

The videogame magazine

September 2000  
Issue 23



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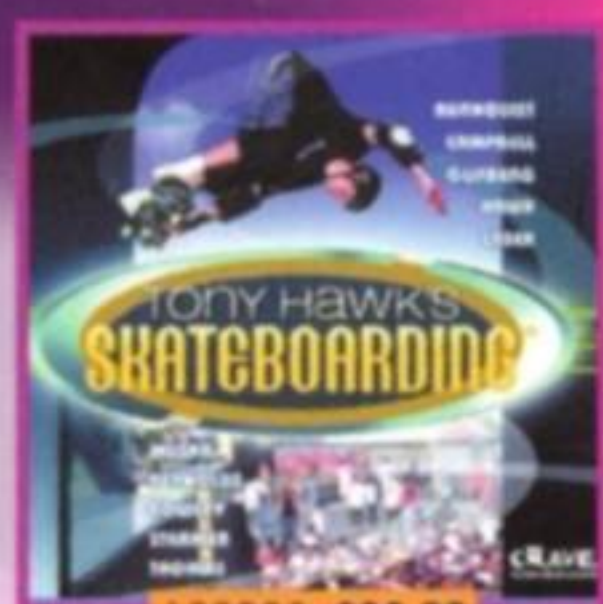
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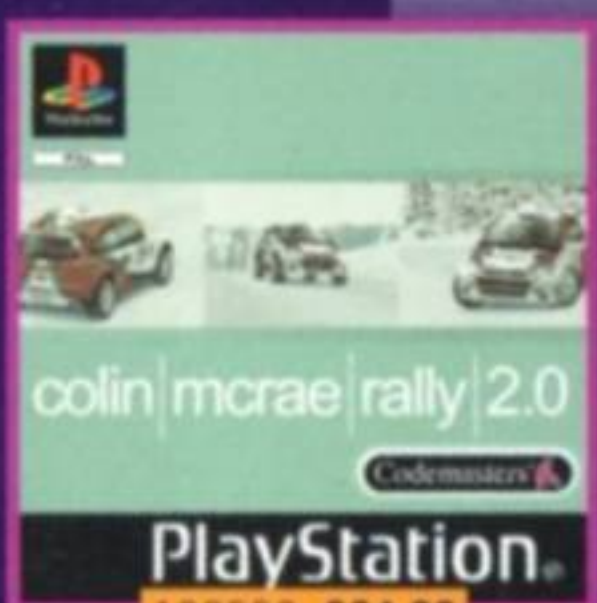
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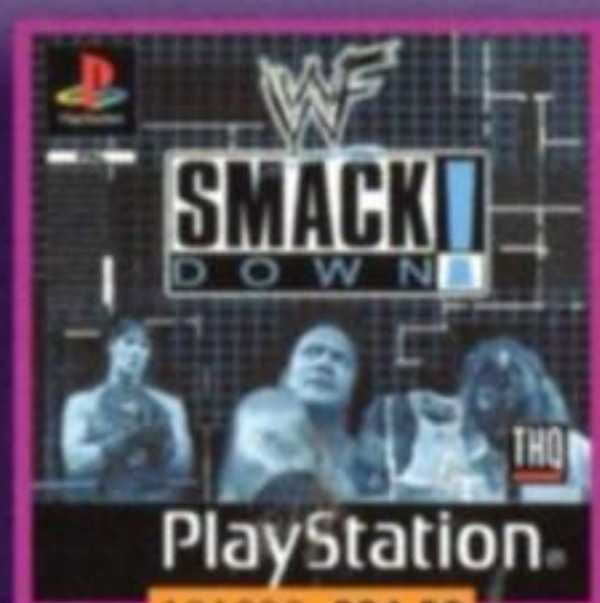
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This month

# FINAL FANTASY IX

Square's fantastic RPG epics have reached the end of the road on PlayStation with the release this month of number nine in the series. But, with half an eye on the future, Square has also released further details of the next two *Final Fantasy* games – both on PlayStation2 with number XI entirely online. This issue we playtest IX and take a look at what the next two games will bring...







**This month** *Fantastic news and previews.*

**10 Star Cube** Nintendo's new next-gen console changes its name from Dolphin to Star Cube. *Arcade* has the latest.

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The founders of Sports Interactive warm up for a new season of *Championship Manager* madness.

**Features** *Fantastic witty reportage.*

**38 Final Fantasy IX**  
It's the game all PlayStation RPG fans have been waiting for. *Arcade* wades fearlessly into the Japanese version to explain the story, introduce the characters and investigate SquareSoft's return to more traditional medieval RPG stylings.

**46 Control Freak**  
enters the increasingly insane arena of gaming peripherals, including fishing rods, dance mats and virtual reality headsets.

**50 Metal Gear Solid 2**  
Journey with *Arcade* deeper towards the heart of this landmark game, accompanied by its creator, Hideo Kojima. New screenshots, storylines and gameplay details revealed!

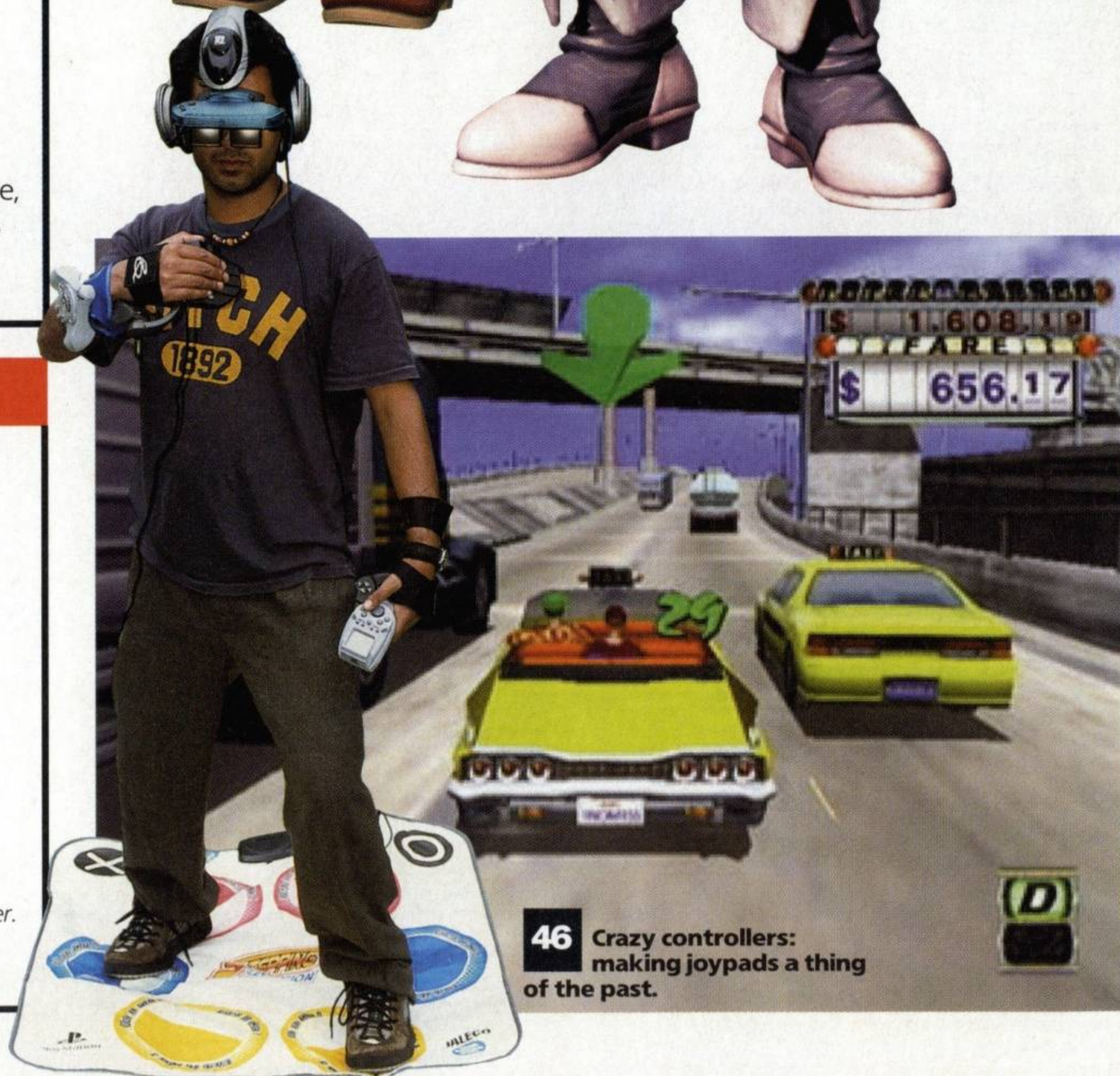
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## Page 38

# Final Fantasy IX

*Arcade's* first look at one of the year's most hotly anticipated games, SquareSoft's *Final Fantasy IX* for PlayStation. How does the game compare with previous episodes? All is revealed in our killer preview.



**46** Crazy controllers: making joypads a thing of the past.



42 NEW GAMES REVIEWED!

# A Review

## The Ultimate Game Buyer's Guide

### 58 New Playstation Games



**New releases:** TOCA World Touring Cars, X-Men: Mutant Academy, FA Premier League Stars 2001, Grind Session, Vib Ribbon, Terracon, Chase The Express, Football Manager 2001, All Star Tennis, Parasite Eve 2, RC De Go, Sno Cross Championship Racing

### 72 New PC Games

**New releases:** Deus Ex, Diablo 2, Grand Prix 3, Kiss Psycho Circus, Infestation, Suzuki Alstare Extreme Racing, Icewind Dale, UEFA Manager 2001, Klingon Academy, Return To Krondor, PGA Championship Golf, Dukes Of Hazzard, Anno 1602 Gold, Sergei Bubka's Millennium Games, FA Premier League Stars 2001



### 82 New Dreamcast Games



**New releases:** Virtua Tennis, Hidden & Dangerous, Maken X, Plasma Sword

### 86 New Nintendo 64 Games

**New releases:** Pokémon Snap



### 88 Other Games



**Game Boy Color:** Perfect Dark, O'Leary Manager 2000, The Road To El Dorado, Wacky Races, Austin Powers "Oh, Behave", Toon Sylvania, Tonka Raceway, Hype The Time Quest  
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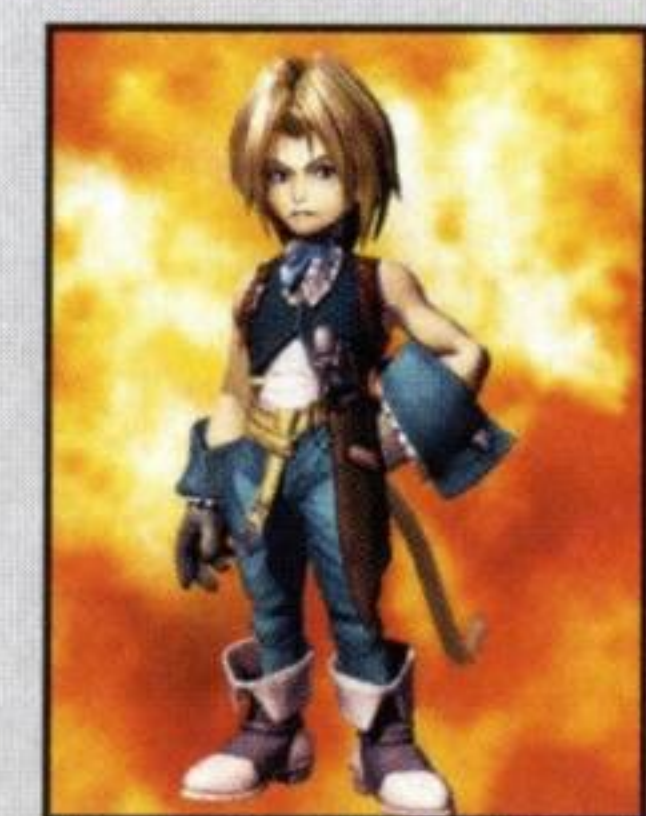
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Cover Final Fantasy IX (Squaresoft)





**Editorial**

# Final destination

In two years time – or, at least, that’s what Square would have us believe – the extraordinary *Final Fantasy* series will have reached its most exciting point: *Final Fantasy XI*, the world’s first entirely online console game. Whether, with the relatively slow uptake of broadband networking, they’ll actually achieve their goal is another matter entirely but, either way, their intentions are clear: to take their extraordinary *Final Fantasy* series into the next phase of its life.

Excited? You should be. Over the course of the next two years, you’ll be seeing three new *Final Fantasy* games, the first of which, number nine, is thoroughly put through its paces – for the first time – inside. But, that’s not all. Here at *Arcade*, we’ve also uncovered Square’s plans for numbers ten and eleven, exclusively revealing where the next two games will go, what’ll be different and how they’ll revolutionise videogames forever. Get yourself along to our feature on page 38.

So, it’s still summer, then. (Although, as we polish off this issue of *Arcade*, it’s July and it’s absolutely tipping down with rain. Tsch.) The continuing summer should, of course, mean a continuing lack of games but, just as we saw last month, the games market doesn’t seem to have taken a knock at all. We’ve got an impressive 41 reviews for starters, and perhaps the two real revelations this month are on PC and Dreamcast. *Deus Ex* and *Virtua Tennis* respectively are just about as exciting a duo as you could possibly wish for, particularly *Deus Ex*, a game our very own Nick reckons is better than *Perfect Dark*.

*Metal Gear Solid 2* will crush all comers on its release next year, though – and we’ve got stacks more on Konami’s awesome PlayStation2 stealth-’em-up on page 50. We’ve got more shots, more new info, and more words from the mouth of *Metal Gear* guru Hideo Kojima than any other magazine.

Oh, and did you know I’m in *Perfect Dark*? No? Well, if you want to shoot me – and, frankly, who wouldn’t? – take a close look at my picture above and look for me in-game.

Good luck shooting my head off!

**Tim Weaver**  
Editor

## It's your letters

Something bothering you like a nasty case of shingles? Get your thoughts down and write in.



### Letter of the month Adult entertainment

What makes a game ‘adult’? I can’t give you an exact definition – though I reckon it’s got something to do with ‘feel’ – but I’m pretty sure of one thing: it’s got *nothing* to do with the amount of blood, guts, guns, puke, crap, swearing or naked flesh involved.

For me – and this may come as a surprise – *Mario* and *Zelda* are brilliant examples of adult gaming. Nintendo just seem to understand what makes a game great, treating players with a healthy respect, rewarding intelligent play with intelligent, not to say ingenious, set-pieces. *GoldenEye* is similar, though with its subject matter, it’s perhaps more obviously adult.

In the right context, a splash of claret and the chance to fire off a few rounds is fine, but increasingly games companies seem to be using this sort of content as a smokescreen for otherwise poor games, in a desperate attempt to boost sales. What a pity that a real opportunity to move games forward in terms of gameplay – in the same way *Mario* and *Zelda* have – is being missed. With the next generation of consoles on the horizon, let’s hope developers can start to take more of a leaf out of Nintendo’s book.

**F Clifford, Hornchurch**

*We’re not quite sure what recent game might have sparked you off, but you make an interesting point. The pedestrian-killing Carmageddon has always been unmitigated rubbish, yet has sold stacks of copies off the back of being needlessly controversial. We also remember Postal, the hyped-up and brain-numbingly awful PC game where you could obliterate entire cities.*

*However, there are censor-baiting exceptions: GTA, Soldier of Fortune – which, while not being particularly innovative, was brilliant entertainment – and, to a lesser extent, Metal Gear Solid and Perfect Dark have all dealt with dark content – and astonishingly.*

*We reckon the climate’s changing, anyway: most developers realise they can’t just be controversial anymore. They’ve got to be good as well.*

### Brand new

I just can’t understand why Dreamcast, with a host of brilliantly original games like *Soul Calibur*, *Crazy Taxi* and *Resident Evil: Code Veronica*, is underperforming so badly.

One possible reason could be the imminent arrival of the PlayStation2, but, given that it’s twice the price of Dreamcast, has a crop of technically inferior launch games and no current Internet set-up, it’s hard to see how Sony can’t keep up with demand.

Is this a case of brand loyalty gone haywire, or are Sony, once again, subliminally using their marketing genius and convincing people to go the PS2 route? I find it all very odd.

**David Geldard, Hull**

*It’s a strange one, certainly. Dreamcast is, without doubt, an exceptional machine capable of some extraordinary things, but even with the standard of games you mention available, it’s just been such a disappointment sales-wise.*



*PlayStation2 is, arguably, one reason for that, but another is that Sega just haven’t enlisted enough third-party support – something that Sony doesn’t appear to have a problem doing. So, to a potential consumer, the promise of PS2’s reported 300+ games (and that’s just for starters) is far more appealing.*

*Another is that developers stick with a winning formula: PlayStation worked for them, so, they assume PS2 will, also. Sega, despite years of success with the MegaDrive, is finding itself having to break back into the market. (Something that Nintendo will also have to do when they unleash Star Cube.) And when you’re up against Sony, that’s tricky.*

### Everybody hertz

Never mind the price, the 50 games at launch or the specs, the thing that I’m most looking forward to about the UK PlayStation2 launch is its 60Hz option.

For years us Europeans have had to put up with black borders and key games running slower than the



■ **Arcade 22: The world’s first ever playtest of Quake III on Dreamcast? Don’t mind if I do, squire.**

### Write to us

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

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The videogame magazine

# Arcade



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**more** pages  
**more** tips  
**more** challenges  
**more** features





## On the side

Is it me or is X-Box going to be a total waste of time, money and effort?  
**Sam Lakey, Ipswich**

*It's just you.*

When's D2 coming out on Dreamcast?  
**Andy Yorke, Manchester**

Good question. No-one's yet picked it up for the UK, and given its lukewarm reception in Japan, there could very well be a reason for that. Don't discount the possibility of it bolstering up Sega's already impressive Christmas line-up, mind.

And guess what? It was bloody raining again.  
**Will Talken, Glasgow**

*Well, you do live in Scotland.*

The only possible way Jedi Power Battles could be worse is if the England team turned up and started trying to pass the ball around.  
**David Littleton, Bath**

*Interesting idea.*

I actually really liked Superfrog on the Amiga, ta very much.  
**Tom Clancey, London**

Ah, so you're the other one. (And did you know your name is the same as the guy who wrote The Hunt for... oh, you did.)

## Write in and tell us!

■ Let Arcade know what you think about: **Perfect Dark** – did you buy an N64 just to play it? What do you think to Dreamcast's Christmas line-up? Will it be enough to convince you to buy one? Is £299 too expensive for a console? If PlayStation2 does come out at 300 quid, will you be buying one, or waiting? **Write in!**

Japanese and American versions. But, with Dreamcast, we can finally play games like *Crazy Taxi* and *Soul Calibur* as they were meant to be played: full screen and full speed.

**Kamran A, Bradford**

*You're in luck. Just as we were wrapping up this issue Sony confirmed that the PlayStation2 would indeed come with a 60Hz option, meaning full screen, full speed games are a certainty. We can't wait for Gran Turismo 2000.*

## Trading cases

How about this as an idea for getting more out of the PlayStation's increasing number of sequels: EB or Game (or whoever) offers discounts on the sequels to people who trade in the originals? So, when *Driver 2*'s released, I'd take *Driver* along to my local store and get a tenner off or something.

Yes, yes, I know what you'll say, shops like EB already have a trade-in policy, but I got offered a paltry four quid for *Colin McRae*. Four quid?! The cheap skates! Let's face it, with *FIFA* sequels appearing every four or five days (and not really differing too much), isn't it only fair for companies like EA to offer players something more for their hard-earned cash?

**Abdul Quaium, London**

*You'd have thought. But, the sheer logistics of getting all high street games retailers to offer the same discount policy would be nightmarish – and, even if it did happen, games companies certainly wouldn't go for it. How would EA possibly fill their pockets for the next six months if they offered gamesplayers discount deals? (Are you able to detect the slight undercurrent of bitterness?)*

## Dark-sastrous

Am I the only one in the world who doesn't actually think *Perfect Dark* is all that good? What about the fact that the aiming is jerky? Or that the missions aren't actually very interesting. Or varied. Has no one noticed that a lot of the missions are just plain rehashes of *GoldenEye* favourites? And how about the fact that, after gathering up an

enviable arsenal in one level, it's then taken away from you in the next? I'm certainly not saying that Rare have made a dud, but I'm not entirely sure that *Perfect Dark* is deserving of the praise heaped on it by all and sundry.  
**Derrick Talton, Huddersfield**

*Some similarities to GoldenEye were inevitable as PD uses the same engine and has much of the same development team. But we don't necessarily think it rehashes a lot of ideas from its predecessor – in fact, we'd say it's actually very innovative in terms of weapons and level design.*

*What's also worth considering is that no game can satisfy all of the people all of the time, even something as plainly magnificent as PD. The things you've picked out... well, we're not sure. The aiming thing we haven't found to be true and the missions are almost universally brilliant. Can you honestly say that you didn't enjoy sneaking into Area 51?*

## Pokéone

I read your Pokémon feature with interest in *Arcade 21*, but still aren't entirely sure that I'm clear on why exactly Pokémon is as popular as it is.

Why, for example, do kids want to smash each other's faces in to get hold of a card that has a turd in some grass on it [Diglett – *Pokémon Ed*] or a badly drawn starfish (Staryu)? So it's the latest craze – so what? When I was collecting Panini football stickers in the Eighties, did I chin someone because they had a Jesper Olsen card? Nah, of course I didn't. Tsk. Kids today, eh?

**Mark Sanders, Birmingham**

## Me-w-two

So, let me get this straight: \$80 million worth of Pokémon merchandise was sold in 1999 alone? Can someone please tell me what is going on in the world where this amount of money can be spent on *utter tat*? Have kids lost all sense of *sense*? Next you'll be telling me that even grown adults have been possessed by this madness.

**Nick Green, Leeds**

*Pika... Pika... Pikachu...*

# The Videogame Magazine Arcade Issue 23

## Editorial

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## Contributors

**Game brains that know a thing or two about tri-linear mip-mapping. Possibly.**



**Jamie Sefton**

■ The Leeds Lovin' Machine has been on holiday in Gran Canaria this month having his way with the lasses, drinking plenty

and sunning his extraordinary 24-pack. Still, he was dedicated enough to the *Arcade* cause to take Rare's fabulous *Perfect Dark* away on Game Boy and, as a result, managed to "set off the cannons in the corners that destroyed the mechanical spider." (Er, that's good, apparently)

■ **Fave game:** *Vib Ribbon*



**Alvin Weetman**

■ It's been a holiday haven on *Arcade* this month, with Cornwall's niftiest dresser, Alvin 'The Master' Weetman taking a well-

earned break down in sunny... erm, Saltash.

While topping up his tan in Mevagissey, Alvin wasn't adverse to a spot of *Virtua Tennis*, a game he happily describes as "one of the best sports games ever. You don't have to get up and you can play it with a beer in your hand."

■ **Fave game:** *Virtua Tennis*



**Daniel Dawkins**

■ No, not a crippled Dickensian factory worker, but *Arcade*'s newest recruit. Coming straight from university means

Dan's staggeringly poor, so – as well as giving him the odd review to do in exchange for a loaf of bread – we've also forced him into making the tea, doing the 'shop run' and cleaning our shoes in exchange for ten pence pieces. He's never had so much fun.

■ **Fave game:** *Deus Ex*



**more new hardware**



# Dolphin

**Next month Nintendo unveil  
Dolphin and Game Boy Advance  
in Japan. Arcade will be there.**

**on sale 8 September**



# GAME ON

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



## NEXT-GEN MARIO

# Nintendo Star Cube

Could this be the actual name of Project Dolphin?

**S**peculation about Nintendo's new 128-Bit console has reached fever pitch, with several sources revealing 'Star Cube' as the most likely name for Project Dolphin. Bizarrely it was the official Swedish Nintendo Web site that boldly announced that, "Sources from Japan have now confirmed that Nintendo's new videogame console... will be named Star Cube." The site added that, "The network, over which you will be able to play against people all over the world, will be named Star Road."

Nintendo has also, crucially, registered several trademarks in America, including 'Game Boy Advance' as well as 'Star Cube'. Speaking to a spokesperson for Nintendo, *Arcade* was coyly informed that "No official comment can be made at this stage. More information will be released at Spaceworld in August."

Another source inside Nintendo was also reserved about the news. "If there had been a final name, if it had got out of Japan, I think we would know. It would be the

**Nintendo has registered trademarks in America that include Star Cube.**

first time Nintendo Sweden knew anything before anyone else!" They also revealed that Nintendo are consciously trying to expand out of the children's videogames market: "The point is they want to make the machine for an older consumer – Star Cube puts the console into a younger age bracket. That alone tells me Star Cube won't be the name, but you never know in Nintendo county – you never can tell!"

The 'Star Road' concept could be the biggest clue to the validity of these claims as the term was used in *Super*

■ **The Power Mac G4 Cube: Will Nintendo fans get their hands on a console that looks something like this?**

*Mario World* on the SNES – a nice link to Nintendo's past.

Shigeru Miyamoto said in a recent interview that, "If it ever came to the stage where we were talking about online gaming, it would be because we had a new way to approach the idea. It wouldn't just be because everybody else is doing it."

Five years ago, after referring to their next 64-Bit machine as Project Reality, Nintendo released photographs and press releases announcing the Ultra 64. Shortly afterwards, the name inexplicably changed to become Nintendo 64, proving that nothing can be taken for granted with the eccentric Japanese firm.

Minoru Arakawa, President of Nintendo America has confirmed that definite details will be unveiled at the Japanese Spaceworld games show in Tokyo beginning on 24 August. More exciting next-gen Nintendo news next month.





# Konami's Killer Collection

Japanese software giant announces games bonanza.

**K**onami has firmly backed the PlayStation2 by unveiling no less than 12 games for Sony's new super-console. Arcade was invited to Cannes to meet Metal Gear legend Hideo Kojima and find out more about the company's ambitious next-gen plans.

The focus of the presentation was obviously concerned with the stunning Metal Gear Solid 2, but Konami was also keen to big up their other releases – five of which will be out for the PlayStation2 launch on 26 October. These will be arcade-conversion Silent Scope, underwhelming old-skool blaster Gradius III & IV, sports titles ESPN International Track & Field and ESPN X Games-Snowboarding, plus International Superstar Soccer, being produced by N64 ISS makers Major A.

Talking about Konami's remaining PlayStation2 releases,

Kojima felt that their graphically-impressive Z.O.E. would crossover well to European gamers who are traditionally reticent about Manga-style robotic shoot-'em-ups. "It's basically you, the setting and the story – we're basically doing the same thing as MGS2, so we're not really worried about the robot not being a big part of the European culture."

Kojima has the job of producing Z.O.E., but is concentrating his efforts on Metal Gear Solid 2: "I'm the Director, so I write the story, design the maps, place the enemy soldiers onto each level. I pretty much do everything," he said.

Other titles in the pipeline included a stunning futuristic war sim Red, spooky Silent Hill-style adventure Shadow of Memories, hardcore RPG Ephemeral Fantasia and roving sword-swinging spectacular Seven Blades.

Read the full interview with Hideo Kojima on page 50



## The Big Six Arcade's selection of the best Konami PS2 titles.

### Metal Gear Solid 2



■ Everybody's favourite game at E3 2000. Hideo Kojima's cinematic epic features simply breathtaking graphics with the promise of sublime sneaking about and shooting.

### Silent Scope



■ Save the President with this cracking arcade conversion of the sniper gun shoot-'em up. Plays surprisingly well with the PS2 Dual Shock2 pad.

### International Track & Field



■ Tie-in with sports channel ESPN in a bid to challenge the supremacy of EA's sports range. Smooth animation, great environmental effects – such as the shimmering water in the swimming events – and plenty of button-bashing.

### Shadow of Memories



■ Quirky horror adventure from the producers of Silent Hill. Set in a fictional European city, the game takes you on a surreal journey through time to solve puzzles and save your character's soul.

### International Superstar Soccer



■ Developed by the same team that produced the N64 version, this football title looked like it needed a lot of work with jerky graphics and questionable controls. Disappointing.

### Z.O.E.



■ Robot wars 22nd century-style, with mesmerising graphics and an involving storyline. Produced by Kojima, this could be the title that introduces mainstream European gamers to the joys of mechanoid battling.



NO MAD DASH

## PlayStation2 orders

Getting hold of a PlayStation2 could be much harder than it looks.

■ Due to an estimated instant sell-out demand for the PlayStation2 when it is released in the UK on the 26 October, Sony themselves have had a tough time deciding upon how the first shipments of the machine will be allocated.

The outcome is that in order to get your mitts on a PS2, you're going to have to pre-order it from a shop first – with forms available from the magic date of 7 September. The ordering system is strictly first come, first served (no forms left, no PlayStation2) with retailers expected to slap on deposit fees of between £20 and £30. Don't worry if you don't manage to get one of the first 200,000 machines, the next batch will arrive just before Christmas.

What's in it for Sony, meanwhile, is access to a unique database of PlayStation2 owners, that in this market, could prove invaluable. It all seems a little cheeky, but in Arcade's opinion, it's obviously the most fair method for maximum customer satisfaction. The moral? Get in quick if you want a PS2.

## X-BOX MGS2?

# Microsoft waiting in the wings

MGS director talks of keen interest in X-Box

■ As the X-Box's 2001 release draws ever closer, Microsoft has announced the formation of X-Box's European operation. The company will be based in London. An insider at Microsoft confirmed that the casing for the machine has been finalised and it's on show to Microsoft's employees in Seattle.

While no details have been confirmed, we do know that it won't be 'X' shaped. Thank goodness. All that was said on the matter was that the design was "Unlike anything attempted before". It's unlikely that the X-Box won't be revealed in all its glory until early next year and possibly even until E3.

Meanwhile, Hideo Kojima, Director of Metal Gear Solid, told Arcade of his interest in X-Box at Konami's recent European press conference. He said that, "I'm very interested in the X-Box but, for now, I want to concentrate on Metal Gear Solid 2. If I start to think about X-Box, that'll slow down

the development of MGS2, and I don't want that to happen. So, I'm intentionally not thinking about the X-Box right now."

So that probably means Metal Gear Solid 2 will be appearing on X-Box but not for quite some time after the PS2 version.



■ The X-Box's now infamous butterfly demo – it's got Hideo Kojima very interested...





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



## What is broadband?

Basically, ordinary 'narrowband' modems and conventional telephone connections can only cope with a maximum of 56Kbps (kilobits per second) and often drop well below that figure. ISDN connections are slightly quicker, but are still prone to delays and limited connection speed. Broadband uses new ADSL (Asymmetric Digital Subscriber Line) technology to deliver much more information reliably and at speeds far exceeding 512Kbps. This means better quality video and sound, faster online gaming and infinitely more enjoyable Web surfing with no call charges and instant access – you can leave a broadband connection permanently switched on and still use your phone.



## ONLINE REVOLUTION

# Broadband arrives in the UK

## BT promise the end of the World Wide Wait.

## BT openworld

If you're one of the millions of frustrated internet users who spend hours every week interminably staring at a static screen, the endless twiddling of thumbs may be coming to an end.

BTopenworld is one of the first telecommunications companies to offer broadband services in the UK, delivering

constant, reliable, high speed Internet access. Speaking at the launch, Chief Operating Officer Marc Deschamps said he was selling a new experience. "With broadband, the World Wide Web becomes as usable as reading or watching TV. It's enjoyable, easier and exciting – something that people really want". For £39.99 a month plus £150 installation fee, users get a service that is currently ten times faster than

conventional modems, has high quality streamed audio and video, and crucially, is always on for free with unlimited instant access.

For gamers, this means unbelievably fast links to sites such as Gameplay, the ability to download demos and software quickly and efficiently as well as the chance to join in future innovations such as the creation of massive virtual game worlds. Other services currently available

include the chance for users to set up their own personal TV channel with a live Web feed or edited programmes and better opportunities for online shopping.

All of the next-gen games consoles such as the PlayStation2 and X-Box have plans to utilise broadband technology to allow reliable online gaming and other multimedia applications such as movies on-demand. Deschamps believes that broadband

finally delivers what people expected from the Internet in the first place. "In our trials, people commented that they'd do without the Internet altogether, rather than go back to their previous slower modems – it's going to change the lifestyle of consumers". The second generation of the Internet has arrived.

## N64 PAINT JOB

# Pikachu console unveiled! Nintendo to release limited edition Pokémon N64.

Not content with covering everything from pencil cases to breakfast cereal, Nintendo have now put popular Pokémon Pikachu onto a redesigned N64.

The machine has a huge solid plastic Pikachu on the right hand side, complete with cheeks that light up on power-up and a foot-shaped reset button.

Also included is an attractive Pokémon front panel a bright yellow base and a Pokéball-flavoured on/off switch. The changes are all cosmetic (there's no actual new technology inside the box) but the Pikachu N64 continues the lucrative Nintendo tradition of releasing limited-editions of their games consoles to boost sales.

The new orange and blue N64s have already hit stores in

Japan and are due to be launched in the UK to coincide with the September release of *Pokémon Snap*. Parents and Poké-fans who want to get their hands on Nintendo's latest games console, should prepare to part with £84.99 for a full-on Pikachu overdose.

Turn to page 86 for a review of *Pokémon Snap*.



The limited edition N64. Pika-pika-cash-in.

## INCOMING Six soft-centred delights from a luxury assortment of videogames.

### 3 months



#### Age of Empires 2: The Conquerors

■ PC  
■ Microsoft  
■ Ensemble Studios  
■ Expansion pack for the popular RTS, with a ton of new features and races including Aztecs and Huns.



#### Daikatana

■ Game Boy Color  
■ Kemco  
■ Handheld conversion of Jon Romero's delayed shooter which has all the same storyline, characters and levels of the original.



#### Gunlok

■ PC  
■ Virgin  
■ Rebellion  
■ Futuristic robot-war action/strategy game with an innovative graphics engine allowing multiple views of the brutal battles.

### 6 months



#### Chicken Run

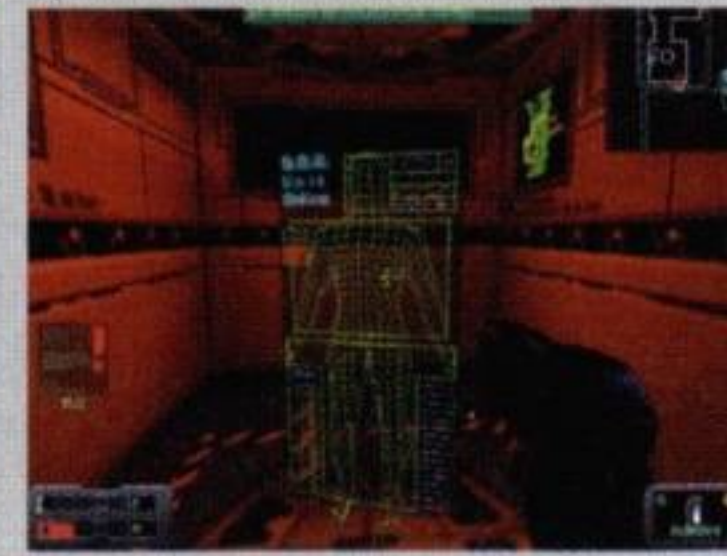
■ PlayStation/DC/PC  
■ Eidos  
■ Blitz Games  
■ Action-packed 3D game based on the Aardman animated film that follows chickens attempting to escape from a farm.



#### Eternal Darkness

■ N64  
■ Nintendo  
■ Silicon Knights  
■ Scary gothic goings-on in a Resident Evil-style adventure that features over 80 hours of gameplay with fixed camera angles.

### 1 year



#### System Shock 2

■ Dreamcast  
■ TBA  
■ Vatical  
■ This nightmarish sci-fi RPG/first-person shooter makes a terrifying port over from the PC onto Sega's finest.



# Digimon Is Coming!

Gotta re-hash 'em all...

**T**he worldwide success of Nintendo's *Pokémon* must have galled fellow Japanese toy giant Bandai. After all, it was Bandai who invented the Tamagotchi, the digital pet craze which paved the way for the pocket monster phenomenon. The audacious riposte comes in the form of *Digimon*, a concept that is virtually identical to *Pokémon* in every way and surely designed to steal some of Nintendo's thunder.

The *Digimon* cartoon series is already running twice-weekly on ITV and inevitably there is an animated movie to follow. Other spin-off products include a trading card game and a range of soft toys, while the videogame itself, *Digimon World* for PlayStation, has just been signed up by UK distributor SVG and is slated for an autumn release.

The concept behind *Digimon World* is eerily familiar. Seven kids find themselves transported to DigiWorld, a fantasy land populated by small digital monsters, the Digimon. The kids decide to train these Digimon – each with their own special powers – for battle against the evil forces of DigiWorld. This manifests itself as a creature-collecting RPG which is basically *Pokémon* in colour 3D. There are 117 Digimon to catch.

*Digimon* is already huge in Japan. Whether Britain's notoriously trend-conscious kids warm to the little fellas or dismiss them as poor imitations of their heroes remains to be seen.



## Sam Richards' World of Games



### Pay per play

Squaresoft has revealed that their future online RPG *Final Fantasy XI* will be pay as you play. Playable only over the company's new PlayOnline Internet service, *Final Fantasy* fans will have no choice but to pay – there will be no one-player game.

Square plans to sell the game code relatively cheaply at ¥1,000 (£6), which will contain such information as background images and the program to access the online game. Players will then have to pay ¥1,500 (£9) per month to use the PlayOnline site.

There is no news on the UK version of the game yet but then *Final Fantasy XI* is not expected in Japan until 2002 at the very earliest.

### Videogame Olympics

Fancy yourself as a 'bit good' at *Quake III*? Fancy winning \$200,000? If the answer is yes, then get along to The Dome on the 9 September at 9am for Battletop.com's British leg of the World Cyber Game Challenge.

The winner of the tournament will get £15,000 for his or her troubles and then go forward as the British representative to the competition, to be staged in Seoul in South Korea. You'll be competing against similar national winners from Germany, France, Korea and the United States for the grand prize of around £130,000. For more details go to [www.barrysworld.com](http://www.barrysworld.com), the sponsors of the event.

### OnlineStation

With broadband Internet access still a while away, a Japanese company has announced a USB based 56k modem for PlayStation2. The modem will be available in Japan this winter for around ¥10,000 (around £60).

It will be bundled with an Internet browser and an Email service and will draw its power directly from the PS2. There are no plans to release the peripheral in the UK yet but with broadband connectivity here behind Japan, there will certainly be a market for one.

## LARA'S BACK, AGAIN

### Stop Press: Tomb Raider 5 shots and info

**Tomb: it may concern...**

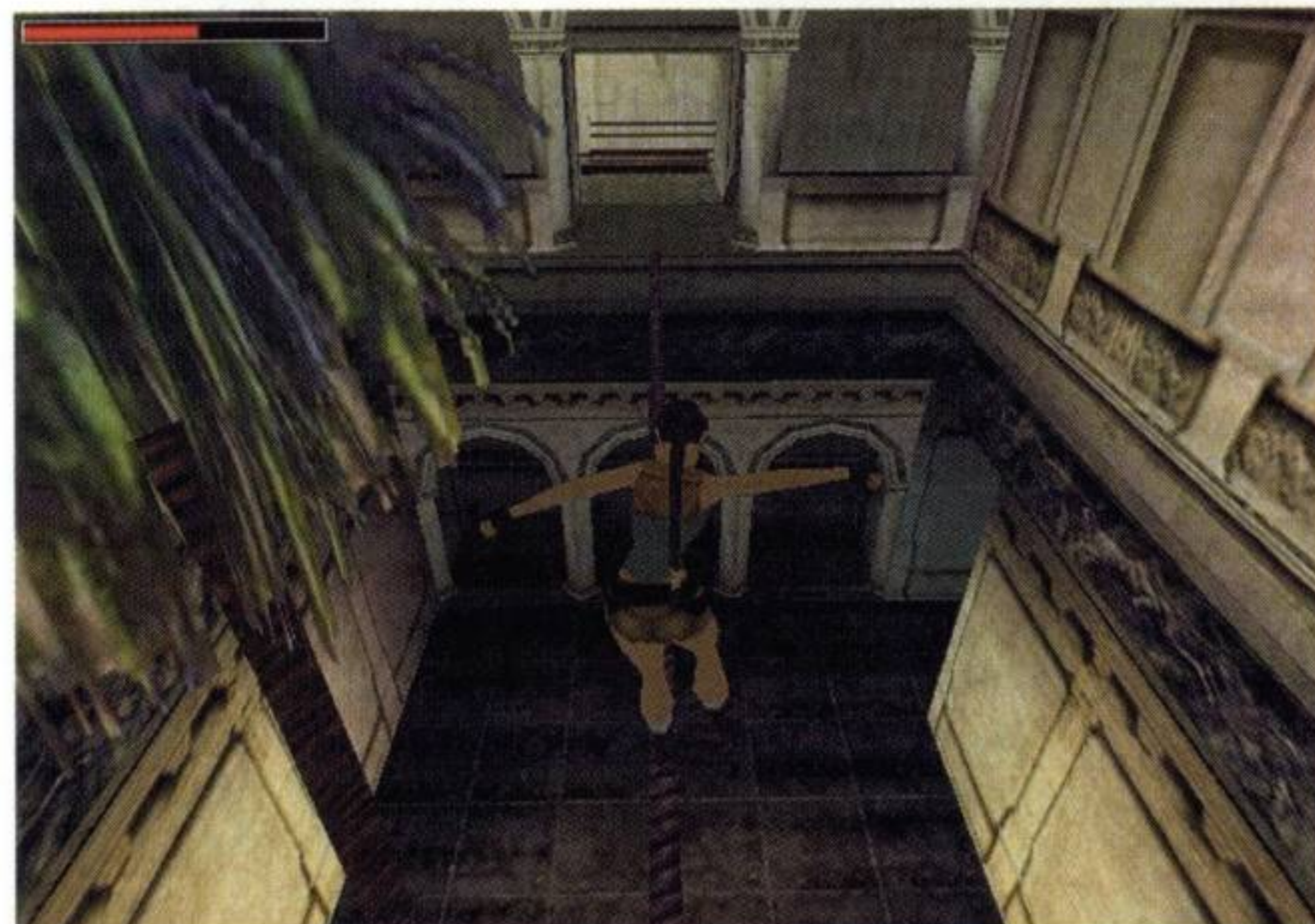
■ It was inevitable that Core would produce a new *Tomb Raider* game in time for Christmas, but a question mark remains over Lara's well-being. After all, the denouement of *Tomb Raider 4 – The Last Revelation*, remember – saw Ms Croft being sealed into a tomb. Is she miraculously resurrected in some kind of Christian allegory?

The answer is more complex. *Tomb Raider Chronicles* (there's no '5' in the title) chooses to leave the issue of Lara's fate unresolved. Instead, the game takes the form of a series of flashback scenarios.

The adventures begin in Rome while other locations include Ireland and Russia. The fact that you will again be able to play as both teenage and adult Lara suggests the missions are not linked by a continuous plot.

Old colleagues like Pierre and Jean-Paul make an appearance, and there will be brand new adversaries to face, as well as a few additional weapons to choose from. Lara will also be engaging in hand-to-hand combat for the first time. Expect our heroine to slip into some attractive new costumes, if only for the benefit of the massive advertising campaign which will kick off soon.

*Tomb Raider Chronicles* will be released for PC, PlayStation and Dreamcast before the end of the year. It is not to be confused with the PlayStation2 *Tomb Raider* game also under development at Core, which promises further 'revelations' in the Lara saga. See next month's *Arcade* for full details on *Tomb Raider Chronicles* and all things Lara.



■ These PC shots show Lara walking the tightrope.



■ This location looks like a Victorian prison.





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

## Wipeout Fusion

The fusion of design and technology. In a game.



**T**he best future racer is set for a PlayStation2 update. It's faster, slicker and more challenging. What more could you want?

**Edging your bets**  
All new in-game physics enable you to take your craft anywhere on the track. It will be possible to go up on the raised edges to get the best racing lines and overtake the other racers.

**Ships ahoy**  
Ships that you control will be radically different from those of the previous *Wipeout* games – you are now able to angle them freely so that they will follow the gradient of the tracks.

### Wipeout Fusion

- Format: PS2
- Developer: Psygnosis
- Publisher: Sony Europe
- Release date: Winter

**Road works**  
Because *Wipeout Fusion* is going to be the fastest *Wipeout* yet, the designers have widened the track in order to make their navigation a bit easier. There will also be transparent sections. Woo.

**Rollercoaster ride**  
The radically designed courses will be even more dramatic than before – sheer drops through clouds, corkscrew sections and loop the loops. Hang onto your stomach!

**Designer revolution**  
*Wipeout Fusion* is the first of the series that has not employed the art skills of the Designers Republic. The new design team is designing the future, apparently.

**Super fast, super slick**  
Thanks to PlayStation2, this will be the fastest *Wipeout* yet – even with all the craft on-screen it still moves at 60 frames per second. Notice how far the track is drawn, too.

### FASHION NEWS

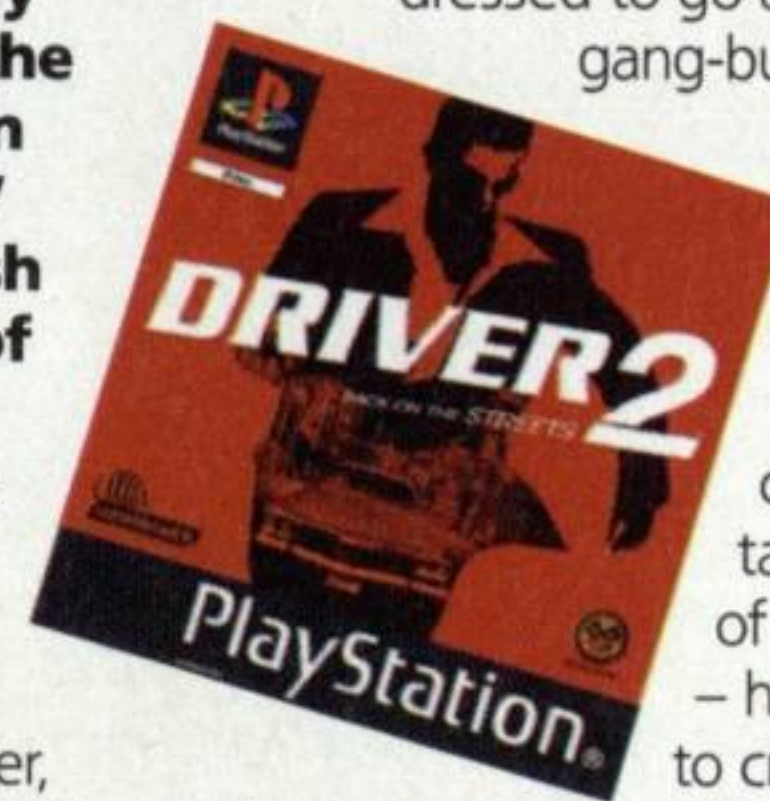
## Driver 2 gets dressed up

Reflections team with designer Oswald Boateng.



**T**he worlds of videogames and high fashion rarely collide, but the collaboration between Reflections/Infogrames and British menswear designer of the year, Oswald Boateng could be the start of a new trend.

*Driver 2* – the PlayStation sequel – expands the story of Tanner, undercover cop and hero of the original game, through much improved use of FMV. This time around he's even able to leap out of his car during the game.



Being a little slick and mysterious it follows that Tanner should be well-dressed to go about his high-speed gang-busting business. So well-dressed, in fact, that Oswald Boateng's Bespoke Couture fashion house – renowned for combining traditional tailoring with elements of subtle modern design – has been commissioned to create Tanner's virtual outfits.

*Driver 2* is nearing completion and Arcade will have a full preview next issue.











ILLUSTRATION: MATT KENYON

### NEWS ANALYSIS

# WAP'll do nicely

Words by **Rich Pelley**

*Do mobile phones hold the future of portable videogaming?*

**P**laying games on the move is nothing new – the technology behind the Game Boy is, after all, over a decade old.

Yet sit on a train or wait for a bus, and it's not *Pokémon* or *Zelda DX* you see people playing – as the natural successor to *Patience* on the laptop PC, it's *Snake*, on the Nokia mobile phone.

Whilst the future of the handheld lies in the Game Boy Advance, human nature (that has a need to improve everything) ensures that people will always want to play videogames when they come as a bonus extra – just like they do on the mobile phone. And the recent invention of Internet-surfable WAP phones means the sort of games mobile phones will soon be capable of will make *Snake* look like, er, a

## People will always want to play videogames when they come as a bonus.

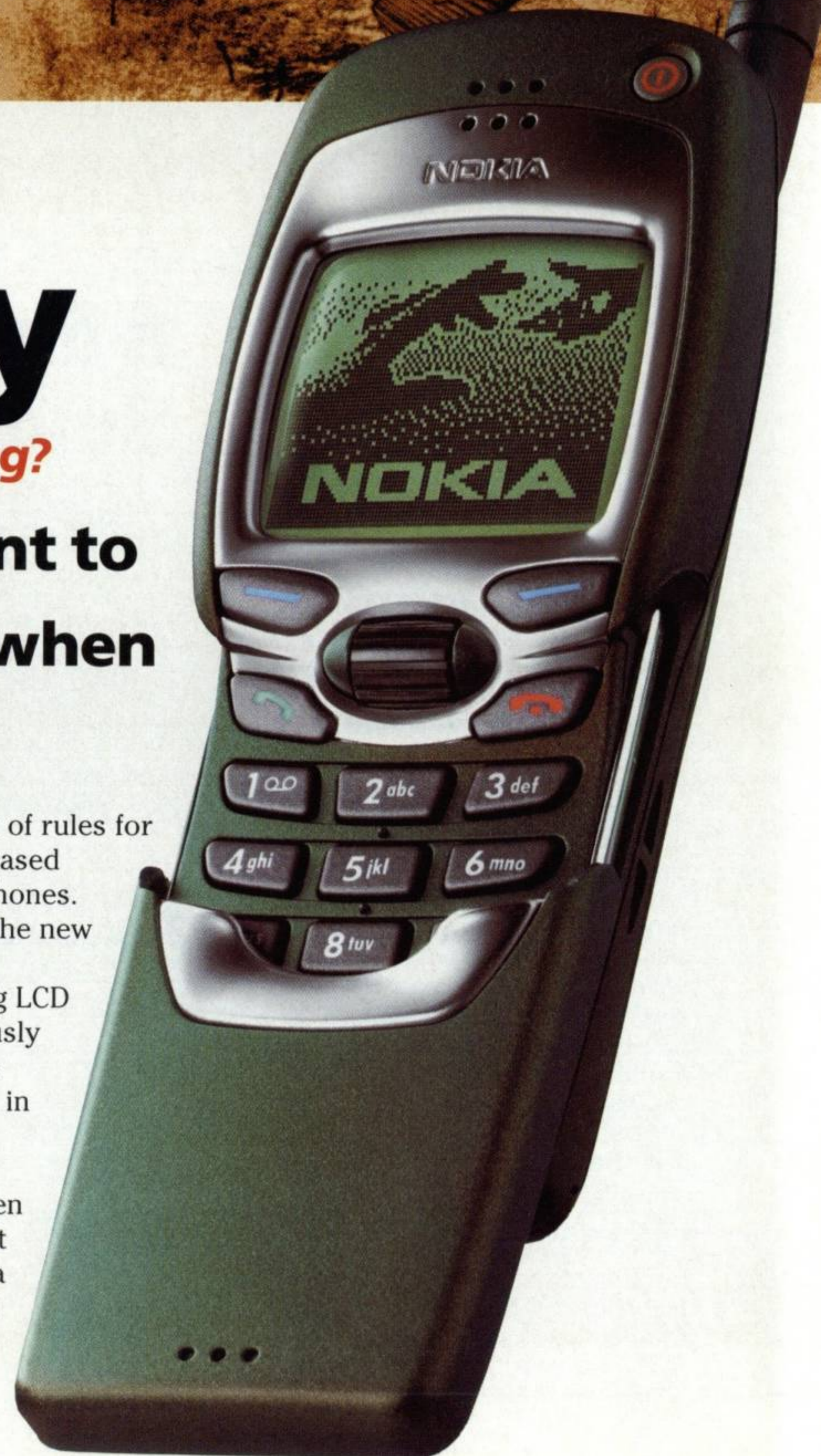
crap rip-off of Seventies arcade game, *Centipede*.

“Interest in WAP is no longer low key,” explains Graham Stafford, head of Nokia’s WAP drive (when we spoke to him whilst on holiday in Ayia Napa with, we’d assume, the best mobile phone in the world). “Now that people are aware of it, they want to see what its capable of and what it can do for them. If it lets them play games as a bonus, they’re going to be interested.”

WAP stands for Wireless Application Protocol – the

globally-adopted set of rules for delivering internet-based content to mobile phones. WAP is featured on the new breed of phone that encompasses the big LCD screens, most famously the Nokia 7110 – the same model as used in *The Matrix*.

While traditional Web pages are written in HTML (Hyper Text Markup Language), a WAP phone displays pages written in





WML (Wireless Markup Language). Hence, WAP phones cannot access just any old Internet page – they have to be special WAP encrypted ones. So you can't just log on to www.yahoo.co.uk – instead you need wap.yahoo.co.uk.

These restrictions come about due to the limited size of the WAP telephone's screen, and the accessing speed, a paltry 9.6K per second, which in Internet terms, is slower than an asthmatic snail going across broken glass. So whilst the current set of TV commercials for BT Cellnet might equate the experience of using a WAP phone to starring in your own private version of *The Lawnmower Man*, WAP is very much still in its infancy. But the restrictions are already up for some major improvements when the entire WAP system is due to be updated early next year. The major networks will move onto faster systems, whilst the next-generation of WAP phone will improve things visually.

At the moment, WAP games don't progress much beyond the likes of *Hangman* and text-based Casino games. But already well-known game developers are signing deals with the major phone networks. The first official handshake has come between Motorola and Sega, with Sonic set to hit the LCD screen in the very near future.

"Motorola is always looking for innovative partners," says Farooq Butt, Global Business Manager of Motorola. "Sega offered a hard to beat convergence of abilities, gaming graphics and application development.

"The current WAP technology is typical of what was possible in the early days of PCs," continues Butt. "The new platform we are working on which will be deployed in the next generation of Motorola handsets, will enable people to play graphically rich multiplayer games." Sega will be developing WAP games for Motorola, with *Sonic Bomb Squad* and *Sonic J* on the cards.

Other alliances have yet to be made official, but that hasn't stopped the rumours. Eidos has been alleged to have signed with Nokia; likewise Codemasters is

apparently working on a WAP version of *Micro Machines*. But will WAP technology ever reach a level that'll allow games to be created to the standard videogamers are used to? The Game Boy Advance promises to be as advanced as a SNES whilst boasting online capabilities when plugged into your mobile, yet a WAP phone charges you in the region of ten pence a Net-minute and still can't even run *Tetris*. Is the technology too restricting?

"I don't like the use of the word 'restricting'," continues Stafford at Nokia. "WAP games are competing with a completely different market than console games – what you play on your mobile phone isn't striving to replace what you'd play on a console. People buy a mobile phone in order to communicate with other people. Games are just an extra."

"As a mobile operator," explains Ben Richardson, Online Media Manager for Orange, "we are currently working with games manufacturers to develop online games. Orange is striving to move away from being just a provider of voice communications to be a provider of life and style services, and one of the first things we have done to achieve this is through the creation of the Orange Games division."

So whilst the technology of WAP games might still be young, it's the commerciality that's the important thing to

remember. Globally, total cellular connections exceed 100 million,

whilst in the UK, 50% of

people can be

contacted whilst on the toilet at

Sainsbury's. And as sales continue to escalate, and

WAP phones become the standard,

everyone from your friends to

your Mum and Dad will be playing. And they can't even

programme the video. The future is going to be an exciting

time indeed.



■ *Sonic* – due to hit a mobile phone near you soon, albeit in ZX81 form.



## GAME FOR A LAUGH

# WAPed around your finger

The current and future crop of WAP games.

### Hangman

■ You've played Hangman, of course (and gawped in disbelief as someone guessed your 'supercalifragilisticexpealidocous' in one). Here, the game thinks of a word and the picture of your man hanging from the gallows builds up at your wild stabs of Q's and X's. Old-skool fun, maybe, but your digital watch could probably do the same.



### popEx

■ A persistent online game focusing on today's musicians and bands. You're awarded a lump of virtual cash to invest in whoever you see bringing in the moolar, be it Oasis, Steps or Arcade-favourites, Daphne and Celiste. The virtual value then rises or falls according to the real-life performance in the charts and tabloids. Sound like fun? Oddly, it is.

### WAP Casino

■ There are three casino games on offer in this package – *WAPoker*, *WAPJack* and *WAP, er, slot-machine*. Unfortunately, they are all incredibly fiddly due mainly to their text-based nature which conjures up about as much casino atmosphere as you'd get in a drive-through McDonald's, ie none whatsoever. Although you'll never lose any money.

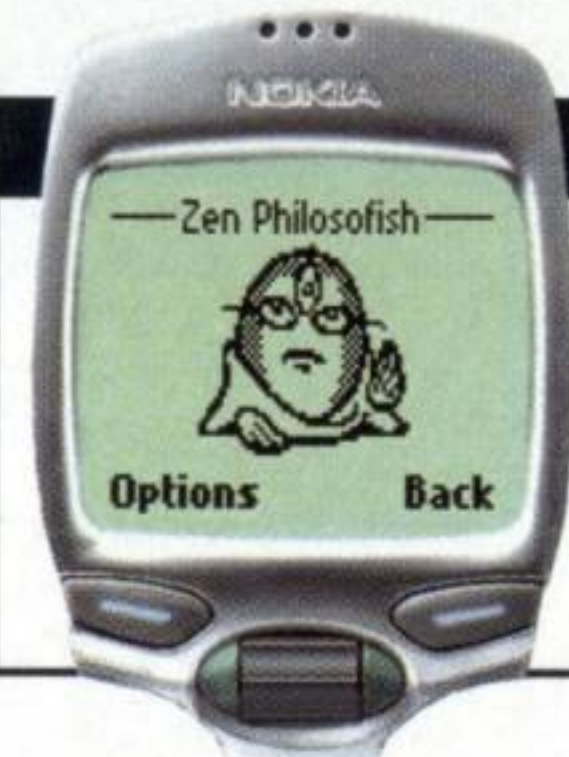


### Sonic J

■ The initial fruits of the recent deal between Motorola and Sega. *Sonic J* looks easily like the best WAP game to hit our phones yet. Of course, it might look like what would happen if the original Megadrive *Sonic The Hedgehog* was converted to the ZX81, in glorious count-the-pixels black and white, but you can't knock it.

### Sonic's Bomb Squad

■ More hedgehog based action, this time from an over-head perspective where you have to run around the streets disabling bombs before they run out of time and explode. Speed is likely to be the name of the game, with controls coming courtesy of the little directional pad included on Motorola WAP phones.



### Alien Fish Exchange

■ This could be one of the areas where WAP games look like truly coming into their own – in a *Pokémon*-style trading affair where you are able to battle it out online against a literally infinite number of competitors. Here, it's your mission to be the first to acquire all 47 species of aquatic alien fish.

### W@P Dungeon 3D

■ A fantasy role-playing game, where you play a Barbarian, Rogue or (sounds familiar?) Amazon and enter a dungeon wherein dangerous booby traps and deadly monsters guard undreamed-of treasures and gold. Playing a whole RPG on your mobile phone? You know, it sounds so crazy that it might just work.



### Golf

■ Er, it's golf, via the usual golfing videogaming etiquette – aim up, press Fire once to start the power meter, and press once again to stop, then watch your ball either trickling disappointingly off its tee, or disappearing into the distance a mile off target. *Golf* looks like it's limited to putting, but even so – could be a laugh.



# GAME ON

## COMING SOON



Dreamcast may have suffered from a few too many mediocre PC ports, but *Half-Life* won't be one of them as the many thrills of the original classic are married to an all-new adventure. Elsewhere, the PS2 scene is hotting up with *Wild Wild Racing*, *Smuggler's Run* and *Ferrari 360* reaching boiling point. Also, don't forget to check out the unique British humour at work in *Sheep* and *Startopia*.

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The best PC game ever, now on Dreamcast! Jump for joy!

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■ (Above) Rescue stranded guards and scientists for a bit of extra help. You'll need it.

■ (Below) This Dreamcast version will feature a whole host of new monsters and weapons.



### OCTOBER

Format: **Dreamcast** | Developer: **Gearbox Software** | Publisher: **Havas Interactive** | Players: **TBC** | On sale in UK: **October**

## HALF-LIFE

The best PC game of all time resurrected on Dreamcast.

**W**hoever it was at Sega that decided it would be a good idea to port over PC games to the Dreamcast should be congratulated. That stroke of genius has led to this stroke of genius, namely *Arcade's* favourite PC game ever winging its way to console, the great *Half-Life*.

But *Half-Life* Dreamcast-style isn't just a simple port of the PC game. No, that would be too easy – instead Gearbox has taken the original *Half-Life* game and remixed it – there's plenty there that is exclusively for Dreamcast owners.

You start off playing as Barney, one of the hapless security guards from the PC game and as in the PC version it begins as you are going to work – late as usual – in the Black Mesa Research Facility. This is a secret lab deep under the Mojave Desert where the scientists there are messing with things that they shouldn't. Namely inter-dimensional travel between our dimension and an alien dimension full of nasty monsters, monsters that can't wait to invade this dimension. When an experiment goes wrong, the base is left half destroyed and you're deep underground with an army of bloodthirsty aliens barring your way to safety. But it's not quite as simple as that – as you progress through the game you learn of a government conspiracy and find

that it's not just the aliens who are after your blood but also marines that are trying to cover up the incident.

*Half-Life* isn't exactly your traditional first-person shooter with just *Doom*-style blasting, killing and not much else. This game has that and more such as puzzle solving and platform-style sections, which test your timing and reactions.

The AI is still some of the most advanced you'll see in a first-person shooter, especially with the human marines. They'll work together as a team trying to block off escape routes and close in on your position. They won't just try and storm you either, they'll be quite content to wait you out and hide behind whatever scenery is at hand. And don't just think a well





■ (Left) Marines are extremely smart – they'll hunt you down in teams.



■ (Right) See, if you meddle with things you don't understand...




■ Be prepared for anything – including abseiling marines trying to pop a cap in yo' ass.



■ Things get even more difficult later on with the introduction of these rubber-clad female ninjas.

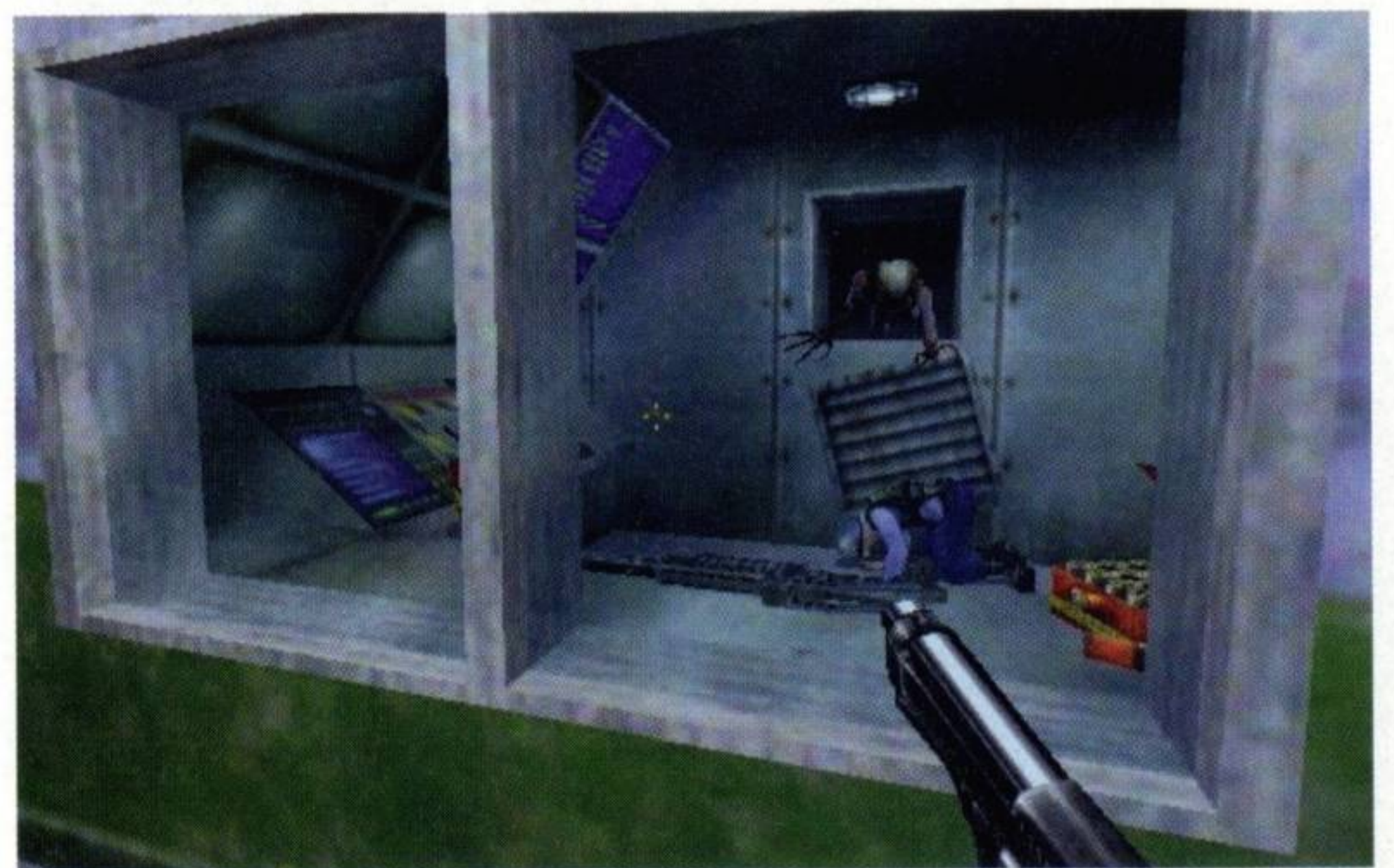
placed grenade will sort that out – try this and you'll hear them cry "grenade!" and leg it, or even throw it back at you. Rescuing scientists and guards can be a great advantage: scientists open doors while the security guards provide cover against the hordes. And there's still more – the atmosphere is a similar to the *Resident Evil* games. The deserted labs are especially creepy – you're never quite sure what's around the next corner and as a result cold sweats have been known to set in. Later on in the game the original PC levels kick in and its here that you get to play as the lab assistant Gordon Freeman, but there are a host of new monsters to deal with and

some newly designed weapons to hurt them with. At this stage the Dreamcast version is looking much better than its PC cousin. Character models are now more detailed while the lighting and special effects are taken up a level with the DC's hardware. Plus there's no problem with frame rates or compatibility with graphics cards to worry about – this should be the definitive version of *Half-Life*. However, it's not clear whether or not the Dreamcast version will include a multiplayer game. Everyone has assumed that because of the DC's modem it would be implemented but Gearbox has remained very quiet on the subject. Whether the multiplayer game is included or not, *Half-Life* on Dreamcast will be a phenomenal game. It still remains one of the best single-player experiences to be had on the PC and with the Dreamcast-exclusive levels, monsters and weapons it should be an even better experience. Your Dreamcast is about to get darker. 

### BEST BIT SO FAR

#### Setting the scene

As you wander around the world of *Half-Life* you stumble across some great set-pieces. These are here purely to set the scene and to enhance the atmosphere. Below is a part of the game where a hapless security guard is dragged kicking and screaming into an air vent and there's nothing you can do to save him. Brilliant.





# GAME ON

## COMING SOON



■ Fuzzy? Yeah, it is a little bit. But, look past *ISS 2000*'s most major problem, and you're looking at one of the world's most glorious football games.



SEPTEMBER

Format: **N64** | Developer: **Major A** | Publisher: **Konami** | Players: **1-4** | On sale in UK: **September**

## ISS 2000

The N64's premier football game makes a millennial return.

**D**espite the fact that they share the same name – almost – PlayStation's *ISS Pro Evolution* and this, the N64's *ISS*, couldn't be more different if they tried.

In terms of looks, *Pro Evolution* is infinitely preferable, with bright, sharp players and smooth, dreamy animation. Arguably, there's more subtlety in the 32-bit version too, with well hidden link 'combos' that you don't even begin to uncover until you've been playing for weeks. Even given that, *ISS 2000* is still very, very impressive. Perhaps, of the two, it could be said that this version of Konami's expert footballing series is the most realistic.

Although *ISS 2000* can certainly be flash when it wants to be, with a host of dazzling special moves assigned to each of the C-Buttons, games generally seem much tighter than on the PlayStation, with less time on the ball and less time to make those crucial decisions. The needless N64 fuzz – if Rare can manage without, why can't Konami? – bizarrely creates a more authentic, middle-of-January look, and oft-forgotten tactics like man marking, player positioning and offensive strategy suddenly become more important. On N64, you can dash straight into a game but you'll almost always regret it. Some won't like this over-reliance on pseudo-management but it undoubtedly makes for a far more faithful recreation of *The Beautiful Game*.



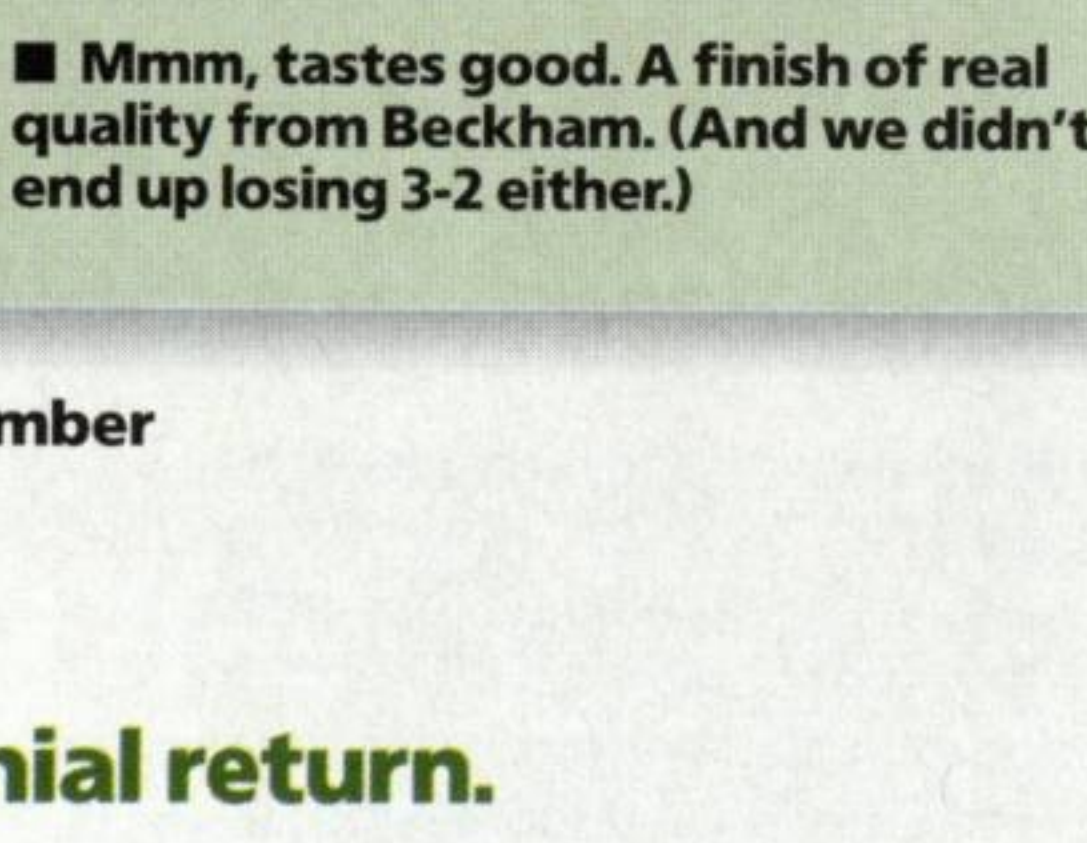
■ Like *ISS Pro Evolution*, real players have been replaced by bizarre alternatives.



■ The behind-the-goal angle isn't that satisfactory. But it works. Sort of.



■ The plucky Scots take the lead against the Irish with a sweet volley.

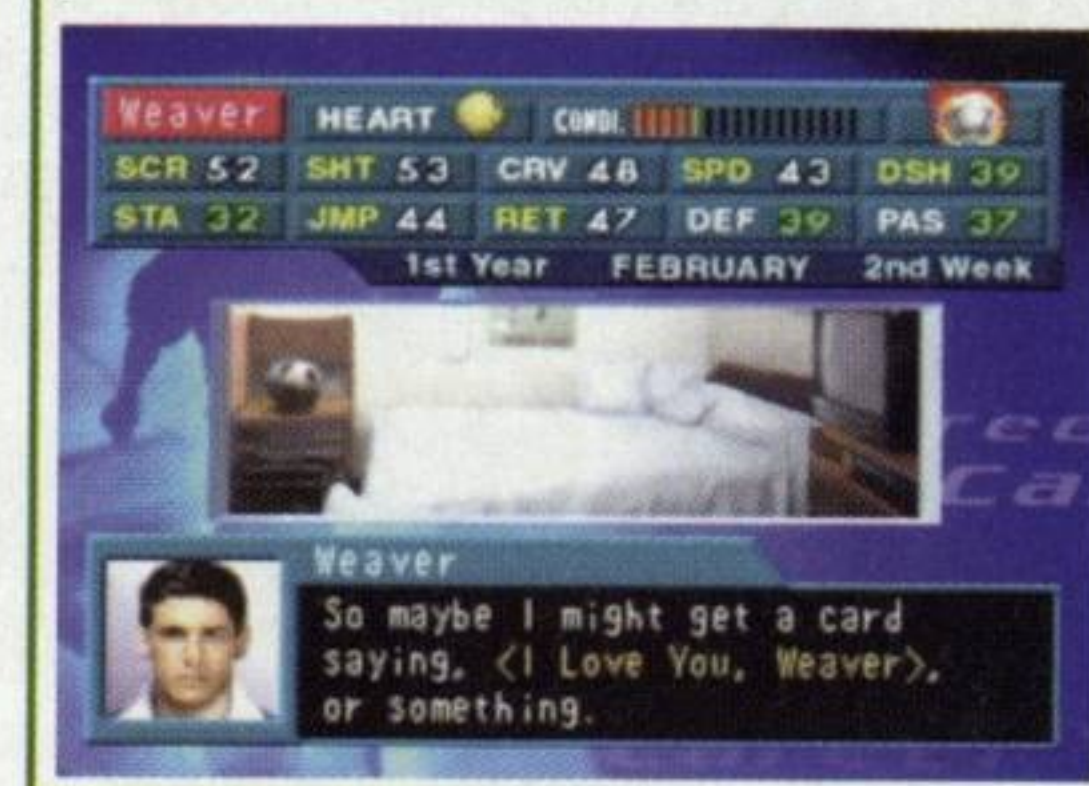


■ Mmm, tastes good. A finish of real quality from Beckham. (And we didn't end up losing 3-2 either.)

### BEST BIT SO FAR

#### Good career move

The newest addition to *ISS 2000*'s considerable arsenal of plus points is the Career mode, an innovative extra that allows you to guide a player from the infancy of youth team football to the heady heights of internationals. Along the way, you have to ensure he's training hard – and playing hard! The trials and tribulations of girlfriends and, when the bitch inevitably leaves you, masturbation, are just some of the things you have to contend with, as well as impressing your coaches on the training ground. Whether Alex Ferguson would ever tell Becks to, "Keep hold of your love of the game and that love will manifest itself – as a fire!" is up for debate, but this silliness just endears *ISS 2000* even more to you. (And that's not even the daftest line.)



Another bonus is the addition of 16 new scenarios, a series of gameplay challenges that the PlayStation version has never been fortunate enough to have. Each sets you a stern mission impossible such as pulling back a one goal deficit at Hampden Park against Scotland with a minute left, or attempting to score the winner from a free kick right at the final whistle in Portugal. By about the fifth one, things are supremely tense and hideously tricky.

So, *ISS 2000* looks like comfortably surpassing its predecessor. Whether it's better than *Pro Evolution* is up for debate but, then, that's not really the point. *ISS*, whether it's running on PlayStation or N64, is superb – and *ISS 2000* is the best 64-bit version yet.





■ As you can see, the graphics engine in *Ferrari 360* is certainly something to write home about, if not to Ferrari themselves. Jeremy Clarkson would love it.



■ The style is more on the simulation side than, say, the Sega coin-op *Ferrari 355*, currently under conversion by Sega to the Dreamcast.



■ The balance between simulation and arcade racing game has also yet to be fully decided. Even so, expect more real physics than a *Big Book of Real Physics*.



■ The Ferrari 360 – a lean, mean, dream machine. A fuel-injected, tyre-burning, pulling machine. Oh yes indeed.



SPRING 2001

Format: **PlayStation2** | Developer: **Brain In A Jar** | Publisher: **Acclaim** | Players: **TBC** | On sale in UK: **Spring 2001**

# FERRARI 360 CHALLENGE

Who needs *GT2*'s 598 cars when you can drive a Ferrari...

**R**ight. Just incase you were unaware of what is going on with the Ferrari licence, let us take a paragraph to bring you up to speed as to why this stallion-embossed car is getting two games to itself.

Following the exchange of a large, undisclosed wedge of notes, Acclaim has scooped the exclusive right to portray the Ferrari likeness in their games. This means that there will be no sign of the Ferrari in any game created by any other developers, which includes the PlayStation2's *Gran Turismo 2000*.

Acclaim is currently using this licence to develop three Ferrari-based games. The first

out is the nearly-completed Dreamcast conversion of the Sega coin-op, *Ferrari 355*. If you've played it, you'll remember the arcade game for having three screens and giving you a little print out at the end of each game. If you haven't, allow us to point you to the Dreamcast preview we printed last issue. On page 34, in fact.

The other two games are *Ferrari 360 Challenge* and *Ferrari Grand Prix*, both due to hit the PlayStation2 early next year, the former of which we snuck up to the Acclaim offices to have a sneak preview of for our very selves.

*Ferrari 360 Challenge* is based entirely around the, er, Ferrari 360, a car that was conceived entirely with racing in mind. Gameplay wise, the emphasis is very much

on planting real car physics into an arcade racing game, hence *Ferrari 360* sits somewhere along the seesaw of being a coin-op racer and being a strict simulation.

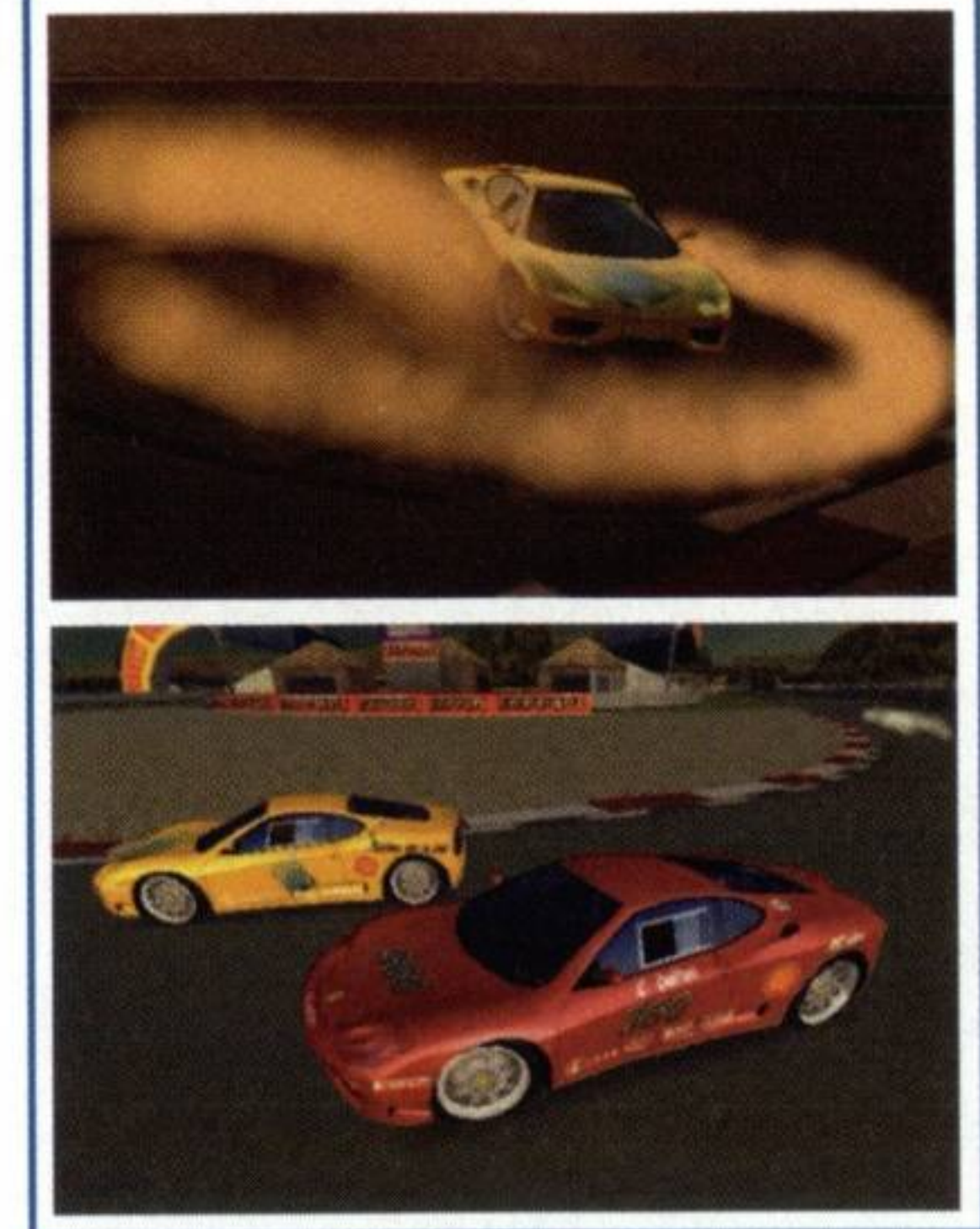
The programmers have introduced a special 'gene-splicing' technique that enables you to drive in several kinds of ways, either aggressively, technically, defensively, or ambitiously. Word has also come from Ferrari themselves that they want to see damage inflicted on the cars that – crucially – affects your driving behaviour.

Due out next Spring, there's still an awful lot to be decided: everything from the number of tracks to the competitor AI to – crucially – how the balance between arcade racer and simulation will balance out.

## BEST BIT SO FAR

### Fancy a ride in mine?

You can't judge a book by its cover – unless, of course, it's the new Harry Potter book or, in this case, *Ferrari 360 Challenge*. The best bit looks undoubtedly to be the simple fact that – yes – you get to drive a Ferrari. Ever since *Outrun* it's the car that has set the world of driving videogames alight, and getting to do it all over again is as much as a thrill as sticking your head out of the sun roof whilst cruising at 75 mph down the motorway.



But not to worry. Never one to leave any stone unturned, *Arcade* will be bringing you more news – on both *Ferrari 360* and *Ferrari Grand Prix* – as soon as we hear it.





# GAME ON

## COMING SOON



■ (Above) Filling the station with attractions lures visitors. (Below) Zedem Monks will try to form a religious cult.



■ (Above) The Meemau look cute as infants, but grow up to become huge destructive monsters, a la *Gremlins*.



■ (Top) The source of your station's energy and power. (Above) A typical bio deck scene.

NOVEMBER

Format: **PC** | Developer: **Mucky Foot** | Publisher: **Eidos** | Players: **1-4 (LAN/Internet)** | On sale in UK: **November**

## STARTOPIA

So Mir so far – welcome to theme space station.

**W**hen the oversubscribed theme game genre initiated by *Theme Park* invites you to take charge of such mundane institutions as aquariums and pizza restaurants, you know the concept has lost its lustre.

Mucky Foot, though, is adamant that this gaming niche still has plenty of mileage, but only if approached imaginatively. *Startopia* achieves this; it's set in a galaxy far, far away and puts you in charge of a cell on a space station, with an ultimate aim of owning the entire vessel. Unlike many other theme games or God sims where freedom

is absolute, you compete directly with three opponents (either human or computer-controlled). Thus, skills of trade, politics and war-mongering come into play.

From an empty chrome hull, your aim is to create a fully-functioning community in three distinct and complementary units: the tech deck, the pleasure deck and the bio deck. Aliens from any of the 35 different species in the game are attracted to your world by the facilities on offer. A thriving community is paramount, because the happiness and intelligence of your citizens determines the level of your station's energy – the game's major currency.

Like all games of this kind, the skill is in juggling a number of crucial concerns. The well-being of your citizens can be achieved

by providing comfortable quarters, gainful employment, exciting leisure activities and a relaxing 'natural' environment on the bio deck. As any government will tell you, these are tricky tasks in themselves, without the ongoing need to get one up on your rivals. Perhaps your community's stability will need to be sacrificed to heighten the speed of scientific research, or to prepare for war.

*Startopia* can become rapidly complex, which is why the single-player game is structured in a series of missions, requiring varying approaches to reach set goals. To aid approachability, Mucky Foot has injected the game with a healthy dose of humour in parodying the entire sci-fi genre.

Boasting more ethnic diversity than the Mos Eisley cantina, your community will be

### BEST BIT SO FAR

#### Starlight excess

The centrepiece of your pleasure deck will surely have to be a disco. This simple construction will provide an endless source of joy for the aliens, maximising your space station's energy levels. However, it may also prove to be a strong distraction. The two-headed Turakken are your best scientists but they're also boogie addicts and will readily neglect their laboratories to have it large on the dancefloor given half a chance.



subject to racial tension, as well as suffering at the hands of a few wayward souls. Take the Turakken who'd rather dance than work, the Kasgorvians who insist on flexing their muscle at any opportunity, the Zedem Monks who purport to spread religious harmony but instead lure unsuspecting believers into their corrupt cult or the Meemau who begin life cute and fluffy but evolve into destructive monsters.

