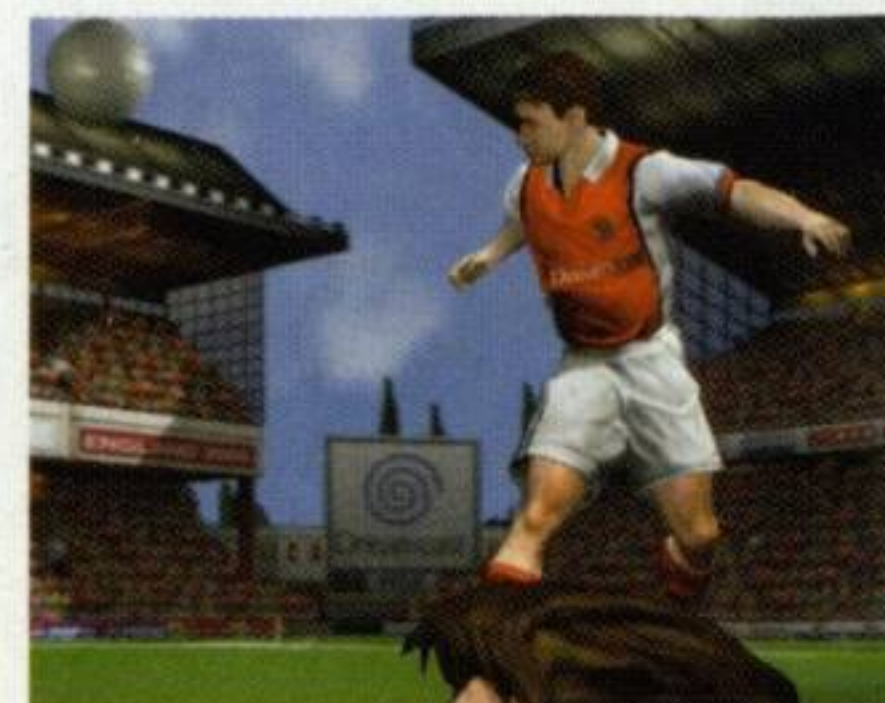
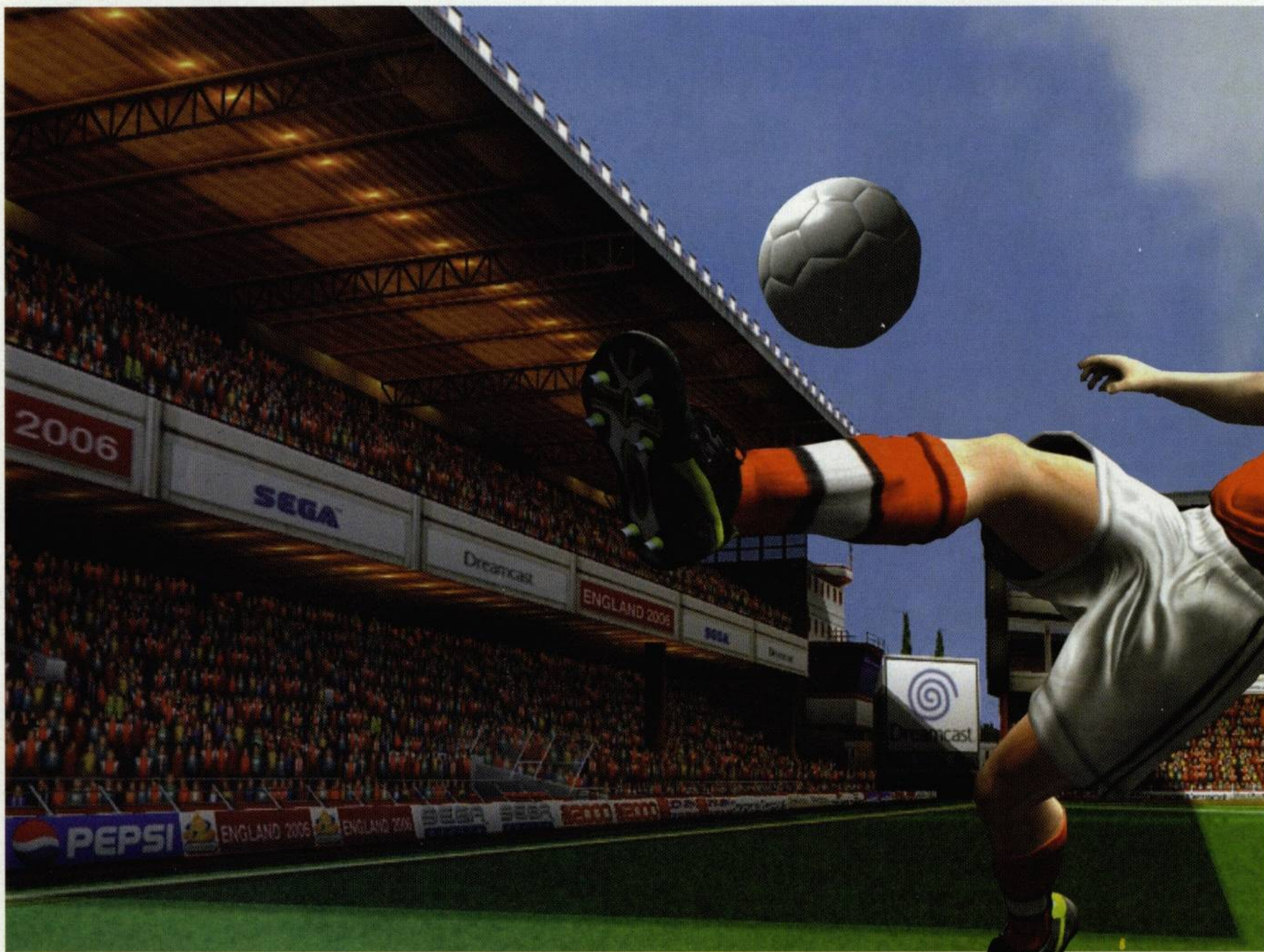


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New Dreamcast Games



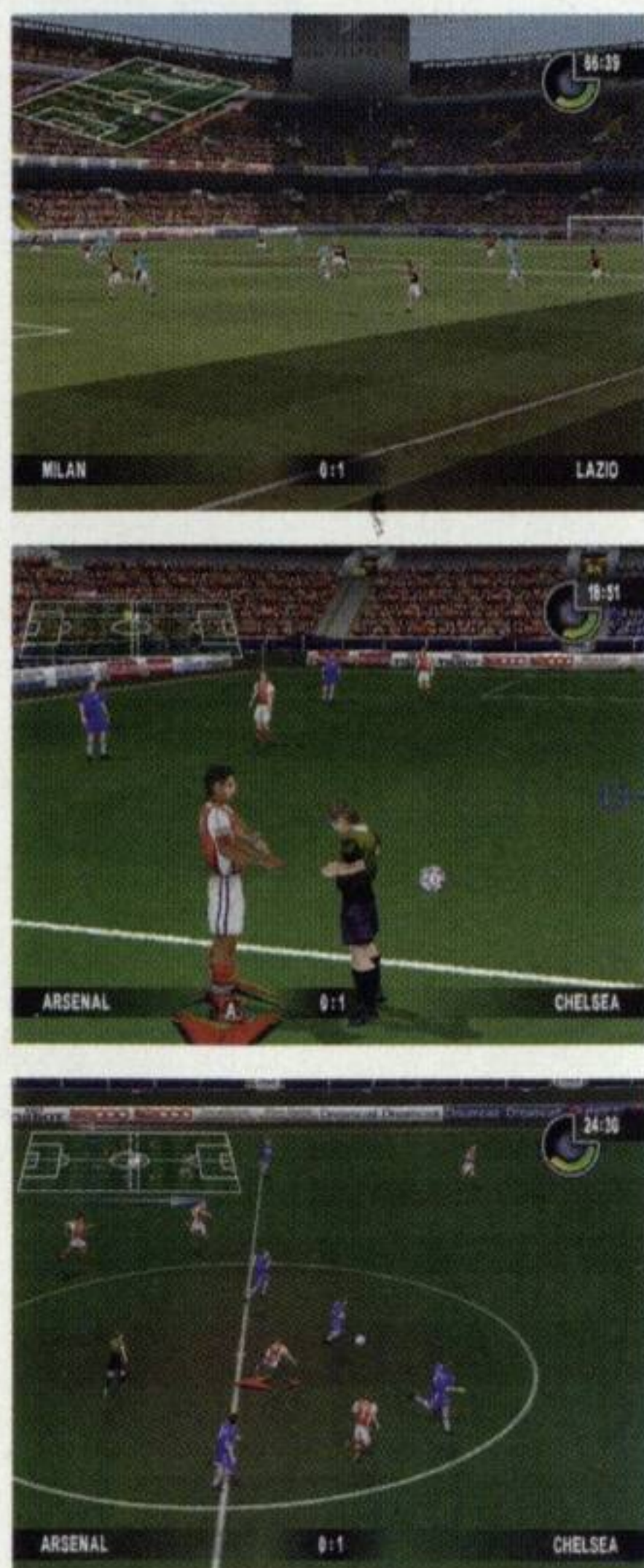
■ **Eyes wide open:** always keep your eye on the ball.

Game info

- Publisher: **Sega**
- Developer: **Silicon**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **VM unit, 60 Htz**

SEGA WORLDWIDE SOCCER 2000

GIMME A BICYCLE KICK, GIMME GAZZA'S TEARS... OH, JUST GIMME A DECENT FOOTIE GAME.



■ **Another rainy day in Manchester.**

Anyone who would admit to owning a Saturn would have certainly owned the original *Sega Worldwide Soccer*. It was, in its day, a superb football game full of subtlety and rare grace. How times have changed. Thanks to the annual football battle between EA and Konami, football games have almost been elevated to an art form. Alas, *SWWS* hasn't kept its eye on the ball.

SWWS 2000 takes an all-out action approach to the beautiful game – it celebrates in the spectacular and tries to cut out the mundane. But this approach fails to appreciate that the spectacular is only special because it happens so rarely. When overhead kicks and 30 yard volleys are the norm they become boring.

There are a lot of small things wrong with *SWWS 2000*. They may seem inconsequential viewed on their own, but together they managed to undermine the gameplay. There seems to be no distinction between tackles, at least from the referee's point of view. Hack someone down from behind and you've got a 50/50 chance of being carded or getting away with it. Likewise if you win a ball fairly, you've got a 50/50 chance of being booked. Consistency is what you want, but you won't get it from *SWWS 2000*.

Other things guaranteed to send your blood pressure soaring to Keegan-esque levels include your players performing sliding tackles when you want them to pass the ball first time and the limited intelligence of your computer-controlled team mates. They are quite competent

when you're attacking, but in a defensive role they are shocking. They seem quite content to let the ball roll within about six inches of them while you madly try to select the player nearest the ball. Obviously, these vital few seconds can lead to unnecessary goals being conceded. Overall, it has to be said that the action is slow and there's no flow to the games.

These problems aside, what you do get is some great commentary from Peter Brackley and Trevor Brooking (in full can't-work-out-if-he's-being-ironic mode), pretty good player animation and an instinctive control system. There's a decent enough game in here somewhere, but trying to find it is as frustrating as watching Sheffield Wednesday at home.

SWWS 2000 does very little to improve on *Michael Owen's Soccer*, the PlayStation equivalent of *Worldwide Soccer*. Just a few graphical niceties here and good presentation there don't cut it in the current football game market. The core of the game has too many faults to be enjoyable – or even playable. *SWWS 2000* isn't even as good as the Dreamcast's other football game, *UEFA Striker*. You're best off waiting for *Virtua Striker 2000*. ★★ **Nick Jones**

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Golden goal</p> <ul style="list-style-type: none"> ■ Looks nice ■ Good control system ■ Spectacular goals | <p>Own Goal</p> <ul style="list-style-type: none"> ■ Bad computer AI ■ Gameplay doesn't flow ■ Terrible referees |
|--|--|

Or you could try...

UEFA Striker
Infogrames ★★★
Unashamedly arcadey football sim with more than a passing resemblance to the FIFA series. It's too fast and tackling is difficult but the graphics are fabulous and matches exciting.



■ Urban decay: locations are suitably run down.



Sunshine Steel Works
Near Pittsburgh, Pennsylvani

VIGILANTE 8: 2ND OFFENSE

ROAD RAGE GONE MAD.

Take some cars, strap on a load of weapons and have them drive around blasting one another to kingdom come. Sound like fun? Well, it isn't. You'd have more fun on the dodgems than playing *Vigilante 8: 2nd Offense*.

There are several different play modes, but these have no impact whatsoever on the gameplay. At the beginning of each mission you'll be given a briefing, a background story and a list of objectives. Unfortunately, these come down to pretty much the same thing every time: destroy all the cars and find the special pick-ups.

In places *Vigilante 8: 2nd Offense* looks superb, but it is let down by unnecessary glitches. As you move through the game you get the sneaking suspicion that it's a work in progress. The main problem is that textures only get updated when you get really close to them. You can be driving along towards what looks like a sand dune and as you get a few metres from it you're suddenly confronted with a sheer cliff face.

Also, from a distance it's impossible to see if your opponents are damaged or not, and so it's only when you get up close and personal that the damage textures kick in. There really is no excuse for this sort of thing on



■ Knievel is evil. There's a good choice of different vehicles.



■ The American space program isn't what it used to be.



Dreamcast. But poor graphics aren't what make *Vigilante 8: 2nd Offense* a bad game. The gameplay is as stale as month-old bread. Driving around shooting cars gets tedious in double quick time. Things aren't helped by the awful way the cars handle – they seem to have a mind of their own and bounce all over the shop. There are a few redeeming ideas: power-ups that enable your car to drive on water and fly, but the idea isn't put to good use.

There's probably a good game in here somewhere but it needs some ideas other than blowing up cars to make it work. *Vigilante 8: 2nd Offense* is representative of games five years ago – it is not a game to start the new millennium with. ★★

Nick Jones

Game info

- Publisher: **Activision**
- Developer: **Luxoflux**
- Developer: **£40**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **VM unit**

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Burn off</p> <ul style="list-style-type: none"> ■ Crazy weapons ■ Some fairly interesting levels | <p>Burn up</p> <ul style="list-style-type: none"> ■ Terrible car physics ■ Awful graphical glitches ■ Repetitive gameplay |
|--|---|



■ Hardy-ho. "Hilarious" games break the monotony.



CHEF'S LUV SHACK

- Publisher: **Acclaim**
- Developer: **Acclaim**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **VM unit.**

■ Only *South Park* fanatics should enter *Chef's Love Shack*. The basic premise is that you take part in a game show based on *South Park* – and that's it. Pick one of the four foul-mouthed nippers from the show, choose your number of rounds, plump for a category and you're away. The categories are things like Anal Probes and Saddamy. Once in the game you'll be given either a *South Park*-related question or a serious one. Obviously you need to know the cartoons inside out, otherwise you've got no chance. As a bonus, and to throw in a little variety, there are game rounds. These are simple versions of classic arcade games – *Donkey Kong*, *Track & Field* and *Asteroids*, all featuring *South Park* characters.

Chef's Love Shack is pretty lame stuff and it's quite staggering how something like this can pass as a videogame these days. Things are made worse by the unbelievably long loading times which make the game stutter from start to finish. On a console as powerful as Dreamcast a program this basic should flow.

Occasionally there's a bonus round, something like The Wheel Of Fortune, a betting round or, funniest of all, a Cartman Gets An Anal Probe round where answering ten questions in 20 seconds means Cartman gets a probe stuck up his ass. It's hilarious. No, really...

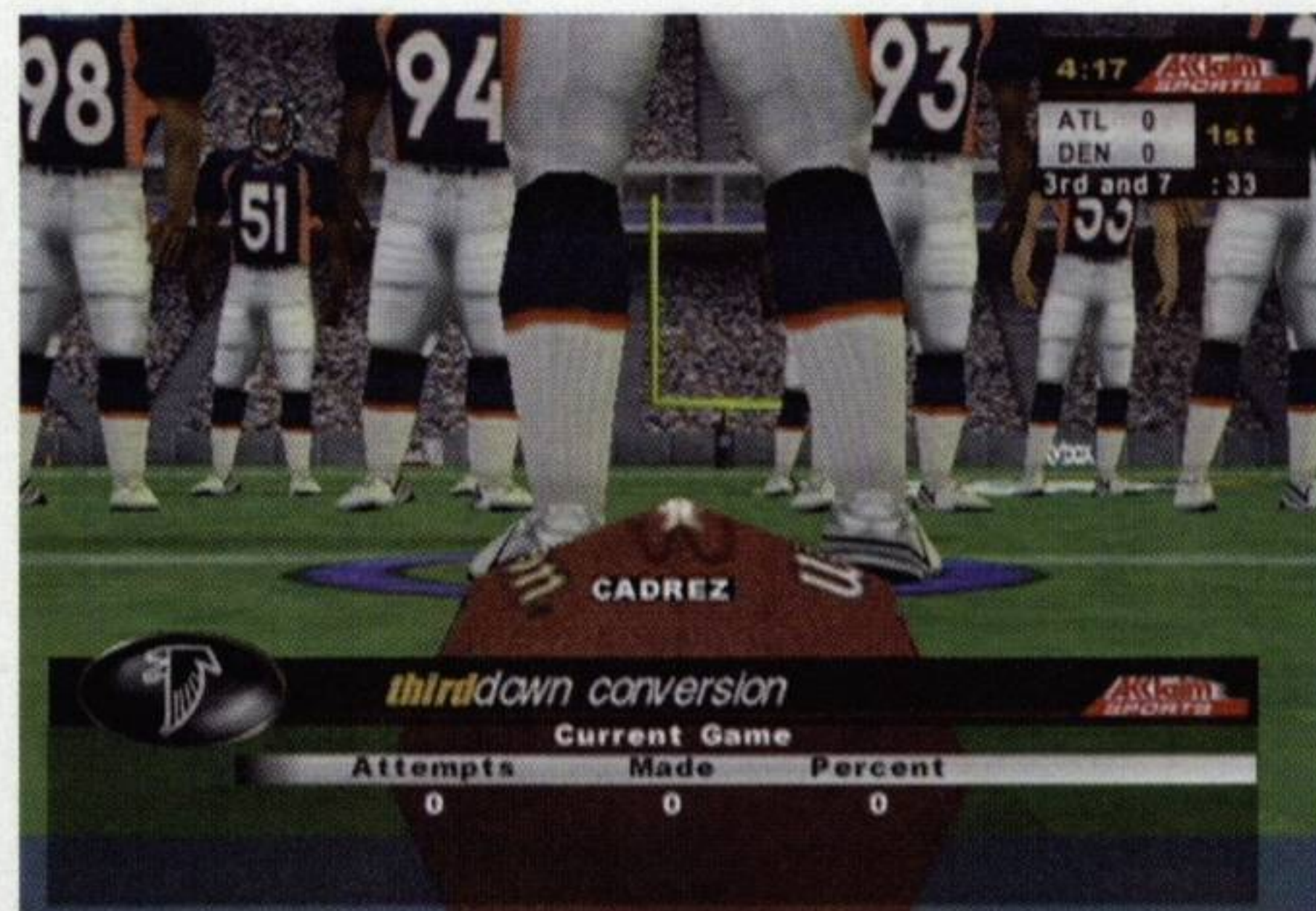
So far, the *South Park* licence has inspired a number of developers to produce some truly dire games. The *South Park* first-person shooter was an absolute travesty and *Luv Shack* does precisely nothing to reverse this trend. The *South Park* fad has clearly outlived its welcome, and games like this never had one in the first place. *Chef's Luv Shack* is about as funny as the Christmas Poo. Keep it well away from your Dreamcast. ★ **Cam Anderson**



■ "Does my bum look big in this?"

Game info

- Publisher: **Acclaim**
- Developer: **Acclaim Sports**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **VM unit**



NFL QUARTERBACK CLUB 2000

GET IN THE BUD... OVERSIZED AMERICANS ARE PLAYING WITH THEIR BALLS AGAIN.

↑ Uppers & Downers ↓

Quarterback

- Looks the business
- Loads of options
- Excellent presentation

Waterboy

- Confusing for the uninitiated
- Nothing new



■ High up in the stands you can see the whole play.

■ (Below) Highly detailed graphics show the shine on the helmets and the grass stains on the pants. Lovely.

Bleedin' foreign muck, innit? Like most of you out there, *Arcade* comes to American Football titles a little bit cold. On the one hand they all look lovely and are examples of some top computer programming; on the other they are shrouded in terms like fourth downs, sacking the quarterback and incompletes. While this game will probably spend 100 weeks in the US top ten, what you have to bear in mind is that the purchasers were all brought up on apple pie, have sat through God knows how many Superbowls and feel undressed if they aren't "packing" a "piece". It's a different world...

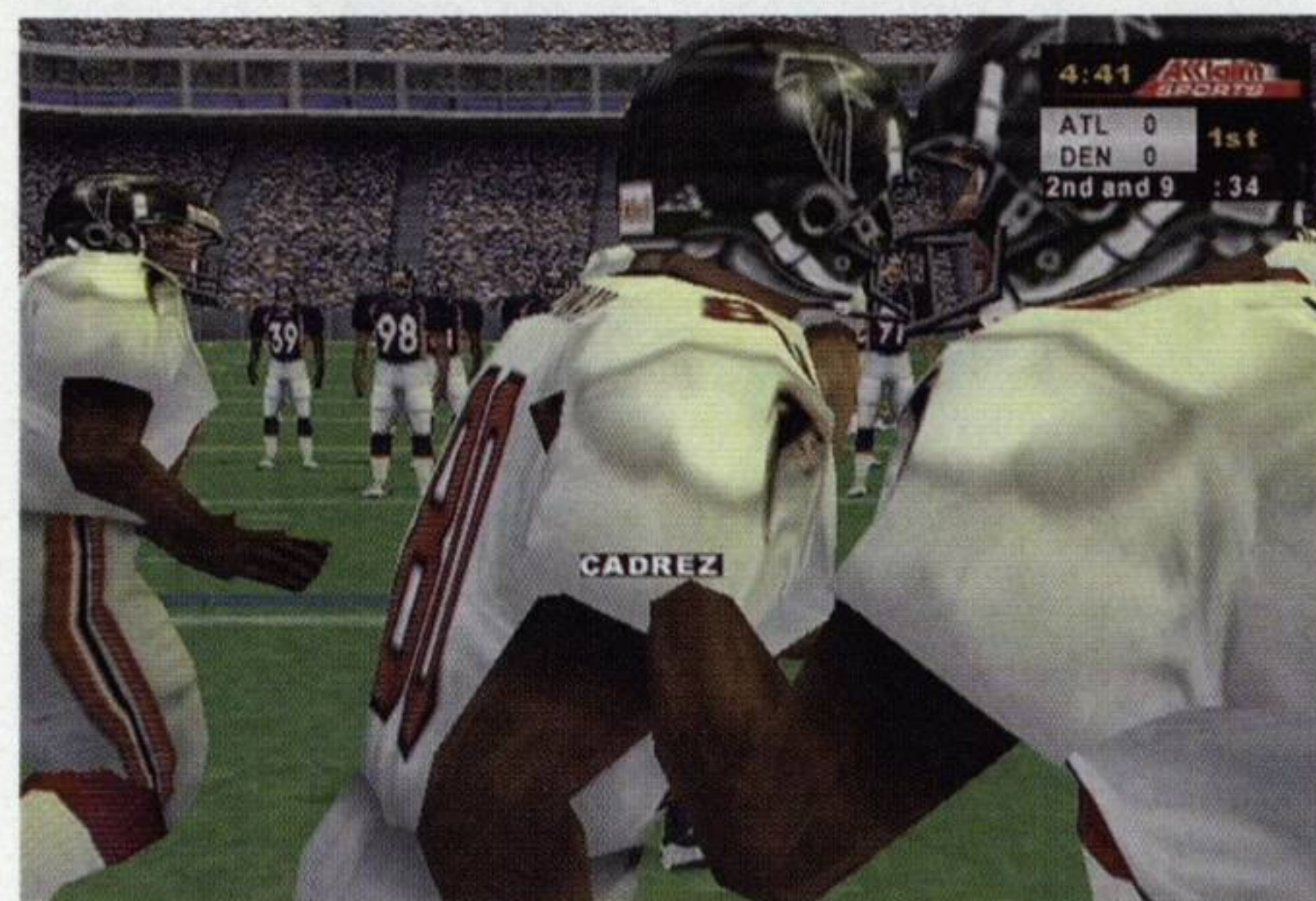
That said, *NFL Quarterback Club 2000* looks pretty darn good and must rank as the best American Football game ever made. The attention to detail is outstanding – all the teams, players and stadiums from the NFL are here. You can elect to play a whole season, just the play-offs, an exhibition match or choose your own match scenario. You can even edit the whole lot and come up with any kind of championship you choose.

The highlight of *NFL Quarterback Club 2000* for the uninitiated is the gorgeous graphics. An amazing amount

of work has gone into motion capture, texture mapping and so on. The weather effects are excellent and there are numerous camera angles to choose from. Most of these aren't much use, especially the helmet cam where all you're going to see of the action around you are your shoelaces or a pile of bodies.

Gameplay-wise you'll be on familiar ground – pick your tactics from pop-up menus before each play. Then try to execute your selected move. This system hasn't really changed much since the days of *John Madden* on the Sega Mega Drive, but *NFL Quarterback Club 2000* does add a little spice to the mix by making it very difficult to catch the ball on throw plays.

For whatever reason, Gridiron has never really taken off in the UK. So it follows that a videogame of American Football will only have a limited appeal. Unlike the arcade pleasures of *NFL Blitz 2000*, *NFL Quarterback Club 2000*'s simulation approach will only appeal to the hard core American Football fan. Sure, it's a competent rendition of the game, has a wealth of options and beautiful graphics, but the novice will be lost in whirl of tactics, shotguns, pro-forms and double tight ends. Fine if you like that sort of thing, but dull if you don't. ★★★ **Simon Garner**





■ The bizarre G-Ball mini game. It's croquet for the new millennium.



Game info

- Publisher: **Bottom Up**
- Developer: **Acclaim**
- Developer: **£40**
- Release date: **28 January**
- Players: **1-4**

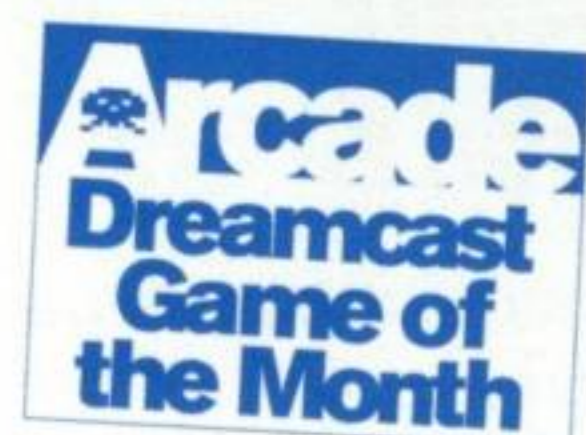


■ **Psychic Force 2012**: walking in the air, pissing in the wind.



PSYCHIC FORCE 2012

- Publisher: **Acclaim**
- Developer: **Taito**
- Developer: **£40**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **VM unit**



TEE OFF GOLF



NO PRIVATE MEMBERS HERE – THIS IS EVERYBODY'S GOLF.

Major worries about the European launch of the Dreamcast concerned the lack of a major footie title to propel the console into the living rooms of the masses. Up to a point, fair enough. But what about the living rooms of the sedate, Sunday-driving, Pringle-clad masses who would never swap their PlayStations for a new console without any provision whatsoever for golf?

Tee Off Golf, being a tartrazine-fuelled frenzy of Japanese kiddie weirdness, isn't likely to entirely placate the baying hordes of rich uncles and injured footballers itching to slip into their digital plus-fours and stalk

the virtual fairways. It is, nevertheless, jolly good fun, and promotes the same heartwarming ethos as close cousin *Everybody's Golf*. *Tee Off Golf* is essentially the same game, created by the same development team. Familiar characters appear, but Bottom Up has taken advantage of power of the Dreamcast to present beautiful graphics capable of depicting the shadow of a ball as it nestles in the light rough.

The swing system is all new too. Instead of the bar along the bottom of the screen, *Tee Off Golf* opts for the circular power swish, favoured by the excellent *Actua* series.

The game is easy to learn, and balls perform much as expected. Complexity is added to the tee shots because only the total distance from the tee to the hole is given – if you face a dog-leg hole, the only way to judge your required shot length is by zooming out using the 3D camera and making an estimation much as you would were you working your way round a real round. Similarly, the putting system is governed by the ability to survey

the lie of the green, rather than rely on figures plotting the gradient of the slope.

