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December 2000 ■ Issue 01

Video Gamer

All the games
All the news
All the tips

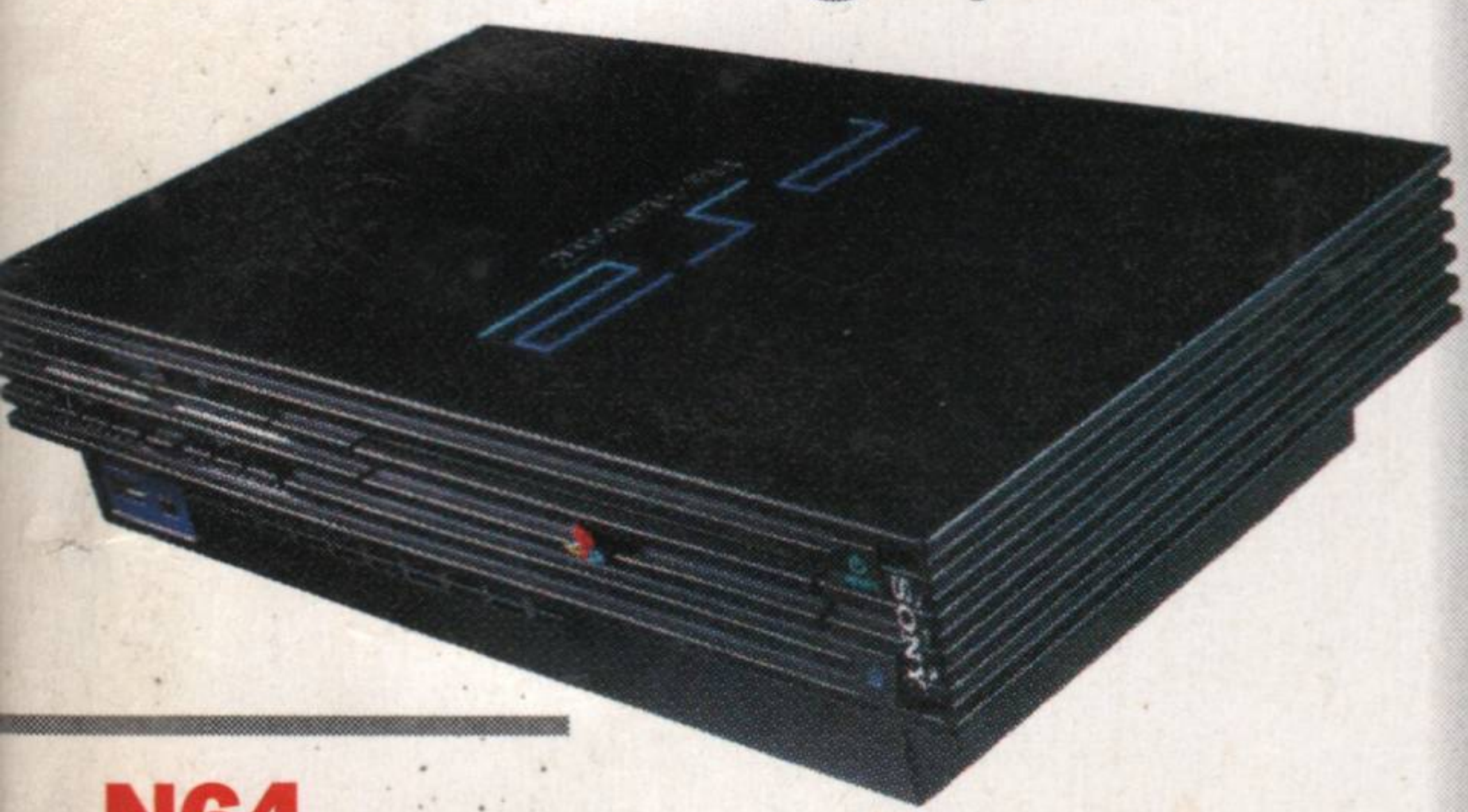
99p Every Month!

FIRST NEW! ISSUE

NEWS

PLAYSTATION2

Get one in! Under a month before launch: where to get your PS2...



N64

ZELDA 2

Reviewed! The sequel to the world's greatest game – it's huge!

PLAYSTATION

"YOU'LL NEVER SLEEP AGAIN..."

Find out why *Alien Resurrection* is the scariest game ever made.



PLAYSTATION

DRIVER 2

Reviewed! Drive fast cars, rob people blind, cut up the cops!

DREAMCAST

TYRE-RIFIC!

Reviewed! Racers *Ferrari F355* and *Metropolis Street Racer* put through their paces...

SCOOP!

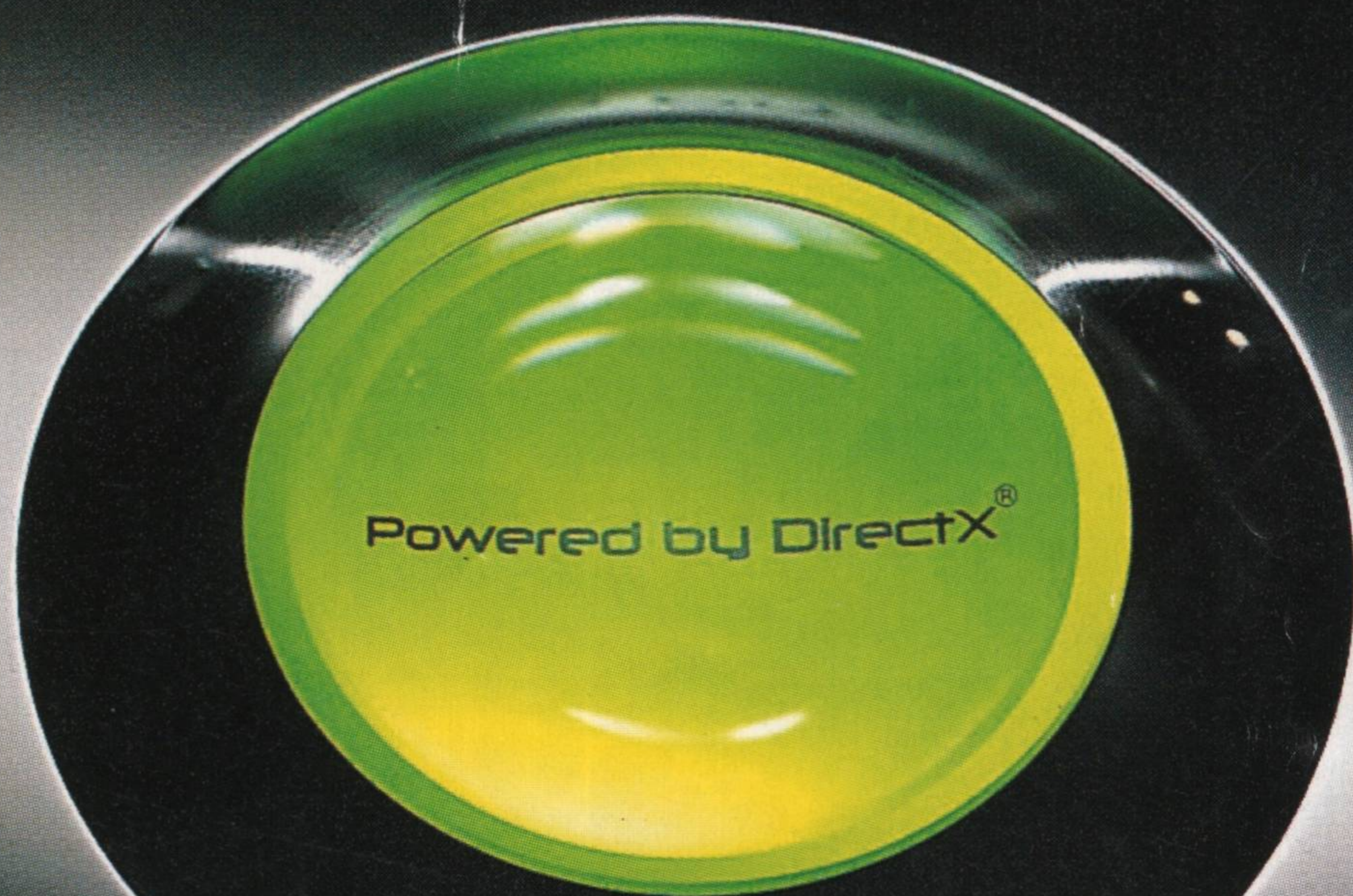
NEWS EXPRESS

The world's hottest gaming stories uncovered

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MICROSOFT VS PLAYSTATION2!

IT'S WAR!

CAN THE XBOX SUPER CONSOLE DESTROY THE PS2?

PLUS...

We exclusively unveil the top 10 Xbox games

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Including 16-page Tony Hawk's 2 and Spider-Man pullout magazine!

Can you forget what it is to be human? This is one of the questions you'll confront in Baldur's Gate™ II: Shadows of Amn™. This epic sequel to the Role Playing Game of the Year will immerse you in a world of intrigue, adventure and fierce combat. Set in the Forgotten Realms® campaign setting, Baldur's Gate™ II is the most stunning Advanced Dungeons and Dragons® game to date.

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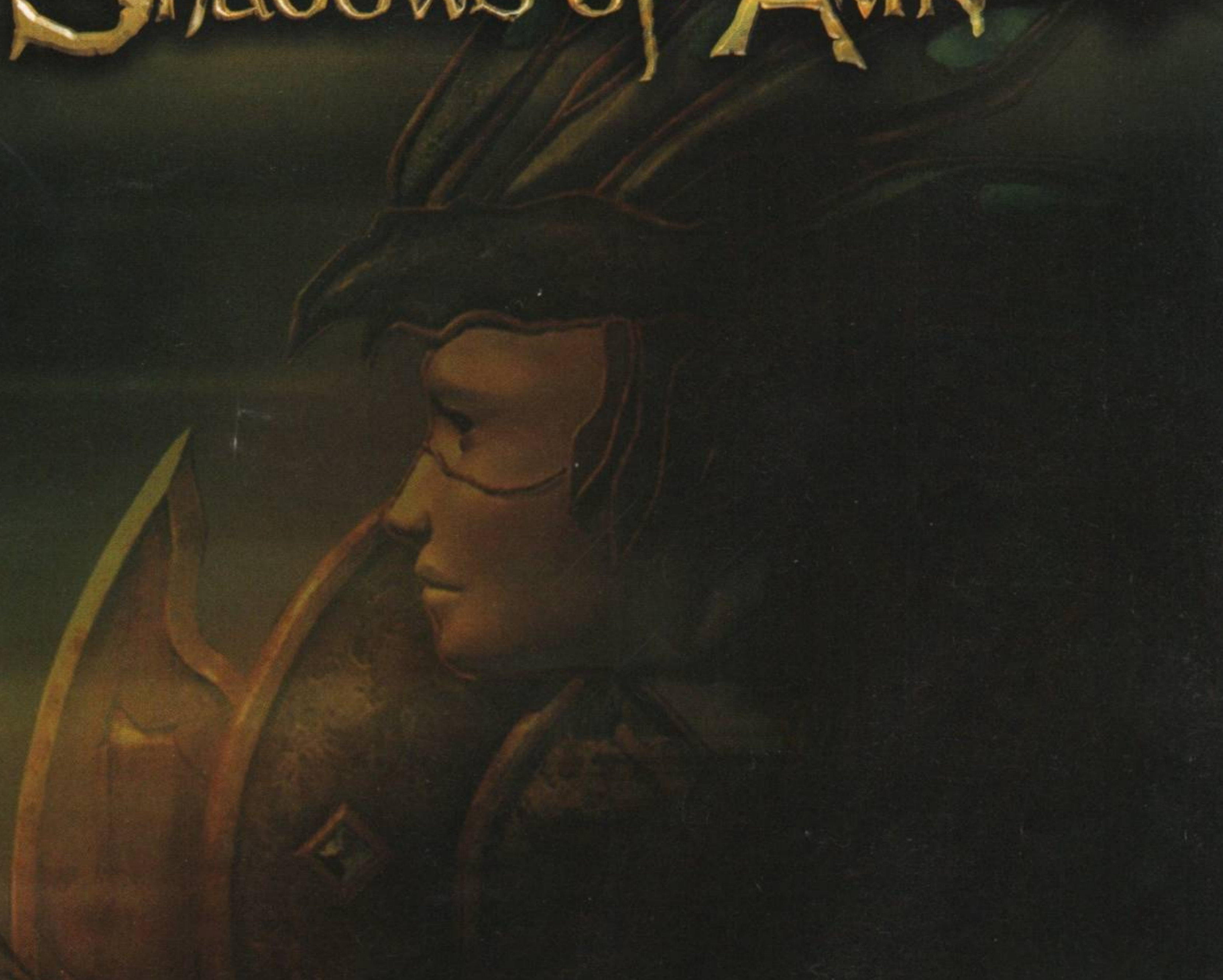
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FORGOTTEN REALMS



Baldur's Gate II

Shadows of Amn™



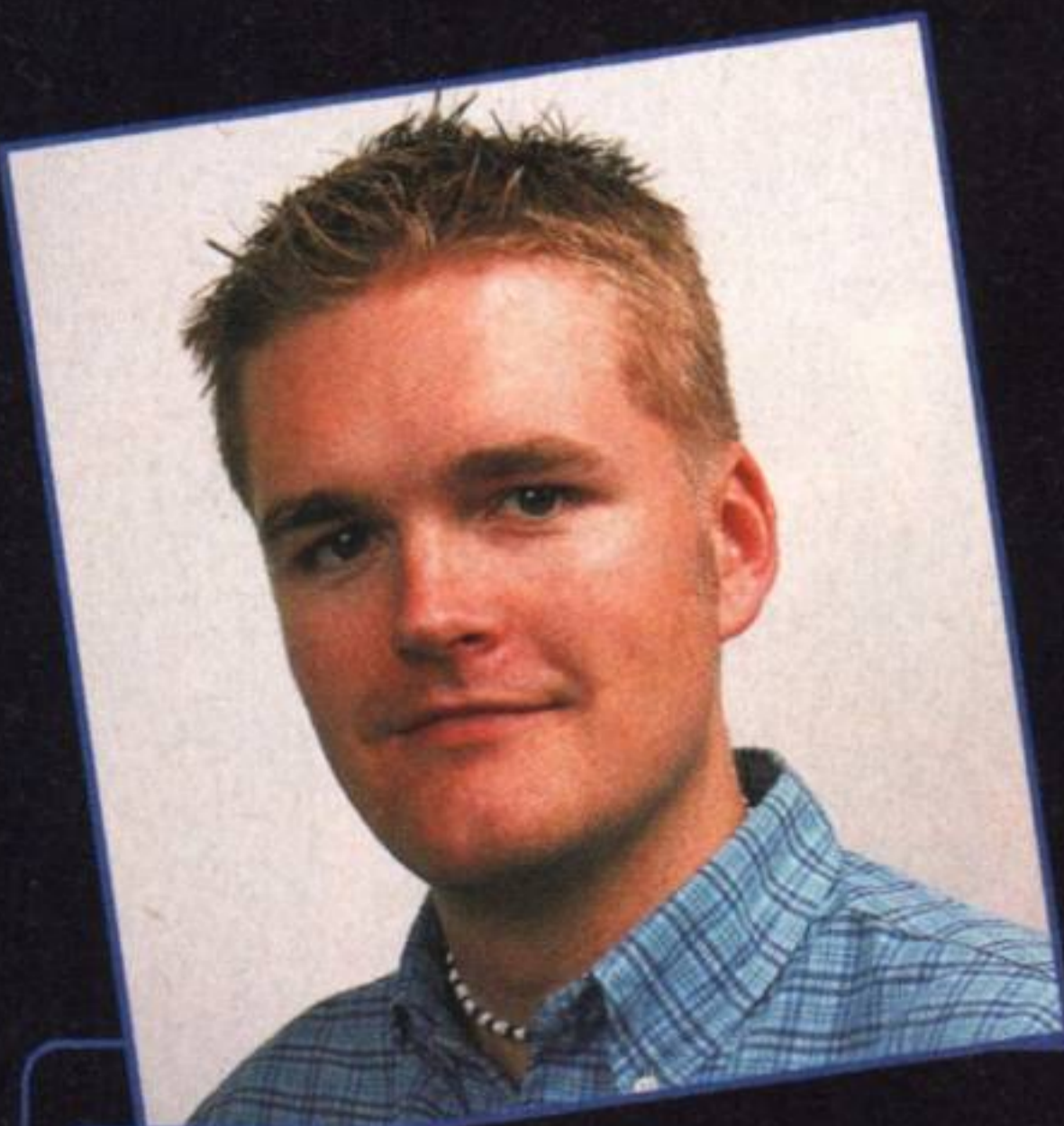
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elcome to **VideoGamer!**

What you're reading as you're standing in your local newsie (or – if you're really lucky, because it's a great place for quiet – sitting on the bog) is *the* most awaited videogames magazine *ever*. See, before we even sketched the first ideas for **VideoGamer**, we conducted the world's most expensive and meticulous research programme, interviewing thousands upon thousands of you, and the point was this: we wanted to know what *you* wanted from a games magazine. The result is what you now see, a magazine that, hopefully, is everything you've been after.

So, a few things about *us*: we *love* games. We love playing them and we love writing about them. We play games all day and – do you know what? – we're not embarrassed to say so. So, you won't ever, *ever* see fashion sections or girls in bikinis pointlessly and painfully trying to spice the magazine up, because we don't need them. We have the best writers in the business. Our design is the clearest and most navigable of any games magazine out there. And we're the best value. No other magazine can offer you the same number of pages, games and reviews for such a brilliant cover price.

We're the most up-to-date, on-the-ball magazine out there. We only review games that you can buy in the shops now or within the next two weeks because that's what you asked for. We won't ever review a game that's not out for the next three months just for the purposes of an exclusive, and, best of all, our marking system – the toughest in the business and no mistake – ensures you'll never, ever waste 40 quid on a total dud.

So, that's what we're about – except I forgot to mention that we're entirely jargon-free (if you ever see us talking about 'polygons', feel free to bombard us with hate mail... I think) and we'll never assume that you know who made *Elite* on the BBC Micro in 1984.

Which means, actually, **VideoGamer** is something of a revolution – a whole new *breed* of games magazine.

Let us know what you think...

Tim Weaver, Editor

AMAZING NEWS!

LARA'S BACK

Find out what company Lara's keeping on Xbox.

page **006**

page

OUT NOW

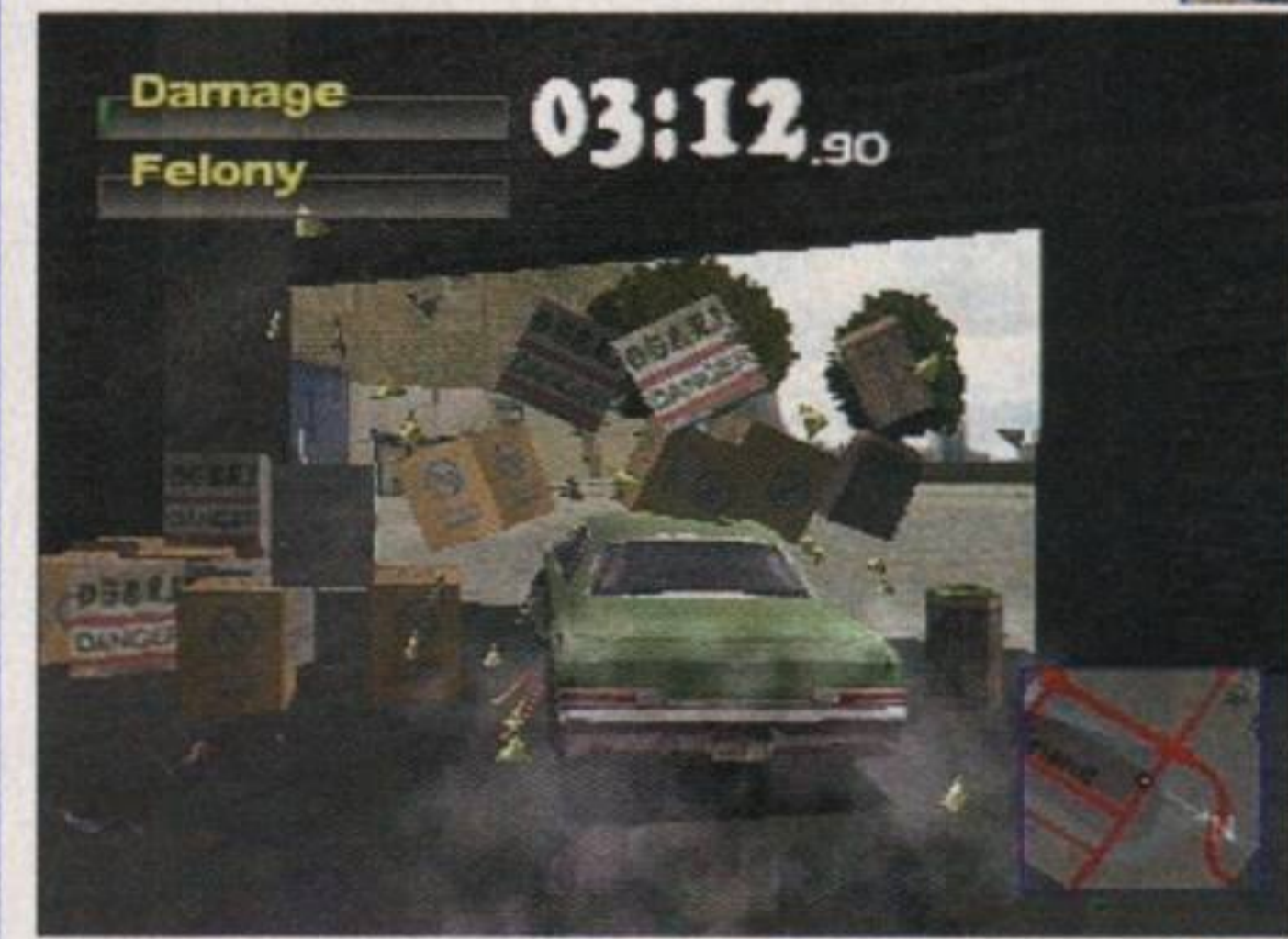
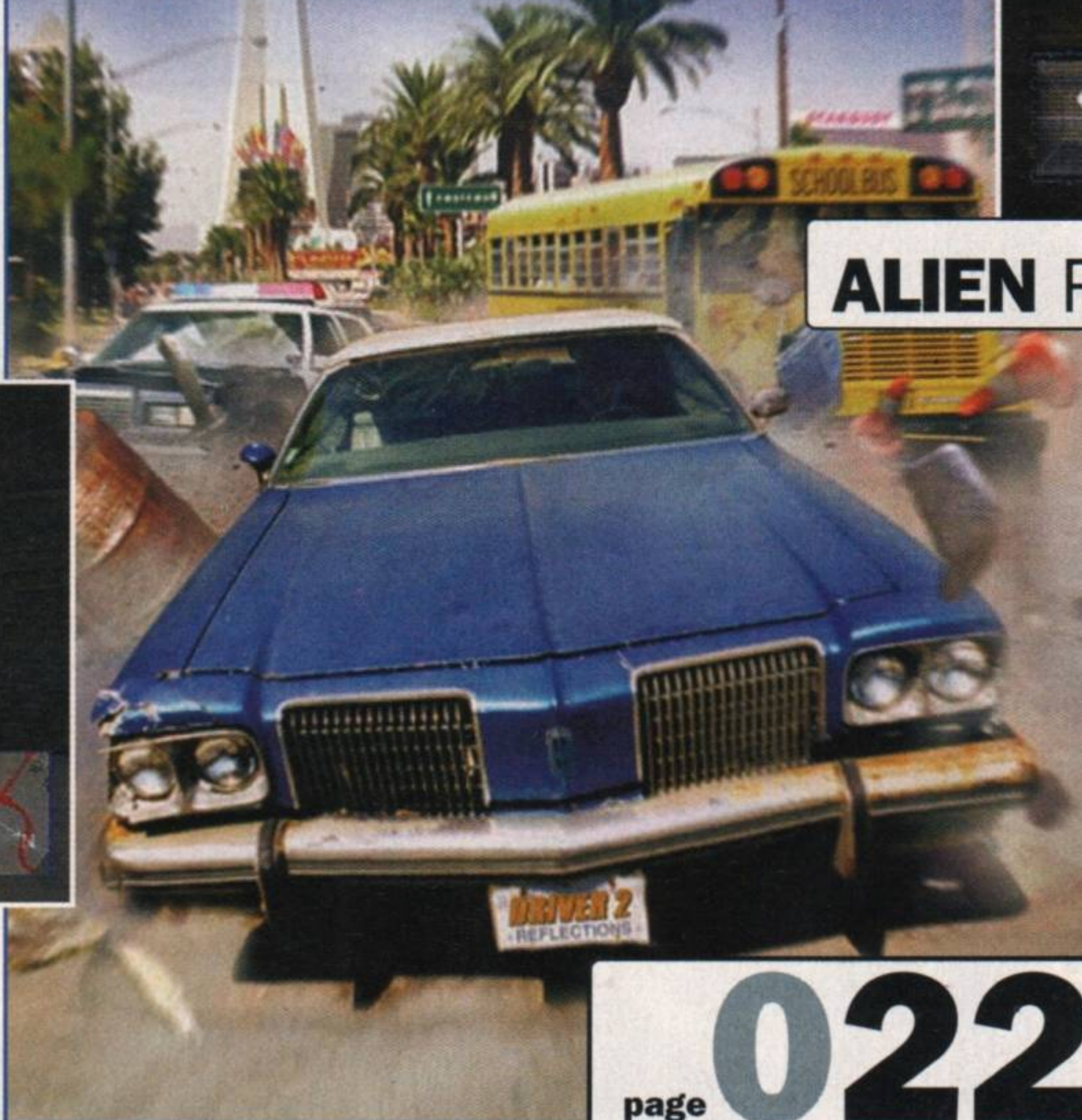
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DRIVER 2

Bigger, better, more: Havoc in Havana with the year's most awaited PlayStation game!



■ Driver 2: The absolute business and no mistake. Oh, and reviewed inside too.

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CRACKED!

TENNIS MASTERCLASS!

VIRTUA TENNIS

Stroke play to die for in our huge tips!



SKATING SOLVED!

TONY HAWK'S PRO SKATER 2

Every track mastered plus sneaky cheats!

SPIDER-MAN
Complete walkthrough of Spidey's super game!



CRACKED! EXTRA

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OUT NEXT MONTH

A quick look at the new games we'll be reviewing in the next issue...

TEKKEN TAG

■ The PlayStation2's biggest launch game previewed!

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NEWS

EXPRESS

“Action, adventure, driving, sports, beat-'em-ups and shooters will be the best games on Xbox — they are what people want to play on consoles.”

Richard Taversham, Xbox Marketing Manager



■ The famous Xbox mock up used to demo the machine. The machine itself will be a more traditional console design. Apparently it will incorporate a wrap around 'X' and the central green light.

X marks the Box

Microsoft declare war on PlayStation2...

Microsoft, one of the world's biggest software companies and the people behind PC operating system Windows, have announced details of their most ambitious project yet.

The Xbox console, unveiled alongside a redesigned logo and an impressive showreel of games, will launch in September 2001 and be backed by a staggering \$500 million worth of marketing. **VideoGamer** can also exclusively confirm that Lara Croft, star of the *Tomb Raider* games, will definitely be one of the launch games alongside a number of other familiar

faces. In her new game, codenamed *Tomb Raider: The Next Generation* (but unlikely to bear the *Tomb Raider* moniker on release), Ms Croft is no longer raiding tombs, and, according to an insider at Core Design, the people behind the game, will be showing “a darker side to her character while still developing her adventuring skills in completely new environments.”

In a remarkable coup for Microsoft, other confirmed titles for Xbox include PlayStation megahits *Colin McRae Rally*, *Metal Gear Solid X*, *Crash Bandicoot X* and *Silent Hill*, with the *Metal Gear Solid* game – confirmed to

VideoGamer as *Metal Gear Solid 2* by a spokesman for developers Konami – was previously believed to be a PlayStation2-exclusive title. Other notable games include PC shooter *Unreal Tournament*, a new version of PlayStation hit *Tony Hawk's*, graphically amazing shooter *Max Payne*, racer *Midtown Madness*, stealth sim *Rainbow Six* and *Ready 2 Rumble* boxing. There was also some confusion over one character on the showreel that appeared to be Sega mascot Sonic, though Microsoft declined to comment.

What Microsoft did say, though, in an exclusive interview with **VideoGamer** was

that Xbox will be a console through and through. Marketing Manager Richard Taversham told us: “Action, adventure, driving, sports, beat-'em-ups and shooters will be the best games on Xbox. They are what people want to play on consoles.”

Since announcing the machine, Microsoft have been keen to stress that games will sell the system, but the fact that the Xbox and PC are so close hardware-wise means that a game made on one could easily be converted across to the other, making it hard for Microsoft to get exclusive hit games on the Xbox.

Peter Molyneux of



The Top 10 Xbox Games

Revealed for the first time, the 10 Xbox games that Microsoft didn't want you to know about... many of them PlayStation favourites.

TOMB RAIDER: NEXT GENERATION



Ms Croft in a new guise and without tombs to raid. This is exactly what the Xbox needs: a familiar face doing something new and innovative. This'll go under the 'Lara Croft' banner.

SILENT HILL X



Silent but violent horror number. If it's anything like the PlayStation scare-'em-up, the Xbox version should feature huge amounts of mapped space to explore and large chainsaws.

METAL GEAR SOLID X



Arguably the biggest coup of all for Microsoft, this'll be based on *MSG2* out on PS2 next year. According to sources at developers Konami, there'll be tons of extras for the Xbox game.

BLACK & WHITE



Black & White is set to be huge on the PC, it features tigers and cows the size of giants, and a bizarre mix of strategy with simple, intuitive, controls. Sure to be stunning on Xbox.

COLIN MCRAE RALLY



PlayStation driving game that's the only real rival to *Gran Turismo*. The Xbox version will incorporate new tracks, and is likely to use the template of *Colin McRae 3* for PS2.

MALICE



A lengthy showreel segment revealed this dark 3D adventure, featuring a woman who can stop bullets and missiles with her mind. From the makers of *Alien Resurrection*.

DUKE NUKEM FOREVER



This PC shoot-'em-up has been in development for almost four years, but *Duke Nukem's* unique brand of gun-toting serial misogyny is likely to make it to the Xbox launch.

JURASSIC PARK X



This film license (see page 13) will be tied in with the new movie currently shooting in the US. Konami suggested to *VideoGamer* it'd be similar in style to the thrilling Sega arcade game.

MUNCH'S ODDYSSEY



The second instalment of the popular *Oddysee* series sees the return of the lovable, if flatulence-plagued, Abe. Features a stunning game world and bags of bizarre humour.

CRASH BANDICOOT X



Crash has been hugely successful on PlayStation, and was a surprise (the games are published by Sony). Secretly, Microsoft hope *Crash* will become a temporary mascot for Xbox.



■ Boxing clever – the Xbox logo. Green is the future.

Lionhead Studios, currently developing the beautiful *Black & White* for PC echoes this: "Microsoft need to avoid developers doing straight conversions. If you're doing it that way, you have to add something into the conversion to make it unique." And uniqueness takes time, possibly longer than developers have got to make it to the launch.

Taversham, though, thinks the character of the console will be easily created: "Strong characters are important to the platform and we will see how these characters register with the public. Already, Raven, the Xbox mascot, is outperforming Lara in many Internet web polls." Raven, though, a fairly unremarkable female character featured in the Xbox technical demos, is unlikely to mark the system out in the same way Lara has on PlayStation and, more significantly, Mario has on Nintendo and Sonic on Sega, despite these net polls.

However, Microsoft have focused much of their attention on a strict quality control policy. This means that every title developed must be

innovative enough to act as a standalone game on the console. However, should Microsoft be given the choice between a *Metal Gear Solid 2* that's the same as the PlayStation2 version, or no *Metal Gear Solid 2*, it's hard to see them not wanting it on Xbox, regardless of the fact that it's no different from PS2.

The outlook is good for Xbox at this stage. But can the market handle another console? Is there enough space, variation and difference in taste in the gaming community to ensure Xbox, Gamecube, PS2, as well as Dreamcast, all enjoy success? David Dienstbier of Acclaim Austin, developers of the *Turok* series for the N64 isn't sure: "The market has never really supported more than two systems, and within a year we'll have four! I have a hard time imagining more than two really big players in the market. I would expect the two winners to take the lion's share of the hardware market while the third place machine picks up the scraps."

But, for gamers, it means more choice than ever before.

NEWS INDEX

THE ULTIMATE GAMES MACHINE? 08

All the info on why the purple cube from Nintendo has the potential to thrash ALL the competition...

THE LONELY ONE 09

The shiny white PSOne is flying off the shelves but *VideoGamer* investigates whether there are enough games to ensure its survival against its opponents.

GENTLEMAN'S RELISH 10

VideoGamers' gentleman columnist examines four essential games you might have missed, but should bally-well nip out and buy. What-ho!

TIMELINE 12

We break the month of November down into manageable slices of gaming action. You need never consult your diary again.

ANALYSE THIS! 12

We take a closer look at the hottest games on the horizon. This month we meet *The Getaway*. And it's a absolute stunner.

A HALT ON GAME BOY'S ADVANCE? 14

Two new colour handhelds have been announced in Japan which threaten to steal the show from the Game Boy Advance.

SEGA THE THUNDER THIEVES 15

Sega will be bringing the deal of the century for the Dreamcast to UK stores in November. You'd be crazy not to pick one up.

BLOOD, GUTS AND GORE 16

As the Presidential debate heats up Stateside, *VideoGamer* brings you the full report on how violence in videogames has managed to make it onto their agenda.

INSANE IN THE BRAIN 17

A closer look at *Insane* – the new multiplayer racer from Codemasters that has the potential to change online gaming forever.

THE COUNTDOWN CONTINUES... 18

Only a few weeks to go until PlayStation2 launch and we bring you a full update on the launch line-up and where you can still get your hands on one.

STOP PRESS! 19

If there's any snippet of gaming gossip to be had, you can be sure that *VideoGamer* will be on the case with all the details. Check out page 19 for all the last-minute info.

The ultimate games machine?

New Nintendo console to fight Xbox and PS2

While both Microsoft and Sony are investing huge sums of money in all-purpose digital entertainment centres, Nintendo has quietly created what promises to be the ultimate pure games machine. Due to be released in Japan next July and around the rest of the world by the end of 2001, the tiny Gamecube won't play DVDs, browse the Internet or hook up with your PC, but it will be cheaper and arguably more powerful than either PlayStation2 or Xbox.

In an effort to distance themselves from next year's console war, the secretive

Kyoto-based gaming veterans have been reluctant to boast about Gamecube's raw power, preferring instead to emphasise the ease with which developers will be able to create impressive-looking games.

According to a well-placed source in the UK games development community, Gamecube will, in terms of technology, be more than a match for PlayStation 2. "The original figures [Sony] promised [for PlayStation2] do not represent what can be achieved in actual gameplay. In

a game environment, the performance we're getting is higher than on Dreamcast but much lower than we had anticipated... Nintendo's figures put [Gamecube's] real



performance at two to three times higher than PlayStation2." Growing numbers of big name developers have signed up to produce games for the forthcoming system. The most significant of these is Namco, producers of PlayStation hits such as *Tekken* and *Ridge Racer*, and the first

ever Nintendo licensee. Other major companies including Konami, Hudson and Atlus are committed to Gamecube, and the move to inexpensive DVD media rather than costly cartridges (Gamecube uses miniature 8cm DVDs) has attracted interest from Squaresoft, the company behind the massive *Final Fantasy* series. The success of Gamecube relies heavily on Nintendo being able to attract the biggest Japanese developers like this – something they failed to do on the N64.

The company's draconian non-disclosure agreements mean that game details are scarce, but **VideoGamer's** spies will have more next month.

EXTRA! EXTRA! EXTRA!

NEWS IN BRIEF

SPORTY SPICE

In another attempt to keep Sony off the hotspot, Sega have released a Sports Dreamcast Pack in the US. It contains a sexy black console and NFL2K (American footy) and NBA2K (basketball) for the Dreamcast. With the pattern of Sega marketing being what it is, the pack should be over here by Christmas.



■ The sexy new black Dreamcast. It's a bee-yooty.

ON THE GUEST LIST

Developers Squaresoft are taking their time over *The Bouncer* for the PlayStation2 – it's not due for release now until early next year. However, to keep us interested they've told us about some of the features. Most importantly, the game will use an 'active character select' system. This will change the cut-scenes you get to view depending on who the player selects as the main character. Neat.

OVER THE RAINBOW

Pipe Dream Interactive Studio took their time converting *Rainbow Six* for Dreamcast, but it was obviously worth it since the game has sold in excess of 200,000 copies. The sales have prompted Pipe Dream to confirm that they will now convert the sequel, *Rogue Spear*, to the Dreamcast as well, which will give Sega a great opportunity to show off the multiplayer potential of their console.

IT'LL BLOW YOU AWAY

In a move borrowed from Nintendo's Game Boy Camera, developers Idea Factory have just announced plans for *Face Rental*, a game pencilled in to arrive on the PS2 in February 2001. We've no details about the game, except that it'll use the PS2 compatible digital camera (Sony DSC-P1). In the game, there will be scenarios where players can attack themselves as in-game characters, via the digital camera. If it proves a success, expect more applications for the PS2 compatible digital camera soon.

POSTCARDS FROM THE EDGE

The PlayStation2 might be becoming even more of a home entertainment and leisure facility than anyone ever dreamed it would when Sony's USB printer goes on sale in Japan in December. You simply plug it into your PS2 and the ink-jet printer will print postcards and memos. We're hoping you'll be able to print screenshots from games. That way you'll really be able to impress your mates with those high scores.



■ Many, many PC owners reckon *Unreal* is the ultimate deathmatch game. It's certainly top.



■ Ouch! That's going to hurt come winter. Don't worry, he'll grow a new one in a second.



Gaming blah explained

■ Deathmatch:

PC-originating word for Internet play, where as many as 32 players can take part in the same game, playing the same level, blasting each other to bits. This'll soon be possible on PlayStation2 and is already possible – albeit slowly – via the Dreamcast's tiny modem.

DC Turns PC

Classic PC games to arrive on Dreamcast soon.

It's a conversation PC players have been having for a while: which is better, *Quake III* or *Unreal Tournament*? Both are excellent first-person shooters, and Sega this month secured something of a coup when they revealed *both* would be out on Dreamcast – backed up by the immense *Half-Life*.

Awesome deathmatch game, *Unreal Tournament*, is developed by Epic Games. They handed it over to developers Secret Level



to perform the conversion to Dreamcast, though President of Epic Games, Mark Rein, is clearly enthusiastic about the online potential of consoles. Speaking exclusively to **VideoGamer**, Mark revealed that "until recently it has been impossible for *Unreal Tournament* to make the transition over to a console system, but with the new next generation consoles we are able to do the game justice.

"It's exciting for us to have *Unreal Tournament* involved in the online console gaming revolution," he adds. *Unreal Tournament* goes on sale for Dreamcast on March 1st 2001, while *Quake III* and *Half-Life* will arrive before Christmas.



■ Tying in nicely with the Dreamcast *UT* announcement is news of *Unreal 2* for PC. Fans of the *Unreal* series will be pleased to hear that Epic Games are tuning the original *Unreal* blueprint to produce more detailed characters and faster gameplay. Details are scarce, but Epic revealed that it's going to be more single-player based than *UT*... and it's still a very long way off.

On the Advance

Nintendo announce new Game Boy Advance titles

With the UK launch of Game Boy Advance only nine months away, Nintendo has revealed a host of games in development for their next generation handheld.

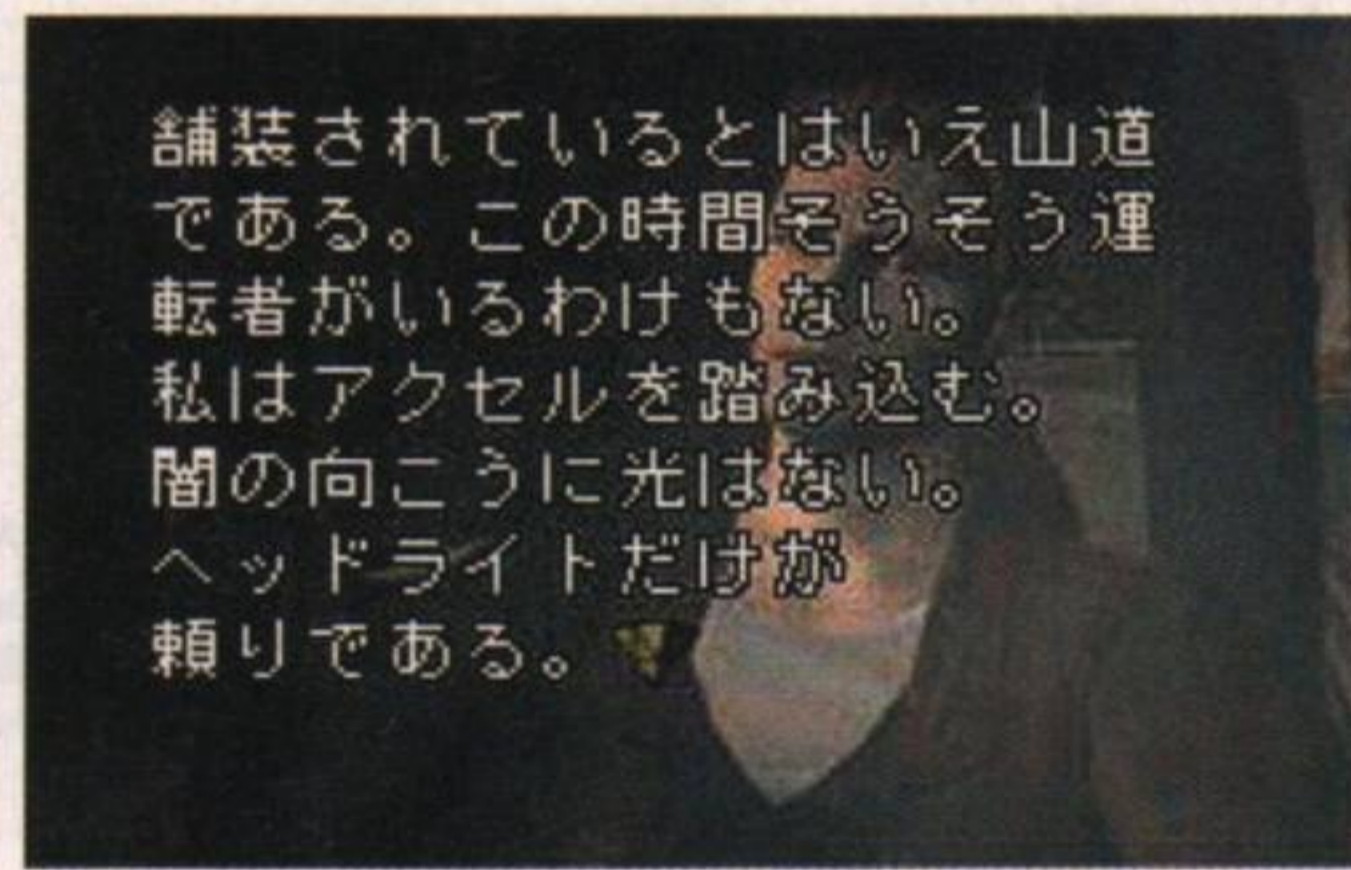
We already know that *Mario Kart Advance* will be among the launch titles for the machine but now a number of recognisable games from other key developers have been announced. Konami – responsible for *Metal Gear Solid* – are bringing their PlayStation survival horror game *Silent Hill* and their legendary *Castlevania* series to Advance while Capcom – the people behind the *Resident Evil* games – are bringing their famous *Megaman* series to GBA. Nintendo meanwhile has announced an Advance version of their classic and brilliant SNES and N64 futuristic racer, *F-Zero*. Hudson are also siding with GBA, developing a *Bomberman* game.



In all, some 50 titles have been confirmed for GBA, with a *Pokémon* game fully expected too, as the machine's success will depend – at least to some degree – on the Pocket Monster phenomenon which has single-handedly accounted for most of the original GB's success.



■ Gaming veterans will remember this one. *F-Zero* is one of the best racing games ever.



■ *Silent Hill* is an 'interactive text adventure'. You read the story, then watch movie scenes.

Crime sprays?

Sega's hip graffiti-roller-skating game, *Jet Set Radio*, has been met with a less than enthusiastic reception in the States. City councillors in Milwaukee have called on Sega to cancel the US release of *Jet Set Radio*, saying that it promotes graffiti vandalism.

"It lionises taggers as these creative artists," said council member Suzanne Brier. But Sega has no plans to stop the publication of the game. In fact, an insider at Sega defended the game when he told *VideoGamer*: "It's a fantasy. It celebrates graffiti as art."

You'll be able to judge for yourself if *Jet Set Radio* pollutes the minds of children when the game hits our shelves on November 24th. Oh, and *VideoGamer's* preview of *Jet Set Radio* is on page 124. It's looking ace.



Video Gamer Opinion



It was like an episode of *Columbo*. There we were, supping champagne, pencil and notepad in hand, gathered around the screen to watch and take notes on the Microsoft Xbox showreel. What followed was bizarre: could that little black-haired creature with the blue space-suit and the spindly legs sprinting away at hyper-speed really be Sonic The Hedgehog? Yes, the 'face of Sega' – on Microsoft's Xbox!

Speaking to Microsoft didn't clear anything up, either. They were unusually coy, refusing to comment on whether Sonic was actually on Xbox but preempting our attempts at investigative journalism by saying, "Did anything about the video surprise you?" Hmm.

So, Sonic on another format? He's been on PC before, admittedly, but he's to Sega what Mario is to Nintendo. Letting him loose on a rival machine would be insanity on Sega's part. Personally, though, I think it's an excellent idea, purely on the basis that Sonic stars in great games – and great console games at that. But, honestly. Whatever next: Mario for PlayStation2?

Kate Little
News Editor

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The lonely One

PlayStation's selling as well as ever but where are the games?

The relaunched PSOne may have notched up an impressive 8,000 sales in its first week, but Sony's mini-PlayStation is facing something of a software drought come 2001.

After some rather extensive research and lengthy phonecalls to a number of key developers, *VideoGamer* could only get confirmation of three major titles in production for the PlayStation next year: *Alone In The Dark*, *Fear Effect 2: Retro Helix* and Sony's own *Final Fantasy IX*. In fact, developers were surprisingly critical of a machine that, during the past five years, has made them a monumental stack of cash. Hal

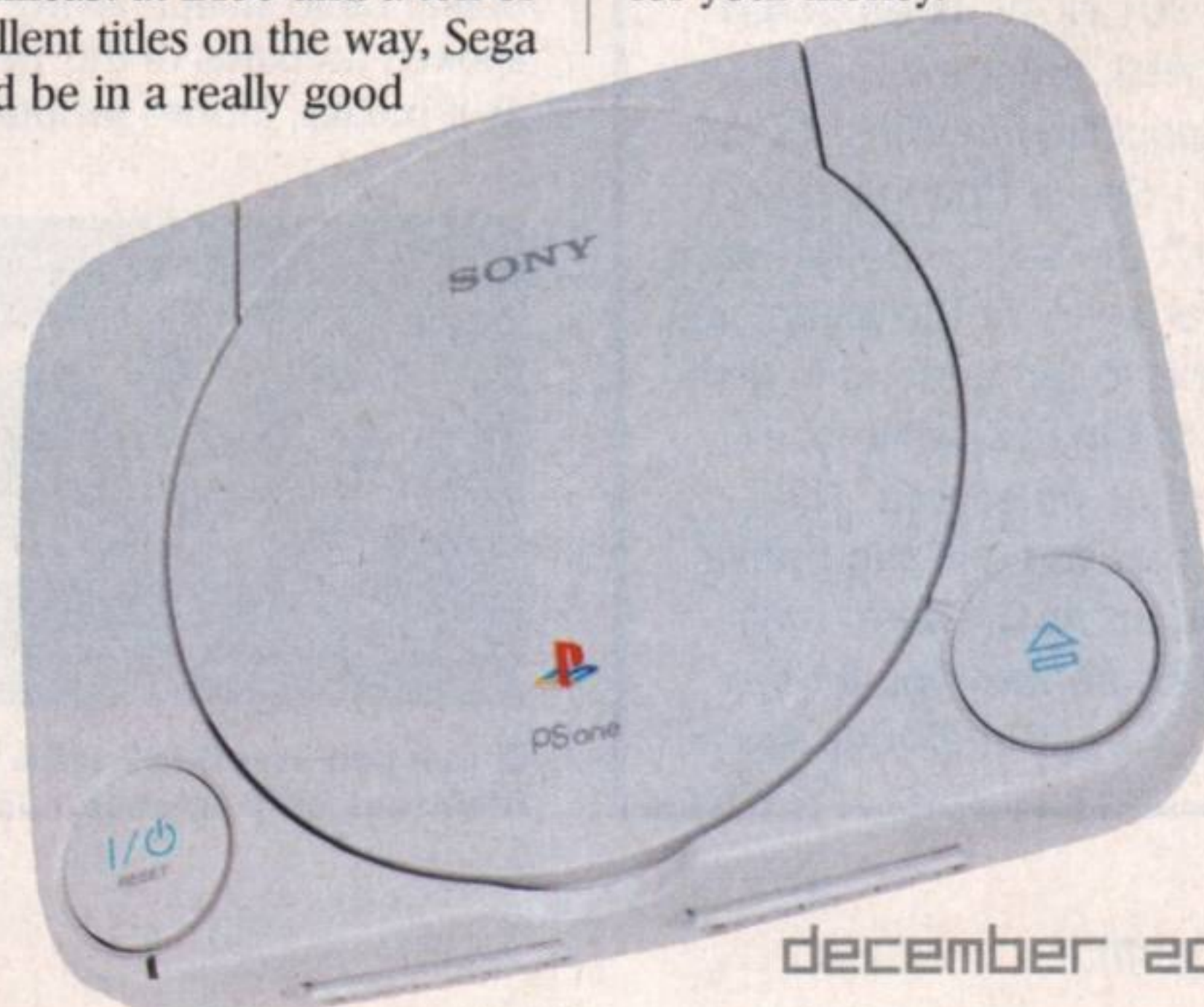
Rushton, President of the Saffire Corporation (responsible for *Rainbow Six* on the N64) told *VideoGamer* that, both in terms of development and returns, "the PlayStation is a lot of work for whoever's making a game on it."

It appears that the PSOne will be relying on an extensive library of Platinum budget titles (classic PlayStation games for £20) and a new Sony budget label that will be selling games at just £10. Amongst the first titles to be released under this guise will be classics like *Tekken*, *Ridge Racer* and *G-Police*. Expect the best PlayStation games this Christmas, such as *Driver 2* (turn to our review on page

22), to be moved quickly onto the Platinum label next year.

So what will you do if you can't or won't buy the £299 PlayStation2 and want fresh, new, exciting games? With the Dreamcast at £150 and a ton of excellent titles on the way, Sega could be in a really good

position to fill the gap. With five million potential customers out there, one thing's for sure: there are a lot of companies desperate for your cash and, best of all, even more choice for your money.



Introducing... Gentlemen's Relish



Morning! Four games you might have missed that you should buy straight away? Don't mind if I do...



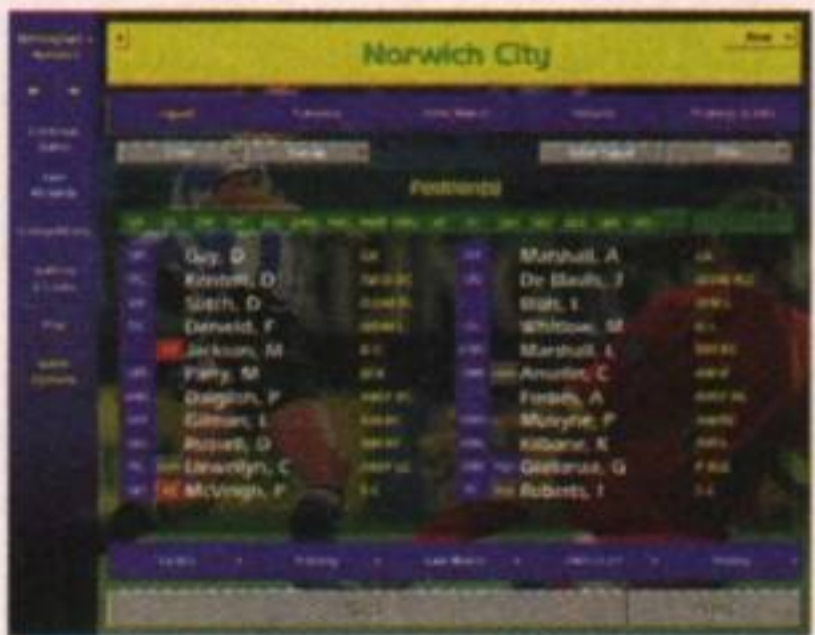
Tony Hawk's Pro Skater 2

■ **OUT NOW: PlayStation**
■ Ah, yes, I've seen those baggy-trousered ruffians doing this skateboarding thing. Who the ruddy hell Tony Hawk is I don't know – though, with a name like that, he probably got called 'Hawkeye' at school (like I got called 'Love Tunnel'). His sequel's even better than the first one and lets you to design courses.



Perfect Dark

■ **OUT NOW: GB Color**
■ There's nothing perfect about the dark, especially when Father locks me in the attic and ties me up and... oh, I seem to have got sidetracked. Ahem. *Perfect Dark* on the Game Boy chronicles Joanna Dark's adventures before the N64 version, through lots of action, shooting and hiding. Excellent fun.



Championship Manager 00/01

■ **OUT NOW: PC**
■ This spiffing piece of PC 'coding' brings back memories of Accrington Stanley piping Wolves in the old First Division. Anyway, there are no graphics in this game but all those numbers and words conjure up an unparalleled world of football management in your mind. And it'll even run on your mum's PC.



Space Channel 5

■ **OUT NOW: Dreamcast**
■ Well, toast my tasty cappuccino muffins if Ulala – in *Space Channel 5* – isn't the sauciest filly I've ever seen. In the game, you have to tap buttons in time to the music, while she gyrates on screen. The further you get, the harder her, er, rhythms get until she's so sexy you'll have to... Yes. Better stop there.

Tomb Raider Revived

Lara gets new lease of life after death...

Ms Croft's parents, Core Design, have exclusively announced to **VideoGamer** that Lara is back on the drawing board for a completely new series. Unlike the other games, the new *Tomb Raider* will be a complete re-vamp. The redesign has been in development for about 18 months and the working title of the first game is *Tomb Raider: Next Generation*.

As the name suggests, characters, scenarios and elements of gameplay look set to be a radical change from the old Lara that we know and love. Overall, it's going to be a much darker game than the previous *Tomb Raiders*, and crucially there will be no more tombs, suggesting the games will fall under the Lara Croft banner, rather than the *Tomb Raider* title.

The most interesting aspect of *Tomb Raider: Next Generation*, is that it's set to have an episodic feel to it, where the first four chapters will be released and downloaded online. As the player, you will also have a stronger influence on Ms Croft's development in general. For example, if you climb everywhere, she'll become a specialist at climbing tasks. An insider at Core also suggested that there'll be a scenario where, in a bid to steal

the Mona Lisa, Lara gets caught up in a police chase!

Tomb Raider: Next Generation is a long way off, but it's a fresh new approach that is a step in the right direction for a series which was frankly getting a bit stale. And no, we don't know yet what the *Next Generation* is going to mean for Ms Croft's infamous chest. We'll keep you posted.



The end of the world is nigh

Radio Zelda predicts disaster...

In a parallel universe, the world's about to meet with a sticky end: a rift between two dimensions has been discovered somewhere near Antarctica. Scientists claim that whatever happens in this parallel dimension, happens here too. And when you realise the moon is about to collide with the planet in this dimension, you might well be getting a little worried.

This is the world according to two spoof websites set up to promote the release of Nintendo's *Zelda: Majora's Mask* this winter. The first, www.radiozelda.com, is an online radio station giving spoken accounts of the 'news' as it breaks. Stories include



■ **Radio Zelda: the station predicts the end of the world.**

'Scientists discover rift between worlds' and 'Search for The One' – The One being the person who can save both planets in both universes. Sister site www.z-science.com is part of the 'scientific' community and asks you to take a test to discover if you are The One.

Majora's Mask is out on November 17th – turn to page 36 for our full review.



■ **Are you The One? take the DNA test on z-science.com.**



■ **Don't be scared, it's not the end of the... oh.**

Games are good for your health!

Developers Namco have just released the latest sequel to the hugely successful *Pac-Man* series. *Ms. Pac-Man Maze Madness* has been released for the PlayStation, N64 and Dreamcast and in order to encourage the fairer sex to get more into their gaming and think about their health, Namco have teamed up with the National Alliance of Breast Cancer Organisations (NABCO).

The latest game features a load of new levels, and multiplayer munching action with four players in split-screen mode. One of the quirks of the new game is the ability to send *Ms Pac-Man* postcards to your friends via e-mail from the Namco site at www.namco.com. These postcards can be used in conjunction with NABCO to remind all your girlfriends to check their... you know. Handy.

AFRO

*Sometimes being the best
means having to spend
a whole lot on Afro Sheen.*

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble™.



*Train with
Mini Games*



*New Ring-Clearing
Rumble Flurries*



*New Taunts, Combos
and Animations*



*23 Outrageous
Boxing Personalities*



*Sharper Single
Player Boxing*



PlayStation 2



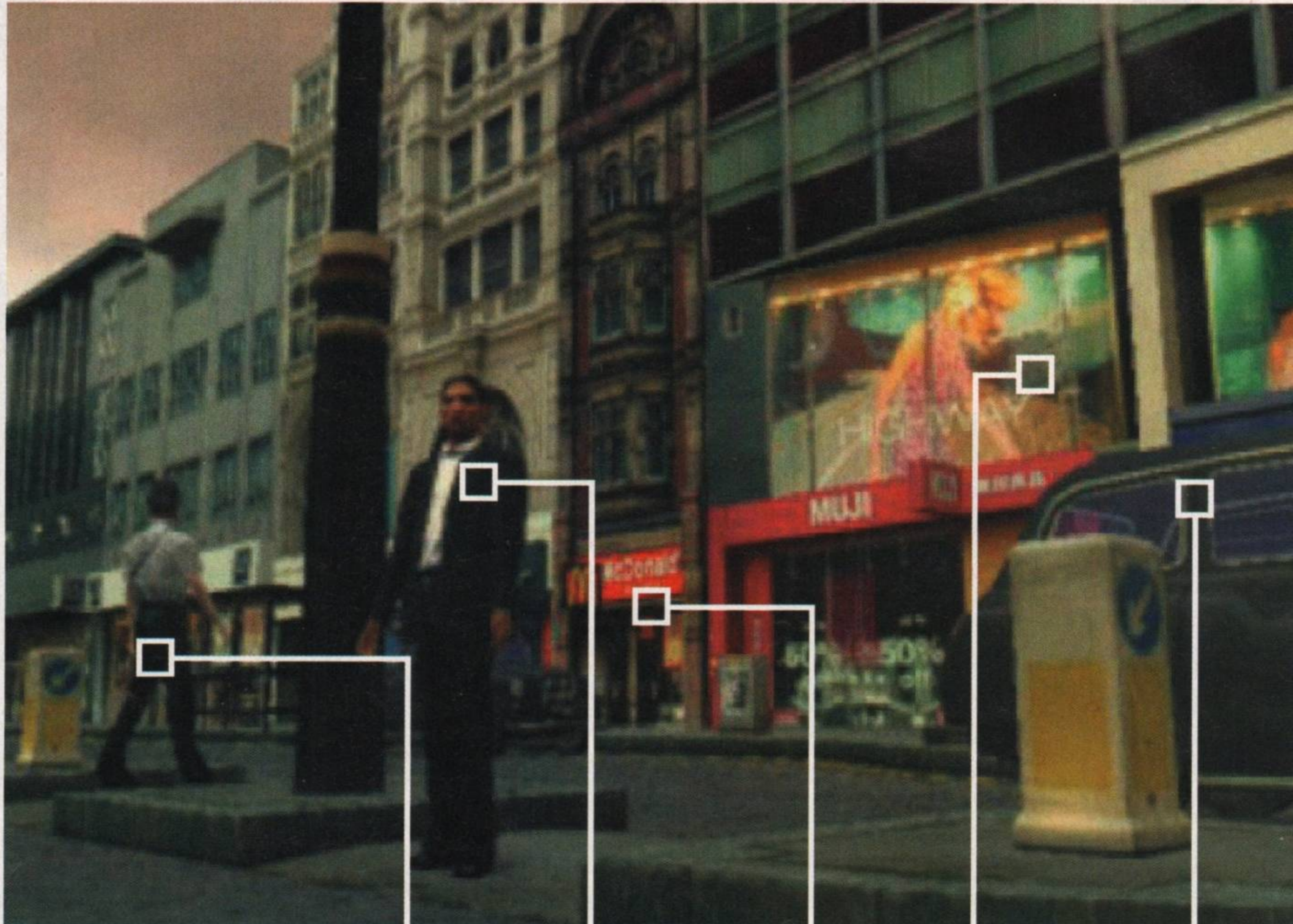
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*Screen shots taken from PlayStation 2

ANALYSE THIS! Taking a closer look at the hottest new games

The Getaway

DETAILS ■ Format: PlayStation2 ■ Developer: Team Camden ■ Publisher: Sony Europe ■ Release date: Christmas 2001



The concept is familiar to us all – a crime-based action/driving game set in a city. But *The Getaway* is set to be the most realistic videogame ever created with 70 square miles of London painstakingly recreated on your PlayStation2. Lovely.

Don't go postal

Unlike *Driver*, you can run pedestrians over or get out of your car and start shooting them. If you do, the police helicopter will show up and you'll be in trouble.

The sides of a coin

You'll have the choice of playing as either a police officer or as an ex-bank robber who is trying to forget his past. We're sure both will have equally exciting missions to tackle.

Get in there

Not all, but some of the buildings you come across in *The Getaway* can be entered – some will have to be if you are to complete your mission. Mmm, a quarter pounder meal, please.

Photo realistic

The developers, Team Camden, are painstakingly photographing every square inch of London to get this high level of detail. Worth it for the finished product, too.

Joyride

Similar to *Driver 2*, you can take whatever car you desire. Sony are currently trying to get as many real cars signed up to *The Getaway* as possible. These London cabs, for example.

EXTRA! EXTRA! EXTRA!

NEWS IN BRIEF

WORMS WORLD PARTY
Heading to the PC in time for Christmas, you've still got time to put *Worms World Party* on your letter to Santa. The new game in the crazy *Worms* series, where you have to defeat a rival army of wrigglers, has lots of bright new features. As well as new battle environments, developers Team 17 have included a mode where you will be able to edit levels. A source inside the company also told us that the game will shortly be converted to the Dreamcast, but it's unlikely that the level editor will survive the journey.



■ Pre-orders for the fab *Driver 2* have already gone past the million mark.

A GUARANTEED SELLER

Games publishers Infogrames can feel safe in the knowledge they've got a winner on their hands with *Driver 2* for the PlayStation. Pre-orders for the game, which is released on November 17th, have already exceeded the million mark. If you're not sure whether to get your name on the pre-order list, our comprehensive review on page 22 should help you make up your mind.

PERFECT RED

Volition, the developers who are getting RPG *Summoner* ready for the PlayStation2 launch are already busy on their next game, the stealthy *Red Faction*. It's a first-person shooter with a compelling storyline and N64 fans will be pleased to hear it looks like a close relation of the epic *Perfect Dark*. Expect *Red Faction* in time for Easter.

November

Timeline A day to day guide to what's happening games-wise in November...

Dream team



■ Dreamcast and DVD player bundle becomes available. The price? A measly £299.99, the same price as a PS2. For more details, see page 15.

Game, set, match



■ *Mario Tennis* for the N64 goes on sale. Its ace tennis action will keep you busy if there's no decent footy on the telly. Review on page 42.

Gaming heaven



■ One of the biggest days in the gaming calendar when almost all of the year's big games are released. Today, you can get your hands on the likes of *Zelda: Majora's Mask* on N64 (see page 36 for our review), *Tomb Raider: Chronicles* on PlayStation, DC and PC and *Driver 2* on PlayStation.

1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th 11th 12th 13th 14th 15th

Join the club

Play online football management.

Age Software, best known for PC games like *Incoming*, has launched an online football management game.

The game offers a surprising amount of detail and depth and it plays in a similar way to the *Championship Manager* games. You can change team tactics, select individual player training and buy and sell players with other online managers.

The only real downside is that it uses made-up player names. With no Beckham, no Owen and no Phil Neville, it does ruin the illusion of the whole thing a little bit. Still, it's

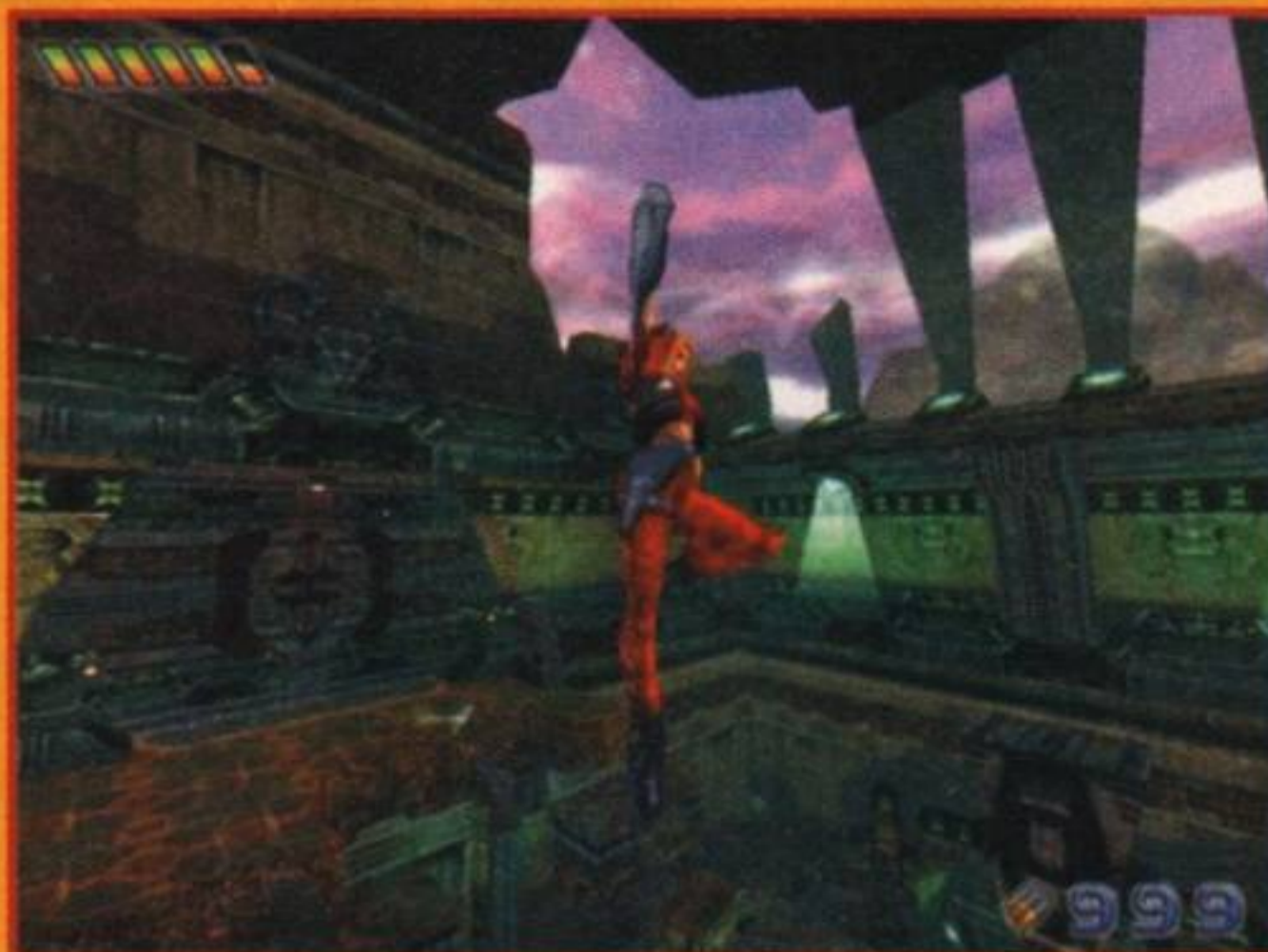


a commendable attempt to bring the joys of football management into an online world. Is *IFC* the future of football management?

IFC is still at a preliminary stage, so there are stacks of bugs still to be ironed out, but to be part of *The Internet Football Club* just point your browser to this address: www.internetfootballclub.com.

You saw it here first New games, revealed for the first time...

DETAILS ■ Title: **Titanium Angel** ■ Format: **PS2 and PC** ■ Developer: **Mobius Entertainment** ■ Publisher: **SCI**
 ■ Estimated Time of Arrival: **Christmas 2001**



■ So, what's the rub?

Two characters, Carmen and Titan, battle it out in a bizarre future universe.

■ Doesn't sound too extraordinary.

Ah, well, *Titanium Angel's* story will actually affect the character's progress and decision-

making, while the innovative control system will allow you to switch between characters quickly, making use of their differing abilities.

■ Differing abilities, eh?

Carmen's manoeuvrability and, presumably, lack of weight means she'll be tackling the game's stealth elements, while Titan has all the strength and firepower, making him the man for battles. This fusion of styles should mean some interesting game design.

■ Isn't it supposed to be a bit RPG-ey?

Role-playing game-ey? That's not a word. But, yes, it is. Each character develops and evolves depending on how they take to different situations. Developers Mobius promise excellent artificial intelligence.

■ And it looks the business?

Yup. Just take a look at this first screenshot.

Play films on PS2



Image: Moviestore

Jap giants announce movie licenses.

Thanks to their five-year licensing deal with Universal Studios, Japanese games publisher Konami have revealed two potentially huge film licenses. They'll be developing games based on the third *Jurassic Park* film, out next summer and John Carpenter's classic sci-fi horror flick, *The Thing*.

The Thing tells the story of a group of scientific researchers who discover the frozen body of an alien in Antarctica. The creature has the ability to copy and take over any life form it comes into contact with. The scientists become consumed with paranoia as they try to discover who *The Thing* is. Sounds like great material for a survival horror game to us.

Jurassic Park III the film stars Sam Neill and is currently being shot in the US. Nothing is known of the story yet, but the movie is working under the tag line of "Evolution of Adventure." So that'll be more dinosaurs running around killing people, then...

According to Konami, *The Thing* is a license that gamers have wanted for a long time. Jim Wilson, senior vice president of Universal Pictures told **VideoGamer**: "*The Thing* is a phenomenal franchise that presents an incredible opportunity to create a one-of-a-kind gaming experience."

Expect both games to appear on PlayStation2, Game Boy Advance, Xbox and PC later next year or in early 2002.

One day to go...



■ A sleepless night for everyone who has managed to pre-order a PlayStation2. Just like Christmas. When you were nine.

PlayStation2 is launched!



Shops all over the UK will be crammed to the rafters with gamers handing over the rest of that pre-order money. Thirty-three titles will be on sale today including *Tekken Tag*, *Ridge Racer V* and *FIFA 2001*. Sega, in a counter-attack, will be releasing, er, one game. Admittedly, it is *Jet Set Radio*.

We're back!



■ Issue two of **VideoGamer** is out in the shops today. And it'll be packed to the rafters with quality gaming info. For 99p, you can't go wrong.

16th 17th 18th 19th 20th 21st 22nd 23rd 24th 25th 26th 27th 28th 29th 30th

The Spy



You ain't seen 'im, right?

Pssst. Heard about that Half-Life game on Dreamcast? Well, despite rumours to the contrary, there's not going to be a multiplayer game with it. According to my snitch there's going to be a second game released next year that will include some of the best Half-Life multiplayer games on the PC. There'll be the Team Fortress multiplayer and the Counter Strike modification that lets you play in teams - terrorists versus counter terrorists. Oh, and you'll get the regular Half-Life deathmatch game as well. And all in one neat package.



Half-Life - you'll have to wait for the multiplayer.

If you thought that piracy was a thing of the past, then think again. Those Asian crime lords have gone and made a chip that will let you play pirated PS2 software. All you need is a soldering iron, a screwdriver and a little bit of knowledge about the PS2 innards and you're away. Just pop in a proper game and when the PS2 spits it out, put the pirate game in and it'll work. Ingenious! Er, but illegal.

I've also heard a few things about that Tomb Raider movie. You know, the one starring Angelina Jolie. Apparently there's a major action scene that takes place in the Croft mansion and the whole place gets shot down. Oh, and there's a new character introduced: a helper who watches Lara's every move from a hi-tech computer room.

That Resident Evil series is pretty popular, isn't it? Well, the latest I've heard is that Resident Evil Zero, originally scheduled for release on N64, is now going to be on the Gamecube and possibly even PS2. Apparently, the N64 just wasn't up to the job.

And, last but not least, is the news that, coming to Dreamcast next winter, will be Sega's new arcade fighting game starring Sonic The Hedgehog. The game also features other well-known characters from the Sonic series such as Tails and Knuckles. Apparently it's based on the Virtua Fighter games so it should be pretty good. More gossip next month...

Free as a bird

Nintendo reveal cableless peripherals.

With Gamecube more than a year away from its UK launch, Nintendo's revealed some of the peripherals for the console and some ways in which the machine might be used by developers.

The first is the memory system: unlike PS2 or Xbox, there will be no PC-style hard drive. Instead the Gamecube will rely on external memory cards. The basic card will be called the Digicard. It looks similar to a PlayStation card but offers a lot less storage space. However, Nintendo are also going to release something called an SD Memory Card adapter which'll offer 64MB of save space - eight times the capacity of a PS2 memory card. It's likely that the SD Memory Card will be used to save larger

files enabling such things as player-designed, and downloaded, tracks and levels.

It's also worth noting that while the Gamecube has four controller ports it only has two ports for memory cards meaning that players will have to either share or swap.

There'll also be a choice of controllers on launch: the traditional controller that attaches via a cable and a new wireless controller: the Wavebird. This works by radio frequency (RF). All you'll have to do is plug the RF receiver into the Gamecube, set the frequency (1-4 for up to four players) and you're away. You'll be able to use the pad up to 10 metres away. Third party wireless peripherals have been pretty poor, but we're sure Nintendo will get this one right.



The Gamecube's Wavebird controller - cableless control.



64MB memory cards for Gamecube. Loads of space.

A halt on Game Boy's advance?

Two new colour handhelds announced.

Panasonic and Korean-based electronics firm GamePark have both announced different handheld consoles to be launched in Japan towards the end of next year. Although no specific details were available from Panasonic at the time of going to press, GamePark has revealed some specifications and the first titles for their handheld.

The GP32, as the console will be known, will boast a 32bit processor (the brain of a computer, and the same as Game Boy Advance) but will have a larger screen than the GBA, with a resolution of 320x240 compared to 240x160 on Nintendo's new handheld. The system will also include a wireless communication hub for multiplayer games.

The first crop of games include the usual RPGs, beat-'em-ups and puzzle titles. Although they don't look to

be anything too special, they are surely designed to show potential powerhouses such as Konami, Capcom and Namco (developers of Metal Gear Solid, Resident Evil and Tekken respectively) what the machine is capable of.

There has yet to be confirmation of a release in the UK and this is likely to depend on the console's success in Japan and Asia - it'll certainly have to go some way to beating the all-conquering Game Boy and its seemingly unstoppable Pokémon. More news on this as soon as we get it.



Gaming blah explained

Resolution: The higher the resolution on a screen, the sharper the picture is. In the case of an LCD screen, this means that the screen will be bigger and with a higher resolution.



Dungeon & Guarder. This is a sideways scrolling beat-'em-up for up to four players.



Little Wizard. 2D fighting game set in a magical world with cartoon graphics.

EXTRA! EXTRA! EXTRA!

NEWS IN BRIEF

BLACK & WAIT

Lionhead studios have delayed the release of Black & White for the PC until March of next year. But the wait could be very necessary since a contact at Lionhead told VideoGamer that, "We'd rather be late than crap...". One thing's for sure, Black & White - unless something goes very, very wrong - won't be a bad game.

NO STRINGS ATTACHED

Publishers SCI will be launching Thunderbirds for the PlayStation2 in time for November 24th. It's high time someone did a decent version of what is one of the most enduring series in the television world. It'll be an action adventure game featuring all of your favourite members of the Tracey family. It's sure to be FAB.

A GAME AND A HAIRCUT

The Lynx Barbers Shop opens on London's Oxford Street early in November, and is offering more than your usual short back and sides. While you wait for your appointment you can play a range of games on the PlayStation2 and Game Boy Color consoles. And while you're actually getting your hair cut, you can catch up with all the latest on Sky television. The ultimate in relaxation, we think you'll agree...

MIDNIGHT CLUBBING

Publishers Rockstar have just confirmed a list of artists who have contributed to the soundtrack for the street-racer Midnight Club for PlayStation2. House and Techno artists Derrick Mat and Surgeon and drum 'n' bass band Dom and Roland have all produced work for the soundtrack. You can expect to be racing through the streets of London to the sound of their dulciter tones from PlayStation2 launch day.



Get down to the funky sounds of Moving Shadow in Midnight Club.

LORD OF THE GAMES

Having just secured the super-lucrative Harry Potter license, publishers Electronic Arts have obviously decided film adaptations of children's books are the way forward. They are reported to be about to secure a \$10 million deal to produce and publish games based on the Lord Of The Rings film that's currently being filmed in New Zealand. There's no news on a platform or a developer as yet but we'll keep you posted on further developments when and where they happen.

There's no getting away from the X-Men

You can't keep Wolverine from your door.

X-Men fever is here to stay – comic legends Marvel have just announced they'll be making more games, thanks to a deal with mega-rich games developers Activision.

One of the popular lead characters from the X-Men series of comics, films and games, Wolverine, is coming back to the gaming screen. The most recent X-Men game, *X-Men: Mutant Academy*, has been hugely successful on the PlayStation and GB Color. Now, Wolverine's heading for power-hungry consoles, starting with the PS2 and then Xbox.

The only thing Marvel and Activision haven't decided yet is what sort of a game *Wolverine* will be. An Activision insider told **VideoGamer** that nothing had been decided yet. "Right now we're kicking around ideas," he said. "*Wolverine* could be an action game, but we reckon it would work

best as a stealth game, like a superhero *Tenchu*." Marvel are also doing an X-Men RPG and action game for PS2, plus the sequel to *Spider-Man*.



■ Expect *Wolverine* to get the same high-quality treatment as the excellent *Spider-Man*. Marvel-lous.

Sega the thunder thieves

Sega spy the sales opportunity of the year. Will they clinch it?

With the PlayStation2 launch confused by pre-orders and potential shortages over Christmas and the New Year, Sega have come up with a campaign aimed squarely at Sony and attempting to ensure the Dreamcast gets on everyone's letter to Santa ahead of PS2.

In the manner of a trump card, official distributors of Sega products, Gem, are bringing out a Christmas deal. They're putting together a package with a Dreamcast, a top of the range DVD player and various extras for £300. The extras include a copy of the excellent *ChuChu Rocket!* and vouchers for DVDs. Other extras haven't yet been confirmed but could include a home entertainment package of some sort.

JF Cecillion, Chief Executive Officer of Sega Europe, told **VideoGamer** why he thinks the deal is the way forward: "I'm sure this deal will encourage many more

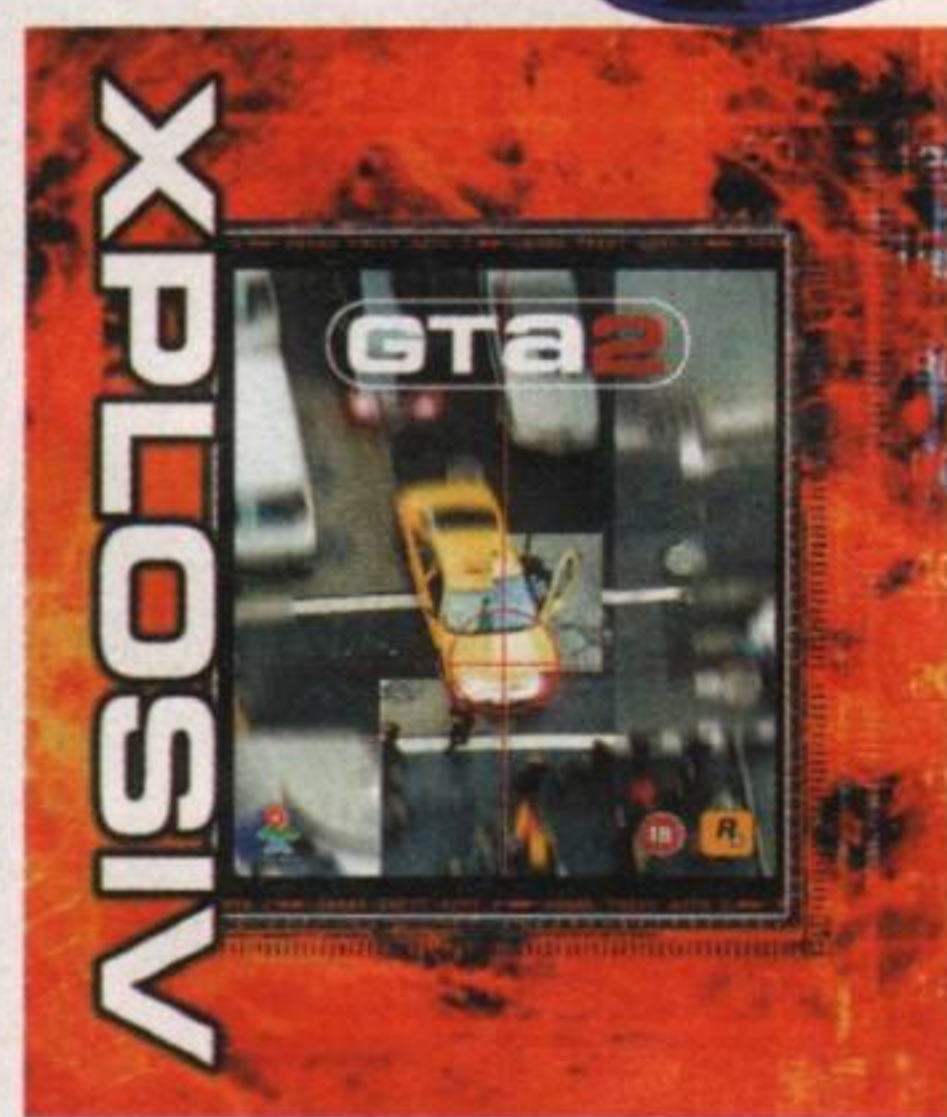
consumers to pick up a Dreamcast for Christmas and they'll have no problem finding Dreamcasts in store as retailers are piling them high in anticipation. Unlike other games companies, Sega's timing is spot on to take advantage of the Christmas rush." The full Sega package will be available as we speak, so get your wallet ready.

Sega in the US began the campaign with some bargain deals a few months back, and have just announced a huge sales increase of 127% between July and September. European sales look likely to follow suit, particularly as desperate parents, unable to find a PS2, plump for the readily available Dreamcast.

Over here, back in September, Sega reduced the price of the console from £200 to £150. Since then they've consolidated the format with a range of impressive titles. Due out on Dreamcast before the New Year are *Jet Set*

Radio, *Shenmue*, *Quake III: Arena*, *Space Channel 5*, *Samba De Amigo*, *Half-Life*, *Metropolis Street Racer*, and *Ferrari*

F355, games that – particularly in the case of *Half-Life*, *Quake III* and *Shenmue* – represent some of the best games on any format. The battle has commenced.

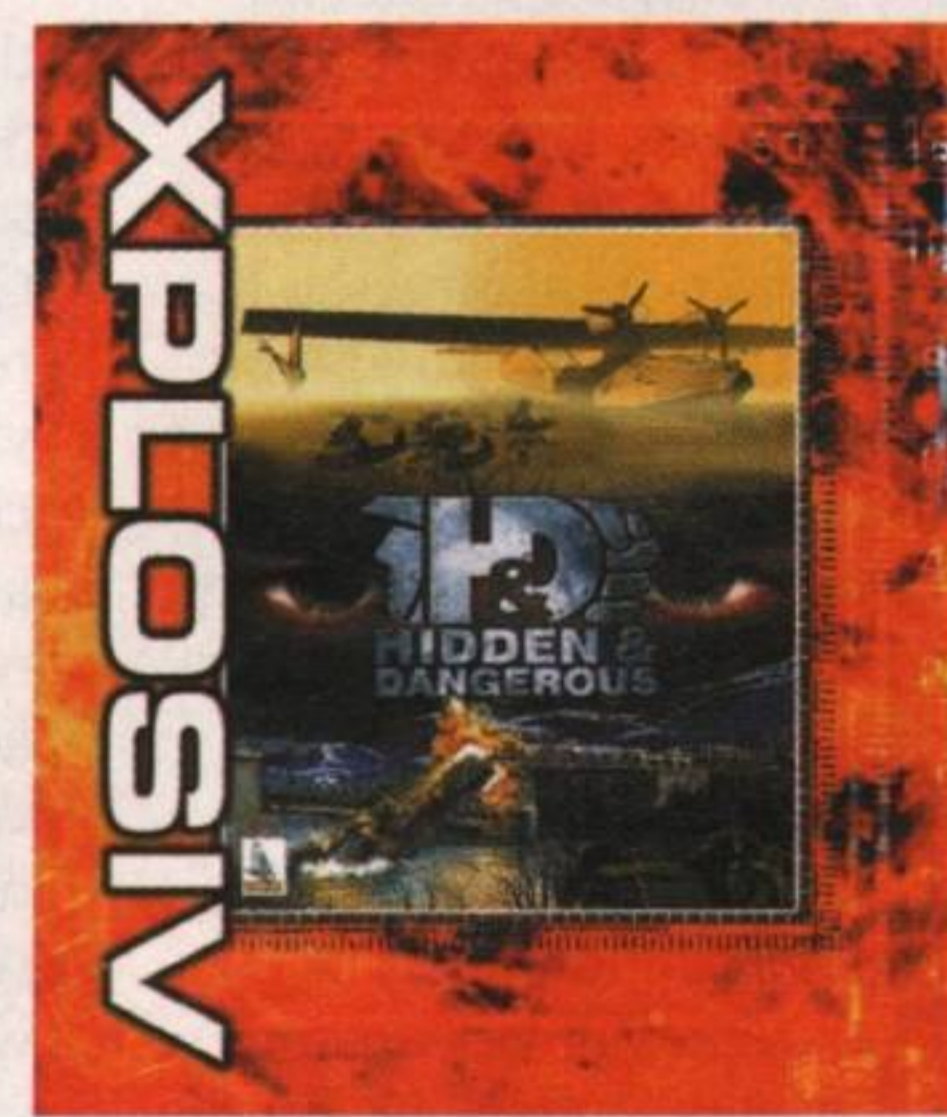


E-Xplosiv Deals

Games for under a tenner! Get them in now!

Games publishers Empire who most this month brought us the original, if massively problematic, *Sheep* for the PlayStation and PC have announced details of a price-slashing exercise.

Their recently launched budget range, Xplosiv, sees major titles coming in at under £10. The first wave of titles is due to hit the shelves late October, with another load out on December 1st, just in time for Christmas. Those will include the classy and bloodthirsty *GTA 2* and spy sim *Spec Ops 2*, both for the PC, at the frankly ludicrous price of £9.99.



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Sonic Adventure 2

Sega's mascot back next year in sequel.

It seems that *Sonic Adventure 2* will follow a similar theme to the first game. Your overall objective is to stop the evil Dr. Robotnik (again) and his dastardly plan to take over the world, with Sonic having to collect a bunch of ancient artifacts in order to get enough power to destroy Robotnik – or at least disable him until the next *Sonic* game.

Much of the gameplay remains intact from the first game (and, indeed, all four of its predecessors on the cobwebbed Sega Master System and Mega Drive), so expect Sonic's trademark gold ring collecting and hyper-quick pace to play a large part. You'll also get to meet up and play as some of the other characters from

the series, including inchilatta Knuckles, although he's the only one so far confirmed for a starring role. The loveable little a-life critters are also set for a return – these Tamagotchi-style beasts can be caught in the game and then raised on a VMU, a bit like *Pokémon*.

The game takes opposites as its theme, a hint at the game's story. For example "Truth/Lie", "Light/Shadow" and "Justice/Evil" hint at a darker outlook for the blue spiky one. There's also a mysterious new hedgehog dressed all in black. Could this be Sonic's nemesis?

It sounds like *Sonic Adventure 2* will be more of the same but on a bigger scale. We'll have more of this as Sega reveal brand new gameplay details...

Blood, guts and Gore

Videogames violence debate rages on in the US...

As the Presidential debate ensues, **VideoGamer's** sources in the States can report that videogames are high on the agenda for discussion.

If Al Gore succeeds in his bid to become US President, his running mate and potential Vice President, Joseph Liebermann, will see to it that the fun stops. Senator Liebermann is renowned for being outspoken on the subject of videogame violence and pushed through the US games rating system, the ESRB.

Speaking to **VideoGamer's** US correspondent recently, Liebermann wanted more research into the effects of violent themes in videogames upon players' behaviour. But he made the mistake of putting videogames and television in the same bracket by saying: "Hundreds of social science studies have shown

conclusively that prolonged exposure to violence on television can have a harmful effect on children." If the Democrats win the election, any videogame campaign could have a profound affect on European governments too.

Concurrently, Peter Moore, the Chief Operating Officer of Sega in America has had his say too. A Federal Trade Commission (FTC) report recently released has slated videogames producers by claiming that videogame advertising for adult titles was reaching younger age groups, and recommended a ban on all videogame advertising. In response to the report, Moore suggested Sega were dealing with these issues, and that they were the first to implement the ESRB rating system effectively.

Whatever the outcome, one thing's for sure: the prickly subject of videogame violence is back on the agenda.



Your chance to tell it like it is, every month...

■ What do you think? Are videogames too violent? Do games like *Soldier Of Fortune* – where you can systematically remove every single limb on a person's body – too excessive? Are America's

problems with violence the fault of videogames? Write in and let us know what you think, ticking one of the two possible answers below. The best entries will be printed in Letters and we'll let you know the

results in a couple of months. Oh, and one lucky person will be picked at random and win a stack of games for their troubles. So, get writing, fill out the form below and send it into us at **VideoGamer**.

■ Playing *Soldier Of Fortune* makes me want to start a bloody political revolution?
 Yes Maybe No

■ Playing *Soldier Of Fortune* makes me want to hug fluffy puppies?
 Yes Maybe No

■ Name _____
 ■ Address _____

Write to us at... **VideoGamer** magazine, 30 Monmouth Street, Bath, BA1 2BW
 Fax us on: 01225 732275 E-mail us at: vgm@futurenet.co.uk

revealed



■ Sonic leaps from a helicopter – the game will feature plenty of sub games such as this sky surfing section.

Insane in the brain

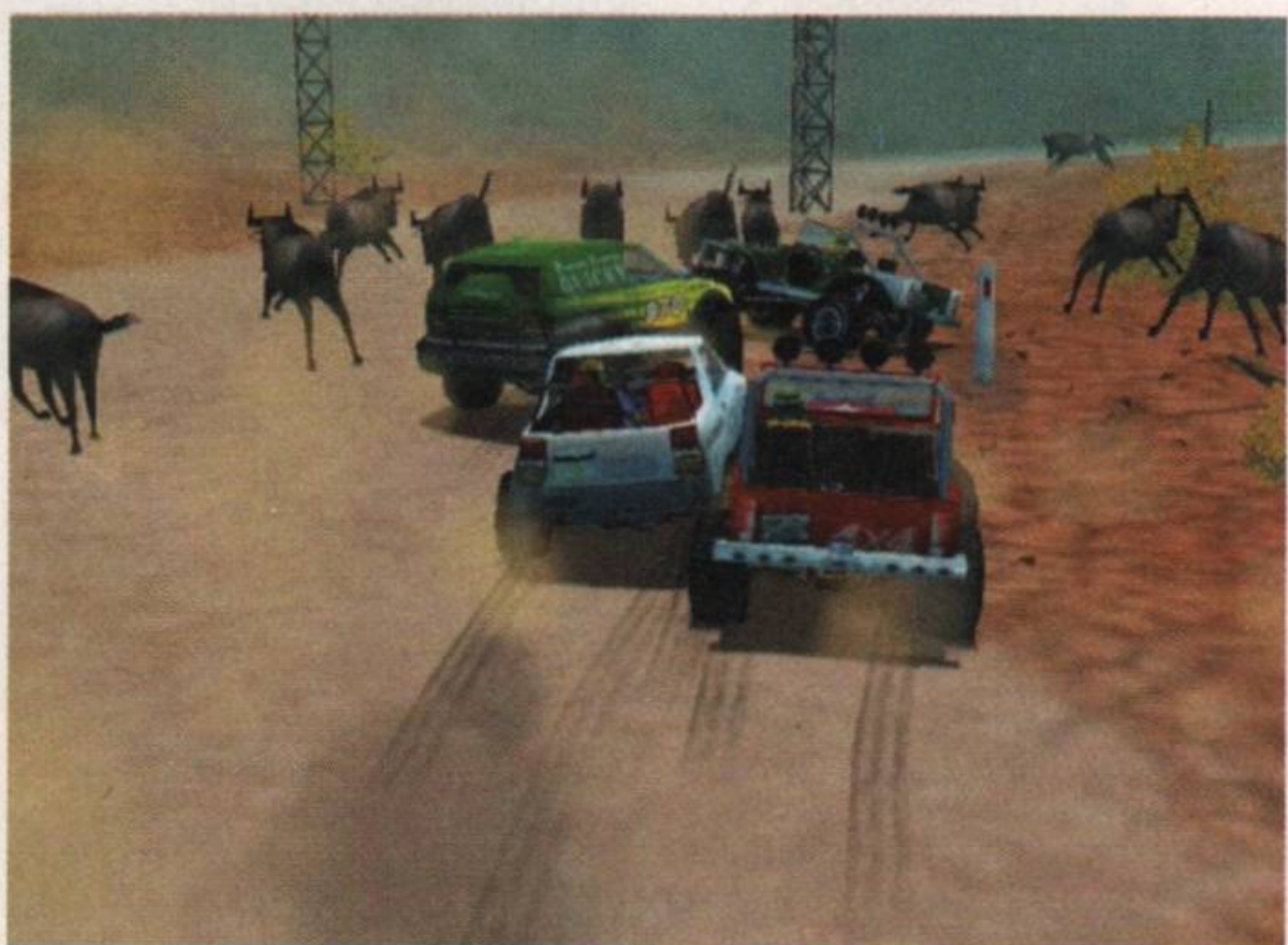
Multiplayer madness on all consoles.

Game developers Codemasters this month announced their intriguing Codemasters Multiplayer Network – an online server that eases you through the pain of Internet play.

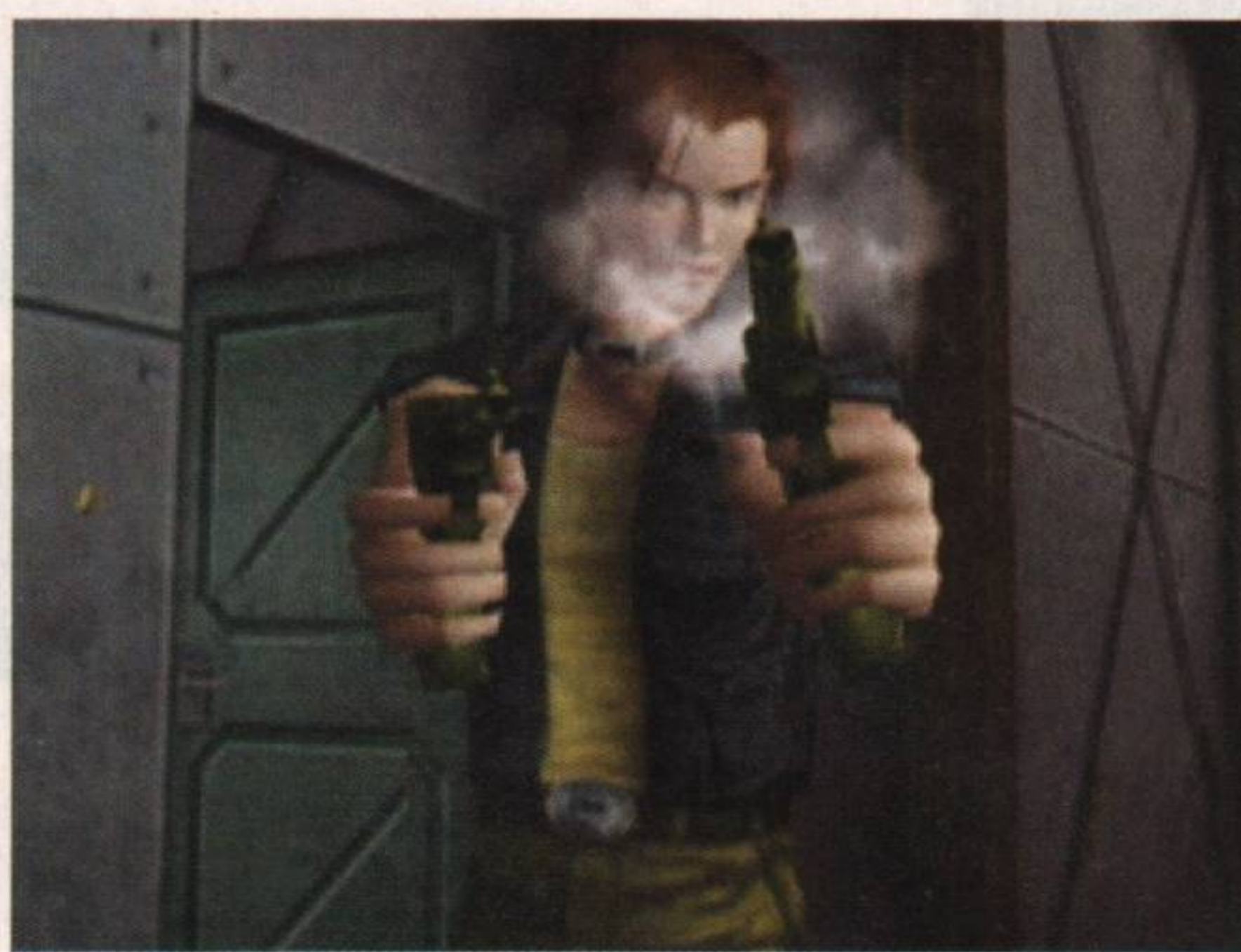
For starters, it's going to be miles less complicated than most of the current servers, and will do the link up and registration work for you (normally the worst parts of frighteningly complicated Internet play), leaving you to just turn up and play. Secondly, its objective is to unite the entire gaming world, as the server promises to enable different formats to become compatible via the same game. So, you'll be able to play on a PC against your brother downstairs on his PlayStation2 – providing, of course, the game you're playing is on both PC and PS2. Good thing that

Codemasters hope to run wacky racing number *Insane* (take a look at the screenshots below) from the site when it goes live on November 24th!

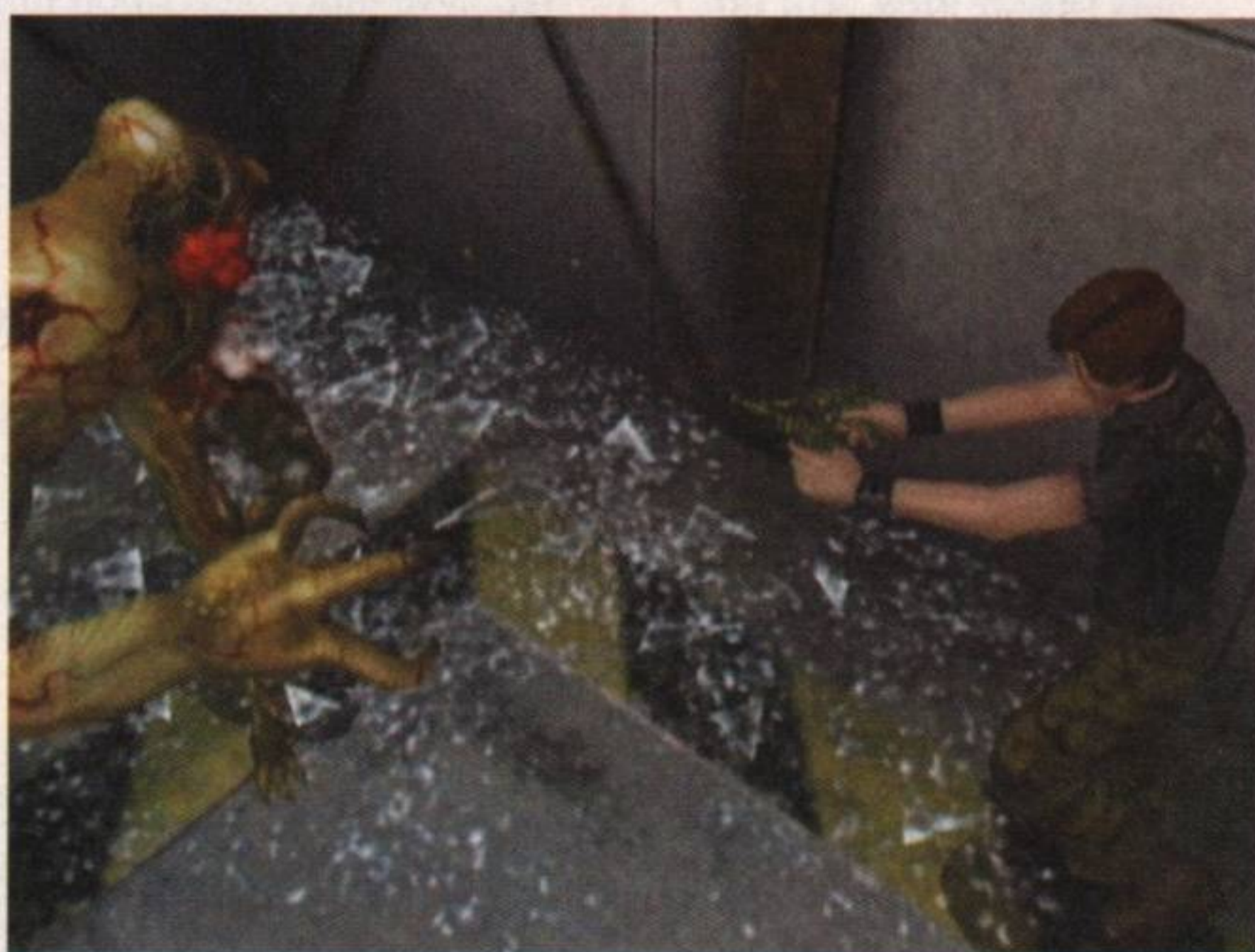
You can log straight onto the site, www.codemasters.com, now and check out the PC demo version and put it through its online paces.



■ *Insane*, the new multiplayer game you can thrash your mates at, regardless of what computer or console you happen to own.



■ With *Resident Evil* taking much of its inspiration from the movies it seems ripe for a translation back to the silver screen.



■ *Resident Evil: Code Veronica* on Dreamcast. According to our sources, the game's main characters will appear in the film.

Scary Movie

Resident Evil film resurrected.

After many, many rewrites and the loss of original director, low budget horror supremo George Romero, VideoGamer has received word from Hollywood that *Resident Evil: The Movie* has finally got the go-ahead to begin shooting next year.

The story follows the members of the S.T.A.R.S. team and their battle against a supercomputer, owned by the

Umbrella Corp. (from the games), which has just gone a bit mad and started turning scientists into zombies.

Resident Evil: The Movie is scheduled to begin shooting in January and is set to go on release in the winter of 2001. The film is being financed by the people who brought us *Street Fighter: The Movie* and directing duties have fallen to Paul Anderson whose CV includes, er, *Mortal Kombat: The Movie*. Good omen, eh?

Home a Loan

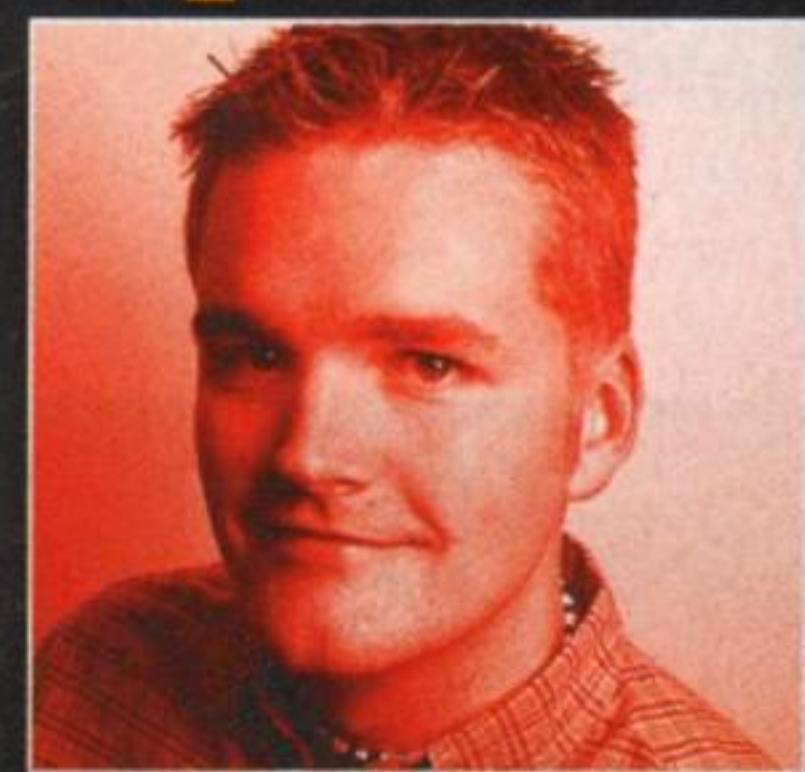
You can now hire games for all formats without, theoretically, leaving your seat, thanks to www.loan-gamer.co.uk, a new game rental website.

The rental periods and various packages that Loangamer are offering are much more flexible than you'll find in the high street. Their big punch though is that you

can order the games online or over the phone and they'll be delivered to you for free. You simply have to send the game back in the pre-paid envelope when you've cracked it.

So what's the catch? We can't find one, except renting games is never going to have the luxurious fur-lined feel of owning your own.

Video Gamer Opinion



News, when done properly, is the most exciting part of any magazine. Which is why we take Express, our chunky 13-page news service, very seriously.

While the rest of us were sat around getting reviews and tips right, Kate – VideoGamer's trusty newshound – was securing contacts inside the world's most secretive and important development houses. The result is what you see this month – exclusives, quotes, insider gossip – but, more than that, it's what you'll see over the coming months. Facts will reach us before anyone else; whispers will *always* come via our Batphone; the latest announcements will be leaked to us first.

As well as that, though, we want News Express to be a forum for discussion, a place where you can come to vent your spleen. Cut-out-and-send forms like the one over on the left there, give you the chance to be heard, and these Opinion columns are just that: opinion. And good opinion is always something worth responding to so, in VideoGamers to come, if you read something and feel the need to reply, just e-mail us at the address below. If your point is valid and relevant, we'll print it. But, equally, if you let us know what you think, we can start to get an idea of what you want from News Express.

Be here next month. It'll definitely be worth it.

Tim Weaver,
Editor

tim.weaver@futurenet.co.uk

Bargain Hunter!

Zelda 64

Format: N64
Normal price: £49.99
Bargain price: £14.95



Bargain of the month! One of the best games ever made with a whopping 35 quid discount, courtesy of Comet. This is available in selected stores, but you can make proper use of the saving on their website: www.comet.co.uk.

PC games

Format: PC
Normal price: £Various
Bargain price: £Various

At MVC, this month, you can get Geoff Crammond's *Grand Prix 3* for the PC and a V3 Racing Wheel in MVC for a mere £40. Almost the deal of the month, that one. Budget Packs are destined to be where the real savings lie, and *The Biggest Names, The Best Games 4* is the most recent budget pack for PC games. It boasts six quality titles including the breathtaking *System Shock 2*, *Dungeon Keeper* and *World Cup Cricket*. The whole shebang is yours from MVC for just £28. You know you want it!

Tomb Raider: The Last Revelation

Format: PlayStation
Normal price: £39.99
Bargain price: £14.99

Another whopping discount, this time at www.amazon.co.uk. Bear in mind that you have to



pay postage and packaging (around £2.50), but even so, this represents something of a must-have. Get your modem up and at 'em.

The countdown continues...

VideoGamer dispels the myths surrounding the PlayStation2 launch.

It seemed like a great idea. Fill out a form, pay a deposit and bag yourself a ticket to gaming heaven by ordering your PS2 to arrive on launch day, November 24th. But there's been no concrete assurance from Sony that people pre-ordering now will get a PS2 before Christmas.

So what's the deal? VideoGamer talked to David Wilson, Head of UK Public

Relations for Sony who said, "We have embarked upon this fairly ambitious pre-order scheme with a view to being the first company to ever manage the process of launching a new technology product into an area of massive demand. Our aim is to get these machines into homes as soon as possible."

Rumours of shortages have also reached developers. They are dependent on the console arriving on time to supply

stores. Mark Rein of Epic Games, the developers of *Unreal Tournament* for the PS2, told VideoGamer: "The game is boxed and ready to hit the shelves, but we're not going to ship it until we can get some concrete answers from Sony on how many units are really out there." Hence why *Unreal* hasn't been confirmed for launch.

We'll be bringing you a full report on the PS2 launch next issue.



■ *Rayman Revolution* - cutesy 3D platform thrills.

■ And in case you'd missed it - here's the PlayStation2 launch line-up in full. (Bear in mind that some haven't been 100% confirmed.)

- AquaAqua: Wetrix 2
- Disney's Dinosaur
- Dynasty Warriors 2
- Eternal Ring
- Evergrace
- F1 World Grand Prix
- F1 World Racing Championship
- Fantavision
- FIFA 2001
- Gradius III and IV
- ISS
- Kessen
- Madden NFL 2001
- Midnight Club
- NHL 2001
- Pro RC Revenge
- Rayman Revolution
- Ready 2 Rumble 2
- Ridge Racer V
- Silent Scope
- SSX Snowboard Supercross
- Super Bust-A-Move
- Swing Away Golf
- Smuggler's Run
- Summoner
- Tekken Tag Tournament
- TimeSplitters
- Type S
- Theme Park World
- Top Gear Daredevil
- International Track And Field
- Wild Wild Racing
- X Squad



■ One of the big PlayStation2 launch titles, *Ridge Racer V*. There will be 32 other titles to choose from at launch - is that too many?

Pre-Order Form

Sony Computer Entertainment Europe Ltd and its subsidiary companies use or will use the information given for the purposes of sending the PlayStation 2 pre-order which you have entered with your chosen retailer, and to inform you of its progress.

Instructions

- * Please complete ALL fields in BLOCK CAPITALS, except those in italics. Items will be subject to change and available verification.
- * Please use a pen or ball point pen.
- * Please note that the limited availability of the PlayStation 2 pre-order will be subject to change and available verification.

Customer Details:

First Name: _____ Address Line 1: _____ Pre-Order No.: 2572573

Last Name: _____ Address Line 2: _____

Street of Birth (DDMMYY): _____ Address Line 3: _____

Phone No. (incl. STD code): _____ Address Line 4: _____

Mobile No.: _____ Town/City: _____

Country: _____ Postcode: _____

Sex: Male Female Other

E-mail Address: _____

Please note that you will receive communications directly from Sony Computer Entertainment. We will also advise of the status of your pre-order. Please state whether you prefer to receive these communications by post or by e-mail (tick one).

Pre-ordered for (tick one): Self Family Member Other E-mail Post

For Retailer Use Only:

Pre-Order Code (DDMMYY): _____

Retailer Code: _____ Branch Code: _____

Branch Name: _____

On collection of PlayStation 2, Customer signature: _____

Wetrix Store: _____ PSC Head Office: _____ Wetrix Store: _____ PSC Customer: _____

■ As VideoGamer went to press there were still ways of getting hold of a PS2. Most high street retailers such as Dixons, MVC and Comet, still had pre-order forms, especially in smaller towns. Online ordering also looks like a good bet. Most videogame news sites have links to places where you can order one. Try gamestop.com or comet.co.uk with your credit card at the ready. As for the games, high street stores probably can't afford to stock them all, so for the full selection to choose from you'll have to shop online. Try amazon.co.uk or softwarefirst.com for starters.



But is it art?

Family-making The Sims provides inspiration for US artist...

Are videogames art? American artist Jon Haddock certainly seems to think so. His new online exhibition, entitled *Screenshots*, portrays past cultural events in a style not too dissimilar to PC 'people simulator' *The Sims*.

The pictures, which were created using Photoshop, depict scenes such as Martin Luther King's assassination, Princess Diana's fatal car accident and the murder at O.J. Simpson's condo. Among these real events are scenes from films such as *The Sound of Music* and *Mary Poppins*.

VideoGamer took the opportunity to talk to the fantastically-named Haddock about his work. On the relationship between videogames and art, he explained: "I believe a good videogame is already fine art. I would like to see more qualities of each field shared with the other. I'd like to see more of the quiriness and intelligence of fine art in videogames, and more of the accessibility and awareness of audience in fine art."

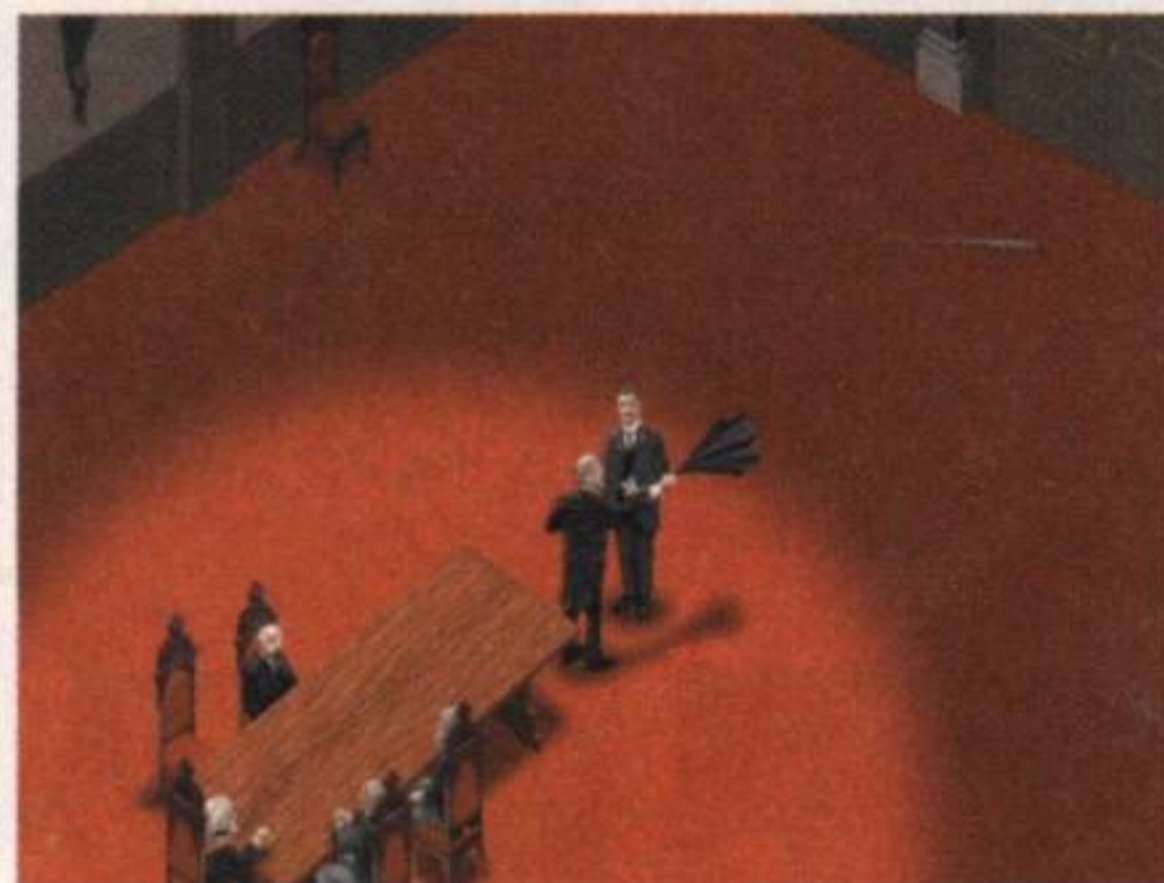
And on historic events appearing in videogames, such as those depicted in his work: "I would be very interested in

seeing games that are closer to real life, more mundane in appearance, but with an open-ended storyline. I think that with a persistent, wholly multiplayer game world - one that sets ground rules that are modelled on real life - we would begin to see virtual events very similar to the ones depicted in *Screenshots*."

Because of its nature, Haddock's work is designed to be viewed online rather than in a gallery. You can see important historical events made to look more exciting at *Screenshots* at <http://asuam.fa.asu.edu/haddock/main.htm>.



■ A scene depicting the Tianenmen Square democracy protests from 1989.



■ Mr Banks gets a dressing down. From favourite family film *Mary Poppins*.



■ The young Cuban refugee Elian Gonzalez is deported by US soldiers.

Stop Press!

News that our spies pushed our way minutes before deadline...

■ Rumours suggest that Microsoft is planning to unveil the final design for the Xbox on or around the UK launch date of PlayStation2, as part of a spoiler campaign. Other rumours suggest that the design is reported to be pretty similar to a DVD player, with an X criss-crossing at the top of the machine. More on this story next month.

■ Sega has another bargain deal up its sleeves with the release of the long-awaited *Shenmue*. When it goes on sale on December 12th there will be special five disc packs, featuring the full soundtrack to the game.

■ Game publishers THQ have managed to secure the rights for the *Tetris* license until 2004. They expect to be releasing their first *Tetris* games for the PlayStation2 and Game Boy Advance in Christmas 2001.

■ Konami will be converting the baseball game *Pawapuro Pocket 3* to Game Boy Advance. The GBA version will be ready for March 2001 and will contain all the features of the recent, Japan-only N64 version.

■ The hit PC game *Gangsters* is heading for your mobile phone. Publishers Eidos have just announced that their first game for the WAP platform will be some sort of adaptation of the *Gangsters* series.

■ PC shooter, *Tribes 2* is due early next year and publishers Sierra have signed a deal with glam rockers Mötley Crüe, who will be putting one of the singles on their next album into the game. Nikki Sixx of the band was pleased with the deal: "Providing music for a game like *Tribes 2* is a natural progression for our band; it's another medium through which to share our music." How nice.



Free speech

We have contacts inside the biggest companies in the world. Here, you get to hear the latest development opinion before anyone else...

"To be honest, I'm disappointed in the launch line-up."

Peter Molyneux, the father of breathtaking PC and Xbox title, *Black & White*, on the impending arrival of PS2.

"We only have two development teams. One is really busy on Sacrifice for PC, and the other's busy making a PS2 game. So we just don't have the headcount to start a third project. Which is a shame because the machine is awesome..."

Dave Perry, head of Shiny Entertainment, on Xbox and why another development team would be handy.

"If we don't have great games, we lose."

Xbox big cheese, J Allard, on taking to the gaming battlefield with Sony, Sega and Nintendo.

"My goal is to gain the respect of fellow players all over the world, not because I'm female, but because of my overall gaming skills."

Reigning female *Quake III* world champion Kornelia Takas, from Budapest, on why she just wants to be one of the boys.



www.GamesKingdom.com



PLAYSTATION - PCCD - DREAMCAST - GAMEBOY - MUSIC CD's... NEED WE SAY MORE?

REVIEWS

TEAM OF REVIEWERS

The most knowledgeable gamers in the business...



When we first sat down to try to devise a rating system for **VideoGamer**, one word kept cropping up: honesty. It's that elusive quality that, for various reasons, isn't always seen in the average games review – but we can promise you right now that you'll never read a misleading review in *this* magazine.

Because we're not affiliated with any software companies or hardware manufacturers, we're not in anyone's pocket – we can afford to be completely unbiased. We don't carry exclusive reviews or previews months in advance of a game's release, so we don't owe anyone any favours. We've got the pick of the most knowledgeable and experienced pool of reviewers at Future, the world's largest publisher of games magazines, so you can be sure you're reading informed opinions.