If you're not happy with Earth, you'll soon be able to create a *Startopia*. **A**

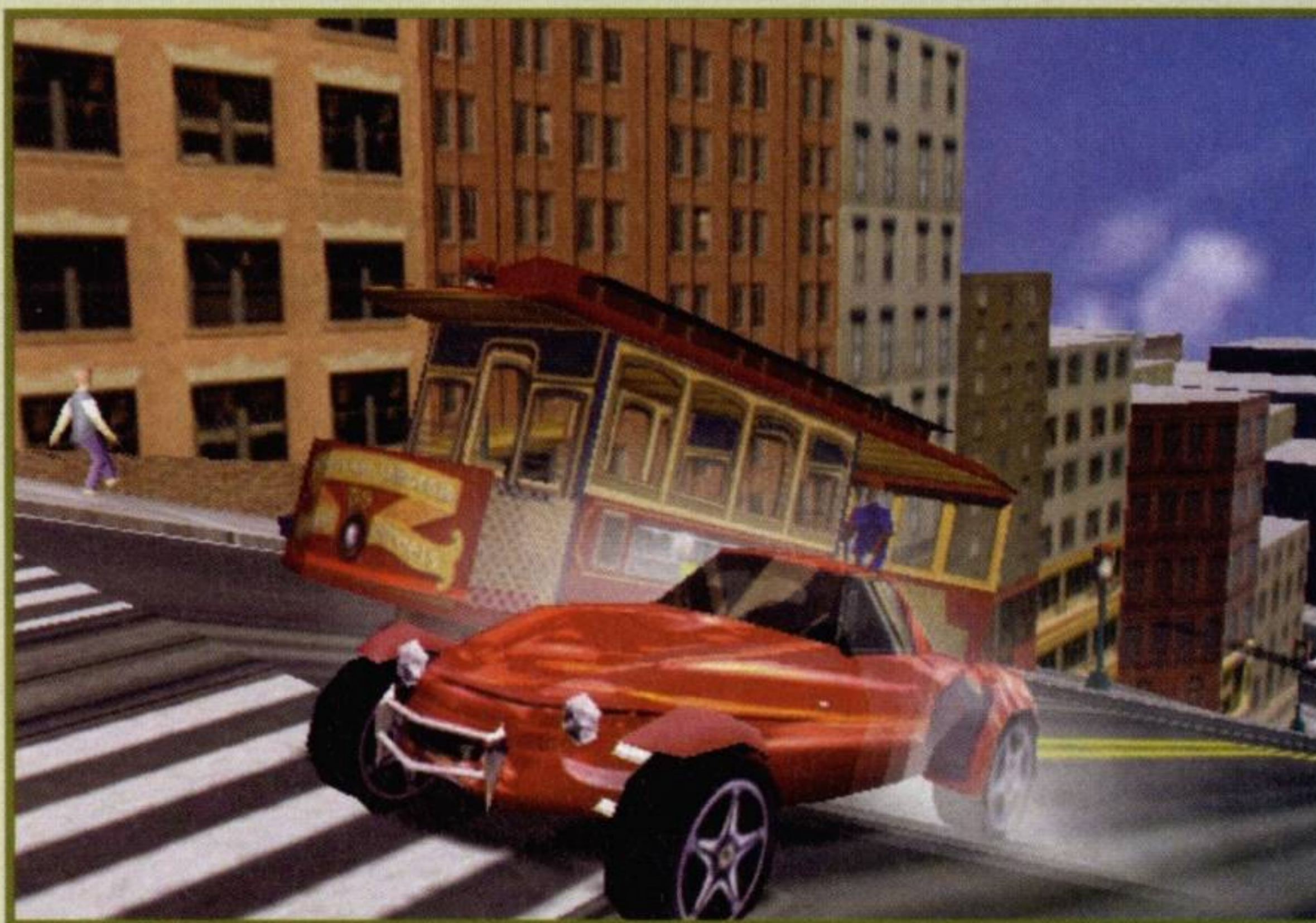




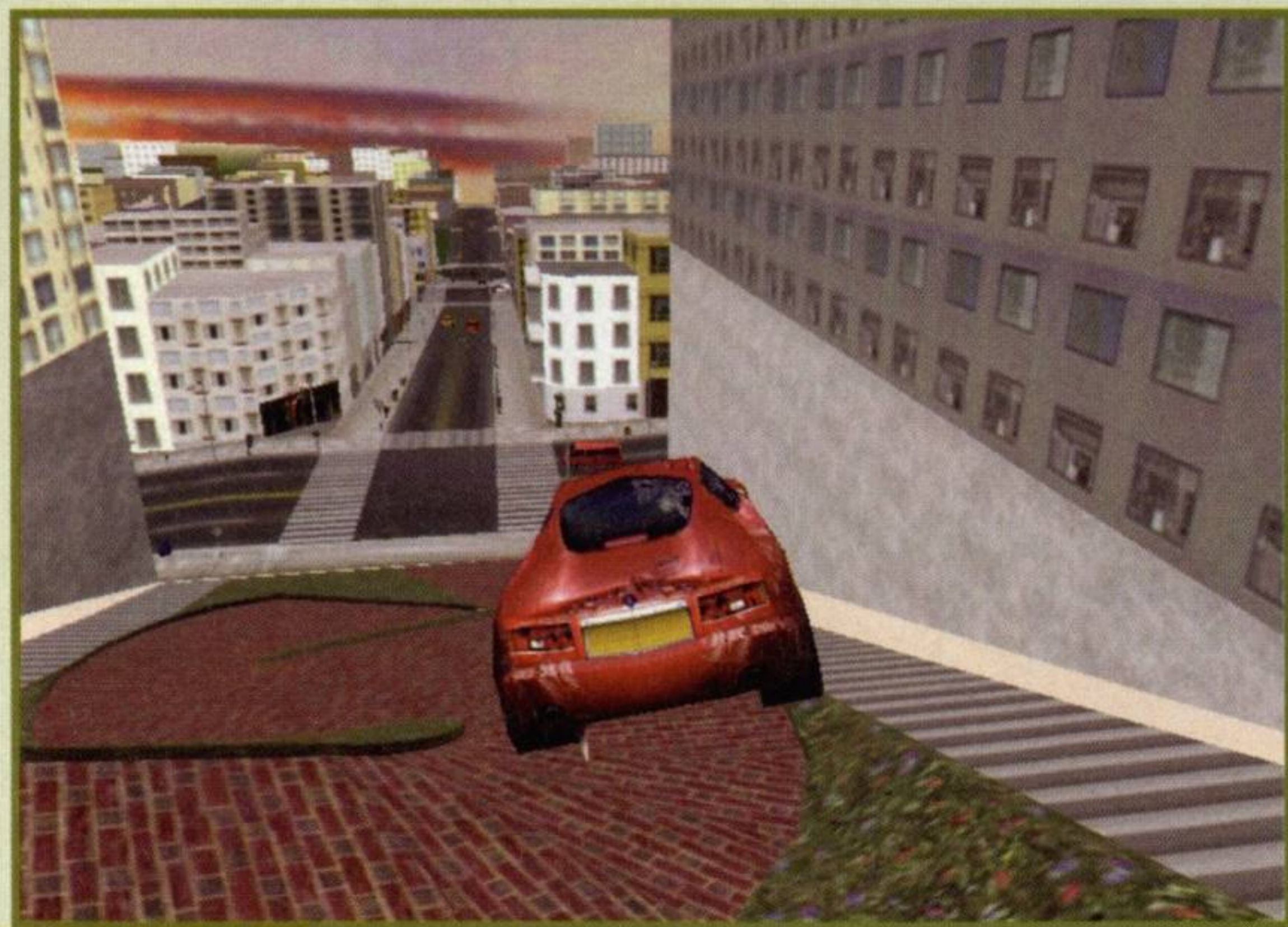
■ (Above) The new V-Dub Beetle, by special air delivery. (Above left) The scenery is looking stunning, adding atmosphere to the game.



■ "I only meant you to blow the bloody DOORS off!" "But Jim Morrison said they were his special friends and it wasn't that much effort and..." "Shut it."



■ (Above) The Government policy against tram-raiding proved futile. (Left) With effort, pizza delivery can expand service to the third storey.



OCTOBER

Format: **PC** | Developer: **Angel Studios** | Publisher: **Microsoft** | Players: **1** | On sale in UK: **October**

## MIDTOWN MADNESS 2

Urban congestion boils over into insanity. Again.

**F**or the PC owner, the battle between the über-slick speedball of *Quake III* and the sophisticated sheen of *Unreal Tournament* raged fiercest, but the quieter confrontation between *Reflections'* Seventies-themed *Driver* and Microsoft's deceptively simple *Midtown Madness* has also prompted extended debate.

Why? Both used the same idea of a fully functioning city environment, both populated the streets with ordinary traffic and both allowed the player to plot their own course, but their treatment couldn't have been more different. While *Driver* draped itself in retro-ephemera and

followed a narrative, mission-based structure, *Midtown Madness* settled on a hyper-condensed series of races.

Now it's *Midtown Madness 2* on the PC versus *Driver 2* on the PlayStation and the debate rages all over again. Those seeking a complete rewrite of *MM's* mandate will be disappointed. What'll be arriving on the shelves with the falling of the leaves is more an extension of its charms than anything else. Rather than the single accurate map of Chicago, play is now spread across two cities. Avid drivers should prepare to rev their engines in either the sunny San Francisco hills or the twisted urban blight we know as London.

More new vehicles are at your service, with purring beauties such as the Aston

Martin Vantage, the Mini and the new VW Beetle. However, if causing general chaos is a preferable goal to winning races, juggernauts such as the gargantuan Freightliner Fire Truck can be manipulated through the narrow streets. Let's just say you're more likely to start fires than extinguish them.

Game structure remains similar, with the Blitz, Checkout and Circuit modes available, along with the return of the popular multiplayer cops 'n' robber mayhem of *Capture The Gold*. A fresh addition in the form of unique challenge modes for each city provides another route to earning access to the game's convoy of hidden secrets. In San Francisco you're able to experience the highs and lows of a

### BEST BIT SO FAR

#### London's burning rubber

For the English observer, the chance to explore – then demolish – the streets of the big smoke is the most intoxicating lure. Because, as anyone who's ever coughed their lungs up in a central London contraflow will know, the urge to hurl your vehicle into oncoming traffic is almost irresistible. While this behaviour in real life would land you in chokey, *Midtown Madness 2* positively encourages such wanton displays of road rage.



Hollywood stunt driving escapade, or you can brush up on your casual racism and anecdote recounting skills in London's East End taxi school. You'll even be able to take the cabbies' penchant for dangerous short cuts to extremes by rolling your car down the steps of the Trafalgar Square subway and into the underground system. *Midtown* just got a whole lot madder. **A**



# GAME ON

## COMING SOON



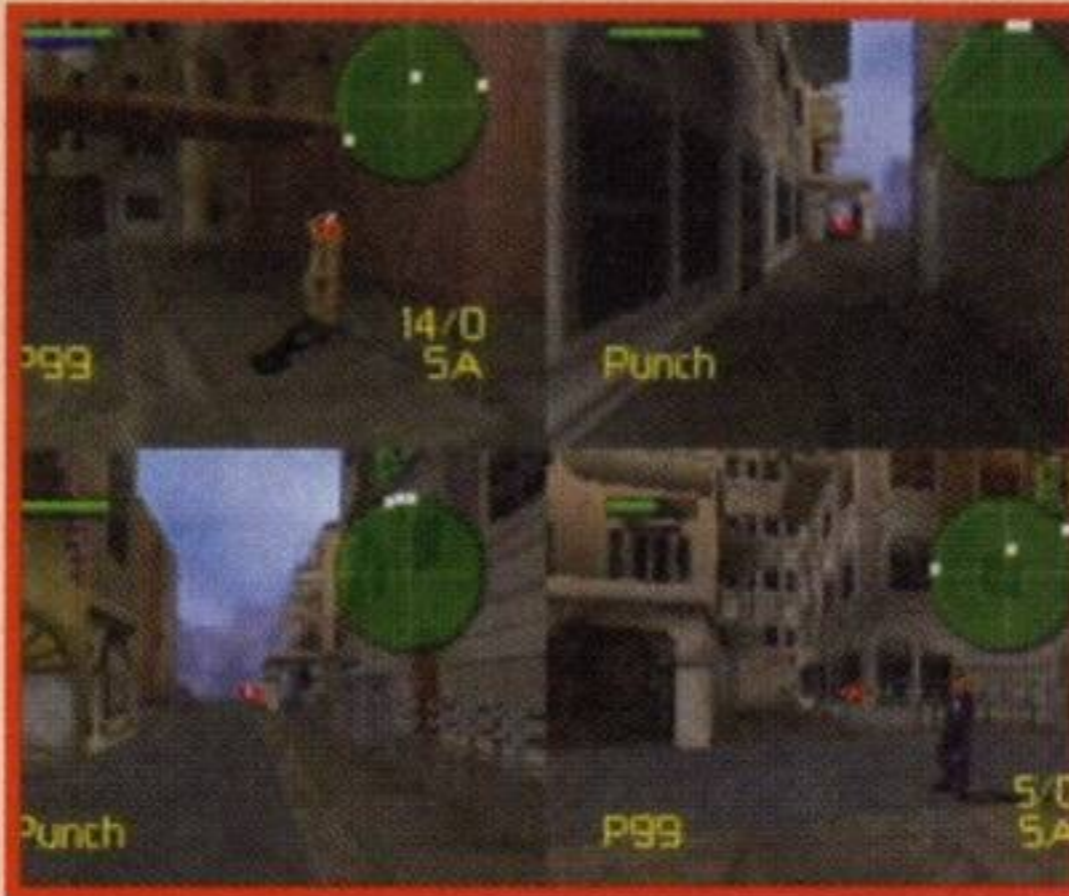
■ Expect *TWINE* to feature all the same locations as the film – from Spain to London to the bottom of the sea. And this corridor, of course.



■ Night vision goggles are just one of the gadgets issued to you by Q-branch.



■ Your laser-guided cuff links. Were they in the film? We can't remember.



■ The phew-thank-God-for-that split-screen four player mode. Nice.



■ A baddy dances the tango of death that only 007 can deliver so eloquently.

NOVEMBER

Format: **N64** | Developer: **Eurocom** | Publisher: **EA** | Players: **1-4** | On sale in UK: **November**

## THE WORLD IS NOT ENOUGH

Right. Let's just recap, Bond.

**T**here are currently three *The World Is Not Enough* games in production, each being cultivated by a different developer, and thus completely separate games in their own rights. In the PlayStation2 and PC, as covered in issue 18's Bond-tastic cover feature.

Our interests here though, lie with Eurocom who is busy at it on

the N64. It's not an official follow-up to *GoldenEye* (to recap further: Nintendo lost the Bond licence to EA, hence the official follow-up to Rare's *GoldenEye* is *Perfect Dark*) but it certainly aims to please first-person shooter and Bond fans alike. Therefore the game follows the plot of the film very closely: from the M16-bombing opening sequence, through the exploding caviar factory of Azerbaijan, to the submarine-based finale. There's also plenty of opportunity for some great sub-levels, like the Thames speedboat chase and the Parhawk pursuit through the Caucas Mountains.

The enemy AI is finally tuned, with baddies hiding behind objects,

dodging bullets, and calling for back-up when *The Going Gets Tough*. By the same token, the Tough (ie, you) will need to not only Get Rough but also Get Sneaky as you dodge cameras, disable security systems, plant wiretraps and crack safes.

There are some fantastic weapons too, ranging from a pump-action crossbow to silenced PP9s to your laser-guided, er, cuff-links. Other Q-Branch gadgets include night vision goggles, and a handy X-Ray scanner. As well as containing the likeness of all the characters from the film, the vocal chords of John Cleese (who plays Q's assistant R) has been booked to provide the N64's *TWINE* with some

### BEST BIT SO FAR

#### Eye, eye AI

Picking a Best Bit So Far from *TWINE* is a bit like trying to pick a favourite Quality Street – you just can't chose between the Green Triangle and the purple hazelnut one. The enemy AI is certainly worth a mention, though. Guards react if they hear gunshots, yells or even rustles in the bushes. They'll duck out of your way, dodge your bullets, and generally be a pain in the arse throughout. Until you shoot them, that is.



suitably sarcastic voice-overs. (Dead parrot not included.)

And – hallelujah – there's to be a split-screen four-player mode. From all available evidence, *TWINE* certainly looks like it will give *GoldenEye* and – eek – maybe even *Perfect Dark* a run for its money. **A**

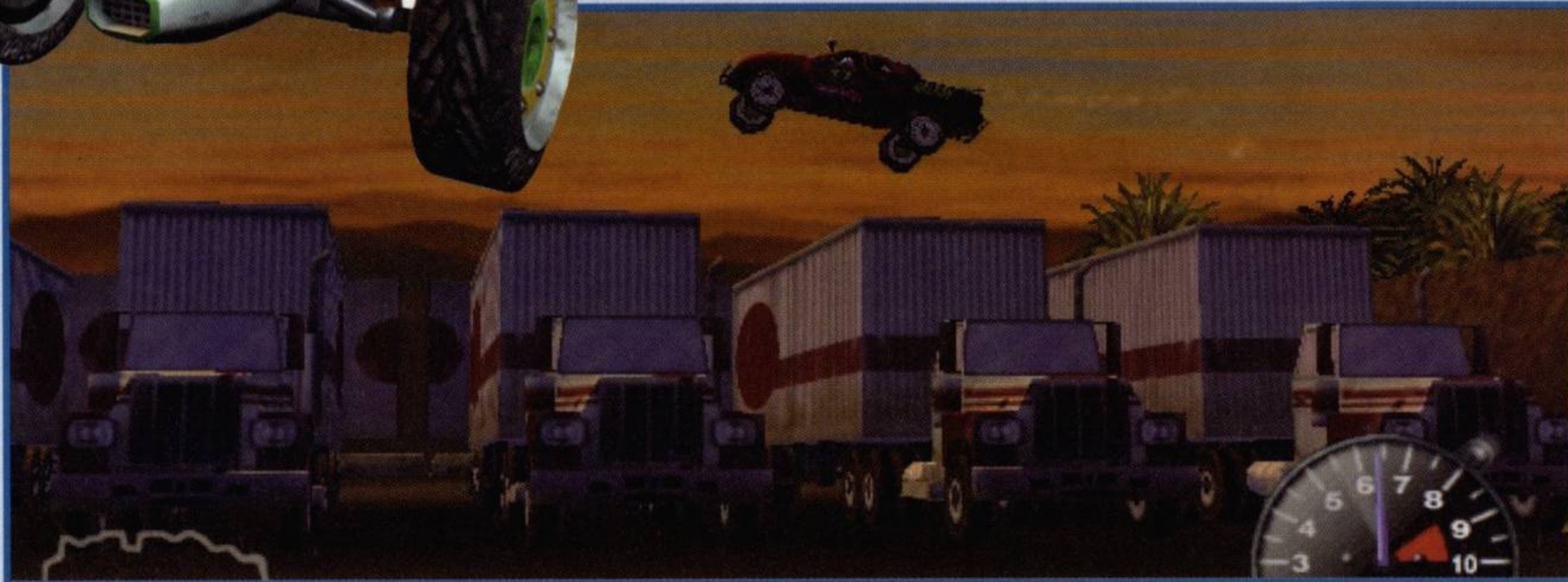




■ Some of the bonus challenge modes involve you pushing a giant ball around the course.



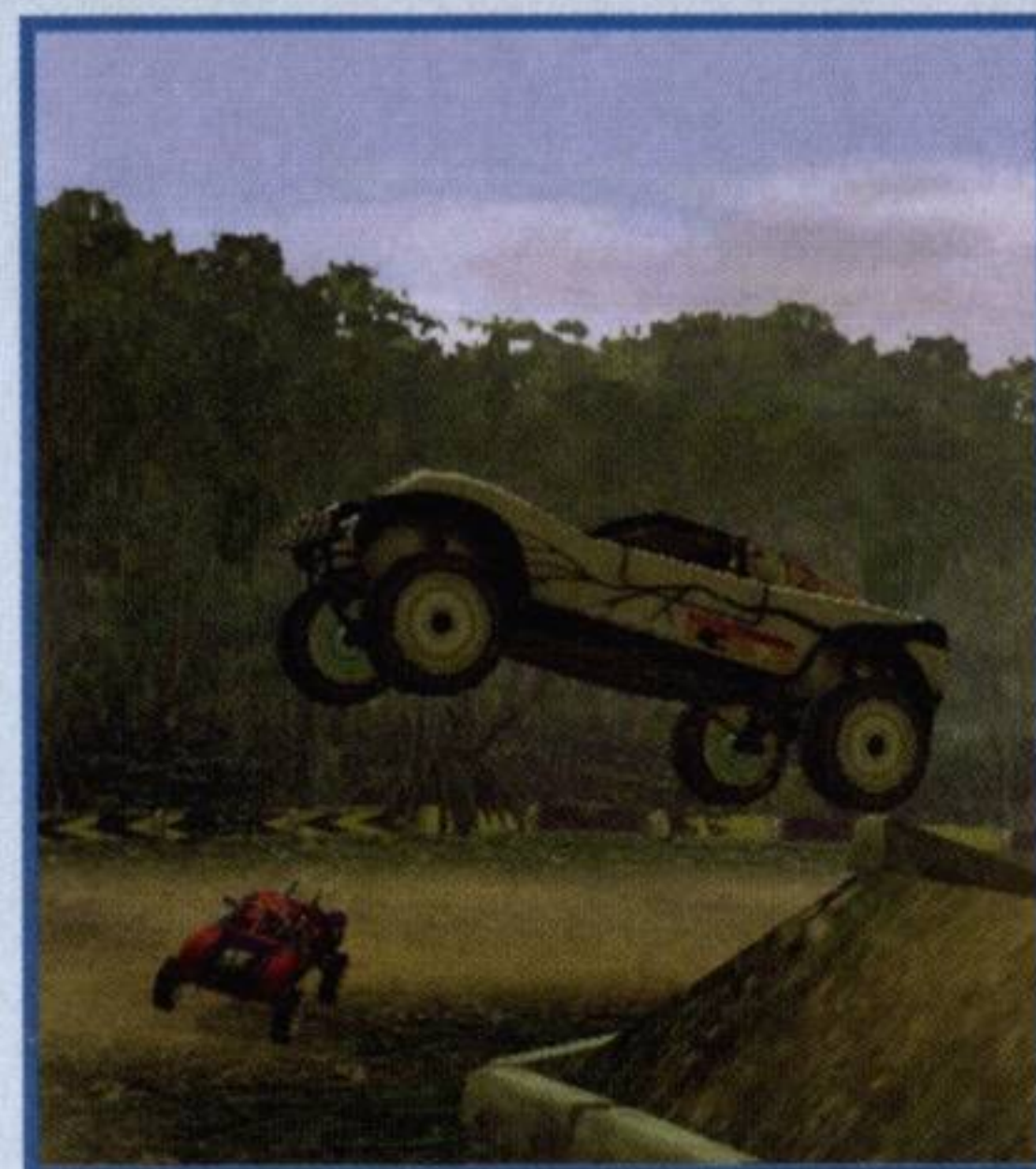
■ Weather conditions can be altered in free play but are randomly generated in Championship mode.



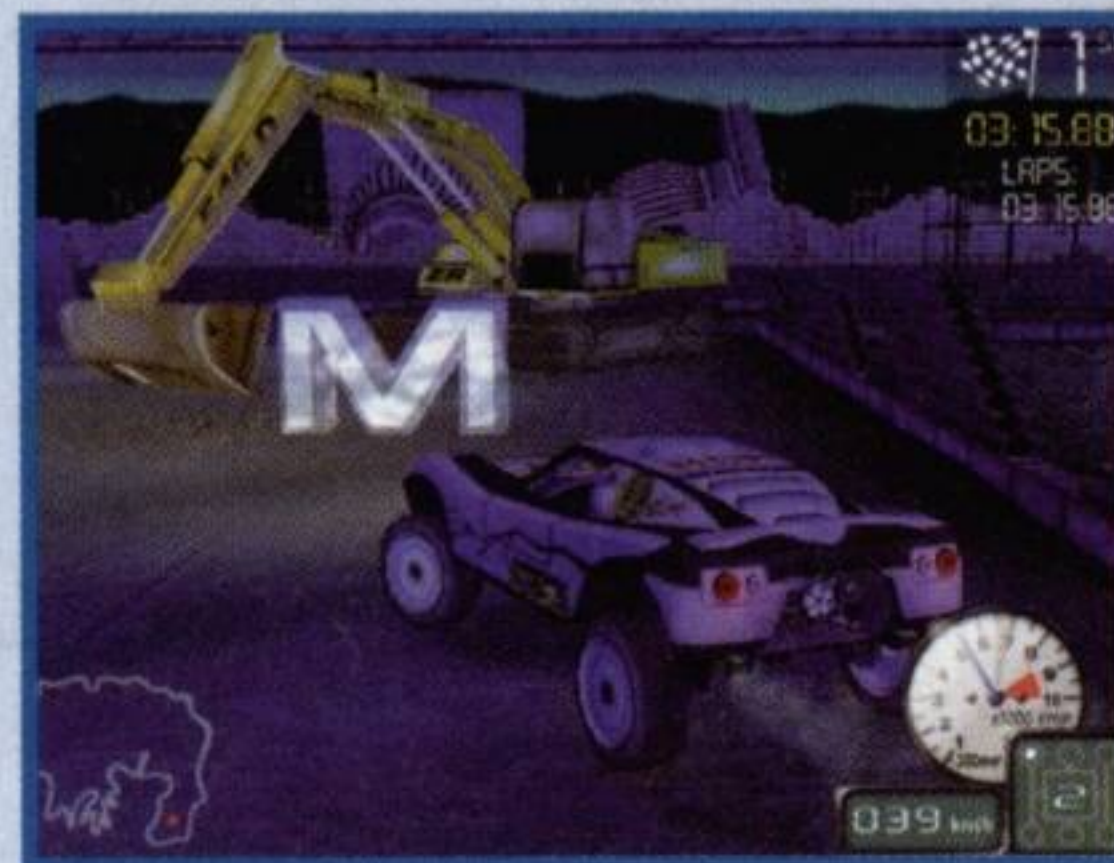
■ (Below) The buggies are hugely detailed – even from beneath!

■ (Below) Another challenge game requires you to collect giant letters.

■ (Above) Not even The Fall Guy could manage this outrageous leap of faith.



■ You can roll other vehicles either by shunting or landing on them!



#### BEST BIT SO FAR

#### Trucking marvellous

Each car has a unique stunt challenge course for you to complete. The best track is naturally reserved for the best vehicle – the Wild Fox – which can only be unlocked after all the other challenges have been cleared at gold medal level. One of the Wild Fox jumps requires you to clear 26 trucks with a prodigious leap. Clip the last truck and you won't make it up the next ramp, thus flunking the whole circuit. Wild indeed.



which you race against the clock. Some test your driving skills over a series of ludicrous ramps, twists, narrow straits and giant leaps while others involve collecting letters that are scattered throughout the course or pushing a giant beach ball around the circuit with the nose of your vehicle. Time limits are strict, but if you reach the finish line in time, a gold, silver or bronze medal is awarded. You'll need the full complement of golds to unlock the astoundingly zippy Wild Fox buggy.

All in all, *Wild Wild Racing* looks to be a fine racing game which fully deserves to get jiggy with PlayStation2. **A**

OCTOBER

Format: PlayStation2 | Developer: Rage | Publisher: Rage | Players: 1-2 | On sale in UK: 26 October

# WILD WILD RACING

Thankfully Big Will doesn't feature in this buggy-based PS2 title.

**A**s wise Will Smith sagely advised, if you have a riff with people you wanna bust, break out before you get bumrushed. But that was in *Wild Wild West*, a giant turkey of a film. This is *Wild Wild Racing*, one of the first UK-developed PlayStation2 games, and nothing to do with crap giant mechanical spiders and Kenneth Branagh in a wheelchair.

Like everything prefixed with the word 'wild' (*The Really Wild Show* for example), *Wild Wild Racing* isn't quite as dangerous as the name would have you believe. It's a fairly straightforward buggy racing game,

but one which covers the bases expertly enough to force a dilemma for gamers come PlayStation2 launch day. It looks as though Rage will deliver the game to shops by 26 October, and there's enough meat to *Wild Wild Racing* to knock a little stuffing out of *Ridge Racer V*'s challenge.

The game is arcadey in style, boasting intelligently designed courses littered with obstacles and short cuts. You begin with a choice of three luridly-painted buggies (the Demon, Typhoon or Double Moon) but can unlock a further nine in Championship mode, with another two awesome vehicles available once gold medal performances are achieved in every category.

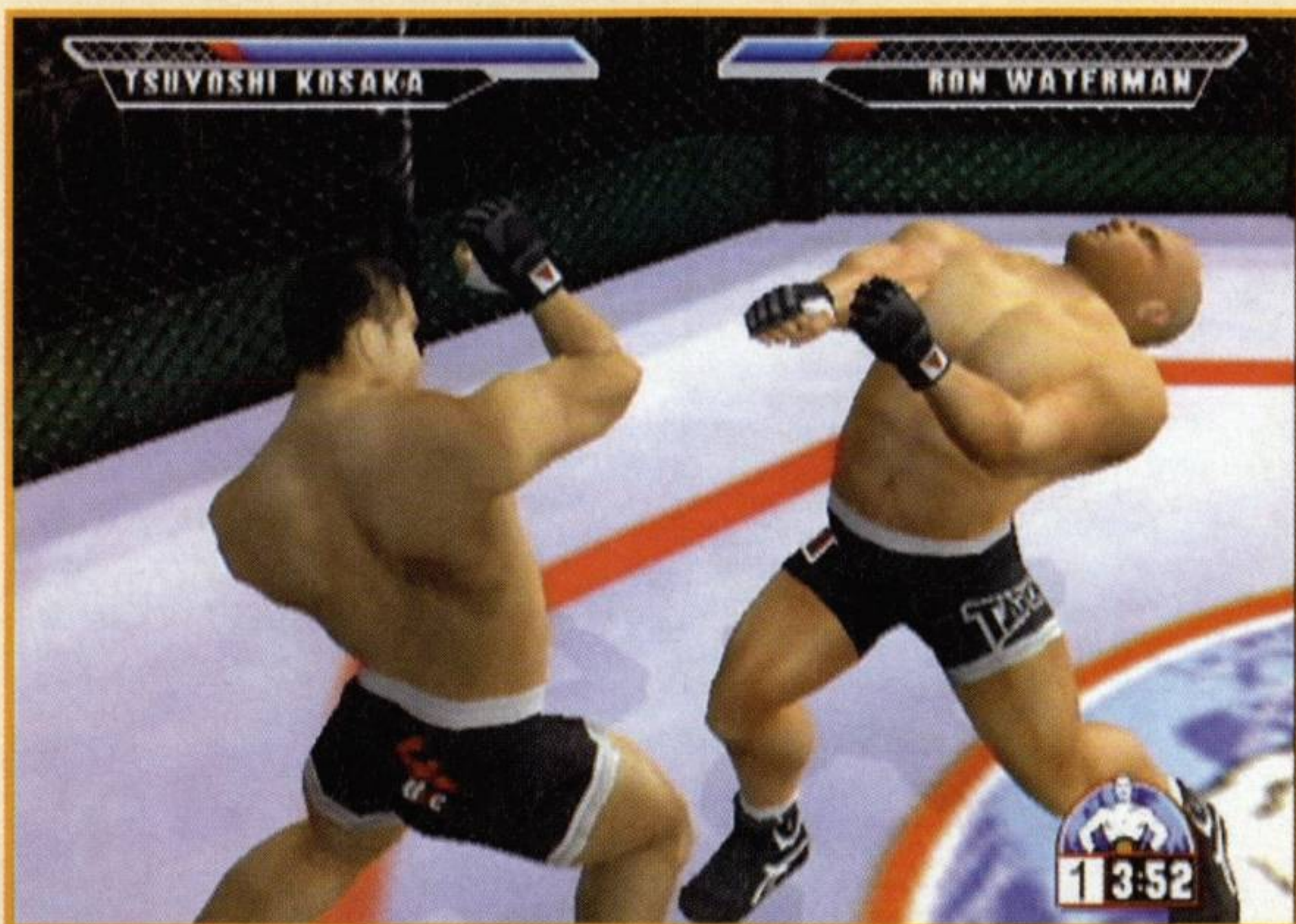
Handling of these souped-up steeds is pleasantly intuitive in each case, with Rage

making use of the Dual Shock 2's pressure sensitive buttons. The feeling of powering these buggies across rugged terrain is impressive – aggressive use of the handbrake is as satisfying as it is necessary.

The range of 16 lengthy, three-lap courses across five countries should be enough to keep any arcade racing fan satisfied. Based in the USA, Australia, India, Iceland and Mexico you'll have to deal with specific terrain and climate issues. On every circuit four to six computer-controlled cars race against you, one of which can also be commandeered by a human opponent in split-screen mode.

*Wild Wild Racing* also brings a new idea to the racing game party. Each buggy comes with three unique stunt courses in





■ 34 different fighting styles clash in this brutal, no-holds-barred bout. Would a Thai kickboxer beat a super middleweight? *UFC* is your chance to find out.



■ You'll need to make the most of fighters' unique moves.



■ There aren't any rules to speak of – so what does the referee do?

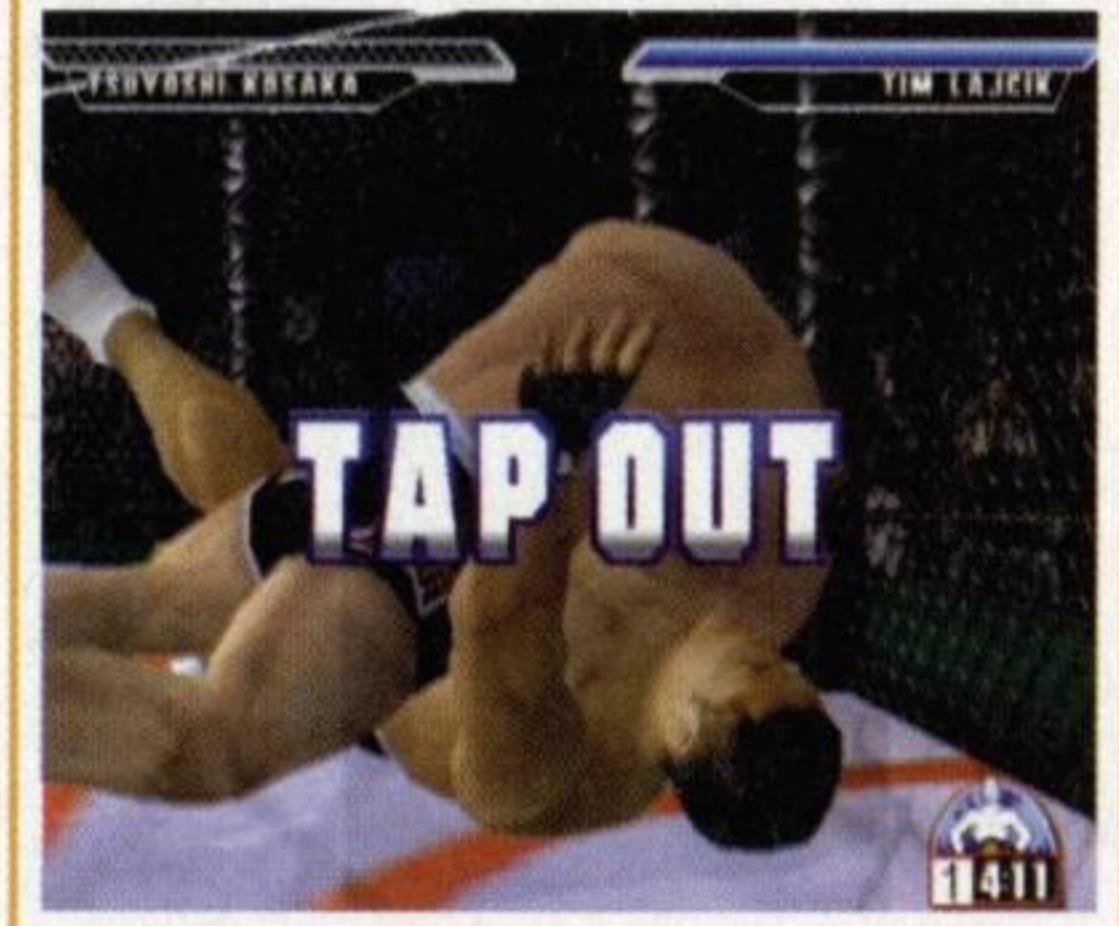


■ The UFC is banned from most American states. Can't think why.

#### BEST BIT SO FAR

### Bruised and battered

*Ultimate Fighting Championship* lets you tenderise your opponent before delivering the knockout blow. As they stagger around, you can move in for the final humiliation – pinning your opponent to the canvas and rearranging his face. Ouch!



OCTOBER

Format: **Dreamcast** | Developer: **Anchor Inc**  
 Publisher: **Crave** | Players: **1-2** | On sale in UK: **October**

## UF CHAMPIONSHIP

The world's hardest men. Caged.

**W**ho's the toughest fighter in the world? A wrestler, boxer or martial artist?

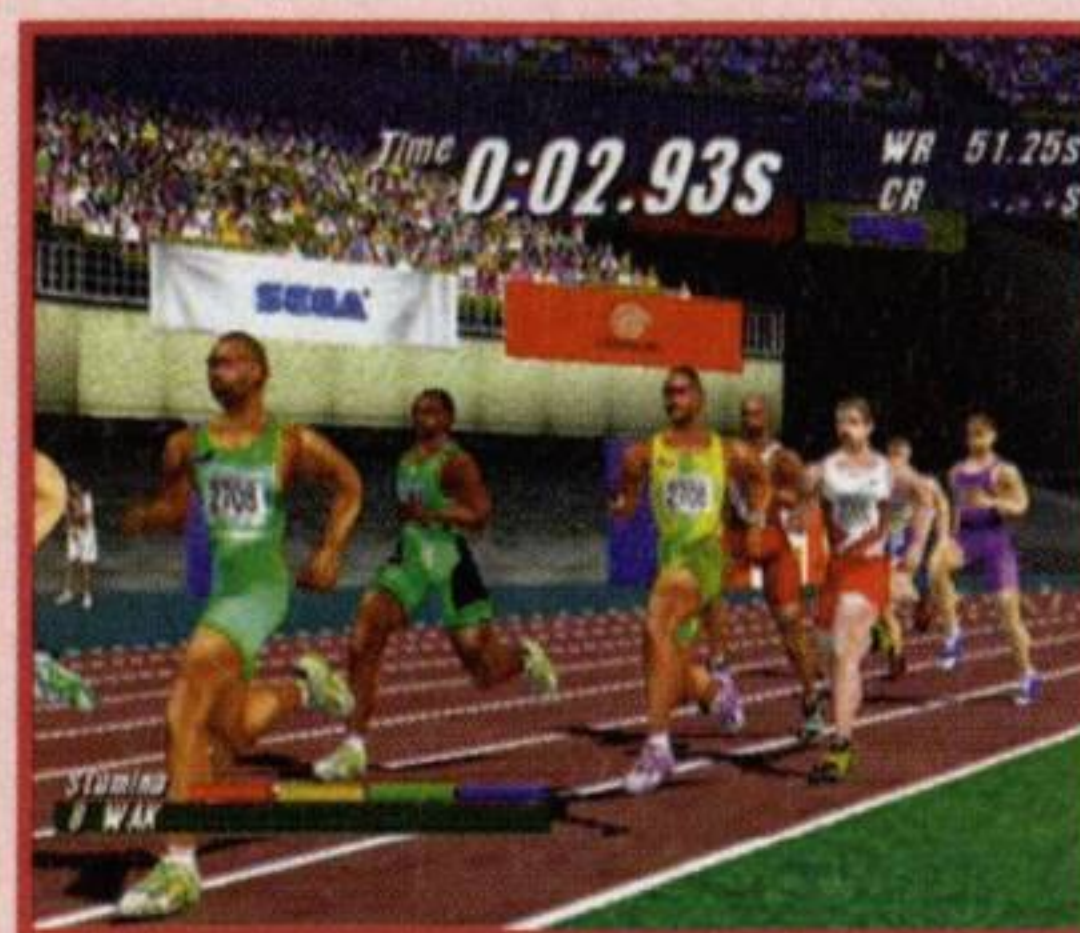
What about a sneaky street fighter? *Dreamcast's* latest ruck-'em-up, *Ultimate fighting Championship* aims to find out.

A total of 22 fighters with 34 different fighting disciplines – from wrestling to freestyle jujitsu – have been assembled. Only one combatant will emerge from the caged ring to greet the frenzied crowds – victory being achieved by either knockout or painful submission.

There will be mountains of hardcore moves to perform – over 3,000 at this stage. Furthermore, roughly 1,200 face-pounding combos will be possible. You'll feel every crack and splat as the fighter's dental bills go nuclear.

Characters look solid and well animated, and incidental touches that have been put in include realistic shadowing and gruesome blood splats. Basically, everything looks as real as you can handle.

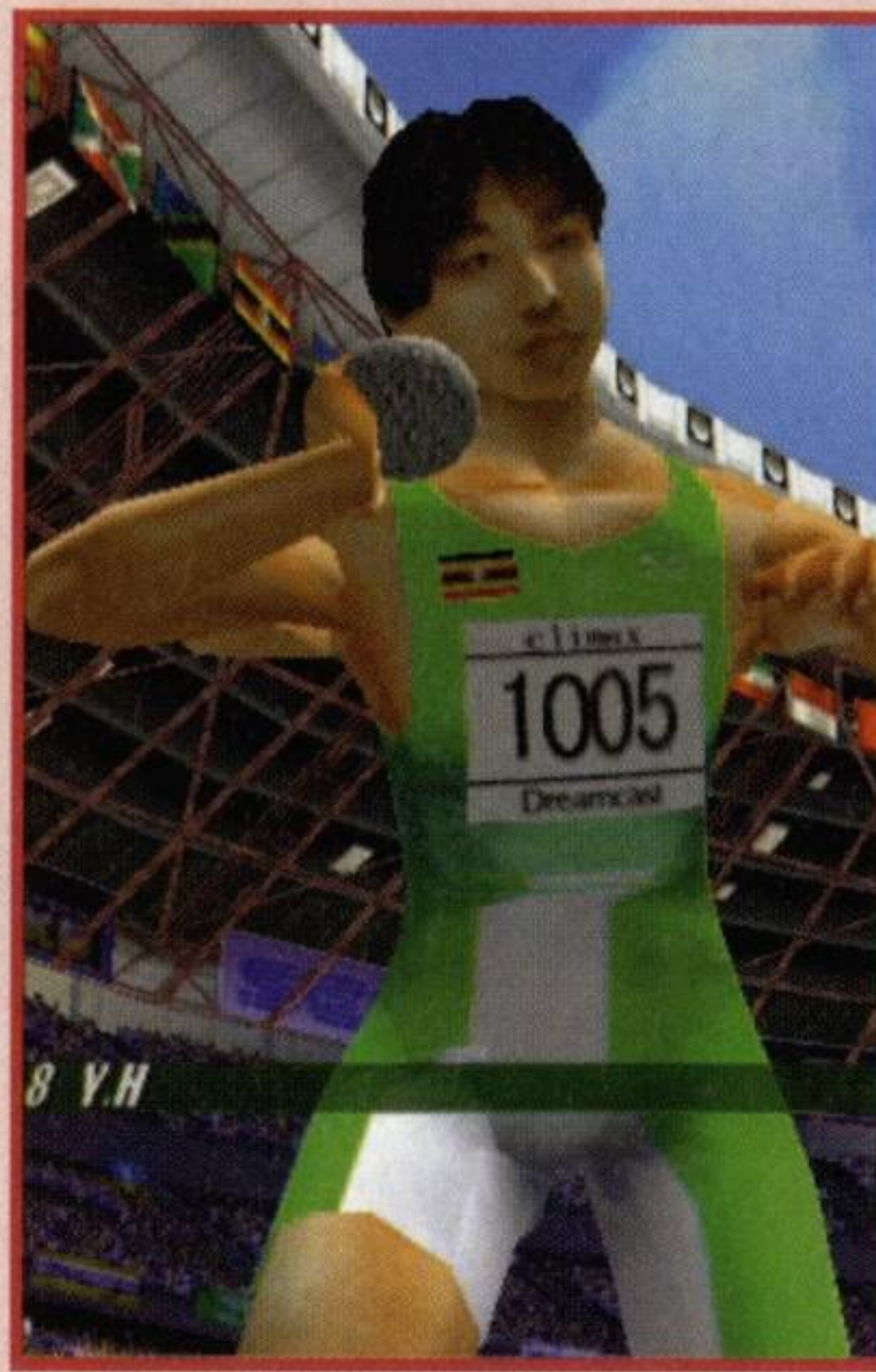
Longevity should be boosted by a variety of fight modes and the ability to tweak fighter attributes. Naturally, *Crave* can't condone such vicious shenanigans – but we'll have to wait until October to find out who is the ultimate fighter. **A**



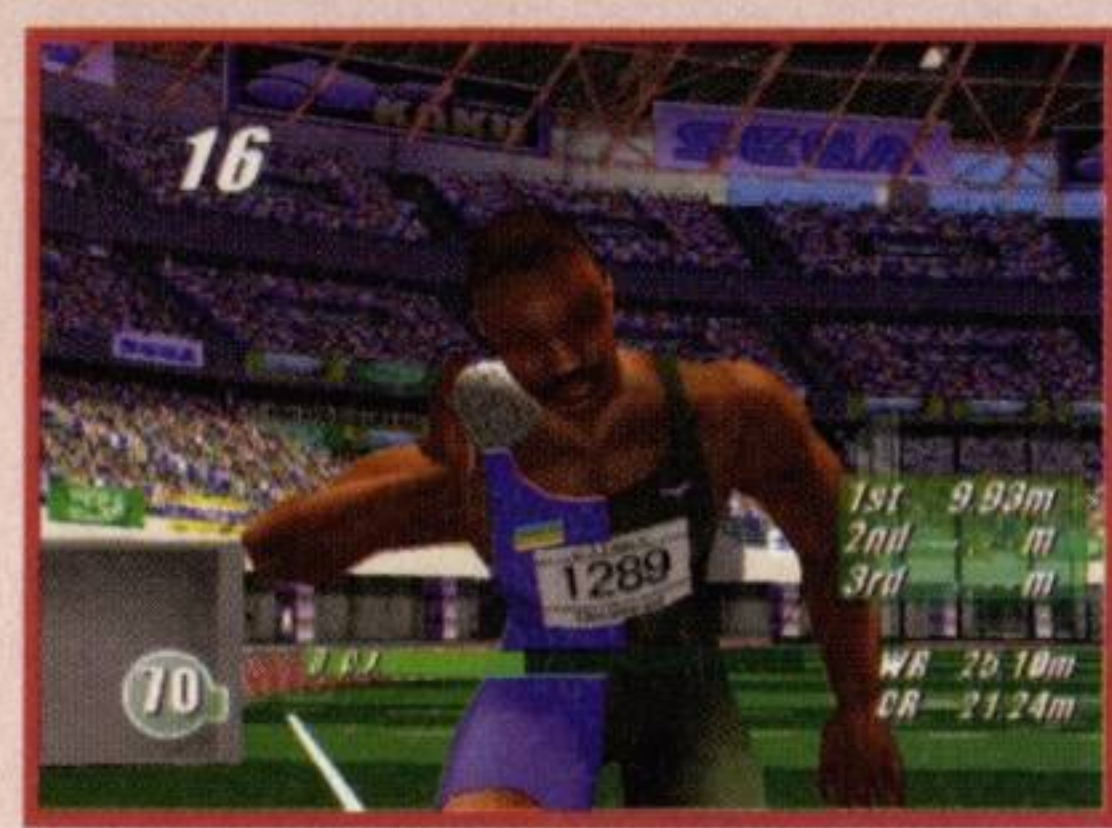
■ The 1500 metres should prove to be a gruelling test for those fingers.



■ Rhythmic wagging is the key to hurdling glory.



■ (Above) The shot put is one of the tricky to control power events. (Below) Beware the itchy trigger finger for it could result in a false start.



SEPTEMBER

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

## VIRTUA ATHLETE

Sega's Olympic flame.

**N**ow that Euro 2000 and Wimbledon are over, sporting attentions are focused on The Olympics which take place in Sydney in September and, as always, much coverage is lavished on the event.

A few months ago, *International Track & Field 2* for PlayStation had the athletics game podium to itself, but now Konami's dominance of the genre is threatened. As well as Eidos's official *Sydney 2000*, Sega is reviving Saturn favourite *Sega Decathlete*, renaming it *Virtua Athlete*.

The game will feature real-life athletes, lovingly modelled and motion-captured in

#### BEST BIT SO FAR

### Download a hero

*Virtua Athlete* boasts the now mandatory Player Creation mode, but there's more to this feature than simply giving your athlete a silly beard. You will be able to download stats of real Olympic participants from the *Virtua Athlete* Web site, which will hopefully make it possible to recreate the actual 100m final from Sydney 2000. And then make Jason Gardener win it.



SEPTEMBER

the realistic manner we are used to from *Virtua Tennis*. Control follows the athletic game convention – frantic button-bashing combined with split-second timing. There appears to be nothing vastly original about *Virtua Athlete*, but it should prove to be slick and entertaining, particularly in four-player mode.

Seven events can be tackled at five different difficulty levels. These disciplines include 100 metres, 110 metres hurdles, long jump, high jump, shot put, javelin and the gruelling 1500 metres. The relatively small range of events compared to its competitors may hamstring the game but all will be revealed when it crouches on the starting blocks in September. **A**



# games of the month

## PlayStation



### MoHo

Smash, slash, claw and work your way through over 80 Gladiatorial levels of addictive and multiplayer arcade action. Only one rule applies: Entertainment without parole.

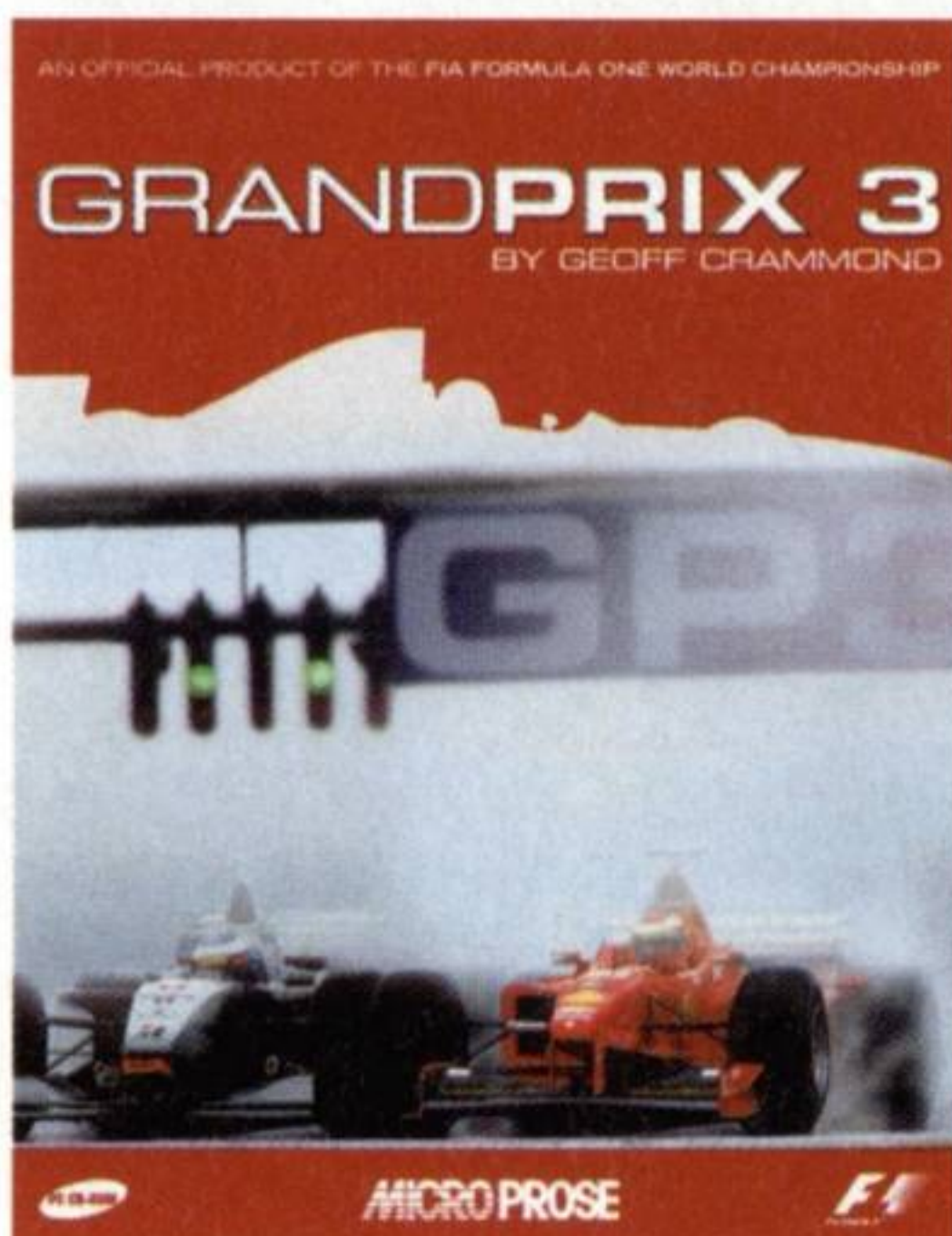
## Dreamcast



### GTA2

You'll be shooting, maiming, stealing, evading arrest, carjacking, running over pedestrians and indulging every gangster fantasy you've ever had.

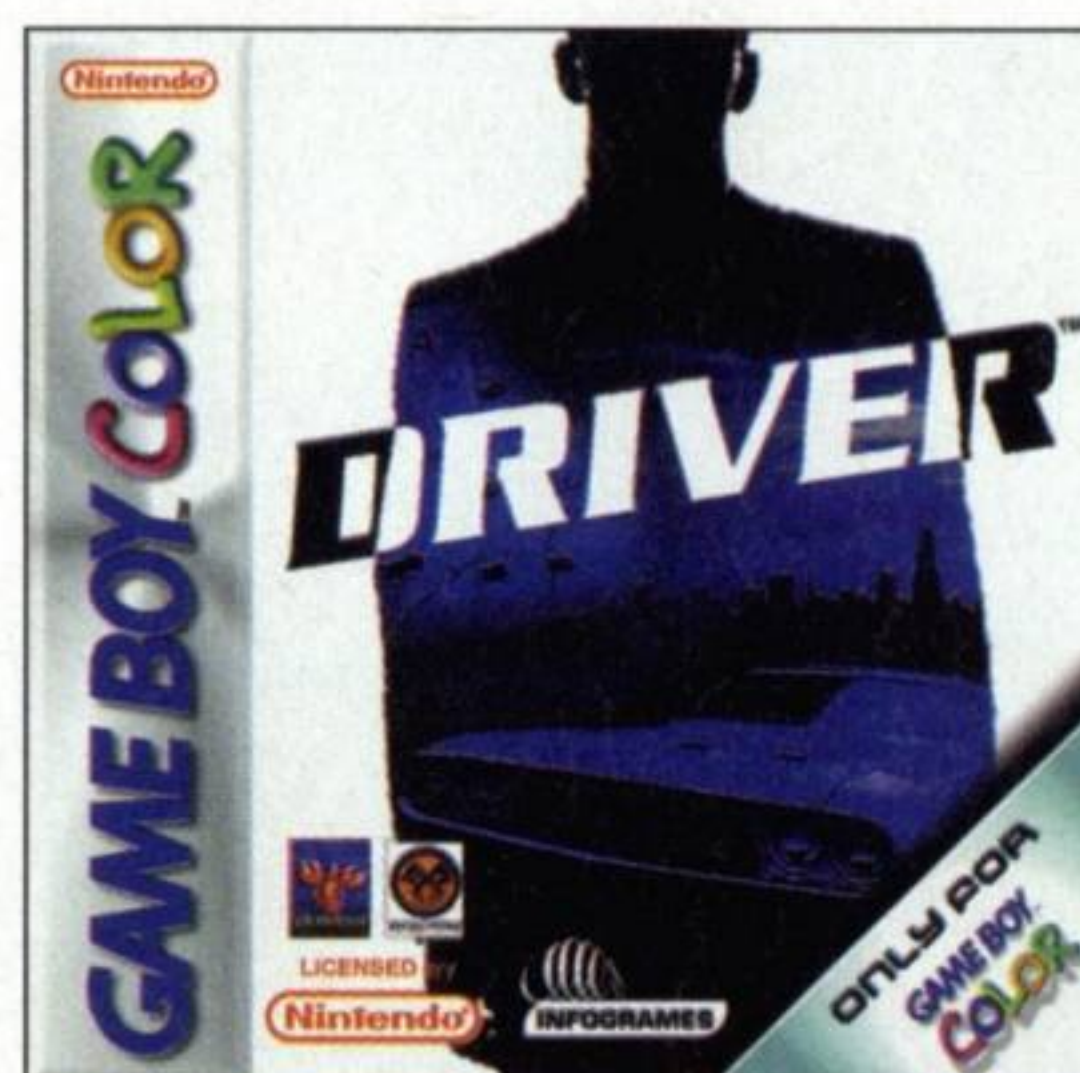
## PC



### Grand Prix 3

The cutting edge of F1 simulation. Grind your way through an entire F1 season, all of the circuits teams, drivers and cars are represented and are licensed by the FOA.

## Game Boy Color



### Driver

With missions in Miami, San Francisco, LA & New York, Driver retains all its PlayStation elements - you have to last as long as possible against a swarm of angry supercops.



you'll go blind

Virgin

megastores

# DANGEROUSLY ENTERTAINING



# GAME ON

## COMING SOON



SHEEP 07 SAVED 00 BONUS 000 TIME 04:00



SHEEP 10 SAVED 00 BONUS 000 TIME 03:41



■ (Above) There are four different breeds of sheep in the game.

■ (Left) Steer clear of a dino crisis in the Jurassic world.



■ (Above) Planes on the landing strip render sheep unconscious.

■ (Left) Herded on to a crowded tube train – it's just like London at rush hour.



■ (Below) Sheep need protective suits in this radioactive level.



### BEST BIT SO FAR

#### Bo-peep

The nightclub is the most amusing of the game's eight worlds. It seems your sheep are transfixed by that funky bleat and will proceed to dance themselves into oblivion. You'll need to round up the flock and get them moving before the onset of club-induced hyperventilation makes haggis of their insides.



OCTOBER

Format: **PC/PlayStation** | Developer: **Minds Eye** | Publisher: **Empire** | Players: **1** | On sale in UK: **October**

## SHEEP

Flocking hell! This quirky shepherd sim is a crock of gold.

**T**he ancient skill of shepherding is not to be denigrated. In another world, we wouldn't worship playboy footballers; instead, our idols would be curmudgeonly country folk with the ability to herd a flock of errant sheep into a tiny pen armed with only a repertoire of disturbing whistles and a few shouts of "come by!"

It's a neglected art which developer Minds Eye has shrewdly noted is ripe for exploitation in the medium of videogames. Rather than bid for the prized *One Man And His Dog* official licence, however, they've opted for the quirky angle,

producing a game at least that is as entertaining and original as the classic puzzler, *Lemmings*.

*Sheep* has much in common with *Lemmings* in that your job is to lead a flock of dumb animals from the beginning to the end of each level without too many of them meandering carelessly to their death. Viewed from a top-down perspective, your character takes the role of shepherd/sheepdog, running around behind the flock and attempting to keep them all heading in the same direction.

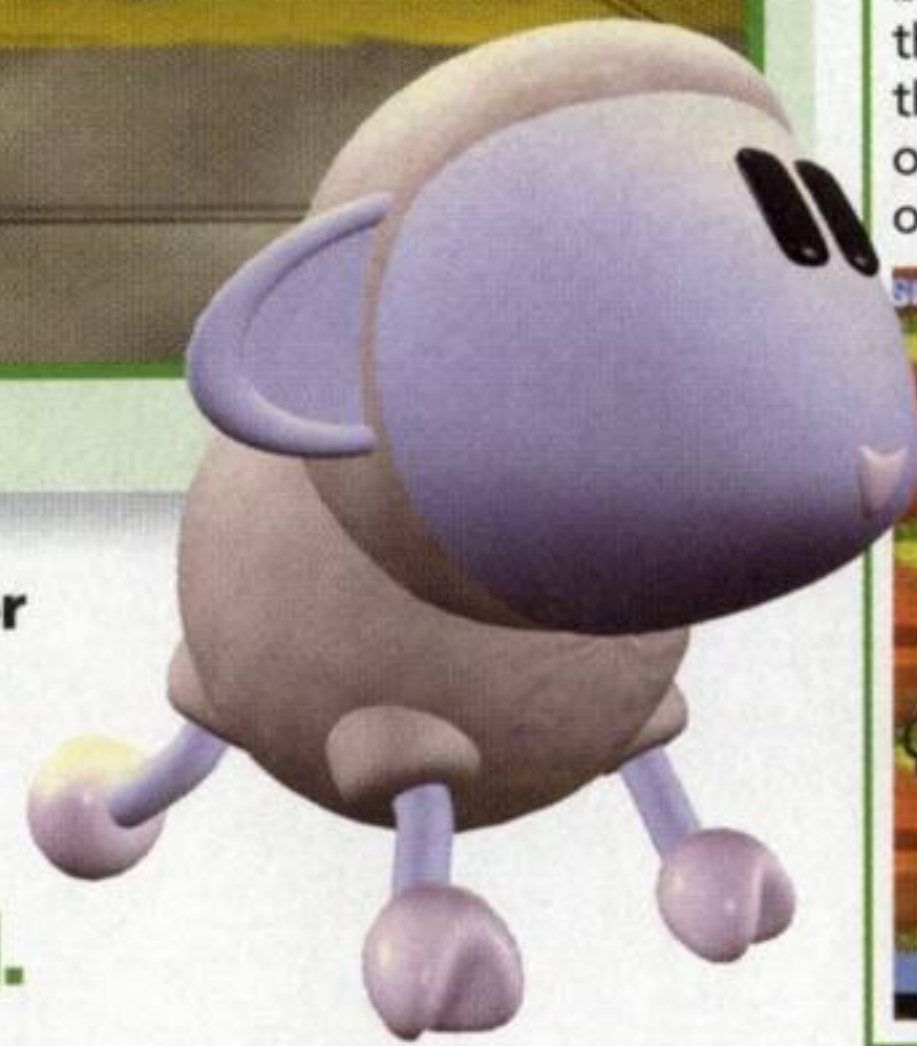
It's a brilliant game idea which works perfectly due to what Minds Eye call the 'artificial stupidity engine' – the series of vastly complex calculations which ensure the animated sheep behave just like a real

flock. They tend to stick together and follow each other, but having brains the size of peas, they are also liable to wander off aimlessly. Given the complex nature of the courses you have to guide them around, herding soon becomes a tricky business.

It's in the design of these maze-like courses where the developers' imagination has really run riot. You begin in a typical farmyard setting, albeit one patrolled by deadly scarecrows. Once out of the countryside, however, the sheep must be herded through a medieval-themed village fete, an ice-cream factory, a space station and a nightclub. Progressing throughout the game, your sheep will encounter bizarre ways to meet their maker, from cabbage-patch minefields to archers to giant jenga

piles. Each of the 30-or-so levels has a time limit for completion and your score is based on the number of sheep you successfully herd towards safety. Huge replay value is provided both by the incentive to beat previous high scores, and by bonus mini-games unlocked when the golden sheep hidden on each level are collected.

*Sheep* has been on the release schedule for long time now, often a sign that a good-looking product will turn out to be mutton dressed as lamb. Not so this title. Minds Eye has laid a foundation of solid gameplay mechanics beneath the humorous, eye-catching surface. Come October, it looks like we'll all be counting sheep.







- There are 1,300 moves built into the game, everything from double back flips to tail whips. Tricks are linked by pressing Circle to 'modify'.
- Mr Mirra, poised for some action. You'll remember him for being the 1998 X-Games Male Athlete of the Year, and six-time gold medal winner. Of course.



AUTUMN

Format: PlayStation | Developer: Z-Axis | Publisher: Acclaim | Players: 1-2 | On sale in UK: Autumn

# DAVE MIRRA FREESTYLE BMX

Get ready for a BMX game that's gonna be (cough) wheelie good.

**L**ike skateboarding, there's considerably more to joining the recent BMX comeback wagon than wiping the rust off your old Raleigh Burner and nearly being able to do an endo. The specifications of the bikes have been upgraded, the tricks have all got new names, and the kids who are riding them weren't even born when your mum first went mad when she found you trying to unbuckle your wheel by putting it in the freezer.

Hence, in timing at least, the arrival of *Dave Mirra's Freestyle BMX*. Riding as Mirra, or one of nine other current pros, the game is a lot like *Thrasher: Skate and Destroy*, but with bigger wheels and a saddle.

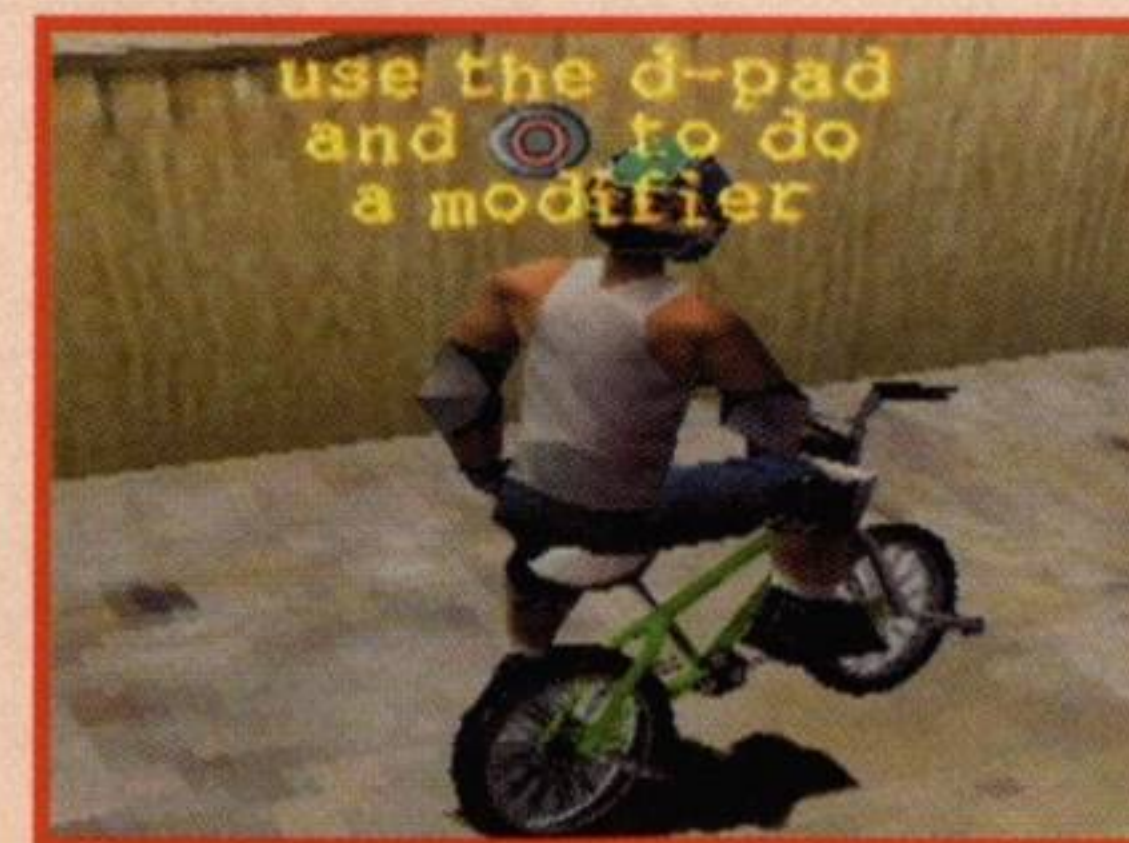
Starting with basic tricks assigned to the fire buttons, new moves can be created using the modifier button allowing you to mix and match your stunts. There are no set tracks to follow, giving freedom to explore at your own leisure. The 12 levels focus on verts (ramps to you and us), dirt and street riding, and include various famous BMX ports of call, such as the San José Ramp Club and Camp Woodward's Lot 8.



- The move scheme is easy to use: Square plus a direction pulls tricks, grind with Z, jump with X and use the L1 and R1 buttons to spin.



- Skeletal Dynamics generate crashes that are different every time...



- ...Meaning that you won't just see your crashes – you'll feel them too.



- It'll end in tears, you know.

## BEST BIT SO FAR

### After burner

■ Oddly – but, at the same time, fantastically – one of the most addictive bits of *Dave Mirra Freestyle BMX* is the pause function. Press pause mid-trick, and as you hang motionless in the air, the camera pans *Matrix*-style, 360° around your figure. It's the videogame thrill equivalent of asking your mate how high you managed to bunny hop without him replying 'almost the entire bike off the ground at the same time'.







■ (Right) Make sure you're armed to the hilt when the flying skulls come calling...



■ (Above) The chainsaw is your best-buddy in the game, and you use it to great, maiming effect.



■ (Above) Ash is pursued by an unseen terror. Very *Blair Witch*...

■ (Left) Dice 'n' slice! Damn, where's a flymo when you need one?



### BEST BIT SO FAR

#### The Bruce bonus

True devotees of the *Evil Dead* series will be excited to learn that The Man himself is involved. Which man? None other than chief hero of the films, Bruce Campbell. His dulcet tones will be lending a familiar feel to the brand new script. Not that this is Bruce's first game collaboration, though – Novalogic's recent space combat effort *Tachyon: The Fringe* starred him, too.



NOVEMBER

Format: **PC/PlayStation2/Dreamcast** | Developer: **Heavy Iron Studios** | Publisher: **THQ** | Players: **1** | On sale in UK: **November**

# EVIL DEAD: HAIL TO THE KING

Survival horror returns to its roots in the satanic forest.

**T**his one's been a while coming. If some shadowy section of your brain is under the impression that you've already played games based on the *Evil Dead* film trilogy before, that's because the three movies have been repeatedly grave-robbled by developers hungry for cinematic inspiration. The first film's bleak nastiness and innovative re-invention of the camera-as-entity (the final head-rushing shot of *Evil Dead* is an all-time horror cinema moment) can be seen in any game which enjoys the occasional view-point flourish.

Meanwhile, the kitsch irony of the sequels were pretty much the foundation for the whole PC first-person shooter shebang. From the hell-on-earth vibe of *Doom* to the wisecracking *Duke Nukem* – that shamelessly stole many of his best lines from *Evil Dead 2* – the intellectual compost on the genre's roots was hewn from *Evil Dead*'s haunted forest. The gaming world clearly owes Ash.

It's only fair that the forthcoming *Evil Dead* game takes the majority of its cues from the most successful horror games of recent years. In its dark, beating heart, *Evil Dead: Hail To The King* is a third-person action-adventure of the survival horror genre, owing a large part of its existence to *Resident Evil*.

The game picks up the *Evil Dead* storyline eight years after the trilogy's conclusion (though which of *Army of Darkness*'s two filmed denouements it chooses is anyone's guess) with Ash deciding to return to the isolated cabin in the woods. Predictably, the intervening period hasn't mellowed the evil deities. Cue chaos, chainsaws and other words beginning with 'c'.

In the genre's traditional manner, lusciously pre-rendered backdrops are used as the staging for the fully-animated polygonal protagonists, with camera angles chosen to emphasise the cinematic tension of the moment. Many scenes have been taken from the movies' mythos, but the game has added plenty of uniquely

created locales in which to expand the storyline. Similarly, the Deadites of the trilogy will be joined by a brand new mob of unpleasant creatures. In turn, Ash's arsenal has expanded to cope, with a large selection of fully-upgradeable weapons at his fingertips.

Arriving at roughly the same time as the three licensed *Blair Witch Project* games, it'll be intriguing to see whether the camp charm of Ash and the Deadites or the monochrome meandering of the weepy students inspires the more convincingly petrifying game. November's the date. Unless, of course, it misses its evil deadline.







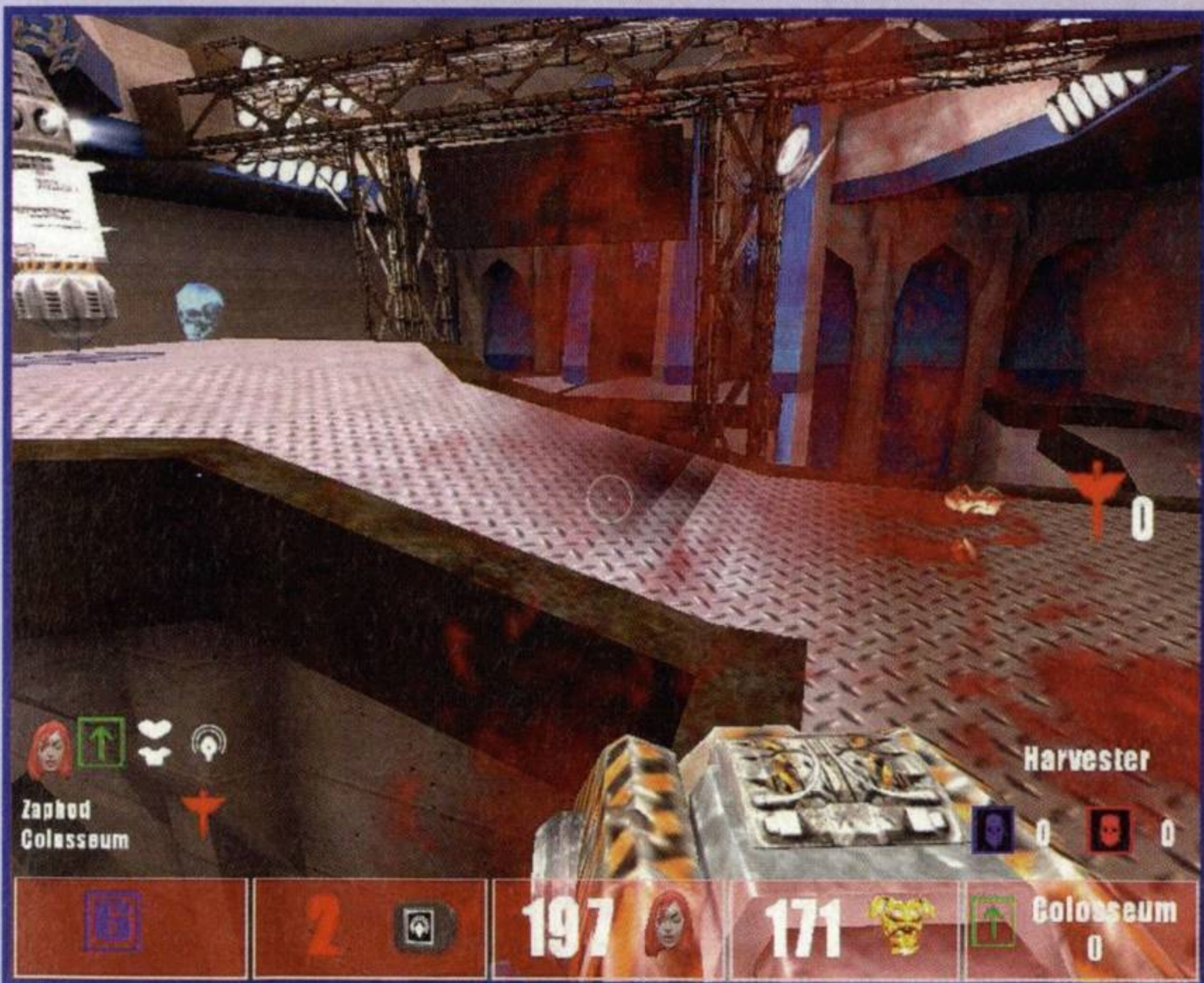
■ Everybody's favourite weapon, the awesome Chaingun, makes a welcome return to *Team Arena*'s levels.



■ The Rocket Launcher. The best gibbing weapon ever.



■ Visually, *Team Arena* seems more industrial than *Quake III* – there's certainly nothing like the 'tongue' level as in the first game.



■ New firepower will up the ante in *Team Arena* – but you'll still be able to create the same bloody mess. Just look at those body parts scatter...



### BEST BIT SO FAR

#### Weapon-tastic

As well as new power-ups, game types and character models, new weapons also feature. The Nailgun and Chaingun – sorely missed from the original two games – are there along with the comical Proximity Mines that made their debut in *Quake II*'s mission packs. All look spectacular, particularly the Chaingun which has been upgraded even beyond the weapon's previously insane rate of fire circa *Quake II*.



DECEMBER

Format: PC | Developer: id | Publisher: Activision | Players: 1-32 (LAN/Internet) | On sale in UK: December

# QUAKE III TEAM ARENA

You may want it now, but it will be "Done when it's done!"

It's easy to overlook *Quake III Arena*'s faults. Offering the most frantic, visceral, technically accomplished deathmatch on any format. The experience of playing it can blind you to its shortcomings.

Rose-tinted specs removed, it's evident that id Software's free-for-all shooter enjoys much less success as a team-based game. Whereas *Unreal Tournament* addressed the problem of communication with a simple command interface, *Quake III* players require the touch-typing skills of Mavis Beacon.

Thankfully though, and possibly because of witnessing the 'endangered species' status of Capture The Flag and Team Deathmatch servers online, as well as

the popularity of rival team-based first-person shooters such as *Counterstrike* and *Team Fortress Classic*, id has been spurred into action.

The result – *Team Arena* – is essentially an official add-on pack that focuses on team-based varieties of *Quake III*. Of most importance is the radically redesigned in-game interface – holding down a hot-key introduces a text tree and cursor, from which complex sentences can be constructed with just a few mouse clicks. Both human players and AI bots can be instructed in this way.

Alongside the new input method come four extra game types. Two CTF variants are bolstered by the addition of six unique power-ups (Scout, Guard, Damage, Ammo,

Invulnerability and Kamikaze), that can only be held and used by one team member at a time. The first five are as good as their names – upping your speed, health and armour, damage, ammo and lifespan respectively. The latter, though, is a revelation that offers you a suicidal option that results in a nuclear explosion of a devastatingly widespread nature.

It's not yet clear whether these power-ups feature in the Obelisk and Harvester games although they add depth to the mixture of open-air and tightly-constructed levels that are further embellished by new player models, particle effects and lavish sky detail. Obelisk concerns itself with two team monoliths, each imbued with a certain number of hit points; destroy the enemy

and the glory is yours. While Harvester is a classic collector game: once an opponent is killed, a skull appears. Collect it (and subsequent ones) get into the enemy base, and touch your foe's flag to win points.

Admittedly, when we saw *Team Arena* recently the final recipe was still undecided, but the aforementioned ingredients will certainly make up the bulk of the game. Cynical cash-in, or laudable attempt to address their original mistakes? We'll find out (as id Software so often tell us), only "When it's done." **A**



# GAME ON

## COMING SOON



■ The playing screen shows your time remaining for the mission in the top left-hand corner and your status details in the top right. This includes the number of team-mates or enemies in the vicinity.



■ See a high vantage point on the horizon? You can drive to the top for a panoramic view of the surrounding area.



■ (Above) City gates won't open for you? Smash right through 'em.

■ (Left) When you pick up a consignment, it floats above your vehicle, alerting the cops to your illicit smuggling activities.



NOVEMBER

Format: **PlayStation2** | Developer: **Angel Studios** | Publisher: **Rockstar Games** | Players: **1-2** | On sale in UK: **November**

## SMUGGLER'S RUN

Contraband on the run – it's PS2's illicit off-road racer.

**M**any of the missions in PlayStation classic, *Driver*, involved transporting an illegal cargo to a safe house on behalf of an anonymous, shady client. The catch being that the cops in the game seemed able to sniff contraband and would come tearing after you in droves. The natural instinct was to head for the border, but the game forced you to remain within city limits.

*Smuggler's Run* deals in more valuable and volatile stock, the kind that must be driven across country borders to drop-off

points in remote locations. Welcome to the off-road *Driver*.

Rockstar has been one of the first non-Japanese publishers to come up trumps with PlayStation2 software. It will also be releasing *Midnight Club* (previewed last issue) on or around the 26 October launch date, and *Oni* not long afterwards. *Smuggler's Run* is potentially the most appealing of the three, allowing you free rein to drive your monster buggies anywhere over the vast landscapes, apparently boasting 100 square miles of scenery a piece.

There are three environments in the game – North American forest, Mexican desert and a winter level which coats the surface of the forest level with snow and

deadly black ice. Topography is impressively varied for each terrain with a series of hills, valleys, lakes and rivers marking the landscape. Add roads, railways, bridges and living, breathing towns and villages to the map and you've got a fully realistic setting. The best part is the fact that you can drive anywhere within this environment. See a hill in the distance? You can drive right up to it, ascend to the top and take in a panoramic view of your surroundings.

The vehicles at your service are all fully-customised off-road beasts including buggies, trucks, SUVs and armoured cars. The four-wheel independent suspension of each vehicle means that most geographical obstacles can be negotiated with ease. *Smuggler's Run* is certainly generous when

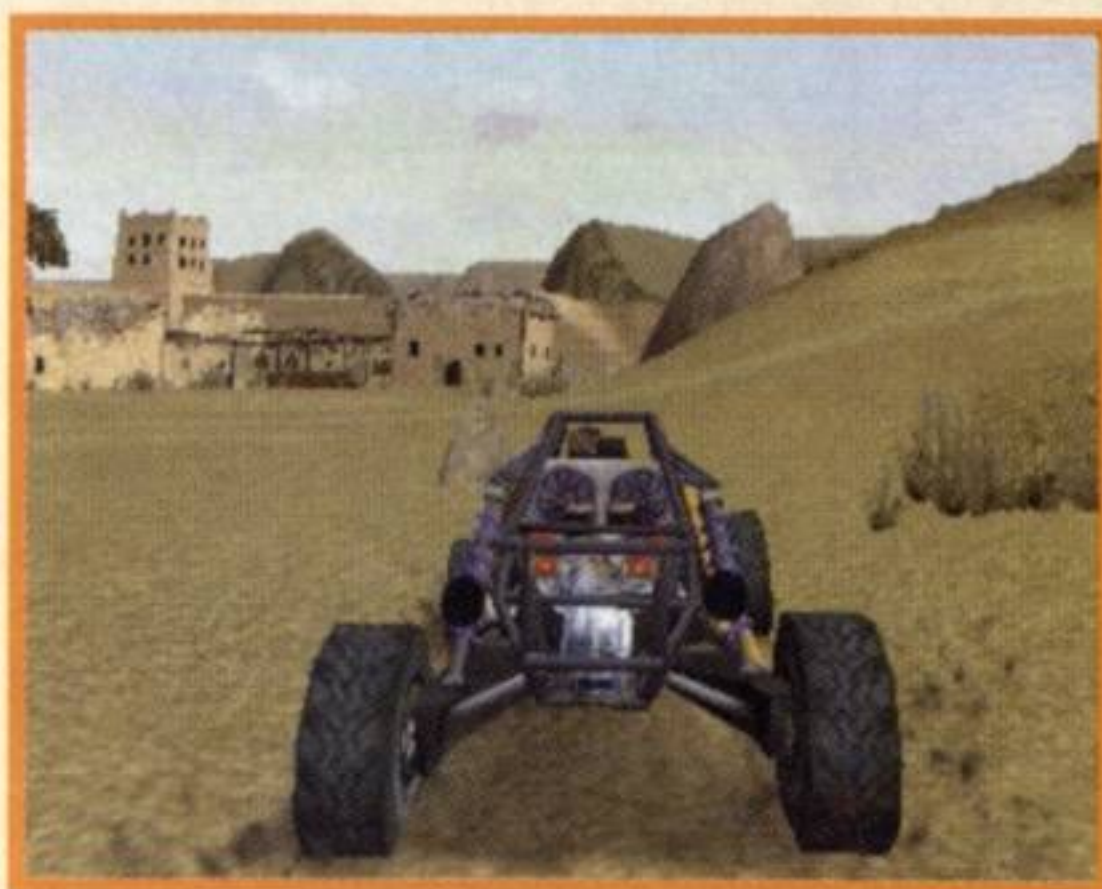
it comes to damage accumulation and the most violent collisions usually see you landing on all four wheels, but that's all part of the game's arcade mechanics. The ability to leap from cliff edges, power through scree, sand or snow and charge across lakes is a little unrealistic, but it certainly makes for an exciting ride as you leave the safety of tarmac far behind and head cross country on the quickest route from A to B.

As a member of a gang called The Forgotten, you begin a smuggling career comprising upwards of 30 missions. Each assignment will be a variant on the theme of collecting cargo and dropping it off at a specified destination without arousing the suspicions of the border cops. This is





■ A close-up view of one of the powerful buggies you get to drive. Independent four-wheel suspension allows you to glide over rocky ground.



■ The barren desert landscape is great fun to drive through.



■ Herds of buffalo roam perilously close to your speeding vehicle.



harder than it first appears as the filth routinely patrol public routes and construct roadblocks to greet you at key intersections (giving you all the more reason to travel off-road). Once the sirens start blaring, you need to use your driving skills to full effect in order to shake off the attentions of the law as their usual tactic is to ram your vehicle into submission.

As you progress through the missions, it's not just the police you have to worry about. Drivers from rival gangs will attempt to steal your cargo – which they do by ramming into you violently. When this happens, you'll have to repossess your goods in exactly the same manner. Missions



■ Monster truck madness, indeed.

then become an entertaining variant on the type of autogeddon peddled by the *Vigilante 8* games as multiple chrome pile-ups ensue.

Melee mode allows you to set up custom scenarios in which you can play as any of the eight gangs (saddled with such threatening names as the O'Gradys and the Dogs Of God). Options available include everything from straightforward checkpoint races to complex and messy gang battles against a number of human players or computer-controlled rivals. The background plot of the game is



■ When the roads are swarming with cops, you can drive along railtracks for a nifty alternate route. Just watch out for the trains, though.