This extra difficulty is welcomed, because *Tee Off Golf* falls a little short of options in other areas. There is no shot selection feature, nor an opportunity to fade or cut the ball. Once the basics are mastered, only the occasional fiendish hole is likely to put you off your stroke. Alternative game modes only provide different methods of scoring rather than requiring refinement of technique.

One of the most celebrated features of *Everybody's Golf* was the mini-golf option, a marvellous representation of everyone's favourite seaside pastime. *Tee Off Golf* replaces this, perhaps ill-advisedly, with G-Ball, which can only be described as cyber croquet. It exudes a certain kind of charm, particularly with four players tapping their balls about on the uneven chrome surface, but it's only a minor distraction from the main event rather than a complement to it.

Tee Off Golf is limited and leaves the way clear for an *Actua Golf Dreamcast*. But for the kind of multi-player action which rivals any racer or beat-'em-up in competitive vigour if not intensity, this is worth a putt. ★★★ **Sam Richards**



↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>One wood</p> <ul style="list-style-type: none"> ■ Great cartoon graphics ■ Simple, effective playing method ■ Bizarre croquet mini game | <p>Dead wood</p> <ul style="list-style-type: none"> ■ Limited play options ■ No Peter Alliss ■ No mini golf |
|--|---|

■ When mankind finally learns to tame gravity, what's the first item on the agenda? Car-free travel? Eradicating the problems of land space by building in the sky? Or having a fight inside a glass cube at 2,000 feet?

Taito knows the answer, and has produced a game which involves pummeling your opponent in a zero gravity environment. Taito has tried this before, with the original *Psychic Force* which appeared briefly in arcades and on the PlayStation, to minimal acclaim. With the "innovative" free-floating system, the developer has bitten off far more than it can chew.

It's only recently that *Power Stone* and *Soul Calibur* have managed to perfect the illusion of proper 3D in fighting games, and that's with years of beat-'em-up heritage behind them. *Psychic Force 2012* doesn't even look 3D and its purported freedom of movement is a total red herring – you can't even use the analogue stick to manoeuvre your fighter.

Ignore the misfiring gimmick at the heart of *Psychic Force 2012* and you're left with a poor tribute to Capcom's *Street Fighter* series. You can rush up close to an opponent to execute a clumsy series of kicks, punches and holds but by far the most successful tactic is to hang back and perform the special "psychic" moves. Basic button combinations will send neon fireballs hurtling across the arena to injure your enemy. Occasionally you can summon something more spectacular, but if you dodge hostile fire and score hits with your own, you'll win.

Psychic Force 2012 is boring and frustrating in equal measures. Graphically it's rough and no effort has been made to translate either the game concept or the Story mode from the original Japanese. The future of anti-gravity beat-'em-ups is clearly still very much up in the air. ★★ **Sam Richards**

Other Systems

A Game Boy

■ The teeny-tiny top-down players prove revelatory, as you can knock the ball past opponents and bend your shots at will.



Game info

- Publisher: Ubi Soft
- Developer: Live Media
- Release date: 14 January 2000
- Price: £25
- Players: 1-2 (with link cable)

DAVID O'LEARY'S TOTAL SOCCER 2000

AT LAST... QUALITY FOOTIE ACTION FOR THE GAME BOY MASSIVE.

↑ Uppers & Downers ↓

<p>FA Cup</p> <ul style="list-style-type: none"> ■ Incredibly playable ■ All the European teams ■ Two-player option 	<p>World Club Championship</p> <ul style="list-style-type: none"> ■ No national squads ■ No celebrations when you win a competition
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■ A great simulation, right down to the poor Newcastle performances.

A football videogame should make you leap off your chair and shout "Yeesss!" at the top of your voice when you hit the back of the net with a screamer of a goal, but unfortunately the Game Boy has never been blessed with such a title. Perhaps this is because developers seem to have been concentrating on trying to emulate the tip-top graphics of such games as *FIFA 2000* and *ISS Pro '98* on an ageing 8-bit format.

Well, get ready to do the Wembley bounce in celebration because *Total Soccer 2000* has come off the bench in injury time and produced a last-gasp cup-winning goal for footie-starved Nintendo fans.

The game has a top-down view of the pitch and players in a classic Amiga *Kick Off* style. All the major football leagues in Europe are featured, including our own Premier, plus all the team and player names are correct – you'll find no Michelle Owin or Allan Sharer here. You can play

a one-off friendly or create your own custom cup or league with any teams – although you're restricted to club football because there are no international squads.

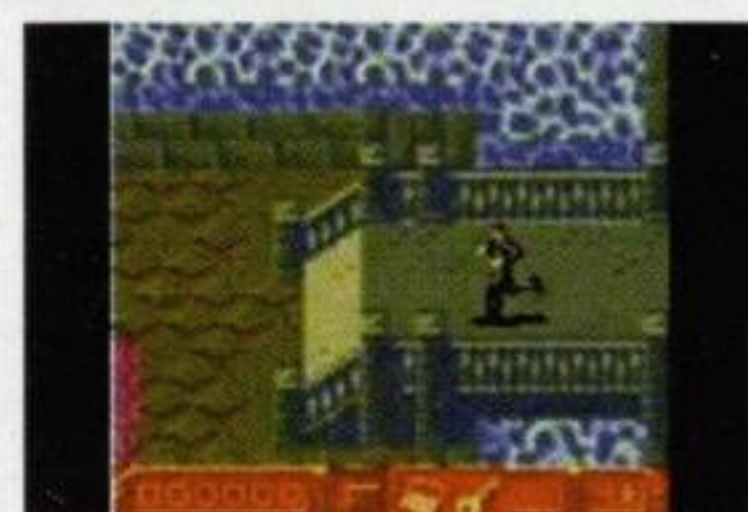
Before you start a game you can change the team, formation and strategy, with each player given a speed and skill rating. When you've done your David O'Leary bit, you're ready to start the match. *Total Soccer 2000* doesn't feature posh graphics, but has an immediate pick-up-and-play quality that all great football games possess. After a few matches you'll be passing between team mates and creating super little moves and fancy shots the likes of which Kevin Keegan can only dream about.

Total Soccer has numerous difficulty options, great instant replays with slow-motion and, best of all, a superb two-player link-up for challenging your mates to a kickabout. It's everything a football fanatic could wish for: a rip-roaring, terrace-chanting version of *Sensible Soccer* on the Game Boy. Hallelujah. ★★★★★ **Jamie Sefton**

A Also released

Take them by the hand and lead them through the streets of London.

Words by | Jamie Sefton



MISSION: IMPOSSIBLE

■ Publisher: Infogrames ■ Developer: Rebellion ■ Release date: on sale now ■ Price: £25 ■ Players: 1

■ As theme tunes go, *Mission Impossible* is one of the best. Luckily, the sonically under-achieving Game Boy does an admirable job of recreating the atmosphere of the franchise. The game itself is an average stab at *Metal Gear Solid*-style sneaking about, with a range of spy gadgets that would make Q blush and various missions including photographing secret plans and sabotaging enemy missiles. It's pretty uninspired, but a great bonus is the Agent Organiser, which turns your Game Boy into an address book, calculator, message sender and infra-red controller – even Tom Cruise didn't have that. ★★★



RONALDO V-FOOTBALL

■ Publisher: Infogrames ■ Developer: Bit Managers ■ Release date: on sale now ■ Price: £25 ■ Players: 1

■ You'd assume a football game with goofy, ever-injured Ronaldo plastered all over it would play like a Brazilian wet dream. Unfortunately, the action is slow and ponderous, your is team difficult to control, there are no replays and – more importantly – it doesn't feel like you're playing a game of football. All the player names are there, but you'll have to change the team names – for example, Arsenal are referred to as "Highbury" and Rangers and Celtic as Glasgow "A" and Glasgow "B". *V-Football* is very average and ironically, plays almost as badly as Ronaldo did in the '98 World Cup final. ★★



WORMS ARMAGEDDON

■ Publisher: Infogrames ■ Developer: Team 17 ■ Release date: on sale now ■ Price: £25 ■ Players: 1-2

■ Cute worms killing each other with ridiculous weapons – simple but brilliant. This Game Boy Color version of the wriggly classic is great fun and has some wonderful cartoon animation, fantastic themed worlds and hilarious gameplay. If you've never played *Worms* before, it's pretty straightforward – you grab your worm, strap a jet pack on its back, zoom it around the screen, land it on a dinosaur and unleash a terrifying explosive sheep. Simple. A two-player mode is included, but bizarrely there's no link-up option. Never mind, it's still hugely enjoyable ★★★★★



EVEL KNieVEL

■ Publisher: Rockstar ■ Developer: Tarantula ■ Release date: on sale now ■ Price: £25 ■ Players: 1

■ Evel Knievel was the stunt motorcyclist who launched a thousand plastic figures in the '70s, and now he's making a Grand Canyon-leaping comeback. You have to manoeuvre Evel through different courses spread over four cities varying from glitzy Las Vegas with its casinos and Love Motels, to the red buses and Underground of London. It's very tricky, but funny and addictive, when you send Evel sailing majestically through a hoop, before landing him painfully on his head. Fabulous graphics and a generous helping of kitsch herald a triumphant return for the stars 'n' stripes wearing superstar. ★★★★★



GRAND THEFT AUTO

■ Publisher: Rockstar ■ Developer: Tarantula ■ Release date: on sale now ■ Price: £25 ■ Players: 1

■ *Daily Mail* readers beware – the violent and controversial *GTA* has finally car-jacked its way onto the Game Boy. The top-down graphical style of the game lends itself perfectly to the console, but *GTA* falls short of being the perfect pocket crime wave. The game involves you making money by taking on different jobs for dodgy geezers, such as driving a getaway car in a bank job or "taking out" a rival gang member. But this ambitious conversion features near-deserted streets, awkward controls and frustrating bugs that make sprites disappear or wedge cars between buildings. ★★

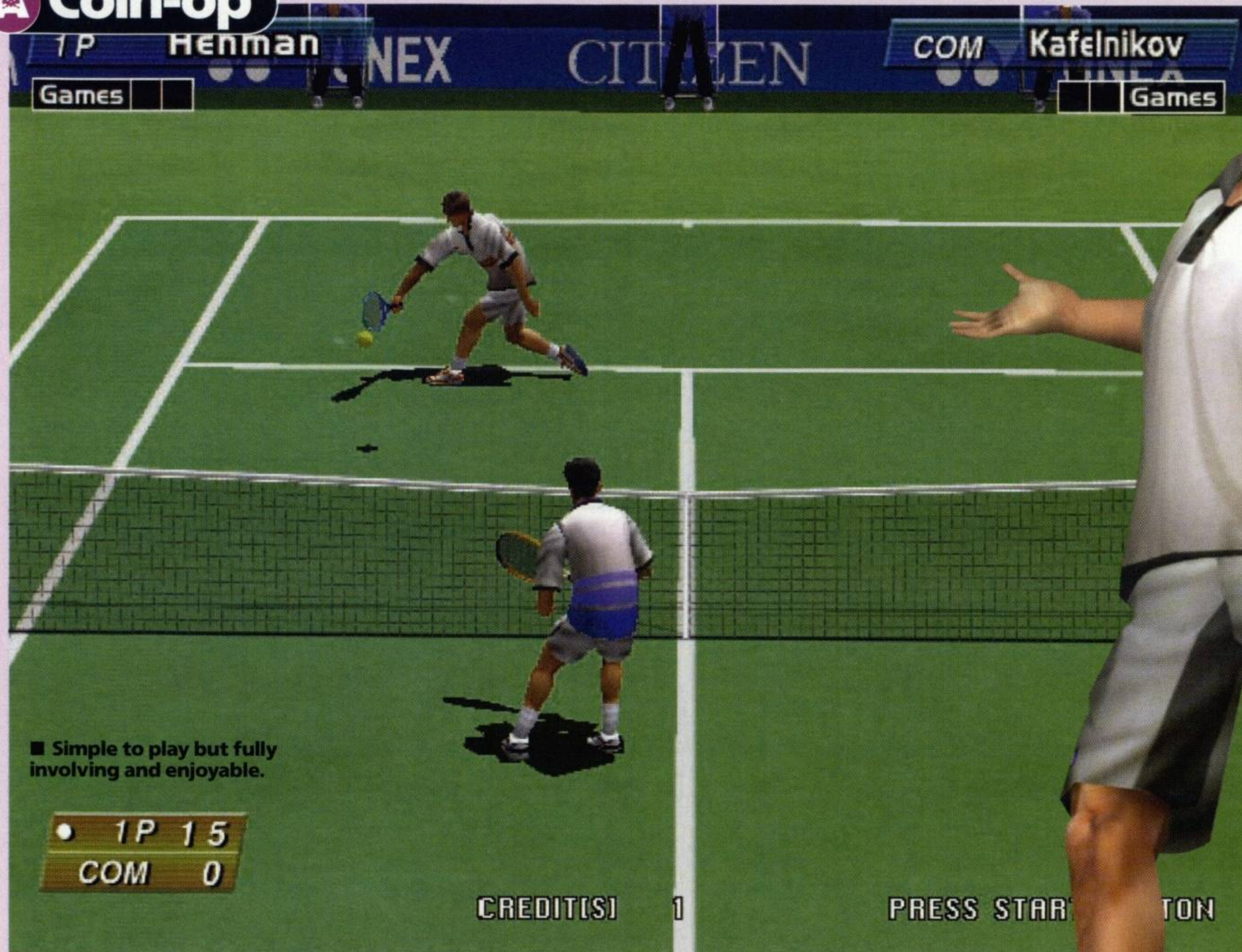


SPACE INVADERS

■ Publisher: Activision ■ Developer: Crawfish Interactive ■ Release date: on sale now ■ Price: £25 ■ Players: 1

■ *Space Invaders* is a true classic and, along with *Pong*, caused a videogame Big Bang. So how on earth can it be "updated"? Well, this remix isn't bad at all. It's basically the same game with a larger variety of alien invaders, end-of-level bosses and power-ups such as shields and rapid laser fire thrown in. It's retro-gaming for sure, but still addictive – especially when you know there's a version of the superior 1978 original hidden away somewhere. Buy and add to your *Defender*, *Moon Patrol* and *Paperboy* cartridges for that essential arcade-in-a-pocket experience. ★★★

A Coin-op



■ Simple to play but fully involving and enjoyable.

■ Fresh, clean cut and fluid graphics.

VIRTUA TENNIS

PUT A FRESH SPIN ON BRITISH PERFORMANCES.

There's a theory as to why sports games are such hot property in Britain. After decades (count them, it's decades) of winning nothing bar the occasional test series against Botswana, the Brits have a fierce appetite for sports sims, if only to redress the indignities of losing so regularly at... well, take your pick.

One such area of this country's sporting insignificance is undoubtedly tennis. Tim and Greg may pop in and out of the ATP top ten, but you can count their Grand Slam titles on... well, you can't count them at all. However, thanks to the codeheads at Sega you no longer have to suffer through Henman digging deep and coming up empty in the latter stages of a semi-final thriller.

Yes, *Virtua Tennis* is the answer to your prayers. Sega has already set out its stall in the sports sphere with the hugely successful *Virtua Striker*. Now, like BSkyB, the company is intent on wooing more and more sporting organisations and personalities onto its platform. *Virtua Tennis* features eight of the world's top tennis stars – including Tommy Haas, Tim Henman and Carlos Moya. Your goal is to guide one of these racket stars through five stages of a global championship, taking in such high-octane arenas as Wimbledon, Roland Garros and Flushing Meadow (Sega couldn't secure licences for the courts, so they reside under a country name, but it's obvious to all but the most chaste tennis virgin what they are).

Unsurprisingly, the *Virtua Tennis* cabinet runs off Sega's near-ubiquitous Naomi system, and the resulting graphics

are fresh, clean cut and incredibly fluid. For instance, the animation during the select mode for each character is truly something to behold – boasting an incredible level of detail. But, unlike Sega's driving game output, in *Virtua Tennis* you actually have the time to enjoy these little touches: line judges get out of the way of balls hit at them, the public galleries are fully animated (you can even see some spectators taking off their coats), and the camera angles are identical to a TV broadcast.

However, there is a minor glitch in the length of matches, which are decided over three games. Maybe Sega should have provided an option whereby you could play a whole set for £2, because the action can draw to a close before you know it.

Still, the real beauty of *Virtua Tennis* is the control interface. It's so wonderfully simple you may, at first glance, write it off as woefully inadequate. In addition to the joystick there are only two buttons: one for "shot" and one for "lob". Serving involves your pressing "shot" to toss the ball up, and pressing "shot" again at the desired point on the power gauge, which registers how hard the ball is hit. Yes, it does sound too simple, but the combinations these three devices afford make the game a fully involving – not to mention enjoyable – experience.

Sega has more sports titles in the offing that look equally impressive. But, for now, you'll have to content yourself with taking Tim Henman to the kind of glory that, unfortunately, he may never achieve on his own behalf. ★★★★★

Cam Anderson

Game info

- Publisher: Sega
- Developer: Soft 3
- Release date: on sale now
- Players: 1-2



■ Some of the world's best players, oh, and Jim Courier.



■ Is this the only way a Brit is going to win Wimbledon?

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>In the zone</p> <ul style="list-style-type: none"> ■ Intuitive controls ■ Striking graphics ■ Tasty details | <p>Off the frame</p> <ul style="list-style-type: none"> ■ Three-game matches ■ No McEnroe mode |
|--|---|

GAME BOY GUBBINS



Worm Light

- For: **Game Boy**
- Price: **£10**
- Available from: **Meerkats Interactive** on 0181 903 3404

■ Although the Game Boy Color is a miniature gaming marvel, the damn screen isn't backlit. So if you want to sneak in a crafty midnight game of *Mario Golf* while tucked up in bed, you're a bit scuppered.

Welcome news for you if you've spent hours with a torch clamped in your jaws or – shock, horror – turned the light on, is that US

manufacturer Nyko has invented the glorious Worm Light. This is a compact plastic gizmo that plugs in the side of your Game Boy and illuminates the LCD screen with a tiny bulb. You don't need batteries and the light source never needs replacing.

In use, the light is extremely bright and a little like watching television with a lamp directly behind you, but the reflection can be alleviated slightly with a quick flick of the adjustable arm. The Worm Light will drain your batteries quicker, but for late-night gaming sessions or for playing on a poorly-lit bus or train, it's a brilliant solution. ★★★★★

A Our Choice

Game Boy Color Pokémon edition

- For: **Game Boy**
- Price: **\$150 (about £90)**
- Available from: **on sale now in US**

■ An epidemic of Pokémon fever is sweeping the country and a winter jab in the arm isn't going to protect you. The best cure is to get to bed, take plenty of vitamin C and play on a Pokémon Game Boy Color.

This Pikachu limited edition is only available in the US, and looks superb with a yellow and blue colour scheme, cute

Pokémon invading the screen and a Poké Ball design for the power light. The yellow version of *Pokémon* is virtually identical to the red and blue versions except it contains a handful of exclusive characters for you to bag.

Unfortunately this special package is not due for release in the UK until next June, so unless you get a friend to buy one in America or find a willing import specialist, you'll have to twiddle your gaming thumbs until the summer. Meanwhile for the lucky few who manage to spirit one away from the Yanks, this is good healthy fun and the perfect cure for Pokémania. ★★★★★



Light Magnifier

- For: **Game Boy**
- Price: **£6**
- Available from: **Leda Media Products** on 0800 018 3061

■ Let there be light. Well, that's what you want when you're stuck in a cave, slowly dying with only a Game Boy by your side – a bit like the posh bird in *The English Patient*. The Gamester Light Magnifier is a cheap option coming in at under six quid.

What you get for your money here is a large clip-on screen, with a couple of small

lights to make playing games in the dark a little easier. Except the package doesn't work very well. The magnifying screen makes it difficult to see what's going on and the light provided isn't bright enough to illuminate even the best lit of lonely African caves.

The Light Magnifier isn't the greatest piece of plastic ever made and looks bulky when clipped onto the ergonomic perfection of the Game Boy. The unit also has the gall to require two batteries, which aren't provided when you buy it.

Shame! Ralph Fiennes would be bitterly disappointed – and rightly so. ★★



Shock 'n' Rock

- For: **Game Boy**
- Price: **£30**
- Available from: **Meerkats Interactive** on 0181 903 3404

■ Yeah, awlriight! This gonna shock ya and rock ya! This new accessory from the firm which makes Worm Light has a crass name, but it's an enjoyable bit of kit.

The hefty purple piece of plastic is a battery charger pack, sound booster and force feedback unit rolled into one. It clips neatly onto the bottom of the Game Boy

Color using the battery compartment. Once secured, the Shock 'n' Rock dramatically increases the volume of the in-game sound, which may or may not be a good thing depending on whether you enjoy cold electronic beeps.

"Shock" effects are created by the gadget responding to game sounds and music, so if you don't turn off the tunes that play during a game, it vibrates constantly. The Shock 'n' Rock is solidly made, good fun and doesn't get in the way of your gaming, but the cost and variable quality of the effects make it a non-essential purchase. ★★



Mega Memory

- For: **Game Boy**
- Price: **£20**
- Available from: **Datel Design** on **01785 810800**

■ One annoying thing about Nintendo's baby is the way it saves games. Many titles allow only one save per cartridge, so if you want to start a new game or approach a level in a different way, you're stuffed.

The Mega Memory is a black and glittery 8 Mb add-on that can store up to a 100 separate files. To transfer a saved game,

you plug in a cartridge then shove the whole caboodle into your Game Boy. Using an on-screen menu, you're now able to name and copy a saved game file onto the Mega Memory, freeing up your cartridge. This enables you to start the game again, or retrieve a previously saved game from the Mega Memory. Cool.

It's also completely compatible with all things Pokémon, so you could save numerous games or even swap them with your friends – if you play *Pokémon* and still have time to have friends, that is. Yep, the Mega Memory is bloody useful. ★★★★★



SmartCom

- For: **Game Boy**
- Price: **£25**
- Available from: **Datel Design** on **01785 810800**

■ SmartCom is a neat gadget that turns your Game Boy into a pocket organiser, with phone directory, calendar, clock/alarm and a few other features that vary from smart to completely pointless.

The e-mail and pager option is a lot less interesting and useful than it sounds. Basically it enables you to send messages

between two Game Boy Colors, but they have to be no further than five centimetres apart. Also included is a TV/VCR remote control that you can use to annoy people by changing channels while pretending to play a game. Heh heh.

SmartCom is fairly useful, but entering names and addresses is a pain, and a lot of the extra features are just gimmicks. Also, *Mission: Impossible* (reviewed on page 102) comes with a bonus Digital Organiser that has most of the features of the SmartCom and an easier interface – for the same price. You pays yer money... ★★

DREAMCAST ACCESSORIES



Dream Pad

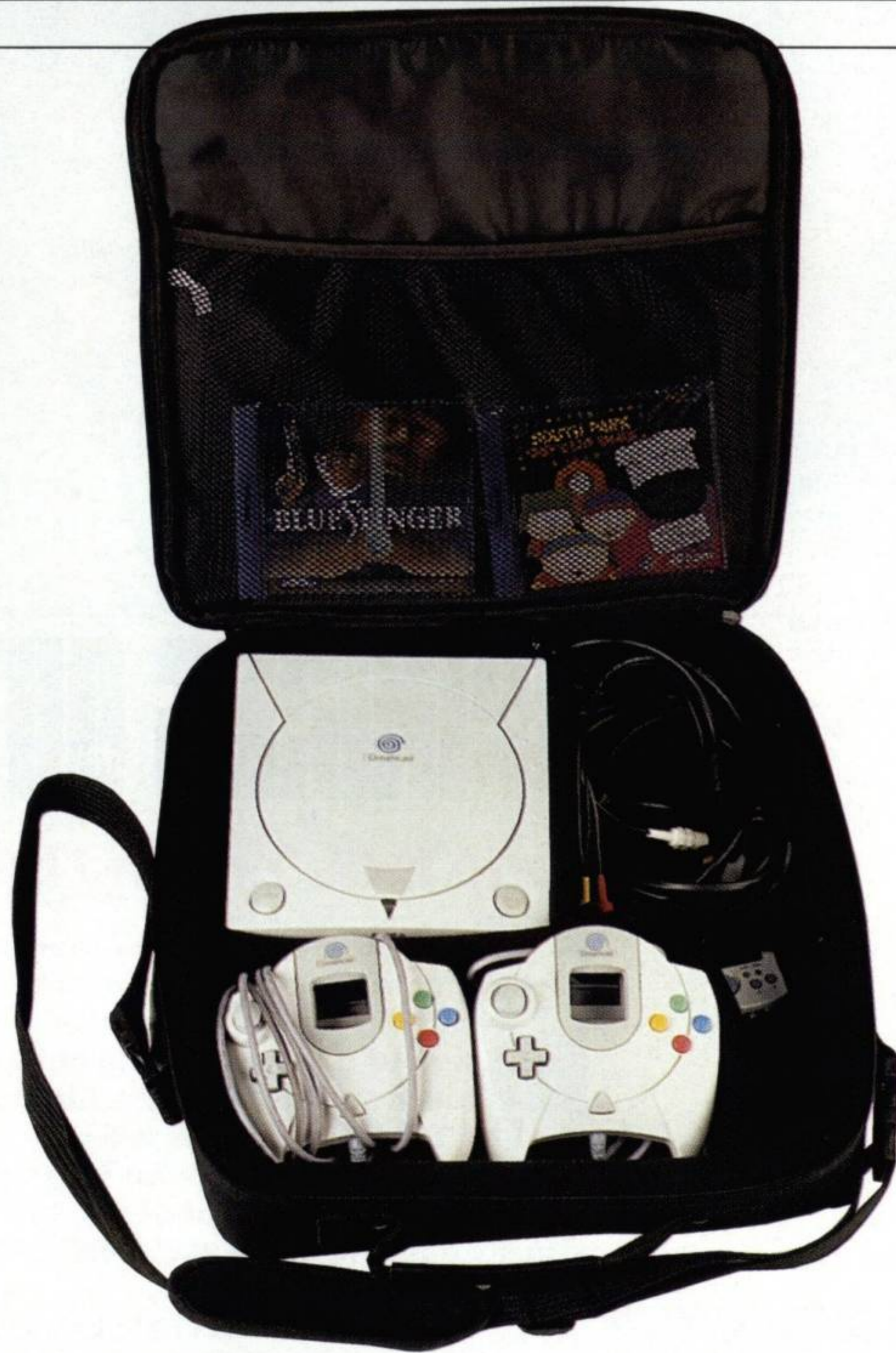
- For: **Dreamcast**
- Price: **£20**
- Available from: **Mad Catz** on **01992 707400**

■ Mad Catz is one of the first companies to produce third-party peripherals for the new Sega console and if they're all as good as the Dream Pad, Dreamcast owners will soon be dancing a merry jig.

The pad is a chunky affair that's heavier than the official Sega controller, with extra rubber bits to stop *Soul Calibur*-

induced pad slippage. The analogue stick is slightly inferior, but the notoriously breakable shoulder buttons seem to be much sturdier than Sega's. There are also a couple of extra buttons that you can program.

Dream Pad isn't as elegant-looking as the Sega pad, but it's solidly made and should be able to take some punishment. It's the same price as the official controller, which is unfortunate, because if it was slightly cheaper, Sega's own pad would look like a poor investment. ★★★★★



DC Carry Bag

- For: **Dreamcast**
- Price: **£25**
- Available from: **Cornmeer Services** on **01992 707400**

■ Dreamcast owners can have fun at the expense of others by offering to take their machine to a friend's and watching on as the green-eyed monster materialises.

But how to transport the thing? Netto plastic bag? Not cool. Record bag? The console could get damaged. No, the best

option is a posh new case like this one from Cornmeer Services. Bring the bag into your friend's room, place it on the floor, wink and then slowly unzip said bag to reveal the gaming magnificence within.

There's enough room for the console, two controllers, leads and a few games, plus everything is kept neat and tidy by the Velcro-fixed padded dividers. A bit pricey, but this is the best case available at the moment and worth the money if you want to feel superior to your game-playing peers. A smug and snug bag. ★★★★★

Film of the month



■ "Doctor, I feel like a pair of curtains." Pull yourself together, man!

Film info

■ Director: **Martin Scorsese**
 ■ Starring: **Nicolas Cage, Tom Sizemore, Ving Rhames, Patricia Arquette, John Goodman**
 ■ UK release: **7 January**

BRINGING OUT THE DEAD

Cage tags 'em and bags 'em as a paramedic.

Martin Scorsese may be America's Greatest Living Director, but judging by *Kundun*, he was in serious danger of losing both his touch and his audience. Although it's unlikely punters will be queuing around the block for what is essentially a movie about death, this visually dazzling urban alarm bell is his best effort since *Goodfellas*.