Having previously worked on *N64*, a Nintendo-only magazine, I'm totally overwhelmed by the sheer quantity of software there is out there. My desk is currently hidden under a haphazard mountain of CDs, and at any moment the slightest movement could cause a catastrophic avalanche of PlayStation budget titles, which will, in turn, destroy the cardboard shantytown of PC games developing around the foothills.

So, with that in mind, how is *anyone* supposed to walk into a games store and, confronted by the same mountain of software (albeit stacked a little less dangerously), pick out something that genuinely represents 30 or 40 quid's worth of top notch entertainment?

Well, that's where **VideoGamer** comes in. All of the games you'll find over the course of the next 39 pages are either available to buy right now, or will be released in the next couple of weeks, and every score has been argued and discussed among the team until everyone agrees that we haven't overrated or undervalued a game.

This month's star performers include *MSR*, *Driver 2*, *Mario Tennis*, *Sacrifice* and *Zelda: Majora's Mask* (which is undoubtedly one of the finest games we've ever played), but if you're not sure whether the game will be to your taste, you can be sure that anything with the **VideoGamer** Recommended or Essential tag is definitely worth a look. Enjoy the issue. ■

Martin Kitts, Reviews Editor

TIM WEAVER



■ After joining the – and this is the best bit – gym, Tim reckons he's ready to take on the world. "Er, playing as Snake in the PC version of *Metal Gear Solid*, that is."

MARK GREEN



■ Greener's slightly frightening *Rainman*-like gaming knowledge means he knows a good game when he sees it. And with this month's *Sheep* he, er, didn't. See it.

LEE HART



■ Man Utd fan Lee was still recovering from his side's 1-0 humbling at Arsenal when we made him go bungee jumping and hang-gliding in *Sega Extreme Sports*.

JAMES ASHTON



■ So rare is it to see a smile on James's face that we rewarded him with a trip to see Prince Naseem at the gym in *Naz Boxing*. He stopped smiling immediately.

JES BICKHAM



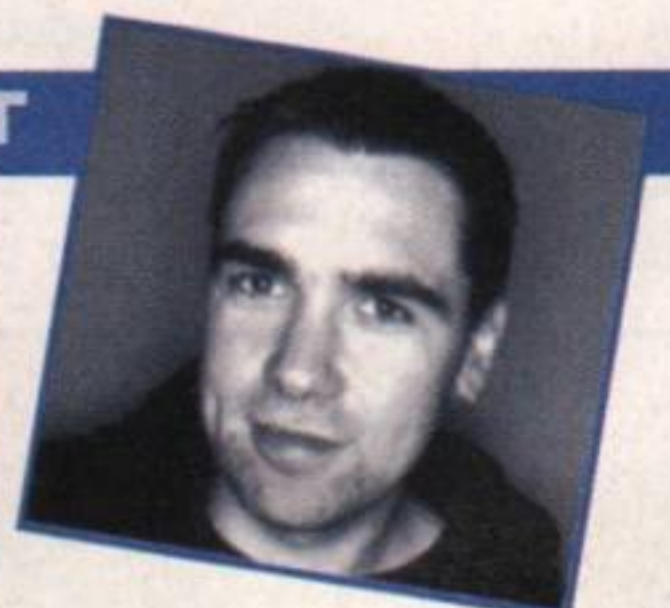
■ Jes was the lucky chap who got to play and review instant classic *Zelda: Majora's Mask*. No wonder the boisterous baldy looks so forehead-reflectingly smug.

LEE HALL



■ Geordie working class hero Lee not only gave *UEFA* a vigorous workout but also pieced together our impressively huge *Tony Hawk's 2* guide. Not bad for a robot.

KEITH STUART



■ After playing eye-glisteningly quick *Metropolis Street Racer*, Keith spent two days trying to recover. By drinking 115% proof rum at a wine conference.

MIKE JENKINS



■ Mike might look like he'd slaughter your entire family, but we had him crying his eyes out with the ultra-hard *Ferrari F355*. Mike likes bird watching.

NICK JONES



■ After putting gorgeous strategy *Sacrifice* through its paces, Nick felt just fine – as you can tell by his expression. (Now call the police and get this madman arrested.)

RICH PELLEU



■ Rich went back to his past to revisit remade classic *Speedball 2100*. While he was there he found a Richard Clayderman LP and the smile he lost in 1984.

THE REVIEW

Your guide to our reviewing system...

SCREENSHOTS

■ Ours are the best in the business, giving you a clear idea of how a game looks.

FORMAT

■ We'll make it simple for you to see which format the game reviewed is on.



CONTROLS

■ We'll immediately make it clear how hard or easy the game is to play.

UPPERS AND DOWNERS

■ Giving you a quick overview of the best and worst aspects of the game.

THE SCORE

■ See below for further details, but we also take into account Gameplay, Presentation and Value.

FLICK TO

■ If there's something tied into the game we're reviewing later on in the mag, look out for Flick To...

THE VERDICT

What the scores actually mean...

Rarely will a game score 10. When it does, it'll be because it's one of the top three games on its system.	10	A rich, remarkable, extensive game, pushing the envelope in terms of ideas and implementation. Stunning.	9
Standout and exciting, a game that scores this highly will be supremely playable and an essential purchase.	8	Tremendously entertaining and excellent value for money, this may even show sparks of originality.	7
Good, if not exactly outstanding or revolutionary, a six suggests some interesting but flawed game design.	6	Average and just about acceptable. A competent game that won't be anything you haven't seen before.	5
A game that scores four will be entirely lacking in imagination as well as - crucially - frustrating and dull.	4	Into the realms of crushing disappointment, a three represents a game with some massive problems.	3
Utter rubbish. This'll seem to lack even the most basic grasp of what makes games enjoyable. Steer clear.	2	Horribly awful, this could hardly even be labelled a 'game'. You'd best avoid this like the plague itself.	1



When a game scores a 7 or 8, we'll award it our 'Recommended' rating, meaning it's an excellent purchase.



When a game attains a 9 or 10, we'll hand it an ultra-rare 'Essential' award. This makes it an absolute must-have.

OUT NOW

Games reviewed this month...

DRIVER 2



The best PlayStation game of the year? Find out for sure.

page **022**

PlayStation

Driver 2	022
Alien Resurrection	028
Digimon World	034
Sheep	040
Prince Naseem Boxing	048
UEFA Season 2000/01	086
Speedball 2100	094
MTV Sports: Pure Ride	097



■ **Alien Resurrection:** Scary as hell and maybe - just maybe - the hardest game ever.

Dreamcast

Sega Extreme Sports	044
Metropolis Street Racer	046
Ferrari F355 Challenge	084
F1 World Grand Prix	087
Looney Tunes: Space Race	092
Test Drive Le Mans	093



■ **Metropolis Street Racer:** The best racer on the Dreamcast. Find out why on page 46.

PC

C&C: Red Alert 2	026
Metal Gear Solid	032
Sacrifice	088
Cultures	090
Rune	091
In Cold Blood	096
Battle Of Britain	098
Resident Evil 3	099
Airfix Dogfighter	100



■ **C&C: Red Alert 2:** The super-sequel the PC world has been waiting for reviewed.

Game Boy

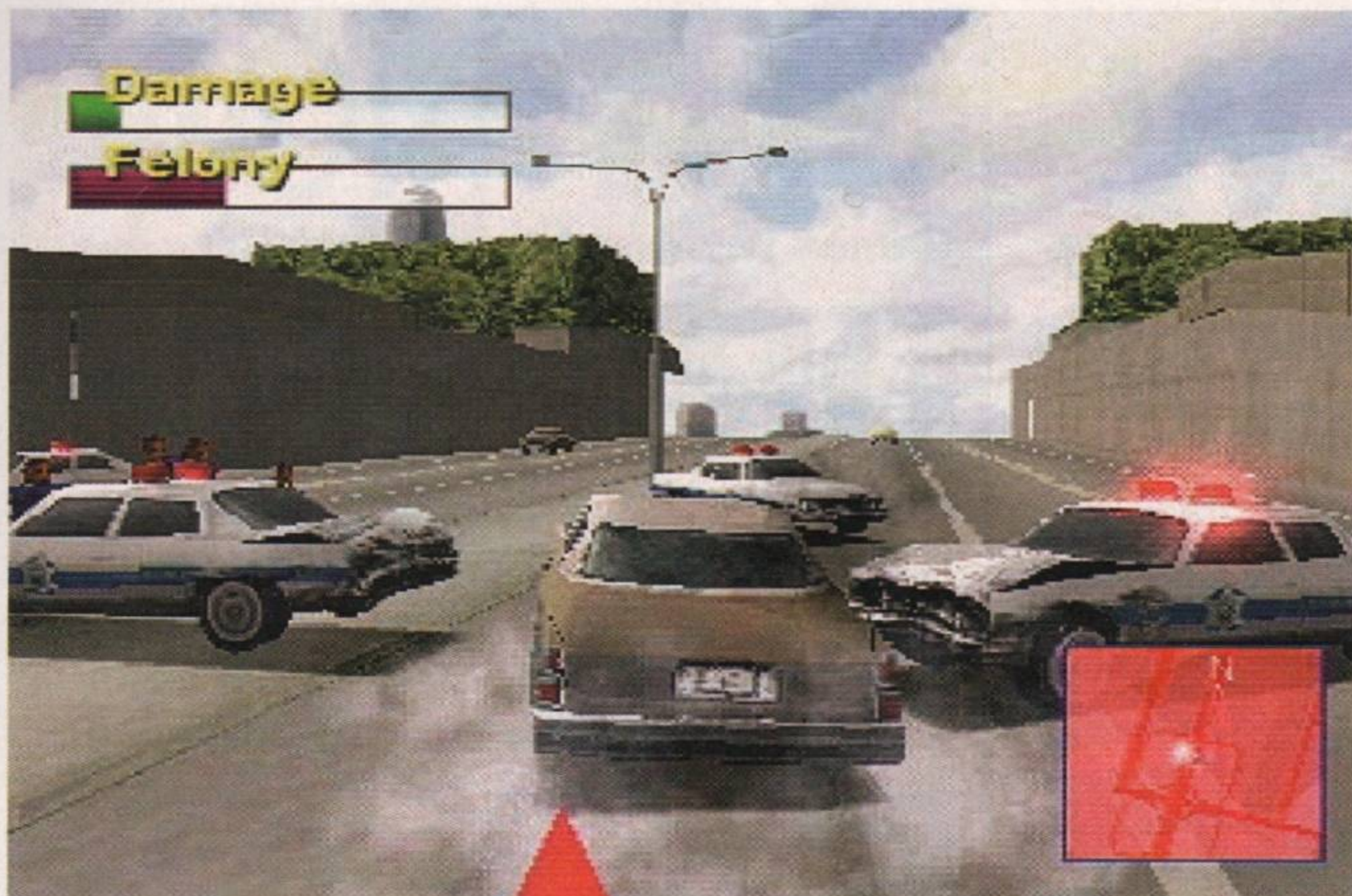
Grand Theft Auto 2	099
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Nintendo 64

Zelda: Majora's Mask	036
Mario Tennis	042
Mario Party 2	098
F1 Racing Championship	099



■ **Zelda: Majora's Mask:** Possibly the best game of the year so far - rated inside.



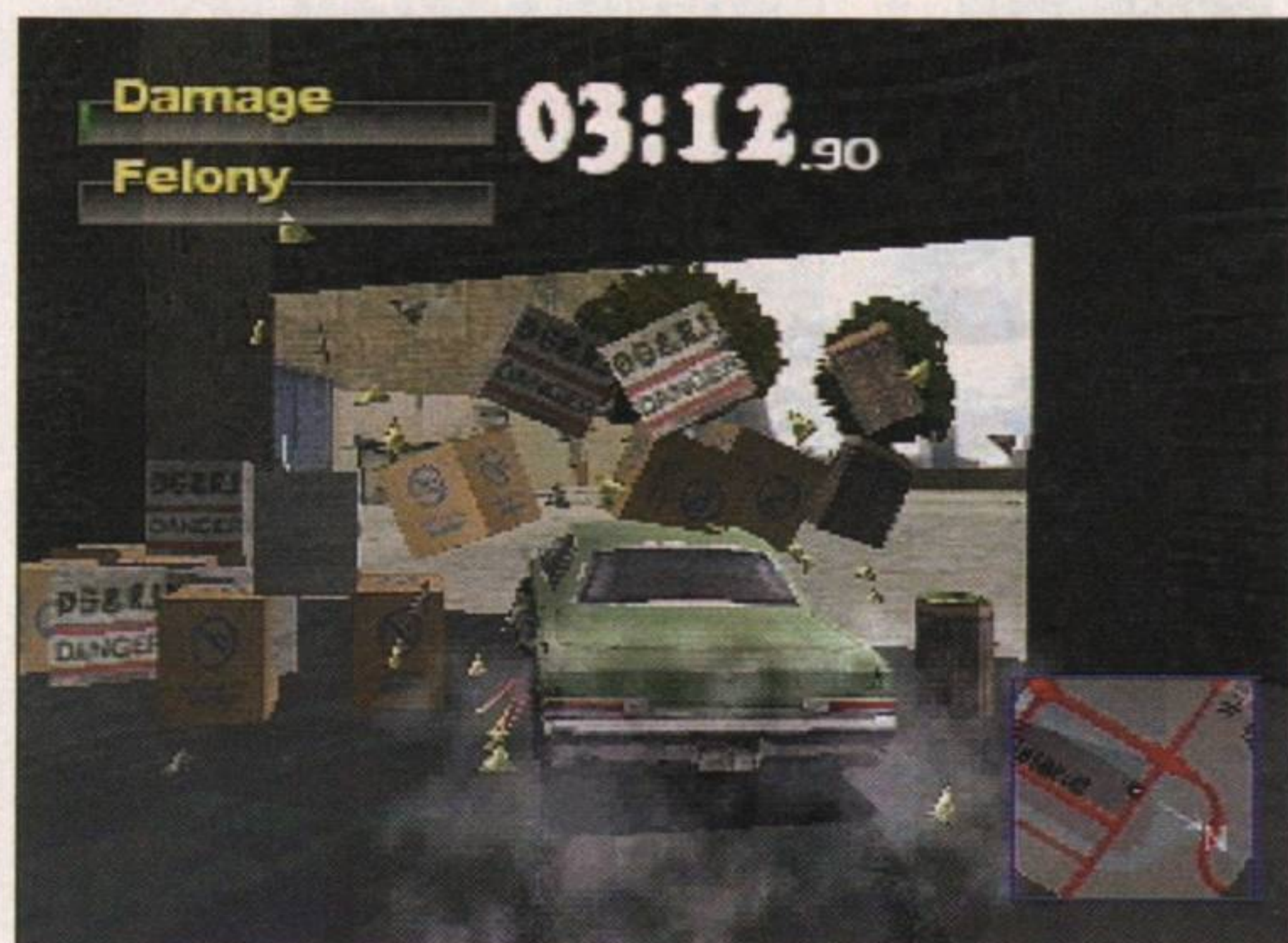
■ Police roadblocks are nothing to be afraid of if you're travelling at more than 90mph. Just put your foot down and plough right through those foolish rozzers.



■ A trip around the back alleys of Havana will leave the cops scratching their heads. Just make sure you don't wreck the car on those sharp corners.



■ Just tap the Triangle button to make your back end swing out round the corners. The oversteer on these massive, '70s V8 cars is incredible.



■ Empty cardboard boxes are an essential component of any car chase movie. They make a satisfying 'whumph' noise when you hit them.

DRIVER 2

GAME INFO



- Publisher: **Infogrames**
- Developer: **Reflections**
- Price: **£30**
- Release Date: **November 17th**
- Players: **1-2**
- Extras: **None**



Smash roadblocks and steal cars – in the name of the law.

What's the greatest car chase scene ever filmed? *The French Connection's* hair-raising improvisation, perhaps, or *Bullit's* airborne joyride through San Francisco. *Blues Brothers* and *Cannonball Run* weighed in with an impressive quota of mangled police cars too. Take the best action from all those classic movies, shoehorn it into a PlayStation and you've got *Driver 2*, the closest you're ever likely to get to stepping into Steve McQueen's size sevens.

As the sequel to last year's best-selling game, you might well be familiar with the way *Driver 2* works. A few things have changed since the original *Driver*, not least the sheer scale of the real life city streets you get to hurl your '70s muscle car around, but the basic gameplay remains

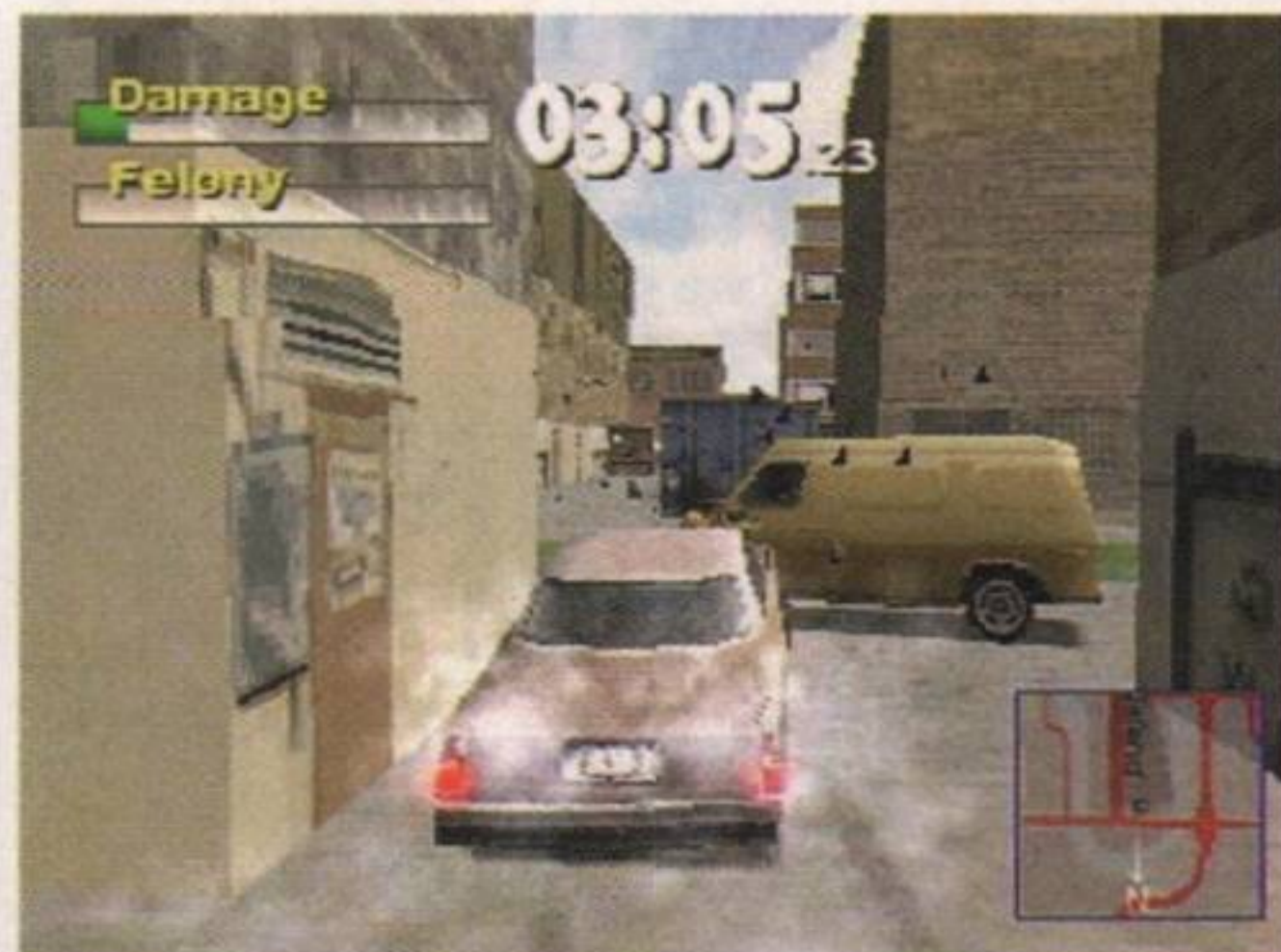
much the same. As Tanner, a former motor-racing star and now an undercover cop, you must infiltrate criminal gangs in order to bring the ringleaders to justice. In the first *Driver* the way to achieve that was by breaking every law in the book to win the gangsters' trust. This time you've got to be a bit smarter, and the missions involve as much proper police work (such as searching for clues and tailing suspects) as they do outright criminal behaviour.

As you travel from city to city, in a 40-mission investigation beginning in Chicago and concluding, via Havana and Las Vegas, on the Rio de Janeiro seafront, the local cops have no idea who you are – if they see you so much as run a red light while chasing an international arms smuggler, they'll be all over you like a rash. The more laws you break, the higher up the

Most Wanted list you'll move, until every street has a police roadblock and every cop in town wants to be the one who finally turns your car into a smouldering wreck. Although you can often outwit the Law by driving the wrong way up a motorway, or hiding in a back alley, once the cops have got your number they'll soon pick up your trail, and their preferred arrest technique is to ram your vehicle until it explodes and you, presumably, die a painful death in a massive ball of fire.

In last year's version, once your felony rating was above halfway your fate was effectively sealed. This time you've always got a fighting chance, because as long as you can shake off your pursuers for a few seconds, you can abandon your vehicle, and with it your criminal record. Taking to the streets on foot, you can flag down other motorists and 'borrow' their cars, and the police will be none the wiser. You can take parked cars, buses, pick-ups, ambulances





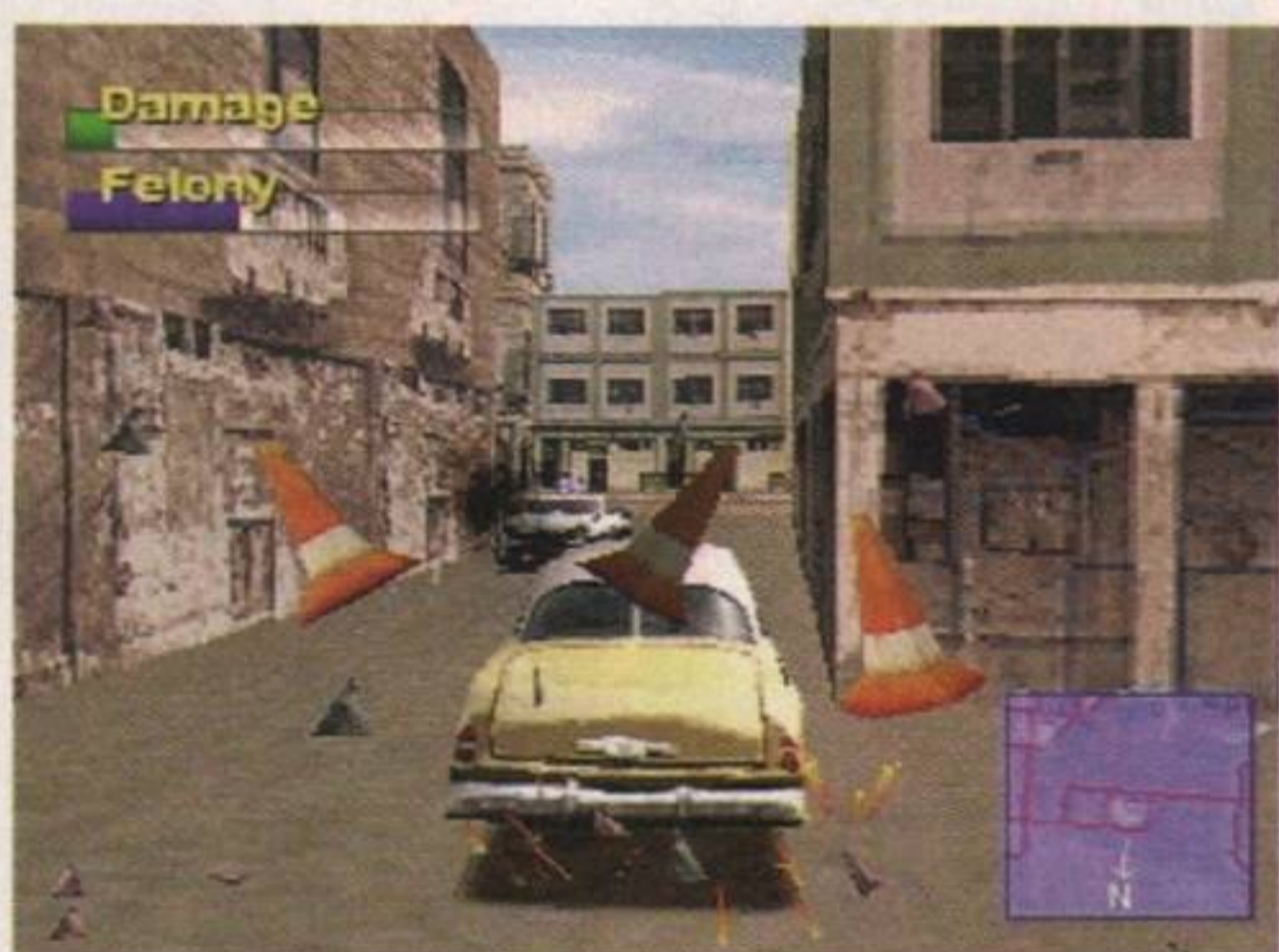
■ No way out! Looks like somebody doesn't want to see you escape from the compound.



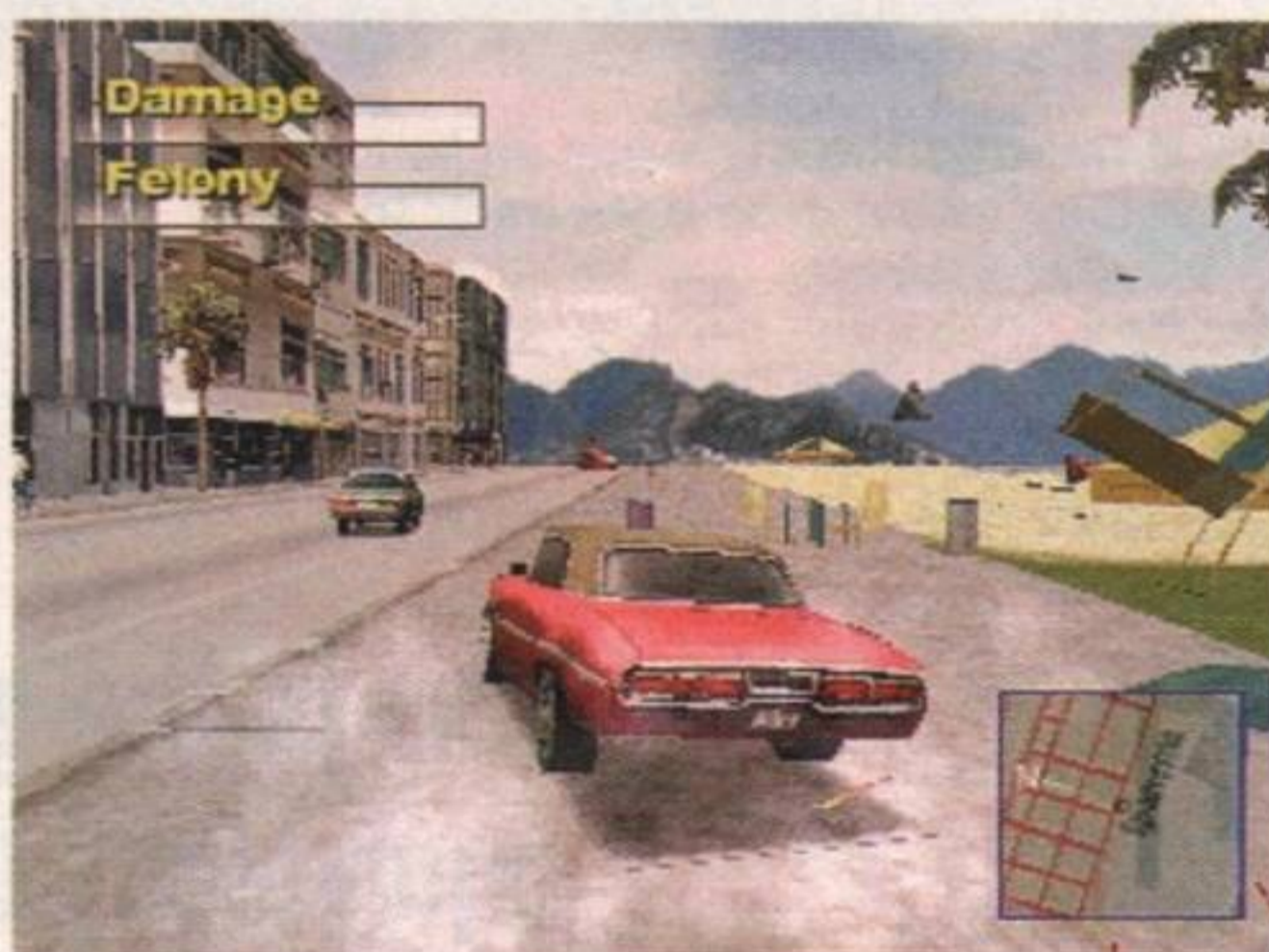
■ That's right, fools, you'd better run. This kind of driving should put us on the Wanted list.



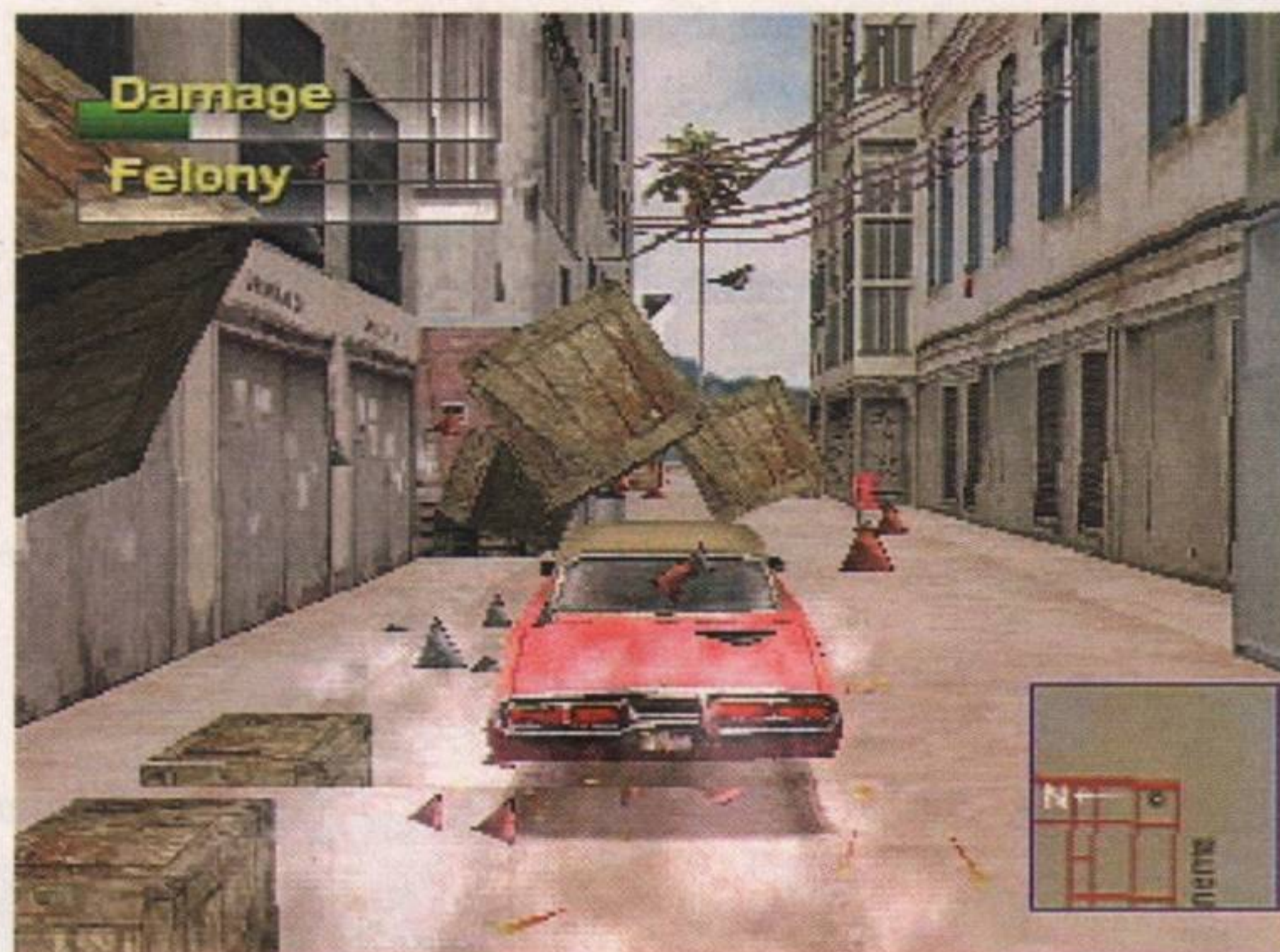
■ By holding R1 and R2, you can get a dramatic rear view of the chasing police cars. There's also a Director mode, in which you can place your own cameras for artistic action replays. Nice one.



■ Sometimes a head-on collision with a cop can finish him if you've got lots of health left.



■ The beach is strangely devoid of sunbathers and surfers - probably because of our driving.



■ Keep an eye on the map in the corner of the screen so you won't be caught out by sharp corners hidden behind crates or buildings.

and even cop cars - anything that moves, basically. Create a roadblock of your own, using a couple of clapped-out motors and pretty soon you'll have a selection of seven or eight cars to choose from. All you have to do is remove an impatient motorist from the driver's seat before continuing on your way. Other games have included a similar feature, notably the tabloid-baiting crimefest *GTA*, but none has come anywhere near to matching *Driver 2*'s swagger or style. Videogames don't get any cooler than this.

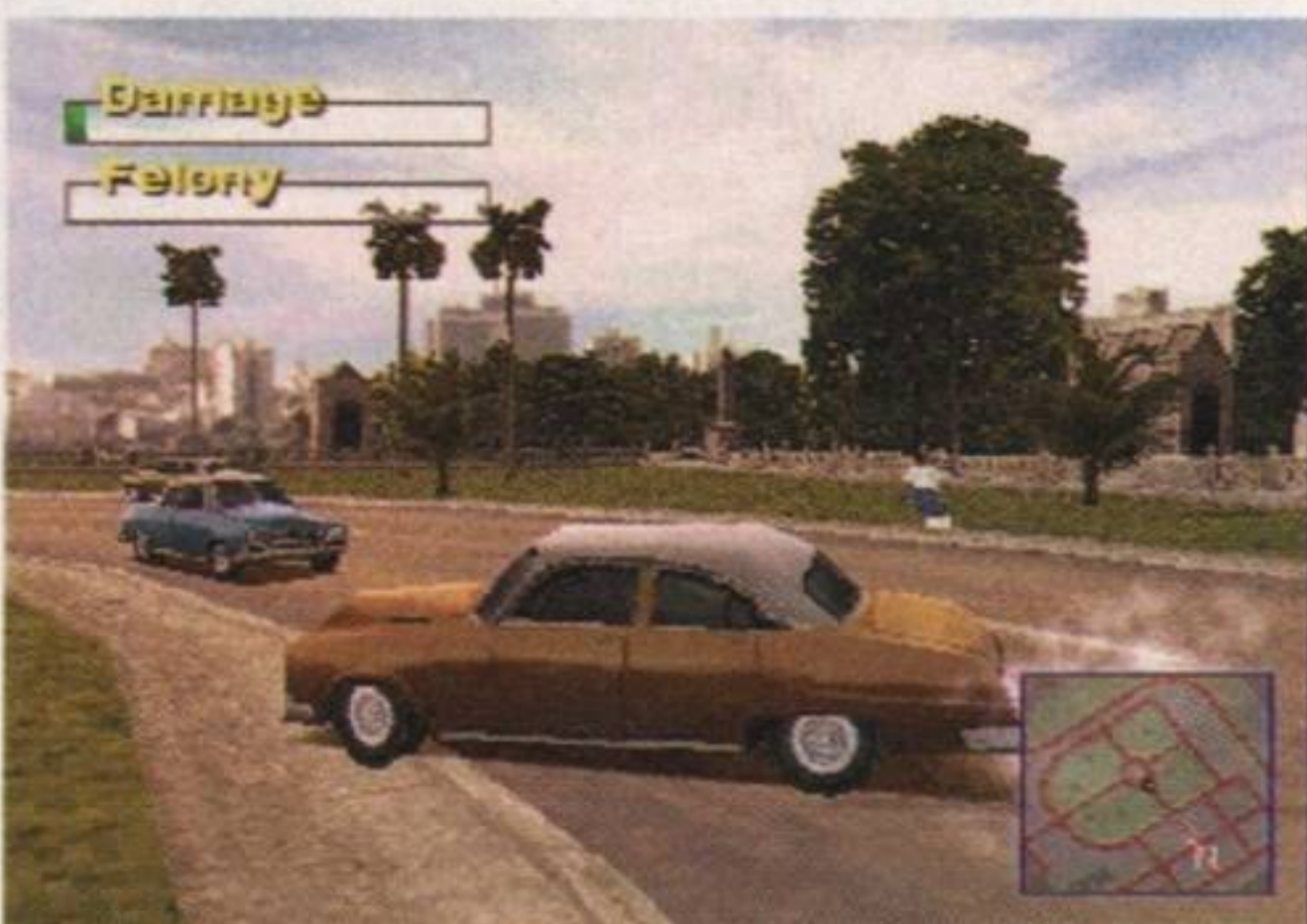
Nothing comes anywhere near to matching the game's swagger and style

The cars don't handle like anything out of an ordinary racing game. They're robust and extremely solid, so the best way to get them from A to B inside the tight time limit imposed on most missions, is by swinging them around corners with exuberant use of the handbrake. Smoke billows from the rear tyres, the back end lurches wildly out of control, and you have to wrestle with the wheel to get the car back in a straight line. Imagine doing that while avoiding civilian traffic and fending off up to four police cars.

Vehicles are themed according to which city you're in. Las Vegas has stretch limos and an upmarket version of Chicago's selection of dowdy family saloons, but if you're in Havana you won't find anything made after about 1950. Other vehicles, such as armoured trucks, school buses and fire engines are too slow to be of any real use, other than for crunching through traffic in the stress-relieving Take A Ride mode. The various types of vehicle

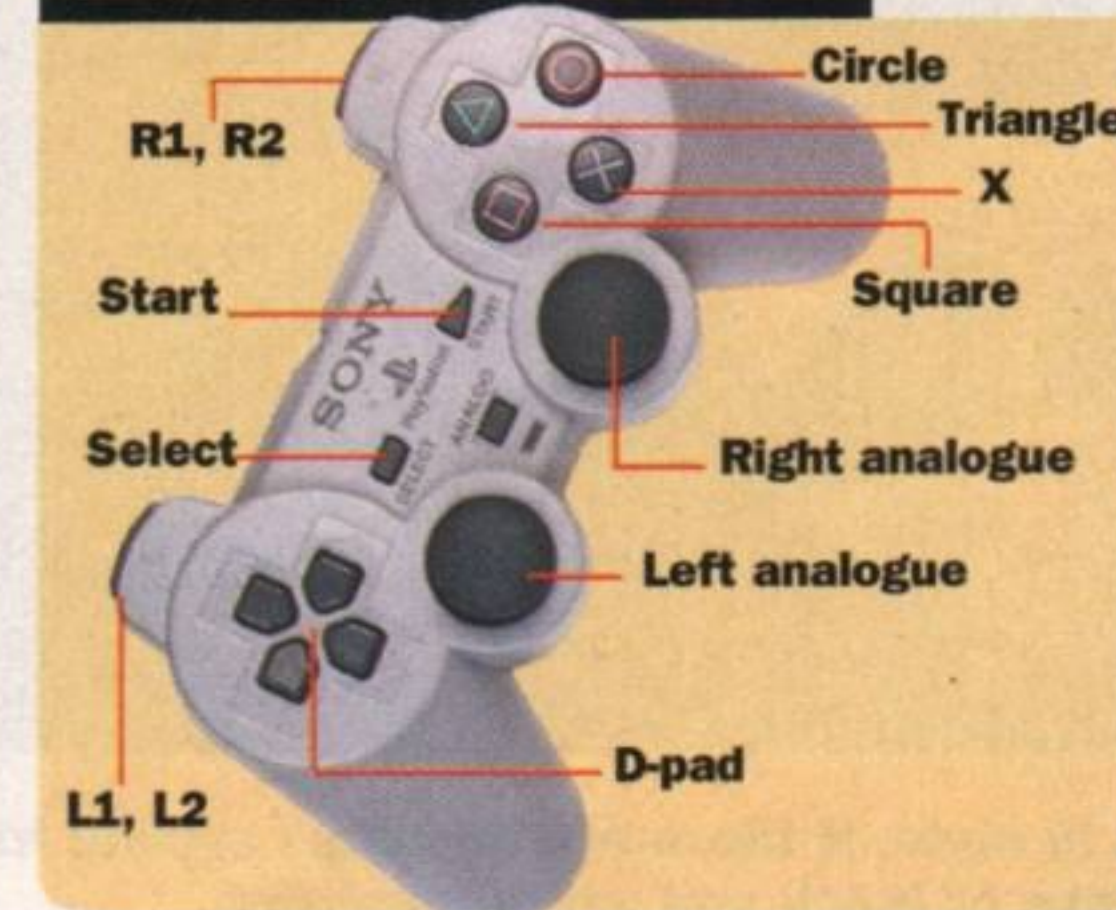


■ Such a blatant disregard for the law will send your felony rating through the roof.



■ Look - curved roads! That's something you never saw in the original *Driver* game.

CONTROLS



what does what

- Circle » Burnout
- X » Accelerate
- Square » Brake/Reverse
- Triangle » Handbrake
- Left analogue » Steering
- D-pad » Steering
- Start » Pause
- Select » Change Camera
- R1 » Horn
- R2 » Lock Steering



■ Taking the wrong route up a freeway off-ramp isn't sensible. Luckily they didn't have police video cameras all over the place in the '70s.

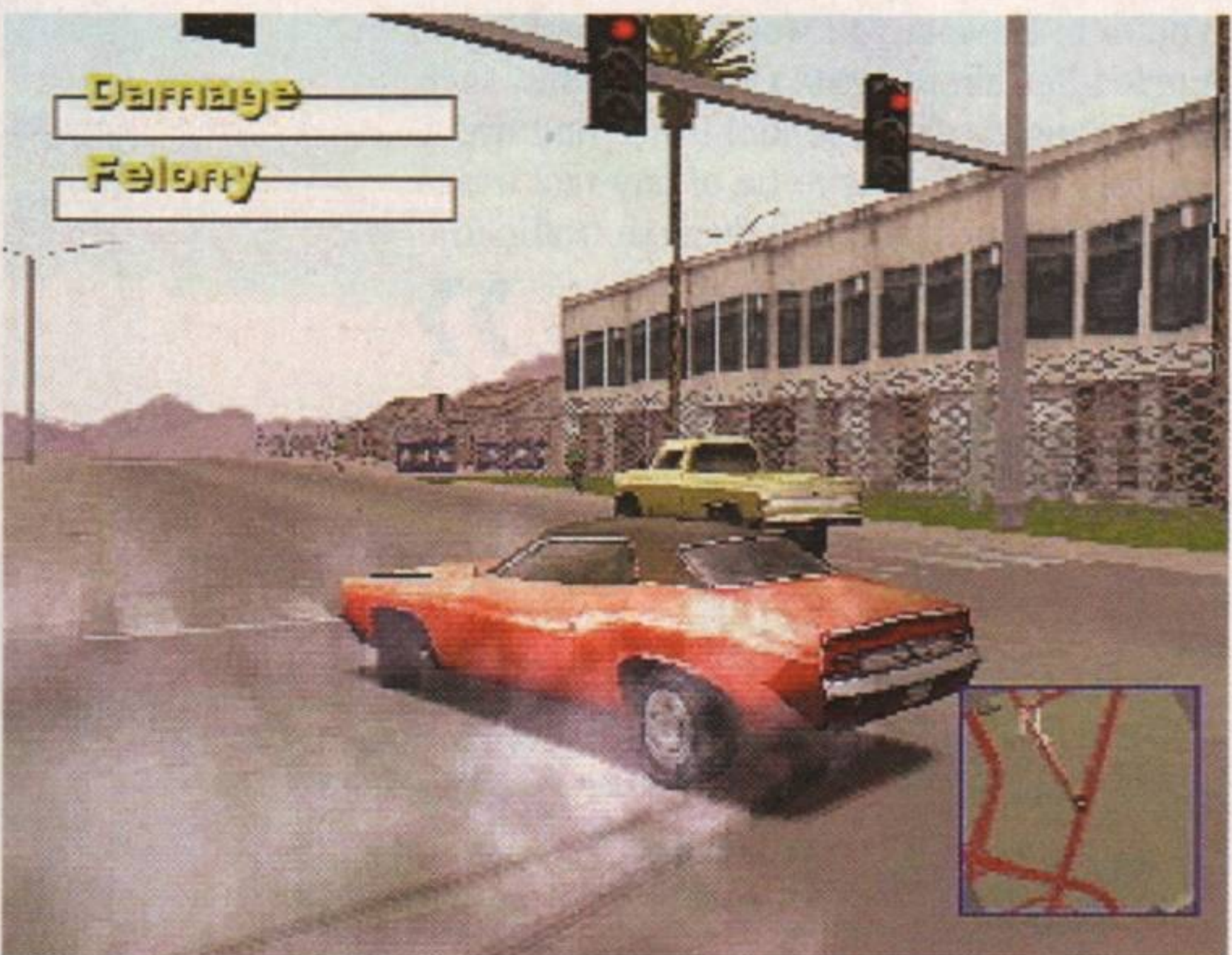


handle differently too, so it's often a good idea to steal as many as you can so you get a chance to try them all. In some missions you start out on foot with a choice of cars around you, and the most obvious sporty ones aren't necessarily the most useful.

City design has improved immeasurably since the original *Driver*, which simplified things to fit road networks on a grid system. Now there are curved roads and freeways, plus the occasional Spaghetti Junction of a road-planning nightmare. It certainly feels much more like driving around a real place. The cities appear to be two or three times as large – impressive, considering the first game pushed the PlayStation pretty close to its limits. In Vegas, for example – the only town to make



■ The picture on the right shows an actual carjacking in progress. The other motorists don't seem too bothered.



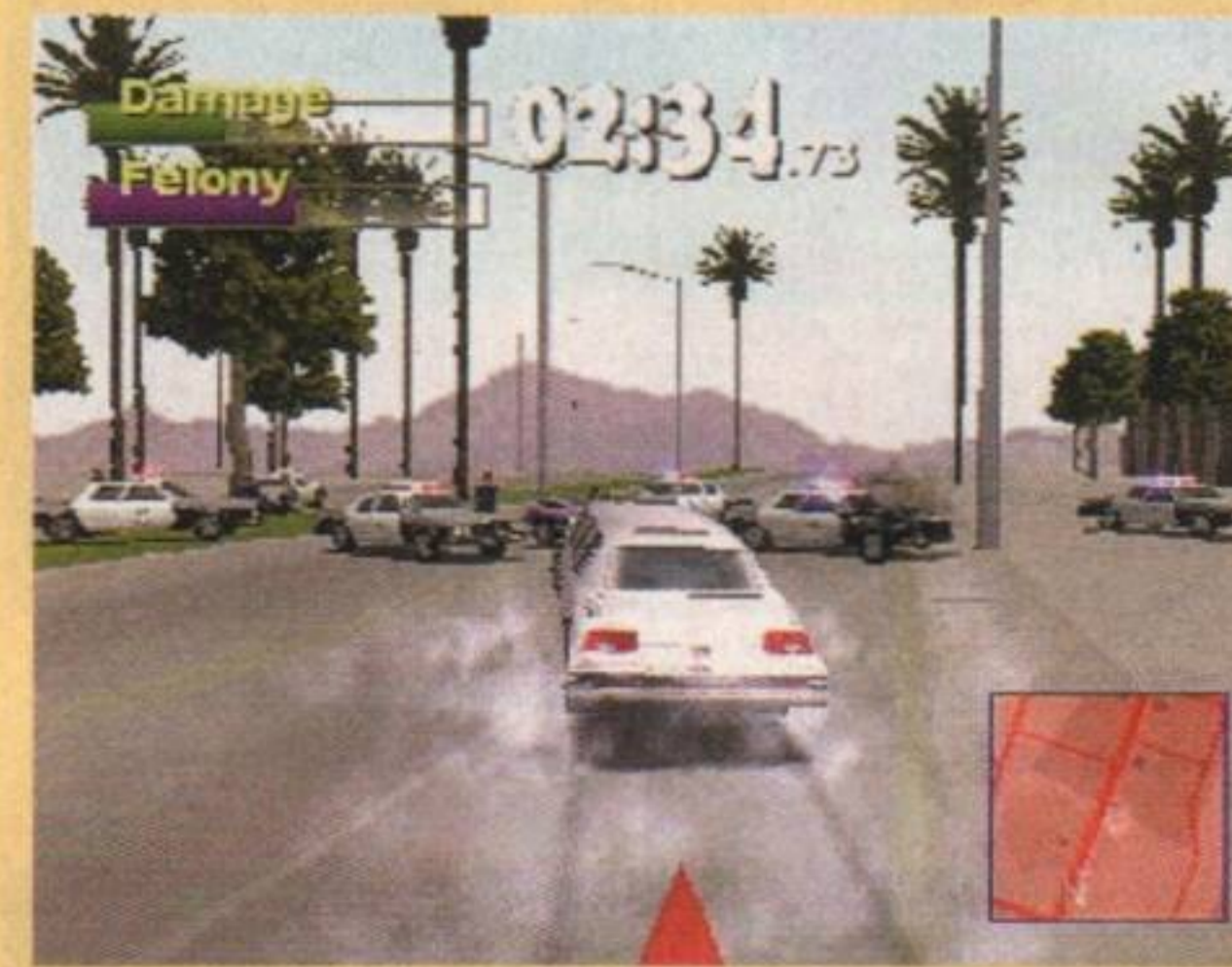
■ This is how to jump a red light in style. If there are any cops around to witness it, you'll soon have a posse of black and white admirers.

CAR TROUBLE

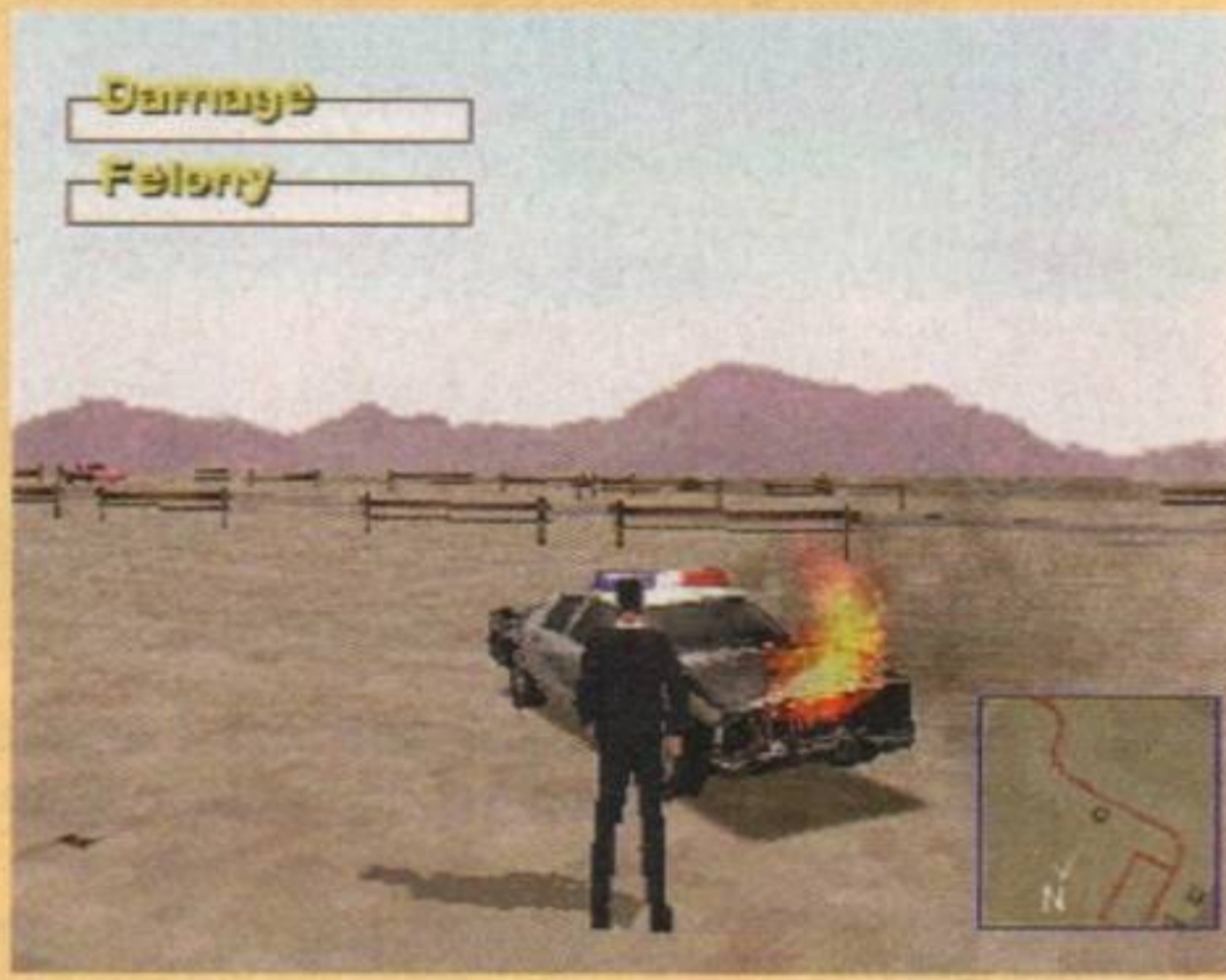
Choose your favourite mode of transport and arrive in style. Limos are particularly good for breaking through roadblocks, we've found.



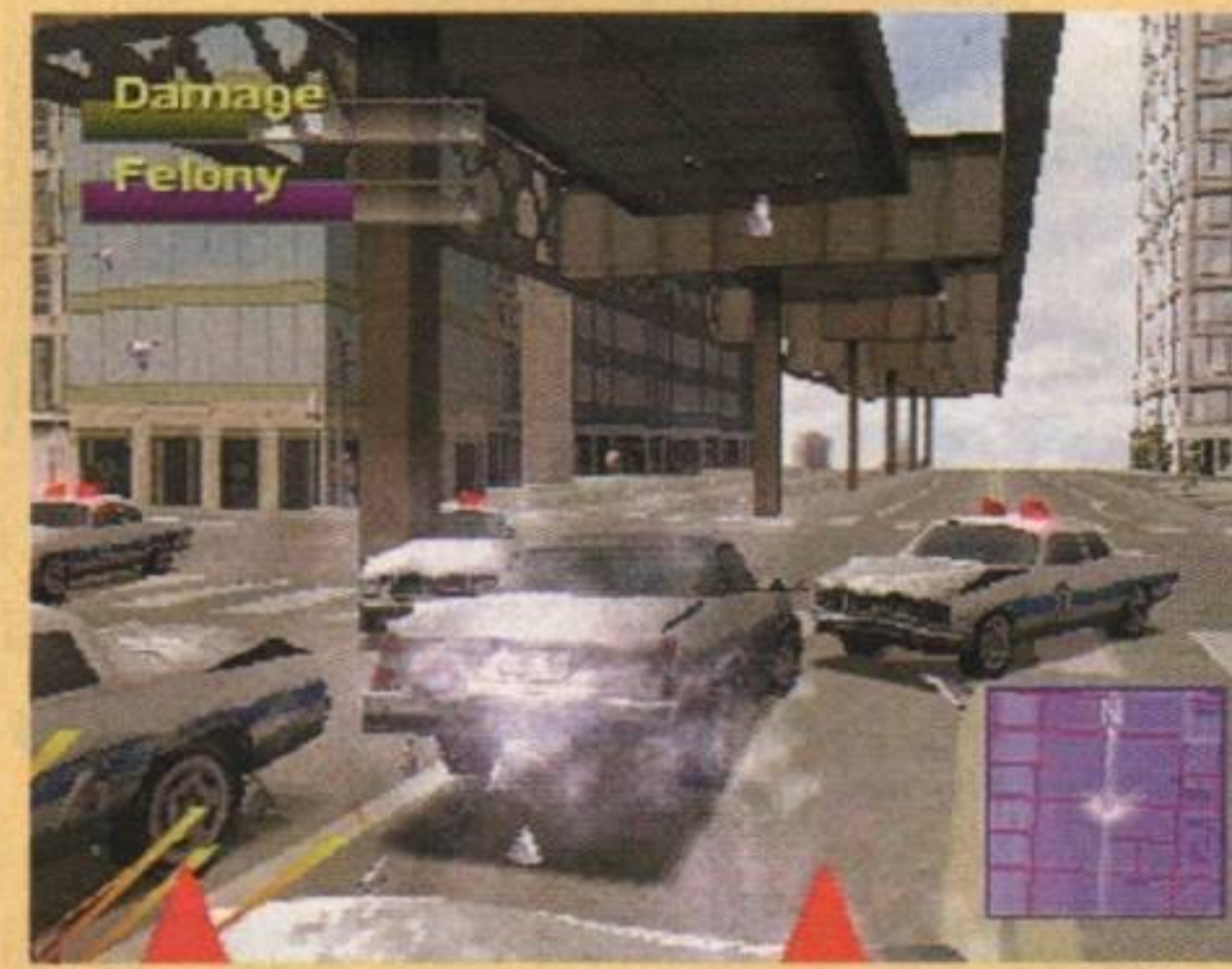
■ Stealing a police car is the most heinous crime you can commit. Heh heh.



■ The stretched body of the limo is ideal for scything through massed ranks of coppers.



■ Destroy the evidence and watch your felony rating drop right back to zero.



■ The suspension on this motor seems to be in full working order. Nice emergency stop.

a repeat appearance – the level of detail is far superior, and fewer roads finish as unlikely dead ends.

Entire districts omitted from *Driver* have been reinstated in this sequel.

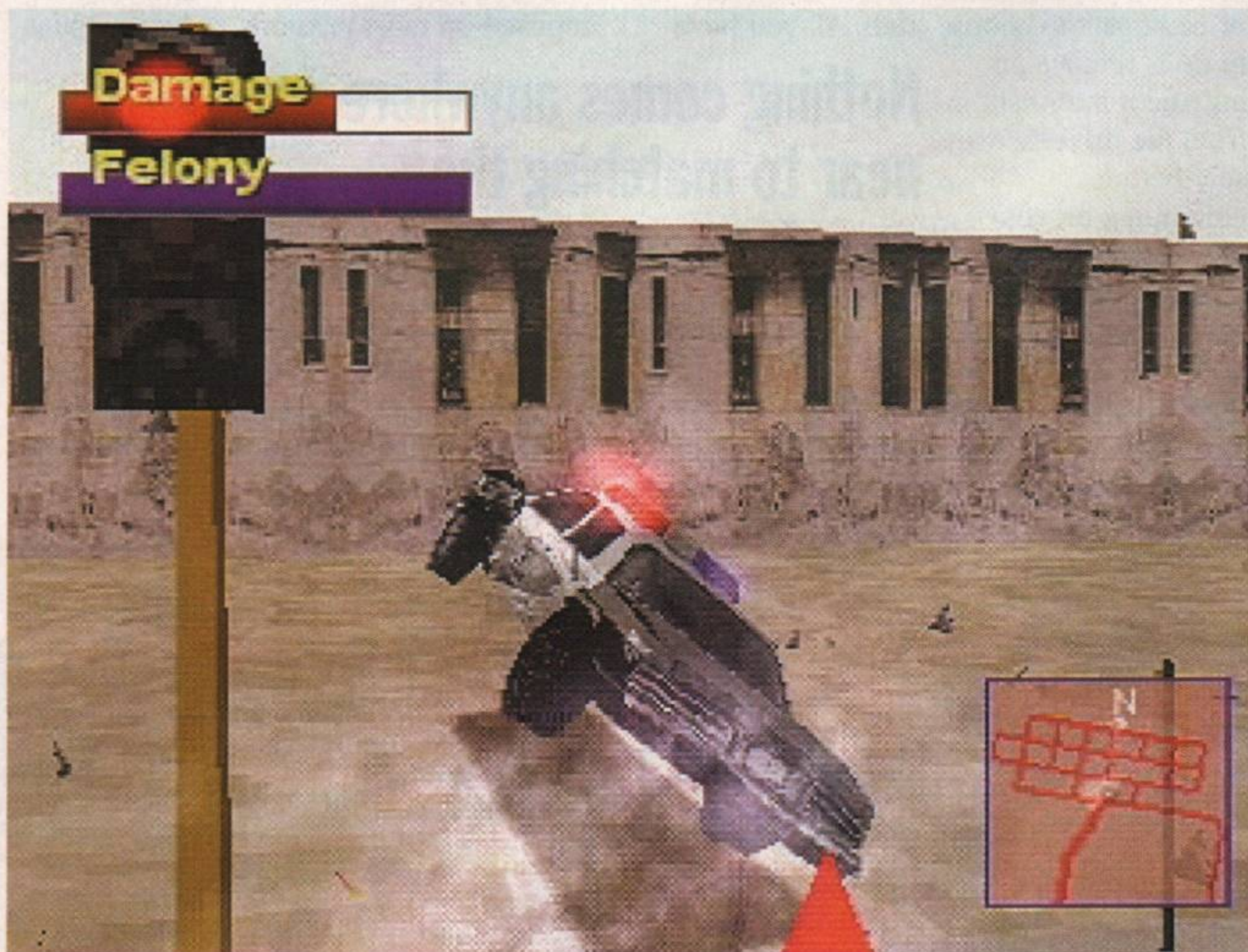
The only problem with creating such a lovingly detailed playing area is that the humble, five-year-old PlayStation sometimes struggles to keep

This is the gaming equivalent of a top '70s gangster film

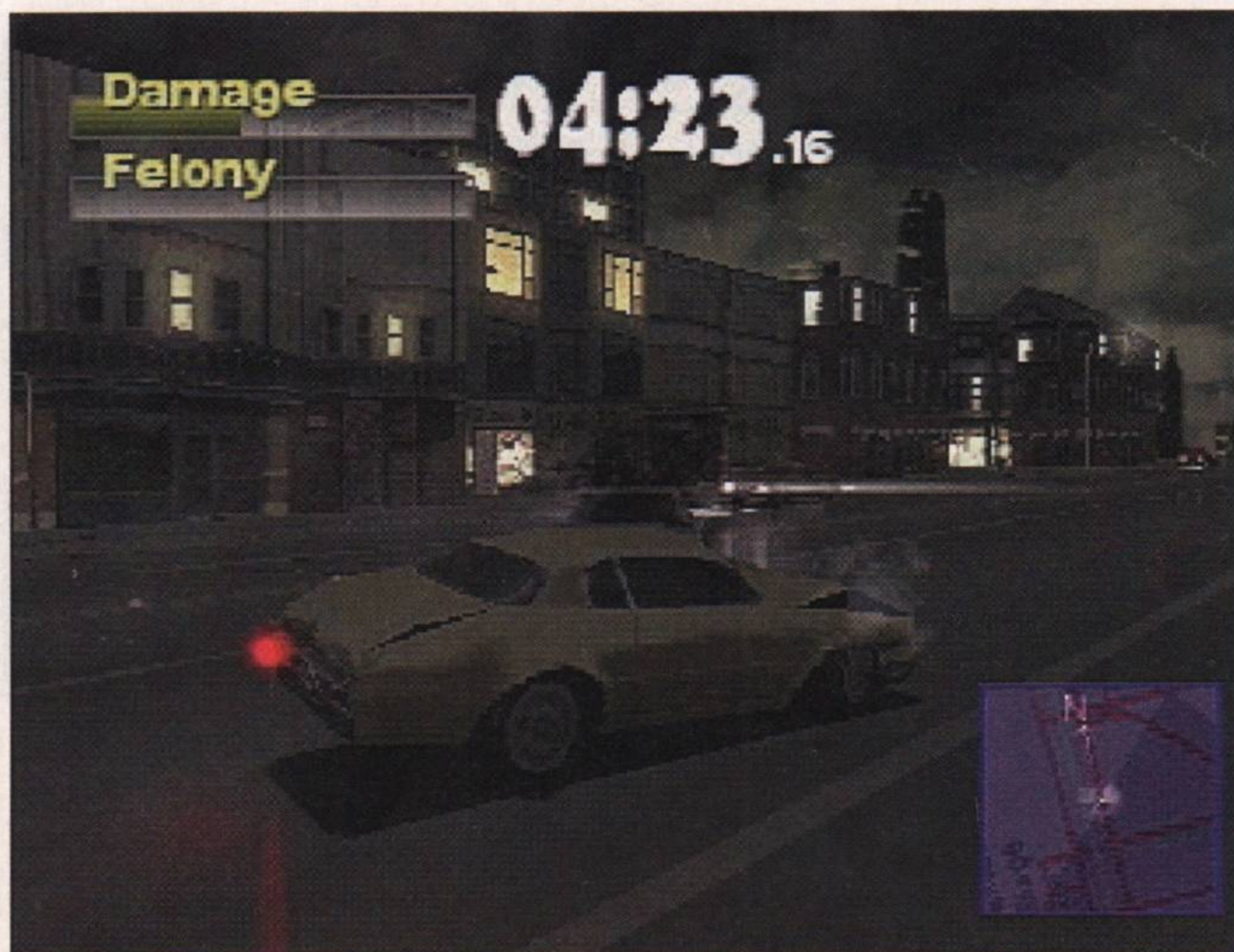
everything moving smoothly. The game can get uncomfortably slow at times, and even

when there's nothing much happening on the road, no scenery is drawn further than about a couple of hundred metres ahead. If you don't

pay attention to the map in the corner of the screen, you can easily be driving at 90mph down what appears to be a clear



■ Police cars are fun to drive but they do have a habit of flipping over at the most inopportune moments. Plus they attract lots of attention from the law, particularly if you use the sirens.



■ Some of the missions take place at night and in the rain. There's also a nice dusk effect, with a tasty orange sunset, and the time of day can change as you drive around, which is a cool touch.

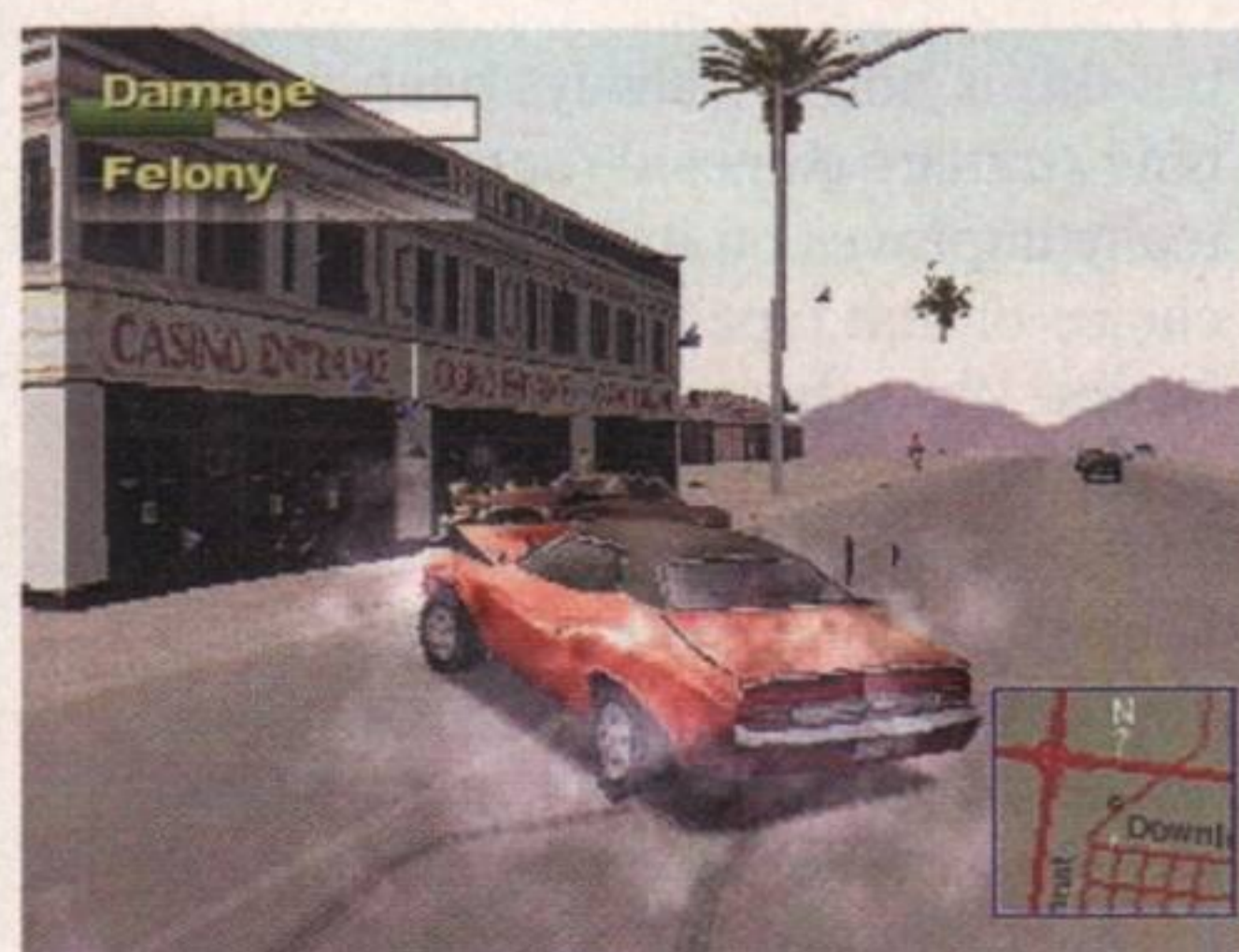


■ Something tells us this law enforcement officer won't be continuing the pursuit.

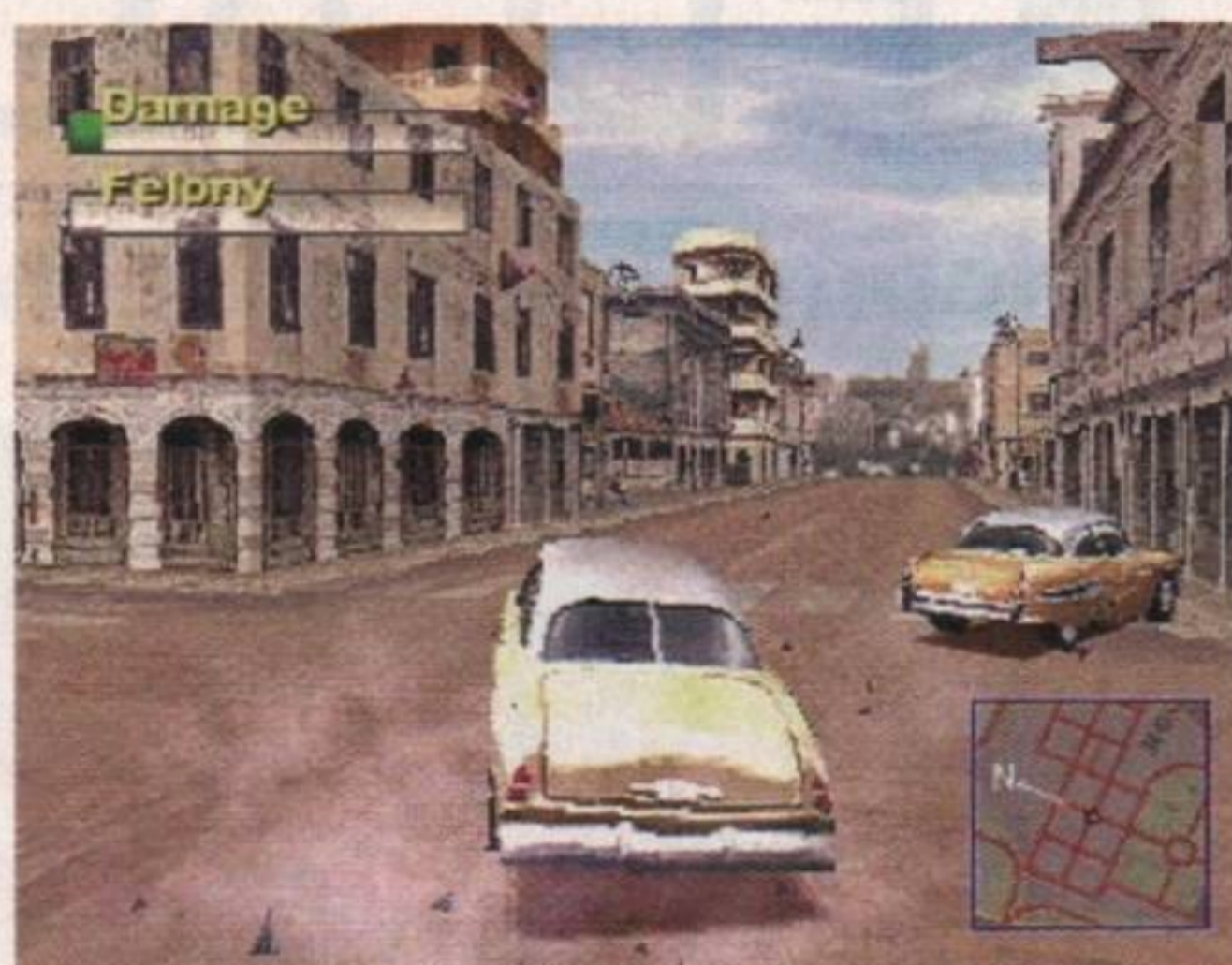
road when suddenly a building or wall will pop up in front of you, forcing a potentially mission-ruining spot of emergency braking. It's a technical glitch carried over from the first *Driver* that seems to be magnified in *Driver 2* because of the enhanced graphics and curvy roads.

But, with so much to see and do in the game, you shouldn't let the occasional visual problem put you off. In fact, most of the time you'll be too busy concentrating on evading the fuzz.

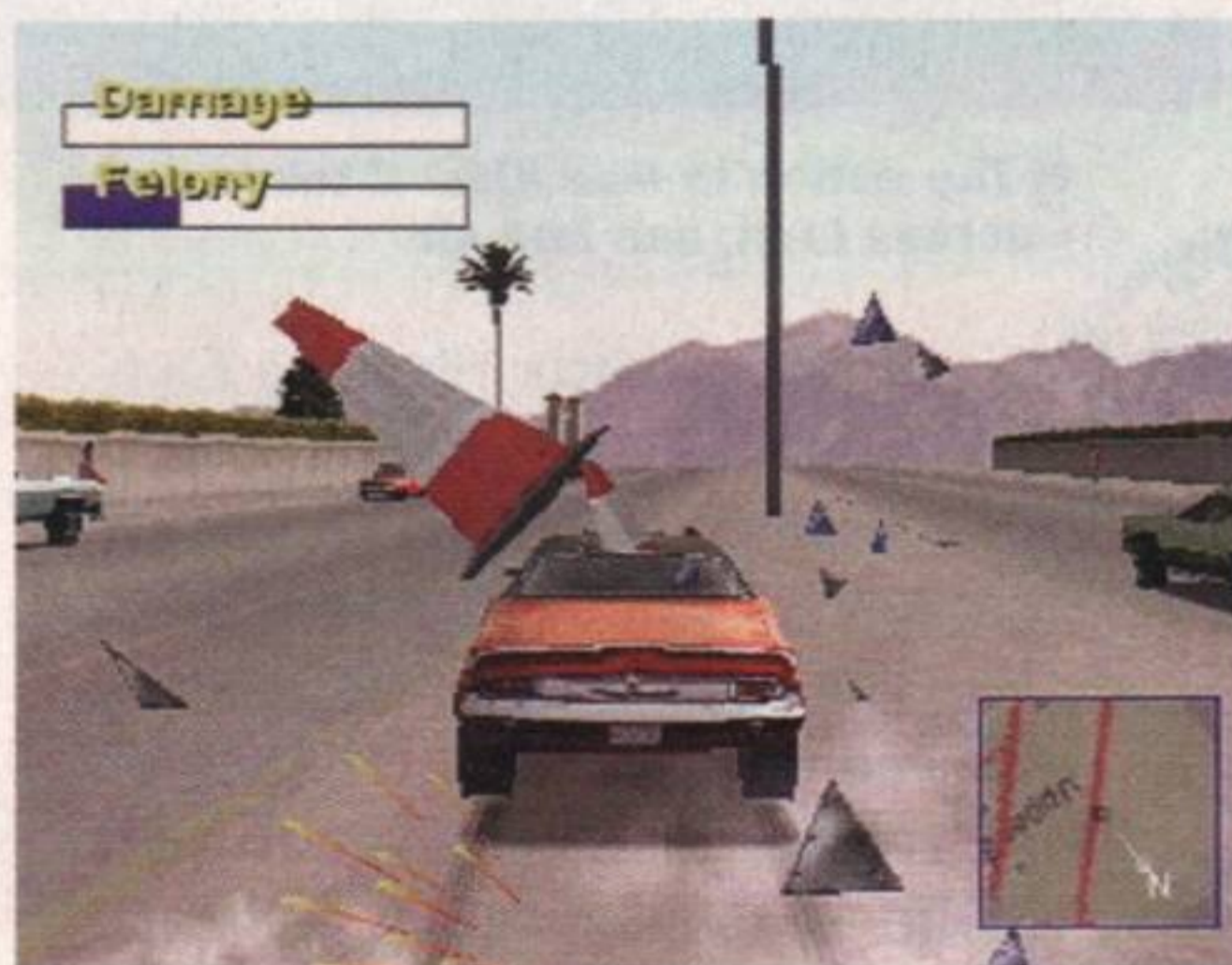
When you get stuck on a mission you can take a break with one of six Driving Games. These involve weaving through cone gates, surviving an aggressive police attack, catching a criminal and other skills



■ Check out the tyre marks on the road - looks like something went wrong with the steering.



■ Havana's cars are authentically retro, thanks to the American trade blockade. Political!



■ You can drive on either side of the freeway or, if you prefer, along the central reservation.

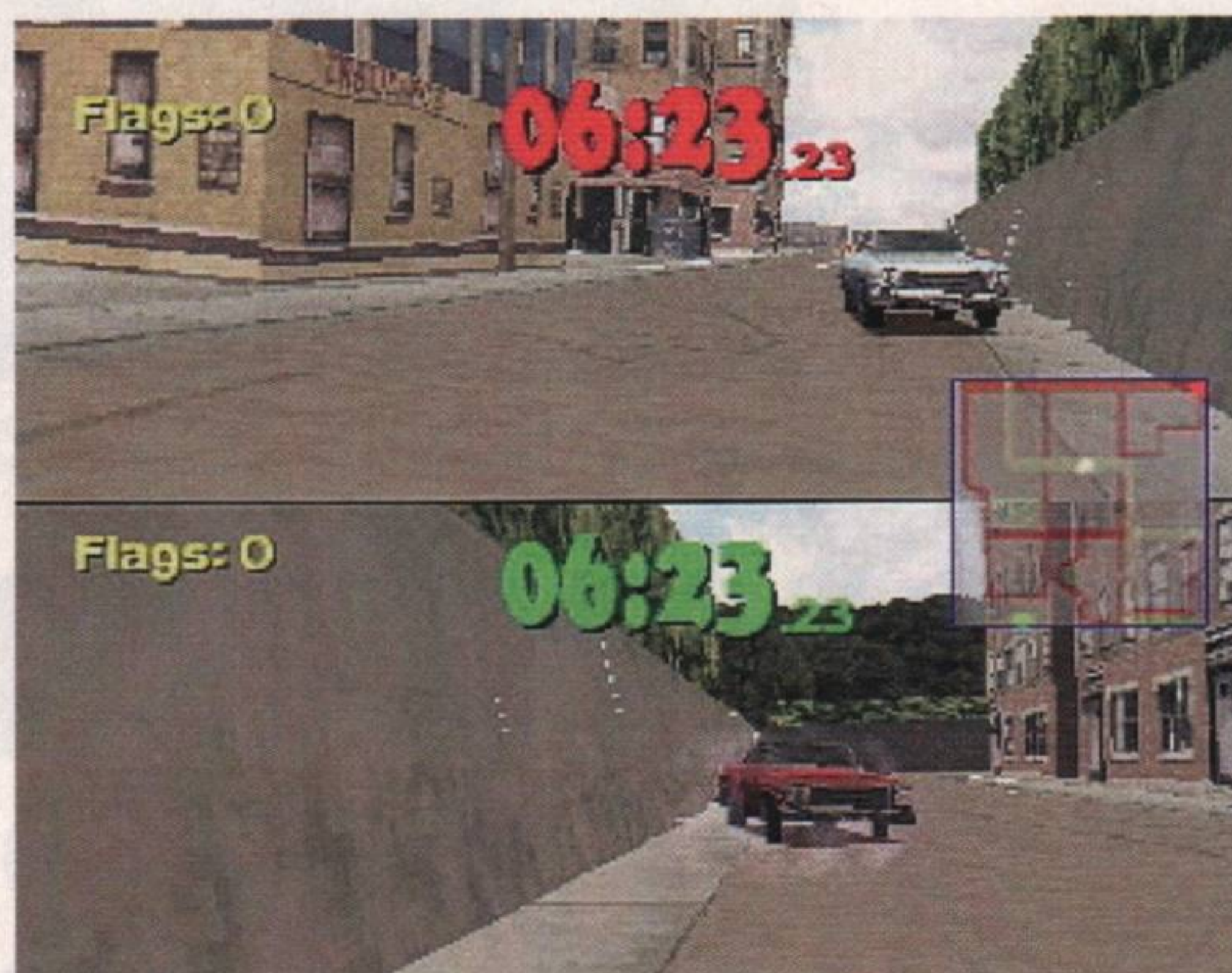
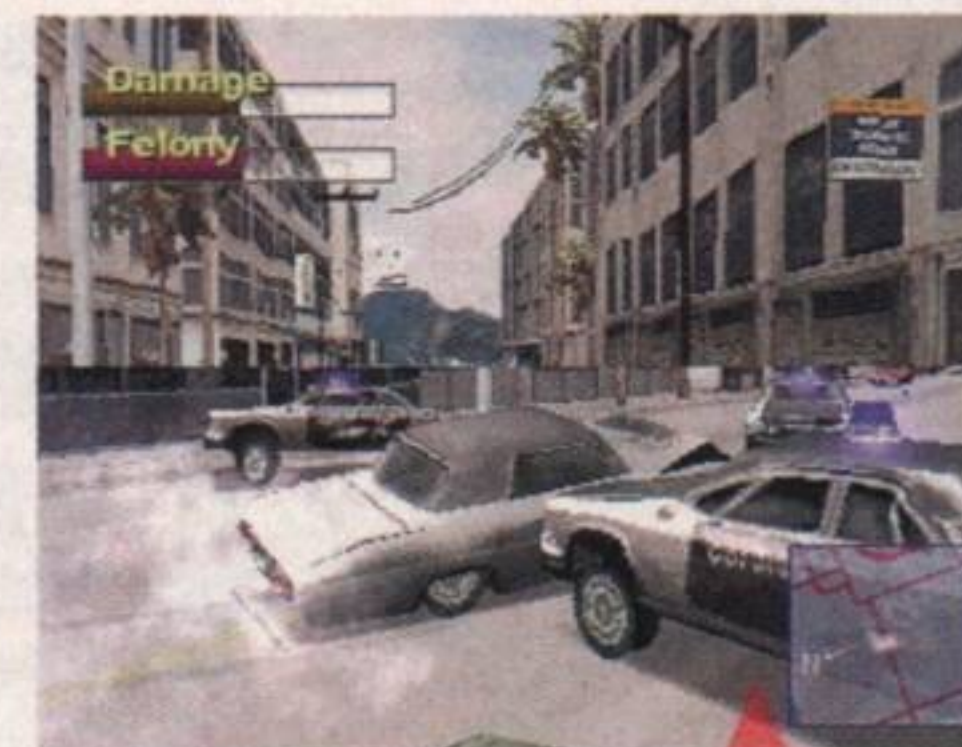
that are important in the main game. There's also a two-player mode, which is a most welcome addition. With a friend, you can play cops and robbers, capture the flag or just go for a joyride around simplified areas of the cities.

Driver 2 is the business. A reasonably coherent storyline (well, better than last time anyway) married with fast, playable action and the most incredible car chases, makes this the gaming equivalent of a top '70s gangster film. Not only is it likely to be the best PlayStation game released this year, it's more innovative and enjoyable than the majority of the PS2 games we've seen so far. Pre-order your copy now. ■

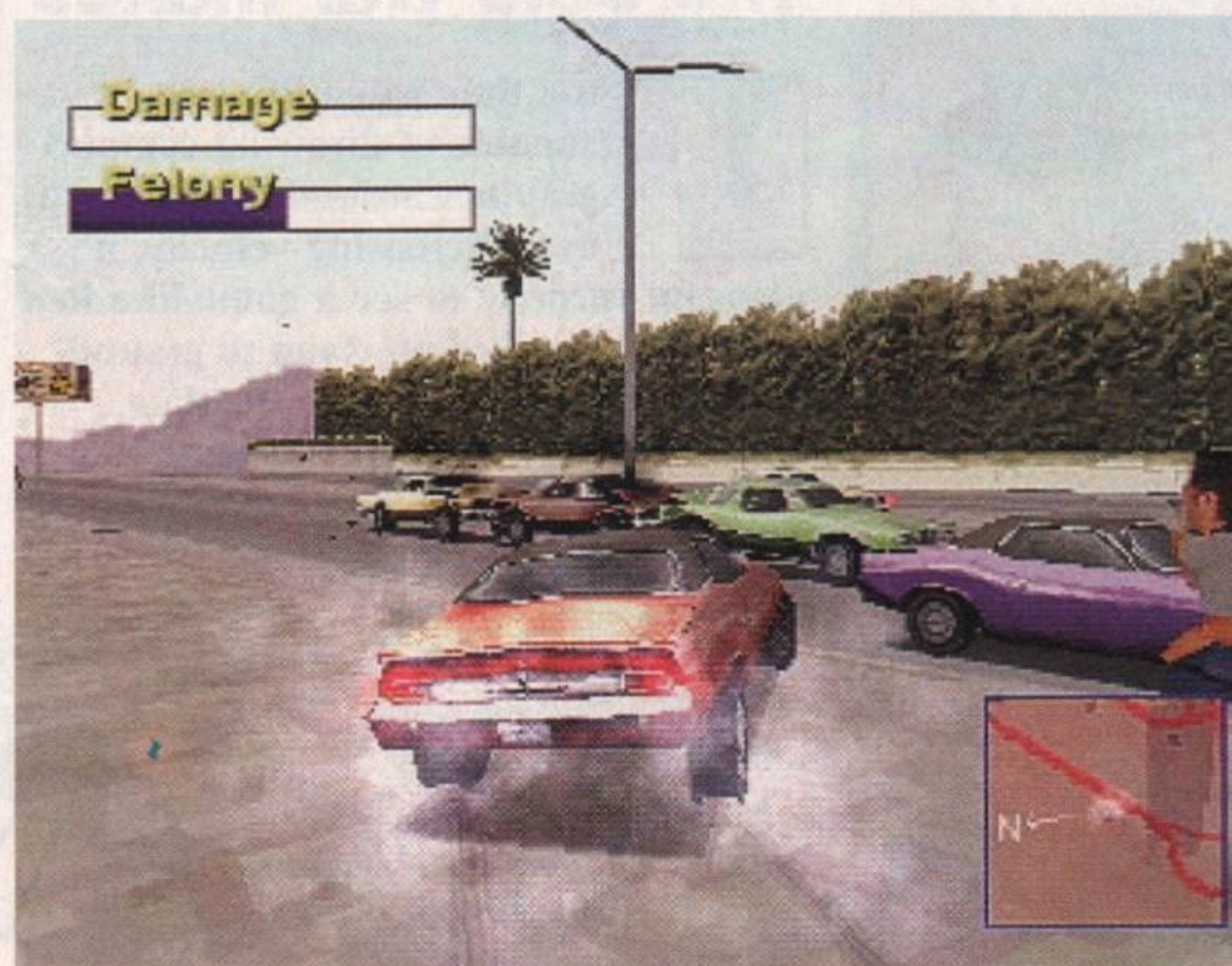
Martin Kitts



■ The in-game views look every bit as good as the replays.



■ In two-player mode, you don't get to see your own car on screen.



■ How not to pull out into traffic, part one: The shut-your-eyes method.

GAMEPLAY	8
Improves on a great idea by adding more vehicles, more freedom and enormous cities.	
PRESENTATION	7
Lovely environments, music and cinema sequences but some nasty visual glitches.	
VALUE	8
You could ignore the missions and just spend days driving around, baiting the cops.	
VERDICT	8
Nicely done. This is a classic sequel to a classic game. Heaps better than we had any right to expect, and an essential purchase for any PlayStation (or PS2) owner. A stunner.	

↑ uppers

Drive-by

- Loads of cars, superb handling.
- Vast cities with hair-raising chases.

↓ downers

Drive-thru

- Some annoying graphical glitches.
- Can be painfully slow in places.



■ Battles can get pretty hectic at times. Luckily, the game boasts a control system that's easy to pick up and learn.



■ When two bases face each other across a river, you just know that things are going to get pretty lively, pretty quickly.

COMMAND & CONQUER RED ALERT 2

GAME INFO

The Cold War makes a welcome return in this PC super-sequel...



■ Publisher: EA
 ■ Developer: Westwood
 ■ Price: £34.99
 ■ Release Date: Out Now
 ■ Players: Up to 6
 ■ Minimum specs: P266, 64 MB RAM, 2MB 3D Card



In a time when PCs are capable of throwing complex graphics around the screen at ever-increasing velocity, it's a pleasant surprise to see a game like *Red Alert 2* that makes no claim to groundbreaking technology but instead concentrates on that crucial route to a gamer's affections: gameplay.

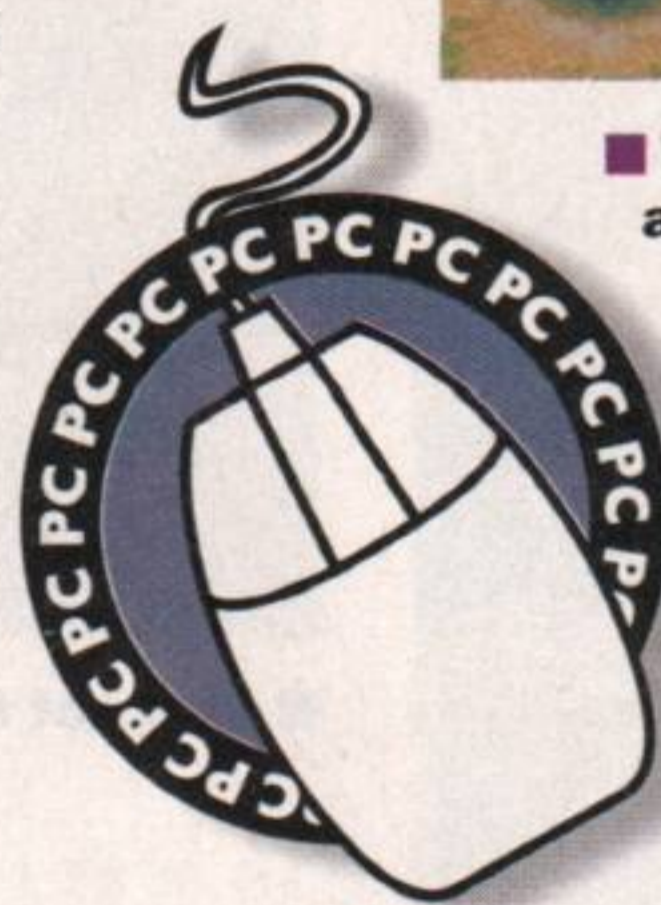
Set in a fictional post second-world war era, where the Soviets are pitted against the Allies in a titanic struggle for world domination, this latest incarnation in the hugely popular *Command & Conquer* series is a triumph of substance over form, eschewing flashy visuals to concentrate instead on the substance of its gameplay.



■ The action in *Red Alert 2* takes place across land, sea and air.



■ Some buildings allow you to use weapons of mass destruction. This lightning storm hurts.



If you've never played a C&C game before, this is how it works: you choose to side with one of two factions – in this case Mother Russia or the Allies – and then proceed to build up empires, equipping your nation with weapons factories and spice mining facilities (this is where you make your money), while completing missions – all of which require you to disable your hated adversary as effectively as possible.

Red Alert 2's 26 missions pretty much keep to this winning formula, though attempt to jazz things up by introducing a vast array of new 'unit' types, such as tanks, rockets, airships and boats. The Soviet forces concentrate on brute force and mind-control strategies, whereas the Allies rely more on information, manoeuvrability and superior technology (with some nifty teleporting machinery top of the bill). Yet, despite the proliferation of weird and wonderful unit types, these disparate armies remain superbly balanced.

Battles can occasionally prove fiddly, with units and armies having to be selected each time you want them to move or attack,



■ Each mission begins with a flashy movie courtesy of the developer's own studio.

but this is how it's always been with real-time strategy games. Where *Red Alert 2* really improves on its predecessor is in its choice of unit types and the way they effect tactics. Water-based weaponry such as sonic attack dolphins (dolphins fixed up with radar invisibility that you can send in behind enemy lines) and – even better – mind-controlled squids (!) have really added an extra stealth element, as you now have to consider how best to get inside the enemy brain without being seen.

Of course, you can still go in all guns blazing. In fact, some missions require this.



■ Each side has a wide variety of defensive structures to help protect your base. Here, Tesla Towers use electricity to keep the Allies at bay.

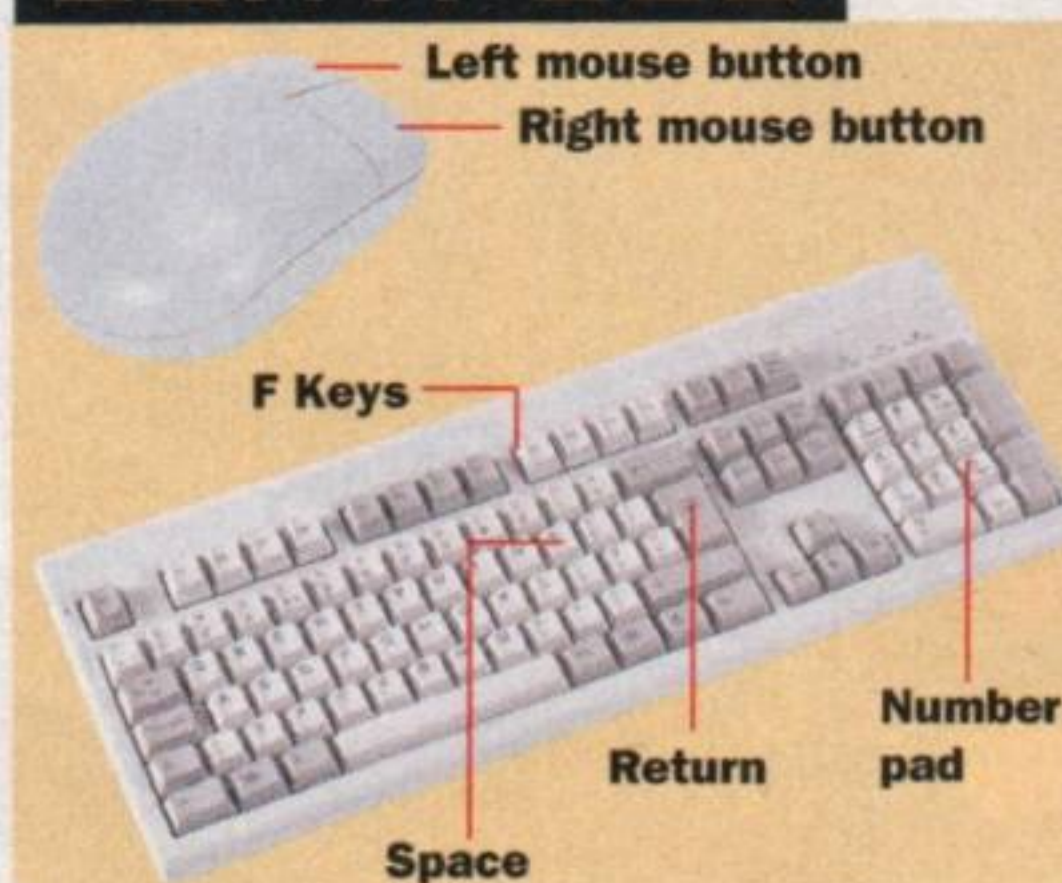


■ Watch out for famous landmarks throughout.



■ When one gun just isn't enough...

CONTROLS



WHAT DOES WHAT

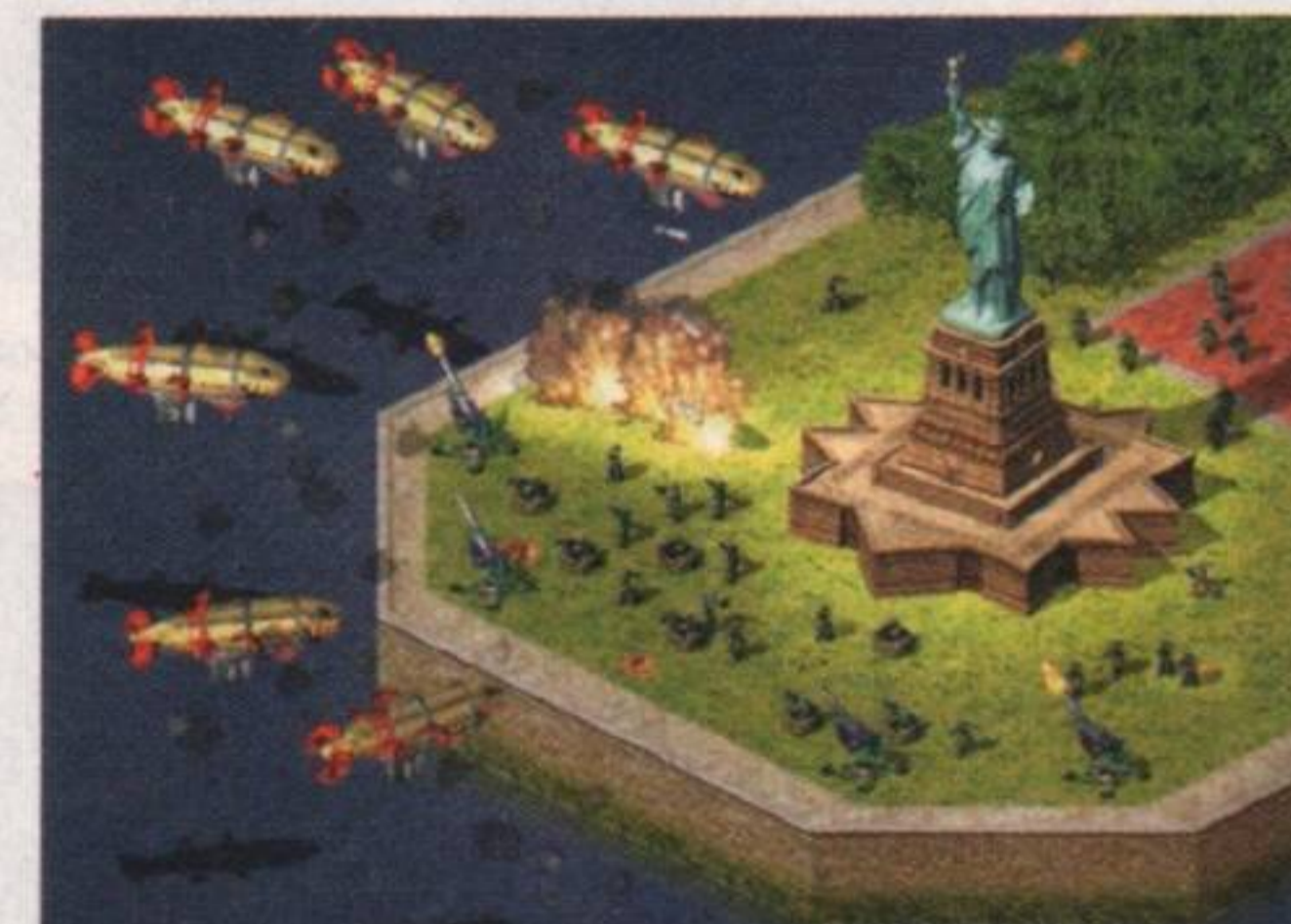
- Left mouse button** » Ordering units to destinations
- Right mouse button** » Ordering attacks
- Number pad** » Grouping units
- F Keys** » Customisable shortcuts
- Return** » Action
- P** » Pause



■ Bridges can be destroyed and re-built.



■ Protect your bases with Prism Towers, guard dogs, infantry and just about anything you can get your hands on.



■ Soviet Zeppelins are large, cumbersome and slow, but once they get there...



■ Soviet destroyers launch an artillery barrage.

Machinery such as the Russian Apocalypse Tank and Allied Mirage Tank (which, when it stops, turns into a tree!) aren't exactly hard to spot, but they do help to recreate the excitement and buzz of war.

It's in the realms of the skirmish and multiplayer modes that the decision to avoid power-hungry 3D graphics can be seen as a shrewd one. Able to run smoothly over the Internet, *Red Alert 2* was made to be played multiplayer. Up to six armies (i.e. people) can battle it out at any one time, and the wealth of game options available is staggering. Several customisable modes of play can be combined to create literally hundreds of unique scenarios, so no two multiplayer games are ever the same. In this mode, the Allies and Soviets are further divided into individual countries such as the Cubans, British and Libyans.



■ Guard dogs are lethal against advancing infantry. Use them to guard your base.

One excellent new feature gives you the ability to co-ordinate attacks from different groups of units at the same time, something you could never do in the first game. While this sounds complicated, the emphasis is, refreshingly, on absolute simplicity.

Without a doubt, *Red Alert 2* is immensely playable and a fantastic addition to the *C&C* series. It might not be all-new, but it'll keep you captivated for months. ■

Ian Roxburgh



■ Civilian buildings can be occupied and your troops fire through the windows.



■ A wide variety of units on either side keeps the battles interesting and original.



■ No, it's not *Planet Of The Apes*. The Soviets don't care much for liberty - literally.

GAMEPLAY

Simple to understand and play, but ingenious in approach and *immensely* addictive.

8

PRESENTATION

Dated visuals, certainly, but slick storytelling FMV and nifty game menus.

6

VALUE

A captivating one-player game and an almost infinite amount of play from the multiplayer.

8

VERDICT

Providing gameplay at the expense of cutting-edge visuals, it's a highly playable, highly polished strategy game. A bit similar to its predecessor, perhaps, but still remarkably good fun.

8

ALSO ON

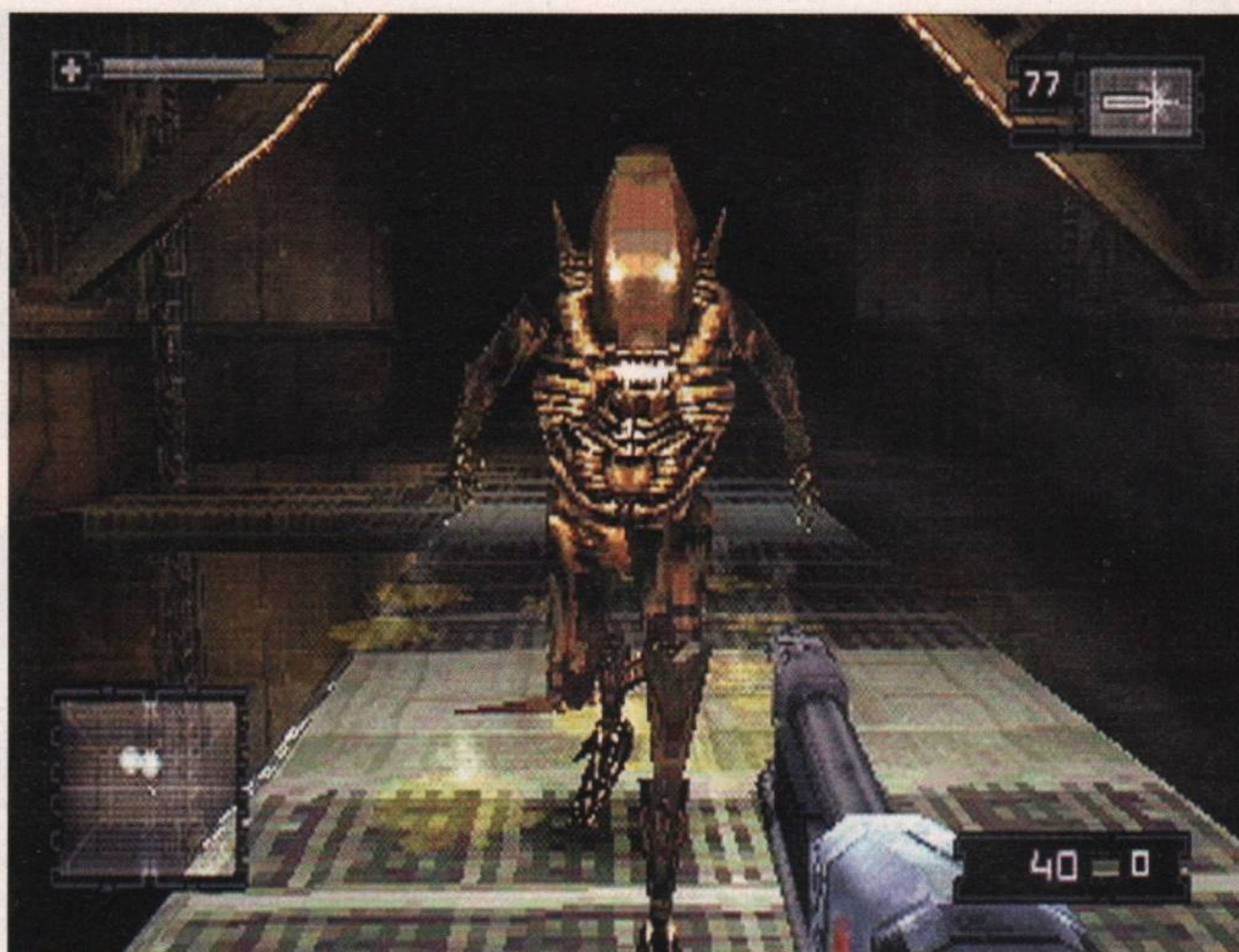
You can catch up with the original *Red Alert* on PlayStation. It's been out for a while, but it's still effortlessly playable.

OUT NOW

PLAYSTATION



■ It was an alien that made that mess, but if you put a couple of shotgun rounds into him, he'll actually explode all over the place.



■ Check out the detail in the ship's command room. It's just like the movie.

■ Don't shoot until you see the whites of their teeth. We don't fancy this alien's chances.



ALIEN RESURRECTION

GAME INFO

Join Ripley and the crew in the world's most terrifying game...



■ Publisher: Fox
■ Developer: Argonaut
■ Price: £35
■ Release Date: November 17th
■ Players: 1
■ Extras: Mouse, Dual Shock pad

Video Gamer Recommended

Can a videogame ever be genuinely frightening? *Resident Evil*, the most famous horror game of them all, had its fair share of spooky moments, but we think zombies are just inherently unscary. Most people can walk a lot faster than the undead can shamble, and since zombies don't know how to work door handles, you'd be safe in pretty much any building. Aliens, on the other hand, don't play by the rules. They smash through solid walls, drop from ceilings, spray acid blood if you shoot them and impregnate you with chest-busters when you run out of ammo.

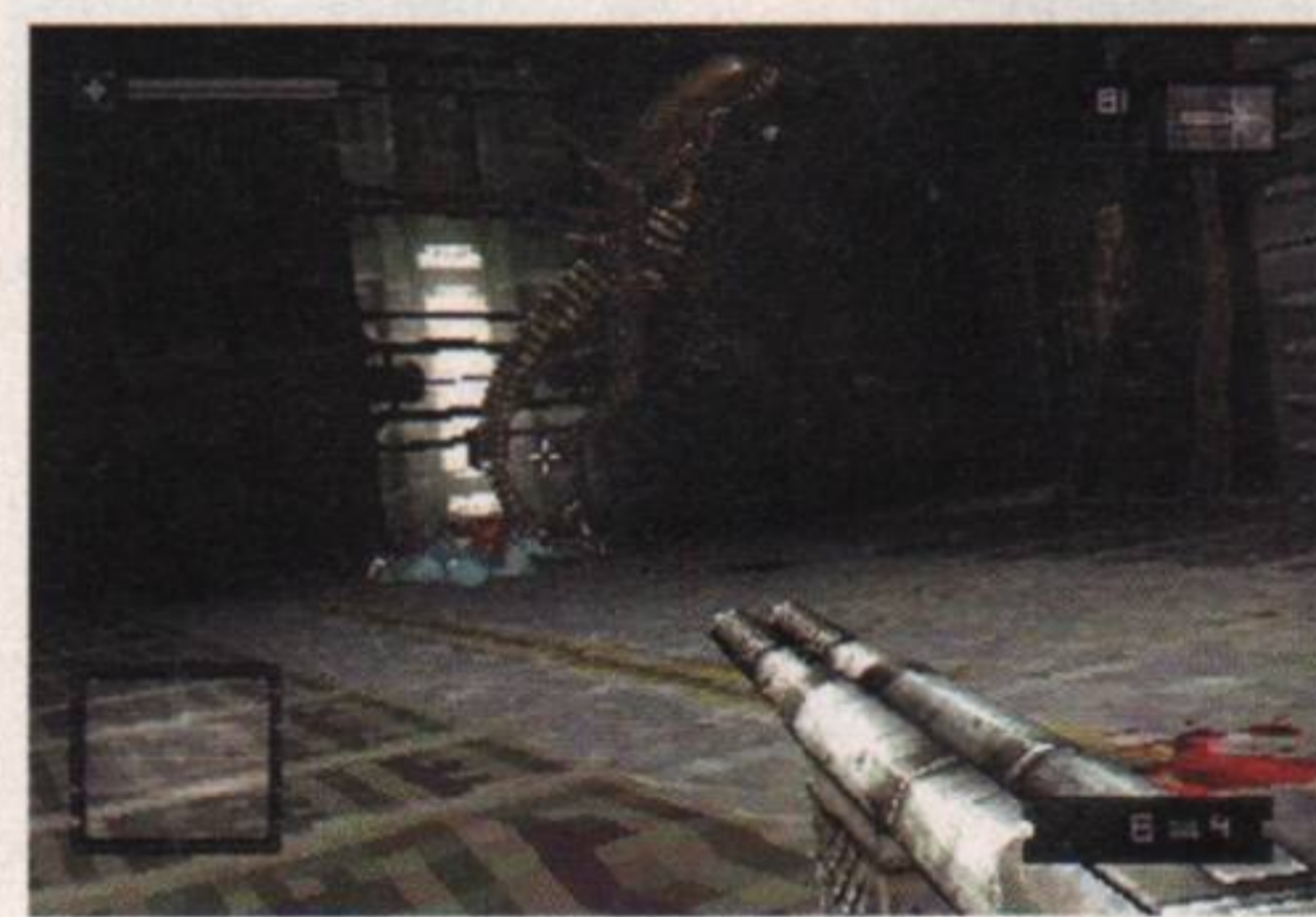
They're spectacularly nasty creatures, and in *Alien Resurrection* they might be lurking in any dark corner. The first warning you get is a jolt from the Dual Shock controller followed by a glimpse of movement in the shadows, and moments



■ The Dale Winton of the alien world laughs at our puny attempts to dispose of him.

later a nightmare on legs will be sprinting towards you, trying to remove various parts of your anatomy with its slimy jaws.

Alien Resurrection is based on the poorest film in the series, but is probably the best game to spring from the *Alien* franchise. You begin the game playing a clone of Sigourney Weaver's Ripley, bred to provide a host for



■ Catch an alien by surprise and it will react incredibly quickly. No second chances.

captive aliens. Of course, the aliens escape and wreak havoc in a typically gloomy military facility where you're being held, leaving you to sneak out from your cell while the guards are fighting for their miserable lives.

You probably won't notice just how quiet and empty the game is until you've spent a good half an hour picking your way past the mutilated remains of fallen soldiers. In one excellent section on the first level,



■ This electric gun can be charged up for a more powerful and deadly attack.



■ Use it on corpses to set them crackling with energy. Hey, they're dead anyway.

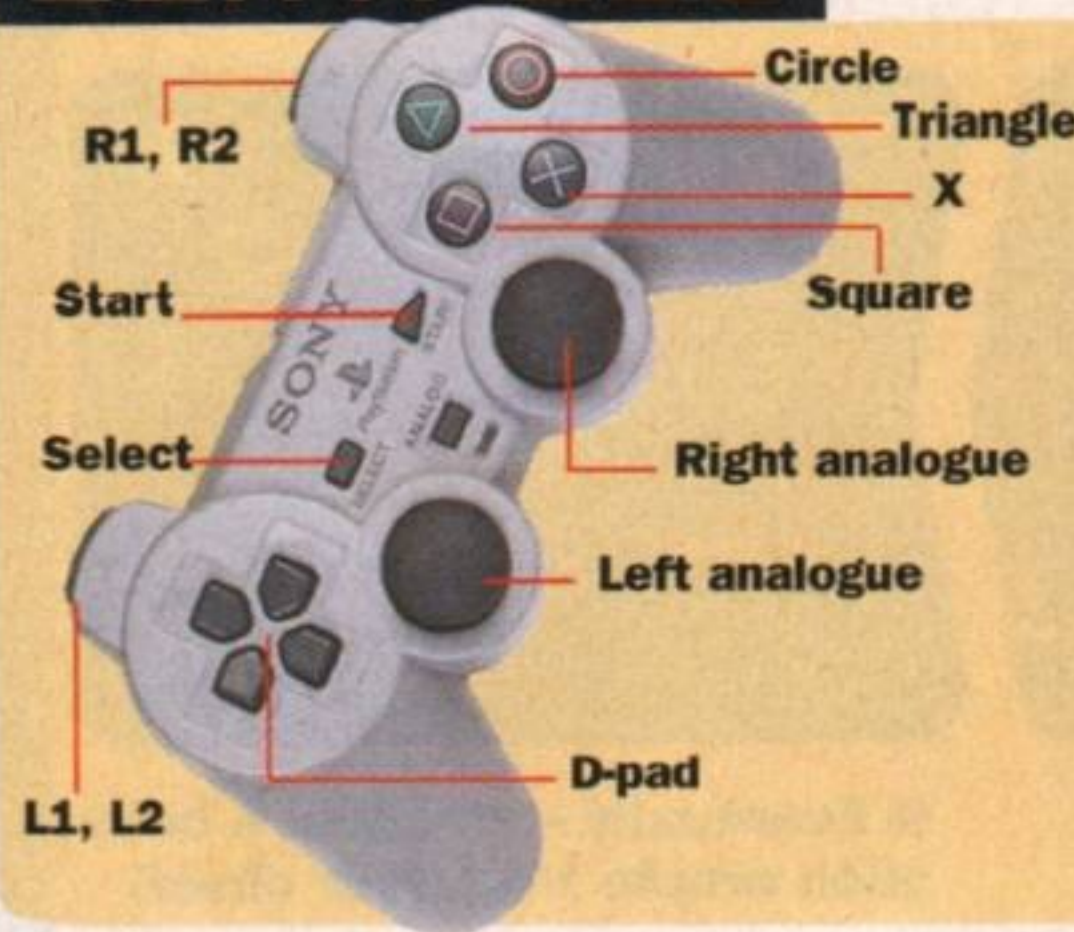


■ There's a lot of crawling through air vents to be done. Completely nasty.



■ All aliens look the same, but we're sure we've seen this one before.

CONTROLS



what does what

- Left analogue** » Movement
- Right analogue** » Look around
- D-pad** » Movement
- R1** » Use item
- R2** » Reload/open door/action button
- L1** » Crawl
- L2** » Fire weapon
- Start** » Pause
- Select** » Change item



POLYSTATION



■ Even the humans in this game are after your blood. It's not fair.



■ In a gunfight with the aliens, acidic blood flies all over the place. If you're lucky, you can even shoot their heads off... which is nice.



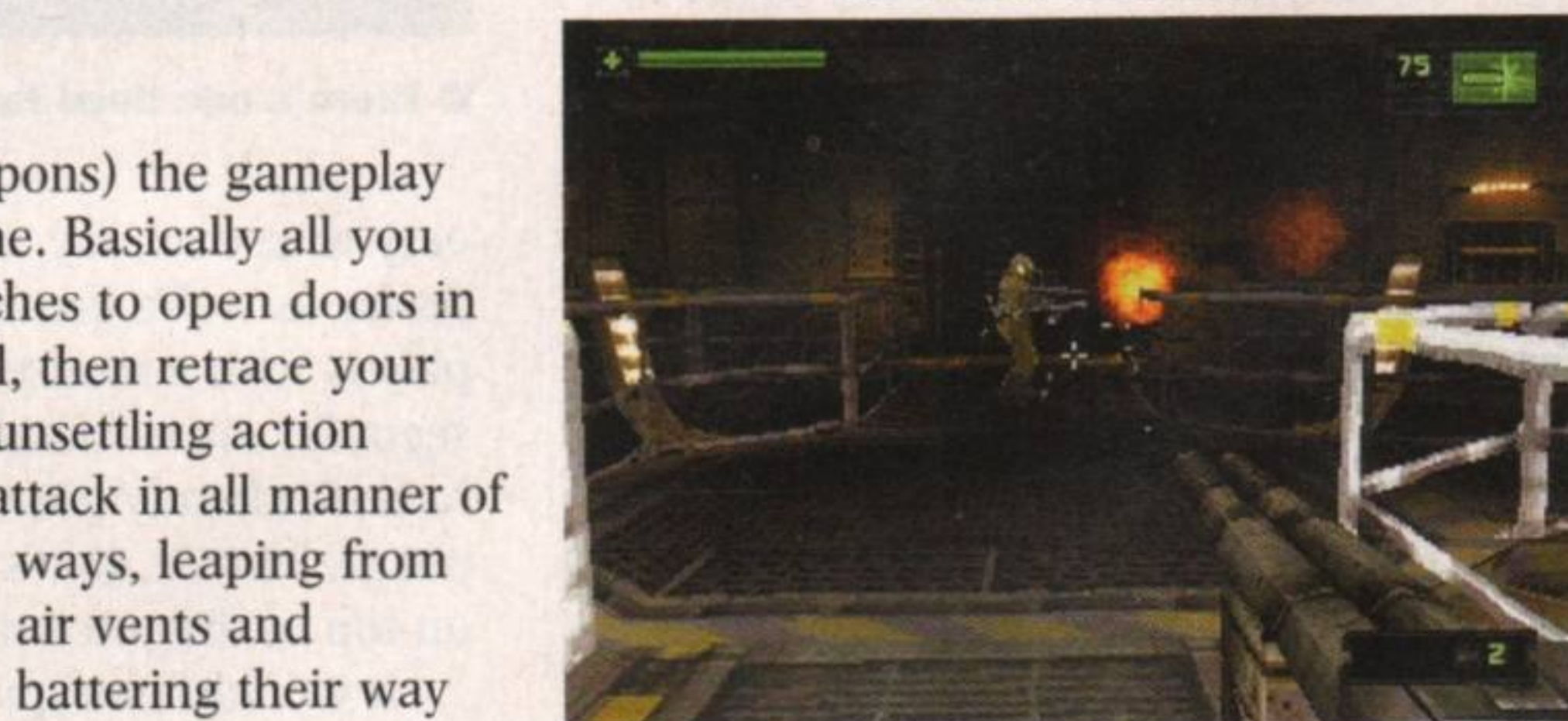
■ The motion tracker in the bottom left corner doesn't have much of a range, so the aliens will be on top of you as soon as the thing bleeps.



■ The standard pistol comes with unlimited ammo but it's about as powerful as a spud gun, and you need to reload every 12 shots.



■ With any luck these aliens will be full up after dining on another unfortunate human.



■ You can often hear guards fighting aliens, but it's rare to see the action as it happens.

your first sign of any life is when you find yourself being sealed into a dark room by somebody, with a welder on the other side of a heavy door. There's little sound other than your own footsteps on the metal floors and occasional muffled shouts from elsewhere in the barely lit complex. You're equipped with a torch which lasts just long enough to light the way through an ominously dark corridor before it shuts down to recharge itself, and the overall effect is extremely atmospheric.

There's little sound other than your own footsteps on the metal floors...

