

The videogame magazine

October 2000
Issue 24



Amaze

PlayStation N64 PS2 PC Dreamcast Game Boy

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FIRST VERDICT INSIDE!

TIME SPLITTERS

THE GOLDENEYE TEAM RETURN ON PLAYSTATION2!

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pages of

Driver 2
No One Lives Forever
The Future of Games
Factor 5
Power Stone 2
Vib Ribbon madness
ISS on PS2

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GAMES
TIPPED
INCLUDING WORLD
TOURING
CARS!

REVIEWED!

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This month



TIMESPLITTERS

TimeSplitters is the first game from Free Radical Design, a company set up by four ex-Rare coders who worked on the brilliant GoldenEye. Like their previous venture, TimeSplitters is a first-person shooter, but there the similarities end. Whereas GoldenEye was stealthy and narrative-led, TimeSplitters is a no holds barred affair, with all-out war against roomfuls of scary-faced foes very much the order of the day.

TimeSplitters is also on PlayStation2 and looks better, moves smoother and runs faster than any game yet seen on a home console. See more on page 48...





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TimeSplitters

Arcade meets Free Radical Design – the ex-*GoldenEye* team which has blasted onto the PlayStation2 with a stunning first-person shooter that could be the highlight of the PlayStation2 launch.



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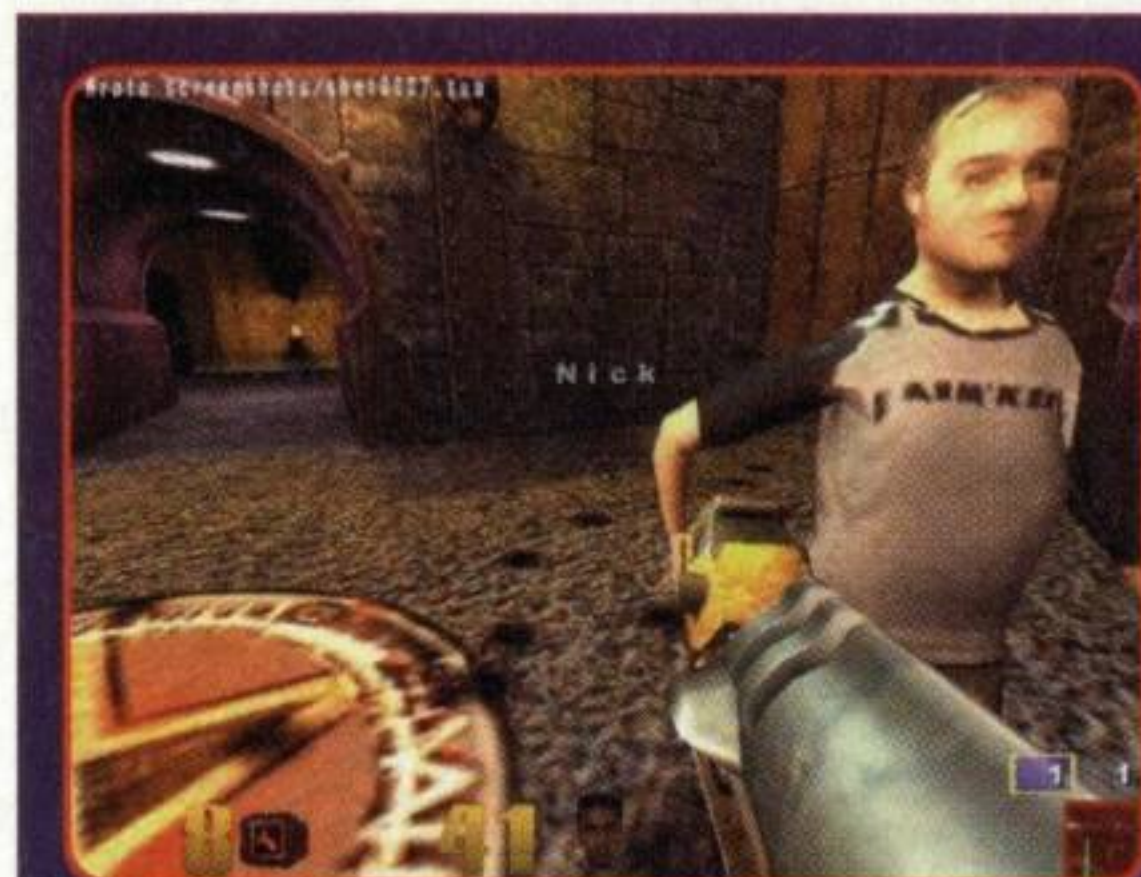
Game Boy Color: *TOCA Touring Cars*, *X-Men Mutant Academy*, *Cool Bricks*, *Oddworld Adventures 2*, *Puzzled*, *Magical Drop*, *Alfred's Adventure*, *Blaster Master*
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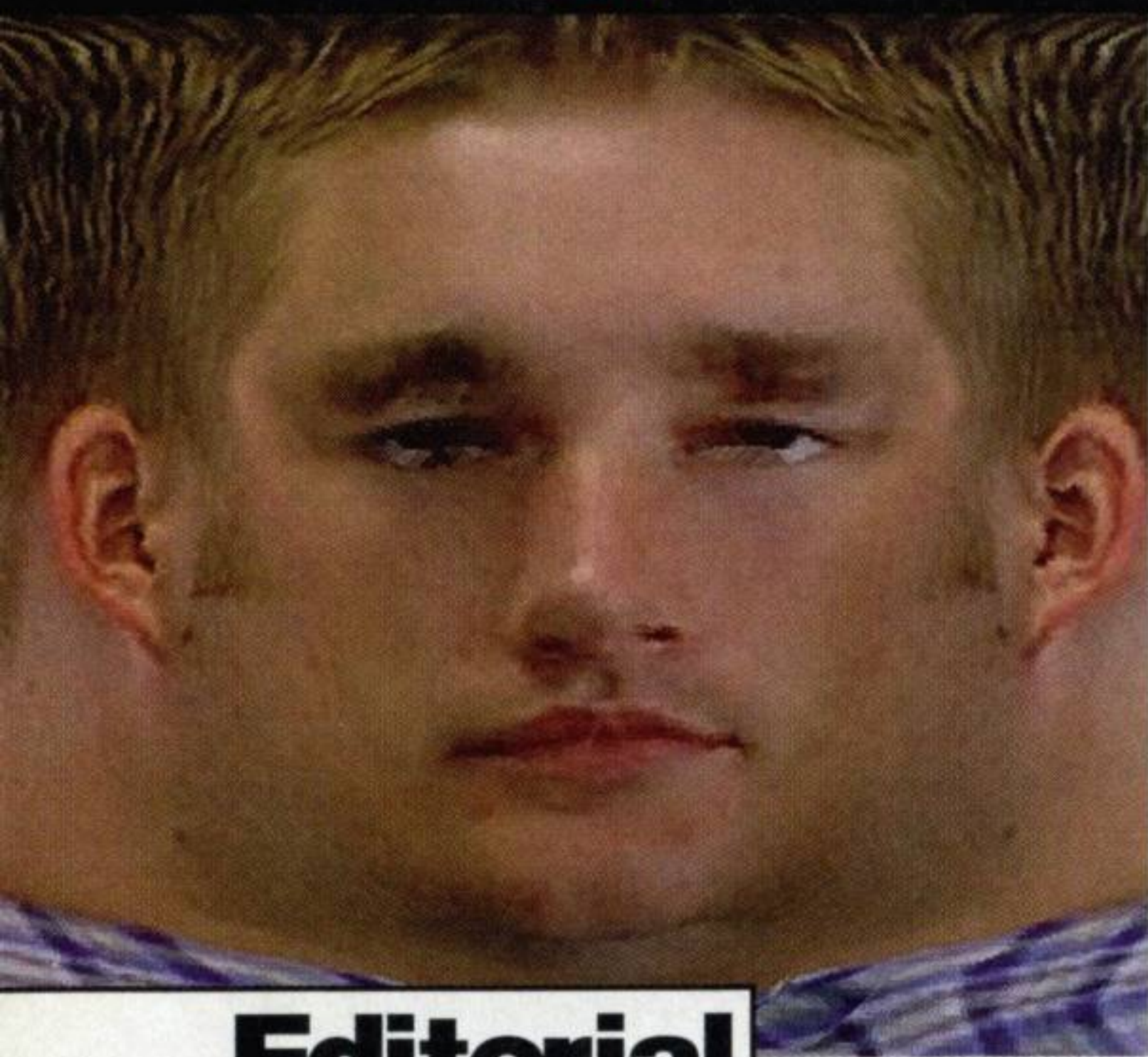


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The videogame magazine Arcade

Editorial & advertising Telephone 01225 442244 Fax 01225 732275 (editorial) 01225 732282 (ads) E-mail arcade.mag@futurenet.co.uk Cover Time Splitters (Free Radical)



Editorial

Just in time

TimeSplitters, the first game from Free Radical Design (a four-man team that escaped the Rare compound after contributing to the wondrous *GoldenEye*) is really rather special. Without the clutter of a complicated premise, it harks back to the good old days of *Doom*, where roomfuls of nasties came at you from every angle, and your job was simply to fill them full of holes.

Of course, *Doom* didn't quite have the technical prowess of *TimeSplitters*, and it didn't have serious hardware like the PlayStation2 at its disposal, but parallels can definitely be drawn between the two titles.

We travelled to Nottingham to speak to Free Radical, now an eight-strong team, and found out more about one of the PS2's most awaited launch titles – as well as what type of game the company are tackling next. (We'll give you a clue: it's got guns in it.) Flick to page 48 to find out more.

This month has actually been pretty special games-wise. As well as the excellent *Alien Resurrection* and *Tenchu 2* on PlayStation, we've got *Power Stone 2* and *Ferrari F355* on Dreamcast, *Heavy Metal* and *Carmageddon* game on PC, and the far-from-perfect, but enjoyable *Spider-Man*. We've also had ourselves a look at *Jet Set Radio* – turn to page 46 for that – as well as turning up a couple of surprises in the shape of the magnificently playable *Mario Tennis* on N64 and *SSX*, EA's PS2 snowboarding game. Both of these are in our stonking 16-game Coming Soon section, starting on page 18.

As promised last month, we also take a good look at the future of games: Jamie got to dress up in silly-looking VR gear, Nick and Rich somehow managed to snog each other in *The Sims*, and everybody laughed at my virtual face when it came back with the eyes seemingly glued together. Sniff.

Oh, and by the way: we're going to be taking a few months off to make *Arcade* even better than it already is. So, they'll be no issue of *Arcade* next month, but on November 1, they'll be an all-new, meaner, leaner version, better than before but just as brilliantly written. Keep your eyes peeled...

Until next time!

Tim Weaver
Editor

It's your letters

Niggly word-based itch? Let us soothe camamile-like gaming knowledge into your problem...



Letter of the month
Less Lara means more

So, Lara's back, then. When you broke the news last month, that *Tomb Raider 5* was – predictably, it has to be said – well into development, I must confess to not even feeling *mildly* excited. It's not always been the case: I played and finished the first two *Tomb Raider* games, and enjoyed them immensely. But, with every sequel, something has been lost, and with the last game, which I played for an hour or so, there just didn't seem to be any of the old magic.

How, then, do you prevent a series from becoming stale? I think by simply restricting the number of sequels. If you look at the *Mario* series, for example, every one is better than the last, combining brilliant level design with innovative new ideas and implementation – and, crucially, they tend to be years apart. Perhaps the shortest time we've had to wait is the two-years between *Yoshi's Island* and *Super Mario 64*.

I know *Tomb Raider 5* is out there to make money for Core, but what if they held off until they had something truly different to bring to the game? There would be more anticipation, it would have more impact, and Core would probably make stacks more cash. It might also be more fondly remembered than just another *Tomb Raider* sequel.

Kevin MacDonald, Dudley

Mmm, yes, we'd agree with that. Thing is, though, Lara means moolah. There are enough people out there who will buy a Tomb Raider sequel every year for the rest of their lives, to justify Ms Croft's annual outings – and let's not forget, the previous Tomb Raider games have largely been very, very good.

Arguably, Tomb Raider Chronicles – that's the posh name for five – will take a little of the sheen off the PlayStation2 Tomb Raider game pencilled in for next year, but who in their right mind is going to turn down the chance to play a 256-bit Lara? Not us, that's for sure. It's a toughie, certainly.

Dismay-teen

I'd been following *Perfect Dark* closely all the way through its development and, on 30 June, raced down to the shops to nab myself a copy. But, shockingly, I wasn't able to buy it because it's rated 18 certificate. Why?! Now that I own the game, I don't know what all the fuss is about. I mean, *GoldenEye* wasn't an 18, neither were similar games on the system such as *Quake II* and *Turok 2* – and in *Turok 2* you could blow holes through people's chests. What is it that makes *Perfect Dark* any worse?

James Griffiths, Worcester

Well, first off, it's good to see that your local games store isn't doing its job properly: if you couldn't buy a copy in the first place, technically you shouldn't have been able to buy a copy at all – seeing as you're underage and all that.

Still, as you rightly point out, Perfect Dark isn't your standard 18 certificate game. There's no limb removal or



exploding head shots, there's no X-rated language and there's certainly nothing particularly adult about the storyline. What there is, though, is plenty of human carnage and, whereas Quake II and Turok 2 had tank-sized robots and odd-looking swamp things, Perfect Dark has reams and reams of realistic foot soldiers with bodies that squirt blood and corpses you can put 'afters' into. It's that human element, see. Killing razor-toothed lizards is okay, but killing other human beings isn't.

Place your order

Like many others, I'm really looking forward to 26 November and the launch of PlayStation2, and like many others I've also pre-ordered a machine at Electronics Boutique. However, upon hearing about Sony's decision to bypass stores at launch, things started to become a little unclear to me. How will we actually pay for the thing?



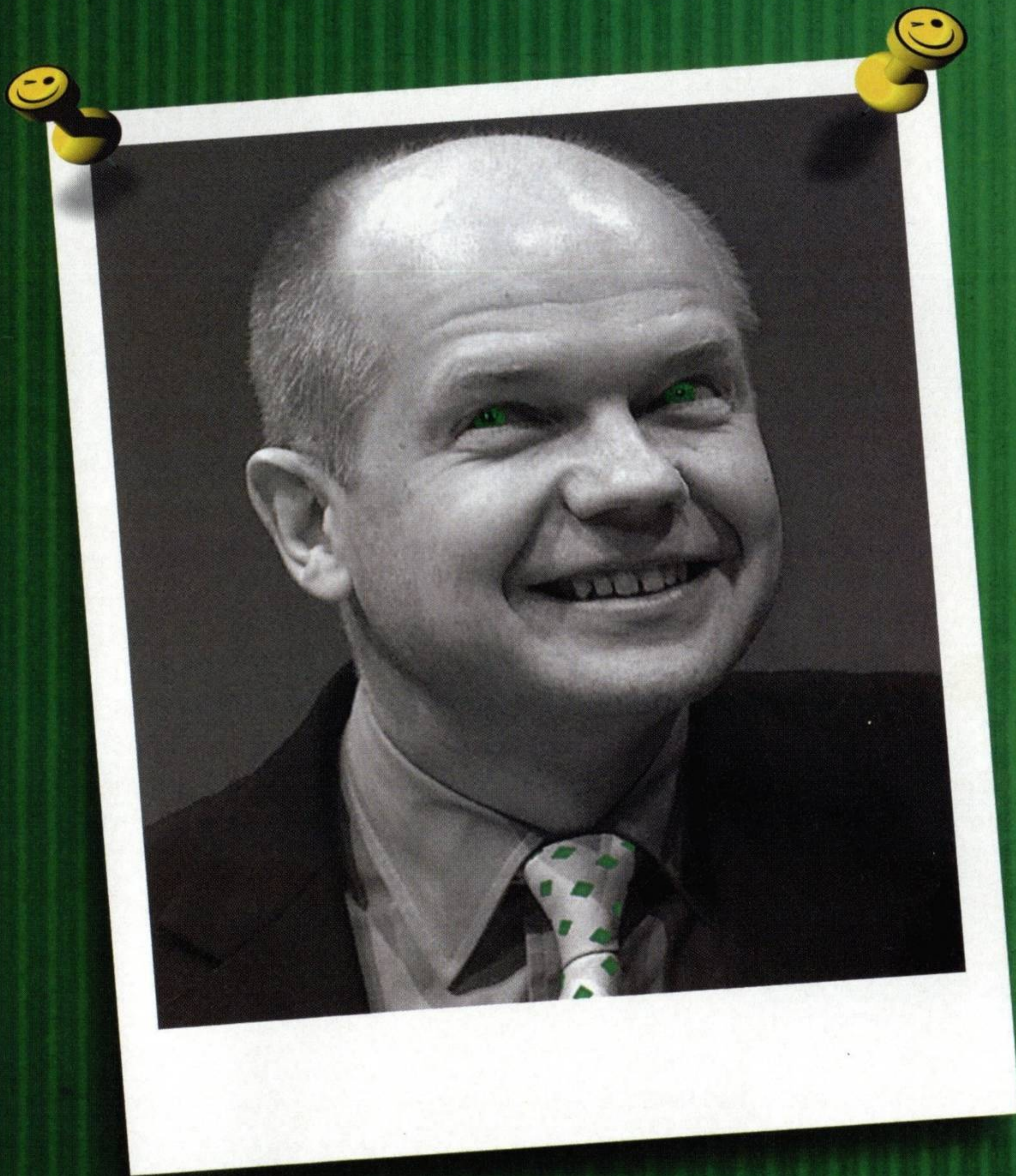
■ **Arcade 23: Not only did we 'do' Final Fantasy IX, but we also nailed Metal Gear Solid 2 in a huge six-page feature. My goodness, we keep you informed.**

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

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On the side

I found Tim in *Perfect Dark* and shot him right in the face. When he was on the ground, I then filled him full of even more lead.
Graham Withey, Weston-Super-Mare

Yeah, and it bloody hurt too.

By the way, I'm not at home on Tuesdays and Wednesdays because I do voluntary work.
Thomas K Phillips, Northern Ireland

Thanks for letting us know.

When will be the first time we'll see any X-Box stuff in public?
Hanif Lawrence, Bournemouth

Probably ECTS, London's decidedly downmarket answer to LA's swanky E3 games show, in September.

Dolphin's not really going to be called 'Star Cube', is it?
Jay Gammon, Leeds

That's the rumour. (Though, if it isn't true, we'll be very, very, very surprised. Very.)

Has *Arcade* got some kind of eating disorder? It seems to be getting thinner every month.
Andy Merrington, Loughborough

Yak.

Do we give our money to the stores and let them pass it on, or send a cheque in the post to Sony? I traded in my N64 to the hefty tune of £185, getting the money back in vouchers. If Sony are by-passing stores, can I still use the vouchers to help pay, or are they now completely useless?

Don't get me wrong, I think the idea is quite a good one. (And I pre-ordered mine anyway, so it's no skin off my nose.) But it's a little confusing.
Chris Charlton, Cambridge

The whole pre-order process has been a complete balls-up, really. Even now, no-one seems quite sure what the situation is, though, as we understand it, you can pre-order your PlayStation2 through the usual high street retailers, but they're only getting a certain amount so, once they've exhausted their quota, they can't order any more. But as you've pre-ordered you've got no worries and will be able to use those vouchers. (Machine allocation may change. At the time of going to press, Sony had just organised a retailers conference in London.)

The point of the whole exercise is supposedly to give Sony a chance to ensure everyone has an equal opportunity to grab themselves a piece of the action, but with all names and addresses going to Sony, it would also seem an opportune moment for the entertainment giant to build up its already bursting mailing list. So, if you pre-order, expect junk mail through your door at regular intervals.

anywhere between £30 and £50 just makes it seem that much more worse.

The N64 has a light sprinkling of great games and an awfully heavy dose of bad ones – let's just hope Nintendo tighten up their quality control for when Dolphin finally launches.

Mark Quested, Maidstone

We're not sure the N64 has any more third-party rubbish than the PlayStation does (in fact, we're certain it doesn't), it's just, with its lack of releases, you tend to notice the likes of Extreme G and Tonic Trouble that much more.

Unfortunately, with Nintendo going the way of DVD for Dolphin/Star Cube, most likely that won't stop – if development is made easier and cheaper it opens up the way for even more unmitigated drivel. On the other hand, though, it also means Nintendo will stand a much better chance of securing sleeper hits such as Driver and Tony Hawk's Skateboarding before anyone else, and we'd much rather have that than another console with less third-party tat, and empty release schedules.

All the right movies

I was thinking about the *Tomb Raider* movie currently in development, and wondered why it was that game conversions of movies – *GoldenEye*, *Die Hard Trilogy*, *Star Wars Episode 1: Racer* (to name but a few) – always turn out to be slightly better than conversions that go the other way, from game to film. I'm thinking, of course, about the awful *Super Mario Bros*, *Street Fighter* and *Mortal Kombat*. Is this a sign that Lara's movie debut might not be very good?

Tom Tanner, Glasgow

Maybe. But, Tomb Raider games are a little more story-driven than the likes of Super Mario Bros, and certainly Mortal Kombat and Street Fighter. And even if the film makers don't draw anything from the games' plots, it's pretty clear what the film's general premise will be: Indiana Jones with breasts.

With Angelina Jolie's in the role they can't go far wrong. All they need to do now is rip-off the Indy films – which they will – and we're laughing.

Write in and tell us!

■ Let *Arcade* know what you think about: **Tomb Raider 5** – a good or bad thing? Do you like the name **Star Cube**? Can **Nintendo** realistically see off **Microsoft** and **Sony**? Have you **pre-ordered** a **PlayStation2** – any problems? Are there too many **sequels**? Should developers be **innovating** a little more? **Write in!**

Third (rate) party

With Dolphin, or Star Cube, or whatever it's going to be called on the horizon, I was thinking the other day how the N64 would be remembered and, sadly, I think it'll be remembered most for the endless stream of mediocre third-party games that were used to fill the vacuous release schedules. Travesties such as *Carmageddon 64*, *ClayFighter 64*, *Fighting Force 64*, *Superman* and *Mortal Kombat Mythologies* were at least amusingly inept, whereas games such as *Extreme G*, *Tonic Trouble*, *Hybrid Heaven* and *Cruis'n World* were just plain average. And having to spend

Contributors

Smiling fountains of knowledge who speak via the medium of games.



Sam Richards

■ West country funster, Sam – officially the world's tallest man – flew off to Barcelona this month with Easy Jet, leaving behind him

a mountain of paperwork, half-finished reviews and CD's by bands who don't play 'real' instruments. When he got back, we strapped him to his chair – which is four miles high and two and a half miles in length – and made him play *Power Stone 2* until his eyes bled.

■ **Fave game:** *Power Stone 2*



Sam Toogood

■ *Arcade's* other Sam, a hulking great egg chaser from Bridgewater, helps Cornish funnyman, Alvin, to create the magazine's

brilliant look. When he's not designing, he's eating vast quantities of food (he has two breakfasts, you know), leching over pneumatic doll-lady Jordan and 'playing' *ISS Pro*. Sam went on holiday to Zante this month and only got two hours sleep all week. Freaking berk.

■ **Fave game:** *Spider-Man*



Lee Hall

■ Newcastle hardman Lee has recently moved in with *Arcade's* very own JR Sefton and says that, since he rearranged Jamie's face

for accidentally tuning into soft southern soap, *EastEnders*, things have been going well. At home he has a Dreamcast, PlayStation, PC and N64 and he even uses an old Sinclair C5 to bring cups of coffee into Jamie in the morning. Before pouring them all over his face. Nasty.

■ **Fave game:** *Star Trek Invasion*

The Videogame Magazine Arcade Issue 24

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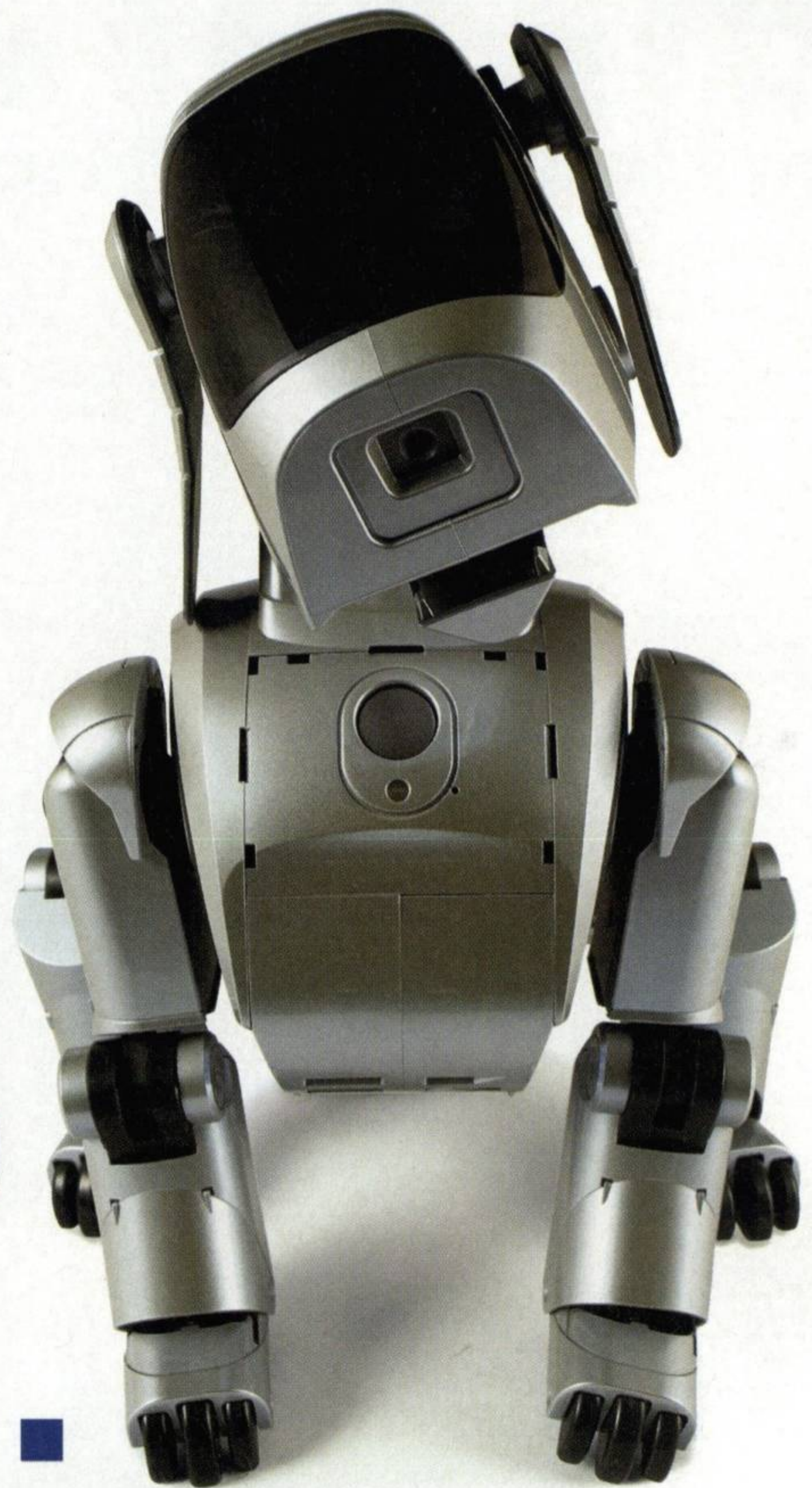
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GAME ON

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■ This man wants to sell you a PS2. "I was walking down the road one day when I saw a brown paper bag full of oranges fall from a shopping trolley and into the path of a speeding motor car. All four wheels of the car went over my back but I wasn't hurt."

BE PATIENT...

PlayStation2 delayed

New PS2 launch date: 24 November. Price: £299.

Sony has announced a delay to the launch of PlayStation2 in Europe. The revised date is now 24 November, some four weeks later than the originally proposed launch. However, US gamers will still be able to get their hands on one on 26 October. The price is also confirmed to be £299.

Arcade spoke to Chris Deering, President of Sony Europe, about the delay. He cited PlayStation2's exceptional performance in Japan for the delay in Europe. "PlayStation2's performance continues to exceed even the most optimistic forecasts in Japan. This revised launch date allows us to provide increased quantities on retail day one. In fact, we will be shipping many times more PlayStation2 units than when PlayStation was released in September 1995."

Deering went on to tell us why PlayStation2 will do well this winter. "We believe that our recommended retail price

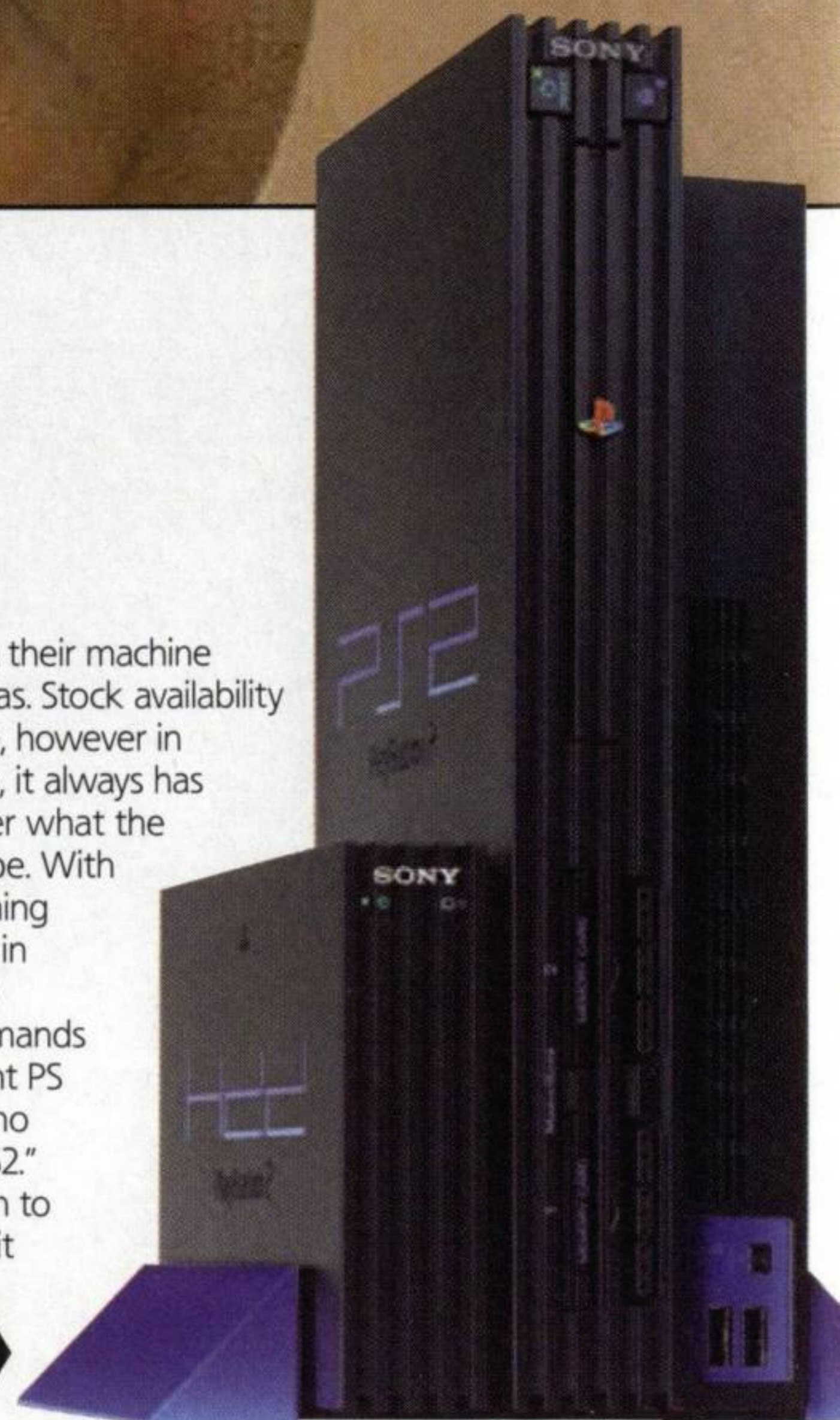
point represents great value for money for consumers offering interactive entertainment, DVD-video and future-proof technology poised to lead the broadband revolution."

Another spokesperson for Sony cited the fact that there was more involved in adapting the machine for the European territories – the majority of TVs in Europe use the PAL colour system while the US uses the NTSC system, the same as Japan. The source went on to confirm that developers would be encouraged to develop 60hz options for their games, enabling full screen, full frame rate gaming for users with TVs compatible with the option.

On the subject of Sony's pre order scheme Doug Bone, Games Manager for HMV, told us that "Sony has certainly implemented a rather radical approach to their pre-order process. Whilst the communication flow to retail has been consistent, they will need to maintain their traditionally strong PR message to the consumer, as there is still some confusion in the market-place as to how customers go

about securing their machine before Christmas. Stock availability will be an issue, however in Sony's defence, it always has been, no matter what the platform may be. With the overwhelming launch success in Japan, plus the production demands of the imminent PS One, it will be no different for PS2."

He went on to point out that it won't be a one horse race this

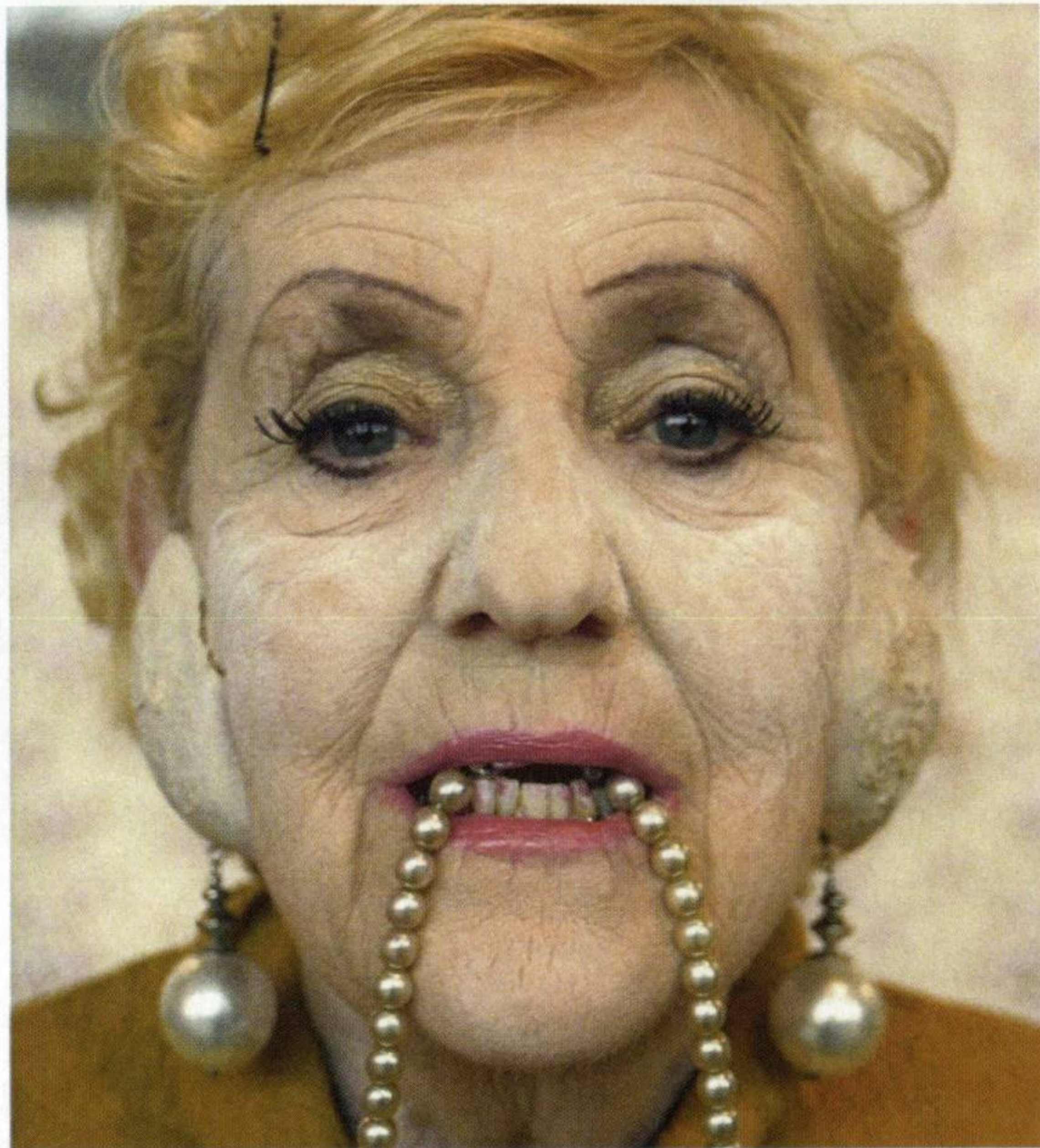


winter: "Alternatively, Dreamcast is entering a potentially exciting period. With the most impressive 128-bit software ever developed about to hit shelves, the opportunities for Dreamcast this Christmas are vast. In the same way that Nintendo 64 capitalised on stock shortages of PlayStation in recent Christmases, Dreamcast is poised to take similar advantage of PS2's limited availability."

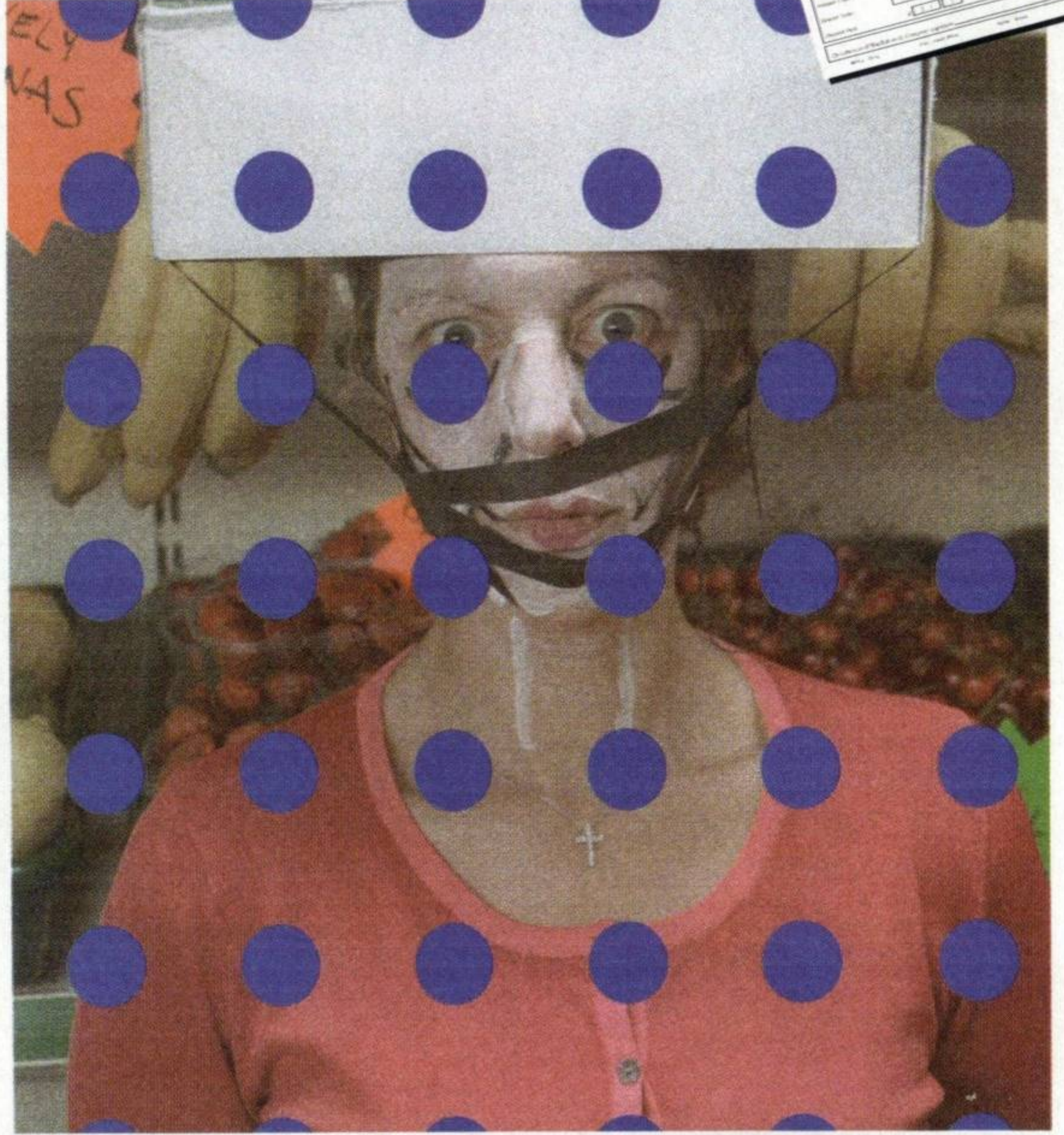
You can pre-order PlayStation2 from the usual retail outlets starting on 7 September. It will work on a first come, first served basis so if you want your PS2 before Christmas you'd better be quick, retailers will only be given the number of pre-order forms as there are PS2's. Sony has yet to announce how many PS2's will be available at launch. Meanwhile PS2 continues to sell extremely well in Japan. Sales of the console, set-top box or whatever you

want to describe it as, have recently passed the 3 million mark. In the five months since the launch of PS2, units have sold at four times the rate that the original PlayStation sold at.

In addition to this PS One, Sony's repackaged mini-PlayStation has sold almost 300,000 units since its launch in August – a figure that is the same as that of the original PlayStation in its first month and despite the PlayStation2's backwards compatibility. It seems that in Japan at least, Sony is in an unassailable position we can only wait and see if this kind of success is repeated in the US and UK this winter.



■ Trendy design company Tomato are responsible for the PS2 ads. "I am horse; sinew, muscle and hoof. I am thunder across your land."