Set in the mean streets of Hell's Kitchen, New York City, the film follows 56 frantic hours in the life of haggard paramedic Frank Pierce (Nicholas Cage). Burning the candle at both ends and watching a succession of patients snuff it in his care, Frank is on the brink of a spiritual and mental meltdown. Bombarded by death and haunted by the ghosts of those he failed to save, Frank is in trouble. Worse still, his so-called partners are either burnt-out bores who seem oblivious to what is happening to him and either look no further than their next meal (Goodman), are

gnashing psychos (Sizemore) or are hooker-baiting amateur evangelists (Rhames).

Reuniting with writer Paul Schrader (*Taxi Driver*, *Raging Bull*), Scorsese wisely averts intense, Travis Bickle-style nihilism and instead plumps for the unexpected: pitch-black comedy. Frank may regard himself as a "grief mop" but the increasingly insane scenarios often provoke a cackling reaction; it's impossible not to splutter when Rhames' preacher holds an impromptu prayer meeting after saving a goth from an overdose.

If the laughter's dark, the visuals are firework-bright. Scorsese adopts a style bordering on psychedelic. The trip sequence in which Frank blunders into a drug den, pops a pill and starts tugging souls from the streets of New York is destined to become a classic Scorsese moment.

Patricia Arquette is a little weak as Frank's love interest, but otherwise a cracking cast pulse with hectic energy, signalling Scorsese's return to form. ★★★★★ **Barney Miller**

STIGMATA

■ Director: **Rupert Wainwright**
 ■ Starring: **Patricia Arquette, Gabriel Byrne, Jonathan Pryce**
 ■ UK Release: **21 January**

■ If you thought the raw chills of *The Sixth Sense* and *The Blair Witch Project* marked a new era in sophisticated Hollyhorror, think again. Less supernatural, more superstupid, this unholy MTV-isation of *The Exorcist* is an unmitigated crock of schlock.

Patricia Arquette plays atheist hairdresser Frankie Page, whose life is rudely interrupted by sudden religious fits that result in her wrists pissing blood and her gob burping Catholic cantos. Enter Father Kiernan (Byrne), a hi-tech Vatican miracle investigator who suspects the mysterious force grumbling within Frankie may hold the secret to an ancient Biblical mystery the church would kill to keep secret. Whatever promise exists in the movie's potentially intriguing take on holy possession is soon obliterated by Rupert Wainwright's laughably overstylised direction – all pop promo pomposity, predictable gore and some dumb religious imagery which endows pigeons with deep holy significance.

As for Arquette, she's so hopeless you'll be wishing God's nailgun would stop pussyfooting around with her wrists and aim one square at the brain. Bloody bleedin' awful. ★

SIMPATICO

■ Director: **Matthew Warchus**
 ■ Starring: **Jeff Bridges, Nick Nolte, Sharon Stone, Albert Finney**
 ■ UK Release: **28 January**

■ Two decades after a horse-racing scam left two friends with a big haul and bigger guilt pangs, grizzled alky Vinnie (Nolte) is still unable to drown the bitter memories. Scandalous photos in hand, he sets about a cathartic crusade to expose his successful friend Carter (Bridges) and rekindle an old flame (Stone), who's now married to Carter.

Rendered jagged by plot-mechanic flashbacks that ultimately detract from the action, the big problem with this starchy, mannered drama is that it gets so carried away with Heavy Themes (revenge, friendship, betrayal) that it ends up ignoring the cast. Duplicitous grouch Nolte, panicked tycoon Bridges and woman-on-the-verge Stone all do their best, but the overall impression is one of actors over-meating their performances to make up for their dullsville characters. Blame former-stage director Warchus, whose hollow dialogue and sparse understanding of cinematics reveal a man whose head is still in the theatre. Still, if you get bored you can always indulge in a round of "boom watch" – there are so many sonic-chipolas dipping in on the opening scenes, the ceiling often looks like an emptied sock drawer. ★★



■ Goodman: in it for the free hospital grub.



THE BONE COLLECTOR

■ Director: **Philip Noyce**
 ■ Starring: **Denzel Washington, Angelina Jolie, Michael Rooker, Queen Latifah, Luis Guzman**
 ■ UK Release: **14 January**

■ A serial killer is on the loose in New York. Yes, another one. He stalks the city in his yellow cab, picking up unsuspecting fares, then torturing and killing them in a variety of nasty ways: death by steam, death by burial, death by nasty, nibbling rats...

Enter Denzel Washington as Lincoln Rhyme, a paralysed detective with the best nose for forensics on the force. Enlisting the help of shapely beat cop Amelia Donaghy (Jolie), who "walks the grid" for her bed-ridden mentor, the dying Rhyme endeavours to track down and trap the maniac.

Director Philip Noyce (*Dead Calm*, *The Saint*) joins the dots of this uninspiring plot with little flair,

and while Washington and Jolie do their best to bulk out their paper-thin characters, the script proves too risible for them to succeed. With none of the suspense of genre classics like *Se7en* and *The Silence Of The Lambs*, *The Bone Collector* resorts to the cheapest tactic of all: showing everything in all its unimaginatively gory horror. All that and a schmaltzy "round the Christmas tree" ending, too.

This one should have been left in its padded cell. ★★

SLEEPY HOLLOW

■ Director: **Tim Burton**
 ■ Starring: **Johnny Depp, Christina Ricci, Miranda Richardson, Christopher Walken**
 ■ UK Release: **7 January**

■ Having broken free of the Gothic fairytale formula for both *Ed Wood* and *Mars Attacks!*, Tim



■ *Stigmata*: the plot's full of holes. So are her hands.

Burton returns to what he knows best with this cinematic re-take of Washington Irving's spook-story *The Legend Of Sleepy Hollow*. Which, in a way, is something of a shame.

While *Mars Attacks!* was a garish mess, *Ed Wood* proved that Burton could breathe fresh air, dumping the macabre stylistics in favour of some warmer characterisation. But *Sleepy Hollow* is little more than a caricature-driven yarn featuring all the Burton trademarks you'd expect: mist, snow, a misfit hero, a mysterious heroine in a blonde wig, men with black, spiky hair and Danny Elfman's inimitable plinky, music-box scoring...

Still, if you fancy an effectively atmospheric ghost story, *Sleepy Hollow* does deliver, sending a stiff, stammering Ichabod Crane (Depp) to a creepy upstate New York village to unravel the mystery of the headless horseman (Walken), who has been lopping the locals' bonces off.

A preposterous ending involving a Bond-villain-style "explain-all" speech spoils the mood a bit, but some energetic swordfight scenes provide enough thrills to keep things ticking over. However, you just can't help feeling you've seen Burton do it all before – please, Mr Goth Man, sir, try something new again. ★★★



■ "I think I've found another bone!"

Videos to rent



■ *A Simple Plan* ends in betrayal, murder and a few shallow graves.

A SIMPLE PLAN

■ **Universal**
 ■ Another film which poses the question: what would you do if you and your friends accidentally discovered a multi-million pound stash? Of course, you'd all start getting paranoid, killing each other and anyone else who found about the money.

A Simple Plan owes its central plot device to *Shallow Grave* and others before it, but manages to make the predictability of the storyline work in its favour as it plays on the painful inevitability of the situation. Bill Paxton is excellent as the upstanding family man who finds it all too easy to murder, while Billy Bob Thornton is outstanding as his simple but principled brother. ★★★★★

THE NAKED MAN

■ **Entertainment In Video**
 ■ The blurb exaggerates the involvement of Ethan Coen in the writing of this script, but you can't blame 'em. *The Naked Man* aspires to the offbeat, affectionate comedy of *The Big Lebowski* but fails miserably. The main problem is that the concept of a chiropractor called Eddie moonlighting as a prize wrestler with a "no-skin" body suit is too out-and-out wacky to ever win you over. When a horribly stereotyped drug dealer murders Eddie's family and he heads off to seek vengeance, it feels like a bad Channel 4 sitcom. ★★

TEN THINGS I HATE ABOUT YOU

■ **Touchstone**
 ■ Shakespeare's *Taming Of The Shrew* remade in an American PG comedy style? It's a potentially nauseating prospect but *Ten Things...* is genuinely witty and heartwarming, emerging as one of the best teen comedies of recent times, ahead of stylised nonsense like *The Faculty*.

As ice-cool riot grrrl Kat is wooed by a succession of hapless and, indeed, hopeless frat boys, some of her elaborate put-downs are almost worthy of the bard himself. ★★★★★

DVD The biggest new releases.

■ *The Mummy*: walk like an Egyptian.



THE MUMMY

■ **Columbia Tristar**
 ■ Ostensibly a remake of the 1932 Boris Karloff movie of the same name, *The Mummy* dispenses with simple, ghoulish freakery and makes a hyperactive rush for the action movie jugular. Quoting

heavily from the *Indiana Jones* textbook in a manner which is half-tribute and half-parody, *The Mummy* is unashamedly brash and thin on storyline. Brendan Fraser and Rachel Weisz fail to upstage a cast of locusts, beetles and a fine turn by Arnold

Vosloo as a reeking corpse who has been dead for 3,000 years. ■ **Extras:** Behind the scenes, deleted scenes, full length feature commentary with director Steven Sommers, special effects featurette, interactive DVD-ROM features. ★★★

Videos to buy

THE SIEGE

■ **20th Century Fox**
 ■ A series of terrorist explosions have brought New York City to a standstill. Denzel Washington is an ambitious FBI agent trying to track down the culprits. He discovers that both the Government and the army are already up to their necks in hostage dealing and all parties don't necessarily share the same aims.

Since the end of the Cold War, Hollywood has tended to promote Muslim fundamentalists as the enemy of choice. *The Siege* tries to put a spin on that kind of jingoism but the message is



■ **His arm's metal, the acting's wooden**

compromised by the sheer lack of believability. ★★

THE SIX MILLION DOLLAR MAN

■ **Universal**
 ■ They have the technology. They can rebuild him. He can be made better than he was before. But they can't cover up the fact that Lee Majors' *Six Million Dollar Man*

is a pathetic action hero. Lumbered with some of the most tedious adventures ever, the only fun to be had is provided by the shaky scenery as Steve Austin leaps between buildings in an attempt to capture a caricatured baddie. Ten years later, *Knight Rider* would come along and make it look downright stupid. ★★

Book of the month

■ Well, we all know that Mr Johnson thinks it's a good idea...



THE PENGUIN BOOK OF HOLLYWOOD

Bow down to Tinseltown.

Despite all those heavily-pictured, big white letters on the hilltop, Hollywood has long since ceased to be a geographical location and is instead a term for a vague spiritual realm where films, dreams and colossal fortunes are made. It's also shorthand for bloated over-indulgence and the unfettered power of Mammon. But rather than ploughing through some half-cocked postmodern philosophy essay to get a handle on the place, just lay out £13 and read this book.

Before you know it you'll discover that the name Hollywood first emerged in the 1880s as a quaint title for a ranch built in the valley. From the early 1900s small film studios began to settle in the area, attracted by the temperate climate and the seclusion from the legal claws of Thomas Edison's Motion Picture Patents Company. And so the mythmaking, moneymaking and scandal began. Indeed,

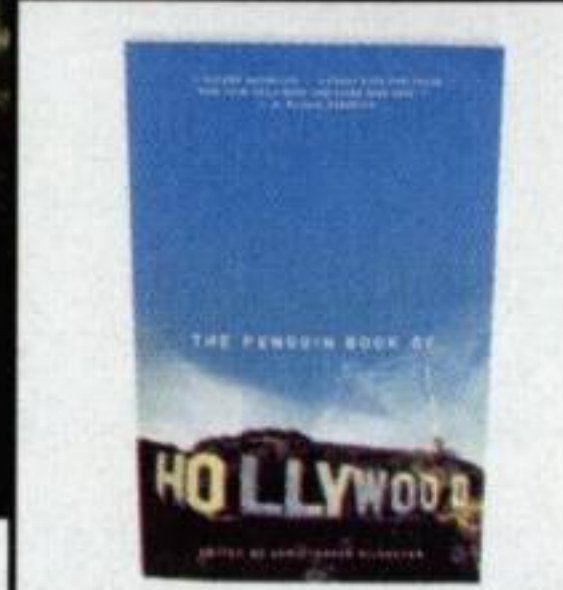
it soon becomes clear that Hollywood extravagance is not a recent theme.

The seven major studios which would dominate the film industry for 60 years began to take shape in the 1920s, riding a wave of burgeoning demand for movies across America, and rapidly accumulating huge amounts of cash in the process. Several accounts from the era recall the construction of vast estates, complete with three-car garages and swimming pools.

Drawing on contemporary and retrospective musings on the movie capital of the world by a range of Hollywood illuminati, from Cecil B De Mille to F Scott Fitzgerald to Richard E Grant, *The Penguin Book of Hollywood* is a mine of funny, interesting and frankly amazing stories. Some of the tales, including Robert Evans' account of being muscled out of making the ill-fated *Cotton Club* by Francis Ford Coppola beggar belief. But that will be the celebrated myth at work – nothing written about Hollywood ever seems to be quite real. ★★★★★ **Sam Richards**

Book Info

■ Editor: **Christopher Sylvester**
 ■ Publisher: **Penguin**
 ■ Price: **£13**
 ■ ISBN: **0-140-27527-4**



SNOW WHITE AND THE SEVEN SAMURAI

■ Author: **Tom Holt**
 ■ Publisher: **Orbit**
 ■ Price: **£16**
 ■ ISBN: **1-85723-898-2**



■ The evil queen at the heart of *Snow White* famously had a magic mirror. In this limp excuse for a comic novel

she has a computer running – wait for it – an operating system called Mirrors 3.1. A-ho! Should said system crash there's always nature's laptop, a bucket of water. How so? It's known as "backing up to a sloppy!" A-ha!

Believe it or not, things manage to get worse. Enter stage left a frog prince, the three little pigs, Little Red Riding Hood and the entire cast of *Grimm's Fairy Tales*, while Holt dives to the bottom of the barrel and gets a-scraping for pseudo-technological gags. Enter stage right a full set of seven Japanese "dwarves", the samurai of the title, and you've set sail for the sunny shores of the downright offensive.

The ensuing text (there's no story to speak of) is a mulch of fantasy/sci-fi cross-referencing by an author who doesn't seem to know what he's doing. Compared to this drivel, Terry Pratchett comes across like Dostoevsky. Publishing, eh. Mug's game. ★

AFTERBURN

■ Authors: **Colin Harrison**
 ■ Publisher: **Bloomsbury**
 ■ Price: **£10**
 ■ ISBN: **0-7475-46177**



■ US Fighter pilot Charlie Ravich gets shot down by the Viet Cong. Despite the obligatory excruciating, drawn out torture, the

experience turns out to be the making of him and, thanks to a bit of tasty financial timing and a shrewd investment in IBM, he goes on to become a multi-millionaire. Result.

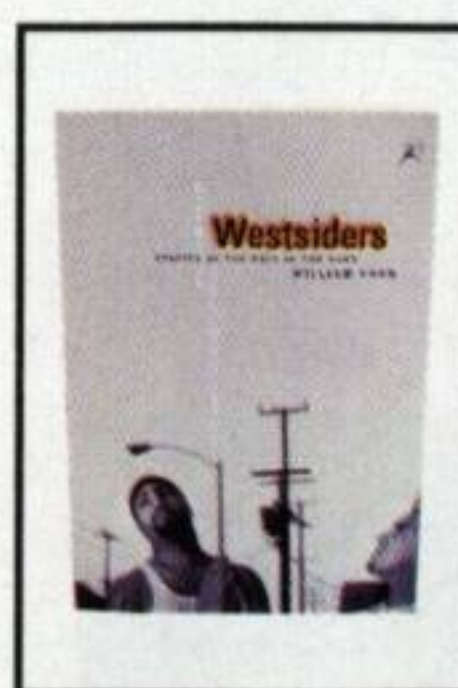
Trouble is, his experiences in Vietnam have left him literally half-cocked, saddling him with a lifelong sexual hang-up. When his son dies of leukaemia and his daughter is discovered to be barren he's overcome with the urge to ensure the continuation of his own bloodline. So he puts an ad in the lonely hearts column. As you would.

Enter Christina, an Ivy League drop-out fresh from a spell of porridge, pursued by her burly ex-boyfriend and a gang of very bad men. All of which leads – luckily for the plot – to kidnapping, bribery, corruption, violence, more torture, and an orgy of bad sex.

Afterburn is invigorating and entertaining stuff of which the best pulp adventures are made. Well worth a read. ★★★★★

WESTSIDERS

■ Author: **William Shaw**
 ■ Publisher: **Bloomsbury**
 ■ Price: **£12**
 ■ ISBN: **0-7475-3529-9**



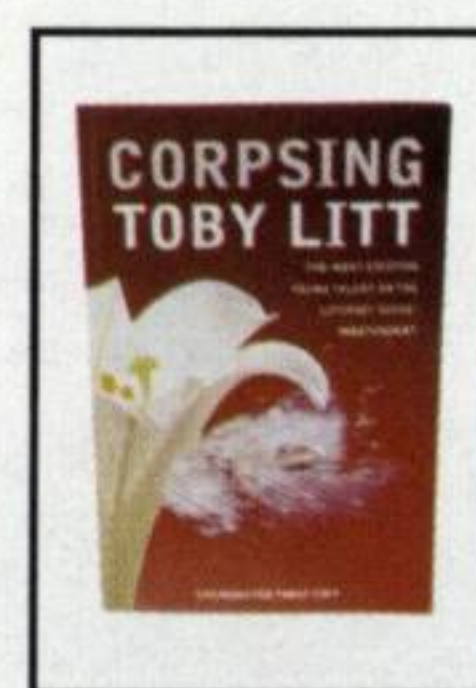
■ Barring the auto-biographies of Ice Cube and Ice-T, *Westiders* is probably the most detailed portrait of the South Central

Los Angeles hip-hop scene ever written. Visiting the Compton neighbourhoods ten years after NWA put them on the musical map, William Shaw traces the lives of a dozen or so homies, each with their tales of ghetto life, and each trying to break into the highly competitive rap industry.

The twist is that Shaw is a white, middle-class Englishman who hires a car to get to interviews and insists on wearing a suit at all times. However, his vast knowledge of hip-hop means the book avoids Sunday supplement generalisations and, as an outsider, he is able to side step the hype and bring the area, its people and music alive for a distant audience. ★★★★★

CORPSING

■ Author: **Toby Litt**
 ■ Publisher: **Hamish Hamilton**
 ■ Price: **£10**
 ■ ISBN: **0-241-140692**



■ Widely touted as one of the UK's hottest young novelists, Toby Litt somehow constructs a genuinely gripping thriller out of

the life of a late-twentysomething media bore – so there's hope for the *Arcade* staff yet.

A sort of *London Fields* meets *Lock, Stock & Two Smoking Barrels*, *Corpsing* rises above the cool/cynical ramblings of narrator Conrad Redman which threaten to choke the story early on. As our hero becomes gradually less calculating and more passionately insane and launches his own investigation into the murder of his ex-girlfriend, TV starlet Lily Irish the book gets better and better.

When a host of highly respected RSC actors, newshounds, stand-up comics and East End mob bosses are dragged into the bloody farrago, *Corpsing* is superb. ★★★★★

Comic of the month



THE AUTHORITY

■ Behind one of the most cack-handed logos in comics lurks one of its greatest books – a highly cinematic, balls-out epic. Structured in four-issue story arcs, "The Authority" is the pen-and-ink equivalent of watching *Independence Day* and *Armageddon* back to back.

Basically, a punkish, abrasive Englishwoman leads a small bunch of mysterious supertypes on

a self-appointed mission to stand guard over the earth. They have technology on their side, but it's their anything-to-get-a-result attitude that makes them so dangerous. Woe betide anyone who decides to get in their way.

Sadly, there's some bad news: the talented creative team behind *The Authority* concludes its run with the current four part storyline. The good

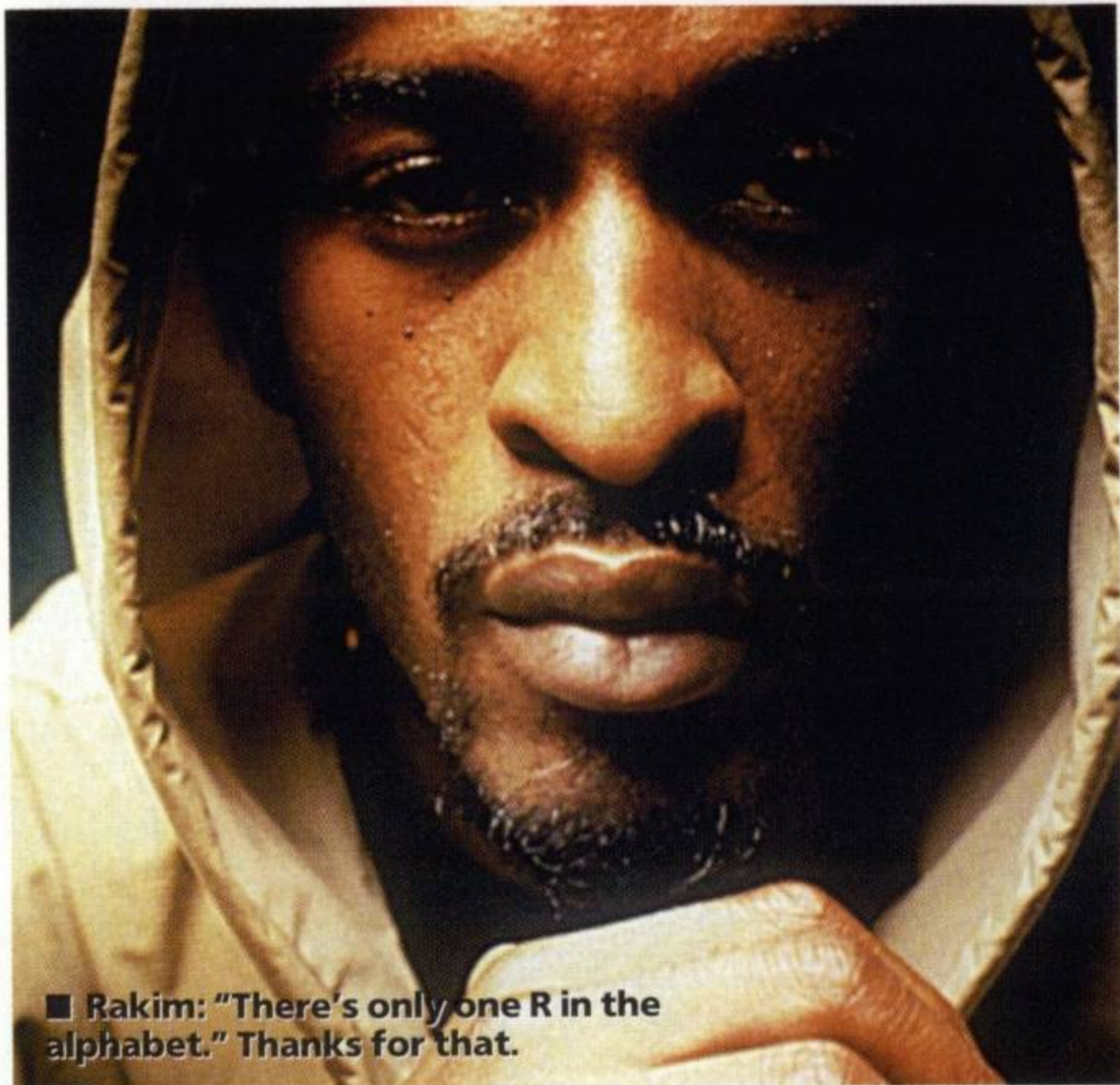


news is that from issue 13 a similarly high-powered duo (Mark Millar and Frank Quitely) takes over.

"The Authority" – pay it respect or get your head kicked in. ★★★★★ **Matt Bielby**

■ Writer: **Warren Ellis**
 ■ Artist: **Bryan Hitch and Paul Neary**
 ■ Publisher: **Wildstorm (DC Comics)**

Music

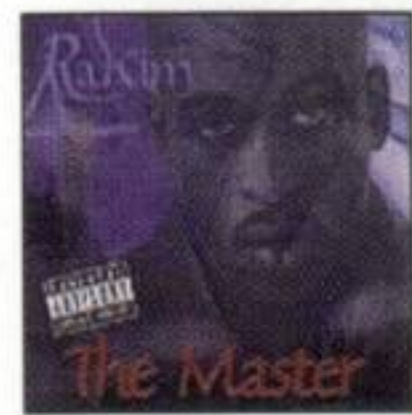


■ **Rakim:** "There's only one R in the alphabet." Thanks for that.

RAKIM

The Master

■ Label: **Universal**



■ Rappers are known for their hubris, but Rakim takes hip-hop boasting to the limit. Not content

with dissing a few sucker MCs and claiming he's got the biggest Jeep in the 'hood, Rakim has positioned himself as some kind of rap deity. Sure, he paid his dues back in the day and now he wants to be repaid in full, but *The Master* doesn't demonstrate quite enough lyrical originality to completely convince.

Rakim may source his rhymes "in different continents, putting lyrical contents in monuments", but his wide scope is only really another method of self-aggrandisement. Blackalicious, GZA/Genius and Mos Def have all recently released far more lyrically potent LPs. At least the music keeps Rakim on point, here largely produced by Clark Kent (Eric B is long gone) with a couple of guest slots by old hands DJ Premier and The 45 King. ★★★

YO LA TENGO

And Then Nothing Turned Itself Inside Out

■ Label: **Matador**



■ This is Yo La Tengo's 11th album (count 'em) and they're sounding more blissfully innocent

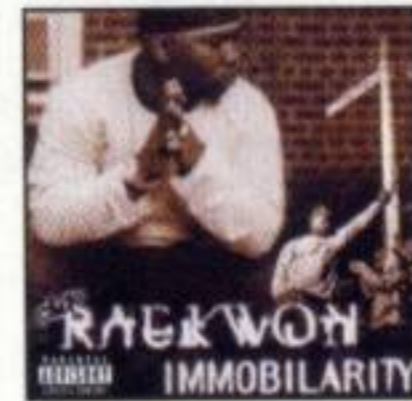
than ever. *And Then Nothing...* is a delicate wash of understated melody situated at the polar opposite end of the musical spectrum to Primal Scream's disco apocalypse. Yo La Tengo ease you into the new millennium with a gentle snowfall of teary melancholia, warm-hearted simplicity and playful humour, evident in songs titles such as "Let's Save Tony Orlando's House". And why not? Poor Tony sure needs a break.

That said, you have to admit that it's impressive that a trio of haggard thirtysomethings can still write love songs so immediate. Only a couple of ill-advised excursions into Stereolab-influenced wobble territory dent the glimmering sheen. Cold hands, warm heart. ★★★★★

RAEKWON

Immobilarity

■ Label: **Loud**



■ Lacking the profile of Method Man, the incisive style of GZA or the instability of Ol' Dirty Bastard,

Raekwon is memorable only as the Wu-Tang's tubbiest clanster. Indeed, the curse of relative anonymity is confirmed by the first few tracks, which are Wu-Tang by numbers: minimal string motifs, stoned beats and portentous but ultimately confused lyrical concerns.

Listen further, however, and the man known to his family as Lex Diamonds perks up. "All I Got Is You" is a cheesy ode to every rapper's source of inspiration, his Mom, but set to an insane pop hook. The air of playfulness – believe it or not – continues through "Fuck Them" (a Method Man duet) and "Live From New York" while "Heart To Heart" is pop-rap to shame Puff Daddy. Just a suggestion – instead of producing an endless string of often fairly mediocre albums, why don't the rappers save their best bits for the next fully-fledged Wu-Tang effort? ★★★

Q-TIP

Amplified

■ Label: **Arista**



■ Uh-oh. Looks like another veteran rapper is about to soil his proud legacy. The sleeve of

Amplified shows Q-Tip (formerly of A Tribe Called Quest) posing with jacket open and pecs rippling. Mmmm. A glance at the song titles reveals a similarly base, carnal flavour: "Do It", "Let's Ride", "Go Hard"... hardly *People's Instinctive Travels And The Paths Of Rhythm* is it?

Thankfully the music contained within is an inventive slant on the current vogue for all things R&B, introducing tasty jazz licks into the equation. Q-Tip himself produces, along with able assistance from Jay Dee, and together they manage to create a crisp backdrop.

In contrast, Q-Tip's rapping is clipped and obvious, shorn of his renowned poetic interludes. His distinctive drawl which once made him easy to pick out on even the most crowded of party cuts, seems to have been regulated. Perhaps giving it up for his peoples is moving with the times, but it's a shame to see one of hip-hop's innovators just happy to be part of the crowd. *Amplified* is an inventive, contemporary rap album, but you still feel Q-Tip is operating beneath his level. ★★★

Album of the month



■ **Primal Scream:** Advertises for clean living.