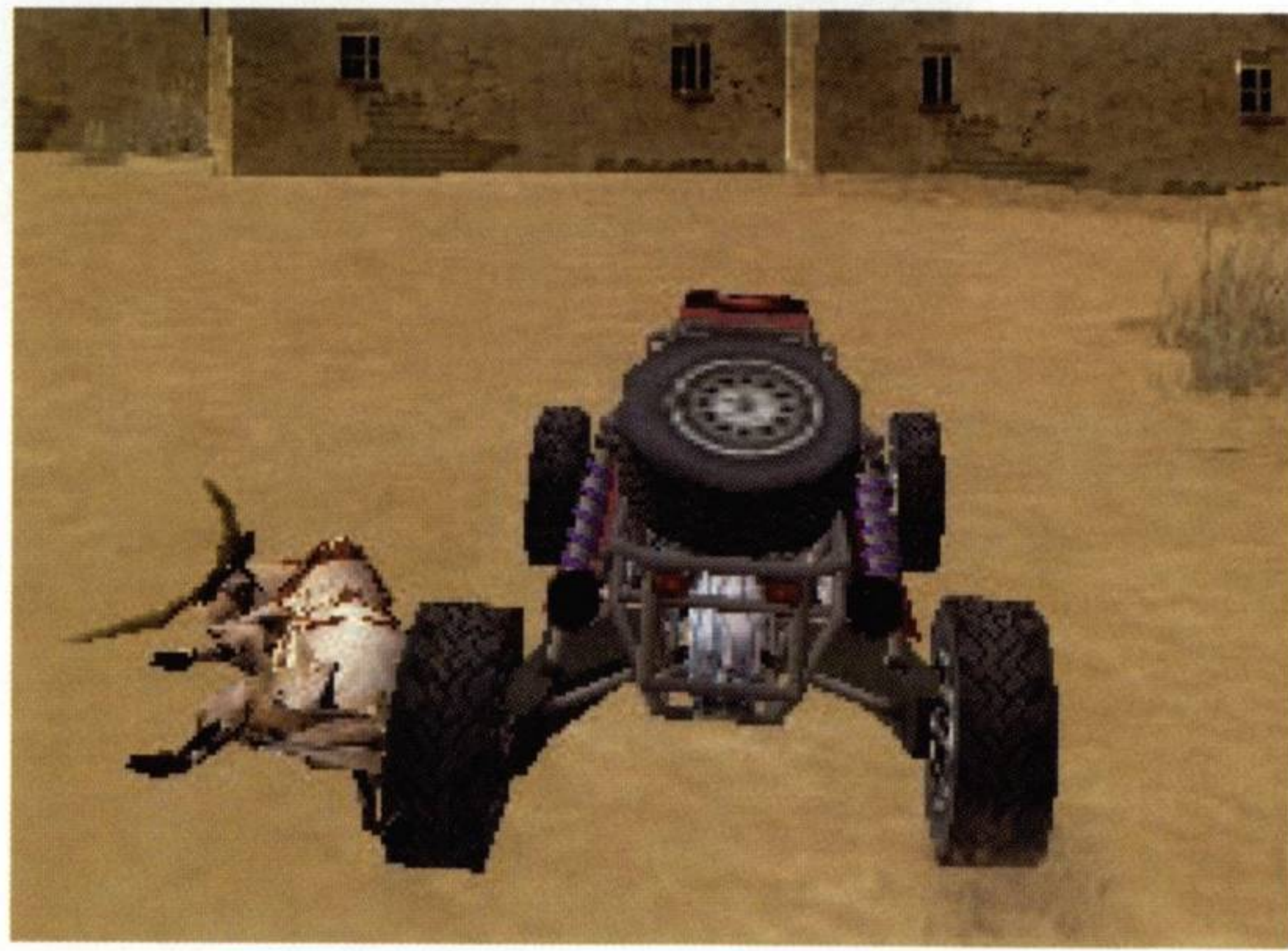
■ (Right) The waypoint arrow is used for general directional advice but it's vital to keep a constant eye on the radar for police or enemy presence. Longer routes may need to be taken.



## BEST BIT SO FAR

### Roadkill

Unlike *Driver*, where innocent pedestrians always just manage to escape being crushed under the wheels of your speeding steed, *Smuggler's Run* deals realistically with the situation. They can hear you coming and will try to leap out of the way, but if you motor directly towards them, it's curtains. There are no extra points to be gained for these acts of brutality like in *Carmageddon*, but picking off backpackers in the desert environment is truly satisfying, as is crushing farm animals under your hefty tyres.



relatively insignificant and the simplicity of the tasks required means that *Smuggler's Run* will be very easy to pick up and play. A waypoint arrow a la *Crazy Taxi* is your constant companion, leaving the emphasis of the play firmly on taming the landscape and shaking cops off your tail. There is a pleasing lack of complexity to the game which does make it instantly entertaining, although lack of depth could prove to be its one minor disadvantage.

Still, the vast environments of *Smuggler's Run* show just what PlayStation2 can do compared to the existing consoles. As driving and adventure titles strive for more freedom, it offers a glimpse into the future. Thankfully, it also looks set to be a riot of snarling engines, chrome combat and insane driving manoeuvres, adrenalinised by the thrill of the chase. Last one to the border's a sissy.





# GAME ON



## COMING SOON

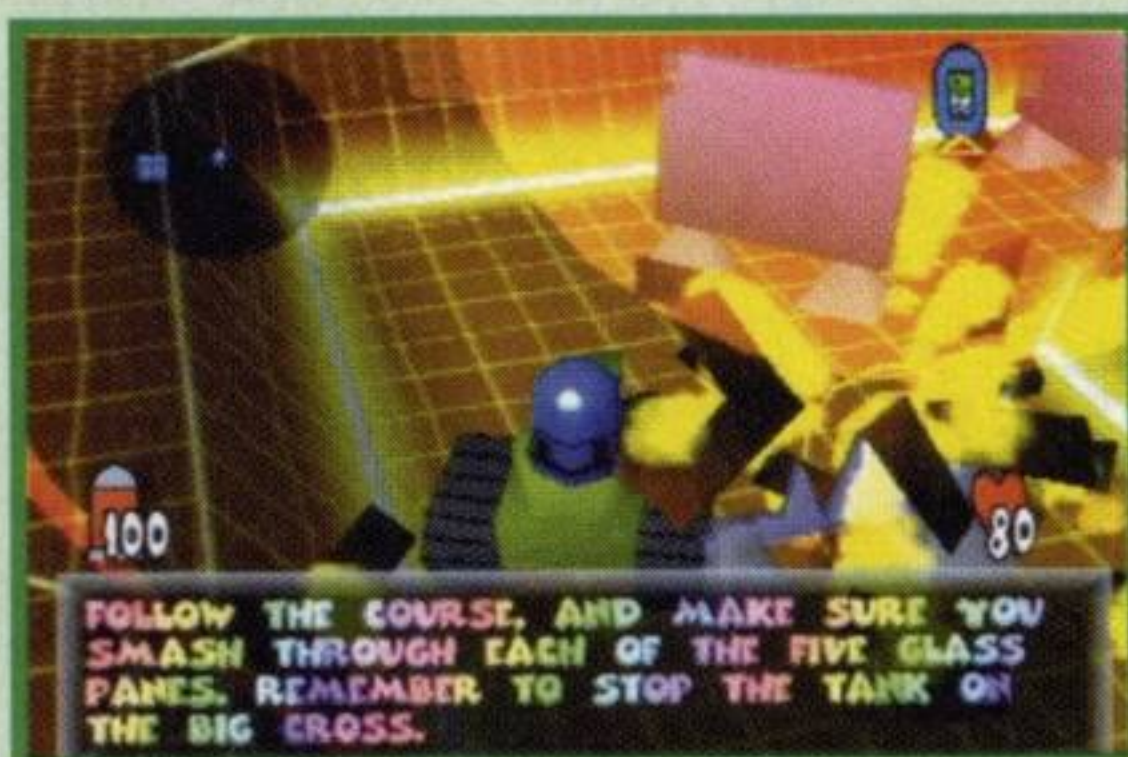


■ *Team Buddies'* strategy is only really a means to annihilate opponents in explosive action battles.

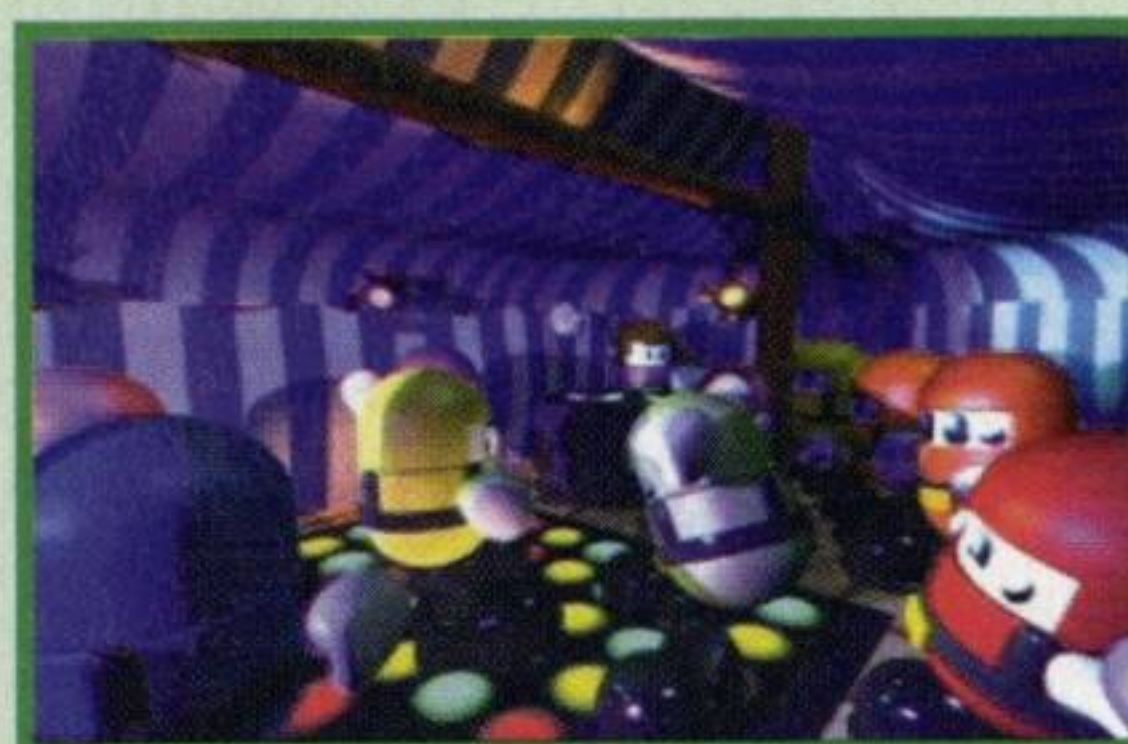
■ He looks friendly enough now, but just wait until he picks up that bazooka. Oh, how power corrupts.



■ (Left) The more blocks you can stack together, the more powerful the piece of destructive hardware you get.



■ Training mode is essential to learning the game's strategy.



### BEST BIT SO FAR

#### Forever Friends

The greatest part of *Team Buddies* is the ability to command your army. They can work as a group or be assigned individual tasks. Using this approach you can attack an enemy base single-handed, leaving your buddies behind to build tanks. If the tide turns against you serious reinforcements are just a button press away.



We're assured that a VR training mode will be included so that you can get to grips with those complex controls pretty quickly. Before you know it task management will become second nature. A special mention goes to the caustic language used by your buddies. If this speech makes it to the finished game, *Conkers Bad Fur Day* will sound like a WI meeting.

Chuck in a multiplayer mode, and you've probably got the funniest PlayStation due out this year. *Arcade* will be enlisting come September.



SEPTEMBER

Format: PlayStation | Developer: Psygnosis | Publisher: SCEE | Players: 1-4 | On sale in UK: 17 September

# TEAM BUDDIES

## Gun-toting Tic Tacs wage war.

**T**raditionally, all the crazy games come from Japan. *PaRappa the Rapper*, *Go! Train Go!* or *Vib Ribbon* – they're all bonkers. But *Team Buddies* will be the craziest thing seen in Europe since Kevin Keegan let Phil Neville onto the pitch.

Behind the rather American-bonding sounding title is a game that is going to offer unrivalled promise, for under the exterior lies a crafty strategy cum puzzler cum shoot-'em-up.

Imagine a world populated by colourful Tic Tac-like beings with Brummie accents. These peaceful folk love to dance and decide to hold a big party. On this fateful

day though, a cloud settles above the city and starts to rain Lego-style building blocks – which break open to reveal automatic assault weapons. Within ten minutes of the first weapon's descent to the ground, a vicious gang war has broken out, with the Tic Tacs divided according to the colour of their shells.

Your role in all this is as a law-abiding commando, sworn to keep the peace by the Government's Central Incompetence Agency. Dissident gangs must be eliminated using your team of soldiers or 'buddies'. It's kill or be killed stuff, but don't be misled, these simple rules disguise a game of tremendous tactical depth.

The strategy/puzzle element derives from those building blocks that keep on

falling from the heavens. You must arrange them in different patterns on the special stacking grids in order to obtain better weaponry. For example, a horizontal stack of two blocks creates a rocket launcher, whilst a cube of eight makes a tank. Interestingly, a vertical double stack produces a new buddy – and this is where things get manic.

Buddies are the cornerstone of your army. Using a simple command system, they perform a variety of tasks from attacking enemies to rescuing prisoners and will be able to replicate themselves. This adds a whole new dimension of strategy and resource deployment – but try thinking straight whilst five Uzi-wielding villains attack you.



# RELEASE SCHEDULE

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

## OCTOBER

6th	Space Channel 5	Sega	DC
6th	B-17: The Mighty Eighth	Take 2	PC
13th	LMA Manager 2001	Codemasters	PSX
13th	UEFA 2001	Infogrames	PSX
13th	Arcatera	Ubisoft	DC
13th	Time Stalkers	Konami	DC
13th	UEFA 2001	Infogrames	DC
13th	Ultimate Fighting Championship	Crave	DC
13th	Call to Power 2	Activision	PC
13th	Lego Creator: Knight's Kingdom	Lego Media	PC
13th	Metal Gear Solid	Microsoft	PC
13th	Midtown Madness 2	Microsoft	PC
13th	UEFA 2001	Infogrames	PC
13th	Lego Racers	Lego Media	GBC
20th	Driver 2	Infogrames	PSX
20th	ISS Pro Evolution	Konami	PSX
24th	Jet Set Radio	Sega	DC
26th	Episode One: Starfighter	Activision	PS2
26th	F1 2000	EA Sports	PS2
26th	Fantavision	Sony	PS2
26th	Gradius 3 & 4	Konami	PS2
26th	Ridge Racer V	Sony	PS2
26th	Tekken Tag Tournament	Sony	PS2

27th	Extreme Sports	Sega	DC
27th	Ferrari F355	Acclaim	DC
27th	Hogs of War	Infogrames	PC
27th	Le Mans 24	Infogrames	DC

28th	F1 2000	EA Sports	PSX
TBA	ISS 2000	Konami	PS2
TBA	Take the Bullet	Sega	DC
TBA	Half-Life	Havas	DC
TBA	Team Fortress 2	Havas	PC
TBA	Conker's Bad Fur Day	Nintendo	N64

## NOVEMBER

3rd	NBA Showtime	Midway	PS2
3rd	Dave Mirra Freestyle BMX	Acclaim	DC
3rd	Colin McRae Rally 2.0	Codemasters	PC
3rd	Dave Mirra Freestyle BMX	Acclaim	GBC
3rd	Lego Action Team	Lego Media	GBC
10th	Alone in the Dark	Infogrames	PSX
10th	Evil Dead: Hail To The King	THQ	PSX
10th	Alone in the Dark	Infogrames	DC
10th	ECW Anarchy Rulz	Acclaim	DC
10th	Evil Dead: Hail To The King	THQ	DC
10th	Quake III Arena	Sega	DC
10th	Alone in the Dark	Infogrames	PC
10th	Escape from Monkey Island	Activision	PC
10th	Evil Dead: Hail To The King	THQ	PC

17th	Ready 2 Rumble: Round 2	Midway	PS2
17th	Matt Hoffman BMX	Activision	PSX
17th	Ready 2 Rumble: Round 2	Midway	PSX
17th	Colin McRae Rally 2.0	Codemasters	DC
17th	Dee Dee Planet	Sega	DC
17th	Matt Hoffman BMX	Activision	DC
17th	Ready 2 Rumble: Round 2	Midway	DC
17th	Mech Warrior 4	Activision	PC
17th	Ready 2 Rumble: Round 2	Midway	N64
17th	Matt Hoffman BMX	Activision	GBC
17th	Ready 2 Rumble: Round 2	Midway	GBC

24th	F1 World Grand Prix	VideoSystem	PS2
24th	Silent Scope	Konami	PS2
24th	Final Fantasy IX	Square Europe	PSX
24th	Silent Scope	Konami	DC
24th	Cruisin' Exotica	Midway	N64
24th	Eternal Darkness	Nintendo	N64
24th	Cruisin' Exotica	Midway	GBC

TBA	Black & White	Electronic Arts	PC
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## DECEMBER

TBA	Zelda: Majora's Mask	Nintendo	N64
TBA	Black & White	Sega	DC
TBA	Sega GT	Sega	DC

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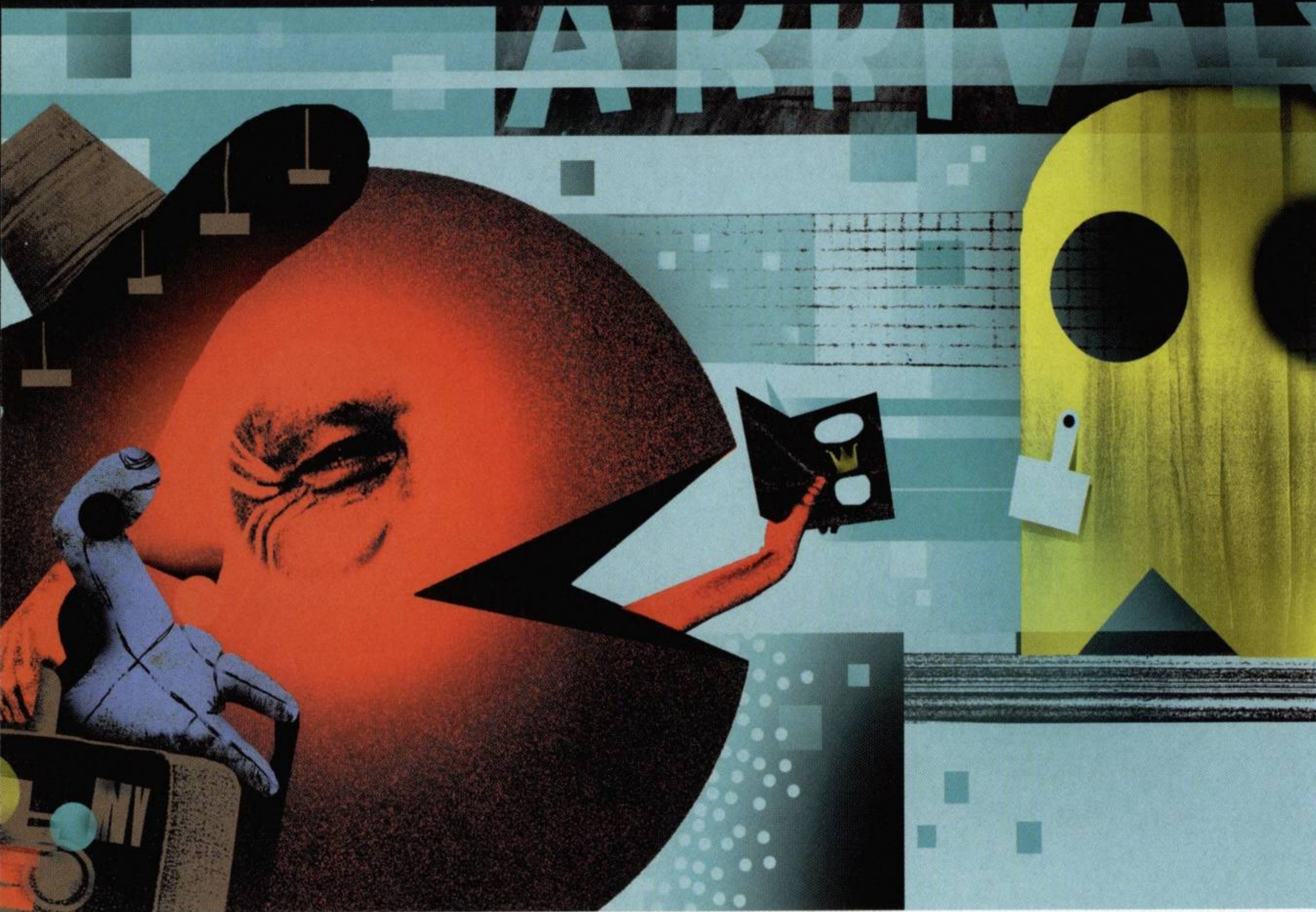
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## 5 Photographer

Nothing too unusual about Todd (from *Pokémon Snap*'s) profession, you'd have thought. He's young. He's keen. And he's creative. And he goes around encouraging small fluffy animals to dance by feeding them apples, throwing them balls and playing them the flute. Nutter.

## 6 Pod Racer

Young Anakin Skywalker (from *Episode One: Racer*) flies a mean pod. It's just when he grows up and has to change his details to 'Deputy Leader of the Dark Side' that he'll have to start worrying.

## 7 Silent Bomber

Jutah Fate – from the game of his job title – has had enough problems with his life (being sent to single-handedly destroy an enemy mothership) to have to worry about whether or not he packed his cases himself or is carrying anything that could be considered a weapon.

## 8 Mutant Basher

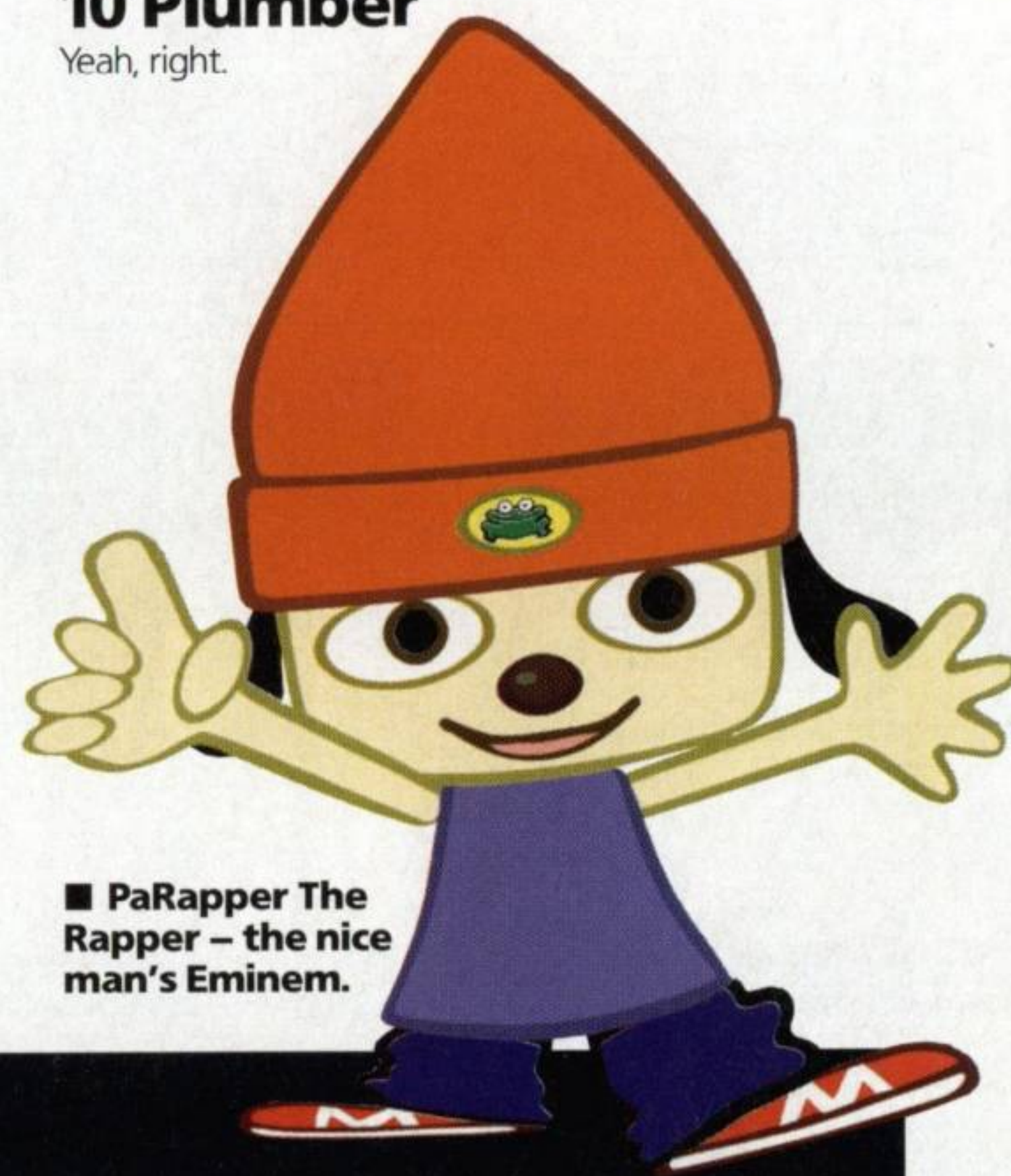
Agent Aya Brea from this month's *Parasite Eve 2* gets all the privileges that working for the FBI awards. Although the best seats will probably have already been nabbed by Agents Mulder and Scully.

## 9 Rapper

Hey, it's what Puff Daddy, Eminem and Dr Dre must have under the section that says 'occupation', so the same must hold for PaRapper.

## 10 Plumber

Yeah, right.



■ PaRapper The Rapper – the nice man's Eminem.

# Excuse me, sir

A look at videogame characters' official professions.

**P**op stars and film stars are always asked what they fill in under the bit that says 'occupation' in their passports. But what of videogame characters? Guess what? *Arcade* has pondered just that.

### 1 Tomb Raider

Well, she's an archaeologist at heart, but when was the last time you saw the amply breasted one delicately extracting a soil sample to take back to analyse in the lab? Never, that's when.

### 2 Ghost Buster

The chances are that Pac-Man would rot forever in a jail should customs catch him with the big bag of

### Top ten

Top Ten failed ideas for a top ten

- 1 A-ha singles
- 2 Street slang
- 3 Months
- 4 Ice cream flavours
- 5 Eighties sweets
- 6 Monkeys
- 7 Monkeys in love
- 8 Prime numbers
- 9 Sexual positions
- 10 Failed ideas for a top ten

'magic power pills', which he claims he needs to eat in order to rid the world of ghostly apparitions.

### 3 Secret Agent

It's what your dad embarrassingly tells your friends that he is when he is, in fact, an accountant. Still, if Joanna Dark was any real sort of a secret agent, she'd have something far more discreet written in her passport. Like hairdresser, maybe.

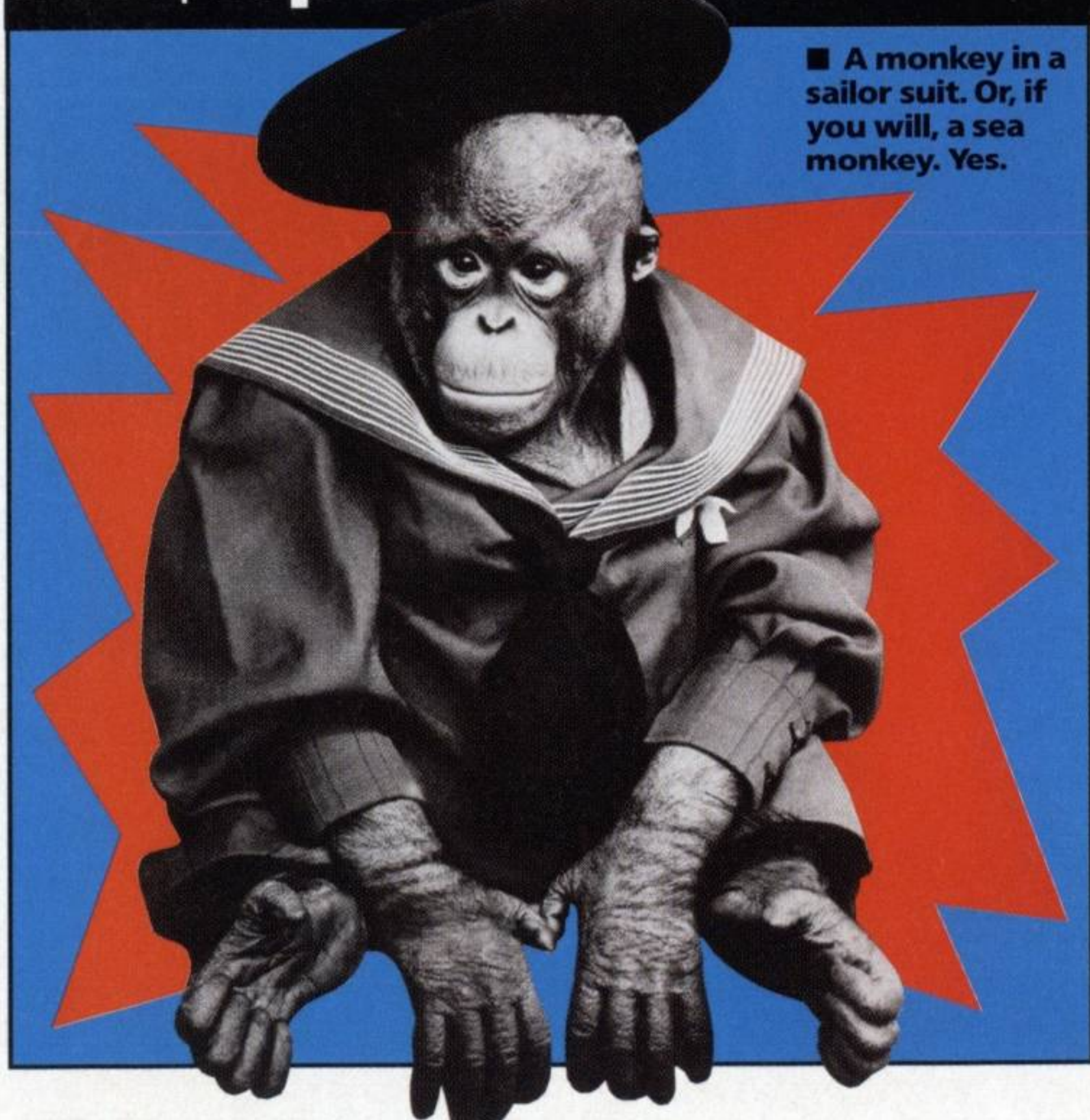
### 4 Street Fighter

Again, Ken, Ryu and all the *Street Fighter* gang must have to use a little bit of discretion when filling out their details. Except you'd have thought someone as distinguishable as Blanka wouldn't really needed any identification.

## Guest chart

## Top ten animals

*Dr Doolittle's* chums in order of merit.



■ A monkey in a sailor suit. Or, if you will, a sea monkey. Yes.

### 1 Monkeys

A firm *Arcade* favourite, with different brands of monkeys exhibiting their own merits: apes have got their own planet; chimpanzees their own brand of tea and in the case of Bubbles, his very own mad multimillionaire pop star and an all-you-can-breathe oxygen tent. They're closer to humans than you may think.

### 2 Dogs

Always your best mate, so long as you open the door to let them out when they need a dump, and keep the supplies of Pedigree Chum coming. Sigh. If only people were this easy to placate.

### 3 Tigers

Always asleep or 'inside' when you go to the zoo, but out in the wild, one of God's most graceful and majestic creatures. Tigers? They're greeeaaat.

### 4 Cows

Provides us with the main (or, if you read the small print, no less than 15% of) the ingredients of a strawberry milkshake and a Big Mac Meal, whilst simultaneously providing the fun – as any schoolboy camper will know – for the basis of the ever-popular night-time game of cow-tipping.

### 5 Rabbits

Small, cute, cuddly and –

by cutting a hole in your table and putting a hat on top – are the basis of a never-fails-to-impress party trick. However, rabbits that have fallen into the spotlight (for example Bugs and Roger) often grow too big for their fluffy tails.

### 6 Wildebeest

"What did you expect to see out of a Torquay hotel window? The Sydney Opera House, perhaps? The Hanging Gardens of Babylon? Heards of wildebeest sweeping majestically?" asked an exasperated Basil Fawlty. They're traditionally a bit stupid and always savaged by lions.

### 7 Cats

If they can write and star in their own West End musical, they must be all right by us.

### 8 Zebras

An evolutionary cock-up, vis-a-vis "Where's that black and white stripy horse gone? Oh there he is, hiding in the green bushes." Still, they get their own crossings.

### 9 Slugs

What did the slug say to the snail? *Big Issue*, mate?

### 10 Duck-billed platypus

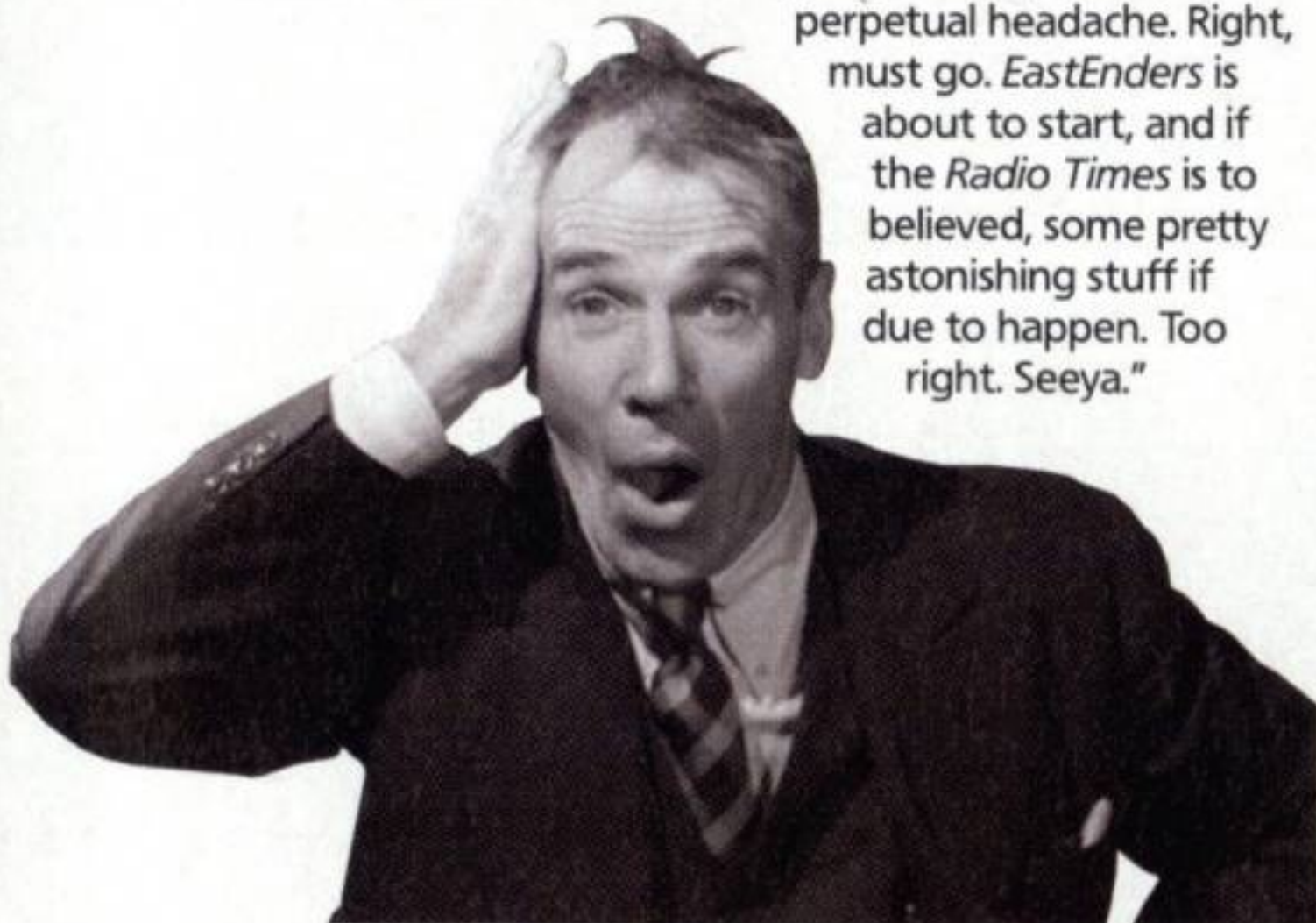
Odd looking mammals that lay eggs. Explain that one Darwin.



**CHART ANALYSIS**

**With the Arcade Astonished man**

"Oh. Sorry. Didn't see you there. Hi. I'm not a man who's usually astonished, but glancing over this month's Top 40, I couldn't help but slap my head in astonishment. Take this month's number one. I'd have thought that you people would have tired of the whole Pokémon thing by now, but blow me. There's *Pokémon Yellow* hanging onto its number one spot for another month. Astonishing, I tell you. What about *Perfect Dark*? (Slapping head in astonishment.) Right in there at number two – doing for the N64 what all this head-slapping is doing for my ever perpetual headache. Right, must go. *EastEnders* is about to start, and if the *Radio Times* is to be believed, some pretty astonishing stuff is due to happen. Too right. Seeya."



**Vox pops**

**This month: With the Arcade Sea Monkeys**



■ Right, chaps? How's your life? You realise that – technically – you've been in the *Arcade* office longer than almost all the team? You should have made it to editor by now. I know – it's hardly fair that we make you do the tips each month, but what you gonna do?

■ So – what do you think of the N64's *Perfect Dark*? Have you got very far yet? I know it's pretty tricky, that fourth level. You should try playing it on hard. Whassat? Your water has started to boil in the sun? Oh, shut up. You're just making a fuss. See ya.

**Import zone**

**With Department 1 (0171 916 8440).**



■ Time once again to make contact, via a variety of winks, nudges and masonic handshakes, with Department 1 to see what's happening in the top-secret world of import games. "Hello. Dave here. The cat is amongst the pigeons. The eagle has landed, and Old Mother Hubbard has given her dog the bone. Over and out." Right, let's just get our phrase book. Aha. *Virtua Tennis*, it seems, is selling like hotcakes on the Dreamcast, whilst *ISS 2000* is flying out on the N64. Nice one, Dave. Speak to you later. We mean, the cake has been eaten. Bye.

**Official Top 40**

*In easy-to-read coded chart form.*



**1 (-) Pokémon Yellow**

■ **GBC** ■ **Nintendo**  
Start the game with Pikachu from the beginning – and if you know what that means, you'll probably own it already. Not bad for £25.

**2 (-) Perfect Dark**

■ **N64** ■ **Nintendo**  
The N64's finest moment to date. With a lady called Joanna. Don't you know?



**3 (2) Colin McRae Rally 2.0**

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



**4 (-) WWF Smackdown**

■ **PSX** ■ **THQ**  
The attraction of grappling sweaty grown men to the floor holds its position.



**5 (-) Driver**

■ **PSX, GBC, PC** ■ **Infogrames**  
Back out on budget, and the biggest steal since Grand Theft Auto.



**6 (-) Diablo 2**

■ **PC** ■ **Havas Interactive**  
Proof that the RPG isn't dead. The Yanks have gone mad for it.



**7 (5) Pokémon Red**

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



**8 (6) Pokémon Blue**

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



**9 (11) In Cold Blood**

■ **PSX** ■ **SCEE**  
Point-and-clicking fun from the same people who brought us Broken Sword ages ago.



**10 (-) Pokémon Project Studio Red**

■ **PC** ■ **Mattel Interactive**  
Create Pokémon pictures with this great interactive CD ROM.



**11 (-) Pokémon Project Studio Blue**

■ **PC** ■ **Mattel Interactive**

**12 (8) World Championship Snooker**

■ **PSX** ■ **Codemasters**

**13 (11) The Sims**

■ **PC** ■ **EA**

**14 (24) Hogs of War**

■ **PSX** ■ **Infogrames**

**15 (-) Earth 2150**

■ **PC** ■ **Mattel Interactive**

**16 (-) FA Premier League Manager 2000**

■ **PSX, PC** ■ **EA**

**17 (12) Rayman**

■ **PSX, PC, GBC** ■ **Ubisoft**

**18 (8) Pokémon Stadium**

■ **N64** ■ **Konami**

**19 (-) Vagrant Story**

■ **PSX** ■ **Square**

**20 (9) F1 2000**

■ **PSX, PC** ■ **EA**

**21 (7) Euro 2000**

■ **PSX, PC** ■ **DreamWorks**

**22 (-) Shogun: Total War**

■ **PC** ■ **EA**

**23 (-) Tomb Raider**

■ **GBC** ■ **THQ**

**24 (18) Metal Gear Solid**

■ **PSX, GBC** ■ **Konami**

**25 (21) Medal of Honour**

■ **PSX** ■ **DreamWorks**

**26 (17) Crash Bandicoot 3**

■ **PSX** ■ **SCEE**

**27 (15) Championship Manager: Season 99/00**

■ **PC** ■ **Eidos**

**28 (14) Star Wars Episode 1: Jedi Power Battles**

■ **PSX** ■ **LucasArts**

**29 (16) Tomb Raider 3**

■ **PSX, PC** ■ **Eidos**

**30 (-) Vampire Masquerade: Redemption**

■ **PC** ■ **Activision**

**31 (-) Wacky Races**

■ **GBC, DC** ■ **Infogrames**

**32 (-) Destruction Derby Raw**

■ **PSX** ■ **SCEE**

**33 (-) FA Premier League Stars**

■ **PSX, PC** ■ **EA**

**34 (-) Grand Theft Auto**

■ **PSX, GBC, PC** ■ **Take 2**

**35 (-) Tony Hawks Skateboarding**

■ **PSX, N64, GBC, DC** ■ **Activision**

**36 (20) Dukes of Hazzard**

■ **PSX** ■ **Southpeak Interactive**

**37 (23) Spyro The Dragon**

■ **PSX** ■ **SCEE**

**38 (34) Theme Park World**

■ **PSX, PC** ■ **Bullfrog**

**39 (30) Age of Empires II: Age of Kings**

■ **PC** ■ **Microsoft**

**40 (-) C&C: Red Alert**

■ **PSX, PC** ■ **EA**

**JAPANESE TOP 10**

- 1 (-) Final Fantasy IX**  
Square, PSX
- 2 (-) Jikkyou Powerful Pro Baseball 7**  
Konami, PS2
- 3 (-) My Summer**  
SCE, PSX
- 4 (-) Persona 2: Eternal Punishment**  
Atlus, PSX
- 5 (-) Excite Bike 64**  
Nintendo, N64
- 6 (1) Dance Dance Revolution 3rd Mix**  
Konami, PSX
- 7 (-) Gundam Giren's Ambition: Genealogy of Zion – Capture Instruction Book**  
Bandai, PSX
- 8 (-) Pocket Digimon World**  
Bandai, PSX
- 9 (-) Everybody's Golf 2 (The Best)**  
SCE, PSX
- 10 (-) Jet Set Radio**  
Sega, DC

**US CONSOLE TOP 10**

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





# FINAL



# FANTASY

**THE LAST PLAYSTATION  
OUTING FOR SQUARE'S EPIC  
RPG SERIES IS SHAPING UP  
TO BE THE BEST YET.  
ARCADE TOOK A SNEAK  
PEEK AT THE  
JAPANESE VERSION  
TO GIVE YOU AN  
IDEA OF WHAT TO  
EXPECT.**



Words by | **Nick Jones**





■ Zidane and Co find themselves in the middle of a fight, which is also in the middle of a play, which is also in the middle of a videogame. We think you know what happens next...



**S**quare's life dominating RPG series is about to make a quicker than expected return to your PlayStation. This winter, translation time permitting, *Final Fantasy IX* will become the last of the series to grace PlayStation and once again a simple videogame will take over your life.

Magic spells, floating castles and characters with some serious emotional baggage will be at the forefront of your



■ The guy that Zidane works for early on in the game. A battle shows him who's boss.

thoughts for the month or so it will take to complete the adventure.

In Japan, where the game has been out for little over a month, it is set to become one of the biggest selling PlayStation games of all time. It sold almost two million copies in its first week, the largest sales in that amount of time of any PlayStation game anywhere. Not always a sign of quality, but two million Japanese games players can't be wrong.

Much has been made of *Final Fantasy IX*'s return to an old-skool *Final Fantasy* look. Gone are all the futuristic and industrial stylings of the previous two instalments and the series has gone back to the wizards, castles and flying ships of the early SNES games. What's immediately apparent is that the game has a more charming feel to it with characters neatly bobbing along as they run, plus a sense of humour has returned to the proceedings – reflected in both the characters' animations and their actions. Backgrounds are suitably more fantasy-like with Square eschewing the pre-rendered graphics of the last two games and going for a more painterly look. The results are stunning, *Final Fantasy IX* looks just how you'd imagine *The Lord of the Rings* might be if it were an illustrated pop-up book. Likewise the characters have gone back to the old manga-style large heads, small bodies and big eyes.



**A RENEWED SENSE OF HUMOUR IS REFLECTED IN THE CHARACTERS' ANIMATIONS AND ACTIONS.**

## The Final Fantasy IX Who's Who

There are eight playable characters in *Final Fantasy IX*, or put another way eight that can join your party. This is a brief run down of who's who and a small insight into what motivates them.

### Zidane Tribal



■ Age: 16  
■ "You don't need a reason to help people."

### Garnet Til Alexandros 17th



■ Age: Unknown  
■ "Someday I will be queen, but I will always be myself."

### Freija Crescent



■ Age: Unknown  
■ "To be forgotten is worse than death."

### Adelbert Steiner



■ Age: 33  
■ "Having sworn fealty, must I spend my life in servitude?"

### VIVI Ornitier



■ Age: 9  
■ "How do you prove that you exist...? Maybe we don't exist..."

### Salamander Coral



■ Age: Unknown  
■ "The only dependable thing about the future is uncertainty."

### Quina Quen



■ Age: Unknown  
■ "I do what I want! You have problem?"

### Eiko Carol



■ Age: 6  
■ "I don't wanna be alone anymore ..."

## What's the story?

The game begins on Zidane Tribal's airship – a huge wooden hulk with a forest of propellers keeping it airborne. Zidane and his fellow ruffians are on their way to either rescue or kidnap (it isn't quite clear which) Princess Garnet at a festival. They infiltrate the festival only to find themselves right in the thick of it – on stage, in the middle of play. Quickly they improvise and stage a sword fight so as to stay undetected. After the play they slip away, knock out some guards, steal their uniforms and set off to find the princess.



**Escape from the Forest of Evil** After defeating the first boss, the Forest turns to stone – quick, run away!



**THE GAMEPLAY HAS GONE BACK TO ITS LESS COMPLICATED DAYS WITH EASY TO USE SPELLS.**



Meanwhile, young VIVI the black mage is attempting to get into the festival with a forged ticket. Unsurprisingly he's turned away by every guard but meets up with some kids who show him a back way into the party via the rooftops of the town. He settles into his seat just as Zidane appears on stage. Eventually Zidane catches up with the Princess –

she's surprisingly willing to go with them. But Steiner, her bodyguard, is on their trail. He finds them and a fight ensues in which Princess Garnet is apparently killed. Seeing this from the audience, VIVI comes to her aid and brings her back to life with his magic. The trio then attempt to escape on Zidane's airship, once again Steiner pursues them, and once again a fight breaks out. As the fight ends, a massive explosion causes the ship to crash. The airship plummets into the Evil Forest and

the Princess is taken hostage by a giant Princess-eating plant. Steiner agrees to help Zidane and an uneasy truce is formed. With the Princess rescued, the adventure begins with the four main characters.

**Simple to control**  
Just as the look of the *Final Fantasy IX* has gone back to the series' roots, the gameplay has taken a step back to those less complicated days. The over-fiddly magic system of *FFVIII* has been replaced by an easy to use spell and magic point system. It works just like *FFVII* with characters acquiring spells as the game progresses. The Guardian Forces of the seventh and eighth games have been replaced with 'Sacred Beasts'. These are

**Fall from grace** Zidane's trying to kidnap Princess Garnet – to get away she has to resort to jumping off a tower!



**What's new?** While many things have been simplified, much has been changed for the better in *FFIX*.

**Trance mode**



Basically this mode replaces the Limit Breaks of *FFVII*. A bar charges up as you take damage. When it reaches maximum your character will go into a trance and will cause more damage with his attacks and take less damage.

**Active Time Event**



From time to time an ATE logo will pop up on screen. By pressing the Select button, you are given the opportunity to view events that are taking place at the same time as you are playing. If you don't want to then you can continue as is.

**Show me the way**



In *Final Fantasy IX* there's no need to run around a location pressing on everything to see if it does anything. Instead either a little exclamation mark or question mark will appear above a character's head if there's something you can interact with.

**Chained up** With the Princess 'in the bag', Zidane tries to escape on his airship but the queen has other ideas...







## What's new? The same but slightly different. Subtle changes make FFX a more enjoyable gaming experience.

### Party of four



■ For the first time in a *Final Fantasy* game, you're able to have up to four members join you in your party. However this number is constantly changing throughout the game – much more so than in the previous games.

### Card game



■ This game is simpler than previous ones. Each card has arrows pointing in different directions – the more arrows the stronger the card. If you lay a card with an arrow against a card that's arrowless, that card becomes your colour. The one with the most cards wins.

### Sacred Beasts



■ Guardian Forces still remain in this latest *Final Fantasy* game but they are now in the shape of Sacred Beasts. The animations of their attacks have now been considerably shortened but you still can't skip them.



essentially the same things – giant monsters that you can call to do your dirty work. But in *Final Fantasy IX* the Sacred Beasts are able to express their feelings. For example, if you call on Ifrit too often and especially against those weedy plant monsters, then he's likely to get a little bit annoyed and give you the cold shoulder. Apparently, they can also 'express their love', so if you go around the game being nice and helping out people your Sacred Beasts will become much stronger.

Now that you can have up to four characters in your party there's more room for strategy. Each character is now much more distinct in their abilities. Zidane is your all round character whereas Vivi and Princess Garnet specialise in black and white magic and aren't much good



## THE CG DEPARTMENT MUST BE CONGRATULATED IN ITS MOVIES WHICH ALMOST EQUAL HOLLYWOOD.

when it comes to a sword fight. Steiner is your all out tough guy character: strong but without a clue how to use spells.

### Epic proportions

*Final Fantasy IX* is another four-disc monster, promising to eclipse the 50 hour's worth of gameplay found in the last two games. Much of this space is actually taken up with some of the best-looking pre-rendered movies we've ever seen. And once again Square's CG department has to be congratulated on

movies that are as good as, if not better than, anything coming from Hollywood.

At this stage, it's difficult to tell whether *Final Fantasy IX* will recapture the magic of the seventh game or repeat the mediocrity of *FFVIII*. On this early showing it seems that the former might be right. The all-new fantasy look may not be to everyone's taste but with the reputation of the series it's bound to be a massive hit – and it won't be long before Zidane and Co have a special place in your heart.







# FINAL FANTASY IX

## PlayOnline Square's gate to the Net



■ Square describes PlayOnline as, "A comprehensive network entertainment service that will supply online games, e-distribution and e-commerce services." Central to this will be playing games online – the first of which will be *Final Fantasy XI* and seeing as this will only be playable at PlayOnline, it's sure to be a massive success. But Square also promises other titles to be playable through the network – in particular sports titles and fighting games.

Apart from playing games at the site, you'll also be able to download games, music and comics, chat online or browse the Internet.

The full PlayOnline service is due to go live next year but you can check out its progress at [www.playonline.com](http://www.playonline.com).

## The future – Final Fantasy X and XI

What's in store for the world's most successful RPG series?



■ *Final Fantasy X* won't be out until 2001 at the earliest and no release date has been set for *FFXI*, when the series will become an entirely online experience. Due to the ambiguity of these release dates, Square isn't saying much about the games apart from the fact that they'll be on PlayStation2 and PC.

More is actually known about *XI* than *X* so we'll start there. It will be playable only via Square's PlayOnline service (see above for details) but not only via your PlayStation2 at home but via your office PC or at an Internet cafe. The basic idea is simple: you'll arrange to

meet up with your online buddies – the members of your party – at a certain place in the game. Once you've done this, you'll be able to continue your quest. There will be a simple series of symbols used for communication so that players speaking different languages should be able to converse easily.

*Final Fantasy X* is even more of an enigma – all we can tell you about it is that it will be partly playable online. Whether this is the actual game or if you are just able to trade items with other players remains to be seen but it should be a full test for Square's PlayOnline service. Also *Final Fantasy X* will be the first *Final Fantasy* that is rendered fully

in 3D real time graphics – like *Zelda* on the N64 but on a much grander scale. Square has shown brief footage of the game – basically of a male character running over a vast mountain-fringed plain and of huge elaborately designed castles.

Make the most of *Final Fantasy IX* though, because it seems we're in for a long wait for the future *Fantasies*.

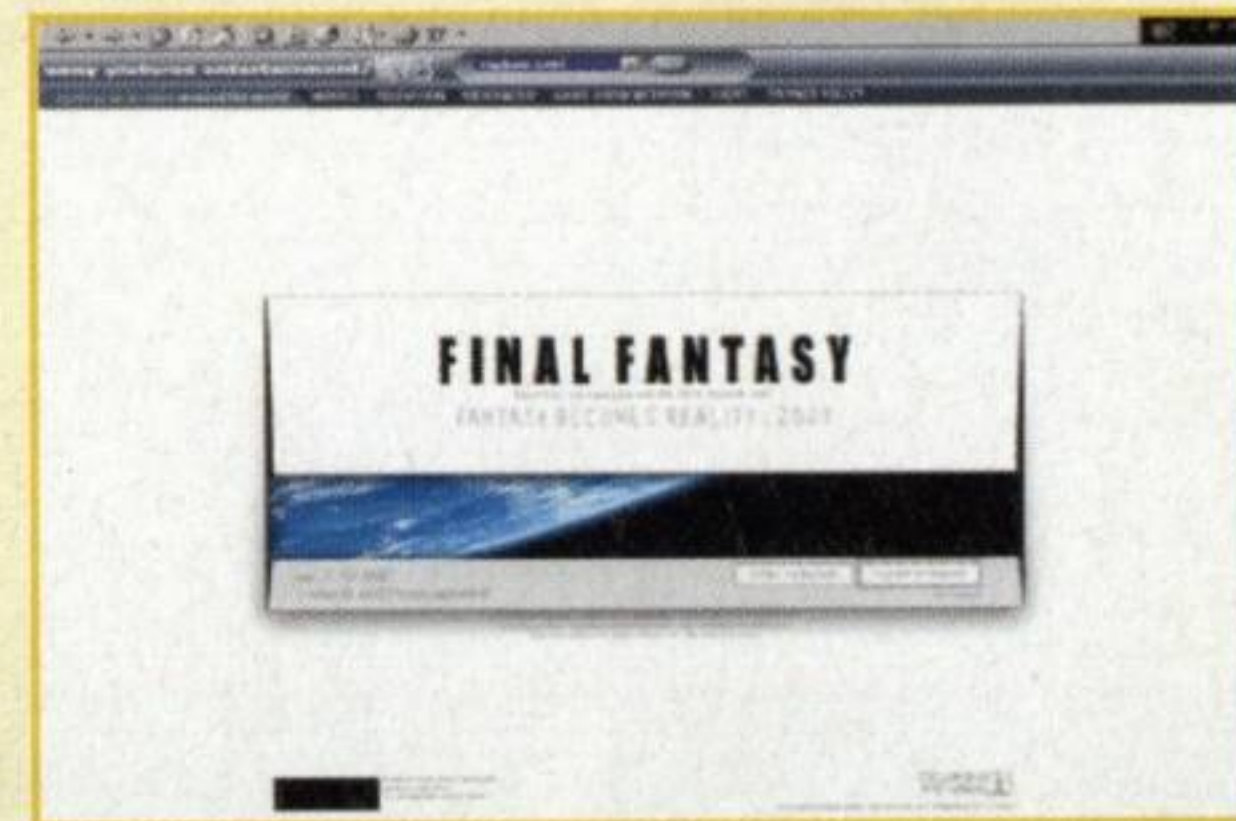


## Final Fantasy: The Movie.

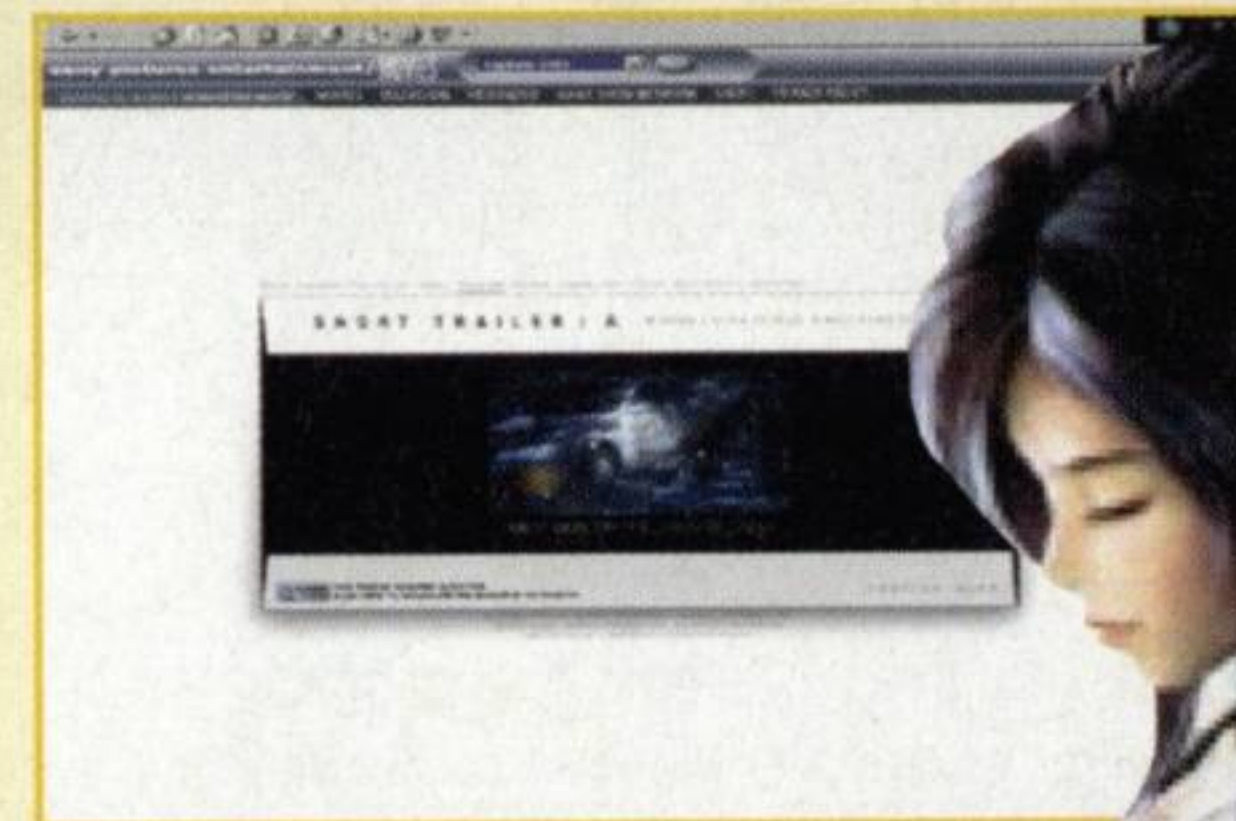
It was only a matter of time before *Final Fantasy* made the jump from the small screen to the big screen.



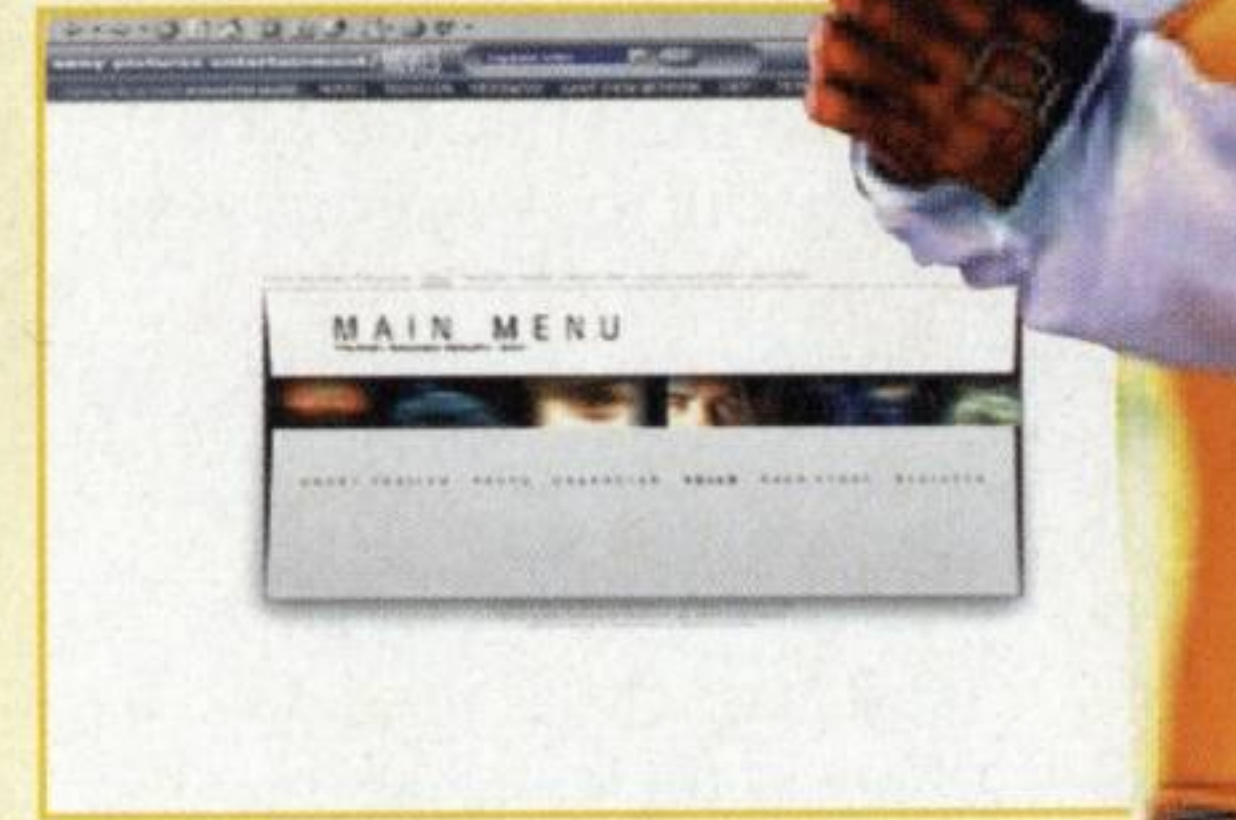
■ Mock-ups show the detail in the film.



■ Square's Web site shows regular updates.



■ Five second movie clips.



Due for release next year, *Final Fantasy: The Movie* is being produced at Square's offices in Hawaii. As you might expect it is entirely made from CG – computer graphics that put Disney's recent efforts to shame. Square has enlisted the vocal talents of James Woods, Alec Baldwin, Donald Sutherland and Steve Buscemi.

The film won't follow the plot of any of the games; Square are opting for an entirely new story. It will be set on earth in the year 2065, where mankind has begun to question what life and love are all about. Science has defined life as a form of energy. Apparently the film will "take you on a journey of personal discovery into both the real and fantasy worlds."

You can keep up with developments on the movie at [www.finalfantasy.com](http://www.finalfantasy.com) where stunning five-second snippets of the film are regularly posted.





**NEW SEASON - NEW LOOK**

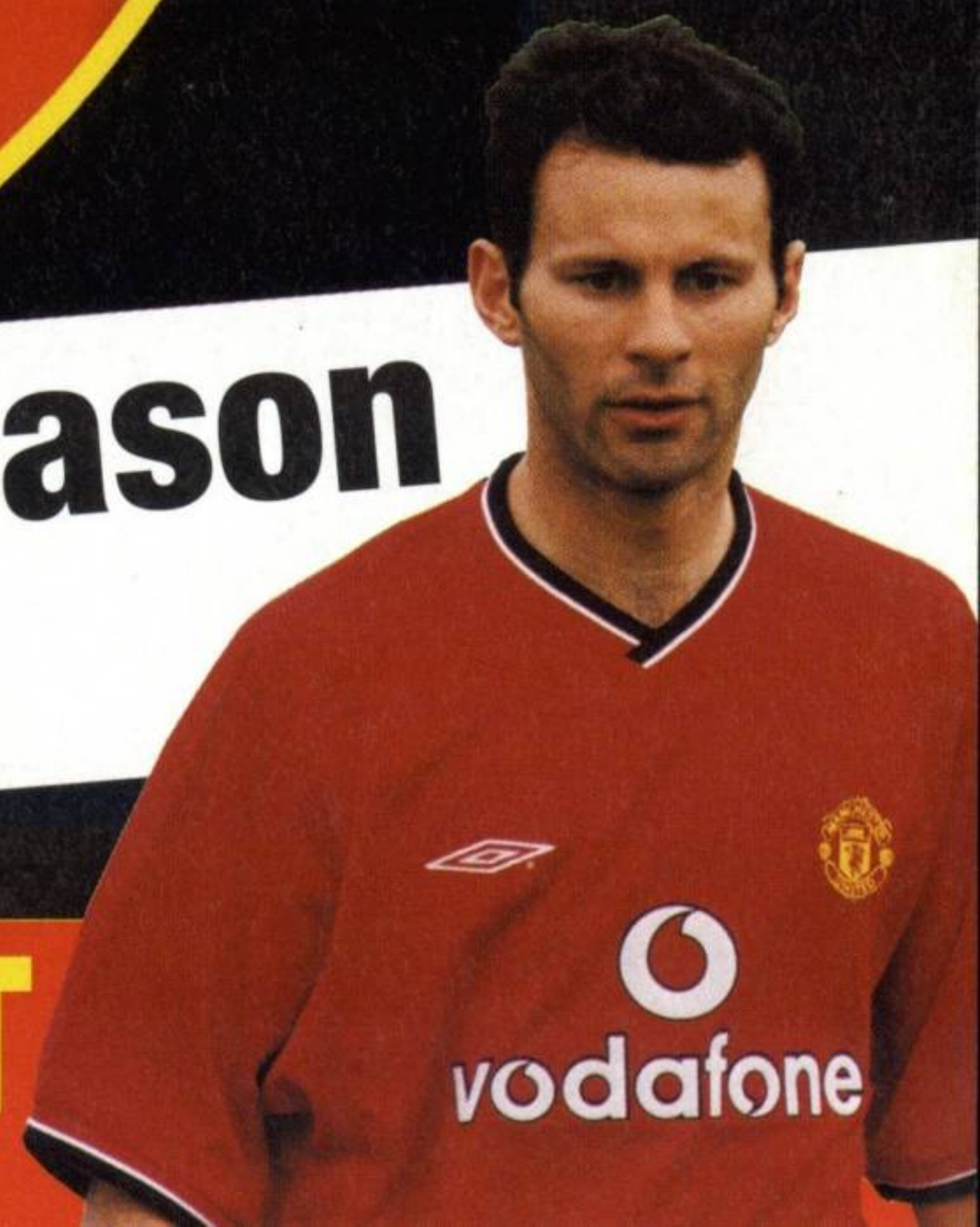
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**“When** other kids were **out riding**  
**BMXs** and **getting girlfriends**  
we were writing **Championship**  
**Manager.”**



# Paul & Oliver Collyer

Interview by | Sam Richards

The founders of Sports Interactive and creators of perennial PC bestseller *Championship Manager* explain why they are not the same as other games developers.

**F**orget fancy graphics – the biggest PC series of the last decade relies on sheer statistical comprehensiveness to outgun its rivals. It is also a game which provides the ultimate in wish-fulfilment for the player. Everyone thinks they can manage a football team, but few ever get the chance to prove themselves. The astounding realism of *Championship Manager* invites you to have a go if you think you're hard enough. Millions worldwide have found it a challenge difficult to resist.

In 2001 the Everton-loving Collyer brothers – Oliver (Ov) and Paul – celebrate the tenth anniversary since the release of the first *Championship Manager*, but the story of its inception goes back much further than that, to a misspent adolescence in rural Shropshire where every available moment was used devising what was then simply called 'the game'. Paul and Ov still can't escape its magical pull.

**Do you still enjoy coming back to *Championship Manager* every year?**

**Paul:** It's only in the last four years, since *CM2*, that it's become anything other than a hobby. We haven't been worn down by it, we still love making the game.

**Why is *Champ Man* so far ahead of its competitors in the genre?**

**Paul:** When other kids were out riding BMXs and getting girlfriends, we were writing *Championship Manager*. We used our isolated upbringing to our advantage. I was 15 when we started work on 'the game', Ov was 13, so it's ingrained in us. That's our advantage: football management games are programmed into our brains.

**Many other football management titles use an action game engine to show the matches being played out. You've never bothered. Why?**

**Ov:** Most of the footie action game engines aren't good enough to maintain the standards of realism. They would destroy the illusion. Your imagination can paint a better picture of the action.

**Paul:** If Konami gave us *ISS Pro Evolution*, we'd think about it.

**If people do occasionally have a complaint about *Champ Man* it's that it's too difficult to succeed in the game.**

**Ov:** That's a good thing. We've always tried to make it really hard. Our manager Miles always plays as Watford and I'm really gutted when I find out he's won the European cup after 15 seasons.

**Paul:** It shouldn't happen in the game because it wouldn't happen in real life. Villa or Tottenham or Everton, yes.

Watford, no.

**Ov:** We see that as a flaw, so we go back and rectify it. Then we beat the shit out of Miles.

**Paul:** If you make the right decisions you are rewarded, but players should have realistic expectations.

**What new features are going to be included in the 2000/01 edition of the game?**

**Paul:** Managers have to respond to media criticism and their decisions can affect the confidence and performance of players.

**Ov:** There are ten new, much-requested leagues in there, including Greece and Turkey. For the experts, there's an option to play with random name players so you can't use your real-life knowledge.

**Paul:** You are also able to send your coaches out to produce independent reports, bringing the backroom staff more into the game. But to be honest, people want the new season data more than anything else.

**Beyond the new edition, what are the future plans for the *Champ Man* series?**

**Ov:** We're going to get *Champ Man* on PlayStation2 and hopefully X-Box. A proper *Champ Man* game for the consoles is long overdue, but we haven't been able to do it before due to technical reasons, mainly relating to data storage. We've had plenty of opportunities where we could have done a really shit PlayStation version but we've chosen to wait until we could make a satisfactory conversion. Further into the future, there will be *Championship Manager 4*. It will have Internet capabilities where you can play against other real people online, but the game won't be out until 2002. We haven't really started work on it yet.

## Crystal balls



If *Champ Man*'s game engine is as realistic as Paul and Ov claim, it should be a cinch for them to predict the football season's winners and losers. After all, they've already simulated it in testing. A period of furious backtracking later, we pinned them down to these choices.

### Premiership:

Manchester United

**Paul:** I don't think anyone's going to get close to Man Utd. Arsenal are rebuilding again, but...

**Ov:** Something horrible is happening in our league!

**Paul:** Good players are becoming very keen to move if they don't get into Europe within a couple of seasons, which just plays into Man Utd's hands.

**Ov:** Look at how Villa played in the cup final. If that's the best of the second tier of clubs, where's the new challenge going to come from?

### Relegated:

Ipswich

Town, Charlton,

Middlesbrough

**Paul:** Whoever just came up will go down.

**Ov:** I think Man City will be just about safe under Joe Royle. I'd like to see Middlesbrough go down.

**Paul:** Yeah, they'll probably pay Karembeu £40,000 a week to sit on a beach.

### Promoted from

Division One: Barnsley,

Huddersfield

**Paul:** Huddersfield will go up if Steve Bruce stays.

### Champions League:

Manchester United

**Paul:** This is more difficult to predict

because one bad game can mean curtains. But I think Man Utd will bounce back and win it.

Lazio aren't great and although Real Madrid won it this year, they were beaten to the Spanish league title by Deportivo.

**Ov:** It could be a German team!

**Have you ever thought about making an entirely different kind of videogame?**

**Ov:** We've considered it, but it would mean neglecting *Champ Man*. There's plenty to achieve with *Champ Man* yet.

**Paul:** It would be a laugh, but it would also be self-indulgent.

**You could be considered games industry outsiders, couldn't you?**

**Paul:** The fashion is for flashy 3D graphics, so, yes, we're outside the fashion.

**Ov:** I think we appeal more to football fans who own computers than traditional gamesh nplayers. There's obviously an overlap, but the majority of *Champ Man* players are football fans first and videogamers second.

**What are two Shropshire lads doing supporting Everton?**

**Ov:** There was no parental influence on the decision. On one of the few times my Dad took me to watch Shrewsbury Town, he fell asleep during the match in which they clinched promotion. I was great fan of Bob Latchford as a kid, so perhaps that's where the Everton thing came from.

**Paul:** And I went to university in Liverpool during the glory years of the mid-Eighties.

**Everton have been in decline since then. Was a desire to put them back on top, albeit in a simulation, ever a motivating force in creating *Champ Man*?**

**Paul:** Are you suggesting there's an Everton bias?

**Ov:** Okay, we ought to clear something up here. I think it was in *Champ Man 2* which covered season '95/96. Everton actually did very well that year and finished sixth in the league, with Kanchelskis injured for half the season and Ferguson in prison for most of it. When the two were playing together we were winning every match. In the game, you've got those two players available from the start and you don't have them taken away from you, so Everton seem to perform particularly well. But the next season we were shit again so it was all bollocks after all.

**Paul:** So did we write the game to make Everton great again? No.

**Ov:** We did it because there was buggier all else to do in Shropshire.







# CONTROL

## FREAK

Words by **Rich Peley**

**Four fire buttons and a little joystick? Surely, suggests the current de rigour – we can do better than that?**



**B**ack in the old days, rubber keys were considered a luxury. You also had to pledge your alliance to your own favourite set: QWERTY, if you had been born and bred on Sabre Wulf and Psst, or QZIMP if your upbringing went back as far as Hungry Horace. Either way, if you wanted to play videogames at home, you had to use the keyboard. As only nerds and rich kids played with Interface 1's and Kempston joysticks.

Racer on the 8-bit computers looked about as convincing as your dad wearing a cotton wool beard in his red dressing gown pretending to be Father Christmas.

These days however, the relationship between coin-ops and console games is far closer. Take *Crazy Taxi*, for example. The Dreamcast version is identical to the coin-op and it's got an extra level, therefore it's better. As is *Tekken Tag Tournament* on the

PlayStation2, with improved graphics over the coin-op original, and its own unique *Tekken*

bowling section.

With the rapid growth of home videogame technology, coin-op manufacturers have had to rethink ways of getting punters in to pump coins into their arcade games, when for the price of 40 goes, they could buy the console version instead.

One way the manufacturers have done this is to think not just about graphics, but cabinet, too. Driving and shooting games have, for a long time added to the thrill by sitting in scooped out car

and holding a real kick-back gun. But, many developers such as Sega and Konami have injected a whole new form of ingenuity into the coin-op. There was *Sega Bass Fishing*, with its attached fishing rod. What about *Brave Firefighters – House of the Dead* on fire – with attached hose pipes? *Dancing Stage Euro Mix*, with its foot-sensitive floor panel? *Guitar Freaks*, with its pick-up and play guitar? How could these ever convert to a console format?

Simple. Through the aid of the plug-in controller, the coin-op is now virtually brought into the home. *Sega Bass Fishing's* fishing rod did the job admirably. Then there's *Stepping Selection* on the PlayStation2, with its plug-in Twister-style mat; the Japanese *Densya da Go!* with its train controller, not to mention the carboot full of third-party non-specific peripherals all aimed at bringing a whole new level of enjoyment to your favourite games – everything from virtual reality helmets to motion sensitive strap-on gloves.

But are they actually any good? And – more importantly – once you've tired of the game they are designed for, are these specific controllers left redundant. Surely, you'd have thought, there's opportunity to put the obvious display of technology to further use. *Arcade* couldn't resist the challenge of finding out if there's life after fishing... **A**



## ONLY NERDS AND RICH KIDS PLAYED WITH INTERFACE 1'S AND JOYSTICKS.

Look at games now, though. Want to go virtual fishing? Plug in a plastic moulded fishing rod. Want to dance? Do so on a special mat. Drive a train? Not without a plastic gear stick and brake handle, you don't.

You see, back in the old days, there was a great difference between playing a coin-op in the arcade and then the subsequent home computer and console conversion. *Outrun* in the arcade, for example, could display thousands of different colours at a time. The Spectrum, meanwhile, could display only seven. The *Afterburner* coin-op shook you around so violently, you had to wear a seat belt, while the *Enduro Racer* machine featured an entire motorbike to sit on. Home computer versions did as much justice as they were technically able, but even so, in comparison *Afterburner* and *Enduro*

## STEPPING SELECTION



### Jaleco PlayStation2

In spite of the fact that some people manage their living out of dancing like an utter chump (Michael Flatley, Darcey Bussell, Bez out of the Happy Mondays) as any one who's ever drunk nine pints of lager and then gone to a nightclub will agree, dancing is easy. Whether *Stepping Selection* allows you quite the creative freedom as three

over-priced Red Bulls and Vodkas and the opening chorus of *YMCA* emanating over the distorted sound system is questionable.

Playing like a giant game of Twister, the music certainly fits – as you scroll past the hordes of songs you've never heard of to chose Steps' 5678. The mat's great and really works a treat with the dancing game – although we found that it smelled a bit like Deep Heat.



Once you've got bored of repeatedly dancing to the same Steps tune there must surely be other ways to put the mat to use. And indeed there are.

*International Track & Field 2* was an immediate choice, allowing you to redefine the keys to the mat's liking, and then actually run the 100 metres not with frantic button pressing, but with manic leg action. So you get to race with the professionals rather than be a couch potato athlete.

You'll want to be careful in which buttons you assign to what, though. Two directly next to each other will force you to run a little stompily, like you're trying to crush grapes or something. One foot in front of the other is more aesthetically pleasing, although keeping your balance becomes a problem. And once you've finished, of course, you can always use the *Stepping Selection* mat for picnics. Marvellous.



## VIRTUAL REALITY GLASSES

■ (i-glasses LC + Inter Trax 30 VR unit, available from Z-Net on 01425 629888)  
 ■ PC/PSX/PS2/N64/DC

■ They may not be cheap (a wallet-emptying £1000) but it has to be said that the i-glasses LC have jumped a huge step from the standard of Virtual Reality of the late Eighties and early Nineties.

The problem a decade ago was whilst the idea of strapping on a helmet and being able to move your head to move your view was feasible, the helmet in question tended to be so heavy you were in danger of dislocating your neck. Also, the graphics displayed on the mini TV screens in front of your eyes were far from realistic— unless you lived in a world where everything was in shades of browns and purples



and made from crude polygons, that is.

Now, however, technology has managed to do the basic idea justice. The i-glasses are very light, whilst the screens (displaying 180,000 pixels each) are as high a resolution as any monitor.

Plugging into an S-Video or composite source, the i-glasses can be used to replace any traditional TV or monitor from any console, computer. However, use them in conjunction with a PC and the Inter Trax 30 box that straps onto the back of your head, and the full-on virtual reality experience is yours.

Arcade tried it with *Unreal Tournament* and we have to admit, the results were mighty impressive. The picture was crisp and clear, whilst the feeling of being immersed in the game, requiring you to turn 360° was tremendous. Considering that the glasses take the place of the mouse, it is also almost possible to use the combined kit for more traditional desktop-based purposes, like wordprocessing and surfing the Net, meaning that other people won't be able to see what you're looking at. Will it make you go blind? Depends at what you've got on the screen really....



■ You too can look this fashionable for a mere £1000. (Bouffant haircut not included.)

## DENSYA DE GO'S TRAIN CONTROLLER



■ Densya De Go!'s train-driving controller proves to be surprisingly versatile. So long as you don't need to steer.



■ Taito ■ PlayStation

■ Still recovering from the madness of last month's onslaught of Japanese games into the Arcade office, the temptation to try to utilise barmy train-driving sim *Densya De Go!*'s dedicated control sim has hung over our collective heads for a while.

For driving a videogame train it's just the ticket. The gear stick cranks up the speed, whilst a huge brake handle puts the stops on, and shifts your steam engine into reverse if you over shoot the mark. *Densya De Go!* is a pretty odd game, but even so, it wouldn't be half as appealing (even though that appeal lasts for just 20 minutes) if it didn't require you to get to grips with the actual nuances of driving an actual train. Plugged into – at immediate hand from Arcade's help-yourself-to-



old-games draw – cutesy *Mario Kart*-esque racer, *Speed Freaks*, the train driving controller of choice still favoured well.

The gear stick (serving the purpose of up and down) is left redundant, save for changing your view. The brake handle, however, moots surprisingly well as an alternative to a steering wheel, with great big yanks swooping your little kart around corners, with your thumb locked comfortably onto the B button on the base.

It also works quite well in *Bust-A-Move 4*, where the handle rotates your ball-firing cannon, and a stab at the B button fires your balls off, as it were. Overall, therefore, the *Densya De Go!* controller favours well as a sort of pseudo steering wheel, with a handle instead of the wheel. But wouldn't you be better off buying a proper wheel?

## Other Peripherals

As well as dedicated controllers, there's plenty of third-party strap-on nonsense to contend with. Just check out his little lot. Don't go out and buy them, unless you really want them, though.

### The PlayStation Glove



■ Sony ■ PlayStation

Essentially a normal PlayStation pad that's designed to strap over your hand. Your fingers line up with the four fire buttons, whilst your thumb sneaks in round the side to take care of the four L and R buttons. Moving around, however, is a far more strenuous affair. With your hand cocked forward, you flap your wrist to move up and down, and tilt it either way to turn left or right. Admittedly, it's reasonably responsive, although makes you look like Larry Grayson.

### Evolution Motion Sensitive control system



■ Gamester ■ PlayStation

A masterstroke of technical absurdity. A motion sensitive controller that comes in two parts – a hand-held 'grip stick' with the relevant fire buttons (two assigned as triggers) and a built-in LCD screen that doesn't seem to do much, and a 'Reactor' thing that looks a bit like a Stealth Bomber that you Velcro to your wrist. Does the job, admittedly, but far too complicated for its own good, and looks so ridiculous that it'd be less embarrassing being caught having a tug.

### Twin Joystick



■ Blaze ■ PlayStation

Heck, if you're going to play games, you may as well make a song and dance about it. The Twin Joystick is a sturdy piece of design work, with old-skool joysticks that make a pleasing clicky noise, and chunky finger-friendly buttons that come in arousing shades of 1980 luminous-sock green and pink. It's as great for old-time beat-'em-ups as it is for, say, the button-sensitive *Vib Ribbon*. Get one, strap it to your desk and let the good times roll.





■ Mad Catz ■ Dreamcast

Steering wheels are generally the peripheral to buy for the videogame fan who's got everything. They may enhance the general gameplay of whatever driving games they're attached to. On the other side of the coin however, they tend to be ludicrously expensive (especially some of the vibrating PC ones). Also they rarely come with instructions as to where exactly you're supposed to put them. On your knees, perched on the desk, welded to the front of your PC, who knows?

For some games, like the up-and-coming conversion of Sega's *Ferrari 355*, the implementation of a steering wheel is – if possible – a must. The quick action of the Ferrari's power-steering feels as natural as you'd want as you crank the wheel between its two extremes. For more realistic driving games, like *V-Rally*, playing with a steering wheel and centering the thing seems far more natural than playing with the joypad, plus having to press the opposite



■ *Fur Fighters* – as equally playable with a Mad Catz steering wheel as a joypad. If you don't mind some funny looks.

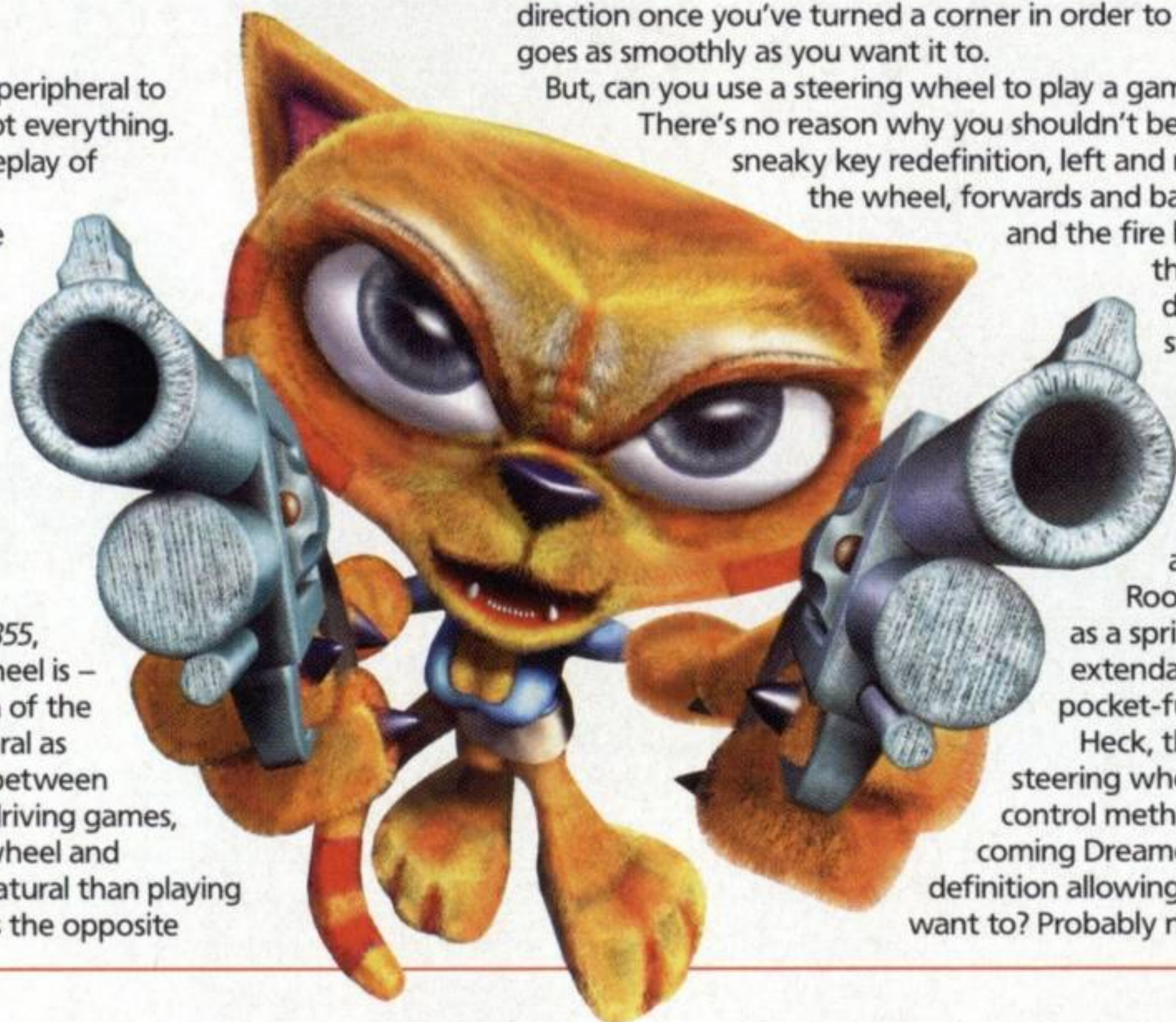
direction once you've turned a corner in order to counter steer, never goes as smoothly as you want it to.

