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PS2 OR DC? THE VERDICT

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ISSUE 229

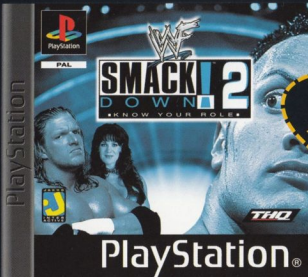


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LES

- Mmm...
- Smackdown! 2
- SSX Snowboarding
- MSR

PAT

- Mmm...
- SSX Snowboarding
- UFC
- Kirby's Tilt 'n' Tumble

JOHNNY

- Mmm...
- Champ Manager 2001
- UFC
- Smackdown! 2

PETE

- Mmm...
- Summoner
- Quake 3 on DC
- Unreal Tourne on PS2

MATT

- Mmm...
- Driver 2
- MSR
- Smackdown! 2

DAN

- Mmm...
- MSR
- Quake 3 on DC
- Unreal Tourne on PS2

CELESTE

- Mmm...
- Samba de Amigo
- Dancing Stage Euro Mix
- Jungle Book Groove Party

DAPHNE

- Mmm...
- Vib Ribbon
- Samba de Amigo
- Dancing Stage Euro Mix

STEVE

- Mmm...
- MSR
- Jet Set Radio
- UFC

LEE

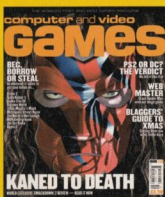
- Mmm...
- Jet Set Radio
- MSR
- Zelda: Majora's Mask

PAUL

- Mmm...
- Shemue
- Pokemon Puzzle League
- Pokemon Gold and Silver



1 November 1981



229 December 2000

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GAMES

UP THE FRONT

YOUR INSIDE LINE ON EVERYTHING NEW IN GAMES



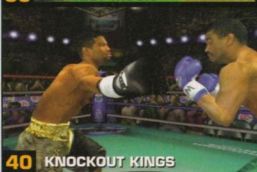
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ACCESS ALL GAMES

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 WWF Exclusive! 20 awesome Smackdown! 2 collector's cards featuring move lists and crazy WWF trivia.

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 Bags of groovy goodies and so easy to enter

FUNKY WWF GOODIES **78**
 T-shirts exclusively signed for CVG by WWF manager and all-round babe Trish Stratus. And we're giving three of them away?!? Only the UK's top mag for WWF games can do this for you

THE WORLD IS NOT ENOUGH **90**
 There'll be a huge ruck at the sales counter when this hits the shops. Save yourself the hassle - we've got ten copies of OoT's new PlayStation action-test to win

CHAMPIONSHIP MANAGER SEASON 00/01 **105**
 Only a donkey wouldn't want one of the five copies we're dishing out

FREE POSTERS



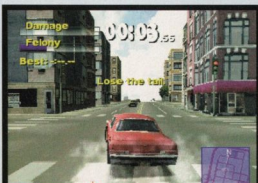
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 You'll never date another French girl

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 Tanner rides again

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 And you really can race for 24 hours real-time

JET SET RADIO **100**
 Better than the quality Jap version. Everybody: "Yes!"

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 The little dragon lights our fire

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 Footy stat-crunching heaven

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 Four tales in one - but is it good value?



ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



UNREAL 2

OUTRIP PLATFORM/PC

Sequel to the original two-year-old *Unreal*, not *Unreal Tournament*, which impressed so many PC shooter fans a year back that PS2 and DC versions are planned. The first *Unreal* saw you and your prison buddies crash-landing on an alien planet and fighting to stay alive in a traditional story-led one-player game. But while *Unreal*'s multiplayer experience failed to outshine *Quake 2*, it inspired the bot-matching, multiplayer-oriented classic that is *Unreal Tournament*. *Unreal 2* will boast the best of both worlds with both a pounding single player story and bot-matching multiplayer modes.

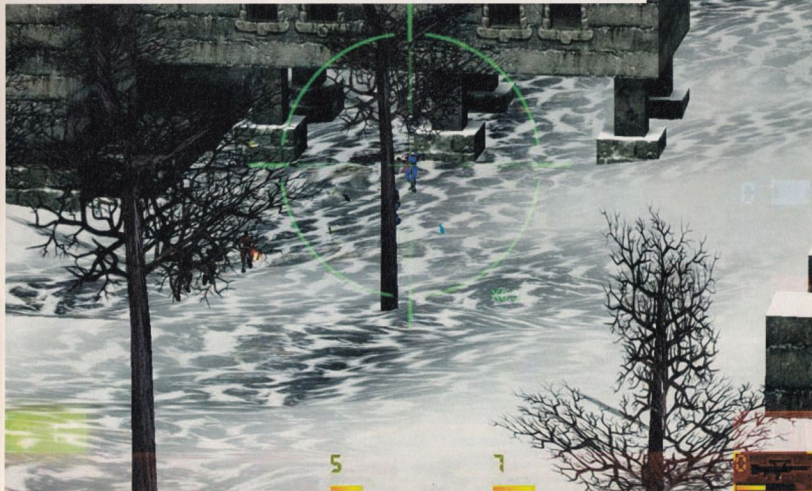


Unreal 2 is still in it's infancy but it's already getting us all dribbly round the gills. The developer, Legend, has been focusing on creating highly detailed NPC and player character models. Motion capture techniques have been used for martial arts moves and their movements are natural and fluid. Apparently



You can see from these screens that the landscapes will be jaw-dropping too. Often in FPSs, objects are detailed from a distance but the textures get blurry when you move in close. *Unreal 2* promises the end of this with super-sharp details on obstacles both in the foreground and background. You can also expect the sauciest level of speed along with the eye-popping visuals. We've all heard similar claims before, but remembering how impressive the original *Unreal* was, we're keeping the faith.

Development on the game is so early that plot details are still being finalized but, if they're paying as much attention to that as the visuals, you can bet the game's gonna suck you in like no other. Throw in *UT*-style multiplayer action, and this could be the most awesomely *Unreal* experience yet.



ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



SKIES OF ARCADIA

EUROPEAN 2001 PLATFORM:DC

The Dreamcast role-player formerly known as *Eternal Arcadia* is to hit our shores early next year. *Skies of Arcadia* sees you and your team of outsize characters storm around in... giant flying sky ships - armed and ready for adventure. Certainly explains the new name



The ships let you travel between the six fantasy-themed realms in the game and you can expect battling both in the air - and on foot. There'll be plenty of weapons and magic spells to learn



Dreamcast's finally getting decent RPGs and *Skies of Arcadia* looks very promising at this stage. The graphics are lush and look alive with detail. You'll be able to chat with over 300 NPCs during your massive quest, customise your massive ships and trade them in for massive new ones. Could be, er, massive



RAYMAN REVOLUTION

OUTFOR XMAS PLATFORM:PS2

The limbless wonder makes his PS2 debut in a re-worked version of the DC and N64 3D platformers. New additions include even better visuals and extra multiplayer games. There are now three multiplayer games on offer, so make sure you grab a multitap and extra pads



Rayman's adventure remains the same but it's the only game of its type available on PS2, so it promises to be an essential purchase if you're into additive 3D platform action. If you've not played the other versions, then *Revolution* should be well worth checking out

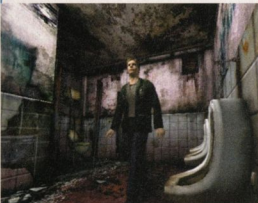
SILENT HILL 2

OUT/2001 PLATFORM/PS2

A stunning-looking sequel to the cult PlayStation classic. Harry Mason and his 'daughter' Cheryl from the original are replaced by James Sanderland and a woman called Maria who looks just like his dead wife. Now, where are those skinned babies...?



Silent Hill 2 looks set to be even more shocking than the original and the graphical power of PS2 will allow you to revel in some truly grisly moments in all their eye-popping glory. Yummy



The main criticism of the first game was that the story didn't always make a lot of sense, even if you played through all the endings. We've promised a more tightly-woven (and comprehensible) plot in Silent Hill 2, and even more of a brooding atmosphere. The sickest videogame ever? Most likely



Coming along very nicely since we last looked at it, online gaming kings Blizzard are really pumping up the Battle.net multiplayer options. They're planning more players per Net game, team play and quests to trek through. The graphics are wicked too



WARCRAFT III

OUT/STILL TBC PLATFORM/PC

A fully interactive world, loads of NPCs, neutral factions and stunning animation are all promised in Warcraft III. Three new races join the Orcs and Humans this time. There'll even be advanced design tools to let you endlessly customize play. Everybody: "Why are we waiting?"

ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



MTY SPORTS: PURE RIDE

OUT/DECEMBER PLATFORM/PLAYSTATION

It's nearly Christmas, so it's time for Snowboarder action. Pure Ride hopes to give us just what we need in the form of snowboard racing, stunts and big, big mountains to hurtle down. There's even a track editor mode. Sounds top banana, but we'll keep our board dry and reserve any opinion until we've thrashed some code.



BLAIR WITCH PROJECT CHAPTER 3

OUT/EARLY DECEMBER PLATFORM/PC

We've got new shots of the third game in the PC trilogy and it's looking... well, pretty much like the others actually. Based again on the Alcoturne engine, the last outing could be the best of the lot. We just don't understand why they divided the license among different developers and released three games in as many months.



DARK CLOUD

OUT/DEC PLATFORM/PS2

Dark Cloud wowed the audiences at the recent Tokyo Game Show and the more we see of it, the more we want to take it home and get snugly with it. You build your world then you live in it, a concept pretty new to console RPGs. It looks gorgeous and providing it's varied enough, should do very well indeed.



PINOBBE: QUEST OF THE HEART

OUT/DEC PLATFORM/GAME BOY ADVANCE

A real stunner. Pinobee is Nintendo platform joy in a portable package. Pinobee himself is part insect, part robot and on a mission to save his beautifully-drawn world. The graphics are mint when seen in motion and the control system's great; Pinobee can 'hover-dash' his way around, which is a bit of a new one on us.



SHEEP DOG WOLF

OUT/DEC PLATFORM/PLAYSTATION

Take control of Wile E. Coyote's woolly cousin in this 3D action puzzler. You have to steal special sheep away from the sheeppong using crazy items and solving puzzles. It's a lot like fun NES4 puzzler Silicon Valley but with a brilliant Warner Bros twist. It's based on an obscure WB cartoon, so expect a name change. Any guesses?



DONALD DUCK QUACK ATTACK

OUT/DECEMBER PLATFORM/PS2/DC/N64

We've previewed the PlayStation version of this brilliant, feathered platformer and soon everyone across all console formats can get a taste of the angry duckster. It may be fairly brilliant but Quack Attack is one of the most fun games we've played in ages. Pure playability and loads of sass; looks like an Xmas list must.



TOP GEAR DARE DEVIL

OUT/LATE NOV/EARLY DEC PLATFORM/PS2

The Top Gear brand gets aimed on PS2 in this wild racing title. Take a spin around London, Rome, Tokyo and San Francisco in recognisable - and nippy - cars. Check the screenshot for brutal car-trouncing action. Yes! It's looking sweet - shame we weren't supplied code to review it this issue. Enjoy this pic instead.



SKY ODYSSEY

OUT/EARLY 2001 PLATFORM/PS2

This looks a corker. Billed as a 'light adventure', it's a kind of mission-based, simplified sim. You get scored for each mission according to various skills-related criteria, so not only do you have to complete your mission, you have to do it in style. If it's even half the game Pilot Wings 64 was, it'll be awesome.



SIN AND PUNISHMENT

OUT/DEC PLATFORM/N64

Should be out in Japan as you read this and, from what we've seen so far, should be seriously worth considering if you own an import machine. From Treasure, the people behind Mischief Makers, it's a high speed 3D shoot 'em up. No word on an official UK release but they'd be fools not to let us have it. It looks incredible.



F1 RACING CHAMPIONSHIP

OUTLATE NOVEMBER PLATFORM:PS2

They say, "The most realistic, challenging and exciting racing game ever!" We say, "Hrm, maybe". Games systems are clogged up with F1 games like pubs in bathroom plughole right now, so this better have some special magic up its sleeve. It's all accurately modelled and looks great but we just care about how it plays



B17 FLYING FORTRESS II

OUTLATE 2000 PLATFORM:PC

A peachy-looking bomber sim with an original twist. Billed as a dull-sounding tactical combat management game, it's potentially lots more fun than that. Switching control between members of your bomber's crew should get really exciting in multiplayer; each player takes on a specific role like rear gunner or wingman. Cool

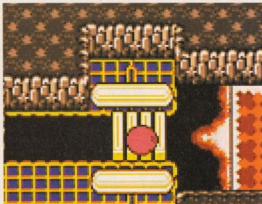


じいちゃん
おっちゃん
おまへたちは
おまへらよく(HP)を
く(MP)に ねれるのぢゃ。

TRADE AND BATTLE CARD HERO

OUTLATE PLATFORM:GAME BOY COLOR

This has been kicking *Pokémon* in the head in the Japanese charts, even though it's a bit of a cash-in. Play and trade cards in a complicated game of strategy wrapped up in an RPG-style adventure. Plays like *Pokémon Trading Card Game* but a touch more in-depth. Exciting but maybe one for the hardcore only



KIRBY'S TILT 'N' TUMBLE

OUTLATE PLATFORM:GAME BOY COLOR

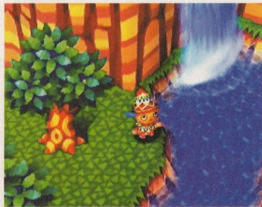
We're still waiting for news of an official release for Kirby's first GBC outing, but we love our Japanese copy to bits. The cart actually has motion sensors in it and you move Kirby around the world by tilting and wobbling the Game Boy. It's the most original GBC title ever and beautiful to play, Kirby is King!



POKÉMON PUZZLE LEAGUE

OUTLATE PLATFORM:GAME BOY COLOR

Just like the N64 version but on your handheld. Anyone familiar with *Tetris Attack* will feel at home here as it's basically the same game repackaged for Pokemaniacs. Not a bad thing at all as the gameplay should be solid but you may not need it if you have the original. Pretty much essential otherwise



ANIMAL FOREST

OUTLATE PLATFORM:N64

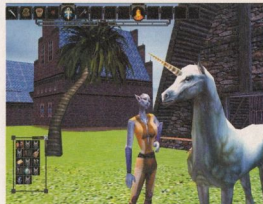
Another original Nintendo treat, *Animal Forest* is a game specifically designed for sociable players with mates. Each player controls one character in the gameworld and you have to help the other players by completing tasks. Seasons will pass in real-time. It's quirky and could start a revolution in communicative games



KONAMI ALLSTAR RACING

OUTLATE PLATFORM:GAME BOY ADVANCE

Alongside *Mario Kart Advance*, Konami's kart racer went down well at ECTS earlier this year. Goemon, Ebisumaru and a bunch of other Konami favourites get behind the wheel in frantic cartoon racing. Shows off GBAs Mode-7 pseudo 3D effects really well and the cars handle brilliantly. A rival to Mario



ULTIMA WORLD ONLINE

OUTLATE PLATFORM:PC

Ageing 2D Net RPG *Ultima Online* is loved and loathed by players in equal measure. In a bid to make it all one big gaming love-in, Origin have made the sequel full 3D and tasty looking. While the traditional fantasy RPG theme remains, this time greater realism is the key with impressive animations and accurate physics



POKÉMON CRYSTAL

OUTLATE PLATFORM:GAME BOY COLOR

We have to wait until Easter for *Silver* and *Gold* but lucky Jap players get *Crystal* this Christmas! It's a special version of the two games, much like *Yellow* was to *Red* and *Blue*, but this time you can hook it up to a real mobile phone and trade and battle via a phone line. Landmark stuff, but will we see it over here?



Is everyone in the whole world

Guess What? The answer's ... no.

Truth is, most of your mates who say they are regularly having sex are, in fact, regularly having you on. To be blunt, they're lying.

Because, despite what they may tell you, most boys under 16 haven't had sex.

So, how come all those stud mates of yours are not getting their end away as much as they'd like us all to believe?

First, most girls are not desperate to have it off with every boy they meet.

Second, even the ones who think you're hotter than a beach in Ibiza may feel they're not yet ready to have sex.

Third, some boys (more than you think) also feel it's okay to wait a bit (even if it's not cool to admit it).

Point is, if you're in your teens and not having sex, don't worry - you're normal.

At least as far as your sex life goes.

sex

Are you thinking about it enough?

If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.

having sex except me?

DC OR PS2? THE VER

THE NEXT-GEN WAR HAS FINALLY KICKED OFF. IT'S TIME TO NAIL THE BIG ONE: WHICH DOES CVG RECOMMEND YOU SHOULD BUY?

WORDS & SCREENSHOTS LEE SHITRELL, POKERENNY P

FOR THE

past year, players have been subjected to the gaming equivalent of the pre-Wrestlemania square-rings, with snarling combatants trying to psyche each other out before the fight. Replace your favourite WWF wrestlers with console makers, add some heavy-duty posturing and gallons of hype, and the first round in the

next-gen war should be explosive. Our backed Mailbag proves you've already been taking sides, but with the UK PS2 launch game line-up now being significantly different from the Jap one earlier this year, and DC now weighing in with 100 titles (some held back to pen in PS2's pot), all the talk to date has just been hot air. Until now. With pre-ordered PS2s starting to arrive, the battle is officially on between Sony's and Sega's machines.

Now it's crunch time - which of the first two next-gens does CVG recommend you buy? We've compared the consoles using critical gaming issues and slapped a smiley face on the winner for each category, with an overall verdict at the end. Round One, and... fight!

THEY GOT GAMES

Never mind its power, tech specs and all that other confusing waffle, a console lives or dies by it's games. After a rocky start, Dreamcast now has a killer selection of betas in among the 100+ games that are in the shops.

PlayStation 2 offers not just the entire original PS back-catalogue but 26 PS2-only titles from launch and well over 30 by early next year. Here's a small but significant selection of the biggest titles that will be crossing swords for the coins in your pocket.



Samba De Amigo, out December. Best party game ever, and an ace rhythm action title



MSK, Out Now! Likely to give PS2's *Gran Turismo 3* a run for it's money



Fantazion, out Nov. Original and fun - the next-gen's most offbeat game?

DICT



TECHY STUFF

Dreamcast's processor is a 129.64-bit hybrid and the best resolution it can muster is 640x480. Dreamcast can shift 3 million polygons per second.

PRICE IS RIGHT

Launched at a competitive \$200, you can now officially buy a machine with *Chu Chu Rocket* for £150. Don't be surprised to see £100 DCs in some shops this Xmas.

THIRD-PARTY SUPPORT

Not all the big guns backed DC from the start - noticeably absent was EA and Square - and scores of developers ditching DC titles have begun to worry DVG in recent months. *Castlevania: Resurrection* was one of the first games to be canned, and *Coin-Op: The Rally 2.0* is one of the most recent to be ditched. There's also some concern over Jap and US titles never reaching our UK machines. You may not care about *Let's Go By Train*, but missing out on the wicked *Virtual On* is heart-breaking. And *MSF* has only just arrived - a year late!

INTERNET READINESS

Dreamcast is internet ready out of the box. Shove the Dream Key CD into your console's eager mouth and after a few sultry purrs as it dials up the server, your Dreamcast will be showing assorted internet treats onto your screen.

ONLINE MULTIPLAY

Proper online gaming came half a year late. *Chu Chu Rocket* was the first and while fine, it had annoying lag. *Quake 3 Arena* is what we'd been promised to give DC fans one down on non-internet ready PS2 owners. But what if America got a 52K modem, we'd be saddled with a 32K one, so while DC is a sea, there's likely to be no hassle lag. Until more online games arrive (*Half-Life's Net* play disc will be released later) and Sega come up with affordable broadband connections, a lot of choice and lag problems will disappear. Plus, you can only play other Europeans. But hey, at least it has online multiplay out of the box.

As an easier machine to code for, DC is seeing some developers take a few risks with offbeat titles like *Space Channel 5* and *Jet Set Radio*. Sega's own developers, too. Sonic Team are making hugely deviant games. US owners also get spot-on arcade conversions like *Golden Taxi* and *Virtual Tennis*. Dreamcast is the machine of choice for players who want original and innovative games. With 100 titles released, there's currently a greater choice of next-gen games than for PS2.

NET VALUE

DC is a game machine more than anything else. Net access is a bonus, but it's a netter nod, as good as on a regular PC. A number of earlier beefs have been fixed and there's a bunch of improvements coming, including Dream Eye videoconferencing. But it'll cost you another £40 for a keyboard and mouse to take the pain out of using email. So it's not perfect, but it's hard to bitch when it comes so cheap. Sega claim they're looking at some sort of free Net phone call scheme, but you'd be more likely to see a fee-rate fee if they manage to come super-hot, MSN-style access.



TECHY STUFF

PS2 trounces DC in the technical department with a true 128-bit processor, double the memory, almost twice the resolution capabilities and 20 million polygons per second. But it means now, if developers aren't using the machine to it's potential.

PRICE IS RIGHT

PS2 costs £300 and you had to pre-order to make sure you get your machine sometime between November 24th and Christmas by the time you read this, they might even actually have a few in the shops - gasp! A clever marketing play or an innovative new way to shop? We're not sure but £300 for the machine - even one that plays DVDs - a pad and a memory card is a lot. And Americans only have to stick up £200 for one. Grrr.

THIRD-PARTY SUPPORT

When PS2 was announced, developers were falling over themselves to jump on board. So you can (eventually) expect original, mega-budget titles. All the big brands are guaranteed to appear. Trouble is, developers are wringing about how tough it is to programme PS2. The launch line-up is a case of quantity over quality, but there are a few gems in there already, with Sony promising 50 titles by Easter.

INTERNET READINESS

All the gubbins is there and ready to rock inside PS2, except there's no modem. You're likely to see third-party modems available first, probably some time next year. Sony is waiting for the ultra fast Net connection that broadband can offer before going ahead with the original USB modem. Great news that they want to offer a high-speed, feature-packed internet service including the possibility some years down the line of downloading games and all sorts of cool content (music and video files. Bad news is we'll have to wait.

ONLINE MULTIPLAY

It will happen, but, with broadband technology, online multiplay will rock. Independent gamers may be chewing on the sofa cushions while beta for online football, and with big brains backing the system you can expect a version of *Quake 3* too. How about the next generation FIFA games being played in multi-user European leagues or burning up the tarmac via your phone line in *Gran Turismo 4*? It's all possible. But not just yet.

INNOVATIVE

Big developers + big budgets = lots of risk taking. You can expect more of the biggest PS2 games to be sequels of already popular games like *Final Fantasy 10*, *Sonic* and *Street Fighter* - all will be starring technological advancements but aren't likely stick to the winning formula. Just hope there's still room for innovative stuff.

NOT JUST A GAMES MACHINE

PS2 offers a double-whammy with it's DVD and gaming abilities. Sales of DVDs sky-rocketed after the machine's launch in Japan. You can expect to see the same thing happen on our shores, especially as stand alone DVD players are still priced in the launch bracket. As both a games machine and DVD player, PS2 is very tempting.

THE VERDICT

Count the smiley faces and you'll see that DC scores one more than PS2: 4 to 3. Both machines are available now and in the short-term DC stands above PS2 for UK players. The games are more exciting and the online features are getting interesting. And the price is right.

DOWNHILL FROM XMAS

In a year from now things may be different. PS2's price should drop, it'll be in shops and Xbox and GAMECUBE will be imminent. Unless Sega pull off a miracle, DC could well be the best desirable console. PS2 has the right marketing and a great array of titles in the works. If you buy a PS2, you know you're guaranteed a steady flow of good releases, a handful of awesome games, and a machine with a long life.

DVG RECOMMENDS

Our advice? If you can afford it, get both. Otherwise, get a Dreamcast now and enjoy the fantastic games and online play that are already available there, around the time *MSGS* hits the shelves next Xmas, buy yourself a PS2. See p70 for our reviews of PS2's launch games.



£129, out 2001. Formerly known as *GT2000*, still being tweaked to perfection

DVG REBKONS

ARE YOU THE MAN?



SPACE CHANNEL 5

Got a copy of this world dancing game? *Space Channel 5* yet? Struggling to complete it? Not a problem for The Masters – check out our pic if you haven't seen the ending. You see, we got natural rhythm.

TIP: Instead of pressing the buttons exactly on the beat (like in PlayStation's *Parasite or Bust 4-Groove!*), wait a split second before hitting the right buttons. Also, bear in mind all the time that the rhythm is broken down into four beats to the bar – it's not just random.



RIDDLE ME THIS...

Here before you is a seriously blurry scene. The pic's from a famous sequel doing the rounds right now and it's from a bit in the game where the stage is being set for a big battle. Get this and consider yourself a Master. Clue: check out the decor.

It's an FFVII sequence from PlayStation 3's *Final Fantasy VII Remake* *with* *the* *same* *stage* *design*.

XTREME XMAS BLAGGER'S GUIDE

13 WAYS TO GET WHAT YOU WANT FROM GRANNY THIS XMAS
WORDS: JOHNNY B BAD POKERNEY P

CAROL SINGERS

CAROL SINGERS: Crap TV. Fat people dressed as Santa. Cliff Richard. Some things never change at Christmas time, like not getting what you want on the big day. That is, until now. While we can't guarantee a Cliff-free Christmas, CVG can guarantee that once armed with our step-by-step extreme blagger's guide for the criminally insane and incredibly desperate, you'll never have a better chance to swindle your folks into shelling out the ready.

HOW THE CVG-D-METER WORKS

Each tip receives a rating on the CVG Con-D-Meter: the higher the rating, the more audacious and risky the blag. The lower the rating, the easier and more embarrassingly pathetic the scrounging attempt. Further symbols are used to denote other skills vital to the granny defrauding process.

CVG-D-METER

- 👁️ **CON-D-METER:** A Five rating is trickier than a loop-the-loop tightrope while even Mr. Honest himself, our Lee, could pull off a One
- 👁️ **BULLSHIT!** If you see this, you'll need to lie like a Lord
- 👁️ **BOTTLE:** You'll need nerves of steel and/or a shameless lack of conscience
- 👁️ **LIGHTBULB:** Detailed reading of CVG is essential
- 👁️ **STUPID RELATIVE:** Your folks must be thicker than a schoolkid's snout

1) Barbacole granny into thinking she needs a next-gen console for herself... Try this line:

"There's even a Bingo game, so you won't have to worry about pissing yourself in public anymore..." 🐱?????

2) Tell your folks you're off on your llama trek around Tibet after Xmas – they'll split you a rotten before you leave. When you rake in the gas money, turn on the waterworks and say you couldn't go now cos you left 'em all too much. 🐱🐱🐱🐱🐱

3) If your parents are tighter than a grat's arse, appeal to their economic sense:

"You know how expensive driving lessons in London are? Well, if you buy me *Metropolis Street Racer*, I can practise at home and save you loadsa money." 🐱🐱

4) For most parents, the death of their technological knowledge is preferable so far as how to use the microwave – exploit this, especially if they're in the throes of a mid-life crisis, as they'll want to sound 'dada wai da da, innit?'
"Z-buffering, parallax scrolling, gouraud shading, bump-mapping... sounds phat, don't it Pops?" 🐱🐱🐱🐱🐱

5) If your dad's a Page 3 'connoisseur' but your mum thinks he's a penguin as far as the driven snow, threaten to expose his extensive collection of 'specialist' magazines unless he lets the mutha out of his wallet for you. 🐱🐱🐱🐱🐱

6) Alternatively, sniff out the credit-card bills your mum's been hiding from your dad, and threaten to reveal all, unless she goes into the red for you. 🐱🐱🐱🐱

7) If you have a shameful affliction (or even if you don't), wield it in the most despicable, cheap and dirty manner possible. "It don't get what I want, it was the best for another five years." You do want a PS2, right? 🐱🐱🐱🐱



SPACE CHANNEL 5:

CVG LOVES ULALA AND WILL DO ANYTHING TO SAVE HER FROM ALIEN CLONES OF POPSTERS DAPHNE AND CELESTE...



Sigh!



Waaaaaah!
Gaaah!
Blahhh!

Quick, save those *Space Channel 5* competition prizes



CVG, save me from a fate worse than Westlife!



Hand over the copies of *Space Channel 5*...

...or we'll make you dance to Steps. Beg for mercy, look!

Sam: CVG's professionals are in the office for some late night *Space Channel 5* research

Suddenly, the CVG boys are sucked into the DC like hamsters up a Hoover pipe. Paul wigs out.

Alien clones of Daphne & Celeste are trying to nab Ulala's best dance moves and CVG's prizes

Luckily, the CVG boys have a stash of *Power Stone* gems and turn into Dancing Super Beings

10) Try your hand at subliminal scrounging and snoop the game of your dreams into everything you say, so that it eats its way into your granny's confused mind.

So anyway... *Smackdown! 2*, in history today, *Smackdown! 2*, we learnt all about... *Smackdown! 2*, this dodgy Teutonic sausage-muncher with a... *Smackdown! 2*, bad tash... ?

11) Make a Christmas list from hell that gives your relatives little reason but to get you the goodies:

- DUNIA BOARD
- AIR RIFLE
- BOTTLES, RAGS AND PETROL
- ANN WIDDEDÖMBE WIS-AND FULL BODY-OUIT
- QUAKE 3 ARENA ?

10) How's your nerve? Right: go down your local videogame Emporium and do a bit of shoplifting, making sure you get caught. When your parents are called in, bawl your eyes out, explaining you only did it 'cos you didn't want your parents to waste valuable money, following your dad's recent redundancy. **DISCLAIMER:** CVG doesn't endorse shoplifting in any way. We cannot be held responsible for our humour being taken seriously, or for any silly buggers who involve themselves in petty crime. You weren't really meant to do it, plank-brain. ?

11) If you have a tendency to pork out at Christmas, turn into a Landman by New Year. Save your parents the expense and embarrassment of packing you off to Fat Camp and suggest they head over the needles for *Samba di Amigo* plus maracas, or a dance-mat and *Dancing Stage Euro Mix* - purely for exercise and health purposes, of course. ?

12) One for the utterly despicable: borrow a friend's dog for a week, taking a special interest in granny's every day so she gets nice and friendly with it. Then return it to your mate, but tell granny's pet parrot. Do it right and your mate might even pay you for dog sitting too. ?

13) If all else fails, cast dignity aside and beg for all your miserable life's worth. Down on your knees dimmit. Actually, these methods 1-12. This last one really does work. But then you've already knew that, didn't you... ?

CVG RECKONS

You've gotta be shameless, amoral, or desperate to attempt half of these and just plain stupid to try the rest. But we bet you or your mates have already tried, or thought of trying a subtler, acceptable, legal variation of at least one of them. CVG accepts no responsibility for any trouble these daft suggestions may cause. If you're rumbled, you didn't hear it from us. Merry Xmas.

■ Dreamcast

Sega has posted the first shots of *Virtua Cop 3* on their web site, with a Dreamcast conversion on the cards once the arcade cabinet is out there. It's more James Bond with you in a tuxedo and a silenced gun, but you can bet the bullet-in-the-head action is the same.

■ Online Games

Capcom have announced that they will be developing games that will be networked on all future consoles. This means that in future games will appear on all new machines and you'll be able to hook them all up.

■ PC

Westwood have at last broken out of their 2D RTS mold for the next game in the *Dune* series. *Empire: Battle for Dune* will be a full-on 3D strategy fest with you battling for control of the spice on Arrakis. The actor who plays Lt Worf from *Star Trek* will be appearing in the FMV sequences.

■ Dreamcast

Sega has confirmed that a demo of *Sonic 2* will be bundled with *Phantasy Star Online*. If you've never bought an import game before, you have a damned good reason to start now.

■ Movies

Tommy Raider is almost done, and *Resident Evil* is in the works and now it has been confirmed that Sega classic *House of the Dead* is to get the Hollywood touch and be turned into a film.

■ Dreamcast

Classic PC first-person shooter *Unreal Tournament* is on the way. It will be out at the end of February and will contain everything that was in the PC and more. After witnessing the magic that is *Quake 3* on DC, hopes are high for this one.

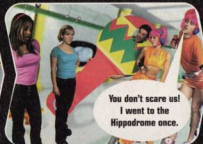
■ PlayStation 2

Activision have confirmed that the hero of the *X-Men*, Wolverine, is to get his own PS2 game.