PRIMAL SCREAM

Apocalypse, now



Album Info

■ Primal Scream
■ Exterminator
■ Label: **Creation**

Bobby Gillespie and crew talk a good fight. But fears were accelerating recently suggesting Primal Scream (or Prml Scrm as the latest typography would have it) had finally pissed away all the magic which made *Screamadelica* such a landmark record. Single "Swastika Eyes" burnt with commendable passion, but demonstrated little in the way of musical inspiration. Lucky for the band it's the weakest track on the album.

Exterminator charges out of the speakers like a horde of post-pub hooligans racing for the last train. It's messy, it's trippy, and it wears the rugged face of studied disaffection. The opening track is called "Kill All Hippies" which should give you some idea of the current attitude of the Scream camp. The second track is called "Accelerator", and it sounds like the MC5 being throttled by My Bloody Valentine; no surprise that it's mixed by MBV recluse Kevin Shields. In fact, the continued lack of a new MBV album is largely compensated by Kevin's invaluable input here, a future jazz curio called "MBV Arkestra" and another Kraut-groove noise monster, "Shoot Speed Kill Light".

In places, *Exterminator* sounds like Death In Vegas' *Contino Sessions* masterpiece of last year, pumped up on cheap amphetamines (DIV's Tim Holmes is another *Exterminator* accomplice). The combined elements of anger, power and invention on this record are unmatched anywhere in pop music and Primal Scream finally have an album to justify their chosen name. If it weren't for the inclusion of two versions of the tiresome "Swastika Eyes", *Exterminator* could already be the album of 2000. ★★★★★ **Sam Richards**

Millennium jukebox

Caught in the crossfire of the hard-hitting Arcade stereo wars.

THRASHER: SKATE AND DESTROY

Soundtrack

Jamie stakes out his corner by aggressively bawling EPMD rhymes.

808 STATE

Ninety

New Jamie retreats to his bunker of primitive acid house music.

JOHN BARRY

Bond Themes

Sean "Connery" Atkins opts for a little escapist wish-fulfilment.

THE STONE ROSES

The Stone Roses

Rich attempts to regrow his fringe and use it as a deadly weapon.

SQUAREPUSHER

Feed Me Weird Things

Nick sets out to confuse everyone with the disorientating power of cut-up electronica.

KOOL KEITH

Sex Style

Alvin woos all the laydeez with this slab of dubious hip-hop filth.

PRIMAL SCREAM

Shoot Speed Kill Light

Ursula threatens to jump out of the window if this noise beast is played again.

ALANIS MORISSETTE

Some Whining

Atrocity

Everyone else threatens to jump out of the window if Ursula plays this again.

ETHIOPIAN

Everything Crash

Majestic reggae from the hallowed halls of Studio One. Too good.

■ This is your brain on drugs.



BOOGY BALL

One for all you high rollers out there.

Quite a weird one, this. Still, this really shouldn't come as much of a surprise as the Boogey Ball hails from Tiger Electronics – a company renowned for its off-the-wall electronic games. But there's no question that this product takes the (disco) biscuit.

Turn it on and you're greeted by a sub-Austin Powers Antipodean voice asking whether you're ready to play or not, "baby". Pick one or two players, hit the Start button and the lights which cover the Boogey Ball begin to flash. The idea

is to work out which one is about to light up and hold the ball so the light faces upward. Get the ball the right way up in time and you're rewarded with a point. Fail and you're treated to one of those bloopy noises that says "loser" in any language.

And that's it, basically, except for the intensely annoying little ditty it plays non-stop. Tiger claims there are five "different and exciting games" to choose between, but these prove just about impossible to find. This has to be one of the most pointless and bizarre objects ever – yet it's strangely addictive. ★★★

Game info

- Price: £29
- Available from: Tiger Electronics on 01423 501151
- Release date: on sale now

T28 info

- Price: £299 with contract
- Available from: Ericsson on 0990 237237
- Release date: on sale now



■ "Beam me up, Mumsy."

T28 MOBILE PHONE

Get your flaps out.

Mobile phones are, of course, de rigeur. Gone are the days when having a mobile marked you out as a go-getter, a mover'n'shaker, or an IT kid. But pick the right mobile and you can still have a phone that shouts, "I'm minted, me" as you bleat: "Yeah, I'm on the train. See you, baa."

The Ericsson T28 is one such phone. It's small, it's sleek, it's sexy. It's also a lot like the little Ericsson GF768 that caused such a stir a couple of years ago. It also has an "active flip", which means the phone turns on automatically when you flip the lid down – a lot cooler in the flesh than on paper, honest.

You also get voice dialling: speak the name of the person you want to call and the T28 sets to dialling. Two warnings here, though. Firstly, program in the voice prompts beforehand. And secondly, you'll look a tit shouting "Mumsy" at your mobile after a night out.

Beyond that, the reception's great, there's a handy battery indicator, and it's got a calculator, stopwatch, alarm clock and games built in. Go buy one. ★★★★★

Vividigi info

- Price: £65
- Available from: Seiko on 01628 770988
- Release date: on sale now

FUSION VIVIDIGI WATCH

Sometimes improved wrist action can save a relationship.

Not only is the Vividigi a perfectly usable timepiece, it's also the perfect pulling partner. How so? Well, you know that awful moment when you're down the local builders merchants and you meet the one you're destined to spend the rest of

your life with, but when it's time to get their number you can't find a pen? As you beg all and sundry for a Biro, you can feel their desire slipping away, and soon the moment has passed...

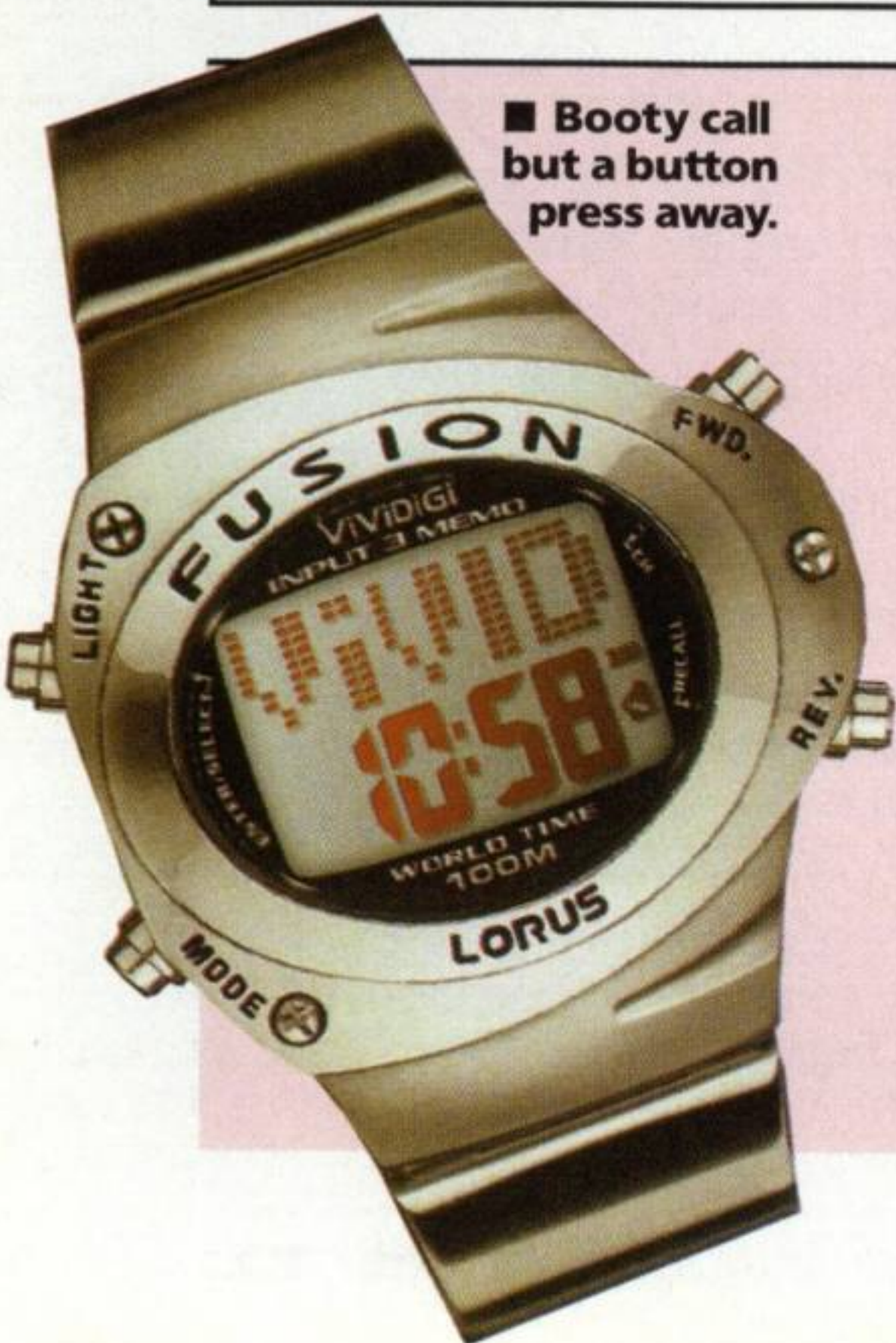
Well, with the Vividigi you need never endure this, as the watch is capable of

storing three text/numeric memos of up to 40 characters in length, which gives you enough room for their star sign as well as those all-important digits. Plus, a world time facility, displaying the time in 24 major cities around the world means you'll never get

into trouble for phoning your beloved from San Francisco at 5am because you got your hours mixed up.

Oh, and there are the LEDs as well. They're blue normally, but hit the light button and they glow red. A watch your wrist should be honoured to bear. ★★★★★

■ Booty call but a button press away.



IT'S IN THE CANS

Isolate yourself in sonic splendour as the rest of the world gets lost in musak. Russell Deeks, the man from *T3* magazine, straps himself in for the headphone hustle.



SR 950

- Price: **£80**
- Available from: **Vivanco on 01442 403020**
- Release date: **on sale now**

■ If you're going to fork out £80 for a set of headphones, you don't want to put up with even the slightest degree of discomfort, do you? Thankfully, these Vivanco cans go to great lengths to ensure that you don't have to. Not only are they lovely to handle, being covered in felt, but the earpads are coated in deep pile velvet: this is the closest putting on headphones gets to climbing into a nice warm bed with a mug of cocoa. They give a nice warm sound, as well. There's plenty of punch and, unlike most open-backed headphones, bags of bass. Highly recommended. ★★★★★



SR 222S

- Price: **£30**
- Available from: **Vivanco on 01442 403020**
- Release date: **on sale now**

■ These are considerably more affordable than the other Vivanco 'phones on offer here, but they're great value rather than cheap and cheerful. However, proceed with caution. The open-backed design gives a very airy, open, natural sound, making them ideal for some types of music, like string quartets and live jazz, but crap for tunes demanding a bit more wallop. So if you're into Britpop or dance music, they probably aren't the headphones for you – and they'd be no use at all in a DJ-type situation. On the plus side, though, the sound you get is crystal clear, they're extremely light and comfy to wear. ★★★

ATH-PRO6GR

- Price: **£95**
- Available from: **Paul Smith on 0171 379 7133**
- Release date: **on sale now**

■ Now, how impressed do you think your friends will be when you tell them your headphones were designed by Paul Smith? Will they call you a sad fashion victim, or will they gasp in awe and want to buy you a drink? If it's the latter, then it's probably best they never actually listen to your new babies, or they'll pretty soon be choosing the first option. Because while these 'phones look great, for nearly £100 you'd want them to sound great as well, and they don't. They work well enough, but the midrange is woolly and there's definitely a touch of hissing on the treble. On the other hand, the closed-back design means there's plenty of bass, so they'd be well suited for DJ use. If you've got the cash and you are on a mission to look flash, they're a laugh. If you're on a budget, give these a wide berth. ★★★



SBC HP900

- Price: **£90**
- Available from: **Philips on 0181 689 4444**
- Release date: **on sale now**

■ These are truly weird-looking cans. There's not one, but three headbands – which is a trifle excessive. Philips has no doubt assembled a team of ergonomics experts and structural engineers, and decided such a design gives the ultimate in balance and comfort. Or something. They are certainly very comfortable to wear, and while they look heavy they're actually extremely light. The full-ear, closed-back design means they pack plenty of punch, so they'd be up to DJ-standard sonically, but whether those three headbands would stand up to being forever fiddled with is a different matter. Where the HP900s do excel is that, unlike some bass-heavy, closed-back phones, they're equally adept at handling gentler tunes. The choice of the discerning home listener, then. ★★★★★



A Our choice



MONITOR HD 270

- Price: **£80**
- Available from: **Sennheiser on 01494 551 571**
- Release date: **on sale now**

■ Sennheiser is probably the best-known maker of headphones, so it comes as no surprise that this pair are a bit bloody good. However, it's clear that these particular bad boys have been designed with professional DJs in mind. Everything has been maximised for a long night mixing up the tunes in a club. So you get, of course, the full-ear, closed-back design (full-ear to block outside noise, closed-back for maximum bass response). But you also get a single, extremely springy, headband, designed to withstand the attentions of the most frantic disc-spinner and to make them sit snugly around the ear. The sound is crystal clear and there's no sacrifice of sonic purity in pursuit of the bass, even though they kick harder than a Premiership striker. In fact, the only thing wrong with them is that they're a little too close-fitting for prolonged home use. ★★★★★

■ Welcome to the g-strings of the future. Support for both front and back.

Internet celluloid

IMDb Personalize

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32 Days Until Christmas - We Can Help
Want advice on movies to entertain your holiday guests? How about some gift ideas? In our [IMDb Recommends](#) section, you can let our recommendations robot scour the database for movies you might like or check out our staff's hand-picked gift suggestions from Amazon.com's amazing selection of books, movies, music and more.

Today's IMDb Poll Question is:
Which movie has the best plot twist? ([vote](#)).

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IMDb Movie of the Day
We read a recent interview with Billy Joel in *The Cable Guide* where he was asked to name a *A Face in the Crowd*. "That isn't know the depth of Andy Griffith," he

Movie and TV News
Monday, November 22, 1999:
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• [Reviewers Leaking New Movies To Net Pirates?](#)
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Happy Birthday to:
Tuesday, November 23, 1999.

All the film information in the world, ever, under one roof.

The match box

Miyamoto

Miyamoto

So, what will the Internet search engine from hell make of Nintendo's game-creating powerhouse?

Miyamoto's Public Relations Resource
<http://www.geocities.com/WallStreet/8925/>

Chances are you've never met a genuine PR person, and for that you should be eternally grateful. Be grateful, also, because this particular site is based in Hawaii.

Japanese history. What a guy. **The Miyamoto Tapes** http://headline.gamespot.com/news/98_11/11_vg_miya

That'd be the actual Miyamoto, then? His royal Shigsness? Indeed, an interview with the creator of *Zelda* and *Mario* and a bevy of classic gaming moments.



Miyamoto Musashi
Learn about a man with an unfeasibly large sword.

Earthquake, sir? These chaps can help.

Mars Shaffer and Miyamoto Inc
<http://www.msm1.com/seismic.htm>

Worried that your house might not be earthquake-proof? Course you are. There are earthquakes happening all over the shop at the moment. These chaps specialise in earthquake-proofing buildings, though.

Miyamoto Musashi
[http://www.haret.net.jp/ohara/musashi\(E\).htm](http://www.haret.net.jp/ohara/musashi(E).htm)

Who? Sounds like quite a groovy chap, actually. He was a 16th century swordsman and martial artist and, so it would seem, he's quite an important figure in

Ikuya Miyamoto
<http://www.ccmr.cornell.edu/~ike/>

"I am conducting research about nanocomposite under direction of Prof. Giannelis as a visiting scientist from Asahi Chemical Industry Co," says Ikuya. "Please call me if you are interested in playing tennis or IGO." His number's on the site.

Oriental Connection
<http://www.swordsandknives.com/swords/musashi.htm>

Want to own some swords of the style used by Miyamoto Musashi? Yes, him mentioned earlier on. You would? Well, this is just the page for you. It sells them.

www.miyamoto.gr.jp
<http://www.miyamoto.gr.jp/>

This one's scary. It has the word "Miyamoto" in big letters, and clicking on it lets you send an e-mail to info@miyamoto.gr.jp.

MOVING PICTURES

The Internet's great, but so is the cinema. So why not read about films online? Er...

Baaaah, as in sheep

AIN'T IT COOL NEWS
The most popular website in the world...
The BUTT-CHAMP-A-TION...
EXTREMELY RARE...
AN...
THE BRONX...

Harry might be a portly ginger beardie, but his movie site's the bomb.

Face it - with the occasional rare exception such as *Spaced* and *People Like Us*, everything on TV is rubbish. You can't live a decent vicarious existence through games and the Internet alone, so what can take the place of television? Why, films of course. And there are plenty of them on the Internet - go there first before getting everything hilariously about-face and end up shelling out to sit through the latest Adam Sandler side-splitter.

Firstly: what films are on at your local fleapit? Get a good idea of what's out and what's coming soon at <http://uk.imdb.com/Recent/UK.html>. This offers an essential list of recent and upcoming releases, courtesy of the equally essential Internet Movie Database (<http://uk.imdb.com>). Ever sit up late wondering who played the third Ewok from the left in *Return of the Jedi*? IMDB can tell you. Probably.

So, you know what's out or coming soon, but what's coming later? You need a site such as the indispensable *Ain't It Cool News* (<http://www.aint-it-cool-news.com/>). This site has become something of an Internet legend. Harry Knowles, an overweight beardie from Texas, gets his hands on the film reports the studios don't want you to see, and puts them on-line. That, a series of film rumours that may or may not be true, and much more, make AICN a valuable stop for anyone interested in the movies.

A similar angle comes from *Film Threat* (<http://www.filmthreat.com/>). The focus here is on independent cinema, but you can also rely on this site for no-punches-pulled reviews of all the latest releases. That is, the latest US releases. At least you'll know what look out for and what to avoid in six months time.

But look! There are only two films that you really, really have to see. Watch these and you need never see another film again (although you can if you want to). Go to: <http://www.spinaltap.com/>, and <http://wso.williams.edu/~mhacker/strangelove.html>, then see the films of which they speak. You will now have seen two of the best films ever made. What more could you want?

For some, movies are a matter of life and death...

FILM THREAT
Hollywood's indie voice

Independent films? Do we hear "Art house"? Not too much, no.

Spinal Tap
Official Home Page
Reports from the Road
Humour Centrale

This site goes up to 11.

CD-ROM of the month

Techno chances with your music-making software.

DANCE EJAY 2 TECHNO EDITION

- Publisher: **Fast Trak**
 - Developer: **PSD Software**
 - Price: **£30**
 - Release date: **on sale now**
 - Requires: **P66, 16Mb RAM, 40Mb HD-space, sound card**
- Among the many questions which the new millennium poses, precious few are more pressing than "who's going to have the first Number one of 2000?" One sure way to answer it, and to keep Sir

Cliff at bay, is to craft your very own chart-topping track with this Techno edition of *Dance eJay 2*. As with all previous editions, *Techno eJay 2's* drag and drop interface makes creating block-rocking beats as easy as tying your shoelaces. You needn't be scared by the Techno-tag either, as it's used in the European sense, referring to everything from Eiffel65 to Lolly, and the samples included are from different "schools" including Trance, Big Beat, Uplifting House and Ambient Dub. So anything Norman Cook can do, you can do better.

Once you've dragged your samples on to a 16-track timeline you can flesh out your tune in The Effect Studio and use the Hyper Generator Matrix (essentially a souped-up synthesiser with more than 500 sounds) and Time Stretching facilities to create something more sophisticated.

Even if you don't make it to the top of the charts there's plenty here to keep you entertained for a couple of months. ★★★

Next month

SHENMUE

Menacing bald hunchbacks? '80s fashion? Darts? What exactly is the Dreamcast's Shenmue all about? Arcade reveals all next month.



ARCAD

Plus ISS Pro Evolution

Scorcher! The greatest footie game in the world.

Arcade 16 on sale Monday 31 January.

Contents subject to change

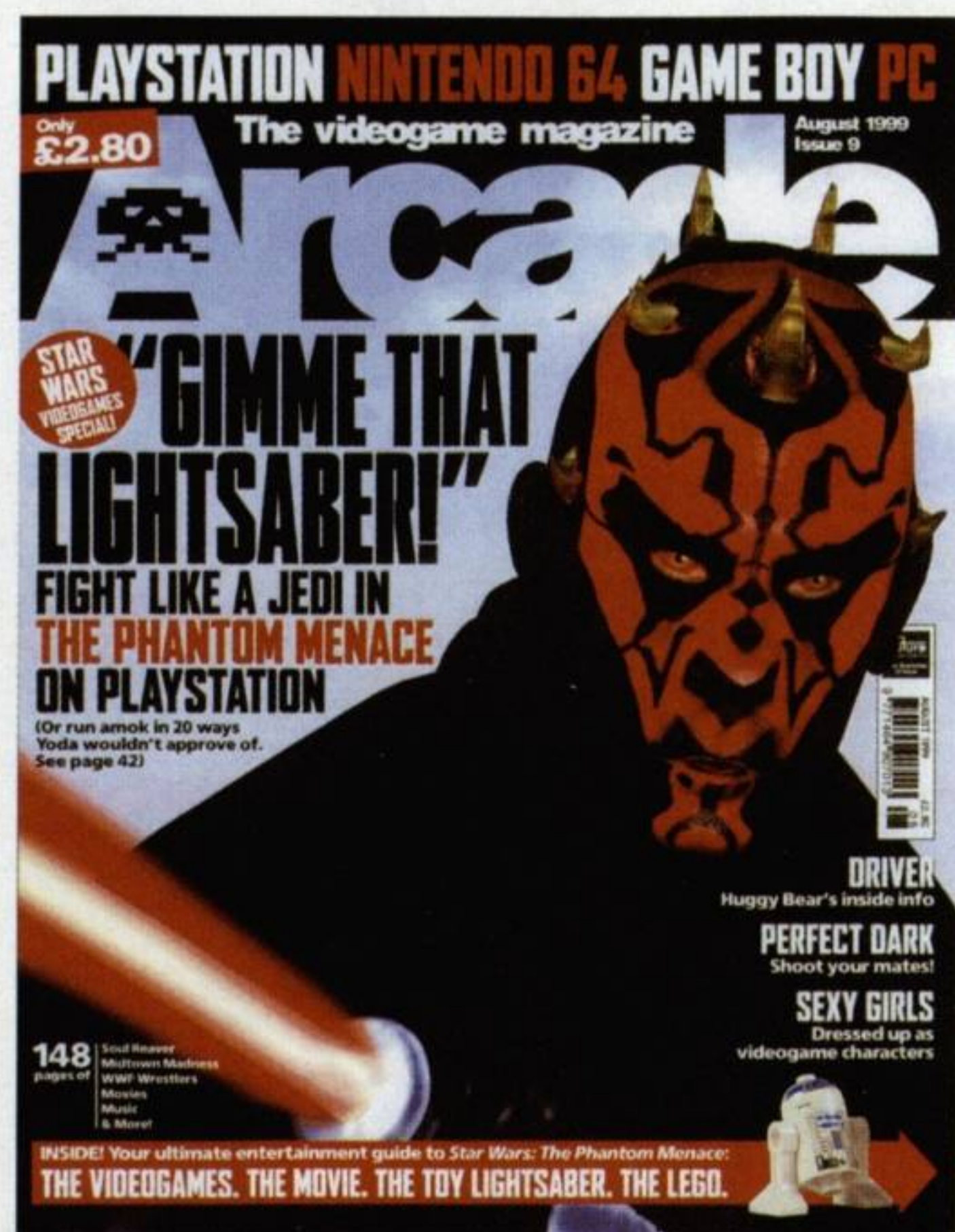
January | 2000 | **Arcade** | 113

Arcade

Back issues

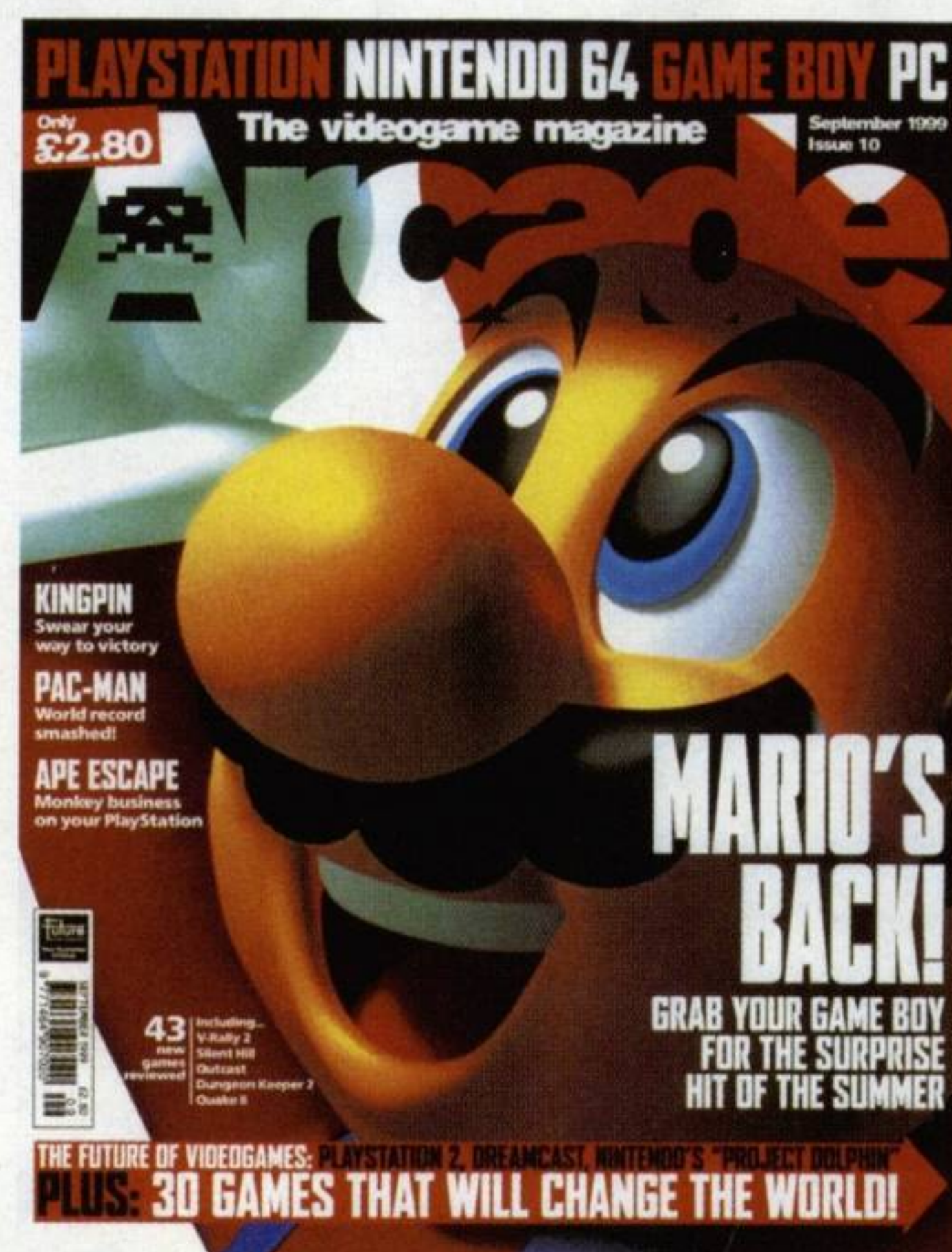
Is there a niggling thought in the back of your mind that something vital has been missing from your life? No need to worry, chances are all you need is a back issue of *Arcade*.