But, can you use a steering wheel to play a game such as *Fur Fighters*?

There's no reason why you shouldn't be able to. With a bit of sneaky key redefinition, left and right and provided on the wheel, forwards and backwards on the pedals, and the fire buttons take care of themselves. With a third dimension thrown in as standard to the traditional 2D platformer (where left and right take a more digital role) the analogue wheel gives as much control over

Roofus the Dog and friends as a springer spaniel, an extendable dog lead and a pocket-full of chocolate buttons.

Heck, there's no reason why a steering wheel couldn't be the control method of the up-and-coming Dreamcast *Quake III* too, key-definition allowing. But would you really want to? Probably not. Pah.



■ Sega ■ Dreamcast

It's pretty obvious from the outset what other game might be well suited to *Get Bass's* fishing controller. There's an analogue joystick in the middle, A B X & Y buttons down the side, which leaves the windy handle – that must account for the trigger buttons – or, to put it another way – the accelerator and brake in *Crazy Taxi*.

Thus the already difficult task of picking up and dropping off passengers in one of the Dreamcast's finest moments to date is made all the more tricky by the fact that you've got to wind the handle like a fisherman on speed to accelerate your cab through the twisty, turny streets. Your quest is hampered even further by the lack of response of the brake (where you have to start winding the handle in the other direction) – necessitating gear-crunching cranks into reverse gear in order to stop.

But this is *Crazy Taxi*, let's not forget, where slicing in and out of the two gears makes way for some fantastic Crazy Drifts and Crazy Stops – if you think about it, you don't actually really ever need to use the brake pedal to successfully play *Crazy Taxi*. Thus ferrying passengers between their various desired destinations is as fun as it ever was – or at least, until your wrist gives up from all that feverish winding.

Likewise, *Sega Bass Fishing* is equally boring if you try to play it with the standard Dreamcast joypad. But the fishing rod could well be an unsung hero in the world of plug-in peripherals – and that's not just for catching fish.



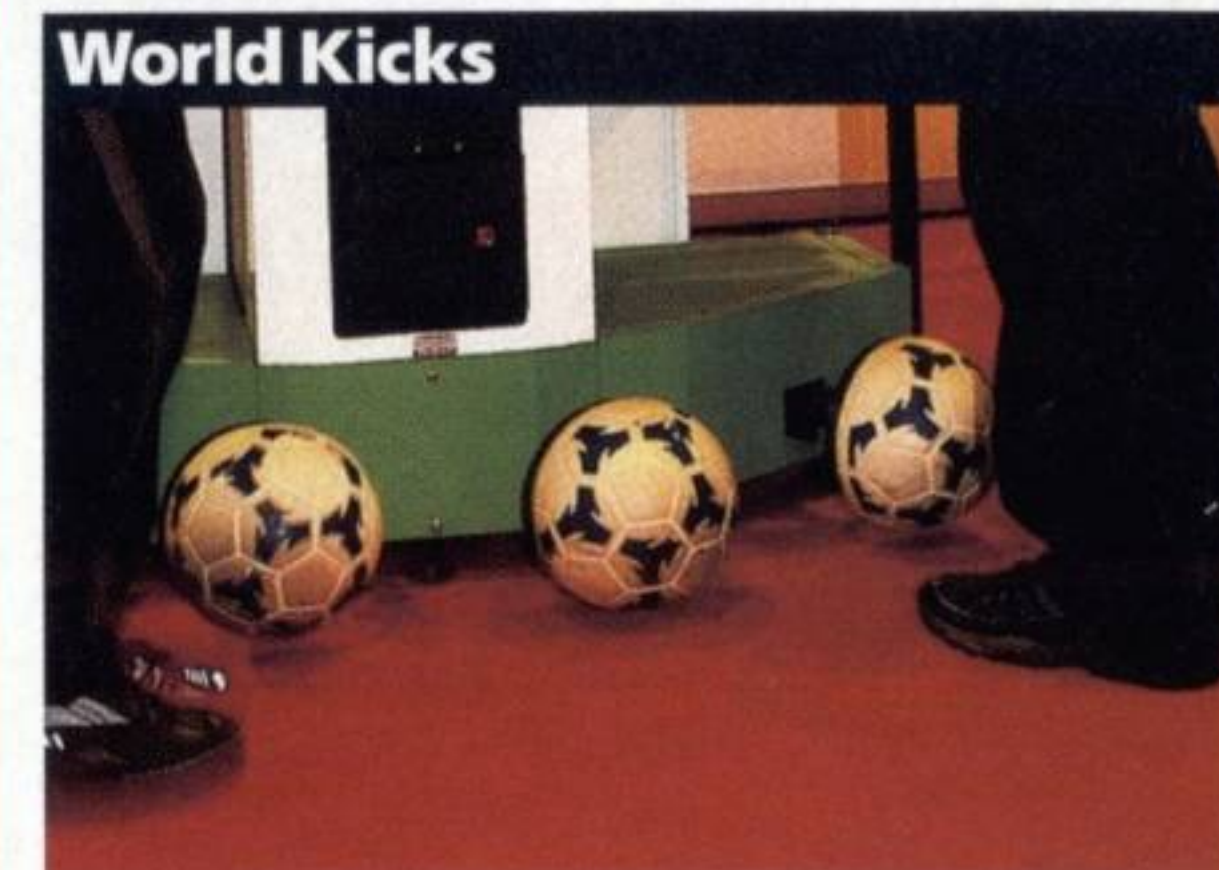
■ Wind like you've never wound before. It's a whopper.



# CONTROL FREAK

## It's not over until the fat lady sings

What other controllers could be destined for a console near you soon?



■ Namco

A football game with a difference – by way of the fact that you have to kick an actual football against a backpanel to determine your on-screen performance. However, the thought of doing so with your PlayStation with a dedicated controller would most likely end in tears and, if your aim is a bit off, a broken TV.

### Brave Fighters



■ Sega

Essentially *House of the Dead* – in graphic engine at least – but instead of zombies, the decomposition of compounds through the means of combustion (ie fire) is your enemy. So instead of a gun, your controller is a hose. Using the same technology as the Dreamcast gun, this would – potentially – be no problem.

### Guitar Freaks



■ Konami

"Anyone can play guitar," sang Radiohead, but in today's fast-paced, modern world, who's got time to practise those tricky Bm chords? A home version of the *Guitar Freaks* plug-in axe wouldn't cost the earth to mimic for the PlayStation or Dreamcast. Playing air guitar could, potentially, never have been so fun.

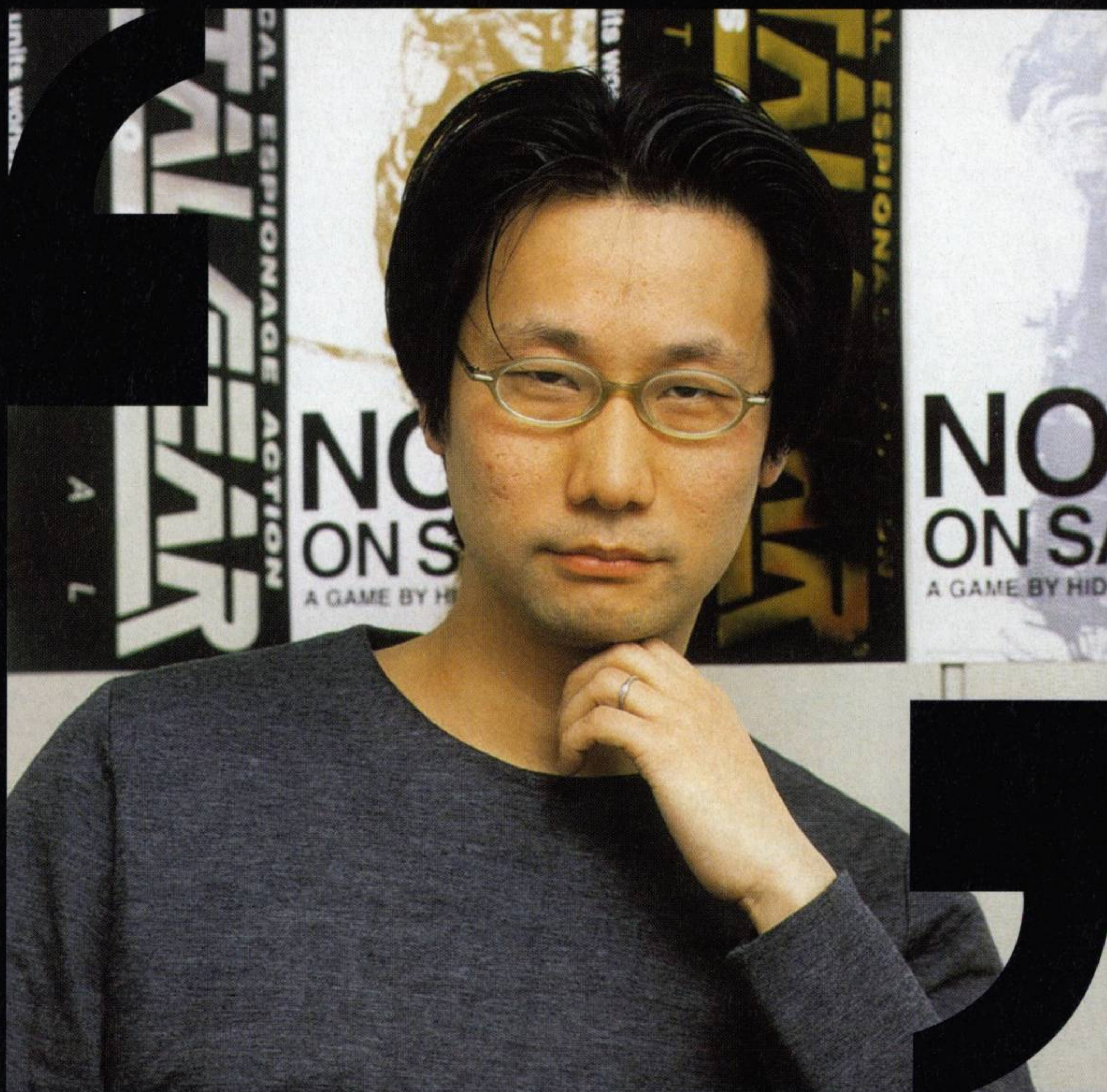
### Samba De Amigo



■ Sega

Already due for release on the Dreamcast, *Samba De Amigo's* jewel in the crown are its maracas. Three heights are registered per maraca, aiding your goal to shake them in time with the music. *Arcade* has yet to get a pair, but the potential looks great. Will you be able to use them to play *Virtua Tennis*? We'll have a go.





**“ONE REASON I CREATED METAL GEAR RAY WAS TO SHOW THAT OURS WAS THE STRONGEST. THE OTHER METAL GEAR’S, THE METAL GEAR CLONES THAT HAVE EMERGED SINCE THE FIRST GAME, WILL BE CRUSHED BY OURS.”**

**ARCADE MEETS UP WITH METAL GEAR SOLID 2 DIRECTOR HIDEO KOJIMA IN SUNNY CANNES...**

**W**e arrive at the fabulously named Hotel Majestic at about lunchtime and Hideo Kojima is filming the outside, panning left, then right, then left again. He films *Arcade* arriving, then later, as we sit outside in the sun, we see him filming the flags that run along the top of the swanky hotel roof.

Realism is important, you see, right down to the way flags flap in the breeze. Okay, so perhaps the palm trees and whitewashed hotel fronts of southern France’s most illustrious stop-off might not make it into the world’s most anticipated game, but there are other things Kojima-san catches on video that he wants. Things like the colour of the sky, and the movement of crowds.

Cannes is warm, much warmer than the beginning of the *Metal Gear Solid 2* video, where Snake has to battle the elements as well as marines, mysterious soldiers, Revolver Ocelot and, worst of all, Metal Gear Ray, the gigantic, and

terrifying, successor to the first game’s mobile nuclear terror, Metal Gear Rex. But, the filthy weather makes for a remarkable showcase: rain sweeps in, wind howls, waves crash, lightning strikes. You can feel the cold.

And this, it seems, is *exactly* what Kojima wants, and exactly why he spends so much time with his camera. For a game to exude cold, you need some point of reference. And, although it’s neither cold nor stormy in Cannes, it *is* a little breezy – and who knows when your surroundings might inspire you? Kojima certainly doesn’t want to miss his opportunity.

Even if it is just flags flapping in a breeze.

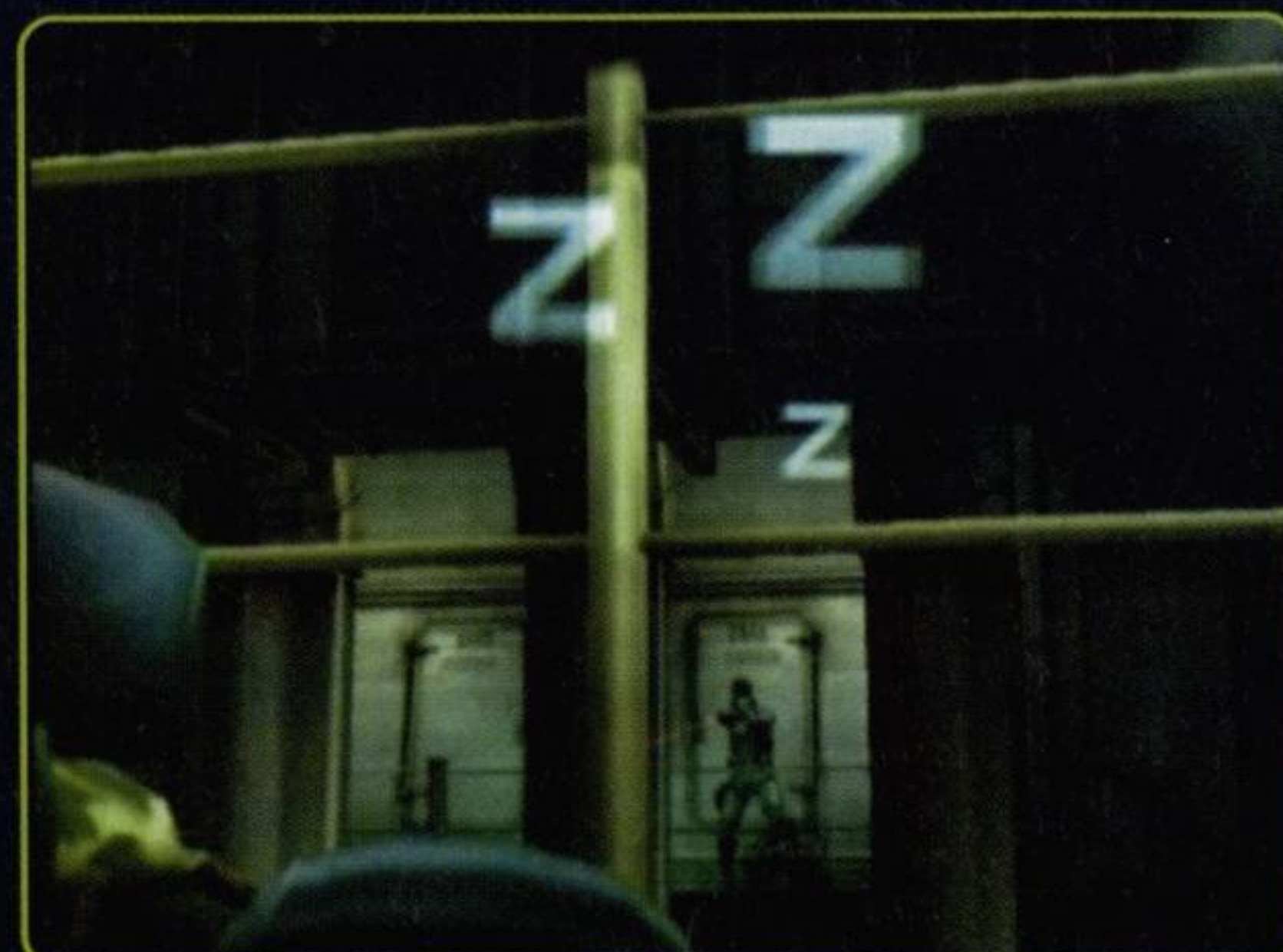
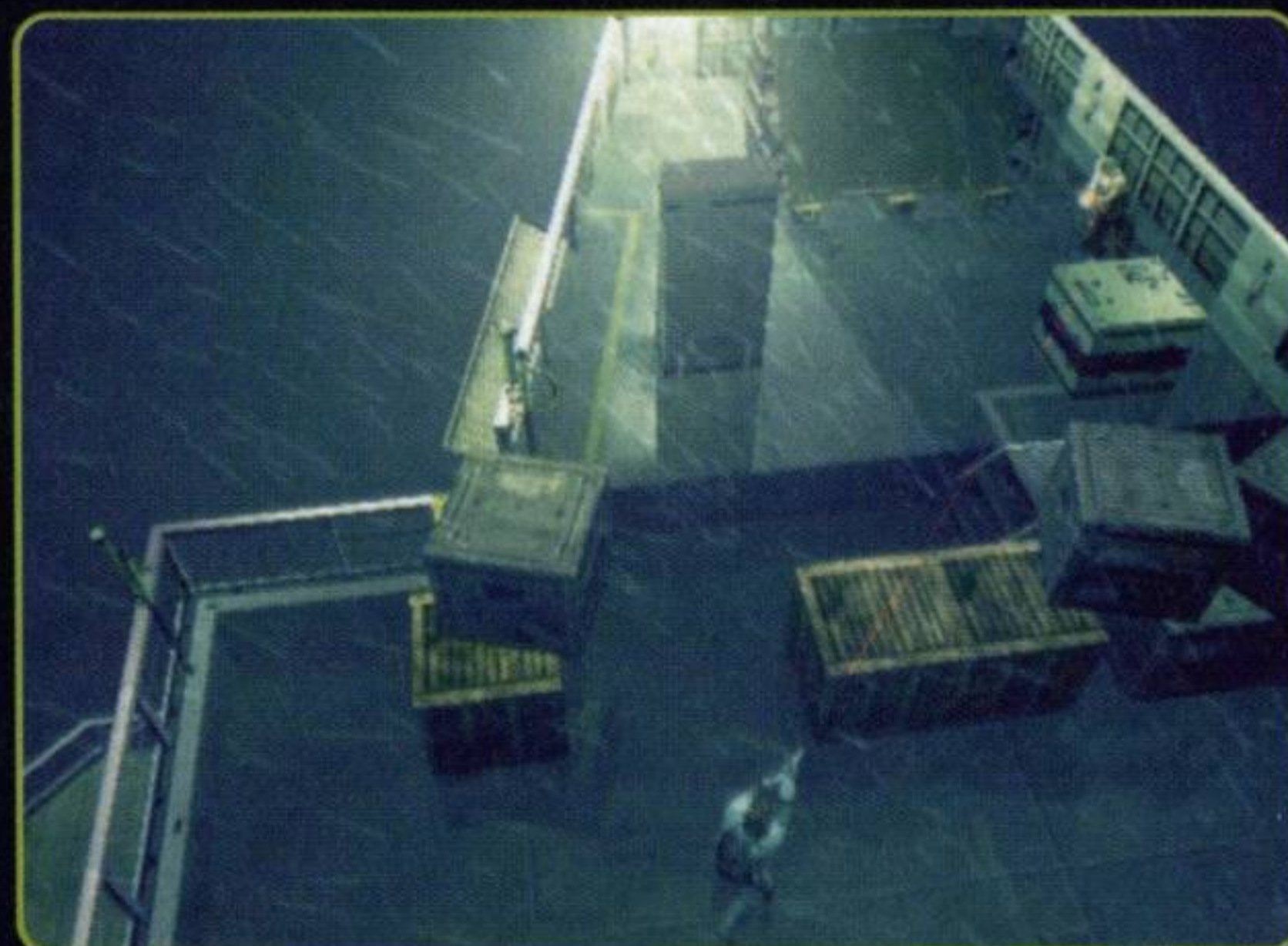
“To me,” he explains, “the most important thing in *Metal Gear Solid 2* is the *feel*. That feel of your presence, that you’re actually *there* in the game – that’s something you can only experience with PlayStation2.”

Just take note of those last eight words for a moment. Kojima is a fascinating man, speaking quickly and





■ According to Kojima, if they've got these trousers on, they're to be feared. The woman Snake fights in the video is part of a "mysterious third force" that storms the oil tanker – containing Metal Gear Ray – at the beginning of the game.



■ This standout section of the video sees Snake climbing down into a room of soldiers.



passionately about his work. But we have to stop him mid-sentence. Wasn't he recently very vocal on the subject of the PlayStation2 *not* delivering everything it promised? He smiles. "It's very difficult to develop for, yes, but at the same time, there's so much room for myself and my staff to show what we can do.

"For example, in the video, you can see a lot of lighting, a lot of shadows coming off a lot of models. With machines other than PlayStation2 the hardware does those sorts of things for you, but with PlayStation2 it doesn't, so you have to create the software so that it does. You have to create the software so that each shadow is shown at a different time – and you have to do all that work by yourself. But that's exactly where we can show our abilities."


Going back to gameplay feel, Kojima-san expands on the point: "You know, PlayStation2 is a great machine for graphics, and if my main focus was graphics, it would be easy to create demo movies that resemble CG movies. But, *MGS2* is an action game, so it has to be fun when you play it, and moving your character through the game, you have to feel comfortable. It has to feel right. My focus is that the player actually *feels* like he's in that environment: there's rain coming down, you get wet, you feel cold, you might even be able to smell the water."

Being able to smell the water might sound slightly ludicrous, but Kojima has been talking for a long time about the 'emotion' of the PlayStation2, the potential the machine has to recreate not only sight and sound but feeling and sensation. This might even include smell.

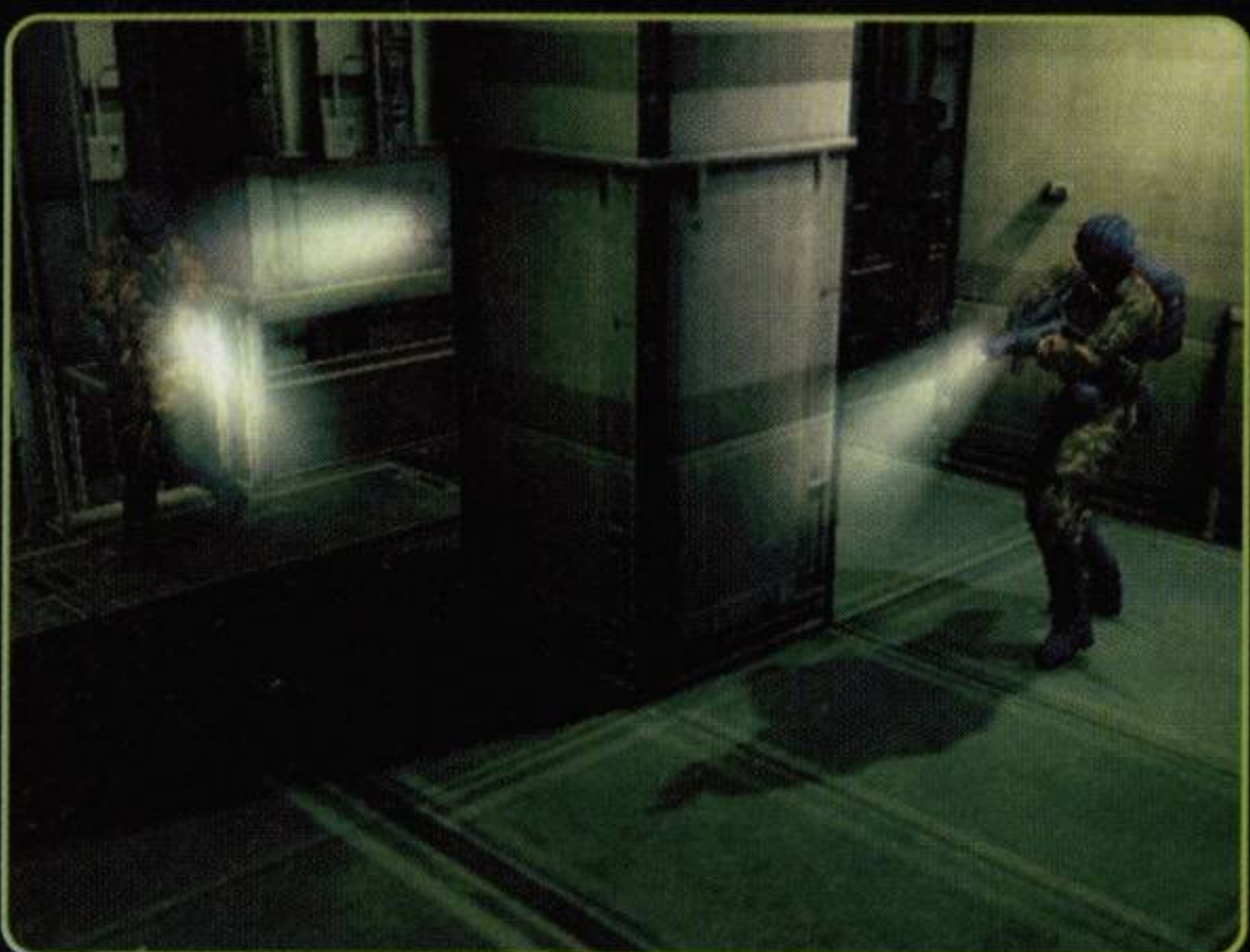
"We've concentrated a lot on physics, the physical simulation of *Metal Gear Solid 2*: Snake's hair, his bandana, the glass breaking. In the scene on the video where Snake fights the female, you can see the flag waving and there's rain coming down – all that's affected by the direction of the wind. This will definitely add to the realism, your feeling of *presence*."

**"MY FOCUS IS THAT THE PLAYER ACTUALLY FEELS LIKE HE'S IN THIS ENVIRONMENT."**

**T**he AI in the original *Metal Gear Solid* was incredible: guards reacted to the noises you made, the footprints you left in the snow, even the sight of your breath, but Kojima (perhaps unsurprisingly given the level of perfection he strives for) wasn't altogether happy with it.

"In *Metal Gear Solid*, all it was was an enemy spotted you, then came after you. It didn't really maximise the feeling of thrill, of that tension between you and the enemy." 

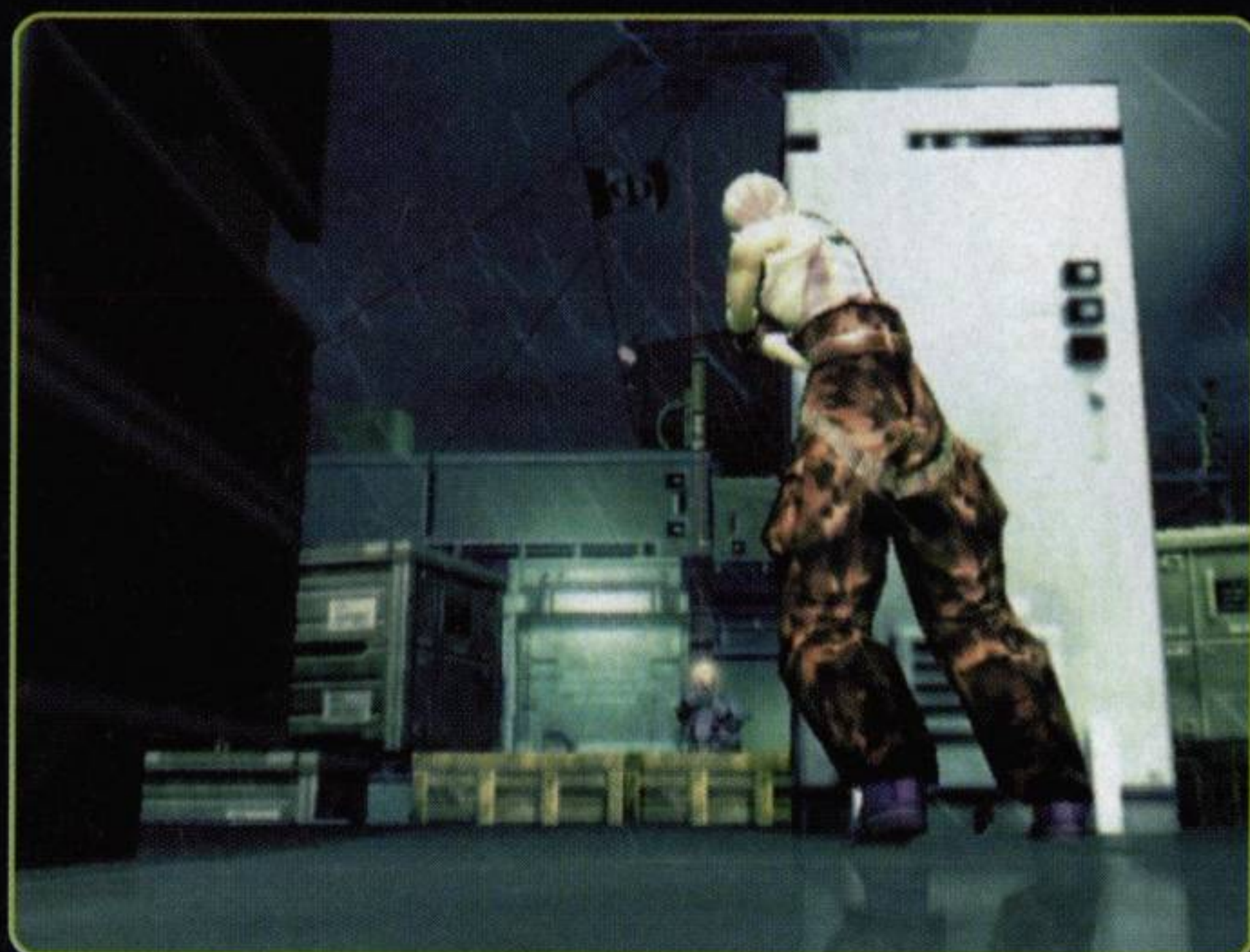




■ There are four forces aboard the oil tanker; the brown-uniformed secret collective are the most mysterious.



■ The weather effects in *Metal Gear Solid 2* are quite extraordinary. Kojima talks at length about the physics of the game, especially the way he and his team have been able to create swirling wind and rain. But, until you actually see it running, you can't fully appreciate its brilliance.



**"I IMPROVED THE INTELLIGENCE OF EACH SOLDIER, SO EVERY FIGHT WOULD BE EXCITING."**

Some people might disagree with the way he simplifies the thrill of the chase in *Metal Gear Solid*, the surprise and tension of being chased down on foot by one of the game's intensely sneaky soldiers. But with *Metal Gear Solid 2* boasting some of the most advanced AI videogames

have ever seen, you might say, next to it, the original does look a little basic.

"I improved the intelligence of each individual soldier in *MGS2*," continued Kojima, "so that even the one-on-one fight

between you and a soldier would be more exciting. The soldiers will change how they fight depending on the environment – they'll fight differently if there's a wall there or if you're by some stairs. They'll also change how they fight depending on what you have as a weapon. Depending on what you hold, they'll be attacking you in a different way."

This scenario can also be switched in *MGS2*: we see in the video, through the game's new first-person mode, Snake firing at a group of enemy soldiers, all of whom have bulletproof charging shields. His bullets make no impact on

the soldiers when he's aiming at the shields, but when he aims lower – at their legs – he can injure them. Blood runs and they keel over.

That's if you can get a shot in in the first place, mind.

"One of the greatest things about this new game is that soldiers will work together as a team of four, rather than as a team of individuals. Each member of the team will have his own way of fighting. For example, if there's a team with a couple of guys with shields, the guys with shields will come to the front of the team and the other two will fire from behind them. They'll always work together and force the player to fight strategically all the time."

Celluloid influences are obvious in both *Metal Gear* games, and Kojima is honest enough to admit that US movies have had a profound effect on the sequel.

"I have watched so many American films that there are bound to be memorable scenes that I keep inside myself. In *Metal Gear Solid 2*, I wanted to create a hide and seek game, but with just hide and seek elements and no story, there's no thrill, there's no tension. So, what I had was a bunch of bad guys taking over a nuclear facility, and then a guy with a mission goes in there and tries to solve the situation. This decision is perhaps influenced by little things I've seen in films. There are also other things: for example,



in the video there's the one scene where you're hiding inside a locker, and you can see through the slats, and there's someone coming towards you. You might remember this as a scene from the film *Halloween*."

As well as having a passion for American movies, it's obvious that Kojima also has a fascination for the military. His CV is comprised of games with this as a linked central theme: little known Japanese releases *Policenauts* and *Snatcher* followed two *Metal Gear* titles on the NES.

"There's no reason," he goes on to explain. "I never intended my games to be military or police-orientated. If I look back at the games I've done, perhaps the reason for the similarities is that many of the films I see, many of the books I read, carry that sort of theme, of being involved with the military or police. My games just happen to be that way.

"I personally like family drama and love romantic themes. I guess when you look at my earlier games on the earlier systems, there's so much fighting between two different parties, but that's what a lot of games are about – fighting one-on-one. And now, with the release of PlayStation2, perhaps we can introduce, say, family struggles into games. More emotional stuff. I'd certainly like to do this type of game, rather than another military game."

But for now Kojima is concentrating one hundred percent on *Metal Gear Solid 2* for PS2, denying rumours that he's been talking to Microsoft about a possible X-Box title.

"I'm very interested in the X-Box but, for now, I want to concentrate on *Metal Gear Solid 2*. If I start to think about X-Box, that'll slow down the development of *MGS2*, and I don't want that to happen. So, I'm intentionally not thinking about the X-Box right now."

He seems to contemplate this.

"There are so many things I can't do with PlayStation2, and there are so many things I want to do with



■ Graphically, *Metal Gear Solid 2* is unmatched and, perhaps, won't be equalled until well after its release in 2001.



## A GLASS ACT

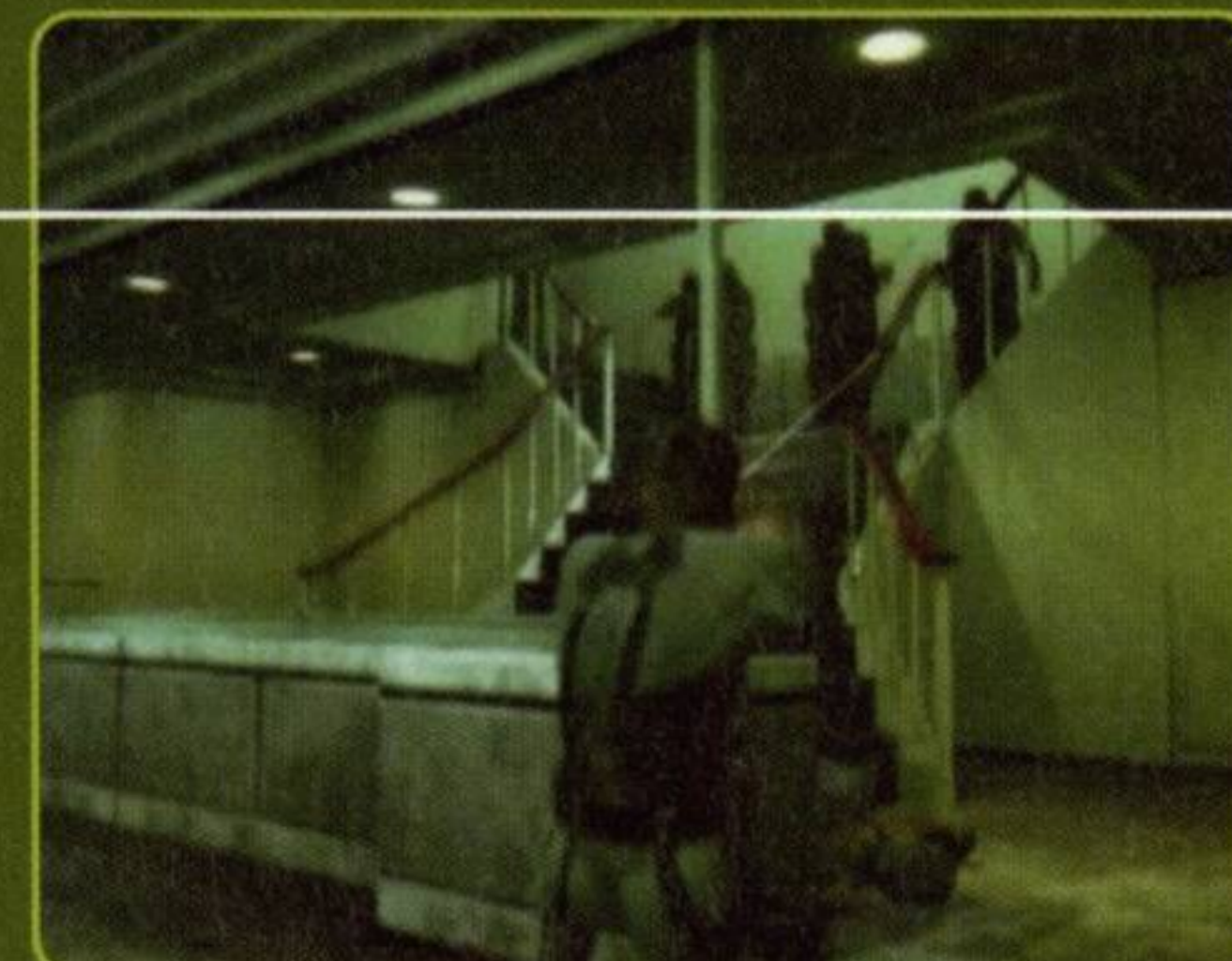
For the first time, we exclusively run you through one of *Metal Gear Solid 2's* most outstanding sequences...



■ Enemy AI is even more incredible than the first game, but if you're smart you can still avoid their unwanted attention. On the right, a demonstration of the game's brilliant real-time physics: Snake fires at the foot soldiers behind the bar, smashing all the bottles into pieces.



■ All that noise attracts the game's canny foot soldiers, and they immediately open fire on you. Snake, somewhat unsurprisingly, dives for cover behind a glass dividing wall. Take note of the bullets working their way across the pane and the shadows and reflections on the floor.

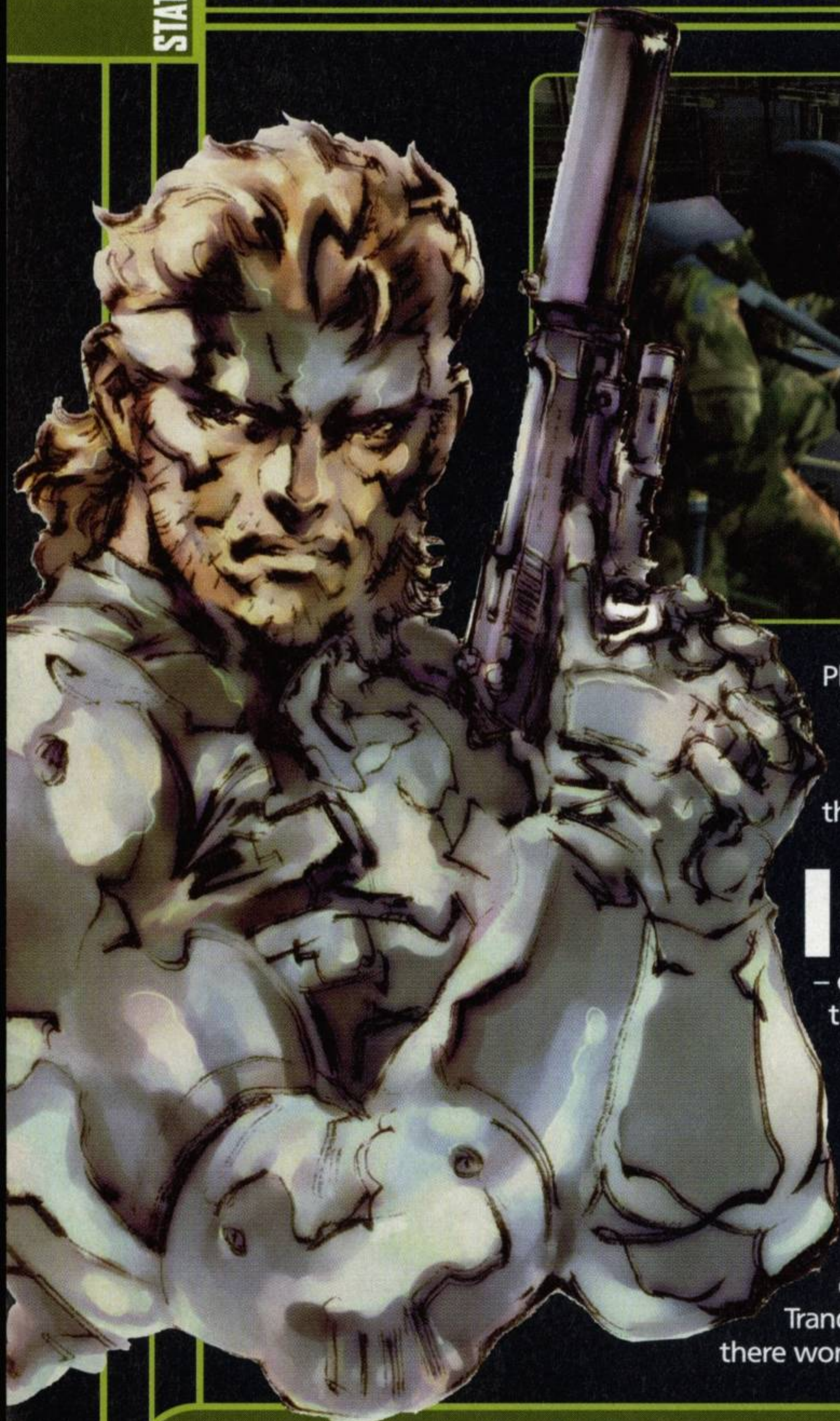


■ Watch in awe at the game's graphical whizz-bangery: as bullets riddle the glass wall, it collapses into a thousand pieces, scattering across the floor. Like so many of the films Kojima watches, *Metal Gear Solid 2* is a series of action-packed set-pieces. As soon as the glass goes, it's onto a firefight.



■ The environments have been meticulously created using specially created Konami in-house software. Notice also the cinematic use of focus in the game where Snake, in the background, is sharp, and the enemy guns, in the foreground, are soft. This makes for an amazing sense of depth.



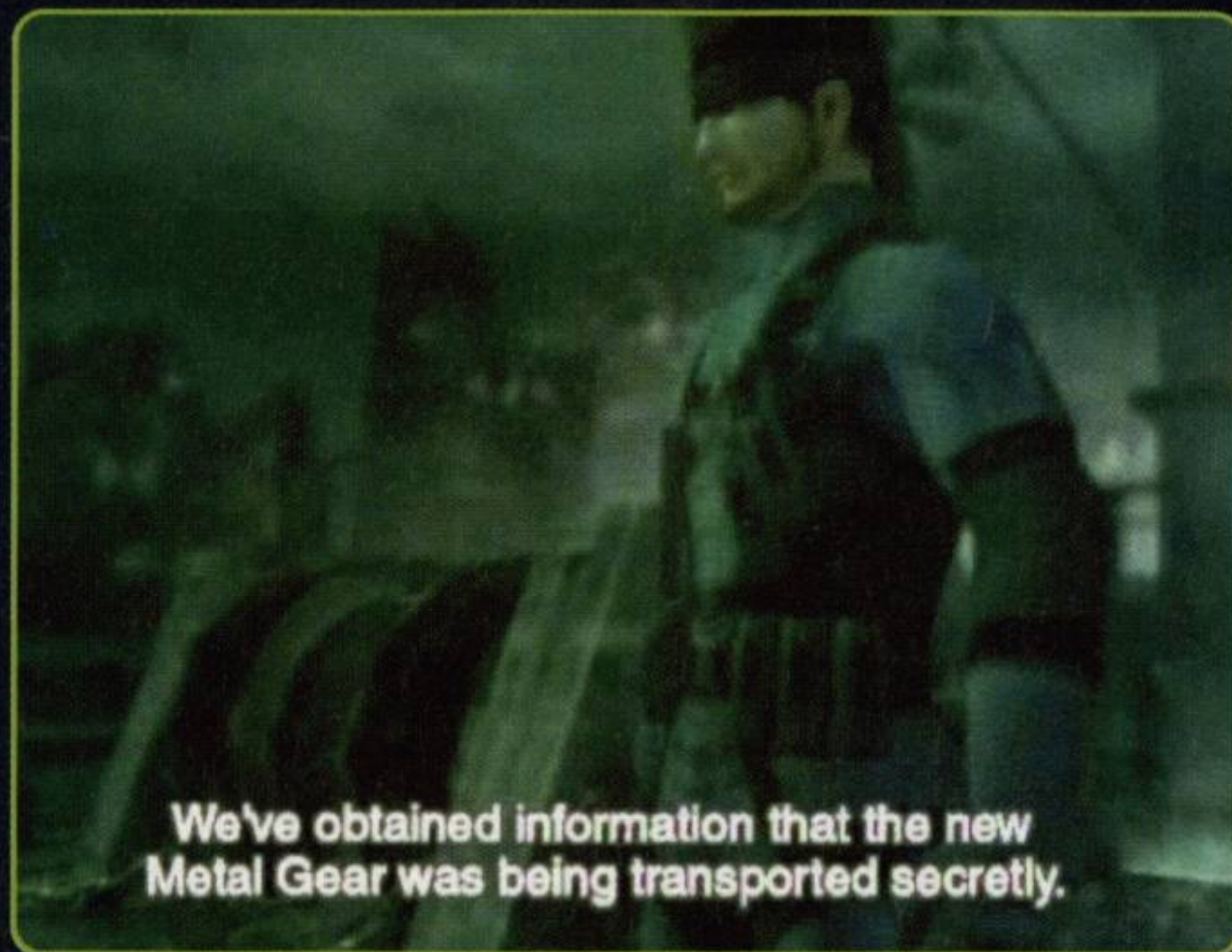


PlayStation2. When I first heard that it was coming out, I thought I'd be able to show 20,000 soldiers at once. And when I couldn't do that, that really let me down."

It's not a criticism of the PlayStation2 that Hideo Kojima can't get out of it what he wants – or, at least, not as much as you think – but more that he's just incredibly ambitious.

Take, for example, the fact that you can complete the entire game without having to kill anyone: "It's extra freedom for the player," he says of this achievement. "You'll be able to complete the game using only the Tranquilizer Gun, but it's tough, and there won't be any award for doing it."

■ The plot is currently under wraps and Kojima wants it to stay that way... at least for the time being. One thing we do know – sort of – is that, in some way, Liquid Snake's involved.



We've obtained information that the new Metal Gear was being transported secretly.

This is a perfect demonstration of how *Metal Gear Solid 2* has advanced the idea of stealth. The first game made you consider everything you did: where you went, how you got there, whether anyone had seen you. Its sequel – unbelievably – is even more remarkable.

"We've advanced the idea of stealth to a stage where drops of blood, shattered glass and enemy corpses will give you away. Enemies will be able to see your shadows. There are so many ways that an enemy can find out you're there, but they'll be very many ways to hide."

Clever, that he should balance intelligent enemies with ways of getting round them. And also clever, that he's constantly looking at innovative new ways of beating off the competition. He seems to see this one coming.

"There are so many stealth and tactical espionage games coming out all over the world that I knew my game had to come out and fight these new stealth games. And that's why we need lots of new ideas." He pauses. The wait is

## METAL GEAR MYSTERIES

Confused by the sequel's plot? We try to answer those questions...



### Who hijacks the oil tanker?

First of all, we need to be clear on who exactly is aboard the oil tanker. According to Kojima, "The marines are not the guys that are dropped onto the ship at the beginning. They are someone else. You've got three powers: you've got Snake, you've got the marines and you've got these mysterious guys coming down." The marines are there to protect Metal Gear Ray, the mysterious third power are there to hijack it, and Snake... well, Snake isn't allied with the marines, so it's a little unclear as to what part Snake plays. To make matters more complicated, the voice of Liquid Snake seems to be heading up the third power, and Revolver Ocelot also appears, though he too isn't allied with anyone. "Revolver Ocelot isn't the bad guy, so there could actually be four different powers," says Kojima. Conclusion? Confused.



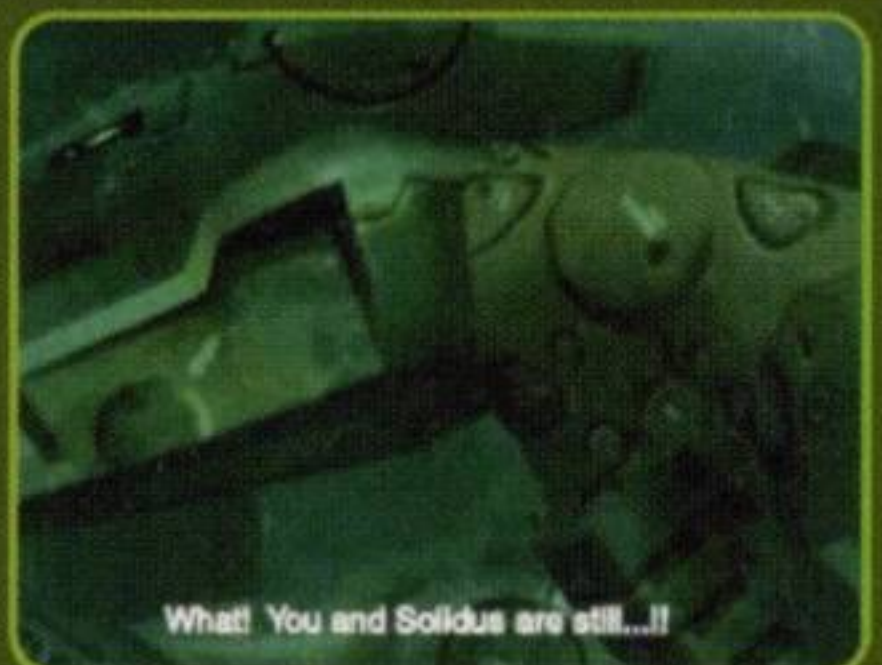
### Why are all the guards alerted?

Whether this section of the video will actually make up any of the game, or whether it's just a showcase for the incredible amount of detail Kojima and his team have been able to include isn't yet – surprise, surprise – clear. However, what happens is this: Snake climbs down a ladder into a basement where row upon row of brown-uniformed soldiers (who are from what Kojima has said, the mysterious third power), are all lined up, apparently being briefed. Noticing the soldiers, Snake drops onto his belly and crawls across the floor, making it almost the entire distance across the room before – fantastically – sneezing. His sneeze alerts every single one of the soldiers (hence the multitude of exclamation marks), but he just – just – about manages to crawl out of sight behind one of the lockers. Absolutely top.



### Why does Snake seem to warp in?

Right at the beginning of the video, things appear to take a turn for the sci-fi. Snake is doubled over, seemingly in pain, with streaks of lightning coursing off his body. Is this a *Terminator*-style 'warping in'? Although it appears like that, Kojima is quick to dispel this assumption: "It's the rain interfering with his stealth suit," he says simply. Which begs the question, why does the rain in the second game affect Snake's snazzy outfit so badly, and not the snow in the first *Metal Gear*? One answer could be that Snake has an updated suit, or that his suit has in some way been tampered with. Or perhaps there's an even simpler explanation: that he was dropped in via helicopter and injured himself. Either way, Kojima isn't ready to reveal why, or even if this forms an integral part of the overall story. Not yet, anyway.



### How does Metal Gear Ray fit into the plot?

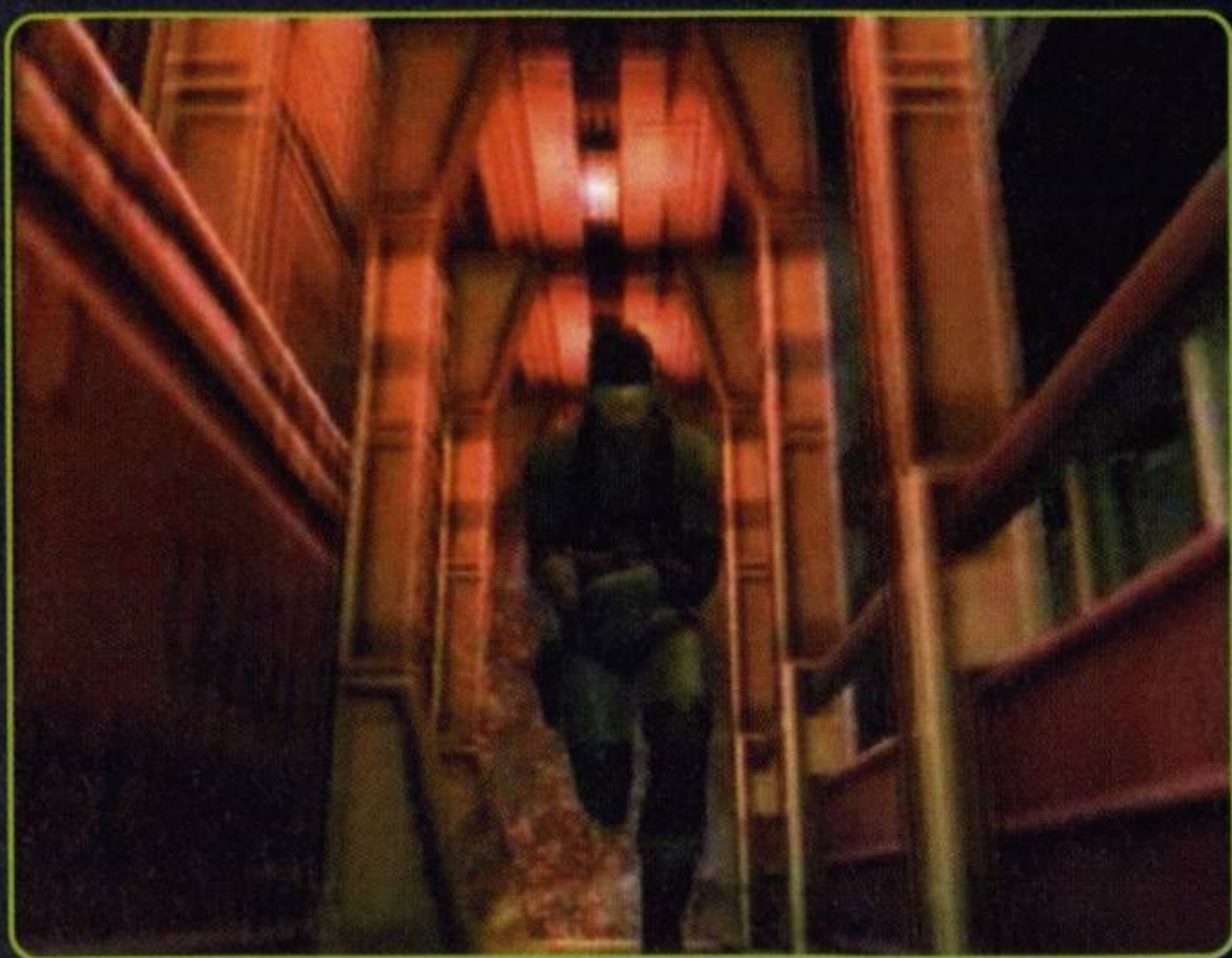
Well, at the end of *Metal Gear Solid*, Revolver Ocelot escapes from Shadow Moses Island with a top secret MO disk containing the plans for Metal Gear Rex, which he promptly passed on to just about every government in the entire world. (Now everyone has their own version of Rex.) To counter this, the American government have commissioned a new weapon to be built, Metal Gear Ray, even more deadly than Rex. Ray is being transported on the oil tanker we see in the video and somehow manages to escape. The boat is bound for Manhattan and, aboard, are Revolver Ocelot and what appears to be a force led by Liquid Snake, Solid's evil twin brother, though this has yet to be confirmed. Which seems to suggest that one or both are out to nab Ray, or more likely the plans for Ray, for themselves.



### Who is the woman Snake fights?

Perhaps, currently the biggest mystery of all. Kojima wouldn't be drawn on the identity of the woman Snake fights on the oil tanker, but if you look at her clothes, she is wearing the same coloured trousers as the mysterious third power. (See, 'Who blows up the oil tanker?' and 'Why are the guards alerted?') Common sense dictates that, if she wasn't a major part of proceedings she wouldn't appear in the video, especially for such a length of time. (Their fight, involving both knives and guns, lasts almost 20 seconds.) With Meryl not currently in the picture, could this blond bombshell turn out to be Snake's new sidekick? Or could she be one of Revolver Ocelot's Fox Hounds? Or could she just be one of the marines that are supposed to be protecting Metal Gear Ray? All will be revealed.





■ Snake legs it away from the explosion that consumes the oil tanker at the start of the game. Who blows it up? We reckon it might be that "mysterious third force" Kojima talks about.



worth it: "One reason I created Metal Gear Ray was to show that our *Metal Gear* was the strongest of them all. The other *Metal Gear*'s, the *Metal Gear* clones that have emerged since the first game, will be crushed by ours."

Fantastic. Kojima could talk all day, but his minders tell us time is almost up. A good chance, then, to ask him a couple of quick questions – one of which is whether there's going to be any sort of multiplayer mode in *Metal Gear Solid 2*, the only sore point in the original game.

"Well, there won't be any VR missions, as we really want to focus on the main story, the main part of the game. There are going to be new ideas in the game that will replace the VR missions, but I can't talk about that right now. As for the two-player mode, I really can't talk about that now either, but it was talked about for the first *Metal Gear Solid* and we never got round to it, so it's something I'd like to do for this game. But, I can't say for sure."

And the PlayStation2's hard drive? "We haven't really seen the specs for that yet, but it's definitely something we're interested in."

Are there any plans to repeat the clever pad-swapping of the first game where you had to switch controller ports to prevent Psycho Mantis from intercepting radio messages? "We'll definitely be doing something like that, I think. Not the same thing, but something like that."

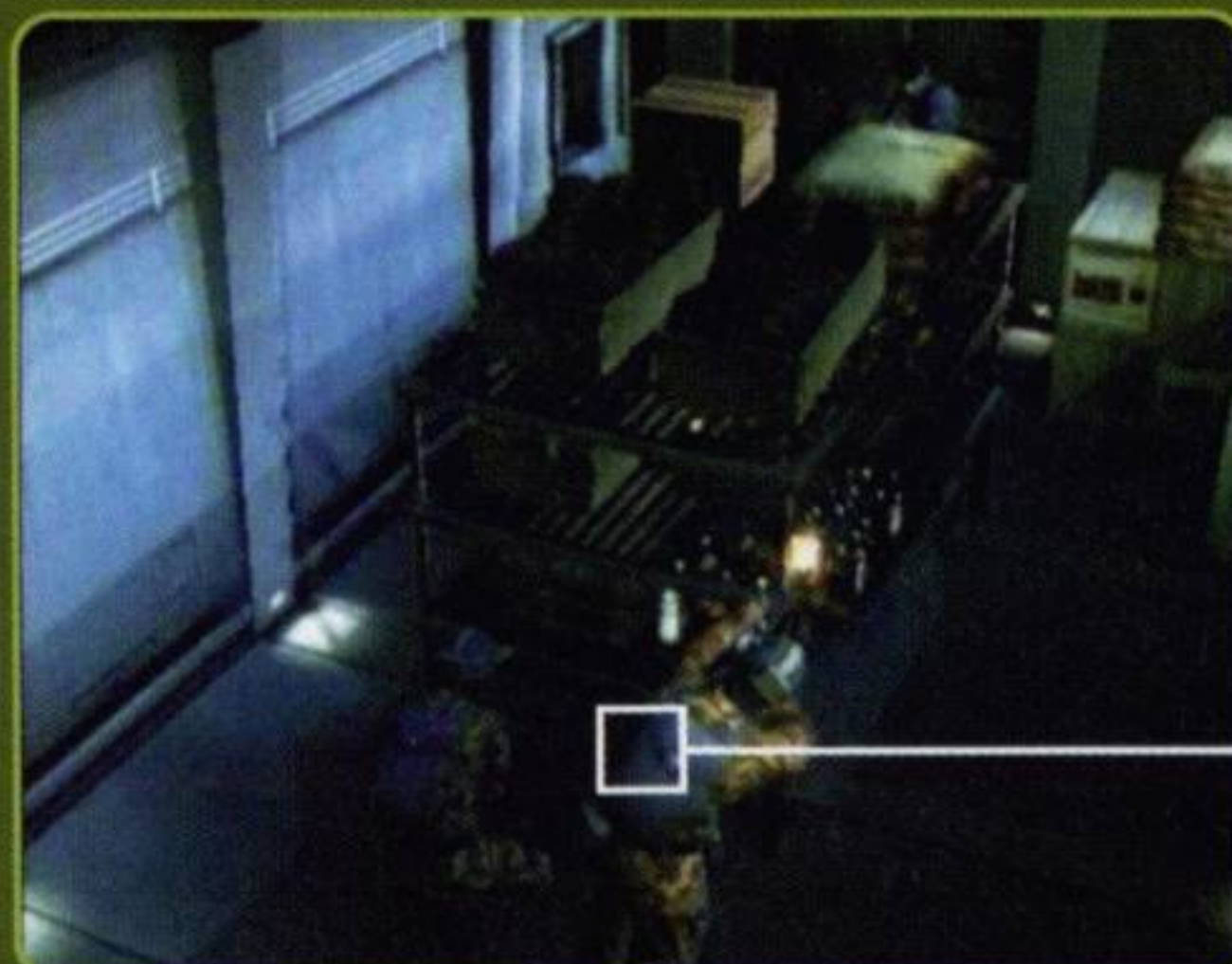
We leave Hideo Kojima, about three hours before we would have wanted. Still, Cannes beckons with its temperate climate and never-ending promenade of bars.

Except that's not really what we want. What we want is the opportunity to slip into Solid Snake's boots, board an oil tanker, hunt down a mobile nuclear device and save the world. We want to smash glass to see whether enemy soldiers really *do* come running. We want to see the rain swirling in an ocean storm. We want to *smell* the water.

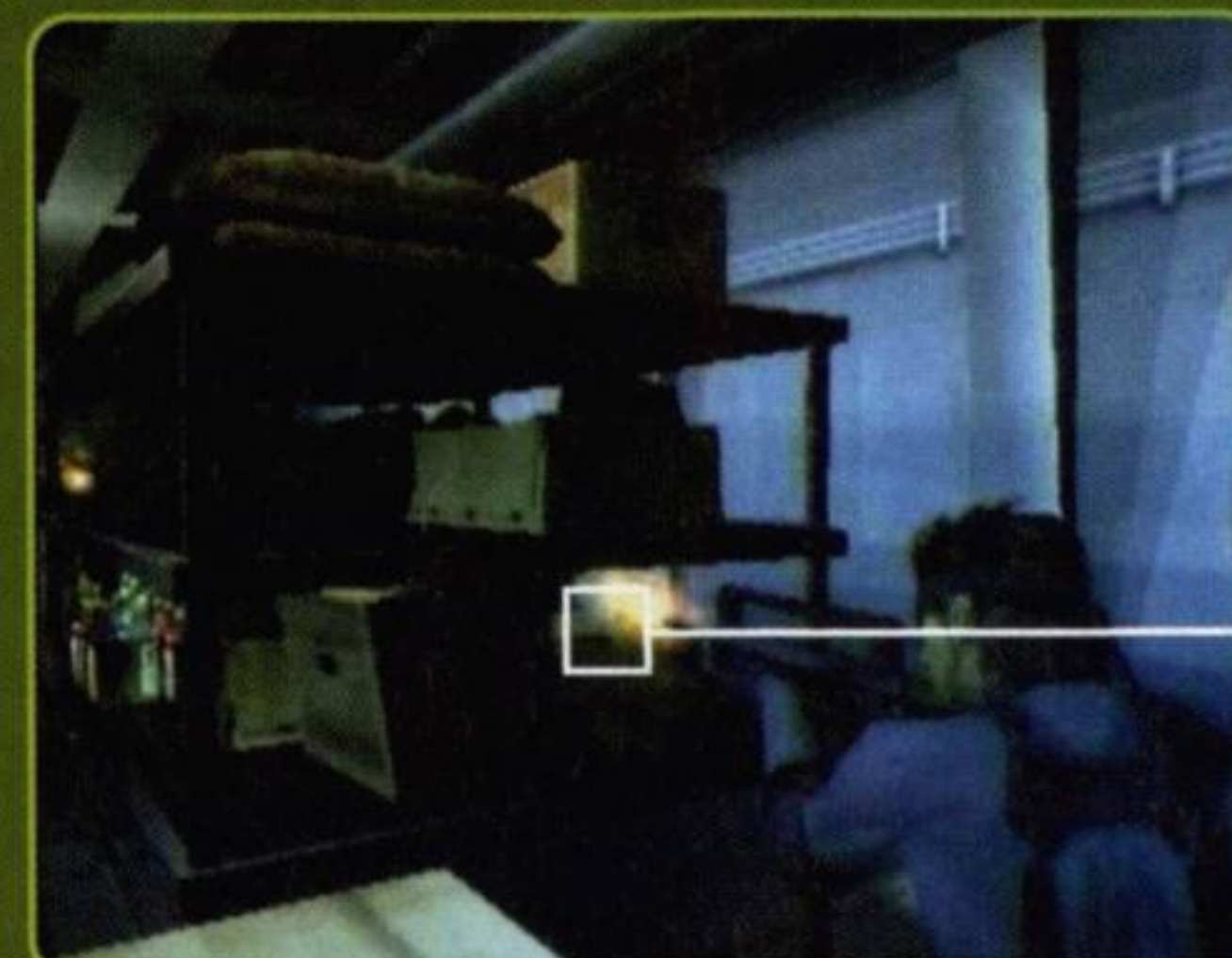
But... we'll just have to wait.

## HIDE, SEEK... AND KILL

*Metal Gear Solid 2* is meaner and leaner than its predecessor – and Snake isn't about to take any crap from anyone...



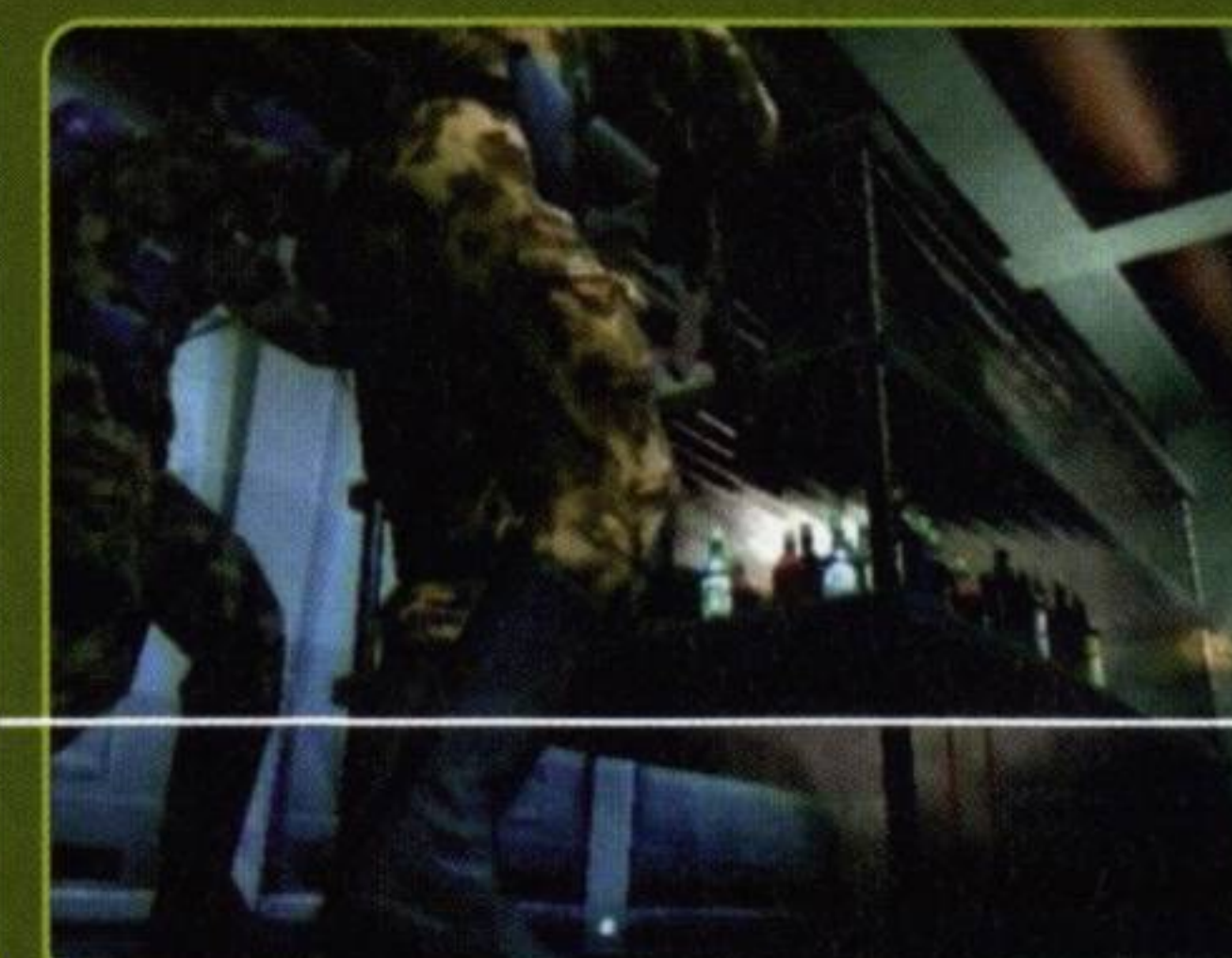
■ Enemies are brainy enough not to make themselves targets. Here is a very rare example of two soldiers on their own. Normally they attack in groups of four. Kojima explains: "The two guys with shields will come to the front of the team and the two with guns will fire from behind them."



■ Once the enemies have fired a hole through the unit, Snake returns fire using the gap created by them. Note also the camera angles: in the video it's not really clear where the game will be viewed from, but the positioning on the left is familiar to the back-against-the-wall pose from the first game.



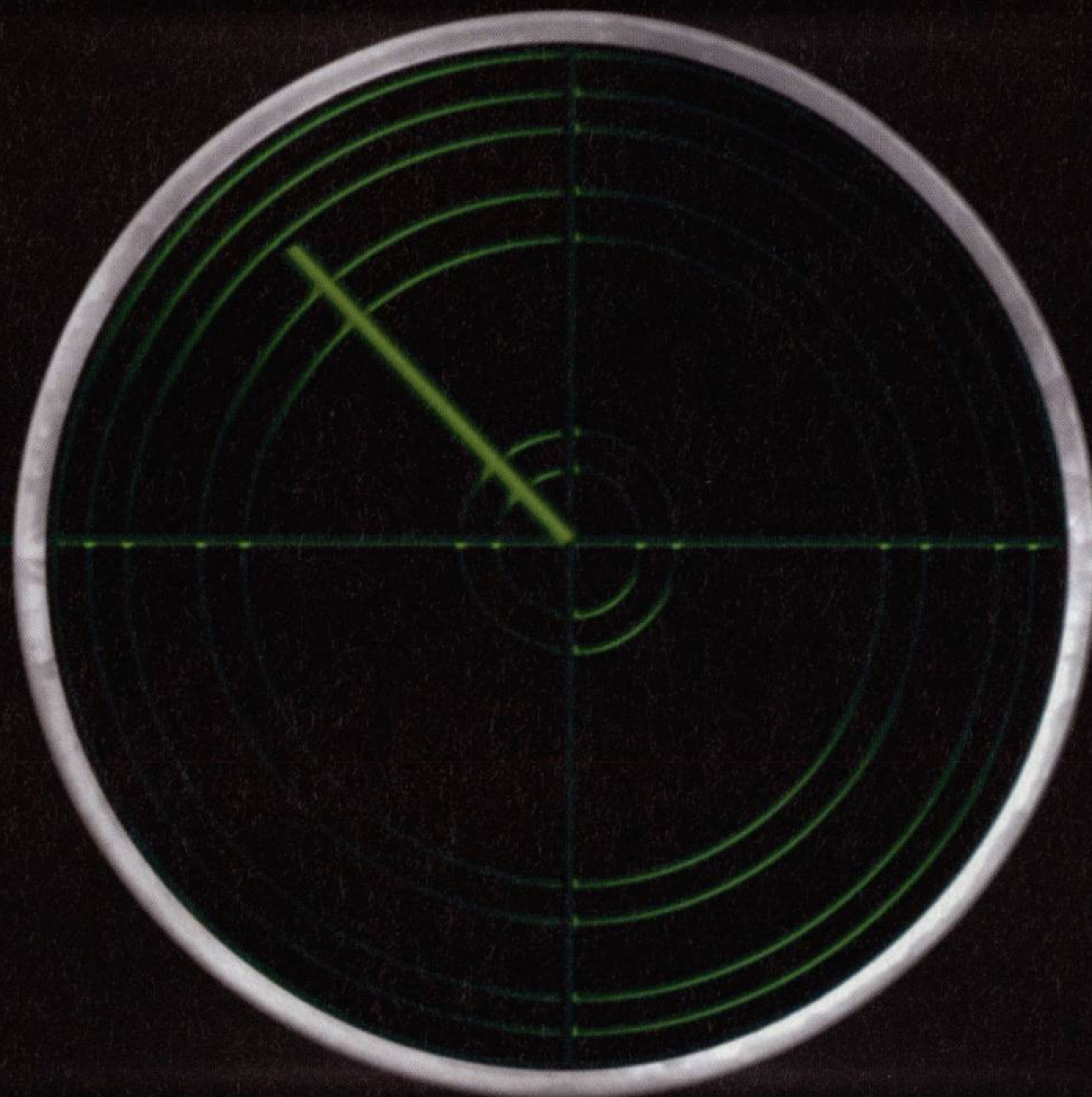
■ This top-down perspective on the left was used to great effect in the original *Metal Gear* on the NES, as well as its PlayStation successor. On the right, Kojima once again spearheads a filmic approach to depth, with the out of focus soldier's legs bleeding into view. (And, literally, bleeding if you look closely.)



■ In terms of perspective, though, *Metal Gear Solid 2*'s first-person viewpoint represents, perhaps, the biggest change, allowing much improved accuracy. The weapons have also undergone a significant change and will be meatier and more varied in their approach. New muzzle flashes round things off.



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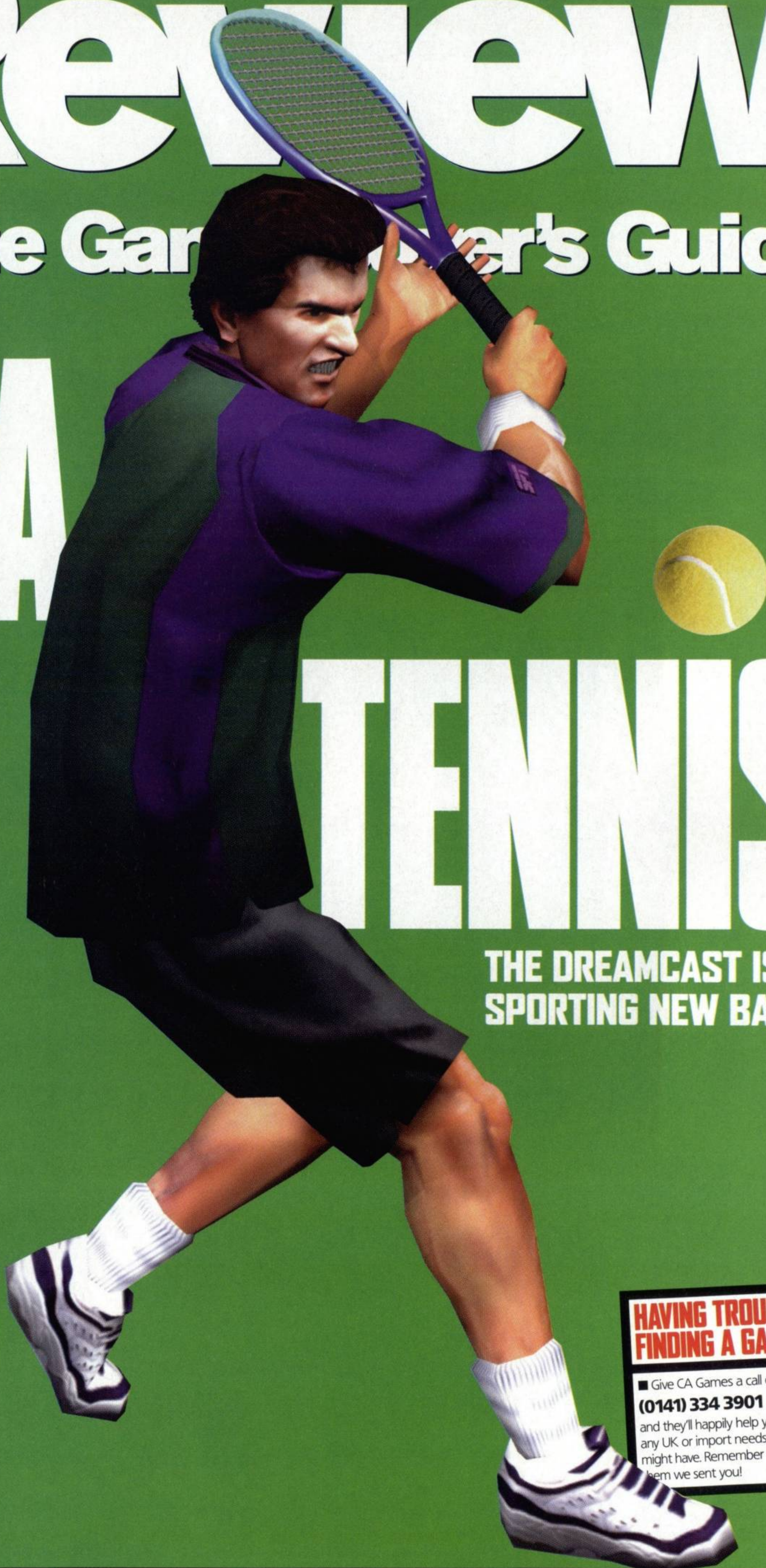


# A Review

## The Ultimate Gamer's Guide

PAGE 82

# VIRTUA



# TENNIS

THE DREAMCAST IS SPORTING NEW BALLS.

## INSIDE...

- TOCA: World Touring Cars
- X-Men Academy
- Vib Ribbon
- Terracon
- Chase The Express
- Parasite Eve 2
- Grand Prix 3
- KISS Psycho Circus
- Hidden & Dangerous
- Pokémon Snap
- GBC's Perfect Dark

**42**  
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**PLUS!** A LOOK AT DEUS EX – COULD “GOLDENEYE FOR THE PC” BE BETTER THAN QUAKE III AND HALF-LIFE? FIND OUT ON PAGE 72.

### Star ratings

- ★★★★ Simply the best. An absolute must-have.
- ★★★★ Excellent. Definitely worth your money.
- ★★★ Some faults, but otherwise very good.
- ★★ Strictly average.
- ★ Awful. Avoid at all costs.



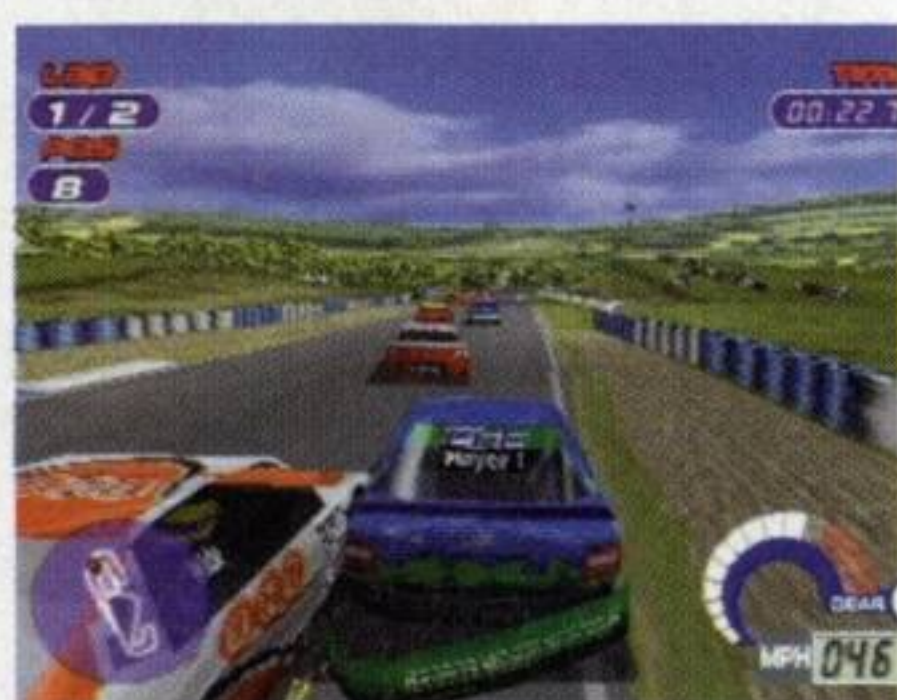


■ (Above) Bits of your car can fall off and litter the track. Make sure you avoid them second time around.



## Game info

- Publisher: Codemasters
- Developer: Codemasters
- Price: £35
- Release date: Out now
- Players: 1-4
- Extras: Dual Shock-compatible, memory card, multitap



■ The interior view is definitely the most difficult. It's for the hardcore TOCA fan only.

# TOCA: WORLD TOURING CARS

MOVE OVER GRAN TURISMO, HERE'S THE REAL RACING SIMULATOR.

**R**acing drivers have all the fun. They get paid millions of dollars a year, date beautiful women and travel the world on luxury jets. Oh, and they get to do a bit of racing every couple of weeks. Not a bad lifestyle now is it? The closest your average punter gets to this hedonistic life is by either hotwiring a Golf GTi and burning round city centres, or getting a PlayStation where there's plenty of competition for your racing attention. Personally, we recommend the latter, mostly because it comes without the mandatory five-year prison sentence.

TOCA: World Touring Cars is the latest in Codemasters' excellent Touring Car series, a series that has been

overshadowed by Sony's mighty *Gran Turismo* games. But not for long because for the serious race enthusiast there is now really only one option – *TWTC* is the best track racing to be had on PlayStation.

*TWTC*'s Championship mode is where all the fun is to be had. First off you have to earn your right to be part of a national team – this is usually a qualifying lap to be completed under a certain time. Once you've got a contract you have to win that nation's respective TOCA Championship. You then progress to that continent's championship and finally to the World Championship. Needless to say this is tough. There are seven National Championships, three International Championships and the World Championship – more than enough for any TOCA nut to get stuck into for months.

*TWTC* delivers on the driving front with great aplomb. For starters there are 12 cars on the track at one time; something that *Gran Turismo* can't boast. These opponent cars have an uncanny knack of driving like human drivers. They're just as likely to spin off the track as you are and often battles will break out between a couple of cars – just like the real thing. You're always racing against someone – *TWTC* isn't like *Gran Turismo* where you can get out miles in front and then just cruise around to win. The cars are so evenly matched that this never happens, meaning that you constantly have to worry about what the other cars are doing – you're always trying to overtake or prevent yourself from being overtaken; what real racing is all about.

The car handling is just about spot on – it's just about the right mix between arcade and simulation, with the cars

## ↑ Uppers & Downers ↓

### Nitro boost

- Opponents that race one another
- Cars can be damaged
- Great handling

### Go faster stripes

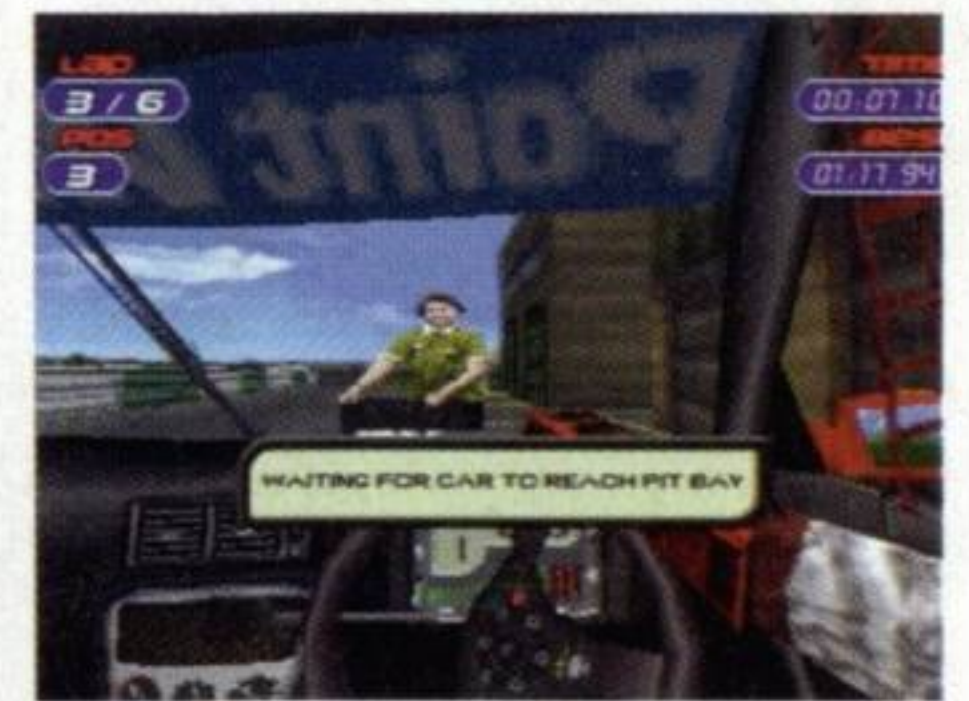
- Car models look a little bit ropey







■ A total of 12 cars on the track, real-time (ahem) deformations and cars that race you. Is *TWTC* better than *Gran Turismo*?



