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JULY ISSUE 018

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Final Fantasy X

The smash hit series
comes to PS2

Star Wars Special

Galaxies, Jedi Knight 2 and
Rogue Leader all previewed

Startopia

Run a space station with this sim

Crazy Taxi 2

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Plus 27 reviews, previews and pipelines including **Return to Castle Wolfenstein**, **Gangsters 2**, **Neverwinter Nights**, **Stuntman** and **Sonic Adventure 2**

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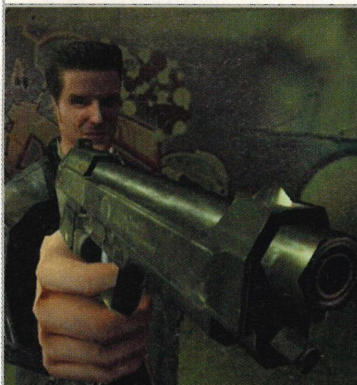
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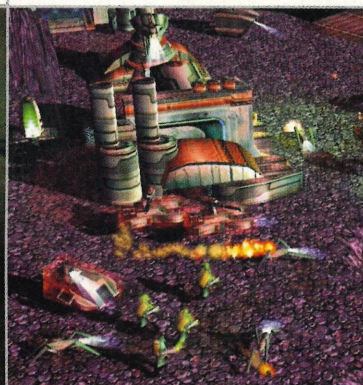
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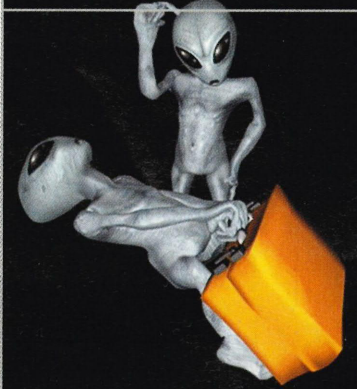
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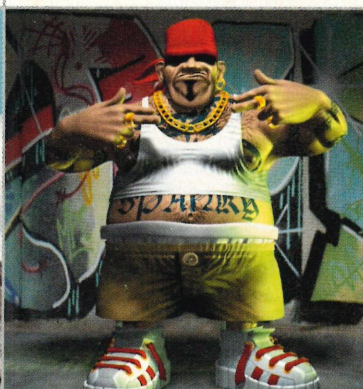
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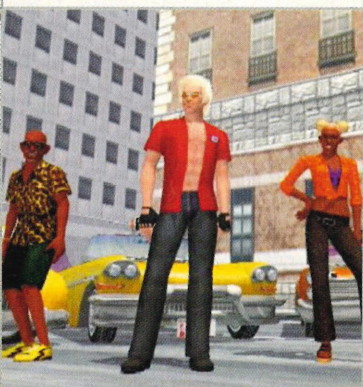
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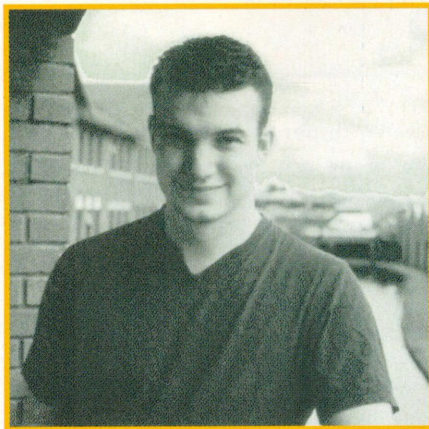


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Editor's note



"...literally dripping with information..."

Thanks for picking up this preview-tastic issue of GDO. Thanks to last month's trade show E3 in Los Angeles, we're literally dripping with the latest information on the best games coming up over the next 12 months.

We've got the latest on Halo, Pikmin, Final Fantasy X, the newly unveiled Star Wars titles, Wolfenstein, Max Payne, Medal of Honour - and all for free. You lucky, lucky people. We also have reviews of Emperor: Battle for Dune, Crazy Taxi 2 and Startopia for your reading pleasure.

And with the heavy focus on new online games at E3, we thought we'd bring you up to date with the shape of the future; as the new crop of multiplayer games come to the console market, we'll continue to bring you the latest information. Everquest, Counter-Strike and Quake have revolutionised our view of PC gaming, and it'll be fascinating to see how the hardware plans of Sony, Nintendo and Microsoft will move console gaming forward.

Next month we'll have more of the same - expect coverage of Virgin's Lotus racer on PS2, reviews of Commandos 2, World War II Online and the latest on the new crop of Game Boy Advance games. Hope you enjoy this issue, and see you for the next one.

Mike Smith
Editor

What's the score?



GDO carries marks out of ten on each review. Here's how it works. We are prepared to offer 10s (which bring a gold award) to only a few select games. Our criteria for this are as follows: it must meet the standards of its time in every area, excel in at least one, and not fall down in any; it must contain at least one element which can be described as "exceptional"; and it must also contain significant originality and assure long-term gameplay.

Marks of 9 (which get silver awards) are given to games which fall short of the above criteria due to one or two minor flaws, and specifically for games which meet the Gold criteria but don't offer a significant quantity of originality and/or innovation. An 8 or a 7 is still a good mark, and if the game appeals to you it should be well worth buying.

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WHAT ARE WE PLAYING AT? (while we wait for our GBA pre-orders)

Paid to play games all day, our fab four could be forgiven for not wanting to touch a joystick in the evenings. But no. Here's what's currently destroying the social lives of our crew of geeks.



Currently playing: Winning Eleven 5. As always

"It's the beautiful game, and it's got slapstick Japanese commentary!" says Gareth. But Bishi Bashi Special had much more slapstick Japanese craziness, and he hated that. In fact, he hated Kuru Kuru Kururin too, and that's a crazy Japanese game about a stick, slapping things. Well, OK, it's a helicopter, but try telling that to Gaz.



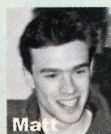
Currently playing: The Sims

Taken in by the Big Brother phenomenon (again), Jayne has been playing The Sims. What will they do if she bricks them into the bathroom, takes away the toilet, doesn't feed them for a week and then makes them play basketball for 36 hours solid? Thankfully, Jayne has no children. From that evidence, let's hope it stays that way.



Currently playing: Trying to install DirectX 8

James would be playing war FPS Operation Flashpoint, were it not for the fact he made a mess of installing DirectX and he's still struggling to rescue his PC from meltdown. So to get his virtual combat thrills he's resorted to running round with a camouflaged face shouting "fire in the hole!" at random intervals. Poor lad.



Currently playing: Waiting for Commandos 2

Every day Matt walks through the office, opening everyone's mail looking for evidence that Commandos 2 has arrived. Though there was no sign by the time we went to print, he refuses to believe us, preferring to think we are keeping it from him. His paranoid delusions are getting worse - straitjacket on standby.

THE UNIVERSE IS ABOUT TO BE DESTROYED...

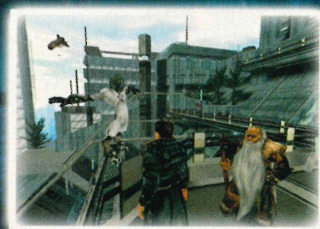
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ONLY ONES THAT
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| Liverpool 9023 | Sheff Utd 9024 |
| Watford 9025 | Sheff Utd 9026 |

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| Music | |
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| Red Bull 1018 | Red Bull 1020 |
| Red Bull 1020 | Red Bull 1021 |
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| Nokia 1024 | Just Do It 1025 |

| Cartoons | |
|----------------|---------------|
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| Red Bull 1038 | Red Bull 0213 |
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| Red Bull 0214 | I U 1043 |
| Red Bull 1044 | Red Bull 1045 |
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| Elvis 9063 | Elvis 9064 |
| Elvis 9065 | Elvis 9066 |
| Elvis 9067 | Ricky Martin 9068 |

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| Guinness 9090 | Boss 9091 |
| Swatch 3057 | Ellese 5040 |
| Fila 5048 | Fila 5041 |
| CK 0219 | Moschino 9097 |
| 5044 | 5045 |
| Pioneer 1001 | |

| TV & Film | |
|--------------|-----------------|
| Katrina 1026 | Katrina 1027 |
| Katrina 1028 | Eastenders 1029 |
| Katrina 1030 | Katrina 1031 |
| Katrina 1032 | Katrina 1033 |
| Katrina 1034 | The Files 1035 |

| Stars | |
|-------------|-------------|
| Marvin 1058 | Marvin 1059 |
| Marvin 1060 | Marvin 1061 |
| Marvin 1062 | Marvin 1063 |
| Marvin 1064 | Marvin 1065 |
| Marvin 1066 | Marvin 1067 |
| Marvin 1068 | Marvin 1070 |

LOOK

The UK Top Twenty

- 2593 Shaggy Ft Rayvon • Angel
- 2717 Mis-Teq • All I Want
- 2685 DJ Pied Piper • Do you really like it
- 2718 2 Pac • Until The End Of Time
- 2711 Stereophonics • Have a nice day
- 2713 Lino Bizkit • My Way
- 2703 Brandly & Ray J • Another Day In
- 2701 Faithless • We Come 1
- 2608 S Club 7 • Don't stop movin'
- 2637 Blue • All Rise
- 2704 Basement Jaxx • Romeo
- 2719 Sticky Ft Ms Dynamite • Booo
- 2702 Steps • Here And Now
- 2712 Daft Punk • Digital Love
- 2595 Eddy Grant • Electric Avenue
- 2586 Dido • Thank You
- 2596 Travis • Sing
- 2705 Marti Pellow • Close To You
- 2720 Public Domain • Rock Da Funky
- 2721 Allstars • Best Friends

Rock & Pop

- 2706 Muse • New Born
- 2707 Mel B • Lullaby
- 2708 Manics • Ocean Spray
- 2709 Boris/Roisin • Never Enough
- 2607 Geri Halliwell • It's Raining Men
- 2537 Nelly Ft • Ride with me
- 2589 3LW • No More
- 2710 1 Monster • Daydream In Blue
- 2594 Mya • Free
- 2606 M.O.B. • Cold as ICE
- 2604 Gabrielle • Out of Reach
- 2590 Sunshine Anderson • Heard It All
- 2538 Fragma • You are Alive
- 2597 OutKast • So Fresh So Clean

Rock & Pop

- 2531 J-Lo • Play
- 2598 Lisa Roxanne • No Flow
- 2599 Ladacris • What's Your Fantasy
- 2588 Radio Head • Pyramid Song
- 2591 Aaron Soul • Ring Ring Ring
- 2592 Musique Vs U2 • New Years Dub
- 2580 Oxide & Nuetroino • Up middle Fin
- 2582 ATeens • Upside Down
- 2539 Eve • Who's that Girl
- 2526 Missy Elliott • Get ur freak on
- 2523 Destiny's Child • Survivor
- 2581 BBMak • Still on your side
- 2504 Gorillaz • Clint Eastwood
- 2501 Shaggy feat Rikrok • It wasn't me
- 2524 Rowman Keating • Lovin' each day
- 2583 Stereo MCs • Deep Down and
- 2503 Crazy Town • Butterfly
- 2508 Wheatus • Teenage Dirtbag
- 2584 Pepe Deluxe • Before you Leave
- 2540 Bon Jovi • One Wild Night
- 2534 R.E.M. • Imitation Of Life
- 2525 Liquid Dreams • O Town
- 2506 Atomic Kitten • Whole Again
- 2500 Emma Bunton • What took you so
- 2533 Steven Gately • Stay
- 2625 Janet Jackson • All for you
- 2701 Jason Downs • The White Boy
- 1004 Sandstorm
- 1005 Freestyler
- 1030 Take On Me
- 1049 Baby One More Time
- 1053 Killing Me Softly
- 1055 Hey Jude
- 1057 Music
- 1061 Do You Think I'm Sexy
- 1062 In The Summer

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- 1006 Bond
- 1007 Knight Rider
- 1025 Ghostbusters
- 1026 Flintstones
- 1029 Police Academy
- 1035 Southpark
- 1037 X files
- 1043 Friends
- 1051 Eye of the Tiger
- 1114 Groovejet
- 2330 The Entertainer
- 2336 Yakerty Sax • Benny Hill Theme
- 2371 Lullaby
- 2373 Adams Family
- 2375 Austin Powers
- 2377 Back to the Future
- 2379 Black Adder Theme
- 2380 Black Beauty Theme
- 2383 Starwars - Cantina
- 2386 Theme from the crypt
- 2387 Theme from Dallas
- 2388 Theme From Davey Crocket
- 2389 Theme From Doctor No
- 2390 Theme From Doctor Who
- 2391 Eastenders
- 2392 The Exorcist
- 2393 Father Ted
- 2394 Fawty Towers
- 2395 The Flintstones
- 2396 Fragal Rock Theme
- 2397 Theme From Friends
- 2398 Grange Hill Theme
- 2399 The Great Escape
- 2400 Halloween
- 2401 Happy Days Theme
- 2402 Have I Got News for You
- 2404 Hogan's Heroes
- 2407 The Itchy and Scratchy Show

TV & Film

- 2408 Looney Toons
- 2409 You've Lost That Lovin' Feelin'
- 2410 Match of the Day
- 2411 Mission Impossible 2 - Limp Biskit
- 2412 Mission Impossible
- 2413 Pink Panther
- 2415 Postman Pat
- 2416 Theme from Rainbow
- 2417 Theme from Red Dwarf
- 2418 Magic Roundabout
- 2419 Scooby Doo
- 2421 The X-Files
- 2422 Tubular Bells - Mike Oldfield
- 2456 Bob the Builder
- 2457 Monty Python 2
- 2458 Monty Python 3
- 2459 Monty Python
- 2460 The Muppets
- 2461 Only Fools and Horses
- 2462 Rhubarb and Custard
- 2463 Star Trek
- 2464 Superman
- 2465 Star Wars End
- 2466 Star Wars
- 2467 Star Wars - Imperial March
- 2468 Thunder Birds
- 2469 Titanic Theme

Football Ringtones

- 2633 Blowing Bubbles - West Ham
- 2634 Match of the Day
- 2635 Chelsea
- 2636 Glory Glory
- 2637 Spurs
- 2638 Southampton
- 2639 You'll never walk alone

Others

- 2313 UK National Anthem
- 2316 Bolero
- 2320 Eine Kleine Nacht Musik - Mozart
- 2322 Vanessa Mae
- 2325 Birdy Song
- 2326 Coca Cola Theme
- 2327 Death March
- 2328 Duallying Banjos
- 2329 My Old Man's a Dustman
- 2333 On Ilkley Moor Bar Tat
- 2335 Yes! We Have No Bananas
- 2338 Memories - Cats
- 2339 If I Were a Rich Man - Fiddler..
- 2341 Hard Knock Life - Annie
- 2342 Jesus Christ Superstar
- 2354 Away in a Manger
- 2368 Greensleeves
- 2370 Lord of the Dance
- 2423 WWF Ahmed Johnson
- 2424 WWF Stone Cold Steve Austin
- 2425 WWF The Rock
- 2426 WWF Vader
- 2435 Phantom of the Opera

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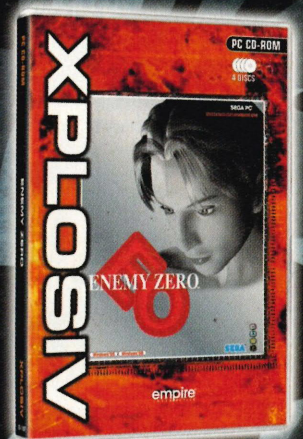
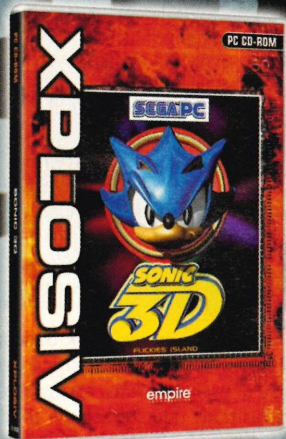
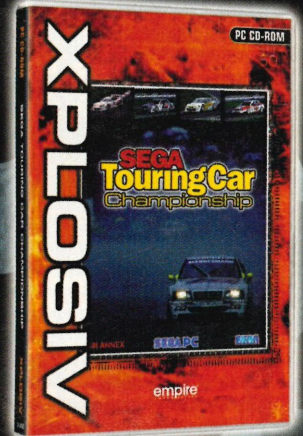
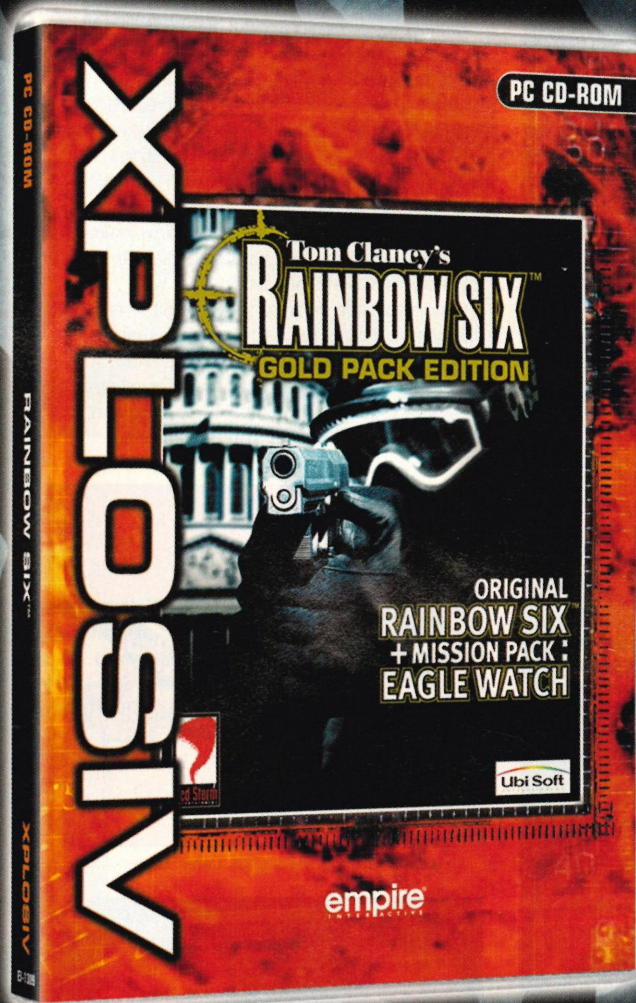
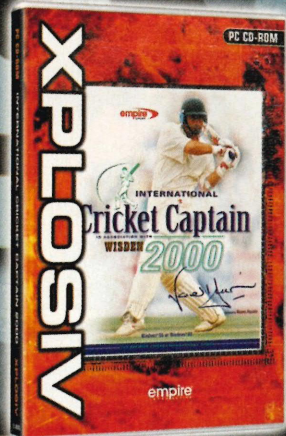
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XBOX

Xbox euro date set?

Microsoft is believed to have pencilled in March 15, 2002, as the date for the European release of the Xbox.

While Microsoft remains tight-lipped about an official launch for the console in Europe, information gained from retailers points to this date, with promotions for the launch expected to begin as early as Christmas 2001.

Nintendo profits despite N64 fall

Nintendo has announced a 72 per cent rise in profits for the fiscal year ending March 2001.

The encouraging news comes despite a substantial decline in sales of its N64 console. It is thought that much of this increase is due to the weak value of the Japanese yen, which has caused significant returns from the company's investments overseas.

Industry analysts are predicting a substantial increase in sales for the year ahead as the company launches its Gamecube and Game Boy Advance products across the globe to replace the N64 and Game Boy Color respectively.

Despite a fall in its sales by 13 per cent to £2.7 billion, the net group profit for the year was a staggering £570 million.



Sega and Sony pact

Sega of Japan has announced it is working with Sony Computer Entertainment on a cross-platform online strategy that will allow PlayStation2 and Dreamcast owners to play games alongside and against each other.

At this early stage there is no word on which games will become cross-platform compatible, although it is thought that Sega will finish work on its current range of online Dreamcast titles and then convert them to the PlayStation2.

Too much to Tekken

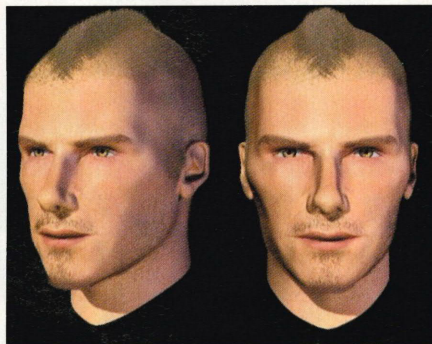
The king of iron fist fighting is shaping up to defend its title.

Namco has released new images of its arcade fighting game Tekken 4.

Though no actual gameplay screens are available, the character art looks incredibly detailed and reveals some of the characters that will appear in this latest instalment of the massively-popular fighting game.

While old-time favourites: Kazuya; Xiaoyu; King; Hwoarang; Paul and Marshall Law make a welcome return, a new character called Dean Earwicker will make his debut.

Namco's arcade division is keeping the rest of the game's details top secret, but as soon as any more are disclosed, we'll let you know. An arcade version has been confirmed for release, although whether the game will be ported as a PlayStation2 exclusive is still unconfirmed.



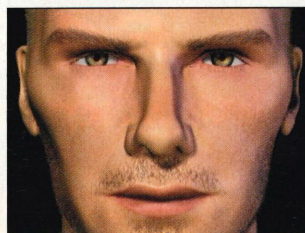
Becks' face of Rage

Rage has released the first images of David Beckham as a computer game hero.

Manchester United player and England Captain Beckham has signed a three-year deal with Rage to take part in the development of a range of games based on his footballing skills.

David Beckham Soccer will be released

Christmas 2001 for Game Boy Color, Game Boy Advance and PlayStation.



PS2 price falls £30

Sony Europe (SCEE) has reduced the price of the PlayStation2 from £299 to £269, although is insisting it is not an official price cut.

The move comes as Sony attempts to bring the UK price of the next generation console into line with the rest of Europe.

In a recent interview with UK trade mag, MCV, Darren Carter, SCEE's director of marketing said: "Because of exchange rates across Europe we altered our trade rate so that the UK doesn't fall out of step. We don't see this as a strategic price cut, because the amount is too small."



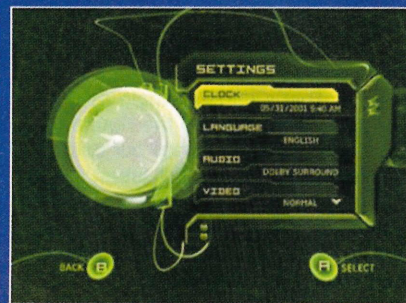
Daikatana studio has been closed?

Hardcore news site shacknews.com has cited a source close to ION Storm as stating the Dallas-based wing of the studio has been closed down.

The Texas studio, which was responsible for the much-delayed FPS Daikatana, is under the management of ex-Id employee John Romero.

Projects in development at ION Storm's other office in Austin, Texas, are reportedly unaffected, and Tom Hall's RPG Anachronox, recently shipped to distribution, is similarly safe.

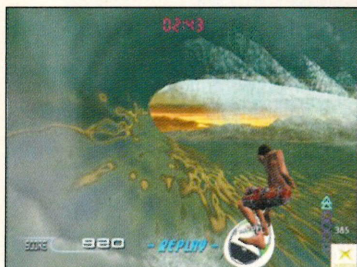
Eidos, which has been funding ION Storm's developments, today announced pre-tax losses of almost £100m for the financial year ending in March 2001. A spokesperson for the UK-based company was unable to comment on the ION Storm situation.



Interface with Xbox

Microsoft has posted screens of the Xbox interface system, which allows users to play audio CDs, manage memory (saved games on Xbox Memory Units and its hard drive), and customise their audio and visual settings.

The interface will also allow users to access DVD options, although watching DVDs will require the purchase of an optional DVD Movie Playback kit.



Xbox on crest of a wave in 2002

Infogrames has released screens and details from its Xbox exclusive title, TransWorld Surf, due in early 2002.

Players will be able to ride the waves as 13 surfing pros including Rochelle Ballard, Shawn Barron and Tim Curran in ten locations ranging from Todos Santos and Huntington Beach in the US to Witches Rock (Costa Rica), Tavarua (Fiji), G Land (East Java, Indonesia) and Teahupoo (Tahiti).

Aside from performing tricks and catching breaks, players will have to watch their Karma Meter, which will punish bad or out-of-bounds surfing with Shark Attacks and other obstacles, and complete tasks including grinding boats, ollieing signs and other challenges. Top scores will be rewarded with new levels and secret breaks.

The game is set for release at the beginning of 2002 on the Xbox. Check out the screens.