Schooooooo! out for summaaaaaa...

A massive dance-off ensues. The evil pop clones cause choreographed carnage, threatening Earth.



You don't scare us! I went to the Hippodrome once.

Our brave heroes laugh in the face of danger and strut their stuff. No-one beats CVG at games.



Bah! You beat us today, but we'll be back with our new single...

No plugging in CVG! Announce our competition, or else

The alien posters are defeated, but would have got away with it if it hadn't been for our pesky kids.



So!

To win one of five copies of *Space Channel 5*, send a postcard marked 'Wala!' to the usual address

After telling readers about our compo, the extraterrestrial clones are banished into pop hell.

SCOOP!

THE PLAYERS' BEST FRIEND

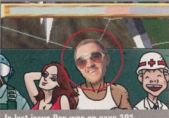
SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pig-ug mug and you could win a lusciously Bigman



Version 2. State the page number on a postcard to our usual address marked Spot The Dan 229. Winners will be announced in Win This Lot Now!



In last issue Dan was on page 101



THE CONTENDERS

Banjo Vs Baloo

Genre	Baloo
Graphics	Outstanding
Controls	Excellent
Value	Excellent (Banjo) / Average (Baloo)
Fun	Highly enjoyable

THE FIGHT

Big Bad Baloo is at an advantage as The Battle of the Bears takes place on his home jungle turf. As the duo square up to each other, Baloo points and laughs at Banjo's silly yellow shorts. Banjo, angered by his noted opponents taunts, tears into Baloo and the fun starts to fly. Baloo's special Jungle Shimmy move proves devastating to Banjo, who gets badly singed from his rival's funk fire. But Banjo has a secret weapon in his backpack - Kazooie, and she's mad. She squawks wildly and pecks away at Baloo's bulk until she's stripped him of fur. Ball Baloo loses his groove and skids away, leaving Banjo and Kazooie ultimate Bear-Brewing champs.

THE WINNER

Banjo (with a little help from his friend)

CVG WORD SEARCH

Think you can spot a good game from a mile away? Then you need to pick up a pen and see how many of the hidden games related words you can find below. Words can be horizontal, vertical, diagonal or written right to left. There's no prize here for getting

them all, but if you want, you can find them all within five minutes. Every time you spot a word that's in the list, mark it by drawing a ring all the way round it. There are 15 gaming words to find. Good luck and happy hunting.

WHAT YOU'RE LOOKING FOR...

LARA CROFT
SMACKDOWN
SPIDER-MAN
BLIND TEST
TEKKEN TAG

LE MANIS
PS2
DRIVER 2
UFC
RRS

SPYRO
SIMPSONS
QUAKE
THE GRINCH
BANJO

B O B L I N D T E S T S
B W I D V R 2 E S T
A U F C A S L O O T K R
N X O S A E L R R H K S
J B U K M Z C O Y A E P
O T A A S A M O P G N I
S M N T R Q C M S R T D
S S Q A T S U K I Y A E
P J L E O 4 Y A D N G R
2 R E V I R D M K O Z M
S I M P S O N S T E W A
P O H C N I R G E H T N

X-BOXING GLEEVER

MICROSOFT BIDS TO STEAL PS2 THUNDER WORDSPETER WALKER

It's the oldest marketing trick in the book - but it's working for Microsoft. Just as everyone is looking at Sony for the European launch of its own next-gen, Microsoft grabs us by the eyeballs with exciting news on Xbox developers, which games we're likely to see and even exclusives pinched from the mighty PS2.

BILLSYE

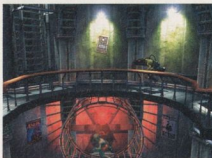
Bill Gates' boys kicked off their offensive with an international unveiling of 160-odd developers who've agreed to develop for Microsoft's next-gen console - loads of the big names were in there, from Core to Konami. They backed it up with a four minute video of a couple of dozen eye-looking sports, platform, FPS, beat 'em up and survival horror titles, including *Ultralight Tourist*, *Elite Force* and *Silent Hill 2*.

BIT WAGUE

The accompanying quotes from developers were suitably excited but vague and while Microsoft promised we'd see ground-breaking new titles, it wasn't even clear whether all the in-game footage really was running on Xbox dev kits or high-end PCs. It didn't help that Microsoft promised to release the video clip and then changed their minds, apparently because they didn't have the permission they needed.



Munch's Oddysee - what it was supposed to look like on PS2. Now an Xbox exclusive



WHET, WHET, WHET

The Xbox boys then let slip that we can expect an Xbox *Metal Gear* - but confusion then erupted over whether it would be based on *MG1* or *MG2*. Konami UK maintain it's *MG1*, but it's still not clear. If it is *MG1*, then that could be a big coup for Sony.

XBOX K-CLUSIVES

Not deterred, Microsoft hit back just weeks before deliveries of PS2s began by announcing Xbox has pinched one of PS2's most original titles: *Munch's Oddysee*. Bill's boys have tied up exclusive rights to publish the next four Oddworld games, and as CVG went to press there were rumblings of further big announcements. We reckon there'll be an Xbox *Lara*.

CURRENT SCORE

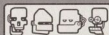
Six months ago, Xbox wasn't a real contender, and while Sony's still in the lead in the battle to win the minds of players, the score's closer: We reckon six months ago the score was Sony 10, Microsoft 0, but now it's Sony 7, Microsoft 3. Getting more interesting by the day.

VB3 REGIONS
Console giants battling to bring bigger and better games out? We say, "Bring it on!"

computer and video Games

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UK GREAT BRITAIN

to make Apple 7 pin out on PC

0207 673674

Master the game!

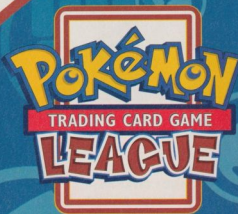
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■ PlayStation 2 Demo madness from Konami. If you buy ZOE when it's released in March 2001, you'll get a playable demo of *Metal Gear Solid 2*. By then, someone will probably have come up with a way of playing import games on your PAL PS2.

■ Xbox IX isn't out yet, and X is months away on PS2, but rumors abound that the *Final Fantasy* series is about to launch out from Sony to include Microsoft, with *FFIX* becoming *Final Fantasy*. Square already have Xbox dev kits. Boo!

■ PlayStation 2 THQ have announced that the snappily titled *Championship Motocross 2002* Featuring Ricky Carmichael is in development for PS2. Let's hope they come up with a shorter name when released.

■ Dreamcast! Promising space shooter *I War 2* has been ditched by Infogrames, concerned the DC market won't support that kind of title.

■ NS4 The Olympics have finished and did you notice anything was missing? While the other versions of Sydney 2000 were released, the NS4's was delayed. Now Eidos have decided to scrap it, even though it's finished. Money well spent, eh?



LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE
Christmas is coming and the Prof is getting fat. His late night sherry and brazil nut binges have caused the pounds to pile up – so much so, his lab coat is now skin-tight. It's only the aerobic action of the awesome *Rave Station* that's keeping him in top short of Chubby Central.



RAVE STATION £29.99

Stamping around on one of these beautiful dance mats is the most fun you will ever have with rhythm-action games and a guaranteed hit, at parties. Super-sensitive yet sturdy, the *Rave Station* is the business. ★★★★★



XPLORER COMMANDER £19.99

CD9000 is loaded with over 2000 cheats for PlayStation games. You can find more online through the dedicated hotline and even create your own. It's easy to use and essential if you really want to win. ★★★★★



XT 10 RACING WHEEL £29.99

Pretty, but pretty standard racing wheel. Has good feedback though and the pedals are OK. The gear-shift paddles underneath the wheel are a great idea but a little flimsy. Not a bad wheel for the price, but there is better. ★★★



SIDEWINDER STRATEGIC COMMANDER £59.99

This piece of kit looks like something you'd find on the bridge of the *Enterprise*. Only way cool. Enhance your RTS games with this button-loaded monster. You can program up to 72 commands, leaving your keyboard hand free. ★★★



SIDEWINDER GAME VOICE £49.99

How about a microphone and mini-switchboard so you can bark commands at exactly who you want to in online scraps? A good price for such a solid piece of kit, but like the *Strategic Commander*, this is a luxury item. ★★★★★

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 What was our fave tune while playing the cool *Crash* Stage?
A I Will Scream, Gloria Gaynor
B Video Killed The Radio Star, Buggles
C Wait and Bleed, Slipknot

2 How many US states is UFC banned in?
A None
B 4
C All 50

3 What do you play as in *Medal Of Honour*?
A A lass called Mannon
B A bloke called Fritz
C A pig called Bacon

4 How many games have Sony said will be out on PS2 by Easter 2001?
A 150
B 100
C 50

5 How many cool WWF collectors cards were free with this issue?

A 10
B 15
C 20

6 What Hollywood blockbuster has made it on to Game Boy?

A *Snatch*
B *The Mummy*
C *Scary Movie*

7 When is the awesome Banjo Toolee due out?
A Dec 2000
B March 2001
C June 2001

8 What sort of brain-crushing sport have the Simpsons taken up?

A Racing
B Wrestling
C Vole Bashing

9 What's the name of the mysterious crime-lord in *Driver 2*?

A Vera Duckworth
B Alvaro Vasquez
C Peter Walker

10 What game has this cool screenshot been taken from?

A *Project IGI*
B *Medal of Honour*
C *Quake 2*



LAST MONTH'S ANSWERS

1. Five
2. A, 120-bit, 300MHz
3. C, More than Mario Tennis
4. B, Ammo
5. Second World War
6. B, 2001
7. C, NS4
8. Tom players
9. B, Bizarre
10. A, Donald Duck Duck Attack

The winner to Issue 227's quiz and one-hundred quid is...
Andrew Oyston, Co Durham

IT'S EASY TO ENTER

Post to us at: Win Some Money 229, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: December 13th, 2000. So hurry up.

1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 6 _____
 7 _____
 8 _____
 9 _____
 10 _____

NAME: _____ AGE: _____

ADDRESS: _____

EMAIL ADDRESS: _____

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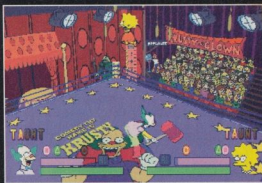
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IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

EAT MY





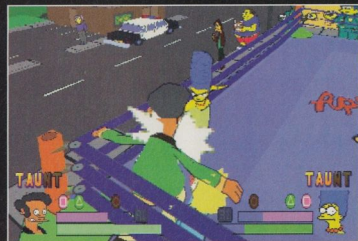
SHORTS

DON'T HAVE A COW MAN,
THE SIMPSONS ARE IN THE RING

WORDS & SCREENSHOTS: LEO DENNIS



Lisa gets her teeth into Krusty on his home turf. Where's sideshow Bob when you need him? The visuals may look scratchy in the stills, but they really capture the feel of the series



"Please excuse me, lady, but you are making all of my teeth fall out." Apu's face gets all squishy from an enraged Marge's slap attack. Light up the 'taunt' meter to unleash a special

SIMPSONS WRESTLING

OUT/BC/DORMA/PLAYSTATION

Just as Mario inspired a glut of karting rip-offs, the success of the WWF means that you'd best get ready for a rash of character-led fighting games. Like *Simpsons Wrestling*. But the good thing about a fighter featuring Springfield's finest is it doesn't even have to be such a great game to be entertaining. And it didn't take long before people were sitting up and taking notice at CWG when they heard about the chance of grappling with Groundskeeper Willie while playing as all-round god and role model Homer Simpson. And who can blame them?

'WHY YOU LITTLE...'

Thankfully, Fox have ditched any thoughts of making a serious wrestling game, opting instead for high-speed cartoon antics in keeping with the Simpsons we know and love from the cartoon. You start off with eight characters: Bart, Lisa, Homer, Marge, Barney, Krusty, Apu and Willie, with more to be unlocked. As well as the standard moves you'd expect, each character has their own special, like Krusty's custard-pie flinging.

LET'S GET READY TO DOH!

Each character has three basic attack buttons, several combos and a grapple move which when locked on opens up a whole new range of options, much like *Smackdown!* But these moves aren't the sort of thing you'd see in a WWF ring. After all, how many times do you see the Rock leap 20ft up in the air to land on someone's face? Or how about the sight of Marge throwing a baby Maggie to bite an opponent's legs? Didn't see that one at No Mercy on Sky, did you? We've seen Barney belching gas, Bart riding around on a skateboard and Marge whipping her hair into people's faces. And quite frankly, it's damn funny.

MMMM, DOUGHNUTS

To add to the chaos there are also power-ups to get your hands on, like the choozate doughnut, which makes you faster, or the bowling pin that can be used as a weapon. Fans of the series will also relish being able to fight in some of Springfield's best loved locations like the powerplant, Moe's Tavern, Itchy and Scratchy Land and, of course, the Simpsons' house. And not only does the game look like an episode of the cartoon, it also sounds like one too, with plenty of verbal taunts thrown around with voice samples straight from the series. Anyone who's ever smirked just a little bit at any episode of *The Simpsons* will just love trying this out, but even at this early stage it's worth striking at least one note of caution: beware the novelty beat 'em up. Once the initial shine of amusing moves wears off, is it still fun to play? We'll tell you when we've stopped cackling.

CWG REBKONS

Could be an Aye Karumba of a game. Let's hope it doesn't end up being a Doh!

END



SUMMONER

OUT/FEB./MARCH FORMAT/PS2/PC

Name the original PlayStation's five biggest games ever. Set one of the *Final Fantasy* series is somewhere in your list. They should be — Square's traditional role-playing masterpieces offer some of the most emotional and immersive gameplay in any genre ever. Now look at what fantasy RPG delicacies are currently on offer on PlayStation 2. *Evergrace* and *Eternal Ring* aren't even in the same country, let alone the same league. Sure, early next year we've got an unusual *Zelda*-style RPG with building elements — *Dark Cloud* — to look forward to and sci-fi role-player *The Bouncer*. But other than *Ephemeral Fantasia* late next year, there seems to be an empty void for traditional fantasy RPGs looming on PS2 between now and next Christmas, when *Final Fantasy X* is due. *Summoner* hopes to plug this hole in PS2's gaming repertoire and become a classic like *FFVII*.

TRADITIONAL FANTASY

The pre-action scene-setter alerting you that something epic is about to unfold and the opening scenario — soldiers

FANTASY WANNABE

CALL TO ARMS FOR PS2 ROLE-PLAYERS

WORDS & SCREENS/HOT/PETER WALKER

burning down a village looking for your main character (the mysterious Joseph), make it clear from the get-go that you're deep in traditional role-playing territory. A quick fiddle with the menu system confirms this too — load items in your inventory onto a paper-doll to make Joseph wear them, a status screen lists resistances and another covers an (ever-increasing) list of skills. There's also a map option and a quest journal for keeping track of what you're supposed to be doing. So far, so traditional.

MOVE ME

Developers Volition have kept the control interface intuitive and you'll be up and running (literally) within minutes. The opening scene acts as a kind of training level too, letting you master the multiple choice-style conversation system, explore the rolling landscape, and slaughter some cannon-fodder enemies. Which is where you'll notice some of the game's more obvious

innovations. Remember *Vagrant Story*'s initially bewildering chain attack system? *Summoner*'s version is far simpler to pick up. Besides upgradeable competencies like sword skills, you also get chain abilities — like causing confusion in your opponent or adding an extra blow. These are assigned to the D-pad buttons, which you must hit to pull off when the chain symbol appears over your character during combat. Miss the moment and you miss the chain action. As you gain experience you'll get more core skills to upgrade when you level up and extra chain skills, but you can only ever assign four chains to your pad, so you'll need to decide which best suit your style of combat. It's an interesting idea but, given the large number of random encounter scraps you face when you're wandering the world map from town to town, we suspect players will be tempted to switch on the auto-chain option once the novelty has worn off.



There's some bloke crashed out on the grass there. Layabout





As you'd expect, there are plenty of moments of blinding magic

LET'S PARTY

Scraping is in real-time but you need to pause and access your menus to use potions, select new spells, switch enemies and generally do any of your more tactical tasks. This is increasingly essential when during your quest (which is to find four magical rings) you pick up three new party members with different abilities. You can assign AI scripts to each to tailor how they behave during scraps and let them go on with it, but against multiple enemies you'll have to take a more hands-on approach to managing your party's tactics if you don't want to burn up precious resurrect scrolls. *Summoner* also has an interesting twist on the traditional RPG health-mana reservoirs. Instead of mana you have an ability bar (blue, of course) that dictates how well you can perform during scraps – a successful blow can remove both health and ability points from you or enemies.



Details, details. What you wear appears on your character model

EMOTION QUESTION

You'll see from the screenshots how graphically luscious *Summoner* looks (and the PC version should be much the same but with multiplayer options). However, the PS2 code we played wasn't anywhere near PAL release quality, so there was some scary pop-up and plenty of enemy AI issues still to be resolved. The core gameplay is essentially much the usual RPG-style explore and fight combination, and the controls are so easy to pick up you'll feel you're a combat veteran inside half an hour, but it does get more involved and involving as your party expands later on. That said, we've not played far enough into the game to tell you how emotionally attached you get to your characters and whether you'll want to protect them during scraps for anything other than tactical reasons. *Summoner* certainly promises some gameplay innovations while remaining a



Get a full party together and you'll have to think more tactically

traditional fantasy RPG, but we're not sure how next-gen it's going to end up looking next to the likes of *Phantasy Star* on DC. First impressions are that it's not going to be one for more hardcore role-players, even if there are up to 45 hours of play – but is that such a bad thing?

CVG REBOKNS

It's easy to pick up and play and it's got the length, but has it got the depth?

END



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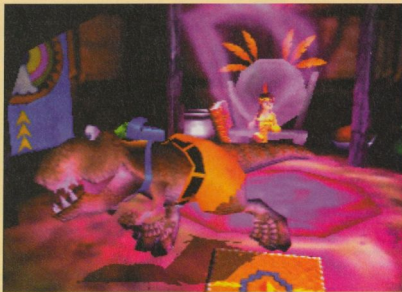
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INFOGRADES

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



Banjo's first stop is the giant Inca world of Mayahem Temple. Not one for sufferers of vertigo



Inside a strange wigwam is the mystical Indian enchantress, Humba Wumba. She's a bit of alright

THE BEAR NECESSITIES

THE N64'S DAFTEST DUO ARE BACK IN THE BIGGEST AND BEST RARE PLATFORMER YET

WORDS & SCREENSHOTS BY TIM STREET

BANJO TOOIE

OUTMARCH FORMATN64

History has seen some amazing double acts – Bonny and Clyde, Morecambe and Wise, Reeves and Mortimer, um, Robson and Jerome. Well, some of them are great anyway, but nothing is going to prepare you for the crazy antics of bear and bird team Banjo and Kazooie in the sequel that promises to be one of the greatest platformers yet to grace a home console. The N64 might well be in its twilight years, but the latest thoroughbred to bolt from the Rare stable is looking mighty fine indeed.

PLATFORM PERFECTION

Remember the size of Donkey Kong 64? Well think of that, double it and you come close to what you can expect from Banjo Tooie. To put it simply, this game is HUGE and you're going to have your work cut out to finish it in time for the launch of GAMECUBE. Eight gigantic worlds, 150 characters to meet, loads of amazing new moves and a mountain of puzzles to solve – the list goes on. It's been two years since you blasted Gruntilda into pieces, but the old bag is back thanks to her crafty witch sisters, Mingella and Blobbelda. They've brought her back from the dead, but the years underground have turned her

into a bag of bones. The witches' dastardly plan is to use a giant laser called B.O.B. to sap the energy from all living things to put the flesh back on Gruntilda's bones and return her to normal. Cue our buddies Banjo and Kazooie to the rescue.

BREAK AWAY

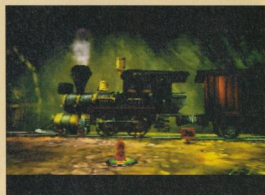
One of the biggest differences to the original game is that Banjo and Kazooie can now split up and go it alone to unlock the game's secrets. By stepping on the Split Up pads that are dotted around the worlds, you can control either character and use cool moves like Kazooie's Glide and Banjo's Pack Whack



Witchworld is home to Patch the circus boss. Blast eggs at his inflatable body to take him down



No, it's not Vanessa Feltz but Gruntilda's sister Blobbelda. She's just used a spell to resurrect Gruntilda



Fans of the first game will also remember mad old Mumbo Jumbo, the crazy shaman. Well now you can control the black magic meister too and use his dark powers to cast some more than useful spells. Alakazam! One of the keys to getting around the vast worlds is hidden down in Glitter Gulch Mine and it's down in this vast underground world that you'll meet Chuffy the Steam Train. This poor old choo-choo has got himself derailed and for once it's not because of a few leaves on the line. It's your task to get him back on track. Put him back on the rails and you'll be able to transport certain characters and travel between stations when the timetable allows.

I'M A SNOWBALL

Banjo-Kazooie originally saw you turning into different characters thanks to Mumbo Jumbo. Well now there's a new magician in town who has taken over MJ's day job. Jump into Humba Wumba's wigwam pool and you'll come out as some weird

characters to help you find those extra jigsaw pieces. A security van, washing machine, detonator, submarine and a snowball are just some of the wacky creations you'll end up as. Needless to say, no Rare platformer would be complete without some meaty bosses to defeat at the end of each level, and there are more than a few around the place here. One of the best is in Witchyworld, Gruntilda's fairground attraction, where giant inflatable Patch awaits. Just blast away at his patched up body and watch him blow hot air when an egg hits the target. Down in the depths of the sea Lord Wool Fak Fak wants to chomp you into pieces. Aim for the boils on his back and watch the sea turn red when they explode in a shower of blood. Get the Clearasil.

IT'S NO YOKE

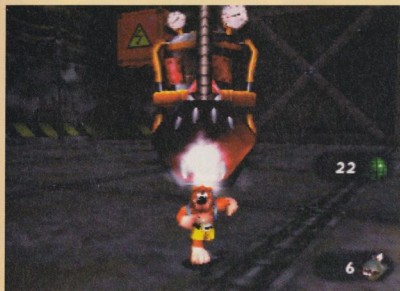
GoldenEye 007 was fantastic and Perfect Dark was, well, high on perfect, so Rare have decided to use their FPS know-how and have included a top corridor blaster which uses the exact

controls from both games. This time instead of an RCP90 or Cyclone, Banjo runs round with Kazooie tucked under his arm. As you sneak and strafe round the dimly lit rooms, all you've gotta do is let rip when the enemy appears and watch them bite the dust with egg on their face. Nice touch.

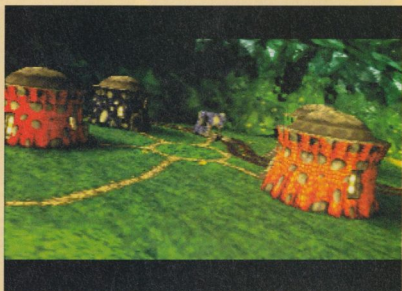
EVG REBKONS

Awe-inspiring worlds and a hilarious adventure. Banjo Tooie is looking like the NG4's best platformer to date.

END



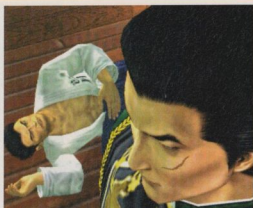
Banjo's got some great new eggs to splatter the hideous end of level bosses with. And you'll need them



Welcome to Jinjo Village. There are now nine families to find so you have to search every last cranny



An epic martial arts battle takes place in the opening scenes of *Shenmue*. The hero's father fights to protect the whereabouts of a valuable mirror, said to open a gateway to untold power. This scene is just like watching an ultra-cool Hong Kong kung-fu movie



Ryo's father resists telling the gangsters what they want to know, but his silence costs him his life in the end



This happens a lot throughout *Shenmue* – anyone Ryo gets close to is destined for trouble. Luckily for him, this guy survives

NEVER HAVE YOU WANTED

AN EXPERIENCE WORTH SELLING YOUR PLAYSTATION 2 FOR? OH YES WORDS & SCREENSHOTS PAUL DAVIES

SHENMUE

OUTDEC FORMAT DREAMCAST

You are about to become part of history. You will be able to say, "I was there when *Shenmue* came out for Dreamcast. And it was absolutely amazing." What you don't want to find yourself saying in a few years from now is, "I wish I'd had the sense to realize it at the time." This game is so imaginative, so intriguing and so inspirational that when it makes splashdown the waves are going to be felt far and wide and every gamer is going to want to get a taste of it. The best way to describe *Shenmue* is that it's like the ultimate game you try to invent with your mates. You know, wouldn't it be great to have this character who gets to fight like in *Virtua Fighter*, but races motorbikes like in *Moto GP*, and adventures through a wicked RPG too. Wouldn't that be the best...? Yes it would, and that is *Shenmue*.

DARK HERO

So here's the story. The time is the 1980s, the place is Japan, and the main character is Ryo Hazuki. Ryo is the most convincing videogame hero there has ever been. This guy is so tough that he makes Solid Snake look like a feeble old man. But you can't tell what's so hardcore about Ryo just by looking at these screenshots. Sure, he can fight, jog about in a macho style, ride motorbikes and acts cool. But



This is Ryo Hazuki. The fluid facial expressions are incredible

the real reason Ryo is so great is that at the heart of this tortured soul is a blaze of grief and fury.

RYO'S REVENGE

At the beginning of the game you see a Chinese triad gang beating up Ryo's father. I was to drag important information out

of him. Ryo rushes to stop them, but can't prevent a fatal blow from landing. Kicked to the floor by the gang leader, Cang Long, Ryo can only watch as the thugs leave his father dying. But what did they want? Why did his father have to die? Ryo must get his revenge, and in doing so will unravel a giant mystery. The adventure starts here, and Ryo's pain is so tangible that you are with him all the way. Never in any videogame, have you wanted to be the hero this badly.

WHAT IS REAL?

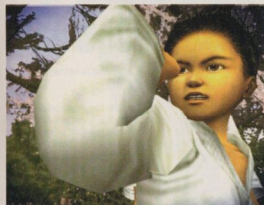
The *Shenmue* experience is so lifelike that after a while you start remembering events from the game like they happened for real. This is the first game/world we've encountered that comes this close to capturing the ambience of reality. These aren't just impressively detailed locations – they feel like actual places with genuine character. So when a fight breaks out in a bar, it really catches you by surprise. And when you first encounter the bestial villain Chai, the hairs on the back of your neck stand on end; you feel yourself wanting to drop the controller and run for real.

ALMOST RELAXING

Action in *Shenmue* comprises mostly RPG-style exploration and fighting. As Wu walks around you get the opportunity to question people in the street or duck into one of the many



Father and son practice martial arts beneath the cherry blossom tree. Little does the young Ryo know how useful this will be



When young Ryo executes this move his face shows the exertion, and the view changes to enhance the visual impact



Cang Long is a nails gangster boss who could probably watch a man torn to pieces and still not show emotion. Nice guy

shops and bars looking for information. As he walks, you can move his head with the analogue stick to look around while still directing him with the digital pad. It's during these moments of exploration that you get to appreciate the game's incredibly well-observed detail – from the lines on a person's face, to buying batteries from a convenience store. It's got the feel of an adventure occurring not to some roughly drawn character but to a real person. When you use the phone, you have to consult your diary then physically dial the number: it's almost relaxing, but there's always menace around the corner.

FAST REACTIONS

Fights in Shenmue are handled in two ways: beat 'em up style, or using a system called Quick Timer Event (QTE). In the first case, you must learn to fight like you'd in *Virtua Fighter* or *Tekken*. For the QTE, it's down to your reflexes – buttons or directions flash up, and you have to react quickly enough for Ryo to perform his amazing martial arts. The QTE system is also used for some other events which always keeps you on guard.



This girl, Ling Sha Hua, is your destiny. And by the look of her, it's not a bad destiny to have by any stretch of the imagination

MASSIVE SAGA

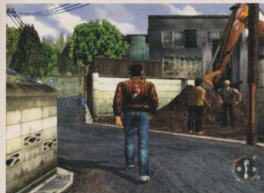
As *Shenmue* is merely Chapter One of a five-part series that they've got planned, we can only imagine the kind of impact it will have on your lives as gamers. If you thought *Final Fantasy* was the ultimate in role playing, you're going to be forced to think again. We've already played the Japanese version of Chapter One to the end and are flabbergasted. We'll fill you in on all the amazing details next issue.

CVG REBKONS

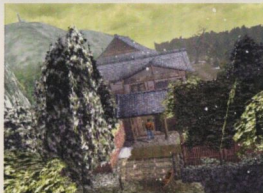
Its intrigue, hard action and depth make Shenmue a true groundbreaker.



TO BE A HERO THIS BADLY



Events take place in mundane settings to begin with, and the people who you meet are unremarkable. Even so, it all looks amazing



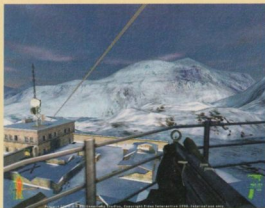
This entire scene is real time, though you're not controlling Ryo – the game takes over at certain moments to build drama and tension



Totally normal people may have vital clues, and what may seem like a perfectly safe place can suddenly erupt into violence

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GETTING J-IGI WITH IT

PUNISHING BUT REWARDING COUNTER-TERRORISM STEALTH 'EM UP

WORDS BY PETER WALKER, SCREENS BY HOTSEIDOS

PROJECT IGI

OUT EARLY DECEMBER 12TH AT PC

It's level one and your mission is simple: pick your way through an enemy base to steal a truck. Only you've already died seven times. First time a lucky guard in a sentry tower spotted you the moment you poked your head above the start point. Second time you had a nasty surprise as you snuck in a skylight because you alerted guards by running across a noisy gravel roof. Third time the same guards picked you off from outside after they heard you shouting out security cameras. Fourth time you ran into a firefight with just one round in your clip. Fifth time you actually made it 100 yards from your start point but woke three barracks-full of guards while trying to blast a tower guard. Sixth time you forgot to check the aerial map and alerted the entire base before tripping a camera. Seventh time you went for the leghat instead of the headshot. There's no mid-mission save and it's taken you an hour to get 150 yards from the start point. It's punishing as hell, but you just can't help yourself going back for more. Which is a good omen for *Project IGI*.

SHAPE UP, SOLDIER

You'll already have figured out that *IGI* developers Innerloop have worked hard to create highly detailed and interactive environments that force you to use the grey stuff between your ears to complete missions. So they're pretty unapologetic about just how tough the first mission is – it's a sink or swim situation. If you can't master this level, you might as well pack your kit bag and ship out right now, soldier. But it's also a pretty good measure of whether you're likely to enjoy the rest of the game – we found the stealth challenging, but more gung-ho players might want to substitute the word "frustrating." Try cinng it around levels with limited ammo and guns blazing and you'll almost certainly be shredded in seconds. Even FPS gaming gods have to run and skulk, like one level later on where you crash-land in a chopper and start with just a combat knife. It's not much use if you're spotted by a patrolling tank – trust us, we tried. OK, so the terrorist-swatting, save-Europe-from-nuclear-meltdown plot isn't original, but the cut-scenes help build the stealth atmosphere. Mission One sees you hiding on a train before diving off a fence and into an enemy base without being noticed. Rambo would have blown open the front gate.

TOP OF THE TERRA-FORM

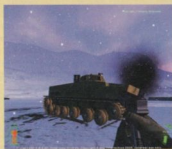
Don't expect the same level of freedom to complete missions as in Eidon's last FPS blockbuster, *Deus Ex*. You do get some choice mid-mission, but it's more limited and the main plot seems to be entirely linear. That's not really a problem if you know what to expect. The biggest disappointment could be a failure to fully exploit the potential of the impressive Terraform engine. It can create massive flight sim-sized landscapes, so it would be possible to yomp all the way to the mountains on the horizon, but in the code we tested the gameplay doesn't really make the most of this, either restricting you to roaming the core mission area or offering miles of emptiness devoid of guards that's pointless to explore. While this may be a bit more structured missions, we can't help but feel it's a bit of a waste.