■ Would you buy a games console from this woman? It appears that PlayStation2 has a strange effect on you. Parents be warned.

XDK OK?

Microsoft's X-Box Millions

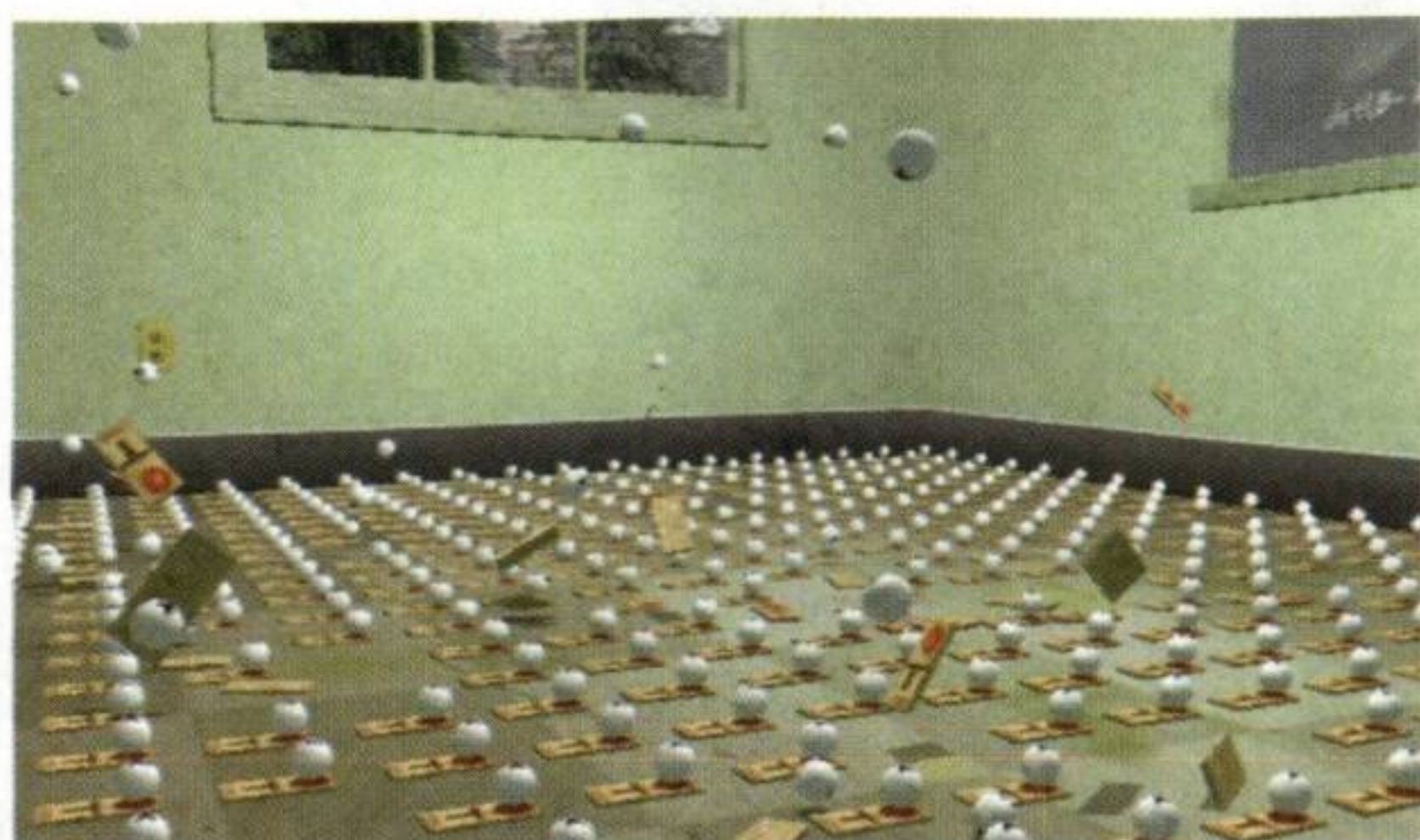
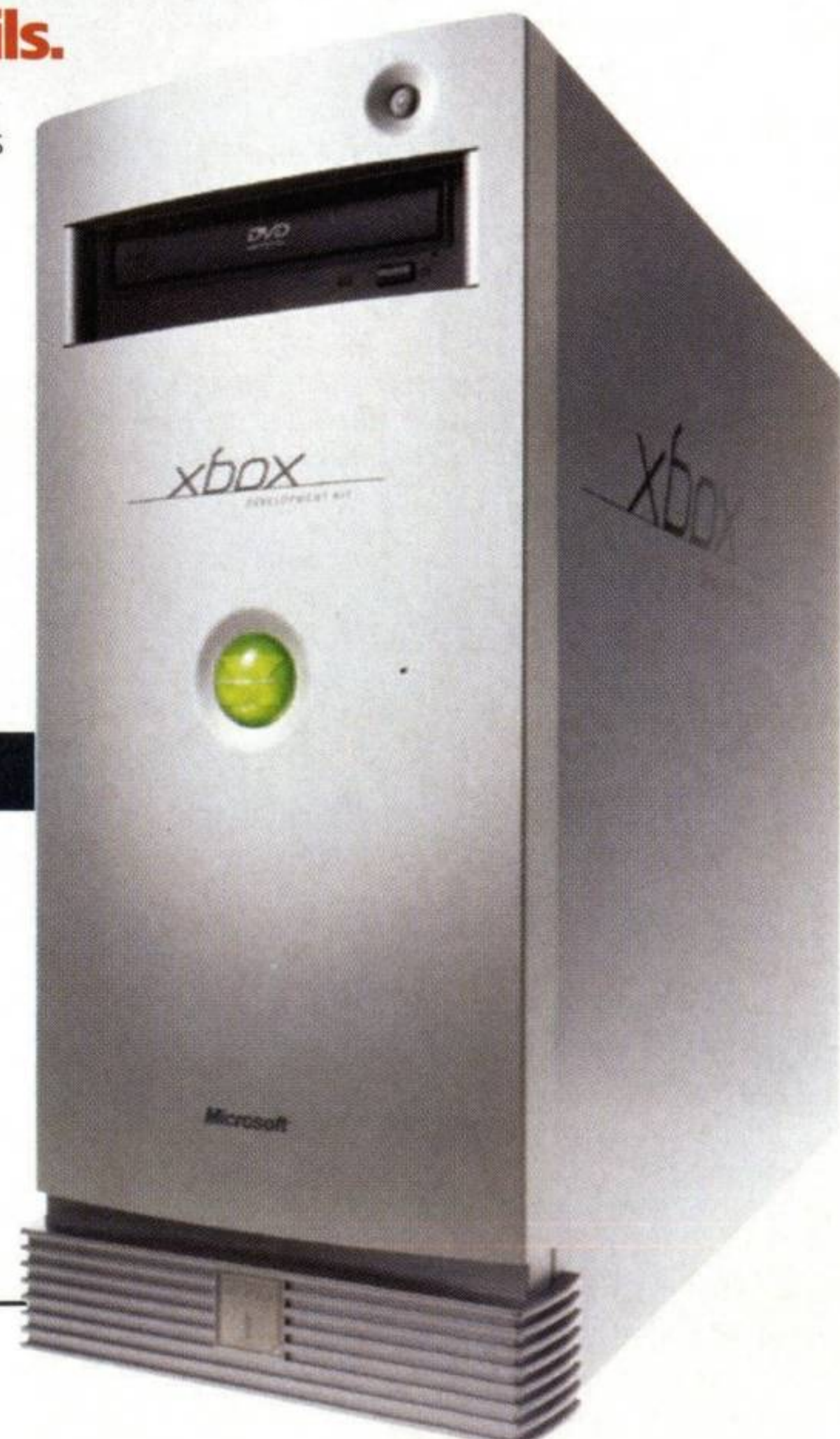
US giant announces huge marketing budget and Dev Kit details.

Microsoft has announced the biggest launch in videogame history with a whopping \$500 million dollars set aside for the X-Box. The huge amount of money is to be spent on marketing in the first 18 months of the console's debut. "Most of the money is for the American domestic market," commented Stephen McGill, Microsoft's UK Games Marketing Manager, "but the X-Box isn't about marketing – it's the quality of the games that'll count."

To prove the point, the company also revealed that it has started shipping out the X-Box software development kits to games designers worldwide – indicating that Microsoft has set the final consumer specifications for the next-gen console. The smart-looking 'XDKs' are

based on an Intel Pentium III 733 chip and include Microsoft's DirectX software tools for 3D sound, movie-quality video capture and stunning game environments using an advanced nVidia graphics card. They're also provided with a large hard drive, a hefty tome of technical documentation, off-the-shelf game pads as well as extensive support for developers with regular software updates.

X-Box is still a working title for the console, so future XDKs will change to resemble the final design and name of the new machine. Microsoft hope to have over a thousand kits in the hands of game designers by the end of October, leaving over 14 months for 'Minister of Fun' J Allard and his team to amass an impressive line-up of games for when X-Box is launched worldwide in Autumn 2001.



X-Box Specs

- Intel Pentium III 733 processor
- Custom nVidia 3D graphics processor
- 1920x1080 maximum resolution
- 64MB of unified RAM
- Custom 3D audio processor with 64 audio channels
- 8GB hard drive
- 4X DVD drive with movie playback
- Four game controller ports
- Broadband Internet connections
- Full-scene anti-aliasing
- HDTV support

GAME ON

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



■ **Golden Sun** appears to be the usual RPG fare. How long before we see *Pokémon* on GBA?



■ **Kuru Kuru Kururin** on the Game Boy Advance – described as “the simplest action game in the world”.



■ **Mario Kart Advance** – almost identical to the SNES version. Includes a link-up game.



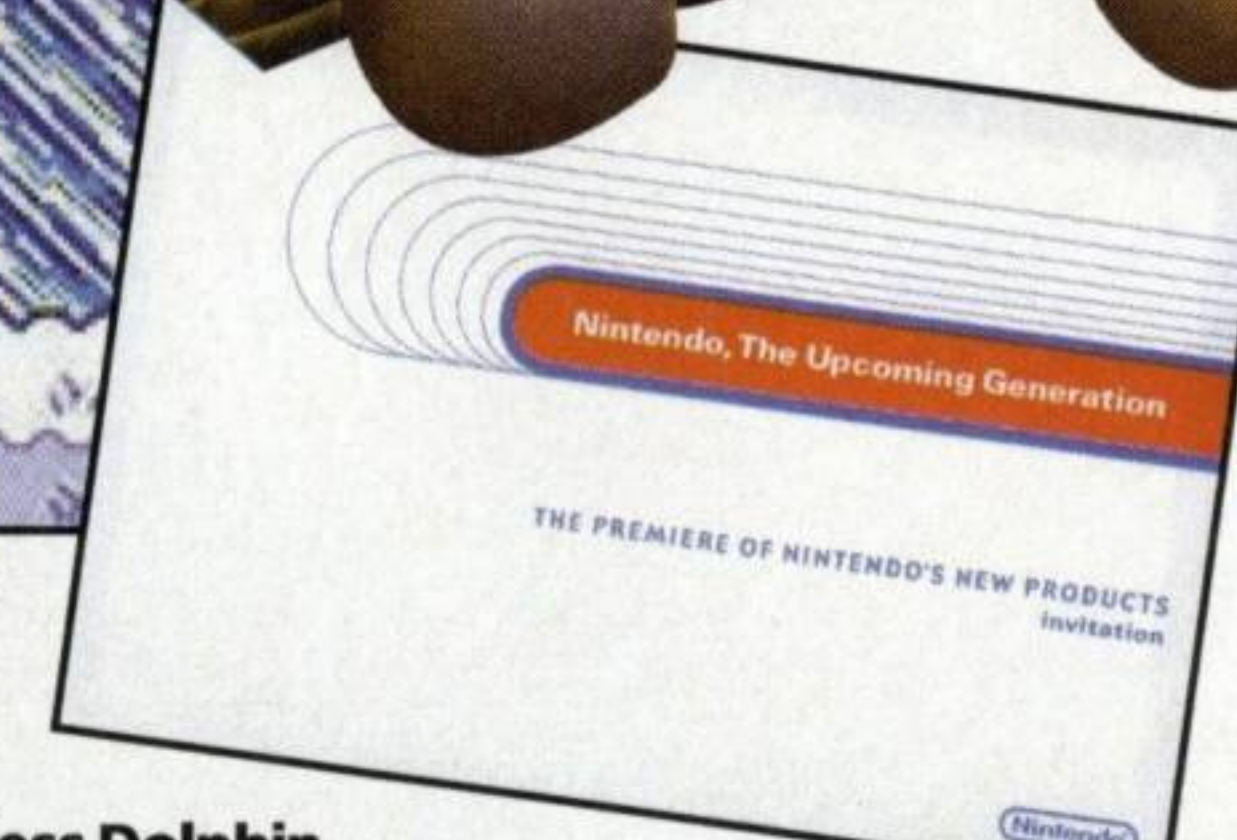
■ **Napoleon** on Game Boy Advance. An intriguing real-time strategy game based on the famous general.



■ **New N64 software** to be shown includes *Sin and Punishment*, a third-person shoot-'em-up.



■ **A new *Zelda* adventure** on Game Boy Color – you'll be able to play GBC games on Advance.



■ **The priceless Dolphin invitation.** Arcade was there.

SPACEWORLD 2000

Dolphin breaking waves

Nintendo reveal Spaceworld line up.

At the time of going to press (two days before Nintendo's Spaceworld show in Tokyo) the giant videogame company revealed its eagerly anticipated line-up. That line-up includes a special unveiling of the Dolphin console to a select few journalists (to be

demonstrated by Shigeru Miyamoto himself), and playable Game Boy Advance software that includes a version of *Mario Kart*.

Arcade also learned that Miyamoto would be showing a new controller for the Dolphin console, along with his latest *Mario* game. Needless to say, Arcade was invited to this ever-so-exclusive presentation, and will provide you with the juice soon.

The Game Boy Advance titles on show are *Mario Kart Advance* (working title), *Napoleon*, *Golden Sun* and *Kuru Kuru Kururin*. *Napoleon* is a real-time strategy game based on the famous 19th century French general and his battles. *Golden Sun* is an RPG where you take control of a young boy on a quest to save the world from an ancient science that has run amok. *Kuru Kuru Kururin* (surprise, surprise) is a

Japanese puzzle game described by Nintendo as “the simplest action game in the world.” *Mario Kart Advance* looks to be very similar to the SNES version, albeit with an option to link two Game Boy Advances together for some head-to-head kart racing.

Aside from all the excitement generated over the forthcoming Dolphin console and the Game Boy Advance, Nintendo is also expected to showcase a host of

new N64 titles including the intriguing *Sin and Punishment*. The game is set in a future world of overpopulation where resources are scarce. It follows the heroic exploits of two teenagers as they try to save Tokyo from various evil things. Apparently, the gameplay is very much in the mould of *Perfect Dark*.

Naturally, we will publish all the info from spaceworld when we get it.



INCOMING A six-pack of premium strength games.

3 months	6 months	1 year
<p>Aerowings 2 ■ Dreamcast ■ Crave ■ The original game focused largely on stunts and formation flying. This sequel is planned to concentrate on combat instead. Good.</p>	<p>FIFA 2001 ■ PlayStation ■ EA Sports ■ EA Sports ■ The inevitable seasonal update of EA's footie series. Promises to be the best videogame version... yadda, yadda, yadda...</p>	<p>X-Squad ■ PlayStation2 ■ EA Games ■ EA Games ■ One of EA's first PlayStation2 games can be described as a 3D action adventure. There will be lots of shooting involved.</p>
<p>Indiana Jones and the Infernal Machine ■ N64 ■ LucasArts ■ Conversion of last year's Raider-inspired PC game. Basically Indiana Jones in a Tomb Raider universe.</p>	<p>Theme Park World ■ PlayStation2 ■ Bullfrog ■ EA games ■ Manage your own theme park and rides in this attractive conversion of the PC classic</p>	<p>Max Payne ■ 3D Realms ■ Take2 ■ Photo-realistic first-person shooter. The action looks a lot like the action scenes in <i>The Matrix</i> – slow-motion bullets and 'bullet time'.</p>



MILK IT!

Lara Lives!

Busty heroine reincarnated for fifth game.

Eidos has recently announced the fifth in the *Tomb Raider* series, simply titled *Tomb Raider: Chronicles*. Nothing exciting there then. We are assured, however, that this fifth instalment is to be the most advanced yet.

The game begins at a memorial service for Lara. After the service, three of her closest

friends reminisce about their favourite gun-toting archaeologist and some of her less famous exploits. Here's where you come in. Four stories are told and you get to take control of Lara in each of the tales. With four stories there are four parts to the game, each has a very different style of gameplay. The Rome level is your classic *Tomb Raider* fare; the Irish island is done in the style of a *Famous Five* adventure and

features the young Lara solving puzzles and avoiding traps. The Tower Block level promotes stealth (you can sneak up behind guards and knock them out), and the U-boat level simply requires a load of shooting.

The PC version of the game will come with a level editor. Amazingly, *Tomb Raider: Chronicles* will be out in time for Christmas. We can hardly contain ourselves... **A**



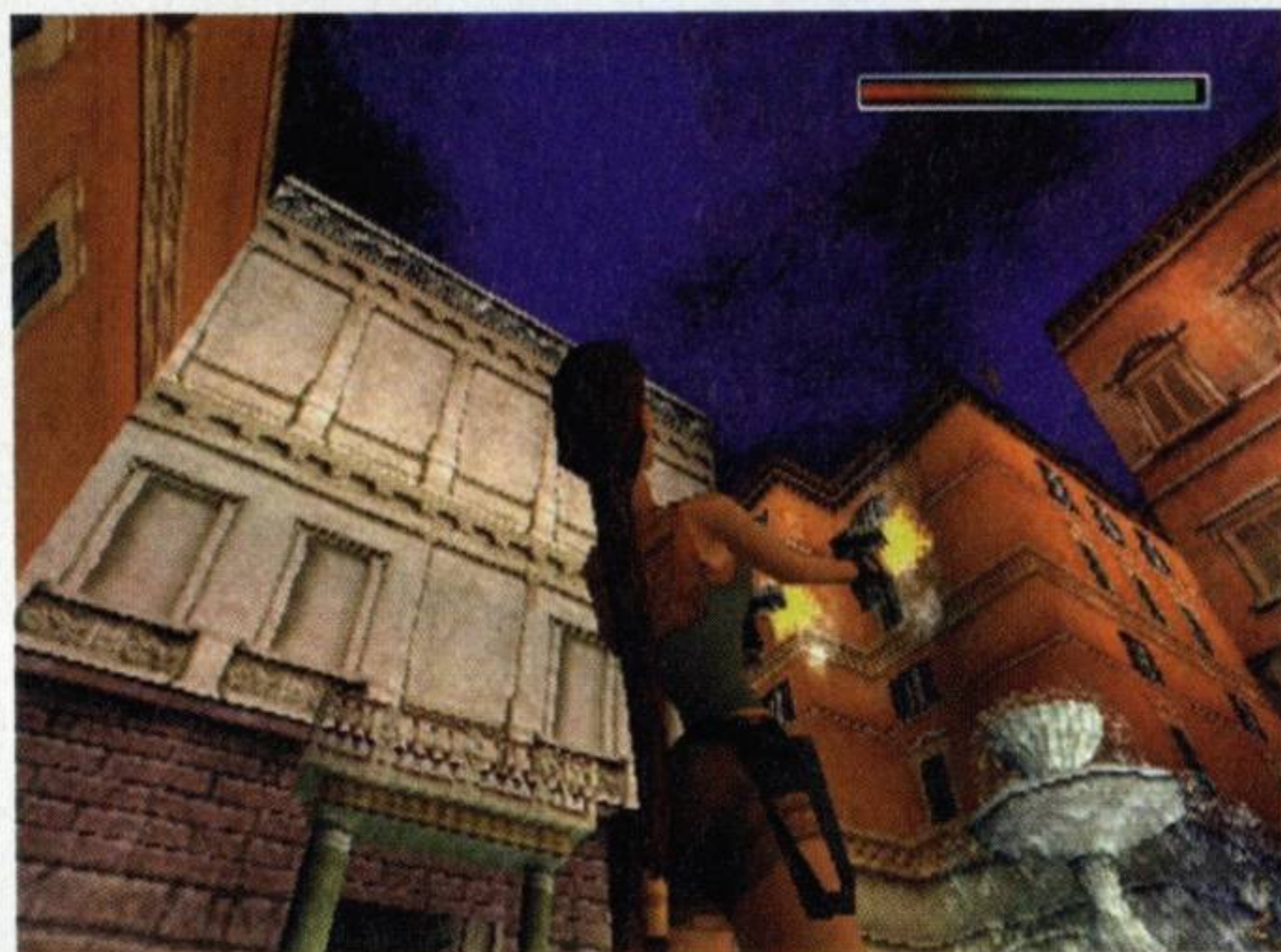
■ Tightrope walking is one of Lara's new moves.



■ One of Lara's new outfits: a set of combats.



■ Much of the gameplay remains the same.



■ Lara out and about in Rome. Core boasts that the enemy AI has been 'completely revamped' for the fifth episode.



■ The new sniper rifle – take guards out from distance.



■ More in the Rome level. Lara retains her trusty pistols as the standard weapons.

Sam Richards' World of Games



The zombie of the opera

A Japanese theatre group has put together a musical based on the *Resident Evil* games. Although the musical is short, it has proved popular enough for a tour to take place and will be appearing in various Japanese cities this summer.

Design a PS2

If you fancy trying your hand at designing a next generation peripheral and you are currently a student of design, this news might suit you. Joytech has announced a competition to design such a thing – the first prize is a 12-month placement in Joytech's product development department in Hong Kong. Second and third places will also receive a prize. You'll be able to get more information at the beginning of the autumn term from course tutors, or you can phone 0845 601 2294 to get more information. The closing date for entry is October 13.

What's the story?

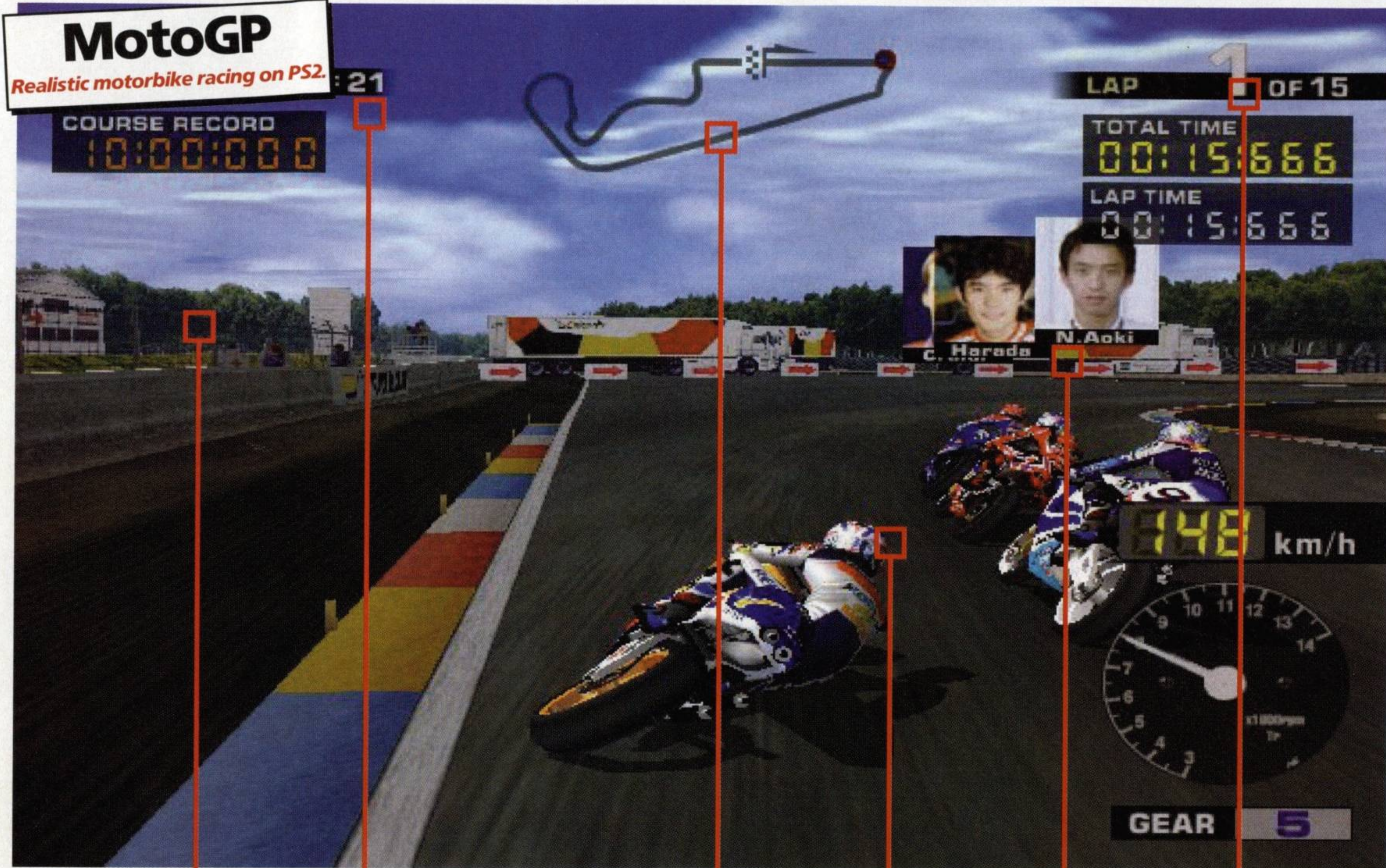
Jurassic Park creator Michael Crichton is set to enter the videogames arena for the first time with a new company called Timeline. It appears that the focus will be as much on story as on gameplay and game mechanics. Deanna Edwards, lead designer with the company stated recently on the web site that "I want to make a game so rich with story that it was as engaging as a great book or film: an entertainment experience that combines the visceral response of first-person action and delivers an engaging plot to get lost in." Not much is known about the game yet but it looks as if it will involve archaeology. Check out the game's progress at <http://www.timelineworlds.com/>.

Spock's Seaman

Sega has revealed that the English version of *Seaman*, their voice-recognition 'virtual pet' game for Dreamcast, will feature the vocal talents of Leonard Nimoy. Apparently, Nimoy recorded over 12,000 lines of dialogue for the bizarre and unsettling human-fish game.



"Gagging for it!" Like a great juicy pineapple.



Namco's *MotoGP* promises to do for bike racing what *Ridge Racer* did for cars. Brilliant arcade racing but with clever riders. Minus the skin-tearing crashes of course.

Far away
Far, far in the distance you can see the horizon. There's no sign of any pop up at all in this PlayStation2 racing game. Which will make a nice change.

Motorway madness
There are 21 bikes on the track, all racing one another, all making decisions, all trying to beat you. Each biker has a different racing personality.

MotoGP

- Format: PS2
- Developer: Namco
- Publisher: Sony
- Release date: Winter

Eating tarmac
There are five licensed tracks in *MotoGP*: Suzuka, Paul Ricard, Jerez, Donnington Park and Twin Ring Motegi. Non-real tracks will bring the total number near the 20 mark.

It's thinking
The bikers in the game all work 'independently', racing as individuals. This makes *MotoGP* very realistic. You can also adjust the way you sit on the bike to get maximum aerodynamics.

Pretty boys
Just so you know who you're battling against for that first (or last) place, you get these portraits of really famous Japanese bikers. Handy, that.

Long way home
The length of the each race can be tailored so you can have an 'arcade' four-lap race or go for the full on simulation number, with pit stops and the like.

NICKED!

Thief stolen by Ion Storm

Makers of Deus Ex to produce Thief 3.



Many gamers were disappointed to hear of the closure of Looking Glass Studios so soon after the completion of the excellent *Thief 2: The Metal Age*. Thankfully, most of the *Thief* development team have been given a new lease of life at Texas's Ion Storm. They will immediately begin work on *Thief 3* under the guidance of

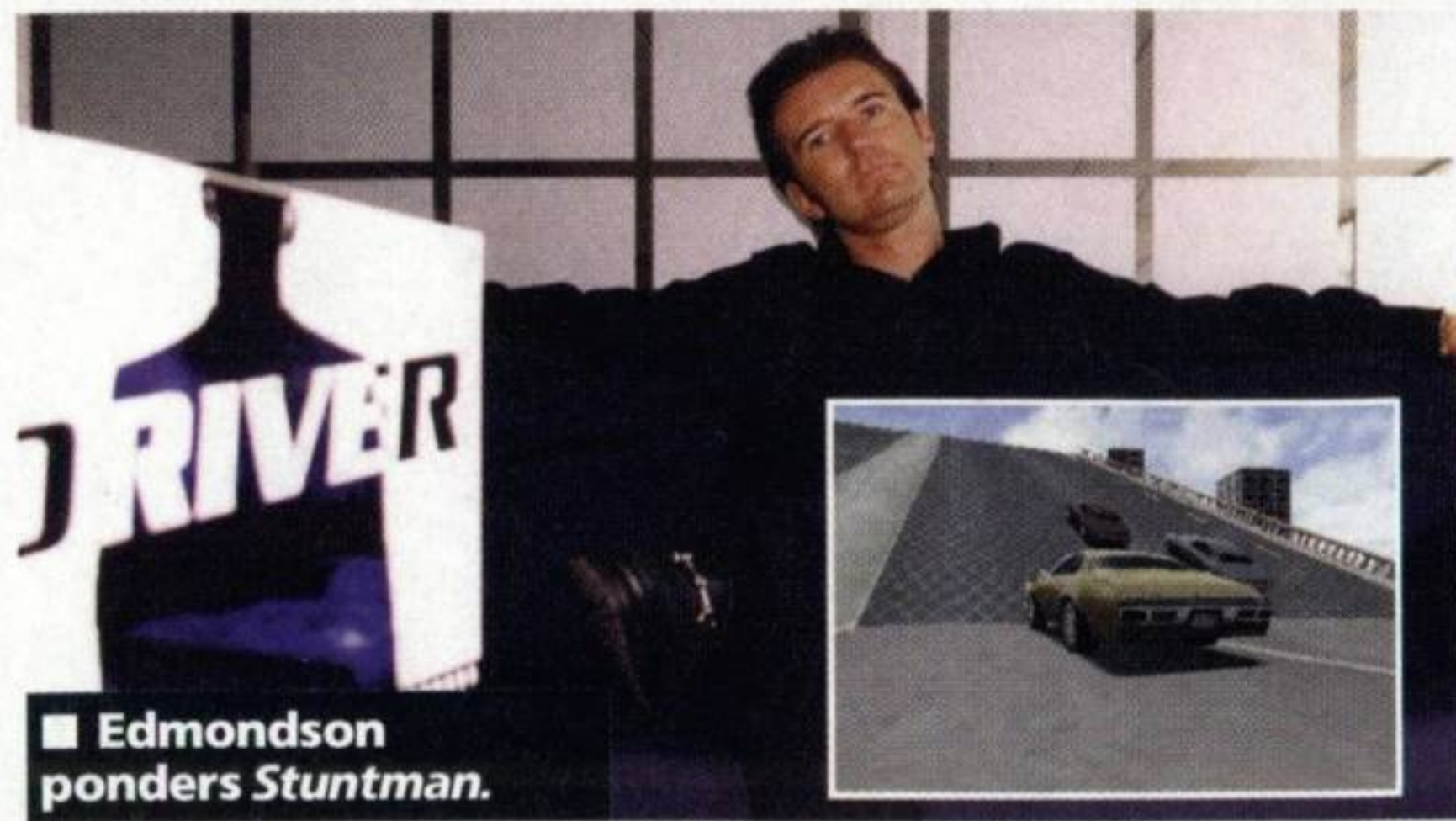
producer Warren Spector, the man who oversaw recent stunner *Deus Ex*. This is something of a reunion for Spector who contributed to the original *Thief: The Dark Project*.



No further details of *Thief 3* are available as yet, but the game will use a modified version of Looking Glass's original engine, to maintain the series' continuity. *Thief 3* will be released for PC and PlayStation2 sometime next year.

MAD DRIVING

PS2 does its own stunt



Edmondson ponders Stuntman.

Risk life and limb in the name of art.

Reflections, the team behind *Destruction Derby* and *Driver*, has revealed yet another new driving concept for PS2.

The game, titled *Stuntman*, puts you into the role of a rookie stuntman and you must take him through his career as a stunt driver from back street B-movies to big budget Hollywood action flicks. The

game is inspired by some classic movie car stunts – think of the corkscrew jump in *The Man with the Golden Gun*...

So far Reflections has revealed that the game will include over 20 unique stunts, there will be six location-shot films to complete and there is going to be more than ten different types of vehicle to perform in. There will also be a dedicated arena designed for you to set up insane stunts.

Martin Edmondson, Managing Director of Reflections said, "Stuntman is Reflections' new, original concept for the next generation consoles. The delicate movie actor steps to one side and you take over, risking everything to bring to life some of the most exhilarating car stunts in Hollywood."

No news on a release date as yet but we'll keep you posted with what we know about this fascinating prospect.



SHOW NEWS

Big guns aim for ECTS

Major announcements at UK game show.



The annual European interactive entertainment expo took place at London's Kensington Olympia on 3-5 September, and all the major game companies had exciting announcements to make. At the time of going to press, **Arcade** had confirmed that **Sony, Microsoft, Nintendo and Sega** would all be holding their own press conferences, while software companies were set to reveal a host of new games.

Sony's presence was destined to be typically grand, but as the price point and revised launch date of the PlayStation2 has already been published, no great

surprises were expected from its announcements. Sega had convened a press conference away from the main exhibition hall, where it was expected to reveal details of a Dreamcast price cut, bringing the RRP down to £149 or even less.

Microsoft was set to continue its X-Box evangelising process and rumours were circulating that some game demos were to be shown behind closed doors. This gossip was fuelled by X-Box Marketing Manager Richard Teversham's intimation that Microsoft would not be showing any more technical demos, instead preferring to demonstrate actual game footage. Not to be outdone, Nintendo had also prepared a separate event where it planned to unveil the Game Boy Advance.

Orient excess

News from the mad, mad world of Japan.



Carry on karaoke



There's nothing a Japanese businessman loves more than singing his heart out to famous pop tunes in a sweaty room above a restaurant. It was only a matter of time before the cult of the music-based videogame came to embrace karaoke.

Dream Audition by Jaleco enables players to sing along to a number of classic tunes, aided by the lyrics which run across the screen beneath a typical display of cartoon insanity. If

you don't maintain the correct pitch and tempo, the machine boos you off. You can even sing medleys or duets.

If the Japanese have no qualms about dancing like fools in their arcades, they probably won't think twice about breaking into song in front of a games cabinet. However, for the more cautious crooner, Jaleco are releasing a PS2 version of *Dream Audition*, complete with microphone peripheral.

JEDI SPOOS

First Star Wars RPG Announced

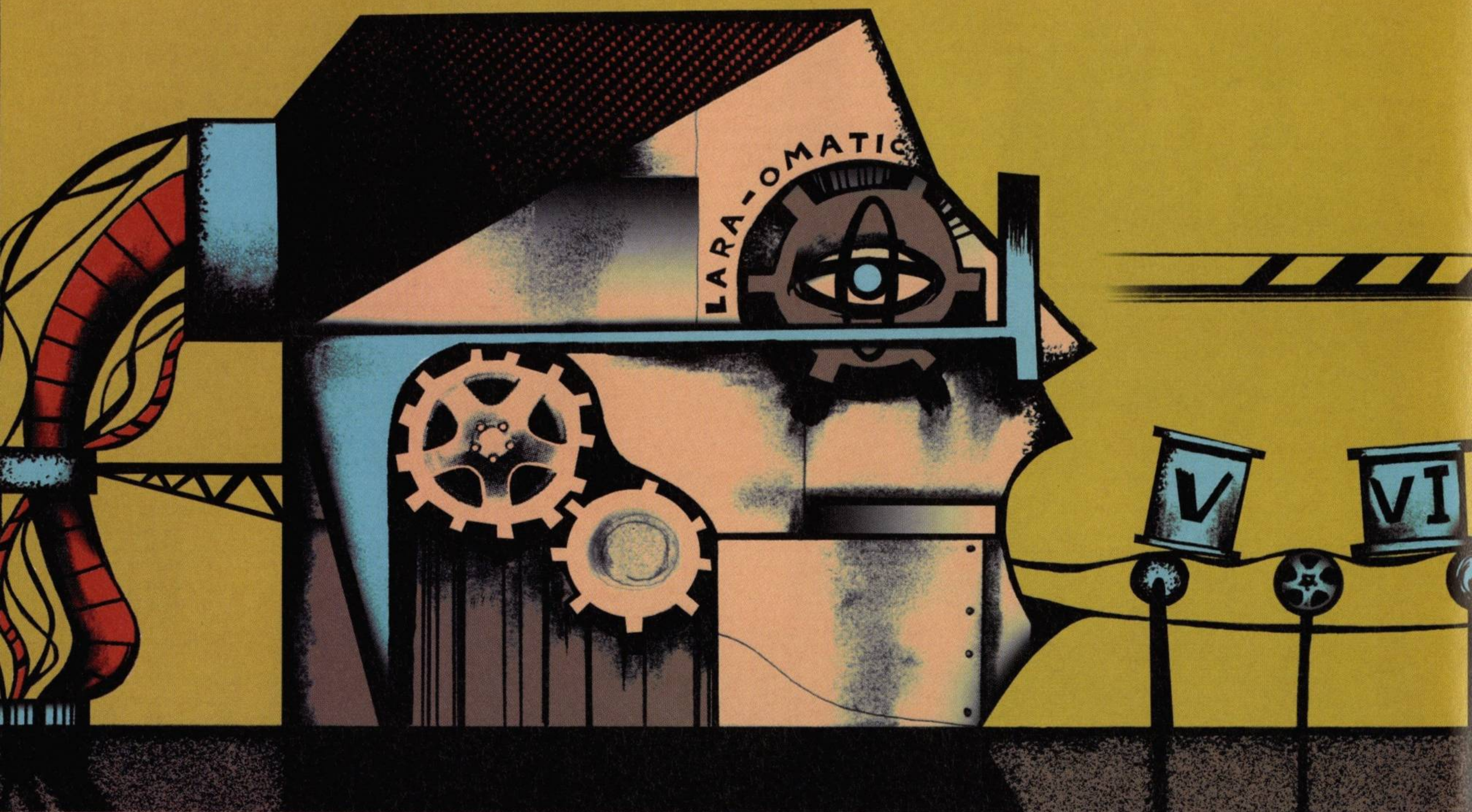
LucasArts and BioWare link up to produce Force-based title.

Star Wars fans will be 'buffing the droid' in excitement with the unveiling of a new Lucas-inspired game for PCs and next-gen consoles. BioWare, who created the popular *Baldur's Gate*, has linked up with California-based LucasArts to produce a brand new *Star Wars* RPG.

The as-yet-untitled game will feature an original storyline set four thousand years before *Star Wars: Episode 1*, when (halleluia) Jar Jar Binks didn't exist. Apparently the RPG focuses on the ancient epic battles between the noble Jedi and the evil dark forces of the Sith.

Previous non-LucasArts *Star Wars* games have been of varying quality, with the very dry RTS *Star Wars: Supremacy* being particularly badly-received. Hopefully, the huge experience of BioWare with the RPG genre will ensure a compelling, unique *Star Wars* title on its release in 2002.





NEWS ANALYSIS

■ ILLUSTRATION: MATT KENYON

First among sequels

Words by **Dave Singleton**

Are endless sequels and extended franchises stifling originality in game development?

Tekken, Ridge Racer, Gran Turismo and FIFA. Undoubtedly four of the biggest franchises in gaming, boasting a reputation built on a series of quality games which stand tall in their chosen genre. So it's no surprise that four of the first games set to launch alongside PlayStation2 are next generation updates of these venerable PlayStation classics.

Then again, could the fact that the early PlayStation2 release schedule is looking so familiar prove to be a double-edged sword? To some (dare we say, more casual) gamers, familiarity means safety, a guarantee of quality. To more committed gamers, however, successive reiterations of a franchise are met with increasing frustration. Or as Doug Bone, Games Manager of

The best source of original gaming is Dreamcast, but only one of its games is in the charts

HMV suggests, "Sequels are a bankable commodity within the games industry, satisfying the evident demand from gamers worldwide."

The PlayStation2 releases are a case in point. Over the last four years, we've seen five Ridge Racers, four Tekkens, three Gran Turismos and umpteen FIFAs. No-one can deny that Ridge Racer V is looking rather special, but the gameplay remains similar to the original which made its debut on the PlayStation in 1995. By the reputation of its name alone,

Ridge Racer is unable to introduce any new gaming concepts to the party. But couldn't Namco concentrate its efforts on something entirely new? The desire for fresh and exciting experiences is what keeps the world of videogames revolving.

As a new console appears to present us with touched-up versions of old experiences, is the Bone doesn't think so. "While some franchises are revisited for unnecessary updates annually, many sequels have expanded on an initial concept, improved on

the original and ultimately created a superior product."

To believe that sequelitis is a new disease would be naive. Ever since man invented something which found acclaim with other men, he's tried to repeat the trick. Think of gaming classics from previous decades. For instance there have been many, many Mario games. The difference here being that they were usually released years apart, each new game signifying the implementation of a new technology or innovation, such as Super Mario 64's leap into 3D.

PlayStation seems to be strongly implicated in this attack, although it's not really Sony's fault. The fact that one console has reigned the games market for so long, launching software sales to previously unthought of new heights in the process, has

allowed publishers to get complacent. If a publisher believes they've got a hit, a sequel is commissioned before the original is even complete.

The situation has been compounded recently by the period of transition the market is entering. Software sales are down on a year ago and nobody wants to take risks. On a new console, it seems, the risk is even higher. The best source of exciting, original gaming right now is the Dreamcast. How many DC-only titles are in the all-formats chart at the time of writing? A whopping one, and on closer inspection *Wacky Races*' position is pushed up by Game Boy sales.