Mario's double debut on Gamecube

Rumours are beginning to circulate that Nintendo will showcase two new Mario titles on the Gamecube at its Spaceworld Show in August.

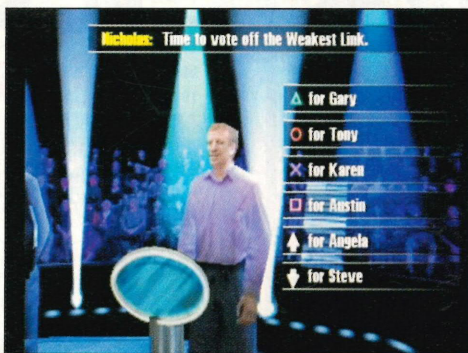
Having recently registered two new domain names: 100 Marios and Mario Sunshine, Nintendo is still remaining tight-lipped about Mario's Gamecube debut. The rumours are suggesting that two titles will grace the new system, rather than these names being two possible alternatives for just one new title.

'Weakest Link' a strong contender

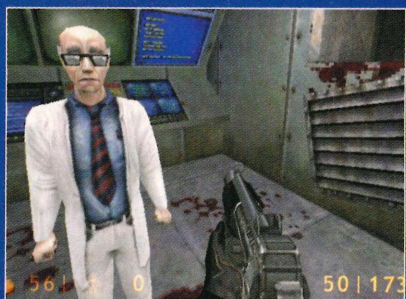
Activision has announced a deal with BBC Multimedia that will see the company publish games based on popular TV quiz show, The Weakest Link.

Hosted by Anne Robinson, the quiz sees contestants work together to acquire a pool of money before the end of each round. Once the round is completed, each contestant must vote one team member out of the competition until only one contestant remains.

Activision has released early screens from the 40 per cent complete PlayStation version of the game, set for release this October (2001). The game will also be released on PlayStation2 and PC and the deal gives Activision the option to publish the title on the Xbox, Game Boy Advance, Gamecube, Game Boy Color and N64.



Soon everyone will be able to meekly accept a barrage of abuse from wizened ginner Anne



DC's Half-Life strife

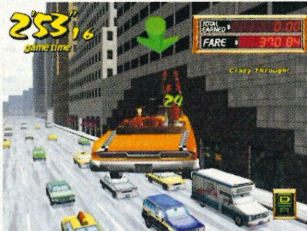
Sierra has canned the Dreamcast version of classic first-person shooter Half-Life.

Half-Life is the latest in a line of third-party titles that have been pulled since Sega announced it was to cease production of the console in March.

Sierra has blamed "changing market conditions" for its decision.

CHEATS

It may have escaped your notice (it did pass 41 per cent of the voting public by) but there's been a general election recently. That means a whole new set of politicians have entered the House of Commons. So to celebrate our democratic processes, and salute the latest set of MPs to join the cut and thrust of political debate, here's our own newly elected batch of what are the computer game equivalent of MPs: cheats.



Crazy Taxi 2 - Dreamcast

No Destination Mark Mode:

Press and hold **Y** at the character select screen, then press **A** to start the game.

No Arrows Mode:

Press and hold **START** at the character select screen, then press **A** to start the game.

Expert Mode:

Press and hold **START + Y** at the character select screen, then press **A** to start the game.

Unlock Original Drivers:

Finish Crazy Pyramid mini-game S-5

Unlock Small Apple Map:

Finish Crazy Pyramid mini-games 4-1 to 4-4

Unlock the Around Apple Map:

Finish Crazy Pyramid mini-games 5-1 to 5-5

Unlock the Bike:

Finish Crazy Pyramid mini-games 3-1 to 3-3

Unlock the Stroller:

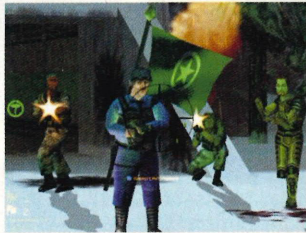
Finish Crazy Pyramid mini-games 2-1 and 2-2



Tony Hawk's Pro Skater 2 - GBA

Unlock All Levels

To unlock all of the levels in the game, enter the following button presses at the main menu or while paused during gameplay. Press and hold **R**, then press **A, START, A, RIGHT, UP, UP, DOWN, DOWN, UP, UP, DOWN.**



Half-Life: Blue Shift - PC

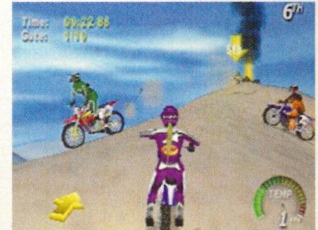
Start the game by running the game from your **RUN** menu with:

C:\GameFolder\bshift.exe -console

Now you can bring down the console command box at any time during the game with the ~ key (tilde). Before loading a map or game, you must open your console and type **sv_cheats 1**. Alternatively you may place the command in your **C:\GameFolder\config.cfg** file with **Notepad**, so it will be automatically set next time you open the game.

You may now use the following commands:

| Code | Result |
|------------------------|---|
| god | God mode |
| noclip | Fly through walls |
| impulse 101 | Gives all weapons |
| sv_gravity x | Adjusts Gravity (default is 800; 0 is none) |
| sv_accelerate x | Adjusts air acceleration so you move more when you jump. Default is 10 but increase for more effective bunnyhopping |
| skill x | Adjusts skill in-game, 1 = Easiest, 3 = Hardest. |



Excitebike 64 - N64

To access a cheat menu hold **L, C-right, C-down**, and **A**. This will bring up a cheat menu. Then type in following codes:

| Code | Result |
|-------------------|--------------------------------|
| TRICKSTER | Enables all stunts |
| INVISRIDER | For invisible riders |
| WHEEEEEEEE | Changes hill climb to downhill |

STILL STUCK?

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Calls cost £1.50/min. Always ask permission from the person who pays the phone bill before making your call. If you encounter any problems when using either of the above hotline numbers, please call the customer services number on 0870 800 6155. Lines are open seven days a week, 8am to 11pm. Charges will appear on your standard telephone bill.

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| DEEP PURPLE | SMOKE ON THE WATER | 910359 |
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| FATBOY SLIM | STAR 69 | 480628 |
| GORILLAZ | CLINT EASTWOOD | 480563 |
| GREEN DAY | TIME OF YOUR LIFE | 480525 |
| IRON MAIDEN | NUMBER OF THE BEAST | 910709 |
| JETHRO TULL | BOUREE | 910731 |
| JIMI HENDRIX | FOXY LADY | 910736 |
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| LIMP BIZKIT | ROLLIN | 150003 |
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| KISS | GOD OF THUNDER | 407356 |
| KORN | MAKE ME BAD | 910803 |
| KREZIP | EVERYTHING AND MORE | 430040 |
| MISSY ELLIOT | GET YOUR FREAK ON | 430055 |
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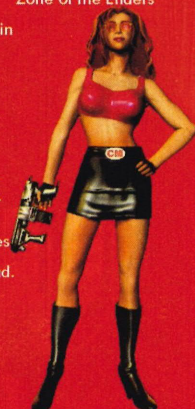


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| Blade | Galarians | O - 17 | Twisted Metal Series |
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| C - 03 | Harvest Moon | Revol | W - 23 |
| C-12 Final Resistance | Heart Of Darkness | Ridge Racer Series | Wacky Races |
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| Crazy Taxi 1 & 2 | Kengo: Master Bushido | Smugglers Run | |
| Croc | Knockout Kings 2001 | Sonic Adventure | |
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| D - 04 | L - 12 | Soul Reaver: Leg of Kain | |
| D. Mirra Freestyle BMX | Legacy of Kain: S Reaver | South Park | |
| Daytona USA | Legend of Dragon | South Park Rally | |
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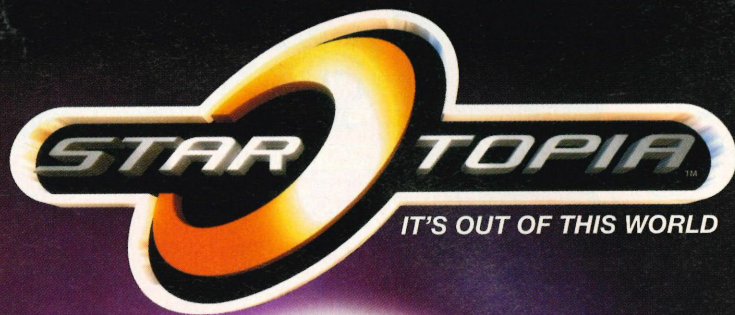
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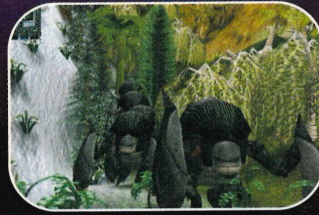


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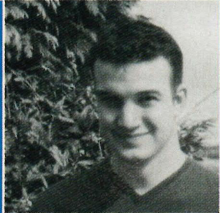
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S E C T I O N

PIPELINES PREVIEWS REVIEWS

Lucas Arts serves us a Star Wars surprise

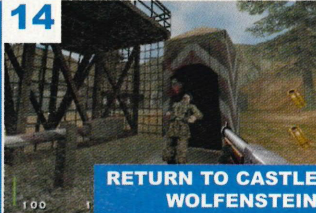


Mike Smith
Editor

Lucas Arts provided, for many people, one of the biggest surprises of last month. For the last few years, its policy of internal development for just about everything lead to some seriously ropey games. Most successful titles are developed by experienced teams; stands to reason, really.

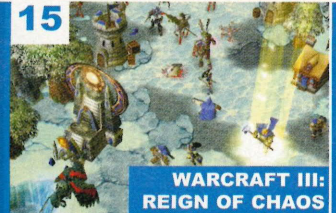
So we were delighted to hear Jedi Knight II is being developed by FPS experts Raven (p. 23), Galactic Battleground by Ensemble (see issue 017), and Galaxies by Everquest maestro Verant (p. 22). Hopefully this will stop Force Commander-style debacles in future. For the first time for several years, Lucas Arts has a strong and compelling line-up - and it's about time the Star Wars licence was given the chance to live up to its potential.

mike@gamesdomain.com



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RETURN TO CASTLE WOLFENSTEIN



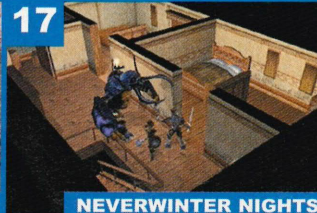
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WARCRAFT III: REIGN OF CHAOS



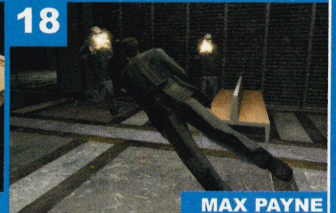
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PLANETSIDE



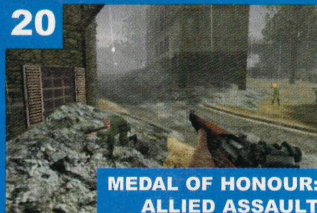
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NEVERWINTER NIGHTS



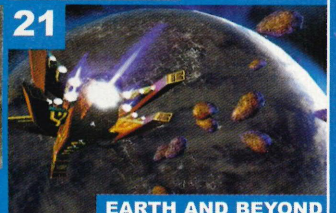
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MAX PAYNE



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MEDAL OF HONOUR: ALLIED ASSAULT



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EARTH AND BEYOND



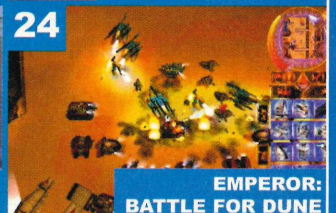
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STAR WARS: GALAXIES



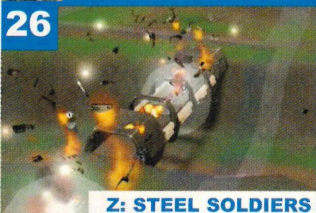
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STAR WARS JEDI OUTCAST: JEDI KNIGHT II



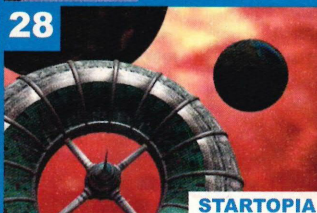
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EMPEROR: BATTLE FOR DUNE



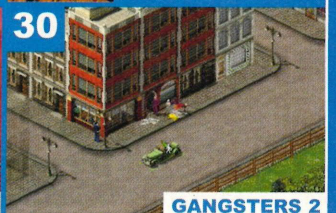
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Z: STEEL SOLDIERS



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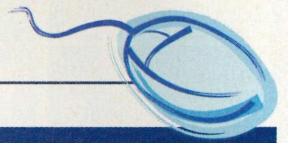
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Return to Castle Wolfenstein

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If these touted features from 1992's Wolfenstein 3D sound familiar to you, then you're an old-time PC gamer. You witnessed the birth of the first-person shooter genre invented by now infamous development house, Id Software. Without them, who knows if the term

"We speak with John Carmack and his team on a regular basis"

"deathmatch" would even exist, if LAN parties would still be the closest thing to geek heaven, and if immersive experiences like Half-Life or No One Lives Forever would have ever been produced? And, more importantly, there'd be no interactive means of slaughtering Nazis and taglines like "this game was banned in Germany" would be limited to 16-bit beat 'em up Barbarian.

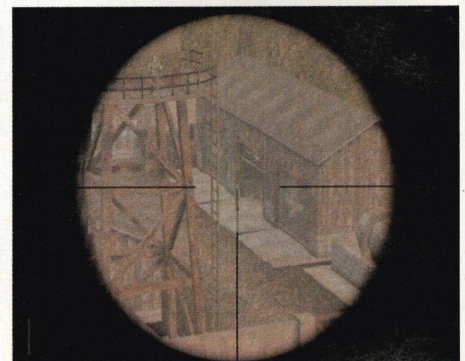
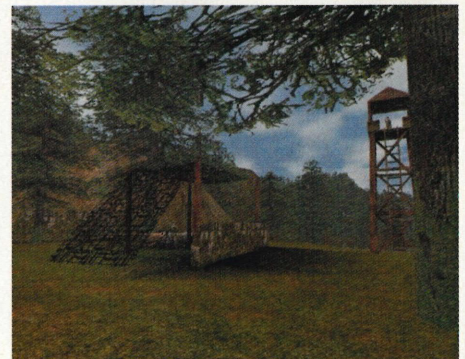
California-based Gray Matter Studios is bringing us back to Castle Wolfenstein as the plucky Army Ranger, B.J. Blaskowitz, who's still battling Nazis. This time, he's under the added pressure of dealing with the obsessions of Hitler's henchman, Heinrich Himmler including

the occult, living dead and genetic mutations. The development team is working with Id on this project. "We speak with John Carmack and his team on a regular basis, keeping them updated and getting feedback," executive producer Greg Goodrich revealed to us at E3.

Like all of the first-person shooters due this year, on a visual level, the game looked stunning. Powered by the reliable Quake 3 engine, Return to Castle Wolfenstein was capable of presenting indoor and outdoor environments in gorgeous detail.

The focus of the E3 demo was mostly on what the development team is trying to accomplish with the artificial intelligence. Enemy reactions are a key part of this.

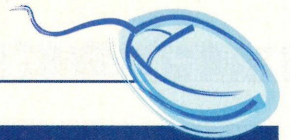
For example, when sniping from a distance, Goodrich demonstrated how guards would often turn and investigate noises if you shoot areas close by. Enemies also fight tactically, in a similar vein to the marines from Half-Life: Opposing Force. Sometimes a soldier might flip a table, duck behind and then take swift potshots at you. Though stealth will be possible in places (you can enact long range reconnaissance with three different items: binoculars, sniper scope and night-vision), you can expect a mostly fast-paced affair. Return to Castle Wolfenstein is due out before the end of the year. It's been almost a decade since we last went Nazi-hunting, so we're sure you can all wait just a little longer.



■ FPS Cliche No. 132 - the sniper rifle



■ Kurt's new trousers were causing him nothing but trouble



■ PUBLISHER: SIERRA ■ DEVELOPER: BLIZZARD ■ RELEASE: XMAS

Warcraft III

Ancient in computing years, but like most antiques it could prove priceless



■ This double-page spread is brought to you by the letter "W"

Warcraft 2 is a real-time strategy game from 1995 that enjoys more popularity today than some of the most current games in the genre. Even with its stream of add-ons, re-releases and enhancements, in computing years, the game is older than the Queen Mother and looks it.

So enter Warcraft 3: Reign of Chaos. The Orcs' and Humans' struggle continues, in 3D no less, with a new strategy game that will be instantly recognisable to fans of the series. The interface

"Heroes remain with the player throughout their campaign"

remains very similar, with the control panel eating a chunk of the bottom half of the screen, and includes the mini-map, message panel and an area for the character's animated headshot, which helped immensely in adding personality to their previous RTS outing, Starcraft.

The in-game graphics also enjoy the Blizzard touch, being finely detailed, sharp and colourfully distinct. Telling one 3D strategy game from the next at this year's E3 could often require more than a second glance, but Warcraft 3 definitely had the edge in uniqueness.

This is most likely because Warcraft 3 will also include the Blizzard philosophy of heavy

character emphasis and micro-management in combat over the general RTS trend of allowing for hundreds of same-looking units on-screen to battle it out in epic encounters. Indeed, the focus on smaller, more controlled fighting is highlighted further by the added RPG elements, like Heroes. Heroes are characters that remain with the player throughout their campaign, represented as glowing units, with a host of special skills.

The reduction of the originally announced six races to four (humans and orcs from the previous games, plus new Night Elves and the undead Scourge) is also an indication of keeping Warcraft 3 close to its micro-management roots.

But it won't all be heavy micro-management. The healing spell, for example, would be a horrific chore when having to manually apply to all of your wounded. Now, simply moving a healer close to hurt units will result in him healing them up (unless you embargo him from casting to conserve mana).

While Blizzard isn't straying far from its safe formula, there are certainly enough extra features with the hero units and different races to make Warcraft 3 a great-looking addition to the Christmas line-up. If you've been thinking the Blizzard guys have to trip up eventually, don't count on it. With Reign of Chaos their shoelaces are snugly tied.



■ A bit of an improvement over Warcraft II, we're sure you'll agree



■ Right, boys, once Hansel and Gretel go in the gingerbread house, we'll 'av 'em



■ PUBLISHER: TBC ■ DEVELOPER: VERANT ■ RELEASE: 2002

Planetside

First-person shooters go massively multiplayer



■ The bikers were given a hostile reception when discovered on MoD land

There's no doubt that Everquest is one of the biggest gaming successes of all time. Released to colossal critical success in 1999, the game's addictive nature and financially savvy subscription system must have made a fortune, considering the game earns \$3.8 million every month in sub fees. So news of another massively-multiplayer game in progress at Everquest's development studios should have us all paying attention.

Especially when it looks as good as this. But

“Planetside will follow the Everquest path of charging a monthly fee for play”

Planetside isn't like Everquest - rather, it's that most popular of genres, a first-person shooter. Planetside will follow the Everquest path of charging a monthly subscription fee for play.

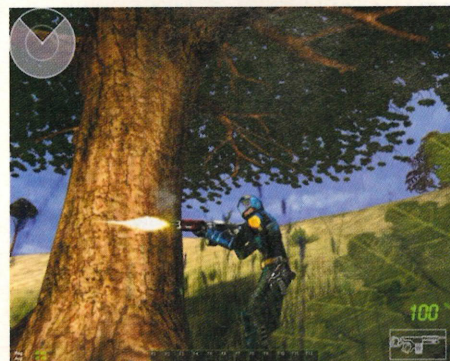
It's not such a crazy idea as it first sounds. Rather than a mass of small servers, each supporting a few tens of players, the Planetside servers will handle in the region of 3,000. The world will consist of about 13 continents measuring up to 64 square kilometers, and containing structures and bases. Players join one of a number of opposing empires, which are constantly fighting over these continents. As the players fight, they will gain experience

and advance their characters' rank. Characters can use implants to supplant their combat or espionage abilities. Approximately 70 abilities are promised, many with progressive levels.

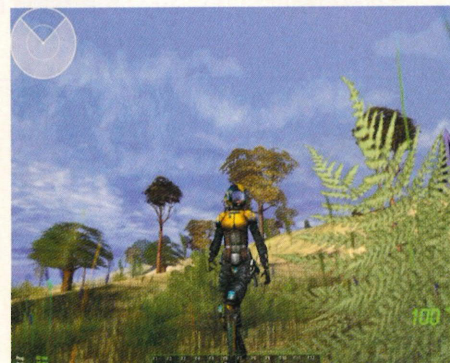
The graphics engine is undoubtedly impressive - the screenshots and landscapes seen so far have all been of temperate areas complete with ferns and trees, but Planetside's environments will be diverse, including desert and snow. A weather system will also be implemented, which, Verant hopes, will have a direct impact on the game rather than being just eye candy. A rainstorm might affect vehicle traction and lower visibility, for example.

Players will all have their own living quarters, used as a refuge and for storage of possessions. There will be an economy system, so vehicles and extra weapons can be bought. Three types of armour are available - light, medium and heavy, with corresponding levels of protection.

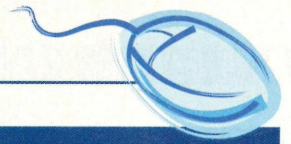
Though there's a number of interesting questions raised by the possibility of an FPS based in a persistent world, Verant has the heritage and track record for potential Planetside addicts to rest reasonably peacefully in their beds. Everquest has been such a runaway success it's difficult to see the Sony-owned firm failing with this effort. It will be fascinating to see what mechanics the team comes up with to circumvent these issues.



■ Level-of-detail technology helps the engine display expansive outdoor areas



■ “I know I left my car around here somewhere...”



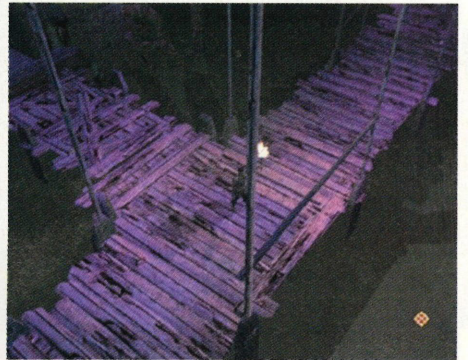
■ PUBLISHER: VIRGIN ■ DEVELOPER: BIOWARE ■ RELEASE: WINTER

Neverwinter Nights

Bioware's next RPG will come with the tools you need to make your own



■ Cheesy light-sourcing effects are everywhere



Not many companies can claim responsibility for revitalising a genre that critics had long been heralding as extinct. Bioware's one of the elite few that can be credited for bringing computer role-playing back with a vengeance in a phenomenally successful way through its epic Baldur's Gate titles.

But get this: the Baldur's Gate series is just the beginning. Trent Olster, producer of the company's latest ultra-ambitious and astonishing

adventure together in small groups.

It was while reflecting on this that they came upon the idea of making a game based on its real world roots: pen-and-paper Dungeons & Dragons created in 1974 by E. Gary Gygax and Dave Arneson. The basics for this established game system is simple: one player is the Dungeon Master (DM) and controls the monsters and people that live in the game's fantasy world. The other players face the dangers and mysteries that your DM sets before them.

For the casual hack 'n' slash gamer, who enjoys a jaunt through the realms of Diablo, Neverwinter Nights comes equipped with an eye-popping 3D engine, real-time combat and the option of pre-generated

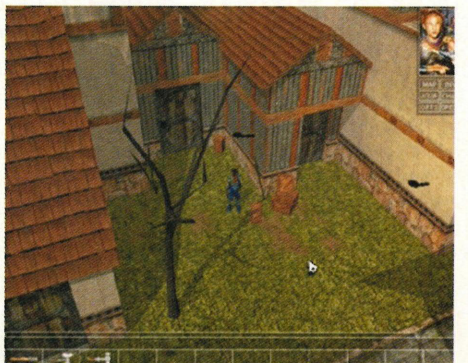
characters to avoid all the intricate points-based stat building. For the more hardcore RPGer, the game puts every tool imaginable at your disposal, by way of a mind-bogglingly complex, yet easy-to-use dungeon creator.

As one example, 300 billion combinations are possible for the appearance of any character. "A lot will look like ass," Olster joked, "but a good two or three million will certainly be viable looking heroes, and we'll take that."

In addition to this, absolutely everything will be open-source, so while the game comes with pre-built modules, it's the fan community that's going to keep this one thriving for a long time.



