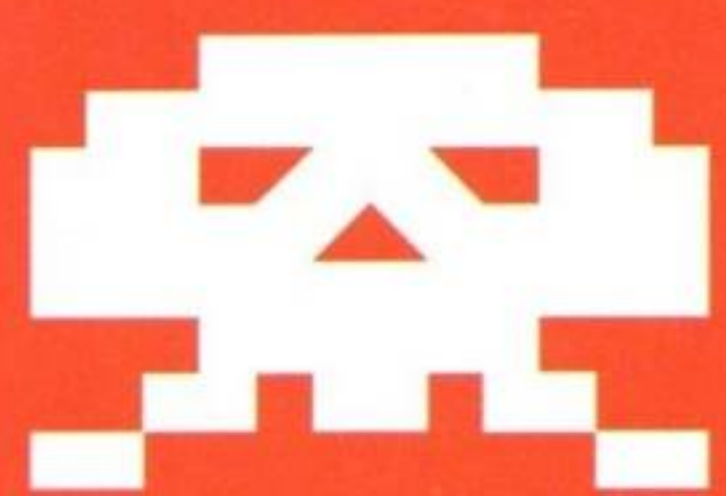


The videogame magazine

April 2000
Issue 18



Amiga

PlayStation Nintendo 64 Game Boy Advance PC Dreamcast

One in the GoldenEye

THE WORLD IS NOT ENOUGH

Stunning new Bondage set to conquer PlayStation, PS2 & PC
FIRST LOOK on page 60

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Sega GT
Ye Olde Computers
Pokémon Stadium
Resi: Code Veronica
Micro Maniacs
Movies
Music & More!

TOMB RAIDER

Lara's first Dreamcast outing reviewed

RIDGE RACER 64

N64 in decent grown-up racing game shocker!

SYPHON FILTER 2

The virus is back – join the national stealth service

118
GAMES
REVIEWED
& RATED!

PS2 IT'S HERE!

Future PUBLISHING Media With Passion	APRIL 2000	£2.80
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AMAZING 7-PAGE SPECIAL!

21 GAMES PLAYED! DVD VERDICT! BETTER THAN DREAMCAST? ALL IS REVEALED





IN LOVING MEMORY

SIR
DANIEL FORTESQUE

BORN: 23.02.1885

DIED: 17.11.1923

REBORN: 21.04.2000



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MediEvil 2

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



This month *A mission from M.*

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56 Antiques Roadshow 2 As an accompaniment to Issue 15's feature on classic consoles, *Arcade* investigates the value of gaming computers from a bygone era. Is your Sinclair Spectrum 48k worth anything in today's money?

66 The World Is Not Enough An *Arcade* exclusive! The first details of the new Bond game revealed. Screenshots of *The World Is Not Enough* on PC, PlayStation and PlayStation2, plus an interview with the game's developer at Electronic Arts US, a look at how the film's locations will appear in the game and a fond reminisce of Bond-themed games from years gone by.

Every issue *Shaken, not stirred.*

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The World Is Not Enough

60 Denise and Sophie on PlayStation2. Yes please.



PHOTOS: UNITED INTERNATIONAL PICTURES, JUDE EDGINGTON, RICK BUETTNER

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68 New PlayStation Games



New releases: *Syphon Filter 2*, *Theme Park World*, *Medieval 2*, *UEFA Champions League 99/00*, *Micro Maniacs*, *Premier Manager 2000*, *Dune*, *WWF Smackdown*, *Roadsters*

80 New PC Games

New releases: *Thief 2: The Metal Age*, *Evoiva*, *Beetle Racing Cup*, *Rollage 2*, *Shadow Watch*, *Invictus*, *Superbikes 2000*, *Tomb Raider: The Lost Artefact*

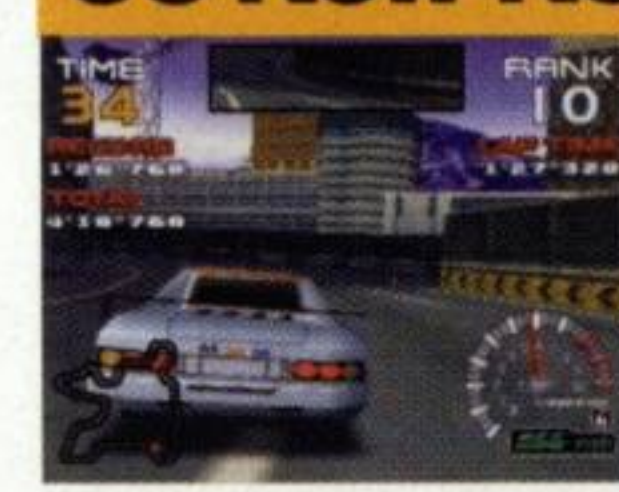


88 New Dreamcast Games



New releases: *Tomb Raider: The Last Revelation*, *Zombie Revenge*, *Biohazard: Code Veronica (Import)*, *Deadly Skies*

96 New N64 Games



New releases: *Ridge Racer 64*, *Battle Tanx: Global Assault*, *Operation Winback*

100 Other Games

Coin-op: *Fatal Judgement*, *Silent Scope 2*
Neo Geo Pocket Color: *Card Fighters' Clash*, *Metal Slug 2*, *Puyo Pop*
Game Boy: *Tomb Raider*, *Knockout Kings*, *Micro Machines 1 & 2: Twin Turbo*, *Beauty & The Beast*, *NHL 2000*



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The videogame magazine Arcade

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Cover The World Is Not Enough (UIP)

"My Beautiful Club"

Arcade travels to Nottingham for some after hours entertainment of the videogaming persuasion.



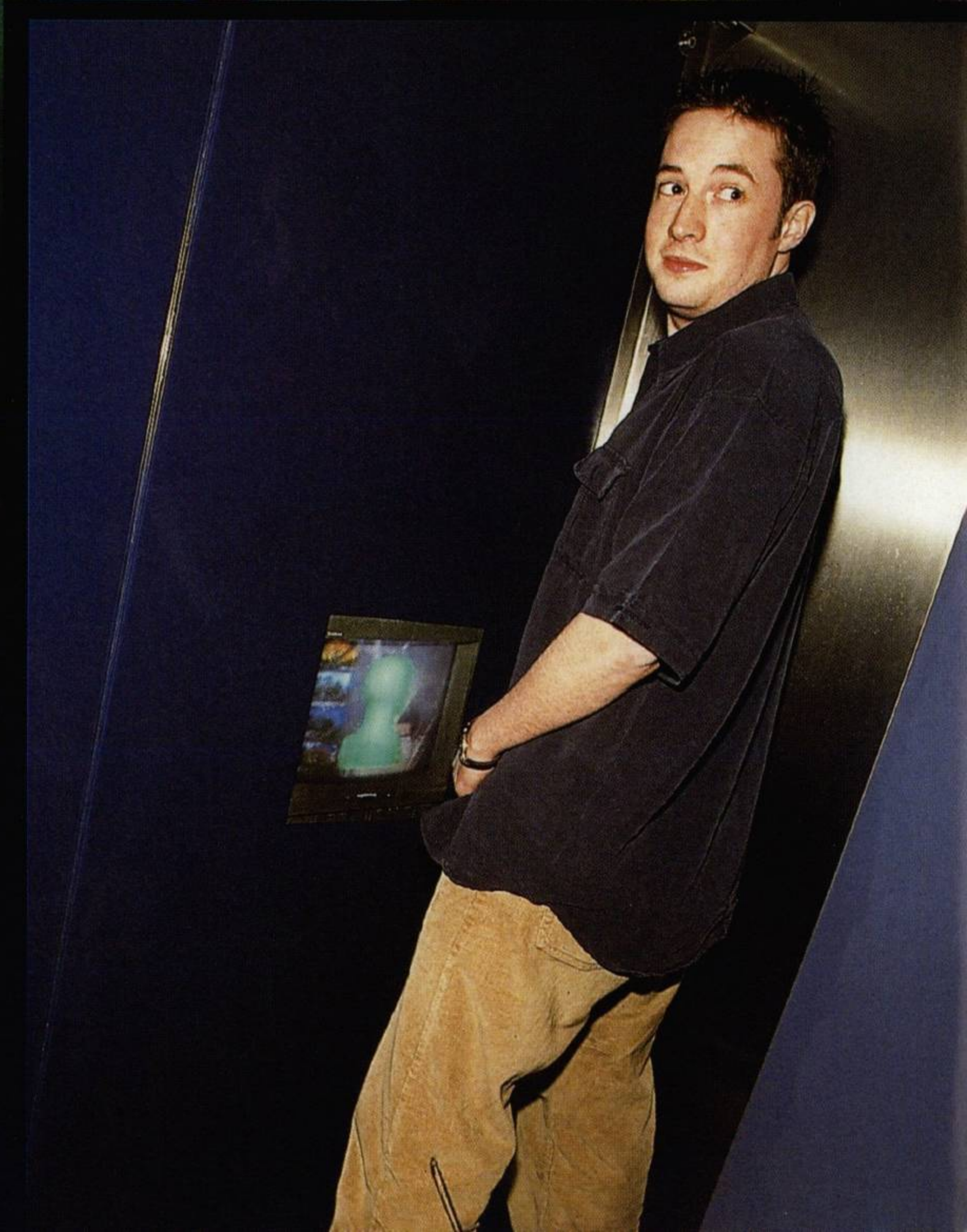
Media Nottingham

Nottingham: famous for Robin Hood, Raleigh bikes and Boots. In this part of the country sandwiches are called "cobs", dinner ladies call you "duck" and – allegedly – there exists the highest ratio of women to men in the UK. The city boasts almost as many bars and clubs as there are students, and many of the trendier spots enjoy a national reputation. Media is one of these, and after it opened last August went on to scoop *Muzik* magazine's venue of 1999 award. It's the new home of glitzy club-night Renaissance, and the management has seen fit to include a room chock full of PlayStations in the mix. *Arcade* needed little convincing to get on its glad rags and go visit.

Slot check

■ **Where:** Upper Parliament Street, Nottingham
■ **Entertainments:** Six bars; VIP lounge; multimedia room; restaurant; multi-level dance floor; non-alcoholic juice bar
■ **Size:** Four storeys
■ **Telephone:** 0115 9191 101
■ **Nights:** Tuesday – Kiss Kiss (Trent student night); Wednesday – Airport (student night); Thursdays – Satellite (house/old skool); Fridays – Mono (US house/old skool); Saturdays – Renaissance (progressive house)
■ **DJs:** Fridays – residents Danny Rampling, Shaboom & Yousef, guests include Allister Whitehead and Graeme Park; Saturdays –

residents Deep Dish, Dave Seaman and John Digweed, guests include Paul Oakenfold and Darren Emerson
■ **Price:** Tuesdays – £2 (NUS before 11pm), £3 (after); Wednesdays – £2 (NUS), £3 (before 11pm), £4 (after); Thursday – £3 (before 11pm), £4 (after); Fridays – £5 (before 11pm/NUS all night), £6 (members after 11pm), £7 (without); Saturdays – £10 (NUS and members), £12 (otherwise).
■ **Opening hours:** Monday through Thursday – 9.30pm – 2am; Fridays – 10pm – 3am; Saturdays – 9.30pm – 3am
■ **Dress Code:** Monday through Thursday – none; Fridays – smartish but relaxed; Saturdays – strictly no jeans or trainers





**“They’ve got screens
above the urinals showing
the games and the
dance floor.”**

Tony, 23

Hello. What do you do, then?

“I’m a law student. It’s all right, but I live for the going out.”

So is the myth about there being four girls to every boy in Nottingham true? [Supping beer]

“Well, some nights there are tons of birds about, but on others there’s hardly any.” [Browsing] “I’ve actually got an exam tomorrow morning, so don’t let me drink too much. Don’t fancy turning up with a hangover.”

Blimey. Maybe you should have stayed in and played

videogames instead? [Forlornly]

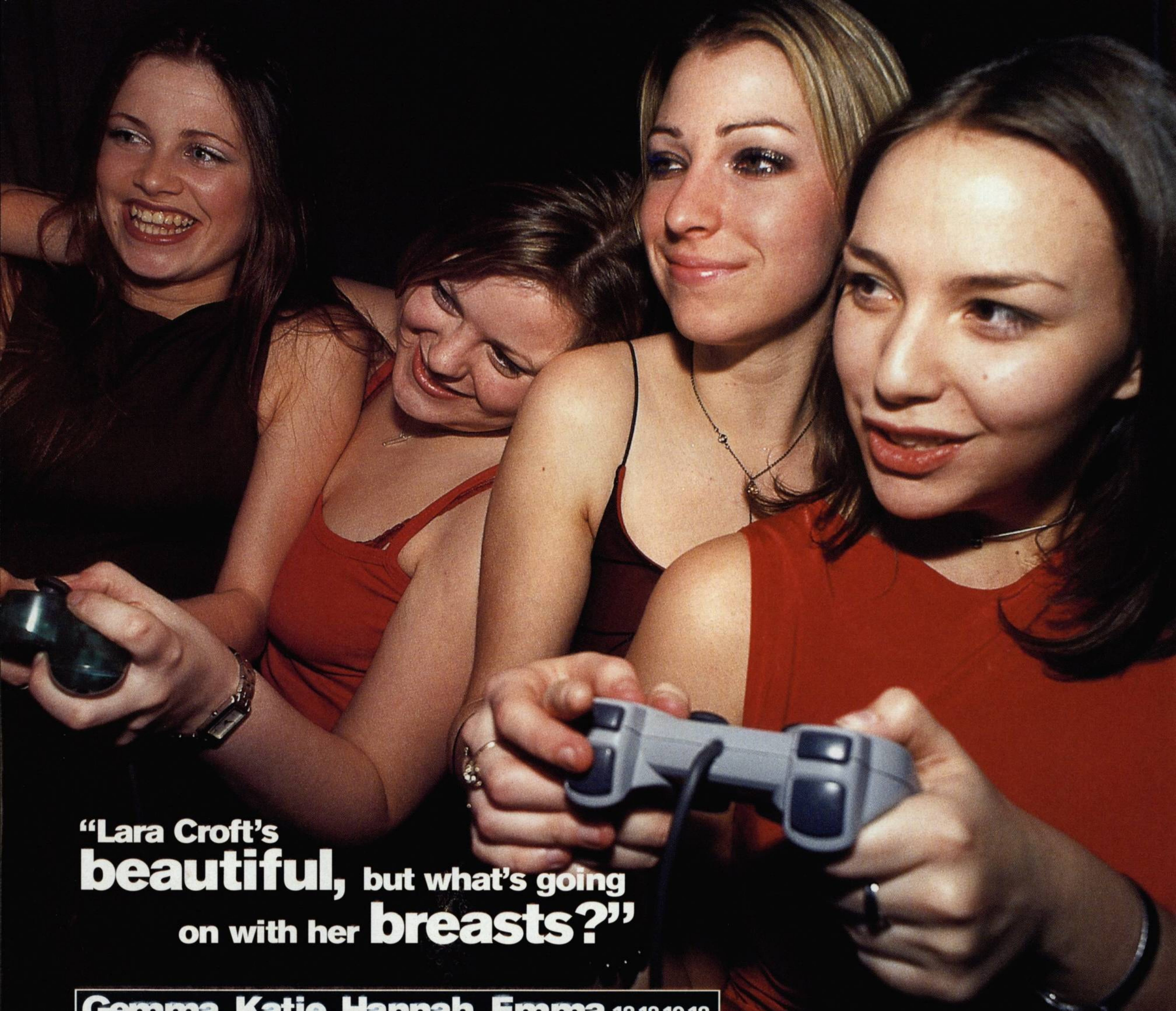
“I’m still ploughing through *Banjo Kazooie* on the N64. It’s good fun. *Legend of Zelda* really irritates me. It takes me hours to do anything, and then it’s just ‘where’s my fucking horse gone? What tune have I got to play?’. My fingers may be proficient around the shapely curves of a, say, naked lady, but they fare less well around the curves of an N64 pad.”

Do you think it is a good idea having PlayStation in clubs?

[Polishing off beer] “They’ve got screens above the urinals showing the games and the dance floor, you know. It’s good to have the games on stand-by if you aren’t having too much luck with the ladies.” [Spying a likely candidate] “Hoo, hoo. Wouldn’t mind a little bit of that on toast.” [Flexing fingers] “See you later.”

Er, bye then. Good luck!





“Lara Croft’s beautiful, but what’s going on with her breasts?”

Gemma, Katie, Hannah, Emma 18,18,19,18

Hello. So... you girls into videogames? [Gemma, giggling] “*Ridge Racer* on the PlayStation is my favourite. What’s the car one where you steal cars and you can run people over.”
Er... [Emma] “He doesn’t even know. That’s appalling.”
[Guessing] Grand Theft Auto? [Gemma] “That’s it. *Grand Theft Auto*. *Resident Evil* is good, but scary. I like *Tomb Raider*. Lara Croft’s beautiful except, I’m sorry, but what is going on with her breasts? I suppose boys like big breasts. Is that your sort of thing?”
[Splutter] [Hannah] “My 15-year-old brother has Lara Croft as his screensaver, I swear he just locks himself in a room with her. It really worries me. My Mum’s favourite game is *Bubble Bobble*. It’s a classic. She’s brilliant at it.”

Phew. So, what do you think of having PlayStation games in a nightclub? [Katie] “You get a lot more girls interested. Loads of people think games are a bloke thing, so it’s a good opportunity for us girls to whip their arses.”
And any merit in the 4:1 girl to boy myth about Nottingham? [Pulling face] “Well, there are four of us and one of you, cheeky. And there are some nice-looking blokes around tonight. Think we might get another drink in before trying our luck with the talent.”
You off? Er, right then. See you later. Bye.



Nick & Cat 21&19



Hello. Er, so are you two going out? [Nick, mumbling beneath breath] "Who are you? Davina McCall?" [Cat speaks] "We're sort of seeing each other. Well, snogging whenever we're drunk."

Do you couple-up around the PlayStation, then? [Nick] "Well, obviously I'm far better, 'cos I'm a bloke and I know about cars." [Cat] "But I've got the female touch. Women know how to control, don't they? My housemates are obsessed with *GoldenEye*, which I'm great at. [Nick] "No you're not, you're shit." [Cat] "Thanks, honey."

So, what about games in clubs? Good idea? [Nick] "It's tops, 'cos you can play while having a few beers with your mates. We always play, and the more drunk she gets, the easier I beat her. I'm waiting for the PlayStation2 myself: DVD, Internet access, and you can still play all your old games on it. Beautiful."

What about Dreamcast? [Cat] "I had a go on a Dreamcast but thought it was pretty shite. It was during a late-night post-club binge. I tend to play games at four in the morning. We'll probably end up playing some more later tonight."

[They start snogging]
[Diverting eyes] **We'll be off then, shall we? Bye.**




"I tend to **play games** at four in the morning... we'll play **later tonight.**"

“My Beautiful Club”



Caroline & Clare 18 & 18

Caught you playing *Gran Turismo 2*. Any cop? [Caroline] “Nah, it was shit. It was far too hard. If I could find out how to handle the cars it might be okay. I don’t really like driving games. I prefer easier games like *Mario Brothers*.” [Clare] “Videogames fuck me right off. My brother’s always playing, and when he does he won’t even talk to me. Boys tend to prefer to stay in and play games, but we’d prefer to go out and meet some real people.” **But that’s exactly what they are doing here. You can go out and still play games. Isn’t that a good idea?** [Clare] “Suppose. Sometimes the games get projected onto a huge screen at the bottom of the dance floor. At Renaissance they had the Barbie and Ken game in the background.” [Caroline] “You

can make them have sex and stuff.” **Are you sure?** [Sipping Bacardi and Coke] “We’ve been in *Mixmag*, you know. When Danny Rampling was playing the other week. We were dancing on the podium in the background. But we haven’t seen it yet. Your magazine isn’t as cool as *Mixmag*, is it?” **Mixmag, eh? So that was you in the background? Well, suffice to say *Arcade* is honoured you felt able to talk...** 



Kemar and Charlie 21, 21

Right, lads. You into videogames? [Charlie] "Yeah, I'm mad for them. I've got a PlayStation, and I got a Dreamcast for Christmas." [Kemar] "I like that boxing one, me. *Ready 2 Rumble*. The PlayStation is losing it a bit, even though that's what everybody's got. PlayStation2 will do a lot better than Dreamcast, though. The Dreamcast is just plugging the gap, really."

What do you think about videogames in clubs?

"Wicked. You do get some birds on them, which is good. Are we on the pull? We wouldn't say no."

So why are you wasting time playing games? "Dunno to be honest. Friday night's good round here for totty. Renaissance is a better club night on Saturday. It's bangin'. Hey! There are some birds playing *Gran Turismo 2*. Why don't you bring 'em over?"

Good plan. Time to use the old Arcade magic.



"Birds playing
Gran Turismo...
bring 'em over!"

Andrea, Simone 19 & 18

Er, hello. We just noticed you playing on the videogames.

Like 'em? [Andrea] "I love the PlayStation. I bought my ex-boyfriend one for Christmas, and I got more addicted to it than he did. But we've split up now."

So he kept the PlayStation?

"Well, yeah, but I got to keep all the clothes he'd bought me. He must have spent hundreds."

What do you think about games in clubs? [Simone]

"Depends on what games they've got. It's a good opportunity for us girls to have a play on them without looking stupid."

There are some boys over there who'd like to hook up for a game or two. Tempted?

No... oh well. See ya.



Your beautiful arcade

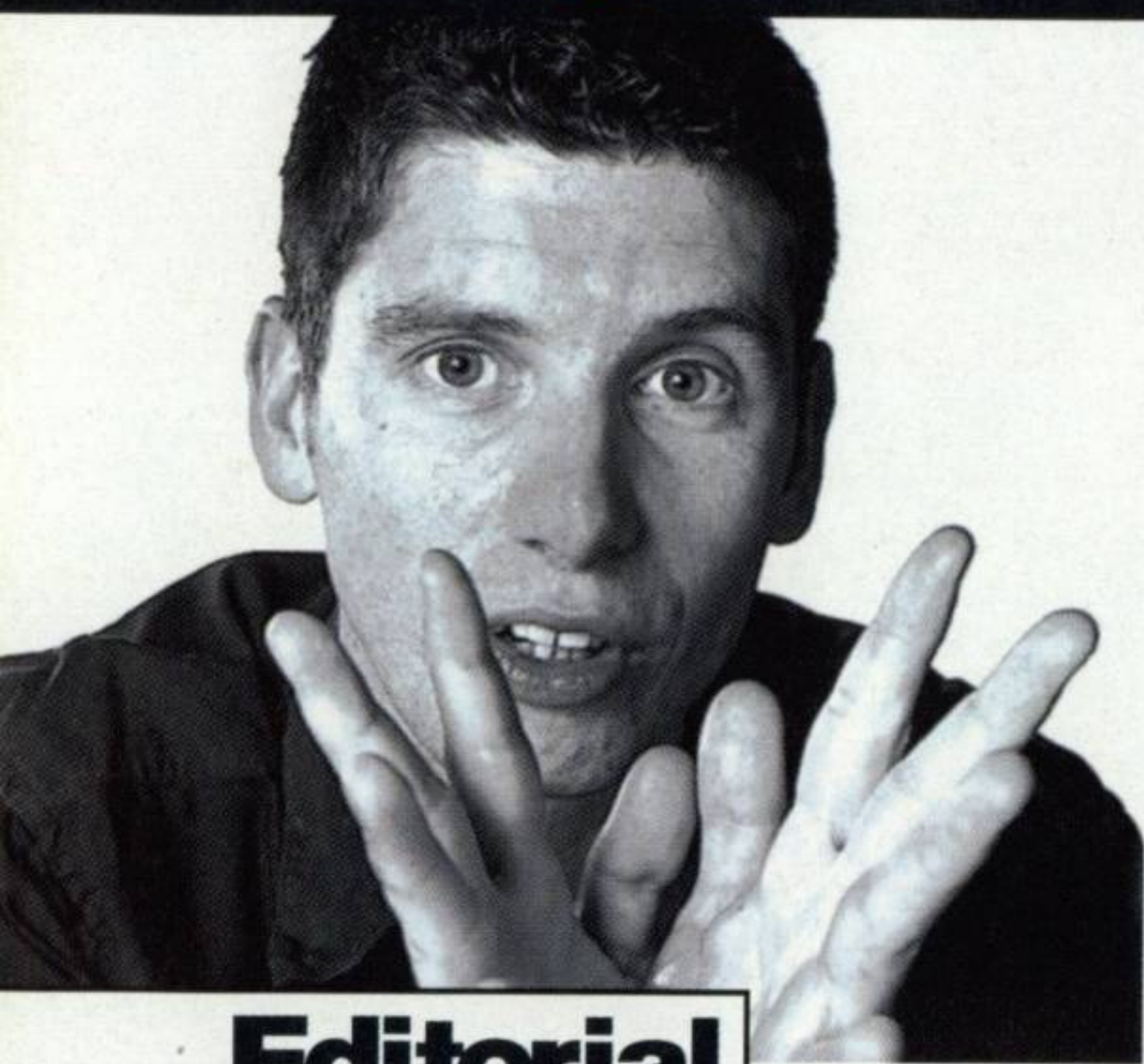
■ Hello. Games, these days, are everywhere. Which is why *Arcade* insists on going out to photograph somewhere new each month. The team has a headful of ideas, but – hey – a nudge in the right direction wouldn't go amiss from time to time. And, on this showing, some half decent chat-up lines would also be handy.

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Editorial

The sound of silence

This is absolutely lovely. The sheer bliss that is a silent (apart from distant cries of joy), completely empty *Arcade* editorial office. The reason? Something called

PlayStation2, you might have heard of it. Two arrived from Tokyo an hour ago along with *Ridge Racer 5*, *Fantavision* and *Street Fighter EX 3* and the whole team, even the art monkeys, have been holed up down the corridor in the *Arcade* games room ever since – they'll be there all day.

So what's it like? Bloody great, everything we could have hoped considering the slightly ropey launch line-up. *Ridge* is unquestionably superb, *Fantavision's* a graphical marvel and the slight backlash that's already begun on the Net ("the Dreamcast could do half of those games") is lazy and largely bollocks. For a more considered hands-on analysis of all the current games see our PlayStation2 Festival feature on page 50.

So yes, all's very exciting, but there are six months to wait yet and some serious gaming to get into in the meantime. This month sees Lara make her Dreamcast debut (p88), *Ridge Racer 64* livens things up for Nintendo's ailing system (p96), and the eagerly awaited release of two stealthy sequels in the form of *Syphon Filter 2* and *Thief 2* (p68 & p80). It is, as they say, all happening – right everybody, out of the way, PlayStation2 here I come!

Sean Atkins
Senior Editor

It's your letters

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



Letter of the month
You are 100% wrong!

I am contacting to you regarding the *Gran Turismo 2* article printed in *Arcade* magazine, issue 16, Feb 2000. In the "Uppers & Downers" section you mentioned that the game is impossible to complete 100%. I have to correct you as I was the lead tester on *GT2* for SCEE and I have completed 100% of the game. However, it is true that the American, Japanese and earlier versions of the PAL code could only be completed to 98.2%, but this wasn't the case with the launch version for the PAL territories. I would be more than happy to send you a copy of the memory card if you so wish.

Tim Adams (GT2 Lead Tester), SCEE

You've got us there Tim. Due to deadlines the bulk of our Gran Turismo 2 playing was done on the US version with screen capturing and a double check for quality control and car content taking place on the PAL version just days before the issue went to press. Apologies, but we'll take the card.

More Neo Geo Pocket

I am writing to you because I am somewhat bemused by your SNK Neo Geo Pocket coverage (or rather, the lack of it). You have told us all what a great little machine it is, highly recommend it in your Xmas 99 issue (top pocket of 99) and yet you have still yet to include it amongst your regular features.

Could you please include it in, at the very least, the release schedule and the A-List (I won't even begin to harp on about how it's not on the cover!). I appreciate that the machine does not sell the massive amounts that the Game Boy does, but in the time it has been available it has built up a respectably sized user-base in the spite of the Game Boy's dominance.

Oh, could you also please give my thanks to Mark Green, the Timewarp section is excellent, and has already been responsible for several recovery missions from the loft!

Marcus Wright, Bedfordshire.

We do share your enthusiasm for the NeoGeo Pocket – it will be taking a more prominent place in the magazine in the next few months. Don't expect a cover for Crush Roller, though.

Who sent that critic?

I don't normally write to these things but the fact that I could win... I mean, er... the fact that I like your magazine so much... I have a moan. You are called *Arcade*. So last month's Insert Coin article should have been quite an important one. So who sent the critic to the arcade? It was like reading an agoraphobes report about a week long cruise aboard a raft in the middle of the Atlantic. No, worse. I have to admit I am a bit prejudiced, but only because I like playing games. Isn't that why we read your magazine, why you write it? I can understand a little biased excitement or the professional down the line/tell it how is approach toward games but this... *Virtual NBA*: Some pundits were heralding... but it's just a bunch of gangly Yanks, anyhow." Everything starts off "it's this, it's that" and then the reporter(s) says "but" and slates it all, and I mean in nearly every single caption, or just starts off negative. *Spawn*: "It's a sad day when the creators of *Street Fighter 2* are reduced to..." What's that all about? Your editorial was aptly entitled "Cheer



■ Arcade 17: Colin McRae Rally 2 preview exclusive.



■ Coin-op show: boring?

up!". Hee hee, everything was going so well, then your own mag went and rained on my sunny little parade. cya l8tr, sharpize (as in sharp eyes) ;)
Marvin The Martian, via email

*It's funny that you should mention it, but the ATEI show was held on a raft in the middle of the Atlantic – our reporter was adrift for almost a year and we only got the article via a "message in a bottle". As for the *Spawn* comment, correct us if we're wrong, but didn't Capcom produce *Street Fighter 2*?*

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



THEY SAY THE DEAD
KNOW NO PAIN...

"Never has a game looked
so amazing"



"The most sophisticated
adventure on the Dreamcast"



Dreamcast Screenshots shown



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ABOUT TO
CHANGE



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On the side

Crazy Taxi's a bit of a Pamela Anderson of a game isn't it? Great looking, utterly playable, but how cackin' shallow? I recommend all *Arcade* readers to rent it rather than buy, like a dassy prostitute as opposed to a wife.
Ben Clark, via e-mail

So that's how it is in your family. Crazy Taxi is not a dassy prostitute, it's one of the games of the year.

What ever happened to virtual reality?
Simon Glover, via e-mail

Have you seen The Matrix? That's what we suspect happened to it. Escape, break out.

Stilton or Danish Blue?
David Tutin, Reading

Stilton every time.

When will there be another proper Mario game!?!?
Bowser Smith, via e-mail

Sadly not before the Dolphin's launch in Autumn 2001.

Are Sony gonna release a handheld or what - bring on the GameMan!
Pete Dowling, Preston

Probably only a matter of time. Rumours of a portable MiniDisc PlayStation 1 are kicking around the Internet, except they're not because we just made that up.

What about this?

■ Let *Arcade* know what you think about: **The launch of PlayStation2** - will you be getting one in? **Antique gaming computers** - waste of bloody money? **Tomb Raider DC** - welcome addition or milking Lara's cash udders one time too many?

Enough pants for everyone!

For gawds sake!! Will everyone p-l-ease stop with this "Sega's great, Sony's pants/Sony's great, Sega's pants" tripe!? Its really starting to get me down now.

Every week every magazine has at least one dozy zealot harping on...don't they realise how old that drivel is getting now? Or how sad it makes them look? Jeez! I have both systems sitting under my telly, and as far as I can tell, they both have strengths and weaknesses, but on the whole they are both great machines. When the PlayStation2 comes out I'll be getting one of those as well. I'm a gamer. I go where the games are.

The way some people go on you'd think it was a new religion or something. Before you know what's happening you'll have the Sonites waging bloody war on the Segaphiles. It'll start with clashes at Brighton, then escalate into full blown anarchy, destruction of property, terrorism, murder, then someone will get their hands on a nuke and hold the world to ransom.....ooooh.....I've scared myself a bit now....I think I'll go for a lie down..

Nathan Green

We get to see all games on all consoles so we consider ourselves experts on the subject. We've come to the conclusion that PlayStation is better than Dreamcast, Dreamcast is better than PC,



■ PlayStation2: Sony's bid to stay on the top of the console market looks a winner.

PC is better than N64 and N64 is better than PlayStation. So no more on this subject, please - keep it in the playground where it belongs.

Sequels, schemquels.

Read any multi-format magazine, from *Arcade* to *Edge*, and you'll find Sonic and Mario fighting it out for most creative games of the decade and the third-party developers such as Rare helping out with games such as *GoldenEye* on the N64. It may not be a long-lasting game, but just take a look at *Crazy Taxi*. Admittedly, Sega haven't exactly "hurried" to get conversions of some of their best arcade games out, but they have the possibility. But no... The average lemming of a consumer will choose the PlayStation above all else, because it's the thing to have. "Bullshit!" I say. There is no such thing in the world of computer games as one ultimate format. It's what it's coming to, but it shouldn't.

To be fair to Sony, they have got some good-looking games coming out, but when was the last original game actually seen on the format since *Metal Gear Solid*? Even that started out on the Nintendo. PlayStation2's launch line-up should be more appealing once we get it over here, but with *Ridge Racer 5*, *Tekken Tag* (is that 4 or 5?) and sequels to I don't know how many other games, it's not really great for the more hardened gamer, is it? It's (probably) never going to have the same quality of games like *Super Mario 64* or *Sonic Adventure* (flawed in parts). Instead it's going to overflow the games market with crap that everyone will buy anyway.

Anon, e-mail

Unlike Sega and Nintendo, Sony has only a small amount of experience in game development. It's understandable that its in-house development isn't up to the standard of Mario and Zelda. What Sony has done is to make a brilliant piece of hardware - it's up to third parties to make great games. Sequels are a necessity - consumers love them, developers love them - everybody's happy. If only Nintendo had realised this earlier...

The Videogame Magazine Arcade

Issue 18

Editorial

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Contributors

They're young, they're single - kind of - and they want you to want them.



Tony Sigley

■ *Arcade's* new arty farty bloke Tony has been keeping us all on our toes with various beard shapes. Birmingham is Tony's city

of choice, where he indulges in a diet consisting of raw lentils. He reckons PlayStation2 "has a handsome box", but unfortunately Tony won't get chance to play on it because his girlfriend has banned all videogames in their house.

■ **Fave game:** *Marbles*



Jamie Dolling

■ Wordsmith, raconteur and man-about-town Dolling recently made the big move to Bath, where he's often seen regaling

attractive young female tourists with dirty stories. Jamie would love to return to his favourite city of Madrid to soak up the local atmosphere and bottles of sangria. He thinks that the PS2 "is ace because it looks pretty".

■ **Fave game:** *Syphon Filter 2*



Daniel Griffiths

■ Dan has taken time away from editing *Games Master* and producing electronic karaoke versions of Britney Spears tracks to

write for your fave mag. He can't contain his excitement for the new Sony baby believing that it's fantastic now, "but in six months when *Metal Gear 2* comes out it's going to be unimaginable". Dan likes *S Club 7*.

■ **Fave game:** *Pokémon Stadium*

games of the month

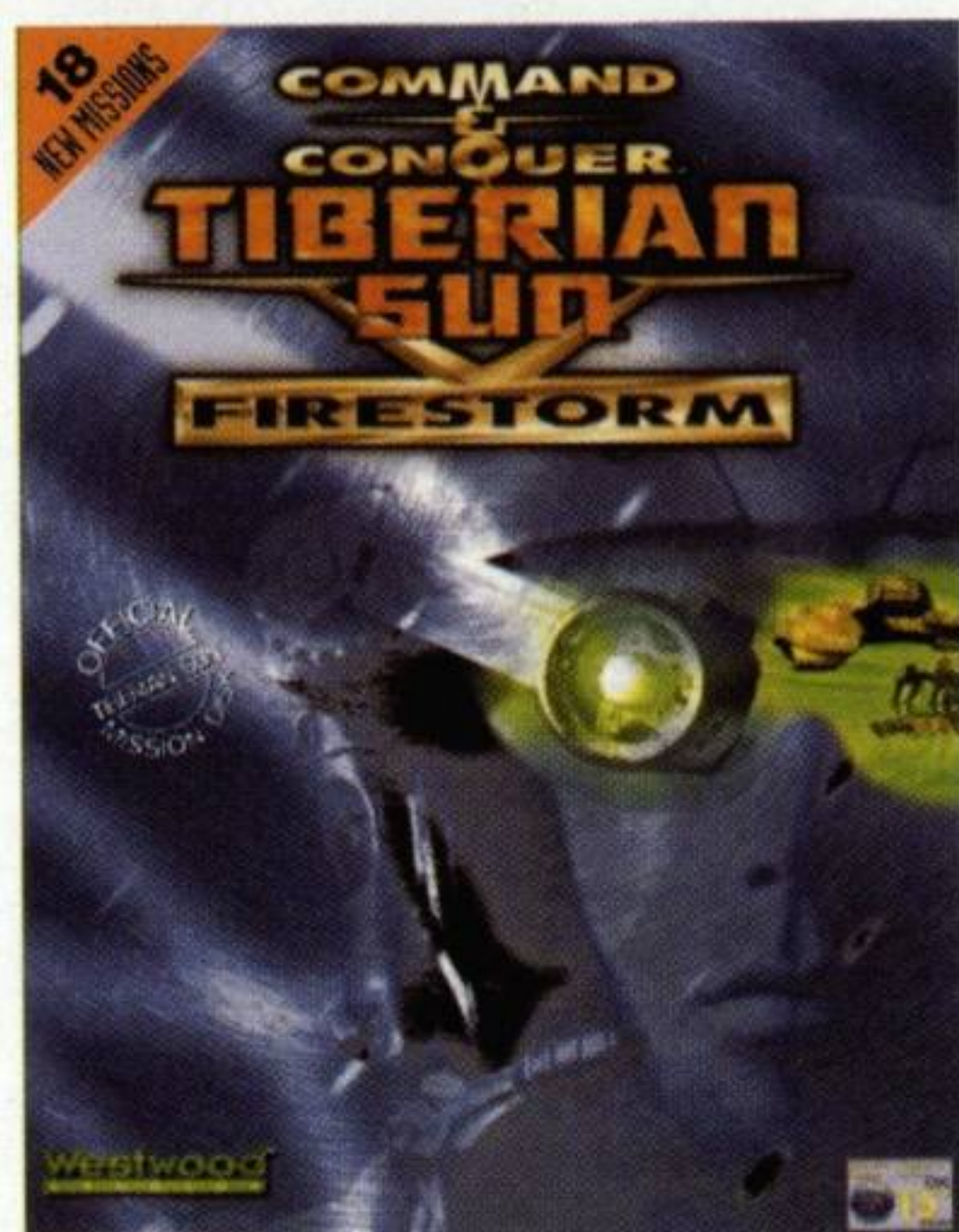
PlayStation



F1 2000

- The most realistic official Formula One game ever. Its the only game where you can actually play the forthcoming 2000 season

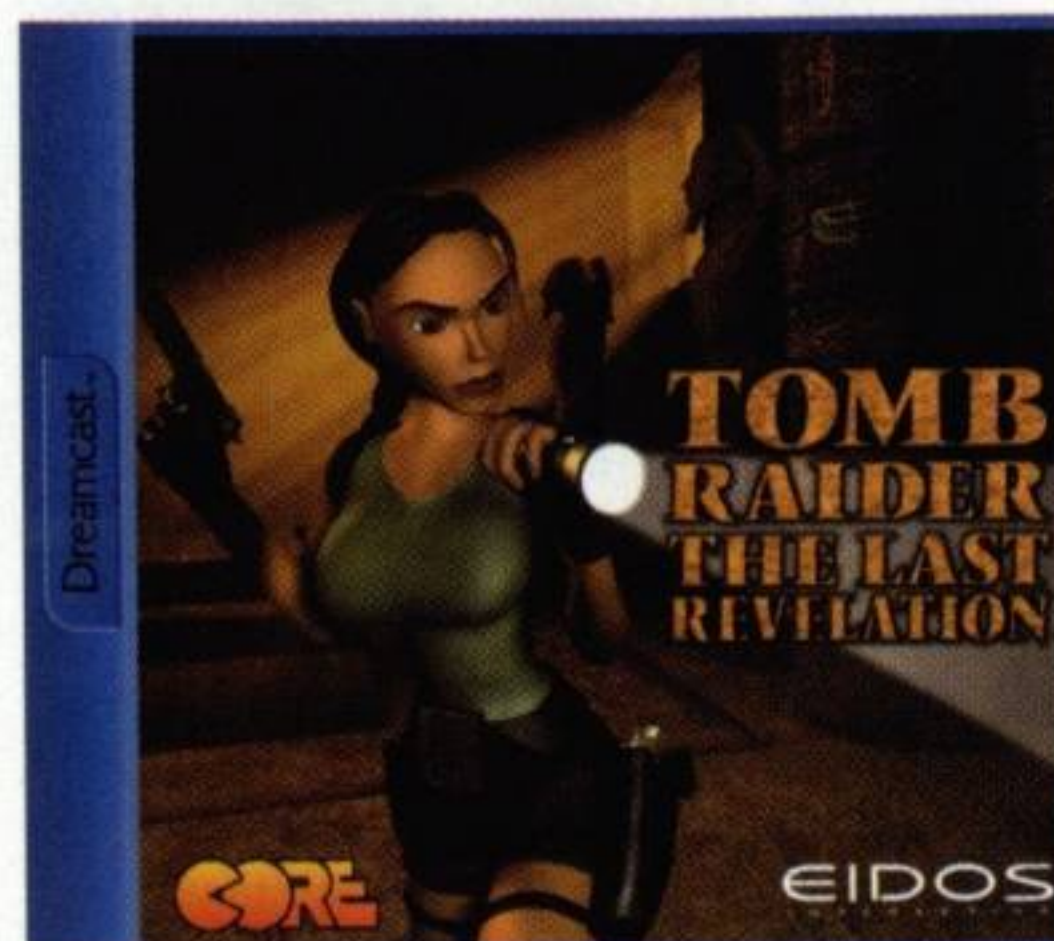
PC



Command & Conquer Tiberian Sun Firestorm

- The first official expansion pack for the mega hit Command & Conquer Tiberian Sun. The notorious NOD leader Kane has been defeated but the future of mankind is far from over. A new, more powerful enemy has emerged to threaten mankind's existence

Dreamcast



Tomb Raider - The Last Revelation

- With more twists and turns than an Egyptian labyrinth, this is a heart stopping action-adventure, a tomb raider that truly offers...The Last Revelation

Nintendo Gameboy



Dragon Warrior Monsters

- Enter a wonderland of kings, monsters and magic spells with Dragon Warrior Monsters. Make monsters your allies to fight through dangers in the long journey to become the most powerful monster master in the world



excessive choice of games

Virgin

megastores

DANGEROUSLY ENTERTAINING

ARCADE

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



■ Six months to wait for this classy kit/box combo.

PLAYSTATION 2

PS2 – we have lift off

Pandemonium hits Japan as PlayStation 2 sells out on the morning it's released, but rumours of problems could see nearly a million memory cards having to be recalled.

PlayStation 2 finally launched in Japan on 4 March to the delight of the Japanese public, who flocked to snap up almost all 980,000 launch units within a matter of hours. Priced at ¥39,800 (£235), the long-awaited successor to PlayStation exceeded Sony's sales predictions by selling out in one morning (although the promised one million launch units weren't quite achieved). Demand was so large that according to one Japanese newspaper, in the streets of Akihabara (Tokyo's electronics district)

10,000 people waited patiently from the early hours to ensure they could get their hands on one of the machines.

On the afternoon of launch *Arcade's* Japanese correspondent couldn't find a single unit either in the whole of the Akihabara district or the smaller, less central stores, including a 7-11 in the Tokyo suburbs.

Software sales were equally buoyant, with a healthy software/hardware ratio of 3:1. Unsurprisingly *Ridge Racer 5* was easily the biggest selling game with *Street Fighter EX3* and *Kessen* (the horse-driven battle sim that hogged the screenshot limelight before launch) holding

their own in joint second slot out of the uninspiring launch line-up (see page 54). With big hitting titles such as *Tekken Tag Tournament*, *The Bouncer* and *Dark Cloud* having slipped until late March/early April, this bodes well for Sony. The absence of more AAA titles immediately could indeed prove to be a canny move on Sony's part as killer apps are evenly drip-fed to the Japanese market over coming months, ensuring a constant buzz surrounds the hardware.

Another huge success were the add-on horizontal and vertical stands in equal measures (although, why anybody would pay good money for the horizontal version is anybody's

guess) even though they retailed for a steep £6 a pop. So elusive are they that *Arcade* hasn't managed to obtain either.

Not all was rosy at camp Sony, though. Memory cards weren't available as launch accessories as originally promised. No official comment was forthcoming from Sony, but the new 8-megabyte card's absence made more sense just three days later when faulty cards (packed in with the console) were widely reported – an unconfirmed recall of all 980,000 cards was hanging in the balance at time of going to press.

Equally surprising was the absence of the multi-tap from launch. The newly styled "mini-PS2" four pad adaptor was

teasingly unveiled at the PlayStation festival (see feature on page 50) just weeks before rubbing salt in the wounds of those hoping to take *Street Fighter EX3's* four-player tag mode for a spin.

Early impressions from Japanese fan Web sites indicate feelings of the machine being impressive but certainly not overwhelming so. However, as with any new system, it's only as good as its best game, and a graphically improved racing sequel isn't enough to get mass juices flowing. Still, *Tekken Tag Tournament*, *Dead Or Alive 2* and *Type-S* are scheduled to hit Japanese shelves next month.





■ Those Japanese retailers are just rubbing it in now.



■ The first UK press ad for PS2. They like to tease.

OUT THE BOX

It's here!

A PlayStation2 arrives in the office minutes before deadline.

When the PlayStation2 arrived in the Arcade office, things went a bit lottery-winning-ticket-in-the-bin. Packaging went flying, bits of polystyrene were trampled underfoot and – apart from the collective sigh of relief when someone realised that we'd better use the

step down to alter the voltage to avoid blowing the thing up – it was very much every man for himself.

"It looks a bit like a cross between Darth Vader and a toaster," exclaimed one party. "Oooh, isn't it heavy," reasoned another. Other words of praise included: "Look, the inside of the game boxes have got a place to stick your memory card." "There's a special button to flip the DVD

out of the tray." "You can swivel the logo depending on which way you stand it."

Once plugged in (and stood – for our initial choice – on its side) the next important question to answer was: what happens on the intro screen? The sequence is based over some bright fireworks that move sperm-like over a dark background with a sort of "Hnnnkkk, Whhhaaa, Swiiisshhh" sound effect, then up pops the

PlayStation2 logo with a pleasing "Dooooiinmk" noise. Nice.

Game-wise, choice was limited to *Ridge Racer 5*, *Street Fighter EX3* and the lovely *Fantavision*. *Ridge Racer* certainly plays incredibly fast, although [through gritted teeth] it did all look a little familiar. *Grand Turismo*, however, went down a treat. "The engine growl is superb. Apparently, *GT200* is only using 20% of the PS2's power. You can tell this machine's

got guts." *Street Fighter Ex?* "The characters are just gorgeous. Ken's never looked so good." That, and a demo of a game called *ØStory* which is FMV, which included two girls kissing. Time ran out, and it was time to get back to work.

But next issue is four weeks away, and between then and now *Arcade* will be reviewing everything PlayStation2 it can get its hands on. Exciting stuff.



■ The moment of truth: *Ridge Racer 5* gets its first outing.

What's in the box?

Exactly what you get for your moolah.

- 1 x Japanese PlayStation2.
- 1 x power lead. DO NOT use this – resort to a stepdown to change the voltage to 110v.
- 1 x phono lead. Connects your PlayStation2 to your TV – provided your TV is NTSC compatible. Original PlayStation 1 SCART and S-VIDEO leads also work.
- 1 x PlayStation2 analogue controller, now with extra-sensitive analogue sticks, and analogue buttons. PlayStation analogue controllers are compatible.
- 1 x 8-bit PlayStation2 memory card
- 2 x bits of polystyrene
- Instructions, in Japanese.



■ This is what you've been waiting for.

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



BILL'S BOX

Opening up the X-Box of delights

More details emerge about Microsoft's console.

More hot news has emerged on X-Box, Bill Gates' bid to get his oar into the fiercely competitive videogame hardware market.

According to Japanese tech mag Nihon Keizai Shimbun Microsoft's mystery console will be launched in September 2000.

The mag, quoting unnamed sources, says X-Box will feature

a 600MHz processor, DVD-compatibility, and a hard disk for the storage of games and music downloaded via a high speed Internet connection. The price of the new games console will be about \$300 (£200) in the USA.

Microsoft is rumoured to have asked seven major Japanese publishers, including Konami, Koei and Capcom, to develop for the machine. Lionhead's much-hyped game *Black & White* should make an appearance too, but,

interestingly, X-Box software won't be compatible with PCs.

Gates is obviously aware that the console's success or failure will depend on the quality of its games and is reportedly keen to encourage the development of X-Box-only software.

As *Arcade* went to press Microsoft was due to make an announcement about the the X-Box specifications. Watch out for a full report in next month's issue.



Pokémon Stadium rocks

UK prepares for new wave of pocket monsters.



■ Catch 'em, train 'em, transfer 'em and make 'em fight.



■ The beleaguered N64 console is about to get a much-needed boost with the UK release of *Pokémon Stadium*. Due for release on 7 April, the new game is actually based on the second Japanese edition of *Pokémon Stadium*, where trainers can send their creations to fight battles in a gloriously-realised 3D world, complete with cartoon animation and flashy special effects.

Nintendo is simultaneously releasing a new bit of hardware, called the Transfer Pak. This gizmo will enable Pokémans to download their own Pokémon from the Red and Blue Game Boy editions into the N64, or play the pocket versions on a normal television. *Pokémon Stadium* also has a variety of mini-games to play as well as a four-player option for full-on *Pokémon* punch-ups.

There are also a number of other *Pokémon* titles on their way to Blighty

later this year. *Pokémon Card GB* for the Game Boy is basically an electronic version of the trading card game, where you can build a deck, have battles and swap cards with your friends – in a similar way to the excellent *Card Fighters' Clash* on the Neo Geo (see page 100). Another Game Boy title, *Pokémon Attack*, is a *Tetris*-style puzzle game, whereas *Pokémon Snap* for the N64 involves taking photographs of different Pokémon and slapping them in an album back at Professor Oaks' lab.

With these intermittent games releases, Nintendo is obviously spreading its Pokémon paste thinly over the next 12 months to prolong the craze and prop up the N64, which has a host of high-profile games such as *Perfect Dark* lined up. For more Poké-nonsense, check out *Arcade's* review of the soundtrack album on page 109.

INCOMING

Six slices of gaming pie waiting to be stuffed in *Arcade's* mouth.

3 months



Lemmings Revolution

- PC
- Take2
- April

Refreshing update of the mad, addictive puzzler, with new 3D environments for the green-haired loons.



Olympics 2000

- PS/PS2/DC/N64/GBC
- Konami
- Summer 2000

Official tie-in with the Sydney Olympic Games, featuring 15 sports including sprinting, diving and canoeing events.



Disney's Magical Racing Tour

- PlayStation
- Eidos
- April

Mario Kart clone starring Mickey, Donald and chums. Power-ups include the vicious Tea Cup mines.

6 months



Half-Life

- Dreamcast
- Valve
- Summer

Arguably the best PC game ever makes the jump to Sega's console. Scary, atmospheric, violent and completely immersing.



Commandos 2

- PC
- Eidos
- Summer

Sequel to one of 1999's biggest games. Brand new missions and scenarios with eye-popping graphics.

1 year



Zelda: Majora's Mask

- N64
- Nintendo
- Christmas

Sequel to Miyamoto's *Ocarina of Time*. Link will change characters by putting on different masks.

Croft update

Tomb Raider 5 for PlayStation?

The rumour mill is once again grinding out names of celebrity babes being lined up to star as Lara Croft in the long-awaited film of the *Tomb Raider* series.

Previous *Arcade* gossipmongery suggested Liz Hurley may be pulling on the famous shorts and backpack, with the tabloids tipping everyone from Sandra Bullock and Demi Moore, to Jennifer Lopez and Catherine Zeta Jones. Victoria Adams, aka Posh Spice, has recently been considered for the job by the press, if only for another reason to give her more unwanted publicity. Denise Richards, on the back of playing a Lara-look-a-like in *The World Is Not Enough* (see Bond feature on page 60), has also been mooted as a contender for the role.

The latest suggestion is that large-lipped American actress Angelina Jolie (now starring with Winona Ryder in *Girl, Interrupted*) is poised, pen in hand, ready to sign on the dotted line. Hollywood-based entertainment mag *Variety* just reported that Jolie is in final negotiations and that director Simon West (*The General's Daughter* and *Con Air*) has been hired to direct.

Tomb-nerds have been quick to get on the Internet to bitch

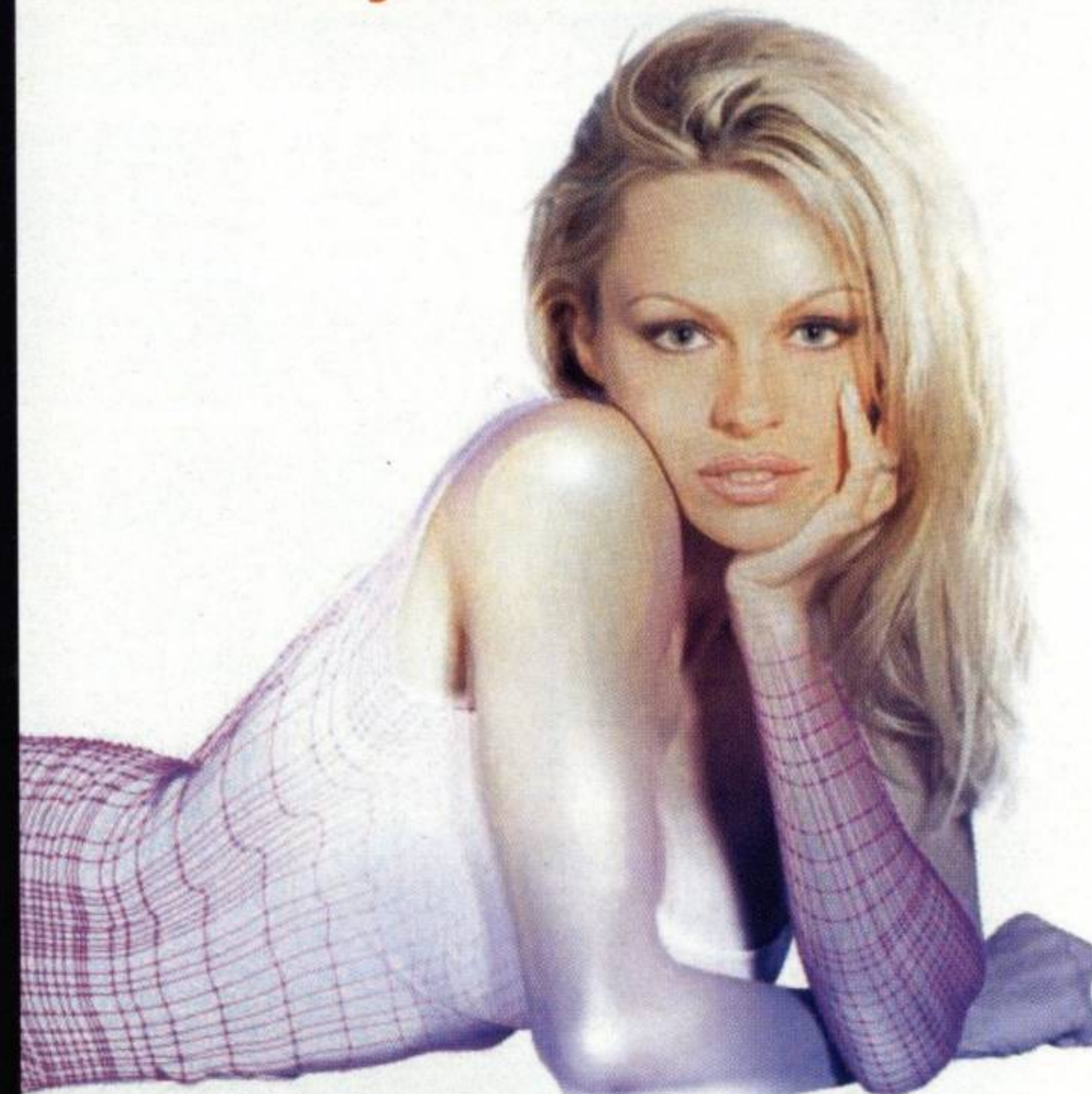
about Jolie. The obvious flaw is that she's American, and Lara is English. On the other side of the coin, Jolie apparently has more than ten tattoos and several scars from knife incidents, a rough image that could do the on-screen Lara justice.

Other *Raider* rumours are centreing around the whereabouts of *Tomb Raider 5*. Rumours that stem from a leaked financial report of Eidos' plans for 2000, suggest *Tomb Raider 5* will follow the pattern of the previous four games and appear on the original PlayStation in time for Christmas, before any form of PlayStation2 *Tomb Raider*. Other sources suggest Lara will make another appearance on the Dreamcast before the year is out in a follow-up to *The Last Revelation*, possibly in the form of a new game, or as an amalgam of the past three *Tomb Raiders*. Indeed, the only sure thing is that Lara – happily – is going to be around for a good while to come.



Virtual foxes go live

Pammie to star in game | Joanna Dark actress named.



■ Every 14 year-old's favourite blonde, Pamela Anderson Lee, is set for her pixellated debut later this year. UbiSoft is converting her TV show *VIP* onto Dreamcast, PlayStation and PC. The Sky One series about sexy bodyguards in LA will become a 3D-action adventurer. Of course, this isn't the first time Ms Anderson has appeared on PCs, but this time Tommy Lee won't be obscuring the view. Other videogaming news with a real-life babe bend concerns American

model Michele Merkin, who, it seems, has been hired to play the real-life Joanna Dark from the N64's up-and-coming *Perfect Dark*. Like the real-life Lara Crofts (Lara Weller, Nell McAndrew and Rhona Mitra) Merkin's duties will mainly consist of putting on a silly costume (this time a black cat suit) and attending promotional events. Expect to see the "real" Joanna for yourself when *Perfect Dark* is released this June.



Smack my pitch up *Arcade puts on its idiot savant cap and has a crack at dreaming up revolutionary videogames ideas.*

No: 44 Unesco The Dolphin



■ **The pitch:** As a big player in the tuna market, it is your job to keep profits up by netting an increasingly quantity of fish. By spreading your nets ever further you inevitably you will inevitably get dolphins caught up in them. You have to keep publicity about the growing number of dolphin deaths down by hiding the evidence. Top tips include incorporating dolphins in the tins with the tuna and paying people to dress up as dolphins and swim

about in the sea to fool Friends of the Earth. ■ **The response:** This is the most preposterous and unethical idea I have ever heard. Dolphins are under even more threat than they have ever been. Killing a dolphin is like killing another human – would you still want to eat tuna if you knew people had died in the process? **David Jones, Whale and Dolphin Conservation Society**



Euro 2000: playing it straight

EA unveils the latest in its all-conquering FIFA football game franchise.

■ As predicted by absolutely everyone, EA Sports is releasing a football game to coincide with the Euro 2000 championships, held in Holland and Belgium this June. The game – *Euro 2000* – will strongly resemble previous *FIFA* efforts, being designed by the Canadian *FIFA* team and finished by Software Creations in Manchester. All teams, stadiums,

players and kits are officially licensed. There are 91 teams, which include all the countries who began the qualifying stages as well as those which made the final 16 and 40 classic sides, and four famous European stadiums in addition to the eight which will be used during the championships. How will the game differ from *FIFA 2000*? The screenshots

look impressive, but all show an unplayable replay-style perspective. There are new skill moves, particularly for finishing, and these can be practised in a new training mode called the skill drill. The emphasis of the game will be on training a squad, adopting preferred tactics and set-pieces and taking a team all the way to the final.

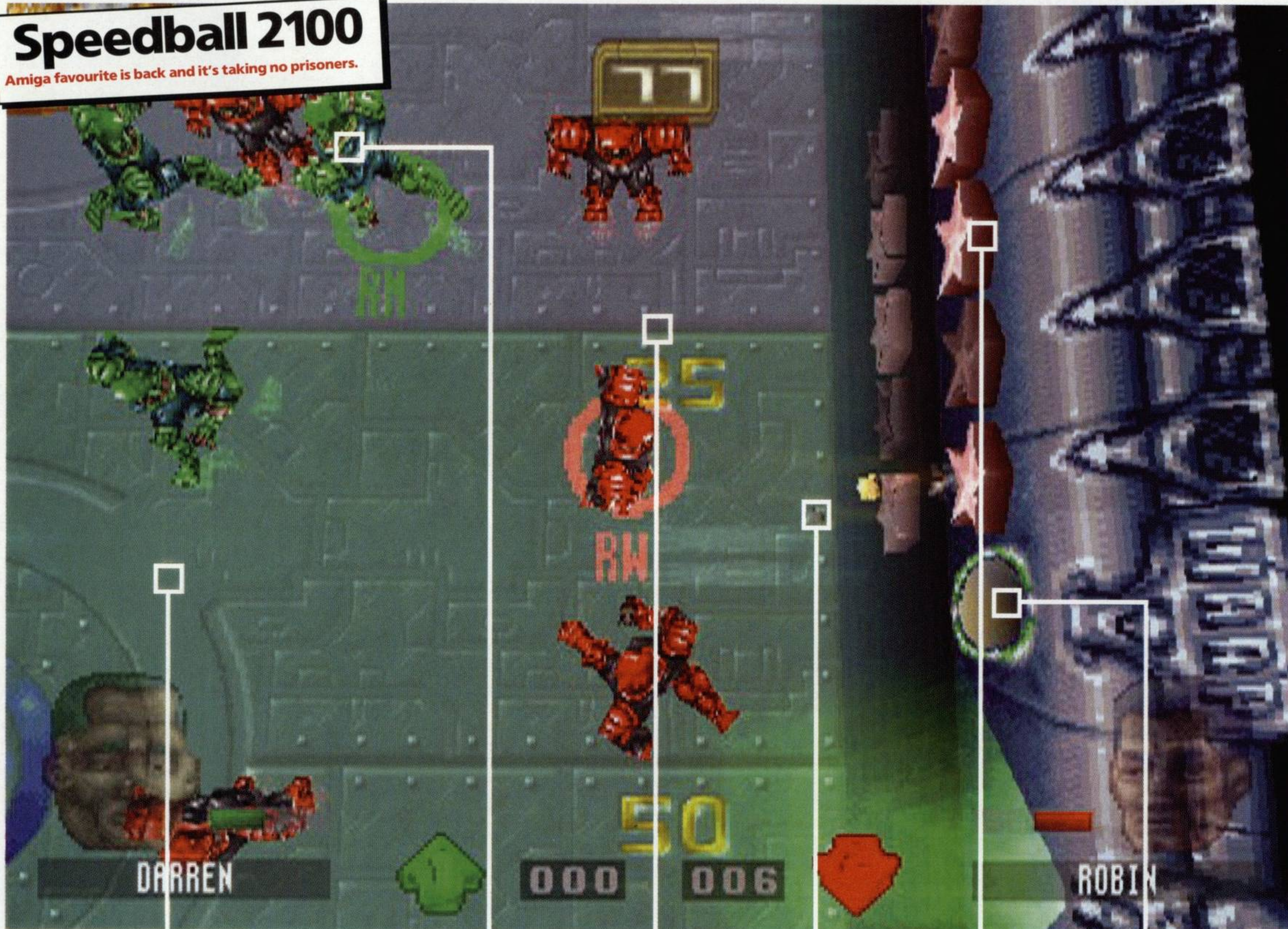


"Gagging for it!"

A quick butcher's at some quality merchandise coming your way.

Speedball 2100

Amiga favourite is back and it's taking no prisoners.



Return of the violent sports classic from a decade ago.

Game, set and match

Like *Speedball 2*, last seen on the Amiga and ST in the early 90s, *Speedball 2100* comes from the Bitmap Brothers, whose last game was *Z* on the PC.

Speedball 2100

- Format: PlayStation, PC
- Developer: Bitmap Brothers
- Publisher: Empire
- Release date: May

Oooh, that hurt

Pummelling your opponents to within an inch of their lives is fully acceptable – there's even a doctor on stand-by should things get really nasty.

Out of bounds

The pitch scrolls vertically between goals, and horizontally between edges, all from the familiar top-down view of *Speedball's* past.

Powerups

Powerups appear randomly as matches progress. They increase the agility of your players, or render the opposition unmovable as you run in a blinder.

Starry-eyed

A true *Speedball* champ goes not for the goals, but for the stars. Each player has a set per side of the arena. Light all five for big points.

Where is it?

Throw the ball through the teleporter on one side of the arena, and it zaps through on the other. Used by crafty 'ballers to cross in for a sneaky goal.

Eye, eye

Sega announces Dreamcast camera.

There can't be many companies who release a plug-in fishing rod before they think about putting out a sensible digital camera, but Sega – never an easy-to-predict company – has gone and done just that.

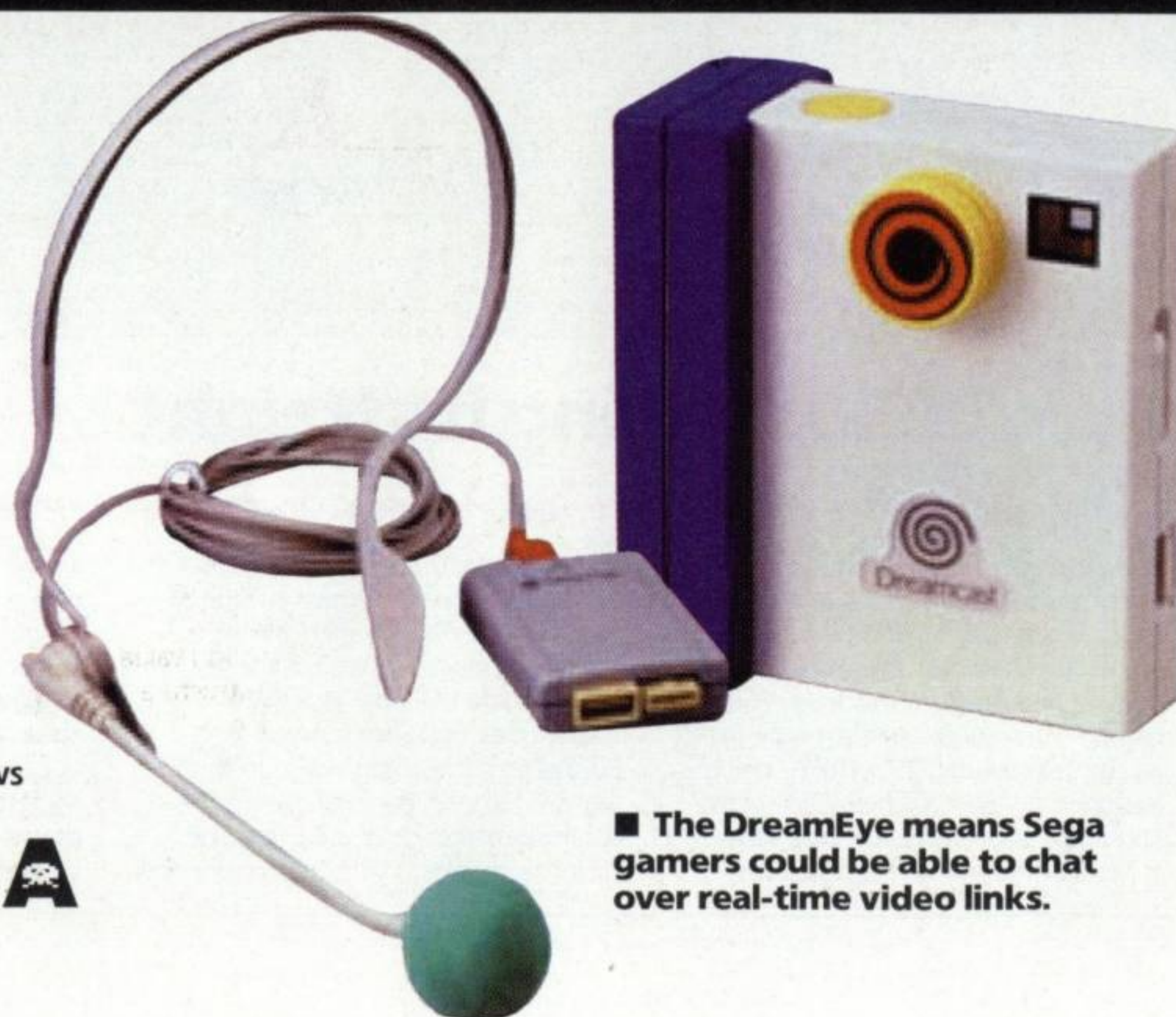
The DreamEye, the digital video camera for the Dreamcast, will enable gamers to exchange both still and moving

photographs using the Dreamcast's Internet capabilities. Real-time video chat will also be possible, meaning – for the first time ever – you may have to start worrying about what your hair looks like before you make that all important call.

Takenori Fujishima of Sega Japan was keen to expand on the virtues of this new technology: "Video chat is something that we are just beginning to realise," explained Fujishima. "Here at

Sega we plan to play an important role in the development of a new genre of software – a genre that is expected to feature both voice and image recognition technology. We see this product having endless possibilities."

As yet, there is no news from Sega on a possible release date for the DreamEye.



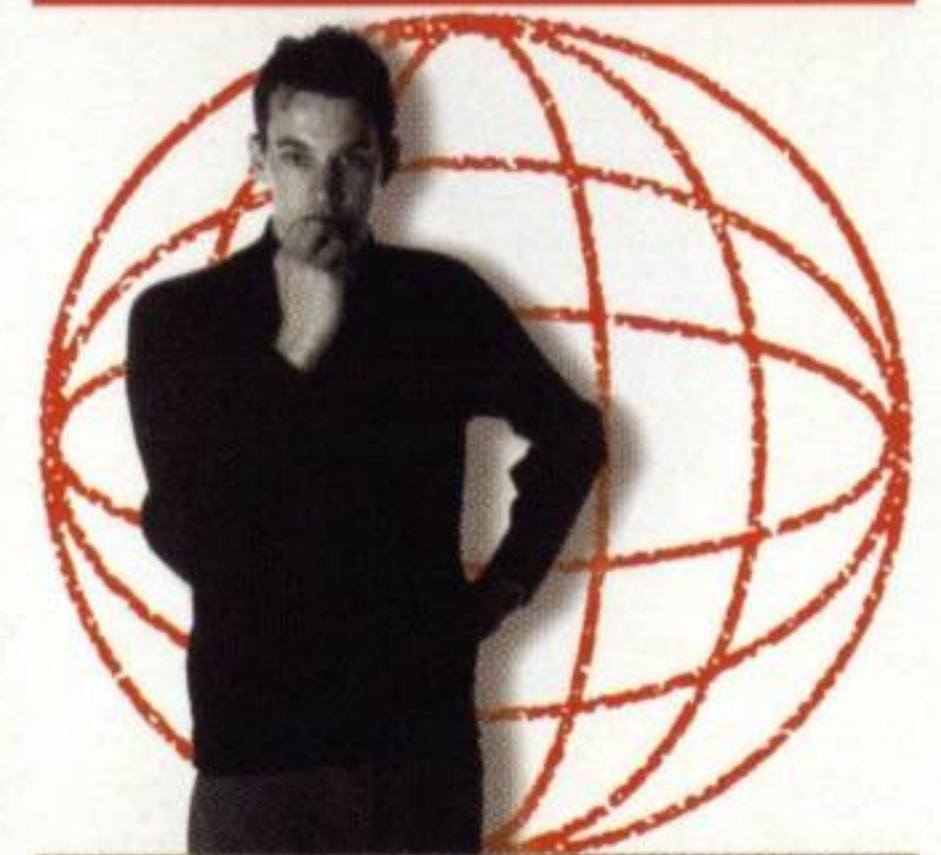
■ The DreamEye means Sega gamers could be able to chat over real-time video links.



■ (Above) Sega's new *Star Wars Racer* coin-op and (Right) More Orient excess.



Sam Richards' World of Games



Mario in motion

Nintendo has just patented trademarks for a heap of motion-sensing technology, including the Tilt Sensor Pak, G Sensor Pak and Motion Sensor Pak. There's already a few third-party controllers that utilise motion-sensing – including the Tilt Pak (reviewed on page 105) – so the big N may be thinking about releasing an official add-on. Alternatively, the technology could be lined-up for the next-gen Dolphin console. Hopefully this will mean another innovative controller from Nintendo to help gamers get over the disappointing design of PlayStation2's Dual-Shock 2.

PS2 phones home

For PlayStation2 owners who can't wait until the "broadband" Internet connections are set up, there's a piece of good news. President of Sony Ken Kuturagi has announced that people will be able to play games online and access the Internet by connecting a mobile phone to their PS2. A modem won't be needed because mobiles are able to handle digital signals. Ken said the PS2's multi-purpose port means "the service can be started immediately after sales begin of special software and a cable to connect a portable phone with PlayStation2". Racing online in *Gran Turismo 2000* may soon become a reality.

Kid gloves

Bizarre news from the USA, where Nintendo is coughing up \$80 million for pairs of protective gloves. Apparently, children have been injured playing *Mario Party* because they've been rotating the analog stick vigorously using the palm of the hand. As a result of this action, combined with the "grooved" top, some children's hands have received cuts. Although the company has only received about 90 complaints, Nintendo agreed to provide up to four fingerless gloves with padded palms for every household with a copy of the game. The mystery of Mario's thick white gloves has finally been solved.

COIN-OP CRISIS

Japanese coin-op mania

Old ideas rule the roost at disappointing AOU show.

The Japanese AOU coin-op show, held at the end of February, reflected the present mood of depression pervading the arcade industry.

Soul Calibur 2, *Power Stone 2* and the new *Virtua Fighter* game all failed to put in their expected appearances. These were sequels in any case, and the remaining games didn't demonstrate a great deal of innovation. Konami continued to push its series of

"mania" games, branching out from music to encompass *Punch Mania*, in which a player lamps rubber pads on the side of the screen in instructed combinations. Mediocre gun game *Enforcer*, first seen at UK's ATEI, re-emerged as *Gun Mania*.

Namco showed off a couple of familiar concepts: lorry racer *Truck Fantasy* looked suspiciously similar to Sega's *18 Wheeler* while *Sniper 13* owed more than a few debts to Konami's *Silent Scope*. New wrestling and baseball

games from Namco appeared to have slots for the insertion of both Dreamcast and PlayStation memory cards, with the latter even boasting controller ports.

Sega's new product included the long-awaited debut of the *Star Wars: Episode One Racer* coin-op, which, contrary to previous reports, kicks the ass of the Nintendo 64 console version. Sega also showed cult robot shoot-'em-up *Virtual On 2* and racer *Nascar Rubbin' Racing*. Capcom had nothing new, save

Marvel Vs Capcom 2 on coin-op and Dreamcast.

Bizarre feature of the show was reserved for a new Namco innovation called *Dynamica*. This little gizmo is able to detect movement via a series of infra-red sensors. It would supposedly allow players to get right into their beat-'em-up roles and actually perform their favourite *Tekken* moves, rather than just press a few buttons. Arcade awaits more news with one eyebrow raised.

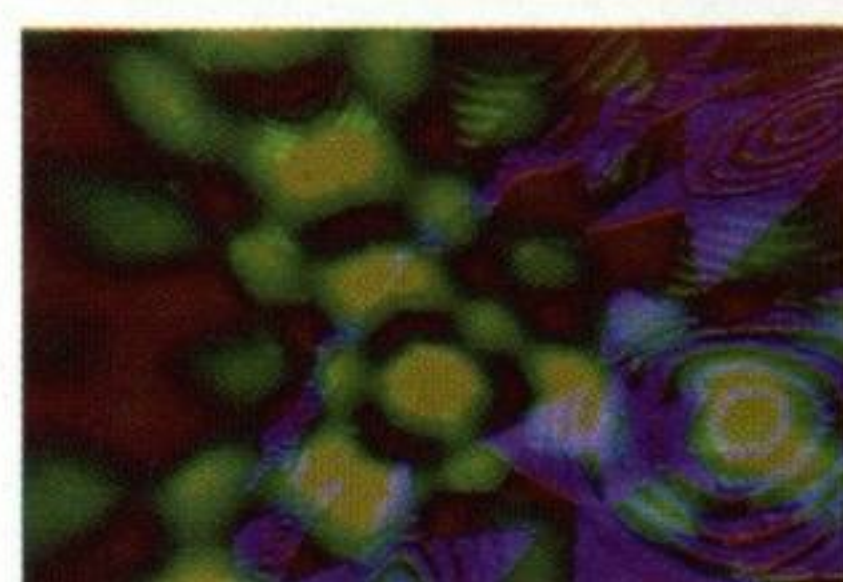


£9.99 for PSX

PlayStation games to duck under ten pound barrier.



■ Codemasters' *MUSIC: Music Creation*, set to be the first sub-£10 game.



■ Fantastic news for all you cash-strapped PlayStation punters. Sony has announced plans for a "restructured business model", which in English means that from April 1, shops will be able to sell games for as low as £9.99. Codemasters is the first company to jump on board and has announced that it will publish a range of its classic titles for under a tenner, the first being the Jester Interactive-designed



MUSIC: Music Creation. Platinum Software titles are set to remain at £20 – Sony feeling that PlayStation owners are already getting good value for money. The new pricing structure will also apply to forthcoming PlayStation2 software, although there's little chance that publishers and retailers will be releasing PS2 games for less than ten quid at the time of the UK launch.

Orient excess

It could only happen in Japan.



What's Cooking



■ *Bistro Cooking*: restaurant management for gamers.

■ Tempting as it was to spend this column simply sniggering at the names of newly discovered Japanese development houses Caramel Pot and WinkySoft, *Arcade* has decided instead to investigate the strange world of the cooking sim.

This genre is embodied by

Syscom's *Bistro Cooking*, one of those RPG/strategy games so beloved by the Japanese. Basically you're boss of a restaurant and must juggle such concerns as seating arrangements and employment of waiting staff while drawing up a suitably enticing

menu. *Arcade* is lead to believe that some element of food preparation is involved – whether this is simply choosing two parts flour to one part milk or something more action based (aiming the cognac into a steak flambé?) is not known. Sauté away!



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ASCII



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79258
GALERIANS

ガレリアンズ



NEWS ANALYSIS

Game boy | **Jamie Sefton**

■ ILLUSTRATION: MATT KENYON

Revolution in the hand

The second of Arcade's two-part look at the handheld games industry.

How about livening up that dull train journey to Swindon by playing a videogame against someone on the other side of the world? Or how about accessing all the goals scored by your favourite football team at the weekend, during a visit to your girlfriend's parents?

Connectivity is the buzzword that's sending industry bods and gamers into spasms of hyperbole. "The handheld market is going to go ballistic," says CEO of Climax Development, Karl Jeffrey. "Computing power is constantly decreasing in size and cost to the point where anyone can afford powerful systems in their hand. Wherever there are computers, people will want to play games".

Although Bandai's pocket WonderSwan is currently the only handheld games console to allow link-ups with PCs and mobile phones, a host of formats and tech advancements are about to

shake-up the way you play games. Nintendo's ever-popular Game Boy franchise has a couple of exciting innovations waiting in the wings. A new Japanese add-on for the Game Boy Color will soon be available, enabling online interaction using mobile phones. This will give UK Pokémaniacs the chance to trade and battle with trainers in, say, Japan.

Plus there's the exciting prospect of the new next-gen Game Boy Advance, which should have twice the power of a SNES and can run pseudo-3D games such as the N64 game *Yoshi's Story*. The 32-bit console will also be backwards-compatible with Game Boy Color games, link-up with the new Dolphin and, most importantly, have Internet access through a Nintendo/Konami system known as "Mobile 21". "The Game Boy Advance really excites me" says Steve Marsden, Studio Director at Tarantula. "Its new features are 'incremental' improvements, that mean it

should just carry on the tradition, taking it to a new level."

Unfortunately – for gamers, *not* Nintendo – the runaway success of the Game Boy Color means the Advance is unlikely to be released until the end of 2001. Miyamoto and company would be unwise to bring out a new format that would kill off its flagship at the height of its popularity.

If you can't wait until then, you could join the serious-looking businessmen on the Tube and buy a PDA, or Personal Digital Assistant. The Palm Pilot is the most popular PDA platform and has a variety of downloadable freeware and retail titles. Although these games don't break

any new ground, there's a fine collection of chess, poker, solitaire and RPG adventures, such as the *Final Fantasy*-inspired *Kyle's Quest*. Sony has recently made a licensing deal with Palm Computing for a PlayStation2 add-on that could work like a big PocketStation, for Internet browsing, e-mails and uploading game data for mini-games.

Other PDAs use a cut-down Microsoft operating system called Windows CE, which can handle simple games such as *Frogger* and every office-dweller's favourite waste-of-time, *Minesweeper*. However, Microsoft has recently announced details of a new generation of machines it

"The Game Boy Advance really excites me... it should take it to a new level."

calls the Pocket PC. These handheld devices will have the power of a 1997 desktop PC, with a fast processor, 32Mb of memory and special version of Internet Explorer that will enable graphics to be shown on the small colour screen. You'll also be able to edit Word files, download and play MP3 files and enjoy classic games, such as *Doom*, anywhere.

But the biggest handheld revolution could be in the field of mobile phone technology. Most people now have mobiles and because of that, the Nokia version of *Snake* has become one of the most played games in the world. There seems to be less of a stigma attached to playing videogames in public on a phone than on a mini-console.

WAP, or Wireless Application Protocol, is the snappily-titled technology designed to make information on the Web available via phones. This feature is in its infancy, but as the capacity for fast information transfer increases through "broadband" technology, users will have access to a range of services. These will include real-time video calls, near-broadcast quality audio/video on-demand, satellite navigation and online gaming.

As the technology improves and the user base for mobile phones, PDAs and Pocket PCs expands, numerous Game Boy developers such as Crawfish Interactive and Tarantula are expressing interest in developing software for the new wave of dinky devices. "One day, kids will be able to play games against each other - one on the school bus, the other a town miles away. I think we have to view handheld games like the Walkman, when hi-fi was put into your pocket," enthuses Steve Marsden. This gradual integration between the videogames companies and the telecommunications industry will eventually change the way you play games on the move forever. Exciting times ahead. 

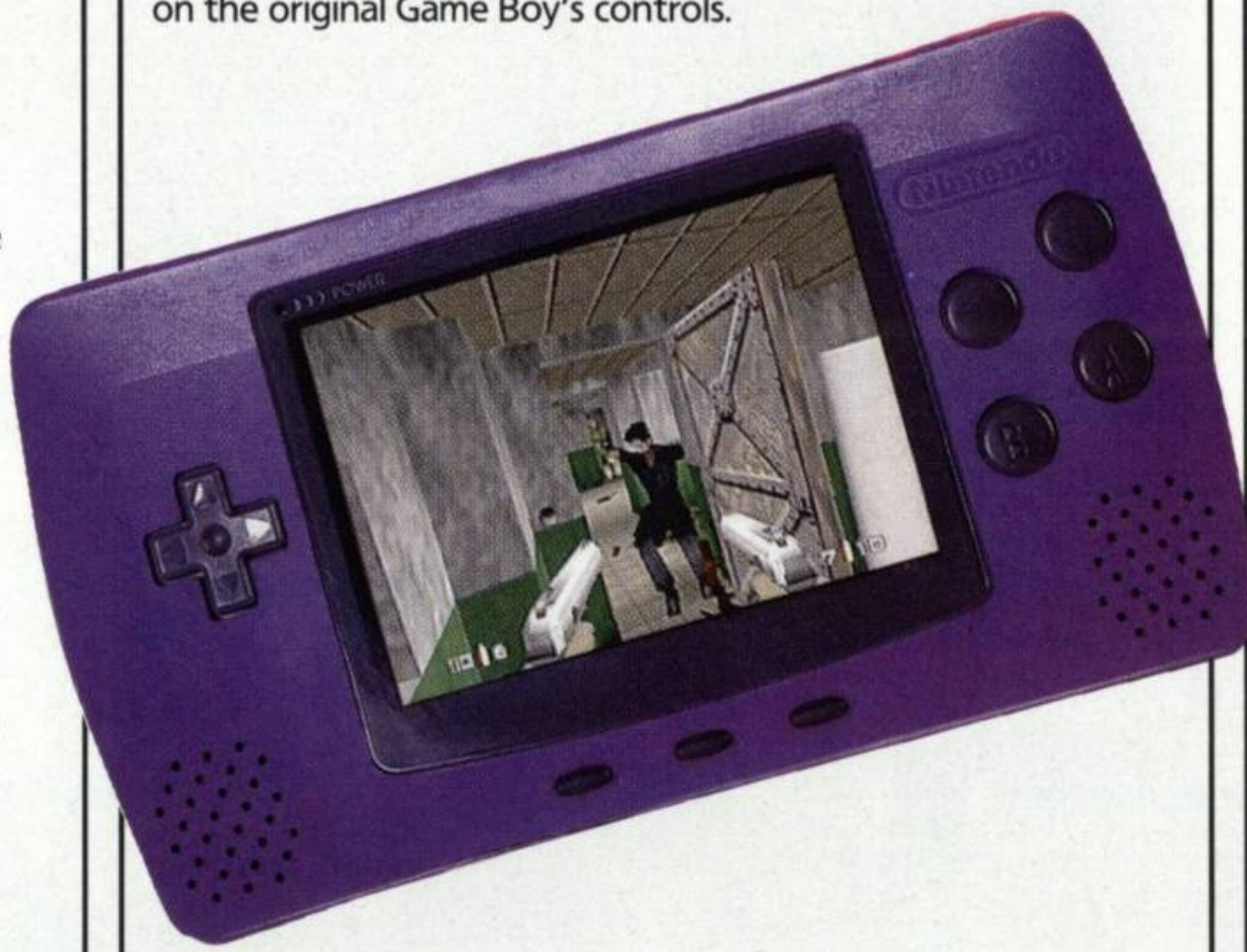
HANDHELDS: THE FUTURE

Play games against the world

Four exciting prospects that'll revolutionise gaming-on-the-move.

Game Boy Advance

■ Nintendo's next Game Boy will be a 32-bit beast that'll have multi-channel digital sound, massively improved sprite-handling to play games such as *Super Mario Kart* and link-ups with the next-gen Dolphin and mobile phones. Four action buttons, a D-pad, Start, Select and two shoulder buttons improve on the original Game Boy's controls.



PDA

■ Personal Digital Assistants come in many different guises, including makes by Psion and Palm Computing. Access to the Web is available to enable the downloading of freeware and games such as Solitaire and Pinball.



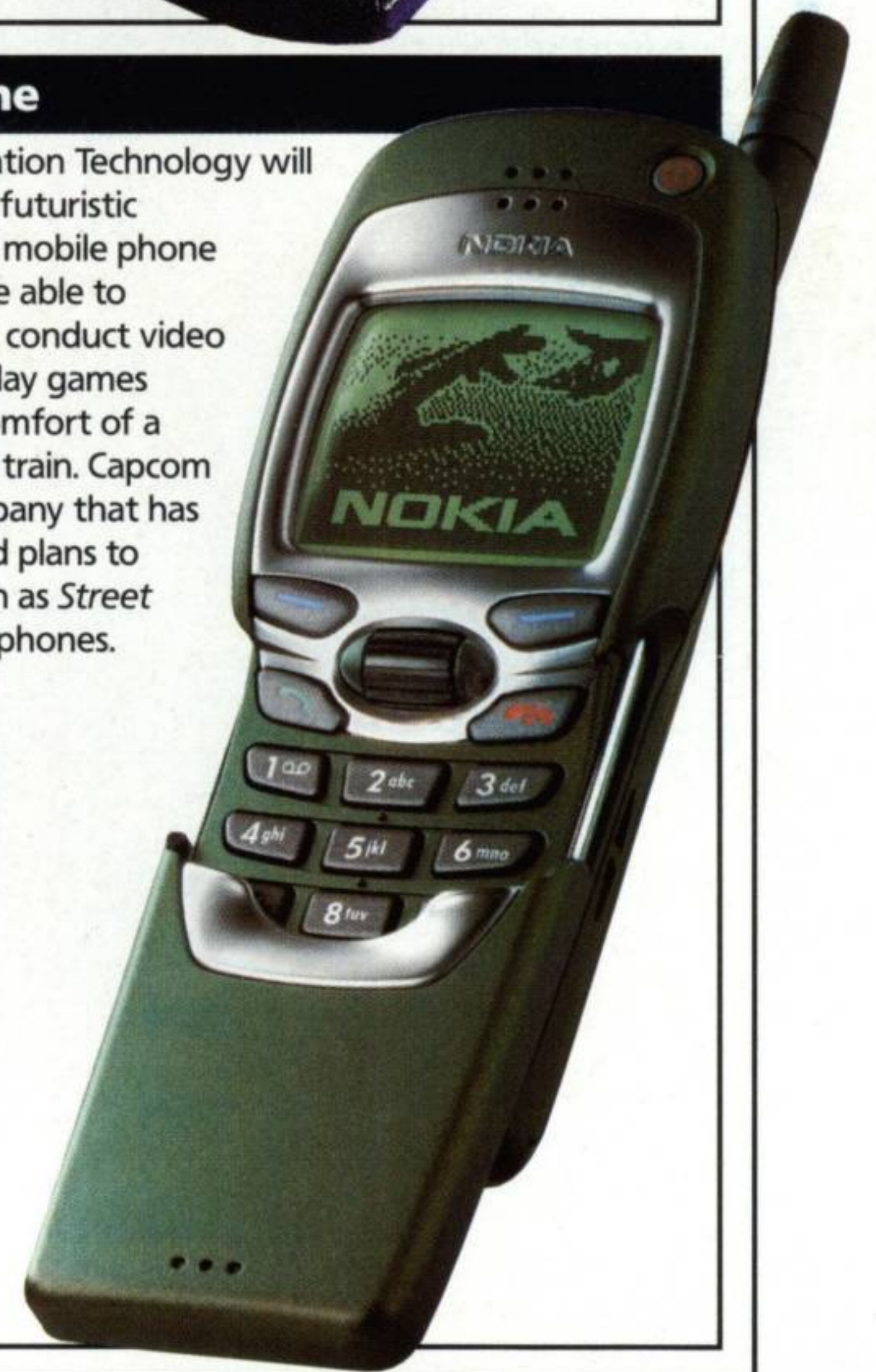
Pocket PC

■ Bill Gates' attempt to bury the successful Palm Pilot, which opted to use its own operating system rather than Windows CE. Due to go on sale later this year, the Pocket PC has advanced Internet browsing, MP3 compatibility and can play *Doom*. 'Nuff said.



Mobile phone

■ Wireless Application Technology will open up a host of futuristic advancements for mobile phone fans. Soon you'll be able to download movies, conduct video conferences and play games online from the comfort of a packed commuter train. Capcom is one games company that has already announced plans to release games such as *Street Fighter* on mobile phones.



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GAME ON

COMING SOON

Time is an interesting concept. The world turns, the seasons change, humans grow old and die. It's the cycle of life, don't you know. Well, videogames don't exist independently of this, and here are some of the more exciting titles inching their way down the birth canal. And, as any new parent can confirm, they look absolutely perfect – and so much cleverer than all the other games.

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PlayStation

Plane racing shenanigans.



■ MDK 2: Barry Manilow was proud of his game debut.

■ Spidey's famous foes put in an appearance – including Dr Octopus.



SPRING

Format: **PlayStation** | Developer: **Neversoft Entertainment** | Publisher: **Activision** | Players: **1** | On sale in UK: **Spring**

SPIDER-MAN

Do whatever a spider can. Bar sucking the insides out of your enemies...

Bitten by a radioactive spider at a science fair, student Peter Parker discovers he has inherited spider-like powers. He gained the proportionate strength, speed, agility and early warning "spider-sense" of his arachnid assailant. When he failed to protect his uncle from a gang of thugs, Peter embarked on a fight against crime as The Amazing Spider-Man.

So goes the classic tale of how Spider-Man came to be, a story etched onto the minds of millions of comic lovers the world over. Many attempts have been made to bring Spidey into the world of videogames,

but all have failed to capture the magic of the web-slinging hero. But Neversoft, the team that brought you *Tony Hawk's Skateboarding*, may just have found the right formula.

Naturally, the videogame *Spider-Man* will have all the abilities of the comic book hero. Climbing walls, superhuman strength and that handy spider sense that warns him of approaching danger. The best thing in the game, however, is the different ways he can use those infamous silky strands: swinging from building to building (just like the comic he can just shoot into the air and swing), as a block to stop bullets in a "shield of steel"-style cocoon, as a projectile weapon and to snare his enemies. True to the Marvel ethic nobody dies –

Spidey can only go as far as to stun the bad guys – so no spider slaughter.

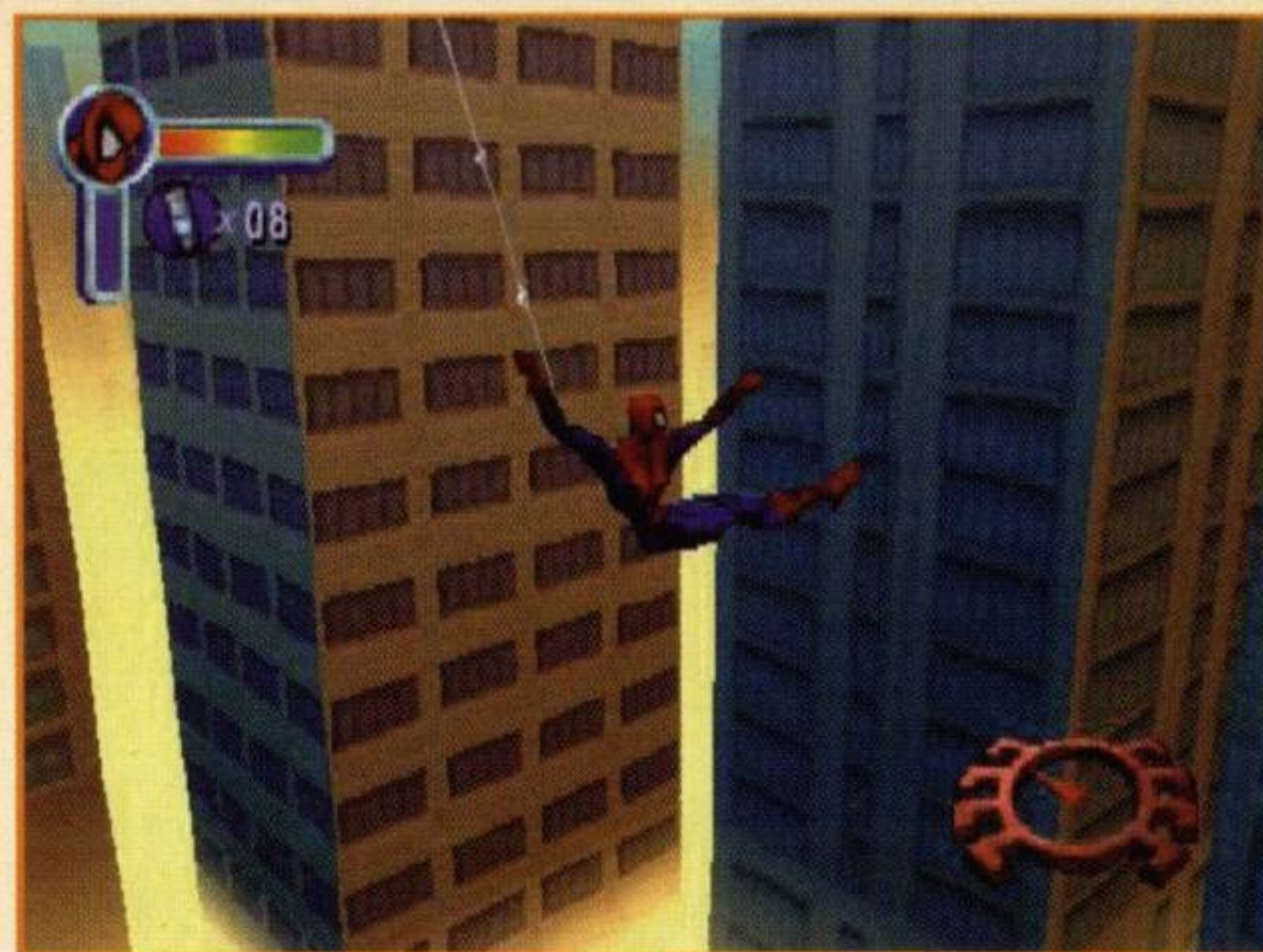
As far as clinging to surfaces goes, Spider-Man can go pretty much anywhere. This makes for some extremely inventive and vertigo-inducing gameplay. How many games let you sneak up on the bad guys by crawling on the ceiling? Because of this there are sections where you can choose how you want to approach the game. You may want to take on your foes head on, but if you can cling to ceilings then why not just sneak past the bad guys? In parts *Spider-Man* plays like *Metal Gear Solid* – sneaking around avoiding confrontation.

But when you do come face to face with the hordes of thugs who want to do you harm, *Spider-Man* sees you resort to



■ (Left) Web can be used for defence and attack.

■ Magically, Spidey can swing without attaching webs to buildings.



■ (Left) Levels take place at night as well as in daylight hours.



■ (Right) You can use web to wrap up enemies, but not to kill them.



■ (Below) Your webbing can be used as boxing gloves for that added punch.

■ (Below) Walls and ceilings go transparent so you can see what Spidey's up to.



BEST BIT SO FAR

Climbing the walls

Of course, you wouldn't be Spider-Man without the ability to cling to walls. This feature turns the game into something similar to *Metal Gear Solid*. Why risk possible injury and humiliation at the hands of the armies of guards that patrol the game when you can sneak past them on a wall or the ceiling?



dudes. Like he needs it. Jonah Jameson, Peter Parker's boss at The Daily Bugle, makes an appearance in need of some rescuing from the clutches of Lizard Man. There are also parts for Mysterio and The Green Goblin as boss characters.

Apart from faithfully recreating the comic book feel of Spider-Man in game,

Neversoft looks like having that rarest of things – a game licence that actually turns out to be worthy of the Spider-Man title. Plenty of climbing, swinging and good wholesome web-slinging action – *Spider-Man* could turn out to be the comic adventure the world of videogames has been waiting for.



good old fashioned fisticuffs. Here *Spider-Man* plays like a stripped down beat-'em-up – Spidey's got basic kick and punch moves as well as a number of combos. Combine this with spider-like agility and superhuman strength, though, and you are one bad spider.

Spider-Man uses the game engine used to create *Tony Hawk's Skateboarding*. It looks great and about as true to the comics as you would want. Don't expect to have an entire city to explore though, *Spider-Man* is far more linear than that. You will be given freedom within a certain area to swing, crawl and what you will. The game will direct you to key areas – areas where set pieces will take place and further the story. The key is to give the impression of freedom yet keep the game dynamic and the game moving along at a pace.

In the first level, Spider-Man reaches a skyscraper – the computer takes control and Spidey falls through a roof, jumps onto

the ceiling and the action continues. Each level is like a comic in itself and will feature some classic themes and battles from the comics. You will have to rescue Spider-Man's lovely wife Mary Jane from the terrible tentacles of Doctor Octopus and battle Venom on the Golden Gate Bridge in San Francisco.