IGI HAS PLAYABLE REALISM

Eidon claim *IGI*'s gameplay is realistic without getting too anal, keeping the fun in FPS. While this so-called "playable realism" works in many respects, stealth fans may find it also sometimes undermines the atmosphere and believability, making for a less immersive experience. On the one hand, you get the realism of wooden buildings offering no cover from heavy machineguns, weapons modelled on the real thing complete with built-in inaccuracy, and enemy AI using actual military tactics to track you – ex-SAS advisors were even consulted for added realism. But on the other hand, you also get bodies melting away and guards failing to react to a massive and noisy firefight nearby because they're separated by a barbed wire fence. Making a game realistic but playable and fun is a tricky balance, yet treating some elements realistically (like the sound of gravel) and others not so (like bodies) seems a little confusing initially. And learning what is what may ultimately frustrate those who demand absolute realism in their gaming and make *IGI* more one for a mainstream audience.



You can spend ages creeping around enemy bases desperate not to make a sound. So when it comes to breaking your silence, do it in style with a heavy machinegun or LAW



EVG REBKONS





Looks promising, but the slightly arbitrary realism may disappoint hardcore stealth and tactics fans.

END



BLESS YOU.

Blow your nose, clear your throat and get ready for action. You'll need to be on top form in Spyro's latest adventure. Skateboarding, sharp-shooting and yeti boxing are just a few of the skills you must master in order to defeat the evil sorceress. Luckily, Spyro has help from five friends in his quest. Pull together, it's time to go and fight fire with fire.

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THE MUMMY

OUT: JAN/FEB FORMAT: PLAYSTATION

The movie tie-in is one of the oldest tricks in the book – cash in on a blockbuster film while it's still capturing the imagination of a global audience. Timing is everything. Enter *The Mummy*, perceptively released to coincide with...erm...well, nothing at all really. In terms of riding on the wave of the film's hype, this game's later than Leia and Chewie were to rescue Han from Roko Fett in *Empire Strikes Back*. But never mind, maybe the game will be good enough for none of this to matter anyway.

WHO'S THE MUMMY?

The good news is that, while still needing considerable tweaking in some areas, the game is challenging, atmospheric and most importantly, fun. You take control of Rick O'Connell in a *Tomb Raider*-style 3D action adventure (Egyptian tombs? TR style gameplay? Never – ed). And if he can't match Lara for cup-size, at least our hero's got the gunplay skills to give her a run for her money. The game revolves around traversing various underground caverns and tombs, collecting treasure and leathering undead butt with the emphasis on action rather than puzzle-solving. The atmos from the visuals and soundtrack is tense and there are more than a few heart-stopping moments to keep you on the edge of your seat.

BEETLE MANIA

You're never restricted to just one weapon at a time here, as Rick can hold a different item like a machete, dynamite stick or



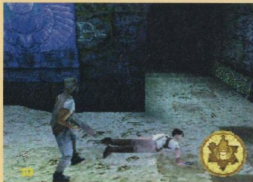
TOMB AFRAIDER

EERIE EGYPTIAN EXPLORATION – AND NOT A PONYTAIL OR A D-CUP IN SIGHT

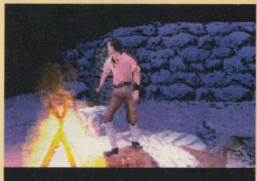
WORDS & SCREENSHOTS: JOHNNY MINKLEY



Like the movie, there's plenty of action and a lot of zombies die



Rick lets off an enormous pink air freshener on the skeletal horde



The odd catscane keeps the plot chugging along nicely

a gun in each hand. Ammo is limited making for tactical planning when confronting large groups of baddies. Of which there are many. Out to give you grief are axe-wielding skeletons, shambling zombies and little scabby beetles that crawl all over the place. Our biggest gripe with the early-ish code we played is with the camera. When under attack from hordes of murderous fiends, it's too easy to lose your bearings and take a caning while the camera wobbles around at some useless angle like a plate of jelly on Rikishi's belly. Jumping is a real pain too, as you need to be frustratingly precise, and the hammy voice acting doesn't seem to have benefited from the movie license. Oh, the movie was hammy too, was it?

BVG RECKONS

Once the code's, ahem, wrapped up, *The Mummy* promises to be a solid, playable romp – if they iron out a few irritating flaws.

END

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MOTO GP

OUT/DECEMBER/FORMAT/PS2

Formula One has become a bit boring lately. Nobody overtakes anymore and, more importantly, there isn't much in the way of crashing. So for horsepower thrills, you should try out a bit of motorcycle racing where any hint of bad weather leads to bikers sliding off all over the place. And if you want some kind of indication of the mental speeds they drag their knees along the floor at, just take a look at *Moto GP* from Namco.

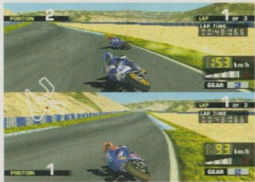
SPEED AND SPECTACULAR CRASHES

Your first impression of *Moto GP* will be the how fast it moves. Then you'll wonder why the other riders are so slow as you zip by them. And you'll find out why when you go straight into the crash barriers on the hairpin which you didn't stand a hope in hell of making at your speed. Bugger. It looks impressive in the replay mode though, and at least you can take a few of them with you if you hit them hard enough. Coming from the company that gave us *Ridge Racer*, 'speed' and 'spectacular' are words you'd expect us to be using, and Namco don't disappoint.

TWO UP

As well as the stunning single player visuals Namco have kept up the same speed and frame rate in two-player split-screen. Though it seems having other bikes on the track at the same time in multiplayer was asking a bit much. For Billy Norrantes, there are the usual Arcade, Time Trial and Season modes with

KNEE-SCRAPING, DEATH-DEFYING PS2 MOTORBIKING
WORDS & SCREENSHOTS/LES ELLIS



plenty of tracks and bikes to choose from, and there's no end of fiddling you can do in the bike set-up section. PS2's launch line-up's hardly lacking in the racing game department, so releasing another one just after shows a lot of confidence in your game – or a lack of imagination. And as good as this is looking, it runs the risk of getting lost at the back of the starting grid as the big names roar off into the distance. *Moto GP* promises to be a good, realistic racer with plenty of thrills and spills on offer, but we suspect it may only appeal to a niche audience. Let's wait and see.

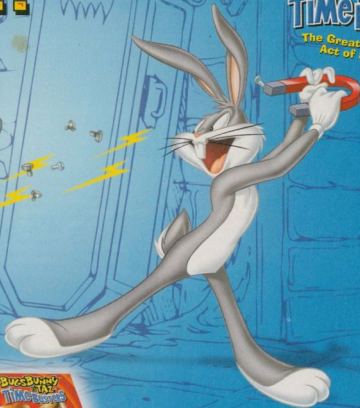
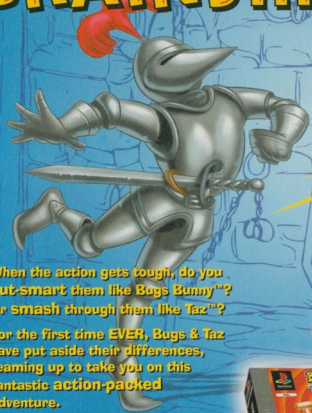
EVG REBKONS

As shiny as any other PS2 racer so far, but many prefer four wheels to two.

END

ARE YOU THE BRAINS?...

BUGSBUNNY & TAZ
TIMEBUSTERS
The Greatest Double Act of all Time



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For the first time EVER, Bugs & Taz have put aside their differences, teaming up to take you on this fantastic action-packed adventure.



Bugs' mind is as sharp as Taz's teeth, and you'll need them both as you dodge and weave your way through four action-packed worlds, filled with quests, dragon rides and enemies to defeat.

Pick who to be and how to play as you explore and battle through this new Looney Tunes™ game.

...OR THE BRAIN?



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FARMED AND DANGEROUS

COULD THIS RURAL SIM BE THE CREAM OF THE CROP?

WORDS & SCREENSHOTS JOHNNY MINKLEY

HARVEST MOON: BACK TO NATURE

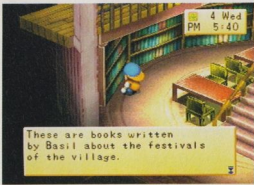
OUT/DECEMBER FORMATS PS

Ah, the daily life of a farmer. Shovelling animal plop at dawn, chasing cow-worriers at dusk, or choosing your son's bride from your farm's three pos-infested milk maids – it's a never-ending cycle of joy. Now lucky PS owners can get a taste of the country life too in this quirky, cutesy farm-simulator. Well what sort of game do you expect from a title called *Harvest Moon*?

USE THE GROUND FORCE, LUKE

You take charge of your late Grandfather's farm and have three years to return it to its former glory through a combination of agricultural nous, hard graft and social flair. Yes, social flair. Not normally something associated with farmers. Though it shares similarities with *Pokémon* and *Zelda* – like interacting with people in town – it has a distinctive feel of its own, with a genre-splicing combination of action, simulation and RPG elements. The gameworld operates in real-time which helps give the play depth, and events occur if you are around or not. Your style of play is up to you. Want to be an impressive socialite, a reclusive farmer, or a lazy, animal-bashing Farmer Palmer? Just be prepared for the consequences. It's non-linear and we found our green-fingers still

strangely glued to the joyed long after any farmer's bedtime. There's nothing quite like this on the PS, so it's a bit of a gamble as to whether players will go for the cute, niche, Nintendo appeal, but we reckon this could find a cult following.



EVB RECKONS

This looks to have farming fun in, er, spades. But don't count your chickens yet.

END

BAH HUMBUG!

THE GRINCH

OUT/NOVEMBER FORMATS PS

Imagine you've just unwrapped your new PlayStation 2 this Christmas, and in all the excitement you've had to rush to the bog before you wet yourself. When you come back, you discover some bugger has knicked it, and done the same thing in all your mates' homes too. This is what the Grinch does. He is a tight arse of the highest calibre who spends most of his time dressing up as Santa to go round stealing pressies off kids. You're going to get a lot more familiar with this guy in the future as it's not just a game but also Hollywood's latest wannabe Yuletide blockbuster featuring rubber-faced gurning specialist Jim Carey.

MISERABLE GITS OF THE WORLD REJOICE

WORDS & SCREENSHOTS JOHNNY MINKLEY

GRINCH AND BEAR IT

The new Carey movie is based on an old Boris Karloff-narrated film that's a kind of A Christmas Carol for yanks. The game is a pretty standard 3D platform adventure with puzzle-solving elements, that's probably going to have to rely on the success of the film to make it stand out from the crowd. Similar in style to *Spyro*, cutesy-platformer fans will feel right at home. You take control of the marauding Grinch and his faithful hound, Max, as they traverse the snowy plains of Who-ville, attempting to wreck the holiday season for all and sundry. You have the ability to control your mutt, making for some tricky but fun puzzling, as Max can reach the

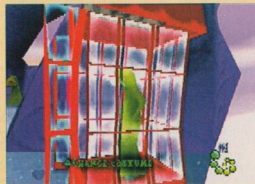


parts other Grinches can't. There's loads of tasks to complete on each level, all of which focus on providing maximum misery for your victims. Do well enough and you can earn a respectable arsenal of anti-festive weaponry and gadgets, including the Grinch-Copter and Octopus Climbing Device – guaranteed to create more seasonal sorrow than a Cliff Richard single.

EVB RECKONS

Generic fun that kids'll lap up if the film's a hit. Could be a Christmas turkey for the rest of us, though.

END



Cool race models from LEGO® TECHNIC



4 WD X-Track – with powerful motor
8279



Power Puller – video and motor included
8457



Silver Champion – realistic functions
8458



If you are hooked on speed and racing then look out for the new and exciting LEGO® TECHNIC racing models.

Silver Champion with lots of details and cool functions, close to a real life racer.

4WD X-Track can pass nearly every obstacle because of its powerful motor and flexible suspension.

Power Puller Choose a motor for your tractor from among the three motor sets available. You'll be surprised how far this amazing tractor can pull the weight.

Speed Slammers with the heavy firing ramp are real fast racing and competition with your friends. So just start slamming!

LEGO TECHNIC Racing, a whole new series of fast moving models added a lot of extra fun on the Internet. So check out your toy store now and decide which model is yours.

Speed Slammers – race competition
8238



LEGO **TECHNIC**
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Don't forget to check out the great LEGO Christmas competition, starting in October. Vote for your three LEGO favourites and win some fantastic presents for you and your classmates!



WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

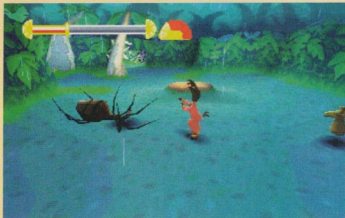
EMPEROR'S NEW HOOVES

ANOTHER DISNEY PLATFORMER. THIS ONE HAS A LLAMA IN IT WORDS & SCREENSHOTS LEE SKITRELL

THE EMPEROR'S NEW GROOVE

OUT/DECEMBER FORM/ATPS

There's a trailer for the Emperor's New Groove movie on this disc and it looks a heart. But from what we've seen, there's more humour in the three-minute trailer than in the game's entire 3D platform world. It's far from finished, but the signs aren't good.



Baddies are fairly easy to trounce but watch for the spider – he plays dead then pounces

AZTEC ADVENTURE

You play the selfish Emperor transformed into a Llama (honestly) in a quest to regain his boyish good looks and reclaim his Kingdom. New Groove is packed with neat touches and dozens of collectibles and just as you start to get tired of a particular section, the game throws up a brand new challenge to keep you occupied. The collectibles range from the standard coins, to weird Aztec teddy



bears, and all of them are useful to your quest. The levels themselves are compact arenas each offering a new task or puzzle. There are dozens of secrets and new areas to find or extra bonuses and there are mini-games galore.

POST-MODERN PLATFORMING

New Groove could end up a decent platformer. But the graphics are bland and the strange circular fogging effect is odd. Our main gripe at this stage, though, is that it tries too hard to be funny only to end up being annoying instead. The characters seem to know they're in a videogame and make comments to each other about all the gaming clichés present in the game. An interesting approach, but it doesn't work in a Disney platformer.

BVG RECKIONS

The weird moments and that in-game 'humour' could spoil an otherwise passable adventure. We hope it's tweaked before release.

END

DANCING QUEENS REJOICE!

DISCO ON DOWN WITHOUT HITTING THE TOWN

WORDS & SCREENSHOTS LEE SKITRELL



The versus mode is incredible with two mats. Just watch out for flailing arms and flying sweat

DANCING STAGE EURO MIX

OUT/DECEMBER FORM/ATPS

Konami have decreed that you can dance, you may jive and that you're pretty sure to have the time of your life. This Christmas, UK gamers will finally get to experience the addictive aerobic action of the massively popular dance-game phenomenon. Follow the arrows and strut your funky stuff on your dance mat in time to an incredible selection of pop songs new and old. Just watch the downstairs neighbours...

ROMPER STOMPER

You can play Dancing Stage with a pyjama, you may jive and that you're pretty sure to have the time of your life. This Christmas, UK gamers will finally get to experience the addictive aerobic action of the massively popular dance-game phenomenon. Follow the arrows and strut your funky stuff on your dance mat in time to an incredible selection of pop songs new and old. Just watch the downstairs neighbours...

Gaynor's I Will Survive was the CVG favourite – start stomping, and a crowd's guaranteed to develop with warm disco-disco toting to have a go. Get a second mat and you'll agree the two-player dance-offs are incredible.

FORGET MR MOTIVATOR

Dancing Stage is full of play modes and challenges for everyone, regardless of your dancefloor prowess. It also offers an incredible Workout mode, where you enter the amount of calories you want to burn and the game makes you dance hard until you've bogged off all those choocy bars and packets of crisps. It's not going to win over inhibited Quake-heads, but the rest of us are sure to sweetly rejoice as we try to beat our top score on Video Killed The Radio Star. Life can be good, yknow.

BVG RECKIONS

Could be the best gift you get this Christmas. Bound to be a party hit.

END

With Solo you can buy
all sorts of things

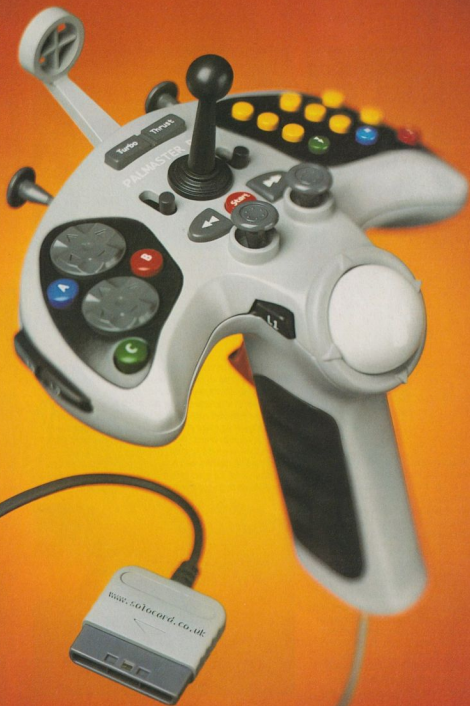
AND STILL
BE IN CONTROL OF YOUR
BANK ACCOUNT.

For besides giving you the
CONVENIENCE OF PAYING
WITH PLASTIC, Solo
transactions are checked
to help you avoid spending
more than you have
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shops ACCEPTING Solo, you
won't be short of places
to USE IT. Just look out for
the purple sticker.

GO SOLO and stay
in control.

ANOTHER
SENSIBLE
PURCHASE



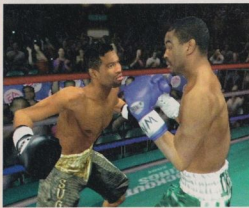
IT'S A KNOCKOUT

ALL THAT'S MISSING IS
KEITH CHEGWIN
WORDS & SCREENSHOTS LES ELLIS

KNOCKOUT KINGS 2001

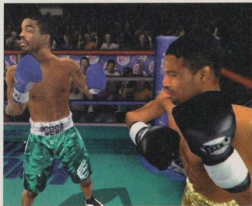
OUTTAC FORMATPS2

With *Ready 2 Rumble: Round 2* taking the top spot on comedy combat gaming, EA are taking a more serious look at the fight game with *Knockout Kings*, featuring real fighters taking part in bloodthirsty dream matches that you can set up by yourself without the need for mad quill-meister Don King.



FIGHTING FURY

You'd be surprised just how many different ways there are of planting your fists in some poor sap's face, and judging by the moves list for *KK 2001*, it's going to take you longer to learn them than it'll take Britain to get another Olympic super-heavyweight boxing gold. With that many moves and a huge character roster that even includes women, EA are certainly not pulling any punches to make this the kind of all-round boxing sim that fans are looking for. There's still a way to go though, and this is reflected in the graphics at the moment. PS2 is all about smoothness and realism, two things that need to be worked on if this preview version was



anything to go by. But hey, don't get too depressed, the potential is definitely here, and we all know how good EA Sports stuff usually is. If they manage to slicken up the visuals and beef up the Career mode, *Knockout Kings* could be doing a Tyson on the opposition by the time it's released. Either that or it will do a Golotta and run like hell at the first sign of a serious fight.

BVG REBKONS

Still lots to do to get the graphics to match the gameplay. Looking like a contender, though.

END

OFF-ROAD, ONLINE

CAN THIS NEW NET RACER HANDLE THE COMPETITION?

WORDS & SCREENSHOTS LES ELLIS

INSANE

OUTTAC FORMATPC

The racing game genre is hardly suffering from a lack of attention, so if you're going to make an impact today you need something that'll really stand out. Making your racer off-road simply won't do it, but including as many multiplayer modes as the likes of *Unreal Tournament* (including capture the flag), and providing online servers to support a whole Net racing community might just make people sit up and take notice.

WORLD DOMINATION

Codemasters deserve their reputation for making great racers. We pretty much expect them to put lots of time and effort into the physics and realism, and that much is obvious in the code we've been playing. With seven different modes to try out over a bunch of different courses, there's obviously plenty of variety on offer. What's more, the whole experience feels less restricted than most racers - the courses are open and you can drive pretty much wherever you like. But the most exciting new feature here is Codemasters' plan for Net domination. *Insane* isn't the first racer to go down that route, but it's the most promising so far. Not just because it's from a developer with a



Hardcore off-road racing is nothing new but the prospect of ramming other players into the dirt online is something special

BVG REBKONS

Lacks the glamour of F1 and needs work to stand out from other high-spec offline racers, but the prospect of the Codies going online really revs our engines.

END

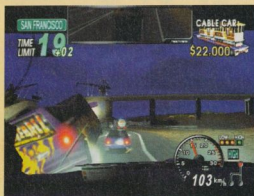
Two left feet?
Don't
worry,
he's got
four!



Take to the dance mat in the Jungle Book Groove Party and strut your stuff against the niftiest movers around. Get down to the original soundtrack. You can take on your friends or your favourite Jungle Book characters. Either way you'll get to hang out with some real party animals.



WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



Day or night, the trucks cleave their trails of destruction



Parking your rig doesn't involve smashing stuff up. Darn



Wanton demolition looks good whatever angle you view it from



Loose stuff slides along the dashboard and keyrings swing from the rear-view mirror as you heave your rig round corners



TRUCK ME!

WHEEL OUT THE TRUCKIN' JOKES, SEGA'S LOONEY LORRY RACER IS Madder than CRAZY TAXI

WORDS & SCREENSHOTS LES ELLIS

18 WHEELER

OUTRIG FORM/DREAMCAST

Can you imagine a more boring concept for a racing game than to get behind the oversized wheel of a cumbrous, smoke-belching fuel tanker? That's what we thought until we saw the game that makes *Crazy Taxi* look positively sane. If you thought causing mayhem and trashing the streets in a taxi was fun, wait until you see the utter carnage you can cause in *18 Wheeler*. In *Crazy Taxi* you stopped when you hit something, but nothing slows down these truck monsters – cars, vans, houses – nothing. You could say there's a (cue Cilla Black accent) lorry, lorry destruction. Sorry 'bout that.

CRUSH 'EM UP

Sega has once again activated that secret fun chip inside the DC to come up with a game that is so silly you can't resist playing it more and more. You drive from city to city to deliver your cargo, trying to beat a rival to the drop. That's the basics, but this almost gets lost when the action kicks in. Slamming traffic off the road, hitting time bonus vehicles and smashing through buildings because going around them would cost too much time equals the kind of nutty gameplay that you can never get enough of.

WE GOT THE HORN

As well as proving how destructive a driver you are, *18 Wheeler* forces you to negotiate narrow, obstacle strewn roads in order to

park your rig. Time is tight, there's no room to manoeuvre and hitting anything costs you valuable seconds – apart from that, it's a doddle. Throw in some mad two-player action, where it's split-screen racing at its most bonkers as you earn money for trashing certain vehicles but get busted for smashing others, and you've got the maddest racing yet on your DC. The fact that it looks as good as this just makes it all the better.

TRUCK YOU!

Sounds nigh on perfect, doesn't it? Well, for a while we thought it was, but the only problem could be just how soon the novelty of flattening everything with a humongous 18-wheeled death-dealing land leviathan wears off. We've got a funny feeling that it won't take long to tire, but hey, this is going great guns in Japan so there's hope for it when it does come out over here. So come on Sega, get the truckin' game out, will ya?

EVG RECKONS

Promises more fun than a truck's got wheels. And a fully upgradeable horn too.

END



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image or a ring tone:

1. Write a text message,
for instance: logo fly /
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The logo / tune will be sent in reply.
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...and ring tones!

1. **Madonna** / Music - order: **music**
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3. **Eminem** / Stan - order: **stan**
4. **Sonique** / It Feels So Good - order: **itfeelsso**
5. **Iron Maiden** / Trooper - order: **trooper**
6. **BombfunkMC's**-Freestylar - order: **freestylar**
7. **K.Minogue**-Spinning Around - order: **spinninga**
8. **Darude** / Sandstorm - order: **sandstorm**
9. **Robbie Williams** / Rock DJ - order: **rockdj**
10. **Mel C** / I Turn To You - order: **iturntoyou**

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Now you can play with Cameron Diaz, Lucy Liu and Drew Barrymore all night long. Mmmm. These Charlie's Angels dolls are sassy, sexy and based on the forthcoming movie. They're really lifelike – so no peeking under their outfits. Snigger snigger.

2 TO WIN OFFICIAL JORDAN RACING WHEEL

JOYTECH £44.99
Officially licensed by F1 team Jordan, this steering wheel and pedal combo is certainly worthy of an F1 master. This tasty kit is sure to transform you from racing game chump to record-beating champ in no time. Supports both gameport and USB connections.



5 TO WIN RAVE STATION

BLAZE £29.99
Once you've sampled the delights of this dance mat, you won't ever look back. Everyone here at CVG has had a go and even the lovely Daphne and Celeste got their groove on when they came in to see us. If you're a fan of rhythm action you must try it.

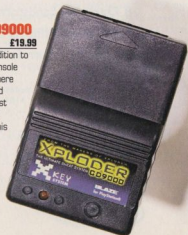


1 TO WIN WWF WARZONE MONSTER RING

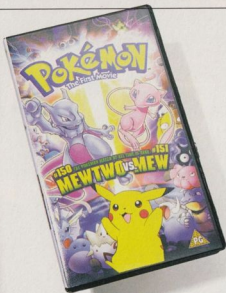
KIDZ BIZ £24.99
Hey grapple fans, we've got a giant-sized wrestling ring up for grabs. Gather up all your favourite figures and let them stomp about on the canvas and bounce off the ropes. Wicked fun and Les' favourite toy.

10 TO WIN XPLODER CD9000

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PERIPHERALS BUNDLE

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2 TO WIN

XT10 RACING WHEEL

JOYTECH

£29.99

We have two of these PlayStation steering wheel units to give away to lucky race freaks. Scored a respectable three stars in this month's lab test and is a whole lot better for driving games than using a joystick. Vroom!



10 TO WIN
WWF CHAMPION BELT

KIBZ BIZ £12.99

Look like a true wrestling hero with these Champion's belts. There's nothing wrong with a little old fashioned dress-up fun, and these belts are pure fancy-dress fruitiness. Strap it on and look like a pro.



WINNERS UPDATE – ISSUE 227

TONY HAWK'S SKATEBOARD

Michael Ferton, Glasgow

DRIVER 2 WIDESCREEN TV

Mark Chaplin, Bathill

DRIVER 2 RUNNERS UP

T Saunders, Wiltshire; Tracey Orchard, Lancs; Joe Rowley, Chippingham; Michael Sears, Essex

SILVER DREAMCAST

Shayestha Begum, London

COOL-ICAM

Eliot Little, Preston

SILVER GAME BUNDLES

Jodie McCadden, Manchester; Shaun Davies, South Yorks; Frances Malings, Staffs; Matthew Casey, North Linco; Paul Johnston, Kilmarnock

SOULBRINGER GAME BUNDLES

Jon Tipper, West Mids; Luke Croft, Durham; Andrew Saxcen, Co Down; M Terry, London; Ryan Balaban, Middlesex

MPRESS3 MP3 PLAYER

Matthew Orinski, Wales

GAME BOY CAMERA LINK

Ian Harbour, Norfolk; Andrew Robinson, West Midlands; Thomas Taylor, Dorset; Lorraine Lawson, London; Art Mickman, Lancs

THUNDERBIRDS

Mark Griffin, Oxon

STEVE AUSTIN RING GUARD

Jon Durant, Swansea; Jack Miles, Liverpool

ALIENS BOOKS

Steve Johns, Newport; Darren Hunter, Wilt; Ornn O'Neill, Gwynedd; Michael Rowley, Lancs; Carol Doherty, Co Durham; Curtis Reed, Birmingham; Edward Stevens, London; S Wilkinan, Gloucester; A Andrews, Devon; S Jones, Plymouth

BATMAN BOOKS

Martin Good, Stockport; F Davies, London; Krishan Ghani, Leytonstone; Paul Gahmy, Merseyside; Alan Dewry, London; Scott Jurden, Sunderland; Evin Branly, Co Mayo; Robert Meacher, Fife; Matthew Orinski, Wales

SLIPSTREAM STEERING WHEEL

Mika Newirth, Stoke-on-Trent

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WORDS AND SCREENSHOTS: CARNAGE SCOTT

DO WHATEVER A SPIDER CAN

Peter Parker does a good job as the Spider. Here's how you can do a better one...



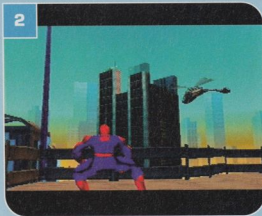
THIS MONTH: Maximum Spider

If you've ever read a Spider-Man comic or seen the cartoon you'll probably have thought what a cool game it would make if done right. Trouble is, superhero games are usually crap. Not this one - it's one of the action games of the year, and we'll tell you how to crack it. We've broken the guide up according to the major savepoints. It's time to sling some webs.

1: GET TO THE BANK Swing your way in



Welcome to Spidey land. This first level is all about polishing basic Spider-Man skills and shouldn't pose too many problems. The way to the bank is clearly indicated by the compass **1** so



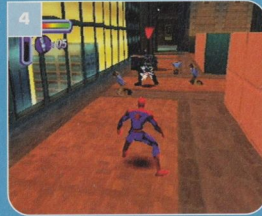
all you've got to worry about is not falling to your death as you swing from building to building. You don't have to get into a ruck either as you can safely dodge the baddies, though



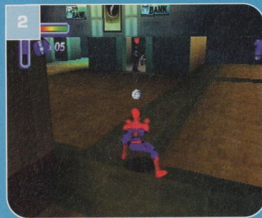
you might want to take the chance to sharpen your fighting skills while you can. The bank building is the one with a helicopter hovering beside it **2** so scale to the top of it and take out the

guards hanging around on the roof. When they're all out for the count, Spidey shoots out a glass skylight and drops into the building **3**. Then it's time to bust the bank.

2: INSIDE THE BANK Time to get sneaky



Remember *Metal Gear*? Well this section of *Spider-Man* would stretch Solid Snake's stealth skills to breaking point. You've got to get around undetected here because if the guards clock you they cap the hostages and it's Game Over. **4** It's critical that you enter the first room



on the ceiling before dropping to kill the guard below. Next you'll enter an area with a glass-fronted room in it. **5** Take out the two blokes around the corner from it first. **6** You get into this room by standing on the suspiciously out-of-place grille on the floor and pressing R1 to hitch up to



the top. Press all three switches in the glass room and exit through the now open door. **7** The next room has three guards and you need to kill the second guy as quick as possible as he's the biggest threat to the hostages. Exit via the lift in the corner. Make your way to the room

with the big TV in it and kill all the goons there too. A new door opens. **8** Enter, and hit the left hand switch. This opens the baddie-filled room and the other switch opens the safe. Kill the baddies, grab the bomb and lug it over to the safe. **9** Close the safe door and the job's done.

3: SAVING JJ Take the sting out of The Scorpion



Follow the cursor to get to the Bugle offices (1) where your ungrateful git of a boss is in big trouble. The time limit is generous and if you just keep jumping when the enemies fire caps



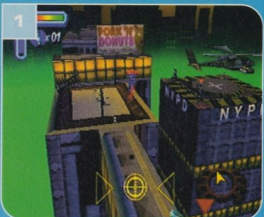
at you, you'll make it in alright. Inside the Bugle, it's a lot tougher as this Scorpion dude is pretty hardcore for a first boss. Your best bet is to let him charge and jump over him before



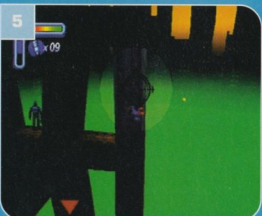
he hits you. Then let off a couple of quick punches (2) as he's looking around for you and get the hell away before he tail-whips you. Keep this up until his health is in the red (don't

worry if you've taken a beating as well), and pick him off from range with a barrage of well-placed web balls (3). Bob's your uncle, and that poisonous sucker is toast.