■ Hang on, I'll just go find my +14 Staff of Extreme Hurtiness

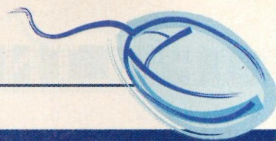


■ Fear me, for I am Green-Fingered Bob, level 12 gardening elf

"The game puts every tool imaginable at your disposal"

looking project, Neverwinter Nights, recalled where the concept for the game came from, "It was right after the first Baldur's Gate was released and being well received that we asked ourselves, 'what's the next big thing?'"

At this time, Origin's Ultima Online was breaking new ground and moulding a genre of its own, now popularly described with the awkward acronym of "MMORPG" (massively multiplayer online RPG). The Bioware team admits to spending months obsessed in this new world, but were also observing some interesting patterns: though servers were packed with thousands of players, people tended to



■ PUBLISHER: TAKE 2 ■ DEVELOPER: REMEDY ■ RELEASE: JULY 20

Max Payne

It's been about a zillion years in the making but it is nearly here. We've had a look



■ Clark Kent didn't have time to slip into his leotard before the bad guys arrived

In development for close to four years by Finnish developers Remedy, and hyped for at least the last two, Max Payne, the "Hollywood-film-noir-Matrix-style" action game is nearly complete.

Most games focus a lot of energy on innovative graphics or gameplay, but the combination of the two is quite rare. Max Payne differs in that it appears to have a game engine that supersedes just about anything out there, and a gameplay style that's highly original.

“‘Bullet time,’ introduced in The Matrix, plays a key part in the game”

The Max visuals are nothing short of stunning, as the screenshots have demonstrated for a long while now, although it's in motion that you can really appreciate what the engine achieves. Max fires a bullet, the demonstrator freezes time, then pans around the character to show the level of detail in the explosion, the rippled air around the gun barrel, and the bullet itself, which is highly textured.

"Bullet time," first introduced in blockbuster movie, Matrix, plays a key part in the game. When you perform certain dives or rolls, you can slow time in this unique way that gives the game an immensely cinematic feel, but also

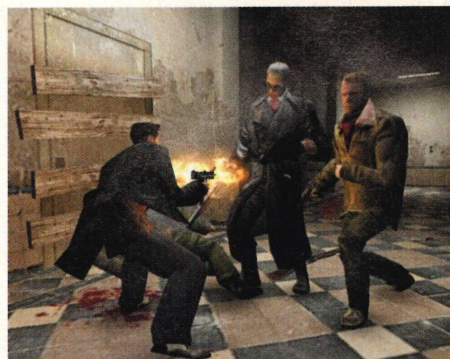
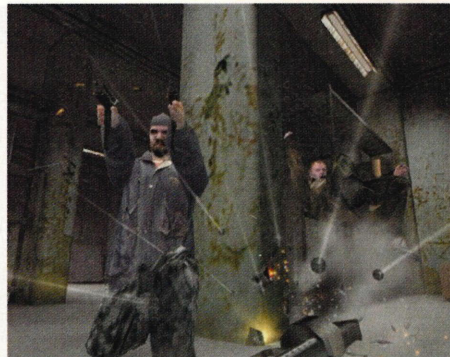
offers an advantage in battle.

Fancy graphics aside, Remedy feels the game is about its story. The intro begins with an account of our hero's return home from work one day to hear a disturbance upstairs. After shooting his way through some of the trespassers, he eventually breaks his way into the barricaded bedroom to find his wife murdered.

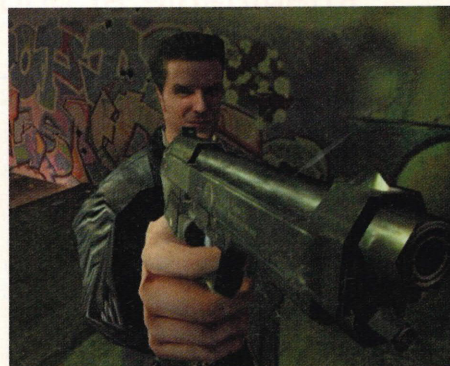
Using all the usual tricks of movies that like to tug on the heartstrings, this intro sets up an emotional tie to the character that's stronger than usual, and which Remedy hopes will be motivation for seeing the game through to the end. The story continues to be told in various formats, from in-game cutscenes to a narrated comic-book approach.

The game's full of many self-contained action sequences. One, for example, has Max trapped in a burning building, which requires some frantic hunting for the way out as the rooms collapse around him. The only concern is if this might introduce a type of Dragon's Lair syndrome - try running left, die, reload, try running right, die, etc.

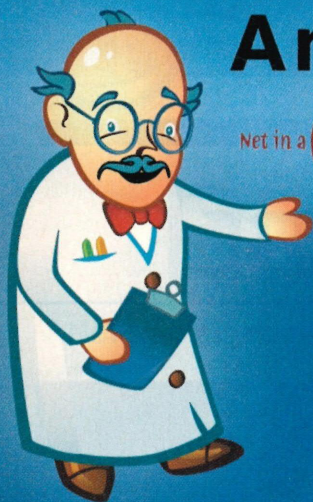
Even if repetition is inevitable, it'll take a long while to get sick of watching this one. There are a few tweaks left, but expect Max Payne to come out with all guns blazing very soon.



■ Max's cigarette lighter seemed to be malfunctioning



■ Okay, so you don't want to discuss it. Fine by me. Please put the gun down.



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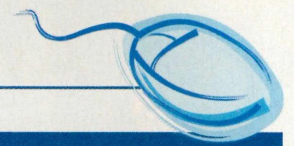


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■ PUBLISHER: EA ■ DEVELOPER: 2015 ■ RELEASE: OCTOBER 12

Medal of Honour

Another opportunity to do some politically incorrect Jerry bashing presents itself



■ Ah, at last, a hotel. I've been walking around in the rain for four hours looking for one

Easily one of the most popular 'attractions' at this year's E3, Medal of Honor: Allied Assault was being demoed every half an hour in a small, closed theater located in a prominent position at the entrance. At any given time, a line of over 50 people stretched around EA's booth all vying for a seat in the 15-minute show.

After attending, it's clear as to how so much buzz was being generated. The show itself consisted of an EA rep playing through two

the film has been recreated, from the visuals to the dialogue - lines like "clear those murder holes!" and "see you on the beach!" were shouted from your CO.

The familiar whistle blew, and as the front barrier wound down, instantly sounds of bullets whizzing past and ricocheting off the metal interior filled the room. Fellow soldiers dropped lifelessly to the floor as the demonstrator rushed forward and into the water. Events from there transpired almost identically to the movie.

The second level took place somewhere in France in a devastated town. This consisted of more traditional first-person combat, as you advance with a team through the level, taking out enemies camped in various locations as well as blowing up advancing tanks.

Some nice touches demonstrated in this level included the rain effects, the ability to demolish entire buildings in the "highly destructible interactive environment," and ladder climbing being represented realistically for the first time ever in an FPS game.

We've yet to really come close to a realistic depiction of armed combat in a historical setting with computer games (something Soldier of Fortune had originally promised), but 2015's Medal of Honor: Allied Assault looks set to finally deliver.



■ The popularity of ropeless bungee-jumping proved short-lived



■ 2015 promises interesting use of vehicles for Medal of Honour

"The demo begins with you in the sea-faring craft approaching the shore"

levels of the upcoming WWII-based first-person shooter sequel, previously a series only released on PlayStation. To say the first level is inspired by Spielberg's blockbuster war movie Saving Private Ryan would be somewhat inaccurate; the level outright copies the events from the first 20 minutes of the film when the Allies invaded Normandy Beach on D-Day.

The demo begins with you in the sea-faring crafts approaching the shoreline, playing Lt. Mike Powell of the 1st Ranger Battalion. There are sounds of mortar whistling past and great water splash effects periodically come up over the side of the craft. Almost everything out of



■ PUBLISHER: EA ■ DEVELOPER: WESTWOOD ■ RELEASE: XMAS

Earth and Beyond

Not to be confused with the title of Alan Titchmarsh's new series about root vegetables



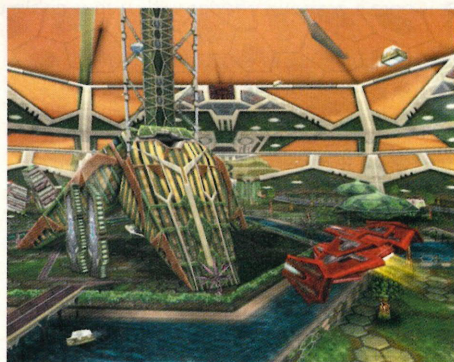
■ The game will include effects like meteors, comets and sun flares

Earth and Beyond, demonstrated behind closed doors at E3, is a persistent-state world space game from Westwood, where players can take the role of warriors, traders or explorers in a massively-multiplayer online universe. Sort of like Wing Commander with 3,000 players. But without Mark Hamill. Hopefully.

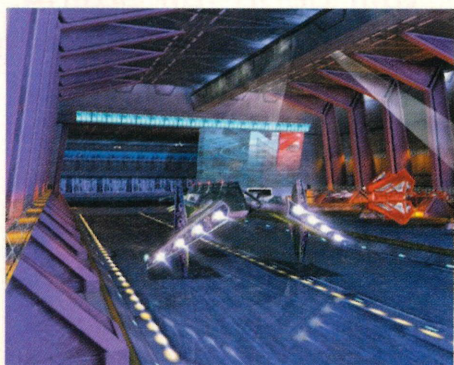
You can choose your character from three races, each with its own speciality - the Jenquai (explorers, fast but weak), the Terrans (traders,

Player-versus-player combat will be restricted to areas around the fringes of Earth and Beyond's universe, so new players will be able to get to grips with the combat system and game dynamics in a safer environment.

Rade was keen to point out the game shares little with similar-looking titles such as Freelancer. The combat system doesn't rely on "twitch" skills or raw dogfighting ability - rather, hits are determined by the server based on your character's weapons skill and target's shield level, more similar to traditional online RPGs than other space combat games. You'll also be able to use non-weapons-based skills in combat, to allow you to hack opponent's shields or flight controls and take down



■ Earth and Beyond looks like being a graphical step forward for space games



■ Thunderbirds are go! Or something

"Sort of like Wing Commander. But without Mark Hamill. Hopefully."

with advanced technology) and the Progen, (proud, noble warriors). Though much of the game sees characters flying individually-customised starships between locations, a substantial minority of the game takes place on the surface of the world's planets.

Unlike other persistent-state world games, death in Earth and Beyond's universe doesn't have terrible consequences - rather than having to retrieve your body and items, your starship is towed back to the nearest starbase and all you lose is time - a process producer Rade Stojavljevic called "player incapacitance".

their power. And once you're done fighting, your spaceship will reflect your victories for others to see.

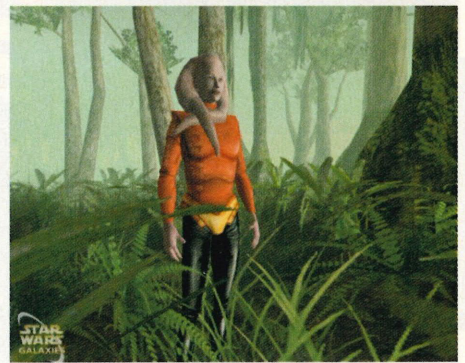
New missions are dynamically created by the game, according to your character's location, level and skills. Other missions will be hand-crafted by the Westwood staff, and will mostly concentrate on continuing the ongoing plot threads, concerning a "cold war" three factions are engaged in over a set of stargates. Earth and Beyond is due to enter public beta soon, and to be released towards the end of the year.



■ PUBLISHER: LUCAS ARTS ■ DEVELOPER: VERANT ■ RELEASE: 2002

Star Wars Galaxies

Search your feelings. You know it to be true



■ Where's a snowspeeder with a tow cable when you need one?

Two big surprises awaited Star Wars fans at E3. One, the forthcoming Raven-developed Jedi Knight sequel, you can read about opposite. The other, shown off quietly for just one of E3's three days, was an online massively-multiplayer role-playing game set in the era of the classic Star Wars movies.

The new game has far too many planned features for us to be able to list them. But it's safe to say that at this stage the team,

"Although the Civil War will be in full swing, you won't have to get involved"

consisting partly of ex-Everquest and Ultima Online developers, will include just about everything that makes the Star Wars films so enduring.

You'll be able to choose your race from the game's selection of eight (including humans and Wookies) and develop your character with a skills-based system. You'll be able to own land, build houses or shops, and group with other players to build towns complete with defensive structures like walls and turrets. If the thought of training to be a Jedi appeals, you'll be able to do that too, but it will be a long and difficult route. Though the game will have plenty of

combat, you'll be able to choose peaceful careers like mining or politics if that appeals more to you. Once the planned expansion pack is released, you'll be able to buy your own ships and have space battles. Players will even be able to work co-operatively to fly larger craft like Star Destroyers.

As you'll see from the shots, the graphics look fantastic. Galaxies uses an all-new engine to bring George Lucas' world richly to life. It won't be split into "zones" like past Verant games, so players will be able to move from area to area seamlessly. The team is also keen to learn from the less popular design aspects of other MMORPGs.

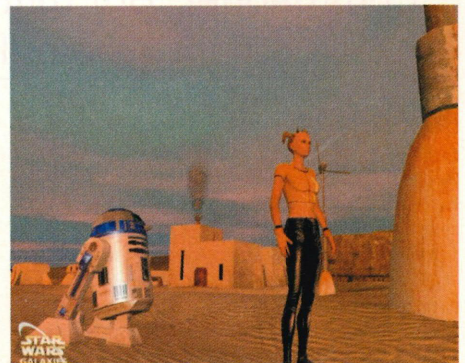
Player-versus-player combat will be allowed in certain areas.

Although the Galactic Civil War between the Rebels and the Empire will be in full swing, players won't have to get involved in it if they don't want to. There will be a number of mechanisms to enable organised groups of players to fight, however.

Although the game is set in the time period of the older trilogy of Star Wars films, it will include some technology and creatures familiar from Episode I. The team also says content from the forthcoming Episode II will be included as it becomes available. The game is at least a year away at present, but we'll bring you more as soon as we have it.



■ "Look at the size of that thing!", and other clichéd Star Wars quotes



■ Training to be a Jedi will be possible, although extremely difficult



■ PUBLISHER: LUCAS ARTS ■ DEVELOPER: RAVEN ■ RELEASE: APRIL 2002

Star Wars: Jedi Outcast

Kyle Katarn returns for a sequel. About time too



■ In the Year 2080, the pole vault will be conducted by camp chaps wielding strip-bulbs

Surprise announcements are few and far between at the E3 event these days, but it was quite delightful to be exposed to a surprise showing of the newly announced Jedi Knight sequel, Jedi Outcast.

For those who missed it, Jedi Knight was a much-revered 3D first-person shooter that oozed Star Wars atmosphere. Though technically a sequel (to the Doom-era Dark Forces), it easily dispelled that stigma with its well-told story and gameplay innovations. Placing you in the role of

testament to their prowess when we saw what they've already achieved with the game at E3 after just being officially three months into development. Of course, the ever-reliable Quake 3 engine played no small part, we're sure.

Admittedly, the presentation was little more than a visual showcase with a glimpse at the gameplay mechanics underneath. Again sporting both a first- and third-person perspective you can adopt on command (the former is recommended for range weapons, latter for the lightsaber), Jedi Outcast will feature expansive outdoor environments, as well as the usual helping of indoor areas.

The force powers included much of what was in the original game, including jump and lightning.

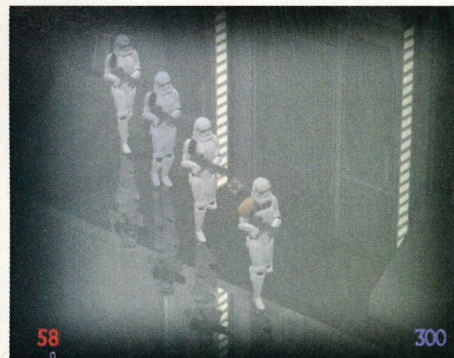
Though it's not due for release until early next year, and we still know little about it, be honest: you're excited, aren't you? It seems being a PC gamer and Star Wars fan will do you a lot of good in the coming months, as we witness a revival of new and promising titles, including the Bioware RPG epic, Knights of the Old Republic, the strategy RTS powered by the Age of Empires engine, Galactic Battlegrounds, and of course, Galaxies. The best thing about Jedi Outcast, though, is it fills the void left by the now rather mediocre looking Xbox-only title, Obi Wan. So nearly all the genres are covered - roll on 2002!

"Be honest: you're excited, aren't you?"

Kyle Katarn, you're a mercenary-for-hire who learns of his complex heritage early in the game and soon begins Jedi training, wielding the infamous lightsaber and developing Force powers that lean towards the light or dark side, depending on your behaviour in the game.

A new development studio has taken the reins for the sequel, but they're certainly not new to games. Raven Software has a pretty decent track record with the deeply involving fantasy titles Hexen and Heretic 2, and will be more recently recognised for Soldier of Fortune and Elite Force.

So these guys know what they're doing where action games are concerned, and it's quite a



■ The stormtroopers had a pathological fear of red lights



■ Mmmm. Reflective floors. Not bad for a few weeks' work

Emperor: Battle for Dune

Westwood makes the leap to 3D, a year after everyone else



■ Draconis IV and Caladan don't look much different than Arrakis

Although it's odd to start a review with a history lesson, such an approach is entirely appropriate when you're dealing with a new game as archaic as *Emperor: Battle for Dune*. For while the title in question is just hitting stores today, the gameplay concepts are as old as dirt. Or at least as old as the dust blanketing that closet-consigned P75 you once used to play *Command & Conquer*. Those were the days, my friend. We thought they'd never end.

But they have. And someone should tell the good people at Westwood. While the rest of the gaming world has moved on to bigger and better things, this formerly innovative company has simply been repeating the real-time strategy past. Their latest looks all the way back to

“Almost every cut-scene has a few unintentionally hilarious moments”

1992's *Dune 2*, often cited as the first real-time strategy (RTS) game ever developed, for its inspiration. All of the basic concepts that fuelled both that classic and the subsequent *Command & Conquer* series have been recycled again and again.

But *Emperor* certainly looks the part. The game comes dressed up in all the expected full-motion video accoutrements that Westwood has been using since the mid-90s. Like *Red Alert*, the plot is detailed in lengthy, gaudy film clips featuring a number of professional actors. Some are recognisable stars, such as Michael Dorn of *Star Trek* fame and Kari "Sliders" Wuhrer, while

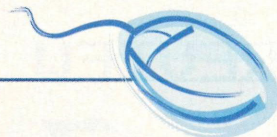
others are nobodies, but they all share the same uncanny ability to chew the scenery. Almost every scene has a few unintentionally hilarious moments, due to hammy acting, poor scripting, or a combination of the two.

Other visual aspects of the design take *Emperor* into the present, however. As noted above, this is the first Westwood game to feature a gameplay engine that works in all three dimensions. It may be a little behind the times in this regard - particularly considering that just about every other RTS developer hopped aboard the 3D bandwagon last summer - though the implementation here is quite good.

All three of *Emperor's* races feature lengthy playable campaigns. These of course differ in terms of plot, although there aren't as many differences between the races themselves. While the Atrideis are noble warriors, the Harkonnens violent and cruel, and the Ordos rapacious aliens who use hideous biological technology, there is little to separate them tactically.

Basic units have counterparts that are nearly identical in the ranks of their opponents. This is reflected further up the ranks as well, though there are certain overall individual characteristics such as the strong Harkonnen armour and the Ordos' hit and run capabilities.

There are a few worthy tactical elements, though. Ally yourself with the Fremen tribesmen and you'll be able to summon mighty Sandworms to crush the opposition. The value of high ground is emphasised more here than in perhaps any other RTS in recent memory. As bases must be established on the rock that towers over the sandy seas below, you have to take advantage of



this by building in the right areas and fortifying that position with long-range units such as mortars and snipers. Unfortunately, this emphasises the relatively poor intelligence of your computer opponents, who will often assault you from the sand below rather than trying to flank you, to level the playing field.

But where Emperor truly stands apart from Westwood's earlier efforts is in the design of the single-player campaigns. Instead of fighting a series of must-win battles until the final showdown, here you wage war on a dynamic map. When the game begins, Arrakis is evenly divided into sectors controlled by the three houses. From there, you decide how to proceed, which sector to attack in order to best advance the war. At the same time, you'll be forced to defend your territory against enemy invasion.

Additional gaming options might provide players with further entertainment value, but again, there really isn't anything here that hasn't been seen before. Skirmish mode features some interesting ideas involving alliances, Sandworm activity, prebuilt bases, and crates with goodies inside, though there isn't a map editor or a random map generator. One helpful frill here is that you can go online to play a campaign cooperatively. It's good to see that, despite everything else, the designers realised the value of a cooperative mode.

Good points aside, Emperor: Battle for Dune is a tired game based on a limited concept that was beaten to death in 1998. Dynamic campaign and true 3D engine or not, the essentials of gameplay still come down to the very same basics that have dominated such titles for going on a decade now. Aside from the new engine and a few other noteworthy and not-so-noteworthy tweaks, this is the same game as Dune 2, Command & Conquer, Red Alert, Tiberian Sun, Dune 2000, and last autumn's Red Alert 2. Although Westwood has thrown in everything but the kitchen sink to make this arguably the ultimate traditional RTS, it's still hard to contemplate playing the actual game without yawning.



JUDGEMENT

SYSTEM REQUIREMENTS

MIN: PII-450, 64 MB RAM

GOO SUGGESTS:
PIII-800, 256MB RAM

■ PUBLISHER: ELECTRONIC ARTS
■ DEVELOPER: WESTWOOD
■ RELEASE: OUT NOW

GAMES Demos Movies Themes
DOMAIN ONLINE: Patches Cheats Walkthrus

+ Solid Westwood production values

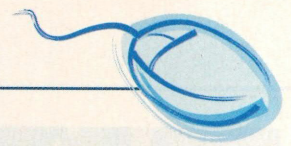
+ Semi-dynamic campaign is a nice touch

- We've seen it all many times before

- Those high production values are hampered by ludicrous overacting

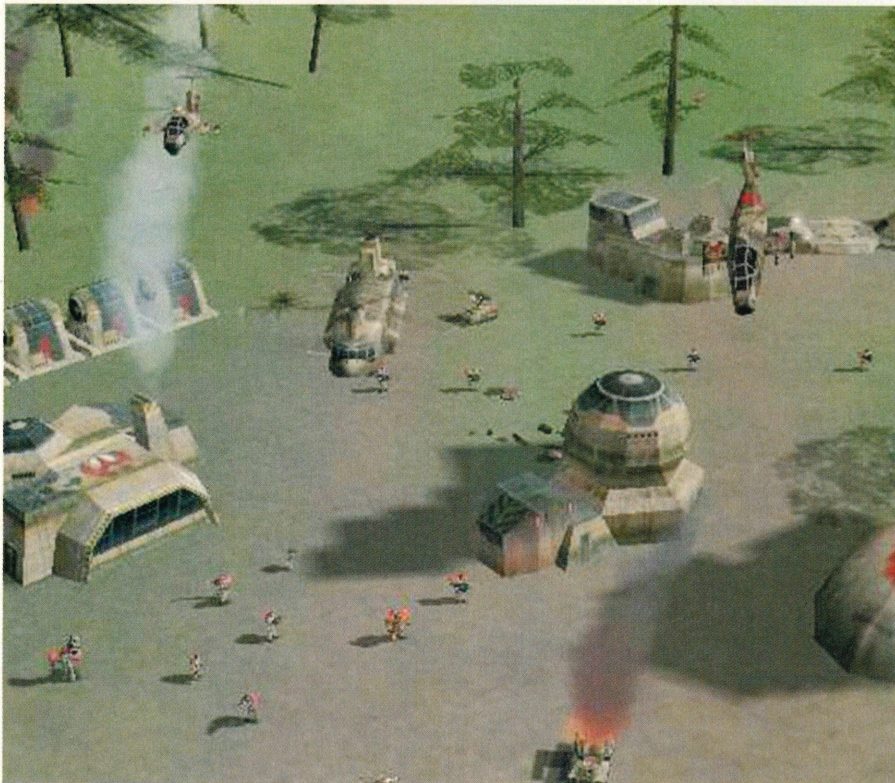
OUT OF TEN

WORDS: BRETT TODD



Z: Steel Soldiers

Xenon developer gets up-to-date with this robotic sequel



■ Sadly, there's no Ride of the Valkiries to accompany the air strikes



■ What would a 3D strategy game be without hoofing great explosions?