Magazines like ourselves are also guilty of new-game paranoia. Have a look at our covers over the last few months: *Final Fantasy IX*, *Quake III*, *Driver 2*... we've got to sell copies, too. The biggest new games are sequels, and there's not much we can do about it. Let's hope *TimeSplitters* bucks the trend.

Is the average gamer happy to settle for stagnation? Well, the charts throw up

another interesting statistic which shows consumers aren't quite as gullible

as publishers may think. *Driver* and *Tony Hawk's Skateboarding* have already racked up massive sales which are unlikely to be matched by their imminent sequels. With a little help from the budget pricing arrangement, *Rayman* and *Grand Theft Auto* are easily outstripping sales of their sequels.

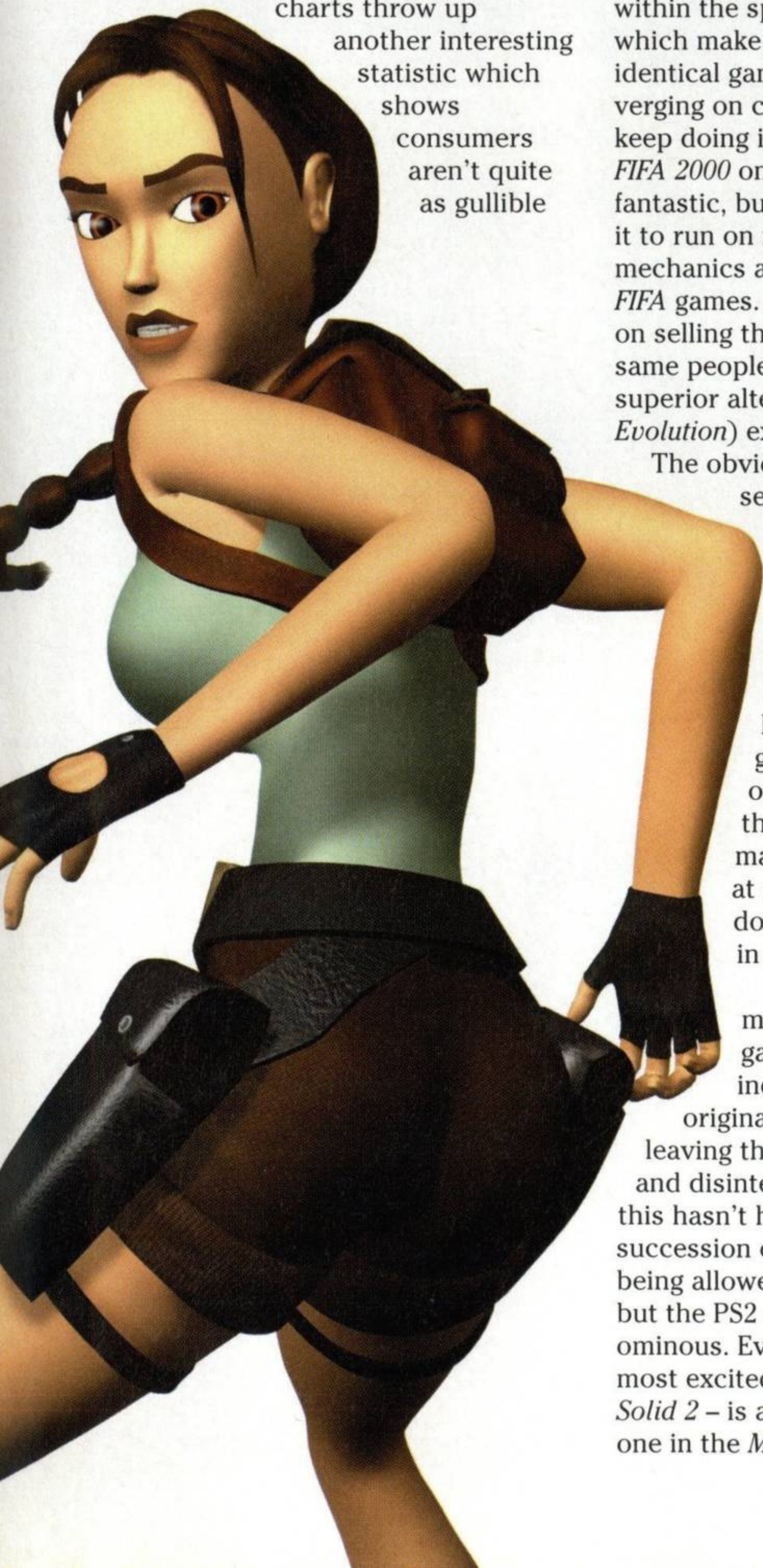
The case is different for each game: *Driver* left us gagging for more missions, having wrung the original for all it's worth. Straightforward driving games or beat-'em-ups can't really boast this level of variety between iterations.

Sports games are different again. While EA Sports may be viewed as one of the major breeding grounds for sequelitis, the annual sports game update has always been with us. A quick glance at the charts from four years ago reveals the big sellers to be *FIFA Soccer '96*, *Euro 96* and *Championship Manager 2*. People want to play sports games with the latest team and player stats, and EA Sports has simply taken advantage. Releasing three games within the space of a year, all of which make use of a virtually identical game engine, may be verging on criminal, but they'll keep doing it if demand persists. *FIFA 2000* on the PS2 looks fantastic, but a quick play reveals it to run on much the same mechanics as previous flawed *FIFA* games. Can they really keep on selling the same game to the same people when a blatantly superior alternative (ie *ISS Pro Evolution*) exists? Apparently so.

The obvious danger of sequelitis is the fact that while publishers spend millions marketing their safe bets, they're in danger of neglecting their smaller charges. Either the original games suffer from lack of marketing spend therefore failing to make sufficient impact at retail level, or they don't get commissioned in the first place.

This hints at a wider malaise, a stagnant games scene in which individuality and originality is squeezed out,

leaving the player disillusioned and disinterested. Up until now this hasn't happened, with a succession of fresh ideas always being allowed to break through, but the PS2 software line-up looks ominous. Even the game we're most excited about – *Metal Gear Solid 2* – is a sequel, albeit one in the *Mario* paradigm. **A**



GAME FOR A LAUGH

Oops, they did it again

The games which keep repeating on you.

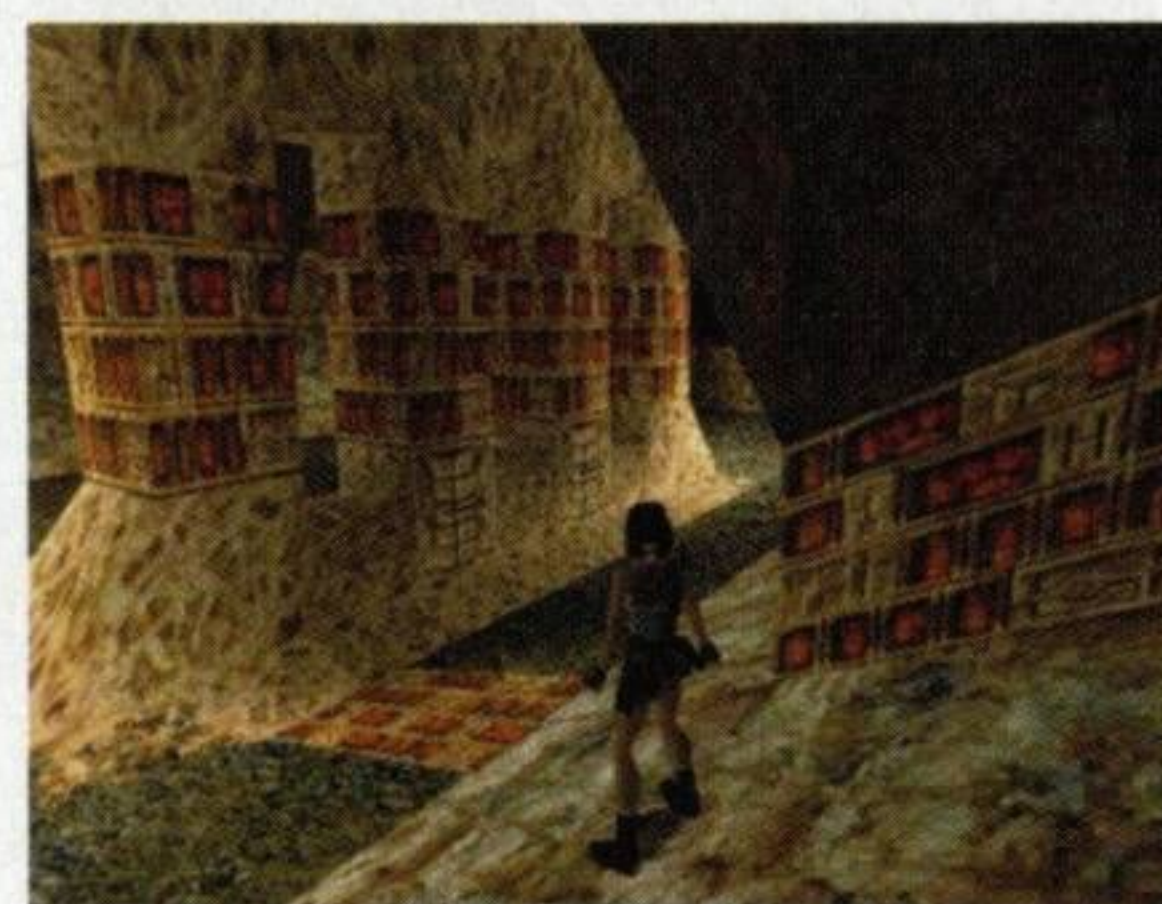
Ridge Racer (Namco)



PlayStation/PS2

This Arcade racer first appeared at the launch of PlayStation in 1995 wowing gamers with its simplicity. Updates, cunningly named *Ridge Racer Revolution* and *Rage Racer*, have had only subtle and cosmetic improvements. Consumers seemed one step ahead of the press, ignoring the highly-praised *Ridge Racer Type 4* and turning it into one of 1999's biggest flops. Will *Ridge Racer V* on PS2 fare better?

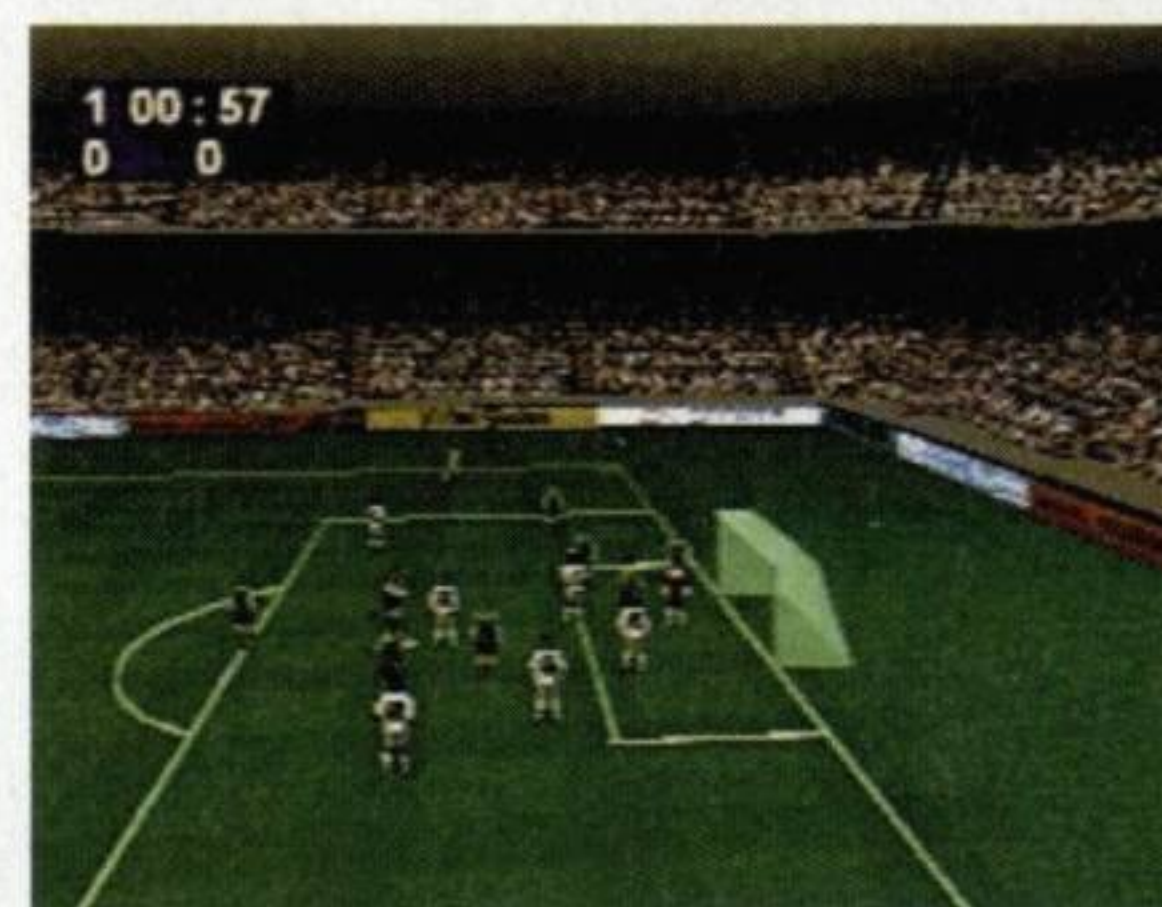
Tomb Raider (Core)



PlayStation/PC

A lead female game character was quite a rarity when Lara first swung onto the scene in 1996. Her 3D adventures were also a revelation, but last year's *Tomb Raider 4* was perhaps a revelation too many. The games are always solid hits, but Lara is becoming tiresome. The forthcoming *Tomb Raider Chronicles* doesn't even make the next-gen leap. Is there still room in our hearts for her?

FIFA (EA Sports)



PlayStation/PC/N64

Epitomising the slick but shallow sports sim, *FIFA* is the game which brings you all the proper licensed teams and players but without the gameplay of Konami's *ISS*. In fact, *FIFA* was always shite before *Road To The World Cup '98* – since then EA has regularly banged out two updates a year, as well as introducing *FIFA*'s crappy little cousin *FA Premier League Stars*. Too popular even for us to stop.

Final Fantasy (Square)



NES/SNES/PlayStation/PC

Proof that you don't need to keep releasing the same game to be successful. Square has carefully cultivated the *Final Fantasy* brand so you expect a quality RPG, but not necessarily the same characters, a linking storyline or even a constant style of design or gameplay. The forthcoming old-school *FFIX* is very different from the futuristic *FFVIII*, for example. The kind of sequel we like.

Street Fighter (Capcom)



Every system ever

The two words which have prefixed many game titles. Capcom took the art of the sequel to new heights, inventing numerous spin-off series (*Street Fighter Ex*, *Street Fighter Alpha*, *Marvel Vs Capcom*) for their lovably violent characters and 2D fighting antics. Still *Street Fighter Ex3* on PS2 will prove that all franchises must end when the dead horse has been flogged once too often.

GAME ON



COMING SOON

This Christmas is likely to be PlayStation's last, but it should be a good one nonetheless. *Driver 2* will be one of the console's best ever games. Meanwhile, the PS2 front is warming nicely with *Smuggler's Run* and the new *ISS*. PC games are making a resurgence with *No One Lives Forever*, a new *Champ Man* game, and *The Sims* add-on pack.

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Infogrames

The super-fly racer is back on the streets and lookin' fine.

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Take 2

Austin Powers meets *GoldenEye* in this tongue-in-cheek spy thriller.

P21 WWF Smackdown! 2

THQ

Two men, one ring. You know the drill by now.

P22 The World Is Not Enough

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Bond's back to save the world.

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Cartoon tennis genius.

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Arcade's favourite footie game on PlayStation2. Lovely.

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Fast, slick snowboarding on PS2.

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Infogrames

Shake it baby. The Duke's back.

P31 Insane

Codemasters

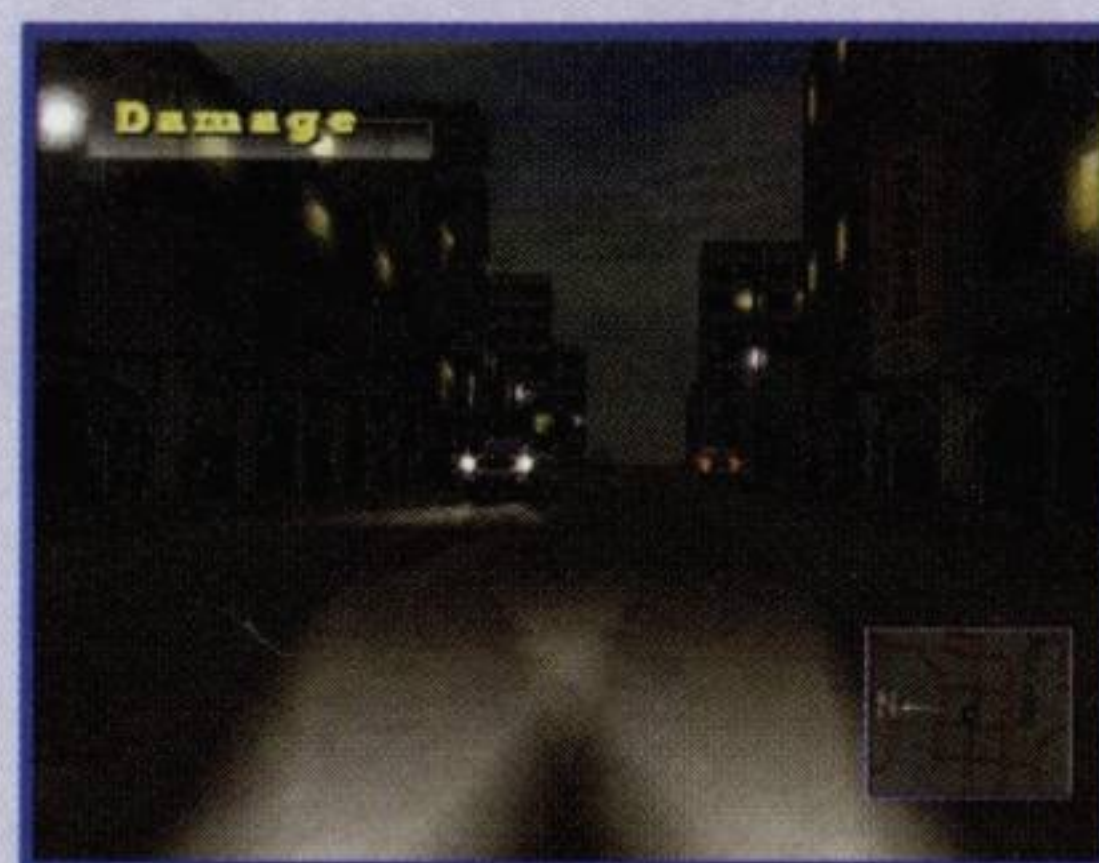
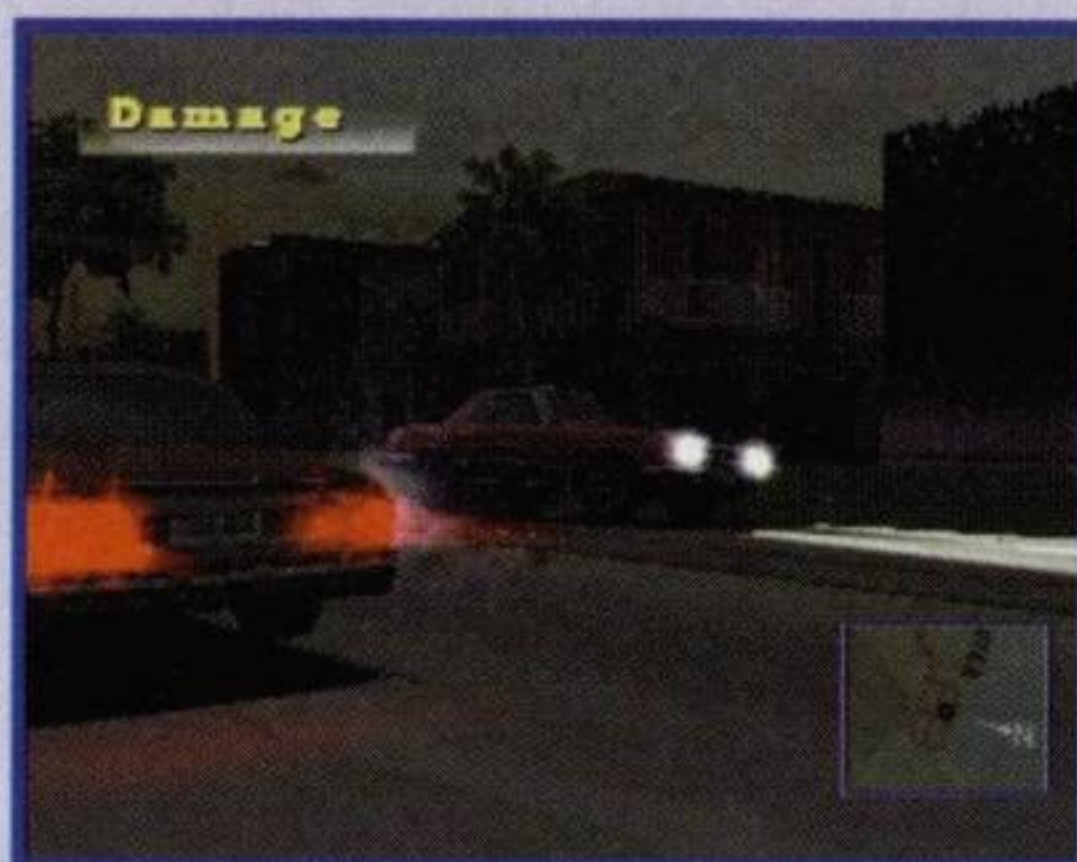
Off-road racing spectacular.



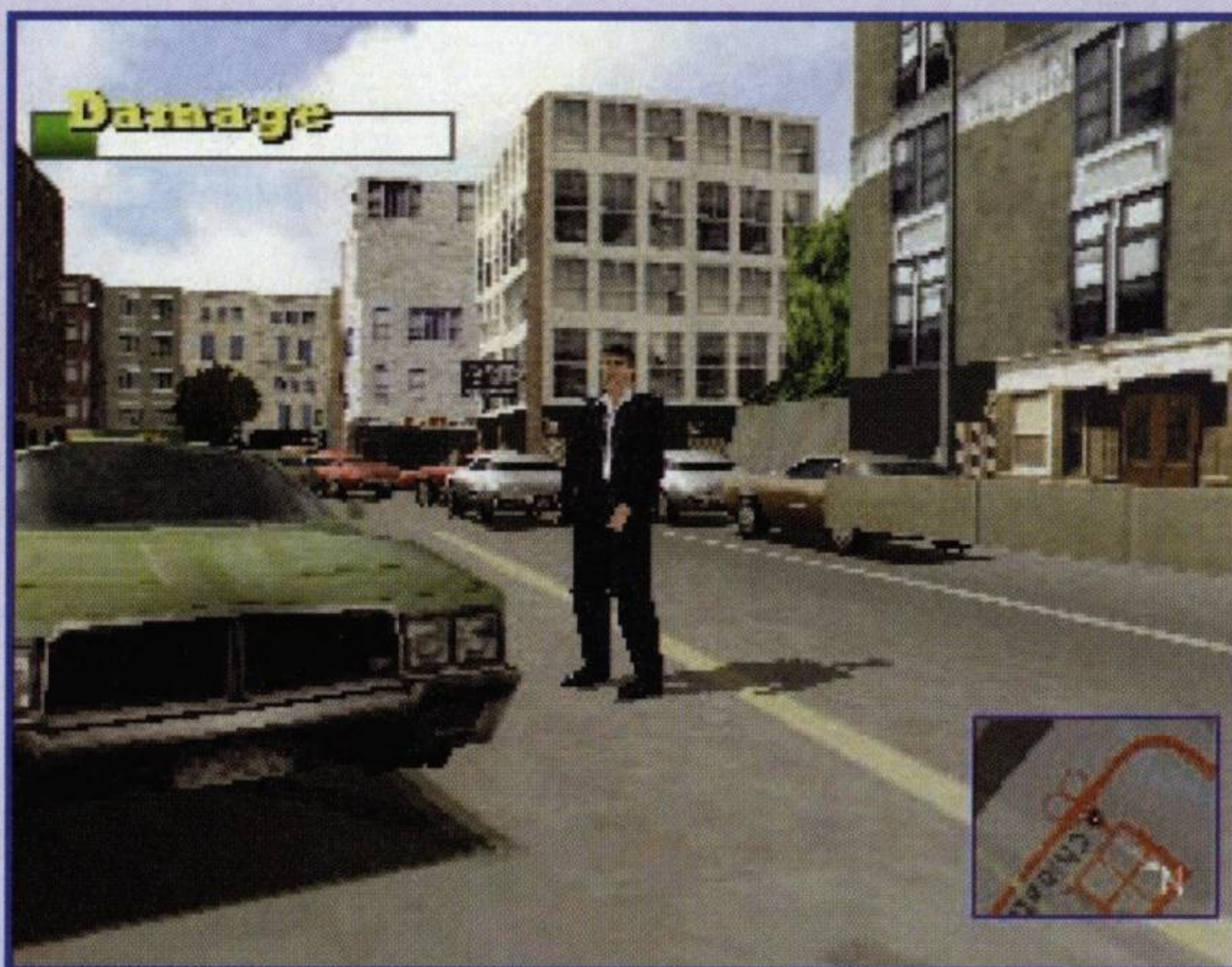
■ Replay your best moments with the Film Director mode.



■ New multi-levelled cities allow for these dramatic drawbridges. Go on, you know you want to jump it.



■ First-person mode makes for adrenaline-fuelled faster rides.



■ More pedestrians on the streets gives the cities a more populated feel. Try as you might, you can't kill them.

■ (Left) Tanner takes a jaywalk in his oh-so-trendy Diesel-designed threads. Getting out of the car is a major change to the gameplay.

OCTOBER

Format: **PlayStation** | Developer: **Reflections** | Publisher: **Infogrames** | Players: **1-2** | On sale in UK: **October**

DRIVER 2

Seventies super-chic is back in fashion.

Driver's back on the streets. The '70s car chase-inspired bad ass driving game is making a welcome return to PlayStation this winter, and *Arcade* was offered the chance to get hands-on with it.

There are two major differences between this and the original *Driver*. The first and most important is that Tanner can now leave his car and go walkabout. This is used in the game in several different ways: you'll be able to change cars, bringing the game more in line with *Grand Theft Auto* (very handy if your car is smashed to pieces). You'll also have to leave your car to perform tasks in certain missions – activate

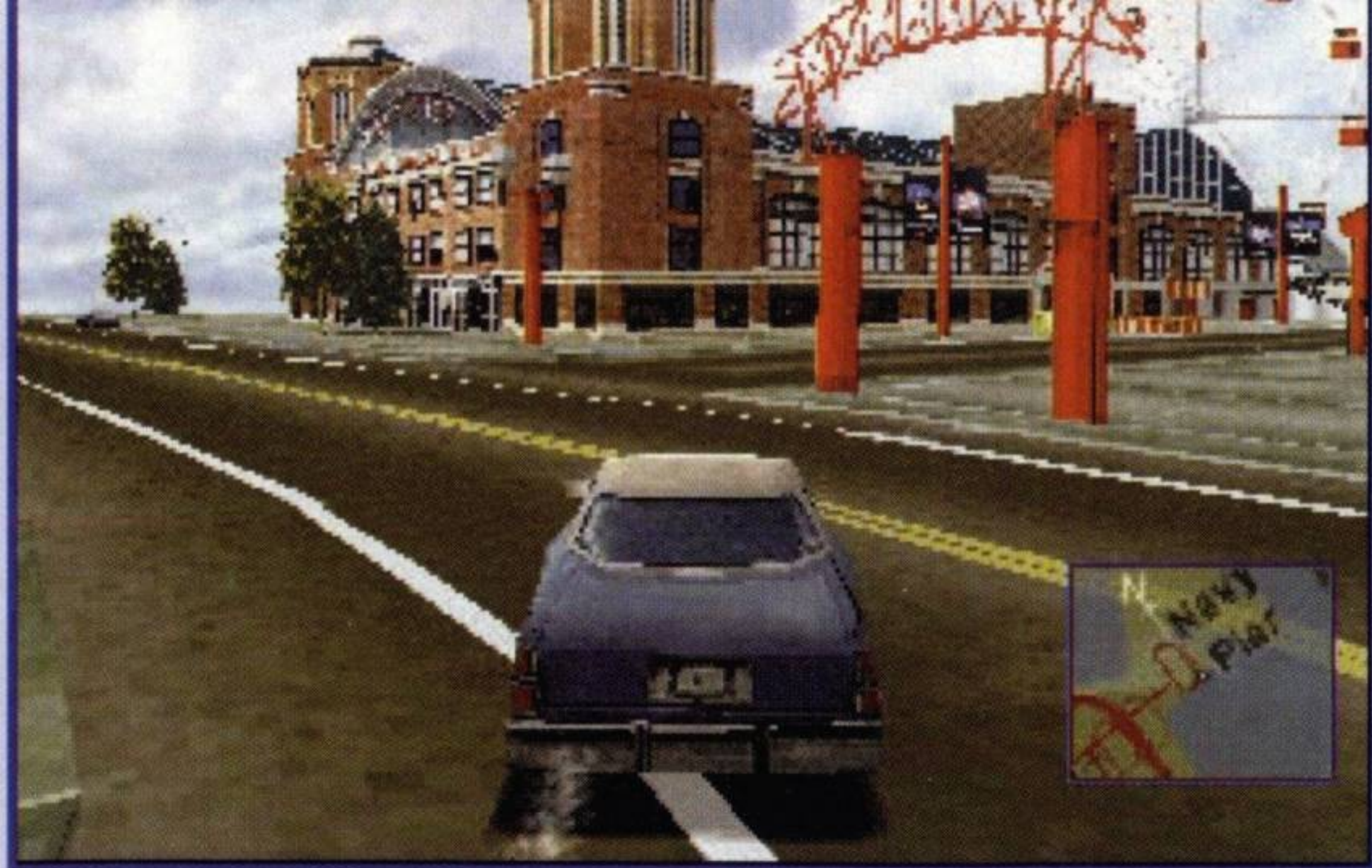
switches, pick up packages and catch bad guys. One of the early missions, a homage to the monorail chase scene in *The French Connection*, sees you having to apprehend some villains in a train station.

Because all the buttons on the controller have been utilised to drive cars, you have to push a combination of buttons to interact with cars. Getting into cars is a fairly simple procedure – walk up to the driver's door (which is on the left-hand side) and press Up on the D-pad and Triangle. Tanner gets in, starts the engine and you're



off. Oh, and to stop any nasty Tanner/police car accidents you won't be able to make him get out of the car while you're being chased.

When Tanner's out and about he's pretty much a sitting duck – he has no weapons and no real moves so don't expect this aspect of the game to be like *Tomb Raider*. It's much better for Tanner be on four wheels – that's where the majority of the game takes place anyway. You'll be pleased to hear that there are some 30

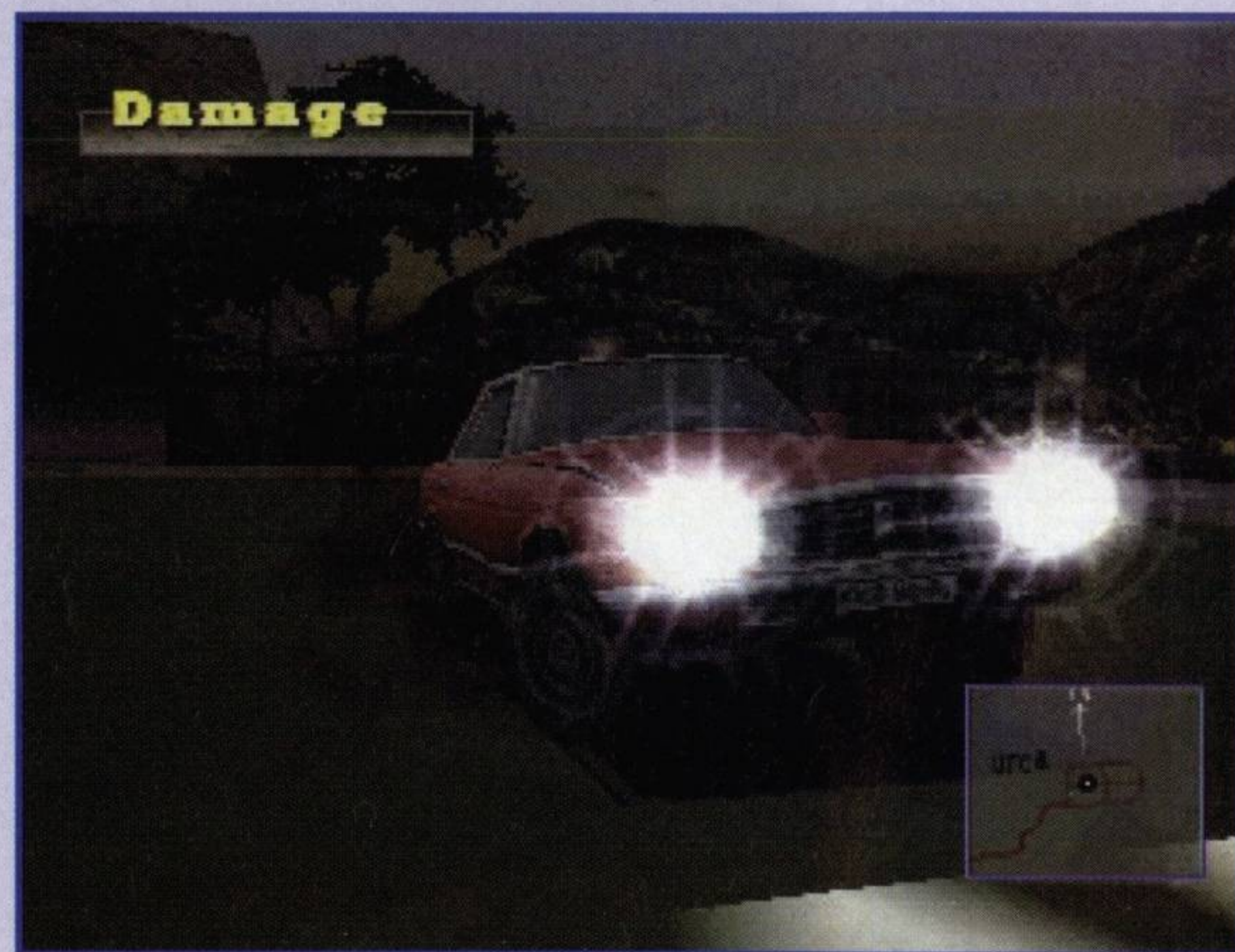


■ (Left) Take a trip to the pier in Chicago.



■ (Left) All the major landmarks are to be seen – this mural of Che Guevara in Havana, for example.

■ (Below) Play cops and robbers with two players.



■ Cities can be cruised during the day or night. Night-time hides many of the game's graphical failings and looks far more dramatic.

vehicles for Tanner to drive including flat-top vans and school buses.

The second new feature is the two-player option. Various games are on offer such as Cops 'n' Robbers, where you and a friend take the roles of police and criminal. If you play the police you have to stop the criminal by smashing up his car, if you play the criminal, you simply have to get away. Other highlights include a capture-the-flag-style game where a flag is fought over between two players. The objective of this game is to get the flag back to your base; of course, the flag changes hands each time the cars make contact.

Apart from these two major changes, the core of the gameplay remains intact, but more subtle changes actually make *Driver 2* a massive improvement over the original. For starters it looks a lot better, with its curved roads and multi-levelled cities. There are also a lot more cars on the roads and the cities are around 30 per cent bigger than they were in *Driver*. Reflections

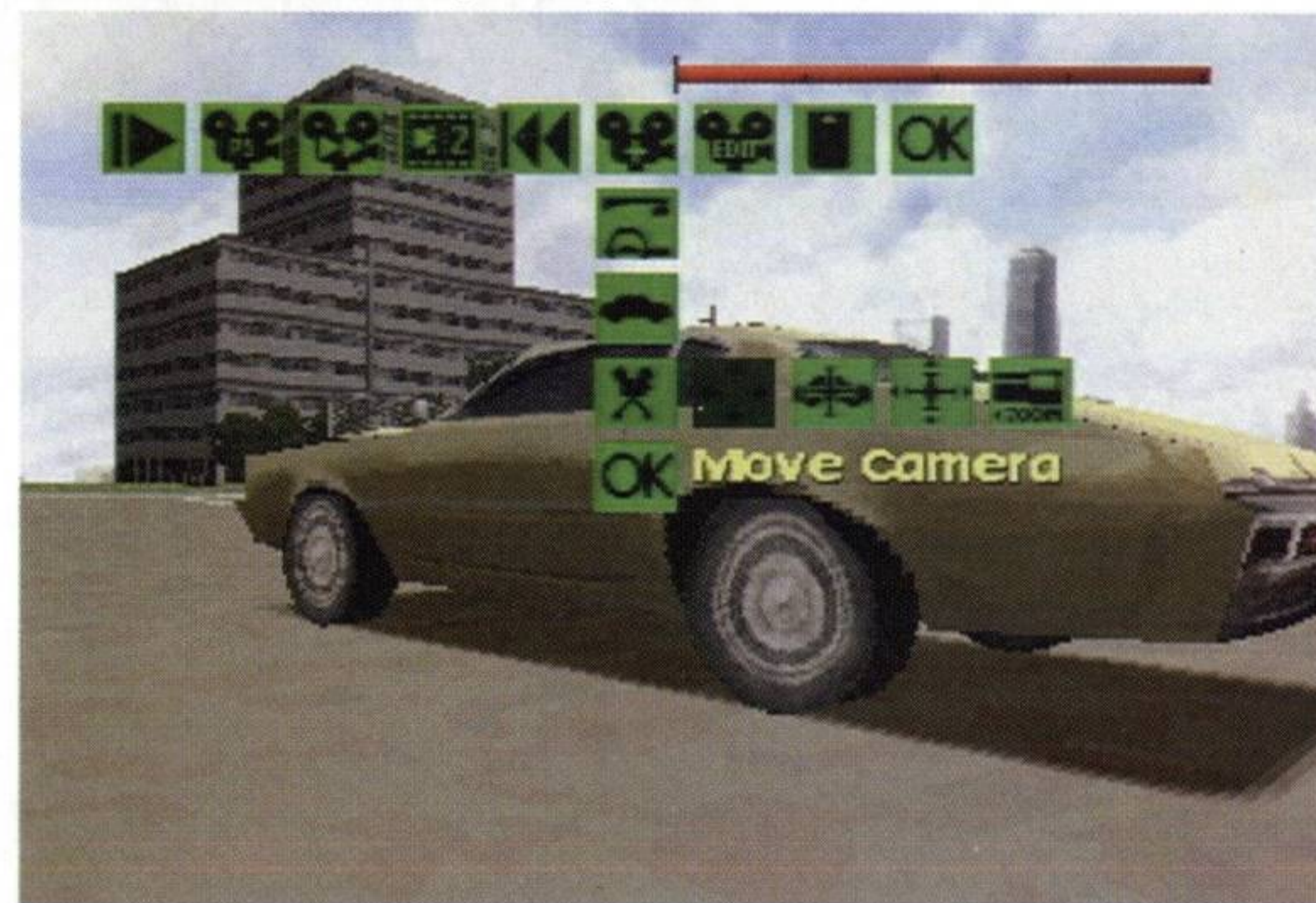
has also made a real effort to enhance the cinematic aspects of the game. In the Undercover game (the Story Mode) cut-scenes draw you into the proceedings, explaining what's going on and making you actually care why you're taking a package from one location to another. And the inclusion of the movie editor enables you to have a go at directing your own car chases.

And this is what *Driver 2* is all about – creating the illusion that you are the undercover cop with a super-collar-sized chip on your shoulder. Much of the inspiration comes from films like *The French Connection* and TV shows like *Starsky and Hutch*. Without all this glamour, the cool shades and bushy sideburns, *Driver 2* would be just another driving game – your objectives just being simple time trials. But let's not be down on what is still something of a novelty on PlayStation: an original concept for a driving game, and for that we applaud it for all its polyester fabric and chequered flares. **A**

BEST BIT SO FAR

Director's chair

Like the original, you'll be able to replay your missions in Film Director mode, enabling you to have a go at directing your own car chases. You place your cameras, instruct the game when to cut and then sit back and watch your handy work.