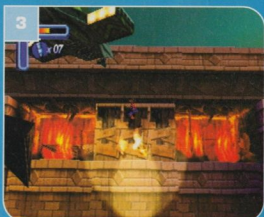
4: RUN FROM THE COPS Roof-top rumble



This section sends you on a mad chase across the city skyline as well as presenting you with some pretty hairy climbs up skyscrapers. You've got to be highly dextrous with the pad to avoid death, so don't be surprised if you have to try this level a few times before you crack it. The



most obvious tip is to avoid the yellow crosshairs (1) because that's where the missiles fired by the gunships are going to hit. When the sniper sight shows up on the first climbing section (2) stay out of its way with plenty of dodging around. When you climb to the top, make sure you crawl across



the middle of the three boards (3) as the other two get blown away when you're half-way over. When climbing skyscrapers with the chopper raining minigun rounds at you, zig-zag up the building to minimise the hits you take (4). When you get to scaling the girders,

that damn sniper starts trying to line up a shot again. When the telescopic sight falls on you, climb around the girder onto the inside (5). This way the sharp shooter will lose you for a while. The level ends as these two obvious red and white striped towers loom into view (6).

5: RHINO'S RAMPAGE He's got the horn for you

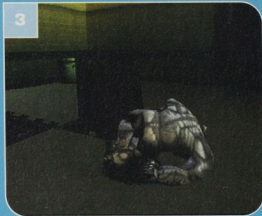


The second boss is Rhino. He's thick as two short planks but'll murder you if you're stupid enough to go toe-to-toe with the armour-plated brute. So how do you stop him, short of



purchasing an elephant gun? The electricity generators. Stand just to the side of one of the cracking power units and watch as Rhino gets ready to charge. He'll scratch his foot on

the floor three times and then race at you like a battering ram. Quickly dodge behind the generator or jump out of the way **1** and Rhino will hit it and get electrocuted. You need to



make him hit each of the four generators twice, and then his health will be low. Finish him with a stream of web balls **E**. He'll soon drop to his knees **Q**. Level complete.

6: CHASE VENOM Find a remedy for this guy's poison



Here you meet up with another of Spidey's arch-rivals, Venom. He's the Anti-Spidey. You have to chase him across the rooftops and you've got to be damn quick to keep up because he too can do everything Spidey can. There are two key points in the chase



where it's easy to lose him. Look at this screen **1**. Venom looks like he's going left, but he actually goes straight on, so pre-empt it and stay on his heels. The second time is after the cut scene, when you think you've cornered him on the roof. He'll dart

off to the left **3** so be ready. Stay on his tail close enough and you'll eventually corner him for an almighty ruckus. The key to winning this bout is to stand with your back to a wall **3** so that you can see the whole room. This is because Venom keeps



teleporting around the place and you need to spot where he's arriving quick so you can get to him first to do the damage. Use your web balls to deliver maximum pain, but stay alert. If Venom gets hold of you, he'll crucify your health bar.

SECRET SUITS PART ONE



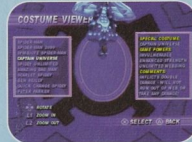
SUIT NAME: Spider-Man 2099
SPECIAL POWERS: Double damage
HOW TO GET IT: Collect all of the hidden comics through the game



SUIT NAME: Symbiote Spider-Man
SPECIAL POWERS: Unlimited webbing
HOW TO GET IT: Play through the game once and finish it



SUIT NAME: Spidey Unlimited
SPECIAL POWERS: Hold L2 for invisibility
HOW TO GET IT: Finish the game twice on any difficulty level



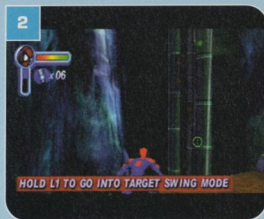
SUIT NAME: Captain Universe
SPECIAL POWERS: Double damage, infinite webbing, invincibility
HOW TO GET IT: Finish on hard difficulty

7: THE SEWERS

Hold your nose and get past the rivers of cack



The next stage is a stinker. It's set in the squalid city sewers. You kick off in a long room and the only way across is to jump and land on the horizontal pipes 1 that intersect from wall to wall. You can't afford to miss a jump, or you'll fall into a pool



of swirling filth and drown in human excrement. Which is no way for a popular superhero to go out. Anyway, you can swing between the pipes pretty comfortably, but each one has got a lizard on top. Rather than fighting the scaly dudes, wait until



they're at the far end of the pipe and then cross. After these, you need to scale onto some vertical pipes. Flip into L1 targeting mode 2 to swing onto the nearest one to you. The pipes are in a circle formation, but if you try and cross the circle you get

washed down into the fatal filth by a gush of pouring water. Make your way around by crossing adjacent pipes 3 so you do an arc round the pouring water. Then swing through the door on the far side to complete the stage.

8: RIDE THE SUBWAY

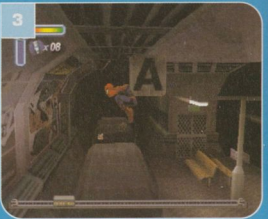
Stay alive on a runaway train



Don't try this on the Tube, kids, or you'll get yourself killed. Only Spidey and his reptilian foe get to ride on top of a subway train. You win through here by surviving to the end



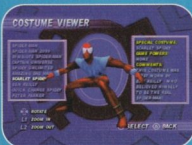
of the ride, and there are two tips that'll help you manage this tall order. Firstly, when you attack the lizards, punch and kick them into the side walls 1 if you can. When they hit



it, they'll fly off the train straight away to a horrible death. The second piece of advice is to stand right at the rear of the train 2 facing in the direction it's travelling as often

as you can. That way you see the health and webbing pickups that appear much earlier, and you've got a better shot at grabbing them 3 to keep your stocks high.

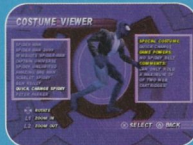
SECRET SUITS PART TWO



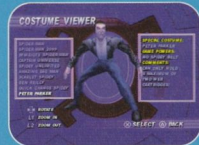
SUIT NAME: Scarlet Spidey
SPECIAL POWERS: None, unfortunately
HOW TO GET IT: Beat big bad Rhino and this outfit will be yours



SUIT NAME: Ben Reilly
SPECIAL POWERS: None
HOW TO GET IT: Finish Area 4, level 2 for this groovy, if useless, number



SUIT NAME: Quick change Spidey
SPECIAL POWERS: Two web cartridges
HOW TO GET IT: Score more than 100,000 points in Zip Line training



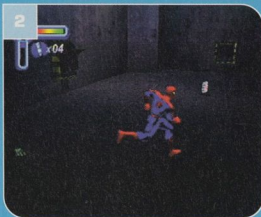
SUIT NAME: Peter Parker
SPECIAL POWERS: Two web cartridges
HOW TO GET IT: Find the Kraven room in Item Collection training

9: HIDDEN SWITCHES

Spidey's got to use his grey matter



This is where things really start getting a bit tricky, so stay on your toes. Head forward from where you start to a T-junction and take a right. Have a look and you should be able to see a hole above the closed door. Hit this corridor. Remember this as



Point X. Climb up to the hole and flip the switch which will drain the water. After the liquid's subsided, jump back down again. Follow round and up and hit all three switches in the next room. Next, retrace your steps back to the area above Point X where

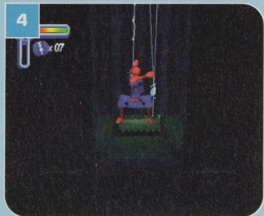


you'll find a door has opened. Flip the switch there, which will drain the water some more and then follow round and flip the next three switches. Also, this finally opens the door at ground level at Point X which blocked your way when you

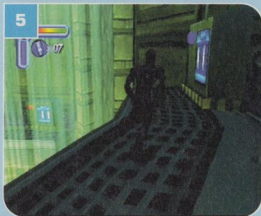
first reached there. Go through it and flip the switch you find past it, drop down as quick as you can and sprint through the duct before it re-floods again. You'll find the final exit to the stage on the ceiling. At the end of this tunnel. Thank god for that.

10: VENOM'S PUZZLE

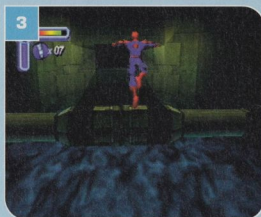
Oh no – more switches!



The next room has four switches. One in each corner. Flipping the active switch lets you hit the next one. Flip all four and jump into the drained pit. Go into the passage and head left. Time Spidey's ceiling crawl in the



next room so he doesn't drown in the gunk. In the next room, wait for the water to drop and cross it at the right time. Flip the switch to drain the room, then drop to floor level. Flip the switch there, and exit



through the door to the right on the ground level. Next up is a cheeky switch puzzle. Hit the lowest of the four switches first (red) followed by the next one up (blue). Go through the now-open sewer gates and dodge

past Venom. Crawl on the ceiling through these vicious snapping gates then take the first left. Go right at the next crossroads. Carry on round through two more gates and take the second turn off.

11: SPIDEY VS VENOM, AGAIN!

Finish that annoying sucker off



You may have thought he'd have had enough by now, but your mucker Venom is up for a bit more of the old rough stuff. Time to lay the smackdown upon his blue behind again, then. The best tactic this time



round is similar to last. So stand at one end of the room with your back to the wall **[1]** for maximum visibility to counter the poisonous pillock. This way, you'll see Venom as soon as he appears, and you can take careful aim



with a stream of deadly web balls **[2]** to do the damage. Be careful where your shots are going though, because if Venom disappears just as one of your sticky volleys is on its way, your web might hit the switch

and send poor old Mary Jane to a watery grave. Oops. So be alert and switch the water back off **[3]** when she screams. This isn't so tricky and if you stick to this tactic you'll do Venom once and for all.

12: SYMBIOTES INFEST BUGLE

Purple blobs are taking over the world



Those slimy purple gobs of goo, the Symbiotes, have taken over your boss' office block. But instead of using it for an excuse to not turn up for work for a month, Spidey goes to sort it out. Doh! Anyway, you start off in File Room A, where you'll see a

switch. Trip it to free one of the hostages **[1]**. Next door is room B, which has a loose grate on the floor just like in the first level. So you won't need to be Einstein to work out that this is another cue to hit the ceiling **[2]**. Do this, walk round and

drop back down to find the second air conditioning switch **[3]**. This should make the hostages safe. Next up, flip the lift switch **[4]** and hop into the shaft. Ride the elevator down until it stops and hop off when it does. There are two open rooms on the wall

below the elevator. The switch to get the lift going again is in the right-hand room **[5]**. The lift will now take you to the very bottom of the shaft. There are two doors down there as well, and going right again **[6]** will get you off this level once and for all.

13: STOP THE PRESSES

Put a stop to the purple peril



It's time to take down some Symbiote generators and stop those slimy sods messing your life up. The first slime generator is in front of you [1] as you start the level, and the second is in a small room [2] to the side of this main

room. Go through the door into the second print shop. Another generator is in among the presses [3], and another sits in a side room as at the beginning. You'll also clock a second side room here, and a trap door in

there takes you down to the basement [4]. From here run straight ahead. The next generator is in the first room on the left. Come out, carry on straight and swing through the fire. At the end of this room go

left and then right. There is a locked door, and a dark area beside it. Above the dark area is the switch [5] which will open the door to the room where you'll find the final generator [6]. Let it generate no more.

14: MYSTERIO

He's a big guy but he's way out of shape



He's taller than an office block, he weighs more than a blue whale, he's covered in impenetrable armour and he shoots death rays out of his nipples. Yes, it's that three-screen-high mother of all bosses, Mysterio, but with our helpful hints he'll be

whipped within an inch of his life instead of you. Your first job on this enormous bowl-head is to shoot off all of the little yellow knobs on his body [1]. Your web balls target these automatically which is a great help. Apart from shooting, though, you need to

keep leaping around like a jack-in-the-box to avoid his great big flailing fists. When you've shot all the knobs off, he grows a lovely new set of deadly laser nipples. Hmm, nice. You've got enough time to shoot the first one off while he gloats about having grown it

[2]. Blow both of his blasting boobs off and lo and behold, the floor becomes electrified [3]. This isn't so difficult to avoid, though, so dodge the searing electricity while firing web balls at the big fella's head and it's goodnight Mr Mysterio.

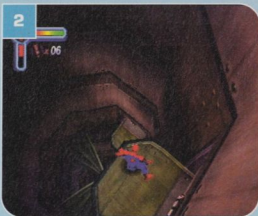
15: WATERFRONT WAREHOUSE

Smash more of those generators



There's one generator on the ground and another on some boxes in the room you start in. Break 'em. Next

look for a gap in the crates **1** and through it you'll find the next three generators. After you hit the last



generator, head through the hole that appears in the floor. Go through the ducts, but don't land on any fans **2**.



Getting through the laser rooms is easier than it looks. Just jump out, swing and go for it **3**.

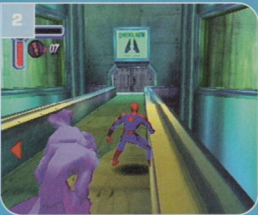
16: STOPPING THE FOG

Meet the lovely Black Cat



Enter the Security Control room. Chat to Black Cat then hit the switch

on the right **1**. Visit rooms 'A', 'C' and 'E3' and flick the switches



inside **2**. Once you've done all three, Black Cat escapes. The base



starts to fall apart, and Spidey gets the hell out of there.

17: SPIEY VS DOC OCTOPUS

The Doctor's in the house



Keep running and jumping **1** to avoid Doc's lethal metal tentacles. He can hit you, but you can't hit him until

you've taken down his forcefield. As you run, you'll spot red 'ON' switches **2** coming down from the ceiling. Hit



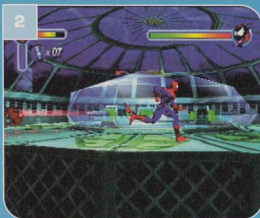
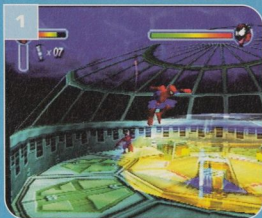
each one, avoiding the barriers they produce, until the Doc loses his shield briefly. Smack him up with web balls



3. Repeat this when his shields regenerate. Keep grabbing the health packs to make sure you stay alive.

18: SPIDEY VS CARNAGE

Round one with the evil streak of slime



Carnage is a hardcore character. He's a kind of shape-shifting slime that can assume the form and powers of those who he comes in contact with. This first time you fight him he's in his natural state - a rancid splash of

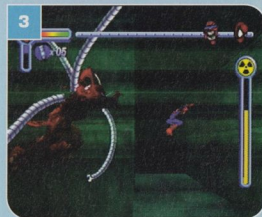
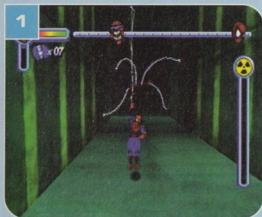
deadly goo. And he's hard. Let him get close and he'll mash you up worse than Venom did. The key is to keep running and jumping away from him until you're on opposite sides of the 'sonic bubble' in the centre **1**. He'll

soon start to lob red stuff at you, so keep running to dodge **2**. When he's done with chucking his glutinous turds at you, he'll leap over the bubble for some one-on-one **3**. This is the time to stand and face him and

as soon as he lands you can fire a web ball at him **4** which will knock him backwards into the sonic bubble **5**. He doesn't like that **6**, but you need to repeat it a few times to kill him. Practice makes perfect.

19: SPIDEY VS MONSTER OCK!

This guy's got a killer touch



Welcome to one of the scariest boss battles ever. You may have thought that you'd seen the last of Carnage after your first fight but his insidious slime ends up taking over the corpse of Doc Octopus to form the deadly Monster Ock. We don't know where

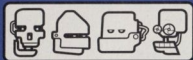
the new name comes from either. You can't actually hurt Ock yourself, all you can do is run away. If this guy so much as touches you, you're dead as a dodo. He's super-hard. But don't just run though, as he's also quick as a gazelle and will catch you up in no

time. You've got to swing as much as you can because it's faster **1**. Watch out for our webbed friend's spider sense tingling **2** - it means you're coming to a dead end and need to hit R1 to zip onto the ceiling and up to the next level. These ascents

are the hardest part of the chase, so practise hard. Each floor follows the same layout, until you leave floor 3 for floor 2. Then it's all new territory **3**. Get to the very top and the building blows up and Monster Ock along with it. Phew.



Are you good enough at games to win a tennor for your troubles? If you can come up with some mega-useful tips, codes or cheats for a game on any format then we'll reward you to the tune of ten quid. Send your entries to the usual address.



EASY

TIP OF THE MONTH



TOCA - WORLD TOURING CARS

Earn a free game just by finding a cool tip and sending it to us. This issue, *Sadie Hunt* of Gillingham has these codes for your pleasure. A copy of Colin McRae Rally 2.0 is skidding its way to you now, *Sadie*.



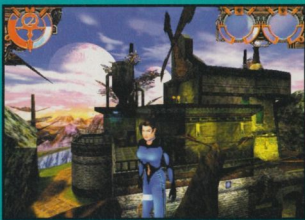
Earn a free game just by finding a cool tip and sending it to us. This issue, *Sadie Hunt* of Gillingham has these codes for your pleasure. A copy of Colin McRae Rally 2.0 is skidding its way to you now, *Sadie*.

Enter these codes in the options menu at the Enter Cheat Code mode. Activate them in the Bonuses menu.

CHEAT	CODE
Mirror mode	WERFLIPPED
Doubles hill/obstacle height	TWINPEAKS
Motion blur	ETHANOL
Extra car speed	GRUNTSOME
Low gravity	EUROPA
Chrome cars	T2
Nitro boost (press L1)	GLYCEFINE
Race without steering	RAILROAD
Car flips when on rumble strips	KERFKRAWL
Soft suspension	VANISHING
Invincible car	MACCAB



PC CD-ROM



HEAVY METAL: F.A.K.K.2

Steven Hawkins in *Wildnes*, you share the same name as an eminent and ridiculously brainy physicist, and like him, you know your specialist subject extremely well.

During play, bring up the pause menu and go into the Video/Audio option. Select Advanced and on the right-hand side click on 'Console'. Now, when you are playing, if you hit the Tilde (~) key you'll bring up the console. Type in the codes below for their corresponding cheats.

LEVEL SELECT: Altan enabling the console, type in 'map (map name)' to skip to that level, but don't put the level name in brackets. Here's a list of the level names for you to input: blood, cemetery, cliff1, cliff2, creeperpens, end, fakkhouse, fog, gruff,

CHEAT	CODE
Invincible	god
All weapons/items	give all
Restore health	health TOO
Walk through walls	noclip
Enemies are sitting ducks	notargst

DREAMCAST

WWF ROYAL RUMBLE

The WWF arena shows no signs of abating. Kenny Friend in *Newcastle* has some cheats to get more fun from your Dreamcast.

KNOCK THE REFEREE OUT: Those clever people at THQ have written a super fun option into the one player battles. If you hit the ref twice with a weapon, the game'll tell you 'the referee is knocked out!'. Now you'll be able to do any dirty tricks you like for ten to 15 seconds while the ref is unconscious.

DIFFERENT MENU BACKGROUND: Change the background by entering the Ranking menu and view each section. When you now return to the main menu you'll have a different background. Do this as many times as you like for a different background each time.

UNLOCK SHANE MCMAHON: Unlock this hard man by besting the game in Exhibition mode on any difficulty setting. Easy as that.



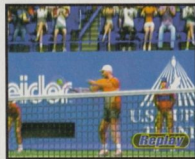
VIRTUA TENNIS

William Trent in *Glasgow* bags a crisp tennor for these centre court cheats and tips.

PLAY AS MASTER: To unlock this secret character, go through Arcade mode without continuing and Master will challenge you at the end. Defeat him and he'll be selectable in Arcade and Exhibition modes. To do so, just highlight Courier and press left, or Kafeinikov and press right. To perform Master's unbelievable underarm serve, press A + X + Up.

PLAY AS KING: First unlock Master in Arcade mode, singles. Then go through Arcade mode in Doubles, the last match will be against Master & King, beat them to unlock King in Arcade and Exhibition modes.

SECRET OUTFITS: The first 20 outfits can be purchased, the other eight are bonus outfits, you get them by getting outstanding results in the Level 3 Training courses. Here's what you do: Return Ace - hit all the boxes with two shots. Pin Crasher - get all strikes. Cannon Ball - win before the timer turns red.



Giant Ball - win before the timer turns red. Smash Box - win before the timer turns red. Drum Shooter - make all the shots that you take. Bulls Eye - get a score of 7,000 or above. Big Wall - Win before the timer turns red.



MONEY



PLAYSTATION

■ F1 RACING CHAMPIONSHIP
Looks like Schumacher has got another F1 season sewn up now. So thanks to *Danny Riddon* in *Stockport* for sending in these codes that should at least mean there's more F1 action to be had at home on your console. When in Arcade mode on the Track Selection page, press U twice, then Down twice, and then L1, R2, L2, R1. If you entered the code correctly, you'll hear an engine noise and all four of the Arcade levels will be unlocked. Have fun, speed freaks.



Considering a little happens in real F1 these days, the videogame versions of it are mighty fun to play, especially with some handy codes

■ X-MEN: MUTANT ACADEMY
Robert Reyes from *Manchester* sent this list of extras. The masochist must've played it for ages!
UNLOCK BOSS CHARACTERS: Beat the game with at least four characters to unlock the bosses.
UNLOCK THIRD SUIT FOR EACH CHARACTER: Graduate the Academy with straight 'A's as any character. Select by pressing Circle.
MAKING OF X-MEN MOVIE SHOTS: Beat the game with all characters using their film costumes (select with Square). Secret photos are now in Cerebro Mode.
SECRET COMIC PICTURES: Choose a character; enter them in Survival mode with their normal costume and get through ten rounds to unlock their pictures.
OPEN CHARACTER FMV: Beat the Arcade mode and graduate at the Academy to open that character's intro and outro FMV in Cerebro mode.



X-Men: Mutant Academy - we didn't like it much but Robert Reyes from Manchester certainly did

GAME BOY COLOR

■ DRAGON WARRIOR MONSTERS
This GB game is a very Pokémon-esque affair but is actually more in-depth. Thanks to *Jenny Sarai* in *Southampton* for these.



GET MONSTER'S BEST SKILLS/BREEDING TIPS: Capture two monsters that have never been bred and have the skills you want. Preferably a male and a female. Take them with you to a Traveller's Gate containing stronger beasts. Bring lots of useful items like Meat Treats, Lovewaters and Warpwings. Let battles with two to three monsters last as long as possible and give Meat Treats to the monsters you want to improve. When the monsters get the skills you want, breed them.
SECRET GATES: Bazaar - give the man in the lower right corner a monster that knows a Fire attack. Well - give the Scientist a monster that knows the Lightning attack. Shine Of The Starry Night - after beating BattleRex, head right of the shine and battle Goop five times in a row. Library - make sure you have at least 100 monsters, and then talk to one of the assistants and she'll open a secret room for you.

NINTENDO 64

■ TUROK 3
It took a short while before the *Turok 2* codes surfaced, but it seems as though the cheats became available. Well spotted, *Michael Brooke* in *Colchester*. With all of these codes, select the Secrets menu and then select Enter New Secret. Activate them in the Secrets menu.



CHEAT	CODE
All Weapons	Owl, Bear, Owl, Bug (green), Hawk, Owl
All Keys	Lizard, Dragonfly, Bull, Bear, Wolf, Eagle
Big Hands & Feet	Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote
Big Heads	Coyote, Wolf, Snake, Rabbit, Lizard, Coyote
Invincibility	Raven (purple), Salmon, Eagle, Bear, Lizard, Rabbit
Unlimited ammo	Salmon, Elk, Bull, Snake, Eagle, Salmon

■ MARIO TENNIS
James Weston in *Plymouth* completed this in under a week. That's some ability. **STAR PLAYERS:** Earn a maxed out star player by beating the Star Cup. Hold the R button as you select your character. **BABY MARIO AND YOSHI COURT:** Win the Mushroom Cup/Singles Tournament with Yoshi. **BIRD0 AND YOSHI COURT:** Beat the Star Cup in Tournament mode, doubles. **DONKEY KONG COURT:** Beat Mushroom Cup/Singles Tournament with Kong. **PLAY AS DONKEY KONG JR.:** Complete the Star Cup/Doubles Tournament. **PLAY AS SHY GUY:** Beat the Star Cup/Singles Tournament with anyone. **SUPER MARIO BROTHERS COURT:** Beat the Mushroom Cup/Singles Tournament using Mario. **WARIO AND VALUIGI COURT:** Beat the Doubles Star Cup with Wario.



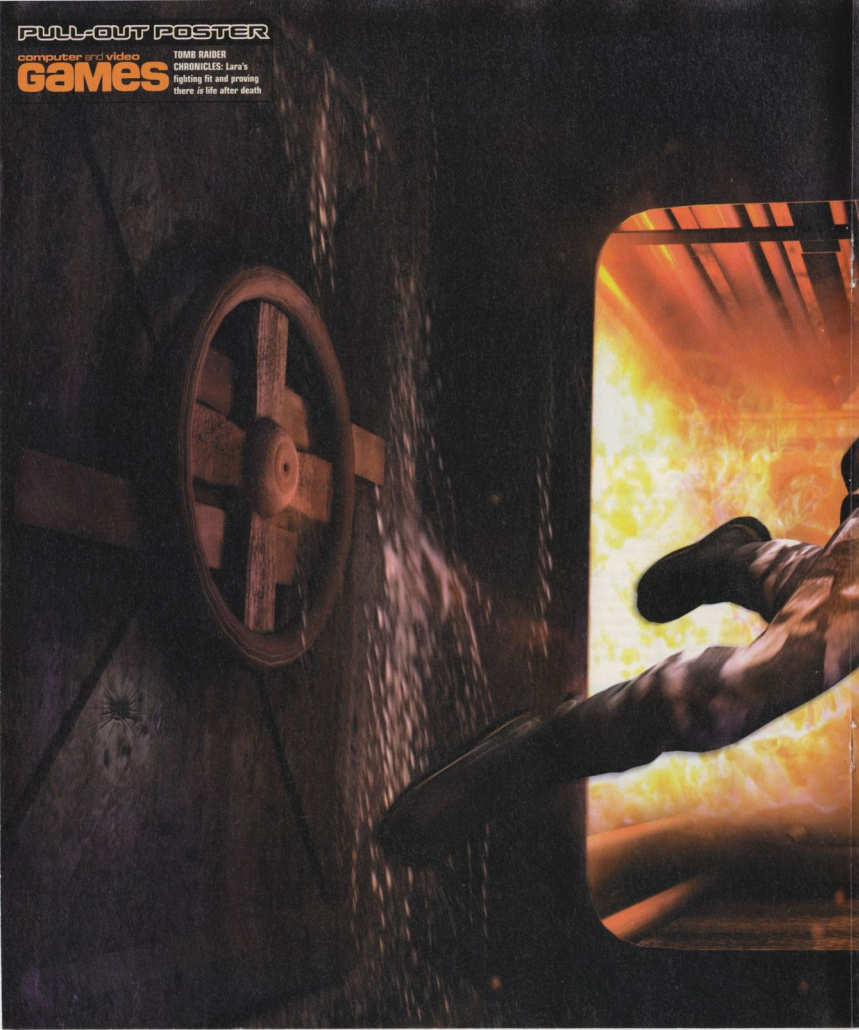
PULL-OUT POSTER

computer and video

Games

TOMB RAIDER

CHRONICLES: Lara's
fighting fit and proving
there is life after death





THE GOOD, THE

Which controller is best for first-person shooters on any

They say a workman should never blame his tools but in the world of first-person shooters it can just about be excused. Your speed on the draw in multiplayer frag sessions really does depend on your controller. With both PS2 and Dreamcast coming up with the online FPS goods, the prospect of a cross-format gunslinging deathmatch has got us wobbling all over. Imagine playing *Quake III Arena* on your PC against DC-using Germans and PS2-wielding Frenchies, all via a phone line. But would one format have a controller advantage? Could joy-pad-wielding DC-ers expect to bill a level playing field with mouse-equipped PC-ers or vice versa? We've run tests out which controllers are best for FPS slaughter on the Dreamcast and PS2. Don't buy a new controller till you've read below...

THE TESTERS



NAME: Johnny Bundance/Minkey

FAVE SHOOTER: GoldenEye, N64

"I love my console shooters and I'm kinda new to the PC FPS stuff. Like most of us though and using a keyboard and mouse is magic."



NAME: Les 'Hicup' Ellis

FAVE SHOOTER: *Half-Life: Opposing Force*, PC

"I didn't believe that a joypad could give the same level of intuitive control until I'd played PS2 *Unreal Tournament* with a trusty black pad. It's awesome."



NAME: Lee Hopalong Skibell

FAVE SHOOTER: *Perfect Dark*, N64

"I like my FPS controls sweet and simple, and only the layout of an official Nintendo pad can offer that. Nothing else comes close."

THE TESTED

The real meat of this test is the collection of peripherals we trailed – how effective they were for FPS action and the different ways they let you play. And how better to test the best controllers than on the best FPS games out there? Our lucky testers got to play a whole heap of *Half-Life* on both PC and Dreamcast and Unlimited *Unreal Tournament* on PS2 and PS2 (and yes, both console versions also support mouse and keyboards). Sometimes it's good to be a games-junko...

THE GAMES



HALF-LIFE

Best shooter on Dreamcast, and still one of the best on PC. Which will win out? Mouse or pad?



UNREAL TOURNAMENT

Superb on PC and will rock the PS2 next year. We're developing different control methods

THE CONTROLLERS

We tested eight different control methods. Over the course of the test some got loved up and some got kicked to the curb. This test is all about how good the products are at FPS games, nothing else. Check out our full test over the page to see what we reckoned.

- Standard PC mouse/keyboard
- PS Triforce pad
- PC cordless Trackman wheelmouse
- PC Panther XL
- PlayStation dual shock controller
- PlayStation mouse
- Dreamcast official pad
- Dreamcast mouse/keyboard

PAD AND THE UGLY

format? Our shoot-out will help transform lily-livered varmints into sharp-shootin' desperados. Yee-haw!

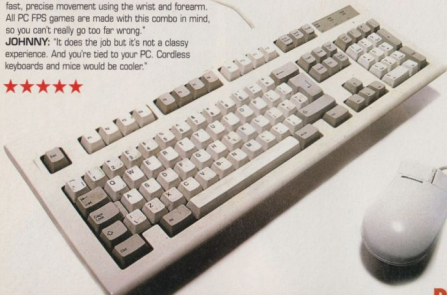


STANDARD PC MOUSE/KEYBOARD

LES: "It's bog-standard but it works damn well for fast, precise movement using the wrist and forearm. All PC FPS games are made with this combo in mind, so you can't really go too far wrong."

JOHNNY: "It does the job but it's not a classy experience. And you're tied to your PC. Cordless keyboards and mice would be cooler."

★★★★★



PC PANTHER XL, MAD CATZ

JOHNNY: "This is weird. The stick is sensitive and the trackball works great as a mouse but it's all back to front - looking around with your left hand instead of your right is just odd."

LES: "It is weird but it works pretty well once you get used to it. But assigning functions to keys and calibrating the stick is a right faff."

LEE: "This is great if you've never played with a keyboard or if you're left-handed, or even if you want to give yourself an extra challenge. I agree that it doesn't feel quite right though."

★★★

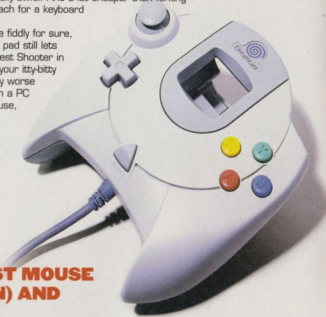


DREAMCAST OFFICIAL PAD

LEE: "A lovely white pad that's fab for *Sonic Adventure* but a bit lame for *Half-Life*. Crouching looking and moving about is especially frustrating but it's not totally awful. And a lot cheaper than forking out 20 quid each for a keyboard and mouse."

LES: "It can be fiddly for sure, but the official pad still lets you play the Best Shooter in the World on your itty-bitty DC. Not hugely worse than playing on a PC with keys/mouse, but different."