At certain points later in the game you get to play as other characters from the movie, but although they have slightly different abilities (some carry motion

trackers or heavy weapons) the gameplay remains much the same. Basically all you have to do is flip switches to open doors in other parts of the level, then retrace your steps to find the next unsettling action sequence. The aliens attack in all manner of

ways, leaping from air vents and battering their way through doors, and even though you learn to recognise the situations where

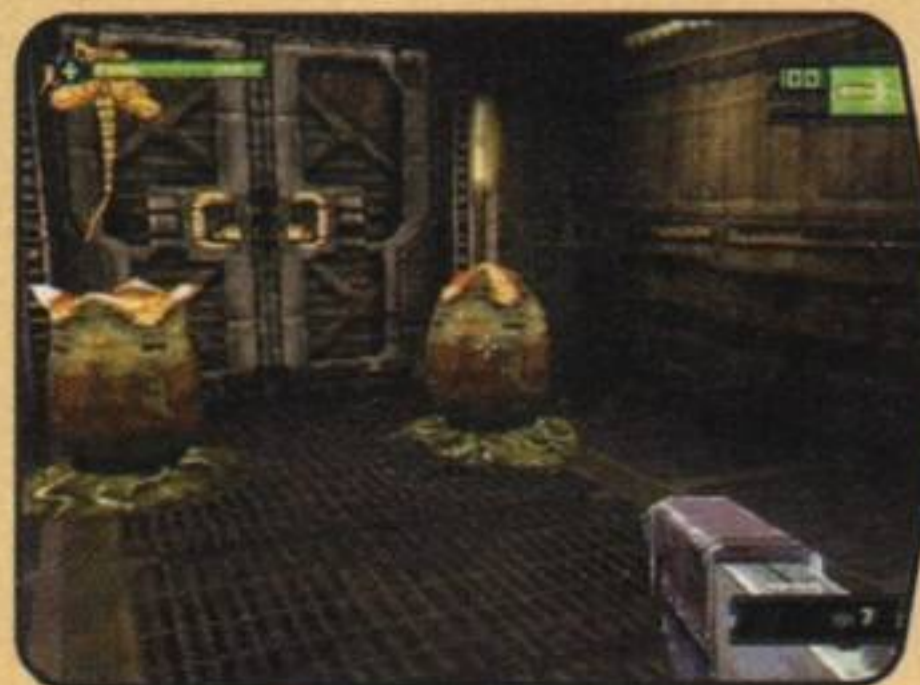
the game's designers like to place an alien or two – such as when you've just pulled a switch or crawled into a narrow space to get a power-up – it's usually enough to bring you out in a cold sweat. Rather than give you puzzles to solve, *Alien Resurrection* relies on the difficulty of its battles to

provide the challenge. Getting caught by a face-hugger is particularly unpleasant, as once it impregnates you, you've got barely a minute to find medical assistance before a baby alien erupts from your chest, making a truly sickening noise and killing you stone dead. Nasty.

In fact, almost anything will kill you. Something as innocuous as a jet of steam or a spark of electricity will



KISS MY FACE They mostly come out at night...



■ When you get too close to an egg, it opens and disgorges...



■ ...A face-hugger. These things are truly repulsive.



■ If it gets near you, you'll be violated by the hideous beast.



■ A timer counts down, showing your remaining life.



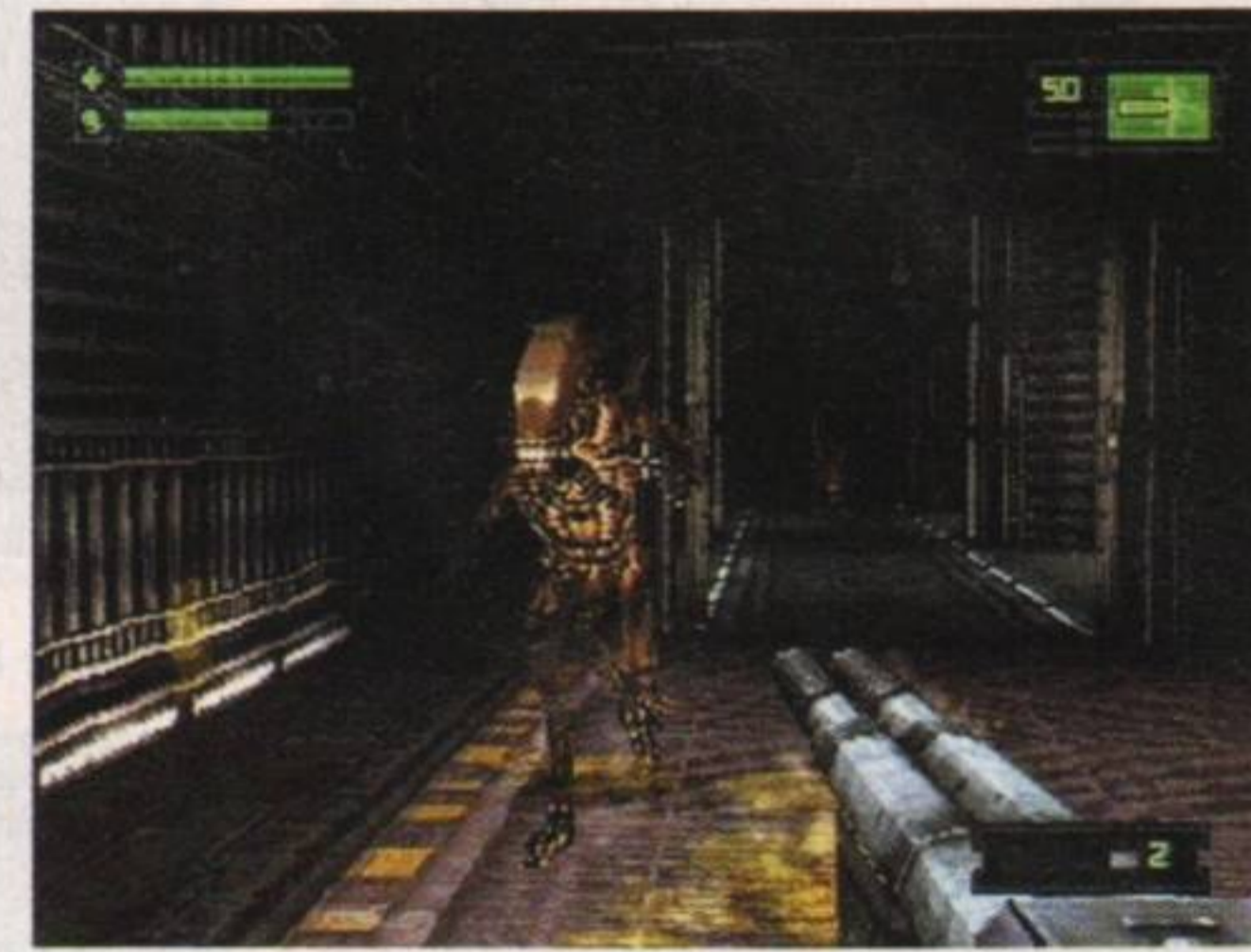
■ Eventually – squelch! A baby alien erupts from your chest.



■ The way this special white alien minces around is one part of the game that's less than terrifying. We flushed it out of the airlock.



■ Whoops – set off the alarm there. Luckily for Ripley, there are hardly any guards left alive.



■ The worst part is when they turn towards you, stare for a moment, then leap forwards.



■ There's one dead face-hugger on the floor, and it looks like its mother is after some revenge.

↑ uppers

Sigourney

- Trouser-meltingly frightening.
- Atmospheric graphics and sound.

↓ downers

Winona

- Impossibly difficult in places.
- Linear levels require no thought.

» annihilate you as quickly as any alien can, and if you get attacked from behind or have to reload your gun in the middle of a fight, you can forget about much of the progress you've just made through the level. *Alien Resurrection* is totally unforgiving, often forcing you to repeat huge sections if you die.

The one major problem with the game, other than the extreme difficulty level, is the control system. It's just about possible to play with an old-style PlayStation controller but we wouldn't advise it. Even with the essential Dual Shock model it's way too twitchy to aim with any degree of accuracy, particularly when you've got a bunch of face-huggers scuttling towards you and you need to pick them off one by one. You can switch between various preset control options but none of them are as

easy to use as, say, *GoldenEye* on the N64. As far as we're concerned, the only way to play is with a mouse. It makes the controls seem far more friendly, although if you haven't already got one (and how many people have?), that's an extra £20 to add on top of the price of the game.

It wouldn't be quite the same nerve-wracking experience, though, if you didn't face such a struggle with both the controls and the sheer rock-hardness of the alien foes, and if you do make it to the final level you're either some kind of gaming god or you're part of the development team. It's far from perfect but *Alien Resurrection* certainly gets our vote as the scariest (and possibly the hardest) game in the world. Highly recommended. ■

Martin Kitts

FLICK TO...

Page 104 – we've got a DVD player plus boxed sets of all four *Alien* movies and copies of the game to give away!



■ Whatever you do, don't go crawling through alien blood.



■ In a game of two halves, we have a winner by a split decision.

GAMEPLAY 7

A bit unoriginal and predictable, but still very tense. The controls are tough to work with.

PRESENTATION 8

Looks and sounds very atmospheric. It's unmistakably *Alien* through and through.

VALUE 6

It'll take ages to finish. Shame there's no multiplayer mode or alternate routes.

VERDICT 7

Tense, violent, gory fun with the best aliens ever designed. The game's very tough to master and the controls are awkward, but it will reward the persistent player. Good stuff.

Carl Fogarty



***rule** the bends...
...**bend** the rules*

DUCATIWORLD

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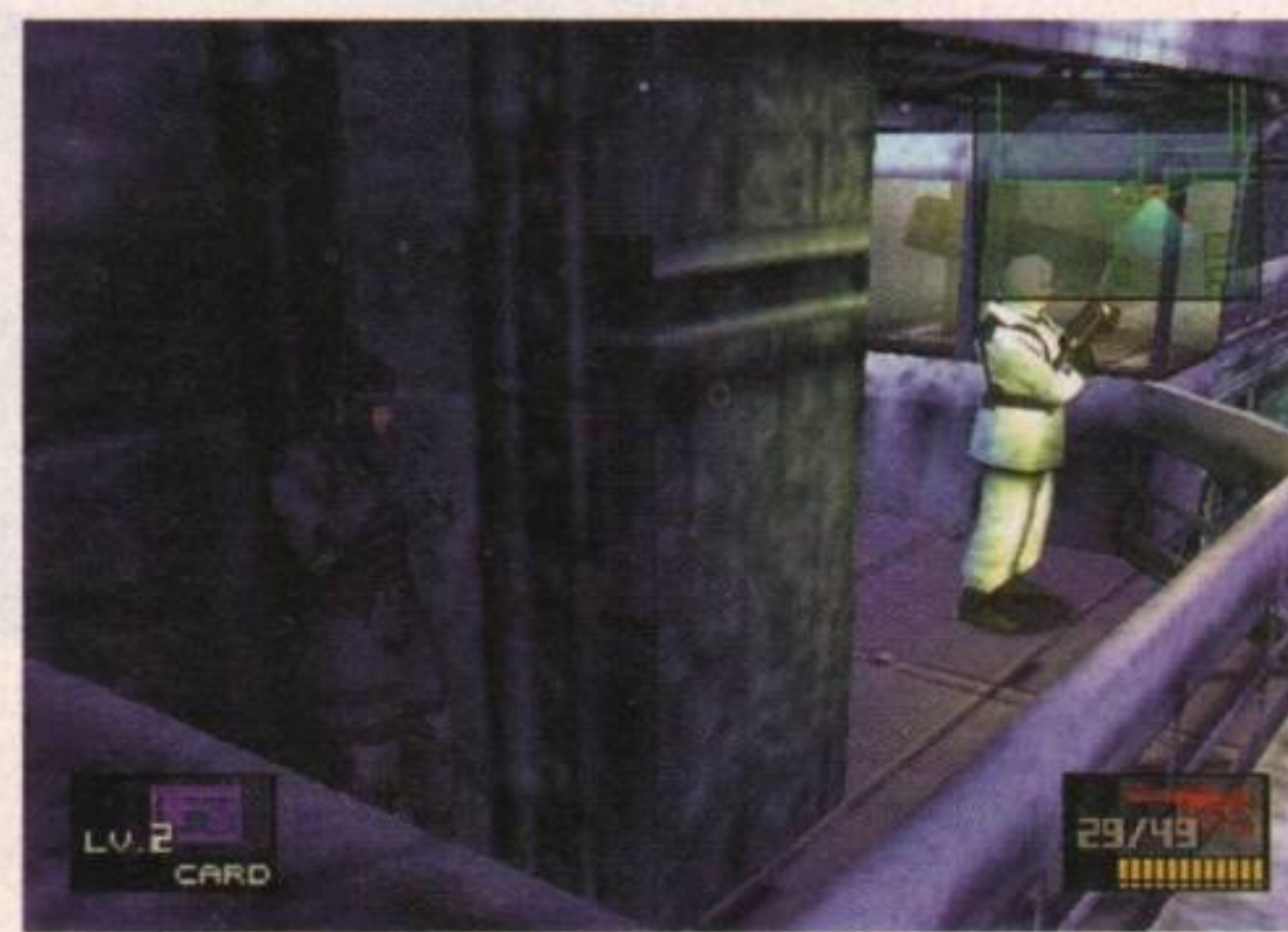
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■ When Snake is pressed up against a wall, the camera swings round to let you see where enemies are placed. This is extremely useful for later on in the game when things get tough.



■ Hiding in the darkness is a great way to avoid any unnecessary bother. Meanwhile, below, the first-person mode helps us out in the VR missions.



↑ uppers

Solid

- Great tension.
- Incredible enemy intelligence.
- VR missions disc.

↓ downers

Squalid

- Poor conversion.
- Nasty keyboard controls.



■ The map in the top right gives you an idea of what the enemies are seeing. If their 'cones' are flashing red, they've heard but not seen you.

CONTROLS

what does what

- Control** » Weapon
- X** » First person mode
- Shift** » Crawl
- Space** » Action
- A** » Inventory items
- Q** » Switch items
- S** » Inventory weapons
- W** » Switch weapons
- Tab** » Support team

METAL GEAR SOLID

GAME INFO



■ Publisher: **Microsoft**
 ■ Developer: **Konami**
 ■ Price: **£30**
 ■ Release Date: **Out now**
 ■ Players: **1**
 ■ Extras: **P266, 32MB RAM, 300MB HD space, 4MB graphics card**



PlayStation classic finally sneaks onto the PC...

Metal Gear Solid is generally considered the best PlayStation game ever. And with good reason. It reinvented the shoot-'em-up, brilliantly adding the stealthy tip-toeing we've come to admire in the likes of *Syphon Filter* and *Tomb Raider IV*, while fusing a Hollywood storyline with breathtaking game design.

Now PC owners get to join Solid Snake – the tough-talking spy at the centre of *MGS* – in his quest to uncover a plot to unleash nuclear war.

In truth, little has been done to improve *Metal Gear Solid* for the PC, except to add a first-person mode more in tune with what PC players have become used to with games like *Quake* and *Half-Life*. In fact, the conversion isn't actually that impressive,

with contact between Snake and his support team being preceded by a message telling you to 'Press Select' – a button that everyone but Microsoft knows doesn't exist on PCs – while locations still seem to have the jagged edges of PlayStation visuals.

What it *does* have as part of its two-disc package is the VR (virtual reality) missions, a standalone game on the PlayStation, and a fantastic extra for your £30. Here, you must avoid guards and cameras, honing your stealth for the main game.

All in all, *MGS* is *still* stunning. Packed with tension, brilliant set pieces, enemies so intelligent they follow your footprints, and a storyline and soundtrack straight out of a John Carpenter movie, the only downside is that the controls aren't really suited to a keyboard. But even that's bearable when the game's as immensely playable as this. ■

Tim Weaver



Gameplay **8**

Clumsy keyboard controls aren't enough to prevent *MGS* from being thrillingly inventive.

Presentation **6**

Disappointing and lazy PlayStation conversion, made up for by a film-quality soundtrack.

Value **7**

The main game is a little short, and there's no multiplayer. But there *are* the VR missions.

Verdict **8**

Metal Gear Solid might be two years old, but it's still as endlessly, and ingeniously, playable as ever. This version is only hampered by disappointing visuals and awkward controls.

ALSO ON

You can get the original incarnation of *Metal Gear Solid* on PlayStation for £15, although it doesn't come with the VR stuff.

The New ThrustMaster 360 Modena Racing Wheel Endorsed by Ferrari...Engineered by ThrustMaster



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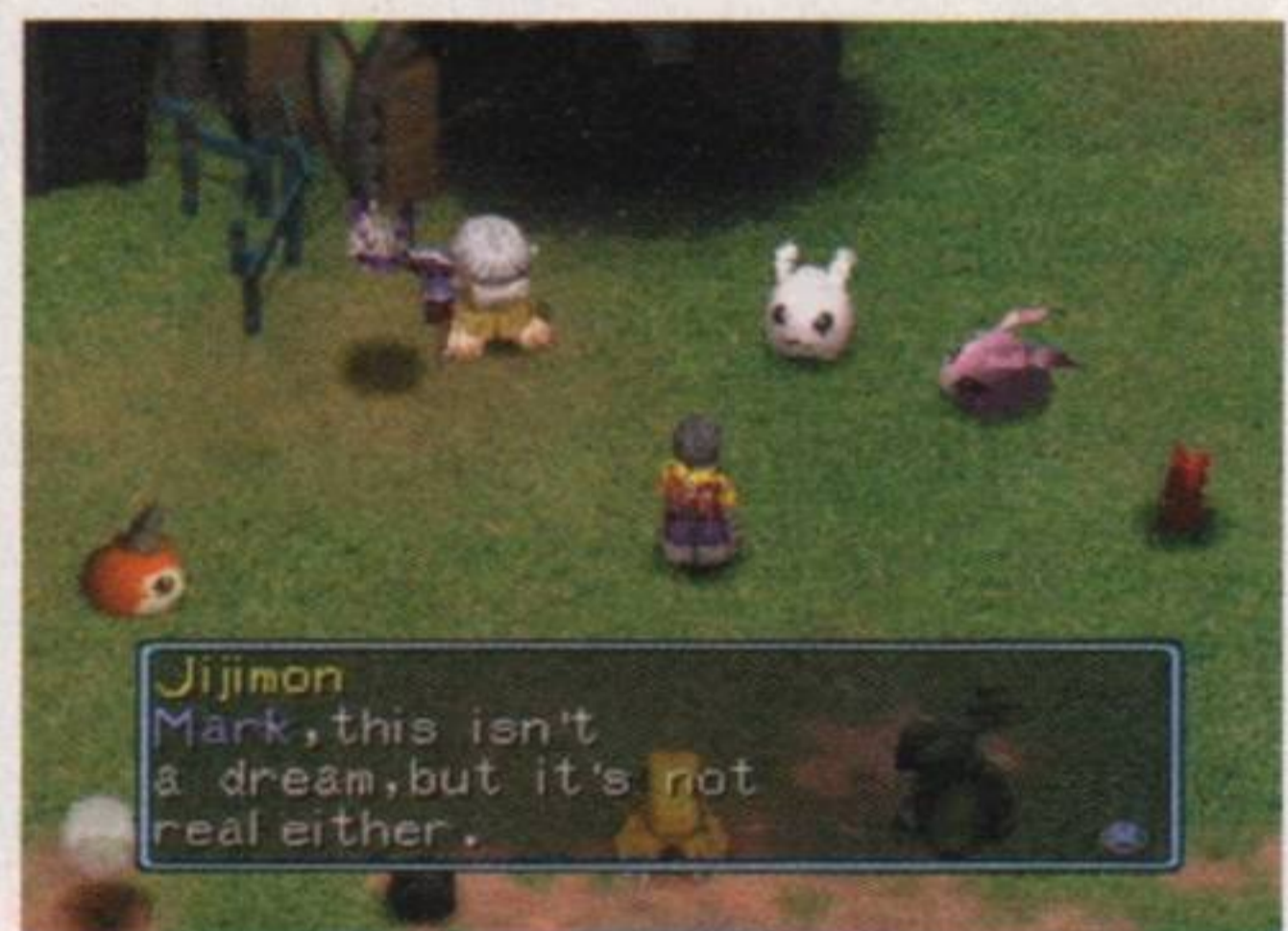
■ There's the odd special effect during *Digimon* battles, but it's hardly *Final Fantasy IX*.



■ If your pet's cries for attention are getting out of hand, there's a 'discipline' control that allows you to smack his bum and shut him up.

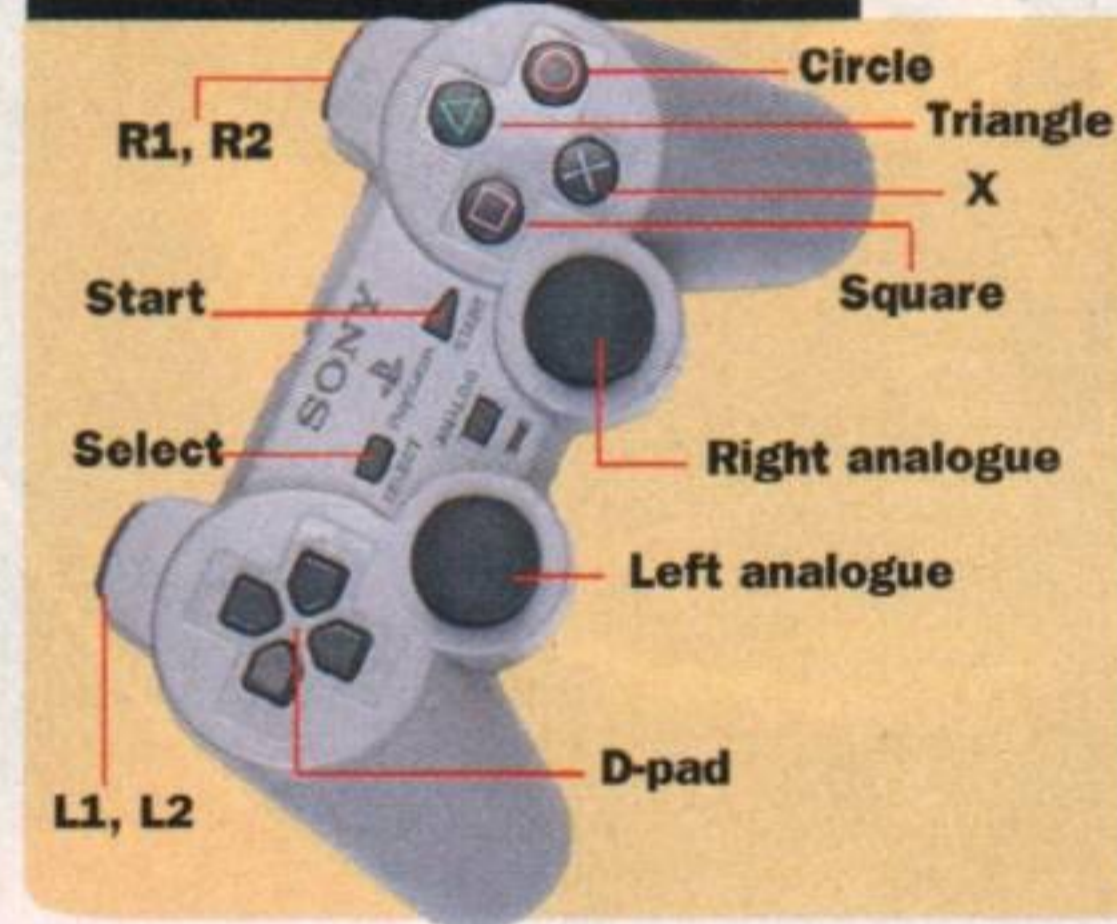


■ Unattractive Digimon are often the weakest.



■ *Digimon World* is packed full of dull text.

CONTROLS



WHAT DOES WHAT	
Circle	» Use pick-up
Triangle	» Digimon care menu
D-pad	» Movement
Start	» Pause game

DIGIMON WORLD

GAME INFO



- Publisher: Bandai
- Developer: Bandai
- Price: £30
- Release Date: Out now
- Players: 1
- Extras: Memory Card

A feeble attempt to mount an attack on Pikachu's army.

Digimon. Sounds just like *Pokémon*, doesn't it? But while both *Digimon* and *Pokémon* are filled with hordes of cute monsters, the games based around them couldn't be more different in quality. *Digimon World* – unlike the impulsive Game Boy game that catapulted Pikachu and chums into the limelight – is little more than a bland, unoriginal cash-in.

The central concept is similar to the Game Boy's *Pokémon Red* and *Blue*: scamper around a map with faithful critters in tow, picking fights with wild monsters. But where *Pokémon* kept interest high by urging you to scoop up all 150

resident monsters, you're allowed just one creature in *Digimon*, who evolves into different forms as time goes on. Treat him well with food, sleep and toilet breaks and he'll grow strong. Mistreat him and he'll turn into an ugly, weak runt. Yep, your PlayStation finally plays host to something very similar to those terrible Tamagotchi pets.

Even nippers who never miss an episode of *Digimon* on SM-TV will gladly pass *Digimon World* by, acutely aware of just how primitive it is. It's tediously paced, ugly as sin, and relies on rare fights with irritatingly random outcomes that, after about two minutes of play, you start to perform on autopilot. The temptation to ignore your unattractive pet's repeated cries for meals and rest is too great – especially as, if you refuse to drag him off to the bog, he's forced to take a painful-looking dump. And even the prettiest Digimon aren't half as appealing as *Pokémon*'s line-up.

If you're after a present for younger siblings, shun *Digimon World* in favour of a big cuddly Pikachu – something that won't wail for food or take a crud on the floor. ■

Mark Green



↑ uppers

Monster

- Easy to get into.
- Surprisingly tough.

↓ downers

Monstrous

- Uninvolving fights.
- Monsters only a mother could love.
- Shoddy translation.



■ Having to repeatedly drag your pet off to the loo is very irritating.



■ Mistreat your monster and you'll end up with this ugly thing.

Gameplay **4**

You'll tire of hearing the critters scream for their dinner after about three minutes.

presentation **3**

None to speak of. The third dimension hasn't really been invented in *Digimon World* yet.

value **3**

Your money's much better spent on a second-hand Game Boy with *Pokémon Yellow*.

Verdict **3**

A two-year-old game in Japan and, boy, does it show. Slow, uninvolved and very unappealing monster-rearing that will have fans of the craze in floods of tears. *Pokémon* needn't worry.



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■ The vast Gerudo lagoon is the entry point to the even bigger Gerudo Fortress. You'll be swimming a lot, here.



■ It's essential to avoid the Gerudos, *Metal Gear Solid*-style. Luckily, the Stone Mask renders you invisible.



■ The sprawling Clock Town is stuffed with characters to talk to and help out. You'll spend weeks here.

THE LEGEND OF ZELDA: MAJORA'S MASK

GAME INFO



- Publisher: **Nintendo**
- Developer: **Nintendo**
- Price: **£45**
- Release Date: **November 17th**
- Players: **1**
- Extras: **Rumble pak, expansion pak Required**

Video Gamer Essential

How do you better the Best Game Ever? Just ask Nintendo...

Hmm. It's hard to know where to start. When you discover that the sequel to *Zelda: Ocarina Of Time* is every bit as good as it's predecessor – a game widely, and correctly, touted as the finest ever made – it's difficult to find the words. What do you say? Stupendous? Magnificent? Astounding? There are plenty of words to use. But none of them come anywhere near to describing just how good – how enjoyable, how innovative, how damn *playable* – this masterpiece is. Ah, masterpiece. That'll do, for now.

So, how can we justify putting *Majora's Mask* on the same pedestal as its esteemed forebear? There are a million reasons, but once again, it's hard to know where to start. Perhaps it's easier to deal with the negative aspects of the game first. If you've



■ Three of the masks in the game transform Link into different creatures.



played *Ocarina*, then *Majora's Mask* will seem extremely familiar; it plays much the same, from the superb lock-on assisted combat to the use of certain items, from the progression of exploration to entering dungeons, to boss battles and sub-quests. This is no bad thing, but it perhaps means *Majora's Mask* doesn't arrive with *quite* the same impact as its predecessor.

Where things have changed, and perhaps of most importance, is the three-day scope of the game: sucked into a strange world, elfin hero Link must find a way to stop the moon crashing into the earth within 72 hours. Once midnight of the third day strikes, it's game over and seeing as a day in the game lasts around 12-15 minutes, that's not much time at all. Or is



■ As the moon is about to crash into the earth, Link must don different masks in his quest to save the world of Termina. Plenty to do, then.

CONTROLS



what does what

- A** » Action
- B** » Sword/attacks
- C** » Inventory
- Z** » Combat lock-on, centre camera
- R** » Shield
- Analogue Stick** » Movement



■ The Great Bay is one of the most beautiful sights ever seen in the wide world of videogames.

HEART MELTING Just one of many perfect moments, the thawing of the Goron Kingdom is a stunner.



■ To free the Gorons of their blizzardly curse, you must conquer the foreboding Snowhead Dungeon.



■ Once you've got through all six storeys of the dungeon, you'll face Goht – the evil master of Snowhead.



■ Goht will charge ahead of you, throwing lightning and bombs; by rolling along as a Goron, smash into him.



■ Once Goht has been killed and you've freed the good spirit he possessed, a change will come over the Goron kingdom....



■ The snow and ice will melt, revealing the kingdom to be a summery land. One of the most visually rewarding parts of MM.



■ You can't turn a corner in *Majora's Mask* without running into a new and exciting activity. You'll have to budge this huge skeleton, here, and then race him through searing walls of flame.

it? Link, once again, can play tunes on his ocarina to help. He can slow time down, speed it up and warp back to the start of the first day.

The point of this set-up is that you can observe everyone's daily routines, as in the film *Groundhog Day*. Succeeding in the game – partly, at least – requires you to note who needs helping at what time (it's all recorded in a notebook). Each citizen of the main area,

Link can slow time down, speed it up and warp back to the start...

Clock Town, has a daily routine, and they'll always be in a certain place, doing a certain thing, at a certain time. You'll be drawn into their lives; the people know about their predicament, as demonstrated by an electrifying exchange between the town guard and the merchant committee. The guards want to evacuate the town, the committee don't, due to the impending carnival, which takes place at midnight of the third day...

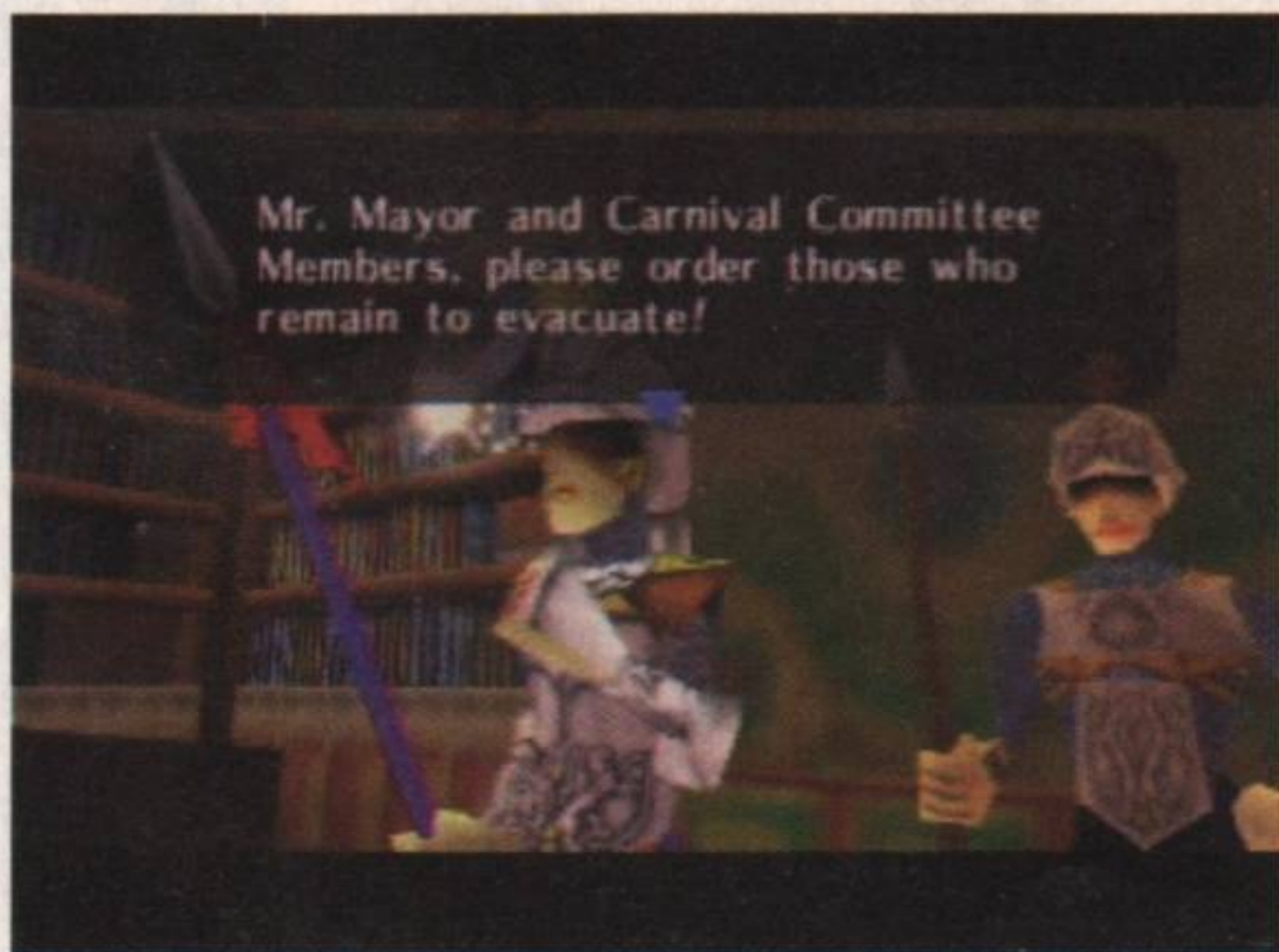


■ Music plays an equally important part in *Majora's Mask* as it did in *Ocarina Of Time*. Deku Scrub Link gets some nice horns, here.

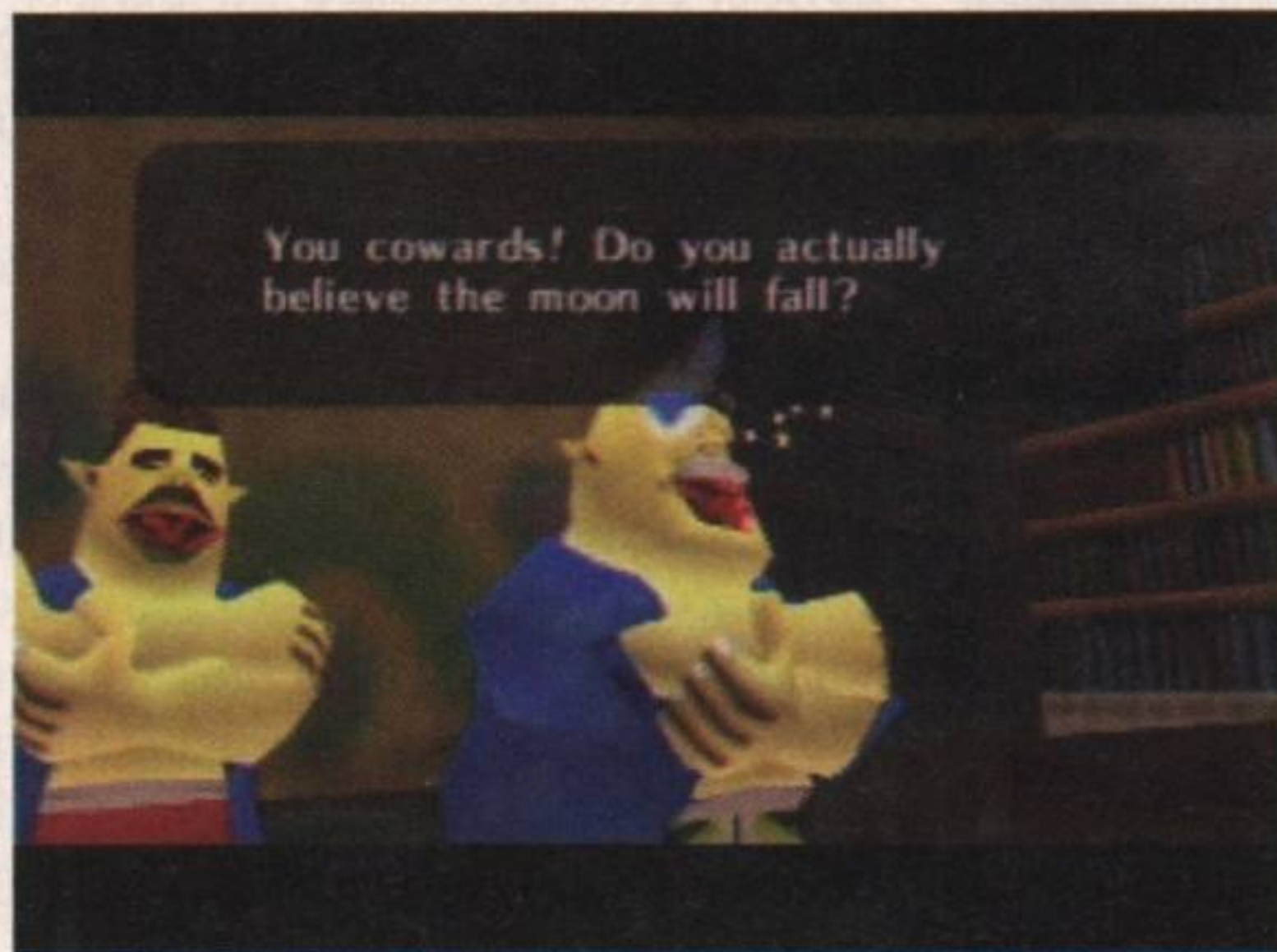


■ While the field outside Clock Town isn't as sprawling as Hyrule Field, the world of Termina is as vast as you could like.

It's a fantastic concept, and you'll find yourself spending real-life days exploring the town and embarking on innumerable mini-quests to help residents and receive items. But, as important as this aspect of the game is, it's just a small part of the whole. Outside Clock Town is a sprawling, seamless, and very



■ Wander into the Mayor's offices and you'll hear an ace conversation between the guards and merchants.



■ Whilst the guards are rightly concerned about the moon, the merchants want the show to go on.



■ Unfortunately, the Mayor is an ineffectual little man. It's up to you to help him out however you can....



■ Link gains certain abilities by wearing masks, like this mega-punch.



■ Clock Town is almost deserted at night... but not quite.



■ Link's mask transformations are painful-looking, to say the least...



■ The frozen Goron Kingdom offers an imposing challenge and no mistake.

↑ uppers

Legend

- Magnificent structure
- Beautiful graphics
- The Best Game Ever, Part 2

↓ downers

Myth

- Initially similar to *Ocarina Of Time*
- Requires expansion pak

dangerous world. From the swamps of the Deku Scrubs, to the stony canyon beyond the graveyard, the frozen mountain of the Gorons and then the huge sea-based domain of the Zoras, the world of *Majora's Mask* is varied, vast and beautiful. You'll have to brave all these environments – and more, as part of the game actually takes place on the moon – to save the world of Termina and return home.

And it's hard to pick out a high point from a game that features nothing *but* high points. Indeed, while the game is, as a whole, superbly formed and paced and offers a perfectly-pitched challenge, perhaps the real genius here is the sheer

amount of brilliant ideas that are used once and discarded before moving onto an even better bit. There's the donning of masks that turn Link into other races of creature, imparting new abilities; the *Metal Gear Solid*-style stealth infiltration of a fortress; the sheer thrill of sluicing through the sea as a water-based Zora; the island that becomes a huge turtle; the transformation of the Goron kingdom from a frozen wasteland to a verdant paradise; the hyper-fast Goron race; the exquisitely-designed dungeons, and much, much more. And we haven't even mentioned the perfect, never-bettered camera system, the still-astounding daybreaks and sunsets, and that you can ride a horse and jump over fences.

Yes, it's superficially similar to *Ocarina Of Time*. No, it's not as immediately gobsmacking as that game (the reason why it just misses that perfect ten), and you'll need an expansion pak to play it, but *Majora's Mask* offers a sparkling new challenge and a gigantic new world to explore. It is, by turns, thrilling and moving, and never, ever less than laugh-out-loud, play-all-day fun. The very definition of a masterpiece, in fact. Go buy it. And, if you need to, buy an N64 too. It's that good. ■

Jes Bickham

The game's real genius is the amount of ideas it uses once then discards



■ One of the most enjoyable bits of the game is swimming as a Zora.

GAMEPLAY	10
Gorgeously refined and endlessly playable. Polished to near-perfection.	
PRESENTATION	9
Unbelievably beautiful environments and detail to die for. Spectacular Surround Sound too.	
VALUE	10
A vast game. Less dungeons than <i>Ocarina Of Time</i> , but much more to do overall.	
VERDICT	10
Simply stunning. Nintendo have followed up Link's last adventure with a game every bit as good, and one that's very different, too. <i>Majora's Mask's</i> so good it blows everything out of the water.	

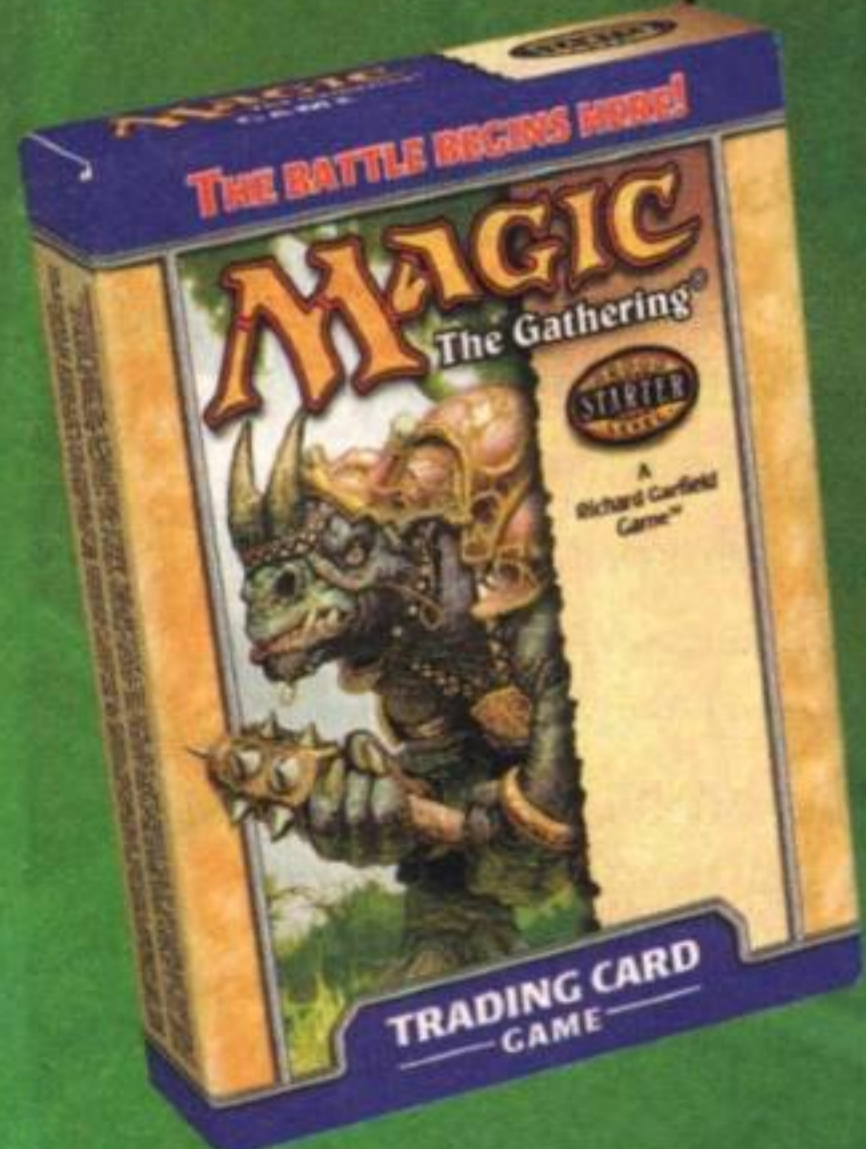
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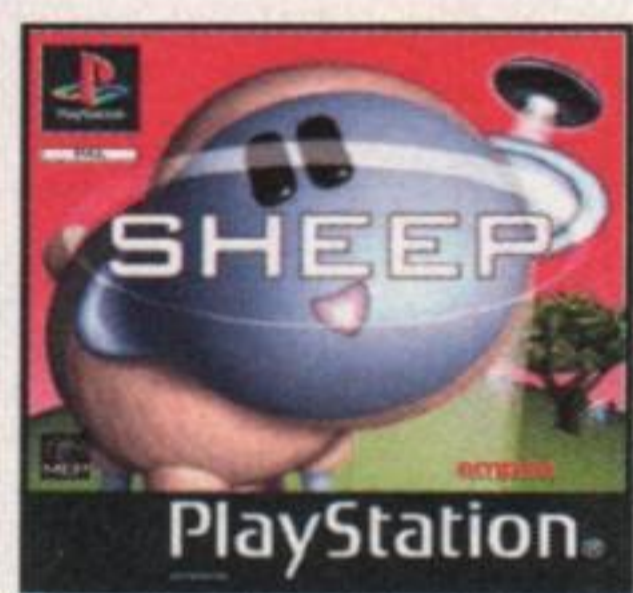


■ Sheep are attracted to the end-of-level truck by a mysterious magnetic force, which makes cramming them inside a whole lot easier.



SHEEP

GAME INFO



- Publisher: **Empire**
- Developer: **Mind's Eye**
- Price: **£30**
- Release Date: **November 17th**
- Players: **1-2**
- Extras: **Memory card, Dual Shock**

This fluffy puzzle game can't pull the wool over our eyes.

Believe us, we like a game that does something different. Which is why we wish we could say that *Sheep*, the first PlayStation title to bring home the pleasure of traipsing around a windswept hill persuading animals to walk through a gate, is a success. But we can't. Put simply, *Sheep* is exactly as exciting as you'd expect a game about sheep-herding to be.

While the heart of *Sheep* – creep, walk, run and shout to send your herd of sheep scampering towards the exit – is pure *One Man & His Dog*, there's more to this game than grass, hooves and incomprehensible West Country babble. Send the fluffy fellas in the wrong direction and they'll be flattened by tractors, pinned to a target by an archer's arrow, or gobbled up by a mechanical dragon – all in glorious Technicolor. If you remember the 'save the suicidal idiots' theme in *Lemmings*, then you'll feel right at home.



■ Leaping sheep waste time, but also score big bonus points.



■ Rescue trapped sheep by sending your herd careering into the obstacles that pen them in.

The game's pleasingly tough to begin with – your charges blindly follow the pack, so avoiding a sheep casserole relies solely on your ability to steer the herd. But as the homely farm gives way to medieval castles and volcanic landscapes, things start to go wrong. Your flock displays the kind of intelligence that should be expected of an animal bred for its insulation skills, but that doesn't stop it from being downright irritating to herd them when they refuse to

do what you want. This is confounded by the mercilessly ticking clock which induces a hair-tearing feeling of panic and tension.

Sheep's other major problem is some belief-beggarly primitive looks. It's hard not to sigh aloud as another batch of ugly, stuttering six-foot knights or suited-up spacemen stagger on-screen, looking for all the world like rejects from some 1970s public information film. Granted, looks aren't everything, but life in *Sheep* isn't made simple when important bits of scenery, like switches, gates and sheep-gobbling dogs just look like a bunch of many-coloured squiggles. Similarly, watching animals die – an undeniable chunk of the game's appeal – isn't as gratuitously violent as you'd hope in *Sheep's* unappealing Lego-vision.

The main fault with *Sheep*, though, is that it's just the same thing over and over again. Levels are arranged with one simple obstacle following another, all requiring one of a handful of solutions, from 'tap switch' to (yawn) 'open gate'. There's a fair share of tummy-tickling sections – use bumpers to play sheep pinball, or send your herd off gobbling carrots or rescuing chickens for extra points – but they're spread too thinly



■ Left, sheep won't follow if you run to collect bonus goodies, and, right, they're clever enough to avoid killing machines.





■ These conveyor belts have the power to transform your herd into a range of bizarre forms – but the rubbishness of the visuals means you'll have trouble making out exactly what they are.

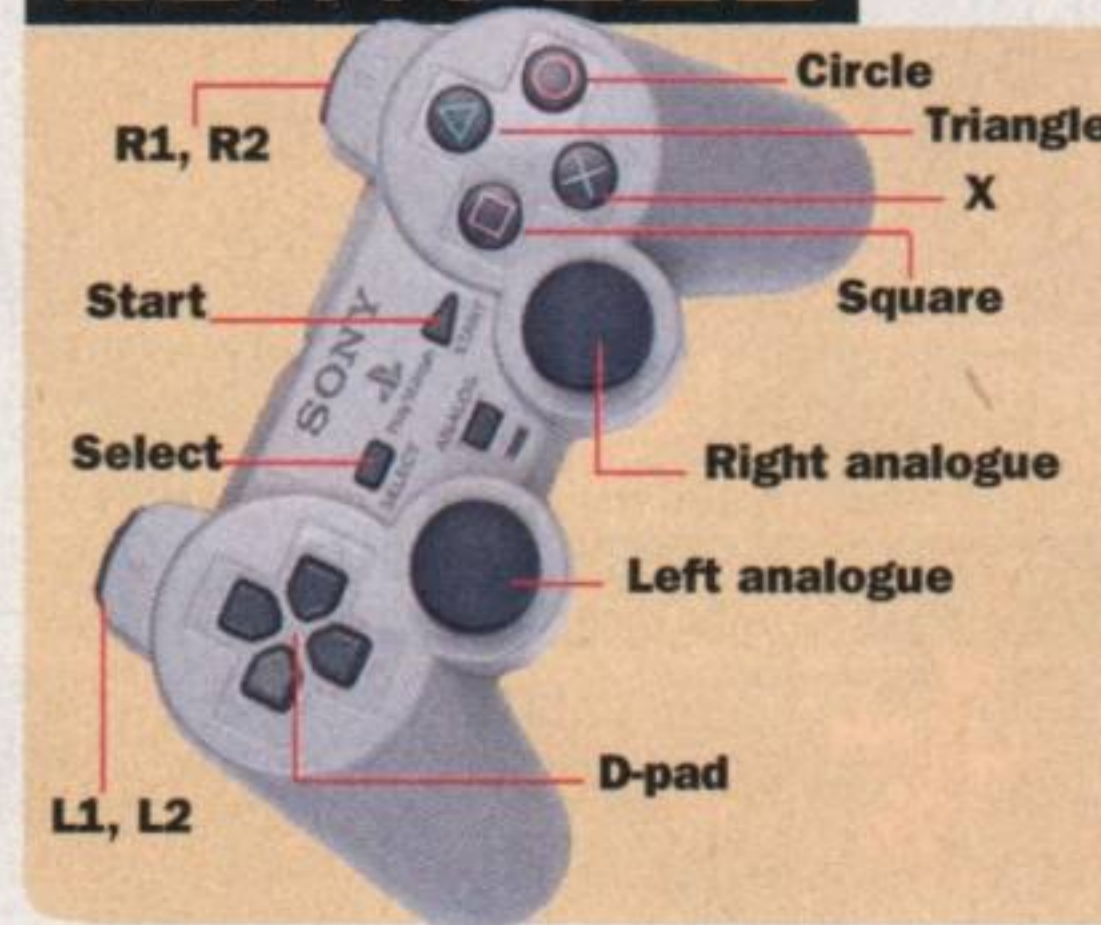


■ A typical *Sheep* problem: get them penned.



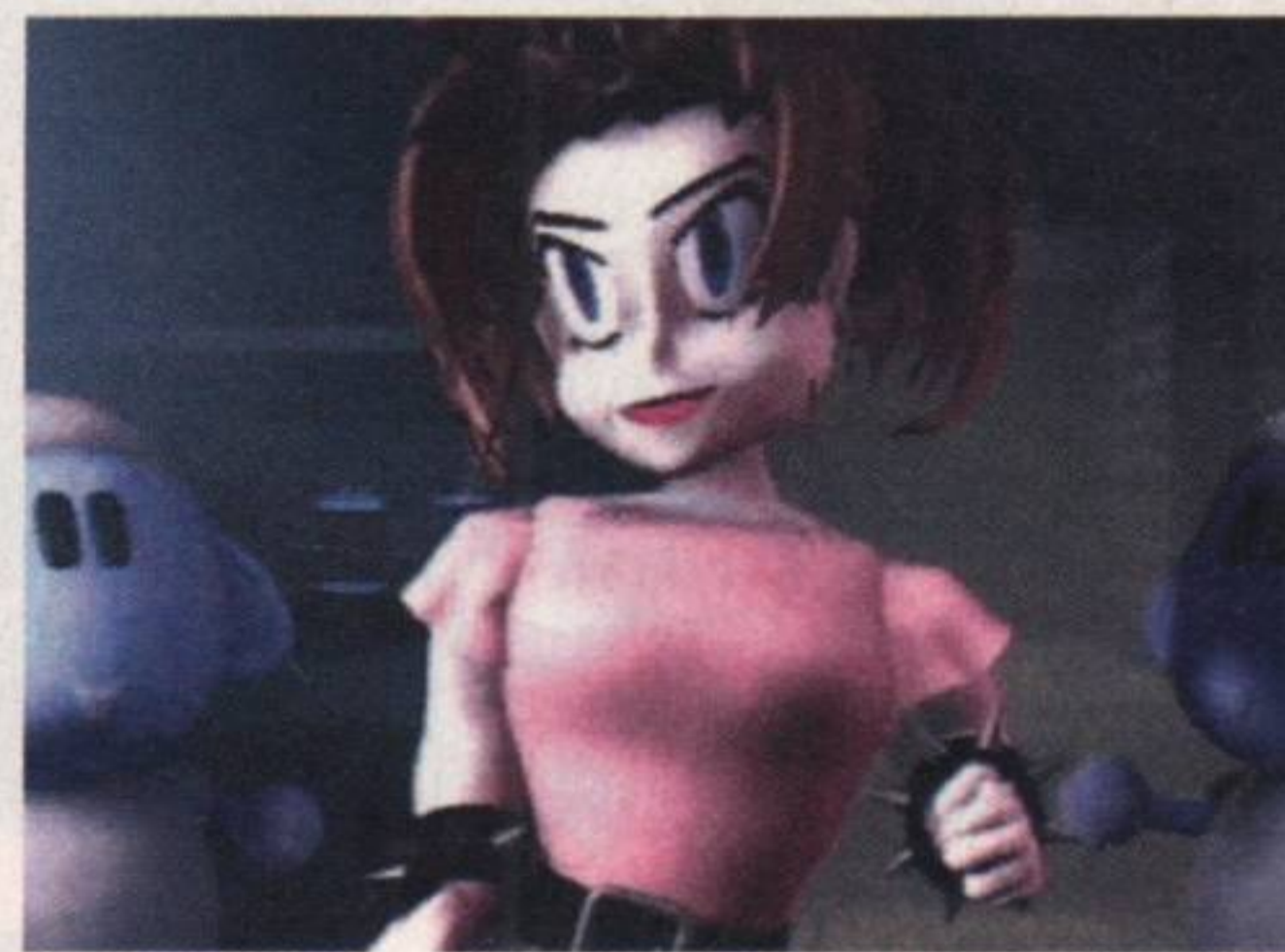
■ Sounds easy, but with the clock ticking...

CONTROLS



WHAT DOES WHAT

- Circle** » Run.
- X** » Creep slowly.
- Square** » Activate switch/pick up sheep.
- Triangle** » Yell to scare sheep.
- D-pad** » Analogue – Movement.
- Start** » Pause



■ Typically hopeless British character design doesn't endear you to the stars of *Sheep*.

↑ uppers

- Sheep**
- Does something fairly new.
 - Cute sheep.

↓ downers

- Weep**
- Visually shocking.
 - Rapidly eye-drooping gameplay.
 - A wasted multiplayer mode.



■ And your sheep wandering, it's not easy.

throughout the game. Meanwhile, the gates that transform your sheep into anything from tanks to hay-clad monsters are a clear signal that the normal business of herding unmodified sheep just isn't really exciting enough to sustain an entire game.

If anything, *Sheep* a touch one-dimensional. The basic idea is good, but there is very little inventiveness with the gameplay – levels don't vary much from the 'obstacle follows obstacle' formula; and the multiplayer mode isn't the best thing in the world – there's a two-player football game that might (just might) once have passed as a hidden bonus game but is

Avoiding sheep casserole relies solely on your ability to steer the herd

more likely to have your mates heading off home for an early night than rolling around the floor in glee.

Any game that brings something new to the PlayStation deserves a pat on the back. In a genre crowded with *Tetris* clones, *Sheep* is totally unlike any puzzle game we've played before. It's challenging and humorous and has its inspired moments, but fails to live up to its early promise. *Sheep* could have been a classic but as it stands it's well above average and puzzle fans will find plenty here to sink their chops into. ■

Mark Green



■ The enjoyment of watching your fluffy friends squished is ruined by the pitiful visuals.



■ Sheep dips create multi-coloured herds. It looks pretty, and guarantees points aplenty.



■ *Sheep's* woolly multiplayer version of a football match, with sheep that refuse to do what they're told.

GAMEPLAY

Easy to get to grips with, but guiding sheep past obstacles grows repetitive quickly.

6

PRESENTATION

My First PlayStation Game. There's no excuse for laughably poor visuals like this.

3

VALUE

Great if you're a fan of puzzle games and, er, sheep. Two player leaves a lot to be desired.

6

VERDICT

Potentially *Sheep* could have been as good as the ground-breaking puzzle game *Lemmings*. As it is though, it suffers from a lack of inventiveness and infuriating control. Good but not great.

6

ALSO ON

Sheep also turns up on the PC. It looks loads better, but copycat gameplay means that it's equally flawed.



■ The replay mode is where you'll see the best views of your characters in action, presented in typically Japanese anime-style fashion. Lovely.



■ It doesn't work in the same way as most ordinary tennis games.



■ Waluigi is the only completely new character in Mario Tennis.

MARIO TENNIS

GAME INFO



- Publisher: Nintendo
- Developer: Camelot
- Price: £45
- Release Date: November 3rd
- Players: 1-4
- Extras: Rumble pak



Is this the best tennis game ever? Why, yes...

The Mr Consistency of videogames is back. If there's one thing you can count on, it's that any game starring Mario will be a cut above the rest – the dungaree-wearing hero hasn't featured in a genuine duffer for years. And now, having already squeezed his considerable girth into a go-kart and wheezed his way around a golf course, Nintendo's chunky mascot has served up the most riotously playable tennis game we've ever seen.

It's also the simplest thing since *Pong* kicked off the video tennis craze in the 1970s. You can play very effectively using one button, and if you decide to explore the full range of controls available you'll find it extends to just two buttons. You don't even have to worry about timing your shots – the computer takes care of all that for you.

Like all the best Nintendo games, the more you play, the more you discover, and the simplistic control system actually gives you a massive range of shots. You can hit the ball high, drop it over the net, swerve it around your opponents and do pretty much anything players do in real life. The beauty of squeezing everything onto two buttons and having the computer take care of the dull stuff is that you can concentrate on your playing tactics, safe in the knowledge you're unlikely to mishit the ball.

There are 16 characters to choose from, ranging from familiar favourites to obscure blasts from the past, and one brand new

face: Waluigi, scrawny bother of the evil Wario. They're divided into five categories, and each is balanced so that there isn't one who wipes the floor with all the others. Of course, everyone will have a personal fave, so you'll easily be able to recognise your friends in a frenzied multiplayer game.

With four players on court, *Mario Tennis* is frantic, hilarious and just a little bit vicious. You can whack the ball into your opponent's groin, and he'll yelp with pain before collapsing to the floor. The same rules apply to your team-mate, so if you're not careful you can catch a misplaced serve in the back of the head. There's so much going on, you're bound to trip over your partner at some point during a match.



■ Wario's serve. He may be fat but he can really spank a tennis ball.



■ Win the tournaments with certain characters to unlock these colourful bonus courts.

LOOK! It's Mario's bonus game extravaganza...



■ There are three standard tournaments, with three others as special bonuses.



■ Collect the power-up boxes and you can fire shells and bananas at your opponents.



■ Instead of playing for points, you're supposed to try to collect all the gold rings.



■ The Piranha Challenge mode is a practice game with a neat twist. Very enjoyable.



■ Say hello to Paratroopa, a flying player.



■ Baby Mario cries real tears when he loses.

It's a big game too. You get singles and doubles tournaments, at least ten types of court and a lot of bonus rounds. The best is the Ring Shot mode, in which you win points by hitting the ball through gold hoops which appear around the court. It's good fun against the computer and there are a lot of variations on the theme, but the main bonus game (a power-up-filled battle match on a tilting court) is a bit disappointing compared to the rest of the game.

With four players, it's frantic, hilarious and just a little bit vicious

The obvious comparison is with the Dreamcast's chart-topping *Virtua Tennis*. While they represent two different approaches to the sport, Nintendo's offering is easier to play, gives you more control over the ball and has cuter characters – Yoshi's much nicer looking than Tim Henman, anyway. Some mini-games aren't all they're cracked up to be, but apart from that, this is the best video tennis you can buy. ■

Martin Kitts



■ A doubles game of *Mario Tennis* is just about the most fun you can have with a console.



■ The hearts around Peach show that she just hit a power shot. There are lots of effects.



■ That's what happens if you manage to hit a serve when the ball is right at the top of its arc. And yes, it's very pleasing indeed.



■ A cutaway picture focuses on the player about to win a big point.

CONTROLS



WHAT DOES WHAT

- A » Topspin
- B » Slice
- Z » Cancel Shot
- R » Use Item
- Analogue » Movement

GAMEPLAY

Expertly designed to offer something new to all standards of gamesplayer.

8

PRESENTATION

Excellent animation with a wicked sense of humour, and non-stop voice samples.

8

VALUE

One of the best multi-player games around. A snip, even at this price.

8

VERDICT

Mario Tennis is sure to appeal to anyone with even a passing interest in videogames. The simplest, most beautifully designed game of the year. In short, a total stunner.

8

ALSO ON

Mario Tennis is also on the Game Boy, and you can swap info between the N64 and GB versions using the £25 Transfer Pak.

↑ uppers

- Ace
- Perfect controls
- Adorable characters
- Compulsive multiplayer mode

↓ downers

- Double fault
- One duff bonus game in Bowser's castle



■ A perfect illustration of the game's glorious lighting effects, as our crazy extreme sportsmen speedglides through the air with the greatest of ease.



■ Bungee jump to get down to Earth for the next event.

■ Quad biking is usually decided by avoiding the drink as you jump from island to island.



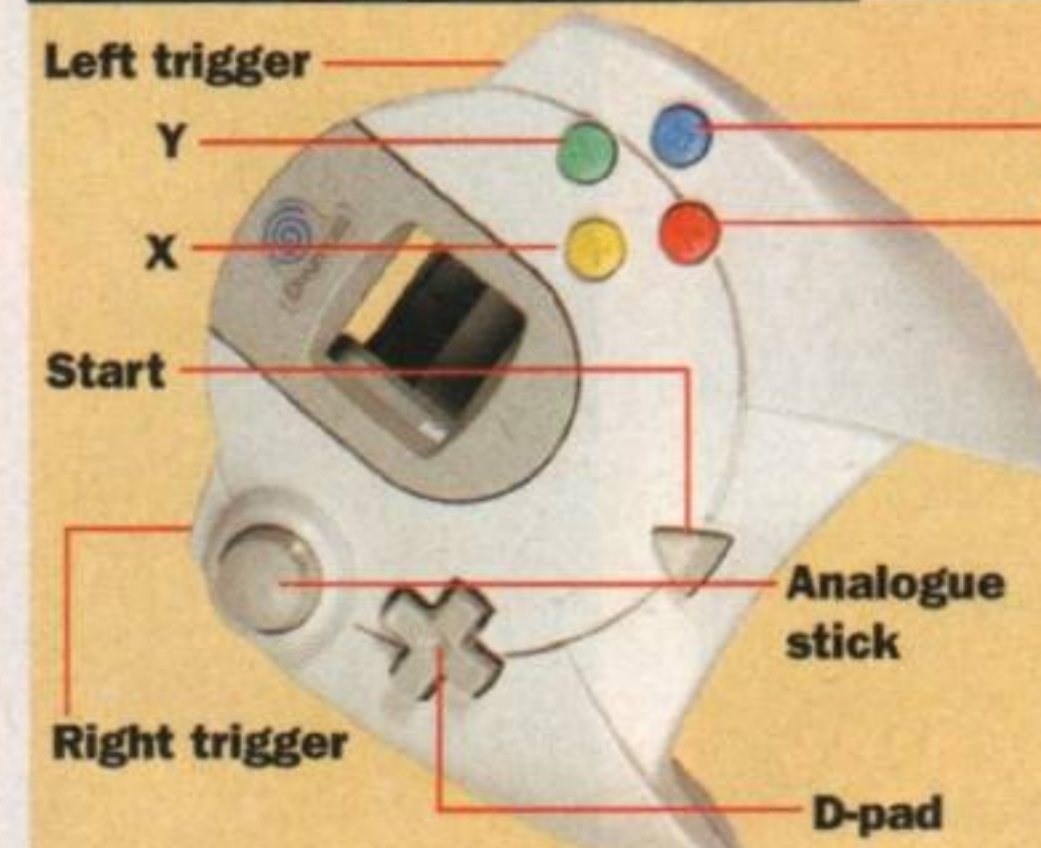
↑ uppers
Radical
 ■ Unique transitional sports racing.
 ■ Two-player action works well.

↓ downers
Bogus
 ■ Not enough events.
 ■ Doesn't convince as either a sports or racing game.



■ Snowboarding is probably the most enjoyable event as the descents are full of death-defying jumps and stunts using the interactive scenery.

CONTROLS



what does what

- A » Jump
- B » Punch
- X » Speed boost
- Left trigger » Sharp turns
- Right trigger » Accelerate
- Start » Pause menu
- Analogue stick » Movement
- D-pad » Movement

SEGA EXTREME SPORTS

GAME INFO



- Publisher: **Sega**
- Developer: **Innerloop**
- Price: **£40**
- Release Date: **Out Now**
- Players: **1-2**
- Extras: **VM unit**

Bike, board and bungee in this radical new sport-'em-up...

Sega's excellent *Sports* range has taken a crazy bungee-jump into the world of Kangol hats, bizarre facial hair and loud trousers. This is *Extreme Sports* and it's gonna push you to the max! Ahem.

Taking place in the Himalayas, the volcanic wastelands of Maui and, er, Scotland, the game features five extreme activities to test your levels of dementia. Snow and sandboarding offers stunt-crazy mountain descents. Quad and mountain bikes are raced across a variety of terrains. More serene is speedgliding, where you have to steer into blue balloons to speed up and avoid red ones which slow you down. Finally, there's bungee-jumping, which acts as a transition between sports as you plunge to the ground to start the next.

And it's this transition that is the juicy, new concept in *Extreme Sports*. Instead of

just playing each activity separately, they're actually performed in sequence in a radical race to the finish. So, you might begin with a snowboard descent, then dash to your speedglider, drift over to the landing flares and drop to the ground to get on your quad bike and – deep breath – speed to the finish to beat the other competitors.

This transition racing is an original idea and makes for some enjoyable gaming – at least initially. Unfortunately, it soon wears thin with the lack of events and variety becoming all too apparent. If you could play the events separately and the racing action was just another gameplay option then *Extreme Sports* would have much more longevity. Without that kind of depth, this blond-streaked dude of a game is a bit too much like a bungee jump: a quick headrush followed by tiresome hanging around. ■

Lee Hart



Gameplay 5

Transitional racing with up to five extreme events on the way to the finish. Flawed.

Presentation 5

Fairly average visuals but the Ninja Tunes soundtrack is groovetastic.

Value 5

A lack of events and gameplay means the enjoyment is sadly short-lived.

Verdict 5

An original, unusual game that is great fun for a few hours (especially in two-player mode) but when the initial excitement wears off its gameplay limitations become all too clear.

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**“ADRENALINE PUMPING
DEATHMATCHING ACTION”**

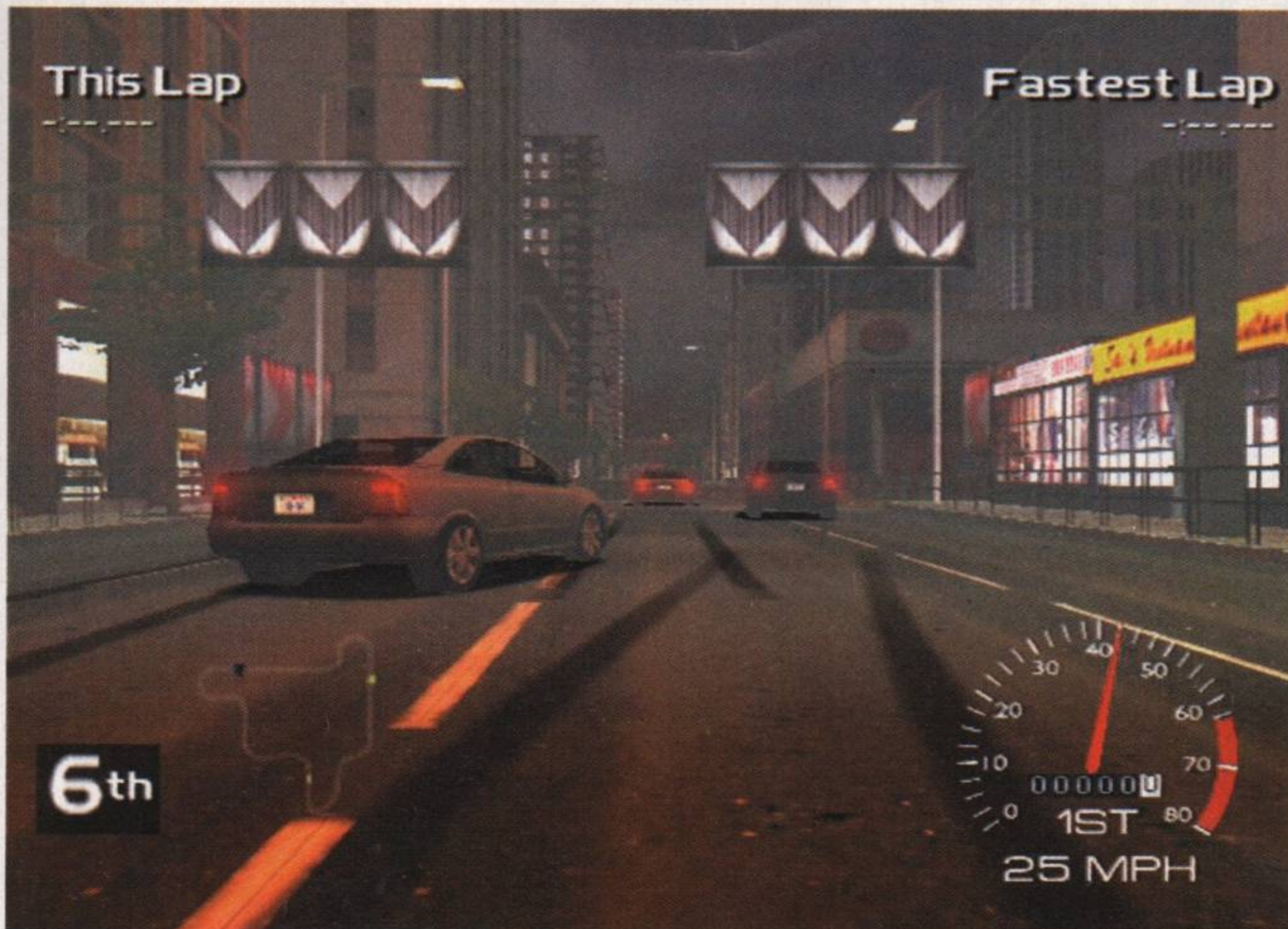
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■ The Opel (above) and MX-5 are most useful in the early chapters.



■ The chevron signs guide you round the course. Don't hit them!



■ In Street Races, get out of the pack ASAP to avoid prangs.



■ Things get hairy when you're forced down narrow alleys.

METROPOLIS STREET RACER

↑ uppers

DRIVE

- Lots of circuits
- Lots of challenges
- A fantastic multiplayer mode

↓ downers

DIVE

- Samey circuits
- Some dark areas
- No accessible 'arcade mode'

GAME INFO



- Publisher: **Sega**
- Developer: **Bizarre Creations**
- Price: **£39.99**
- Release Date: **November 3rd**
- Players: **1-8**
- Extras: **VM, Internet options, rumble pak**



The greatest Dreamcast racer yet...

Once in a while, an incredible amount of pressure is placed on one single game. Usually it's a key launch title – a *Mario*, *Sonic* or *Tekken* – but sometimes the pressure comes further along the line. Almost a year overdue, and now with the hopes of every Dreamcast supporter in the world behind it, *Metropolis Street Racer* is one of those vital latecomers. In the forthcoming winter of discontent, it will be this game, supported by *Quake III*, *Shenmue* and *Jet Set Radio*, that Sega hopes will drag the common man from Sony's unstoppable grasp. It has to be good. No, it has to be better than good. It has to be *amazing*.



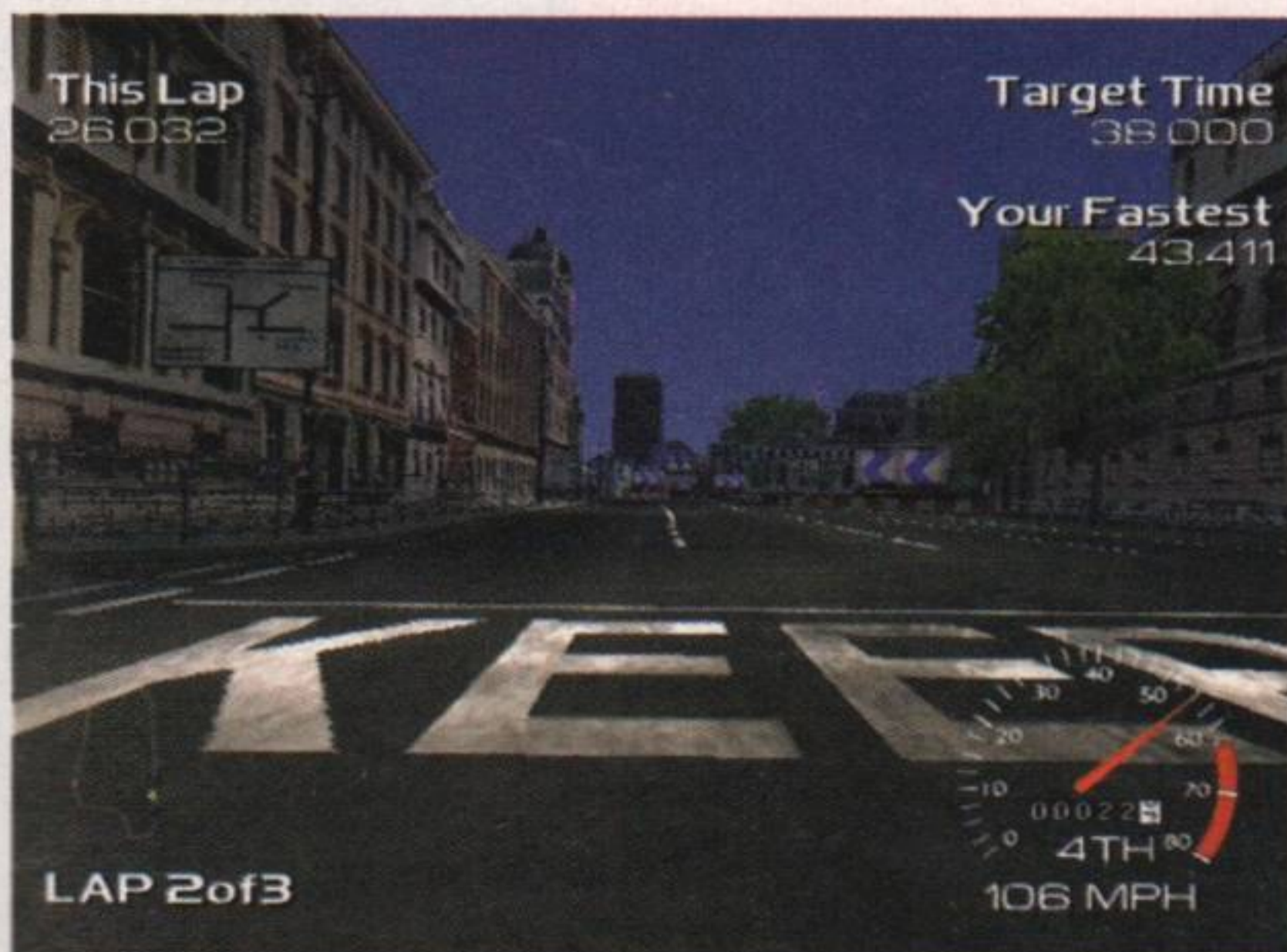
And, of course, in many ways it is. For those who have missed out on the stats, the game recreates three 1.5 square mile sections of three cities: Tokyo, San Francisco and London. The attention to detail in this respect is bewildering. Hundreds of buildings, statues, parks and road layouts are painstakingly reproduced, apparently to exact scale. Ever fancied doing 200mph through Admiralty Arch, flicking Vs at Buckingham Palace and then ram-raiding Tower Records on Piccadilly Circus? Do it here and save yourself a lengthy prison sentence.

The game is essentially based around one mammoth single-player mode, a mode so huge it makes even *Gran Turismo* look like a drive round the block. Developers

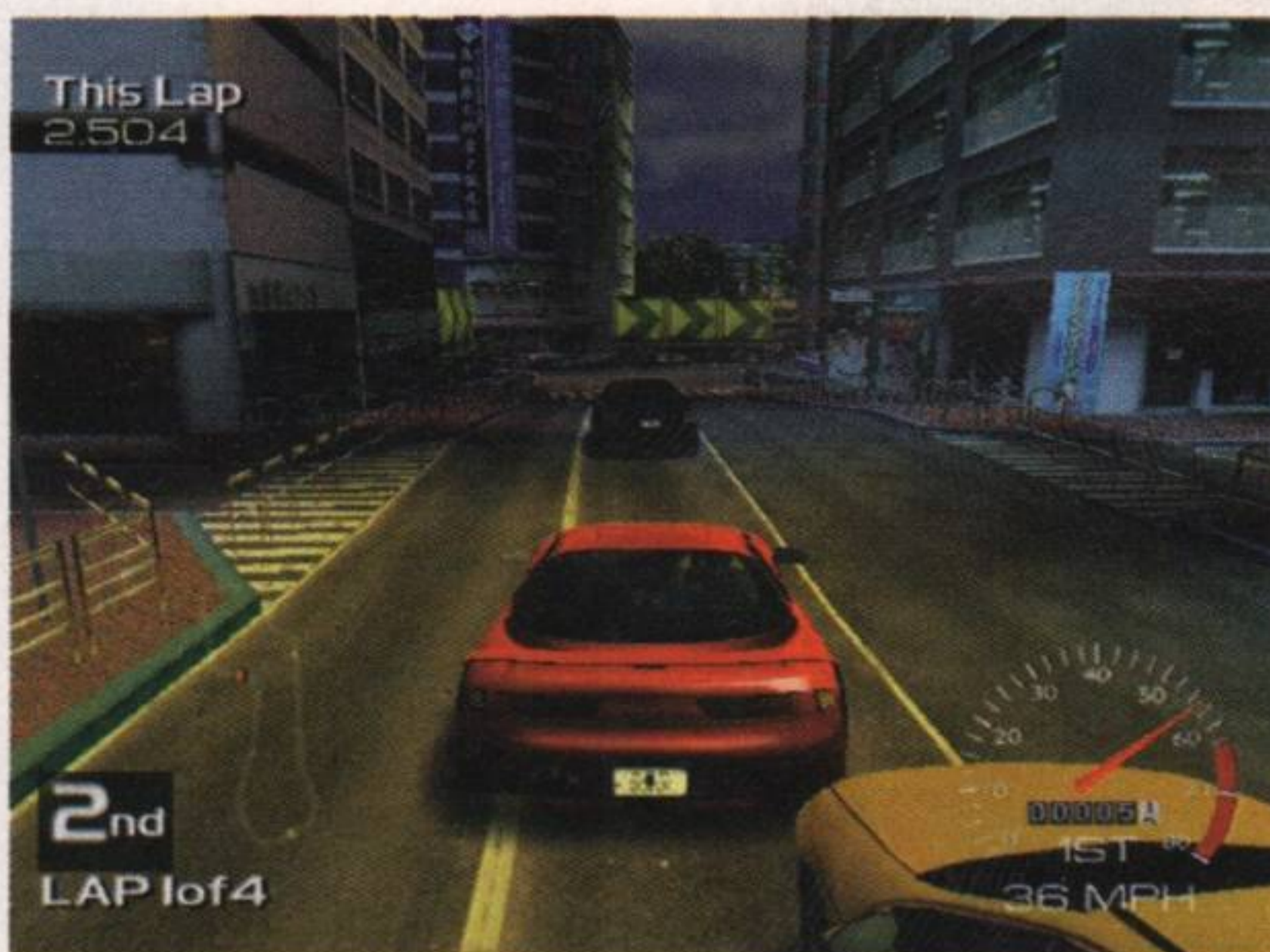
Bizarre have used a mass of city data to carve out 25 consecutive chapters, each consisting of ten circuits. Within this gigantic layout there are various challenges to undertake – some have you competing in standard street races against one to five cars, while others require you to get around the circuit in the fastest time possible. At the end of each circuit you are rewarded points – or a Kudos rating as the game calls it – based on how well you've driven and how quickly you've completed the task. Predictably, you need a certain amount of points to open up the next chapter and to make new cars available.

The cars themselves (over 30 separate models become available throughout the game) are faultlessly constructed and well chosen. The new Vauxhall VX220 is almost as exciting as Griff Rhys Jones suggests it is in those risible TV adverts, while the reliable likes of the MX-5, Skyline and TVR Chimera perform as enthrallingly here as they do in the *Gran Turismo* games on the PlayStation. Handling is complex, yet open for abuse, and you can certainly feel the force of the physics working on your car as you brake, corner and accelerate.

And pleasingly, extravagant, loose driving is not punished at all. In other words, yanking the handbrake lets you pull off some truly daft powersliding. Great in the first few chapters, but as the time limits get meaner and the computer opponents more determined, you'll have to start respecting the roads a little more, working out your breaking distances to perfection and taking corners with grace and fluidity.



■ Even road markings and signs are faithfully reproduced. If you're planning a drive around London, practice here first.



■ Right angle corners like this have to be treated with respect in *MSR*. Slow down and get to the outside!

AND ON YOUR LEFT... Take a look at the view.

■ The standout feature of *MSR* is its incredible reproduction of London, San Francisco and Tokyo. Every skyline is crowded with recognisable architecture, from Nelson's Column, to San Francisco's TransAmerican Pyramid, to Tokyo's strange, er, sperm statue. The artists spent several days in each city, photographing and filming every object over a metre high, studying topographical layouts of each area and getting moved on by wary house-owners who felt they were being stalked. The maps have also been updated throughout the development process, with features like the London Eye and the London 'superclub' Home, going in late in the day. A frighteningly ambitious project, but it really does pay off.



London, Trafalgar. 11.48am



LAP 2 of 3



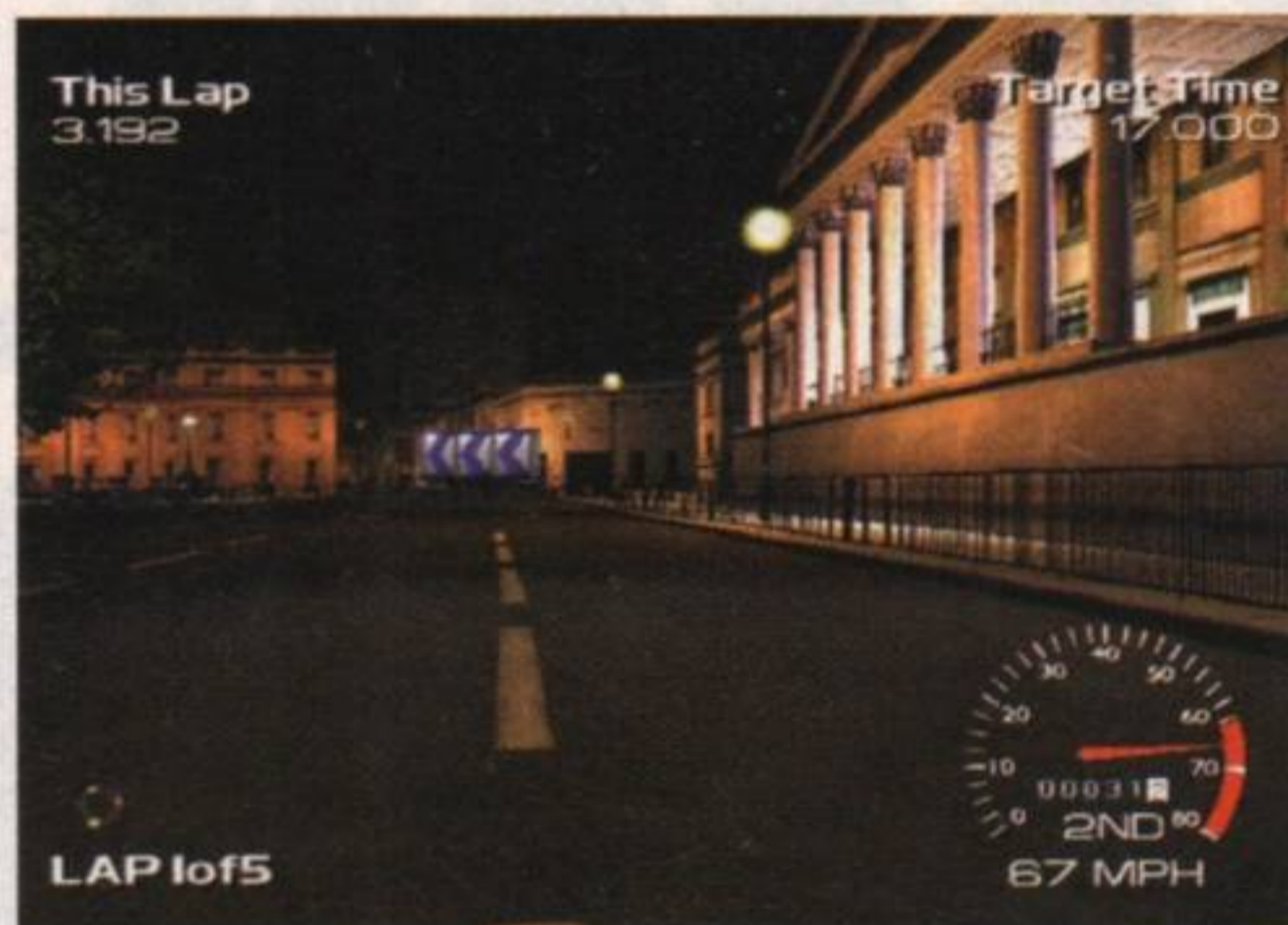
■ Get seven of your mates round for a multiplayer tournament. You can only play two at once, of course, but it's great fun nevertheless.



■ Don't worry, no one will try and cross the road – there are no pedestrians in *MSR*: car manufacturers won't allow it.



■ When you finish a chapter – or complete a special event – you get a lovely new car.



■ Many courses are time trials rather than races. Expect to see lots of empty Tarmac.

It's never as astonishingly difficult as *Ferrari F355*, though (turn to page 84 to see what we mean), and as realistic as *MSR* is, you're always given room to put in the odd outrageous manoeuvre here and there.

Backing this massive one-player challenge up, is a great multiplayer tournament mode. Two to eight players can compete in assorted league

Yanking the handbrake lets you pull off some truly daft powersliding

and knockout-based championships, taking it in turns to race via the accomplished split-screen display. There are also quick race and time attack options for the lone player, although there's no *Gran Turismo*-

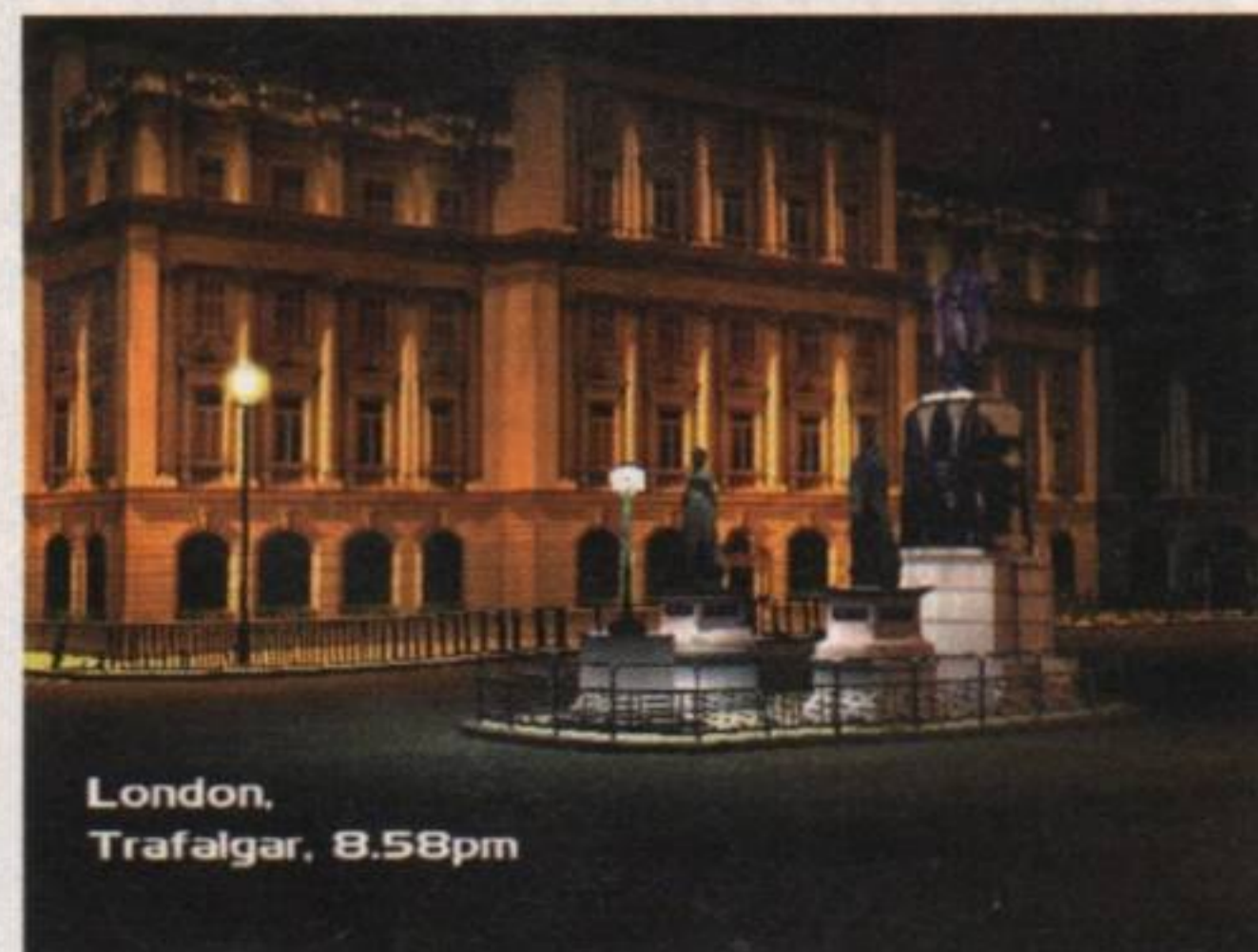
style Arcade mode – you're expected to jump straight into the main event.

Metropolis Street Racer is a massive game, and not just in terms of the expectations placed upon it. The single-player mode will probably take several weeks to beat and even then, there's always the temptation to go back and shave times off your favourite courses.

The dense city-based locations mean that very long tracks with swooping curves and changing scenery are missing, and some may tire of the rigidity of the San Francisco 'block' layout. There are also problems with colouring at times, with many areas bathed in continual shadow – even at midday. Where as *F355* continually thrills with its beautifully-lit skies, *MSR* can seem like a drab winter afternoon at times.

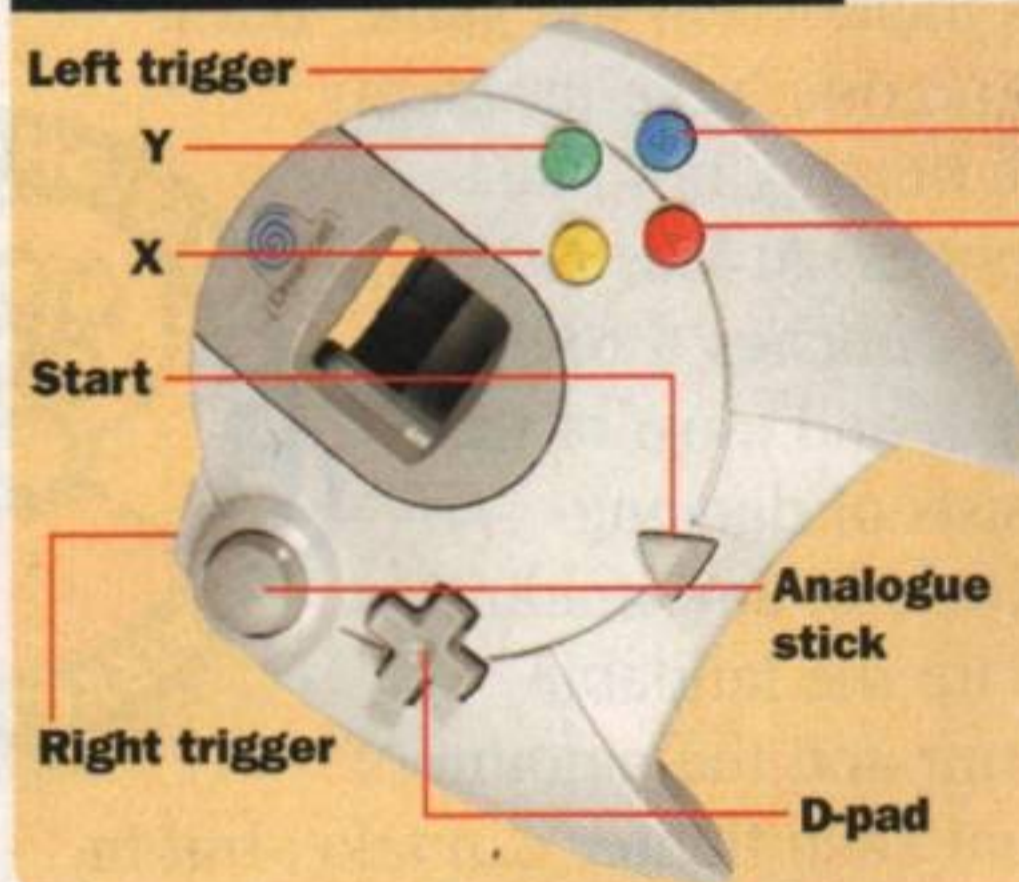
However, there are at least 20 really great standout circuits in here – whatever the weather – which is more than most games and their sequels can manage. In fact, this is easily the best driving game of the year so far and only the much anticipated *GT2000*, coming out on PlayStation2, can realistically give it a run for its money. Dreamcast owners would be foolish to miss out... ■

Keith Stuart



■ At the beginning of each race, you get a lovely swooping preview of the area.

CONTROLS



what does what

- A » Handbrake
- B » Shift up
- X » Shift down
- Y » Rear view mirror
- Left trigger » Brake
- Right trigger » Acceleration
- Start » Pause
- Analogue stick » Steering
- D-pad » Steering

GAMEPLAY

Stupendous handling, ingenious structure and very easy to pick up. An absolute stunner.

8

PRESENTATION

Amazingly detailed locations, good sound effects. But the radio soundtrack may annoy.

8

VALUE

A staggering 200 circuits, 30 cars and eight-player tournament. The biggest racer ever.

9

VERDICT

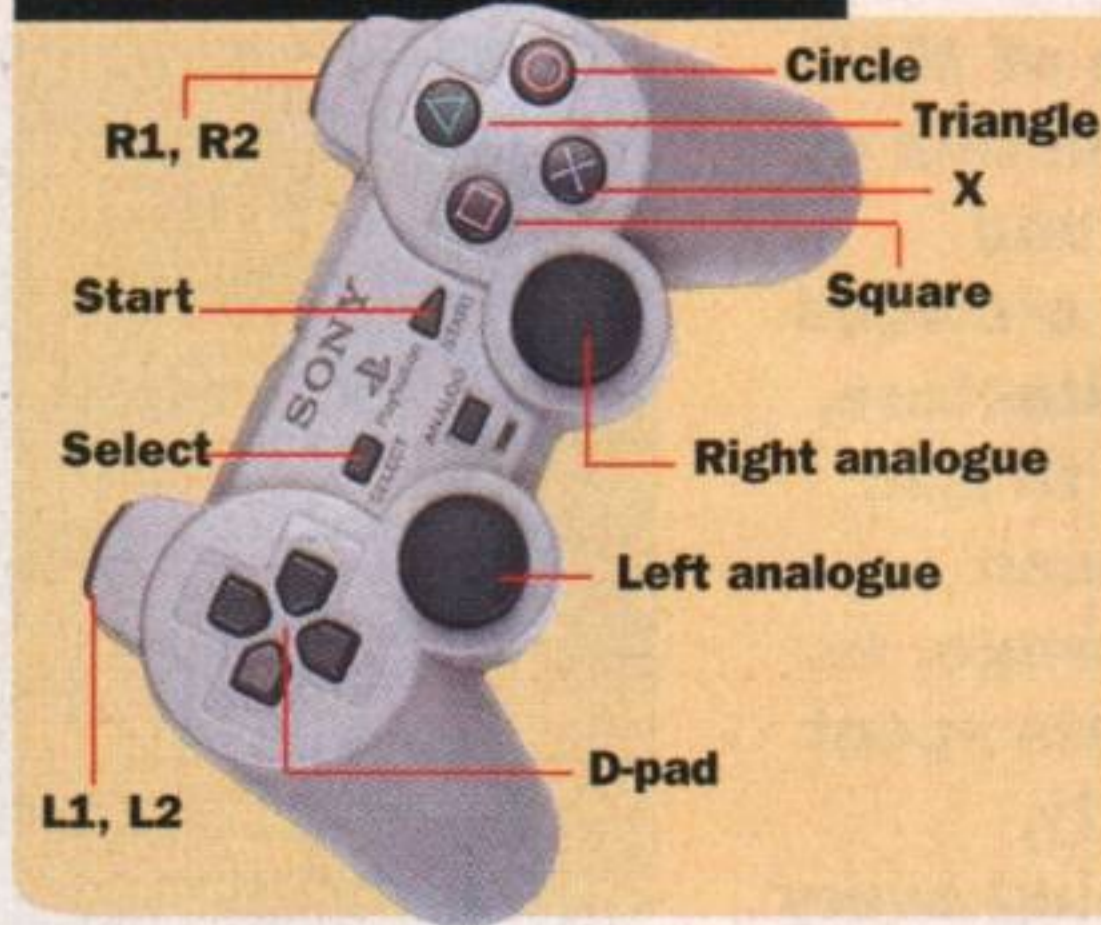
Even if you hate driving games, *MSR* is something you just have to play. With its immense detail, size and perfectionism, it's a brilliant example of how development time can mean quality.

8



■ The side-on view is the best-looking and most familiar but in practice is difficult to use.

CONTROLS



WHAT DOES WHAT

- Circle** » Right Hook
- X** » Uppercut
- Square** » Left Hook
- Triangle** » Jab
- L1** » Dodge Left/block
- R1** » Dodge Right/block
- D-pad** » Move around
- L2** » Left bodyslot
- R2** » Right bodyslot



■ In-game, the graphics are acceptable, but the animation of the boxers often looks a bit odd.



■ The view far out and above is the easiest to play but hardly provides a visual feast.

PRINCE NASEEM BOXING

GAME INFO



- Publisher: Codemasters
- Developer: Codemasters
- Price: £30
- Release Date: Out now
- Players: 1-2 Simultaneous, 1-8 Tournament
- Extras: Dual Shock (not analogue), Memory Card

Eye of the tiger? Thrill of the fight? Er, no, not really.

Some games you just have to feel sorry for. The developers of *Prince Naseem Boxing* have clearly spent a lot of time and effort analysing the 'noble art' and come up with probably the most accurate version of the sport ever to appear on a games machine. But it'd be a struggle to describe this as any kind of success.

Pretty much every aspect of ring-based rucking is included in the game. But it flounders on one huge problem: in real-life boxing, not that much happens. At least 90 per cent of the punches thrown are blocked, and most of the bout consists of dancing around, ducking and holding. *PNB* does up the landable punch count and the amount of punishment each fighter can take, but in comparison with the pace and eye-gorging visuals of the fabulous *Tekken*.

The career mode – where you aim to take a rookie fighter to the World title – is comprehensive, but designing gym, diet and training routines is about as much fun as homework. There's no instructive



■ Even though everything you see in *PNB* is correct down to the finest detail, it's still not fun to play.



tutorial system, and if you've raced through the Showcase mode bashing buttons, it can come as a shock to suddenly have to box 'properly'. Winning seems to demand as much time and commitment as it does from real boxers – and they get *paid*.

Approach *PNB* as a sim and not a beat-'em-up and it's okay, but just calling a game a sim doesn't excuse it from not being fun. And, sadly, *Prince Naseem Boxing* just isn't entertaining enough. ■

James Ashton

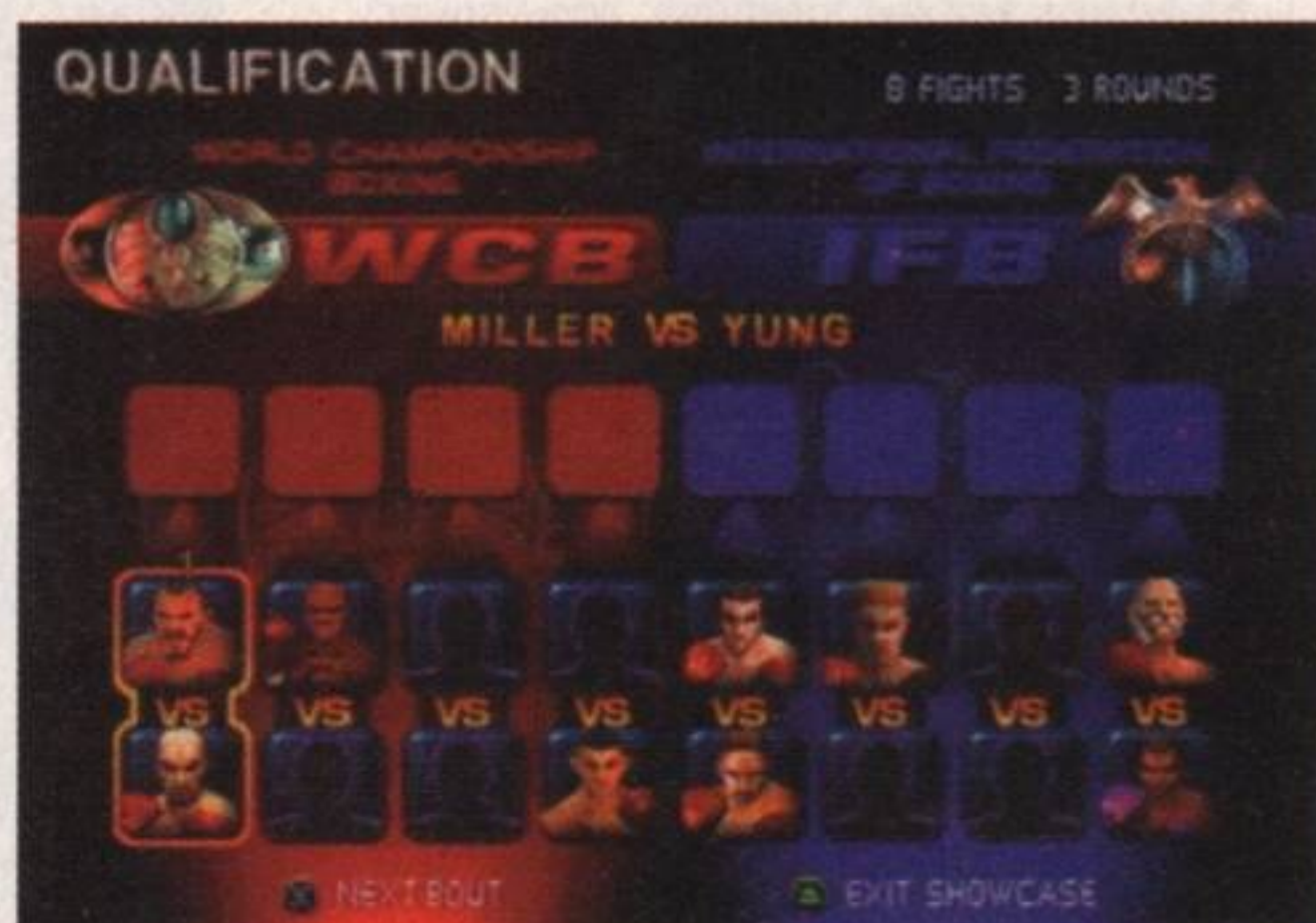


↑ uppers

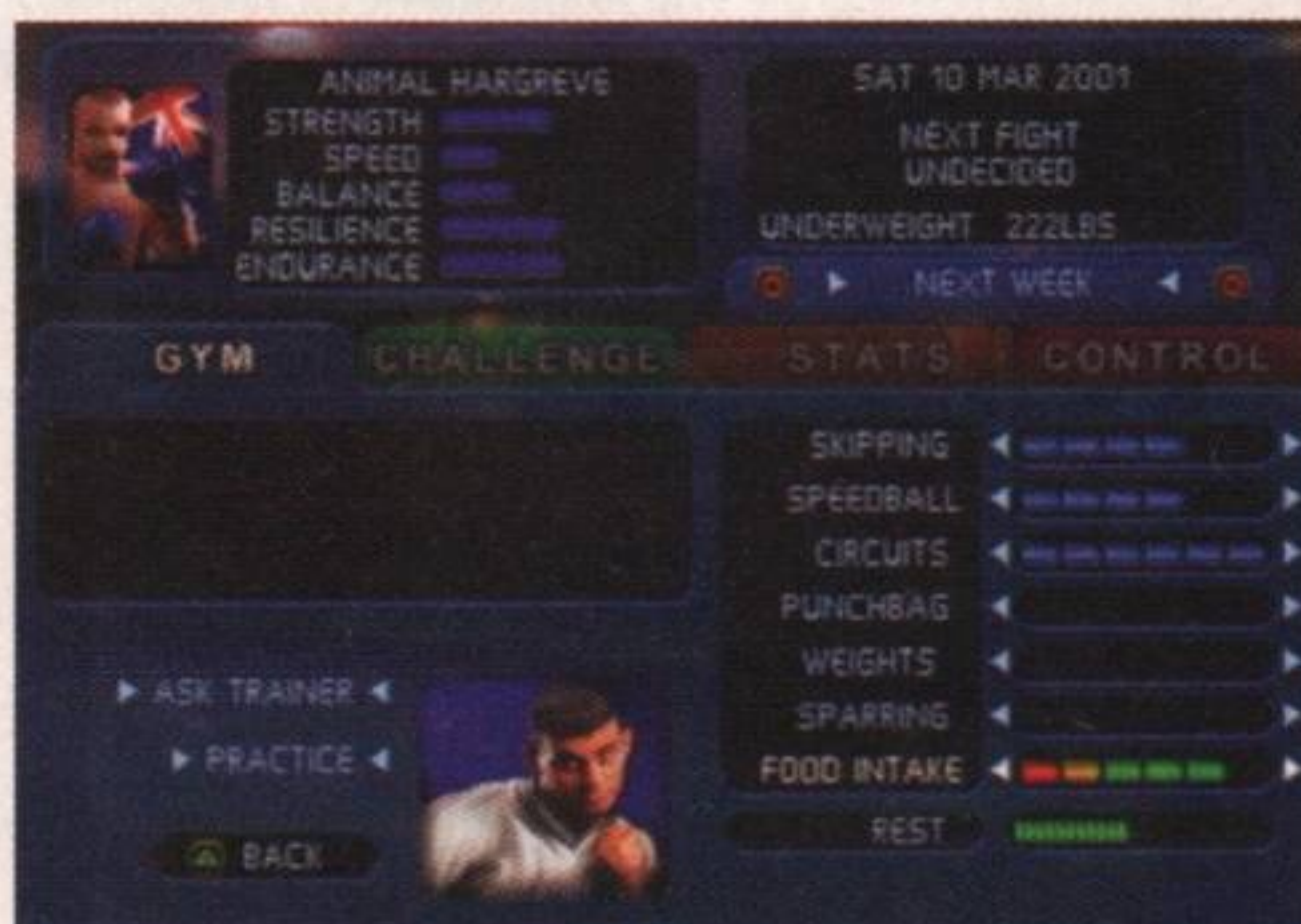
- Fruit punch**
- Realistic boxing.
- Very challenging.
- Tournament mode is good for laughs.

↓ downers

- Punch drunk**
- Tedious career mode.
- Not really fun.
- Dodgy visuals.



■ The tournament section is the best and allows up to eight players to take part in turn.



■ To be successful you have to manage training, diet and practice. Not exactly fun.

GAMEPLAY 4

Focused on being an accurate boxing sim, not, unfortunately, on being much fun to play.

PRESENTATION 5

Good fighting, but the cut-scenes are lacklustre and the career mode looks terrible.

VALUE 5

Very challenging. Prince Naseem will take ages to finish. But it'll be a test of your patience.

VERDICT 4

Far too worthy for its own good, *Prince Naseem Boxing* is too much simulation and not enough fun. Hardcore fans might want to take up the challenge, but no one else will want to bother.



where angels fear to tread...

where egos dare

the amazing DVD from robbie williams
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Where Egos Dare! It's a music video, it's a live concert, it's a DVD-ROM and it's so much more. With exclusive footage, music and video, funny bits and interactive live songs from Robbie's Slane Castle concert, Where Egos Dare, dares to go where other music DVDs fear to tread. Contains multi-camera angle footage and 5.1 surround sound audio.

CHRYSALIS



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Two left feet?

Don't worry, he's got four!



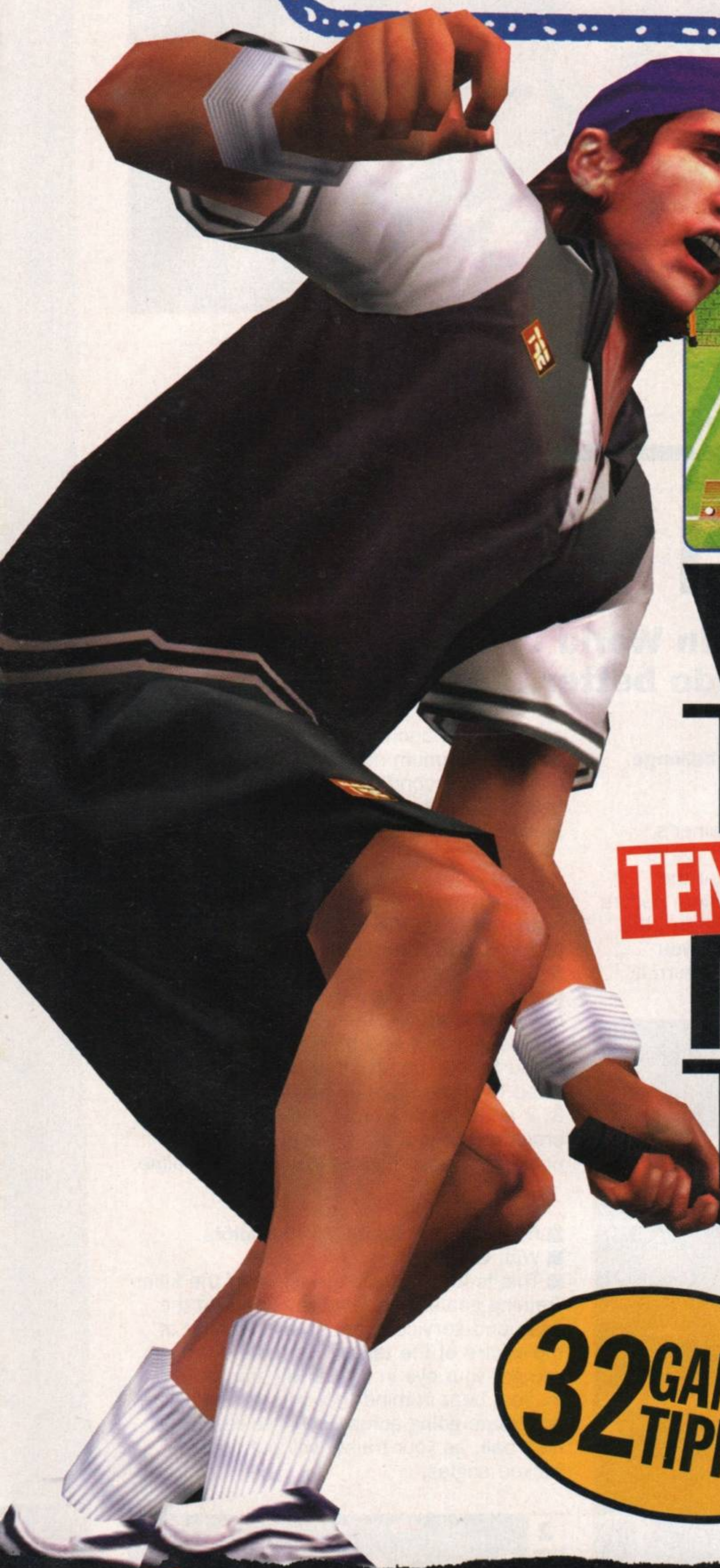
Take to the dance mat in the Jungle Book Groove Party and strut your stuff against the niftiest movers around. Get down to the original soundtrack. You can take on your friends or your favourite Jungle Book characters. Either way you'll get to hang out with some real party animals.

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Making you a better gamer

CRACKED!



VIRTUA TENNIS TENNIS MASTERCLASS! MARIO TENNIS

**32 GAMES
TIPPED**

CONTENTS

PlayStation

- Grind Session
- Front Mission 3
- Nightmare Creatures 2
- Red Asphalt
- Spider-Man
- Tenchu 2
- Tony Hawk's Pro Skater 2



Dreamcast

- Ecco The Dolphin
- Rayman 2: The Great Escape
- San Francisco Rush 2049

Nintendo 64

- Harvest Moon 64
- Mario Tennis
- NFL Quarterback Club 2001
- Perfect Dark
- Turok 3



PC

- Age Of Empires 2
- Deer Avenger 2
- Deus Ex
- Heavy Metal FAKK 2
- Midtown Madness
- Motocross Madness 2
- The Sims: Livin' It Up
- Vampire: The Masquerade

Game Boy

- Blaster Master
- Dragon Warrior Monsters
- Driver
- Turok 3
- Wacky Races

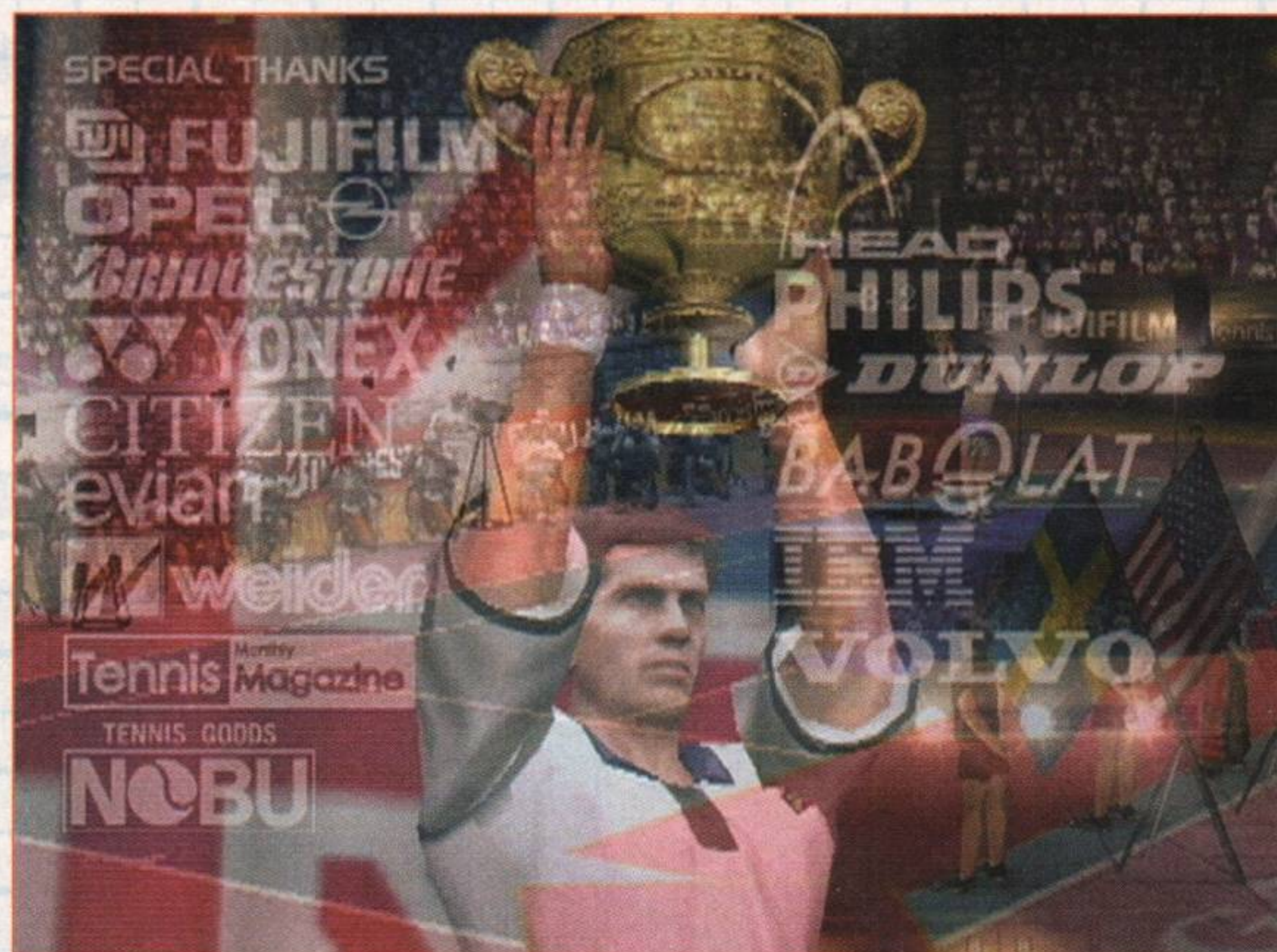
PLUS

TONY HAWK'S 2 SPIDER-MAN

Both games solved in our extra pull-out section - page 59!

CRACKED!

EXTRA



HOW TO... become a racquet god in...



VIRTUA TENNIS

Beaten all the level 3 training challenges in World Circuit? Good for you, but to be king of the court you'll have to do better... a lot better.

■ Now you may well have thought you had beaten everything the game had to offer but locked away in the darkest corners of World Circuit are some of the most evil challenges ever created by games developers. For your troubles, you'll be able to unlock those remaining eight elusive kits that you might have noticed on your ranking screen. Follow our fully-comprehensive guide and you can strut your stuff around the court in some new trendy threads.

1. Return Ace

■ Requirement: **Complete the challenge with only two balls.**

■ Win: **Outfit 21**

■ A lot here depends on your trainer's serves. If he maxes the first two you're almost certainly not going to clear the boxes. Ideally, you want two medium pacers across your returning arm. That given, the key is winding up a power shot as you return. When hitting your power, return it

across court and low over the net to take out the maximum number of boxes, ideally hitting the second box in on the first row. Stay well back and outside of the tram lines so you can take the ball late.