■ Some people have all the good bath toys

We've come to expect good things from The Bitmap Brothers. Back in the Amiga Age, they were giving us excellent titles like Xenon, Speedball and the Chaos Factory, and earning a reputation for graphically slick games that provided satisfying, long-lasting gameplay. Having made the transition to PC-based games, the Brothers now bring us Z: Steel Soldiers, the 3D action/real-time strategy sequel to their previous 2D game Z.

"We've come to expect good things from the Bitmap Brothers"

Rather than harvesting materials, Steel Soldiers uses a system of territories for resource collection. The map is divided into a number of areas, and when one falls into the hands of a side (which happens when an infantry unit touches its flag), it provides a steady stream of resources to the controlling player. Sticking to your tiny corner of the map and building an impregnable base to defend your factories as they churn out a force that will steamroller your opponent in a single charge just won't work.

This system of resource acquirement is Steel Soldiers' great strength. It takes a wee while to adjust to, but ensures that the action starts

early and stays constant. Because things get so manic, precise control of units isn't always practical, and using special units takes up valuable attention - so you'd better have a good idea of what you're going to do with them. The game demands you think on your feet, and be prepared to take lots and lots of casualties.

Steel Soldiers has very ambitious enemy AI: the vast majority of the time, it's challenging and convincing. But while it is very effective at using small and medium sized groups it rarely makes use of really large forces.

Overall, though, it is fast and manic and demands flexibility from its players, providing an experience with a different edge to other strategy games. It misses out on a higher mark because of

the annoyances already mentioned and ultimately, Z: Steel Soldiers isn't really an original experience - the focus on territory-grabbing and constant action is essentially a new coat on an old, established genre. Perhaps with some more ambitious elements it would have received an award, but the influence of genre-dominating titles like Starcraft and Total Annihilation is very obvious, and it's harder to appreciate the intervening three years of development. For a satisfying strategy game with a slightly different slant, though, Z: Steel Soldiers comes heartily recommended.

JUDGEMENT

SYSTEM REQUIREMENTS

MIN: PII-266, 64MB RAM

GOOD SUGGESTS: PIII-500, 128MB RAM

■ PUBLISHER: EON

■ DEVELOPER: BITMAP BROS.

■ RELEASE: OUT NOW

GAMES DOMAIN: Demos Movies Themes

ONLINE: Patches Cheats Walkthrus

- + Lighthearted, funny and fun
- + Challenging computer opponent
- + Inventive advanced units
- + Good script, excellent voice acting
- Over-familiar units and buildings
- Early missions less grabbing than some later ones

8 OUT OF TEN

WORDS: CHRIS GARDINER

2002

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...YOU'RE YOUNG

...YOU'RE BEAUTIFUL,

MAKE A DATE WITH THE FUTURE!

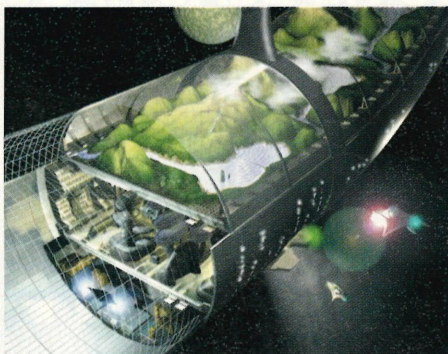
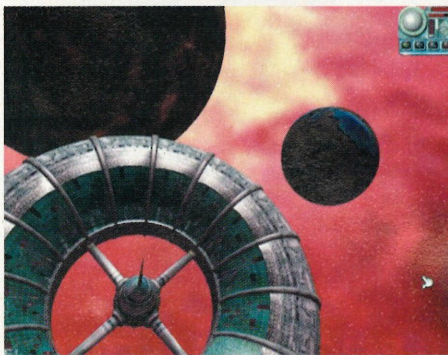
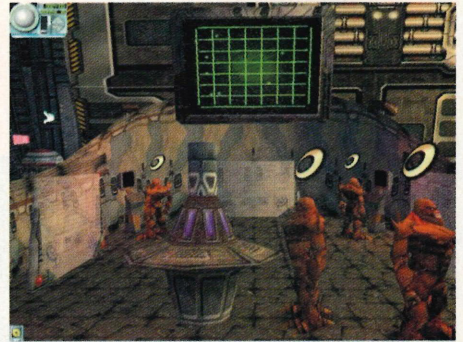
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Department
for Education
and Skills

Startopia

Be a space station controller with this Bullfrog-esque game



■ This cut-away view of the station shows the three decks clearly

Many good things came out of the merger of Bullfrog Studios, the British development house formerly run by Peter Molyneux and responsible for classics like *Syndicate* and *Theme Park*, with publishing giant EA. Many of the young Bullfrog tadpoles, nurtured and developed in the Bullfrog pond, went off to form studios of their own, like *Lost Toys*, *Elixir*, *Lionhead* and *Mucky Foot*. Unsurprisingly, many of these new studios' first titles are recognisably influenced by Bullfrog games past.

Startopia is the second game to be released by Mucky Foot; the first, *Urban Chaos*, a free-roaming action-adventure, was underrated and didn't sell too well, despite two console conversions. *Startopia* is in a very different vein

of infrastructure buildings to keep power levels high and your scuzzers in good working order. Building a comfortable and popular station attracts more travellers, brings in more money, and leads to success. Trading goods with visiting alien merchants can make yet more money.

The station is split into three decks. Engineering, transport and cargo handling facilities go on the lower deck, the outermost level. Next up is the entertainment deck, housing shops, commercial buildings and living quarters. The upper level is the bio-deck, where environments suitable for a variety of lifeforms can be created by modifying the deck's terrain, temperature and moisture level.

Unlike many other games of this type, offensive and defensive combat both play their parts. Certain aliens will fight for you, and your internal security forces can be used to take over other areas of the station or eliminate other players. The ordering system is very simple, however, so plain old numerical superiority is enough to ensure victory.

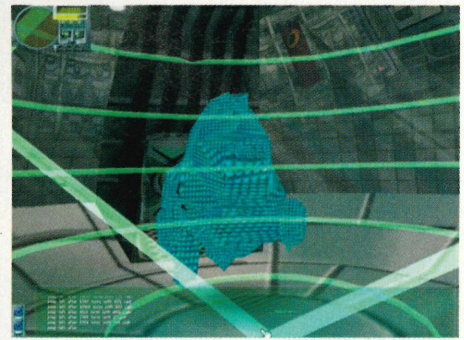
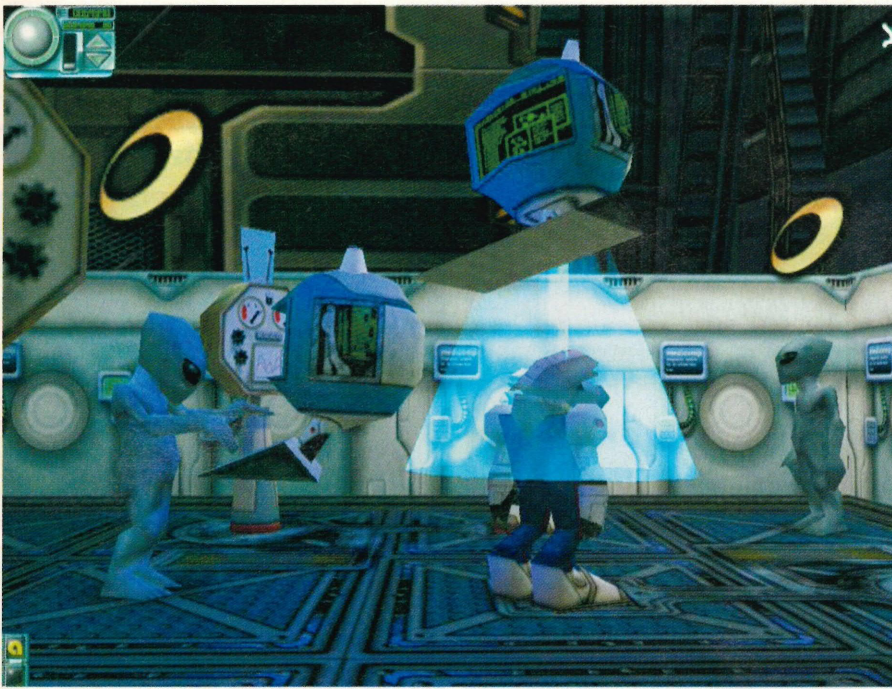
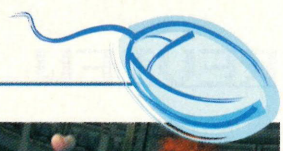
It's easy to see that lots of love has gone into *Startopia*'s creation. The graphical style and 3D engine work well, and are perfectly suited to the task of displaying the station. The camera is free, so although the most comfortable working angle is high up looking across the "doughnut" sector you're in, by rotating it to either side you can see the deck curve sharply upwards - deliciously disorientating. The interface is easy to use and unobtrusive, a real achievement considering the odd shape of the station.

There's also a strong thread of humour

"It's easy to see that lots of love has gone into *Startopia*'s creation"

- it's strongly seated in the "Theme" tradition, bearing many resemblances to Bullfrog's *Theme Hospital* and *Dungeon Keeper*. Set in the distant future, your task is to administer a doughnut-shaped, rotating space station, providing a place for passing travellers to work, rest and play. Opposing players are attempting the same thing, in other areas of the station.

Aliens enter your station through a port; they then proceed to spend the contents of their wallets on the attractions and amenities you provide for them. A wide variety of structures are available: berths and hotels for sleeping, eating and drinking establishments, R&D



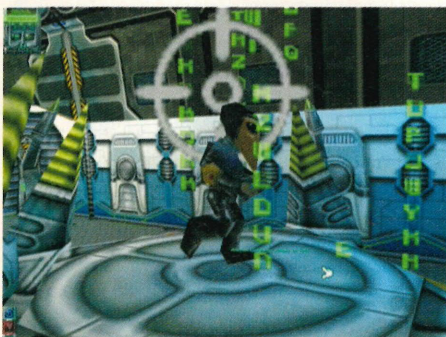
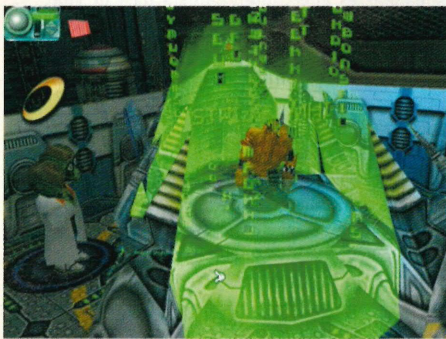
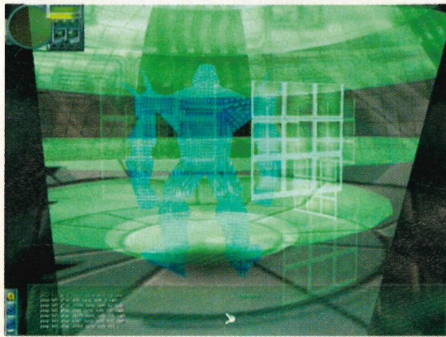
throughout the game. Your advisor is prone to dry, Douglas Adams-esque witticisms, and the animations of the aliens partaking of the delights of your station will raise many a grin. Red Dwarf is an influence, too, and the 2001-inspired intro is almost worth the price alone.

The economic model, though, has some issues. It's clearly not intended to have a great deal of depth, unlike Tropicco, as the options and interfaces for setting prices are very simple and lacking in functionality. More crucially, competing economically with other station managers is made difficult by the lack of any method to find out prices in parts of the station not owned by you. Beating other players (computer-controlled or human) is thus more a matter of making sure your station is run well than deliberately trying to compete with others.

Like about every other game of this ilk, it's initially extremely addictive. The missions are linear, and function much like an extended tutorial - this is compelling, as new races and structures are introduced gradually. Imaginative objectives make the tasks varied (you'll go from running a penal colony to an interstellar church) and although occasionally failure conditions can be unclear, the missions overall are enjoyable.

Once completed, though, there's just the skirmish mode to play with. Although the game calls it a "sandbox" mode, it's really more like a typical RTS game's skirmish setup, although you can set it to no opponents and no victory conditions for an indefinite, open-ended game. Problem is, the missions give you such a thorough grounding in the skills needed for success that there isn't much more to explore in the sandbox. The combat, economics and research models are too simple and shallow for long-term exploration, and the inter-controller competitive elements are too subdued for multiplayer to hold your attention for long.

In spite of these concerns, Startopia is still an amusing, engrossing and addictive play. The missions represent around 20-30 hours of entertaining gaming: whether this represents good value for money or not depends on you.



■ Your security forces tackle an enemy spy

JUDGEMENT

SYSTEM REQUIREMENTS

MINI: PIII-300, 32MB RAM

GDO SUGGESTS:
PIII-700, 128MB RAM

■ PUBLISHER: EIDOS
■ DEVELOPER: MUCKY FOOT
■ RELEASE: OUT NOW

GAMES DOMAIN Demos Movies Themes
ONLINE: Patches Cheats Walkthrus

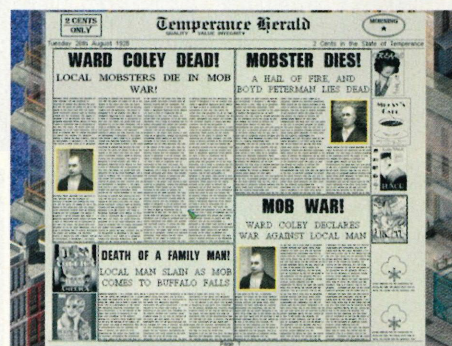
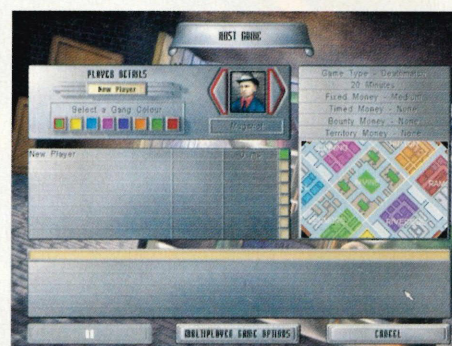
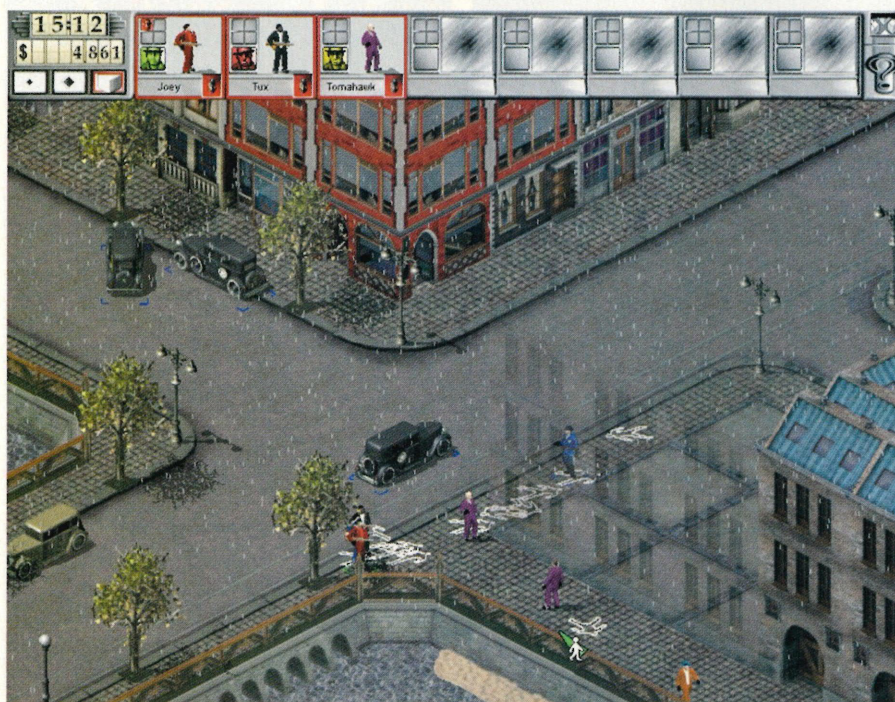
- + Characterful and witty
- + Addictive, for a time at least
- + Varied missions
- + Populous touches
- Limited lasting appeal
- Simple underlying dynamics
- Some unclear mission objectives

7 OUT OF TEN

WORDS: MIKE SMITH

Gangsters 2

Never rat on your friends and always keep your mouth shut. Capishe?



■ Probably the only time you'll find the GDD crew in a state of temperance

Hothouse Creations' original Gangsters game was a great concept. You controlled a posse of hoodlums and mobsters, at the height of the Gangster influence, 1920's America. With prohibition, speakeasies and tommy-guns a part of your everyday life, you worked your way up the FBI's most wanted list until you owned the town. It was all about money, power and looking great in a fedora.

Great idea? Yes, but unfortunately when you actually played the game, the Gangster's interface was so complicated and unintuitive that many would-be "wiseguys" turned it off in frustration. Nevertheless, Eidos green-lighted a sequel; have the developers learnt from their mistakes with Gangsters 2: Vengeance?

"Have the developers learnt from their mistakes with Gangsters 2?"

This time, anyway, it's personal. You play Joey Bane. Your father has been murdered by the mob and now you are out for revenge. But you must bide your time - you can't beat em, so you'll join em, and when you have enough power and a hideaway to call your own, you will strike.

Your main objectives are to build up a gang and use your power to monopolise illegal activity in each city. You return to the city of New Temperance, but end up taking over the whole state. As well as the overall objective, some of the cities contain linked missions that form a campaign centred on the death of Joey's father.

Each new area provides you with different ways of earning a living, be that keeping the hooch flowing in the Kit Kat club, or sending the dead presidents down to the local Laundromat. In some places, your influence will be extensive, and in others, you will hardly have room for a loan shark and a dice game.

To help you in the mayhem, you hire gangsters. Each has specialist skills, such as bombing, kidnapping or getaway driver. Gangsters both defect from rival gangs, or can be recruited from the local newspaper. As well as heavies, you have specialists who run your illegal businesses.

You support your gang with the income you earn from your businesses. These are either legitimate, or fronts for more shady activities

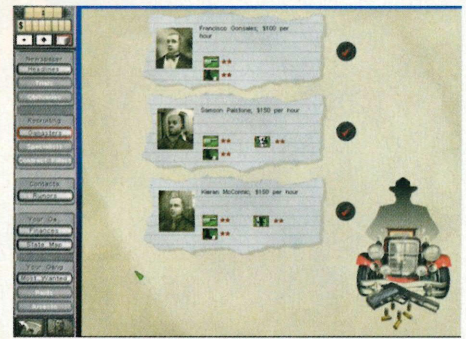
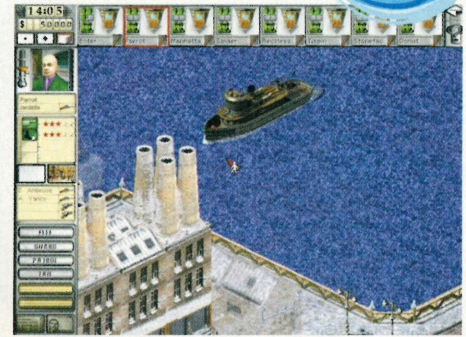
(which is where you make the big bucks). You either buy these businesses or take them by force from the computer player, thus increasing your influence as well as your cash flow. In addition to manpower, you will also need

money for guns, vehicles and bribes.

So the concept is relatively simple. You move around the map gradually knocking off your enemies' businesses, wiping out his hoods and bringing the town under your heel. But is it any good?

Well it's certainly a lot easier than the original. The interface is simple to use and your objectives are clear. There is a good tutorial that teaches you the basics of combat and running your business. You can save at any time and it is generally more intuitive to play.

But there are still faults. You use a point and click system for issuing orders. In the heat of



battle this gets confusing, as you automatically cancel an order and issue a new one each time you click. The AI is also quite poor. You have to keep issuing orders otherwise they have a tendency to stand around getting shot and even though usually very well armed, they give up at the merest whiff of a boy in blue.

Hired muscle is kind of a payoff to this problem. These 'do or die' kind of guys protect the character they are assigned to and will throw themselves in the line of fire if the character is attacked. As soon as you have enough money, hire some.

One of the other innovations in the second instalment is the real-time night and day. At the end and beginning of the day, the newspaper loads automatically showing you the headlines and FBI's most wanted. But imagine this happening in the middle of a raging gun battle with the enemy head honcho... ouch!

These issues are all the more frustrating because you know there is a really enjoyable game in there. It is ten times better than the original, but there are still some real glitches in the gameplay that stop it being great. The only saving grace is that you can save your progress at any point, which does tend to turn you into a compulsive saver, but at least you don't have to start from scratch if you botch a job.

In the end, Gangsters 2 has some really well thought out and challenging gameplay, looks and sounds great, and the night and day add plenty of atmosphere. But you still get the feeling it's a work in progress; perhaps by the third instalment, it will be perfect.



■ Investigating the statistics of one of your stores



JUDGEMENT SYSTEM REQUIREMENTS

MIN: PII-266, 64MB RAM

GDD SUGGESTS:
PIII-500, 128MB RAM

- PUBLISHER: EIDOS
- DEVELOPER: HOTOHOUSE
- RELEASE: OUT NOW

- GAMES DOMAIN Demos Movies Themes
 ONLINE: Patches Cheats Walkthrus

- + Good strategy action
- + Varied objectives
- + Much improved interface
- Point and click order issuing is too imprecise
- AI is bad at times
- Change between night and day is frustrating
- Starting missions with only four members from the pool is not enough

6 OUT OF 10

WORDS: KRISTEN BOWDITCH



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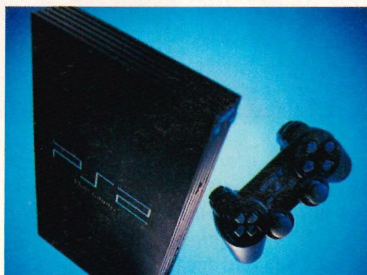
(remember to enclose your address)

*prize games will be up to a value of £50 and subject to availability and whether full contact details are provided

GROUP HUG PLEASE!

I think that the argument between Dreamcast owners and PlayStation2 owners is STUPID!!! They don't seem to CARE that both machines have some very good points, and that both machines deserve credit. The Dreamcast has a built-in modem; the PS2 has a DVD player. They both have fairly equal graphics. I own a PS2 and I am trying to be fair and argue my point without using bad language.

Shinram Cooper
Birmingham



GDO says:

You tell 'em Shinram. Wouldn't it be good if we could all forget our differences and the look for the good in one another. Wouldn't it be wonderful if we could all put our arms around our rivals and given them a hug. Wouldn't the world be a better place if we could all throw off the shackles that bind us to intolerance; if we could run down the street stark naked shouting: "I love you all, each and every one of you - and I'm not afraid to say it!"; if we could smear each other with chocolate sauce and lick... [Okay, stop right there. You've gone too far, again - Ed.] Ahem, sorry. Yeah, they are both good machines. We agree. I'll get my coat.

ADVANCED QUESTIONS

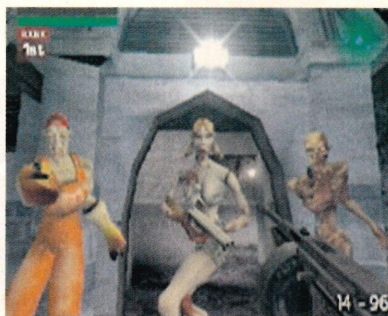
I have a couple of questions about the Game Boy Advance, so here they are: If you are using Game Boy Color games on the GBA, is the battery life longer? I have loads of new GBC games that I want to play on the Game Boy Advance. Also, which is the Best Game Boy Advance launch title? I'm defo getting Tony Hawks 2, but which is the best out of F-Zero and Mario Advance?

Cheers
Simo M
By email



GDO says:

To answer your questions, a set of two AA batteries will last 20 hours in the GBA as opposed to 10 in the GBC according to Nintendo. And, without doubt, get Mario Advance. You'll be hooked; we were!



PS2 HATERS

Why do most Sega and Nintendo fans hate the PlayStation2? Let me just say that as a PlayStation2 owner, I am very pleased with the console. The graphics are amazing and there are some great games like SSK and Timesplitters with more just around the corner such as Gran Turismo 3, Metal Gear Solid 2 and WWF SmackDown! Just Bring It.