★★★



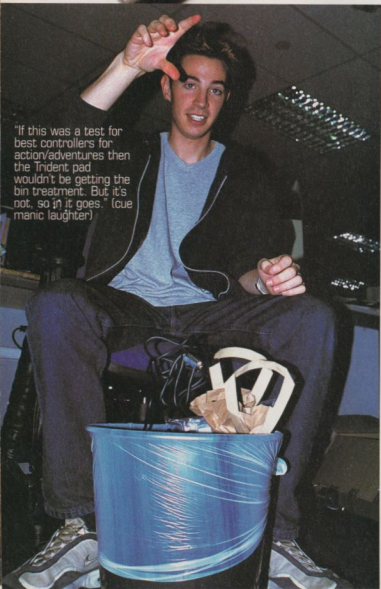
DREAMCAST MOUSE (EUROPEAN) AND KEYBOARD

JOHNNY: "The keyboard's just a keyboard but the four-button mouse is wicked. I reckon playing *Half-Life* with this kit rivals the PC experience and, even better, there's nothing else like it on any other console."

LEE: "It's good and all, but playing a console game with a mouse is odd at first. It's better than the official pad but only a little bit and if you don't play PC FPSs it'll feel strange for a while."

LES: "This is the stuff. It's just like playing on the PC version - right down to the funky mouse wheel. Come on!"

★★★★★



"If this was a test for best controllers for action/adventures then the Trident pad wouldn't be getting the bin treatment. But it's not, so in it goes." (cue manic laughter)

PLAYSTATION OFFICIAL DUAL SHOCK CONTROLLER

LES: "UT on PS2 shows just how good shooting with a joy pad can be, even using a PS1 controller. It's intuitive, natural and fast. UT also lets you configure the pad. Quality."
JOHNNY: "It's good but I still prefer the NG4 pad for console FPS action. GoldenEye fans will struggle to get to grips with this at first."

★★★★

PLAYSTATION MOUSE

LES: "A little bit better than the pad and you can save money by using any USB keyboard (or USB two-button mouse) thanks to PS2's connections. Easily as good as the PC version and on a much less expensive machine."
JOHNNY: "Better than I thought it could ever be. Easily the best way to kick ass on multiplayer sessions."

LEE: "The pad's good but using a mouse and keyboard is even better. Virtually indistinguishable from the PC experience in terms of control and accuracy. Awesome."

★★★★★

PC TRIDENT PAD, LOGIC 3

JOHNNY: "Oh blimey. This isn't really designed for FPS games so I don't want to be too harsh about it. It's pony though".

LES: "Is this a joke? It may well be good for puzzle games and for pointing Lara where you want her to go, but for the likes of Unreal Tournament and Half-Life this sucks ass, big time".

★

PC CORDLESS TRACKMAN WHEELMOUSE

JOHNNY: "There's no cord! And it's pretty cool too. The range is good but you'll still need a keyboard as this only works as a mouse."

LEE: "I thought it was a revelation. You've got to have a steady thumb for the sensitive wheel though, and hardcore shooter heads might feel they're less accurate than with the standard mouse."

LES: "Nowhere near as good as the trusty mouse/keyboard combo and aiming with the trackball is horrible. I hated this."

★★★

CVG RECKONS

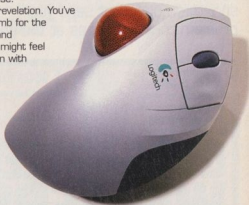
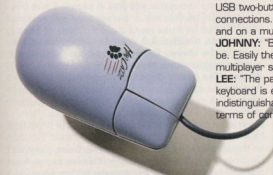
Our sharp-shooting testers have delivered their verdict: to really kick butt and become a frag-meister supreme you'll have to grab a mouse and keyboard, whatever your system. They are simply the fastest and most accurate controllers in 3D

shooter environments. No problem on PC but you'll have to splash the cash to get equipped on a console - unless you've got a PS2 and a PC or Mac with USB mouse or keyboard. If you're serious about your shooters and want to mess with the big boys online, it's a good investment. If you're less fussed, both the PS and DC pads are fine - especially the twin

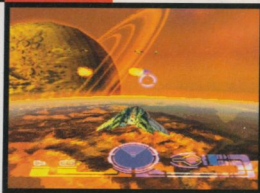
analogue sticks on the PS that let you move and look simultaneously with ease. Playing with PC pads and other PC controllers will put you at a disadvantage when facing a mouse-toting opponent. That said though, while PC-ers are used to being tied to a desk, will console-ers really be happy sitting in front of the telly with mates using a mouse?



"It's weird," sobbed Johnny as he got whupped again. His attempts to switch hands did him no favours either



WHAT YOU NEED TO KNOW



Star Trek Invasion: How to find Level 5's secret missions

STAR TREK INVASION

Just completed Level 5, but on my map screen I can see some empty blocks before Level 6. Is this a level? What do I do to get to it? Is it essential that I play it to complete the game?

Martin Stetson, Gillingham

Yep, you're right, there are two secret levels in that area. After you've destroyed the Energy Plow, you'll see some wreckage. Pick it up with your Tractor Beam and you'll open up Level 5A. Also, close by you'll see two big asteroids - there's another bit of wreckage in between them that opens Level 5B. You don't have to do these, but they're well worth a look.

ALIEN RESURRECTION

I'm at the end and want to beat the Newborn on my own. But I can't. Please help me.

Sarah Harris, Rochester

You can't kill the Newborn the usual way. Run away from it, then go into nearby rooms to turn a series of valve handles. This will unlock an outer door in the cargo hold. Then, at a window that looks down into the Cargo Hold, press the button there to send the Newborn straight to Alien/human hell.

TENCHU 2

How do I defeat Lady Kagami on the last level of Kikimaru's quest? I get past the bit where she uses her Fan but when she gets out her great big sword she slices me up like a pack of Pringles.

Robert Vabato, Leicester

Jump onto the stage and smack her up as she's climbing up. If this doesn't work use Smoke Bombs to paralyze her and then hit her from behind.



Parasite Eye 2: Defeat that filthy Newborn and finish the game

PARASITE EYE 2

I've passed a safe in a loft and didn't know the combination so I continued on. But now I've reached a stage where I'm in a laboratory in a shelter and don't know what the password is for the computer. Can you help?

James Destolle, Maida Vale

No problem. The loft safe combination is 4487 and password for the computer in the shelter is A3ELM2S2Y. Problem solved.

PARASITE EYE 2

I've got into the Neo Ark area and I've solved the puzzle in the shrine. I've made it to the pyramid but nothing makes sense there.

Alfonso 'The Beast' Cagliano, Clerkenwell

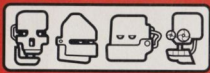
Turn the dial at the pyramid base four times and the symbols will match the numbers. If you then go to the pavilion, you'll find a stone post by the entrance. The symbols on the correspond to the number of times you have to step on the tiles on top of the pyramid. So, step on the blue tile six times, the white one twice, the red tile three times and finally the yellow tile five times. A lever will emerge - pull it to move the bridge. Now just cross to the island.

DRACULA RESURRECTION

I'm in Dracula's Castle. In the library I picked up items like a black ball and a key. I've opened a door with the key I found but can't go any further.

Joe Tully, Liverpool

The key you used should have opened the door to a garden. Go through and back to Dorko. Show her the black ball and she'll change it into a crystal ball. Go all



Everyone reaches that point in a game where they just can't get any further. But not everyone has those tips junkies, **The Masters** to sort them out. Just send your problem to the address at the end.

computer and video

GAMES GUARANTEED WINNERS

Here we are again with the cream of this month's crop of gaming nuggets. Remember there are tensers up for grabs if you've got some tips of your own to send in to Easy Money on page 56.



DREAMCAST

■ **Eco The Dolphin SECRET DOLPHIN SOCCER GAME** - First go to the Powers of Levitation level. Swim to the large middle underwater building. Find the Information Shard. Enter the tunnel here and swim through to an oval door. Ignore the side paths, head through to the end. Use the clan member's air supply. Turn and face the entrance to find an oval section of wall to the left that's moving slightly. Swim through it and grab the Speech power-up. Now swim back. Touch your nose to the right yellow light that's appeared to be taken to the footy game.

■ **Rainbow Six OPEN ALL MISSIONS** - Enter VZRF1M02G8GQ as your code at the Quick Start or Load Campaign screen. But make sure that you don't have a Memory Pak inserted or it won't work. Now every mission will be unlocked, but you can't save your progress. Enter the code again the next time you switch the



NINTENDO 64

■ **Disney's Tarzan CHEAT MENU** - At the Main Menu press Left, Left, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now you can turn on or off any of the cheats in the game!

■ **Disney's Tarzan CHEAT MENU** - At the Main Menu press Left, Left, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now you can turn on or off any of the cheats in the game!

machine on and you're there. **VETERAN PASSWORDS** - See below for a handy table that gives you the password for each level on the hardest difficulty setting. You'll never be stuck again.

Level	Password
Red Wolf	1ZL1S2R2M2GQ
Sun Devil	BLJBC3RF25GQ
Eagle Witch	BZJBSMF2BRQ
Ghost Dance	CZB3CS5RFFM9Q
Fire Walk	DJDBCCYRFF59Q
Lion's Den	DJDDC6R2PWRQ
Deep Magic	LZ3S5R2P8RQ
Lone Fox	MJED21R2G2RQ
Black Star	ZB327R3C3M3GQ
Wild Arrow	FLJF3R2G59Q
Mystic Tiger	FZJFTMR2G8RQ



Tenchu 2: Put paid to that deadly fan bitch Lady Kagami

the way to Dracula's room and put his picture back just in front of the chimney. Put the crystal ball where it was before and look through it to see three symbols on cards that Dracula is holding. Now push the three symbols here to open a secret path.

METAL GEAR SOLID

My PlayStation was really proud of me. But this changed as gas disintegrated my lungs... I know I'm near the end. I've changed the symbols on my PAL card and inserted it into the computer three times. But now I've been locked in the control room and gassed to death. I don't know what to do and can't continue until this problem is solved.

Anesh Bhudra, Birmingham

Don't let your disappointment cloud your judgement. Anesh - there's a simple solution. First equip your Gas Mask, then call Oacon. He'll bypass the door security for you and let you out.

DEUS EX

I've just come from New York after helping my brother out and killing some men in black.

Consequently I'm now on the side of the terrorists and have had to kill Agent Navarro in the Battery Park subway. I'm up to a stage where I have to battle Gunther or surrender and the problem is, I can't kill him and whatever I do I get transported to this prison facility. Any advice?

David Squires, Hereford

Unfortunately, you can't kill him. You have to surrender. Though Deus Ex has multiple routes depending on the choices you make, you can't avoid being imprisoned here. But once out of the cell, open up and free the NSF terrorist Miguel as he'll help you out a lot.



Parasite Eve 2: Learn the safe combination and computer password

STAR TREK - ELITE FORCE

I'm near the end. Near the end I say! Phase 44 to be precise Captain. I'm at a boss called Vohrsoth and for the life of me I can't even come close to beating it. Help a sore-thumbed gamer out please.

Eric Jones, Pyle
There are several stages to this battle. At the first, just keep moving, using Health Terminals and shooting with the Arc Welder. Don't shoot the Space Moths as they'll soon disable the force field surrounding the seed. When they do, hit the seed with everything you've got as well as shooting the back portion of Vohrsoth with the Grenade Rifle's secondary function. Eventually he'll go down and you'll be the hero of the day.

TUROK 3

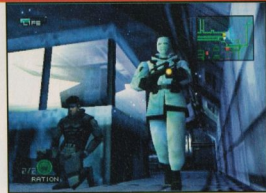
I'm in the Temple Of The Damned, right near to getting to the fiendish Oblivion. I'm in a room now and need a Sceptre to continue on but can't for the life of me find it. I've looked everywhere and now it's really doing my head in. Please help.

Steve Willis, Wednesbury

You can't have been THAT wound up by this puzzle. Surely if you were really frustrated you would've shot a few rounds into the air in anger! If you did you would have collapsed the ceiling and a dead body holding the Sceptre would have fallen down. Sorted, mate.

TUROK 3

I'm at the end of Chapter 2 and have come across this fearsome slimy water beast called the Xiphias. Before this I thought I was really good because I was racing through the game but now I'm completely stuck. Is it because I killed all its babies



Metal Gear Solid: Find out how to survive the horrific gas trap

beforehand and now it is getting its revenge? Shouldn't I have killed them? Any help?

Ingrid Jones, Peterborough

No, you're supposed to kill its spawn and generally it's quite moody anyway. Put it out of its misery firstly by shooting it in the eye - the Tek Bow is good for this. Also, throughout the battle you need to strafe constantly and stay as far away from Xiphias as you can to avoid being hit by its yellow gas balls or grabbing tentacles. After you explode its eye, everything gets even harder, as you can barely avoid the balls. But you don't need to sweat for long, and this is probably where you are going wrong. Quickly climb up to the ledge where there's a switch and hit it, then jump into the water to escape. It'll now be toast.

GRIND SESSION

I can't be bothered to open everything up the hard way because I've got a brand spanking new copy of TH2 waiting to be played. So, any cheats?

Richard Freeman, Nuneston

Oh yes, er, dude. Here you go. This code will unlock all the tricks. Start a Tournament mode game and pause by pressing Start. Then hit Down, Left, Up, Right, Down, Left, Up, Right.

TONY HAWK'S PRO SKATER 2

What a game! This is everything the first one was and a whole lot more. But it's damn hard. Any cheats on Masterful ones?

David 'rad' Wilder, Stovange

Tut tut David, you should get your extras the hard way. Anyway, this cheat will raise all your stats to ten. During Gameplay, pause, hold L1. Hold L1 and hit X, Triangle, Circle, Square, Triangle, Up, Down.

PC CD-ROM

Microsoft Windows

Spice up the turbo-charged proceedings with this lot of codes. You'll be the proud owner of some spanking new motors.

Vehicle	Name	Car
Van	vevan	Ford F350
Diesel Truck	vediesels	City Bus
Compact Car	vecompact	VW Bug
Pick-up Truck	vebus	Ford 350
Bus 2	vebus2	City Bus
Delivery truck	vedelivery	Ford 350
Random Limo	valimyo	Mustang GT
Black Limo	valimoback	Mustang GT
White Limo	valimoangel	Mustang GT
Yellow cab	vetaxi	Cadillac
Green Cab	vetaxiheck	Cadillac

GAMEBOY

GAMEBOY

1 Turko 3 - Showers of Caliban

GAMEPLAY TABLES - Enter these cheats into the password screen using the A-Button, then press it again when the code is fully entered to activate them.

UNLIMITED AMMO - XZLCPMZ.
UNLIMITED LIVES - FJWHDCK.
LEVEL PASSWORDS - Here's a couple of tables for your reading pleasure that tell you the password for every level on all difficulty settings. Enjoy your game, monster hunters.

Level/Easy	Medium	Hard
2- SDFLMSF	VDXCFZV	CJSDPFC
3- DVLDFDV	DPSCDVCX	CMSDKDC
4- VDFSDP	ZMFGSDM	SPFPWLD
5- GSDJFDF	HWKFLYS	TPDFGGB

PLAYSTATION

PLAYSTATION

Parasite Eve 2

BONUS WEAPONS: Hypervelocity - Only available in Replay mode. First achieve an 'A' rating by getting 2,001 to 4,001 points in your first game then buy it for 20,000 BP in Replay mode. Gunblade - This Final Fantasy 8 weapon is only available in Replay mode and costs 10,000 BP. Use R1 to swing the weapon and R2 to shoot at the same time the blade hits the enemy. Monk Robe - Play badly and get an EXP rating total of 14,510 or less at the end of the game. The Monk Robe will now be for sale for 3,000 BP in Replay mode.



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

WHAT YOU NEED TO KNOW, THE MASTERS, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP

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STAR LETTER

ROBODOG VS PIKACHU

Strange rumours involving CVG are circulating on the Net, and I'm not talking about sightings of an undead Les Ellis seen stalking the graveyards of north London at dead of night. A reliable games site reports tales of something far spookier: gaming toys really behaving like you would expect them to. We've been told your pet robodog Albo (a Sony creation) gets enraged and attacks Pikachu (a Nintendo creation) whenever they meet. Is it true? Have these toys been programmed to hate each other? If this is the latest weapon in the console wars, then whatever next? Consoles that detect rival makes of consoles nearby and destroy them with electromagnetic pulses?

Barkley, via email

Hmm, looks like we need to set the record straight here. Yes, we borrowed one of Sony's £2000 Albos with learning intelligence, and yes, he got angry and knocked a large fleshing model Pikachu over every time he saw it. But we believe that was because somebody had trained him to react to anything yellow. We don't know whether that's a default colour he hates from birth, who'd been training him, or why they chose yellow, but it wasn't anyone in the CVG office. No, honestly. Tell you what though, strange things do seem to happen to the WWF action figures when we all go home at night.



PHOTOGRAPHY: KENNY P

BAD KARMA-GEDDON

What's the matter with you? 'On consoles they were crimes against humanity', I can accept. But to say that 'on PC they were poor', is downright unacceptable. I am of course referring to your blasphemous review of *Garmageddon TDR 2000*. What kind of hallucinogenic drugs are you all on to have said the *Garmageddon* series was poor? I have the demo of *TDR 2000* on my PC, and granted, it doesn't look like that much of an advancement from *Carpocalypse Now*, but that's no bad thing. Said game along with its predecessor are still two of the finest pieces of software ever to grace my PC. Maybe you're all just stupid. I'm off now to buy a games mag that actually knows what it's talking about.
Squinky, email

DANCING RAGE

When are you gonna do a review or even a preview on Konami's amazing *Dance Dance Revolution* series. I heard you knocked it when you were indulging in Sega's *Samba De Amigo*. Don't get me wrong, *Samba* is a great game, but at least give *DDR* a chance. I think the main reason you knocked *DDR*, was because you were no good at it. You should have got me and my mates down there to show you how it's done. Anyway, love the mag, but I would love even more to challenge you to a round of *DDR* or even *Samba*.

Nicky D, via email

No good at *DDR*? Yeah, right! We stand by our comments that *Samba* is more accessible than *DDR* - players seems to be less self conscious with a set of maracas in their hands than dancing in front of a crowd. As for playtesting *DDR*, check out what Lee reckons to *Dancing Stage Euro Mix* on PlayStation in the *The Shops* soon section.

BLOKE JOKES

Two men in a pub. Bloke 1: 'Did you know that beer contains female hormones?'. Bloke 2: 'Really?'. Bloke 1: 'If you drink too much, you start talking crap and you drive terribly.'

More jokes coming soon!

Big Ash, via email

That'll do Ash. Now we need some jokes from girls to redress the balance. Any suggestions?

PLUG ME

I'm a young artist who wants to get involved in character design. Mainly my work is influenced by Yoshitaka Amano and Yoji Shinkawa. I've included some of my portfolio work. I would appreciate if you could print a little pinch of it.

Gareth Barry, Co. Cork

Go on then, just a smidgen. But don't make a habit of it.



JUST A PIPE-BLEEM

Would you please tell me when *Bleemcast!* is coming out, and where I can get it?

Andrew Davis, via email

When, if at all, will *Bleem!* packs for DC be released in the UK? I've heard loads about it so what's the story?

Martin Robinson, via email

Good question - we were promised *Bleem!* back in May and have been chasing it ever since. Why the delay? As much as we try we can't seem to get it out of them, but you don't need to be an Oxford professor to take a guess. Remember Sony's legal department's efforts to stop the PC version?

"Did you know that beer contains female hormones?"

Big Ash, via email

"GAMECUBE: It's a square box. With a handle. Now how sad is that?"

Arno, Middlesex

KICK IN THE BOT

Have you noticed that the main character in *Z.O.E* looks and acts amazingly like the main character of Jap anime Neon Genesis Evangelion, Shinji Ikari? And the main robot in *Z.O.E* looks like a modified Eva unit O1? It's amazing how developers do such things – they come up with the most original ideas for their characters. Not! *Neogenesis*, via email.

You're not the only one to spot this – we've had a few emails making similar claims. Check out these pictures and tell us what you reckon.



IT'S OFFICIAL

I recently bought *Unreal* to go with the excellent *Unreal Tournaments* and my mate said there was an add-on pack for it called *Unreal Mission Pack: Return to Napani*. He says it's an official mission disc. I don't believe him as at the time it was supposedly released I couldn't see it in any stores. Does it exist? I thought you'd know.

Dan Lucas, Kent
You should listen to your mates more often, Dan – he was right. It's an official add-on from Epic with new weapons and levels. Should cost around £15 and publisher Infogrames reckons there's still some copies knocking around in UK stores.

GET A HANDLE ON THIS

GAMECUBE looks a good console inside, has good looking games and has the GBA to support it. But take a moment or two to actually look at the machine. It's a square box. With a handle. Now how sad is that? It's so square it makes PS2 look round. Admit it – people will buy good looking consoles. After all **GAMECUBE's** hype, I think it might be an expensive flop. Just like I predict the PS2 will be. I honestly don't know if I will ever buy a console again – these two consoles look awful. And on a final note, *Unreal Tournament* is wicked!
Arno, Middlesex

GAMECUBE and PS2 flops? We don't think so. You're not the first and certainly won't be the last to take a dig at **GAMECUBE's** handle though. Glad you like *Unreal Tournament* on PC. Shame you're not planning to buy another console though – you'll never know how wicked *Unreal Tournament* is looking for Sony's next-gen.

I LOVE DREAMCAST

I work in a computer shop as a sales rep and so I've played every console game to date. To me it seems the Dreamcast is leagues ahead of the competition. If Sega get its online story sorted out, carry on producing Triple A games and manage to bring the price of the machine down to £99.99, they can't lose.

Wayne Kelsall, Staffordshire

WHO'S A NAUGHTY BOY THEN?

All the censors do is mean about games, saying they are violent and influence kids to kill. I'm an average gamer. At 14 years-old, I'd say most of my games are bloody and involve violence (*Res Evil 2*, *GTA*, etc), but I am not violent, and my mum does know I have these games and that I am underage. But she trusts me not to do anything like robbing cars in real life. My point is that a few kids out of the world's population who play games becoming violent doesn't mean the rest of us are. So to all the

censors out there: you're all a bunch of out-of-touch slapnuts!
P.S. I sent you *Psychic Force*. Will you swap me something for it?
Jonathan Johnson, Liverpool

Seems like your mum's the one who's likely to get into trouble in the real world. But you're not the only gamer who feels unfairly tarred by the same brush. Thanks for sending in the in-home PlayStation version of *Psychic Force*, though. A copy of *Driver 2* is still sitting on Les' desk and won't ever be winging its way to you. Anyone else who feels inclined to send us free rubbish and expect us to filter our prizes cupboard just for them can also expect a copy of Big Fat Nothing in exchange. When it comes to cool prizes, no-one gets preferential treatment.

PIKA SUMMER

I was reading CVG when I came across an article about a game called *Hey you Pikachu!*. I'm not a big **Pokémon** fan but the thing that caught my eye was the microphone thing that you used to order **Pikachu** about. I instantly realised the potential for the device. Imagine a *Hidden & Dangerous* style game where you control the leader of the team and instead of controlling all the characters simultaneously you gave them orders to carry out while you cut your way through waves of Nazi scum. This could also be done in flight sims (order your wingman to shoot down planes or cover you mid-battle) and soccer games.

Robert MC Elligott, via email
We thought the technological possibilities sounded exciting too. Except they've now decided not to release *Hey you* in the UK because it couldn't understand our regional dialects. But don't give up hope of seeing innovative sound-related gameplay just yet. Sega's new online game, *Dream Donobo*, lets one player direct another through a perilous maze using a microphone, sometimes distorting the speaker's voice in amusing ways. We're intrigued.

PIKA-SPEW

I must agree with the letter in issue 227 about your biased opinion of game characters. Everywhere you go it's 'Gotta Catch 'em All' and

posters of that fat yellow blob. I then pick up your mag and read nothing but praise for it. All I hear is Pika-bloody-chu this or **Pokémon** that. I'm sick of it. Wise up.

Iron Bru addict, an institution on the Isle of Sheppey
Nothing but praise for all things **Pokémon**? I'd hardly say a Three Star score for **Pokémon Yellow** means we've all painted ourselves yellow and are dancing naked round **Pikachu** idols at the Holy **Pokémon** Temple every Sunday. Well over a million UK players who've bought **Pokémon** on Game Boy alone would disagree with you right now. But as with games, the table will eventually turn for **Pokémon**. The big question is... when?

GREY AREA

When is *Black & White* coming out? It looks such a good game and I can't wait. Tell me the release date and when you're reviewing it.
Jack 7, via email.
What happened to Jacks 1-6? The news ain't good on the *B&W* front. The PC version has now slipped to February or March. We're not sure if this is because of gameplay balancing issues or avoiding the traditional Christmas games release rush. And don't hold your breath for a DC version to appear at all.

WHO WROTE TO MAILBAG THIS MONTH

Craig McDermott, Maidstone;
Daniel Barker, London; Andrew Eagleson, Ballymena; Michael Beeden, Eastleigh; Daniel Clark, Leeds; James Rathmell, Cheshire;
Ben Jones, email; Mr David, Sutton; Adam Skews, Banff; Rob Massey, Shepton Mallett; Kyle Everall, Leeds; Stephen Friel, Ireland; Ben Ryan, Accrington; JKAZ, email; Mark Gibson, Dublin; Olevi Soosar, Estonia; Ian C, email; Ayu, email; Daz Harris, Birmingham; Steven Cheung, email; Peter Murnana, email; Inad Kanoun, email; Jason Zammit, email; M Love, email; Ben Jones, email; Nemesis, email; Adrian Evans, email; Ceran McDonnell, Sligo; Roger Guimaraes, email; Daniel Weatherley, email; Mark Procter, email; Kyle Dack, email; John Hooper, email.

"All hear is Pika-bloody-chu this or Pokémon that. I'm sick of it"

Iron Bru addict, Isle of Sheppey

THINGS YOU WANT FOR THINGS YOU DON'T.

Snoozebutton's
got a Moby cd for
175 Swapits

Drool's
got an Ali G video
for 150 Swapits

Supreme DJ's got an
Ibiza-Anthems double cd
for 225 Swapits

Savagemouse's
got WWF Smackdown
for 375 Swapits

Basshead's got
Tomb Raider:
The Last Revelation
for 360 Swapits

Bomb-funk's got
Tony Hawk's Skateboarding
for 350 Swapits

Red Devil's got
Man Utd - The Treble
for 225 Swapits

Pink-Peji-UK's
got a Dreamcast Cheats book
for 150 Swapits

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PLAYSTATION 2 REVIEW EXTRAVAGANZA

It's here! The agonising wait is finally over and on November 24th the first UK PS2s should be ready for collection by players who signed up a deposit to get their names at the top of Sony's pre-order list back in September. By Christmas, 200,000 Brits will be decorating their living rooms with the new 300 gold next-gen.

According to Sony, there's a global parts shortage. Doesn't explain why the volume of Europe only got 500,000 while the US got a cool million. Still, Sony are making up for that early next year by promising there will be three million PS2s out in Europe by Easter – the same amount as the US. Just how many more PS2s that means for the UK and whether any of these will actually appear on a shop shelf, we don't yet know.

PS2 is an amazing bit of kit, but that doesn't mean much if it doesn't have killer games. So what are the PS2 launch titles like? Back in the Summer Sony announced there would be 70 games. On the following seven pages, we've reviewed 20 of those – we simply couldn't get our hands on PAL code for the remaining six. What's more, the day CAVS went to press, rumours were circulating that only 16 of these would actually be out for the 24th. So if some of the following games have slipped, we apologise – but it really isn't our fault! Our normal review section begins on page 78.



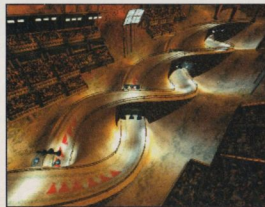
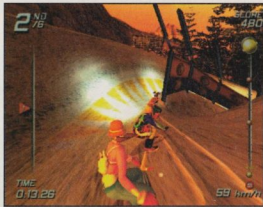
Hail to the new King of console Snowboarders

WORDS & SCREENSHOTS: LEE SKITTELL

WHAT YOU NEED TO KNOW
Imagine the superb handling of 1080° Snowboarding with the super-satisfying tricks and stunts of Tony Hawk's. Throw in some gorgeous and cunning courses straight from future racers like F-Zero X, along with more collectibles and unlockable features than you could ever ask for. And the gameplay? Blessing through SSX's snowy mountain tracks is the most satisfying thing on PS2.

MR SHEEN
Everything about SSX shows a level of polish that'll make you all moist

with joy. The staggering visuals and presentation hit you first, then you'll be blown away by the sheer speed of the thing. There's no pop-up or fogging ether: Learning each boarder's tricks is the key to winning the Championship mode and opening amazing new courses and characters. Stunting during a race builds up your boost bar and the more stunts you do, the faster you can race. This makes for edge-of-the-seat moments and gives the action a tactical edge. There are power-ups, obstacles, short-cuts, and you can even smack up the other racers, Road Rash-style.



WORTH PLAYING?

Facing down mountains while pulling off amazing stunts is made so much fun largely because of the incredibly intuitive controls and natural handling. The learning curve

is perfectly balanced and the wealth of ways to play the game ensures lots of replay. The action may be arcade-oriented but SSX has depth too. The best launch game and a must-have title.



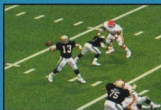
PS2 LAUNCH LINE-UP'S BIG HITTERS



73 SILENT SCOPE
Sniper action to die for

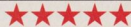


75 TIMESPLITTERS
Impressive shooter combat



76 MADDEN NFL 2001
Touchdown!

computer and video
Games



IF YOU LIKE THIS TRY THESE...
Trickstyle (DC), Tony Hawk's 2 (PS)

TEKKEN TAG TOURNAMENT

WHAT YOU NEED TO KNOW

Essentially a handsome Tekken 3 with knobs on, the UK version boasts full-screen play with anti-aliasing to smooth out all those ugly jagged edges present on import. The new Tag option means players need to be proficient with at least two characters to succeed, but other than making bouts longer, it

doesn't do anything vastly different in terms of core gameplay. *TT* arenas boast none of the interactive scenery of *Power Stone* or stage switching of *DoA 2*, so in that respect combat is pretty traditional. Despite this, it's still great.

TEKKEN THE MICK

There's an impressive selection of



Backlog for max damage using the new double air biscuit attack. Not

characters available, with plenty more to unlock as you progress. Graphics are generally excellent, with fluid animation, great lighting and cool effects. The only downside visually is the inexplicable way in which backgrounds often scroll in the wrong direction when the arena rotates. Control is fast and responsive and rewards both expert

Now legendary series on the soon to be legendary PS2

WORDS & SCREENSHOTS:
JOHNNY MINKLEY



and novice, making *TT* easy to pick up and play. Too easy, some will reckon. It's possible on easier settings for players to breeze through using just a few moves.

WORTH PLAYING?

Tekken veterans will lap this up like happy fat cats in a milk chum. It's a refined and polished beat 'em up,



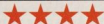
COST: £39.99

OUT: NOW

MULTIPLAYER: 1-2

but other fighting fans may find it slightly disappointing that more effort hasn't been made to provide a significant advance on the series in terms of gameplay. It's also slower than the import version. An excellent fighter it may be, but it's not exactly the groundbreaking title that PS2 owners deserve after shelling out a big wad to go all next-gen.

computer and video
GAMES



IF YOU LIKE THIS TRY THESE...

Soul Calibur [DC], *Dead or Alive* [DC/PS2], *UFC* [DC]



WILD WILD RACING

Take a Walk on the Wild Side

FORMAT: PS2

PRICE: £39.99

OUT: NOW

MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

While *Wild Wild Racing* may not be the best PlayStation 2 racer, it deserves some credit for trying to do something different from the usual racers that are nice to look at but have all the depth of a puddle. With realistic off-road physics and handling, however, this is not a game for the kind of novice racer who doesn't use brakes in racing games.

INNOVATIVE

With it's innovative challenges and stunt courses, *Wild Wild Racing* has plenty to back up the main racing

action, although the controls are a little frustrating until you get used to them – one slight tap of the brakes will too often send you sliding all over the place.

WORTH PLAYING?

It's a brave departure from the norm and deserves to be noticed because of it. *Wild Wild Racing* is one for hardcore racing game fans who fancy a change from tarmac-based racers. It's different enough to warrant a look, but not one for casual gamers.

computer and video
GAMES



TRACK & FIELD

Joypad makers will be happy

FORMAT: PS2

PRICE: £39.99

OUT: NOW

MULTIPLAYER: 1-4

WHAT YOU NEED TO KNOW

Those of you with worn down fingertips rejoice, the King of the button-bashers is back. You know the score by now: ten stamina-sapping events that have you mashing your joypads in an adrenaline fuelled frenzy. Only this time, it's all done with the help of some yummy PlayStation 2 graphical loveliness.