The animation of Spidey is excellent – he moves with incredible fluidity in line with his radioactive spider enhanced powers. Neversoft considered motion-capture technology for the animation, but opted for more traditional methods, hoping to capture the feel of the animated TV series. The results are satisfyingly spider-like – indeed the comic book feel has translated well into the lush 3D world.

There are a number of cameo roles for other Marvel Super Heroes: the Fantastic Four building can be found in downtown Manhattan and Spidey can chat to the Human Torch for advice on tackling the bad

GAME ON

COMING SOON



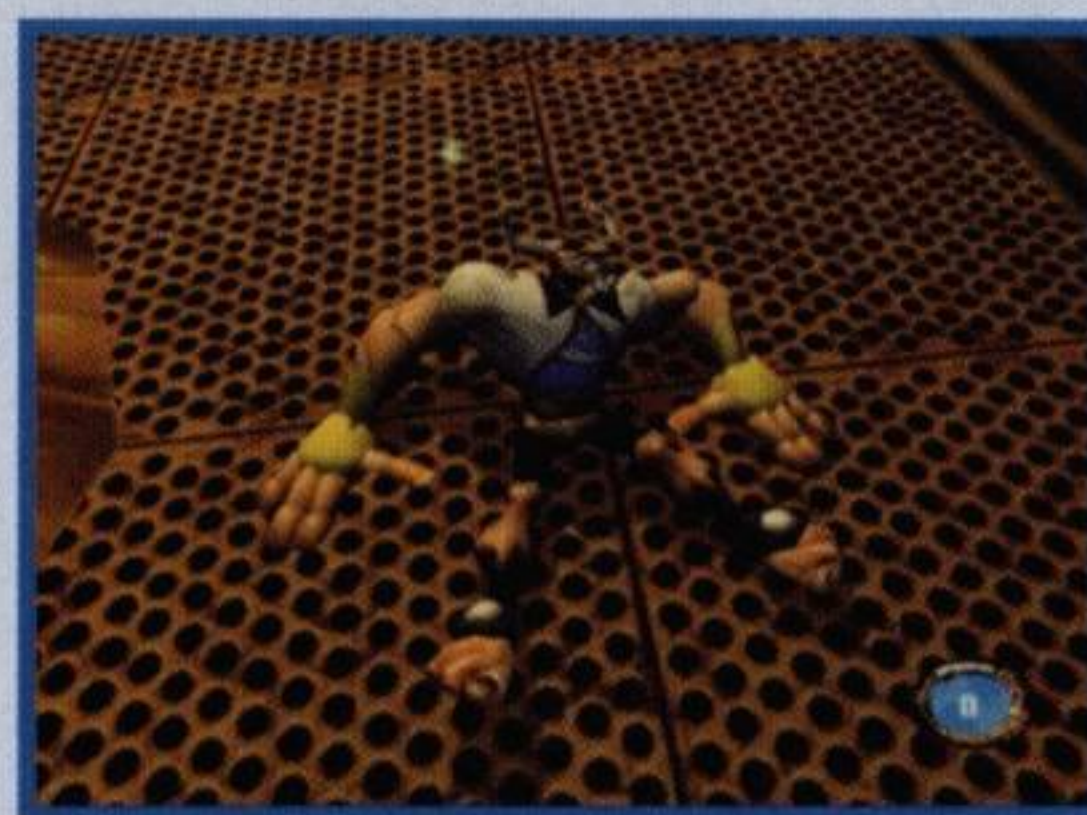
■ (Above) *MDK 2* is a light show fantastic, what with all its lovely explosions.



■ (Above) Max the six-legged dog has his own way to "solve" problems.



■ (Below) See kids, this is what happens when you drink meths.



MAY

Format: **PC/Dreamcast** | Developer: **Bio Ware** | Publisher: **Interplay** | Players: **1** | On sale in UK: **May**

MDK 2

Murder, death and killing: three of Arcade's favourite things.

The original *Murder Death Kill* was a great game. Apart from being a heady dose of rip-roaring blasting fun, it wasn't afraid to poke fun at more "serious" shoot-'em-ups. The sequel promises more of the same brand of outlandish humour and a lot more besides.

There's nothing pretentious about the story in *MDK 2*. It's a simple tale of alien invasion and fish. Yes, that's right, fish. As is so often the case it turns out you are Earth's last best hope. Throughout this bid to save the planet you get to play three characters: silent and moody Kurt, Max the robotic six-legged dog and Doctor Fluke

Hawkins – Max's creator and Kurt's friend and mentor.

You have to guide each one through their own levels, making for three very different and distinctive styles of gameplay. Kurt is stealth-like, using his sniper rifle at every opportunity. Max is the opposite – he's the Rambo of the canine world and likes to meet any problems head on. The Doc has to overcome puzzles while avoiding any fighting. He does this by using those classic videogame objects – burnt toast and rubber gloves.

MDK 2 tries its utmost to stay away from all the usual third-person nonsense – it wants to be a slick, smooth experience basking in the radiance of its innovation. The game encourages you to think first,

shoot later. Kurt's levels are good examples of this. Early on he encounters some seemingly impenetrable glass domes high above the earth's surface. The trouble is that you need to get to these domed platforms to get to the cosmic lift. Impenetrable, that is, until you realise that you can fire a grenade through small holes in the roof and destroy the glass.

Likewise, the Doc's levels are just as innovative – here though, you are encouraged to combine objects that you can find. A bottle of whisky, some rags and a lighter make a tasty Molotov cocktail. Even with gun-slinging Max, you'll have to think carefully about what to kill next.

There are also some spectacular settings – platforms high above planets,

BEST BIT SO FAR

Ground Force

One hilarious part of the Doc's levels sees you fighting aliens with a leaf blower. Bouncing them around the room is a lot of fun until you see a giant alien-eating plant in the corner – then you realise you can just blow the aliens over towards the plant and it's dinner time.



enormous multi-coloured alien spaceships and levels that resemble something Laurence Llewelyn-Bowen would impose on some poor bugger's home.

MDK 2 is game that should be played with tongue placed firmly in cheek. But apart from its quirky humour, there's a lot of interesting gameplay ideas in here. Although Lord knows what the fish have to do with it.





■ (Above) Prehistoric gameplay? Not on your life.



■ (Left) Bosses are large and can seem a bit silly.

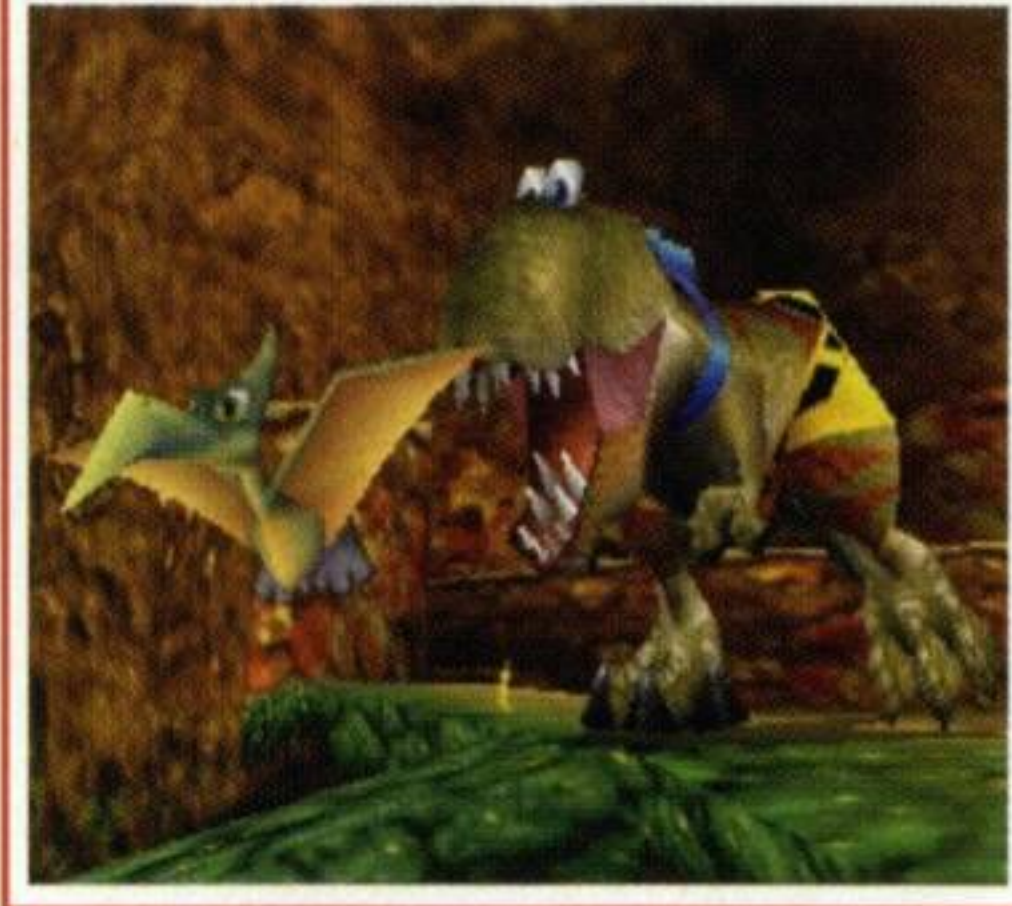
■ (Below) Play as Mumbo Jumbo from Banjo-Kazooie.



BEST BIT SO FAR

Walking with a dinosaur.

As with the original it will necessary for Banjo to transform into various characters to complete some of the puzzles. The best spotted so far is the enormous t-rex – much hilarity can be had running around the level just chomping on pterodactyls.



AUTUMN

Format: **N64** | Developer: **Rare** | Publisher: **Nintendo** | Players: **1-4** | On sale in UK: **Autumn**

BANJO-TOOIE

Rare's favourite comic duo return to N64.

You may well argue that *Banjo-Kazooie* is better than *Mario 64*. It would mean you're a little unhinged, but it's still one of the best platformers ever made. So what can you expect from the sequel?

Well, some quality 3D platform malarkey, bigged up with a healthy dose of humour, clever little puzzles and mini-games. The big difference between this and *Banjo-Kazooie* is that Banjo and Kazooie can be separated and controlled individually to solve different puzzles.

There will be eight massive worlds, similarly themed to the original, with at least one mini-game per world. Many of

the characters will return, including Mumbo Jumbo, and there will also be a range of multi-player games.

The original had areas you couldn't access, even when you'd completed the game. This is where *Banjo-Tooie* comes in. By playing the sequel you'll be able to gain access. Rare isn't saying quite how, but it's likely to be via a password. How these secret areas will affect *Banjo-Tooie* isn't clear yet, but you'll be kicking yourself if you've traded in your cartridge.

Rare seems to be turning into a conveyor belt for these 3D platformers. While *Banjo-Kazooie* and *Donkey Kong 64* are class, do you really need another platform adventure? When they look as good as *Banjo-Tooie* you do. **A**

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GAME ON

COMING SOON



■ (Above) *Vanishing Point* promises 80 cars in each race.

■ (Left) Replay mode will show the entire race.



■ (Left) Courses are inspired by classic Sega arcade games *Daytona USA* and *Sega Rally*.

■ (Above) The motors are well-detailed. They're all based on specs from the manufacturers.



BEST BIT SO FAR

Drive fast, die young

Apart from the fantastic speed of *Vanishing Point*, the car dynamics are incredible. Spectacular crashes are all part of the fun, but they aren't spectacular for the hell of it – this is how a car would react if you were to hit a wall at 200 mph without touching the brakes.



APRIL

Format: **PC/PlayStation** | Developer: **Clockwork Games** | Publisher: **Acclaim** | Players: **1-8** | On sale in UK: **April**

VANISHING POINT

A driving sim that tallies with your experience of life on the open road.

How many times have you spun a car? Can you make it to the supermarket in your Astra without losing the back end? If so, why is it that every supposedly realistic racing sim insists on making driving seem so damn difficult?

Well, the end to your frustrations may be nigh with *Vanishing Point*, from Clockwork Games. The company is putting together a racing game that tackles the annoying things about racing games: bad car dynamics, course pop up and driving games that are too difficult to enjoy.

The car dynamics (the way your computerised motor drives and handles)

are based on 150 variables, including your speed, suspension setting and tyres. But while other games may boast as many calculations, it's the ways these affect the drive that sets *Vanishing Point* apart from other titles. Add to this a game engine that's so powerful it draws the track right to the horizon – there's none of the pop up you find in other driving games and certainly no cars floating in mid air – and what you get is a driving game that feels more satisfactory all round.

The main game goes back to the good old days of *Out Run* and other classic Sega arcade games. Each section of the race takes place on real roads with real traffic. There will be 80 cars in each race – 40 race cars, 40 traffic cars – and each will boast

advanced AI. This means different drivers will have their own characteristics – some road users will be ultra careful while others will be aggressive risk takers. These are the guys who will come a cropper – yes, the computer cars follow the same rules as you and are just as likely to crash.

If any sort of criticism could be levelled at *Gran Turismo 2*, it is that you rarely feel you're racing against the computer opposition. It's too easy to soup up your car enough to beat the opposition hands down. You end up half a lap ahead of the field and the race becomes little more than a time trial. Not so in *Vanishing Point*. The car AI has been designed specifically so that there will always be a car for you to race against – whether you are in first place

or so hopeless that you're stuck at the back of the field somewhere.

Other interesting play modes are the Stunt mode – a sexier version of the licence tests in *Gran Turismo*. The two-player stuff is looking excellent, with all manner of tournaments you can play with your mates. Best of all is a football league-style mode where up to eight players choose a home track and "play" each other home and away in a league.

Vanishing Point won't boast the depth and variety of a game like *Gran Turismo*: there's none of this 500 cars business and you won't be able to customise your racing machines to the same degree. But then that's not what it's about. *Vanishing Point* promises to offer up unadulterated racing fun and a first – a racing game that reflects your experience of driving, and yet still manages to be exciting.





■ (Left) Once dead, the spirits of the fallen haunt the battlefield.

■ (Above) Hitch a lift on the back of a dragon to get an aerial view of the fight.



WINTER

Format: **PC** | Developer: **Shiny** | Publisher: **Interplay** | Players: **TBA** | On sale in UK: **Winter 2000**

SACRIFICE

Shiny looks to be moving ever closer to pleasing the gods of gaming.

Shiny is going to give real-time strategy a much needed twist with *Sacrifice*. The game is chock-full of the usual myth and magic, but comes with a healthy topping of the unique, twisted, sense of humour typical of Shiny titles.

The inspiration for *Sacrifice* comes from the *Populous* games, but it takes the idea and gives it a whole new 3D spin. You play a wizard who has chosen to wage war on other wizards and magical folk. The object is to overpower your opponent and sacrifice him on his own altar, thereby persuading his god to follow you. The more gods you have on your side, the more

powers and magic spells you can acquire, and the more fantasy butt you can kick.

Sacrifice uses the technology developed for *Messiah*, meaning details scale down the further characters get from the camera. This enables a seething mass of life to be accommodated on-screen at the same time and landscapes can go as far as the eye can see. This leads to some incredible full-on wizard and warlock style battles with carnage on a *Braveheart* scale. But it's not just monsters that get messed up – entire landscapes can be brutally altered and even manipulated by the wizards. Take the volcano spell, for example; when cast the ground swells up like a giant boil and spews out devastating lava, altering the landscape for the length of the level. The

idea is that levels will be altered completely by your battles.

You'll be able to split the screen into four views: one main one and three smaller ones from which you can keep an eye on the action from all perspectives, or set up magic-style surveillance cameras.

The control system is simple and highly intuitive. Clicking the mouse on screen brings up a menu with four possibilities. Moving to one brings up another four and another four and so on. The idea is that, with practice, you will be able to execute complicated commands by just a series of short sharp moves without even having to see the menus.

The single-player game will set you objectives like rescuing villagers caught in

BEST BIT SO FAR

Army of Darkness

Thanks to the advanced game engine on which *Sacrifice* is based, as many characters can be displayed on screen as your twisted heart desires. You can take part in battles with hundreds, if not thousands of soldiers. Orcs, trolls, dragons, you name 'em, they're in here.



the crossfire, while the multi-player game will focus far more on battles. With loads of spells, monsters, incredible visuals and tasty gameplay, this is going to be one *Sacrifice* that looks well worth making. **A**

GAME ON

COMING SOON



■ Rikimaru –
ninja warrior
and stylish
dresser.



■ (Above) Take
to the rooftops
to avoid enemy
contact.



■ (Left)
Possessed
samurai
henchmen are
always a pain.



BEST BIT SO FAR

Ninja tactics

While the stealth gameplay is not original any more, *Tenchu 2* probably does it even better than *Metal Gear Solid*. To sneak around the various castles you have a grappling hook at your disposal – this can be used to gain access to roofs – from here you can drop down on your enemies and take them out with a quick garrotting. Nice and stealthy.



SUMMER

Format: PlayStation/PC | Developer: Sony Music Entertainment | Publisher: Activision | Players: 1 | On sale in UK: Summer 2000

TENCHU 2: BIRTH OF THE ASSASSINS

Be invisible. Be the shadows. Welcome the return of the original stealth title.

Everyone knows *Metal Gear Solid* defined the stealth genre, but there was a game that got there first – and with a lovely historical flavour. The hugely underrated *Tenchu: Stealth Assassins* put you in the role of a ninja in feudal Japan and had many of the elements that made *Metal Gear Solid* such a hit. Sneaking around, garrotting men in big trousers, battling with possessed super villains – it's the stuff that ninja dreams are made of.

Tenchu 2 is actually the prequel to this seminal game – it's set four years before *Tenchu* and centres on your quest to

avenge your murdered master. You will be able to play the game from the point of view of either Rikimaru (a male ninja) or Ayame (female ninja) – the difference between the characters boils down to slightly different attributes and a few different moves, but there are also variations on the story for each character. There will be more than 20 missions for you to work your way through, and the objectives you will be set are extremely

imaginative – you will get to stop an enemy invasion, protect a princess, track enemies and, of course, assassinate bad dudes.

This is all done with authentic ninja hardware – everything from throwing stars, swords, knives and exploding arrows. In short, all the gear you lusted after as a callow teen, hellbent on tooling up for battle. However, *Tenchu 2: Birth of the Assassins* also lends you the "vanishing tree" and other magic that will aid you in your stealth.

If you run out of weapons, then don't fear – your ninjas will have their unique brand of martial arts to deal with the situation.

Sneaking up on enemies from behind is always an advantage – here the garrotte comes into play – but you'll have to hide the bodies of your victims to avoid alerting other guards.

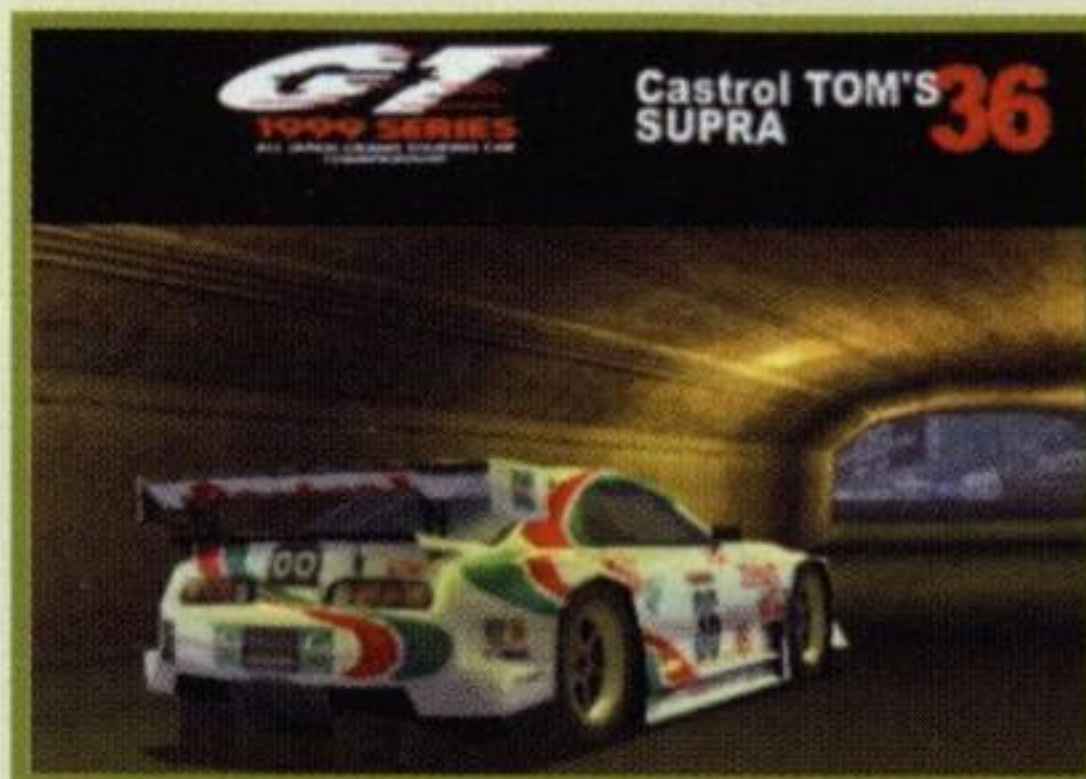
Interestingly enough, you'll be able to create your own missions and maps, place enemies and items and even determine the level of the enemy's intelligence. Your new levels can then be saved onto memory card and swapped with friends. This is an exciting and novel feature that will add a whole new dimension to the game.

Metal Gear Solid may have the stealth monopoly on all things manga-style but if you want like your gaming to have the epic style of Akira Kurosawa's samurai films then get ready for *Tenchu 2*.





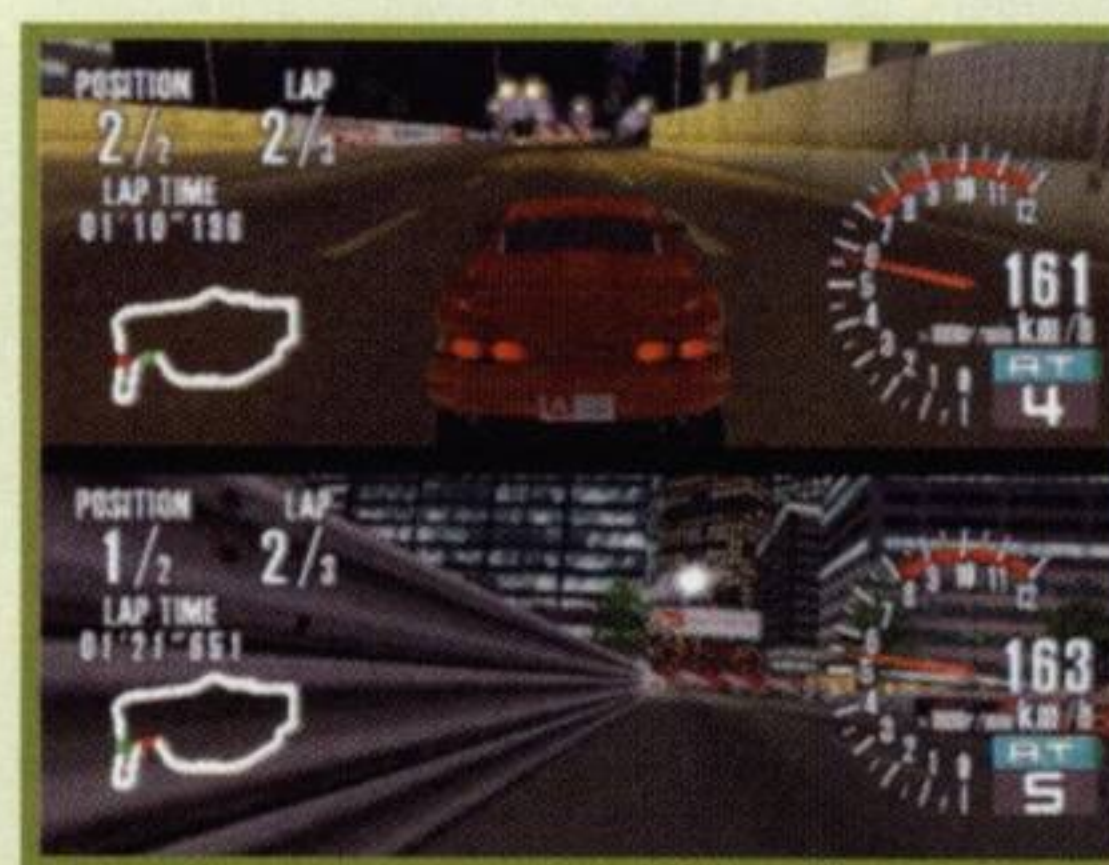
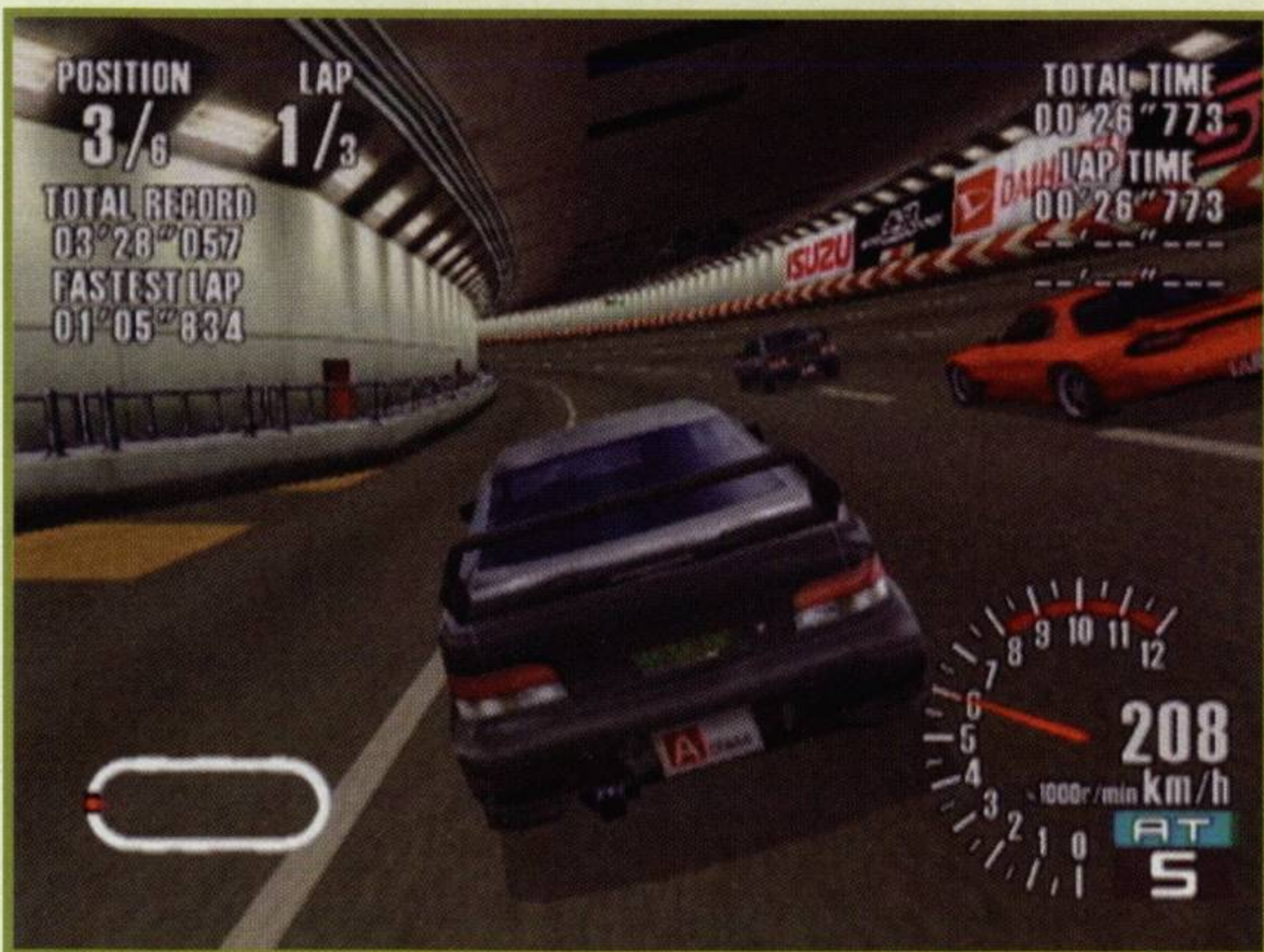
■ (Above) The Castrol "Tom's Supra" – lovely vehicle, but a bitch for novices.



■ (Below) A simple circuit to flex your car's muscles. Highly satisfying.

■ Best give it up until stripes are earned with less powerful cars.

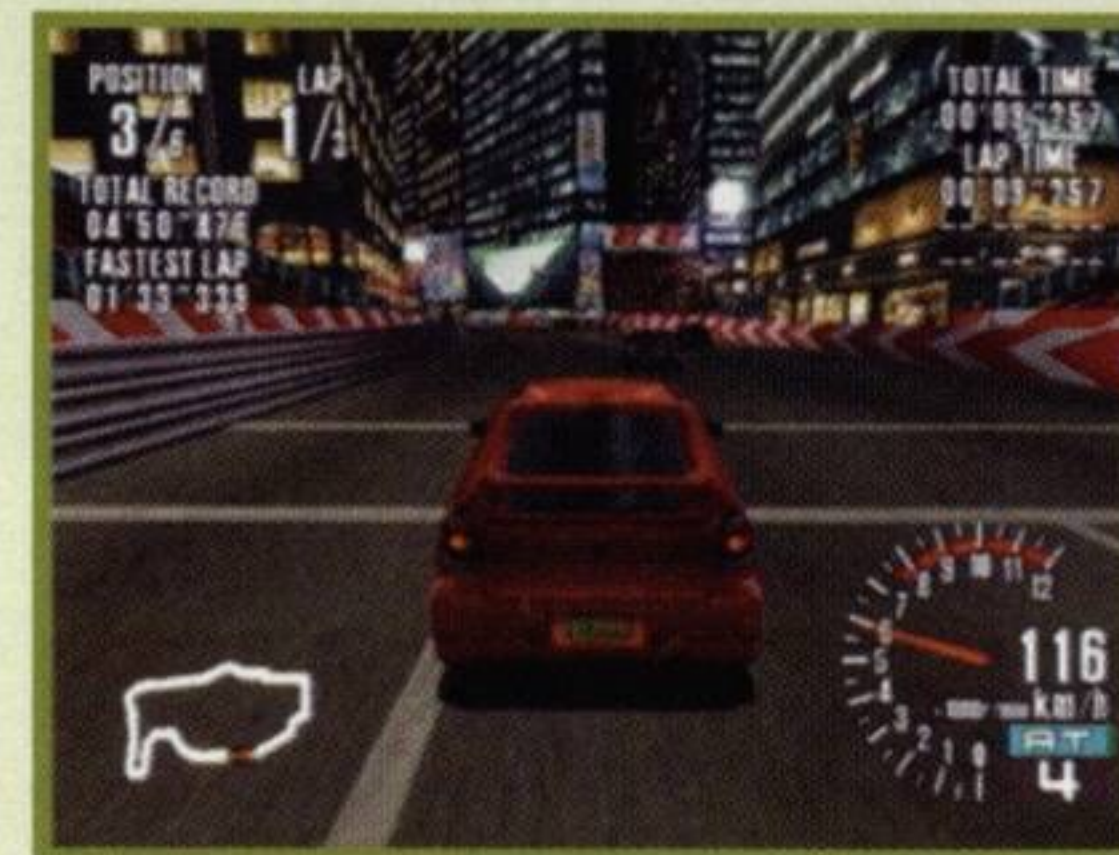
■ (Right) This sunset effect on the Deep Rock Road course is stunning.



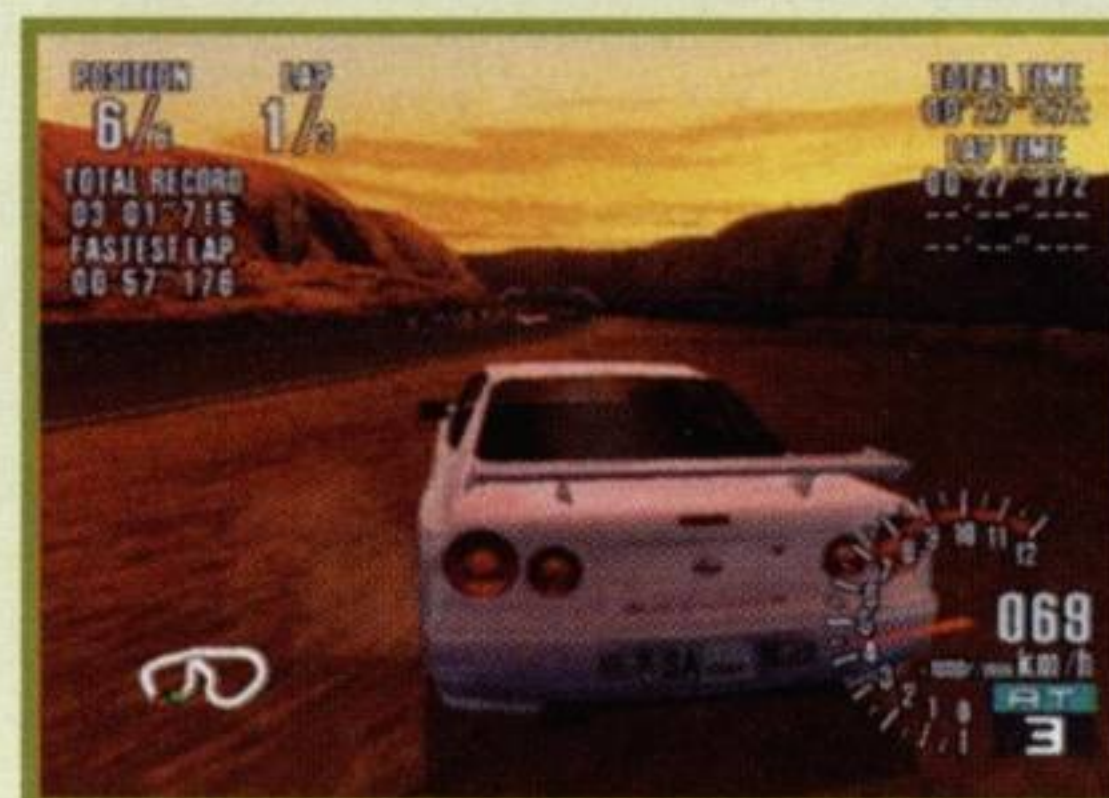
■ (Above) two-player split-screen.



■ (Above) Car colours are kept nice 'n' subtle.



■ (Right) You're forced to learn your craft in one of these clunky models.



BEST BIT SO FAR

Let us replay

To hone your racing skills to perfection, you'll need to be familiar with the Replay Mode. This is the only real way to appreciate *Sega GT's* graphical majesty, but it's not just a pretty face. The replays will clearly demonstrate the exact moment where your front wheels came off the ground, your left tyres scraped the gravel or you deviated from the racing line so that you don't make the same mistake next time. In such a meticulous simulation, every split second counts.



fare, and you'll find the behaviour of the AI cars frustrating; the field tends to spread rapidly, so you can often pass the majority of a standard three-lap race without overtaking or being overtaken. This may be realistic, but it's hardly the stuff of which cut-and-thrust racing thrills are made.

That's not really the point. *Sega GT* is set to be an accurate, engrossing simulation and, as the weighty manual proves, should satisfy you if you like sticking your head under the bonnet but prefer to keep your backside on the sofa.

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

SEGA GT

Dreamcast goes all Gran Turismo with its own real driving simulator.

Dreamcast will always be a second-class console until it gets a first-class racer. *Sega GT* is being groomed to be that game, and looks likely to be the serious racing simulation the console deserves.

Sega GT doesn't deviate from the successful template established by Sony's *Gran Turismo* and *Gran Turismo 2*, and in that way could be said to indicate Sega is a follower, not a leader, in this case.

Nevertheless, *Sega GT* already looks more graphically impressive than *Gran Turismo 2*. It also promises to be a little more approachable and contains possibly even greater depth in terms of under-the-

bonnet tinkering. Because of this, the game is definitely for you if you're of the sports car nerd persuasion. In Japan, the game is subtitled Homologation Special, which means it's a special class of racing.

Only Japanese models will be available – always a disappointment for the true fanatic – and only around 100 vehicles are set to be included, compared to the 600 of *Gran Turismo 2*.

However, the level of detail in which each car is planned to be reproduced, both graphically and technically, is astounding. Every feature you could wish to adjust will be adjustable, and because of strong manufacturer input if you put the time in, you will be able to construct a rare beast of a vehicle – particularly once you get access

to the GTC cars like the Castrol Mugen NSX and the Xanavi Arta Silvia.

Out on the tracks, draw distance is vast and you'll be mesmerised by the lighting effects – particularly on the night courses. You'll get to race around a total of 12 tracks, all of which can be raced backwards. At first glance these aren't the most exciting courses ever to grace a race game, but they operate more as high-speed circuits with the emphasis on power. The aim is to get used to the intricate tuning of each vehicle, from the sluggish Subaru Pleos of this world to the immense Toyota Supra TRD3000GT and its posh mates.

If you're after an arcade racer, *Sega GT* could prove a little disappointing. The single-player mode isn't dedicated arcade

GAME ON

COMING SOON



■ (Above) The game is set on 15 different planets.

■ (Below) Weapons are suitably spectacular.

■ This is RTS on a planetary scale.



BEST BIT SO FAR

Get in there

Not only do you get to command vast armies, but you can also get in on the action yourself. You can take control of a hover tank, a plane, artillery – whatever you think best. Oh, and expect a no-holds-barred futuristic vision.



MAY

Format: **PC** | Developer: **Massive Entertainment** | Publisher: **Havas Interactive**
Players: **1-16** | On sale in UK: **May**

GROUND CONTROL

Now you too can share in the horror of war.


For futuristic videogames you should read "future of mankind scenario #34b". *Ground Control* is no different – it's set in the year 2400 after the Third World War. Two sides emerge from the rubble... there's some argument over alien technology... you know the drill. Anyway, ignore the cheesy story and you'll find that *Ground Control* is going to be rather good.

Boasting an incredible graphics engine that enables you to scale from a *Command & Conquer* point of view right down to the level or the ground troops, *Ground Control* promises to deliver what real-time strategy

games have promised for so long – to get you into the action on the ground level.

The game takes place in a variety of locations across numerous planets. The emphasis is on tactics, not resource management. Before each mission you must select units to be lifted in at different points, once these are gone, it's game over.

The two sides in the war are quite different. The Crayven Corporation is slow but well armoured while the Order of the New Dawn is more technologically advanced and quicker. Both will be playable.

With 15 missions per side, a multi-player option and level and scenario designer, *Ground Control* looks like it could be the complete package. 



■ (Above) Experimental planes become available as you win races.

■ (Right) Flying first-person is only for the hardcore.

■ (Below) Taking shortcuts can be risky but give you the edge over your opposition.



APRIL

Format: **PlayStation** | Developer: **Curly Monsters** | Publisher: **Infogrames** | Players: **1-2** | On sale in UK: **April**

N.GEN RACING

I feel the need, the need for speed.

Now here's something you don't see every day – an original racing game. *N.GEN* is racing with planes – it's racing at 800mph across super fast landscapes. Neither a pure arcade racer nor a simulation, *N.GEN* resides somewhere in between.

There's two basic modes of play, both with something different to offer. You can play in an Arcade mode where the planes handle is a similar way to cars, but it's the Simulation mode where all the fun takes place. Here you have to worry about things such as pitch and yaw, but you also have the scope to pull off some spectacular

BEST BIT SO FAR


Shit off a shovel

Somehow cars seem to be the pedestrian way to travel after a quick bash on *N.GEN*. Planes can travel at more than 1,000 mph, and the PlayStation does a good job at showing this. Racing at this speed in the middle of a dogfight soon pushes the boredom out of you, that's for sure. You can play the game one of two ways – go for a straight race or just try and take out your opposition with weapons.



stunts – loop the loops are particularly effective for shaking bogeys off your tail.

Amazingly, *N.GEN* takes its cues from *Gran Turismo*. Planes are given a class and you must complete various licence tests in order to fly in races. There's also an extensive upgrade facility that enables you to spend money earned from races on super special parts for your plane. Better engines, turbos, weapons, new paint job and so on – it's all there to make your plane as funky, and as powerful, as you like.

Admittedly, *N.GEN* is a strange concept – it's basically *Gran Turismo* but with a load of planes, *Wipeout* with an extra dimension. In fact, it's such a harebrained idea it might just work. 

RELEASE SCHEDULE

Do your videogame-buying trips always end in disappointment? Best have a gander at this lot then.

APRIL

7th	Armorines	Acclaim	PSX
7th	Jimmy White's Cueball	Virgin	PSX
7th	Metropolis Street Racer	Sega	DC
7th	MDK 2	Interplay	DC
7th	Alien Resurrection	Acclaim	PC
7th	MDK 2	Interplay	PC
7th	DaiKatana	Eidos	N64
7th	Ridge Racer 64	Namco	N64
7th	Bugs Bunny Crazy Castle	Kemco	CGB
7th	Pokémon Stadium	Nintendo	CGB

14th	WWF SmackDown!	THQ	PSX
14th	Baldur's Gate	3DO	PSX
14th	Hydro Thunder	Midway	PSX
14th	Resident Evil 2	Virgin	DC
14th	Star Wars: Racer	Sega	DC
14th	Evolva	Interplay	PC
14th	Hydro Thunder	Midway	PC
14th	Mario Party 2	Nintendo	N64
14th	Hydro Thunder	Midway	N64
14th	Billy Bob's Huntin' 'n' Fishin'	Midway	CGB
14th	Wario Land 3	Nintendo	CGB

21st	Caesar's Palace 2000	Interplay	PSX
21st	Caesar's Palace 2000	Interplay	DC
21st	Dragon's Blood	Interplay	DC
21st	Caesar's Palace 2000	Interplay	PC

21st	Dukes of Hazard	Ubisoft	PC
21st	Loose Cannon	TBA	PC
21st	Star Trek: Secret of Vulcan Fury	TBA	PC
21st	Asteroids Hyper 64	Activision	N64
21st	Battlezone 64	Activision	N64

28th	Syphon Filter 2	Sony	PSX
28th	Medievil 2	Sony	PSX
28th	Resident Evil 2	Eidos	DC
28th	Army Men Air Tactics	3DO	PC
28th	Croc 2	Fox Interactive	PC
28th	Cyber Tiger	EA	N64

TBA	Street Skater 2		PSX
TBA	Ecco The Dolphin	Sega	DC
TBA	Resident Evil: Code Veronica	Eidos	DC
TBA	Thief 2	Eidos	PC
TBA	Tiberian Sun Firestorm	Interplay	PC
TBA	Daikatana	Eidos	PC
TBA	Force Commander	Activision	PC
TBA	Vampire: The Masquerade	Activision	PC
TBA	Carmageddon: TDR	SCi	PC
TBA	Commandos 2	Eidos	PC
TBA	Legoland	Lego Media	PC
TBA	Top Gear Rally 2	Midway	CGB
TBA	Conker's Bad Fur Day	Rare	N64
TBA	Excite Bike	Nintendo	N64
TBA	Perfect Dark	Nintendo	N64

MAY

5th	Hasbro Atari Collection	Hasbro	PC
5th	Croc	TBA	CGB

12th	Battletanx Global Assault	3DO	PSX
12th	Hidden & Dangerous	Take 2	DC
12th	Battletanx	3DO	CGB

19th	4 Wheel Thunder	Midway	DC
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26th	Dino Crisis	Virgin	PC
26th	NBA Live 2000	EA	CGB

TBA	Resident Evil: Gun Survivor	Eidos	PSX
TBA	Vanishing Point	Acclaim	PSX
TBA	Giants	Interplay	PC
TBA	Shogun: Total War	EA	PC
TBA	Star Wars: Jedi Power Battles	Activision	PC
TBA	Zelda Gaiden	Nintendo	N64

JUNE

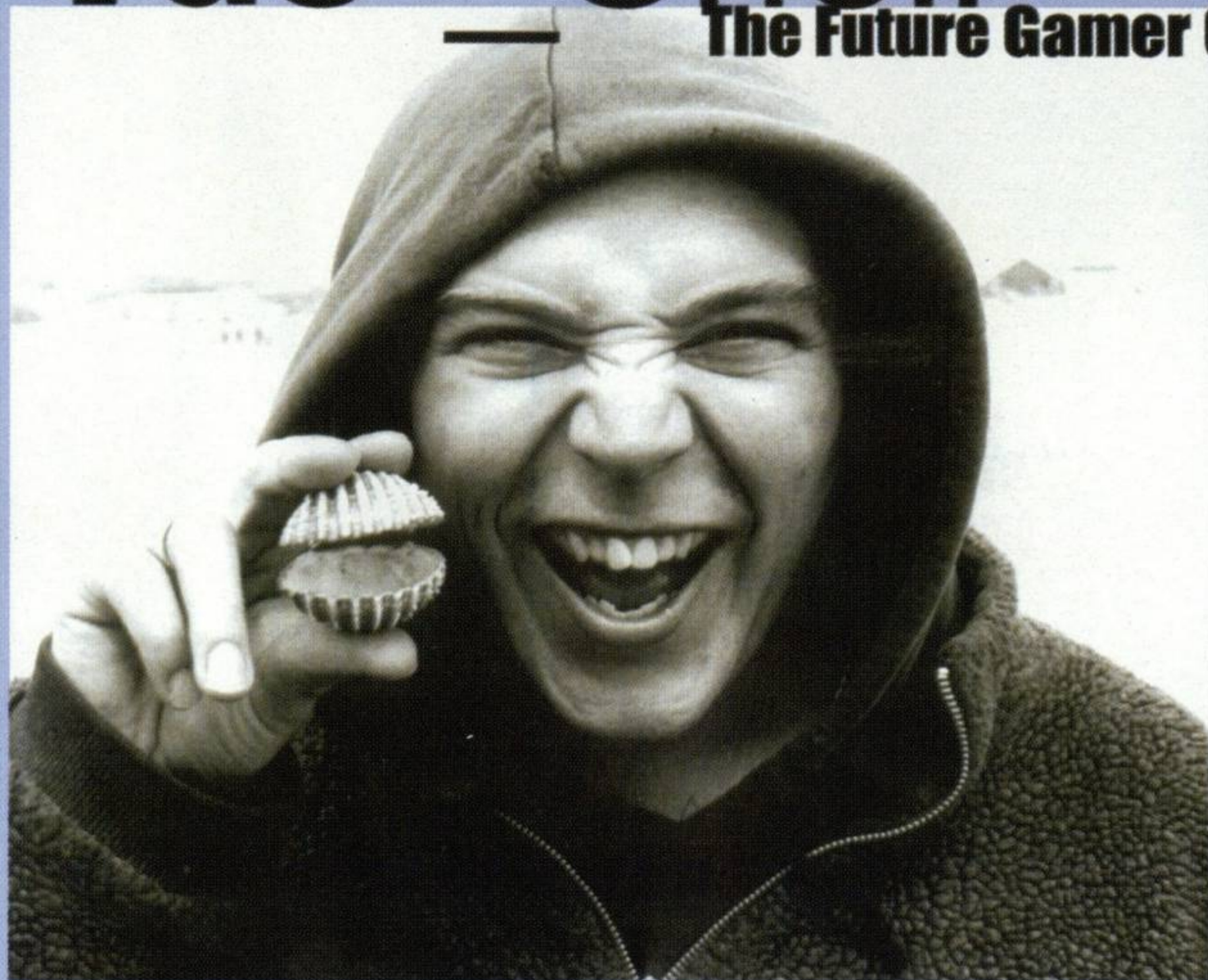
TBA	Black & White	EA	PC
TBA	Perfect Dark	Nintendo	N64
TBA	Quake 3	Sega/Activision	DC

■ RELEASE SCHEDULE IN ASSOCIATION WITH HMV



[FGC] Shell

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Future Gamer's readers are so impressed with the quality of this free weekly email games magazine, they've set up their own dedicated clan. However, you might just want to read the magazine.

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“There’s a group of **players** dedicated to **creating** the ultimate Sims **torture chamber.”**

Will Wright

Simulated interview by | **Sam Richards**

He made his name turning town planning into a game and now he wants you to control people's lives with *The Sims*. Arcade meets the control freak's favourite game developer.

Will Wright first got into programming through building robots for competitions which provided the inspiration for TV's *Robot Wars*. He bought one of the first Apple 2 computers to program his robots and from there it was a small step to creating games for the Commodore 64. His first, *Raid On Bungling Bay* (a helicopter shooter), was so popular it ported to the NES and sold 750,000 copies.

Then came the idea for *SimCity* and a meeting with Jeff Braun at a pizza party. It was difficult to sell *SimCity* to publishers, so Will and Jeff formed their own bedroom operation, Maxis. Will had already created a reasonably successful prototype for the Commodore 64, but their big breakthrough was the Mac and Amiga version released in 1989, which hooked a generation of adults on strategy videogaming.

Further *SimCity* incarnations followed, along with a variety of bizarre spin-offs including *SimEarth*, *SimTower*, *SimAnt* and *SimGolf*.

For the past few years, Will has dedicated himself to creating *The Sims*, a game which sees you play God with the hapless souls of suburbia. But who is the real Will Wright, and how did his *Sim* fixation come about? *Arcade* cast all existential doubts aside for a quiet word with the man himself.

What were your original aims in producing the *SimCity* games? After all, they were radically different to anything that came before.

We were trying to create games we would like, that adults would enjoy. We wanted to make a strategic game which didn't involve war or fantasy. I thought *SimCity* would have appeal for a specific audience into architecture and planning, or perhaps for strategy game die-hards, but I never envisaged its broad popularity.

Looking back, I think the reason *SimCity* succeeded is that everyone can bring to the game their experience of

how cities work. Historical war sims demand specialist knowledge, but *SimCity* draws on everyday experiences.

Are you pleasantly surprised by the *SimCity* series' continued success?

Yes. I've come to view our games more as toys. Typically a videogame will follow a movie model, with a beginning, middle and end. You can approach *SimCity* in a number of different ways. You can't "win" or complete the game, but you can experiment and be creative. Most games don't allow for much creativity – you uncover the path the designer has laid for you. Creative solutions aid playability.

Did you have much involvement in *SimCity 3000*?

Not really. I was too busy on *The Sims* and we had a really good team working on *SimCity 3000* anyway. Plus, after a decade, I was pretty sick of *SimCity*.

At what point did you make the leap from cities to people?

I'd always avoided including people in my games because people are kind of hard to simulate. *The Sims* began life as an architecture game. Then I read a book called *Understanding Comics* by Scott McLeod, which was a really interesting insight into storytelling and how a reader's or player's imagination helps create the story. Somehow this gave me the inspiration for *The Sims*.

Did you encounter any resistance towards the game, seeing as it sets out to simulate human behaviour?

There was a tremendous amount of resistance – it was actually officially cancelled at Maxis. I proposed the idea to the product review committee and nobody thought it was worth doing, so it became my secret project.

What were the major problems you had in making *The Sims* realistic?

It's not too difficult to represent a static structure such as a city, because the way a city changes is almost imperceptible. It's difficult for the player to recognise unrealistic growth patterns, and in that way it doesn't really matter. However, it's easy to recognise an unrealistic human. So much of our brain is dedicated to understanding other humans we're very good at recognising forgeries. The weakest link will break the whole illusion. Therefore the behavioural model is what

Sims on the Internet

There are already plenty of dedicated *The Sims* coteries on the Internet. Once hooked on the game, you could conceivably spend all day either playing the game or swapping stories and unusual downloads with other *Sims* obsessives.

Best start with the official site at <http://www.thesims.com>, the first place to visit for Maxis downloads (new houses and ornaments such as cuckoo clocks or moose's heads for your wall). You can change characters' faces and clothes, teleport your sims into other people's games or post your family album online. Soon these will be voted for and charts compiled. There are also a number of chatrooms.

Another cutie is <http://www.mallofthesims.com> which hosts a number of amusing downloads in the form of clothes, home furnishings and fancy dress outfits including Austin Powers or Darth Maul. At <http://members.xoom.com/fxchange> groups of sims "skins" designers have set themselves up as an exclusive fashion boutique with clothes for sims modelled on individual designs in the latest season's styles.

holds *The Sims* together, and it was hard to perfect. I've breathed a sigh of relief now it's been well received by the public.

What's your favourite element of the game?

Now the Sims Exchange is up and running [see box], players can share their stories and anecdotes. I've read some really dark and twisted tales, some philosophical narratives. There's one group dedicated to creating the ultimate *The Sims* torture chamber or killing the characters in the most inventive way. There's another attempting to create the most convoluted soap opera plot they can, with five-way love triangles and multiple marriages. This storytelling element reaches out beyond the game.

Have you come across any weird stuff you didn't think was possible?

When you kill the sims, they can return as ghosts. Somebody told us about the ghost repairman, who still goes around fixing stuff. As he can walk through walls, he's efficient in spectral form.

What are your plans for the future?

I'm spending my time working out how to make *The Sims* a multi-player game. I'm trying to figure out how to include social interaction. In most games you're limited to killing somebody or killing monsters alongside them. Mostly, these other players are just obstacles in the way, rather than people with a range of emotions and responses. I need to figure out how I can represent meaningful interaction, then I can invent a multi-player version of *The Sims*.

Have you ever felt like jacking in the sim genre and making a really gory shooter or a basketball game?

It's a nice idea, but I think if I got fed up I'd go back to making robots. I've seen the British *Robot Wars* and there's a cute quality to it in that the contestants seem encouraged to make nice looking robots. When we do it in America, they're all-out killing machines. **A**

■ Other *The Sims* Web sites:
<http://thesims.xtremesimz.com>,
<http://msnhomepages.talkcity.com/StrategySt/crazy4sims>,
<http://thesimscenter.simstuff.com>
<http://simsrus.homestead.com>
<http://www.sim-heaven.com>



“Girls are good at
beat-'em-ups because in real
life they'd **never win.**”

Helen Chamberlain

Words | Sam Richards

The presenter of Soccer AM talks FIFA 2000 and explains why no amount of attention from millionaire footballers can match up to the suave charms of Leisure Suit Larry.

Life as a Pontin's bluecoat is a lonely existence. That's why Helen bought herself an Amiga and played *Squeak* long into the night, initiating a long-term love of videogames. Graduating from holiday camp hell, Helen progressed through stints as a mobile disco DJ (she even owned her own flashing lights) to working with Bobby Davro. OK, that's hardly a progression, but eventually, via a presenting job on kids' channel Nickleodeon, Helen found herself co-presenting ribald Saturday morning satellite footie show, *Soccer AM* on Sky TV.

The position has allowed her to frequently publicise the exploits of her beloved Torquay United (currently freewheeling in mid-table, division three) and she's rubbed shoulders with the greatest footballers of our generation. Last year she even scored a hat-trick in a Torquay United centenary celebration game where she was the only woman on the pitch.

As well as the *Soccer AM* broadcast on Saturday, Helen rises early every weekday to co-present the breakfast show on XFM and recently enjoyed a stint opposite Johnny Vaughan on *The Big Breakfast*. She remains, defiantly, one of the only true West Country voices on television.

What was your first gaming experience?

I have a vague memory of those adventures with no pictures. We all used to crowd round my sister's boyfriend's house, fascinated by these things. After a while you'd get stuck because the computer wouldn't recognise any commands. That's when you typed in something rude and the computer would say "I can't fuck off right now" which was another half hour of giggling entertainment.

Obviously I played games in the arcade, and I was brilliant at *Centipede*. My first

console was The Atari 520, right at the time of the late-'80s videogame boom. Soon I upgraded to the Atari 1040 which came with its own game-pack. Number nine was a game called *Squeak* – you were a little cute yellow fluffy thing with eyes. You had to skate over bricks turning them pink, picking up presents along the way. I became absolutely obsessed with *Squeak*. It took five hours to complete the 99 levels, and obviously once I'd cracked it I had to beat my high score. That went on until I broke the computer, at which point I lost the game. I've searched high and low for it, and I couldn't find any reference to the game on all those retro game Web sites so anybody who's got an Atari 1040 with a copy of *Squeak*, I will pay anything.

Where did your gaming obsession lead you after that?

To the Amiga 1200. I've still got some of the games [rummages around in the back room for a while]. I loved *Hoyle's Book Of Cards* – thirty single-player card games. I'm a bit of a gambler, I love stud poker and roulette. I've got a William Hill betting card too.

Leisure Suit Larry In The Land Of The Lounge Lizards. Now there was a game. I've still got *Leisure Suit Larry 2: Leisure Suit Larry Goes Looking For Love In All The Wrong Places*. What a guy. I also spent a lot of quality time on *Curse Of Monkey Island*.

What do you think of the current crop of football games?

I recently tried the latest *Premier Manager* game, but I got sacked from the Torquay United hotseat after five months for over-training my players. I'm very strict when I play and I don't try to fill my team with any big players. Get to the top on Torquay's terms. Except I would buy Paolo Di Canio, just for all of his flouncing.

This Is Football is great. My sports bulletin on XFM was sponsored by *This Is Football* for a while and we had the game set up in the studio. For a while we were all playing it during airtime. Our seamless links went out of the window. It's a brilliant game, even though I consistently got absolutely thrashed.

What about the current championship contenders, FIFA 2000 and ISS Pro Evolution?

The first thing is to make sure there's

Over the moon, Brian



"We can't confirm who's coming on the show until late in the week. It's filmed live on Saturday morning, so the featured players have to be either injured or suspended. If they're suspended, it's usually because they've done something wrong – they're in the doghouse and the manager is never too keen to parade them on telly.

"There are a lot of players who come on and talk tedious football speak, so you need to ask them more personal and unusual questions. John Beresford was great the other week – he blatantly lied about his team-mates and claimed Matt Le Tissier was getting a transfer to Portsmouth.

a proper studs-up tackle in the game. *FIFA* is definitely satisfying. I love the fact you can score so many goals. The music is just brilliant – so is the commentary and the whole package. It gets a big thumbs up from me, although I'm saddened that you can't play as Torquay United. You can play whoever's bloody tenth in the Israeli premiership, but you can't play Torquay. That's its only fault.

The *ISS Pro* graphics are great but it's a much harder game. I'm typically crap at football games anyway.

If the football games confuse you, which type of videogame can you kick ass at?

I'm handy at *Tekken 3* or pretty much any beat-'em-up. I think girls are naturally good at beat-'em-ups because in real life they'd never win a fight against a six-foot-five hunk with muscles the size of Hertfordshire. In the game, it's a chance to kick the crap out of men. I love shooters, but I'll always find the unlimited ammo cheats.

Being a die-hard Torquay fan, explain the complexities of Devon footballing rivalries.

Torquay hate Exeter, but Exeter don't ever seem too bothered about us. Most Torquay fans also hate [Plymouth] Argyle, particularly this season as they nicked our manager, who proceeded to take several of our best players with him. It's great to go to Exeter and chant "you dirty Northern bastards!" Anywhere else, and the chant is "have you ever seen a beach?"





■ Behind Konoko's colourful looks lies a dark void of identity. She fills it in *Oni*.

Konoko Oni

Don't be afraid of the dark

Virtual fox with a shady past.

Konoko is not your ordinary pixel-based vixen – she may be hauntingly beautiful but behind that mask lurks a dark and deeply disturbed person. How the past keeps coming back to affect Konoko. As a young girl some very dark things happened to her, so dark that the memory has been blocked from her mind, buried under a mountain of emotional baggage. Anything that happened before she became an orphan is a blank.

It's this dark past, or rather the desire to remember that past and discover her true self, that drives Konoko in life. A born loner, she joined the Tech Crimes Task Force at a young age. The force is a specialist government organisation that deals with computer-related crimes. It only employs the best law enforcement agents. But Konoko's no hacker, this girl likes things to be a bit more personal than that, she likes to meet her foes face to face, or rather boot to face. An expert in martial arts and weapons, Konoko is a deadly killing machine – more than a match for any cyber-terrorist.

Konoko finds her investigations lead to one place, an organisation known only as the Syndicate – the world's largest organised crime outfit. Unfortunately for Konoko her investigations also lead to the truth about who she is, and she snaps. In a vain attempt to quell the demons within she sets out on a one-woman mission to destroy the Syndicate and everything it stands for. As it turns out it's a good job Konoko has lost the plot, because no sane person would do what she does in *Oni*. To get to the head of the Syndicate and, as Konoko sees it, the root of her problem, she's going to have to get past an army of thugs, security guards and ex-militia that would put most countries to shame.

She won't be completely alone and has help from Shinatama – a prototype robot known as a Simulated Life Doll. Konoko is linked to Shinatama via a receiver implant, enabling them to remain in constant visual and audio contact. However, in the dark and frightening world of *Oni*, Konoko comes to rely on Shinatama as a friend. She'll need all the friends she can get if she is to conquer her dark and scary past. **A**

■ *Konoko is the star of Oni, a dark and stylish action thriller from Bungie Software. The game is part beat-'em-up, part Manga-style story. It's due for release on PC towards the end of the year.*

**The magazine for business
in the Internet Age.**



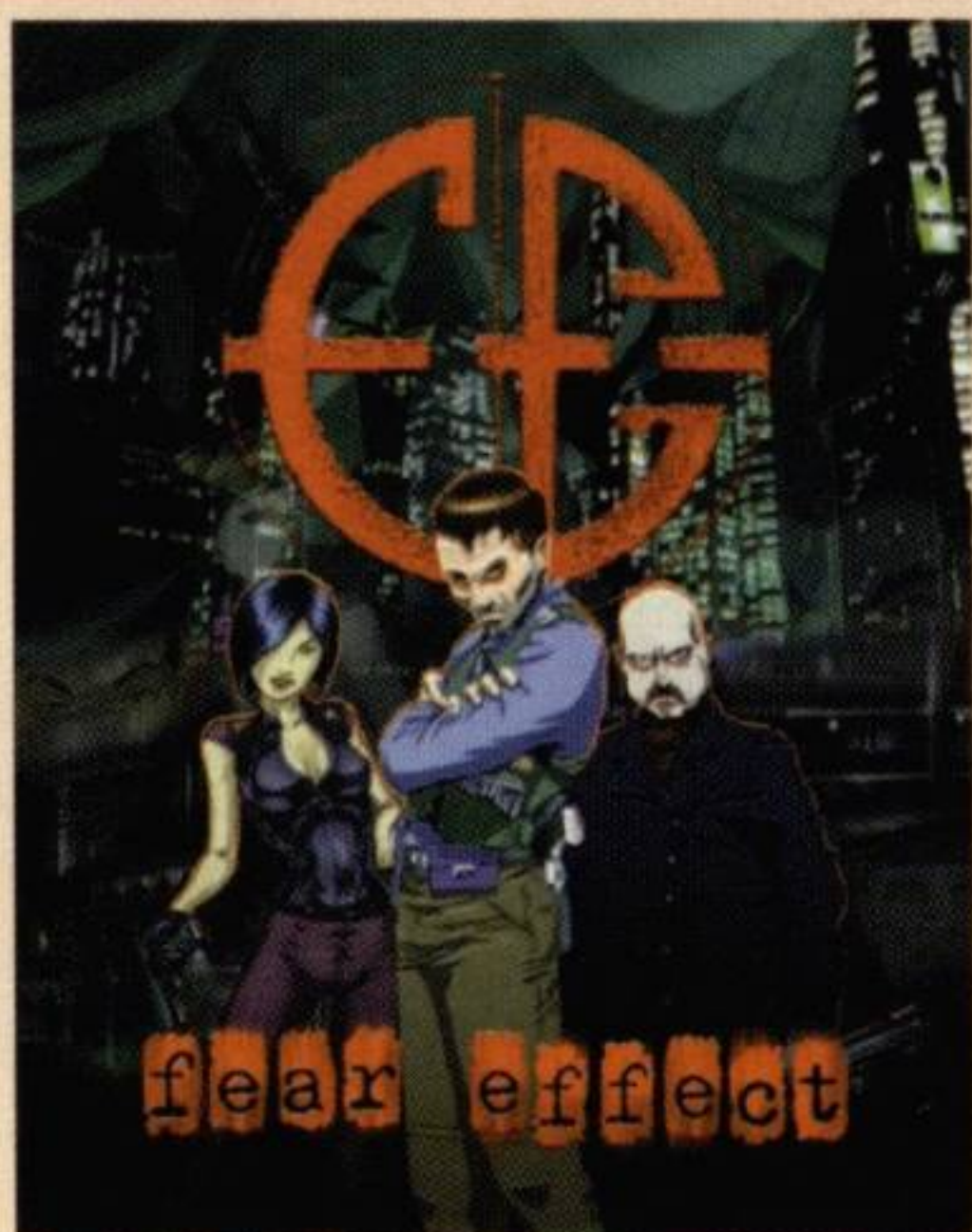
Launches Spring 2000

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NOW PLAYING IN THE SHOPS THIS MONTH

Mr Muscle love the jobs you hate, does he? Well, the lucky folk who work on Arcade have the jobs you want – what with getting paid to play the finest videogames in the world on a daily basis. But it isn't all self, self, self in this office – oh no. You get to find out about the little beauties as well. Joy!

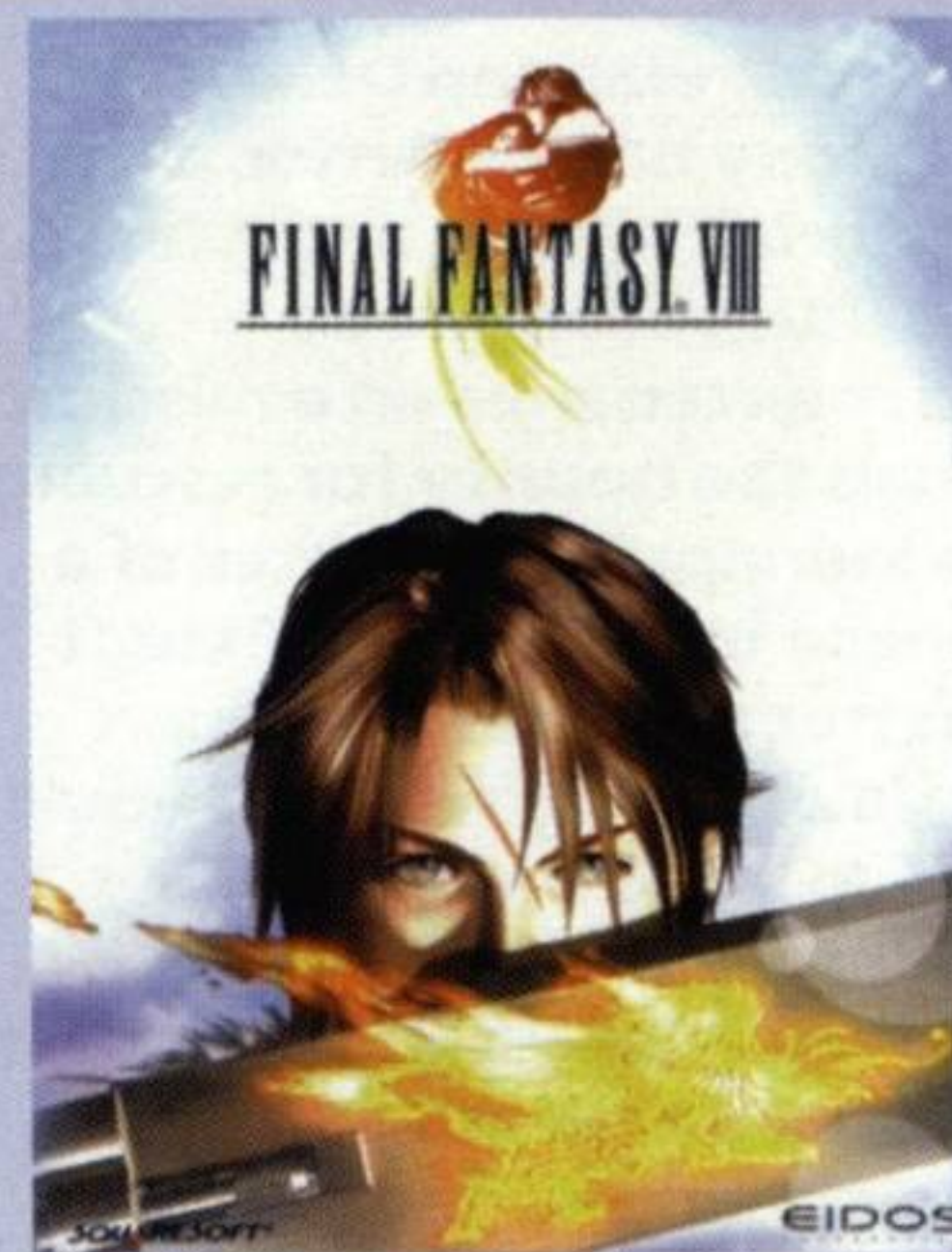
P44 FEAR EFFECT



■ Tougher than a overcooked steak discarded in Death Valley under the midday sun, *Fear Effect* is one of those titles that can bring even the most hardened gamer to his knees in bewildered frustration. But fret not, as the *Arcade* games nutter has tamed the beast and is ready to share with you the secrets of his hard-won success. Hardly seems fair, does it?



P46 FINAL FANTASY 8



■ *Final Fantasy 8*: it's big, it's beautiful and it will crush you beneath its mighty role-playing heel if you don't get to grips with the all-important Guardian Forces that form the backbone of the action. So, before you go under in the stormy sea of statistics the game throws at you, stroll through this guide to the forces that be and learn how to bring them into the fold.



NOW PLAYING IN THE SHOPS THIS MONTH FEAR EFFECT

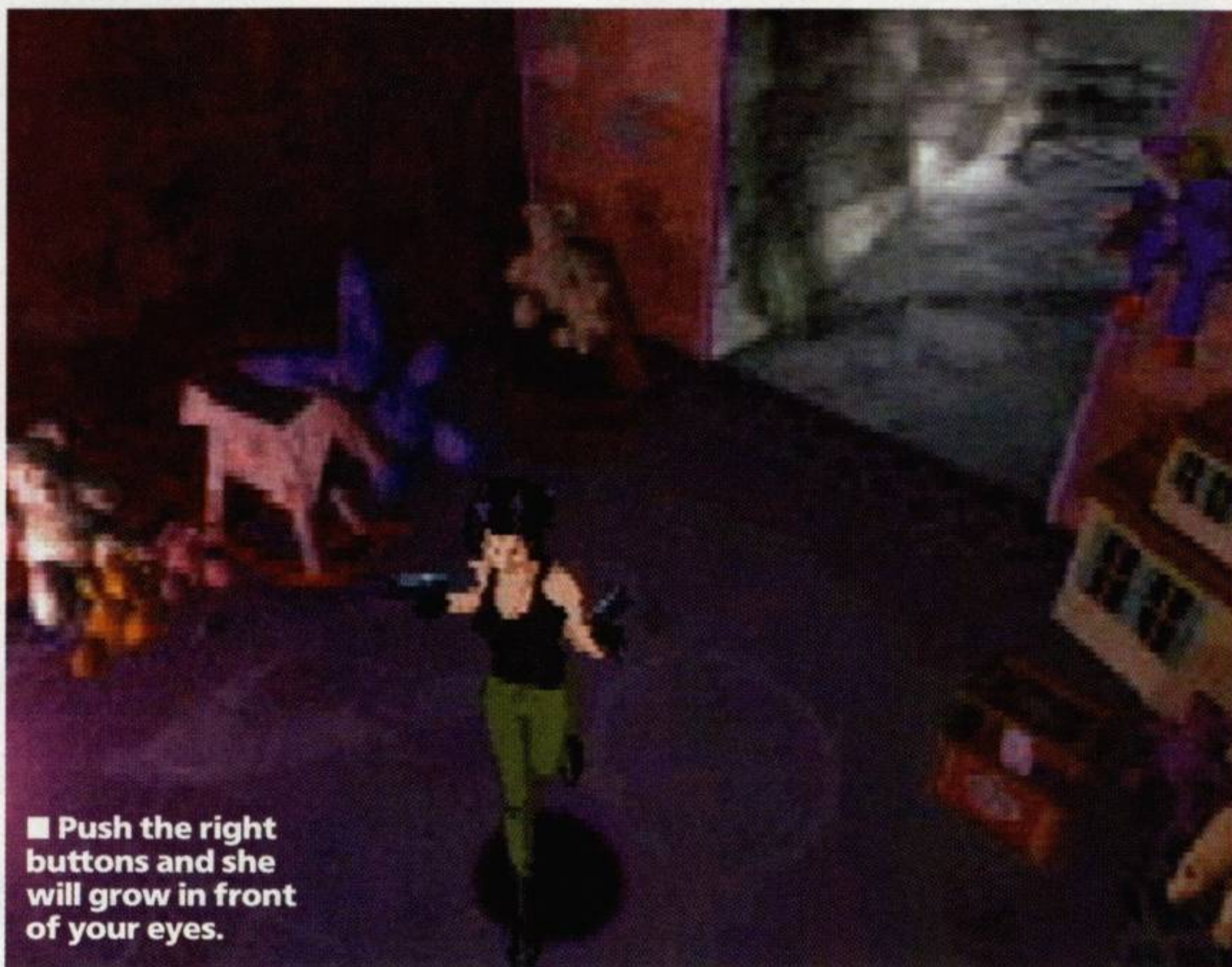
Format: **PlayStation** | Publisher: **Eidos** | Developer: **Kronos** | Price: **£40** | Release date: **on sale now** | Players: **1** | Score: **★★★★**



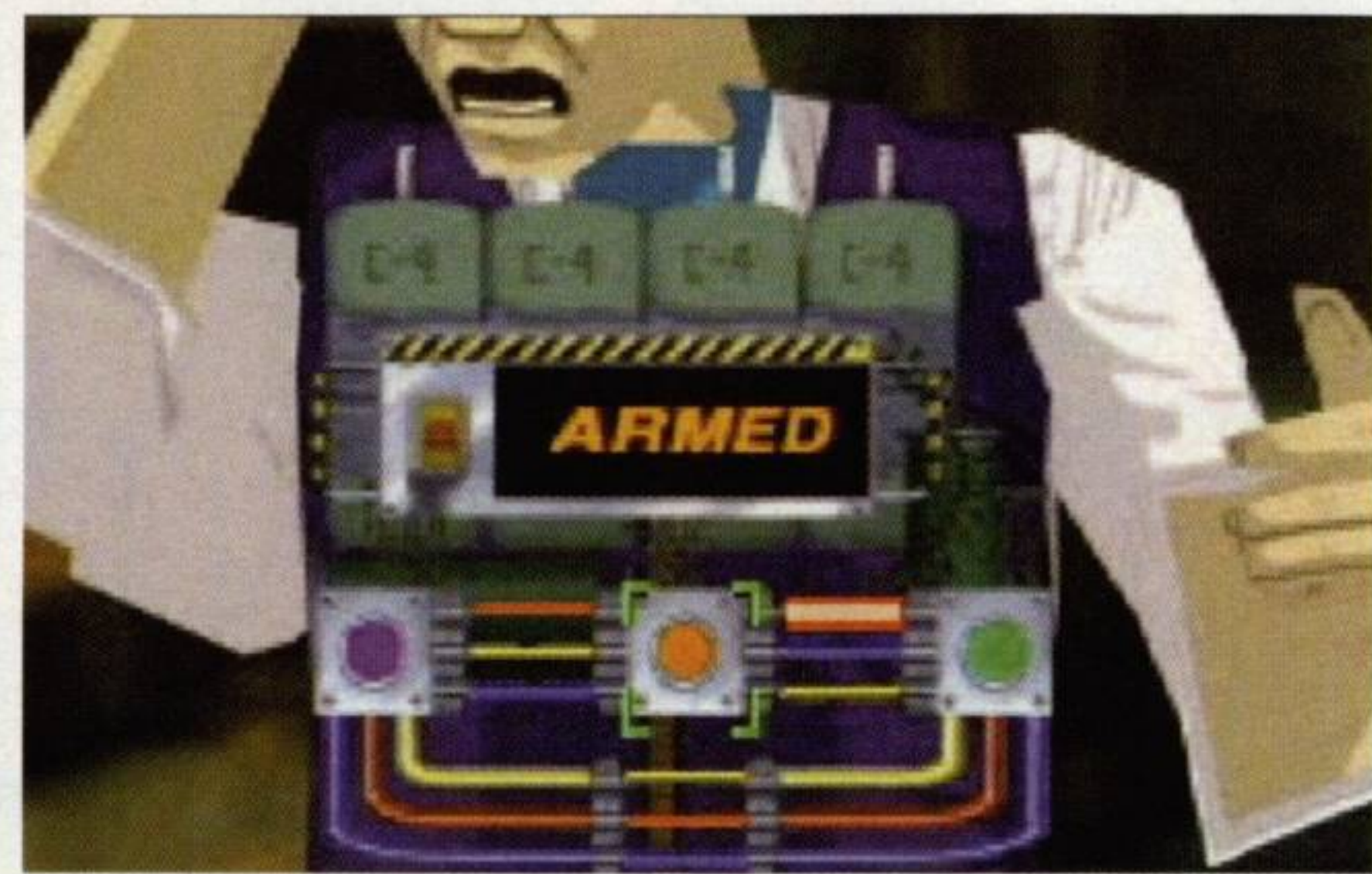
WHAT'S FEAR EFFECT ALL ABOUT?

■ An expansive adventure created by start-up developer Kronos Digital Entertainment, *Fear Effect* claims ancestry in *Metal Gear Solid*, *Syphon Filter* and the *Resident Evil* series. The third-person quest includes elements of action and puzzling while switching between three strong characters, wrapping the whole lot around an enthralling storyline.

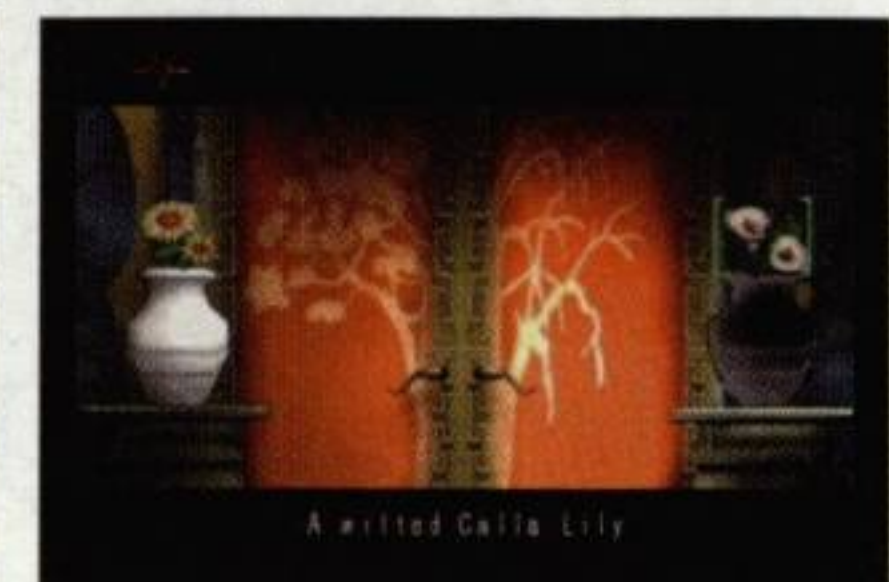
The graphics are hugely impressive: *Fear Effect* boasts beautiful, animated backgrounds which operate on loops – a technique which is used fabulously in the gameplay at times. There are four distinct environments across four discs, although the adventure is probably no longer in duration than *Metal Gear*, unless you get snagged on one of the puzzles.



■ Push the right buttons and she will grow in front of your eyes.



■ (Above) Brown is the colour, and not just in Kim's pants.



CONQUER THE FEAR

Puzzle solving in full effect.

Hana, Glas and Deke. A foxy babe-warrior, a gruff hitman and a fat Australian. Three mercenaries on a mission to nab the bounty for rescuing the kidnapped daughter of a Chinese businessman. Except all is not as it seems in the world of *Fear Effect*, and you'll find yourself accompanying this intrepid trio through futuristic Hong Kong, an island awash with voodoo black magic, a sinister brothel inhabited by spectres and the inner circles of hell. On their

way, the characters encounter a series of fiendish puzzles and boss levels, some suitably taxing, some difficult to the point of being unfair. Having harped on about frustrating interludes such as these in the review on page 72, *Arcade* thought it only fair to offer some solace to stymied adventurers. The answer, you see, isn't always obvious.

1 Primary colours

The first sticky moment, not long into disc one. Kim's wired to a bomb which Hana must diffuse by cutting coloured wires. If you know that green is created by mixing yellow and blue, you should be able to solve this one, but just make sure you're highlighting the correct lights.

On orange, chop the red and yellow wires; on purple, chop the red and blue wires; on green chop the blue and yellow wires. Work it all out before you start choppin' because the clock time will suddenly start up a final countdown.

2 To baldly go

How to defeat the first slaphead boss just beyond the big neon letters on disc one. First arm yourself with twin machine guns. Then hold L2 and keep rolling. He can't hit you when rolling, and when he reloads, stand up and open fire in his face. You may need up to four hits to kill him. Hiding behind the obstacles seems like the more logical option, but this method is actually far more difficult to execute.

AND THERE'S MORE

A niggler in *Fear Effect's* gameplay is the auto-targeting system. Even when it looks like you've got a line of sight on your enemy, the bullets will fly harmlessly past unless the green target at the top of the screen has been activated. Make sure it has appeared before you waste precious ammo.

If you creep up behind enemies (using the R2 stealth button), a red target will appear. This denotes a one-hit kill. Use your knife/crowbar/knuckle dusters in these situations to silently do away with opponents and creep up behind the next one.

Stealth is useful on disc two - if you creep past sleeping zombies, they won't rise. And don't be hasty to draw weapons on disc three - when Hana is disguised as a prostitute she'll go unchallenged, unless she's packing.

3 Carriage shock

Midway through disc two Deke enters a railway carriage only to be shot at by another evil slaphead. There are two ways through. Either head to the right as soon as you enter the carriage, before the camera switches and alerts your enemy, and hide behind the filing cabinet. You can then roll back and forth shooting him. However, if you back into the left hand corner, you'll find a sweet spot where his fire won't harm you.

4 Train in vain

Not long after this, Deke will have to enter a sequence into the train's control panel. A clue is provided by the note on the clipboard, but you'll have to be a genius to make any sense of it. Enter these figures instead: First line 4,N,2,B; second line 4,2,2,C; third line 8,0,0,0.

5 Flower power

The vase puzzle midway through disc three has foxed many, but it's simple once you work out what you ought to be doing. In Madam Chen's room, place the white vase in the space on the left (the black vase will automatically be placed on the right). The sunflower goes in the white vase as it represents life, the lily in the black vase as it represents death.

6 Toy story

On disc four you'll come across a sinister room full of toys. Once you have the doll from Madam Chen, you'll discover the sobbing girl is a young Hana. Turn to the baffling clock puzzle. Each number matches one of the ages of Hana, and she'll grow as you enter each code. For the young girl, it's 5-1. For current Hana, 1-4-4. Middle-aged Hana is 4-3. Old Hana is 1-1-5-4. Quite why this works is still a mystery, but it does.

GAMEPLAY CHALLENGE

Roll with it



You'll notice after the first boss level outlined above in "To baldly go" that you can avoid health damage by rolling on the floor. This technique can be utilised at any point you're low on health (or confidence), or don't feel like shooting. The enemies will attempt to shoot you, but most of their bullets will fly comically over your head. You can roll sideways and backwards too, so you should usually be able to tumble into the next screen, at which point your enemies will stop chasing you (although they're always there when you return unless you kill 'em).

Here's the challenge: bearing in mind you'll need to waste some enemies to collect vital items or stock up on ammo, see how few kills you need to make to reach the end of disc one.



Go pacifist: try not to kill anyone.

■ **NOW PLAYING:** *Fear Effect* can be trickier than Mr Tricky at a tricksters convention. Unless, of course, you have the handy Arcade guide to puzzle solving.



Format: **PC** | Developer: **Squaresoft** | Publisher: **Eidos** | Price: **£30** | Release date: **on sale now** | Players: **1** | ★★★★★



WHAT'S FINAL FANTASY 8 ALL ABOUT?

Final Fantasy 8 is Japanese RPG at its most cinematic. The theme is time – the past, the future, the present – and understanding and learning from the past and past experiences. Yes, it's all very deep. More Manga-style movie that videogame, this Fantasy works on many levels. As a strategy game, as an adventure and as an exploration of the soul. And it's all wrapped up in some marvellous cinematics. The game is laced with emotive sub plots – all tortured souls and unfulfilled love. Final Fantasy 8 is the very definition of epic and one of the best RPGs ever made.



THE GUARDIANS

Show the forces that be who's boss.

The key to Final Fantasy 8 is acquiring Guardian Forces – allies you can summon to back you up in battle. Normally you'll be given GFs or be able to draw them from bosses, but some you have to put in a bit of extra work to get. Here's how.

Doomtrain

First collect six steel pipes, six Remedy+ and six Malboro Tentacles. Now go to Tear's Point and pick up the Solomon Ring. Use it and you'll acquire Doomtrain.

Cactuar

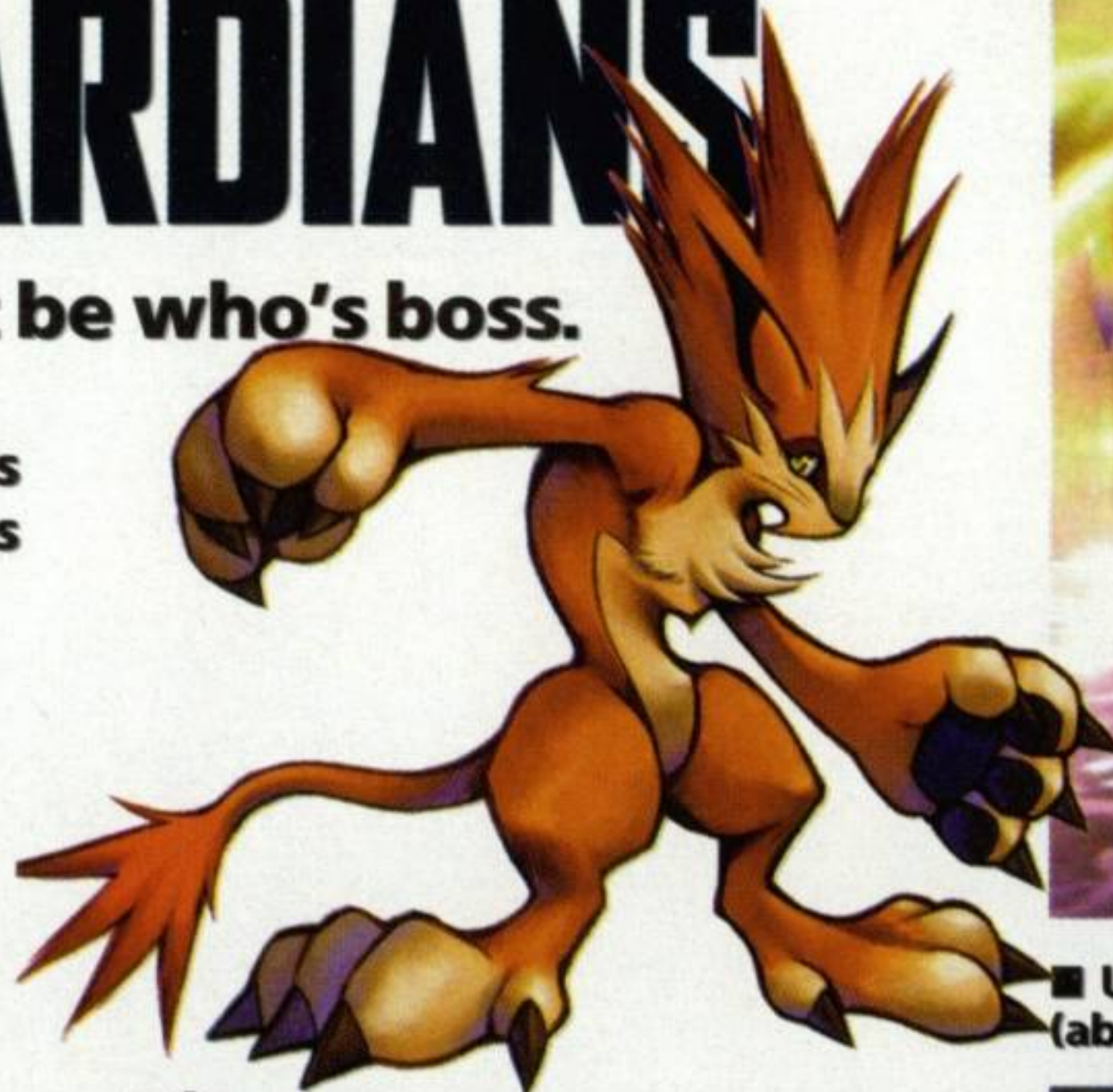
Go to Cactuar Island (a small island south of Esthar) and you'll see a small green dot. Run into this to engage the giant Cactuar in battle. If you defeat him, he'll join your party.

Bahamut

Once you have the Ragnarok fly to the Deep Sea Research Centre in the middle of the ocean. You'll need to fight a couple of Ruby Dragons before he'll fight you, but defeat him and he'll join you.

Tonberry

This is tough. You'll find Tonberry at the Centra Ruins. You have to fight some 20 Tonberries, each of which is stuffed to the gills with 20,000 hit points, before he'll appear. As you would expect, this will take you a fair amount of time. The main man will eventually appear – bigger and badder than his minions – but defeat him and he'll join your party, proving a worthwhile addition to the team.



Eden

The toughest of all GFs to acquire, but also the most powerful. You'll have to find and defeat the game's toughest enemy, Ultima Weapon, to get him. You can find Weapon after you've defeated Bahamut in the Deep Sea Research Centre. Work your way to the bottom of the ruins solving the puzzles as you go. You can draw Eden from him – if you survive the battle.

How to defeat Omega Weapon

You won't want to take on Omega Weapon until towards the end of the game. To beat him you'll need the strongest healing and recovery items as well as Holy War and Hero. Make sure your characters are junctioned with Auto-Haste, Initiative, Expendx2-1 and Auto-Protect. All characters will need the highest weapon upgrades and Squall needs his best limit break: the Lionheart. First, junction Death to Status Defence. Then use Doomtrain to weaken Weapon's defences then summon and boost Eden, Shiva and Alexander. Finally, draw and cast Weapon's own magic – Flare, Holy and Meteor – against him and keep your fingers crossed. Your reward is a three stars upgrade.

How to get your GF powered up quickly

Gaining ability points is how Guardian Forces learn new abilities. You get them for fighting battles – usually, the more difficult the fight, the more points you earn. However there is a trick to getting a lot of points for fighting relatively weak enemies. You'll need the Ragnarok ship (which you get after your trip into space) – fly to the Cactuar Island south west of Tear's Point. Here you can fight Cactuars – you'll get 20 points for each fight – which is an easy way to build up your GFs.

How to defeat the final boss

When you finally meet Ultimecia she'll pick three members from your party at random so make sure all of your



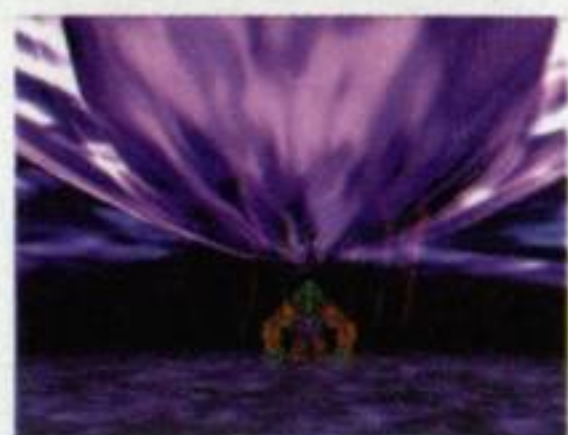
Use Guardian Forces like Doomtrain, Tonberry and Siren (above) to inflict status changes on your enemies.



QUICK TIPS

Tricks to the top

You can junction status change magic (Sleep, Silence, Confuse) to the ElemAtk-J Guardian Force ability. You'll get this status change when you attack with your normal weapon.



Before you attempt to remove status abnormalities from your characters check to see what kind they have by pressing the Square button on the character's turn.

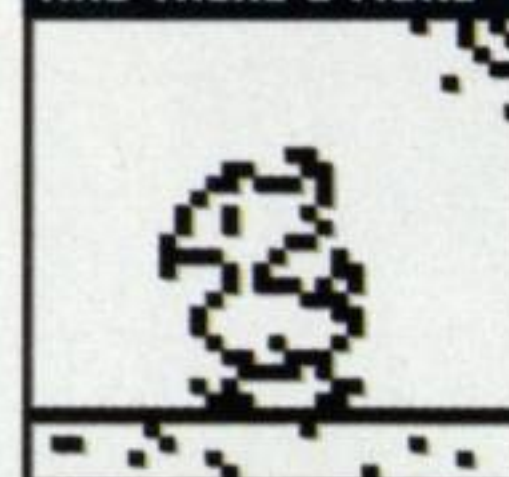


Make your GF do more damage by having them learn the boost ability. When you summon a GF hold down the select button and repeatedly press the Square button. The damage your GF will do can go up to 240%.



The higher your SeeD rank, the more money you get paid – essential for buying stuff like potions, life-returning Phoenix Downs and better weapons. The easiest way to do this is to take the SeeD tests in the Tutorial section on the menu. So, what are you waiting for?

AND THERE'S MORE



Included in the PC version of this mammoth game is something called Chocobo World – a virtual pet-type thing – it's worth persevering with as this can earn you rare items in the main game. You can also set it to automatic and let it play it in the background while you continue with the main game. Items are ranked at A, B, C and D levels – A being the best.

team is well developed before you face her. This fight is actually four fights in one. The first fight is against Ultimecia herself. You can only use your GFs in the first battle, so you may consider not equipping them at all and replacing the option with Item. She will attack you with magic – mostly with Flare and Demi. It's best that you save your own magic and draw and cast hers against her. You should also cast Aura on your characters to enable their limit breaks.

When you defeat Ultimecia she lets her GF, Griever take you on. Attack Griever with his own Tornado magic and cast Protect on your party to help against his physical attacks.

The third stage sees Ultimecia and Griever join forces. Be wary of Griever's attempts to steal your magic so aim to defeat him first. Draw and cast Demi and Tornado from you enemies – they work like a dream.

Finally you face Ultimecia alone, but this time she has an incredibly powerful magic – Apocalypse. Use this against her when you can – it's surprisingly effective.



■ **NOW PLAYING:** Final Fantasy 8 – find and capture all the Guardian Forces to defeat the evil sorceress Ultimecia and save the world.





You've got sequelitis

In an environment where the series reigns supreme, what happens next?

Everyone loves a sequel – especially games companies, who seem to be launching a follow-up to that successful title every day of the week. So forget *Tomb Raider 19* or this week's *FIFA* title and check out *Arcade*'s list of sequels they should make.

1. Alien & Predator Vs Westlife

Sickeningly gory sequel that enables you to attack and rip to bloody shreds the popsters from Irish teen sensation Westlife.

2. Final Fantasy 12

Square releases a frantic 3D first-person shooter with fantastic graphics and absolutely no faffing about with bewildering statistics.

Top ten

Top Ten PlayStation 2 follow-ups

- 1 PlayStation3
- 2 PlayStation4
- 3 FiveStation
- 4 Sony PlayStation
- 5 PlayStation 2020
- 6 NintendoStation
- 7 PepsiStation
- 8 CokeStation
- 9 McPlayStation
- 10 Sinclair PSX 48K

3. Superman 4: The Quest for Peace

Titus pays a small fortune for the licence and brings out an all-conquering follow-up to the original N64 stinker that succeeds in being worse than the film.

4. Cool Boarders 5: The Learner Slopes

Guide your sad, cack-handed surfer dude down a snowy mountain, crashing into trees, smacking painfully into other useless boarders and careering off cliffs. Try the "getting onto a T-Bar lift" bonus level for extra fun.

5. Resident Evil: Code Vanessa

A monstrous virus is released that turns any human into a hungry, flesh-eating Vanessa Feltz. A new

chapter in videogame terror, complete with appalling wardrobe and insatiable lust for fame.

6. The Real Knockout Kings

You get to play a top boxing promoter. Bribe judges, make threats and encourage your star boxer to indulge in an increasingly destructive lifestyle.

7. Rayman 3

A marvellous game where the cute little legless European gets strung up by his non-existent neck.

8. Crazy Taxi Driver

Follow-up to the Sega classic that closely follows the plot of the Robert De Niro film, right down to the stalking, seedy porn theatres, teenage prostitution and shoot-outs.

9. Ultima: Human Contact

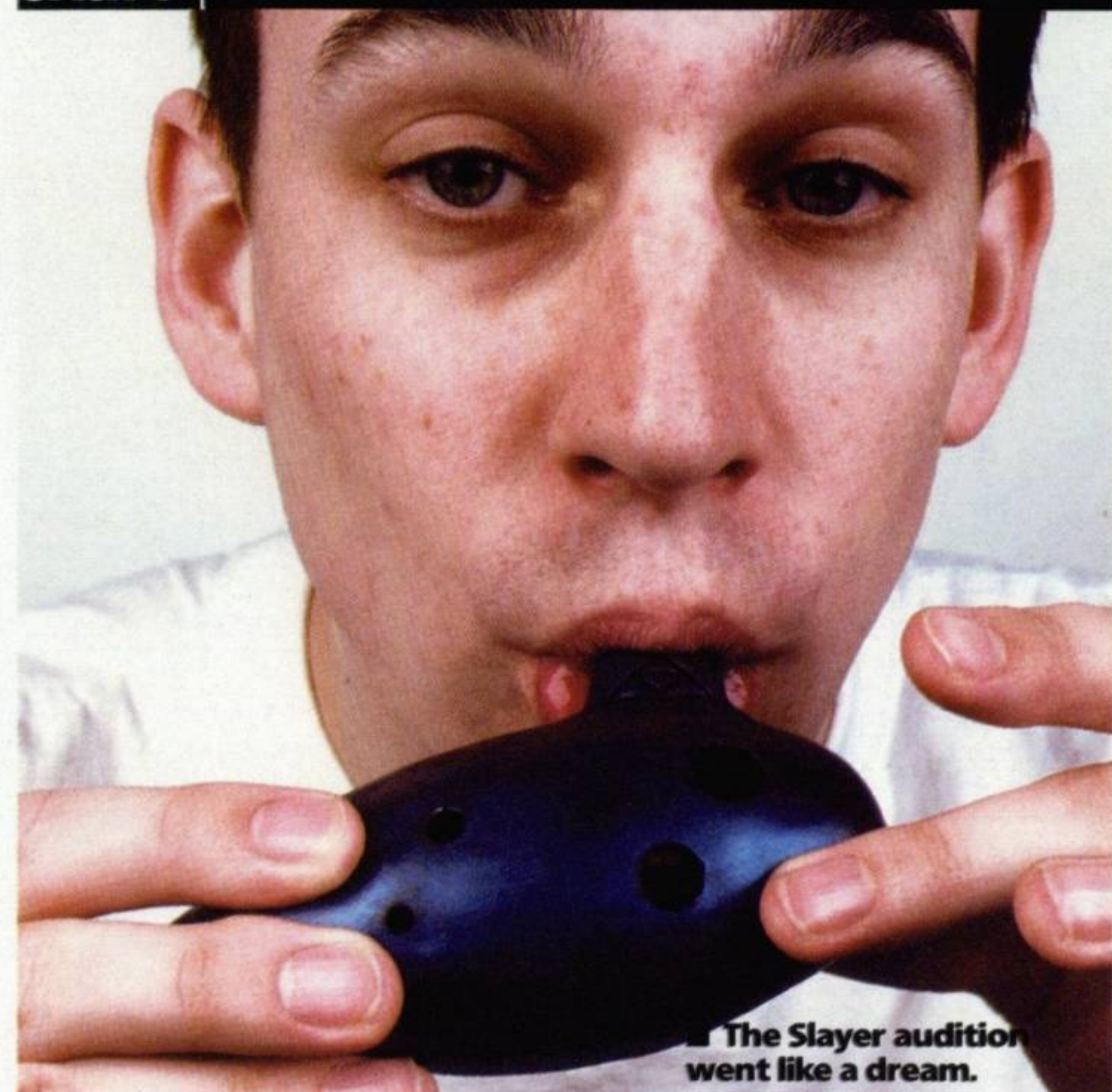
A difficult sequel for hardcore PC online gamers. Leave your dark, filth-encrusted bedroom, go to a pub and try to interact socially with other people.