2. Big Wall

■ Requirement: **Complete with 5 seconds or more left on the clock.**

■ Win: **Outfit 22**

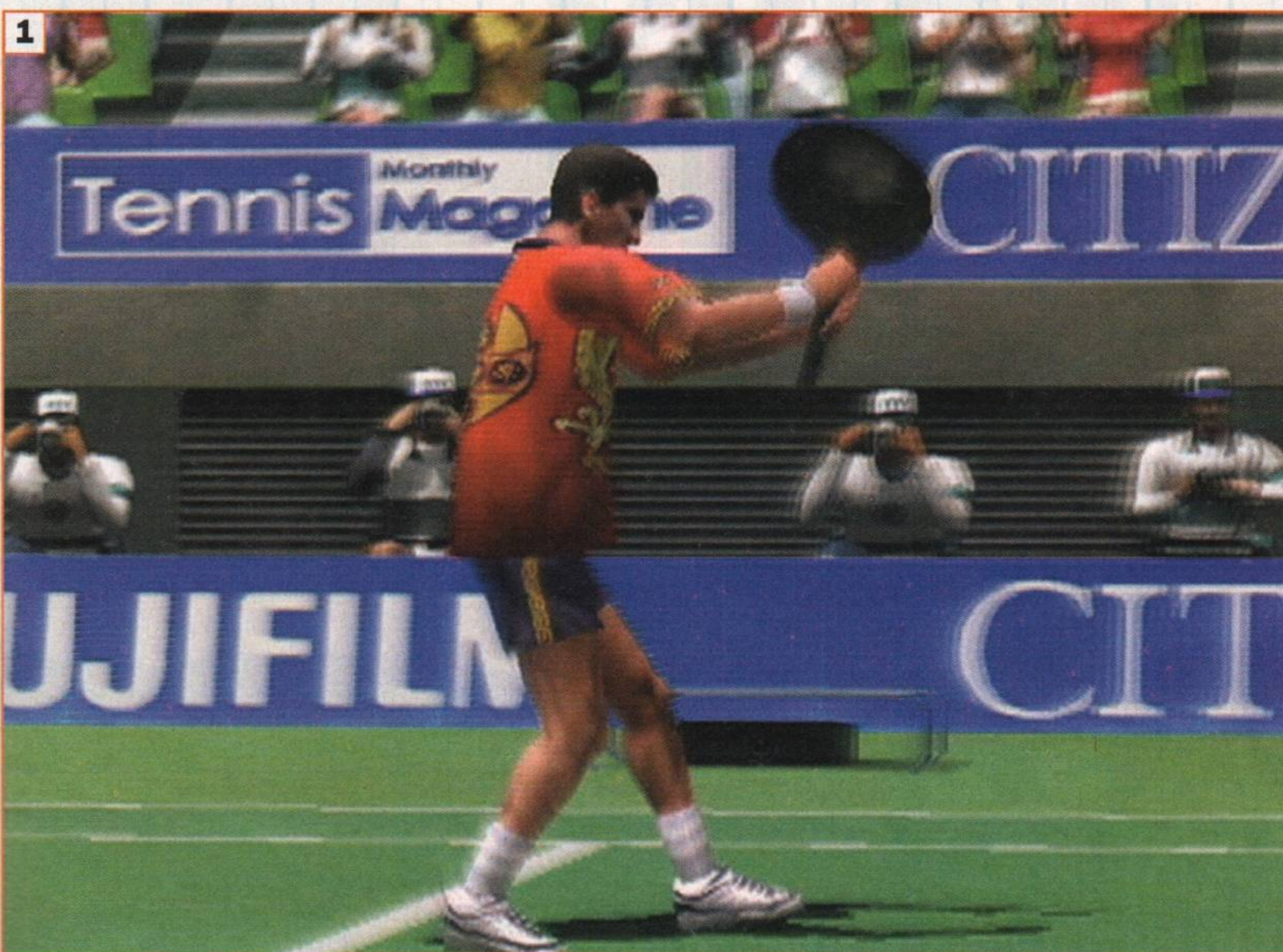
■ Difficult but not impossible. Use this technique if playing with a right-hander, reverse for left-handers. Serve to hit number 9 panel and then hard right on the D-pad for number 10. The ball comes back a tad hard here, so lob for 3, then take out 8, 7 and 6 in that order. Next lob for 1 and progress along the top row using lobs, positioning yourself just inside the baseline.

3. Bull's Eye

■ Requirement: **Score 7000+ points.**

■ Win: **Outfit 23**

■ This is just about the easiest of the killer Training goals. Keep midway between the base and service lines, always lobbing at the centre of the target. Be patient – once you get your eye in, 500s will start rolling in. Just bear in mind that you should always anticipate going across court to reach the next ball, as your trainer will cut some wicked angles.





4. Cannon Ball

Requirement: **Complete with 15 seconds or more left on the clock.**

Win: **Outfit 24**

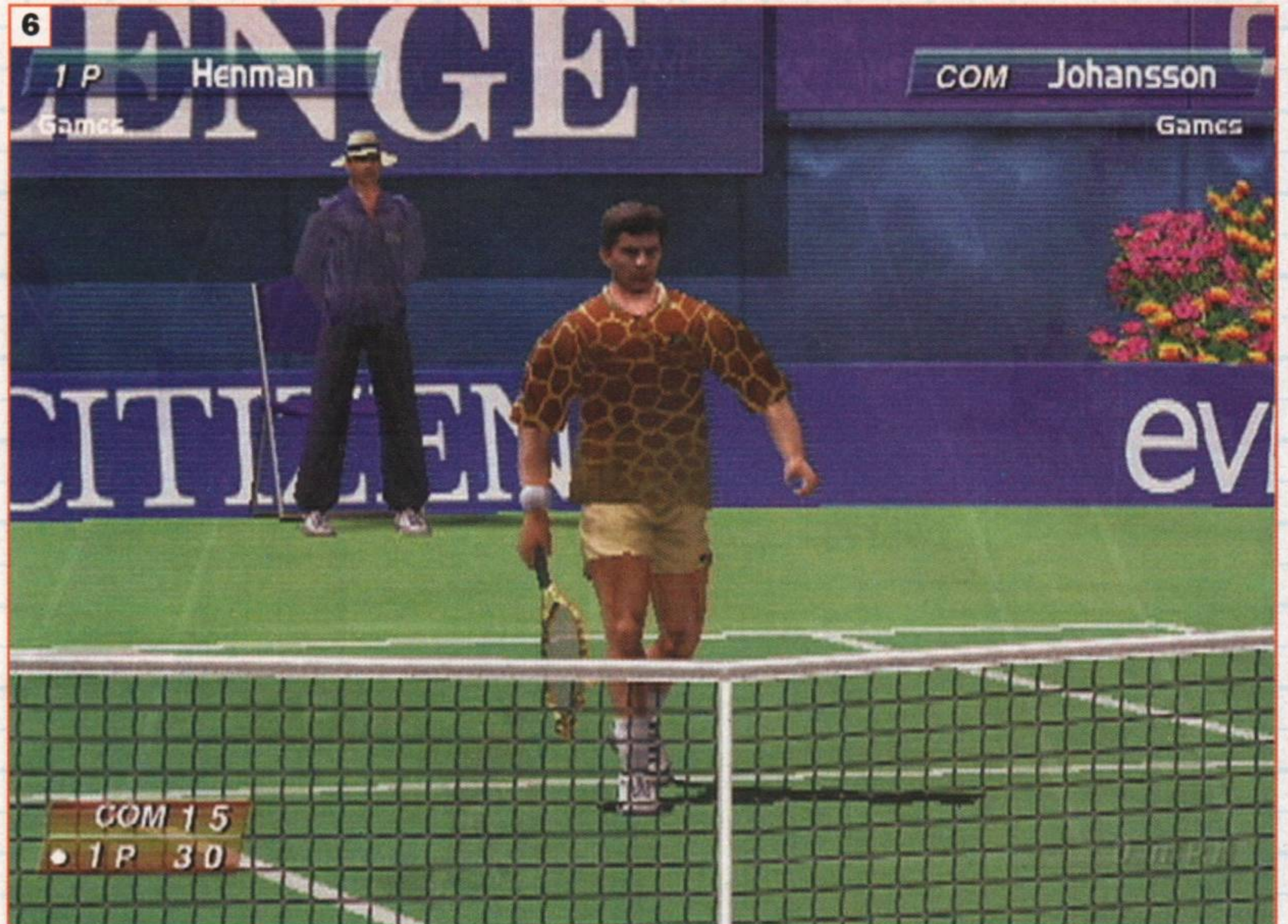
In many ways the most hair-tearing training challenge but probably the easiest to fluke. Hitting the cannon machines isn't a problem, avoiding the red balls is. Skip around the red balls as much as you can, even letting the odd yellow ball go if you think you're going to collide with a red one. Stay around the baseline as hugging the net doesn't give you enough time and room.

5. Smash Box

Requirement: **Complete with 10 seconds or more left on the clock.**

Win: **Outfit 25**

Unless you can accurately aim your smashes, you haven't got a chance. If you can, then you will need to position yourself under the ball at the right angle to enable you to nail the intended boxes. It's usually better to tap the D-pad just as you smash rather than keeping it pressed, the exception being if you're aiming at something to your extreme left or right. You'll need a fair wedge of luck though.



6. Drum Shooter

Requirement: **Complete with 10 seconds or more left on the clock.**

Win: **Outfit 26**

Stay on the baseline and use two short-angled shots (down and back on the D-pad) to nail drums 1 and 8. From there move in one step and use normal to long shots for the middle drums and shortened shots for the side drums. If possible, nail the inner drums consecutively by numbers. It's quicker and you won't need to keep looking 'up' to see which drums are left.

7. Pin Crasher

Requirement: **Every shot has to be a strike with this one.**

Win: **Outfit 27**

Although daunting and incredibly annoying, this is one of the more straightforward challenges. It's crucial to know exactly the direction that your straight serve takes. For this reason, it's best to



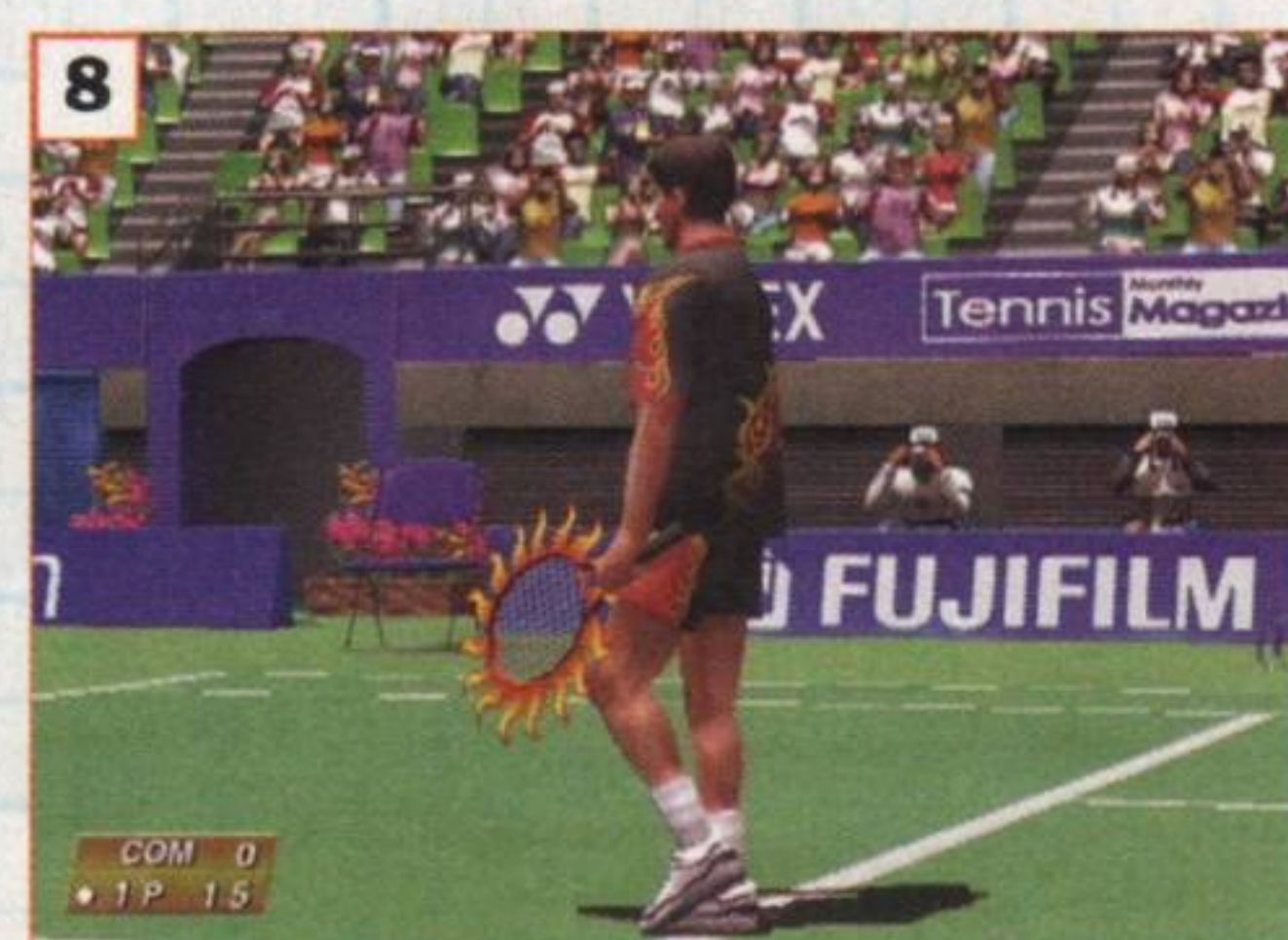
stay in one serving position all the time. So, first get to grips with that and then you can judge accurately how much of a tap the D-pad needs. Always aim for the centre pin and try to max the serve. While maxing the serve isn't vital on the perfectly angled serve, it tends to get more strikes when you're slightly off.

8. Giant Ball

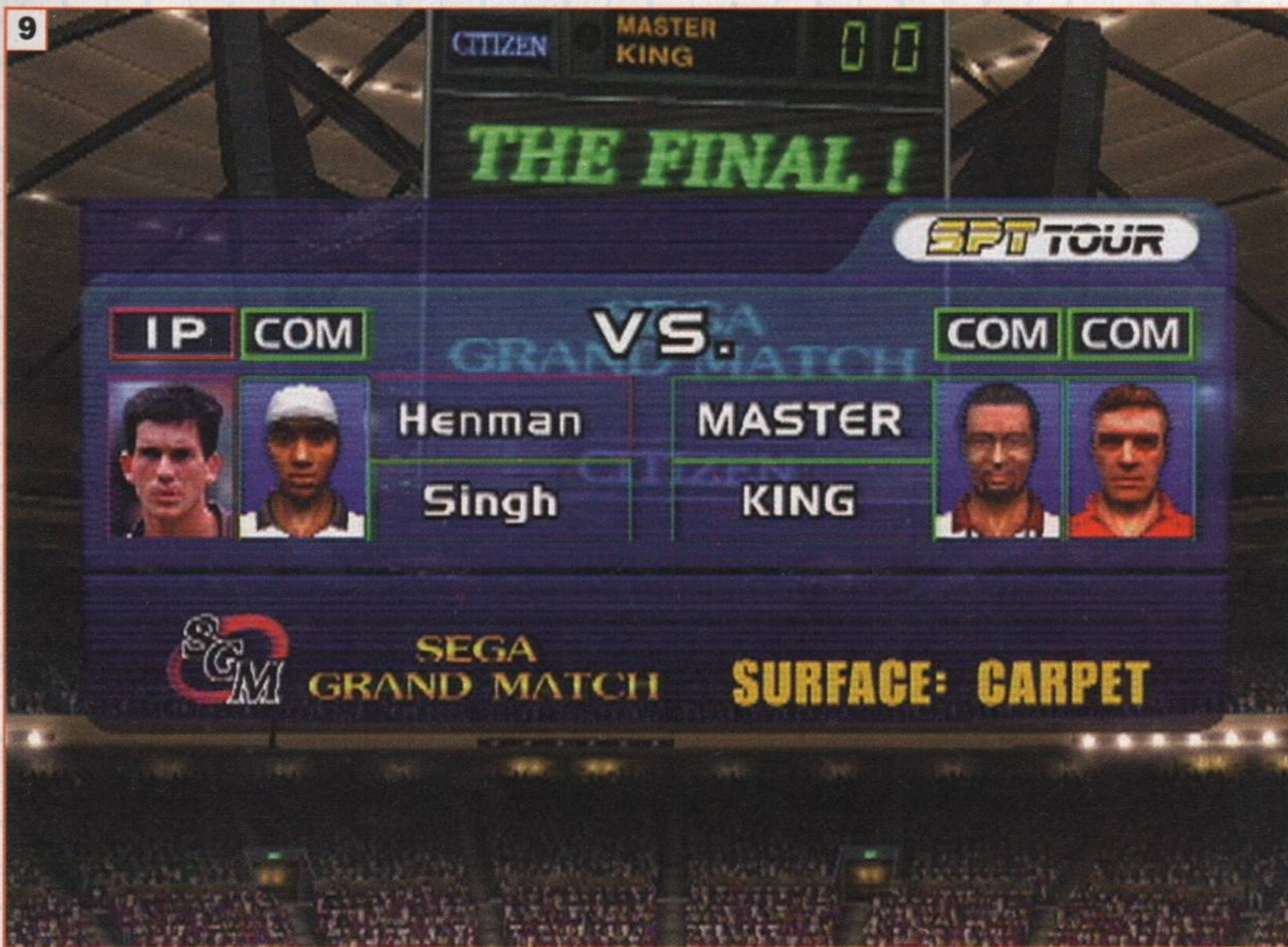
Requirement: **Complete with 10 seconds or more left on the clock.**

Win: **Outfit 28**

This is a complete nightmare, but the secret is making sure that the first shot is hard enough to strike ball '1' and knock out the red '3' balls on the end. If the remaining balls are still some distance from the net, move up to the net and use quick returns to knock them out of court. If the remaining balls are lodged on the sides of the court, stay back and play power shots but you'll have to be very lucky to beat the challenge in time.



VIRTUA TENNIS continued...



9. Beating King and Master in doubles

There's more than one way to skin a cat, but we found these tactics the most reliable way to beat the devastating duo you'll face when you've completed all the matches and training in World Circuit. First, make sure you purchase Singh as your partner, he's by far the best on hand. Some players may not like assigning Singh to specific areas of the court, but if you don't, he tends to end up all over the place, even running in front of you. By assigning him, you can read his game easier, know exactly what's required of your own player and rarely will you both dive for the same ball (in effect, point over). After playing for a while you should rarely/never lose your serve if you follow

our advice but breaking their serve is far from easy. Rallies will be commonplace and your goal is to peg the opponent opposite your baseline player in his corner (pulling him wide, if possible) so your guy on the net can intercept and nail the space between your two opponents – what we call the split shot. It's not easy, but if you beat the terrible twins you'll get to play with King in all modes except World Circuit.

10. Serving from the bottom of the screen

Set Singh on 'netplay' (using R) and always serve to the corners at the most acute angle possible. As soon as possible pin/keep the player facing Singh in the corner of the court and keep pummeling



away. With Singh on netplay, he'll make lots of interceptions and if there's a big enough gap between King and Master, he'll nail the point with a split shot.

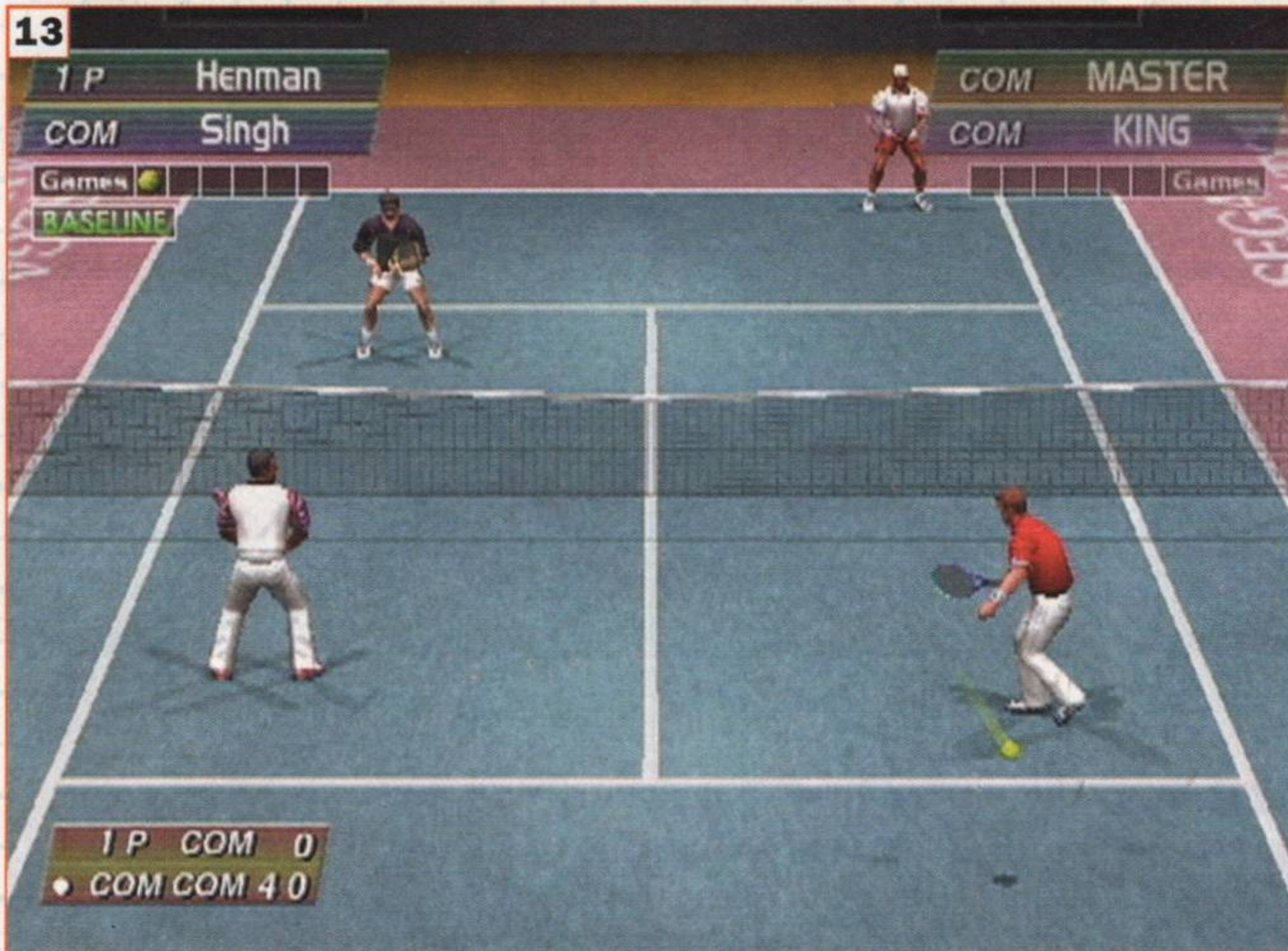
11. Receiving from the bottom of the screen

It's not crucial, but it's easier if Singh's assigned to the net while you play the baseline. Both King and Master have awesome serves and the likelihood of hitting a winner off the serve is nil. If you try to go down the line from the serve, the non-serving partner will slice your team in half. Therefore, the best strategy is to return the ball to the server, attempting to keep the ball low and hard. Unless you anticipate the serve's destination, you'll end up diving and popping up the ball ready to be smashed. The best way to read the serve is to look at the server's racquet, not at the ball flying over the net, and responding instinctively as soon as you realise where he's putting the ball. It's more important to move your feet and place the ball well (avoiding suicide dives) rather than worrying about blistering returns. Once the ball's in play proper, keep the player opposite your baseline player in a corner to create room for a split shot.

12. Singh serving from the top of the screen

Set Singh on the baseline; you play at the net. Adjust your starting position so you're standing just on the inner tramline. If Singh serves into the corners, the computer will always go for a shot down the line. Simply step in and angle it between the two opponents. As long as Singh serves to the corners you'll bag plenty of points with split shots. However, if he serves down the middle, life's much harder. Whatever you do, don't just dive in and leave your back exposed, they'll pass you every time. Make sure you don't stand too close to the net or you'll be lobbed and you're also more vulnerable to the split shot. Be patient, trying to keep the player opposite Singh on the back foot and pegged in the corner. Eventually he's going to go across court and if he's deep enough in his own corner, a split-shot should win the point.





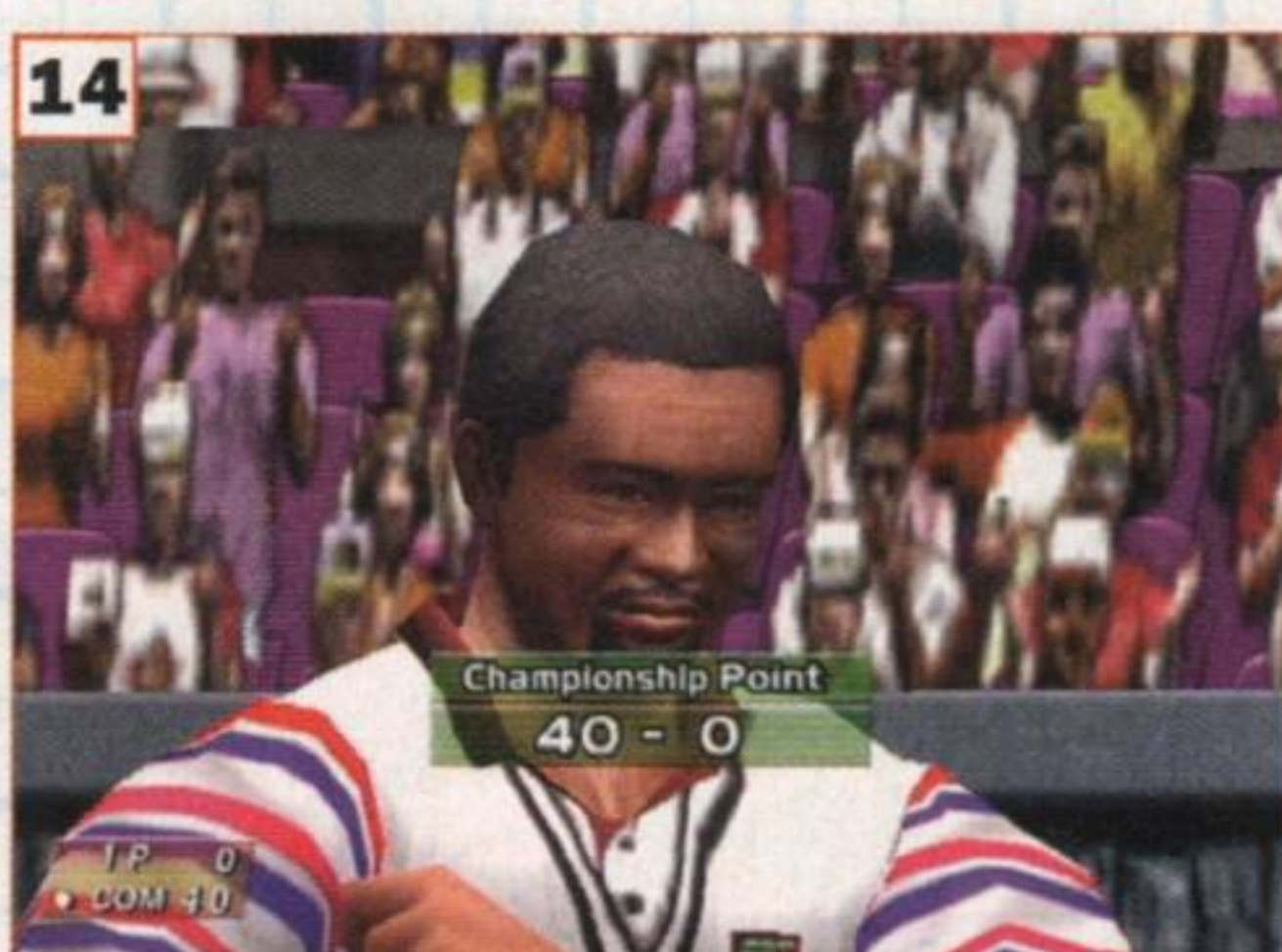
13. Receiving from the top of the screen

For some reason this is always the hardest scenario to win. It works best to stick Singh on the baseline while you try to steal in at the net. Again, return serve to the server and pile on the pressure by forcing him back into his corner. However, it's hard to keep him there from this side of the court and you'll probably end up exchanging blows at the net. Singh will keep rifling shots at the opponents on the net and when one of the opponents is sucked in really close to the net that's your chance to step in quick as they return. They'll be too close to respond to your shot and you'll nick the point.

14. Beating Master in singles

To meet Master you have to win all the single tournaments in Arcade mode (normal, difficulty and above) without continuing and then he'll challenge you. Surprisingly, Master isn't as consistently difficult as King. If he's on form you'll be lucky to get a point and he'll ace you all over the place. When not on form he's not that difficult.


14.1 Reading the serve early is vital as Master can fire them down with blistering pace (see 'Receiving from the bottom of the screen'). He also has an additional trick up his serving sleeve - the 'dink' shot. This is when he does a cheesy underarm serve that lands just over the net. However, it's not difficult to spot as it has a distinctive animation prior to delivery. As soon as you see he's going to perform the 'dinker',

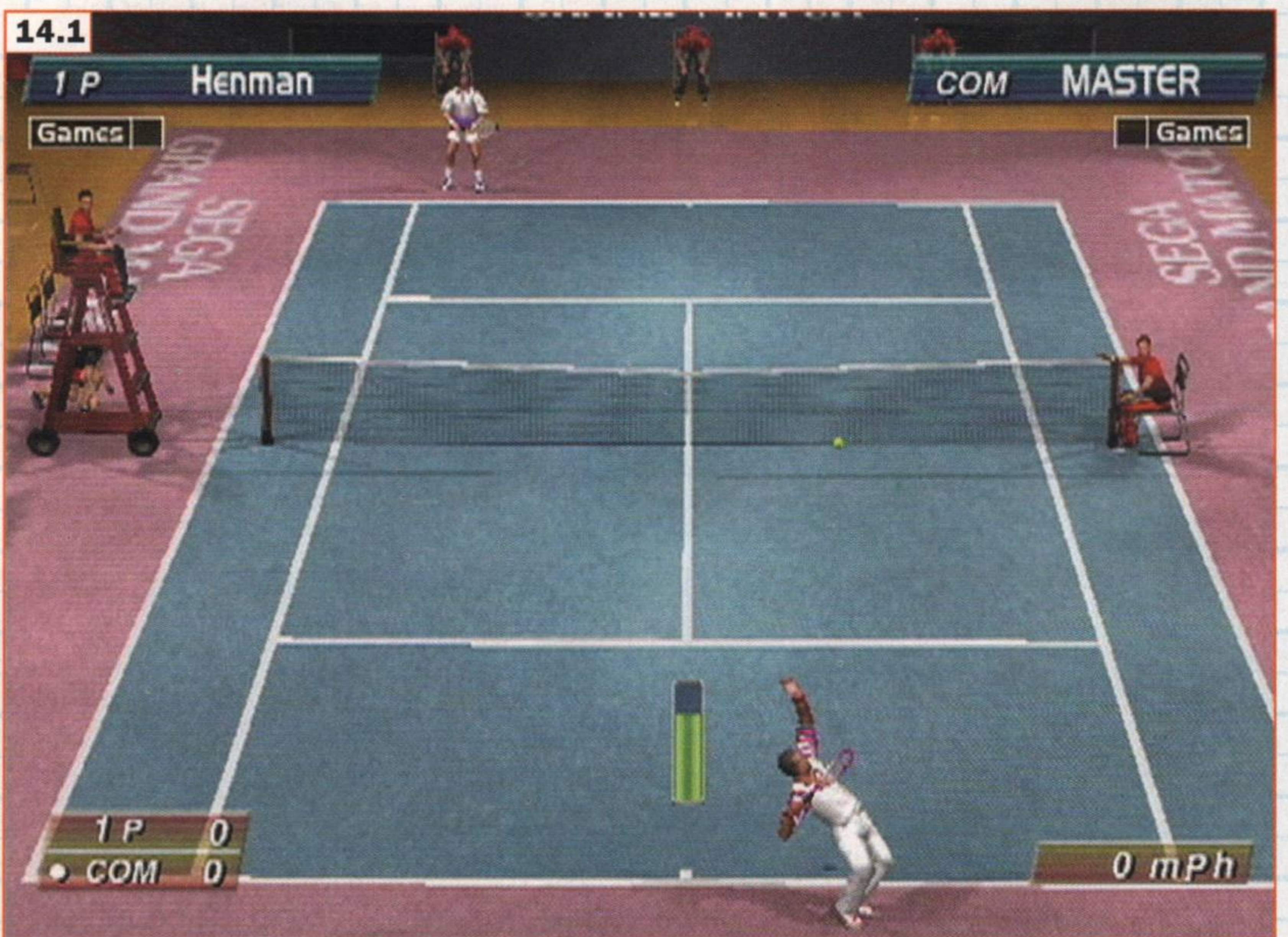


scamper for the net and return a soft shot (down on the D-pad and lightly tap A). This gives you time to recover your position and prepare for the next shot.

14.2 His in-play game features every shot going and he's particularly efficient at hitting the corners. In short, you have to gain the upper hand from your return. If the serve pulls you wide, return as deep down the line as possible. Even if you can't get much power on the shot, it'll stop him in his tracks and will give you the upper-hand more often than not. If he rifles one down the middle you just have to do your best to return it to the side of the court he's not occupying. A lob shot is also useful but it has to be spot on or it'll be smash fodder.



14.3 On your own serve, keep aiming for the corners and pulling Master wide. Don't even think about going straight down the middle of the court, as he'll have you for breakfast. Once you've pulled him wide, keep hammering the ball into the same corner, gradually working your way closer to the net. As soon as you're on top of the net, hit a winning shot into the opposite side of the court to Master. When you eventually beat Master, he'll then become a selectable player. 





HOW TO... make No.1 court your own in...



MARIO TENNIS

Easy to pick up, difficult to master, VideoGamer provides the essentials to make you a Wimbledon legend in your living room.

RACKET TYPES

■ *Mario Tennis* provides plenty of character types to suit your favoured style of play. It's vital you utilise your character's best trait or you'll be routed by a master player before you can say strawberries and cream.

1. All-rounders

- **Characters:** Mario, Luigi, DK Jr.
- **Description:** A typical beginners choice. They don't excel in any areas but neither do they have major flaws.
- **Aces:** Reasonable in all departments.
- **Double Faults:** Nothing to give you an edge.
- **Best of the bunch:** Donkey Kong Jr. He's not slow about the court, but lacks the anticipated punch his parentage suggests. That said, he's a tad more powerful than the rest of the bunch, and is just as mobile on his feet/hands.

2. Quicksters

- **Characters:** Baby Mario, Yoshi, Birdo
- **Description:** Very quick on his feet and pretty good at the angles too. Another good choice for the beginner.
- **Aces:** Grease lightning feet, fairly accurate.
- **Double Faults:** Generally lacking power and height.
- **Best of the bunch:** We'd go for Baby Mario. He seems to hit harder than the others and is excellent at whipping the ball

across court. Being so short, he's a bit of a liability at net play but probably the best baseline player in the game.

3. Powerhouses

- **Characters:** Bowser, DK, Wario
- **Description:** Typically, they're slow but very powerful. Don't even think of using them before you've mastered the power shot. Not for beginners.
- **Aces:** Incredibly fast-powered shots and good in the height department.
- **Double Faults:** So sloooooow, although Wario's not too bad.
- **Best of the bunch:** If you've completely mastered the power shot, Bowser is awesome and can intimidate even the best of players in the first few shots. However, he's by far the slowest in the game, so keep to the baseline.

4. Techies

- **Characters:** Peach, Daisy, Waluigi, Toad
- **Description:** Being technically good, their accuracy's the best in the game. They're another good choice for the beginner, as hitting a ball out of the court is very rare.

■ **Aces:** Accurate and they're great for hitting the angles.

■ **Double Faults:** The weakest players in the game.

■ **Best of the bunch:** Hmm, there isn't an obvious champion among this lot. Waluigi has incredible reach but he tends to slip about all over the place and feels a tad awkward. The rest of the bunch are pretty much on an even footing.

5. Tricksters

- **Characters:** Boo, Paratroopa, Shy Guy
- **Description:** Weird, in a word. They float about, pulling off the strangest of shots and they take a bit of mastering.
- **Aces:** Curved shots that catch the opposition napping and they're pretty quick around the court too.
- **Double Faults:** Difficult to master and quite inaccurate.
- **Best of the bunch:** Boo gets our vote, but there's not a lot in it. His weird curved shots are easy to pull off but are difficult to keep inside the court. However, once you've got the measure right, you'll have the opposition running in circles.





BEATING THE REST

6. All-rounders

■ As the name suggests, these can play using the widest variety of tactics as they have no outstanding assets or weaknesses. This also means that as they don't have an edge, so you may have to dig deeper if playing a smart player with a specialist.

7. Quicksters

■ Being fast, you can scamper to all but the best shots. Whether you play at the net or on the baseline is one of personal preference, as they're efficient at both. Your lack of power isn't a major problem as you're fairly accurate, so you should be pounding those corners. However, coming to the net will become a problem if you play a predictable serve and volley game as the characters are short. So mix it up.

8. Powerhouses

■ Master the power shot and you'll devastate all but the class players. Just stay away from the net as you can't scamper around quick enough to recover a well-placed lob. Keep near the baseline, anticipate and quickly narrowing the

■ The most important thing to remember is the attributes that make the player you're using different. Playing with, rather than against, those attributes is the key to winning. Follow our handy advice for your character type to rack up those cups quick time.

angle of your opponents shot. Your biggest problem is the tricksters as they're almost impossible to anticipate consistently, so place the ball on the opposite side to their racket hand.

9. Techies

■ Even though they're accurate and the best players find corners time and again, they just don't have the necessary wallop to put the ball out of reach consistently. That said, they're reasonably quick so you can play all over the court and mix it up. Powerhouses can be a real problem. To make their life difficult, lop short balls just over the net. This not only runs them ragged but stops them using power shots.

10. Tricksters

■ Curve the ball all over the court. Once you've played a shot, keep the analogue stick pressed in the same direction and watch the opponent flap as the ball skews away. However, it's easy to put the ball out, so measure your shot. Your only real weakness is that you're very one-sided, so always be quick to get your racket 'hand' on the side of the return.



UNLOCKING THE SECRETS



■ *Mario Tennis* is bulging with extras just waiting for you to unlock. All the secrets are unlocked by beating the various cups, usually with specific characters. The following list tells you exactly what's required to unlock each and every one of those babies.

Shy Guy: Win the Star Cup Singles Tournament with any character.

DK Jr: Win the Star Cup Doubles Tournament with any character.

Mario and Luigi Court: Win Mushroom Cup Singles Tournament with Mario.

Mario and Luigi Castle Court: Win Star Cup Doubles and Singles Tournament with Mario.

Mario Brothers Court: Win all of the Tournament Cups in Doubles with Mario.

Yoshi and Baby Mario Court: Win Mushroom Cup Singles Tournament with Yoshi.

Birdo and Yoshi Court: Win Star Cup Doubles Tournament with Birdo.

Donkey Kong Court: Win Mushroom Cup Singles Tournament with DK.

Wario and Waluigi Court: Win all the Doubles Tournament Cups with Wario.

Piranha Plant Court: Get a perfect with any character on any court in Piranha Plant Challenge.

Special Cups: Win all the cups with every single character and you will open up the Special Cups which are much more difficult than the original cups. Hold **□** when you select your player to access these Special Cups. And away you go!



BLESS YOU.

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

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DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION	

CRACKED!

EXTRA

COMPLETE GUIDE TO...

TONY HAWK'S PRO SKATER 2

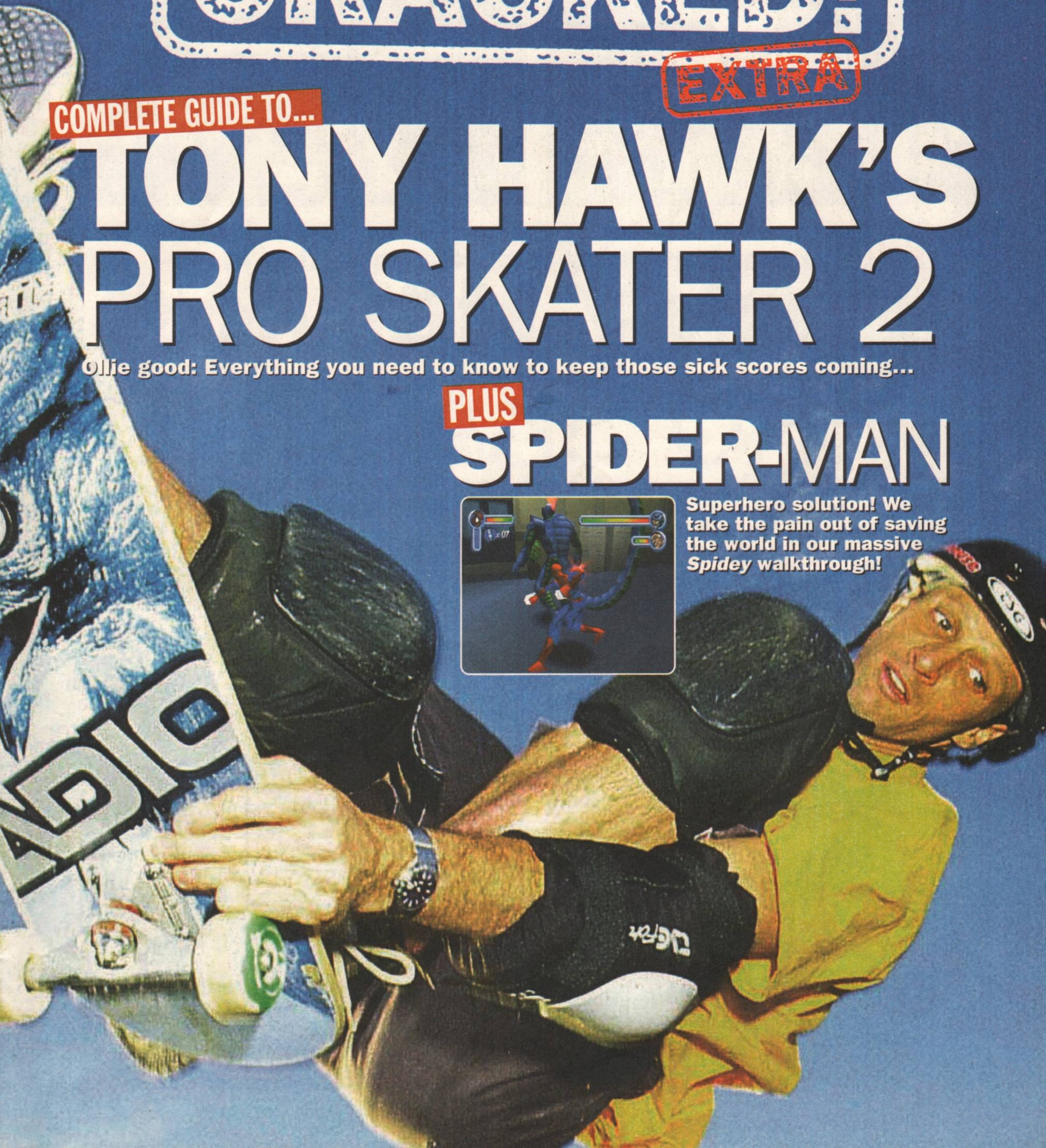
Ollie good: Everything you need to know to keep those sick scores coming...

PLUS

SPIDER-MAN



Superhero solution! We take the pain out of saving the world in our massive Spidey walkthrough!





HOW TO... prevent scabbing and nasty chaffing in...



TONY HAWK'S PRO SKATER 2

Freedom is the keyword in this boss skater. Freedom to fall down, freedom to land on your head and freedom to lie in a heap, blubbing, after failing to register that 'sick' score. Cry no more, help is at hand...

How to nail the halfpipes

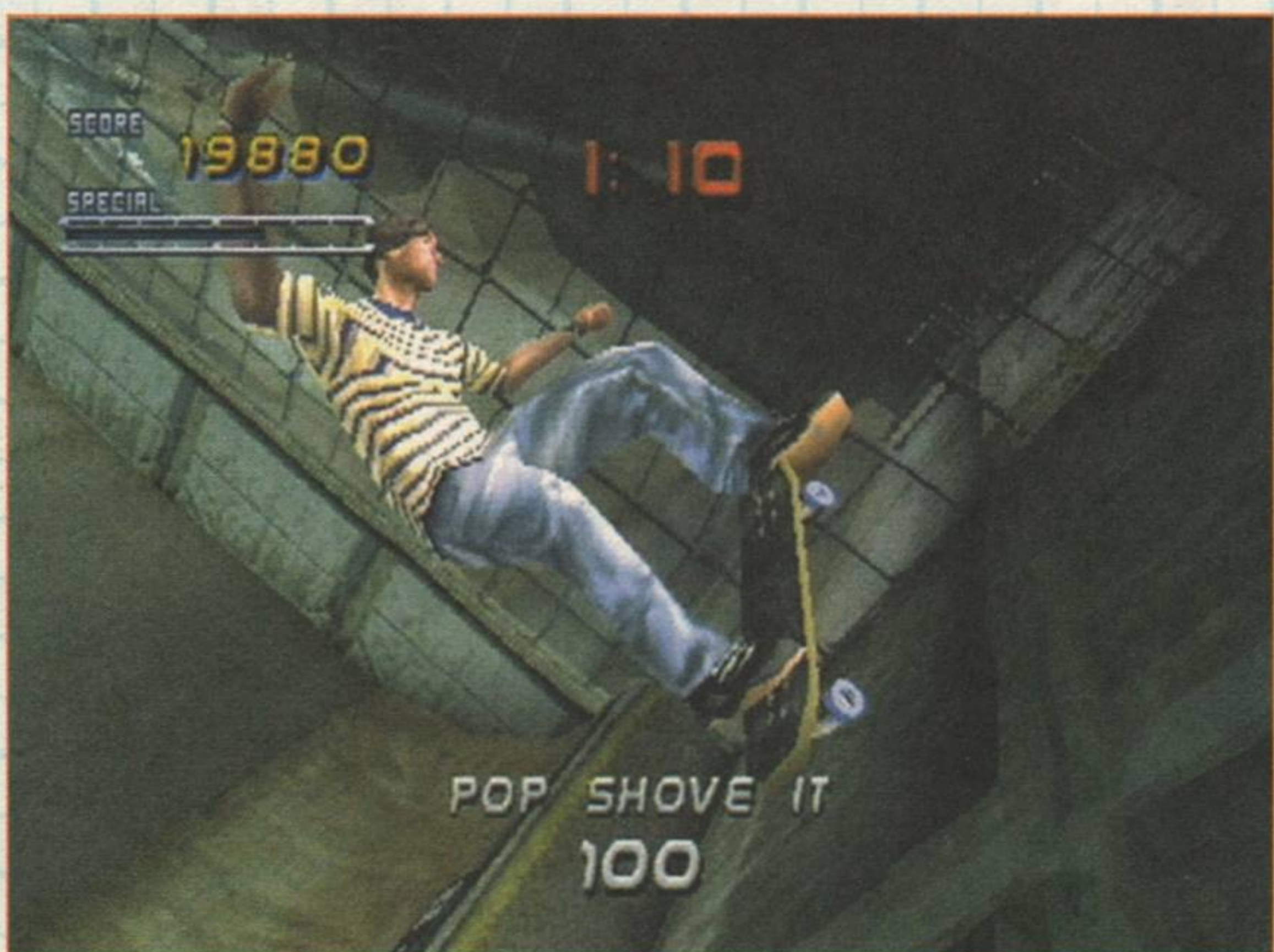
■ Your progression through the ranks is founded on your ability to exploit halfpipes, which are the most cost effective way of racking up huge scores. They're relatively tricky to fall off and minimise the distance you travel without achieving air.

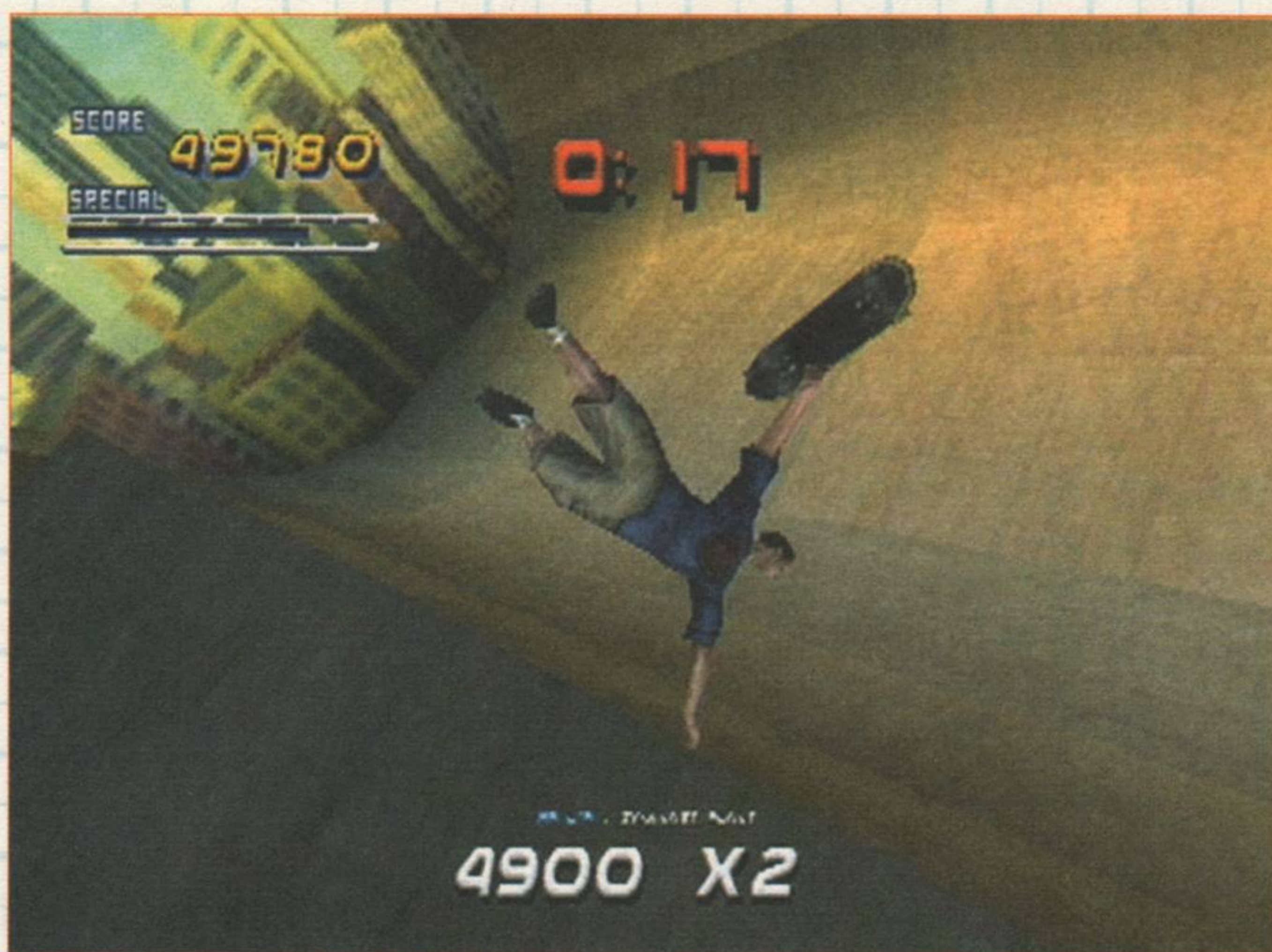
Even if you've built up an arsenal of fancy tricks it's easy to run out of new manoeuvres. Each time you repeat a move the score you receive will be reduced, which can make your points haul tail off

badly. Variety is the key – use combinations to get big scores and don't be afraid to chuck in the odd lip trick. Furthermore, you should try to jump at every opportunity to increase your air and maintain the pace of your run. Even if you can't pull a trick, the extra momentum you save up for your next clearance could allow you to squeeze out an extra 180 degrees. Remember, don't blow your best trick on the first air you achieve, do something totally unrelated and be sure not to repeat the tricks you are about to pull in your piece de resistance.

How to improve

■ Think of it this way. In *Tony Hawk's 2*, as with the first game, your score will go down if you simply repeat the same trick. This encourages you to vary your moves – and ensures you don't exploit a glitch in the gameplay by just pulling off the same half decent move again and again. So, even if you pull off a good move (and by good you're looking at anything over about 20,000 points) it means very little unless you continue to produce the goods.





Eliminate any awkward tricks to land, such as the really fuffy Judo grab, for example, by replacing them with new tricks, and then explore the range of your pad. If you rely on a couple of tricks you'll end up falling short on the later levels that require hauls of 200,000. Early on, get in the habit of familiarising yourself with as many tricks as you can.

Promise yourself you'll have tried a new trick every run you take, except when you are under competition conditions. There's nothing worse than looking for that last big trick to win a bonus, and finding yourself spinning wildly out of control and landing on your bonce because you've just closed your eyes and crossed your fingers. And there's a few things better than that feeling you get when you do pull it off...

How to spend wisely

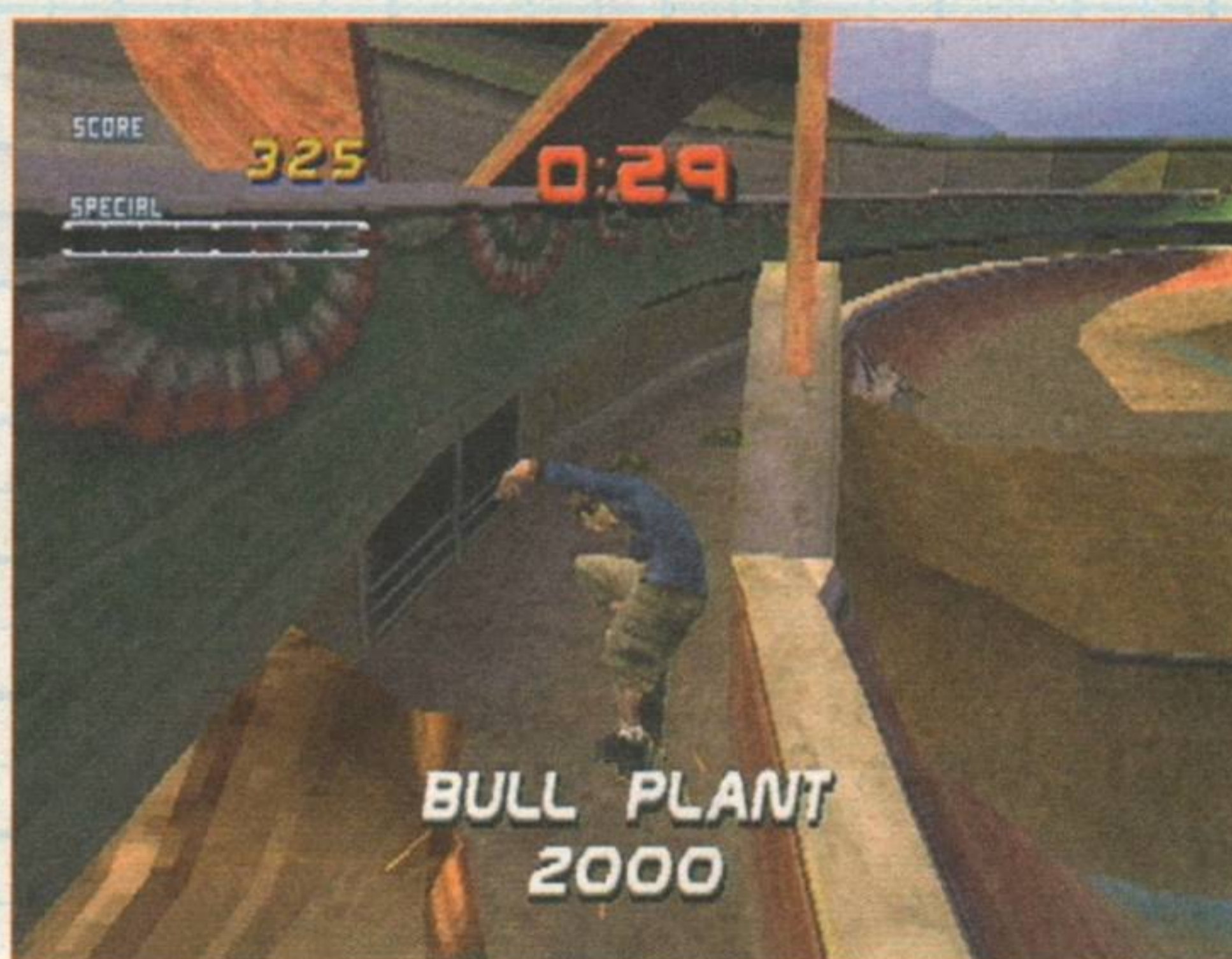
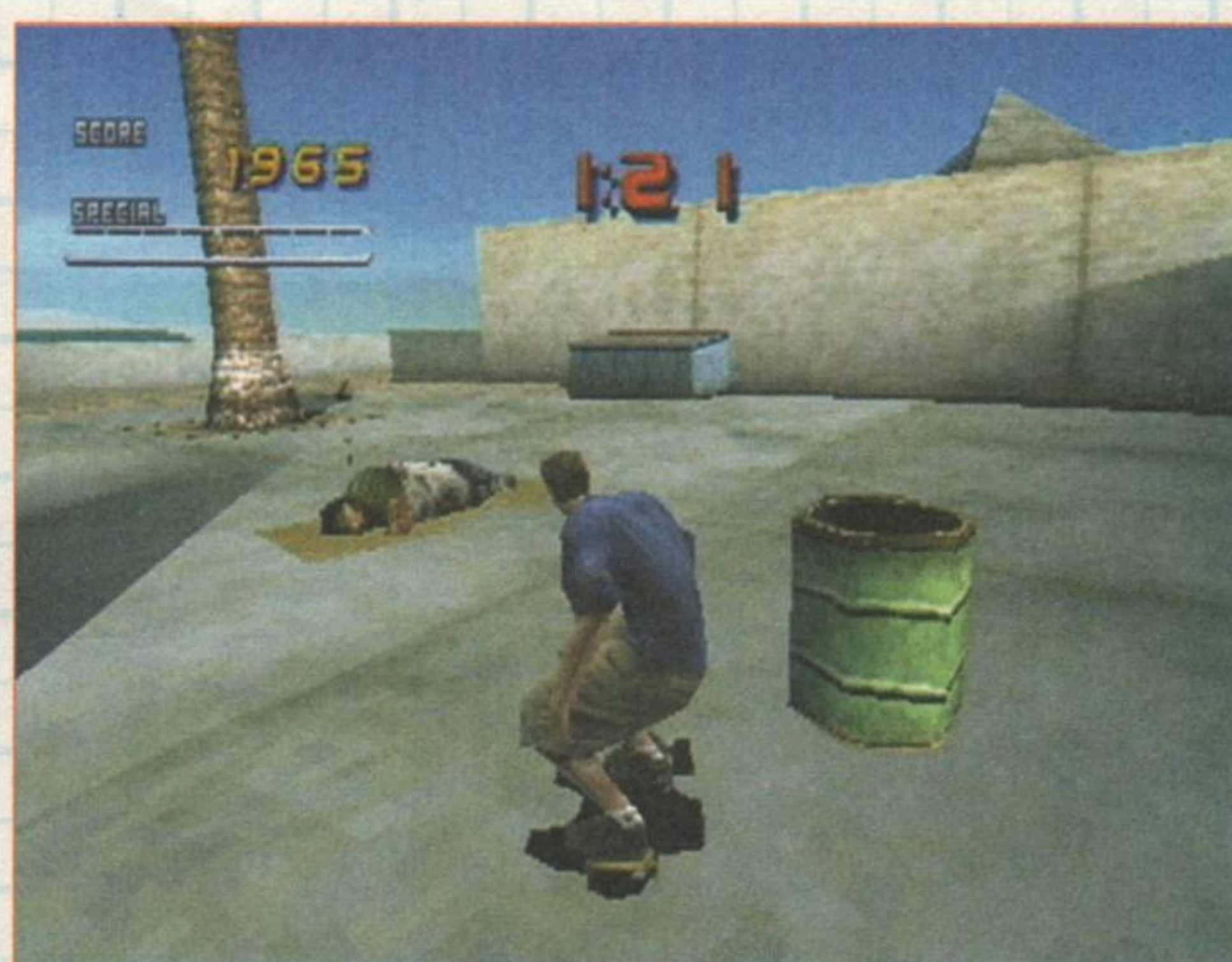
Stats

Each boarder is different, but we suggest starting with Tony, who is built for ramp trickery – the very stuff that will ensure progression in this point hungry game. The key stats are speed, air, hang time, spin and landing and they're the foundation on



which you can build a repertoire of tricks. Pump these up first and then examine your rail balance. Most gamers don't utilise the rails enough but, used properly, they can be almost as rewarding as air tricks. Look at your rail balance, and consider the direct correlation between hanging on to that pipe and your score.

Pep up your balance – it adds variety to your range of moves and breaks up lengthy periods of ramp manipulation. As you come to later levels you'll be required to use lip tricks, so build up your lip balance next, before beefing up other stats.



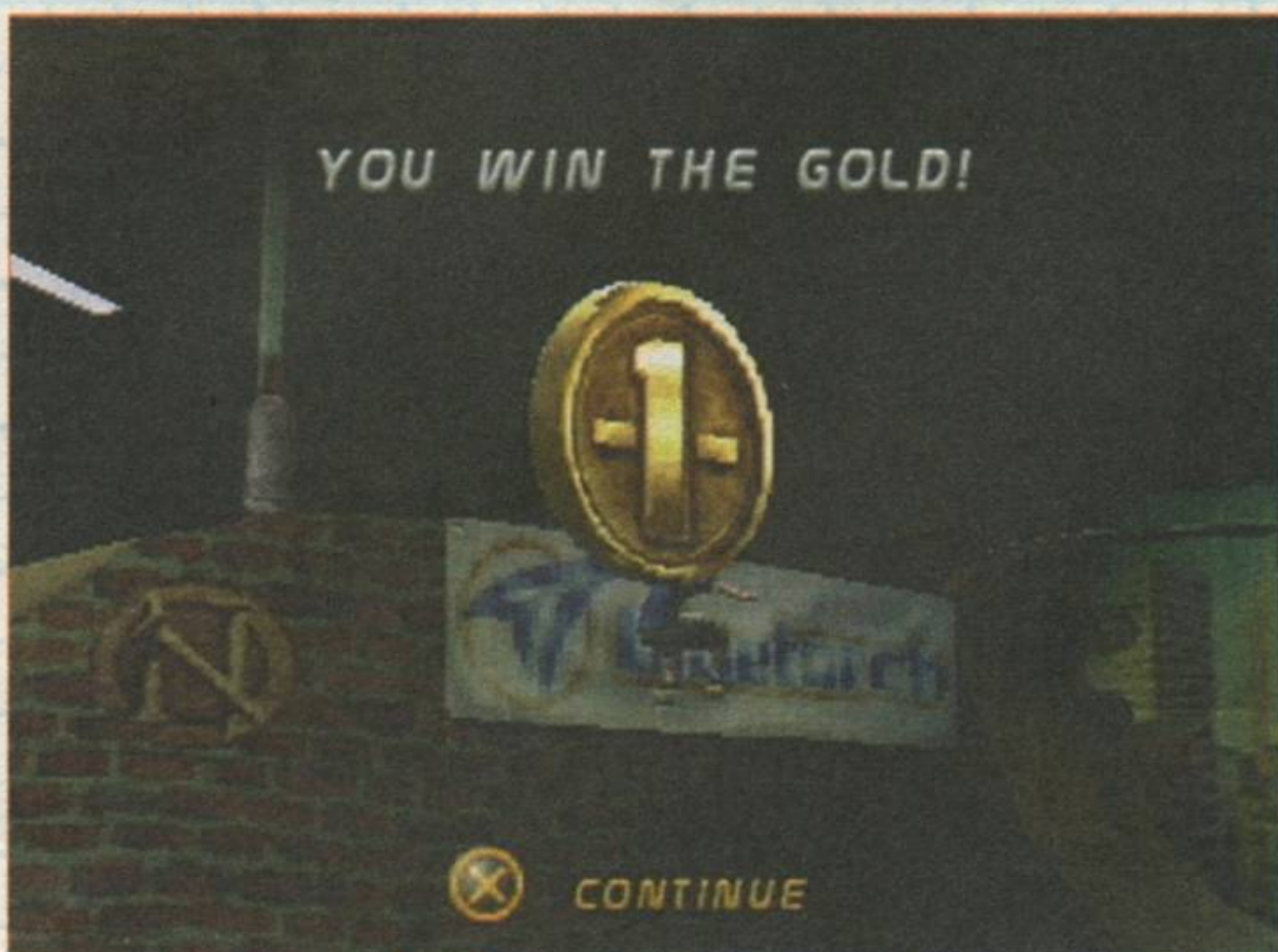
Boards

You won't believe it when you're a struggling boarder, but you'll soon find yourself with cash burning a hole in your pocket. When it gets to this stage, it's best to go the extra yard to get the best equipment around.

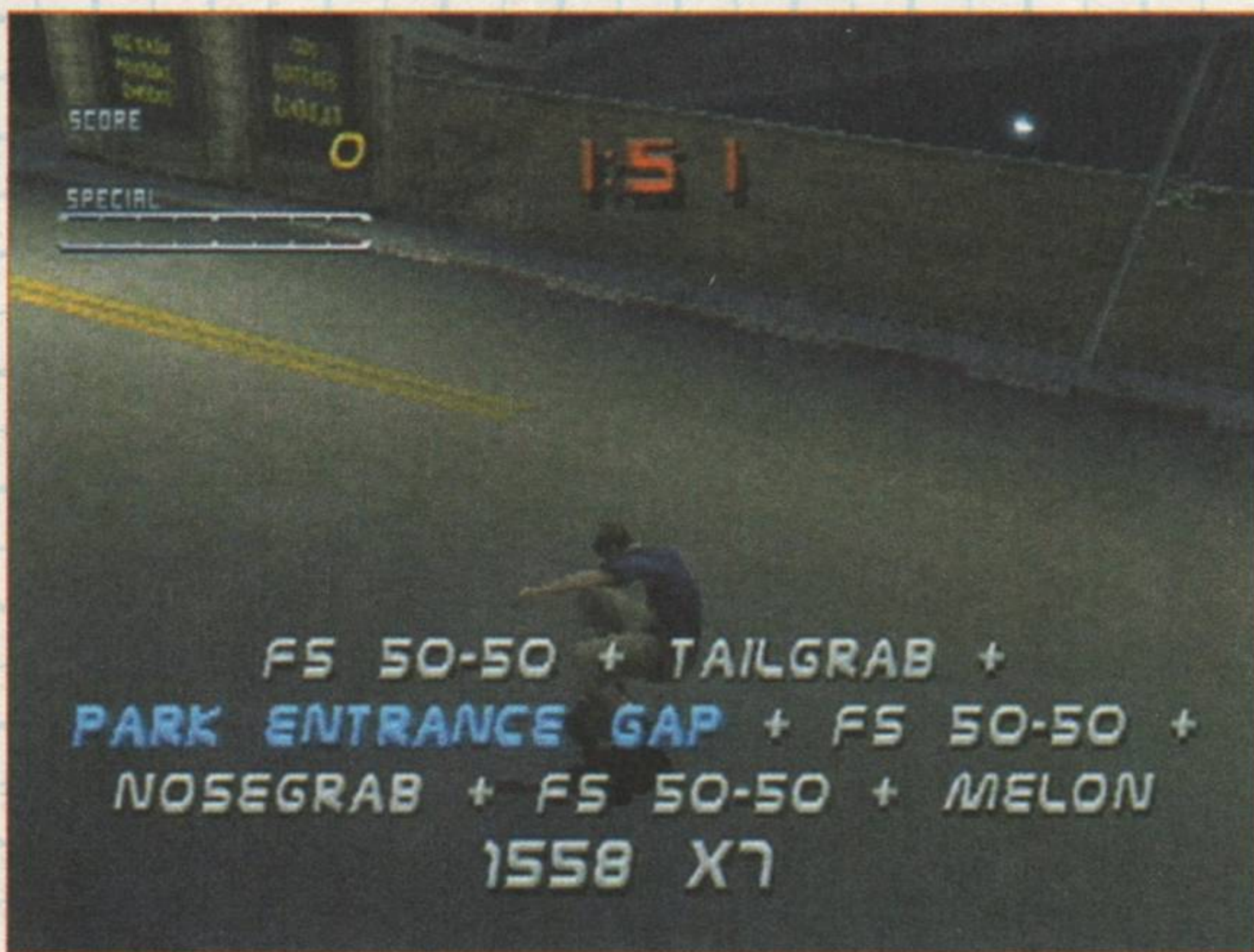
The boards themselves don't make a huge difference but some of the more expensive versions are very smooth, and provide palpably more air. Remember, though, there are no objectives that cannot be attained with the bog standard board, so better equipment is more of an added extra than a necessity.

Tricks

Only replace tricks with those that cost more – they result in higher scores. Another note of caution is to ensure you don't relate complex moves with easy combinations. You need to have a



TONY HAWK'S 2 continued...



simple armoury of moves, as well as a variety of more jazzy ones. Consider purchasing a combination flip for, say left and Square to provide a staple high-scoring move that can be exercised with a virtually seamless transition to a grab.

How to pump up your score

Air

There are loads of bonus areas on the courses as well as halfpipes to ensure you can register huge scores. A No Comply, achieved by pushing up as you near the head of a ramp, will automatically boost your score.

Always combine at least two moves. For example, combining a double tap of Up with Square twice will result in a Ollie North to Ollie North. Combine that with a grab, whilst you're spinning and you're really in the money!

Exploit the full range of the pad and your repertoire of moves to guarantee success. In order to achieve the highest scores combine flips and grabs alternately. For instance a Heelflip plus Nose Grab plus Ollie North plus Tail grab would net you a good score, and is actually quite easy to achieve on a large ramp.

Grabs

When you get a bit more advanced you'll need to master the art of grabbing. At first, it's fairly straightforward to just grab your board and spin to the left, ensuring you rack up points by rotating and clutching your board. A trickier skill to master, though, is multiple grabbing.

Start off performing a simple heelflip, and then repeat the same grab as you spin. Tap the button once, then press it again a split second later, but be sure to remain alert enough to pull your hand away

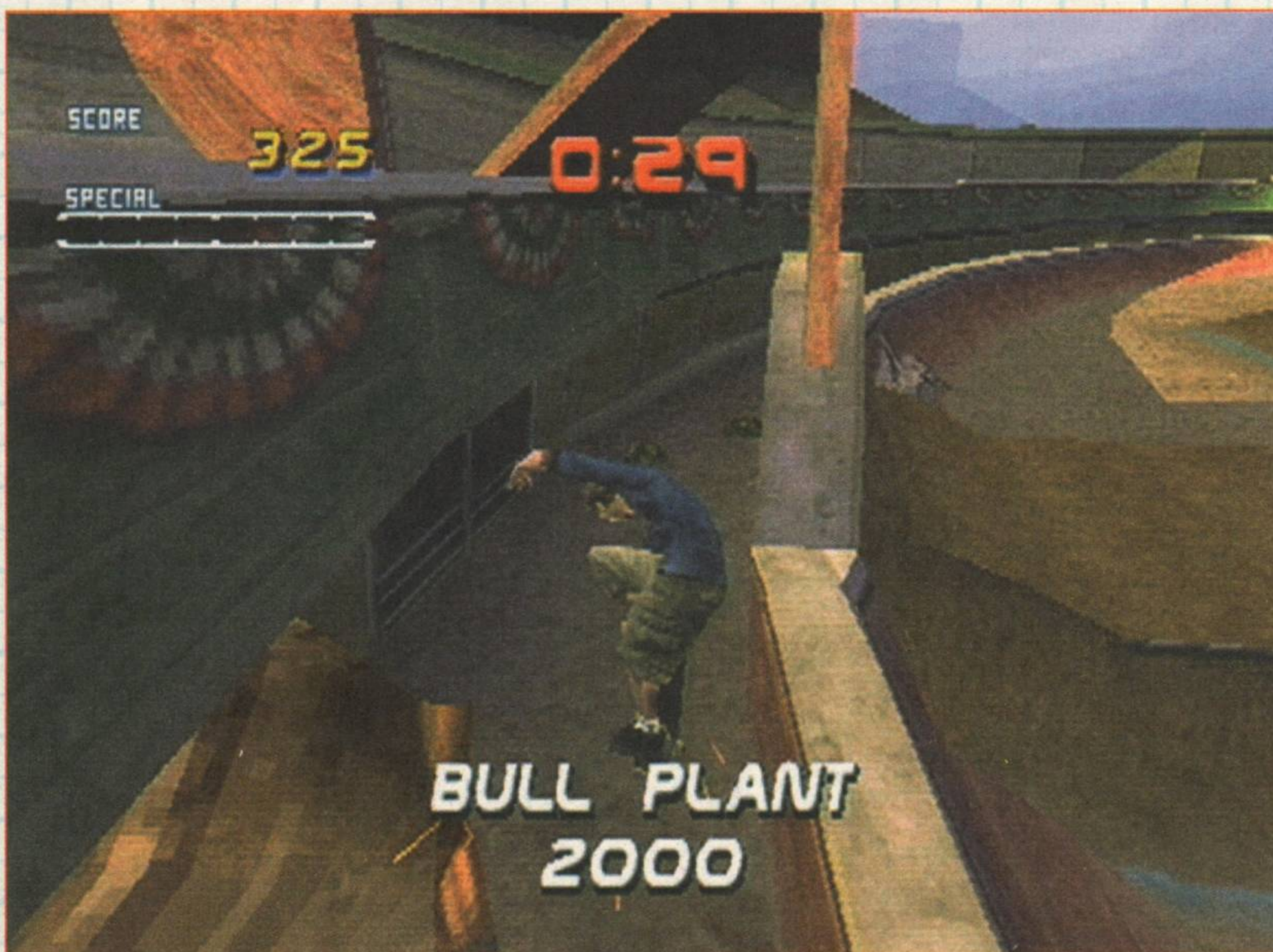
in order to land. Sound easy? Try it three times and then aim to combine two separate grabs alternately – it's very difficult, but almost as rewarding as combining flips.

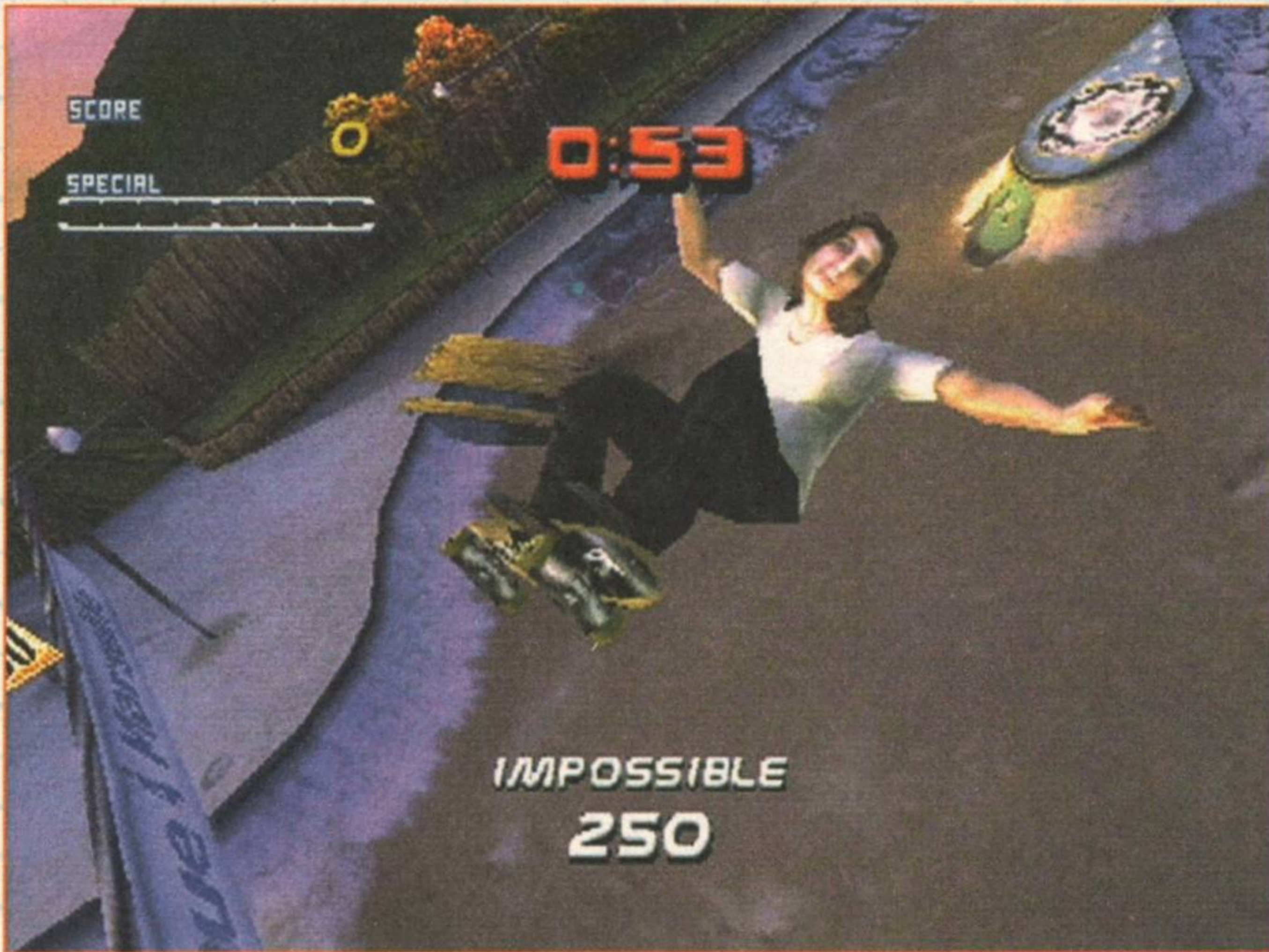
Another tip when grabbing is to use the Nose and Tail grabs – at first they may seem a little unfruitful, but if you learn to hold them for as long as possible, only releasing at the very last minute, you'll be pleasantly surprised.

Grinds

Even the very best *Tony Hawk's* players don't use these enough. Simply grinding a long wall may look impressive, and feel useful, but it's a total waste of a good point-scoring opportunity.

All the while you're grinding, hold X to build up a jump. When you jump, perform a simple grab before landing. If you're feeling lucky, try using the D-pad in conjunction with Triangle to land in a different grind. This move can be repeated for as long as you have rail to grind. If you don't get greedy, the points multiplier will result in a mind-blowing score.





Remember, some courses, such as School II, do not have a great range of ramps with which to conveniently and repeatedly score points, so learning to use grinds effectively is an essential skill.

Switch stance

■ As a matter of course, halfway through a run you should switch your stance. The same trick that's scoring you next to nothing in a normal position will bring you plenty of joy if you change position.

How to never waste an inch of ground

■ In *Tony Hawk's* you have no excuse not to be continuously scoring points during a run. Learn as quickly as possible to exploit everything – if it's there you can use it in some way to rack up your score.

If you find yourself looking into the distance and planning a trick down the line you're not working hard enough, so hit the wall at the right angle, perform a wall grind,

or a pull off a quick ollie for an extra few hundred points.

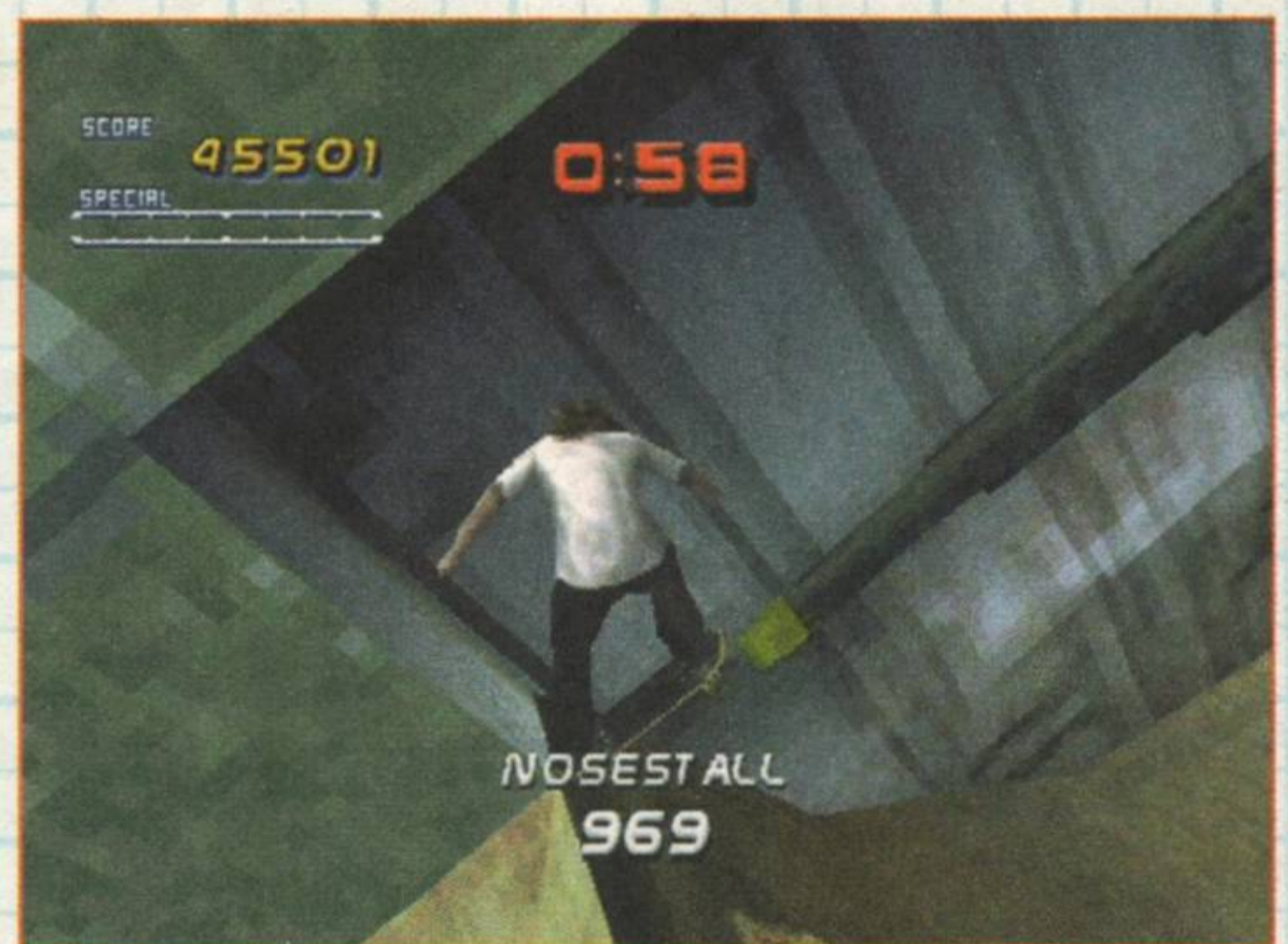
Manualls are ideal to keep a score up, but don't devote too much energy to learning them.

Planting moving objects

■ On most levels something moves, and if it does you can plant it. Bounce on the back of a bull, slap the roof of a taxi – it's all fair game in the crazy world of skateboarding. Scoring one or two grands worth of points is a welcome alternative to being grafted onto the bumper of a New York cab.

How to win competitions

■ When you first play the game, it's easy to be fooled into thinking you need to perform a dazzling string of nigh-on impossible tricks to win the competitions. But, as you'll discover later, there are several hotspots which guarantee you some monster scores.



You can just about afford to scrape you're face once if you register a whopping score, but if you want to win, you need to ensure you don't tumble off your board. Not even once.

You've only got one minute to impress – that's barely time to pull off 20 big tricks – so break that minute down. You need to push it to the limit every time and forget wandering the arena in search of nice little grinds or cheeky jumps.

Hit the ramp full-on every time and make your skater dizzy by constantly spinning as you grab and flip – remembering to switch half way.

How to get your hands on more tracks to play with

■ The Edit Track mode gives you access to a string of ready made courses, specifically designed to allow you to pull off huge one-off tricks. But rather than building on them to create your own parks, which is difficult to do effectively, use them to give yourself a bit more park to play with. More importantly, they're great for practising your skills on.

How to make sure you get the very most from each course

■ Located on the Options menu, you'll discover a simple list of bonuses for each of *Tony Hawk's* tracks. The names will give you clues as to how to perform some of the manoeuvres, even if they aren't outlined clearly.

Working through these bonuses will let you unlock each course's secrets and, once achieved, the PlayStation will kindly tick them off for you.

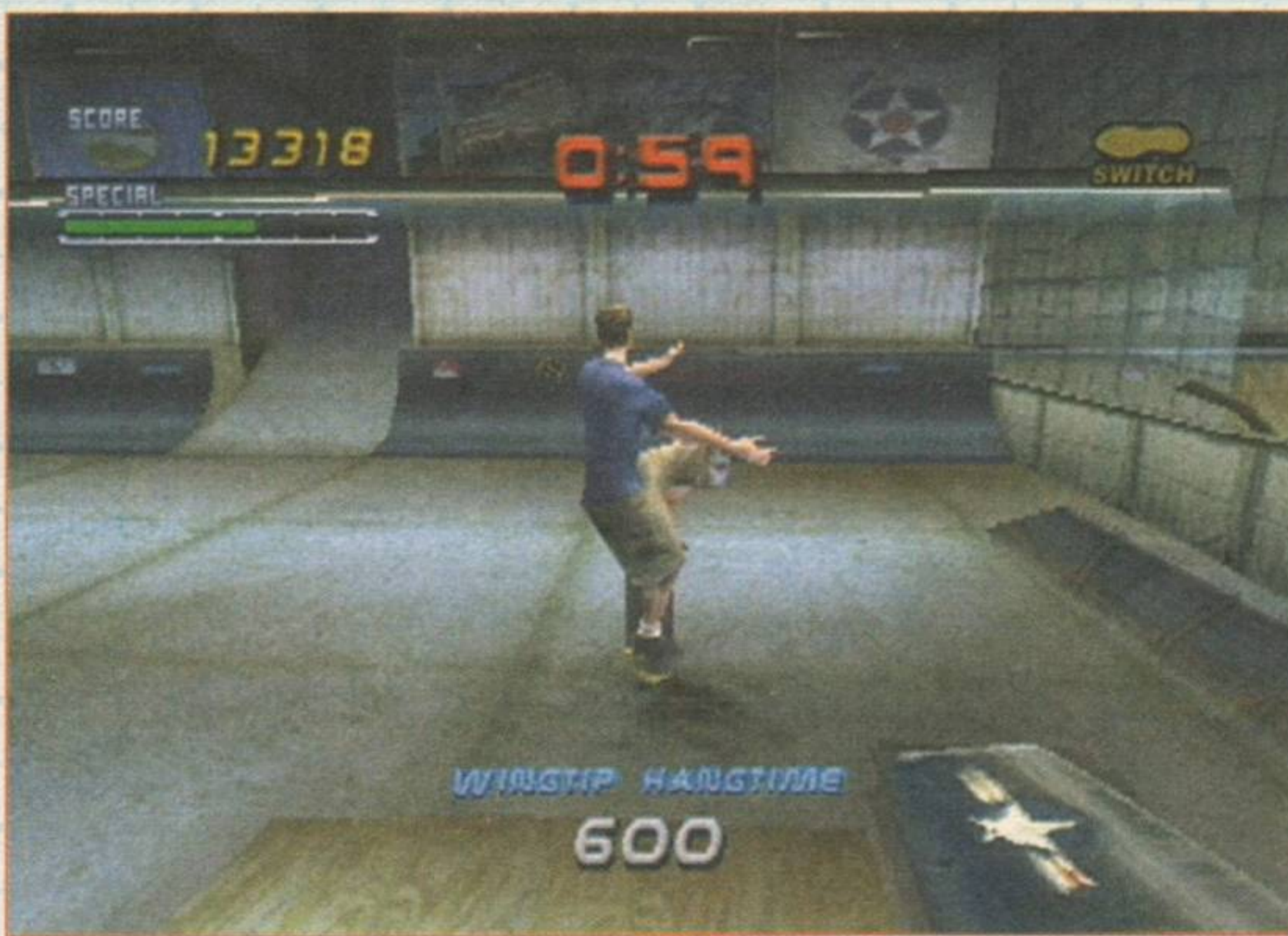


TONY HAWK'S 2 continued...

The Hanger, Mullet Falls

- The halfpipe with rails across the top will earn you a Halfpipe Hangtime bonus. Repeat this move for some really impressive scores. Jump the gap and perform standard flip/grabs, or grind the rails for a bit of variety. Use the wall ramps at either side of the room to pull off more daring flip/grab combos.
- The halfpipe is less productive, but still useful for scoring some quick points.
- If you suddenly find yourself hurtling towards the end of the room, grind the helicopter blades to open up two handy wall ramps and a Central Hangtime bonus.
- The outdoor area that appears after doing this offers a huge ramp with an It's Cold Up Here bonus.

- The semi-circular grind rails will keep you upright on your board – even if they don't earn you that many points.
- Use the ramps you can see bridging the aeroplane for massive air and a Wingtip Hangtime bonus.
- Grind the propellers on the wall – you'll find them to the right of the halfpipe – to gain the set of wings and smash open a cash-stashed wind tunnel.
- In the wind tunnel halfpipe, perform several lip tricks and you will make good use of the handy points multiplier.
- Above the wall beyond the main halfpipe there's a rail. Hit it with lip tricks to score a big High Steppin' bonus.



School II, Southern California

- As you enter School II, grind down the railing in the tunnel to the right.
- Use the ramp you'll see in the central area to help you get your bearings and gain plenty of speed. As you come off the ramp, head straight ahead until you spot some tyre marks on the floor. Follow the marks, and just before you reach the raised flowerbed, prepare to jump off it. You'll receive a huge 2 Da Roof bonus for your efforts.
- Ahead of you and slightly to the right there's a ramp. Use it to jump the big gap, grabbing the tape and landing on the flagpole to grind to the other roof. That will earn you a Flyin' The Flag bonus, and continuing on will open up a secret area.
- In this area there's a medium-sized ramp in the top-left corner. Use it to jump the wall back into the main area for a handy Over The Wall bonus.
- Wall grind the bells for a Rock The Bells bonus – it's worth trying to slip in a quick grab for a nice little points haul.

- Head left and up the stairs. At the top, jump across the railings – you'll need to bear extreme left of them – and land on the balcony. Leaping off it will earn you a huge Balcony To Awning bonus.
- If you find yourself on the lower level, there's a table transfer worth exploiting. Though, you'd be ill-advised to head for it by choice.
- Again, if you find yourself out of position, the Gym Rail To Gym Rail bonus is a similar boost. Located on the lower level, outside the large building to your left, you'll need to gain speed and perform at least a basic grab as you pass over the gap between the rails.
- The best place to build up a big points haul is the makeshift halfpipe to your immediate left. You'll need to approach it face on though, or you'll find yourself eating wall!
- At the very beginning of the level, use the ramp to your right to jump onto the building's roof. Continue along and then smash through the glass at the end, onto the next roof. This'll earn you a Drop Off Gap bonus.



Marseille, France

■ This is the first of the competition courses and all parks of this nature are ideal for huge air and some really crazy trickery. They still feature a number of secret hotspots, though, some offering huge bonuses.

■ To the right of the start you'll see a set of steps leading down to a low scoring area. Jump down them for an Over The L'il A bonus, or jump up them for an Up The L'il A bonus – not a bad little extra.

■ Directly to the left of the start there's a small Rail To Rail bonus.

■ Use the ramp with Jeep Up emblazoned on it to jump the banner ahead. You'll earn an Over The Gate bonus.

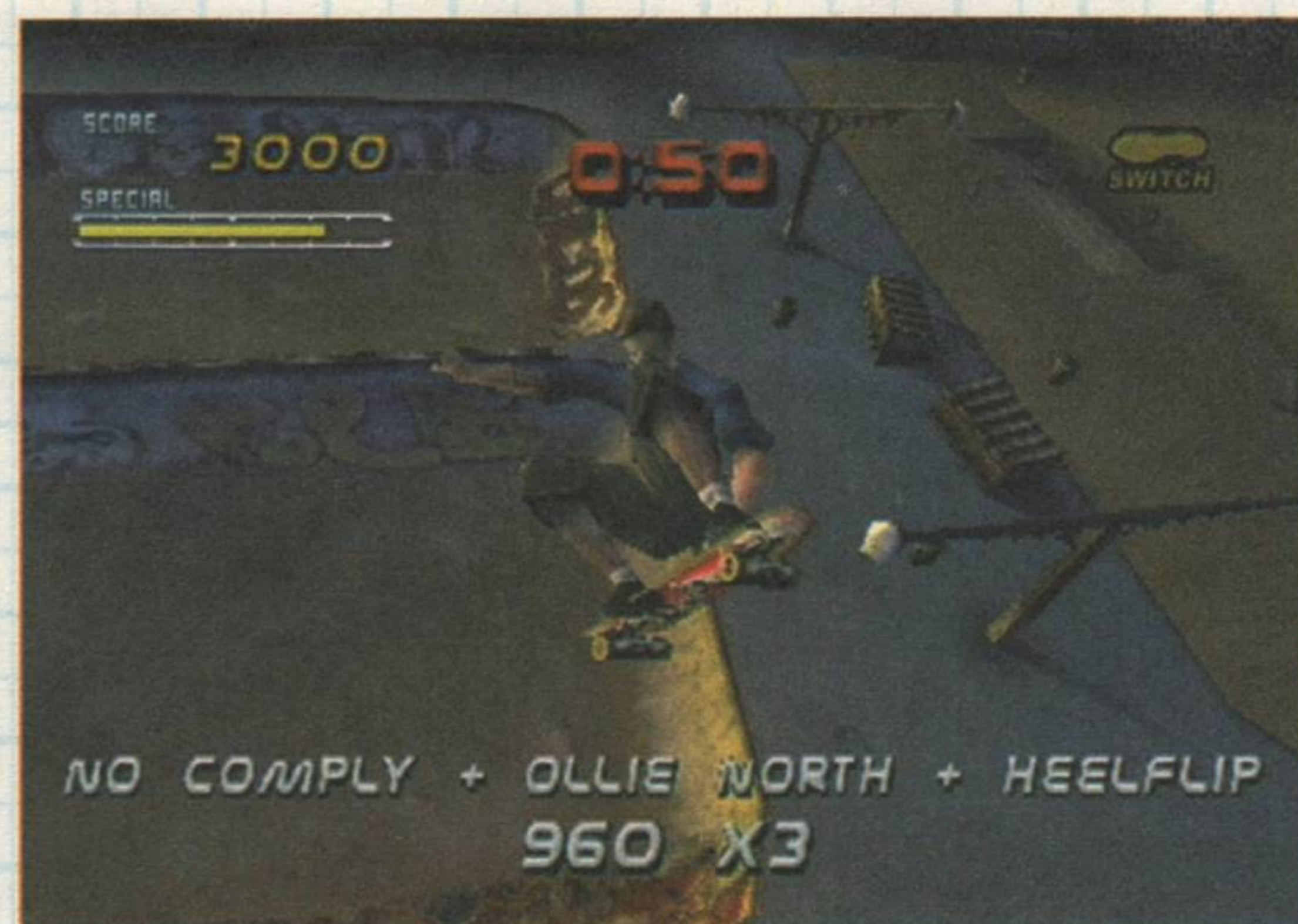
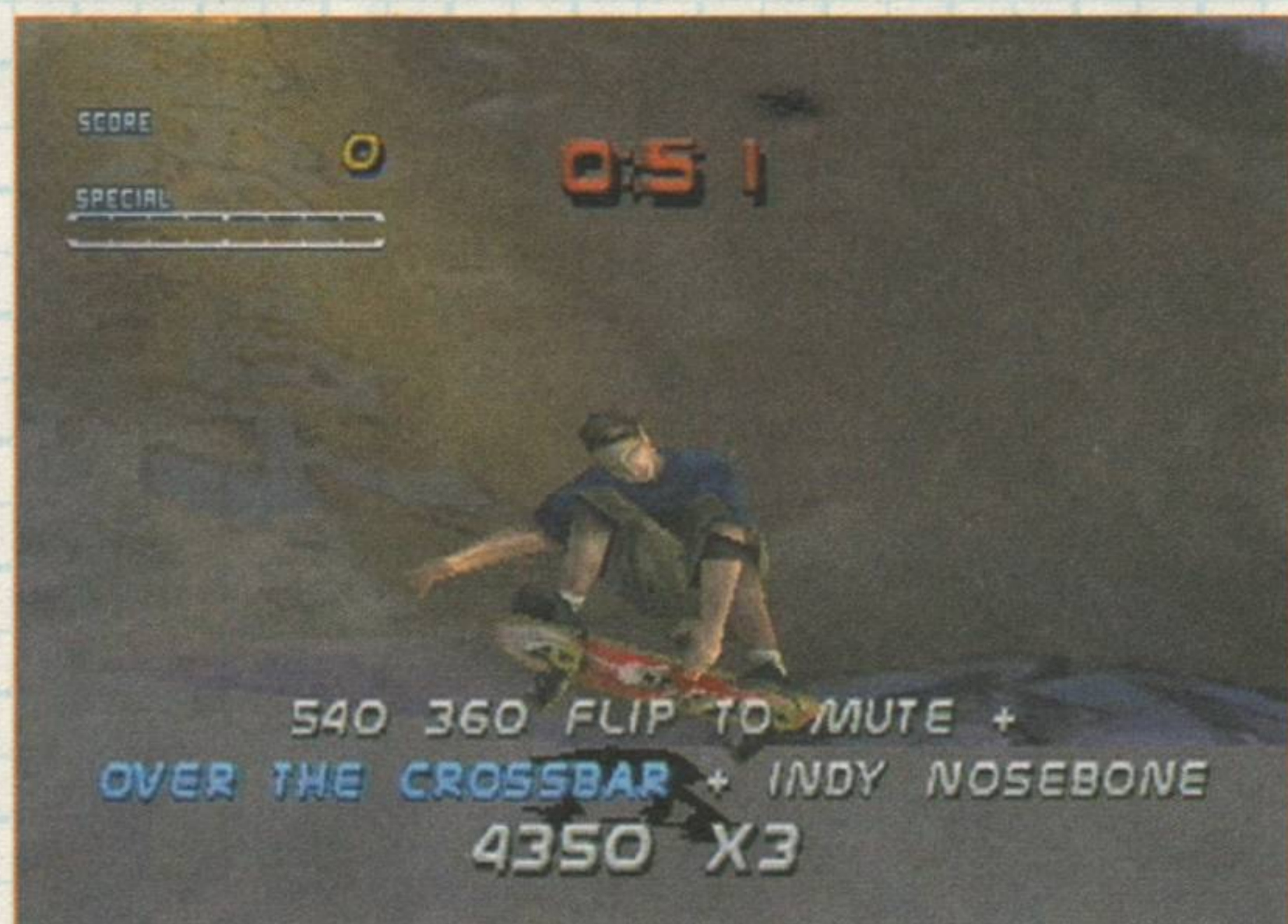
■ The first U-bend on your right gives the best chance of repeated

high scores. In fact, you'll find it harder to fall off than stay on.

■ You'll get a huge bonus if you clear the banner in the centre of the course. Approach it from the right and pull a huge trick to rack up a monster score and the Over The Crossbar bonus.

■ Landing on the crossbar and grinding, or simply hitting it as you pull off another trick, earns you a Crossbar Stomp bonus.

■ Lastly, hit the blue arrow by the question mark – you'll find it on the end of one of the U-bends – and you'll rack up huge Up! bonuses for relatively straightforward tricks. Hitting this just once full-on, and pulling a series of tricks in the air will see you well on your way to victory.



NY City, New York

■ Just to your left as you start the NY City level is the park entrance gap. A little grab as you jump the gap, followed by more grabs later along the grind, will earn you plenty of points.

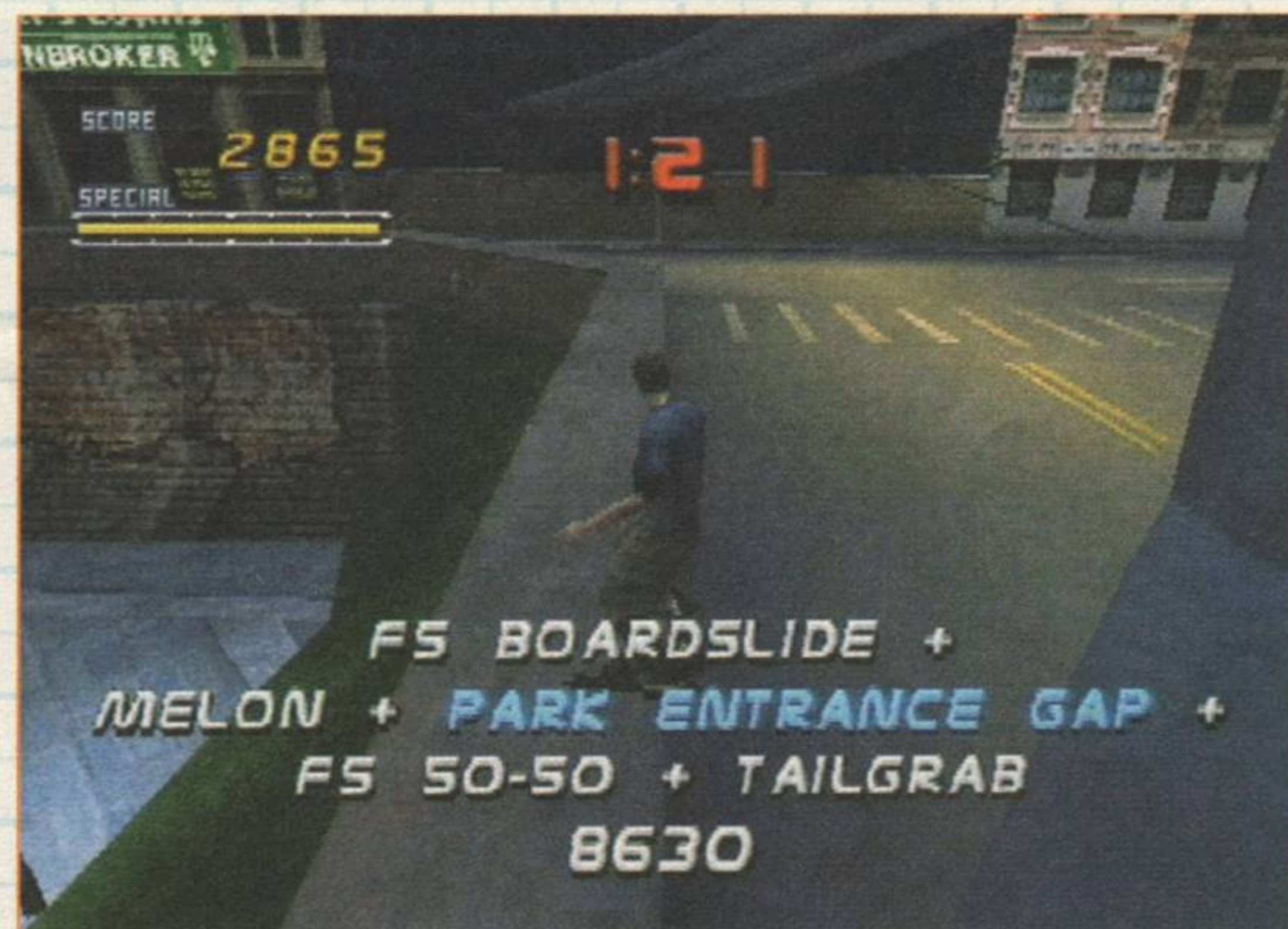
■ There's a hotspot on this level that'll bring you probably the highest scores you're likely to register in the whole game. If you achieve sufficient air, the single wall by the fountain gives you a Pouncer Was Here bonus. The slope of the ramp makes it easy to land big spinning moves – push it as far as you dare and then push it a little bit more.

■ Grind along the railing until you reach the lip of the Snak Boy counter and you'll earn yourself a You're Next In Line bonus.

■ If you jump the little ramp over the manhole cover on your right you'll earn yourself a cute little Kick It bonus.

■ Beneath the underground station you'll discover Joey's sculpture. This is another source of good bonus points, and also leads you directly into another area with lots of really useful ramps – this new bit's a dead end though, and scoring points here can be quite tricky too.

■ Once you've managed to gain access to the subway, execute a grind down the tracks and you'll come across a whole raft of little bonuses and a smattering of other goodies. Grinding the lines themselves earns you a Changing Trains bonus.



TONY HAWK'S 2 continued...

Venice Beach, California

- As you start this park, go down the steps on your left and head right, hugging the wire mesh fence. Follow the course as you bear left, then turn immediately right and back on yourself to get a tasty Up! bonus.
- The major points hotspot is, without a doubt, to be found directly behind you as you start the section. You'll discover a bowl at the bottom of the flight of stairs which enables you to land a series of high scoring tricks, with minimal dead space.
- Near the bowl, jump from the roof to the wall that leads off at 90 degrees to get yourself a Wee L'il Roof Gap bonus.
- Go down to the lower main roof – where the A floats around

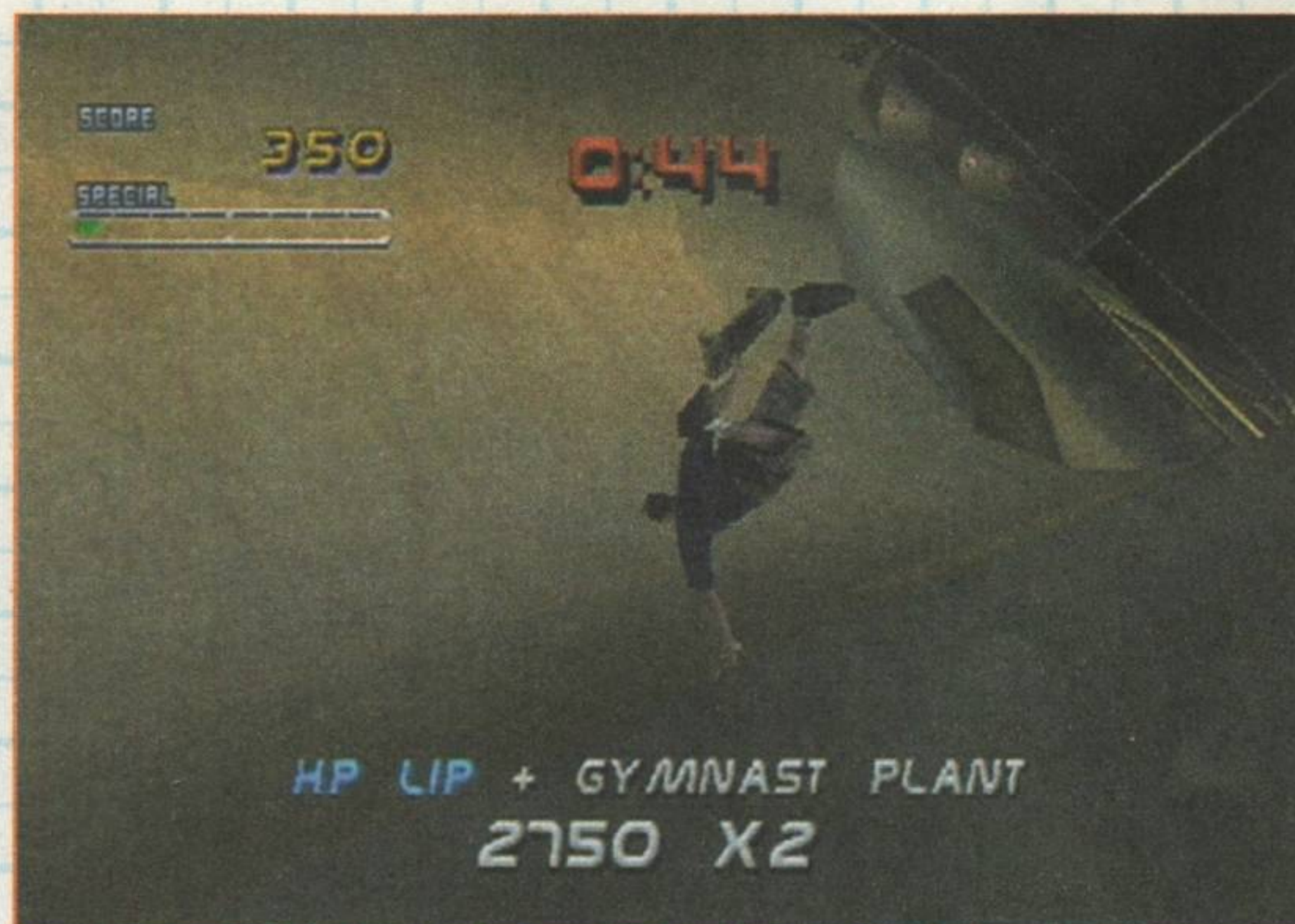
- near the glass skylight – and jump to the large roof for a Vent To Roof bonus.
- The Venice Beach park's dotted with four VB transfers, ideal for earning you huge one-off scores. They aren't very cost effective, though, as there's more chance of coming unstuck and you'll waste time re-aligning your approach to prevent yourself from falling off your board.
- There are several other transfers on this level and, up on the roof, by the fans that are standing near the grind crescent, you'll find a Muska Gap. All of these are ideal for one-off bonuses.
- Perform any of your moves over the picnic tables to earn some handy bonus points.



Skatestreet, Ventura

- Head straight to the huge wall ramp emblazoned with the Etnies logo. If you don't brush the roof with your hair, you're not getting enough air so push harder. Again, the slope makes this an easy place to land – even if you're performing a particularly jazzy trick.
- There's a shallow halfpipe in the top left corner of the main area. It

- gives you loads of air, but exercise caution when jumping towards the end of the pipe.
- There's an even better halfpipe in the bottom left of the main area – use big combos and lip tricks.
- Head outside and jump up onto the parked camper van by the vertical traffic barrier for a Daaaaay Tripper bonus.



Philadelphia, Pennsylvania

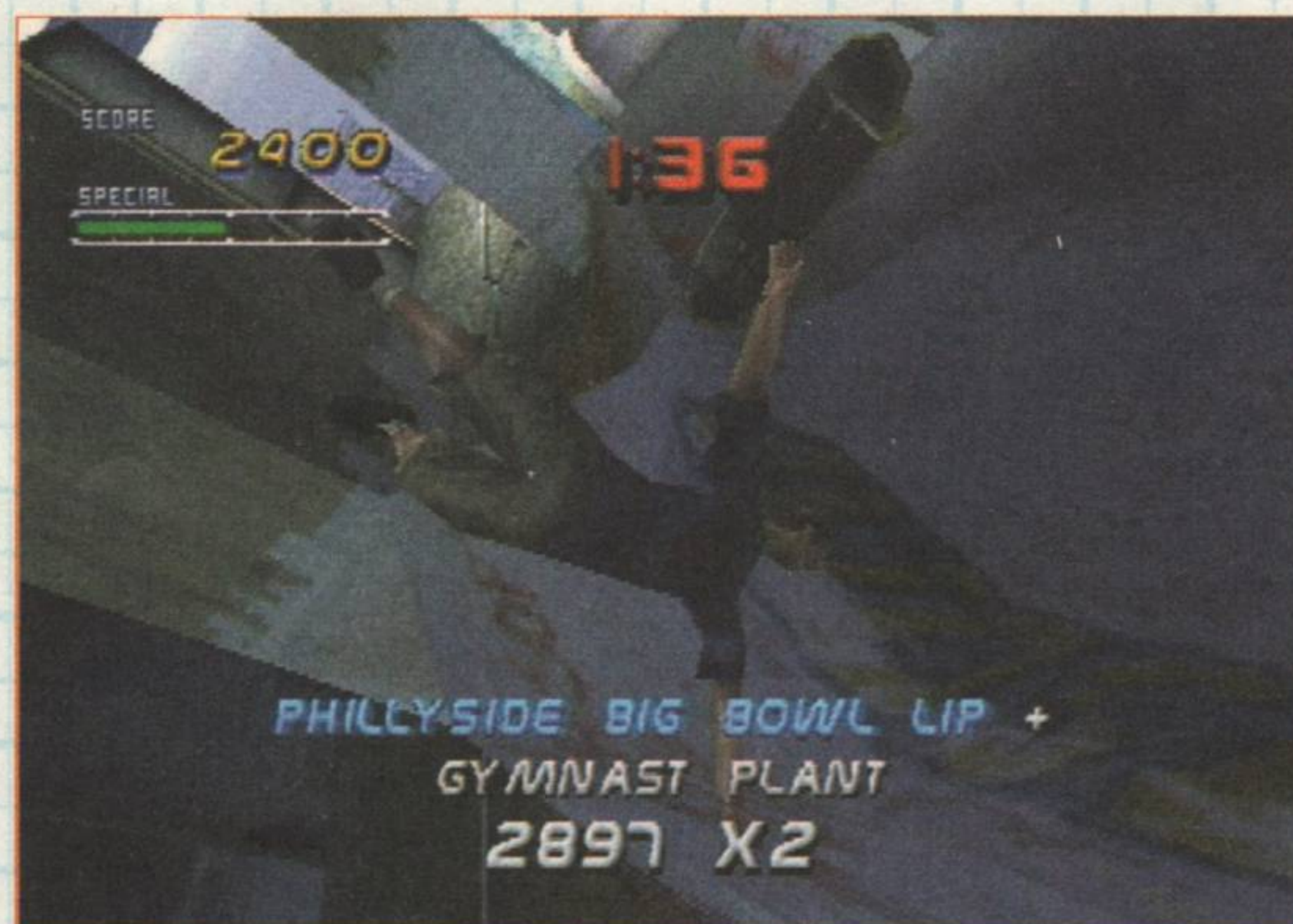
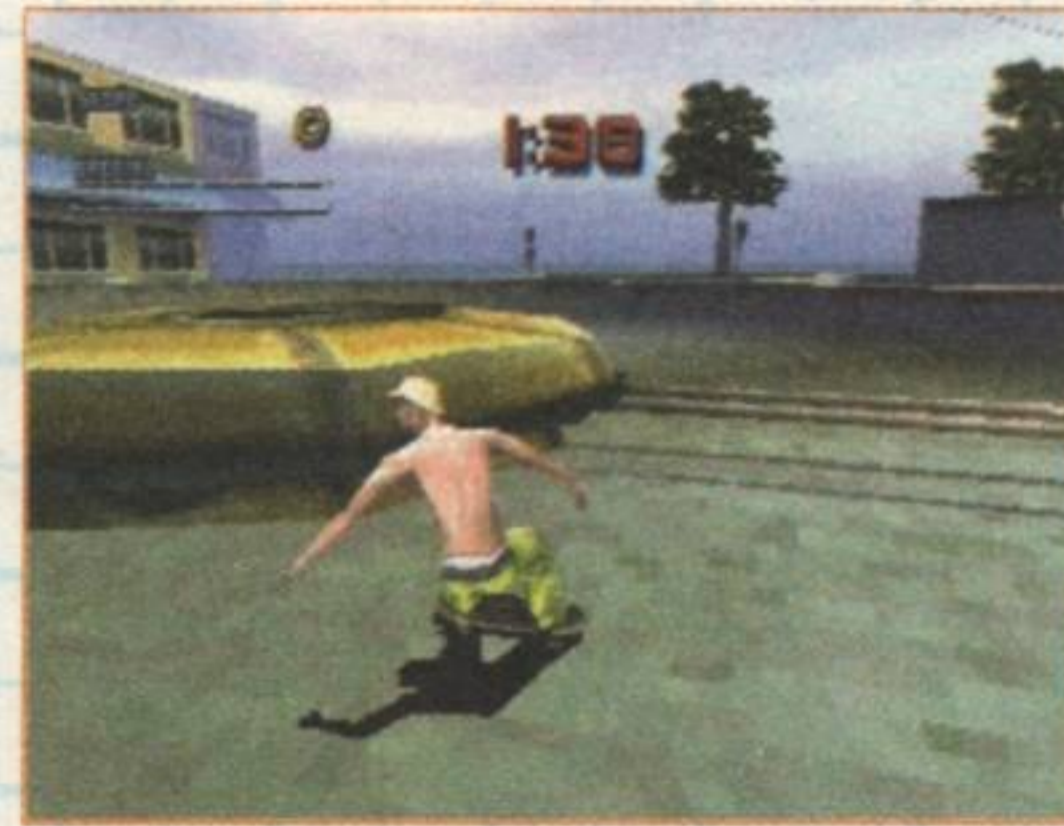
■ First access the hidden area you'll find it located to the left of you, over the road where the bus occasionally travels. This is by far the best area for a shedload of high scoring tricks.

■ In the top left of this secret area you'll find an excellent halfpipe. Get there using a no comply to transfer from another graffitied ramp, and then go for it. The double points multiplier applies here too so it's probably the best spot on the map.

■ Use your lip tricks on all the graffiti covered ramps. This'll earn you double points and help you rack up massive scores. Remember to use every trick you know and ensure you've purchased the very best available to you.

■ Go into the raised grass area – you'll find it near the flight of steps leading to the balcony – and leap onto the telephone wire. Pull a series of grinds and grabs for a huge one-off score.

■ Grind up railings and jump up flights of steps to pick up some smaller bonuses.



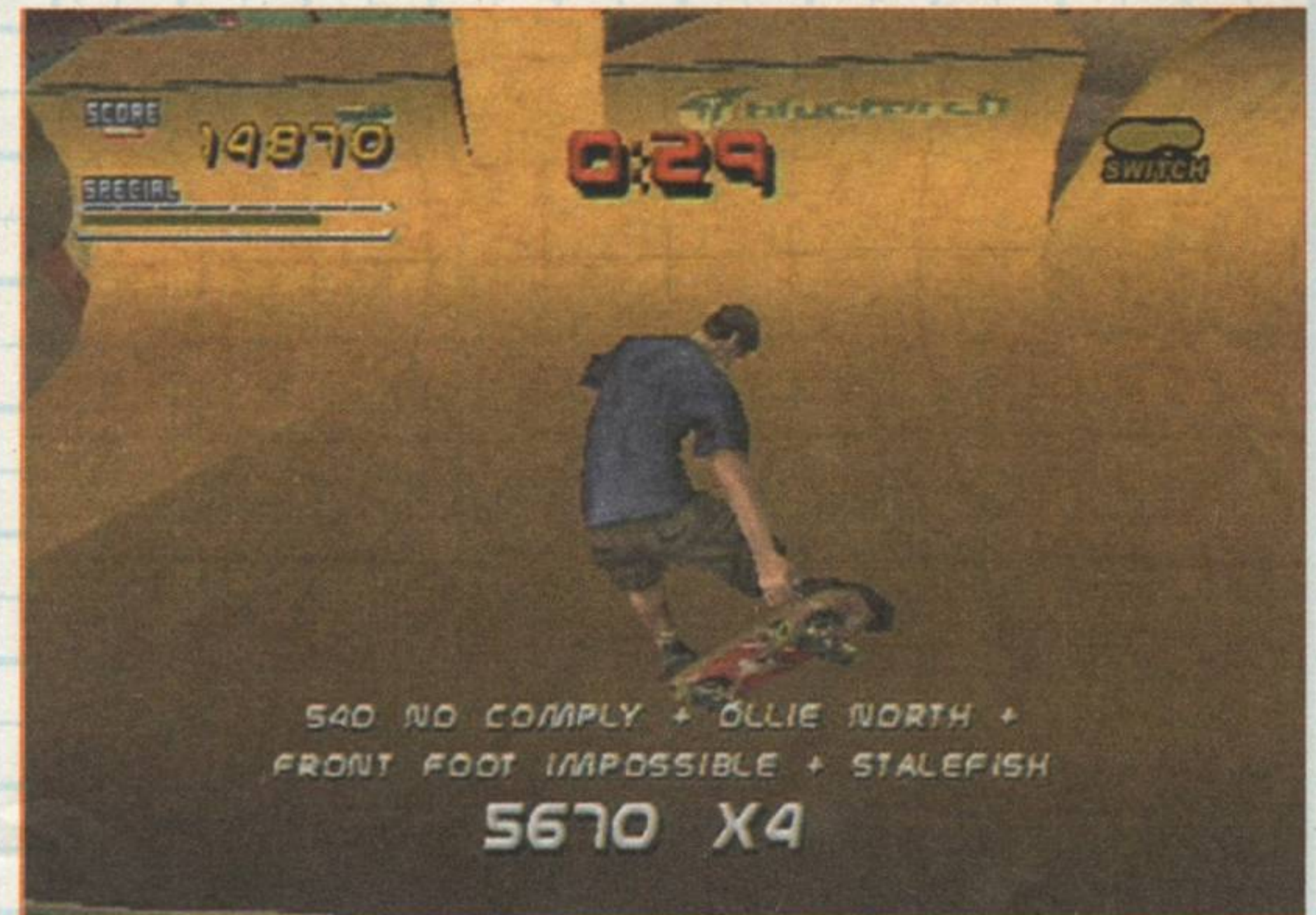
The Bull Ring, Mexico

■ Get the Wussy Rolling Gap bonus by clearing the ramp area at the start. It's easy to pull off; simply be ready to conjure up a decent combo – a couple of flips and a grab should do it – and you'll be laughing.