## BATTLES BREAK OUT BETWEEN CARS, YOU CONSTANTLY HAVE TO WORRY ABOUT WHAT THEY'RE DOING.

aren't so realistic that they're too difficult to drive, but neither can you just hammer them into corners at top speeds without spinning out. Typically for such a game you can mess around with car set-up's to your heart's content and this has significant results on the way they handle.

You've also got cars that can be damaged – not just on the inside but on the outside as well. Shunt someone from behind and the chances are that your front bumper will come loose and scrape along the track, sparking, giving you more drag and slowing you down. Also the body parts that fall off your car stay on the track as potential obstacles. You can go as far as to totally smash your car up, much in the same way that *Colin McRae* works and the more wrecked it is, the harder it becomes to drive.

Weather also has an effect on the driving: when it's sunny, driving is at its easiest but try doing the same in a downpour and it becomes an entirely different matter. Racing in the wet is hard at the best of times but when it goes dark as well, a real challenge ensues – try just keeping the car on the track let alone winning a race against 11 other nutters.

On top of this you've got more options than Michael Schumacher has Grand Prix championship points – all the usual race modes including an excellent four-player split-screen option are there. It's clear that Codemasters has used all their experience to put together an unbeatable racing game package.

*TWTC* is hard to fault: it's arguably better than *Gran Turismo 2*. It has more tracks (that are based on real ones), cars that you can smash up and opponents that actually race one another. There's also some great (and useful) commentary from your pit crew giving you a real sense of being involved in a high-pressure TOCA race.

*Gran Turismo 2* just about sneaks past it on looks and feel but it's very close. *TWTC* is the second best driving game on PlayStation – but only just. It looks great, handles just as well and has got months of gameplay in it. It's a small slice of that glamorous lifestyle. ★★★★★ **Nick Jones**



■ (Above) Computer-controlled cars will attempt to knock you off the road.

■ (Below) It's difficult to get ahead of the pack – you're always fighting for first place.



Or you could try...

**Gran Turismo 2**  
SCEE ★★★★★  
Just about the ultimate driving game. Can anything better it?

**Colin McRae Rally 2.0**  
Codemasters ★★★★★  
Codie's other great racing game. An unsurpassable rallying experience.





■ Although it stars all your favourite characters, the fighting formula of *Mutant Academy* is the same as others in the genre.



## Game info

- Publisher: **Activision**
- Developer: **Paradox**
- Price: **£30**
- Release date: **18 August**
- Players: **1-2**

# X-MEN: MUTANT ACADEMY

## A BEAT-'EM-UP FEATURING MUTE ANTS? SURELY NOT...

### ↑ Uppers & Downers ↓

- |                                                                                                                                               |                                                                                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>X-Cellent</b></p> <ul style="list-style-type: none"> <li>■ Great graphics</li> <li>■ Great moves</li> <li>■ Great characters</li> </ul> | <p><b>X-Asperating</b></p> <ul style="list-style-type: none"> <li>■ Chunky characters</li> <li>■ Same old control method</li> <li>■ Nothing new</li> </ul> |
|-----------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|



■ The backdrops are straight out of a *Marvel* comic.



■ All the X-Men use their own mutant moves.



■ Wolverine fights Cyclops to graduate from the Academy.

**T**ying in nicely with the release of the hi-tech *X-Men* movie, but with no connection whatsoever comes *X-Men: Mutant Academy*. This cannily-timed beat-'em-up is based around the comic book incarnation of the characters, rather than *Matrix*-style special effects of the film.

This isn't the first time we've been treated to an X-Men beat-'em-up, Capcom have featured the band of mutants in garish 3D-O-Vision in many incarnations but most notably in *Marvel Vs Capcom*. *Mutant Academy*, visually at least, takes a generational leap over these assorted *Street Fighter* engine-powered offerings. It's more *Street Fighter EX* than *Tekken 3*, but at least you can punch your opponents against the wall.

There are four modes to get to grips with: Training is standard in all fighting games, but where the game comes into its own is Academy mode which is a forerunner to Arcade and Versus modes. Here, once you've got your character selected Professor X will teach you how to hone your mutant skills and graduate to become one of the elite mutant gang.

It is the characters' mutant powers which lend themselves to one of the most exhaustive special move lists in beat-'em-up history. Though they're all executed via the tried and tested half circles on the D-pad and power button combinations, there are so many that you can forgive the familiarity.

Each character has their own special mutant signature move. Naturally, the character list is cynically skewed towards the comic's characters, and so among the combatants we get the ubiquitous claw-wielding Wolverine, laser eye blasts from Cyclops, weather witch Storm, fan favourite, um, playing card thrower Gambit, plus master of magnetism Magneto, the high-leapin' Toad and quick-change artiste Mystique.

Added incentive to work your way through the game comes in the form of hidden characters – of which there are plenty – plus a *Soul Calibur*-style gallery of special artwork and comic covers. The action is commendably nippy, and reliably over-the-top. As it should be for a comic-inspired game. Perhaps the most original aspect of the combat is the manner in which characters are suspended in mid-air while they deliver a flurry of combos to their opponents' faces.

Graphically, it's incredibly sharp, with some great animation, and good-looking backdrops straight out of a *Marvel* comic that are full of subtle touches (the shadow of Professor X in the Danger Room viewing gallery, for example). Admittedly, some purists may find the characters a bit on the chunky side, but at least they're dressed in their familiar costumes.

If there's one serious complaint to be made it's that the game is about as unoriginal as it gets. Maybe playing a 3D beat-'em-up with your favourite superheroes is enough to render such a criticism negligible, but that shouldn't be an excuse for what is, when you strip away the claws, eye-beams and magnetic powers, a slightly lazily-designed game.

★★★

**Paul Rose**



Or you could try...

**Tekken 3**  
Namco ★★★★★  
The game by which all fighting games should be marked against.

**Marvel Vs Capcom**  
Capcom ★★★  
Wolverine and Cyclops kick Chun-Li's pert little butt.





■ Games in Stars are almost illegally boring. A big yawn.



■ Ah, a brief respite from the supremely dull match.

■ (Right) Anderton makes a filthy derby challenge.



# FA PREMIER LEAGUE STARS 2000

IF FOOTBALL REALLY WAS LIKE THIS, WE'D ALL BE WATCHING BOWLS.

Last year's Premier League Stars was an acceptable, if overrated, attempt to recreate the finery of the planet's most popular sport. Plainly put together in a hurry after EA surprised even itself by nabbing yet another wallet-filling footballing licence, it combined the FIFA engine, the enticing prospect of playing in The World's Greatest League and an innovative – though slightly misguided – attempt at rewarding players for performances.

Well, after years of criticising EA for not making its yearly FIFA outings different enough from one another, it has finally listened... and made FA Premier League Stars 2000 utterly appalling.

Quite how the game could have moved from averageness to offensiveness is an A-Level maths equation of the very hardest type, but it has. Version 2000 is a mind-numbing dredge through gaming's toilet, an experiment of awfulness that should have been strangled at birth. There not only appears to be a lack of any gameplay at all, but visually – and remember this is normally where FIFA scores points – it looks like the first stages of the development cycle: player polygons are all over the place, animation clunks in an embarrassingly robotic fashion, weather effects like snow just look like texture problems, and the poor frame rate gives proceedings an odd 'strobe' effect. Even the pre-match presentation is markedly poor.

To play, the game is intensely frustrating, with players so dense they fail to react to even the most simple of passes. Subsequently what happens is that, as your pass inevitably goes astray, the computer picks it up, sails

## ↑ Uppers & Downers ↓

**Foot and ball**  
 ■ FA Premier League licence  
 ■ Good commentary

**Foot and mouth**  
 ■ Non-existent gameplay  
 ■ Frame rate  
 ■ Eye-bleedingly terrible visuals

## Game info

■ Publisher: EA  
 ■ Developer: EA  
 ■ Price: £35  
 ■ Release date: August  
 ■ Players: 1-4  
 ■ Extras: Dual Shock-compatible, memory card

through your defence, which is suddenly just not there, and hammers home another goal. If you do happen to string a few passes together, things tend to clog up anyway, with the game seemingly more content to show off a few nice frames of animation than actually do what you tell it to. If only as much time had been spent on attempting to even get one realistic footballing quirk into the game, as it so plainly was on getting the individual team's sponsorship onto their shirts. As it is, the game – with its token 'innovation', the fact that you're rewarded stars every time you achieve a victory, or a target, thereby improving player performances – offers absolutely zero incentive to play.

If there's one tiny saving grace, it's the commentary, which impressively combines the always reliable Richard Keys, the excitable Andy Gray and Mr Soundbite, Clive Tyldsley, but even this isn't enough to rescue the game from tedious mediocrity. Whichever way you look at it, EA's latest attempt to milk the FIFA licence dry is as turgidly distressing as football games get.

Best avoid this like Ian Dowie. ★

Tim Weaver

## Or you could try...

ISS Pro Evolution  
 Konami ★★★★★  
 The best football game ever created on any format. Genius.

FIFA 2000  
 EA ★★★  
 Polished presentation, playable, but never outstanding.



## GRIND SESSION

■ Publisher: Sony  
 ■ Developer: Shaba Games  
 ■ Price: £25  
 ■ Release date: 25 August  
 ■ Players: 1-2  
 ■ Extras: Memory card

■ The promise of a Grind Session may sound like something that R Kelly would lure the laydeez into his boudoir with, but it's actually yet another skateboarding game. This genre is now becoming so popular that it is beginning to establish its own conventions, much like footie games or beat-'em-ups.

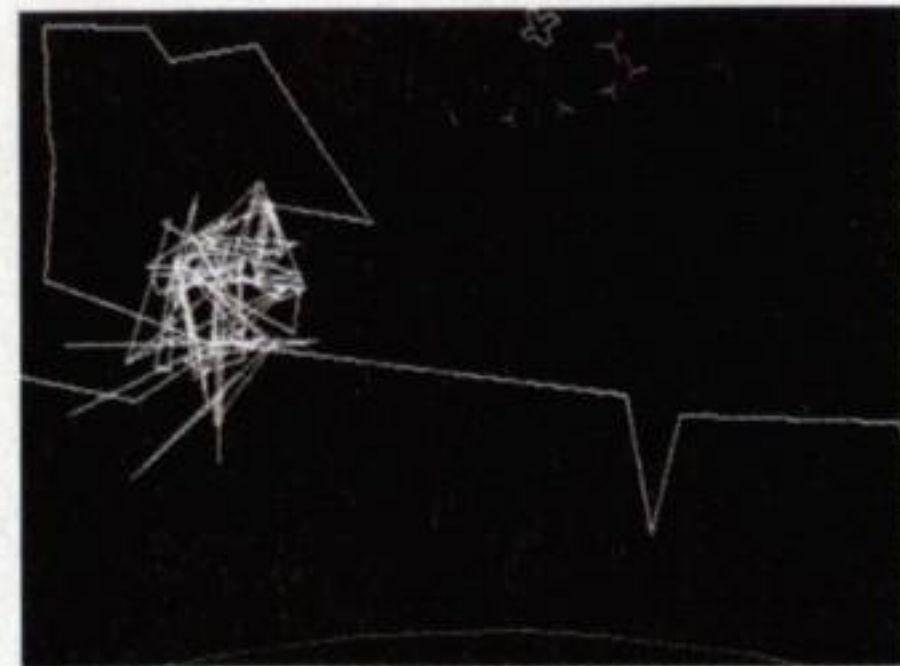
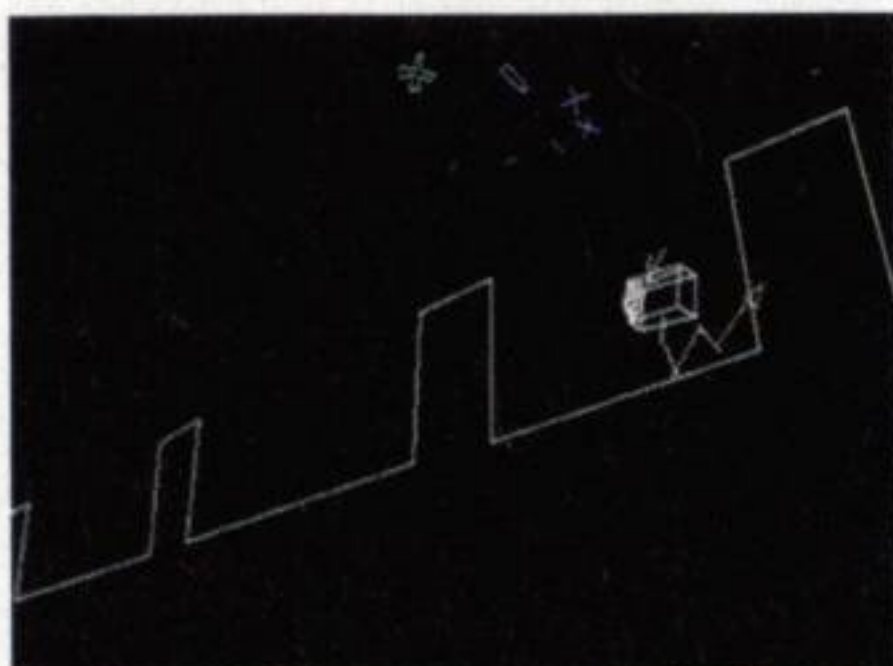
If you've played Tony Hawk's Skateboarding for PlayStation, then Grind Session will seem like second nature. The Square button executes flip tricks, Circle is for grabs and Triangle for grinds. Real skaters are included in the game, but you'd have to be a proper street skating nerd to recognise any of them. It's advisable, therefore, to create your own skater, largely because you can then customise a repertoire of tricks depending on your personal style of play. Skate arenas have to be unlocked in Championship mode and this is achieved by amassing 'respect' points, oh yes.

As every homie knows, respect has to be earned. This is done in three ways. Firstly, by racking up points when freestyling around the arena. Secondly, by clattering into a number of specified objects (dustbins, boomboxes) that are distributed around the arena. And thirdly, by successfully completing technical lines.

These involve making prescribed leaps between ramps, rails and platforms. The problem with this concept is that it's often hard to work out exactly what you're supposed to be doing, and you're not awarded the respect points unless the tech line is followed through to the end.

Nevertheless, it's not too difficult to unlock successive courses. Most of the arenas are really well designed with plenty of opportunity for improvising, and later in the game you get to enter skate-offs against computer opposition. The gameplay is solid, but graphics are disappointing with glitching aplenty. Ultimately, Grind Session is a decent game, but it's likely to be eclipsed by the imminent arrival of Tony Hawk's 2. ★★★ Sam Richards





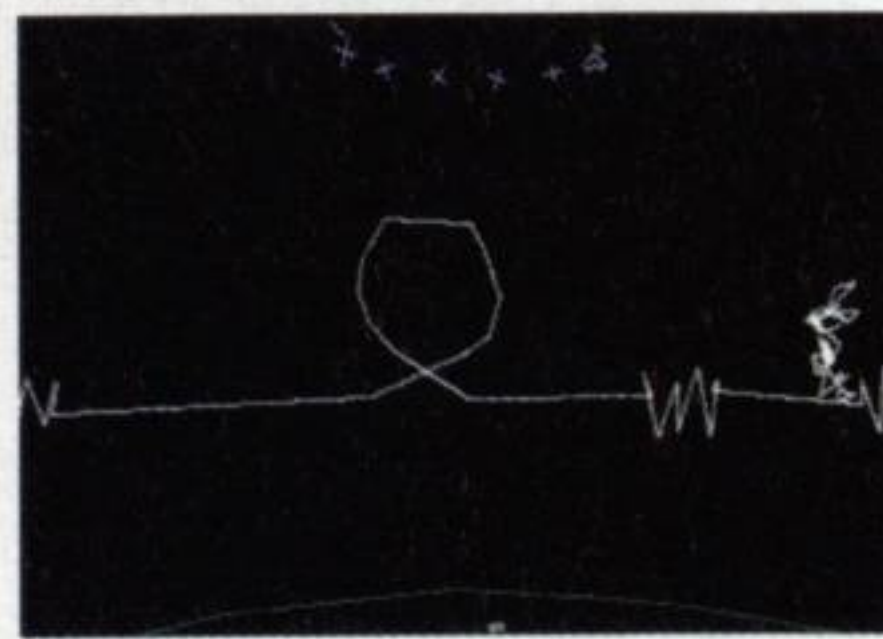
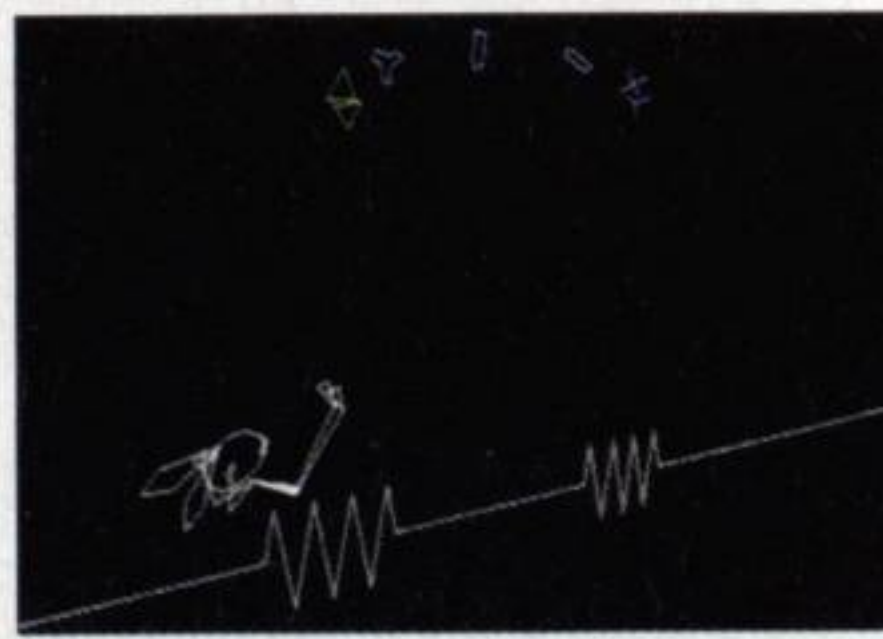
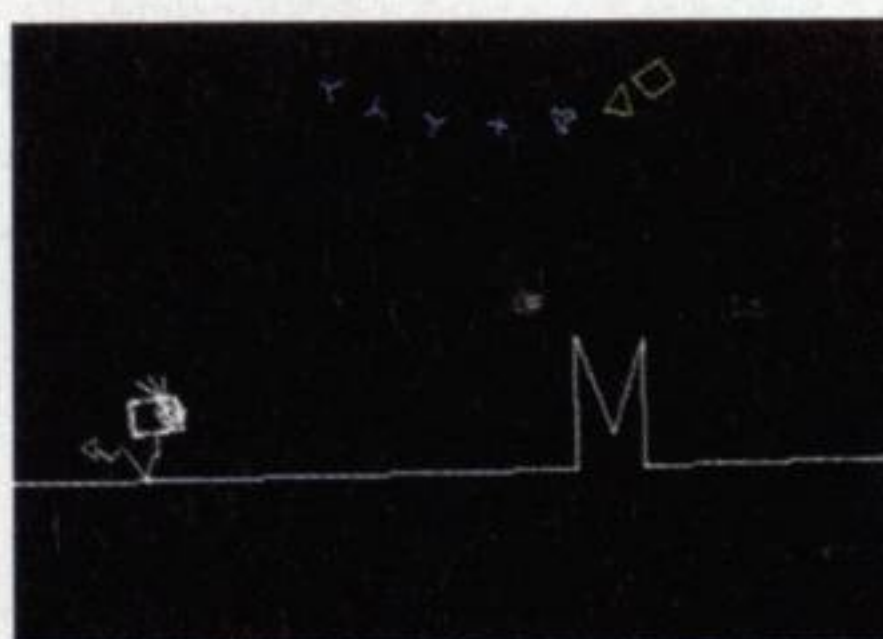
■ No, it's not *Elite* on the BBC Micro. This is *Vib Ribbon*. It's supposed to look like this.

## Game info

- Publisher: Sony
- Developer: NaNaOh-Cha
- Price: £10
- Release date: Out now
- Players: 1
- Extras: Dual Shock-compatible

# VIB RIBBON

THE MUSIC SOUNDS BETTER WITH YOU.



■ *Vib Ribbon*. Poetry in motion? Well, if you include music as poetry, yes. Hurrah.

**T**sk. Some people. They say the easiest way to alienate yourself from your audience is to insult them, but in this case, some of you deserve it. We're talking about *PaRappa The Rapper* – one of the most original games ever. Sure, the tunes were a little odd, and it was easy to finish, but the gameplay and characters were superb. And how many of you bought it? About five of you, that's how many.

And what about *Um Jammer Lammy*? Even better, we said, with a fantastic two-player mode, and lovable guitar-playing sheep. Surely some of you out there wouldn't miss the boat second time round? Well, you did. Heck, they had to cancel the boat due to lack of interest.

Here – therefore – is your third and final chance to redeem yourself, and get your mitts on a fantastic slice of PlayStation nonsense: the third game in the series from bonkers Japanese programmer, Masaya Matsuura. You've got no excuse this time for three reasons: 1) *Vib Ribbon* is just as good as its prequels; 2) It's being released at a reduced price; and 3) you can insert your own CDs so if the built-in Japanese music isn't to your taste you can jig along to something that is.

The premise is simple: as the music plays, you walk along a shaking white line that throws up shapes in time with the music. Only four buttons are used – L1 and R1, Down and X – and you need to press the correct button to climb over the shape. L1 climbs blocks, Down steps you across gaps, R1 spins you around circles, and X lets you cross spiky lines, but some shapes combine two of these – so to get round a spiky circle, you need to press R1 and X at the same time. Get it wrong, and your little rabbit will morph into a frog and then a worm and then you die. Got it? You will.

Worries, obviously, need to be put to bed: a) Are those actually the graphics? Well, yes, but they're retro great – bear in mind what you can't see is them moving; b) Is the in-built bonkers Japanese music any good? Hmm. Depends on your taste really, but it's



certainly worth a few giggles; and c) Does it really work in time with your own CDs? Yes. It's more obvious with some types of music. The opening track of Tim's new A-ha album, *Minor Earth, Major Sky* (*That'll be, erm, Minor Earth, Major Sky, then, Rich – Tim*) worked just as well as *It's My Life* from Lou's new (cough) Bon Jovi album. We also found results to be particularly pleasing when trying that Leftfield song from the Guinness advert. *Vib Ribbon* generally works best with dance music or else the shapes start to overlap and become confusing – Masaya Matsuura has actually said that when writing *Vib Ribbon*, he used Fat Boy Slim to test it.

And there we have it. A proper game, or simply a novel way of listening to your favourite CDs? Heck, for just ten golden tokens who's asking questions? *Vib Ribbon* is great. Get it in ASAP. ★★★★★

**Rich Pelley**

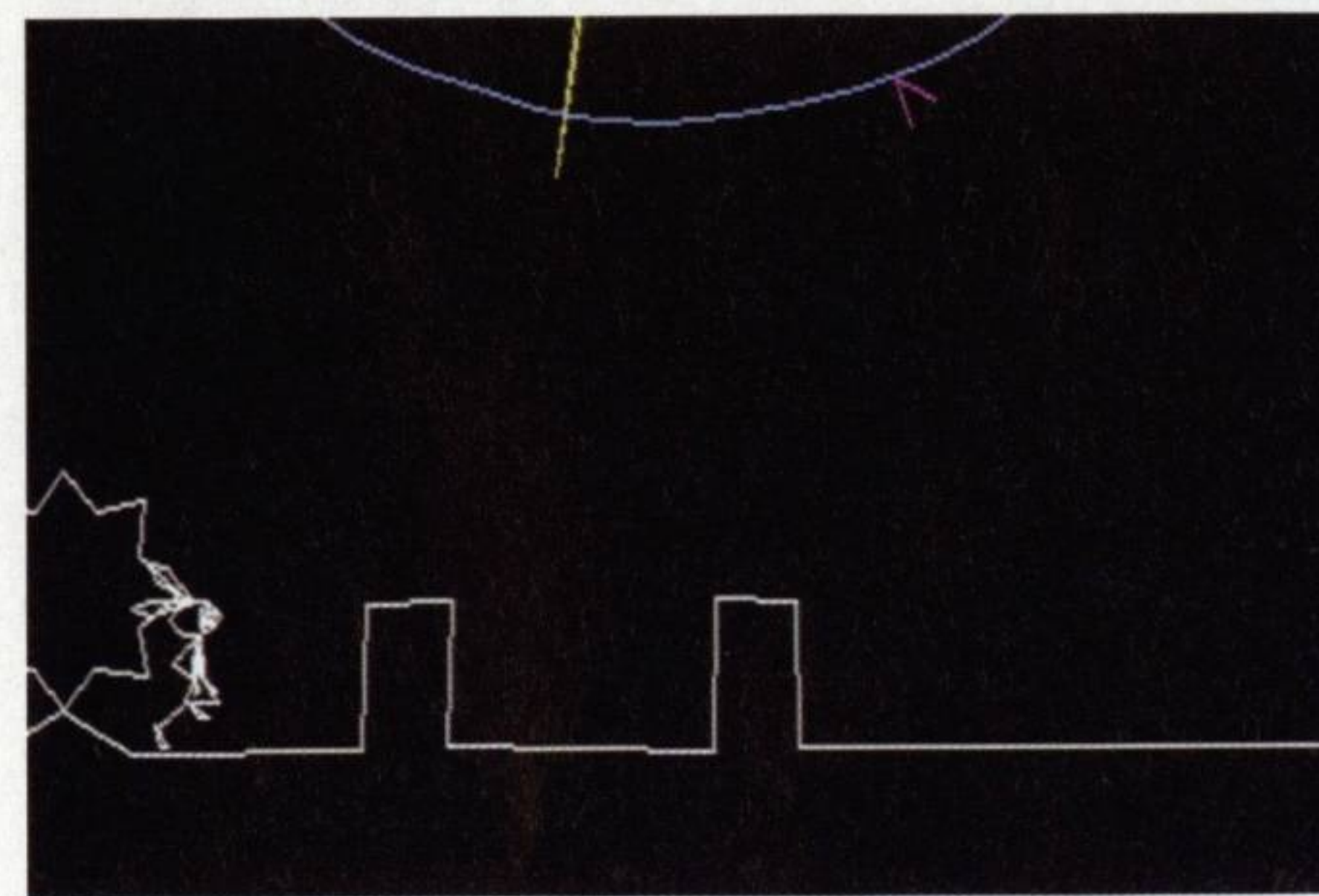
## ↑ Uppers & Downers ↓

### Vib-roaring

- Totally unique
- Barmy as hell
- And only a tenner

### Vib-appointing

- How long will the novelty last?
- But considering the last 'final', who cares?

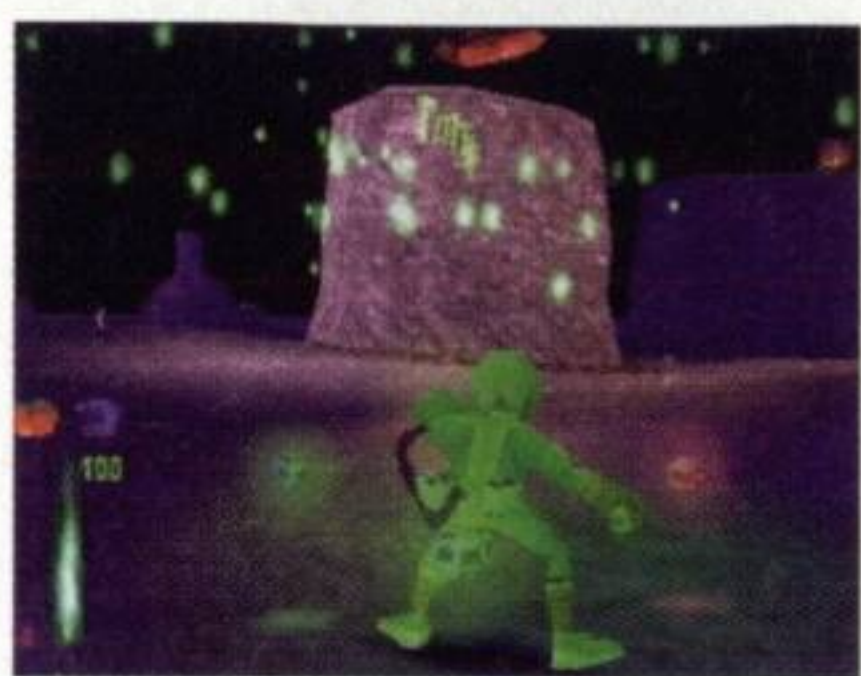


## Or you could try...

**PaRappa The Rapper**  
Sony ★★★★★  
With a rapping-dog, a talking sunflower and a man with an onion for a head.

**Um Jammer Lammy**  
Sony ★★★★★  
With a guitar-playing awe and... look, you wouldn't believe us if we told you.





■ (Top) Those red lights are genergy – essential for charging your weapon. (Above) That gun really packs a punch.

■ A Terracon robot lurks on the horizon as Xed contemplates life, the universe and the rebuilding of a wireframe generator. It's hard being bald and ricket legged in today's galaxy.

#### Game info

- Publisher: SCEE
- Developer: PictureHouse Software
- Price: £30
- Release date: 25 August
- Players: 1
- Extras: Dual Shock-compatible, memory card

#### ↑ Uppers & Downers ↓

- |                                                                                                                                                                      |                                                                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Terra Venables</b></p> <ul style="list-style-type: none"> <li>■ Ground-breaking graphics.</li> <li>■ Free-roaming gameplay</li> <li>■ Engaging plot</li> </ul> | <p><b>Terra Wogan</b></p> <ul style="list-style-type: none"> <li>■ Spongy controls</li> <li>■ Repetitive tasks</li> <li>■ Cruel loading times</li> </ul> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|

# TERRACON

## WHEN COMPUTERS ATTACK.

**A**liens obviously don't watch Hollywood movies. Take the Grays in *Terracon*, for example: they could have avoided extinction by simply watching *Terminator*. It taught us that super intelligent computers can get too big for their microchips and when they get disgruntled they wipe out their creators. Now, due to the Terracon's ignorance, there's only one Gray left – you.

As Xed, the lone survivor of the Terracon project, you've got a big job ahead. The Terracon super computer was once used to transform dead planets into lush, watery home worlds. Then it became too powerful and refused to be switched off and reacted by atomising the Gray's planet, killing the project leader, Doc. Just how will you strike back?

As luck would have it, the Grays owned a powerful laser weapon capable of destroying the computer. In order to use it though, you will need to recover the nine launch code cartridges that are scattered over the galaxy. So it's your job to trek from planet to planet repairing them along the way and search for the all important weapon components. Repairs are performed using genergy – a weapon and power source. Xed has a genergy gun which allows him to rebuild the wireframe remains of old buildings and bridges. He can then navigate previously unreachable areas in pursuit of cartridges and power-ups.

The game worlds are vast and fully explorable. The huge rolling hills and plateaus teem with Terracon robots and friendly animals. The PlayStation is being pushed to its graphical limits. Especially noteworthy are the awesome lighting effects – just wait until night falls on level three.



■ Xed has no reason to smile, all the female gray's are dead.



■ A wireframe generator during mid reconstruction.



■ Doc's glasses don't protect him from impending death.

Your ship computer beams down mission objectives, and an on-screen arrow will point you in the right direction. This is a godsend as all the terrain begins to look confusingly similar. This similarity is carried over to the missions in that the same basic tasks – collect genergy, rebuild vital objects and kill baddies – have to be completed each time.

On the whole Xed is pleasant to control, but has a few odd habits. He is allergic to water, can't shoot on the move and at key stages in the game, such as leaping between platforms he has the close control of Big Bird in clogs. You'll go nuts trying to judge the river jumps in later levels.

It's all a bit of a shame, as the game has a genuinely compelling plot. It may lack human interest – literally – but Xed is a sympathetic hero. You'll really want to help him out, but those minor flaws stop this game becoming truly great. After the seventh planet of green rolling hills and faceless robots, you'll wonder if there really is anything else out there. ★★★

**Dan Dawkins**

#### Or you could try...

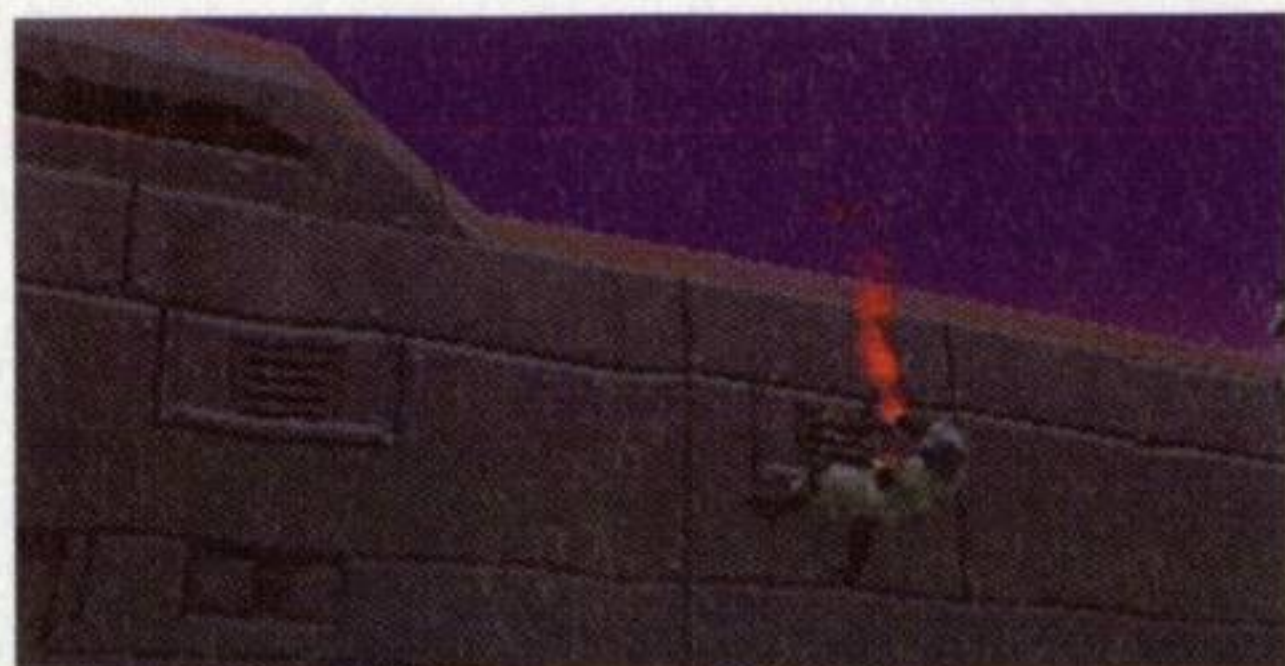
**Spyro 2: Gateway To Glimmer**  
SCEE ★★★  
This time it's a dragon trying to save his kind in a free-roaming world.

**Tomb Raider: The Last Revelation**  
Eidos ★★★★★  
If adventure games are your bag, Lara's got the back-pack.





■ The action doesn't just stay inside. Fancy a bit of train surfing?



■ Being on a train you can't get lost, you either go up or down the corridor.



## Game info

- Publisher: SCEE
- Developer: Sugar And Rockets
- Price: £30
- Release date: Out now
- Players: 1
- Extras: Dual Shock-compatible, memory card

# CHASE THE EXPRESS

**TERRORISTS, NUKES AND A TRAIN... THOMAS THE TANK ENGINE IT AIN'T.**



■ Terrorists are hidden in every corner, watch those first class booths.

It's fair enough that contemporary games take their cue from the best movies Hollywood has to offer. Now that gaming technology has evolved from 2D sprites and formless pixels, developers are easily able to faithfully recreate movie-style action in an interactive form.

The question remains as to which movie to use as a template... The team behind *Driver* were inspired by Seventies car chase flicks, Capcom used George Romero's genre-defining zombie films and the *Tomb Raider* boys had clearly overdosed on *Indiana Jones*. Sugar And Rockets, the Japanese developer behind *Chase The Express*, must, then, have been a fan of that 'classic', *Under Siege 2*. As inspiration goes, it's up there with *Police Academy*.

In *Chase The Express* you play the atypically heroic NATO agent, Jack Morton. A lengthy CGI intro sets the scene; rogue KGB officer Boris Zugosky has a bee in his bonnet, and to prove his point he's hijacked a high-tech train making its way through Europe, towards a peace summit in Paris. Worse still, Zugosky's goons have roughed up the French ambassador and his family, and killed everyone in Jack Morton's team – with the exception of Morton himself. (It would be a trifle dull if you were playing a corpse.)

The game begins with Morton alone atop the Blue Harvest (for that is the name of the train – anal *Star Wars* obsessives take note) with orders to save the ambassador. But things get worse. Once Morton gets inside the train, he discovers a nuclear device, set to explode once the train reaches its destination. Oh man – this is pure Hollywood!

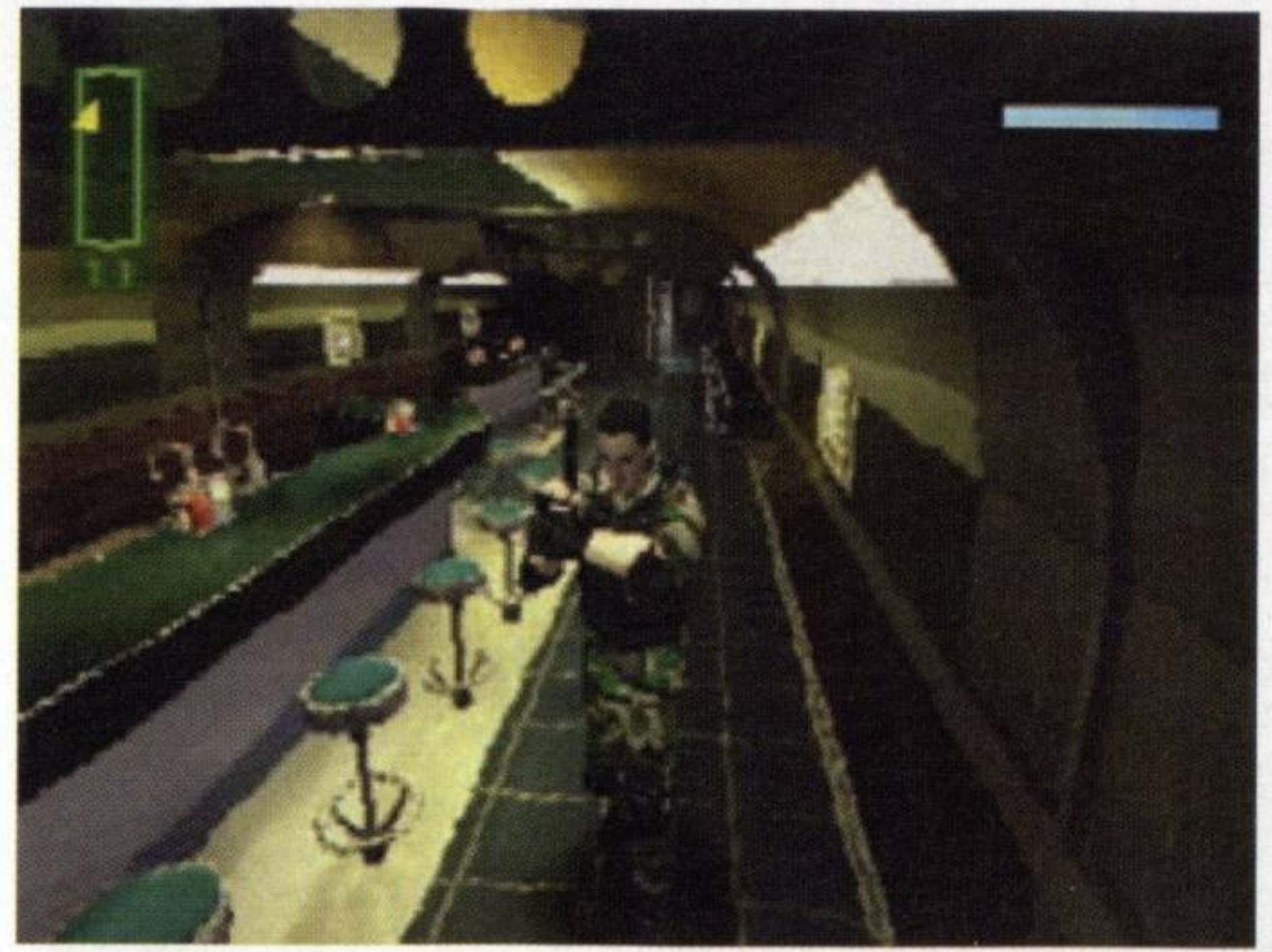
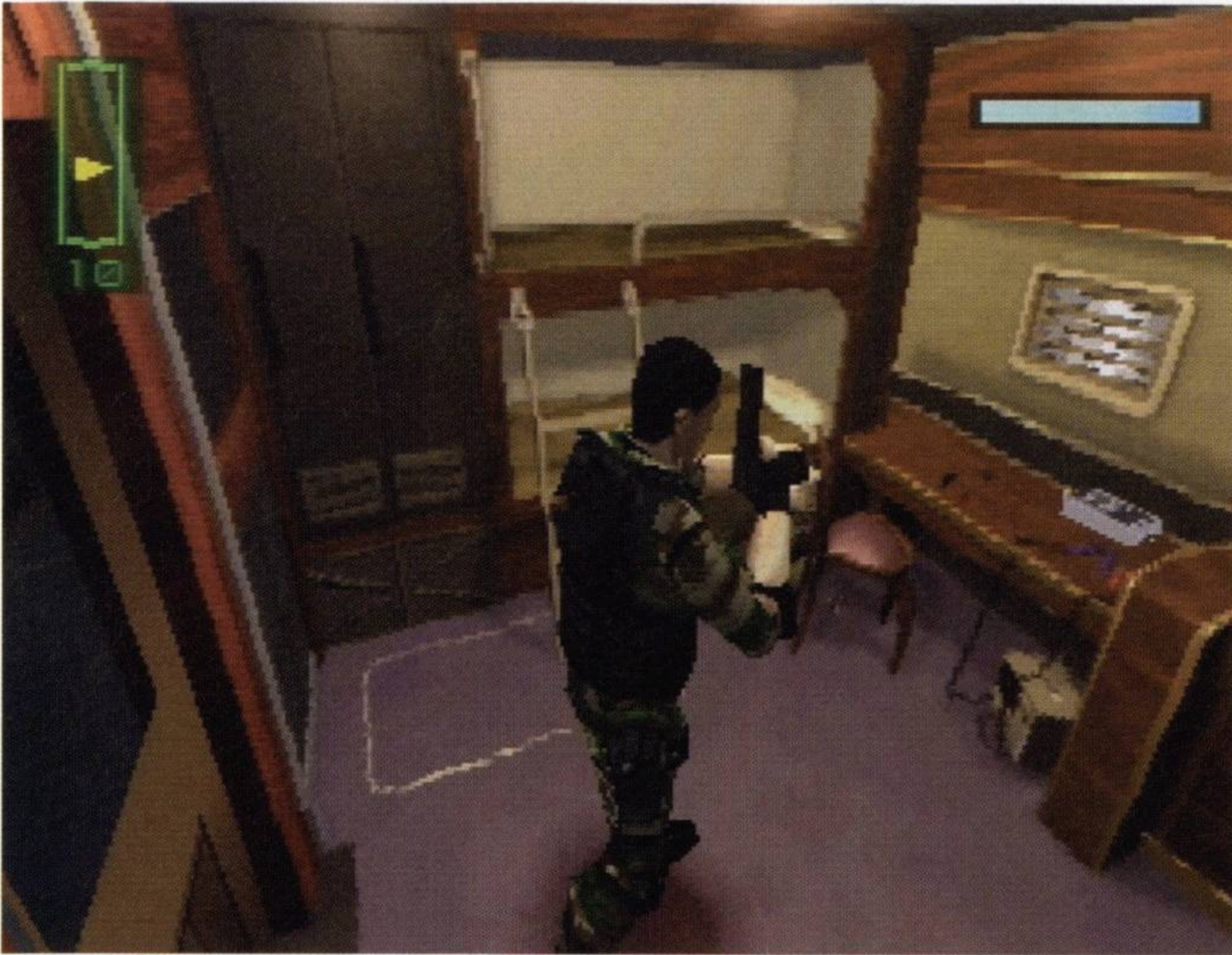
Perhaps slightly surprisingly, given its espionage setting, *Chase The Express* is very much a rip-off of *Resident Evil*.

The control system is pure survival horror, and will be immediately familiar to anyone with even a passing knowledge of Capcom's classic zombie franchise. Likewise the inventory system, which has the bare-faced cheek to even use the same letter font as *Resident Evil* is also a bit previous. The plagiarism doesn't end there though; inspiration has come from *Metal Gear Solid*, particularly the 'danger meter', Morton's radio chats with his home base and the fact that your gun is permanently drawn. But that's all probably okay – if you're going to steal, steal from the World's Largest Collection Of Uncut Diamonds, not some filthy tramp's pocket.

*Chase The Express* does have a few original ideas, though. For starters, you can look more-or-less 360 degrees around the full-on polygon, albeit fixed-camera, environments, enabling you to spot items and levers that you may







■ There's no time to stop at the buffet car, you've got hostages to save. Then again, the food they serve on trains isn't that inspiring, is it?

otherwise have missed. On paper, the whole thing looks rather great. Alas, *Chase The Express* is a game of mixed virtues. You know; like taking one of those giant uncut diamonds and making that tramp be sick on it.

For starters, the gameplay is riddled with annoying load times. When you consider you have to constantly backtrack through the train, to fit hexagon-shaped keys into hexagon-shaped holes, to open new areas, and every time you walk into a new part of the train you get a 20 second loading screen, it seriously disrupts the flow of the action. The other major snotwipe on its face is the camera angles. Yes, you've got that 360 degree vision, but it's not particularly useful when the default camera angles are on the whole, rubbish. All too often you'll be shot by some off-screen assailant, who you weren't even aware had entered the room.

Also, the graphics, while mostly rather nice and detailed, suffer from an amount of blockiness which – when you factor in the long length of some of the game's rooms – makes it impossible to tell whether there's a bad guy at the far end or not. Then there are those CGI cut-scenes. They're all well and good until the characters appear. While the

## THE DEVELOPERS MUST HAVE BEEN FANS OF THAT 'CLASSIC' FILM, UNDER SIEGE 2.

hardware has been animated well, people look like sock puppets smeared in engine grease. Hideous. And the voice acting veers from adequate to laughable.

Although it seems that *Chase the Express* has many faults, there's plenty that's right with it. The setting is – for a game at least – wholly original, and confirms that you can do survival horror without zombies. Likewise, the plot is well-paced, and the train-hurting-towards-its-destruction adds a sense of urgency to proceedings.

Providing some of the flaws are ironed out, there could be the makings of a franchise here. Then again, getting stuck on a terrorist-infested train twice in your life perhaps stretches credibility to snapping point. ★★★ **Paul Rose**

### ↑ Uppers & Downers ↓

On track	Off the rails
■ Top notch plot	■ Dodgy CGI sequences
■ Some evocative set-pieces	■ Iffy camera angles
■ Mostly decent graphics	■ Derivative gameplay

#### Or you could try...

**Resident Evil 3**  
Eidos ★★★★★  
The mould from which all survival games should be cast.

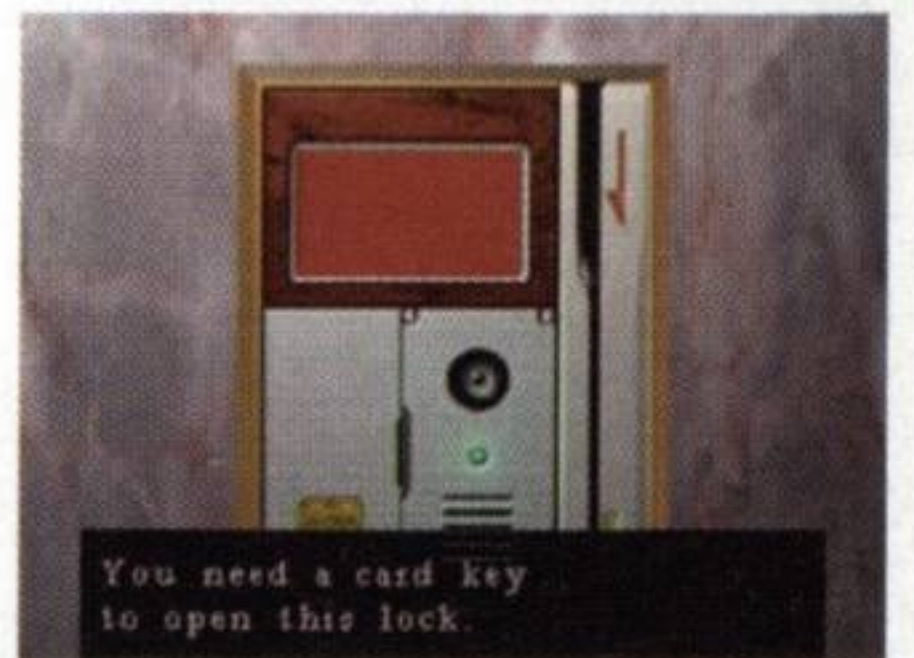
**Tomb Raider: The Last Revelation**  
Eidos ★★★★★  
The way to take on a film's plot and turn it into a game.



■ Not every enemy you face is going to be as pretty as this one, some are much uglier...

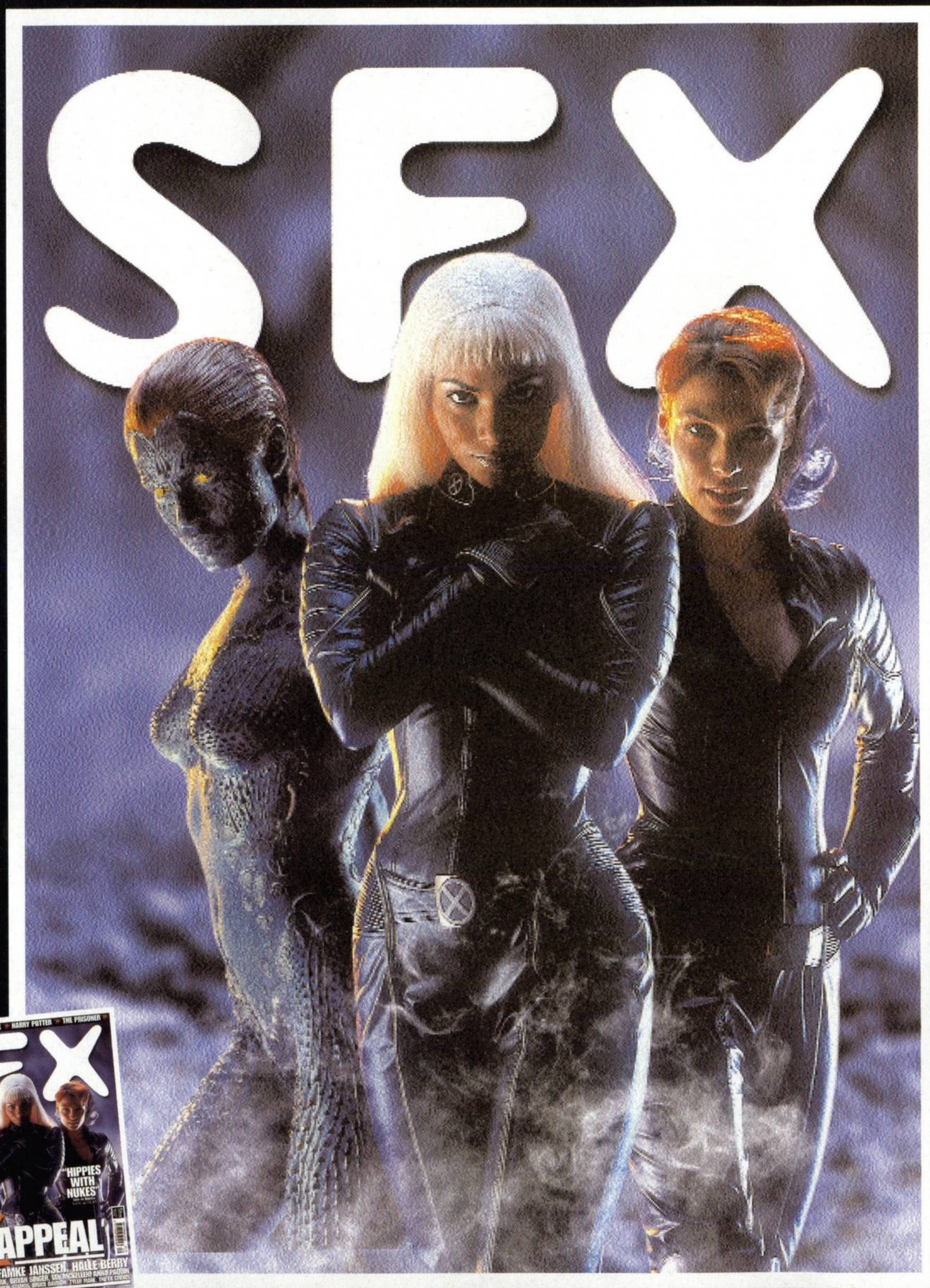


■ The inventory screen looks very familiar...





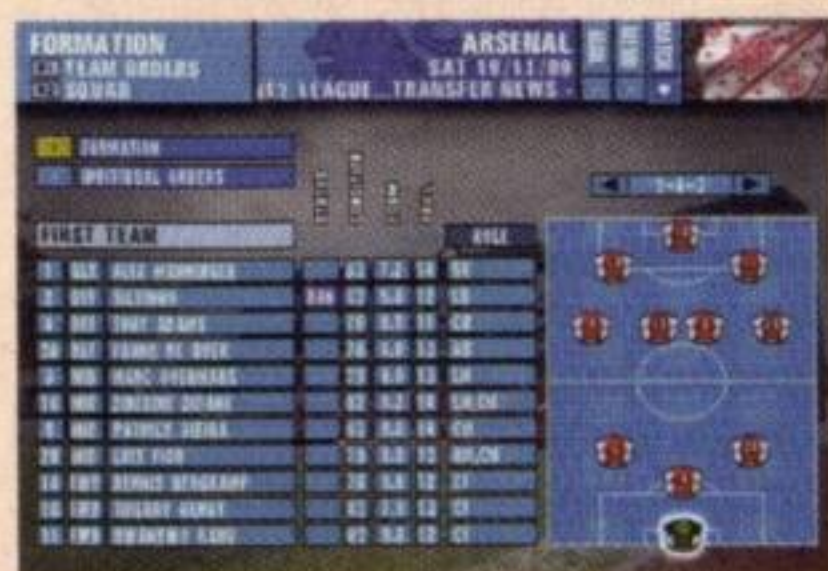
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■ (Right) No, it's not the FIFA engine, just a very poor cousin.



# FOOTBALL MANAGER 2001

## THE SEASON HASN'T STARTED, BUT THAT DOESN'T STOP DEVELOPERS.

**T**he cricket season is only just into its stride and already the football games are flooding into the Arcade office like goals in the Sheffield Wednesday net. Perhaps EA is jumping the gun a little with their licensed management game – there are still plenty of summer signings to be had.

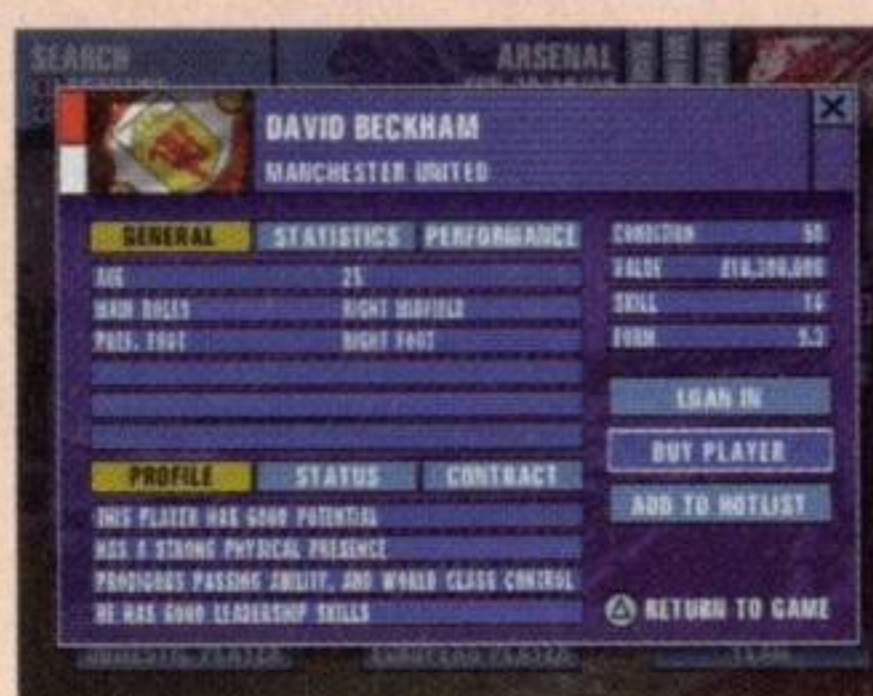
*Football Manager 2001* pushes the realms of realism a bit too far. In our first season in charge of (ahem) Arsenal we found it exceptionally easy to coax the cream of European talent to Highbury. Zinedane, Frank De Boer, Thuram and Figo all came freely, for reasonable prices and without any complaining from their respective clubs. Not very realistic now is it? But then that's the point really – with just a little cash you can at least build your dream team. Needless to say, this team went on to win not only the Premiership but also the European Champions Cup in its first season. A bit too easy maybe?

To begin with, *Football Manager 2001* is overwhelming with its huge number of facts and figures, figures that must be digested to be successful. But this is one of the most appealing parts of the game, although you don't have to get into all the stats if you don't want to. Thankfully there is a cut-down version of all the numbers in the shape of a form rating – surely how a manager would judge a player anyway.

There are three ways to watch the action – as an instant result, an overhead view and a full-on 3D graphics extravaganza. Well, not exactly – the 3D match option is about as interesting and skilful as a Sunday afternoon game down the park. Why EA didn't just use the FIFA

### Game info

- Publisher: EA Sports
- Developer: EA Sports
- Price: £35
- Release date: Out now
- Players: 1
- Extras: Memory card



### ↑ Uppers & Downers ↓

- |                                                                                                                                             |                                                                                                                                                                              |
|---------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Zidane</b></p> <ul style="list-style-type: none"> <li>■ Easy to use</li> <li>■ Realistic results</li> <li>■ Loads of stats</li> </ul> | <p><b>Phil Neville</b></p> <ul style="list-style-type: none"> <li>■ Poor 3D match engine</li> <li>■ Too easy to buy players</li> <li>■ 13 blocks on a memory card</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

■ (Left) David Beckham for £10 million? A bargain.

engine, we'll never know – instead we get a poor excuse for a football match with players running around like headless chickens and playing like a bunch of 11-year-olds.

Despite *Football Manager 2001's* ease of use, plus the wealth of statistics and info, it still comes a poor second to the stunning *LMA Manager*. Little details like players playing in the wrong positions and no kind of player interactivity just makes it a little unbelievable – and that should be what a footie management game is about. Not bad, but certainly not a title contender. ★★★ **Nick Jones**

### Or you could try...

**LMA Manager Codemasters** ★★★★★  
The Alex Ferguson of all football management games.

**Premier Manager 2000 Infogrames** ★★  
The other side of the coin: the Alan Ball of football management games.



## ALL STAR TENNIS

- Publisher: UbiSoft
- Developer: Aquatic Pacific
- Price: £30
- Release date: Out now
- Players: 1-4
- Extras: Dual Shock-compatible, memory card

■ The summer months somehow make exercise in the form of a tennis game seem very appealing. If you've not got the energy to blow the dust and cobwebs from that racquet you've not used since school, though, *All Star Tennis 2000* lets you stay inside away from fresh air.

You can't argue the fact that tennis games are great, and their videogame heritage cannot be ignored. Let us not forget that the first ever videogame – *Pong* – was a version of tennis. The lineage can then be traced through the classic *Match Point* on the Spectrum, up to Nintendo's *Super Tennis* and beyond.

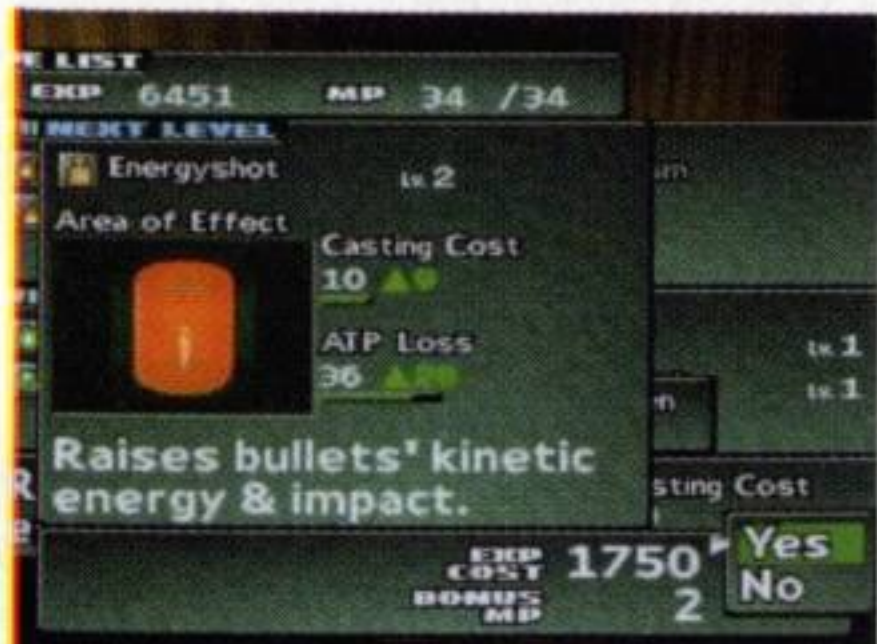
It's perhaps due to the relatively simplicity of the sport – two (or four) people hitting a ball back and forth – that it's nigh on impossible to reinvent this particular wheel. Tinker with flashy camera angles and you mess with the action. Add special moves, or load it with buttons, and you risk needlessly cluttering the gameplay.

Mercifully, UbiSoft's *All Star Tennis 2000* keeps things simple and basic. All of the usual singles and doubles matches are in there, plus top-spins, lobs, slams and smashes, all to be played on real-world tennis courts, with a handful of 'real-life' players. (Lleyton Hewitt, anyone?)

There have been attempts to tweak established convention. The introduction of after-touch – which allows you to alter the trajectory of the ball after you've hit it – sounds like a good idea, but in practice it's next to useless. Tennis is too fast. Just as well then, that the basic game plays fine. Whether you're engaging in a tournament, an exhibition match, or the simulated tennis tour, there's something curiously compelling and addictive about the game. Indeed, never have we sworn so much.

Graphically it could've been sharper, and beyond the lone stalker in the crowd yelling "Well done, Barbara," the sound is fairly light, but overall this is good tennis. Better tennis than *All Star Tennis 99*? Yes, but only marginally, perhaps. ★★★ **Paul Rose**





■ Experience points are used to increase magic powers.



■ Res Evil uses typewriters, Para Eve uses phones to save.



■ (Above) A quick plasma spell will sort out the spideys. (Right) Aya's a stickler for cleanliness and isn't afraid to say so.



### Game info

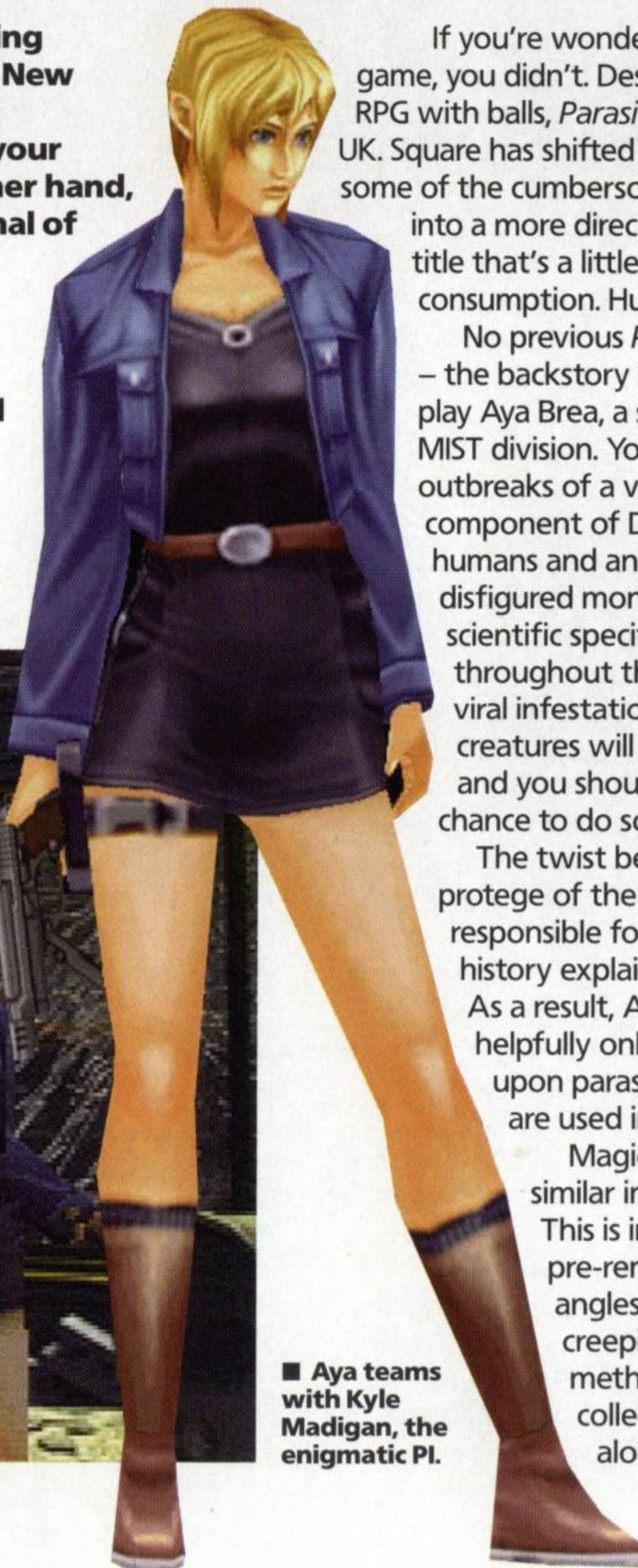
- Publisher: Square Europe
- Developer: Squaresoft
- Price: £30
- Release date: 25 August
- Players: 1
- Extras: Dual Shock-compatible, memory card.

# PARASITE EVE 2

THERE'S ALWAYS ROOM FOR MORE MUTANT MENACE.



**C**hristmas Eve is a time for sipping mulled wine with your family. New Year's Eve is a time for getting outrageously leathered with your mates. *Parasite Eve*, on the other hand, is a time for amassing an arsenal of serious automatic weapons and opening fire on legions of deadly, drooling mutants. There's no time for typical seasonal activities chez Square, at least not when the world needs saving from power-crazed scientists and the swaths of genetically-modified monsters they've created with their biomechanical meddling.



■ Aya teams with Kyle Madigan, the enigmatic PI.

If you're wondering how you missed the original game, you didn't. Despite it being a rather enjoyable RPG with balls, *Parasite Eve* was never released in the UK. Square has shifted the focus of the sequel, losing some of the cumbersome RPG elements and turning it into a more directly thrill-based action/adventure title that's a little more palatable for Western consumption. Hurrah!

No previous *Parasite Eve* knowledge is required – the backstory is shaded in as you go along. You play Aya Brea, a sexy FBI cop from the top-secret MIST division. Your purpose is to investigate outbreaks of a virus infecting mitochondria (a component of DNA cells) where it has caused humans and animals to mutate into hideously disfigured monsters, hellbent on destruction. The scientific specifics are explained at junctures throughout the game, but the upshot of the viral infestation is straightforward; nasty creatures will try to tear you apart at every turn and you should kill them before they get a chance to do so.

The twist being that Aya herself was once a protege of the mad scientist believed to be responsible for the propagation of the virus, a history explained via a series of eerie flashbacks. As a result, Aya is herself mutated, although helpfully only to the extent where she can call upon parasite energies – magic spells – which are used in battle.

Magic aside, *Parasite Eve 2* is incredibly similar in feel to the Resident Evil series. This is immediately apparent from the pre-rendered backdrops, fixed camera angles and pervading atmosphere of creeping menace. The character control method is the same, the need to collect health and ammo power-ups along the way is the same, the



■ Another hapless foe feels Aya's fiery wrath.







■ (Above) Old petrol breath is the game's first serious boss. He packs quite a punch.

■ (Left) One of Aya's spooky flashbacks. What can it mean?

■ (Far left) Combustion is Aya's most impressive spell, immolating nearby enemies.

periodic puzzle-solving elements are the same and the plots of the two games share a number of crucial similarities.

While undoubtedly a work of affectionate plagiarism, *Parasite Eve 2* shouldn't be dismissed for imitating a distinguished model. Other developers have tried to pinch *Resident Evil's* style and failed (see page 64 for a prime example). *Parasite Eve 2* is a superbly playable game and the battle mechanics are actually more effective than in any of the *Res Evil* titles.

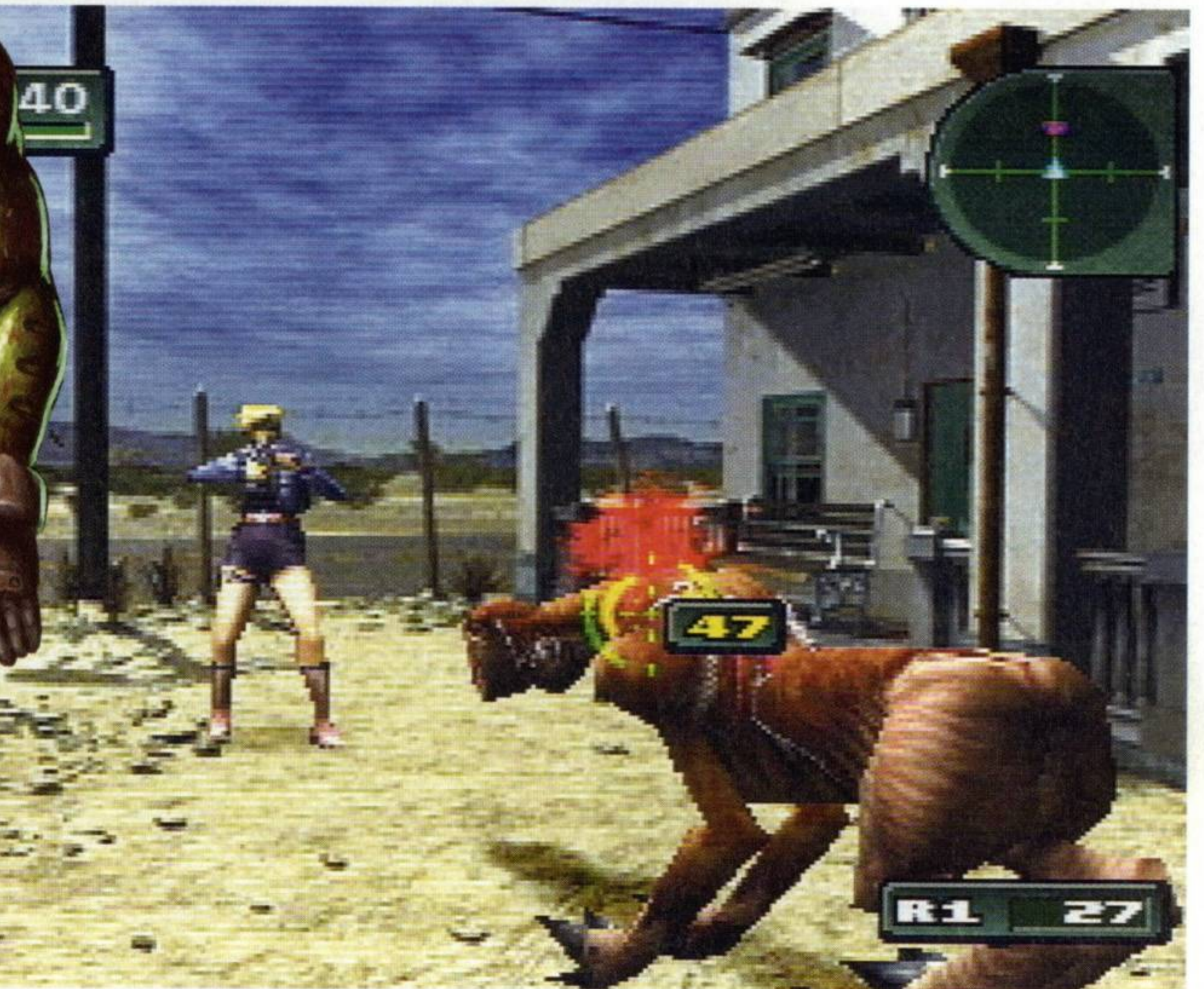
A reliable auto-aim function allows you to switch focus between onrushing enemies, while a good range of weaponry and the introduction of magic into the equation makes for tactically-satisfying combat. There

are always several different ways to tackle boss monsters, depending on your approach. This in turn depends on the weapons you have purchased and the classes of parasite energy you have chosen to develop.

*Parasite Eve 2* does lag behind *Resident Evil 3* in terms of presentation. The graphics are never quite as sharp while the lack of voice acting makes for truly torturous conversations. *Parasite Eve 2* takes the frustrating *Res Evil* system of item discovery to extremes by neglecting to highlight key objects. You'll find yourself brushing up against every wall in every room, usually to no avail, only to discover that you've still missed something. Puzzles, too, are on the easy side.

The game does itself no favours with the short opening mission, which takes place on a Los Angeles hotel rooftop. Although a gentle introduction to the story, it's tediously linear and ends in a boss confrontation which requires you to simply stand still and empty round after round of bullets into your opponent until he topples.

Stick with *Parasite Eve 2*, though, because it soon expands to become a complex and involving adventure. Posting you to Dryfield, a one-horse town in the middle of the Mojave desert, is a genius move which makes *Parasite Eve 2* the first survival horror game where a whole mission takes place in piercing sunlight. Eventually, you will enter a



## THE BOTTOM LINE IS: IF YOU LIKED THE RESIDENT EVIL SERIES, YOU'LL LIKE PARASITE EVE 2

sinister futuristic complex hidden deep under the earth for a head-on confrontation with the viral menace, not to mention Aya's own past.

By the time the second disc is reached, *Parasite Eve 2* has revealed itself as a game of considerable depth with a steady learning curve that keeps on rising. Its generation of haunting atmospherics is a little clumsy, but ultimately effective. The game may have little truck with originality, but the bottom line is: if you liked the *Res Evil* series, you'll like *Parasite Eve 2*. Let's face it, the urge to rid the world of mutant filth by means of a large gun and the odd psychic blast is always irresistible. ★★★★★

**Sam Richards**

### ↑ Uppers & Downers ↓

**New Year's Eve**  
 ■ Engaging adventuring  
 ■ Tactical depth  
 ■ Genuine eerie atmosphere

**Eve Pollard**  
 ■ Slow pacing  
 ■ Easy puzzles  
 ■ Few original ideas

**Or you could try...**

**Resident Evil 3**  
 Capcom ★★★★★  
 The survival horror benchmark, looks unlikely to be bettered on PlayStation.

**Galerians**  
 Crane ★★  
 Another horror game where the protagonist uses psychic energy. Crap, though.





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# ISSUE 7 OUT NOW!



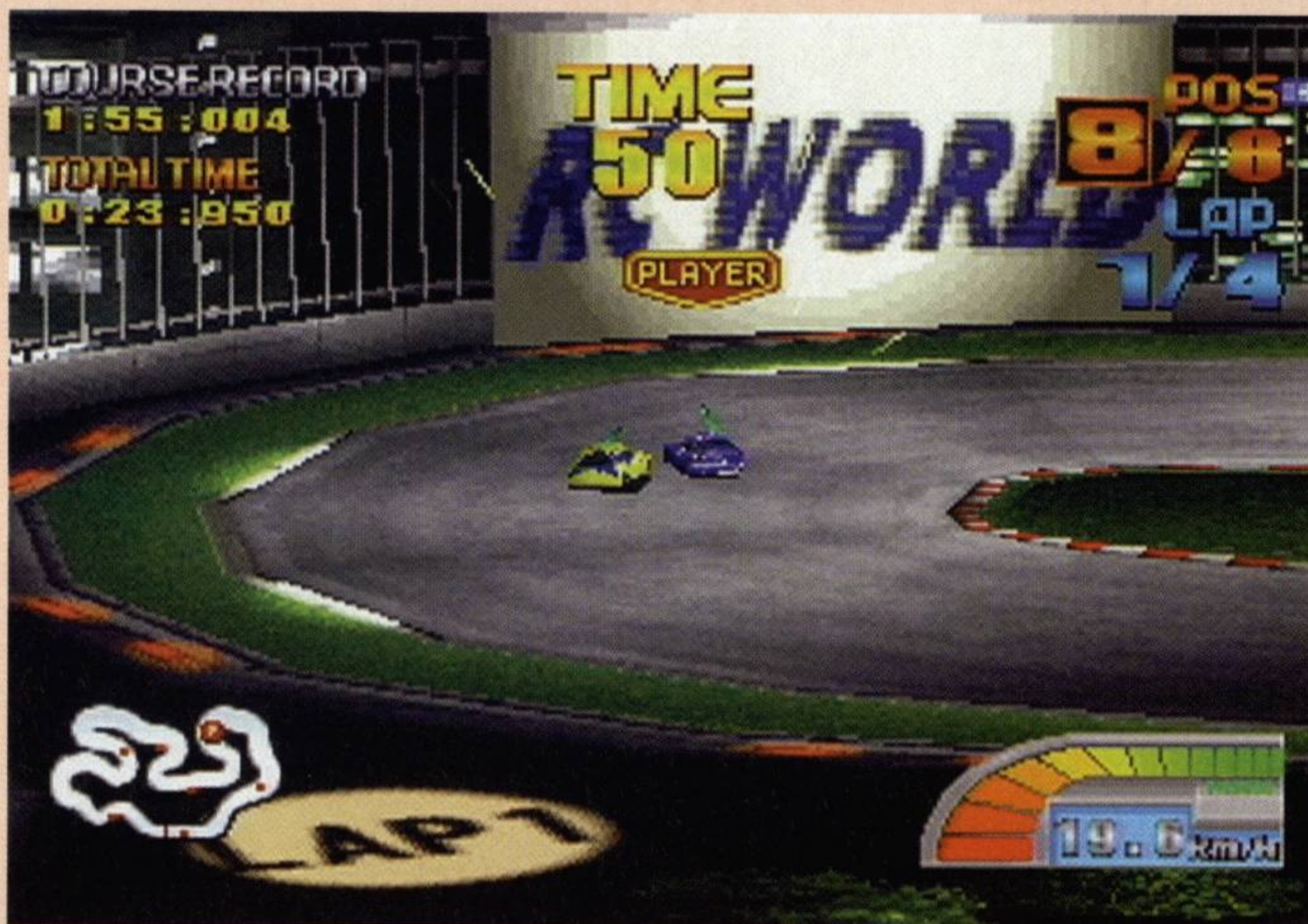


■ You can upgrade your car with various parts.



■ The fixed position of the camera is disconcerting.

■ The arcade-style of *RC De Go* is a lot of fun.



# RC DE GO

**THERE'S NOTHING TOO 'ARSEY' ABOUT THIS RACER. YAK.**

**Y**ou maybe wondering what the title of this game actually means. Is it some kind of code? Well not really. For those in the know 'RC' refers to the hobby of taking a plane, car or helicopter, making it smaller and controlling it from a distance by way of radio control.

Surprisingly this is a fairly big sport, and you can often find racing tournaments being held in warehouses on the outskirts of towns and cities. Now, though, this oft expensive sport is easily accessible to the masses by way of the PlayStation.

Acclaim's *Re-Volt* was the most recent addition to this racing sub-genre, and few would argue that it was anything other than not very good. The inexplicably-named *RC De Go* – one of many games developed by Taito bearing the 'De Go' suffix – attempts a more 'realistic' approach than the Acclaim game. At least, it does aesthetically. You won't find *RC De Go's* radio-controlled cars zooming around natural history museums of their own free will, or firing missiles at each other. In fact, races occur across accurately scaled tracks, presided over by their human controllers. If you've seen those 50p-a-go radio controlled car tracks at seaside fun parks – the ones with the big steering wheels, that are impossible to control – then you'll have a rough idea of what to expect.

That said, human onlookers or not, there's a surprising range of locales, from beaches, to mountains, to scaled down cities. These environments are spread across 12 tracks in all, and you'll be able to race more than 24 cars. As is the way racing games work these days, the more races you win, the more money you'll have to spend on buying new cars, or customising your old ones. There are almost 100 unique parts in the game to bolt onto your 4WDs, and miniature rally cars.

Curiously, the game adopts a pseudo-isometric perspective, that's a bit reminiscent of a zoomed-in version of the arcade classic, *Super Sprint*. Unfortunately, it's this viewpoint that messes up what would have otherwise

been a fun little game. You see, the camera stays over one side of the track, and although it follows your car's progress, there's no zooming in and out, or rotating. Although some could say that this brings realism to the sim in that if you were really taking part in one of these races you wouldn't be able to follow your car around. Cue panicked, last minute cornering, and many, many curses.

Other than that, *RC De Go* is fairly decent game, the only complaint being that, maybe, the scale of the whole thing makes it appear insignificant next to certain, more high-profile, PlayStation racing games. The buzzy, arcade-style gameplay proves a welcome alternative to the *Gran Turismos* of this world, and you'll really laugh when the commentator exclaims "A puddle of water!" as if a great white shark were bearing down on your car. If you want a different racing experience, then this will provide you with plenty of new skills to learn. ★★★ **Paul Rose**

## Or you could try...

**Gran Turismo**  
SCEE ★★★★★  
A racing game with big cars and a driver's seat view.

**Ape Escape**  
SCEE ★★★★★  
Catch monkeys with the aid of a remote control buggy.



## ↑ Uppers & Downers ↓

### Batteries supplied

- Nice graphics
- Loads of customisable cars
- Easy to get into

### Batteries not included

- Dodgy camera angle
- Few tracks
- Repetitive commentary

■ (Below) Practise your RC skills with the training mode.



## Game info

- Publisher: Acclaim
- Developer: Taito
- Price: £30
- Release date: Out now
- Players: 1-4
- Extras: Dual Shock-compatible, memory card



## SNO CROSS CHAMPIONSHIP RACING

- Publisher: Crave
- Developer: Unique
- Price: £30
- Release: Out now
- Players: 1-2

■ Last year EA surprised the gaming community by taking a skidoo onto the race track and making a success out of it in *Sled Storm*. It has since paved (or snow-ploughed) the way for more of the same. There are several similar games in development, but Crave's *Sno Cross Championship Racing* is the first on the slopes – just in time for the middle of summer...

As already mentioned, you are in control of a skidoo – basically a motorbike on skis – which you have to race around a series of alpine tracks. The game is structured much like any other racing game, with time trials, championships and one-off races.

The courses are spread over seven locales, including the Nagano Winter Olympics site, celebrity ski hangout Aspen and an eerie naval junkyard in Murmansk, Russia. Suffice to say, each track offers its own challenges and learning to navigate your skidoo around the obstacles and through the varying weather conditions ahead, is just one of the game's challenges. The snowmobiles – all officially licensed from Yamaha – have had their physics and handling modelled from the manufacturer's own computer data, and it shows. Where as *Sled Storm* favoured a more arcade-led handling, *Sno Cross* definitely keeps one foot, and a couple of toes, in the simulation camp. It's probably a matter of taste which you prefer, but in terms of accessibility, the former has it.

Graphically though, *Sno Cross* probably has the edge. The level of detail on both skidoos and tracks is commendable, and only occasionally do the visuals lapse into the sort of generic blandness which blights so many other racing games. Throw in tons of hidden bonuses, including super sleds, secret tracks, and a special uphill racing mode, that could've become a game in its own right, and you have a pretty good racer.