MULTIPLAYER JOY

The gameplay is as basic as ever, and despite the jaw-dropping graphics there isn't much one-player replay value. However, it does give you an

excuse to invest in a multibay, as you can hook four players up for some manic hardware-destroying sessions. This four-player mode is the game's strongest selling point – there's little to top the satisfaction of hammering your best mate's record time or longest jump.

WORTH PLAYING?

One of the more visually impressive launch titles and, if you're into multiplayer action that really does make you sweat, then really looking at.

computer and video
GAMES



RIDGE RACER V

It'll still sell like stink

WORDS & SCREENSHOTS:
LES ELLIS



COST: £39.99
OUT: NOW

MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

First impressions: hey, it's shiny Ridge Racer. A few hours later - hey this really is... shiny. Nice lighting effects, but samey though. Few days later - hey I found a Pac-Man car, cool. It's still shiny Ridge Racer though. The developers have put so much work into making the game as shiny as possible that they forgot something - oh yeah, to make the gameplay any different from earlier Ridge Racers on PlayStation 1.

PS2 OLD TIMER

Seems funny to think of this as an old PlayStation 2 game already, but it is. When it first came out in Japan, everyone was slightly impressed with its speed and flash looks. Now we've seen other stuff in development, we know that this is a very quick conversion of the

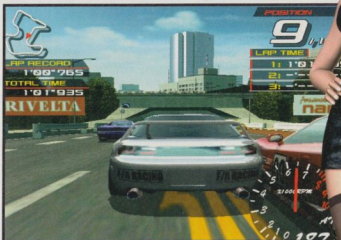
PlayStation series, and nothing more. It still suffers from a lack of depth and doesn't present too much of a challenge. The looks may attract new gamers, but anyone who has played a Ridge game before will ultimately be disappointed when they look under the bonnet.

WORTH PLAYING?

If you want a racing game that's going to show your mates why PS2 is supposed to be head and



It's shiny. It's shiny. It's shiny. It's... etc etc

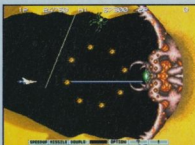


shoulders above the DC, Ridge Racer won't do it. It's fast, it's shiny - but so are Metropolis Street Racer, Ferrari F355 and Le Mans 24 Hours. It's not doing anything those games don't do. Hardcore Ridge Racer fans won't be able to live without it though, even if it is just a shiny version of what has gone before.

computer and video
GAMES



IF YOU LIKE THIS TRY THESE...
Metropolis Street Racer (DC)



GRADIUS III & IV

Old-school shooting doesn't make the grade

FORMAT: PS2
PRICE: £29.99
OUT: NOW
MULTIPLAYER: 1-2

WORTH PLAYING?

We've been torn apart at CVG over Gradius III & IV. We love the old-school shooting action straight from the arcades, but we hate the fact that given the power of PS2, there aren't more extras packed in. Both games are good but so simplistic you won't be showing them off to impress Dreamcast-owning mates. While some may argue that's not the point, most people will feel let down by a full-price purchase. Come on now.

computer and video
GAMES



WHAT YOU NEED TO KNOW

Gradius games were the scourge of every seaside arcade during the Eighties and early Nineties, and the very best of the series - the third and fourth instalments - are presented here on your 21st Century next-gen. It's fun but no-brained action all the way as you blast wave after wave of aliens and massive bosses. The excellent power-up system will bring back happy memories to generic or retro gamers and it's still every bit as addictive and challenging as ever - well, almost.



MIDNIGHT CLUB

Boy racers gone mad

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2

WORTH PLAYING?

Add a two-player mode with lots of scope for racing round the huge cities and you get a game that's more fun than snous, but better for it. You can go wherever you want in the cities, so MC feels bigger than almost any other racing game out there. But it doesn't take long before you realise there isn't much more on offer than the challenge of point-to-point racing. Fun, but not one that'll be remembered for longevity.

computer and video
GAMES



WHAT YOU NEED TO KNOW

Silent Scope is a violent work of art. Think of every corny one-liner you've ever heard in an action movie and you'll utter it as you blast your way through terrorist scum. Be it on the road, on the top of a skyscraper, parachuting into a base or moving through the woods under cover of darkness, you can't help but laugh as you blast a cap in someone's ass. Get good and pulling off headshots becomes almost worryingly satisfying.

COOL KILLER

To make up for the lack of a rifle controller, Konami have included loads of training challenges to perfect your technique, with tight targets to reach to move on to the next. Throw in the multiple paths of the Story mode as well and there's enough here to keep you happy for days. Little touches like blowing out lights and generators throws in some variety and it gets hardcore towards the end, with bosses becoming stupidly difficult to kill.

SILENT SCOPE

But how the hell did it get past the censors?



COST: £39.99

OUT: NOW

MULTIPLAYER: NO



WORDS & SCREENSHOTS: LES ELLIS



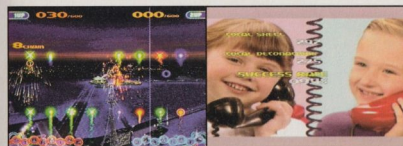
One of the first bosses you'll come across - Cabr. He's kidnapped the President's loved one and you gotta stop the freak escaping

WORTH PLAYING?

Yes. Even if you've completed the arcade version, there's new stuff to see. Most gun games tend to become boring and short-lived, but not so *Silent Scope*. A must-have for gun game nuts, though you can expect to see a few outraged newspaper articles coming to a newsagent near you soon. Just remember to tell your mum it's only a game.

computer and video
GAMES
★★★★★

IF YOU LIKE THIS TRY THESE...
Time Crisis (PS), *HoD 2 (DC)*



FANTAVISION

Fanta-stic! And now with two-player

FORMAT: PS2

PRICE: £24.99

OUT: NOW

MULTIPLAYER: 1-2

ads (no-one knows why, they're just in there) and you have one of the most bizarre and original games around on any platform.

WORTH PLAYING?

Damn right it is: it's totally unputdownable. Once you move from frenetically bashing buttons to carefully working out your chains, this will become one of the most addictive and memorable PlayStation 2 launch experiences.

computer and video
GAMES

**WHAT YOU NEED TO KNOW**

Like all the best puzzlers, the gameplay is so simple. You link different coloured fireworks together to form chains and set them off for bonuses. The same goes in the two-player mode that's new for the UK version, where the bigger the chain, the more of the screen you hog, limiting your opponent to playing in a tight space. It's all played out over amazing backgrounds on Earth and in space with some of the most chilled out music ever heard in a game. Throw in some bizarre 1950s-style TV



ISS

I Should've been Superb

FORMAT: PS2

PRICE: £39.99

OUT: NOW

MULTIPLAYER: 1-4

WHAT YOU NEED TO KNOW

It's not hard to make a sports sim look good on PS2 and the latest ISS, complete with all the real player names, doesn't disappoint on the visuals front. The players are superbly animated, the pitch looks a treat and the replays are quite something. But a football title needs to invoke the thrill of the real game to really make it. And ISS doesn't quite cut it.

GOOD PERFORMANCE, BAD RESULT
Yes, the players move, tackle, shoot and shimmy with impressive realism. Yes, the controls are well laid out and

easy to pick up and the goals don't take long in coming. But for all that, something is missing here.

WORTH PLAYING?

Your team mates don't react to the game well, leaving you feeling a bit isolated on the pitch. Players have a strange turning circle making for some bizarre ballet-like moments of constant prouetting. And tackling often boils down to frenzied button-bashing and not timing of the challenge. Good, but not great.

computer and video
GAMES





COST: £39.99
OUT: NOW

MULTIPLAYER: 1-2



The muscle-bound bloke gives the skinny bikini girl a pummeling. Now that's what we call sexual equality in sports!

This one's for 'Heal the World' pop-freak! BLAM! Watch out though, as the plastic popstar's got some nifty moves to trash you with



READY 2 RUMBLE: ROUND 2

Give your sparring partner a good licking... in the ring

WORDS & SCREENSHOTS: LEE SKITTPRELL

WHAT YOU NEED TO KNOW

If you've been reading your CVG regularly, you'll know by now that this is the game where you get to lay the smackdown on



the 'bad' one himself, Michael Jackson. A feature alone worth the asking price of a game. But you'll be pleased to read that alongside a pugilistic Prince of Pop, there's a corking game that provides plenty of single and two-player laughs.

DUCK PUNCH

Like the first game, *Round 2* features an excellent line-up of comedy boxers, each with their own strengths, weaknesses and even taunts to anger your rival. The fighters look better than before too, and you can watch their faces getting more and more battered as the fight goes on. There are loads of play modes and some

brilliant rhythm-action inspired training games. The actual fights, though, can sometimes be a simple affair of punch, duck, punch.

WORTH PLAYING?

It's the comic side to the action that makes *Round 2* such a success and, while it's very similar to the first game, there are just about enough extra features to make this a worthwhile purchase. The fantastic training games add to the fun in Tournament mode, while unlocking all the new characters is hugely rewarding. The best new feature is the three-level Rumble gauge that can really spice fights up. The

single player game is good but it won't last you as long as two-player. Great crack, providing you've got some mates. Oh, and there's an equally tasty DC version too.

computer and video
GAMES



IF YOU LIKE THIS TRY THESE...
UFC (DC), Tekken Tag (PS2)



DRIVING EMOTION TYPE S

The S stands for Sh...ugar

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

No-one could ever accuse Square of not producing the goods when it comes to RPGs - *Final Fantasy*, *Vagrant Story* and the rest prove they can. But when it comes to driving games, they're left so far down the starting grid they'd even get overtaken by a milk float with a flat battery.

WORTH PLAYING?

Yes, if you like driving games that see you swerving into brick walls at the slightest press of a button. Even after

you've mastered the fiddly controls, there's no reward for doing well (which will take you to do you'd be put off anyway). Two-player suffers as well, making this one of the most pointless UK releases, especially as it was virtually ignored on release in Japan. Still, the publisher has to keep Square sweet because they want all those other juicy future games. Look, laugh, but most importantly, avoid.

computer and video
GAMES



NHL 2000

One for hardcore puckers

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-8

WHAT YOU NEED TO KNOW

Ever watched an ice hockey match? It's mad. They skate round at 100cmph smacking about a chunk of rock-hard plastic with sticks, only stopping for the odd fist-fight. And at first, that's just how NHL 2000 feels to play. At least it's realistic, then.

GOLDEN GOALS

The controls here are easy to pick up, but scoring is anything but. Goals are like goal-dust and only ice hockey addicts will have the patience and nous to develop the scoring touch in a hurry. Frustrating for casual gamers in

WORTH PLAYING?

That said, there's much pleasure to be had from just watching NHL 2001 in action. The players are brilliantly animated and their faces have all been scanned in from the real league (again, one for serious ice hockey heads). And then there's the fights. Unfortunately instead of being fun-punctuated diversions from the maric gameplay, they're a five-second button bash ending with you both being sin binned. Gutting.

computer and video
GAMES



TIMESPLITTERS

No frills, no brainer, no end of violent kicks

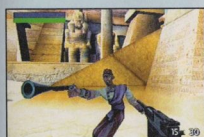
WORDS & SCREENSHOTS: STEVE O

WHAT YOU NEED TO KNOW

TimeSplitters won't knock your socks off with its slightly functional though super-smooth graphics. But it will blow your head



These make *Tournie's* twin pistols look weak



off with its lightning-fast gameplay, armoury of lethal ordnance and army of single and multiply modes. One-player Story mode isn't really a plot-driven campaign but a series of locations where you simply have to get in, find an item and get the hell back out. Oh yeh, while fending off batallions of gun-toting zombies, thugs and assorted bad guys. There are no puzzles or even a button to open doors. But there's a never-ending supply of ferocious setpiece shootouts that'll satisfy your bloodlust for months. It's slick, the double analogue stick control method is great, and the sheer frenetic carnage will have adrenaline leaking out of your nostrils.

TAKE UP THE GAUNTLET

Completing the Sucky missions unlocks new ones, and completing these opens the awesome Challenge mode. Here you must blow off 50 zombies heads in a time limit, kill 100 heavily armed giant ducks or return 15 lobster to your base with a bunch of homicidal Mutant Fishwives and Chinese Chefs hell-bent on doing the same. These games are bone-shakingly manic, hilariously funny and damn tricky. With the added incentive of unlocking a new feature

with every completion, these challenges will keep your palms sweating long after you're done with Story mode. And where one-player rocks, multiplayer rolls, leaps to its feet and lays you out with a killer blow of smouldering gameplay. Put up to four of you on the screen at the same time and let the blood-shedding begin. While the insane speed of the deathmatches and the built-in auto aim mayirk the more hardcore PC FPS lovers out there, it'll likely rest the rest of you into a slaving fit of furious arcade thrill-fueled hiccupps. Drink some water; calm down - you'll get used to it. And you'll want more.

WORTH BUYING?

Though *Unreal Tournament* is shaping up to be as much of a benchmark shooter for the PS2 as it was on PC, we're not likely to see it on the shelves here in the UK until next Spring. And even then there'll be those out there who will prefer the no-frills suicidal pace of *TimeSplitters*. The visuals won't leave you frothing, but the light-speed gameplay will, and if you just want a whole bunch of different ways to ventilate your mates and various computer villains, here they are.



COST: £39.99

OUT: NOW

MULTIPLAYER: 1-4



Caption to go in here then please, in here

computer and video
GAMES



IF YOU LIKE THIS TRY THESE...
UT (PC and next year PS2/DC),
Half-Life (DC/PC)



AQUA AQUA

Hallelujah! It's raining, man

FORMAT: PS2

PRICE: £24.99

OUT: NOW

MULTIPLAYER: 1-2

NEED TO KNOW

Semi-sequel to *Wetrix*, the classic lake-making puzzler, *Aqua Aqua* features the classic NES4 single player game, a massively improved and addictive two-player game, and there's a superb story mode too, with boss battles and tough challenges.

WORTH PLAYING?

It won't win over non-puzzle fans but if you like to spend your evenings arranging falling blocks and bursting coloured bubbles, *A4* will grab you and not let go in a hurry. A must-have title for PS2 puzzle fans. And it's cheap. Yummy.

computer and video
GAMES



SUPER BUSTA-MOVE

Re-hash won't bust PS2's balls

FORMAT: PS2

PRICE: £39.99

OUT: NOW

MULTIPLAYER: 1-2

NEED TO KNOW

Classic cute balloon-popping puzzler. The core puzzling element is solid and the action is challenging enough, with tricky level design and multiple routes through to the different endings. And the two-player games are as good as ever.

computer and video
GAMES



RC PRO REVENGE

RC? Arsy more like

FORMAT: PS2

PRICE: £39.99

OUT: NOW

MULTIPLAYER: 1-2

NEED TO KNOW

Micro Machines it ain't. Hiding a bunch of dull and unimaginative vehicles, weapons and courses, behind some next generation graphics that are just more solid and colourful versions of what we saw on PlayStation isn't going to fly anybody.

computer and video
GAMES





COST: £39.99
OUT: NOW

MULTIPLAYER: 1-4

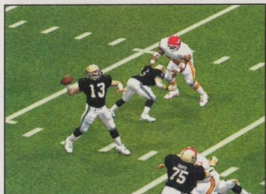


WHAT YOU NEED TO KNOW

The animation and player behaviour sets a new standard for a sports title. The in-game visuals really make you realise PS2 is threatening to take sports sims to the next level. Players hustle and jostle each other, receivers stumble only to regain their balance and hurdle the next blocker. The animations of the impacts change according to which direction the tackle comes in from. Add thudding sound effects and it's the closest any game has come to the bone-crunching physical contact of American Football.

EVERYBODY'S HAPPY

Newbies can jump into a Quick Start match with play aids turned on and will soon be making yards and scoring points. Or you can crank up the Franchise mode and



MADDEN NFL 2001

Good looking? Nope, the word is awesome

WORDS & SCREENSHOTS: STEVE O

manage your team through a season. From coaches' preferred plays, to the individual celebrations of each player, it's all spot-on here.

WORTH PLAYING?

The menu system to choose plays is slightly clumsy and though full of options, is not very intuitive to use. The way the match is progressing could be more obvious too. You should be painfully aware of how many yards you make or lose each play, and how many are left to the next down. But this information is tucked away in a tiny corner and

you can often lose track. Minor gripes, though, in such an impressive title. A must-have if you're into American Foody and only one of two Five-Star games here.

computer and video
Games



IF YOU LIKE THIS TRY THESE...
Just about any recent Madden



SMUGGLER'S RUN

PS2 gets the runs

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: NO

NEED TO KNOW

Off-road and tarmac-based racing as you try and escape cops and beat rival smugglers to booty. Whether you're cracking the numerous missions to prove your smuggling worth or taking one of the many vehicles out for a spin, the emphasis is on QTT fun.

WORTH PLAYING?

It's great not to be confined GTA-style to cities, but SR hardly pushes any boundaries either in terms of the gameplay or the graphics. Yes, it's fun and yes it's pretty good but it just doesn't scream next generation at you.

computer and video
Games



DYNASTY WARRIORS 2

Dy-nasty? Oh please do

FORMAT: PS2
PRICE: £39.99
OUT: NOW
MULTIPLAYER: NO

NEED TO KNOW

Sweet first impressions of huge battles for you to wade into soon turn sour: Having that many troops in a fight would be impressive, if they were fighting. Most of them just stand around waiting for you to get involved in the nuck.

WORTH PLAYING?

Combat's a joke. Mash the button as much as you can and you'll win - there's about as much strategy involved as in a primary school ruck. From such a promising start, this descends into the dump-of gameplay hell.

computer and video
Games



PS2 LAUNCH GAMES LINE-UP - CVG'S VERDICT

Cast your mind back to the original PlayStation with its tiny and mostly dire launch games line-up, and PS2's is a vast improvement. Many boost sweet visuals and are a testimony to PS2's power, and there are some good titles as well as a couple of gems. But sharp graphics aside, it's a case of quantity over quality. Take away the reshapes of other games, ports, updates and sequels, and there's not a lot of truly original gaming to be had right now. The big name games will deservedly sell well enough and kick-start PS2 in the UK. But with limited stocks of PS2s and players only having so much coinage to spend on games, some developers will surely get their fingers burnt. Games makers are already beginning to defect to Xbox claiming it's that much easier to develop for, so let's hope Sony are now offering PS2 games makers more support so they can turn new titles around quicker, cutting development costs. If games are cheaper to make, then publishers may feel more inclined to take more of a risk on titles with original content, instead of more solid-but-unsexy sequels. Don't get us wrong, we're very excited about the launch of PS2 - we just think it's going to get even more exciting next year.

PETE: "We'll have to wait a year or two for killer titles, but it will happen."

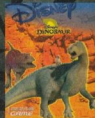
PAUL: "Players shouldn't feel bad about having to wait until next year to buy a PS2."

LES: "Something for everyone but nothing particularly earth-shattering."

SURVIVE IT!

Disney's DINOSAUR

NOW IT'S YOUR TURN TO TAKE UP ALADAR'S CHALLENGE, SURVIVE IN A
PREHISTORIC WORLD AS YOU RELIVE DISNEY'S BREATHTAKING MOVIE DINOSAUR



See the film. Play the game
www.disney.co.uk/disneyinteractive/

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WHAT'S IMPORTANT

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

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

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

THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.

KNOWLEDGE Computer and Video Games is 16 years old. We were the world's first games mag—which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.



Any game that earns the Five-Star Award is truly exceptional. It's so more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

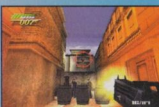
THIS MONTH'S BIG HITTERS...



82 MSR
Finally here. Worth the wait.



84 MAJORA'S MASK
Better than Ocarina?



90 TWINE
Bonds back on PlayStation

WORDS & SCREENSHOTS: LES ELLIS PHOTOS: MATT HOWELL

Time to Layeth the Smacketh Down on their Candy Asses!

WWF SMAC KNOW YOU

As good as the original Smackdown was, how many times did you find yourself thinking, "Wouldn't it be cool if..." Hardcore beat 'em up fans wanted to see more complex gameplay with more use of blocks and counters while fans of the WWF TV shows just wanted more matches; they wanted the legendary Hell in a Cell and TLC matches. THQ have shown that just because they had a half million-selling hit with the first game, they weren't going to sit back and churn out an annual update like certain sports series we could mention. They've opened up a can of whoopass to bring you wrestling gaming's finest moment.

NEWMATCHES

You'll be drooling when you see some of the new matches that are tucked away in here. Some are hidden and need to be opened up like the amazing TLC match, but Casket matches and the Hell in a Cell pinfall: will keep you happy till you find them all.



TLC: Tables, Ladders and Chairs—use them all as weapons in the ring, or outside it if you prefer



Hell in a Cell: like a cage match, only this cage has a roof so you can climb up and fight on top of it



Casket: win by smashing opponents into a coffin and slamming the lid shut. The coffin's a weapon too



Ladders: a title belt is suspended above the ring and the only way to get it is to climb a ladder in the ring



Tables: win by being first to smash your opponent through a wooden table. No rules, just get wood



Iron Man: you have to fight for 15 minutes (real-time) and score as many pins against as you can



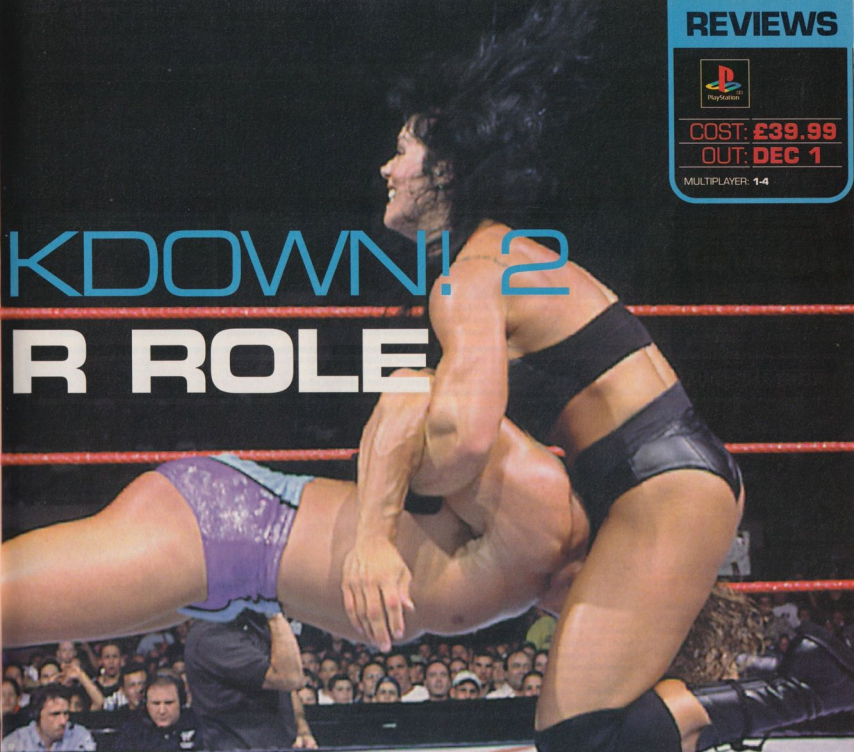
COST: £39.99

OUT: DEC 1

MULTIPLAYER: 1-4

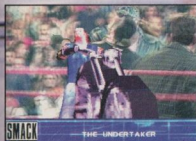
KDOWN! 2

R ROLE

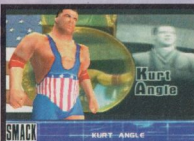


NEW GIMMICKS

Barely a month goes by in the WWF without a new character being introduced or an old one changing gimmick. Most wrestling games in the past have featured wrestlers who've quit that federation, retired or totally changed their look. *SmackDown! 2* is the first wrestling game where everyone (and almost everything) is current.



The American Badass: the Undertaker's new look, complete with him riding in on his Titanbike



Kurt Angle: the Olympic hero is here. It's true! Will his Three I's be enough to get him to the top?



Lita: queen of the women's division at the moment. Her high flying style is wicked



The Right To Censor: Richards and the gang are out to stop us all having fun in the ring. Beat 'em

MORE, MORE, MORE

You bought the first game and are a bit loathe to shell out again so soon - is *SmackDown! 2* really that much of an improvement? There's so much more in here than just a few additions to the roster: How about a complete overhaul for blocking so you can do more than stop a punch, or loads more places to scrap out of the ring?



Blocking: now you can jump over someone who is crouched for a move, or even duck a flying move. You can also climb over their backs if they lift you for a power move. About time too



Locations: go up the ramp and into a gym, a restaurant, a bar, a VIP Room, a dressing room and loads of other places. All contain specific weapons to smash your opponent over the head with



The roster has been totally updated. While the really recent changes like Rikishi's heel turn aren't in there, you can always change existing characters in the Create-A-Superstar mode

READERS RANTS

You don't have to just take our word on how good *SmackDown! 2* is: we checked four hardcore gamers into the SmackDown! Hotel on Know Your Role Boulevard to see what they thought. Several hours of sweat and tears later (ending in us physically ejecting them the office after asking them 14 times to stop playing), here's their take



QUINCY PHILLIP

AGE 18

"A vast improvement over the original. Modes which some said the PS just wasn't capable of have somehow been squeezed into this sequel. The bulk of the original's game engine has thankfully stayed, and extra moves have been added, as well as the new backstage areas, making this a worthy addition to anyone's collection, fan or not."



CHRIS CARTER

AGE 15

"TLC, Table and Ladder matches are without doubt the best ones in the game. I was disappointed that there wasn't a Strap, Buried Alive or Inferno match. These would have given the game a boost. Another big improvement is the characters: every one of the superstars on the WWF roster are here. This is a must-have whether you are a wrestling fan or not."



CHRISTIAN ALBERT

AGE 18

"The real improvement is in the Match options. The infamous Hell in a Cell match is just beautiful to play and the TLC match really brings the WWF attitude to your home. The backstage mode has also been improved and all-in-all this really is an immense game. Definitely the best wrestling game so far. Anyone can pick *SmackDown! 2* up and instantly play."



RAKATAHR PIKULSKI

AGE 15

"Bigger and better than the first version. There are more characters with a wider range of moves that are more realistic and more entertaining. New matches make the game's lifespan longer. Multiplayer is excellent and the backstage areas are very entertaining. I'd recommend this game to all fans of *SmackDown 1*, the WWF or any fighting game."

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

KNOW THEIR ROLES

One of *SmackDown!*'s biggest advantages over other titles is the ease with which all the moves are available. But you still have to know where you need to be to pull them off...



The People's Elbow: when your opponent has been knocked to the floor, stand by their head when the SmackDown! Gauge flashes and hit L1



The Swanton Bomb: get your opponent down and climb to the top turnbuckle - then hit L1. Can also be done from ladders or the floor outside the ring



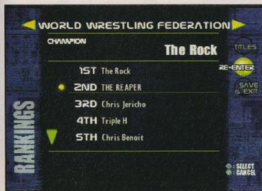
The Last Ride: the Undertaker's new finisher. Get your SmackDown! gauge up and pick your opponent off the floor, then hit L1 to finish him off



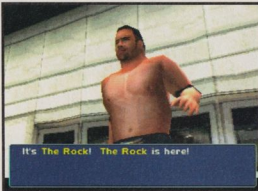
Stinface: Not exactly his finisher, but more fun. Get your opponent stunned at the turnbuckle; when they slouch to the floor, hit Circle and Left

A PROPER JOB

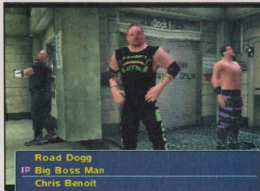
The Career mode was possibly the weakest aspect of the original game, so this time around it has been tweaked to include new rankings systems, more storylines and more feuds, which you will come face-to-face with as you go on your quest for the belt. All of which takes the whole *Smackdown! 2* experience another step closer to the real thing.



Right at the start you can choose which belt to focus on. Do you opt for the WWF Championship, knowing that all the big guys are there - or go for the Hardcore, Intercontinental or Lighthweight?



The storylines develop through the TV shows and Pay Per Views - they tell you who is feuding with who and all the latest news, like The Rock launching a new range of man-bras. OK, not the last bit



You get the chance to affect the stories, like here for example where you can choose who to talk to and get on your side. Which really helps give this mode a pukka WWF feel. Awesome!

CVG FIRST FOR WWF

We love the WWF and the WWF loves us, which is why we're the world's top mag for WWF games. So when lovely Trish Stratus was in the UK promoting a WWF PPV, she couldn't resist popping by to show Les a couple of outstanding tricks of her own. After putting his eyes back in their sockets, he even managed some questions.



FAVOURITE GAME?

Trish: "Tetris - always loved it, always will, it's a classic."
Les: "Absolutely, but let me tell you I've never won a score of..." (enormous high score ruck ensues)



WHAT DO YOU DO IN YOUR SPARE TIME?

Trish: "I don't have any - well, not much. I play videogames a lot and surf the internet. I own an NG4 and play wrestling games a lot because it's funny to see people you actually work with on the screen. I've been playing videogames and watching wrestling all my life and it's crazy to see all that I relate to on my screen."
Les: "Wrestling and videogames? I'm in love!"



SO WHO WOULD WIN IN A CATFIGHT BETWEEN YOU AND LARA CROFT?

Trish: "I'd beat Lara's ass (even though) she has bigger weapons than me."
Les (drifting into goddamn heaven): "Sigh!"



SO SMACKDOWN! 2, WHAT DO YOU THINK?

Trish: "I know I'm in it and I'm really excited about that, but I haven't seen it yet. I've seen some pictures of me and it's amazing to see myself in a videogame. I'm not sure what moves I have in the game - I know I can do a slap but I can do a lot more than the game is letting on I can do."
Les: "Oh yes, indeedly. Dribble, dribble, blah."

WHAT WE THOUGHT...

WWF REBELLION available on SKY Box Office Saturday 2nd December at 7pm. 08705 80088

SKY
box office

IF YOU LIKE THIS TRY THESE...

WWF
Smackdown!
(PS), WWF
No Mercy
(NG4), WWF
Royal
Rumble (DC)

BETTER THAN THE REAL THING
If God made a wrestling game the result would be *Smackdown! 2*. Divine intervention is the only explanation for perfection like this. The improvements slam it's rivals through a cage, picks them up and tombstones them through an announcers' table.

MATCHES MADE IN HELL

When it comes to gimmick matches, just about all of them are in here. You've been amazed by Ladder, Casket and Hell in a Cell matches on WWF TV: now you get to do those impossible moves on your mates. Combine these with an up-to-date roster and you have a

game that looks, sounds and plays like a WWF TV show or PPV. If it happens on those, it happens here. **STUNNER** All this means that *Smackdown! 2* is an outstanding multiplayer game. But Yukes have also gone to town on one-player too. The Career mode has been enhanced with deeper storylines that are more involving. It's as close as you'll come to a wrestling RPG. One-player also contains the only *flavor*: clicking through any matches you are not involved in can get a bit dull if your character isn't involved in the whole TV show. But overall improvements more than make up for that.

WORTH PLAYING?

Imagine how much you enjoyed the first game then multiply it by ten. If you never played the game, imagine your dream WWF event, and this is it. There are no complicated combos to learn and after a few goes it feels intuitive to play, so in no time at all you'll be replicating the antics of your real-life WWF heroes. With plenty of hidden characters and extras to find, it's got more longevity than any other wrestling game, and when you start on those special matches, the fun never ends. It's the ultimate WWF game, in fact, it's not just a game, it's the complete WWF experience.

COMPETITION

Three T-shirts signed by Trish are up for grabs. Answers on an unsealed postcard to our usual address.