10. Daikatana 2

Oh, God, no.

Guest chart

Top ten instruments



The Slayer audition went like a dream.

Favoured routes to rock stardom for the musically inept.

1 Maracas

Pointless calypso bean-shakers and the weapon of choice for the world's greatest pop star chancer, Bez. No-one could hear them over the Happy Mondays' lumbering racket, but they were the centrepiece of Bez's drugged goon dance. Cruel rumour suggests his maracas were empty anyway.

2 Kazoo

Irritating child's cracker toy elevated to rock cool status by Jimi Hendrix on "Crosstown Traffic". Except he actually made the noise with his guitar, which is why when you try to do the solo on a kazoo it sounds rubbish. Kazoo technique recently resurrected by Embrace

on "Hooligan" in an effort to demonstrate much-needed sense of humour.

3 Harmonica

Used by Bob Dylan as a distraction for when his whining voice became unbearable. Unfortunately the sound of the fabled blues harp was just as excruciating. Woke up this morning... and got earache.

4 Theremin

That spooky woo-woo noise from the *Dr Who* theme tune much beloved of Stereolab, Bentley Rhythm Ace and – mais oui – Portishead. Advantage: you can play it without touching it. Disadvantage: it makes everything sound like the *Dr Who* theme tune.

5 Whistling

Favoured musical method of cheerful posties. Not strictly an instrument but that didn't stop The Scorpions from inflicting a meandering whistling solo on the world.

6 Ocarina

If Link played it, so can you. Useful for that rainforest "vibe", not useful if you wish to make listenable music.

7 Jews Harp

Piece of metal that you grip between your teeth and twang. High ratio of lead poisoning incidents to decent music created.

8 Gong

Staple of prog rock and recently favoured by the Flaming Lips. Sure to make

an impressive impact but getting it up the stairs may prove difficult. Should only be hit when stripped to the waist with a dragon crudely painted on your bony torso.

9 Tambourine

Mastering this thoroughly futile instrument is vital to wannabe rock wives. Linda McCartney faithfully bashed her tambourine in Wings for years and ended up with her own range of vegetarian oven-ready pies.

10 Computers

Clever modern things which enable whole tracks to be played at the touch of a button. Top wheeze. Dance musicians have been getting away with it for years.

CHART ANALYSIS

With Arcade's very own snake charmer.

■ Hello, the Arcade Snake Charmer here. When I'm not busy adjusting my turban, growing my beard or blowing down this pipe, there's nothing more that I like to do than... Oh, what's the point? I mean, she's gone. And she's not coming back. [Sniff] My girlfriend. She's left me. "It's me or the snakes," she said. But how could I get rid of Simon and Clive? It's just like *The Sims* (at number 8), isn't it? People manipulating your life. She took my Dreamcast too. And *Crazy Taxi* (at number 4). I'll have the last laugh when she finds the pythons in her knicker draw. Hee hee.



■ Hmmm, don't fancy yours much...

Vox pops

This month: the Arcade office.

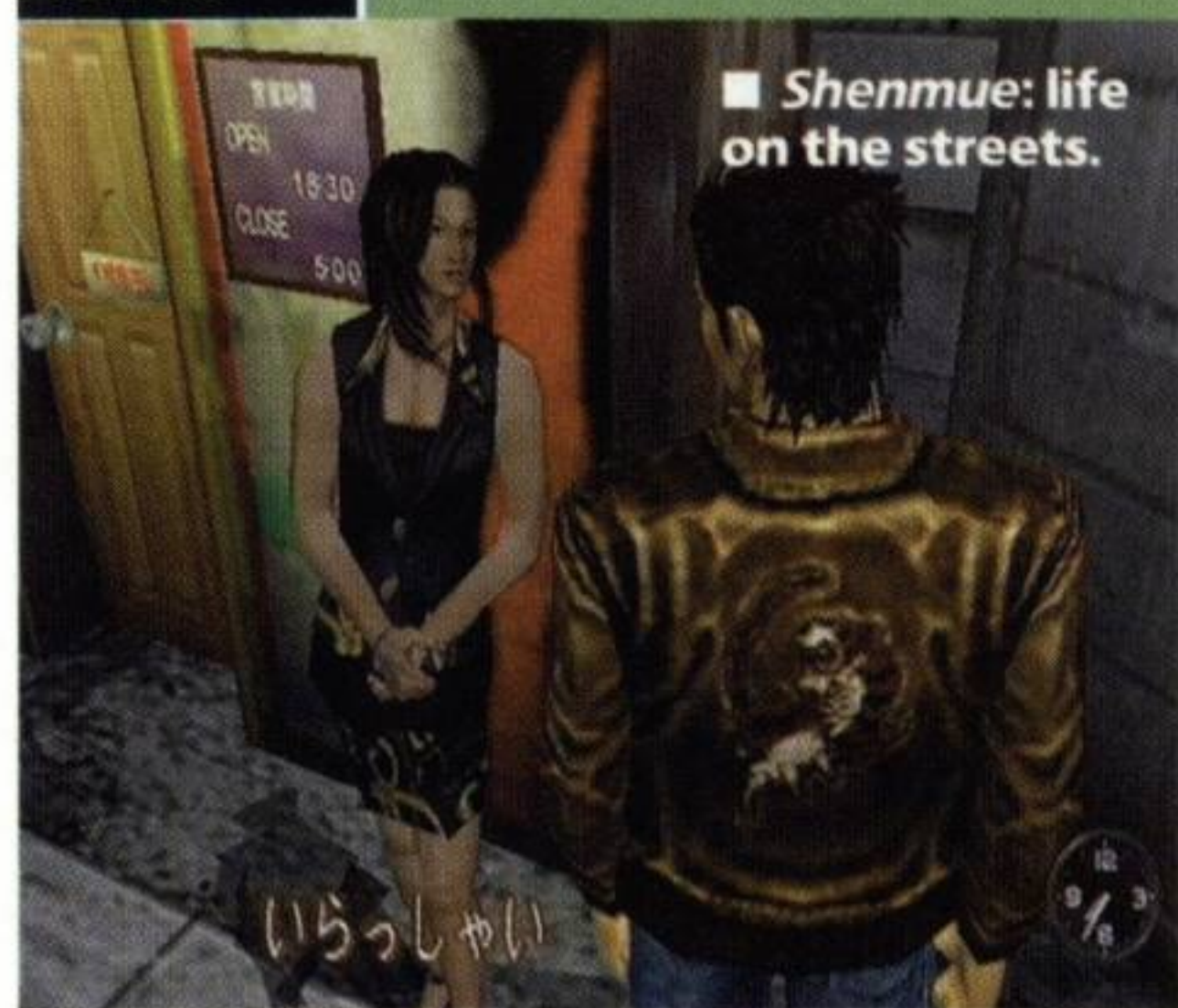


■ Er, where is everyone? Off playing games, probably. Er, hello! Hello? We've got a magazine to write, here. Games don't just review themselves, you know. Tips don't just grow on trees. [Phone rings] No, sorry, I don't know where anyone is either. Lunch, maybe? Oh well.

■ Hmmm. Nice desk. Hygienic. But – still – nobody here. Is it lunch time, or something? [Checks watch] Ah. Quarter past three. Must be on one of those "extended" lunchbreaks. Dee, doodle, dum. Well, here we are then. Best get on with some work. Someone's gotta do it. See ya.

Import zone

With Department 1 (0171 916 8440)



■ *Shenmue: life on the streets.*

■ Time once again to set fire to a pile of wood and, via the age-old method of smoke signals, find out what's hot – apart from the fire – and what's not in the world of import games. Or we could just use the phone. Er, hello. Is that Pui? "Yes." So, my man, what's happening? "Well, *Shenmue* is still selling well. Quite what's going on beats me, though. The American version is out soon, which'll be good." Anything else? "Sega *GT* is good, a better Dreamcast version of *Gran Turismo*." Thanks, Pui.

Official Top 40

Evil climbs back on top, as it does.



1 (-) Resident Evil 3: Nemesis

■ PSX ■ Eidos
Jill Valentine is back in Raccoon City, solving puzzles, shooting down to undead and grappling with the fearsome Nemesis.

2 (1) Gran Turismo 2

■ PSX ■ Sony
The world's best driving game races back to take over your life.



3 (-) Toy Story 2

■ PSX PC N64 ■ Activision/Disney
Go to infinity and beyond over 21 levels in so-so 3D film tie-in.



4 (-) Crazy Taxi

■ DC ■ Sega
Arcade-perfect conversion with you as a maniacal taxi driver on the loose.



5 (-) ISS Pro Evolution

■ PSX ■ Konami
Welcome update for the finest footie series known to man or beast.



6 (-) Pokémon Red

■ CGB ■ Nintendo
Plenty of people are clearly intent on catching 'em all.



7 (-) Pokémon Blue

■ CGB ■ Nintendo
Not the rude version, just more pocket monster action.



8 (-) The Sims

■ PC ■ EA
Incredibly addictive sim where you can run – or ruin – lives.



9 (3) Medal Of Honour

■ PSX ■ EA
Live out those childhood fantasies and take on the Nazi scum.



10 (-) Final Fantasy 8

■ PSX PC ■ Eidos/Square
Four discs, cutting-edge graphics and the return of Squall.



11 (4) Championship Manager 99/00

■ PC ■ Eidos

12 (2) FIFA 2000

■ PSX PC ■ EA

13 (7) Crash Bandicoot 2

■ PSX ■ Sony

14 (-) Tekken 3

■ PSX ■ Platinum

15 (13) WWF Wrestlemania 2000

■ PSX ■ THQ

16 (-) Delta Force 2

■ PC ■ Novalogic

17 (10) Age Of Empires 2

■ PC ■ Microsoft

18 (16) Grand Theft Auto

■ PSX PC ■ Take 2

19 (8) Colin McRae Rally

■ PSX PC ■ Codemasters

20 (32) Soul Reaver

■ PSX PC DC ■ Eidos

21 (11) Grand Turismo

■ PSX ■ Sony

22 (25) Resident Evil 2

■ PSX PC N64 ■ Virgin

23 (-) Rally Championship

■ PSX PC ■ EA

24 (-) South Park Rally

■ PSX PC ■ Acclaim

25 (6) Tomb Raider 4

■ PSX PC ■ Eidos

26 (5) Tomorrow Never Dies

■ PSX ■ EA

27 (23) Tomb Raider 2

■ PSX PC ■ Eidos

28 (17) Crash Team Racing

■ PSX ■ Sony

29 (-) WWF: Attitude

■ PSX N64 CGB DC ■ Acclaim

30 (-) TOCA 2 Touring Cars

■ PSX PC ■ Codemasters

31 (-) A Bug's Life

■ PSX N64 CGB ■ Sony/Activision

32 (-) Spec Ops

■ PSX PC ■ Take 2

33 (14) Driver

■ PSX PC ■ GT Interactive

34 (33) Rayman

■ PSX PC ■ UbiSoft

35 (29) Tony Hawk's Skateboarding

■ PSX ■ Activision

36 (29) Worms Armageddon

■ PSX PC N64 CGB ■ Infogrames/Hasbro

37 (30) Super Mario 64

■ N64 ■ Nintendo

38 (-) FA Premier League Stars

■ PSX PC ■ EA

39 (37) FA Premier League Manager

■ PSX PC ■ EA

40 (-) Mickey's Wild Adventure

■ PSX ■ Disney

JAPANESE TOP 10



- 1 (-) Trade & Battle Card Hero**
Nintendo, GB
- 2 (-) Mobile Suit Gundam: Giren's Ambition - Genealogy of Zion**
Bandai, PSX
- 3 (1) Pokémon Silver**
Nintendo, GB
- 4 (2) Pocket Monster Gold**
Nintendo, GB
- 5 (-) Guitar Freaks Append 2nd Mix**
Konami, PSX
- 6 (-) Senkaiden - TV Animation**
Bandai, Wonder Swan
- 7 (-) Sega GT Homologation Special**
Sega, DC
- 8 (-) Aero Dancing F**
CRJ, DC
- 9 (-) Kenki - Construction Machine Simulator**
FAB, PSX
- 10 (-) Vagrant Story**
Square, PSX

US CONSOLE TOP 10



- 1 (1) Gran Turismo 2**
Sony, PSX
- 2 (2) Pokémon Yellow**
Nintendo, GB
- 3 (6) Tony Hawk's Pro Skater**
Activision, PSX
- 4 (7) Donkey Kong 64**
Nintendo, N64
- 5 (4) Pokémon Red**
Nintendo, GB
- 6 (5) Pokémon Blue**
Nintendo, GB
- 7 (9) Gran Turismo**
Platinum, PSX
- 8 (8) Spyro the Dragon**
Platinum, PSX
- 9 (-) Crash Bandicoot: Warped**
Platinum, PSX
- 10 (-) Medal of Honor**
Electronic Arts, PSX



PLAYSTATION 2 FESTIVAL

BEFORE PLAYSTATION 2 WENT ON SALE IN JAPAN ON MARCH 4 SONY HELD A FESTIVAL TO HYPE ITS ARRIVAL. ARCADE TOOK A LOOK-SEE.





■ The public gets its hands on PlayStation2, at last.

Arcade has seen the demos, consumed the early screenshots and now has had the opportunity to play the game. By the time you read this the most eagerly awaited piece of hardware since the dishwasher will have been revealed to the buying public in Japan.

The PlayStation Expo 2000 was an exclusive Sony show organised to build the hype ready for the 4 March Japanese launch date. The three day event (from 18-20 February) was open to the public and represented the public's first opportunity to play the games and get "hands-on" (through perspex cases) with PlayStation2 proper.

The show was a surprisingly basic affair with a mere 18 large podium stands showing off just 22 games. Gone were the walkways and saucy ladies of E3 and the Tokyo Game Show, replaced by just enough pure, basic

"Yes, the time has come. PlayStation2 has finally arrived."

functionality to funnel the ample crowd through the vast show hall.

Perhaps the highspot of the show was the unveiling of the new PlayStation2 start-up screen. Accompanied by a new discordant synth stab a black space scene, filled with distant galaxies appears, with the words Sony Computer Entertainment rather obtrusively placed on top. Then, in an instant, the letters disappear and the camera hurtles forwards through space and into blackness. The following menu screen is a screen like no other, featuring seven twinkling lights chasing each other round in circles while eight finger-like crystals rotate smoothly around them. Select a crystal – each represents a menu option – and more cubic crystals – representing choices – appear. The crystal fingers and lights move away and out of focus into the background. And all the while the machine emits a distant, though powerful, rumbling sound. It's deeply impressive.

As are some of the titles being lined up for release in the coming months. *Arcade* can now unveil screenshots and, more importantly, how the games play. Yes, the time has come. PlayStation2 has finally arrived.

THERE WERE 22 PLAYSTATION 2 GAMES AT EXPO 2000. ARCADE PLAYED EVERY LAST ONE OF THEM.

Tekken Tag Tournament

■ **Namco**

While stunning looking – and extremely playable – this update of *Tekken 3*'s arcade-only spin-off pleased the crowd rather than moved it.

Needless to say queues were in force, but not in the numbers waiting to get their sticky paws on *Ridge Racer 5* or *GT2000*. While the graphics are noticeably improved over the arcade version of this top fighting game, the gameplay – extended little beyond *Tekken 3* – offered more of an opportunity for Japanese combat masters to publicly show their skill rather than a chance to play something entirely new.

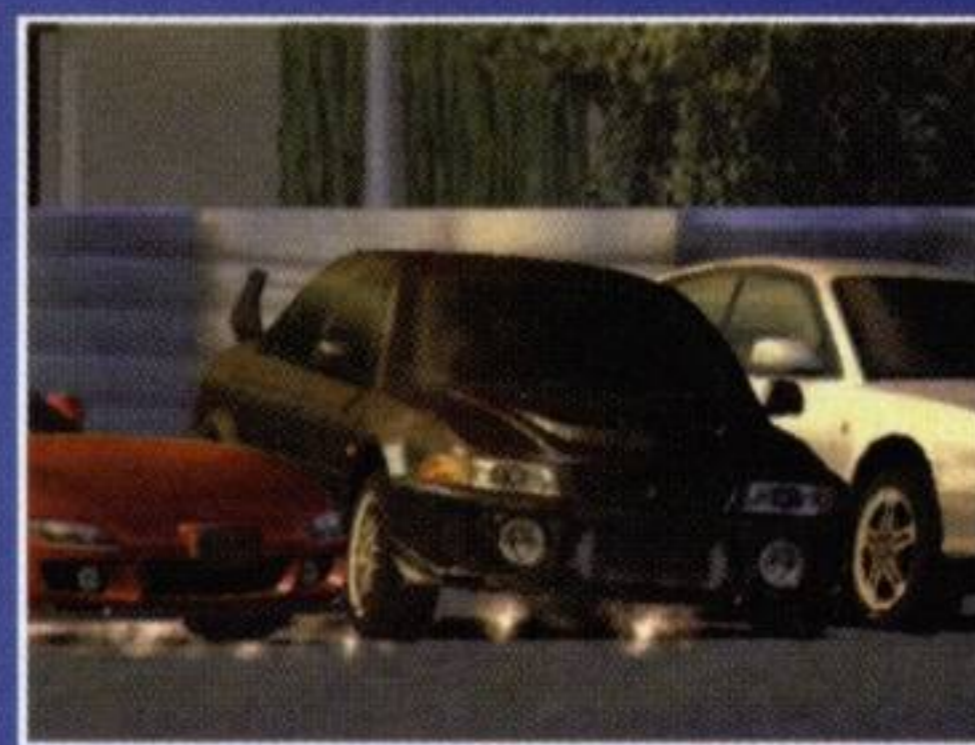
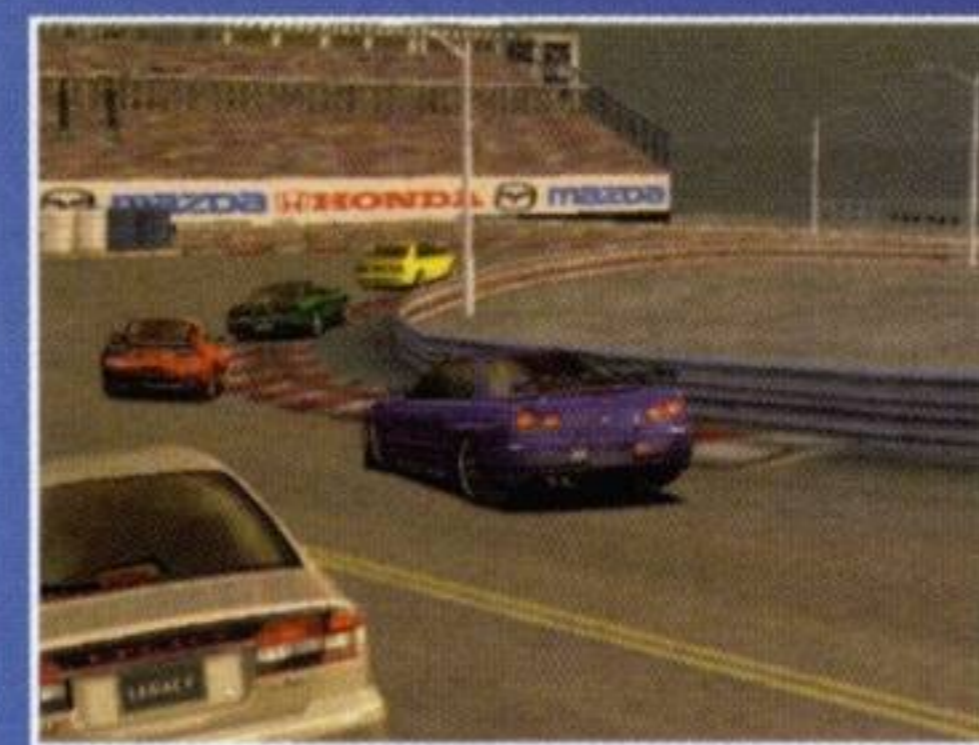
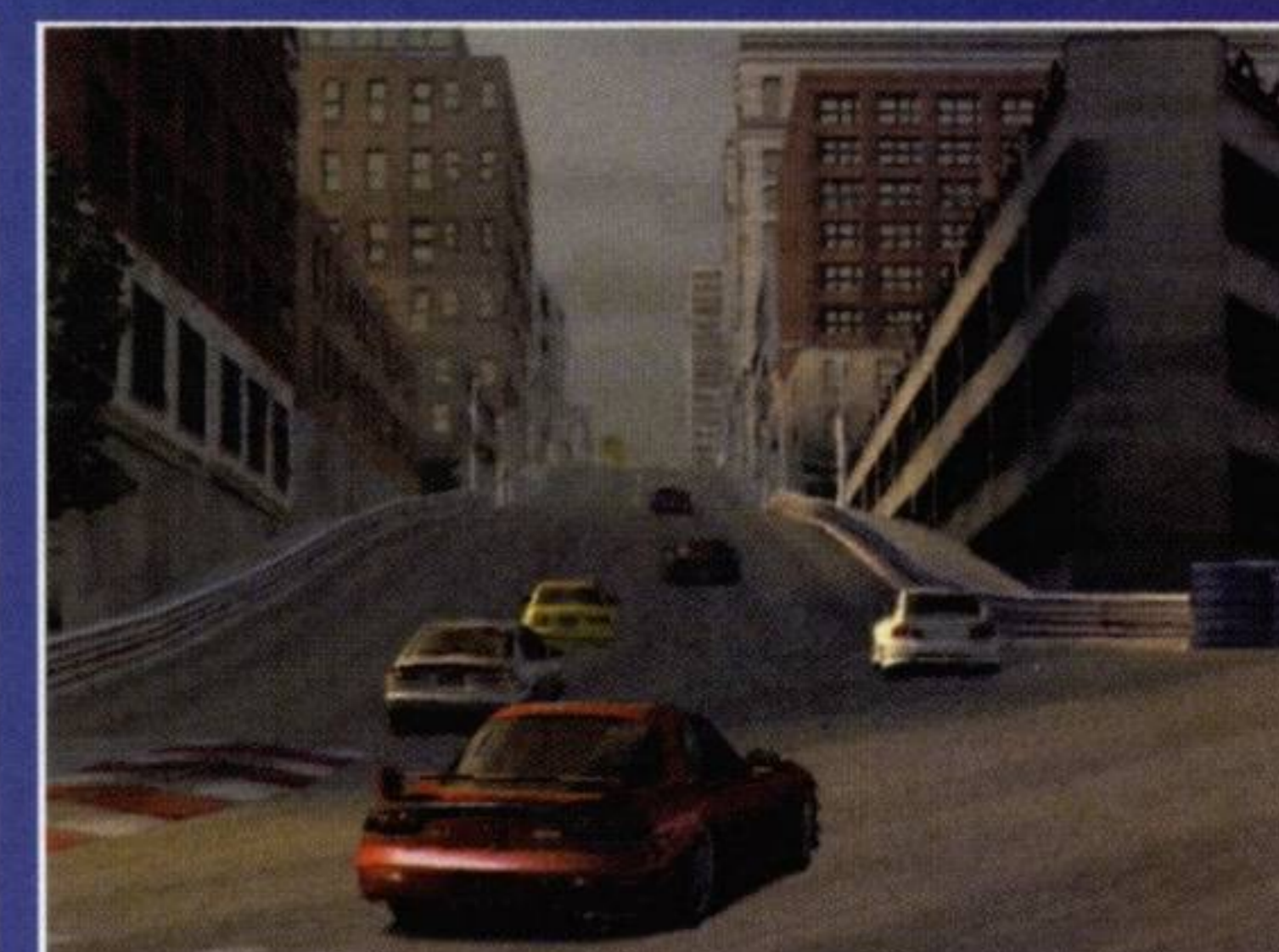
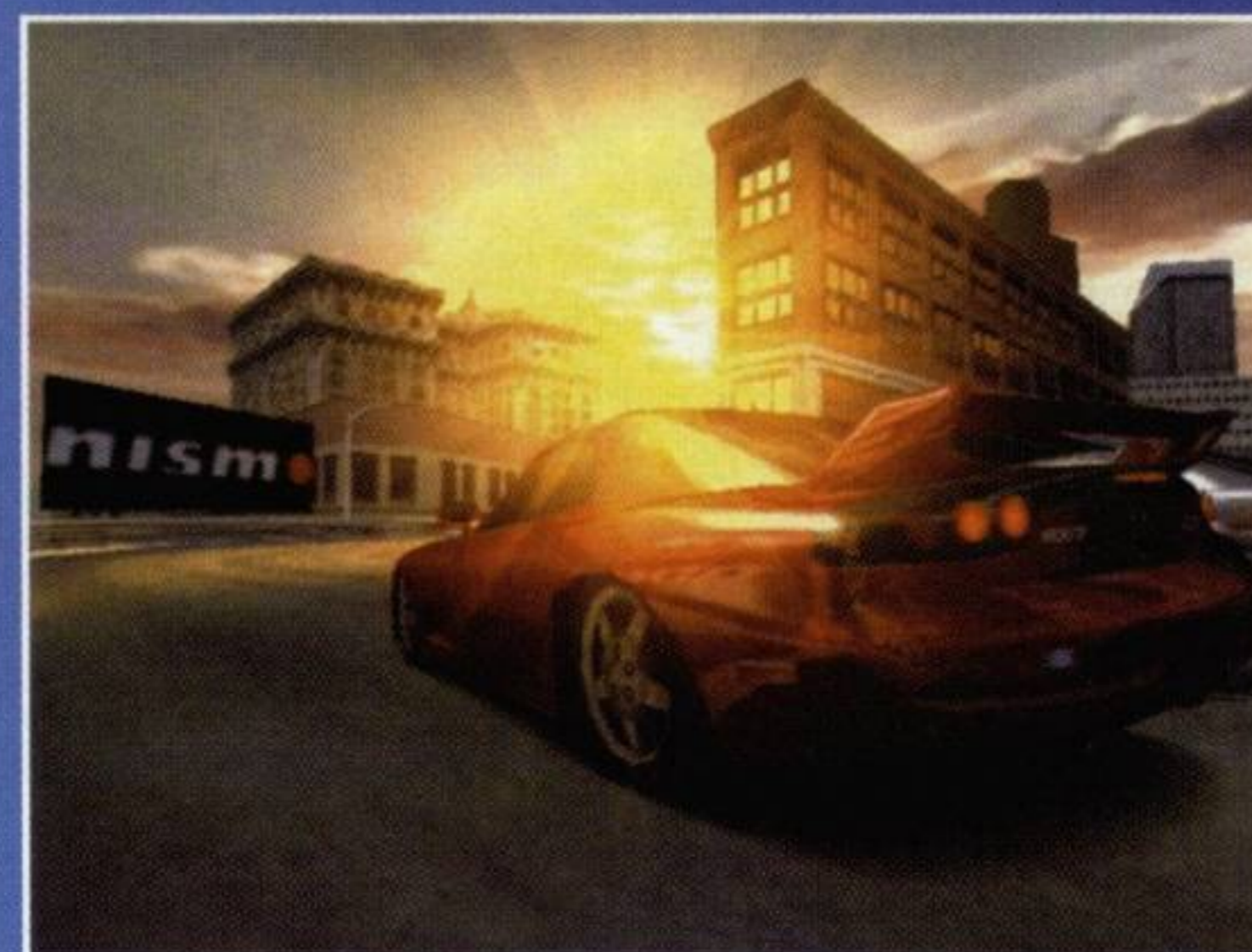
Tekken Tag Tournament has slipped from launch game to late March release, though not, *Arcade* suspects, because it is 30% complete (as the signs on the stand claimed) but more to allow *Street Fighter EX3* a clear run at the beat-'em-up crowd, who'll then snap up *Tekken Tag*

Tournament later in the month. With Paul, Jin, Eddy and some others playable in a wide variety of stunning backgrounds the game certainly felt complete, with the full wealth of the game seemingly barred from the public for purposes of the demonstration.

Perhaps the most pronounced improvement over the arcade original is the inclusion of background characters in each arena, using up some of the PlayStation2's power which would otherwise have been wasted. In the schoolyard, bystanders watch the fight, and you can even spot Kuma the panda in the crowd. At the chemical plant, in addition to the brilliant emergency lighting effects, guards routinely patrol walkways around the fighters. And high in the Tibetan mountains, one lavish stage shows 30 or so martial arts pupils going through the motions in the background. Truly amazing.



Gran Turismo 2000



■ **Sony**

Probably the most anticipated game for PlayStation2, and, thankfully, looking a whole lot better than the rushed demo shown at the Tokyo Game Show experience in the Autumn.

The dodgy sunlight dazzle effect had been sorted – becoming perhaps the most realistic "dazzle" effect in the world in the process – and the cars' handling now mirrors that of *Gran Turismo 2* – rather than the perfunctory go left, right, forward manoeuvres of earlier versions.

Polyphony Digital, the game's creator, isn't hiding the fact *Gran Turismo 2000* is a PlayStation2 remake with some new cars and features, and is keen to stress that the third instalment of the series (yes, one is in the pipeline) will be the real innovation. Thus the track on show was straight out of *Gran Turismo 2*, as will another four of the rumoured 20 on offer. There'll also be a similar car line-up, although there are hopes that Ferrari and Lamborghini will make their *GT* debuts. However, selling the game as a PlayStation2 update of *Gran Turismo 2* is to sell it short. What

Arcade played was, without doubt, the most realistic, achingly beautiful and awe-inspiringly perfect racing game ever. Improved handling meets graphics so lifelike that when you park the car next to a replay camera and watch the result, it looks like a photograph of the real thing.

And once again, officials were on hand to persuade players that this version was hopelessly incomplete – in fact only 20% complete. Kazanouri Yamauchi, the game's famous producer, claims there will be a five-fold improvement to the graphics before its summer 2000 release. It appears that for all its perfection, you ain't seen nothin' yet.

Ridge Racer 5

■ Namco

Ridge Racer is back, and on PlayStation 2. Prepare to loose the plot entirely.

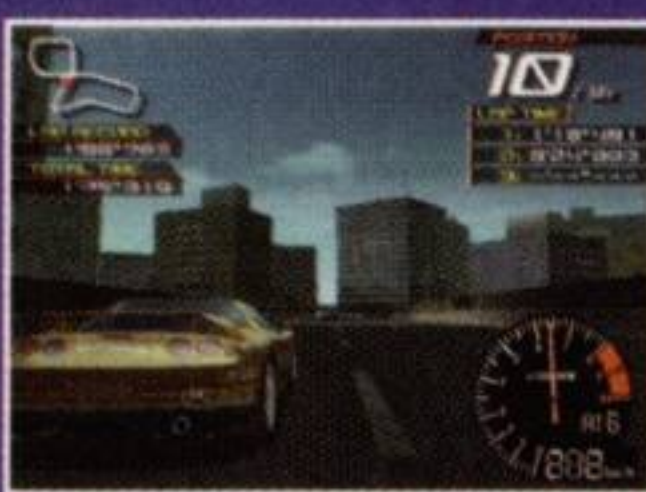
With one car (some bonkers Namco fantasy job) and one track (an uncomfortably 2000-remix of the original Ridge track) the game's real depths will remain hidden until after the Sony launch (it's the premier launch game) and the next issue of *Arcade*.

What was on view was classic Ridge Racer: shamelessly artificial handling teamed with eye-juicing but pleasingly fake scenery. Ridge Racer knows it's an arcade game, and as such offers high

speed, no nonsense thrills to *Gran Turismo 2000* and *Type-S's* obsessive mechanical madness.

New Ridge Racer girl Ai Fukami (see *Arcade 16* for a close-up) stars in a real-time rendered intro, and the demo on show offered a choice of day, evening or night-time racing, each showing off some brilliant lighting effects on the almost plastic-looking cars.

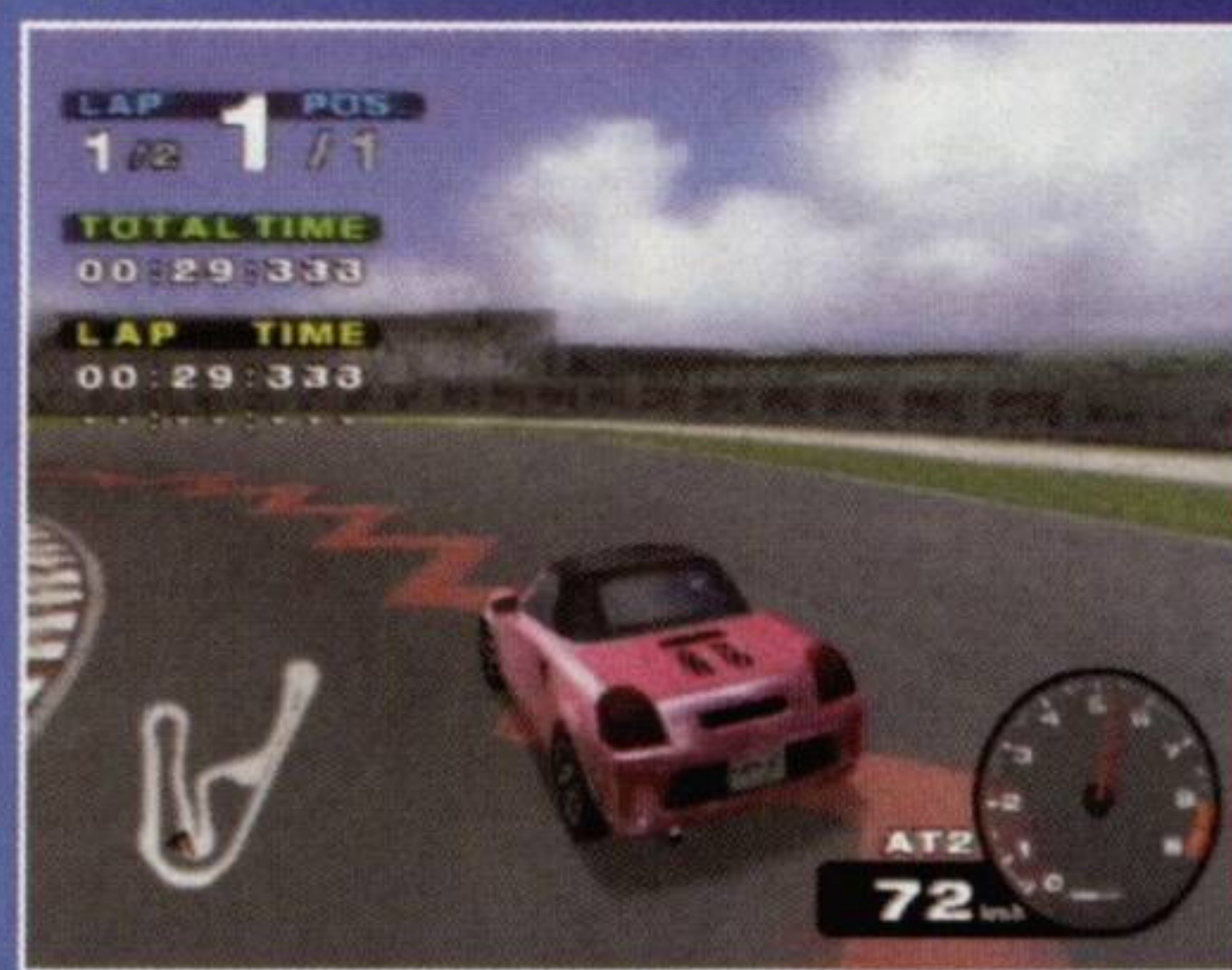
This was the most played, and queued for, game at the show. Looks like the old Ridge Racer magic is back. Don't buy your import PlayStation2 without it.



■ The most played game at the show.



Driving Emotion Type-S



■ Square

An intense and fiendishly difficult retake on the realistic driving angle. While *Gran Turismo 2000* offers sharp, pixel-perfect "realism", *Type-S* opts for fuzzy wet-weekend-in-Clacton-style graphics that are, nonetheless, at times stunningly realistic.

At a glance it's a bit of a shambles, with an over use of blurring effects, but peer through the gloom and Square has created something with all the murkiness, imperfections and tedium of real life. The handling was decidedly iffy but who's to say *Gran Turismo* is right; perhaps this squishy, unresponsive handling is what a real car feels like if you try to drive it with a D-pad.

0 Story



■ Enix

Your worst fears have come true. The DVD playback features of PlayStation2 have allowed for the return of probably the most loathed and abused form of "game" ever – the interactive movie.

Yes, once again you've got to watch as minutes of poorly shot (though perfectly reproduced) video plays, itching for something to do. That something takes the form of little cupid's arrows which you can fire at the characters making them fall in love with each other. Ahh. UK release – improbable.

Evergrace & Eternal Ring



■ From Software

Two token RPG efforts from the brilliantly named From Software. First there's *Evergrace*, which despite giving your third-person adventurer a vast area to explore (or the impression of one at least) failed to fill it with anything particularly interesting. And the graphics never really elevated themselves above Dreamcast quality – surely the new bottom-of-the-class PlayStation2 benchmark.

Likewise *Eternal Ring*, which this time offered a first-person view and a similarly Dreamcast-like array of corridors and chambers to explore, this time with basic but pleasant looking 3D aggressors.

Stepping Selection



■ Jaleco

A blatant copy of Konami's ace *Dance Dance Revolution*, but featuring six dancing pads and (oh, yes) the likes of Steps' "Love's Got A Hold of My Heart" and Britney Spears' "Baby One More Time" on the soundtrack. There's even Cyndi Lauper's "Girls Just Wanna Have Fun" and "My Sharona" by The Knack.

Again, PlayStation2 was hardly breaking a sweat with this – unlike the ever-ready Japanese brave enough to play.

A-Train 6

■ Artdink

This is the sixth in the famous train-layout simulator franchise so popular in Japan on a variety of consoles, but a series which is rather overshadowed in Europe and the States by the *Sim City* franchise.

Nevertheless, despite its train-based theme, where placing adequate mass transit for your populace is as important as giving them houses and jobs, this is a sumptuous and amazingly detailed sim game. The power of PlayStation2 has been used for some remarkable camera and view options, using the analogue sticks to move the camera from high altitude bird's-eye-view all the way down to a street level worm's-eye-view with a push of the pad.



The Matrix



■ Warner Home Video

To show off the PlayStation2's DVD playback facility Sony chose non other than the recently released (in Japan) DVD of *The Matrix* – with not entirely successful results.

While playback was fine at a glance, close examination revealed frequent blockiness and so-called "artefacts", including ghosting and fuzziness around hair and other fine detail. Also the dreaded blocky gremlins appeared along black edges, abundant in *The Matrix* thanks to its plethora of sunglasses and dark-suited baddies.

While the bundled DVD player software for PlayStation2 is supposedly upgradable with subsequent disc releases, this initial version is clearly lacking, giving results on a par with a DVD-ROM equipped PC rather than a dedicated player. While this is nothing to get too upset about, if you were expecting the results of a £300-plus DVD player and the ability to play PlayStation2 games, you'll be disappointed.

Be On Edge



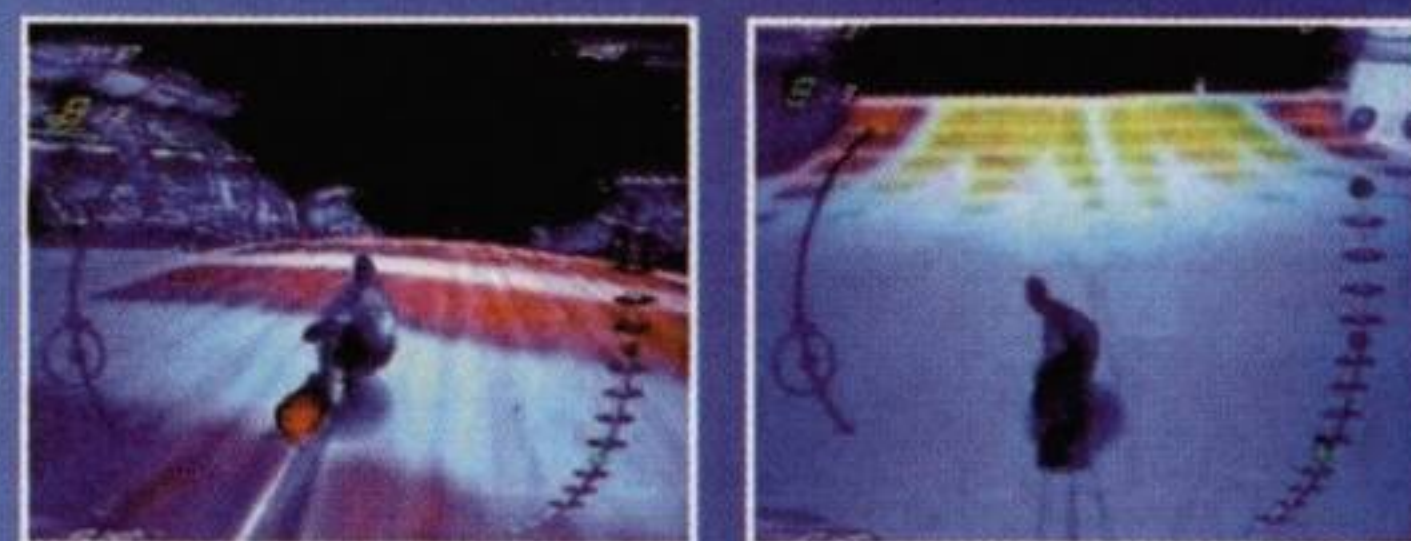
■ Sony

Another highly original title – it's as if someone at Sony actually demanded some new games rather than the much feared graphical re-hashes – though one which owes a debt to fellow envelope-pusher *PaRappa the Rapper*.

Once again there is a musical theme, with the four main controller buttons triggering drum loop samples of differing length. However, rather than being told what to do, an empty frame of squares appears at the bottom of the screen and you must hit the buttons as the previous sample finishes to perform a seamless piece of music.

Meanwhile a surprisingly violent real-time 3D rendered cartoon starring a lion plays in the background, with each successfully played four-bar chunk getting you into the next stage of the story. Loopy.

Snowboard Super Cross



■ EA

Quite simply the worst game on show. An unfinished, unplayable snowboard game with a frame rate that would make your average PlayStation developer blush bright puce.

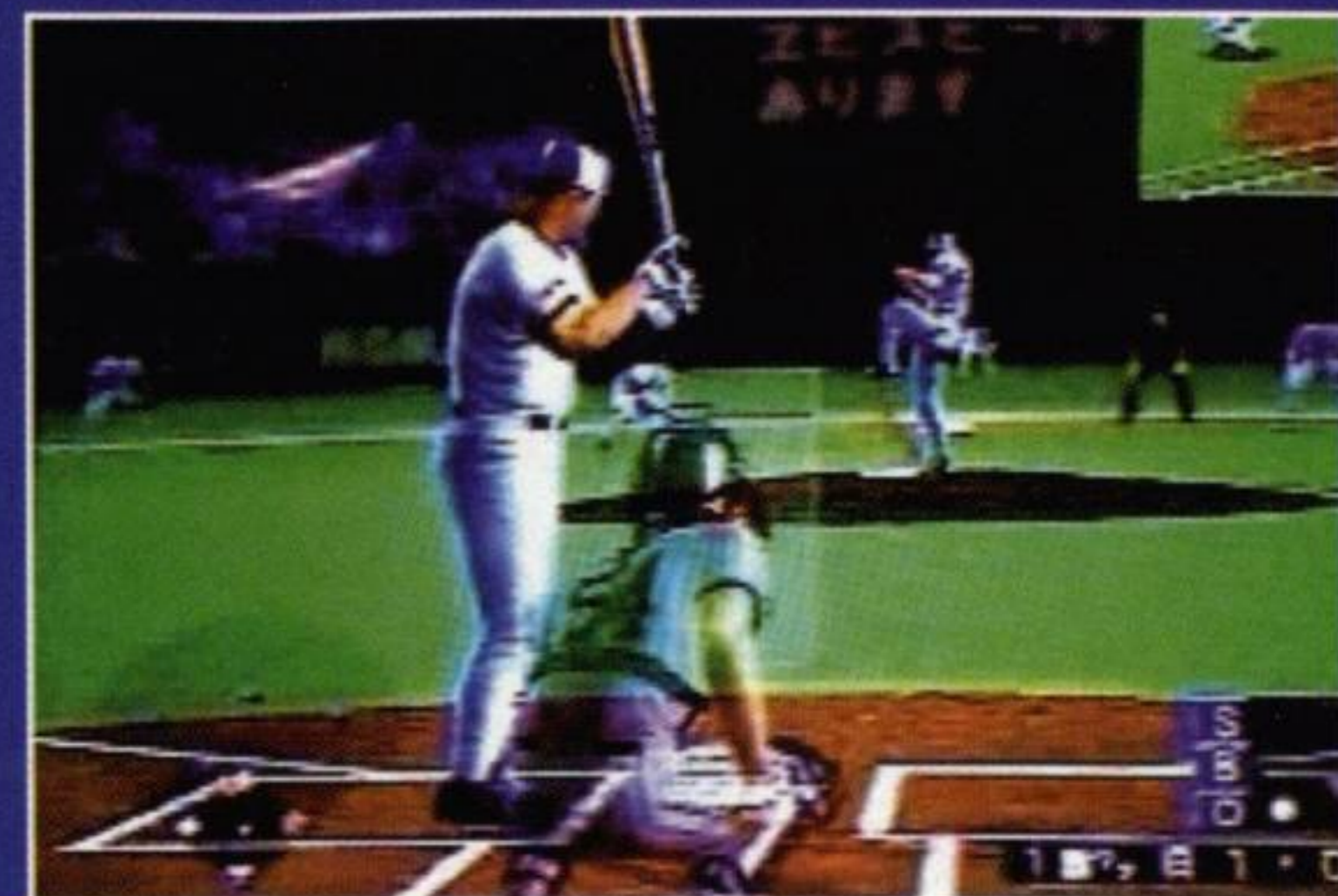
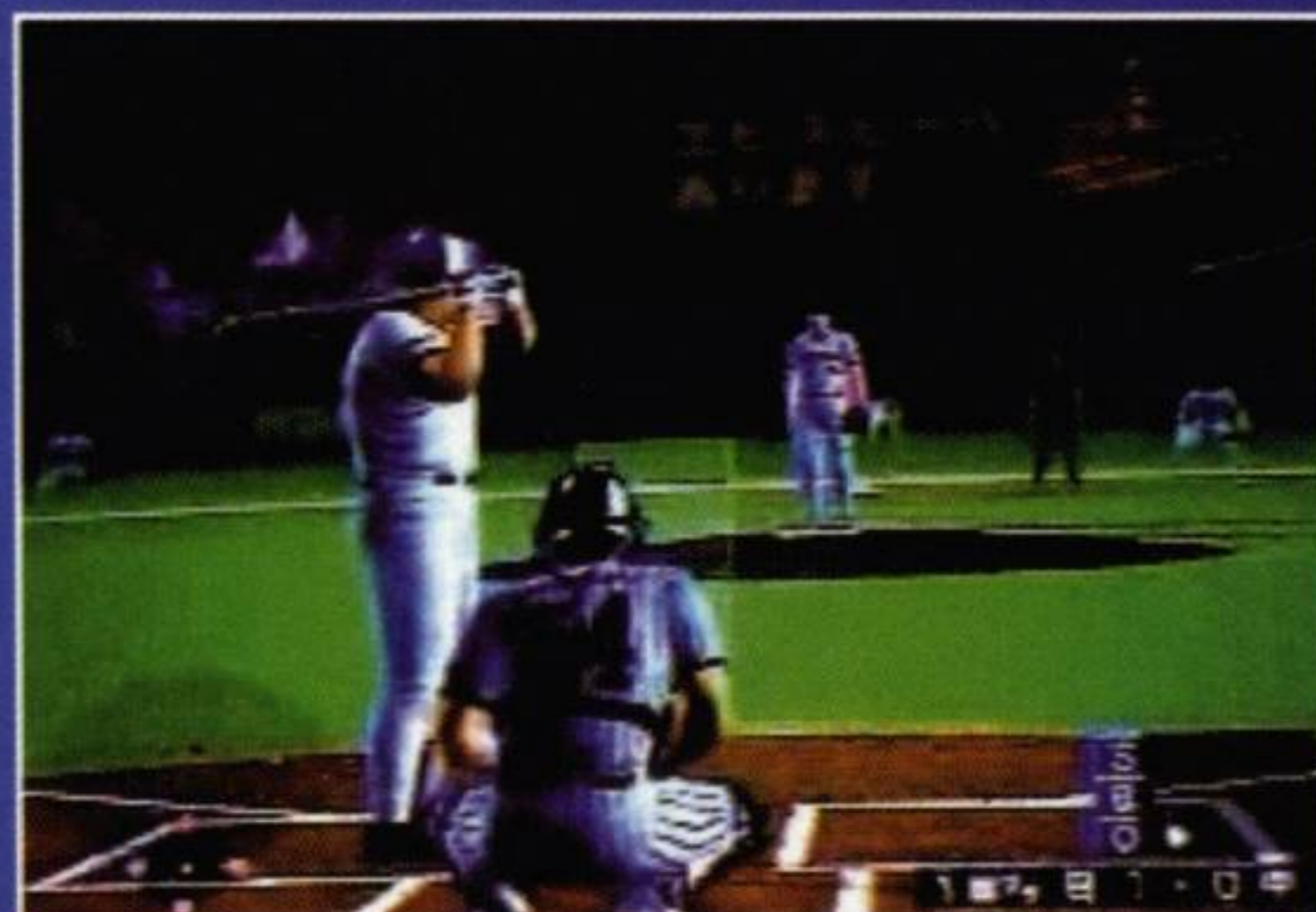
Sure, hi-res graphics are present, if in rather indistinct form, but the lack of control and a bloody awful jerk-o-vision frame rate made this a laughing stock. Strangely, *Arcade* heard persistent rumours that EA's *FIFA 2000* – which wasn't on display – was excellent. Heads must surely roll for this.



Gekikukan Pro Baseball: At The End Of The Century

■ Square

The phrase "disturbingly realistic" springs to mind. The PlayStation2 appears to have shrunken actual baseball players and put them inside your telly. While the animations are still a little glitchy and the blurry featureless crowd more than a little, well, blurry and featureless, the inherent realism in the running, throwing and batting made this one to watch – if not to play. Because, as all proud Brits know, baseball is little more than men's rounders, no matter how you dress it up.



Street Fighter EX3



■ Capcom

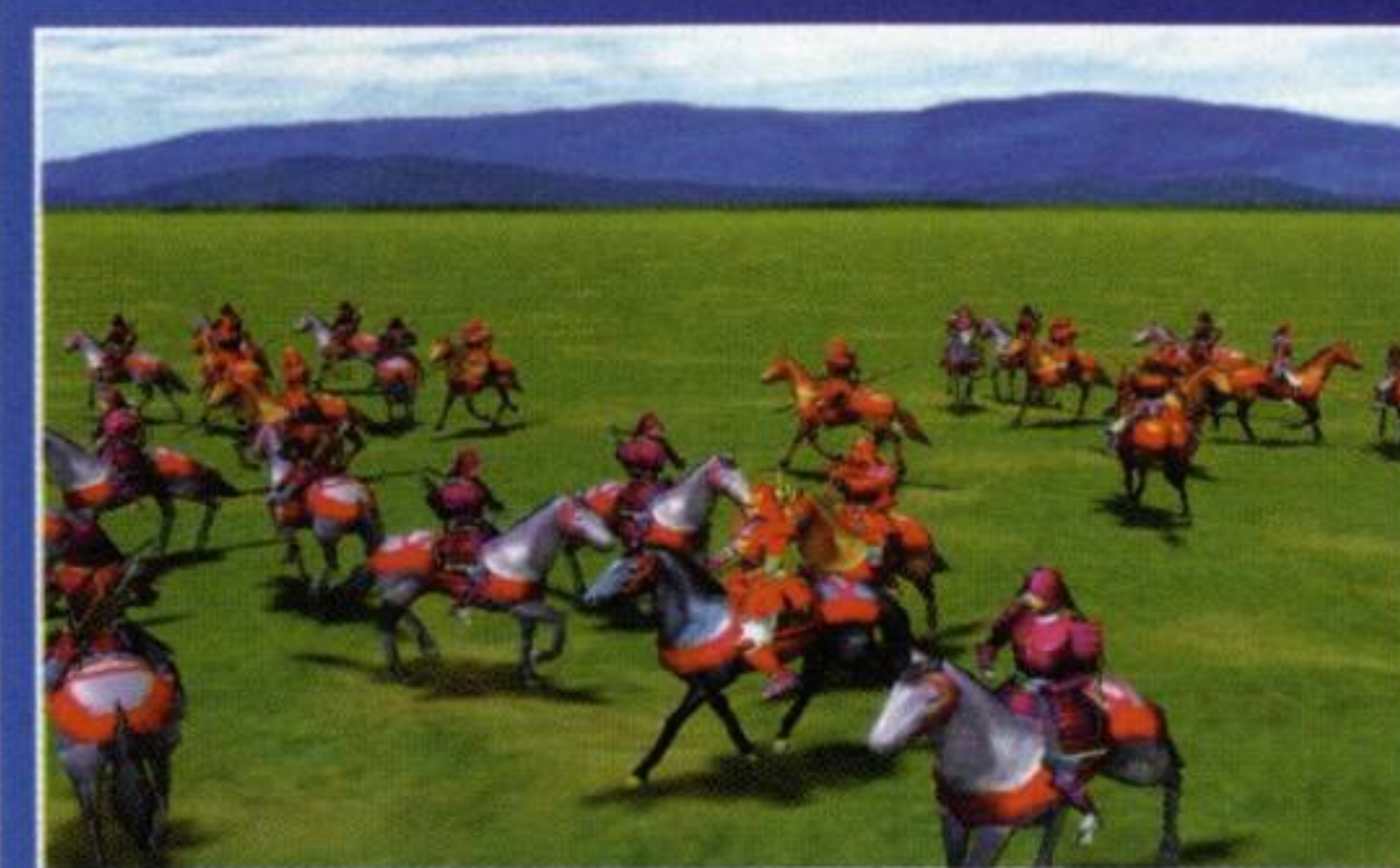
While on paper this reads as nothing more than a rejig of 3D Street Fighter, Street Fighter EX3 turns out to be a rather stonking beat-em-up. Ken versus Ryu. It's just like old times.

It's a PlayStation2 exclusive, being the third in the little liked – in the eyes of most purists – 3D Street Fighter series. All the famous moves (fireballs, dragon punches) are on board and executed in the exact same way as on your SNES. Likewise many of the famous Street Fighter characters are here (even Chunners) along with a whole host of less popular EX bods, including Skullomania.

Best of all there's a four-player tag team option, giving new owners a reason to invest in a multitap too. It's the PlayStation2's launch beat-em-up, and as such should fare well. Shame no-one'll touch it once Tekken Tag Tournament reaches the shops.



Kessen



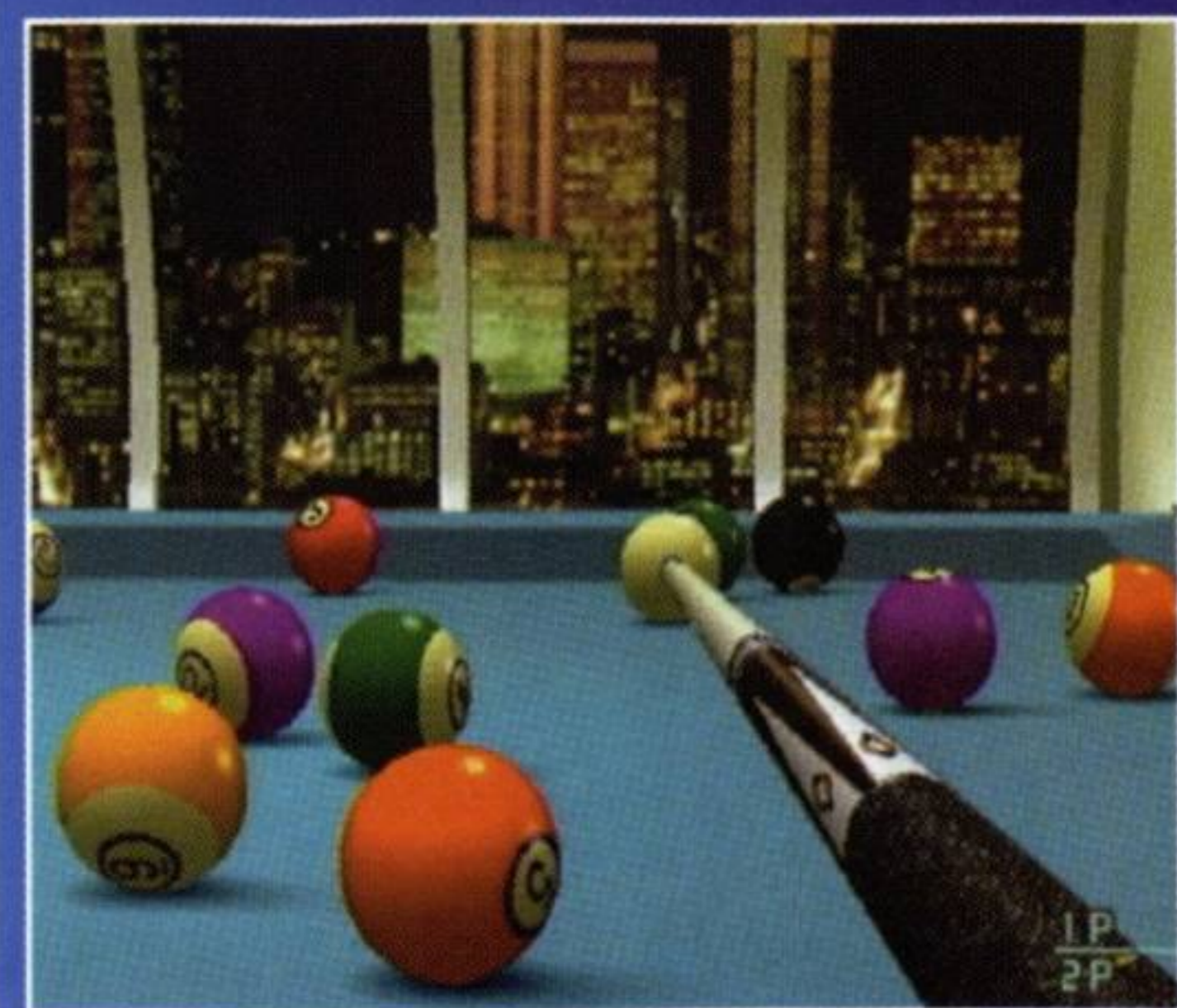
■ Koei

Turns out that all the movies and screenshots of Kessen the world has seen to date are from either the intro or the real-time rendered battle sequences – both of which you have no control over.

Instead, Kessen is rather like Command & Conquer, or, more accurately, the old board game Risk, with the action played out from a lofty vantage point high above the action. You move your forces – represented by simple blocks – around and when they engage a lavish 3D battle plays out while you watch.

In a sense this is no worse than C&C, where the action is confined to simply pointing your soldiers at other soldiers, but given the quality of the 3D graphics you can't help but yearn to chop somebody's head off for yourself.

American Arcade



■ Astroll

Stealing a march on Doukyu Billiards Master 2 is Astroll's American Arcade, which not only features pool but '50s-style American pintables too. Hang on a minute.

Disappointingly the pool is rather more basic than in Doukyu, so you can't even say it looks nice. The pintables are all original models featuring none of the special features and multi-ball thrills pinball-heads take for granted. More than a bit crap then? You betcha.

Powerful Baseball 7

■ Konami

Another baseball game, but one that falls far short of Gekikukan Pro Baseball: At The End Of The Century, Powerful Baseball 7 the latest in Konami's stunningly popular Japanese baseball sim series.

Little has changed from the SNES days, both in terms of gameplay and, can you believe it?, graphics with the same chubby players being used, albeit in lush 3D rendered form. While perfectly good, this is soundly stuffed by Square's superlative effort.

Doukyu Billiards Master 2

■ Ask

Only one game on show used the Dual Shock 2's hyped-then-buried pressure sensitive Joypad buttons, and it was this.

Doukyu Billiards Master 2 is a neat enough pool game but is this really what you'll buy a PlayStation2 for? Depending on how hard you hit the button, this information is then translated into a reading on a shot-strength indicator. After wobbling the cue and the camera with the analogue sticks you then press a button to make the shot.

The thing is, pool is timeless real life game you'd rather go down the pub to have a go at, especially given this pointless and complicated 128-bit remake. Next.

■ The Japanese public were quick to get on their bikes and check out PS2 before release.





PS2 FESTIVAL

Fantavision

■ Sony

This strange mix of puzzle game and missile command first intrigued, then delighted, everyone who played it.

Like a sci-fi *Puzzle Bobble*, chains of launched fireworks need grouping (like you would lock a missile in on target in a flight sim) then detonating together to form an entertaining fireworks display. Igniting fireworks can set off those nearby giving rise to ever more outlandish displays.

The more like-coloured fireworks you detonate in one go the more points you score. Get the required maximum and you're off to the next stage, each of which takes place in a different city, populated by tiny cars clearly visible on the roads miles below, and occasional passing jets.

It's just a shame that while it's a truly great game it'll almost certainly go the way of all original titles: garner some great review scores while everyone buys racing and fighting games. Give it a try – you'll love it.



Golf Paradise



■ T&E Soft

Like Sony's excellent *Everybody's Golf*, but with a little more realism – permitted, of course, by that unbridled PlayStation2 power.

A cinch to play, thanks to the tried and test three-button-press method, it even looks the business too, with some stunningly gorgeous textures and no blade of grass left unanimated. Quite whether it'll please UK golfers used to a little more gritty realism is another question, mind you.

Quite whether it'll please UK golfers used to a little more gritty realism is another question, mind you.

DrumMania



■ Konami

BeatMania spawned *Dance Dance Revolution*, which spawned *Guitar Freaks*, which gave rise to *DrumMania*. Basically, it's *BeatMania*, with drums.

You get the impression that the PlayStation2 is hardly twitching its little finger (if indeed it had one) to bring this arcade hit to the home, but the huge drum unit, featuring three tom pads, two cymbal pads, an X-stand to support the thing, a bass drum pedal and even a pair of sticks makes it a must for all would-be Cozy Powells. Er...

It all works rather well – though the bass drum pedal is a bit crap – but is marred by being amazingly difficult.

The Japanese line-up

■ On 4 March these games went on sale in Japan

<i>Ridge Racer V</i>
Namco
<i>Eternal Rina</i>
From Software
<i>Kessen</i>
Koei
<i>O Sturv</i>
Enix
<i>DrumMania</i>
Konami
<i>A-Train 6</i>
Artdink
<i>Fantavision</i>
Sony
<i>Street Fighter EX3</i>
Capcom
<i>Morita Shouai</i>
Yuki Enterprise
<i>Kakinoki Shouai</i>
ASCII
<i>Mahjong Taikai III</i>
Koei
<i>Street Mahjong Trance</i>
Sunsoft
<i>Doukyu Billiards 2</i>
Ask
<i>Steepina Selection</i>
Jaleco

Jikkyou World Soccer

■ Konami

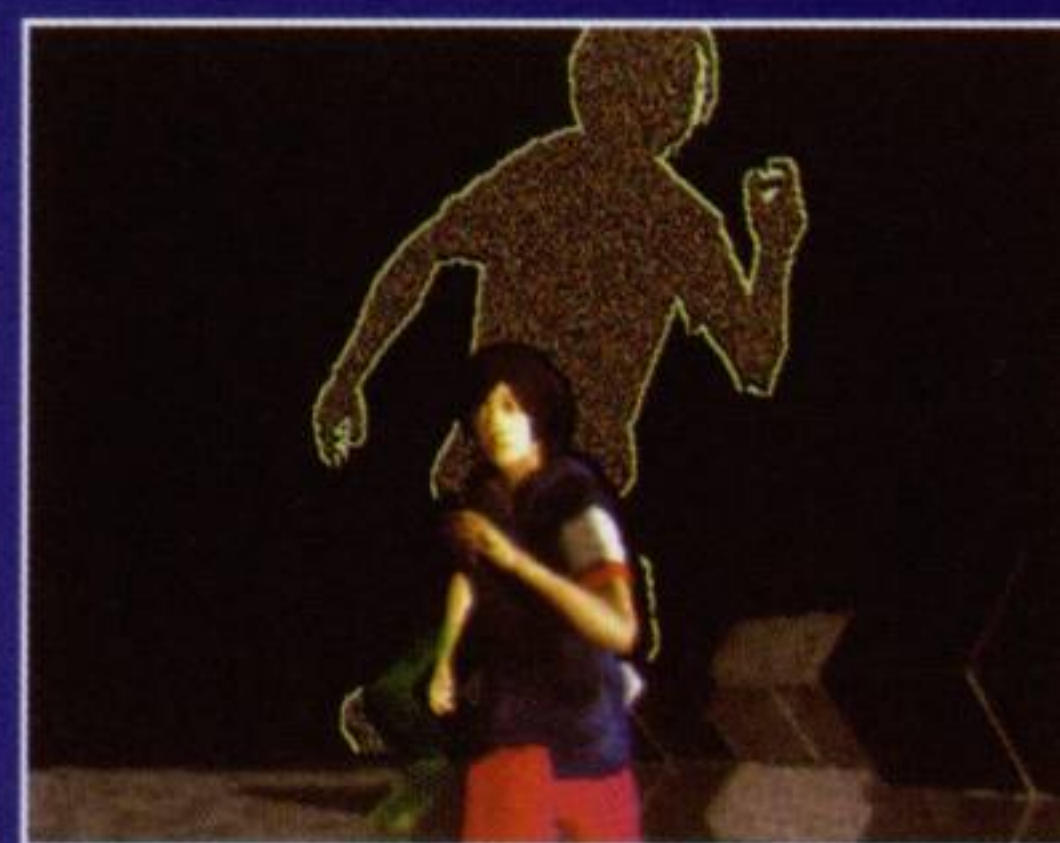
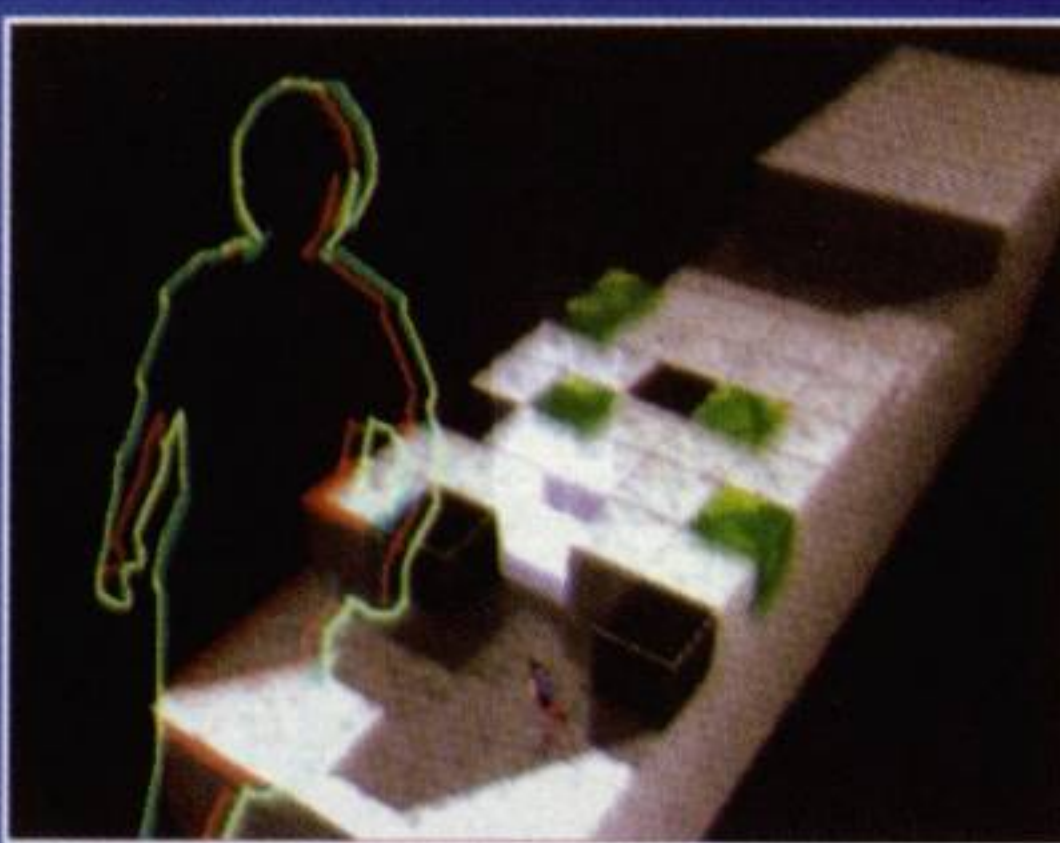
To all intents and purposes this is *ISS 2000*. And the bad news is that it's more than a little disappointing.

Looking like a high-res *World League Soccer*, *Jikkyou World Soccer* plays in a similarly uninspiring way, with the jerky and lengthy transitions between animation routines crippling the gameplay.

Sure the players look lifelike enough (with some nice facial animations) but this isn't *ISS* just yet. Don't worry though, Konami has another six months to get it right for the UK release.



IQ Remix



■ Sony

Better known as *Kurushi* in the UK, *IQ Remix* is little more than *Kurushi 2* (which added a two-player mode) with some impressive, though non-gameplay enhancing, special effects.

Suddenly everything is given a doped-up haze and the previously flat black backgrounds play host to some strange dancing figures in an effect that could have been lifted straight from '70s *Top of The Pops*. A decent enough game but this is a case of graphics over gameplay, sadly.



Dual Shock 2 and 8Mb memory card

The new Dual Shock looks and feels exactly the same as the old one, with its much-discussed pressure sensitive buttons going unnoticed. They even feel the same to press. What will happen, however, when game makers support the feature is that each of the eight buttons – four main and four shoulders – will be able to sense 256 degrees of pressure depending on how hard you squeeze them. Disappointingly, only *Doukyu Billiards Master 2* uses the feature at present, though *Gran Turismo 2000* is set to use the buttons to enable lifelike application of acceleration and braking.

The 8Mb memory card looks identical to its predecessor but – hey – offers eight times the capacity. Unfortunately, as the DVD player software is stored on the card (downloaded to it from the Utility Disc) and its presence required for DVD playback, it's not yet known how much space developers will have left to play with. All will be revealed shortly.

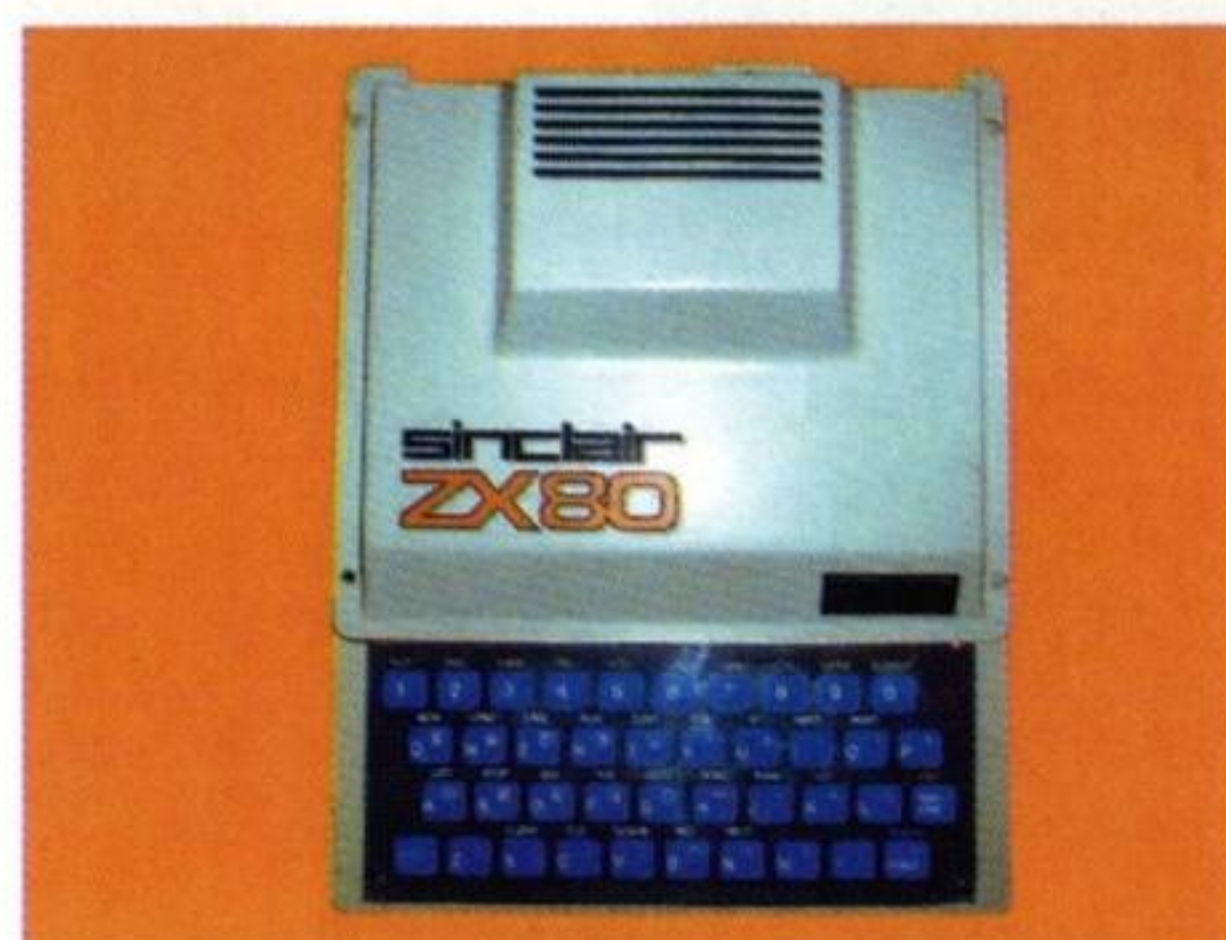


The Unreleasables

■ Of the 12 launch games (see above) four of them are Mah Jong and Shougi games: *Kakinoki Shougi 4* from ASCII, *Morita Shougi* from Yuki Enterprises, Konami's *Mahjong Yarouze 2* and Koei's *Mahjong Taikai 3 Millennium League*.

While noble and worthy games, the day they get a release in the UK is the day they give away PlayStation2s in packets of Coco Pops.

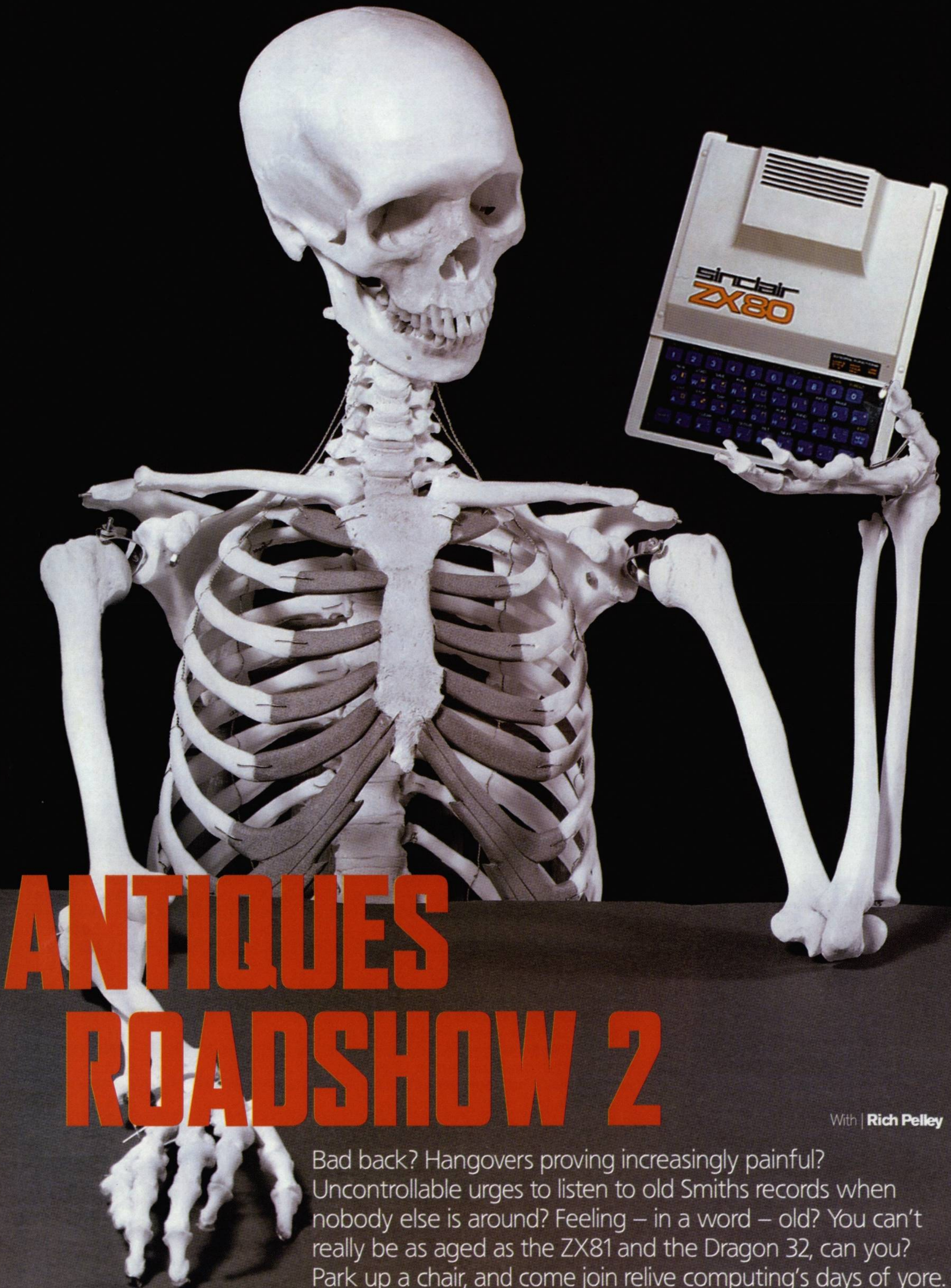
The only place to **BUY** and **SELL** consoles and games online!
 You'll find everything from ZX81 to Dreamcast, Space Invaders
 to Tomb Raider. Check out some of the retro items sold recently:



Item	Bids	Price	Ends
Magnavox Odyssey	8	£135.00	sold
Fairchild Channel F	12	£27.00	sold
Bally Arcade w/21 games	15	£32.00	sold
Atari Pong	5	£21.50	sold
Atari Video Pinball C-380	2	£2.40	sold
Magnavox Odyssey 2 + 10 cards	9	£16.00	sold
Atari 2600 + 125 games	8	£137.00	sold
Atari 400 boxed + 11 games	8	£21.00	sold
Ingersoll TV game	6	£28.75	sold
Boxed Intellivision 23 games	46	£72.50	sold
Sinclair ZX80	24	£268.50	sold
Epoch Invader from Space game	1	£6.00	sold
Boxed ZX Spectrum + 2 games	2	£38.35	sold
10 game for Texas Instruments TI 99/4A	17	£75.50	sold
Boxed commodore 64	13	£39.00	sold
Emerson Arcadia 2001	5	£70.75	sold
Colecovision + trackball + steeringwheel	4	£42.00	sold
Acorn BBC game - Snooker	1	£0.60	sold
Oric 1 (fully working)	13	£47.00	sold
Dragon 32 w/joysticks	15	£59.50	sold
Mattel Aquarius + manual	5	£5.50	sold
Vectrex w/5 games	19	£78.60	sold
Amstrad CPC 464 + modulator	1	£38.00	sold
Atari 800 XL computer system	7	£18.50	sold
Memotech MTX-512	10	£51.80	sold
Original Nintendo Famicom + Disk/RAM adapter	9	£25.30	sold
Sinclair QL - fully working	16	£71.00	sold
Atari 65XE w/tapedrive	5	£36.50	sold
Turbografx, arcade stick, 7 cards	6	£40.50	sold
Amiga A500 computer + mouse	6	£321.30	sold
AmstradGX4000 games console (as new)	2	£13.85	sold
Sega Master System with 3D glasses + 16 games	11	£32.00	sold
Boxed Sega Megadrive, 2 controllers	14	£12.00	sold
Awesome neo geo home gold cart system	10	£277.00	sold
Atari Jaguar CD system + 4 CDs	10	£36.75	sold
Panasonic 3DO video game system MINT IN BOX	24	£36.75	sold
Amiga CD32 game console - original box	30	£59.50	sold
Virtual Boy by Nintendo	9	£21.50	sold
Microvision hand held game system	12	£15.25	sold
Coleco Total Control game system in origbox	5	£12.35	sold
Watara supervision handheld LCD game system	14	£25.00	sold
Tommy Hilfiger Gameboy colour Dandelion NIB	13	£57.25	sold
PC Engine GT Handheld w/ tv tuner + 4 games	2	£213.85	sold
Nintendo Game + Watch Pinball Mint in Box	22	£87.95	sold
Nintendo Game + Watch Mario Bros ex cond	1	£6.00	sold
Atari Lynx handheld system + 12 games	17	£33.75	sold
Sega Genesis Nomad game system	9	£42.75	sold
Sega Gamegear + Super Monaco GP	10	£16.25	sold
Grandstand TV game 3000 console	5	£8.45	sold
Joust 2 Arcade game w/ cabinet RARE	22	£692.00	sold

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Find us at <http://www.ebay.co.uk>



ANTIQUES ROADSHOW 2

With | **Rich Pelley**

Bad back? Hangovers proving increasingly painful? Uncontrollable urges to listen to old Smiths records when nobody else is around? Feeling – in a word – old? You can't really be as aged as the ZX81 and the Dragon 32, can you? Park up a chair, and come join relive computing's days of yore.



1

£300



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£60

3

£120



4

£160



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£200



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£160



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£100



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£80



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£60



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£60



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£60



12

£150

Blimey, you're a fickle lot. You may remember the Antiques Roadshow feature back in issue 15 – the forerunner to this article, featuring old consoles instead of old computers. It's always nice when you write in with your comments. However, comments, in this case, came via soundbites such as "please have your staff horsewhipped", and... well, all manner of tear-inducing banter. The brain tends to try to blot out after a round of horsewhipping, after all.

Although most of you were happy to reminisce about videogaming gone by, it was the prices that seemed to get your collective goat. "Your current supplier must have extremely large windows," Mr Wilson of Worcester reckoned, "cos he certainly saw you coming."

So – let's get one thing straight, Mr Wilson, before cracking on with this particular look back at computer gaming gone by. The value of old computers

(and indeed consoles) depends very much on their condition. A knackered-old Jupiter Saturn with no leads or box isn't going to be worth much more than a tenner. But a Jupiter Saturn, in mint condition, still in a mint-condition original box, is worth £150. The prices you will see over the next couple of pages relate to the retro value in mint, boxed condition – the price at which these things are currently changing hands between collectors.

Think, therefore, of this feature not as an Argos catalogue-full of old computers for you to quote, quibble about, and take back after 16 days if you're not entirely satisfied. Instead, think of it as a celebration of all things pixelated, of the hardware you've got to thank for it all. There's lots of old computers for you to fondly reminisce about, check up in your attic or behind your wardrobe for and maybe – just maybe, that's the key – sell on to other less-knowing gaming enthusiasts to fund all manner of japery.

One final word of warning

Valuing collectors' items is always a tricky business. The prices of the antiquated computers quoted here are for the exact models in absolutely pristine working condition with all their original leads and connections and – and – in their wonderful looking, pristine-condition packaging. Okay? Then let's go...

1 ZX80 ■ Sinclair 1980

The first of the mass-marketed computers. Built cheaply, designed to be educational, but largely used to play games. Most of them have turned from their original snowy white to a sort of piss-yellow colour over time. Shame.

2 Vic 20 ■ Commodore 1980

Chunky, proper, keyboard. The beginning of the rivalry between Commodore and Sinclair which, depending on your allegiance to the release of subsequent machines, would later label you either a "Commie bastard" or a "Speccy twat" in the playground.

3 Atari 400/800 ■ Atari 1980/81

The Atari 2600 console was hugely successful, but parents wanted something more educational. So Atari stuck a keyboard onto an update of the 2600 to form the Atari 400, while the kids continued to use it to play games. The 800 was released a year later with a proper keyboard and extra

cartridge slot, and a year later came a solely cosmetic upgrade to the XL.

5 TRS-80 ■ Radioshack 1981

The original cheaply produced merchant Tandy's colour computer. Replaced with a more expensive keyboard soon after.

ZX81 ■ Sinclair 1981

Even smaller and flimsier than the ZX80. Yet, in spite of the worry that people might mistake it for a beer mat, an instant success.

ZX Spectrum ■ Sinclair 1982

Loved by many for its colour clash, R Tape loading error 0:1s, and the fact that instead of typing, say, "circle", you had to spend three times as long pressing Caps and Symbol Shift, then Symbol Shift and R.

The initial 60,000 Speccys were 16K with light grey keys and are worth the most – £200. The next batch had the familiar



dark-grey keys and were still 16K, but with the choice to upgrade internally or externally with a RAM back, before the 48K version came in as standard. Add-ons, such as the Microdrive and Interface can be worth up to around £50. The Spectrum was also released in America as the Timex, but it bombed.

Commodore 64

9 ■ **Commodore 1982/85**
The initial flimsy-looking C64 – the follow-up to the VIC 20 and the Commodore 16 – was replaced with the more robust C64 a few years later. Graphically superior to the Spectrum. The original C64 (with a light colour logo on the box) is now worth about twice as much.

Commodore Plus 4

11 ■ **Commodore 1985**
Commodore's attempt to bring about a more businesslike home computer, with built-in software, such as a word processor. Played C16 games, but not C64 ones.

Jupiter Ace

12 ■ **Jupiter Cantab 1982**
Designed by the people who designed the ZX Spectrum and then buggered off to design their own machine. Instead of BASIC, runs a much faster (but more confusing) language called FORTH, hence the go-faster stripes. Flopped big time – with its original price dropping from £120 to as low as £29.99.

13 New Brain ■ Grundig 1984

A powerful machine, with 96K memory, and a little "vacuumed fluorescent" screen that lights up and gives you little messages when you turn it on.

14 MTX 512 ■ Memotech 1984

A nice looking machine that actually did surprisingly well against the Commodore/Sinclair market, in spite of a deathly blackness that would make Darth Vader feel uneasy.

Aquarius

15 ■ **Mattel 1984**
Another great flop. Based sort of on the same technology as Mattel's Intellivision, with many games arriving on cartridge. Plenty of add-ons released, including 16K memory upgrade, cassette recorder, printer and MiniExpander.

16 Sord M5 ■ Sord 1984

Looks a bit like a laptop, with a flip-up lid for the cartridge-based games to slot into. Keys are still made of rubber. Flopped bigger than a fat man in tight swimming trunks misjudging a deep end dive.

17 Oric 1/Oric Atmos ■ Tangerine 1984

The Oric 1's least finger-friendly keyboard in the history of home computers was swiftly replaced with the daftest-looking one for the Oric Atmos.

Made a notable impact in France, before Tangerine went belly up. The three-inch disk drive is actually worth more, cashing in at £120.

BBC Microcomputer

19 ■ **Acorn 1984**
Back in the early '80s the government commissioned various companies, including Sinclair and Acorn, to design a BBC-endorsed computer to be used in schools, the results of which were the Acorn's BBC Micro (which won the contract), and the Sinclair Spectrum (which didn't). The BBC Micro tied in with BBC schools and computer programmes of the time, such as *Micro Live*. Exclusive licences were also set up between the broadcasting corporation and computer for the first time with the first *Doctor Who* games.

Acorn Electron

20 ■ **Acorn 1985**
A more simplistic version of the BBC, developed for home market. The Plus 3 disk drive version is the rarest, cashing in £150 of your retro pounds.

QL

21 ■ **Sinclair 1984**
A "serious" Spectrum alternative, which came with a free word processor, spreadsheet and database. A processing chip common to the 16-bit computers made the 8-bit QL very fast, although the graphics were a bit nob.

22 ZX Spectrum +/+128K ■ Sinclair 1984/85

23 The Spectrum+ was cosmetic upgrade of the rubber-keyed version, with plastic keys that fell out if you ever took the thing apart. The +128K was developed as an unofficial upgrade in Spain, and was licensed by Sinclair and taken on here. Featuring improved 128 BASIC and sound chip, and a built-in toast rack (apparently to help dissipate the heat from the extra memory chips), the +128K only had a shelf-life until Sinclair went under in mid '85.

24 Spectrum +2/+2A/+3 ■ Amstrad 1985/87/88

25 Killed off by the chortlesome C5, Sinclair was bought out lock, stock and barrel for £5 million by Amstrad. Amstrad had the Spectrum +2 – a +128K with a built-in tape recorder – developed before the buy-out was even completed. The old-style +128, the Spectrum+ and the QL were dropped, and the +2 rushed onto the shelves in time for Christmas 1985.

The +2 was full of bugs, failing to run a substantial portion of hardware and games. The more stylish +2A was a welcome peace offering, with the bugs fixed and a built-in printer port. The +3, a year later, featured a built-in 3-inch disk drive.

27 Enterprise 64 ■ Enterprise Computers 1986

Nicknamed the Cowpat, with a small miniature built-in joystick. Lasted about as long as Rod Stewart's resolve to "try out the single life".

28 LYNX ■ Computers 1984

The LYNX's graphics were exceptionally good for its time – on a par with the later Amiga's – but so much effort was put into the visuals that it ran slower than Vanessa after an afternoon on the pies.

29 SAM Coupe ■ Miles Gordon Technology 1990

The SAM was designed to be – effectively – the Spectrum +4, with a far higher graphics resolution and sound as good as the Atari ST, from the company which had previously made add-ons for the ZX Spectrum, such as the fondly remembered +D disk drive.

Although Miles Gordon Technology soon closed, the SAM Coupe lived on as the company resurrected under a different name. In fact, this pattern continued up until a couple of years ago, when somebody finally noticed. A new version of the Coupe called the Elite was released during this time, and was targeted towards third world countries.

Interestingly, the first 50 original SAM Coupes made that were sent out to journalists and developers had a gold-plated chip inside them. Find one of these, and your Coupe is worth well over £1,000.

30 Amstrad 464 ■ Amstrad 1984

Amstrad's first computer. With built-in tape recorder.



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£60

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£80

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£140

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£250

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£180

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£20

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£40

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£120

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£60

34

£50

35

£100

36

£70

31 CPC 664
Amstrad 1985

A rushed-onto-the-shelves disk drive version of the 464, with – for a reason no one ever fully explained – massive cursor keys.

32 CPC 6128/6128 plus
Amstrad 1985/86

The 128K upgrade of the 664, which came with a monitor. It was then redesigned (as pictured) to look like a C64.

Amiga 500+

34 Commodore 1986

The first 16-bit computer, of which there was only really two competitors – Commodore's Amiga, and the Atari ST. There are three types of Amiga. The 500 was in separates, and looked a bit like a PC. The 500+ is the one everyone remembers, upgraded to the rarer 1200 (worth £120) two years later.

Dragon 64

35 Dragon Data 1984

The Dragon 32 was superseded by the Dragon 64. It did quite well, but not well enough to stop Dragon Data from cashing in its chips a year later.

MSX

36 1984

The MSX was designed as a standard, like VHS video recorders, and manufactured by different companies such as Spectravideo, Sony, Goldstar and Philips. A modest success.

Party like it's 1989

Where to quench your thirst for retro further.

If you thought this collection was impressive, you should see the one owned by Graham Howden. In fact, you have just seen some of it, but as a man whose life is virtually dedicated to filling up his house with old computers and consoles, Graham is, indeed, the man.

What's more, he runs his very own Web site at <http://www.retroclassix.co.uk> dedicated to rejoicing in, buying and selling old machines. He also publishes his own fanzine, called *Retro Classix* (left). If you're interested in picking up a copy, e-mail him at: rclassix1@aol.com.



MULTI-FORMAT USER MAGAZINE GAME & WATCH

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RETRO CLASSIX

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Issue 24

EVERYTHING YOU NEED TO KNOW ABOUT
 RETRO GAMING AND COLLECTING

WELCOME TO THE TIME MACHINE

THE WORLD IS NOT ENOUGH

Licence to quill | Rich Pelley

PHOTOGRAPHY: UIP

COME THE END OF THE YEAR THE MAN WITH A LICENCE TO KILL WILL APPEAR ON PLAYSTATION2, PLAYSTATION AND PC. ON BEHALF OF BOND FANS EVERYWHERE ARCADE SLIPPED INTO SOMETHING MORE COMFORTABLE AND SNUGGLED UP TO 007.

There have been almost as many Bond videogames as films. Bond movies, after all, provide stories, characters and backdrops ideal for transfer to videogame. But while the two-dozen pixel-high Roger Moore in *View to a Kill* on the Spectrum looked about as convincing as *Jet Set Willy* sporting a bow tie, it's only now that videogame systems are graphically able to do justice to their movie namesakes.

The levels in *GoldenEye*, for example, are so true to the film that if you stole Barry Norman's glasses off him, he probably wouldn't be able to tell the difference. News, therefore, of a new Bond game – *The World Is*

Not Enough (*TWINE*) – should come as a [Sean Connery voice] Schvery Good Thing indeed. *TWINE* is being developed in-house by Electronic Arts for the PC and – most excitingly – the PlayStation2, and by Black-ops (which has hopefully learned from its mistakes on the abysmal *Tomorrow Never Dies*) for the PlayStation, with all formats due for release through EA at the turn of the year. Although still strictly a work in progress, *Arcade* managed to smuggle a micro camera (ingeniously disguised as a packet of Rolos) into EA HQ to have a peek.

The most relieving factor to report is that, after the multi-level fiasco of *Tomorrow Never Dies*, *TWINE* is returning to the more sensible first-person shooter format, in direct mimic of

the N64's spy-tastic *GoldenEye*. On the PlayStation2 and PC, *TWINE* will actually be using – and here's the turn up – an improved version of the same engine that powered *Quake 3 Arena*, currently the fastest and swankiest game engine around. Bearing in mind that the PC will have almost reached PlayStation2 standards by the end of the year, the results will simply be unlike anything seen before. The never underestimated power of the PlayStation meanwhile – likely to be *TWINE*'s first port of call – promises to be pushed to its absolute limits, featuring a graphics engine and precision targeting system specially designed for the job.

The storyline of *TWINE* will be based on the film, with a margin of artistic

■ Bond. Can't he just use the door like everybody else?



■ Bang. Bond's Walther PPK gets an outing.



■ Recognise this? It's the submarine.



■ Bond's golden rule: if it moves, shoot it.



Characters

The main players from the film likely to appear in the game.



James Bond
(Pierce Brosnan)

■ The man with the fussy drinking habits. Ordered by M to protect Elektra King. "Protecting," in Bond's book, equalling "shagging".



Elektra King
(Sophie Marceau)

■ Daughter of the late Sir Robert King. Previously kidnapped by Renard.



Renard
(Robert Carlyle)

■ Number one bad guy. Has a bullet lodged in his head, which is gradually killing him. Feels no pain or pleasure.



Christmas Jones
(Denise Richards)

■ Nuclear scientist. So called just so that Bond can exclaim "I thought Christmas only came once a year".



M
(Dame Judi Dench)

■ School M'arm-like head of M16. Friend of the late Robert King.



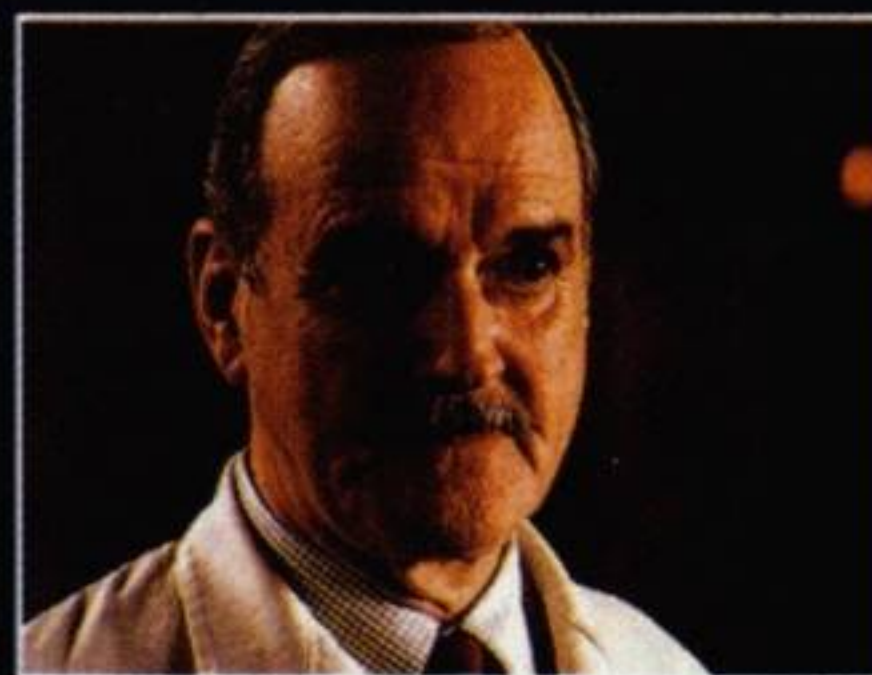
Valentin Zukovsky
(Robbie Coltrane)

■ Ex-KGB officer, vaguely allied with Bond since *GoldenEye*. Helps Bond track down Renard.



Q
(Desmond Llewelyn)

■ Last outing for the old stager, makes a gracious exit with the words "never let them see you bleed, and always have an escape plan."



R
(John Cleese)

■ Q's second-in-command, being groomed to take over.