It's not *Gran Turismo* on snow, but then it doesn't profess to be, and if you're looking for an alternative to those GTIs and Porsches, you could do a lot worse. ★★★ **Paul Rose**

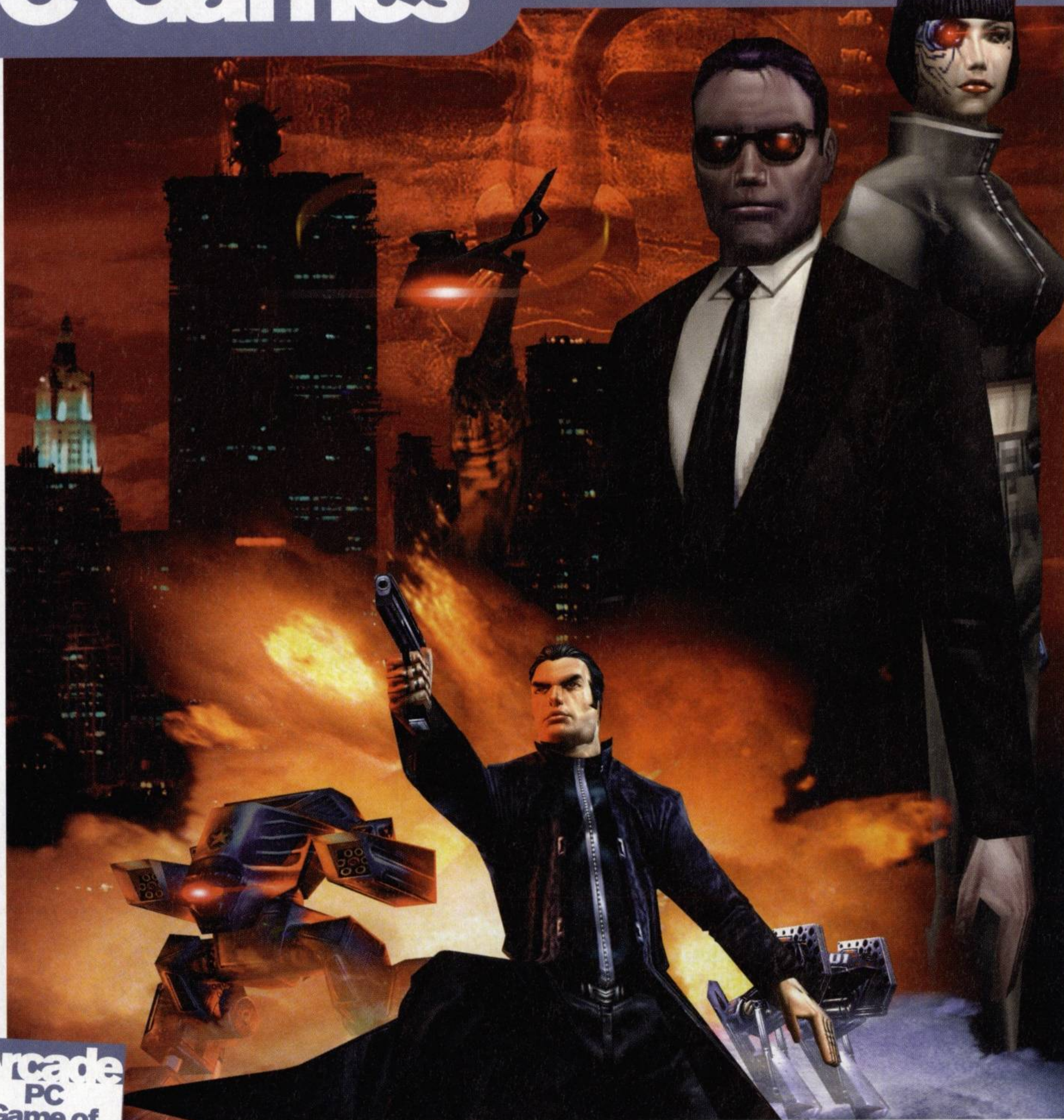
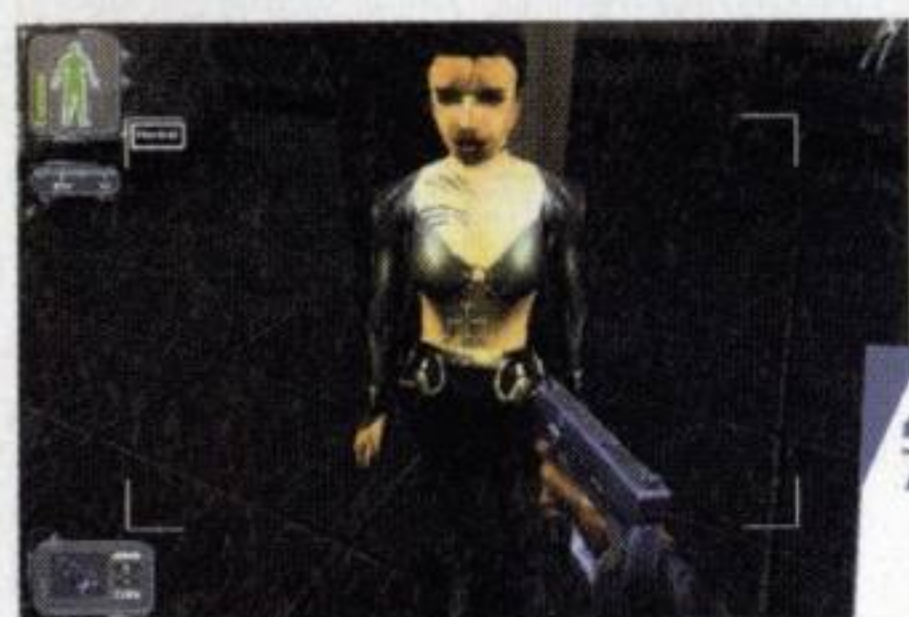




■ Half man, half machine – this is what you're up against.



■ Only a certain number of items can be carried.



**Arcade**  
**PC**  
**Game of the Month**

## Game info

- Publisher: Eidos
- Developer: Ion Storm
- Price: £40
- Release date: Out now
- Players: 1
- Minimum specs: P266, 32MB RAM, 500MB HD, 4MB graphics card
- Recommended specs: P300, 64MB RAM, 500MB HD, 16MB graphics card



■ ATM machines can be hacked for cash.



■ Schoolgirls of the future will look like this.

# DEUS EX

THE FUTURE'S DARK. THE FUTURE'S DEUS EX.

**T**he future is not going to be a very nice place. Contrary to what *Tomorrow's World* would have us believe we won't drive flying cars, be free of disease and live happily on a pollution-free world. No, the future is a place where the sun doesn't shine, where it always rains and where disease and corruption are rife. Or at least that's what game developers seem to think.

It's this dark future that *Deus Ex* revels in. You are thrown into an intricately modelled and politically corrupt world where technology and flesh have become one. A place where dilapidated hotels are populated by dead and dying junkies, streets are inhabited by winos, pimps and prostitutes and New York's Subway is ruled by a gang of people known as the mole people. As if this wasn't enough, a horrific virus, the Gray Death, that threatens the human race with extinction – there is one known cure, curiously manufactured by one company, but it's the privilege of the rich and famous and the poor are dying. Rumours are rife

that the virus was created by the US Government to contain the human population explosion but naturally the government denies all knowledge of it. Who do you believe? *The X-Files* has one thing right: you can trust no one. Consequently this is a society on the verge of meltdown. Politicians jostle for power with dodgy deals, the people are rioting for justice and a cure to this disease and you are caught somewhere in-between.

You play special agent JC Denton – part *Escape From New York's* Snake Plisken and part Deckard from *Blade Runner* – he's one tough guy. But he's more than that – JC is state of the art technology. He's got nanobots running around his blood enhancing all his motor functions making him stronger, faster and smarter than the average human. And then there are the augmentations – implants that give him abilities a few steps ahead of those in Darwin's theory of evolution. You begin with just one – a light function but you can equip more augmentations to upgrade your skin to take more punishment, your brain to launch remote control

## ↑ Uppers & Downers ↓

**The big sleep**  
■ Play missions how you want to  
■ Gripping story  
■ Play it again and again

**The big yawn**  
■ Enemy intelligence leaves a lot to be desired





■ (Above) JC compares polygons with a trooper. The graphics engine is powerful enough to render mirrors.



■ Secret research laboratories, ultra modern hotels and polluted canals – the architecture in *Deus Ex* is stunning.



■ *The Matrix* on your PC? Nah, it's a lot better than that.



■ Even the urinals are fully functioning.



■ Talking to people on the street can give you vital info.

## THE IMPLANTS GIVE HIM ABILITIES THAT ARE A FEW STEPS AHEAD OF DARWIN'S EVOLUTION THEORY.

spy cameras and even one which allows you to hold your breath indefinitely.

JC works for UNATCO, the government's special peace keeping force, set up to counter the threat of international terrorism. As the game begins the NSF, a terrorist group, has stolen a shipment of the priceless Ambrosia medicine and has taken the Statue of Liberty as their HQ. It's your job to infiltrate their stronghold and return the Ambrosia to its rightful owner.

This is where things start to get interesting, because unlike almost every other first-person game, *Deus Ex* gives you the freedom to do things your way. Each level has been constructed so that there are several ways in which to go about your objectives. This basically boils down to a choice between stealthily hiding dead bodies, creeping through air vents or going in headfirst and blasting your way through. On the first level, for example, there are several ways of entering the enemy stronghold, each requiring a different set of tactics and weapons. Do you attempt to disable the security systems and get in through a back door? Or climb



■ From the slums of New York to Buddhist temples in Hong Kong. *Deus Ex* takes you on a world tour.



■ *Deus Ex* never resorts to blood and gore for cheap thrills.



■ While you remain undetected, scientists ignore you – once they realise who you are they'll attempt to raise the alarm.







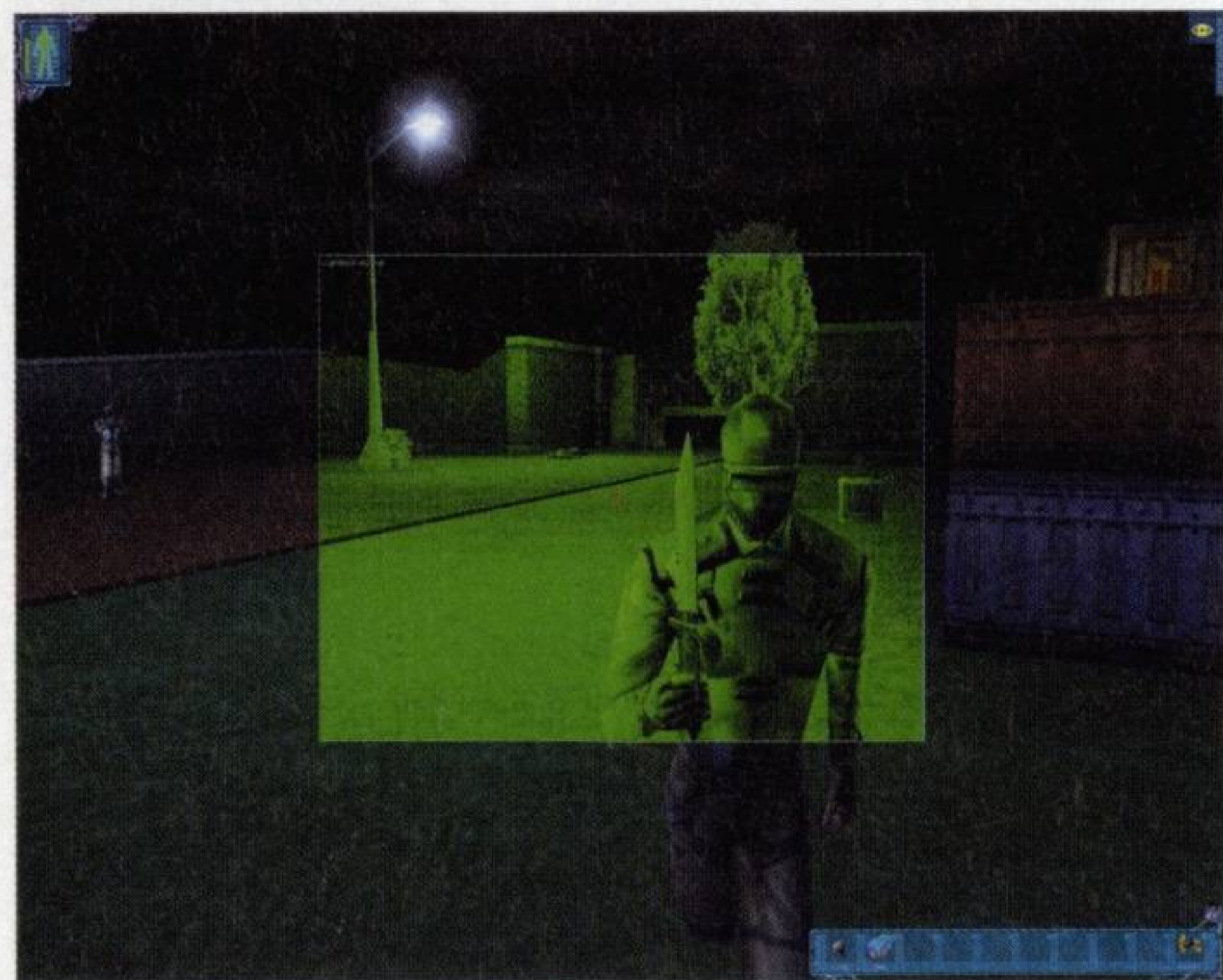
■ You meet many would-be allies in the game but you quickly learn that the best policy is to trust no-one.

up some handily placed containers and into the compound that way? Or sneak in through the air conditioning system? Or if you're feeling brave there's always the front door.

Naturally there is all manner of weapons and gadgets at your disposal for you to complete your tasks. Weapons like the sniper rifle, rocket launcher and machine gun are taken for granted these days but you get some James Bond-style tools in the form of lock picks, an Ice Breaker hacking system that can be used to hack computers and security systems and even a remote control spy camera that lets you see what's around the corner.

With ammo in short supply and enemies heavily armoured, the game encourages you to take a more careful approach. It's no good running around *Quake*-style doing a Rambo. You're much better off staying in the shadows, sneaking up to guards and electrocuting them with your all but silent electric prod.

Apart from the augmentation stuff, you also get bonus points for completing certain goals in the missions – these can then be assigned to certain skill areas. You can train yourself in a number of areas from heavy weapons expertise to computer hacking, from swimming to medicine.



■ (Above) Power-ups can be used to enhance your body. For example, night vision can be added to your eyesight.

The idea is that you can tailor your agent to how you play – either super stealthy or super hard or a mix of both. And there aren't enough points for you to become proficient in all areas so it's possible to play the game twice and never have the same experience.

If there is a problem then it's with the combat because you have to upgrade your skills to get any good at shooting, it takes some time before you're good enough to aim straight. This can mean much frustration blasting at enemies. They aren't too bright either there isn't any of the teamwork you see in *Half-Life* and guards tend to either run towards you or run away to get help if they're injured.

*Deus Ex* boasts a terrific story, scripted and acted as well as any videogame we care to remember and compared to the fragmented nonsense in *Perfect Dark*, *Deus Ex* is like Shakespeare. But it's not, it's *The Matrix* crossed with *The X-Files* with a bit of *Blade Runner* and *The Maltese Falcon* thrown in for good measure. *Deus Ex* revels in its tech noir universe and brilliantly tells its story with cinematic cut-scenes. You can become more and more involved depending on how much you interact with the game. Reading newspapers, public information stations and hacking your fellow agent's computers give you a great insight into the plot and the world around you and adds immensely to the atmosphere of intrigue and suspicion.

So is this the PC's *GoldenEye*? Well, no it's not – it's better. In fact it's better than any other first-person game that you care to mention. It offers the kind of depth that no other adventure can. Only *Half-Life* can claim to be a rival but that hasn't got the same kind of replay value.

*Deus Ex* comes from several sources, mostly *Half-Life* and *Thief*, therefore giving it a very familiar feeling. However it is totally unlike any other first-person game with its unprecedented level of freedom. It manages to create a gripping and believable world where no one is to be trusted, even your own flesh and blood. Ingenious puzzles and a terrific story are just the icing on the cake – *Deus Ex* is the future of first-person games and the future is bright. ★★★★★

**Nick Jones**

### Or you could try...

**Thief 2**  
Eidos ★★★★★  
*Deus Ex*'s Middle Ages cousin – brilliant and extremely difficult.

**Half-Life**  
Sierra ★★★★★  
A gripping story and fantastic AI make this a must-buy.



■ A wide range of weaponry is available to you.



■ Using the pepper spray will give you time to hide.



■ Stunning lighting makes *Deus Ex* a feast for the eyes.



■ Choices you make change the outcome of the game.



■ *Diablo 2* has new and more innovative gameplay. Keeping the multiplayer option also guarantees lengthy play.



#### Game info

- Publisher: Havas
- Developer: **Blizzard Entertainment**
- Price: £35
- Release date: **Out now**
- Players: **1-8 (Internet)**
- Minimum specs: **P233, 32 MB RAM, 650 MB HD, 28.8KB modem for multiplayer**
- Recommended specs: **P266, 64MB RAM, 900MB HD, 56KB modem**

# DIABLO 2

## HOW CAN THE COW LEVEL BE IMPROVED UPON?



#### ↑ Uppers & Downers ↓

- |                                                                                                                                                                      |                                                                                                                                                               |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Satan's minions</b></p> <ul style="list-style-type: none"> <li>■ Lush landscapes</li> <li>■ Superb freedom for development</li> <li>■ Engaging plot</li> </ul> | <p><b>Satan's onions</b></p> <ul style="list-style-type: none"> <li>■ Simple battle system</li> <li>■ Linear story</li> <li>■ First act is old hat</li> </ul> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|

**T**he thing that we remember most about the original *Diablo* is not the rough and tumble RPG gaming or the inventive character experience system. What we recall most vividly is the legendary 'Cow level'. This mythical secret level became the source of more cyberspace hearsay than Ali G interviewing the Queen.

Eager gamers were told by helpful Internet co-players that to access the level, you had to cast a portal spell at a particular location and drop your entire inventory before entering. Needless to say, the philanthropists dishing out the tips were hiding round the corner waiting to plunder your unguarded booty. With the release of this sequel, the fans are back for more of the same.

If you're looking for 'more of the same' though, you might be surprised to find new and unique gameplay features, instead of the typical aesthetic revamp. Now you're able to choose from five new character classes: a barbarian, amazon, paladin, sorceress and necromancer. Each responds very differently to the accumulation

of experience and spells. You select where to hone new skill points and, in turn, these choices pave the way for new skills that might be unavailable if you had taken a different path. This can result in two players of the same class being wildly different after a few hours gameplay, despite starting from the same framework (such as Barbarian). And with five different frameworks (character classes) to start with, *Diablo 2* simply reeks of replayability.

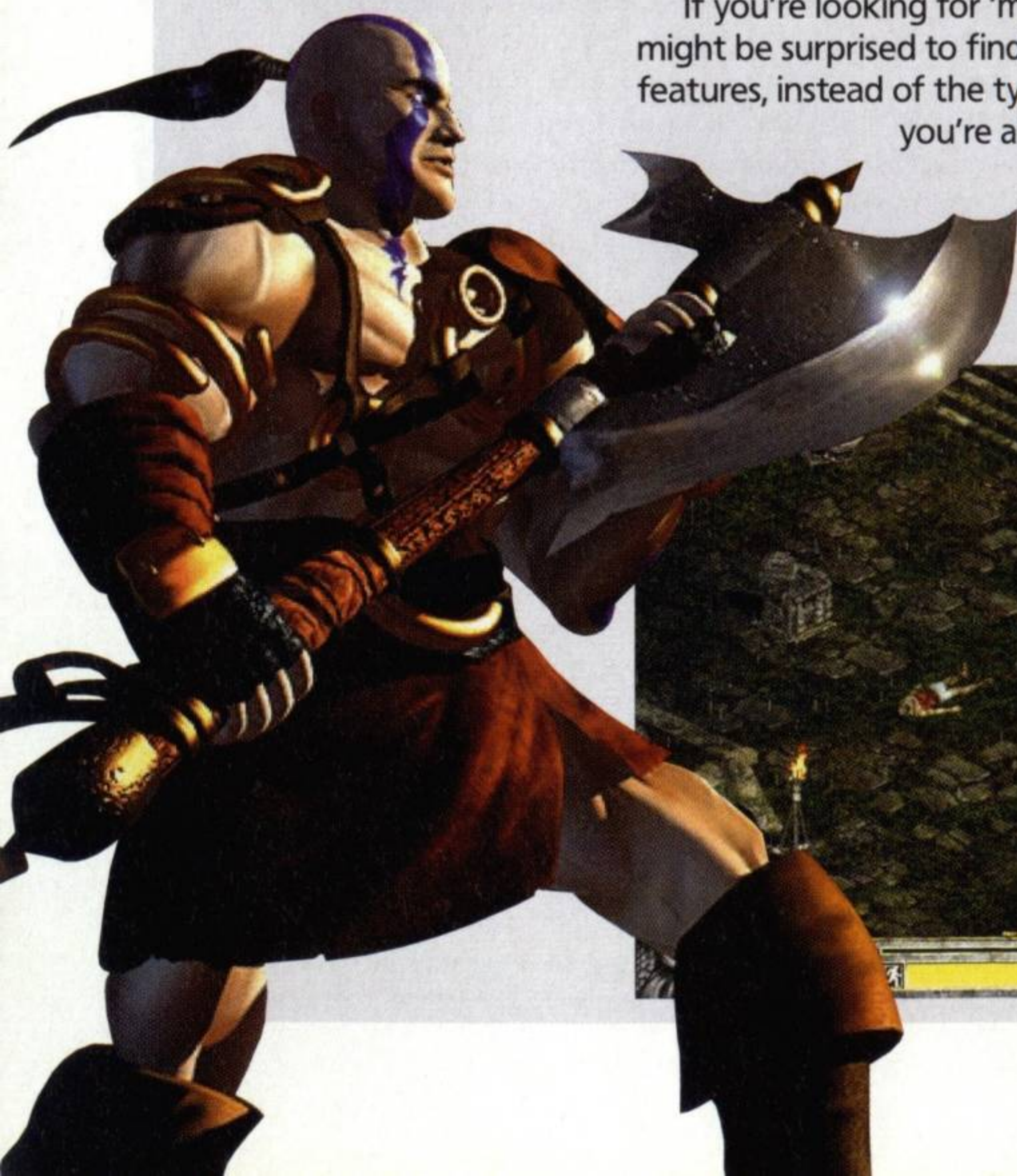
Blizzard has concentrated on maximising the multiplayer experience. Your familiar single-player adventurer can be played in multiplayer events over a TCP/IP connection and you can also make use of 'closed' games – where characters never leave a particular gaming realm maintained by Blizzard. This should put a hold on unscrupulous competitors artificially juicing up their characters in single-player mode to unleash in multiplayer environments. It will be these features that make *Diablo 2* successful: this self-contained and immersive world of character development is something that ten-year-olds clutching their Pokémon cards can only dream of.

There is much single-player fun to be had, too. The plot is much more linear than the randomly generated maps of its predecessor, and the first Act is a struggle to get through. But by the time you've begun your search for Horadric's staff in the sumptuous rocky desert towns and oases of Act II, this will all be forgotten.

The fighting system remains quite blunt – just click on an enemy and hold the button until one of you dies, but you're now able to run about, making your distance attacks more strategic and there are plenty of weapons and modifiers to be discovered. Coupled with a good learning curve and that ever-present potential for multiplayer shenanigans, *Diablo 2* will not disappoint.

And that's without even considering what the new Cow level could be like... ★★★★★

**Gerred Blyth**



#### Or you could try...

**Baldur's Gate**  
Interplay ★★★★★  
The original and still (probably) the best of an impressive bunch.

**Soulbringer**  
Infogrames ★★★  
Greater scope for individual development, much less fun.





## Game info

- Publisher: **Hasbro**
- Developer: **Geoff Crammond and Hasbro**
- Release date: **Out now**
- Price: **£35**
- Players: **1-16 (LAN)**
- Minimum specs: **P11-266, 32Mb RAM**
- Recommended specs: **P111-450, 64MB RAM, 8MB graphics card**

# GRAND PRIX 3

**GEOFF CRAMMOND DOING FORMULA ONE. GET EXCITED.**



■ Tense corner overtaking.

**C**hoose Mario. Choose Sonic. Choose to jump over flaming barrels. Choose to shoot aliens with lightning guns. Choose consoles, *Driver*, *Um Jammer Lammy* and *Crazy Taxi*.

But we chose not to choose Mario. We chose to spend hours, weeks, months, years hiding in a dark room perfecting Geoff Crammond games. *Revs* on the BBC. *Sentinel* on the Commodore 64. *Stunt Car Racer* on Amiga. *F1GP* and *GP2* on the PC. You can keep Miyamoto, because

heroes don't come any more British than Crammond, with his eye for detail and knack for compelling experiences.

*Grand Prix 3* is the culmination of a decade of perfecting the Formula One experience, a simulation as detailed as you could hope for if McLaren spent several million pounds having one made specially. It has the precision banana of *F1GP*, the graphics and crashes ice cream flavours of *GP2*, while the lashings of tasty toppings turn *GP3* from a sundae into a whole racing weekend.

*GP2* is four-years-old, and yet nothing – until 28 July when *GP3* was released – has ever improved on its precision, detail and sheer satisfaction. *GP3* has all of those ingredients, but drags the game through four rather technologically advancing years to make *GP3* one of the most astounding pieces of software you could ever buy.

But it's not really a game. It's no more a game than Microsoft's *Flight Simulator*. It's not 'fun'. It doesn't provide 'challenges'. It doesn't offer pretty rewards. It's damn hard work and initially very frustrating. It's a stubborn, and undoubtedly British in its self-perceived excellence. But unlike our rather misguided nation, *GP3* deserves to look down its nose at everything else, because it is the best out there.

To many, *GP3*'s determination to be the best Formula One simulation in the world leaves it rather empty as entertainment. There's nothing to be earned, nothing to unlock and no hidden levels to attain. Certainly some kind of Career mode would be appreciated, with success at testing days opening career opportunities in the smaller teams or test driving jobs with the larger ones. You could earn your way up the driving ladder, with the ultimate goal of being the next Schumacher. But, for now, these are pipe dreams, and *Grand Prix 3* lets you be whoever you want to be from the moment you open the box.

Well, whoever you want to be from the 1998 season, that is. It's two years out of date already (although *GP2*







■ Sweeping down the hill at Albert Park in Melbourne, you have to be grateful that there's no sign of rain – just glorious sunshine.



■ Car set-up screen is hideously complex.



■ GP3's realism extends to Coulthard beaching himself.



■ It's to be expected, really, isn't it? Now that's what we're missing in the 2000 season.

## AS WELL AS CHANGING THE WING ANGLES, YOU CAN EVEN ADJUST THE DAMPENING AND RIDE HEIGHTS.

could be endlessly modified thanks to the Internet, so a 2000 season is bound to be available for GP3 by now). Damon Hill is still at Jordan, while the World Champion appears to be someone called Newhouse (a certain Canadian has his own licencing deals). Hasbro and Crammond claim that the 1998 licence ensures that they have been able to recreate the season perfectly, and it's certainly true that no game has ever felt so realistic. The cars are frighteningly hard to drive, while every track has some incredibly familiar sections, as seen on TV.

For newcomers – although you will still need to use the brake – GP3 is equipped with a number of driving aids. Each of these can be switched on and off as you begin to appreciate the difficulty in controlling the machines, while five difficulty levels make finishing in the points tougher and tougher. Naturally a large part of any victory is in setting-up your car to suit the track, and GP3's options here are exhaustive. Obviously there are wing angles, brake balances and gear ratios, but you can even adjust dampening and ride heights for all four wheels. If this scares you then realise that you're going to need to tinker occasionally, because the default turning circle won't get

you around some of the tightest bends at the gloriously realised Monaco. Although GP2 was missing some features, GP3 now has the lot. Force feedback is wonderfully supported if you have the right steering wheel, making a full length race really hard work. 3D acceleration comes as standard, but the software engine looks great, too. But the highlight is the incredible wet races, including standing water (driving through puddles *does* make your tyres last longer) while weather can improve or worsen throughout the weekend or even the race itself, and can vary around the track. Crashes are spectacular, and recreating the 1998 Spa pile-up should be your first mission.

Frankly, GP3 has got it all, if all you want is a pure simulation. Don't buy this game lightly. It requires far more investment in time to appreciate. It's hard work. It can take an hour just to get the set-up and options for the game just right. But if all you want is to be convinced that you could make it in Formula One if you weren't such a lazy, fat biffa, then GP3 is the game for you. ★★★★★ **Steve Owen**

### ↑ Uppers & Downers ↓

Schumacher	Nakano
■ Looks fabulous	■ Only 1998 data
■ Handling feels perfect	■ Needs some power to run it
■ Years of driving in it	■ No progression in it

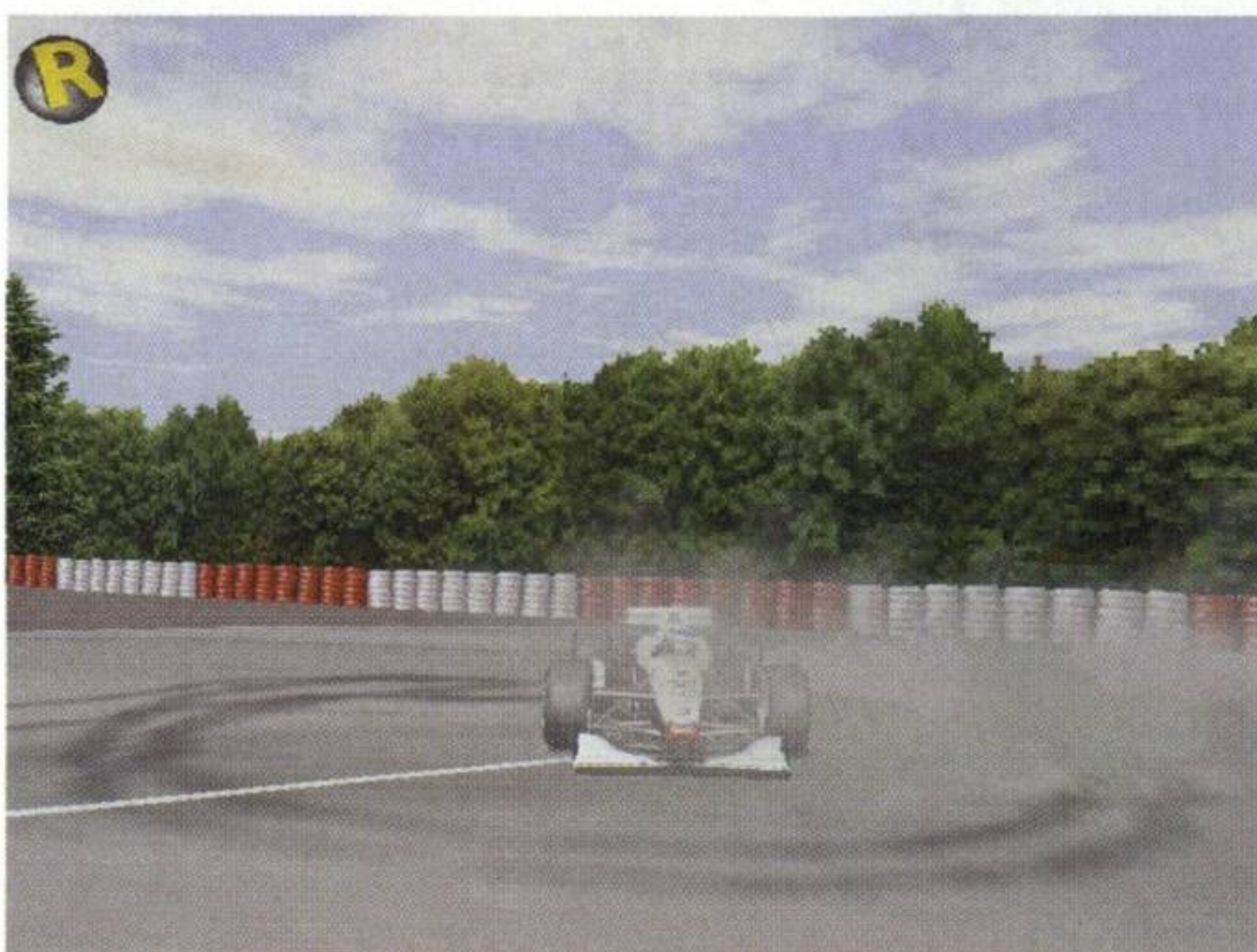
### Or you could try...

F1 2000  
EA Sports ★★  
Year 2000 data and it looks lovely, but it doesn't quite feel right.

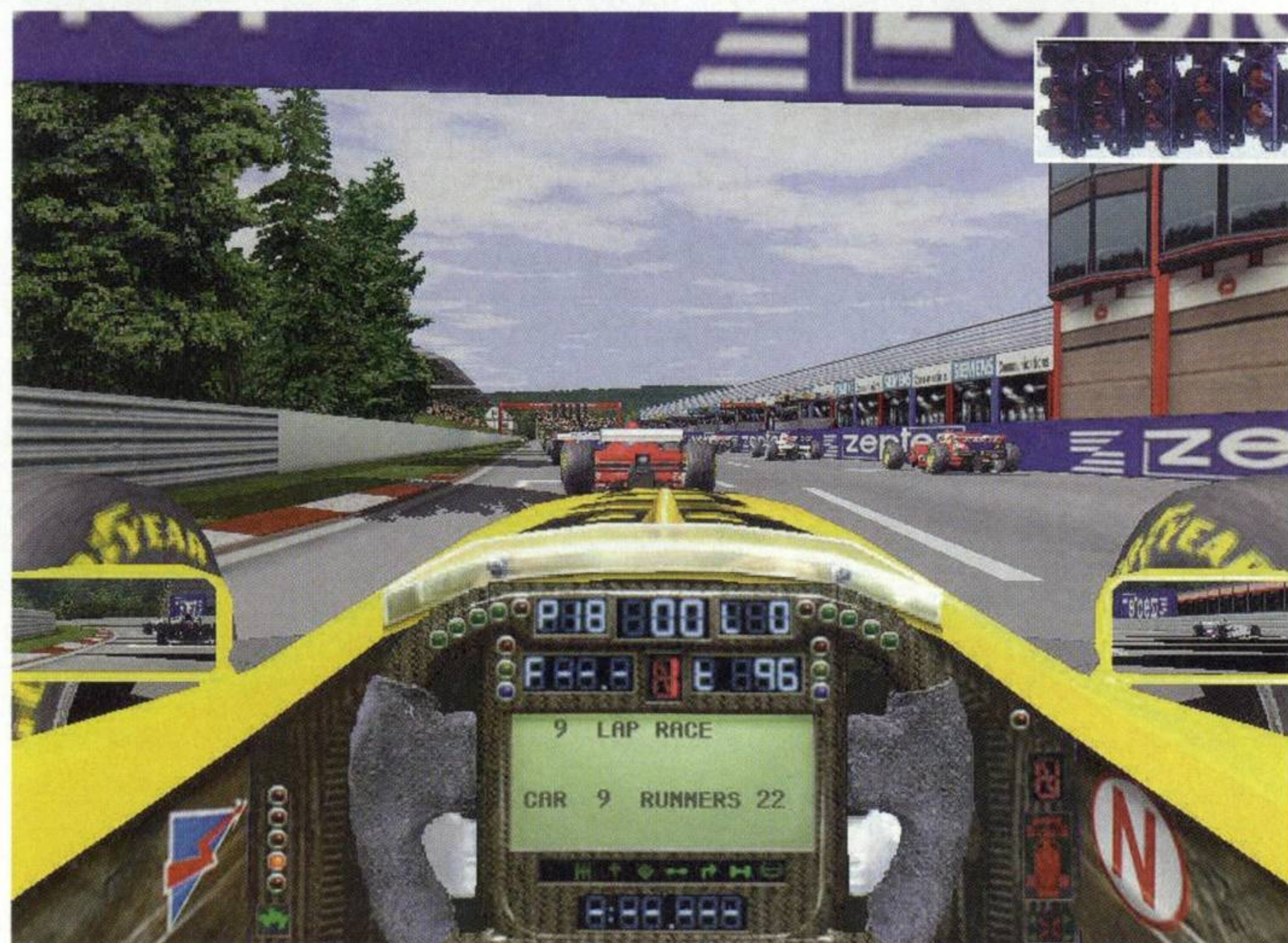
Formula One 99  
Psygnosis ★★  
Much easier to play, but lacking any of the depth of GP3.



■ After you've spun off again, sit and watch the other cars.



■ If you really haven't got much chance of winning at Spa Francorchamps, then just burn doughnuts.







■ The KISS audience were getting rowdy.



■ You can't mistake that make-up.



## Game info

- Publisher: **Gathering of Developers**
- Developer: **Third Law Interactive**
- Price: **£35**
- Release: **Out now**
- Minimum specs: **P266, 32MB RAM, 50MB HS, 4MB graphics card**
- Recommended specs: **P300, 64MB RAM, 500MB HD, 8MB graphics card**

# KISS PSYCHO CIRCUS

LOVE GUN? HERE'S A SCREENFUL OF REASONS TO USE ONE...



■ The scenery: very reminiscent of *Doom*.



■ Time to cause carnage in the circus.

**T**odd McFarlane was the man to take the imagery of Eighties rockers KISS and create the popular *Psycho Circus* comic series. *KISS Psycho Circus: The Nightmare Child* is based more on his creation than the actual rock-lords KISS and it's a visual style that lends itself incredibly well to a gaming experience.

You'll be immersed in an immaculately realised world of backstreet rock clubs, bloodthirsty arachnid clowns (!) and spooky gypsy harbingers. Think Clive Barker in glam platform boots and you'd be in the right area. And the best bit is, *KISS Psycho Circus* looks just as luscious as it sounds. It could have been set in a series of dingy dungeons, but Third Law has used the license to the full with 40 levels encompassing bars, cathedrals, towering skylines, industrial plants and, astonishingly, a circus. Its nothing less than a visual feast – real comic book stuff and completely absorbing for that reason.

You play four characters in turn (each being suited to a particular realm) – the Beast King, the Celestial, the Demon and the Star Bearer. As you progress in each realm, collecting Elder armour (such as boots to soup up your jumping and shoulder plates to give you extra melee

damage) you will progress from mortal rocker to one of the KISS deities. After you've got all four characters across the first four elemental realms, they unite to stop the Nightmare Child's birth.

Each characters has a unique weapon (such as battle axes and vicious grappling-hooks) as well as a shared arsenal. We particularly liked the hefty magma cannon – truly the only way to dispatch your enemies. It's not the most cerebral of PC shooters, mind, and the enemy AI doesn't seem very different to that of your average heavy metal groupie – something like 'run at KISS and jump on them'. If that doesn't trouble you then get stuck in and enjoy the gory bloodthirsty scenes.

Thanks to the LithTech 3D engine firing on all cylinders, the intricate level designs never stammer even when you're being ambushed by an entire nest of critters. Third Law has managed to get an absolutely incredible number of simultaneous on-screen enemies with their unique 'Horde technology'. It works beautifully, but does mean that battles are often just pointing in the right direction and splattering your attackers indiscriminately.

*KISS Psycho Circus* is an old-skool first-person shooter. There seems to have been a real effort to hark back to a *Doom*-style blast-'em-up, but with fantastic aesthetics and a neat tie-in story it's very much it's own game. Its not nearly as sophisticated as recent triumphs of the genre, but is nonetheless very appealing – especially to long-term KISS enthusiasts. Although there are in-game snippets of KISS tunes, fans will be hunting out old tapes and cranking up their stereos for *Creatures of the Night* to accompany the carnage. Bring on the cold gin... ★★★ **Gerred Blyth**

## ↑ Uppers & Downers ↓

**God gives Rock 'n' Roll**

- Beautiful comic book style
- Gory hordes of monsters
- Good spin-off

**And he taketh it away**

- Boring hordes of monsters
- Only deathmatch multiplayer
- Short life span

## Or you could try...

**Quake III**  
Activision ★★★★★  
No famous aging rockers here, just a great first-person shoot-'em-up.

**Half-Life**  
Sierra ★★★★★  
Fantastic game, although the music to shoot the demons was anonymous.





■ When insects attack – this spider bot is straight out of *Wild Wild West*.

■ The pretty explosions just about distract you from the sketchy plot.

#### ↑ Uppers & Downers ↓

##### Boosters

- Blast away
- Some good puzzles
- Upgradable buggies

##### Flat tyres

- No plot to speak of
- Bad music
- Annoying menu system

#### Game info

- Publisher: **UbiSoft**
- Developer: **Frontier**
- Release date: **Out now**
- Price: **£35**
- Players: **1-8 (LAN)**
- Minimum specs: **P11 233, 32MB RAM, 155MB HD, 4MB graphics card**
- Recommended specs: **P400, 64MB RAM, 500MB HD, 8MB graphics card**

# INFESTATION

MOON PATROL HAS JUST GROWN UP... BUT NOT MUCH.

**A**ccording to Frontier, in a mere 237 years the human race will have spawned colonies on 22 worlds around the galaxy, and being the future they are all vulnerable to attack from aliens. Not surprising really, when the sum total of our technical achievements seems to be a dune buggy with cannon attachment.

It is your job to stop the invasions with only your armoured buggy and a final choice of 15 weapons including grenades and plasma bolts. The mission briefings are slow and tell you what you have to do without ever actually explaining what's going on or why. Suddenly, you're racing about in your buggy, bouncing around and skidding recklessly. Then you're leaping through portals and collecting crystals that are required so scientists who you also pick up, can make new and exciting weapons or enhance your buggy with monster-truck wheels, boosters, and so on.

The first thing you will do when you boot up this game is desperately hunt down the sound options and turn off the repetitive, retro-style music, more suited to a Japanese arcade machine. Once done you start getting into the game.

The more mature members of the gaming fraternity may have some difficulties adjusting to this type of PC game: the graphics are nice if basic, the insectoid alien ships that eject humanoid occupants when destroyed are suitably menacing, the action is frantic and there are some interesting puzzle elements to figure out. Although most players will not be able to get past the questions: Why am I doing this? And what is the plot?

On the other hand, those younger gamers who care less for 'why' and more for 'can' may love it, though unfortunately they may have some difficulty with the aforementioned puzzles and the intricacies of weapon/buggy enhancement. Add to this seven multiplayer levels, that include Buggy Racing, Capture the Flag and Buggy-Football, and you have a game that 's going to keep you immersed for a good while.

Blasting the hell out of hordes of aliens is a basic definition of fun, but it is the fact that Frontier is also developing the new *Elite*, which really concerns us. We can but hope... ★★★

**Ian Merison**



■ Judging by the colour, this must be mars.



■ Search the landscapes for buggy enhancements.

#### Or you could try...

**Battlezone 2**  
Activation ★★★  
Get up close and personal with aliens in this strategy/action hybrid.

**Rollcage 2**  
Take 2 ★★★  
Futuristic racing action, with the addition of great big guns.



## SUZUKI ALSTARE EXTREME RACING

- Publisher: **UbiSoft**
- Developer: **Criterion Studios**
- Release date: **Out now**
- Price: **£35**
- Players: **1-2**
- Minimum specs: **P266, 32MB RAM, 300MB HD, 4MB graphics card**
- Recommended specs: **P300, 64MB RAM, 500MB HD, 8MB graphics card**

■ We've seen this all before: leathers, shiny helmets and burning rubber. No, it's not a night with our local dominatrix, but another bike racing game.

*Suzuki Alstare Extreme Racing* is tedious in the extreme, a by-the-numbers arcade-style racer on the PC. Let us explain: you've got plenty of bikes, you've got not that many courses and you've got strangely uninvolved racing. Instead of presenting intelligent computer opponents, the CPU bikers seem quite content to just cruise around the courses as if they were on a Sunday driving trip. So in effect, every 'race' is actually just a time trial – you're basically racing against the clock to make each of the checkpoints. The other bikers are just inconsequential.

With the meat of the game lacking any sort of quality at all, *Suzuki's* inability to even let you mess around with the set-up of your bike leaves it feeling massively shallow. Multiplayer is a little bit more engaging but this just shows the computer AI up for what it is – shoddy.

The real problem with *Suzuki* is that it isn't even slightly engaging. It moves a fair rate, sure, but the courses are so bland, the other bikes so frustratingly stupid, that you'll switch off within minutes of loading it up. There's just no real challenge, or incentive to play, or keep playing.

*Suzuki Alstare Extreme Racing* is a pretty poor excuse for a racing game. With the likes of *World Touring Cars* in the shops, we know we can have opponents that race both you and each other, plus vehicles that handle like the real thing. This extremely old skool racer might have been cutting edge four or five years ago, but of course this is the year 2000, and *Suzuki Alstare Extreme Racing* doesn't belong anywhere but in the past. ★ **Nick Jones**





## ICEWIND DALE

- Publisher: **Interplay**
- Developer: **Black Isle Studios**
- Price: **£35**
- Release date: **Out now**
- Players: **1-8 (Lan/Internet)**
- Minimum specs: **P233, 32MB RAM, 250MB HD**
- Recommended specs: **P266, 64MB RAM, 500MB RAM**

■ If video killed the radio star, then videogames killed the tabletop RPG. *Dungeons & Dragons* – at one time a worldwide phenomenon – has become, to most, just another PC role-playing game brand. When the *D&D* movie is released later this year, it's likely that most of its audience will be more familiar with the computer games, rather than the multi-side dice adventure. But hold, noble paladin: it could be worse.

*Icewind Dale*, like its predecessors *Baldur's Gate* and *Planescape: Torment*, does a respectable job of the *D&D* universe. With no pre-determined central characters as such, it's up to the player to 'roll' his party of adventurers before he can begin.

With your party assembled, the game begins with that familiar scene found in many RPGs; a bunch of guys sitting around in a pub being offered a quest to save the kingdom from some generic evil.

En route you'll be side-lined by sub-quests, your team will gain experience, new skills and equipment, and provided that you don't mind the hackneyed, almost painfully clichéd, plot, you'll be laughing. Albeit not at the jokes, for there are no jokes in *Icewind Dale*.

The graphics, though, are pretty atmospheric in an old-skool, fairly static kind of way, but the characters are generally poorly depicted. On the plus side, the voice acting is reliably over-the-top and the adventure is as epic as they come. The emphasis on 'dungeoneering' and combat is also faithful to the licence.

*Icewind Dale* breaks no new ground in the genre whatsoever, and while other, similarly-styled RPGs such as *Diablo 2* and *Nox* may have a broader spectrum of appeal, it's that aroma of 'character sheets', multi-sided dice, experience points and magic missiles that will ensure this is an essential purchase for a small, but fiercely passionate, hardcore fraternity. ★★★ **Paul Rose**



■ See first-hand, how well your team performs. Or not...



■ Real stadia, all lovingly scaled-down for matchday.

■ All areas of your team can be monitored – even their alcohol intake, probably.

The screenshot shows the main interface of UEFA Manager 2000. At the top, it displays the club name 'Tottenham' and manager 'Graham'. A calendar for August 1999 is visible, with dates 14, 21, 26, and 28 highlighted. On the left, a menu lists various management tasks like 'Football Today', 'Team Management', and 'Transfers'. On the right, there's a 'Schedule' section with options like 'League: Away: Tottenham' and 'Player Back From Injury: Jackson'. Below the calendar, there are two line graphs showing 'Position' and 'Points' over time. At the bottom right, there's a 'Mail Messages' table with columns for 'From', 'Total', and 'Unread'.

# UEFA MANAGER 2000

## SO YOU FANCY THE PRESSURE OF FOOTBALL MANAGEMENT, THEN?

**T**he UEFA cup has never had quite the glorious ring of the European Cup, and basing a management sim on it is a little like setting *Driver 3* in the streets of Leicester. That said, Leicester does have a tricky one way system and the UEFA cup also has its charm, specifically how many teams get a crack at lifting the trophy each year. This is capitalised on by Infogrames' new release with over 400 playable club sides spanning 21 leagues and nine countries.

*UEFA Manager 1999* was widely regarded in the light of the *Championship Manager* series as a passable sim and little more. And *UEFA Manager 2000* is, as the name

suggests, only one better. The match highlight system has been improved but it's not pretty and still falls short of being a useful tool in deciding tactics. But this doesn't prove to be a problem: the strategic decisions are crude compared to *Champ Manager*, and team success is defined more in the transfer market than in the dressing room. That said, the transfer market and scouting systems are particularly good, allowing for exhaustive contractual specifications before signing up a hot new star.

There are three ways to play the game. Normal mode places you at the helm of any side in any league you choose, to play from their current predicament. Career mode has you applying for (and failing to get) lesser teams before working your way to more prestigious sides. Finally, Scenario mode throws you into one of eight prepared games, including *Sinking ship*, *Old-timers*, *Money maker* and *Wake the sleeping giant*. And, despite the fact that these names sound like chapters from *Gulliver's Travels*, they actually reflect real management situations.

It is true that the UEFA environment supplies a great deal of scope for varied football, which should be absorbing enough in itself. But after ploughing through the quicksand-like experience of renewing advertising hoardings and the counter-intuitive menu navigation, the idea of making any more difficult decisions just seems too much like hard work. Enjoyable in spells, hard working, but never championship-winning. ★★

**Gerred Blyth**

### Game info

- Publisher: **Infogrames**
- Developer: **Bubball Systems**
- Price: **£35**
- Release date: **Out now**
- Players: **1-4 (LAN)**
- Minimum specs: **P166, 32MB RAM, 300 MB HD, 4MB graphics card**
- Recommended specs: **P233, 64MB RAM, 8MB graphics card**

### ↑ Uppers & Downers ↓

- |                                      |                            |
|--------------------------------------|----------------------------|
| <b>Sheepskin coat</b>                | <b>Donkey jacket</b>       |
| ■ 400 teams, in 21 different leagues | ■ Crude strategy system    |
| ■ Good scouting systems              | ■ Too much to wade through |
|                                      | ■ Tough menu navigation    |

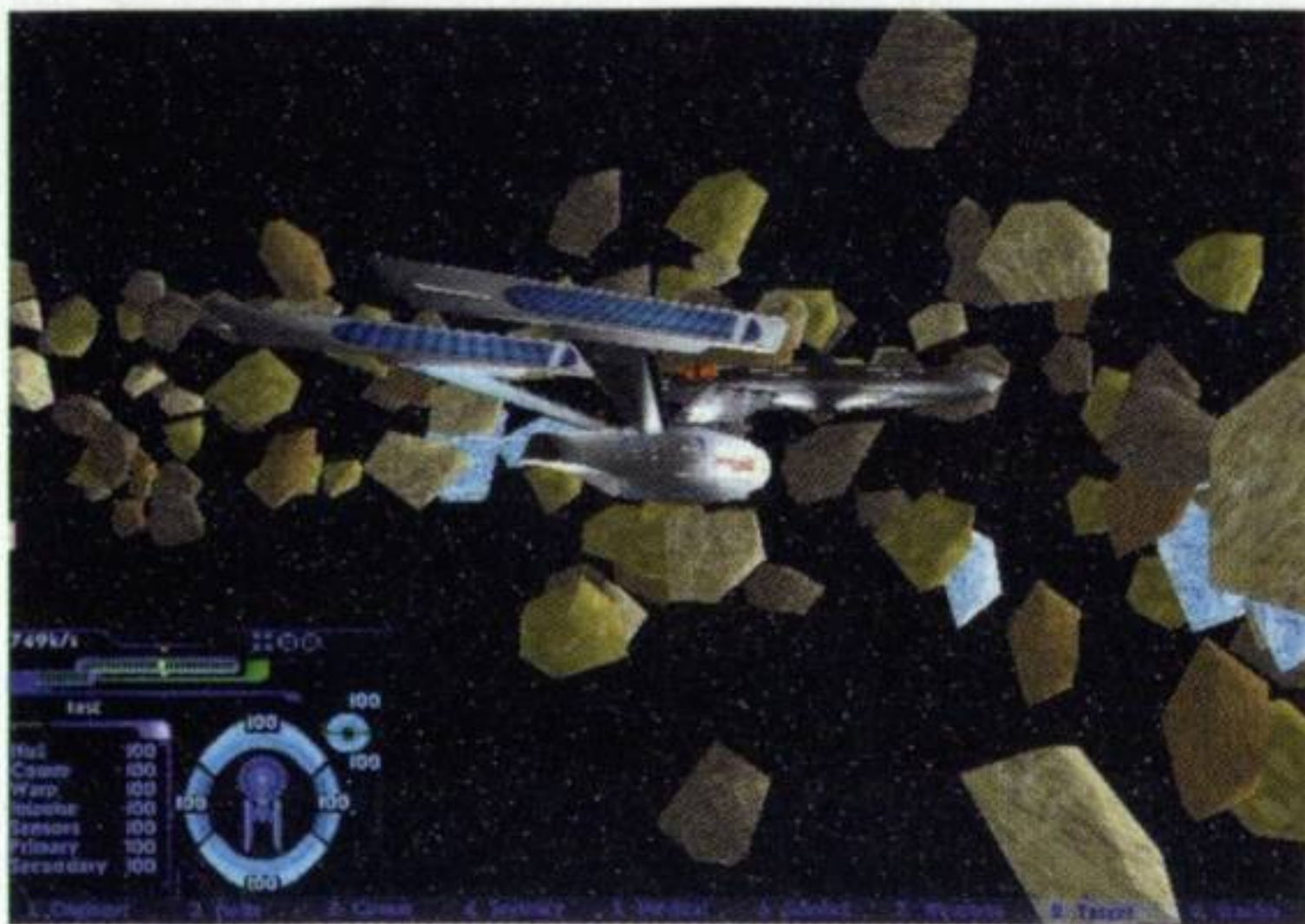
The screenshot shows a detailed view of a player's contract or team statistics. It includes fields for 'Player Name', 'Contract Start', 'Contract End', 'Wage', and 'Transfer Fee'. There's also a 'Player Status' section with options like 'Available', 'Signed', and 'Released'. A small 3D model of a stadium is visible in the background.

**Or you could try...**

**Championship Manager Season 99/00**  
Eidos ★★★★★  
In a league of it's own, you just can't improve on perfection.

**FIFA 2000**  
EA ★★★★★  
With solid gameplay and superb graphics, this is great football.





■ As Terek, graduation from the Academy is your goal. You must also destroy the Federation.



■ You get to control lumbering space ships – the pace of the game is slow.



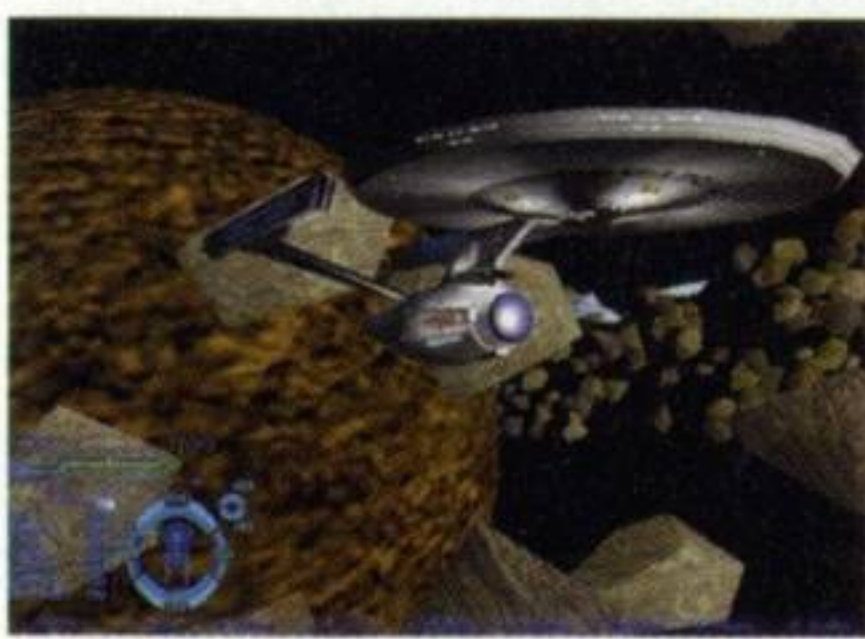
■ The filmed sections of the game give the impression of being part of the TV show.

### Game info

- Publisher: **Interplay**
- Developer: **14 Degrees East**
- Price: **£40**
- Release date: **Out now**
- Players: **1**
- Minimum specs: **P2 233, 64MB RAM, 300MB HD, Min 8MB graphics card**
- Recommended specs: **P400, 64MB RAM, 16MB graphics card**

### ↑ Uppers & Downers ↓

- |                                                                                                                                      |                                                                                                                                         |
|--------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Klingon</b></p> <ul style="list-style-type: none"> <li>■ Control a Warbird</li> <li>■ Complex</li> <li>■ Cool story</li> </ul> | <p><b>Drop off</b></p> <ul style="list-style-type: none"> <li>■ Too complex</li> <li>■ Learning curve</li> <li>■ Backgrounds</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|



■ Go on, now's your chance to blast that smug git, Kirk.

# KLINGON ACADEMY

QUITE LITERALLY: plvlob tlhaQ!



**O**ver the past few months many sub-standard *Star Trek* games have been released. It's time that the *Star Trek* universe was given a boost, and it is this nitro-packed jet engine, *Klingon Academy* that gives the bird to the others as it races to the front.

You play as Terek, a cadet in the Academy who is trapped within a political power play between General Chang and Chancellor Gorkon. You are sent on many diverse and challenging missions involving Sha'kurians (a new race), Romulans and Tholians to bring the Federation to its knees.

Essentially, *Klingon Academy* is a space sim, but unlike others you don't control a small, agile fighter zipping about star systems, instead you are the commander of huge Warbirds that get larger and more powerful as the game progresses. You quickly realise that strategy may be your best friend. Rushing in and blasting away is the quickest way of becoming several insignificant blips on someone else's radar. To help you is a brilliant crew that follows your every order plus you can command other ships into battle. For the average punter though, this can become seriously

complicated very quickly! There is so much to think about – power allocation, leave the flying to the helmsman, take up the gunnery chair, shield power, speed, cloak, sensor range – the list is endless.

Control is accomplished via menu lists for regular decisions or actually fine tuning each separate department – helm, science, engineering, weapons and so on. You can spend hours creating the perfect set-up, but when it comes to the crunch, an enemy hiding in a planet's rings can throw those plans straight into a black hole.

Visually, it's stunning: torpedoes smash holes into ships exposing burning decks, shields glow and plasma weapons leave scorch marks. The uninventive backgrounds are the only letdown. However, the filming of the briefings and plot updates are exquisite and genuinely make you feel as though you are part of a *Star Trek* movie.

*Klingon Academy* is a follow up to *Starfleet Academy*, but don't let this put you off – it is a completely new game and definitely deserves a look. ★★★★★ **Ian Merison**

### Or you could try...

**Starfleet Academy**  
Interplay ★★  
Disappointing Starfleet version of *Klingon Academy*.

**Starlancer**  
Microsoft ★★★  
A slickly produced arcade-style space blaster, with some great graphics.

## Also released

More PC games than you can shake a graphics card at...

Words by **Steve Brown**



### RETURN TO KRONDOR

- Publisher: **Sierra**
- Developer: **PyroTechnix**
- Players: **1**
- Minimum specs: **P166, 24MB RAM**
- Price: **£10**

■ Set in Raymond E Feist's fantasy world of Midkemia, this is very typical RPG fare with turn-based combat. It is now in the shops on a budget label a year after its initial release but has not aged particularly well. The game is very short and far too linear as you take a band of five characters on a quest to recover the Tear of the Gods. An un-penalised replay system for combat (should you lose) denies the gamesplayer any real tension. Our advice would be that your money is better invested in *Diablo 2*, reviewed this issue, page 75. ★★



### PGA CHAMPIONSHIP GOLF

- Publisher: **Sierra**
- Developer: **Headgate**
- Players: **1-4**
- Minimum specs: **P133, 32 MB RAM, 80MB HD**
- Price: **£10**

■ This budget re-release is still one of the most convincing golf sims available, with great golfer animations (you can even control your own celebratory and derisory gestures), lush photorealistic graphics and incredibly detailed physics. Club control is either conventional 3-clicks, or Truewing, which takes a little getting used to, but is really very intuitive once mastered. Seven accurately mapped real-world courses are available to play and there are over 12 modes including Skins, Medal and Stableford. ★★★★★



### THE DUKES OF HAZZARD

- Publisher: **UbiSoft**
- Developer: **Southpeak**
- Players: **1**
- Minimum specs: **P233, 32 MB RAM, 8MB graphics card**
- Price: **£25**

■ If you remember the early Eighties TV show with any degree of fondness then you should avoid this title like the good ol' boys avoided Boss Hogg. The rendered characters of the intros and cut-scenes may have original cast voices, but their bizarrely mapped faces will enter your nightmares. Arcade racing themes involve ramming baddies, escaping cops and picking up car parts, but the extremely over-sensitive handling of the General Lee and boring tracks leave only the nostalgic air-horn to enjoy. ★★



### ANNO 1602 GOLD

- Publisher: **Infogrames**
- Developer: **Sunflowers**
- Players: **1**
- Minimum specs: **P133, 16MB RAM**
- Price: **£20**

■ A contemporary of *Half-Life*, *Anno 1602* has aged just as well, retaining its beautifully simple and peaceful style. Essentially this is a game of micromanagement. Your objective is to discover and settle on a group of islands whilst developing small-scale local industries and trading with neighbouring communities. Although sounding peaceful, combat does enter the proceedings later in the game as trade routes demand protection on land and at sea, but warfare is definitely not the emphasis of this gentle game. ★★★★★



### SERGEI BUBKA'S MILLENNIUM GAMES

- Publisher: **Midas Interactive**
- Developer: **Midas Interactive**
- Players: **1-4**
- Minimum system: **P233, 32MB RAM**
- Price: **£30**

■ If you've seen anything of Eidos's upcoming *Sydney 2000*, then you'll recognise this as a direct mimic without the official Olympic licence. Nevertheless, it's not a simple case of weak imitation. *Millennium Games* has genuine depth, with a Training mode to improve stats and a novel control system that demands good finger rhythm rather than just the usual manic percussion. Animation and camera angles could have been a lot better, but there's certainly the spirit of competition in there. ★★★★★



### FA PREMIER LEAGUE STARS 2001

- Publisher: **EA**
- Developer: **EA**
- Players: **1-4**
- Minimum specs: **P233, 32 MB RAM, 250 MB HD**
- Price: **£35**

■ Until now EA has used a single international player for motion capture, but to achieve a greater variety of style, this time six players have been covered in white balls and filmed with infra-red cameras. This has resulted in a beautiful and very realistic look that matches some superb new game features such as ball curling for free kicks and intelligent player switching. The RPG element of *STARS* collection allows off-pitch improvement of individuals and even the wager of players on match outcomes. ★★★★★



# New Dreamcast Games



■ (Above) Create your own unlikely doubles pairings. Here Courier and Henman team up for Wimbledon. (Below) If you've never heard of the opponent, he should be easy pickings.



■ Serves are controlled by a simple power bar. A miles-per-hour rating is given in the bottom right-hand corner.



## Game info

- Publisher: Sega
- Developer: Sega
- Price: £40
- Release date: 8 September
- Players: 1-4
- Extras: VM Unit

# VIRTUA TENNIS



## WHAT THE DEUCE? IT'S THE BEST SPORTS GAME ON DREAMCAST.

**A**nyone for tennis? We may have passed the brief midsummer period where, momentarily inspired by Wimbledon, everyone dusts off their racquet and knocks a few balls around in a nearby school playground, but the furious rallying is set to continue right throughout the rainy autumn. Sega's Dreamcast port of *Virtua Tennis* is all the coin-op promised and more. This year, you're more likely to be complaining of tennis thumb than tennis elbow.

Until now, the only tennis videogame worth playing was Namco's *Smash Court Tennis* for PlayStation. Its lack of a professional licence is compensated for by the endorsement of everybody's favourite mediocre doubles specialist Anna Kournikova, and its intuitive game engine makes it hugely playable, particularly in four-player mode. Now imagine the approachability of *Smash Court Tennis* allied to a more subtle shot system, the ability to play as real WTA stars and brilliantly realistic graphics. That's *Virtua Tennis*. 15, Love.

The most striking aspect of the game at first glance is the graphical quality. No other game to date has been able to portray sportsmen in such detail. You can begin by selecting from eight top players, including Tim Henman, Cedric Pioline, Marc Philippoussis and Carlos Moya. They're all detailed and recognisable during play as well as in the excellent between-point animations, despite the fact that they seem to be chewing steel wool. The licence hasn't stretched to real grand slam venues, but you'll certainly recognise the French Cup as Roland Garros and the Old England Club as a loving fascimile of Wimbledon's Centre Court. 30, Love. It's just a shame there aren't any female players represented. 30, 15.

Each player has their specialism. Henman is a good serve-volleyer and Moya a big-hitter for example, and these abilities naturally translate more effectively to some surfaces than others. It's difficult to play Henman's usual game on clay, while introducing Moya to the subtleties of the grass court game may take some doing.



■ The Old England Championships. Familiar, eh?



■ Eight top players don their whites for the game.





■ Centre court in full swing. Note Sega's quaint inclusion of the net judge, an umpiring position phased out about three years ago. Let, first service.



■ The training disciplines are inventive and include serve skittles, hit the numberboard and attack of the giant balls.

## MOST STRIKING IS THE GRAPHICAL QUALITY. NO OTHER GAME TO DATE HAS BEEN ABLE TO PORTRAY SPORTSMEN IN SUCH DETAIL.

The controls are as basic as it's possible to get, but conceal a wealth of strokeplay. Virtually all winning shots can be executed with the A button, but only a perfect combination of power, positioning and direction will succeed in tucking the ball out of reach of your opponent. Pull-backs of the analogue stick will result in backspin and stop-volleys. Only the lob shot is too often unreliable (unfailingly spot-on when used by computer players, an invitation to smash whenever you lift it up). You do find yourself engaging in unrealistic volley rallies, but, like every sports game, there are quirks which you simply have to learn how to use to your advantage. Second serve. Arcade mode lets you play games of any length against increasingly more competent opponents. Exhibition mode is where you choose your own parameters. While World Circuit mode is the most interesting and has been thoughtfully designed to wring the most from a single-player session.

You begin as any of the original eight real players and can feel suitably British as you are awarded an original world ranking of 300. Your aim is to rise through the rankings by playing a series of exhibition matches and tournaments, both singles and doubles. Each victory brings with it a cash prize as well as valuable ranking points and with the money earned you can purchase new equipment or, more crucially, tempt a quality player to partner you for doubles matches. You'll find that the dollars stack up fast (tennis pros don't attract super-fit girlfriends for their looks alone, y'know). With the surplus you can unlock additional players and venues for Exhibition mode matches.

World Circuit mode also requires you to complete training exercises which are useful, and inventive in presentation. Attempting to hit a bull's-eye in the middle of the court or knock down a rack of skittles with an accurate serve are tasks which really get you working on meticulous shot placing. 40, 15.

The learning curve is fairly steep and it does appear that computer opponents have an unfair edge at times,



■ The red carpet is rolled out for this Russian indoor invitation tournament. Tennis pros will play anywhere for cash.

being able to pull off peachy lobs when diving to defend a smash. Shots like this, along with crosscourt passes and effective dropshots, appear to be outside the repertoire of the players you get to control. You will eventually succeed by playing to strengths, but at some point you're going to tire of playing artificial foes and long for a human challenger. 40, 30.

Naturally, it's in multiplayer mode where *Virtua Tennis* excels. As with all sports games, you can learn far more rapidly by playing against your mates than against the computer. It's also far more satisfying when you serve an ace at break point down. Playing doubles with a computer-controlled partner can sometimes be frustrating as they fail to put away easy smashes and generally get in the way. At least if a mate acts in a similarly doltish fashion, you can slap them down with the joypad.

*Virtua Tennis* doesn't have the longevity of a quality football sim, but that's merely due to the limitations of the sport. Sega has finally provided a game which will satisfy true tennis fans as well as stimulating the trigger fingers of those whose only exposure to backhand drives is to watch Henman getting dumped out of Wimbledon once a year. Here, you can even lead him to an improbable victory. Game, set and match. ★★★★★

**Sam Richards**

### Or you could try...

**Virtua Striker**  
Sega ★  
This arcade port has similar graphical feel to *Tennis*, but none of the playability.

**NBA Showtime**  
Midway ★★★  
The best four-player mode in a Dreamcast sports game, until now.

### ↑ Uppers & Downers ↓

<p><b>Ace</b></p> <ul style="list-style-type: none"> <li>■ Amazing graphics and animation</li> <li>■ Real players</li> <li>■ Easy to pick up</li> <li>■ Real depth of gameplay</li> </ul>	<p><b>Double fault</b></p> <ul style="list-style-type: none"> <li>■ Questionable longevity</li> <li>■ Spawny computer opponents</li> <li>■ No ladies!</li> </ul>
-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------



■ Clay courts are considerably slower than other surfaces.



■ Phillippoussis and Moya are both powerful hitters.



■ Four-player doubles is definitely where it's at.





■ Forties Europe is a dangerous place to be. But, if you keep your head down, you never know what might happen. Snigger.

■ The Nazis are very nasty in *Hidden & Dangerous*. They're also acutely clever, reacting to the smallest of mistakes and punishing you mercilessly. Best to kill them before they see you.

## Game info

- Publisher: Take 2
- Developer: Illusion Softworks
- Price: £30
- Release date: Out now
- Players: 1
- Extras: VM Unit

# HIDDEN & DANGEROUS

## DREAMCAST ONLY GOOD FOR COIN-OP CONVERSIONS, EH?

**T**hey say that converting PC games to the Dreamcast is easy. And they're probably right – if the game you're talking about doesn't consist of several hundred megabytes of complex strategy, intuitive first- and third-person blasting, and huge, impossibly detailed models of European locales. Doff your hats, then, to developer Illusion Softworks, because the DC version of *Hidden & Dangerous* can stand proud next to its PC daddy.

With the soothing voice of what can only be a BBC continuity announcer guiding you gently through the superb mission briefing scenes, it's easy to believe that *Hidden & Dangerous* will be a walkover. It's anything but. Two-hit kills and enemies who seemingly have telescopic eyes will have your four-strong squad bleeding to death many times over before the words 'Mission Completed' scrolls onto the screen. The CPU soldiers aren't faultless – stand face-to-face with them and they'll adopt gibbon-like gun control – but they'll force you to experiment with every facet of *H&D* strategy, from individually controlling each soldier to waving them off to deal with Jerry themselves.

It's annoying, then, that the reams of real-life tactics that filled the PC version's manual have gone AWOL. Without their help, *H&D* will initially have you struggling with the complicated map-based management screen, and resorting to trial and error as you try in vain to trek through the game's vast fields, claustrophobic bunkers, frozen wastelands and multi-room mansions unscathed.

Thankfully, *H&D* has plenty to offer once you've seen off those niggles. Missions extend far beyond simple seek-and-destroy sorties, as your loyal Tommies negotiate brain-scrambling mazes, creep stealthily around buildings, crawl through echoing underground bunkers and protect their own from waves of troops. Coupled with acres of beautifully detailed environments – every inch of which can be explored – the game simply weeps atmosphere.

Above all, though, it's the immersiveness of *H&D*'s levels that grips. Every vehicle – bikes, trucks and cannon-equipped tanks – can be boarded and controlled; abandoned sentry guns can be operated; fallen soldiers' pockets can be searched for ammo and gadgets and every piece of seemingly innocuous scenery can be climbed, destroyed or used as cover. At no point does *H&D* jar your sense of being right there in the thick of battle, and the comprehensive and intelligently mapped controls give your soldiers a totally believable air as they creep half-crouched towards enemy lines, drop to their bellies in dug-outs, and pop caps at unsuspecting troops on the horizon.

Like the PC original, *Hidden & Dangerous* isn't without the odd bug and slowdown – but that's easy to forgive in a game that so successfully elicits such an un-console-like performance from the Dreamcast. With Sega's off-white box now playing host to complex strategy games, arcade-style mayhem and online gaming, expect it to be serving up toasted sandwiches any day now. ★★★★★ **Mark Green**



■ Illusion has spent hours ensuring that the game looks authentic.

## ↑ Uppers & Downers ↓

### Raw meat

- Involving missions
- Immersive environments
- Nothing quite like it on the Dreamcast

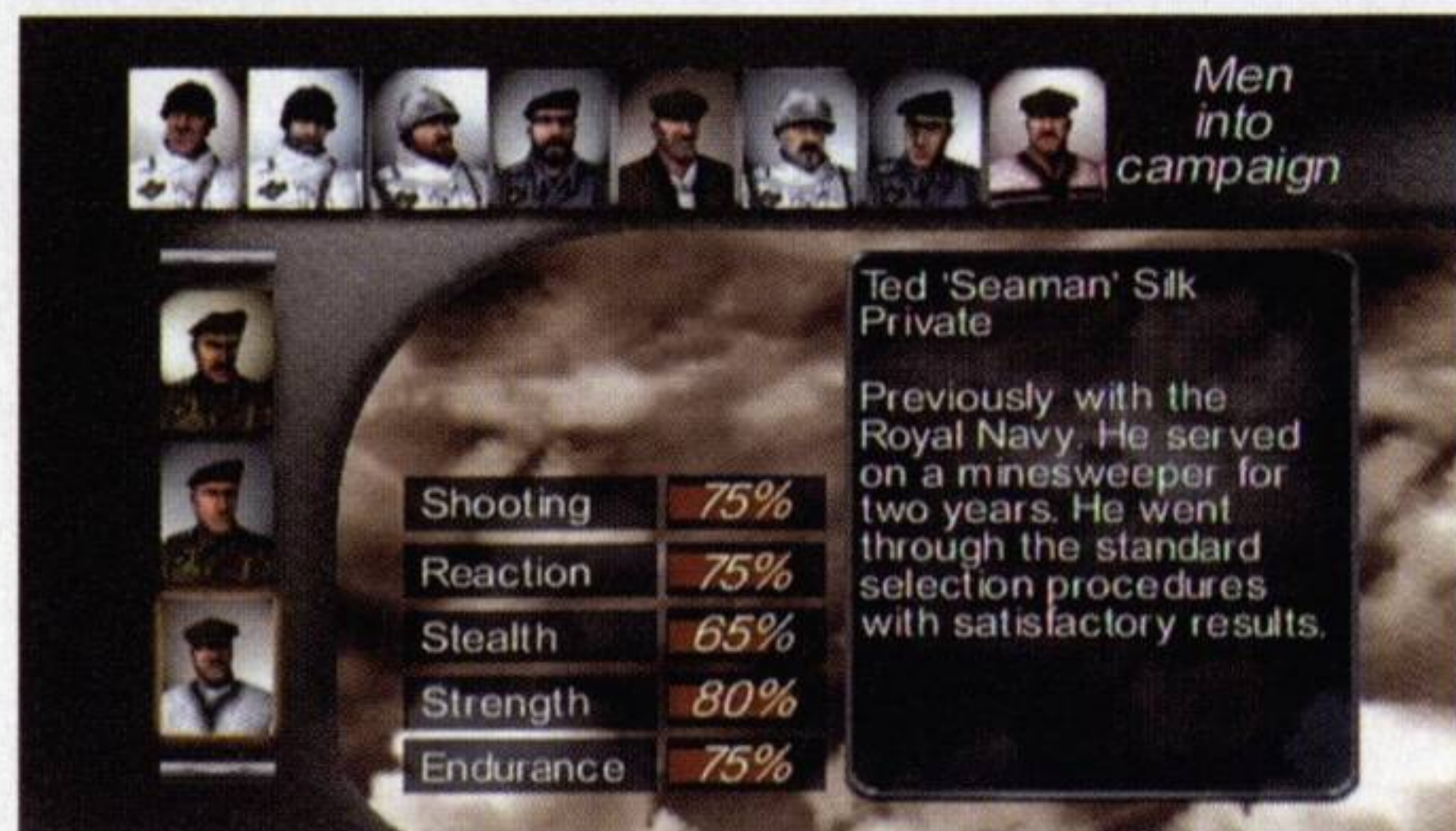
### Raw sewage

- Hard work to begin with
- Glitchy – but not as bad as the PC version
- Map screen needs a mouse.

## Or you could try...

**Rainbow Six Red Storm** ★★★★★  
Tactics and tension with a crack team of terrorist-tormenters.

**Shadowman Acclaim** ★★★★★  
Moody voodoo-themed third-person adventuring. For adults only.



■ Before each level, you have to select your team members.





■ Another faceless villain, another bland corridor.



■ Your sword can be used for defence and attack.

■ (Right) Eggheads, evil terrorists and an organic sword. Very odd.



# MAKEN X

## SEGA GOES FOR A SLASH...

**H**ave sword will travel, is the basic idea behind *Maken X*. It would be nice to elaborate, but that really is all there is to the game. Despite pretensions as a psychological horror tale of psi-powers, this Atlus title can be summed-up in four words, namely: 3D, corridors, slashing and dull.

The game starts off rather promisingly within the sterile confines of a scientific outpost. Eggheads have bred what appears to be a leg with a big

mouth and an eye behind the knee. This then transforms into a sword just as the base is invaded and an evil terrorist kidnaps the main boffin then slays a few white-coated technicians for good measure. Appalled, the boffin's daughter grabs the sword and gives pursuit.

What follows is a predictable and dated slice of arcade hokum that makes *Doom* look positively advanced. Key installations are entered in succession, with the assorted corridors seen through the eyes of our heroine. Clutched in her right hand is the leg-sword weapon and a health bar is where, ordinarily, her left eyebrow would be. This first-person view then speeds around the assorted locations at an impressive pace, with a procession of bad guys piling on screen for the requisite sword battles.

In an attempt to flesh out a game that can be played on autopilot, Atlus has bolstered the control system with a lock-on targeting mode and a handy



### Game info

- Publisher: **Sega**
- Developer: **Atlus**
- Release date: **out now**
- Price: **£39.99**
- Players: **1**
- Extras: **VM Unit**

### ↑ Uppers & Downers ↓

- |                                                                                                                                 |                                                                                                                                           |
|---------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stab</b> <ul style="list-style-type: none"> <li>■ Fast</li> <li>■ Body switching</li> <li>■ Impressive cut-scenes</li> </ul> | <b>Drab</b> <ul style="list-style-type: none"> <li>■ Predictable levels</li> <li>■ Too simplistic</li> <li>■ No lasting appeal</li> </ul> |
|---------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|



■ First-person shooting without the shooting. Instead you get various close combat weapons such as this electric baton.

jump move. However, with the assault patterns limited to a handful of slashing attacks and minor blocks, both become redundant as the game falls into a tedious routine of slicing a few foes as quickly as possible in order to progress. Further meat is added to the game's skeletal frame with plot twists, end-of-level bosses and the ability to transfer into other people's bodies, but it still boils down to a mixed bag of slashing scenes.

*Maken X* is the latest in a long line of Dreamcast titles that offer polish over substance. You can fool some of the people some of the time, but *Maken X* ain't fooling no-one...★★

**Steve Merrett**

### Or you could try...

*Sword of the Berserk*  
Eidos ★★  
This third-person slasher is marginally better.

*Soul Calibur*  
Sega ★★★★★  
The ultimate Dreamcast fighting title has yet to be beaten.



## PLASMA SWORD

- Publisher: **Capcom/Virgin**
- Developer: **Capcom**
- Release date: **August**
- Price: **£34.99**
- Players: **1-2**
- Extras: **VM Unit**

■ Considering Capcom is the self-pronounced 'King of the fighting genre', *Plasma Sword* represents yet another slice of beat-'em-up mediocrity. An unnecessary sequel to 1995's *Star Gladiator*, *Plasma Sword* is an unbalanced fighter that has failed to learn anything from its less-than-illustrious predecessor.

While the basic premise is sound – armed aliens enter arenas for three-round bouts – *Plasma Sword* fails on a number of counts. Graphically, it is just about adequate, with the main protagonists animated without panache or any semblance of fluidity, while jaunty backdrops are at odds with the po-faced look dominating the game. Things are enlivened by the assorted special moves, but even these highlight *Plasma Sword*'s Achilles' heel.

The key to Capcom's 2D fighting games is that they are always balanced. The *Street Fighter* series thrives because the characters are evenly matched and every move can be countered and reversed. Capcom has yet to transfer this tight gameplay to 3D, though, and *Plasma Sword* comes over as a very woolly experience.

The blame for this can be laid on weaponry. Each of the 22 fighters has a host of projectile or sword-based moves, dominating which are the Plasma Attacks. These are basically an excuse to drop in a garish backdrop as the player lays into their opponent and lures them closer so they can be lined-up for the combination attacks. But with the aliens trading dozens of blows with little effect on the energy bars, fights become rather protracted and it soon becomes obvious that some characters are considerably more adept than others.

The result is a game that ambles along without direction and never quite gels – but, more worrying, one that fails to adhere to basic Capcom beat-'em-up trademarks; such as taut and balanced action. It has yet to find its feet within the 3D arena and *Plasma Sword* shows no indication that they are improving – in fact, if anything, it's a step backwards.★★ **Steve Merrett**



# New Nintendo 64 Games



■ Ah, Professor Oak. A kindly old fellow and no mistake, even if he does look a bit dodgy.



■ The big, dopey Dragonite. He's cute though.



## Game info

- Publisher: **Nintendo**
- Developer: **Nintendo**
- Price: **£40**
- Release date: **September**
- Players: **1**
- Extras: **Rumble pak**

**Arcade**  
**Nintendo 64**  
**Game of**  
**the Month**



■ Koffing. A fine example of the dangers of smoking.

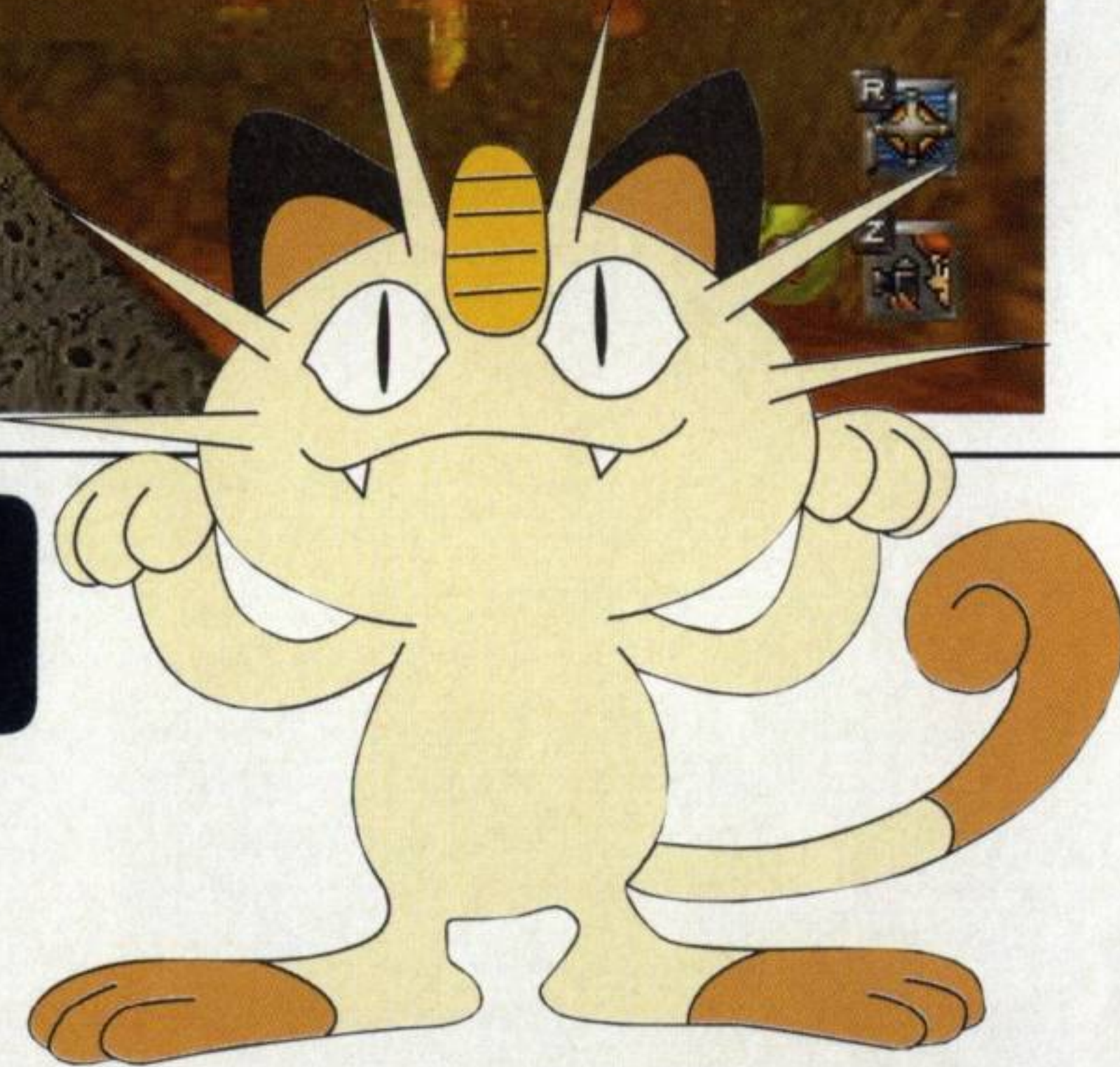


# POKÉMON SNAP

## GOTTA PHOTOGRAPH 'EM ALL.

**It would take a brave company indeed to take what is, arguably, the world's biggest-money spinning gaming franchise, and proceed to make a title that resembles nothing more than a day out at Longleat. Except with Pocket Monsters taking the place of giraffes, lions and psychotic baboons. It could never work. Could it?**

Unbelievably, yes – here is the proof. And the biggest surprise is not that *Pokémon Snap* works on any kind of level at all, but that it works fantastically well. Nintendo has always been a company that strives first and foremost to make their games *fun*, irrespective of content or subject matter. *Pokémon Snap* sticks to this premise; it is hugely addictive and will have you foregoing sleep just for one more photo of Pikachu on a surfboard. It is also surprisingly deep. Forget all the debates about Nintendo just making 'games for kids'. *Pokémon Snap* is tremendously entertaining, and is all we should ask for from videogames.



The basic structure is thus: through six environmentally-different courses, you're charged with photographing Pokémon in their natural habitat – in order to obtain Pokémon data for Professor Oak. You travel around the course in Zero One, an all-terrain vehicle that runs 'on-rails' which you can't steer. You can, however, speed the jalopy up, or bring it to a dead halt by deliberately ramming objects (ie, Pokémon) that wander on to the track. You do have full 360 degree movement for photographing purposes though, and you'll eventually get three different objects with which to further entice the pocket cuties that surround you.

Initially you'll simply meander through the first couple of levels snapping Pokémon frolicking with each other; however, the addition of Pokémon Food, Pester balls (gas-filled bombs, basically) and a handy Pokéflute will allow you to interact with, and garner different reactions from different Pokémon. They'll squabble over food, attack each other, pull different poses, even dance.





■ Here, Squirtle does his best zombie impression, obviously harbouring ambitions to be in the next *Resident Evil*. Possibly.