Issue 9 August



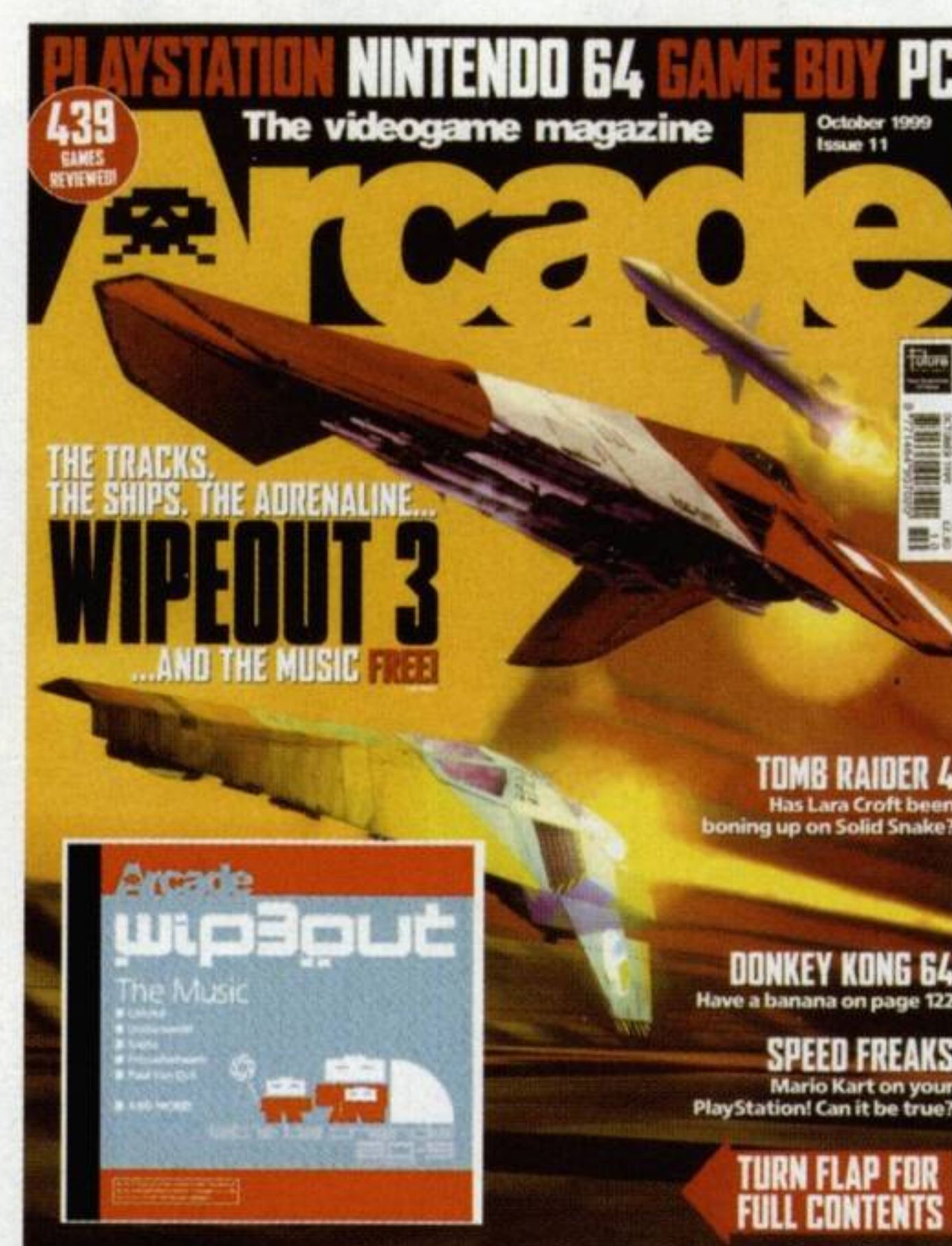
■ *Star Wars* special, games night with WWF wrestlers and sexy girls at E3.

Issue 10 September



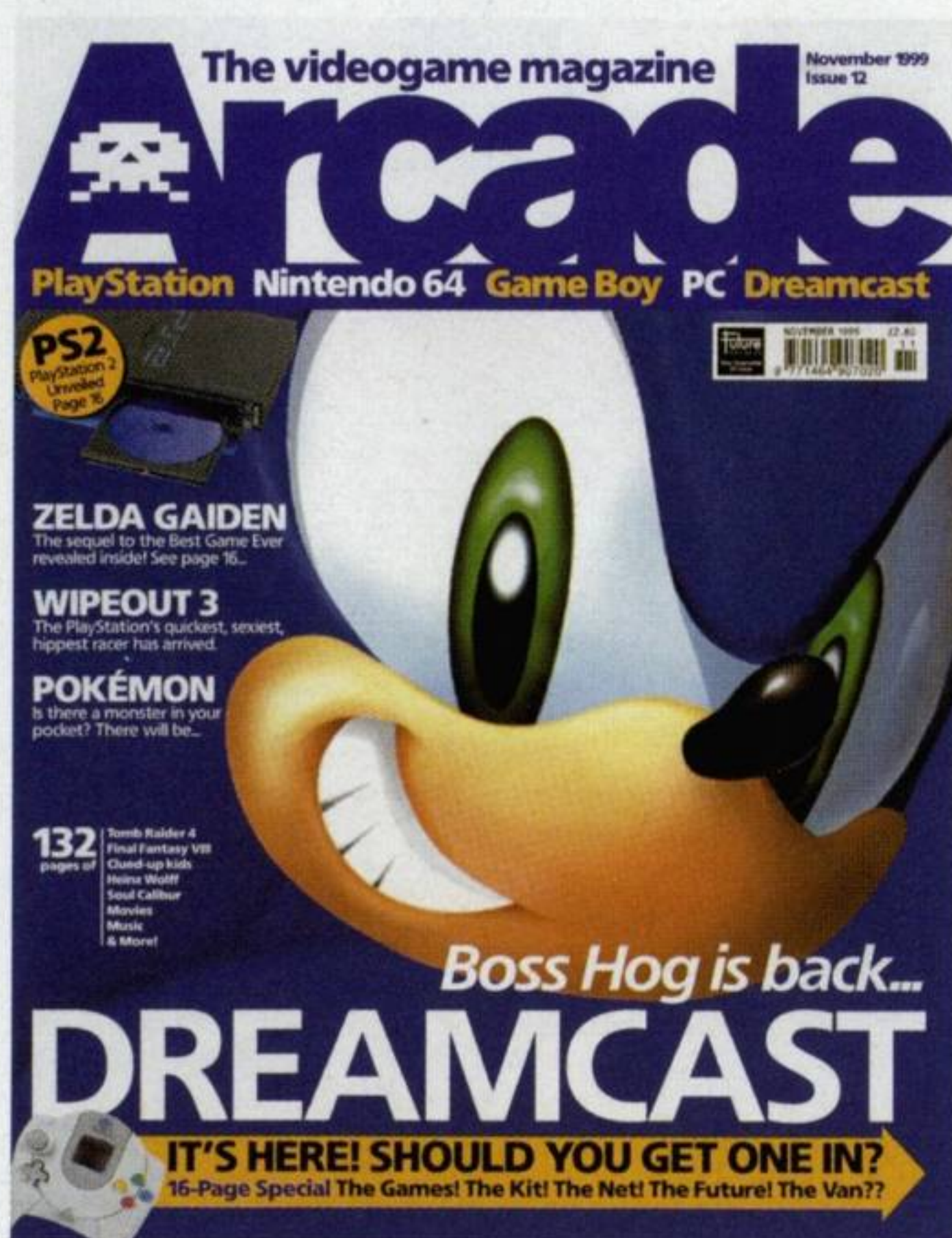
■ Future of Gaming special, Game Boys in the park and Roger Mellie on rude words in *Kingpin*.

Issue 11 October



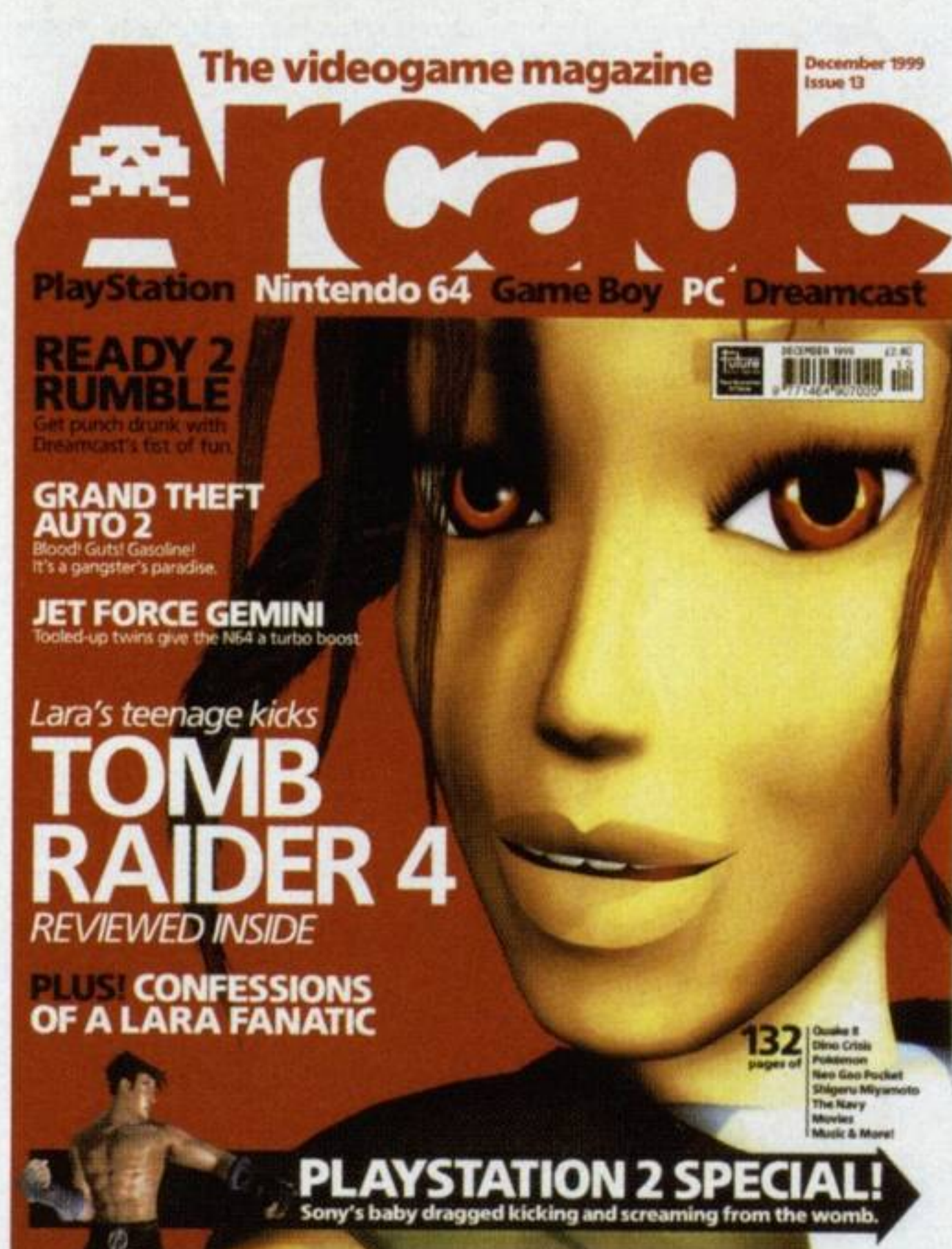
■ Free *Wipeout 3* music CD, the BITS girls and The Great Football Game Debate continues.

Issue 12 November



■ Sega's new system sussed out, clued-up kids and a look at the Christmas games deluge.

Issue 13 December



■ *Tomb Raider 4* reviewed, war sims get real and PlayStation2 revealed in all its glory.

Issue 14 December



■ *Soul Calibur* sorted, Swiss Toni talks totty, Santa spills his sack and the gorilla returns.

A Back issues

If you fancy getting hold of a back issue, all you need to do is tick the relevant box on this coupon and fill out the details. Make sure you've remembered to put the wedge and the coupon in the envelope, and send the whole lot to: **Arcade Back Issues, Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR.** Overseas readers should send the form to: **Future Publishing Ltd, Cary Court, Somerton, Somerset, England TA11 6TB.** However, if you long for human contact, call the hotline on 01458 271126.

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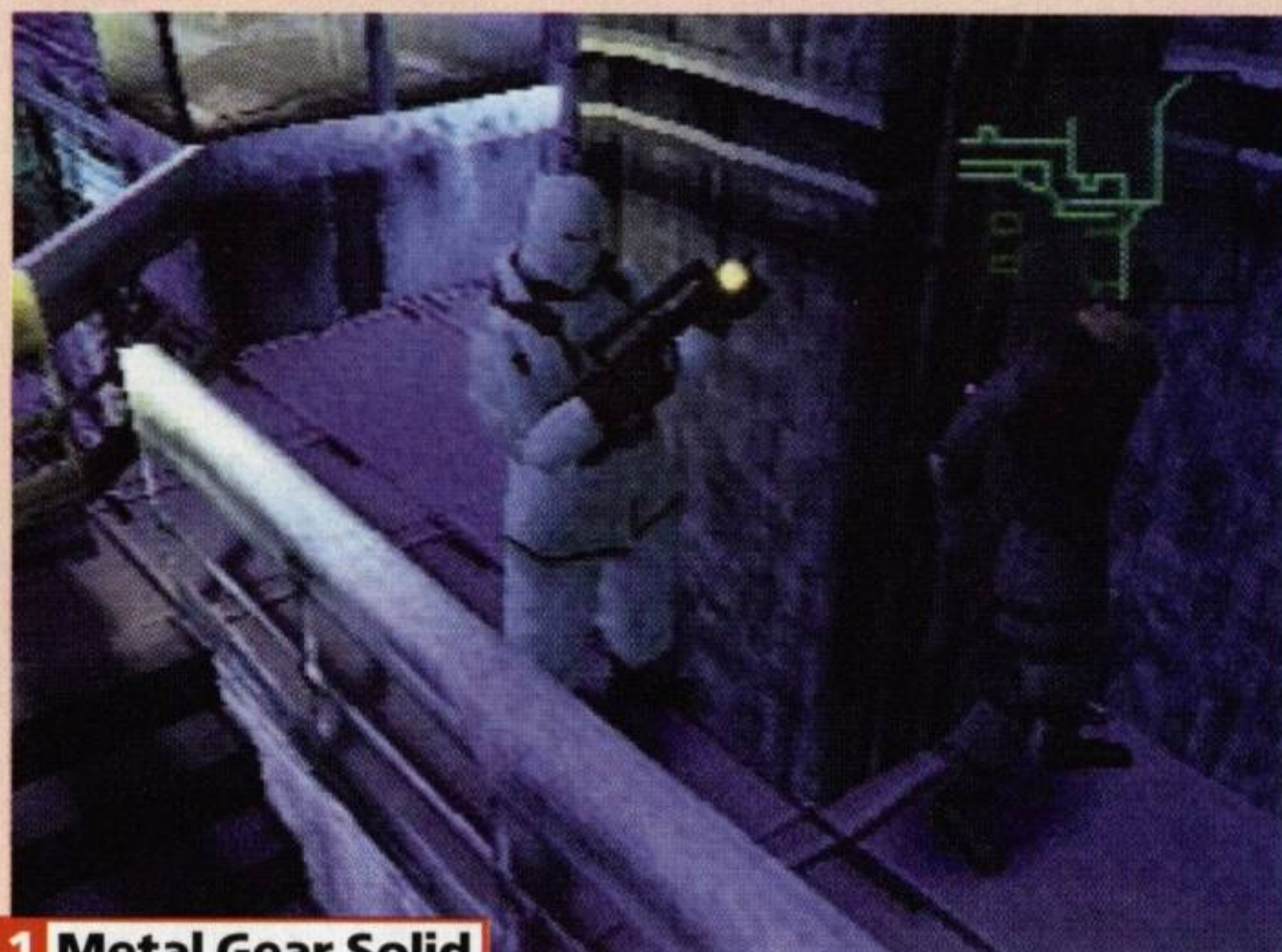
It's lip-smackingly good

The A-list

Edited by | Jamie Sefton

Arcade's Top 20 PlayStation games

■ Grist to your mill for extracting sweet gaming juice from the playable plastic pal in your home.



1 Metal Gear Solid

■ Sneaker ■ Konami ■ £40
Infiltrate a shadowy enemy installation *Metal Gear Solid* is brilliant – sneak around and avoid detection rather than blasting everything in sight. Despite the end screen coming around after only a few hours, you'll adore every single minute of play. ★★★★★

2 Quake 2

■ Shooter ■ Activision ■ £40
Magnificently violent first-person shooter A PlayStation conversion of id's classic shouldn't have been possible, but Hammerhead has pulled it off – big style. The one player game is immersing and scary while the multi-player options are unsurpassed. Gaming heaven in hell. ★★★★★



3 Gran Turismo

■ Racer ■ SCE ■ £20
Probably the best racer in the world Take one measure of outrageously good graphics, another of near-perfect handling, a couple of pinches of immediacy of play and limitless levels of depth, and you've got an unmissable pleasure pie. Ridiculously realistic, replays you'll want to watch annoyingly often – it's like taking all your favourite cars for a test drive! Another PlayStation classic that defined a genre. ★★★★★



4 Tekken 3

■ Fighter ■ Namco ■ £35
Adept slapping Major improvement to the prequels in almost every way: graphically flawless and the new moves add something for both newcomers and veterans alike. A wide variety of sub-games, bonuses and hidden characters, as well as a frightening difficulty level, means there's so much to do that it's almost the *Mario* of fighting games. But without the cute stuff, obviously. ★★★★★



5 ISS Pro '98

■ Sports ■ Konami ■ £40
Frighteningly addictive footy sim Certainly the best football game on PlayStation and arguably on any system. With silky play, perfect motion-capture, scores of teams, comedy player names and the most intuitive control system this side of a light switch; you'll lose years and a few friends the second you first switch it on – which is what quality gaming is all about, surely. ★★★★★



6 Tomb Raider

■ Adventure ■ Eidos ■ £20
Baps entertainment The original and, now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



7 Resident Evil 2

■ Horror Adventure ■ Capcom ■ £35
Sequel to the original gore-fest The ability to control two characters is gimmicky, and the puzzles are similar to the first incarnation, but *RE2* is better than the original in all other respects. It will scare your skin off – a polished and very creepy package. ★★★★★



8 Driver

■ Racer ■ GT Interactive ■ £40
Stunning-looking '70s car-chase sim Rocket through real American cities, evading the Filth and causing upset for pedestrians. The missions don't vary much, but as a driving 'toy', *Driver's* unbeaten. Smashing through piles of boxes is thrilling, and the replay editor makes for added fun. ★★★★★



9 Wipeout 3

■ Racer ■ Psygnosis ■ £35
The future of racing As if the year 2097 wasn't far enough in the future, the Psygnosis boys have set this one in 2116. Every element has been improved and rather than attempt to reinvent the wheel/hover device, the inspiration here is a refreshingly playable back-to-basics approach. ★★★★★



10 Final Fantasy VIII

■ RPG ■ SCE ■ £35
Latest and best installment of Square's epic RPG series A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut scenes that make *Toy Story* look like *South Park*. Bid fond farewell to your free time. ★★★★★



11 Anna Kournikova Tennis

■ Sports ■ SCE ■ £35
Quirky racket-play Cute polygonal pros battle it out in a game that's a little more serious than previous *Smash Court Tennis* titles. Sublime controls and an addictive multi-player feature. In fact, this is by far the best tennis game you can buy – so there. ★★★★★



12 Silent Hill

■ Horror Adventure ■ Konami ■ £40
Chillingly atmospheric scare-'em-up A seamless *Resident Evil* clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose – all in splendiferous 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 Colin McRae Rally

■ Racer ■ Codemasters ■ £20
Life-like rural driving sim A departure from the usual racing game, as your rally car rattles around countryside tracks with time and damage your only opponents. The variety of terrain and responsive controls give real driving feedback. And it's a bloody bargain at £20. ★★★★★



15 MicroMachines V3

■ Racer ■ Codemasters ■ £20
Tiny cars race around your living room The old top-down 2D game souped-up into pseudo-3D, and it's a beauty. There are 30 innovative courses, based on kitchen tables and school desks, coupled with a perfect overhead camera, plenty of amusingly behaved vehicles and a multi-player game that's ace. ★★★★★



16 Everybody's Golf

■ Sports ■ SCE ■ £35
Cartoon-style stick-and-ball antics Simplistic looks, but complex gameplay, with an arcade slant that injects a welcome burst of speed and a host of hidden extras. Great if you don't take golf seriously – and why should you? ★★★★★



17 Ape Escape

■ Platformer ■ SCE ■ £35
Satisfying simian search Catching panicky monkeys with nets refreshes the platforming genre, while the coin collecting sub-quest and bonus games ramp up replayability. The true 3D world looks lovely, the controls are perfect and it's fun and challenging too. ★★★★★



18 LMA Manager

■ Sport ■ Codemasters ■ £40
Finely-tuned footballing excellence Finally, a football manager game on a console that's worth its weight in balls. A great interface, nifty transfer system and the real names of the players create a cracking management sim that even Ruud Gullit could master. Premier League stuff. ★★★★★



19 Brian Lara Cricket

■ Sports ■ Codemasters ■ £40
Leather-on-willow simulator This cricket sim is so realistic that you know it's your fault when you're losing. It's painfully hard, but surprisingly playable and very well-crafted, with the commentary and graphics in particular standing out as a cut above the rest. ★★★★★



20 Crash Team Racing

■ Racer ■ SCE ■ £35
Marvelous Mario Kart clone Four-player racing insanity with the appropriately-named Crash and friends. Crazy cars, power ups and heaps of courses make this a fun, if derivative, racer. ★★★★★



TOP 5 PLAYSTATION GAMES TO GET YOUR PARTNER IN THE MOOD FOR LURRV

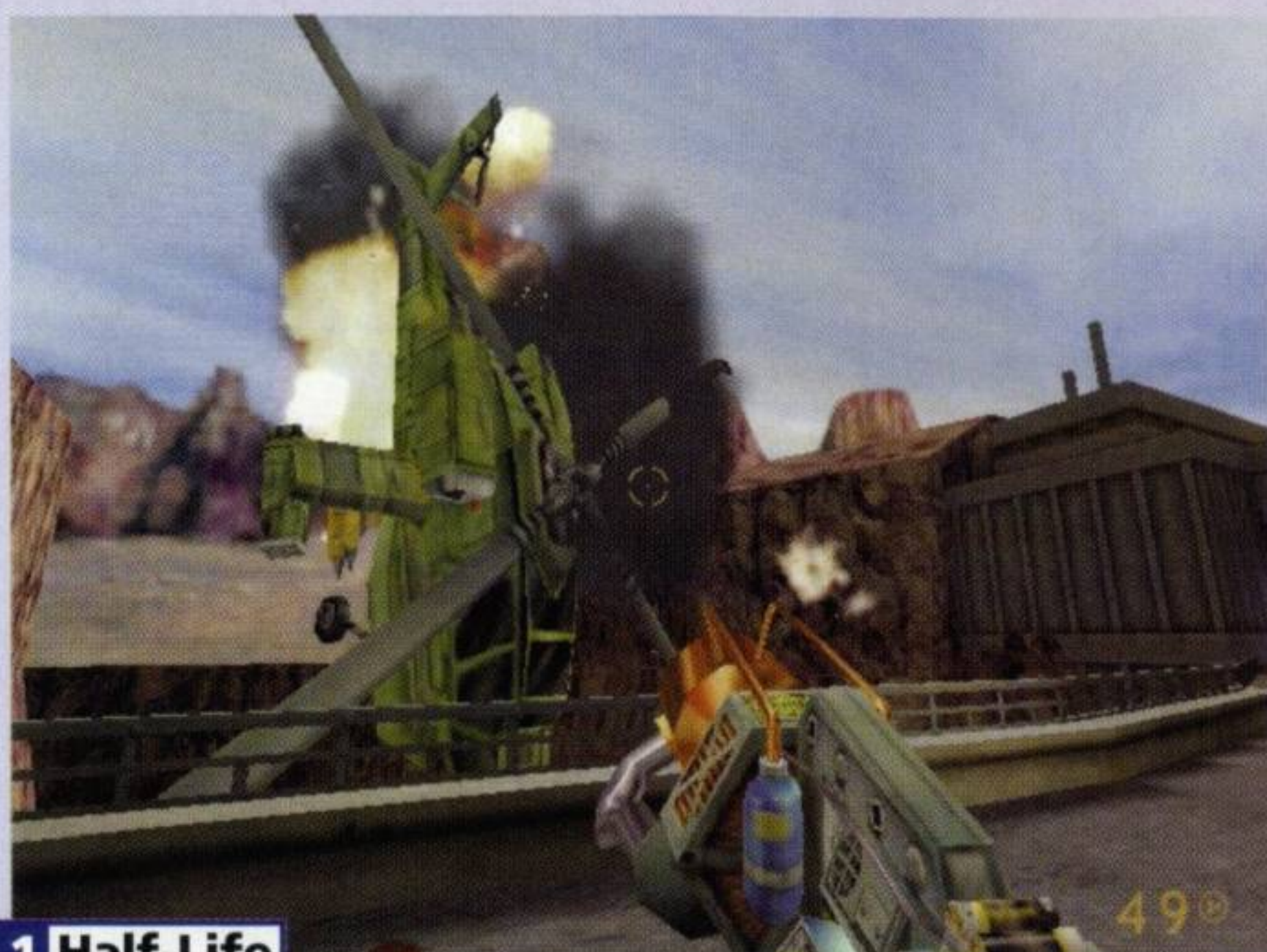


- 1 Music 2000**
Codemasters
Set the scene with a sexy, soundtrack Barry White-style.
- 2 Spice World**
SCEE
Tuck into a hot 'n' delicious meal to raise temperatures.
- 3 Quake 2**
Activision
Have kinky fun playing Hide and Seek Deathmatch.
- 4 WWF Warzone**
Acclaim
A game that involves sweaty physical contact.
- 5 Rugrats**
THQ
The terrifying consequences of any late night canoodling.

Are you an indiscriminate spender? Have you lashed out money on titles that now shame you? If so, here's your chance to enter rehab with the Arcade two step programme. Step one: drink. Step two: buy these games. Enjoy.



Arcade's Top 20 PC games



1 Half-Life

■ Shooter ■ Sierra ■ £35

Stunningly atmospheric first-person shooter Built with a truly terrifyingly believable environment and logic puzzles, and incorporating mind-bogglingly intelligent bad guys and a decent amount of gorgeous all-out alien-blasting. ★★★★★

2 Quake 2

■ Shooter ■ Activision ■ £20

Seminal first-person baddie-beater

More of one of the finest games in the world. *Quake 2* is best played over a network and offers bigger and better (although not cleverer) monsters, massive guns, improved level designs and a customisable game engine. The deathmatch-based sequel, *Quake 3: Arena*, is imminent, so you may want to wait for that. ★★★★★



3 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. ★★★★★



4 Unreal Tournament

■ Shooter ■ GT Interactive ■ £40

A pre-Quake deathmatch revolution

Gorgeous, quick, frantic, brilliant. Tremendous AI bots, plenty of big guns, loads of options – everything. But be warned, a hefty PC is required to do the masterpiece any kind of justice at all. ★★★★★



5 Tiberian Sun

■ Strategy ■ EA ■ £40

Engrossing and imaginative strategy game

Just like its predecessors, *Command & Conquer* and *Red Alert*, the emphasis in *Tiberian Sun* is on total warfare. You're constantly teetering on the brink of disaster – make the wrong strategic choices and your army will get its arse kicked, but plan well and victory will be yours... eventually. ★★★★★



6 TOCA 2

■ Racer ■ Codemasters ■ £35

Heavily realistic revs Even with 15 cars jostling for position in front of you, *TOCA 2 Touring Cars* always looks stunning. The realistic handling makes free-wheeling over the varied courses a pleasure, and the added support races supply extra value-for-money. ★★★★★



7 Curse of Monkey Island

■ Adventure ■ LucasArts ■ £40

Fantastic point-and-click adventure Genuinely amusing and with clever puzzles, *The Curse of Monkey Island* scores well for its controls, which make exploring and examining as easy as possible. Great to look at and to listen to, if a tad frustrating and illogical, but mostly top notch throughout. ★★★★★



8 Championship Manager 99/00

■ Sports ■ Eidos ■ £25

Out-coach Keegan Guide lowly teams to the top of the football tree in one of the most absorbing games ever made for the PC. A wealth of footballing stats put *Championship Manager* in a league of its own. Gooaaa! ★★★★★



9 Tomb Raider: The Last Revelation

■ Puzzle ■ Eidos ■ £40

Four-play with Lara Latest in the incredibly successful franchise sees our heroine take on all manner of nasties in ancient Egypt. Won't stretch your hardware but has oodles of gameplay and puzzles galore. ★★★★★



10 Dungeon Keeper 2

■ Strategy ■ EA ■ £35

Prepare to unleash the beast within This strategy masterpiece bubbles and seethes with a pitch-black humorous atmosphere. And it's non-repetitive! If you're going to open one intellectual bottle this year, *Dungeon Keeper 2* is really the one to savour. ★★★★★



11 Theme Park World

■ Strategy ■ EA ■ £30

All the fun of the fair A fantastic sequel to the popular *Theme Park*, with an easy-to-use interface and superb 3D views of all the rollercoasters and attractions. Worth the price of admission. ★★★★★



12 Alien Vs Predator

■ Shoot-'em-up ■ EA ■ £40

She's a bitch, he's invisible and they're expendable So much more than a *Quake* clone. Atmospheric, gorgeous, truly frightening, bloody hard. Play as a marine and your motion tracker will beep in constant panic – worth the asking price alone. ★★★★★



13 Midtown Madness

■ Racer ■ Microsoft ■ £35

Fender-bending racer with terrific traffic You can't run people over but this incredibly realistic driving game has great challenges, amazing graphical detail and cars, cars, cars. Crash some vehicles and enjoy a little bit of a road-rage frenzy. ★★★★★



14 Flight Simulator '98

■ Flight sim ■ Microsoft ■ £40

Ultra-realistic aeroplane antics Not for the casual gamer, including, as it does, a load of knobs to control. It's supposed to be a true flying experience, so the controls are difficult to use, however some of the graphics aren't very realistic. There's a difficult-to-control helicopter included too. ★★★★★



15 Final Fantasy VII

■ RPG ■ Eidos ■ £20

PlayStation's best RPG arrives on PC A great story, lavish graphics and brilliant selection of spells. It's a little confusing, rarely enabling you to see your opponents before you get into a fight, but put this down to Japanese quirkiness and you're on to a winner. ★★★★★



16 Worms: Armageddon

■ Party ■ Hasbro ■ £30

Twisty-turny slap-'em-up Destroy your opponent's pink 'uns with an arsenal of both serious and comedic weapons. As with earlier incarnations, this loses much in single-player, but flawless controls and eye-popping visuals create a multi-player gem. ★★★★★



17 Kingpin

■ Shoot-'em-up ■ Interplay ■ £30

Pop a cap in you mamma's ass, bitch An ultra-violent, ultra swearsy, retro-futuristic gangster romp. In fact it's funting great, you cusk! Single-player is totally immersive and you feel proud to finally be playing a proper "grown-up" game which, in fact, is utterly childish. ★★★★★



18 Homeworld

■ Strategy/Shoot-'em-up ■ Sierra ■ £35

Compelling space combat and management game Takes the best elements of real-time strategy games and shoot-'em-ups, with jaw-dropping space battles, spooky music and scary baddies. One of the defining PC games of '99. ★★★★★



19 Delta Force

■ Strategy/God ■ EA ■ £40

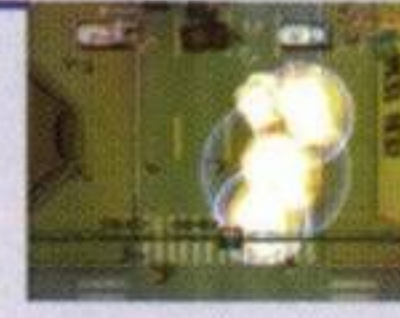
Gung-ho army squad action Realistic simulation of battles, this time with a mission-based structure. Although it is possible to embark on a crazed killing spree, true pleasure comes from indulging in the tricky tasks proper. ★★★★★



20 GTA2

■ Action ■ Rockstar games ■ £40

Carjacking, gun-toting sequel of the controversial action game Be a mean mutha in this inner-city joyriding extravaganza where crime does pay. Wonderful dark humour, great car handling, funky music and hugely inventive. A worthy update of a classic title. ★★★★★



■ PC is dead. Long live PC. Plug in your tabletop companion and dig the new breed.