Cigar Girl
(Maria Grazia Cucinotta)

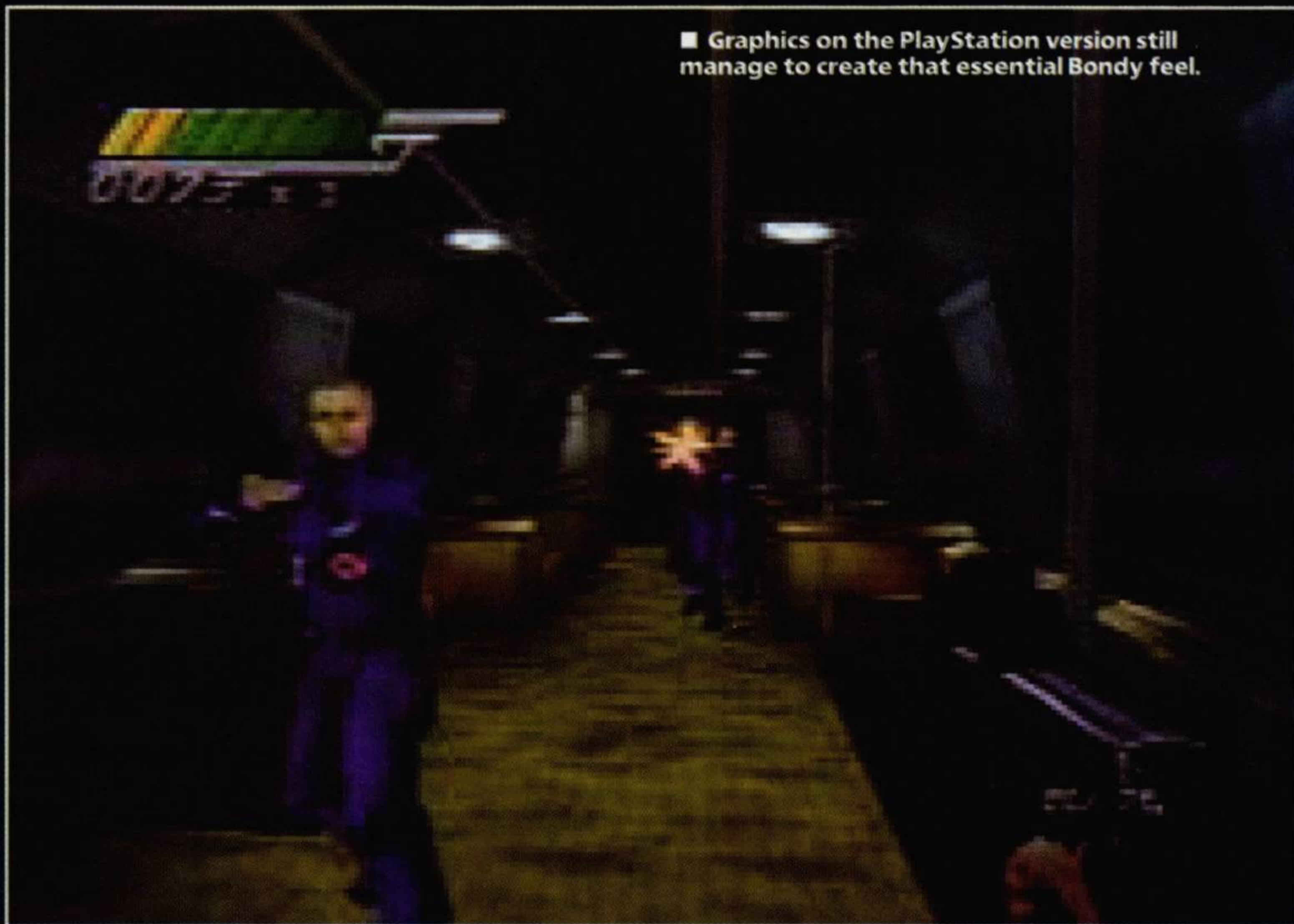
■ Assassin. Tries to kill Bond right at the beginning of the film, in the big speedboat chase. Comes a cropper in an exploding hot air balloon.



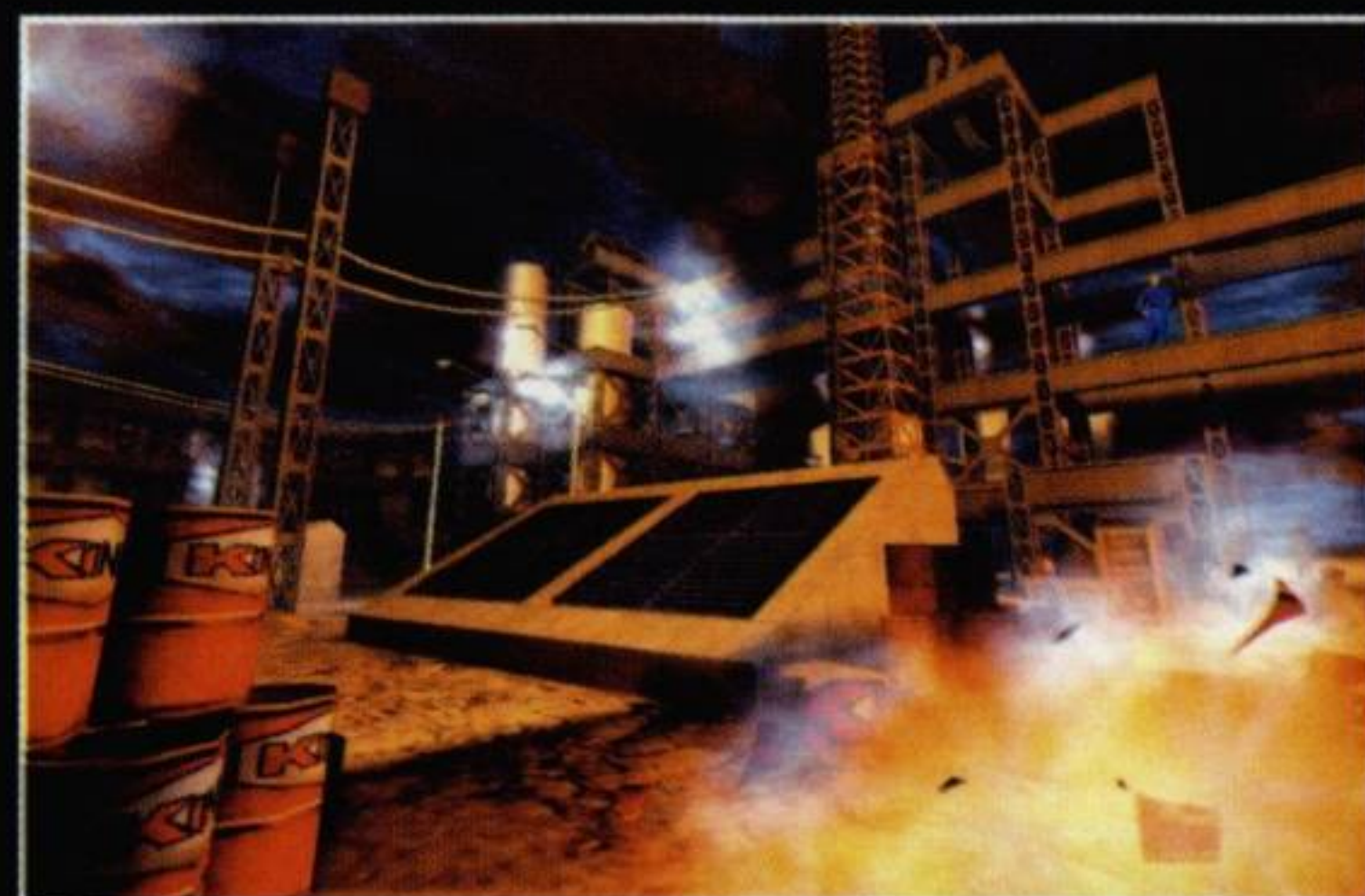
Bull (Goldie)

■ "Mr Bullion" due to his gold teeth. Zukovsky's assistant

■ Graphics on the PlayStation version still manage to create that essential Bondy feel.



■ The oil pipeline, which Bond saves from being blown up, will be a key part of the game.



licence. Divided into missions, the focus will be on the film's most important locations and developments. For example, in the movie, Renard (Robert Carlyle's Bosnian terrorist) sets off a nuclear bomb, which he had whipped from under Bond's nose a matter of scenes before, in an oil pipeline. Bond and Dr Christmas Jones (Denise Richards) fly out to the pipeline to disarm the bomb. In the film, Bond and Jones chase after the bomb through the innards of the oil pipe. In the game, however, the area will be expanded into an

“Action... gadgets... women. What more could you ask for?”



entire new facility level. That old artistic licence, you see.

Also expect to have to clear your way from the nuclear blast pit in Khazakstan, survive the helicopter attack on Zukovsky's caviar factory, race your way through Istanbul and fight your way through a Russian nuclear submarine in Baku. The Caucasus Mountains

ski scene promises to make an appearance, too – probably in a first-person skiing level.

Each mission will require the completion of an initial objective. For one mission you may have to rescue a hostage, the next disable a bomb, the next catch a henchman. In most cases, you'll be able to complete these objectives in a number of ways.

The Vehicles

He's the low-down on the vehicles used in *The World Is Not Enough*, which you are likely to be able to get your poorly-trained hands on in the game.



The car

■ The BMW Z8. Equipped with titanium armour, a multi-tasking HUD, missiles, leather seats and six beverage-cup holders.



The speedboat

■ An M16 prototype, jet black with rocket-boosters and flame-shield. Used by Bond as he chases Cigar Girl along the Thames.



Parahawks

■ Snowmobiles on skis, armed with machine guns and explosives.



Saw helicopters

■ Intended for forest clearing, but actually used for some exterior decoration on Zukovsky's caviar factory.



Submarine

■ The C-Class submarine is one of the few remaining active nuclear submarines, and the ideal place for Renard to store his bomb.

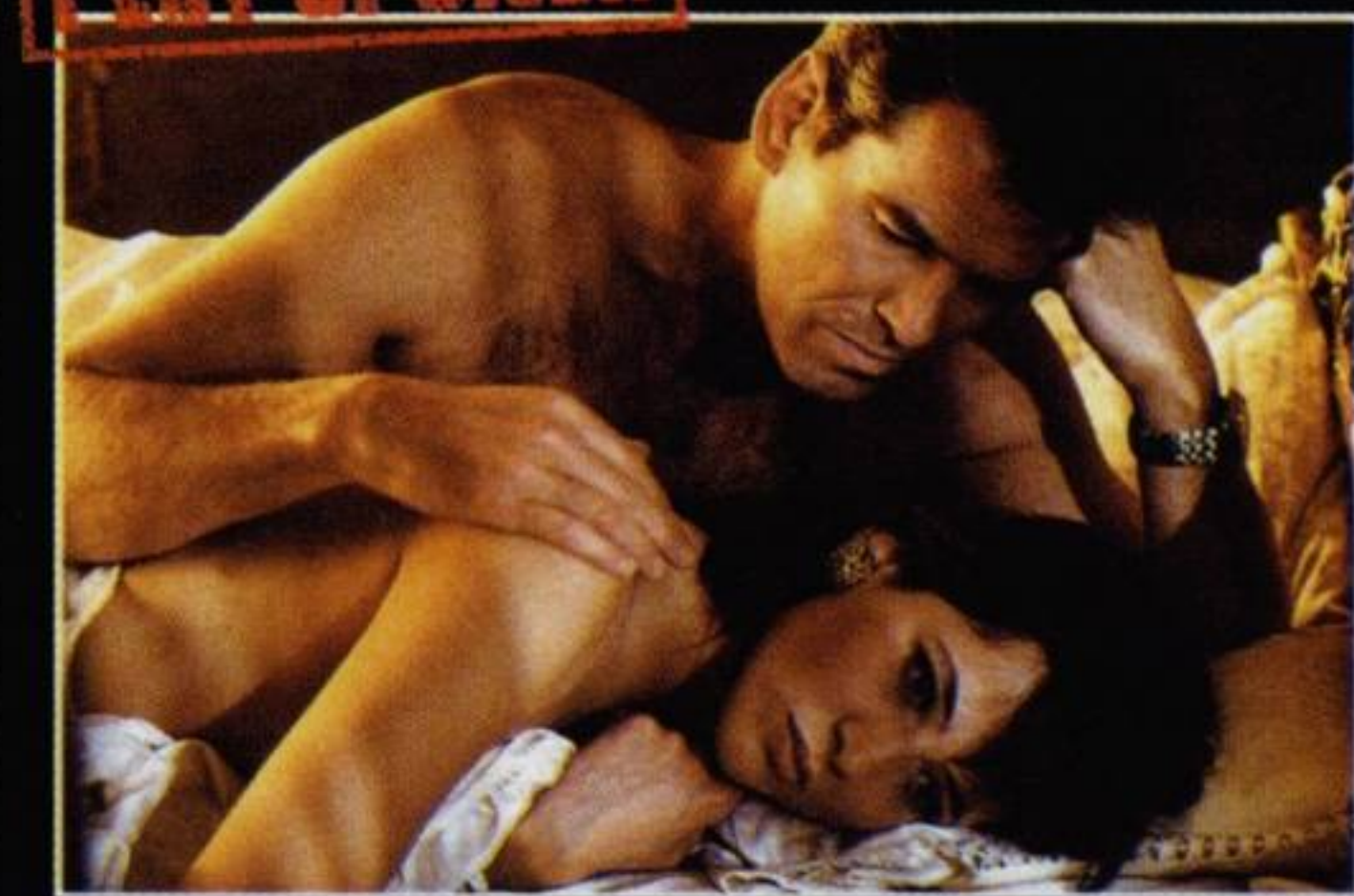


Plasma lathe

■ The nuclear device found on the submarine that Renard plans to doctor to trigger the stolen nuclear bomb.

Plot Spoiler

The Plot



■ If you haven't seen *The World Is Not Enough*, you should, if only to see Denise Richards' Lara impression. Here's the gist. Sir Robert King, an old university friend of M (Judi Dench) is building an oil pipe from the Caspian Sea. King's daughter, Elektra (Sophie Marceau), was recently kidnapped by a terrorist called Renard. M advises King not to pay up, but Elektra escapes anyway. King uses the £5 million ransom money to buy a classified Russian report instead, but the money is stolen.

M orders Bond to retrieve the £5 million from a Swiss banker. The banker is stabbed in front of Bond by the girl who has just offered him a cigar (Maria Grazia Cucinotta – see *Arcade 14* for a good look at her). Bond escapes with the cash.

Back at M16, the suitcase of money turns out to be a bomb, blowing up King and part of M16 with it. Spying the cigar girl, Bond makes chase along the Thames. Cigar girl buys it.

Bond is sent by M to protect Elektra, now in charge of her late father's oil pipeline. Naturally Bond looks after her in his own way, before saving one of her oil pipes and teaming up with Dr Christmas Jones (Denise Richards), a nuclear physicist, and with help from Valentin Zukovsky (Robbie Coltrane), an ex-KGB agent, tracks down Renard, saves the world and gets laid again. Which is nice for him.



■ (Left) Robert Carlyle lookalike in game form.

■ (Below) The inferno of Zuvosky's cavier factory.

Typically, the most obvious way will require all-out gun-blazing madness, while there'll also be a less destructive, stealthy route

And that's where the *Arcade Rolo*-microfilm camera ran out of film. Gadget-wise, it wouldn't be foolhardy to presume that the Q-lab gadgets from the film will appear in the game in some way, but exactly which ones are unconfirmed as yet. The most notable gadgets from the film are Bond's BMW Z8 and the Q-lab speedboat seen in the opening chase scene, which would make for some great videogaming chase scenes. Quite how, though, remains to be seen.

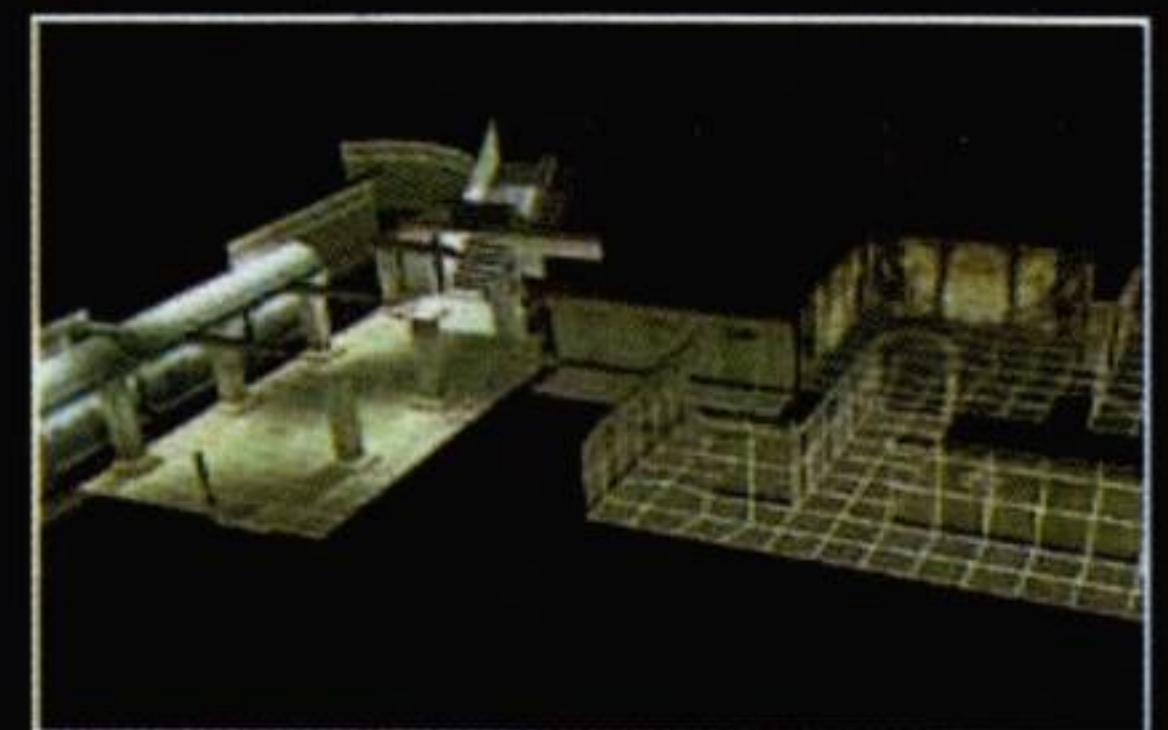
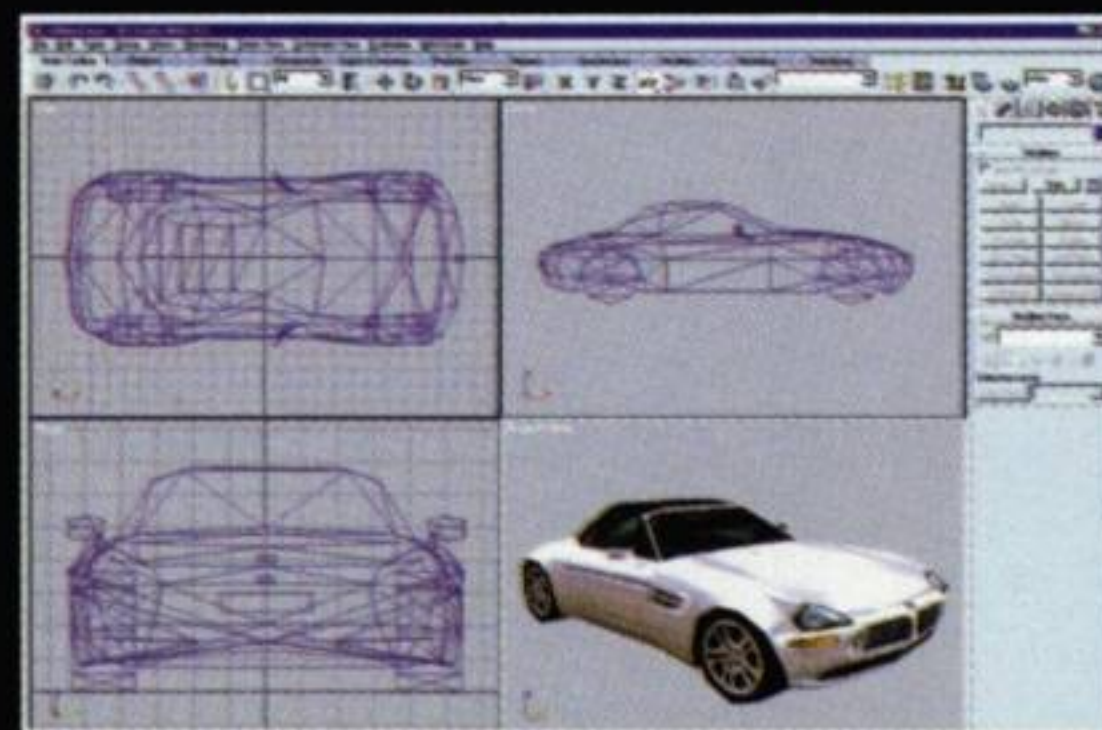
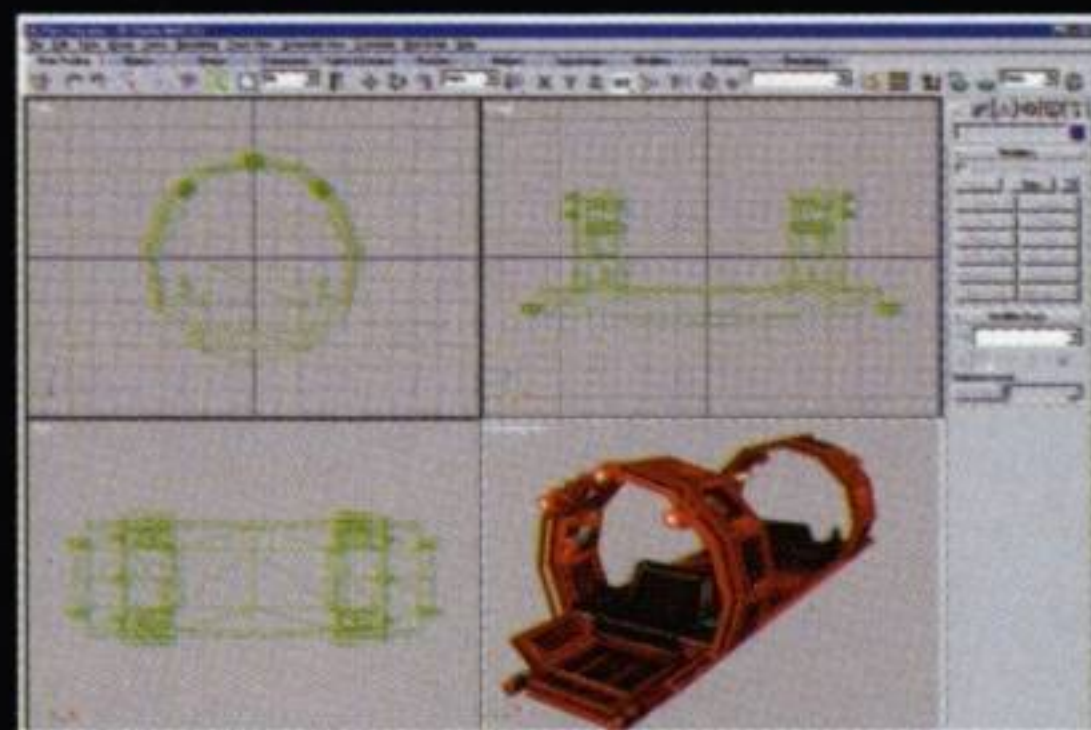
As does information about the all-important deathmatch. What is known is that *TWINE* will be have a multi-player dimension on each system. So there should be a fully networkable PC version, a two-player mode (at least) on PlayStation and a four-player split-screen mode on PlayStation2.

■ *The World Is Not Enough* goes on sale on DVD from 22 May.



Pay attention, Bond

More info on *The World Is Not Enough* on PC and PlayStation2 from EA developers Randy Breen and David Luoto.



■ *Tomorrow Will Never Die* in progress. There's Cigar Girl to the left, and Bond's BMW Z8 over there, and – oh look, so that's how they do it. Clever stuff indeed.

Is the James Bond universe a good setting for videogames?

"Bond is synonymous with action. The Bond world provides for clever action, cool gadgets, exotic locations, beautiful women, sexy vehicles. What more could you ask for?"

How closely does the game follow the plot of the film?

"We have hit the essential dramatic events needed to follow the storyline of the film. You have to drop minor scenes for the simple reason that you can't render everything. Besides, you can't build fun gameplay around every tiny event in a film.

"We focused on hitting key plot points within the story, adding more typical game activities and experiences around those points. Some environments have been expanded for action and exploration, without diverging too much from the plot."

In the film, Denise Richards is dressed just like Lara Croft. Is this a case of the movies imitating videogames?

"Whether this was a conscious decision or not, who knows? Still, we have to dress her as she appeared in the movie – which may well prove to be an ironic case of a videogame quoting a movie quoting a videogame."

Is the PlayStation2 holding back the PC version?

The PC version may have been done earlier if that was the only version we were working on, but hopefully the content will be richer because we are developing environments that are more detailed than the PC can currently cope with. The PC will be able to handle a far more extensive multi-player component, however."

So the PlayStation2 has given you the chance to explore more ambitious games ideas?

"The geometry is a far higher detail for starters, which not only improves the visuals, but allows more complex interactivity by drawing attention to objects or behaviours the current crop of machines couldn't really cope with.

"The PlayStation2 offers incredible potential. Our experience so far suggests that character based action games will do well because of the machine's ability to represent animated shapes with so much detail."

What did you take on-board from N64's classic *GoldenEye*?

"*GoldenEye* was an exceptional game for its time. It's the pace that makes it, with just the right balance between stealth and shooting everything that moves. The behaviour and movement of the characters were phenomenal for the time. We're certainly pumping lots into the multi-player aspect, for all the systems."

Licensed to thrill

The best bits from the film, ready and willing to be featured in the game.

1. Speedboat chase

Bond leaps out of the M16 building in the Q-speedboat, and chases Cigar Girl along the Thames in the film's opening sequence.

2. Q's exit

Q's gracious exit, with the words "always have an escape plan", even more tearful in retrospect, as Desmond Llewelyn died shortly after filming was completed.

3. Caviar factory explosion

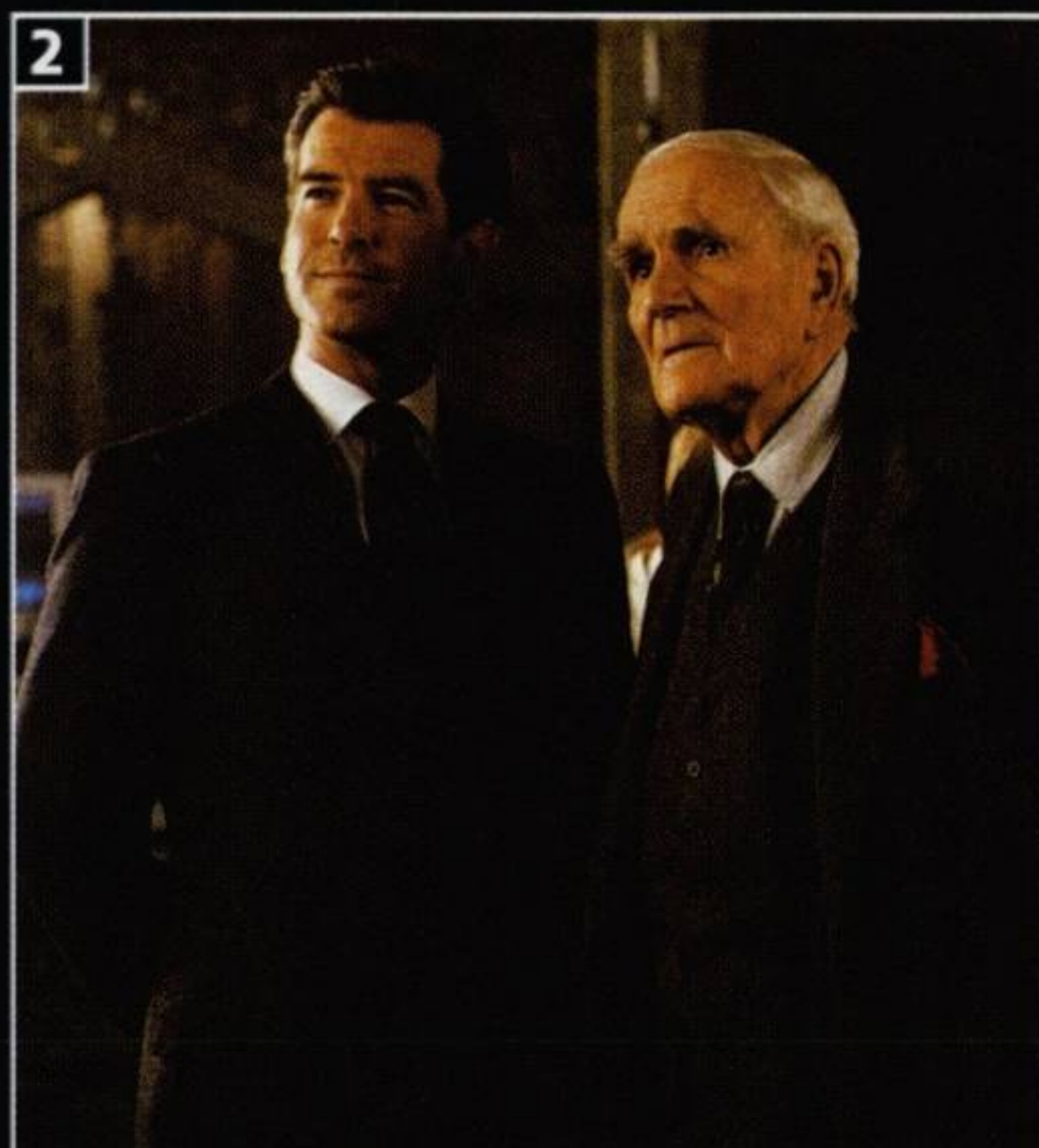
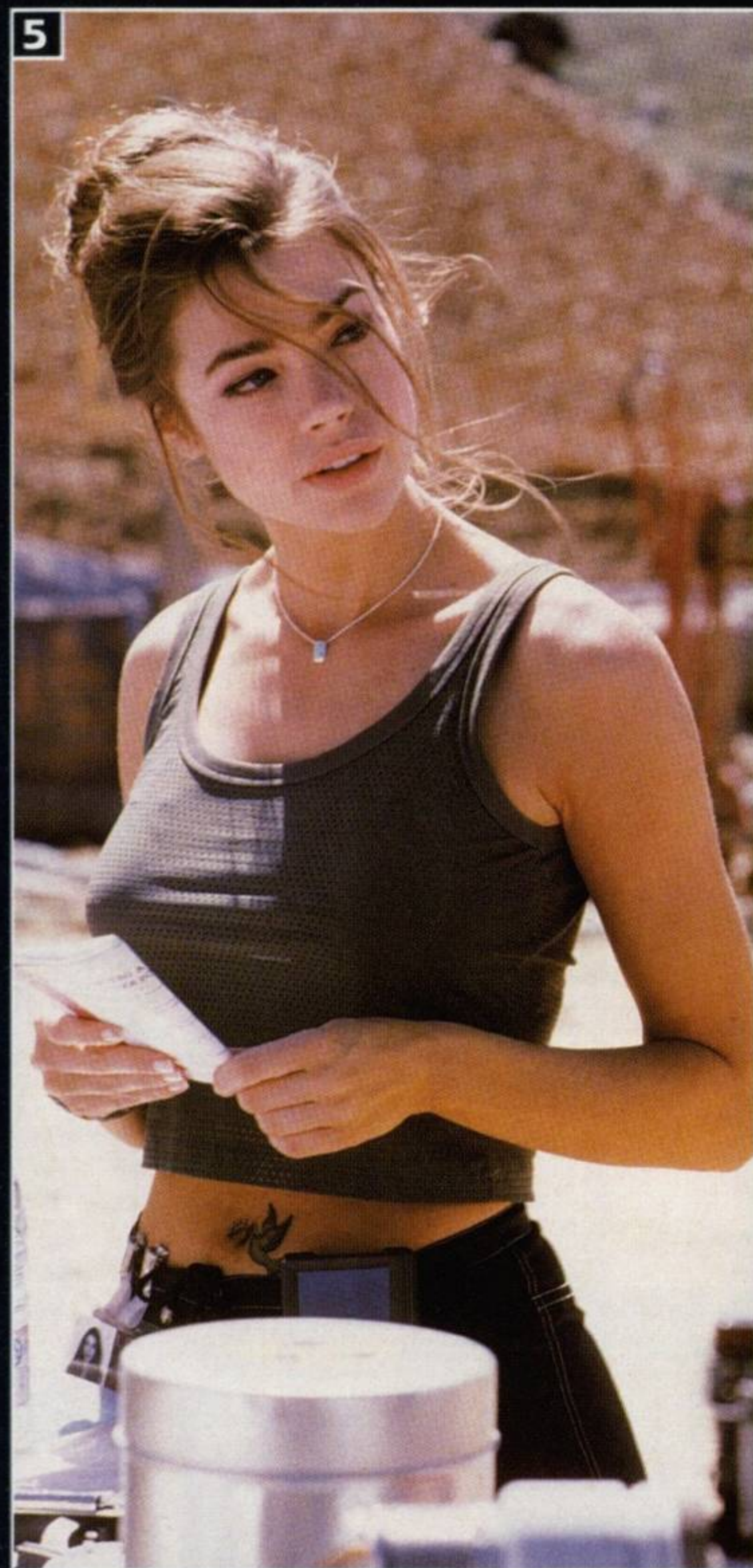
Zukovsky's caviar factory is hacked to bits by saw-wielding helicopters.

4. Submarine fight

Bond apprehends Renard in the nuclear submarine, while the bomb ticks away dangerously close.

5. Denise Richards' tattoo

What is it? A flower? A bird? 50% of the nation would certainly like to take a closer look.



Every Bond game ever

Bond games go back almost as far as videogames themselves. Remember this little lot?



James Bond 007
 ■ **Format:** Atari 2600/5200 & Coleco Vision
 ■ **Year:** 1983
 ■ **Publisher:** Parker Brothers
 Featuring four named adventures: *Diamonds Are Forever*, *The Spy Who Loved Me*, *Moonraker* and *For Your Eyes Only*, with a car that can go underwater, fly and enter orbit.



A View To A Kill
 ■ **Format:** Spectrum, C64
 ■ **Year:** 1985
 ■ **Publisher:** Domark
 Multi-level game, including an opening driving level through the boulevards of Paris, and a platform and ladder romp through Zorin's silver mine. However, sloppy programming rendered it a flop.



Living Daylights
 ■ **Year:** 1987
 ■ **Format:** Spectrum, C64
 ■ **Publisher:** Domark
 Sideways-scrolling shoot-'em-up, that, apart from the fact that it was a shoot-'em-up, and scrolled sideways, and wasn't very good, hasn't got much else worth mentioning.



Living Daylights, lightgun version
 ■ **Year:** 1987
 ■ **Format:** Spectrum
 ■ **Publisher:** Domark
 A completely different version of *The Living Daylights*, designed for use with the ever-increasing quantity of piss-poor light guns that were released for the Sinclair Spectrum.



Live And Let Die
 ■ **Year:** 1988
 ■ **Format:** Spectrum, C64
 ■ **Publisher:** Domark
 Appalling into-the-screen racer, based entirely on the speedboat chase section of the 1973 film. Awful stuff.



Licence To Kill
 ■ **Year:** 1989
 ■ **Format:** Spectrum, C64
 ■ **Publisher:** Domark
 Multi-level. The helicopter chase is there, as is the bit where Bond has to lower himself by rope from a helicopter into a plane. There's some water-skiing and diving too. The second best Bond licence to date.



James Bond: Lord Bromley's Estate/Q's Armory
 ■ **Year:** 1990
 ■ **Format:** Spectrum
 ■ **Publisher:** Domark
 Two more light-gun games, set in a general Bond-ish universe.

Plot Spoiler

Going with the flow

The bluffer's guide to *The World Is Not Enough*.



Locations

The main locations of the film which should pop up in *The World Is Not Enough* games.

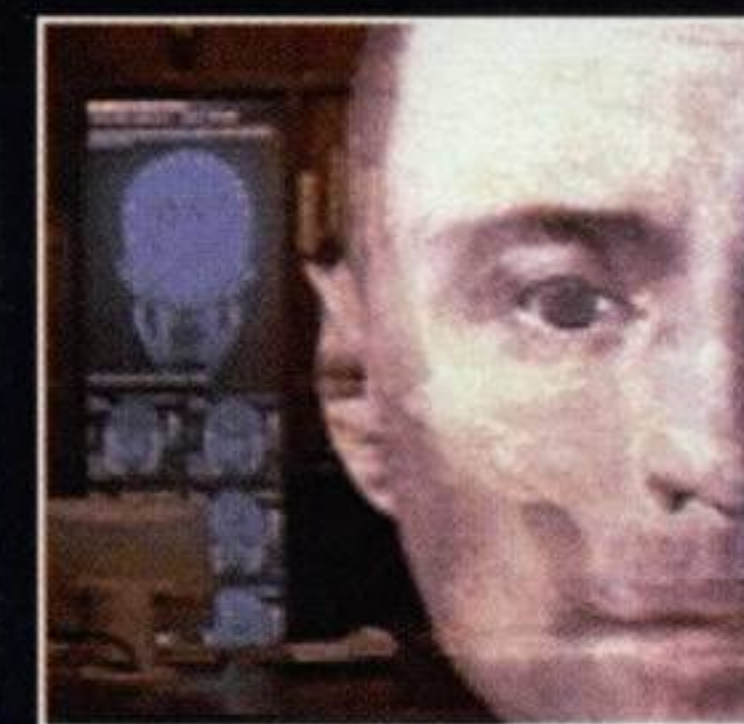


Bilbao, Spain

A beautiful area of Spain with a high standard of living near the Bay of Biscay, home of the Spanish banker Bond retrieves the money-bomb from at the start of the movie.

Baku, Azerbaijan

A small independent republic near the major oil fields of Iran. Home of Zukovsky's casino and caviar factory.



Castle Thane, Scotland

Nestled in the Scottish Highlands, and home to the secondary headquarters of MI6, used after MI6 is blown up at the very beginning of the film.

Istanbul, Turkey

The only city in the world to sit on two continents – Europe and Asia – and the setting for the film's climax.



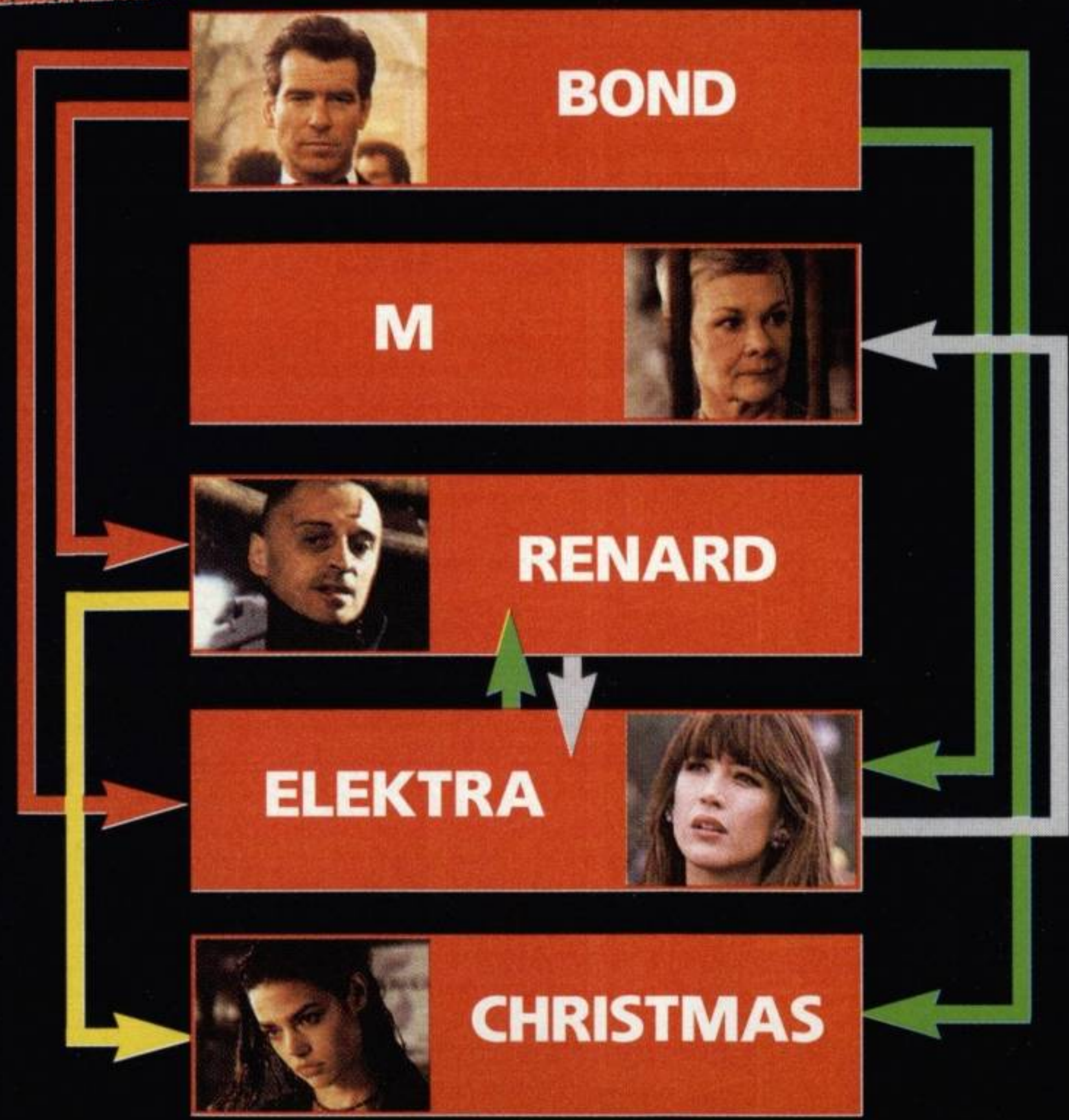
London, England

Featured in the opening of the film, when MI6 is blown up, and Bond makes chase along the Thames, falling from the sky onto the roof of the Millennium Dome.

Key:
■ Kills
■ Shags
■ Kidnaps
■ Steals bomb from

You sexy thang

■ Half the world's population have seen at least one James Bond movie?
 ■ In the 19 official Bond movies, Bond has ordered 25 martinis, been told he will die 33 times, and made love 79 times. Of the 58 Bond girls, 29 were brunettes, 25 blondes, and 4 redheads. Women have moaned "Oh, James!" 16 times.
 ■ Places where James Bond made love: hotel room (19 times), London flat (2), at her place (15), someone else's place (2), on a train (3), in a barn (2), in a forest (2), in a gypsy tent (2), hospital (2), in a plane (2), in a submarine (1), in a car (1), on a motorised iceberg (1), in, around, under, or by water (25 times).
 ■ Ian Fleming based his character on Dr John Dee, the very first British secret agent. Dee, who lived from 1527 to 1608, was an advisor to Queen Elizabeth I. Dee designed the 007 code for his correspondence with the Queen. The two zeros indicated "for your eyes only," and the seven was a cabalistic, or, cryptic number. Hmm, very interesting...



Game genesis

The world of Bond videogames can be as involved as a 007 adventure.

Key:
■ Uses same engine as
■ Programmed by same people as

Bond-ography

There have been 21 Bond films – 19 official ones, and two unofficial (*Casino Royale* and *Never Say Never Again*). It also seems *Never Say Never Again* was actually a remake of *Thunderball*. Gee.

- Dr. No (1962) – Connery
- From Russia With Love (1963) – Connery
- Goldfinger (1964) – Connery
- Thunderball (1965) – Connery
- You Only Live Twice (1967) – Connery
- Casino Royale (1967) – David Niven
- On Her Majesty's Secret Service (1969) – George Lazenby
- Diamonds Are Forever (1971) – Connery
- Live and Let Die (1973) – Moore
- The Man With the Golden Gun (1974) – Moore
- The Spy Who Loved Me (1977) – Moore
- Moonraker (1979) – Moore
- For Your Eyes Only (1981) – Moore
- Octopussy (1983) – Moore
- Never Say Never Again (1983) – Connery
- A View To A Kill (1985) – Moore
- The Living Daylights (1987) – Dalton
- Licence to Kill (1989) – Dalton
- GoldenEye (1995) – Brosnan
- Tomorrow Never Dies (1997) – Brosnan
- The World is Not Enough (1999) – Brosnan



The Spy Who Loved Me

■ Year: 1990
 ■ Format: Spectrum
 ■ Publisher: Domark
 Surprisingly-good *Spy Hunter* clone, although quite what it had to do with a film released 13 years before remains a mystery.



James Bond: The Duel

■ Format: Sega Mega Drive
 ■ Year: 1992
 ■ Publisher: Domark
 Not tied specifically to any Bond film. Levels include island docks, a jungle, a volcano and a shuttle launch pad. You also get to fight Jaws, Yoyo, Bones and Oddjob.



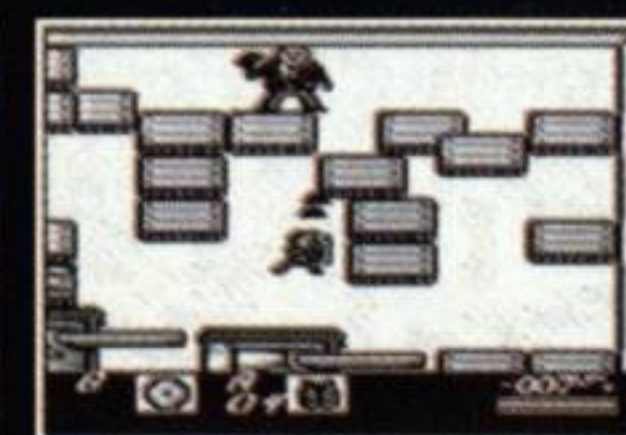
James Bond Jr

■ Format: SNES
 ■ Year: 1993
 ■ Publisher: Nintendo
 Crappy sideways-scrolling platform game, based on the kid-as-spy cartoon series around at about the same time.



GoldenEye

■ Format: N64
 ■ Year: 1997
 ■ Publisher: Nintendo
 The best Bond game ever, oozing with atmosphere, and a replayability factor – of both the single-player mode and the four-player split screen mode – that still makes it a favourite today.



James Bond 007

■ Format: Gameboy
 ■ Year: 1998
 ■ Publisher: Nintendo
 Fantastic top-down RPG, with tough end-of-level bosses, a bonus casino section, and all the Bond atmosphere squeezed into the palm of your hand.



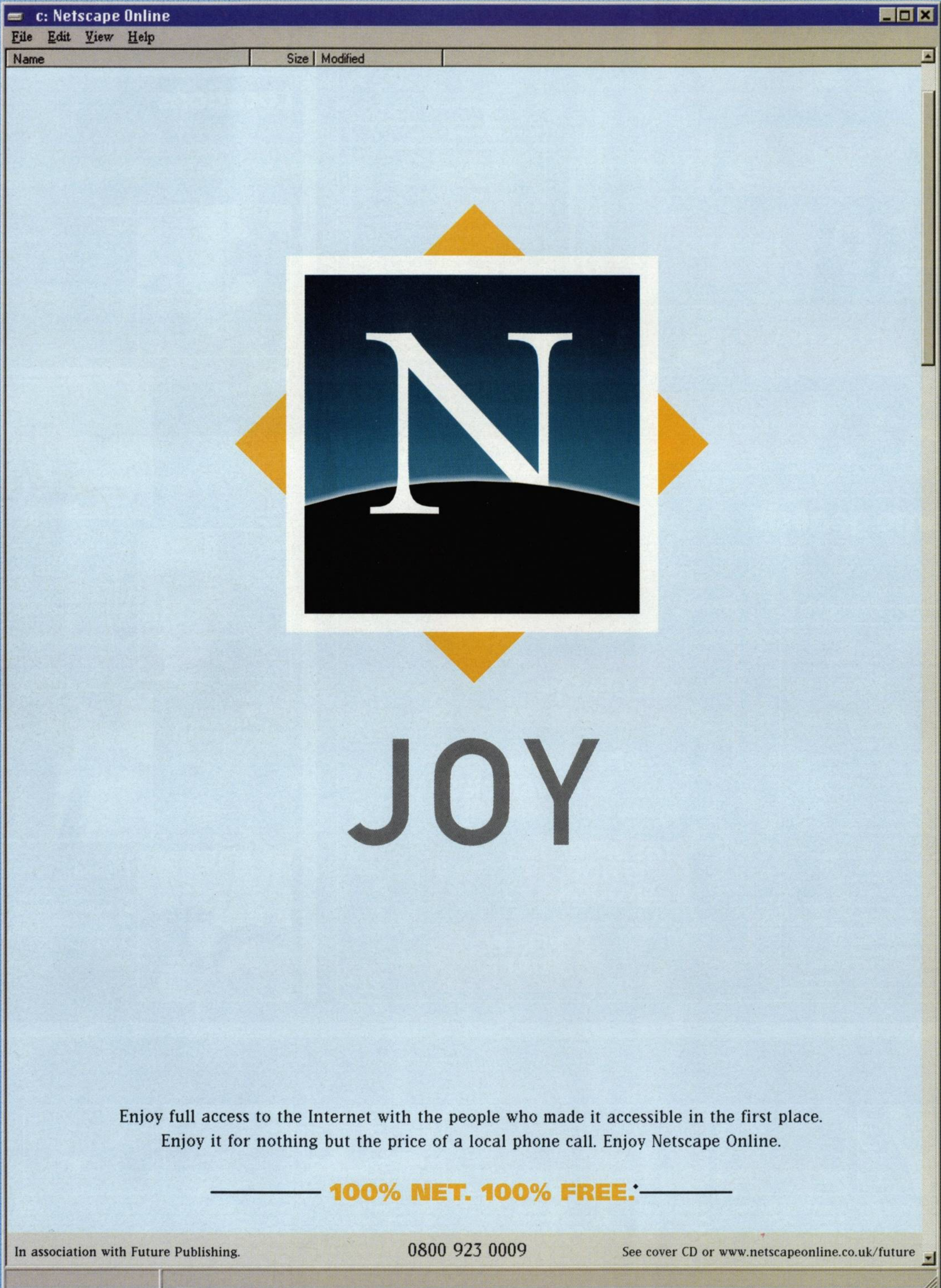
Tomorrow Never Dies

■ Format: PlayStation
 ■ Year: 1999
 ■ Publisher: EA
 Dreadful multi-level third-person romp, with running, skiing and driving bits all featuring shocking collision problems, ropey targeting, and an overall feeling of hopelessness.



The World Is Not Enough

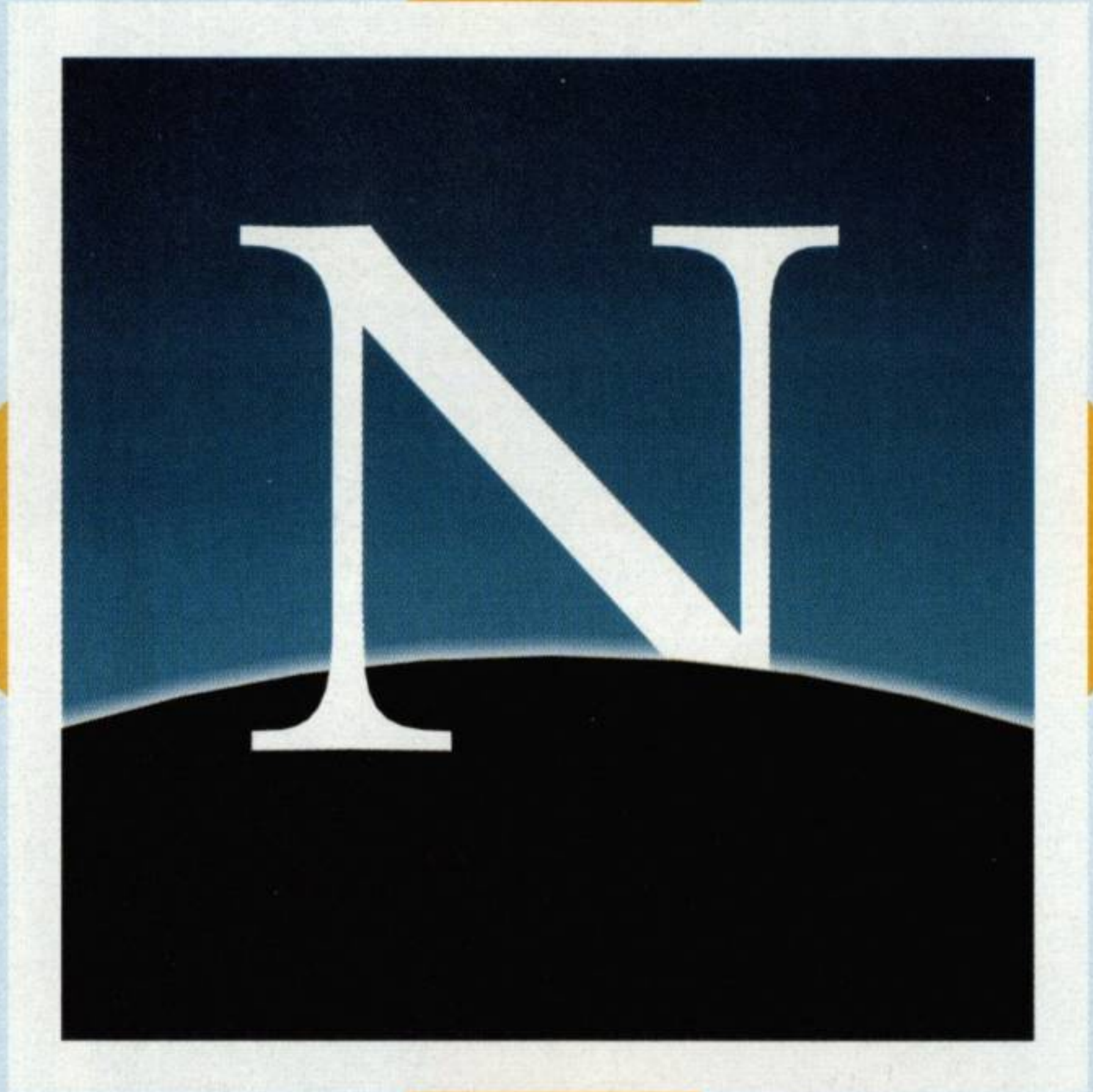
■ Format: PlayStation/2, PC
 ■ Year: 2000
 ■ Publisher: EA
 First-person shooter following the plot of the film, with some artistic licence. A chance to show *GoldenEye* – and maybe even *Perfect Dark* – what for.



c: Netscape Online

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April 2000



A Review

The Ultimate Game Buyer's Guide

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- WWF SmackDown!
- Theme Park World
- Biohazard: Code Veronica



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SYPHON FILTER 2

LOGAN'S RUN: BACK ON THE TRAIL OF THE KILLER VIRUS.

38
GAMES
REVIEWED!

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

Star ratings

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

New PlayStation Games



Game info

- Publisher: Sony
- Developer: 989 Studios
- Price: £30
- Players: 1-2
- Release date: April
- Extras: Dual Shock-compatible, memory card

SYPHON FILTER 2

Arcade
PlayStation
Game of
the Month

THE VIRUS IS BACK, SO BEWARE... IT'S CONTAGIOUS.



■ Gabe can now sneak along by hanging from ledges.

Frustration can be a good thing. Think about how you feel when pursuing your latest hard-to-get love object: heart in mouth, alert to everything, mooching around thinking of ways to woo. You feel strangely excited and alive despite the irritation, don't you?

If you succumbed to the charms of *Syphon Filter*, you'll know all too well how a videogame can arouse similar feelings. As you steered special agent Gabe Logan through firefights in Khazakstan, terrorist attacks in Washington and converted cathedrals harbouring horrible secrets, problems lay in wait like landmines through the levels. Running to get through a time-switch door, taking out a flak jacket-clad sniper with a head shot, sneaking through a museum bristling with guards armed with only a silenced 9mm and a tuxedo – *Syphon Filter* managed to get its hooks into you despite inducing hissy fits on a regular basis.

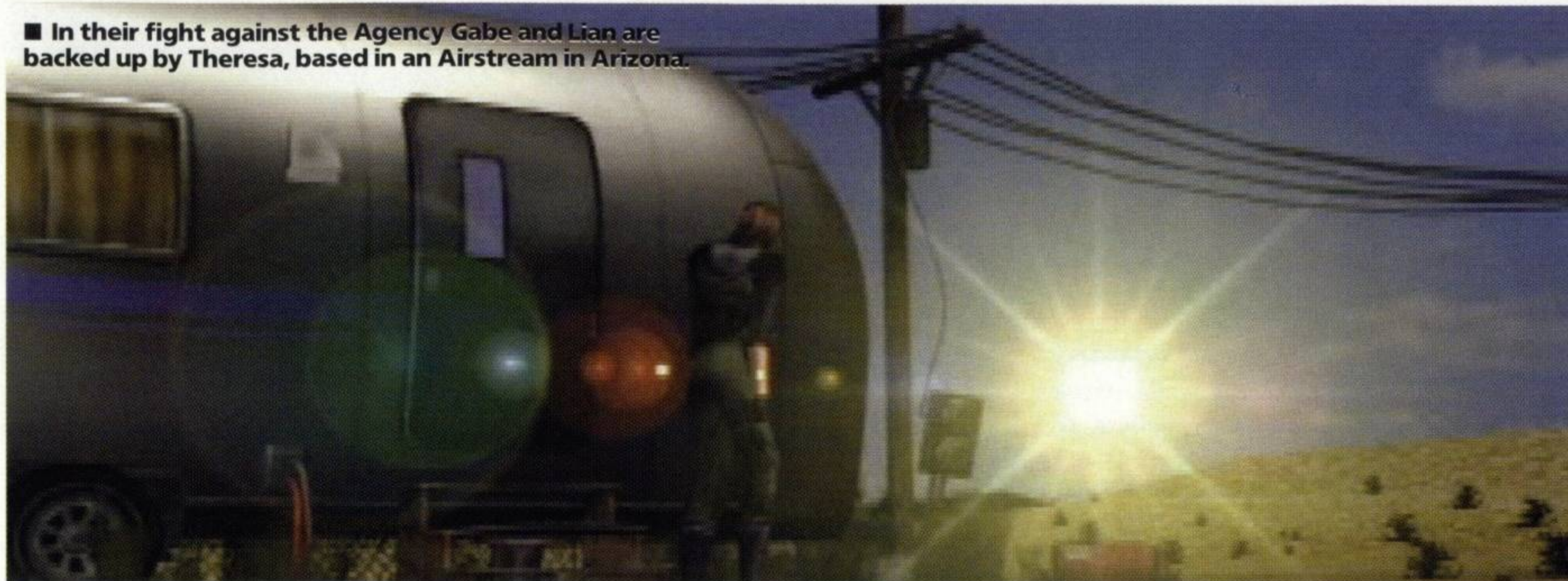
Inspired by its success, developer 989 Studios has turned out a two-disc sequel – *Syphon Filter 2* – which picks up

where the last game left off. Gabe and his ever-enthusiastic partner Lian Xing have traced the development of a genetically programmable virus from the forests of Costa Rica to the Pharcom corporation, and then to a mole at the head of the shadowy Agency – the US Government-approved undercover organisation that employs Gabe.

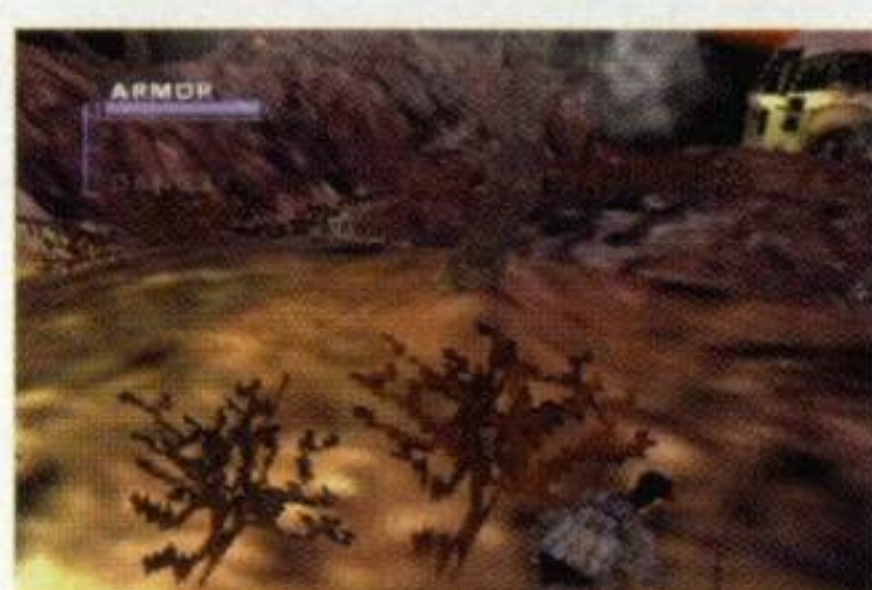
Well, it seems the Agency was more involved than that, as while Gabe is busy clearing things up in Khazakstan Lian Xing – who is infected with a new strain of the Syphon Filter – has been kidnapped by Gabe's former superiors. He escapes with a few trusted operatives and the vital computer discs that hold the key to the virus, only to be shot down over Colorado. The game starts at this point – with you floating out of the sky attached to a parachute.

The first thing that strikes you is that *Syphon Filter 2* looks exactly like its predecessor. You get the same sketchy graphics, Gabe still sports that idiosyncratic, hippy running style and the inventory screen is unchanged. Oh yes, and the all-important ability to transfer from the third to first-

■ In their fight against the Agency Gabe and Lian are backed up by Theresa, based in an Airstream in Arizona.



■ After picking up night vision goggles in an early level, Gabe can't wait to slip the things on and scope the shady corners for guards.



FORGET NAPALM, IT'S A GRENADE LAUNCHER PLOOPING A CHARGE AT SOMEONE'S CHEST THAT'LL GET YOU GOING IN THE MORNING.

person perspective to peer round corners or go for a head shot is still in place. Thank God.

However, there have been some changes. For one, Lian has been introduced as a playable character on a third of the 21 levels. In the early stages Gabe is busy recovering the Syphon Filter discs from his crashed plane as Lian attempts to slip out of her hospital bed on a nearby airbase or glean information from Agency operatives. Later on Gabe returns to the exhibition centre he crept through in the original and impersonates a lab technician, whereas Lian – excitingly – gets to run rampant in Moscow and infiltrate a women's gulag in Aljir. As in the original there are some great levels. Ones that stick in the mind are a club, complete with cheesy dancefloor and strobe light, and a sequence of missions that has Gabe sprinting along the top of a fast-moving train.

To some extent you get more bangs for your buck this time around, and that's saying something as one of the more guilty pleasures *Syphon Filter* offered up was the opportunity to get your hands on the sort of firepower men's magazines would list in their gadgets section. Forget the smell of napalm, it's the sound of a grenade launcher plooping a charge straight at someone's chest that'll get

you going in the morning, and you get a good deal more of that this time around. Tasty additions to your arsenal include a crossbow with tranquiliser tipped darts, a sniper rifle with fully-operational zoom and the rapid-firing H11.

Another change is that both Gabe and Lian can both now be taken down with their most deadly weapon – the head shot. Spend too long in the sights of a well-positioned sniper and it's curtains, which can make navigating the levels that little bit harder than before. Still, you can revel in the crass stupidity of some of your adversaries all the same; some poor souls seem unable to spot you peeking round a corner, even after you've taken out their buddy right in front of their eyes.

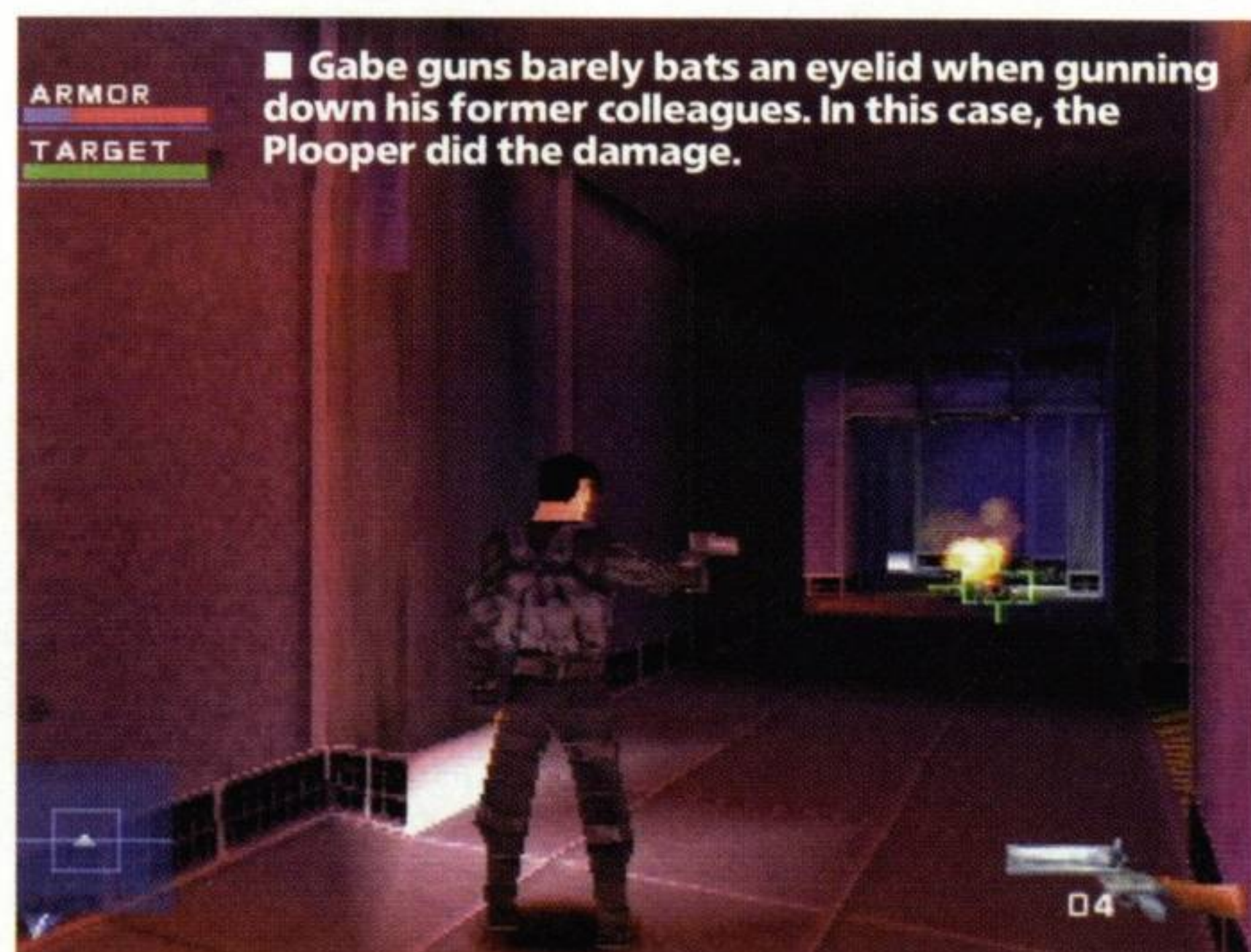
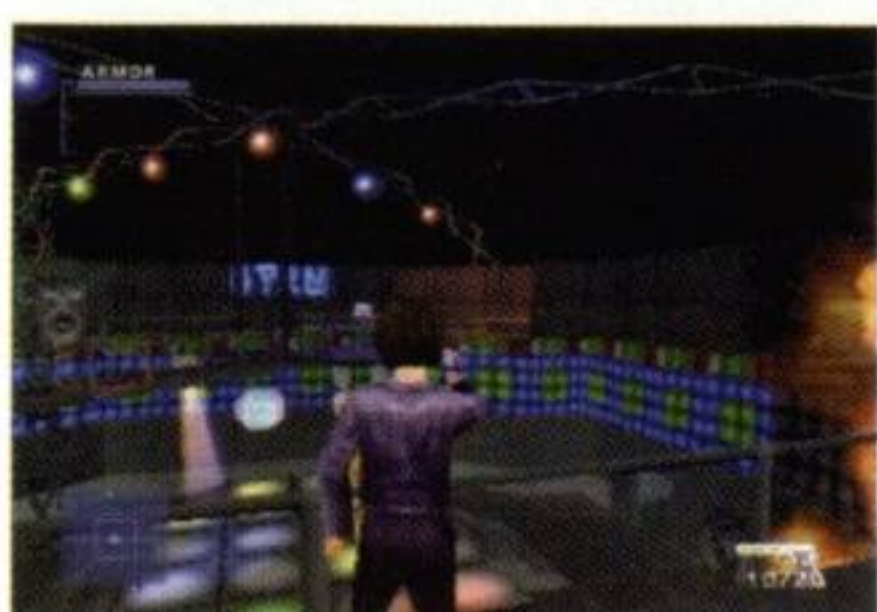
The big challenges in the original game included fiendishly tricky stalk sequences, nasty little devices to access new areas of levels and weapons selection/kill order conundrums. These were liberally scattered through the game, and – let's be honest – the thing was a bastard from the off. *Syphon Filter 2* isn't as hard, especially not early on. You have a much better idea of what to do, and it's rare you'll reach the end of a level to discover you have to go back to fulfil your objectives. But happily there are still some real testers thrown into the mix. Why happily? Well, even

↑ **Uppers & Downers** ↓

- | | |
|---|---|
| <p>Elation</p> <ul style="list-style-type: none"> ■ A real challenge ■ Guns galore ■ Some cracking levels | <p>Frustration</p> <ul style="list-style-type: none"> ■ Can look ugly ■ Save nightmare ■ Gets samey |
|---|---|



■ Lian gets to explore some of the more interesting levels.



■ Gabe guns barely bats an eyelid when gunning down his former colleagues. In this case, the Plooper did the damage.



though some of the situations you find yourself in make you wish you had never discovered videogames in the first place, you only start thinking like you're a special agent when you're under some real pressure. As soon as you're faced with overwhelming opposition – like, say, a crack team of troops clad in near-impenetrable armour – your brain gets in gear and you go to work.

For all its excitement, challenge and unreconstructed gunplay, *Syphon Filter 2* is still missing that little something to elevate it into all-time classic videogame country. Once you've started it, you have to forge on – no question – but about halfway through you just want it to end. Save points are few and far between, and despite the different settings, the levels feel a little samey. The game also suffers from a floppy finale – as did the original – which leaves you feeling like a fool for all the effort you put in. A deathmatch game

has been built in this time around, but replay value is still virtually non-existent.

So, in the same way that that you feel more alive for the time you are in pursuit

■ One of the tougher levels sees Gabe stalking around a secret lab in New York, looking for the antidote to Lian's virus.

of your quarry, delivering the coup de grace can feel a bit like a hollow victory. It could be this is deliberate, as the ending strongly signals another sequel is on the way, but you can't help but feel 989 Studios is teetering on the edge of coming up with something fantastic and just can't find the momentum to finally push the *Syphon Filter* franchise over the edge to forging a lasting relationship with the gamesplaying public. ★★ ★★

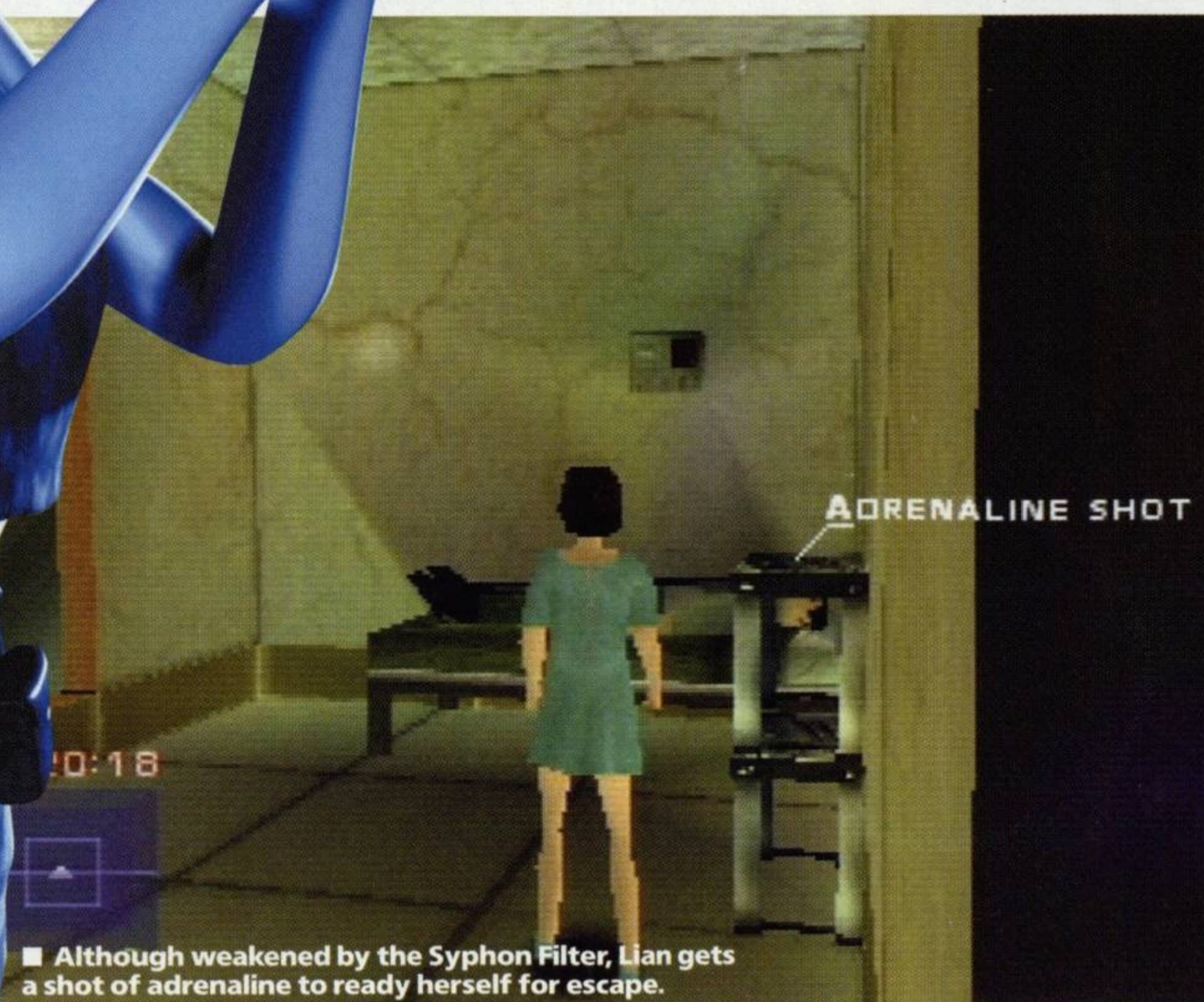
Jamie Dolling

IT'S STILL MISSING THAT LITTLE SOMETHING TO ELEVATE IT INTO ALL-TIME CLASSIC GAME COUNTRY.

Or you could try...

Metal Gear Solid
Konami ★★★★★
Still the daddy, but only just. Sneak, shoot, smoke... it all happens.

Syphon Filter
Sony ★★★★★
Play this before the sequel. Nasty hard, but all the better for it.

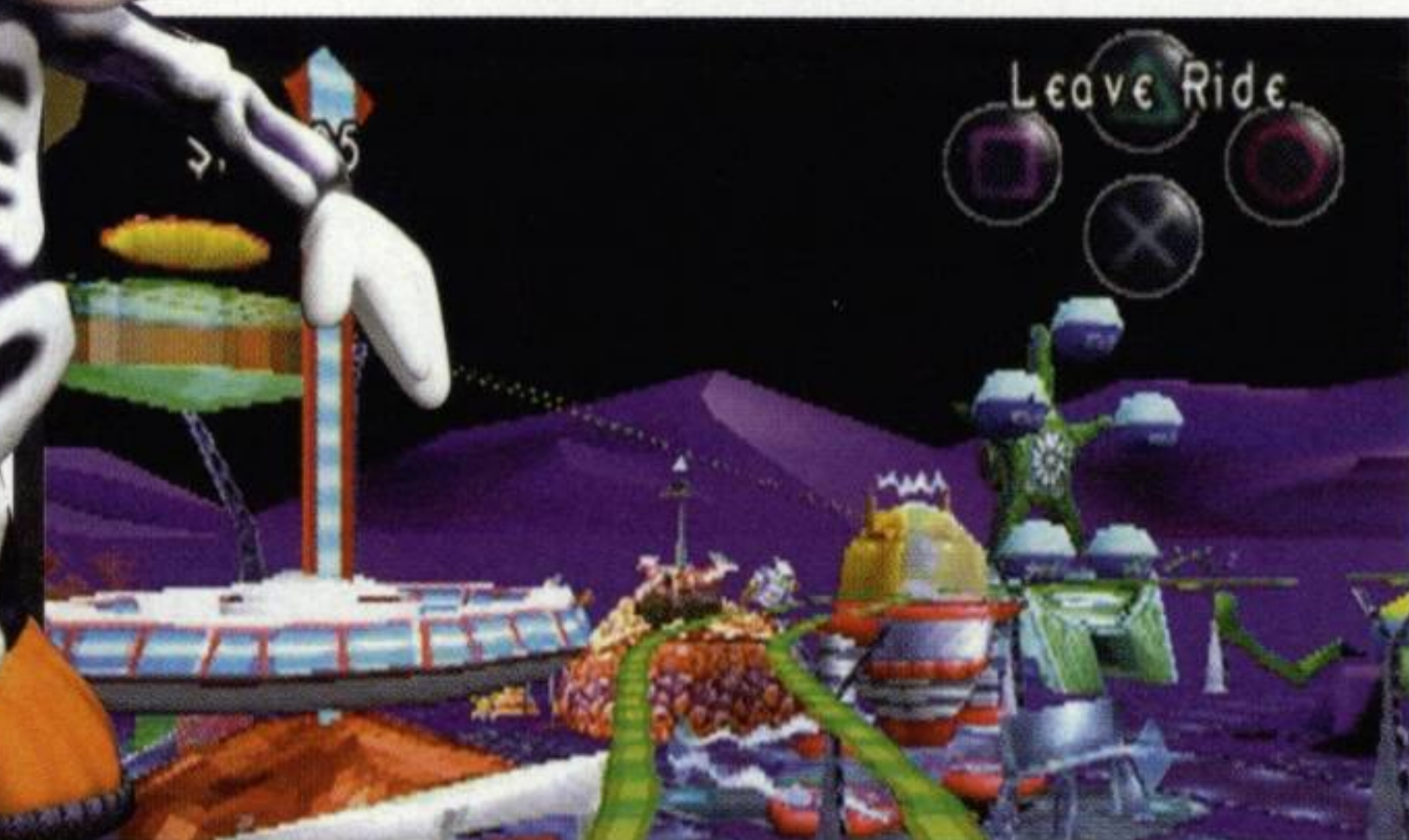


■ Although weakened by the Syphon Filter, Lian gets a shot of adrenaline to ready herself for escape.

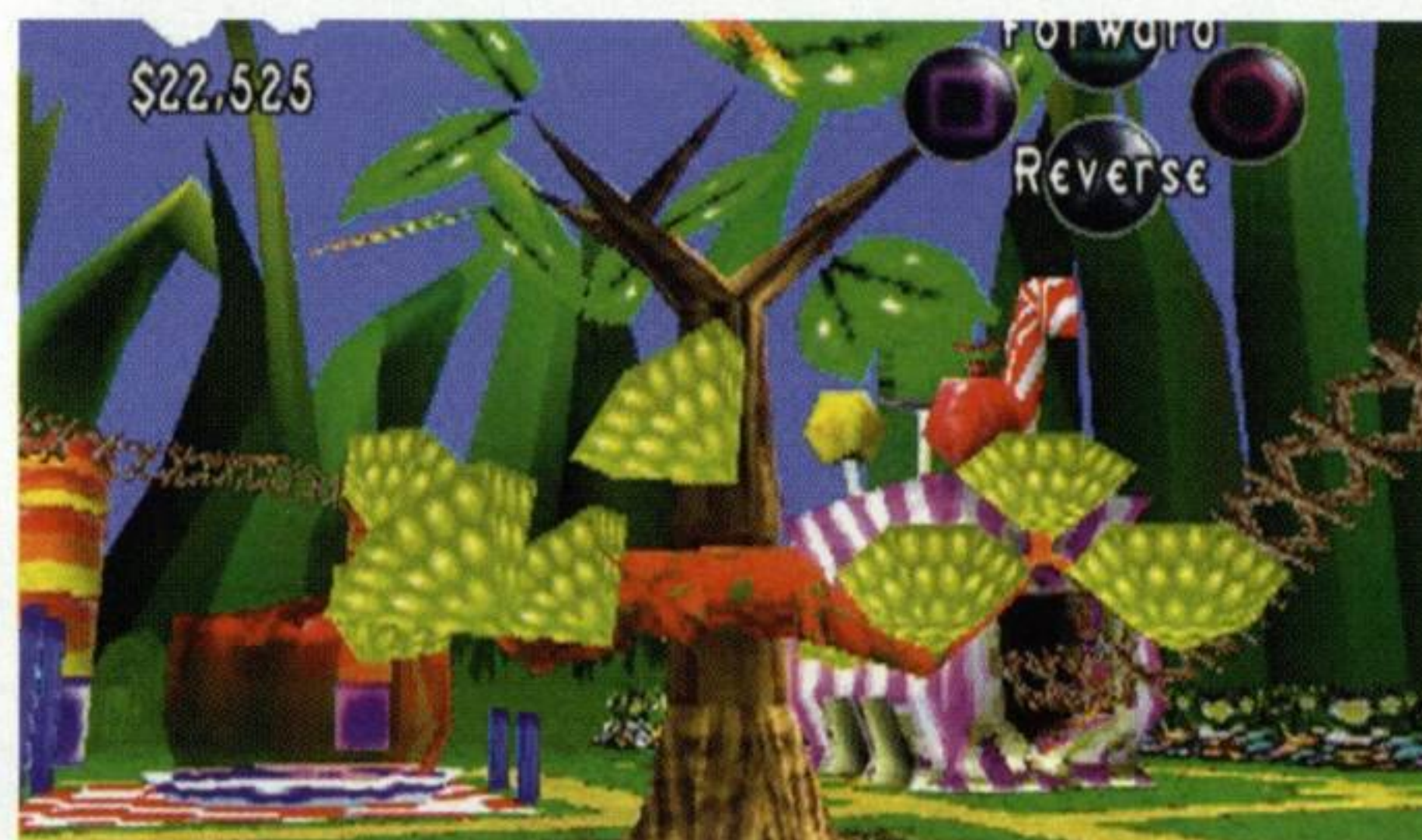


■ Are they? Aren't they? Gabe and Lian's relationship remains a mystery, but you do get to cop a look at what gets Logan's motor running.

■ (Below) Kit your customers out with the latest groovy Halloween gear. And make loads of cash from those poor, impressionable pre-pubescents.



■ Earn Gold Tickets to open up the different themed theme parks.



Game info

- Publisher: EA
- Developer: Bullfrog
- Price: £35
- Release: April
- Players: 1

THEME PARK WORLD

↑ Uppers & Downers ↓

- | | |
|--|--|
| Log flume <ul style="list-style-type: none"> ■ First-person option ■ Simple interface ■ Loads of new rides | Floater <ul style="list-style-type: none"> ■ Only four theme park types ■ Some scenery glitches ■ No overall aim |
|--|--|



■ Info screens tell you about the state of your park.

CREATE AND RIDE THE ROLLERCOASTERS OF YOUR DREAMS.

Relatively speaking, theme parks are a fairly new addition to the cultural tapestry of Britain. Up until 15 or so years ago our "theme parks" were little more than glorified fun fairs staffed by leering, tattooed commoners who would spin 14-year-old girls on the waltzer so fast that their abdomens would rupture.

Of course, such parks were ultimately replaced with US-style ventures, wherein the staff are little more than vacant automatons who suffer a breakdown if you so much as ask whether you can go back into Moon Mountain because you think you may have dropped your sunglasses in there.

Mercifully, *Theme Park World* allows you to opt for both the "customer service" and "leering skank" options. The Peter Molyneux-free sequel to Peter Molyneux's genre-defining *Theme Park*, *Theme Park World* avoids the pitfalls of toying with a winning formula (as so many *Tetris* sequel makers have discovered to their peril) by simply offering more of the same, while improving on what was there.

For the uninitiated, the game, like its predecessor, requires you to build a successful entertainment kingdom from scratch. From initially being confronted with a bare plot of land and a limited budget, this requires stocking the park with the most exciting rides and catering for other

needs, such as hunger, toilet business, and the look of the park. There are four styles of park in the game, including horror and sci-fi designs, but the aim is the same for each. That said, *Theme Park World* has a very open structure, which you may find a little frustrating.

The more successful your park the more Golden Tickets you'll be awarded. You can spend these on buildings and rides that would otherwise not be researched, as well as a neat camcorder feature that means you can wander the park in the first-person and experience the rides you've designed. However, if you found, say, *The Sims* too open-ended, you may find yourself frustrated by the similar structure of *Theme Park World*.

But does *Theme Park World* better the original? It's clear this is more of a mainstream game. The more laborious management options have been streamlined or dropped, and the presentation is cuddlier and more accessible. So unless you're one of those tedious purists who only watches cowboy films in black and white because "they don't make them like they used to", *Theme Park World* fulfils the potential of the original. ★★★★★ **Paul Rose**

Or you could try...

Civilization 2
Activision ★★★★★
Epic game of conquest.

Populous: The Beginning
EA ★★★★★
Bullfrog reinvents the god sim.





Game info

- Publisher: **Eidos**
- Developer: **Kronos Digital Entertainment**
- Price: **£40**
- Players: **1**
- Release date: **on sale now**
- Extras: **memory card**

FEAR EFFECT

FRUSTRATING GAMEPLAY HAMSTRINGS TOP NEW TITLE.

This is a tale of what might have been. *Fear Effect* is the best-looking game the PlayStation has ever seen. And compared to the fantasy dross which typically passes for videogame plots, *Fear Effect* is a revelation. Like the best action films – *The Matrix* for instance – it begins with an archetypal mission, to rescue the daughter of a Chinese businessman implicated in Triad affairs in this case, but ends up going absolutely loco.

From a futuristic Hong Kong, through encounters with voodoo-chanting zombies and spectral whores, your characters eventually find themselves confronting

their shady collective past in the depths of hell. Across four discs, it's quite a journey.

Fear Effect is a hugely ambitious project and in terms of atmosphere, plot, characterisation and graphical immersion in the four distinct game worlds, it's an outstanding game. So why the long face?

Well, from the outset, it's apparent Kronos approached the development from the graphic design, rather than gameplay, angle. The "motion FX technology" provides seamless backgrounds which are animated on a continuous loop. This allows for the kind of moving shadows and whirling fog never seen before in a videogame, let alone on the PlayStation. By opting for anime-styled characters, Kronos has also been able to create a superb bold graphical style. Without being slaves to realism, the characters are all animated smoothly and believably within this Manga cartoon world. Cut scenes segue imperceptibly into gameplay, keeping you constantly on guard.

For all its undoubted graphical flair and imagination, however, Kronos doesn't have the kind of gameplay pedigree which can only be learned through years of experience. The result is a game which, while it looks great and feels great, is tarnished by a series of increasingly frustrating gameplay niggles.

For a start, the controls aren't sufficiently responsive to cope in situations which demand rapid action. Characters get stuck on invisible scenery and the auto-target firing system is terrible. You have to wait until a green target appears at the top of the screen before your character will aim at an enemy. This should happen as soon as a line of sight is achieved, but in practice it doesn't work. Cue scenes of extreme rage as you stand directly behind an opponent and let rip with

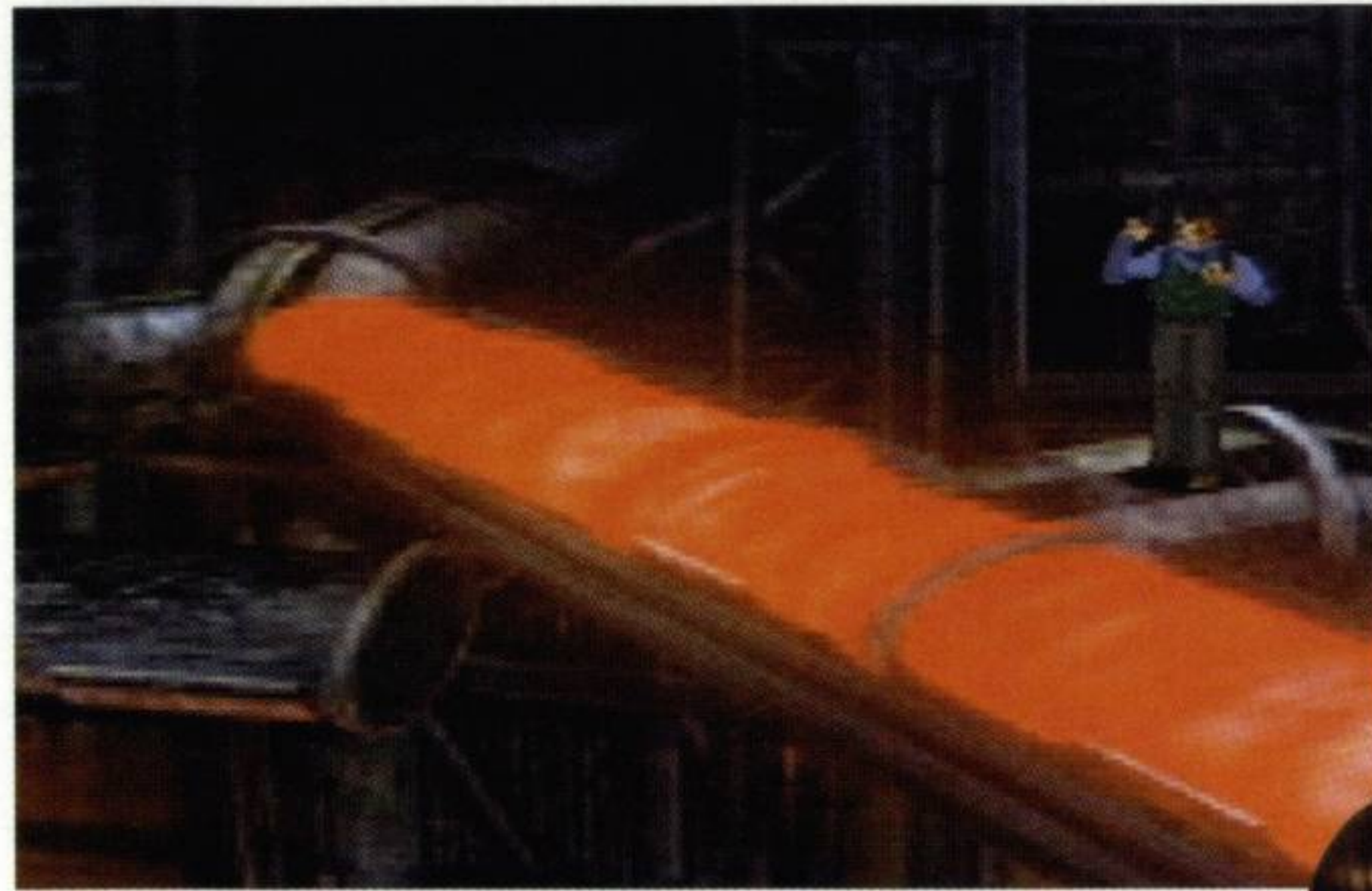


■ To defeat the helicopter, shoot the rugs off the clothesline. Highly illogical.

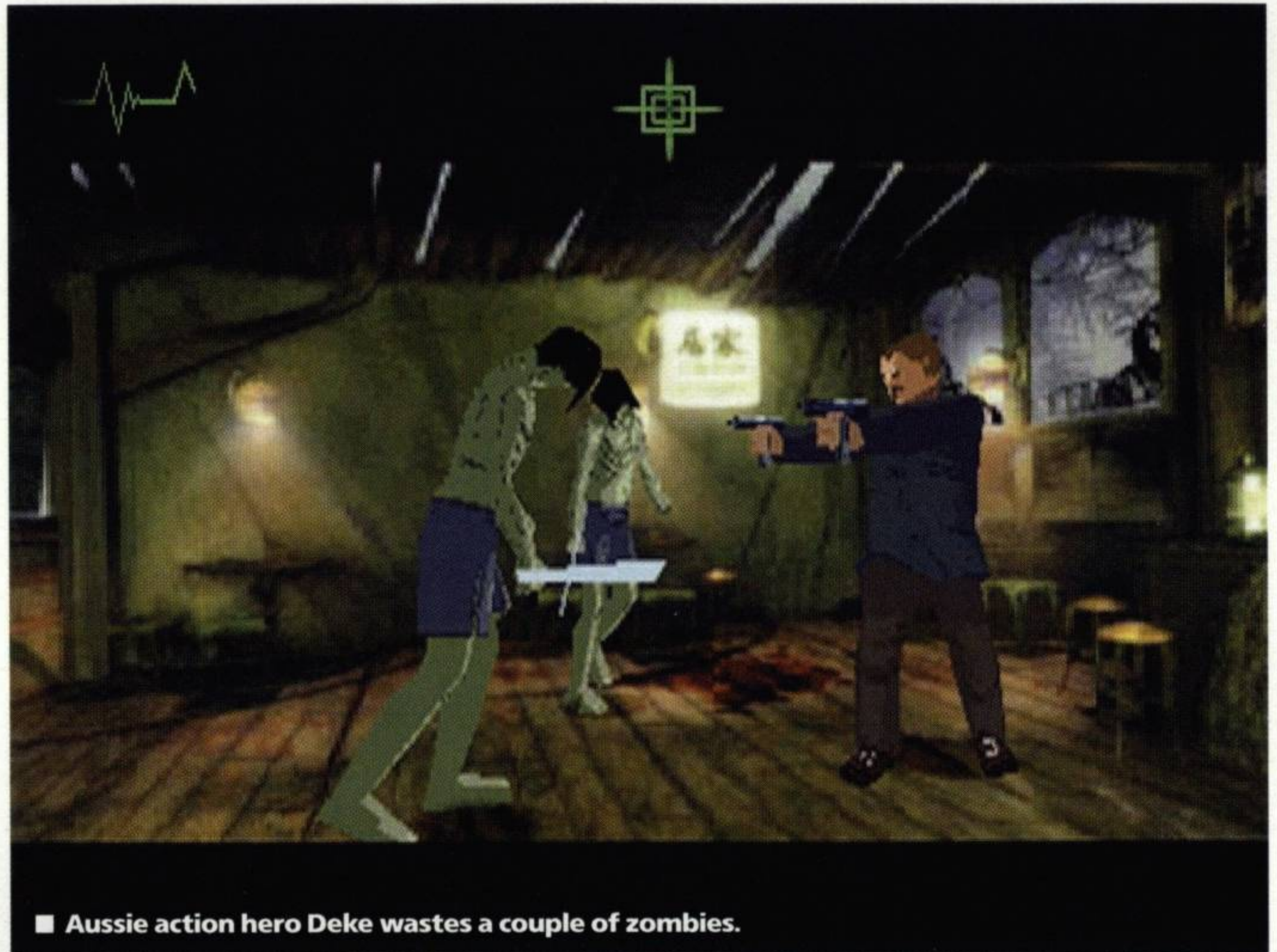




■ (Above) Use voodoo to upset ghoulish Madam Chen.



■ (Above) Glas takes on one of the game's better puzzles.



■ Aussie action hero Deke wastes a couple of zombies.



■ The motion FX technology in full, spectacular, effect.

double machine gun fire, only to see your bullets bounce harmlessly off his head at point blank range.

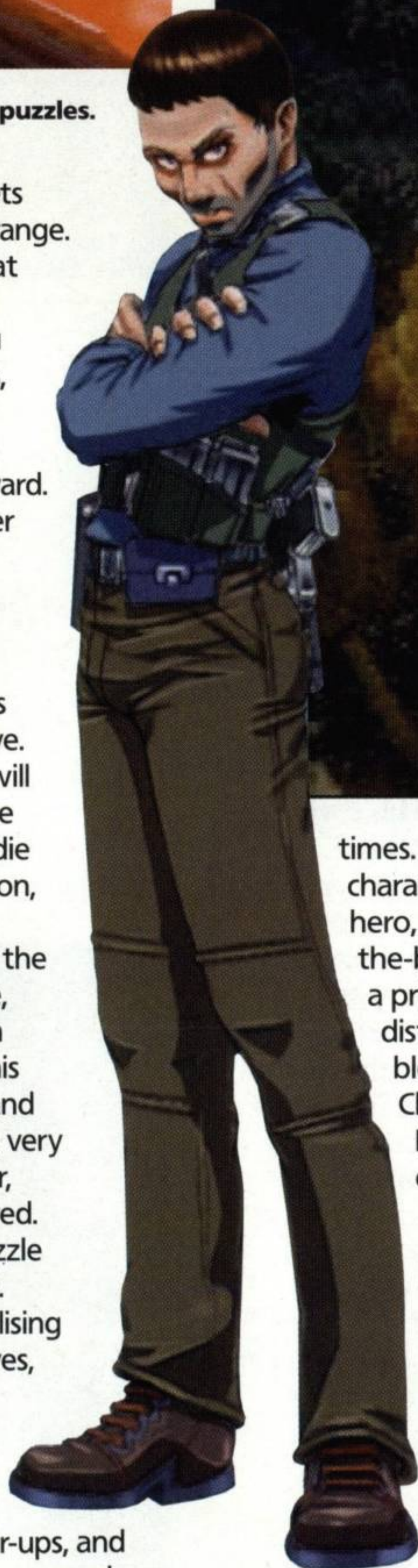
Another problem is that after 20 attempts at perfecting what should be the tidy and logical solution to problems posed by a boss level, you may stumble upon the answer by accident. Yes, by rolling around on the floor, you inexplicably avoid all enemy fire. It's messy, it goes against what you hold dear, but it's the only way forward.

The somersault is a comical way out of other sticky situations which really should demand more cerebral solutions. When besieged by enemies, just keep rolling past them to safety. This is surely not how the developer intended the game to be played, but the endless restarts are so frustrating you'll do anything to stay alive.

The problem with most scenes is that you will die several times before you even have a chance to work out what's happening. Then you will die many more times before discovering the solution, which is often obscure and chanced upon at random. There are periods towards the end of the first disc when, however great a player you are, you will die once every minute. The game then takes another minute to load your last save. This totally interrupts the cultivated atmospherics and doesn't give you time to get scared – just very, very annoyed. If you do make it through to disc four, there are some wonderful touches to be enjoyed. In contrast to the clumsy action scenes, the puzzle elements of *Fear Effect* are regularly ingenious. You spend ages racking your brains, before realising the code is spelled out right in front of your eyes, often in ten foot high neon letters.

One much-praised element of *Fear Effect* that really holds up is the confidence graph which replaces a health meter. This negates the need to constantly search for health power-ups, and also means that you get a boost for completing a puzzle.

There are episodes in *Fear Effect* where you really feel you're playing the most important videogame of recent



times. The three protagonists are wonderful characters: Glas is an amusingly taciturn action hero, Deke is a brilliantly-portrayed shrimps-on-the-barbie Aussie and Hana makes Lara look like a prissy cow. If she needs to expose herself to distract a guard or don a turquoise bikini to blend in with the working girls of Madam Chen's brothel, it's all part of the job. When Hana and Glas must ultimately confront each other in the presence of the Devil himself, it's an epochal videogame moment. That is if you make it to the end of disc four without torching your PlayStation in frustration.