■ Landing on the rails above the main halfpipe will bring you the curiously named Friggin The

Hombre multiplier. The name may sound a little unsavoury but the bonus makes for some sweet, sweet scores.

■ Do the loop for an easy big points boost. You'll need plenty of speed, or you'll end up landing on your bonce, but get this trick right and you will earn yourself a 180 Way To Go bonus.



HOW TO... webswing your way to the end of...



SPIDER-MAN

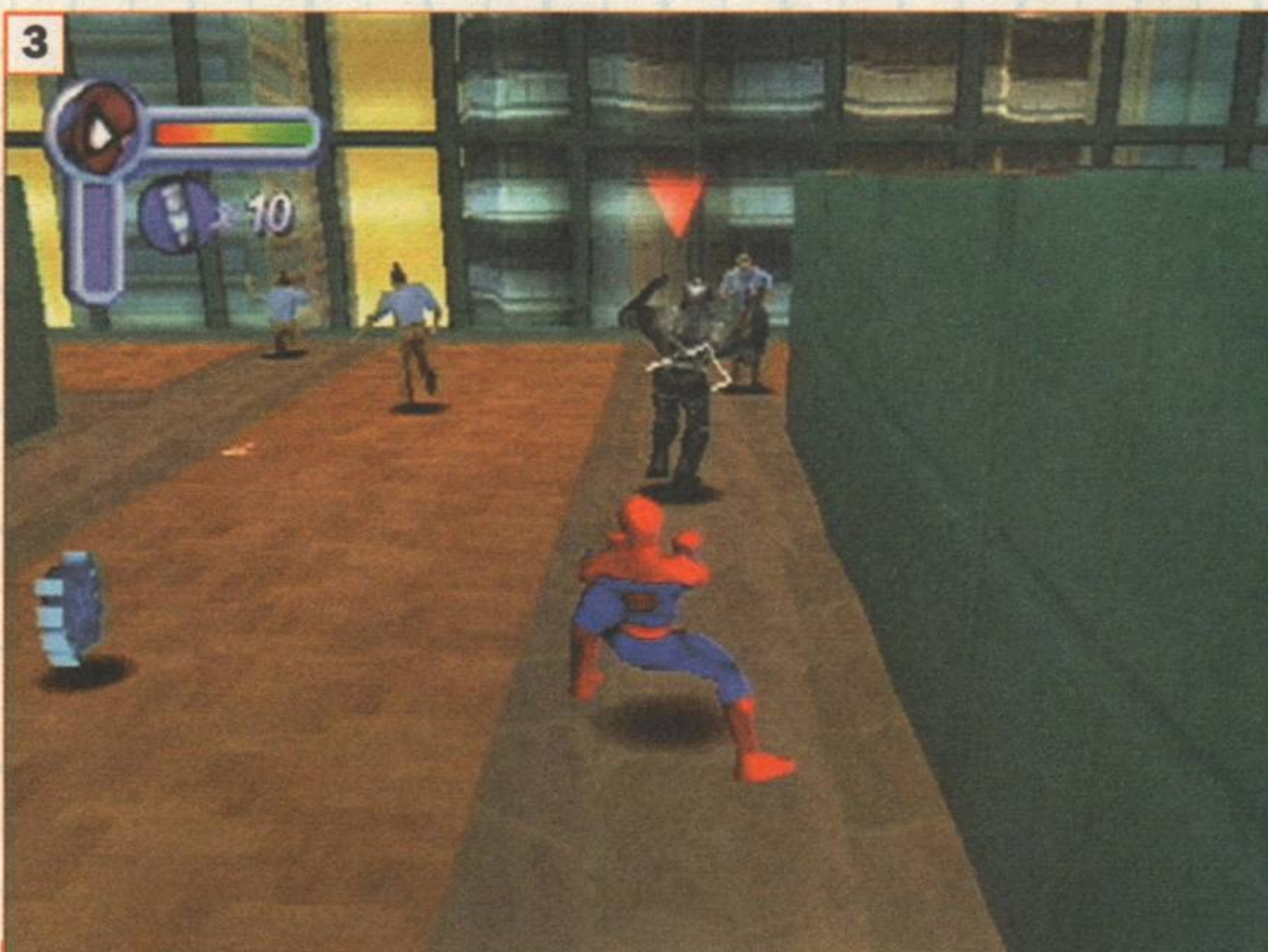
It's the leanest, meanest guide to taking on the Marvel universe's fiercest foes. Every power-up revealed, every boss battle mastered. Read on to save the world...



1. Get to the bank
The perfect moment to get to grips with Spidey's cool swinging movements. This is essentially a training mission that teaches you how to swing from one rooftop to another. Follow your Spidey Compass and stick to the middle path of buildings for the main bite of pick-ups. Once you've got the hang of it, it's worth taking time out later to learn the more complicated techniques of Web Swinging. Learn how to swing between buildings without having to land on others. To do this, while in mid swing, tap **Ⓢ** to jump off your line, immediately turn to where you want to face and

get off another line with **Ⓢ**. Also, try to swing off from the side of buildings. When you're on a wall, just use **Ⓢ** to target which building you want and tap **Ⓢ**. This will be really useful when you're being chased, or when you're pegging it after a supervillain!

2. Bank approach
Now there are some thugs to take care of. Some are on the way to the bank rooftop and these are fairly easy pickings, really. Then there's a group of them at the bank, which will be your first multi-man mangle. You can either find a safe spot from afar and take them out one by one with

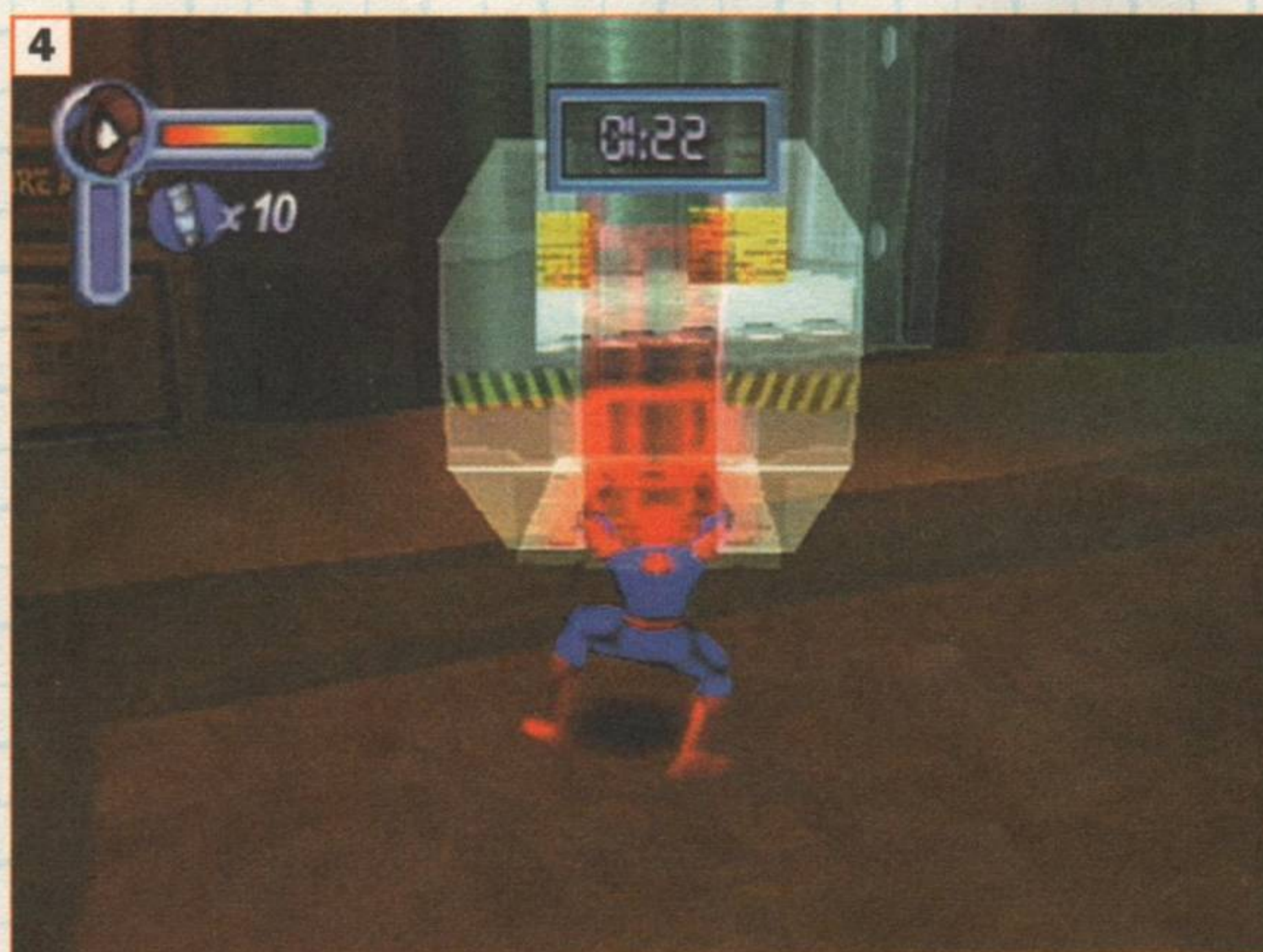


your webs, or you could get hardcore and jump in for a proper ruck. Remember that your webs become excellent weapons, so use the Web Gloves (**←** and **Ⓢ**) and Web Balls (**↑** and **Ⓢ**) for some nifty attacks, or a Web Dome (**→** and **Ⓢ**) for making a defensive, group attack.

3. Hostage situation
The Jade Syndicate have hostages! One false move from you and the hostages will be terminated. Better be a bit subtle then, so tap **Ⓢ** to reach the ceiling and crawl around unnoticed. The best thing to do is pick off the baddies with your webs from above. Hold

Ⓢ, target them and use your Web Tug (**↓** and **Ⓢ**) against more than one – line them up and yank one into the other for a double smack. If one of them survives, it's okay as you've got the extra time to prepare a devastating assault!

4. First hostages
The first hostage is in the nearest cubicle when you enter the offices. There's one thug with him, while another patrols a path just outside the cubicle. Take out the patrolling thug then move in quickly for the guarding thug. The next cubicle's got a Web Cartridge – once you've picked it up, head





» over to the hanging electric cable. Your Spider-sense will alert you to the next path to take when you're standing there, which means you should hit **□** to reach the ceiling, where there's an opening. Climb into the room with the three switches, flick them, kill the nasties and then move on to the next office room you come to.

5. More hostages

Deal with the two oncoming thugs quickly, then crawl along the ceiling again. There's a group of hostages with two guards near the middle of the room. Use your Web-Tug trick on the two of them, then get the pick ups – now go onto the corridor and into the lift.

6. Stop the bomb!

Stealth is needed for the first bunch of baddies. Take out the first guy then head into the room and finish the other fella with your web attacks. Now, between each set of shelves is a thug with a hostage, so take them out one at a time by jumping over. At the end of the section, by the lift door, is another opening in the ceiling. In the next corridor there are two thugs, then through the door by the vent is another armed bank robber. Once he's dealt with, »



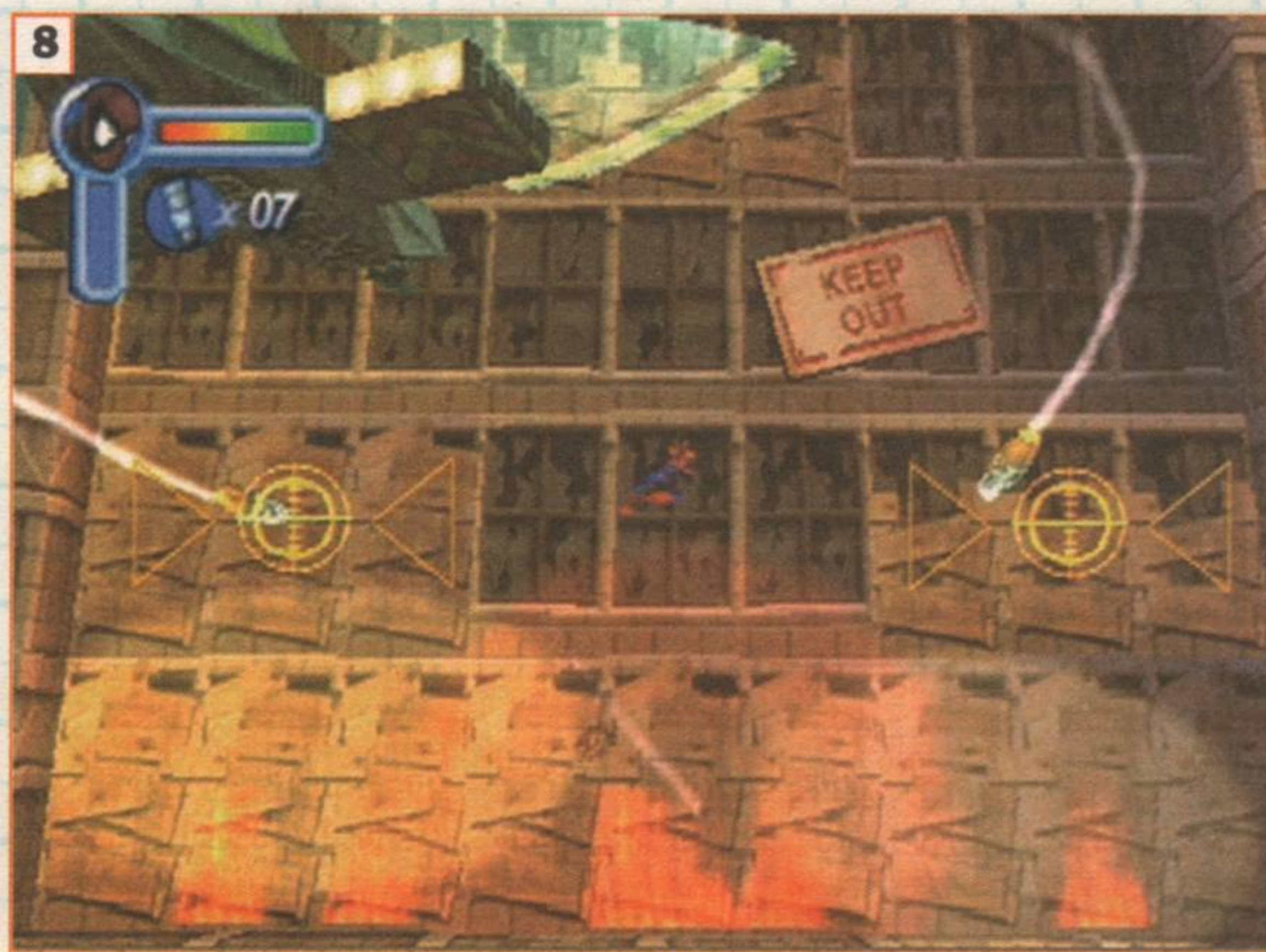
» hit the blue switch to open the safe. Open the other door and head in to deal with three or four thugs. Pick up the bomb and either carry it or lob it into the main room. If you toss it, the timer counts down quicker, but you should still have enough time. Put it in the safe and close the door.

7. Race to the bugle

This is a really simple swinging through town level, but you've got to reach the end before the Scorpion finds Jonah. Follow your Spidey Compass to find your way and deal with the Henchmen you come across. Make sure to pick up any Web Cartridges.

8. Spidey vs. Scorpion

There are two methods to dealing with the big green »



» moaner. The first is to dash in and pummel him with your Web-Spikes three times, avoid his counter attack by jumping, then run back in and repeat your attacks. The other is to shoot him from a distance with your Web-Balls, but this takes longer as the hits are weaker. When you've hit him he'll come in after you so beat him up or run away like a coward. You can chuck furniture at him too and that takes off a fair chunk of damage. This takes ages to accomplish so only do it when Scorpion's got his back to you or you hear him shout "Where are you?" while he looks for Jonah. In the next room, once J. Jonah Jameson's run in, there's a random health pick-up under one of the bits of furniture. Once Scorpion's bar has run out, you need to hit him just once more to get him down. All the bosses have that little trick of having one more hit to take.

9. Police chopper chase

Keep moving to avoid the parts of the building that the chopper above has targeted. If you get caught in a missile explosion you're dead. Follow your Spidey Compass and just ignore the police on foot who are shooting at you. When you're climbing along the side »

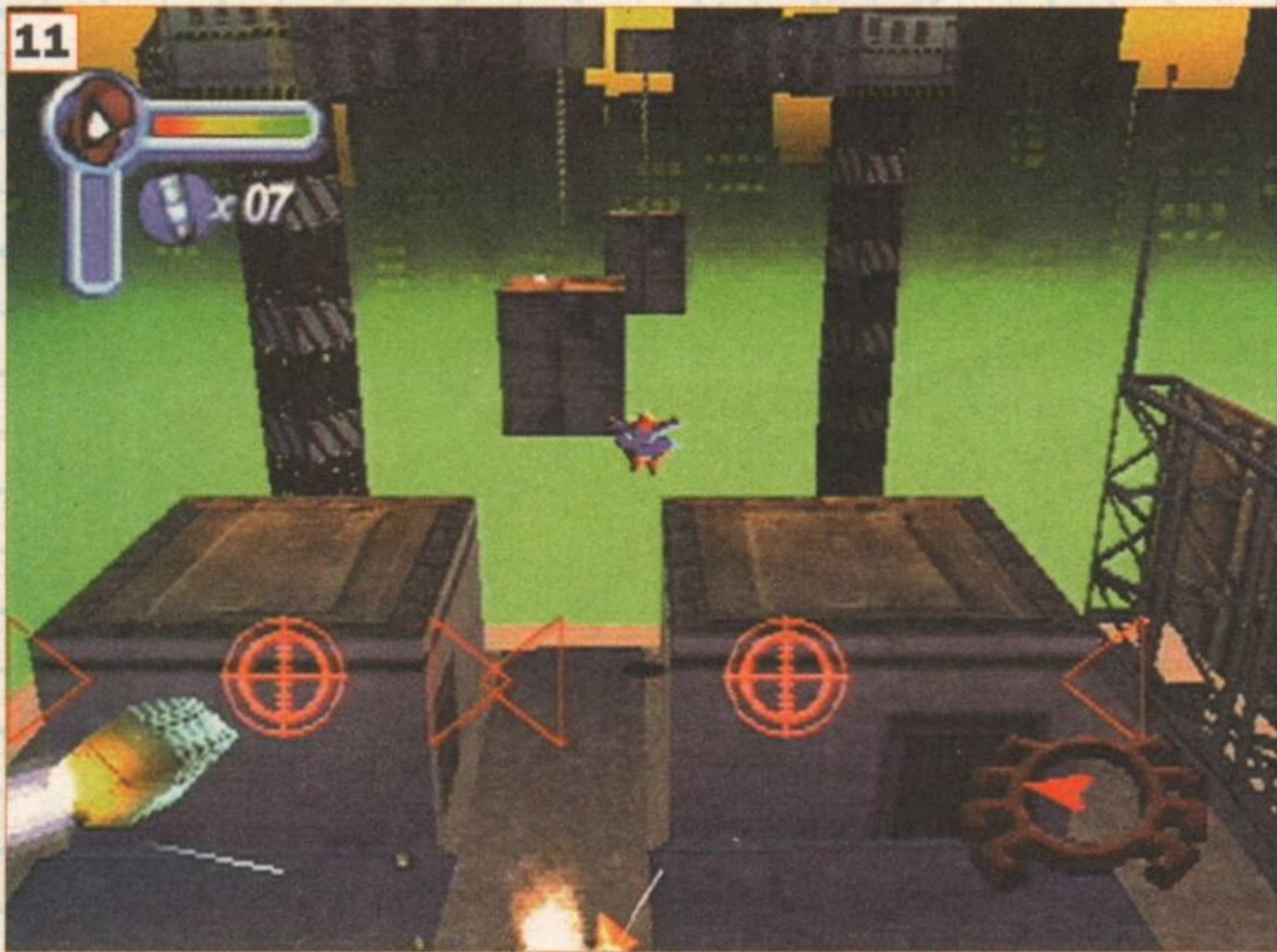


» of a building, travel upwards in diagonals to avoid getting hit too much. By the Dunkin' Donuts building there's a health pick-up (as there is on the last building) by the opening doorway where two policemen come out. Swing on to the Missile Attack.

10. Missile attack

As you crawl up, avoid climbing onto the boarded up windows, as the chopper will blast them with missiles. Sometimes you'll have to dash across diagonally on a wooden board, but you should be able to time it while other boards are being bombed. When the sniper starts getting cheeky with you, just watch out for your Spidey Sense. As soon as it goes off, change your direction and the sniper will miss. Then it's onto the third »





missile avoiding section, but this bit's easy so get yourself to the top and remember to stay off those boarded windows.

11. Building-top chase

Swing to the big red and white towers, get the pick-ups and head over to the building under construction on the right. There are Web-Cartridges on top of the girders, then onto the building with the billboard. Keep following your Spidey Compass to the building with the glass rooftop. If you get the chance, drop in through the ceiling when the chopper has shattered the windows. Keep going until you get to the big black building ahead of the concrete blocks that are suspended from two huge cranes.

12. Scale the girders

The easiest thing to do is just keep jumping up through the middle. If you do it quickly enough, the police aren't likely to hit you and the chopper concentrates mainly on the side of the building frame. There are power-ups along the way so keep your eye out. You'll know when you've reached the top when your Spidey-Sense tingles, now get onto the crane and jump onto the concrete block.

13. Police evaded

Another swinging across town section, but this is the last of a long, harrowing ordeal for the poor misjudged superhero. Head towards the two concrete blocks in the distance – the one on the right has a cartridge. Aim for the building under construction. Head left onto the big tower with the boarded up windows. Get on the roof and keep going until you see the tall building. Aim for the side of it then swing onto the next building from there. Get over to the constructed building in the distance by using the hanging concrete block. Swing off it to the building with the red and white striped towers.

14. Spidey vs. Rhino

Rhino's really stupid and easy. All you've got to do is line yourself up next to a pylon, wait for him



to make his third foot stomp and immediately move behind the pylon so he ends up charging straight into it and destroys it. Keep doing this with each pylons until they're all destroyed, then stand in front of a bunch of barrels to get him to set them off. Jump out of his way when he attacks.

15. Catch Venom

He's faster and jumps further, but it's easy if you know the path he's taking. Basically if you follow his every turn, he'll trick you as he's just zigzagging. Don't run, jump and sing over to the buildings where you know he will appear. At some points he waits for you, which is handy. Basically, get yourself to the building under construction first, then head left when you land on it to pick up some Spidey Armour. After the cut scene, head left immediately and get on with chasing Venom again. Jump onto the short tower block to get to the building that's slightly to the left and follow Venom over the next two buildings. On the second building, head right and continue along a relatively straight line.

16. Spidey vs. Venom

He'll keep popping out of thin air and disappearing again, so you've got to keep you eyes



peeled and blast him with your Web-Balls as they're your best attack weapon against him. There's stuff for you to throw at him as well. Make sure you keep up a barrage of attacks, because once he's grabbed you, he'll take off a lot of energy.

17. Sewer entrance/ Sewer cavern

Follow Venom to the right into the hole in the wall. Kick the Lizardmen's butts and carry on to the huge cavern with pipes. Swing across each one until you reach the last horizontal pipe. Now use your targeting system to travel over to the vertical pipes. Go around the corner, then along the series of pipes and into the little tunnel. Kill the Lizardmen and head into the subway system.





18. Subway
All you have to do here is make sure you don't die or fall off the train. There'll be an onslaught of Lizardmen as you ride the train to reach Venom, but just use your Web Attacks, especially the Dome (when surrounded), to take care of these slithery blighters.

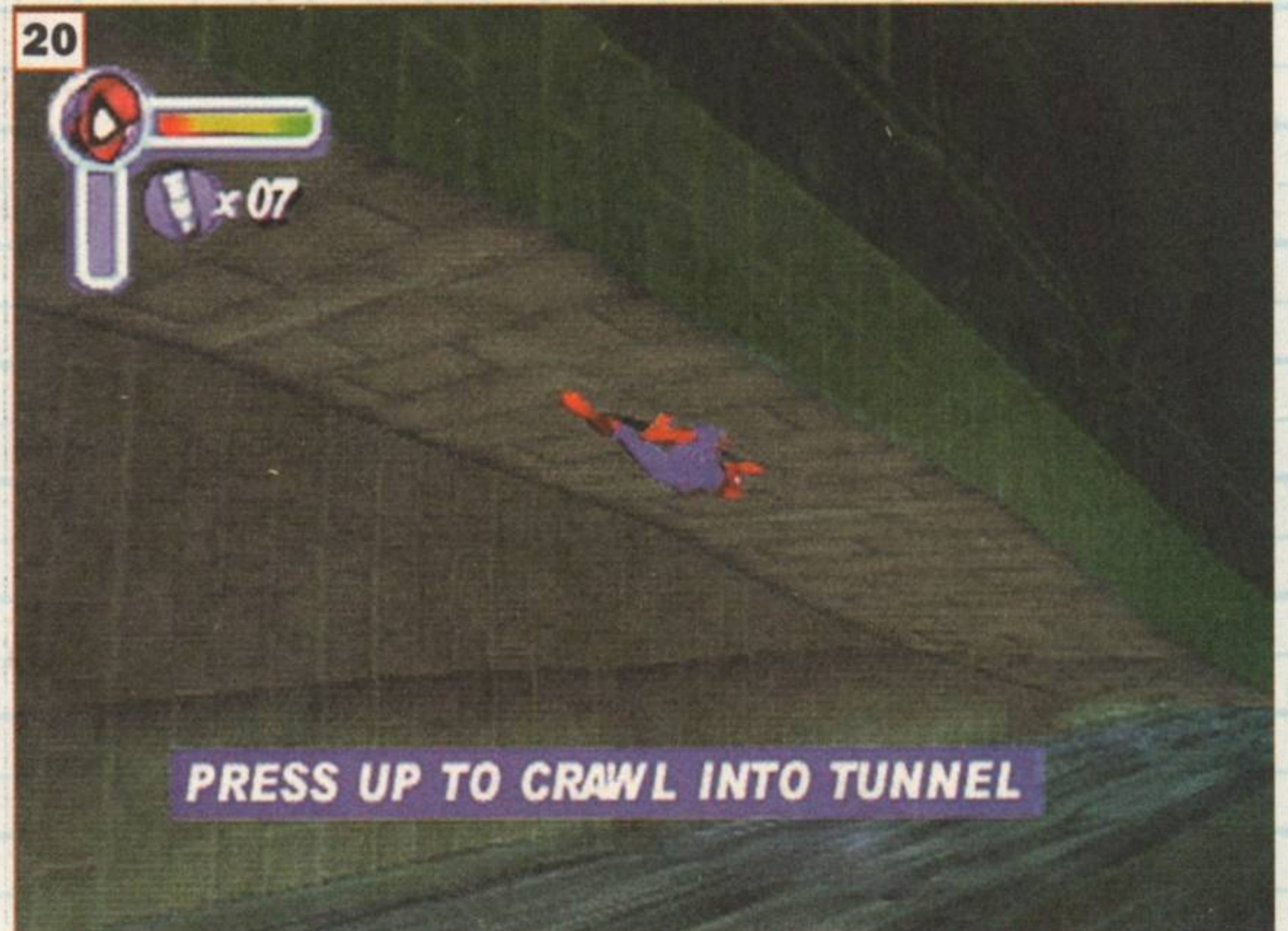
19. Sewage plant
Head to the junction and take a right. If you go left you'll find some pick-ups at the end. You can either fight all the Lizardmen or save time and swing yourself over their heads. Hit **[X]** to go up the ceiling into a room with two Lizardmen on your right. Head left and flick the switch from a distance, then wait for the water to drain away fully. Go into the next room and you've got three switches to hit. Take out the new Lizardmen and head



back to the section where you came up from. Go across the new opening where the two Lizardmen were, and flick the switches in the next room. Now the door at the very start of the level is open for you to head back to. Hit the switch and go down the tunnel until the walls glow blue then head up with **[X]**.

20. Hidden switches
Head in and swing or jump over the pool to the left side bank. Behind you there's the first switch, flick that then swing over to the top right corner. Hit that switch then get the top left and then the bottom right switches in that order. After you've hit the first switch there'll be a never-ending throng of Lizardmen attacking you. Save yourself some time and just get to the switches. Once the switches are done, the pool will be empty and a door will be revealed...

21. Tunnel crawl
Follow Venom's lead, sticking to the ceiling. When you get to the rising water section, wait just by the first mark and when the level starts to drop, crawl over to the next space. Do this a couple of times until you reach the next section. Beat up the two ruffians then go on over to the



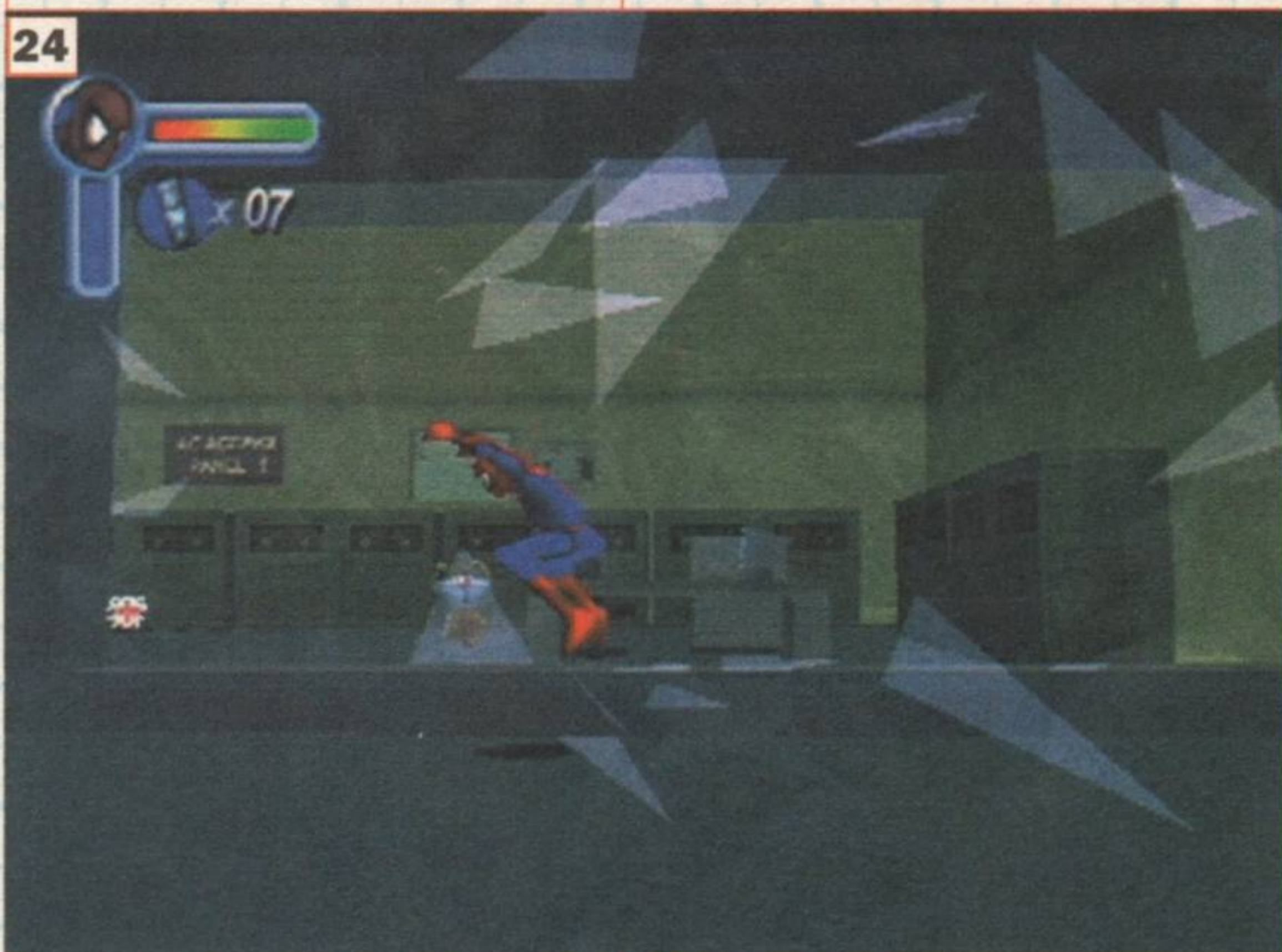
huge cavern. Swing onto the pipe in the middle then over to the opening. Hit the switch then drop down onto the floor. Behind one of the boxes is another switch for the next door.

22. Venom's puzzle
Turn around and head over to the room at the end. Flick the green, red and blue switches in no

particular order – but only these ones.

23. The lizard's maze
Follow this route to get to Venom: travel along the pipes round the corner and be careful of the crushing machinery. After the S-bend, Venom will make some witty remark. From here head left to the next walkway then right





» round the corner. Then there are another two bits of machinery to follow then you're at a series of tunnels coming off the main pipeline. Ignore the first set and head down the second right. If you want to see the Lizard, then take the right hand tunnel when Venom starts goading you. He'll just give you the same instructions though.

24. Spidey vs Venom again!

Stay in the middle with Mary Jane. When you hear Venom say something about her, he's about to hit a switch. Get there first by using a web line, and switch it off. If you hear him say something to you like, "Spidey... Where are you?" then you can take him on. Keep it up until his energy's all gone



» and make sure it's well before Mary Jane has drowned.

25. Symbiotes infest the bugle

The Symbiotes are extra tough, needing four hits with the Web Spikes and not too soon before you get pummelled. Like in the Bank levels, there are hostages to find and save. Shoot the panel of switches to activate the air conditioning through the broken glass near the start. This will free your first hostage. Get to the bottom left corner of the room and head down the corridor. Zip up into the duct in the ceiling where the Symbiote jumped down from. Get the web fluid and whatever other bonus there is. Now get back down and carry on past the corridor to the room with the windows. They will smash and that makes it easy for you to zip up into the duct of the top left corner. Go through to the next room and flick the air conditioning off with the switch by your left hand side. Now you need to get in the lift.

26. Elevator descent

Take care of the Symbiote atop the lift first, then follow it down. When the elevator has stopped, head to the right hand door in front of the lift (which will open when

» you approach it). Flick the switch and follow the lift down again. The other door has a health pick up, as well as another Symbiote. Sit on the lift and ride it as it breaks through the alien webbed floor. At the bottom, get onto the wall next to the right hand switch. Flick it and watch the lift, floor and everything else plummet to their doom. The other door contains a health bar and so does the ledge slightly further down. Now go on to the next level.

27. Stop the presses

The generators here are destroyed by hitting the pink bit on their sides twice each. They'll keep spawning Symbiotes until they are destroyed, so be quick! After destroying the first generator in front of you, now head for the top left corner of the room. The next is in the top left room from where you leave and the generator's behind the printing presses - take care to avoid falling into the rolling paper! Another room in the top left has the last generator. Flick the switch and you'll receive some Web Fluid of Flame. This will obliterate a Symbiote with one shot from you, only Web Balls though. Back out and into the room to your left where there's a huge roll. The exit's in the ground to the left.





28. Bugle's basement

Tread carefully towards the second gap in the left hand wall. Jump over the stream of hot air into the room and take out that generator and the pesky Symbiotes. Flick the switch, then get back out into the corridor. Swing over the flames at the end. Leg it over to the end turning on the right. Avoid the hole to the right of the lift (inside there's a health pick-up as well as a pesky Symbiote) and take another left. Get to the end of the corridor and on your right you'll see some web fluid. A Symbiote will suddenly appear, but just tap **[B]** to get to the next part. Go in and flick the switch. Go back out, head left and destroy the generator. Go out again, then left again and head towards the end of the corridor to face your doppelganger.

29. Spidey vs. Mysterio

He's probably the toughest, most annoying boss in the entire game so be really patient with this fella. You've basically got to take out the yellow pokey bits on his body. You have to use your Web Balls, and you always have to press **[↑]** first to line yourself up before you shoot. You've always got time for two shots which destroy one yellow block at a time. He'll attack

you by either grabbing you for a squeeze when you're on the top tier, smash you with his fist in the middle or stomping on your head at the bottom. Mysterio will also create giant wheels of death that roll around in a clockwise direction, which means you should run anti-clockwise and jump whenever it approaches you. Just before these wheels appear, he takes a couple of seconds to charge them up so take your shot. When these are gone, another two appear on his shoulders shooting lasers. They seem to have a pattern going from right to left. Meanwhile, the bottom floors are alight with electricity, so stay on top. Hit the one nearest to you first, then stay in that area while you take out the other laser from a safer distance and more room to dodge. Once those yellow bits are gone, the floor will have an electric spike rolling around, so jump over it the big spikey wheels. Keep hitting him though, in the head this time, then watch him shrink.

30. Waterfront warehouse

More generators with slimy Symbiotes, that are shown to you in the fly-over sequence introducing the level. Take out the one next to you on the left lot of



boxes. Then head over to the other generator that's at the end. In each corner of this room there's a Flame Web Cartridge, there's also one on the girders above and some health too. Get to the next section (simply follow the sign the sign that says 'This Way Up') and go left where there's another generator. Now carry on through to the next warehouse section. The right hand corner has both remaining generators, one on the floor and the other on top of more crates. There are more pick-ups around the room too, so take a look around. Now get into the opening at the middle, then move on to the next section. After the check point, travel down the wall into the opening near the bottom but avoid falling into the fan. Carry on along the shafts, taking a left each time. When you get to the next fan section, go on down to the next opening as before and drop down to the next level.

31. Underwater trench

This one's a bit tricky, but you'll know what to do. Basically, the floor is electrified. There are platforms along the trench that you need to get through. Each platform has a laser gun turret that's set to fry you. But touch the floor or spend too long on one

platform and you'll be fried. So, what you've got to do is take a run up, jump and snap an **[E]** Web Line out onto the nearest, shortest routed platform. In the first section, it's the nearest on the left then the furthest to the right and then swing onto the door. The next section is identical but you need to be faster or you'll get shot. Now take a left, then head over to the right and get onto the last platform before the door. Remember to pick stuff up in the machinery rooms in between each section. Be sure to crawl over to the part that has the laser if you find yourself on the side of a platform. If you fall off, try to get onto the non-glowing blue bits – these bits aren't electrified.

32. Stop the fog

At the top of the shaft in the middle of the room is a Spidey Armour pick-up. Go into the room that says 'Start Here' and chat to the sultry Black Cat. Then, hit the switch to the right of her to get things going. Now go into each of the rooms marked A, B and C and make your way over a control panel with a switch in the middle. Just hit each of them in no particular order. It's probably best just to swing to the nearest door so as to avoid the deadly Symbiotes.





32 Just be sure to hit all the switches and this will stop the fog affecting the city.

33. Spider vs. Doctor Ock

The best advice for this section of the game is to just run around, keeping a bit of a distance from Doc Ock and watching out for a yellow light. That's where a

switch has just dropped down from, so go over to it and flick it. Keep on running around, keep on flicking switches and just jump over the extended shield walls. Once the shield has dropped down, be very quick and duff up the dodgy Doc with lots of Web Spikes. His shields will rise up again after a few hits, and he'll then do a short spin attack, so jump



34 away from him at this point. Be sure to repeat this movement three or four times and you'll be fine.

34. Spidey vs. Carnage

This squeaky-voiced baddie is really tough to beat – he'll either slash the air with spikey protrusions or with a stab from his pincers that can take off half your life. Lastly, he'll shoot you with bits of his body so just dodge them by moving from side to side. The only way to kill Carnage is by

punching his guts, with your back to a wall, and then pushing him into the middle of the sonic field. The sound waves will spin him out. You must use your Web Spikes here. Alternatively, if you get the chance, nab him with a Web Tug into the middle of the chamber. Easy! When he's being barraged, make sure you stand in alignment with him, as this will make him walk in the opposite direction from you, spending more time in the field. And hey – you've finished the game!



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EXTRA

ALIEN RESURRECTION

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NEXT ISSUE



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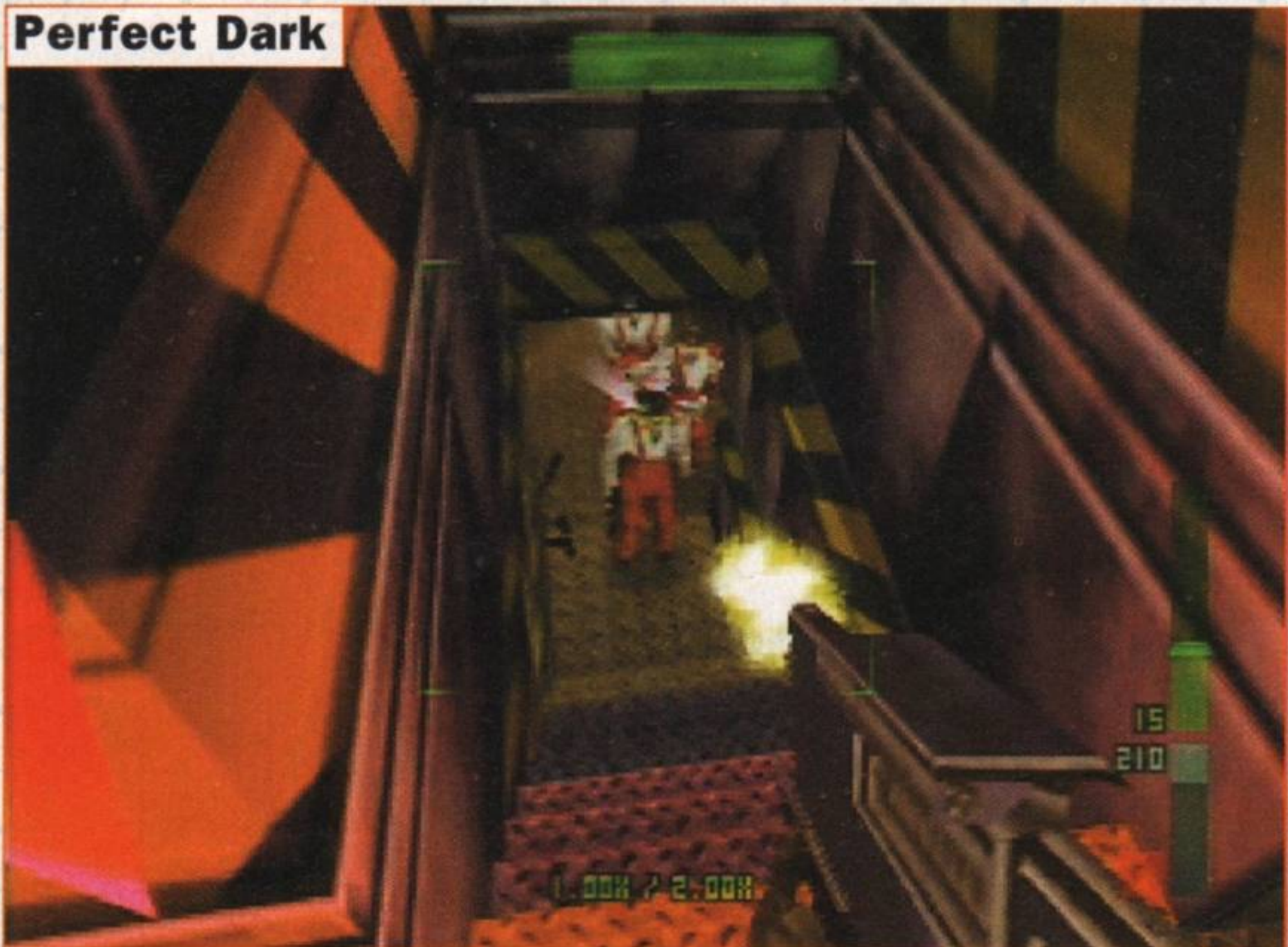
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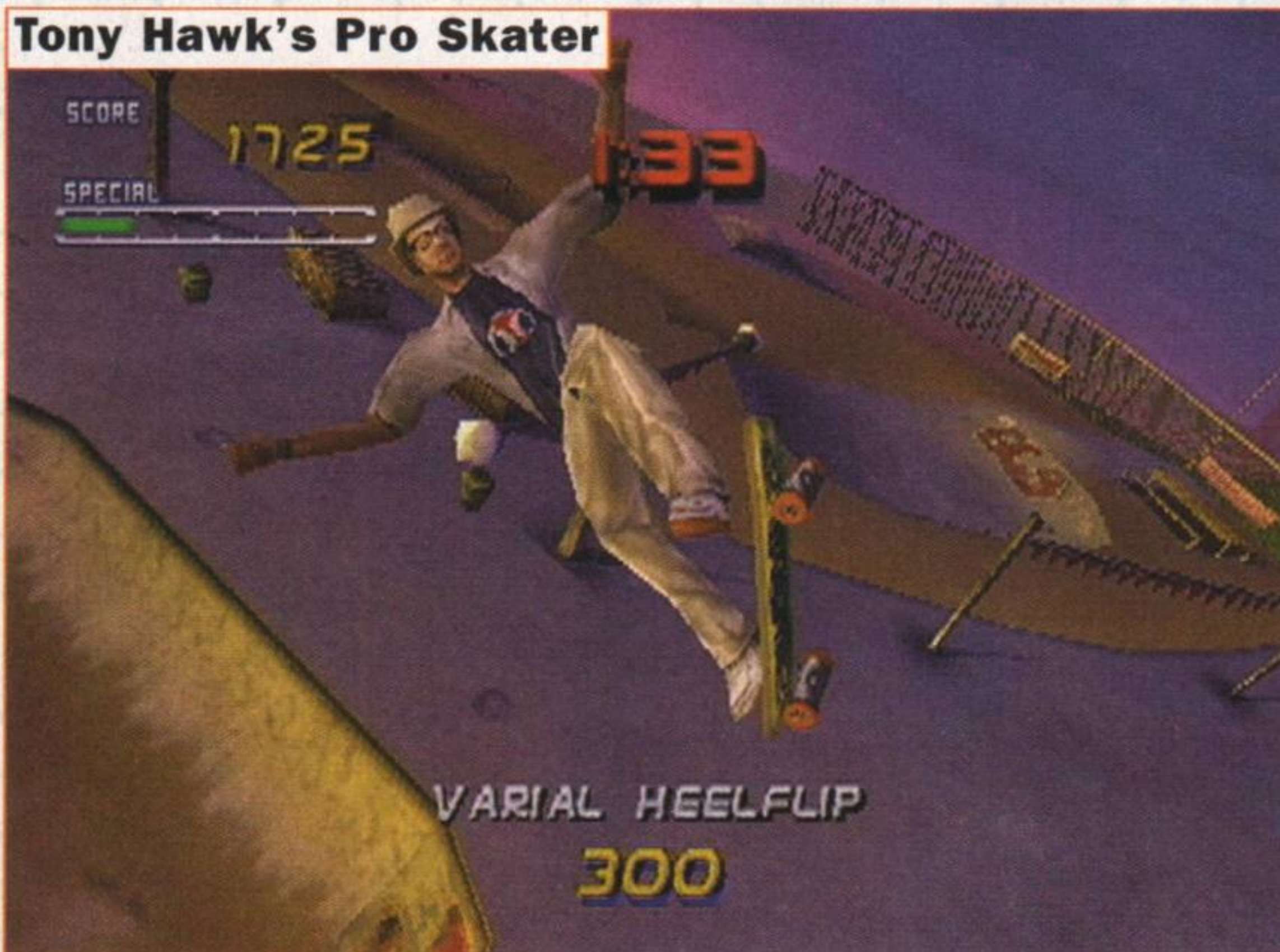
CHEATS EXPRESS

Four pages of life-saving cheats for the game you just haven't been able to polish off. If your game's not here, write in and let us know!

Perfect Dark

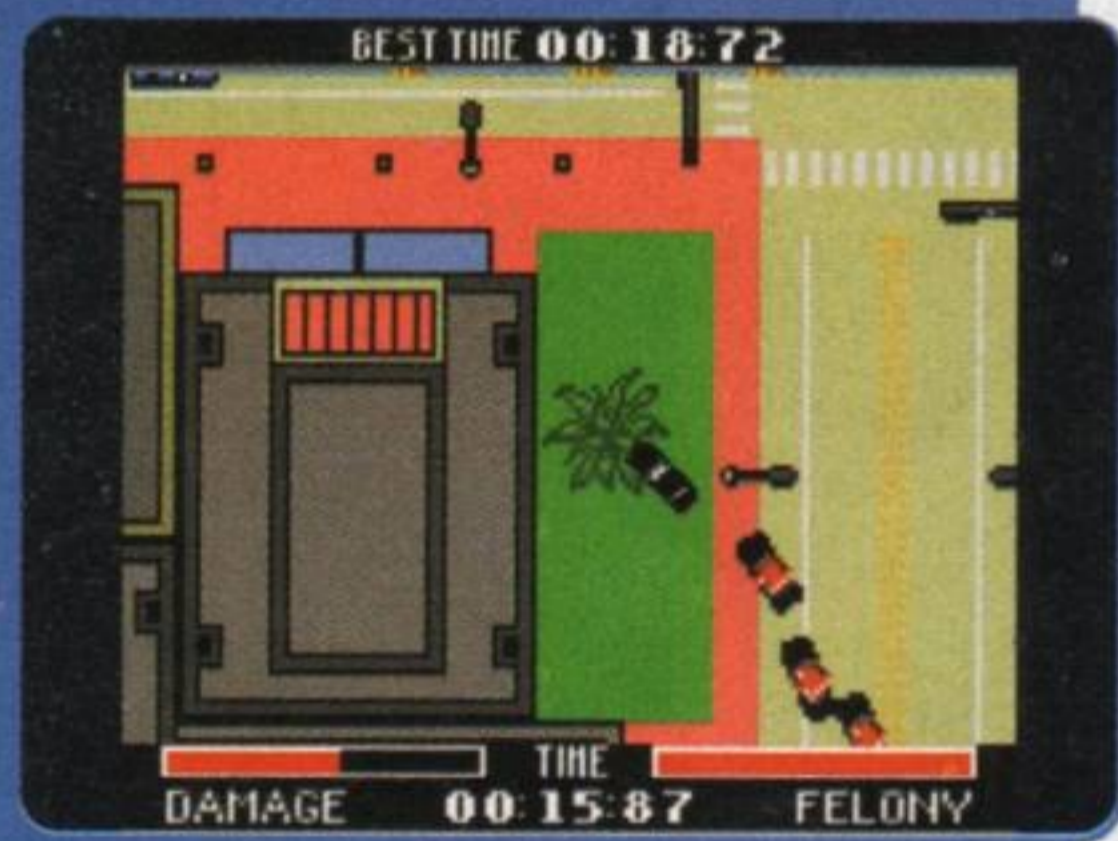


Tony Hawk's Pro Skater



QUICK TIPS

Game Boy



Driver

To unlock the Cheat Menu you must enter in the following code at the Main Menu screen. First highlight "Undercover", then hit ↑, ↑, ↓, ↓, ↑, ↓, ↑, ↓, ↑, ↑, ↓, ↓.

Another menu option will now become available to you, called Cheats (but of course!). Access this option and turn on or off any of these options by pressing → to activate and pressing ← to deactivate them.

Blaster Master

Passwords

- Level 1: E6C3D3KF
- Level 2: E6D3D3KG
- Level 3: E7C3D3KH
- Level 4: E7D3D3KI
- Level 5: F6C3D3KQ
- Level 6: F6D3D3KR
- Level 7: F7C3D3KU
- Level 8: F7D3D3KT

Wacky Races

To unlock all of the characters and tracks in the game, enter the password on the Option Menu as - yep, you guessed it - "MUTLEY."

Perfect Dark



■ **Tricks of the trade from those very much in the know.**

Here's how to alter the position of Simulants as they die. Program any game you want but make sure you have automatics. Use any Simulants you want (Meatsims work the best), and play the ruins or the sewers.

In the sewers, lure a Simulant to the elevator hallway. The Simulant will try to jump into the shaft to the ground. If you time it just right, you can hit the Simulant and nail him/her to the wall of the shaft. They will disappear as their arms spread out to the wall.

On any level you fancy, if you know of a Simulant who's about to die, confront them and shoot out its gun, then shoot the Simulant. The Simulant's gun will then fly into the air and the Simulant will disappear.

When you're in the ruins, in the shaft where you duck to get through, wait there for a Simulant to come in. Let it crawl through and when it's about 15 feet from the entrance, kill it. He should disappear into thin air.

■ **Here's how to complete the final level, Battle Shrine, on the hardest setting (Agent).**

Arm your callisto NTG and set it on High Impact shells, and arm the R-Tracker. Walk gently forward, but run back out immediately to lure out the first Skedar. Kill him, and continue on in, all the time watching out for the cloaked Skedar.

Approach the pillars. If a target amplifier is required, Joanna will say, "This must be one of the special pillars." If she doesn't, blow it up with the devastator. Take the stairs

walking backwards to take out a Skedar, then turn around. Lure two more Skedar out when the path splits, then hang a right towards another pillar. If there's an R-Tracker, whack on a target amplifier on it; or else just blow it up.

Switch back to your Callisto and head for the small, white hill. Kill the Skedar, who should be unable to harm you, then exit and turn right down the hallway to the pillar. Kill the two Skedar with the reapers, then decide on the fate of the pillar. Turn right behind where the Skedar approached to another pillar. Approach the opposite side of the hallway and then follow the path into the dead-end.

Blow the Skedar away, and take care of the pillar. Exit the hallway, turn right and bag (but don't use) the Phoenixes. Instead, keep the Callisto handy and snipe the Skedars to your left and right.

Follow the cliff to the opposite overhang. Take the ladder, kill the Skedar and arm the devastator (or Phoenix if you're out of ammo) and the IR scanner. Next take out the weak portion of the wall, disarm and arm the Falcon 2. Go in, turn right, and kill the small Skedar. Head left for some more Skedar-cide, and look for a door on the right-hand side. Now kill the little Skedar, push the Lion pillar onto the picture on the floor, and keep up the killing until you reach a blue bridge.

Arm the Callisto NTG and kill the Skedar. Keep going until Joanna says "Oh no, a secret army in suspended animation!" Kill them with the Callisto, arm the Phoenix and go through the door. Shoot the baddie with explosive shells until he runs to the middle, shoot off the following parts of the statue in the correct order and bingo! Job done.

Tony Hawk's Pro Skater 2



■ **How to pull off more tricks than Paul Daniels has had hair pieces.**

Here's how to Ride Upside Down in San Francisco. Right where the hubba bridge is, there is a weird structure that looks like a bunch of pillars holding up a metal cage - that you probably thought was impossible to get on top of.

To get on it you must go past the bridge all the way to the small half-pipe pressed up against the building. Get as much air as you can, come back towards the bridge as you make a sharp left turn and fling off of the little white curb by the grass to get onto the cage.

From here, press nothing if you made it on and you just kind of roll around a bit making sure not to drop into the hole in the cage. When you want to ride upside down, pull an ollie and you'll find yourself on the bottom of the cage. From this position you can even fall off one of the sides without dying!

Mario Tennis



■ **All you need to win more tournaments than Fred Perry.**

Here are the passwords for the various tournaments:

- Mario Cup: **A3W5KQA3C**
- Wario Cup: **UOUFMPUOM**
- Luigi Cup: **M1C2YQM1W**
- Waluigi Cup: **LA98JRLAR**
- Donkey Kong Cup: **MM55MQMMJ**
- Peach Cup: **OF9XFQOFR**
- Bowser Cup: **N24K8QN2P**
- Mariotennis.Com Cup: **48HW0R482**

Turok 3



Enter the following into the password screen.

Easy setting	
Map 2:	SDFLMSF
Map 3:	DVLFZDM
Map 4:	VFDSGPD
Map 5:	CSDJKFD
Medium setting	
Map 2:	VLXCZVF
Map 3:	DPSDCVX
Map 4:	ZMGFSCM
Map 5:	HWKLFYS
Hard setting	
Map 2:	CJSDPSF
Map 3:	CMSDKCD
Map 4:	SPFPWLD
Map 5:	TPDFQGB
And to cheat..	
Unlimited Ammo:	ZXLCPMZ
Unlimited Lives:	FJVHDCX
Skip Level:	XCDSDFS

Dragon Warrior Monsters



Here's the location of the all-important Secret Gates.

Dragon Warrior Monsters



When you're in the Well, give the scientist a monster that knows a lightning attack.

In the Bazaar, give the guys in the lower-right corner of the place a monster that knows a fire attack.

After beating BattleRex, go to the right of the Shrine of the Starry Night, then you have to beat the Goopi 5 times in a row.

After beating BattleRex, there will be a Traveller's Gate in the upper-right corner of the Monster Farm.

When you get your ZapBird from the MetalMan, talk to the Metally, then afterwards he will give you a Traveller's Gate.

In the Library, you must have had at least 100 monsters, then talk to one of the assistants, and she will open up a room for you.

After beating the Starry Night Tournament, go right and left from the Egg Blessor, then beat the Goopi 5 times in a row.

After beating the Starry Night Tournament, go to the Bazaar near the other hidden gate, then show the guys a monster that knows "Yell".

After beating the Starry Night Tournament, go to the room with the guy that won't let you go to his traveller's gate. Read the bookshelf with the journal in it. Then talk to the little girl, she will then talk to her grandfather. After showing the grandfather a goldslime, he will let you use the gate.

After beating the Starry Night Tournament, go to the room with the guy that won't let you go to his traveller's gate. Read the bookshelf with the journal in it. Then talk to the little girl, she will then talk to her grandfather. After showing the grandfather a goldslime, he will let you use the gate.

Midtown Madness



Red Asphalt



More cheats than you can shake a stupidly big stick at.

For big cars, at the main menu, press and hold **LB+RB**, then press **↑, ↑, @, @, @**.

For small cars, at the main menu, press and hold **LB+RB**, then press **↓, ↓, @, @**.

For a car showroom, at the Title Screen, press and hold **LB+RB**, then press **@, @, ↑, ↑, ←, →, ↓, ↓, @, @**.

For an extra cash bonus during the race, position your vehicle on a power-up icon that always reappears as cash. The icon will keep reappearing and you will keep picking it up.

For a manic total chaos mode, go to the title screen, press and hold **LB+RB**, then press **↓, Forward, ↓, Forward, @, @, @**.

For a bizarre voodoo car, go to the main menu, then press and hold **LB** and then press **←, →, ↓, ↑, @, @, @, @**.

For an infinite cash cheat, go to the main menu (that's the one that lets you choose your car, your character, equipment, etc), first press and hold **LB+RB**, then press **←, ←, →, →, @, @, @, @**. Your virtual money won't actually visibly increase, but it won't decrease when you buy

QUICK TIPS

PC



The Sims: Livin' Large

Hit **CNTRL+SHIFT+C** and type "Rosebud ;!;!;!;!;!;" then hit Enter. You'll snag a butt-load of cash.

Deer Avenger 2

There are lots of places to score big. While in town, shoot the red truck. At the bar, aim for the dartboard. In the office, unload on the paintings. Meanwhile, for a Fully-Automatic Rifle, Choose the REM 16. Right click after clicking on your location and then click the hunt sign. Hold it until you start hunting. The gun becomes fully automatic and you don't have to take time to reload.

Motocross Madness 2

For the bikers to have larger heads, simply type in "big heads" at the main menu.

cars, equipment and everything else that you will need.

Midtown Madness



How to access the special vehicles in multiplayer mode, on this PC oldy but goody.

To access these vehicles, enter the name shown below then choose the vehicle indicated. To use these codes in the multiplayer mode, enter the name that is shown as your multiplayer nickname.

Generic Car: Enter your name as VASEDANS and choose the Cadillac.

Van: Enter your name as VAVAN and choose the Ford F350.

Diesel Truck: Enter your name as VADIESELS and then choose the city bus.

Compact Car: Enter your name as VACOMPACT and choose the VW Beetle Bug.

Pickup Truck: Enter your name as VAPICKUP and then choose the Ford F350.

Alternate Bus: Enter your name as VABUS and choose the city bus.

Delivery Truck: Enter your name as VADELIVERY and then choose the Ford F350.

Random Limo: Enter your name as VALIMO and then choose the Mustang GT.

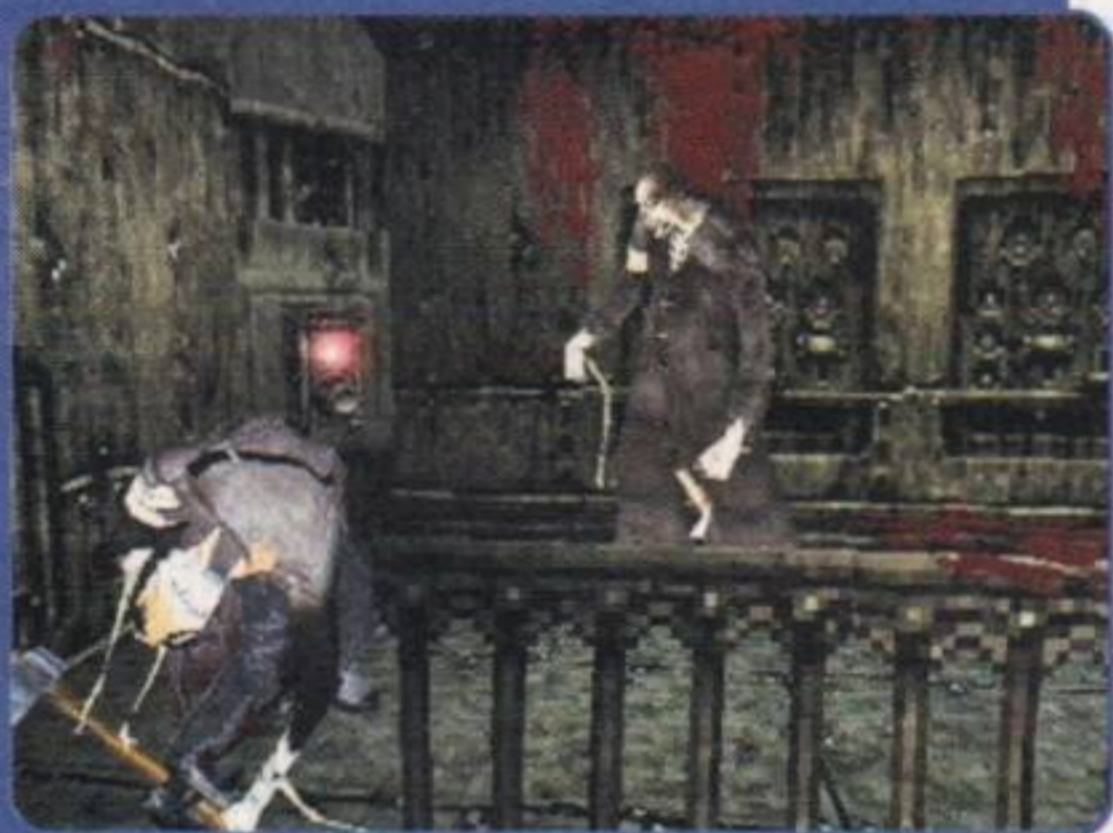
Black Limo: Enter your name as VALIMOBBLACK and choose the Mustang GT.

White Limo: Enter your name as VALIMOANGEL and choose the Mustang GT.

Yellow Cab: Enter your name as

QUICK TIPS

PlayStation



Nightmare Creatures 2

While in the game, pause and then press and hold **LB+RB+@+@+@**. This will open a Cheats Menu. From here you can either activate or deactivate cheats as follows:

Show the percentage of life left in your enemy:

LB+RB+@+@

Enable one-hit-Kills:

LB+RB+@+@+@

Select level with Left and Right:

LB+RB+@+@

Unlimited continues:

LB+RB+@+@+@

Grind Session

To unlock every trick in the game, press **↓, ←, ↑, →, ↓, ←, ↑, →** while the game is paused in tournament mode.

Front Mission 3

In the Alisa missions, after mission 46, go to the ArmoredK website and check out BBS 3. At the bottom there is a number (555-XKR-224). Then go to the Auspend garbage pit. There should be something there called the Infernal Dialer. Dial this number in and you will receive the parts to a Hoshun Mk112 and a laser weapon. You must then put it together and upgrade it. It is the best wanzer in the game, so it's worth spending time on it.

QUICK TIPS

Dreamcast



Rayman 2: The Great Escape

To get to Globox Village you need to first get the power-up to swing from purple Lums. Next go back to the first level and go to the part where you have to climb (the one with the two walls close together). When you get up swing by the Lum and you can get to the village. Here you place the crystals which unlocks stuff like a four-player mini-game.

▶ VATAXI and then choose the Cadillac car.

Green Cab: Enter your name as VATAXICHECK and then choose the Cadillac car.

Age of Empires 2



Press Enter to open the chat window. Then enter one of these codes.

- 1,000 Food:** CHEESE STEAK JIMMY'S
- 1,000 Gold:** ROBIN HOOD
- 1,000 Stone:** ROCK ON
- 1,000 Wood:** LUMBERJACK
- Commit Suicide:** WIMPYWIMPYWIMPY
- Disable Fog of War:** POLO
- Full Map:** MARCO
- Instant Building:** AEGIS
- Lose Campaign:** RESIGN
- Saboteur Unit:** TO SMITHEREENS
- Shelby AC Cobra:** HOW DO YOU TURN THIS ON
- Slay All Opponents:** BLACK DEATH
- Slay Select Opponent:** TORPEDO <1-8>
- Useless Villager:** I LOVE THE MONKEY HEAD
- Win Campaign:** I R WINNER

Spider-Man



■ Spidey senses tingling? It should be, with this little lot.

- Invincibility:** RUSTCRST
- Select Level:** XCLSIOR
- Unlimited Webbing:** STRUDL
- All Comic Book Covers:** ALLSIXCC
- Every Movie:** WATCH EM
- Access All Secret bits:** EEL NATS

Also, for a bit of a laugh, try entering rude words as cheat codes, and watch Spidey pop up and swipe your nastiness away.

Tenchu 2



■ More tips than a bag of snooker cues.

- To increase your item inventory by one, on the Item Selection screen, hold **1** and **@** and press: **→, ↓, ←, ↑.**
- To unlock all ninja items: Hold **@** on the Item Selection screen and press **@, @, @ @, @, @, ←, ↑, ↓, →, 12, 12.**
- To recharge your health to 100: pause the game and hold **@**, and press **→, →, ↑, ↓.**
- To show the entire map in game:

Tenchu 2



Spider-Man



Hold **▶** to view the map and press **@** five times.

- To unlock all missions, on the Custom Mission screen: Hold **12** and **@** and press **↑, ↓, ↓, →, →, →.**
- To unlock every stage, on the stage select screen: Hold **@, @** and **▶** and press **→, →, →, ↑, →, ↓, 12.**
- To unlock the hidden character Tatsumaru, on the Stage Selection screen:

Hold **@** and **@** and press **11, 12, 12, L1, ↑, ↓, →, →, and ▶.**

- To unlock the office level in the Mission Editor, on the Mission Selection Screen: Hold **12**, and press **@, @, →, →, @, @.**

San Francisco Rush 2049



■ Cruising around The 'Cisco has never been so easy.

To reveal the cheat menu, highlight Options and then press and hold **L + R + X** and **Y**. This will reveal the cheats menu at the bottom of the screen.

Meanwhile, if you want something to aim for something without cheating:

- Enter the Stunt Mode and earn 100,000 points, enabling you to unlock the Disco track.
- Accumulate 100 points in the battle mode to unlock the Downtown Battle Arena.
- Accumulate a score of 250 points in Battle Mode to unlock the Plaza battle arena.
- Accumulate a score of 500 points to unlock the Roadkill battle arena.
- Complete the Beginner Circuit with a placement of third place or better

Age of Empires II



San Francisco Rush 2049



to unlock the Mission track.

- Earn an accumulated score of 250,000 points in Stunt Mode to unlock the Oasis stunt track.
- Earn 1,000,000 points to unlock the Obstacle Course.
- Complete the Intermediate Circuit with a placement of third place or better to unlock the Presidio track.
- Earn an accumulated score of 500,000 points in Stunt Mode for Warehouse stunt track.

Heavy Metal FAKK 2



■ **Stuck? Then thank F.A.K.K. for this little lot, we reckon.**

Go into the "Video/Audio" menu. Select "Advanced" and on the right-hand side select "Console". In game, press ~ (// er, that's tilda //) to access the console, and enter one of the following codes:

God Mode: **GOD**
 All weapons and Items: **GIVE ALL**
 Restore health: **HEALTH 100**
 No clipping mode: **NOCLIP**
 Disable enemy AI: **NOTARGET**
 Display console commands: **EVENTLIST**

To select your level, type "map" followed by one of the following choices: blood, cemetery, cliff1, cliff2, creeperpens, end, fakkhouse, fog, gruff, gruff_cinema, homes1, homes2evil, homes3good, intro, landersroot, oracle, oracleway, otto, over, shield, swamp1, swamp2, swamp3, towncenter_evil, towncenter_good, training, under, water, zoo.

Deus Ex



■ **This little lot should be worth the effort.**

Right then. You're going to have to know what you're doing here, or at least, how to edit the User.ini file so that an open letter is bound to "talk". You do? Splendid. Then, while in game, hit the Talk key, delete "Say", and type "set DeusEx.JCDentonMale bCheatsEnabled True". You can now enter any of the following codes:

GOD God mode
ALLWEAPONS Get All weapons
ALLAMMO Ammo refill
ALLSKILLPOINTS Tons of skill points
ALLAUGS Basic Augmentations
ALLHEATH Refill Health
ALLENERGY Refill Energy
ALLCREDITS 1000 extra credits
ALLIMAGES Unlock all images
SPAWNMASS Spawn a large group of enemies
OPENSESAME Unlock door
LEGEND Special Menu
TANTALUS Kill enemy

Ecco The Dolphin



■ **How to play dolphin soccer. No, really.**

To play dolphin soccer against a warring Clan member, the first order

of business is to swim to the large central building underwater. Circle it until you find the Information Shard. Enter the central structure here and head down the tunnel until you find an oval door near the bottom. This passage is split up by several organic doors that dilate when you get near them, allowing you to pass. Ignore the side paths for now, just head down the tunnel until you reach the chamber at the end.

There is a Clan member here and a bubbler in the centre of the room. If you turn and face the entrance, you'll notice an oval section of wall to the left moving slightly in the current. Swim through it to find a secret room. Inside is a Stealth power-up. Grab it and head straight back. There are a pair of yellow lights at the back of the room. Touch your nose to the right one to be taken to Dolphin's World Championship, a soccer match between you and a Clan member.

Vampire The Masquerade

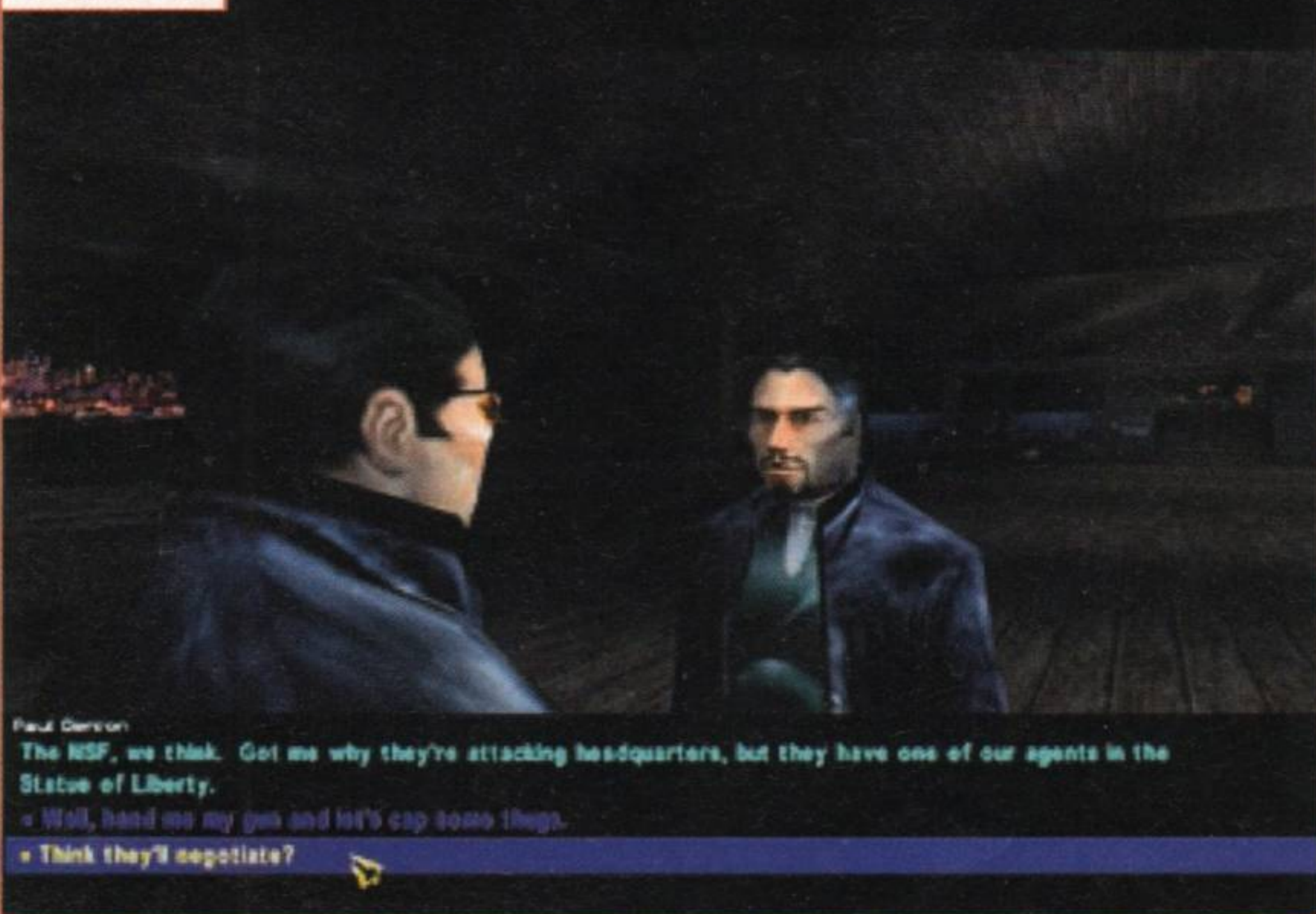


■ **Make the redemption entirely your own.**

Firstly, activate the console by going to the game short-cut and adding -console after the vampire.exe" (it must go after the quotation marks). Then, while in game, hit ~ (// tilda //) to bring up the console. With the console up, enter:

God Mode On: **GOD 1**
 God Mode Off: **GOD 0**
 Extra Experience (where the # is amount of exp needed): **XP #**
 Extra Money: **CASH #**
 Loose Money: **DROPCASH #**
 Add Item: **ADDTHING #**
 Add Disciplines: **ADDALLDISCIPLINES #**
 Change Shape: **shapeshift #**
 Set FPS: **MAXFPS #**
 Use Disciplines with no Blood Loss: **FREECASTING**
 Turn off all AI: **AI**
 Give Full Health: **REVIVE**
 Open Vault Anywhere: **VAULT**
 Final Death: **KILLME**
 Infinite Ammo: **FREEMMO**
 Open Advancement Window: **ADVANCEMENT**
 Pause: **PAUSE**
 Resume: **RESUME**

Deus Ex



Ecco The Dolphin



Damage player: **DAMAGE ME**
 Poison player: **POISONME**
 Disease player: **DISEASEME**

Turok 3



■ **Don't live in a shadow of oblivion. Cheat your way out instead!**

Enter these codes as passwords at the "New Secrets" screen:

Invincibility: **Raven, Salmon, Eagle, Bear, Lizard, Rabbit**
 All Weapons: **Owl, Bear, Owl, Insect Hawk, Owl**
 Infinite Ammo: **Salmon, Elk, Bull, Snake, Eagle, Salmon**
 All Keys: **Lizard, Dragonfly, Bull Bear, Wolf, Eagle**
 Pen and Ink Mode: **Jaguar, Horse, Elk, Fish, Jaguar, Hawk**
 View Credits: **Elk, Elk, Elk, Elk, Elk, Elk**
 Headless Mode: **Lizard, Elk, Eagle, Owl, Salmon, Horse**
 Big Head Mode: **Cougar, Wolf Snake, Rabbit, Lizard, Coyote**
 Big Hands and Feet: **Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote**
 Stick-Man Mode: **Horse, Eagle, Snake, Cougar, Insect, Salmon**
 Tiny Mode: **Frog, Frog, Salmon, Insect, Wolf, Cougar**
 Mannequin Mode: **Snake, Bull, Snake, Frog, Bear, Elk**

Gasping Mode: **Dragonfly, Bull, Rabbit, Salmon, Eagle, Raven**
 Gouraud Shaded Graphics: **Lizard, Salmon, Insect, Salmon, Wolf, Dragonfly**
 Menu Madness: **Rabbit, Owl, Horse, Insect, Bear, Bear**
 Full Pause Screen: **Rabbit, Owl, Lizard, Elk, Salmon, Rabbit**
 Warp Level 1: **Frog, Elk, Horse, Dragonfly, Wolf, Rabbit**
 Warp Level 2: **Owl, Owl, Horse, Elk, Elk, Elk**
 Warp Level 3: **Owl, Rabbit, Bear, Insect, Frog, Cougar**
 Warp Level 4: **Bear, Horse, Raven, Eagle, Horse, Coyote**
 Warp Level 5: **Bear, Dragonfly, Horse, Bear, Frog, Elk**

QUICK TIPS

Nintendo 64



NFL Quarterback Club 2001

Enter the following as cheat codes:
 Rugby Mode: RGBY
 More Injuries: HSPTL
 Flubber Ball: FLBBR
 More Fumbles: BTTRFNRS
 Big Football: BCHLL
 Fat Players: MARSHMALLOW

Harvest Moon 64

To avoid typhoons, boost your love rating to a faster rate, or to increase your strength, take a vegetable or an egg to the hidden spot to the left of the carpenter's house and throw it in the pond. A goddess will appear and comment on how nobody gives offerings anymore and how happy she is then she grants you increased strength, less severe weather, or getting the colour of the hearts in the girls speech to change faster.



coffee clinic

Armed with a vat of caffeine and a couple of matchsticks, let us take the strain of solving your gaming problems, so your joypad stays intact and your hair stays firmly on your head...

Stuck somewhere in a game and feel like there's nowhere to turn? Stick your problem onto this cutout-and-send form, and we'll solve it quicker than you can say Nescafé Gold Blend.

Name _____

Address _____

Game _____

System _____

I'm stuck on the bit where... _____

Continue on separate sheet if needed

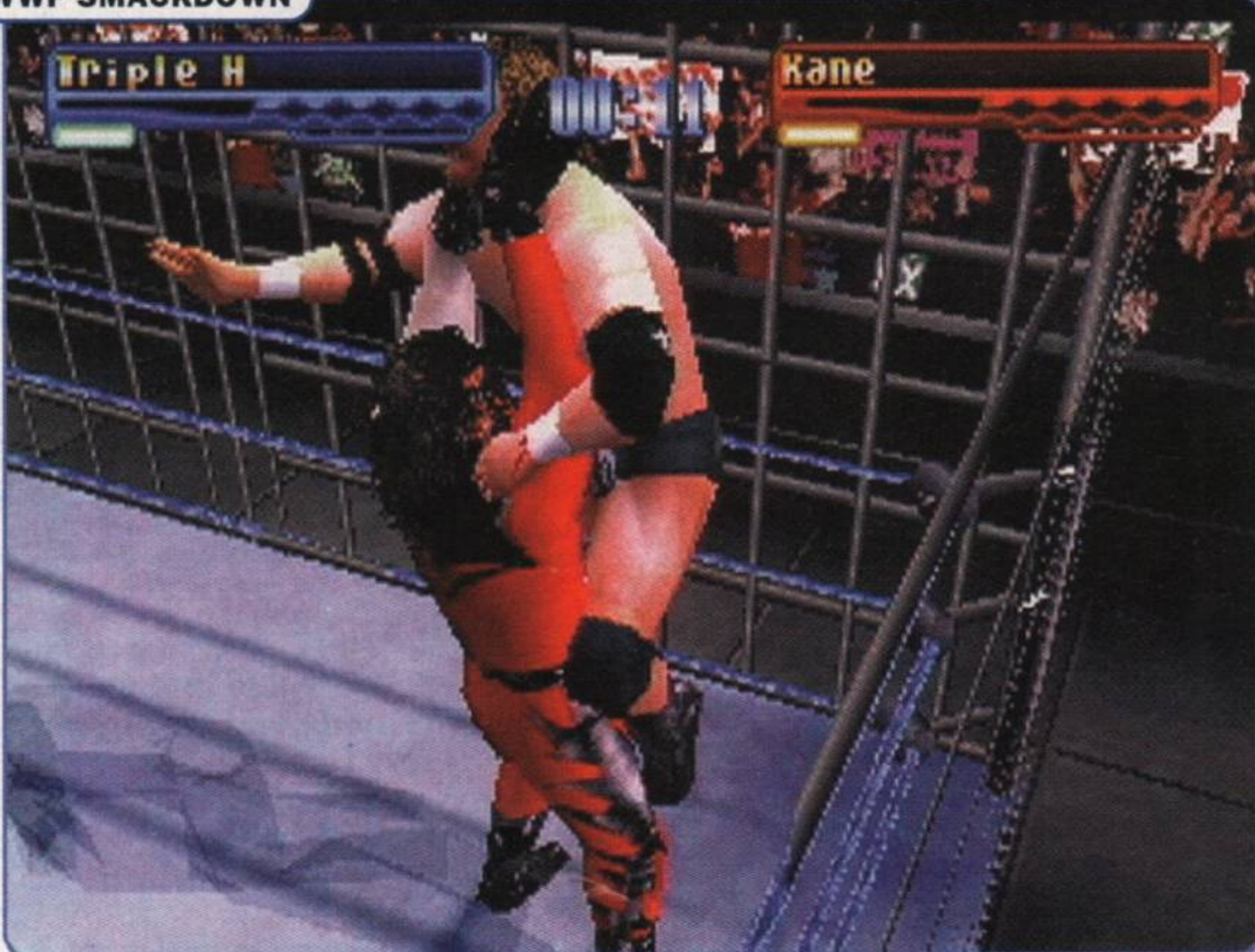
**Send to
VideoGamer**
30 Monmouth Street,
Bath BA1 2BW

Fax us on: 01225 732275

E-mail us at:
vgm@futurenet.co.uk



WWF SMACKDOWN



Extra lard, please
How do I get the secret wrestlers on the Playstation's WWF Smackdown?
Steven Crisp, Essex

Coffee Clinic suggests:
Mmm, sweat and hair. By completing Season mode you'll not only open up extra lardy boys but also get wads of points to create your own pie men. When you've completed 20 years in the season mode you've pretty much unlocked the lot. Get grappling.

A perfectly dark kebab
In Perfect Dark how the hell do you kill the final Skedar boss? I've shot the flip out of it only to run out of ammo and die like a street punk.
Chris Mott, Bristol

Coffee Clinic suggests:
Yep, bit of a bugger, this. Still, this will sort your woes: you may have noticed during your frantic battles, a five pointed statue behind the Skedar king. The best approach is to shoot out the rockets he fires as soon as they leave his Slayer. This immediately forces him to regenerate his shields and he'll crouch in front of the statue. Now blast away at the statue's points starting from the bottom and working up. Once the last point is shot out it'll fall and skewer that Skedar scumbag.

Radio ga ga
I know there's a radio in Pokémon Yellow but I can't find it anywhere. Please help as it's driving me nuts!
Tanya Gray, Liverpool

Coffee Clinic suggests:
In the area that Team Rocket has taken over (or will take over), there's a girl on the far

right behind a counter. When you speak to her, answer in this order: yes, yes, yes, no, yes, no. Before you know it you'll be the proud owner of a radio and your sanity will return!

New balls for big balls
On Virtua Tennis I've played against King and Master in the World Circuit mode (getting my ass thoroughly kicked) and was wondering can you play as them?
Peter Tungsten, Dundee

Coffee Clinic suggests:
If you beat the nightmarish duo in the level four doubles you'll receive King as your reward. To access Master you'll have to beat the arcade mode on normal or higher without losing a game.

POKÉMON YELLOW



PERFECT DARK



TUROK 3



Oblivious and losing it
On level four of Turok 3: Shadows of Oblivion, I'm stuck on the boss in the fire pit. He keeps regenerating by diving in his pit after I've got his life down. How do you stop him doing it?
Rick Thomas, Gwent

Coffee Clinic suggests:
Ah, the Alpha Fireborn: hot, nasty and a bit of a cheat. To cool his spawdy ways, shoot the lava rock above him. It'll fall in his fire pit, turning it to ash, leaving you to toast him silly. Nicely.

An easy life
Deus Ex is brilliant but I'm finding it a bit tough. Any hints on making my life any easier?
Phillip Adams, London

Coffee Clinic suggests:
Not sure about your life but this will certainly help as far as the game is concerned. At the submarine base, Gary Savage will tell you to meet him at the roof. Your inventory must be full when you meet him and when he tries to give you an augmentation canister, just keep clicking on him for 500 skill points a click. Do this for as long as you want and for as many points as you want.

DEUS EX



VIRTUA TENNIS





**KEEP
AHEAD
of the
game**

Get Official UK PlayStation Magazine every month for the very latest news and reviews. The only magazine with a playable demo disc featuring the hottest new games.



Blaze Xploder CD9000

- Playstation
- Fire 01302 325225
- £19.99

■ Similar to its smaller GB cousin, the CD9000 can use Action Replay, Gameshark and Equalizer (up to V2.0) codes, besides Xploder's own. You get two pieces of kit: a CD and the X-Key. Using both together, you can load up cheats for games that come on the CD. Once a cheat's loaded onto the X-Key, swap the CD9000 for the game disc and you're away. Cheats for a recently released game can be saved by following simple on screen prompts. The X-Key also has the capacity of eight standard memory cards; saves have to be transferred back and forth to use them, but it's a still very useful.

verdict

It's not an essential piece of kit unless you really love to cheat, but it's very simple to use and does exactly what it promises.

7

P150 USB Action Pad

- PC
- Saitek 01454 855050
- £14.99

■ Looking cool (in a boomerang kind of way), the lightweight P150 slips snugly into your hand and remains comfortable after a lengthy session on *Quake 3*. All the buttons are easily reached and chaffing is non-existent. In use, the buttons are a tad clicky, feeling rather cheap, but they perform well, with instant responses. However, the D-pad isn't up to the standard of the rest of the pad; we found it took way too much effort just to walk in a straight line. Brilliantly, it does offer a small joystick to screw into the D-pad as an option, and although this worked better, it was still inaccurate and awkward.

verdict

Fitting snugly into your hand, this controller is a real contender. But the poor performance of the D-pad relegates it to just above average.

6

Sega Lock-On

- Laser death
- Bandai 01489 790944
- £24.99

■ Okay, so you might look like a berk running around with a blue plastic eye patch and brandishing a plastic gun but that never stopped us in *Quasar*. Lock-On wants to be the electronic toy version of paintballing. It isn't. The 'game' gives you nine lives which appear on the visor display. Every time your headset takes a hit your life reduces by one. Not only can you fire directly at the headset, you can also bounce the infrared beam off walls and ceilings. Sounds okay but if you score a direct hit against an opponent, you also notch up a hit yourself – from your own shot! So there's not much point, then...

verdict

Utterly bizarre. This could have been a blast – a pain-free home version of paintballing. But instead, it goes and shoots itself in the foot. Literally.

3

Sidewinder Force Feedback 2

- PC
- Microsoft 0345 002000
- £89.99

■ This joystick is one serious piece of hardware, possessing eight programmable buttons, a throttle, a hat switch (directional thumb control) and rotation (twists left and right) in addition to the normal 360° movement. Configuring this joystick is a complicated affair, but once sorted it's a flight sim fan's dream, responding to every command with silky smoothness. It's a bit of a monster when your plane's in a dive, as the force feedback kicks like a mule, but it just feels so sleek, you can't help wondering that if the hefty price came down, it could become *the* PC stick to have.

verdict

Undoubtedly this is a class act but the difficulty in configuring the stick and the price suggests it's only for those really serious about their sims.

7

Win!**Everything you see on this page!**

Every month we're going to give you the opportunity to walk away with everything we review in Top Gear. All you've got to do is write into the address below, or e-mail us via the power of the Internet with the correct answer to the following teaser:

Steve Austin also goes by the name of:

- The Rock
- Stone Cold
- The Gimp

Write to us at...

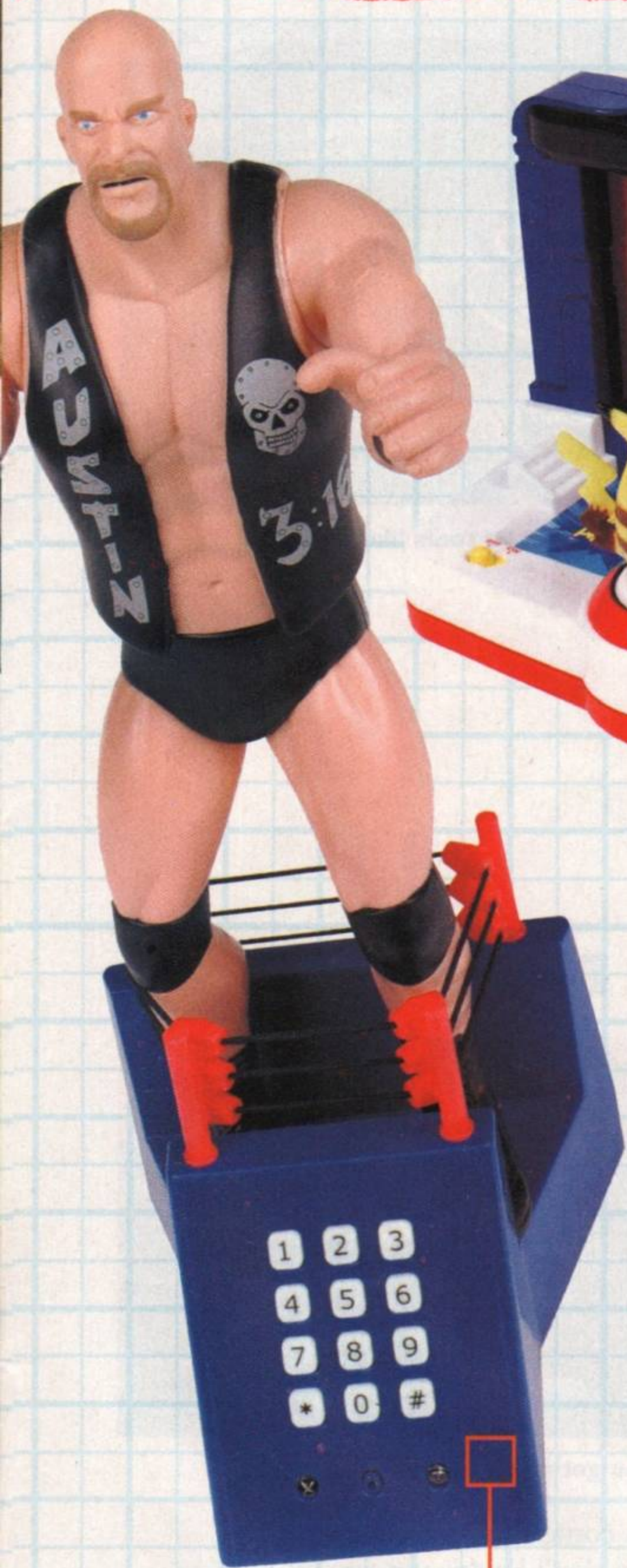
VideoGamer
30 Monmouth Street
Bath BA1 2BW

Fax us on:
01225 732275

E-mail us at:
vgm@futurenet.co.uk

THE RULES

- 1 No purchase is necessary. True, that.
- 2 No employee of The Future Network plc is permitted to enter.
- 3 The closing date is Thursday 30th November.
- 4 The editor's decision – though idiotic – is final.
- 5 There's no cash alternative to the competition prizes.
- 6 Absolutely no correspondence will be entered into regarding any aspect of this competition.
- 7 Individuals may only enter this competition once. We can spot multiple entries from about, ooooh, 47 miles off. So, we wouldn't bother with them. Nope.

**Stone Cold Room Guard**

- **Rasslin' toy**
- **Kidz Biz 0280 3933334**
- **£26.99**

■ "You can't come in... straight and simple, 'cos... Stone... Cold... said... so..." Well, that told you – and anyone else trying to get past this egg-headed plastic bruiser. You see, this may look like a cheesy phone but in fact it's a room guard. Steve Austin's voice is sampled so it sounds spot on, as do the trademark music and jibes. Ideally, if anyone passes by he'll go into his tough guy diatribe. But he doesn't. A good jolt usually initiates an abusive rebuttal, but little else does. For sure, if you try to tamper with Stoney, a siren wails and he gives you what for. But as for 'guarding' your room, you might as well forget it.

verdict

Die hard wrestling fans may want this for a laugh, and it *is* amusing for a while. But, Stone Cold – whether he says so or not – isn't very effective.

5**Pokémon Battle Arena**

- **Pokétoy**
- **Tiger 01423 501151**
- **£14.99**

■ This standalone electronic game based on Paper, Scissors, Stone features fave Pokémon, Pikachu and Meowth. You have three moves – Guard, Strong, Fierce – that cancel each other out and a special power-up move in charge mode. When facing off, you have to guess your opponent's move and counter it by choosing the move that beats it (e.g. Fierce beats Strong). You can either play against the computer or a human opponent, but neither option is particularly exciting. The LCD display might be simple and effective, but the sound is intensely irritating. Definitely one for da kids.

verdict

A Pokémon-mad nephew or niece may appreciate this more expensive version of a game you can play for free and don't need batteries for.

5**Blaze Xploder Game Boy**

- **All Game Boy formats**
- **Fire 01302 325225**
- **£24.99**

■ Whoever said 'cheats never prosper' obviously hadn't used the Xploder GB. This device can use Xploder, Action Replay and Gameshark codes – indeed any code you find on the Net can be loaded onto it. It's greatest boast is that it'll enable you to load Mew into *Pokémon*. This alone guarantees shedloads of sales but there's more: it has an in-built cheat trainer, for starters. We tried it out on *Super Mario DX* and quickly produced an infinite lives code. Besides being useful, it's fun, with a real sense of accomplishment. However, when we tried it out, it didn't seem to like older GBs and kept crashing.

verdict

It costs the price of a game, but worth it if you're into cheating. We recommend it for the GB Color due to the problems we had with older GBs.

7**RX150 Racing Wheel**

- **PlayStation**
- **Saitek 01454 855050**
- **£39.99**

■ The ultimate toy for the gaming boy racer has always been the racing wheel that lets you drive the computer car as you would your own (at much higher speeds, of course). But generally, console wheels have been well below par. The RX150 feels pretty solid and for once the floor pedals don't slip away. It has a good desk-clamp, plus a laptop piece to clamp to for greater stability. The litmus test for all wheels is how well they respond, and the RX150 disappoints in this regard, with a tiny movement not appearing to do anything, while a half-turn left or right sends your car careering off the road. Annoying.

verdict

The RX150 is no better or worse than most wheels out there. But let's be frank, how often have steering wheels produced better lap times than pads?

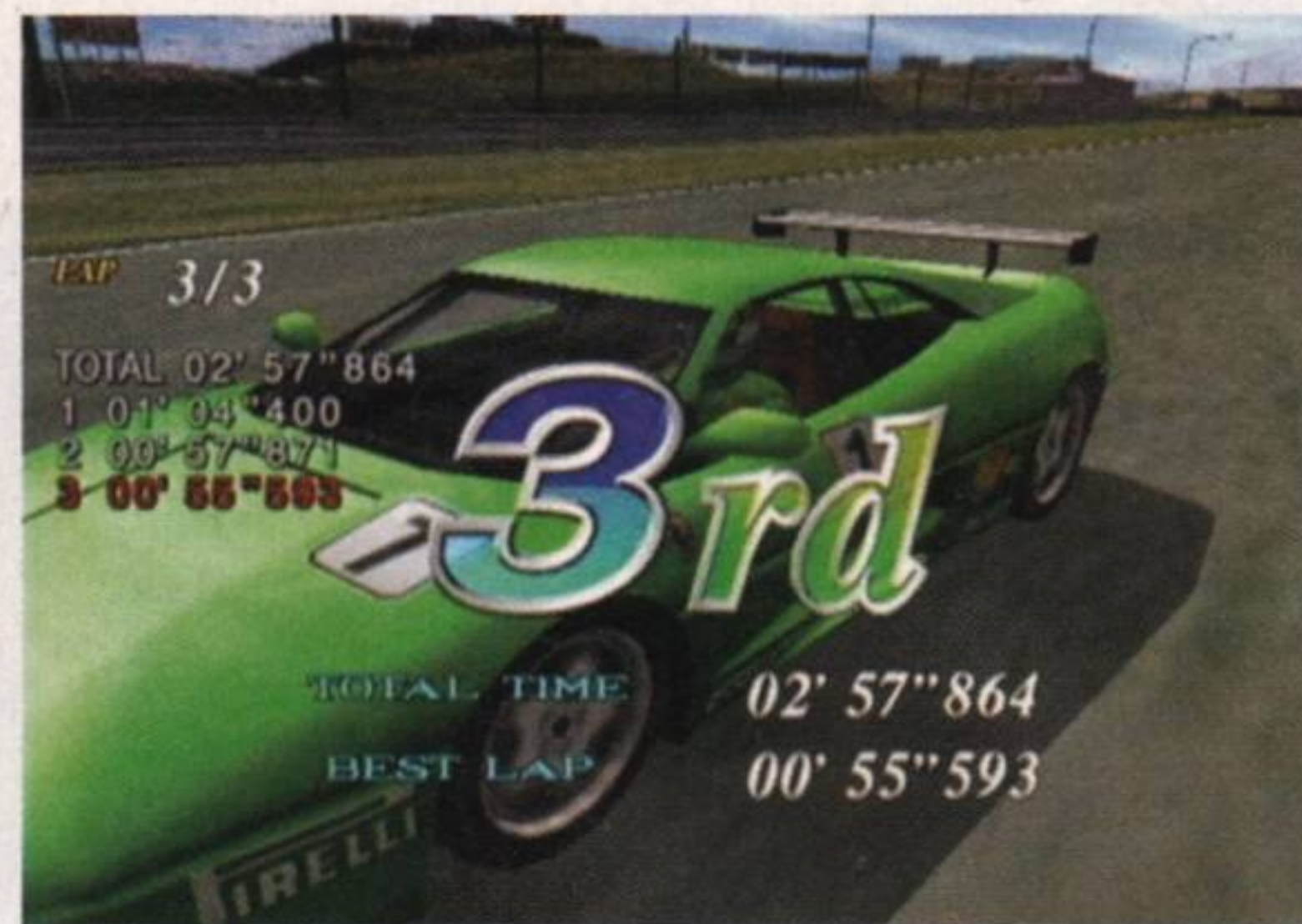
5



■ Training mode provides a handy red racing line.



■ Bump up the lap count for more demanding races.



■ To start with, even third feels like a victory.

FERRARI F355 CHALLENGE

GAME INFO



- Publisher: **Acclaim**
- Developer: **Sega**
- Price: **£39.99**
- On Sale in UK: **Out Now**
- Players: **1-2**
- Extras: **VMU, Vibration Pack**



The world's most desirable car zooms onto your Dreamcast.

Dreamcast owners are still looking for the 'serious' racer that could rightly claim a front row spot on the grid alongside the likes of *Gran Turismo*. *F355 Challenge* is the latest contender and looking beneath the bonnet reveals a good deal more than its arcade origins would suggest.

It certainly looks like it should deliver in the thrill stakes – slick-moving mean machines and detailed, undulating tracks will draw you in to the game pretty effortlessly. But when it comes to taking your car for a spin, the experience might not be quite as you would expect.

Squeeze the throttle and a beefy vroom lets you know you have one serious beast of a car at your fingertips – even if it is only on a screen. So far, so great. You'll floor it, wheel spin off the grid,



■ Impressive skies are plentiful. Not that you get much time to look, mind.



only to see the rest of the pack disappearing into the distance. But then you get to the first bend, and suddenly your car's throttle cuts off and brakes are applied, while you ease the 355 gently around the corner. Yep, you've guessed it, the computer is assisting you with all the hard stuff. At first, you control just the throttle and steering and even that is cut back if you're going a bit too full-on

into a corner when you shouldn't be. But don't let this put you off *F355 Challenge*. You get a good feel for the car and tracks early on, which prepares you for the full driving experience. Switch off all those computer assisted elements and the real race begins in earnest. The handling is very realistic – all the bumps and corners have to be negotiated as if you were in a real car. That means no

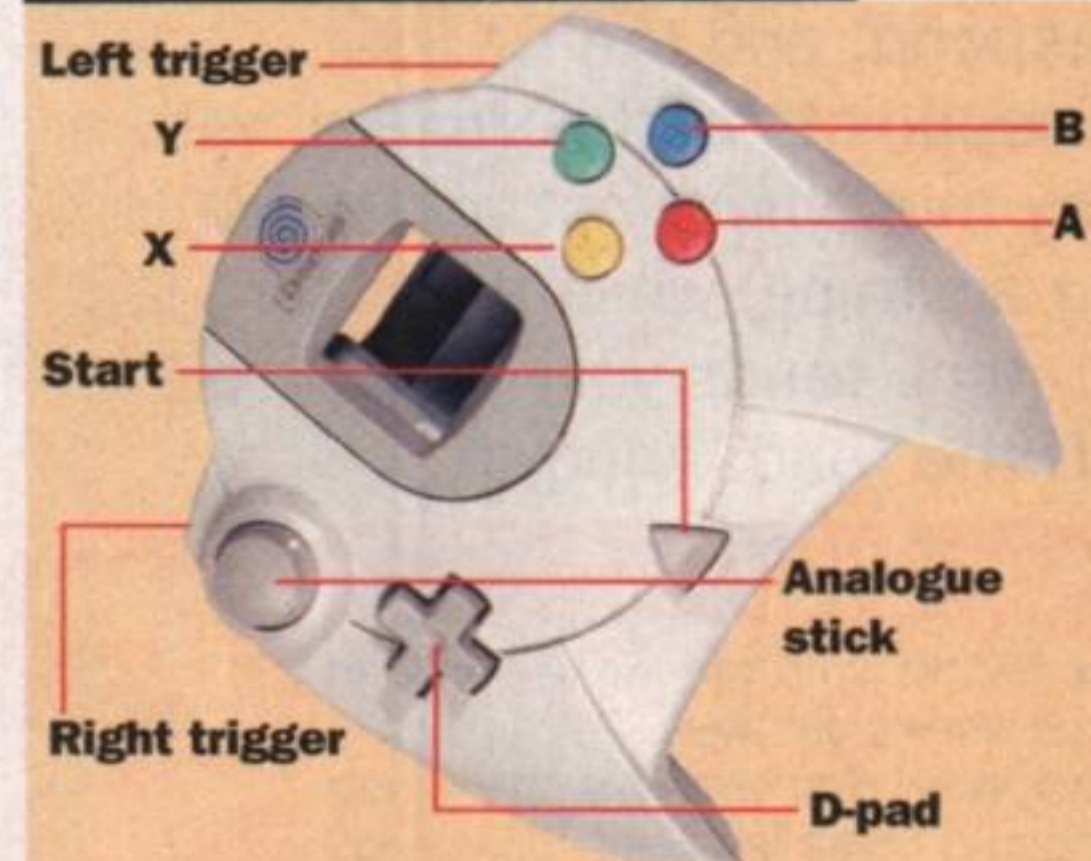


■ The computer drivers are hyper aggressive... gits.



■ One bad mistake and it's race over. Tough, but keeps you frosty.

CONTROLS



what does what

- A » Shift up
- B » Assist select
- X » Shift down
- Y » Assist on/off
- Left trigger » Brake
- Right trigger » Acceleration
- Start » Pause
- Analogue stick » Steering
- D-pad » Steering



■ Besides the racing line, Training will give you lots of helpful pointers. You'll need 'em, too!



■ The feeling of riding the undulations of the track is great.

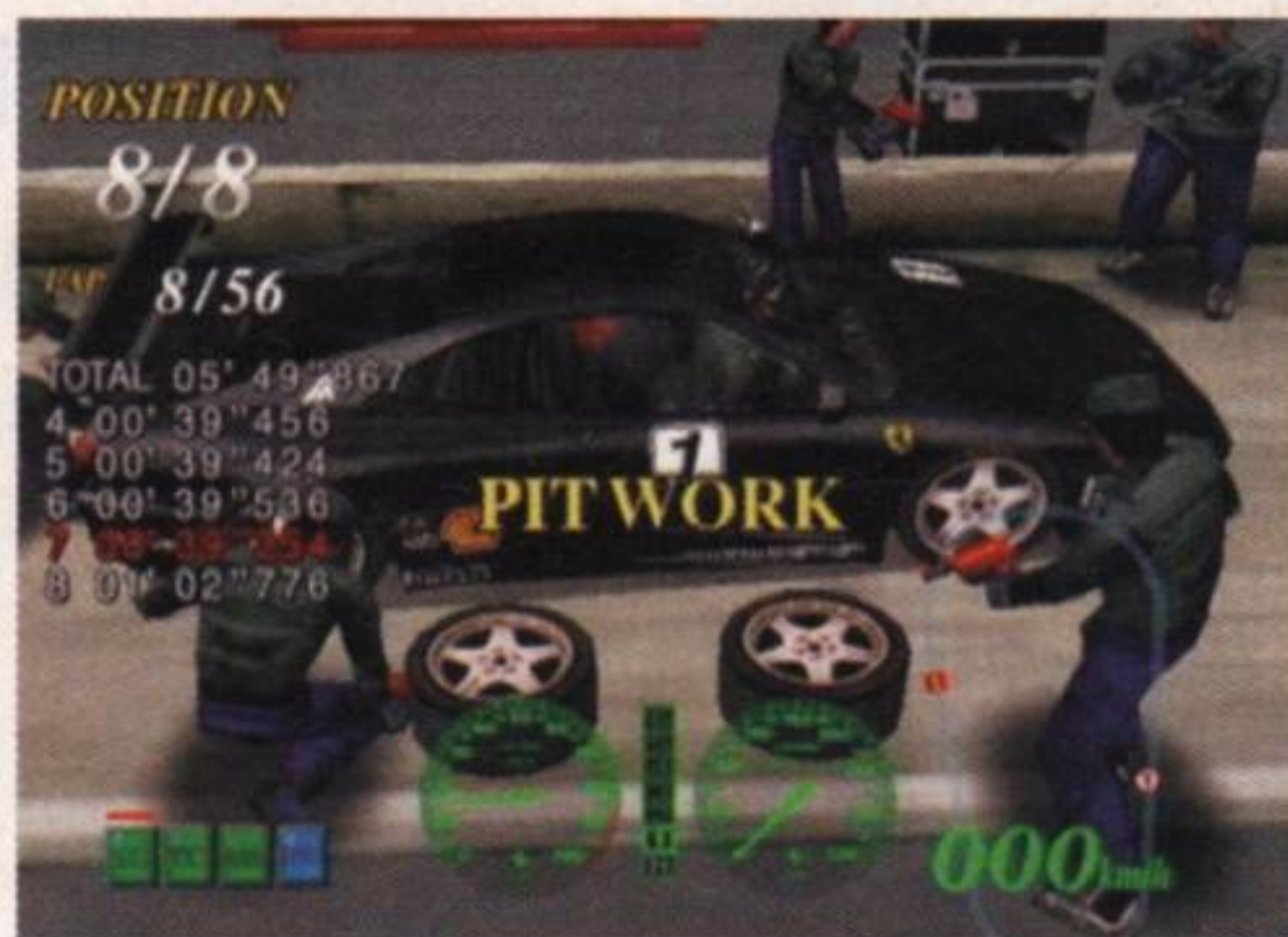
■ The pit stop may look peachy but serves no use except to relegate you down the grid!

manic stabbing of the brakes, or tyre screeching drifts as you round the corners. Like the real thing, it all has to be done and dusted before you take the corner so you can get the right racing line and hit the power on the exit.

And because it's so precise, it's hard – really hard – even on the Novice setting. The game is never unfair, but requires Michael Schumacher-like skills right from the off. To be first over the line seems virtually impossible until you truly master the way the cars handle and the tracks twist and turn. Get that lot out of the way though, and you'll take part in some of the most satisfying wins you'll have ever experienced. *Every* win is a major accomplishment in this game.

Options wise, *F355 Challenge* is a mixed bag. You have one car to drive, one racing perspective, six tracks (five more can be won) and four modes – that's Arcade, Championship, Single race and Versus. On the plus side, it has a neat duration option where you can set all the different modes to Grand Prix (typically 20 plus laps) or Endurance (this usually consists of 50 plus laps). This greatly improves the driving experience and hones those vital skills.

For some people, satisfaction in place of



↑ uppers

Mean machines

- Looks lovely.
- Top track designs.
- Great satisfaction.
- Variable lap lengths.

↓ downers

Rust buckets

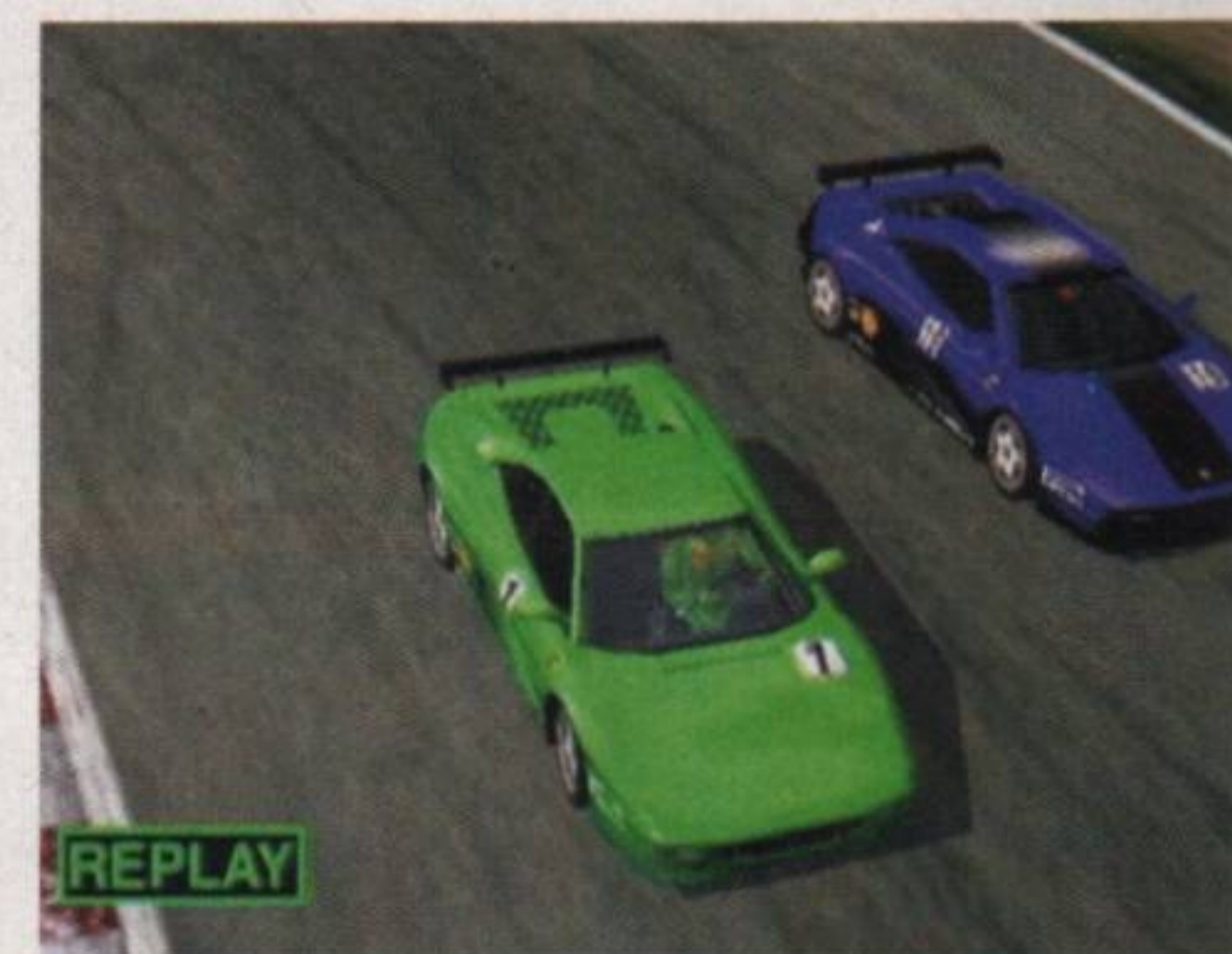
- Very difficult.
- Not exactly 'fun'.
- Cheesy sounds.
- Needs more driving perspectives.

fun might jar a little. Instant thrill seekers should try the other Dreamcast racer *V-Rally*, but if you can handle hardcore racing at its most excruciatingly difficult and realistic, then *F355 Challenge* is for you. Just be aware when you lay down your hard-earned cash that you've bought into a racer that'll test you right to your gameplaying limit. ■

Mike Jenkins



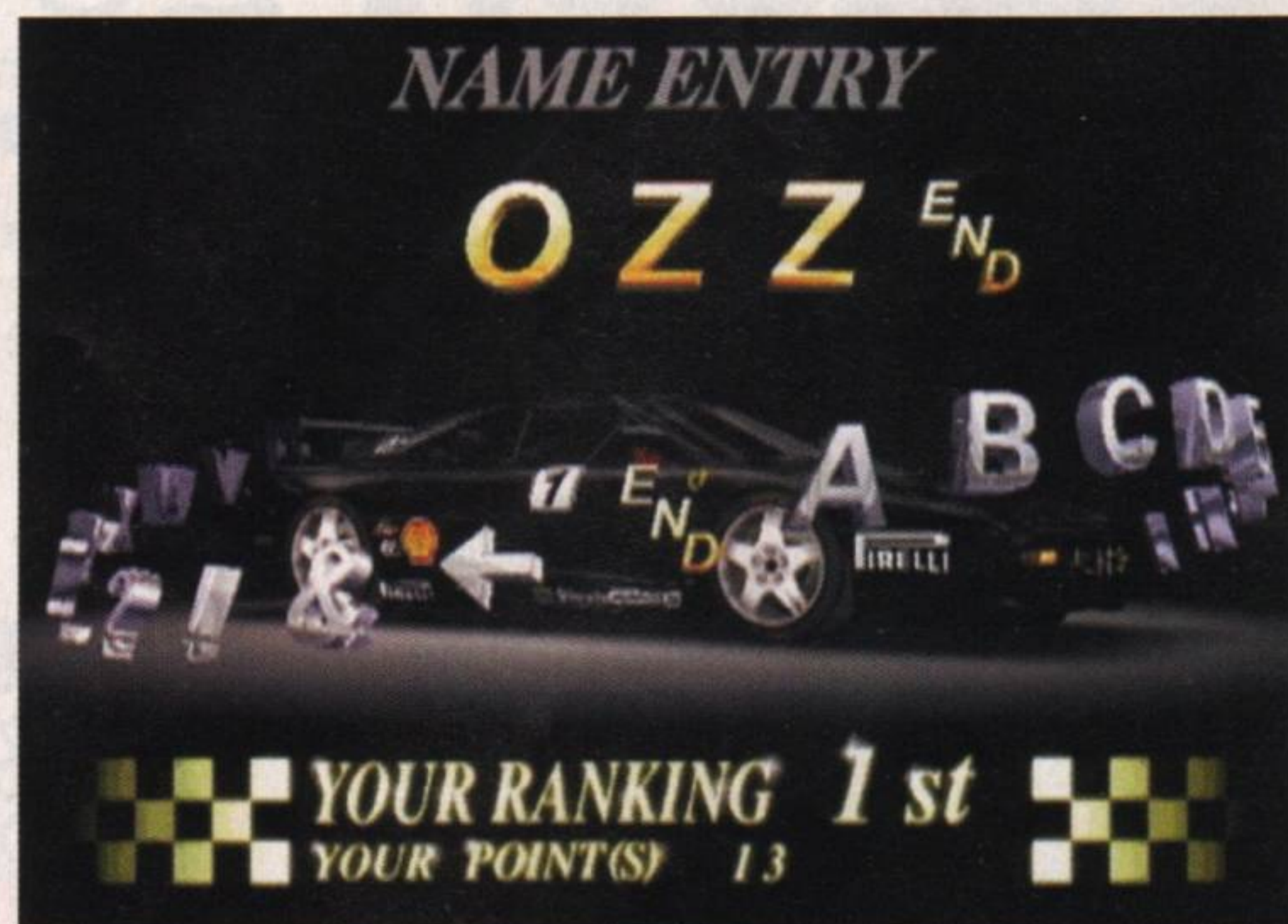
■ Visuals and speed are still good in the two-player, but there aren't any computer cars.



■ Love those smooth over-taking moves.



■ Your one car comes in many colours, yellow being particularly grim!



■ Yes! First in the championship! Your thumbs will be sore before you see this. *F355 Challenge* is demanding, but very, very satisfying.

FLICK TO...

Page 115 for our preview of *Ridge Racer 5*, the PS2's track-eating answer to *F355*.

Gameplay	7
Very demanding but ultimately satisfying if you have the stamina to acquire the skills.	
presentation	8
Looks stunning with seamless and intelligent track designs. A little short on some options.	
value	7
This'll take months to master... which may be too long for some. Value for money, though.	
verdict	7
A good-looking, true driving test, with plenty of challenges to master. But there isn't the fun element present in other racers – this is for those who are after a sense of achievement.	

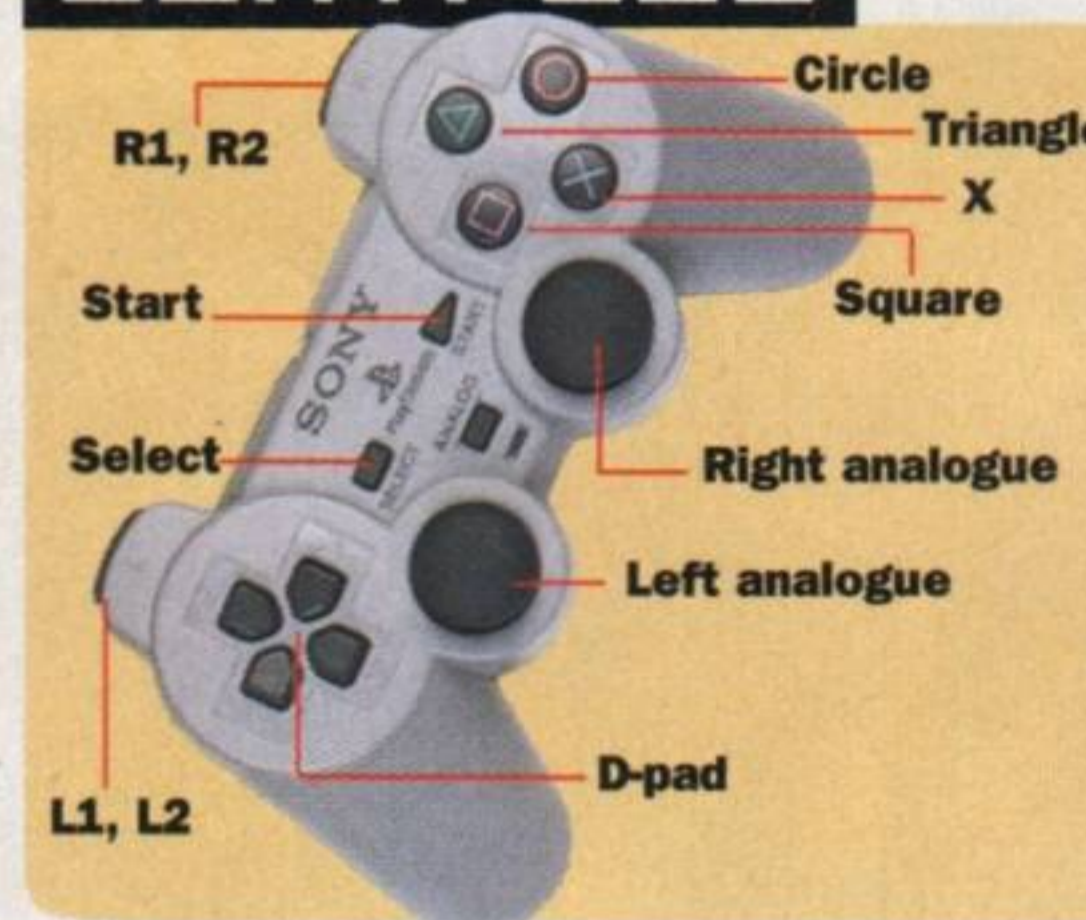


■ Replay classic matches, pitting the finest European sides in history against one another in an array of tournaments and one off games.