TOP 5 PC GAMES IF YOU WISH TO DRIVE YOURSELF INSANE



- Catz 3**
The Learning Co.
Hee hee! A little cat on the screen! Play with the toy little pussycat! Ha ha ha!
- Championship Manager 3**
Eidos
Take York City into the European Cup final.
- Monkey Island Pack**
Activision
Try and complete all three adventures before sleeping.
- Sim City 3000**
EA
Recreate Birmingham in astonishingly accurate detail.
- Windows '98**
Microsoft
I'm a little teapot, short and stout... Hee hee!

The A-list

Arcade's Top 20 Nintendo 64 games

■ It's a little known fact, but games kept in a cartridge stay fresher longer. Honest.



1 The Legend of Zelda

Best game in the world and that's a fact Traditional *Zelda* hallmarks wrapped up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. Worthy of all the hype thanks entirely to the sheer genius of Shigeru Miyamoto. Maybe Sony should poach him. ★★★★★

2 Super Mario 64

■ Platformer ■ Nintendo ■ £30
The king of 3D platformers A masterpiece, with huge levels, sublime controls and immersive gameplay. The game that invented a genre. As with all Miyamoto games, it slowly sucks you in and refuses to let go, and its full-on 3D graphics still impress. ★★★★★



3 GoldenEye

■ Shooter ■ Nintendo ■ £30
Stealthy first-person shooter A believable and immersive 3D world, with 20 challenging missions taking you from gorgeous snow-covered wasteland to grubby men's toilets. One of the best multi-players that money can buy, too. Which is nice. ★★★★★



4 Mario Kart

■ Racer ■ Nintendo ■ £30
Cute characters go to the races The original comedy racer returns. The single-player game is a lonely experience, but the time trial adds longevity and the multi-player game is arguably the greatest on any platform. So addictive it could be classed as a legal drug! ★★★★★



5 Donkey Kong 64

■ Platformer ■ Nintendo ■ £60
Monkey magic DK and a family of wacky simians return in a huge cartoon adventure. The price of the game is hiked due to the inclusion of an Expansion Pak, but the exquisite platforming, enjoyable multi-player and wealth of hidden secrets make it an essential purchase. ★★★★★



6 Jet Force Gemini

■ Shoot-'em up ■ Rare ■ £40
Twin trouble Rare finally returns with a fantastic 3D shoot-'em up that's big, ballsy and heart-thumpingly exciting. A great soundtrack and some of the best visuals on the N64 make it an instant classic. ★★★★★



7 Shadowman

■ Shooter ■ Acclaim ■ £40
Chock full of serial killers and all manner of dark grisliness A tidy, atmospheric next generation *Quake* with a decent plot and lashings of voodoo spookiness. Incredibly big, intelligent, rewarding, challenging and thoroughly deserving of your time. Classic stuff indeed. ★★★★★



8 Turok 2

■ Shooter ■ Acclaim ■ £40
Dino hunting This looks stunning, and the game itself is helped by impossibly large guns and an end to the precision jumping nonsense that marred the original. The tasks may appear familiar if you're a *Doom* fan, though, and it's occasionally too difficult. ★★★★★



9 F1 World Grand Prix 2

■ Racer ■ Nintendo ■ £40
Damon Hill simulator Looking as good as real-life, with all the real cars, drivers, stats and other nonsense. Whether you're an arcade racer or a true F1 fan, there's something here for you, with a two-player option to round it all off nicely. ★★★★★



10 ISS '98

■ Sports ■ Konami ■ £40
Tremendous goal-fest The N64's best footy sim and arguably the best on any system. Oh so intuitive controls, silky smooth animation and very nearly as addictive in multi-player as the mighty *Mario Kart*. You will lose months of your life. ★★★★★



11 1080° Snowboarding

■ Racer ■ Nintendo ■ £40
Snow-based racing A brilliant range of modes, plenty of tricks, and loads of boards and courses for you to have a crack at. You get beautiful controls, brilliant replays and challenging racing. A gorgeous, technically superb, super quick experience. ★★★★★



12 Banjo Kazooie

■ Platformer ■ Nintendo ■ £40
Bizarre bear-bird crossover Beautiful levels that beg you to explore, a genuine challenge with plenty of variety, and the first Rare game not to feature an eye-wincing amount of cute. Almost knocks Mario from his perch. Praise indeed. ★★★★★



13 Lylat Wars

■ Shooter ■ Nintendo ■ £30
On-rails 3D space blast Loosely based on *Starwing* on the SNES, and intended to be an immersive, movie-like experience, with cut-scenes that ape films like *Independence Day*. It's too easy, but it's still addictive, well-crafted and frantic. Pure blasting action. ★★★★★



14 Pilotwings 64

■ Flyer ■ Nintendo ■ £30
Fly about a bit and cry at the difficulty of it all Along with *Mario 64*, this is the game that launched the N64. It boasts beautiful, realistic scenery and some of the hardest tasks this side of Mensa. Basically, it's a truly unique flying experience. ★★★★★



15 Quake 2

■ Shooter ■ Activision ■ £50
Travel to Stroggos, massacre its people Non-stop action, plenty of secrets and a more than worthy sequel. Unfortunately the single-player lifespan is poor. But, in deathmatch terms, *GoldenEye* may have the brains, but *Quake 2* has the brawn. ★★★★★



16 Wave Race 64

■ Racer ■ Nintendo ■ £30
How jet-ski games should be done Water-based frolics that are second to none, even compared to coin-op titles at a thousand times the price. The tracks are beautiful, and the controls are as responsive and intuitive as you'd expect from Nintendo. ★★★★★



17 Diddy Kong Racing

■ Racer ■ Nintendo ■ £40
Super cute Mario Kart wannabe More satisfying and challenging than *Mario Kart* in single-player, but doesn't match the "bastard! Just one more go then" factor in multi-player. And the characters are so sickly sweet that your gums may melt. ★★★★★



18 F-Zero X

■ Racer ■ Nintendo ■ £30
Quick-as-you-like space-age racer The fastest, smoothest racer ever, thanks to its lack of graphical detail. The controls are sublime, the handling fantastic and the tracks horrifically difficult. But somehow there just isn't that usual Nintendo spark. ★★★★★



19 Mario Party

■ Party ■ Nintendo ■ £40
Bring your own controller A traditional board game featuring all your favourite Nintendo characters and a plethora of original and enjoyable multi-player sub-games. Not good for solo gamers, but a laugh a minute with a bunch of friends. ★★★★★



20 Star Wars Episode 1: Racer

■ Racer ■ Nintendo ■ £40
Force-based pod racing Great scenery, cool racing craft and – most importantly – speed. And a *Star Wars* licence, of course. The option to upgrade the pod is cool, and the similarity to *Wipeout* isn't a bad thing. No weapons, though, and too short. ★★★★★



TOP 5 NINTENDO 64 GAMES TO PLAY WHEN YOU'RE IN HOSPITAL



1 Mario Kart

Nintendo
Challenge other patients to stave off boredom.

2 Body Harvest

Gremlin
The outcome of two decades of underfunding the NHS.

3 Silicon Valley

Take 2
Make the hospital trip worth it with an investment in a new pair of breasts.

4 S.C.A.R.S.

Ubi Soft
You'll have a few.

5 GASP!!

Konami
Bend over. This won't hurt...

Arcade's Top 10 Dreamcast games



1 Soul Calibur

■ Beat-'em-up ■ Sega ■ £40

The best fighting game ever. Magnificent beat-'em up game, where the participants wield huge metal weapons. Incredibly detailed characters, realistic backgrounds and beautiful lighting effects make this a must-buy for Dreamcast owners. A cut above the rest. ★★★★★

2 Power Stone

■ Beat-'em-up ■ Capcom ■ £40

The beat-'em-up bar brawl Welcome to the game where you can throw chairs, vases and tables at your opponent; the aim – quite simply – being to knock the gemstones out of them. Spring around the spaces like a new-born lamb. You looking at me? ★★★★★

3 Ready 2 Rumble

■ Beat-'em-up ■ Sega ■ £40

Funky fighting. Gobsmacking arcade-style boxing game with a ringful of hilarious characters and fabulous graphics. Massive fun in two-player mode, this is the true heavyweight champ of console pugilism. A knockout. ★★★★★

4 Sonic Adventure

■ 3D platformer ■ Sega ■ £40

Hedgehog heaven on Sega's new platform Steer spunky 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. ★★★★★

5 TrickStyle

■ Racer ■ Acclaim ■ £40

Speedy tricks outside the red light district. Welcome to the place where your *Back To The Future 2* dreams become reality, and play as a racer, a stunter or a bully on the mean streets of the 23rd century. A *Wipeout* wannabe that hits the spot. ★★★★★

6 Hydro Thunder

■ Racer ■ Midway ■ £40

A splash-happy speedboat stunner. Nothing new in the gameplay stakes, but a large collection of speedboats and geographical locations make this an enjoyable ride. Sets a benchmark in terms of presentation and flashy visuals. Lovely. ★★★★★

7 House of the Dead 2

■ Shooter ■ Sega ■ £55, including gun

Bloodthirsty zombie shoot-'em-up. A faithful conversion of the arcade coin-op. Shoot your way through a hideous, bloody army of the undead without having your flesh filched. The most fun you can have with a light gun. ★★★

8 UEFA Striker

■ Sports ■ Infogrames ■ £40

Dreamcast finally has balls. The first footy offering on Sega's console looks Premier League but plays a bit Nationwide Division One. Lovely graphics and a wealth of options should keep Dreamcast owners satisfied, but only just. ★★★

9 F-1 World Grand Prix

■ Racer ■ Video System ■ £40

Wannabe Mika Hakkinen? Formula One cars have been created in never-seen-before-detail for this superior next-gen racer. It's atmospheric, the cars have excellent handling and for the most part, the game is velvet smooth and gives a fearsome sensation of speed. ★★★★★

10 Sega Bass Fishing

■ Sports ■ Sega ■ £60 (with fishing controller)

Something fishy. Put on your wellies, grab your rod and cast off in this fishing equivalent of a *Quake* deathmatch. Sadly no two-player fish-off is included, but the great graphics and novelty fishing rod controller should keep you hooked. ★★

■ *Fight Club*? Ha, this is nothing compared with the cult of Dreamcast. Consume! Consume!

Arcade's Top 10 Game Boy games



1 Zelda DX

■ RPG ■ Nintendo ■ £25

Puzzle-solving with your fave elf An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *FFVII*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

2 Tetris DX

■ Puzzler ■ Nintendo ■ £20

Brick drop return shock! The graphics, sounds and modes might have changed, but this is still the same old *Tetris*, known world-wide as the most addictive version of the Russian puzzler. It's *Tetris*! Quite simply, get it in. ★★★★★

3 Super Mario Bros DX

■ Platformer ■ Nintendo ■ £25

Seminal Mario platformer Uncomplicated, hugely enjoyable platform brilliance, transferred to our portable friend after 14 years. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedful of extras! ★★★★★

4 R-Type Delta

■ Shooter ■ Nintendo ■ £25

The daddy of side-scrolling shooters Arcade perfect, if inevitably small, conversions of *R-Type*, *R-Type II* and a groovy remix of the two all one irresistible cart. Bloody hard too. ★★★★★

5 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. ★★★★★

6 Super Mario Land

■ Platformer ■ Nintendo ■ £15

The pipe man cometh One of the GB's original releases, *Super Mario* still excels in most areas, despite having reached a very elderly nine-years-old. The graphics are simple, but the subtlety of control and excellent level designs are top. ★★★★★

7 Tennis

■ Sports ■ Nintendo ■ £15

Racquet fun Despite its simplicity, *Tennis* is one of the most enjoyable such sims on any platform. With an addictive two-player option, a hard-to-beat computer opponent and some very intuitive controls, this is a great game. ★★★★★

8 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

Mazza's arch enemy returns Features a novel "can't die" aspect and insists on you collecting all of the coins from each level, creating fist-clenching difficulty in the process. Top quality and fiendishly challenging. ★★★★★

9 Defender/Joust

■ Retro ■ Midway ■ £25

Old coin-ops for your pleasure A double helping of retro arcade fare: a splendid side-scrolling shooter and a rather good fire-button-free flap-'em-up played on ostrich mounts. Oh the joy of holding old coin-ops in your palm. ★★★★★

10 Harvest Moon

■ Strategy ■ GT Interactive ■ £20

Down on the farm... Clear your land, till the soil, plant some seeds – there aren't many farming sims out there, but *Harvest Moon* proves that they should be more popular than Lara. The detail is astonishing. There's so much stuff to do! ★★★★★

■ Reinvigorate your luridly-hued, teeny-screened handy pal with these lifesavers.

TOP 5 DREAMCAST GAMES THANKFULLY NOT AVAILABLE



1 Superman

Titus
Appalling adventure starring a right-wing American hero.

2 Discworld

Psygnosis
Tiresome, unfunny, over-long Pratchett wibble.

3 Clayfighter 63 1/2

Interplay
Beat-'em up that smells of rancid intestinal gusts.

4 Wheel of Fortune

Gametek
Terrible "fun" game, even without Nicky Campbell.

5 Vigilante 8 2nd Offense

Activision
Erm...well...oh dear. Available in the shops now.

TOP 5 GAME BOY GAMES TO PLAY ON THE SPACE SHUTTLE



1 Tetris DX

Acclaim
Take your mind off the launch by dropping blocks.

2 Spy Hunter/Moon Patrol

Midway
Impress the pretty Russian Cosmonaut with your driving.

3 R-Type Delta

Nintendo
Blast away at some pretty nasty-looking aliens.

4 Harvest Moon

THE
Suggest that you all live on the moon and grow carrots.

5 Super Mario Bros DX

Nintendo
Addictive? In space, no-one can hear you scream. Aaagh!

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KICK ASS

BECOME A DEMON GAME PLAYER OVERNIGHT

HOW TO WALK LIKE AN EGYPTIAN

TOMB RAIDER: THE

Format: **PlayStation PC** | Publisher: **Eidos** | Price: **£35** | Players: **1** | ★★★★★

Lara's at it again. Taking on those spiky pits, evil henchmen and strange otherworldly creatures of the crypts. Only the most prepared adventurer will escape being sliced up by a skeleton or knackered by ninjas. Here are Arcade's tips to keep Ms Croft alive.



■ Egyptology set to stun.



TEN TOP TOMB RAIDER 4 TIPS



1 Spiky problem

In the Burial Chamber, you'll slide down into a room with two statues stood opposite each other and a lever between two rams. Push it and quickly run through the open gate at the other end of the room. Quickly grab the Hand of Orion and leap out of this small area before the sun and moon on the wall cross paths and skewer Lara with big spikes.



2 See you later...

The alligator is a nasty brute that can easily close its powerful jaws on Lara's fleshy parts on land or underwater. Like many of the animals in *Tomb Raider* such as rabid dogs and poisonous scorpions, the best way of dispatching them is to shoot your weapon while jumping backwards. The better aiming in this latest Lara game should help things considerably.



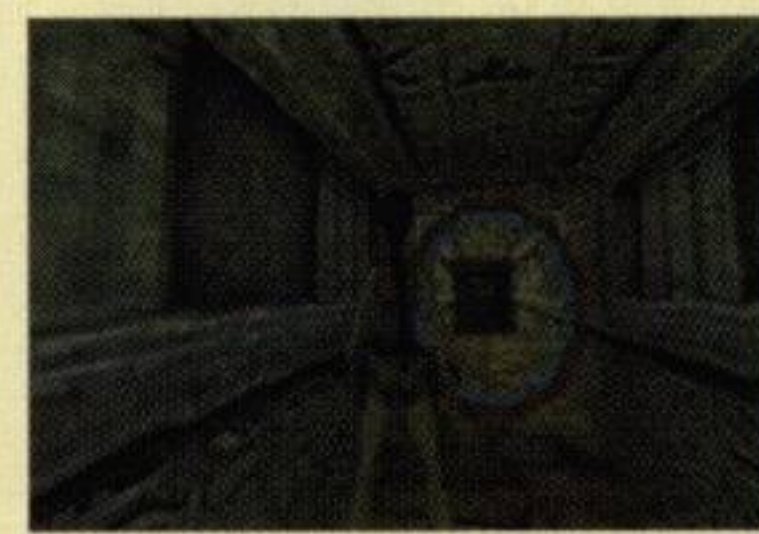
3 Beetle-mania

The Tomb of Semerkhet holds a nasty surprise. When you slide into its depths dozens of scuttling beetles crawl out and follow Lara, intent on a grand feast. You can't shoot the annoying blighters, so you have to jump up and grab the bars above. Move across the room holding the bars and you'll eventually reach a room with a fireman's pole type-of-thing.



4 Game on

These guards dressed in Manchester City's strip are a bit handy, both with guns and a great big sword. Kill them and kill them good with a shot through the head using the trusty shotgun. Try to be accurate and down the sons-of-a-mummy with one bullet, saving precious ammo. Sorted.



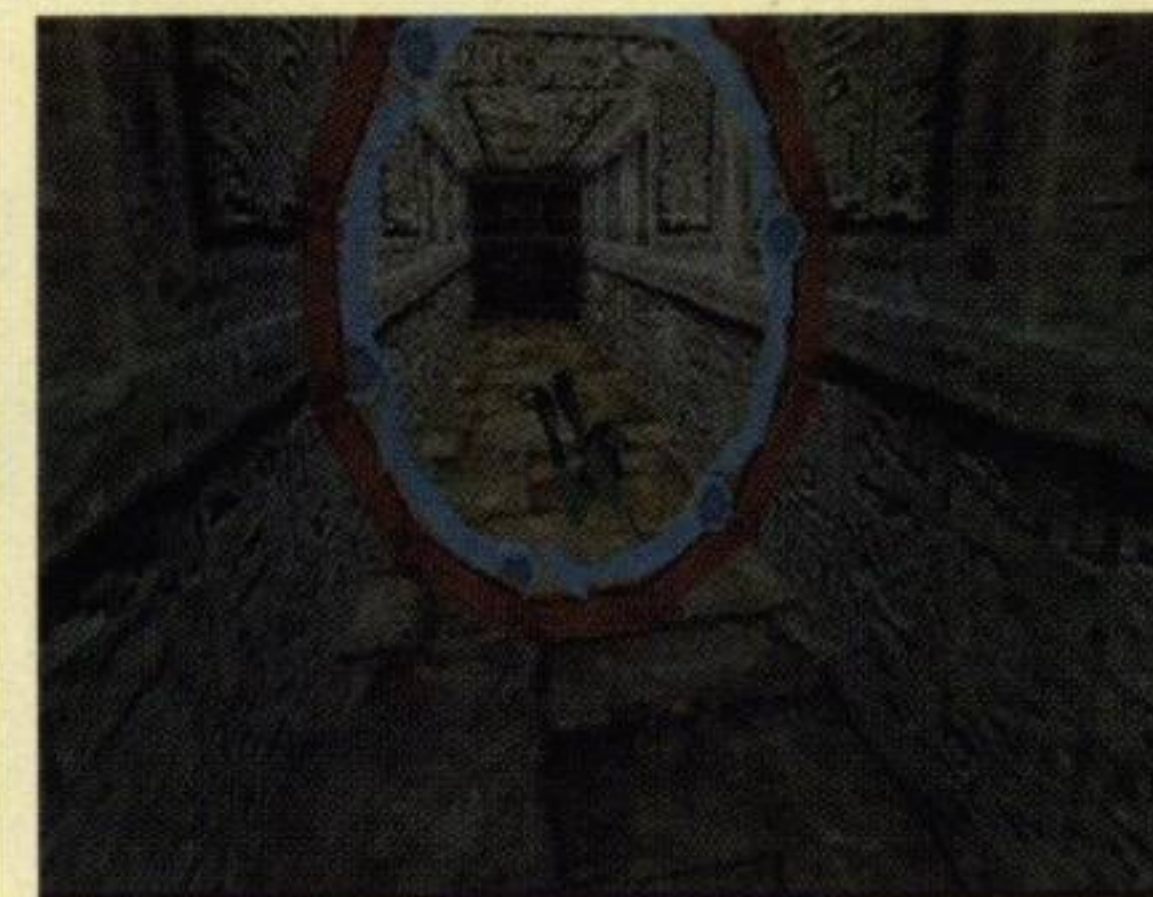
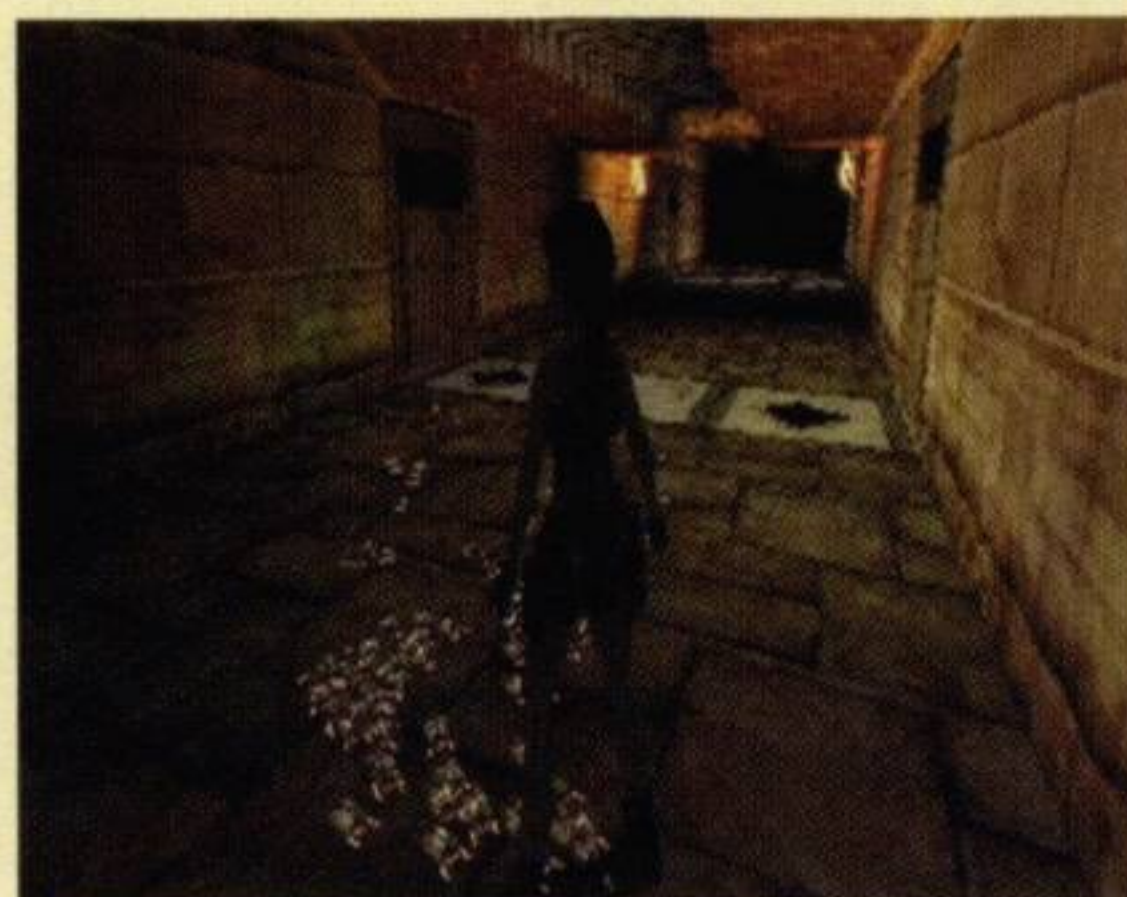
5 The Circle of Knife

In the Guardian of Semerkhet you'll encounter these circular contraptions with knives that thrust in and out. You can't walk through them – the only way to get past with minimal damage is to time a run, press R2 to dash and then hold down Ⓞ to jump through. Any damage you sustain should be patched up with a medipack.



6 Mirror, mirror

At the Coastal Ruins, you'll need the crossbow for the Pyramid shooting game to get a token to use at the Fortune Teller machine. Go to the room that's up the stairs opposite the pyramid. Be careful as there are numerous spike traps but you can spot them in the mirror. Use the token to grab the crossbow and get out safely.



19
GAMES
TIPPED
THIS
MONTH

PLAYSTATION

- P124 Demolition Racer
- P124 Ape Escape
- P126 Micro Machines V3
- P126 Three Lions
- P126 Tekken
- P127 Hydro Thunder

DREAMCAST

- P124 Blue Stinger
- P125 TrickStyle

PC

- P125 GTA2
- P125 Age of Empires 2
- P126 Pandemonium
- P126 Railroad Tycoon
- P126 Wargasm
- P126 FIFA Soccer 2000

NINTENDO 64

- P126 S.C.A.R.S
- P126 Wave Race 64
- P127 Pilotwings 64

COLOR GAME BOY

- P126 Legend of the River King
- P126 Mario Golf

WELCOME

■ Right, this is getting serious. No more childish jokes about Lara's "pyramids" and the "donkey" reference in *Donkey Kong 64*. It's a fact that games are only released by selfish games companies as a two-fingered taunt to players saying "Ha ha! You're crap! We know all the secrets and you don't!" Well



listen here, we know what you're up to and we're determined to stamp it out. You'll be first against the wall come the gaming revolution. You wait and see...

LAST REVELATION



■ Death comes to us all.



7 Dem bones

These bony adversaries are tricky to kill. They leap about and pursue you with a ferocious inevitability. The weedy guns Lara is first provided with won't do – she'll have to employ the shotgun to bury these bones. Jump back shooting to get maximum effect and avoid the skeletal swordplay on show.



8 Kick in the halls

In the Hall of Demetrius you'll enter a room with portraits on the walls. Head up the stairs on the right and collect the Pharos Knot, then head up the stairs on the opposite side of the room. You'll get to view a cutscene featuring Von Croy, then you take on his ninja friends. Take one shotgun, a jump move and mix until enemies are dead. Ha.