GAME ON



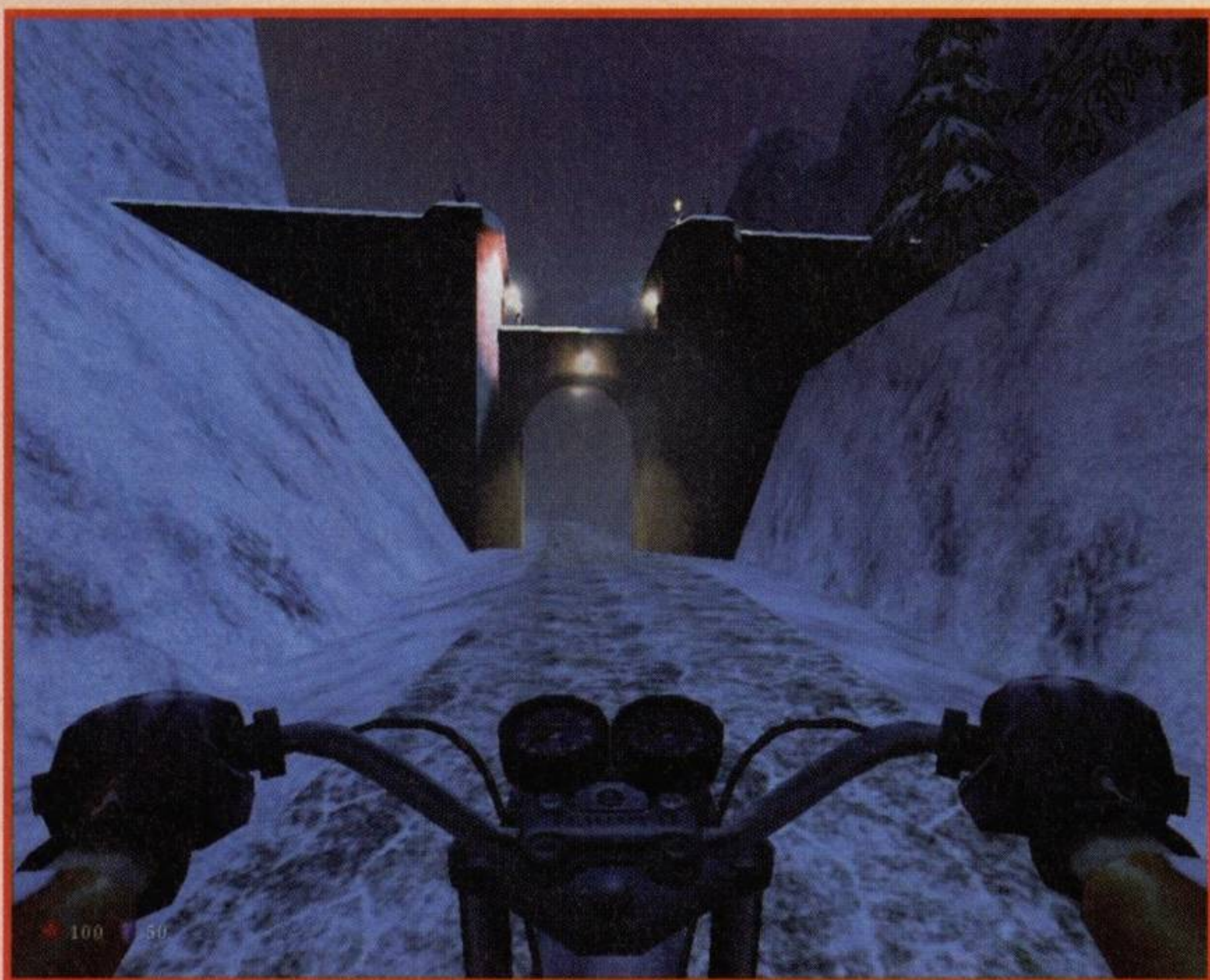
COMING SOON



■ Where would a good spy romp be without some shark action?



■ Colour-coded minions are an essential part of any enemy's retinue.



■ Never wear mittens when hoping to gun someone down. You haven't got a hope in hell of getting four fingers through the trigger guard.



■ Darling, those kinky boots are simply groovy. To die for, in fact.



■ There will be controllable vehicles to ride, Lara Croft-style.

DECEMBER

Format: **PC** | Developer: **Monolith** | Publisher: **EA** | Players: **1-6 (LAN/Internet)** | On sale in UK: **December**

NO ONE LIVES FOREVER

The swinging Sixties spy thriller that takes the piss...

The title of this retro-shooter suggests some sort of Bond spoof, and to a certain extent, that is exactly what it is. This first-person shooter is retro, in the same way that *Austin Powers* is retro, yet brand new in terms of the technology it uses – it is being developed from Monolith's smart LithTech 2 engine.

The protagonist is superspy Cate Archer of UNITY, devoted to the destruction of the agents of HARM who have been bumping off her fellow operatives around the globe. While the visual style is self-indulgently high-camp, the mechanics of play are serious enough, with plenty of

contemporary weapons and sustained tension. Thankfully, this avoids descent into farce and keeps the game well away from being *Deer Avenger* in hotpants.

The 60 episodes (stretched over 15 missions) are looking as though they will provide a good mixture of stealth and gun-blazing. Having objects for specific missions encourages cunning gameplay rather than an over-reliance on firepower. Lock-picks, deadly injections and coins to throw to distract guards are the gadgets included to add an element of *Thief* sneakiness to the title, and bring out the spy-craft in the plot.

AI reactions will be essential to the style of play, and enemies react realistically to gunfire, flashlight beams, the sound of bodies dropping, footsteps and even

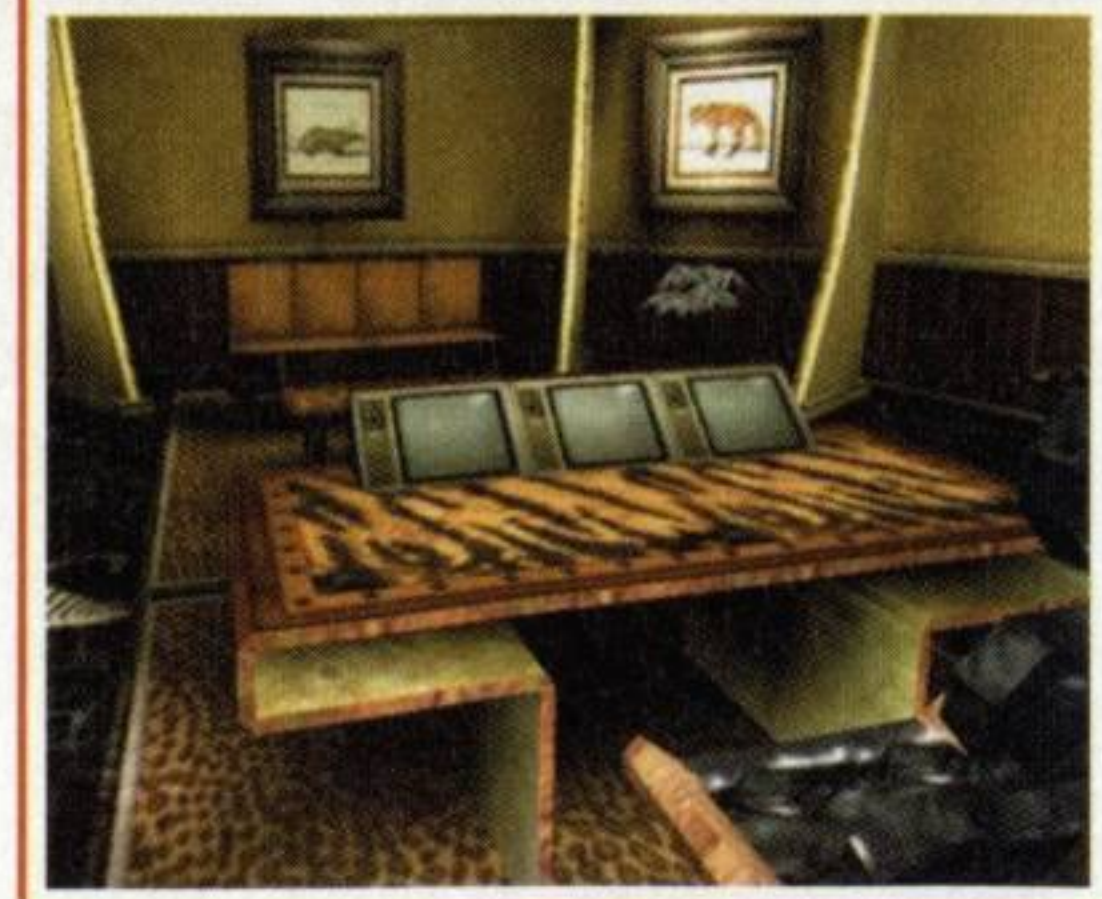
footprints; of course, many weapons have silenced options for covert missions, but you still have to consider these factors to avoid detection. AI search routines are promised to be as realistic as possible, so the sneaky sounds you make are not always going to get you into trouble. Guards may just perform casual room-to-room searches in your direction, looking for you behind crates and under boxes...

RPG elements are also planned to feature in the form of pre-mission choices. Protecting a VIP from assassination, Cate can have an observer call out targets when assassins raise their heads, and she can then decide whether to ask for backup, or to scoff at the ease of the prospective job – which effectively ups the difficulty and

BEST BIT SO FAR

To spy for

As Cate goes through locations she is able to find intelligence objects such as secret files, microfilms and briefcases. The more of these she collects, the higher the score is at the end of each mission. Scores can then be used to boost chosen attributes such as stealth, ammo capacity and potential health.



doubles the number of hitmen. Of course, choosing the harder route is rewarded with bonus intelligence to aid later missions.

With exciting locations such as shark-infested wrecks, cable-car stations and Moroccan marketplaces, *No One Lives Forever* is looking like a groovy title. **A**

■ *Smackdown! 2* fights can end up in the living room. It's the biz.



■ Ooooh. That's gotta hurt. The Rock deals Triple H in with the old-head-to-groin-to-table. That'll result in some pain. (Look at how much more detailed the wrestlers are, by the way.)

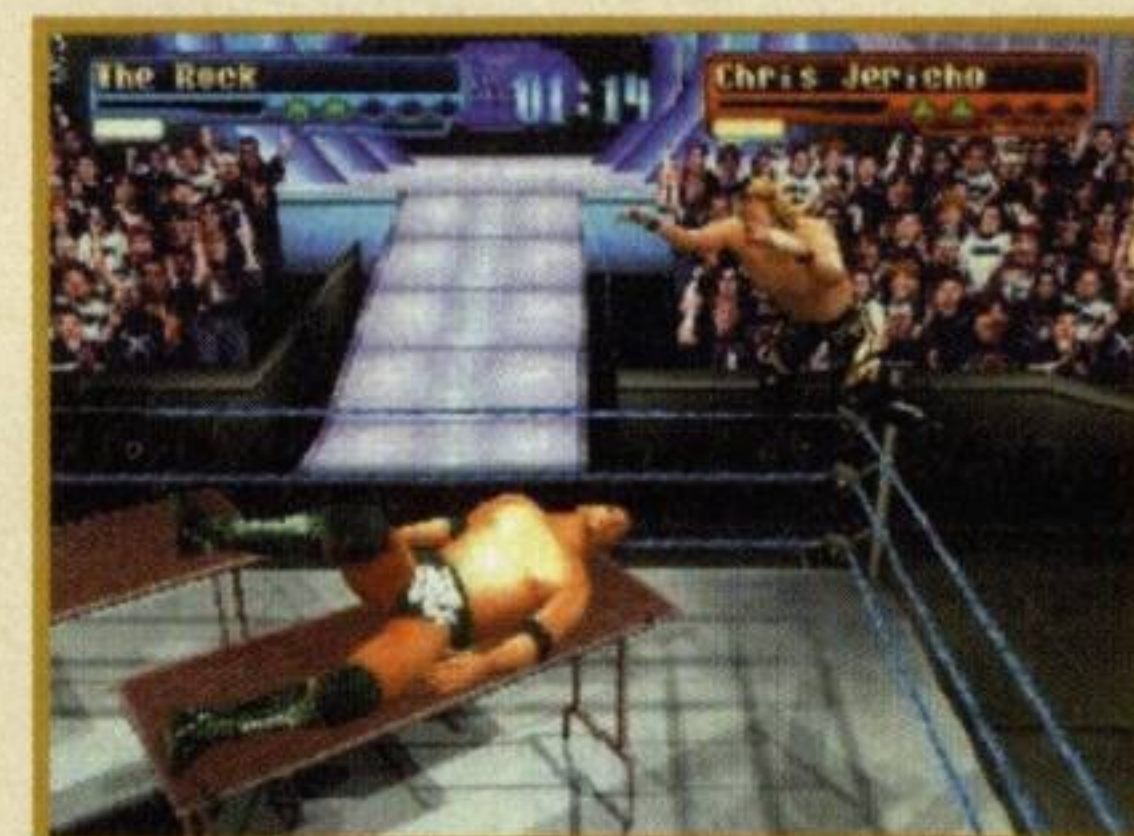


■ Some WWF wrestlers unwind with a spot of yoga.

■ "Oooh. That's gonna sting in the morning."



■ When is a ring a square? When it's a wrestling ring, of course! Arf!



■ Look out! He's, well, he's flying through the air – towards you!



■ A 'ladder' match, complete with ladder and flying wrestlers.

NOVEMBER

Format: **PlayStation** | Developer: **Yuke's** | Publisher: **THQ** | Players: **1-4** | On sale in UK: **November**

WWF SMACKDOWN! 2: KNOW YOUR ROLE

You've got the brawn, I got the brains, let's make lots of money.

Awkwardly placed exclamation marks aside, *Smackdown! 2* is everything you'd hope for from a wrestling sequel, with improvements in every area.

First up is the expansion of wrestling areas: you can now take your brawling out of the ring and continue it in the VIP room, your dressing room, the car park or even the local restaurant.

A total of 50 characters are on offer, each with their own signature moves. Best of all, however, are the all-new events.

'Ladder' matches add an in-ring ladder to proceedings, that if you're not busy climbing up to gain extra body weight to slam your opponent with, you're picking up and using to donk your adversary over the head with. Casket mode meanwhile, challenges you to throw your foe into an open coffin and nail it closed before he manages to do the same to you. If you've got a multi-tap you can get three friends to play the all-new Tornado Tag Team mode – and like the first *Smackdown!*, it's when you rope in your chums that the game thrives.

The other improvements are cosmetic – addressing the character animations and

ring-side detail which some thought (through clenched teeth) to be a little blocky first time round. Suffice to say, the results are far more pleasing, with the individual wrestlers actually looking like people rather than blocky interpretations.

Other traditional *Smackdown!* traits remain, however. Here at *Arcade*, for example, we felt that when you're dropping people on their heads, kicking them around the ring and slamming them into posts, it feels a bit tame to just sit on them for a count of three and be declared the winner. But then again, who are we to talk about what's tough and what's not? In

BEST BIT SO FAR

WWF Pantsdown

Smackdown! 2's four-player Tornado Tag Team mode offers a rumble of Richter Scale-threatening proportions. It's faster and smoother than ever before, and with 50 fighters to choose from, there's far more choice. Top.



a real-life fight situation, you wouldn't see a single member of the *Arcade* team for dust. Apart from Lou, maybe, who's admittedly a bit tough.

Anyway, November 2000 is nearly here, as is – coincidentally – *Smackdown! 2*. More news when the two meet soon. **A**

GAME ON

COMING SOON



■ He's behind you? Oh no. Hang on a minute. He's right in front of you.



■ You'll remember this from – you know – that bit in *GoldenEye*. All great first-person shooters should have a train level – there's nowhere for the baddies to hide...



■ A baddy begs for his life? Gonna spare him? Of course not. Eat lead.

BEST BIT SO FAR

Bond's twosome

Wacky gadgets have always been an integral part of all the Bond-based films and *TWINE*, doesn't hold back on them. The first puzzle you'll come across in the game involves getting through a fingerprint coded door. Wave your souped-up mobile phone over a nearby vase to scan the necessary digit-marks, and you can fool the security system. And what's that? Is there a split-screen mode? Is James Bond – at heart – just a smug git in an expensive suit? You betcha!



OCTOBER

Format: **PlayStation** | Developer: **Black Ops**
 Publisher: **EA** | Players: **1-2** | On sale in UK: **October**

THE WORLD IS NOT ENOUGH

It isn't, you know.

Whilst the PlayStation2 and PC versions of *The World Is Not Enough* are being handled by EA USA, and the N64 version by Eurocom, the PlayStation incarnation is being encrypted by Black Ops – the same house that developed *Tomorrow Never Dies*.

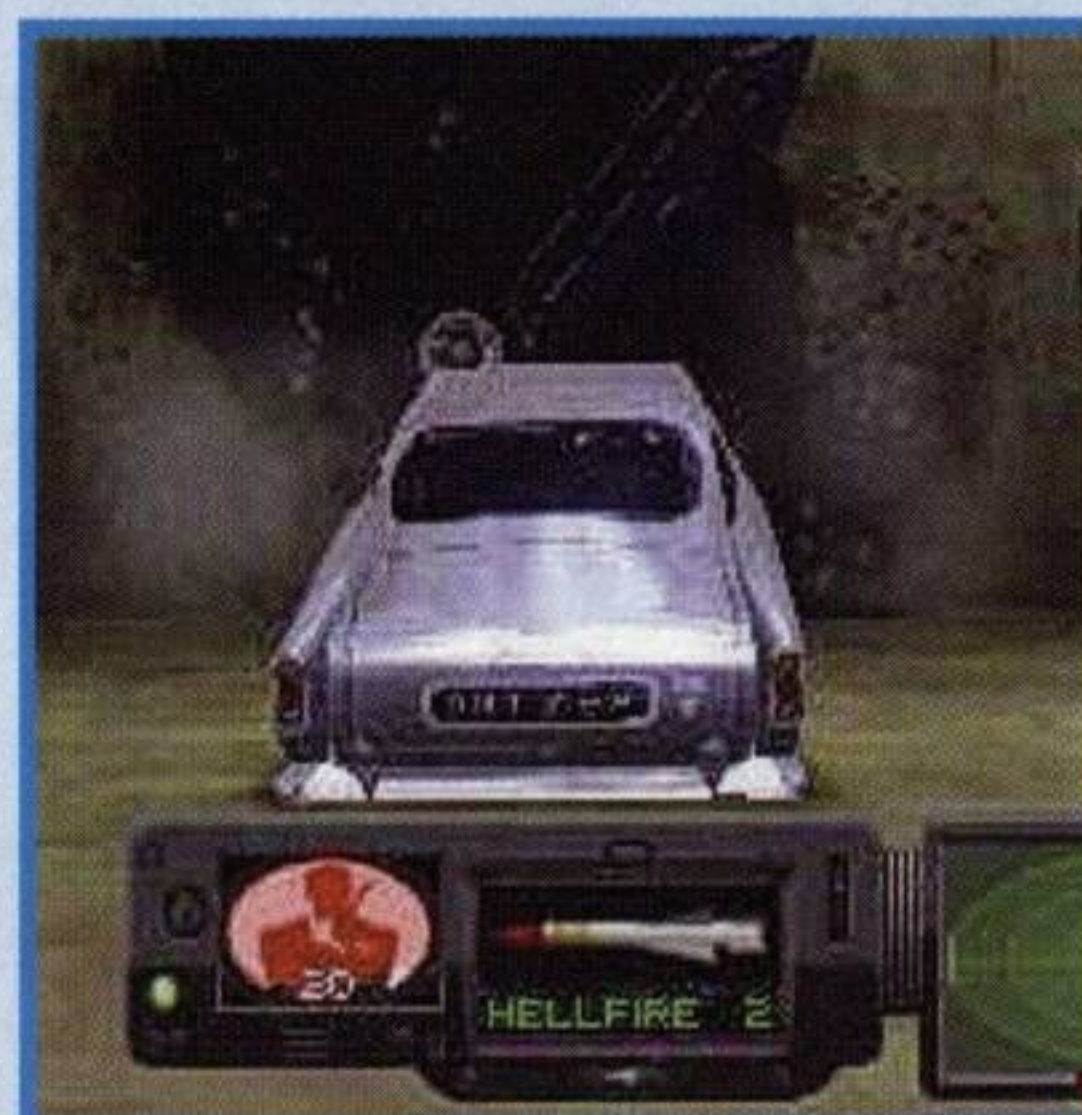
The good news is that Black Ops has leant a hearty lesson from the criticism that was levelled at *TND*, and gone straight for the kill with *TWINE*, by way of

making it as much like *GoldenEye* as possible – a formula that can't fail. The view is from the first-person perspective with numerous movie-clips linking the plot together. There aren't any speedboat or skiing levels, though – the action is instead trigger happy all the way.

TWINE is being targeted as an accessible-for-all shooter, so whilst hardened gamers might sail through the game on easy, once the difficulty is cranked up the mission objectives and enemy AI will alter accordingly. *TWINE* should be completed next month, so we'll be bringing you the full review then.



■ And another one bites the dust. As you can see, the screen layout in *007 Racing* is more similar to a first-person shooter than a driving game.



■ Hellfire rockets and a built-in radar? The essentials you need to take if you're James Bond out for a drive.



■ It's called *007 Racing*, but you don't actually get to race anybody – you do get to drive cool cars, though.

BEST BIT SO FAR

Aston Powers

Bond has driven and written off a fair few motors in his time (sensationally, spurning his British roots to drive a (spit) bratwurst-smelling BMW in the last two Bond films). But getting inside his faithful old Aston Martin for the first time since *The Spy Who Loved Me* on the Spectrum is going to be a blast.



OCTOBER

Format: **PlayStation** | Developer: **Eutechnyx**
 Publisher: **EA** | Players: **1-2** | On sale in UK: **October**

007 RACING

Except: there ain't actually any racing. Weird.

Not wanting to insinuate that if EA's Bond licence was a cow, they'd milk it dry, but you have to wonder a little about *007 Racing*.

The idea is simple enough. What parts do we most enjoy about Bond films? The car chases. So why not take all the great cars from the past Bond films, then let you re-live them all as one great game? The part in *The Man With The Golden Gun* where Bond jumps the river over the broken bridge? The legendary remote control car chase in *Tomorrow Never Dies*? This game sounds like you're going to get to do the same on your PlayStation.

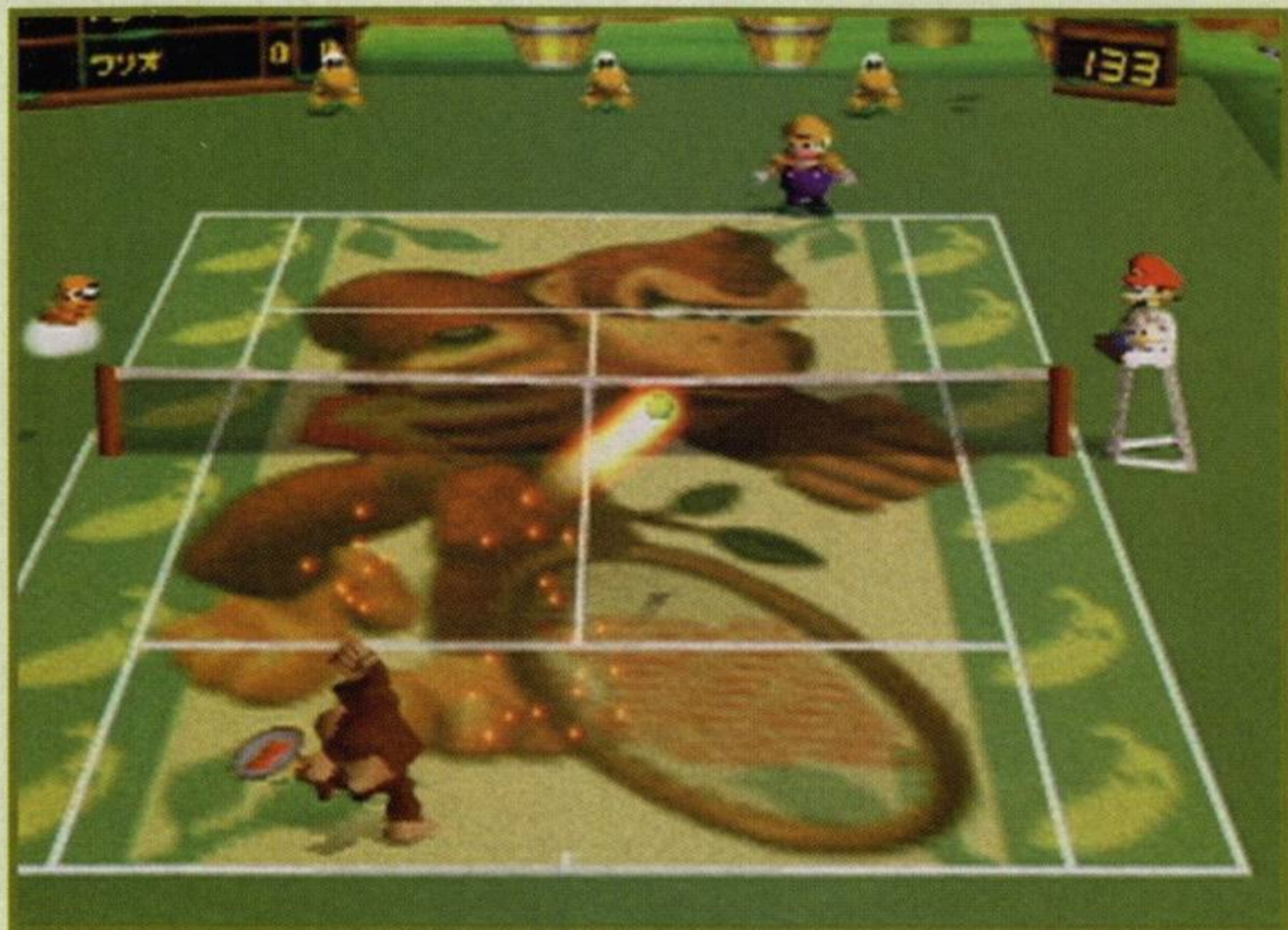
Oddly, though, *007 Racing* doesn't actually take on the familiar form of a racing game, but as a first-person shooter, only in a car. There are 15 missions, each appearing on Bond's CV, with famous villains to battle and a host of car-based Q-branch gadgets upping your fire-power.

Whilst *Arcade* was only able to ferret a brief look at *007 Racing*, much – until further playing – remains a mystery. The cross between being a driving game and a shoot-'em-up certainly looks intriguing, and no matter what you do to it, the Bond atmosphere always transforms well to videogame form. Alongside *The World Is Not Enough*, we'll be paying *007 Racing* some more attention soon.

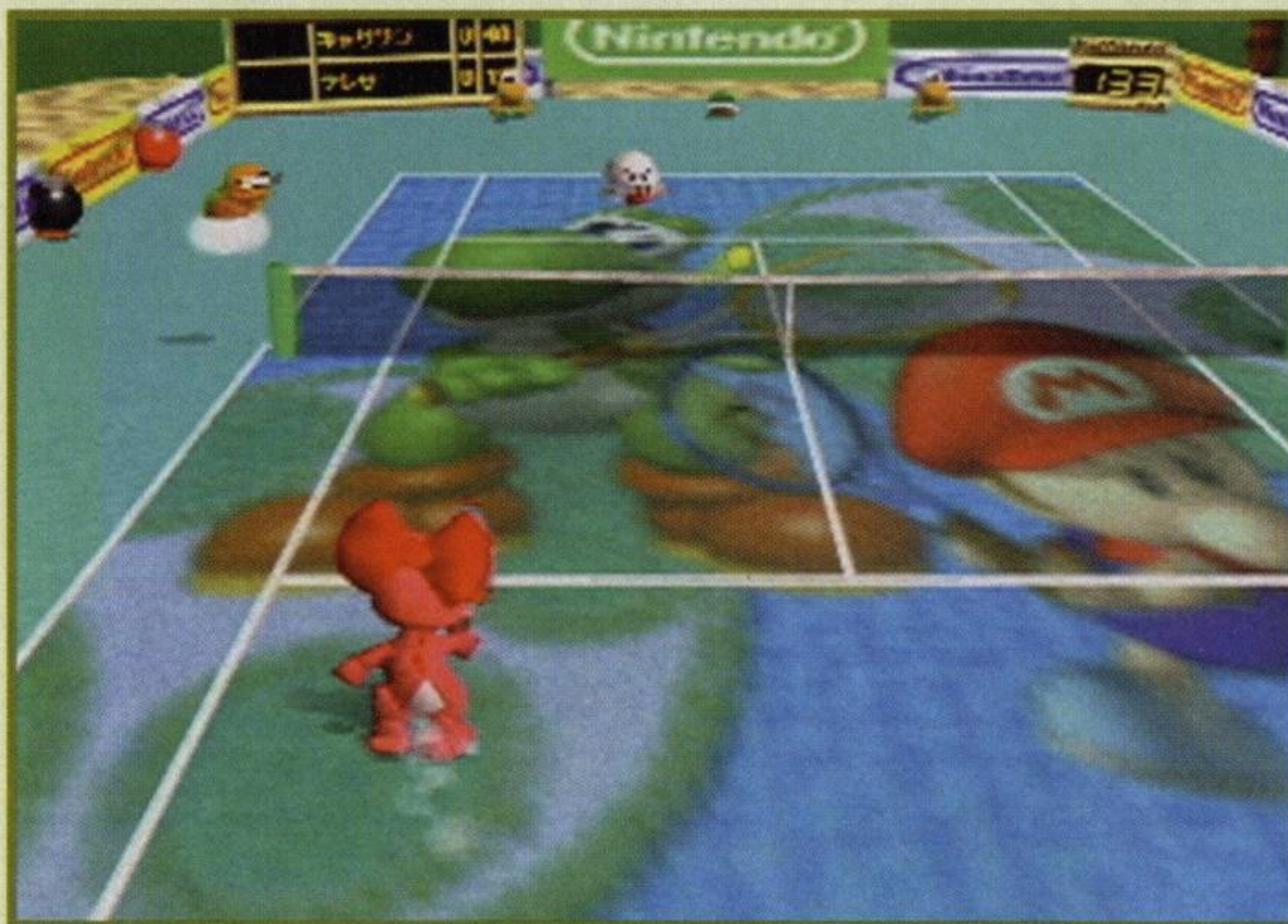




■ Yoshi and Bowser form a dino-mite duo as they face off about Patta-Patta and Daisy. (Who's not to be confused with Princess Peach.) Nice serve by the girl, too.



■ Donkey Kong sends Wario's serve back from whence it came. In traditional Nintendo fashion, the bigger characters are slower but pack more punch.



■ "Who the hell is that pink thing?" was a frequent cry in the Arcade office. Well, it's Catherine from Super Mario Bros 2! Er, of course.

BEST BIT SO FAR

Juicy bonus

There's a wealth of bonus games hidden away in *Mario Tennis's* options screens. Battle mode has you fighting it out on Bowser's court, which tilts as you move, forcing the ball to bounce at unpredictable angles. Piranha Plant mode sees you practising your returning via the help of the snappy flowers from the *Mario* games, which handily act as automatic service machines. And the painful-sounding Ring Shot mode has you directing balls through rings in order to increase the number of points at stake. A bit like gambling. But, er, not.



OCTOBER

Format: N64 | Developer: Camelot | Publisher: Nintendo | Players: 1-4 | On sale in UK: October

MARIO TENNIS

Nintendo serve up a delicious new tennis sim.

Anthing with Mario in is almost certain of being incomparably brilliant. *Mario Tennis*, Camelot's remarkable follow-up to *Mario Golf*, is no exception. Fast, playable, beautifully presented, and with more clever touches and in-joke tomfoolery than any game has a right to sport, its October release simply can't come soon enough.

Last month's *Virtua Tennis* on Dreamcast pretty much sewed up the serious side of tennis, with an enviable mix of subtle controls and eye-batting visuals. *Mario Tennis*, on the other hand, sensibly steers clear of the territory so successfully claimed

by Sega's Dreamcast title, and instead plumps for a 64-bit rendition of SNES classic *Super Tennis*. Which means 16 Nintendo characters – including both newbies (Luigi's evil alter-ego, Waluigi) and golden oldies (Catherine from *Super Mario Bros. 2*) – battling it out in the heat of a racquet battle.

A measure of just how fine *Mario Tennis* is, is how it effortlessly shouldered the previously immovable *Final Fantasy IX* from the top of the charts in Japan. Visually, it's sharp-edged and dripping in character, with humorous animations and comedy courts at every turn. Bob-ombs act as line judges, and when you hit them with a pinpoint serve, they explode. Koopa Troopas also pop up in the same role, retreating into their shells

when they get hit. Mario's cameraman, Lakitu, also hovers around, filming the action for prosperity.

It's in play where *Mario Tennis* really comes alive. Shot selection is simple as it's concentrated entirely on two buttons: A and B. Backhands, forehands, smashes, lobs, everything's within easy reach. Crucially, however, *direction* is also simple, something that *Virtua Tennis* wasn't quite so lenient about. If you're receiving a shot down the line, a mere caress of the analogue stick can see it fly back across the court to the opposite corner. In Sega's game – perhaps more realistically – it was difficult to change the direction of your shot that quickly. That's not to say *Mario Tennis* eschews the

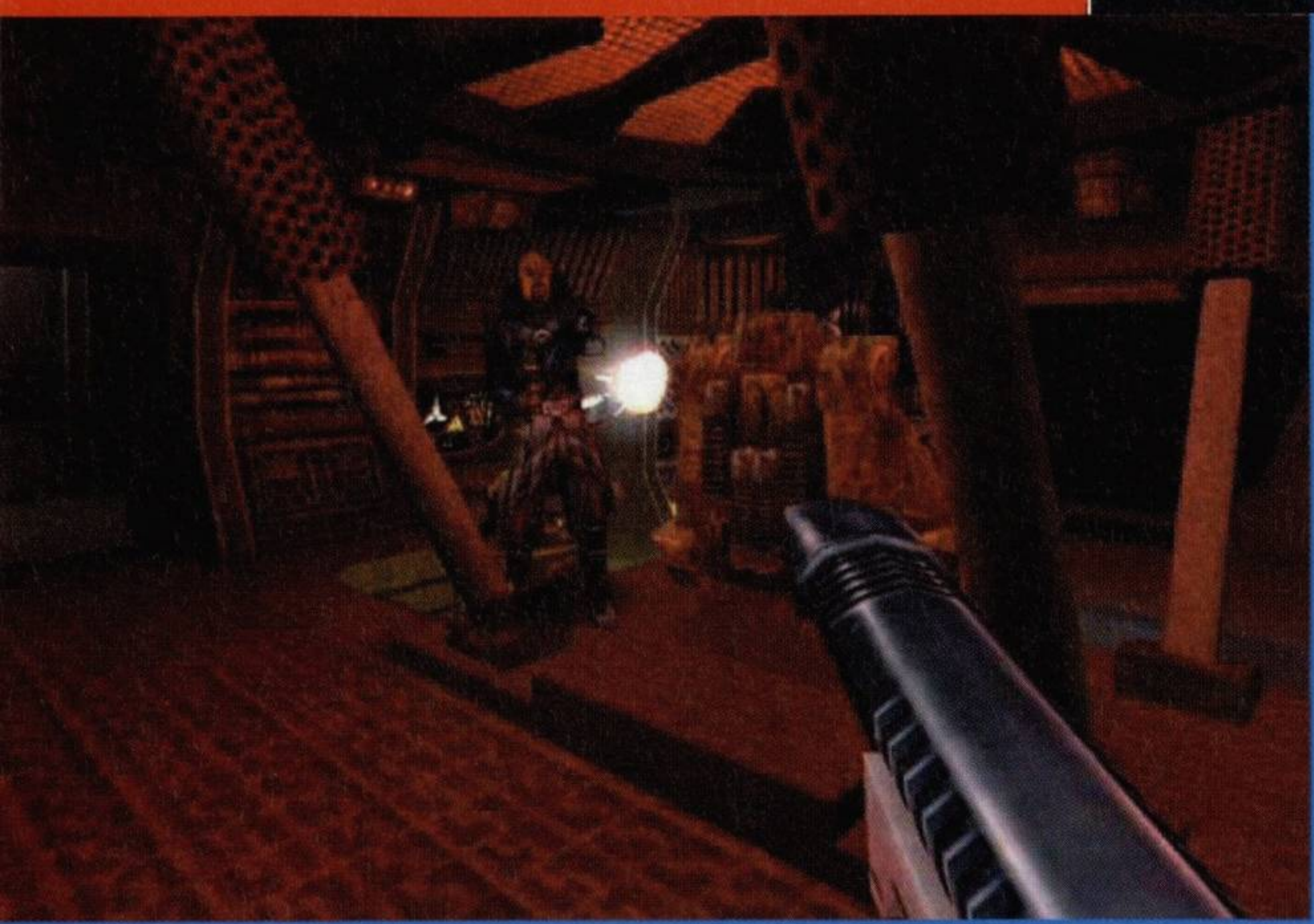


basics of the game in favour of rainbow-coloured craziness. It doesn't. In the same way *Mario Golf* combined real golfing attributes with some trademark Nintendo fun, so does this.

Multiplayer is where *Mario Tennis's* strengths lie, as well as in a host of minigames, but even if you're playing on your own, this is still absolutely ace. **A**

GAME ON

COMING SOON



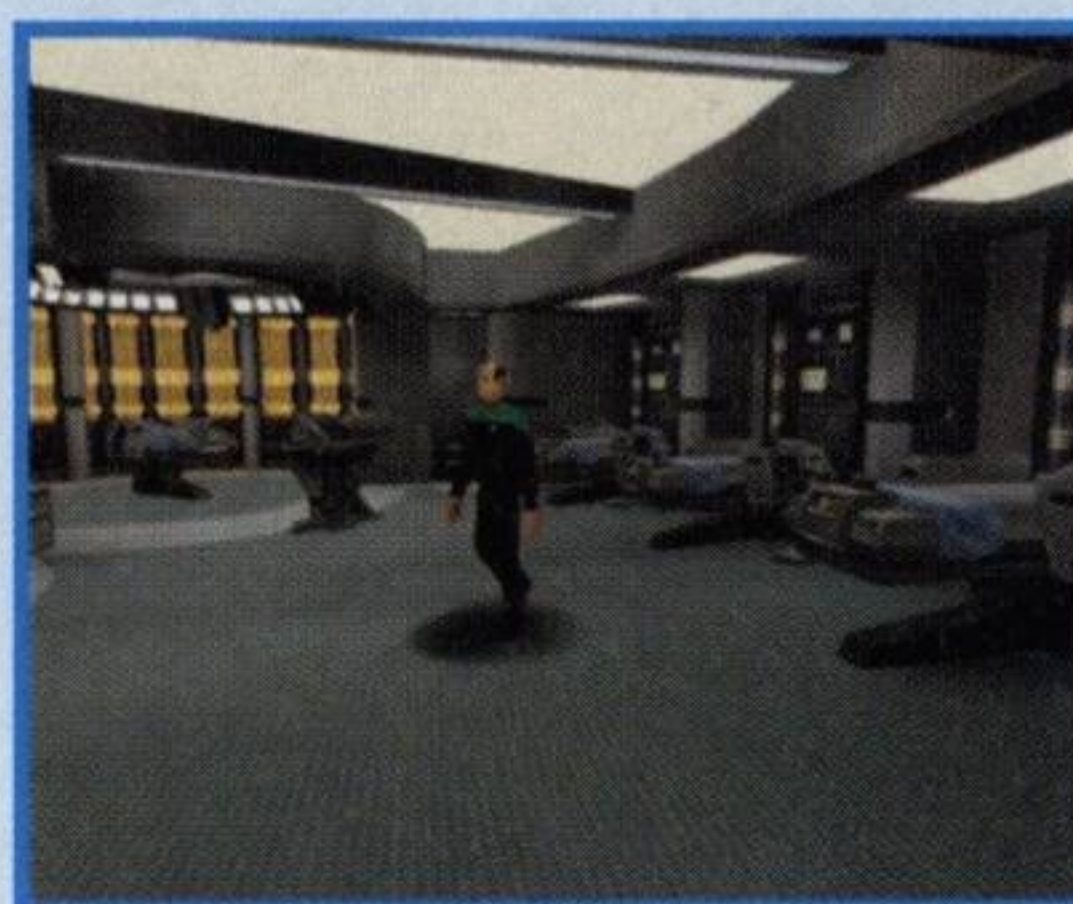
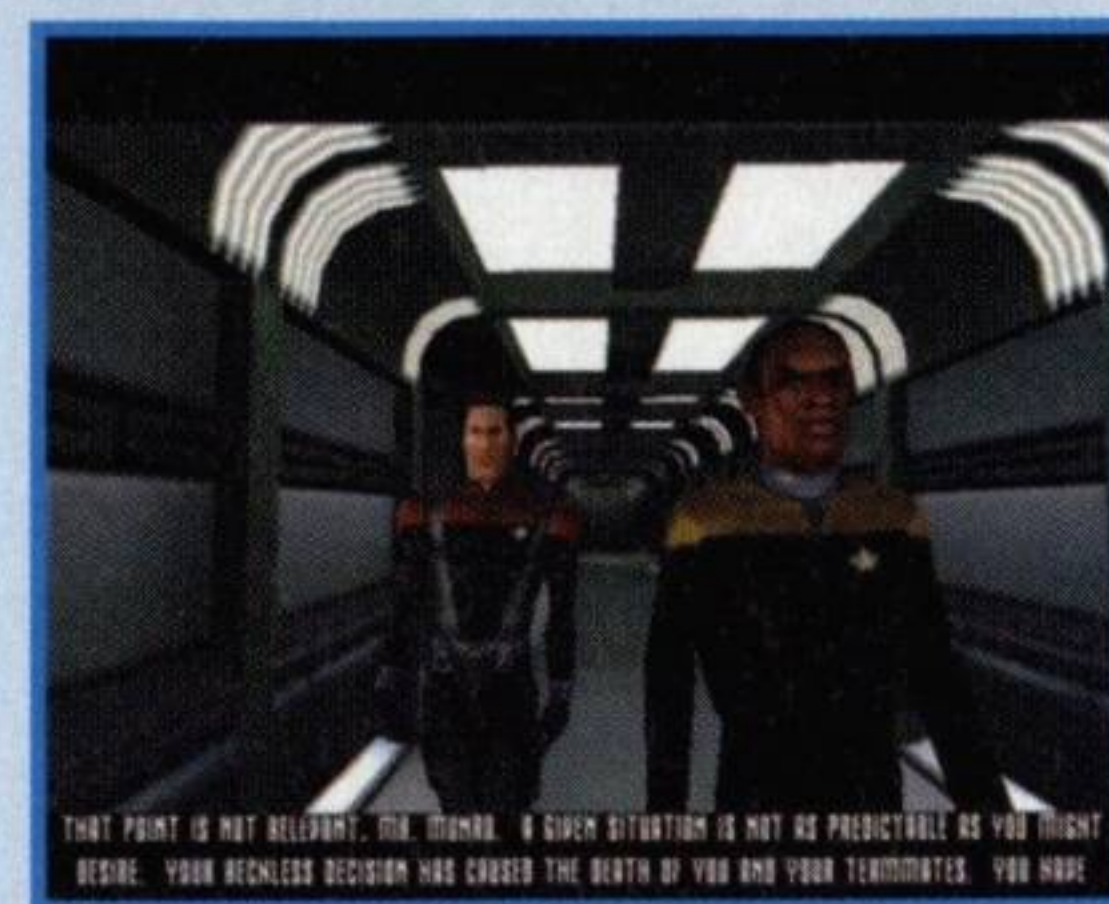
■ Klingons provide you and your Elite Force team with plenty of cannon fodder throughout the later levels. That's if you make it past the initial Borg threat...