■ UEFA succeeds in adding depth to a FIFA-esque control system.

CONTROLS



WHAT DOES WHAT

- Circle** » Shoot
- X** » Low pass/pass head/foot in
- Square** » High pass/shoot/head/slide
- Triangle** » Thro' ball/chest ball
- D-pad** » Directions
- Start** » Pause
- R1** » Change player/skill move
- R2** » Hard kick
- R1** » Sprint

↑ uppers

On the ball

- Big match feel
- Strong license
- Neat details

↓ downers

Foul play

- Fumbling keepers
- Skewed difficulty curve
- Poor crossing

UEFA CHAMPIONS LEAGUE SEASON 2000/2001

GAME INFO



- Publisher: **Take Two Interactive**
- Developer: **Silicon Dreams**
- Price: **£30**
- Release Date: **Out now**
- Players: **1-8**
- Extras: **Memory card, analogue compatible, multi-tap compatible**

The first of the winter's big name football licenses arrives...

Despite its controversial current format, the Champions League is a golden videogame license. This latest instalment enables you to control one of this season's competitors, as well as past European Champions.

UEFA attempts to mix the best elements of the FIFA games and the master football game, *ISS Pro Evolution*. Every effort is made to cultivate that big European match feel – the official theme music punctuates the menu screens, and each game is preceded by footage from last year's competition. Crucially, the players trot onto the pitch in authentic stadia illuminated by camera flashes and, during play, a near miss elicits a huge roar of disappointment. Much of the atmosphere, however, is drawn from the lively commentary of Channel Four's Italian football expert, Peter Brackley.

There are nice touches on the field, too: you can position and resize your wall and adjust your tactics, for one. The gameplay is accessible, but doffs its cap to *ISS* with a range of advanced moves. Sadly, on Intermediate it's embarrassingly easy and the performance of your opponents on Expert is almost flawless, except they're still vulnerable to basic, formulaic attacks.

The brilliance of *ISS* is largely down to ball physics. The ball doesn't jerk around, rather it's an independent entity you can curl and chip. *UEFA* tries to copy this: you can overrun the ball and play the odd effective through pass. But there's not much creative freedom here – especially when it comes to crossing – and goalies are shoddy. *UEFA*, then, must settle for heading the chasing pack: it's in front of *FIFA* but still way short of *ISS*.

Lee Hall



■ You can tinker with your side – especially necessary against the might of Europe.



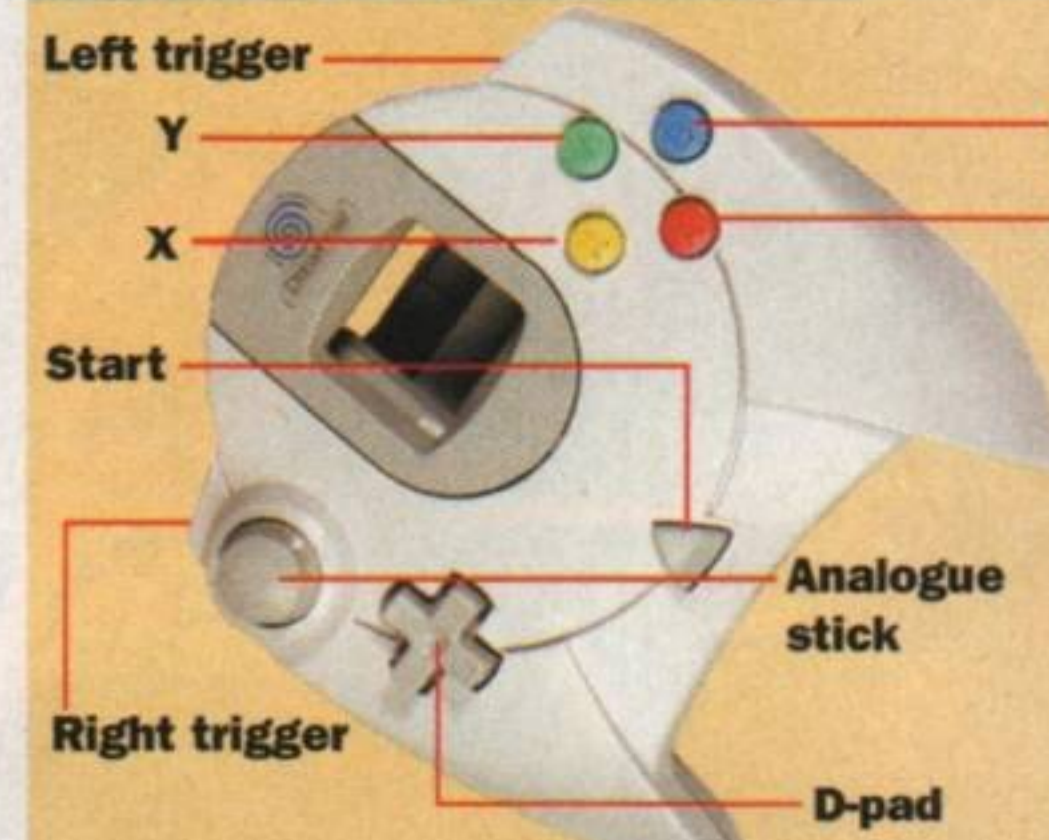
■ Your chance to drive a low Andy Cole into the bottom corner by accident. Nothing new there, then...



GAMEPLAY	6
Play tends to 'pinball' a lot, but borrowing elements from <i>ISS</i> has given it a nice edge.	
PRESENTATION	6
Effective if unspectacular visuals, solid animations and evocative music and sound.	
VALUE	7
All the players from this year's tournament, plus a surprising amount of tactical savvy.	
VERDICT	6
Take <i>FIFA</i> and allow players a little more freedom. Sounds good in theory, and it works, but this game will never challenge <i>ISS Pro</i> as a tour de force, even if it is easy to pick up and play.	



CONTROLS



what does what

- A » Gear up
- B » Rear view
- X » Gear down
- Y » View change
- Left trigger » Brake
- Right trigger » Accelerate
- Start » Pause menu
- Analogue stick » Movement
- D-pad » Movement



■ The cockpit view in *F1WGP* provides an exhilarating sense of speed but it makes spotting the corners a lot more tricky.

■ Two-player action is great but there's a loss of visual detail.

■ Going flat out in wet conditions can only have one outcome.

↑ uppers

- Michael Schumacher**
- Fast and slick.
 - Comprehensive range of options.
 - Lengthy sim mode.

↓ downers

- Damon Hill**
- Definite lack of innovation.
 - Only has the '99 season statistics.



■ The tracks contain all the usual landmarks such as Monaco's orange-lit tunnel.



■ There's no Murray Walker to describe the action and the game's commentator is awful.



■ F1 aficionados will be disappointed by the the '99 stats and the outdated cars and drivers.

FORMULA 1 WORLD GRAND PRIX 2

GAME INFO



- Publisher: **Konami**
- Developer: **Video System**
- Price: **£40**
- Release Date: **Out now**
- Players: **1-2**
- Extras: **VM unit, Vibration**



Vrooom! The best F1 game on Dreamcast gets its motor running...

Last year, *Formula 1 World Grand Prix* spluttered onto Dreamcast, hampered by slowdown problems, over-sensitive handling and a jerky two-player mode. After 12 months the sequel has arrived and happily its predecessor's flaws have been fixed.

F1WGP2 portrays the Grand Prix circus as well as any console rival and features everything we've come to expect from F1 titles. There's an arcade mode for fast and loose racing and a hardcore simulation mode with realistic handling, acceleration and braking, while the slick presentation covers everything from perfectly accurate tracks to loads of options for changing the race set-up and tuning your vehicle. Once you get that engine roaring, you'll find the racing fast and exciting, with the visceral thrills of burning around Silverstone at 200mph and

struggling through Monaco's tight chicanes proving to be great fun.

In fact, the only real problem with *F1WGP2* is its disappointing lack of innovation. By following the F1 template so closely, the spin-off games are rapidly becoming indistinguishable; they all have the same features and the only real difference from one to the next is in graphical quality. Sadly, the limitations of focusing purely on F1 are starting to make this racing sub-genre a touch jaded.

If you don't already own an F1 game, then *F1WGP2* is definitely the game to buy – despite not making any advances, all the usual parts are here and they're in perfect working order. But for racing fans looking for a game that offers something different, your money would be better spent on one of Dreamcast's true racing giants, such as *Metropolis Street Racer* or *F355 Challenge*.

Lee Hart



GAMEPLAY 7

Choose arcade for easy, or simulation for hardcore. Either way, it's fast F1 action.

PRESENTATION 6

Good, detailed visuals but slightly dated compared to the likes of *F355*.

VALUE 6

It'll take weeks behind the wheel to become an F1 champ at simulation level.

VERDICT 7

Polished, playable and packed, this is Dreamcast's best yet. But there's a worrying lack of innovation, making this almost indecipherable from its predecessor. Shame.



■ Gain a few levels and you'll have access to some huge, powerful creatures.

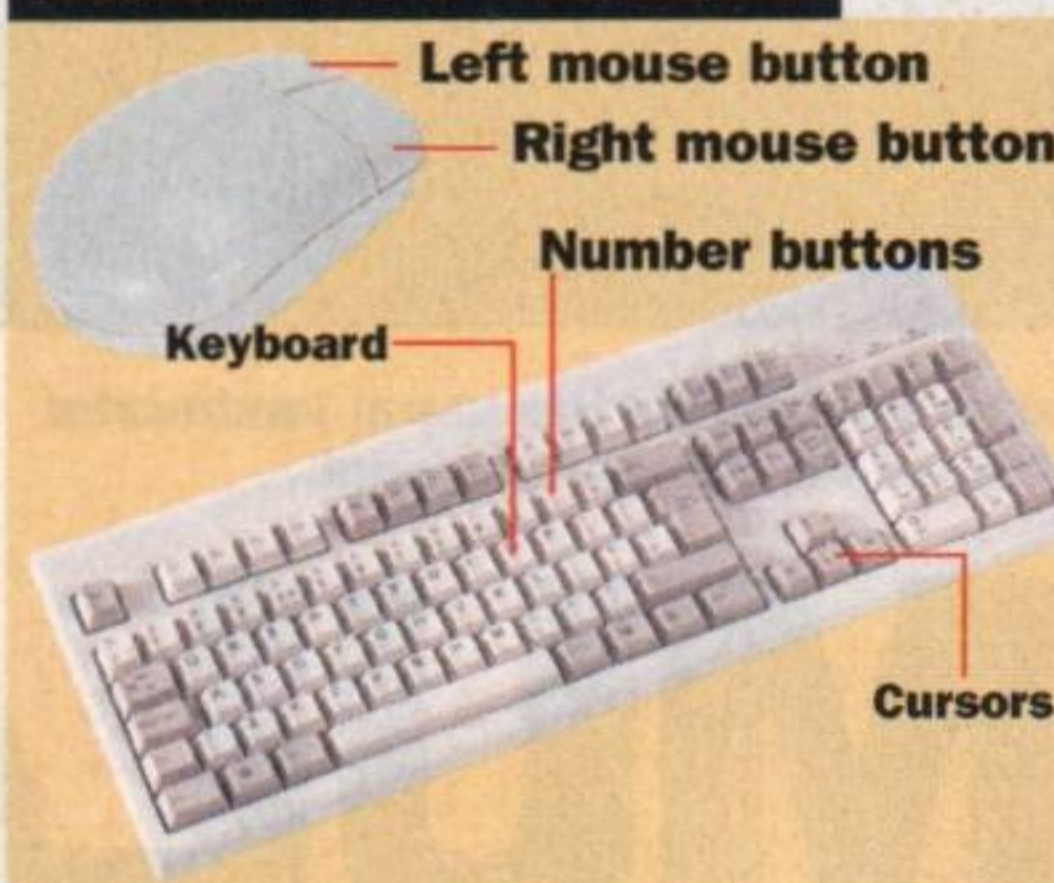


■ Each of the gods that you work for has an elemental theme. The air god Stratos, above left, provides you with spells such as this handy lightning bolt attack.



■ The five gods – you choose who to follow. From left to right: Persephone, James, Stratos, Pyro and Charnel.

CONTROLS

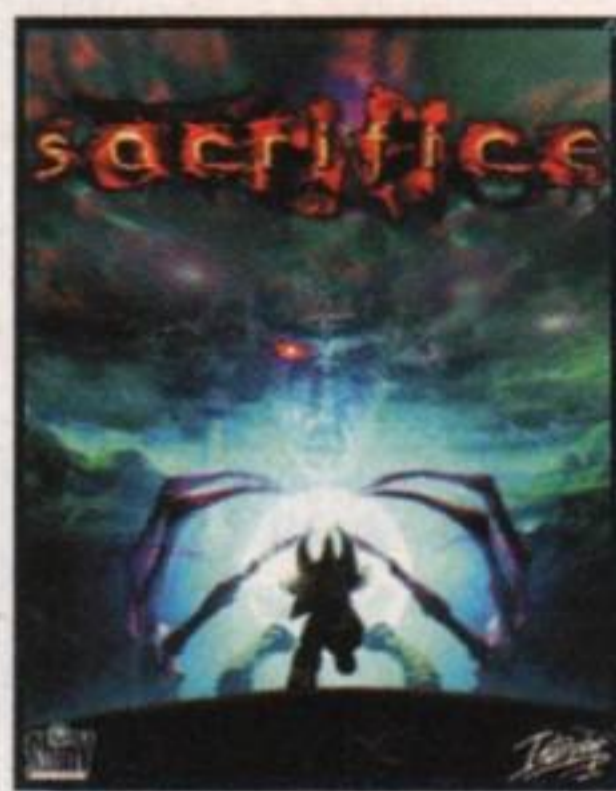


WHAT DOES WHAT

- Mouse** » Look around.
- Left mouse button** » Select/cast spells.
- Right mouse button** » Issue commands.
- Number buttons** » Assign creature groups.
- Cursors** » Move your wizard.
- Keyboard** » Spell shortcuts

SACRIFICE

GAME INFO



- Publisher: **Interplay**
- Developer: **Shiny**
- Price: **£35**
- Release Date: **November 17th**
- Players: **1-8**
- Minimum spec: **P266, 32MB RAM, 500MB hard drive**



This'll make the gaming gods happy...

Entering the world of *Sacrifice* is like being in a darkly disturbing dream. Populated by mutants, wizards and warlocks and ruled by gods and magic, this world will captivate you so much, it'll haunt even your waking hours.

You play Shakti, a wizard who has been banished into this world from another realm. You begin by choosing which god to follow – each has their own element: fire, earth, air, death and justice. The god you choose not only affects the types of creatures you can create and the spells you can cast, but also the missions you play and how the game pans out.

As the story unfolds, the gods argue and fight, form and break allegiances: a good old-fashioned fight between good and evil. But amongst all this carnage is a third force, an entirely evil power bent on destruction of both sides and the entire

world. And it just so happens that the evil Marduk is entirely your fault – he's a demon that you've summoned in a previous realm – so it's only right you stop him.

Sacrifice is split up into a series of chapters, each taking place on one of the huge floating islands that makes up the kingdom of Elysium. In each level, you have to build up an army of creatures and collect Mana, your ultimate aim being to sacrifice one of your creatures on a rival wizard's altar. And if that wasn't enough, each level has its own specific objectives too.



The key to *Sacrifice* is acquiring as many souls as you can. The more souls you own, the more creatures you can make and the bigger and the stronger your army becomes. These souls

can be collected from the peasants that inhabit each island or from killing your enemy's creatures – these must then be recycled on your altar before you can use them to make your monsters.

Your aim is to sacrifice one of your creatures on a rival wizard's altar...

For all its strategic posturing there is actually little strategy in *Sacrifice*, or at least when it comes to fighting. Battles, while spectacular, are little more than just mass bundles, with more action than strategy: line your troops up, order them into the fray, then stand back and watch the mayhem. It's easy to get confused, but if you like your strategy with the depth of, say, *Command & Conquer* then you'll probably prefer something other than this.

THAT voodoo THAT you do

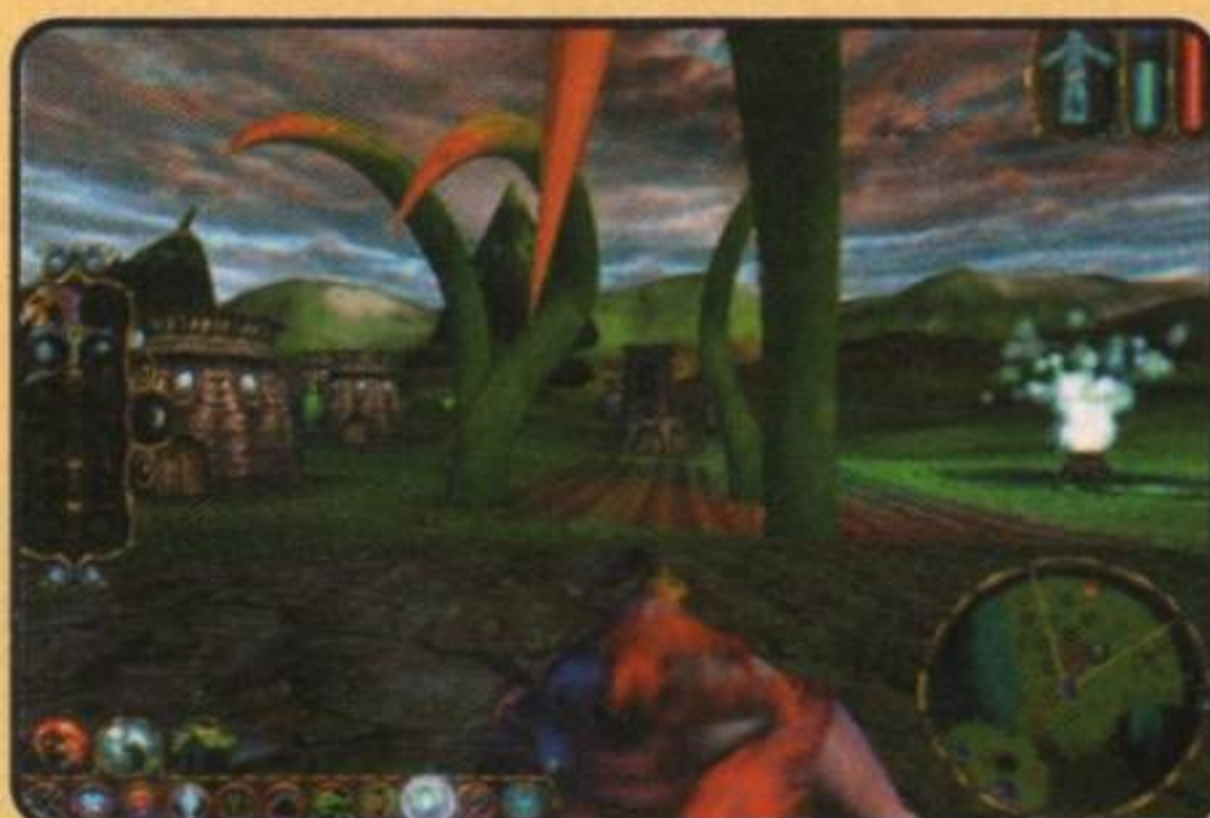
Using some of the big spells can influence the outcome of battles.



■ **Volcano:** Causes a volcano to erupt from nowhere. Molten rocks kill instantly.



■ **Bore:** Destroys huge sections of the landscape killing anything within range.



■ **Mean Bean:** Giant creepers pick up any creatures, throwing them high into the sky.



■ **Be mine:** this persuades an enemy creature to be on your side.



■ **Cow:** Er, a giant cow that shoots miles into the air – watch out below!

But, if you did do that, you'd miss out on one of the most beautiful games ever. *Sacrifice* looks as lovely as a walking holiday in the Lake District – if the Lake District was positioned on the twelfth level of hell. Breathtaking scenery invades your senses at every turn and spells that warp and destroy the landscape titillate your eye



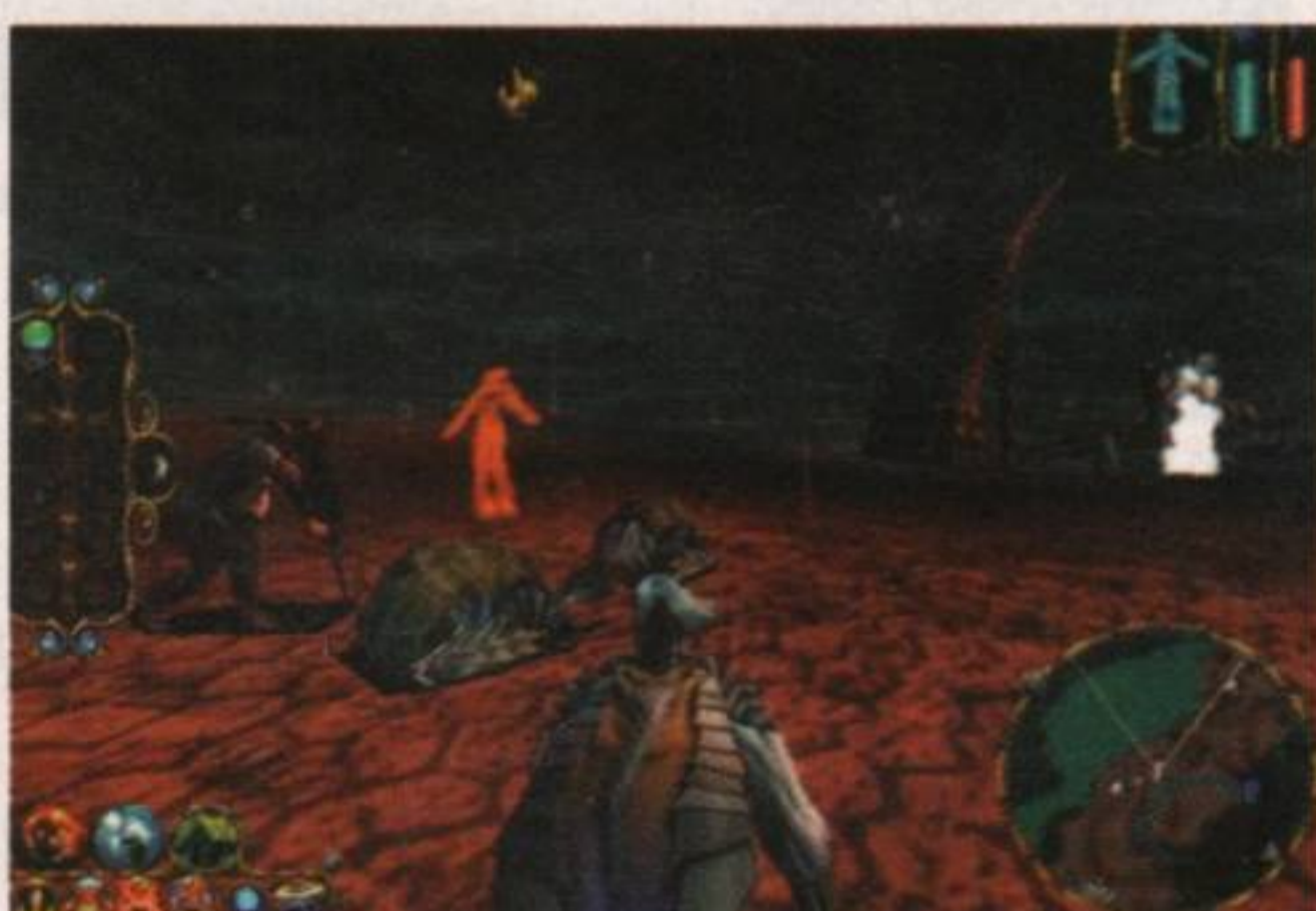
■ Basic military strategy says that you should get to the high ground. Here you can watch your enemy's progress.



■ When going into battle a good idea is to have your troops guard you.



■ An altar desecration. Your main objective is to sacrifice creatures on your enemy wizard's altar.



■ Sacrifice red souls, recycle blue souls.



wires. But all this visual ecstasy doesn't come without a price and you'll need a monster PC to get the best out of *Sacrifice*.

Whether you're a strategy expert or a complete novice, you'll be sucked into this weird and wonderful world. You'll want to play again and again to discover what'll happen if you choose a different god. Then there's the brilliant skirmish mode that can be played over the Internet or against computer-controlled wizards. And with a user-friendly level designer, you can expect loads of new missions on the Net very soon.

Enchanting, challenging, exhilarating and above all stacks of fun, giving up a few months of your life to this game is definitely a sacrifice worth making. ■

Nick Jones

↑ **uppers**

Altar

- Incredible landscapes.
- Involving story.
- Great multiplayer skirmish mode.

↓ **downers**

Falter

- Battles can be confusing.
- Strategy lacks a bit of depth.

GAMEPLAY

Innovative, clever and brilliantly put together. Lacks a bit of depth, though.

8

PRESENTATION

One of the best looking games ever. A brilliant story sucks you into the fantasy world.

9

VALUE

The multiplayer game and map builder will keep you playing for months.

8

VERDICT

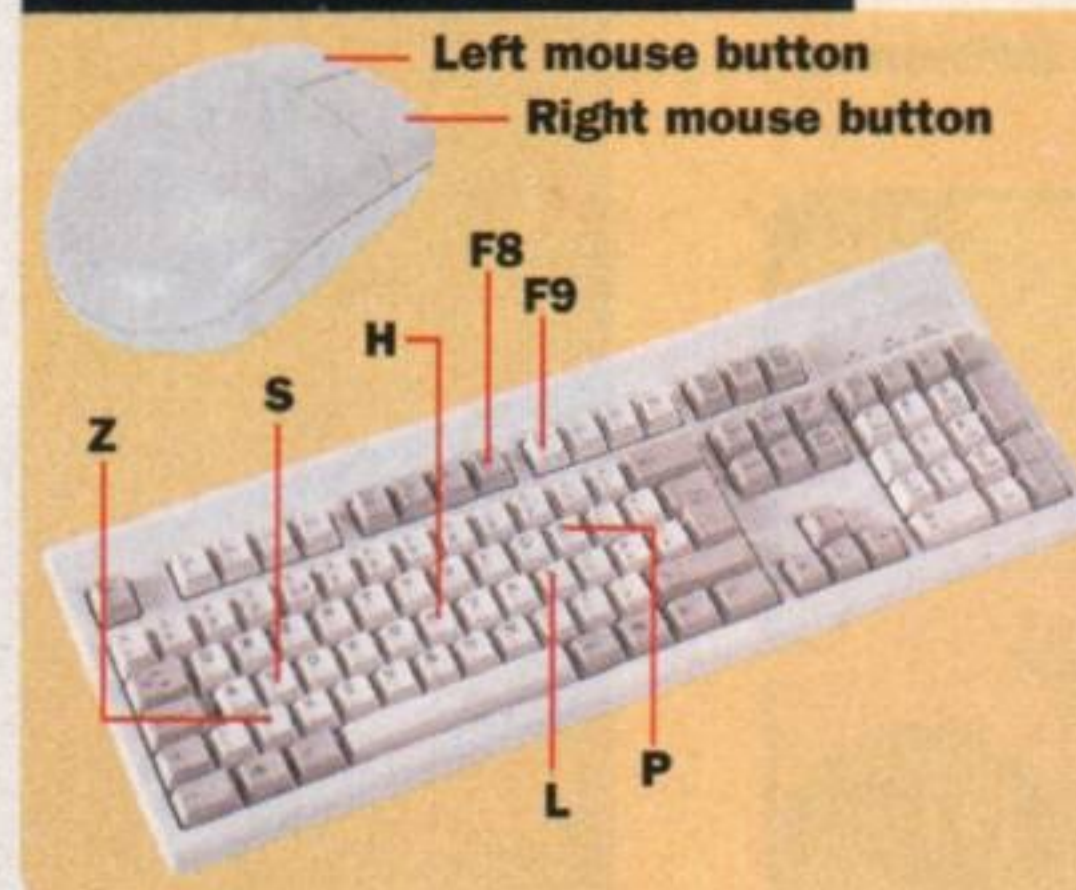
Sacrifice is a totally engrossing strategy game with gorgeous visuals and brilliant, warmongering gameplay. You'll need a hefty PC to get the full effect, but it'll be well worth it.

8



■ All the men in *Cultures* have a profession, whereas the women are simply 'women', good for nothing other than wooing husbands and making babies. Not very PC is it?

CONTROLS



WHAT DOES WHAT

- P » Pause
- Z » Zoom in
- L » Accelerate Game
- H » Build House
- S » Build Street
- F8 » View Technology Tree
- F9 » Fast Save



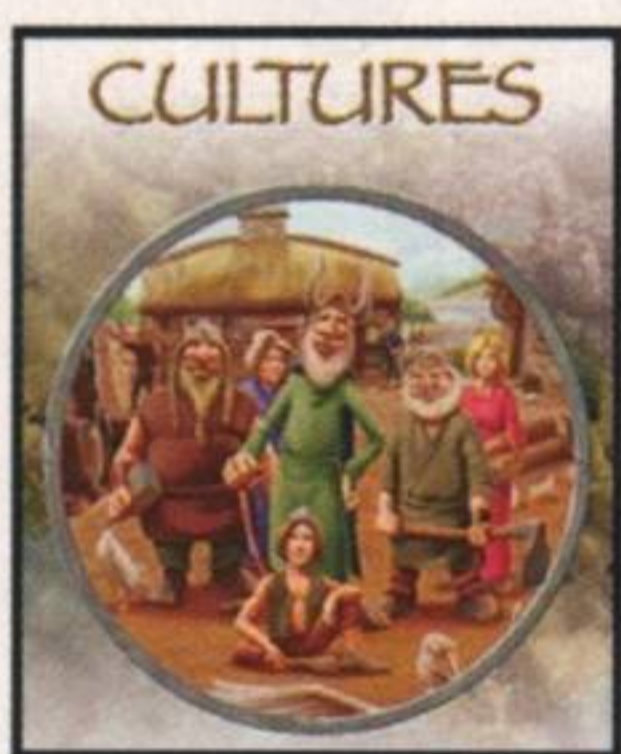
■ All your Vikings will need a home and a workplace.



■ As your builders improve they'll knock out bigger, better houses.

CULTURES

GAME INFO

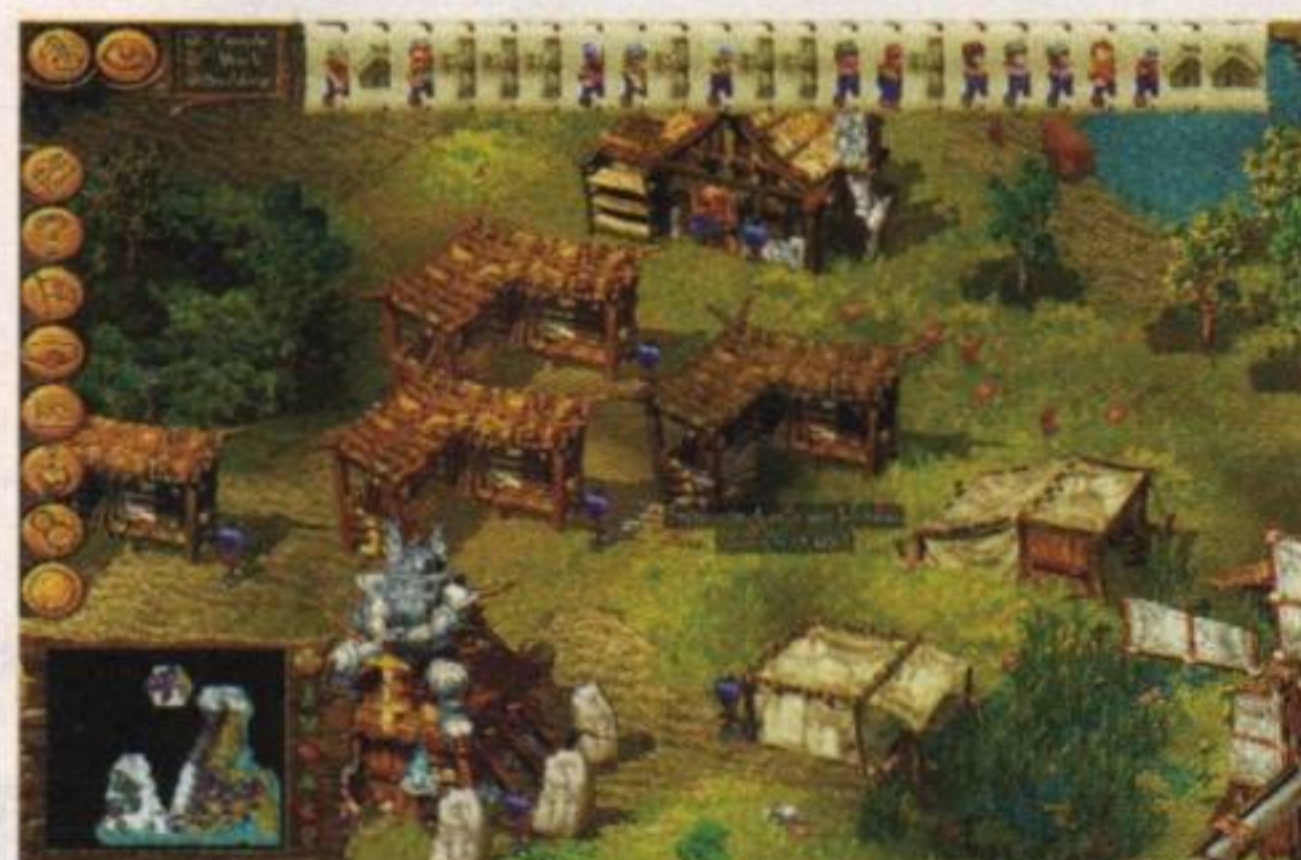


- Publisher: THQ
- Developer: Funatics
- Price: £29.99
- Release Date: Out now
- Players: 1 (or 6 online)
- Minimum specs: P266, 64MB RAM

Make hay not war with a bunch of randy Vikings...

Cultures marries *The Settlers* with *The Sims* in yet another God game. Your task is to lead a community of daft Greenlanders on a quest to recover six chunks of a meteor they think are bits of the sun – the twist is the emphasis on the individuality of your Viking charges.

All through the game you need to keep a watchful eye on the technology tree that charts the evolution of your society: build a woodcutter's hut to collect wood, so you can create a workshop to make wooden tools, so that, in turn, you can create a spearmaker's. You can train individuals too; once they're experienced enough they'll be ready to advance to a new level. Instruct a regular civilian to become a farmer



■ Fans of *The Settlers* will enjoy the emphasis *Cultures* places on individual Vikings.

and in time he'll become a mushroom picker, then a druid.

Cultures is more socio-economic than militaristic in its outlook, which means you get the headache of keeping your society going without the fun of charging into war. As the game progresses, the need for military might becomes greater, but lovers of build-and-destroy epics like *Age Of Empires* should go elsewhere: there are no cow-slinging catapults here.

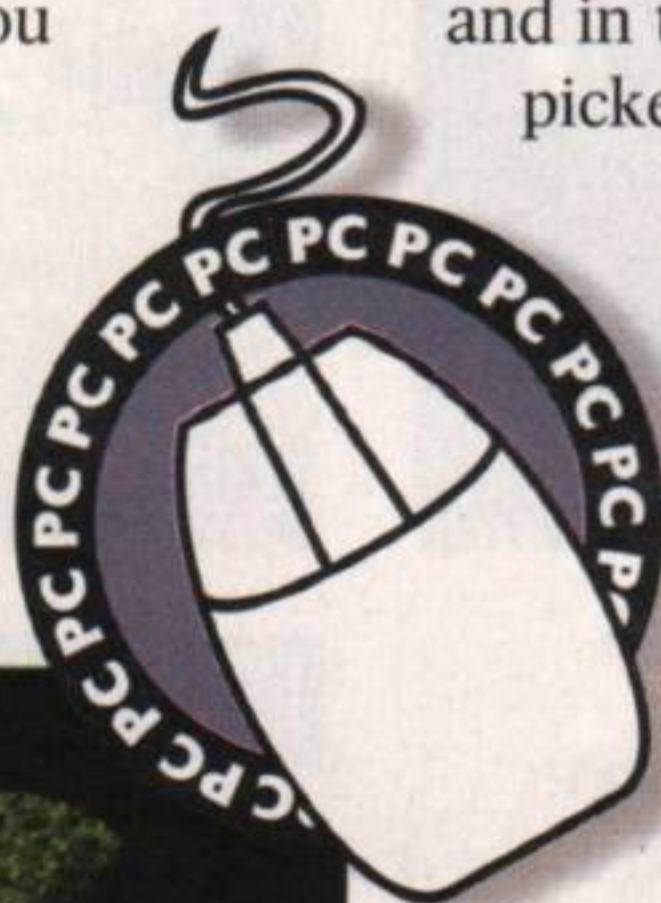
Men wielding battle axes and wearing beards don't simply pop into existence fully formed. You'll have to instruct your women to find a mate, then 'Get a boy/girl', so you see your future warriors from conception to death – admittedly, a nice touch.

The fun of *Cultures* often borders on the kind of manic stress that makes the house-building *Sims* so good – but is tempered by less of the rewarding silly moments. Fans of *The Settlers* will enjoy this slightly different take on the genre, but don't expect any quantum leaps in gameplay. ■

Lee Hall



■ That ship there is your passport to adventure. Fill it up with goods and sail away.



↑ uppers

Cultured

- Individuality twist
- Plot links levels
- Challenging and involving

↓ downers

Culture Club

- Not enough action
- Borders on the stressful at times
- Not very original



■ Family values replace war, rape and pillage that are so familiar to other God sims – which is okay, unless you want action.

GAMEPLAY

Challenging, if a bit fiddly. The individuality twist doesn't make up for the lack of action.

6

PRESENTATION

Nothing new here – the usual combination of pop up menus and lilting background music.

5

VALUE

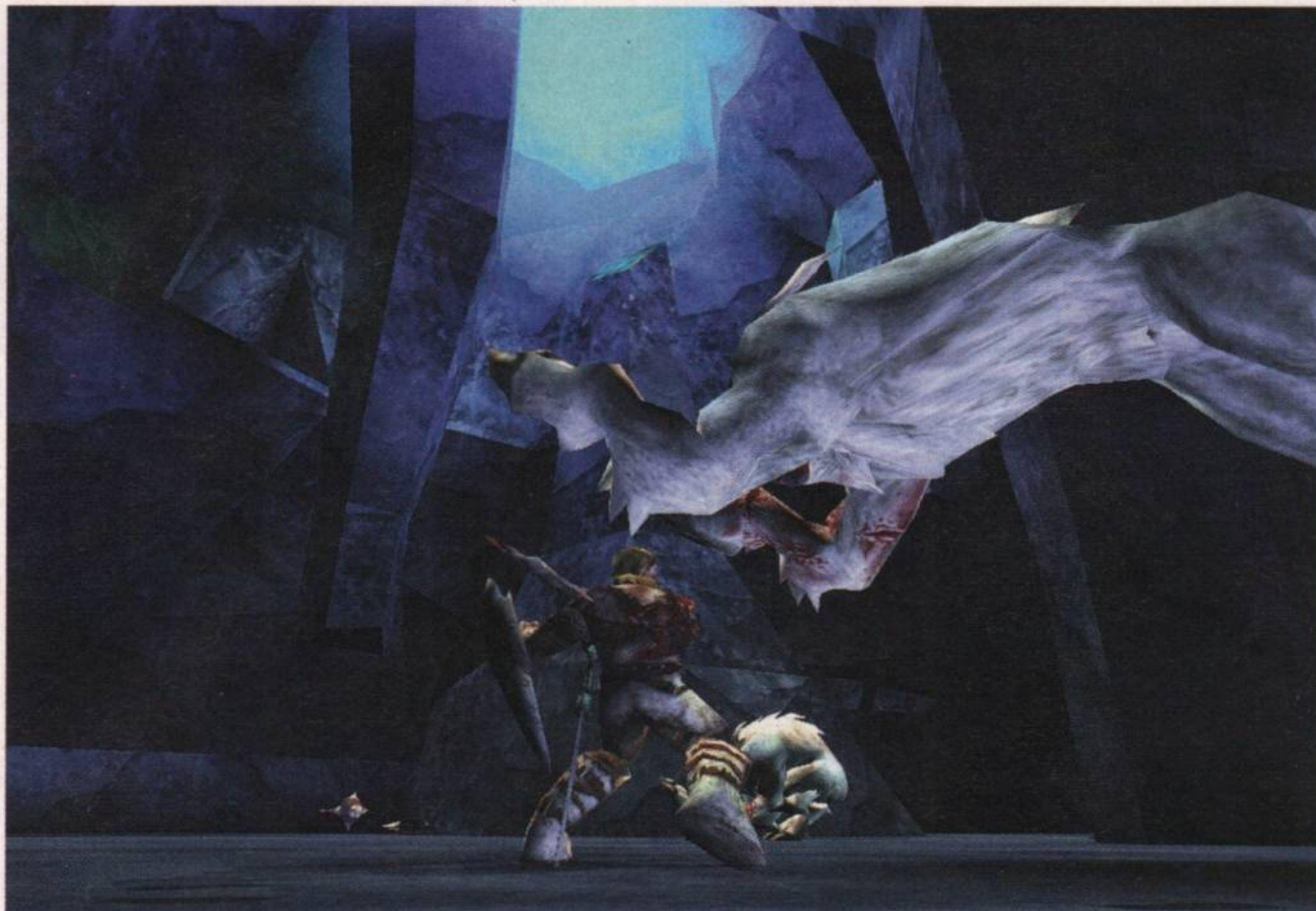
Economists the world over will play it forever, but those seeking war will be disappointed.

6

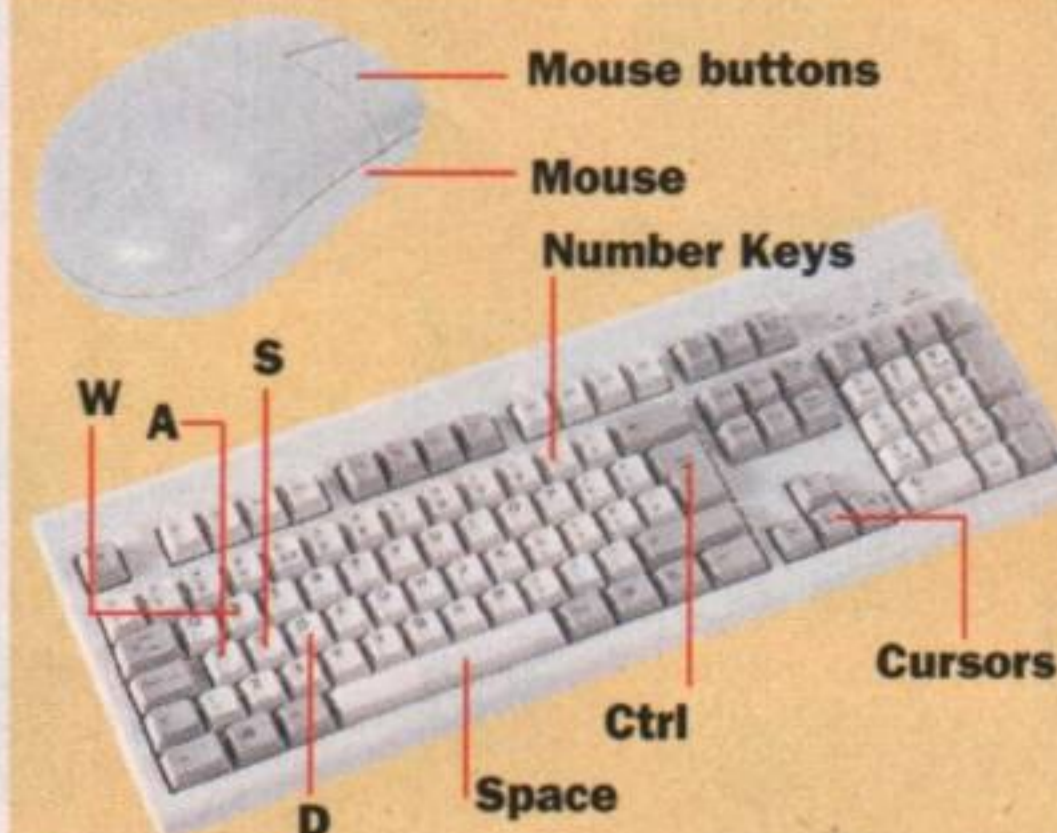
VERDICT

Cultures is *Age Of Empires* for pacifists. You'll soon tire of collecting sticks and pairing off your people, although with a little persistence you'll find there are some rewards.

5



CONTROLS

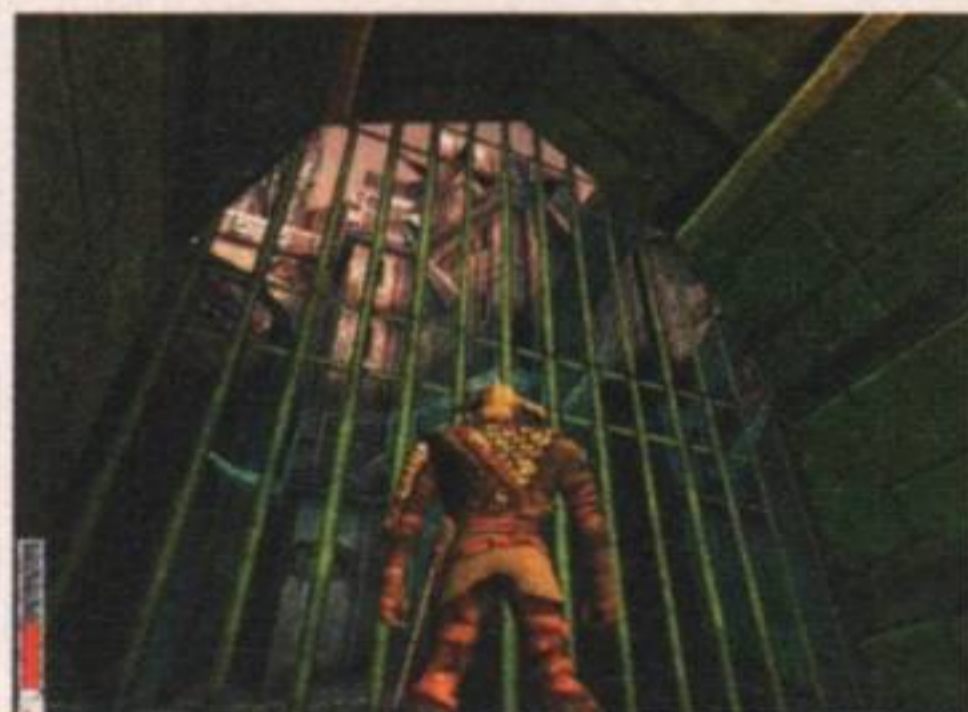


what does what

- Mouse** » Look around
- Mouse buttons** » Attack/defend
- W** » Walk forwards
- S** » Walk back
- A** » Step left
- D** » Step right
- Number keys** » Change weapon
- Space** » Jump
- Ctrl** » Use/pick up

■ **Animal tragic.** This game isn't interested in preserving the wildlife – if it moves, you've got to kill it.

■ **Rune has some of the most detailed levels we've seen in any game.**



■ **The combat system is easy to understand.** You can throw weapons, pick up chopped bits of enemies or charge up an attack using magic.

RUNE

GAME INFO



- Publisher: **Take 2**
- Developer: **Human Head**
- Price: **£29.99**
- Release Date: **Out Now**
- Players: **1-16**
- Minimum specs: **P450, 128MB RAM, 650MB HD, 8MB VRAM**

Video Gamer Recommended



■ **Hacking the limbs off monsters.**



■ **Multiplayer deathmatch ahoj!**

Soak your pigtails in the blood of your foes.

Viking raiders were probably the hardest men who ever lived. They wore pigtails and Village People moustaches, for heaven's sake, but anyone foolish enough to call them wusses would end up cleaved into two neat halves.

Rune gives you the chance to experience what it's like to be that darned dangerous. And it's pretty good fun, actually. Although Ragnar, our Norse hero, begins the game in somewhat inauspicious circumstances, almost

drowning along with the crew of his stricken longboat, he soon gets down to some serious hacking and slashing as he fights his way home from the depths of hell. There are some creepy moments along the way and a load of creatures to dismember – if you manage to decapitate them, you can use their heads as wet, meaty weapons...

The gameplay is very similar to *Tomb Raider* with lots of gore and even more animals to kill. Ragnar has an amusing habit of biting the heads off lizards to replenish his health, which is something we can't imagine Lara ever imitating. The enemies are definitely more gruesome than anything Ms Croft has ever faced, with the giant angler fish that swallows Vikings whole being one of our favourites.

It's a visually stunning game, but you're going to need a monster of a PC to get it working smoothly. If you own sufficiently beefy hardware, we'd recommend *Rune*. It's not inspired, but it's good, quick fun. ■

Martin Kitts



↑ uppers

Rock hard

- Beautiful graphics
- Plenty of gore
- You can cut heads off and throw them at people

↓ downers

Pansy

- Needs the world's most expensive PC to get it working
- Fairly uninspiring gameplay

Gameplay **6**

Run around a bit, hack some monsters into small chunks, then press some switches.

Presentation **8**

If your PC is man enough to run it, *Rune's* vast environments look staggeringly good.

Value **7**

You can hop on the Internet and hack other people to death in a deathmatch mode.

Verdict **7**

As straightforward as the Vikings themselves, *Rune* doesn't pretend to be anything it isn't. It's a laugh, it looks good and it's sure to impress the heck out of your friends. Try it on for size.

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■ The Space Race world is impressive, with views miles into the distance and breakneck speeds.

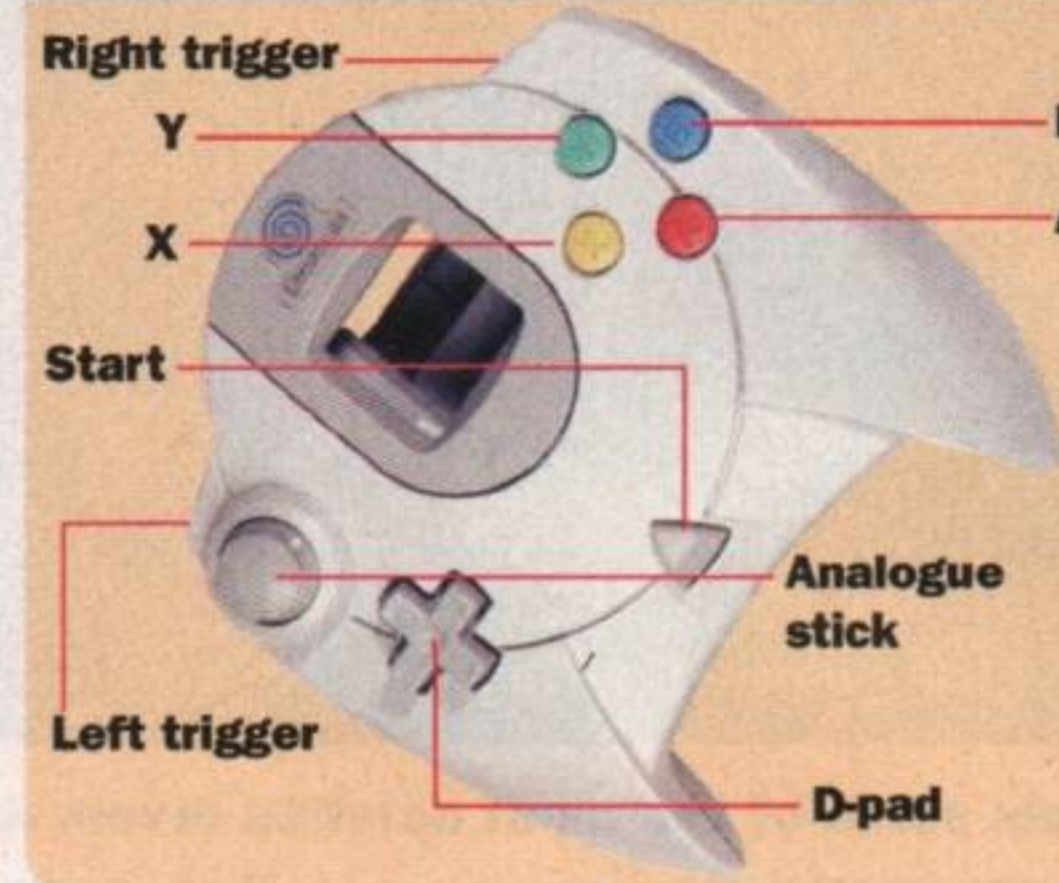


■ Watch in glee as you send a piano crashing onto a foe's head.



■ And then rue your luck as they bring an elephant down on you.

CONTROLS



what	does	what
A	»	Use power-up
B	»	Use speed-up
Y	»	Change view
Left trigger	»	Brake
Right trigger	»	Acceleration
Start	»	Pause
Analogue stick	»	Steering

LOONEY TUNES SPACE RACE

GAME INFO

Mario Kart reworked in space. With Bugs Bunny.



- Publisher: **Infogrames**
- Developer: **Infogrames**
- Price: **£40**
- Release Date: **November 3rd**
- Players: **1-4**
- Extras: **VMU**

↑ uppers

Space Race

- Solid handling.
- Some excellent power-ups.
- Fast and smooth.

↓ downers

Spaced Out

- Annoying computer players.
- Hateful handicap feature.

Despite spending years in production, *Looney Tunes Space Race* finally makes it to Dreamcast, visually, at least, looking like it's been worth waiting for. The game's glorious rainbow world perfectly reproduces the feel of the *Looney Tunes* cartoons, and a wealth of sound effects helps add humour to an immensely impressive gaming universe.

To play, though, *Space Race* is much less inspiring. Its reworking of Nintendo classic *Mario Kart* is bare-faced and obvious, with a range of power-ups dotted throughout the levels allowing you to maim and injure opponents if they foolishly try to stray in front of you. Admittedly these pick-ups are well thought out – ACME-style black holes, Marvin the Martian ray guns, spring-loaded boxing gloves and, most bizarrely, falling pianos and elephants – but this alternative to *Mario Kart*'s missile-like red shells and lightning bolts isn't complemented by the same level of programming intelligence.



■ Just made it to the front... and someone sends a lightning bolt in your direction. Tsch.



■ The four-player mode is fun, but doesn't have the quality that *Mario Kart* had in abundance.

See, you can complete *Space Race* in seconds, or you can struggle with it for years. There's no learning curve and absolutely no skill involved. Everything's random: you streak ahead using deft driving skills and you're pegged back to last place by opponents lashing you with power-ups. Sit at the back of the pack and power to the front with a lucky pick-up or speed boost and you win. There's no tension because there's no reward for persistent play. If you get first place or last it doesn't matter – it's completely *aimless*.

This luck-based approach, then, rather puts a downer on the game's other features, including an excellent challenge mode and a sturdy multiplayer. As a standalone game it's passable entertainment, but as a pretender to Mario's throne, *Space Race* falls well short. ■

Tim Weaver



■ Sylvester fires off a rocket.



■ The Marvin the Martian ray gun.



Gameplay **6**

Surprisingly adept and amusingly inventive, but not a patch on *Mario Kart* or *Wipeout*.

presentation **7**

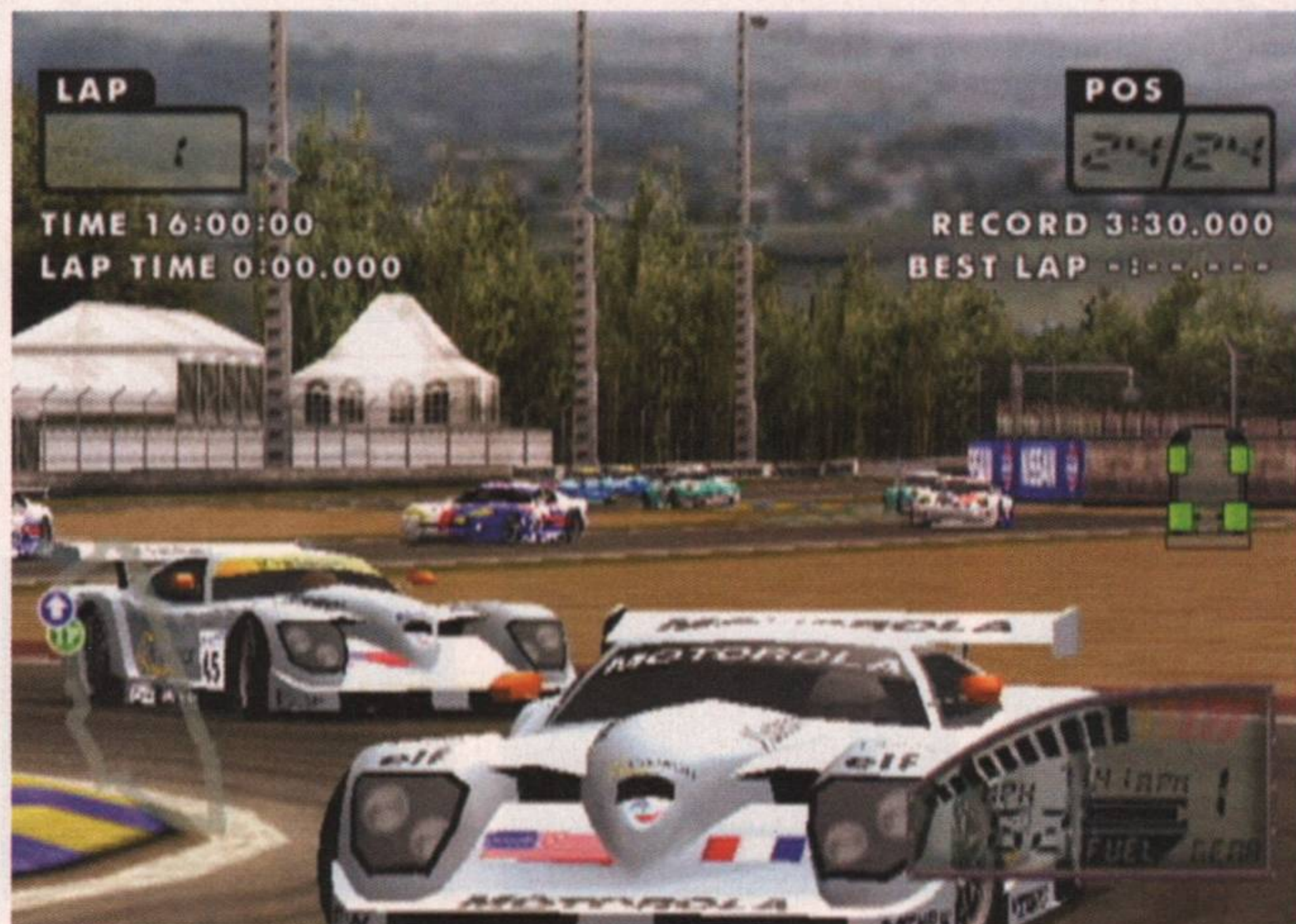
Gorgeous cartoon environments and excellent use of reliable *Looney Tunes* soundbites.

value **6**

Multiplayer, challenges, extra tracks... but the lack of game quality dampens the appeal.

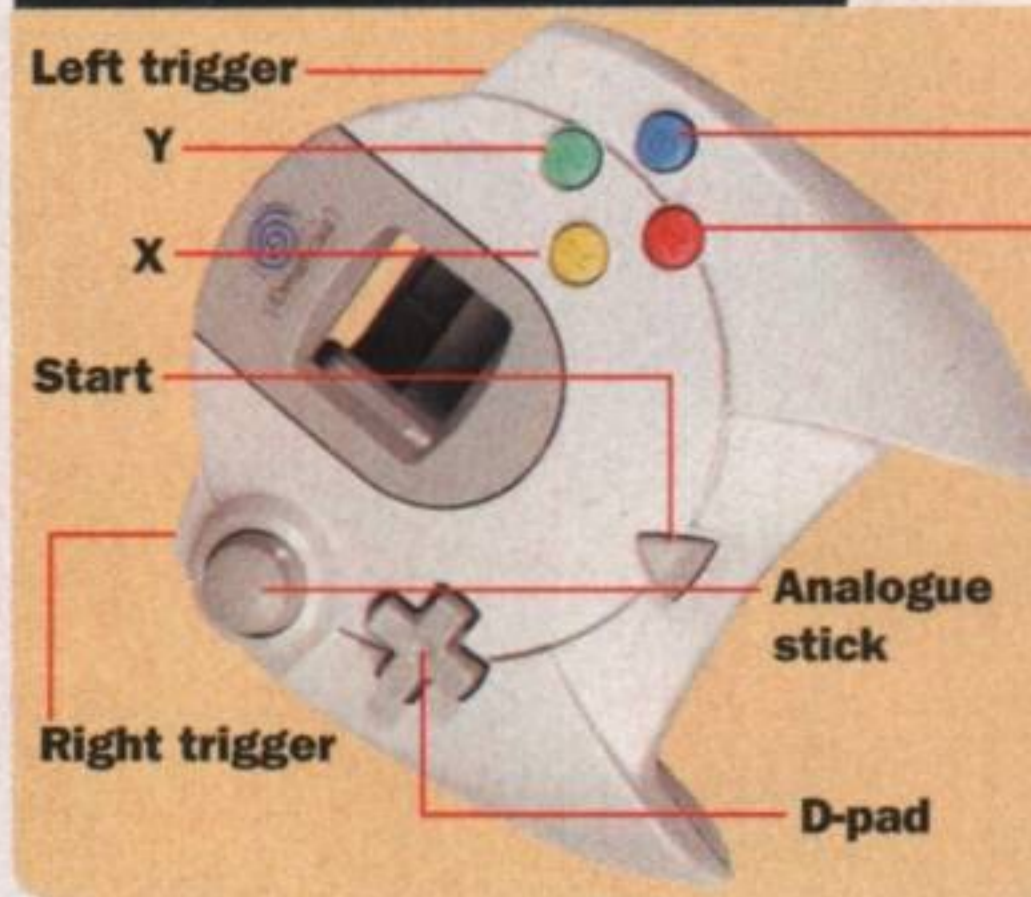
verdict **6**

An enjoyable, unexpectedly addictive cartoon racer, but one that falls short in vital areas – and that becomes annoying after a while. A well executed, but flawed, Dreamcast *Mario Kart*.



■ Okay, so it doesn't look as good *F355 Challenge* but it's immensely playable.

CONTROLS



what	does	WHAT
A	»	Shift up
B	»	Shift down
X	»	Rear view
Y	»	Driving view
Left trigger	»	Brake
Right trigger	»	Acceleration
Start	»	Pause
Analogue stick	»	Steering
D-pad	»	Steering

■ There are four driving views... of course, real drivers go in-car!

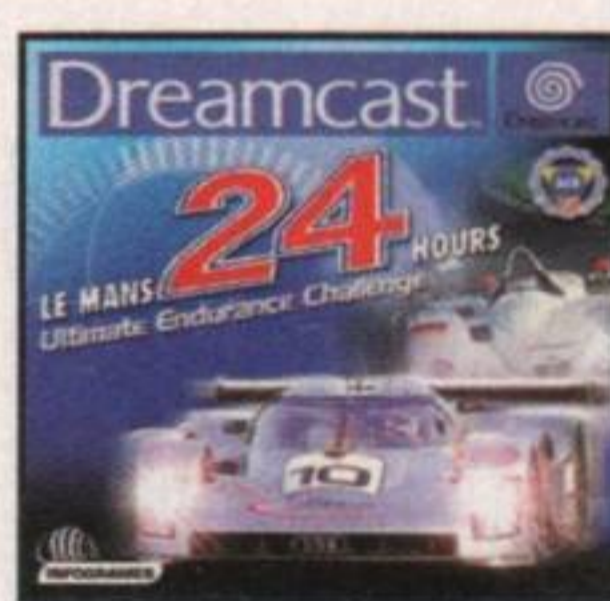


■ The game shows you what needs to be done to win an extra car.



TEST DRIVE LE MANS

GAME INFO



Publisher: Infogrames
Developer: Infogrames
Price: £39.99
Release Date:
November 17th
Players: 1-4
Extras: VMU, Vibration Pack

Jump behind the wheel and be a speed king for a day... literally.

The Le Mans 24 Hour is a race that actually lasts a buttock-numbing 24 hours. Packed full of high speed motors, it's also noted for the aggression of its competitors, who broadside each other at every opportunity. Sounds like a winning formula for a game and *Test Drive Le Mans* aspires to be that game.

Boasting five modes of play, four-player thrills, 10 tracks, 40 cars, between 12 and 24 cars on the track at the same time, aggressive opponents, weather effects that occur in real-time, day and night races and an actual 24 hour race (yes, you can save the game!), it's clear a lot of effort has gone into *Le Mans* to provide a complete racing experience. And it shows.



■ For a change, pit stops that are actually needed and provide tactical tension to races.



The 24 Hour race can be compressed into time units - 10 minutes being the shortest.



↑ uppers

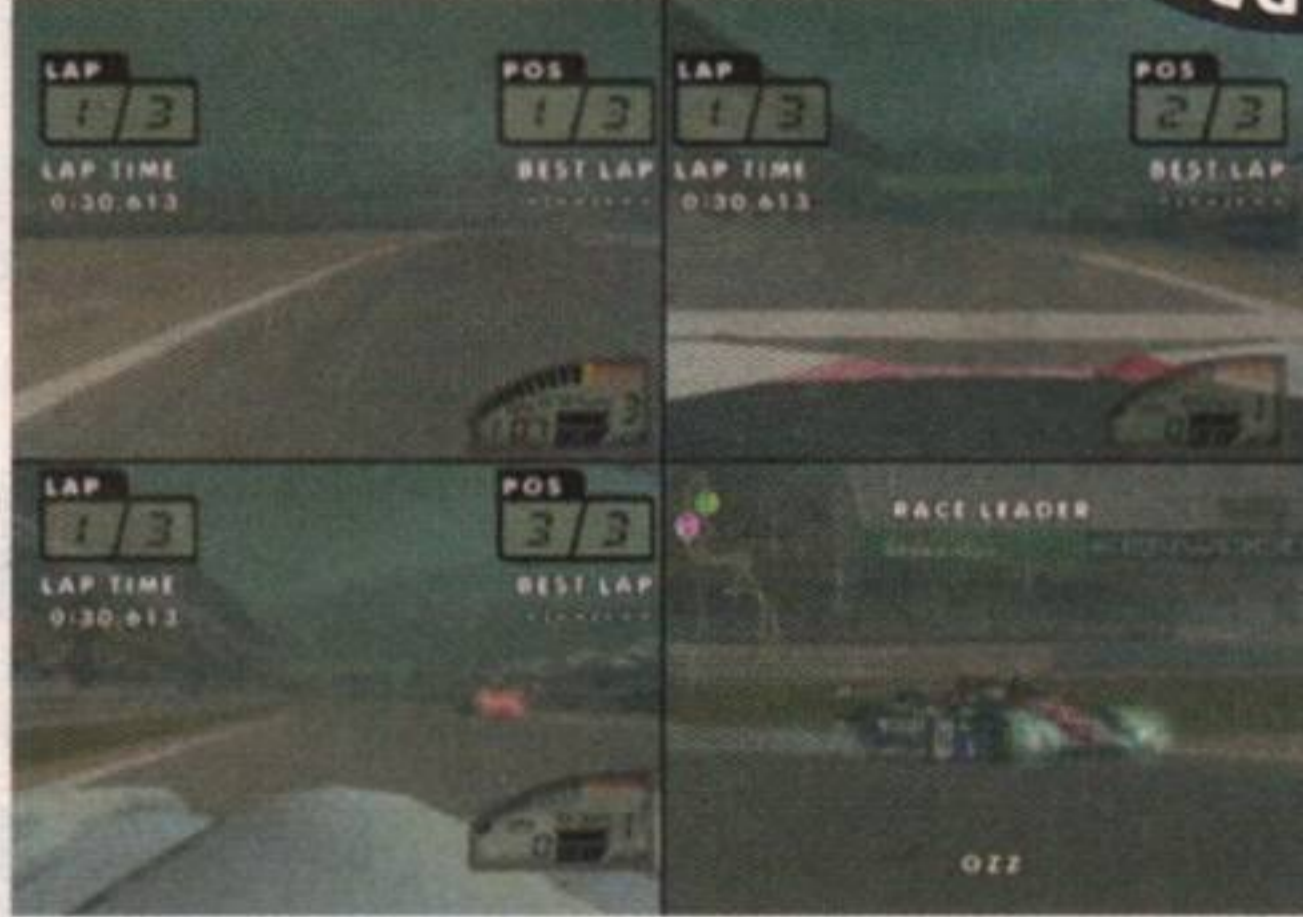
High Octane

- Great variety in race duration
- Rewarding winning system
- Tons of cars

↓ downers

Damp Diesel

- Sounds very ordinary
- No car damage
- May be too forgiving



■ Three-play on the multiplayer gives a nice fourth window - feeding the ego of the leader.

To ease you in gently there's an Amateur setting which takes some of the hard work off your hands - braking, for example. While it may seem like pussy-footing for the hardcore boy racers out there, it actually works well, enabling you to completely nail the correct racing lines on the various tracks. And when the racing aids are switched off by upping the difficulty level, all that skill-honing becomes vital. Although *Le Mans* does seem a bit too forgiving at times, lose the back end in an Expert short race and you'll never catch the leading cars.

Almost everything can be tinkered with and it all makes a difference. Get it right and you'll win plenty of cars and tracks - the icing on the cake of a racer that's as big as you want it to be, and great fun too. ■

Mike Jenkins

Gameplay **7**

Instantly playable, but the Expert mode is tough enough for the hardcore brigade.

Presentation **6**

Decent graphics with smooth moves and a user-friendly menu system for all those options.

Value **8**

You'll just want to keep playing for sheer fun and you'll want to crack that 24-hour race.

Verdict **7**

An enjoyable racer that caters for every level of gaming expertise while being fun all the way. Rewards and cars aplenty, nicely undulating tracks and lots of long, long races. Class.

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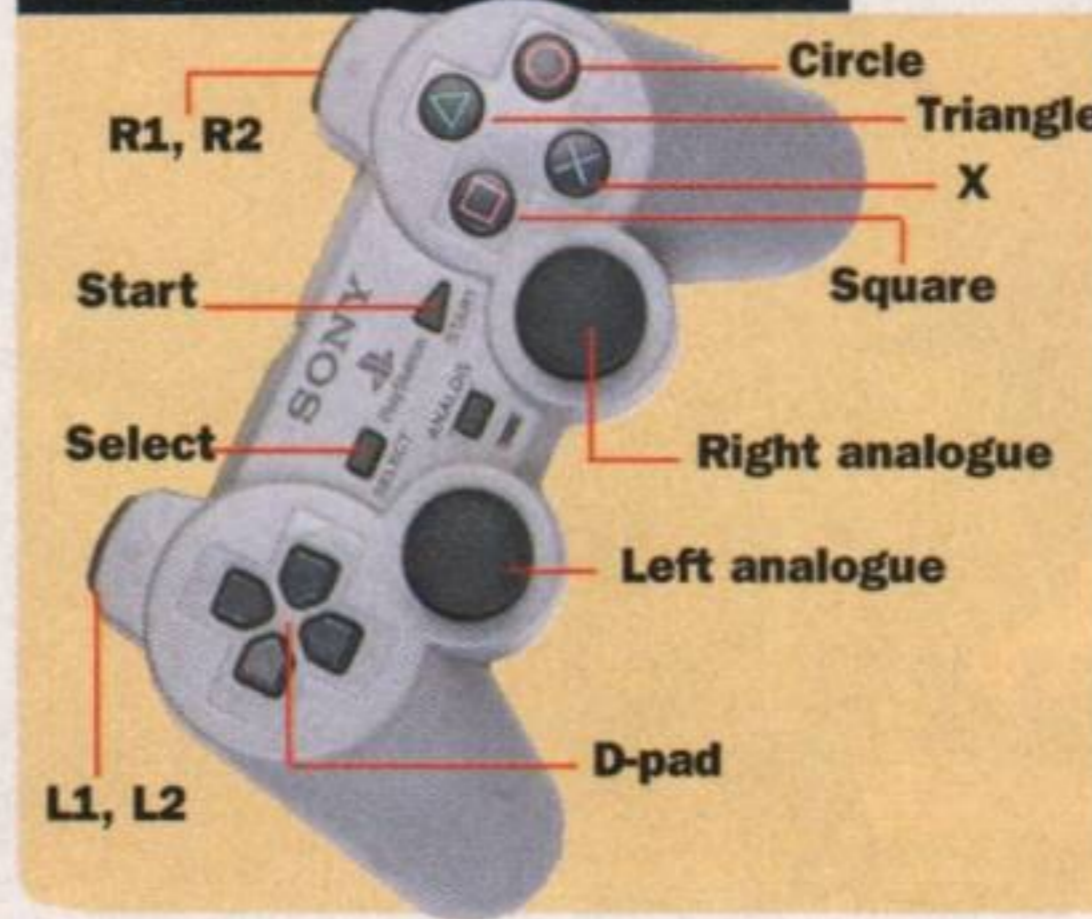
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CONTROLS



what does what

- Circle » Jump
- X » Pass
- Square » Punch
- Left analogue » Movement
- D-pad » Movement
- Start » Pause



■ The players in *Speedball 2100* are a bit too big to fit in.



■ Walsh Coleman helps lengthen his lead by a whopping 23 points.

SPEEDBALL 2100

GAME INFO



- Publisher: **Empire**
- Developer: **Bitmap Brothers**
- Price: **£30**
- Release Date: **Out now**
- Players: **1-2**
- Extras: **Memory card, Dual Shock**

Fast, frenetic, but flawed update of a futuristic classic...

There were loads of great things to come out of the early 90s – *The Simpsons*, the Internet, er, Jive Bunny and, of course, *Speedball*, on the creaky Commodore Amiga.

Quite why this update is needed, however, remains a bit of a mystery. The essentials in this new version are exactly the same as the original – it's a futuristic ball game viewed from top down, where the ball is passed from hand to hand, like a cross between American Football and basketball – but somehow it no longer feels quite as special.

This is how it works: as well as scoring goals, you can also light stars at the side of the pitch which, in turn, score you shedloads of points. Power-ups appear randomly as the match progresses, doing things like supercharging



■ Goals galore: Unfortunately, *Speedball's* goalies are as intelligent as an amoeba.



■ The Tactics screen, where traditionally, you'll head straight for the GO button.



the ball, or rendering the opposition immobile as you run in for a blinder. The real rub, though, comes with *Speedball 2100's* unique brand of ultra-violence, where you can injure and maim your opponents beyond all recognition in order to come out on top, even to the point of having someone stretched out of the arena.

Certainly, *Speedball 2100* looks snazzier than its ten-year-old prequel, but oddly it doesn't even seem to play as well, principally because the players are too big, so not only are there only three or four players on the screen at any one time, but sometimes you can't even see who you're passing to because they're off screen. Worse, the game jerks as it moves and the visuals are often blocky, indistinguishable and, quite frankly, headache-inducing.

Speedball 2100 is to be commended for trying to bring a classic game to a whole new generation of gamers, but now it looks strangely dated and, most disappointingly, plays a poor game. ■

Rich Pelley



■ *Speedball 2100*: It's dark, it's metallic, it's violent and, er, rubbish.

↑ uppers

Bally

- Super-violent
- Room to develop your own style

↓ downers

Balls-up

- Pointless update
- Not enough to get stuck into
- Players too big

GAMEPLAY 4

Suitably tactical and easy to pick up, but too shallow and not actually that much fun.

PRESENTATION 4

Interesting metallic look, but jerky and severely hampered by over-sized players.

VALUE 4

The two-player offers some longevity, but for £30, there's simply not enough here.

VERDICT 4

While it gets the tactics and the 'beat 'em to a pulp' aspects right, poor visuals and game design let the side down in *Speedball 2100*. Doesn't have the right appeal for today's gamer.

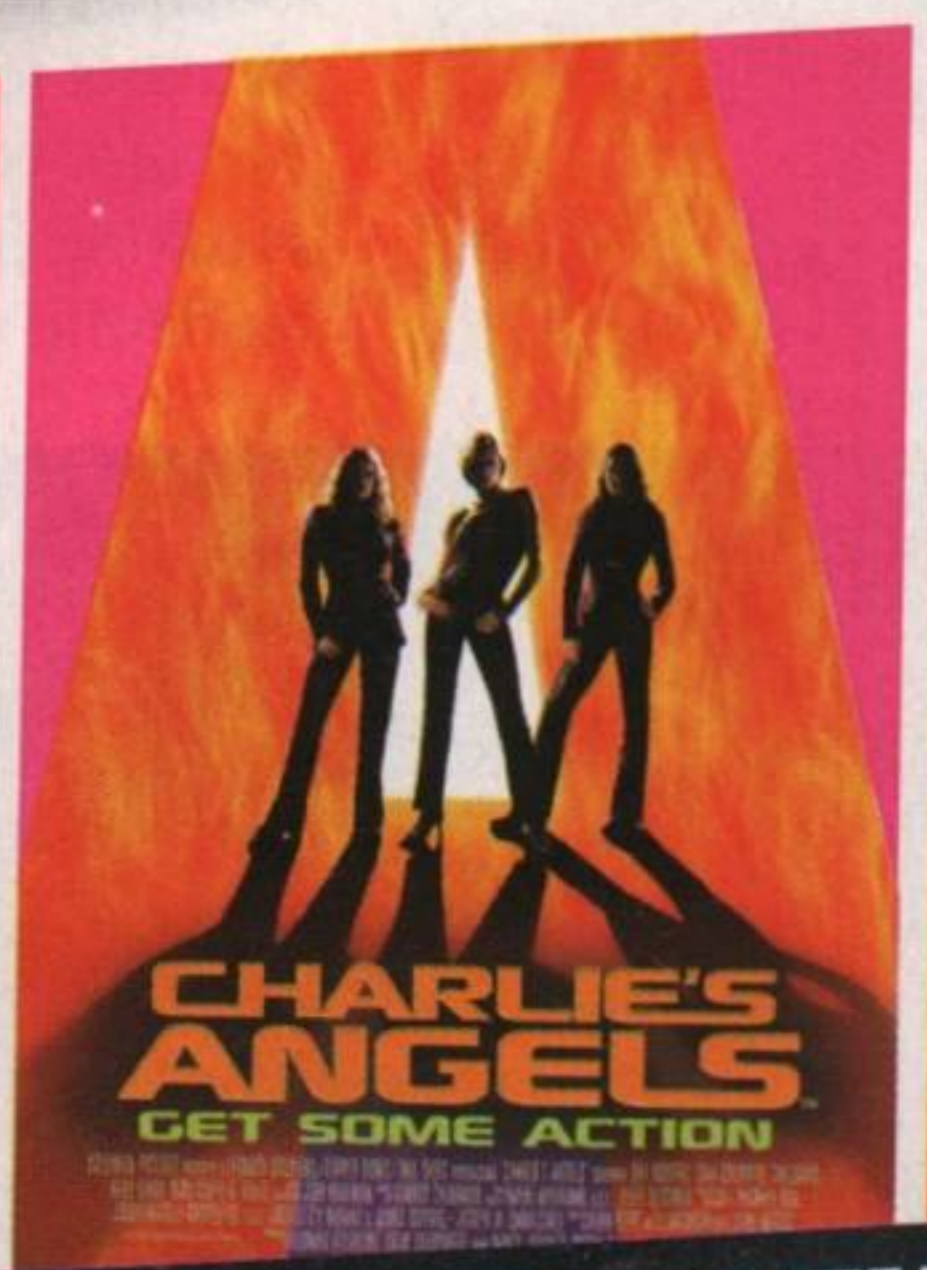
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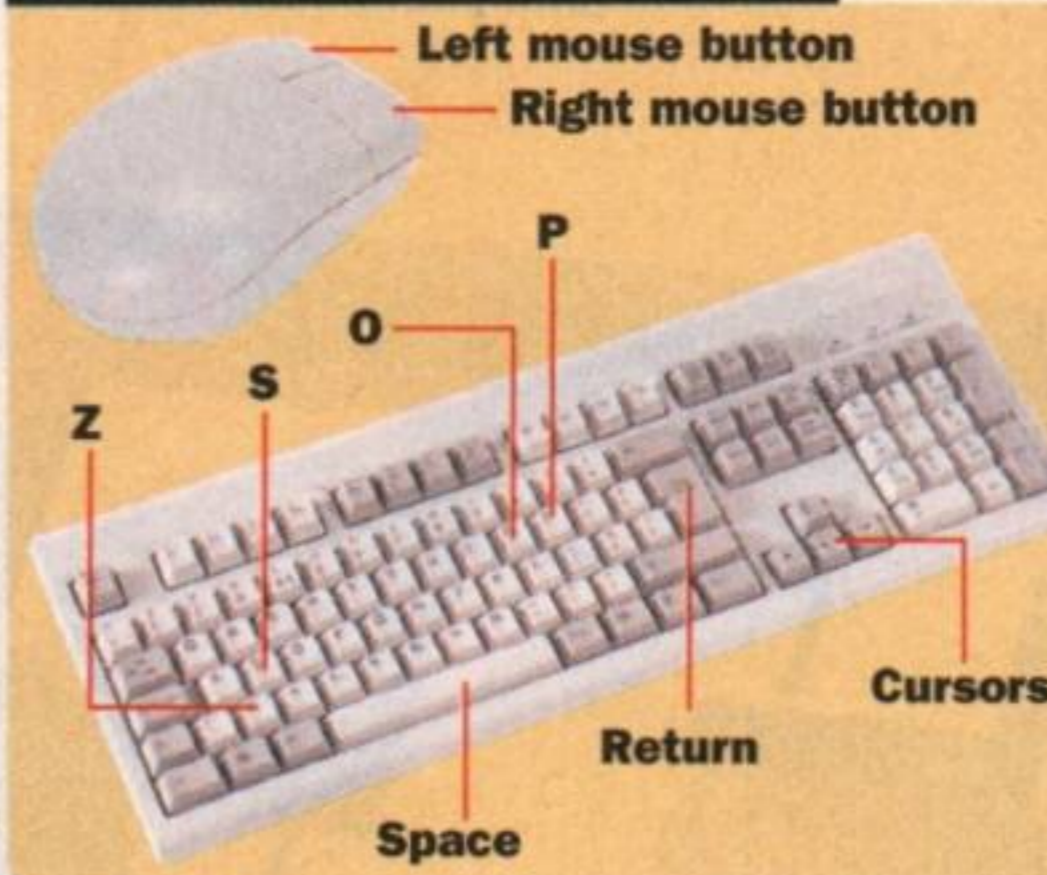
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CONTROLS



what does what

Z » Run
Space » Sidestep
Return » Select Inventory/Action
Left and Right cursors » Turn left and right
Up and Down cursors » Turn left and right

↑ uppers

Spies

- Superb visuals.
- Well thought out puzzles.
- Great plot.

↓ downers

Flies

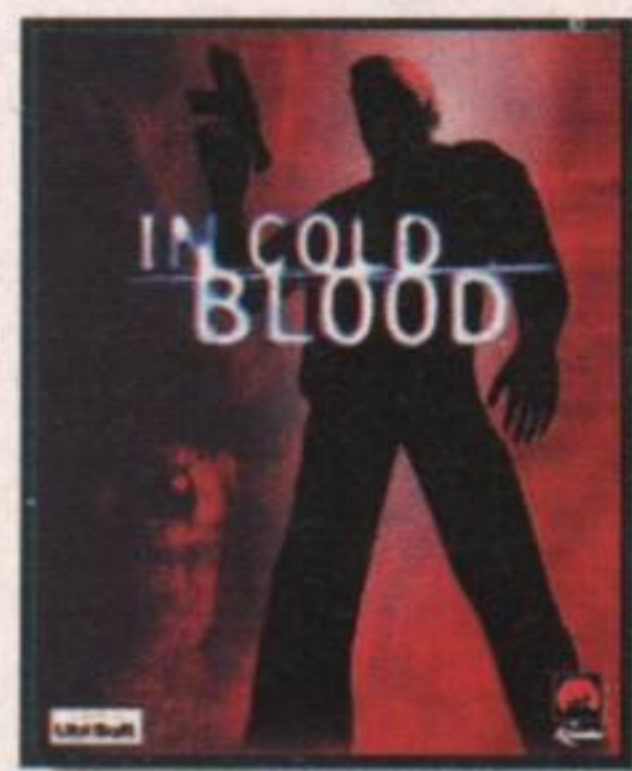
- Poor stealth action.
- Tricky combat.
- Niggly camera.

■ It always pays to hide from armed enemies. At the start, it's essential to sneak past this guard while your companion distracts him.

IN COLD BLOOD

GAME INFO

A spy simulator that's not quite as chilling as its title....



■ Publisher: **Ubi Soft**
 ■ Developer: **Revolution**
 ■ Price: **£30**
 ■ Release Date: **Out now**
 ■ Players: **1**
 ■ Minimum Specs: **P233, 32Mb RAM, 8Mb graphics card**

Hmm. *In Cold Blood*, a game that started life as a PlayStation game, is a title that falls annoyingly, and rather uncomfortably, between two stools. It's an unsatisfying mix of two different genres, and it doesn't quite gel.

The developers behind it – Revolution – are renowned for delivering superb puzzle-based adventures, such as heartily enjoyable PlayStation opus, *Broken Sword*. Their heritage is plain to see with *In Cold Blood* – the puzzles are generally decent, and pleasingly logical, and the plot, which sees you as a British secret agent, is a cut above the usual dross. But when they try to infuse a touch of *Metal Gear Solid*, it all starts to go awry.

Sure, you'll get to enjoy sneaking past guards, or rendering them unconscious



■ Hyper-detailed surroundings such as this make ICB a joy to look at... but this is no *Resident Evil* or *Metal Gear Solid*.



from behind, but it doesn't work too well. The problem is that *In Cold Blood* uses the pre-rendered backgrounds favoured by PlayStation scare-fest *Resident Evil*, so you'll find yourself bouncing off scenery and getting stuck behind things. And the static camera, which switches angles between 'screens' – again like *Resident Evil* – makes useful activities, such as aiming and seeing where enemies are, a real buttock-clenching chore. The net result, then, is a game that divides its loyalties between the good, the puzzling, the mediocre and the sneaky stuff.

So, while *In Cold Blood* looks lovely, and features a few nice touches – your wrist computer enables you to scour a constantly-updated database, check a map and ask allies for help – it's never more than mildly entertaining. In fact, more often than that not, it's staggeringly frustrating, and usually in key places. Which is a shame, because this game screams promise and, with more thoughtful execution, could have been a top-notch PC puzzler. ■

Jes Bickham



GAMEPLAY **6**

Like a more cerebral *Resident Evil*, except the puzzling and sneaking never really mesh.

PRESENTATION **7**

It all looks lovely, thanks to the pre-rendered backgrounds. Some good voice-acting too.

VALUE **6**

There's certainly plenty to enjoy here – if you're prepared to make the effort.

VERDICT **6**

Whilst this is a smart adventure game in its own right, the sub-*Metal Gear Solid* mechanics don't really work, and what you're left with is a flawed game of two halves. Disappointing.



■ Although the action isn't too hot, shootouts are still exciting.



■ While this shot looks pretty enough, generally *Pure Ride* isn't much of a looker.



■ Grinding on these cable wires is the best bit.

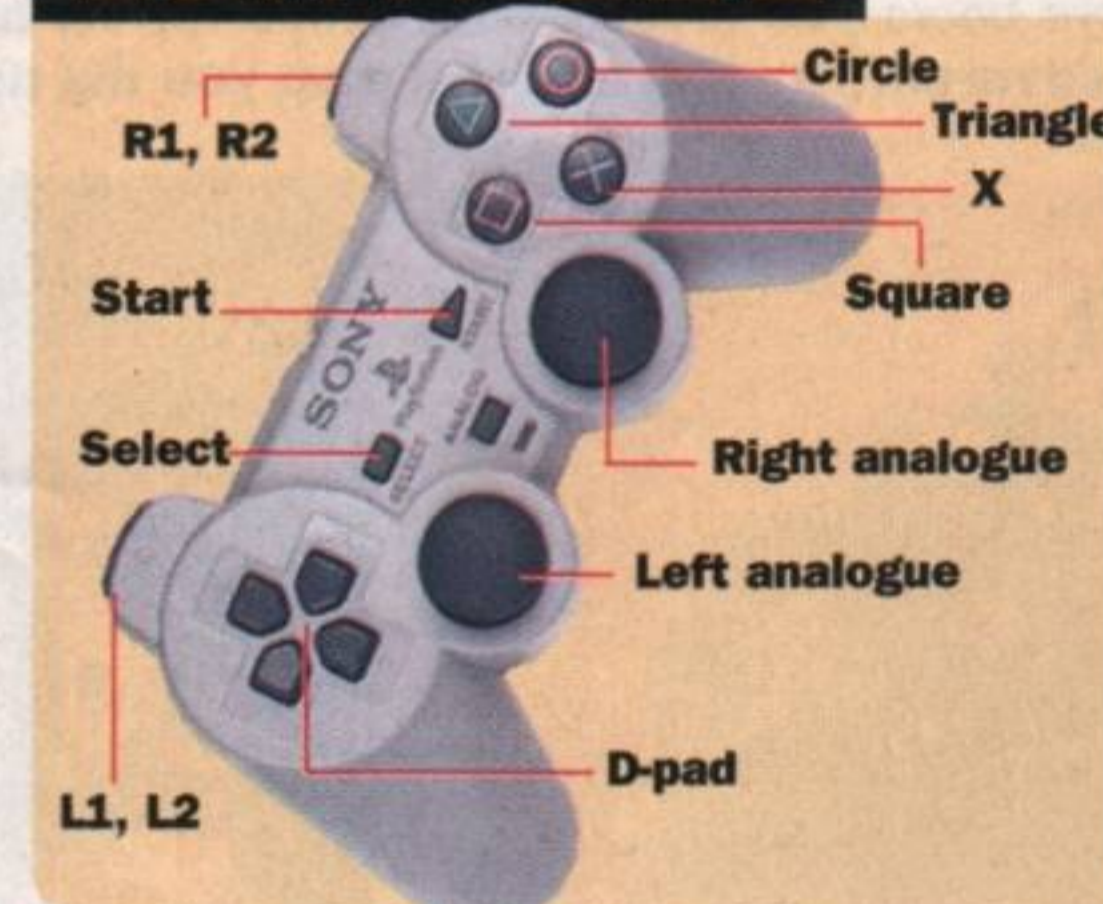


■ There's absolutely huge air to be had.



■ A neat part of *Pure Ride* is that characters are genuinely different from each other and at least one will suit your style.

CONTROLS



WHAT DOES WHAT

- Circle** » Grabs
- X** » Jump/Rail
- Square** » Grabs
- Triangle** » Grabs
- Left analogue** » Steer
- D-pad** » Steer
- Start** » Pause Menu
- Select** » Change View
- R1, L1** » Rotate
- R2, L2** » Special Move

MTV SPORTS: PURE RIDE

↑ uppers

Grinds

- Huge levels with multiple routes
- Plenty of modes
- Easy stunts

↓ downers

Wipeouts

- Ropy visuals
- Lacks excitement
- Loading times are really annoying

GAME INFO



- Publisher: **THQ**
- Developer: **Radical Entertainment**
- Price: **£29.99**
- Release Date: **Out Now**
- Players: **1-2**
- Extras: **Dual Shock, Memory Card**

Snowboards, stunts and a pumping rawk soundtrack...

The trouble with snowboarding games is they invariably look similar (i.e. white) and often seem to play the same too. Grab plenty of air, don't wipe out, then pelt it down the slopes to the sound of ear-melting rawk music.

Unsurprisingly then, *MTV Sports: Pure Ride* is pretty much indistinguishable from the likes of *Cool Boarders* and the Dreamcast's *Snow Surfers*. It hosts huge slopes with multiple routes to the bottom and a plethora of obstacles on the way. There's a genuine sense of speed to be attained by boarders; all characters move fluidly and you can even build your own stunt slope. There is, however, an odd quirk in the handling. Attempt to grind a rail which is obviously too far away and you'll find your boarder miraculously pulled onto the rail anyway. Mysterious.



A perusal at the game modes reveals what *MTV Sports: Pure Ride* is all about – stunts. Sure, the speed is there but ultimately you're aiming for high scores, not quick times. It's not a problem as long as you're not expecting racing thrills because there aren't any here. Instead you get outrageous stunts by the bucket full. They're easy to pull off and create real tension without ever having the excitement of opponents nipping at your heels.

There is a major problem with the visuals, however. Grainy, glitching appallingly at times, the game can't draw far enough ahead so trees and additional obstacles pop up to surprise you throughout. It rarely spoils the game but then the game doesn't really offer enough to set it apart from its competitors in the first place. Not bad, then, but never brilliant. ■

Mike Jenkins

GAMEPLAY **6**

Stunts-based, so it lacks excitement. A nice enough blast, but nothing cutting edge.

PRESENTATION **4**

Not an absolute dog, but not a looker either. And if you don't like rawk, the music will grate.

VALUE **6**

There's shedloads to do, but it's not cleverly moreish in the way *1080°* was on the N64.

VERDICT **6**

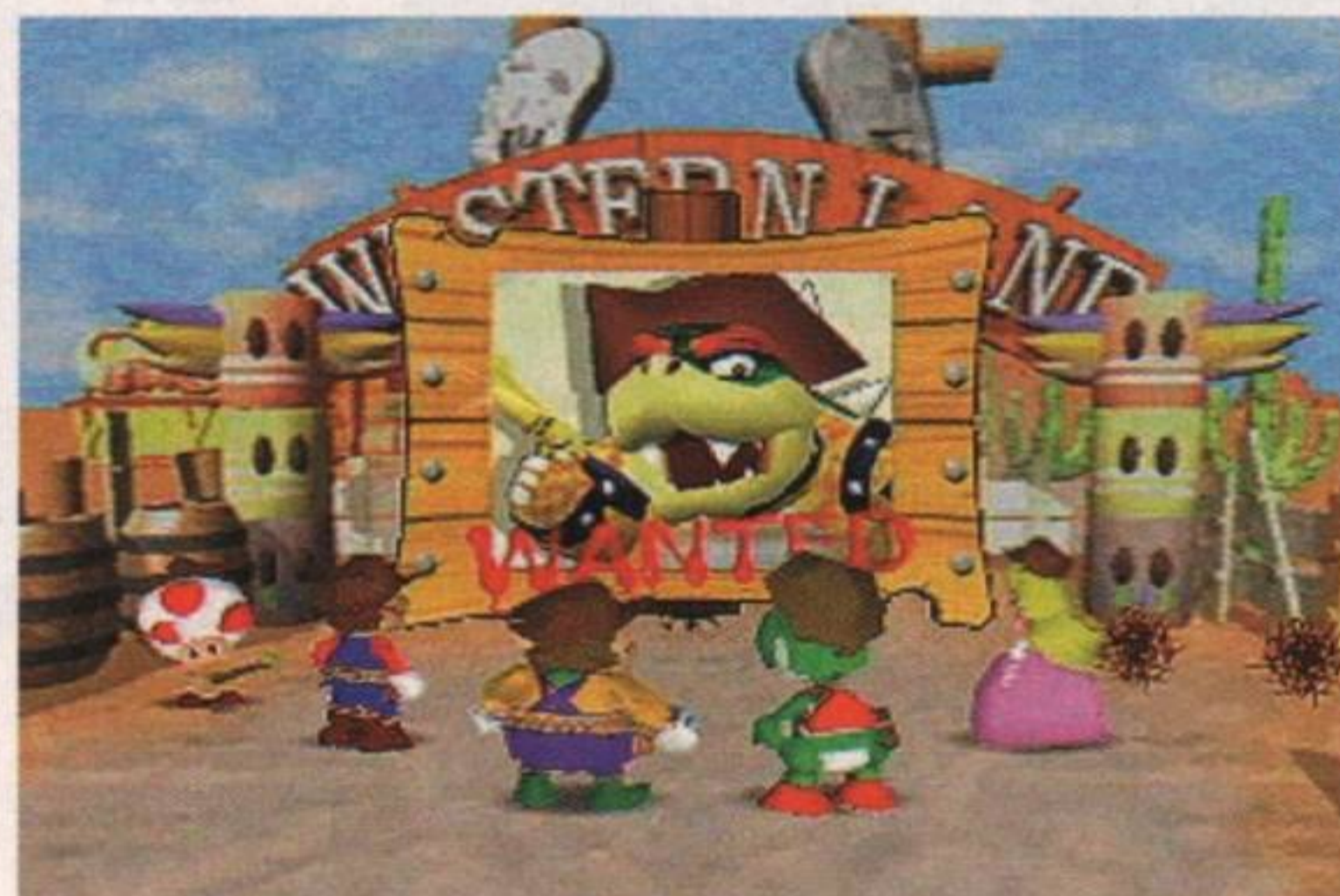
Only just the right side of average, there's still nothing in *Pure Ride* to really wow you. It plays pretty well but looks really scruffy. A definite case of been there, done that.



■ All the fun of the fair: Luigi plays bows and arrows with these flip-up targets. Top scores mean top prizes and more of *Mario Party 2*'s maps uncovered. The more of the map you dig up, the more minigames you access.



■ Survive the 60 second time limit and knock everybody else off, and you're quids in. Tricky, this.



■ In truth, *Mario Party 2* plays exactly the same as its predecessor, but the new minigames are tremendous.

MARIO PARTY 2

■ Publisher: Nintendo ■ Developer: Hudson Soft ■ Price: £45 ■ Release Date: Out now ■ Players: 1-4 ■ Extras: Rumble Pak

Mario returns in party mood...

Mario Party was a simple idea. Essentially just a board game, you had to pick one of your favourite Nintendo characters to play as, and then pit them against the other competitors across a series of themed 'boards', tackling different minigames on your way. Playing on your own was, quite frankly, about as interesting as an evening in the company of Loyd Grossman, but the fabulous multiplayer game lived up to past Nintendo classics such as *Mario Kart* and *Super Tennis*.

So what's new for the sequel, then? Well, the dull, one-player minigames have been kicked out, and the palm-blistering control system – which got Nintendo into a spot of bother with teenagers and their mum's in the US last year – has also been given the boot; but, sensibly, Japanese developers Hudson Soft have retained all the features that made the original so successful: six themed boards – ranging from outer space to pirate ships – and 60

(half of them brand new) minigames, all hugely entertaining. Standout newbies include Roll Call, where you have to count how many mushrooms are in a field while they're constantly moving around, Filet Relay, a race to the finish line where you walk like, er, penguins and use fish as a baton, and Shock, Drop or Roll, a tricky race to stay on a moving barrel.



If you own the original, there's probably not enough new to warrant splashing out a whopping £45, but if you've yet to experience a party Mario-style, gather together a bunch of like-minded mates and you're in for a scream. We love a party with a happy atmosphere. ■

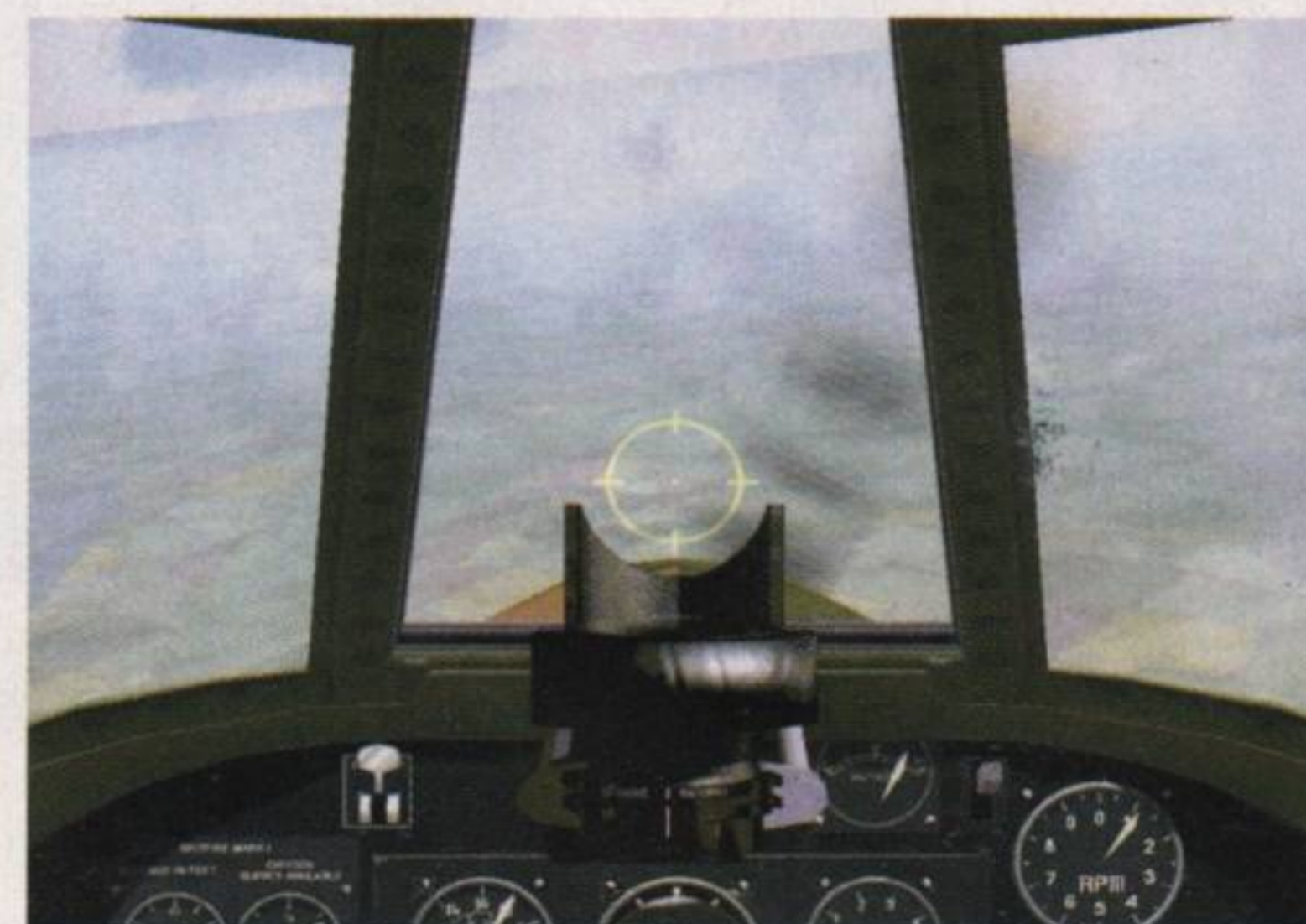
VERDICT

Too expensive and not quite different enough from the original, *Mario Party 2* is nevertheless brilliantly designed multiplayer fun, that deserves only to be played when there's more than one of you. You won't be disappointed.

7

BATTLE OF BRITAIN

■ Publisher: Empire ■ Developer: Rowan Software ■ Price: £30
 ■ Release Date: Out now ■ Players: 1 ■ Minimum Specs: P166, 32MB RAM, 6x CD-ROM, 400MB disk space



■ Take down the dastardly Luftwaffe... or, alternatively, play as them and take down our very own Tommies.



Step into the cockpit of a WWII fighter plane and take to the skies above southern England in *Battle Of Britain*, the newest retro flight sim for the PC.

As either a chirpy member of the RAF or a Hitler-loving part of the steely-eyed German Luftwaffe, it's your job to finish off the other side in the battle for Blighty's fair skies.

Actually, it isn't really a 'game' as such, so don't expect to have much arcade-style fun with it. Instead, *Battle Of Britain* – or *BOB* as it usefully can be shortened to – takes realism to new extremes by including, of all things, clouds for pilots to hide in. It can prove quite disorientating at first, and upon emerging from your protective fog you'll probably find yourself heading straight into the ground, flying off in the wrong direction or – worst of all – colliding with your own wingmate. At least, you will if you're just an average non-flying gamer.

Hardcore flight sim enthusiasts, on the other hand, will go nuts for *BOB*'s insanely accurate 1940s air combat, and the sight of a sky filled with dogfighting squadrons of Spitfires and Hurricanes is impressive. Apparently some battles can have up to 800 planes whizzing around doing their own thing.

It's a shame, then, that you can't carry enough bullets to shoot them all down. ■



VERDICT

No doubt a top notch flight sim if you're into super-real aircraft dynamics, but *BOB*'s desperately short on arcade thrills. Gamers should steer clear (or turn the page to *Airfix Dogfighter*) but in its field, *BOB* is extremely good.

7

F1 RACING CHAMPIONSHIP

■ Publisher: **Ubisoft** ■ Developer: **Ubisoft** ■ Price: **£45**
 ■ Release Date: **Out now** ■ Players: **1** ■ Extras: **Rumble pak, expansion pak (though no hi-res mode)**



■ The N64 might not have exactly enjoyed the sharpest graphics in the world, but this is an insult.



Ah dear. Meet *F1 Racing Championship*, or, to give it its full name, *F1 Racing Championship: When Graphics Go Wrong*. It could

have the best physics and driving model of any F1 game ever (although, as if you couldn't have guessed, it *hasn't*), and it wouldn't matter a jot. Because, put simply, this game looks so bad, only a blindman would consider it – and that's only if he'd sent his guide dog to Electronics Boutique on his behalf.

Yes, it's officially licensed but, no, not with this year's teams and drivers – instead 1999's stats mean you can still play as Damon Hill. All the usual game modes are present and correct – Pick up and Play, Single Race, Championship, Time Attack and Duel – but the game's central problem is that it's so eye-blisteringly awful to look at that it almost instantly becomes a chore to play. The tracks look vaguely familiar to their real-life counterparts but, to be honest, it's difficult to say for sure, and, compared to the N64's real racing hero, *F1 World GP*, in terms of accuracy and driving feel, this looks and plays with all the pinache of a 1979 Chevette.

Never has the 'graphics don't matter, it's the gameplay that counts' cliché seemed so naïve. Avoid this like your life depends on it. ■

VERDICT

A reasonable game destroyed by the worst blurring and joy-shattering stuttering ever seen in an N64 racing game. Looks matter, and *F1 Racing Championship* looks like the wrong end of a donkey. Please make it go away.

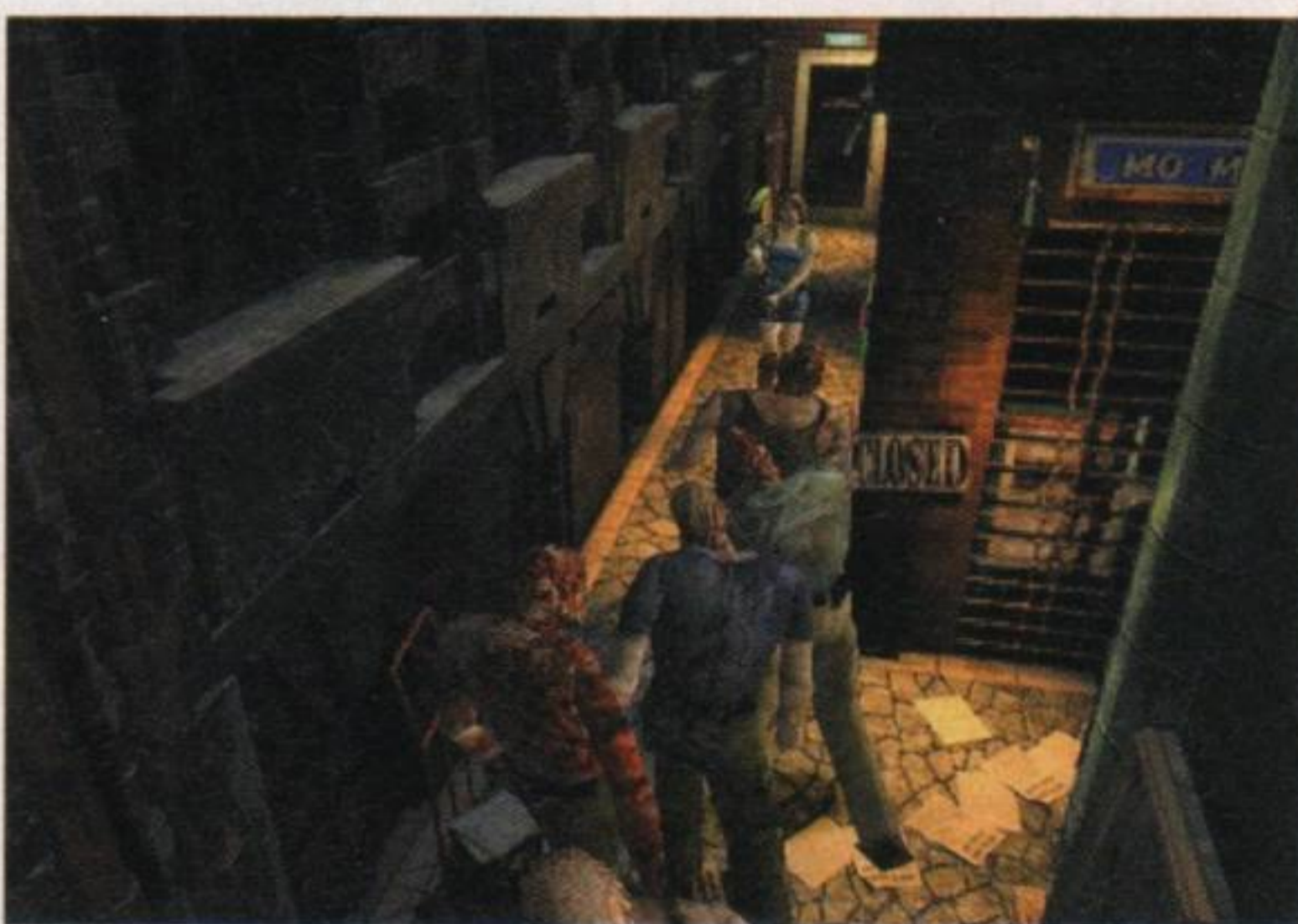
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RESIDENT EVIL 3

■ Publisher: **Eidos** ■ Developer: **Capcom** ■ Price: **£35**
 ■ Release Date: **Out Now** ■ Players: **1** ■ Minimum Specs: **64MB RAM, 50MB Hard Drive Space, 4MB RAM Graphics Card**



■ The continuation of the *Resident Evil* story includes the appearance of Nemesis... be prepared to be scared.



Almost a gaming institution now, the *Resident Evil* series reaches number three and shuffles its way, droning and baying for blood, from Playstation to PC. Heavy on gore and spooky B-movie moments, *Resi 3* follows in the formulaic path of its previous outings: zombies, puzzles and spookiness.

It's the superior of the three graphically and in most areas improves on the previous two *Resi* games, while at the same time bearing an uncanny likeness in terms of set pieces and puzzles. Unfortunately, it doesn't look any better on PC than it did on the considerably less powerful Playstation, and if you try to up the resolution the game cracks up visually. On the positive side, the archaic and irritating rotational control system (where up is always up, regardless of what direction you're going in onscreen) works better on the PC's keyboard than it did on the PlayStation D-pad.

Where *Resi 3* excels is in its atmospherics. Brilliantly simple yet effective music creates the perfect backdrop for what happens visually; long periods between confrontations intensify the moment when zombies scare the living daylights out of you and, when Nemesis itself pops up, you'll be searching desperately for a fresh pair of pants. ■

VERDICT

A straight port to PC that hasn't been improved over its Playstation incarnation – but it's easily the best *Resident Evil* yet. Hours of perverse fun to those who relish having the bejessus scared out of them.

7

GTA 2

■ Publisher: **Take 2** ■ Developer: **DMA Design** ■ Price: **£25** ■ Release Date: **Out Now** ■ Players: **1** ■ Save: **Password, so you can access any level at any time providing you have the right password**



■ *GTA2* provides the same brand of needless violence and extreme car crime as its predecessor. Neat, eh?



Well, so far we've shot 16 people (including 11 cops), run down another 37, hijacked 12 cars and torched a school bus with a flamethrower, but we can't seem to get our Fugitive Rating higher than a measly four points. In *Grand Theft Auto 2*, only the *seriously* psychopathic ever make it into the hall of fame.

As a conversion of a huge PC title, this Game Boy version ought to be commended for squeezing such an ambitious game into such a tiny space. The gameplay involves stealing cars (which is done simply by standing in front of them) and committing crimes to order. There are three gangs you can work for, and you accept assignments, contracts or whatever by answering the appropriate payphone. Perform well enough and you'll be given more challenging missions and a bigger pay packet. You'll eventually get the chance to move on to other cities and behave in an even more law-defying manner (though you'll still be stealing cars and spraying bullets about.)

Grand Theft Auto 2 is a fun way to spend a couple of afternoons, although the brick-like handling means it's nowhere near as good as the excellent Game Boy version of *Driver*. But *Driver* doesn't let you get into shootouts with the Law. So, do you feel lucky? Well do ya... punk? ■

VERDICT

Respectable version of the most criminally deranged game around, but marred by slightly sluggish handling and a tendency for the cops to trap you in very uncomfortable places... like the back of a Volkswagen. Fun, though.

6

round-up

AIRFIX DOGFIGHTERS

■ Publisher: Eon Digital ■ Developer: Eon Digital ■ Price: £35
 ■ Release Date: Out Now ■ Players: 1-8 ■ Minimum specs: P266,
 4MB 3D card, 64MB RAM



■ Going in for the kill in the, er, living room. *Airfix Dogfighter* uses recognisable and oversized locations as the perfect setting for some top-drawer plane slaughter.



■ The planes are simple to control and reminiscent of first-person shooters.

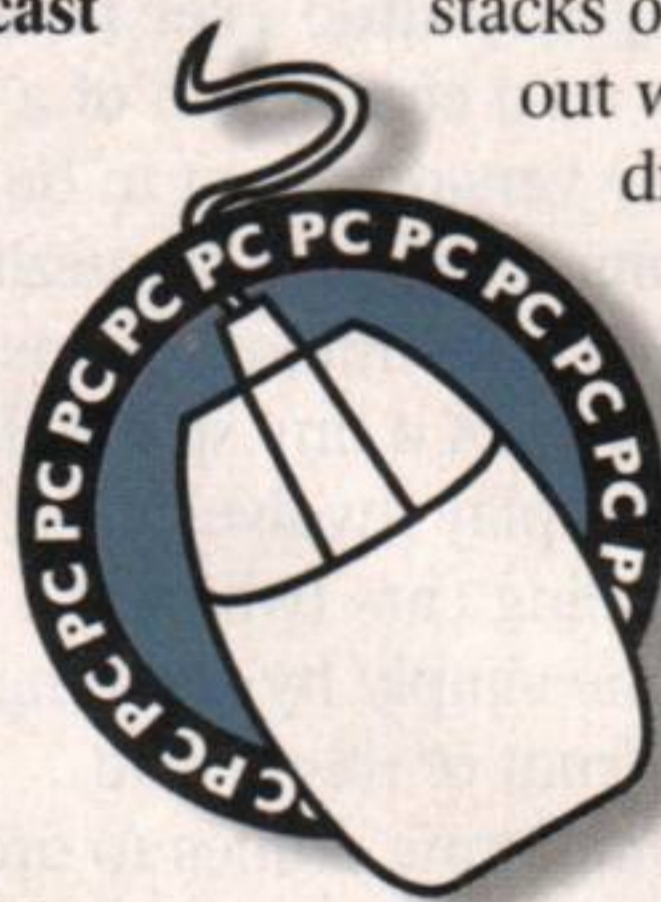


■ Head upstairs into enemy territory – and get shot down before you blink.

Like an airborne version of blink-and-you'll-miss-it Dreamcast game *Toy Commander*, *Airfix Dogfighter* drops you into the oversized environs of the living room. As an Airfix plane, either of the Allied or Axis persuasion, the game sets you a series of war-winning tasks... within the comfy surrounds of the *kitchen*.

This spin makes for an intriguing flight sim, more arcade than hardcore simulation, and something far more

enthralling than the majority of hyper-realistic WWII dogfighters. There are stacks of stair-based targets to take out with gun fire and bomb-dropping, as well as enemy installations situated in the loft and next to the fridge.



Indeed, a nice touch is dividing the game's house up into territories where, if you go upstairs, you'll be straying into enemy country. Brilliantly, the enemy will attempt to send spies into your camp too so – on routine flights around the dining room – you might find your foe hiding out behind the telephone table. Top stuff.

There are some extensive extras too: you can design your own Airfix plane from scratch and create your own Wimpey Estate warzone with the game's impressive map editor. There's also a surprisingly well-worked Internet multiplayer which plays a lot like a *Quake*-style deathmatch. Thoroughly good warmongering in the comfort of your own home. ■

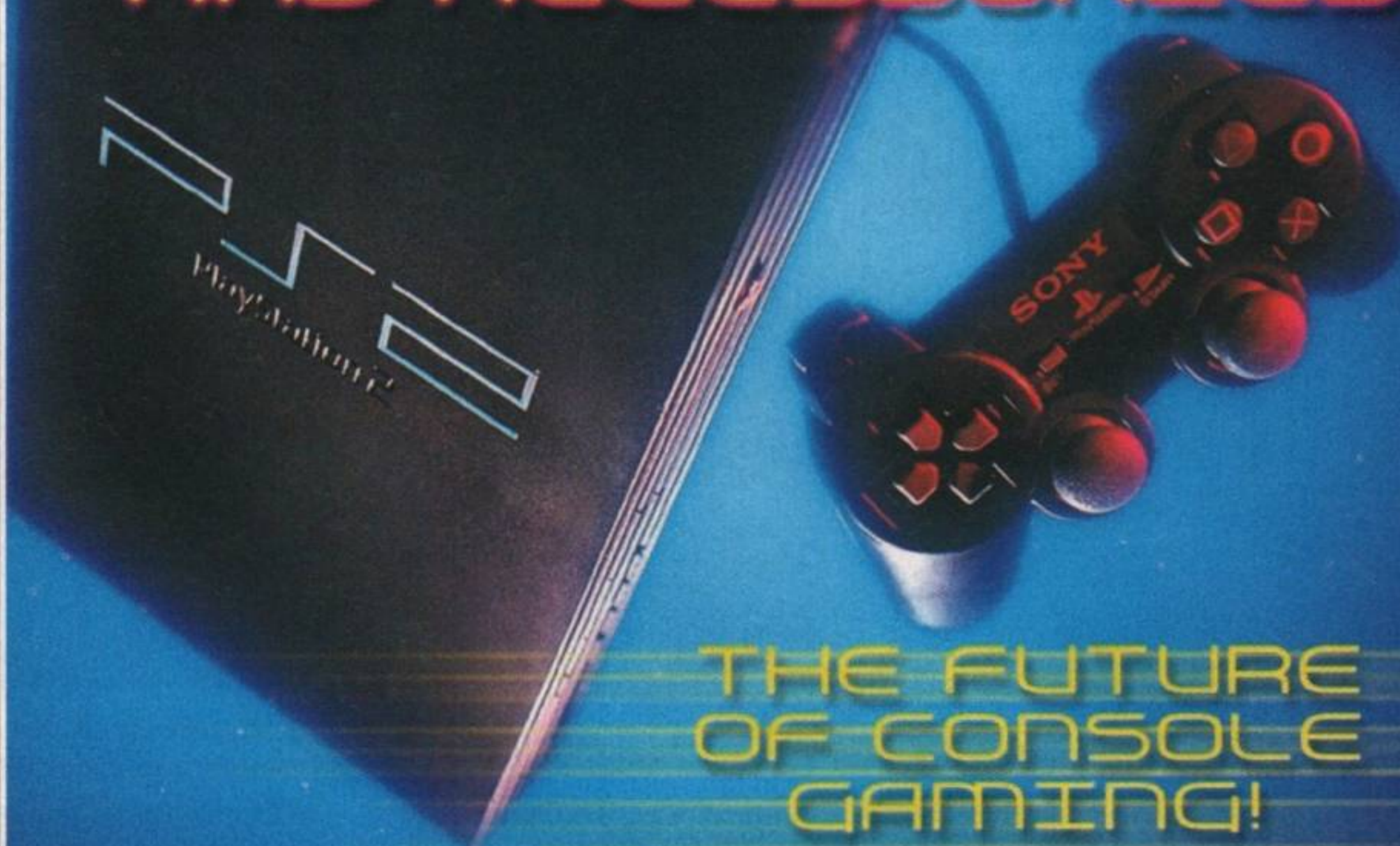


VERDICT

Immensely enjoyable plane game without the seriousness of simulation and the added bonus of some really expansive, original locations. It's fairly reminiscent of *Micro Machines*, actually, but the Airfix angle adds an extra dimension, allowing for genuine creativity, both in terms of plane design and level editing. Strangely, this is more of a console game than a PC game which suggests it could find a place on your PlayStation2 before long.