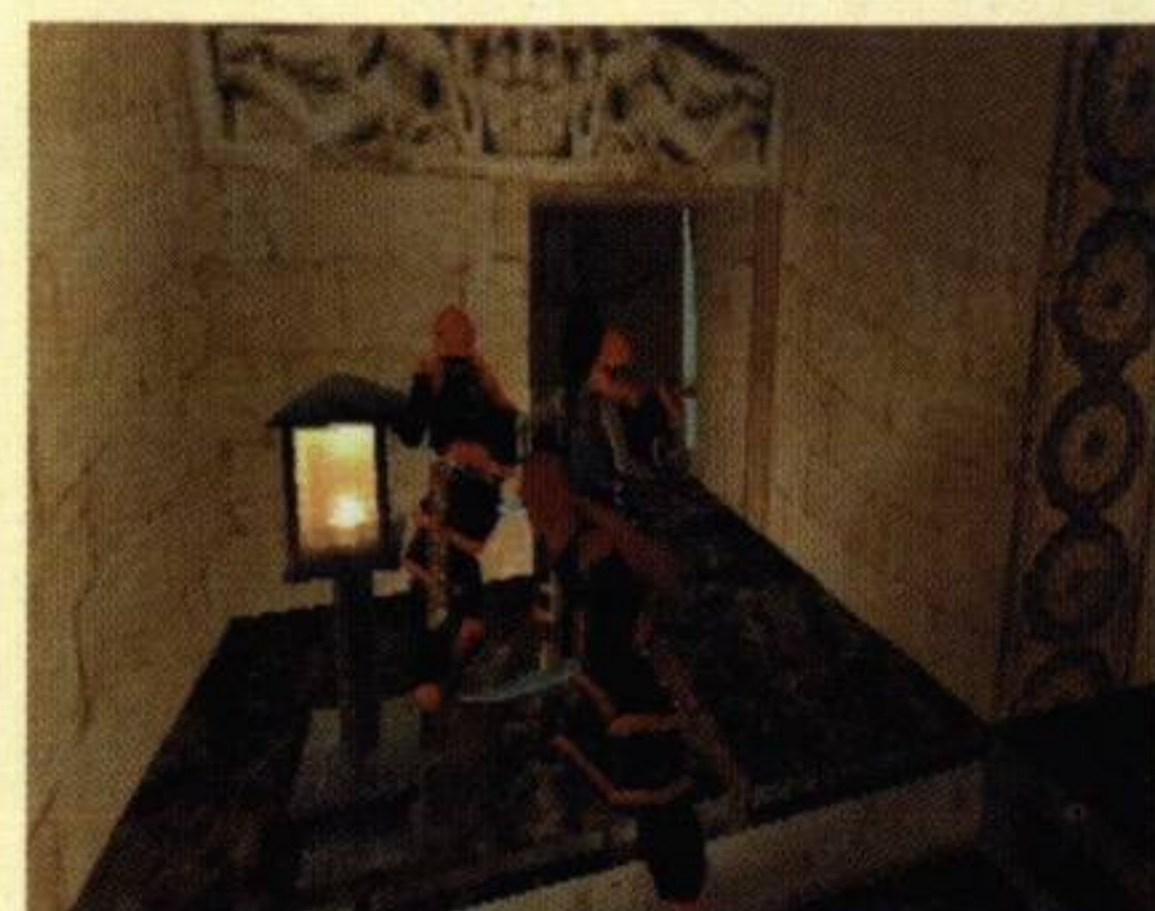
9 Brassed off

Mad axemen lurk in the Lost Library, and they're faster and meaner than the skeletons. Shoot for the gem embedded in their chests with your crossbow. They're hard as nails, so you'll have to shoot them three or four times to kick their shiny, metallic behinds.



10 All wrapped up

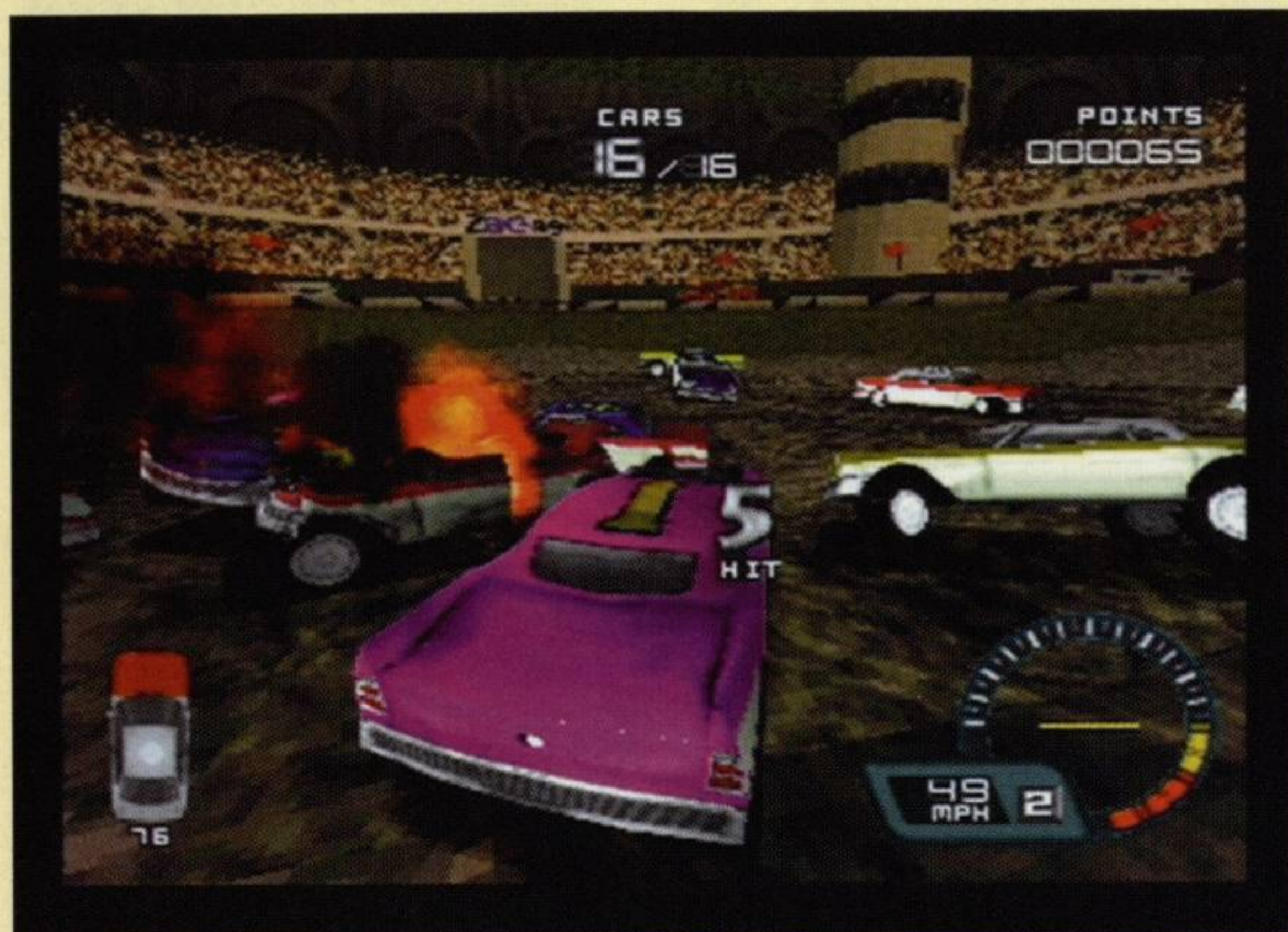
Finally, the most scary and demonic apparition awaits you in the Egyptian Adventure. As you enter this Alton Towers of the East you'll see a terrifying sarcophagus. Edge closer and closer until it swings violently open and a stuffed, pretend mummy falls out, the head spinning in a terrifying show of its inability to hurt you in any way whatsoever. Aaaagh!



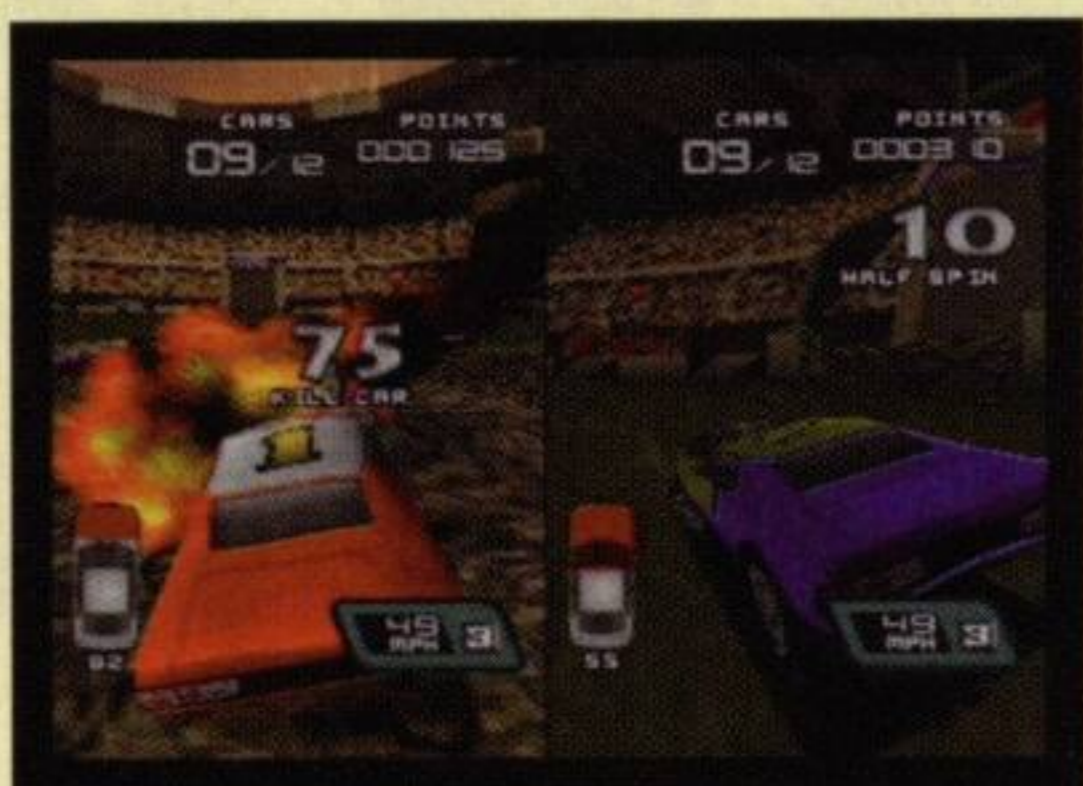
■ She needs your help, guidance and protection. So sort it.

HOW TO CRUSH THE OPPOSITION IN... DEMOLITION RACER

Unlock all the cars and tracks the easy way with this top cheat.



■ At the main menu enter ⊗, ⊗, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙. While entering the code you'll go to different menus – this is normal. If the cheat has been activated you'll hear an engine rev sound which means you can begin smashing your cars up like certain well-known celebrities. Cool.



APE ESCAPE

■ Do, do, do the funky gibbon. But remember to check out these tips goodies first:

99 explosion bullets: pause the game and press R2, Down, L2, Up, Right, Down, Right, Left.

To save a life if you fall off a cliff: press Start and choose Exit. You'll return to the Time Station.

Secret tunnel in the Dark Ruins: find the stop sign and push it out of the way and a passage will be revealed.

Rear view mirror in the ski mini-game: press L1 or R1 as you're ski-ing. Fantastic eh?



BLUE STINGER

■ For tons of cash, enter one of these passwords for the corresponding bank card at the Bank of Kimra, which is opposite Rat's place.

- 3532 \$20 on Eliot's bank card
- 1008 \$4,000 on Kimra's bank card
- 1861 \$5,700 on Yucatan's bank card
- 1394 \$6,000 on Bermuda's bank card



HOW TO BE TRICKY NOT STICKY IN... TRICKSTYLE

Hit yer board and surf the air fantastic with these cool tips.

■ Want some new boards? Right then.

Combat Board: Beat the UK Boss and it's yours.

Turbo Board: Beat the US Boss to get this one.

Trick Board: Beat the Japan Boss and trick away.

■ **Turbo start:** When "GO!" comes up, press the Right shoulder button. This should send you into a spin that gives you a darn quick start.

■ **Special Tricks:** Search out the hidden globes in each level, which will hover next to your board when you've discovered one. Before it disappears, press B to do your rider's special

move. When you have the globe, beware other riders stealing it by bumping into you. Horrible gits.

Cheats!

Enter the following into the cheat menu.

TRAVOLTA
Unlimited special moves

INFLATEDEGO
Big heads
CITYBEACONS
Unlock everything
TEAROUND
Always win
IWISH
Unlimited Time



PC

GTA2

■ Yo! All you boyz 'n' the hood out there... er... dudes. Cheats galore, break the law.

To activate these cheats, type in GOURANGA as your name, then:

- GODOFGTA**
Weapons
- MUCHCASH**
\$500,000
- BUCKFAST**
Psycho civilians
- RSJABBER**
Invincibility – apart from electricity
- GOREFEST**
Extra blood
- LOSEFEDS**
No cops

Check out the gameplay challenge for more police-dodging fun.



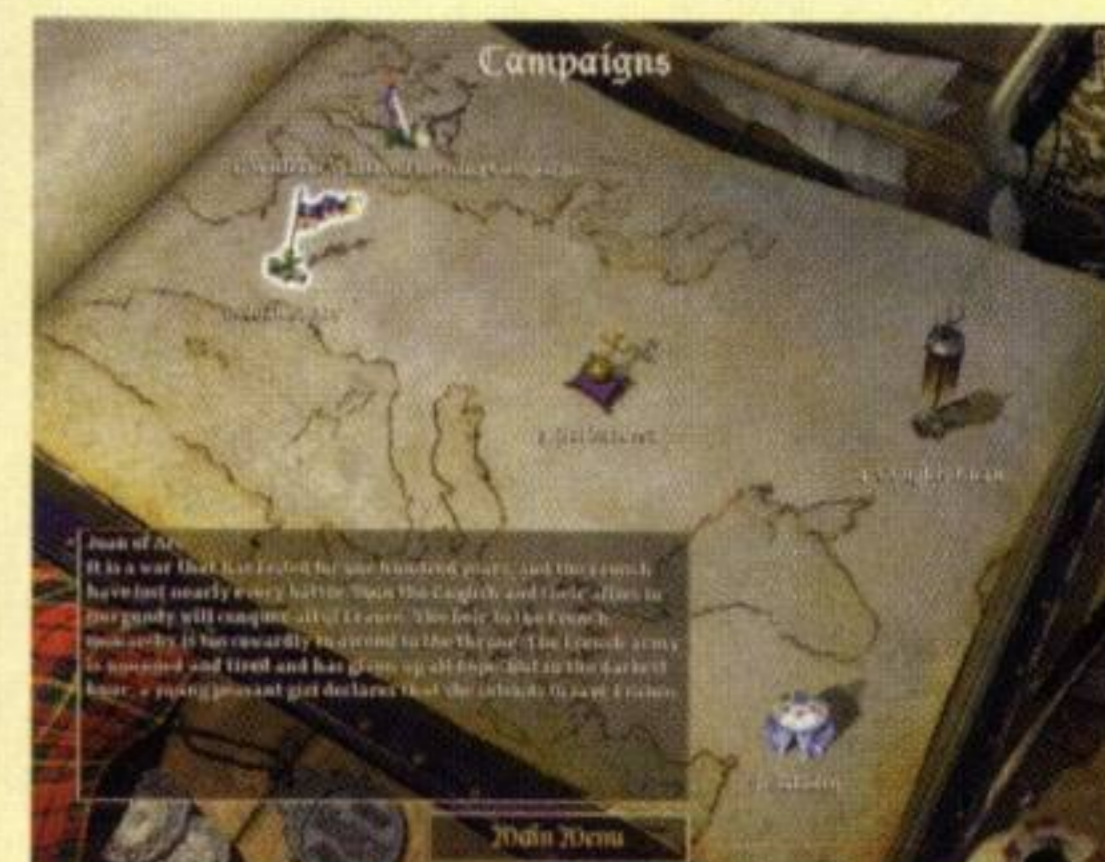
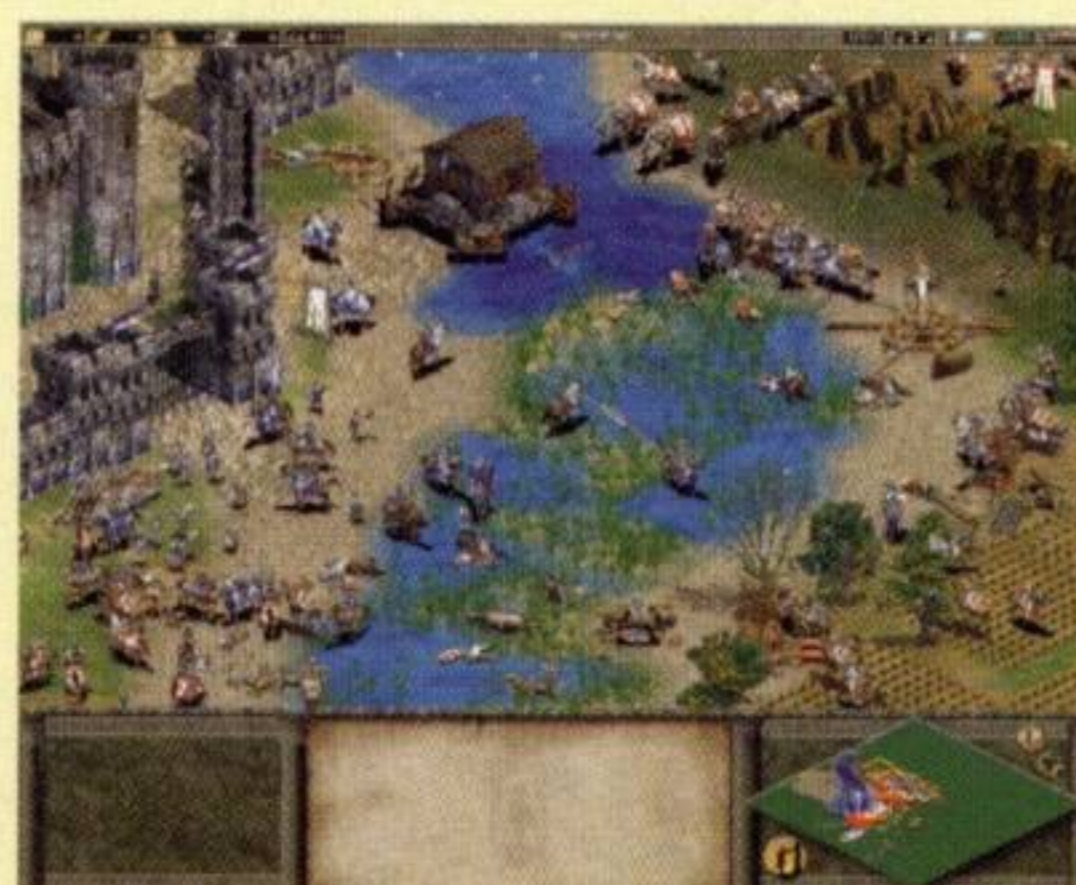
PC

AGE OF EMPIRES 2: THE AGE OF KINGS

Become the King of Cheats in an Empire of Lies.

■ Activate the cheatage by pressing Enter, typing the code and pressing Enter again.

- ROBIN HOOD** 1,000 gold
- CHEESE STEAK JIMMY'S** 1,000 food
- ROCK ON** 1,000 stone
- LUMBERJACK** 1,000 wood
- AEGIS** Instant building
- MARCO** Full map
- GAIA** Control animals
- RESIGN** Lose campaign
- TO SMITHEREENS** Saboteur
- BLACK DEATH** Slay all opponents
- TORPEDO x (x is chosen number)** Slay selected opponent
- I R WINNER** Win campaign



CLASSIC TIPS

Oooh, remember when you could leave yer PlayStation out in the back yard and it'd still be there when you got back from t' shops. Aye, those were t' good ol' days.



PLAYSTATION

MICRO MACHINES V3

■ Enter these codes at the Name Entry screen for mini-fun.

GIMMEALL All tracks in multi-player	ILLBBACK Invincibility
CATLIVES Nine lives in single-player mode	COMNDOWN All levels
NOTANKS Tanks can't shoot	PBWIZARD Pinball mode
TANKS4ME Tanks on all tracks	CANTSTOP Speedy
WINTERY Slippery roads	



PC

PANDEMONIUM

■ Cheaty weaties to enter at the Password screen:

ILLBBACK Invincibility
COMNDOWN All levels
PBWIZARD Pinball mode
CANTSTOP Speedy



N64

S.C.A.R.S

■ You want extra cars and cups? No problemo. Enter these cheat codes in the Options menu.

LGSSSX Crystal cup
CRKKYY Diamond cup
DZPKKK Zenith cup
SDSSRT Scorpion car
NRNRRR Cheetah car
TRTTLL Cobra car
YMSTTR Panther car
PXPRTS Master mode complete with secret vehicles



GAME BOY

LEGEND OF THE RIVER KING

■ Wanna get rich and don't want to arse about too much? Okay then. Simply get a fly rod and go to the stream. There an uncle will ask you for Ayu, which you keep catching with your big rod. If you run out of fish there, on the opposite side there are plenty more fishy friends to slaughter.

NEO GEO

METAL SLUG 1ST MISSION



■ Wanna be a girl? Of course you do. Beat the game, then watch the credits roll. A female option will now be available for you to play.

PC

FIFA SOCCER 2000



■ Cheeky chappie Robbie Williams is hidden away in the game. Choose a friendly game and select "Rest of the World" and "Special Guest Team" to find the Robster. Port Vale is hidden away too but, to be frank, it's not worth the bother.



PC

RAILROAD TYCOON

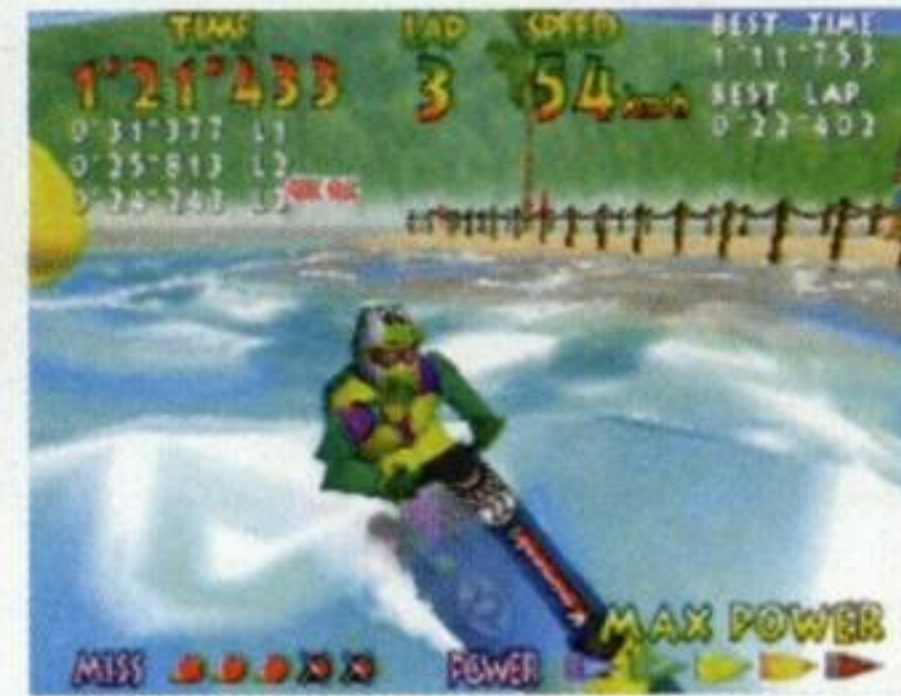
■ Become as rich as Richard Branson. Press F1 then Shift + 4 as many times as you like for payments of \$500,000.



PLAYSTATION

THREE LIONS

■ For all the hidden teams, go to the Team Selection screen and press L2, Left, R2, R1, L2, Right. Next highlight "Europe" and press Left to unlock the secret set of 14 footy teams. Eat my goal you sad sack loser boy!



N64

WAVE RACE 64

■ For a turbo start, hold the accelerate button just before the announcer says "Go!". The closer you are to the announcement, the faster your lovely jetski will speed along.



PLAYSTATION

TEKKEN

■ **Continue Galaga:** Press Select when "Number of hits" comes up.
Rapid Fire Galaga: Hold Triangle while playing Galaga.
Two-player Galaga: Hold Up + L1 + Triangle + ⊗ while the game loads.

PC

WARGASM



■ Cheat at war? Mais oui, show me how!
 First, go to the war web and choose a map. Select any scenario and any arm structure, then allow the game to load. Now, when choosing which at which position on the map you wish to deploy your forces, type in "40hourweeks" and press Enter. Exit to the main menu, go to Options and click on "Detail" where you'll see the cheat active button has a red "X". Click on this to change the "X" to green so you can embark on a bloody killing spree. Yeees! World domination beckons.

GAMEBOY

MARIO GOLF

■ These are the hiding places of some scrummy Level Up mushrooms.



1 Go in the room to the right of the Director's room and check the left cabinet.

2 Check out the cabinet of the Club Maker's hut in the forest (when it's available).

3 The bushes to the left of the arrival point of Peaches Castle.

Happy munching, but you do know that Mario is judging you, don't you?



Arcade throws down the black velvet, diamond-studded gaming glove. Are you brave enough to accept these magnificent challenges or are you just a big wuss? It's time to walk the walk, talky boy...



PC

GTA2

■ Challenge: **rockin' rockets**

■ Time to unleash those psychopathic tendencies – yet again. On the first training mission, you start in the back alley with a ringing telephone. Answer it, head left then go straight up until you reach a fence. Now head left again and you should find a very handy rocket launcher. Next, walk straight up until you reach a main road. The object of the challenge is to cause as many dollars worth of damage that you can with your five rockets, without getting busted. *Arcade* managed a law-breaking \$2,861. Go for it monkey-funsters.



GAME BOY

SUPER MARIO BROS DELUXE

■ Challenge: **speedy Mario**

■ Run Mario! Run like the wind! This tricky task requires you to belt through a level extremely quickly. Choose world one, level one and try to make it to the end as fast as you can without killing anything, collecting any bonuses or using pipes for short cuts. You'll have to keep the run button B pressed for the majority of the level, and time those jumps so you don't squash any baddies. If you come a cropper, you must start the level again from the beginning. *Arcade's* marvellous Mario dashing-about yielded a best score of 324 seconds remaining. Here we go!



PLAYSTATION

THIS IS FOOTBALL

■ Challenge: **goalie goal**

■ Your turn to be Grobelaar-esque. You have to score a goal in open play with your keeper. Simply pass the ball back to him and start your mesmeric run through the opposition's defences. If he loses the ball, he'll start to run back to the goal, so tackle the ball back with your other players and pass it straight to him again. You'll find it helpful to use R2, which will give the keeper a nifty move to take on other players. It's a tricky but hilarious way to score and you'll also be rewarded with some interesting and funny commentary.



NG4

SUPER MARIO 64

■ Challenge: **four tower frenzy**

■ This requires a great deal of flying skill and control. Head for the sun design on the floor of the house and look up at the sun on the ceiling by pressing Up. Mario will now be flying, so the object is to circle the four brick towers then safely land on the central platform before the flying time runs out. You'll have to be quick, and if you bump any of the towers, you'll plummet to the ground. If you manage to do it, try and complete the challenge three times in a row. Tip – head for the first tower immediately on your right to get a good start, and keep your speed up.

PLAYSTATION

HYDRO THUNDER

A selection of ship shape tips for panicky Propellerheads.

■ **Turbo Start:** Hold the Left shoulder button while the game is loading. As the number three fades, release Left and hold the Right shoulder button. Now as the number two fades, release Right and hold Left. Finally as number one fades release Left and hold Right. If you get the timing right you'll get a booster and four seconds for starters. Good luck...

■ **Hidden Tracks and Boats:** Finish the Easy courses by placing in the top three. Whip the Medium courses by finishing in the top

two. Tounce the Hard courses by finishing in First place. You'll get bonus courses where you have to finish in first. Repeat until the game is conquered, then you'll be able to race the magnificent Tiny-tanic!

■ **Clean Pause:** A bit dull really, but you get to see the screen without that annoying pause menu by pressing X + Y when the menu is up there. Thank the Lord! Or *Arcade*...



NG4

PILOTWINGS 64

■ Shigeru silliness. Get to class B with the Gyro Copter and fly to Mount Rushmore. Shoot Mario in the face (it feels good) and he'll change into Wario. Fantastic.