So why are Dreamcast owners and Nintendo fans saying the PS2 is rubbish I ask? Okay, so Sega is going to make games for the PS2, which may upset some Sega fans, but how long did they think the Dreamcast would last? Though it's a great console and its Internet compatibility is useful, the fact is it would never have survived against the PS2, especially with the new broadband adaptor coming out soon. And then we have the Xbox lovers. Bill Gates' machine may have better specs than the PS2, but the Dreamcast did when it took on the PlayStation. The PlayStation continually outsold the DC year after year because it had the best games.

DJ

By email

GDO says:

We continually hammer home the point that a console is only as good as the games on it, which is determined by publishers' support. After all, what use is a Ferrari with a Reliant Robin engine under the bonnet? Thankfully, top games are finally starting to appear on the PlayStation2 - just wait for the launch of GT3 for sales of PS2s to soar again! We're sure that Internet compatibility will do absolutely no harm for the console either.

Sony would be hard pushed to send the PS2's continued success into a catastrophic nosedive, especially now it has Sega's support as a third-party publisher. As Sony's President, Ken Kutaragi recently said: "The race is now on for second place." Although the Xbox's E3 celebrations were dampened by the sheer presence of the Gamecube, expect a vicious three-way battle to ensue.

Star Letter

CAST YOUR MIND INTO THE FUTURE

Try and picture the scene: it's the year 2112 in an old school hall somewhere in the UK. A buzz of excitement comes from the group of people surrounding the table in the corner as a tank-topped young boffin blows the dust from a mysterious white box.

"What is it?" asks the young boy who brought his find to the latest series of the Antique Roadshow.

"Amazing!" comes the man's reply, as he runs his finger over the faded blue swirl on the surface of the unit. "It's an original Sega Dreamcast."

"Launched by Sega in 1999, it was considered a games console for the connoisseur. Mysteriously ignored by the majority of the gaming public, it was supported by original and innovative software of the highest quality. Ironically it was the originality of the games that lead to its own demise with the majority of gamers too naive to move away from recognised sequels produced for rival formats. However, it did result in Sega re-focusing on software, paving the way to the company's present status as the number one software developer."

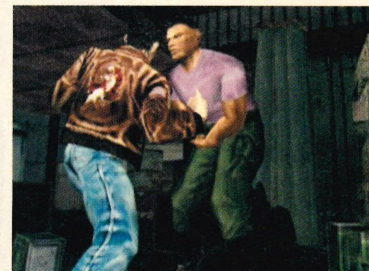
"Is it worth anything?" the boy asks, eyes wide with excitement.

"With the games you have here, including classics such as Shenmue, F355 Challenge, Phantasy Star Online, Sonic and Samba Di Amigo it could fetch more than 100,000 Credits at auction. Absolutely priceless to a collector, where did you find it?"

"In my grandad's loft under a Megadrive and Saturn box."

The man's jaw drops!

Andy Masters
Shenley
Herts



Shenmue - priceless?

GDO says:

Well, you never know. A working Dreamcast with a decent collection of games looks set to become a collector's item long before it should have. If only it had been marketed better! It's not always the best product that wins in the electronics world though: remember Betamax video recorders? [Not unless he's an old chuff like you - Ed.] Anyway, we'll send you a DC game of your choice to add to your priceless collection.

Online gaming - the future



At last month's trade show E3, Sony, Microsoft and Nintendo all made clear their plans to move further into the brave new world of online gaming.

Sony's announcement took the form of a \$40 networking adapter, containing a 56k modem and high-speed broadband connections, which will be released in the US in November. Gamecube manufacturer Nintendo has previously made it known that two separate adapters, one a 56k modem and the other designed for broadband, will be available after launch, both manufactured by Rockwell spin-off Conexant. Microsoft's Xbox will be the only console to be broadband-ready out of the box, and will have a separate modem accessory.

Sony has also gone further than simply introducing its hardware, unveiling a number of agreements with web software producers like AOL, Macromedia and Real Networks. By the end of the year, a PS2 with a keyboard, mouse, hard drive and network adapter will have much of the same functionality as an Internet-ready PC.

So, what impact will this have on the kind of games you play in your living-room? Judging by Sega's abortive attempts to create a UK-wide Dreamcast online community, not much. The only DC online community there is these days is too busy swapping pirated games to be playing

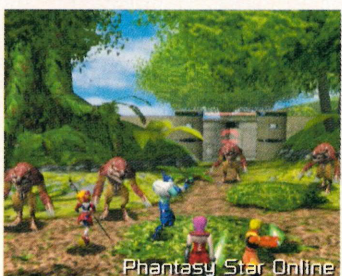
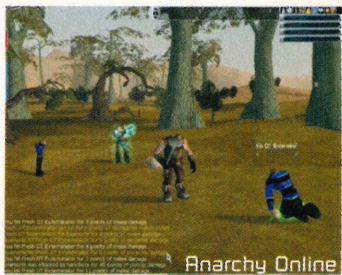
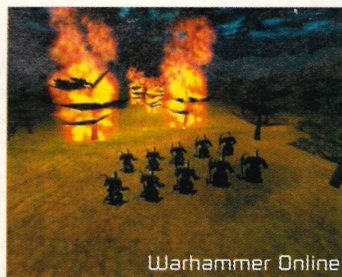
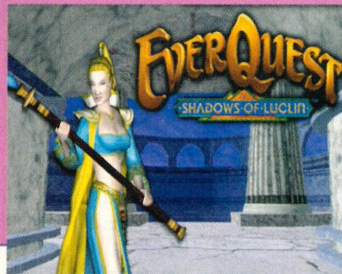
"Microsoft's Xbox will be broadband-ready out of the box"

Quake 3. But Sega made a number of crucial mistakes in its rollout of the technology; outdated modems, poor advertising, expensive, pay-per-minute dialup access and, most serious of all, the slow and sparse appearance of games supporting online play meant this attempt was doomed from the start.

However, the PC market demonstrates there is a huge appetite for online games in the UK. Playing a first-person shooter with 20 other people, from the quiet comfort of your home, is an addictive and hugely satisfying experience. And no discussion of online gaming would be complete without a mention of Everquest, the Sony-developed PC role-playing game which, even now, two years after its release, still has 385,000 subscribers worldwide.

The appearance of more online titles will also change the way we pay for our games. Everquest, as well as being bought over the counter in the normal way, charges players a monthly fee of \$10 for the use of its servers. If you want to play Everquest, you have to pay the subscription - there is no alternative, no single-player element at all. There is already talk of Sega's Phantasy Star Online version 2 taking this route.

There are still some significant barriers to the widespread adoption of





An ADSL modem, in all its not-very-interesting-looking glory. Oh, and a PS2



Internet gaming in the UK, though. A major part of the problem is our communications infrastructure, designed in the 50s and unsuitable for modern data transfer technology. When playing a first-person shooter, for example, the game needs to receive a large quantity of information from the server (say, the positions and movements of players and projectiles). The speed of the connection restricts the amount of information that can be swapped, and therefore limits the number of players and general complexity level of the game. Driving games, surprising, have huge trouble coping over a modem. Fighting games are next to impossible. Modems, in short, are bad.

But modems are cheap, and broadband is expensive, and has been painfully slow to be introduced. Only 3.1 per cent of online UK households have broadband connections, compared with 11 per cent in the USA and a massive 50 per cent of online families in Korea. If you listen to the many ISPs frustrated by the low profits they are making from broadband services, this is partly down to high prices and anti-competitive practices on BT's part; whoever you believe, it's clear the UK has some catching up to do. Sony's partner for PS2 broadband services in the UK, Telewest, reaches just five million British homes.

This is a very real problem. All the technology is available to make a Gran Turismo Online, complete with eight-player (or more) races, trading car parts (and even whole cars) with other, real-life human beings, and holding special events, nationwide championships or leagues for the best drivers. It could even take off as a spectator sport, with people connecting

their PS2s to a server broadcasting top races from any number of camera angles.

All the technology is available, that is, except for widespread, affordable broadband connectivity; without that, GT Online isn't a realistic prospect at this point (although Motor City Online on PC is close - see issue 015). It's going to be some time before the phone companies stop their arguing and give us the services these games will need; until then, for many people, it's modems or nothing.

Less of a pipe dream is the forthcoming collaboration between Climax and Games Workshop, an online wargame using the Warhammer ruleset. It's possible this will be distributed cheaply (or free) through Games

"Only 3.1 per cent of online UK households have broadband connections"

Workshop high street stores, with players buying virtual orcs and elves to add to their armies over the counter, rather like you might top up your mobile phone with a card from the newsagents. It's only confirmed on PC at this stage, but an Xbox port is widely rumoured, with other consoles a possibility. Strategy games, being slower-paced and generally just two-player, are much easier to implement over a slow connection.

Everquest-style massively-multiplayer online role-playing games (MMORPGs), where thousands of players inhabit a fantasy world, have yet to make the leap to consoles. Sega's Phantasy Star Online was only four-player, but still represents the closest we've seen so far. Financially aware publishers, eyeing the \$4m Sony makes from

ADSL

Runs over traditional phone lines. Requires an ADSL modem, costing around £150, and degrades with distance from the telephone exchange. If you're further than 4km away from your exchange no connection is currently possible. Potentially the fastest option, but also one of the more expensive, starting at around £40/month for a basic 512kbps connection. Faster transfer speeds are available, but generally have higher subscription fees.

Cable

Only available within areas served by cable TV - about 12m households in Britain. Requires a cable modem costing around £150. Most providers cap bandwidth at 512kbps. Around £20/month.

Wireless

The newest broadband technology, wireless-spectrum networking uses a wall-mounted antenna to transmit and receive data at around 512kbps. It requires no extra cabling, but at present is limited to certain areas - your house needs to have a line of sight to the transmitter. Starts at about £40/month.

Everquest each month, will be racking their brains to think of a way to translate the phenomenon to the next-generation consoles.

Final Fantasy XI and Xbox offering Fate will be among the first, but this genre has notoriously long development times, so don't hold your breath. Because these games are usually regularly updated with new locations, quests and items to keep players interested, they may need a hard drive to work - so Gamecube MMORPGs aren't as likely as those for Xbox and PS2.

Plus, there may be some extra expense involved in participating fully. As Phantasy Star Online players will have found, typing messages with a joystick is no fun, slower than text-messaging, and generally impractical. A keyboard is pretty much essential for effective communication - what's the point of playing with others if you can't talk to them?

In the longer term, voice communication will start to be the norm - Microsoft has already shown off its Xbox Communicator, a microphone and headset designed to plug into the controller for voice chat. It's a much more efficient way to interact, but requires a high-speed connection to work properly.

In the meantime, the only place to experience an MMORPG is on the PC. There are a huge number due over the next year or two - Anarchy Online (see issue 016), Planetside (page 16), Earth and Beyond (page 21) and Star Wars Galaxies (page 22) all look extremely promising, and thankfully all have more diverse settings than the usual Tolkien elves, wizards and goblins nonsense.

So start saving your pennies for that ADSL line you always wanted. The Dreamcast was just the start - online games will revolutionise the way we use our front rooms.



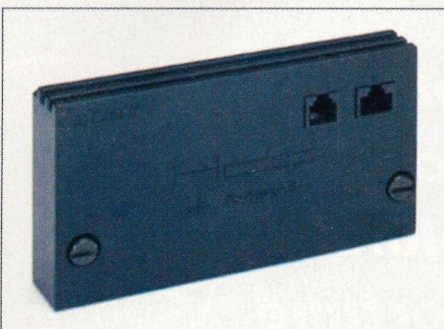
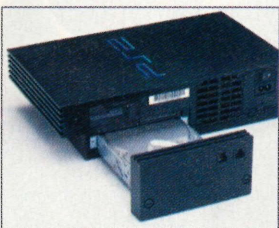
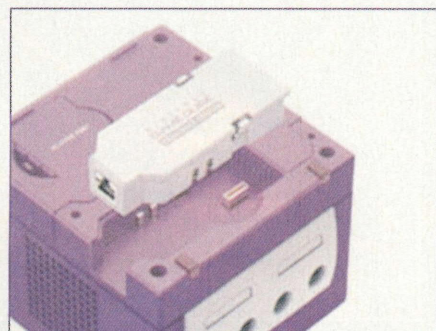
Xbox - the only new console to come broadband-enabled



Dreamcast - showed the way, but didn't quite hit the spot with the public



PS2 and Gamecube - get your broadband adapter pre-orders in now



Satellite

A traditional satellite dish receives transmissions from a geo-stationary satellite. There's no way to transmit data back to the satellite, so a modem link is needed for outgoing requests and transfers. This method is badly suited to gaming, due to the long delay times between a request being sent and the response being received via the satellite.

ISDN

A digital connection over a standard telephone wire, ISDN offers speeds of 64 or 128kbps. It requires a terminal adapter costing around £50, and a variety of charging plans are available. It is gradually being superseded by cable and ADSL technology.

Dial-up modems

These transform computer data into audio signals suitable for transmission down telephone lines. Another modem is needed at the other end, to decode the signals. The theoretical maximum speed of a modern modem is 56kbps - in practice, speeds over 50kbps are rarely achieved.

Words by: M Smith

SOLDIER OF FORTUNE

GOLD EDITION

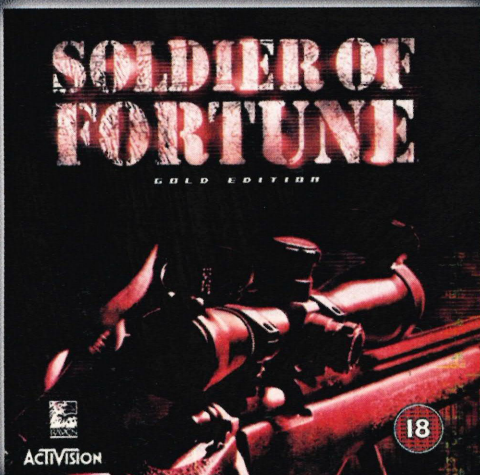
FREE*



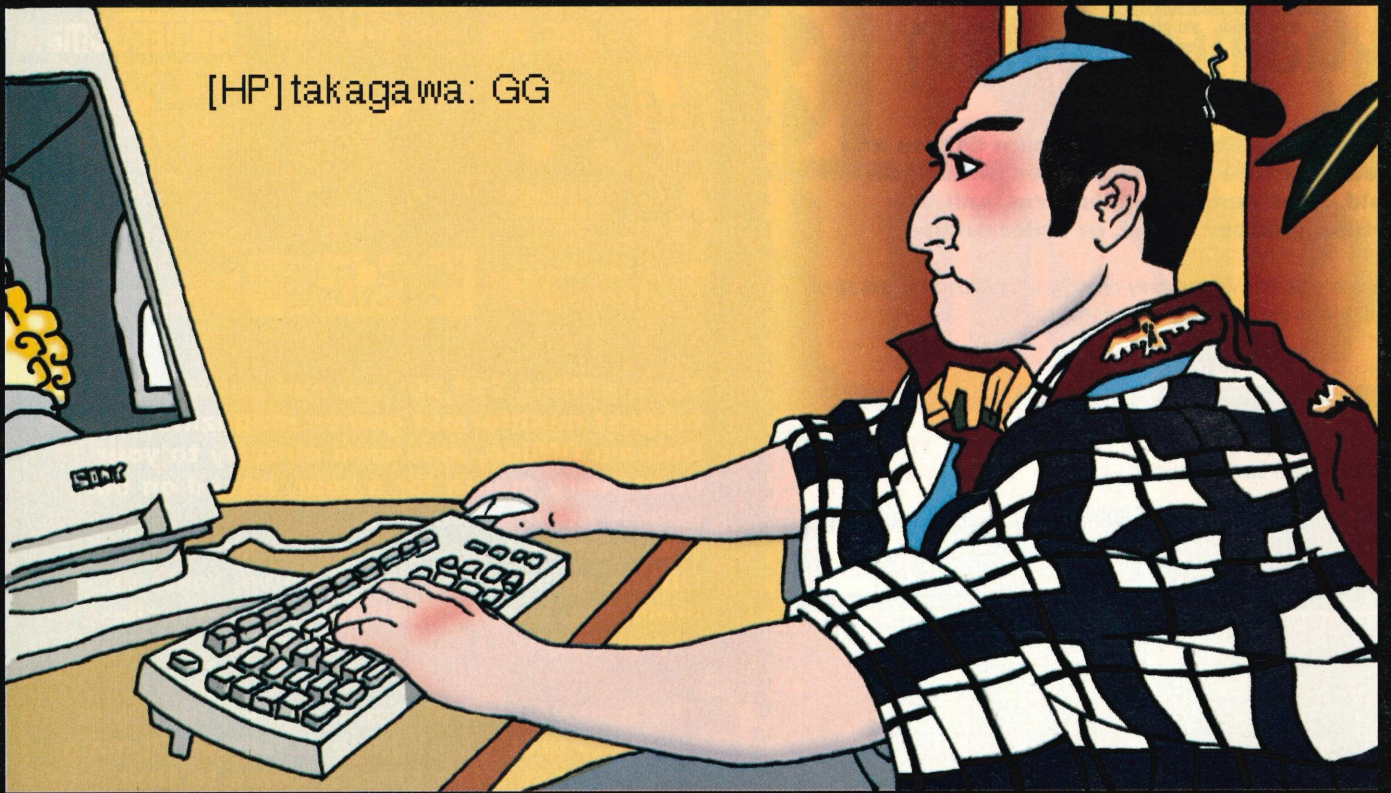
*With a year's subscription to Games Domain Offline

“Graphically and sonically Soldier of Fortune is flawless...”

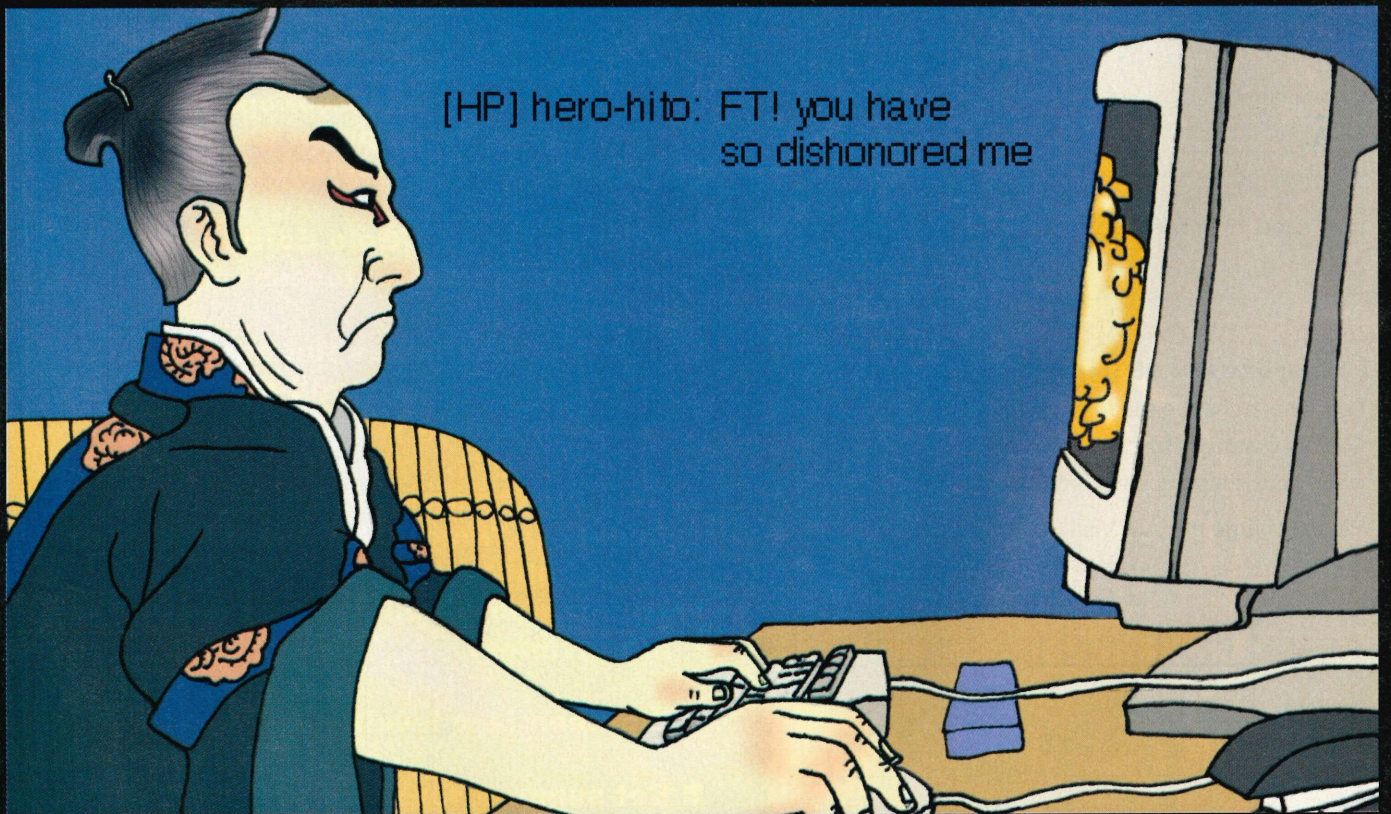
gamesdomain.co.uk



SOLDIER OF FORTUNE GOLD EDITION IS NOT AVAILABLE THROUGH INDEPENDENT RETAILERS



[HP]takagawa: GG



[HP] hero-hito: FT! you have
so dishonored me

Concentrate. Channel. Frag. Chill out.

Happy Puppy has thousands of playable demos, not to mention reviews, previews, and cheats--perfectly suited for your average samurai.

(Other people like Happy Puppy too.)



Games.theglobe.com



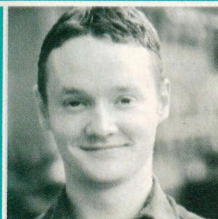
CONSOLE GAMES



S E C T I O N

PIPELINES PREVIEWS REVIEWS

It's all about the games...



Gareth Holden
Assistant Editor

The outlook couldn't be much rosier for videogame consumers. The Game Boy Advance is firing on all cylinders, unrivalled in the handheld stakes, while the PlayStation2 is finally beginning to prove its worth as more than just a DVD player that plays your old PlayStation games. And with the Xbox and Gamecube set for an all-out war early next year, you have to wonder just which consoles you can afford to go without.

If you haven't yet decided, I'd recommend carefully studying each's release list. With Sony emerging as the safe bet and Nintendo coming a comfortable second, where does the Xbox stand? Quite simply it's the dark horse and while most E3 attendees were uninspired by its offerings, expect something far more impressive in the run up to its launch. Just remember Sony too, was unheard of in the console market not so long ago. Only time will tell.

gareth@consoledomain.com



46 STAR WARS ROGUE LEADER



48 STUNTMAN



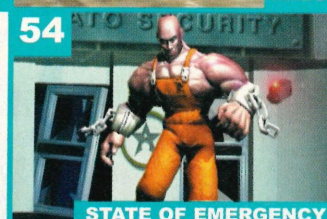
50 HALO



51 PIKMIN



52 FINAL FANTASY X



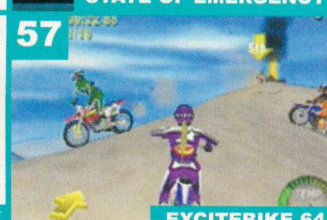
54 STATE OF EMERGENCY



55 SILENT HILL 2



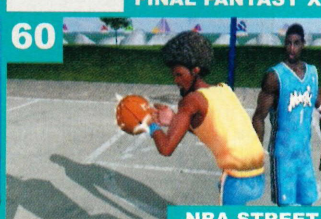
57 EXCITEBIKE 64



61 WORLD'S SCARIEST POLICE CHASES



58 SONIC 2



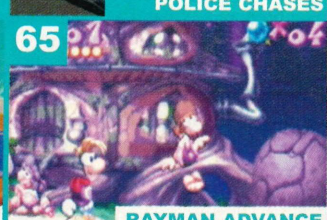
60 NBA STREET



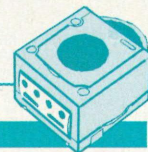
62 CRAZY TAXI 2



64 WWF: BETRAYAL



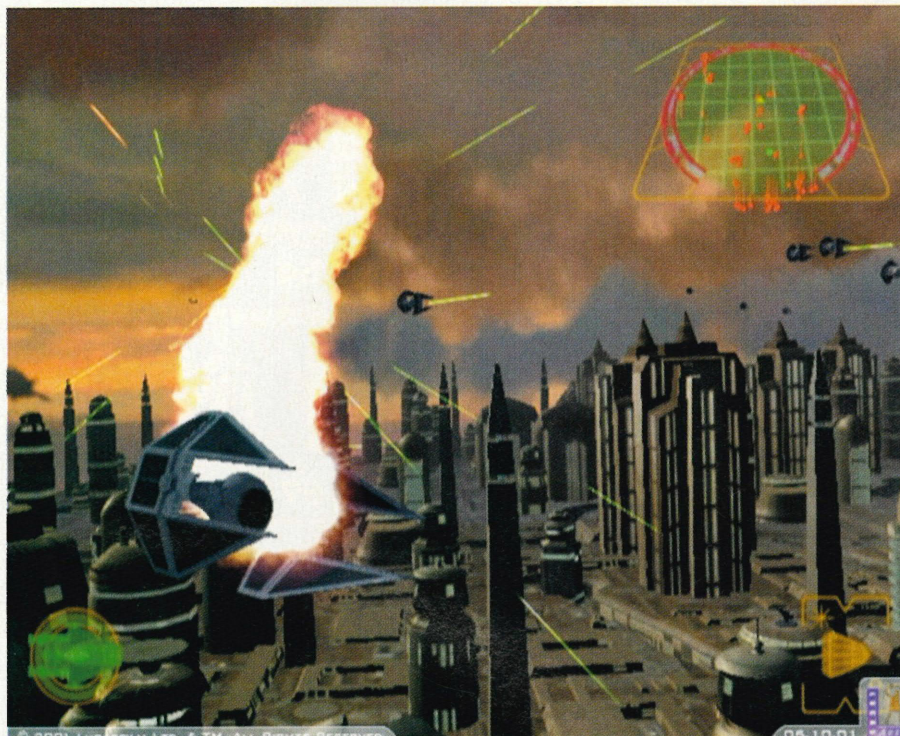
65 RAYMAN ADVANCE



■ PUBLISHER: LUCAS ARTS ■ DEVELOPER: FACTOR 5 ■ FORMAT: GAMECUBE ■ RELEASE: EARLY 2002

Rogue Leader

Use the Force, Luke [Ed: Right, you're fired.]