Fear Effect almost achieves the extraordinary – coming from nowhere to topple *Metal Gear Solid* and *Resident Evil*. As it stands, though, playing the game is like watching your favourite lower division minnows reach the FA Cup final only to play a stinker. ★★ ★ **Sam Richards**

↑ **Uppers & Downers** ↓

- | | |
|---|--|
| <p>Smell the fear</p> <ul style="list-style-type: none"> ■ Superb, stylish graphics ■ Engrossing storyline ■ Well-defined characters ■ Ingenious puzzles | <p>Smell the cheese</p> <ul style="list-style-type: none"> ■ Unresponsive controls ■ Difficult and obscure scenes ■ Endless long reloads |
|---|--|

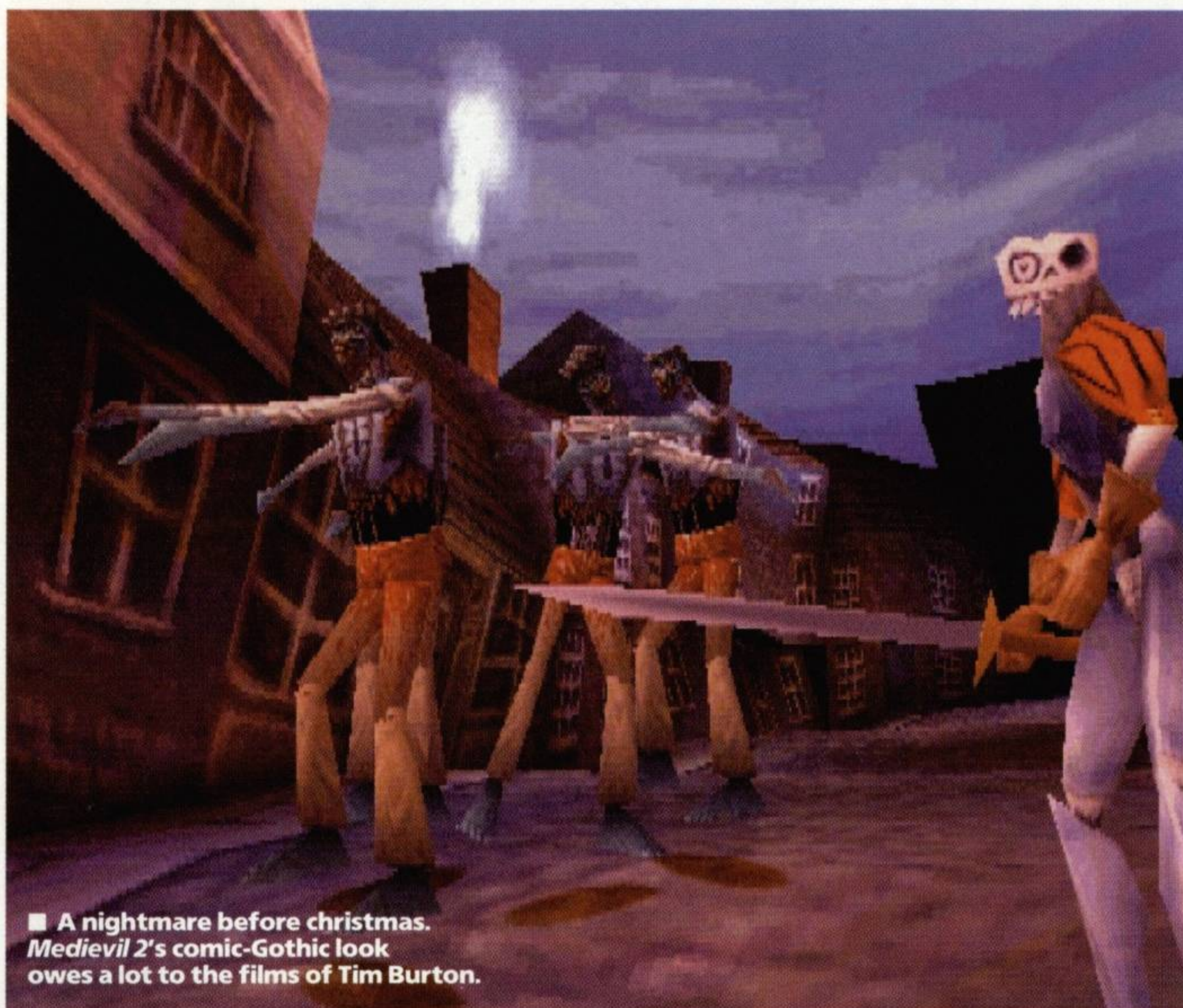


■ Is anyone with a beard this shape ever a good guy?

Or you could try...

Resident Evil 3: Nemesis
Capcom ★★★★★
A triumph of adventure game design, both frenetic and frightening.

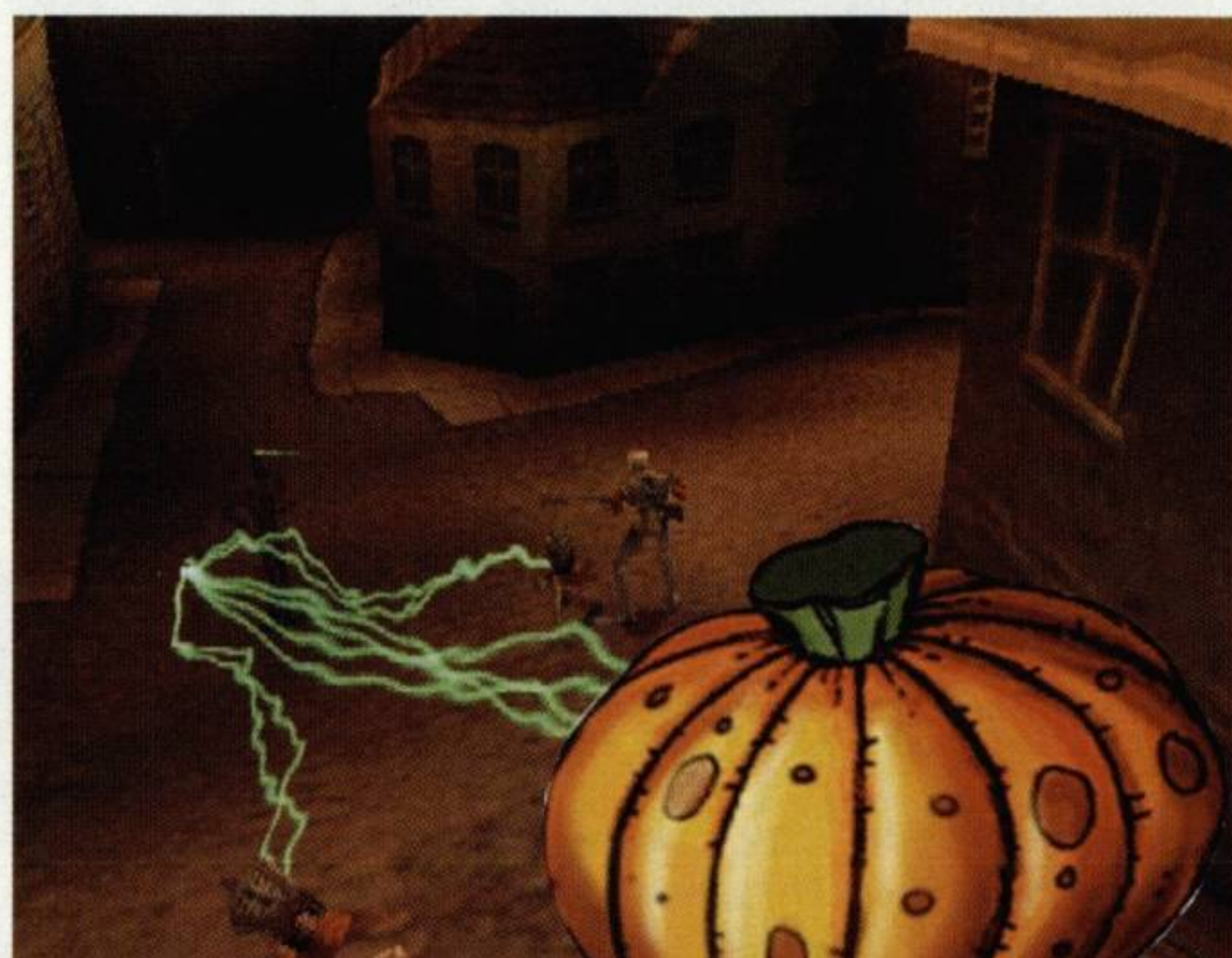
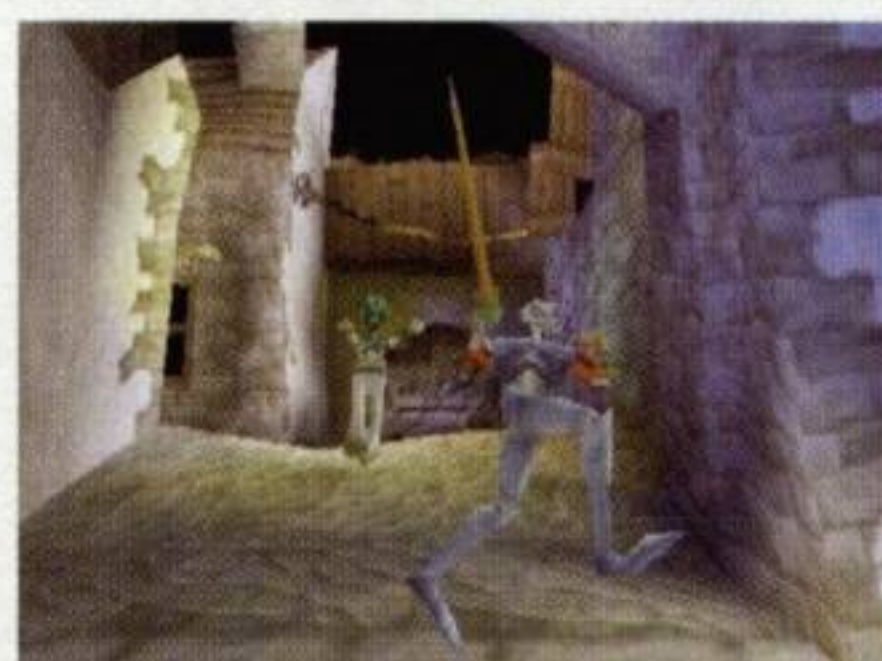
Metal Gear Solid
Konami ★★★★★
Cinematic plot and puzzles which tax the mind as well as the trigger finger.



■ A nightmare before christmas. *Medieval 2*'s comic-Gothic look owes a lot to the films of Tim Burton.



■ The sheer diversity of the graphics *Medieval 2* makes it a real design powerhouse, all Victorian streets and Gothic cathedrals.



Game info

- Publisher: Sony
- Developer: Sony
- Price: £30
- Players: 1
- Release date: April

MEDIEVIL 2

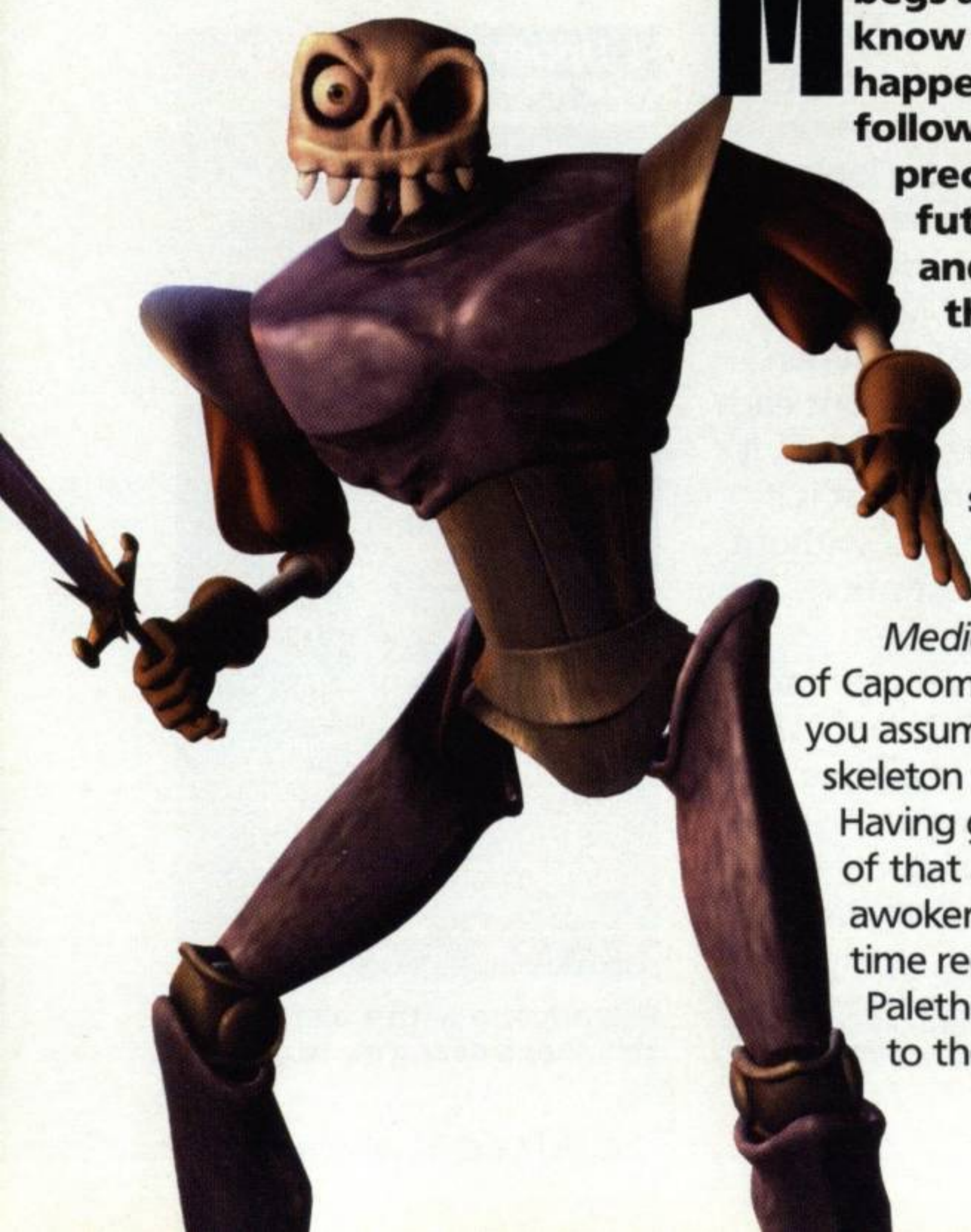
THE MEDIEVAL DEAD RETURN FOR 3D PLATFORMER.

Medieval: what does the term really mean? A squint at the dictionary reveals nothing more than "of the Middle Ages". This only begs a deeper question: how do historians know they're the Middle Ages? What happens if there end up being more years following the Middle Ages than there were preceding them? Or what happens if some future historian looks back over history and says "Hold on – by my reckoning, the year, let's see, 1974 is roughly in the middle of recorded history"? It's just stupid. It's also worth noting that unlike its predecessor, *Medieval 2* isn't set in the Middle Ages – or "Medieval" era – anyway. It's set in Victorian times. Head... hurt... ing... now.

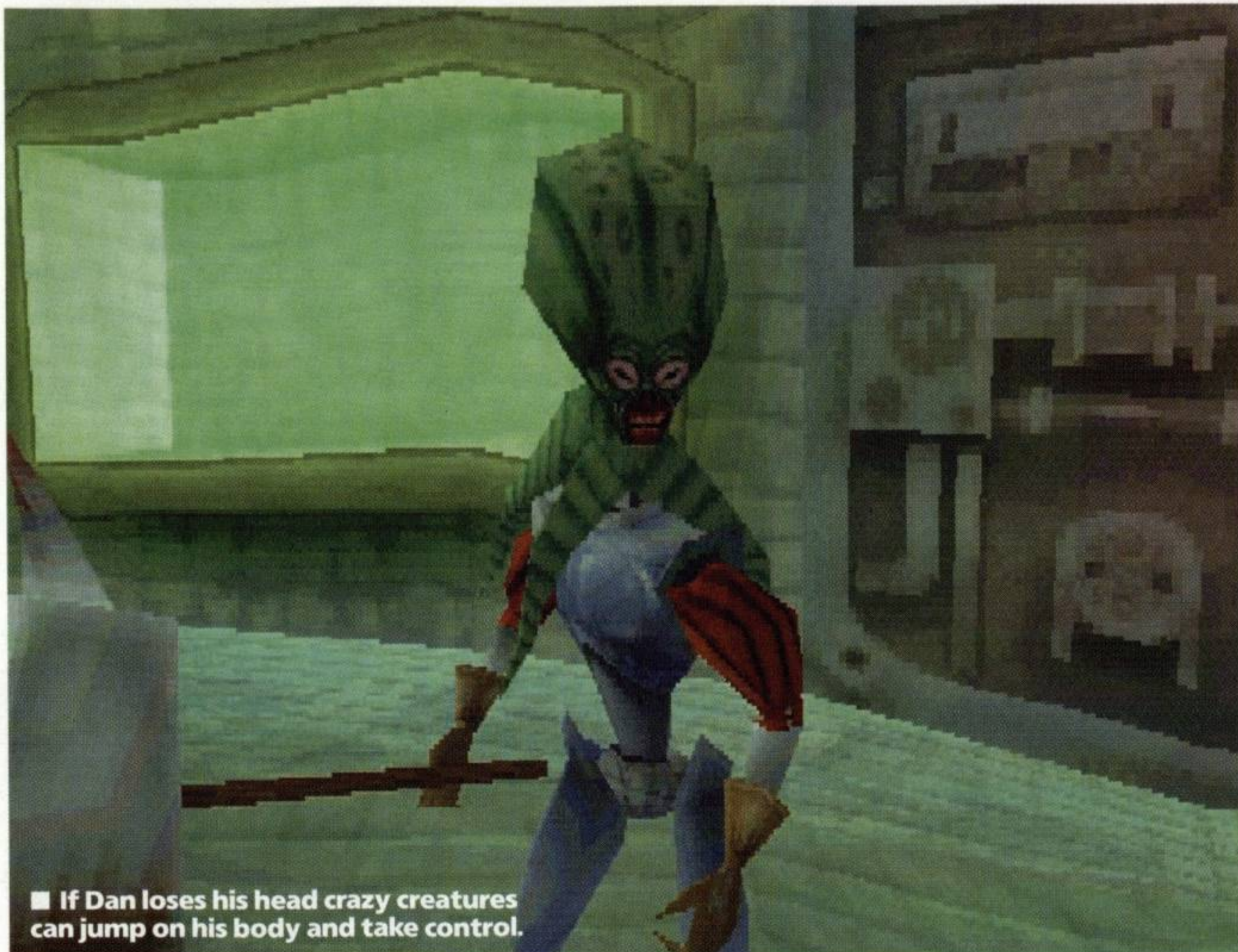
Medieval was a fine game. A sort of 3D version of Capcom's classic arcade platformer *Ghosts N' Goblins*, you assumed the role of one Sir Dan, a reanimated skeleton on a quest to rid the world of the undead. Having gone back to sleep at the end of that adventure, in *Medieval 2* he has been awoken several hundred years later. His trials this time require him to defeat the demonic Lord Palethorn, who has found a spellbook belonging to the head bad guy of the original game, Zarok,

and has used it to take control of London with the help of an army of atypically horrible zombies.

Sony has clearly listened closely to criticisms of *Medieval*, and for the most part has addressed them all for this sequel. Casual observers are unlikely to notice, but veterans of Sir Dan's adventures will immediately pick up on the



■ Three more days to Halloween – Sir Dan's enemies range from the frightening to the downright silly.



■ If Dan loses his head crazy creatures can jump on his body and take control.



↑ **Uppers & Downers** ↓

- | | |
|---|---|
| <p>Chainmail</p> <ul style="list-style-type: none"> ■ Loads of huge levels ■ Some inspired moments ■ Top cartoon graphics | <p>Hate mail</p> <ul style="list-style-type: none"> ■ Dodgy camera at times ■ Control could be tighter ■ Some moments of confused wandering |
|---|---|



UEFA CHAMPIONS LEAGUE SEASON 99/2000

- Publisher: **Eidos**
- Developer: **Silicon Dreams**
- Price: **£30**
- Release date: **April**
- Players: **1-8**

slightly tighter control. You'll be thankful for this from the off: *Medieval 2* doesn't beat about the bush, and within minutes of setting out on the first level – which is set at the British Museum, no less – you'll be assaulted by a boss-sized opponent. Bosses pop up throughout the game, and not always where you'd expect them to. Also, boss encounters don't always follow the usual "find the weak spot and whack away" convention. One inspired stage sees Sir Dan getting his skull transplanted into a Frankenstein's monster thing for the duration of a boxing match. He loses a limb every time his opponent gets in a blow, until he's left

BRILLIANTLY, IT STREAMS LEVELS AS YOU PLAY, SO YOU BARELY NOTICE WHEN YOU ENTER A NEW LOCATION.

with just a head, trying to butt his way to victory, à la the Dark Knight in *Monty Python And The Holy Grail*.

Medieval 2 is nothing if not varied. Aside from the massively different – and differently massive – levels, you also get to control Dan Hand. Once again, it's a head transplant for Sir Dan, only this time onto an *Addams Family*-style severed hand that is capable of reaching otherwise unattainable locations. On another level you must defeat a bunch of sleeping vampires by pushing their coffins into beams of sunlight. Inspired stuff.

The variety of the gameplay extends to the weaponry at Sir Dan's disposal – now accessed via a streamlined inventory system – which includes the usual hand-to-hand sticks and swords, as well as big *Quake*-esque cannons and Gatling guns. This renders *Medieval 2* that little bit more hardcore, and should help endear the title to you if you found the original a bit too twee for your tastes.

Medieval was a good-looking game, but it wasn't stunning. If only for the sheer diversity of the graphics, *Medieval 2* is a powerhouse of design. The levels are huge, all winding, dimly-lit Victorian streets, and Gothic cathedrals. Brilliantly, the game streams the levels as you play, so you barely notice when you enter a new location.

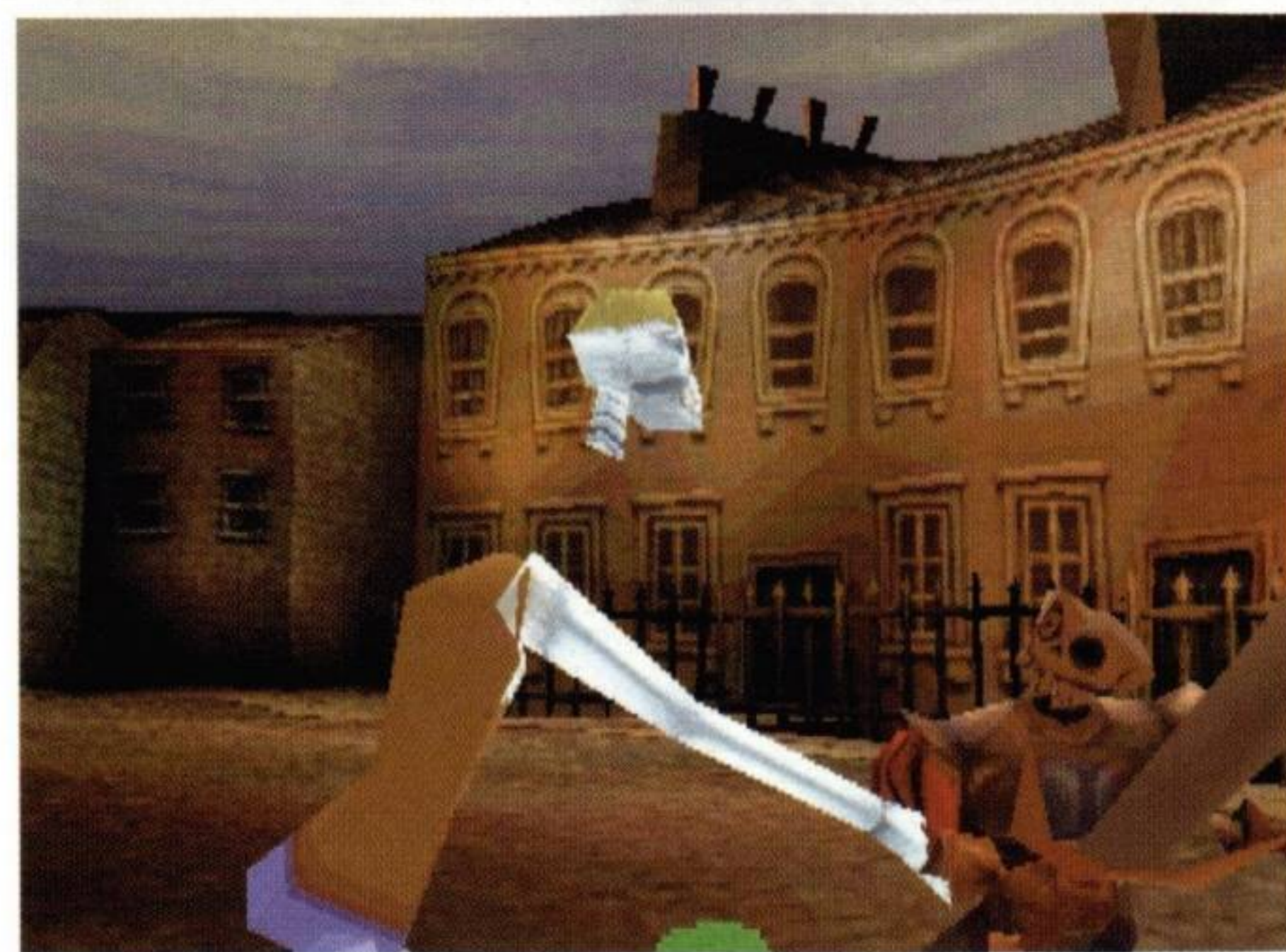
Though there's no two-player mode as such, there are plenty of incentives for you to return. Unless you're some kind of gaming monkey freak it's unlikely you'll complete *Medieval 2* having seen everything it has to offer, and the chalice quests from the first game make a reappearance.

In many respects, *Medieval 2* is a fairly traditional 3D platform game. It's not perfect – typically, the camera system still needs work, and Sir Dan still has a tendency to run into walls. However, there's an old-skool attention to detail that you don't see often enough in games. There are no evil megacorporations funding sinister bio-experiments, no tortured protagonists, and the game harbours no pretensions other than trying to be the best videogame it can possibly be, and as such every level offers a new experience, or surprise. Which – developers take note – makes for a refreshing change. ★★★★★

Paul Rose



■ (Above) Sir Dan watches in horror as the first boss comes to life – Frankenstein's dinosaur.



■ (Above) It's not a good idea to lose your head during a fight.

Or you could try...

Crash Bandicoot 3: Warped
Sony ★★★★★
Noisy 3D platforming.

Tomb Raider: Last Revelation
Eidos ★★★★★
No cartoon visuals, but the same sort of thing.

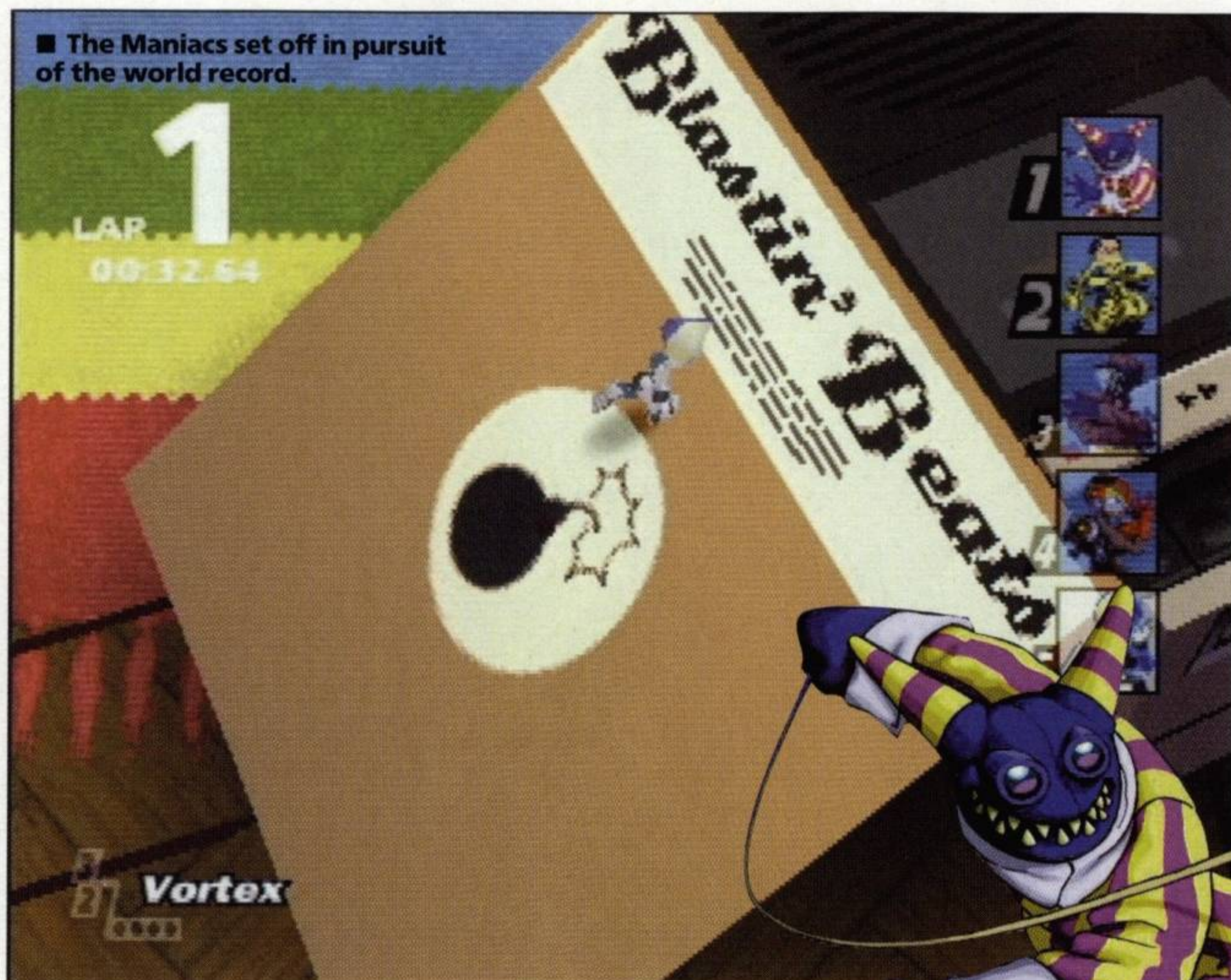
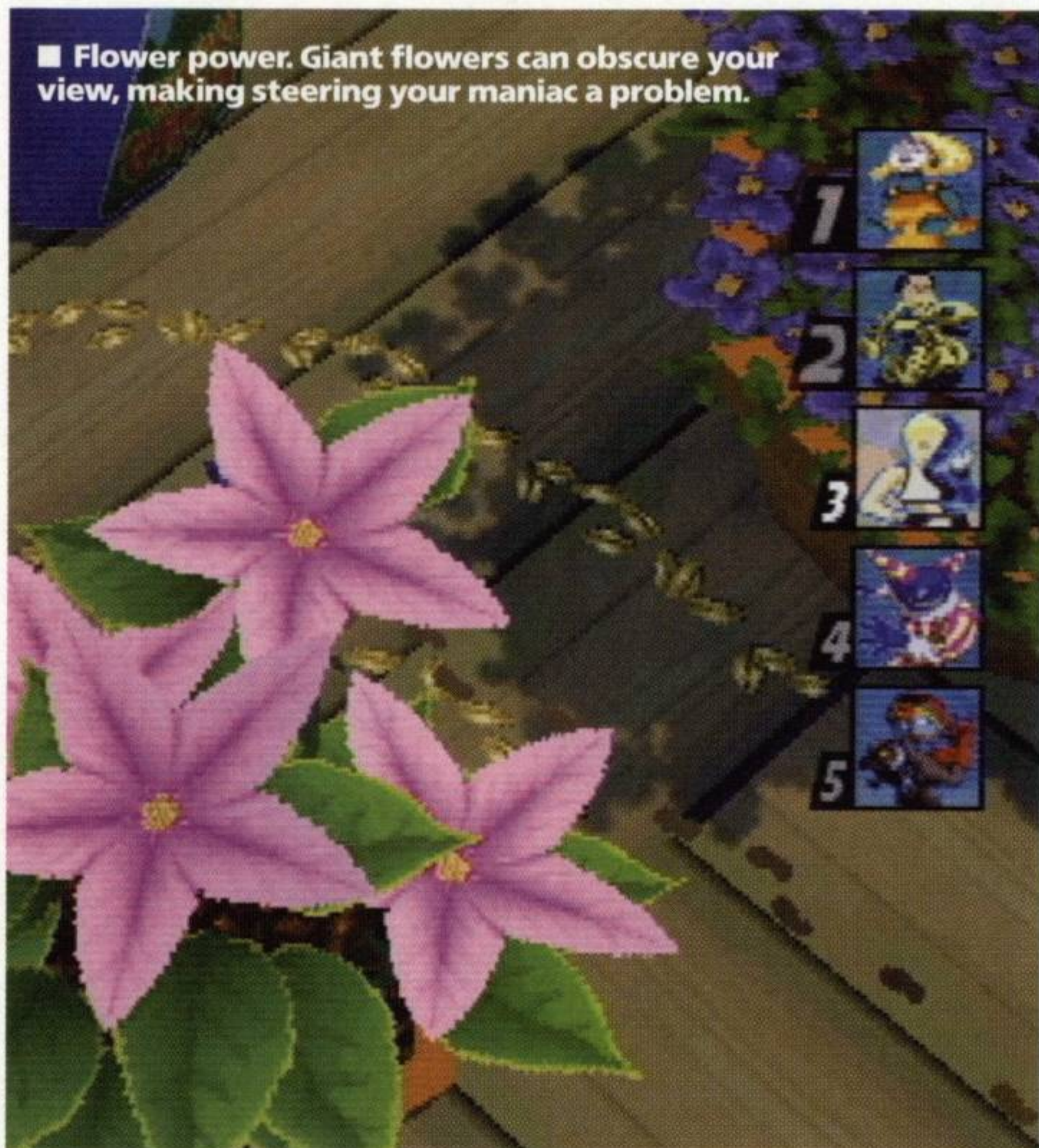
■ Everyone seems to have their own favourite football game franchise, and is willing to defend its relative merits as passionately as any supporter of Skankington FC or Smellington Rovers.

Of course, for every top of the table title there has to be a relegation prospect, and so it is with *UEFA Champions League*. Despite its official licence, last year's *Season 98/99* edition failed to woo players away from EA's *FIFA* behemoth. Which was a bit of a shame, as it was a fine game in its own right. It remains to be seen whether the current update is similarly unjustly overlooked.

Once again the official game of Europe's premier international competition (it says here), *UEFA Champions League* features 32 of Europe's top clubs allowing you the chance to compete in the league yourself. In single-player mode there's the usual mix of custom tournaments, and exhibition matches. Taking a leaf from EA's book, you can even replay any of the finals from 1968 onwards, right up to last year's epic clash between Manchester United and Bayern Munich. And heck – if you know enough people, and have enough multi-taps, you can take part in a game with up to seven of your drunkest buddies.

By no means a bad game, there's still something lacking in *UEFA Champions League Season 99/2000*. All the elements for a fine simulation are there: it plays perfectly well, the graphics are great, there's a top-notch commentary from Bob Wilson, Clive Tyldesley and Kevin Keegan, plus slick presentation throughout and a commendable polish.

But overall, it's somehow lacking in soul, as if it has the technique down pat, but lacks any sort of individual flair. You'll no doubt enjoy the game well enough but all your mates probably have *FIFA 2000* and *ISS Pro Evolution* is better than both of them. ★★★ **Paul Rose**



Game info

- Publisher: Codemasters
- Developer: Codemasters
- Price: £30
- Release: April
- Players: 1-4

MICRO MANIACS

HONEY, I SHRUNK THE GENETICALLY-ENGINEERED LUNATICS.



Whatever happened to the humble toy car? Once upon a time all a boy had to play with were his fireworks and his Matchbox cars. But nowadays, die-cast metal scale automobiles are only for hobbyists, the youths lured away by the glittering erotica offered by videogames.

When you consider the slow, but inevitable, decline of traditional toys, it's little wonder that the *Micro Machines* people licensed their property out to Codemasters. How else to court little Johnny, and keep the brand alive? From its beginnings on the NES, through several classic Mega Drive instalments, the *Micro Machines* series was always about playability over showiness.

This ethic went all udders-up when the series arrived on PlayStation, the developer

unable to resist using the PlayStation to give the series' classic gameplay the ubiquitous 3D overhaul. Pretty as it was, many felt the series had lost touch with its roots; the fun had gone. Yet Codemasters hesitated before unleashing a follow-up to *Micro Machines V3*. It was clear the series needed a kick up the exhaust, and many ideas were bandied around. Everyone agreed on one thing, however: the 3D graphics needed to stay, but the fun needed to be pumped back into the franchise in large amounts, like insulating foam into a cow's face.

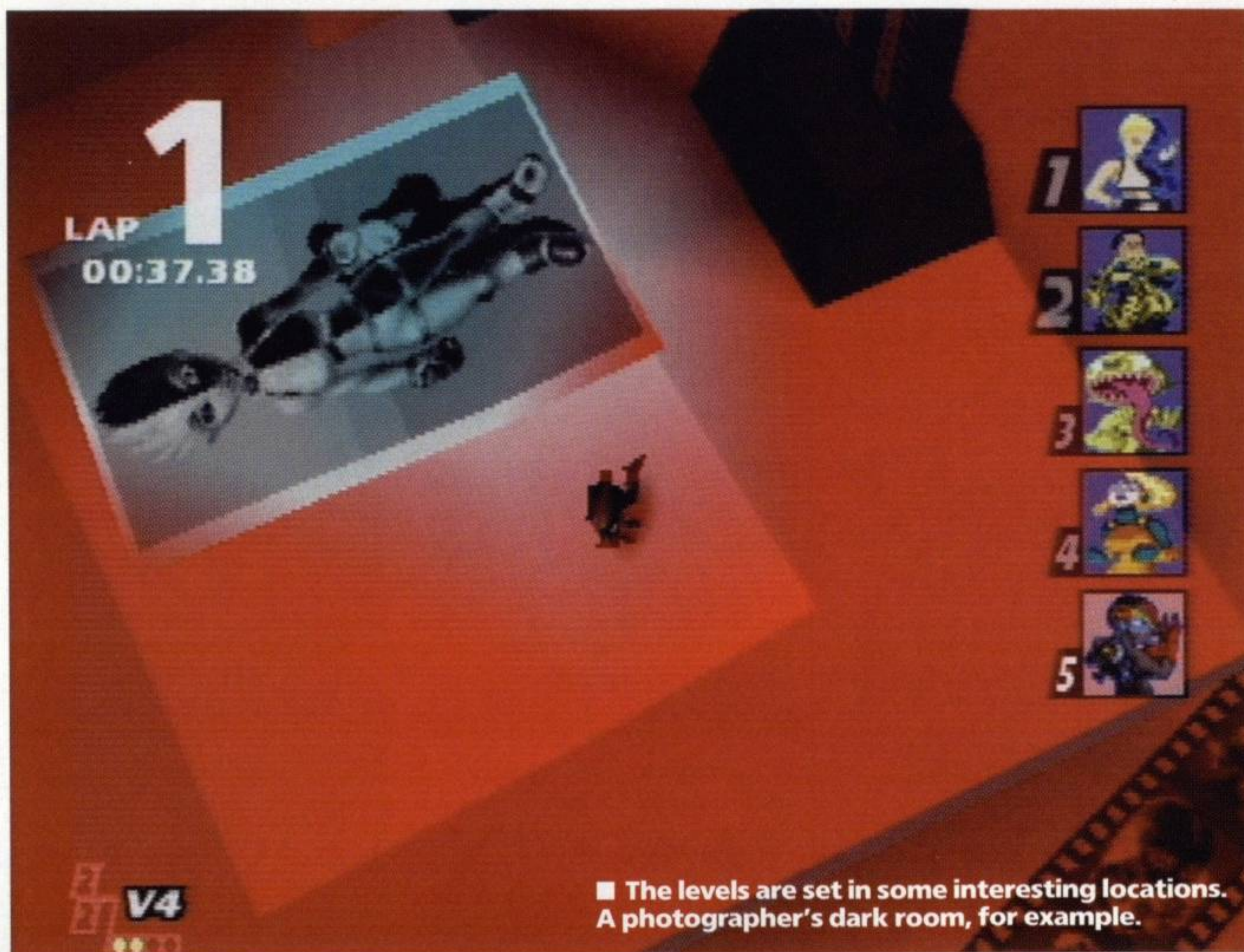
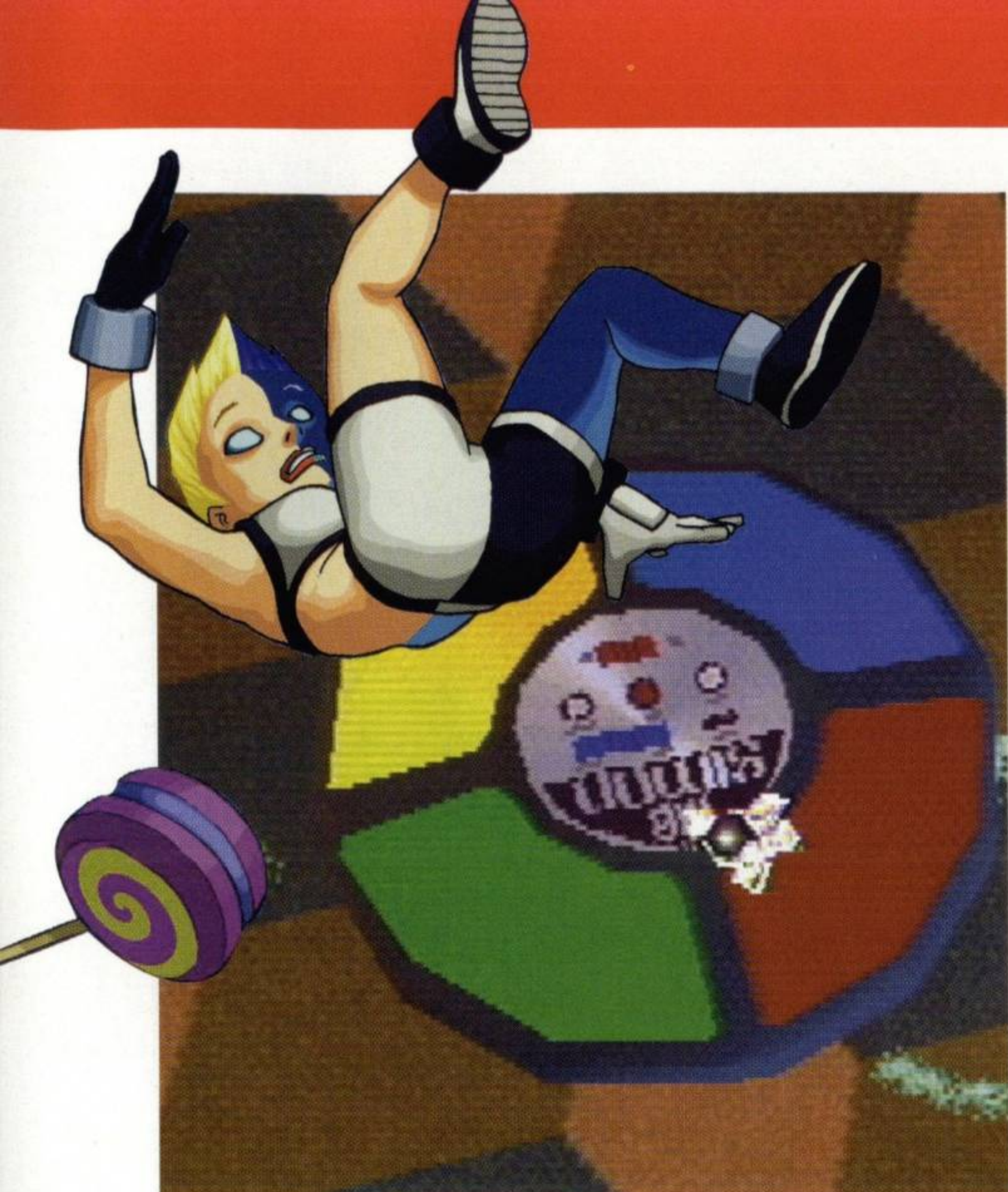
The result is *Micro Maniacs*, a game that reinvents the licence, and ditches – foolishly, some may argue – one of the basic elements of *Micro Machines*. Namely, the "machines" you get to bomb around in.

There's some fairly needless plot behind *Micro Maniacs*. It's all about this scientist fella who's trying to do something or other and in the process has genetically engineered a race of super-fast midgets (really small, inch-high midgets, and not just averagely small dwarves). As part of his cruel experiments he has staged a survival-of-the-fittest competition to find out which of his "maniacs" is the fastest and therefore the one that won't be flattened beneath the palm of his greasy hand and flushed down the toilet.

Of course, he's also given his creations special powers. Some can breath fire. Others emit the fire out of their backsides. Others punch, or kick, or fire yo-yos and soundwaves at their fellow racers. And, of course, being just a bunch of little guys, they can just run around the professor's laboratory, or his bathroom, and so on.

There are eight maniacs available from the off, with another four to be unlocked as you progress. Each has one special attack, each of which can be upgraded three times by picking up the power-ups that litter the 40-odd courses. In the basic Tournament mode these are structured in a fairly unique way. Though the first track is always the same – a race around one of those mouse maze things that you see on *Tomorrow's World* – subsequent tracks are clumped together in groups of four. This gives you four chances to ascend to the next stage of the competition; fail one of the





■ The levels are set in some interesting locations. A photographer's dark room, for example.

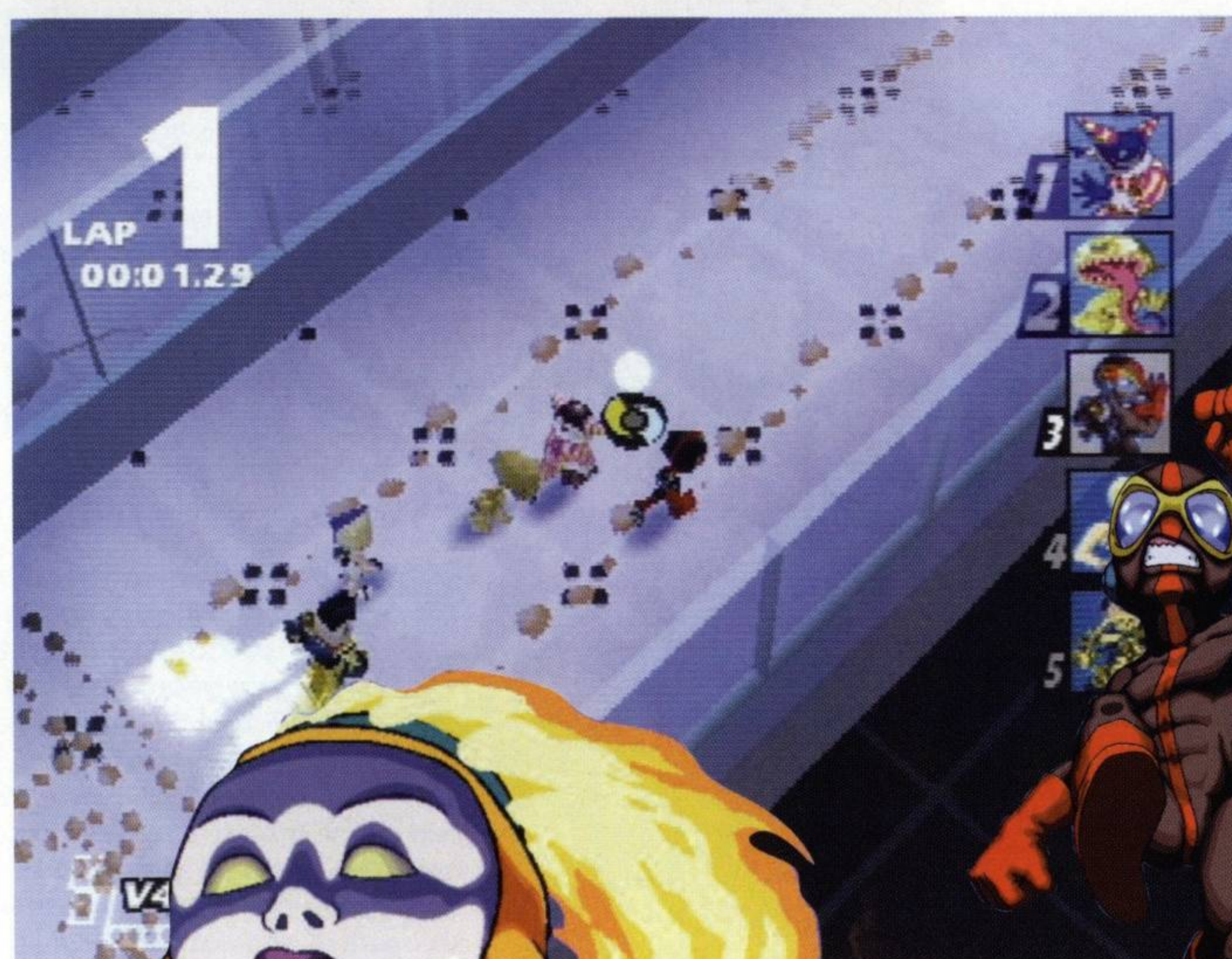
tracks and you can try one of the other three. Fail them all and you're stuffed.

Naturally, this being a *Micro Machines* game – sort of – Codemasters has ensured there are plenty of multi-player options. The usual Race mode is accompanied by a decent Battle mode, which – given that the characters can jump, and climb over obstacles – is suitably frenzied.

Graphically, the game is something of a revelation. The oversized tracks, which include filthy student bedrooms, shops, restaurants and the like, are genuinely awe-inspiring, and just the right side of stylised. From the level of flawless detail, to the interactive touches (record players send your maniacs spinning away disorientated, while running neck-first into a saw which will decapitate them) this is eye-candy at its sweetest.

Easy as it would be to spend the rest of the review raving about the look of the game, *Micro Machines*, with the exception of *V3*, was always about gameplay. Specifically, multi-player gameplay. Alas, Codemasters has failed to recapture the adrenaline thrill of those early games. While it's commendable that a new approach has been taken, ditching the cars was perhaps not the wisest move. Though the game's mix of racing and platforming is different (albeit not unique – anyone remember *Running Wild* or *Sonic R?*), this has the net result of significantly reducing the speed of the action.

Admittedly, the maniacs are easier to control than *Micro Machines'* cars, but part of the fun of *Micro Machines* was in bombing it along a straight, only to fly off the end of the "road" at the curve, or show-off by anticipating the lethal turn and braking just in time. There's none of that in *Micro Maniacs*. The single-player game is probably better structured than any of the *Micro Machines* games, but the multi-player mode will disappoint if you have experience of its predecessors. ★★★ **Paul Rose**



↑ **Uppers & Downers** ↓

- | | |
|---|---|
| <p>Large</p> <ul style="list-style-type: none"> ■ Plenty of tracks ■ Stunning graphics ■ Simple to pick up and play | <p>Little</p> <ul style="list-style-type: none"> ■ Not as fun as its predecessors ■ Scenery occasionally obscures ■ Should've been faster |
|---|---|

Or you could try...

Micro Machines V3
Codemasters ★★★★★
The slightly nipper predecessor.

Crash Team Racing
Sony ★★★★★
Similarly manic race-o-bang-bangs.



■ Those maniacs love their water sports. However, these damp patches will spin you out of the race.



■ Sharpen your sheepskin – football management is back.



PREMIER MANAGER 2000

- Publisher: **Infogrames**
- Developer: **Infogrames**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **memory card**

■ *Premier Manager 2000* is easy to get into, is nicely presented and looks like a decent football management game. But you'll find it's not long until you realise that there is absolutely no depth whatsoever.

For starters the transfer market is more than a little limited – you can only buy players from within your league and clubs that have qualified for European competitions. Players don't seem to have any kind of opinions – you'd at least expect players left out of a side for long periods to get a bit "frisky".

It's the small things that count, and lack of attention to detail just ruins the illusion. How is it that you get Spanish first division games played in English grounds? As Mark Lawrenson might say – it's a schoolboy error.

The two different match modes have their problems as well. You can choose to either watch highlights or a text commentary – if you watch the commentary there's no option to watch highlights afterwards, and if you choose to watch highlights then you can't substitute players or change tactics. Not very useful if you get an injury or a player sent off.

The highlights themselves are rosy to say the least, although the commentary from Barry Davies is excellent and probably the best in a footie game. The text stuff is disjointed – events happen in limbo and there is no flow to the match. Players get booked, goals scored and you get no details of the events leading up to the incidents. This makes judging your team's performance more guesswork than managerial skill.

All this means that *Premier Manager 2000* is little more than an average management game – it's not a patch on the excellent *LMA Manager*. It's just too simplistic for you crazy football heads out there. ★★ **Nick Jones**



■ Realistic wrestling moves and loads of options.



■ Get four of you in a single ring, at the same time. Now that's a party trick.

WWE SMACKDOWN!

FORGET THE ATTITUDE, WRESTLING HAS GROWN UP.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>In the ring</p> <ul style="list-style-type: none"> ■ Authentic moves ■ All the big names ■ Lots of violence | <p>Up the ring</p> <ul style="list-style-type: none"> ■ Dodgy multi-player movement ■ Blocky graphics |
|--|--|

■ Create your own wrestler to take on the stars of WWE.



There's a school of thought that the huge-selling wrestling genre is just for kids. While that may once have been true, the advent of *WWE SmackDown!* means those prejudices are outdated. Wrestling

games this good are fun. Lots of fun. Fun in the way the real thing could never be because in the videogame they really are beating the living shit out of each other. Well, sort of.

This is the first outing for the *WWE* franchise since it moved licence from Activision to THQ and *SmackDown!*, while not reinventing the wheel, is a definite improvement on the last outing, *Attitude*. It has better – although not great – graphics, faster gameplay and a whole lot more in-your-face violence.

There's the usual dazzling array of options and modes, with everything from simple two-player fights to having an interfering ref to taking it to the changing rooms. Wrestling moves like the "arm wrench" and the "scoop slam" look as they should. You can fight as one of the pantheon of big name stars, such as Stone Cold, The Undertaker and The Rock or create your own tub of sweaty lard to take on all comers.

The basic moves are pretty easy to get the hang of initially and, pleasingly, get increasingly sophisticated as you get used to the gameplay. Also, unlike in say *Tekken*, the

wrestlers show it when they are getting a good kicking. Faces bleed, outfits get messed up and it gets harder and harder for your fighter to get up off the canvas.

The major problem with *SmackDown!* is the way the characters move round the ring. Your wrestler will only face the action nearest to him. So for a one-on-one that's just fine. But when there are four of you in there things start to get a bit silly. You will be facing the main action and have to watch as some Lycra-clad steroid storehouse pummels you from behind. However much you try to turn around you can't, all you can do is try to run away until another opportunity arises.

Another problem is that wrestling matches are won in such a crap way. You have to pin down your opponent for a count of three. When it was fat Northerners in brown pants being cheered on by mouthy grannies on Saturday afternoon this seemed a reasonable way to finish a bout. But when you're dropping people on their heads, kicking them around the ring, slamming them into posts and generally battering them for five minutes or so it's, well, a little tame to just sit on their chest and be declared the winner.

Bar that, *SmackDown!* is the best wrestler around and a damn fine beat-'em-up. And it isn't just for kids. ★★★★★ **Richard Keith**

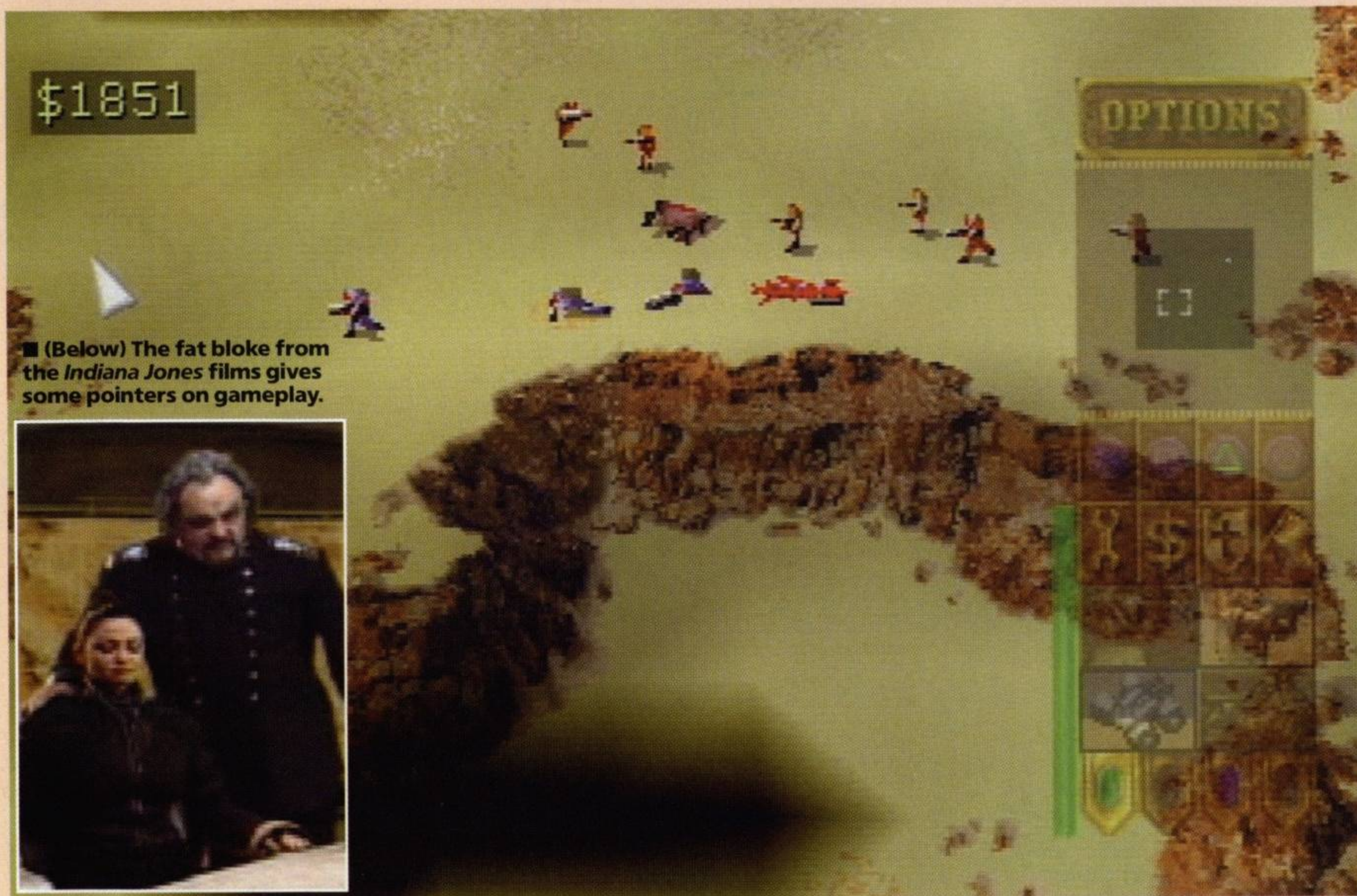
Game info

- Publisher: **THQ**
- Developer: **Yukes**
- Price: **£30**
- Release date: **April**
- Players: **1-4**
- Extras: **memory card, multi-tap, Dual Shock-compatible**

Or you could try...

WWE Smackdown
Acclaim ★★★★★
Good graphics, realistic gameplay. Was king of the ring.

Tekken 3
Namco ★★★★★
Beat-'em-upper of the highest order.



■ (Below) The fat bloke from the *Indiana Jones* films gives some pointers on gameplay.



DUNE 2000

HE WHO CONTROLS THE SPICE... WILL PROBABLY GET A BIT BORED.

James Herbert's novel *Dune* could have been written with real-time strategy games in mind. Its quasi-religious ponderings and labyrinthian plot about warring factions striving to control the spice Melange is perfect fodder for a strategy game.

Westwood Studios obviously noticed, releasing *Dune* on the Amiga and Mega Drive back in 1992 and *Dune 2* on the Amiga and PC a few years later.

Since then Westwood Studios has honed and perfected the art of RTS with the *Command & Conquer* series. Which is why *Dune 2000* is such a mystery. It has all the hallmarks of being, at the very least, a quality game. But it's not.

You lead one of three armies trying to take control of the planet Arrakis (also known as Dune), the only place where the spice Melange, the most powerful substance in the Universe, grows. You can play as the goody-two-shoes Atreides, the nasty Harkonnen or the weaselly Ordos. There are 30 missions to complete in which you get to do things like smash through enemy forces and free hostages, but the basic idea is to harvest as much spice as you can.

The missions are involving and tricky, and you get a real sense of victory when you finally take over opposition bases. It's not good enough just to stockpile men and weapons. Unless you take part in some early spoiling tactics, taking out spice harvesters or just making suicide killing raids, then you're not going to get too far.

But there are just too many niggles to make *Dune 2000* a worthwhile investment. For example, it's a 3D game but has blocky graphics and a fixed perspective – so why bother with the isometrics? Also, the basic premise is to harvest loads of spice. But you can't assign a team to



protect your harvester, so you have to break off from what you are doing to repel attacks – which gets frustrating. As does controlling your little army.

You can only do one thing at a time, making it a bit tricky when you're off making raids with small groups and you still want to train your new troops.

This is all a pity, because with a bit more imagination *Dune 2000* could have been an enjoyable RTS game.

As it is, it's only worth buying if you can't get enough of strategy games. ★★

Richard Keith

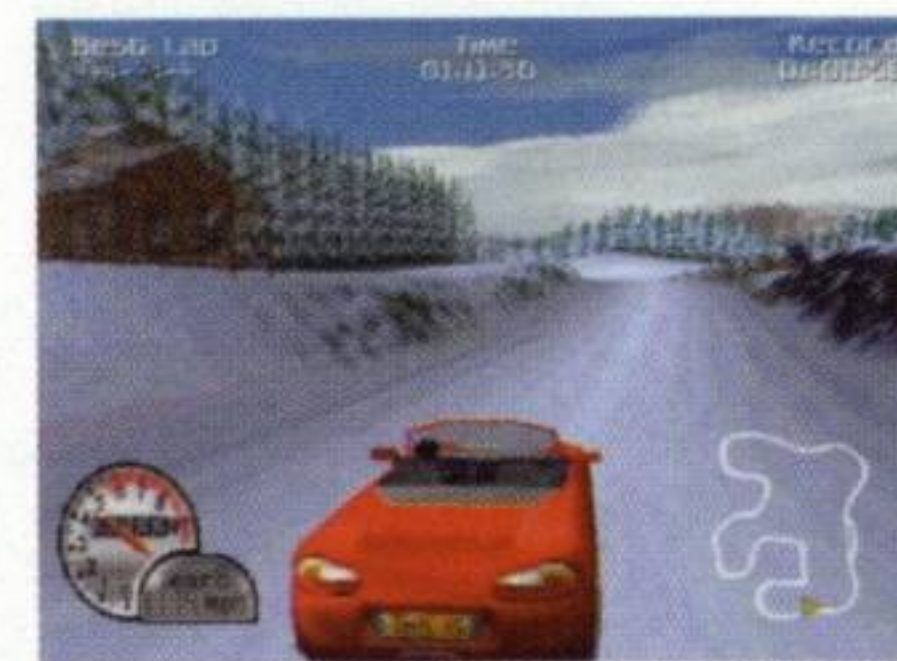
Or you could try...

Command & Conquer
Virgin ★★★★★
The Daddy of RTS, but getting a little old.

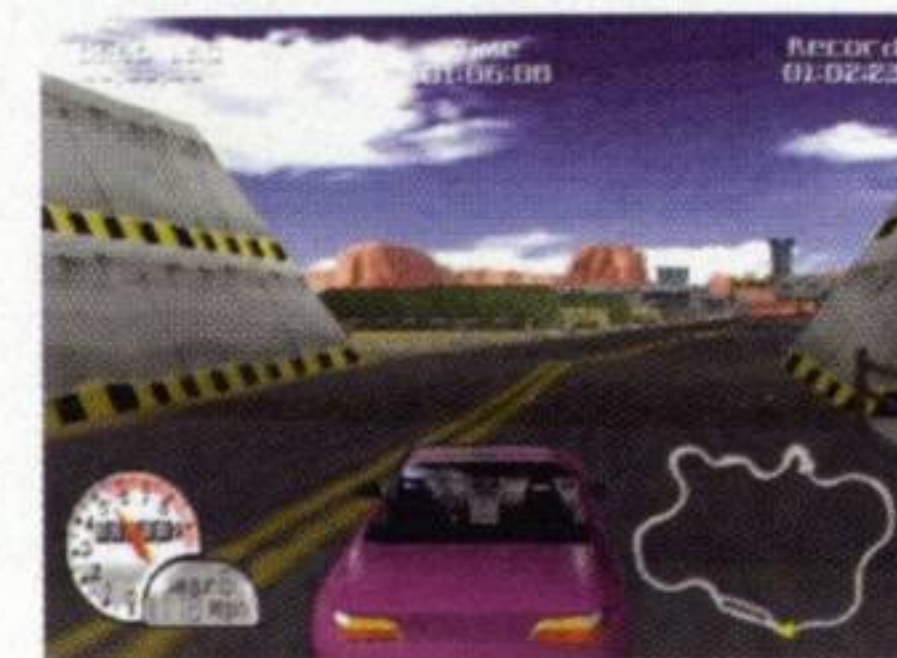
Command & Conquer: Red Alert
Virgin ★★★★★
A fine RTS with loads of missions.

Game info

- Publisher: **Electronic Arts**
- Developer: **Westwood Studios**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**
- Extras: **memory card**



■ Fast and colourful but nothing more than average.



ROADSTERS

- Publisher: **Titus**
- Developer: **Smart Dog**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **memory card, dual-shock analogue**

■ Haven't you had enough already? With games such as *Grand Turismo 2* and *Wipeout 3* the PlayStation is already home to the best driving games ever – do you really need another? On the evidence of *Roadsters*, the answer is a definite "no".

The concept behind *Roadsters* is fairly straightforward – a driving game made by and for fans of *Out Run*. It's a colourful, fast (if you don't count the horrendous drop in frame rate when there's a lot on screen) racer with none of this time trial business – the computer cars are always at you, trying to get past or block your route. So why doesn't it succeed? Simple – it's simply no fun driving the cars or racing on the courses. Unbelievably, there's no power sliding – surely a must for an arcade racer – and the tracks are unimaginative, to say the least.

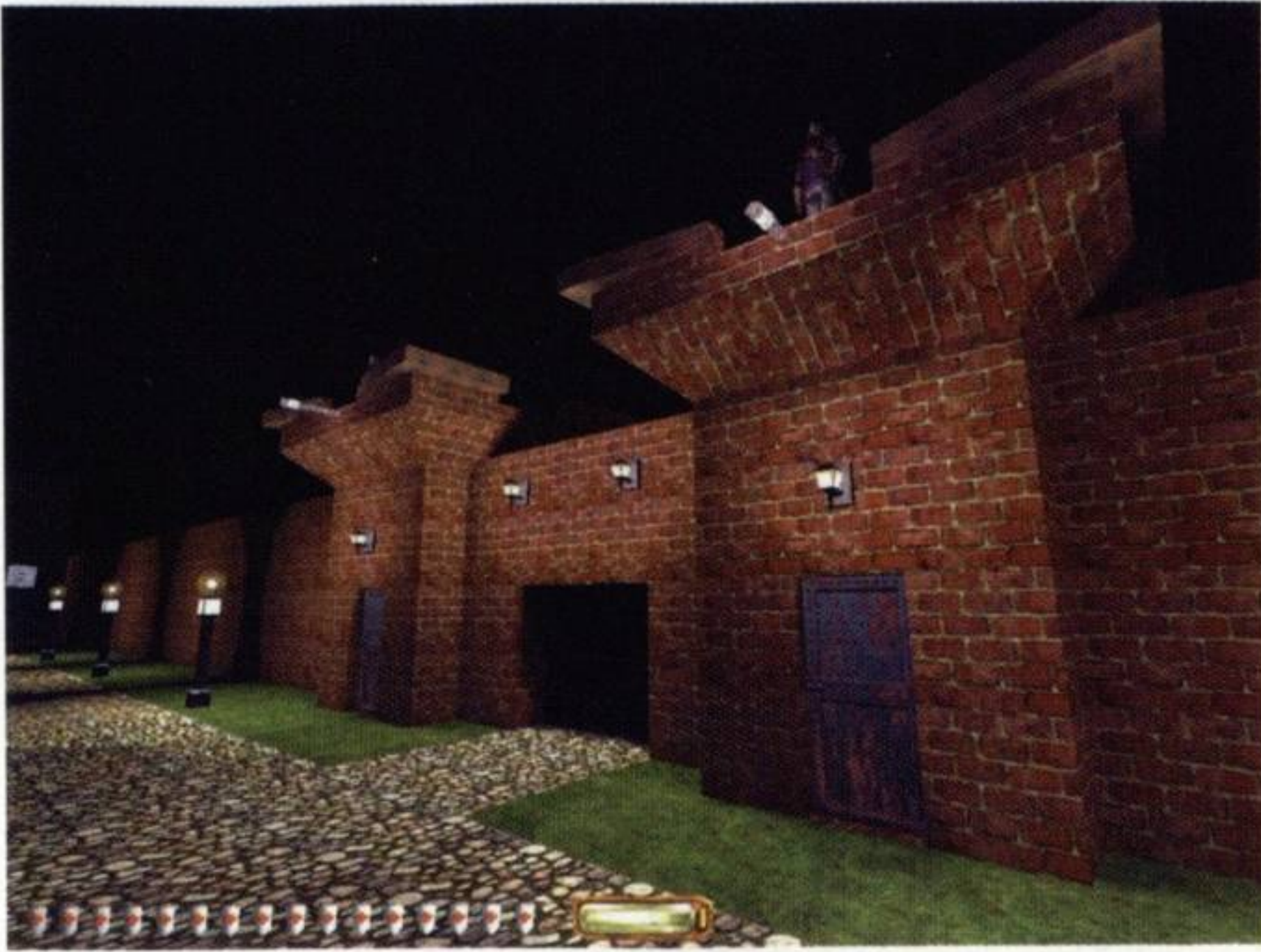
Like your hungover uncle at the breakfast bar *Roadsters* falls between two stools. While it's undoubtedly an arcade racing game for some reason Smart Dog has tried to give it elements from more serious driving games such as the aforementioned *Grand Turismo 2*. Things like realistic car handling and upgrades are given a nod and a wink but are not explored in any depth. Different road surfaces give you something to think about though, and the ability to bet on races does provide a welcome diversion.

All this adds up to a game that is little more than average, with simplistic graphics, car handling and opponent AI. *Roadsters* is distracting for a while but there's little incentive for you to persevere with it. And with *GT2* already out there and the sequel to *Colin McRae Rally* just around the corner there really is no reason for you to fork out £30 on it. ★★

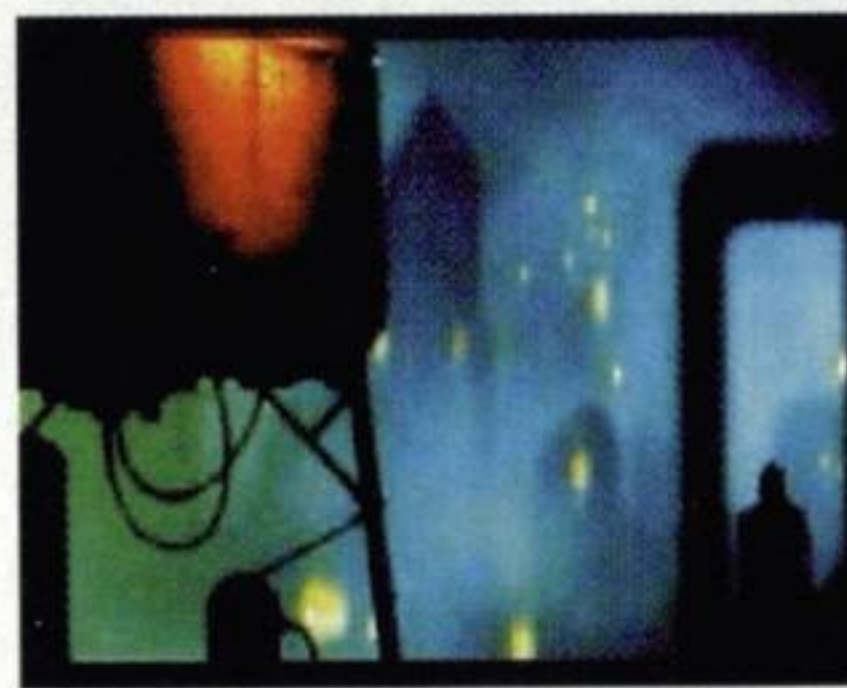
Nick Jones

New PC Games





■ They look pretty from outside, but it's the layout of the interiors that make *Thief 2*'s missions so believable and real.



■ (Above) Is that a fireball in his pocket, or is he just pleased to see you? As well as the usual bored guards, *Thief 2* faces you with robots, automated security systems and nasty wizards.



THIEF 2: THE METAL AGE

LOOKING GLASS RETURNS WITH THE SNEAKIEST GAME EVER.

Cloaked in the darkness of a poorly lit doorway, you watch as the bored guard strolls along his route, unaware of your presence as he passes by. As you step from the shadows, his back makes a tempting target for a well-placed sword thrust, but there's no need – you've more than enough time to pick the lock to the strongroom before he returns, and besides, dead bodies tend to make people suspicious.

When it was released in December '98, *Thief: The Dark Project* came as a welcome relief from the seemingly endless succession of first-person shooters flooding the market. In place of a poorly justified mish-mash of sci-fi clichés, it offered a gripping and involving plot. Instead of a string of labyrinthine levels packed with mindless monsters to kill, it faced you with a living, breathing fantasy world with realistic locations, populated by intelligent opponents. And, most importantly, it actively encouraged planning, forethought and restraint. As the master thief Garrett, darkness was your friend and stealth

your weapon. The result was a stunning game, and the birth of a new genre – the first-person sneaker.

Now veteran developer Looking Glass, the company responsible for classics like *Ultima Underworld* and *System Shock*, has returned to the dark and menacing world of *Thief*, and in *Thief 2: The Metal Age* has produced a sequel that exceeds its predecessor in every way.

Set a year after the events of the original game, *The Metal Age* once again casts you as the roguishly amoral Garrett, but things have changed in the City. In the wake of Garrett's victory over the mad Trickster god, new powers and factions have risen and struggle for dominance. The Mechanists, a fanatical splinter group of the Hammerites, have introduced strange new technology driven by steam and electricity. The Pagans, last remnants of the Trickster's forces, perform terrorist attacks and spread anti-technology propaganda. And the mysterious Keepers continue to watch and observe events from a distance.

In the midst of this chaos, Garrett is just trying to make a dishonest living, stealing from the rich and giving

Game info

- Publisher: **Eidos**
- Developer: **Looking Glass**
- Price: **£35**
- Release date: **April**
- Players: **1**
- Requires: **P233, 48 Mb, 366Mb HD-space, 3D accelerator card**
- Recommended: **P350, 64Mb, 750Mb HD-space, 16Mb accelerator card**
- Extras: **3D sound card**

↑ Uppers & Downers ↓

Ninja

- Tense, atmospheric and involving
- Challenging and innovative design
- Greatly improved graphics engine

Cringer

- Not for the die-hard blasting fan
- Requires patience to master
- Best played on a serious PC



■ As the story progresses, you find yourself forced to break into ever more dangerous and well-guarded locations. Eventually, you have to go face to face with the bad guys behind it all.



■ Unlike most first person games, *Thief 2* is all about stealth, not fighting – do it right, and no-one will know you were there.



IN THIEF 2 LOOKING GLASS HAS PRODUCED A SEQUEL THAT EXCEEDS ITS PREDECESSOR IN EVERY WAY.



skills against an increasingly dangerous series of challenges. In a perfect example of the old adage, "if it ain't broke, don't fix it", the basic structure of *The Metal Age* is almost identical to the original *Thief*. The game is split into a series of missions, each beginning with a cut scene that advances the story and explains the background of the coming job. Depending on the difficulty level you select, each mission has a number of objectives that must be met, and before you start you can spend any loot you, erm, "acquired" in the previous mission to kit yourself out with a variety of handy tools and items. But that's not to say that there's nothing new in *The Metal Age* – far from it. Instead of coming up with new ways to present the action, Looking Glass has wisely concentrated on expanding and improving the gameplay itself. The most obvious improvement lies in the graphics engine – the one weakness of the original. Rebuilt from

to himself. But when the newly elected sheriff starts to take an interest in your business, you find yourself drawn into a deadly plot and forced to test your

the ground up, the visuals are faster, smoother and clearer. The new engine runs in 16-bit colour, with improved lighting, translucency and particle effects. Likewise, the polygon count of the guards, robots and the rest has been doubled, and the range of animation greatly improved. The result is that *The Metal Age* looks almost as good as it plays.

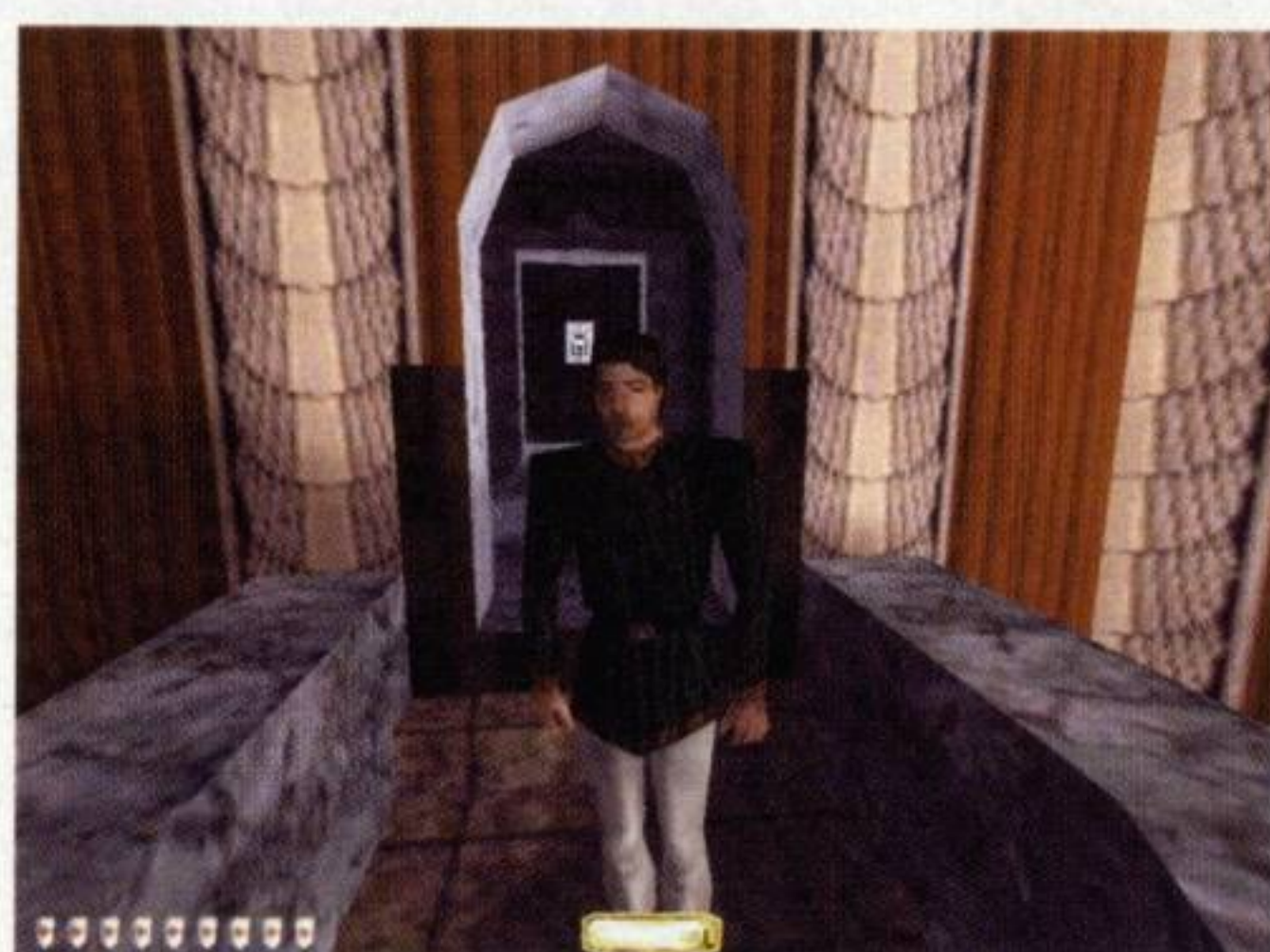
Almost, because to be honest, it would be all but impossible for the graphics to match to quality of the gameplay in *Thief 2*. Looking Glass admits it was a little concerned whether players would really enjoy the stealth element of the first game, and so provided a mix of sneaking and fighting. Reassured by the success of the original, it has pulled out all the stops this time around.

As well as offering you a new range of cool gadgets and toys to play with, *Thief 2* faces you with a host of new challenges, from automated security systems to steam-driven guard robots. Completing missions requires even more planning and original thinking than before, and the stealth element has been emphasised above all else.

What stands out, though, is the design of the missions. Although the early stages of the game see you performing fairly straightforward break-ins, as the story progresses you have to take on ever more complex tasks, from framing an enemy with planted evidence to a daring midnight flight across the rooftops of the city. Not only are the objectives imaginative and cunningly designed, the locations themselves are thoroughly convincing and authentic.

In many ways *Thief: The Dark Age* was one of the most effective role-playing games ever to appear on the PC. To succeed, you had to immerse yourself in the role of a thief, thinking, planning and acting like one. *Thief 2* takes this to new levels, and while the satisfaction you gain from indulging the underhand side of your nature may be dubious, it's also immensely rewarding and great fun. This truly is the sneakiest game available for the PC, and is also one of the best designed and most enjoyable releases of the year so far. ★★★★★

Andy Butcher

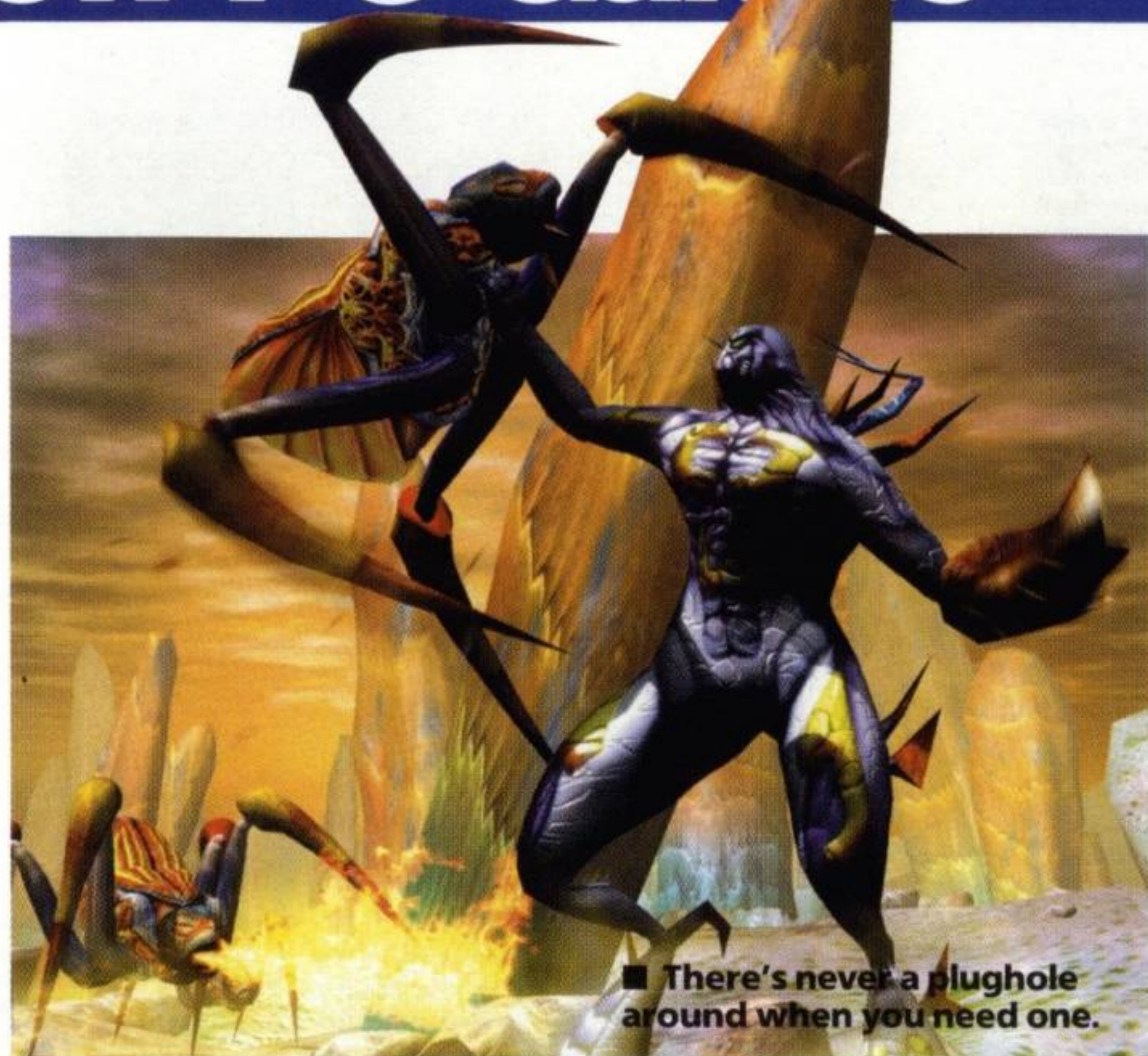


■ (Above) Not everyone you meet is a guard to be avoided – fancy a spot of kidnapping?

Or you could try...

Hidden & Dangerous Take 2 ★★★★★
Lead a team of SAS commandos behind enemy lines in this WW2 thriller.

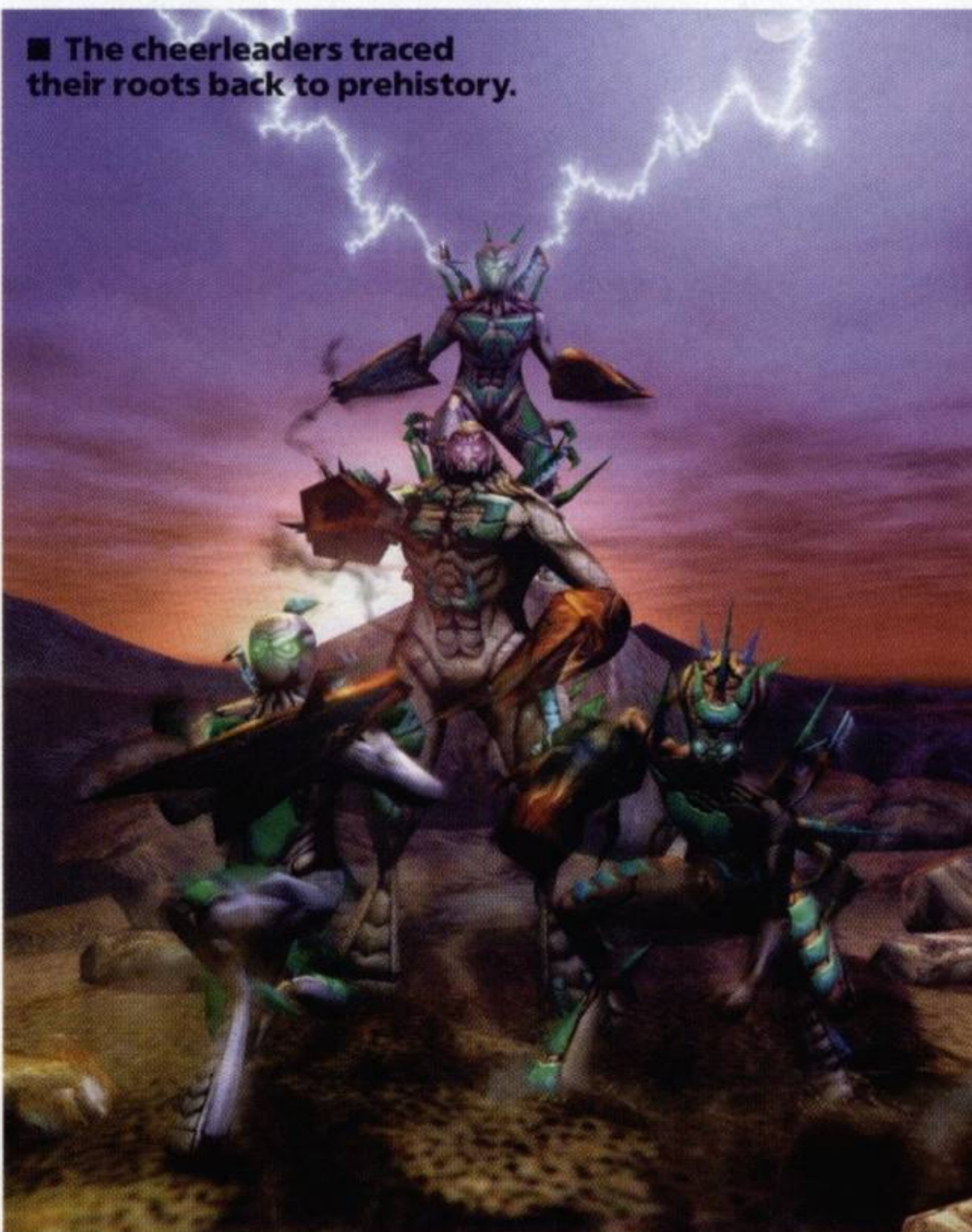
Thief: The Dark Project Eidos ★★★
Well designed levels, specific missions, but a little slow.



■ There's never a plughole around when you need one.



■ The cheerleaders traced their roots back to prehistory.



EVOLVA

EVOLUTION GONE CRAZY – DARWIN WOULDN'T LIKE IT.

Game info

- Publisher: **Virgin Interactive**
- Developer: **Computer Artworks**
- Price: **£30**
- Release: **on sale now**
- Players: **1-22**
- Requires: **P266, 32Mb RAM, 300Mb HD-space**

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Primordial soup</p> <ul style="list-style-type: none"> ■ Original idea ■ Slick visuals ■ Keeps the gameplay simple | <p>Fly in my soup</p> <ul style="list-style-type: none"> ■ Sterile graphics ■ Annoying level-wandering ■ Not for everyone |
|---|---|

Evolution is a funny thing. Apparently, humans descended from apes, while apes are descended from fish, and fish are descended from microscopic organisms that were descended from bacteria. So, if you look at it that way, your great great whathaveyou grandparents were colds and stomach upsets and things like that. Next time you wield a bottle of Dettol in your bathroom you could be murdering millions of your relations. It's food for thought.

Of course, human evolution occurred over millions of years. Virgin's *Evolva* (watch how you say that to a gynaecologist) concerns itself with evolution occurring over the space of a few seconds. Part shoot-'em-up, part third-person 3D platform game, part real-time strategy sim and part artificial life experiment, *Evolva* has you controlling a squad of four genetically-engineered genohunters, out to save humanity from marauding parasites.

As the genohunters – who can be controlled simultaneously, or individually – shoot and punch their way through the game, they can absorb the genetic material of their fallen foes and use it to evolve into higher life forms. Absorb the guts of a flame-spewing monster, and your genohunter will evolve his own integral flamethrower. Absorb a frog thing, and your genohunter will be able to leap over obstacles. It's particularly effective as you cycle through your attributes, and watch your characters change. It's an eerie effect to say the least, and you soon build up a team of genohunters each with a different expertise.

Though the levels are broken down into sometimes vague missions, *Evolva* is never complicated. Typically, you have to destroy something, reach a location, or locate an object, and a fair amount of backtracking is often required.

Developer Computer Artworks has a background in both artificial life and artificial intelligence technology and puts it

to good use. If any of your team members get separated from their comrades, they'll pick the quickest route to link up again. Opponents are similarly smart, doing a runner if they realise they're outgunned, but will launch an offensive if they manage to hook up with others of their species.

Evolva looks good, with landscapes and enemies giving the game a 3D old prog rock album cove feel. Admittedly, this greasy, organic, stylised approach also gives the game a certain sterility and otherworldliness, which takes some getting used to. By the same token, it's also quite easy to lose your bearings. The landscapes are all alien plants and weird rock formations, but they blend into one after a time.

As for the gameplay, there's nothing wrong with it, but in trying to be a cross between *Quake 2*, *Command & Conquer* and *Creatures*, the end result is a bit confused. It's bold, ambitious and original, but you feel an odd sense of detachment as you play. But maybe that's the point. ★★★

Or you could try...

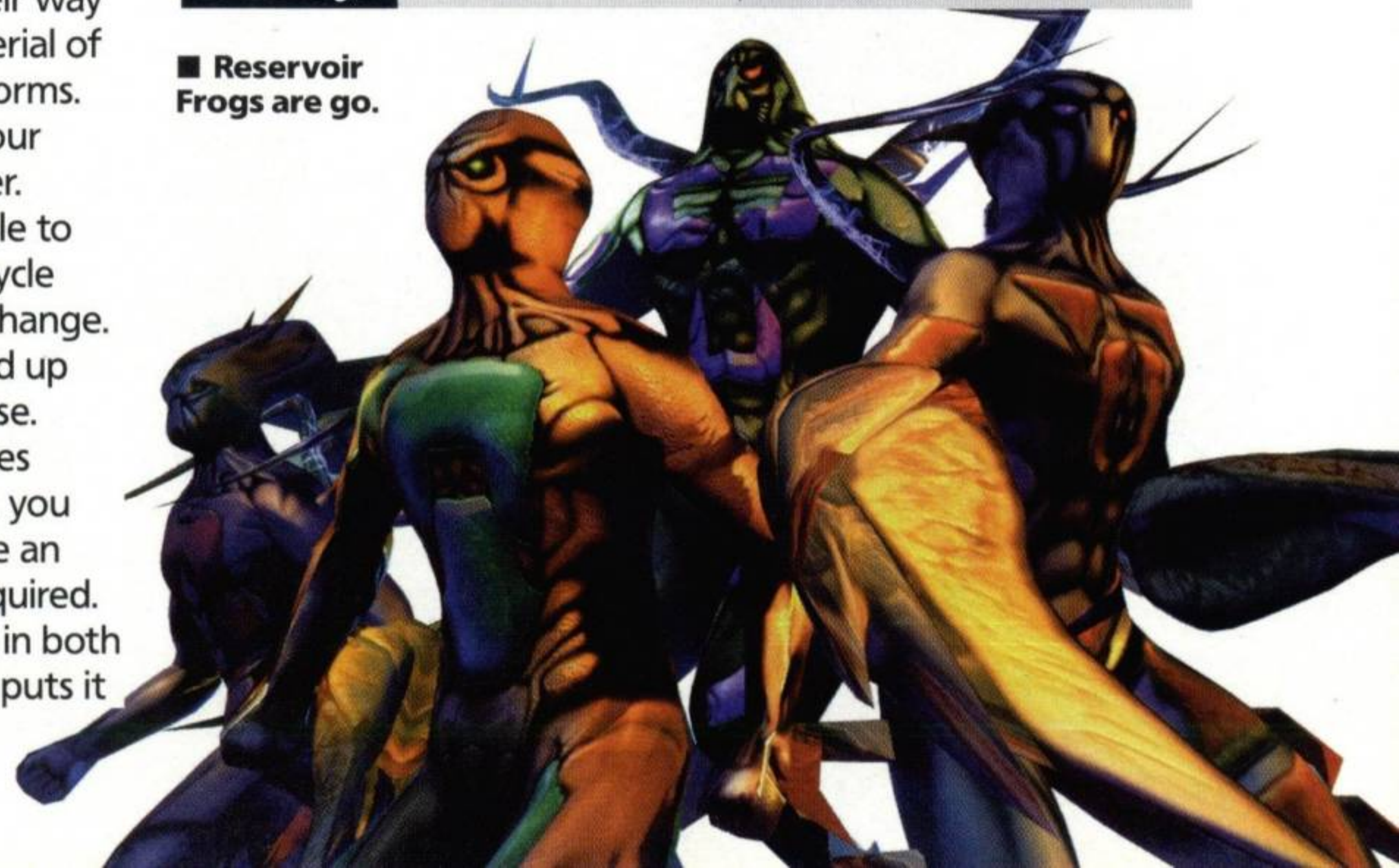
Creatures 3
Mindscape ★★
More evolution, only cuter.

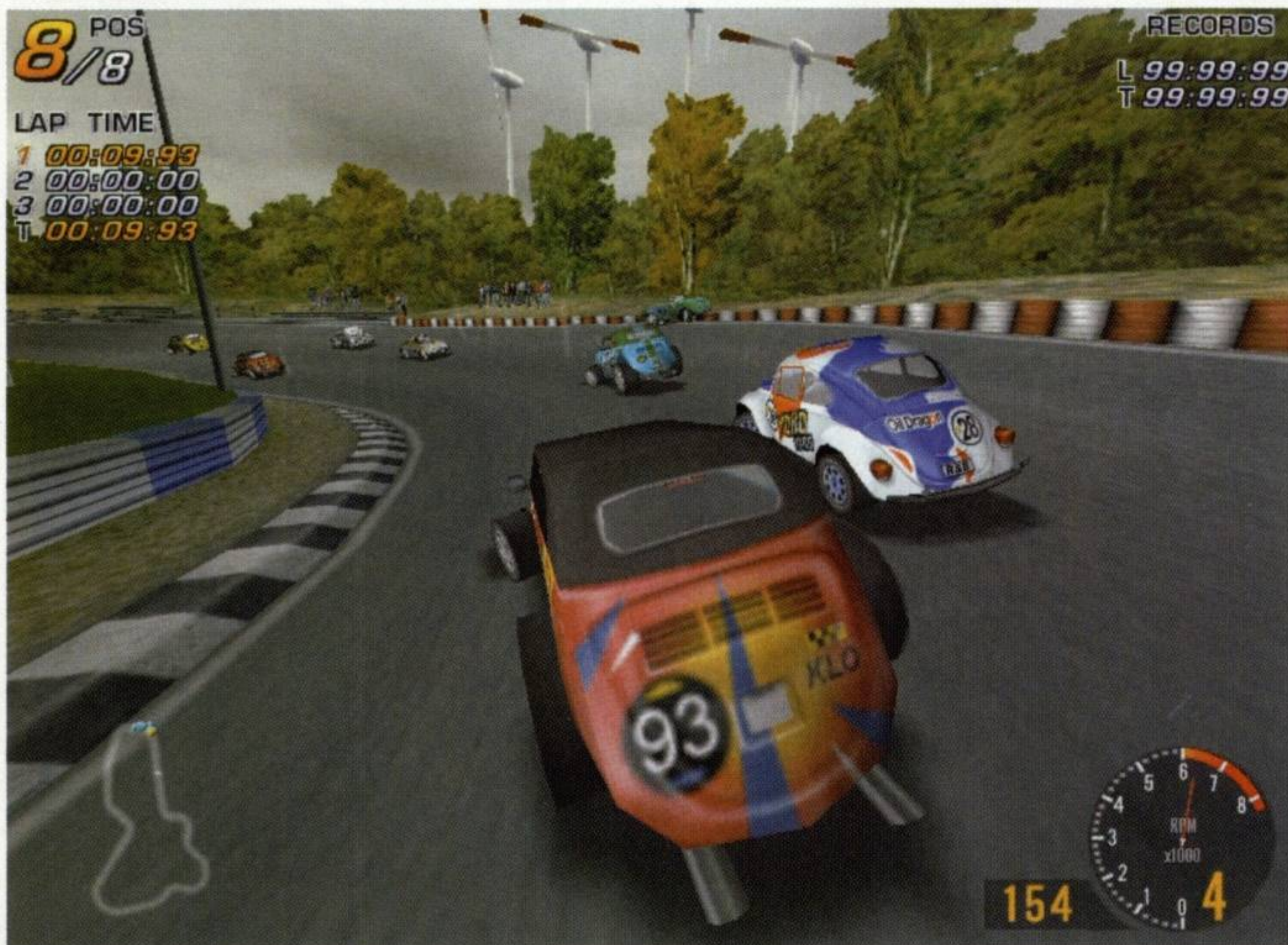
Battlezone 2
Activision ★★★★★
A similar, but better, mix of strategy and action.

■ Reservoir Frogs are go.