CLOCKING OFF

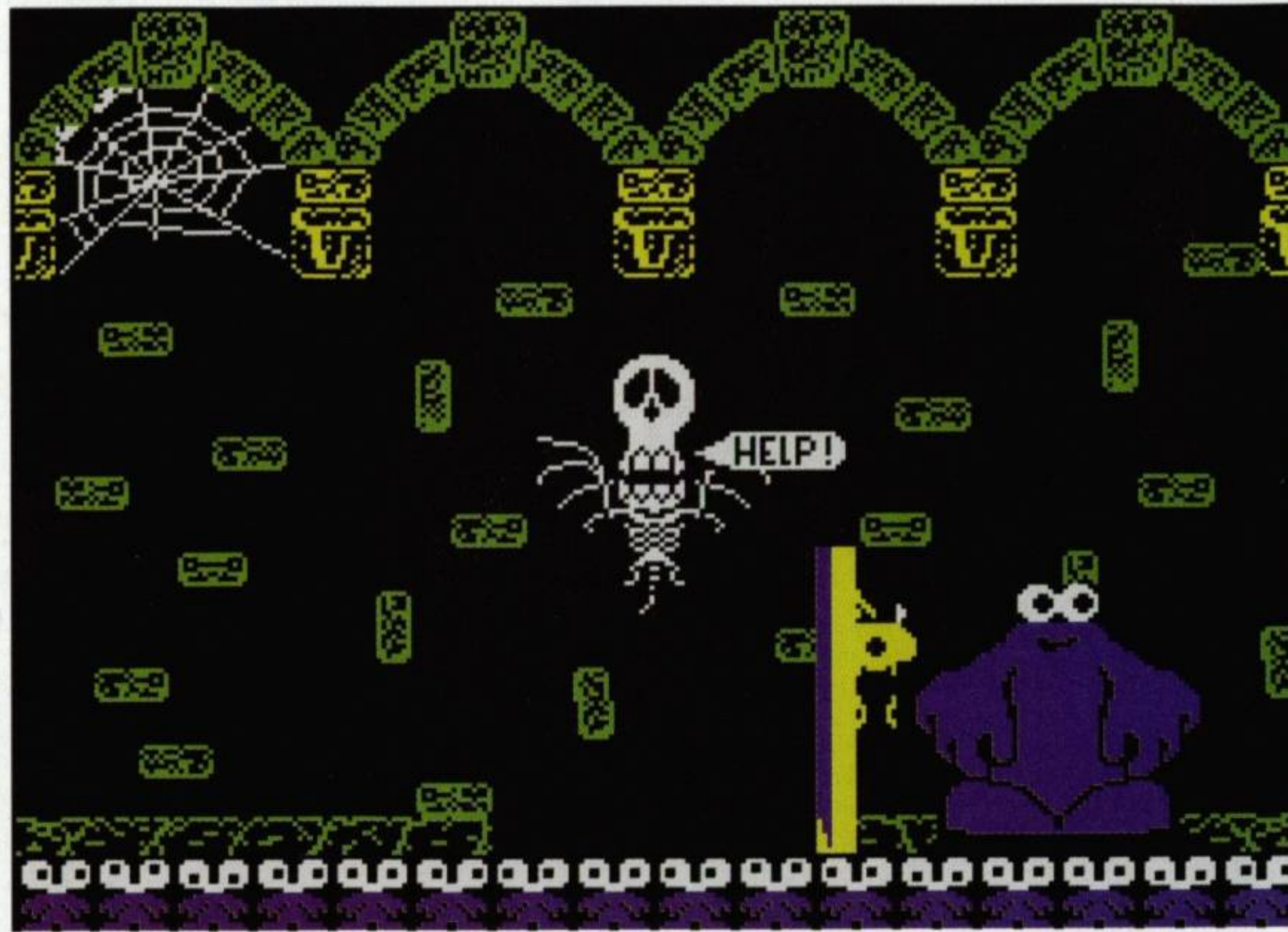
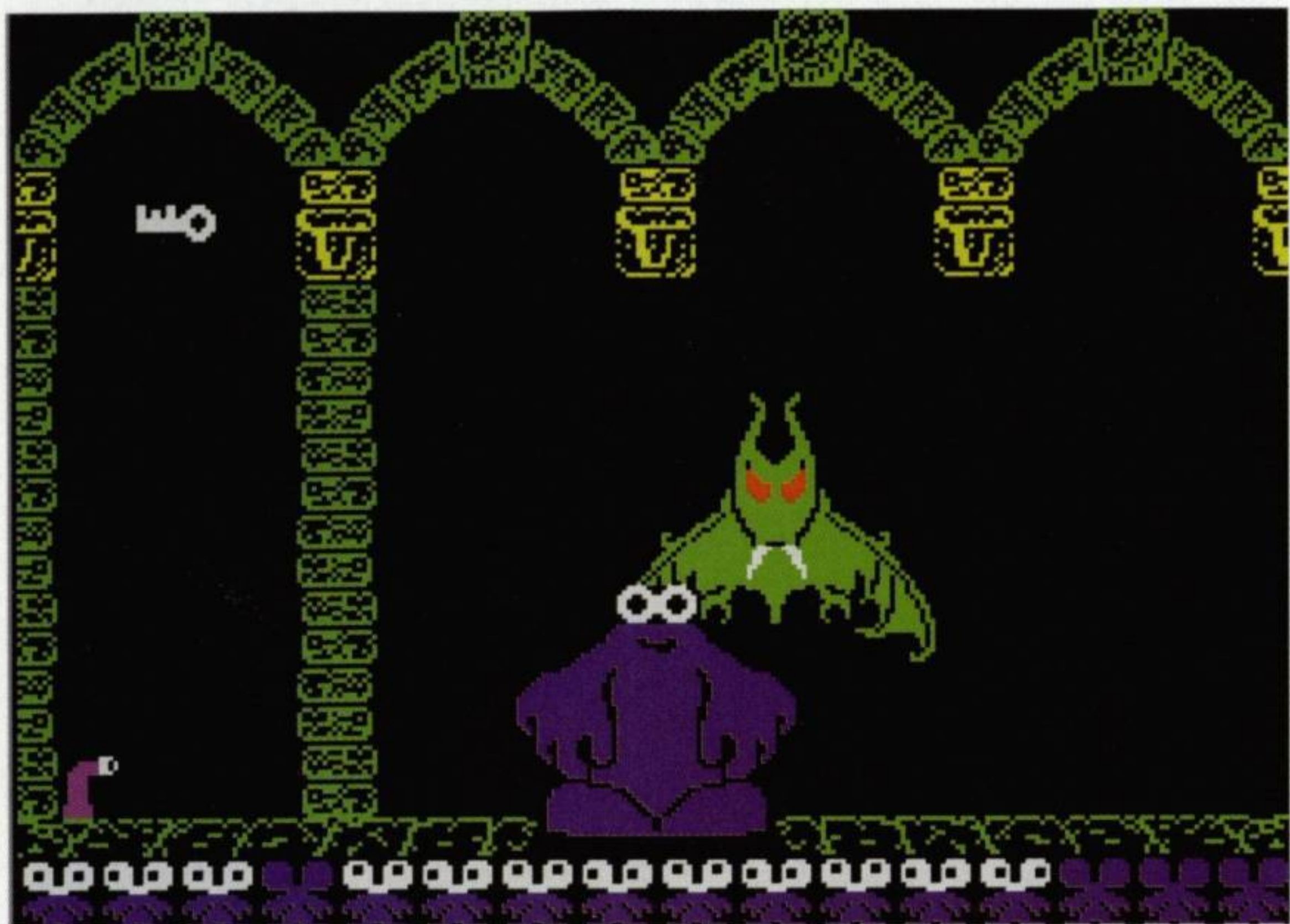
Can you believe it? Another Kick Ass is finished and everyone's all a month older, wittier and wiser. *Arcade* won't rest until you have conquered every puzzle, every level and every game that exists in the big wide world of technological entertainment. Absolutely nothing will come in the way of bringing you the ultimate... oh sorry, hometime. Bye.

Arcade

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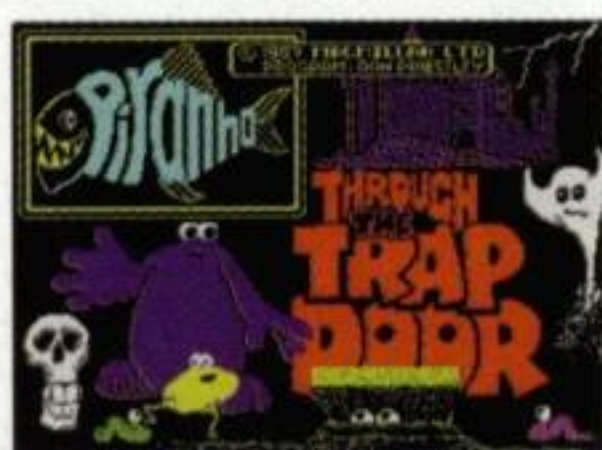
Through The Trap Door

No Willie Rushton, but still a brilliant tribute to a Berk and friends...

Back in the days before your Zoe Balls and Emma Leddens, *Through The Trap Door* was the only thing that made Saturday morning kids TV worth dragging yourself out of bed for. A funny, inventive plasticine-based animation, voiced by the late Willie Rushton, its popularity with the kiddies led to a wealth of spin-offs. The videogame *Trapdoor*, and its sequel *Through The Trap Door* – released 12 years ago today – were just two.

Games developer Don Priestley, was one person who'd missed out on the TV show. "When I was asked by Piranha Software to write the game," he recalls, "I'd never heard of *The Trap Door*. As I had no young kids, the whole phenomenon passed me by."

So why, Don? The answer lay in his earlier game, *Popeye*. Don had brought the shoe-jawed sailor to the Spectrum with huge, colourful, cartoon-like visuals that had Spectrum owners gobsmacked. With this unique style, he was the natural choice to recreate the garish, creepy



Through The Trap Door

■ Publisher: **Piranha**
 ■ Developer: **Don Priestley**
 ■ Genre: **Platform-puzzle**
 ■ System: **Spectrum, Amstrad, C64**
 ■ Players: **1**
 ■ Score: **8/10**

Your Sinclair
 "An excellent game with a great deal of its own brand of appeal."

crawly-filled castle that the TV show's overweight blue hero, Berk, inhabited.

"The big characters in *Popeye* came about because United Artists insisted that the sailor look exactly right," remembers Don. "Right down to the tattoo and corn-cob pipe. To accommodate that, I ended up with these huge, colourful characters who crossed the screen in just seven strides! The technique wasn't really a 'secret', though. Any programmer worth his salt could do it, but as I was the first, and the style distinctive, nobody aped it."

Using that distinctive style, *Through The Trap Door* (along with its prequel) became a riot of colour, as Berk and his spidery friend Drutt set out to rescue grumpy skull Boney from the monster-filled caves beneath the eponymous Trap Door. Don had a game to back up the eye candy, with a series of complex puzzles that required the player to switch control between Berk and Drutt. But it was still those visuals that most impressed.

"With such huge characters," says Don, "I was proud that I succeeded in getting everything into the game – 'shoe-horning' in other words. The visuals used up so much of the Spectrum's memory, I had to use little tricks to squeeze it all in. 'Repeating' was one – Berk's elbow in one

animation sequence might well be his knee in the next. Considering all I had were a few of the TV episodes on tape, I think the game reflected the slightly loony basis of the show well."

Don was as oblivious to the success of his games as he was to the programme itself. "I was living in splendid rural isolation in Ireland at the time," he explains. "I worked on advanced royalties, and rarely, if ever, made enquiries as to how my games were selling. The commercial aspects of Spectrum games were pretty tight at the time, though – software firms folded all the time."

Piranha went that way itself soon after the game was released, giving Don the chance to branch away from the *Trap Door* brand. However, after *Flunky*, a satire of the royal family, and the superbly atmospheric *Gregory Loses His Clock*, Don hung up his Spectrum.

"I now have absolutely no interest in the games scene," concludes Don. "My first game had a silent black-and-white hash sign as its primary character. These days, graphics seem to have improved a bit. The games themselves, though, don't appear to have better plots or playability than most Speccy games." This man is obviously no Berk.



Games of the month

Six of the best videogaming experiences of January 1988.



Nebulus

System: **8-bits**
 Publisher: **Hewson**
 ■ A startlingly simple concept – help a bug-eyed alien climb to the top of a circular tower – which, thanks to some superb level design and "rotating building" visuals, was one of the platforming highlights of the '80s. Inevitably, its originality led to dreadful sales figures.
 ■ *Your Sinclair*: 9/10



Bubble Bobble

System: **ST**
 Publisher: **Firebird**
 ■ A good month for platformers, then, with *Nebulus* joined by this spot-on conversion of Taito's joyously cuddly bubble-blowing extravaganza. Recognise those two dinosaurs? Yep – it's Bub & Bob, who went on to star in the *Bust-A-Move* series of puzzlers after two *Bubble Bobble* sequels.
 ■ *ACE*: 958/1,000



Bobsleigh

System: **8-bits**
 Publisher: **Digital Integration**
 ■ Don't laugh, *Bobsleigh* was a bizarrely enjoyable take on the most dangerous sport of the Winter Olympics. Simplistic (and therefore frighteningly fast) wireframe visuals were used to recreate the limb-cracking ice tunnels of Aspen.
 ■ *Your Sinclair*: 9/10



Dark Sceptre

System: **Spectrum**
 Publisher: **Firebird**
 ■ After long delays, the author of classic Speccy adventure *Lords of Midnight* finally delivered this 2D strategy/combat game. Thanks to the colourful, large characters, there were plenty of involving battles, but game-ruining bugs were on hand to spoil the fun.
 ■ *Your Sinclair*: 9/10



Deflektor

System: **8-bits**
 Publisher: **Gremlin**
 ■ Just before *Tetris* arrived to make all existing puzzlers redundant, Gremlin came up with this teeth-clenchingly difficult brain game. The aim was to rotate mirrors to guide a beam of light towards a generator. Against the clock. Without touching the light-sensitive explosives. Argh.
 ■ *Your Sinclair*: 9/10



Nord & Bert

System: **C64**
 Publisher: **Infocom**
 ■ An obscure game from Infocom, the company behind some ground-breaking adventures in the '80s. Rather than solve puzzles, you needed to match puns and respond to cunning wordplays. It wasn't everyone's cup of tea, but for cryptic crossword completists, it was an involving – if tricky – experience.
 ■ *ACE*: 895/1,000

Driller

Walk around a virtual world for the first time...

You can see why certain '80s titles are now considered classics. A great platformer is still a great platformer, even if it lacks the sparkly 3D visuals today's games wouldn't leave home without.

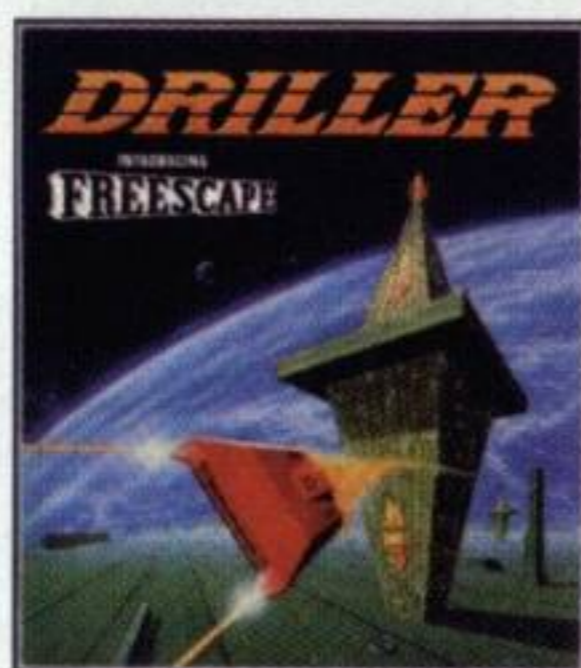
Incentive's *Driller*, though, is showing its age. The fuzzy, black-and-white textures, angular buildings and jerky movement don't immediately scream: "all-time classic!" But, as one of the first games to build a proper 3D world that could be walked on, crawled through, climbed up and flown over, *Driller* was a landmark title. *Super Mario 64* was the watershed for 3D platforming, but *Driller* – using the Freespace system devised by developer Major Developments – managed it on a machine with a fraction of the power of the N64.

In fact, the primitive visuals on the Spectrum almost worked in the game's favour. *Driller* was set on a small alien moon, Mitral, and the indistinct, monochrome buildings helped the gameworld drip with the atmosphere of a cold, barren landscape. As one of the first games to allow you to walk under solid bridges, or look down from a high platform on 3D areas, *Driller* really made you feel like a lonely soul exploring an unfamiliar, awe-inspiring new world.

There was very little to the game itself – unlock all 18 areas and place mining rigs on the correct spot in each area – but *Driller* was mainly about exploration. Platforms and objects were placed just out of reach, angular laser-spitting constructions guarded secret areas, and, most enticingly, an aircraft was accessible – somehow –



■ Primitive, but staggeringly atmospheric.



■ Incentive proved that filled 3D was possible on the wee Speccy.

from a locked hangar. Adding to the joy of solving a particular puzzle was the thrill of feasting your eyes

on a sprawling new area – a feature that games like *Legend of Zelda* still rely on to hook gamers.

It was clear from Mitral's layout that Major Developments knew exactly how to use its Freespace system to the full. The company knew you would love gazing up at tall buildings, so a skyscraper-high tower was included in the very first area. It understood the thrill that came from being able to explore scenery from every conceivable angle, so doors, objects and even entire areas were hidden in obscure places. And the flying Skimmer, despite being essential for some tasks, was really there to offer breathtaking views of the moon's surface far below.

Driller wasn't the last videogaming saw of Freespace. Two sequels – *Dark Side* and *Total Eclipse* – used the 3D engine to greater effect, and Incentive later launched *3D Construction Kit*, enabling budding gods to build their own worlds. Even the best designers, though, were never likely to come close to matching the irresistible atmosphere of the barren moon from *Driller*.

If all this talk of *Driller* and its 3D wonder has you yearning to play the game once more, you can download the Spectrum version from <http://ftp.nvg.ntnu.no/pub/sinclair/tapes/d/driller.zip>.

Gaming round-up

Also going on this month



■ Have yourself a very Moley Christmas.

Mole returns

■ Monty Mole, platform hero of the '80s, returned for one final unscheduled appearance on a *Your Sinclair* cover cassette game. *Moley Christmas* featured the beady-eyed scamp running and jumping through four screens, working to get the Christmas issue of *Your Sinclair* onto the shelves.

Ripping yarn

■ *Jack The Ripper*, the game, by publishers CRL provoked one of the first media outrages over a videogame. The game, an awful adventure with copious blood and scant regard for the seriousness of the subject matter found itself up against the BBFC, and earned itself an 18 Certificate. CRL basked in the free publicity, but fuelled the public's negative view of gaming.

Virgin Master

■ Two big-name publishers, Mastertronic – who'd achieved monstrous

success with their budget price 8-bit games – and Virgin Games joined forces. Initially, Virgin-Mastertronic looked to have the wallet and clout to buy up big-name licences – *Monty Python's Flying Circus* was one of its first titles. Soon, though, the Mastertronic part of the title disappeared, and Virgin concentrated on baiting the media with shock-tactic game advertising.

Brookie Bonus

■ *ACE Magazine* had an intriguing report concerning the hard-to-remember *Brookside* "soap bubble" spin-off *Damon and Debby*. *Debby* had revealed she was writing an Amstrad CPC464 Mills-And-Boon-style game called *True Romance*, aimed at women. Probably the first and last time videogames featured in the plotline of a major soap. If, indeed, *Damon and Debby* classes as "major", or even a soap.

TOP TEN SELLING SPECTRUM GAMES

- 1 **Renegade**
Imagine
- 2 **Indiana Jones And The Temple Of Doom**
US Gold
- 3 **Tai-Pan**
Ocean
- 4 **Bubble Bobble**
Firebird
- 5 **MASK**
Gremlin
- 6 **Road Runner**
US Gold
- 7 **Computer Hits Vol 4**
Beau Jolly
- 8 **Exolon**
Hewson
- 9 **F-15 Strike Eagle**
Microprose
- 10 **Mercenary**
Novagen

TOP 10 RATED GAMES – ACE MAGAZINE

- 1 **Driller**
Incentive, 956
- 2 **Nebulus**
Hewson, 943
- 3 **RED L.E.D.**
Starlight, 915
- 4 **Deflektor**
Gremlin, 906
- 5 **Buggy Boy**
Elite, 906
- 6 **Gunship**
Microprose, 902
- 7 **Bobsleigh**
Digital Integration, 901
- 8 **Phoenix**
Infogrames, 887
- 9 **Skate or Die**
EA, 878
- 10 **Dark Sceptre**
Firebird, 856

WORLD NEWS HEADLINES

Nine years of Mrs T

■ On 3 January, Margaret Thatcher became the 20th century's longest continuously serving British prime minister, having won an unprecedented third term

the year before. At least now, with time, you can look back and laugh.

Dodgy dealing

■ The New York stockmarket came close to a

crash, as the Dow Jones index dropped by 140 points – the third largest single-day fall ever. That's what comes from messing with shares.

Yellow peril

■ A brand spanking new political party was formed in the UK, as the Liberal Party and Social Democratic Party finally merged, becoming the Social and Liberal Democrats – the party now known as the Lib Dems.

Hip flop

■ Morris Minor and the Majors released "Stutter Rap (No Sleep 'Til Bedtime)", which, at the time, was considered a hilarious parody of contemporary rap music. Unsurprisingly, it's just embarrassing now.

MUSIC CHARTS

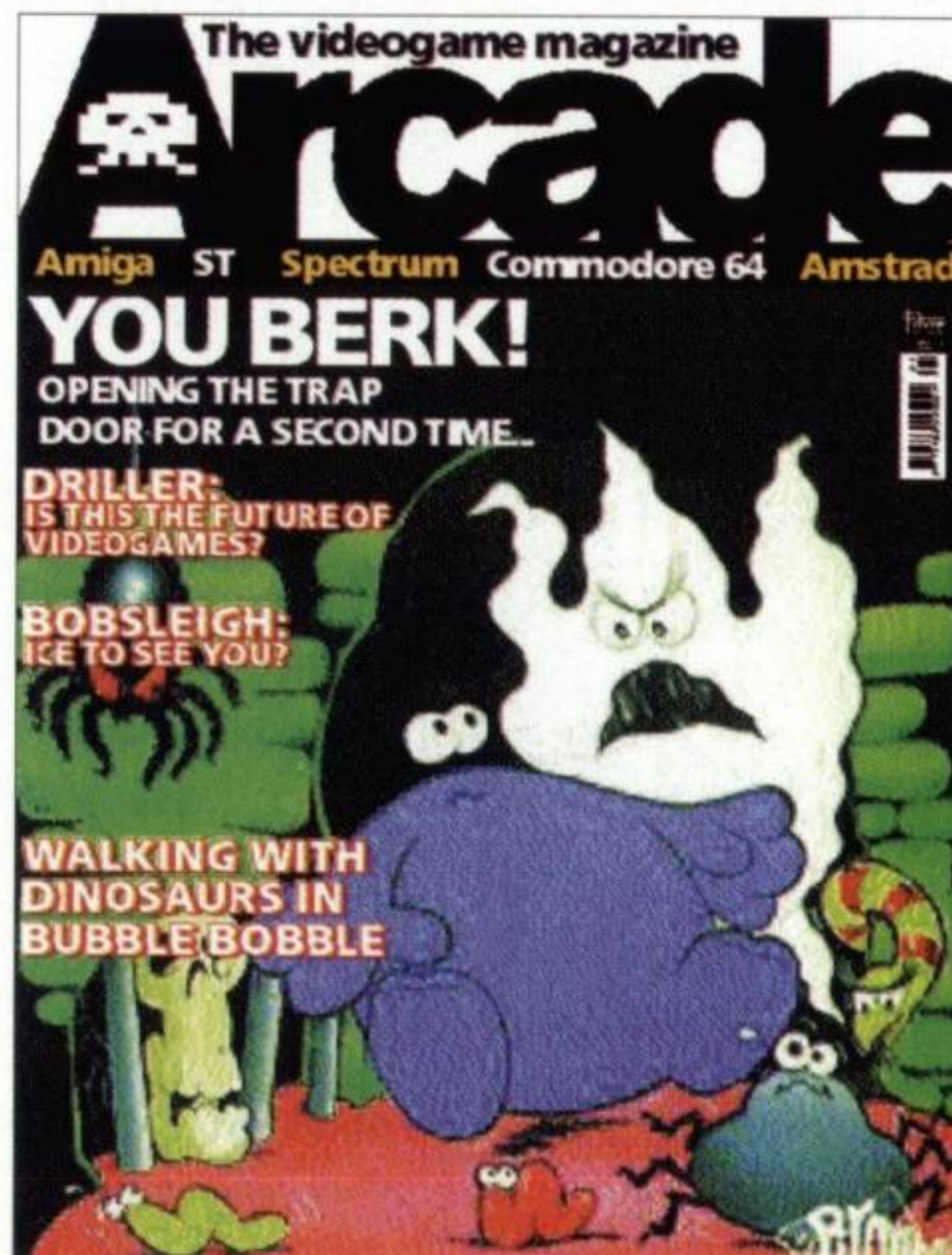
9 January 1988

- 1 **Always On My Mind**
Pet Shop Boys
- 2 **Heaven Is A Place On Earth**
Belinda Carlisle
- 3 **The Way You Make Me Feel**
Michael Jackson
- 4 **Fairytale Of New York**
Pogues feat. Kirsty MacColl
- 5 **Angel Eyes (Home And Away)**
Wet Wet Wet

FILM CHARTS

9 January 1988

- 1 **Predator**
- 2 **Cry Freedom**
- 3 **Wish You Were Here**
- 4 **Little Dorrit**
- 5 **The Witches Of Eastwick**



■ Ghosties, worms and overweight blobs in *Trap Door's* dark and nasty regions, where nobody goes.



■ "I swear it was this big. I said: 'Dennis...'"

Remembered by | David Bradley

For whom the bell tolls

Tool-up and grab a torch. The dead of Resident Evil are coming, and they're not best pleased.



There is no better introduction to *Resident Evil* than sitting through a few films by splatter king George Romero. Capcom's 3D tribute to his brain-eating zombie fests boasts every *Living Dead* cliché going – moaning hordes of rotting corpses, a heavily-armed hero and plenty of burning wreckage.

That said, the plots of *Resident Evil* and its sequel are less than impressive. The puzzles are routine, the camera angles sketchy and the action patchy. But Japanese adventure games always have atmosphere, and *Resident Evil 2* is no exception.

As Leon, the last surviving police officer on the streets of Raccoon City in *Resident*

Evil 2, you've just machine-gunned your way through a mob of gurgling ghouls. The city is a bitter, crumbling shell of its former self and is ruled by the undead. Shouldering open heavy wooden doors, you retreat into the abandoned police station... and as you step into the high-ceilinged main hall, the game quietly bongos at you.

Sort of. The hollow soundtrack actually goes BE-DONNNNNNNNNNNNG, followed by a couple more faint NnnnnDong-Dong noises. Nothing so cheery as an exclamation mark should be used to transcribe this tense, claustrophobic clanging noise.

Trying to write down a sound is difficult. A full musical score might help, but even then you have to hear it played to appreciate the emotional impact. The game is crammed with feeling – mostly tension and fear, the simplest emotions generated by fiction – and adequately describing the impression requires more than just onomatopoeia.

Still, you know the Gothic reception hall is a safe haven and that every door off it, every stained-glass window opening onto the balcony, could harbour gruesome death.

Wanna play?

■ Distributed by Virgin in the UK, the first *Resident Evil* appeared on the PlayStation and PC back in 1997, followed a year later by the more engaging *Resident Evil 2*. George Romero himself was drafted in to create live-action TV ads for the sequel. Although more commonly associated with Sony's console, *Resident Evil 2* benefits from the transition to PC, where a half-decent 3D card renders the chaos in all its polygonal glory. Further *Resident Evil* games are due out soon, including *Code: Veronica* and *Resident Evil: Nemesis*.

The chamber is a respite, a break from the carnage, but also a focus for the dangers still to come. Whenever you return to it after a foray into the outside world, you're greeted with the same mournful, resonant clanging. More than any of the clumsy snarling cadavers, more than the sound of distant breaking glass, this sound sums up Capcom's genius. Although *Resident Evil 2* fails to inspire with narrative-based puzzle solving, the game is an edge-of-your-seat success thanks to these imaginatively creepy incidental touches.

A stirring round of applause, then, for Masami Uedo of the Capcom Sound Team, the man who composed the lion's share of the *Resident Evil 2* score. And as for the hapless Leon? Ask not for whom the bell tolls. It tolls for thee.

The puzzles are routine and the action patchy, but what it does have is atmosphere.

WARNING!



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