■ This level featured lots of close dogfighting in and out of the buildings

Since Nintendo announced the Gamecube some time ago, many people have questioned its ability to compete with the Xbox and PS2. Any of the doubters that stumbled across *Rogue Leader: Rogue Squadron 2* in Nintendo's booth at E3, were immediately converted into believers. Not only was *Rogue Leader* the most impressive looking game in the Nintendo booth, it was one of the most impressive looking games at the entire E3 expo.

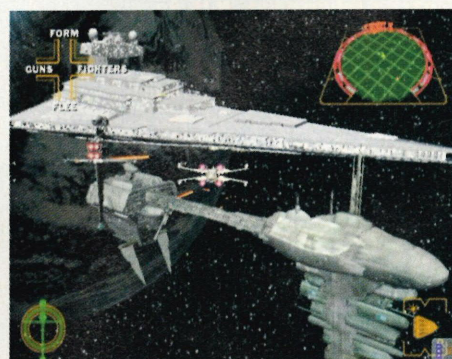
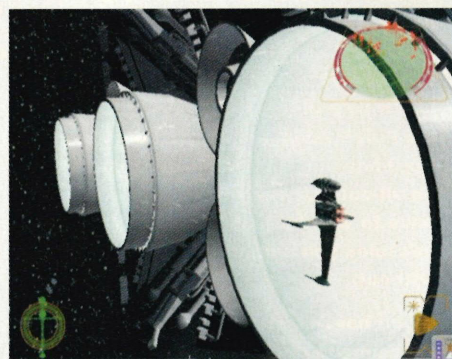
"The closest thing to playing the movie Lucas Arts has ever achieved"

It will only take one flight over the Death Star to make you realise that the Gamecube's power is immense. The Death Star spans as far as you can see in all directions, demonstrating a near infinite draw distance. You can fly far above the surface taking out gun towers, then dive down into the nooks and crannies that make up the structure of the station. The amount of geometry being processed at any given time is mind-boggling. Not only that, but the game moves along at a very high frame-rate giving players a great sense of speed. Everything is covered with beautiful high-resolution textures, and incredible lighting effects highlight the action.

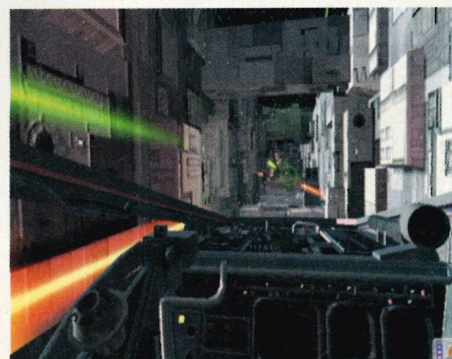
In the original *Rogue Squadron* on the N64, the enemy Tie Fighter pilots weren't exactly smart. Now enemy Tie Fighters attack in packs and employ all kinds of tactical manoeuvres to avoid being shot down. We are finally able to play a game that is truly reminiscent of the movie it's based on. There are tons of enemies in battle, and the screen is often filled with laser fire. The action is hectic. Thankfully you have two wingmen to help you out.

Factor 5 has gained a reputation over the last few years as being experts in the audio department. So it should come as no surprise that the sounds in *Rogue Leader* are equally impressive as the sights. From the incredible sounds of the enemy ships, lasers and explosions, to the booming John Williams soundtrack this is a game that demands to be played loud.

Playing the game behind closed doors at Lucas Arts' E3 booth, the crispness and speed of the game were astonishing, as was the intricate level of detail on many of the ships - "cinematic" is an over-used term, but in this case it could well be appropriate. Tom Byron, director of product marketing for LucasArts, described the game as "the closest thing to playing the movie that Lucas Arts has ever achieved." We're sure he's right.



■ Each ship is displayed at the correct scale. Star Destroyers dwarf everything



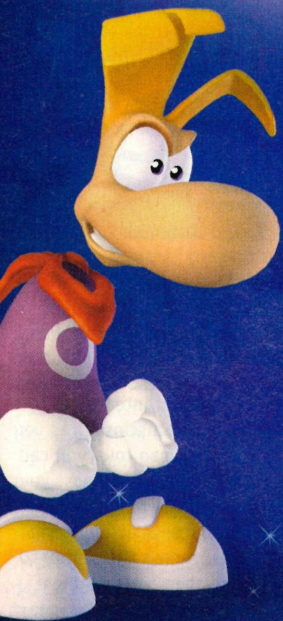
■ Use the Force, Luke. [Ed: Right, you're fired too. Anyone else?]



Rayman Advance on Game Boy Advance

Amazing graphics, huge levels, lush colour and mind-blowing gameplay.

The future of handheld gaming has its first classic.



KEY FEATURES

- Amazing graphics, utilising the console's full capability.
- 62 levels of challenging gameplay plus 16 bonus levels.
- 6 unique and varied worlds.
- All of Rayman's original powers; running, jumping, helicopter, telescopic fist, climbing, hanging from ledges.



"It looks beautiful, sounds heavenly and plays like a dream." 90% Official Nintendo Magazine

"Rayman Advance is, quite simply, one of the showcase games that demonstrate the graphical capabilities of the GBA."

www.dailyradar.co.uk

"This is a fantastic game" 94% Total Game Boy Magazine

"...it's the best platformer on the GBA by a long way."

"Beats Mario at his own game..." 94% GBX



Stuntman

Well I'm not the kind to kiss and tell, but I taught ladies plenty...



■ Reversing like Maureen off *Driving School* sees the spare wheel go walkabout



■ Time to recreate those classic Indiana Jones stunts

Though it still has a whole year left to run in its development, Infogrames' *Stuntman* game looks certain to win over just as many fans as its popular *Driver* series has. Console Domain sneaked into another behind-closed-doors session with the game's developers to see just how the game is shaping up. You will want this game.

Stuntman sees players assuming the role of a stunt driver, whose aim is to make it onto the big stage and become a millionaire. Starting out as an unknown, you'll develop your skills in low budget flicks before progressing on to some of the most spectacular scenes from the latest Hollywood blockbuster. You work for a director on six different films, at locations across the world, from a Guy Ritchie flick set in London to a Louisiana-based film in the style of *The Dukes of Hazzard*. Of course, it's hard to beat the James Bond school of stunts, so *Monaco* and *The Swiss Alps* have been included as locations too. For each of the films, you have to complete three to four stunt scenes, each of which contain between ten and 20 individual elements, ensuring there will be plenty to keep you occupied in your new occupation.

The game will include up to 70 different vehicles, ranging from a Ford Capri look-a-like to a snow mobile and even a rickshaw for the scenes in Bangkok. (The vehicle manufacturers' reluctance to see their products smashed to pieces prevents the inclusion of any being officially licensed.) Your actual tasks will include performing burnouts, 180-degree spins, smashing through scenery and performing spectacular barrel rolls. In one scene you'll even

have to pilot a snow mobile as you career across the tops of snow-laden chalets, before having to crash right through the living room of one and speed out of the other side.

Another game mode was briefly detailed, although details of how it would integrate into the main career mode were not disclosed. As you make more money in the stuntman role, you can put on special shows for audiences to boost your popularity and make more cash. From a simple barrel roll to more complex stunts like jumping through the side of lorries, there's the option to purchase pyrotechnics and then activate them

"Purchase pyrotechnics, and activate them during your stunts"

during your stunts for a more spectacular show. As you gain more experience you can also begin altering the height, length and twists of ramps. Vic Armstrong, the legendary stuntman, whose career includes stunts on films like *Starship Troopers* and *Terminator 2*, is currently working in collaboration with the team to ensure stunts are recreated accurately.

At first sight, the game looks to have relied heavily upon the *Driver* engine, but the team found an overhaul was necessary to establish the foundations of the game. Starting out with the car's physics, we were shown how to effortlessly complete a 180-degree handbrake turn, through which the suspension travel and body roll seemed almost lifelike. Next up came the game's impressive crash damage engine - reversing into a brick wall lightly, the car's



saw the rear end impact further and the boot lid detach from the car. The lid was left delicately balanced between the car and the wall and edging slightly forward, then reversing saw it tilt backwards and forwards. When the car was driven away from the wall, the boot lid clattered to the floor; rather than disappearing, the debris remained in the game and became what the developers called "a real property of the play environment". Equally impressive were the glass-shattering physics, sub-frame crumbling and attention to detail even on the undercarriage of the car, which will eventually allow parts of the exhaust system to drop off.



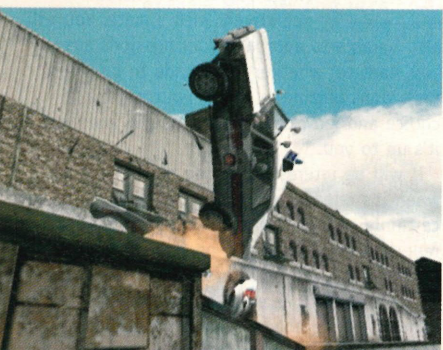
In the graphics department, even at this early stage, Stuntman looks worlds apart from the previously accepted blocky visuals and pop-up of the Driver games. Both mip-mapping and antialiasing techniques have been used to devastating effect to enrich in-game textures. From the smooth curves of the telephone wires to the intricate level of detail on both the exterior and interior of buildings, Stuntman impresses in all areas. Using a free-roaming camera, we were taken through the interior of a pub, which demonstrated every last detail, from the beer taps at the bar to the stained glass windows, through which leaked a smoky haze created by the sun's piercing rays for a truly tranquil atmosphere.



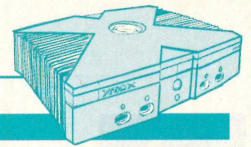
■ The attention to detail when smashing cars is simply incredible

■ Though there are no officially-licensed vehicles, you can't mistake this old Rover

Every stuntman has tales to tell of near misses and spectacular successes, so in recognition a full replay and edit mode will be included to allow players to save scenes on to memory card. There'll be a multitude of camera angles to choose from. And just in case this hasn't whet your appetite sufficiently, the developers are working on a split-screen two-player mode.



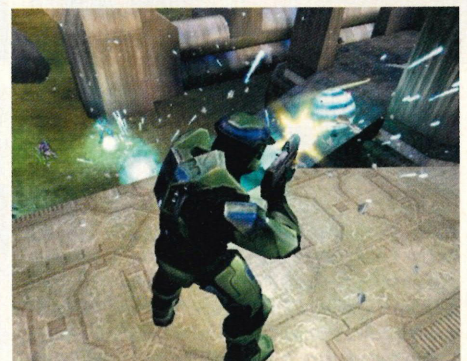
Stuntman looks certain to steal the limelight when it hits retail stores in just under a year's time. Not only does it bring a refreshing new concept to the world of video games, it's already shaping up to be a classic title that deserves to be in a league of its own.



■ PUBLISHER: MICROSOFT ■ DEVELOPER: BUNGIE ■ FORMAT: XBOX ■ RELEASE: 2002

Halo

Microsoft's showcase shooter sorts the men from the boys



■ Halo has yet to be approved by the RSPCA

Xbox titles being showcased alongside Bill Gate's new toy at E3 included Halo: a sci-fi shoot 'em up promising amazing gunfire that'll bounce around the TV screen, explosions that'll light up your living-room, a detailed and twisting storyline, complex characters and cunning enemies. Well it certainly sounds impressive, but will the game be heavenly or hellish?

Halo takes place years in the future, where a powerful alien faction called the Covenant is

and stealing alien vehicles and weaponry.

There will be a huge arsenal of human and alien weaponry for you to use, including semi-automatic weapons, alien plasma swords and heavier artillery such as rocket launchers and flame-throwers. You will also get to pilot a range of powerful vehicles, ranging from stolen Covenant flyers, hovercraft, human buggies and tanks. You can even get behind a mounted gun, while one of your comrades takes the wheel!

The amount of scope you have to experiment within the game seems immense at the moment. You can form a team and fight co-operatively with friends, battle to the death in split-screen or play through the single-player missions co-operatively with a mate. You will



■ Night falls in Aston, Birmingham, and the kids come out to play



■ Until the incident with the flame-thrower, the fancy dress party had been going well

"You decide whether to go on foot or jump in the vehicle of your choice"

also be able to approach your missions anyway you want to; whether you decide to go in on foot, guns blazing or get in your vehicle of choice and mow down everything in your way, it's up to you.

It will be interesting to see how Halo fares when it's released alongside the Xbox. It certainly sounds impressive. E3's show-floor reports were reassuringly positive and, if nothing else, it'll be interesting to see whether a company until recently focused on PCs and PC gaming will be able to help bring the definitive FPS to the console arena.



■ PUBLISHER: NINTENDO ■ DEVELOPER: NINTENDO ■ FORMAT: GAMECUBE ■ RELEASE: 2002

Pikmin

Another Miyamoto classic in the making



■ The Teletubbies' reunion descended into ugly scenes of random violence

Quite possibly the most intriguing game in Nintendo's GameCube lineup at E3 this May, was a bizarre-looking RTS called Pikmin. Created by Shigeru Miyamoto - the man behind Mario, Zelda and Donkey Kong - the game proved to be a hit with visitors to the company's stand and looks set to bring magical gameplay to the console when it's released next year.

Players take on the role of a spaceman, trapped on a strange planet after crashing his

spaceship into a comet. To make matters worse, the planet has a deadly, poisonous atmosphere that makes it difficult for him to work on retrieving parts for his broken ship. Luckily, small plant-like creatures called Pikmin - that are far more capable than they look - are at hand to save the day. The spaceman must breed, train and look after the Pikmin who will fight, fetch and carry for him, eventually helping him to escape.

enough of them to help with the tasks they face. You will be able to grow Pikmin from a seed that is left over after the large flowers that grow on the planet are destroyed. Pikmin should then be told to take these pellets back to the spaceship so that they can be grown and nurtured. In the same way you will be able to recycle and regenerate other items that you find on the planet, including the bodies of defeated enemies.

You can control the Pikmin individually, in different sized groups or as one vast entity, which can even mean having more than 100 of them on-screen at any one time. Different sized groups will be needed for different tasks. For example, you may only need one

Pikmin to destroy an object, but several to drag a deceased enemy back to your spaceship. Once you've set your Pikmin objectives you can then leave them to it and move on to tackle another task. Pikmin looks set to bring gamers fast-paced, brain-whizzing action, addictive gameplay and humour, wrapped in beautiful graphics with striking attention to detail. Of course, we'll have to wait and see what the game holds nearer to its release, but it's already looking like it could be just one of the jewels in the Gamecube's crown.



■ The Gay Pride march was a huge success



■ Suspicions the Moon Landing was faked grew when this picture was discovered

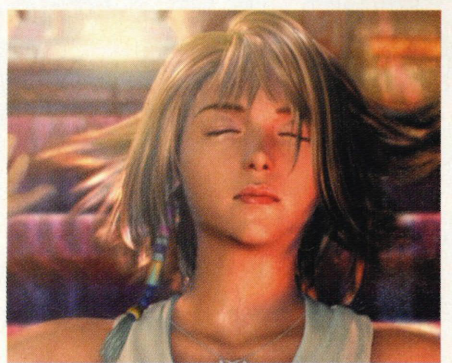
"You can have more than 100 Pikmin on-screen at any one time"

spaceship into a comet. To make matters worse, the planet has a deadly, poisonous atmosphere that makes it difficult for him to work on retrieving parts for his broken ship. Luckily, small plant-like creatures called Pikmin - that are far more capable than they look - are at hand to save the day. The spaceman must breed, train and look after the Pikmin who will fight, fetch and carry for him, eventually helping him to escape.

The main aim of the game is to retrieve the ship's parts, which are heavily guarded by dangerous enemies; players will also have to dedicate time to their Pikmin so that they have

Final Fantasy X

RPG master Square brings the series to PlayStation2



■ You'd be angry too, if someone had put your hair in pigtails and painted you blue



■ FFX's characters will be voiced, so subtitles won't be essential

Final Fantasy has sold over 31 million copies worldwide since the series first got underway in 1987, so it's fair to say that Square's latest addition won't go unnoticed when the first episode in the franchise for the PlayStation2 hits Japan this July.

What was not known, until spring's Tokyo Game Show and, more recently, E3 in LA, is what we can expect from the game's transition on to the new format and how it will actually play. Well, the facts are in and although we have a long way to go before Final Fantasy X makes it to our golden shores, it already looks like it's set to do for the PS2 what Eva Herzigova did for the Wonderbra.

There are two central characters in Final Fantasy X. The male lead, Tidus, is a player of Blitzball: a hugely popular underwater, full-contact sport; Yuna, a young and - wouldn't you know it - extremely beautiful summoner takes the female lead. After surviving the destruction of his homeland, Tidus meets Yuna on her journey through Spira (their world) and joins her on an adventure to find distant temples where she will develop and hone her summoning skills. Tidus learns that 1,000 years in the past, mankind lived in awe-inspiring cities and relied on machines for everything. That is until one day an evil force called Sin appeared and destroyed civilisation as they knew it. Now the citizens of Spira live by the Ebon religion, in fear of technology and scared that

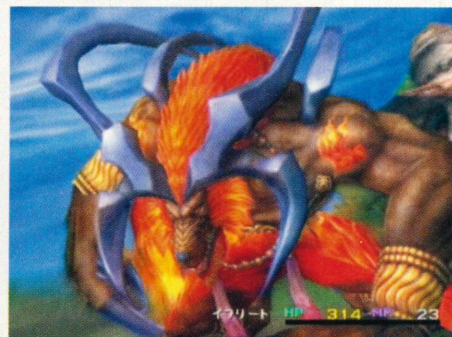
Sin will return and destroy their world once more. Protected by Tidus, Yuna must journey to each Ebon temple and acquire its resident Aeons (monsters she must summon) in order to gain enough power to destroy Sin for good.

Although Tidus and Yuna are the game's main characters, five other heroes will join them on their quest: Wakka, another blitzball player; Lulu, a mage; Kimari Lonzo, Yuna's beast-like guardian; Rikku, a female thief; and Auron, a warrior. Each will have their own unique moves

"Square is ensuring FFX is as true-to-life a gaming experience as possible"

and special attributes and, for the first time in the series, the game's cast will be vocalised and given subtle facial expression by Square's all-new 'facial motion system' during important story-building scenes.

Other than Square using the PS2 to bring more life-like attributes to your gathered party, it's already looking like the company has harnessed the console's capabilities to bring the entire Final Fantasy world to life with sumptuous graphics and glorious surroundings. Reports from the Tokyo Game Show detailed cascading waterfalls, stunning landscapes and realistic sunlight, reflecting off the buildings and water around you. All the game's backgrounds will appear fully rendered in 3D and although players

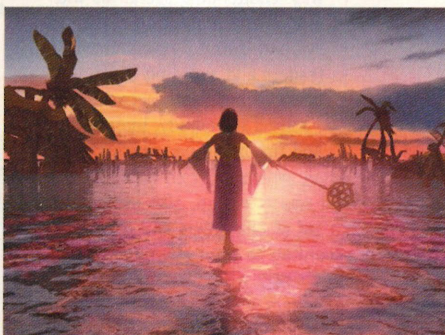


will not be able to change the camera angle manually, it will change automatically as you move your characters around the screen.

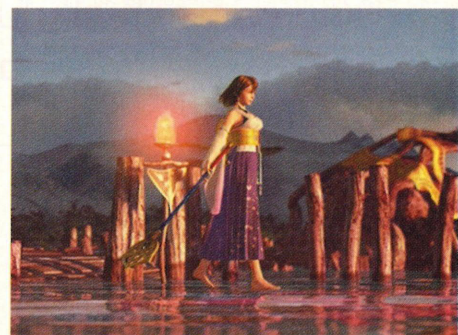
The game's setting will have a strong Asian influence with some areas of the game reflecting actual places in South East Asia. The decision to base the game in this environment centred on the fact that the last FF games have had European themes and also because the developer wanted portray a civilisation where Western culture and Asian architecture were juxtaposed. Aside from this aesthetic theme, the game will also focus on other emotional story-building elements including travel and the differences that exist between different races and classes, as Yuna and Tidus learn to work together and understand each other despite their radically different backgrounds.

Battle elements in the game include traditional Final Fantasy gameplay, but with a few key twists. Instead of one-off summoning attacks this time, once you have summoned a monster, you will be able to control it fully and it will fight for you as your other characters do, with normal, special and spell-casting attacks. Players will also be able to rotate their characters in and out of the battle mid-action and play tag-team tactics. As you are only allowed three active members in battle at any one time, this will mean that struggling characters can be pulled out of the firing line and replaced with stronger party members to carry on in their place. The game will have the same random encounter battle system as previous Final Fantasy games, but a new feature will now allow you to move directly into battles with bosses with no real on-screen changes.

From what we've seen so far, it's clear that Square is working on ensuring FFX is as true-to-life a gaming experience as possible. With PS2 technology and Square's ongoing commitment to developing games with real depth and original ideals, FFX should be one to look out for when it hits the UK at the beginning of 2002.



■ Walking on water - not as easy as it looks, by all accounts...



■ ...or perhaps it's just a new method of catching fish?



State of Emergency

It's a riot - literally



■ Now just knock that off at once; you're singeing my nice new polyester-knit jumpsuit

Grand Theft Auto developer Rockstar is courting controversy once again. *State of Emergency* debuted at last month's E3 show in LA and is, quite simply, a riot. You're in the thick of it, raging against the establishment - in this case the American Trade Organisation (ATO). State authorities are attempting to halt the revolt but without much joy.

Donning your finest fighting gear, you step into the role as one of five different resistance agents, intent on bringing the ATO down to its

wondered what it would be like to experience a city gone way out of control, then this is your game.

Participating in relentless street combat, the game plays in a 3D scrolling action style, and it's possible to have up to 100 people brawling on-screen at once. Battling in an all-out free-for-all, the game will offer four expansive, fully destructible districts, each offering 30-plus missions. Your aim will be to make it through each mission in tact by smashing absolutely everything and anything that stands in your way. Challenging scenarios will range from protecting resistance sympathisers to assassinating ATO leaders and avoiding the peacekeeper death squads.

Killing everybody, looting stores and fire-bombing vehicles is all part of the game, which far from being a straightforward smash 'em up, also utilises some nifty AI. Each set of characters will react differently according to their allegiance, and while helpless citizens will cower away from the trouble, gang leaders will be all for it, often leading to turf warfare.

State of Emergency attracted a lot of attention at E3, and it's really no surprise. Let's just hope that when it's released, it doesn't lead kids to head out on the rampage down the local high street.

"You can actually use dismembered body parts as weapons"

knees and overthrowing its authority. As pandemonium plagues the downtown streets, it's up to you to roll up your sleeves and head right for the heart of the chaos, using anything and everything to destabilise the ATO. Using pipes, bricks, garbage cans and benches to break the bodies of the opposing forces, it's not long before you can actually use dismembered body parts as offensive weapons - gruesome.