■ Raven has used the teleport device as a way to provide respawning enemies.



■ Like *Half-Life*, health and weapon chargers are found bolted to walls.



■ (Above) The holographic doc will pop up with his magic sponge.

■ (Left) The Borg will become immune to your weapons. Better find that I-Modulator tool double quick.

BEST BIT SO FAR

What are you doing?

Mid-way through the second mission – after you discover the whole of the first level was actually a Holodeck-produced training sequence – your first scripted sequence arrives. Wandering Voyager's corridors, you see a crew member running towards you. As he approaches, you hear him scream to activate the nearby control panel. You do so, and watch in horror as a force field appears in front of you – trapping your colleague the wrong side of the explosion. "What are you doing?" he screams, as flames engulf him before your eyes. Oops.



OCTOBER

Format: PC | Developer: Raven | Publisher: Activision | Players: 1-16 | On sale in UK: October

STAR TREK VOYAGER: ELITE FORCE

The mission: to boldly go where no *Trek* game has gone before.

The *Star Trek* licence doesn't boast an enviable record when it comes to game tie-ins, but with *Elite Force*, Raven has achieved the impossible: an exceptional game that would impress in its own right. Pithily, we finally have a *Trek* title that isn't hoisted by its own Picard.

Quite the opposite in fact. *Elite Force* has slowly been gaining an online reputation as the most promising *Trek* game ever, and early playable code appears to validate an Internet option. Raven ensured itself of a head start by using the *Quake III Arena* engine, and where it's only previously been used to offer frantic

multiplayer fragging, *Elite Force* brings the subtleties of the technology to the fore.

Boasting the kind of scripted sequences that made *Half-Life* a household name, and visuals that pale in comparison only to that other recent *Quake*-powered title, *Heavy Metal: FAKK 2*, it's shaping up to be a single-player masterpiece. Eschewing by-the-numbers shooting for a narrative-heavy structure, this journey through the locations of the TV series (and beyond), is a polished, well-paced first-person shooter. It's helped by the co-operation of the TV series' actors – both in terms of modelling and dialogue. Yet it's the extrapolation of the series' inventive storylines that give it the edge.

Taking the role of a red-jerseyed away team character would normally mean your

days were numbered, but it's as such a member of the eponymous security force that you face combat with the Borg, various types of space pirate, and a few breeds of alien that Raven has presumably been given carte blanche to invent.

The weapons to do the job are inspired affairs too. The standard phaser gives way to impressively sexy laser rifles, and then to seriously sexy plasma firearms. Each comes complete with beautiful particle effects, and the environments are as temptingly curvaceous as Monroe in her prime. The latter thanks to Raven's texture artists as much as id's cutting-edge engine.

Not only does *Elite Force* improve on the quality of aesthetic expected from Carmack and co's coding, it offers an

experience that instills the urge to witness its every location. From the stuff of Freud's nightmares: Giger-esque Borg Cube organo-interiors, to the clinically sterile locations of Voyager's bridge and corridors via Holodeck-inspired Gothic castles – this is a pleasingly eclectic tour.

Impeccable in-game cut-scenes are used to elicit that familiar *Trek* ambience – including charmingly twee torpedo-hit bridge sequences. And the depth is further enhanced by professional voice-acting and, for once, almost perfect lip-synching. Be assured, this is sophisticated stuff. Ultimately, though, it's overdue recompense for those long-suffering PC-owning *Trek* fans. A game that finally justifies the source material.





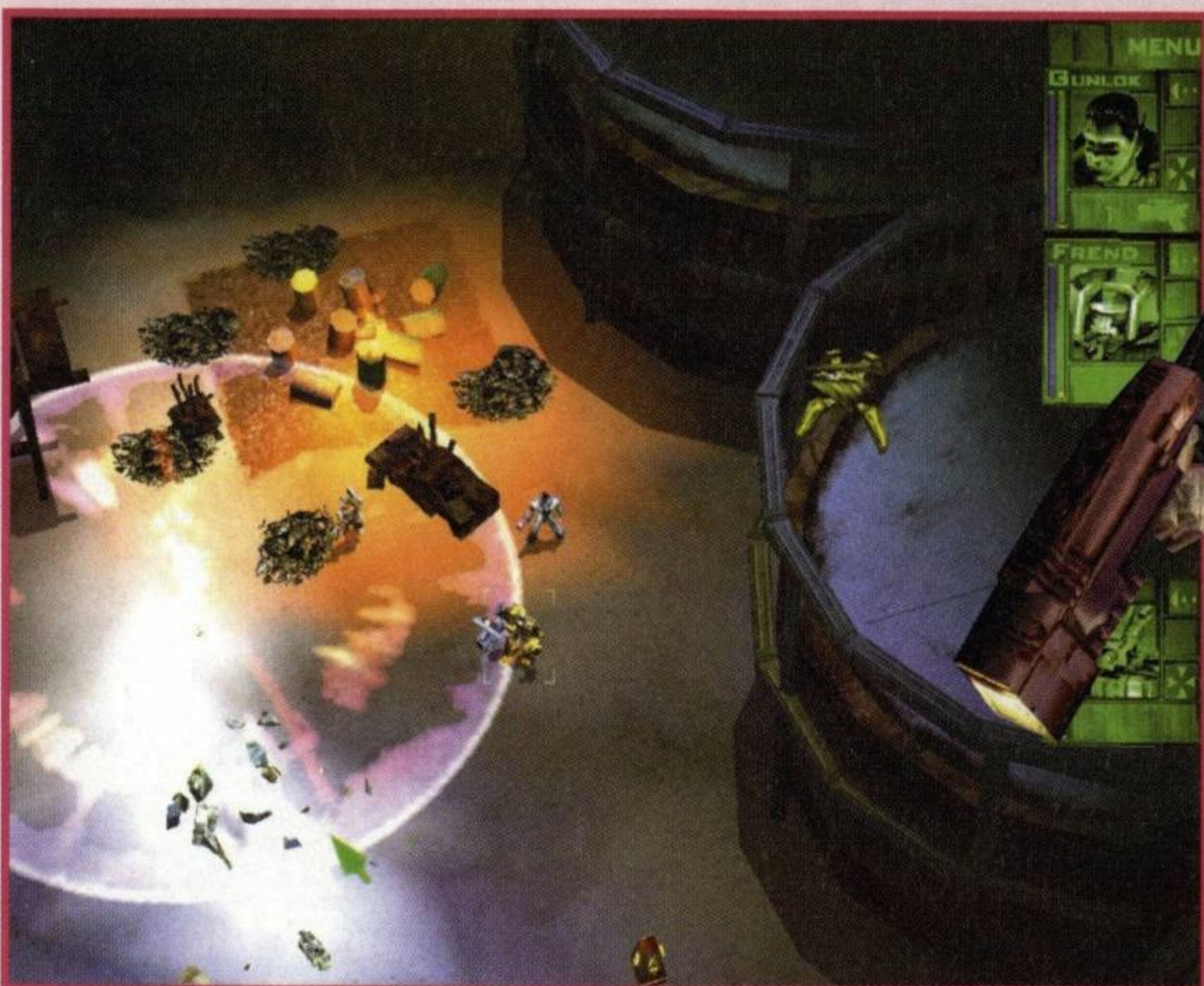
■ The disco-bright weapon-light effects add a splash of colour to an otherwise unremittingly grim post-apocalypse landscape. And they look pretty.



■ Clearly, much of the game takes place in Liverpool.



■ (Below) One of your team.



■ The obvious advantage of the full 3D-engine is the ability to zoom out from the scene for a wide overview, or zoom in to study a detail in the landscape.

OCTOBER

Format: PC | Developer: Rebellion | Publisher: Virgin | Players: 1-8 (LAN/Internet) | On sale in UK: October

GUNLOK

It's the end of the world as we know it. And you're a robot.

Rebellion, after a long career of working with licensed intellectual properties, has finally decided to step out on its own. While Rebellion has created arguably the second best movie conversion of all time (the finest being *GoldenEye*) in the form of *Aliens Vs Predator*, it clearly emerges the fascinating, correct-spelling defying, *Gunlok*.

The game follows a group of robots, headed by the eponymous cybernetic Gunlok (you), on their quest to save a post-holocaust world. The game's look and feel has been heavily influenced by classic British

sci-fi comics, an aspect to the game that holds considerable irony given the company's recent purchase. (See Comic timing on the right.) And, as you might have surmised by its appearance in these pages, *Gunlok* has much potential.

The most immediately striking characteristic of *Gunlok* is its dramatically unique look. Rather than blocky polygons, this gaming world has a veneer we've only previously seen in painted and scanned work. Any one screenshot can look like a particularly beautiful image from – say – *Baldur's Gate*. Sometimes you actually forget that this isn't a set-perspective game, which of course makes the rotating and the zooming of the image even more impressive. The overall effect has an almost

magical aspect, as if you were in an art gallery and the paintings sprung to life.

But what is *Gunlok*? Its genre will be a matter of debate come its release, it being a distinct genre-mix of elements traditionally associated with specific console and PC games. Basically? Well it's action/strategy, with a slight similarity to the World War II set *Commandos 2*. While stand-up fights are commonplace, application of sneakiness reaps striking rewards. In a similar way to *Metal Gear Solid*, each foe has a displayed vision cone which highlights the areas in which you are likely to be spotted. In addition to this, each possesses a hearing circle strictly defining the areas in which they are likely to respond to your wandering presence.

BEST BIT SO FAR

Comic timing

No matter what quality the finished game is, it looks set to make the leap into another medium. Rebellion recently bought legendary sci-fi comic 2000 AD, and the characters of the game will feature in a forthcoming strip. However the transfer seems to have the possibility of working in reverse: it's immediately obvious that the *Gunlok* engine would be ideal for bringing the ABC Warriors to the PC...



The slick management of your hard-hitting crew is another major section of *Gunlok*, with each of the five characters having a distinct role. You're also able to mix-and-match weapons, sticking new parts on to your mechanical protégés, adding a distinctly *Final Fantasy* aura to the whole experience.

While, ultimately, you have to wonder if such disparate elements can gel into a cohesive and satisfying whole, the developer's audacity is admirable. Let's hope the enthusiasm pays off.



GAME ON



COMING SOON



OCTOBER

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

ISS 2000

The best football game ever has changed. So, is it any better?

As a new era of gaming beckons with the imminent arrival of PlayStation2, the greatest football game of all time is going through something of a metamorphosis. So just how has *International Superstar Soccer (ISS)* coped with the extra influx of technological advancements?

As massive fans of *ISS Pro Evolution* on the PlayStation, it would be impossible for us to mask our disapproval. Gone is the total-football formula that was virtually perfect and in steps an almost sacrilegious arcade engine that would struggle like Gazza to keep up with the Sunday League

pace of even Sega's *Virtua Striker 2*. On the plus side though, *ISS 2000* does show some dazzling new silky skills that at least fill us with some optimism as to how the franchise may progress in the coming years.

For starters, the players aren't automatically drawn to the ball. Whereas in any other football game (with the exception of *Sensible Soccer*), the direction you choose to move will always make you chase and control the ball, now you can run after it and then accidentally dash straight past it. Even if you are teeing up a crack at goal, you aren't always guaranteed to hit the ball - landing awkwardly on your arse, much to the crowd's amusement.

The graphics are looking out of this world too. The players in the PlayStation2's



■ Anyone who has played the N64 *ISS* games will instantly know how to score a 'Beck-spesh'. Newcomers may be a bit baffled by all the arrows, though...



■ Same old Argies, always cheating! Marks out of ten for that dive? Two.



■ There are now more ways to tackle than ever before, fair or foul.



■ A felled Argie wins a free kick. Not much danger from there, though.



■ (Left) The way the players move is fabulous, almost like the real thing.

BEST BIT SO FAR

I like to move it

The player animation. These guys look the business, and move just like the real thing. Full facial animation is in place for the goal celebration close-ups, and the way they conduct themselves in response to a bad decision or a late tackle is almost Keane-esque. The game also contains real linesmen that flag as soon as they spot a misdemeanour. Visually compelling stuff.



competitions and leagues to get your studs into, maybe the future of the *ISS* game isn't looking too bad after all. It had better put in a few extra hours of training though, because we demand perfection now, and this is currently looking a few steps away from that.





■ Every man's home is his castle in *The Sims*. You can go all medieval with one of the new decorative schemes.



■ A Las Vegas love nest complete with tacky vibrating bed.



■ The new 'fool around' action is well saucy. Don't get caught with you pants down.



■ Life's a beach when you're a Sim. One of the new features is this beach party option.

BEST BIT SO FAR

The X-Files

As if you didn't have enough to worry about, your Sims can now be abducted by aliens. If and when they return all they'll talk about is their abduction experience; unless they find someone to share their story with they'll crack up.



■ Blimey. That's a tricky one. We'd go 50/50 if we were you.



■ Joseph Plumm. Definitely. Definitely. Or is it Jack Lemmon?



■ Oooh, you can almost smell the atmosphere. But then again, if you were about to gamble £4000 for real, you'd be able to smell it, too.

BEST BIT SO FAR

Are you sure?

Although Chris Tarrant doesn't appear in virtual form, his probing questions are represented via the power of sound. Although it's hard to replicate the sheer magic of the erratically-voiced funnyman, the game includes favourite catchphrases such as, "Are you sure?" and "Is that your final answer?"



■ 51% reckon it's C, eh? Then again, what do the audience know?

SEPTEMBER

Format: **PC/PlayStation/DC** | Developer: **Hothouse Creations**

Publisher: **Eidos** | Players: **1-4** | On sale in UK: **September**

WHO WANTS TO BE A MILLIONAIRE?

Is that your final answer?

If you claim never to have berated the TV when Colin Retin from Croydon has to call a friend on his £200 question just to confirm that Paris is the capital of France, you're a liar.

Who Wants To Be A Millionaire allows you to put your intellect to the test in the comfort of your own armchair, although the game does its best to convey all the tension of the TV programme. A full 140 different pieces of music soundtrack your indecision while Chris Tarrant provides the smarmy voiceover. If you dither before answering a question, Chris will want to

know if that's your final answer. When the stakes are raised, he'll taunt you, pretending you've made an incorrect choice before whipping out the cheque for £64,000.

Of course, you can't actually win a million, but every other aspect of the TV programme makes the translation to videogame form. You can even ask a virtual friend – but don't always trust the answer.

Four-player mode allows you to play the 'fastest finger' opening round before taking turns to face Tarrant. There are over 1,000 questions in the game, none of which will be repeated till they are all asked. A million quid is just 15 questions away.

Format: **PC** | Developer: **Maxis**

Publisher: **Electronic Arts** | Players: **1** | On sale in UK: **October**

THE SIMS: LIVIN' IT UP

Virtual life is beautiful.

As far as games of 2000 go, *The Sims* is one of the most original. Revelling in the mundane, rejoicing in the routine of modern life, *The Sims* is more like a Mike Leigh film than a videogame. But countering any criticism of the original's lack of humour and irony, is this add-on pack where your little computer people can live it large.

Livin' It Up will be like a breath of fresh air for a game that has a tendency to become as boring as the lives that it portrays. It boasts 15 new player skins including a mad scientist and a monster.

There are also four new non-player characters – genies, clowns, game show hosts and the Grim Reaper. There are new career tracks, with 50 new jobs including musician where you can work up from busker to rock star. You also get a load of new architectural styles (castles, Vegas and Fifties retro) plus a whole host of new furniture, wallpapers and gadgets to give your home that IKEA look.

But what will probably interest *Sims* fans the most is the new 'fool around' option. This doesn't show your Sims having full on sex – it's just a bit of giggling under the covers – but it is enough for a partner to file for divorce. Best not let them find out, then...

GAME ON

COMING SOON



■ The thrill of the chase causes adrenaline levels to rise. *SSX* is the fastest thing you'll have ever seen – it makes *Sonic Adventure* look a drive in a country.



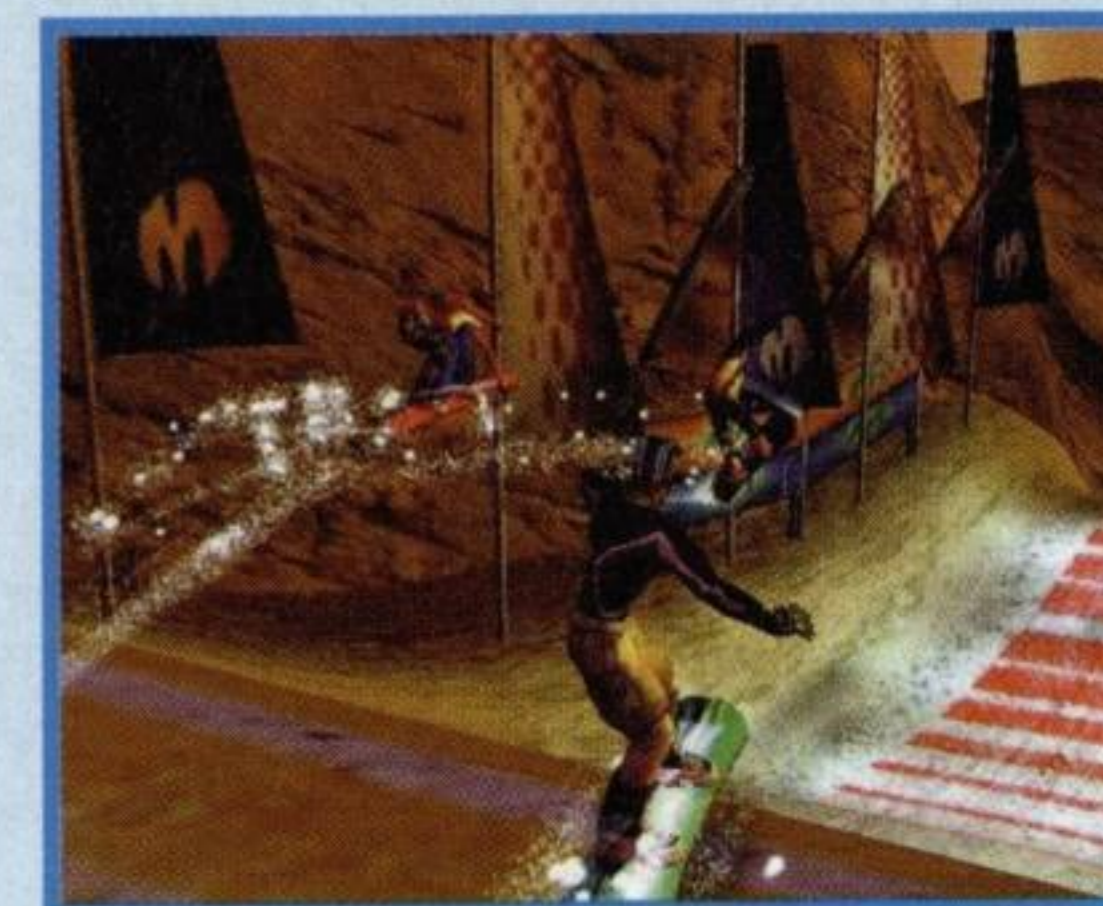
■ And they're off. Rock the stick back and forth for maximum takeoff.



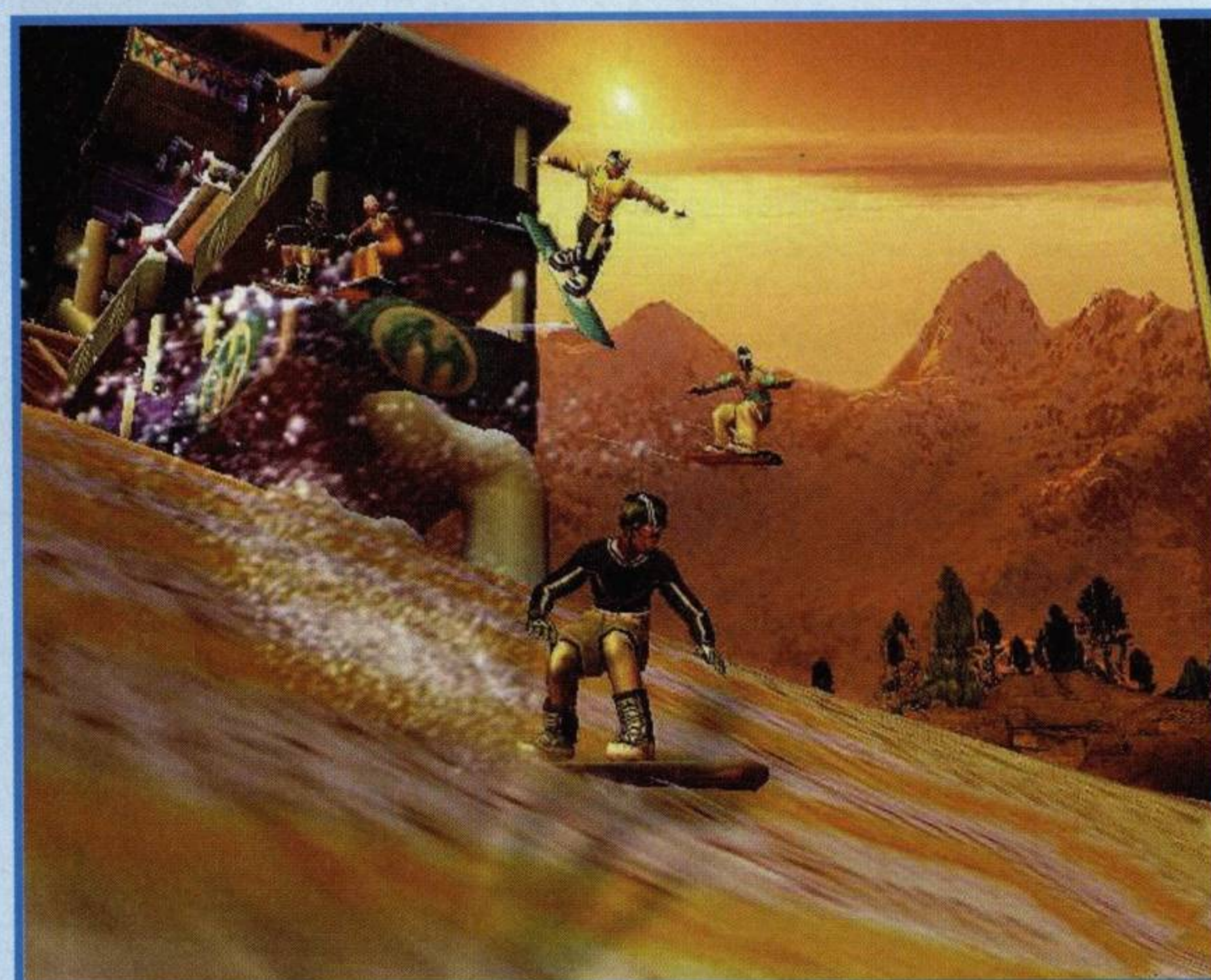
■ Yoiks. It's you. *SSX*'s replays are a work of videogaming art. Nice.



■ The trick system is very intuitive, with every button on the pad used to gain maximum control.



■ The attention to detail is fantastic – this is what the game actually looks like. The PlayStation2 is, indeed, God.



OCTOBER

Format: **PlayStation2** | Developer: **EA** | Publisher: **EA Sports Big** | Players: **1-2** | On sale in UK: **October**

SSX

The best thing to happen to the PlayStation2 so far.

In many ways, the PlayStation2 is odd. The obliging thing so far has been to stroke its stylish black casing, coo at its little blue and green lights and toast whatever comes to hand at every new game that arrives for it. But at the back of everybody's mind has been the nagging feeling that whilst the PS2 boasts some mighty fine games, none have actually been that revolutionary.

The blame for this could lie with the N64; players couldn't believe their eyes when they first saw *Mario 64*. Hence, with the release of every new console, it's natural to assume the same obvious jump in technology. But this is not the case. The

PS2 has suffered in much the same way that Dreamcast did with the release of awful games like *Godzilla*, while *Sega Rally* only managed to ruffle a few feathers. So far on the PS2, *Street Fighter EX3* looks just like a Dreamcast game, the difference between the *Ridge Racer V* and the PSX's *Ridge Racer Type 4* is only really visible to the trained eye and the less said about *Driving Emotion Type S*, the better.

Due to coincide with the UK PS2 launch, *SSX* (working title *Snowboard SuperCross*) is the first PS2 game to actually feel like a next generation game. You only have to watch the detail of the scenery and the speed at which the snow zooms past for just a few seconds to realise this. It's done for the PS2 what *Sonic Adventure*

did for the Dreamcast. The shots here can't convey how great it is – jaws will drop at its brilliance; ours did when we played the near complete version this month.

SSX isn't, it's keen to point out from the outset, trying to be the next *1080°*. The essential elements of what makes a great snowboarding game are present, such as the fact that it genuinely feels like you are on snow – and different types of snow, at that. Board through powder, and your turns become graceful glides as your board sinks into the white stuff. Go over an ice patch, and – with just the right sound effect – you'll gain a huge boost of speed whilst forfeiting control.

Take off down a run, and your competitors' boards carve their tracks into

the compacted snow, thus depicting the ideal racing line for you to follow.

Every single button on the analogue pad is use in combination to pull tricks, but unlike *1080°* where riding freestyle was fun but actually slowed you down, pulling tricks in *SSX* increases your speed. Realism is therefore given some artistic licence for if you tumble off a bridge and drop 100 foot and land on your head, or hit a wall at what you think is a break-neck speed, you'll be on your feet and back to top speed again in a matter of seconds. The motto in *SSX* is firmly on hair-raising, cheek-flapping, adrenaline-pumping fun.

The tracks themselves are nothing short of awesome, each lasting well over five minutes a piece. They are fully explorable,



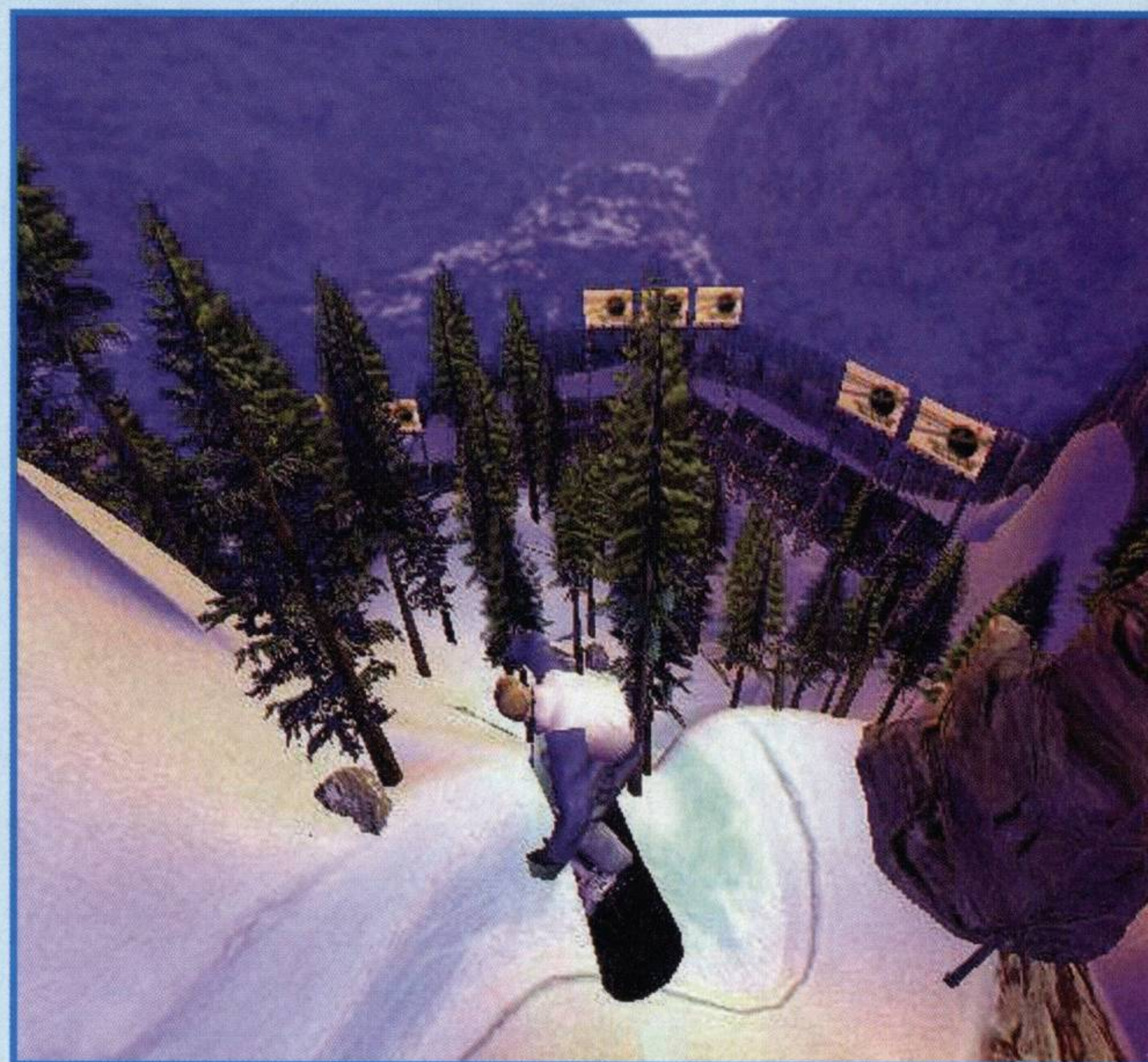
■ Snowboard rage is rife in *SSX*. There are plenty of pushes and shoves available to make sure that you – if possible – are first down the slope.



■ All manner of track obstacles can be interacted with. This rail, for example.



■ Alright. Now there's no need to show off. Alright. There is.



■ Just check out the background detail. If you've never tried the sport, *SSX* will make you want to go snowboarding for real – it's that good.

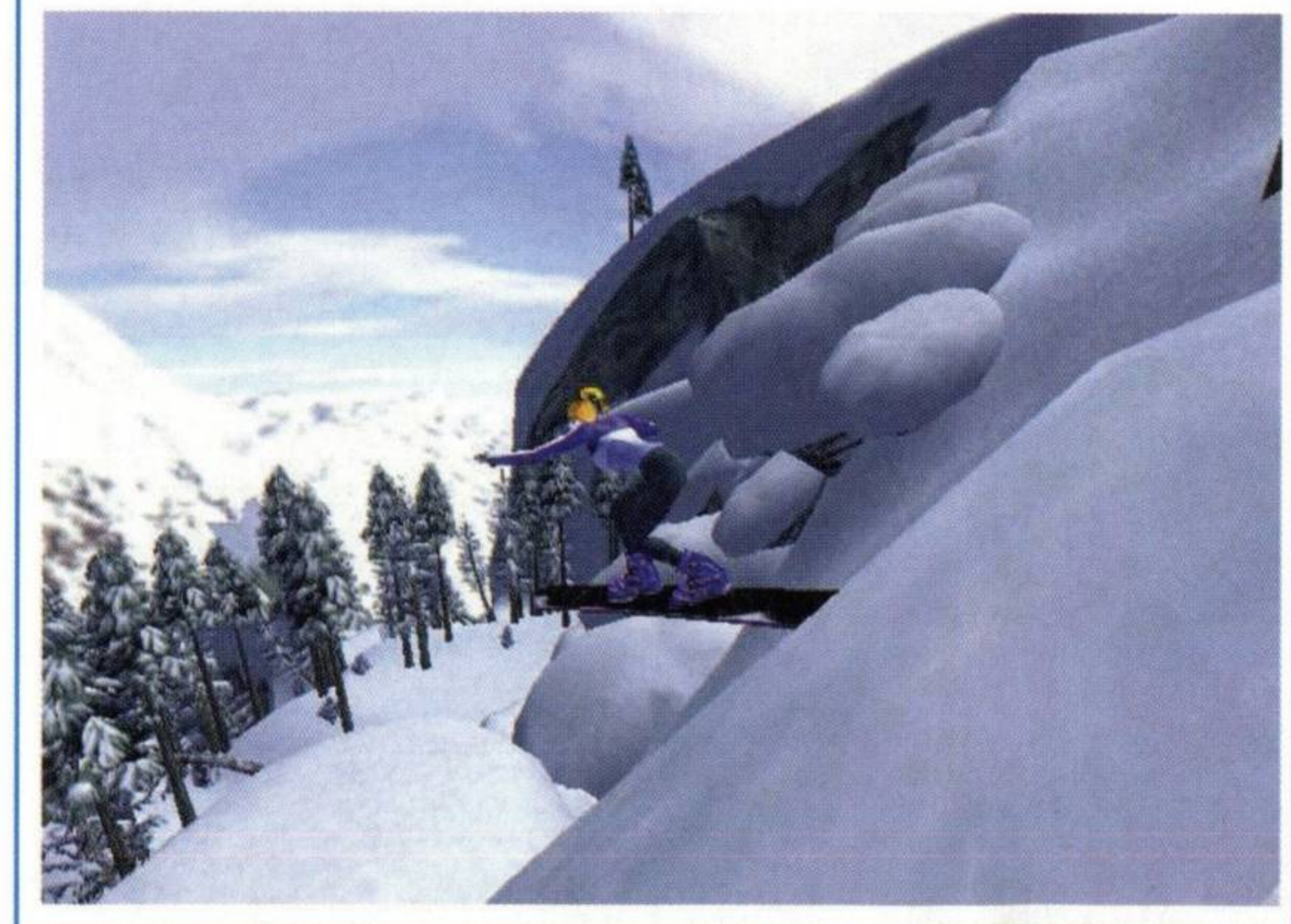


■ All the tracks in *SSX* are fully explorable, with short – and indeed – long cuts about. No two runs down the same track will ever feel the same.

BEST BIT SO FAR

Mountain due

Whilst the main crux of *SSX* takes place on epic marked-out courses, the level that has caught *Arcade's* snowboard-loving eye is the free-roaming fresh-powder mountain one. You are helicoptered to the top of the mountain and set free – with only gravity and an entire joypad-full of tricks to get you to the bottom. The track is almost unlimitedly free-roaming, allowing you to race with whatever style you want: huge, sweeping curves; bombing it with your hands behind your back; searching for that elusive Ultimate Ride – whatever you want. With fresh powder as far as the eye can see, the sun glaring off the camera, and some cool tunes (provided by, amongst others, Beastie Boys DJ Mix Master Mike and club-friendly hipsters Hybrid) it's a beautiful experience to behold. Then again, maybe we're just a bunch of old hippies.



too – coloured arrows imprinted on the snow highlight the curves and jumps, but there are many short cuts and off-piste routes to explore.

SSX features five modes of gameplay: Training; World Circuit, a season-long duel against the world's top boarders; Professional World Championship; an Adventure mode where you must find and collect 3D snowflakes sprinkled throughout the levels; and a Show Off trick-based mode.

There are eight boarders available to ride the eight bizarre and individually styled courses. The Tokyo Megaplex features a pinball machine-like course with moving ramps, opening and closing doors and pinball flippers. Another called the

Aloha Ice Jam is situated on an iceberg that has been towed into a tropical Pacific Ocean port specifically for the purpose of being ridden.

SSX's design team are keen to point out that they see *SSX's* main competitors to be racing games like *Ridge Racer* and *Gran Turismo*. Two and a half years in the making, *SSX* was designed from scratch on a system brand new to the designers. In their own words, it was their aim to fully explore what the PS2 is capable of, in order to release the best PS2 game available at launch. It's even got the special brand new EA label – EA Sports Big. We most certainly agree that it is. Roll on the PS2. And – most importantly – roll on *SSX*. Even if it does sound a bit like SEX. Chortle.



GAME ON

COMING SOON



■ "I believe I can fry..." quips bad-ass dude Duke Nukem as he sees off yet another scum-sucking, women-thieving alien greaseball.



■ A highly unusual pic of a police unit stopping for donuts and coffee.

SEPTEMBER

Format: **PlayStation** | Developer: **n-Space**
 Publisher: **Infogrames** | Players: **1-2** | On sale in UK: **September**

DUKE NUKEM: PLANET OF THE BABES

The Duke is back...

That beefcake bastion of birding, Duke Nukem, is back. An alien species has killed every man on Earth and enslaved all the women. Duke is not happy that these filthy alien scumbags are messing with his planet and snatching all his women. It's up to you to control Duke across a series of third-person levels as he blows away aliens and extorts sexist one-liners.

Duke's quest takes him through a series of alien-infested stages, wherein the

BEST BIT SO FAR

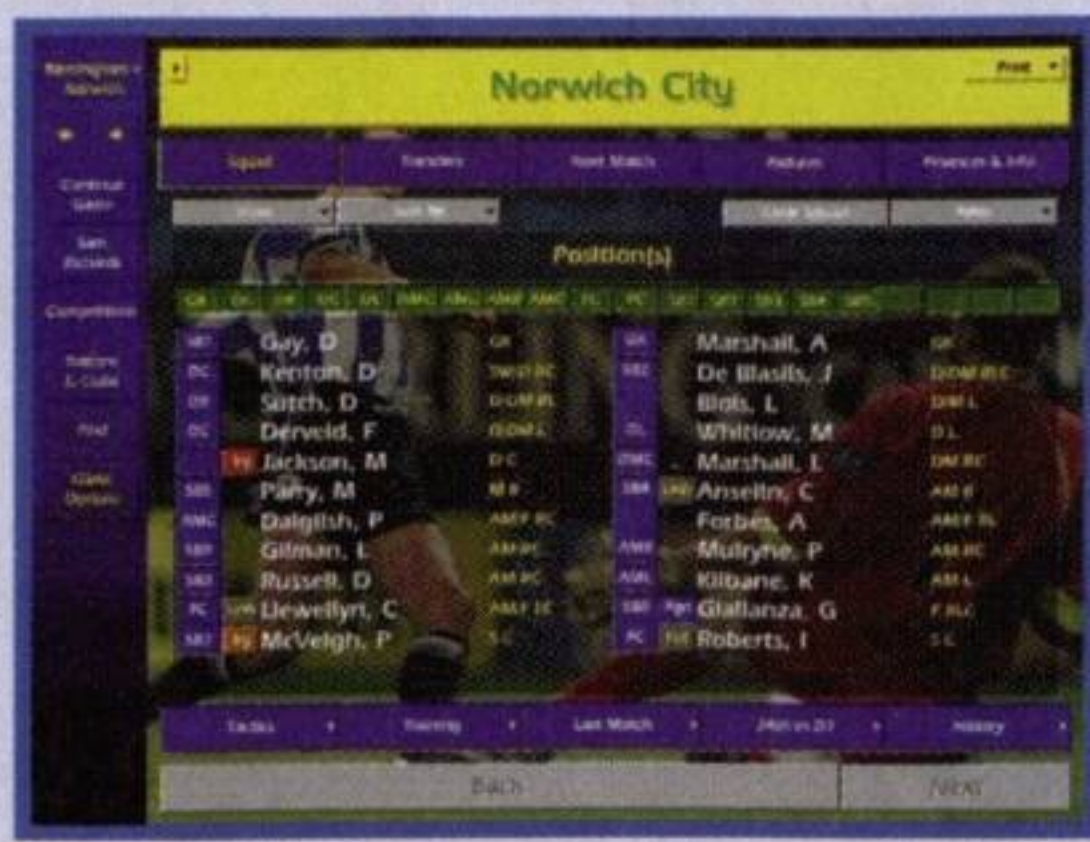
Taking aim...

Typically, the Duke is armed to the teeth, and *Planet of the Babes* calls for some real sharp shooting. To this end, there are two rather swish targeting modes. Pressing L1 will lock Duke's gun on to the nearest foe and will stay targeted until the victim moves behind an innocent passer-by or out of range. Secondly, R1's sniper mode utilises a laser site that enables our hero to pick off the rodent-like villains from afar.

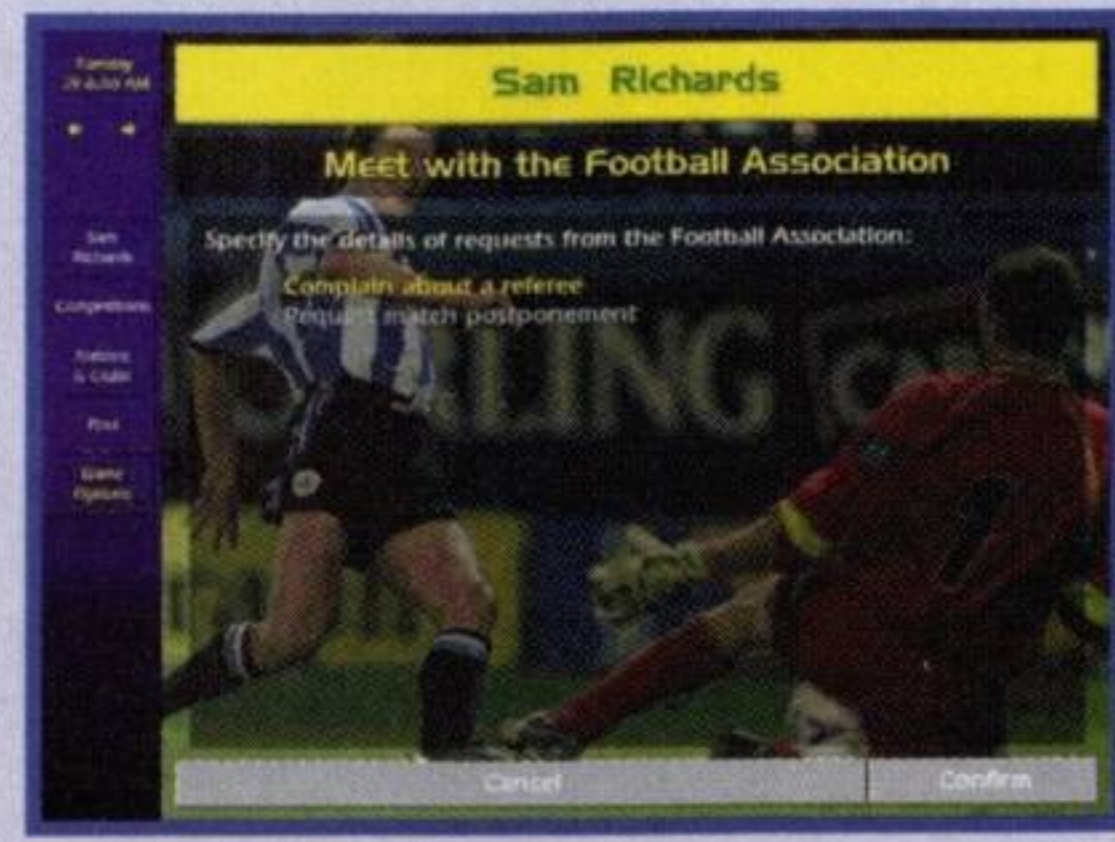


escaping babes reveal acres of cleavage and essential scenario updates. As befits his hero status, Duke runs, jumps and climbs across obstacles, while a two-tier targeting system enables him to lock on to close targets or pinpoint more distant ones via a sniper option. At the start of each level Duke is set key objectives to complete and there are also hidden areas, bonuses and power-ups to find.