■ Alien landscapes, while striking, are hard to navigate.





■ (Above) Must have left it parked on the Blackbird Leys for too long.
 ■ (Left) Ah yes, the fabled Peace Machine. One to send to the world's trouble spots.

Game info

- Publisher: **Infogrames**
- Developer: **Effecto Caos**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-22**
- Requires: **P166, 64Mb RAM, 300Mb HD-space**

BEETLE CRAZY CUP

AIR-COOLED RACING MADNESS ABOARD THE LOVE BUG.



↑ Uppers & Downers ↓

Beetlejuice

- Great graphics
- Works fairly well on a P166
- Loads of tracks

Beetlebum

- Not "crazy"
- Not hugely original
- '60s flavour feels tacked on



■ The rednecks couldn't wait to see the hippies' faces.

So. *Beetle Crazy Cup*. Beetle Kerrrr-aaaaay-zeeeeeee Cup. Krrrrrrr-rrrrrr-zrrrrrrrrrrr! **Crazy. Loopy. Insane. Fruity-loops. Nutty. Out of its tree. Round the bend. Or not.** Sticking the word "crazy" in the title of a game doesn't make it crazy. Claims of insanity should really be backed up with some kind of off-the-wall gameplay. Simply featuring Volkswagen Beetles isn't good enough. They may look a bit crap, but they're not crazy. Volkswagen Crap Car Challenge would've been more appropriate. Admittedly, Effecto Caos has tried its hardest here with a '60s-influenced logo, and loads of '60s-style music – the '60s being, of course, the kerrrr-ay-ziest decade in the history of mankind. And there's the occasional psychedelic paintjob. All of which does not add up to a trip to the funny farm. What it does add up to, however, is quite a good game.

Spread across more than 40 tracks, there are five different challenges; Speed, Jump, Cross, Buggy and Monster. Don't let that last one fool you – it isn't as crazy as it sounds. There aren't any monsters, just the monster truck version of the Beetle, and a time trial in which you have to get round a course as fast as possible, crushing car chassis as you go. The others are as they sound. Speed is a straightforward race. Jump requires you to jump as far as you can in your nitro-equipped VW. Cross is a motorcross-style event, and Buggy has you pretending to be The Monkees, racing around in a beach buggy. You get three race modes, depending on whether you want a quick one-off stab at the game, become champion in any one discipline, or become the overall champion of them all. There are 17 real-world VW Beetle models and 50 made-up vehicles to choose from – which you can "buy" using your pretend cash "winnings". There are the usual network and Internet multi-player modes, with up to six people competing over a

network, or two players can go head-to-head on a surprisingly effective split-screen.

Beetle Crazy Cup is mostly a very playable game, with enough variety and styles of play to ensure it holds your interest longer than many racing games. However, it's the visuals which make it stand out from the crowd. Even on a relatively low-spec machine, *Beetle Crazy Cup* manages to impress. It's not so much the level of detail – though commendable – as the proficiency of the graphics engine. There's virtually no pop-up, or polygon break-up. There's no fogging-in, or attempts to hide the draw distance or horizon. You'll mount a hillock and the stands packed full of spectators will still be visible in the far distance. Even the cars are beautifully depicted.

The games market isn't exactly bereft of racing games, but *Beetle Crazy Cup* fills a gap somewhere between *Colin McRae Rally*, *Gran Turismo* and *Mario Kart* – which is a feat in itself. It may not be terribly crazy, but it is rather good. But then, *Beetle Rather Good Cup* doesn't sound quite so cool, does it? ★★★

Paul Rose

Or you could try...

Colin McRae Rally
Codemasters ★★★
Not crazy, just really good.

Interstate '82
Activision ★★
Car-based violence. Certifiably crazy.



■ Beach buggies were once the height of cool, believe it or not.



■ (Above) Weapons can be combined to give you more powerful attacks.



ROLLCAGE: STAGE 2

SUPER FAST RACING THAT'S STREETS AHEAD OF THE OPPOSITION.

Rollcage: Stage 2 on PlayStation received much praise and five stars from *Arcade* when it was reviewed a couple of issues ago. Can PC owners expect the same kind of sickness-inducing racing when the title appears on their platform? Well, yes, they can.

The concept of *Rollcage* is not dissimilar to *Wipeout* – it's a futuristic racer with weapons – so there's nothing original there. What sets *Rollcage* apart from *Wipeout* is the vehicles you get to race in. They're cars with giant wheels, wheels so big, in fact, that when your car flips over you can continue to race, which makes for much flipping, spinning and general gameplay madness.

Clearly, the PC version of this excellent racer was always going to better the PlayStation version in one area – the graphics. True to form PC *Rollcage: Stage 2* is as fast as you like, almost too fast for you to see. This makes for one exhilarating ride on some great courses that are closer to the Nintendo 64's *F-Zero* than anything *Wipeout* came up with. Best of all, though, you can target and destroy buildings dotted around the tracks in an attempt to slow your opposition down.

If you could make a criticism of *Rollcage: Stage 2* it's not that it's too fast – the speed is great – it's that the tracks are not designed for such quickness. With your speedometer nudging the 600mph mark, the last thing you need is confined twisting tunnels, and that's just what you get. As a result you end up spinning out a lot, and even the inclusion of a "face the right way" button doesn't soothe the pain (or dizziness) of losing the back end.

Then again, you won't find anything quite like this on PC, unless you count the original *Rollcage*, of course. However, this version far exceeds that game in terms of game options and, of course, speed. Inspired weapons include a time warp that slows opponents down and a weapon that enables you to switch places with the leader. The Scramble mode game is almost worth the admission

price alone. This is *Rollcage* with a puzzle slant, the object of which is to reach a goal area within a certain time limit. The trouble is that the tracks are more than just a bit narrow, and there are shortcuts and platform sections.

But the whole point of *Rollcage 2* is the racing, or rather racing at breakneck speeds around impossible courses, shooting off fantastical weapons blowing both the opposition and the scenery to high heaven. *Rollcage: Stage 2* has its problems, but it's still one helluva good racing game. ★★★★★

Nick Jones

Game info

- Publisher: **Take 2**
- Developer: **Psynosis**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-4**
- Minimum specs: **P266, 32Mb RAM, 250Mb HD-space, 3D accelerator card**
- Recommended specs: **P300, 32Mb RAM, 600Mb HD-space**

↑ Uppers & Downers ↓

Roller coaster

- Fast as you like
- Great weapons
- Different play modes

House of horror

- Almost too fast
- Restrictive courses
- Cars look boring

Or you could try...

Episode One: Racer
Activision: ★★★
Become Anakin Skywalker in this *Star Wars Wipeout*.

Grand Prix Legends
Sierra: ★★★★★
Simply the best racing game on PC.



■ Destroy buildings – for a laugh.



■ Nice graphics, poor game.

SHADOW WATCH

- Publisher: **Take 2**
- Developer: **Red Storm Entertainment**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-8**
- Minimum specs: **P133, 32Mb RAM, 200Mb HD-space**
- Recommended specs: **P200, 32Mb RAM, 600Mb HD-space**

■ Oh, the joys of PC gaming. On the one hand you get all that great first-person shooting stuff and games that are on the cutting edge, but on the other, anyone with just a small amount of programming skill can write a videogame and you can also end up with titles like this.

The premise of *Shadow Watch* sounds a bit good – guide crack commandos around warehouses, bars and factories in places like Hong Kong, South America and outer space, taking out bad guys and trying to save the day. Each of your commandos has his own speciality – sniper, scout, tough guy – and they can pick up new abilities with experience gained from completing missions. The reality is that *Shadow Watch* isn't even half as good as it sounds.

No, this isn't some crazy 3D stealth-'em-up with dramatic lighting, panic-inducing gameplay and apocalyptic story – *Shadow Watch* is a strategy game.

Choosing a number of commandos from your team, you must guide them through missions with objectives like steal a briefcase and rescue hostages, all in glorious turn-based strategy. It's enough to put you to sleep.

Each of your commandos has a certain number of moves per turn – you can either move, perform an action or shoot. And that's about it. Objectives have to be met and no team members can die or it's game over. There's some nonsense story about trying to save the world, but to be honest you'll barely register it. Some pleasure can be taken from the anime-style characters and presentation, but that's just wallpaper on crumbling bricks – *Shadow Watch* is like a strategy game on an 8-bit computer.

Despite the game's dramatic soundtrack, there's little to get your pulse racing. The isometric cartoon-esque graphics are quite nice but the gameplay is so laboured and drawn out that it will have you reaching for the Ctrl-Alt-Del buttons in no time at all. ★

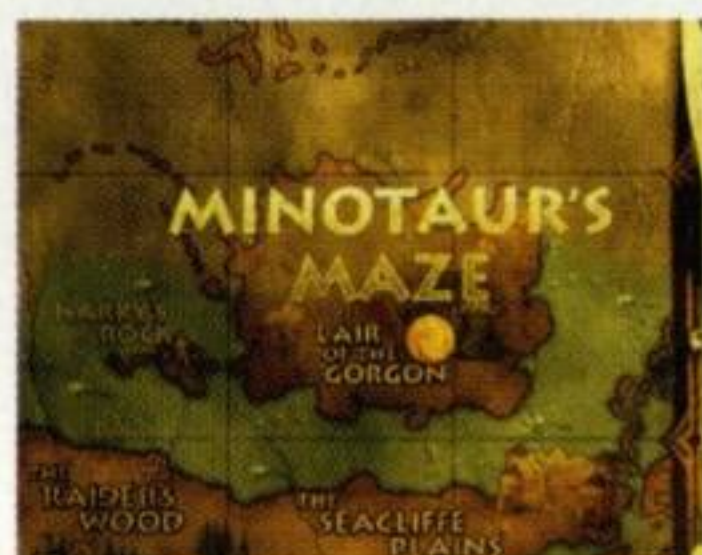
Nick Jones



■ Guide your heroes through missions.



■ Group units and take them into battle.



■ Thwart Poseidon and his fishy plans.



INVICTUS: SHADOW OF OLYMPUS

THE GODS AREN'T SMILING ON THIS RPG/RTS HYBRID.

↑ Uppers & Downers ↓

Gods	Monsters
■ Interesting concept	■ Trapped in limbo
■ Greek mythology	■ Indistinct voxel engine
■ You can command Hercules	■ AI is terrible

Picture a game that successfully blurs the line between being a role playing game and a real-time strategy, a game that meshes complex characters and involving storylines, such as those of *Baldur's Gate* with the thrill of commanding units as in *Total Annihilation: Kingdoms*. Ah, what a thought. Unfortunately, despite its pretensions, *Invictus* is not that game.

As the story goes, Poseidon, having failed to stop the events in Homer's *Odyssey*, decides another wager is in order and sets three trials for a mortal to overcome, a bet that Athena is all too willing to accept. You are that mortal and, with the help of two heroes from a choice of ten (Hercules to Icarus and the rest), you have to thwart his plans and prove mortals are worth keeping around.

You guide your heroes and troops through a series of missions, from rescuing a town plagued by raiders to helping Gorgons (you know, like Medusa, snakes for hair, real stony look) fight off, er, raiders. You can talk to non-player characters, collect objects to heal your

troops and fight. No sub-quests, no hidden caves, no magic to really speak of. Your heroes can appeal to the Gods for aid, each hero's appeal having its own effect, but the results are less than spectacular and the majority of your pleas fall on deaf ears.

You can group your units, you'll have about 30 by the end, in any way you like, although most battles seem to degenerate into typical hack and slash affairs. An indistinct voxel-based engine just confuses matters further, though it does enable you to rotate and tilt the action to your heart's content.

Finally, the AI is atrocious – pathfinding is terrible, units stoically refuse to move even if other units want to get past, and – can you believe it – your troops will even attack one another. Those crazy Greeks.

The concept is brilliant, and *Invictus* points to a future where games will happily marry RPG and RTS elements to the delight of all. Quicksilver has tried, but *Invictus* just falls between two stools. ★★

Ian Merison

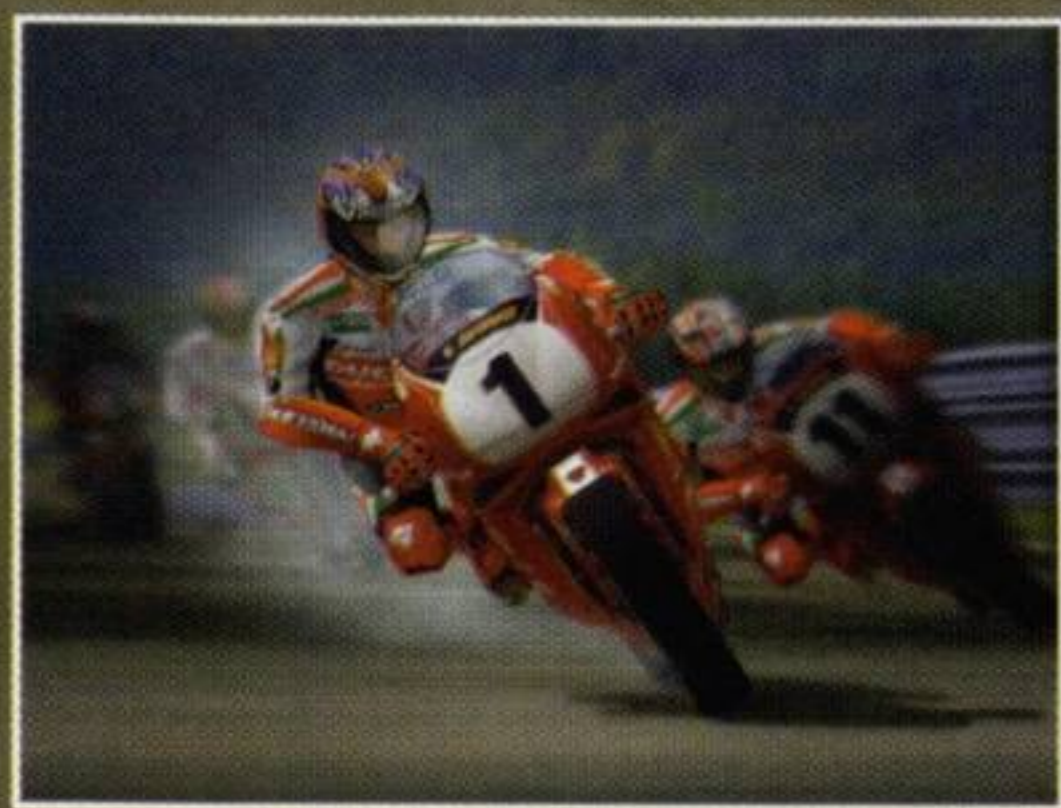
Or you could try...

Planescape: Torment
Virgin ★★★★★
Another gem from the creator of *Baldur's Gate*.

Age of Wonders
Take 2 ★★★★★
Ideal Sunday game, with turn-based action aplenty.



■ Skin-tight leather suits, throbbing engines and heads at butt level.



SUPERBIKE 2000

WHEEL LIFE – BIKE SIMS DON'T GET MORE REALISTIC.

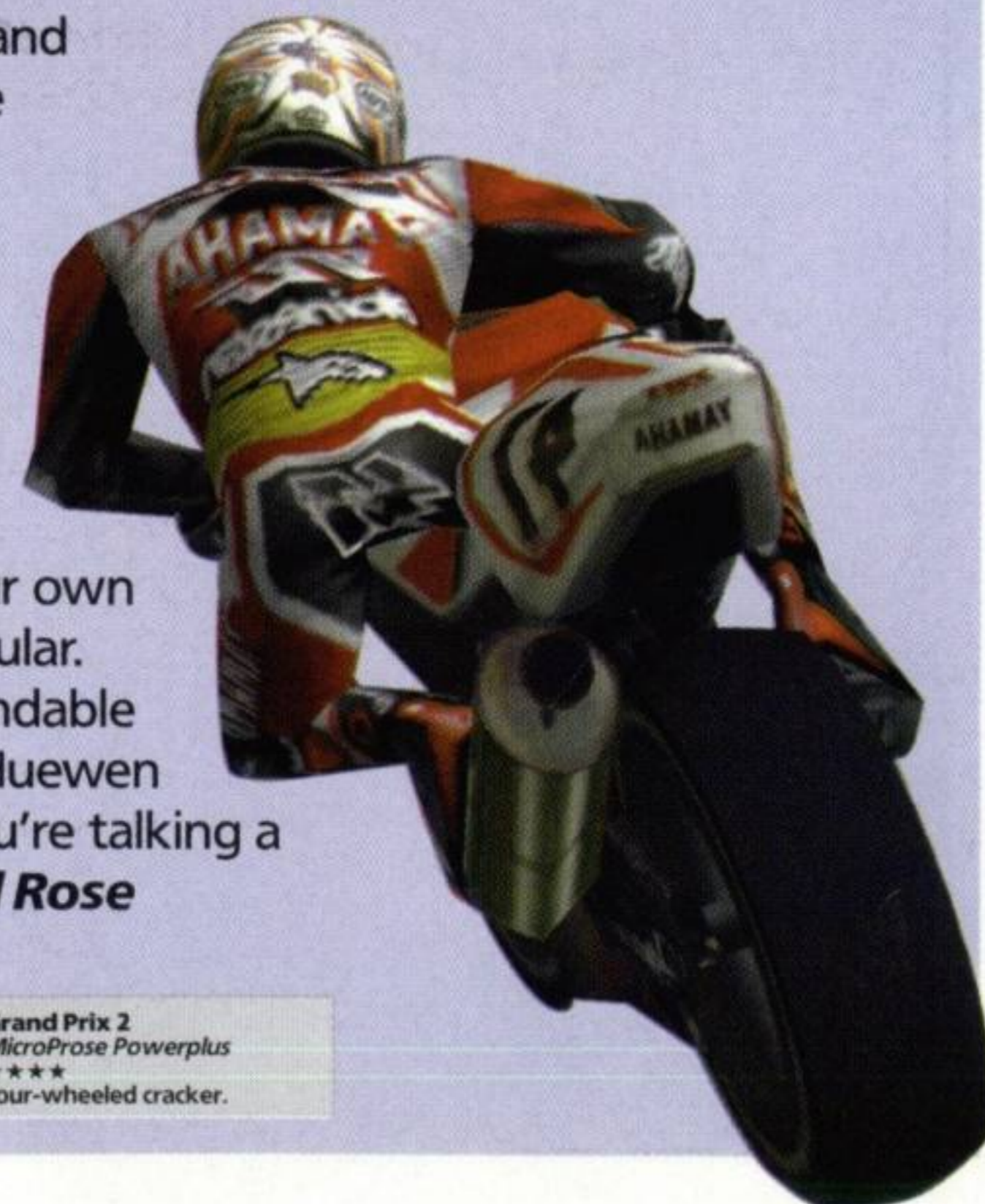
Far be it for *Arcade* to speculate on the mental issues of motorcyclists, but you've got to be a bit funny in the head to want to speed along at speeds in excess of 100mph, with nothing more than a fibreglass helmet and a jumpsuit for protection. Four wheels and a steel cage; that's what you want. Just ask Eddie Kidd, Evel Knievel or Barry Sheene.

The follow-up to last year's well-received *Superbike World Championship*, *Superbike 2000* again offers the chance for sensible-minded types to experience the thrills of motorbike racing without risking multiple fractures or death.

Fans of superbike racing will be satisfied with EA's typical attention to detail. There are 13 accurately-modelled courses that will be instantly familiar to veterans of previous bike racing games, plus the six or so major bike manufacturers, including mainstays like Ducati and Aprilia. The usual array of options will tailor the game to those looking for an all-out simulation, or a more arcade-based

experience. You'll be able to engage anything from steering assist, to traction control, all of which affect the handling.

Talking of which, the handling is spot-on. There's little doubt *Superbike 2000* is at the top of the tree motorbike-wise, and you'd be hard pushed to find a game that offers the same level of detail and realistic control. In addition, the graphics are nothing short of stunning. The level of detail on bikes and riders is overwhelming, while the tracks are packed with detail. Crashes have just as much to do with your computer-controlled rivals as they do your own incompetence, and are spectacular. Round all this off with commendable commentary from TV's Keith Huewen (whoever he might be) and you're talking a super bike game. ★★★★★ **Paul Rose**



Or you could try...

Castrol Honda Superbikes 2000
Midas ★★★★★
Less-good bike racing.

Grand Prix 2
MicroProse Powerplus
★★★★
Four-wheeled cracker.

Game info

- Publisher: **Electronic Arts**
- Developer: **EA Sports**
- Price: **£30**
- Release: **on sale now**
- Players: **1-8**
- Requires: **P266, 32Mb RAM, 400Mb HD space, Win 95**

↑ Uppers & Downers ↓

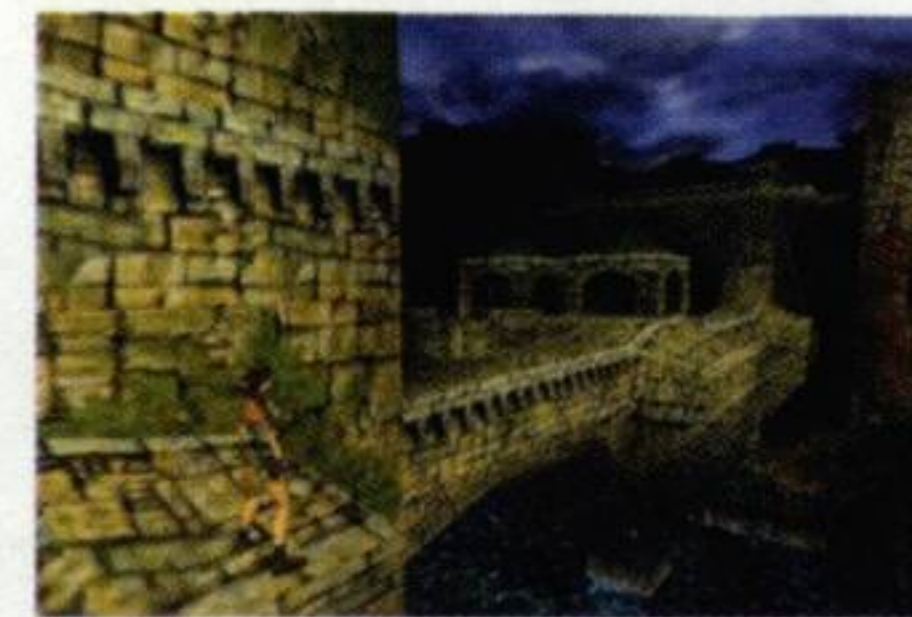
- | | |
|---|--|
| <p>Ingenious</p> <ul style="list-style-type: none"> ■ Handles perfectly ■ Stunning graphics ■ Split-screen mode | <p>Engine-less</p> <ul style="list-style-type: none"> ■ Yet another racing game ■ Nothing original ■ Dry front-end |
|---|--|



■ Swimming with the fishes.



■ Bruised Highlands skies.



TOMB RAIDER: THE LOST ARTEFACT

- Publisher: **Eidos**
- Developer: **Core Design**
- Price: **£25**
- Release date: **April**
- Players: **P133, 16Mb RAM, 200Mb HD-space**
- Recommended: **P200, 32Mb RAM, 200Mb HD-space**

■ The *Tomb Raider* games may be getting a bit long in the tooth now, but while Core continues to devise interesting adventures for their well-stacked heroine they're still good value. Take *The Lost Artefact*, for example: a stand-alone mission pack for *Tomb Raider 3*. Made up of some of the hardest levels ever seen in a *Tomb Raider* game, it's a more than welcome addition to the burgeoning Lara Croft series. But beginners take note, this is seriously tough: a game for hardcore Raiders.

Things kick off immediately after the third instalment of *Tomb Raider*. After Lara defeated Dr Willard she discovered that he was after a fifth artefact – located in Scotland. *The Lost Artefact* takes Lara on a quest from the misty grounds of a Highlands estate to a strangely prehistoric Loch Ness. There are some beautifully designed levels and fiendish puzzles, making the game well worth a play.

Of course, it suffers from all the things that made *Tomb Raider 3* feel a bit like hard work to play: lots of legwork, lots of switches opening doors a mile away and all that endless lining up of jumps – you know the score. But it's a pleasure to explore and the locations make for a nice change of scenery after all that hot and sweaty Egyptian stuff in *The Last Revelation*. Go on – run down the shops and buy it. You know you love her. ★★★ **Cam Anderson**

New Dreamcast Games



■ Mummy's the word. Lara's journey takes her through some beautifully designed ancient temples.





■ Temples of gloom. Dramatic lighting heightens the atmosphere. Watch out for skeletons lurking in the shadows.



TOMB RAIDER: THE LAST REVELATION



Game info

- Publisher: Eidos
- Developer: Core Design
- Price: £40
- Release date: on sale now
- Players: 1
- Extras: VM unit

THE BIG BREASTED ONE BOUNCES BACK TO DO THE BUSINESS FOR SEGA.

Like a grandparent welcoming a young-un at Christmas, Sega is celebrating Lara Croft returning to the fold after her debut on the Saturn. But instead of the customary "My, haven't you grown", it's more a case of, "You haven't changed a bit, dear". *Tomb Raider: The Last Revelation* sticks closely to the formula that has brought Lara Croft and the *Tomb Raider* franchise a phenomenal amount of success. But for Lara-starved Sega devotees, will *Tomb Raider: The Last Revelation* be as refreshing as the first pint after work on a Friday night, or as worthwhile as the final drink when you're already plastered?

Lara's gone back to her roots and does what she does best – finding her way through tombs. The entire game is set in Egypt, and is the closest thing to *Raiders Of The Lost Ark* you'll find in game form. The story follows Lara's hunt for the obligatory ancient relic – it's a quest that leads her back to a confrontation with her past, and has a twist that puts *The Sixth Sense* to shame.

From the off it's clear that *The Last Revelation* has the requisite splendour to get the old gaming juices going. Vast and brilliantly designed levels are



yours for the exploring, and this is the best *Tomb Raider* story yet. There's plenty of exploration, puzzles galore and lots of Egyptian hieroglyphs, mummies, traps and all that other stuff that Indiana Jones likes. In fact, *The Last Revelation* has all the ingredients for a slap up Saturday morning adventuring feast.

No longer do you have to run from one end of a level to pull a lever, then leg it back to go through the door. Individual puzzles go some way to reducing the legwork – on the whole these are tough but logical and a little perseverance and thought will see you through. One of the early puzzles will have you stumped. Five torches need to be lit to open a door. After a bit of running around you realise that jumping on certain floor tiles lights different lights. All you need to do is work out the order and you're away.

Traipsing from one ancient tomb to another could get a little repetitive, so proceedings have been spiced up by taking you to places such as a market town, an Egyptian theme park and on top of a moving train. In keeping with other games in the series, Lara gets the use of a Land Rover and a bike in a couple of levels so *The Last Revelation* is a driving game as well. Kind of.

For all the atmosphere the well judged sound and music lend the game, for large parts of *The Last Revelation* there is no music whatsoever. Just the pitter-patter of Lara's



■ The training mission sees Lara getting "instruction" from a "friendly" uncle.



■ The lady killer. Lara's enemies include these strange arab-ninja blokes.



BRILLIANTLY DESIGNED LEVELS ARE YOURS FOR THE EXPLORING... THIS IS THE BEST TOMB RAIDER YET.

of the series is still stuck in 1996. Compare this with *Soul Reaver*, a game that has taken the *Tomb Raider* idea on board and given it a healthy makeover with a control system that doesn't demand you take hours to line up pixel-perfect jumps, and as a result gives you more control over your 3D world. Be warned: you'll need a lot of patience to endure *The Last Revelation*.

The most disappointing aspect of this *Tomb Raider* instalment on Dreamcast is that Core has failed to take advantage of any of the extra goodies on the console. It looks and plays almost identically to the PC version, which apes the look and feel of the PlayStation game. The result is a slow frame rate, an awkward control system and a real lack of polish. In short it looks like a smoother PlayStation game – not what you expect from your new console.

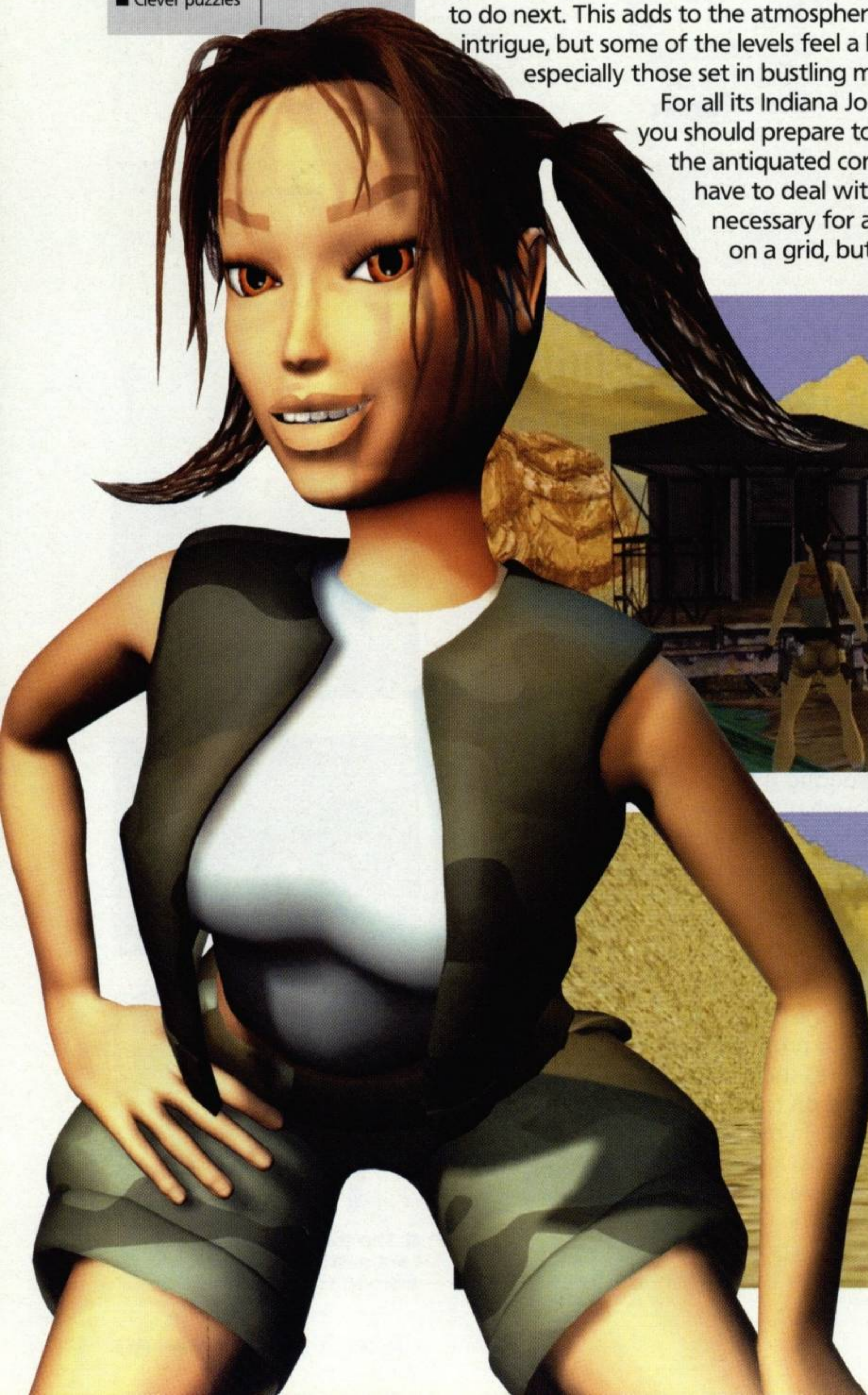
That said, Core has honed its raiding skills to a fine art. Puzzles are well thought out, locations are often awe-inspiring and the atmosphere is fantastic. So why does playing *The Last Revelation* feel more like work than play? It's taxing and a challenge, but when playing a game is such a chore at times, then it's not that much fun. And isn't that what games are supposed to be? ★★ ★★ **Nick Jones**

↑ Uppers & Downers ↓

- | | |
|--|--|
| <ul style="list-style-type: none"> ■ Holy Grail ■ Huge levels to explore ■ Great atmosphere ■ Clever puzzles | <ul style="list-style-type: none"> ■ Garbage pail ■ Infuriating control ■ A little slow ■ Empty levels |
|--|--|

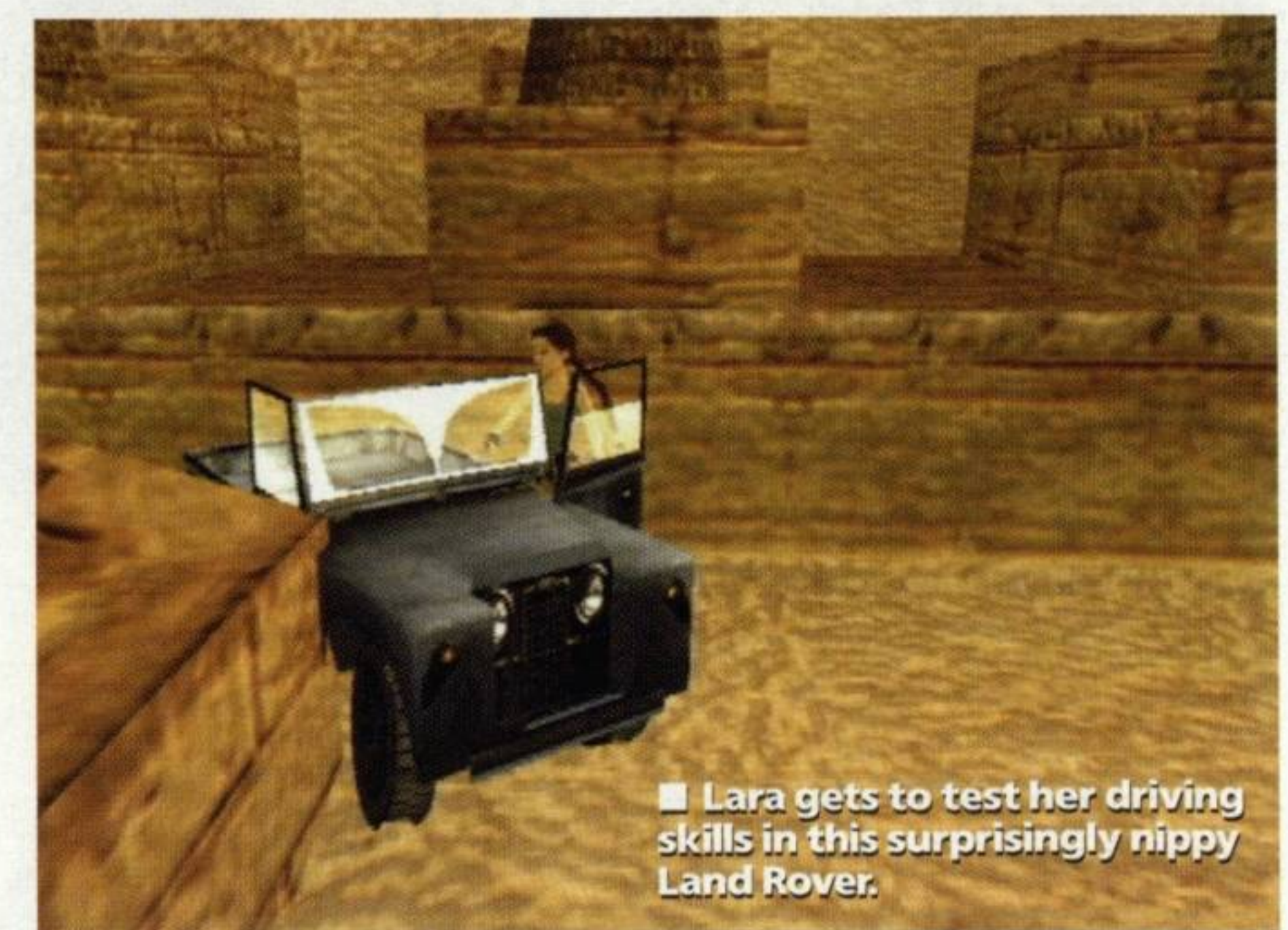
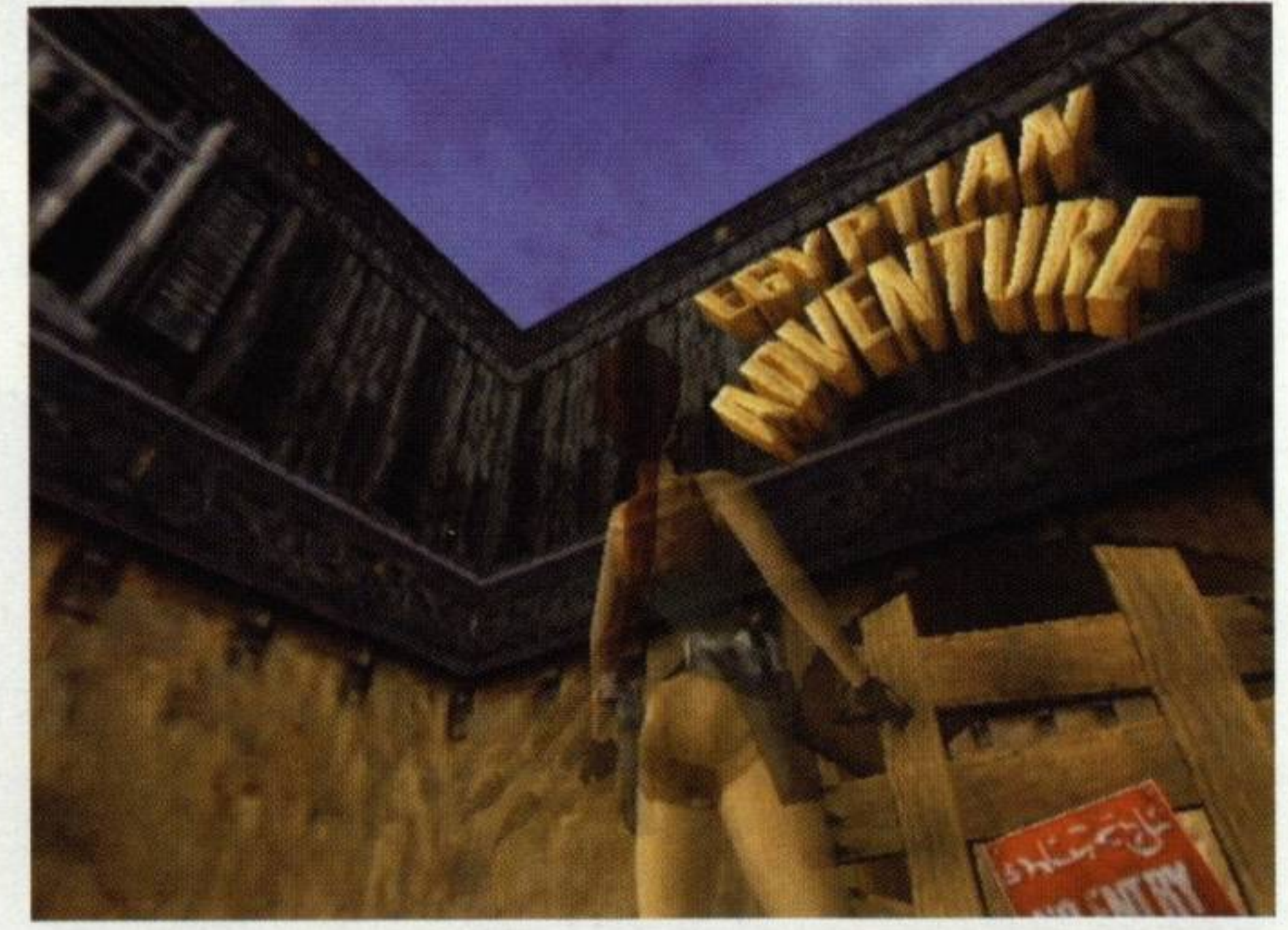
dainty feet. When it does kick in, it's always at key moments – a battle or as a way to let you know that you've performed some vital task. But there are long periods when there isn't a lot going on, and you seem to spend an age wandering around trying to figure out what to do next. This adds to the atmosphere of mystery and intrigue, but some of the levels feel a little empty – especially those set in bustling market towns.

For all its Indiana Jones-evoking ways, you should prepare to be frustrated by the antiquated control system you have to deal with. Of course, this is necessary for a world that is built on a grid, but the look and feel



Or you could try...

- | | |
|---|---|
| <p><i>Soul Reaver: The Legacy of Kain</i>
Eidos ★★★★★
<i>Tomb Raider</i> with a vampire-infested gothic horror head on.</p> | <p><i>Sonic Adventure</i>
Sega ★★★★★
Steer spanky new Sonic around wonderful new world. Speedy fun.</p> |
|---|---|



■ Lara gets to test her driving skills in this surprisingly nippy Land Rover.



ZOMBIE REVENGE

ROTTING FLESH CLEARLY ISN'T A DISH BEST SERVED COLD.

Zombie Revenge is arcade gaming from the old skool, circa 1985. If it wasn't for all its 3D loveliness, it would be a 2D sideways scrolling beat-'em-up almost identical to *Double Dragon*. Huge in the '80s, these games were the staple diet of kids in puffy jackets, smoking Silk Cuts. All you needed to complete them was one 10p and knowledge of the "secret" elbow move. It's clear now why these games died out – they were rubbish. Undaunted, Sega has resurrected the corpse of the genre for *Zombie Revenge*. It should have left the dead in peace.

There's a story to *Zombie Revenge*, but it's basically a poor excuse for blasting zombies. And then blasting some more zombies. And then some more. You get the idea. You can play as one of three characters – the tough guy, the busty wench or the superfly '70s reject. You have two main options for disposing of the undead – weapons or hand to rotten hand combat. Your standard weapon is a

pistol but you can pick up bigger and better weapons for a limited time – machine guns, shotguns, flame throwers and, best of all, a giant drill that lets you skewer the undead through the chest. Fist fighting is more than a little basic – two buttons are all that you're given, but random jabbing at these is enough to pull off some sexy combos. That's about it really – shoot zombies, kick and punch zombies, fight a few boss zombies. It's kind of like *The House of the Dead 2*, but from a third-person perspective and not as good.

Sega has added a few extra features for the home version, however. A Boss Fighting mode, not surprisingly, lets you just take on just the bosses. The Fighting mode is for two players or one against the computer – it's a one-on-one fight in an arena – and is *Virtua Fighter* with fewer moves and added guns. The end result is a poor beat-'em-up combined with an unconvincing shooter. You can also play *Zombie Revenge* over the Sega Network – although why you would want to is a question Sega may not have thought through.

All this option-heavy padding doesn't distract from the fact *Zombie Revenge* doesn't work as a console game. While it's a perfect arcade conversion, its shallow gameplay is all the more obvious in the home version. The action is too repetitive and only has one or two moments which make you smile in a zombie death-lust kind of way. More weapons along the lines of the huge drill or level design with a bit of variety wouldn't have made this a classic, but would have saved it from mediocrity. If you're after some serious zombie messin' then you need look no further than *Code Veronica* – *Zombie Revenge* rates as nothing more than *Resident Evil*-lite. ★ **Nick Jones**

Game info

- Publisher: **Sega**
- Developer: **Sega**
- Developer: **£40**
- Release date: **on sale now**
- Players: **1-2**
- Extras: **VM unit, network play.**

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Living dead</p> <ul style="list-style-type: none"> ■ Nice graphics ■ Arcade-perfect conversion | <p>Just dead</p> <ul style="list-style-type: none"> ■ Doesn't translate well to the home ■ Repetitive gameplay ■ Too easy |
|--|---|



■ Bosses are suitably zombie-styled – each has his own talents, such as electro-zombie above. They're all a bit easy to kill though.

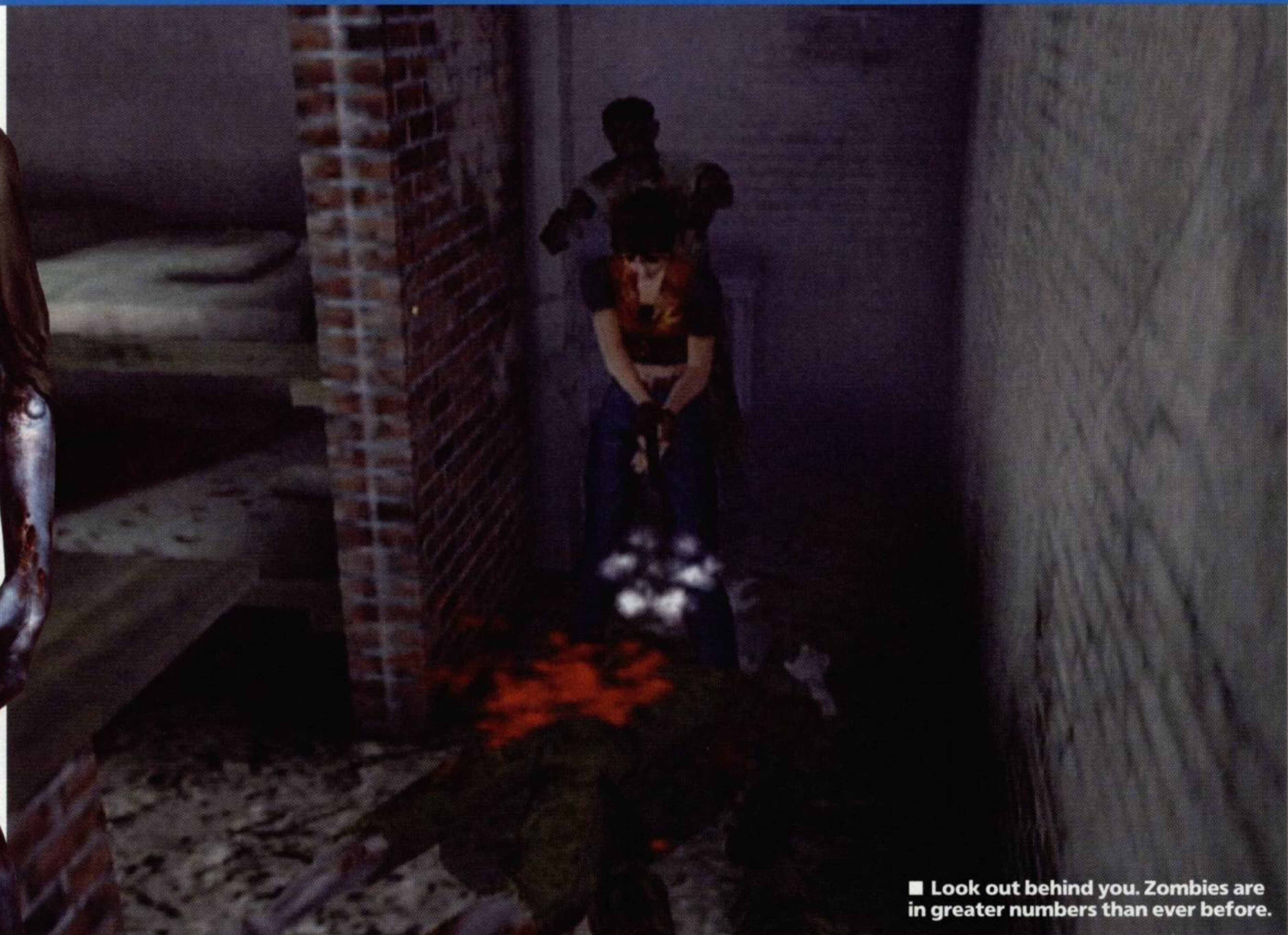
Or you could try...

The House of the Dead 2
Sega ★★
Send the zombies back to hell in light gun-toting heaven.

Biohazard: Code Veronica
Capcom ★★★★★
Experience The Fear in this survival horror classic, now on Dreamcast.



■ Never trust a man with golden eyes.



■ Look out behind you. Zombies are in greater numbers than ever before.

IMPORT

BIOHAZARD: CODE VERONICA

Game info

- Publisher: **Capcom**
- Developer: **Capcom**
- Price: **£50**
- Release date: **on sale now**
- Players: **1**
- Extras: **VM unit**

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Fresh meat</p> <ul style="list-style-type: none"> ■ Terrific gothic atmosphere ■ Cinematic feel ■ Best graphics on Dreamcast | <p>Rotting corpse</p> <ul style="list-style-type: none"> ■ Puzzles are too easy ■ Controls could be better |
|---|---|

RESIDENT EVIL MAKES AN EXCLUSIVE APPEARANCE ON DREAMCAST.

As far as exclusive games go, *Biohazard* – or *Resident Evil* to those in the west, is a biggie. As you read this, *Code Veronica*, the Dreamcast instalment of this incredibly successful series, is single-handedly revitalising the flagging Sega console in Japan. But what will it have that you haven't already seen on PlayStation?

The first puzzle beautifully illustrates what the power of the Dreamcast does for the *Resident Evil* series. You're all alone in your cell, a shadowy figure stares at you through the bars – surely, there's nothing you can do. You equip

your lighter and suddenly everything is bathed in light and the game comes alive with an incredible cinematic opening. *Code Veronica* is all about this atmosphere –

the Dreamcast adds a new dimension with some incredible visuals. It's strange, then, that bringing outstanding graphics to the series should make it a darker and more unnerving experience. To get the full benefit of this, *Code Veronica* should be played when you're alone, with the lights off.

Code Veronica is set several months after the events in *Resident Evil 2*. At the end of *RE2* Claire and Leon vowed to hunt down and expose the Umbrella Corporation as the evil bio weapon manufacturer that it is. In *Code Veronica* their quest takes them to Europe, where Claire gets herself into a spot of bother while trying to infiltrate Umbrella's Parisian headquarters. She's captured and whisked away to a remote island in the Atlantic. You soon learn all is not well on the island – the T-Virus is at large and nothing can stop it.

The *Resident Evil* series has always been a well mixed cocktail: one part puzzle, one part shooting and two parts atmosphere. *Code Veronica* follows this formula almost to

MOMENTS OF REAL TERROR MAKE YOU WANT TO TURN AWAY... WHILE YOU FEEL COMPELLED TO CARRY ON.



■ Gothic mansions and zombies. You love it.



■ Giant poison-spitting spiders make a return.

the letter, making the plot and gameplay pretty similar to previous outings. Puzzles are a means to an end in *Code Veronica* – there's nothing too taxing here – letting the game and the story flow effortlessly. If there is a problem it's that there's too much legwork involved, and running from location to location can become tiresome. But then you don't really care because it looks so damned good.

Of course, the horror on offer is pure comic book. But it's comic book with moments of real terror that make you want to turn away from the screen even while you feel compelled to carry on. *Resident Evil's* debt to George Romero's zombie films is well-documented, but this time there's more than a hint of *Psycho* about proceedings. In fact, Capcom has managed to fashion out a tale that is every bit as horrifying as Hitchcock's classic movie.

Code Veronica also manages to sidestep the monotony that plagued previous games in the series, where going through a door always meant coming face to face with still more zombies. The variety of zombies and the introduction of some gruesome new enemies – not least of which is the Mini Tyrant – gives it a sense of variety others in the series lack. Mini Tyrant is a foul creature with only one arm. Unfortunately that's all he needs, as it can reach you from

the far side of a room or propel him around with ease. This makes him one of the more formidable and frightening opponents in the series. With such quality bad guys you're never sure what to expect, and a feeling of dread descends the further you progress in the game.

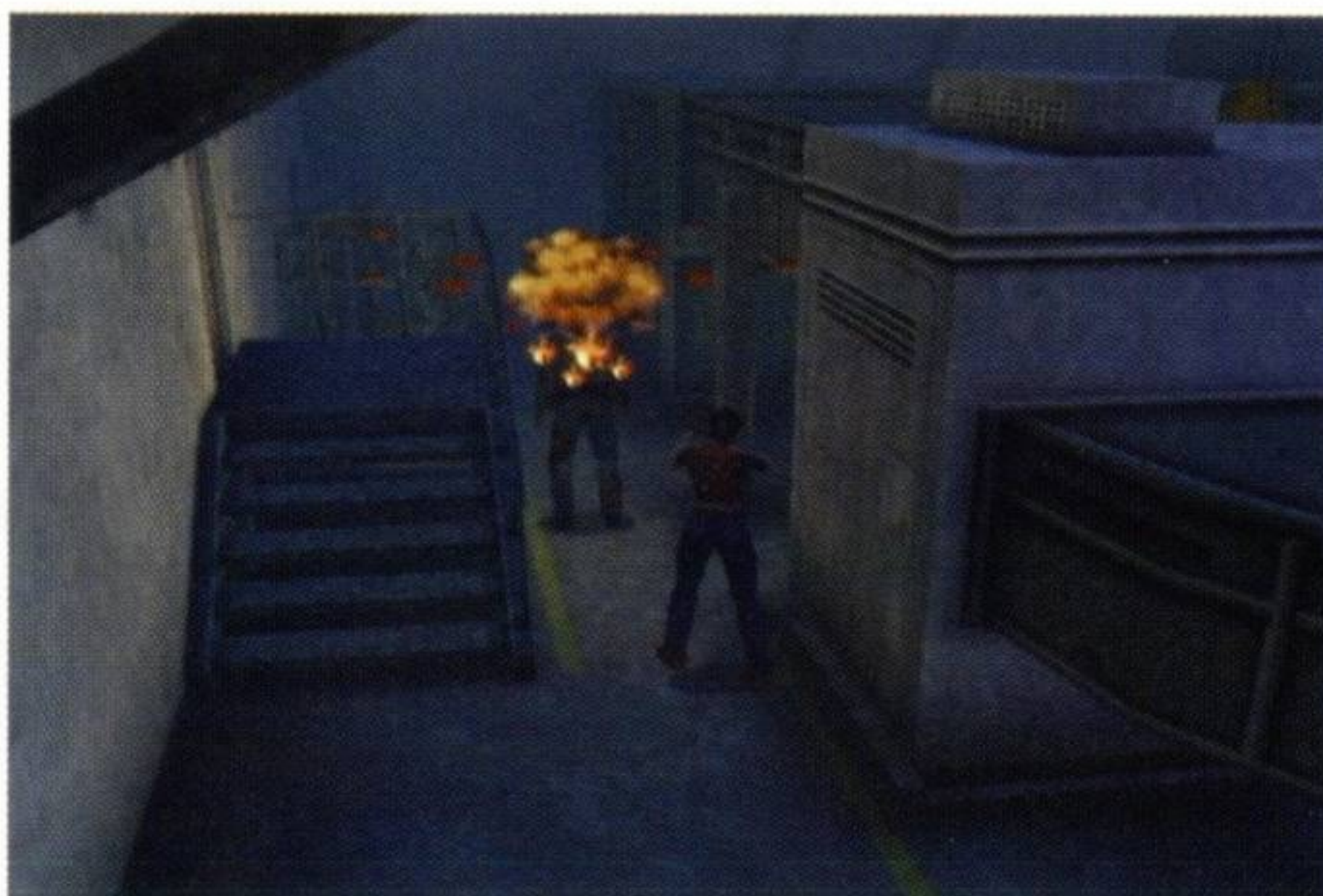
You soon note that the urban sprawl of the last couple of games has been replaced with a more gothic approach, making for a more disturbing experience. The game takes you from prison to military base to the obligatory mansion and onwards to some original settings – which get increasingly foreboding and eerie. All this and you get an excellent bonus for completing the game – you can play sections in a first-person *The House of the Dead 2* style.

Code Veronica sucks you in, chews you up and spits you out. And comes back for seconds. What you lack in control compared with *Resident Evil 3* on PlayStation, *Code Veronica* makes up for in atmosphere and cinematic set pieces. Its ambience goes beyond the other *Resident Evil* games. In fact, you'll be too frightened to close your eyes and too scared to keep them open. ★★★★★ **Nick Jones**

Or you could try...

The House of the Dead 2
Sega ★★★
The light gun game at its gruesome best.

Zombie Revenge
Sega ★
More arcade-stylings in this scrolling adventure.



■ (Left) New monsters include giant moths who will impregnate you with a moth larvae. (Right) Zombie destruction has never been so dramatic, or so satisfying.



■ Earn cash and you get to spend it on a range of top class fighter planes.



DEADLY SKIES



Game info

- Publisher: Konami
- Developer: Konami
- Price: £40
- Release date: on sale now
- Players: 1
- Extras: VM unit

IS IT A BIRD? IS IT A PLANE? IS IT SUPERMAN? OH, IT'S A PLANE.

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Top Gun</p> <ul style="list-style-type: none"> ■ Lovely graphics ■ Lots of planes to fly ■ Varied missions | <p>Pea shooter</p> <ul style="list-style-type: none"> ■ Not very exciting ■ Enemy planes aren't too bright ■ Can't see your plane |
|---|---|

Deadly Skies could be the world's first arcade flight sim. It has the lot: planes, missions, air-to-air combat, air-to-ground fighting, all the stuff that makes for good simulations, but without the need for a 500-page manual explaining the theory of air physics. The problem is that planes are not the same as cars and all the good stuff is lost on you if you're not interested in being a fly boy.

You are a lone airforce pilot up against the might of the world's largest military force. Yes, Luke Skywalker has nothing on you. Basically, there are some geezers doing bad things with a view to taking over the world.

There's a good mix of missions, starting with your basic dogfights and moving on to more complicated stuff, such as defending a passenger-laden Boeing 747 from attack. It's all done well but there's nothing out of the ordinary, nothing to capture your fighter pilot imagination.

You earn cash for completing missions, and this can be spent buying yourself faster, more agile planes. If you've ever dreamed of piloting the world's best fighter planes, then now's your chance. You can get your hands on the new Euro fighter, MiGs and F-16s. The problem is, you never get to appreciate your planes properly – there's no external view so all you get to see is a dodgy head up display.

Like *Ace Combat* on PlayStation, *Deadly Skies* sets the action some distance from you. Here the game falls into the trap which ruins most flight sims: it's hard to get excited or involved with a game when all you seem to do is line up squares, wait until one goes red and then fire a couple of missiles. The planes themselves look fantastic when you're up close, but that's not much good when you spend most of your time watching them as small dots in the distance.

This aside, the landscapes are spectacular – as good as anything you'll see in a PC flight sim. Mountain ranges, night

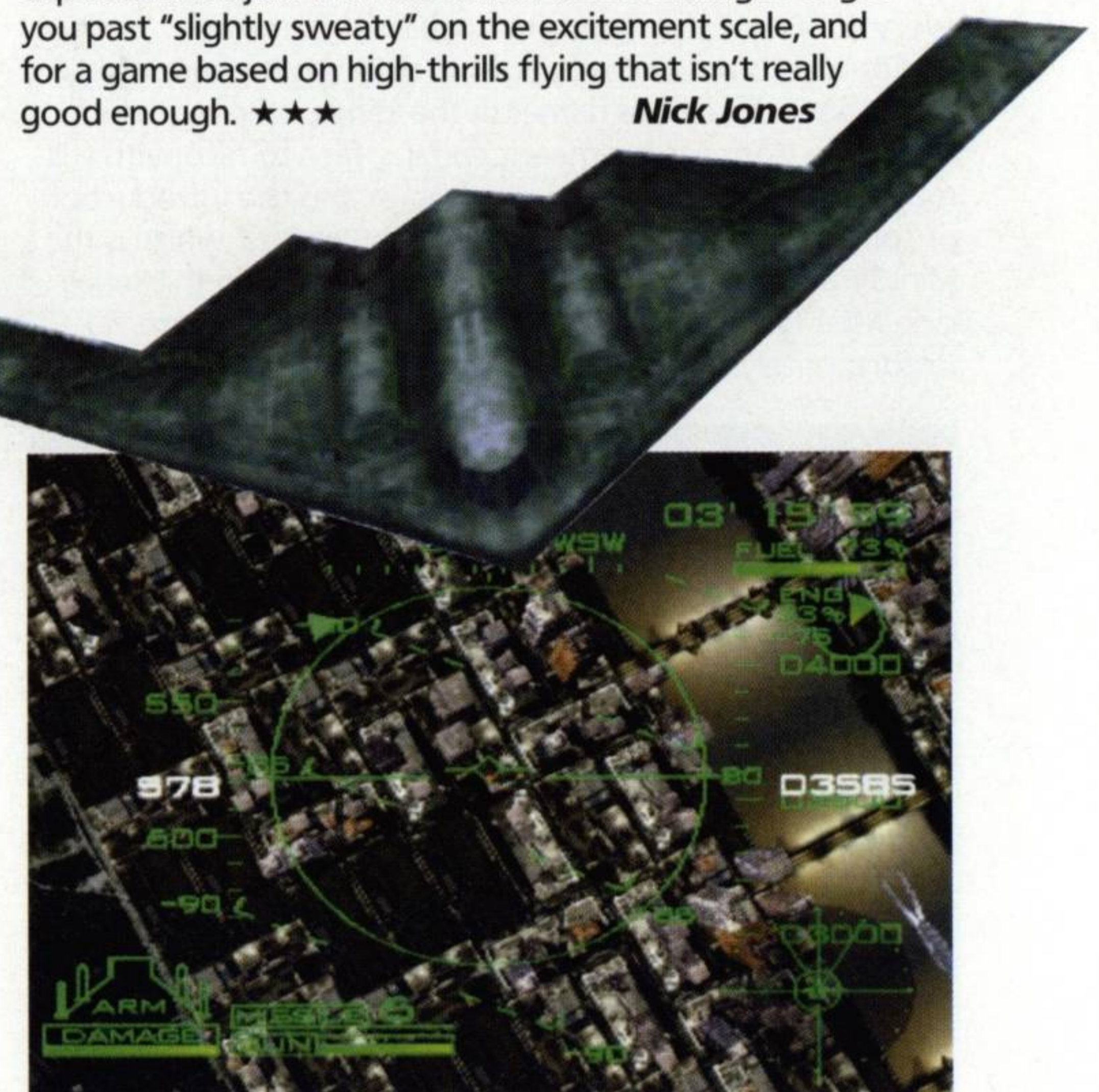
time cityscapes, grand canyons – it's all very nice and pretty. Best though, is settling down to watch the missions in replay mode – if you're harbouring any Tom Cruise *Top Gun* fantasies this is the feature that will get you out the closet.

It's not that *Deadly Skies* is a bad game. Far from it – it does what it sets out to do very well. When it comes to the crunch, *Deadly Skies* manages to reflect what air-to-air combat is all about – fast planes, missile locks and big explosions. It's just that the action never manages to get you past "slightly sweaty" on the excitement scale, and for a game based on high-thrills flying that isn't really good enough. ★★★

Nick Jones



■ Just lock on and let loose those missiles. It's that easy.



IN THE NEW ISSUE OF..



“I was the one who said:
‘Come on, let him blow up the cow!’”

George Clooney

Come hell and hot weather: on the set of Three Kings.

Michael Mann blows the whistle on **The Insider**
and **A Clockwork Orange** returns.

PLUS!

The best guide to the rest of the year's releases in our 2000 preview...

ON SALE NOW

New Nintendo 64 Games



Game info

- Publisher: Nintendo
- Developer: Nintendo
- Price: £40
- Release date: on sale now
- Players: 1-4
- Extras: Rumble Pak, Expansion Pak

RIDGE RACER 64



HIGH SPEED, CLASSIC ARCADE RACING COMES TO N64. FINALLY.

Five years have passed since the original *Ridge Racer* launched the PlayStation, capturing the hearts of gamers worldwide. And now, finally, N64 owners are being treated to the simple delights of pure arcade racing: adrenaline-pumping speed and a lack of concern for realistic car physics. But the genre has moved on in the past five years; the simulated driving experience of *Gran Turismo* has elevated it to the dizzy heights of realism. The question is: can *Ridge Racer* stand the test of time?

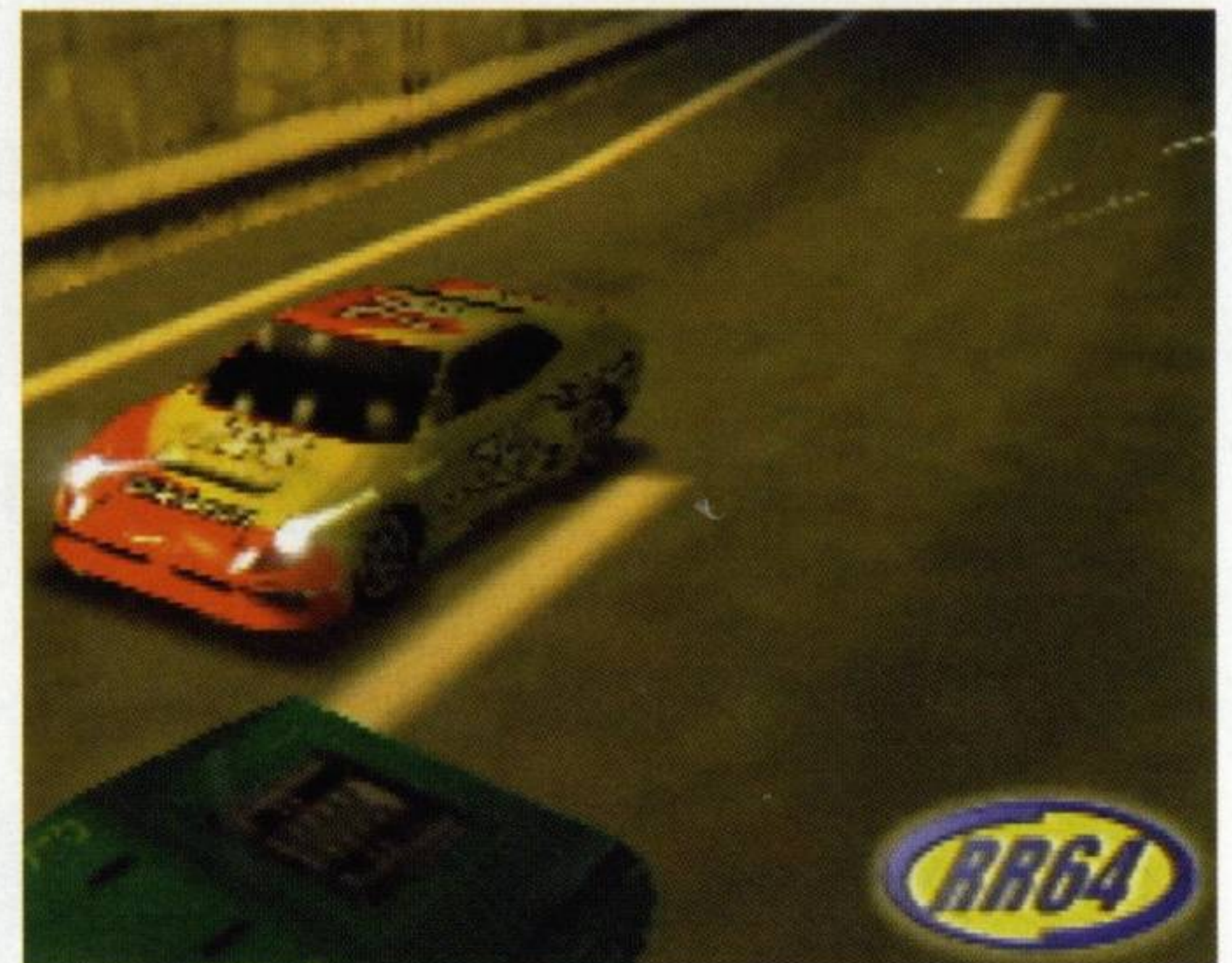
The short answer to that is, yes, it can. The key to *Ridge Racer*'s timeless appeal lies in the fact that it is focused on providing the thrills and spills of high speed racing without the player needing an F1 licence to play it. This is pick up and play gaming at it's best – almost anyone can pick up a controller and within minutes feel the rush of power sliding a corner at 200 mph. But that's not all. There is real subtlety to *Ridge Racer*.

This is as perfect a conversion as you could hope for. It takes all the best bits from the original *Ridge*

Racer and it's sequel *Revolution* and slaps in a load of N64-only joys just for you. In true *Ridge Racer* fashion there are only four courses (the publicity-figure of 20 is worked out by having variations on each track, including being able to race them backwards). You also get 25 cars to play with – these have to be earned in one-on-one car races – if you beat your opponent, you get to keep his car.

The learning curve is judged to perfection, as you would expect from *Ridge Racer*, with new racers gradually introduced to the basics. Learning how to power slide is the most important lesson you'll learn. You can win early races by simply slowing down at corners but the real buzz is from getting the power slide right, especially when it involves an outrageous overtaking manoeuvre. In later levels it's a must if you are to come close to a podium finish, let alone have a crack at a winner's trophy.

And who would have thought the N64 capable of a lovely looking racing game that moves faster than Eddie Irvine on the pull? Even without the Expansion Pak, *Ridge Racer* is a joy to behold. But the best thing about playing *Ridge Racer* on the N64 is you can play with four players.



■ The replay mode shows off the action in spectacular style. Eat your heart out *Gran Turismo*.



■ The car's the star. Here's the *Ridge Racer 64* special – the fastest motor you'll find in the game.

■ There are no real cars in the game, but there are 25 special Namco creations for you to earn.



■ Twenty tracks are included – most are variations of just four.

WHO WOULD HAVE THOUGHT THE NINTENDO 64 CAPABLE OF A LOVELY LOOKING RACING GAME THAT MOVES FASTER THAN EDDIE IRVINE ON THE PULL?



Try doing that on your PlayStation. No, it's not as fun as something like *Mario Kart* or even *F-Zero* but it's up there with the best, and it still runs at an incredible speed.

But *Ridge Racer* is not without its problems. The arcade style is limiting – it's not real racing – cars are merely obstacles in your path. You're racing against the clock rather than the other cars, there's no concern for things like handling or car physics and it can be frustrating when you bump into the computer cars – you almost always come off second best. However, there are still moments of racing ecstasy to be had – especially when you pull off a spectacular racing move like power sliding the last corner

to go from fourth to first and win the race in spectacular, unforgettable gaming style.

It has taken four years, but the N64 is finally catching up with driving games on PlayStation. *Ridge Racer 64* is as faithful a conversion of this racing classic as you could want. It doesn't have the complexity or subtlety of *Gran Turismo* or even the thrills and spills of *Colin McRae Rally*, but it's still a damned fine game. Race down to your local games emporium and get yourself a copy. ★★★★★ **Nick Jones**

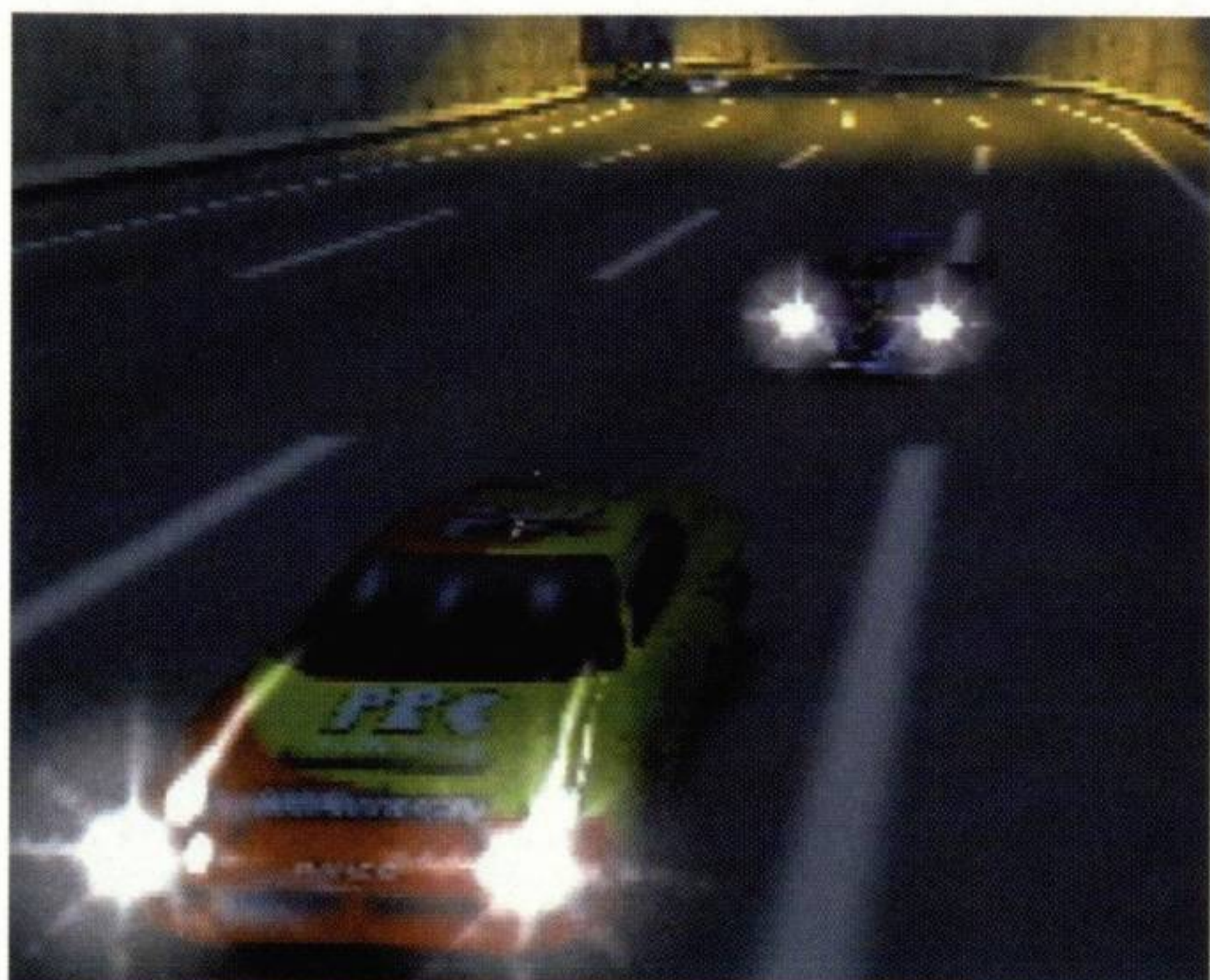
↑ Uppers & Downers ↓

- | | |
|--------------------|------------------------|
| High octane | Petrol sniffing |
| ■ It's fast | ■ Too easy |
| ■ Loads of courses | ■ Not real racing |
| ■ Looks terrific | |

Or you could try...

F-Zero X
Nintendo ★★★★★
Futuristic racing at its fastest and best.

F1 World Grand Prix
Nintendo ★★★★★
A grand prix simulation to get the heart pumping.



■ Race into a tunnel and the cars switch on their lights. Lovely.





Game info

- Publisher: 3DO
- Developer: 3DO
- Price: £40
- Release date: April
- Players: 1-4
- Extras: Expansion Pak, Rumble Pak, Memory Pak

BATTLE TANX: GLOBAL ASSAULT

LADY PLAGUE TURNS THE WORLD INTO A BATTLEFIELD.

Believe it or not, in five years time 99.9% of the world's women will have been killed by a plague. In the future portrayed by *Global Assault*, there is so much testosterone floating around, there's only one thing for men to do – have a massive fight. Plus ça change. They aren't just fighting for the right to reproduce, however – certain children have been born with a special power known as The Edge, which gives them the power of mind control. Whoever controls the children controls the future. This is going to be a battle for the future of mankind.

You play a commander on one side of the war – typically painted with the "good guys" brush – who is up for peace and unity. Your opponent is an evil Queenlord – she wants global domination, the world in the palm of her hand and to look like she's just stepped out of a salon. When she discovers your son has The Edge she kidnaps him and you set off on a mission to rescue him.

Dubious story aside, *Battle Tanx: Global Assault* boils down to little more than 3D shoot-'em-up. It's all level and objective-based stuff – destroy a certain amount of tanks, rescue hostages, escort convoys. There are a couple of interesting missions where you have to protect a base and at the same time raid your opponent's. As you progress through the game your technology gets more advanced and you get access to different tanks and power-ups.

The idea is that you use these tanks strategically, but all you end up doing is picking the middle strength tank – the one that you begin the game with – and stick with that. You see, fast tanks die quickly and the heavily armoured tanks move too slowly. Surely a massive opportunity missed.

A nice touch is that almost everything in the game can be blown to smithereens – buildings, cars, petrol stations. This leaves a realistic looking battlefield, but just why the

buildings seem to melt when you blast them is something for the developer to explain.

Plenty of multi-player options have been included. Much fun can be had with four players getting involved in the various capture the flag-style games and deathmatch scenarios. This is the best part of *Battle Tanx: Global Assault*, but certainly isn't worth the admission price alone.

The trouble is, this title fails as a single-player game. The action gets repetitive, and you soon feel like you're adopting the patented American foreign policy approach – blast everything. While an attempt has been made to stop this from just becoming a protracted videogame bundle, almost every level soon degenerates into a mass brawl. *Battle Tanx: Global Assault* makes you realise that some things just aren't worth fighting for. ★★ **Nick Jones**



■ Plenty of tanks to get to grips with – like this Flamer.



■ Surreally, hostages are represented by floaty heads.

↑ Uppers & Downers ↓

- | | |
|----------------------------|-----------------------|
| Tank | Blank |
| ■ Great multi-player games | ■ Bland graphics |
| ■ Destroy everything! | ■ Boring missions |
| | ■ Repetitive gameplay |

Or you could try...

Jet Force Gemini
Rare ★★★★★
Old-skool blasting brought right up to date.

Battlezone: The Rise of the Black Dogs
Activision ★★★
A heady mix of strategy and action.





■ Lean-Luc – the hero. Not even high explosives make him smile.



■ Operation Winback is a game of cat and mouse...



■ Jump out from your hiding place and pop a cap in his ass.



OPERATION WINBACK

STEALTH WARFARE MAKES A QUIET ENTRANCE ON THE NINTENDO 64.

All it takes is one highly original and successful game and all of a sudden there are 100 wannabes in the shops. Take the stealth-'em-up – a great idea for a game but it has been copied to death in recent times. *Operation Winback* is the latest game to take on the mighty *Metal Gear Solid* in the stealth stakes.

The setting is all too familiar covert operations fare. Terrorists have taken control of a new super weapon in space – a giant laser that can target anything, anywhere on Earth. These terrorists are holding the government to ransom, and are threatening to start blowing stuff up. Well, guess what? It's your job as part of a Special Forces team to infiltrate the terrorist's base and return control of the weapon to the government.

Clearly, *Operation Winback* takes its cues from *Metal Gear Solid*, with a central character clearly modelled on Solid Snake. This isn't a gung-ho mission by any means, but your character can perform all manner of James Bond manoeuvres – from creeping around to diving and rolling. Best of all though you can hide up against walls, wait for the bad dudes to walk along, step out and put a cap in their ass. It's all very linear, but the levels are designed in a

way to give you a feeling of freedom, that you are dictating play and not the computer.

Problems lie in two main areas: the camera and targeting. The camera has the annoying habit of swinging around so that all you can see is your character, which isn't very helpful if you're under attack. Targeting can also be a nightmare, as not only can your enemies shoot from a longer range than you can but while you're targeting you can't move. Shooting while running or diving is impossible, which isn't very secret agent like. And why you can't climb over crates or even low walls is anyone's guess.

But it's not all bad, and *Operation Winback* has a lot going for it, including being the closest thing you'll get to *Metal Gear Solid* on the N64. The level design is very inventive and it's quite a challenge. And of course there's that winning stealth formula, even if your enemies aren't the brightest in the world. While *Operation Winback* lacks the atmosphere an imaginative story of *Metal Gear Solid* and the fluidity of control of *Goldeneye*, it's still a worthy enough adversary. ★★★

Nick Jones

Or you could try...

Goldeneye
Nintendo ★★★★★
The original and best spy thriller.

Mission: Impossible
Infogrames ★★
Great ideas and looks, but the final product doesn't quite gel.



■ From this vantage point you can pick off the bad dudes.



■ Set pieces include this shoot out in a factory.



■ Enemies aren't too bright – they'll wait for you to attack.

Game info

- Publisher: **Virgin**
- Developer: **KOEI**
- Price: **£40**
- Release date: **April**
- Players: **1**

↑ Uppers & Downers ↓

SAS

- Stealthy delights
- Good level design

SOS

- Dodgy controls
- Terrible camera
- Bland graphics

Other Systems

Neo Geo

■ Prepare to give up your free-time when you buy this fantastically addictive game.



Game info

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **SNK**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link-up cable)**

CARD FIGHTERS' CLASH

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Ace of Spades</p> <ul style="list-style-type: none"> ■ Good graphics ■ Tons of character moves ■ Addictive | <p>Two of Clubs</p> <ul style="list-style-type: none"> ■ Will take over your life. |
|---|--|

SNK AND CAPCOM DEAL A WINNING HAND.

Mental images can be funny things, but if you've always imagined card-playing sessions to involve a collection of knife-scarred underworld hoodlums smoking cigars in the backroom of a seedy nightclub, then the bright, neon-lit, up all night world of *Card Fighters' Clash* will fulfil your every fantasy.

It has to be one of the most addictive and original games ever to grace any console, with an engrossing mix of RPG and card game that gradually gets its hooks into you and won't let go.

Basically, your character travels around the *Card Fighters* world collecting different cards, playing mini-games and battling other players with a pack featuring characters from SNK and Capcom games. If you defeat an opponent, you receive more playing cards to add to your collection.

Initially, the game can be daunting and quite bewildering, with a set of rules to learn and cards that have hit points, soul points and actions. But after a few battles you start to pick up the game and become determined to collect more powerful cards to build up a deck that can take on the hardest of *Card Fighters*.

The graphics are large, bright and colourful. All of the cards are plastered with comic book representations of videogame stars such as the lovely Jill Valentine from



Resident Evil and gangly Dhalsim from *Street Fighter 2*.

The role playing game bit involves visiting numerous worlds, including Capcom Plaza, Neo Geo Land and Lost World, which features a very silly dinosaur exhibit that roars when you pull a switch. There's even a spooky *Resident Evil* mansion in SC Park, full of cute zombies, hidden bonus cards and evil *Card Fighter* opponents.

The single-player game is superb, but also included is a two-player link-up, enabling you to battle against or trade cards with your friends. *Card Fighters' Clash* is one of those rare titles that seems to appear from nowhere, but surprises you by delivering a game that's fresh, fun and incredibly addictive. This is *Top Trumps* for the new Millennium. ★★★★★
Jamie Sefton

■ The special flesh-eating, horror edition of *The Bill* was a big hit.

Handheld round-up

A world of videogaming in itty-bitty cartridges.

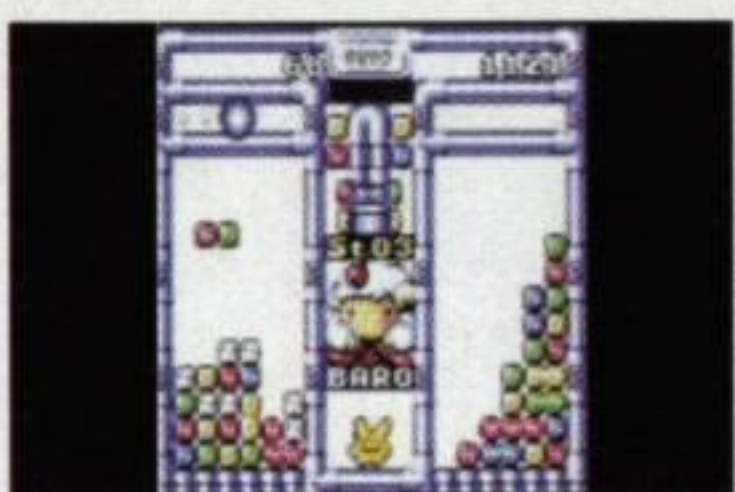
Words by **Jamie Sefton**



METAL SLUG 2

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **SNK**
- Release date: **May**
- Price: **£25**
- Players: **1**

■ A brilliant sequel to side-scrolling war epic *Metal Slug* with sampled speech, large colourful sprites and hilarious animation. Your hero has to storm through levels rescuing POWs and disposing of Nazi-lookalikes. You have a command warplanes and submarines, plus a devastating arsenal of weapons – including a tasty flamethrower. Cartoon fun for war-starved gamers. ★★★★★



PUYO POP

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **Sega**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link-up)**

■ A *Tetris*-style puzzle game from Neo Geo enthusiast Sega. As blobs of Puyo fall from the top of the screen, you have to pop them by arranging cute critters into jelled clumps of four or more. Be quick or your opponent can lumber you with nasty black dots called Ojamas. Packed with childish noises and more than 36 monsters, this is a both silly and addictive. ★★



KNOCKOUT KINGS

- Format: **Game Boy Color**
- Publisher: **EA**
- Developer: **Digital Eclipse**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link-up)**

■ Ah, the noble sport of boxing – a violent ballet featuring two men battering each other into a bloody pulp. *Knockout Kings* is an excellent featherweight version of the classic videogame, with top presentation, furious action and a famous boxers including Lennox Lewis, Joe Frazier and Muhammad Ali. There's a career mode, and a *Fight Club*-esque two-player link-up. ★★



MICRO MACHINES 1 & 2: TWIN TURBO

- Format: **Game Boy Color**
- Publisher: **THQ**
- Developer: **Codemasters**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2**

■ Belt round courses including a beach and kitchen table driving miniature cars, speedboats, helicopters and tanks. Both games have plenty of challenges in single-player, but you can enjoy a head-to-head on the same Game Boy. Graphics could've been more colourful, but it's the gameplay that makes this a winner. ★★★★★



BEAUTY AND THE BEAST

- Format: **Game Boy, Game Boy Color**
- Publisher: **Disney Interactive**
- Developer: **Left Field Productions**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-4**

■ The Disney animated film has been turned into a board game for up to four players. Just throw the virtual dice and make your way round the board playing mini-games such as Gaston's Spittoon, where you get to hawk up a greenie into a bucket – nice. Well presented and surprisingly playable. ★★★

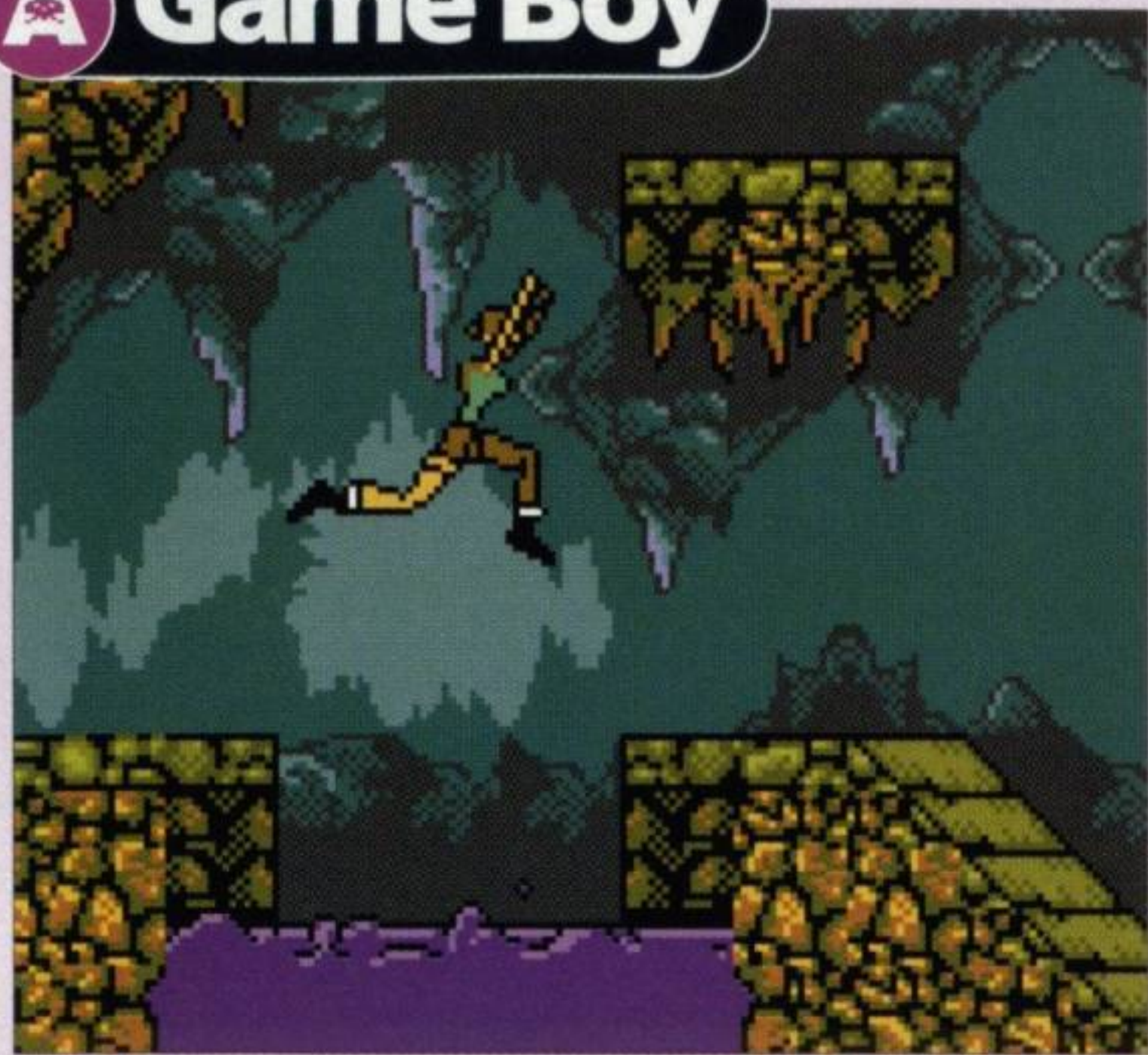


NHL 2000

- Format: **Game Boy Color**
- Publisher: **THQ**
- Developer: **EA**
- Release date: **on sale now**
- Price: **£25**
- Players: **1**

■ Dying for a puck? Check out the latest hockey game from EA that smacks of the golden days of *NHL* on the Megadrive. Featuring all the teams and star players – including the world famous Mighty Ducks – this is a fast-paced sports sim that's enjoyable but difficult to control. A two-player link-up is sadly missing, but a wealth of game options are the icing (ahem) on the cake. ★★★

A Game Boy



■ **Lava Croft:**
These levels are hot and tricky.

TOMB RAIDER

LARA LEAPS ONTO GAME BOY. OUCH.

Whatever you may think about the *Tomb Raider* franchise, Lara Croft remains one of the videogame industry's biggest icons. So, with a startling fanfare of trumpets, *Arcade* heralds the arrival of the adventurer with the gravity-defying pneumatic breasts onto Nintendo's toy Boy.

This brand new adventure thrusts Lara into the rainforests of the Amazon, to seek out an evil Crystal Stone hidden deep within the walls of an Aztec/Inca/Mayan temple. When you begin the game, you're presented with an impressive intro sequence with hi-res pictures showing your heroine's journey to South America.

Tomb Raider on the Game Boy is basically a 2D platformer, with the usual climbing, jumping, shooting and pulling levers that are the staple diet of the previous Lara outings. The smooth animation of Ms Croft is excellent and has all the noticeable character moves, including the amusing Lara-runs-into-a-wall-and-falls-over trademark. There's also a host of temple-dwelling adversaries, with bats, scorpions, skeletons and machine gun-toting mercenaries intent on causing mischief.

It takes a while to learn all the moves, but pocket Lara is actually easier to control than her PlayStation doppelganger, enabling clever negotiation of snake pits and lava-filled caverns. All the levels are well-designed and have enough going on to encourage further exploration,

although some of the later sections are very difficult and cause immense frustration as Lara plummets onto spikes for the twelfth time.

If you enjoyed the *Tomb Raider* series, then you'll get a kick out of being able to play with Lara Croft anytime, anyplace, anywhere. However, the game could've done with more variety, such as a level where Lara drives a vehicle, just to break up the relentless platforming. Disney's excellent *Tarzan*, for example, manages to pack in bonus levels and a couple of two-player challenges. But this gripe aside, *Tomb Raider* is a polished, enjoyable game that should see Lara Croft bulging the pockets of excited Game Boy owners everywhere.

★★★★

Jamie Sefton



Game info

- Format: **Game Boy Color**
- Publisher: **Eidos**
- Developer: **Core Design**
- Release date: **on sale now**
- Price: **£25**
- Players: **1**



■ (Above) Stick 'em up: An adventurer comes face-to-face with Lara's pistols.



↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Posh</p> <ul style="list-style-type: none"> ■ Nice animation ■ Great cut-scenes ■ Extremely playable | <p>Tosh</p> <ul style="list-style-type: none"> ■ Not enough gameplay variety ■ It's another <i>Tomb Raider</i> game |
|---|--|



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COLOR

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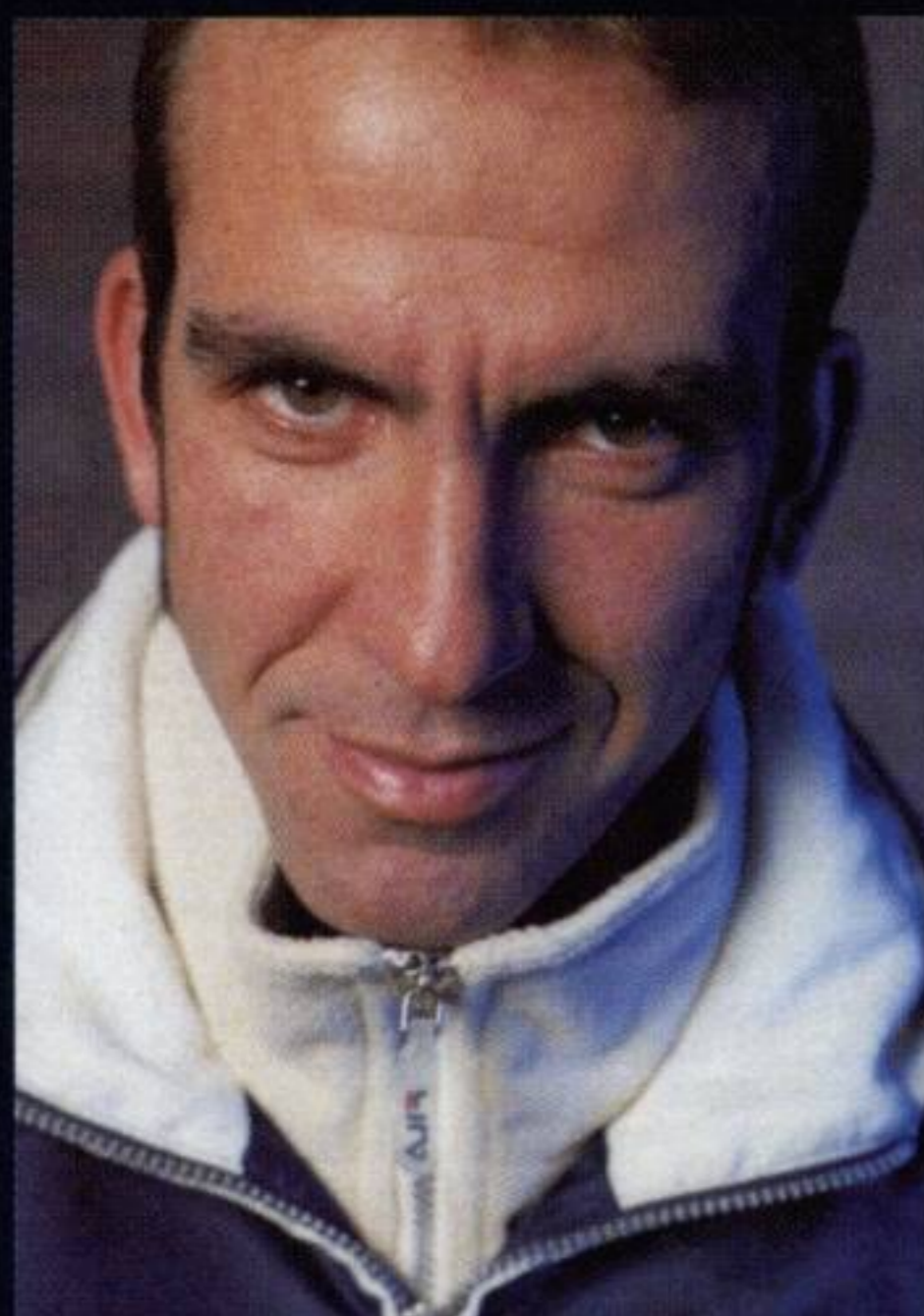
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ISSUE 60 Interviews with Paolo Di Canio, Michel Platini, Gary McAllister, Darren Huckerby and Stuart Wardley
Opinion from Danny Kelly, Stuart Hall and Alan Green

PLUS The greatest Scandinavian footballers ever
What if teams were chosen according to hair cuts?
Are the French suffering from a World Cup hangover?

ON SALE
APR 4

A Coin-op



■ The action moves on from the US to take in London and Sweden.



CREDITS 4

SILENT SCOPE: FINAL JUDGEMENT



KILL WITH KONAMI AS COMPANY INTRODUCES SNIPER SEQUEL.

Konami has clearly taken it upon itself to single-handedly revive the coin-op industry. First it created a strange craze in Japan by recreating a mini dancefloor in an arcade and challenging gamers to follow dance routines by moving their feet according to on-screen instructions. The Japanese, being the reserved and retiring race they are, loved it. Next thing you know, it's ripping up arcades across the West with *Silent Scope*, a no-nonsense sniper game.

Silent Scope goes down as the most innovative shooting game in years, and was loved in the States in particular for its heroic theme, with players straining to save the President from assorted terrorists, and the ultimate foe – his ironically named, and for once impossible to pin down, secretary, Monica.

Not only did the game strike a chord with players, it also went down well in political circles, not least because its sniper style of shooting ensured the screen wasn't full of bloodied characters walking round minus assorted limbs. Alas, it did cost an arm and a leg to play and the same is true of the second incarnation.

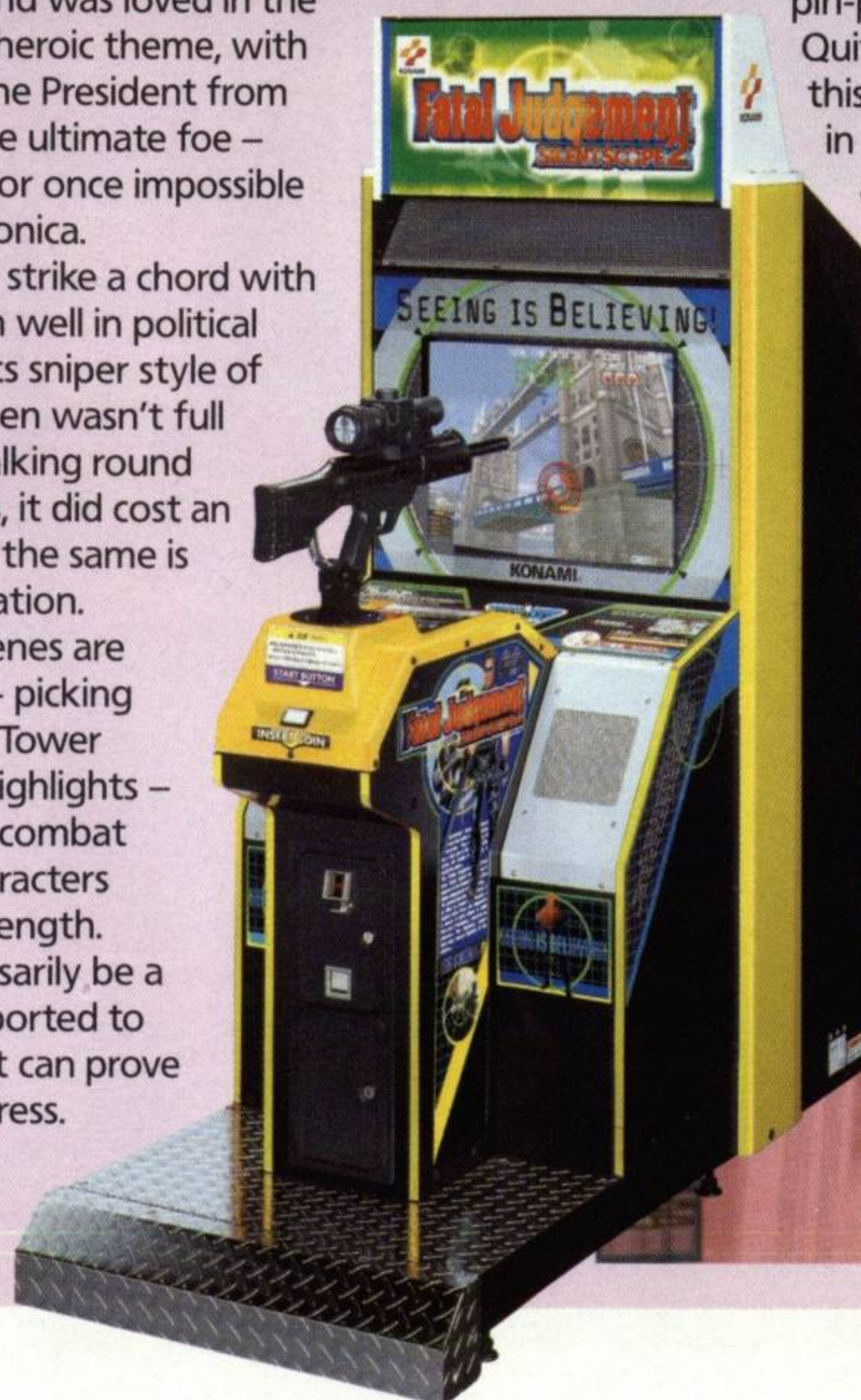
Although the initial scenes are relatively easy to master – picking off assorted snipers from Tower Bridge being one of the highlights – thereafter you come into combat with various eccentric characters boasting super-human strength. While this wouldn't necessarily be a problem were the game ported to console use, in an arcade it can prove mighty expensive to progress.