Of course, there will be a full arsenal of regular weapons to heat up the action with, from grenades, shotguns and machine-guns to flame-throwers and petrol bombs. If you've ever



■ So my shirt sucks huh? Well let's see how you feel about it now



■ Come on! Everyone beat up the fat bloke



Silent Hill 2

Wanna see last night's curry again? Because you're about to



■ Down on his luck and living rough, Bryan Adams longed for the old days

When Silent Hill was released on the PlayStation a few years back, the likes of Resident Evil were supplying gamers with knuckle-gnawing horror and heart-stopping scares.

But Konami's take on the survival horror game was different. It was scary, dark and atmospheric as you frantically chased your missing daughter's gloomy silhouette through the fog-drenched town with only the wavering static from a broken radio to warn you of impending danger.

If the surreal task and suffocating surroundings in Konami's demo is anything to go by, then Silent Hill is going to be spookier than ever. The corridors and rooms you explore are dingy, dark and filled with warped zombies that lurch towards you and scuttle across the floor when you shoot them down, eventually writhing about in pain as you put the boot in to finish them. The tension is unbelievable as the deafening noise from the boiler room beneath your feet relentlessly churns and grates.

Aside from your horrific surroundings and bizarre objectives, the game looks brilliantly realistic, even at this early stage. As an example of the detail you can expect, James has to fish a key out of a drain with



■ High on atmosphere, Silent Hill 2 is full of creepy, chilling settings

"It has the same kind of surreal edge that made its predecessor so great"

Your bloodstained surroundings were warped and unpleasant to linger in. Silent Hill was weird, freaky and a joy to play - and now Silent Hill 2 looks set to be even better.

James Sanderland receives a letter from his wife asking him to meet her in Silent Hill, a place that holds great meaning for the couple. Not strange in the least, you might think, until James reveals that his wife has been dead for three years. Curious about his dead wife's correspondence, James travels to Silent Hill to investigate and gets caught up in the town's strange happenings and the hideous evil that dwells there.

some equipment he has found. As he bends over and begins to figure out what to do, his movements are lifelike and detailed, even resulting in him delicately putting one hand down on the floor to aid his balance as he concentrates on his task.

Silent Hill 2 is already looking like it's going to be another horrifying experience. It has the same kind of surreal edge and urgency that made its predecessor so great to play and is sure to have you wetting your pants and crying for your mommy before it's through. Get ready to play it with the lights off - we dare you.

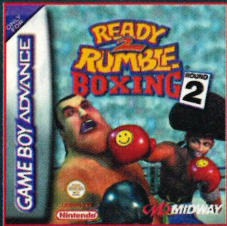


■ Expect to stumble across plenty of mutilated living corpses

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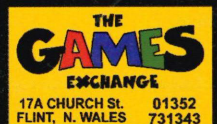
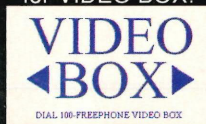
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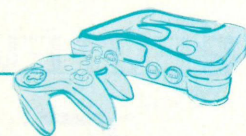
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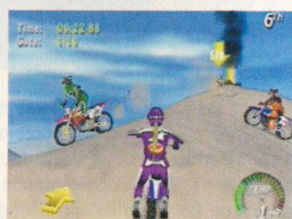
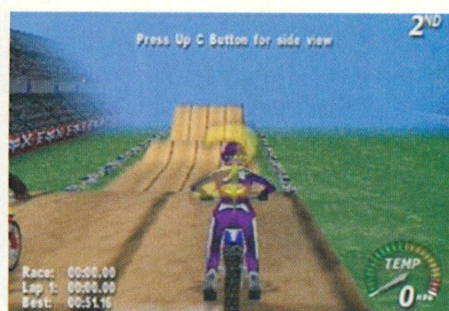
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Excitebike 64

Here's your chance to break every limb in your body



Fast and frantic motorcross action induces the crowd to roar as riders fly at top speed around tight-cornered tracks, elbowing each other for extra room, desperate to cross the line first. It can only be **Excitebike 64**.

The game is split into five different modes of play: Season, where you guide your rider through a series of races; Exhibition is a single or multiplayer race to the finish line; Time Trial, where you can race to beat your personal best

which means that you can't get away with any slip-ups. You need to be able to turn on a sixpence as you tear around the restrictive tracks and even position your bike in mid-air so you land in the direction you need to go, cutting vital seconds off your lap time. Mastering these skills is essential if you are competing to win.

The aggressive nature of the sport means that you have to be up for making your opponents eat dirt occasionally - or as much as you want, depending on how feisty you're feeling. Thankfully, this is quite an easy move to pull off, as all you have to do is swing your back wheel into their front wheel to knock them down - it's that sensitive! If you do happen to

make contact with any part of the bike other than the - very specific - part that enables your attack, you've had it and you'll be left chewing their dust.

Because of the full-on range of biking moves you need to get to grips with, Excitebike is not a lighthearted experience. It takes some effort to get into, but seeing it through will reward you with nail-biting races. The Desert Race really steals the show, once you've acquired enough skill to finish in first place. For N64 owners, Excitebike 64 is definitely worth a spin.

"You have to be up for making your opponents eat dirt occasionally"

times and a create-a-track facility. A tutorial mode teaches essential biking skills through detailed demonstrations and grueling tests. Finally, the Special Tracks section holds a series of challenges, such as extinguishing numerous fires on the desert track using the wheels of your bike, before the timer runs out. There are more hidden tracks for you to unlock as your skills improve.

Six riders are available for you to choose from including 'Jumpin' Jim Rivers and 'Tricky' Ricky Stern, each differing with individual strengths and weaknesses, alongside their signature moves. The game handles frustratingly well,

JUDGEMENT

■ FORMAT: N64
 ■ PUBLISHER: NINTENDO
 ■ DEVELOPER: LEFT FIELD
 ■ RELEASE: OUT NOW

GAMES DOMAIN ONLINE: Movies Themes
 Cheats Walkthrus

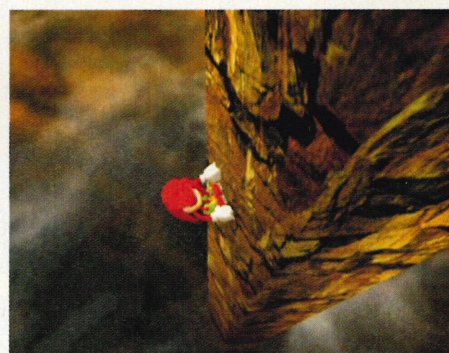
- + Precise handling
- + Special Tracks section is great fun
- + Great representation of the sport
- Quite complex for pick-up-and-play gamers
- The sensitive nature of your attack on opponents can be frustrating

7

WORDS: JAYNE BOWEN

Sonic Adventure 2

It's his birthday and he'll whizz around collecting golden rings if he wants to



■ Sonic Adventure 2 features an abundance of intricately-detailed environments....



■and plenty of super-slick, speedy sequences.

At last, that speedy blue hedgehog is back and just in time to have a few beers, or at least a few saucers of milk, to celebrate his tenth birthday. This longstanding franchise has certainly made its mark on the gaming scene since its first outing on the Mega Drive all those years ago, but should Sonic have put away those running shoes after his last Dreamcast adventure?

Sonic, Tails and Knuckles have got a real fight on their hands. The evil Dr Eggman, a female bat called Rouge and a mysterious black hedgehog called Shadow are after the Chaos Emerald and the power that it holds to take control of the planet. The three buddies along with Amy Rose - Sonic's girlfriend - must stop them before it's too late.

You can play through story mode as the goodies - Sonic, Tails and Knuckles - or the baddies - Shadow, Dr Eggman and Rouge - changing from character to character at the end of each level. Three styles of gameplay are used to make up the action. Sonic's traditional high-speed, awe-inspiring running antics are better than ever and this time his dark nemesis, Shadow, joins him in a sprint round the block. Then you have Dr Eggman and Tails taking the controls for the vehicle-driving sections of the game, where you get to pilot heavily armed mech-warrior creations. Finally there are the adventure-based levels, where you have to explore your surroundings to retrieve missing items with Knuckles and Rouge.

Action is full on and in your face for the most part, both in terms of the speed that you are allowed to zip through the levels and the

fantastic graphics that ensure your adventure is nothing short of dazzling. Your surroundings are bold, beautiful and stuffed to the brim with so much content that it's pretty impossible not to miss something on your first trip round. You have to interact with a range of levers, gravity changing triggers and even mini-rockets that transport you over massive gaps that you couldn't possibly jump across. As well as making it around the game in one piece, defeating your enemies and collecting the trademark Sonic rings, there are lots of other animals for you to rescue and objectives that you can complete to

"The charm and fun-filled gameplay from the original Mega Drive title is here"

bump up your score at the end of each level.

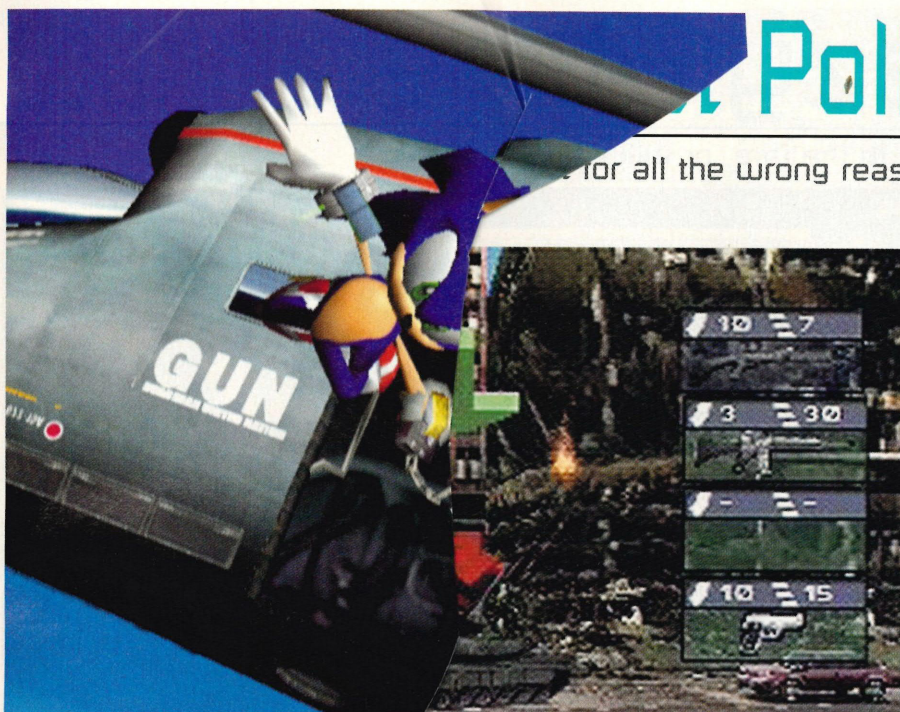
The shooting and exploration levels deliver slower-paced action, although it's only the speed that you travel at that is knocked down a notch or two. Enemies come thick and fast when you play as Dr Eggman or Tails; playing as Knuckles and Rouge is frustrating but rewarding as you frantically search for some really well-hidden objects in some massive and brilliantly designed environments.

As if the story mode wasn't enough there are other single and multiplayer modes that offer just as much fun and silky smooth gameplay: they aren't just there to pad out the options screen. Single-player modes include the nifty little cart race where you take the wheel as any of the playable characters in the game and race around some really hairy tracks - all at top



Police Chases

for all the wrong reasons?



speed. What else did you expect from a Sonic game? Aside from that there's Chaos World, where you can pet, train and race your Chaos the little blue creatures that offer you helpful advice throughout story mode. It plays like a virtual pet title and is accessed by finding a key to unlock Chaos World in each level.

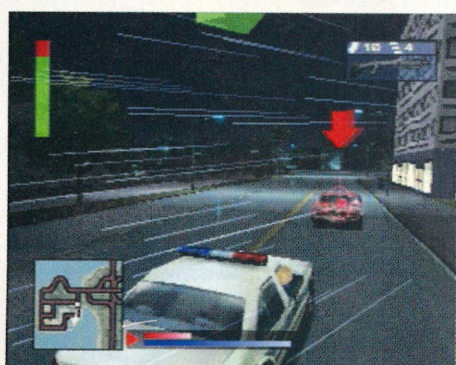
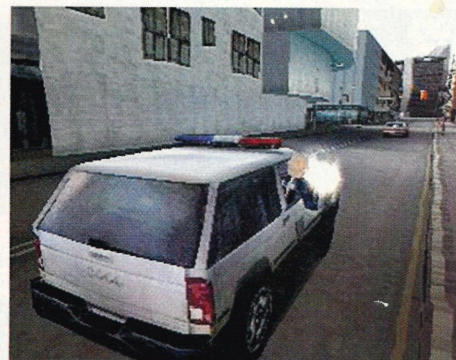
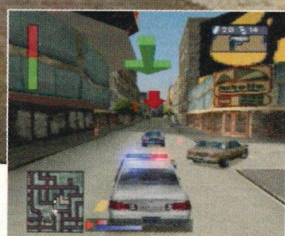
Still not enough for you? Well don't worry, fans, the multiplayer games are absolutely fantastic and offer the same quality and

as the main one-player section of the game. In story mode, there are three different types of game for you and a mate to have a crack at.

What else would Sonic and Shadow do but a race; Tails and Dr Eggman get busy with head-to-head shootouts; and playing as Knuckles and Rouge means racing to find hidden objects first. The added bonus in all three multiplayer games, apart from the fast and frantic action and fantastic graphical support, especially good for split-screen gaming, is that there are also special power-ups that you collect as you achieve objectives or hit targets that are set out for you. These attacks hinder your opponent by freezing time or dropping vicious physical attacks on them, allowing you to push on and complete your task before they do.

One slight niggle is that sometimes the camera angles are restrictive and it can be a problem swinging it around behind you so that you get a clear view. Although this is an occasional pain it doesn't detract enough to be an irritation for long and only really happens during levels where you have a bit more time to plan your next move anyway.

Final verdict? Sonic's still up and running like a dream. The charm and fun-filled gameplay from the original Sonic Mega Drive titles is still prevalent, but now administered with fantastic graphics, great animation and mind-blowingly interactive, action-packed gameplay. Happy Birthday Sonic and may you have many more!

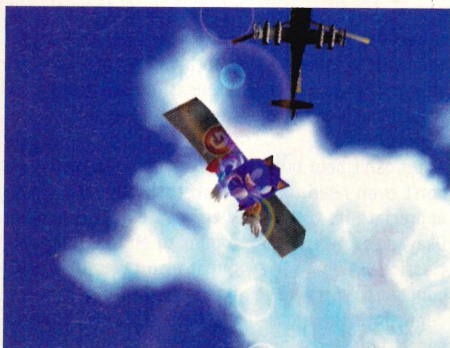


■ If all else fails, then pull out your shooter and spray them with lead

then chase after and arrest the suspects and finally retrace your steps to recover evidence. If you don't keep the suspect within view



■ Below, Sonic decided he didn't think much of BA's new express service



JUDGEMENT

- FORMAT: DREAMCAST
- PUBLISHER: SEGA
- DEVELOPER: SONIC TEAM
- RELEASE: OUT NOW

- | | | | |
|--------|--------|--|--------------------------|
| GAMES | Movies | <input checked="" type="checkbox"/> Themes | <input type="checkbox"/> |
| DOMAIN | Cheats | <input type="checkbox"/> Walkthrus | <input type="checkbox"/> |
| ONLINE | | | |

+ Fun-filled, fast and frantic gameplay

+ Great multiplayer games

+ Fantastic graphics, cut-scenes and animation

- Restrictive and often disorientating camera angles

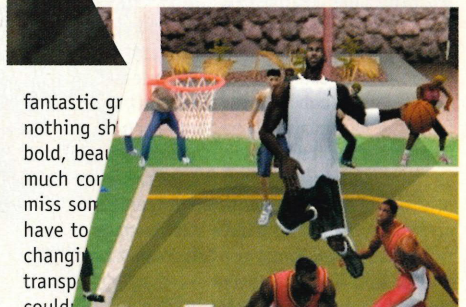
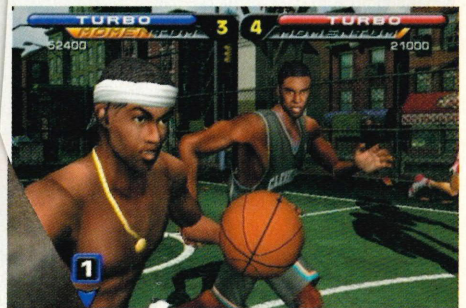
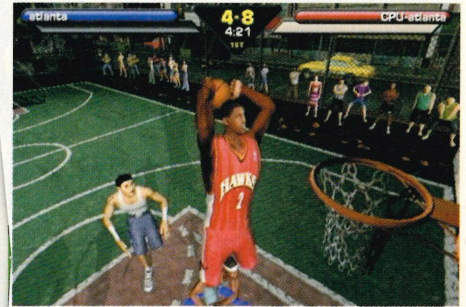
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WORDS: JAYNE BOUJEN



Sonic AllStreet

It's his birthday and he'll whizz around collector something



is preparing to bolster its line up a second smash title: NBA Street. EA assures us that only its finest titles will sport the "Big" moniker, so we were expecting to meet our match in this three-on-three basketball extravaganza. We weren't disappointed.

Right from the outset, NBA Street screams "attitude". It's probably best to head straight for the street school mode, where Joe takes you

At last, that speedy blue hedgehog is back and just in time to have a few beers, or at least a few saucers of milk, to celebrate his tenth birthday. This longstanding franchise has certainly made its mark on the gaming scene since its first outing on the Mega Drive all those years ago, but should Sonic have put away those running shoes after his last Dreamcast adventure?

With fewer players on court, there's much greater scope for running towards a defender, fooling them with a flash trick and then slamming the ball home, before they've even had the chance to turn around. With so many tricks on offer and a multitude of different combos, you won't know whether to laugh or cry in

disbelief as you dance around your opponent, totally humiliating them. Either way, you'll feel great every time.

Graphically, NBA Street is quite a treat, offering realistic player models and faces, superbly conveyed "real" court locations, including New York's Rucker Park, and even a variety of weather effects thrown in for good measure. It's great to see so much detail invested into the court surroundings.

You can't help but love this game, and you don't even need to be a basketball fan to appreciate its thoroughly enjoyable gameplay. Okay, so it owes a little amount to Midway's classic NBA Jam series, but it also takes the concept to a different dimension, building new depth into the quick-fire action. It's a must for sports fans and a definite sign of quality times ahead for the PlayStation2.

"Gone are all the rules and fouls, leaving a straightforward end-to-end dunkathon"

through 15 lessons on how to rock the rim. Starting out with basic passing moves, you'll soon be learning pump fakes and more audacious moves like the "slip and slide" where your player fakes a fall to roll past his opponent easier than a hot knife through butter.

Essentially the aim of the game is to score 21 points before your opponents and you must win the game by at least two clear points. However, dunks and shots from within the three-point line only count for one point and normal three-point shots only score two. Gone are all the rules and fouls, leaving a straightforward end-to-end dunkathon, where only the toughest and

fantastic gr nothing sh bold, beau much com miss som have to changi transp could

JUDGEMENT

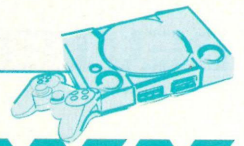
- FORMAT: PS2
- PUBLISHER: EA SPORTS
- DEVELOPER: EA SPORTS
- RELEASE: JULY 6

- GAMES DOMAIN: Movies Themes
- ONLINE: Cheats Walkthrus

- + Rewarding gameplay
- + Officially licenced players and teams
- + Loads of tricks and combos to learn
- + Simple to pick up and play
- NBA fans may prefer more in-depth simulations

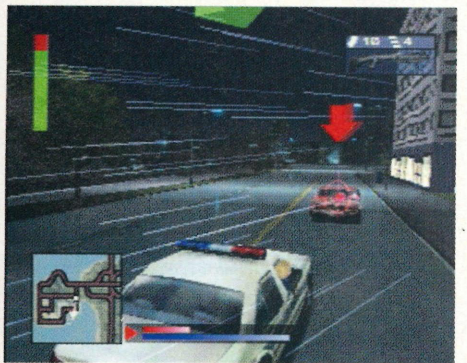
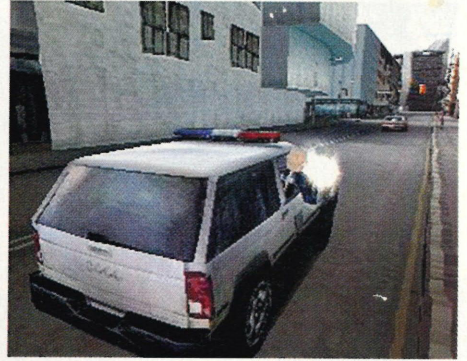
COMMENTS OUT OF TEN
8

WORDS: GARETH HOLDEN



World's Scariest Police Chases

Scary - but for all the wrong reasons?



■ As a stolen tank rumpages through the streets, you simply have to stop it. Easier said than done!

■ If all else fails, then pull out your shooter and spray them with lead

Only in America! OK, so watching spectacular car chases at the movies is one thing, but why bother when the real-life dramatic events are unfolding outside your front door? Quite why viewing criminals breaking the law makes such a compelling spectator sport remains a mystery, but it certainly provides the ideal mould to make a thrilling video game of cat and mouse.

Instead of playing the bad guys attempting to

"Why is watching criminals break the law a spectator sport?"

escape the clutches of the local constabulary, you actually play as the cops trying to uphold the law. In all there are 20 different missions, each of which is based on separate events, such as a pursuit following a downtown shoot-out and having to arrest a drunk driver, who swerves all over the highway. Progression enriches mission content, offering more tasks, tighter time limits and new vehicles to master. While early missions see you simply having to apprehend a suspect, others, such as the worryingly titled "Gangbanger deathmatch" require much more skill. You'll have to reach the crime scene within a strict response time limit,

then chase after and arrest the suspects and finally retrace your steps to recover evidence.

If you don't keep the suspect within viewing distance, you'll lose out and have to start the mission over, which can be a pain when it involves clearing several objectives. The real fun starts, though, when your partner leans out the window and returns fire on the criminals. In single-player mode the computer will aim automatically, but the best bit comes in two-player mode. Teaming up with a buddy, one of you drives, the other shoots and between you are able to damage the assailant's car until you bring it to a stop.

Graphically, though there is plenty of pop-up, this can be overlooked for some nice variable lighting and weather conditions, including full-blown thunderstorms.

But the replay value of the game is severely limited by two aspects. The first is that within the respective missions, computer cars often take the same route every time you chase them. Secondly, once you've completed the 20 missions, there's little else offered: the two-player mode is fun for a short time, but a spot of split-screen chasing wouldn't have gone amiss. This game will certainly appeal to fans of the Driver series and to fans of mission-based driving games in general. Just don't expect to be playing it for months on end.

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JUDGEMENT

- FORMAT: PLAYSTATION
- PUBLISHER: ACTIVISION
- DEVELOPER: UDS
- RELEASE: OUT NOW

- GAMES DOMAIN: Movies Themes
 ONLINE: Cheats Walkthrus

+ Great fun for fans of mission-based driving

+ Two-player mode is enjoyable in short bursts

+ Ideal for fans of the television series

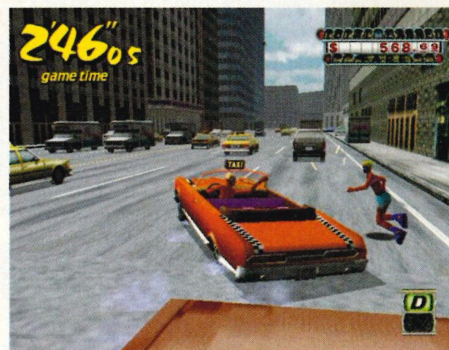
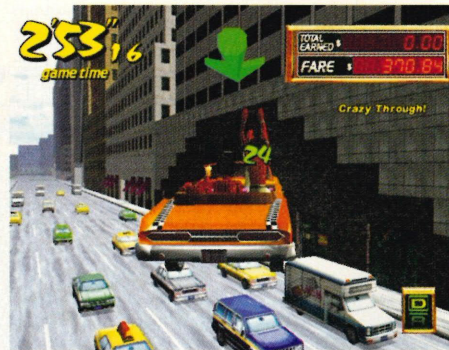
- Many concepts borrowed from Driver

- Lacks longevity

COMING TO THE PS2 THIS WEEK
6 OUT OF TEN
 WORDS: GARETH HOLDEN

Crazy Taxi 2

Is this sequel worth the fare, or will it just take you for a ride?