As it stands, there are still a few rough graphical edges for n-Space to iron out, but with a few months still to go, there's no reason why *Planet of the Babes* can't be polished to baby-oil smoothness.



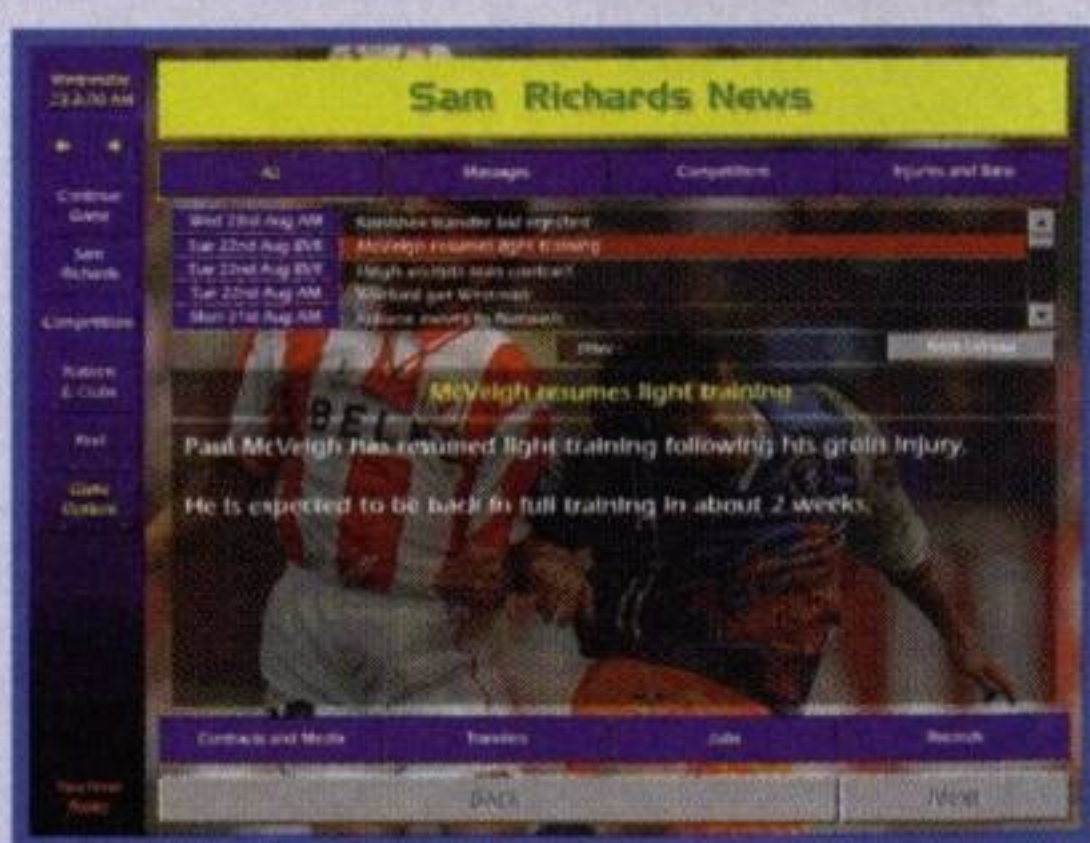
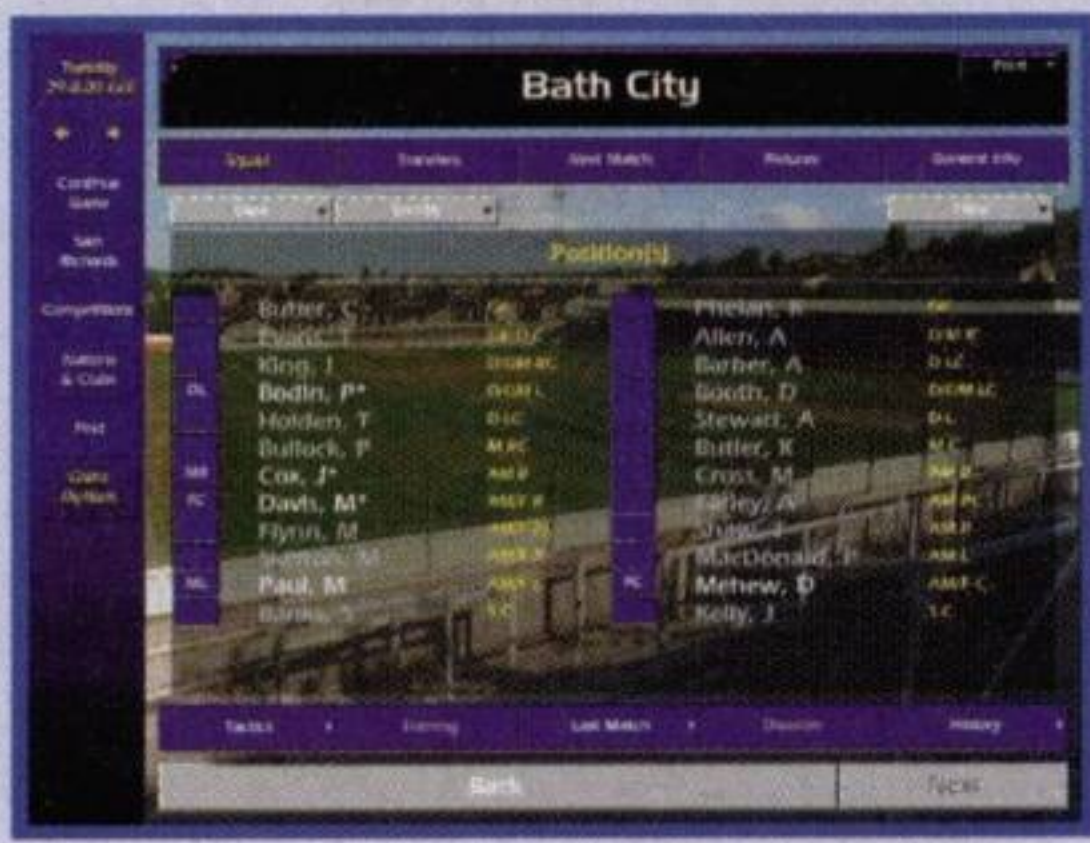
■ With Bellamy sold, it's all downhill.



■ New feature – complain to the FA.



■ Zidane may be out of your price range, so bid for Martin Paul.



OCTOBER

Format: **PC** | Developer: **Sports Interactive**
 Publisher: **Eidos** | Players: **1** | On sale in UK: **October**

CHAMPIONSHIP MANAGER SEASON 00/01

Could this be your season?

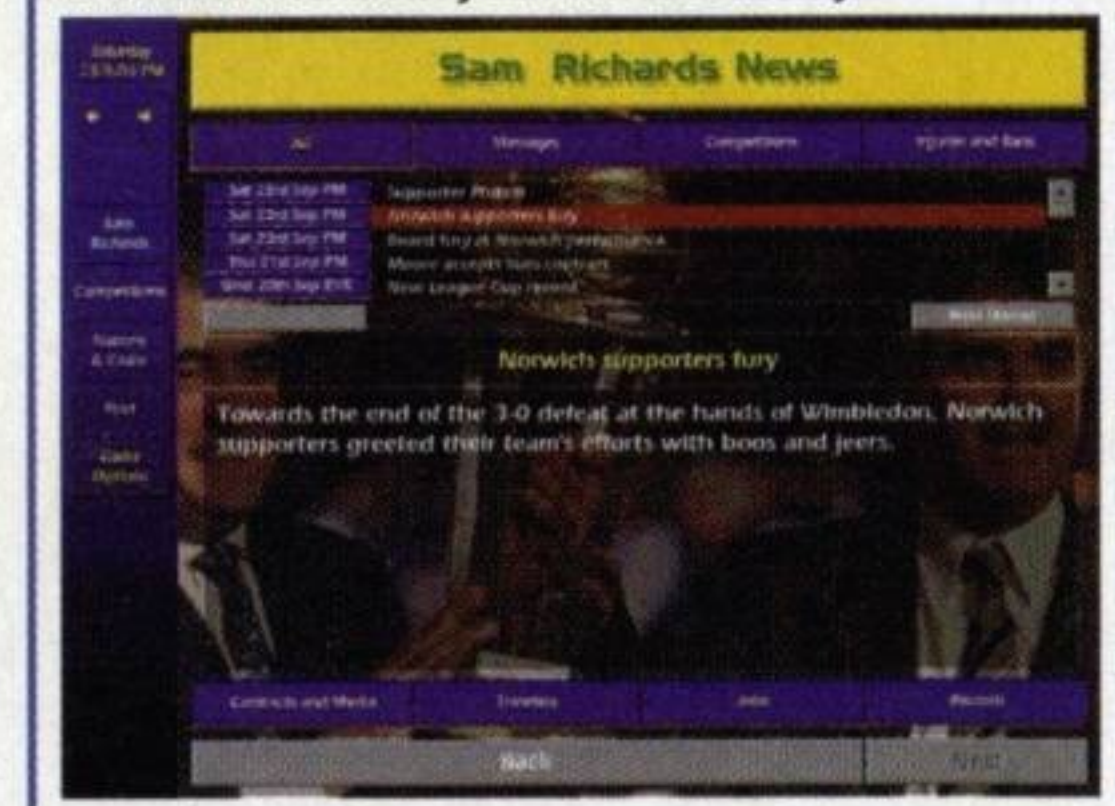
Dust off those sheepskins – it's the return of *Championship Manager*. There's little new to say about this all-conquering footie management series. If you like football and have even the slightest tendency towards the obsessive, you'll already be in love with it.

As *CM4* won't be arriving for another two years, this is just another *CM3* update. The original game has, however, been polished to perfection. The international soccer aficionado will welcome the

BEST BIT SO FAR

Playing the media

As everyone, except perhaps Glenn Hoddle, knows dealing with the media is all part of the modern game. *Champ Man 00/01* presents you with comments, criticisms and allegations made by the local press and radio, to which you can respond by defending your team, slating the players or making no comment. If things go bad, supporters will also organise protests which you will have to acknowledge publicly, while the chairman watches your moves closely.



opportunity to take charge of clubs in Ireland, Greece, Turkey, Russia and Australia, among other new additions. There are also more stats for the English non-league too, and it's possible for a Conference team to be replaced by another pyramid side, enabling you to take the reins of, say, Bath City, and steer them up the league.

More detailed player stats are available, and your coaching staff can play more of a role, proffering independent assessments of your squad. Naturally, most will buy this for the fully updated 00/01 database which includes data for Fabian Barthez dropping dangers for Man Utd...



■ Maybe this is what Cerys was singing about. Road rage, not the wildebeest.



■ You don't want to park there.



■ (Right) Suspension doesn't get much springier than this.

■ (Below) Oi! That's my washing line! The roll-cages look pretty sturdy. Probably just as well, considering the amount of bashing they take.



■ (Above) Big dunes, eh? But there's no time to build sandcastles.

■ (Right) Looks like the cars have lovingly crafted bottoms too.



BEST BIT SO FAR

Stampede!

As you hurtle through the desert you won't just need to watch out for the flora. (Trees, that is, not the leading sunflower spread.) There's fauna too, in the form of herds of wildebeest. The roar of your approaching engine is likely to send them into a stampede, although it remains to be seen whether they can outrun a tuned-up monster truck.

NOVEMBER

Format: PC | Developer: Codemasters | Publisher: Codemasters | Players: 1-8 (LAN/Internet) | On sale in UK: November

INSANE

You don't have to be mad to play this, but...

Arcade's more elderly readers may recall *ATV Simulator*, a two-player, split-screen quad bike game on the Spectrum. It was great, but the best thing about it was the way the screen froze at the end of the race. The trick was to flip your quad bike at just the right moment as it crossed the line to get a snapshot of your dismantled rider hurtling spectacularly through the air.

ATV Simulator was devised by Codemasters, back when new games could be yours for £1.99. So what are our Leamington-based pals up to these days?

Insane, that's what. It's an off-road racing game which appears to capture the essence of *ATV Simulator* while replacing the crap Speccy graphics with some blistering 3D visuals.

The PC is already overloaded with off-road games – *Monster Truck Madness* and *Test Drive 4x4* to name just two – so what's happened to that plucky Codemasters' spirit of innovation? Well, the twist here is that because there is no road *Insane* players have no choice but to hit the rough terrain. You will have to aim for a series of gates and find the best route between them. We're warned, the most direct route won't always be the quickest.

Codemasters claims that *Insane* will give a terrifyingly realistic sensation of



coaxing bulky 4x4s at high speed across inhospitable terrains. The air will fill with dust, outsized tyres will bounce convincingly over rocks and the suspension springs will compress in accordance with Hooke's Law (probably). And should things get out of hand, the potential for mayhem looks considerable: the trucks are fully demolishable, with detachable wheels and deformable bodywork.

However the core – the very crux – of *Insane* is the multiplayer mode. You'll be



able to challenge up to seven rivals over an office network or the Internet and your options include Capture The Flag and a straight demolition derby. Let's hope there's also scope to have fun that doesn't cost a penny a minute, though, eh?

The Codies seem to know what they're doing where racing games are concerned, what with *Colin McRae 2.0* and *TOCA World Touring Cars* both being without fault. And from what we've seen of *Insane* so far we can scarcely wait to get behind the wheel of their next one. **A**

GAME ON

COMING SOON



■ (Below) Agent Nathaniel Cain has been voiced by Ice T, who recorded over 3000 lines of dialogue for the game. Can't quite see him playing it though.



SEPTEMBER

Format: **N64** | Developer: **Acclaim-Austin** | Publisher: **Acclaim** | Players: **1-4** | On sale in UK: **September**

SANITY: AIKEN'S ARTIFACT

Comic-style RPG to give *Final Fantasy* a run for its money.

Monolith's LithTech engine is so popular that it's becoming unusual to see a new 3D game that isn't using it. The engine seems to be giving *Sanity: Aiken's Artifact* the opportunity to strut its peacock visuals and give *Final Fantasy* something to think about in terms of detailed models and spell effects. The comic-style futuristic RPG (set in 2030) is planned to revolve around six playable characters, and a complex spell system based on what the game calls 'Totems' and 'Talents'.

The artefact of the title gave Dr Joan Aiken the knowledge required to develop a brain serum that produced voluntary energetic ('Psionic') emissions in recipients. Having been injected in the womb in an attempt to prevent the unfortunate side-effect of insanity, these Psionic people became a race of superhumans, feared by those who didn't share their Talents. Naturally, all this pressure creates a desire in the Psionics to control the universe.

It soon transpires that the non-supers have real reason to worry, the rogues start to lose it big-time and attempt to destroy society. The Psionic mad-juice starts to spread globally, its adult users condemned to walk the Earth as megalomaniac loons forever. Luckily the



■ The camera will provide a free-rotating isometric perspective.

BEST BIT SO FAR

Talent swapping

There are ambitious online plans for *Sanity: Aiken's Artifact*. As well as conventional Deathmatch modes, there will be the opportunity to download extra Talents and even trade them during games with other human players. It seems that the Pokémon message has been shouted loud enough for even PC developers to hear.



Department of National Psionic Control is there to help, with brothers Cain (voiced by Ice T) and Abel, who are Psionics themselves, cracking down on the crazies.

The weapons available to the six playable characters are Talents: spells of shield, speed, summon and projectile variety that vary according to the Totem chosen for that character. Totems are systems of belief that affect the style of available Talents and include Egyptian, Demonology and Las Vegas Illusion. Whether or not this last Totem means that you'll be able to make white tigers pass through the Great Wall of China remains to be seen.

Sanity looks to be a colourful cocktail, with a dash of *Blade Runner's* roguishness, and a cheeky slice of *Scanners'* brain-

battles, all served up in a stylish LithTech glass with salty comic-book humour around the rim. Get celebrity waiter Ice T to chill before serving and it could be one of the tastiest RPGs of next season. **A**

RELEASE SCHEDULE

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

NOVEMBER

3rd	Alone In The Dark	Infogrames	PSX
3rd	Danger Girl	THQ	PSX
3rd	Speedball 2100	Empire	PSX
3rd	The Grinch	Konami	PSX
3rd	NBA Showtime	Midway	PS2
3rd	Alone In The Dark	Infogrames	DC
3rd	Dava Mirra Freestyle BMX	Acclaim	DC
3rd	NBA Showtime	Midway	DC
3rd	Rainbow Six	Take 2	DC
3rd	The Grinch	Konami	DC
3rd	Alone In The Dark	Infogrames	PC
3rd	Startopia	Eidos	PC
3rd	Dava Mirra Freestyle BMX	Acclaim	GBC
3rd	The Grinch	Konami	GBC

10th	Army Men: Air Attack 2	3DO	PSX
10th	Blade	Fox Interactive	PSX
10th	Evil Dead: Hail to the King	THQ	PSX
10th	F1 World Grand Prix 2000	VideoSystem	PSX
10th	LMA Manager 2001	Codemasters	PSX
10th	Star Wars: Demolition	Activision	PSX
10th	X-Men: Mutant Wars	Activision	PSX
10th	ECW Anarchy Rulz	Acclaim	DC
10th	Evil Dead: Hail to the King	THQ	DC
10th	Quake III	Sega	DC
10th	Tony Hawk's Skateboarding 2	Activision	DC
10th	Escape From Monkey Island	Activision	PC

10th	Evil Dead: Hail to the King	THQ	PC
10th	F1 World Grand Prix 2000	VideoSystem	PC
10th	Giants	Interplay	PC
10th	Hitman	Eidos	PC
10th	World Championship Snooker	Codemasters	PC
10th	Blade	Fox Interactive	GBC
10th	Buffy the Vampire Slayer	Fox Interactive	GBC
10th	The Mummy	Konami	GBC
10th	Tony Hawk's Skateboarding 2	Activision	GBC
10th	X-Men: Mutant Wars	Activision	GBC

17th	Driver 2	Infogrames	PSX
17th	Matt Hoffman BMX	Activision	PSX
17th	Ready 2 Rumble: Round 2	Midway	PSX
17th	The Mummy	Konami	PSX
17th	Tomb Raider: Chronicles	Eidos	PSX
7th	UFC	Crave	PSX
17th	WWF Smackdown 2	THQ	PSX
17th	International Track & Field	Konami	PS2
17th	Ready 2 Rumble: Round 2	Midway	PS2
17th	Dee Dee Planet!	Sega	DC
17th	Matt Hoffman BMX	Activision	DC
17th	Ready 2 Rumble: Round 2	Midway	DC
17th	Sno-Cross Championship	Crave	DC
17th	The Mummy	Konami	DC
17th	Tomb Raider: Chronicles	Eidos	DC
17th	Mech Warrior 4: Vengeance	Activision	PC
17th	Tomb Raider: Chronicles	Eidos	PC
17th	Ready 2 Rumble: Round 2	Midway	N64

17th	Zelda 64: Majora's Mask	Nintendo	N64
17th	Donkey Kong Country	Nintendo	GBC
17th	Matt Hoffman BMX	Activision	GBC
17th	Ready 2 Rumble: Round 2	Midway	GBC

24th	Army Men: Sarge's Heroes 2	3DO	PSX
24th	Chicken Run	Eidos	PSX
24th	Final Fantasy IX	Square Europe	PSX
24th	F1 World Grand Prix	VideoSystem	PS2
24th	Silent Scope	Konami	PS2
24th	Summoner	THQ	PS2
24th	Army Men: Sarge's Heroes	3DO	DC
24th	Chicken Run	Eidos	DC
24th	Jet Set Radio	Sega	DC
24th	Silent Scope	Konami	DC
24th	Soldier of Fortune	Activision	DC
24th	Chicken Run	Eidos	PC
24th	Commandos 2	Eidos	PC
24th	Hostile Waters	Rage	PC
24th	Max Payne	Take 2	PC
24th	Banjo-Tooie	Nintendo	N64
24th	Cruisin' Exotica	Midway	N64
24th	WWF No Mercy	THQ	N64
24th	Cruisin' Exotica	Midway	GBC
24th	WWF No Mercy	THQ	GBC

RELEASE SCHEDULE IN ASSOCIATION WITH HMV



RELEASE DATES SUBJECT TO CHANGE

DOCTOR WHO * ANNE McCAFFREY * INDIANA JONES * BUFFY NEWS *

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The inside story of how Kevin Bacon became an invisible killer in chilling new horror **HOLLOW MAN**

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We are the Champions

The most popular videogame characters ever.

In two years of *Arcade*, we've compiled 23 top tens of videogame characters, ranking them by everything from their clothes to their haircuts and to their success with the ladies. But who's appeared the most times? And were any of the charts actually funny? Let's find out.

1 Lara Croft

She may have the biggest breasts in the business, but that hasn't stopped Lara from scooping other high profile awards such as a terrible dresser (in her *Tomb Raider III* catsuit, at least), holder of a very dodgy job title (*Tomb Raider* – passport control are going to love that) and awful haircut. Whilst many may like to get their hands on her melons, as far her pony tail is concerned, you may as well run your hands over a string of pork sausages.

2 Mario

The man whose job title is clearly a cover for something far more sinister (when was the last time you actually saw him fitting a four inch soil pipe with an adjustable spanner?) Mario is also one of the least lucky chaps with the ladies – every time he turns up to visit Princess Daisy, she's bugged off with a fire-breathing dinosaur. Although with that moustache, you have to wonder – about which team he bats for, that is.

3 Sonic

Fast, yes. Butt naked, except for a pair of red trainers, Sonic's dressing habits are as embarrassing as an overweight German dad on holiday in a tight pair of swimming trunks and a sandals – with socks.

4 Abe

A high contender for oddest-looking videogame character. Looking like a cross between Mel C and a frog, Abe's manners are also up for question as

concern is levelled that his infamous continuous farting will one day lead him to 'following through'.

5 Bub and Bob

In their human form in *Rainbow Island*, the temptation to buy them some decent clothes, take them for a good haircut, and – hell – introduce them to some girls is almost unbearable. In the dinosaur form, however, you wouldn't be able to take them on in a fight without them blubbing like babies.

6 Banjo and Kazooie

Displaying a classic word of advice for those still 'courting' – stuffing your loved one into a rucksack and carrying her around on your back makes it very unlikely that you'll be invited in for 'coffee' later.

7 Earthworm Jim

Just a big worm in a spacesuit, Earthworm Jim instantly qualifies for most unnecessarily dressed videogame character. However, there's no need to question his genre preferences, what with worms being hermaphrodites, and all.

8 PaRappa The Rapper

The fact that he's in love with a sunflower, being a rapping dog that wears a Beanie hat really is the least of his worries.

9 Duke Nukem

Boldly announcing "I'm going to rip your head off and shit in your brain!" (in the PC version at least) before actually fulfilling his promise. Duke Nukem has never come across as the most polite videogame character ever.

10 Link

He wears a skirt. No awards for dress sense, practicality or heterosexuality, then.

Top ten

Top ten things beginning with X

- 1 Xylophone
- 2 X-ray
- 3 Xenophobia
- 4 Xmas (Informal)
- 5 Xerox (Except that's TM)
- 6 Xylene (Something to do with chemistry)
- 7 Xenon (Ditto)
- 8 Xanthippe (A nagging woman, apparently)
- 9 Xylem (Bit of a plant)
- 10 Xoinks! We're off.

Guest chart | Top ten Top tens *Those all-important winners in full...*

■ The ultimate *Arcade* favourite. Cholesterol pie



1. Top Ten pies

The pinnacle of pastry-encased edibles deserves only to be held by one pie: the pork pie. If only for the sheer scope of what the word 'pork' can encompass: eyes, testicles, trotters, you name it, all encapsulated in a jelly of heart disease, imprisoned in pastry that you could use to build houses. Yum!

2. Top Ten supermarkets

They might all basically sell food, but each brand of supermarket has a specific social-standing that instantly categorises its shoppers. Shop at Marks & Spencers and you're clearly rich;

Waitrose and you're a Southern poof; Sainsburys and you're a student; Tescos and you're hungry; or Happy Shopper and you need a life.

3. Top Ten Jamies

Arcade has its very own Jamie, but there are more famous ones Theakston, Rednapp, Curtis and Oliver The Naked Chef might all put up good fights. But none can beat the only real Jamie – the one with the magic torch.

4. Top Ten fruit

Fruit comes in many categories: the predictable (apples and oranges), the exotic (kiwi and star fruit), the double entendre (pears, plums, melons) and

the exceptions including the tomato. But the ultimate fruit has to be the one that comes in its very own, easy-to-unzip slippery case: bananas. They're the best.

5. Top Ten instruments

Who needs guitars, pianos and clarinets when you've got tambourines, kazoos and maracas? If you can't shake it or hum it, don't bother, we say.

6. Top Ten haircuts

The afro? Flat-top? Mullet? Pony tail? Mohican? Quiff? There are so many to choose from, yet they all look stupid apart from the short back and sides or skinhead.

7. Top Ten shoes

Shoes are something that you tend to only change when society dictates you should. Trainers are everyone's favourite choice unless you are trying to play football, go on a hot summer holiday, go to Glastonbury or get into a nightclub, when all manner of boots, sandals, wellies and 'smart' shoes (probably left over from your school days) are required instead.

8. Top Ten numbers

A bit like golf, really. Unless you're talking money, numbers tend to get better as they decrease. *2001: A Space Odyssey* was good, but

99's are better, and as for 69 – whoo hoo. But it's three, of course, that's the magic number.

9. Top Ten Beards

There are three rules to beards that everybody knows: Father Christmas's comes off if you pull it; anybody (eg Noel Edmonds or Jeremy Beadle) on TV with one is a wierdo and everyone in ZZ Top has got one apart from the drummer, who's called Frank Beard. Legendary.

10. Top Ten animals

Monkeys are the best. Humans evolved from them, and some still act like gorillas...

CHART ANALYSIS

With The Arcade Cheerleader

■ [Off camera.] Grrrr. Me head. Hell of a night out, I tell you. Oh, hi there. Didn't see you. Time for another chart analysis. Gonna be tricky, what with my bounce feeling like a bowling ball, but tell you what – maybe this pasty will help. [Tucking in, whilst examining chart.] Well, blow me. Been quite a month for videogames, hasn't it? If you're a Yellow Pokémon you're minted. More interesting things seem to be happening at number 2 – what with Geoff Crammond's *Grand Prix 3*. Tell you, he can stick it away, that Crammond. This one time, right, me and him sank ten pints, met a couple of birds and... Actually, the rest of the night was a blur. Nice girls, though, if you know what I mean. And I tell you – they don't call him 'big' Geoff for nothing. Anyway, dying for a pee, so I'd better shoot off. See ya.



Vox pops This month: Down the pub



■ [Glancing out of the window.] Look at all those people, enjoying a beer in the sun. 23 issues of *Arcade*, and 23 sets of Vox Pops I've had to do, you know. Well, that's it. If they think I'm doing one final one, they're very much mistaken. Sod this for a laugh, I'm off to get a pint in.



■ [Down pub]. Ah, now this is the life. A pint of nice cold lager and a pack of pork scratchings, please guv. Heh heh. I've sneaked off early, and they'll never know. Look at them up there, hard at work. And look who's having the last laugh. [Yes. Me. You're fired – Ed.]

Import zone With Department 1 (0171 916 8440).



■ Time once again to find out what's hot – and what's not – from wacky import fun-lovers, Department 1. We phone them up. Hello? Who's that? "It's Pui here again." Lovely. You know the drill, yeah? "Well, *Ferrari 355* is selling good on the Dreamcast, as is *Jet Set Radio* and *Spawn*. *ISS 2000* is shifting on the PS2 as is – hang on..." [Funny hold music kicks in for about thirty seconds] "*Shin Fango Kumsou*. The N64's dead, though. Apart from *Perfect Dark*. And that's it." Brilliant. Your knowledge of all things importy is only surpassed by your physical beauty, Pui. Er, don't take that the wrong way, though. See you.

Official Top 40

In easy-to-read coded chart form.



1 (-) Pokémon Yellow

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

2 (-) Grand Prix 3

■ PC ■ Hasbro
It takes a while to set up, but once done you will feel like a real Formula One driver.

3 (5) Driver

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

4 (35) Tony Hawk's Skateboarding

■ PSX, GBC, DC ■ Eidos
Now out on Platinum this game's enjoying a second coming.

5 (2) Deus Ex

■ PC ■ Eidos
Ingenious puzzles and a terrific story. The future of first-person shooters is here.

6 (2) Perfect Dark

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

7 (8) Pokémon Blue

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

8 (7) Pokémon Red

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

9 (4) WWF Smackdown

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

10 (3) Colin McRae Rally 2.0

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

- 11 (-) **The Sims** ■ PC ■ EA
- 12 (-) **Dead or Alive** ■ DC ■ Acclaim
- 13 (9) **In Cold Blood** ■ PSX ■ SCEA
- 14 (17) **Rayman** ■ PSX, GBC, PC ■ UbiSoft
- 15 (16) **FA Premier League Manager 2000** ■ PSX, PC ■ EA
- 16 (6) **Diablo 2** ■ PC ■ Havas
- 17 (-) **Worms** ■ PSX, PC ■ Infogrames
- 18 (20) **F1 2000** ■ PSX, PC ■ EA
- 19 (27) **Championship Manager: Season 99/00** ■ PC ■ Eidos
- 20 (12) **World Championship Snooker** ■ PSX ■ Codemasters
- 21 (24) **Metal Gear Solid** ■ PSX, GBC ■ Konami
- 22 (-) **Shogun: Total War** ■ PC ■ EA
- 23 (26) **Crash Bandicoot 3** ■ PSX ■ SCEA
- 24 (29) **Tomb Raider 3** ■ PSX, PC ■ Eidos
- 25 (-) **Icwind Dale** ■ PC ■ Virgin
- 26 (-) **Jackie Chan Stuntmaster** ■ PSX ■ SCEA
- 27 (-) **Toy Story 2** ■ PSX, PC, GBC, N64 ■ Eidos
- 28 (-) **Grand Theft Auto 2** ■ PSX ■ LucasArts
- 29 (-) **Super Mario Bros** ■ GBC, PC, DC ■ Nintendo
- 30 (19) **Vagrant Story** ■ PSX ■ Square
- 31 (34) **Grand Theft Auto** ■ PSX, PC, GBC ■ Take 2
- 32 (23) **Tomb Raider** ■ GBC ■ THQ
- 33 (18) **Pokémon Stadium** ■ N64 ■ Nintendo
- 34 (14) **Hogs of War** ■ PSX ■ Infogrames
- 35 (-) **Star Wars Episode 1: Racer** ■ PSX, N64, GBC, DC ■ LucasArts
- 36 (-) **Croc** ■ PSX, PC, GBC ■ THQ/EA
- 37 (-) **Rollercoaster Tycoon** ■ PC ■ Hasbro
- 38 (-) **Tiger Woods PGA Tour 2000** ■ PSX, PC, GBC ■ EA
- 39 (-) **Warioland 3** ■ GBC ■ Nintendo
- 40 (-) **Tekken 3** ■ PSX ■ SCEA

JAPANESE TOP 10



- 1. **SD Gundam G Generation-F**
PSX
- 2. **Shin Sangoku Musou**
PS2
- 3. **Armored Core 2**
PS2
- 4. **Grandia II**
DC
- 5. **JikkYOU World Soccer 2000**
PS2
- 6. **Mario Tennis 64**
N64
- 7. **Yugioh Duel Monsters III**
GBC
- 8. **Final Fantasy IX**
PSX
- 9. **JikkYOU Powerful Pro Baseball 2000**
PSX
- 10. **Digimon World 2**
PSX

US CONSOLE TOP 10



- 1. **World Series Baseball 2K**
DC
- 2. **NCAA Football 2001**
PSX
- 3. **Super Mario Bros Deluxe**
GBC
- 4. **Star Wars Episode 1: Racer**
N64
- 5. **Pokémon Yellow**
GBC
- 6. **Tony Hawk's Pro Skater**
PS, N64, DC, GBC
- 7. **X-Men: Mutant Academy**
PS
- 8. **Pokémon Trading Card Game**
GB
- 9. **Perfect Dark**
N64
- 10. **Wario Land 3**
GBC





■ IMAGE: CORBIS

The future of Videogames

Future funk | Messers Pelley, Jones and Sefton

PLAYSTATION2 IS SOON TO BE RELEASED AND THERE IS MUCH SPECULATION ABOUT DOLPHIN AND X-BOX, BUT HOW FAR CAN THE VIDEOGAME EXPERIENCE GO?



You can't predict the future. Unless maybe you've got Mystic Meg's crystal ball – but even then you can't be sure. But from the speed that technology advances it is possible to hypothesise how gaming will change. Arcade had a chat to a few industry types about what they thought would happen, had a look at the latest in arcade gaming equipment and made a couple of random guesses as to the future of gaming.

Even if you are still in your teens, you'll still be old enough to remember 'the good old days' of videogames, and how far they have come since then. Heck, at *Arcade*, we celebrate the Old Days with a passion in our Timewarp section every month. Although admittedly, the bloke who writes that is 47.

You have to wonder what's coming next as videogame graphics begin to approach the standard of photorealistic and the worlds they conjure up become as immersive and as interactive as the real thing. When, say, *Resident Evil 10* comes out on the, say again, PlayStation 4, graphics might have reached the stage that – to look at at least – you wouldn't be able to distinguish the game from a Hollywood blockbuster. But whilst you are sitting staring at a TV screen with a joypad in hand, videogames will always remain videogames as we know them.

So what other avenues can technology wander down? How about if the star of the next *Resident Evil* game was not Clare Redfield, but you? What if that bloke in the baggy trousers pulling off a 'Slippery Nipple' (or whatever) on his skateboard wasn't Tony Hawk, but – again – you?

And what about Virtual Reality? It seems like that was a dated and failed concept that disappeared with The Berlin Wall and The Stone Roses. It only failed due to the size of the equipment, and the graphical limitations. Ten years down the technological line, could virtual reality (VR) be ready for a comeback?

Also what if putting yourself into a game were to meet the VR concept? What if we could adopt our own videogame likeness and exist in a real-time world where our actions and interactions had as great an influence as it would in the real world? And what if we were actually sucked into our computers and were forced to play gladiator-style videogames not for fun, but for our lives? Ah, now we're thinking of *Tron*.

So what can the The Future of Videogames possibly hold? Read on as we take a look into the next generation of gaming.

THE FUTURE OF VIDEOGAMES PT 1: TOTAL IMMERSION

SEE YOU IN THE NEXT WORLD

YOU MIGHT HAVE SCOFFED AT VIRTUAL REALITY TEN YEARS AGO. BUT IT'S BACK - AND THIS TIME IT'S ACTUALLY QUITE GOOD.



After early demonstrations spectacularly under-impressed an eager public, Virtual Reality games have had to endure a tarnished reputation. Ten years after these first forays into virtual worlds, the technology has progressed to the point where headsets are lighter and cheaper, graphics are of a far higher resolution and the whole kit is genuinely a hell of a lot less embarrassing to be seen wearing.

At the forefront of VR technology as it exists today is Maelstrom Virtual Productions. The company was formed in 1997 and doesn't actually specialise in games; their current clients are more likely to be publishing or pharmaceutical companies, but there's no reason why the

same technology that is applied to display natural history or the complex chemical structures of drugs and DNA couldn't be used for creating games instead.

"Virtual Reality has a host of applications and the hardware is improving all the time," explains Matt Davies, Maelstrom's Sales and Marketing Director. "It enables us to produce even more in depth and valuable programs for our clients, from maintenance training on aircraft to exploring dinosaur worlds."

"We know VR still has an image of gamey applications with poor graphics," continues Davies, "but our software overcomes this stigma, finally proving the value of the technology. In fact, why don't you come up to sunny Leicester to see it working for yourself?"

And keen to become the next *Lawnmower Man*, how could *Arcade* refuse to give it a go?



PHOTOGRAPHY: KATHERINE LANE-SIMMS

VIRTUALLY YOURS

A PROBE DEEPER INTO THE CURRENT VIRTUAL STATE OF PLAY.

Walking With Dinosaurs

Maelstrom has recently completed a Dinosaur Virtual Reality CD-ROM for book publishers Dorling Kindersley. The software allows the user to explore up to six different environments from late Jurassic through to early Cretaceous, including taking a flight with a Pteranodon and swimming freely with Elasmosaurs - viewed via a virtual reality headset and controller. Other Dinosaurs featured are Tyrannosaurus, Triceratops, Maiasaura, Dromaeosaurus and Brachiosaurus. Heck, if it wasn't for the absence of a smug-sounding Kenneth Branagh narrating over the top, this would be for all intents and purposes *Walking with Your Own Personal Set of Dinosaurs*. But is it any good? Over to *Arcade* correspondent, Mr JR Sefton.

"Well, it's okay. It is quite immersive, but there's obviously a long way to go. I was kind of expecting it to feel less like a PC game viewed through a £2000 helmet. There's still a long way to go before this sort of technology allows you to genuinely feel part of a different world and not just some berk with a funny headset on, but the possibilities are interesting. Marvellous."



Can You Kick It?

The other thing about old-skool Virtual Reality is - as *Tomorrow's World* always liked to point out - the uses it has in architecture. Blue prints and artist's impressions are all very well, but - before you start building proper - why not erect your construction in Virtual Reality first?

The snag was that early VR systems graphics were so poor that - unless you were planning to build a cave - the virtual likeness wasn't much cop. However, the exponential growth in graphical processing power means that these days, what you see is more or less what you get. A football stadium, for example, would prove no problem.

"They showed me a hypothetical design for a new Premiership football stadium," continues Sefton. "You can sit in every seat to make sure they all have a decent view. It isn't just limited to the inside either. You can go outside and see cars and trees - even see the old stadium in the distance. Famous football moments - like Gazza's goal against Scotland in Euro 96, can be created to see what it looks like from anywhere in the ground. This is the next step on from what they do on Sky Digital."



What A Tool

Another interesting concept for VR was reported back by Sefton. He described it as a simulation that "Has been designed to teach engineers how to fix helicopters. As well as wearing a helmet, you also slip on this pair of Cybergloves. The gloves have got special pressure pads on them at the end of the fingers, so when you pick up virtual objects, they vibrate giving you the sense of touch."

"Once kitted out, it will be possible to see a big box of tools. You can then grab a spanner for example, and use it to unscrew a nut from the exposed helicopter engine. Picking up something that doesn't actually exist feels pretty odd, mind you."

"Obviously, I'm excited about the gaming practicalities. Imagine playing an RPG when you come across a selection of swords. You could pick them up, feel their different weights, and then - slash, slash, slash. It would be great. Or what about *Star Wars*? Envisage actually being able to feel the hum of your lightsabre as you step into the virtual shoes of Luke Skywalker and re-enact the legendary 'You're not my Father' scene."



LOST IN CYBERSPACE

MAELSTROM VR'S SALES AND MARKETING DIRECTOR, MATT DAVIES TALKS FURTHER ABOUT FUTURE GAMES, CYBERGLOVES AND, AHM, SEX.



Why should gamers be interested in VR?

With a headset you feel like you're really in the environment. If a dinosaur runs in your direction, you back away. With the right kind of headset you get a feeling of total immersion.

At the moment, the Cyberglove only vibrates. In the future, could you, say, feel textures and temperatures too?

Sensations of hot and cold would be fairly easy, but textures such as wood, metal and fur are more difficult – although many UK universities are making significant progress. Another major improvement to the glove has been an exo-skeleton, which physically restricts your hand when you pick something up.

What about other sensations?

Smell you can do. A company in America



pioneered it. It's a piece of kit that triggers certain smell sprays depending on what environment you're in.

What games would work well in VR?

We were talking with a football team about doing some recreations of classic moments. Virtuality has also already made a VR fighting game. You wouldn't get the sensation of hitting something, although you can mix virtual and physical, so you could be hitting a mannequin in a physical world, but it's your mate in VR.

Will VR make games even more violent, with immersive environments and ultra-realistic deaths?

You get games already like *Soldier of Fortune* where you blast people's legs off. It may actually be positive because at the moment it's cartoon violence, but if it felt realistic it would maybe scare people away.

What about virtual sex? Have you been conducting experiments into 'dildonics'?

It's all possible – the restriction at the moment is the technology. You can replicate touch, but not skin – there is a limitation there. But it will be possible...

■ Maelstrom can be contacted on 0116 222 0320, or at www.maelstrom.com.