8

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Colony Wars Series	FA Prem. Man. 2000	Metal Gear Solid	South Park & Rally	Tomb Raider 1,2,3&4
Comm & Conq Series	Fade to Black	Mission Impossible	Soviet Strike	Tombi 1 & 2
Constructor	Fear Effect	Mortal Kombat Series	Space Invaders	Tomorrow Never Dies
C. Bandicoot 1, 2 & 3	Felony 11-79	Need 4 Speed Series	Spec Ops	Tony Hawk's 1 & 2
Crash Team Racing	FIFA Series	No Fear D'hill MBK	Spiderman	Toy Story 2
Croc 1 & 2	Final Fantasy 7 & 8	Pac Man World	Spyro 1 & 2	Transport Tycoon
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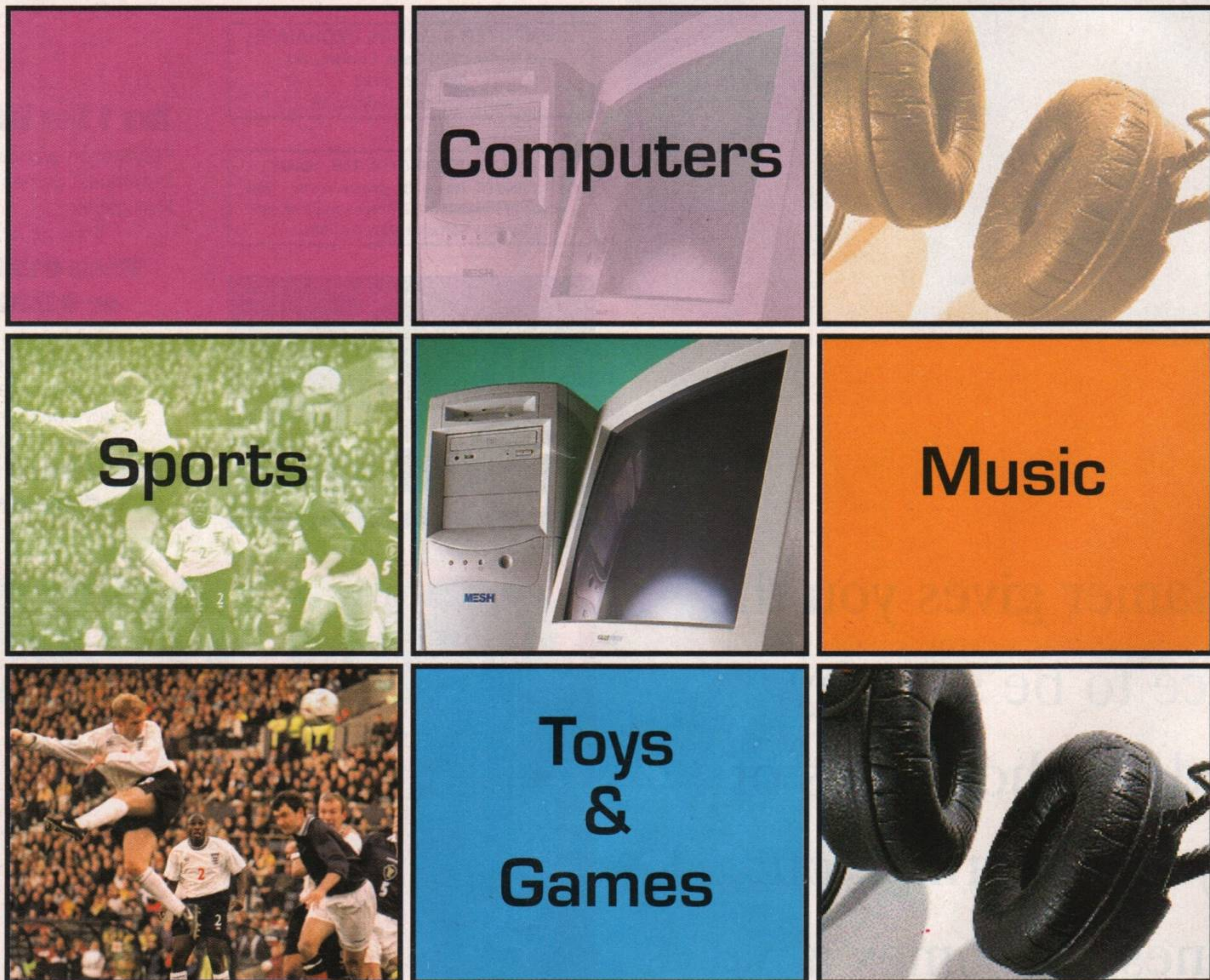
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THREE KINGS

■ From: Warner ■ Price: £20 ■ Starring: George Clooney, Mark Wahlberg, Ice Cube
 ■ Directed by: David O. Russell ■ Certificate: 15 ■ Extras: Commentaries, Behind-the-scenes documentary, Tour of set, Director's journal, Interview with Director of Photography, Deleted scenes, "A look inside the acting process" with Ice Cube

Russell's engaging war story sees Clooney, Wahlberg and Cube as US soldiers seeking out \$50m worth of stolen Kuwaiti gold, hidden in the Iraqi desert at the end of the Gulf War.

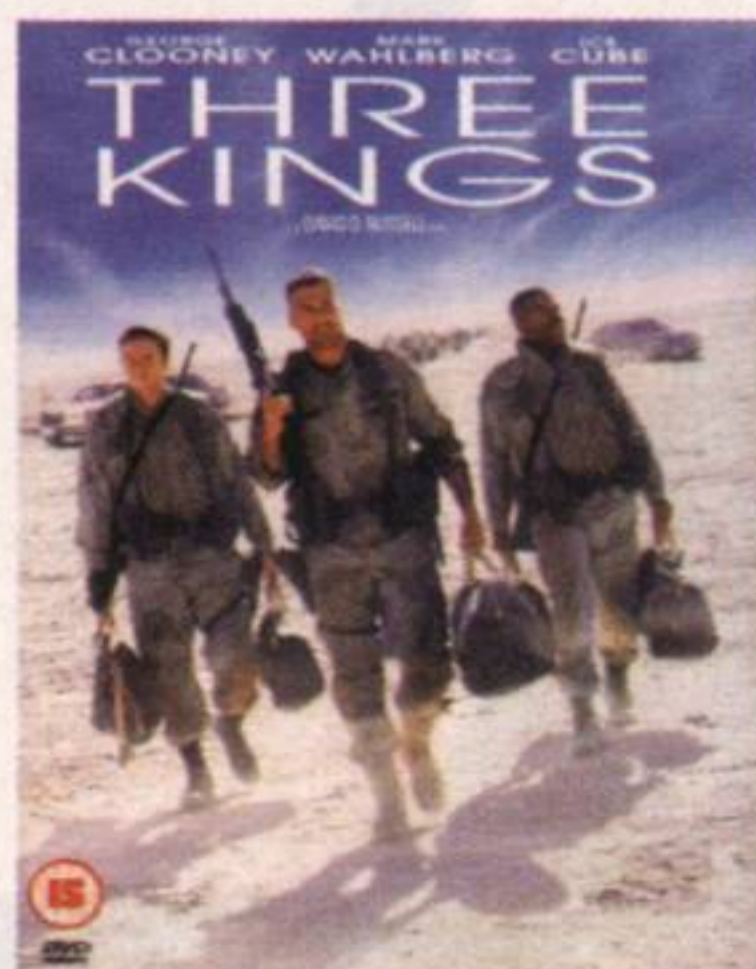
The plan to nick it themselves inevitably goes awry, but *Three Kings* isn't quite as predictable as you'd think, thanks to an inventive script.

Against the fairly serious backdrop of a people's uprising against Saddam, *Three Kings* is surprisingly witty and remarkably imaginative, with a spattering of askew moments: the slow-mo gunfight where you can hear individual bullets hitting their target, the unexpectedly horrific Wahlberg

interrogation and the terrific path of a bullet, which shows a bullet entering and lodging inside the pancreas.

But *Three Kings* doesn't feel quite as exciting as it should. Clooney plays himself once again, breeding an air of familiarity, and the action set pieces are well staged but never edge-of-the-seat. Indeed, 70 minutes in, things begin to stagnate, with the ending being inappropriately nice.

Fortunately, the DVD extras are brilliant, compensating ably for the way the film fizzles out. Russell's video journal is exceptional, while the documentary and set tour flesh out the film. All of which makes this excellent, if over-rated, slice of celluloid war an essential purchase. ■



VERDICT

A real DVD gem, *Three Kings* is undoubtedly entertaining but suffers from a lack of pace and direction when it most needs it. The plot discrepancies are eased, though, by the quality of what's on offer for your £20. Make this part of your collection now.

7

GET CARTER

■ From: Warner ■ Price: £20 ■ Starring: Michael Caine, Ian Hendry, Britt Ekland
 ■ Directed by: Mike Hodges ■ Certificate: 18 ■ Extras: Commentary by Michael Caine and Mike Hodges, Music-only soundtrack, Three trailers, An introduction from Roy Budd and Michael Caine.

Get Carter tells the story of a professional hitman who returns home to Newcastle to investigate his brother's murder. He quickly discovers that the local mafia doesn't want him around, going to increasingly desperate measures to get rid of him. Carter's response is uncompromising when he finds out the truth and there's only one thing on his mind: revenge.

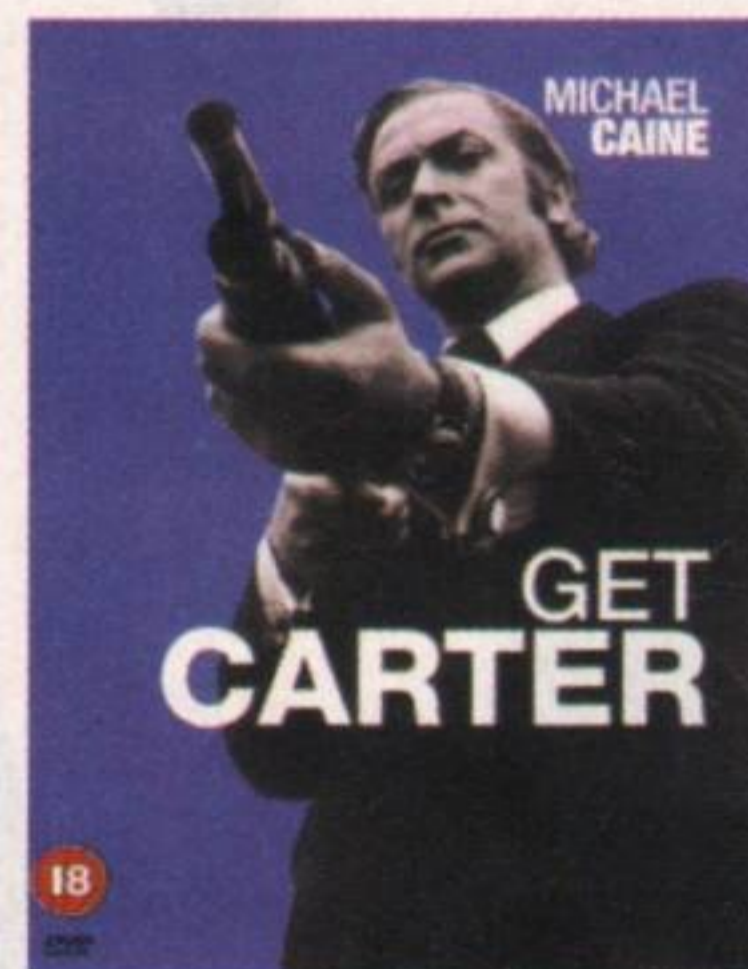
Caine is brilliant as Carter: dangerous, mysterious and oozing cool as a professional killer who you can't help but feel total empathy for. This isn't a gangster film about drugs, prostitution or racketeering, it's about

family – although there is a lot of violence, made more shocking because of its 'ordinary' nature. To

Carter, it's an everyday experience. Roy Budd's haunting soundtrack brilliantly complements the grim, melancholy story.

The audio commentary with director Mike Hodges describing the production and Caine talking about the character, gives great insight into the film. Apart from this though, there is a real lack of disc extras. But for a 30-year-old movie, the picture quality is superb.

Get Carter's been described as the best British gangster movie ever and it lives up to that billing. Dark, moody and disturbing, it's a must for anyone who loves classic British films. ■



VERDICT

Get Carter is one of Michael Caine's and British cinema's finest moments. Brilliantly acted and photographed, this is an essential 20 quid even given the lack of DVD features. Proves gangster movies don't have to star Robert De Niro to be great.

8

TARZAN

■ From: Disney ■ Price: £22 ■ Starring: Tony Goldwyn, Minnie Driver, Glenn Close
 ■ Directed by: Kevin Lima, Chris Buck ■ Certificate: U ■ Extras: Read-along story, Trivia game, History and development feature, Music videos, Storyboards, Character studies, Animation demos, Multi-angle demo, Trailers

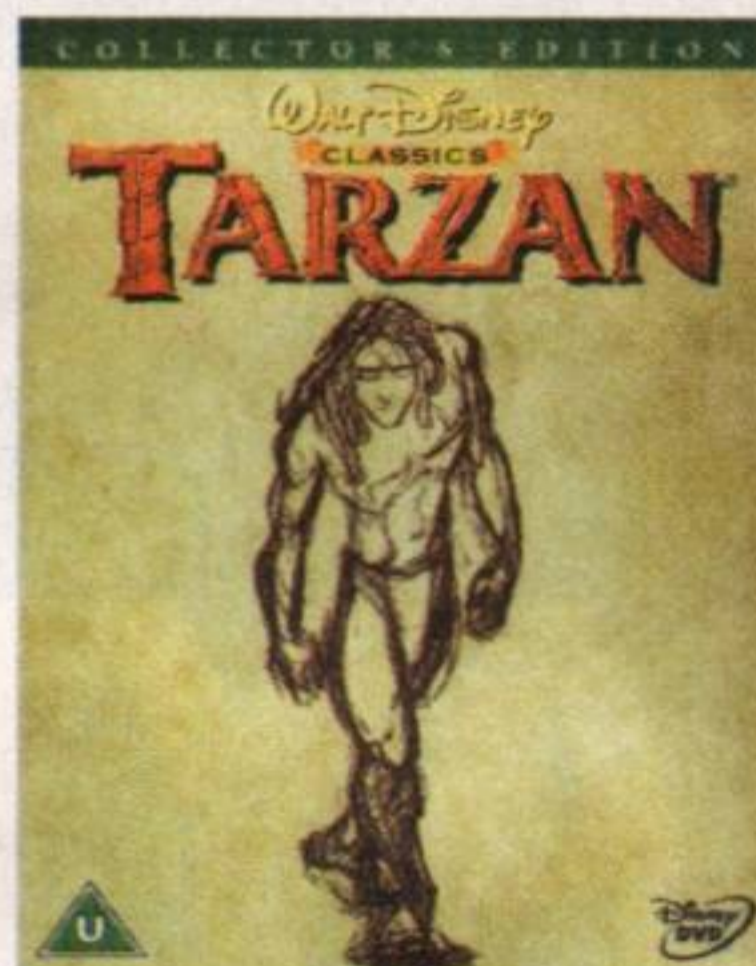
Edgar Rice Burroughs's tale of innocent monkeys and society's corruptive influence gets a sugary coating of Disney schmaltz in this animated movie.

Boy meets ape, ape raises boy, boy lusts after girl and gets shot at by her bodyguard. It's standard Disney stuff, very much unfaithful to the original story, and polluted with Phil Collins songs like gherkins in a Big Mac.

But it's the cutting-edge animation that makes it special. Using a process called Deep Canvas, hand-drawn characters are seamlessly blended with a computer-generated jungle that twists and unfolds beautifully.

The two-disc collector's edition details the creation of the film from rough sketches to finished product, with a multi-angle sequence that shows exactly how the final animation is matched to the original sketches. Did you know the Tarzan and Jane characters were drawn in separate continents by different teams? This DVD set is full of such lightweight trivia, and will make great viewing for anyone

interested in the ins and outs of high-tech animation. The movie itself isn't the greatest thing ever, and we most certainly didn't need to see Scatman Collins skee-ba-boo-bopping with 'N Sync on the extras disc, but the under-12s will enjoy it. ■



VERDICT

Some nice extras to flesh out a rather skimpy but very beautiful 85-minute main feature – although kids will probably love it. Whether it's worth £22 though is really down to your musical taste and the depth of your pockets.

6

MEN IN BLACK

■ From: Columbia ■ Price: £20 ■ Starring: Tommy Lee Jones, Will Smith ■ Directed by: Barry Sonnenfeld ■ Certificate: PG ■ Extras: Commentary by Sonnenfeld, Two visual effects documentaries, Extended and altered scenes, Storyboards, Trailers, Art and stills galleries, "Metamorphosis of MIB" documentary.

This 1997 sci-fi spectacular about a top secret government agency monitoring extra-terrestrial activity on Earth has expertly been turned into one of 2000's best DVDs.

Coming in two forms, Collector's Edition and Limited Edition, *Men In Black's* enjoyably ludicrous fusion of one-liners and special effects is given concrete backing by a huge list of extras. Barry Sonnenfeld's commentary is superb, shedding light on key sections of the movie, while in the documentary he talks about how he changed the entire story in post-production without having to re-shoot a single scene. The film's impressive

list of special effects are also deconstructed, while Sonnenfeld and Tommy Lee Jones talk through the film via on-screen sketches. The Limited Edition offers more in terms of extras, coming on two discs, with the second brilliantly allowing you to edit scenes together, comparing your version of the film with the original. Plus, on both, there are storyboards, galleries, music videos and trailers – including one for *MIB2*.

The film itself is enjoyably lightweight and amusing, with a clever 1950s comic book feel. And although no one seems to have noticed that the plot isn't that good, *Men In Black* is a real advocate for style over substance. And why not? ■



VERDICT

Smith and Jones make a hilarious double act, while Sonnenfeld handles the directorial duties with aplomb, pushing eye-popping special effects when the story starts to get thin. And on DVD this represents stupendous value for money.

8

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COMPETITION

WIN!



THIS DVD PLAYER!

Come on out from behind the sofa you yellow-bellied jessies – it's only a game. And yet, *Alien Resurrection*, the horrifyingly sumptuous blockbuster that's just this minute hit the PlayStation, is genuinely one of the most terrifying games ever made.

Grown men have been afflicted with hideous nightmares after playing *Resurrection*, and the authenticity of the game and its faithfulness to the original films is paramount to its success. The fact that the game can even come close to the celluloid quartet is, of course, no small feat, though with developers Argonaut being given direct access to props, sets and

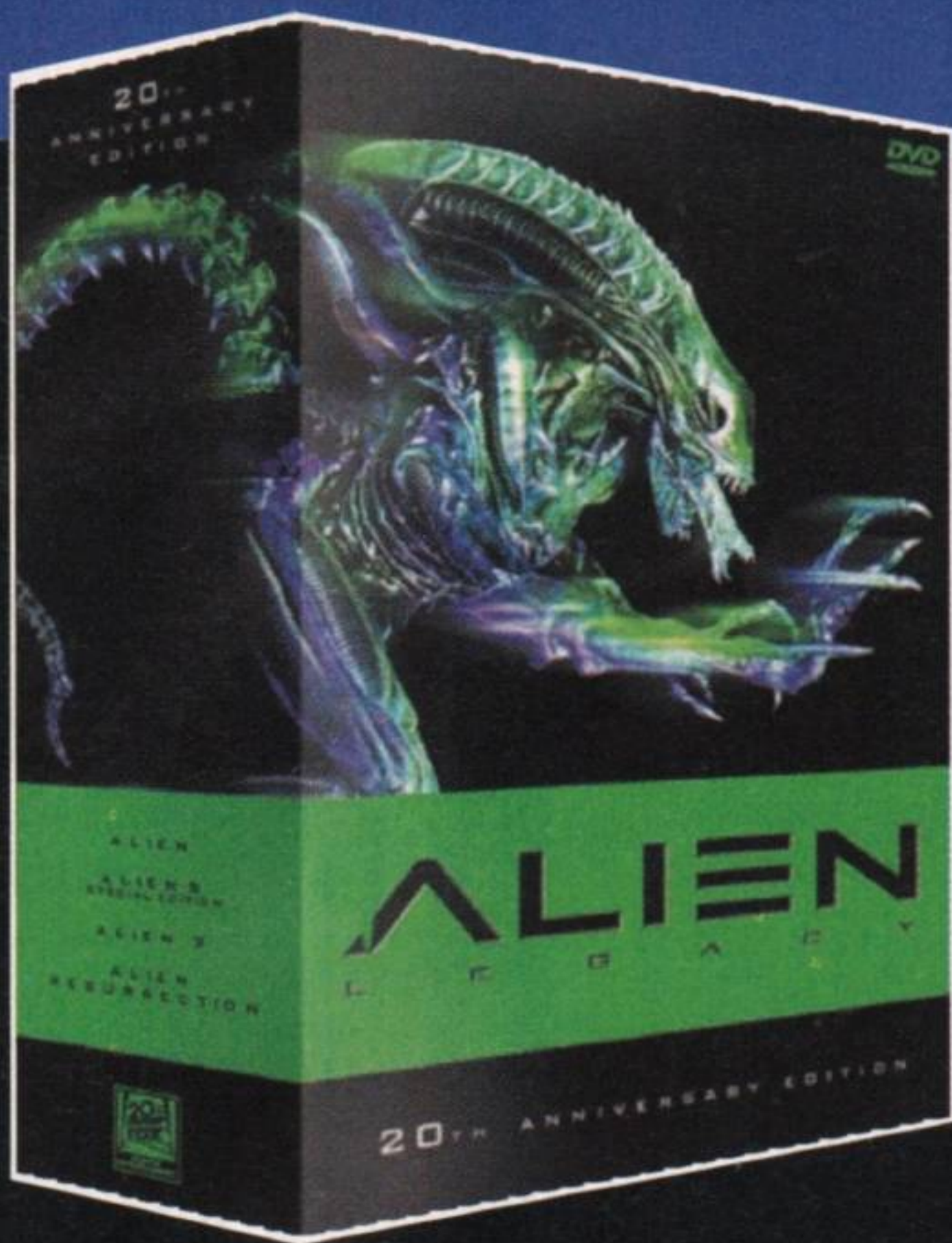
even characters from the *Alien* films, you'd expect things to look the business. Oooh, and they do.

Here at **VideoGamer** we think fear is good for the soul. It sorts the men from the boys and the bimbos from the babes. And that's why we've fleeced developers Fox Interactive for truckloads of free *Alien*-related stuff. So, as well as five knee-trembling DVD box sets with *all four films* included, we've got copies of *Alien Resurrection* for the PlayStation for five lucky winners. AND, as Jimmy Cricket once said, there's more: best of all, one of these winners will be picked at random to receive this top of the range DVD player.

Mmm, yes, it's a swanky Proline 1000,

sporting all the essential specs you could possibly require including a 10 bit video D/A converter. (Whatever that means.) This handy tool plays around with your film resolutions automatically so that you lose all the obvious signs of digitising. This will render your copy of *Alien 3* closer to the original movie master than ever before.

Oh, and not only are the prizes breathtaking, but it's really not very hard to get your mitts on them either. Just answer the easy-peasy questions to the right and send your answers to us. Once we've got all the entries, we'll dive a woolly hand into the big **VideoGamer** receptacle, pick five entries (including one overall winner) and get your toys out to you pronto.



PLUS!
THE ALIEN DVD BOX SET
AND ALIEN RESURRECTION
THE GAME

QUESTIONS

Those among you who are up to speed on the *Alien* films – which, according to **VideoGamer's** lovely Kate “are very brown” – will find these no trouble. Just a little bit of *Aliens* trivia is all it is. Piece of cake. Once done, stick your answers on a postcard to:

The “Chock Full Of Slimy Aliens” Compo,
VideoGamer, 30 Monmouth Street, Bath, BA1
2DL

1) The novels of which famous author inspired the names of many of the ships in the *Alien* film series?

- a. Joseph Conrad.
- b. William Shakespeare.
- c. Jilly Cooper.

2) Which Hollywood actor did director Ridley Scott originally hope to cast as Dallas in *Alien*?

- a. Harrison Ford.
- b. Macauley Culkin.
- c. That bloke who played Luke Skywalker in *Star Wars*.

3) What does Ripley say to the Alien Queen at the end of *Aliens*? Is it:

- a. “Get away from her, you bitch!”
- b. “Get away from her, or I’ll call the police.”
- c. “Oops, I did it again, I played with your heart.”

THE RULES

1) Employees of Future Publishing or Fox Interactive are by no means eerie enough to enter.

2) All entries must be in by November 25th. Any arriving after that date will simply be piled up and used as table props.

3) Multiple entries are the work of the devil. Don’t go there sister. Or brother.

4) The Editor sports a large crown and rules with an iron fist. His decision is final. And he doesn’t know how to write so no correspondence will be entered into either.

5) Only people aged 18 and over can enter. Sorry, but the films, they’re a bit violent, like.



Well I'll be dog-gone! Sony reveals its next generation robo-pup exclusively in **T3**

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UK Top 40 Games

What's selling and why? Find out for sure with our actually very interesting charts analysis...

Money making madness

WHO WANTS TO BE A MILLIONAIRE?

WHICH GAME DO YOU WISH TO PLAY?

Fastest Finger

Team Game

Head to Head Game

Main Menu

The license to end all licenses gets the videogaming treatment with *The Voice Of Chris Tarrant* guiding you through the trauma of asking the audience and phoning a friend. As a game it works – just – but its potential lack of longevity hasn't affected its sales; it's the first game ever to have debuted at number one in three single format charts (PlayStation, Dreamcast and PC). Incredible.



TOP 40 GAMES

- 1 **WHO WANTS TO BE A MILLIONAIRE?** ■ PS/DC/PC ■ £25
- 2 **TONY HAWK'S PRO SKATER 2** ■ PS ■ £30
- 3 **SPIDER-MAN** ■ PS ■ £30
- 4 **POKÉMON YELLOW** ■ Game Boy ■ £20
- 5 **SYDNEY 2000** ■ PS/DC/PC ■ £30
- 6 **BALDUR'S GATE II** ■ PC ■ £35
- 7 **THE SIMS: LIVIN' IT UP** ■ PC ■ £35
- 8 **POKÉMON PINBALL** ■ Game Boy ■ £25
- 9 **AGE OF EMPIRES II: CONQUERORS** ■ PC ■ £35
- 10 **RAYMAN** ■ PS/PC ■ £20
- 11 **FA PREMIER LEAGUE MANAGER 2001** ■ PS ■ £30
- 12 **STAR TREK VOYAGER: ELITE FORCE** ■ PC ■ £35
- 13 **FINAL FANTASY VIII** ■ PS/PC ■ £40
- 14 **TOMORROW NEVER DIES** ■ PS ■ £30
- 15 **DRIVER** ■ PS/PC ■ £15
- 16 **TENCHU 2** ■ PS ■ £30
- 17 **RAYMAN 2: THE GREAT ESCAPE** ■ PS/PC/N64/DC ■ £30
- 18 **POKÉMON SNAP** ■ N64 ■ £40
- 19 **TARZAN** ■ PS/PC/N64 ■ £30-£40
- 20 **POKÉMON BLUE** ■ Game Boy ■ £20
- 21 **POKÉMON RED** ■ Game Boy ■ £20
- 22 **ROLLERCOASTER TYCOON** ■ PC ■ £35
- 23 **TOCA WORLD TOURING CARS** ■ PS/PC ■ £30
- 24 **WWF SMACKDOWN** ■ PS/N64/GB ■ £30-£40
- 25 **WACKY RACES** ■ DC ■ £35
- 26 **TONY HAWK'S SKATEBOARDING** ■ PS/N64/DC ■ £30-£40
- 27 **THE SIMS** ■ PC ■ £35
- 28 **PERFECT DARK** ■ N64 ■ £50
- 29 **TOMB RAIDER** ■ PS/GB ■ £20
- 30 **MIDTOWN MADNESS 2** ■ PC ■ £35
- 31 **DEUS EX** ■ PC ■ £35
- 32 **WORMS ARMAGEDDON** ■ PS/DC/N64/PC ■ £30
- 33 **LONDON RACER** ■ PS ■ £30
- 34 **CROC** ■ PS/PC ■ £20
- 35 **MEDAL OF HONOR** ■ PS ■ £20
- 36 **STAR TREK: INVASION** ■ PS ■ £30
- 37 **AGE OF EMPIRES II: AGE OF KINGS** ■ PC ■ £35
- 38 **X-MEN: MUTANT ACADEMY** ■ PS/GB ■ £30
- 39 **WCW MAYHEM** ■ PS/N64 ■ £30
- 40 **CRASH BANDICOOT 3** ■ PS ■ £20

Tony Hawk's Pro Skater 2

The Hawkster's second outing proves as brilliant as its predecessor, and cruises into the top three at number two. The redesigned PSOne may have helped it, launching at around the same time on September 24th and selling 8,000 units in its first week.



Bargain Hunter!

Driver

Platinum games are already excellent value at £20 each, but HMV are offering two Platinum games for £30. Which means you should be able to find *Driver* with a five quid discount as well as other classics like *Metal Gear Solid*, *Tekken 3* and *Tomb Raider 3*.



£15

Pokémon Snap

Pokémon continues to bring the cash in for Nintendo, but *Snap's* chart position shows how difficult a time the N64 has had over the past year. Only this and *Perfect Dark* at 28 are N64-only titles, and *PD's* position shows how even the best titles are struggling.



Croc

Amazingly, *Croc* has remained in the top 40 ever since its release in 1997 – despite not actually being very good. Its popularity with younger PlayStation owners and its current price tag – as low as £10 in some stores – ensures constant appeal, though.



Bargain Hunter!

The Sims: Livin' It Up

This fantastic PC expansion pack – which, with your original copy of *The Sims*, allows you to access new furniture and family members to help create your vision of perfect home life – is now on sale for £20 in Virgin Megastores.



£20

Tomb Raider

Tomb Raider is an extraordinary phenomenon, still in the charts four years after its release. Lara Croft has been a magazine cover star more times than we could possibly count (once again, this month) and the original game is still selling. Strewth.



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Pre-order poser

■ I have a PlayStation, and am interested in making the switch to a PlayStation2, but I'm really confused by the whole pre-order process. What do I have to do? Will it cost me any more money? And, why can't I just go down the shops and buy a PS2?

Steve Regency, Kendal

■ We've had a fair few letters like this one, so don't feel that you're alone in your confusion over the PlayStation2 pre-order process. Indeed, until recently, it seemed Sony themselves weren't entirely sure how it was going to work either.

Basically, pre-ordering only amounts to you filling out a pre-order form at your local games shop (just ask – the assistant will almost certainly know what you're on about) and laying down a £25 deposit. Then, on November 24th, when the machine is launched, you simply return and collect it. At some point between the time you put down your deposit and the time you collect the PS2, Sony will send you a letter of confirmation.

However... by the time you read this – unless you're incredibly lucky – all of the PlayStation2s that your local retailer has been allocated will have been snapped up. So, unfortunately, it probably means that you're going to have to wait beyond the November 24th launch date. But, as long as you get your pre-order form in, you'll at least be guaranteed a machine at some point.

No fun on One?

■ Come on, who's really fussed by PSOne, the relaunched all-new and all-white PlayStation? There won't be any games for the console because

everyone's focused on PlayStation2, and even if there *are* some developers working on PSOne games (and there aren't) the lure next year of Xbox and Gamecube will surely be enough to put paid to any further projects.

Michael Ballantyne, London

■ Don't speak too soon. The dinky and, let's be honest, really quite sexy PSOne hasn't actually had much of an opportunity to impress the public – it only came out on September 29th.

True, the decision to redesign the original PlayStation does seem a little strange, especially given the PS2's backwards compability – allowing it to play PlayStation discs as well as PS2 ones (and, with the increased power, smooth out PlayStation visuals) – but Sony have a knack for predicting the market, so it'd be foolish to talk of their downfall on this.

Machine scene

■ So, then. Sega jump in first with no instant online gaming and the slowest modem ever, then PlayStation2 readies itself for launch with no ground-breaking games and, similarly, no Internet set-up. Which is why Nintendo's new console Gamecube intrigues me. I just get the feeling that, if they're prepared to risk all by releasing a console so late in the day (October 2001, and that's if Nintendo really pull out all the stops – Ed) they must have something worth waiting for. The N64, despite all its problems, did have some high quality software, after all. Could Gamecube be similar?

Paul Carnegie, Glasgow

■ Let's not be too down about Dreamcast. It's struggled, certainly, due to the fact that not enough people are developing games for it, but in titles like *Resident Evil: Code Veronica*, *Power Stone 2*, *Virtua Tennis* and forthcoming

blockbusters like *Quake III*, *Half-Life* and *Shenmue*, it has a line-up to rival anything on any other system.

As for PlayStation2, true, it's launch games aren't revolutionary – mainly because they're sequels to PlayStation sequels – but *Ridge Racer 5* and *Tekken Tag* are solid, enjoyable games. The really exciting, original games – stuff like *The Getaway*, a racing chase-'em-up set in London, *Gunslinger*, a brilliant cowboy shoot-'em-up, and *Dark Cloud*, a stunning-looking role-playing game from the people who brought you *Final Fantasy* – will start to arrive next year, along with *Tomb Raider Next Generation*.



■ *Tekken Tag*: one of the PS2's launch sequels. Unoriginal, certainly, but good too.

Gamecube, as with all Nintendo consoles, will have brilliant games, but the really critical part of this launch is whether Nintendo can get enough 'third-party' developers, i.e. developers outside of their own teams. That's what's made the N64's life so difficult – the PlayStation had quality like the *Tekkens* and *Tomb Raiders* and the N64 had crushingly disappointing third-party games such as *Hybrid Heaven*.

Pokéismo

■ I can't believe anybody hasn't yet noticed that *Gran Turismo* is just *Pokémon* with cars.

Mikey Foley, London

■ Genius.



STAR LETTER

Every month, the Star Letter receives pads, steering wheels and more courtesy of Radica...

GAME AND FORTUNE

I recently saw your advert in *Total Football* and was really intrigued by what *VideoGamer* was about. I've been interested in games for years but have always been put off by many of the magazines out there. Most of them seem to either, a) assume that you know about every single game going back to 1983, or b) want to charge you so much for buying their mag that you have to take out a second mortgage to afford it.

I have a PlayStation and play on it most evenings, and I've always wanted to extend my gaming library further than those games which are featured only on TV, like *FIFA* and *Tomb Raider*. Hopefully reading your magazine on a regular basis will mean I'm able to widen my playing experience a little, to lesser known titles such as *Quake II*.

Stuart Rodgers, Uxbridge

The point of *VideoGamer* is this: we want to tell the world how fantastically exciting games are, without any tedious technical jargon and pointless 'lifestyle' elements – and give it to you for under a quid. Your letter sums up perfectly what we're about: knowing more, playing better and spending less. Over the coming months, we're going to have a lot of fun.



STUART WINS... A GAMESTER PLAYSTATION PAD, STEERING WHEEL AND A COPY OF SYPHON FILTER 2!

Cost = quality?

I'm the proud owner of an N64, and was recently intrigued to read about its follow-up console, the Gamecube. The switch from the cartridge format of the N64 to the mini DVDs of the Gamecube will obviously cut down on costs – cartridges are, after all, very expensive to reproduce, while DVDs cost next to nothing – but will it increase the quality? Cartridges, because of their cost, reduce the amount of developers that are likely to work on the machine, while DVDs will increase the amount of developers – something that will mean many more 'weaker' developers risking Gamecube development, resulting in a higher proportion of below par games.



Mario 64 set the standard for N64 games, and probably couldn't have been done on CD.

Don't get me wrong, I don't think there are *enough* people developing for N64 (perhaps part of the reason it hasn't done quite as well as we all would have hoped), but I'm not sure DVDs are the answer. The one thing you could say about the N64 was that it has some of the best games on any system – and it's the only console that comes on cartridges. Tricky.

Richard Salford, London

Certainly is, squire. How do you attract more developers to your console without sacrificing the quality? Answer: you can't. If you look at the PlayStation, it has a some phenomenal games, but it also has some really, really, really awful stinkers.

CONTACT US

We've got prizes on the go for anyone who writes in and gets their letter printed. So, get scribbling on the following subjects: have you pre-ordered a PlayStation2? Do you think £299 is too much to pay for one? What games on the PS2 take your fancy? Do you think Xbox can be a success and give the PS2 a run for its money in 2001?

Write to us: **VideoGamer, 30 Monmouth Street, Bath, BA1 2BW**

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E-mail us at: **vgm@futurenet.co.uk**



PS2 Much?

Forking out £299 for a PlayStation2 seems an awful lot of money to me. I'm still a student, and I'm desperate to own a PS2, but 300 quid is a major, major undertaking. Okay, so it comes with a DVD player, but to me the games are more important. I'd rather see it coming out for less with no DVD player – like the first PlayStation.

Barry Lackton, Manchester

Actually, in comparison with previous console launches, £300 for a top rate machine and DVD player is pretty reasonable – especially when you consider that the Dreamcast launched at £200

without DVD hardware, and before that, the N64 came out at £250, the PlayStation at £300 and – even more staggering – the Dreamcast's pre-cursor, the Saturn, at a bank balance-obliterating £400.

That's not to say that £300 isn't a hefty amount of money, particularly when you're a poverty line student, but it's certainly not as much as some people were predicting.

If you took the DVD hardware out of the PS2, it would be cheaper, but then that wouldn't be in keeping with what Sony are trying to do: create an entertainment system rather than a games console. Xbox will be the same, but the Gamecube will be a console only, free from any DVD gubbins, and theoretically a lot cheaper.

VideoGamer

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TEKKEN TAG TOURNAMENT

Get paired up for the PlayStation2 sequel to the best fighting game ever.

No sooner has the disc whirred into life than you're totally immersed in the graphical beauty that is *Tekken Tag Tournament*. *Tekkens* are famous for their intros and *Tekken Tag* blows its predecessors away with plenty to spare.

The characters are virtually the same as their *Tekken 3* counterparts on the original PlayStation, but there are also revamped fighters from earlier *Tekkens*. And the visual upgrade is astounding. From facial expressions to clothes that flap in the wind, you can't fail to be impressed by the level of detail and 'realism' (although, you can hardly call Paul's hair realistic!).

The backgrounds are no less stunning, with grass waving in the sea breeze and stone dragons spewing

forth continuous fire during even the most heated of chop-socky battles. The illusion that you're fighting in full-on 3D arenas is impressive too.

Throw in a crowd and the scene's complete.

If you haven't played *Tekken* before, the moves list will scare you. It's enormous when you consider there are 34 characters to master – and that doesn't even include alternate versions of existing

characters such as Kuma's alter-ego Panda, and Devil's flip-side, Angel. Of course, if you're a *Tekken* pro, the pad will slip into your hands like a glove and you'll be pulling off all your favourite moves in no time. And so far the only fighters we haven't seen are *Tekken 3*'s Gon and Dr. Boskonovitch.

It has to be said that the gameplay

is pure *Tekken 3*. There's very little change, really. Sheds of combos to discover and brutalise your opponent with, wincing throws that pull their arm sockets apart, spectacular moves that have you giggling with glee at the unfortunate beneficiary opposite you.

Besides the new moves for each character, the only real addition in the scrapping department is the tag facility.

It does exactly what you would expect: introduces a mate into the arena. Before the bout kicks off, you select two fighters who can be called into the fray by a simple button command and can exchange fighters as often as you like until the bout ends. While this may sound rather uninspiring, it's surprising just how tactical bouts become. It's

more than simply having two lives instead of one. Particularly satisfying is when you choose two characters with a special affinity, such as Kazuya and Jun. The swap between partners is often painfully brilliant, as Kazuya pulls off a crunching headbutt sending the

opponent into the arms of Jun, who niftily breaks the victim's arm. Ow.

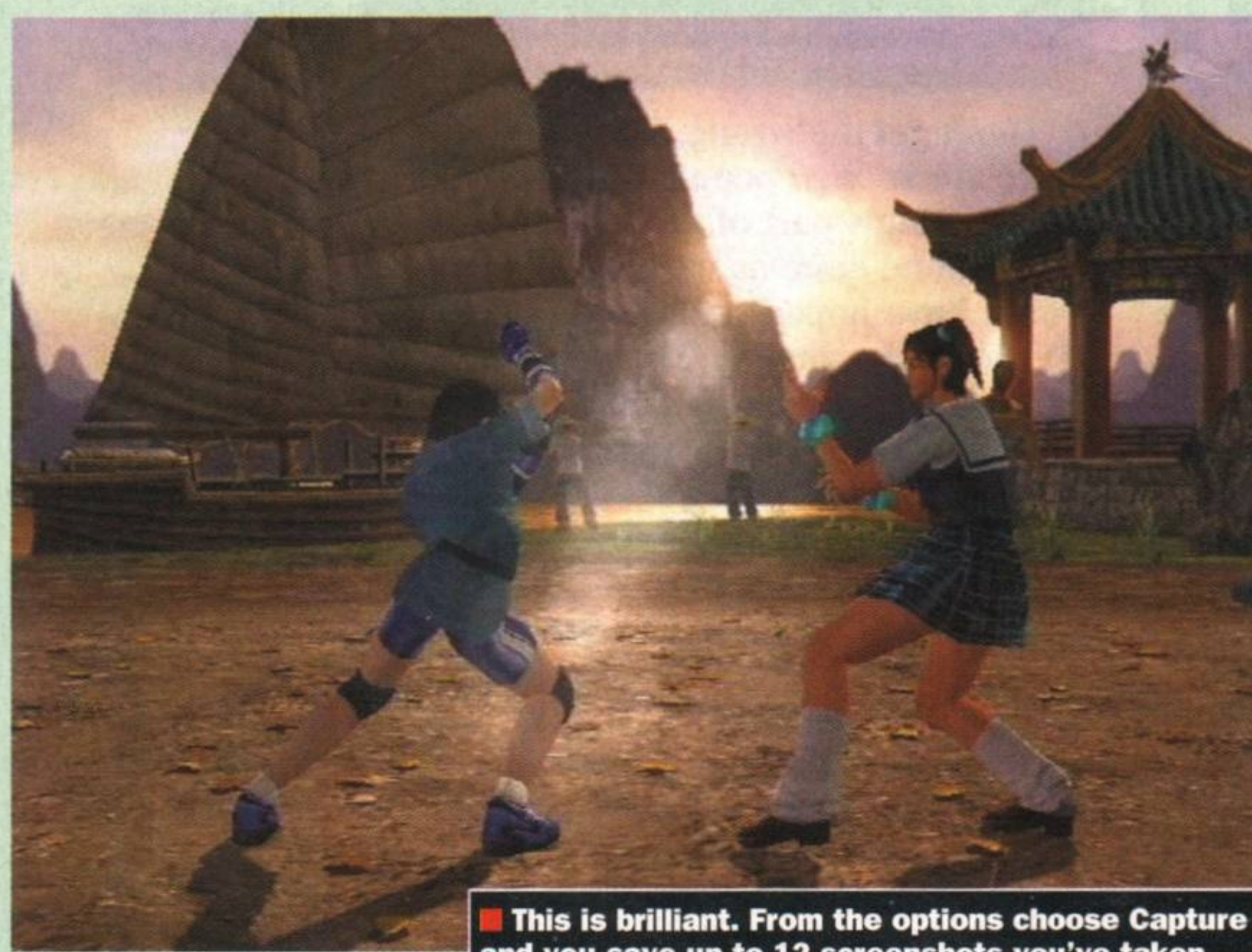
The only potential downer are the end movies, which

aren't film-quality full motion video, but sequences constructed from in-game graphics instead. That niggle aside, though, there's plenty to look forward to and we'd be surprised if any beat-'em-up fan can resist.



You can't fail to be impressed by the level of detail and 'realism'

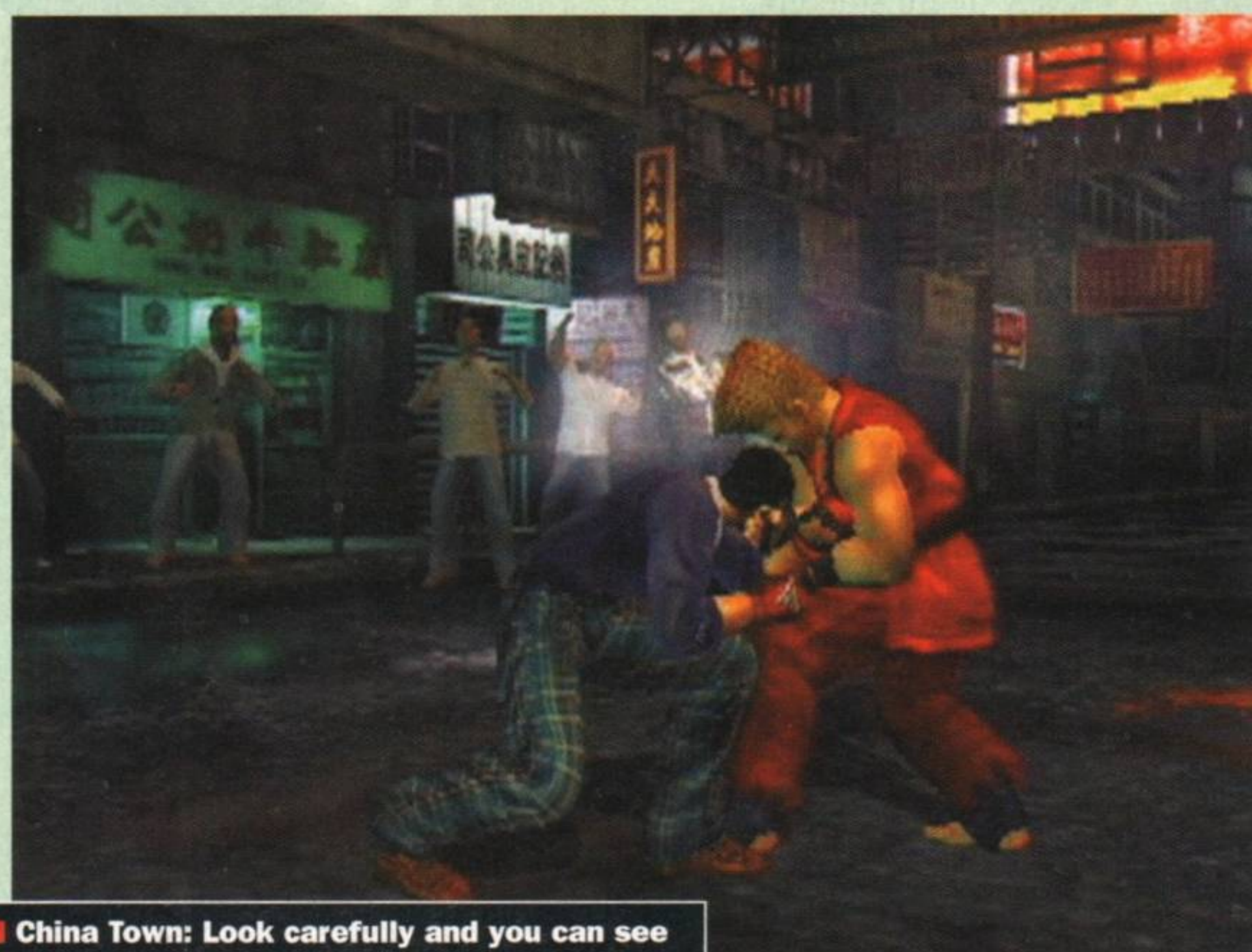
Will Tekken Tag beat off the competition? Full review soon



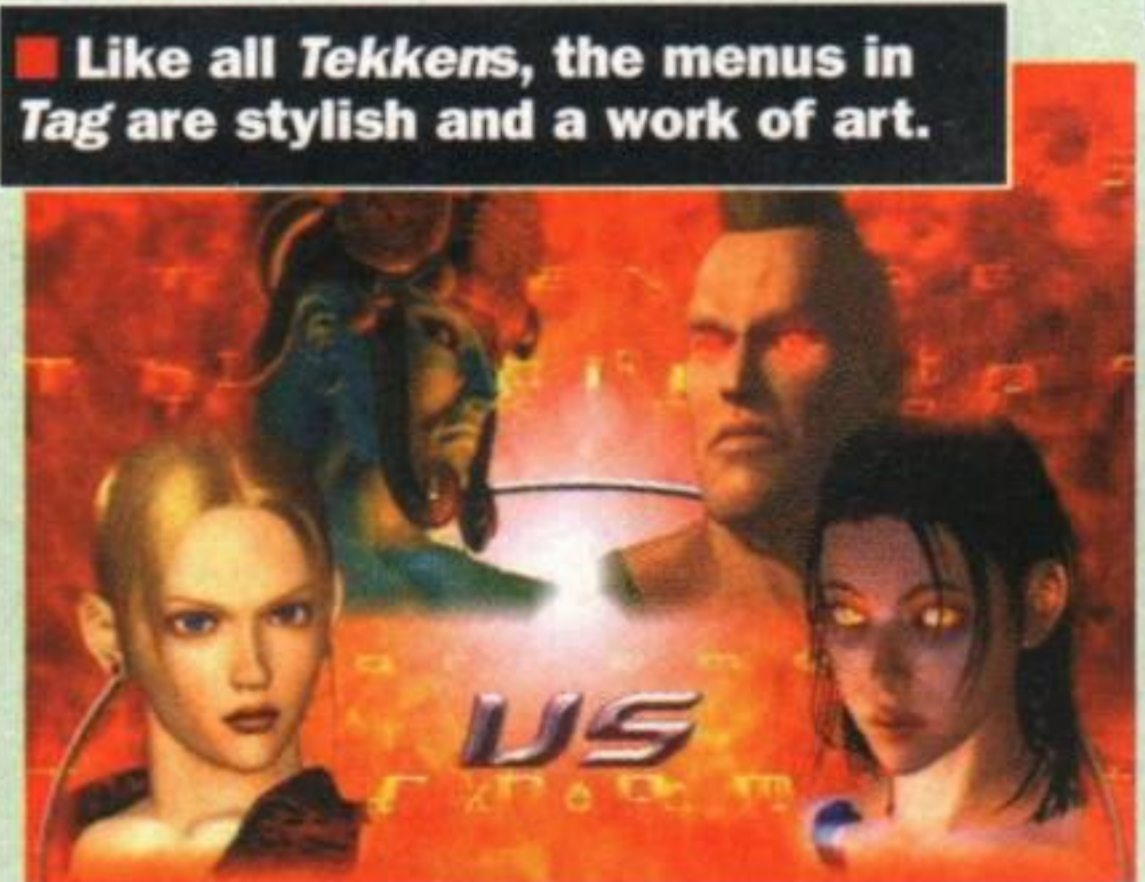
■ This is brilliant. From the options choose Capture and you save up to 12 screenshots you've taken.



■ This is the back end of a special tag with Jun kindly snapping Baek's arm for him!



■ China Town: Look carefully and you can see Paul wincing from a Jin gut-buster.



■ Like all *Tekkens*, the menus in *Tag* are stylish and a work of art.



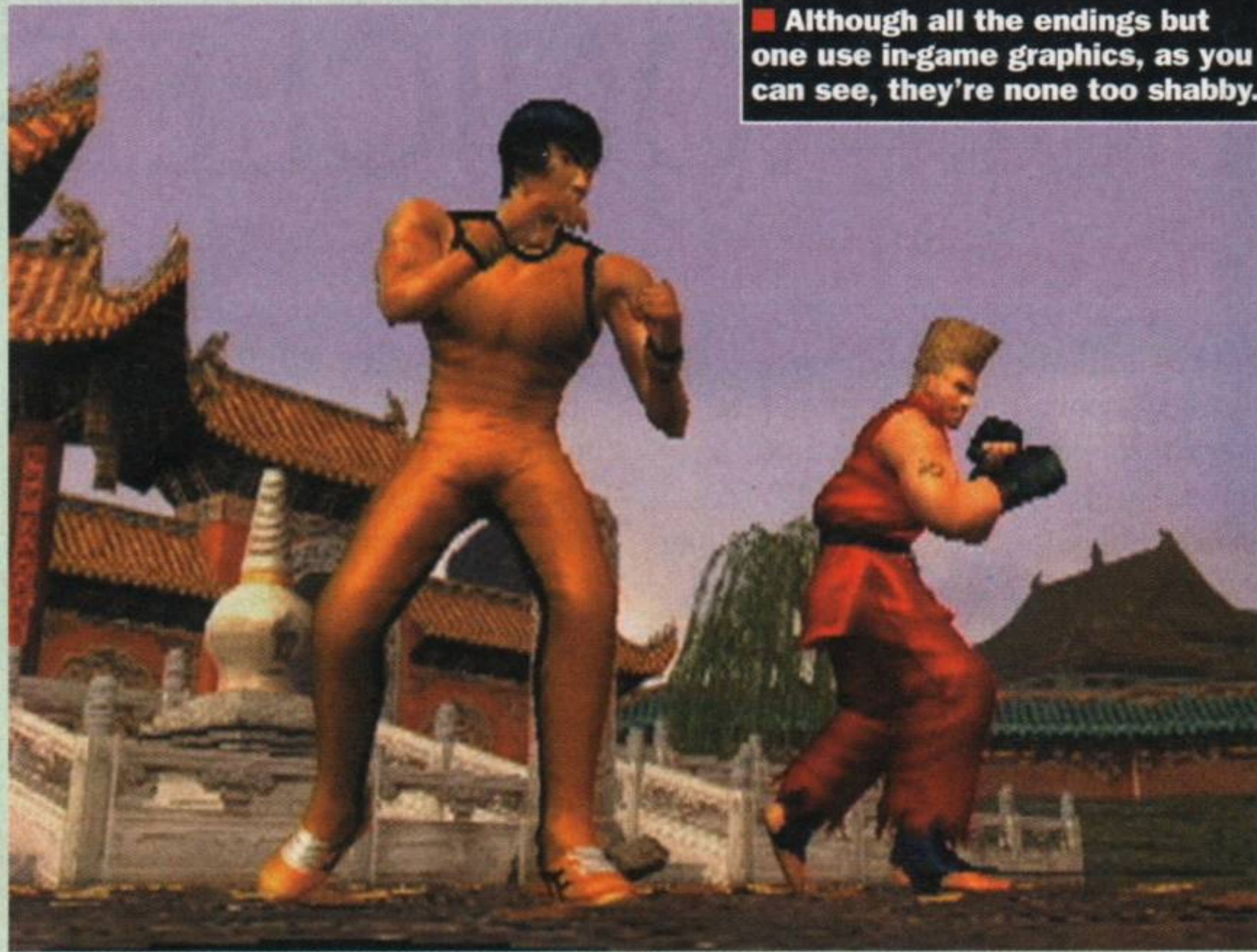
■ The school yard has tons of students cheering away.



■ Unknown's the only new fighter; the only one with a FMV ending.



■ Kazuya makes a welcome return to and features in the fantastic intro.



■ Although all the endings but one use in-game graphics, as you can see, they're none too shabby.

BEST BIT SO FAR!

Fight for sore eyes

Visually, *Tekken Tag* oozes pure class. Get it on down at sunset beach and your fighter's feet can be seen moving through the grass as onlookers cheer, palm trees sway and the setting sun flares over the ocean. It's that good you're happy to sit and watch others duke it out so you can take in the amazing gladiatorial spectacle. Sparticus would be proud.



■ All visuals are incredibly detailed and far superior to previous *Tekkens*.



■ Partners with known affinities have special pre-bout interactions.



■ Winning poses are suitably OTT. Some teams have special poses.



■ It's not just people in the backgrounds that move. This chopper hovers as the fists fly.



■ Not just the cream of the crop here but nearly every *Tekken* scrapper ever to enter the Iron Fist tournament.



■ All the fighters have a new move or two and this is Jin's best addition.

TOMB RAIDER CHRONICLES

Lara's last outing on PlayStation, PC and Dreamcast. Honest.

No-one who played through the last *Tomb Raider* game actually believed that Lara Croft might really be dead and – guess what? – you were right. At the end of *The Last Revelation*, Lara was left entombed in an, er, tomb, apparently dead and buried with the treasure she dedicated her life to collecting. But in *Chronicles*, Lara lives on.

After a memorial service for Miss Croft, a statue has been erected in honour of the buxom videogame wench, leaving her friends to reminisce about her untold adventures. This is where you come in.

There are four chapters to the game, and each one chronicles a separate story from Lara's expeditions, with each, in turn, offering a different

style of gameplay. The first chapter is classic *Tomb Raider*: an adventure set in Rome which finds Lara pushing switches, searching for keys and climbing blocks. The next stop is a mission in a hi-tech tower block which Lara, kitted out in *Matrix*-style get-up, has to infiltrate and steal top-secret documents from.

And here's where a new game style comes in. Lara can now take a more stealthy approach to her raiding and take out those pesky guards with a swift application of a handkerchief and some chlorophyll.

The third chapter is set in Ireland and played as the 16-year-old Lara – with no weapons whatsoever. Here you are only required to solve puzzles – which should put a nice twist on the proceedings. Finally, an older Lara, this

time with guns, takes to the seas on board a submarine. Here there'll be sections where Lara has weapons and those where she doesn't. Again, you can use sneaky tactics to avoid trouble.

There will be the usual tweaks to the finished game – new costumes and weapons for Lara and the addition of a

new 'walking the tightrope' move should make things a bit more interesting. And, although this is the last *Tomb Raider* game to come out on PlayStation (there will be one on PlayStation2 of course), this certainly looks like it will be the best yet.



The best Tomb Raider yet?
Check out our review next month

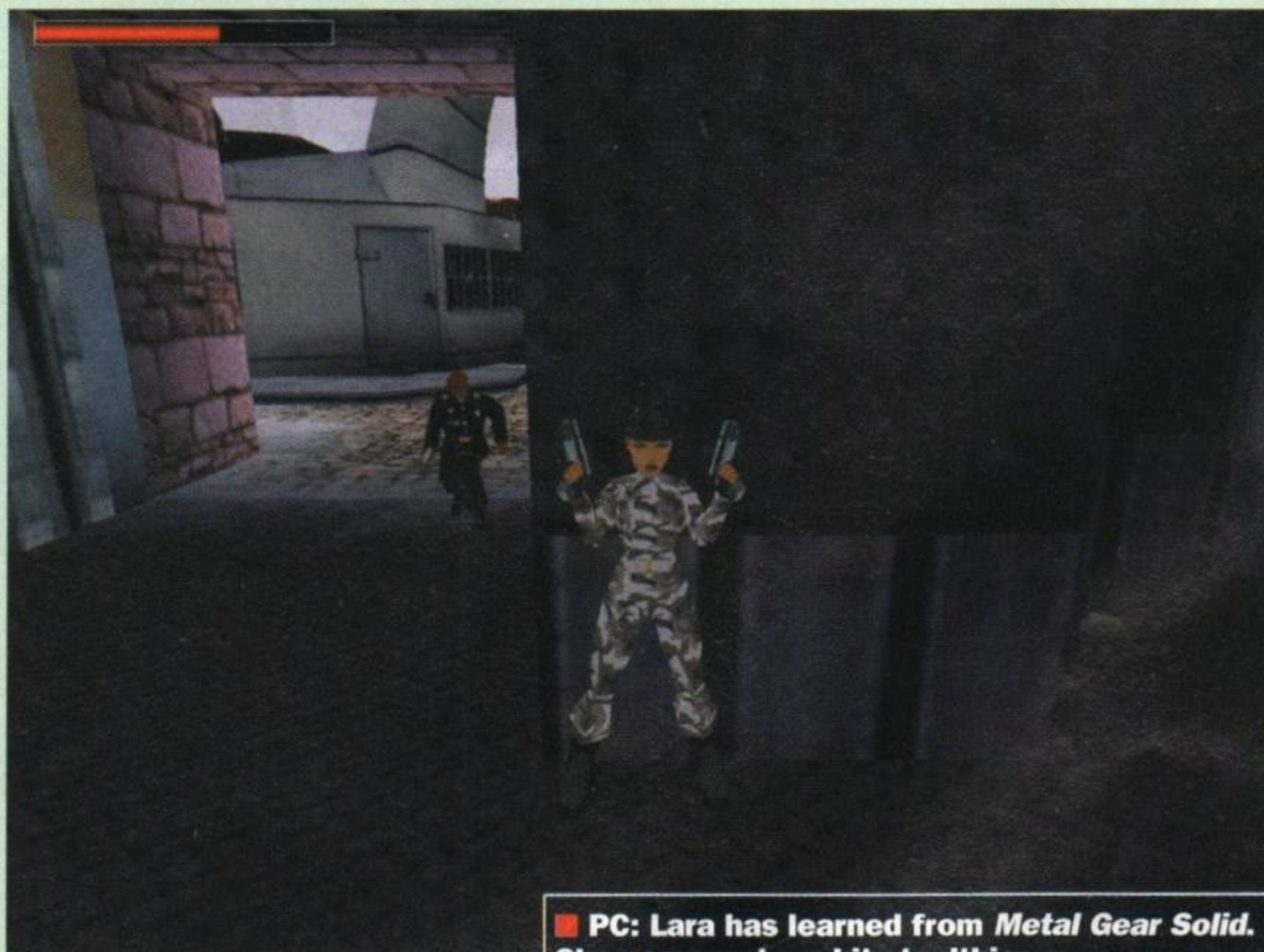
BEST BIT SO FAR!

Infinite Lara

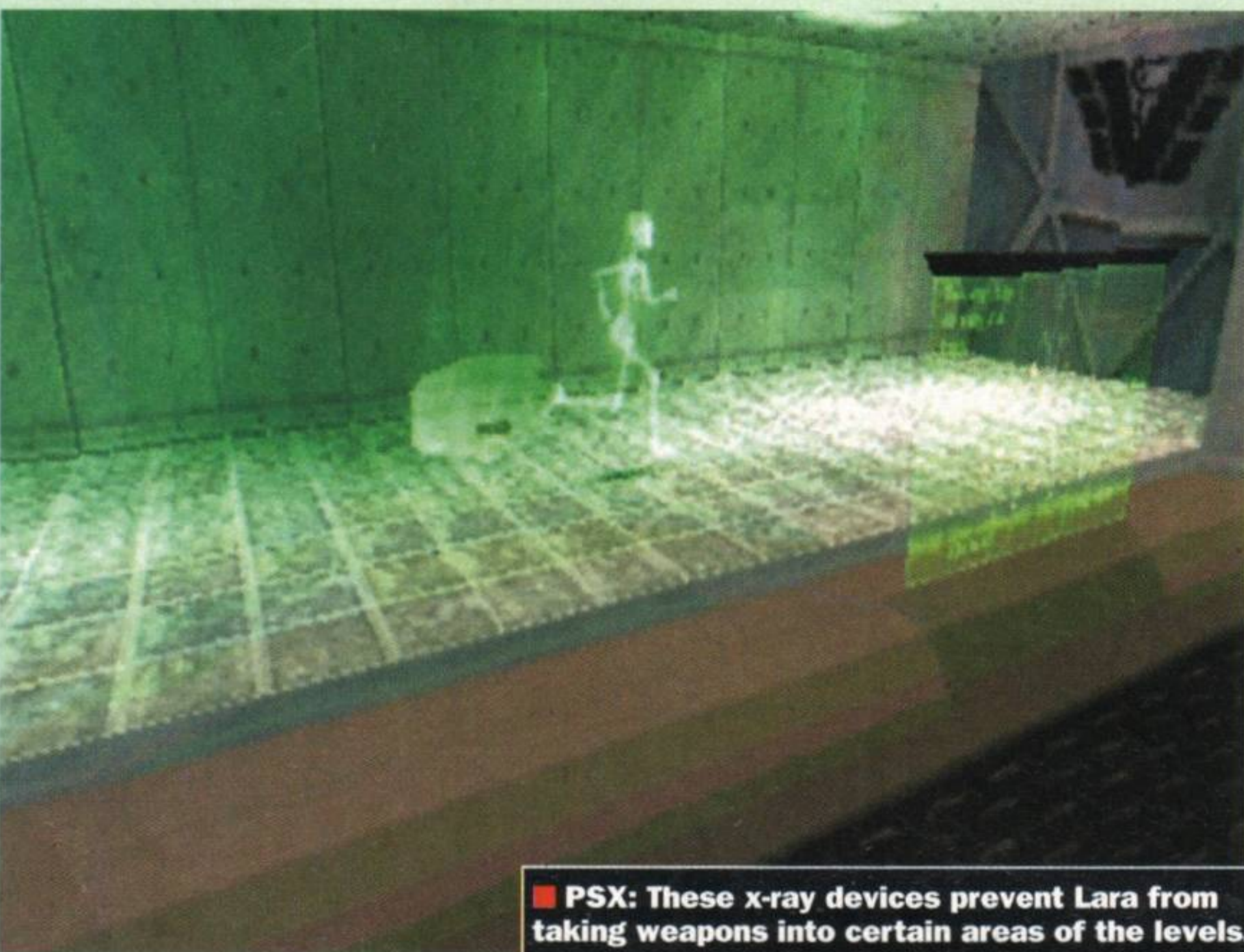
If you're a PC owner and you've always fancied yourself as a bit of a game designer then it looks like your luck's in. With the PC version of *Chronicles*, a level editor has been included, the very one that was used to design the levels in all the *Tomb Raider* games. You'll be able to use it to mess around with some of the classic *Tomb Raider* levels as well as design your own.



■ PSX: Lara searches for some vital clues.



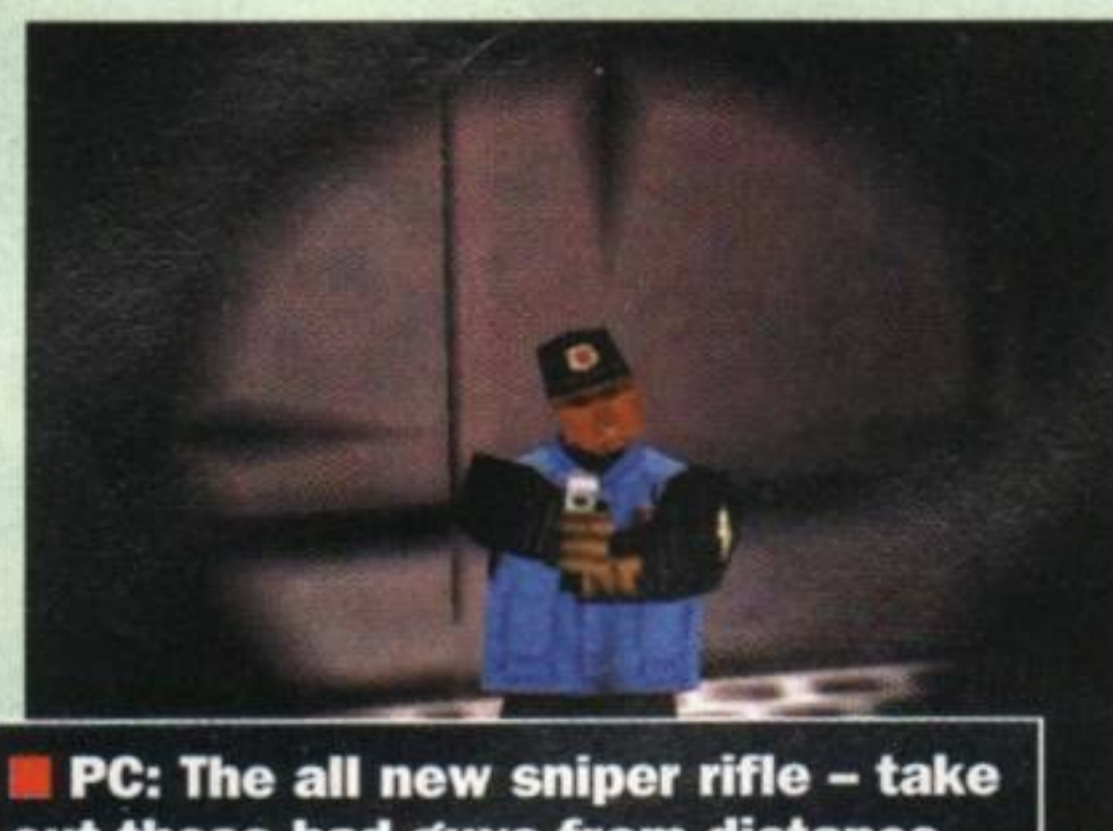
■ PC: Lara has learned from *Metal Gear Solid*. She can now be a bit stealthier.



■ PSX: These x-ray devices prevent Lara from taking weapons into certain areas of the levels.



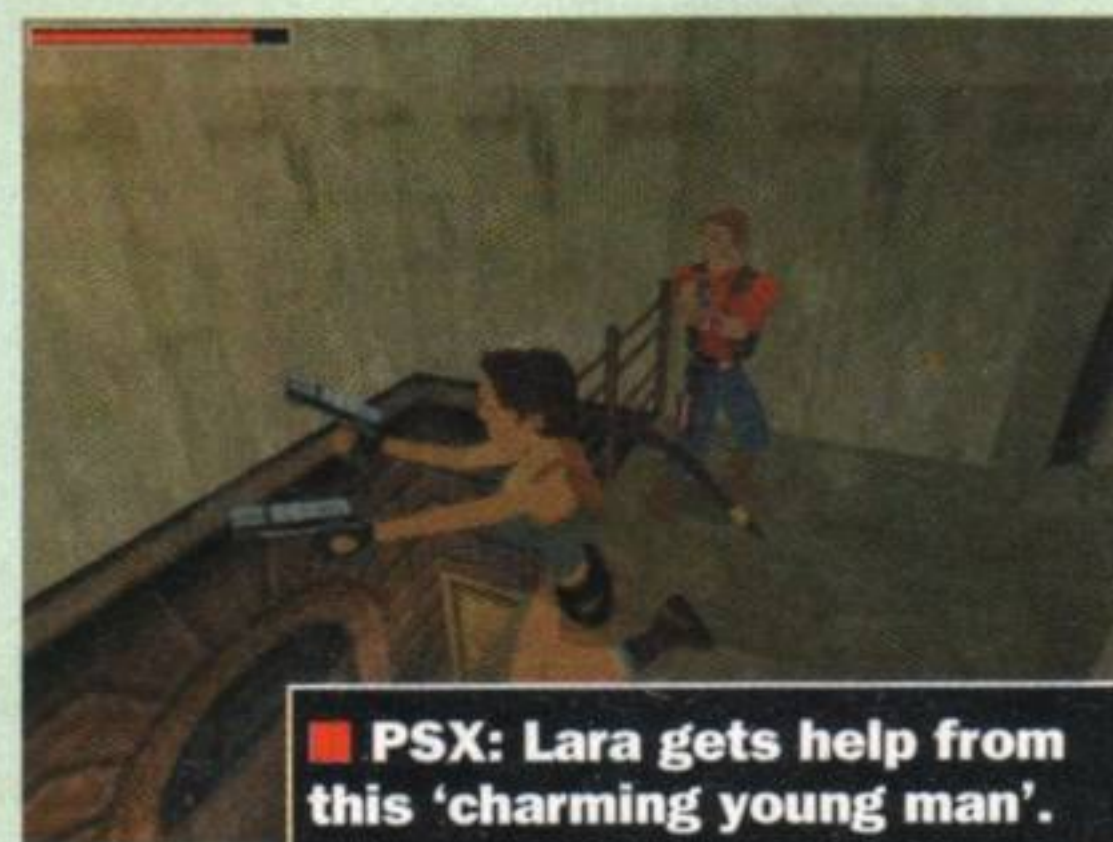
■ PC: Lara in her *Matrix* gear. Racy...



■ PC: The all new sniper rifle – take out those bad guys from distance.



■ PC: Lara can now knock out guards rather than shoot them.



■ PSX: Lara gets help from this 'charming young man'.

RIDGE RACER V

Classic arcade racing first up on the PlayStation2 grid.

The original *Ridge Racer* on PlayStation was one of the first games to introduce us to the joys of 3D gaming. More specifically, it was the first game to offer us fast arcade-quality visuals on a home console. Needless to say it was hugely playable and hugely successful. Now the fifth instalment in the series is cued up as a launch title on PS2 – but will it offer the same kind of visceral gaming ecstasy that the original did?

Massive, long courses and high-speed and simple, yet hugely playable, racing are the key factors in *Ridge Racer V*. This is no *Gran Turismo* – and it makes no apologies for not being the kind of game that you need an F1 Super License to play. No, it's more simple than that: you have wide tracks with plenty of places to overtake the opposition and the infamous 'powerslide' move that allows you take corners at high speeds – a technique that's vital if you want to get within sight of that winner's podium.



Your objective is to become the best street racer there is. You compete in a number of Grand Prix at various levels and speeds. All the courses are set in and around the spectacular *Ridge Racer* city, and a good mix of night and day races make the whole package even more realistic.

Like most games in this genre, there's also a replay mode, where you can edit angles to create your own sequences.

As you play, you can also earn all manner of new cars and engines which in turn

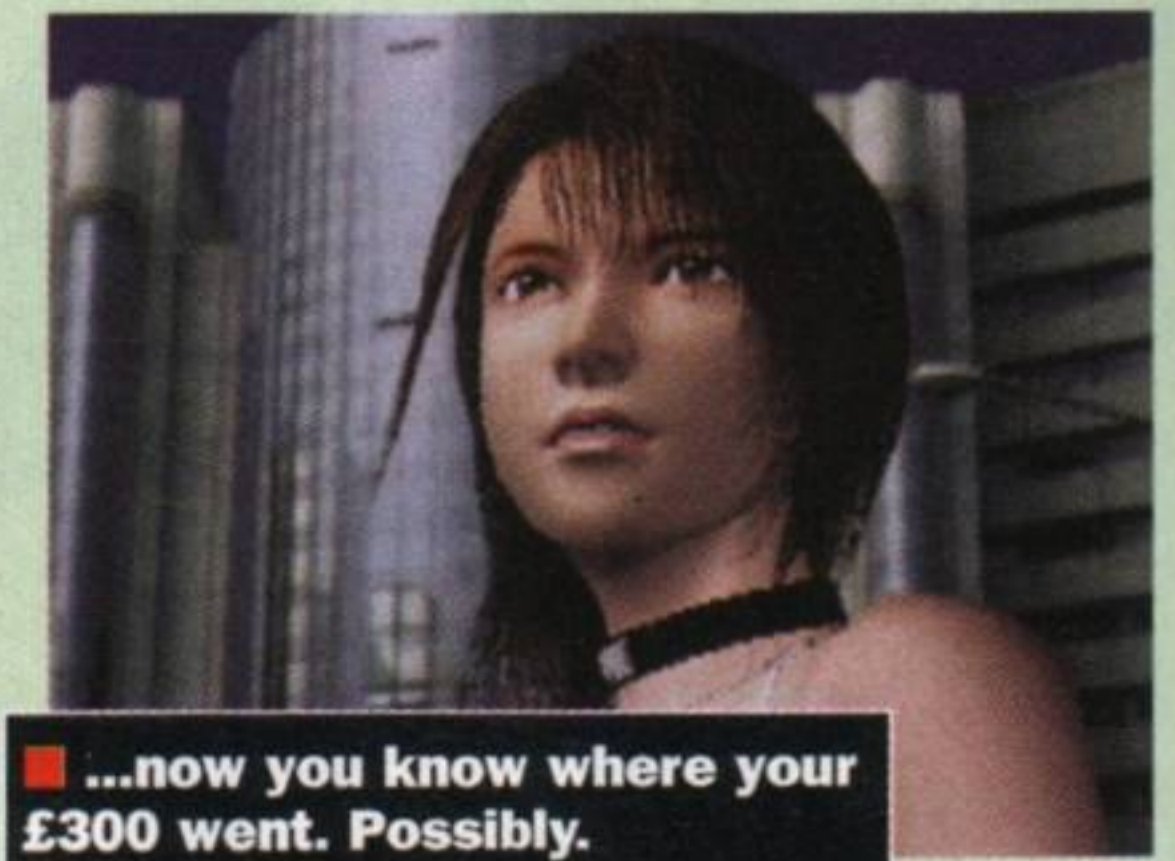
opens up new levels of Grand Prix with faster and better opponents. You can even customise your car's colours.

While *Ridge Racer V* isn't going to offer anything really radical in the world of videogame racing, it is likely to be a top class driving game, perfectly encapsulating the energy of the arcade. And, with its slick presentation and super-smooth visuals, it's definitely a game that'll show off the power of the PS2 to your friends.

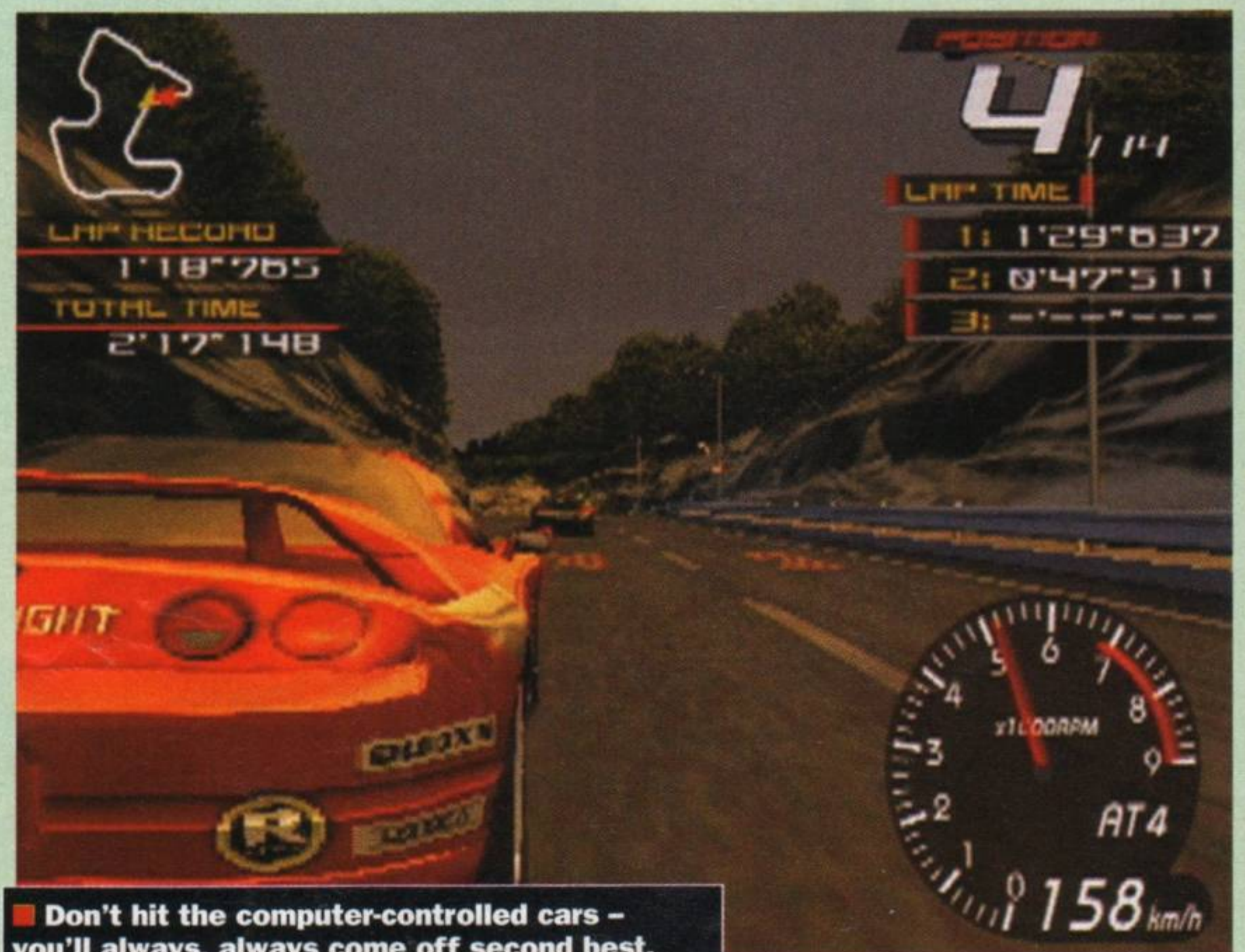
Will this take off at the PS2 launch? Review next issue!



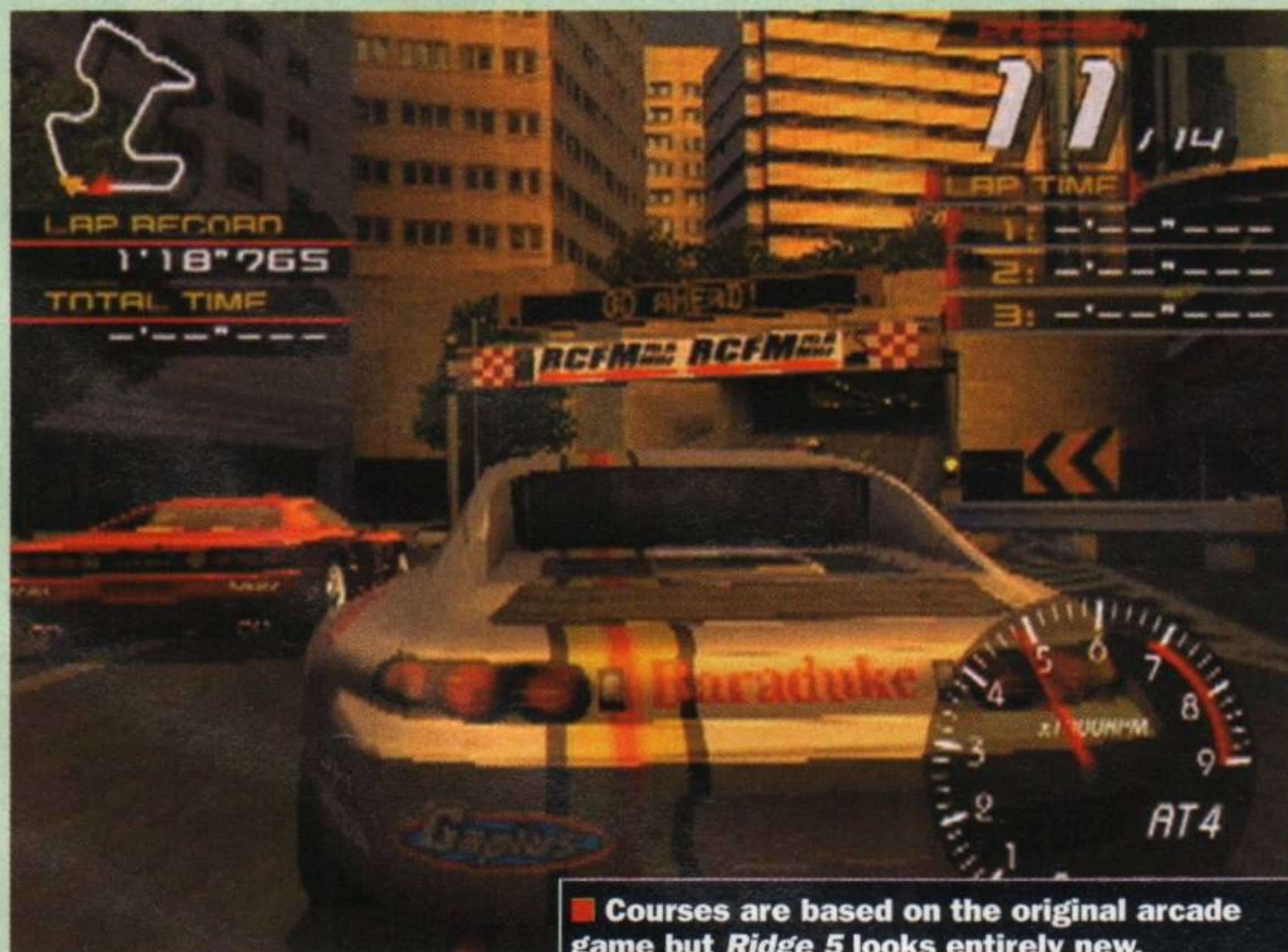
■ The all-new, all-sexy *Ridge Racer* girl, Ai Fukami...



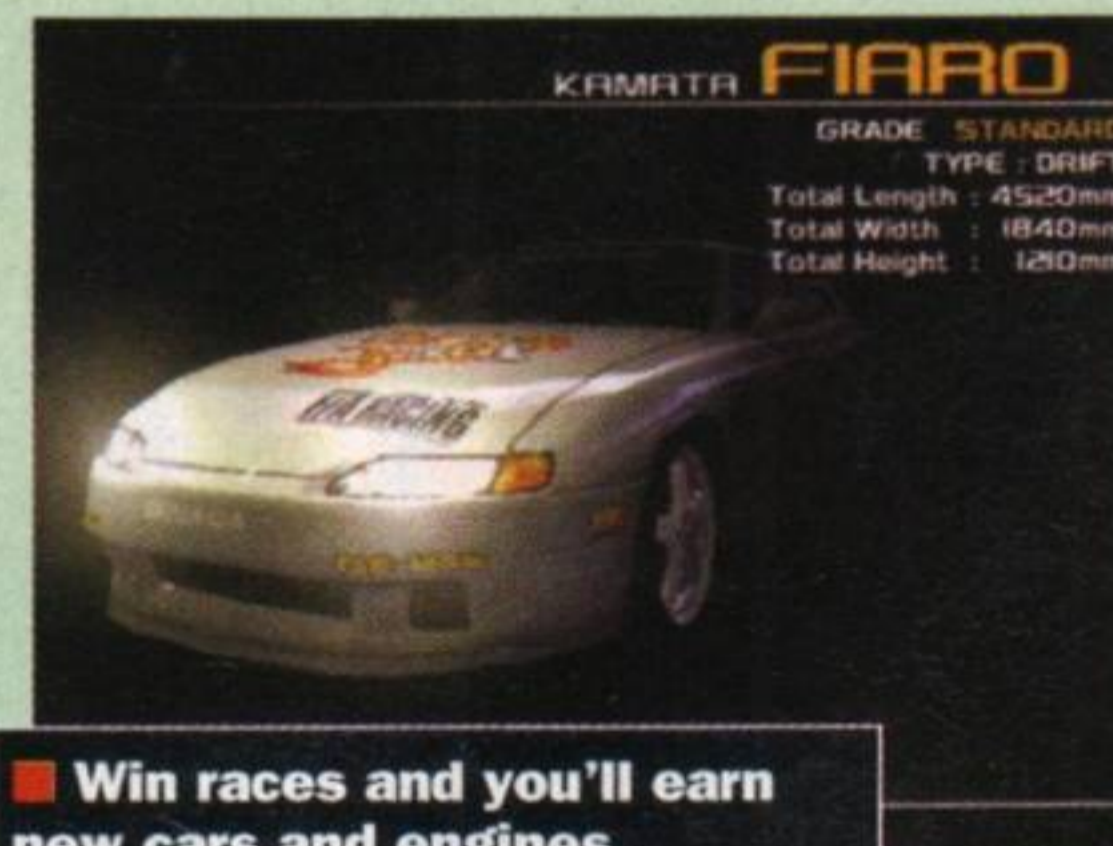
■ ...now you know where your £300 went. Possibly.



■ Don't hit the computer-controlled cars – you'll always, always come off second best.



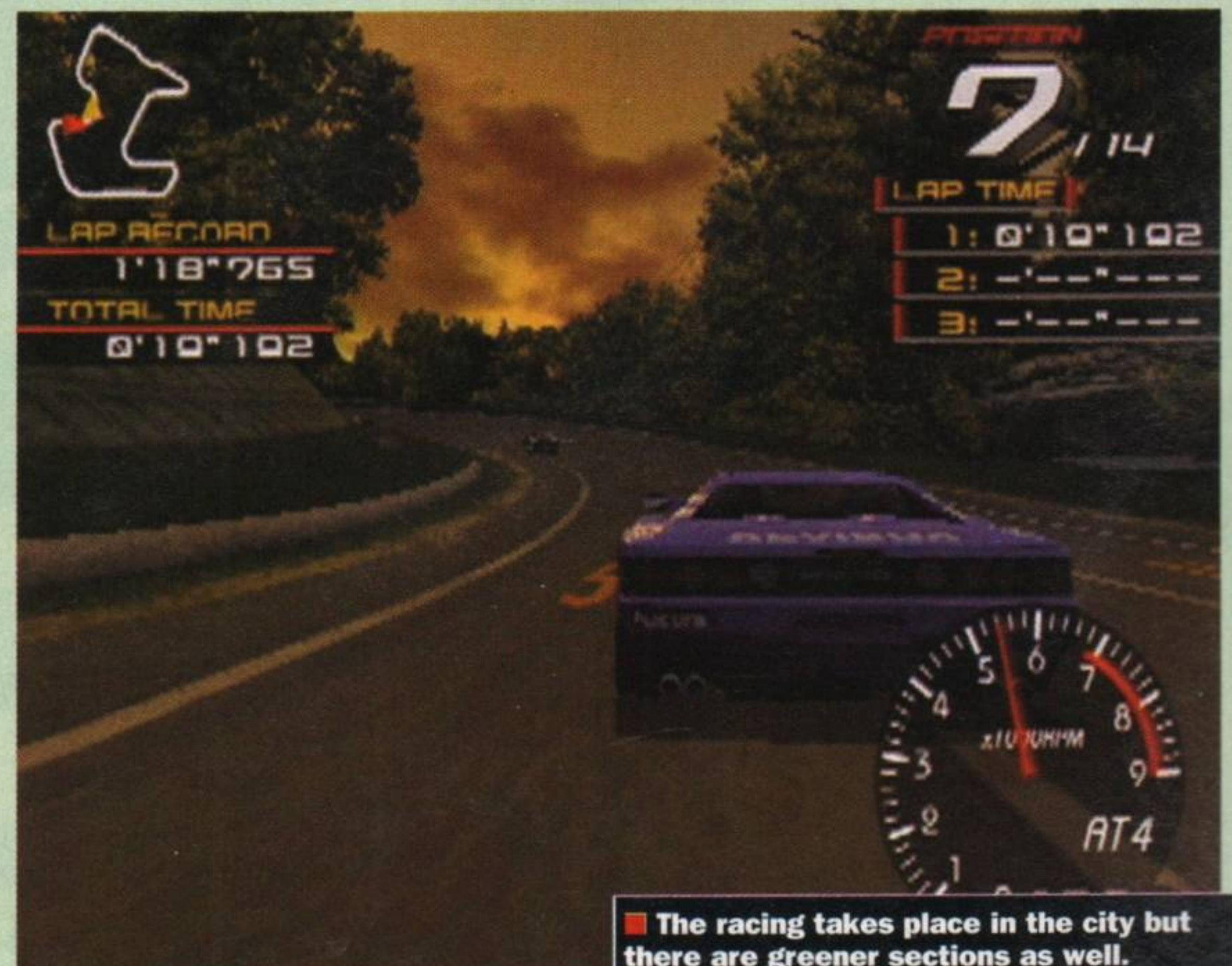
■ Courses are based on the original arcade game but *Ridge 5* looks entirely new.



■ Win races and you'll earn new cars and engines.



■ The post race replay lets you see your mistakes.



■ The racing takes place in the city but there are greener sections as well.

BEST BIT SO FAR!

97.7-99 FM

The commentary in *Ridge Racer V* takes the form of a rather nifty radio station you can listen to on your virtual car stereo as you hare around the tracks. It's a really nice touch, and makes a change from the Murray Walker-type stuff. And like the fantastic *Wipeout* games, the developers have licensed some top Japanese techno choons to get your adrenaline pumping.



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HALF LIFE

The best shoot-'em-up ever made just got better.

One of the best PC games of recent times is coming to Dreamcast and so far it looks fantastic. If you haven't heard about *Half-Life* yet then trust us, you will. It's the kind of game that takes over your life, the kind of game you dream about playing. Quite simply, it's *the* best first-person shooter ever.

You play laboratory assistant Gordon Freeman, a geek, a loner and almost always late for work. But something's about to change his life: the secret underground government laboratory he works for is experimenting in inter-dimensional travel. Typically, it all goes horribly wrong and the scientists open a portal to another dimension, giving aliens an open invitation to invade Earth.

So, you're deep underground, a hundred bloodthirsty beasts between you and safety and just a crowbar for protection. Er, help? You will get some from the security guards you meet on the way and scientists will heal you

and show you secret areas, but for the most part it's just you against some scarily intelligent monsters. The game is divided up into days, or chapters, each one a natural progression from the last, creating a real cinematic feel.

Half-Life on the PC was so successful because it combined the top quality shooting action of *Quake* with puzzle-orientated gameplay and an atmosphere as scary as any *Blair Witch*. The result was a game quite unlike any other.

And this version looks like it will be even better.

Dreamcast owners will get an exclusive mission, entitled *Blue Shift*, where you get to play as one of the game's hapless security guards. It also looks better than the PC original.

Half-Life could be the best Dreamcast game out this Christmas and when you consider the company that it's in, that's high praise indeed.

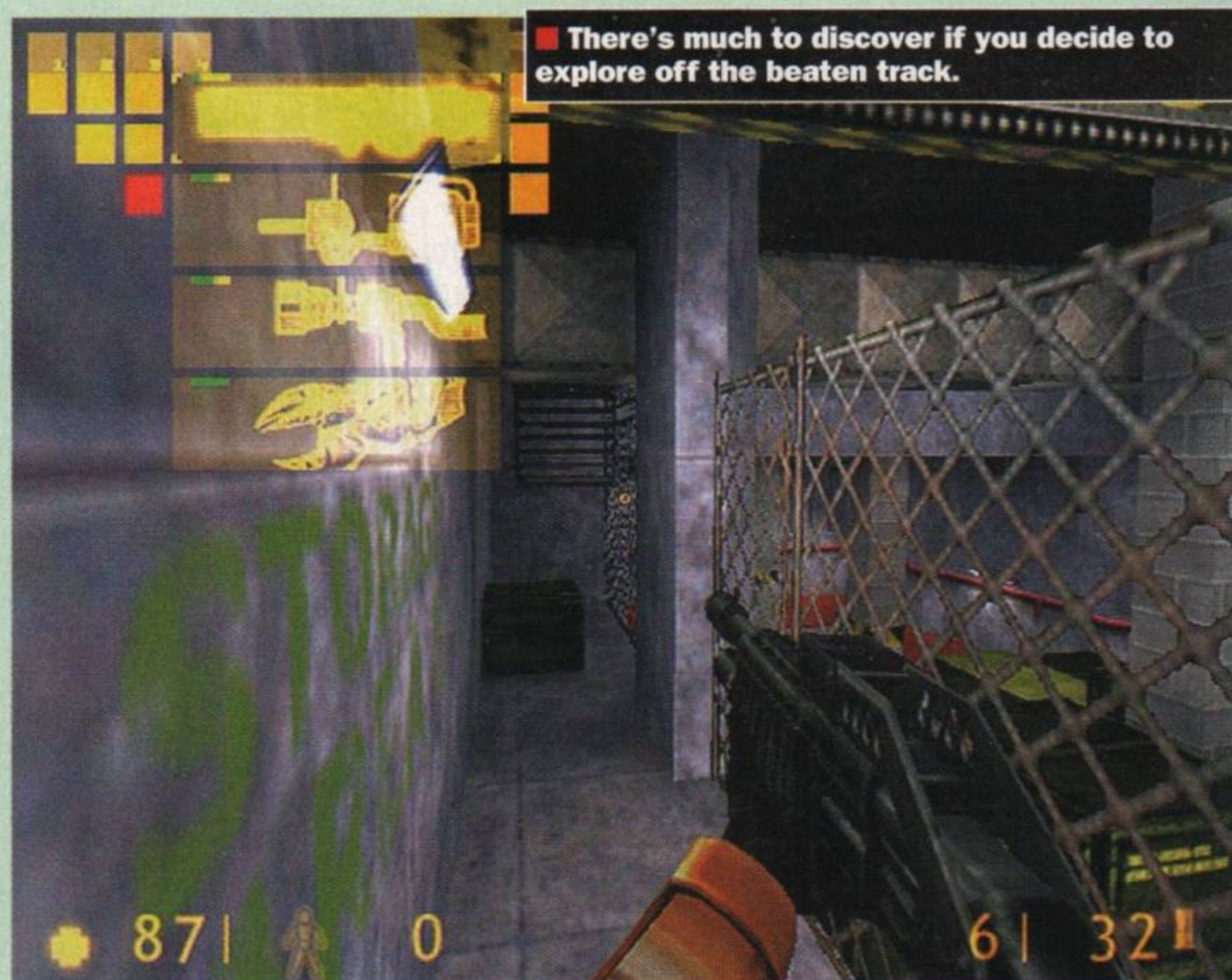


Lifelong or lifeless? Find out in next month's VideoGamer

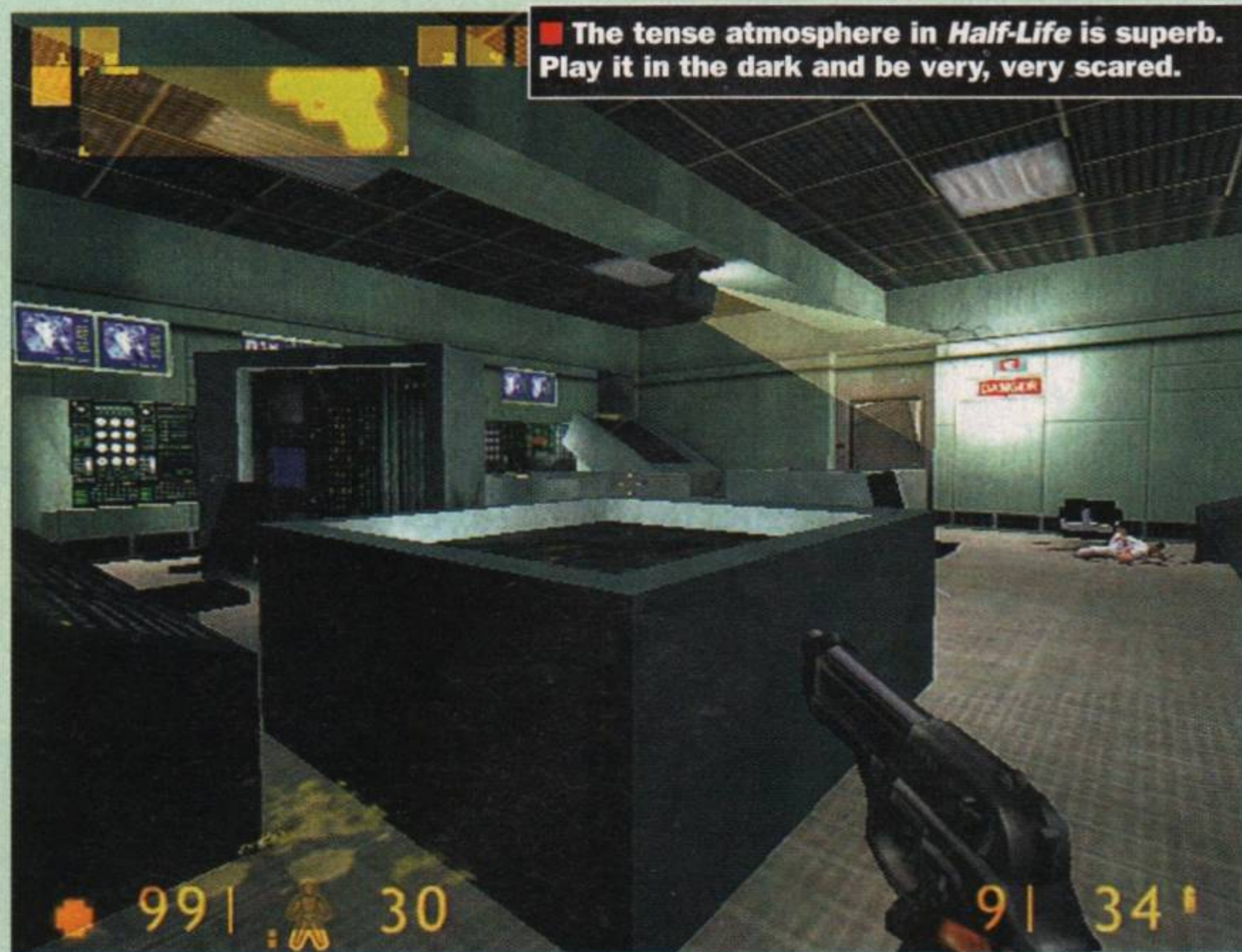
BEST BIT SO FAR!

Who's a clever boy?

Unlike your average first-person shooter, the intelligence of your enemies is almost human. Eventually you'll meet US marines, sent in by the US government to cover up the mess. These guys work together in teams, trying to out-flank you – even tossing a grenade in their direction isn't guaranteed to work, they may just run away or even pick it up and chuck it back!



There's much to discover if you decide to explore off the beaten track.



The tense atmosphere in *Half-Life* is superb. Play it in the dark and be very, very scared.

Bosses come in all shapes and sizes. Usually in extra large.



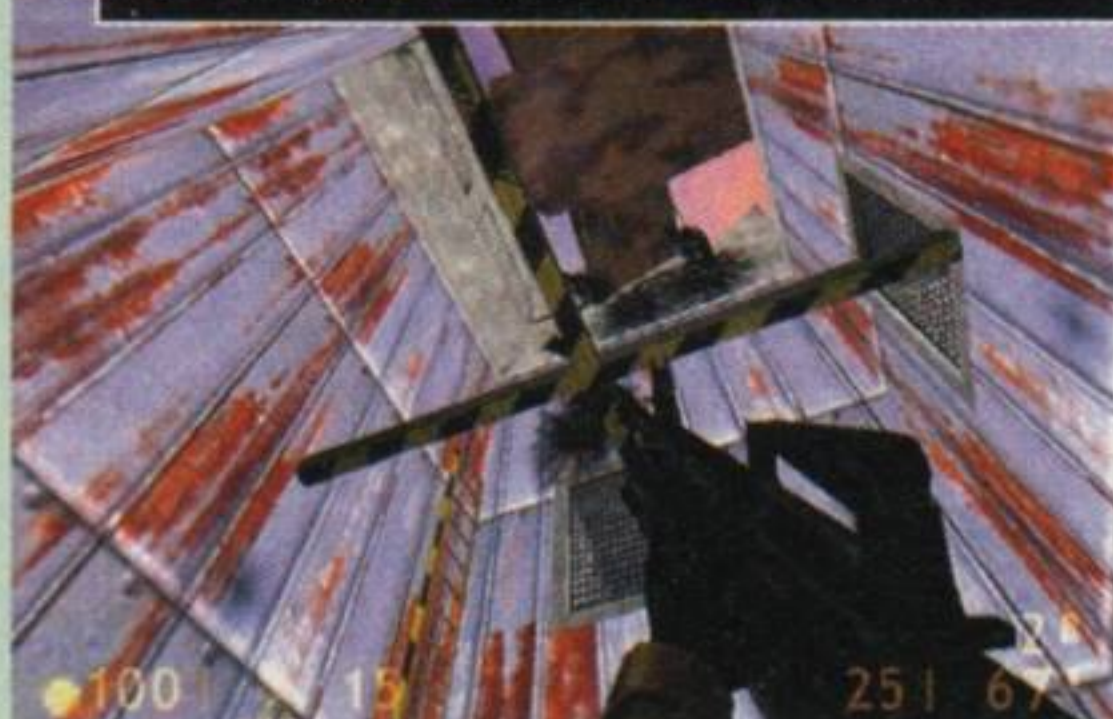
The experiment where it all goes wrong. And it's all your fault!



With events going on around you, it feels like you're in a living world.



How do you get up there? One of the many puzzles in *Half-Life*.



These 'head crabs' attach themselves to scientists and turn them into zombies.



PROJECT IGI

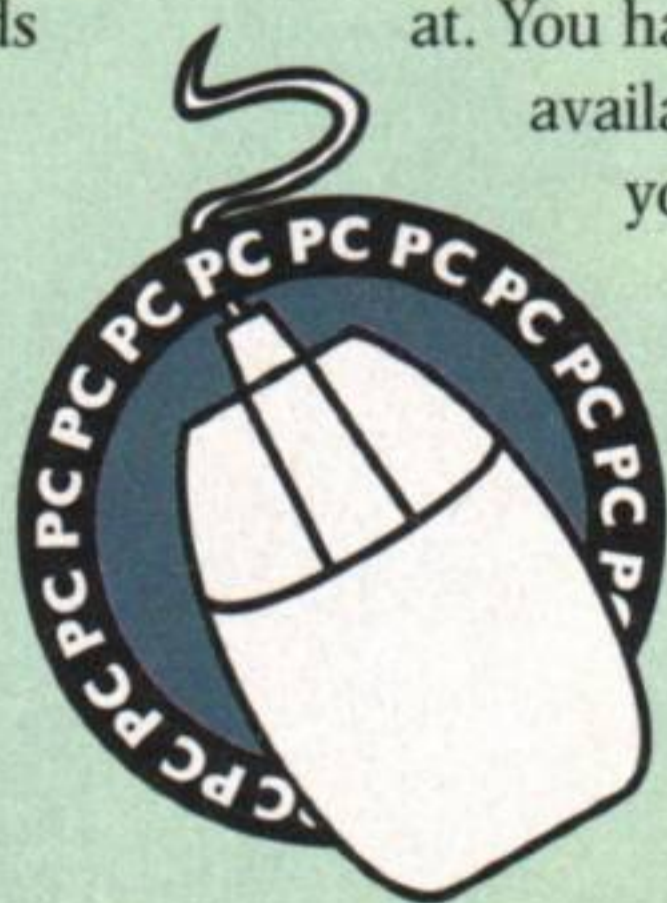
Super stealthy shooter that's the best thing since GoldenEye.

Yet another PC first person shooter? Well, not quite. Because *Project IGI* promises to take the genre to the next level, where thinking is as important as going in all guns blazing.

Project IGI (the IGI bit stands for – cough – *I'm Going In*) places you in the role of Jones, an SAS veteran who now works for the British Government in 'sensitive areas'. Jones is a cross between Andy McNab and James Bond – he's a specialist in infiltration and killing. But he only kills those people who have a problem with the Queen and the British way of life – in other words those pesky terrorists.

The backstabbing, conspiracy-filled plot sees you trying to save the world from nuclear holocaust, but the story is really just there as a backdrop to some

superb gameplay. *IGI's* developers describe the game as a "first person thinker shooter". The idea is that the game is not a straightforward shooter but rather one that requires thought and careful planning to be successful at. You have to use all the tools available to you in order to do your job properly.



Principally this means your live satellite link up – essentially a glorified map – which enables you to keep an eye on guard patrol routes and security cameras, and plan your entrance into any terrorist base. And it's through this link up you can call napalm strikes when you're in *big* trouble.

Like the PlayStation's *Metal Gear Solid*, guards can be alerted to your presence in a number of ways. Noise is

obviously a dead giveaway, so you have to watch out when you're stomping around on gravel paths, and plainly detonating bombs is something of a no-no. They'll also notice any cameras that you've disabled and dead bodies will probably look a bit out of place too – so it's often better to sneak

past the guards you come across rather than try to gun them down.

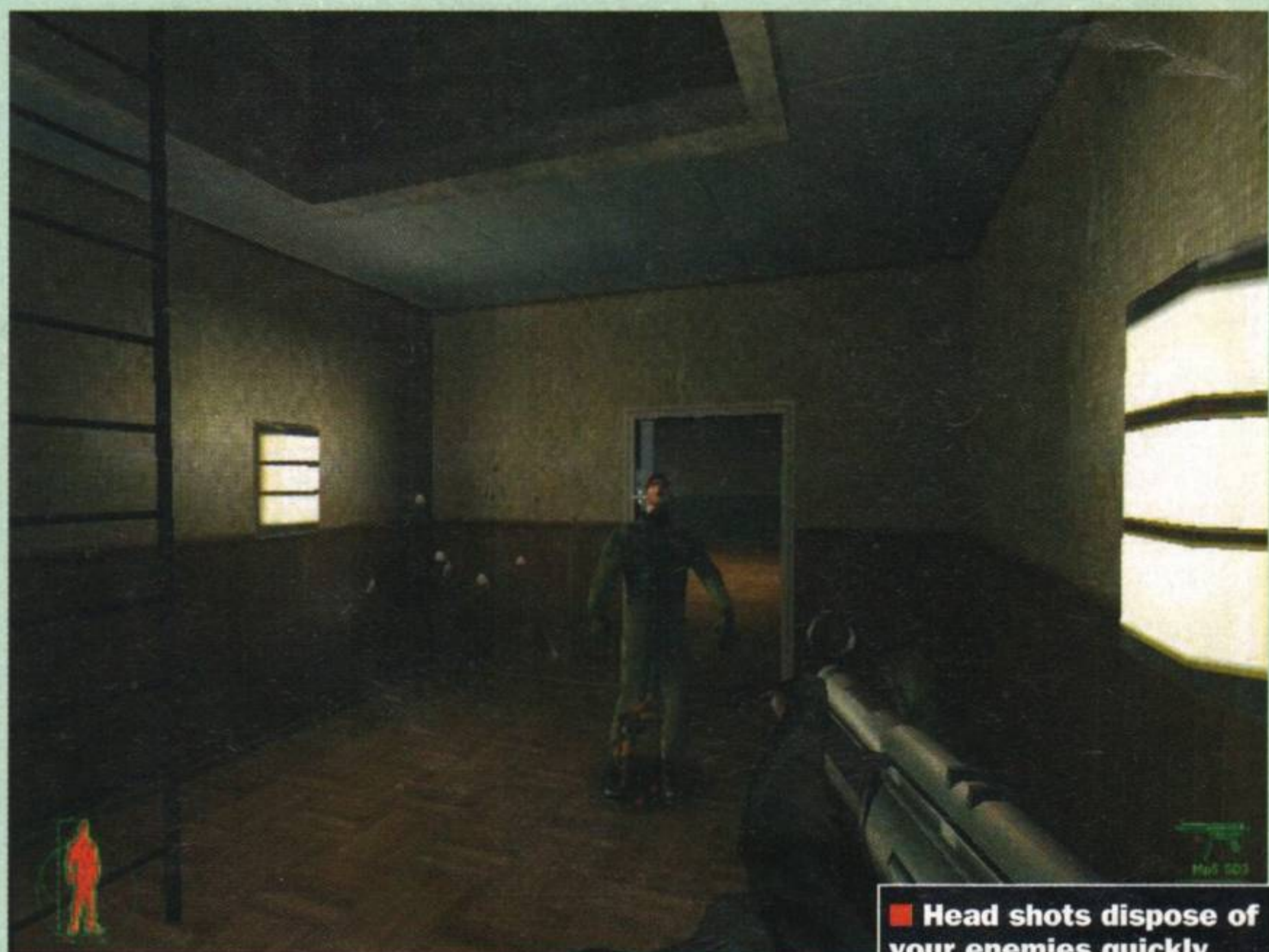
This stealth aspect mixed with some great missions and explosive weapons will undoubtedly make *Project IGI* one of the best first person shooters to hit the shelves this Christmas.

Look out for next month's review of this cool stealth-'em-up

BEST BIT SO FAR!

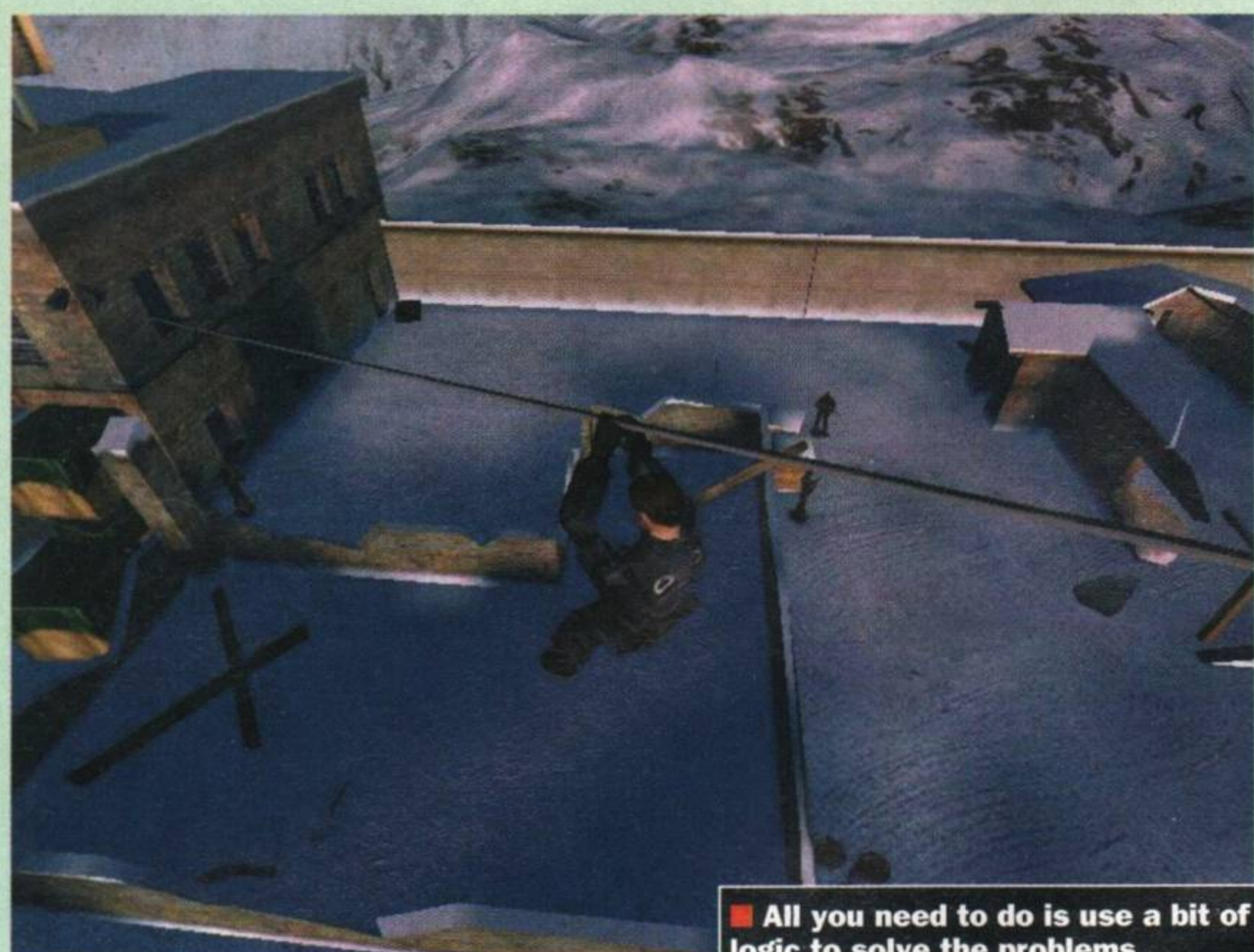
Wall of death

Certain walls can be shot through in *Project IGI*. Particularly useful if you want to shoot guards without them seeing you. There's also a great mission where you find yourself in a wooden hut, surrounded by enemies. A quick burst of bullets through the wood is enough to get rid of the threat – but remember the bad guys can shoot you back in exactly the same way.

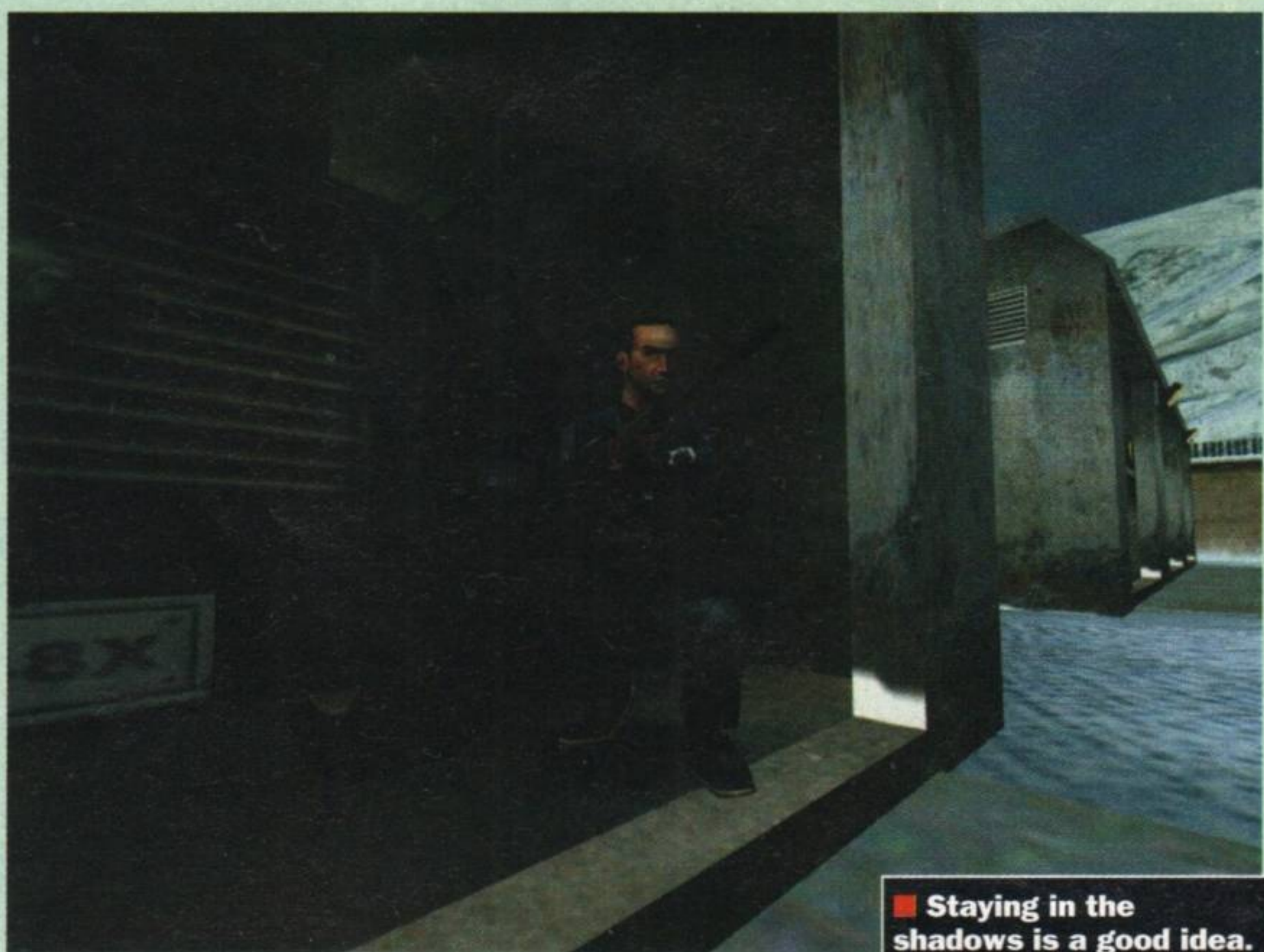


■ Head shots dispose of your enemies quickly.

■ You'll have to spend time hacking computers and unlocking doors, but keep an eye out for guards.