■ The orange Caddy was a bad choice for a getaway car, Bill decided



■ The Crazy Drift is still great for amusing your passengers and stacking up the tips

Crazy Taxi left gamers flabbergasted just over a year ago, when it made the transition from arcade to Dreamcast, slicker than a tub of axle grease. Now, with the future looking bleak for the Dreamcast as a console, owners at least have a release list congested with top titles to come, one of which is the sequel to the crazy cabbie action game, unsurprisingly titled Crazy Taxi 2.

The first question you'll be wondering, no doubt, is whether the game is actually a true sequel or just a measly update. Sadly, the answer swings more towards the latter. Essentially, it will still appeal to those who loved the first outing and to those who've never had the pleasure of playing it alike.

The most important change is the new courses, which are now based around the Big Apple - New York - called Around Apple and Small Apple. Each boasts a variety of new locations to explore: from the supermarket to the stock exchange, the underground railway to the Hard Rock Café, it will take you ages to get to know each like the back of your hand. Of course, there's also a whole new cast of characters to impress with your tarmac trickery from groups of cheerleaders to blokes sporting afro hair cuts and even a few Elvis impersonators!

Updating the game further, there's a whole new cast of cabbies to get to grips with: Slash, Iceman, Cinnamon and Hot-D. Each has a unique, if at times slightly dull, personality, which often comes into play when they're arguing with the passenger on route. At the best of times, while you're making light work of the downtown gridlock, your driver will reap the

praise and soak up tips aplenty; screw up and an ear-bashing is guaranteed.

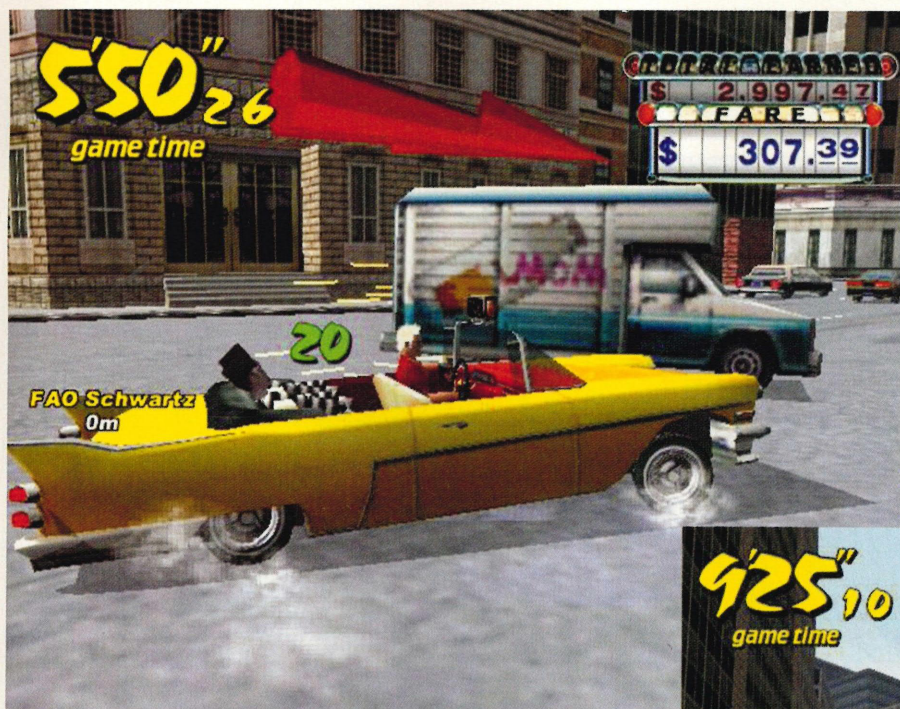
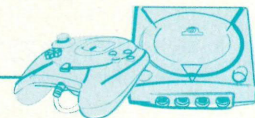
Moving on from the Crazy Box mode in the first game, this time round a Crazy Pyramid offers 15 light-hearted wacky tests to master. Clearing the first row of five tasks then unlocks four more and so on in a pyramid shape. Once each tier has been cleared, you'll get a neat bonus such as a map of the city or a giant pushchair to replace your cab. The developers at Sega's Hitmaker division have really gone to town with the tasks, offering anything from a crazy golf shot (where you have to speed up to

"Is the game actually a true sequel, or just a measly update?"

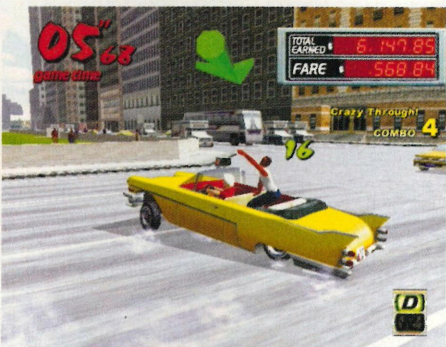
a giant golf ball and bash it a certain distance), to some crazy roads you'll think are impossible to traverse. Suffice to say, on most challenges, you'll be gritting your teeth the whole time, trying to squeeze every last ounce of power out of your cab's engine.

In terms of core gameplay, the wonderfully addictive action remains pretty much as before; after all, there wasn't much at fault. Zip around picking up passengers and then dropping them off as quick as you can, while pulling-off stomach-churning tricks in between. This will see you cashing in, all in aid of reaching the Hall of Fame.

This time it's also possible to pick up a group of people from one spot and then offload them at their various, different destinations. For every trick you perform you'll get a tip from each



passenger, so it's a great way to make some easy money with four in the back. Sadly, it's not possible to pick up one passenger and then collect more before you've dropped the first one off, which would have injected lots more strategy to the proceedings.



A new trick has been added to spice up your showboating. The Crazy Hop does exactly what you'd expect - sends you temporarily soaring into the air, just long enough to clear oncoming buses or jump onto overhead bypasses. Though it seems a bit silly at first, you'll soon become accustomed to using this new move to link into your congestion-averting combos and even cut a few corners.

In the graphics department, Crazy Taxi 2 manages to cut down on any major pop-up, while usually maintaining a steady frame-rate, although its pretty much unchanged visuals are more a credit of just how outstanding the first instalment of the game really was.

Admittedly, it would have been nice to see some night stages and more variety added into the locations, or even a two-player mode thrown in, but the developers have obviously gone for the safer option of a simple upgrade.

Overall, the game's strength lies in the Crazy Pyramid, which is superb fun until you've fully completed it, and the arcade mode which is rewarding in short bursts. However, unless you managed to play the original for more than a few weeks without getting bored, the chances are you'll be unimpressed by this sequel.



■ Man. That lard-ass in the back must have been going some at KFC



■ Normally the Crazy Leap doesn't go quite this high, honest

JUDGEMENT

- FORMAT: DREAMCAST
- PUBLISHER: SEGA
- DEVELOPER: HITMAKER
- RELEASE: JULY 6

- | | | | | |
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- + A new crazy stunt to learn
- + Two crazy new cities
- + Multiple crazy passengers
- + 15 bonus crazy challenges
- Too similar to Crazy Taxi for some
- No two-player mode or Internet link-up play

7

WORDS: GARETH HOLDEN

Rayman Advance

■ PUBLISHER & DEVELOPER: UBISOFT ■ FORMAT: GAME BOY ADVANCE ■ RELEASE: OUT NOW



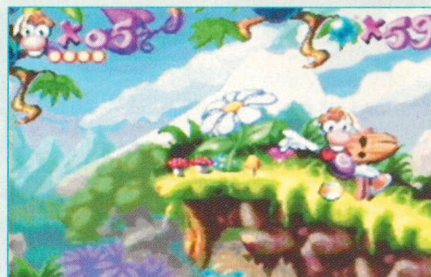
Making yet another appearance on yet another different console, Rayman fever continues to sweep the industry. This time, Ubi Soft's loveable limbless figurehead makes an appearance on the Game Boy Advance, ready to fight for justice and win over a few hearts too.

This time around, players have to battle against the evil Mr Dark, who has destroyed the harmony of Rayman's world by stealing an energy source called the Great Protoon; he has also defeated the source's protector, Betilla the Fairy, in the process. The Electoons that used to gravitate peacefully around the Great Protoon have been captured and imprisoned by Mr Dark, leaving a once peaceful valley plagued with enemy characters. It's time for a hero to emerge and restore the world to its former glory - which is where Rayman comes into play.

Starting out in Dream Forest, your aim is to

"Once you have got stuck in, you realise how infuriatingly difficult it is"

run, slide, swing and fly through six surreal worlds containing 62 detailed levels, each relying upon all the tricks in the book to test your platform-hopping dexterity right to the limit. Beginning your quest, you're armed with little more than a silly face to scare off would-be attackers, but as you progress through the



levels, Betilla and others award you special powers to make life that bit easier. From a super punch, which allows Rayman's hand to fly off to the other side of the screen, to the ability to grow plants and climb up them to reach previously unreachable platforms, you'll be spoon-fed through the action, amassing a whole array of moves as you go.

Initially, you could argue the difficulty curve has been well-defined - that is until you really get stuck into the game, when it becomes, at times, infuriatingly difficult! Every level seems to offer an almost

impossible challenge, but sheer persistence will eventually pay off and your sense of reward is surprisingly high, even if you won't be in too much of a hurry to replay conquered levels.

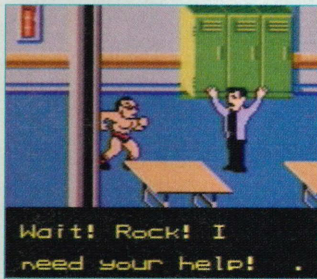
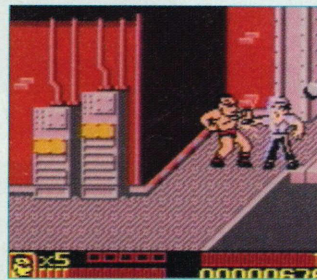
Credit is due to the team at Digital Eclipse Software, who have somehow managed to bring out the best in Rayman, despite the tiny proportions of the GBA screen. Graphically, this is the finest game we've experienced on the new handheld console. This really is an essential purchase for fans of side-scrolling platform games.





WWF Betrayal

■ PUBLISHER & DEVELOPER: THQ ■ FORMAT: GAME BOY COLOR ■ RELEASE: AUGUST



It seems as though THQ's decision to join forces with the WWF has proven itself to be the ultimate tag team partnership. On the back of two incredibly successful WWF SmackDown! games for the PlayStation, not to mention the titles on the N64 and Dreamcast, the software giant is already hard at work on this season's showing of title contenders for next generation formats. In the meantime though, the final touches are being added to WWF Betrayal for the pint-sized proportioned Game Boy Color.

WWF Betrayal will be the first action-

vengeance and promises to re-instate the championship to your character if his daughter is rescued and the assailant is brought to him.

Starting out you have the choice of four superstars: The Rock, Triple H, Stone Cold and The Undertaker. You'll then have to rely on your superstar's fighting and wrestling skills to lay the smack down on the thugs, referees and bosses who smash through windows, doors and hidden areas to launch surprise attacks on you. You'll have to stun enemies and perform your character's signature move to build up your power. Additional health can be gathered on

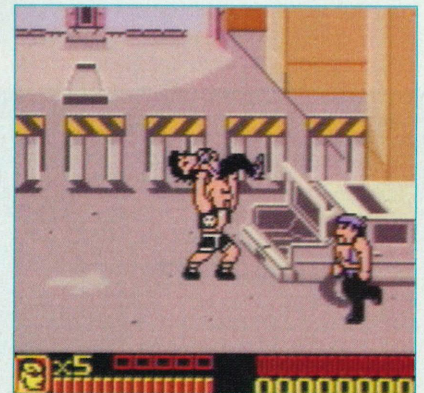
route along with bludgeoning weapons to pound your opponents beyond submission. There'll be plenty of deadly obstacles to overcome such as fires, security systems and laser traps! You'll even be able to

unlock secret new rooms by wrestling your way through the six fully interactive and destructible game environments including parking lots and alleys. This will ultimately lead you to close in on the mystery assailant and your ultimate showdown with them will take place atop the WWF Titan Towers.

For the ultimate punishment, the game will offer sledge hammers, baseball bats, monkey wrenches, chairs and crates to throw at oncoming enemies. There will even be a chance to make mincemeat of the briefcase-wielding WWF executives. We can't wait!

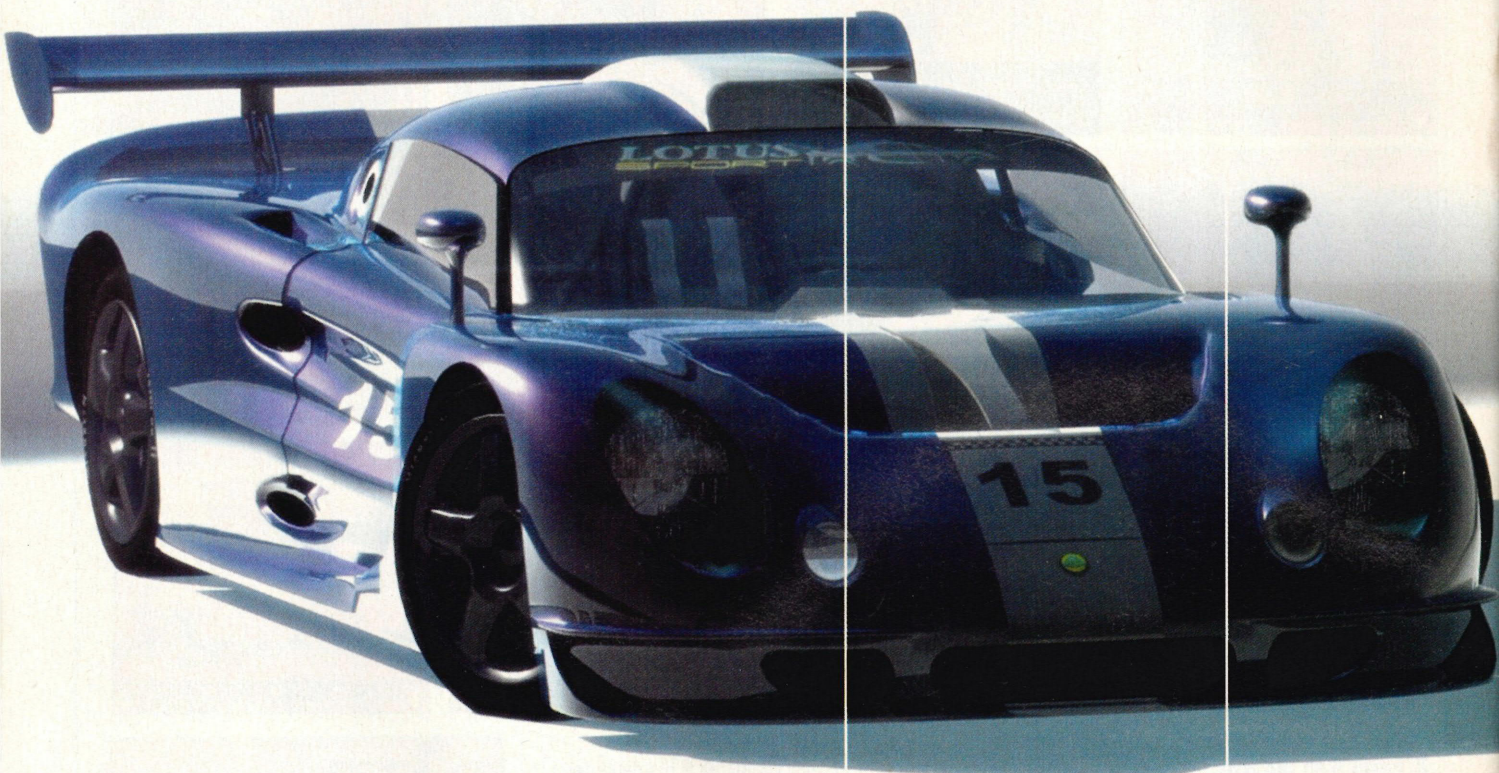
"Stephanie McMahon-Helmsley has been kidnapped!"

adventure take on the popular sport, where players squeeze into the tight lycra of their favourite wrestling character. Poised to snap up the WWF Heavyweight Championship, your character is robbed right at the death of the match and as you pursue the culprit to a backstage location, a nasty sight is revealed. There lies Vince McMahon, severely beaten and unconscious, following an attack from an unknown assailant. As he slowly comes to his senses, worse news follows - Stephanie McMahon-Helmsley has been kidnapped! Enraged by the incident, Vince vows utter



WORDS: GARETH HOLDEN

Lotus Challenge on PS2



One lotus position where
meditation just ain't an option



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TopTones....

| | | |
|-------------------|-------------------------|--------|
| Hear Say | The Way To Your Love | 6 1036 |
| Christina Augiera | Lady Marmalade | 6 1004 |
| Shaggy | Angel | 6 0185 |
| Pied Piper | Do You Really Like It? | 6 1005 |
| 2 Pac | Until The End Of Time | 6 1000 |
| Stereophonics | Have A Nice Day | 6 0294 |
| Brandy & Ray J | Another Day In Paradise | 6 1003 |
| S Club 7 | Don't Stop Movin' | 6 0184 |
| Eddy Grant | Electric Avenue | 6 1007 |
| Limp Bisket | My Way | 6 0282 |

PopTones.....

| | | | | | |
|-------------------|-------------------------|-------|----------------|-------------------------|-------|
| Dido | Thank You | 61019 | Blue | All Rise | 61015 |
| Gen Hallwell | It's Raining men | 61028 | Atomic Kitten | Whole Again | 61018 |
| Maeni Pellow | Close to you | 60076 | Gabrielle | Out of Reach | 60174 |
| Shaggy | I wasn't me | 60076 | Hear Say | Pure and Simple | 60129 |
| Ba Ha Men | Who Let the dogs out | 60007 | S Club 7 | Don't Stop Movin' | 60184 |
| Emma Bunton | What took u so long | 60173 | Top Loader | Dancing in the Moon* | 60090 |
| Madonna | Feels Like 4 a Girl | 60165 | O Town | Liquid Dreams | 60162 |
| Madonna | Music | 60051 | Gorillaz | Clint Eastwood | 60128 |
| Robbie Williams | Let love be your energy | 61045 | Gorillaz | 19-2000 | 61008 |
| Robbie Williams | ETERNITY | 60127 | Sam Mumba | Back to your Love | 60148 |
| Ronan Keating | Lovin' each day | 60292 | Mel C | Never be the same again | 60138 |
| Nelly Futardo | I'm Like a Bird | 60142 | West Life | Up town Girl | 60162 |
| Christina Augiera | What a girl wants | 60017 | Leanne Rimes | How do I live with you? | 60135 |
| BB Mak | Stall on your Side | 61002 | Spice Girls | Holler | 60078 |
| STEPS | Tragedy | 61011 | Ronan Keating | Lovin' each day | 60292 |
| Britney Spears | Crazy | 60016 | Jennifer Lopez | Play | 60132 |

Dance

| | | | | | |
|-----------------|--------------------|-------|-----------------|--------------------|-------|
| Craig David | Walking Away | 60019 | Out Kast | So Fresh, So Clean | 60183 |
| Craig David | Fill me in | 60169 | Out Kast | Miss Jackson | 60080 |
| Mojo | Lady | 60057 | MCP | Cold as Ice | 60283 |
| MJ Cole | Sing it Back | 60027 | Missy Elliot | Get Your Freak On | 60179 |
| MJ Cole | Crazy Love | 60195 | Destiny's Child | Independent Women | 60024 |
| Architects | Show me the money | 60107 | Destiny's Child | Survivor | 60117 |
| Chocolate Puma | I Wanna Be You | 60112 | Eminem | Stan | 60034 |
| Vengas Boys | Going to Ibiza | 60158 | Nelly | Ride with me | 60010 |
| Darude | Sand Storm | 61018 | Nelly | X-cit | 60166 |
| Spiller | Groove Jet | 61018 | 3LW | No more | 61022 |
| Kern Kraft | Zombie Nation | 60041 | Eve | Who's that girl? | 60262 |
| Madison Avenue | Don't call me baby | 60048 | Usher | You remind me | 61016 |
| Oxide Neutrinio | No good for me | 60061 | Usher | Pop your Cals | 60157 |
| Daft Punk | One more time | 60276 | Sisqo | The Thung Song | 60186 |
| Alice DJ | Back in my life | 61001 | Wu Tang Clan | Gravel Pit | 60103 |

RockTones.....

| | | | | | |
|--------------------|--------------------|-------|------------------|-----------------------|-------|
| Santana | Maria Maria | 60070 | Blink 182 | Rock Show | 61030 |
| Stereophonics | Have a nice day | 60234 | Blink 182 | All the small things | 60199 |
| Red Hot Chili Pprs | Under The Bridge | 60066 | Manic Street Prs | Ocean Spray | 60284 |
| Aerosmith | Dont wanna miss | 60104 | REM | Imitation of Life | 60290 |
| Beatles | Yellow Submarine | 60168 | Texas | Inner Smile | 60153 |
| Jon Bon Jovi | It's my life | 60013 | Berlin | Take my breath away | 60010 |
| Elvis | Suspicious minds | 60198 | Westus | Teenage Dertbag | 60163 |
| Led Zepplin | Stairway 2 Heaven | 60171 | Papa Roach | Between Angels & Ins. | 60289 |
| Sling | Every little thing | 60042 | Papa Roach | Last Resort | 60062 |
| Pink Floyd | Another brick | 60083 | Limp Bisket | Rollin | 60063 |

FilmTones....

| | | | |
|----------------------|--------|---------------------------|--------|
| The Godfather | 6 0127 | TV - BIG BROTHER | 6 1014 |
| Starwars | 6 0204 | TV - Friends | 6 0222 |
| James Bond | 6 0205 | TV - East Enders | 6 0227 |
| Batman | 6 0206 | TV - Neighbours | 6 0285 |
| Italian Job | 6 0207 | TV - The A team | 6 0220 |
| The Good, Bad & Ugly | 6 0208 | Top Gun (Berlin) | 6 0010 |
| Mission Impossible | 6 0044 | Pretty Woman | 6 0213 |
| Ghost Busters | 6 0210 | Titanic (Celine Dion) | 6 0214 |
| The Dam Busters | 6 0211 | Dirty Dancing | 6 0215 |
| The Exorcist | 6 0223 | Bridget Jones (Gabrielle) | 6 0174 |
| Pulp Fiction | 6 1024 | Notting Hill (Ronan) | 6 0069 |

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| Tetris | Nintendo | 60247 | Street Fighter 2 | Nintendo | 60257 |
| Sonic the Hedgehog | SEGA | 60248 | Crazy Taxi | SEGA | 60258 |
| Super Mario Kart | Nintendo | 60249 | Command & Conquer | PC | 60259 |
| Super Mario World | Nintendo | 60250 | Inspector Gadget | PC | 60260 |
| Super Mario 2 | Nintendo | 60251 | Teenage Mutant Turtles | Various | 60261 |
| DOOM | Various | 60252 | Donkey Kong | Arcade | 60264 |
| Donkey Kong Country | Nintendo | 60253 | Virtua Racing | SEGA | 60271 |
| Super Mario Bros. | Nintendo | 60254 | Paper Boy | Various | 60266 |
| PAC MAN | Arcade | 60255 | Banjo Koozie | Various | 60267 |
| Mortal Kombat | Various | 60256 | Final Fantasy 6 | Nintendo | 60268 |
| Zelda -Majories Mask | Nintendo | 60270 | Zelda -Ocrina of Time | Nintendo | 60269 |

Football

| | | |
|-----------------------|-----------------|-------|
| Glory Glory | Man Utd / Spurs | 60240 |
| Blowing Bubbles | West Ham | 60239 |
| Vindaloo | England | 60238 |
| Saints go Marching in | Southampton | 60237 |
| M.O.T.D. | Theme Tune | 60236 |
| City Till I Die | Man City | 60235 |
| Walk On | Liverpool | 60234 |
| Marching on together | Leeds | 60233 |
| Here we go! | All | 60232 |
| Z Cars | Everton | 60231 |
| Daydream Believer | Sunderland | 60230 |
| Blue is the colour | Chelsea | 60226 |

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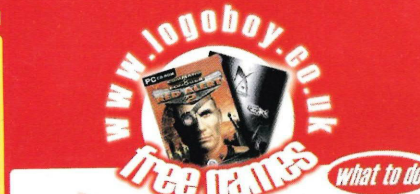
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