VR DIY VIRTUAL REALITY IN YOUR HOME FOR LESS THAN A GRAND.

■ We harped on about the i-glasses + Inter Trax VR unit in last month's feature on wacky videogame controllers, but it's worth another mention here because, surprisingly, it's actually rather good.



PHOTOGRAPHY: GAVIN ROBERTS

Plugging into any S-Video or composite source, the i-glasses by themselves can be used to replace any traditional TV or monitor from any console, computer, video or DVD player. But it's when you also strap the Inter Trax onto the back of your head, that the virtual reality experience comes into its own. The resolution of the screens is as high as your average PC monitor, and the design of the glasses allow your eyes to focus on them perfectly. Plugged into your PII216 PC with oodles of RAM and go-faster 3D graphics card, the experience is nothing short of awesome. Played with *Unreal Tournament* or *Quake III* for example, they work a treat as you look around in real-time, run forward with the joystick and spin 360° to see where that barrage of fire, which certainly hasn't got any one else's name on it other than yours, is coming from.

■ More details on the i-glasses + Inter Trax VR are available from Z-Net on 01425 629888 or www.vrheadsets.co.uk.

BIG BROTHER

WHAT THE FUTURE OF VIDEOGAMES MIGHT HOLD, ACCORDING TO THE PROFESSIONALS.

Demis Hassabbis

■ Inventor of *Theme Park*, now working on PC game, *Republic*.



What innovations are you looking forward to?

More and better development tools to make creating games less time-consuming.

How will technology improve gaming?

Incredibly advanced AI technology that would allow game characters to engage in intelligent, emotional conversation.

Could future photo-realistic violence in games be cause for concern?

We will just have to have an enforced age ratings system. Games in the future will hopefully utilise new technologies for more interesting things than just killing.

Will reality and virtual reality eventually become indistinguishable?

We are a long way off. But we will have to consider the ethics very carefully. Virtual life may well become a lot more exciting than real life, and any obsession to stay permanently in a virtual world is not a good thing...

What would be your future dream game?

Basically real life but without the boundaries and with the boring bits removed.

Dave Perry

■ Head of Shiny Entertainment, who developed *MDK* and *Messiah*.



What innovations are you looking forward to?

Being in a SWAT team and controlling squad members via a microphone and have them 'intelligently' talk back to me. I would like to see gamers whispering into their headset because they are scared they will be heard.

What technology would improve gaming the most?

Voice control and true displays, without glasses or helmets.

Could future photo-realistic violence in games be cause for concern?

If you are playing the part of a Navy Seal in a game five to ten years from now, yes it will feel very real.

Will reality and virtual reality eventually become indistinguishable?

The physical world is too hard to replicate with current technology. We have the 'sight' part nearly covered, smell is coming, touch is expensive but the rest still seems way off.

What would be your future dream game?

A game where the input device is your brain and the response is in a simulated world around you. Where you navigate and solve problems at the speed of thought.

Peter Molyneux

■ Head of Lionhead, with *Black and White* in the works.



What innovations are you looking forward to?

New ways of playing games with an intuitive controller. What we need is a universal controller for playing 3D games.

What technology would improve gaming the most?

Other than analogue, how many innovations with control methods have there been? The input device is the most important device for a games system.

Could future photo-realistic violence in games be cause for concern?

We are just one disaster away really from being firmly in the media spotlight. Not that we should be producing games that aren't realistic, though.

Will reality and virtual reality eventually become indistinguishable?

First, we have to have a mechanism to play games that isn't based on something that you strap on your head. If we are able to have then maybe, yes.

What would be your future dream game?

A completely impressive game in which I had total control over the world.

THE FUTURE OF VIDEOGAMES PT 2: YOU BE THE STAR

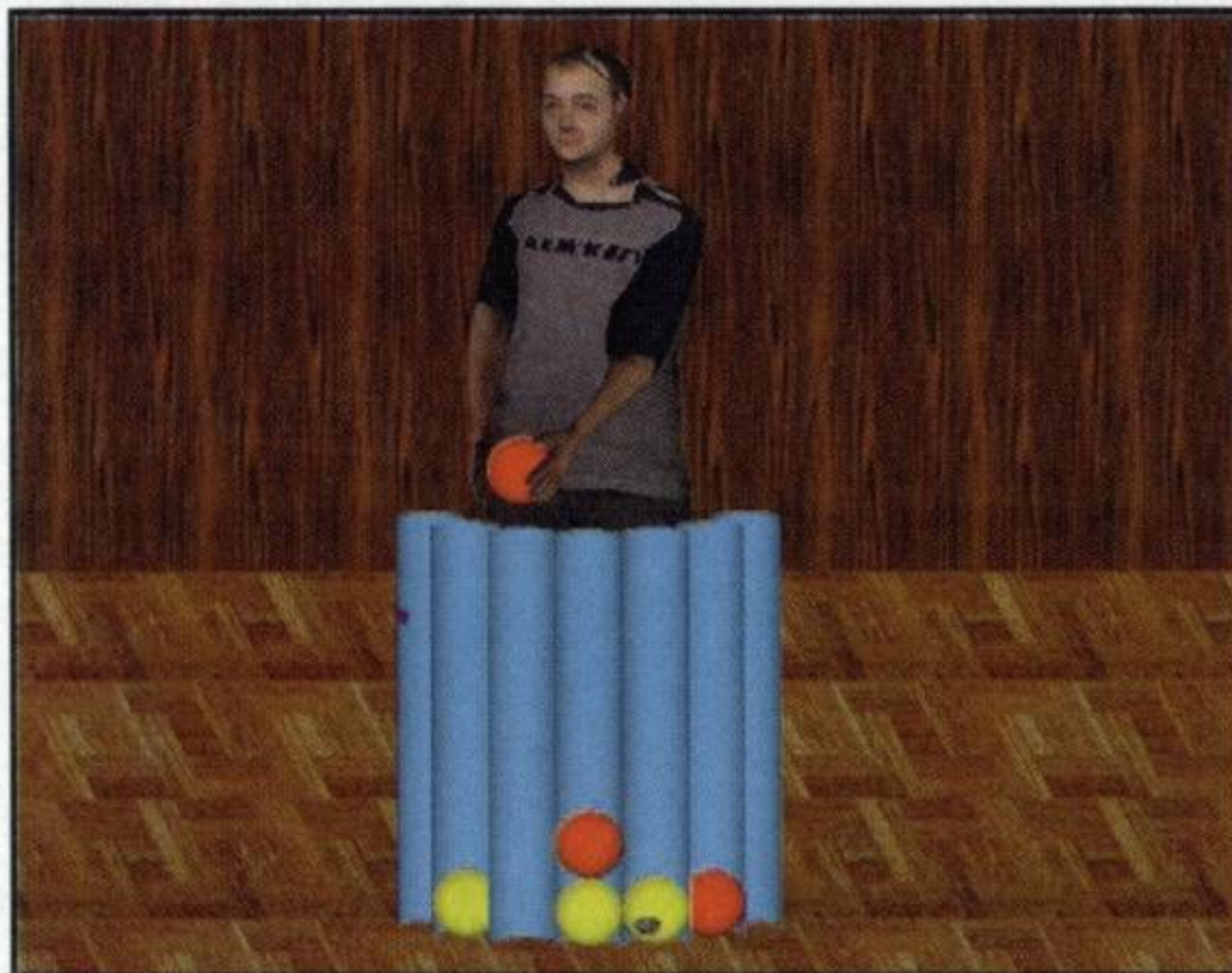
WELL, AVATAR-ME

YOU CAN HAVE STARS IN YOUR EYES WITH AVATARS.

Imagine a videogame where you are the star. Imagine playing *Zelda* where Link isn't the main character it's you, complete with camp pixie hat and fetching lime-green skirt. Imagine being Mario, or Solid Snake or – even – Lara Croft. Blimey. You'd never want to go out. Well, in the future you will become the star of each and every videogame that you play. The technology is already here, and part of British Telecom's AvatarMe display at the Millennium Dome.

It works like this. You stand in a cabinet that looks like a cross between a passport photo booth and a shower. Four sets of photos are then taken – from the front, back, and two sides, with you twisting your torso accordingly towards the camera at the front.

You enter the booth half expecting a red laser line to trace your profile like in the beginning of *Aliens* or some other sci-fi movie, but that's it. The whole process takes less than a minute – far quicker than it takes for your passport photos to develop, although the results are probably just as embarrassing. Step out of the booth, and there you are, riding a virtual push bike with ET in your basket (remembering that the sponsors are BT –



whose mascot is ET) hamming it up with the campiest wave you've probably ever given.

Although your virtual likeness – known as your Avatar – looks a little odd – mainly due to the fact that your face doesn't move – the results are still breathtaking. Not only is your body shape captured, but so are the textures and layers of your clothes, down to the writing on your T-Shirt and the top of your boxer shorts sticking embarrassingly out of your trousers.

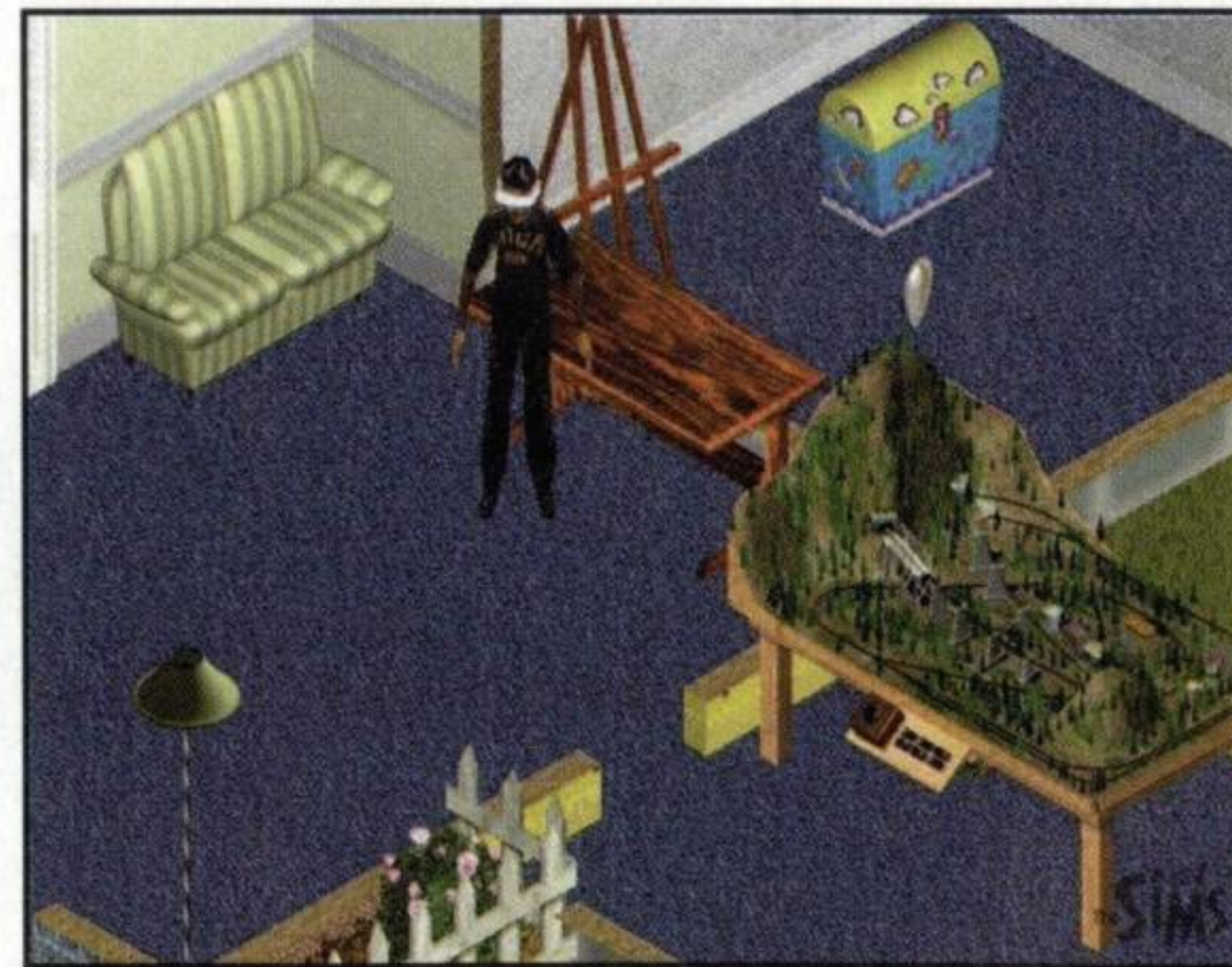
Whilst – to some Millennium Dome visitors – the experience ends here, when you create your Avatar, you are given a piece of paper that looks like a tube ticket with a number and password on. Those in the know can then have a Big Mac at the Dome's choice of two McDonald's (for – fantastically – there is no where else to eat) and go home and download their Avatar from the BT Web site. More than 100,000 people have had their avatars created so far – BT predicts that the number will rise to over 300,000 before the Millennium Dome closes next January, and they are all stored on BT's Web site.

There are a few crappy games on the site for you to play as yourself, such as the connect Four-type one as modelled by Nick above. But where the technology comes into its own is when you

use the quick conversion programs to use your Avatar in *Quake III*, *Half-Life*, *Unreal Tournament* and *Arcade* favourite, *The Sims* (modelled by Rich below). BT will be expanding this list in the near future to include other PC titles, and online consoles like PlayStation2 and Dreamcast. Work is also in progress to implement the technology into A-mail: Avatar-based email, with your Avatar speaking the written words. Also in the pipeline is Avatar-based conference software.

Although the service is only currently available at the Millennium Dome, BT plans to install AvatarMe booths in Internet cafes and game shops. Their dream is to create a home system, requiring only a digital camera, a white wall and some Internet-based software, making creating your Avatar as accessible as a loaf of bread, and as easy as grilling a piece of toast.

The next step for Avatars lies in improving the animation, in particular facial animation. This technology is still in its infancy – models have a low polygon count, and the animation is very basic. But it's not hard to see the potential – a virtual you in a virtual world. And who wouldn't want to star in their own videogame? From the fun *Arcade* has been having, we'd imagine no-one could resist.



HUH? AVATAR-HOW

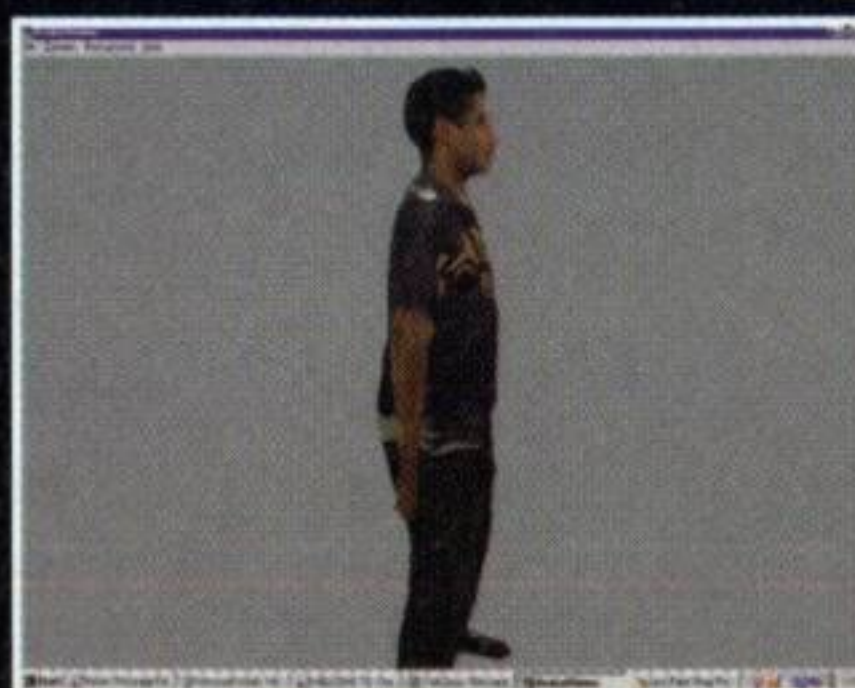
HOW THE DICKENS' DOES IT WORK?

our Avatar is created by an amalgam of eight photographs – taken two at a time as you spin through the four required positions. The first set are treated as silhouettes and used to map out the shape of your body. They are applied to a generic polygon model of the 'average' human shape, which is then

deformed to resemble your shape. Hence, the AvatarMe machine can only – at present – be used to scan in the shape of humans – you can't take your dog with you and get it to try to do him – at least, not without expecting results to look like some sort of bizarre follow-up to *The Fly*.

The second set are the textures of your clothes and skin which are mapped onto the

polygon model. So you could, technically, go in naked, but quite how it would cope with your, er, bits is unknown. Finally, small adjustments to the face (the most detailed part) are made by an operator to pinpoint the exact locations of the eyes, nose, ears, mouth and chin. Or, as is our case, chins. Not forgetting, of course, that the whole process is over in less than a minute. Clever stuff.



QUAKE III

YOUR MATES GETTING ON YOUR WICK? LET THEM HAVE IT IN THE FACE WITH A DOUBLE-BARRELLED SHOTGUN.

Q *quake III* is a fantastic affair, riddled with violence and nurturing just the right side of human competitiveness that makes it utterly compulsive to play.

It is over a local network that *Quake III* comes into its own. 16 players all linked into the same game, the fun never ends.

There are plenty of *Quake* patches out there already that let you play as anything from Batman to Homer Simpson. Working in exactly the same way, you can convert your Avatar into a *Quake* patch and star in your very own personalised deathmatch!

Much fun, it has to be said, has come from adopting the guise of either Games Editor Nick 'Aem' Kei' Jones or Features Editor Rich 'Fitch' Pelley, in a last-one-

standing *Quake*-tastic deathmatch. Admittedly, both characters have a tendency to run like a girl (a fairly accurate depiction) but the realism and animation of the characters in their *Quake* form far outstrips their basic Avatar.

The atmosphere peters between the absurd and the sublime. There's something to be said for being able to see your competitor running off into the distance, whilst simultaneously seeing the top of his head poking over his monitor. Getting killed, also, is a gut-clenching affair, as you see your own limbs lying in front of you, with the right skin colour and a ripped T-shirt sleeve. Get all your mates scanned in, and the results will be – literally – explosive. Bring it on, we say.



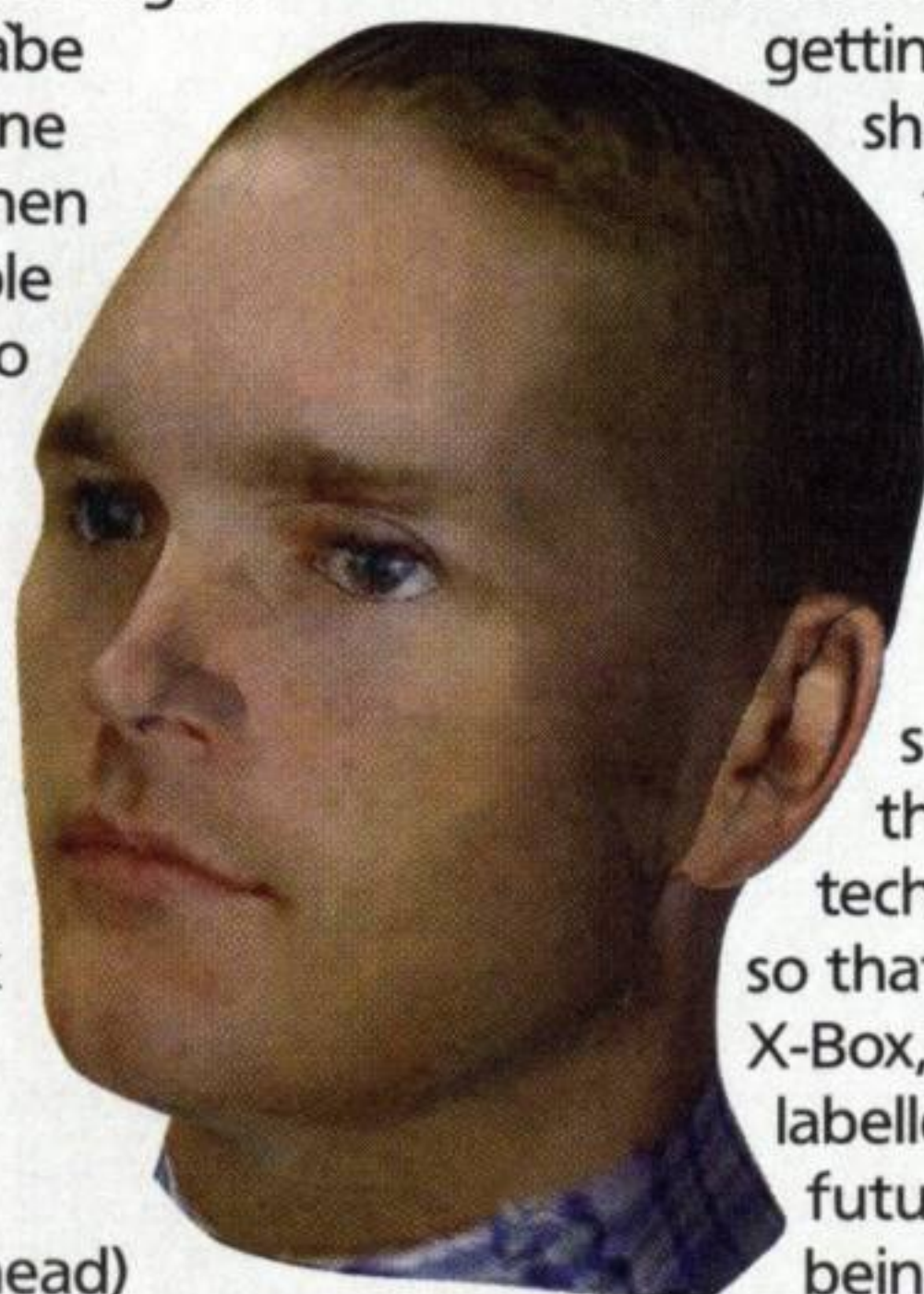
DIGIMASK ME!

AVATAR ISN'T THE ONLY FRUIT.

Although AvatarMe is the only up-and-running method of getting yourself into videogames, a brand new system – called Digimask – is due to launch this October. What's more, it doesn't require any special hardware other than a digital camera – the route which the creators of AvatarMe actually say they would like to take their technology down.

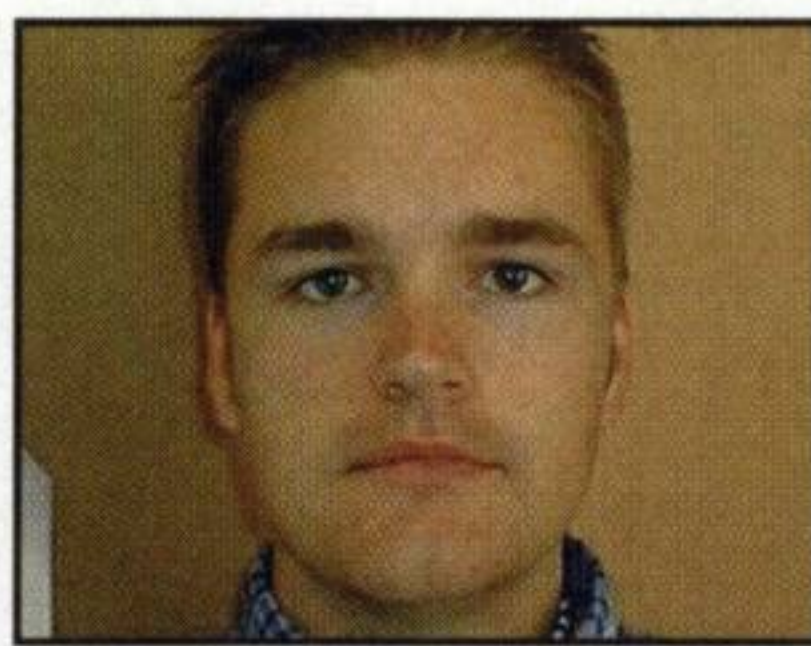
All that is needed are two digital photographs of the wannabe videogame star's head – one portrait, one profile. You then have to answer a few simple questions about yourself to get the basic frame of your body right, insert your photos into the Digimask program (downloaded for free from the Net) and email the results off.

The people at Digimask then work their special brand of top-secret magic (by wrapping your photos around a wire frame of a head)



and email your head back to you. The Digimask is fully animatable, and unlike Avatar, can be used for whole range of natural human emotions and even speak with full lip-sync. Admittedly, it doesn't do your clothes as well (one of the great things about Avatar is getting to see the stains on your T-shirt and holes in your jeans) but – for technically free – the results are mighty impressive. But the basic frame of your body should be the same shape – and for games like *The Sims*, your outfits change anyway.

Digimask is an entirely free service. What's in it for them is their chance to license their technology to software developers, so that in the future, PC, PlayStation2, X-Box, and Dolphin games will come labelled as Digimask-compatible. The future, it seems, certainly looks like being a far more personal place.



WE'LL AVATAR YOU!

AN IDIOT'S GUIDE TO CREATING YOUR VERY OWN AVATAR.

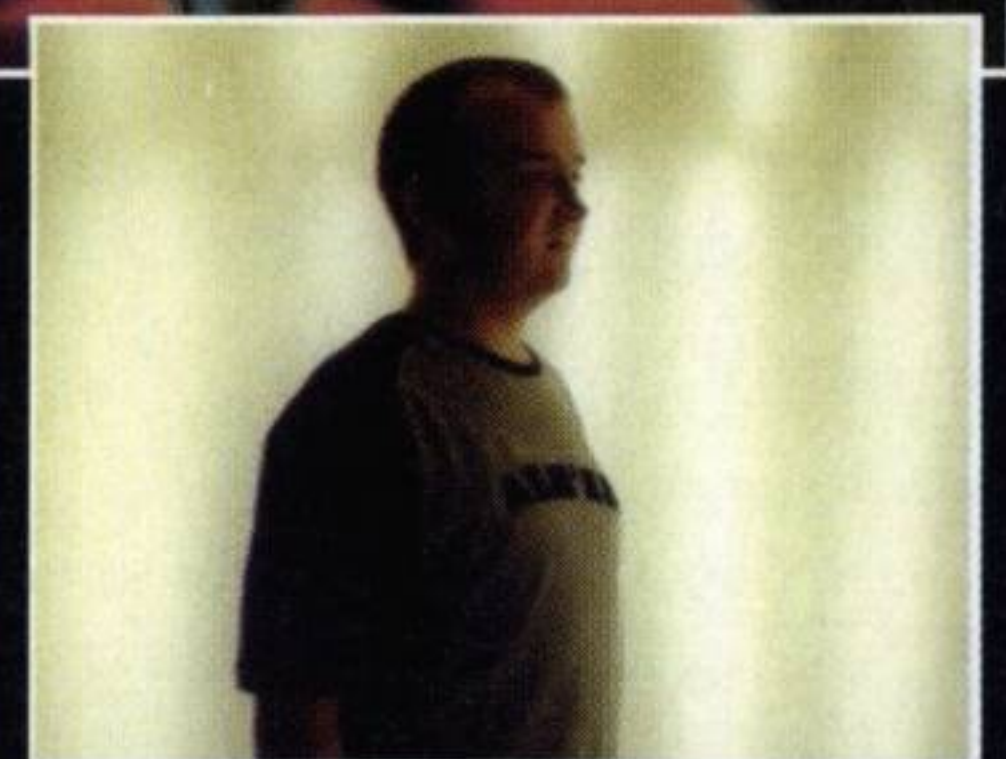
Step 1

■ Go to London. If you live there already, ideal. Then pay £20 to get into the Millennium Dome. Yoinks.



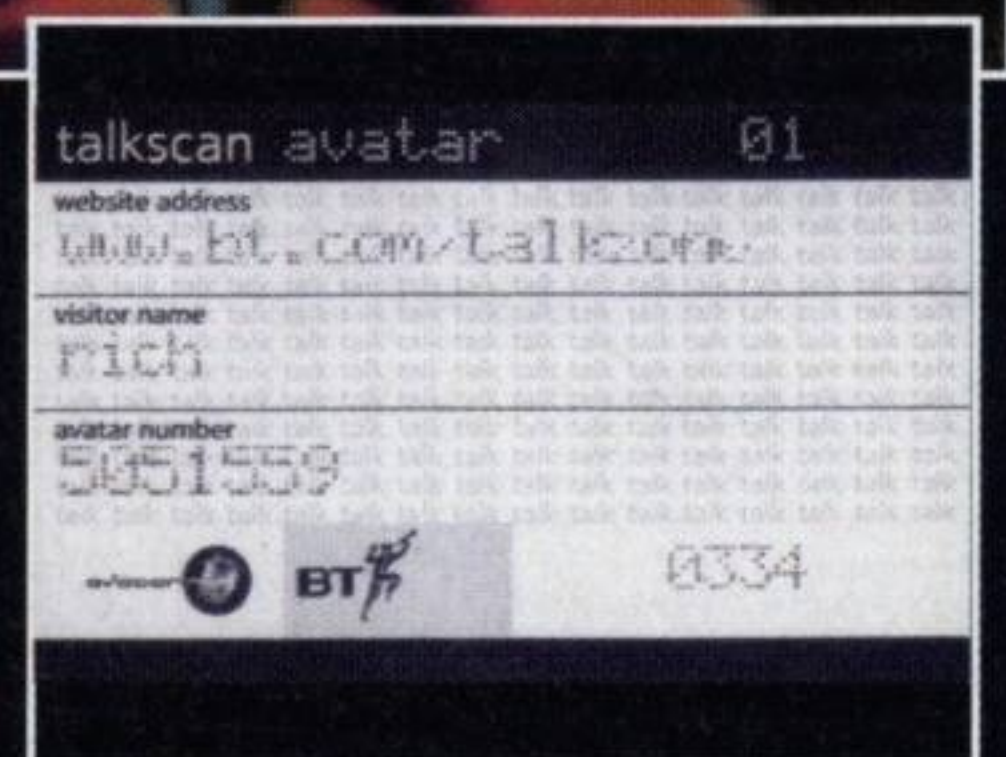
Step 2

■ Find the AvatarMe machine that's located in the BT Talk Zone, and queue up for a go.



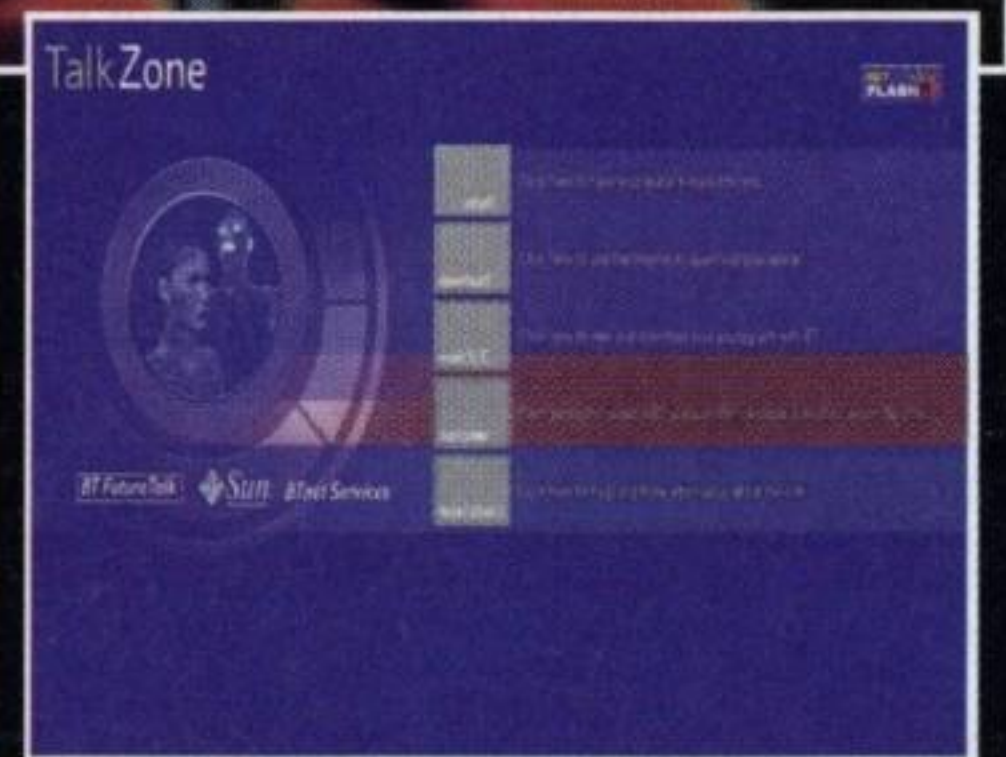
Step 3

■ Follow the instructions, step out of the machine, collect your tickets and go home. Bye.



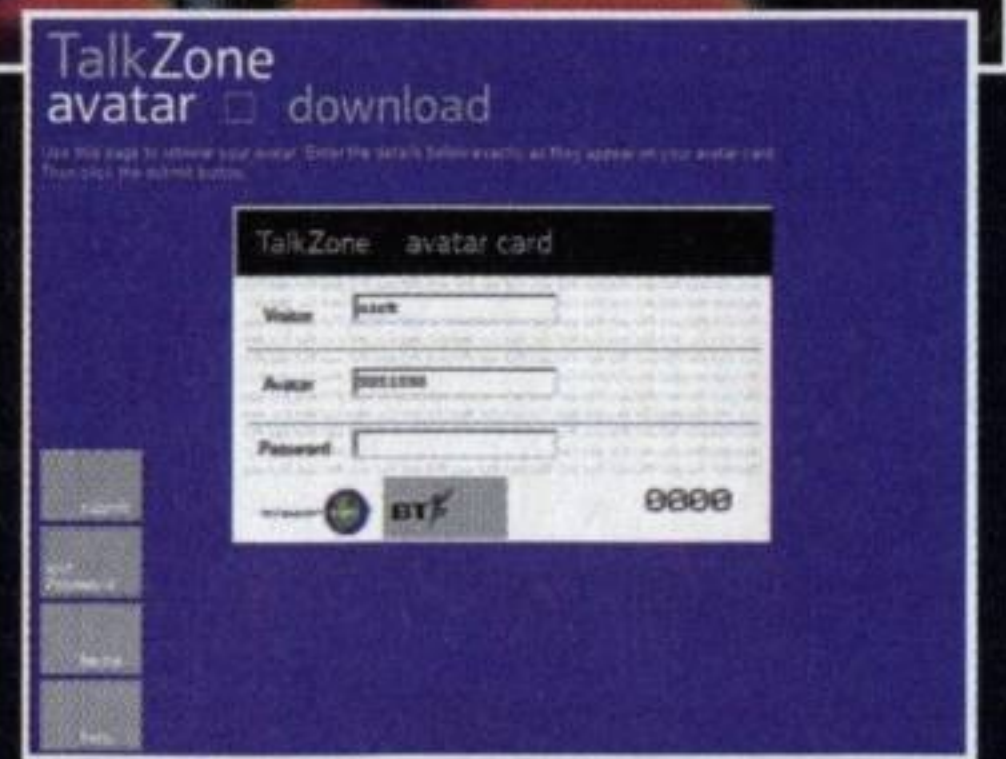
Step 4

■ Once you're at home, log on onto www.bt.com/talkzone. It's on the Internet, by the way



Step 5

■ Insert the details that are on your tickets. You haven't lost them, have you? You chump.



Step 6

■ And there you are. Handsome fellow, aren't you? You'll be fighting the ladies off with a stick.



THE SIMS

WHERE - ONCE YOU'VE LOADED IN YOUR AVATAR - LIFE TAKES ON A WHOLE NEW MEANING.

The Sims is a fantastic game. Many games are compulsive, but when you've got your very own Little Computer Person to nurture and care for, your parental nature takes over. But imagine actually being able to play as yourself.

Initially, things have gone pretty well since Arcade Funksters Nick Theodore Jones and Rich S Pelley Esquire moved into their comfy bachelor pad for two - in *The Sims*, that is. They landed some pretty impressive jobs, Rich as a football team mascot and Nick in The Army. They've

tried - with a familiar lack of luck - to get girlfriends. Unfortunately, hygiene standards have slipped somewhat, and neither party can cook. So much so, in fact, that yesterday - whilst Rich was taking a shower - Nick caught fire and burned to death. Not taking the news well, Rich got depressed, lost his job, and has spent all his money on toys.

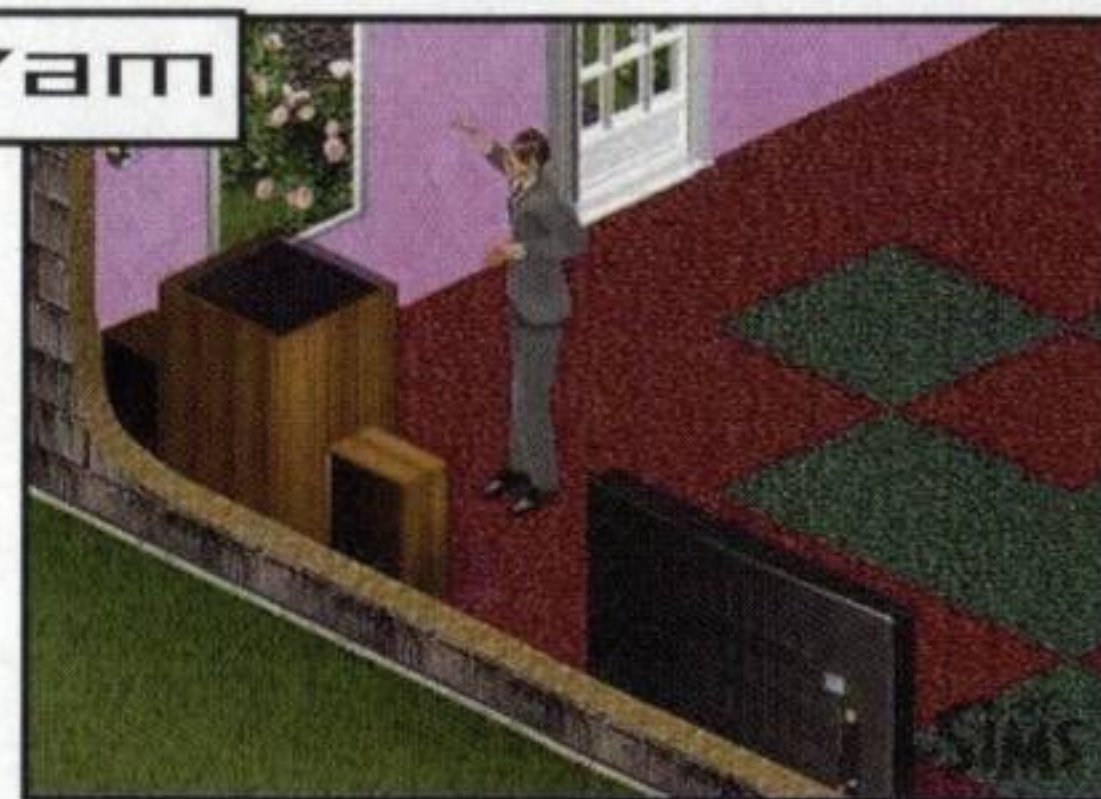
Life in *The Sims* plays not so much like a game, but more as a soap opera. But just how good is it? Is life in *The Sims* better than the real thing? We compared what happened during a day in the life of Arcade Games Editor Nick Jones with his Sims doppelganger, to see.



■ Councillor Jones shows off his culinary skills to a delighted audience by trying to boil an egg.



■ Nick arrives for work, looking - as usual - a little worse for wear.



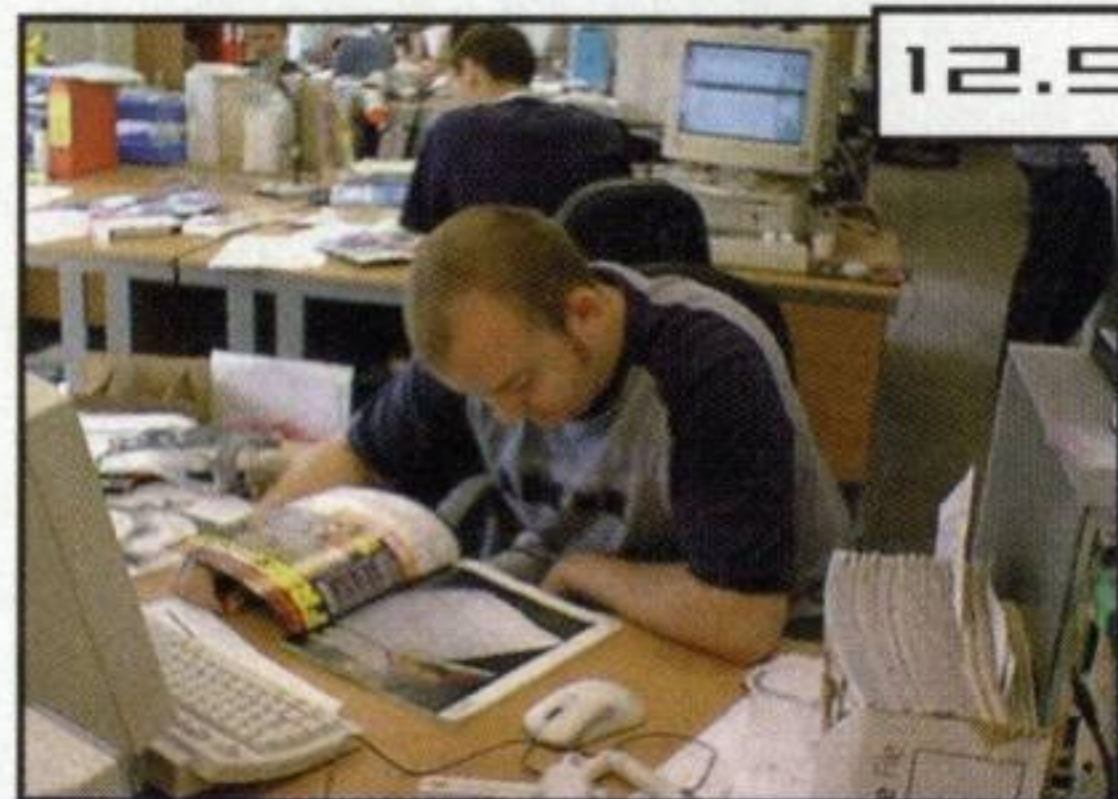
■ Meanwhile, *The Sims* Nick is resurrected from his death.