- TLC matches stand for...?
1/ Tender Loving Care
2/ Totally Loony Caziness
3/ Tables Ladders Chairs

computer and video
GAMES
★★★★★

METROPOLIS STREET RACER

More delays than an M25 contraflow, but well worth the wait

WORDS & SCREENSHOTS: STEVE F



COST: £39.99

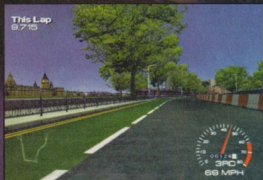
OUT: NOW

MULTIPLAYER: 1-2

Racing games tend to be fairly predictable. Choose a car, choose a racetrack, try and beat everyone else. You've seen it a hundred times before. Now, how about a racing game that throws the rulebook out the window and makes you earn your ride by driving not only faster, but better and more stylishly than the opposition. How about, at long last, *Metropolis Street Racer*?

SOMETHING NEW

MSR is divided into 25 chapters of ten challenges each. Most are flat-out races, but also include setting fast lap times, overtaking a set number of cars or hitting a certain average speed at the start of each lap. You earn 'Kudos' points for the difficulty of the challenge and for stylish driving. You lose points for every mistake, so it pays to learn the courses.



For this challenge, you have to drive as fast as humanly possible through central London. Nothing unusual there, then



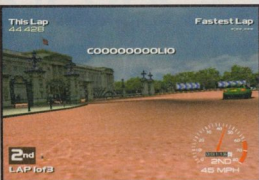
The white 'K' shows your driving is cool. It gets stronger the further you slide, and big slides are the key to massive points



You can upload your best lap times to the MSR website and race off against the ghost cars of people all over the world

GET YOUR MAP OUT

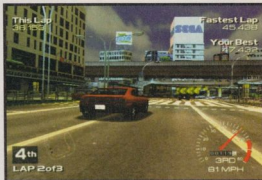
The cities of London, San Francisco and Tokyo have been carefully recreated for *MSR*. There are loads of routes in each, making a grand total of over 250 courses. So while you're getting your head round how long it's going to take to complete them all, we should mention they look just like the real thing.



"I walked past there yesterday!" You'll probably recognise the London courses, which take in Piccadilly Circus, the Houses of Parliament and the Queen's gaff, Buckingham Palace



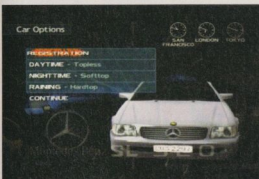
If you're lucky enough to have been to San Francisco, you'll know it's very hilly. As you'll also find out in *MSR* when you're hurtling down towards a wall at a hundred miles per hour



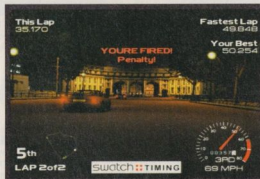
Tokyo is more exotic, and the high-tech districts of Shiyawa and Shinjuku look best at night, with loads of neon lighting and trains rumbling about. Check out all the subtle Sega advertising too

DEVIL IN THE DETAILS

Metropolis Street Racer is one of the most in-depth driving games ever. At the start, you need to set the time and where in the world you are. Then all the races take place at the right time of day for your location. So you'll have to get up very early if you want to see Tokyo by day.



Once you've won a car, you can customise the plates, choose the paint job and even whether you want the hood up or down!



You can change the messages that flash up when you do well or badly. You're going to be seeing the red one a lot to start with



Some challenges can only be raced at certain times of day, or with certain cars. The best excuse yet to stay up all night with a game

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Gran Turismo 2 (PS), *Midtown Madness 2* (PC)

WHAT YOU NEED TO KNOW

We won't deny we've been slightly anticipating *MSR*, which was due out at DC's launch. We're glad Sega took their sweet time though, 'cos the result is a game that'll turn you into an obsessive-compulsive who won't eat or wash for days.

JOY RIDER

Some won't dig *MSR* 'cos of the emphasis it puts on you to perfect

your own style of driving rather than on intense, full-contact racing. Ignore them. After the initial hump of working out how the hell to avoid banging into walls, *MSR* becomes like the book you can't put down. You must see the next course. You must beat that lap time. And with people posting high scores on the Net, it's never going to stop.

WORTH PLAYING?

The end result of the time that's been put into this is one of the most impressive games we've seen for ages. Think the screenshots look great? Wait until you actually drive round London with the familiar sights flashing by. It sounds great too, with radio stations in each city that have real adverts and fake travel news as well as the music.

The only downer is *MSR* is like a terminal social fitness. Once beaten, you'll never leave the house again.





COST: £49.99

OUT: NOW

MULTIPLAYER: NO

THE LEGEND OF ZELDA MAJORA'S MASK

The greatest RPG ever
just got a little better

WORDS: TIM STREET
SCREENSHOTS: RICHARD MARSH

It might have been pipped to the Number One spot in our Top 100 last year, but the *Ocarina of Time* is a swaggering powerhouse of an RPG. Now Nintendo has unleashed the sequel and we'll put you out of your misery straight away: it's another gaming masterpiece set to give us all sleepless nights solving riddles and slicing apart nasties, all in the name of saving the world. Link, you've got a lot to answer for...

CRAZYFACES

Forget Hyrule, Link's new epic adventure takes place in an amazing new world. Three months have passed since Link slayed Ganondorf at the end of *Ocarina of Time* and the evil Skull Kid has managed to get his sticky mitts on Majora's Mask. Using its powers, he will send the moon crashing down on Clock Town in three days. You've got to stop him before it's too late.



The Skulltulas are back to give Link some serious grief in Majora's Mask. Better give him a pasting before he moves in for the kill



There are loads of friendly faces to meet again including the carpenter from *Ocarina* and the strange Windmill Keeper



To save Clock Town from impending doom you'll need to slip on some strange looking masks and use their mysterious powers

THE MASKS

Majora's Mask is a joy to behold and where the game really steps up an adventuring gear compared to its predecessor is in the use of different Masks. From Deku Scrub to Goron and Zora, Link can use their magical powers to unlock the game's secrets. There are 25 Masks in total, so you'd better get your hunting boots on to find them all.



Return the missing Fairy to the Great Fairy and you'll be given a Mask. Now watch them fly towards you inside dark dungeons



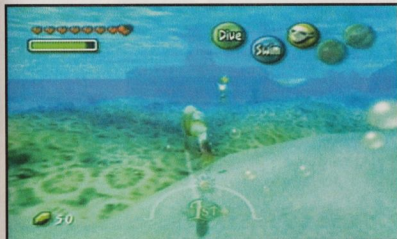
To get round the game quicker, the Bunny Mask is the one to find. It not only increases your speed, but your jumping skill too



Skip on the amazing Goron Mask and you can unleash an awesome power punch or turn into a giant spiked wheel

DAY AT THE RACES

Saving the world isn't all serious y'know as there are plenty of fun races to play in the game. The horse race is now different as you tackle two other competitors at once. There's also a Goron race (see below right) down a mountain side or you can use your swimming skills as a Zora (below left) to plough through the surf and win a wicked underwater race.



Zoras are true water babies and you can use their sensational swimming talents underwater in Great Bay. However, their skills don't end there as they can let rip with a super-cool double boomerang attack to put pay to any nasties who dare to step too close. Watch Link glide through the water



In the Goron mountain race, Link rolls into a spiked wheel to pick up speed down the steep slopes. The speed is simply eye-watering, but watch out for the giant gaps in the track or you'll be a goner. You'll also have to smash through huge snow drifts if you want to stay one step ahead of the rest

"The N64 might be a dying breed, but Nintendo is bowing out in style"

HAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

The Legend of Zelda: Ocarina of Time (N64),
Final Fantasy VIII (PS)

LORD OF THE SWORD

Nintendo has never done a *Zelda* game by halves and *Majora's Mask* adds another jewel to the Big N's crown. This is a true epic on the grandest scale in a whole new world with more enemies and some of the greatest sword fighting you'll ever witness. Getting your head round the three-day time warp may leave you confused at first, but once figured out you'll be well on your way to saving the world.

A WHOLE LOT MORE

It's worth noting that *Majora's Mask* isn't simply a tiny tweaking of *Ocarina of Time*. You can see the amount of painstaking effort that has gone into the new ideas, characters and puzzles to give fans a whole new experience. There are simply hours of hair-tearing, gut-wrenching, air-punching moments to be had from this game and you'll be playing for weeks before you get to see the end.

THE VERDICT

What the epic Star Wars Trilogy is to Hollywood, the *Legend of Zelda* series is to the console world, and *Majora's Mask* is just another amazing success story for this blockbuster series. Awesome, gob-smacking, RPG brilliance are just some of the words to describe such a gaming Eden. The *Ocarina of Time* was mind-blowing and *Majora's Mask* takes that success story and adds its own twists and

turns to create a new quest which proves the N64 ain't over until the pointy-eared guy says so. The old console may be in its death throes, but with this sensational game, Nintendo are bowing out in style.





COST: £39.99

OUT: DEC

MULTIPLAYER: 1-4

The first-person shooter Daddy decorates Dreamcast a subtle shade of red. Excellent!

QUAKE III ARENA

WORDS & SCREENSHOTS: PETER WALKER

When Sega boasted Dreamcast would get an online version of ultimate PC deathmatch frag-fest *Quake 3 Arena*, complete with eye-melting visuals and online play, we looked at the UK console's 33k modem, played *Chu-Chu* online in lag-o-vision, and scoffed. Now it's here, we've fragged ourselves stupid on it, and it's Judgement Day. But is it the dawn of a new era for online console gaming, or the Gauntlet of Humiliation for Dreamcast?

BOTS THE WAY TO DO IT

You should know the score by now: there's no single player plot – you leg it around arenas trying to outfrag everyone else to win the match. Work your way through tiers of arenas, hiking up the difficulty setting as you improve until you're finally ready for the main event – deathmatching other players. Botmatch heaven.



Most of the PC maps have made it through to DC. But developer Raster (owned by id) have thrown in a bunch of DC-exclusive id-approved maps. Cool



Arenas have lost some height so they run slickly on DC. Rocket-jumping still works but initially can feel a bit strange due to the shrunken architecture



Some arenas have been console-tuned: falling into the void on space levels teleports you to safety. Takes the killer edge off but easier for newbies



Weapon respawn and fire rates, power-ups etc are all much like on PC and all bot models are in there, each with their individual fighting styles

ARENA ETERNAL

You can play with a standard DC controller but it's worth shelling out for the extra precision that a mouse and keyboard offers in G3A's 3D arenas. Two players can go head-to-head in split-screen with rodents, but use a pad and up to four players can get frag happy. You can even link four DCs for network play using a LAN adaptor.



Two-way split-screen looks squished but runs fast by cutting back on detail. You can see where your mates are though – not good for campers



The biggie – online lag. Yes, it's there. Sega swear there's less lag in the release code: maybe, but we reckon it'll still affect gameplay noticeably



That said, the version we tested on public servers is playable online. The railgun isn't much cop and you just have to fire ahead of moving targets



Unlike PC players, though, DC-ers all have the same connection speed and system performance, so no-one has an advantage anyway



DC-ers will mix it with PC-ers, who can soon download DC levels to play on Sega's servers or run their own servers for DC-ers to use. Awesome



But high-end PCs handling higher frame rates with ADSI connections will have an unfair edge over DC players. So Sega's keeping some DC-only servers



Up to four players/bots can go head-to-head online using Sega's servers, but bots won't suffer lag so they'll also have an advantage over DC players



You can take on other European fraggers but the reality is likely to be that you'll get less lag in games with native players on Sega's UK servers

“As fast and furious as a frag-fest as PC”

ALL MODCONS

Bloody sprays of gibs, fountains of ejecting brass, bots taunting each other, missiles and bodies flying everywhere and mountainous body counts – it's all in there. DC G3A is as fast and furious a frag-fest as on PC, particularly in the smaller arenas. But DC can't cope with as many bots so some familiar larger maps may sometimes seem a little empty.



Modes like team deathmatching or capture the flag with bots require a different sort of skills to master. You can even issue orders to your bots



You'll need ruthless tactics to succeed on higher difficulty settings: anticipating enemy moves, dominating power-ups and being unpredictable



The visuals are a treat. PC heads will whinge that G3A looks and runs even better on a high-end PC but that sort of PC power cost serious coinage



G3A one-player runs pretty slick with a frame rate of 30fps and Sega say final code will have ironed out occasional slight slowdown that we noticed

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Unreal Tourist (DC), *Half-Life* (PC), *Turok: Rage Wars* (N64)

AWESOME ACHIEVEMENT

One-player G3A on DC is an amazing achievement: the fastest, most frenetic FPS experience on any console right now. DC's version is a little less hardcore but has retained most of the look, feel and pace of PC G3A. With a better tier system featuring new unlockables (including cheats) and new DC arenas, one-player is a more compelling stand-alone gaming experience than the original.

LAG DRAG

Just how bad the lag is we'll see when hundreds of players are using Sega's servers. There will be lag, and it'll frustrate you after smooth offline playing. Lag is always a big downer, but better one-player and quality split-screen action partly makes up for this. Nanoseconds count in FPSs and purists will claim DC G3A is barely playable online with current UK DCs. In reality, most PC *Quakers* with average

systems and dial-up connections also get lag like we had testing the DC version. At least all DCs perform the same so no-one has an unfair advantage – on DC-only servers at least.

REALLY GRATE

What really grates is that while the UK is stuck (until next year at least) with 33k modems, Americans are about to be able to upgrade their 56ks to broadband, improving lag on G3A. How unfair is that? G3A is

a rocket-powered kick in the DC's arse and a *must-have* for FPS fans. It's only a shame DC's first big online game comes a year after the PC version. Is it all just too late?





COST: £29.99

OUT: NOW

MULTIPLAYER: 1-2

DIGIMON WORLD

Just another manic (Poké) Mon-day **WORDS & SCREENSHOTS: JOHNNY MINKLEY**

WHAT YOU NEED TO KNOW

Without wanting to get too pedantic, Digimon, in one form or another, was technically the start of all this pocket monsters madness. Nevertheless, it's Pokémon that has set the gaming world alight and caused more playground beatings than Panini football stickers ever managed. Having the divine right to the throne then, the Dig-boys can sleep easy at night with this rather belated attempt to cash in on the beast which they created. They may have the TV show, the card game and the forthcoming movie, but do they have the game to take on the all-conquering might of *Pokémon*?

POKEMON WITH PLOP?

While being an attempt to go head-to-head with the Big N's monster training craze, this is more than a mere clone. The main focus for *DW* is in the training and nurturing of your Digimon: it must be treated as a Tamagotchi-style virtual pet and thus must be fed, rested, exercised and even potty-trained (yes, Digimon really do leave nasty virtual poops). A

balance between reward and punishment is required and you must praise and scold your Digimon as you see fit to keep it in check.

FREE FOR ALL

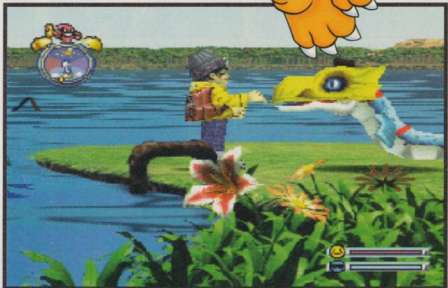
Unlike the turned-based tactical battles of *Pokémon*, *Digi-scraps* kick off in real-time, and hostile monsters will often gang up on you like a bunch of scabby school bullies hankering after your lunch money. The more intelligent your Digimon, the more tactical commands you have at your disposal to influence the fight, such as all-out attack or a more defensive style. But it's largely hands-off though, and can be an unsatisfying, hit-and-miss affair.

YOUR OWN PRIVATE ZOO

Instead of capturing creatures for a collection, *Digimon World* revolves around recruiting disgruntled Digimon and persuading them to return to the beleaguered File City to increase its prosperity – which is your ultimate aim. Your quest is a massive one, and you must travel far and wide through day and night to find all those elusive critters.

Crucial to any wannabe *Digimon* master is the fine art of potty training. 'Don't push too hard little friend.'

It's not all fur 'n' fanged battling – these little guys need to get some shut-eye too, y'know



Don't feed the animals. Unless they are 20ft razor-beaked dragon beasts



Have plenty of slightly tedious in-game chats



WORTH PLAYING?

If you're into Digimon already then there is plenty of detail and the all-important Battle mode to keep you sweet. But newcomers will likely find the game at times more frustrating than rewarding, and having to constantly feed your Digimon and wipe its arse soon becomes a chore. That said, PlayStation owners after some pocket monster action could do a lot worse.

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GAMES



IF YOU LIKE THIS TRY THESE...
Pokémon Red, Blue, Gold, Silver, Snap, Stadium (GBC/N64),
Monster Rancher (PS)





PlayStation

PAL

ALSO
AVAILABLE FOR

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Dreamcast

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THE GRINCH



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Interactive Studios
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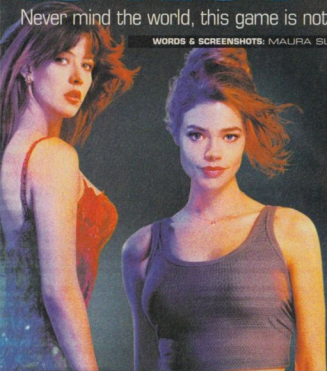
COST: £39.99
OUT: NOW

MULTIPLAYER: **NO**

THE WORLD IS NOT

Never mind the world, this game is not enough

WORDS & SCREENSHOTS: MAURA SUTTON



Sometimes life can be cruel and unfair, in a nice fluffy pretend world the latest James Bond game would be released and no-one would compare it to *GoldenEye*. But in the harsh (living) daylight of the real world, any game that dares to align itself with the 007 legend will always come under intense gold-plated scrutiny. You just can't avoid it. The last Bond game, *Tomorrow Never Dies*, fell way short of the *GoldenEye* shoot 'em up benchmark. Thankfully, *The World Is Not Enough* is an improvement in many ways. But can it seriously rival Rare's classic? Don't be silly.

FOLLOW THE PLOT

Unlike some movie licenses that take huge liberties with the film they're based on, *TWINE* sticks closely to the story of the original movie. That means plenty of birds, booze, big barges and badties. The FMV linking the levels is lifted directly from the movie and so apart from looking sweet, lends a classy, flowing feel to the proceedings.



Bond battles a mob of goons in London Docklands and balloons off with a sexy assassin at the end



Next up, 007 has to protect tycoon's daughter Elektra King on ski slopes crawling with snipers



Ooh, hallel! Bond does what Bond does best with Elektra. We do recommend you try this at home



On the submarine Bond has to hunt the evil Renard and rescue this Lara lookalike for a song

POPPIN' HEADS

The best thing about *GoldenEye* was the sheer thrill of pumping buckets of lead into hordes of enemy scum. In places *TWINE* comes close to recapturing that glorious feeling of bullets ping-pong off walls and ripping through flesh. Unfortunately, some other aspects of the game are more than a little less exciting.



TWINE is at its best during the gun fights with evil henchmen. Soldiers, sailors and hapless bank clerks all fall shredded at your feet as you pump rounds into their jerking bodies. Oh, joy!



Make the most of the gunfights 'cos there's little else to do on the incredibly short levels. There are just 11 in total, and the majority take under ten minutes of gameplay to complete. *TND* anyone?



It's not all about shooting, sadly. This Casino-based level consists of a quick guard-distracting exercise followed by a game of blackjack where you have to win a certain amount of money to progress

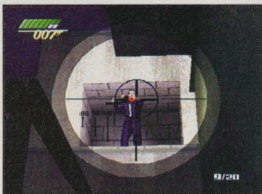
“Great care has been taken to ensure the weapons feel suitably deadly”

BIG ONES

The huge arsenal of weapons you get to play with is mighty impressive. Great care has been taken to ensure that they feel suitably substantial and deadly. If you play on the easier Agent mode, you'll enjoy automatic targeting and reloading. If you opt for the harder *007* mode, these functions will be manual.



07's new sidekick *R* isn't short of a handy gadget or two, like this deadly pocket-sized rocket launcher. Very effective when used to take down the helicopters on the City Of Walkways level



No first-person shooter is complete without a sniper rifle and *TWINE* is no exception. Check out the annoying prat on the roof. Put a bullet between his eyes and feel better about yourself



The array of automatic weapons on offer is truly slaughter-tastic. Take your pick from Ingalls Type 20, Finest Auto and our fave, the wrist rattling Koffler KSS. You could trim hedges with this baby

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

GoldenEye (NG4),
Perfect Dark (NG4),
Spyglass (PS2)
Final Fantasy VIII (PS2)
Rainbow 6 (NG4, PC)

FIVE MINUTE WONDER

TWINE is an extremely polished game with great visuals and stunning FMV. It stays true to the Bond image and fans of the film will welcome the chance to do battle in familiar locations. However, it's got its fair share of flaws that make it a far from essential purchase.

SOLD SHORT

OK, so not all games have to be *Final Fantasy*-style epics with dozens of hours of gameplay. The

Res Evil games aren't huge though at least there are twists and turns a-plenty to keep you going. But *TWINE* takes barely a day to complete, which ain't good.

Once again PlayStation owners have got the short end of the stick. Similar to the *Rainbow 6* PlayStation release, it seems the forthcoming PC, NG4 and PS2 versions of *TWINE* have longer levels and far more detailed

gameplay than the PS version. So if you're looking for anything more than short-term thrills, you'd do best to check this out on another format first if you can.



COMPETITION

We've got ten copies of *TWINE* up for grabs. Send your answer to the question below to our usual address on a postcard marked 'I love Miss Money Penny'.

Who plays *07*'s sidekick *R* in the *TWINE* movie?

A/ Michael Palin
B/ John Cleese
C/ Benny Hill

Out there & on the edge...



KERRANG!



LIFE IS LOUD

TO SOME PEOPLE MUSIC IS A MATTER OF LIFE AND DEATH.

Out there every Wednesday.

IMP BIZKIT • FOO FIGHTERS • RAGE AGAINST THE MACHINE • THE OFFSPRING • BLINK 182 • MARILYN MANSON • KORN • SLIPKNOT • GREEN DAY • THE OFFSPRING • BLINK 182 • RAGE AGAINST THE MACHINE • HOLE • MY RUIN

ULTIMATE FIGHTING CHAMPIONSHIP

Brutal, bloody and bleedin' brilliant

WORDS & SCREENSHOTS: PAT 'ON HOLIDAY' GARRATT

WHAT YOU NEED TO KNOW

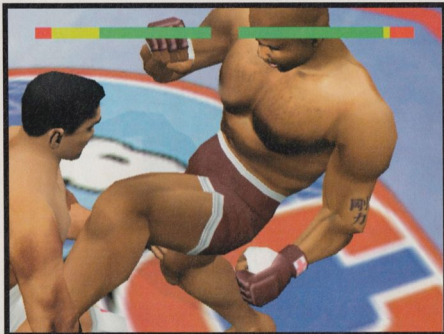
Frank Shamrock's face crumples as you practically break his neck with a brutal punch. 'Big' John McCarthy steps in to end the fight: as Shamrock's eyes roll back in his head and he collapses in a bloody heap on the canvas. It's all in a day's work for the Hercules, psychopathic monsters of the *Ultimate Fighting Championship*.

ULTRA-VIOLENCE

The UFC has been banned in 49 of the 50 US states because it's so violent, so you may not have heard of it before. That's all about to change: UFC on Dreamcast is a must-have game that looks and plays so realistically you'll wince and shout as the fighters trade blows. Punches look exactly like punches, and you really can't say fairer than that. UFC is the human equivalent of dog fighting. Fighters from all over the world enter the Octagon and basically beat each other senseless. The last one standing at the end of the tournament wins some cash. It's that simple.

WHAT A COMBINATION

Over 3000 moves and 1200 combos have been included, as well as more fighting styles and combinations of disciplines than you even knew existed. Tae kwon do, ninjitsu, wrestling, submission fighting – you name it, it's in there. 22 real fighters from the UFC



That guy's nose just became so much pulped gristle. This is about as violent as games get

Punches slam home with sickening force. You really feel it



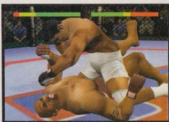
REVIEWS



COST: £39.99

OUT: NOV

MULTIPLAYER: 1-2



Anything goes here – judo, boxing, wrestling, or just plain old ultra-violence



feature, but get bored of those and you can make your own with the Create-a-Fighter option. Pick weight, height, clothing, alter all his personal details and find a face that fits. Then you train him up, getting experience points and spending them on new moves. Much time can be happily spent here.

WORTH PLAYING?

Let's get one thing clear though: this is definitely one for the boys – or rather men – and kids should be kept well away from UFC. As CVG went to press, it still hadn't been decided whether it'll get an 18 rating, but we wouldn't be the least

bit surprised if it does. It's seriously good-looking, but incredibly violent. Aside from that, there's not a jot wrong with it. It's flippin' fantastic in fact. Are you ready? Right then people, let's get it on!

computer and video
Games



IF YOU LIKE THIS TRY THESE...
Royal Rumble (DC), *Teiken 3* (PS), *Smackdown 2* (PS)



COST: **£29.99**
OUT: **NOW**

MULTIPLAYER: 1-2

WORDS & SCREENSHOTS: STEVE O

Dust off your Sten gun, those pesky Nazis need sorting out one more time

MEDAL OF HONOUR UNDERGROUND

America won World War Two all on its own. We know this from Hollywood epics like *Saving Private Ryan* and *U-571*. The good old US of A invaded Europe singlehanded on D-Day, and earlier recovered a Nazi decoding machine to shorten the war. All totally true - if you believe the movies. But as any Brit knows, we won the war, and ask any Frenchman and they'll tell you they won it. So who's right? Play the sequel to last year's hit *Fritz 'em up Medal of Honour* and you'll realise it was our British cousins who did it after all. Because you play a French one-man army winning the war on your tod. Oh, just to get it right, let's make that a one-woman army. Vive la France!

A NEW KIND OF WAR

You play a French resistance fighter called Marmon who also happens to be a leech. Which doesn't stop her from being a class Kraut killer. Your missions range from taking out tanks to sneaking through enemy encampments, picking up vital recon on enemy positions. There are more than a few changes here, and mostly for the better...



There's much fun to be had with the fixed gun emplacements dotted round the place



The death animations are spot on. Enemies hop on wounded legs and clutch their arms if you hit them



This time round you won't just be up against foot-soldiers, but hulking great Panzers too. Oh sweet



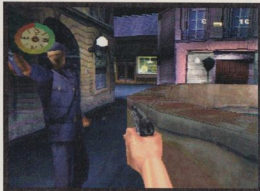
They've cranked the AI and enemy troops try to take cover and pop round corners in battle

FAR FLUNG BATTLEFIELDS

The first game was set mostly in France and Germany but this time you'll find yourself blasting the Bosche in the heat of North Africa, throwing hand-grenades at Huns in sunny Greece and nailing Nazis in war-torn Italy. Think of it as a kind of missile-stop tour of occupied Europe.



North Africa: head to Morocco to help the Yanks carry out a successful invasion to kick the Germans off those prime beaches



Paris: You'll be up against some garlic-swilling traitors here. "Stick this up your Eiffel Tower you collaborating scum."



Greece: "Did yu spill wer peept?!" All hell breaks loose outside a rustic Greek taverna. A sight as familiar now as it was then

WORLD WAR 2 PLAYER

Those who bought MOH1 looking for the next GoldenEye-style multiplayer deathmatch classic were sorely disappointed. You could only get two players on at once and even then the whole thing moved like a Panzer with its tracks blown off. The bad news is that not much has changed on this front.



At least the line-up of weapons is pretty good, though you'll see the Sten gun's a bit of a favourite with the CWG team



Trouble is that everything's so slow and jerky in two-player that you end up spending ages trying to line up shots



The visuals look raggy when you get it on split screen-style. It's a damn shame, 'cos multiplayer is where at FPS really lives or dies

'You'll find yourself blasting the Bosche in the heat of North Africa'

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Perfect Dark (NG4), Half-Life (PC/PS), Duke 2 (PS)

WHAT YOU NEED TO KNOW

The humble PlayStation doesn't cope too well with FPSs and with the notable exception of the impressive *Quake 2*, it's got nothing even fit to kick the boots of stone cold classics like *GoldenEye* on NB4 or any of the major PC blasters. But *MOH1* was a hit nonetheless, mainly down to its engaging WW2 setting. And this update is set to succeed on the same ticket of passable graphics, decent gameplay and tip-top Nazi-blasting action.

CASUALTIES OF WAR

They've used the ceasefire between *Underground* and *MOH1* to put together a much improved fighting machine. The slightly smoother and more detailed visuals, the inclusion of enemy vehicles and expanded fighting arenas are all good. But beneath this tank's bonnet, the nuts and bolts are basically the same and the faults that made some players run up the white flag then still linger now. The multiplayer game is still a tedious chore and

despite all the graphical tweaks the PS struggles to keep those frames moving. Plus the enemy AI is prone to bouts of extreme deafness.

'TAKE THAT, FRITZY!'

So for those who will never forgive the Germans for WW1, WW2, *Italia 90* and *Euro 96*, this is a sure-fire winner. But for those who are more tuned into the new era of European integration, a game that sets its stall on slaughtering our thigh-slapping, beer-swilling continental cousins may not hold

the same appeal. For those in the middle, this is a good shooter that's far from perfect but has got enough tricks in its armoury to make it worth a look. This makes Four Stars, but only just.





COST: £29.99

OUT: NOW

MULTIPLAYER: 1-2

DRIVER 2

The crime fighting racer with a lot to live up to

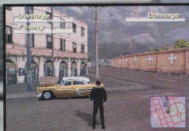
WORDS & SCREENSHOTS: LEE SKITTELL



Driver 2 will most likely be one of the last big-hitting, big-budget blow-outs to grace the original PlayStation before developers cuddle up to PS2 for good. Sticking to the winning formula set by the original smash hit, *Driver 2* offers similarly high-octane thrills, a moody and grimey Seventies atmosphere and the occasional fist-eatingly frustrating moment. There are all-new driving mini-games, bendy roads and the two-player modes everyone screamed out for. It's everything you wanted from the sequel. And yet the entire CVG team was, well, underwhelmed. Here's why.

ROLLING THUNDER UNDERCOVER

The single player story is a mostly enjoyable brawl through a murky gangland underworld. Superb cutscenes tell the story of a mysterious crime lord, a host of villainous thugs, and locations from Chicago to Vegas, and Havana to Rio.



Tanner can go on foot at any time. Exploring streets for secrets opens up new challenges. The sloppy controls can be a pain, though.



Switching vehicles is great fun and often essential to survive, depending on your mission. Cars handle differently to vans and trucks.



The early stages are firmly earthbound, but later you'll get some crazy mid-air ramping action. Watch your landings or take damage.



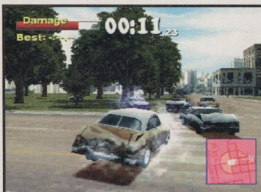
Ram-riders rejoice! You get to smack up other vehicles all in the name of undercover policing. Again, you gotta watch your own damage meter.

DRIVING MISS CRAZY

New additions to the sequel include a set of mini-games. These can be played in different locations in all four cities offering muchos gameplay meat. They're quite simple in theory, but often incredibly frustrating in practice. Fun for a limited time, but best used as training to master the skills needed in single player.



Slalom through the bollards in the Gate Racing game. Good for players needing to brush up on their handbrake turns



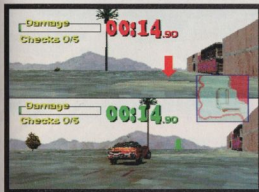
Survival mode is the coolest of the driving games as there's lots of lovely twisted metal and bashed-up cop cars to be seen



Buick Getaway mode is great for practising losing the many tails you'll need to shake through the course of the game

MULTIPLAYERMOANS

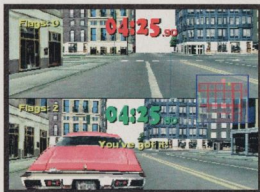
Fans of the original *Driver* who are gagging for two-player fun will be impressed with the number of multiplayer games you can play. They're good, but not as rocking as we'd hoped and most of them are over way too quickly. The dreadful pop-up and fixed in-car viewpoint don't help either.



Checkpoint: race to the checkpoints before your opponent



Cops and Robbers: one of you's the heat, the other a crim. Top fun



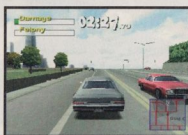
Capture the Flag: a bit confusing but one of the better two-players

U.G.L.Y. NO ALIBI?