## IT'S A BRAVE COMPANY THAT DEVELOPS A GAME RESEMBLING LONGLEAT WITH POCKET MONSTERS.

Once you've run out of snapping time or have used your quota of exposures Professor Oak will award points on content, pose and type of action. There is always room for improvement and you'll be aching to beat your scores for a long time. There's more to the game than this though – by making certain Pokémon do certain things, you can string chains of events together to snap wonderful set-pieces. For instance, at one point you'll see a lone Pikachu near a huge egg. Entice the Pikachu to the egg with food, play the flute to make him activate an electrical attack and a huge Zapdos will hatch. He'll then fly over a generator, activating it and uncovering a secret towards the end of the level.



■ Everybody's favourite little yellow rat-beast, Pikachu. Pictures like this will please Professor Oak no end – just be sure not to stand too close. It could be very painful indeed.

Showing just how much thought has actually gone into this game which at the outset seemed a simple cash-in.

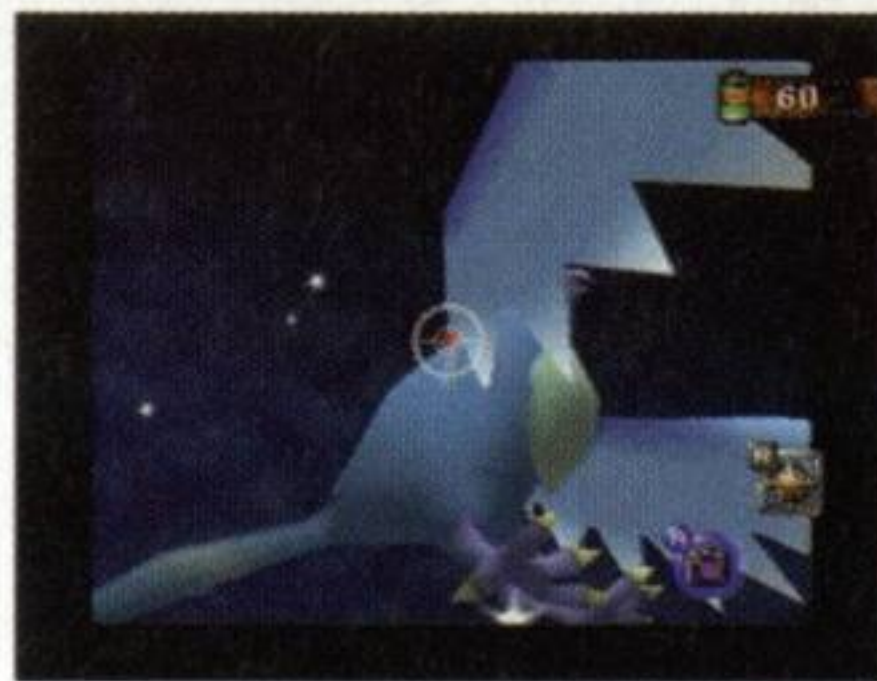
However, despite the off-beat subject matter and superlative execution of the game, it has a few flaws. One being that the game is too short. Although the six courses are stuffed with Pokémon – some of which evolve – and the eventual high-score challenge adds some replay, you'll see most of what the game has to offer in a couple of days or so. Also there are only 63 Pokémon in the game, so you're not guaranteed to see your favourite. And although there's no multiplayer mode, this is still a rich, rewarding and refreshingly innocent game which is simply a blast to play. It's nice to see Nintendo, whilst milking Pokémon for all it's worth, have at least got the passion and integrity to make something fresh from the franchise. ★★★★★

**Jes Bickham**

### Or you could try...

**Pokémon Stadium, Nintendo** ★★  
Excellent add-on to the Game Boy game, but one that means nothing without it.

**Pilotwings 64, Nintendo** ★★★★★  
Utterly sublime – and oddly surreal – flight sim with human cannonballs.



↑ Uppers & Downers ↓	
<b>Developed</b> ■ Superb Concept... ■ ...and superb execution ■ Highly addictive	<b>Exposed</b> ■ The tracks are too short ■ Only 63 Pokémon

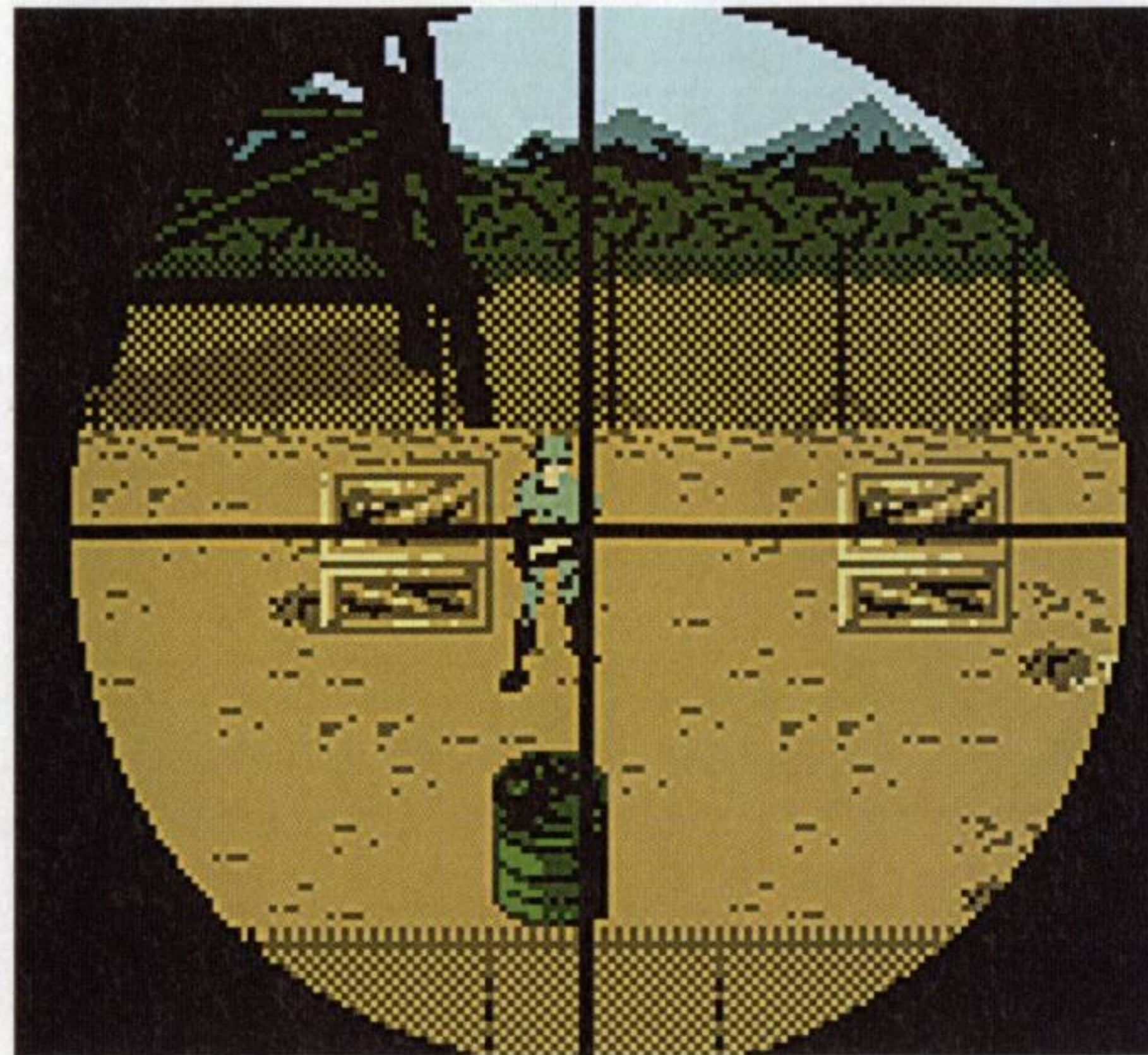
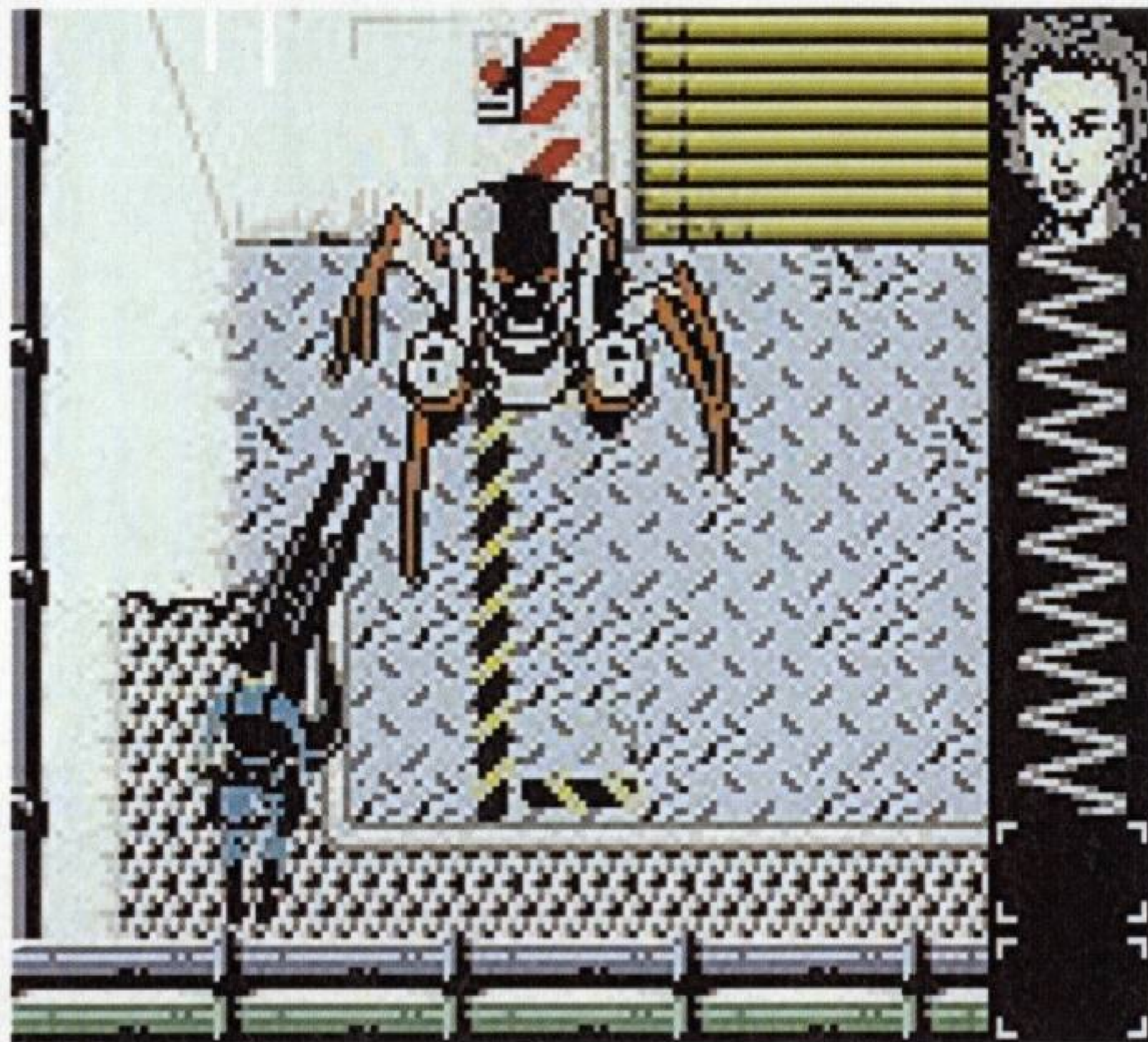






■ Bearded Daniel Carrington is on hand for useful hints.

■ *Perfect Dark* has something for everyone, with a stunning array of mini-games and tricky challenges.



## Game info

- Format: **Game Boy Color only**
- Publisher: **Rare**
- Developer: **Rare**
- Release date: **Out now**
- Price: **£25**
- Players: **1-2 (with link-up)**

## ↑ Uppers & Downers ↓

- |                                                                                                                                                                              |                                                                                                                                                                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Joanna Dark</b></p> <ul style="list-style-type: none"> <li>■ Loads of different mini-games</li> <li>■ Sound effects and speech</li> <li>■ Two-player option</li> </ul> | <p><b>Joanna Dork</b></p> <ul style="list-style-type: none"> <li>■ Can be very tricky – no learning curve</li> <li>■ Not as good as <i>Metal Gear Solid</i></li> </ul> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



■ Joanna leaves a trail of corpses in the cyborg factory.



■ Search enemy bodies for weapons, ammo and health.

# PERFECT DARK

## RARE'S VIOLENCE-LOVING N64 HEROINE STORMS ONTO THE GAME BOY.

**J**oanna Dark has already become a leathered-up legend on the N64, dispatching nasty adversaries from all corners of the universe in a blood-spilling, high-tech first-person blaster. Now the sexy assassin has aimed her sniper rifle sights at the Game Boy, but has she the ammo to repeat her successful shoot 'n' stealth exploits on the 8-Bit format?

The answer is a resounding 'yes' – *Perfect Dark* is an extremely impressive title that breaks new ground in its use of the Game Boy's limited technology. The Rumble-equipped pak is bulging with a huge adventure, multiplayer option, Game Boy printer pictures, a multitude of mini-games and cut-scenes that feature characters talking to each other with sampled speech.

*Perfect Dark* is a prequel to the N64 game and follows Joanna's progress as she begins her counter-terrorist career for the Carrington Institute. Once the intensive training has been completed, the adventure takes our heroine on an action-packed journey around the globe, battling evil cyborg factories, megalomaniac villains and intergalactic dataDyne conspiracies.

The main element of the game thrusts you into a dangerous isometric 3D world, where you have to sneak about rescuing hostages, defusing/planting explosive devices and accessing door codes. Trying to stop you is an army of twisted enemies, who can be killed with a cache of satisfyingly meaty weaponry including machine guns, shotguns and rocket launchers.

As you progress through *Perfect Dark* you're presented with a host of excellent mini-games; favourites include a superb top-down *Spy Hunter* clone called *Jungle Chase*, a frantic side-scrolling shoot-'em-up *River Crossing* and a wicked *Sniper Mode* that allows you to pick off distant targets with CIA efficiency.

Graphics are impressive, presenting smoothly animated characters, large detailed sprites of enemy gunships and backgrounds packed with sparkling rivers, flashing computer screens and machinery. Even more astounding are the sound snippets: soldiers screaming "Medic!" when shot, weapon-reload effects, shotgun blasts and long pieces of expertly-produced speech. The crunching sound effects

coupled with the visceral spurt of blood when you shoot victims give the game a healthy smattering of ultraviolence.

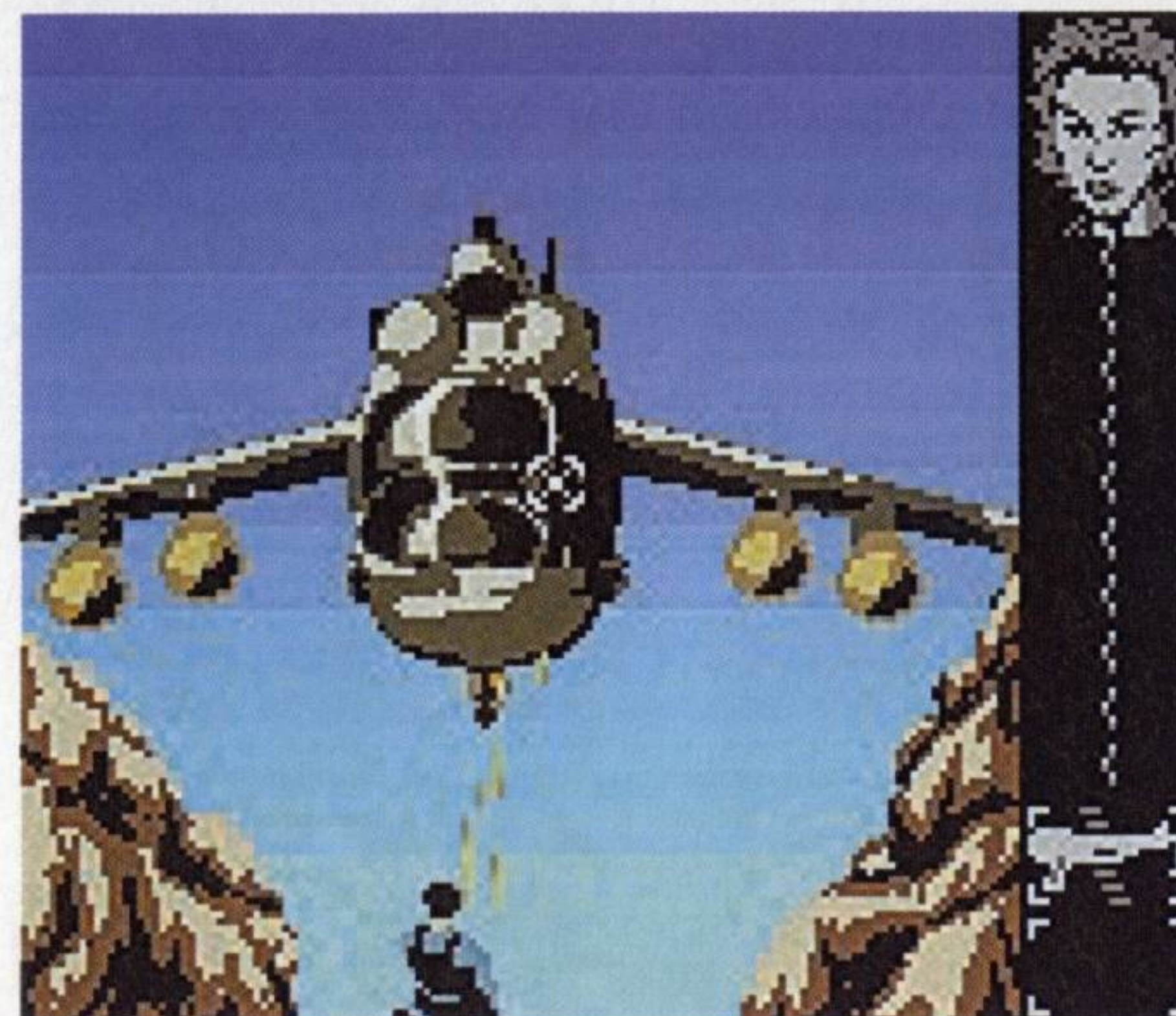
As well as the single-player, *Perfect Dark* includes an inspired collection of multiplayer games that allow you to link up with a friend and enjoy a deathmatch or capture the flag. You can also use the Transfer Pak to open up extra cheats and gizmos in the N64 version of the game – if only Rare had kept the face-mapping facility.

On the downside, there's one annoying element that sometimes leaves you hitting your head against hard objects in frustration – no learning curve. The game is difficult at the start and doesn't get any easier, with some larger levels taking a *long* time to complete because Joanna goes back to the beginning if killed in action. However, Rare has produced such a highly polished and addictive adventure that you'll be returning again and again until you've defeated every boss, discovered all the weapons and found every secret. Not *Perfect Dark* but *As-damn-well-near-Perfect-as-you-can-get Dark*. ★★★★★ **Jamie Sefton**

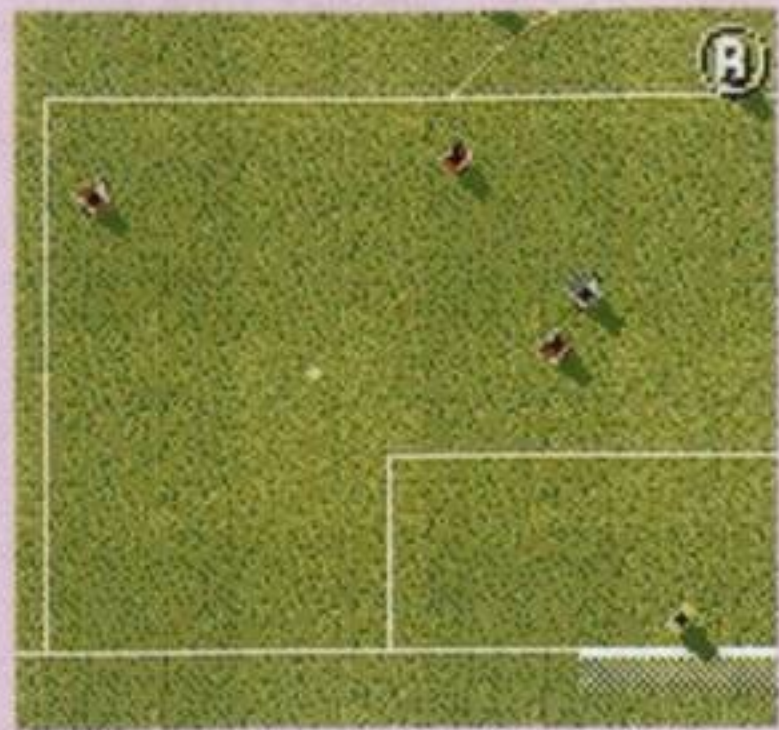
### Or you could try...

**Metal Gear Solid**  
Konami ★★★★★  
Brilliant stealth-sim with enthralling gameplay.

**Tomb Raider**  
Eidos ★★★★★  
Superb platformer starring another well-known femme fatale.







■ Match graphics are the top-down Sensi-type.



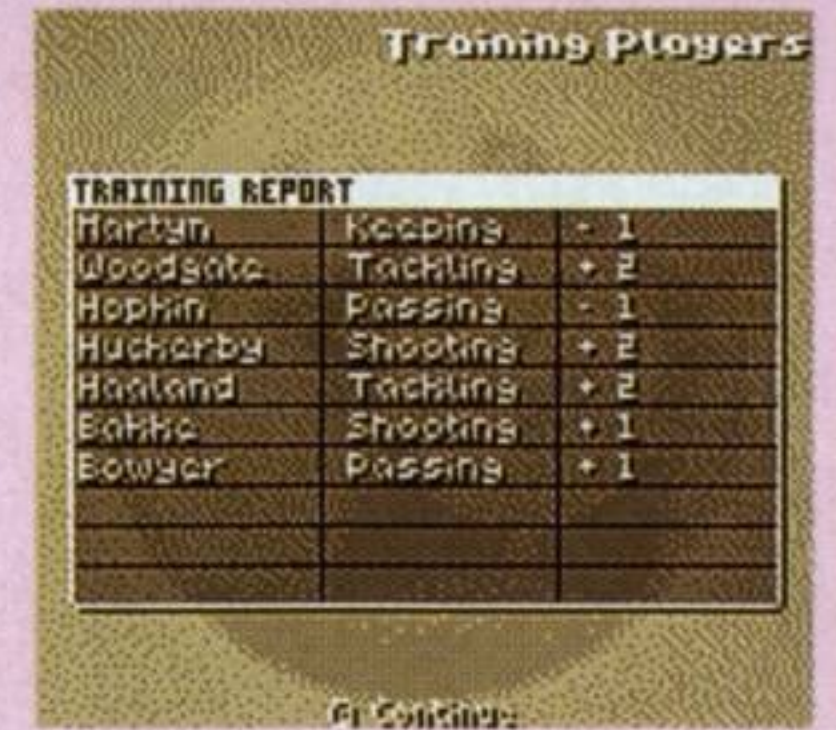
■ Statto would definitely appreciate the menu screen.



■ How depressing – Man Utd at the top of the league again.



■ Goal! During a match you're bombarded with information.



■ Skill and fitness training improves performances.

# O'LEARY MANAGER 2000

BE A BUDDING BIG RON IN THIS FANTASTIC FOOTBALL EXTRAVAGANZA.

If you've enjoyed the fast and incredibly enjoyable footie festival that is *David O'Leary's Total Soccer 2000*, prepare for some fantastic news – UbiSoft's follow-up is even better. *O'Leary Manager 2000* has all the wonderful graphics and gameplay of the original with the addition of a comprehensive and utterly enthralling management simulation.

You start the game with several choices of how to play, including the classic *Sensible Soccer*-style one-off match against a computer or human opponent or a half-way house of *Player Manager*, which mixes frenetic arcade action with the day-to-day running of a club. However if you want the complete sheepskin coat-wearing, cigar-smoking football coach experience, the Full Manager option is the most involving and addictive you can get.

Teams can be chosen from the top two leagues in England, Italy, Germany, Holland and France – although national teams are still unavailable. Management in the game consists of picking your squad, training, working out formations and tactics and dealing with injuries and suspensions. You can also check your finances, league position, top goalscorers and transfer market for buying and selling players.

There are enough statistics and choices during *O'Leary Manager 2000* to enjoy tinkering with your team, without you having to plough through useless features, such as the setting of hotdog prices. When you finally play a match, you're presented with a nifty screen that gives a running commentary of the game, statistics such as percentage of possession and a football pitch that shows where the action is taking place. If there's any goal-mouth action, you're given edited highlights using the in-game graphics, which although repeat themselves often, really add to the excitement.

*O'Leary Manager 2000* is incredibly comprehensive, with a full season consisting of league matches plus two domestic and European cups. Annoyingly the game does throw up a plethora of injuries at the beginning of a season, which at one point left the *Arcade* team with only five players fit to play. Also all the statistics and teams are from the beginning of the 1999/2000, which means it is somewhat out of date. However, these are just minor faults in a wickedly compulsive football title that'll keep the Game Boy glued to your hands for months. ★★★★★

Jamie Sefton

Or you could try...

David O'Leary's Total Soccer 2000  
UbiSoft ★★★★★  
Now the second-best Game Boy football title – still a cracker.

Mario Golf  
Nintendo ★★★★★  
Superb golfing sim with gameplay by the bunkerful.

## Game info

- Format: Game Boy Color only
- Publisher: UbiSoft
- Developer: Live Media
- Release date: Out now
- Price: £25
- Players: 1-2 (with link-up)

## ↑ Uppers & Downers ↓

- | O'Leary                         | O'Dreary                        |
|---------------------------------|---------------------------------|
| ■ Incredibly addictive          | ■ Last year's players and stats |
| ■ Brilliant management gameplay | ■ No national squads            |
| ■ Two-player link-up            | ■ Too many injuries             |



■ One-on-one against the keeper! Can he tuck it away?

## Game Boy roundup

A world of videogaming in itty-bitty cartridges

Words by | Jamie Sefton



### TOONSYLVANIA

- Publisher: UbiSoft
- Developer: RFX Interactive
- Release date: Out now
- Price: £25
- Players: 1

■ Silly, uneventful slice of platforming action, set in a cartoon world inhabited by spiders, killer plants, ghosts and other haunted characters. Guide hunchback hero Igor in his search through many spooky levels for all the body parts of Dr Frankenstein's monster. Puzzle solving is a simple task of activating switches, picking up potions and defeating foes. Not bad, but ultimately quite bland. ★★



### AUSTIN POWERS "OH, BEHAVE!"

- Publisher: Take 2
- Developer: Tarantula
- Release date: Out now
- Price: £25
- Players: 1-2

■ A groovy collection of activities with fantastic presentation that pokes fun at the Microsoft Windows desktop. Features sampled snippets of speech, screensavers and mini-games – the best being a Mojo Maze. A Dr Evil version of the cartridge is also available giving you access to the nasty megalomaniac's pocket PC. Fabulous Sixties nonsense. ★★★★★



### EL DORADO

- Publisher: UbiSoft
- Developer: Planet
- Release date: Out now
- Price: £25
- Players: 1

■ Yet another movie tie-in – this time with the DreamWorks animated adventure *Gold and Glory: The Road to El Dorado*. This is a very playable platformer, with smooth animation, great sound effects and many different levels ranging from pirate ships, monkey-infested Amazonian jungles and underground caverns with huge slippery slides. Simplistic, but very enjoyable nevertheless. ★★★★★



### HYPE THE TIME QUEST

- Publisher: UbiSoft
- Developer: Planet
- Release date: Out now
- Price: £25
- Players: 1

■ Kiddie RPG based on the Playmobil figures, with what looks like exactly the same platformer graphics engine as UbiSoft's other release this month, *El Dorado*. Take your brave toy on a tiresome journey to free a land from evil magic by collecting sacred objects and vanquishing enemies. It's shallow stuff that the vastly superior *Zelda DX* dumps upon from a great height. ★★



### WACKY RACES

- Publisher: Infogrames
- Developer: Infogrames
- Release date: Out now
- Price: £25
- Players: 1

■ Madcap racing hijinks with the cartoon legends of Penelope Pitstop, the Ant Hill Mob and of course, Dastardly and Muttley. Impressive colourful graphics with loads of characters and tracks, an armoury of weapons and power-ups and a host of gaming options – including an addictive Endurance Mode. No two-player action, but if you're a fan of the Hanna-Barbera series, you'll love it. ★★★★★



### TONKA RACEWAY

- Publisher: Hasbro
- Developer: Morning Star
- Release date: Out now
- Price: £25
- Players: 1-2

■ A mind-numbingly dull top-down racing game featuring the indestructible Tonka toys. You can drive a bulldozer, racing car, dumper truck or 4x4 – but they all handle in the same difficult way. Although there are different environments, numerous courses and a good rumble feature, gameplay is terribly monotonous and about as much fun as an M5 motorway journey. ★





■ (Above) That looks like Manchester United... but why are they letting Sheringham take the free kicks?



■ (Left) The agony and the ecstasy. Either over the moon or sick as a parrot.

## Game info

- Publisher: Gaelco
- Developer: Gaelco
- Players: 1-4
- Release date: Out now

## ↑ Uppers & Downers ↓

### Free kick

- Flexible football interface
- Realistic 11-a-side action
- Great replay feature

### Red card

- No licensed teams
- No combination play
- Limited camera angles

# FOOTBALL POWER

IF ENGLAND'S EXIT FROM EURO 2000 HAS LEFT YOU WANTING MORE, GET DOWN TO YOUR LOCAL ARCADE AND SATISFY THOSE FOOTIE CRAVINGS.

**F**ootball Power is the second release of the year to employ a football interface, at the bottom of the game for players to kick, rather than rely solely on the button/joystick combination. The first was from Namco, and prompted the inevitable complaints in some quarters about lack of realism and poor representation of players' intentions. "My mate's brother had trials with Brentford's reserves, you know, and this thing just ain't right," grumbled countless wannabes and 'could've been a contender' types in the arcades of Peckham.

Well no excuses this time, because Gaelco has produced the goods. And despite its reputation as a producer of somewhat wacky games (the street luge racing *Rolling eXtreme* being the latest), Gaelco has come up with a realistic piece. While Namco's *World Kicks* was based on a five-a-side variant, with up to four players taking on the role of a player each, *Football Power* replicates the authentic 11-a-side format, and is for two players only. Better still, the ball is three dimensional, and thus responds to the direction in which you kick it, rather than leaving you with a broken foot if you had the audacity to try a Beckham curler into the top corner.

With a full pitch to freely roam around plus computer programmed team-mates there can be few excuses for a misplaced pass. The Spanish certainly know a thing or two about football, and Gaelco has done a good job of ensuring that players always take up good positions in

which to pass them the ball, giving you the opportunity to string together a few passes.

There is only one main criticism of *Football Power* and that is to do with the screen which shows a very tiny section of the pitch at any one time, rather than the whole lot, thus making it difficult to launch those 60 yard crossfield balls direct to a team-mate's feet. An airborne, panoramic view of the action, à la the Sky aircam, would have been a nice touch in the corner of the screen. In fact the camera angles are a bit limited in general, excepting the laudable replay feature, which allows you to enjoy goals from a variety of angles, to the prolonged acclaim of the crowd.

As ever, playing against a real opponent is much more satisfying than taking on the machine, if only due to the fact that the machine turns into a metamorphosis of Zinedine Zidane, Rui Costa and Edgar Davids after you pass the first stage. Which is when you could do with the facility to team up with another player to take on the computer double-handed. At least taking on the machine allows for some spectacular goals (albeit, mainly scored by the computer) which actually look like overhead kicks and mazy dribbles, rather than the random contortion of limbs loosely represented by traditional Japanese graphics.

Gaelco is supposedly taking the game a stage further by linking machines remotely, thus allowing competition between players in different locations. Add to this the dedicated Web site which Gaelco has given over for players to record high scores, and Namco has found itself with a real contender. ★★★★★

Guy Woodward



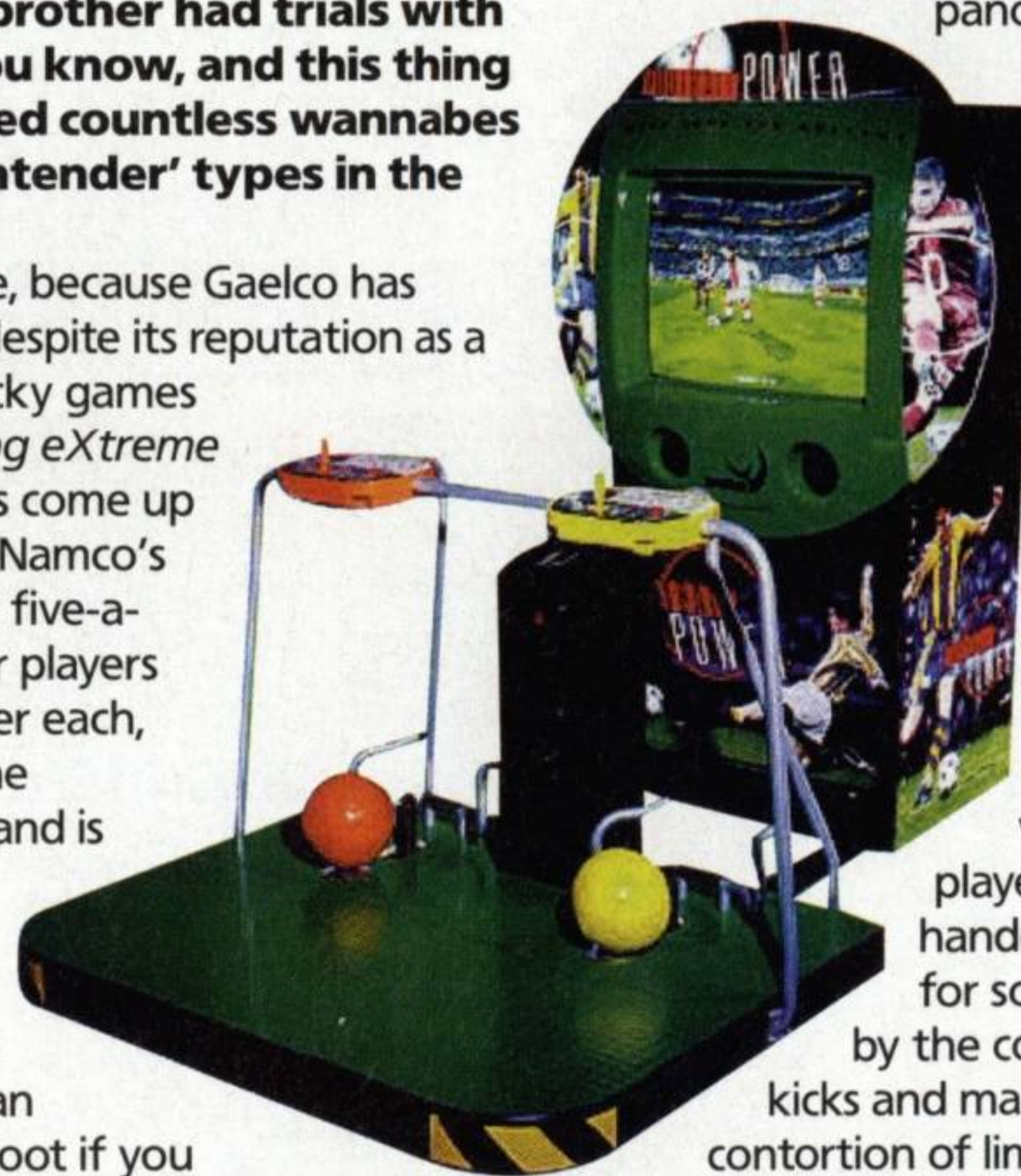
■ Dribbling is simple and satisfying.



■ Nil-nil draws are enlivened by the ace penalty shootout.



■ Football Power generates a real big match atmosphere.





Online gaming

# THE SPACE RACE

It's taken time, but space sims are finally catching up on their on-line rivals...

**S**pace has almost certainly been the final frontier when it comes to online play. Lagging behind the progress of 3D shooters, RPG and strategy games, it's only recently that space sims have become as sophisticated and enjoyable over the Net as its rival genres.

Since *X-Wing Vs TIE Fighter* set the precedent, quality online sims have been in reasonable, if not frequent supply. Generally pitting you as a lone pilot dogfighting against a server full of similarly agile opponents, games such as *Starlancer*, *Freespace 2* and *X-Wing Alliance* provide real alternatives to the usual Net fodder.

Key to their unique status is the enormous potential for co-operative play. Indeed, the initial fear that free-for-all space sims would be little more than groups of circling pilots all desperately trying to achieve a missile lock, seem to have been well founded.

Deathmatch space sim-style can be fun, but the pitch black voids of space can render lengthy dogfights tiresome and repetitive, and the best examples – such as *Freespace 2* – are those that offer decorative background nebulae and impressive particle effects too. Co-operative play, on the other hand, allows for not only tactical flying, but introduces

objectives that must be satisfied in order to achieve victory. Unlike first-person team games such as *Capture The Flag*, space sim co-op play is able to focus more on fighting against seemingly overwhelming odds – from taking out enemy freighters and cruisers, to clearing minefields and – participating in group dogfights, too.

The template of fighting and trading that the classic *Elite* spawned, has yet to be replicated successfully online, although Microsoft's recent multiplayer-only title, *Allegiance*, is heading in the right direction. You, along with a possible 349 other budding Han Solos, are thrown into the frontline; the best pilots prosper – via variations on real-time strategy and RPG elements – but it's your skill at manoeuvring in full 3D, and taking out as many enemy ships as possible that will ultimately see you winning extra stripes.

*Allegiance* is online only then, but there are still a number of great space sims that offer innovative multiplayer options as a diversion from their single-player bulk. *Starlancer* for instance, again from Microsoft, is ostensibly a by-the-number space shooter that takes the *Wing Commander* series as its inspiration. Look further though, and there's plenty of disparate options to keep you busy: *Tag Bomb*, for example, is based on each player having a bomb aboard their ship. The first-person shot down sees their bomb's timer start ticking. Kill someone else before the explosion, and the countdown transfers to them...

In truth, it's only via innovative thinking such as this that gamers' interest in online space sims (and their subsequent success) will be assured. With FPSs, RPGs, and strategy games becoming ever more sophisticated in terms of on-line play, the competition for your business is intense. *Allegiance* may yet prove to be the big breakthrough needed, but the real future hope must lie with the next in the *Elite* series (if rumours are to be believed, it's already in development). As always, you'll read it here first.



## IN SPACE ON THE NET

The places to visit for stellar sim action.

### Official Allegiance Site

[www.microsoft.com/games/allegiance/home](http://www.microsoft.com/games/allegiance/home)

The place to go to find out about Microsoft's vast new online-only space sim. It's got huge potential, but the next few months will see whether it gains the necessary support.



### Wireplay

[www.wireplay.com](http://www.wireplay.com)

The free, online multiplayer gaming service and community from Gameplay offers support for space shooters such as *X-Wing Alliance*, *Starlancer*, *Descent 1* and *2* and *Forsaken*.



### Volition

[www.volition-inc.com](http://www.volition-inc.com)

The homepage of the splinter company which went on to develop both *Freespace* and its sequel. Volition are inextricably linked with Parallax and Outrage – the creators of the original *Descent* games.



### Digital Anvil

[www.digitalanvil.com](http://www.digitalanvil.com)

With *Starlancer* out the door, ex-*Wing Commander* developers DA are concentrating work on *Freelancer* – an incredible looking multiplayer sequel. This has 'The Next Big Thing' written all over it.



Online space sims like *Allegiance* are due to rocket in popularity very soon.





R.I.P:  
**OCTOBER 25**  
**NO MORE.**



LAUNCH DATE:  
**OCTOBER 26**



EUROPE'S FIRST MAGAZINE DEDICATED TO PLAYSTATION 2 GAMING

**FREE!** METAL GEAR SOLID 2 VIDEO WITH ISSUE #01

LAUNCH DATE:

**SEPTEMBER 01**

**KNOW MORE.**



MIXED BAG



### Sound Station

- For: **PlayStation/PC/Dreamcast**
- Price: **£50**
- Available from: **Logic 3 on 0208 902 2211**

■ It's a great pity that the sound quality of these 300W speakers doesn't live up to the excellent cool, clear iMac styling.

The Sound Station can be used with a range of sources including a home PC or CD player. Bass for the unit is fantastic, with a thunderous lower frequency that makes *Quake III* sound monstrously scary. But the

mid-range is disappointing, with speech particularly muddy and poorly defined. The other sounds also seem to fight desperately for their own cramped space in the stereo field of the two small satellite speakers.

You can alter the bass volume, but there aren't any other tone controls for shaping the sound to suit the acoustics of a room and distortion seemed to occur on certain games titles. If you're lucky enough to own a stereo TV there's not much point in buying these speakers, but even if you haven't, you'd be best advised to look and listen elsewhere. ★★

GAME BOY GUBBINS



### Xploder GB

- For: **Game Boy**
- Price: **£25**
- Available from: **Blaze on 01302 325225**

■ This month's second cheat cartridge is for dishonest Game Boy owners. Xploder is a bulky device that allows access to a new selection of codes and cheats for various titles, including *Pokémon Red & Blue*. Activate cheats by plugging your game in the Xploder, slotting the whole bulky plastic collection into your pocket pal, turning on,

selecting a code and starting the game. Results were varied, with some codes refusing to work on *Defender/Joust*, whereas others worked brilliantly – such as the 'Player 1 always wins' cheat on *Pong*.

The biggest disappointment was the obvious lack of Game Boy Color titles, with *Super Mario Bros DX* being the most obvious omission – although you can check a host of Xploder/Action Replay/ Gameshark Web sites and expensive phone lines for more codes. A fun product let down by a few inconsistencies and lack of onboard Game Boy Color codes. ★★★



A Our Choice

### Action Replay CDX

- For: **Dreamcast**
- Price: **£30**
- Available from: **Datel on 0845 601 0015**

■ There are plenty of ways to cheat your way to victory on the Dreamcast, including *Arcade's* very own Kick Ass pages. However, if you want to get access to cheats that even the games manufacturers didn't have, then treat yourself to this fabulous gizmo. Action Replay CDX is a package that includes a tutorial video, a

cartridge that plugs into a Dreamcast controller and a disc that provides all the cheats. You simply load in the software, choose which game cheats you want to activate, upload them onto the cartridge and slap in your chosen game.

It's packed with cheats for the latest titles, including *Crazy Taxi*, plus extra game codes can be added. It's fantastic for squeezing extra gameplay from titles such as *Soul Calibur*, where you can choose a cheat that makes your character vulnerable to one hit from the opposition. Pricey, but still a worthy purchase. ★★★★★



### Recharger and Adaptor

- For: **Game Boy**
- Price: **£13**
- Available from: **Wild Things on 02920 755 774**

■ Spending money on batteries is, frankly, a pain in the arse – it's bloomin' expensive and wasteful of the planet's resources. So, to do your bit for the environment and save a small fortune, *Arcade* urges you to invest in a battery pack for your Game Boy.

The Wild Things package provides a handy adaptor, so you can plug your Game

Boy into the mains and a rechargeable pack that slots into the battery compartment. Recharging takes approximately 15 hours giving up to nine hours playing time and after just a couple of energy top-ups, the package will have easily paid for itself.

This isn't the most gorgeous-looking peripheral ever made and the pack sticks quite a way out of the back of the Game Boy, but it's comfortable to use and extremely good value. Buy one and impress friends with your eco-friendly platforming prowess. ★★★★★



# THE FUTURE OF GAMES

Next month

Ever wondered what games you might be playing in ten years time? Or when Virtual Reality might actually become any good? Or how you get to play as yourself in *Quake III* and *Half-Life*? All is revealed in *Arcade 24*.

The videogames magazine

# Arcade

Plus! **Tony Hawk's Pro Skater 2** reviewed!

ALSO: ALIEN RESURRECTION, METROPOLIS STREET RACER AND EVEN MORE ON METAL GEAR SOLID 2!

**Arcade 24 on sale Friday 8 September**

Contents subject to change

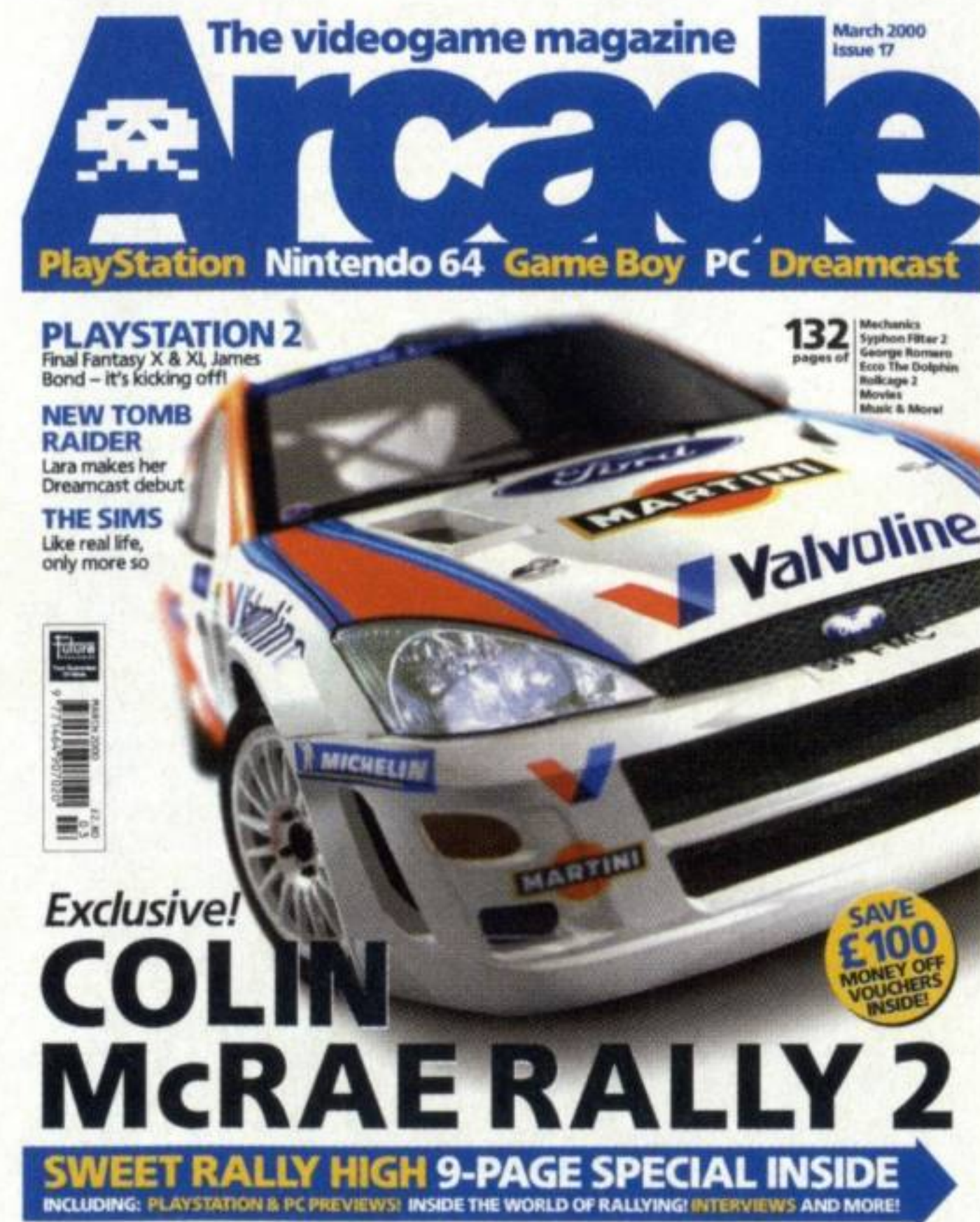


# Arcade

## Back issues

We know you wouldn't dream of buying a game without first consulting the oracle that is *Arcade*. So if you missed an old issue, now's your chance to get hold of it...

Issue 17 March



■ Thumping *Colin McRae Rally 2* preview, racing with the car mechanics and Dreamcast Lara.

Issue 18 April



■ Exclusive details of *The World Is Not Enough*, PlayStation2 festival and the future of handhelds.

Issue 19 May



■ Exhaustive PlayStation2 feature, the real life *Soldier Of Fortune* and a talk with Trip Hawkins.

Issue 20 June



■ *Perfect Dark*, the sequel to *GoldenEye*, arrives on the N64, plus online gaming on the Dreamcast.

Issue 21 July



■ Snake sneaks back – a first look at *Metal Gear Solid 2*, we visit E3 and *Driver 2* hits the gas.

Issue 22 August



■ Exclusive shots of *Quake III*, plus *Half-Life* and *DoA2* on Dreamcast. *MG2* comes to PlayStation.

## A Back issues

If you fancy getting hold of a back issue, all you need to do is tick the relevant box on this coupon and fill out the details. Make sure you've remembered to put the wedge and the coupon in the envelope, and send the whole lot to: **Arcade Back Issues, Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR.** Overseas readers should send the form to: **Future Publishing Ltd, Cary Court, Somerton, Somerset, England TA11 6TB.** However, if you long for human contact, call the hotline on 01458 271126.

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# The A-List

## Arcade's Top 20 PlayStation games

**WIN!!!**

WRITE IN WITH YOUR TOP FIVE AND WIN A GAME OF YOUR CHOICE!

Your top five can be just about anything you put your mind to: your top five most exhausting games, your top five sexiest female characters, your top five bloodiest games, anything you fancy. The most important thing is that it's innovative and new. Oh, and make us laugh and we'll give you extra special consideration.

SENT IN BY DAVID HAYLESBURY OF STOKE

TOP 5 PLAYSTATION GAMES SOUND GOOD IN YOUR STEREO



**1 Wipeout 3**

Sony  
Paul Van Dyk, Orbital, The Chemicals and crew go trance-tastic. Tune!

**2 Thrasher: Skate and Destroy**

THQ  
Take it back to the old-skool playground. Stetsasonic and Public Enemy lead the way.

**3 Gran Turismo**

Sony  
Ash, Garbage and Feeder provide the fuel at drivetime.

**4 Vib Ribbon**

Sony  
You don't need to see the rabbit jump to hear that crazy Jap sound.

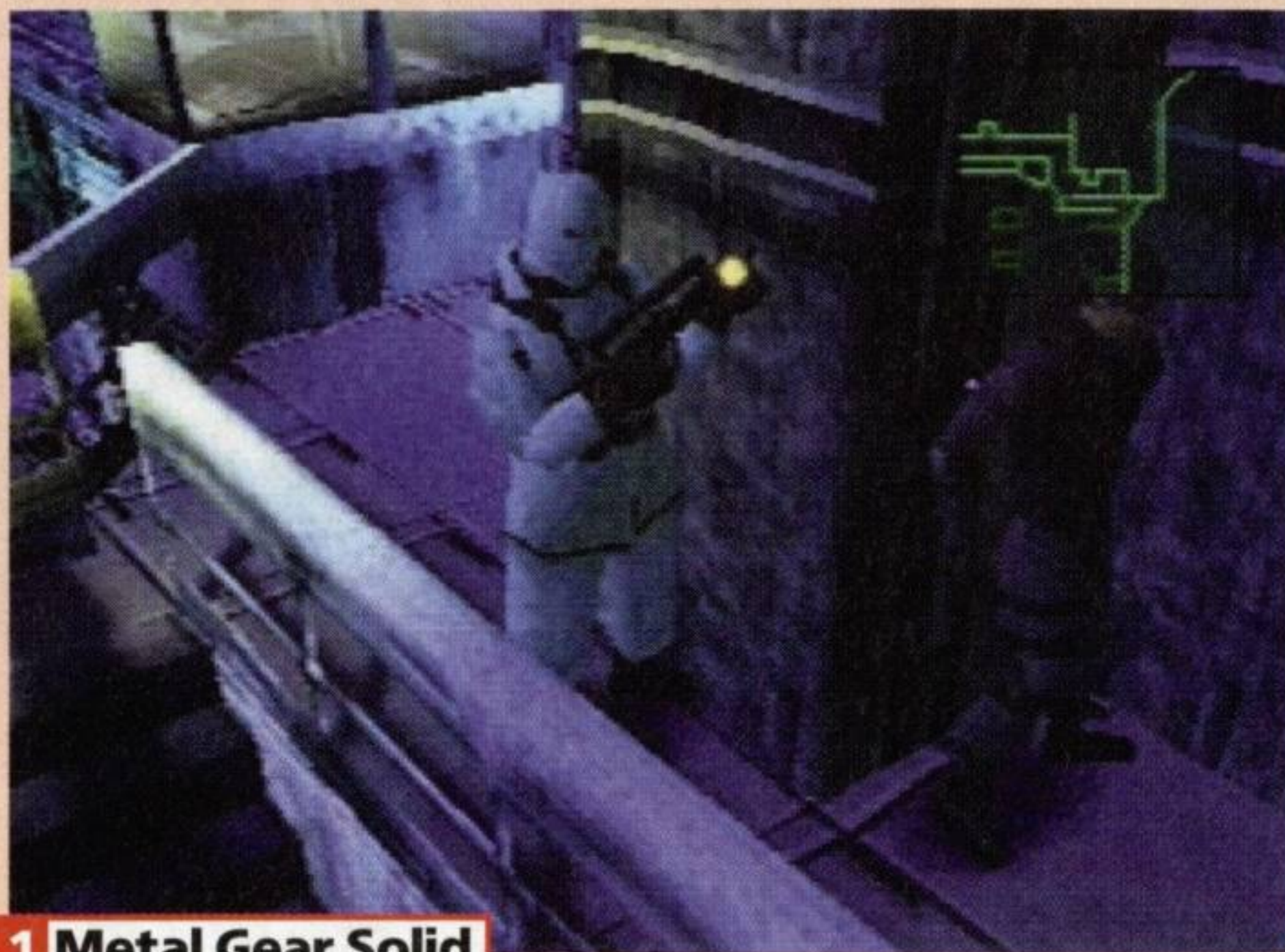
**5 GTA**

Take 2  
Car thieves in parkas – it's ska and mod soul madness.

Don't worry about anything other than your Top 5 games – we'll fill in the rest!

Send your top five to:  
A-List Reader Charts  
Arcade  
30 Monmouth Street  
Bath  
BA1 2BW

or, alternatively, e-mail it to:  
arcade.mag@futurenet.co.uk



**1 Metal Gear Solid**

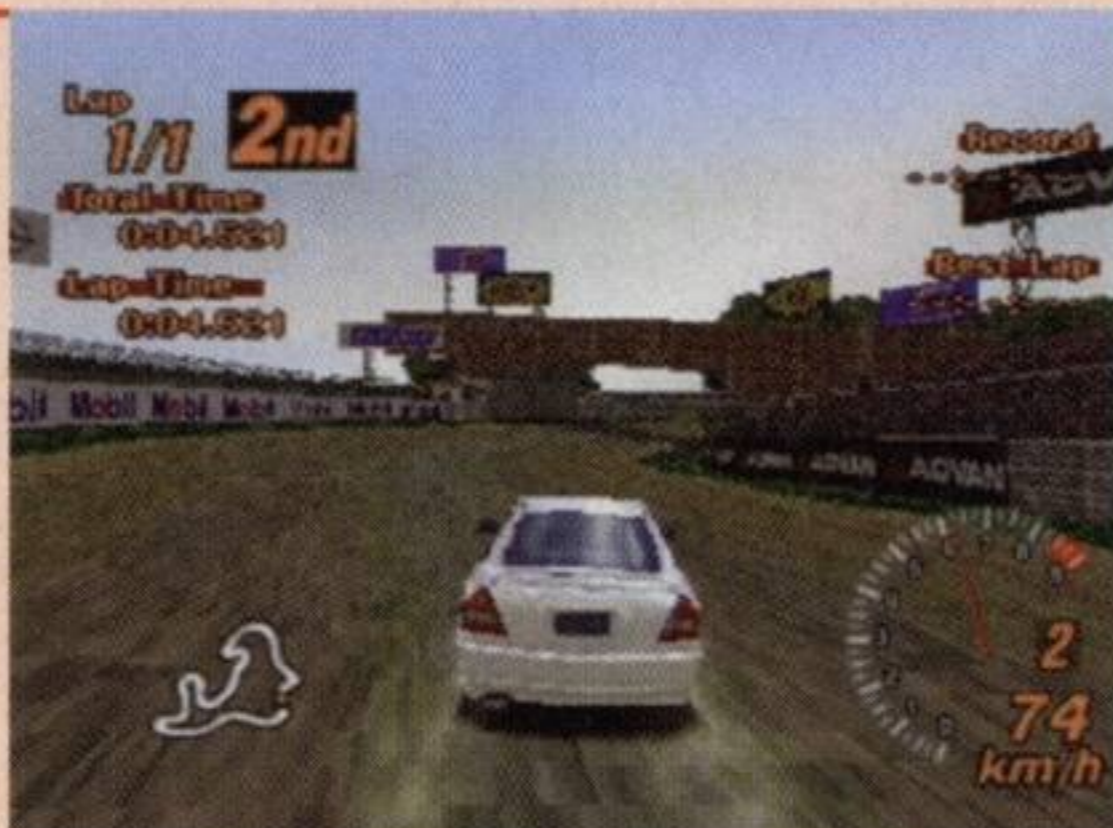
■ Sneaker ■ Konami ■ £40

**Infiltrate a shadowy enemy installation** *Metal Gear Solid* is brilliant – sneak around and avoid detection rather than blasting everything in sight. Despite the end-screen coming around after only a few hours, you'll adore every single minute of play. ★★★★★

**2 Gran Turismo 2**

■ Racer ■ SCE ■ £35

**Get your motor running** With nearly a thousand different cars to get your hands on, loads of tracks to negotiate, the best handling around, plus the chance to retune and upgrade your vehicle, this is quite simply the most comprehensive – and brilliant – driving sim the world has ever seen. For 35 quid – and possibly even less if you dig around in your local gaming emporium – this represents unmissable value for money. ★★★★★



**3 ISS Pro Evolution**

■ Sports ■ Konami ■ £35

**Possible 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 football sim ever made. The two-player game is undeniably the most enjoyable and emotional footie game on any format. With wondrous graphics, amazing depth and compelling gameplay, football has most definitely come home to the PlayStation. ★★★★★



**4 Tekken 3**

■ Fighter ■ Namco ■ £20

**Huge slapfest** A 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 that there's so much to do that it's almost the *Mario* of fighting games. But without the cute stuff, obviously. ★★★★★



**5 Quake II**

■ Shooter ■ Activision ■ £40

**Magnificently violent first-person shooter** A PlayStation conversion of id's classic shouldn't have been possible but *Hammerhead* has pulled it off – big style. With 20 different maps and a stack of massive guns to choose from, the game is, quite frankly, unbelievable. The one-player game is immersive and scary while the multiplayer options are unsurpassed. This really is gaming heaven in hell. ★★★★★



**6 Tomb Raider** ■ Action Adventure ■ Eidos ■ £20

**Baps entertainment** The original and now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



**7 Resident Evil 3** ■ Horror Adventure ■ Eidos ■ £35

**Splatter undead assailants** This part-prequel, part-sequel to *Resident Evil 2* sees feisty survivor Jill Valentine taking on the zombie hordes and avoiding the frightening Nemesis. More brilliant level design, challenging bosses, fantastic scenery and buckets of blood 'n' gore. ★★★★★



**8 Driver** ■ Racer ■ GT Interactive ■ £40

**Stunning-looking Seventies car-chase sim** Rocket through real American cities, evading the filth and causing upset for pedestrians. The missions don't vary much, but as a driving 'toy' *Driver's* unbeaten. Smashing through piles of boxes is thrilling and the replay editor makes for added fun. ★★★★★



**9 Colin McRae Rally 2.0** ■ Racer ■ Codemasters ■ £35

**The sequel motors to the front of the pack** Everything that made the original a triumph and more. Graphics as good as anything on PlayStation, improved opponent AI and an arcade mode that lets you race against five other vehicles. Rally good. ★★★★★



**10 Wipeout 3** ■ Racer ■ Psygnosis ■ £35

**The future of racing** As if the year 2097 wasn't far enough in the future, the Psygnosis boys have set this one in 2116. Every element has been improved and rather than attempt to reinvent the wheel/hover device, the inspiration here is a refreshingly playable back-to-basics approach. ★★★★★



**11 Final Fantasy VIII** ■ RPG ■ SCE ■ £35

**Latest and best instalment of Square's epic RPG series** A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut-scenes that make *Toy Story* look like *South Park*. Bid a fond farewell to your free time. ★★★★★



**12 Silent Hill** ■ Horror Adventure ■ Konami ■ £40

**Chillingly atmospheric scare-'em-up** A seamless *Resident Evil* clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose – all in 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 Micro Machines V3** ■ Racer ■ Codemasters ■ £20

**Tiny cars race around your living room** The old top-down 2D game souped-up into pseudo-3D, and it's a beauty. There are 30 innovative courses, based on kitchen tables and school desks, coupled with a perfect overhead camera, plenty of amusingly behaved vehicles and a multi-player game that's ace. ★★★★★



**15 Ape Escape** ■ Platformer ■ SCE ■ £35

**Satisfying simian search** Catching panicky monkeys with nets refreshes the platforming genre, while the coin collecting sub-quest and bonus games ramp up replayability. The true 3D world looks lovely, the controls are perfect plus it's fun and challenging, too. ★★★★★



**16 LMA Manager** ■ Sport ■ Codemasters ■ £40

**Finely-tuned footballing excellence** Finally, a football manager game on a console that's worth its weight in balls. A great interface, nifty transfer system and the real names of the players create a cracking management sim that even Ruud Gullit could master. Premier League stuff. ★★★★★



**17 Colin McRae Rally** ■ Racer ■ Codemasters ■ £20

**Lifelike rural driving sim** A departure from the usual racing game, as your rally car rattles around countryside tracks with time and damage your only opponents. The variety of terrain and responsive controls give real driving feedback. And it's a bloody bargain at £20. ★★★★★



**18 Fear Effect** ■ Action Adventure ■ Eidos ■ £30

**Stylish, mould-breaking adventure** There are episodes in *Fear Effect* where you really feel like you're playing the most important videogame of recent times. Wonderful graphics and ingenious puzzles, slightly spoilt by quirky controls and long loading times. ★★★★★



**19 Syphon Filter 2** ■ Sneaker ■ SCE ■ £30

**A deadly virus has never been so enjoyable** Gabe is back in a sequel with more sneaking, shooting, bombing and silly running-about-behaviour. Packed with exciting challenges and unreconstructed gunplay, *Syphon Filter* is a good game but just falls short of being an all-time classic. ★★★★★



**20 Anna Kournikova Tennis** ■ Sports ■ SCE ■ £35

**Quirky racket-play** Cute polygonal pros battle it out in a game that's a little more serious than previous *Smash Court Tennis* titles. Sublime controls and an addictive multiplayer feature. In fact, this is by far the best tennis game you can buy – so there. ★★★★★









# The A-list

## Arcade's Top 20 Nintendo 64 games

It's hard to believe that *Perfect Dark*, reviewed two issues ago, was the last N64 release reviewed here at *Arcade*.



### 1 The Legend of Zelda

■ RPG Adventure ■ Nintendo ■ £30

**Best game in the world and that's a fact** Traditional *Zelda* hallmarks wrapped up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. Worthy of all the hype thanks to the genius of Miyamoto. ★★★★★

### 2 Super Mario 64

■ Platformer ■ Nintendo ■ £30

**The king of 3D platformers**

A masterpiece of design and innovation, with huge levels, sublime controls and an incredible, immersive 3D world. Even four years on, *Mario* is still staggering, slowly sucking you in and refusing to let go. Nothing has come close – even Rare's technically brilliant *Banjo-Kazooie* and *Donkey Kong* titles – and there's a reason: *Mario 64* invented a genre, and did it better than anyone else. ★★★★★



### 3 Perfect Dark

■ Shooter ■ Nintendo ■ £50

**Staggering GoldenEye sequel**

The question was never going to be whether *Perfect Dark* would be any good. Rather, *how* good. As it's turned out, *GoldenEye*'s long-awaited sequel is just about as close to perfection as you can get. The endlessly inventive, ingeniously structured one-player levels are backed-up by a lifetime-long multiplayer – and it's really bloody violent too. Astonishing. ★★★★★



### 4 GoldenEye

■ Shooter ■ Nintendo ■ £30

**Stealthy first-person shooter**

A believable and immersive 3D world, with 20 awesome missions – plus two ingenious secret levels bolted on for good measure – taking you from gorgeous snow-covered wastelands to underground Russian silos to grubby men's toilets. One of the best multiplayers ever created and probably the best film licence ever – if you still haven't got it, go out and purchase this immediately. ★★★★★



### 5 Mario Kart 64

■ Racer ■ Nintendo ■ £30

**Cute characters go to the races**

The original comedy racer returns. The single-player game is a lonely – and fairly straightforward – experience but the time trial adds longevity. However, the multiplayer option brings out the best in one of the greatest racers on any platform, and is so addictive it could be classed as an illegal drug. In the three years it's been around there have been many pretenders to its throne, but no successors. ★★★★★



### 6 Donkey Kong 64

■ Platformer ■ Nintendo ■ £60

**Monkey magic** DK and a family of wacky simians return in a huge cartoon adventure. The price of the game is hiked due to the inclusion of an Expansion Pak but the exquisite platforming, enjoyable multiplayer and wealth of hidden secrets make this an essential purchase. ★★★★★



### 7 Jet Force Gemini

■ Shooter ■ Rare ■ £40

**Twin trouble** Rare did it again with this fantastic 3D shoot-'em-up that's big, ballsy and heart-thumpingly exciting. The huge platform exploration, puzzles, great soundtrack and some of the best visuals on the N64 make it an instant classic. ★★★★★



### 8 Shadowman

■ Shooter ■ Acclaim ■ £40

**Chock full of serial killers and all manner of dark grisliness** A tidy, atmospheric next generation *Quake* with a decent plot and lashings of voodoo spookiness. Incredibly big, intelligent, rewarding, challenging and thoroughly deserving of your time. Classic stuff indeed. ★★★★★



### 9 Turok 2

■ Shooter ■ Acclaim ■ £40

**Dino hunting** This looks stunning, and the game itself is helped by impossibly large guns and an end to the precision jumping nonsense that marred the original. The tasks may appear familiar if you're a *Doom* fan though, and on occasions it's too difficult. ★★★★★



### 10 F1 World Grand Prix 2

■ Racer ■ Nintendo ■ £40

**Eddie Irvine simulator** Looking as good as real-life, with all the real cars, drivers, stats and other nonsense. Whether you're an arcade racer or a true F1 fan, there's something here for you, with a two-player option to round it all off nicely. ★★★★★



### 11 ISS '98

■ Sports ■ Konami ■ £40

**Tremendous goal-fest** The N64's best footie sim and arguably the best on any system. Oh-so-intuitive controls, silky smooth animation and very nearly as addictive in multiplayer as the mighty *Mario Kart*. You will lose months of your life. ★★★★★



### 12 1080° Snowboarding

■ Racer ■ Nintendo ■ £40

**Snow-based racing** A brilliant range of modes, plenty of tricks and loads of boards and courses for you to have a crack at. You get beautiful controls, brilliant replays and challenging racing. A gorgeous, technically superb, super quick experience. ★★★★★



### 13 Banjo-Kazooie

■ Platformer ■ Nintendo ■ £40

**Bizarre bear-bird crossover** Beautiful levels that beg you to explore, a genuine challenge with plenty of variety, and the first Rare game not to feature an eye-wincing amount of cute. Almost knocks Mario from his perch. Praise indeed. ★★★★★



### 14 Lylat Wars

■ Shooter ■ Nintendo ■ £30

**On-rails 3D space blast** Loosely based on *Star Wing* on the SNES, and intended to be an immersive, movie-like experience, with cut-scenes that ape films like *Independence Day*. It's too easy, but it's still addictive, well-crafted and frantic. Pure blasting action. ★★★★★



### 15 Pilotwings 64

■ Flyer ■ Nintendo ■ £30

**Fly about a bit and cry at the difficulty of it all** Along with *Mario 64*, this is the game that launched the N64. It boasts beautiful, realistic scenery and some of the hardest tasks this side of Mensa. Basically, it's a truly unique flying experience. ★★★★★



### 16 Quake II

■ Shooter ■ Activision ■ £50

**Travel to Stroggos, massacre its people** Non-stop action, plenty of secrets and a more than worthy sequel. Unfortunately the single-player lifespan is poor. In deathmatch terms though, *GoldenEye* may have the brains, but *Quake II* has the brawn. ★★★★★



### 17 Ridge Racer 64

■ Racer ■ Nintendo ■ £40

**Faithful conversion of the racing classic** It's taken four years, but the N64 is finally catching up with driving games on PlayStation. Lovely looking, silky controls and a stonking four-player option. It's not *Gran Turismo* but it's still a damned fine game. ★★★★★



### 18 Wave Race 64

■ Racer ■ Nintendo ■ £30

**How jet-ski games should be done** Water-based frolics that are second to none, even compared to coin-op titles at a thousand times the price. The tracks are beautiful and the controls are as responsive and intuitive as you'd expect from Nintendo. ★★★★★



### 19 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £50

**Fresh flesh-filching** Although a little late, has lost nothing of its gruesome appeal in the transition to N64 and is one of the scariest games ever committed to a console. Classic zombie-shooting action. ★★★★★



### 20 Rocket: Robot On Wheels

■ Platformer ■ Ubisoft ■ £40

**Robot wars** Developer Sucker Punch proves that not only Rare and Nintendo can create top-drawer platformers. Fabulous graphics and levels crammed full of sub-games and quests, *Rocket* is a breath of fresh air. ★★★★★



SENT IN BY ANDREW BRYANT FROM SALFORD

### TOP 5 NINTENDO 64 GAMES WITH AWFUL VOICE ACTING



- Perfect Dark**  
Nintendo  
Joanna Dark's Queen voice.
- Roadsters**  
Titus  
Mr Slim's Hannibal Lecter-like laugh. Pure evil.
- ISS '98**  
Konami  
Tony bloody Gubba.
- Lylat Wars**  
Nintendo  
Slippy Toad. Give me the gun.
- Duke Nukem: Zero Hour**  
GT  
Plainly voiced by a man petrified of women.



# Arcade's Top 10 Dreamcast games



## 1 Soul Calibur

■ Fighter ■ Sega ■ £40

**The best fighting game ever** Magnificent beat-'em-up, where the participants wield huge metal weapons. Incredibly detailed characters, realistic backgrounds and beautiful lighting effects make this a must-buy for Dreamcast owners. A cut above the rest. ★★★★★

## 2 Crazy Taxi

■ Racer ■ Sega ■ £40

**Visually impressive cabbie-sim** An adrenaline-pumping driving game that straps you in the seat of a maniacal American taxi driver. Deliver passengers to their destinations by weaving in and out of traffic, careering through parks and taking hair-raising short-cuts. Fantastic fun. ★★★★★

## 3 Resident Evil: Code Veronica

■ Horror Adventure ■ Eidos ■ £40

**The best Res Evil game yet and it's only on the Dreamcast** Everything that's great about Shinji Mikami's franchise is here and it's been polished to a sheen. The Dreamcast's graphics engine enhances the look and there's more scares than in past efforts. ★★★★★

## 4 Power Stone

■ Fighter ■ Capcom ■ £40

**The beat-'em-up bar brawl** Welcome to the game where you can throw chairs, vases, tables or anything else that comes to hand at your opponent. The aim – quite simply – being to knock the gemstones out of them. Spring around the spaces like a new-born lamb. You looking at me? ★★★★★

## 5 Dead or Alive 2

■ Fighter ■ Acclaim ■ £40

**Bouncy, bouncy** Perhaps *Dead or Alive 2*'s biggest claim to fame will be the size of its female competitors' knockers – which is a shame. As Tecmo have created a quite staggering beat-em-up: beautiful, intuitive, innovative and, most importantly, satisfyingly bone-crunching. An absolute winner. ★★★★★

## 6 Ready 2 Rumble

■ Fighter ■ Sega ■ £40

**Funky fighting** Gobsmaacking arcade-style boxing game with a ringful of hilarious characters and fabulous graphics – check out the toothless grin of the victor or dazed and bloodied face of the loser. Massive fun in two-player mode, this is the true heavyweight champ of console pugilism. A knockout. ★★★★★

## 7 TrickStyle

■ Racer ■ Acclaim ■ £40

**Speedy tricks outside the red light district** Welcome to the place where your *Back To The Future 2* dreams of riding a hoverboard become reality. Chose to play as a racer, a stunter or a bully on the mean streets of the 23rd Century. A *Wipeout* wannabe that hits the spot. ★★★★★

## 8 Sonic Adventure

■ 3D platformer ■ Sega ■ £40

**Hedgehog heaven on Sega's latest platform** Steer a spanky new Sonic around a wonderful new world, meeting up with his old friends Tails the fox, Knuckles the, um, echidna, and a rather sexy squirrel named Amy. It all makes perfect sense once you get going through the labyrinth of levels. ★★★★★

## 9 Chu Chu Rocket

■ Puzzler ■ Sega ■ £40

**Frantic cat-and-mouse madness from Sonic Team** A colourful amalgamation of *Bombeman* and *Lemmings*, this kerrazzy Japanese puzzler thrives in four-player mode. It's also the first game on Sega's online network. Catch the mice and avoid the cats – simple but very addictive. ★★★★★

## 10 Tomb Raider: The Last Revelation

■ 3D adventure ■ Eidos ■ £40

**Lara bounces onto Sega's finest** Plenty of exploration, puzzles galore, mummies, traps and Ms Croft's delectable 128-bit curves. Be warned though: you'll need a lot of patience to endure the awkward control system and a disappointing lack of polish. ★★★★★

■ *Dead or Alive 2*. You could say it's boob-tiful. Perhaps.

# Arcade's Top 10 Game Boy games



## 1 Zelda DX

■ RPG ■ Nintendo ■ £25

**Puzzle-solving with your fave elf** An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *Final Fantasy VII*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

## 2 Metal Gear Solid

■ Sneaker ■ Konami ■ £25

**Small screen Solid Snake** Breathtaking stealth sim, complete with all-new one-player levels and all 180 of the PlayStation's Virtual Reality missions plus a great two-player link-up mode. Apart from some obvious graphical cutbacks, this boasts the same great gameplay as its 32-bit cousin. Just about as good a Game Boy game as you'll ever see. ★★★★★

## 3 Tetris DX

■ Puzzler ■ Nintendo ■ £20

**Brick drop return shock** What better way to lose five hours of the day than connecting odd shaped bricks to rack up a better score than your last. The graphics, sounds and modes might have changed, but this is still the most effective time waster we all know and are addicted to. It's *Tetris*! Quite simply, get it in. ★★★★★

## 4 Super Mario Bros DX

■ Platformer ■ Nintendo ■ £25

**Seminal Mario platformer** Uncomplicated, hugely enjoyable platform brilliance, transferred to your portable friend 14 years after its debut and it has lost practically none of its appeal. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedfull of extras including an organiser and a two-player link-up racer. ★★★★★

## 5 David O'Leary's Total Soccer 2000

■ Sports ■ UbiSoft ■ £25

**The beautiful game** Do the Wembley bounce in celebration – the Game Boy finally has a decent footie game. Intuitive gameplay, great instant replays, a two-player link-up and all the European teams – with correct player names – make this a cup winner. Yeeesss! ★★★★★

## 6 Driver

■ Racer ■ Infogrames ■ £25

**Cop-baiting 70's funk** Top grade conversion of PlayStation blockbuster, with tight controls and similarly fantastic missions – shame there's no two-player option, though. Some gorgeous visuals help set the scene but it's the car chases with realistic car handling and ingeniously designed maps that really win the day. ★★★★★

## 7 Mario Golf

■ Sports ■ Nintendo ■ £25

**Pocket putting** A compelling cocktail of golf and RPG elements with a bunkerful of game options including a cup-winning Tournament and a Match game where you can take on Mario himself. Great graphics and a superb control system add polish to this mini masterpiece. Grab your wood and tee off. ★★★★★

## 8 Harvest Moon

■ Strategy ■ Nintendo ■ £20

**Down on the farm** Clear your land, till the soil, plant some seeds – there aren't many farming sims out there, but *Harvest Moon* proves that they should be more popular than Lara. Ported-over from the SNES, the detail and graphics are astonishing making the gameplay "sow" compulsive. You'll be playing it until the cows come home. ★★★★★

## 9 R-Type DX

■ Shooter ■ Nintendo ■ £25

**The daddy of side-scrolling shoot-'em-ups** If the mere mention of the name brings back fond memories of a misspent youth in the Eighties then this arcade perfect, if inevitably downsized conversion of *R-Type* and *R-Type 2* on one irresistible cart will please you no end. Small, perfectly formed and bloody hard, too. ★★★★★

## 10 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

**Mazza's arch enemy returns** Features a novel "can't die" aspect and insists on you collecting all the coins from each level, creating fist-clenching difficulty in the process. With five different endings to view depending on which route you take and heaps of treasure to collect, you'll be hooked for ages. Top quality and fiendishly challenging. ★★★★★

■ Game Boy. Made the Neo Geo its bitch or something.

SENT IN BY IAN WATTEN FROM STAFFORD

## TOP 5 DREAMCAST GAMES THAT LOOK INTO THE FUTURE



- TrickStyle**  
Acclaim  
'Boarding instead of driving.
- Soul Calibur**  
Namco  
We'll fight. Eat. Then fight.
- Psychic Force 2012**  
Acclaim  
Forget mobile phones with annoying ring tones – the future's quiet with telepathy.
- Shadowman**  
Acclaim  
We'll be fighting serial killers across time.
- Vigilante 8**  
Activision  
We'll be driving cars with guns attached to the roofs.

SENT IN BY GEOFF BEAN FROM MACCLESFIELD

## TOP 5 GAME BOY GAMES THAT DON'T DO WHAT THEY SAY ON THE TIN



- Harvest Moon**  
Nintendo  
Plainly no lunar harvesting.
- Puchi Carat**  
Eon Digital  
Or veggies.
- Rayman**  
UbiSoft  
Uh-oh... two hundred... two hundred thirty... thirty four. Oh, right. Not *Rainman*.
- Rainbow Six**  
Take 2  
Six rainbows? Where?
- Gex: Deep Cover Gecko**  
Eidos  
The only thing deep about this game is that it's deeply offensive.



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# KICKASS

## BECOME A DEMON GAME PLAYER OVERNIGHT

### HOW TO STAY ALIVE AND NOT DIE IN...

# DEAD OR ALIVE 2

Format: **Dreamcast** | Publisher: **Acclaim** | Price: **£40** | Players: **1-4** | ★★★★★

Beat-'em-ups don't come much better – or indeed – bustier than *Dead or Alive 2*. We reviewed it last month, where by a stroke of journalist genius, we managed to expand the two things you need to know about *Dead or Alive 2* over a three page review: (i) It's easily the Dreamcast's best beat-'em-up, (ii) there are plenty of women with jiggly bits in it. But did we print a complete set of moves, and all the cheat codes? Did we heck. Time, therefore we thought, to make amends..



## General Cheats

■ To select your characters alternate costume, just press up/down – depending on which row your character is on – and then select your character normally.

■ To control the camera while your character is doing their victory pose, press and hold B and use either control pad to rotate the camera.

■ In order to taunt your opponent, press forward, back, then forward and punch and

kick and free. For a second taunt, begin by pulling back, forwards, back instead. Try taunting with Zack in his third costume, and the dangly thing on his head will light up.

■ To unlock the original Arcade mode introduction sequence (the one with Kasumi naked), set the age option to anything higher than 20. Then gain a top score in the Survival mode and enter your name as 'REALDEMO'. Save your game, then restart and you'll be able to view the sequence.

## Helena

Kasai-So:	FWD, FWD, P	Triple Jab:	P, P, P
Tensin-Kasai-Syo:	B, P, P, P	Banchu:	DF, K, DB, K
Kasetu-Syo:	FWD, P, P	Sen-Heki:	B, F + P
Syasyu-Ki-Kyaku:	UP, K	Yoto-Haibi:	QCF, F + P
Rigo-Tai:	B, K, K	Super Grapple:	FWD, F + P
Senten-Soto:	DB, K, P	Knee Throw:	FWD + F
Soheki-Syo:	P + K, P + K	Super Combo:	B + P, FWD + K, DF + P, QCB + P, DF + K
Kyoda-Syo-Ken:	FWD, P, P, P	Simple combo:	P, P, P
Ryoin-Syo:	B, P, K, P		
Bokuho:	D, P + K		
Gasho:	P, K, K, K		
Soho:	DB + P		
Uryo:	QCF + P		
Rigo:	D, K, K		
Shimogirl:	FWD, P, P		
Hoken:	FWD, FWD, K, P, P		



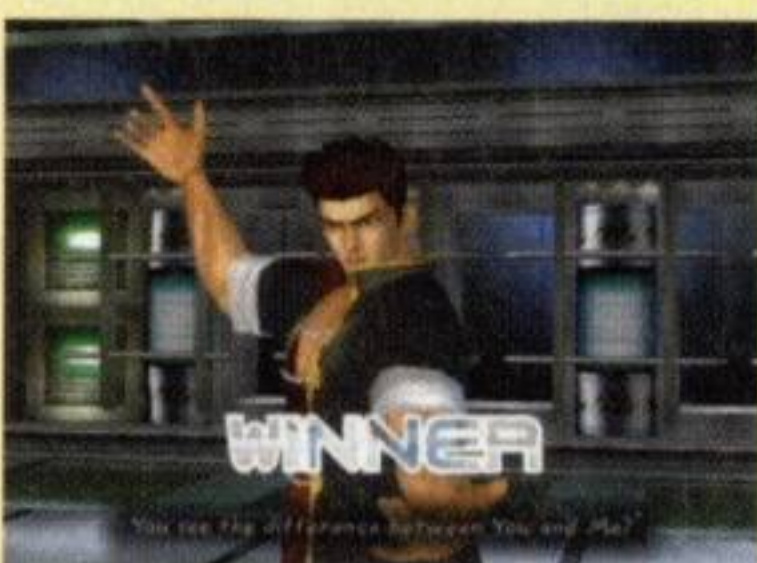
## BASS

Buffalo Crash:	DF, DF, P	Bass Tornado:	FWD, F + P
Wild Swing:	FWD, P, P	Super Freak:	Up, F + P
Stungun Chop:	B, P, P or P + K	Powerslam:	FWD, FWD + F + P
Kenka Kick:	FWD, FWD, K	Super Drop:	D, Up + F + P
Hell Stab:	P + K	Super Stretch:	D + F + P
Muscle Elbow:	B, P + K	Waterwheel Drop:	B + F + P
Bass Lariat:	FWD, P + K	Spear Grapple:	QCF + F + P
Triple Jab:	P, P, P	T.F.B.B.:	Hold D, FWD, B, F + P
Combo Hammer:	P, P, D + K	Manhattan Driver:	QCB, F + P or D, F + P or D, Up, F + P
Combo Kick Rush:	P, K, K		
Drop Kick:	QCF + K		
Bear Crash:	DF + P + K		
Smash:	FWD, FWD + P		
Leg Sweep:	DB + P, P		
Super Jab:	DF, DF + P		
Super Uppercut:	UB, P + P		
Low Kick:	DF, K, K		



## Jannlee

Dragon Cannon:	P, P, P, FWD, P
Dragon Rush:	P, P, P, K
Dragon Blow:	QCF + P
Dragon Kick:	QCF + K
Dragon Spike:	B, FWD + K
High Shin-Knee Kick:	UB + K
Dragon Flare:	FWD, FWD + K
Dragon Knuckle:	HOLD D, B, FWD + P
Dragon Strike:	DF, K, FWD, P
Dragon Elbow:	P + K
Knee Strike:	F + K, K, K
Upper Body Strike:	FWD + P, P
Triple Jab:	P, P, P
High Kick Combo:	P, P, K
Double Side Kick:	DF + K, K
The Way of the Dragon:	QCB + F + P



## Hayabusa

Raisin-Geki:	FWD, FWD, P
Hato-Garl:	P, P, K
Tatumaki-Geri:	P, P, B, P, K
Hatotu-Ren-Syo:	FWD, P, K, K
Terin-Kyaku:	UB, K
Korin-Kyaku:	B, K
Koryu-Kyaku:	UP, K, K
Garyo-Sen:	FWD + UP, P
Mai-Kiri:	FWD + UP, K
Syoryu-Kyaku:	Hold D, B, K
Triple Chop:	P, P, P
Circle Uppercut:	QCF + P
Heel Kick:	QCF + K
Simple Combo:	P, P, K, K
Palm Punch:	P, P, B + P, K
Leg Sweep:	FWD, B + K
Inverted Leg Sweep:	FWD, FWD + K
Elbow/Knee combo:	FWD + P, K, K, K



## Zack

Slam Knuckle:	B, P	Splash Dunk:	QCF, F + P
Upper Elbow:	FWD, FWD, P	Hard Rush:	DF, DF, F + P
Down Elbow:	DB, P	Arm Throw:	QCB, F + P
Devil's Rush:	P, P, FWD, P, P	STF:	D, D, F + P
Rising Knee:	FWD, FWD, K	Neckbreaker:	B + F + P
Overhead Kick:	DF, DF, K, K	DD2T:	D + F + P
Half Spin Heel Kick:	B, K, K	Crab Submission:	DF, DF, F + P
Demon Rush:	DF, K, K, K, K, K	Super Combo:	B + P, FWD + K, DF + P, QCB + P, DF + K
Belial Rush:	HOLD D, K, K, K, K, K	Simple combo:	P, P, P
Leg Sweep:	DB + K		
Double Hammer Strike:	D + P + K		
Double Jab:	FWD, FWD + P		
Uppercut:	QCB + P		
Spear:	B, FWD + P		
Storm:	P, P, P		
Super Storm:	FWD, P, P, P		
Knee Storm:	FWD, B, F + P		





26  
GAMES  
TIPPED  
THIS  
MONTH

TIP-TOP MULTI-FORMAT FUN

Edited by | **Jamie Sefton**

PLAYSTATION

- P104** Silent Bomber
- P109** Front Mission 3
- P109** Populous: The Beginning
- P109** Alundra 2
- P109** Misadventures of Tron Bonne
- P109** Street Skater 2
- P110** Silent Bomber (Extra)
- P110** Suikoden II
- P110** Muppet Race Mania

PC

- P109** Unreal Tournament
- P110** Diablo 2
- P110** F1 2000
- P110** Motorcross Madness 2

DREAMCAST

- P108** Star Wars E1: Racer
- P109** Bust-A-Move 4
- P109** Dead Or Alive 2 (Extra)
- P109** NHL 2000
- P110** Marvel Vs Capcom 2
- P110** South Park Rally
- P110** Silver
- P110** Ecco The Dolphin
- P110** Gauntlet Legends

NINTENDO 64

- P106** Perfect Dark
- P109** J M Supercross 2000

GAME BOY

- P110** Donkey Kong Land 2
- P110** Rayman

WELCOME

■ Yo DJ! Check dis out. Arcade is deliverin' a cool Summer collection of wicked tips and cheats. We've bangin' guides to *Dead or Alive 2*, *Star Wars Ep1: Racer* and *Silent Bomber*. Nice one. There are also handy hints for *NHL 2000*, *Rayman* and a certain happenin' sea creature called *Ecco the Dolphin*. Cool.