For once, though, here is a game which is almost worth the extra time,

money and effort. The trick Konami has played is to make you believe you're a skilful marksman. There's no doubt that picking off a rival on a roof-top 200 yards away is immensely more gratifying than splattering a zombie's green blood from point blank range. And this is where the game's genius is hidden – in the scope.

This facility comes into its own in the night scenes, where you face the challenge of finding the enemy before picking them off. The scope, mounted on the gun, acts as a telescopic interface and secondary video screen, magnifying the action on the main screen to give you the pin-point precision you need to be a top sniper. Quite how Konami will be able to transport this to console use remains to be seen, but in the meantime, the company is establishing a major fan base in arcades.

Having wooed players in the States with the first version, this sequel – with scenes set in London and Sweden – suggests the company, similarly to the terrorist foe depicted in the game, is intent on global domination. On the basis of *Silent Scope: Final Judgement* it may just deserve it. ★★★★★ **Guy Woodward**



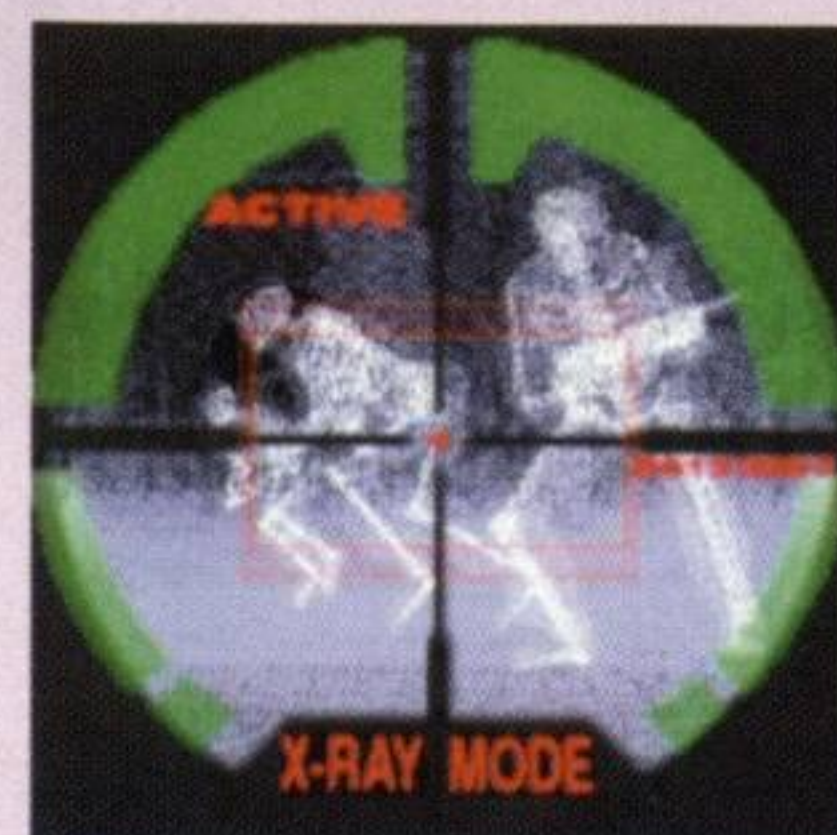
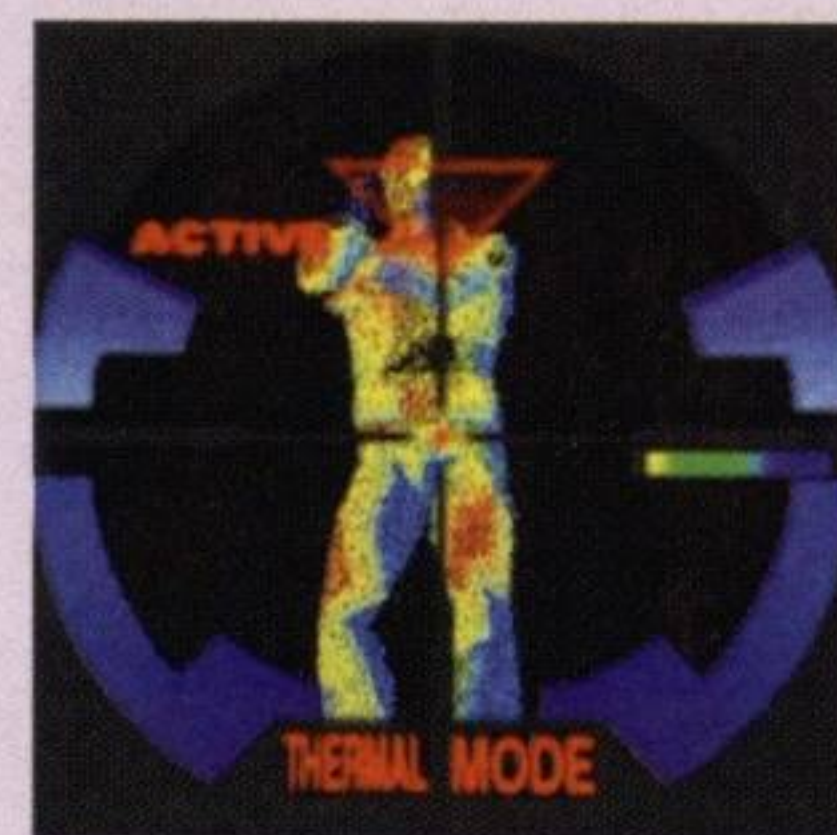
CREDIT 0

Game info

- Publisher: Konami
- Developer: Konami
- Players: 1-2
- Release date: on sale now

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Dead eye</p> <ul style="list-style-type: none"> ■ Makes you feel like a sniper ■ The scope ■ Easy to get to grips with | <p>Dead duck</p> <ul style="list-style-type: none"> ■ Takes all your cash to finish |
|---|---|



■ The scope mounted on the gun gives you pin-point accuracy when hunting down those terrorist types.

PLAYSTATION
PLASTIC



Pelican Duo Force 2

- For: **PlayStation**
- Price: **£20**
- Available from: **Club IT on 0113 230 6305**

■ Could this be Batman's new throwing-weapon in the fight against crime in Gotham City? Nope, but this very fine PlayStation pad is one of a new range by US company Pelican.

The superb ergonomic design of the pad makes it comfortable to use and all the buttons are well-manufactured. The D-pad disc is excellent, with a smooth action that

allows for accurate control when playing games such as *ISS Pro Evolution*. For *Quake 2* you'll need the analogue sticks, which – although a little spongy – are perfect for wiping the smile from the face of evil alien scum and splattering it all over the walls.

Included are the usual Turbo and Slow functions, which are relatively useless, but the rumble feature is good and really adds to the gaming experience. Duo Force 2 is the same price as an official pad, which makes it slightly too expensive, but it's still a quality piece of kit for any bijou Batcave. ★★★★★



Ferrari Shock 2 Wheel

- For: **PlayStation**
- Price: **£40**
- Available from: **Guillemot on 0181 686 5600**

■ If you've ever wanted to own a Ferrari, now's your chance – well, sort of. Guillemot's steering wheel is proudly sponsored by the superior Italian car manufacturer and has a large emblem proudly plastered on it. Good job that this is a wheel that oozes quality.

Shock 2 has sucker pads and an excellent bolt that grips it solidly onto any surface. The

wheel itself is great and plays brilliantly, with an excellent feel that gives a lot of resistance and centres itself perfectly. A nifty directional "hat" switch replaces the traditional D-pad, but the "X" button is situated on a paddle to the side of the wheel.

Also included is a decent shock feature and a set of foot pedals, which, while okay in practice, aren't as sturdy as the wheel. Extra rubber bits for better grip wouldn't have gone amiss, but overall this is a good PlayStation add-on that Ferrari should be chuffed to be associated with. ★★★★★

A Our Choice



Twin Joystick

- For: **PlayStation**
- Price: **£40**
- Available from: **Blaze on 01302 325225**

■ Remember those big, chunky arcade sticks and buttons you could hammer away at for

hours when playing the old classics? Well, this massive gaming accessory is perfect for some old skool button-bashing.

The unit really is huge and heavy, so you'll need to consider whether you have a large enough flat surface to place it on. But if you want to play *Tekken 3* two-player games, this

pad is the business. It takes a while to get used to the positions of the buttons, but their large chunky appearance makes them perfect for pulling off combos and special moves.

The joysticks are superb – solid, with a classic "clicky" action that makes you weep small tears of sentimental joy. Blaze's Twin

Joystick even has a rumble feature for each player, and the usual Turbo and Slow options. Admittedly, it's not so good for driving and footie games, but it's still fantastic fun and for two-player beat-'em-up challenges, this is gaming at its best. ★★★★★



3D Analogue/Digital IR-Remote Joypads

■ For: **PlayStation**
 ■ Price: **£40**
 ■ Available from: **Vivanco on 01442 403020**

■ Infra-red controllers aren't usually the Arcade weapon of choice. They supposedly enable you to play from the other side of the room, but the reality is usually a case of hunching over the PlayStation.

These Vivanco joypads work quite well, though, allowing a fair bit of leeway before

connection is lost, but the analogue sticks are less accurate and give a jerkier response on-screen than the official controller. Plus, there's a slight delay when pressing buttons and the pad sometimes freezes for no reason – the performance compared to an official Sony pad is probably down something like ten per cent.

The controller build quality is pretty average too, having a poor D-pad disc and – worst of all – requiring four AAA batteries each. Overall, the whole package is expensive and hasn't a great deal to offer the PlayStation addict. ★★



KB2 Double Impact

■ For: **PlayStation**
 ■ Price: **£15**
 ■ Available from: **Wild Things on 01222 755774**

■ Kickback 2 is a messy-looking joypad, with a sprawling collection of buttons and lights atop a transparent plastic case. But it's solidly-made and plays well nevertheless.

The D-pad disc works fine – although it's not as responsive as it could be – and the fire buttons are a little too small and close together. Wild Things has removed

the PlayStation symbols and replaced them with buttons that say "Triangle", "Square", "Circle" and "X", presumably to avoid being sued by Sony.

On games such as *Quake 2*, the analogue sticks work accurately enough and the Dual Shock effect is excellent. A few gripes – the joypad is unnecessarily bulky and the Select and Start buttons are too small and hidden away. However, it's good value and there's something indefinably likeable about this pad, even though it looks like someone's A-level electronics project. ★★★

N64 ADD-ONS



Triple Pack

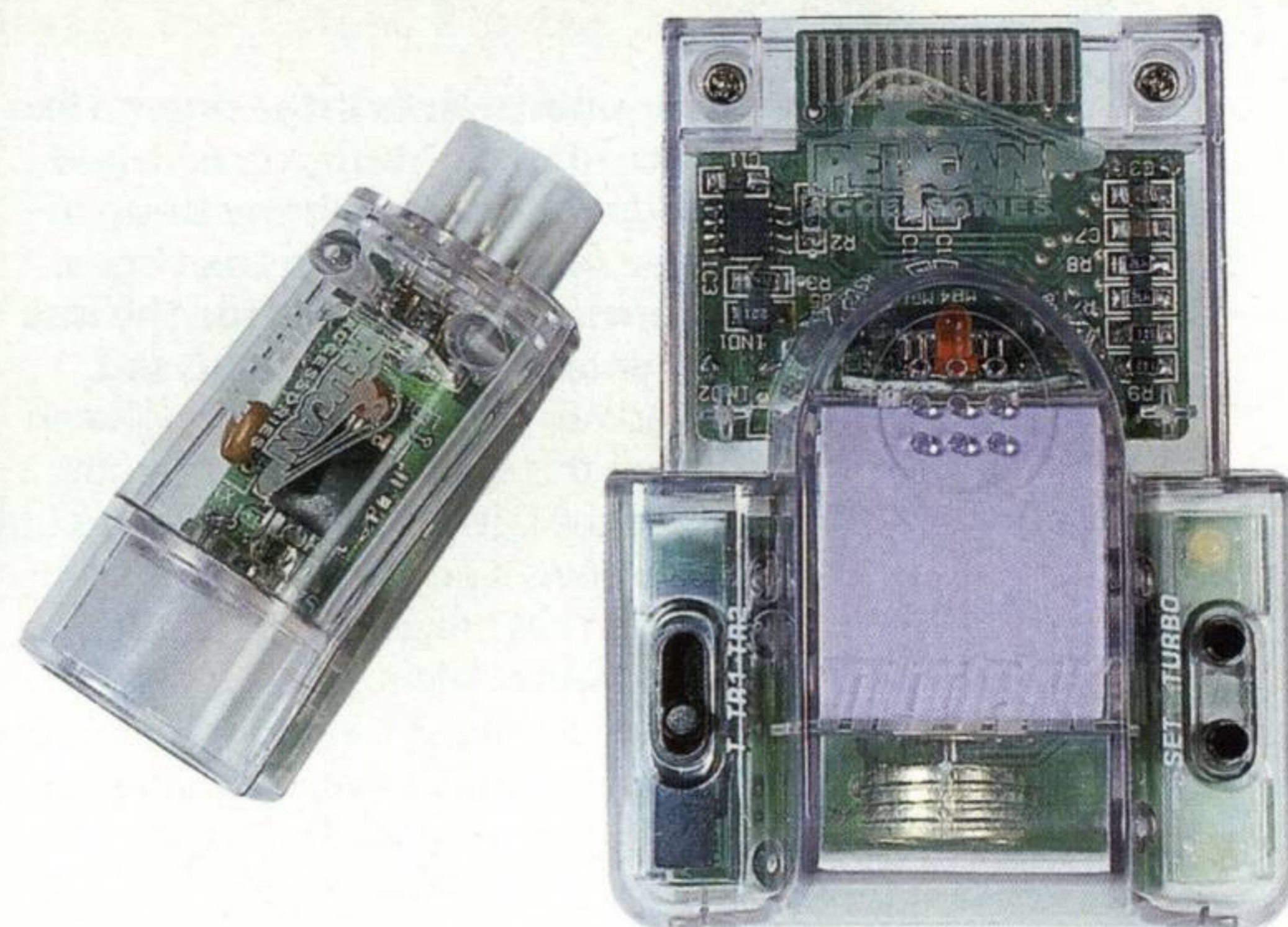
■ For: **N64**
 ■ Price: **£20**
 ■ Available from: **Joytech on 01525 371 769**

■ On the surface this triple pack looks like a bit of a bargain at £20, as you get a controller, SCART lead and rumble/memory pack for the same price as an official Nintendo pad. But don't be fooled – this is a case of quantity over quality.

The rumble pack was okay, giving a good solid rumble, but the SCART lead didn't want to work at all. Then there's the

N64 controller, which is shocking. The silver finish is horribly cheap, the D-pad disc is woeful, the buttons are spongy and unresponsive and the pad is uncomfortable to hold. So, not good so far.

As for the analogue stick – well, it's the worst *Arcade* has experienced, with an atrocious feel and horrible action that makes playing games as much fun as an evening of *Trivial Pursuit* with Jim Davidson and Jeremy Clarkson. Avoid. ★



Tilt Pak

■ For: **N64**
 ■ Price: **£20**
 ■ Available from: **Club IT on 0113 230 6305**

■ Motion-sensing technology in videogaming is a bit hit and miss. It's fun for a while – a very short while – but useless if you want to have any real chance of playing a game and doing well at it.

The Tilt Pak is a little gizmo that plugs into a joypad and enables you to play games by tilting the pad in different directions. For games such as *1080° Snowboarding*, this method of steering your snowboarder isn't bad at all. But for *Donkey Kong 64*, where you need precision jumping and punching, the pak is

a waste of electronics. You also need to fork out for a pair of triple A batteries that aren't included in the box.

There's a bonus in the Tilt Pak's rousing rumble, but you'd have to be pretty bored to spend £20 on something that'll amuse you for an afternoon at most. ★★

Film of the month



■ "No, Courtney, no... put that dress back on."

Film info

■ Director: **Wes Craven**
 ■ Starring: **Courtney Arquette, Neve Campbell, Parker Posey, Jenny McCarthy, Lance Henriksen**
 ■ Release: **28 April**

SCREAM 3

Ironic teen slasher starts runs out of ideas.

Disappointments litter cinema like Saturday night popcorn kicked under the seat. Johnny Depp in *Fear And Loathing In Las Vegas*. Francis Ford Coppola for the last 20 years. And *Babe 2* – so sad.

Now rack up *Scream 3*. While it will keep some happy, this is the final *Scream* – not because it's the last word in teen slashers but because it shows a genre running out of ideas.

The action has moved to Hollywood, where film-within-a-film *Stab 3*, based on the events of *Scream 2*, is set to start shooting. Before long the cast is being offed and Sidney (Campbell) is being reunited with Dewey (Arquette) and Gale (Cox).

The opening is fine but, as with all the set pieces, has none of the tension of its predecessors. After that it lurches along, shepherding bright young things before the knife. At least the regulars still deliver, with Arquette supplying the banter, Campbell open-gobbed and Cox so bony Ghostface would be lucky to find flesh to slash.

All the problems with *Scream 3* start with the setting. By shifting the action to the sprawl of LA, Williamson immediately loses the claustrophobia of a killer stalking a small town (*Scream*) or college campus (*Scream 2*). *Scream 3* is adequate, but – as with *Alien 3* – it merits less attention than it'll receive. ★★★



■ "Somebody help. Cox is disrobing again."

GHOST DOG

■ Director: **Jim Jarmusch**
 ■ Starring: **Forrest Whittaker, Jim Tormey, Cliff Gorman, Henry Silva**
 ■ Release: **28 April**

■ Following the likes of *Leon* and *Gross Point Blank*, last-job-hitmen movies aren't anything new and *Ghost Dog's* set-up is no exception. After having his life saved by haggard mobster Louie (Tormey), samurai assassin Ghost Dog (Whittaker) repays him by carrying out hits on mafia undesirables. But when he shoots the wrong man and gets a contract on his head, the hip-hop warrior is forced to take the fight to them.

Much in the same way as Jarmusch went about skewing Western conventions for *Dead Man*, *Ghost Dog* takes joy in the funny-peculiar. There are some nice touches, like the way the mafia is painted as less a glamorous growth industry, more a near-extinct tribe of nylon chieftans and wheezing henchmen who always owe other people money. And Whittaker's stoic performance, along with a thump-and-chop soundtrack from Wu-Tang Clanner RZA, contributes much to the movie's maudlin atmosphere. Though far from a masterpiece it's elegant, eccentric and well worth a viewing. ★★★

KEVIN AND PERRY GO LARGE

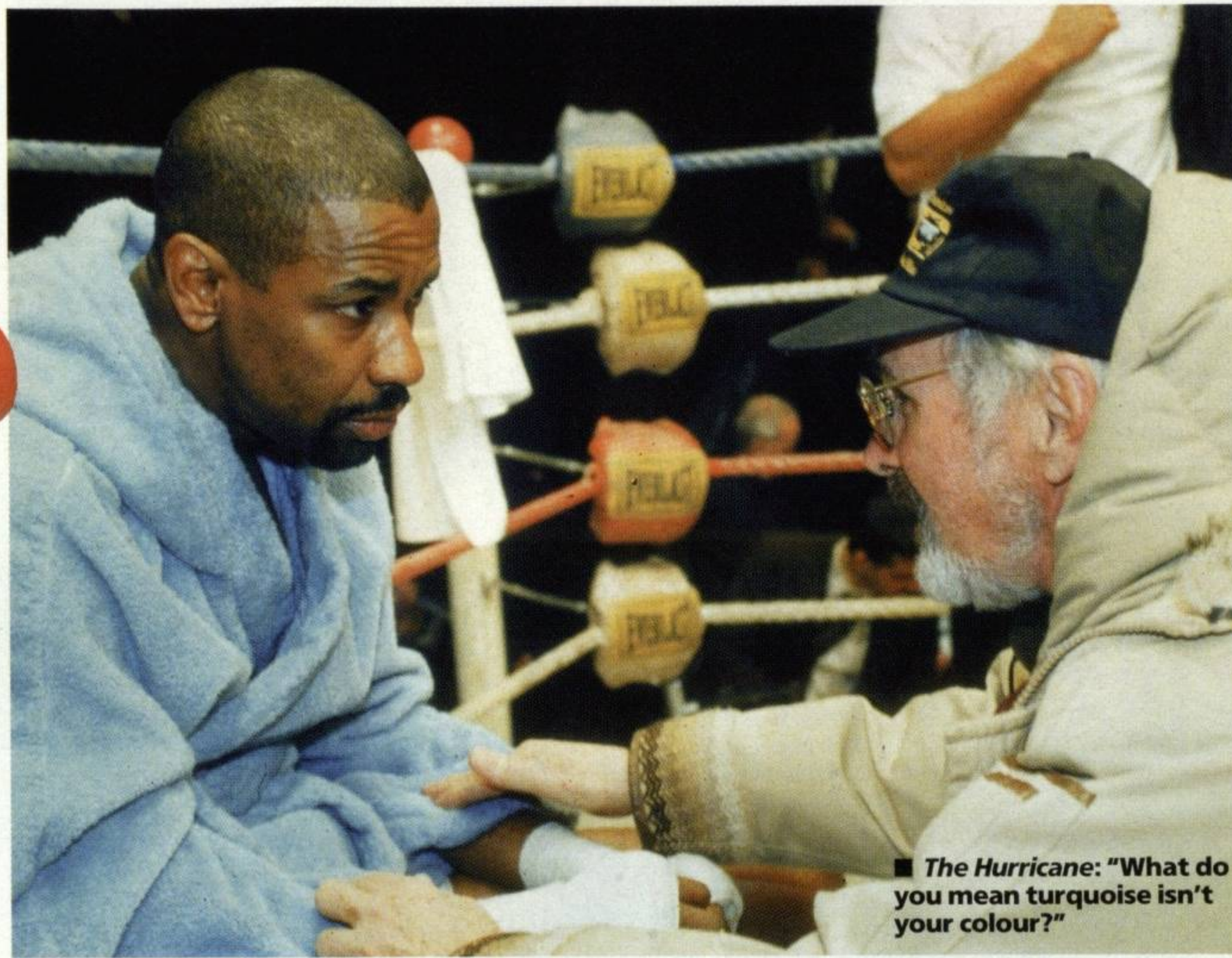
■ Director: **Ed Bye**
 ■ Starring: **Harry Enfield, Kathy Burke, Rhys Ifans, Laura Fraser**
 ■ Release: **21 April**

■ The last time a British comedy duo jumped from TV to multiplex was with Rik Mayall and Adrian Edmondson's ghastly *Guest House Paradiso*. So it's with substantial comic relief to report that, while no rip-snorting classic, *Kevin & Perry Go Large* serves up the laughs with satisfying regularity. Playing like Bill & Ted's Ibiza Adventure with added pathos, the movie dumps überbrat Kevin and his waddling, mogadoned mate Perry into the continent's copulation capital for a cherry-popping holiday. Problem is, the girls don't like them, Kevin's parents are constantly "doing it" and celebrity DJ Eyeball Paul (Ifans) is using them for all their worth. It's obvious that, right down to the "shag" drenched dialogue and *Wayne's World*-style script,



■ *Ghost Dog*: Death, samurai assassin-style.





■ *The Hurricane*: "What do you mean turquoise isn't your colour?"

Enfield wants a slice of Mike Myers' comedy pie. The hit and miss gag ratio means he's got a way to go yet, the script goes 17 nob jokes too far and Enfield's constantly outshone by the brilliant Burke, but at least the humour is a fair reflection of Kevin's brain: juvenile, mucky and sex-obsessed. ★★★

THE HURRICANE

■ Director: **Norman Jewison**
 ■ Starring: **Denzel Washington, Vicellous Reon Shannon, Deborah Kara Unger**
 ■ Released: **24 March**

■ After Denzel Washington picked up a Golden Globe for his spectacular turn as wronged boxer Rubin Carter, a Best Actor Oscar seemed a shoe-in. But clearly somebody somewhere's

got it in for *The Hurricane*. Cynical journos are still filling columns barking at the movie's so-called fact smothering, Net nerds are yelling conspiracy and it's being sued by pugilist Joey Giardello.

Bullshit or not, what all the flustering ultimately points to is the undisputed power with which Jewison spins a remarkable story. Incarcerated for 30 years after cops smeared him with a triple-murder charge, the shocking injustice of Carter's plight and eventual release is a story that needs to be told. While Jewison does well in lightening the picture's obvious complexities, *The Hurricane* is impossible to imagine without Washington. Vigorously rendering Carter over a 30 year period from victor to victim, this is as nuanced, charismatic and complete a performance as you'll see this

year. A hefty running time may prompt the odd narrative dawdle, but a schmaltz-free, uplifting final act will send you home reeling from an extraordinary emotional wallop. ★★★

ERIN BROKOVICH

■ Director: **Steven Soderbergh**
 ■ Starring: **Julia Roberts, Albert Finney**
 ■ Release: **TBC**

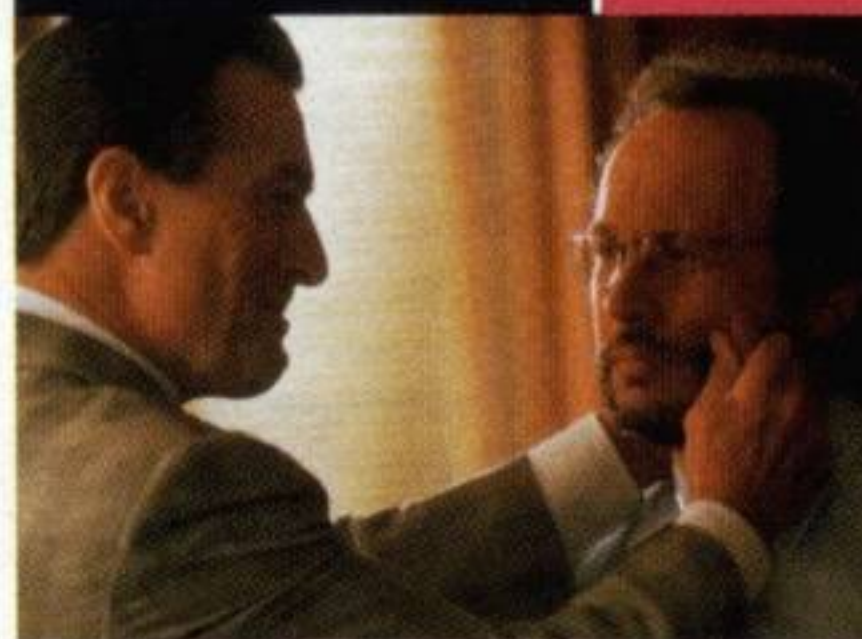
■ This based-on-fact tale of how Erin Brokovich (Roberts), a single mother of three, became a legal secretary, discovered how hundreds of Californian families were poisoned by a water company and won their case presents a bit of a departure for both star and director.

Given the unglamorous nature of the character and the script,

Erin Brokovich can be seen as supplying superstar Roberts with a decent chance of doing something "serious". This is mainly thanks to Soderbergh, who rescued George Clooney with *Out Of Sight* and restored Terrence Stamp's cred with *The Limey*.

The trouble is, this being a mainstream studio pic, much of Soderbergh's trademark style is absent. And, despite Roberts' most assured turn yet, it's hard to accept that a woman of such low income and ill health, who has dropped three sprogs in her time, could look so good. Surely smaller-name actresses of a higher calibre (Julianne Moore, Francis Macdormand) would have been better for the part? Still, it remains a solid, engaging drama – although you'd hope for something far better than "solid" from Soderbergh. ★★★

Videos to rent



■ *Analyze This*: "The beard has to go, it scratches."

ANALYZE THIS

■ **Warners**
 ■ Ignoring the fact the whole Mafia-don-in-therapy schtick was done with more grace by *The Sopranos*, *Analyze This* is an enjoyable comedy. Billy Crystal is excellent as the likeable shrink who could do without the hassle of mob custom, particularly as he's attempting to get married and ingratiate his wisecracking son with his new bride (Lisa Kudrow). The extended family of Mafia caricatures are superbly portrayed by the usual cast of Italian-American suspects, but we should never again be forced to watch Robert De Niro cry. While he's otherwise majestic, the famed method style evidently doesn't extend to convincing waterworks. ★★★

THE HAUNTING

■ **DreamWorks**
 ■ As George Lucas discovered with last year's *Star Wars* film, mind-blowing special effects can't cover up a serious deficiency in plot and characterisation.

The Haunting suffers from this problem, with a convoluted story involving a trio of insomniacs brought to an old mansion to take part in a scientific study of fear. Dr. Marrow (Liam Neeson) realises his experiment is going wrong when one of his female subjects discovers a phantom menace of a different kind. All the haunted house clichés of secret passages behind bookcases and spooky paintings are included in the action, plus a couple of lacklustre paying-the-mortgage performances from Neeson and Catherine Zeta-Jones. Production design is wonderful and there are a few moments that lift the ghostly spirits, but director Jan De Bont manages to deliver a film with even less substance than *Twister*. ★★

BUENA VISTA SOCIAL CLUB

■ **VCI**
 ■ A documentary on traditional Cuban music may not have instant appeal, but Cuba is a fascinating country and *Buena Vista Social Club* offers up a real insight into the lives of the people who live on the Communist island. Based on a journey of musical discovery taken by American slide guitarist Ry Cooder – looks like Kevin Costner, talks like a Clint Eastwood voiceover – genius singers, guitarists and pianists are literally plucked off the streets of Havana. These savvy pensioners have some bizarre tales to relate about life under Castro and by the end, you'll find yourself converted to the surprisingly supple rhythms of Cuban standards. ★★★

DVD The biggest new releases.



SOUTH PARK: BIGGER, LONGER & UNCUT

■ **Warners**
 ■ Most people are now sick to death of *South Park*. But if any proof was needed as to why the series was such a hit in the first place, there's *Bigger, Longer & Uncut*. This

sees the kids' favourite comedians Terrance and Phillip releasing a film that's so offensive, it leads to war between the USA and Canada. There are some great piss-takes of Disney-style showtunes, a breakdancing Saddam Hussein, Hellish

computer animation and a lovely tune called *Uncle Fucka*. Any film that has Winona Ryder performing the ping pong ball trick and Bill Gates being shot in the head is worth a look.
 ■ Extras: Trailers, video for "What Would Brian Boitano Do?" ★★★

Videos to buy

AMERICAN PIE

■ **Universal**
 ■ With a sizeable nod to '80s high school "classic" *Porky's*, *American Pie* pulls no punches in addressing adolescence: enter knob gags, masturbation and the quest to lose your virginity. It isn't subtle, but manages pull off crude jokes with considerable panache and humanity. Four furtive teenagers make a bet to get laid before high school prom and – you what? – decide casual sex is probably a little bit overrated. ★★★

HANG THE DJ

■ **Visual Entertainment**
 ■ A stylish documentary about dance music and

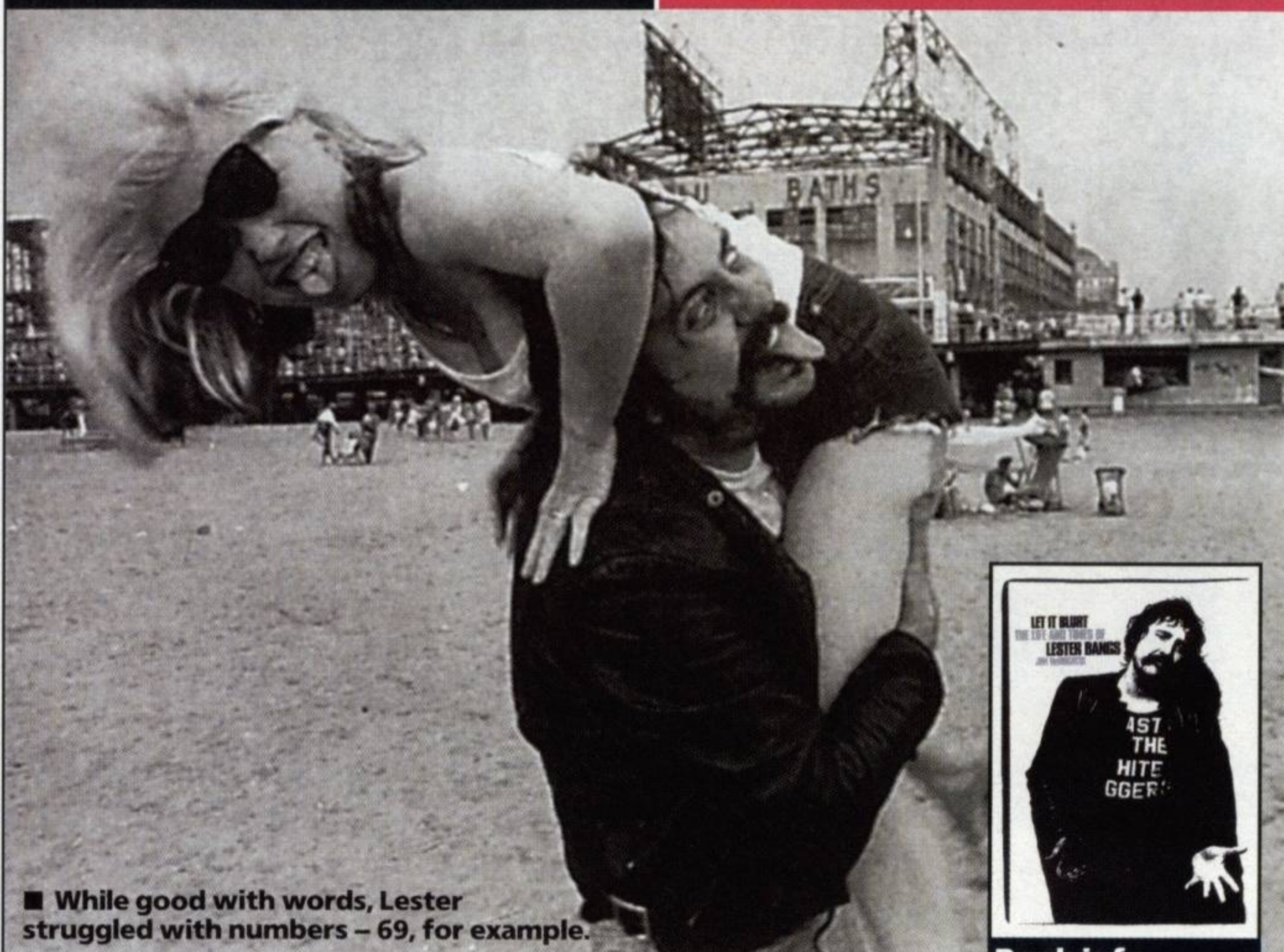


■ *American Pie*: Jazz. Nice.

the cult of the DJ, topics normally only messily covered by those late-night "Clubvision" style programmes. *Hang The DJ* ranges broadly across styles, profiling everyone from hyperactive deep house legend Junior Vasquez to acclaimed turntablists Invisibl Scratch Picklz and X-Ecutioners. While moments of insight are provided, the scope of

the film is far too broad to properly chart the relevance of any scene. It's never quite clear what *Hang The DJ* is trying to say. Is it suggesting superstar DJs like Roger Sanchez barely deserve their lofty status? Or does it prove that God is a DJ? Random talking heads don't provide the answers, but the choons are bangin'. ★★★

Book of the month



■ While good with words, Lester struggled with numbers – 69, for example.

LET IT BLURT: THE LIFE AND TIMES OF LESTER BANGS

Sex, drugs and rock 'n' roll with attitude.

While it's difficult to imagine contemporary rock journalists being lauded as stars in their own right, in the '70s Lester Bangs was as big a draw as any of bands he wrote about. A forceful personality, singular writing style and an insatiable appetite for drink and drugs meant Lester Bangs embodied the spurious spirit of rock 'n' roll as much as any musician.

Through his writing for the nascent *Rolling Stone* magazine, underground rock bible *Creem* and hip New York rag *Village Voice*, Lester all but invented heavy metal and alerted the world to American punk rock. During that time his personal life was riotous and messy to say the least, and *Let*

It Blurt makes for a biography as least as exciting as that of any rock band – with the added bonus that Lester recorded everything in prolific flurries of beat prose.

From The Velvet Underground to The Clash, William Burroughs to REM – everyone who was anyone on the music scene of the day got trashed with Lester at some point. Lester's relationship with the artists he adored was predictably love/hate ("I wouldn't shit in Lester's nose," claims Lou Reed on the jacket notes), but as a lesson in assault journalism and self-destruction through rock 'n' roll, this tome is definitive.

Let It Blurt also serves as a grimy history of the wonderful world of American punk rock as much as a biography of a truly maverick hack. ★★★★★ **Sam Richards**

Book info

■ Author: **Jim DeRogatis**
 ■ Publisher: **Bloomsbury**
 ■ Price: **£15**
 ■ ISBN: **0-7475-3813-1**

THE SANDMAN COMPANION

■ Author: **Hy Bender**
 ■ Publisher: **Titan**
 ■ Price: **£13.99**
 ■ ISBN: **1-84023-150-5**



■ In 1987 Neil Gaiman picked up the plot of *Sandman* from a series DC Comics had run in the '70s and developed the character into his own.

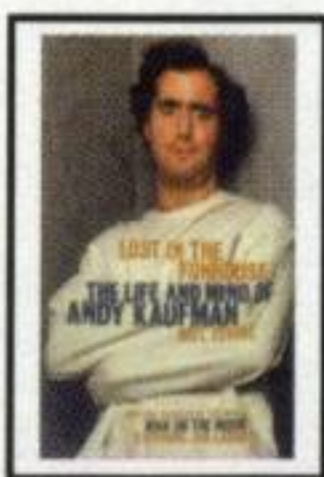
Running from 1988 to 1996, the multi-layered story of an immortal who travels through time and space via people's dreams received great acclaim from those in the know.

In this comprehensive tome, Bender takes you through every period of *Sandman's* development. He works through every episode, conducting in depth interviews with Gaiman, quizzing him on the minutiae of his work. Sometimes it feels as though Bender is his subject's obsessive number one fan, but to be fair these interviews are the most interesting bit of the book.

A fascinating read for anyone into the graphic novel as a form, and pretty much essential reading for the true fan. ★★★

LOST IN THE FUNHOUSE (THE LIFE AND MIND OF ANDY KAUFMAN)

■ Author: **Bill Zehme**
 ■ Publisher: **4th Estate**
 ■ Price: **£12.00**
 ■ ISBN: **1-84115-219-6**



■ Andy Kaufman: cutting edge performance artist and comedian or complete fruitloop? The question's valid, and one that

Zehme, evidently a huge fan, clumsily examines.

Most people on this side of the Atlantic remember Kaufman for his role as barmy foreign muppet, Latka, in the sitcom *Taxi*, but Stateside he's fondly remembered for breaking down the rules of comedy performance.

One of his "legendary" appearances involved reading the whole of *The Great Gatsby* to paying punters, even though the theatre was completely empty by the time he'd got to chapter two.

Zehme's book is full of meandering asides and weird interior voices, as if he's trying to recreate the way Kaufman's mind leapt from idea to idea. This is a great concept for an overzealous English Lit undergraduate, but makes for a schizoid read as there's no thread to focus on, making the book plain hard work.

Andy, are you up there laughing at this one? ★★

THE ONION'S FINEST NEWS REPORTING VOLUME ONE

■ Editors: **Scott Dikkers, Robert Siegel**
 ■ Publisher: **Boxtree**
 ■ Price: **£10**
 ■ ISBN: **0-609-80463-46**



■ This "best-of" collection from brilliant satirical US magazine *The Onion* gives the lie to the claim that Americans don't

know their irony.

A spot-on parody of the worst excesses of journalism with plenty of inspired nonsense, this is laugh-out-loud funny. You get a collection of made-up reports on the mundane and the ridiculous, all presented in the same pofaced, newspaper style, such as the "overzealous civil war buffs" who killed 230,000 and burned Atlanta to the ground, and the most destructive historical re-enactment since 1991, "when a group of WW2 buffs dropped an atomic bomb on Hiroshima".

Other gems include stories on a "shock new report" that babies are stupid, a remote control for your remote control, and President Clinton deciding to deploy more than 75,000 vowels to war-torn Bosnia. There are a few misses among the hits, and this is a book to dip in and out of. But the overall quality of this collection is staggeringly high. ★★★★★

BEING DEAD

■ Author: **Jim Crace**
 ■ Publisher: **Viking**
 ■ Price: **£17**
 ■ ISBN: **0-670-85698-3**



■ It takes a writer of considerable skill to produce a novel about the decomposing bodies of a married couple bludgeoned

to death on a beach and make it not only life-affirming but a great read. Jim Crace is such a novelist, weaving a compelling tale about how death affects the living and the processes the dead body goes through.

The plot concerns two middle-aged academics who return to the place of their first sexual liaison, him trying to recapture passion, her trying to be nice to him, only to be murdered by a thief as they rut, half-naked, in the dunes. As they lie, undiscovered, their entwined bodies start to rot.

With a clean, spare prose style Crace jumps from past to present (from life to death) with precision, never letting you go, while all the time teasing out a wealth of wisdom. This is a serious, grown-up novel about how death, rather than being something to fear, is the stuff of life. ★★★★★

Comic of the month

THE PUNISHER

Comic info

■ Writer: **Garth Ennis**
 ■ Artists: **Steve Dillon, Jimmy Palmiotti**
 ■ Publisher: **Marvel Comics**

■ For the second phase of its successful "Marvel Knights" experiment – slick, modern, street-level interpretations of some of its second-string heroes – Marvel has brought out the big guns.

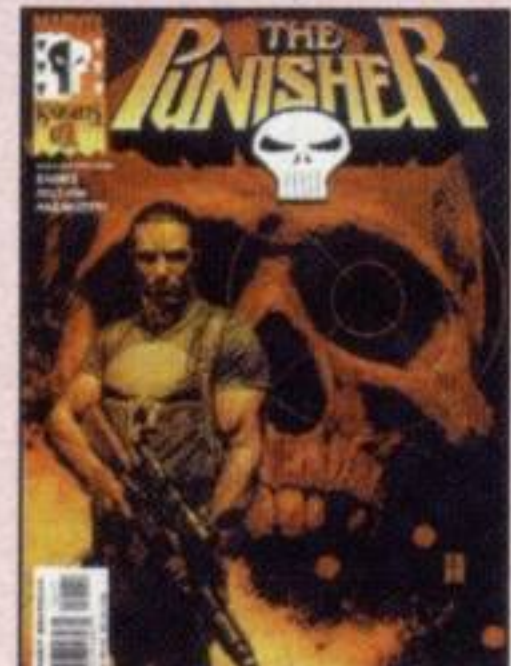
Specifically: *The Punisher*, a former marine turned vigilante who lives for bloody revenge

against all criminals, be they litterbugs or crime lords. Even more specifically: the writer/artist team of Ennis & Dillon, just coming off their groundbreaking *Preacher* series, and perhaps the biggest creative guns the comic industry has right now. The combination is predictably explosive,

full of dark humour and darker deeds served up with a gleefully sadistic relish.

In his end piece, Ennis admits there's no justifying his hero's actions (after all, he's "a mass-murderer, whose body count must run into the tens of thousands by now"), and instead just offers "a laugh, a thrill, and plenty of

sustained automatic weapons fire for your buck". Value. ★★★★★ **Matt Bielby**



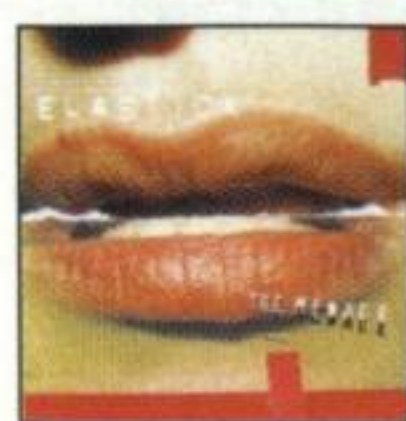
Music



■ **Elastica: asleep for six years.**

ELASTICA

The Menace
■ Label: **Deceptive**



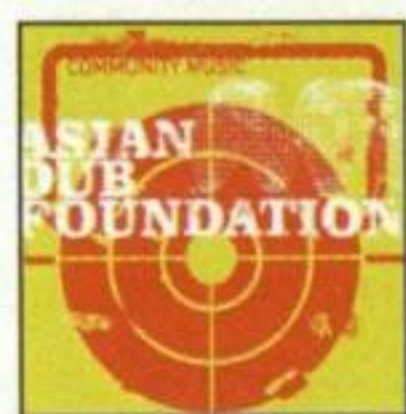
■ The Stone Roses took six years to make *The Second Coming*, but they were the biggest British band of their generation. Elastica have spent the same length of time fashioning their second long player, and for you not to have lost interest by now there must have something pretty special about them. Listening to *The Menace*, you'd never know it.

This is by no means a bad album. It's crammed with speedy new wave pop blasts that an upcoming guitar group would be proud to call their own. Justine still possesses a wicked turn of phrase, as "My Sex and Your Arse My Place" shows, and her every wry incantation is echoed by the breathless new vocalist, Mew.

Never borrowing where they can steal, some of these new Elastica tracks sound even more like Wire and The Fall than ever. *The Menace* is fun, but if you've been banking on this for the last half dozen years, you'll be disappointed. ★★★

ASIAN DUB FOUNDATION

Community Music
■ Label: **ffrr**



■ For the sheer energy of their music, Asian Dub Foundation are always worth a listen. One of the few accessible acts with a radical political agenda, ADF are commendable, but unfortunately this doesn't always guarantee brilliant music. Their mix of rock, dub, hip-hop, bhangra and other traditional Asian sounds, while often energising, is never consistently as radical as they like to make out. Their collision rock sound is often in danger of sounding a little too 1993.

Single "Real Great Britain" – a vicious swipe against reactionary nostalgia – is a fine example of how forceful polemic can make for great pop. There aren't too many others like it on *Community Music*, though, and at nearly 75 minutes, the album gets hard work. It's more relaxed than their previous effort *Rafi's Revenge*, but there is also plenty of dead wood in here. ★★★

THE BLOODHOUND GANG

Hooray For Boobies
■ Label: **Geffen**



■ Second album time for the band who have come closest to capturing the mindset of Beavis & Butt-head on record. A quick glance at the title will show they've decided it's not yet time to act their age. *Hooray For Boobies* is an album about cocks, tits, masturbating, premature ejaculation and laughing at dead people. On the surface, their raps seem to be nothing more than playground chants, but The Bloodhound Gang are actually a cleverer than all that – which makes them all the more sad.

Their music draws from a wider palette than most of the American punk pop parade. The Human League are an unlikely but effective influence on "The Bad Touch" and by far the best track is "Mope", which pays tribute to late Amadeus-rocking popster Falco before fusing Frankie Goes To Hollywood with Metallica. But few people can get away with a song called "A Lap Dance Is So Much Better When The Stripper Is Crying" (however ironic). At least Eminem invests his similarly offensive performances with genuine self-loathing – these are college boys being stoopid. ★★★

NO DOUBT

Return Of Saturn
■ Label: **Interscope**



■ No Doubt are one of those patently awful quasi-alternative rock bands (see also Bush, Semisonic) who are strangely palatable to the American ear. Britain sensibly gives them little quarter, yet they're still liable to seep into our consciousness by some form of transatlantic osmosis. No Doubt did have a massive hit three years ago with the anodyne ballad "Don't Speak", but a one-off hoodwinking of the housewife market doesn't constitute a fanbase.

Nothing on *Return Of Saturn* is likely to repeat the success of "Don't Speak". The album is a clueless amalgam of ska, FM rock, Latin guitar and weak trip-hop. Combined with a woeful lack of melodic and lyrical inspiration, songs come across like Heart covering Bad Manners with Carlos Santana on guitar. Singer Gwen Stefani doesn't aid proceedings by warbling vampishly over the top without any regard for taste or whatever misguided direction her band is taking next. ★

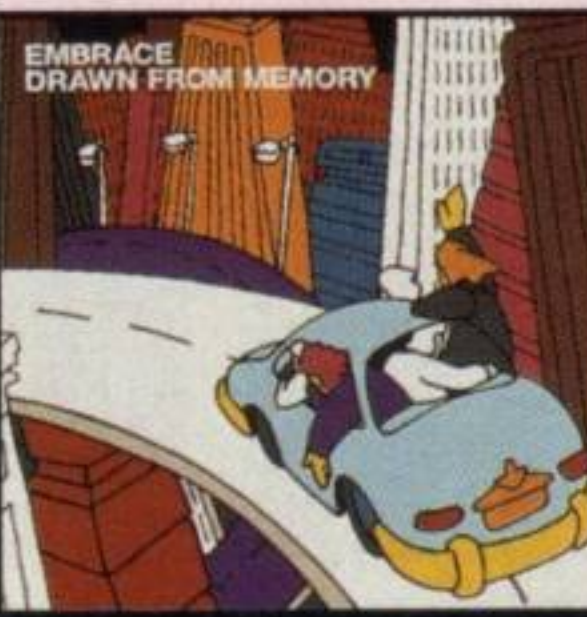
Album of the month



■ **Arrogance takes a back seat on Embrace's new LP.**

EMBRACE

Give 'em a great big hug.



Album info
Drawn From Memory
■ Label: **London**

Rare though it is for rock bands to be caught consuming generous portions of humble pie, that's exactly what Embrace have done prior to their second album, *Drawn From Memory*.

Their first singles were accompanied by a stream of arrogant proclamations from the mouth of singer Danny McNamara. If he was to be believed, Embrace were the greatest band in the world, and certainly better than that rubbish Oasis lot. The reality of the music was rather different; a greyish guitar dirge with tacked-on token strings, a sound which – as it happened – seemed wholly indebted to the canon of the brothers Gallagher.

Drawn From Memory is a different story. Embrace have re-examined themselves, ripped up the original blueprint and started again from scratch. The album they've created as a result is contrary and unfocused, but at least the music feels genuine. Embrace have made contact with their soul.

"The Love It Takes" is a perfect opener. It eventually swells from a series of atmospheric effects, via an acoustic melody, into a Hammond-drenched soul revue and the spectre of old Embrace is instantly banished. Followed by the insanely uplifting single "You're Not Alone", the playful groove of "Save Me" and the tearful, piano-led epic that is the title track, this is winning form. The rest of the album takes in Nirvana-esque fuzz rock, the foolish kazoo symphony of "Hooligan" and several warm, countryish laments. Embrace's professed admiration for the Beastie Boys is never quite realised in song, but compared to their drab debut album *The Good Will Out*, this is a musical revolution.

Danny McNamara's singing voice is still terribly weak and never matches the positive surges of the music, but at least the spirit is willing. This time there have been no wild declarations of intent, no plans to topple the Britpop hierarchy and no pointless gobbing off in a bid to grab the headlines. Embrace have the confidence to let the music speak for itself. ★★★ **Sam Richards**

Millennium jukebox

What the Arcade office is using to calm PlayStation2 hysteria

BILLY CRAWFORD
Pokémon Theme

■ The sound of a million pre-pubescent boys losing it on Sunny Delight. Gotta catch 'em all!

VARIOUS ARTISTS
Mellow Mellow

■ Harmless comes up trumps yet again, this time with the best of '70s lurve groove soul, Barry White stylee. Smooth.

GROOVE ARMADA
All Back To Mine

■ Lush downbeat mix album, revealing inspiration

for *To The River*. Barry White's here too, the cad.

THE DELGADOS
The Great Eastern

■ Charming string-fuelled epics from chilly Glasgow.

VIB RIBBON

■ A cheery 2D rabbit plays any song you want – or selects its own brand of mental high-pitched Jap pop.

KRAFTWERK
Expo 2000

Kling klang klong. Same again from workshy

German folk who invented music. No, seriously.

PLAYSTATION2 START UP JINGLE

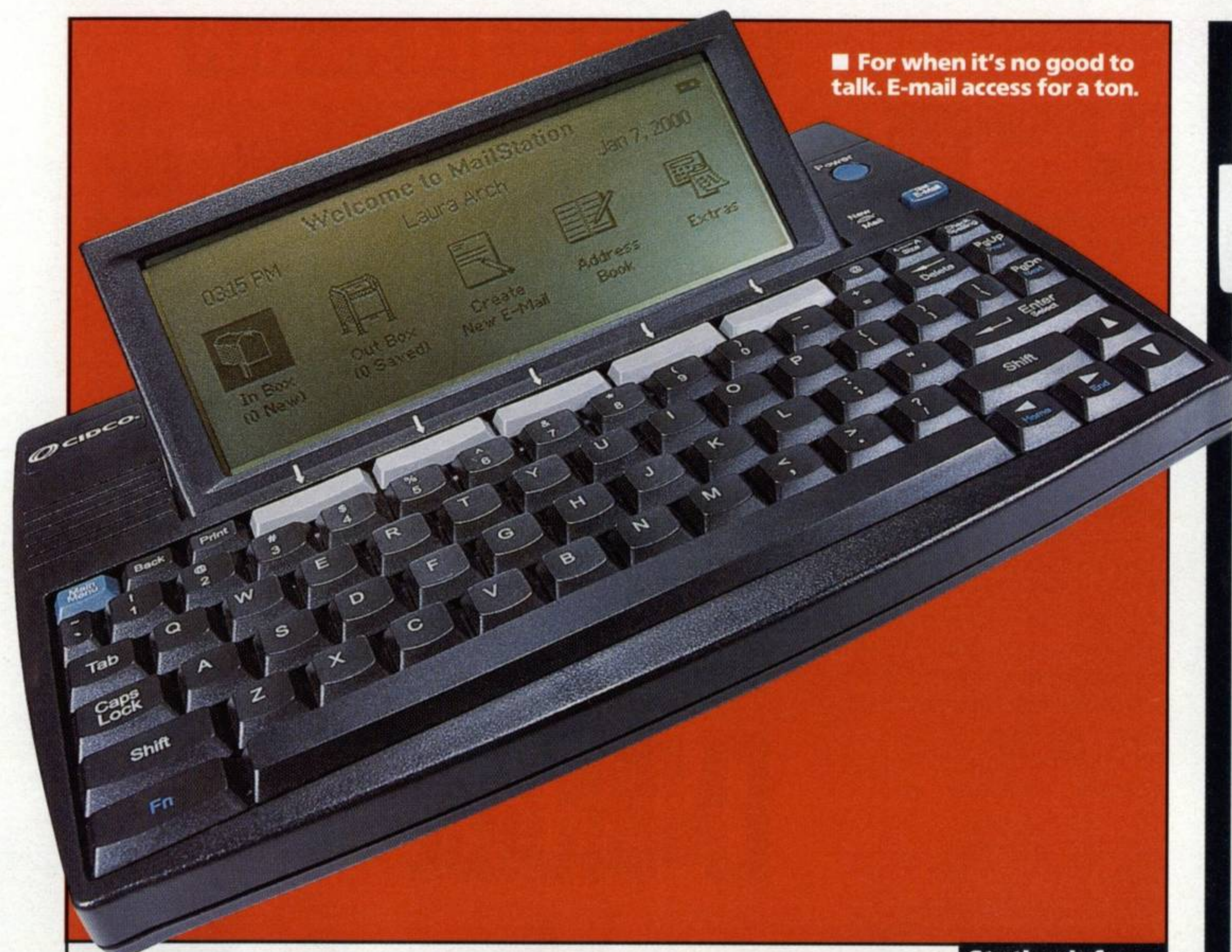
It's here!
It's going to take over the world! Arcade dances to Sony's tune.

THE VERVE

Urban Hymns
God, phoneboxes and one too many nights out on the razzle brought this on.

SHED SEVEN

Something has gone wrong. This sounds good.



■ For when it's no good to talk. E-mail access for a ton.

MAIL STATION

Station info

- Price: \$180 (£110)
- Available from: Cidco
- Web: www.mymailstation.com
- Release date: on sale now

The e-mail only machine you plug into your phone.

E-mail – it's as quick and convenient as a phone call and lets your order your thoughts in the same way as a letter, only it doesn't take a day to arrive. All in, a fantastic thing.

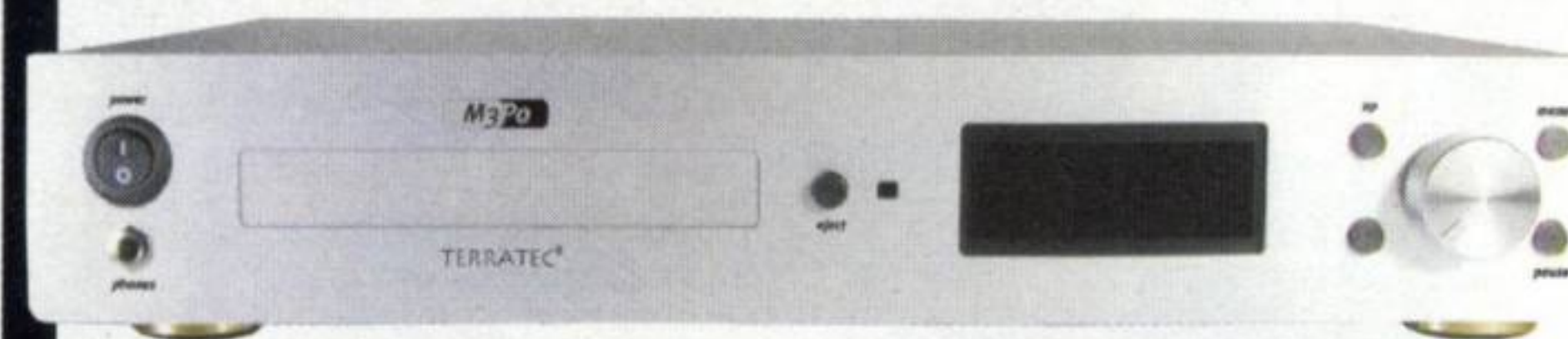
The only problem with e-mail, in fact, is that you need a computer to use it, and lots of people are frightened of computers. Enter, then, Cidco's MailStation: a nifty little box that sends and receives e-mails without the need for a PC.

Imagine your mum trying to set up a Pentium desktop just to swap recipes with Gladys in Cornwall and you start to see the MailStation's usefulness. And, happily, it

works. Setting up the MailStation is simplicity itself: just plug it into a phonenumber, pick your ISP and away you go. Even the most confirmed technophobe should find the whole process a doddle.

However, that's not to say it's without its drawbacks. It is just an e-mail machine, for one thing, so browsing the Internet is off limits, and perhaps more frustratingly it can only handle text e-mails, so you can't use it to send amusing digital snaps of friends/relatives/yourself in a compromising position. That said, it's a handily portable little machine that carries out its appointed task admirably. The technophobe in you life will love it. ★★★★★

■ The design of the prototype Volvo raised a few eyebrows.



M3PO

MP3 info

- Price: £350
- Available from: TerraTec on 0870 901 0021
- Web: www.terratec.com
- Release date: on sale now

Separates-style MP3 for your stereo.

This, dear reader, is a world first: the first MP3 player designed to sit on your hi-fi rack along with your other audio separates. It's a normal CD player that can also play CD-ROMs filled with MP3 music files: these could be CDs you've purchased on-line from a site like www.mp3.com, or (if you've got a PC and CD-ROM burner) ones you've cheekily laid down on disc yourself.

The M3PO is certainly a well-built piece of kit, and Arcade thinks it looks the business too, having something of a "recording studio" air to it. As a CD player, it's a bit on the average side, as you could certainly get a better player for £350, but then that's not the point, is it? The point is it offers an easy and inexpensive way to take your MP3 files from your desktop to your hi-fi.

What's more, the M3PO has been designed to let you install an IDE hard drive inside the machine. You have to buy this piece of kit separately, but once installed on the player you then have the option to store up to 22 days of music on the machine. Which should be enough for even the most dedicated party people, seduction gurus and the couch-bound.

There are a couple of problems with the M3PO, though. For one thing, there's no easy way of linking the player to your PC: there are no serial or USB ports, so you will need to buy that CD burner if you want to transfer files to the hard disk after you've installed it. Plus, there's no actual MP3 encoder built-in: to make an MP3 copy of a CD track, you'll still need your trusty desktop PC, which is annoying when you can even get your hands on portables that offer in-built encoding. All in all, the M3PO is a fine idea, but the execution is somewhat lacking. ★★★



COMMANDOBOT

It's good to see NASA dollars being well spent.

Regular readers of this page will have realised by now that Arcade is particularly fond of robots. The entire office prays for the day they invent magazine-making robots, so lie-ins

can become a daily thing; till then, the lazier member of the team will have to make do with this voice-activated offering from MGA Electronics.

Standing a towering 18 inches high, the Commandobot is, admittedly, somewhat limited in functions. He's not like a Sony robot dog that'll learn tricks, or even like the RAD robot Arcade

reviewed in issue 12, who'd carry your beer across the room for you. All he does, in fact, is wander around firing little rubber darts at people – not that this shouldn't provide hours of amusement in itself, mind you. Especially when you control him by the power of your voice (er, and a radio handset) alone: Commandobot can recognise and respond to 12 voice

commands. And what should impress your friends even more, he can do this because he's equipped with the same speech recognition chip that was used in NASA's celebrated Mars Polar Landing Probe.

But bear in mind that NASA was a wee bit unlucky with its space-going, voice activated, robotic pal – they ended up losing theirs. ★★★★★

Robot info

- Price: \$100 (£60)
- Available from: MGA Electronics
- Web: www.mgae.com www.samsung.co.uk
- Release date: on sale now

DVD PLAYERS

PRO-LINE DVD 1000

- Price: **£200**
- Available from: **MVC on 0208 424 0101**
- Web: **www.mvc-entertainment.co.uk**
- Release date: **on sale now**

Now that DVD has become a mass-market format it's no surprise that there's a welter of budget-priced hardware hitting the shelves – such as this offering from movie and music chain MVC. The DVD 1000 is certainly a nice-looking machine, coming in the currently very trendy champagne/gold matt finish, and the build quality is solid enough. Picture playback is good, too: the images this player hurls onto your screen are crisp and clear. There's a reasonable range of socketry round the back (only one SCART, but you do get S-video, composite video, digital optical and digital coaxial outputs), though features-wise you're limited to just a Zoom function. Where the DVD 1000 lets itself down, though, is in terms of sound. There's no built-in Dolby Digital decoder, for a start, and actual sound quality (particularly from audio CDs) is far from great. ★★★



DVD is currently being pushed on the paying public harder than a promising little girl at stage school, but prices vary wildly. Russell Deeks of T3 magazine looks at the affordable end of the market and delivers his verdict.

8320

- Price: **£259**
- Available from: **Shinco on 0117 972 0149**
- Web: **www.laservision.co.uk**
- Release date: **on sale now**

In terms of what this machine can do, you're undoubtedly looking at something of a bargain. Not only is it a multi-region player (which means it'll play discs released anywhere in the world, and isn't subject to the limitation of regional coding – a watermarking system devised by Hollywood to stop you buying US discs of films not yet released in Europe), it's also got a Dolby Digital decoder built-in, making it an affordable way of getting into home cinema without having to fork out extra for lots of different boxes.

However, in terms of how it does its job the Shinco is less of a star. Stick in a disc and not only does it take forever to load up, but the transport continues to whirr noisily away throughout the movie. Worse, playback can be flawed too, with the action sometimes speeding up or going all juddery, and actors' voices suddenly being out of synch with the movement of their lips. The picture quality is reasonable otherwise, but audio CD playback is also somewhat suspect. So while Shinco's to be commended for packing all sorts of features into one inexpensive box, at the end of the day you'll probably be better off with a player that does less, but better.★★



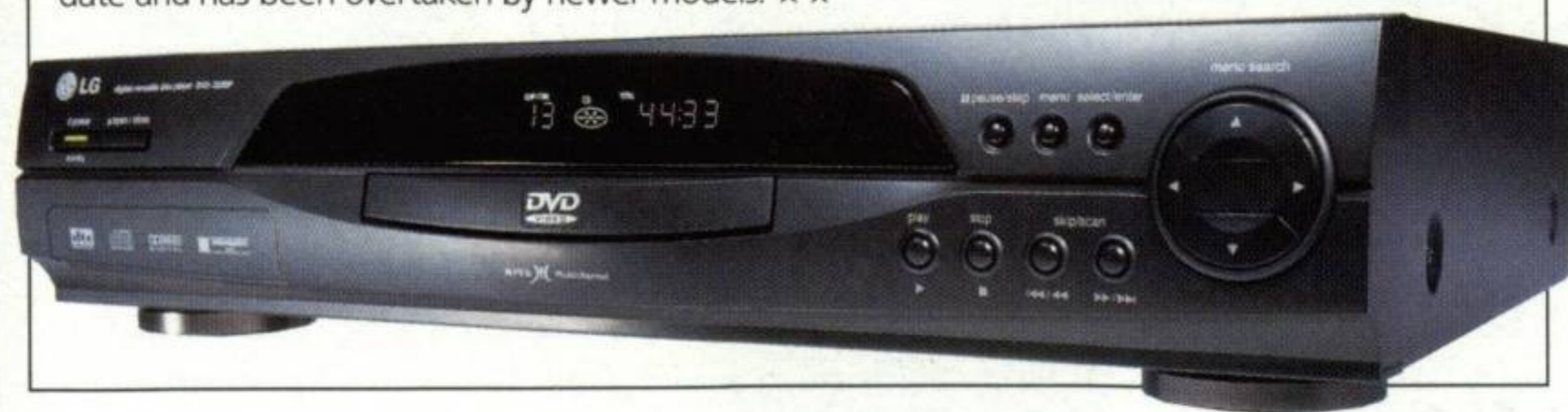
DVD-2330P

- Price: **£250**
- Available from: **LG Electronics on 01753 500400**
- Web: **www.lgelectronics.co.uk**
- Release date: **on sale now**

When LG Electronics first released the DVD-2330P last year, it was heralded in home entertainment circles as something of a miracle: a half-decent player for less than £300! Since, then, however, time and the market have moved on and these days the whole package is looking decidedly less remarkable.

Build quality is reasonably solid, and the disc drive is nice and quiet – though discs do take quite some time to load up (a minor irritation, admittedly). On the looks front the player's decidedly average, its black fascia making it look a lot less exciting than its silver or gold rivals. Where the DVD-2330P really falls down, though, is when you come to actually watch movies on the thing. Film images have a washed-out, grainy look to them, and there were also some playback problems when *Arcade* tested it, such as certain scenes inexplicably – and bizarrely – repeating themselves. Unless that was the director's cut...

Sound quality is reasonable, and if you lack the speakers to make use of the built-in Dolby Digital decoder, there's a Spatialiser 3D Surround mode to create pseudo-surround from your stereo speakers. Overall, though, this is a once-great machine that's now looking past its sell-by date and has been overtaken by newer models.★★



Our choice

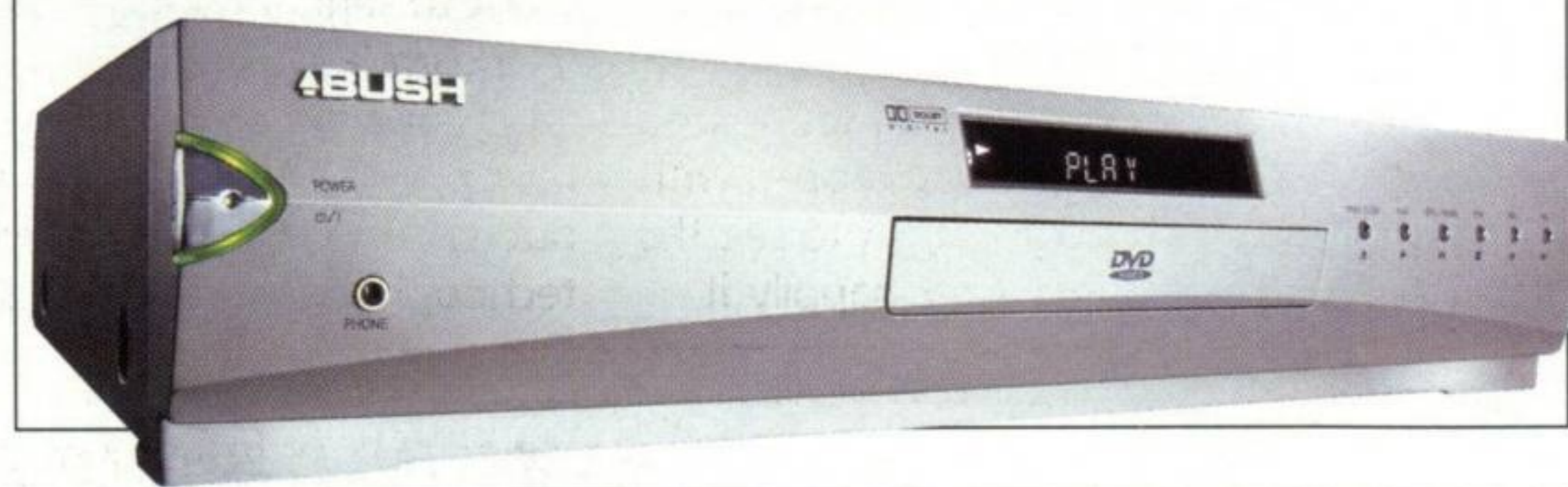
DVD2000

- Price: **£200**
- Available from: **Bush on 0208 787 3111**
- Web: **n/a**
- Release date: **on sale now**

Gosh, they're imaginative with those names, aren't they? How to name a DVD player: take the letters DVD, then add a big number right after them. Easy. Uninspired ID aside, though, this Bush player is something of a bargain.

It's nice and heavy when you lift it out of the box for a start. This is also one player that gives the impression the designers actually spent some time thinking about its aesthetic appeal, what with its sleek silver lines and minimalist button count. The disc tray feels reassuringly solid, and it's satisfyingly quiet during movie playback.

In quality terms, both the sound and pictures this player pumps out are damn fine for the price, though audio CDs can sound a little hollow, so you're probably best off sticking with your normal CD player for music. The only other grumble would be that fancy features like a zoom control are notable by their absence; nonetheless, with a Dolby Digital decoder built-in, the DVD2000 is something of a steal at this price.★★★★★



DV-600

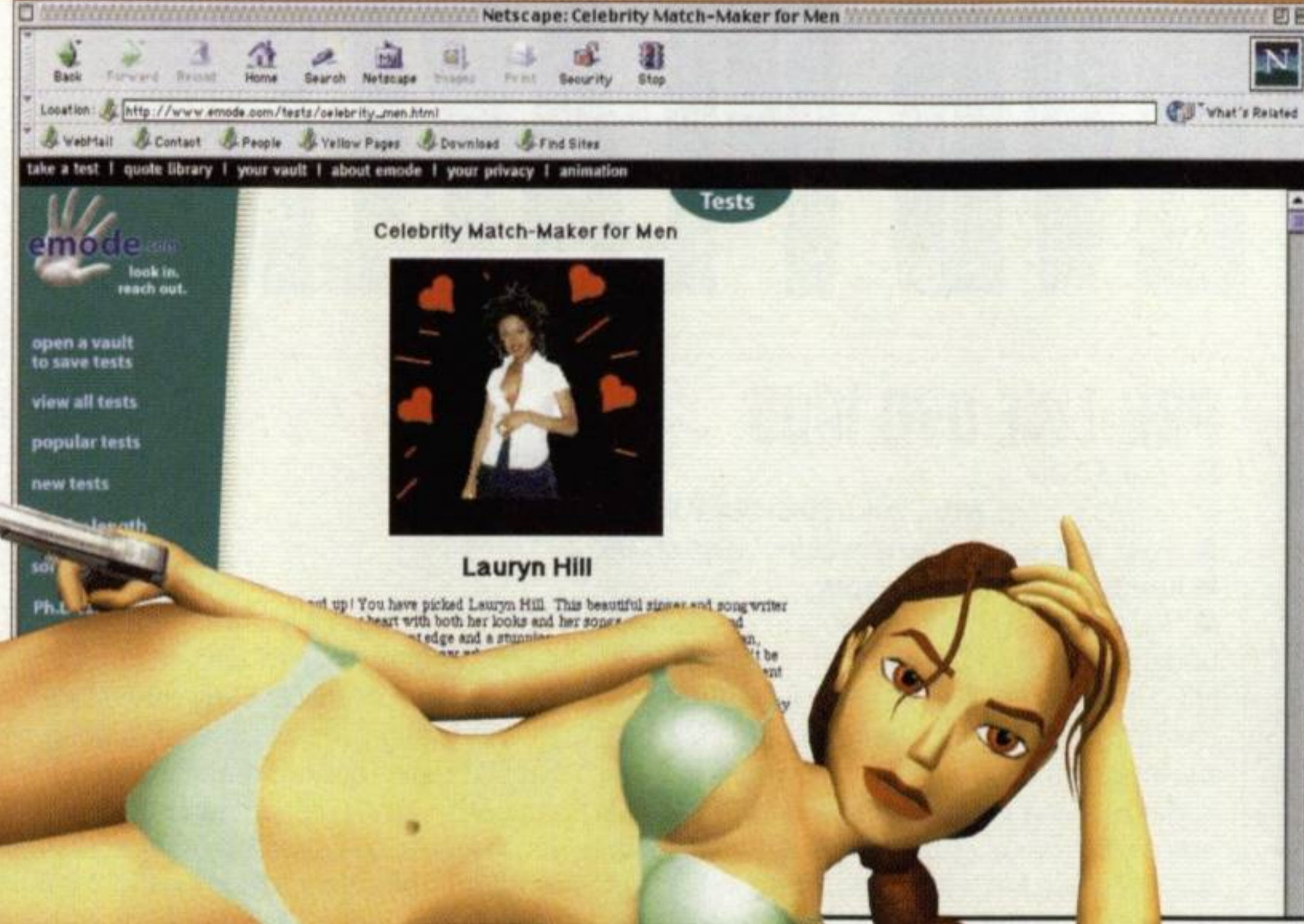
- Price: **£350**
- Available from: **Sharp on 0800 262958**
- Web: **www.sharp.co.uk**
- Release date: **on sale now**

Although this player is a little out of the bargain league, it's worth a look because it's just so diddy – it's roughly half the size of any of the other players here. Despite its diminutive dimensions, though, this is one hell of a machine.

In terms of features, you get what you pay for. The Sharp comes with all kinds of fancy little gizmos like Digital Gamma Correction (which brightens up the dark bits in pictures) and Digital Super Picture (which sharpens the image), while round the back you'll find more socketry than you could wave a SCART lead at. It's a solidly-built machine, too, with a sturdy disc tray that doesn't spend most of the film drowning out the dialogue with its whirring.

You get Dolby Digital and DTS decoding built-in, and picture and sound quality are also very good indeed. In fact, the only reason the DV-600 doesn't get full marks is the price tag. If you can afford the extra dosh, though, this would be a mighty fine buy.★★★★★

Digital dating



TESTING, TESTING

■ Celebrities – even virtual ones – need love too.

Find out which piece of celebrity totty you should you be making the moves on.



■ Britney Spears: Nick Jones is her love object.

Most fellas out there in lad fantasy land would like a supremely fit actress or telly bird on their arm when they walk in their local. But, if you had the choice, which one would you choose? Better still, which one *should* you choose. Focusing your efforts is half the battle, after all. For such problems, and a host more, there's a US Web site which can point you in the right direction, lover boy.

Emode.com is a free service dedicated to helping you find out all about yourself. Go to <http://www.emode.com> and you can test not only which famous bint you're suited to, but just about anything you want: how suave you are (on the suaveometer), what your superpower would be if you were a superhero, what sort of dog you would be or whether you make a good first date.

In the name of science *Arcade* decided to road test some of the tests. In strictly controlled conditions the *Arcade* team was tested on the Celebrity Matchmaker, What is Your Fashion Sense and Are You a Flirt. The results were fairly conclusive, and not very flattering for the apparently socially retarded *Arcade* staffers.

First up was the matchmaker. Things got strange early as the two Jamies, "Don Peripherale" Sefton and Production Editor Dolling, were paired with hot Latin looker Salma Hayek, while the two Richards, Lifestyle Editor Pelley and Production Assistant Keith, were dumped with the ever-friendly Jennifer Aniston. Spooky.

Boss man Sean "Mue" Atkins was matched with Jennifer Lopez ("had her already") and Features Editor Sam Richards was a happy bunny to get Lauryn Hill. But Games Editor

Nick Jones – a big Christina Aguilera fan – was heartbroken to discover his ideal partner was Britney Spears.

Pick of the round, though, was Art Editor Alvin "The Master" Weetman, whose first attempt was abandoned when he was matched with Pamela Anderson ("too classy"). The Nasty Pasty's disappointment was soon over as he got his dream date: TV's Judge Judy. Alvin's deep and disturbing need for authority and punishment could finally be satiated by Judy, as long as she uses the whip. Alvin loves the whip.

Next up was the difficult task of testing *Arcade*'s fashion sense. For a videogames mag *Arcade* likes to think it's got a bit of style: no Iron Maiden t-shirts and last night's pants in the *Arcade* office. Sad fashion loser, with a paltry 44%, was "Mr Rollneck" Sam, who, at 9 ft 2 ins, is a clear three feet too tall for real fashion ("It's just a test of whether you follow fashion, so I'm pleased to get a low mark. It's about personal style."). With scores clustering round the halfway mark it was up to the boy Dolling to push up the average *Arcade* score. Well known about town as an Alexander McQueen lookalike, Jamie pulled off a respectable 70%.

The real test of Emode's tests was the flirting scores. In Dolling *Arcade* has a man who has taken flirtation to dangerous levels, and in Sam a man who refuses to even comprehend flirting ("Why would I do that? I've got a girlfriend.") And here Emode showed it knows its stuff, with Dolling picking up an impressive 75% (including a whopping 90% for non-physical, intimate flirting) while Sam was left in the murky recess of self-effacement with a paltry 38%. Sam was heard to remark: "Yeah, well, I knew that already."



Next month

TEKKEN TAG!

Read it first in Arcade: the verdict on the most anticipated beat-'em-up ever – Tekken Tag Tournament on PlayStation2.



arcade

Plus! Ecco the Dolphin, Mario Party 2

FORCE COMMANDER, POKÉMON STADIUM AND EVERYTHING PLAYSTATION2

Arcade 19 on sale Tuesday 25 April

Contents subject to change

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Arcade

Back issues

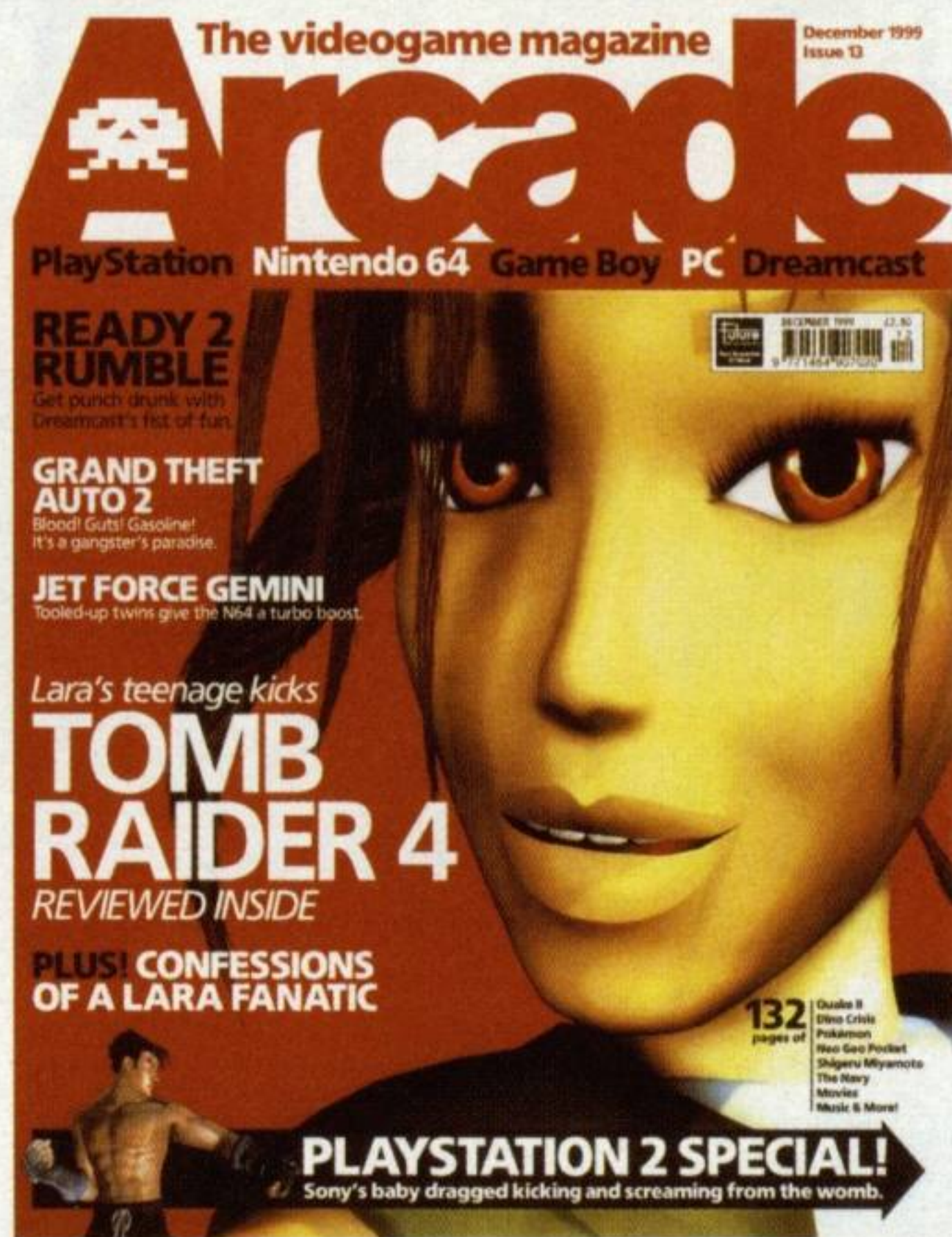
Internet this, Internet that... just try flicking idly through a Web site while astride the porcelain throne. As for keeping hold of your favourite issues for future reference, forget it.

Issue 12 November



■ Sega's new system sussed out, clued-up kids and a look at the Christmas games deluge.

Issue 13 December



■ Tomb Raider 4 reviewed, war sims get real and PlayStation2 is revealed in all its glory.

Issue 14 Xmas



■ Soul Calibur sorted, Swiss Toni talks totty, Santa spills his sack and the gorilla returns.

Issue 15 January



■ The biggest games of 2000, England in Euro 2000 and a videogaming trip to The Big Apple.

Issue 16 February



■ Arcade looks at survival horror games, talks to an exorcist and has a shufti at Shenmue.

Issue 17 March



■ Exclusive Colin McRae Rally 2 preview, racing with the car mechanics and Dreamcast Lara.

A Back issues

If you fancy getting hold of a back issue, all you need to do is tick the relevant box on this coupon and fill out the details. Make sure you've remembered to put the wedge and the coupon in the envelope, and send the whole lot to: **Arcade Back Issues, Future Publishing, FREEPOST B54900, Somerton, Somerset TA11 6BR**. Overseas readers should send the form to: **Future Publishing Ltd, Cary Court, Somerton, Somerset, England TA11 6TB**. However, if you long for human contact, call the hotline on 01458 271126.

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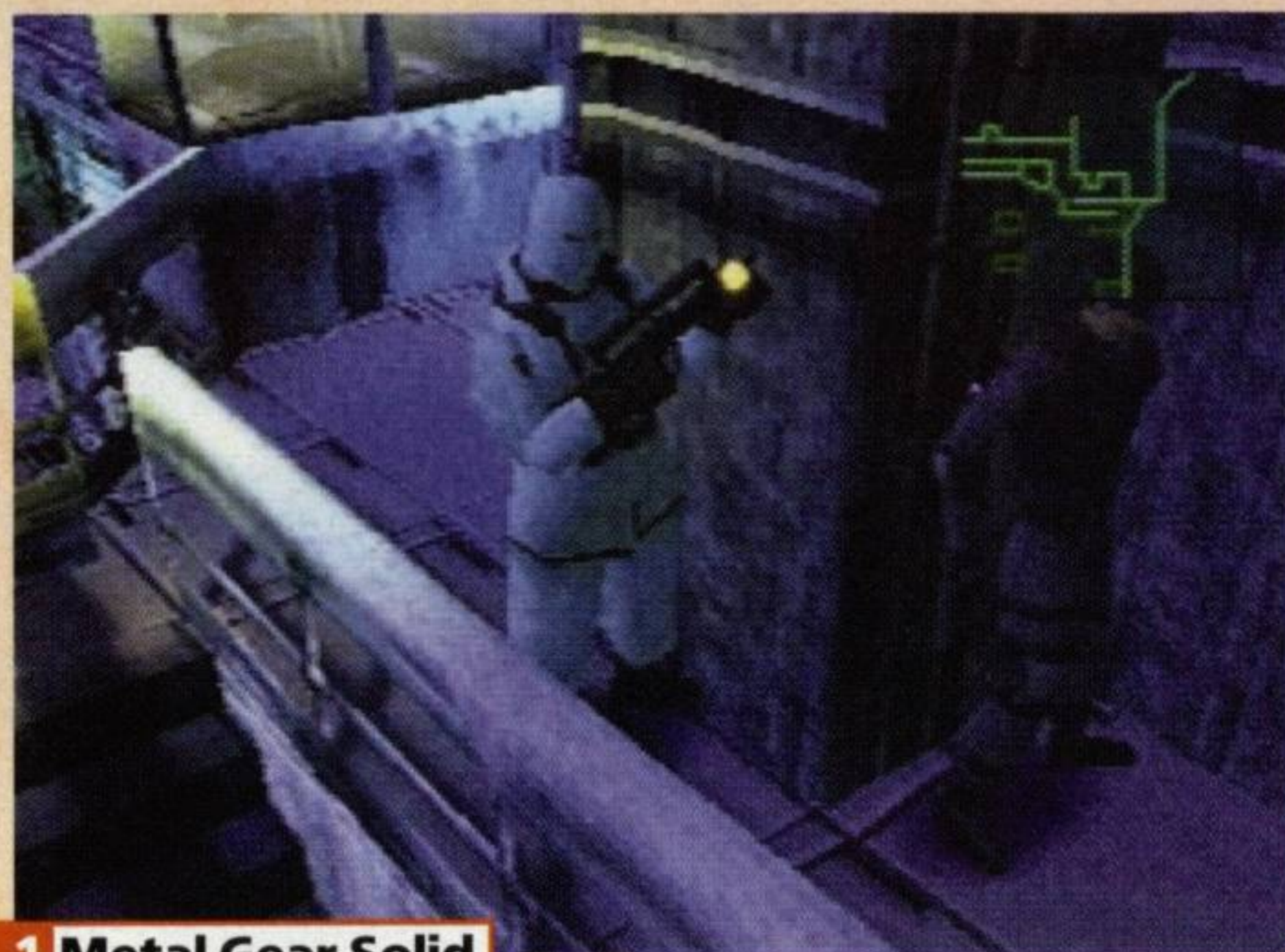
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The A-list

Arcade's Top 20 PlayStation games

■ Games that should be collected, cuddled and nurtured. Go on – show them you love them.



1 Metal Gear Solid

■ Sneaker ■ Konami ■ £40
Infiltrate a shadowy enemy installation *Metal Gear Solid* is brilliant – sneak around and avoid detection rather than blasting everything in sight. Despite the end-screen coming around after only a few hours, you'll adore every single minute of play. ★★★★★

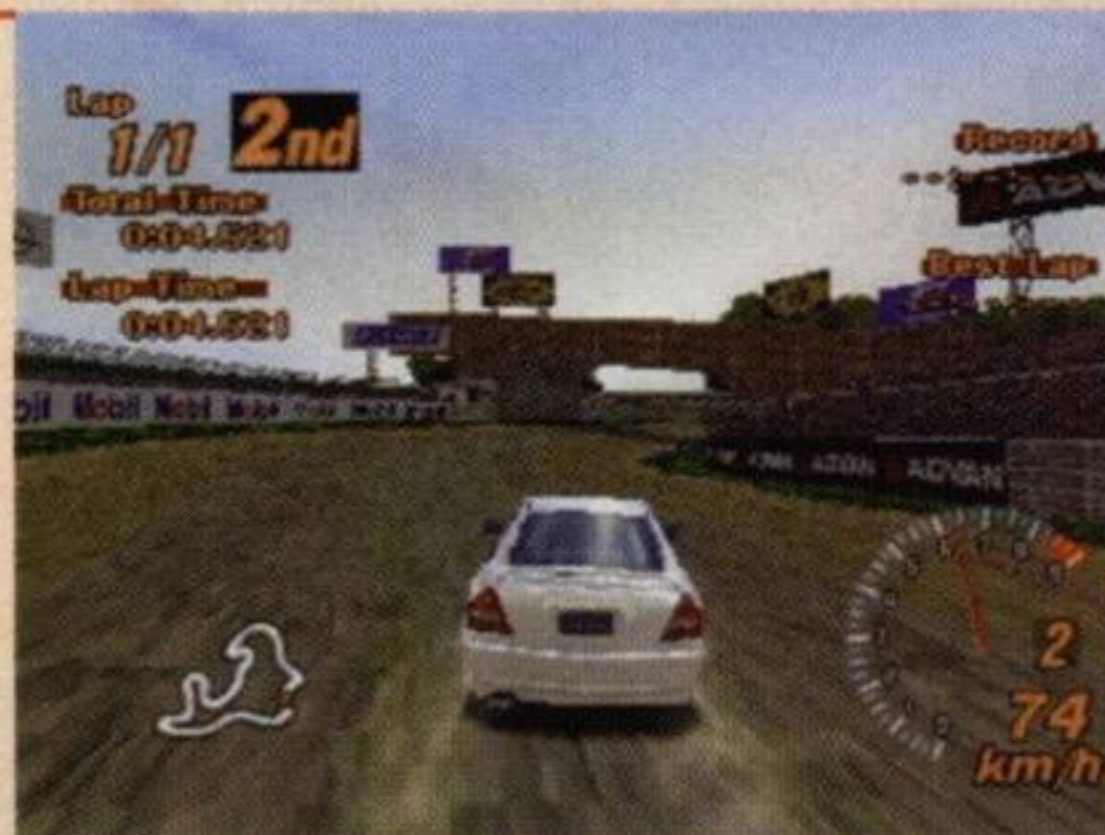
2 Quake 2

■ Shooter ■ Activision ■ £40
Magnificently violent first-person shooter A PlayStation conversion of id's classic shouldn't have been possible, but Hammerhead has pulled it off – big style. The one player game is immersing and scary while the multi-player options are unsurpassed. Gaming heaven in hell. ★★★★★



3 Gran Turismo 2

■ Racer ■ Sony ■ £35
Get your motor running With nearly a thousand different cars, tons of tracks plus the chance to retune and upgrade your vehicle, this is the most comprehensive driving sim since the last *Gran Turismo*. It's starting to look a little rusty in places, but if you love to race, you have to own this game. ★★★★★



4 ISS Pro Evolution

■ Sports ■ Konami ■ £35
The best football game in the world *Evolution* lacks the trendy music and official licence of other titles, but it's still the most breathtakingly realistic footie game ever made. Wondrous graphics, amazing depth and compelling gameplay – football has come home to the PlayStation. ★★★★★



5 Tekken 3

■ Fighter ■ Namco ■ £20
Adept slapping Major improvement to the earlier versions in almost every way: graphically flawless and the new moves add something for both newcomers and veterans alike. A wide variety of sub-games, bonuses and hidden characters, as well as a frightening difficulty level, means there's so much to do that it's almost the *Mario* of fighting games. But without the cute stuff, obviously. ★★★★★



6 Tomb Raider

■ Adventure ■ Eidos ■ £20
Baps entertainment The original and, now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



7 Resident Evil 3

■ Horror Adventure ■ Eidos ■ £35
Splatter undead assailants This part-prequel, part-sequel to *Resident Evil 2* sees feisty survivor Jill Valentine taking on the zombie hordes and avoiding the frightening Nemesis. More brilliant level design, challenging bosses, fantastic scenery and buckets of blood 'n' gore. ★★★★★



8 Driver

■ Racer ■ GT Interactive ■ £40
Stunning-looking '70s car-chase sim Rocket through real American cities, evading the Filth and causing upset for pedestrians. The missions don't vary much, but as a driving 'toy', *Driver's* unbeaten. Smashing through piles of boxes is thrilling, and the replay editor makes for added fun. ★★★★★



9 Wipeout 3

■ Racer ■ Psygnosis ■ £35
The future of racing As if the year 2097 wasn't far enough in the future, the Psygnosis boys have set this one in 2116. Every element has been improved and rather than attempt to reinvent the wheel/hover device, the inspiration here is a refreshingly playable back-to-basics approach. ★★★★★



10 Final Fantasy 8

■ RPG ■ SONY ■ £35
Latest and best installment of Square's epic RPG series A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut scenes that make *Toy Story* look like *South Park*. Bid fond farewell to your free time. ★★★★★



11 Anna Kournikova Tennis

■ Sports ■ SONY ■ £35
Quirky racket-play Cute polygonal pros battle it out in a game that's a little more serious than previous *Smash Court Tennis* titles. Sublime controls and an addictive multi-player feature. In fact, this is by far the best tennis game you can buy – so there. ★★★★★



12 Silent Hill

■ Horror Adventure ■ Konami ■ £40
Chillingly atmospheric scare-'em-up A seamless *Resident Evil* clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose – all in splendiferous 3D. Only flawed by a few too many illogical puzzles. ★★★★★



13 Ridge Racer 4

■ Racer ■ Namco ■ £35
Super-fast racing Thrills come from the breathtaking speed at which the eight gorgeous tracks rush past and the brilliance of the two-player mode. Master the powerslide and you'll unlock 320 unique cars. If you're after realism, though, *Gran Turismo* is for you. ★★★★★



14 Colin McRae Rally

■ Racer ■ Codemasters ■ £20
Life-like rural driving sim A departure from the usual racing game, as your rally car rattles around countryside tracks with time and damage your only opponents. The variety of terrain and responsive controls give real driving feedback. And it's a bloody bargain at £20. ★★★★★



15 MicroMachines V3

■ Racer ■ Codemasters ■ £20
Tiny cars race around your living room The old top-down 2D game souped-up into pseudo-3D, and it's a beauty. There are 30 innovative courses, based on kitchen tables and school desks, coupled with a perfect overhead camera, plenty of amusingly behaved vehicles and a multi-player game that's ace. ★★★★★



16 Everybody's Golf

■ Sports ■ SONY ■ £35
Cartoon-style stick-and-ball antics Simplistic looks, but complex gameplay, with an arcade slant that injects a welcome burst of speed and a host of hidden extras. Great if you don't take golf seriously – and why should you? ★★★★★



17 Ape Escape

■ Platformer ■ SONY ■ £35
Satisfying simian search Catching panicky monkeys with nets refreshes the platforming genre, while the coin collecting sub-quest and bonus games ramp up replayability. The true 3D world looks lovely, the controls are perfect and it's fun and challenging too. ★★★★★



18 LMA Manager

■ Sport ■ Codemasters ■ £40
Finely-tuned footballing excellence Finally, a football manager game on a console that's worth its weight in balls. A great interface, nifty transfer system and the real names of the players create a cracking management sim that even Ruud Gullit could master. Premier League stuff. ★★★★★



19 Brian Lara Cricket

■ Sports ■ Codemasters ■ £40
Leather-on-willow simulator This cricket sim is so realistic that you know it's your fault when you're losing. It's painfully hard, but surprisingly playable and very well-crafted, with the commentary and graphics in particular standing out as a cut above the rest. ★★★★★



20 Crash Team Racing

■ Racer ■ SONY ■ £35
Marvellous Mario Kart clone Four-player racing insanity with the appropriately-named Crash and friends. Crazy cars, power ups and heaps of courses make this a fun, if derivative, racer. ★★★★★



TOP 5 PLAYSTATION GAMES TO PLAY AT A FUNERAL



- Men in Black Ocean**
Your suggestion that the undertakers should wear Hawaiian shirts wasn't popular.
- Resident Evil**
Capcom
Make sure they're dead by jumping on them a few times.
- 40 Winks**
GT Interactive
They'll enjoy a loooong sleep.
- Tomb Raider**
Eidos
Run around the graveyard wearing women's clothes.
- Worms**
Ocean
Food for the wriggles.

Unfortunately, only millionaires like bearded Richard Branson can afford to fritter away their fortunes on any number of crappy videogames. So here's *Arcade's* guide on which top titles you should spend your hard-earned wad.