FMVs apart, *Driver 2* is mostly ugly. The PS's limits are painfully obvious with jagged edges and hideous textures parking around your motor. The pop-up often hinders gameplay as cars you're chasing will often disappear into buildings that have sprung out of nowhere, and split-screen games can look well rough.



Reflections and motion blurs look good at night



Check this pop up: see the timer? 2:27.78...



...Now look! Where'd that tower come from?



Multiplay at night made us feel ill. Shame, really

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

**NSR (DC),
Midtown
Madness 2
(PC)**

FIRM BUT FAIR

We wanted to love *Driver 2* like we did the first, but despite the new features there's a sense of 'same-old-same-old'. Single player is good, but it's too similar in both mission type and style to the first game. And the free-roaming Take A Ride mode isn't as fun as we'd hoped.

VALUE FOR MONEY

Let's not be too harsh. The mini games, multiplayer modes and hidden secrets make this a value package and we defy anyone not to get sucked into the strong plot-driven Undercover mode. But the uneven difficulty level and enemy AI glitches can't help but frustrate.

CLOSE BUT...

Driver 2 is a good game and the Four Stars reflect that. The negative points we've highlighted do cause problems, but *Driver* fans – along with the more patient of you – will be able to see past them and find plenty of enjoyment. Having had such high hopes though, we can't

help but feel a mite disappointed.



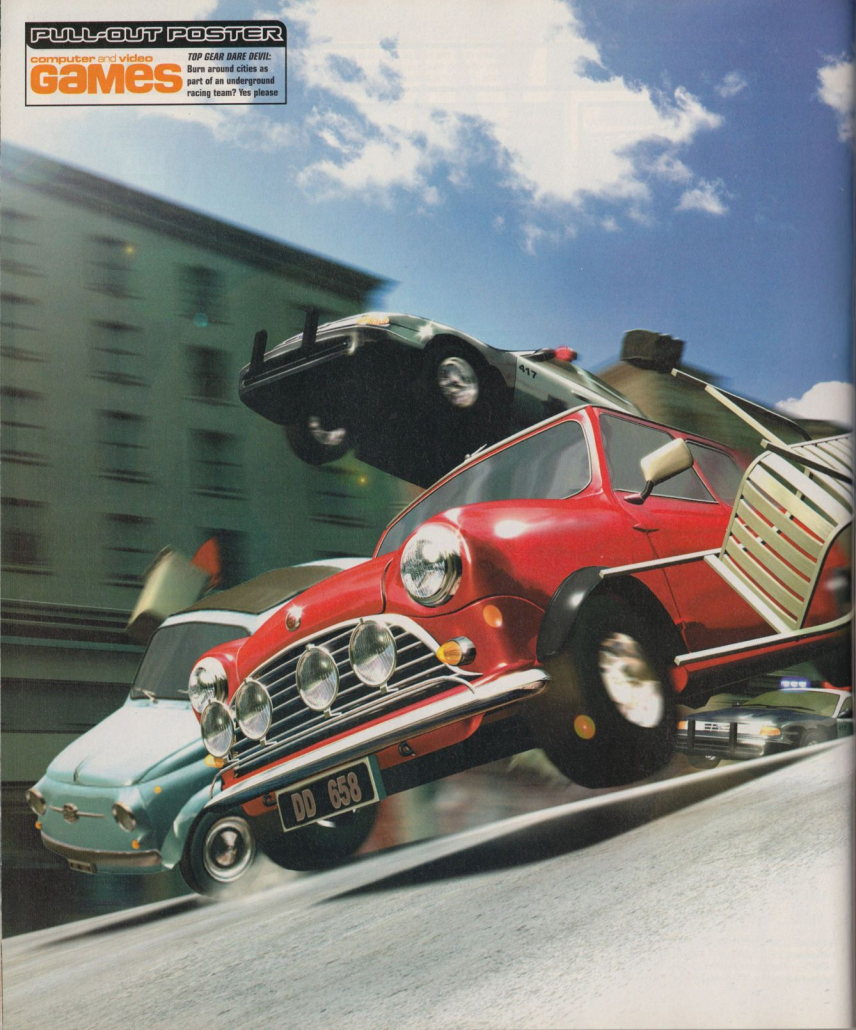
PULL-OUT POSTER

computer and video

Games

TOP GEAR DARE DEVIL:

Born around cities as part of an underground racing team? Yes please



LE MANS 24 HOURS

Run-of-the-mill racing realism

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

Based on the world's most grueling road race, *Le Mans 24hrs* features a selection of accurate circuits and vehicles, including a stunningly detailed rendition of the Le Mans circuit itself. There are the usual modes of play you'd expect, such as Championship and Quick Race, plus an ace four-player mode for the more socially-inclined driver.

ARE YOU FOR REAL?

Presentation is superb, with excellent graphics containing minimal pop-up and a totally convincing sense of speed. (even in four-player) The cars handle extremely well in a variety of conditions, and tyre-wear and fuel consumption give the game a sense of tactical realism. It is this well-observed realism that ends up being *Le Mans*' Achilles' heel, though. While fans of the real thing can whip themselves up into a frenzy over the precision placement of trees, to the casual gamer it's just another track in a game. *Le Mans* itself may provide heart-stopping action in the real world, but its never-ending straights



become tedious on the small screen. The same goes for the other tracks, though to a lesser extent, and it seems that the balance is tipped a little too much in favour of accuracy rather than fun.

WORTH PLAYING?

Realism need not be dull, as *MSR* proves so well, but the main worry here is that the tracks are tiresome and too few. This is a shame as the game plays

It really does look mist in full motion but there's no spark about the racing to keep it fun

REVIEWS



COST: £39.99
OUT: 17 NOV

MULTIPLAYER: 1-4

beautifully and looks a treat. If only some kind of V/Rallystyle track editor had been included, it could have made all the difference. Obsessive fans of the race will love it, and for the hardcore/delirious there's even an option to race the full 24hrs. But the uninitiated will grow weary of the repetitive action and crowd excitement of a more variable nature. We need better to hold our DC attention this Xmas.

computer and video
GAMES



IF YOU LIKE THIS TRY THESE...
Metropolis Street Racer (DC),
Ferrari F355 Challenge (DC)



METAL GEAR SOLID

PlayStation classic defects to the PC

FORMAT: PC

PRICE: £24.99

OUT: NOW

MULTIPLAYER: NO

WHAT YOU NEED TO KNOW

MGS hits the PC with enhanced 3D card powered graphics and all the features from both versions of the PS game. But, isn't it a bit late?

SECOND HAND

With PC gamers only getting this as PS 2 is gearing up for the sequel, you can't help feel it's a little second-hand. It may have a lot of VR training missions, but they're all short and don't capture the tension and atmosphere that make MGS what it is.

WORTH PLAYING?

A first-person viewpoint is now open from the start, which makes for interesting – though tougher – playing. Not being able to see many of the guards in this mode lessens the tension, but should make FPS freaks happy. If you haven't played it on PS, then buy it – there are more original gameplay ideas here than most developers manage in a lifetime. If you have played it on PS, this a non-event.

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GAMES



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COST: £39.99

OUT: NOV

MULTIPLAYER: NO



You hang out combos on your control stick to spray your designs around the place. If the police are about you have to be quick

Breakdancing, rollerblading, graffiti spraying and hip hop. You can't fail but be ultra-cool with a mix like that



JET SET RADIO

Coollest game ever made? Yup

WORDS & SCREENSHOTS: STEVE F

WHAT YOU NEED TO KNOW

Futuristic Tokyo-to is being overrun by mad kids on rollerblades spraying graffiti and running riot. But you're not out to stop them, you're one of them and it's up to you to fend off rival gangs and the cops while leaving your spray painted mark wherever you go. On each free-roaming level you have a set number of graffiti tags to spray, and you have to hunt down their locations and bust out some rhythm-action style moves on the analogue stick to paint. All the while you need to keep collecting paint, avoid the cops, and later on deal with their tooled-up army mates.

LOOKIN' FLY

Jet Set Radio looks like virtually nothing else around, thanks to a new graphical technique that makes the whole thing look like a cartoon. Everything's drawn in 3D like any other skate game, but solid colours, fantastic shadow effects and bold outlines give it a unique visual feel. The end result is a game so stylish looking that you'll feel under-dressed playing it. It's a simple game at

heart, but the fact that it looks more next-gen than most PS2 stuff means *JSR* is one you'll want to show to all your mates.

MORE TO THE MIX

This is one of the rare occasions where we get an improved version of a Japanese game. Sega has added two extra new areas to *JSR*, and roped in a load of big name artists to lay down some beats on the soundtrack. So you'll be grooving to the sounds of *Jurassic 5* and *Minister Mike* on levels based on Chicago and New York while our Japanese friends are stuck with poxy old Tokyo to the tune of some big-in-Japan artists we've never heard of.

WORTH PLAYING?

Watching *Jet Set* is a joy thanks to its crisp cartoon visuals. Add the bangin' tunes and you've got the hippest piece of software, ever. Playing it rocks because it's so easy to pull off cool tricks and spray tags all over the place. And as simple as the gameplay is, you'll constantly get kicks out of learning new

The visuals are so stylish that Donatella Versace would bow down in respect



techniques and working out how to reach new areas. But let downs come in the form of an absence of a two-player mode, and the fact that the single player adventure won't last you long. This is a stroke of genius, but only a fleeting one.

You play as loads of different bladers

Big jobs need big combos and plenty of paint



computer and video
GAMES



IF YOU LIKE THIS TRY THESE...
Tony Hawk's Skatboarding (DC),
Photoshop 5.5 (PC, MAC)



COST: £29.99

OUT: NOW

MULTIPLAYER: NO

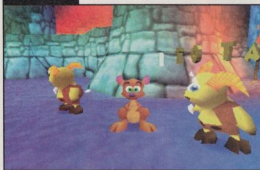
These little fluffy guys are getting a whoppin' ol' a bunch of rhinos. You'd better help them out before their fur starts flying.

This is playable character Sheila the Kangaroo. Don't just sit there looking all big-eyed. Bless.



Let me catch my brea

Citizen Paulus



SPYRO: YEAR OF THE DRAGON

Spyro: year of fun but predictable gameplay, more like

WORDS & SCREENSHOTS: STEVE O

WHAT YOU NEED TO KNOW

Much like Disney Spears, *Spyro: The Year of the Dragon* looks on the surface like something only the younger generation should be into but, in fact, is something that would please adults everywhere if they were to get stuck into it.

Underneath the sugary veneer that coats this game like a sickeningly cute pair of pajamas is a classy slice of 3D platforming all wrapped up in some spot-on visuals and rampant gameplay that really puts the PlayStation through its paces.

BEDTIME STORY

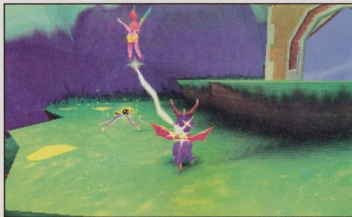
All is not well in Spyro land. The plot this time round is that some rancidly evil witch or other has nicked all the dragon eggs in the place and made off with them to further her devious ends. So Spyro's got to fetch them all back and prevent the end of the world. And to do that, as ever, Spyro's got to jump, fly, run and swim round the place spitting fire at baddies, playing fun-packed mini-games, and collecting a whole lot of gems and dragon eggs. Oh, did we mention? Spyro's got to save the world? We actually meant Spyro, Sheila, Bentley, Sgt Byrd and Agent 9.



Apart from the platforming and puzzling, there's much battling to be done too

JOIN THE PARTY

Yes, this time round Spyro's not alone and you get to play as four other characters along as they take the load off the little lizard's



That bug to Spyro's left is good old Spax, Spyro's long-time dragonfly sidekick

cute, bat-winged shoulders. The first friendly face you'll come across is Sheila the kangaroo. Sheila can jump higher than a grasshopper on a stick of dynamite and delivers a kick hard enough to send you into the next dimension. She's pretty cool. What with all the other characters boasting a variety of useful special abilities and their own brands in cuteness, a nice bit of variety is added to the gameplay.

STUFFED FULL

That's not to say that there ain't plenty to do in the first place. In fact, the levels are impressively large, stocked with furry creatures to save and chat to, pick-ups to grab, nasty beasts to bash and hidden secrets to uncover: And there'll be much revisiting done before you'll get the most out of these expansive levels. To get to an exit in any given area isn't hard, but you soon realise that most of these locations have far more than the one task to complete. Call up your world atlas and you can find out

which jobs you have or haven't completed for each stage, enabling you to root out those alternative paths and hidden sub-games to your heart's content.

WORTH BUYING?

Without doubt, these guys have pretty much mastered the art of the oh-so-pretty PS 3D platformer. And this is arguably the finest of the Spyro games of all. But on the down side, for all its extra-cuteness, new characters, smoothed-out visuals and armoury of sub-games, we have seen this all before. Hence the less-than-perfect score.

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IF YOU LIKE THIS TRY THESE...
Rayman 2 (DC/PS), Mario 64 (N64), Croc (PS)

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N64 gamers will recognise this penalty routine. The game is almost identical to *ISS* on the Nintendo

Having the real player names is about the only advance this game makes in the world of *ISS*. Shame



INTERNATIONAL SUPERSTAR SOCCER

Ref, *ISS* is offside! Are you blind?

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

While the world awaits the sequel to the mighty *ISS Evolution*, *ISS* dives from behind, feet first, into the PS footy fray. Essentially a port the N64's *ISS 2000*, *ISS* [yes, just plain *ISS*, no fancy names] is a



stand-alone rather than a sequel to any existing PS titles. As a result, it sits somewhat awkwardly between the original *Evo* and its hotly-anticipated sequel, smacking more of a stop-gap than a genuinely original title.

CH-CH-CHANGES

Why this game has been made at all is a little baffling (other than to ensure all the main formats have a 'new' *ISS* game this autumn). It looks and plays pretty much the same as the N64 game, and while in isolation this is no bad thing per se, times have changed and in a post-*Evolution* world, this just doesn't cut the mustard. On the plus side, there are stacks of swanky moves to learn and there's a great four-player option.

ROSSELL ALIENS

The only major downside to *ISS* games has been the lack of proper player names, meaning hours of fiddly name-changing to create your favourite team. *ISS* does finally put this right, and though the players look like deformed Roswell aliens, they do have the right hair and skin colour. For a relatively backward facing game, this is a refreshing step in the right direction.

WORTH PLAYING?

You'd have to be daft to buy this if you already own *ISS Evo*, and if you don't, you're probably a slavering loony anyway. If you really can't wait 'til *Evolution 2* next Feb, check out *UEFA* (below) first. If you just have to satisfy your curiosity about *ISS*, then borrow a mate's copy first.

UEFA CHAMPIONS LEAGUE 2000/1

Makes the semi-finals

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

Draped on a sunbed in the Caribbean, sipping cocktails and working on their tan, *ISS* and *FIFA* have long been able to live the life of leisure, smug from their all-conquering superiority in the world of PS footy games. In a genre swamped with sequels and updates, *UEFA Champions League 2000/1* is right at home, but with all the players and teams from the current season plus some flashy gameplay, it might have the skills to wrash the big boys.

WHO ARE YA? WHO ARE YA?

The game plays well and is incredibly accessible – even if you've never kicked a ball in your life you'll be stringing together sublime passing moves in no time. While this may irk footy veterans, it does make *UEFA* easy to get into. This time round



though they've included three speed options, great camera angles (including a fab *Sensi Soccer*-style bird's eye view), and a wealth of customisable options. Controls are similar to *ISS*, with all the joypad buttons used to provide a comprehensive set of moves. Presentation is also top notch, and they've made excellent use of

the licence, with plenty of clips and music from the TV coverage, good commentary and even classic Champions' League teams of yore. Real Madrid '60 Vs Man Utd '68 anyone? Dad'll be happy at least. The graphics are a little rough, but at least some effort has gone into making individual players recognisable.



COST: **£34.99**
OUT: **DEC**

MULTIPLAYER: 1-4



computer and video
Games
★★★★

IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS), *UEFA Champions League 2000/1* (PS), *FIFA 2000* (PS/PC), *Virtua Striker 2* (DC)



COST: **£19.99**
OUT: **NOW**

MULTIPLAYER: 1-2

WORTH PLAYING?

The downers are a lack of the tactical depth of *ISS* and a four-player mode, so it can't boast *Evolution's* long-term appeal. If you're after a spot of quick-fix footy action on the cheap though, this may well fill the void until *Evo 2*. But for the hardcore footy-nutter, *Evolution* still reigns supreme.

computer and video
Games
★★★★

IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS), *FIFA 2000* (PS/PC), *Virtua Striker 2* (DC)



COST: £29.99
OUT: DEC

MULTIPLAYER: 1-2



You'll celebrate too when the game is over



PRINCE NASEEM BOXING

WORDS & SCREENSHOTS: STEVE O

WHAT YOU NEED TO KNOW

C'mon, admit it. You think Naz is a great fighter, don't you? We all do. But don't for a minute think that means the game with his name on it is any cop, because it's not. In fact it's a howler. This is a boxer that tries to be at one moment a beat 'em up and the next a simulation, but only

succeeds in making playing it as much fun as sparring a few rounds with Mike Tyson. With your arms tied behind your back.

PUNCH DRUNK

Much like the transexuals of this world, *PNB* doesn't know what it wants to be. Play the Showcase mode and you'll

wade through opponents like nobody's business. Play the World mode and your ass will take a serious panning. And neither of these styles is a whole lot of laughs. Not when the fighters waddle round the ring like pregnant ducks throwing punches with all the ferocity of drunken koala bears. Things have gone badly wrong here, and not even the cool combo-teaching Sparring mode can lift it.

WORTH PLAYING?

It's been in the pipeline for around two years, but now *PNB* finally emerges it smells like you'd expect anything that hasn't seen daylight for nigh on 24 months would. This won't take up much more of your time than a real Naz fight, and it's a damn sight less fun.



computer and video
Games



IF YOU LIKE THIS TRY THESE...
Ready 2 Rumble (DC/PS)



COST: £24.99
OUT: DEC

MULTIPLAYER: 1-4

CRASH BASH

Put this on and your party will be pooped

WORDS & SCREENSHOTS: STEVE O

WHAT YOU NEED TO KNOW

Apart from winning awards, there's nothing games designers love more than making lots of money. So you know any tale that sells well is going to spawn a host of sequels and cash-in spin-offs. And be warned, *Crash Bash* is one of the latter ilk.

MANGICOOT

Bearing no resemblance at all to the original *Bandicoot* series, what you get for your money is a collection of multiplayer party games. And all of them are short-lived, hackneyed affairs that won't keep your attention for too long.

You all take a character from the *Bandicoot* games and try to knock each other off the iceberg, beat each other senseless with boxes or deflect ball-bearings into each other's goals and the like. It's very basic, not a whole lot of fun and offers little new over mini-game fests we've seen before.

WORTH BUYING?

There are pitiful few events and none of them have enough staying



Who is this bizarre creature? Who cares?



Check boxes at each other 'til the last man standing. Fun for a while. A short while



Everybody bounces round on little polar bears trying to ram each other off the edge



If we wanted a bat 'n' ball re-bash, we'd have asked for one

power to lure you back after a few games, even in multiplayer. And for a lunatic would want to play this for long in single player: it lacks the crazy humour of *Bishi Bashi* or *Incredible Crisis*, and the addictive gameplay of the events in *Mario Party*. The words 'money' and 'old rope' come to mind. We can't think of many reasons to buy this at all.



computer and video
Games



IF YOU LIKE THIS...
...you're sick. Try *Incredible Crisis* (PS) and *Bishi Bashi Special* (PS)



COST: £24.99

OUT: DEC

MULTIPLAYER: **NO**

THE MUMMY

WHAT YOU NEED TO KNOW.

Based on the Hollywood blockbuster, you guide a trio of heroes around underground labyrinths and tombs in 1920s Egypt. Unfortunately, the all-action, special effects-laden, rollercoaster ride of the movie has been

translated into a slightly uninspired platformer full of level-after-level of basic, repetitive puzzle-solving.

I WANT MY MUMMY

The three controllable characters have different abilities, such as the ability to use dynamite, or jump like Jonathan Edwards, and all must be used to progress. Learning to use these skills keeps play interesting for a while, but ultimately there's little incentive to continue as the levels are too similar and time-consuming rather than challenging.

WORTH PLAYING?

The in-game graphics are a bit tired and character animation is jerky, although the cut scenes are worth a watch and the music's eerie and atmospheric. It's fun for a while, but all too soon the eyes begin to glaze over due to the samey look and feel of the levels. You'd do better to check out *Tomb Raider* first, but if you've got cash to burn, then try this, or best of all, borrow a mate's copy.

computer and video
Games



COST: £24.99

OUT: NOW

MULTIPLAYER: **NO**

**CARL LEWIS
ATHLETICS
2000**

WHAT YOU NEED TO KNOW

The Sydney Olympics may be a distant memory, but this fab, button-bashing *Track & Field*-like keeps the Olympic flame burning

brightly. With 14 grueling events (twice as many as the DC's *Virtua Athlete*), ranging from long jump to the wicked, wrist-straining torture of the 1500m, there's more than enough to keep all finger-gymnasts happy.

I AIN'T AFRAID OF NO GHOST

Carl Lewis must be about a million years old now, but if this game's anything to go by, there's life in the old dog yet. With large, well-animated sprites, and solid gameplay, *CLA 2000* packs more punch than Audley Harrison.

There's no simultaneous two-player action unfortunately, but you can transfer player data between GBs to race against a mate's ghost athlete.

WORTH PLAYING?

With Decathlon and Challenge modes to unlock if you're hard enough, *CLA 2000* remains fantastic, if slightly repetitive, fun and you'll keep coming back to try and break another record. We have the blisters to prove it.

computer and video
Games



MUMMY'S BOY

WORDS AND SCREENSHOTS: JOHNNY MINKLEY

We sort Game Boy's rotting corpses from the perfectly preserved Pharaohs





COST: £24.99

OUT: NOV

MULTIPLAYER: NO

GRAND THEFT AUTO 2

WHAT YOU NEED TO KNOW

The original GTA on PC was a top laugh but it suffered in the conversion to GBC. Last year's sequel was a tad disappointing on PS, PC and DC, and now GBC gets

a scaled-down version. Can you hear the warning sirens yet? **CAUGHT BY THE BUZZZZZZ...**

The gore and speed haven't transferred well to GBC. Pedestrians crawl around like indistinct blobs and if you steam over them or gun them down, they're still blobs, only stationary ones. Furthermore, though you can park around in vehicles, you can only see such a short distance ahead that you just end up crashing or getting stuck against wall after wall. Asaargh!

WORTH PLAYING? There are a ton of missions in the game, but you'll need the patience of a saint to keep your attention focused. The code we got also suffered from crippling slowdown, which will be a major downer if it's not ironed out for release. With all the graphic violence of Songs Of Praise, and awkward, frustrating gameplay this is less grand theft, auto and more just a petty crime.

computer and video

Games



COST: £24.99

OUT: NOV

MULTIPLAYER: NO

F1 RACING CHAMPIONSHIP

WHAT YOU NEED TO KNOW

Another month, another F1 game, and this one's as refreshing as washing your dinner down with a glass of boiling radiator water. F1RC has an official license and so contains

all the drivers, teams and tracks straight from the F1 circuit. But sadly it lacks any of the excitement of the real thing.

ROAD TO NOWHERE

In terms of presentation, F1RC is a Page 3 horley. There are little details of your racing heroes, cool stunts and even an amazing intro that's about as close as the humble GBC will ever get to FMV. But this flashy exterior disguises a fairly hollow game. The cars seem too big for the tracks and as soon as you hit a corner your sophisticated motor magically turns into a wonky shopping trolley, spinning all over the shop.

WORTH PLAYING?

The races soon become mind-numbingly repetitive. F1 fans will glean some enjoyment from the various, faithful modes of play and the tweakable options, but the rest of the gaming world can just watch the real thing on TV and save up for a day at Silverstone.

computer and video

Games



COST: £19.99

OUT: NOV

MULTIPLAYER: NO

PROJECT S-11

WHAT YOU NEED TO KNOW

How to recreate that classic arcade feel and the joys of old-school, vertically scrolling shoot 'em up action: drop your Game Boy down some fat kid's Y-fronts for an hour to get it nice and mingin'. Follow that with inserting

a copy of Project S-11 into it. After that, simply sit back and enjoy a fortressic, no-frills shooter. **HAVEN'T WE MET BEFORE?** The plot's daft, the music's naive and the graphics are basic, but you hardly notice any of that because the gameplay's so well executed and your ship handles like a dream. Power-ups, end-of-level bosses and smart-bombs aren't original, but Project S-11 pulls it all off so well that the fun just keeps spilling out of your Gameboy without losing that true, old-school arcade feel.

WORTH PLAYING? It certainly isn't flawless. Play is marred slightly by an inability to see enemy fire when your damaged ship is burning, but it's still an extremely playable title. So while R-Type DX remains the biggest bully in the old-school playground, Project S-11 is his copycat sidkick mate who uses much the same tactics to better the opposition into submission.

computer and video

Games



COST: £24.99

OUT: NOV

MULTIPLAYER: NO

THE NEW ADVENTURES OF BATMAN: CHAOS IN GOTHAM

WHAT YOU NEED TO KNOW

The Caped Crusader fleps onto handheld, flanked by Batgirl and

Robin, in an arcade adventure boasting multi-character and multi-vehicle action. Play modes include standard side-scrolling platformer, overhead Batmobile section, side-scrolling shooter and Road Rash-style bike racer. None are particular exceptional, but they keep gameplay nice and fresh. **SMASH! KERPOW! SOCK!** It looks a treat with excellent cartoony cutscenes, and tastily animated main character models set against moody backgrounds. But even taking time to admire the scenery, you'll want to whip through the levels in double-quick time as your enemies are samey and ultimately unchallenging apart from the odd tricky boss.

WORTH PLAYING?

Chaos in Gotham manages to entertain, and there's enough for bat-fans to get their pointy little teeth into, but it's all been done before and better. So unless you are a hardcore superhero obsessive, you'll end up bored.

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Trouble with a capital 'T', that's what Lara was. Well, the little mix has finally raided one tomb too many, and gone and got herself killed. Course, she'd never listen to common sense, and we hate to say "We told you so," but... So it's a time for fond remembrance; a celebration of everything that made Lara the all-action honey we've all grown to love. Everyone: "Oh, god! Why did she have to die...?" Look, obviously she's about as dead and buried as Manchester United's title challenge, so let's cut the horsing around as there are more crucial questions to be answered; like is *Chronicles* any good and does the world need yet another *Tomb Raider*?

Lara raids her last tomb on PlayStation in this retrospective climax to the series

TOMB RAIDER CHRONICLES

WORDS & SCREENSHOTS: JOHNNY MINKLEY

ENIGMA MACHINES

Tomb Raider Chronicles is chock full of the puzzles you've come to expect from the series, but greater variety in the gameplay as the game progresses means you lazy gits are going to have to get off your arses and put your brains to some use. Need to take down a guard silently? Go find some cloreform and a rag first. We approve.



"I wanna get on that sub but how am I gonna shift that crate? I'm a girl - I can't operate machinery"



"Ah, it's missing one of those face things my boyfriend is always going on about"



"Found it! Lucky I have this new cupboard/shelf searching move. Bams, I broke a nail"



"Ok, put the fuse in like my Baz told me, pushed a button and presto: perfect cranial positioning"

THE FAB FOUR

Four Lara's for the price of one? I'd buy that for a dollar! *Chronicles* plays out in four sections remembered by friends after Lara's memorial service. The first section is pretty standard *TR* stuff for you back into the swing of things, then it's off for claustrophobic SAS-style action before flitting back to the temptress' teenage years, ending with a futuristic episode.



Remo: traditional shorts-and-vest action to ease players into the game via familiar gameplay



Don funky camouflage gear and sneak onto a Russian submarine in this action-based section



Chased round Ireland by a bunch of ghosts. 16-year-old Lara's armed only with her guile



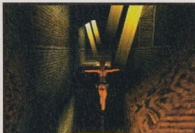
Matrix-style action as catsuited Lara creeps round a skyscraper after yet another mysterious object

TOEING THE LINE

It's a little known fact that Lara juggled her way through youth, nurtured under the wing of a band of circus midgets. OK, she wasn't, but she now has the ability to amaze and astound by walking the tightrope circus-style in order to reach distant ledges. But how come she only remembered this handy little skill in the fifth *Tomb Raider*, huh?



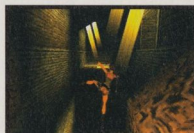
"Ah, there's the washing line, now where did I put those pegs?"



A quick tap of the X button will make Lara step cautiously onto the rope



If Lara sways to one side, press in the opposite direction, then press up to correct her balance



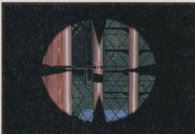
Wo-ah! Let her lean too far and she'll be diving quicker than Jurgen Klinsman

SNEAKY LARA

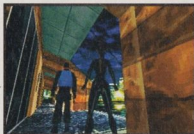
The coolest section in the game is easily the futuristic levels, set in a technologically-advanced skyscraper. Lara takes a few tips from *The Matrix* and *Perfect Dark*, donning a sexy catsuit and using some seriously wicked gadgetry. For the first time in *TR* games, stealth becomes an important tactic - particularly since enemies now react to sound. Try walking to keep it quiet.



Total Recall-style x-ray action: Lara must dispose of her gun before entering here or its alarm city



Check out Lara's ace new sniper-rifle. Zoom in on the lock, blast it, and watch all hell break loose



Get the chloroform and the cloth? Mix them together and now sneak up on this guard...



Stuff the soggy rag in his chops before he gets a chance to sound the alarm. It's all good

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Soul Reaver (DC), *Shadowman* (NG4), *Tenchu 2* (PS)

WHAT A LOVELY PACKAGE

As a package, *Chronicles* is an excellent addition to the series. The plot works well enough and provides a neat and fitting finale to this chapter of the Lara saga, with pre-rendered cut-scenes used effectively to introduce and memorialise the secrets of her life. If you've followed the story so far, you won't be disappointed. The flashback structure is a clever way to link four separate gaming sections into one playing experience. Although the core gameplay is essentially much the same, each section has a different emphasis which keeps the

game fresh - considering it's the fifth *TR* in as many years.

HELP THE AGED

Lara's new abilities go some way to making developers with her a more immersive experience - the futuristic section features some of her finest missions yet. The big 'but' here is those same old gripes from earlier *TR* instalments rearing their ugly heads again. Welcome back to sudden death hell. Then there's the control system: having to use a slightly tweaked update of an already imperfect five-year-old system is more than a tad irritating. For someone so lithe and

agile, Lara still often seems to move with all the grace of a sumo wrestler. Core mission heard all this before but concluded that enough players were happy with them not to warrant any major changes.

THE VERDICT

If you hate *Tomb Raider*, this won't alter that fact. But if you love everything Lara, then you'll love this too. The new features enhance (though hardly revolutionise) the experience, and the frustration factor is not enough to detract from a well-constructed game that rarely has a dull moment. From sniping robots to walking tightropes,

Lara's fans will lap it up like the love-struck puppies they are. This is a fitting climax to the *Tomb Raider* series, but Lara simply must undergo some serious life-changing experiences if she's to make the grade in future on the next-gens. In the meanwhile, watch *Chronicles* fly off shop shelves this Christmas.



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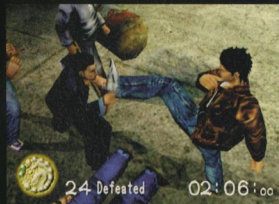
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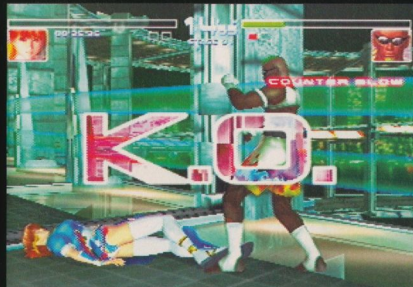
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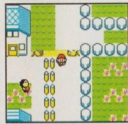
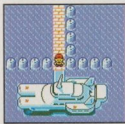
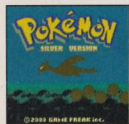
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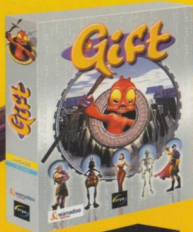
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