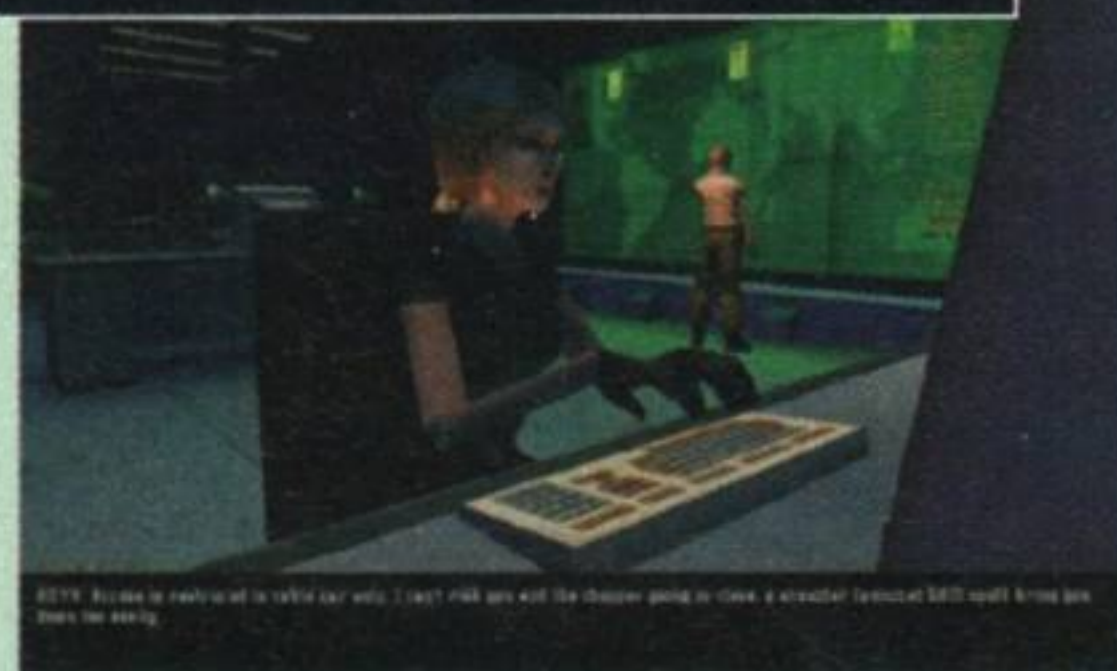


■ All you need to do is use a bit of logic to solve the problems.



■ Staying in the shadows is a good idea.

■ Sidekick Anya will keep you informed if your mission changes.



■ Jones comes equipped with all manner of secret agent gadgets.

TIMESPLITTERS

Shoot to kill in this all-new time-travelling adventure...

So, what happens when five of the people who made *GoldenEye* team up on PlayStation2? Well, *this*, a fast, action-packed shooter going by the name of *TimeSplitters*, whose aim is simple: to bring a smooth, graphical treat of a shoot-'em-up to the PS2, a game that is concerned only with copious amounts of shooting and death.

The one-player game sees you taking control of a different set of heroes in different time zones of past, present and future. They each have a common enemy, the TimeSplitters, a suitably evil race that exists outside time and space and who relish their ability to mess about with the fate of humanity. Now they're after a mysterious crystal – its purpose is

unknown, but it's your job to stop them from finding it.

The action takes you to 1920s Egypt, 1970s Hong Kong, a spaceport in the distant future and, best of all, a Cornish village. The key word in all of this is frantic. *TimeSplitters* is not a first-person shooter where you go around trying not to be seen. No, in this game

there's one simple rule: if it moves, kill it. If you don't, then it'll kill you.

Because there will be so much to shoot at in the game, you will get some fantastically powerful weapons with which to carry out your task. A neat touch is that these are all from the time period in which you are fighting in, so you get to try out everything from Smith & Wesson pistols to M16 rifles to futuristic plasma weapons.

You will be able to play this part of the game either on your lonesome or with the help of a friend in a co-operative mode, where you work on the objective together. Or, as we might expect from the *GoldenEye* team, there's a superb multiplayer game which you will be able to tweak to your

heart's content with all manner of different team modes and death-matches, plus a capture the bag mode, which is a bit like tag.

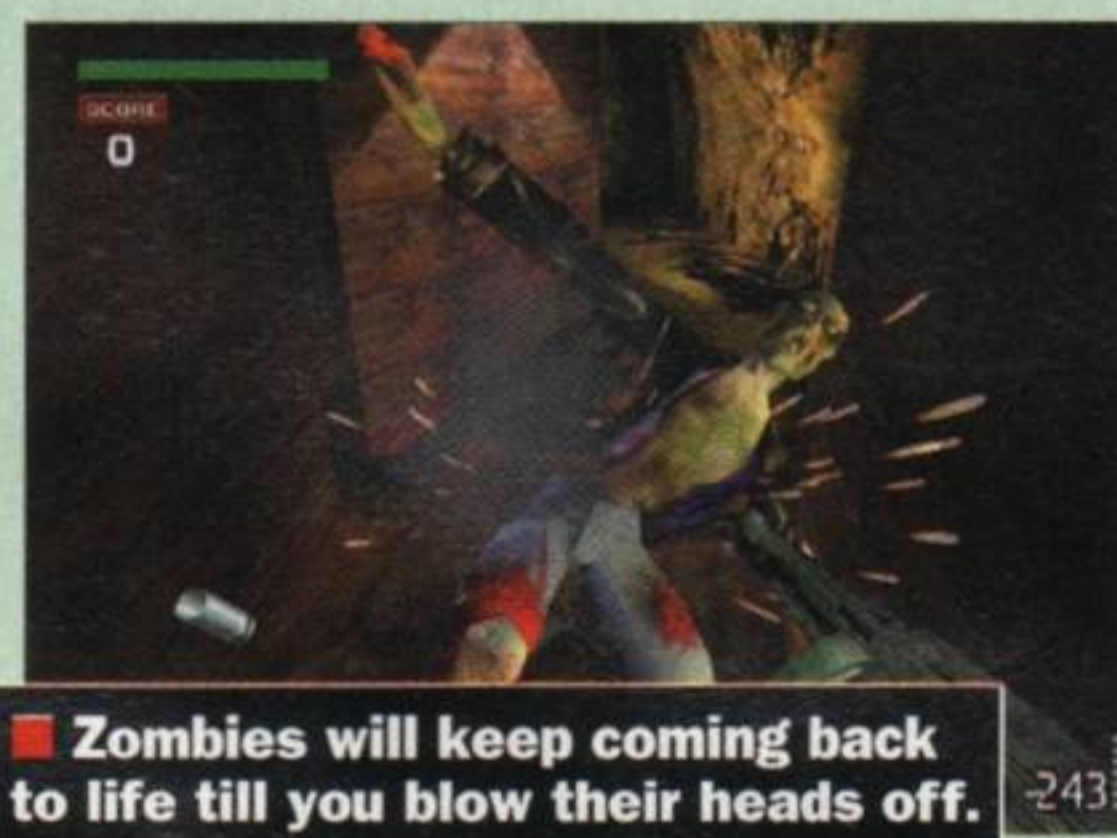
All in all, from what we've seen so far, this could be very special indeed.



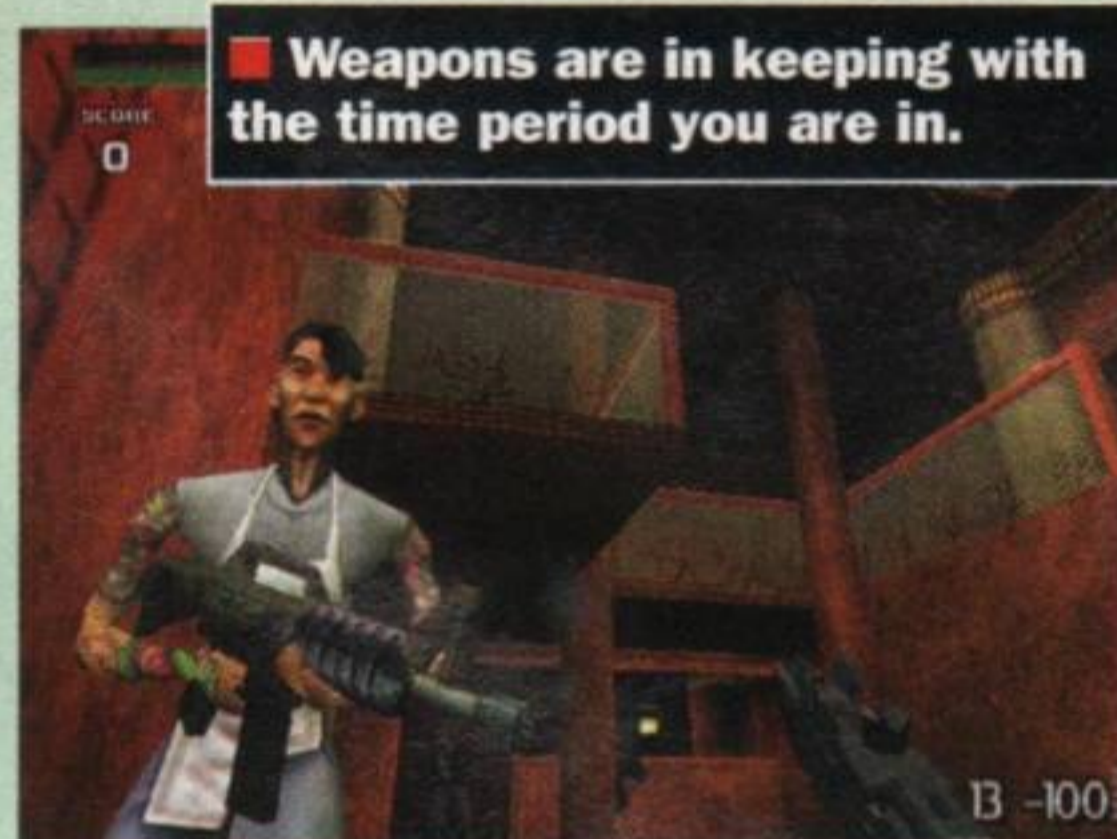
BEST BIT SO FAR!

One we made earlier
Ever fancied designing your own deathmatch arenas? Well, *TimeSplitters* enables you to do exactly this. And it couldn't be easier – just place a few tiles, designate positions for weapons and player start points, then give the level a theme and the PS2 will do the rest. Loads of your levels can be saved to memory card and traded with your mates. Just what we've always wanted.

A timeless classic in the making? Find out in next month's review



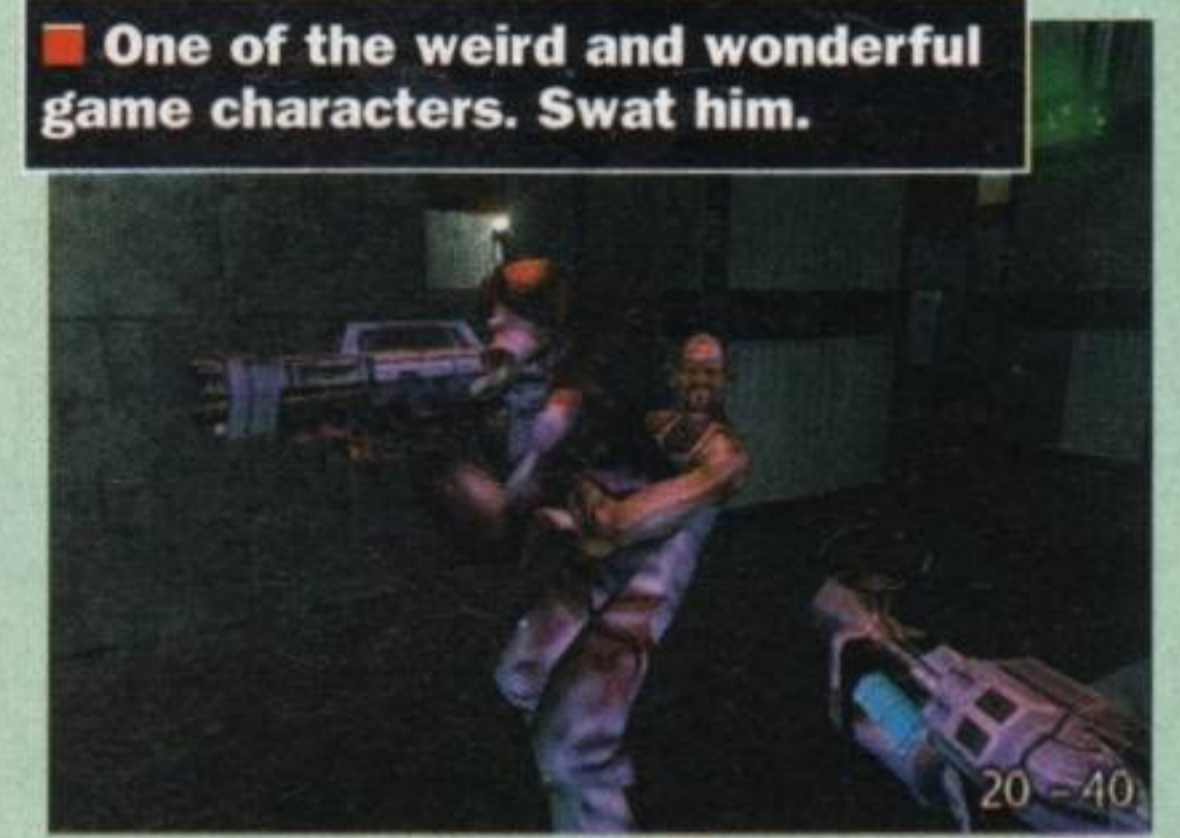
Zombies will keep coming back to life till you blow their heads off.



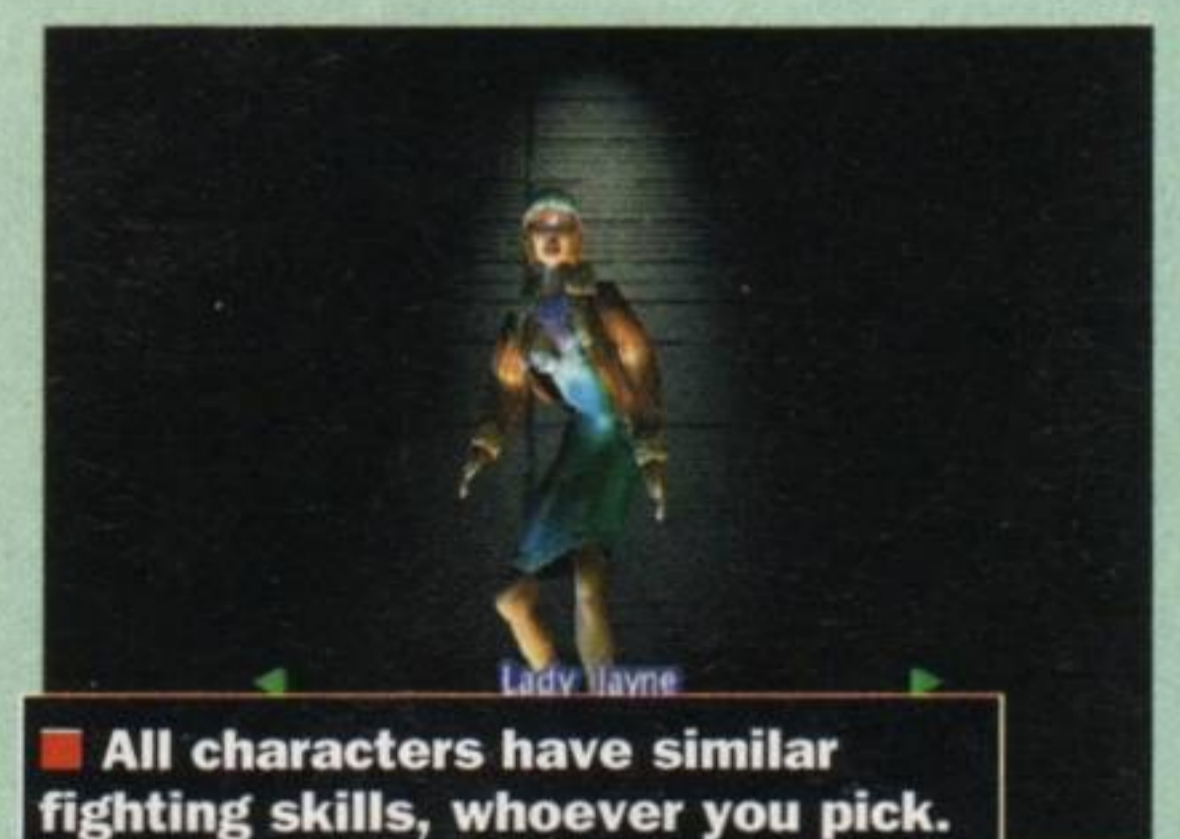
Weapons are in keeping with the time period you are in.



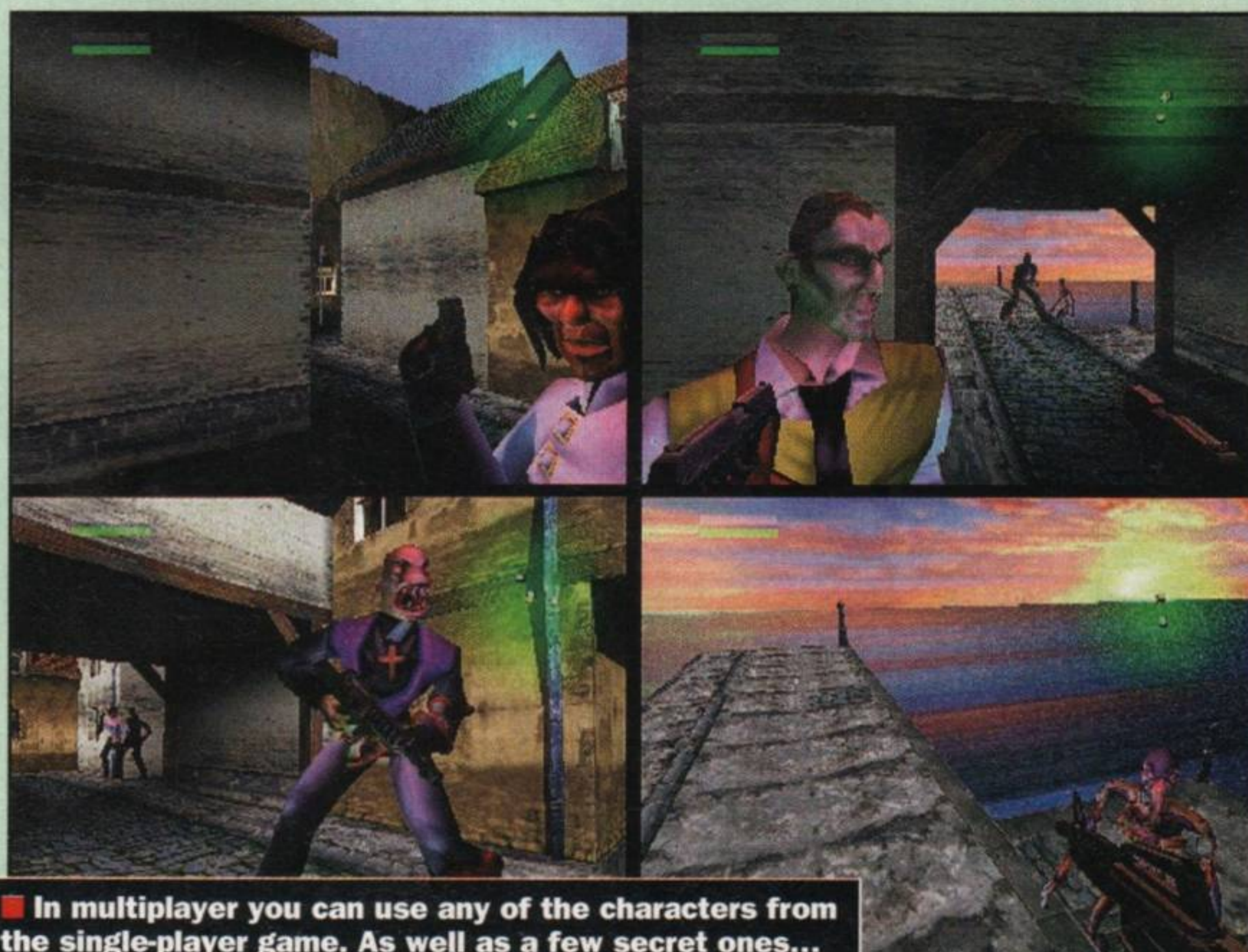
Set up the game with lots of computer-controlled robots for a small war.



One of the weird and wonderful game characters. Swat him.



All characters have similar fighting skills, whoever you pick.

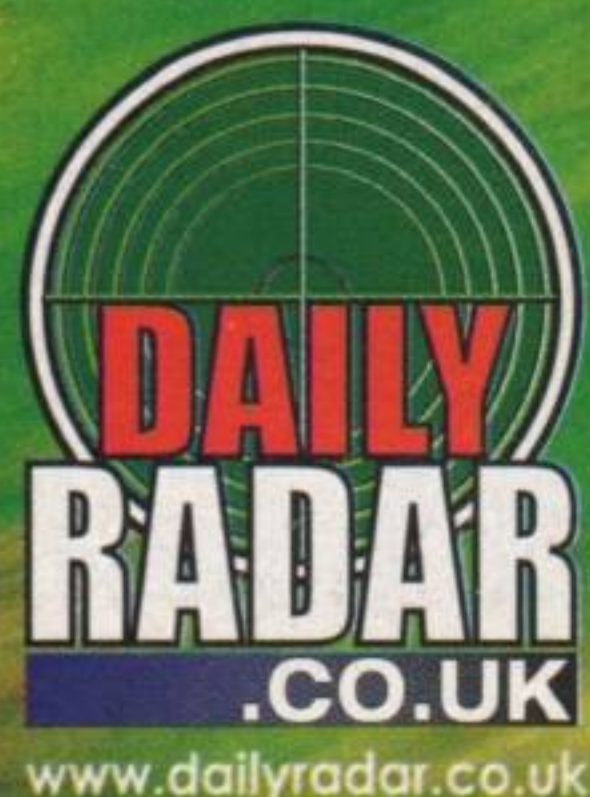


In multiplayer you can use any of the characters from the single-player game. As well as a few secret ones...



There's just one rule to this game: Shoot anything that moves... and fast!

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SHENMUE

A stunning adventure that's - very handily - FREE.

Well, that's not exactly true; you'll still have to pay cash for *Shenmue*. But, the FREE bit stands for Full Reactive Eyes Entertainment, and from what we can work out, this basically means that *Shenmue* is striving to be a new form of videogame entertainment. It's an adventure game at heart but with a twist: the *Shenmue* universe is a facsimile of the real world and many of the rules that apply here also apply in the game.

Shenmue is governed by time and a speeded up clock which sits neatly in the corner of the screen - a day in the game lasts about an hour in real time. Everything and everyone in *Shenmue* revolves around this clock - tasks, puzzles and events must be completed at certain times of day.

Likewise the environment can be entirely poked around in, fumbled with and generally explored to your heart's content - almost anything that you can see can be examined and manipulated in some way. Drawers can be rifled through, pots picked up and examined and you can even buy stuff in the shops. Hell, you can even do your weekly shopping if you really want.



In and around this uncanny representation of the real world, the actual adventure takes place. *Shenmue* is set in Hong Kong in the mid-eighties and you play a young martial arts expert who goes by the name of Ryo. The story begins as your character's father is murdered by a Chinese gang lord in a scrap over a mysterious artefact. What follows in this three-disc epic is your investigation

into his death and a quest for revenge.

There are three main parts to the gameplay - exploration and talking to people, fighting in a stripped down version of *Virtua Fighter* (also made by Sega, and available for Dreamcast) and something called QTE, or Quick Time Events. In these events you must follow

the on screen button directions to complete the tasks you're set.

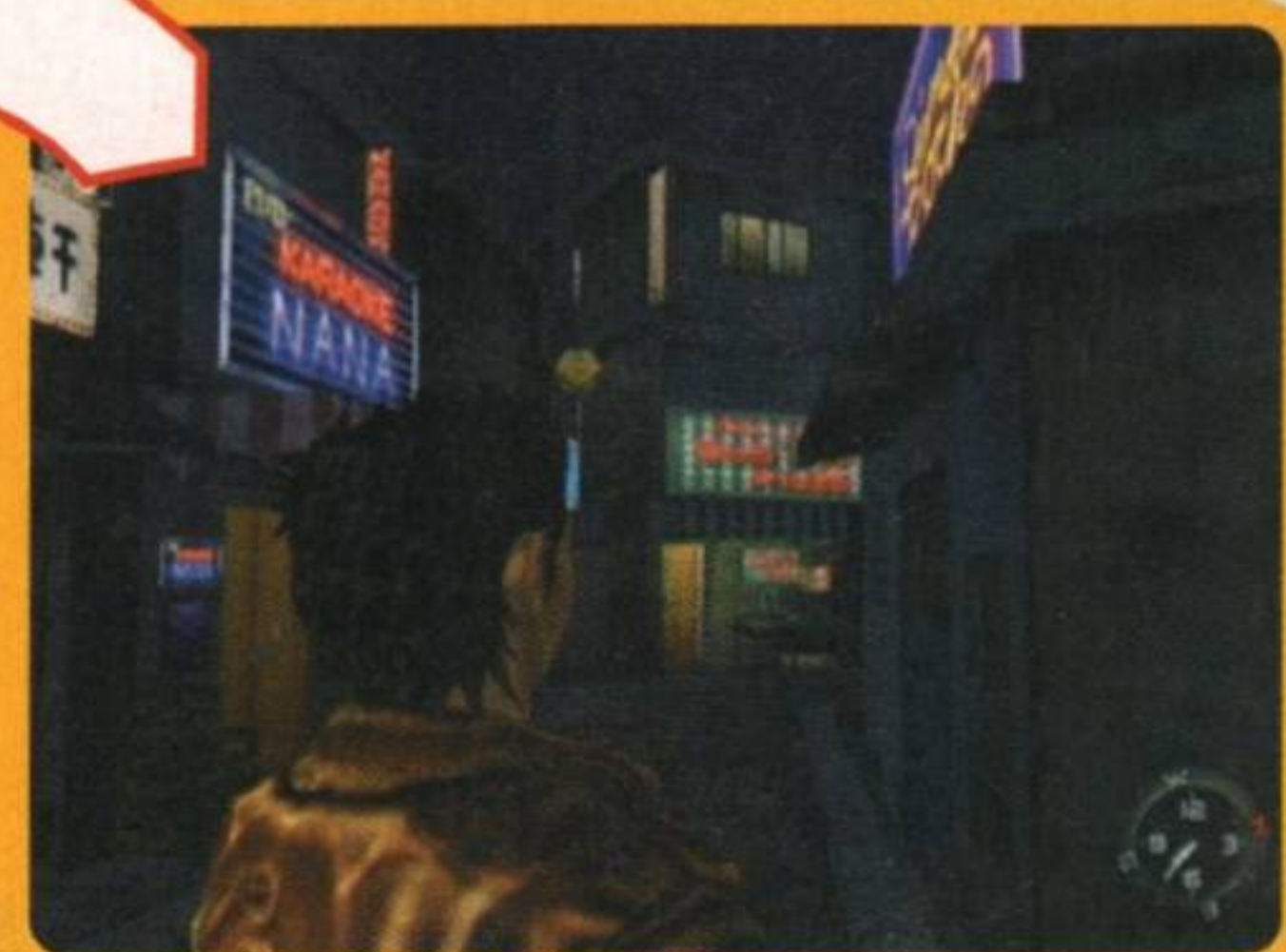
Shenmue is only the first episode in a planned series of three. Judging by the quality of the first it has the potential to be as big as PlayStation adventure, *Final Fantasy*.

Find out if three discs are better than one in next month's review

BEST BIT SO FAR!

Nine to five

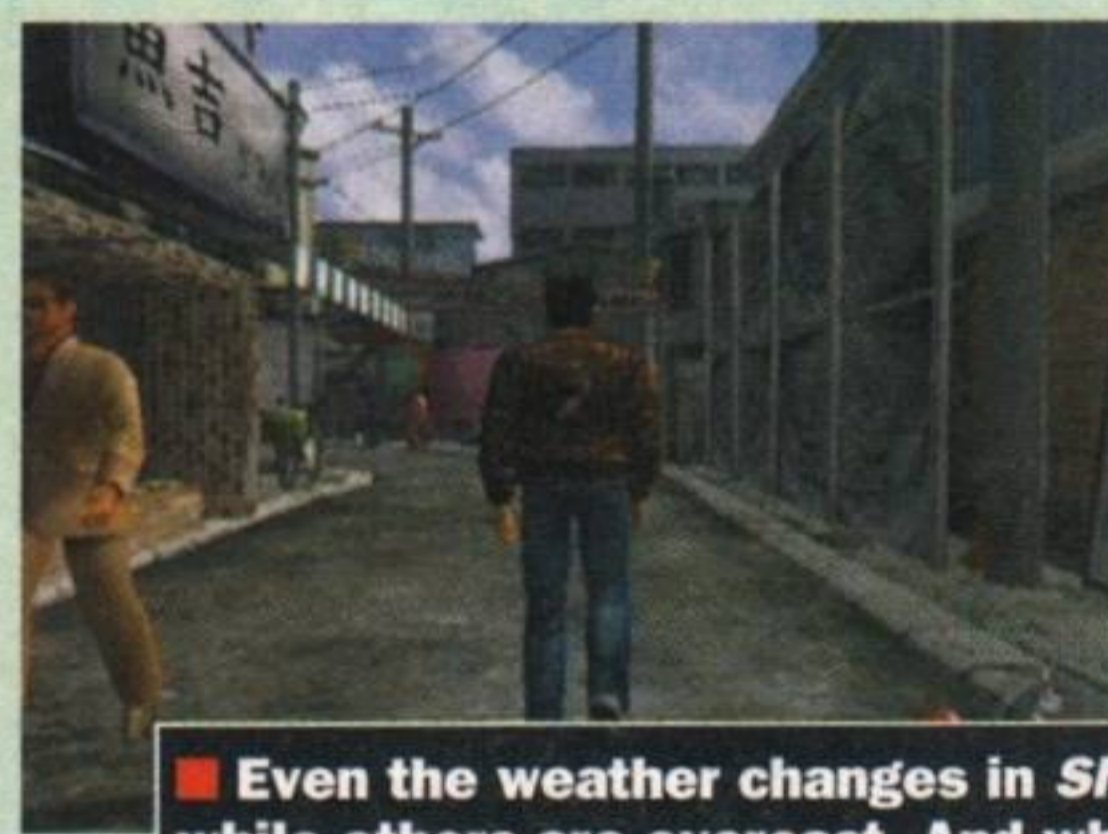
Life in *Shenmue* works just like life in the real world. After about nine in the evening, the sun goes down, people go home, shops shut and the bars open for business. There are certain tasks that can be done during the day and tasks that have to be completed at night. You can play into the early hours but eventually you'll have to return home to get some kip. Almost *too* real...



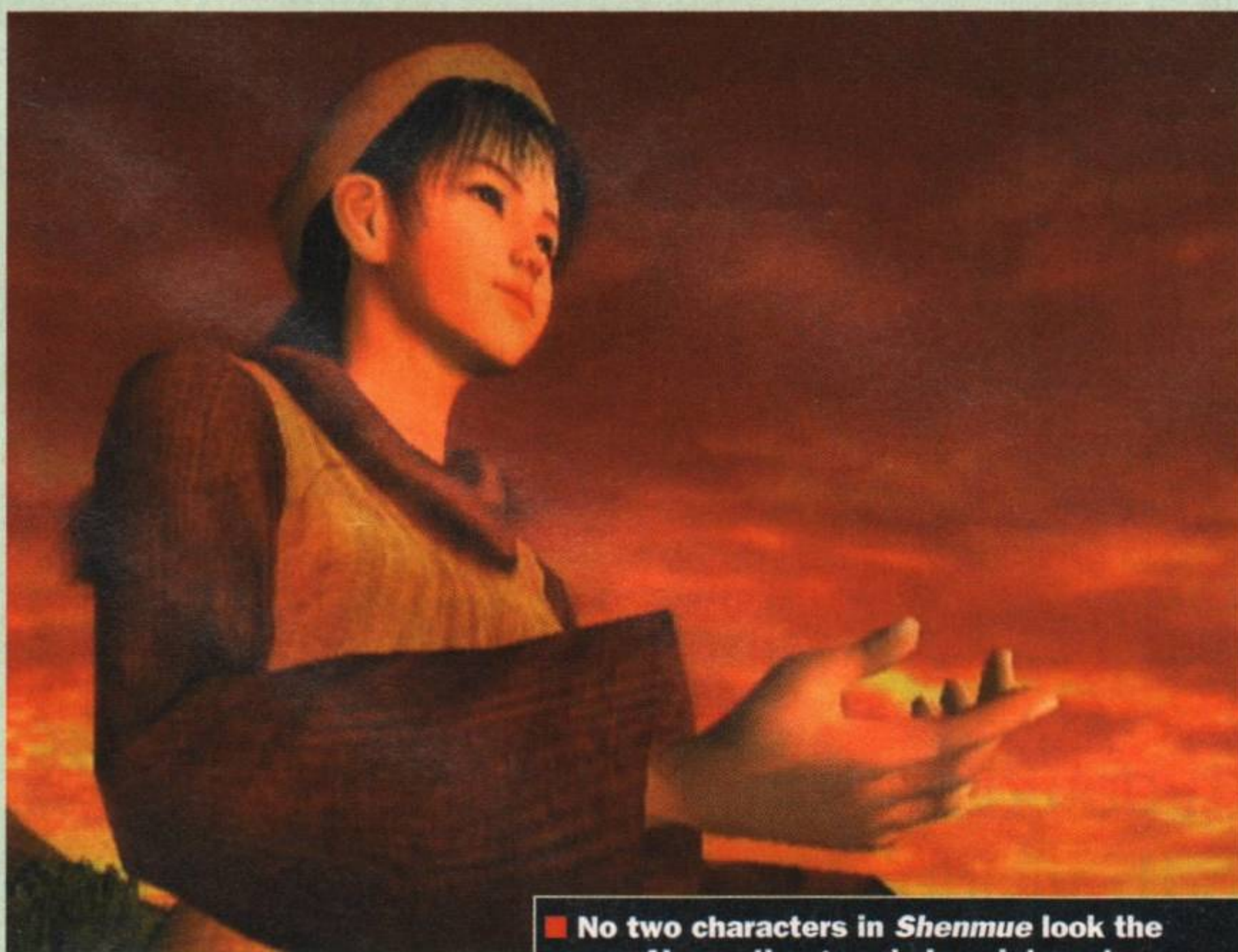
■ Visit the town's mystic and have your fortune told.



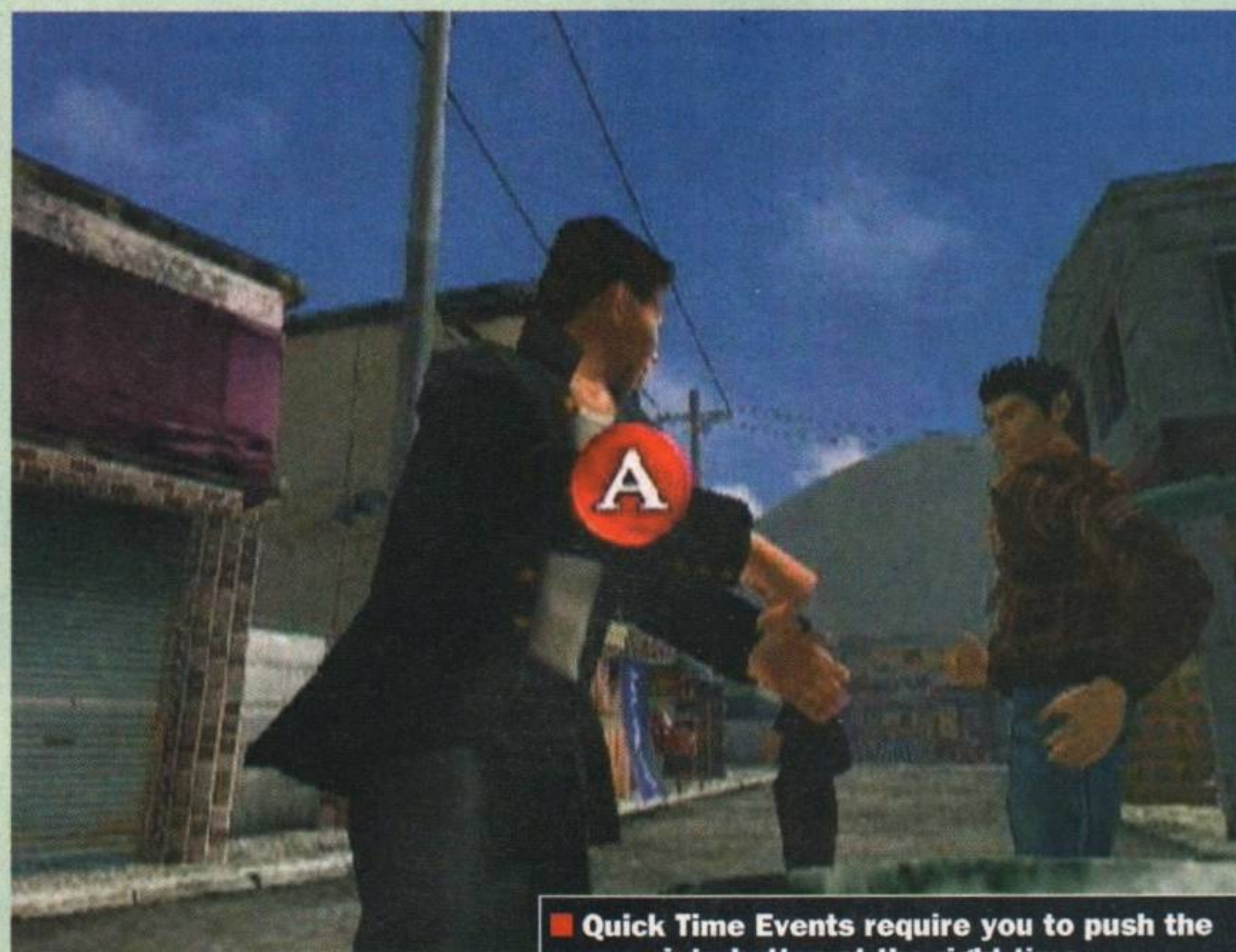
■ Lots of *Shenmue*-branded products can be bought.



■ Even the weather changes in *Shenmue*. Some days it's bright and sunny while others are overcast. And when it's raining, the umbrellas come out.



■ No two characters in *Shenmue* look the same. Above, the game's love interest.

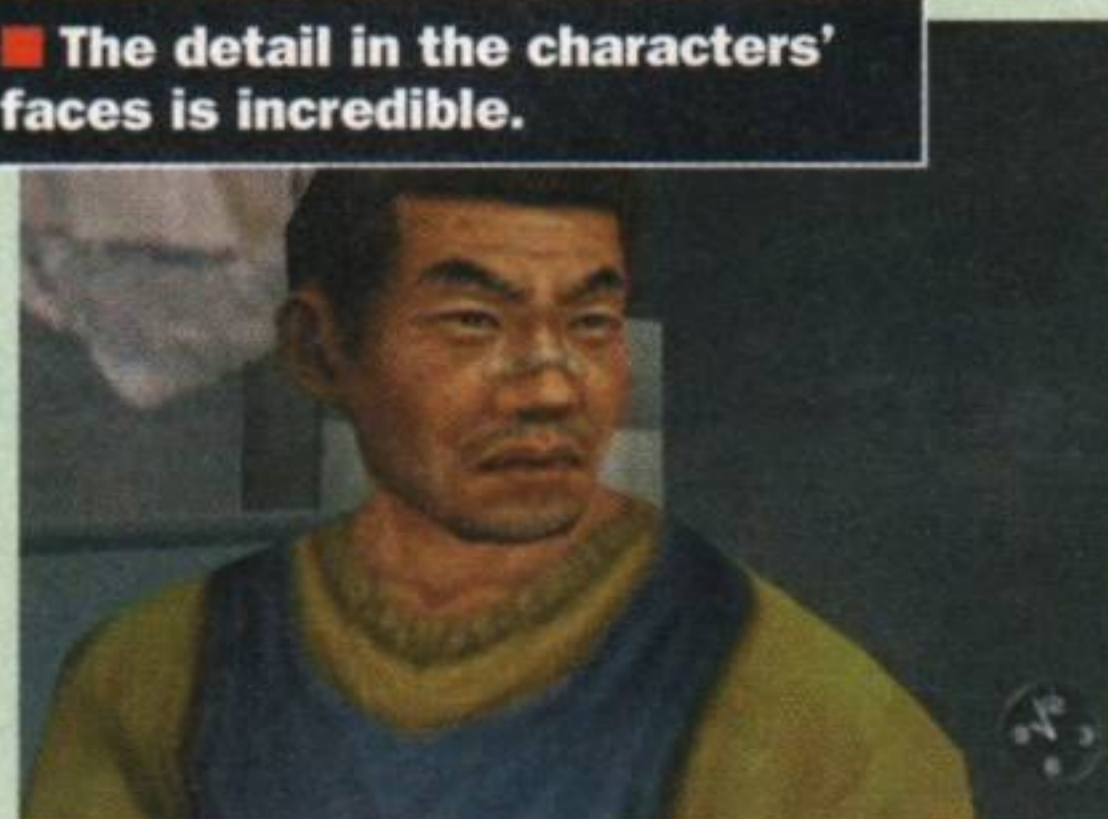


■ Quick Time Events require you to push the appropriate button at the right time.

■ You can even play old arcade machines like *Space Harrier!*



■ Gamble that hard earned pocket money on the fruities.



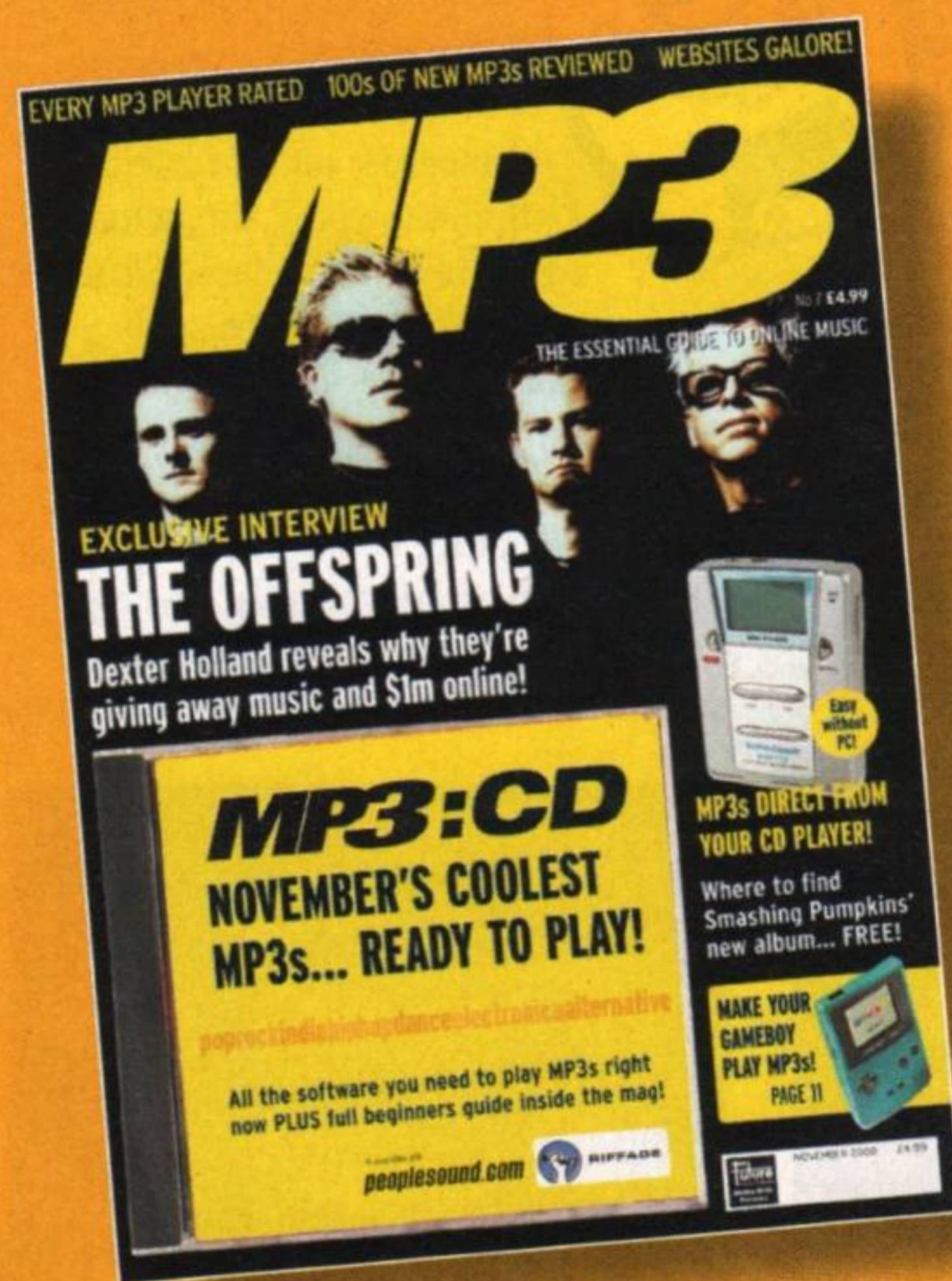
■ The detail in the characters' faces is incredible.



■ Information can be gleaned from almost everyone.

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DONKEY KONG COUNTRY

Nintendo's miniature monkey business hits the Game Boy...

Donkey Kong Country was the most jaw-droppingly gorgeous game of its time on Nintendo's SNES console. In 1994 it featured the most expensively produced visuals ever seen in a videogame, making the three monochrome Game Boy versions that followed look a mess by comparison.

So imagine our surprise when this revamped Game Boy Color version turned up, looking and playing almost exactly like the original. It's a monkey-based extravaganza of running, jumping and simian frolicking, taking the platform-style gameplay of the *Super Mario* series and throwing in extras such as explosive barrels, animal sidekicks and a choice of two characters. You can flip between Donkey and Diddy Kong

whenever you encounter a puzzle which requires one ape's unique abilities – that's assuming you haven't lost your partner to the evil Kremlings. Getting hit by a lizard enemy means you can't call on the services of your co-monkey until you find him elsewhere in the level.

One of the best features of the SNES edition was the Kong family's prowess at riding all sorts of exotic animals – Rambi the Rhino and Enguarde the Swordfish are present in this portable version. Plus some levels feature Indiana Jones-style mine cart rides, which work surprisingly well on GBC's tiny screen.

To make up for the fact the humble Game Boy Color can't quite reproduce the same dazzling colour effects as the SNES (we'll have to wait for the Game Boy Advance for that), *Donkey Kong*

Country will include a new extra level, some hidden levels, print-outable stickers and banners for Game Boy Printer owners, and a two-player mode. You can also hook up two copies of the game to play the multiplayer games, Crosshair Cranky and Funky Fishing, against a friend, and afterwards you

can trade secrets you've found using the GBC's built-in infrared port.

It looks like *Donkey Kong Country* could be one of the most popular non-*Pokémon* stocking-fillers this Christmas. We'll let you know exactly how good it is in next month's review.



Check out next month's review for more simian shenanigans

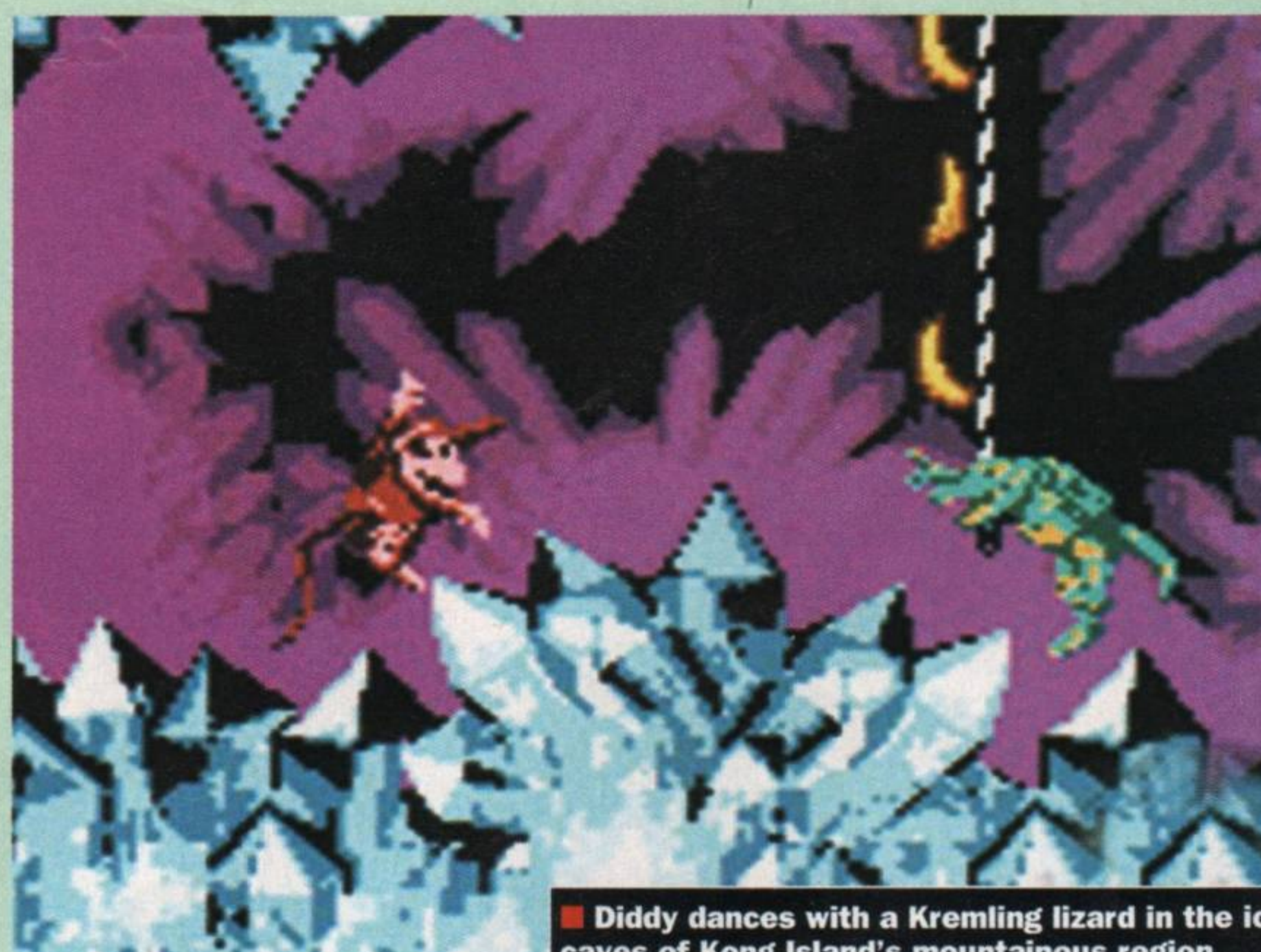
BEST BIT SO FAR!

Animal Magic

Finding Rambi on the first level and sending him storming through barrels, Kremlings and even stone walls. The rhino makes short work of anything in his path, and is essential for breaking into hidden caves. The Kongs can also ride a swordfish and an ostrich, but Rambi's our favourite. He also features in the excellent N64 version, which was Nintendo's biggest hit last year.



■ Diddy is the faster and more agile of the Kongs. He can jump farther than fat old DK.



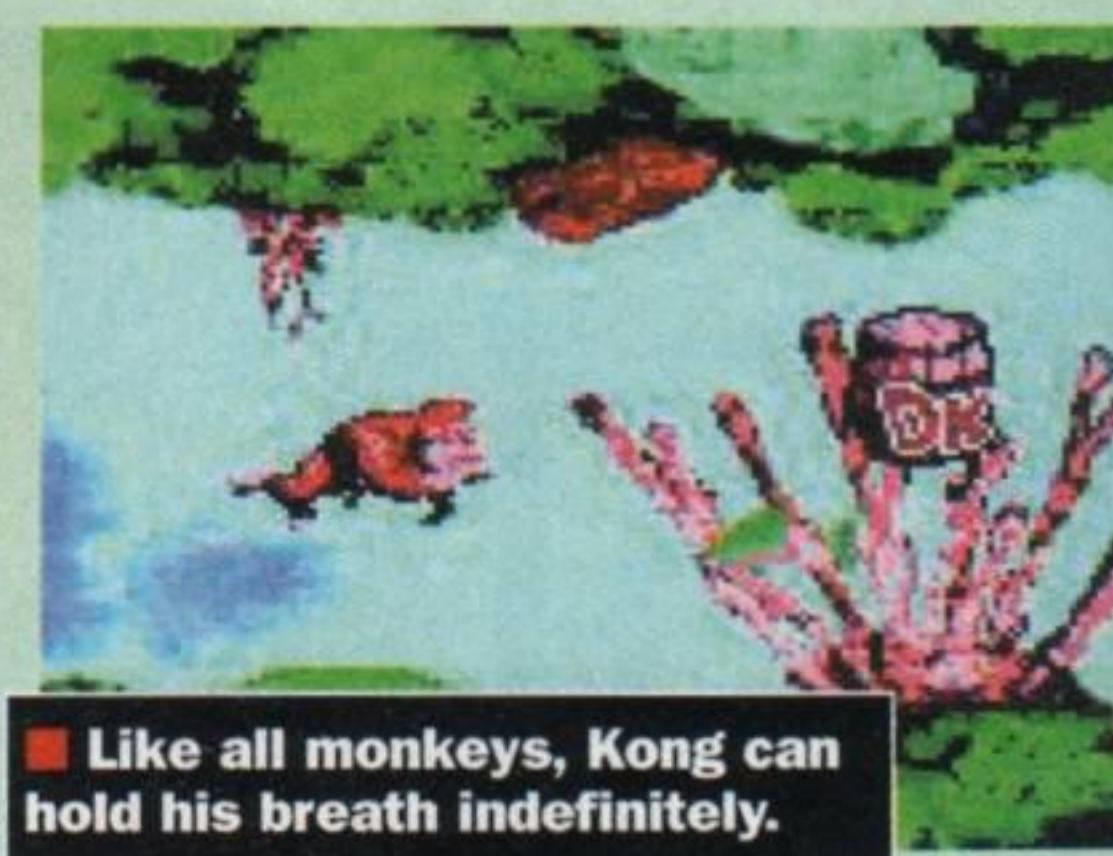
■ Diddy dances with a Kremling lizard in the icy caves of Kong Island's mountainous region.



■ Rope-swinging is always great fun, and can often lead you into secret bonus areas.



■ Kong's trademark minecart rides are all in the GB version.



■ Like all monkeys, Kong can hold his breath indefinitely.



■ Bosses such as this pink vulture pop up every so often.



■ Funky's cool travel agency.

Yo, Gorillas! Seek the Cranky one, the guru of game stuff!

JET SET RADIO

As good as Crazy Taxi? No, it's much better...

Better than *Crazy Taxi*, eh? High praise you might think. But imagine a game that's a whole lot funkier than Sega's standout Dreamcast racer. A game that enables you to go almost anywhere and pull off cloud-high stunts in a beautifully crafted city. A game where you get to be one of those ever-so-naughty people who jazz up our city centres with their public art. Now that's got to be better than being a taxi driver.

You play as a member of a gang of graffiti artists, and your objective is quite simple: to tag the city's other gangs out of existence. Tagging – or “the spraying of an identifying graffiti” according to our dictionary of street slang – is a way of marking your

territory. So in *Jet Set Radio* you spend your time tagging all manner of public areas – walls, doors, floors and even the sides of moving trucks and policemen's backs – in order to get your art noticed.

But you're not alone: traffic, pedestrians, rival gang members and police inhabit the levels – and each throw up some kind of obstacle to you owning the street. After a certain amount of graffiti is sprayed the police will show up, determined to arrest you. What ensues is a battle between you, trying to tag up the place, and the police in their ever-more-threatening guises: they come equipped with tear gas and helicopter gun ships in later levels to make your life even more difficult.

Unlike *Crazy Taxi* there isn't just one sprawling area for you to explore. Instead, the city is divided up into

districts and levels, each with its own theme and individual look. The action takes place in shopping malls, industrial areas and even down in the sewers, and you can pretty much go anywhere you like. As you play the game you're taught new moves by a variety of different characters. Pass

their test, earn your teacher as a playable character and you can begin to unearth a shedload more bonuses.

Sadly, there's no two-player game, but with its distinctive comic book looks and funky soundtrack *Jet Set Radio*'s sure to be a Christmas hit.

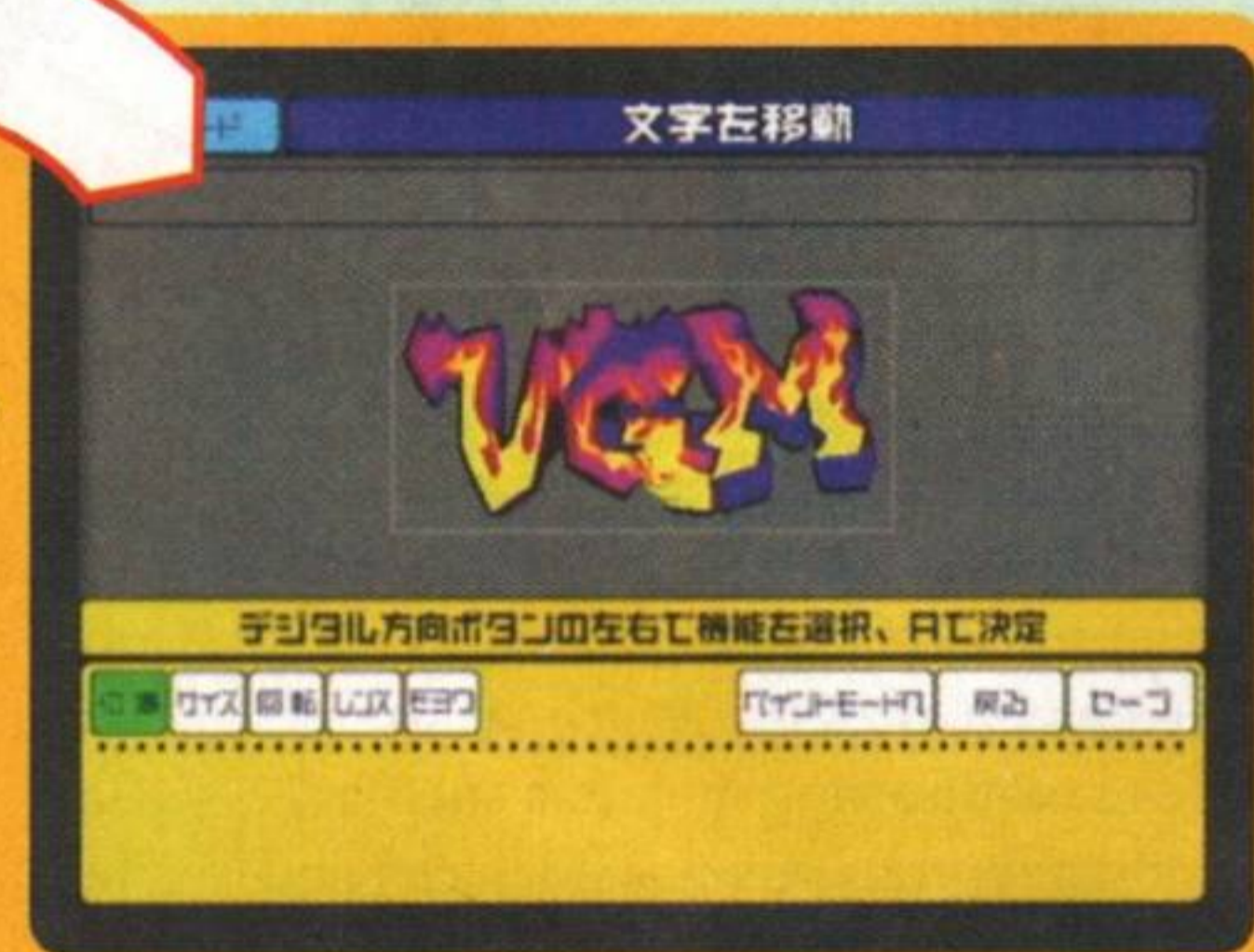


Viva la Radio? Tune in for next month's full review

BEST BIT SO FAR!

Red hand gang

New graffiti can be found around the levels but if you ever get tired of it in *Jet Set Radio* then you can design your own. First you select your letters: you can then make them 3D, distort them and add one of more than a hundred pre-set colour schemes. But if you're no Rolf Harris then you can simply download new graffiti from Sega's Dreamarena website.



Some graffiti can be sprayed on the move – giving you a graffiti-stunt combo score.



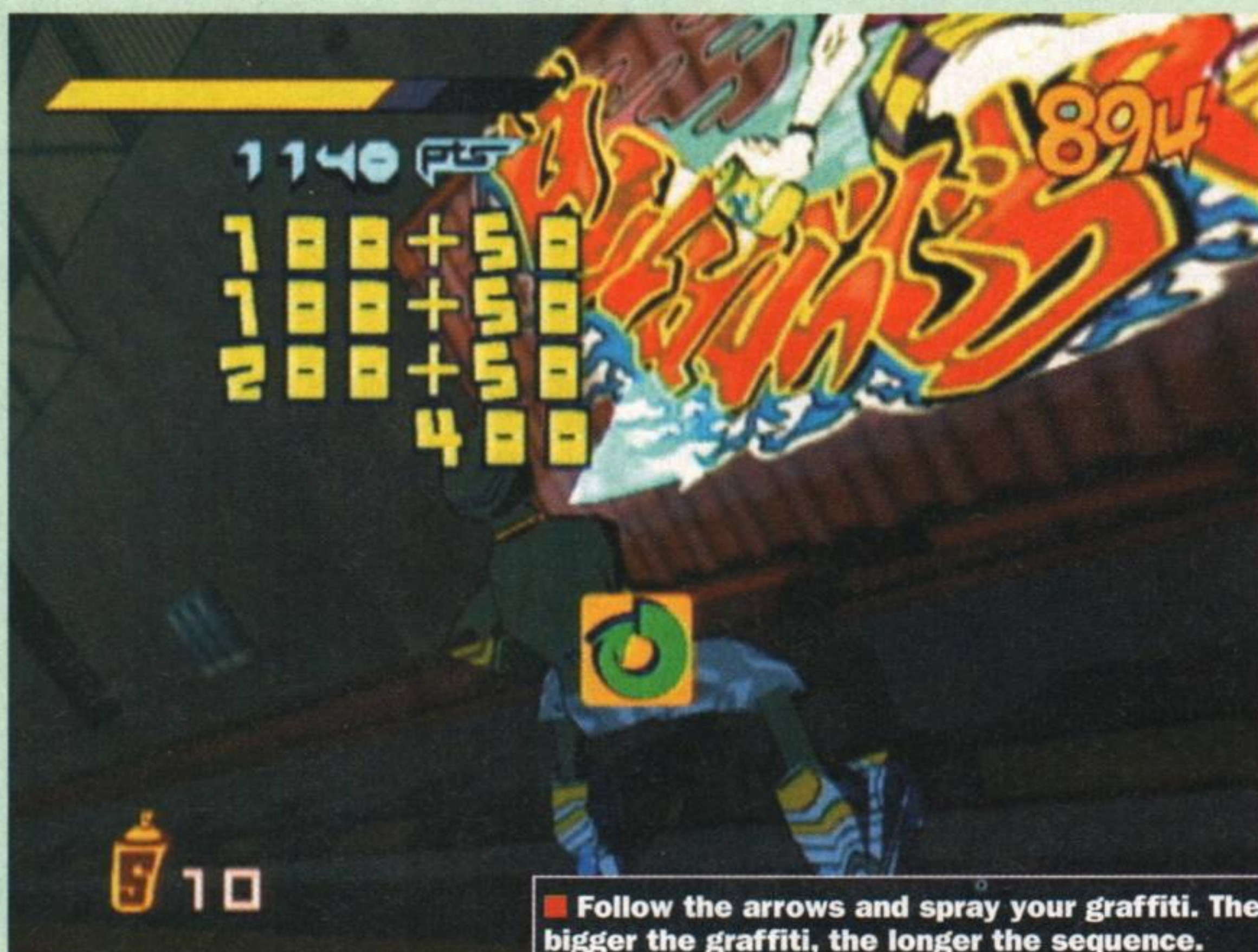
Spray too much graffiti and the cops will come after you.



Tony Hawk's-style stunts can be performed everywhere.



You can hitch a ride on passing cars and vans.



Follow the arrows and spray your graffiti. The bigger the graffiti, the longer the sequence.



The city in *Jet Set Radio* has many secret areas for you to discover and explore.

HITMAN: CODENAME 47

You've got a licence to kill – so why not have fun using it?

It isn't easy being a professional assassin. For starters, your target is likely to surround himself with bodyguards once word reaches him that there's a contract out on him. Not to mention Joe Public and his do-gooder mates, who'll run around screaming if they spot you hanging around in an alleyway with a sniper. Very annoying.

Hitman: Codename 47 puts you in the shoes of an assassin working for a sinister secret agency. As the top man in your field, you've been chosen to carry out a series of particularly difficult hits in order to cover up sensitive information about a genetic engineering project that didn't quite go according to plan. There are five targets to take care of, and the closer you get to each one, the more *X-Files* the plot becomes.

The most impressive thing about the game is the way you have the freedom to approach each mission almost any way you like. You can run in all guns blazing or take a more

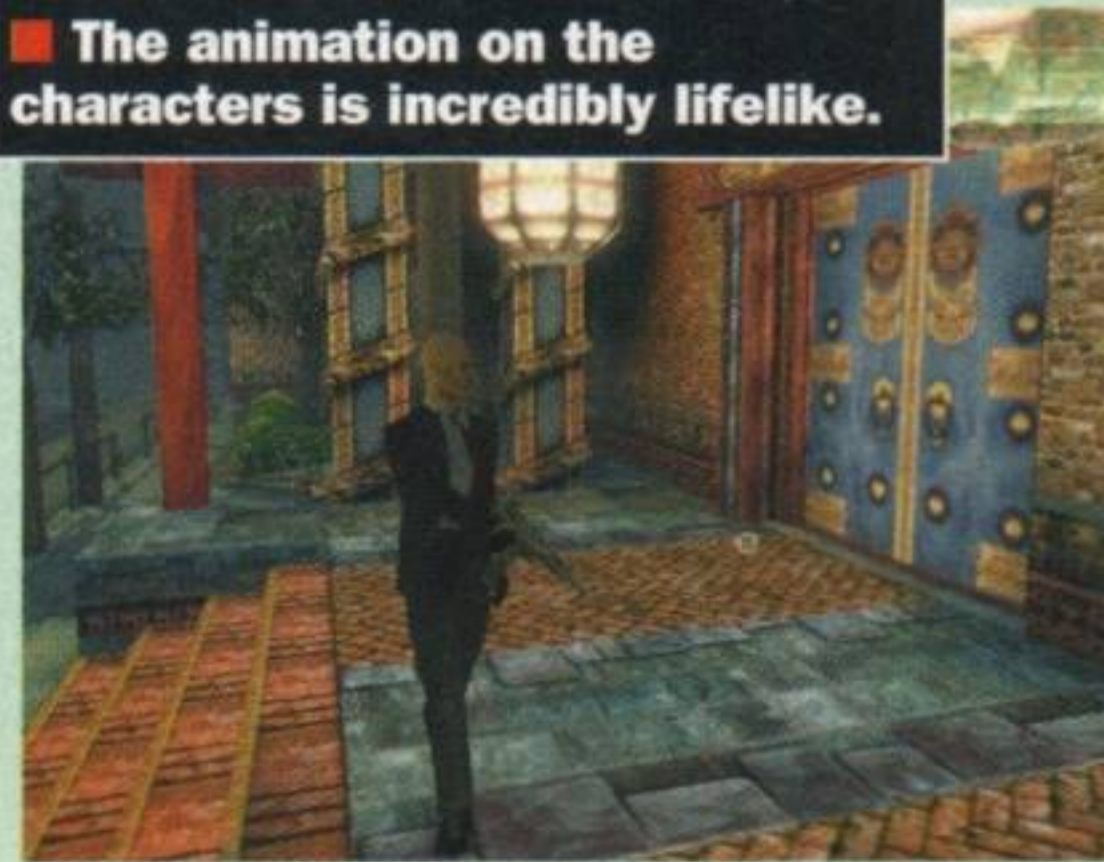
stealthy approach by setting up an ambush – and there's always more than one way to eliminate your victim. But don't draw attention to yourself by walking around with a gun, as bodyguards and civilians will raise the alarm as soon as they spot a would-be murderer. To stay incognito, you can switch clothes with anyone you kill, but you must hide corpses where they won't be found until long after you've made a getaway.

What we've seen of *Hitman* so far is impressive. The ability to choose your own path to your objective makes this a game that requires a lot of careful thought, and the actual gunfights, when they happen, are fast and violent enough to satisfy the average gore hound. There's even a level that pays tribute to the movie *Scarface*, with a Colombian drug baron hiding in his well-protected mansion. Can't be bad.

Hit or a miss? Find out in next month's gun-toting review



■ The animation on the characters is incredibly lifelike.



■ Toilets. All the finest games have got them these days.

■ These two are sure to meet with a sticky end – just because we don't like the way they dress.



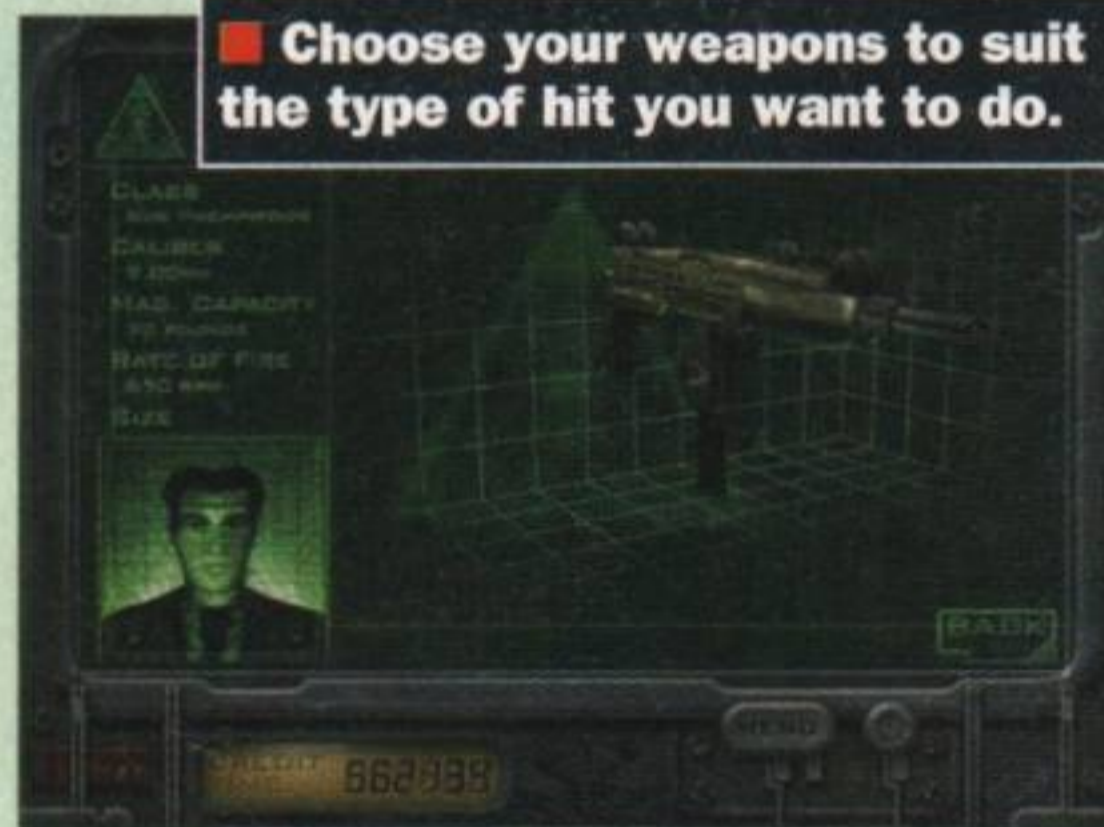
BEST BIT SO FAR!

Freestyle

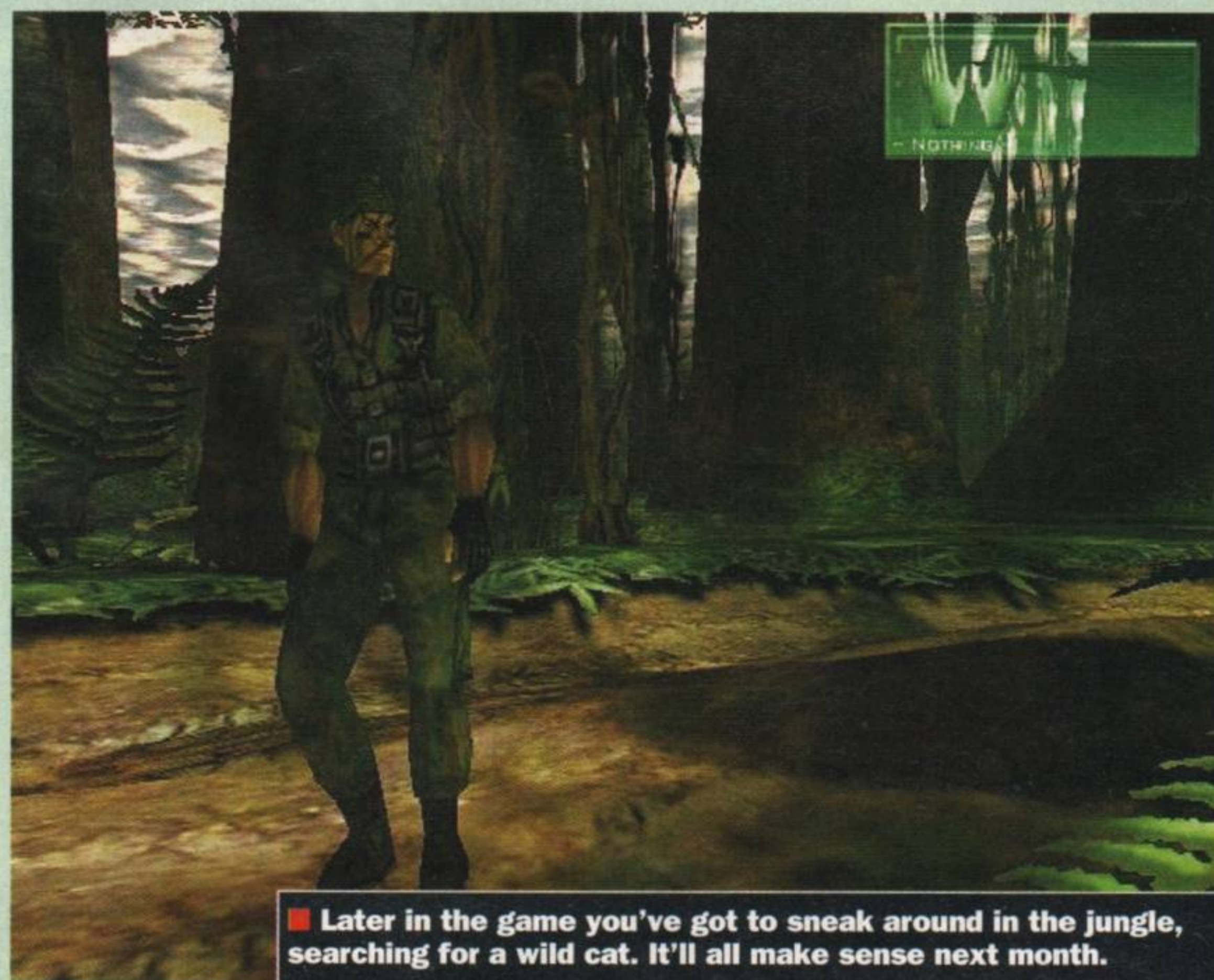
There's more to being a hitman than just shooting people. You have to stab them, strangle them and blow them up too. On this level you must assassinate a Triad leader, but how can you get past his armed guards? Just wait for the chauffeur to visit a back alley to take a leak. Then garotte him, steal his clothes and drop the body down the sewer. Job done – and an instant disguise.



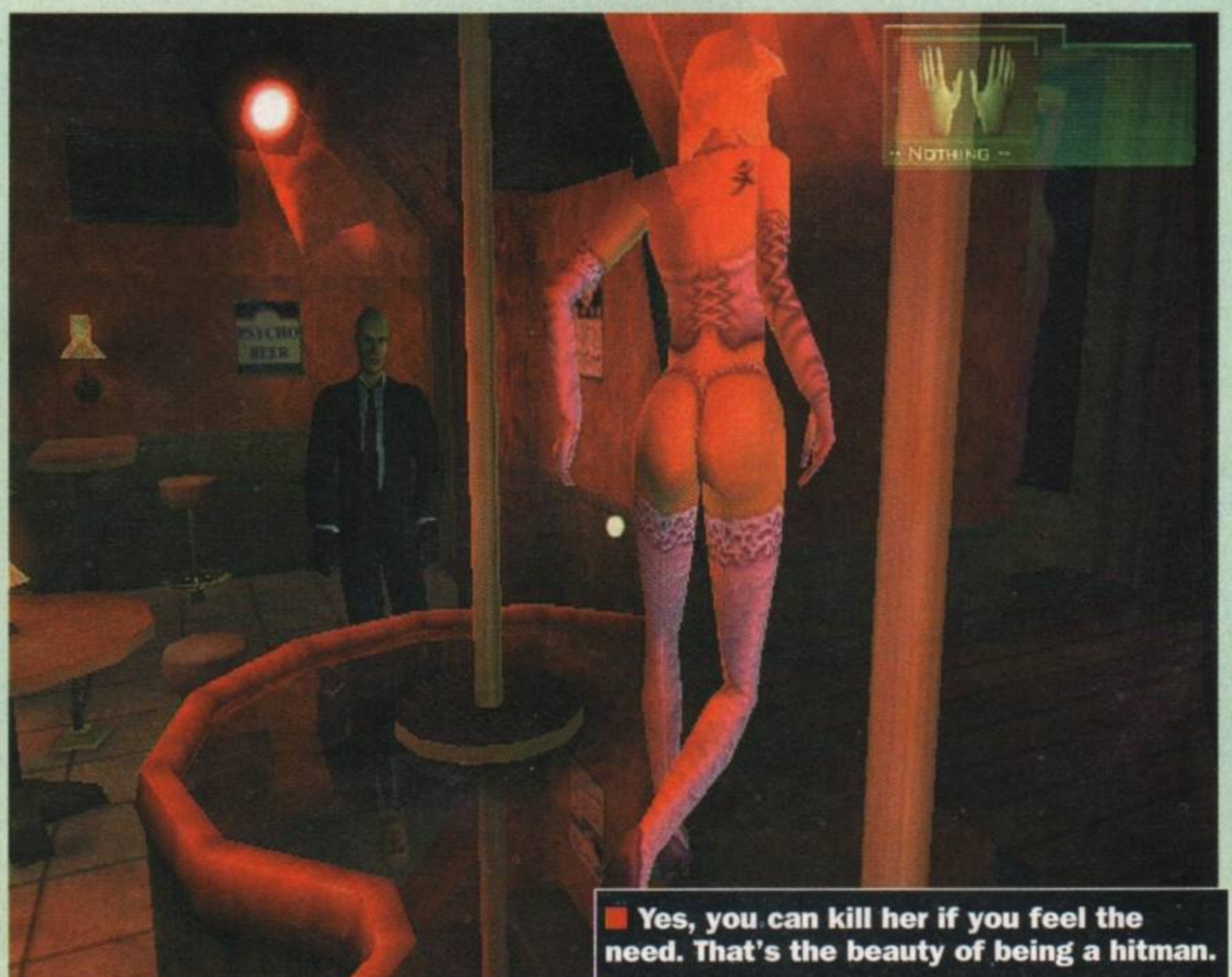
■ Choose your weapons to suit the type of hit you want to do.



■ People react suspiciously if you approach them with a gun.



■ Later in the game you've got to sneak around in the jungle, searching for a wild cat. It'll all make sense next month.



■ Yes, you can kill her if you feel the need. That's the beauty of being a hitman.

SILENT SCOPE

Silent but deadly and not a can of beans in sight.

Sitting snug and sniping away is a less than reputable pastime unless you're nailing bad guys. Which is exactly what's required in the PS2 version of the arcade hit *Silent Scope*.

If you've ever played *Time Crisis*, another classic arcade shooter, this will feel very familiar. The gameplay is similar with the computer moving your position ready for you to pop away, although visually it's a world away, boasting gorgeous cityscapes and highly detailed baddies. Of course, the most obvious feature of the game is that all the killing is carried out with a sniper rifle. The computer flashes icons to flag the villains and puts the rifle in the general area. Then it's all down to you

and your sniping skills to tag the enemy before they take out their target – which includes you. Because you're always playing against a time limit, there's a real sense of tension with palms getting sweaty and rushed shots ricocheting off nearby scenery.

A neat feature of the game is that the story mode has branches at various points (again, like *Time Crisis*), so the choice of route is down to you. Even the end of level bosses are approached in the same fashion and vary greatly in their difficulty. Which all means that the finished game should have some sizeable replay value.

The one concern so far is the rifle control. It's not *bad* but it feels like it should be *better*. The main problem lies in making subtle adjustments, crucial for head shots and high scores. The

analogue control jerks when zoomed right in and, frustratingly, can't quite make small enough increments for pinpoint accuracy. This does depend to a degree on the distance of the target – close targets not really being a problem – but it's still disappointing in a game that's all about precision shooting. You

can get around this by making large movements with the analogue stick and minor adjustments with the d-pad but it's time consuming and less than ideal. That said, *Silent Scope* is looking great, and if it's half as good as the arcade version, it'll be a treat.



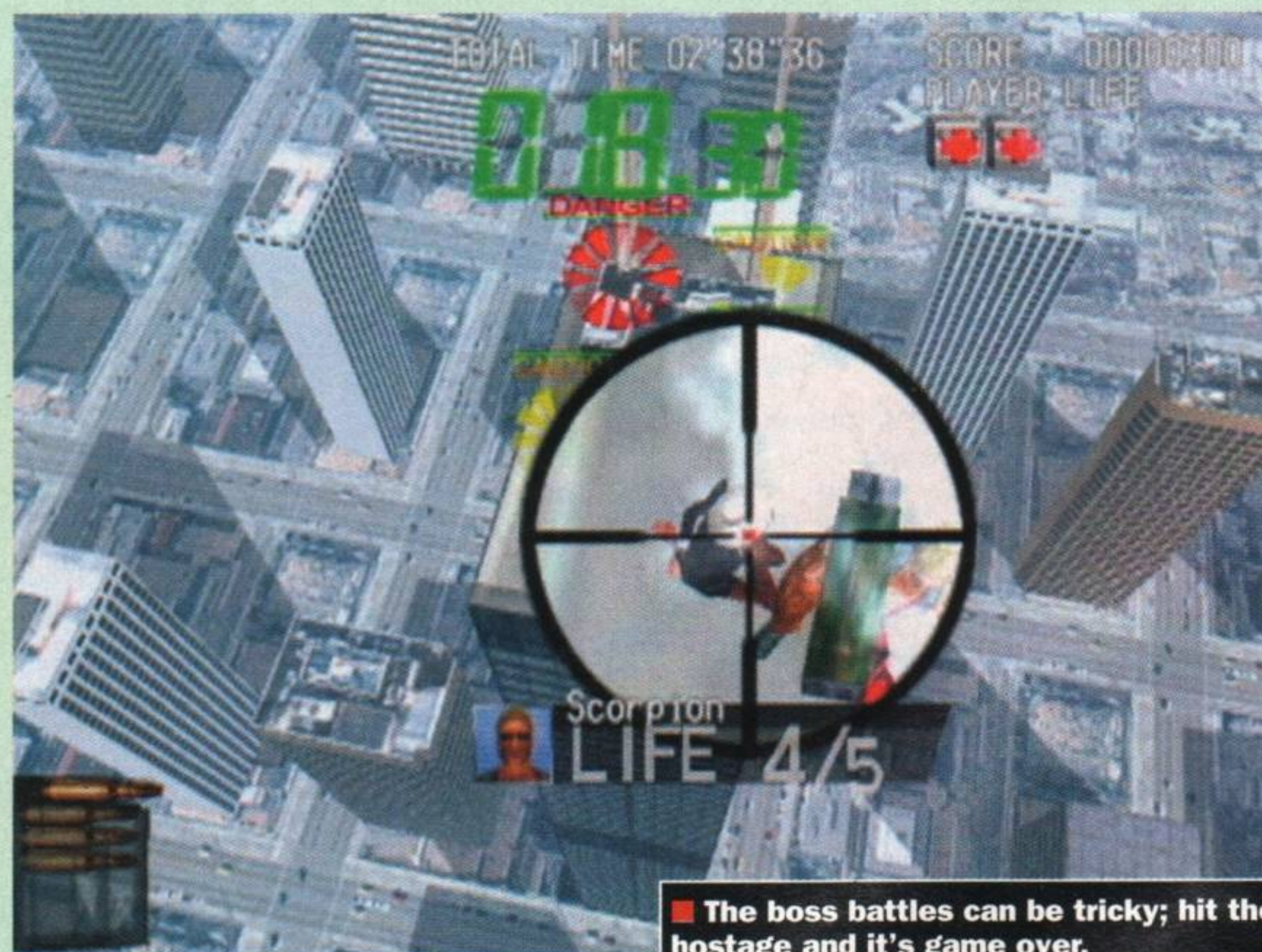
Go for the stealthy option with VideoGamer's review next month

BEST BIT SO FAR!

Hear no evil, see no evil...
Zipping across the cityscape, climbing the skyscrapers and homing in on an enemy miles away is bliss in *Silent Scope*. Zoom in the rifle and watch him mooch about, oblivious to what's going to hit him in the next few seconds. And just to add insult to injury, when you've tagged him, watch him plummet to his death (if he's still alive, that is).



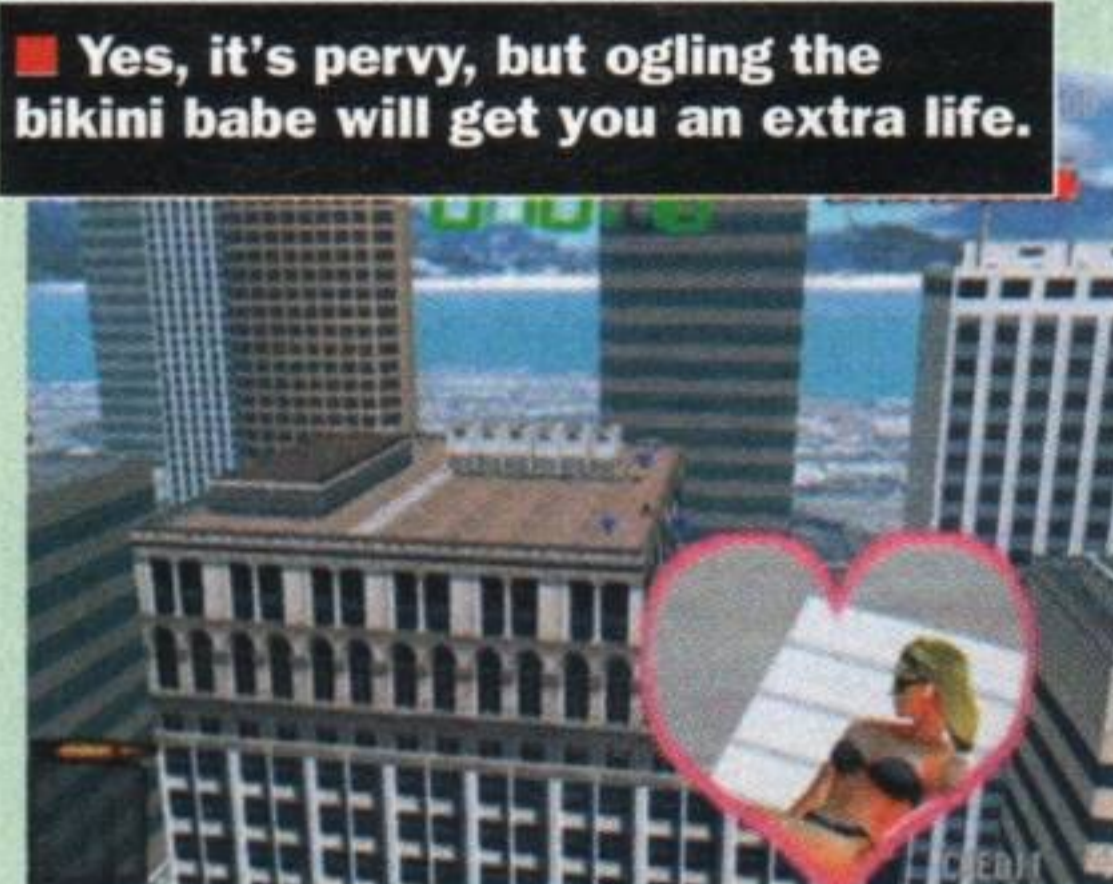
■ It's down to your sniping skills to tag the enemy before they strike.



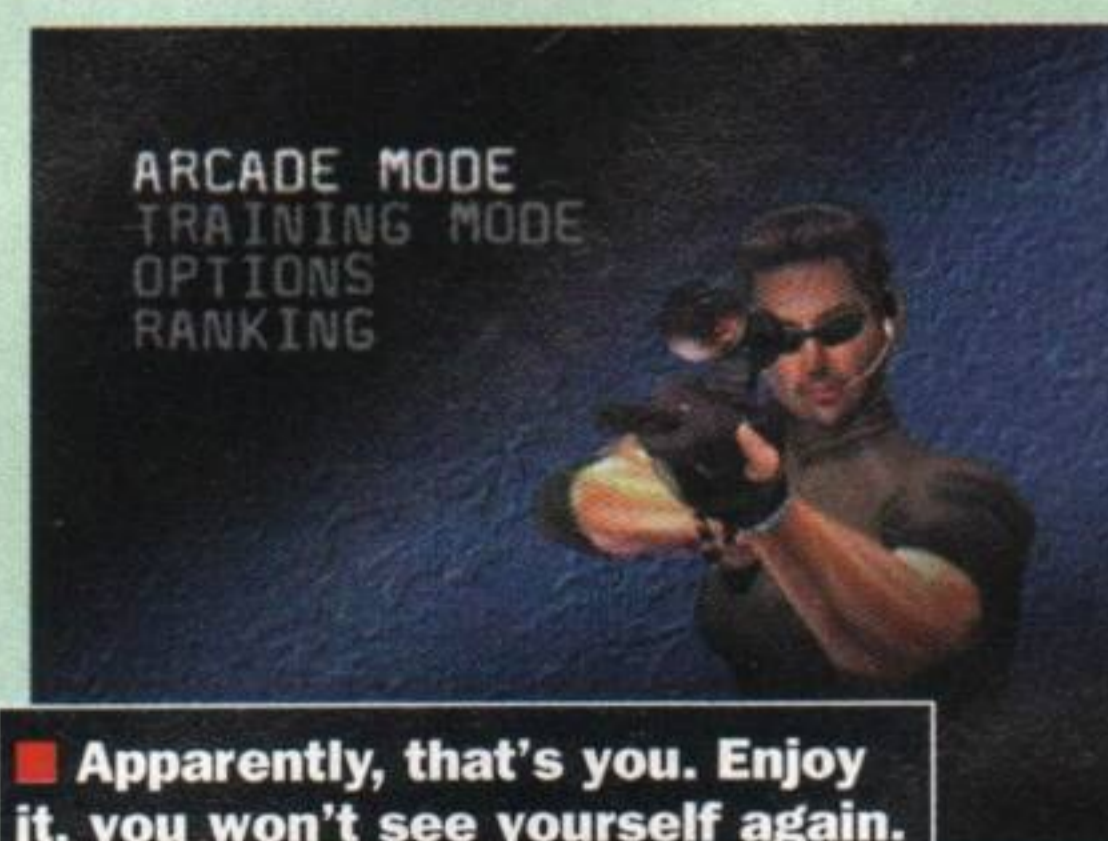
■ The boss battles can be tricky; hit the hostage and it's game over.



■ The car chase adds variety to the gameplay and pumps up the tension.



■ Yes, it's pervy, but ogling the bikini babe will get you an extra life.



■ Apparently, that's you. Enjoy it, you won't see yourself again.



■ It's quicker to move about non-zoomed to position sights.



■ The area you hit on your target determines your points.

SSX

A super-cool snowboarder for the PlayStation2 launch.

Rather than going for an out and out simulation, the makers of *SSX* have sought to pin down the more entertaining aspects of snowboarding. So the PS2's first 'boarding game will be laden with stunts, tricks and visual extravagance.

It's very focused on what it wants to be too. *SSX* is a dyed-in-the-wool snowboarding racer. There aren't huge open areas to explore or entire mountain ranges to board over. No, this is racing first, snowboarding second – something that might put off hardcore boarders.

Mind you, that's not to say that tricks don't play a big part in the game – they just don't directly affect the race that you're in. So there's no real advantage to pulling off a gnarly 360° Misty in the middle of your race; you don't get a speed burst or any other kind of advantage. Instead you get points – points that are required to

unlock new courses and boards. In this way, the more you learn, the more you get from the game.

Given the power of the console, you'd expect a PS2 game to look good but out of all the launch titles, *SSX* stands tall as one of the best. Not only because of the fantastic detail and speed but also because of its eye-blistering pyrotechnics: pull off a top trick and you'll be treated to some staggering fireworks.

SSX has all the vital components: lots of different riders, boards and a wealth of varied courses, each with its own theme. There's a career mode too, where you'll have to earn your *SSX* licence. You also get time trial and trick modes, as well as an adventure mode, where you are given a number of different challenges on each course.

From what we've seen, *SSX* is exceptionally well done and looks like it will be a fast, highly playable game.



Chilling or thrilling? Read next month's review to find out

BEST BIT SO FAR!

Road rash

Unsurprisingly, the idea is to win your races by any means necessary. If this means that you punch your opponents into submission then so be it. By using the shoulder buttons on the PlayStation2 pad you can hammer the other boarders as they attempt to pass you on the slope. You don't get penalised for this but you do get a few seconds ahead of your opponents!



■ *SSX* boasts some extremely dramatic scenery. Looking good...



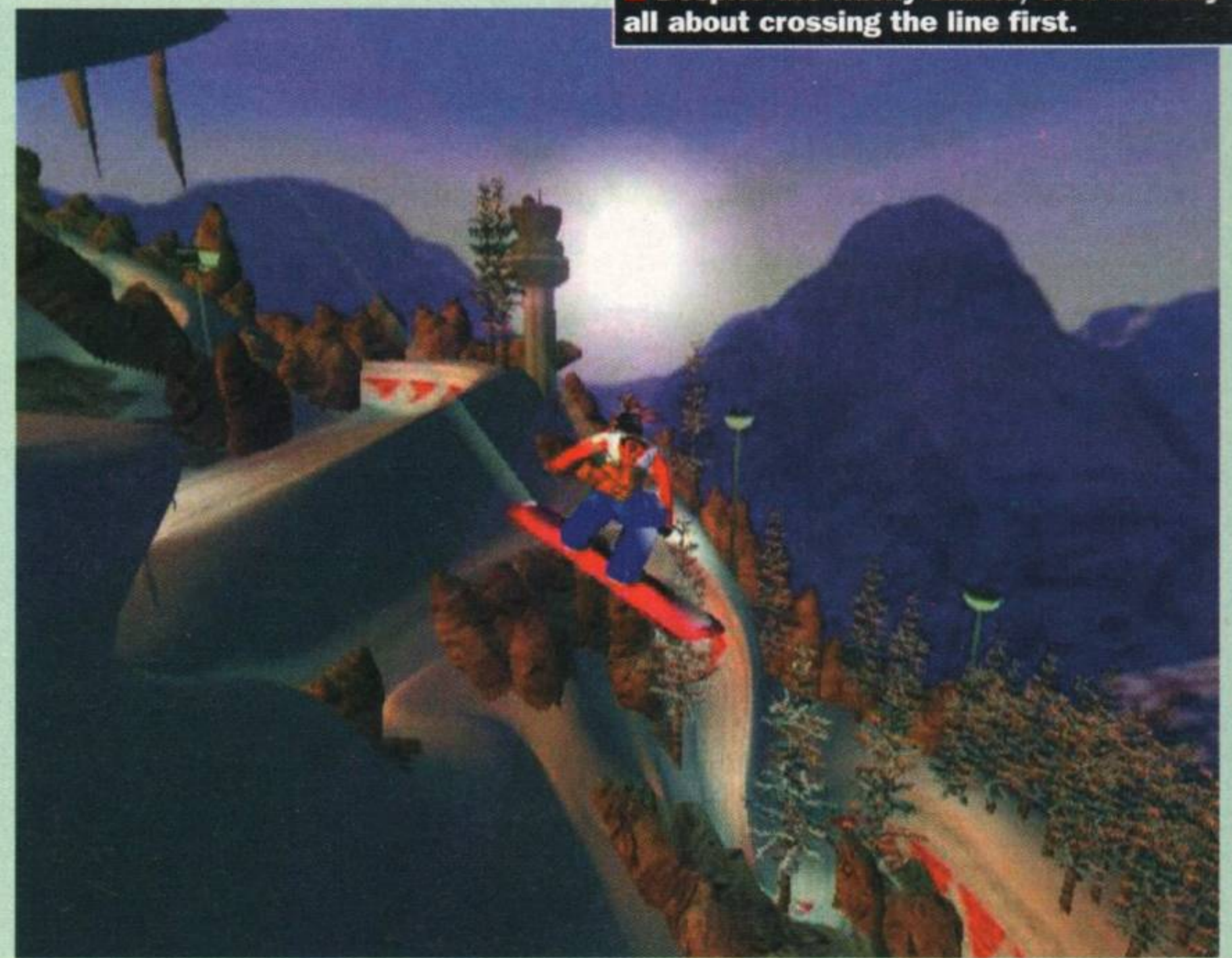
■ There are plenty of opportunities to pull off gravity-defying stunts.



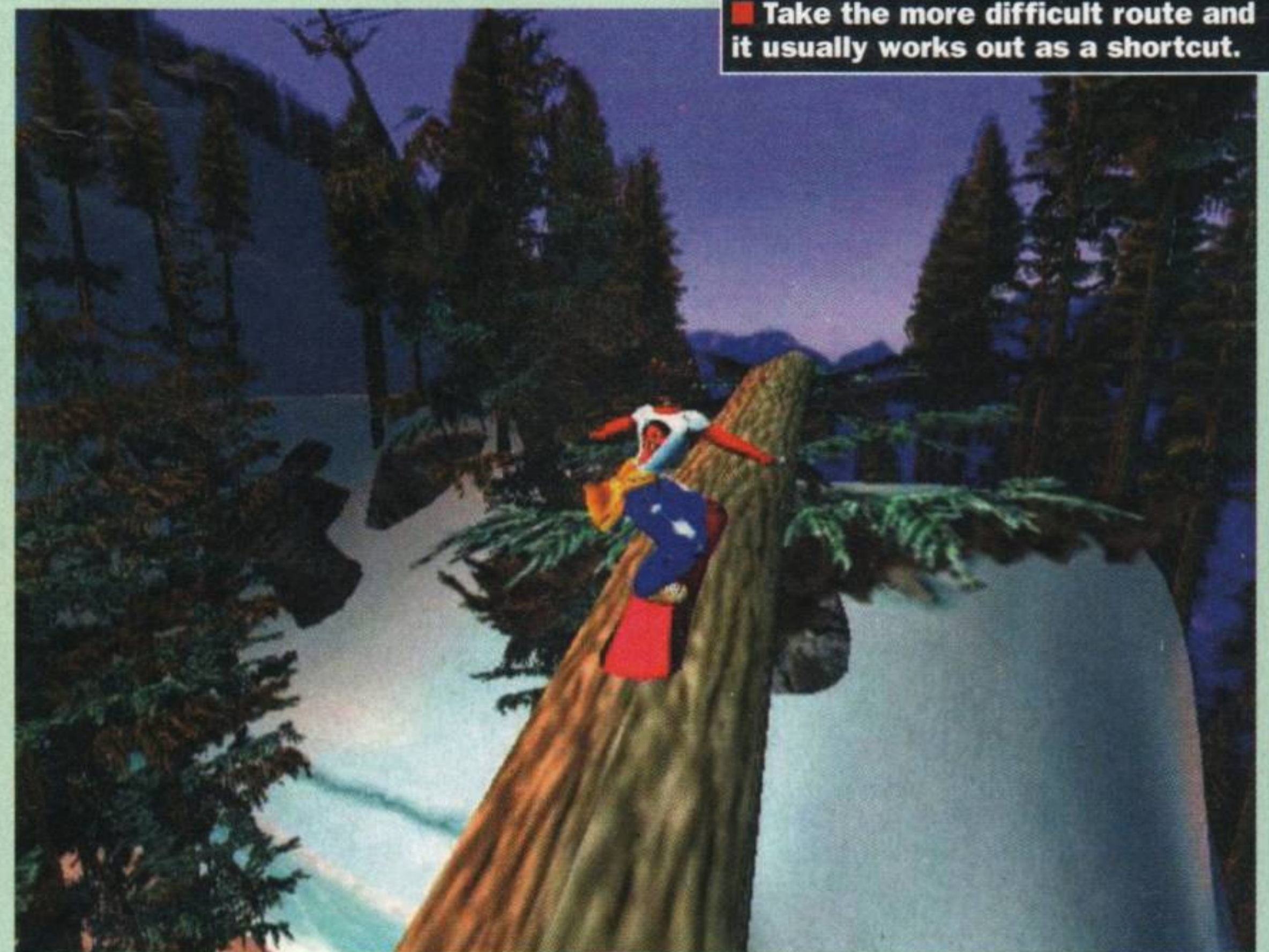
■ Pulling off a few stunts will open up secrets and new courses.



■ Different types of snow affect your boarder differently.



■ Despite the flashy stunts, *SSX* is really all about crossing the line first.



■ Take the more difficult route and it usually works out as a shortcut.



■ Indoor courses allow for some spectacular lighting.

SMUGGLER'S RUN

Bringing a slice of Hazzard County to the PlayStation2.

Whether it's simulation or stimulation, a driving game should be fun and *Smuggler's Run* attempts to provide high speed thrills without taking itself too seriously.

Having been a lone wolf, your character joins up with a dodgy mob for back-up. Prove yourself and you're on board with The Forgotten. Each mission centres around collecting contraband and making the delivery before the boys in blue get you.

Sounds run of the mill, but the size of the levels will surprise you. *Smuggler's Run* must have the biggest 3D environments of any racer and you can go anywhere you like as long as your vehicle can manage the terrain. Another refreshing aspect is that everything is kept simple: as soon as you jump behind the wheel, an arrow at the top of the screen tells you where you should be heading. It's also colour coded for pick-up or delivery, so all you have to worry about is driving.

Vehicles come in a number of guises with different attributes, the high-powered buggy being one of the coolest. Floor the pedal, rip around the countryside and before you hit top gear the cops will be screaming in from all sides. Basically, they're lunatics. They're not interested in pulling you over, all they want to do is smash up your motor, even performing flying leaps onto your wheels when things get desperate. Oh, and every pick-up is under a time restriction – take too long and it's game over.

Besides the mission based game there are modes you can jump straight into for a quick blast. They play in much the same way, only this time you're against computer-controlled cars all vying for the contraband. Add to this a two-player mode and things are looking fine in the land of moonshine and annoying draws.



Catch up with the crazy varmints in next issue's review



Those are your team-mates. Yep, the computer vehicles are none too clever.



A race where you have to hit checkpoints and finish first.



Everything can be interacted with, including this train.



These boys won't stop until you're damaged beyond repair.



Collision damage is shown by bits falling off and smoke trails.

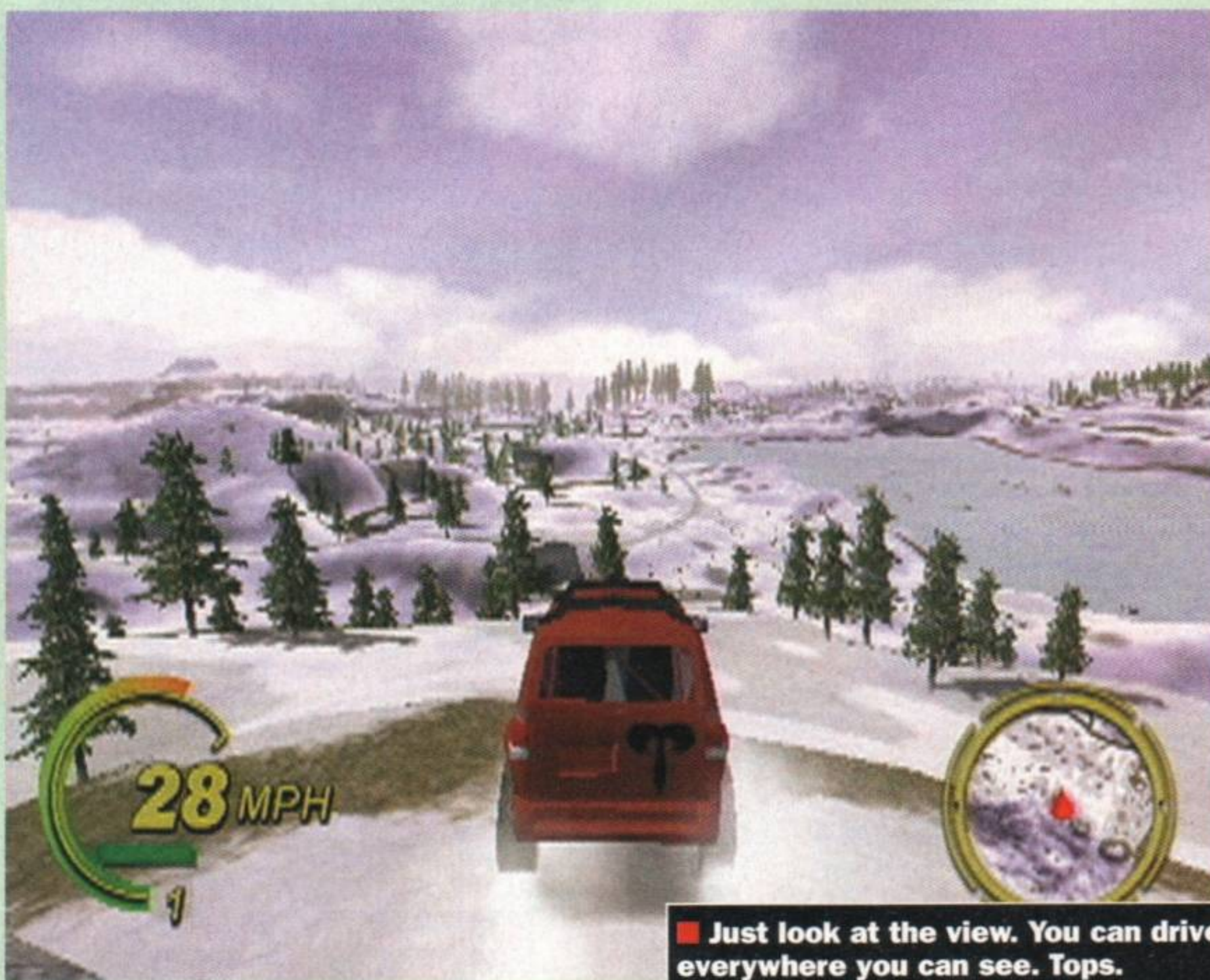
BEST BIT SO FAR!

Free Wheeling

The huuuge levels are a dream to drive around. They're massive, absolutely packed with features from rolling hills to small towns and have more undulations than a belly dancer. Everything you see is in glorious 3D and the view goes on for miles and miles. Even the road kill varies – just try taking out those Boy Scout parties! It's all looking pretty damn fine so far.



Just one example of the road kill available for the sickos out there.



Just look at the view. You can drive everywhere you can see. Tops.

FANTAVISION

Make like Guy Fawkes and light up the night sky on your PlayStation2.

Bizarre. That's the one word that sprung to mind when we first clapped eyes on *Fantavision*. But bizarre can be good and, thankfully, it looks like this game will be just that.

In a nutshell, your main objective is to rack up points by creating your own firework display. The gameplay itself is fairly unique, but its central theme doffs its cap to previous puzzle games like *Tetris* and *Missile Command*. And, like all good puzzle games, the premise is very simple to understand but fiendishly difficult to master.

Wielding a trusty 'laser beam', your mission is to target unexploded fireworks that are tossed up into the air and attempt to link up three of the same colour. This enables you to

detonate them into an eye-pleasing flurry of psychedelic splashes. The fun really starts when you try to get 'Daisies', which are combos of colours, such as three blues followed by three greens. To get the big points, you have to blow them all up at the same time.



As you progress, you will be quick to realise that firework bulbs rarely come in nice easy groups of the same colour. Which means you have to hang back to match groups and risk losing the bulbs altogether.

Essentially, that's all there is to the game. But it's fun, different, visually pleasing and, importantly, staggeringly addictive. And let's face it, if it wasn't frown-inducingly tough, then you'd lose interest far too soon – although it probably won't challenge the more

seasoned gamer. It does feel a little short on variety but then, that's the nature of puzzle games. What it does have is the cheesiest, most banal organ tinkling tunes ever to feature in a game, and truly bonkers cut scenes between levels. These feature a family of very clean-cut American types sat around an obviously artificial room,

smiling at each other while carrying out some mundane activity...

Fantavision is wholeheartedly odd, but if the finished product can capture the addictive simplicity of classic puzzle games, then this could be pretty explosive. More soon.

Will Fantavision explode or implode? Find out next month

BEST BIT SO FAR!

Daisy Chaining

High scores in themselves aren't particularly exciting stuff, but when you manage to link up a 4-Daisy – that's four sets of different colours in one huge combo – then you can't help but feel chuffed. Not only does a big grin of self-satisfaction swell across your chops, but the screen also rewards you with a massive firework display of psychedelic overkill. Can't be bad.



■ Scores are broken and displayed at the end of each level. Mmm, 4 Daisy combo... sweet.



■ By including star icons in your display, you'll eventually spell the word 'starmine' in the bottom left corner. This accesses the bonus level.



■ The rainbow coloured rocket links the different sets of colours.



■ Save to memory card and add weird effects to the replay.



■ Yep, this is one of the weird cut scenes between levels we were talking about. Bizarre!



■ The backgrounds occasionally have moving 'parts', the best so far being this gorgeous comet.



■ It doesn't take long before the sky gets very complicated and selection becomes a tad stressful... and highly addictive.

AND FINALLY...

SERVE YOUR COUNTRY

Is life's tedium getting you down? Rediscover the meaning of excitement with a temporary job at the DEFENCE RESEARCH TEST FACILITY. We have a constant supply of vacancies across the chemical, biological and ordnance testing divisions, with staff shortages in the following positions:

MUNITIONS AND FIELD SURGERY TEST SUBJECTS

A rewarding job testing the effects of the latest generation of live rounds on the human body, including a second bonus position (with paid overtime) helping our student physicians learn to amputate limbs in a combat situation.

DOG HANDLERS

Like animals? You could play a important role in the training and development of our new breed of genetically engineered mutant Satan Terriers, teaching them to distinguish between live human beings and shredded corpses.

IMMUNOLOGY ASSISTANTS

Do your friends and family comment on how healthy you are? Do you rarely fall ill to colds or stomach bugs? A highly developed immune system could be your ticket to a career within our BIO WARFARE department, where you will take part in a first-hand preview of the next generation of viro-bacterial agents.

DATA PROCESSING ASSISTANTS

In times of war, data resources can be hard to come by. You can help our team of INFORMATION EXTRACTION professionals develop new techniques in a simulated wartime prisoner-officer data exchange scenario.

GENERAL ASSISTANTS

If you are unsure as to which department you would prefer to join, a job as a General Assistant is the answer. You will be assigned to a department as soon as the next staff vacancy arises. Average waiting time is 20-30 minutes.

EXPERIENCE NOT NECESSARY.

Single people (esp. students) preferred, although family vacancies can be arranged.

MUCKBURGERS



Restaurant Workers

Train for a career in catering. Potential to earn minimum wage within just two years. Must be resistant to foul smells.

HIT ROCK BOTTOM!

We've got the perfect job to suit you.....

Hygiene Operative

Be part of the team that keeps our sewer systems slick and smooth-running. Polishing equipment will be supplied but you'll have to bring your own clothes.

Grommet Fitter

Due to failure of grommet-fitting robot, a vacancy exists in the grommet dept of a major grommet company. The ideal job for people who enjoy standing up and making small, repetitive movements for 12-15 hours per day.

Commissioner for Bricks

A responsible role within a European Commission department assigned to count and regulate the total number of bricks used to construct the average European domestic dwelling.

Dead End Employment Agency

CREW REQUIRED

For interstellar mining expedition.

Must be fit, healthy and willing to leave the comfort of your hypersleep chamber to investigate strange noises in dark corridors.

The ideal candidate will be:

- Female
- Fond of slime
- Six inches taller than male crew members
- Wearing a Frank N Furter novelty wig

The Company wishes to state that under no circumstance will the successful applicant be locked in a confined space with a xenomorph, terrorised by psychotic robots or impregnated with alien DNA in an attempt to make the expedition last twice as long as it ought to.

Previous applicants especially welcome

Alien Resurrection is reviewed on page 28

RESERVE ME VIDEOGAMER!

Newsie, can you please set aside

Video Gamer

issue two for me?

Mr/Ms/Miss/Mrs

Initials

Surname

Address

Postcode

VGM02, out 29/11/2000



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BEWARE OF IMITATIONS

- ◆ Prince Naseem
- ◆ World Champion
- ◆ 35 Fights
- ◆ 35 Wins

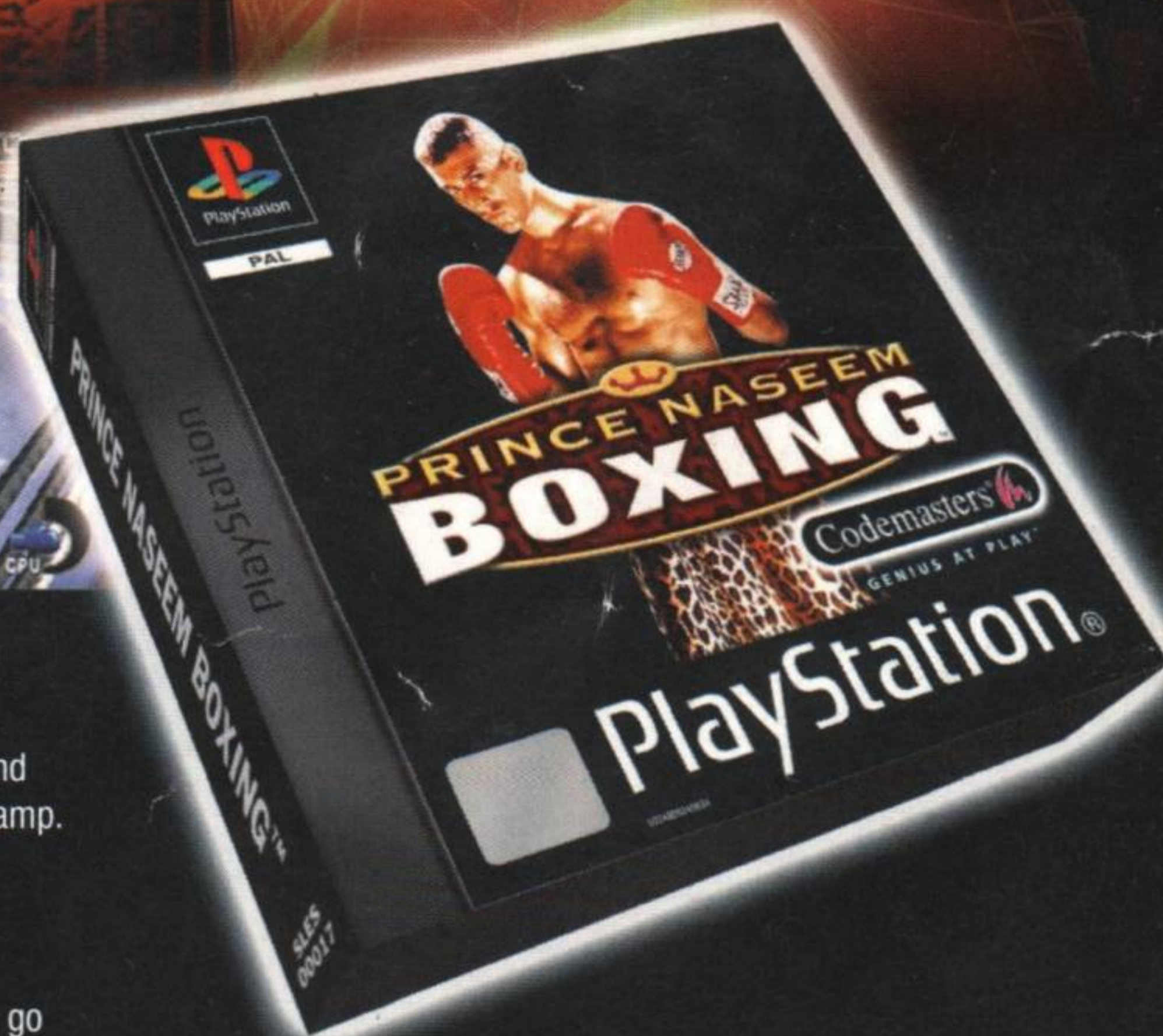
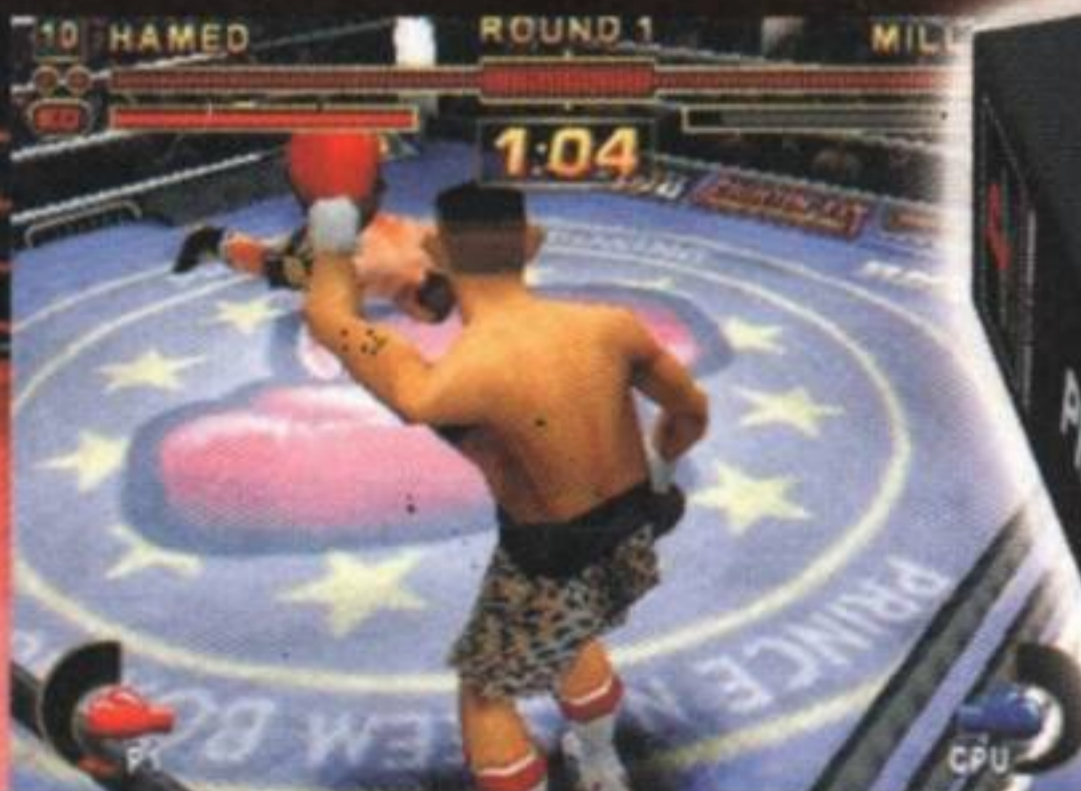
- ◆ Prince Naseem
- ◆ World Champion
- ◆ 35 Fights
- ◆ 35 Wins

"This knocks the competition through the canvas"

Power - The PlayStation magazine

"Prince Naseem Boxing is shaping up to deliver a knockout blow to any other boxing sim"

Official PlayStation Magazine, Sports special



Fight Naz, or as Naz!

Take on the champ and a ton of bad-ass opponents on your way to the title shot. Or, be Naz, and feel what it's like to knock the world senseless.

It's real! It's fierce!

The incredible realism includes sound effects, blood, facial damage, sweat and individual recovery rates that can turn any bruising hero into a zero.

Take on the world!

Three modes of play include Showcase, Versus (winner keeps going), and World, where you train and manage your fighter up the ranks to undisputed champ.

Make 'em eat canvas!

You can power up a punch to increase damage - or nail your opponent's sweet spot, then watch him go 'nightie-night' as the lights go out on his lame career.



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OUT NOV 3rd

Codemasters

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