Arcade's Top 20 PC games



1 Half-Life

■ Shooter ■ Sierra ■ £35
Stunningly atmospheric first-person shooter Built with a truly terrifyingly believable environment and logic puzzles, and incorporating mind-bogglingly intelligent bad guys and a decent amount of gorgeous all-out alien-blasting. ★★★★★

2 Quake 3 Arena

■ Shooter ■ Activision ■ £45
Id perfects the first-person blaster. The eagerly awaited third instalment of the now legendary franchise has loaded up with missiles, gritted its teeth and blasted onto the PC in a shower of bloody entrails and splintered bone. *Quake 3* plunges you into an atmospheric, brutal world that creates moments of genuine fear and excitement. Astounding. ★★★★★



3 Unreal Tournament

■ Shooter ■ GT Interactive ■ £40
A pre-Quake deathmatch revolution Gorgeous, quick, frantic, brilliant. Tremendous AI bots, plenty of big guns, loads of options – everything. But be warned, a hefty PC is required to do this masterpiece any kind of justice at all. ★★★★★



4 Grim Fandango

■ Adventure ■ LucasArts ■ £35
You look like Death warmed up The style, presentation and content of this odd, amusing adventure leave it towering above everything else. The puzzles are obscure, but you'll forgive it, thanks to neat touches, absorbing plot and downright loveliness. ★★★★★



5 Tiberian Sun

■ Strategy ■ EA ■ £40
Engrossing and imaginative strategy game Just like its predecessors, *Command & Conquer* and *Red Alert*, the emphasis in *Tiberian Sun* is on total warfare. You're constantly teetering on the brink of disaster – make the wrong strategic choices and your army will get its arse kicked, but plan well and victory will be yours... eventually. ★★★★★



6 TOCA 2

■ Racer ■ Codemasters ■ £35
Heavily realistic revs Even with 15 cars jostling for position in front of you, *TOCA 2 Touring Cars* always looks stunning. The realistic handling makes free-wheeling over the varied courses a pleasure, and the added support races supply extra value-for-money. ★★★★★



7 Championship Manager 99/00

■ Sports ■ Eidos ■ £25
Out-coach Keegan Guide lowly teams to the top of the football tree in one of the most absorbing games ever made for the PC. A wealth of footballing stats put *Championship Manager* in a league of its own. Gooaaa!!! ★★★★★



8 System Shock 2

■ Action/RPG ■ EA ■ £35
Stomach-somersaulting horror. Your character awakes stranded on a deep space starship, with no memory, your entire crew butchered and weird cybernetics grafted onto your body. Difficult, but atmospheric, scary and original. ★★★★★



9 Tomb Raider: The Last Revelation

■ Puzzle ■ Eidos ■ £40
Four-play with Lara Latest in the incredibly successful franchise sees our heroine take on all manner of nasties in ancient Egypt. Won't stretch your hardware but has oodles of gameplay and puzzles galore. ★★★★★



10 Dungeon Keeper 2

■ Strategy ■ EA ■ £35
Prepare to unleash the beast within This strategy masterpiece bubbles and seethes with a pitch-black humorous atmosphere. And it's non-repetitive! If you're going to open one intellectual bottle this year, *Dungeon Keeper 2* is the one to savour. ★★★★★



11 Theme Park World

■ Strategy ■ EA ■ £30
All the fun of the fair A fantastic sequel to the popular *Theme Park*, with an easy-to-use interface and superb 3D views of all the rollercoasters and attractions. Worth the price of admission. ★★★★★



12 Alien Vs Predator

■ Shoot-'em-up ■ EA ■ £40
She's a bitch, he's invisible and they're expendable So much more than a *Quake* clone. Atmospheric, gorgeous, truly frightening, bloody hard. Play as a marine and your motion tracker will keep in constant panic – worth the asking price alone. ★★★★★



13 Midtown Madness

■ Racer ■ Microsoft ■ £35
Fender-bending racer with terrific traffic You can't run people over but this incredibly realistic driving game has great challenges, amazing graphical detail and cars, cars, cars. Crash some vehicles and enjoy a little bit of a road-rage frenzy. ★★★★★



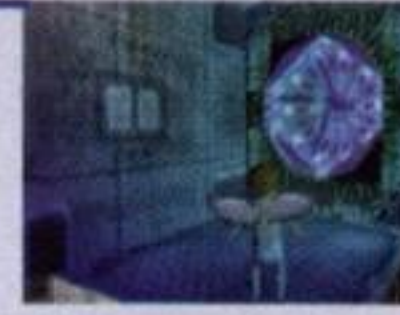
14 Final Fantasy 8

■ RPG ■ Eidos ■ £30
Lip-smacking conversion of the PlayStation title. No less than five CDs contain this sprawling and ambitious RPG. It's a game you'll need to work at, but it'll reward your efforts many times over with a twist-riddled storyline and glorious cinematic sequences. ★★★★★



15 Messiah

■ Shooter/Puzler ■ Interplay ■ £40
An adventure of Biblical proportions Hugely enjoyable and funny game where you take on the role of a cherub called Bob, who's mission is to save mankind from evil. The chubby avenger solves puzzles and defeats sinners by possessing characters he encounters. Twisted. ★★★★★



16 Kingpin

■ Shoot-'em-up ■ Interplay ■ £30
Pop a cap in your momma's ass, bitch An ultra-violent, ultra swearsy, retro-futuristic gangster romp. In fact it's funting great, you cusk! Single-player is totally immersive and you feel proud to finally be playing a proper "grown-up" game which, in fact, is utterly childish. ★★★★★



17 Homeworld

■ Strategy/Shoot-'em-up ■ Sierra ■ £35
Compelling space combat and management game Takes the best elements of real-time strategy games and shoot-'em-ups, with jaw-dropping space battles, spooky music and scary baddies. One of the defining PC games of '99. ★★★★★



18 Delta Force

■ Strategy/God ■ EA ■ £40
Gung-ho army squad action Realistic simulation of battles, this time with a mission-based structure. Although it is possible to embark on a crazed killing spree, true pleasure comes from indulging in the tricky tasks proper. ★★★★★



19 Curse of Monkey Island

■ Adventure ■ LucasArts ■ £40
Fantastic point-and-click adventure Genuinely amusing and with clever puzzles, *The Curse of Monkey Island* scores well for its controls, which make exploring and examining as easy as possible. Great to look at and listen to, if a tad frustrating and illogical. ★★★★★



20 GTA2

■ Action ■ Rockstar games ■ £40
Carjacking, gun-toting sequel of the controversial action game Be a mean mutha in this inner-city joyriding extravaganza where crime does pay. Wonderful dark humour, great car handling, funky music and plenty of invention. A worthy update of a classic title. ★★★★★



■ How many of these PC gaming classics will make it onto Bill Gates' X-Box?

TOP 5 PC GAMES TO PLAY WHEN DOING A BIT OF D.I.Y.



- 1 Homeworld**
Sierra
Stock up on floor tiles, nails, drills and friggin' MDF.
- 2 Magic Carpet**
Bullfrog
Spills and stains just brush off.
- 3 Fallout**
Interplay
Discuss bedroom colours with your beloved.
- 4 Silver**
Infogrames
Along with gold trimmings, will add a touch of class to any bathroom.
- 5 Total Annihilation**
GT Interactive
The results of a Sunday afternoon's work.

The A-List

Arcade's Top 20 Nintendo 64 games

■ Où est le Dolphin? Mais, il a disparu. Pourquoi? Nintendo: "Je ne regrette rien"...



1 The Legend of Zelda

Best game in the world and that's a fact Traditional *Zelda* hallmarks wrapped up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. Worthy of all the hype thanks entirely to the sheer genius of Shigeru Miyamoto. Maybe Sony should poach him. ★★★★★

2 Super Mario 64

■ Platformer ■ Nintendo ■ £30
The king of 3D platformers
A masterpiece, with huge levels, sublime controls and immersive gameplay. The game that invented a genre. As with all Miyamoto games, it slowly sucks you in and refuses to let go, and its full-on 3D graphics still impress. ★★★★★



3 GoldenEye

■ Shooter ■ Nintendo ■ £30
Stealthy first-person shooter
A believable and immersive 3D world, with 20 challenging missions taking you from gorgeous snow-covered wasteland to grubby men's toilets. One of the best multi-players that money can buy, too. Which is nice. ★★★★★



4 Mario Kart 64

■ Racer ■ Nintendo ■ £30
Cute characters go to the races
The original comedy racer returns. The single-player game is a lonely experience, but the time trial adds longevity and the multi-player game is arguably the greatest on any platform. So addictive it could be classed as a legal drug. ★★★★★



5 Donkey Kong 64

■ Platformer ■ Nintendo ■ £60
Monkey magic DK and a family of wacky simians return in a huge cartoon adventure. The price of the game is hiked due to the inclusion of an Expansion Pak, but the exquisite platforming, enjoyable multi-player and wealth of hidden secrets make it an essential purchase. ★★★★★



6 Jet Force Gemini

■ Shoot-'em up ■ Rare ■ £40
Twin trouble Rare finally returns with a fantastic 3D shoot-'em up that's big, bally and heart-thumpingly exciting. A great soundtrack and some of the best visuals on the N64 make it an instant classic. ★★★★★



7 Shadowman

■ Shooter ■ Acclaim ■ £40
Chock full of serial killers and all manner of dark grisliness A tidy, atmospheric next generation *Quake* with a decent plot and lashings of voodoo spookiness. Incredibly big, intelligent, rewarding, challenging and thoroughly deserving of your time. Classic stuff indeed. ★★★★★



8 Turok 2

■ Shooter ■ Acclaim ■ £40
Dino hunting This looks stunning, and the game itself is helped by impossibly large guns and an end to the precision jumping nonsense that marred the original. The tasks may appear familiar if you're a *Doom* fan, though, and it's occasionally too difficult. ★★★★★



9 F1 World Grand Prix 2

■ Racer ■ Nintendo ■ £40
Damon Hill simulator Looking as good as real-life, with all the real cars, drivers, stats and other nonsense. Whether you're an arcade racer or a true F1 fan, there's something here for you, with a two-player option to round it all off nicely. ★★★★★



10 ISS '98

■ Sports ■ Konami ■ £40
Tremendous goal-fest The N64's best footy sim and arguably the best on any system. Oh-so-intuitive controls, silky smooth animation and very nearly as addictive in multi-player as the mighty *Mario Kart*. You will lose months of your life. ★★★★★



11 1080° Snowboarding

■ Racer ■ Nintendo ■ £40
Snow-based racing A brilliant range of modes, plenty of tricks, and loads of boards and courses for you to have a crack at. You get beautiful controls, brilliant replays and challenging racing. A gorgeous, technically superb, super quick experience. ★★★★★



12 Banjo Kazooie

■ Platformer ■ Nintendo ■ £40
Bizarre bear-bird crossover Beautiful levels that beg you to explore, a genuine challenge with plenty of variety, and the first Rare game not to feature an eye-wincing amount of cute. Almost knocks Mario from his perch. Praise indeed. ★★★★★



13 Lylat Wars

■ Shooter ■ Nintendo ■ £30
On-rails 3D space blast Loosely based on *Starwing* on the SNES, and intended to be an immersive, movie-like experience, with cut-scenes that ape films like *Independence Day*. It's too easy, but it's still addictive, well-crafted and frantic. Pure blasting action. ★★★★★



14 Pilotwings 64

■ Flyer ■ Nintendo ■ £30
Fly about a bit and cry at the difficulty of it all Along with *Mario 64*, this is the game that launched the N64. It boasts beautiful, realistic scenery and some of the hardest tasks this side of Mensa. Basically, it's a truly unique flying experience. ★★★★★



15 Quake 2

■ Shooter ■ Activision ■ £50
Travel to Stroggos, massacre its people Non-stop action, plenty of secrets and a more than worthy sequel. Unfortunately the single-player lifespan is poor. But, in deathmatch terms, *GoldenEye* may have the brains, but *Quake 2* has the brawn. ★★★★★



16 Wave Race 64

■ Racer ■ Nintendo ■ £30
How jet-ski games should be done Water-based frolics that are second to none, even compared to coin-op titles at a thousand times the price. The tracks are beautiful, and the controls are as responsive and intuitive as you'd expect from Nintendo. ★★★★★



17 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £50
Fresh flesh-filching Although a little late, has lost nothing of its gruesome appeal in the transition to N64 and is one of the scariest games ever committed to a console. Classic zombie-shooting action. ★★★★★



18 Rocket: Robot On Wheels

■ Platformer ■ Ubi Soft ■ £40
Robot wars Developer Sucker Punch proves that not only Rare and Nintendo can create top-drawer platformers. Fabulous graphics and levels crammed full of sub-games and quests, *Rocket* is a breath of fresh air. ★★★★★



19 F-Zero X

■ Racer ■ Nintendo ■ £30
Quick-as-you-like space-age racer The fastest, smoothest racer ever, thanks to its lack of graphical detail. The controls are sublime, the handling fantastic and the tracks horrifically difficult. But somehow there just isn't that usual Nintendo spark. ★★★★★



20 Star Wars Episode 1: Racer

■ Racer ■ Nintendo ■ £40
Force-based pod racing Great scenery, cool racing craft and, most importantly, speed. And a *Star Wars* licence, of course. The option to upgrade the pod is cool, and the similarity to *Wipeout* isn't a bad thing. No weapons, though, and too short. ★★★★★



TOP 5 NINTENDO 64 GAMES TO PLAY IF YOU WANT TO IMPRESS YOUR BOSS



- Mario Golf**
Nintendo
Get in a few rounds, but don't forget to let him win.
- Killer Instinct**
Nintendo
Show the boss your ruthless side by getting some poor bugger sacked.
- Dark Rift**
Vic Tokai
Destroy your promotion rivals by spreading nasty rumours.
- Tonic Trouble**
Ubi Soft
Get your boss drunk.
- Paperboy**
Midway
Your job after being fired.

Arcade's Top 10 Dreamcast games



1 Soul Calibur

■ Beat-'em-up ■ Sega ■ £40

The best fighting game ever Magnificent beat-'em up game, where the participants wield huge metal weapons. Incredibly detailed characters, realistic backgrounds and beautiful lighting effects make this a must-buy for Dreamcast owners. A cut above the rest. ★★★★★

2 Crazy Taxi

■ Racer ■ Sega ■ £40

Visually impressive cabbie-sim An adrenaline-pumping driving game that straps you in the seat of a maniacal American taxi driver. Deliver passengers to their destinations by weaving in and out of traffic, careering through parks and taking hair-raising short-cuts. Fantastic fun. ★★★★★

3 Power Stone

■ Beat-'em-up ■ Capcom ■ £40

The beat-'em-up bar brawl Welcome to the game where you can throw chairs, vases and tables at your opponent. The aim – quite simply – being to knock the gemstones out of them. Spring around the spaces like a new-born lamb. You looking at me? ★★★★★

4 Ready 2 Rumble

■ Beat-'em-up ■ Sega ■ £40

Funky fighting Gobsmaacking arcade-style boxing game with a ringful of hilarious characters and fabulous graphics. Massive fun in two-player mode, this is the true heavyweight champ of console pugilism. A knockout. ★★★★★

5 Sonic Adventure

■ 3D platformer ■ Sega ■ £40

Hedgehog heaven on Sega's new platform Steer spanky new Sonic around a wonderful new world, meeting up with his old friends Tails the Fox, Knuckles the um, echidna, and a rather sexy squirrel named Amy. It all makes perfect sense once you get going. ★★★★★

6 TrickStyle

■ Racer ■ Acclaim ■ £40

Speedy tricks outside the red light district Welcome to the place where your *Back To The Future 2* dreams become reality, and play as a racer, a stunter or a bully on the mean streets of the 23rd century. A *Wipeout* wannabe that hits the spot. ★★★★★

7 Hydro Thunder

■ Racer ■ Midway ■ £40

Splash-happy speedboat stunner Nothing new in the gameplay stakes, but a large collection of speedboats and geographical locations make this an enjoyable ride. Sets a benchmark in terms of presentation and flashy visuals. Lovely. ★★★★★

8 Rayman 2

■ Platformer ■ Ubi Soft ■ £40

Fantastic French fancies. A stunning and intricate living 3D cartoon world awaits you in this platformer, starring a character with an arms and legs deficiency. The puzzles aren't too taxing, but there's a superb four-player head-to-head mode making it easier to justify splashing out. ★★★★★

9 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £40

Survival horror. Spooky, tense atmospheric shooter with a cinematic story. This conversion has better graphics, extra features and bonus games. It's little more than a warm-up for *Code: Veronica*, but a worthwhile purchase for zombie-wasting newcomers. ★★★★★

10 NBA 2K

■ Sports ■ Sega ■ £40

Slam dunkin' action. As a basketball sim, *NBA 2K* has it all with great presentation, amazingly fluid animation, a wealth of options and infallible gameplay. As the best sports game on the Dreamcast, this is one for fans of basketball and novices alike. ★★★★★

■ Enjoy this 128-bit selection of shiny new titles for Sega's Great White Hope.

Arcade's Top 10 Game Boy games



1 Zelda DX

■ RPG ■ Nintendo ■ £25

Puzzle-solving with your fave elf An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *Final Fantasy 7*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

2 Tetris DX

■ Puzzler ■ Nintendo ■ £20

Brick drop return shock! The graphics, sounds and modes might have changed, but this is still the same old *Tetris*, known world-wide as the most addictive version of the Russian puzzler. It's *Tetris!* Quite simply, get it in. ★★★★★

3 Super Mario Bros DX

■ Platformer ■ Nintendo ■ £25

Seminal Mario platformer Uncomplicated, hugely enjoyable platform brilliance, transferred to your portable friend after 14 years. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedful of extras. ★★★★★

4 David O'Leary's Total Soccer 2000

■ Sports ■ Ubi Soft ■ £25

The beautiful game Do the Wembley bounce in celebration – the Game Boy finally has a decent footie game. Intuitive gameplay, great instant replays, a two-player link-up and all the European teams make this a cup winner. Yeeesss! ★★★★★

5 R-Type Delta

■ Shooter ■ Nintendo ■ £25

The daddy of side-scrolling shooters Arcade perfect, if inevitably small, conversions of *R-Type*, *R-Type 2* and a groovy remix of the two all on one irresistible cart. Bloody hard too. ★★★★★

6 Mario Golf

■ Sports ■ Nintendo ■ £25

Pocket putting A compelling cocktail of golf and RPG elements with a bunkerful of game options including a cup-winning Tournament and a Match game where you can take on Mario himself. Great graphics and a superb control system add polish to this mini masterpiece. Grab your wood and tee off. ★★★★★

7 Super Mario Land

■ Platformer ■ Nintendo ■ £15

The pipe man cometh One of the GB's original releases, *Super Mario* still excels in most areas, despite having reached a very elderly nine-years-old. The graphics are simple, but the subtlety of control and excellent level designs are top. ★★★★★

8 Harvest Moon

■ Strategy ■ GT Interactive ■ £20

Down on the farm Clear your land, till the soil, plant some seeds – there aren't many farming sims out there, but *Harvest Moon* proves that they should be more popular than Lara. The detail is astonishing. There's so much stuff to do. ★★★★★

9 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

Mazza's arch enemy returns Features a novel "can't die" aspect and insists on you collecting all the coins from each level, creating fist-clenching difficulty in the process. Top quality and fiendishly challenging. ★★★★★

10 Defender/Joust

■ Retro ■ Midway ■ £25

Old coin-ops for your pleasure A double helping of retro arcade fare: a splendid side-scrolling shooter and a rather good fire-button-free flap-'em-up played on ostrich mounts. Oh the joy of holding old coin-ops in your palm. ★★★★★

■ Conversions of big console games such as *Tomb Raider* are coming thick and fast for Nintendo's Boy.

TOP 5 PC PORTS THAT ARE HEADING FOR DREAMCAST



- 1 Half Life**
Sierra
Magnificently scary first-person shooter.
- 2 Black and White**
Lionhead
This ambitious God game is confirmed for Christmas 2000.
- 3 Star Wars: Episode 1 Racer**
LucasArts
Join Darth Brat and chums in this Force-based racer.
- 4 MDK2**
Interplay
Gorgeous-looking sequel to the Dave Perry classic.
- 5 GTA2**
Rockstar
Violent, fun, criminal capers.

TOP 5 GAME BOY GAMES TO PLAY IN THE THEATRE



- 1 Zelda DX**
Nintendo
A better plot and acting than most of the cack on at the West End.
- 2 Pokémon Red**
Nintendo
During dull bits, trade with other audience members.
- 3 Pac-Man**
Acclaim
Greedy gobble down a feast of choc ices.
- 4 Dropzone**
Acclaim
Litter the floor with rubbish.
- 5 Rampage World Tour**
Midway
Storm on-stage and smash everything up.

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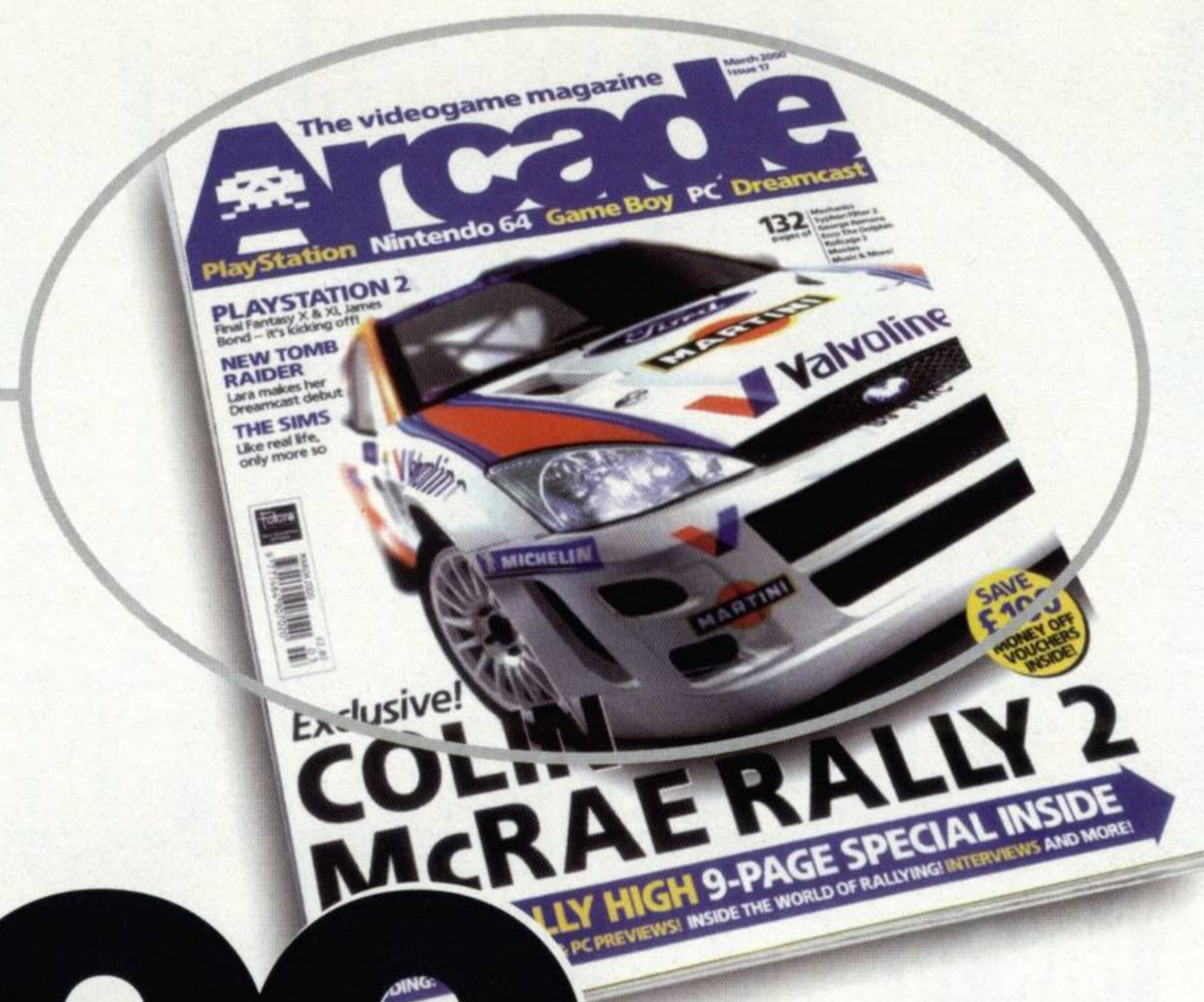
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KICK ASS

BECOME A DEMON GAME PLAYER OVERNIGHT

HOW TO SUCK SOULS IN...

SOUL REAVER: LEGACY OF KAIN

Format: **Dreamcast** | Publisher: **Eidos** | Price: **£40** | Players: **1** | ★★★★★

You know the situation: one day you're a vampire lord, ambling about sucking people's blood, wearing scary Goth clothes and being moody. The next day, an evil son-of-a-witch Kain casts you into the Underworld for all eternity because he's a bit jealous. Luckily, Arcade is here to help the garlic-fearing Raziel wreak his revenge by dishing out this handy guide. Bite on this...

THE CLANS

■ (Below) Raziel's holiday in the Underworld left plenty of time for these evil adversaries to mutate and change into horrifying vampiric creatures.



Dumah's Clan

The equivalent of "grunts" in *Quake*. Bog-standard monsters with no special powers. Can be seen off quite easily, but watch it 'cos they can get a bit angry.



Melchia's Clan

Ghoulish vampires that appear out of the ground unexpectedly, so be on your guard. Found near graveyards.



Zephon's Clan

Yuk. These spidery vampires can jump pretty high and climb up walls. Difficult to stun.



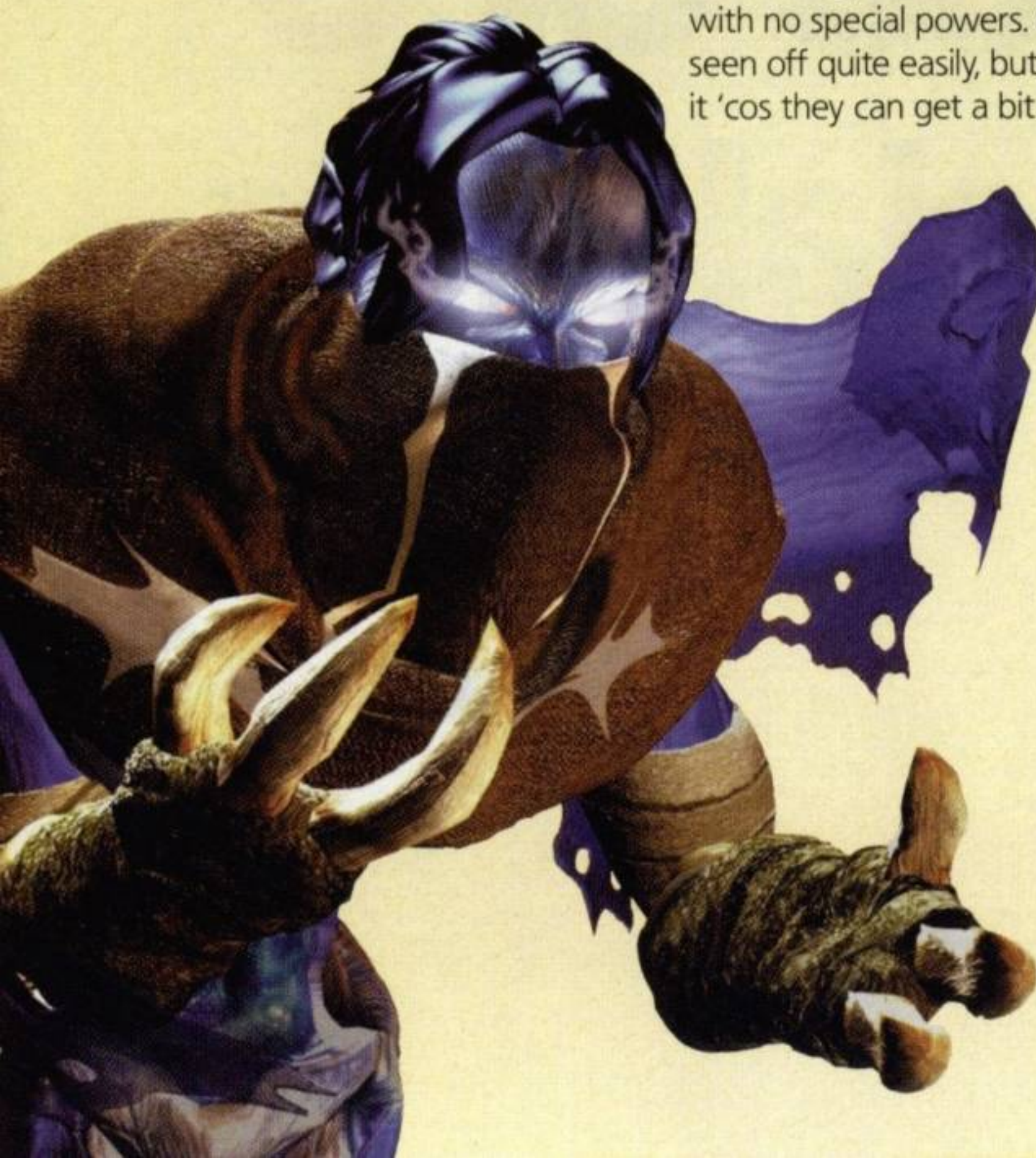
Morlock's Clan

Tough, nasty and aggressive vampires possessing dangerous Force Projectiles. Kill 'em all.



Rahab's Clan

Shark-like vampires that are lethal underwater. On land, they move slowly, but fire Force Projectiles.



Cheats

This is a difficult game, so here's a collection of cheats to ease the pain. Pause the game, then press the key combinations while holding down both shoulder buttons. Use the D-Pad for easier code entry.

Up, Up, Down, Right, Right, Left, B, Right, Left, Down	All abilities
Right, B, Down, Up, Down, Up	Max health upgrade
Y, Right, Down, Right, Up, Y, Left	Max magic upgrade
Down, B, Up, Left, Up, Left	Restore health
Right, Right, Left, Y, Right, Down	Restore magic
Down, Left, Y, Down, up	Force glyph
Right, Right, Down, B, Up, Up, Down	Sound glyph
Down, B, Up, Left, Down, Right, Right	Stone glyph
Left, B, Left, Right, Right, Up, Up, Left	Sunlight glyph
Down, B, Up, Down, Right	Waterglyph

A, Right, Up, Up, Y, Left, Left, Right, Up, Down, Up, Right, Up, Down, Left, B, Right, Up	Ariel Reaver
	Fire Reaver
A, B, Right, Y, Left, Left, Right, Up	Kain Reaver



26 GAMES TIPPED THIS MONTH

PLAYSTATION

P124 Ehrgeiz
P125 Champ Motorcross
P125 Dino Crisis
P125 Army Men: Air Attack
P125 Bugs Bunny:
Lost In Time
P125 Abe's Exodus
P126 Pandemonium 2
P126 Kula World
P126 Brian Lara's Cricket

DREAMCAST

P124 Toy Commander
P125 Expendable
P127 Vigilante 8:
Second Offense

NINTENDO 64

P125 Top Gear Rally
P125 Donkey Kong 64
P126 Gauntlet Legends
P126 Diddy Kong Racing
P126 Quake 64
P126 Buck Bumble

PC

P124 The Sims
P126 Toy Story 2
P126 Screamer 2
P126 Thief Gold

COLOR GAME BOY

P124 Turok Rage Wars
P126 Star Wars: Racer
P127 Ready 2 Rumble

WELCOME

■ Welcome, games fiends. This month there's a blood-sucking spread dedicated to the fang-tastic *Soul Reaver* as well as another round of tricky gaming challenges. Remember, you can always write to *Arcade* for help, advice and cheats for any game you're struggling with.



Send your games nightmares to "Don Peripherale" at our Monmouth Street address. Right, time to get your head down and beat those games to a pulp. Ouch.

THE BOSSES

1. Melchia

■ This odd-looking boss is a cinch to beat. Go to one of the gates at the side, then jump up and through one of the windows above it. Activate the switch in the side room, impaling Melchiah as he advances by releasing the switch when he's partially through the doorway. Move to the other side room and repeat. To kill him lure him into the centre of the room, within the circular cage. Activate the floor switch in the throne area and the masher will destroy the lumbering buffoon.

■ **Reward:** Pass Through Barriers ability



2. Kain (1)

■ Defeat Kain in this initial face-off by quickly getting to him when he appears and attacking until he disappears. Once you've done this three times, Kain will break the Soul Reaver over Raziel's head and disappear. Materialise in the Spectral Realm to pick up the Soul Reaver and Ariel will tell you to head for the Silenced Cathedral. Leave the room by swinging your new weapon at the main door to open it.

■ **Reward:** Soul Reaver



3. Zephon

■ Difficult, this one. You need to get close to the monster, so he will attack you with his leg, getting it stuck in the ground. When you attack the leg, Zephon will lay an egg. Grab the egg and run to the entrance where a fallen hunter has a flame-thrower burning and pass the egg-weg through the fire. Run towards Zephon, go into Look Around mode and throw the egg at his head. Do this three times to defeat him. If you run out of legs, slash his egg sack to release an egg.

■ **Reward:** Wall Crawling ability



4. Morlock

■ After the last boss, you'll be chuffed to learn that Morlock is a piece of piss. Jump into the centre of the arena and use auto-face to enable full-on slashing. Once he's stunned, pick him up and chuck him into the water surrounding the central platform. That's it. Take a breather, eat a chocolate Hobnob and sip some tea, then move on to the next horror.

■ **Reward:** Force Projectile ability



5. Rahab

■ In the Drowned Abbey, enter the circular chamber in the Spectral Realm. Jump up the staircase of pillars onto the highest pillar, then move to the Material Realm. Rahab will appear in the water below. Defeating him involves shooting all eight circular windows along the walls of the room with the Force Projectile or Soul Reaver Projectile. You'll receive damage, but not much, so just stay out of the water or Raziel will revert back to the Spectral Realm.

■ **Reward:** Swimming ability



6. Dumah

■ You'll defeat this soft lad in no time. Just lead him towards the furnace and torch him with it. Poor old Dumah – the fool didn't stand a chance.

■ **Reward:** Constrict ability



7. Kain (2)

■ The final encounter with the evil Kain. He appears on all three tiers of the large circular room. He'll start on the lower tier and when you hit him with the Soul Reaver, he'll move up to the next. Keep moving, avoiding his attacks and hit him once again. Once Kain reaches the top tier, smack him again and follow him into the Star Portal, where you'll move into the next area with Mobius. Good luck brave vampires.



HOW TO BEAT THE FOOLS DOWN IN...

EHERGEIZ



HIDDEN CHARACTERS

- To fight as **Kouji Masuda**
Complete Arcade mode using any male character.
- Fight as **Vincent Valentine**
Complete Arcade mode using Tifa.
- Fight as **Clair Andrews**
Complete Arcade mode using any female character.
- Fight as **Django**
Complete Arcade mode using all the non-FF7 characters.
- Fight as **Yuffie Kisaragi**
Complete Arcade mode using Cloud.
- Fight as **Zack**
Complete Arcade mode using all the FF7 characters.

Tips for Cloud and chums in Square's fantasy beat-'em-up.



PC

THE SIMS



■ Here's a few cheats to wind-up your family of sims. While playing, press Ctrl + Shift + C, then type the following codes for the corresponding cheats.

- klapaucius \$1,000
- water_tool For a house on an island surrounded by water
- set_hour * Time of day (* = 1-24)
- sim_speed * Game speed (* = -1000 to +1000)
- interests View sims' personality and interests
- autonomy* Change how sims think on their own (* = 1-100)
- grow_grass * Amazingly allows you to grow grass (* = 1-150)

■ Also, here's a crafty way of dodging those bills. When paying them, keep a bill unpaid until the postman delivers the next load. When the flag is up on your mailbox, pay the first bill by bringing it out to the mailbox. This will make the other pesky demands disappear, meaning you only have to pay every other bill. If only this was the case in real life.

DREAMCAST

TOY COMMANDER

■ To access these cheats, pause the game, hold L and press the key combinations. You'll hear a tone if you entered the code correctly.

- A, X, B, Y, A, Y Fix toy
- B, Y, A, X, B, X Maximum fuel
- B, A, Y, X, A, B Upgrade machine guns
- X, A, Y, B, A, X Upgrade weapons
- A, B, X, Y, B, A 99 Heavy ammo
- A, Y, X, B, Y, X All rooms available



GAME BOY

TUROK RAGE WARS

■ For all the weapons type in 5LM2FB.



PLAYSTATION

CHAMPIONSHIP MOTOCROSS



■ For Ricky Carmichael fans, here's a collection of two-wheeler oddities. Type in these codes in the name entry bit in Championship mode.

- GROSSE TETE
Big heads
- OPPOSITE LOCK
Mirror mode
- DIRT TRACKS
Track unlock
- ALL EVENTS
Unlock championships
- LIVE ACTION
Unlock extra video

N64

TOP GEAR RALLY

■ To access these cheats, go to the main Arcade mode selection screen and enter the following key combinations.

- A, D-Left, D-Left, C-Down, A, D-Right, Z
All cars
- A, D-Left, D-Left, D-Right, D-Down, Z
All tracks
- B, B, A, D-Left, D-Left, C-Down, A, D-Right
Beach ball car
- C-Down, D-Up, B, D-Right, A, D-Down, A, D-Right
Ice cube car
- D-Up, D-Up, Z, B, A, D-Left, D-Left
Helmet car

N64

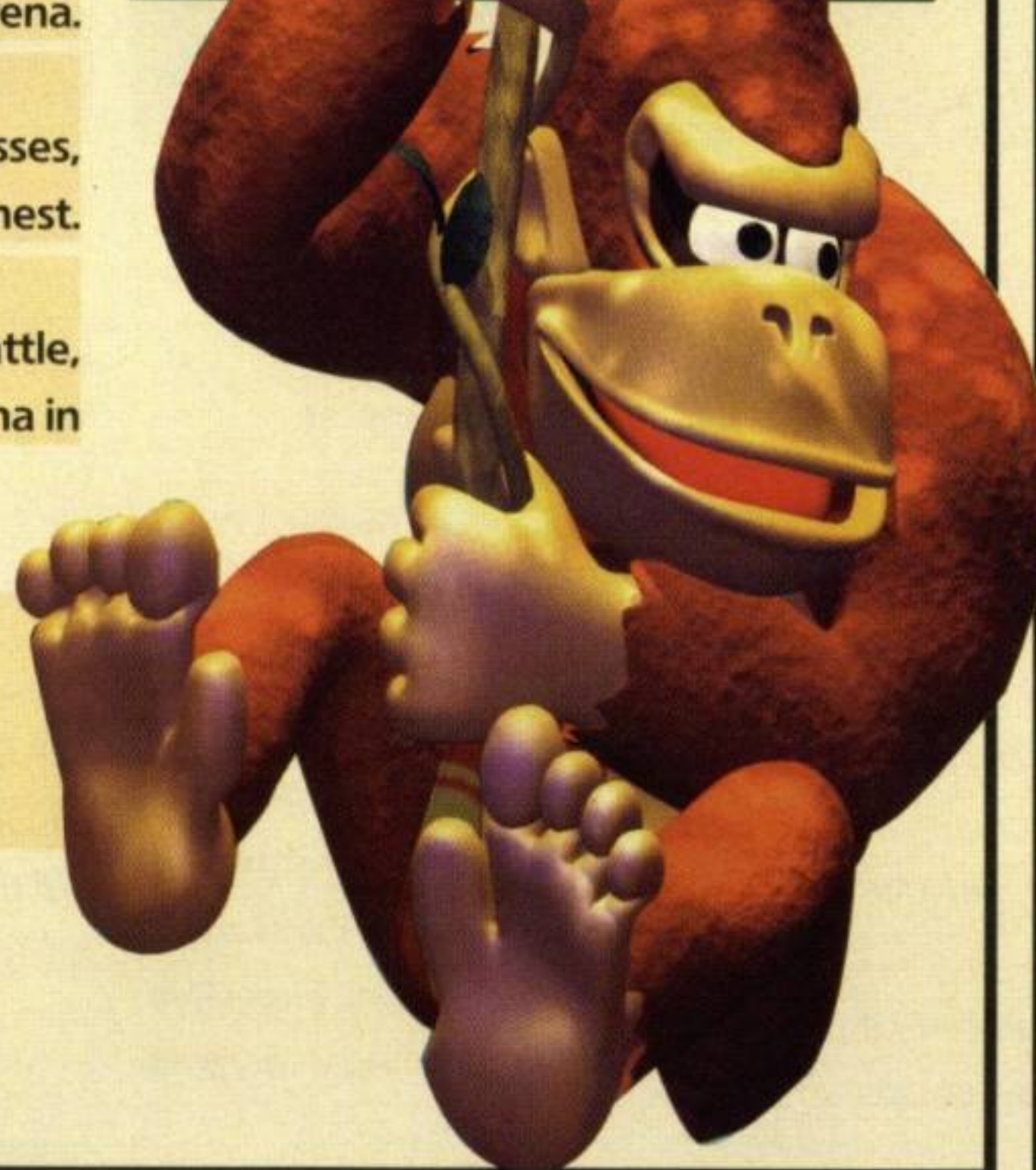
DONKEY KONG 64

■ Banana Fairy bonuses:

- 2 Fairies
Opens the DK Theatre, where you can listen to the tiresome rap or visit the DK Cinema.
- 6 Fairies
Opens the Dk bonus, full of bonus mini-games such as the Rambie Arena.
- 10 Fairies
Opens bosses, where you can battle K Rool's finest.
- 15 Fairies
Opens Krusha battle, where you can control Krusha in

■ Battle mode.

20 Fairies
The big one. Opens cheats, so you can access the fabulous DK cheat menu.



PLAYSTATION

DINO CRISIS



■ Cheat-o-saurus. These are all the DDK door passwords.

- HEAD
Unlocks the Chief's Room door.
- NEWCOMER
Unlocks Main Entrance door
- LABORATORY
Unlocks door in B1 Hall.
- ENERGY
Unlocks Computer Room door.
- WATERWAY
Unlocks Rest Station door.
- STABILIZER
Unlocks door in room with B2 chips 1 and 2.
- DOCTORKIRK
Unlocks door in Parts Storage room.

PLAYSTATION

ARMY MEN: AIR ATTACK

■ To unlock the co-pilots, enter Up, Down, Up, Down, Up, Down, Up, Down as a password.

■ Single-player passwords:

Level	Password
2	⊗, Down, Left, Left, ⊙, ⊙, ⊙, Right
3	⊙, Up, Left, Right, Down, ⊙, ⊙, Up
4	Down, Down, ⊙, ⊙, Left, Right, ⊙, ⊗
5	Right, Right, ⊗, ⊙, Down, Up, Down, Up
6	⊙, ⊙, ⊗, ⊙, ⊙, Left, Up, Right
7	⊙, ⊙, ⊗, ⊙, Left, Up, Right
8	Right, Down, Left, Up, ⊙, Down, Up, Down
9	⊙, ⊙, Right, Up, Right, Up, ⊗, ⊗
10	⊗, Down, Down, Down, Down, ⊗, Left, Right
11	⊙, Up, ⊙, Down, ⊙, Left, ⊗, Right
12	Up, Up, ⊙, ⊙, Left, Left, ⊙, ⊙
13	Left, Down, Left, Down, ⊙, ⊙, ⊙, ⊙
14	Down, Down, Down, Down, ⊗, ⊗, ⊙, ⊙
15	⊙, Right, Left, ⊙, ⊙, Up, Down, ⊙
16	Down, Up, Down, Up, ⊙, ⊙, ⊙, ⊙

■ Multi-player passwords:

Level	Password
2	Right, Up, ⊙, ⊗, Up, ⊙, Up, Right
3	Left, Down, Left, Down, Up, Up, Up, Up
4	⊙, ⊗, ⊗, ⊙, ⊙, ⊙, ⊙, ⊙
5	⊙, ⊙, ⊙, Down, Down, ⊙, ⊗, ⊗
6	⊗, Up, ⊙, Down, ⊙, Left, ⊙, Right
7	Up, Down, Down, Down, Right, Left, Left, Left
8	Left, Left, ⊙, Right, Right, ⊙, Up, Up
9	⊙, ⊙, ⊙, ⊙, Down, Down, Down, Left
10	⊙, Up, Left, ⊙, Up, Left, Down, Down
11	⊙, ⊙, ⊙, ⊙, Up, Up, Down, Down
12	Up, Down, Left, Right, ⊙, ⊙, Up, ⊙
13	⊗, Left, Left, Left, ⊙, ⊙, ⊙, ⊙
14	Left, Down, Left, Down, ⊙, ⊙, ⊙, ⊙
15	Down, Down, Down, Down, ⊗, ⊗, ⊙, ⊙
16	⊙, Down, ⊙, Down, ⊙, Up, ⊙, Up

PLAYSTATION

BUGS BUNNY: LOST IN TIME



■ Press these buttons in the correct order to get access to cheats:

- ⊙, ⊙, R2, L1, ⊙, ⊗,
⊙, ⊙, ⊙
Full level open
- ⊙, R2, L1, ⊙, ⊗, ⊙, ⊙,
⊙
Full regular carrots
- ⊗, ⊙, R2, L1, ⊙, ⊗, ⊙,
⊙, ⊙
Full energy
- ⊗, ⊙, R2, L1, ⊙, ⊗, ⊙,
⊙, ⊙
Full abilities
- ⊗, ⊙, R2, L1, ⊙, ⊗, ⊙,
⊙, ⊙
Get a key
- ⊗, ⊙, R2, L1, ⊙, ⊗, ⊙,
⊙, ⊙
Death
- ⊗, ⊙, R2, L1, ⊙, ⊗, ⊙,
⊙, ⊙
See the ending when not completed

DREAMCAST

EXPENDABLE



■ For these explosive cheats, press the button combinations during a game.

- A, B, X, Y, L, R, Up, Down, Left, Right
Additional lives
- Up, Down, Left, Right, L, R, Left, Right, Start
God mode
- A, B, Left, A, B, Right, B, A, Down, R
Additional credits
- Up, Down, Up, Down, Up, Down, Left, Right (x2), Y
Level select
- Y (x2), X (x2), L, R, Down (x2), Up (x2)
Level Skip
- L, Left, R, Right, X (x2), Down (x2), R, L
First-person view
- Up, Down, Left, Right, X, Up, Down, Left, Right, Y
Shields
- Down (x5), Up (x4), R
Grenades
- L, R, L, R, Left, Right, Left, Right, Y, X
Instant victory

PLAYSTATION

ABE'S EXODUS



■ Odd cheats.

Advance to next path: Hold R1 and press ⊙, ⊙, ⊗, ⊗, ⊙, ⊙ during the game. The final level still has to be played to get to the end of the game.

Level select: Hold R1 and press Down, Up, Left, Right, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, Down, Up, Left, Right at the main menu.

Invincibility: Hold R1 and press ⊙, ⊙, ⊙, ⊙, Down, Down, Down, ⊙, ⊙, ⊙, ⊙ during the game.

View FMV sequences: Hold R1 and press Up, Down, Left, Right, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, Up, Down, Left, Right at the main menu.

Blow the cobwebs from their boxes and breathe new life into those ageing games with a super selection of choice tips and cheats.

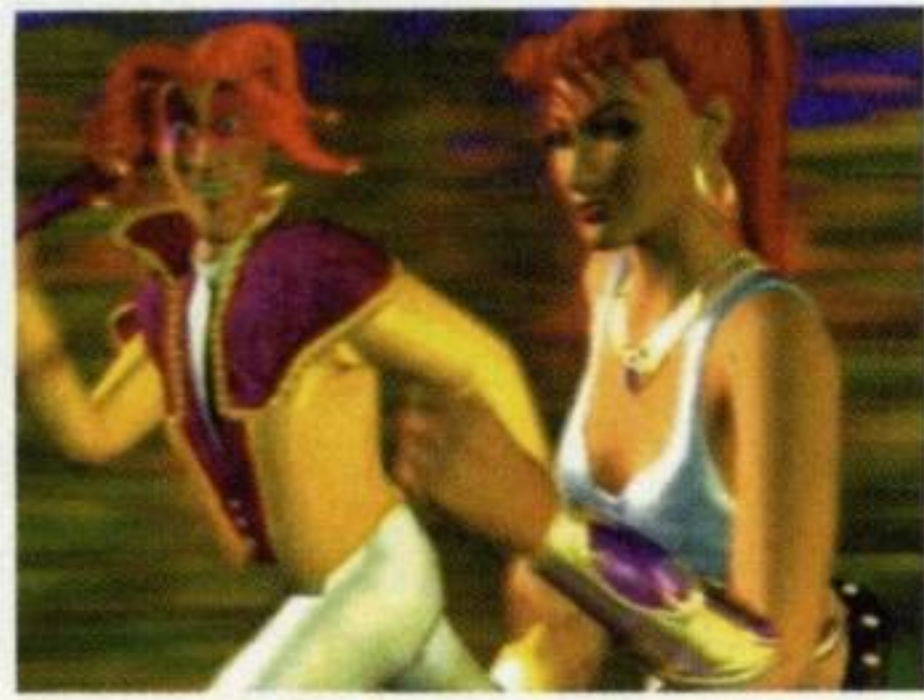


NG4

DIDDY KONG RACING

■ A heap of cheats. Enter these codes on the "Magic Codes" screen. Some work in Adventure mode, others in the lovely Tracks mode.

FREEFRUIT	Start race with ten bananas
FREEFORALL	Maximum power-up on pickups
VITAMINB	No limit to number of banana power-ups
ZAPTHEZIPPERS	Remove zippers from track
NOYELLOWSTUFF	No bananas on track
BYEBYEBALLOONS	No balloons on track
JOINTVENTURE	Co-operative two player Adventure mode
DOUBLEVISION	Everyone can select the same player
TIMETOLOSE	Ultimate AI characters
BOGUSBANANAS	Bananas reduce speed
BODYARMOR	All balloons are yellow shield balloons
ROCKETFUEL	All balloons are blue boost balloons
BOMBSAWAY	All balloons are red rocket balloons
OPPOSITESATTRACT	All balloons are magnetic rainbow balloons
TOXICOFFENDER	All balloons are green drop-behind balloons
ARNOLD	Larger characters
TEENYWEENIES	Smaller characters
BLABBERMOUTH	Instead of a horn, characters talk gibberish
OFFROAD	Four-wheel drive
JUKEBOX	Music menu
WHODIDTHIS	View credits



PLAYSTATION

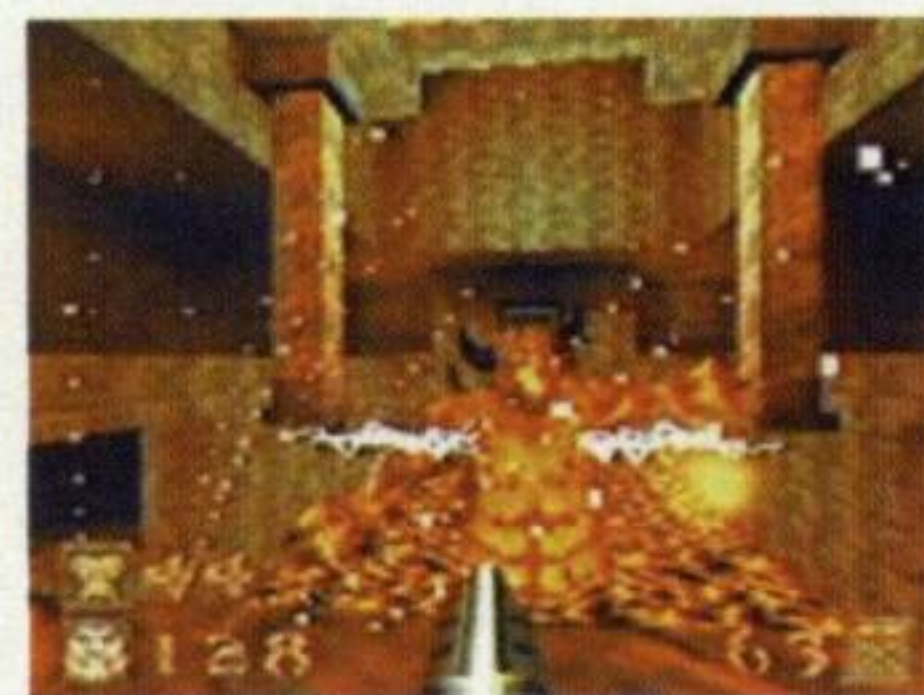
PANDEMONIUM 2

■ For these cheats, enter the following as passwords:

GENETICS	Mutant mode
MAKMYDAY	Permanent weapon
HORMONES	Full health
GONAHURL	Camera roll
JUSTKIDN	Monsters regenerate
ACIDDUE	Trippy stuff
NEVERDIE	Invincibility
IMMORTAL	Extra lives
OCMCKKEJ	Play any level

Level Codes:

AJMABLOC	Level 2
FAAAGCNA	Level 3
LJABIDOA	Level 4
LDBBJLAE	Level 5
KLBFCE	Level 6
IEBBJLMF	Level 7
POECHEJJ	Level 8
FHCAODAC	Level 9
AKAJDIJC	Level 10
NIECGPCJ	Level 11
FKDAGMNMK	Level 12
LKFBKLAM	Level 13
BBAMFKDK	Level 14
FPDAGMHC	Level 15
APEMFINO	Level 16
POGCLMEB	Level 17
FMDAGPIM	Level 18
FCLAGJNE	Level 19



NG4

QUAKE 64

■ For the ultimate password to get access to a tasty selection of cheats, including invincibility and all weapons, enter the following:

0000 0000 0000 0000

An "Invalid Password" message will flash up and a "Debug" selection will appear in the Option menu.



PLAYSTATION

BRIAN LARA'S CRICKET

■ Stumped? Try these for size. Enter them as the Classic Match password, then press Start and listen for the double jingle.

PENSIONS	World 11 Team
SOLIDOAK	Unbreakable stumps
DROBALL	Uncatchable ball
SUNSHINE	Beach pitch
BIGBALLS	Bigger balls (so you'll need a bigger "box")
SUPERMAN	Super batsman (not English)
CHRISREA	Helmet camera view (Chris Rea's helmet?)
NOWAYEAS	Unlock classic matches



NG4

BUCKY BUMBLE

■ Buckle your bum and enter these cheats.

Access all missions: On the title screen, hold Z and press Right, Down, Down, Right. Release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

All weapons: On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.



PC

THIEF GOLD

■ To skip levels, press Ctrl+Alt+Shift+End while playing a mission and you will be magically transported to the next level.

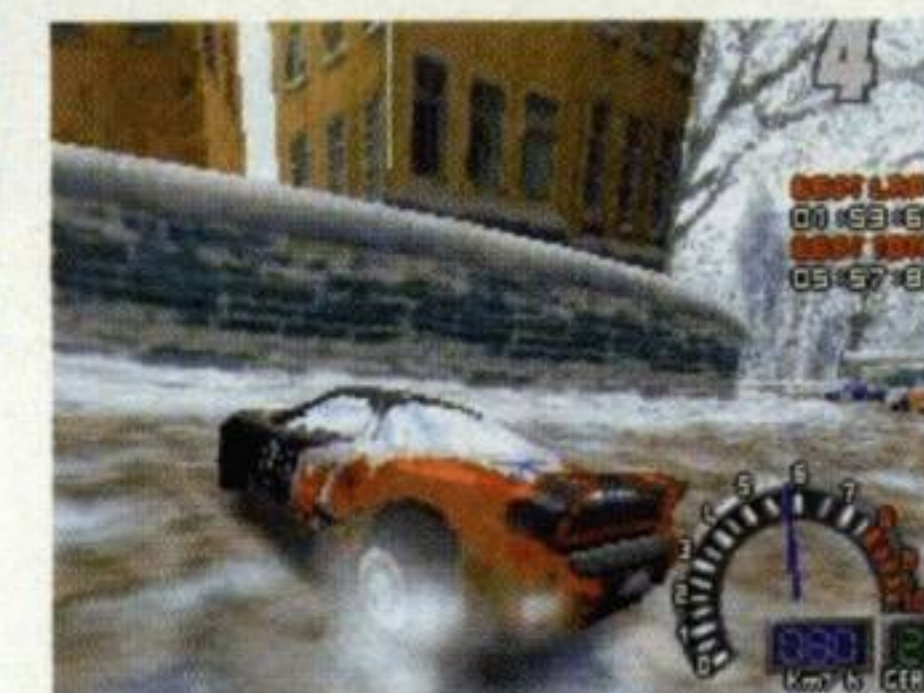


PLAYSTATION

KULA WORLD

■ Kula shake-up.

Invincibility:	Press Right, Down, L1, R2, R1, @, @, @ during play.
Complete level:	Press t, Up, t, L2, L1, L2, @, @ during normal level.
30,000 extra points:	Press s, Up, Down, L2, R1, @, @, @ during play.
Power pill on/off:	Right, @, L2, @, @, @ during play.
Extra time:	Press @, L1, @, @, @, @, @, Down during play in Time Trial mode.
Motion blur:	Press Right, @, @, L1, @, @, @, @ during a bonus level.
Chequered background:	Press L1, @, Left, Right, L2, Left, R2, R2 during any normal level.



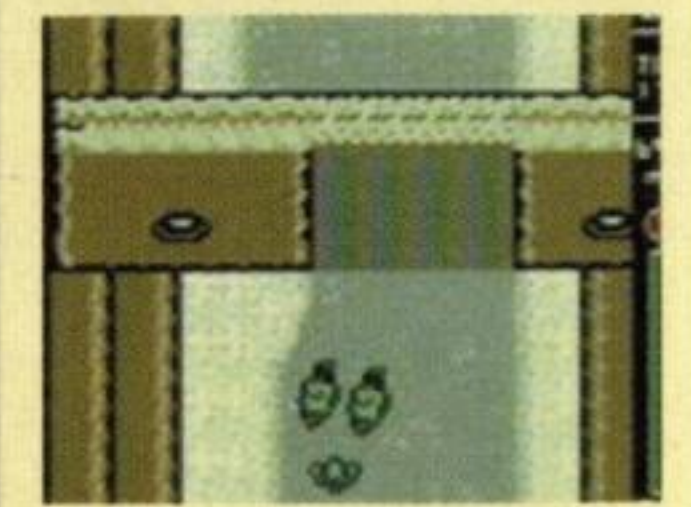
PC

SCREAMER 2

■ Type this cheats at the Main Menu.
CHMPA All championships
MRTRK All tracks

GAME BOY

STAR WARS: EPISODE 1 RACER



■ For a faster Anakin, beat all five planets for a maximum speed of 735 mph. Check out the challenges on page 127 for more Force fun.

PC

TOY STORY 2



■ To give Buzz a Woody, try this invincible cheat. Quickly type in ALAKAZAM at the first screen that says "Press Jump".

NG4

GAUNTLET LEGENDS



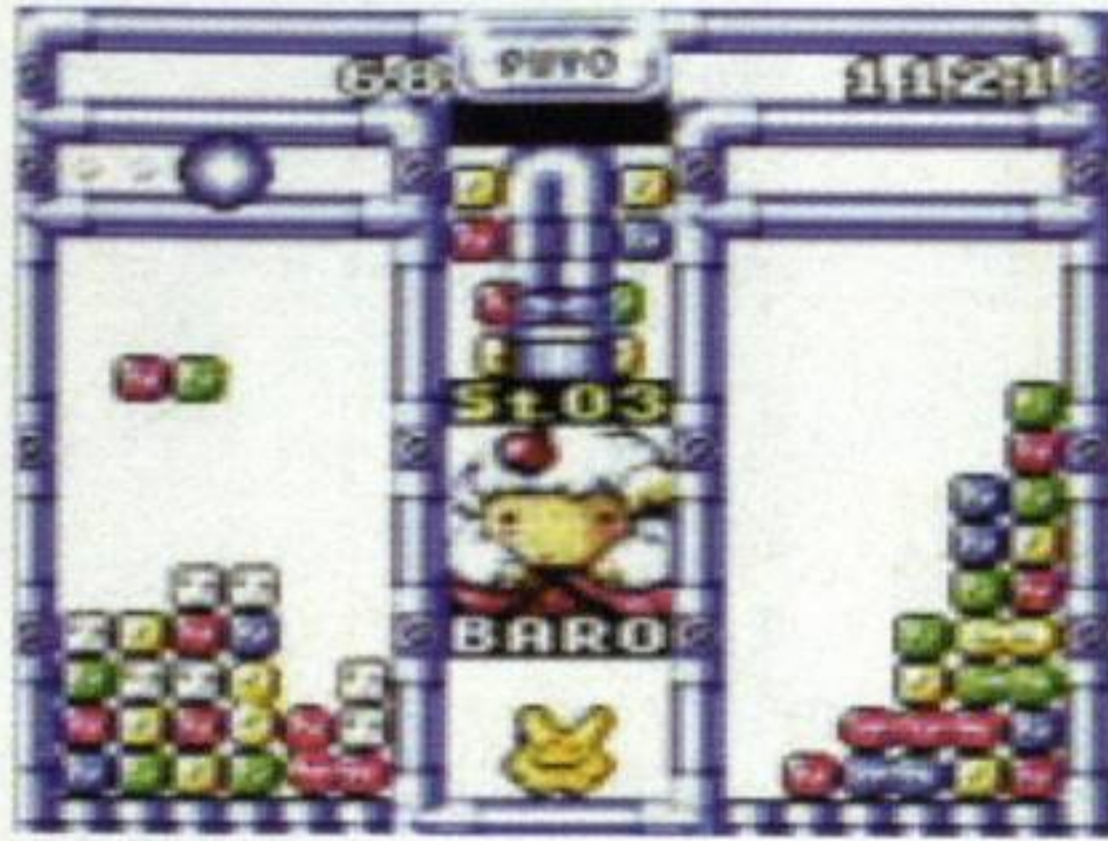
■ Death-defying hints.

Permanent anti-death: Successfully complete the game to receive it, enabling you to steal health from the bony-fingered one.

Death into food: If you know where Death is hidden, don't open the container. Instead, use a potion nearby and you should hear Death scream and you'll be able to open a chest or barrel for fruity goodness.

Kill Death: The Grim Reaper will shuffle off his mortal coil when he takes 100 HP or is hit with a potion.

Time to grasp your joypad firmly in-hand and accept the challenges from the scheming, brilliant minds of the Arcade brethren. Come and have a go if you think you're hard enough.



NEO GEO

PUYO POP

■ Challenge: **Ill with Will**

■ Sega's fiendishly addictive extremely-Japanese puzzle game may seem hard enough already, but only by completing Arcade's challenge can you say you are the master. Choose a game against the computer and select Hard mode. The object of this challenge is to fill every bit of your side of the screen, until you lose the game, without causing any "pops" – that is, without getting four or more of the same colour together. If any of the Puyo does pop then you start the challenge again. Done that? Try doing it five times in a row. Mustn't...kill...everyone...



PLAYSTATION

COOL BOARDERS 4

■ Challenge: **Beat the clock**

■ Arcade can't get enough of snowboards at the moment, so here's a devilish challenge to warm the toes of any snow-sports enthusiast. Choose a single-player, Single Event, Pro level on the Colorado course, then choose the Big Air game and press **X** four times to whizz through the other options. The object is to pelt down the mountain as quickly as possible, beating the Arcade time of 31.80 seconds remaining. Press Start then choose Restart and Y if you want to have another crack. Get surfin' er... dudes.



N64

XENA: WARRIOR PRINCESS

■ Challenge: **Cowardly Joxer**

■ For this challenge you'll need to set the round length in the game options to 30 seconds. Next choose a quest and play as the stupid character of Joxer. Xena fans will know that Joxer is a bit of a coward, so you must dodge the attention of your attacker for the entire length of a round. If you get hit, you must start the challenge again. For a more difficult challenge, set the round length to 60 or even 90 seconds. Tip: back slowly away and use R (Jump) a lot.



GAME BOY

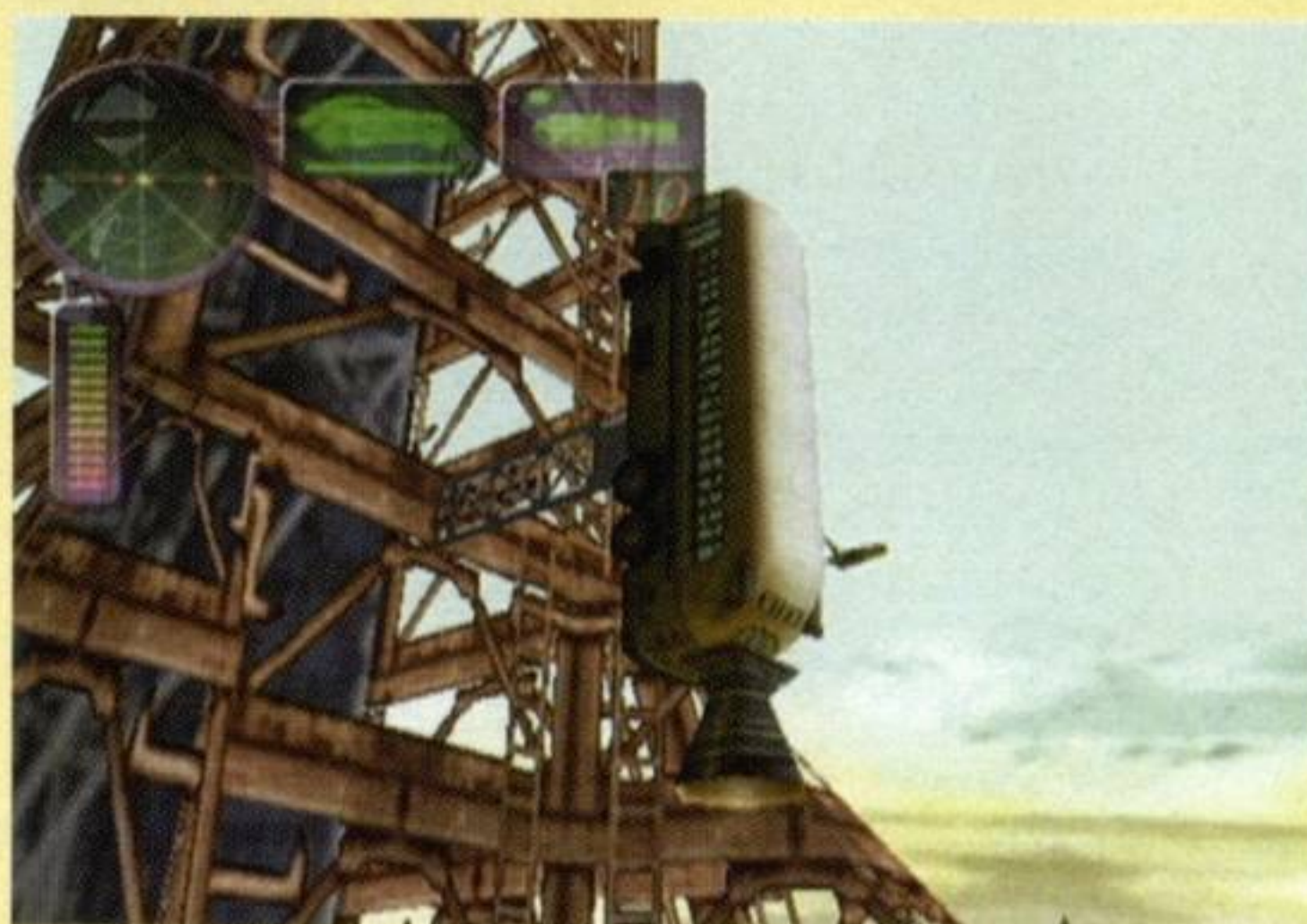
STAR WARS: EPISODE 1 RACER

■ Challenge: **Topsy-turvy**

■ A crafty challenge for lovers of the portable games pal. Choose Darth Brat and Tatooine, then try to beat your rival Teemto Pagalies holding the Game Boy upside-down. The direction button works the same, but it's trickier to repair or boost engines. Once you've mastered the first race, go on to the next, then try to beat all the different planets with this gravity-defying method. Tip: use The Force.

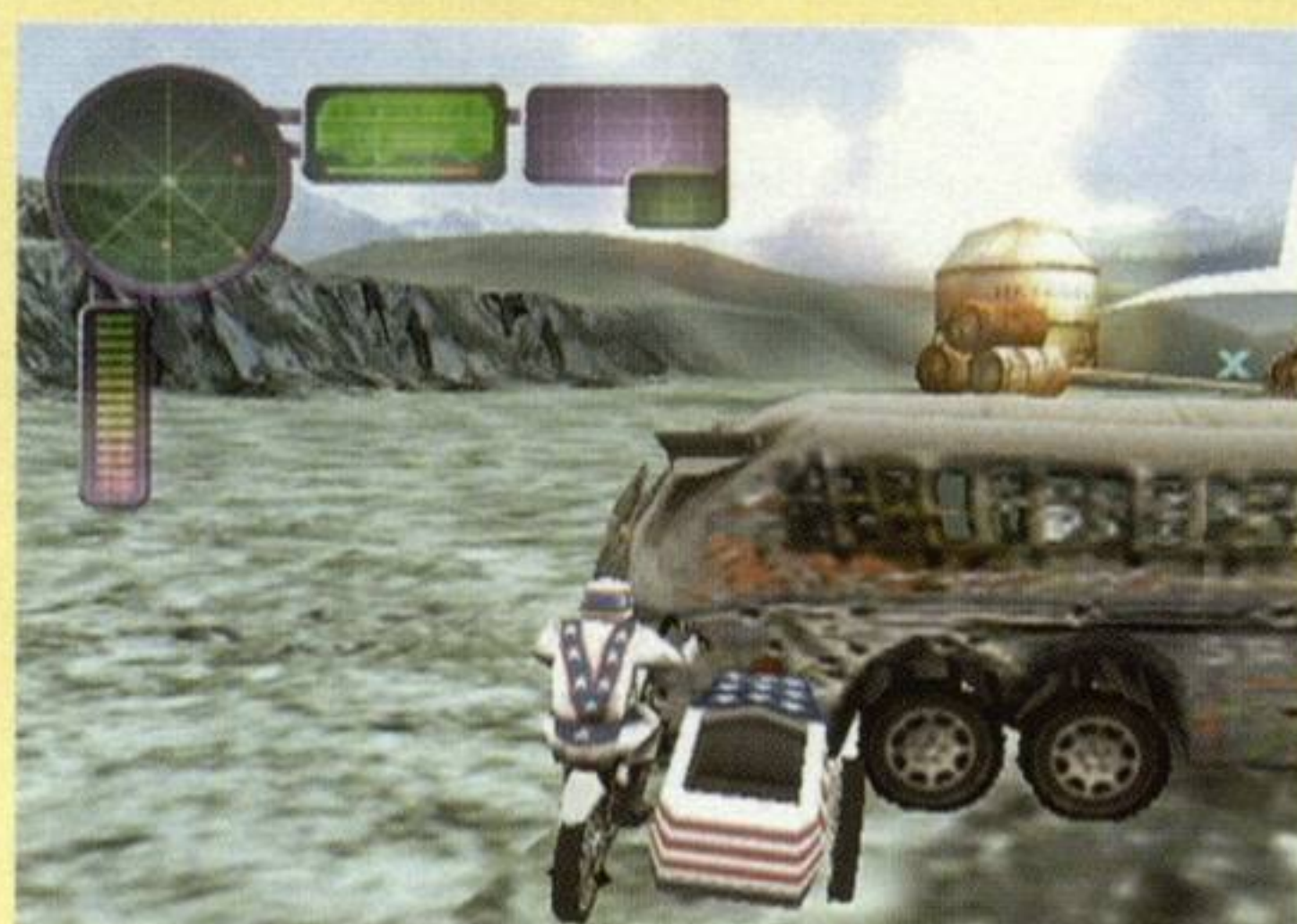
DREAMCAST

VIGILANTE 8: SECOND OFFENSE



■ To enter the passwords, go to Options, highlight Game Status, then hold L + R and press A twice.

UNDER FIRE	Three enemies attack at same time
GO MONSTER	Big wheels
MORE SPEED	Faster cars
GO RAMMING	Heavier cars
JACK IT UP	High suspension
HI CEILING	Hover higher
HOME ALONE	No enemies
NO GRAVITY	Er... no gravity
RAPID FIRE	No delay when shooting weapons
BLAST FIRE	Increases missile damage
DRIVE ONLY	No wheel attachment icons
GO SLOW MO	Slow-motion
OLD LEVELS	Play levels from first Vigilante 8
MIXED CARS	Players can choose same car in multi-player
LONG MOVIE	View all endings
NO CODE	Turns off codes



GAME BOY

READY TO RUMBLE

■ For the extra characters, enter all codes at the main menu with "Arcade Mode" highlighted. A tone will confirm correct entry.

Play as Damien Black:	Press Right, Left, Right (x2), Left (x2), Right (x3), Left (x3).
Play as Kemo Claw:	Press Left (x3), Right (x3), Left, Right, Left, Right.
Play as Nat Daddy:	Press Right (x3), Left (x3), Right, Left, Right, Left.



CLOCKING OFF

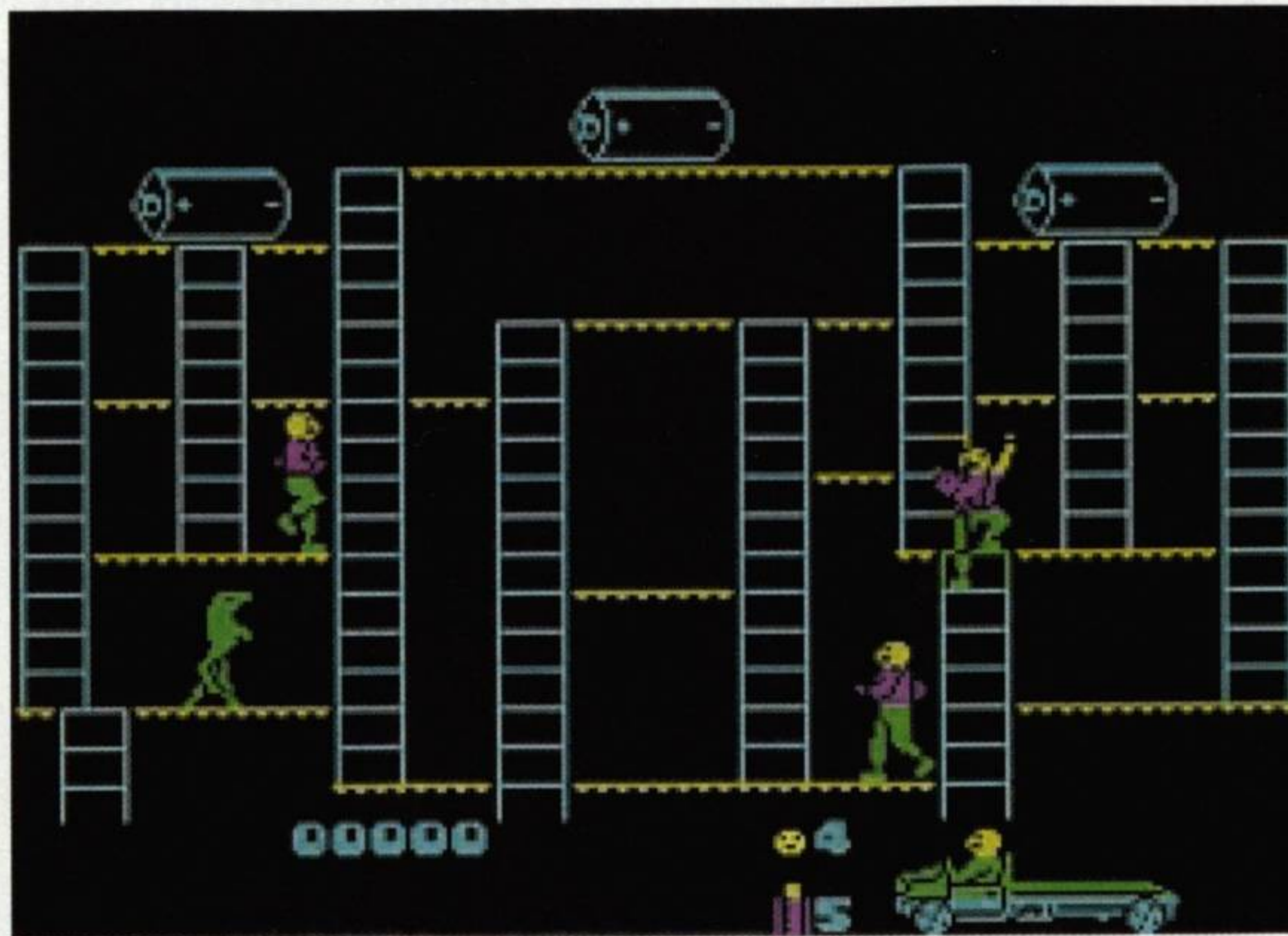
That's it for this month – Don't forget that you can win an exclusive prize if you suggest a games challenge, tip, hint or cheat that makes it into the hallowed pages of Kick Ass. Get scribbling and send your stuff to "Don Periphale" at the address below. Ciao.

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Bear Bover

A platform game that was smarter than the average bear.

When Jon Ritman was allowed to let his imagination run riot in the third game for his main employers, the last thing the powers-that-be at Artarc Publishing probably expected was a game starring a teddy bear. But that's exactly what they got – a grinning teddy in a green sweater, driving a buggy and clambering up, down and all around a dangerous building site.

"Bear Bover was a mix of ideas," explains Jon. "It was mainly based around an old Mattel game called *Burger Time* – the similarities are fairly obvious. And Teddy's little buggy sprang from Sir Clive Sinclair's recent announcement about his impending C5 electric bike." And what about the walking teddy bears? "Pass. I have absolutely no idea where that came from."

Burger Time had featured a frantic chef, battling to put together hamburger ingredients while being chased by mildly disturbing eggs and sausages. In *Bear Bover*, the furry hero needed to knock power cells onto his buggy waiting below, while enemy teddies and a fork-tongued dragon-thing (don't ask, please) made for his hide. The

Bear Bover

- Publisher: Artarc
 - Developer: Jon Ritman
 - Genre: Platformer
 - System: Spectrum
 - Players: 1
 - Score: 90%
 - Crash
- "Frustrating, challenging, addictive – great!"

game wasn't exactly packed with new ideas, but what it did have was bold, colourful visuals and some ground-breaking animation.

"I don't know how I managed to trump everyone else on the graphics front," says Jon. "I did think carefully about the animation, and how to colour it all in to avoid the Spectrum's infamous colour clashing. If you look carefully at how Teddy climbs the ladder, you'll see him move his arms, then suddenly pull his whole body up incredibly quickly. Really, that was a sneaky way of avoiding animation problems."

With the option to "Save Game" still a far-off concept, the uncompromising trickiness of *Bear Bover* was all the more frustrating. Jon did build a Baby Bear mode into the game, allowing you to practice the early levels against a tribe of harmless enemy bears, but that just made switching to the default Big Bear mode even more of a shock. The four-pawed critters of *Bear Bover* were as astute and dangerous as their real-life counterparts, and Level 3's hovering spaceman proved even more terrifyingly efficient than the earlier stage's icky green gremlin.

Jon faced his own challenge outside of the game's development. He had to come up with

some decent artwork for the game. "Artarc supplied me with a picture of the bear climbing the ladder for the game's front end," he remembers. "It was just about the worst piece of artwork I had ever laid eyes on. I was determined that I could do better, so I painstakingly copied a new drawing from that original artwork. I've still got the original artboard somewhere."

Bear Bover was Artarc's biggest success to date. A bucket load of praise was heaped on the simple but effective gameplay, and reviewers were bowled over by all the pretty pictures ("even the transmission drive shaft on the car revolves," gushed one besotted journalist).

For his follow-up games, though, Jon turned to his artist friend Bernie Drummond. "Very few people used separate artists back in 1984," he says. "It was only later, when I saw the 3D stuff being churned out by Ultimate, that I knew I needed to bring in a professional."

So, is there a chance that T. Bear and his odd bunch of friends could re-appear on PlayStation2 or Dolphin? "I don't think so!" laughs Jon – but you can probably trust his overactive imagination to produce something equally bizarre in the very near future.



Games of the month A shower of games during April 1984.



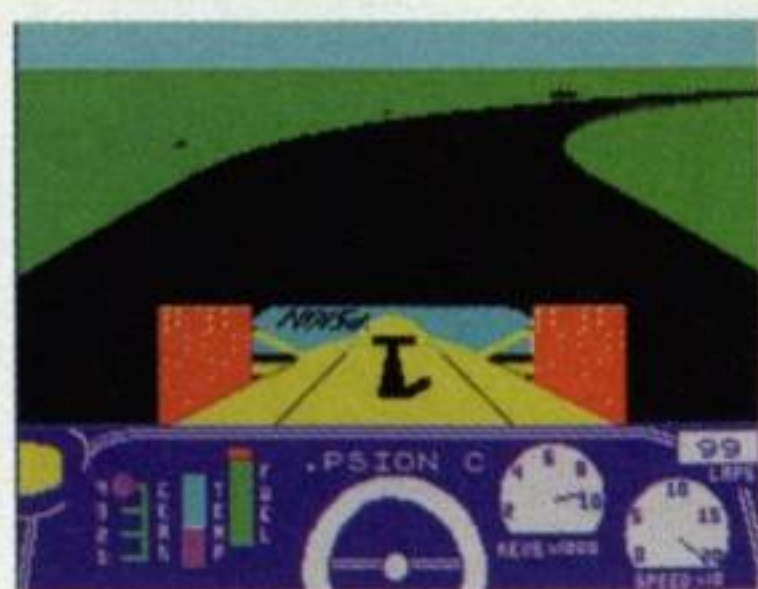
Ah Diddums!

System: Spectrum
 Publisher: Imagine
 ■ Arcade-quality platformer or bug-ridden mess? The nursery-themed *Ah Diddums!*, which had a teddy plotting his escape from a playpen prison, divided opinion. Marrying nursery cuteness with sinister black backgrounds and evil-looking toys, *Ah Diddums!* hasn't stood the test of time as well as *Alchemist*.
 ■ Your Spectrum: 7/10



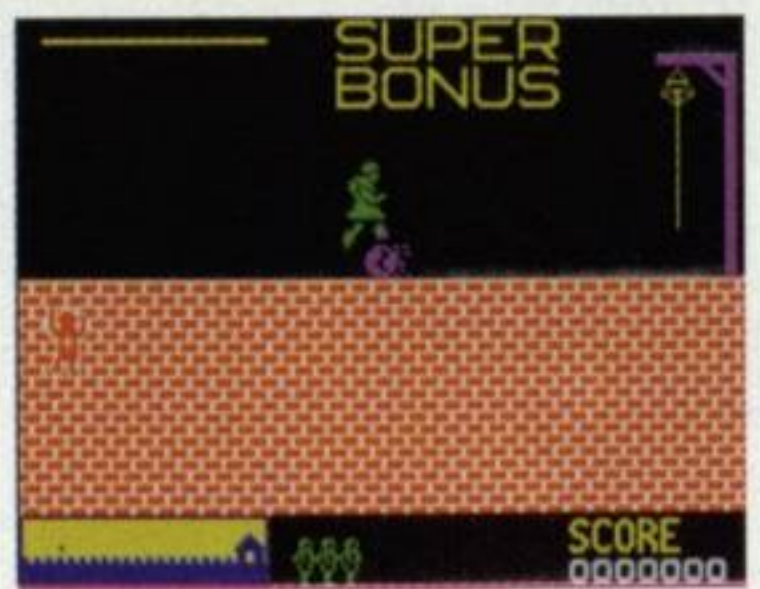
Caesar The Cat

System: C64
 Publisher: Mirrorsoft
 ■ See, Robert Maxwell wasn't all bad. His publishing arm came up with this beautiful educational title, where you controlled the irresistible Caesar on his quest for mice. One of those games that Dad would buy for the kids, then stay up 'til 2am playing it himself.
 ■ Your Spectrum: 9/10



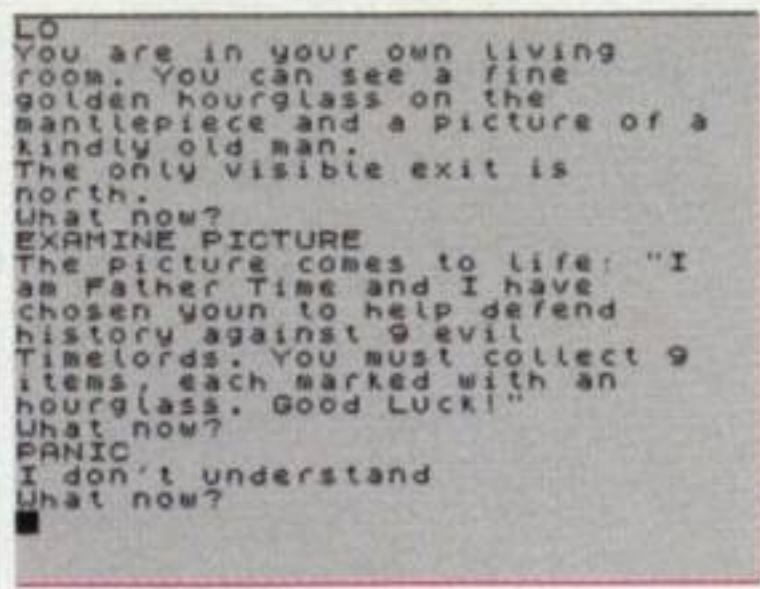
Chequered Flag

System: Spectrum
 Publisher: Psion
 ■ Years ahead of its time, *Chequered Flag* was the *Gran Turismo* of its day, featuring a massive ten real-life tracks, a bewildering array of dashboard displays, and a selection of cars that reacted realistically to oil, water and glass. However, sadly, there was no option to wash your car for ten credits.
 ■ Crash: 71%



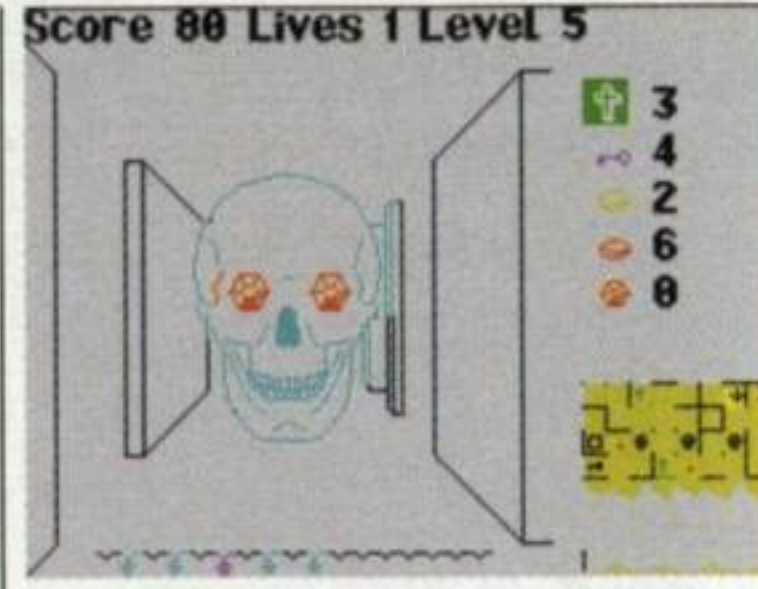
Hunchback

System: C64
 Publisher: Ocean
 ■ One of fledgling publisher Ocean's first games, and also videogaming's first officially licensed coin-op conversion. *Hunchback* wasn't much fun – scamper left to right, leaping gaps and swinging on ropes – but it was pretty and it was heartening to see an ugly, deformed man playing the hero for a change.
 ■ Your Spectrum: 8/10



Lords Of Time

System: Spectrum
 Publisher: Level 9
 ■ A text-only time-travelling adventure, *Lords Of Time* was sprawling, abstract and staggeringly atmospheric – not uncommon for Level 9, which was establishing itself as the unrivalled master in this area. *Magnetic Scrolls* would soon gallop in to steal the company's thunder.
 ■ Sinclair User: 8/10



Skull

System: Spectrum
 Publisher: Games Machine
 ■ Forget *Half-Life*, this first-person maze game struck the fear of God into anyone who played it. The plain white-and-black corridors were deceptively simple, with treasure to be found at every turn. But then the Skull would appear, filling the screen with its piercing red eyes and terrifying grin.
 ■ Your Spectrum: 9/10

Now that's magic

Imagine creates real gold with *Alchemist*.

Before publishing powerhouse Imagine fell from grace with a frightening number of unpaid debts, it was responsible for several imaginative and exciting games. The hugely atmospheric *Alchemist*, the work of programmer Ian Weatherburn, was just one.

Alchemist starred a becloaked wizard on the lookout for the four parts of a spell which would see off his arch-rival, the fearsome Warlock. The Alchemist was restricted to flat surfaces, but, in the manner of wizards everywhere, he had a cunning trick up his sleeve. With a burst of magic, the bearded one could transform into a huge eagle, able to negotiate curved surfaces with a flap of its enormous wings.

The animation on both the Alchemist and his winged counterpart was quite staggering for 1984. The eagle's wings flapped realistically with every button-press, the wizard's cloak dragged along behind him as he climbed stairs, and a finger extended to fire a flickering burst of magic at threatening objects. And while the enemies, ranging from ants to hovering broomsticks, were occasionally uninspiring, at least they looked like ants and broomsticks.

Alchemist also had a brooding atmosphere of its very own, belonging to an era well before bouncy, jolly platformers had taken hold. From the imposing tones of Johann Sebastian Bach on the title screen to the deafening silence of



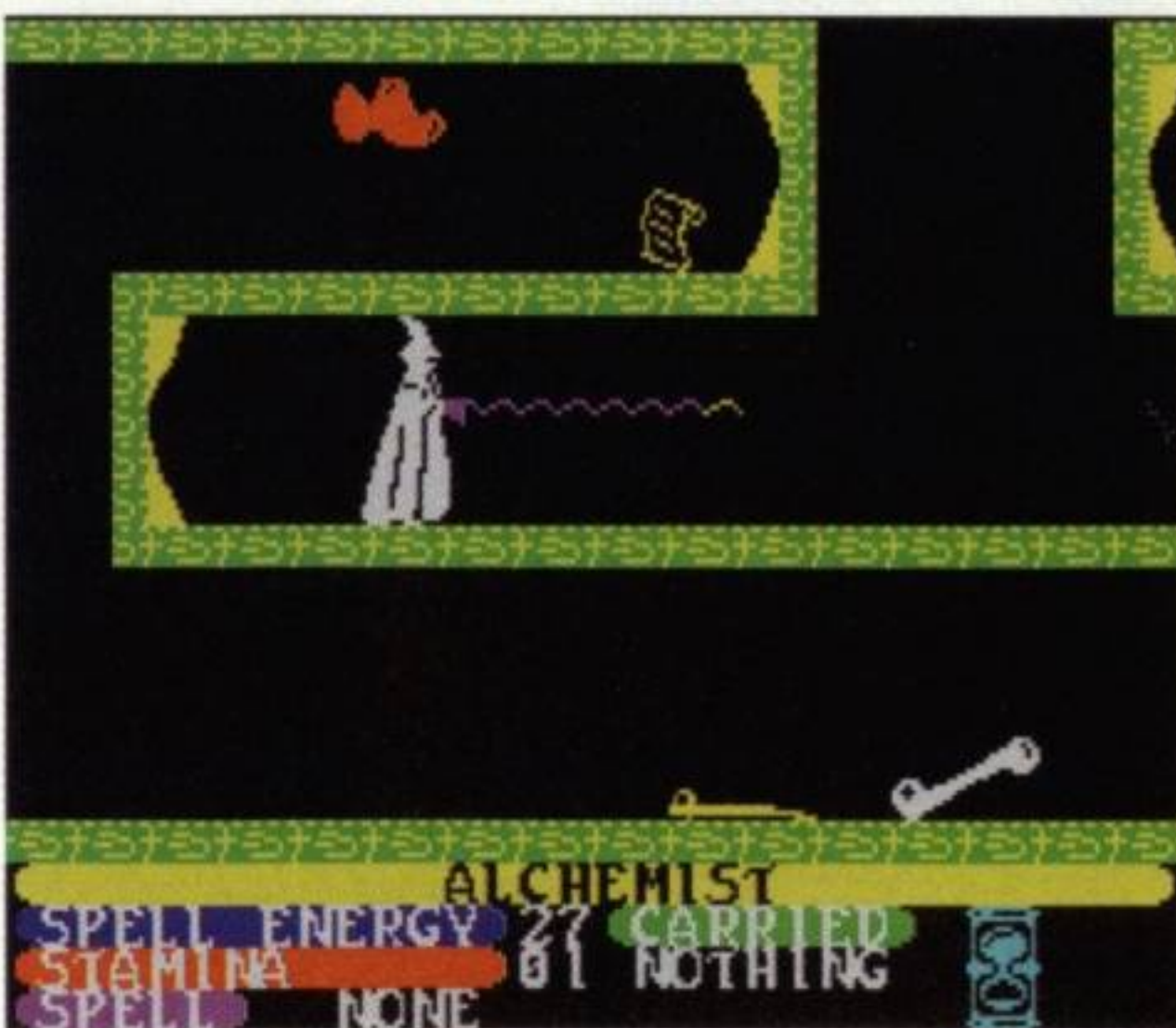
■ Only five frames of animation, but *Alchemist's* eagle was the first videogame bird not to resemble an upside-down "W".

the main game, punctuated by the ticking of the wizard's slowly draining energy, *Alchemist* conjured up a remarkably unnerving feel. Even the Warlock himself – simply a bouncing purple cloud in the corner of the map – somehow managed to be spine-tinglingly frightening.

Underneath the sinister clothing, *Alchemist* was a relatively simple game – keys opened the traditional locked doors, low stamina was cured with the usual pick-ups, and combat involved little more than stumbling into the bad guy and hoping for the best. It was also frustrating – instant deaths were common (the innocent-looking Box, for example, would fatally explode after a few minutes spent puzzling over what it was for) and vital objects were deliberately and ruthlessly placed at opposite ends of the map.

But *Alchemist* was one of the few early '80s games with a specific quest, and a natural end to build up to – probably the reason why the final confrontation with the jiggling Warlock, arrived at after several hours of solid play, was capable of jangling the nerves so violently. The lengthy completion time was also all the more reason to learn the control keys by heart – one false tap of the "1" key and the game would suddenly quit out without so much as an "Are You Sure?".

Sadly, *Arcade's* research indicates that Ian Weatherburn took his own life sometime in the early 1990s. It's a sad loss, but, thanks to *Alchemist*, his particular brand of videogame magic can live on.



■ Level design was so much easier in the days when there were only two dimensions.

Gaming round-up

Also going on this month



■ It's hardly *Saving Private Ryan*, is it?

CS does QL

■ Busy old Sir Clive Sinclair announced a new invention: the QL computer, a follow-up to the Spectrum squarely aimed at the business end of the market. The QL stood for Quantum Leap – something that Clive physically demonstrated by soaring over an elephant in the QL's TV advertising campaign. Sadly, high-jumping boffins weren't enough to prevent the QL's failure.

Yomped home

■ Your Spectrum magazine held its annual Strangled Turkey Awards, unveiling the bottom five games of the year. *Yomp* from Virgin, a *Frogger*-clone with the hapless frog and speeding traffic replaced by a soldier and a roadful of military trucks, came in first, for being a "slow game that became the butt of many a joke in 1983".

Robo flop

■ Also in Your Spectrum, Graham Daubney of Prism outlined his vision of the future – a world packed with Androbots, short automatons designed by *Pong* creator Nolan Bushnell. "I think robots will bring more women into computers," claimed Graham. Prism highlighted this anti-sexist stance at the Androbot presentation by employing half-naked girls to dance around prospective customers.

Maggie's Den

■ Applications Software released *Dennis Through The Drinking Glass*, an adventure game starring the then Prime Minister's bemused husband. The aim of the game was to escape the confines of Number 10 and make your way to the pub – a tricky prospect, given that Dennis would die unless plied with alcohol after every ten turns.

YOUR SINCLAIR TOP 10 SPECTRUM GAMES

- 1 **Manic Miner**, Software Projects
- 2 **Atic Atac**, Ultimate
- 3 **Lunar Jetman**, Ultimate
- 4 **Jetpac**, Ultimate
- 5 **3D Ant Attack**, Quicksilver
- 6 **The Hobbit**, Melbourne House
- 7 **Hunchback**, Ocean
- 8 **Deathchase**, Micromega
- 9 **Zzoom**, Imagine
- 10 **Valhalla**, Legend

NUMBER CRUNCH

■ Average price of Spectrum game: £6.95... Price of Atarisoft's Spectrum Pac-Man conversion: £14.95... Number of Spectrum *Space Invaders* clones available: 26... Number of *Crash* reader letters: 13... Number of *Crash* reader letters complaining about reviews: 7... Number of groundbreaking megagames promised in full-page Imagine ad: 2... Number of megagames delivered: 0... Age of the programmer of *The Birds And The Bees*: 16... Age of the deviser of *The Birds And The Bees*: 14... Average price of a videogame magazine: 85p.

WORLD NEWS HEADLINES

Manic miners

■ The miner's strike was in full swing, eventually putting more than 100 coal pits out of action. Rebels did exist – on 5 April Nottinghamshire miners voted to cross picket lines and continue work.

DNA warrior

■ At the University of Leicester, Dr Alec Jeffreys pinned down the length of "gibberish" DNA that is unique to every living being, paving the way for genetic fingerprinting.

A new Eire

■ The troubles in Ireland continued to occupy the Government, with a joint-party forum voting for a united Ireland. Six months later, four Tories died in the Brighton bombing.

Bacon's off

■ For one horrible week, the appalling Kevin Bacon vehicle *Footloose* stood proud atop the UK's movie charts. This

temporary period of British insanity also saw Lionel Richie's mawkish "Hello" stick at the number one spot for six long weeks.



■ This picture allows us to ponder once again exactly why Kevin Bacon is famous.

MUSIC CHARTS

21 April 1994

- 1 **Hello**, Lionel Richie
- 2 **You Take Me Up**, Thompson Twins
- 3 **A Love Worth Waiting For**, Shakin' Stevens
- 4 **Against All Odds (Take A Look At Me Now)**, Phil Collins
- 5 **I Want To Break Free**, Queen

FILM CHARTS

- 1 **Greystoke: The Legend of Tarzan**
- 2 **Terms of Endearment**
- 3 **Yentl**
- 4 **Silkwood**
- 5 **Footloose**

The videogame magazine

Arcade

ZX81 / Spectrum / C64 / Vic 20 / Oric 1

Caesar The Cat
Who's a good puss then

Alchemist
Casts a spell on you

The bell tolls for Hunchback

Bear necessities!
Ah Diddums and Bear Bover are teddy and waiting!

PLUS! IS IT ALREADY OVER FOR THE QL?

■ Now you can understand why the videogames industry was crying out for Lara Croft.

Football

Remembered by | Nick Jones
Crazy

So you thought getting good at a game made playing easier? Think again.



Every gamer has a tale to tell about their favourite game; a title which grabbed them by the short and curlies, refused to let go and left them teetering on the brink of obsession. In 1995 I not only teetered over this precipice, I dived headlong off it like a starving man into a mountain of mashed potato. And the cause of my obsession? *Sensible World Of Soccer* – the best football game ever.

When *Sensi* arrived in 1991, the world immediately fell in love with its microscopic players and strangely addictive action. The franchise reached its pinnacle with the release of *Sensible World of Soccer*, which

combined the series' classic gameplay with a host of management options. The best was the Career mode, enabling you to guide a club through ten long seasons.

As a Man United fan, I dedicated my career to guiding the Red Devils to further success. After winning the first 15 games, it occurred to me it would be nice to finish an entire season without losing a match. This goal was achieved with little trouble as I sailed through August to May undefeated, collecting five trophies. My problem began when the very same thing happened in the second season and a simple desire not to lose turned from a whim into a compulsive obsession. Without realising it, I had become the leader (and sole member) of a cult entitled, "Must Not Lose A Game".


By the end of the tenth season, every team foolish enough to challenge me had been steamrollered and my Holy Grail was just one match away – a European Cup final against Barcelona. Unfortunately, despite more than 600 games without losing, I'd developed a morbid certainty that the run

Wanna play?

Developed by Sensible Software and released in 1991 on the Amiga, *Sensible Soccer* was worldwide hit and spawned yearly updates. By the time of the final incarnation in 1997 its hold over the fickle football market was starting to wane.

A *Sensible Soccer* abomination came out last year on PlayStation, tainting the memory of its classic forbears. To play Sensible's game at its best, bring that Amiga and copy of *Sensible World Of Soccer* down from the loft and experience footballing nirvana.

would come to an end at the final hurdle. And did I lose? Nah, course not. By this stage I had an almost telepathic control over the game and no-one could have beaten me, but that's beside the point. My gaming odyssey had been achieved and at the journey's end there was no Golden Fleece, just a feeling of anticlimax and emptiness.

The moral of this story is there's a fine line between gaming as recreation and gaming as obsession, and sometimes you have to tread that line with the skill of a tightrope walker. So, remember, next time you're dripping with sweat trying to beat your best lap time or collect all the sodding apples. Just take a deep breath and keep repeating: it's only a game, it's only a game, only a game. Some chance. 

A simple desire not to lose soon turned from a whim into a compulsive obsession.

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