Don't forget to send in your tips, cheats and challenges to win massive Mad Catz gizmos. Yowser! Laarge it aaaapp! Cowabunga! Ahem. Excuse me, I need to lie down...

**Ayane**

- Koei-So: FWD, P, P
- Rasen-To: B, P
- Yoko-To: DB, P
- Fujin-Kyaku: B, K
- Ryubi-Ressen: UF, K
- Genmu-So: QCF, K
- Ryuso-Kyaku: FWD, K, K
- Haijin: UP, P
- El-Gerurtin: BACK OF OPPONENT, UB, K
- Triple Hit: P, P, P
- Uppercut Kick: QCF + K
- Super Kick: UF + P, K

- Kick/Punch Combo: P, P, K, K
- Another Punch/Kick Combo: P, P, K
- Super Wheel: DF + P, B + P
- Low Blow: DF, DF + P
- Flying Kick: B + P, K
- Super Jabs: P, P, FWD + P, P
- High Kick: P, K
- Really High Kick: UF + P, K
- Hajin-Enbu: FWD + F + K
- Katyo-Gengi: QCF + F + P
- Wheel Attack: FWD + FWD + F + P
- Pounce: DB + F + P

- Grab Throw: FWD + F
- Super Jabs: P, P, FWD + P, P
- Kick/Punch Combo: P, P, K, K
- Another Punch/Kick: P, P, K
- Rasin-Eiko-Sai: P, P, B, P, P, UB, K



**Leifang**

- Soan: FWD, FWD, P
- Siti-Sun-Ko: B, FWD, P
- Syo-Kinda: P, P, P
- Ren-Syu-Kyaku: P, P, K, K
- Bun-Kyaku: FWD, FWD, K
- Hai-Kyaku: UP, K
- Genki-Ti-Sui: DF, DF, P
- Senkyu-Ren-Tai: B, K, K, D + K
- Haisetu-Ko: D, P + K
- Noba-Bunso: B + F + P
- Rinei-Hisui: QCB + F + P
- Uppercut Palm: UF + P
- Uppercut Kick: DF + P + K
- SideKick: DF + K or D + K
- Circle Uppercut: QCF + P

- Double Jab: P, K, K
- Handstand: P, P, D + K
- Leg Sweep: FWD, B + K
- Fake Kick: QCF + K
- Slide Kick: FWD, FWD + K
- Low Jab: P, DF + P
- Double Palm: FWD, FWD + P
- Uppercut Knee: UF + K
- Low Blow: DF, DF + P
- One-Two Combo: K, P, P, K
- Noba-Bunso: B + F + P
- Rinei-Hisui: QCB + F + P
- Super Grapple: FWD, F + P
- Low Strike: B, FWD + F + P
- Throw: FWD + F

- Spear: FWD, FWD + F + K
- Super: B + P, FWD + K, DF + P, QCB + P, DF + K
- Simple combo: P, P, P
- Senkyu-Ren-Tai: B, K, K, D + K
- One-Two Combo: K, P, P, K
- Killer: P, P, FWD + P, K, D + K
- Super Triple Kick: K, K, K



**Leon**

- Blust Trass: FWD, P, K
- Solid Crash: FWD, P, P, P
- Trap Reverse Hammer: K, P, P
- Shoulder Tackle: B, FWD, P
- Giant Upper: QCB + P
- Heel Hammer: B, K
- Arm Grenade: FWD, P + K
- Uppercut: UP + P, P
- Crush: DF + P
- Double Jab: FWD, FWD + P
- Stomach Jab: FWD + P, K
- Leg Sweep: DF + K
- Leg Strike: DB + K
- Lock Heel: FWD, FWD + K, K

- Hammer: B + P + K
- Shoulder Breaker: FWD + F + P
- STF: DF, DF, F + P or D, D + F + P
- DDT: QCB + F + P or FWD, B, F + P or D, F + P
- Quebradora Congiro: QCD, QCF + F + P
- Half Boston Crab: B, FWD + F + P or FWD, B + F + P or D, F + P
- Neck Breaker: B + F + P
- Simple Combo: P, P, P
- STF: DF, DF, F + P or D, D + F + P
- DDT: QCB + F + P or FWD, B, F + P or D, F + P

- Quebradora Congiro: QCD, QCF + F + P
- Half Boston Crab: B, FWD + F + P or FWD, B + F + P or D, F + P
- Super Uppercut Combo: UF + K or D + K



**Tina**

- Ultimate Combo: FWD + PPK
- Drop Kick: FWD, FWD + PPK
- Ankle Spin Kick: K, K
- Rolling Sobat: B, K
- Dolphin Upper: DF, DF, P
- Rolling Elbow: FWD + UP, P
- Knee Hammer: FWD, K, P
- High Jab: P, K
- Machine Gun Mid: P, P, K
- Machine Gun Elbow: P, P, P
- Machine Gun Knee: P, P, P, K
- Blazing Chop: UP + P
- Double Hammer: B + P
- Elbow Strike: FWD + P
- Drop Kick: UF, L

- Low-Blow: From Behind, D + K
- Side Kick: From the Side, D + K
- High Knee Strike: UF + K
- Knuckle Jab: FWD + P, P
- Blazing Chop: U + P
- Strong Punch: DF + P
- Knee Stikes: FWD + K, P
- Moonsault: B + P, K
- Knee-Drop Kick: FWD + F + K
- Frankensteiner: F + P
- Fisherman's Buster: QCU, F + P
- J.O Cyclone: Hold D, Right, Left, F + P
- Head Driver: D + F + P

- Piledriver: FWD, B + F + P
- Suplex: FWD + F + P
- Powerbomb: D + F + P (behind)
- Sky Twister Press: FWD, B, F + P or D, F + P or UP, F + P
- Trans Four Leg Lock: D, F + P or D, D, F + P



**Gen Fu**

- Tampa: FWD, FWD, P
- Yosoku-Ha: B, P, P
- Hakujya-Honsui: DB, P
- Ugyu-Haito: DB, FWD, P
- Sokutan-Kyaku: FWD, K
- Koboku-Ha: P + K
- So-Ha: FWD, P + K
- Yokei: DF, P + K
- Senryu-Ha: DF, K, P or B, FWD, P
- Uppercut: UP + P
- Leg Sweep: DF + K
- Double Palm Strike: B + P + K
- Inverted Leg Sweep: D + F + K

- Headbutt: P + K
- Low Kick: DB + K
- Touch of Death: D + P + K
- Double uppercut: DF, P + P
- Elbow Strike: FWD + P
- Backhand: DB + P
- Forward Palm Hit: FWD, FWD + P
- Sin-i-Ha: B, F + P
- Kokai-San-Osa: QCB, F + P
- Niti-Getu-Ha: QCF, F + P
- Rolling Manuver: FWD, FWD + F + P
- Drunken Sailor: FWD + F + P
- Quick Climb: DB + F + P

- Inverted Leg Sweep: D + F + K
- Simple Combo: P, P, P
- Senryu-Ha: DF, K, P or B, FWD, P
- BodyGuard Hit: D + P + Kor B, FWD + P
- Super Uppercut: UF + K or D + K



**Ein**

- Tuba-Uti: FWD + P
- Azuma: B, FWD + P
- Fujin: QCF + P
- Tenzo: DF, DF + K
- Ren-Fujin: P, P, P
- Sien: B, P, P, P
- Ren-Gyu: FWD, FWD, P, P
- Zansei: FWD, FWD, K, K, K
- Ressei: FWD, K, K, K
- Hamon: DB, K + P
- Ryukotu: B, F + P
- Hokage: DF, DF + F + P

- Roundhouse Kick: P, P, K
- Knee Strike: FWD, FWD + K
- Hammer: B + P, P
- Thunder Strike: DB + K, FWD + P, D + K
- Star Kick: FWD + K, K, K
- Leg Sweep: DF + K
- Ryukotu: B, F + P
- Hokage: DF, DF + F + P
- Throw: FWD + F
- Strong Grapple: P + F
- Simple Grapple: F

- Simple Combo: P, P, P
- Hammer Combo: B + P, P
- Thunder Strike: DB + K, FWD + P, D + K
- Super Uppercut: UF + K or D + K



**Kasumi**

- Ren-Go-Kyaku: P, P, K, K, K
- Renko-Risyu-Zan: P, P, FWD, P, K, K
- Muei-To: FWD, FWD, P
- Mugen-To: DF, DF, P
- Genraku-Kyaku: DF, P, D, K
- Tensyu-Kyaku: UF, K
- Geturin-Kyaku: UB, K
- Mai-Ogi: DF, DF, K
- Siranami: B, K, K
- Engetu-Syu: FWD, K, K
- Super Kick: P, P, K, D + K

- Back Kick: B + K, K
- Super Triple Kick: K, K, K
- Oboro: DF, DF, F + P
- Slash: FWD, FWD + P
- Killer: P, P, FWD + P, K, D + K
- Kegon-Ebnu: FWD, F + P
- Spinning Heel Kick: DF + F + K
- Oboro: DF, DF, F + P
- Super Grapple: FWD, F + P
- Super Combo: B + P, FWD + K, DF + P, QCB + P, DF + K

- Simple combo: P, P, P
- Killer: P, P, FWD + P, K, D + K
- Super Triple Kick: K, K, K
- Ren-Go-Kyaku: P, P, K, K, K



**Key**

- Main moves
- Throws/grapples
- Combos





# HOW TO LET ONE RIP IN...

# SILENT BOMBER

Format: **PlayStation** | Publisher: **Studio 3** | Price: **£30** | Players: **1** | ★★☆☆

It's not just a case of retiring to a safe distance and pushing down the plunger – there's an art form to laying a successful bomb in *Silent Bomber*. So to get you in the mood, here are some notes and tips to ensure your introduction into the world of bombing for a living goes as smoothly as possible.

## MISSIONS

For an increased ranking, destroy all enemies and boxes, conserve your health and finish the level as quickly as possible.

### Mission 1

Destroy the boxes and bag the E-Chips. Take out the drone production lines before blasting the Beam Gate. Kill the three rocket launchers, then the next Beam Gate. Keep an eye out for the two drone production lines to the right. Grab the health bonus from the nearby boxes, and climb up to destroy a second set of boxes.

Focus your attention on the two big laser turrets and combo the smaller turrets before taking the ramp. Kill the three drone production lines, six big and four smaller laser turrets. Grab the 50% health bonus in the boxes to the right and exit.



### Level Boss: Fire Ox.

■ Armaments: Beam Cannon (stay close to avoid), Beam Slugs (combo to get a X 10 multiplier), Missiles (best avoided), Shields and Straight Dash.

■ Difficulty: Relatively Easy.

Concentrate on the legs and missile turrets. Combo in the Beam Slugs to inflict further damage. Watch for his charges when half his energy has gone.



### Mission 2

Incinerate the boxes and grab the Data Chip. Take out the small gun turrets and drones, and prepare for the sub-boss.



### Level Sub-Boss: Mercury.

■ Armaments: Buster Rifle (with deadly accurate beam).

■ Escorts: Gunner Mechs X 2, armed with beam guns.

■ Difficulty: Relatively Easy.

For a quick exit, hammer him with Normal and Stacked Paralysis Bombs. For a bigger score, combo in the two Gunner Mechs first.



### Level Boss: Large Laser Cannon.

■ Armaments: Short-Charged Laser, Long-Charged Laser, Shields (negates bombs before charging).

■ Escorts: Drone Production Lines X 6, Small Turrets X 2.

■ Difficulty: Medium.

Watch for the drones and smaller turrets, but concentrate on the Laser Cannon itself. It defends its two blind sides with drones. Ignore the smaller turrets, else they will start firing red Homing Slugs.



### Mission 3

Run past the flying drones, cyborg guards and barricades. Bag the Data Chip and head for the exit, using stacked normal bombs against the guards.

There are 19 power generators which need destroying here. Take out the Armoured Carriers with six or more bombs. If you are low on health, destroy the cyborgs who sporadically cough up 10% bonuses. Watch out for the two Beam Gates, two large drones and three Solid Hunters guarding the generators towards the end.



### Mission 4

This level is confined to four floors, with three elevators. On the first and second floors, destroy all targets. The Samurai Mechs are harmless, but the Gunner Mechs will attempt to slow you

down. Also keep your eyes peeled for randomly appearing 10% health bonuses.

The Red Hard Shell Mechs on the third floor make two consecutive sabre strikes, and can shrug off Locked-On Bombs. Use Gravity or Paralysis bombs, whilst exploding stacks of Normal Bombs to stop them from getting too close. There's a 50% health bonus around, too.



### Level Boss: Mercury.

■ Armaments: Buster Rifle (with deadly accurate beam).

■ Escorts: Hard Shell Mechs X 2, armed with Beam Sabres (swung twice).

■ Sub-Boss Difficulty: Medium.

The Hard Shells prevent you locking on to the main boss. Instead use Stacked Gravity and Paralysis Bombs and combo in the Hard Shells.



## GENERAL TIPS

■ Nab every single E-Chip you can lay your hands on.

By the time you reach Benoit in DANTE's Brain Room on the 14th level, you should have enough to maximize your Shields to Level 6, Bombs to 4 and Range to 3.

■ You can only hold up to 20 each of Napalm, Paralysis or Gravity bombs at a time.

■ Combo wherever possible. For each consecutive kill, your score will double. Use destroyable

projectiles in order to start the combo.

■ To counter-attack combos, run in the opposite direction dropping and exploding bombs. Destroy small targets to raise your multiplier.

■ Customize your E-Unit often. When fighting the Blue Mists on Mission 8, for example, maximise your bomb range to avoid the Beam Guns, then maximise your shield to avoid the Plasma Shots.



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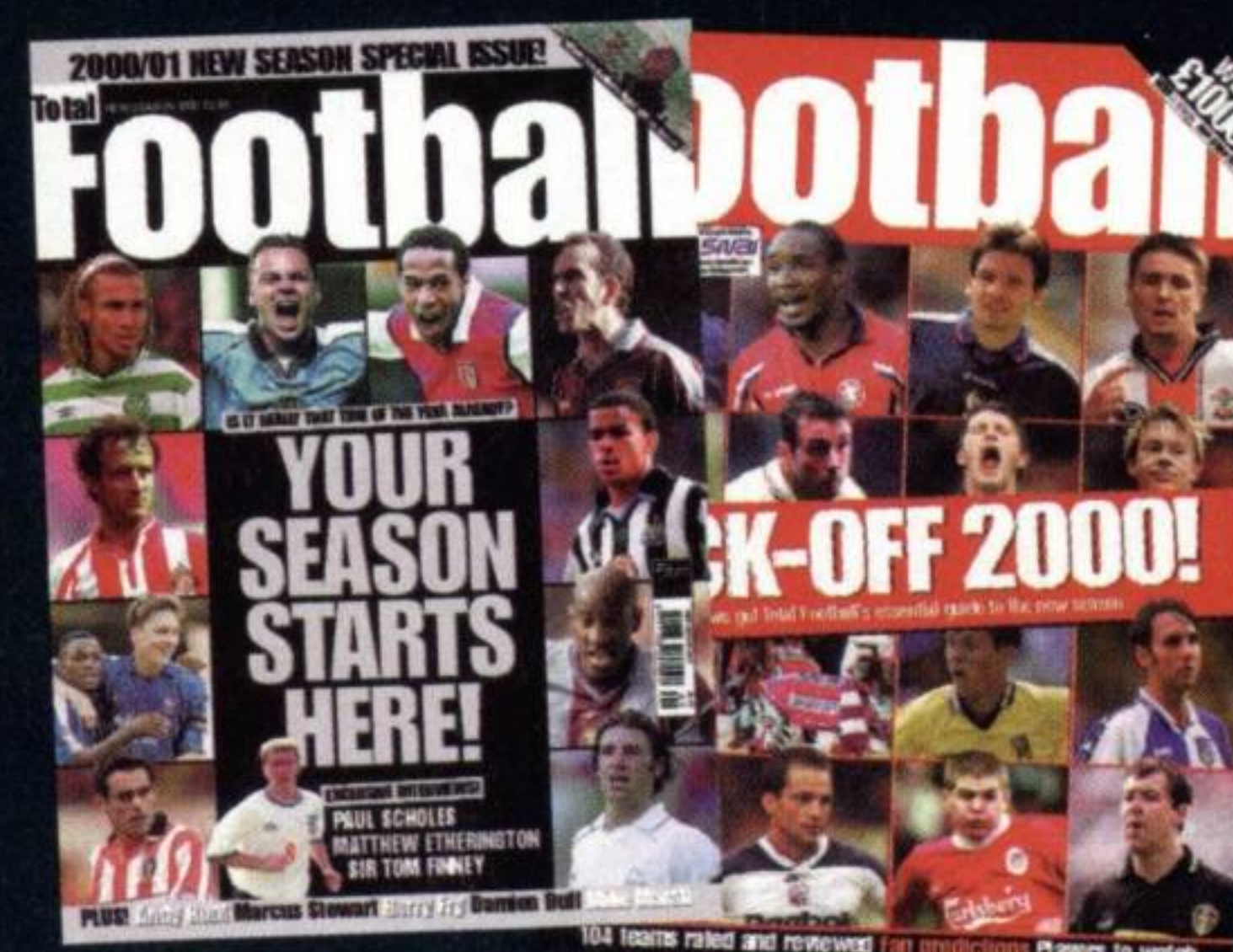


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# HOW TO FIND TEN QUIRKY BITS IN...

# PERFECT DARK

Format: **N64** | Publisher: **Rare** | Price: **£50** | Players: **1-4** | ★★★★★

**So you've finished *Perfect Dark*, and seen everything it has to offer. Or have you? Come with us as we track down the game's most hidden secrets.**

■ No wonder we waited so long for *Perfect Dark*. The N64 masterpiece could have been finished, wrapped and ready for shipping months ago, if only the folk at Rare hadn't spent countless hours squeezing clever little quirks into the game – teensy secrets that are probably destined to pass the majority of *PD* players by. Avoid being in the dark – peruse our list of the ten best *Perfect Dark* quirks.

### Password poser

The most mysterious of all *PD* quirks. Earn a 'Perfect' rating on the Combat Sim for an ENTROPICDECAY username and password, or grab Cassandra's necklace on the Skedar Ship for a nonsensical and seemingly useless access code. What's going on?



### Bottling it

Carrington might have his mouth stuffed full of handkerchief at his villa, but he's well aware of Jo's actions. Wander down to the basement and shoot the extensive bottle collection. Destroy them all to receive a stern ticking off from the Sean Connery-like.



### Big freeze

On the Extraction level is a room with eerie motionless guards. To access it, polish off the downstairs troops without pausing for breath, then grab Cassandra's key from the guard upstairs. The living statues are back downstairs in the right-hand corner.



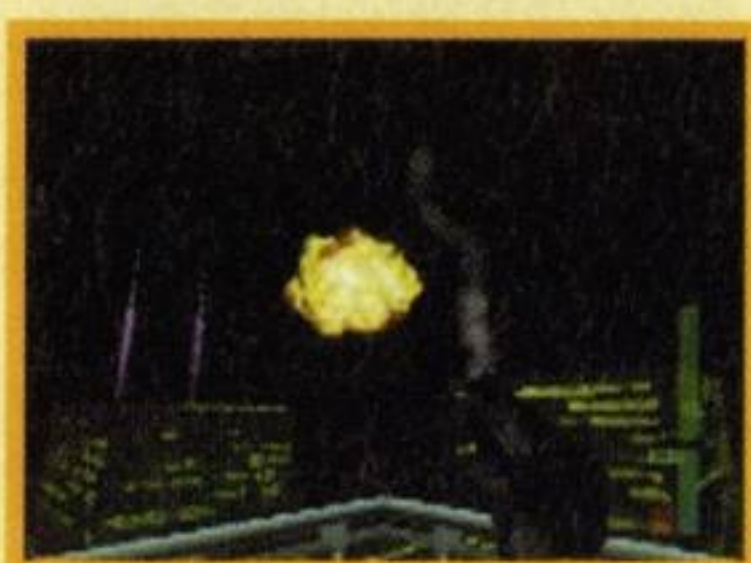
### Yes men

If sending a guard to his maker isn't sickening enough for you, point your pistol at his head and fire to see his bonce flop backwards and forwards for a bit. Or, take a laser to someone's chest to see them embark on a hilarious body-popping routine.



### Hover bother

Rare just *knew* you wouldn't be able to resist taking potshots at the vehicles winging their way around the Datadyne building – which is why they shatter when shot. For maximum enjoyment, the hovercars fly especially close to windows on the lower floors.



### Through the wall

*GoldenEye*'s irritating tendency for guards to stick their limbs through walls is still a problem. Inside G5, sprint out of the second cloaked guard room as soon as the lights dim, then head back to the start to see troops poking their guns through the window.





## Psycho moment

Sneaking your way around Carrington Villa without ending up dead is a tricky prospect, but it'll reap a neat reward. Drop a few Datadyne cronies as possible as you make for the bathroom on the Villa's second floor and you'll find a dead guard on the floor. Whodunnit?



## Adults only

Curious to know exactly what the owner of the Datadyne limo was up to in Chicago? Head through the metallic door nearby, descend the staircase and shoot a guard in the foot. He'll unlock a pair of wooden doors to unveil a seedy tabledancing club – sans naked ladies, though.



## Eye spy

Send a CamSpy towards a group of Datadyne cronies and they'll react by following it around like lovesick puppies. It's a useful way of getting guards to where you want them – and their reactions when they twig what's going on ('It's a terrorist!') are hilarious.



## 'Band' finally...

Four individuals are continually called over Area 51's tannoy system – but there's a fascinating significance to their names. Captain Santiago, Lieutenant Deal, Dr Francis and Sergeant Lovering all share their surnames with members of indie-pop sensation The Pixies.



## INSTITUTED VIOLENCE

Violence-based quirks from *Perfect Dark's* Carrington Institute.

### EASY MEDALS

Chuck the Laptop Gun into the Weapons Training arena, then quickly abort and select a different mission. The crazed Laptop will destroy all targets.

### KNIFE WORK

Use the crate from the hangar to jam open the Weapons Training room door, then fill your colleague with knives. Shoot the blades to dislodge them for outside use.

### INCOMING!

Leave the Weapons Room door open, repeat the crate trick above, then select the Slayer. Guide the missile around the Institute for some limb-severing fun.

### CHAIR SCARE

Select the FarSight in Weapons Training and guide the gun upwards and to the right. Shoot the first chair you spot, then head upstairs for a giggle or two.

# SAY CHEESE

Where to find the slabs of cheese hidden on every level of *Perfect Dark*.

**1** Blow up ventilation pipe next to the security hub.



**2** You'll find it under the floor grating in the evil scientist's room.



**3** Blow up the left corner wall in Cassandra's office.



**4** On top of one of the wine cabinets in the basement.



**5** In a smeggy toilet bowl inside the tabledancing club.



**6** Inside the vent next to the Damping Generator.



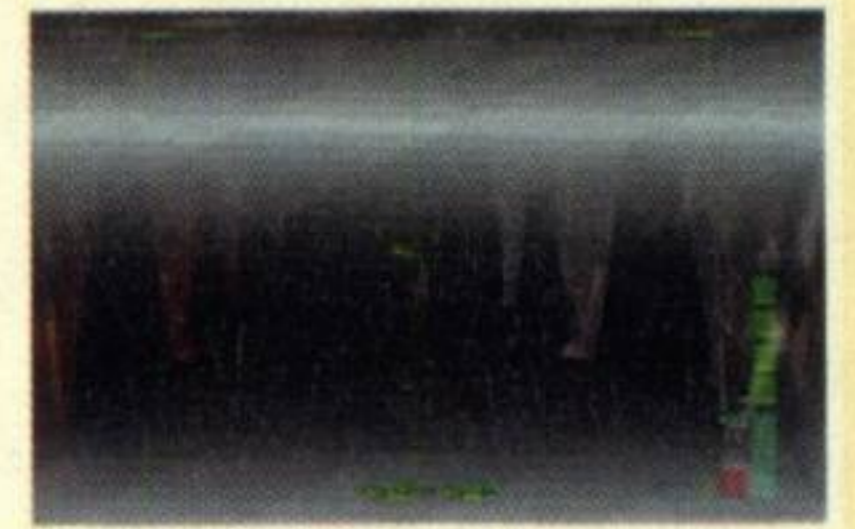
**7** There is no cheese to be found on this level.



**8** At the end of the vent leading to the showers.



**9** As in Level 8 – steal the jetbike to reach the room.



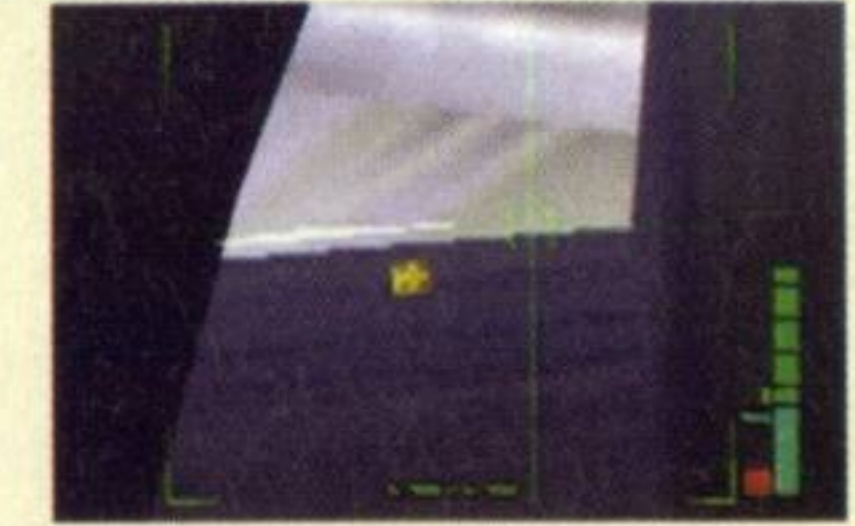
**10** At the bottom of the ravine through the cave.



**11** Hidden in the pipes next to the escape capsule.



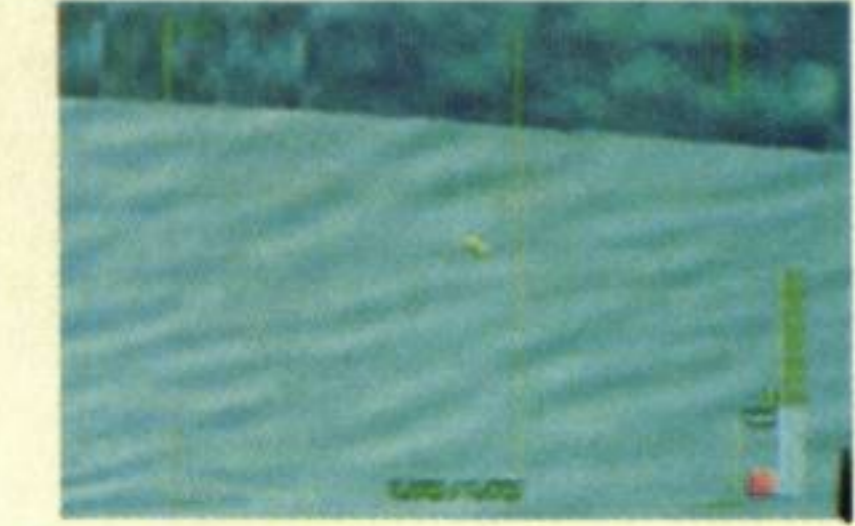
**12** Through a wall crack to the right of the 'plane'.



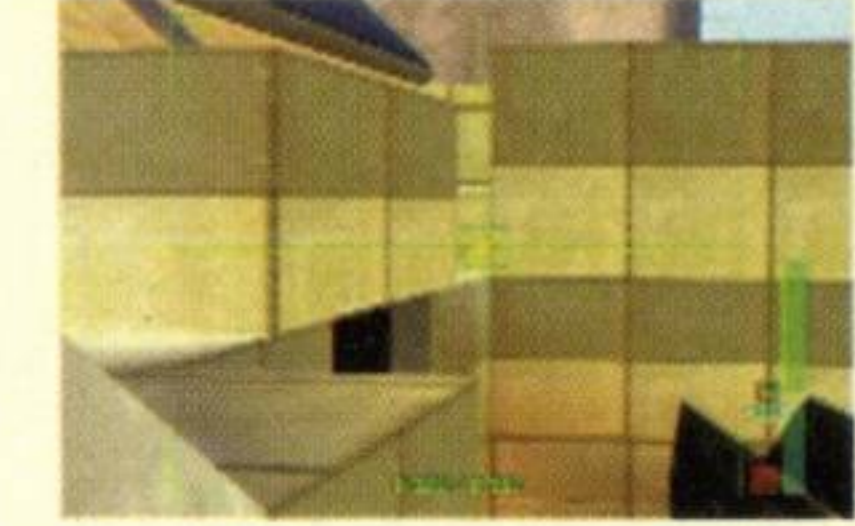
**13** Underneath the floor outside the X-ray room.



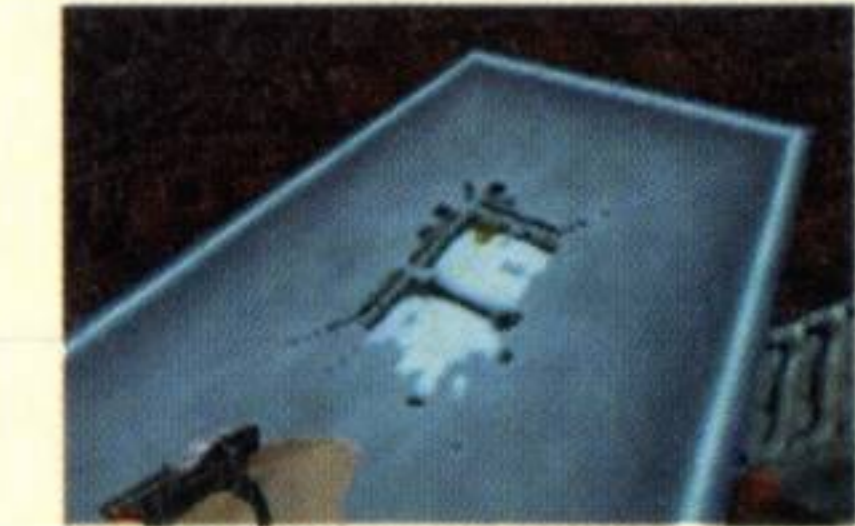
**14** On the ground outside, to the left and after the first door.



**15** On the roof opposite the locked exterior door.



**16** Underneath a 'puddle' in the room near to Maiana's.



**17** It's through a wall crack in the slanted rocky area.





## HOW TO RACE LIKE A JEDI IN... STARS WARS EPISODE 1: RACER

There's no time to think in a white knuckle pod race – so put your trust in the force. Now join us on the dark side, as *Arcade* ventures to obtain the snekiest hints and short cuts for the galaxy's toughest tracks.



### AMATEUR PODRACING CIRCUIT

#### STAGE 3: BEEDO'S WILD RIDE

**Short cuts:** You can use a huge turbo boost as you leave the starting line. Keep going until your engines near melting point. Ram the large ice block near the first few turns to create a passage into an almost straight tunnel, use this for a few turbo boosts – it will dump you off at the wooden bridge. Use turbos again near the flags at the end.

**Key hint:** When you reach the ice lake you'll need to aim for the open area before you hit the ground. If you don't, you'll die hitting the wall.

#### STAGE 4: AQUILARIS CLASSIC

**Short cuts:** Use the ramps to get huge air. (Pulling back on the analog pad maximises your height and speed).

**Key hint:** The only difficult things are the randomly activated closing doors. It's faster to smash against them than weave between them!

#### STAGE 6: VENGEANCE

**Short cuts:** None.

**Key hint:** The sliding passageways are black with yellow stripes, and will turn 90 degrees every few seconds. One wrong move will result in a fatal crash. The 0-G tunnels will allow you to go over 1000 miles an hour using the turbo. Just keep an eye on the traffic!

### SEMI-PRO PODRACING CIRCUIT

#### STAGE 8: SUNKEN CITY

**Short cuts:** In the junkyard area, quickly go left and find the pipe tunnel. Use the turbo here, Anakin. Impress the audience with another turbo near the end.

**Key hint:** Stay alive.

#### STAGE 9: HOWLER GORGE

**Short cuts:** Take the right-hand path in the ice cave and you'll see a small crack in the wall. Go through it to reach the bridge. Fall into the right-hand trench on to avoid many dangers.

**Key hint:** Dodge the rocks by staying left.

#### STAGE 10: DUG DERBY

**Short cuts:** The hairpin corner near the start leads to an off ramp – use it. Past the Statue Buildings with the green gas is the final straight so don't hold back the turbo.

**Key hint:** The main tunnel looks straight, but the tiny entrances are a few feet to the left or right – be ready.

#### STAGE 14: BUMPY'S BREAKERS

**Short cuts:** Turbo boost over the three jumps at the start and pull back on the analog stick. Take the upper path near the waterfall because it has a long straight turbo tunnel.

**Key hint:** Watch the deadly hairpin bends: one before the waterfall and the other after the orange block near the end. Use the brakes and don't be afraid to slam into the walls. You'll burst into flames but not die.

### GALACTIC PODRACING CIRCUIT

#### STAGE 15: EXECUTIONER

**Short cuts:** This is hard to spot but saves a lot of time. After the tight crack, you go down a hill. Just past the amber walls, slam on the airbrakes, and look out for the sidepath. It leads to a tunnel up above that is dead straight and prime for a turbo.

**Key hint:** In the 0-G tunnels, you must use the turbo if you want to win.

#### STAGE 16: SEBULBA'S LEGACY

**Short cuts:** At the first fork, take the lower right. At the next fork, go right again into the tunnel. Try to stay on the upper path here, as the flying creature lurks below.

**Key hint:** Get away from Sebulba at all costs! Use turbos across the green gas field at the start, and when the road straightens out on the upper path.

#### STAGE 17: GRABVINE GATEWAY

**Short cuts:** None

**Key hint:** This is really tough. The S bend turns near the swamp are a killer. The best defence is to memorise the swamp area. Just practise going into the swamp at full speed, slamming on the brakes before each curve. It may seem slow, but the computer opponents are programmed not to go ahead of you until the temple entrance, so take your time (within reason). Don't fall off the broken bridge whatever happens.

#### STAGE 18: ANDOBI MOUNTAIN RUN

**Short cuts:** This is like the last Ando Prime track except that the long canyons after the icelake are now an underground passage, with grated roads. After two black and yellow striped centre blocks, use a turbo on the straight road to gain a big lead. You emerge in an open area where you head far left to find a thin cut in the ice.

**Key hint:** Stay alive.

#### STAGE 19: DETHRO'S REVENGE

**Short cuts:** None

**Key hint:** Skill will out here, so use the force! Our only advice is to use the brake when weaving in and out of the posts on the cylinder city, and at the very start, after the first straight, use the brakes to avoid hitting the wall.

#### STAGE 20: FIRE MOUNTAIN RALLY

**Short cuts:** Remember those wicked S bends on Baroonda? Now you're doing them in reverse!

**Key hint:** The key to this track is balance. A blend of traction, acceleration, top speed, cooling, and repair. Use your cooling if you decide to tap your turbo in the volcano, and use the repair as much as needed.

#### STAGE 21: THE BOONTA EVE CLASSIC

**Full race guide:** After some familiar terrain, a three-way fork appears, shoot right into the tunnel. This veers left and harder right. Just follow the path and take care if Sebulba follows. Don't be afraid to brake, even if it lets one guy past you. A crash will see four or five shoot past. In Beggar's Canyon, go right for an easier ride. At the Sarlacc, hold back for a quick jump.

Stay frosty in the rocks before the tunnel that leads to Tusken Territory. Watch the dust that kicks up from the Tusken's engines. Plant your finger on the R button (repair), as it sets your engine on fire. Stick to the right once the road breaks up, they hardly shoot you. Don't freak out when you see the sandcrawler, it will be in a slightly different place each time. The rest of the course is just like the training track. Victory unlocks Sebulba, whose pod can go top speed with only a 5 Plug Engine.





DREAMCAST

## BUST-A-MOVE 4

■ **Get on down with these funky extras.**

If you enter these codes correctly, you will hear a sound:

### Another world

At the title screen, press X, Left, Right, Left, X. Select puzzle mode, then the 'Arcade' option to access more puzzles.

### Bonus characters

At the title screen, press Right(X2), X, Left(X2).

### Tarot reading

At the title screen, press Up, X, Down, X, Up. Enter the options screen to access the new selection. Alternatively, successfully complete Story mode.

### Talk demo

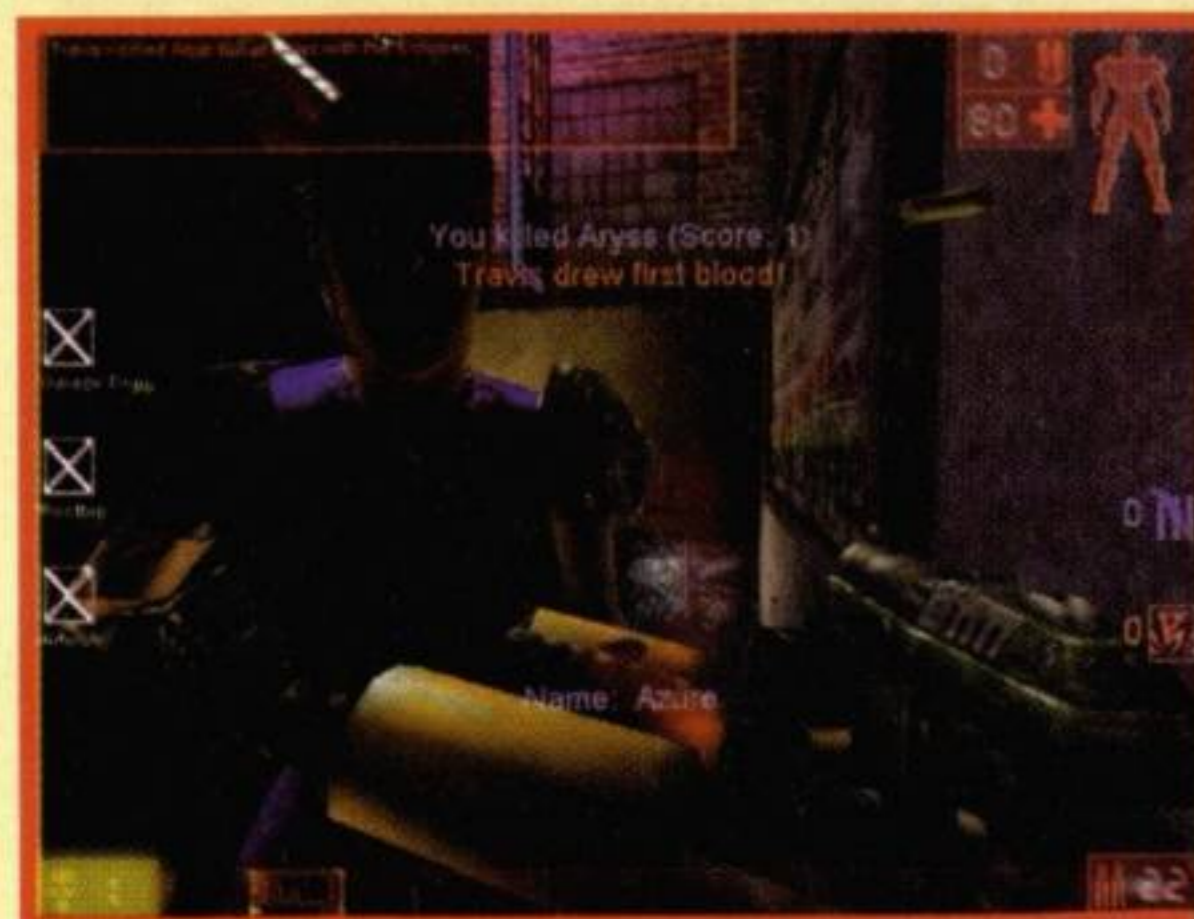
Enable the 'Bonus characters' and 'Tarot reading' codes. Then, press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down + X at the title screen. Enter the options screen to access the new selection.



PC

## UNREAL TOURNAMENT

■ **Take control and blitz the opposition.**



### Cheat mode

Press the tilde key (~) during a one-player game and type 'iamtheon' to activate the cheat mode. With the cheat mode on, type the following phrases to kick greater ass:

### Add more bots

Type 'addbots#', where # is the desired number of bots.

### Advance to indicated map

Type 'open MAP', where MAP is the name of the desired map.

### All weapons

Type 'loaded'.

### Ammunition

Type 'allammo' for 999 units of ammunition.

### Broadcast message

Type 'say MESSAGE', where MESSAGE is the text you want to broadcast.

### Change game speed

Type 'slomo#', where # is a value between 1.0 and 10.0. (The normal game speed is 1.0)

### Flight mode

Type 'fly'.

### Get chainsaw

Type 'summon chainsaw'.

### God mode

Type 'god'.

DREAMCAST

## DEAD OR ALIVE 2

■ **This bouncing beat-'em-up heaves with secret options – and offers cast-iron proof that you can grow old with grace.**

### Bounce Trick

In the options menu go to sub-menu 'other', the age you enter determines how bouncy (ahem) the ladies are – the older you pretend you are, the wobblier things get. Beware! The maximum age is 99.

### 3D character select

For 3D characters in the selection screen (and a full view of their outfits) simply turn off the Quick Selector in the Versus mode options screen.

### Arial Garden (nighttime)

To get the fab Firefly level, select Arial Garden in Versus mode using the right trigger.

### Camera zoom in after-battle taunts

To zoom in on the after-battle taunts press B button during the replay. This doesn't work for tag team taunts.

### Clean pause screen

Press X and Y after pausing for a clear pause screen.

### Hidden cut-scene

Play as Ayane in Story mode. When you fight Kasumi, KO her in the ice pit, making sure she lands about ten foot away from you. If you do this correctly, you will then watch the extra fireball cut-scene movie.

### Hidden wallpaper on disc

Put the DOA2 disc into your CD-ROM drive on your computer to find wallpaper images in the Bonus directory

### Matrix-style freeze-frame

Hold B, , and Up-Right on the analog control stick during a replay. The camera should spin around the fighters in a dynamic Keanu stylee.



DREAMCAST

## NHL 2000

■ **A puck load of quirky cheats.**

### Big Head mode

At the 'Black Box' screen or the screens before or after, press B, B, X on the controller in the fourth plug (controller D).

### Black Box team

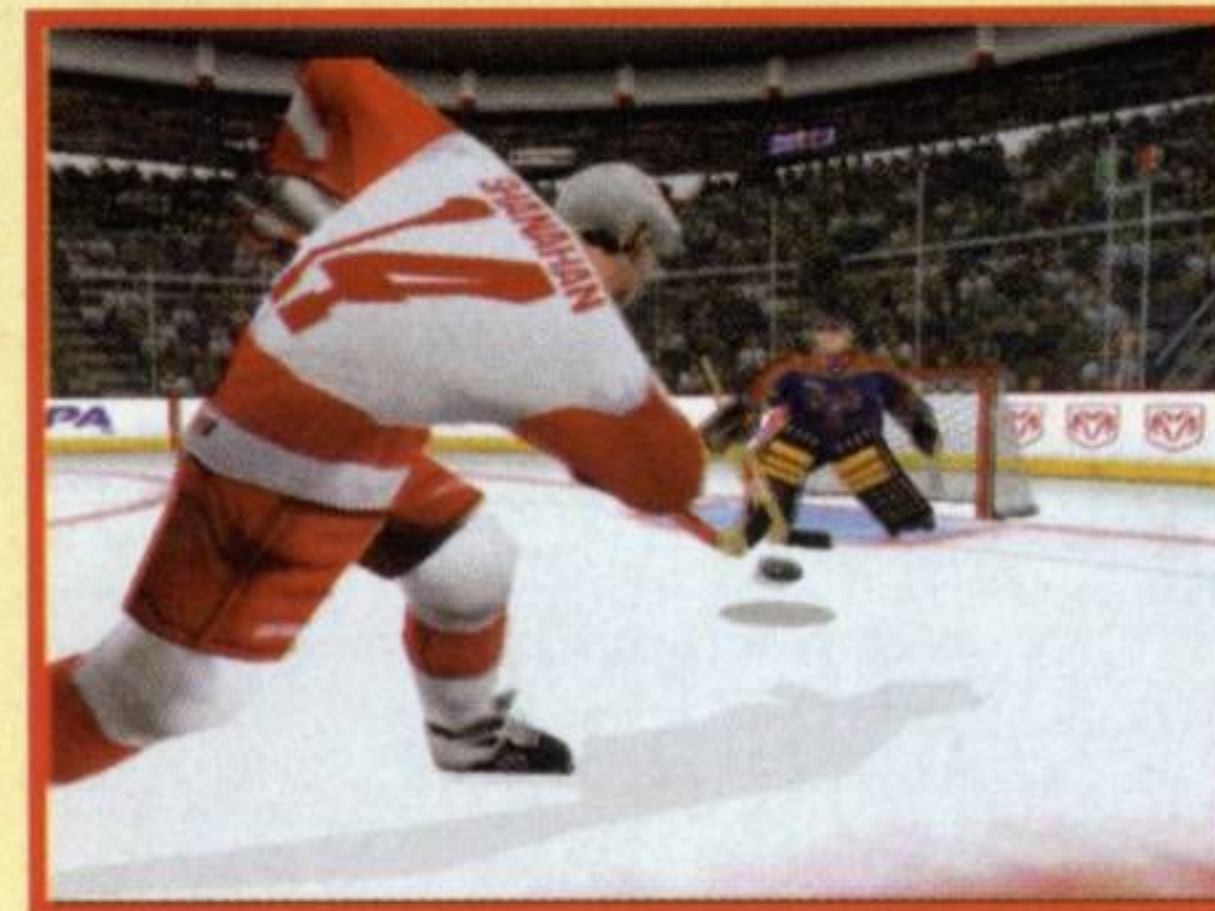
At the 'Black Box' screen, hold down L and R and press B, A, B, Y on controller D to get the best team in the game.

### Easy goal trick

Go around the goal to the left and exit round the right. The goalie will follow you by moving to the right side of the goal. Quickly pass to a player on your left, shooting instantly for a guaranteed goal.

### Picture of any NHL star in statistics area

Create a character with the exact name of any current NHL star to see his picture on the edit lines screen.



PLAYSTATION

## FRONT MISSION 3

■ **Make your mission less impossible with these sneaky hints.**

### Play with full battle skills

Beat Emma's or Alisa's story line and wait after the credits for the final save point. Save the game and look for the title screen to appear. Load this saved file and voila – you can play another story line with the battle skills you learned in your previous game.

### The secret super weapon

With Alisa, after mission 46, go to the ArmoredK Web site and check out BBS 3. At the bottom there will be a number (555-XKR-224). Go to the Auspend Garbagepit and find something called the Infernal Dialer. Dial this number and you will receive the parts to a Hoshun Mk112 and laser weapon. Put them together and upgrade it for a weapon of ultimate power.



## PlayStation small tips

### POPULOUS: THE BEGINNING

■ **Even gods cut corners.**

#### Unlock the cheat menu:

Highlight and press ⊗ on every tree in the first level. Then press Start to display the options screen. If correct, the last option will say 'Cheat'. Select from maximum mana, spells, and buildings.

### ALUNDRA 2

■ **Easy money.**

After waking up in Paco village, slide the bushes outside to reveal coins (usually 10 to 50 gold) or health. When you enter another building and return outside, the bushes will magically re-appear full of goodies.

### MISADVENTURES OF TRON BONNE

■ **Get the fierce flying robot.**

To get the Acacia robot, press ⊗, ⊠, ⊠, ⊠, ⊠, ⊠.

### STREET SKATER 2

■ **Bona fide, four wheel extras.**

#### Different costumes

At the select skate option on the skater select menu press and hold ⊠, ⊠, ⊠, or ⊠ or ⊠

On the Main Menu or 'Push Start Button' menu, press:

#### To get all boards

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊠.

#### To get all courses

Left, Right, Left, Right, ⊙, ⊙, ⊠, ⊙.

#### To get all characters

Left, Left, ⊙, ⊙, ⊠, ⊙, Right, ⊠.

#### To get trick level & full attributes

⊠, ⊙, Left, Left, ⊠, Left, ⊠, Left.

#### To show FMVs

⊠, ⊠, ⊠, ⊠, ⊠, ⊠, ⊠, ⊠.

## Nintendo 64 small tips

### JEREMY MCGRATH SUPERCROSS 2000

■ **Neat two wheel cheats.**

At the main menu, press L, C-Up(x2), C-Down, C-Up, C-Down to display the 'Cheats Menu'. Then, enter 'INVISORIDER' to get an invisible rider.

#### Tricks

Get some air, then hold R and press:

Nac Nac	Z
No Hands	No FeetDown, Z
No Hands	Left, Right, Z
Side Prone	Up, Z
Can Can	A
RedlineDown,	A
CliffhangerLeft,	Right, A
ScorpionUp,	A
One Foot Can Can	B
SurferDown,	B
Super MacLeft,	Right, B
Rodeo	C-Down
Saran Wrap	Down, C-Down
Toe ClipUp,	C-Down
Fender Grab	C-Left
BackflipUp,	C-Left



# KICK ASS

## PLAYSTATION

### SILENT BOMBER

■ **Shush. Or you won't hear this great tip for beating the mutants.**

Don't worry if you're having trouble saving the girl in the mutant room. Set your armour to standard (No E-chips), sharing the rest between range and number of bombs. A single bomb will lure the mutants away from her. Once you have their attention, set a large bomb for the villains to walk/jump into.

If there are three or more of them, set a large stack of gravity bombs to explode when they're in range. Then standing at a safe distance, throw in some high level lock-on bombs for extra damage. If you need energy, there are two 50% tanks on the northeast and northwest corners.



## PLAYSTATION

### SUIKODEN II

■ **Improve your battlefield strategy.**

■ To improve your attack and defence gauges in field battles, find seeds for Tony and animals for Yuzu

■ During Field Battles, always protect Luc's and Mazus' companies as their rune spells are invaluable. Luc's Wind Magic can destroy Yuber's troops.

■ Don't put food in your inventory during a boss battle. It is better to use wind, water and bright shield runes for healing.

■ Strip the less useful characters of their armour/items and sell these to Barbara. Use the cash to buy better items for your good characters. Do the same with Jeane (for the runes) and Tessai (for the weapons).



## DREAMCAST

### MARVEL VS CAPCOM 2

■ **Come off it! If Dhalsim really fought the Incredible Hulk, he'd be bent like a pretzel.**

#### Selecting the first fighter

To choose which of your three selected characters appears first, hold L at the versus screen for the second character or hold R for the third character.

#### New costumes

After highlighting a character on the character select screen press Y or A



## DREAMCAST

### SOUTH PARK RALLY

■ **Unlocking secret characters is easy. Mmm'kay?**

#### Unlock Mr Garrison

Play championship mode with Cartman and beat levels 1 and 2. Just don't lose any coins during the race.

#### Unlock Mr Mackey

Play championship with Stan and win the first five races without losing any character coins.

#### Unlock Pip

To unlock Pip, you must play as Mr Garrison and finish the first two races without losing any coins.

#### Unlock Big Gay AI

Select any character. (Chef is the best) and beat Big Gay AI's Pink Lemonade course.

#### Unlock Cartman (cop)

In Read-A-Book Day hit the chicken lover five times with the chocolate salty balls.

#### Unlock Tweek

To unlock Tweek, enter Championship mode with any character and collect five caffeine turbos. (They make blue tracks under your wheels).

#### Unlock Death

Win the Halloween stage.

#### Unlock Ned and Mephesto

Using Big Gay AI in Championship mode, beat Fourth of July with five or more credits.

#### Ultimate Cheat

Beat the Championship mode without using any tokens to get every cheat in the game including all racers, all tracks, all levels, extra skins and so on.



## DREAMCAST

### SILVER

■ **Extra Inventory Items:**

Turn on your dreamcast and don't press a thing and watch the intro. Then go to the options screen and choose 'preferences'. Hold A and press B six times. Leave options and start a new game. This will get you two of every food, one broad sword, one of each potion and a long bow



## PLAYSTATION

### MUPPET RACE MANIA

■ **It's time to cheat the muppets, it's time to unlock codes.**

When the muppets are racing over their logo, press the following:

#### All characters

Press @, A, X, @, A, X, @, A, @, X to unlock all 24 main characters

#### All tracks and vehicles

Press @, @, A, @, A, X, A, A, X, @.

#### Unlock The Studio track

Press @, @, @, @, X, @, A, @, A, @.

#### Unlock Arches track

Press @, @, X, @, @, A, @, X, @, A.

#### Unlock Fraggle Rock track

Press X, @, X, @, X, @, A, @, X, @.

#### Unlock the ending and six overhead tracks

Press @, A, @, A, X, A, @, @, A, X.



## Dreamcast small tips

### ECCO THE DOLPHIN

■ **The secrets of song.**

**Song of Fish:** Makes fish swim in the direction you want.

**Song of Ray:** Makes manta rays swim in the direction you want.

**Song of Shark:** Stops some sharks from biting and stuns others.

**Song of Turtle:** Makes the sonar turtle follow you.

**Song of Plant:** Use on ball-shaped ink plants to reveal stinging vines.

### GAUNTLET LEGENDS

■ **Extra characters for increased mayhem.**

Reach level 30 and go to the character management screen. Select 'new' and press B. Choose from either valkyrie, warrior, archer or wizard.

## PC small tips

### DIABLO 2

■ **Want more items? Try stealing from yourself.**

If you die and can't make it back to retrieve the items from your dead body, simply save, exit, then return to the game. Your corpse will appear in town and you may reclaim your items easily.

### F1 2000

■ **If you can't win, cheat.**

Enter these names in the driver info screen.

**Simonthebest:** All tracks  
**Pantsgay:** Get mini

### MOTOCROSS MADNESS 2

■ **Big head you say... suits you sir.**

For the bikers to have larger heads, type big heads at the main menu.

## Game Boy small tips

### DONKEY KONG LAND 2

■ **Go bananas.**

#### 40 Banana Coins:

On the Game Selection screen, hold RIGHT or LEFT in front of the game you wish to play on, then press B, A, A.

#### All Krem coins:

On the Game Selection screen, hold RIGHT or LEFT in front of the game you wish to play on, then press A, B, A, B.

### RAYMAN

■ **Help the little chap with these...**

**Pick a level:**  
Enter: CH5G4mSljD

Pause the game and press:

**To get world map**  
A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A

**To get energy**  
B, right, A, Up, B, Left, A, Down, B, Right

**To get max energy**  
B, Right, A, Up, B, Left, A, Down, B, Right

**Get 99 lives**  
A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B



# GAMEPLAY CHALLENGE

Think you're a real gamer? These rock hard challenges will push you to the limit, but if you think they're too easy send in your own tests of skill. Fill out the form below and you could win yourself some cracking Mad Catz goodies – just like Steve Cole did this month.



PLAYSTATION

## ISS PRO EVOLUTION

■ The Premier League begins, with Manchester United favourites again. To give the other teams a chance, we want you to injure as many United players as possible in one ten-minute exhibition match. You'll use international teams, so start against Norway – Solskjaer, Berg and Johnsen are on the hit list. Cards will fly left, right and centre but you'll never crop them all. We can only nail two of the jammy gits. Can you do the lot?



PLAYSTATION

## COLIN MCRAE RALLY 2.0

■ Even the mighty McRae needs a co-driver, and so will you in this mind bending challenge. In Arcade mode, select Single Race, track Italy and difficulty Novice. All you have to do is win the race. Sound simple? Did we mention that you can't look at the screen? Thought not. Grab a co-driver mate, who can view the action and shout out directions. They will go barking mad trying to keep you on course. Trust us, we've done it.



DREAMCAST

## DEAD OR ALIVE 2

■ We know a load of you guys out there have bought this game for what ever reason, but here's a test to challenge your skills. Arcade are a traditional lot at and think women should never make the first move. Help us celebrate these old-fashioned values, by selecting a female character in Survival mode. How long can you last using only counter strikes? No attacking moves allowed. Arcade's record is five matches, we defy you to do more.



DREAMCAST

## TONY HAWK'S SKATEBOARDING

■ It's easy to pull gravity busting manoeuvres in this top title. So you have to collect all five SKATE letters in the warehouse level whilst skating switch stance. Here's the catch: the game character can face in any direction, but you must reverse your hands on the joystick. That's hands crossed, right fingers on the D-pad, left on the buttons. Enjoy.



PLAYSTATION

## ANNA KOURNIKOVA'S SMASH TENNIS

■ Anna looks smashing, but her service game is a bit on the weedy side. With this in mind, we want you to guide her to glory in the Great Britain Grand Slam tournament (although she got nowhere near at Wimbledon) using the weak automatic serves only (Triangle button) – but you can play rallies with any shot you want. Furthermore, you're not allowed to lose a game. At least rain shouldn't halt play.



NINTENDO 64

## PERFECT DARK

■ You can't be bored of this fantastic game already, but if you're looking for a new way to get even more value for your money try and beat us at this. (Although be warned we've neglected everyday tasks such as washing and eating to play it.) Select Combat Simulator, Advanced Setup and Scenario Combat. Set weapons to random and enemies to speed simulants. How many bad guys can you eliminate in a ten-minute deathmatch? The office record is 13, happy hunting.



PLAYSTATION

## WWF SMACKDOWN

■ For a different slant on gameplay we've got a challenge you won't refuse. You'll need to play with a friend for this battle of brawn and brains. Choose exhibition mode, two-player single match with any wrestlers. The task is simple: Player 1 has to pin his rival inside the ring, Player 2 must finish his rival outside it. As wrestlers can't spend more than ten seconds outside the ring before disqualification, a madcap cat and mouse struggle will commence. Just try it!



DREAMCAST

## CHU CHU ROCKET

■ Can you become the true owner of a mouse monopoly? Steve Cole of Dorset challenges you: It's easy to beat the 'weak' standard computer opponents in a four-player battle, but are you good enough to completely trounce them? To begin with, choose any grid and try to get a score of over 800 mice come take-off. Don't worry about sending cats into other players' rockets, just concentrate on bagging all the mice for yourself. Once you've got 800, try for the maximum 999.

### CLOCKING OFF

# WIN!

## MAD CATZ

### GAMES ACCESSORIES!

Yet another bulging sack of tips 'n' cheats from the Kick Ass game brain. For a chance to win a fantastic joystick from those smashing people at Mad Catz, send in your tips, cheats and challenges using this handy form (a photocopy is okay if you don't want to cut up your beloved mag). Every month, the senders of the best tip and trickiest challenge will win a peripheral for the format of their choice – PlayStation, N64, Dreamcast, Game Boy or PC. So get scribbling now!

Kick Ass  
Arcade Magazine  
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Fax us on:  
01225 732275  
E-mail us at:  
arcade.mag@futurenet.co.uk

**REMEMBER:** You can send in a cheat or challenge. If you send in both you have double the chance of winning Mad Catz goodies.

#### MY TOPTIP/CHEAT

Game:.....  
.....  
Format:.....  
Tip/Cheat:.....  
.....  
.....  
.....  
.....

#### MY GAMES CHALLENGE

Game:.....  
.....  
Format:.....  
Challenge:.....  
.....  
.....  
.....  
.....

Name:.....  
Address:.....  
.....  
Postcode:.....  
Choice of prize format:.....  
.....  
.....







## Sim City

Green belts, greed and Godzilla in the original city planner.

**T**here's not much point us racking our brains for a clever paragraph to introduce you to *Sim City* – like Rupert Bear, everyone knows its name. Will Wright's management masterpiece did a *Tetris* by marauding into the mainstream, and it managed it, not on the strength of attention-grabbing Designer's Republic daubings or massive khaki-covered boobs, but thanks to its hugely addictive gameplay.

Amiga *Sim City* was the very definition of 'deceptively simple'. You, as city mayor, started off with several acres of forest on which to build your metropolis, and \$10,000 to do it – not much cash when you consider that *nothing* was automatic. Road-building couldn't take place until trees had been bulldozed; factories wouldn't function until they were connected to the power station; and unless the road network was sensibly designed for easy access to all residential, industrial and commercial areas, the city would be a ghost town.

"With those God-like powers," explains Wright, "it wasn't much of a mayoral simulation."

### Sim City

- Publisher: **Broderbund**
- Developer: **Maxis**
- Genre: **God**
- System: **Amiga/Mac**
- Players: **1**
- Score: **94%**, **ACE**. "This is a seminal simulation, opening new horizons for designers."

But more a simulation of how a city runs, it ended up far more elaborate than many of the more serious simulators out there at the time – so much so, we had city planners and mayors contacting us to try to use it. I always tried to talk them out of it, though, because *Sim City* just wasn't predictive of real-life. Once you throw real humans into the equation, any city simulator completely falls apart."

The unreal human inhabitants of *Sim City* – the same folk who've recently been brought to life in Wright's own *The Sims* – were devastatingly predictable. Obsessed with complaining about crime, pollution, fires, housing and – above all – taxes, they'd pack up and leave the city at a moment's notice, leaving you without the necessary funds needed to expand. At which point, it was customary to call upon one of *Sim City*'s ingenious 'disaster' options – tornado, flood, air crash or, most famously, Godzilla attack – to teach the ungrateful sods a lesson.

Wright's original intention to code a deadly serious simulation ("I can't tell you how many books I read putting *Sim City* together!" he says), gradually gave way during development, giving *Sim City* a much 'gamier' feel. But publisher

Broderbund still wasn't happy. "The open-endedness was the problem," explains Wright. "They were expecting a game with a win/lose situation at the end – not unreasonable, given the action-oriented theme of games at the time. They didn't doubt *Sim City* would work – they just thought it wasn't going to sell."

Happily, they were wrong. After a besotted journalist penned an unprecedented full-page article about the game for *Time* magazine, the game's slow-burn popularity ignited. At Christmas – three months after its release – *Sim City* achieved its best sales to date. A full year later, it was selling even more. And in December 1991, it broke its own record again. *Sim City* had grown from a small cultish oddity to full-blown phenomenon.

The craze continues – you can play the original *Sim City* for free online at [www.simcity.com](http://www.simcity.com) – but Wright's ready to leave it all behind. "I'm pretty sick of *Sim City* now!" he laughs. "I'm glad other people enjoy it, but it was never my intention to stick with it beyond the original. *The Sims* have been my pet project since around 1993, and I'm having lots of fun with them now." And if he grows tired of them, he can always call on Godzilla... **A**

## Games of the month

Great games fell like leaves from the trees in September 1989...



### Conflict: Europe

- System: **Amiga**
- Publisher: **Mirrorsoft**
- Conflict between the United Kingdom and Russia was the setting for this comprehensive war simulator, that offered the chilling opportunity to launch chemical and nuclear attacks on the Red Menace. Through fake newspaper reports and constant messages from the front the tension levels of the game were raised to nail-biting levels.
- **ACE: 88%**



### Life & Death

- System: **PC**
- Publisher: **Software Toolworks**
- The PC wasn't quite there as a games machine yet – its version of *Sim City* was yet to come – hence obscure pseudo-educational fare such as this being all there was on the platform. *Life & Death* worked like a grimly realistic version of Operation, asking you to perform live-saving surgery on digitised livers, stomachs and appendices.
- **GamesMaster: 88%**



### Federation Of Free Traders

- System: **Amiga**
- Publisher: **Gremlin**
- Trumpeted as the natural successor to the superb space trading game *Elite*, *FOFT* arrived on the Atari ST in mid-1989 riddled with bugs. The Amiga version worked flawlessly – which only served to expose the game as little more than an ugly and spectacularly unexciting galactic shoot-'em-up.
- **GamesMaster: 56%**



### License To Kill

- System: **Spectrum**
- Publisher: **Domark**
- With summer over, it was time for Domark's latest annual James Bond videogame fiasco to hit the shelves. Ignoring the spectacular failure of past attempts to create a multi-genre 007 game, they tried again with *License To Kill* marrying top-down shooting, speedboat racing, truck driving and helicopter piloting. Not bad, but hardly martini-shaking stuff.
- **GamesMaster: 73%**



### The New Zealand Story

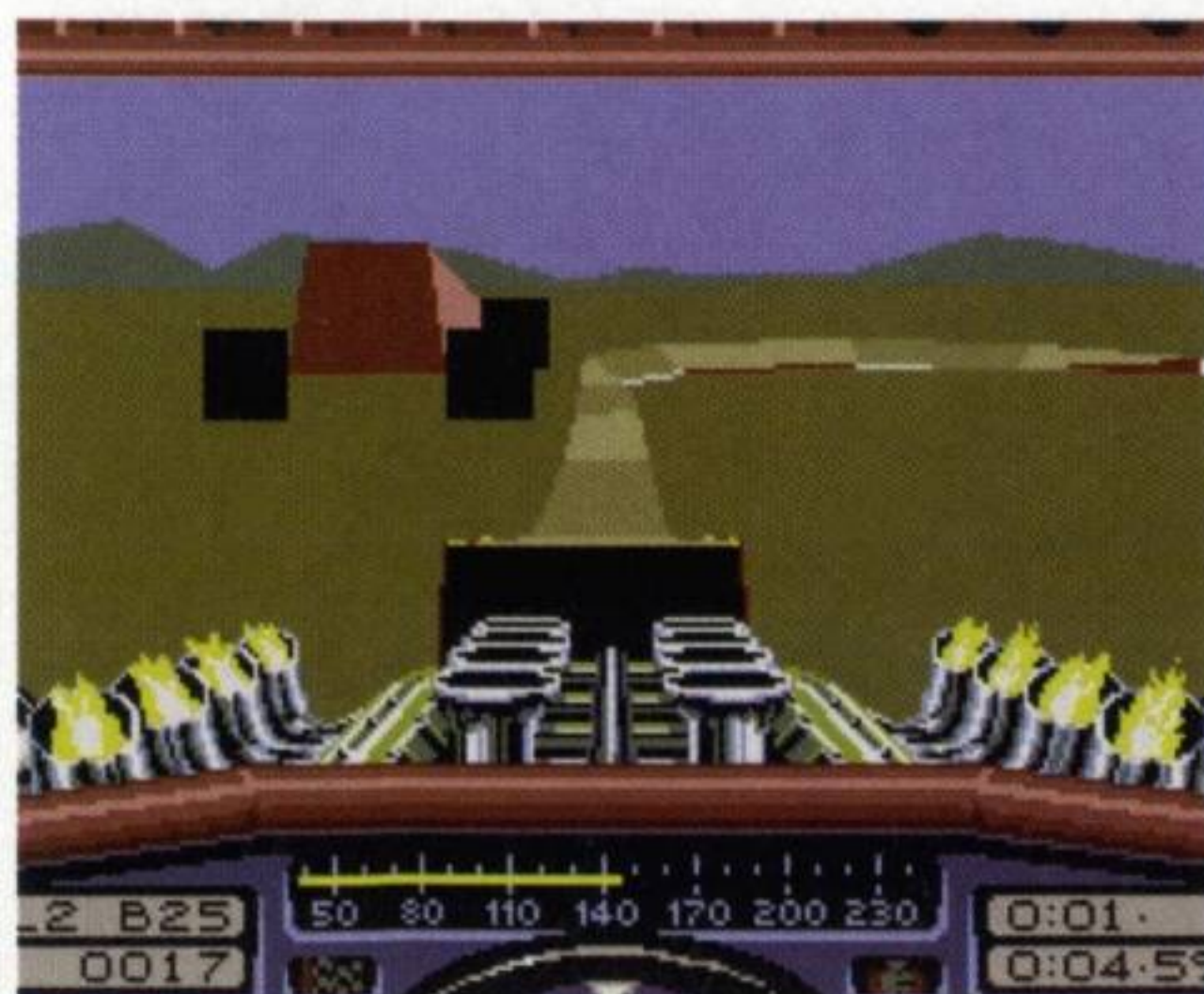
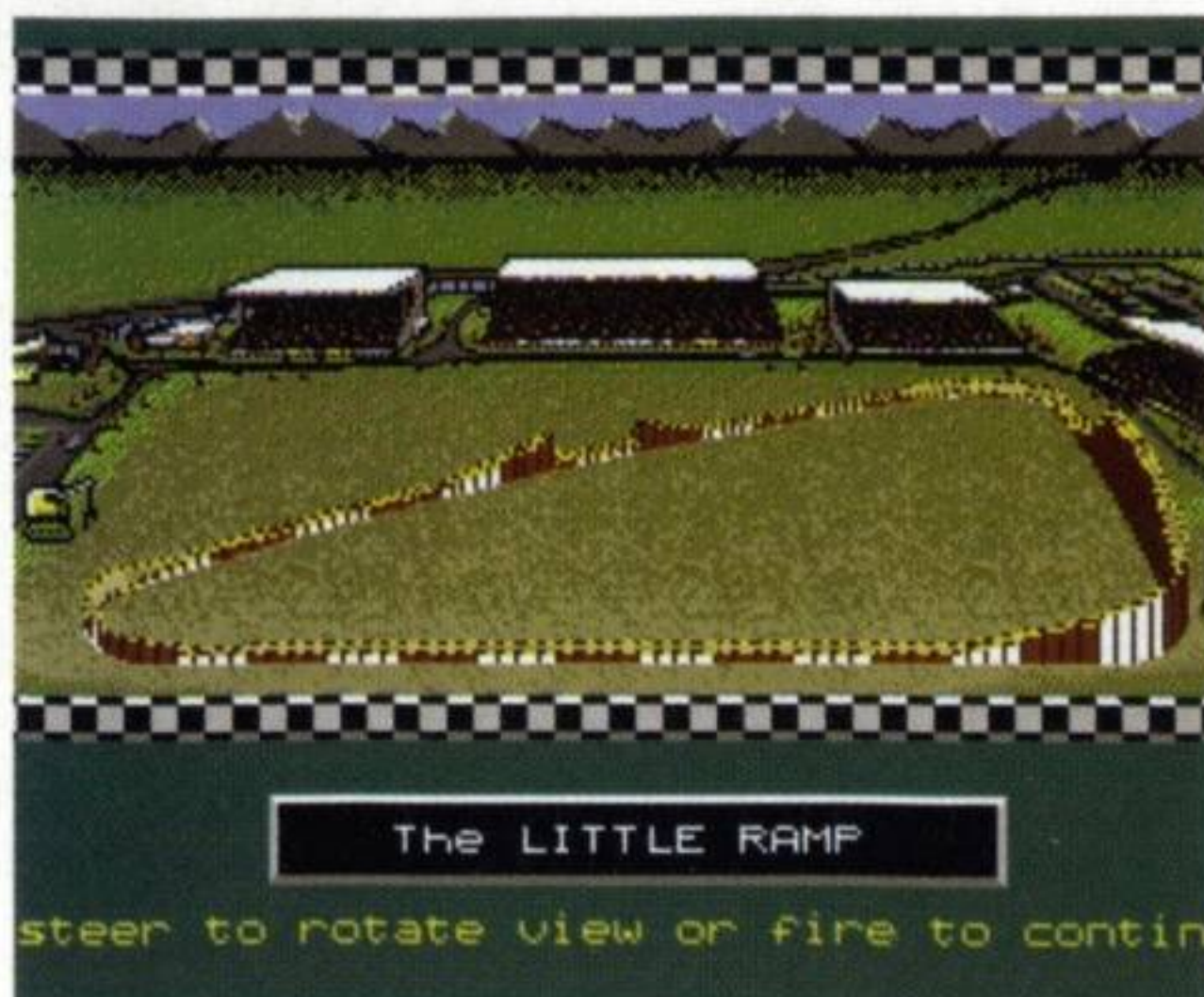
- System: **Amiga/ST**
- Publisher: **Ocean**
- The world's cutest kiwi and more cuddly animals than an entire series of *Pet Rescue* were at the centre of this conversion of Taito's popular coin-op. The colourful two-dimensional visuals were pretty eye-boggling for the time, and added to the combination of running, jumping, swimming and flying it was of near-Miyamoto quality.
- **GamesMaster: 87%**



### Indiana Jones And The Last Crusade

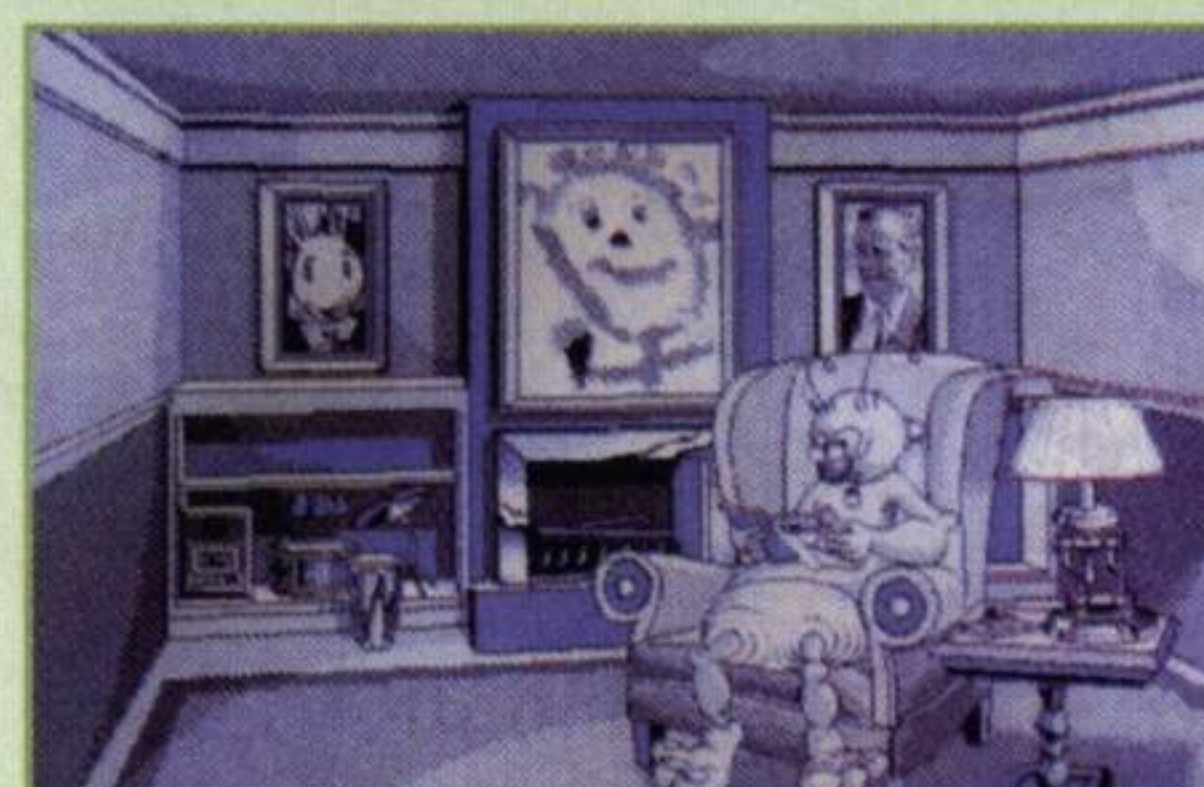
- System: **Amiga/ST**
- Publisher: **US Gold**
- Representing the tail-end of the videogamer's obsession with dire film tie-ins, *Indiana Jones* plumped for the dated side-scrolling platformer template. *Indy* was hugely popular on the Spectrum and C64 – it took the 16-bit machines to reveal the game as the tiresomely derivative rubbish it was.
- **GamesMaster: 59%**





**Gaming roundup**

Also going on this month



**YOUR SINCLAIR SPECTRUM TOP 10**

1. RoboCop Ocean
2. Forgotten Worlds US Gold
3. Microprose Soccer Microprose
4. Run The Gauntlet Imagine
5. Dragon Ninja Ocean
6. Emlyn Hughes International Soccer Audiogenic
7. Football Manager II Addictive
8. The Running Man Grandslam
9. Crazy Cars II Titus
10. Silkworm Virgin

■ The 3D track maps made *Stunt Car Racer's* twists, turns and jumps look fairly innocuous. Then you'd find yourself leaping off a perilously narrow ramp at around 300kph. Mummy!

# Stunt Car Racer

Nice and queasy does it in Geoff Crammond's racer.

**W**ith Geoff Crammond dazzling us all over again with a third version of his *Grand Prix* series (see page 76) this is the ideal time to reinvestigate the magic that occurred when Crammond turned his attention to fantasy racing. Although if you suffer from minor motion sickness playing *Quake III*, you'd best look away now – even static screenshots of *Stunt Car Racer* will probably have you bringing up your breakfast.

Crammond achieved the impossible with *Stunt Car Racer* on two counts. First, he dared to produce a proper, polygon-powered 3D racer on the humble Atari ST – and pull it off without a noticeable drop in frame rate. Second, he based *Stunt Car* around totally impossible racing – four-wheeled buggies rocketing over tracks that were shaped like roller coaster circuits, with mountainous climbs, sheer 200 foot drops, banked turns and leaps into the clouds, without any crash barriers to prevent careless racers toppling to a grisly end.

These elements added up to a rip-roaringly exciting racer, especially given the game's terrifying speed. *Stunt Car* began with a paralytically tense build-up, with the buggy hovering over the start line suspended on chains. After being dropped straight onto the track on the 'Go!' signal and on squeezing the accelerator, you were subjected to some face-flapping acceleration

and limb-trembling fear as the first banked turn approached, looking for all the world like a vertical wall ready to smash your buggy to pieces. And that was with all four wheels on the ground; real terror came with your car flying off a ramp, sailing through the air – wheels spinning and totally uncontrollable – before crashing back to earth with a sickening crunch.

With most of the ST's primitive brain concentrating on grinding out the track, there was only room on *Stunt Car Racer's* grid for one cheese-shaped vehicle other than your own. Inevitably, it was piloted by the world's most evil CPU opponent who was invariably able to take every turn perfectly and use the buggy's boost to full effect. The computer drivers also cleverly managed to block your route around corners, and pulling up innocently alongside you before nudging you to your doom. Thankfully, *Stunt Car* was one of the few Amiga games to use a PlayStation-style 'link-up' cable for two-player racing, providing some of 1989's most laugh-laden multiplayer gaming.

*Stunt Car Racer* was nightmarishly unforgiving – later tracks featured straights made up of tiny 'islands', which could only be cleared by judging your acceleration perfectly to hop from one to the next – but the breathtaking velocity, coupled with the satisfaction that came with finally leaving the CPU racers far behind, made it utterly compulsive. Here's hoping Geoff considers a 2000 update now he's finally seen the back of *Grand Prix 3*.

■ Aliens and rabbits in *Cosmic Osmo*.

**Film fare**

■ If you think racing and fighting games have been clogging up arcades since the year dot, glance back at September 1989 for a shock. A Capcom coin-op based around dwarf-filled fantasy movie *Willow* – and which borrowed heavily from Sega's *Alex Kidd* saga – was raking in the pennies back in those days, and came complete with the toothy grin of Val Kilmer staring out between levels.

**Hypered-up**

■ 'Hypergames' were busy tickling the industry's fancy. So-called because they were developed using a utility called 'Hypercard'. This new genre dished-up 'exploratory' games, where clicking on parts of pictures would lead to amusing animations or new environments. *Cosmic Osmo* on the Mac demonstrated it best – for a poor example, look no further than *Myst*.

**CD eye**

■ "This is, we reckon, going to be the big one," proclaimed *ACE* magazine as it heralded the arrival of CD-Interactive, the proprietary videogame format pioneered by Sony and Philips. The bastard offspring of Audio CD and CD-ROM, CD-I promised heaps of educational titles, digital encyclopaedias and – God forbid – 'interactive movies', on a console that cost a whopping £1,500. It didn't last.

**System addict**

■ The ill-fated Konix Multisystem popped its head over the horizon again, whetting appetites with its promised arcade-quality visuals, add-on steering wheels and hydraulic rocking chairs. Konix boasted ten launch games – including a version of *Attack of The Mutant Camels* from Nuon supporter Jeff Minter – but failed to show a working console at the following month's PC Show in London.

**NUMBER CRUNCH**

Average cost of an Amiga game: £24.95 ...  
 Average cost of games magazine: £1.50...  
 Price difference between 16-bit and 8-bit game: £15...  
 Price difference between Amiga and ST game: £5...  
 Number of Ocean games advertised in *ACE* magazine: 9...  
 Games not based on films, TV programs or coin-ops: 1...  
 Mohicans sported by thugs in ad for beat-'em-up *Vigilante*: 3...  
 Number of mullets: 1...

**WORLD NEWS HEADLINES**

**Polish Palaver**

After winning a ground-breaking landslide victory in Poland, representatives of the Solidarity party took their seats in the first non-Communist-dominated government in Eastern Europe since 1940.

**Ivory Out**

With environmental awareness and animal rights at an all-time high, the Convention on International Trade in Endangered Species voted overwhelmingly to make all ivory

trading worldwide illegal.

**Acid Trips**

'Rave parties' were beginning to terrify the nation and frustrate the police, as hordes of drug-addled young folk made their way to disused warehouses to jig about to tuneless 'acid-house' music.

**Hi Cliff**

Cliff Richard enjoyed one of his many renaissances thanks to the unstoppable trio of Stock, Aitken and Waterman. Their catchy

ditty, *I Just Don't Have The Heart* gave the 'Peter Pan of Pop' a Top 3 hit.



**MUSIC CHARTS**

*The pop pickers' picks*

1. Ride On Time Black Box
2. Right Here Waiting Richard Marx
3. Cherish Madonna
4. Pump Up The Jam Technotronic
5. The Best Tina Turner

**FILM CHARTS**

*Square Eyes in 1989.*

1. Lethal Weapon 2
2. sex, lies and videotape
3. Batman
4. Indiana Jones and The Last Crusade
5. The Fly

**Arcade**  
 Amiga/ST/Spec/C64/Amstrad/Nintendo/Sega

**DISASTER!**  
 Bring a town to its knees in *Sim City*

**DEATH!**  
 Bomb Russia to oblivion in *Theatre: Europe*

**DISEASE!**  
 Lose your patients in *Life & Death*.

**KONIX MULTISYSTEM: WHERE IS IT?**

■ He's a mayor, you see. Didn't the pith helmet, worrying facial expression and giant-sized lock give it away?



# Speaka da lingo?

Remembered by | Rich Pelley

*Speaking in plain English for the first time in videogame history.*



## Y

**ou are in a comfortable tunnel-like hall. To the east there is the round green door.**

**You see:**

The wooden chest.

Gandalf.

Gandalf is carrying a curious map.

Thorin.

Gandalf gives the map to you.

Thorin says "Hurry up."

» **Look at map**

I do not know the verb 'look at'.

» **Examine map**

There seem to be some symbols on it but you cannot read them.

Gandalf opens the round green door.

Thorin waits.

» **Go left**

I do not know the word 'left'.

» **Go east**

You are in a gloomy empty land with dreary hills ahead. To the west there is the round green door. Visible exits are: east, north northeast. You see:

Nothing.

Gandalf enters.

» **Hit Gandalf**

You attack Gandalf. But the effort is wasted. His defence is too strong. Gandalf attacks you. With one well placed blow Gandalf cleaves your skull. You are dead. You have mastered 0.5% of this adventure.

Back in the old days, before immersive 3D worlds and real-time game engines, this was how you had to communicate with your computer if you didn't fancy shooting space ships, getting lost in isometric mazes or snagging your Jet Set Willy up a Banyan tree.

The text-based adventure was an odd fellow, each individual one requiring you to learn the acceptable language. Being able to speak 'Hobbit' (as above), for example, did not guarantee that you'd be able to speak 'Mountain of Ket' or 'Ship of Doom'.

That was until an adventure game on the Atari ST called *The Pawn*. Set in the typically-mystical world of Kerovnia, the subject matter certainly wasn't unusual. What set *The Pawn* from its counterparts was its language parser. "Plant pot plant in plant pot," you instinctively typed in – having read about just how intuitive this game's way of thinking was from the realms of excited

## Wanna play?

*The Pawn* started life on the Sinclair QL (with no graphics), before being converted to the Atari ST and Amiga (with great graphics) and later back to the Spectrum (with far less impressive graphics). So unless you've got any of these old machines lying around in the attic with the relevant copy of the game, there's not much you can do in the 'wanna play' stakes. Apart from download the relevant emulator and ROM from the Internet, of course. But that would be illegal...

previews adorning the videogame glossies of the time. And the pot plant was indeed planted in the plant pot – a Great Gaming Moment indeed.

The other bird in *The Pawn's* bush, as it were, was its stunning graphics. They didn't move, of course, but set the mood perfectly. Oddly, this was the main criticism levelled by diehard adventure fans, that the illustrations took away the atmosphere generated by the text. You don't get pictures in novels, they argued. Pffth. What did they know?

And lo, the text-based adventure begat the point-and-click adventure which begat the 3D real time adventure. Memory of *The Pawn* lives on however, as one of the most intuitive adventure games there ever was, with its infamous pot plant-based Great Gaming Moment. Goodnight. **A**

**"Plant pot plant in plant pot," you instinctively type in – having read how intuitive this game is – and it works!**



c: Netscape Online

File Edit View Help

Name Size Modified



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What next, nuclear bomb on board?

Wrong type of snow.

Leaves on the line.

Points failure.

We make no apologies for this nightmare train journey. Expect bombs, terrorists and no chance of a seat.  
Arriving September 2000. Thankyou.

*chase the express*