■ After some time-consuming elementary faffing, 'work' begins.



■ Nick mk 2 lands a job in the city, and gets married to the lovely Sloppy.



■ Nearly lunch time, and still no evidence of any work being done.



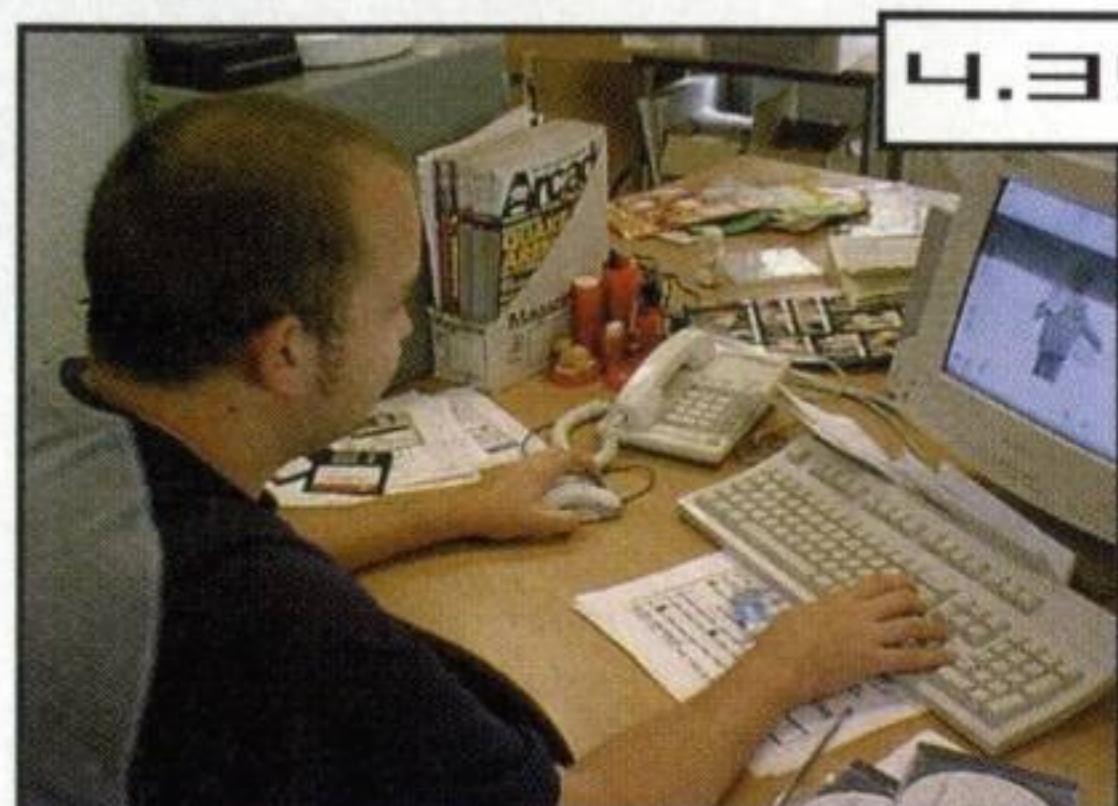
■ Mr and Mrs Jones have their first child, Cornelius Jones. Congratulations.



■ Nick takes his well-earned ninth cigarette break of the day.



■ Nick and the wife take a relaxing swim in their own private pool.



■ A feverish burst of work begins, to find pictures of monkeys on the Net.



■ The Jones's house is burgled, but the culprit is caught red-handed.

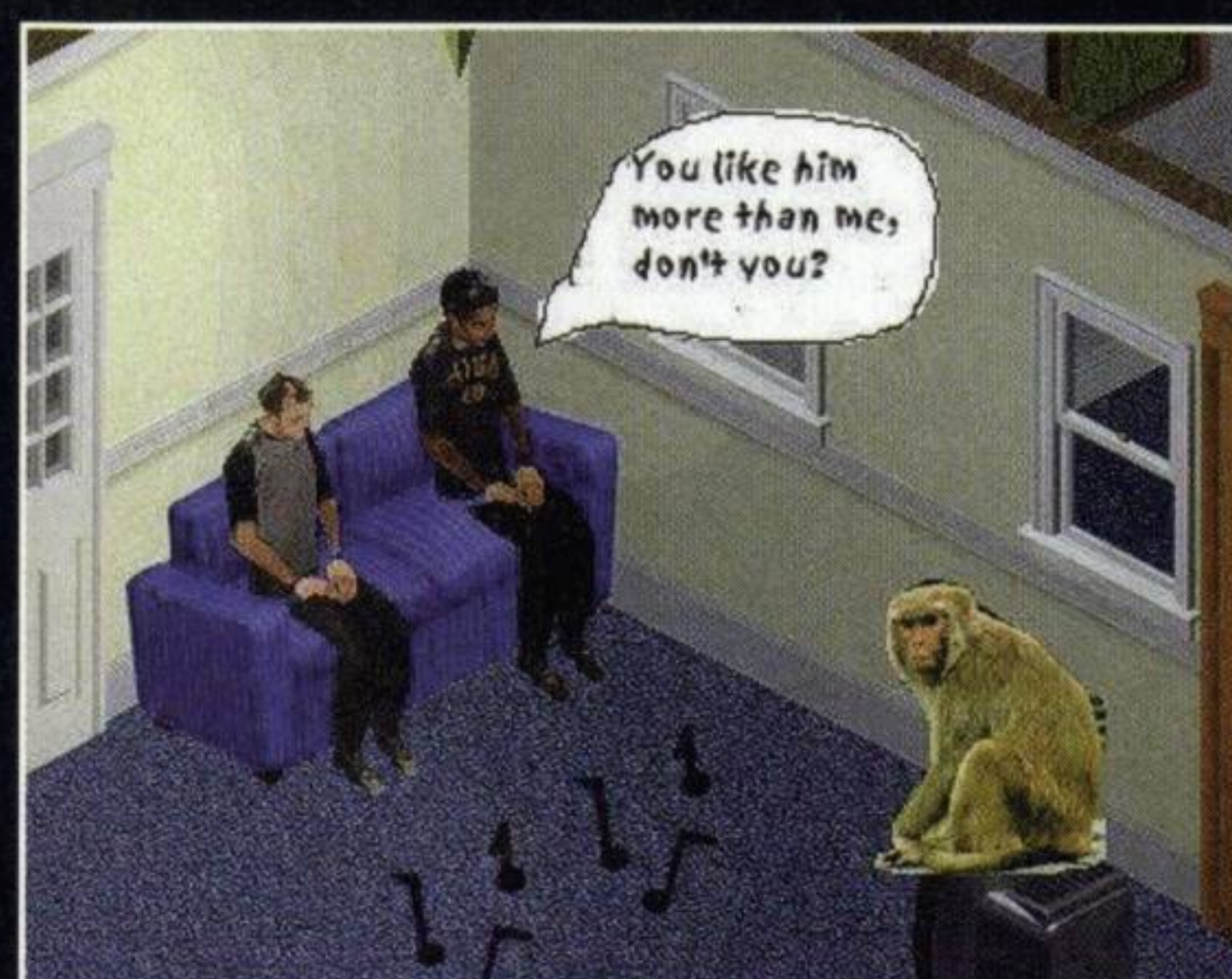


■ Nick goes home, via the pub, kebab shop, and local nightclub.

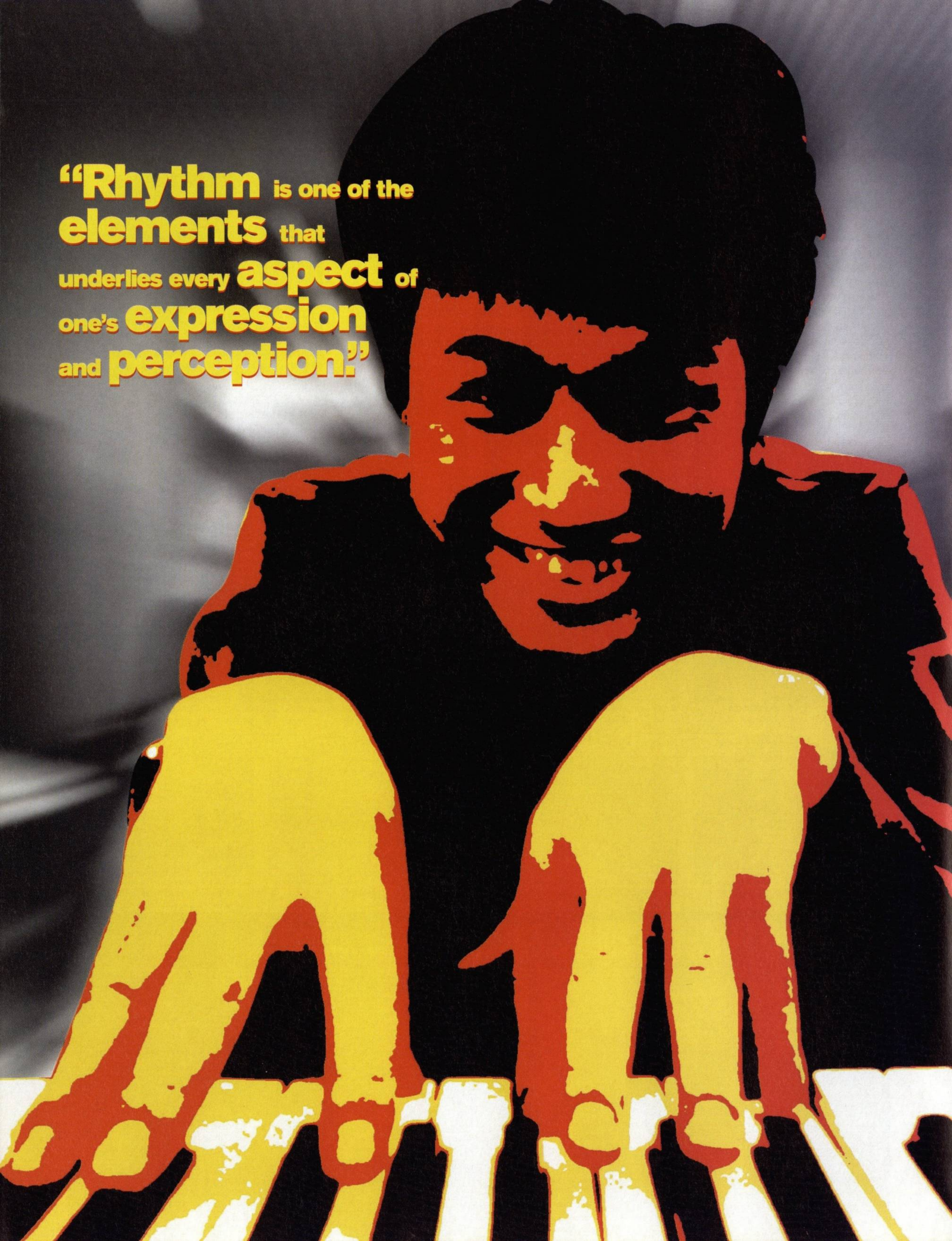


■ Sim Nick stays in for another action-packed night with the wife and kids.

THERE'S NO PLACE LIKE HOME THE ARCADE BOYS GET ACQUAINTED



“Rhythm is one of the
elements that
underlies every **aspect** of
one’s **expression**
and **perception.”**



Masaya Matsuura

Interview by | Sam Richards

PaRappa The Rapper and *Vib Ribbon*, two of the most original PlayStation games of recent times, are both the result of this man's singular imagination.

He invented the game which required you to control the rhythm and rhyme of a cute but streetwise puppy in a Beanie hat who rapped about baking a cake out of fish before indulging in a spot of ragga toasting concerning how badly he needed the toilet. This rare work of genius was then followed by *Um Jammer Lammy*, extending the concept to cover the exploits of a guitar-playing lamb who used her riffing power to extinguish a fire before being delivered from hell via a fax machine.

Matsuura's most recent masterpiece is *Vib Ribbon*, the vector-drawn office favourite which converts your favourite CD tunes into an obstacle course for a rapidly-devolving rabbit. Just what is going on inside his inspired mind? *Arcade* delved further.

Where did the idea for *Vib Ribbon* come from?

Normally, an opinion of music is formed from a brief impression. I thought it would be interesting if you could feel and judge music by something other than just an impression. That was the start.

If there were ways to 'watch music' or 'listen to film' then there would be more possibilities for entertainment and expression. After thinking about this, ideas flashed into my mind one after another and *Vib Ribbon* is derived from one of these ideas.

Which artists' music do you think works best with *Vib Ribbon*?

I think any music works with the game, but if I were to pick one piece of music it would be *MFSB* which is the title track from an album by Deep Grooves. While creating the game, we held gatherings called 'musical evenings' in order to calm the intensity of the working environment. What we did was to just blast everyone's favourite music in my studio. This track, *MFSB*, was introduced by the development director at one of these evenings. I remember that it was very comforting because it is such a great track. At that time the game was so far from completion, I didn't even think about playing *Vib Ribbon* with this track. Later on, I randomly played the game using *MFSB* and found that the

track is perfect for the game. I couldn't believe it was just a coincidence. Great story, isn't it?

Who are Laugh & Peace who provide the original music for *Vib Ribbon*?

It's a band consisting of two people and a singer called Yoko Fujita. They are signed to Epic in Japan and recently released a single called *Chotto-Kiitena*. I wrote the songs that are sang by *Vibri*.

What is your history on working in games before *PaRappa*?

I created a music game called *Tunin' Glue* which you can download in Mac format from our company's Web site (www.nanaon-sha.com) for free. Before that, I was in a band called Psy's for about ten years and released albums on Sony Music in Japan.

What was the reception to *PaRappa The Rapper* like when you first unveiled it?

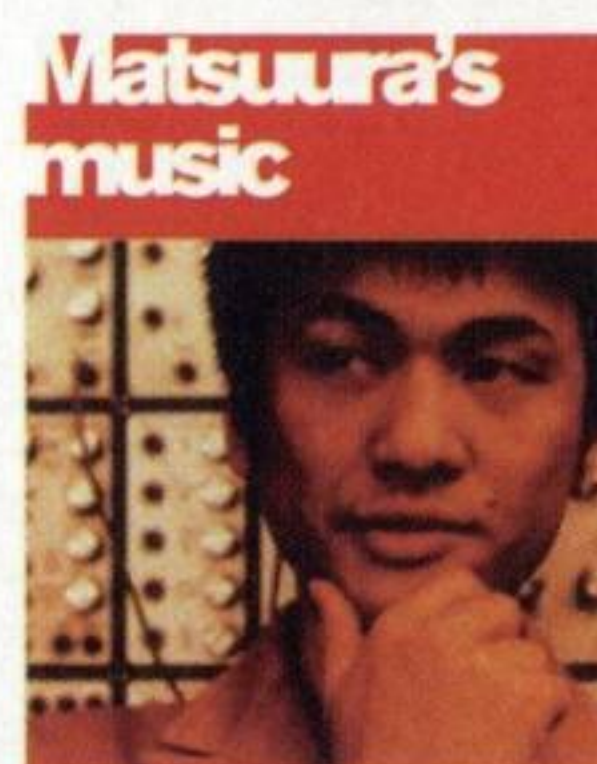
There were some people who found it funny and laughed. Although, I wouldn't say that the reaction to the game was all of a sudden tremendous when it was first unveiled.

Where did you get the idea of using rhythm in a game?

From my experience in creating music, the timing of pressing a button on a synthesizer or sampler was sometimes incorrect or off the beat. While repeating this type of mistake over a million times, I started to find interest in my own mistakes and began to score them. At last, I thought this would be perfect to make as a game since it was about pressing buttons. What I thought later was that rhythm is one of the elements that underlies every aspect of one's expression and perception.

How closely did you work with the musicians of *PaRappa* and *Um Jammer Lammy* and how did the collaborations come about?

Music production is my job overall, and part of the music was written and played by myself, so I worked with the other musicians very closely. Most of the vocalists were from New York and I worked with them several times, so we were able to exchange ideas and spontaneously change the contents very frankly. We did a live performance last year, too.



■ When *Arcade* asked Masaya Matsuura about the highlights of his own record collection, the answer was rather obscure.

"I don't consider myself a music fan," he claimed, controversially. "People assume that a music composer knows tons of music, but I believe that you have more freedom in creativity if you don't have much knowledge in music."

"I'm not trying to defend myself for my own lack of music knowledge - I am very careful about the quality and the quantity of information that I input into my brain. One of my theories is, 'there is obesity for knowledge and memory' and what's worse that there is no way to diet from this type of obesity." And you can't say fairer than that.

What is your favourite song from those games?

I like *Taste Of Teriyaki* which is available on the *Um Jammer Lammy* soundtrack album *Make It Sweet!* I hardly listen to it though, as I don't want to be reminded. Well, it's not exactly a bad memory.

PlayStation2 appears to be encouraging mixed media projects - do you intend to take advantage of the machine for future music-based games?

For now, I intend to take advantage of the dark colouring of the console.

What other plans do you have for future projects?

Currently, there are various projects in progress around myself. They are moving individually right now but will soon be unexpectedly combined.

Are you concerned that big-money sequels are squeezing out smaller, more innovative games?

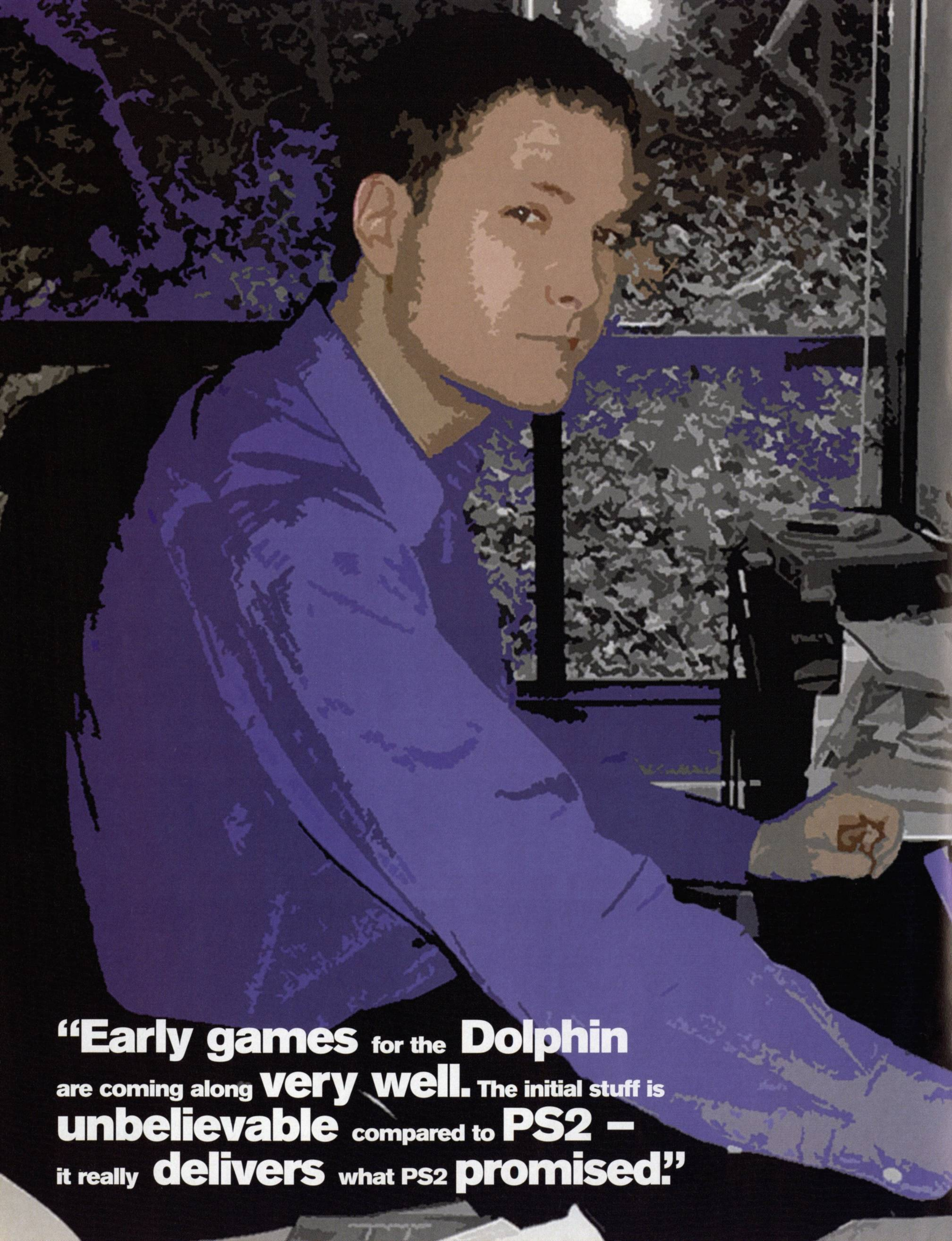
First, I think there is a misunderstanding about *Vib Ribbon*. It may seem that the scale of the game is small, but the cost and the time spent on this game are the same or even more than some of the big-money sequels that are filled with boring FMV. It's just that the majority of expenditure for *Vib Ribbon* was not used to create visual effects. Our money was spent on equipment that analyses sound and in inventing the mechanism which created the game from that equipment.

In Japan, sequels are unlikely to surpass original games in sales. In other words, name value doesn't count for much, and the player finds it boring to play the same thing twice. Of course there are some series with strong, long-term fan bases. However, from my point of view, I don't necessary think that those titles are squeezing out our games.

Finally, in *PaRappa*, why does Katy Cat get excited by sitting on leopard skin seats?

Regarding the Joe Chin's car upholstery, they are actually 'vinyl' panther seats which is a fact stated in the lyrics, and it is *PaRappa*, not Katy, who gets excited. Though overwhelmed, Katy and the rest of *PaRappa*'s friends aren't too excited about the tasteless seats of his superficially gorgeous car. Check out the sequence very carefully! Or could it be the culture difference?



A man with short dark hair, wearing a blue button-down shirt, is sitting at a desk in an office. He is looking towards the camera with a slight smile. The background shows a window with blinds and some office equipment on a desk to the right.

“Early games for the **Dolphin**
are coming along **very well.** The initial stuff is
unbelievable compared to **PS2** –
it really **delivers** what PS2 **promised!”**

Julian Eggebrecht

Interview by **Jamie Sefton**

Factor 5 is one of the most important developers working with Nintendo. *Arcade* talks to boss Julian Eggebrecht about his SNES past, N64 present and Star Cube future...

With the forthcoming *Star Wars Episode 1: Battle for Naboo* and *Indiana Jones and the Infernal Machine*, games

developer Factor 5 will consolidate its position as second only to Rare in the Nintendo development stakes. Julian Eggebrecht and his burgeoning company started life in Germany at the end of the '80s making software for the Commodore Amiga and the Atari ST, before having several hits on the SNES and MegaDrive. The company's huge hit *Super Turrigan* led to a very successful relationship with LucasArts in California, where Factor 5 eventually settled in 1996.

The next few years are crucial in Nintendo's next-gen console battle with Sony, Sega and Microsoft. Factor 5 has been closely involved with the Japanese giant in the design of the software and hardware for the Game Boy Advance and Dolphin/Star Cube. How did Eggebrecht get into such an enviable position in the industry and does he believe that Nintendo's new machines will cut the gaming mustard? *Arcade* investigates...

What was your first big break into videogames development?

We started out in 1987 with our first game *Denaris/Katakis*, an *R-Type* clone. Activision had the licence for *R-Type* and originally wanted to sue our publishers, but they were looking for someone to convert the official game for the Amiga and couldn't find anybody. So basically they said "you've done a good clone, we'll drop the lawsuit if you do the official conversion for a ridiculously low fee". We did that and then *Turrigan 1 & 2* were released and that got us thinking about consoles. We loved the SNES and the MegaDrive when they came out.

Did you develop close links with the console makers?

No, we didn't know how to contact Nintendo or Sega because Germany was unknown at that time for game developers – particularly on consoles. What we did was reverse-engineer the hardware for both machines and produce our own development kits. Yeah, Nintendo had a good laugh when they heard about that!

With the upcoming N64 version of *Indiana Jones and the Infernal Machine*, you've come full circle...

Definitely. We originally wanted to do a 3D *Indiana Jones* game using the Super FX chip on the SNES, but it wasn't powerful enough. So when we heard that LucasArts was making the new game for the PC, we got involved. It started out as a conversion, but now it's a complete re-write with new controls, new camera, different combat style – it's been heavily *Zelda*-fied.

What about the *Battle of Naboo Star Wars* game. Is that looking good?

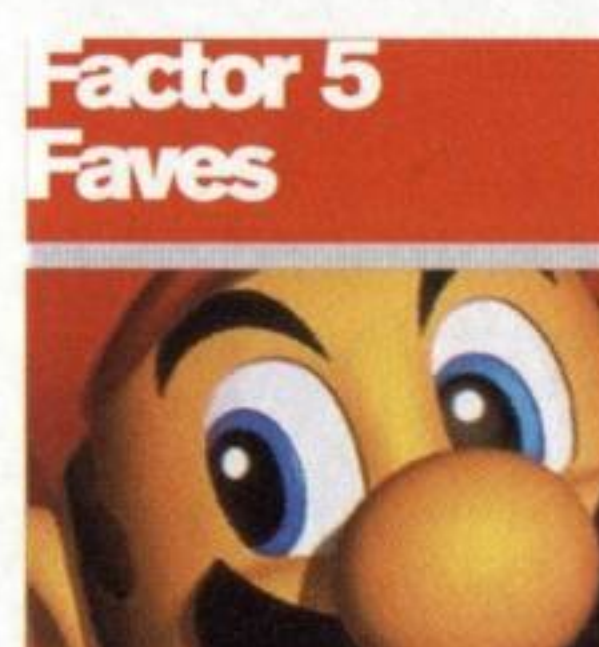
I hope so! No, actually you'll be surprised at how different it is from *Rogue Squadron*. We didn't want to do the same game again for the same platform and *Rogue* is still selling very well. We concentrated heavily on landscapes and making more involving cities and lots of ground craft. What's really cool is that you can change craft during some of the missions – you can fly into hangars in a Starfighter and switch to a boat and ride up the river to your next target. We're also using the expansion pak to up the resolution and vastly improve the frame rate.

You've said these games will be your last titles for the N64 before you move on to the Dolphin/Star Cube. What is it like to develop for?

It's a blast. I mean the time frame from when we got the dev kits to having all our software up and running was a week or two, compared with the N64 which was much longer. It's close to being like the Dreamcast to develop for, but a lot more powerful. I would say even Microsoft's X-Box can't be made easier to develop for than Dolphin – which will be interesting in the machine's life cycle. Early games for the Dolphin are coming along very well. The initial stuff is unbelievable compared to PS2 – it really delivers what the PS2 promised. My only concern is how much of a jump we are going to see in a year with the second generation of games. Probably in three years, the PS2 will catch up, although there are certain areas in which you can't really expect the PS2 to match the Dolphin – texture stuff for example...

Do you think Nintendo's move from cartridge to DVD was a smart one?

To be honest, we love cartridges – we're



Factor 5 has made some incredibly popular console games including *Super Turrigan 2* and *Indiana Jones – Greatest Adventures* on the SNES and *Star Wars: Rogue Squadron* on the N64. But what videogame does head honcho Julian Eggebrecht wish that he had made?

"I think it's a tie between *Super Metroid* on the SNES and *Super Mario 64* – one of those two. *Super Metroid* took so much time of my life when it came out. Unbelievably addictive.

"I can appreciate lots of other games – *Populous* for example, or *Zelda 64*, for the brilliance of their game design. But to be honest, *Super Mario 64* sucks me in so much more. I hope that Nintendo is going to make another *Mario* game on the Dolphin – fingers crossed..."

probably one of only three developers on the planet who do! We hated the loading times on the PlayStation, but if you deal with it cleverly it's fine. Thinking about the platform's overall viability, I think it's exactly the right move.

Nintendo controllers are very innovative. Have you seen any prototypes of the new Dolphin/Star Cube controller?

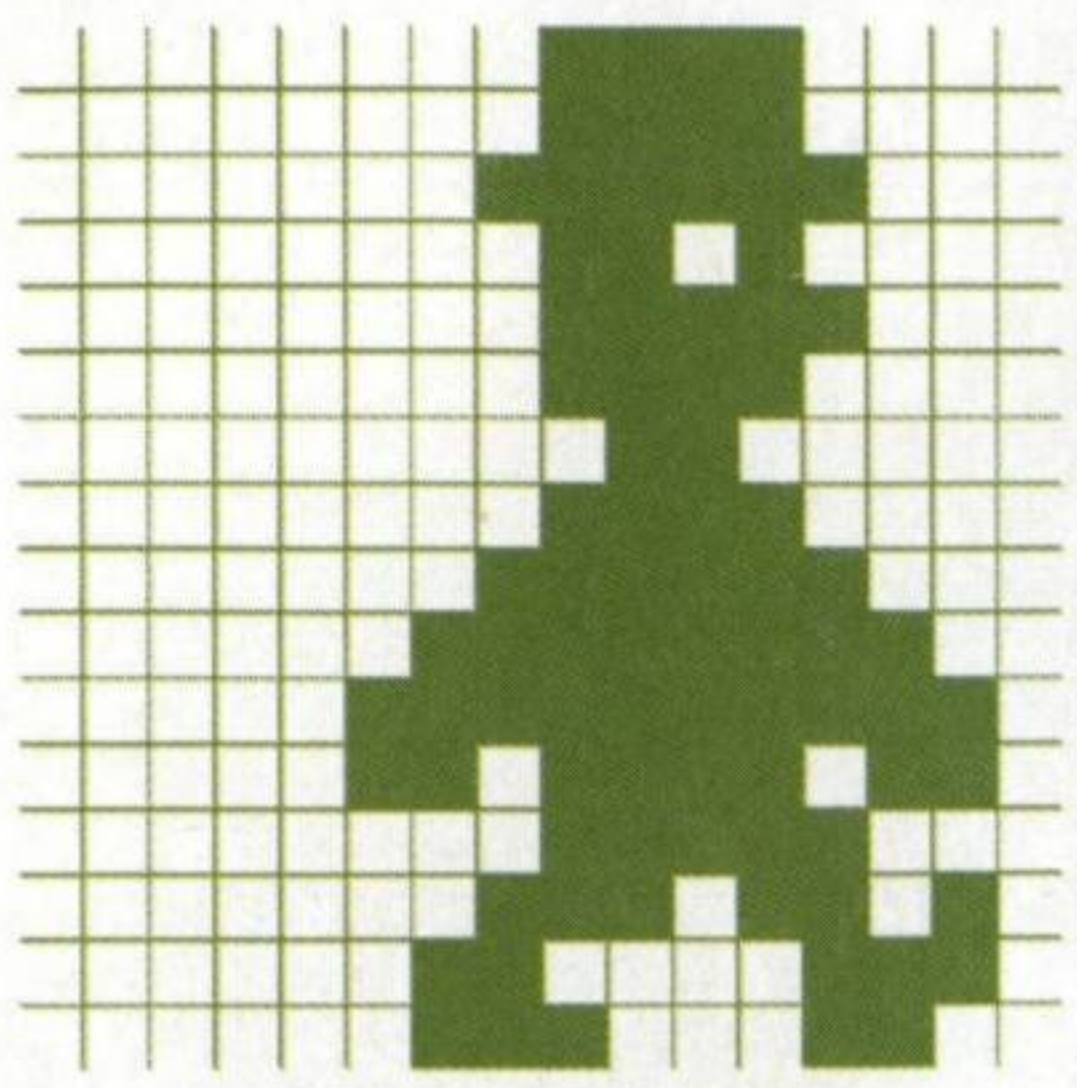
Yes I have. With the analogue pad on the N64, everything changed. On the new controller everyone loves the analogue controls – they're much better than the N64. To a degree there's one other thing that's revolutionary about it. It's just like with the N64 when you saw the pad and thought "that's weird, how does that work?", but when you hold it in your hand it makes sense – it's quite brilliant.

Factor 5 has also been involved in the sound software for the GB Advance and Dolphin/Star Cube...

Yeah. The GBA was basically dropped on us by Nintendo of Japan, whereas with Dolphin we were also involved in the hardware design. GBA was more of a classic thing like the N64 where we ask "Okay, what can it do? How do we adapt our music software?" Dolphin was more like "in an ideal world, what sound hardware would we like?". Of course we didn't get everything!

What about President of Nintendo, Hiroshi Yamauchi's recent quote in an interview that the company is going to concentrate mostly on handheld gaming?

My personal opinion – this is not Nintendo's opinion, I don't even know what Nintendo thinks about it – is that the statement was probably taken out of context. I guess what Yamauchi was referring to involved the Japanese market in the short term. Since GBA is coming out there soon, it's going to focus on GBA then shift big time to Dolphin. It's no secret that everyone in Japan is a little worried about software sales on home consoles. Look at the PS2 situation – the hardware is selling, but the software isn't and it's the software that makes money. Also, I don't think it makes sense for Nintendo to confuse the public by introducing two new platforms at once. Things will be much clearer after that first Spaceworld press day – not that I would know anything... 



BATTLE OF THE



THE DREAMCAST'S JET SET RADIO IS THE BEST THING WE'VE EVER SEEN ON A HOME CONSOLE - AND THAT'S INCLUDING THE PLAYSTATION2. BUT IS IT BETTER THAN ANCIENT SINCLAIR SPECTRUM GAME, JET SET WILLY? WE THOUGHT WE'D BETTER FIND OUT.

Radio Stats

- Publisher: **Sega**
- Developer: **Sega Japan**
- Release: **October 2000**
- Price: **£40**

Willy Stats

- Publisher: **Software Projects**
- Author: **Matthew Smith**
- Release: **1984**
- Price: **£5.95**

Radio history:

We've been waiting for *Jet Set Radio* to arrive in the Arcade office with the anticipation of someone whose house is on fire with their head out of the window looking for the fire brigade. The PAL release is set for October, and it is set to undergo some pretty major changes from the Japanese NTSC version we managed to get our mitts on recently. However, we've seen enough of it to already declare *Jet Set Radio* to be the finest Dreamcast game to date, right up there in the videogaming Top Ten with the likes of *Zelda*, *Metal Gear Solid* and *Super Mario*.

Willy history:

Jet Set Willy was the follow up to the classic platform game *Manic Miner*, written by Matthew Smith in his bedroom, attracting more of a cult following than Harry Kushner. Ask anyone in their twenties to name a Spectrum game, and nine out of ten times, they'll say *Jet Set Willy*.

Radio play:

The easiest way to describe *Jet Set Radio* is to think *Crazy Taxi* meets *1080°*. Like *Crazy Taxi*, *Jet Set* takes place over a variety of free-roaming cities. Instead of ferrying passengers around a city, your aim is to rollerblade around on special Overdrive Magnetic-Motor Skating Shoes, and spray-paint your 'tag' over the cities'



■ Take two spray cans into the shower? With *JSR* you can just spray and go.



JET SETS



walls. Your skates can grind along edges and railings, so – like *1080°* – you can link tricks together and reach more tricky sections of the course.

Willy play:

The aim of *Jet Set Willy* is to collect all 83 of the flashing objects from each of the 60 rooms. The challenge comes from successfully navigating the inter-linked screen, whilst pressing '0' at the right time to jump over the obstacles.

Radio plot:

The plot of *Jet Set Radio* is very much the kids versus the law. There are several competing groups of young inline skaters. To mark their territory, each group tags walls and buildings. At the end of each level you are challenged by a rival gang member. Beat the challenge, and they'll join your group and open up as a selectable character.

Willy plot:

Maria, Willy's housekeeper, will not let Willy go to bed until he has cleared up. You must collect all of the flashing objects from each of the rooms and then return to The Master Bedroom.

Radio graphics:

The great thing about *Jet Set Radio* is the graphics. The central characters are silhouetted by thick, black lines and look wonderful. The detail of the scenery, meanwhile, is nothing short of awe-inspiring. The levels are so much so that at times, *Jet Set Radio* less like a videogame and more like a cartoon.

Willy graphics:

What are you on about? It looks great.



■ *JSR's graphics amplified to the max. It's truly like nothing you've seen before – and best of all, the gameplay is right up there to match. Fantastic stuff.*

For its time. On a machine that was about as powerful as a box of matches.

Radio gameplay:

You need to collect spray cans in order to spray your tag, but cans and taggable areas are only reachable with a little bit of skating trickery. Small tags can be sprayed on the move. For larger murals – taking up to ten cans of paint – you follow the on-screen joystick prompts. Arse it up, and you'll waste a can of paint. Cramping your style is your time limit and the police. Once you've tagged around half the city, the Fuzz arrive – on foot, by parachute or on bikes, and give chase with batons in hand. On a later levels, the cops arrive in armed helicopters and you have to spray them in mid air. Should the head of the police force catch you, he won't hesitate on opening fire; your only defence is to spray and run.

Willy gameplay:

For its time, there were plenty of strange,

interesting objects in *JSW* – including swinging ropes, razor blades and wobbling jellies. You can move freely between the linking rooms and work out the structure of Willy's strange house.

Radio good?:

And that's it. Except – of course – that the game is fantastic. Like *Crazy Taxi*, *Jet Set Radio's* greatness lies in its control system – the better you get at skating, the harder the levels get, but the more fun the game becomes. Combined with a graphics engine that would have the special effects department of *Jurassic Park* crying into their toy dinosaurs, and *Jet Set Radio* looks like it's going to be a winner.

Willy good?:

Marvellous. Some may say that all videogames have gone down hill since *Jet Set Willy*. But luckily – for you and us – most of these people have been locked up by now.

BATTLE OF THE JET SETS *The epic conclusion.*

Jet Set Radio

- System: **Dreamcast**
- Format: **CD**
- Number of levels: **18**
- Number of characters: **10**
- Bonuses: **Graffiti editor**

Jet Set Willy

- System: **Spectrum**
- Format: **Tape**
- Number of levels: **1**
- Number of characters: **1**
- Bonuses: **None**

■ **And the result? A tie. (Cough) Case proven. Goodnight.**

RADIO-TALK

Jim Pride, Product Marketing Manager at Sega, speaks:

What changes will the PAL version get? New areas, stages and music to go with them.

JSR is very Japanese. Will the Western world get it? Sega Japan are renowned for their inventive games – it's a credit that they have made something so fresh.

How far can the Dreamcast be pushed? Developers are generally only just starting to get to grips with it.

Will it have online bits? Ranking boards of players game data, high scores, tricks. You can also up/download new gang tags.

Ever heard of Jet Set Willy? No!

WILLY TALK

Jet Set Willy's programmer, Matthew Smith recently resurfaced on the Net after returning from a commune in the Netherlands! Check him out at www.the-goodstuff.freemove.co.uk/.

WILLY KNOW HOW

A bluffer's guide to Jet Set Willy.



- 1 Spend three hours trying to get the damn thing to load.
- 2 Jump over obstacles and collect all the objects.

RADIO KNOW-HOW *A bluffer's guide to Jet Set Radio.*



■ Skate around the city.



■ Pick up some spray cans.



■ Grind along edges and rails.



■ Spray your tags.



■ Avoid the Filth.

SPLITTERS...TIMESPLITTERS...TIMESPLITTERS...TIMESPLITTERS...TIMESPLITTERS...TIMESPLITTERS



■ An unpleasant two-headed mutant notices he's about to be disintegrated.



■ Futuristic sci-fi levels are populated with malevolent cyborgs intent on turning your hero into human pâté.

TIME



■ The Cornish village level in *TimeSplitters* accurately recreates the characters you can actually meet in Truro and Penzance.

SPLITTERS

FIVE MEMBERS OF THE TEAM THAT CREATED THE BAFTA AWARD WINNING GOLDENEYE HAVE NOW CREATED A STUNNING NEW FIRST-PERSON BLASTER. ARCADE STORMS THEIR HIGH-TECH NOTTINGHAM HQ AND PLAYS ONE OF THE PLAYSTATION 2'S MOST EXCITING LAUNCH GAMES.



■ There's incredible attention to detail on the costumes.

Mankind is under threat. An evil race of time-travelling mutants has been tinkering with our planet's history, spreading greed, terror and destruction for their own twisted benefit. Earth's only chance of defeating these sinister creatures lies with a band of disparate characters that include an English captain in the 'Biggles' mould and a swinging Seventies detective. They must defeat the shadowy enemy across various time zones in a pan-dimensional struggle to prevent the total enslaving of humanity.

TimeSplitters is a fast and furious 3D action adventure, with beautifully-detailed next-gen graphics that show off the PlayStation 2's polygon-pushing prowess. The software house behind is Free Radical Design, set up last year by ex-Rare bods including Dave Doak, Steve Ellis and Karl Hilton. FRD's main aim was to create an enjoyable arcade-style game, harking back to the good ol' days of id's *Doom* where players had to kill hoards of adversaries. *TimeSplitters* is consciously a very different title to *GoldenEye* – the puzzle-solving and stealth elements have been replaced with a more instantly gratifying shoot-'em-up frenzy.

WORKS OF ART

The Free Radical Design team let its imagination go wild with the *TimeSplitters* characters, which span 100 years and are homages to classic stereotypes from Sci-Fi, Horror and Crime B-Movies. Artists start with rough sketches of the characters, that are then refined and modelled in the 3D PlayStation2 world.



■ **Mary-Beth Casey:** This is a player character for the 1965 Mansion 'Teen Shocker' Level. Homecoming Queen by day, zombie killer by night.

■ **Dr Katje Nadir:** A foxy scientist that players control in the Fifties Village level. She has the looks, the brains... and the guns.

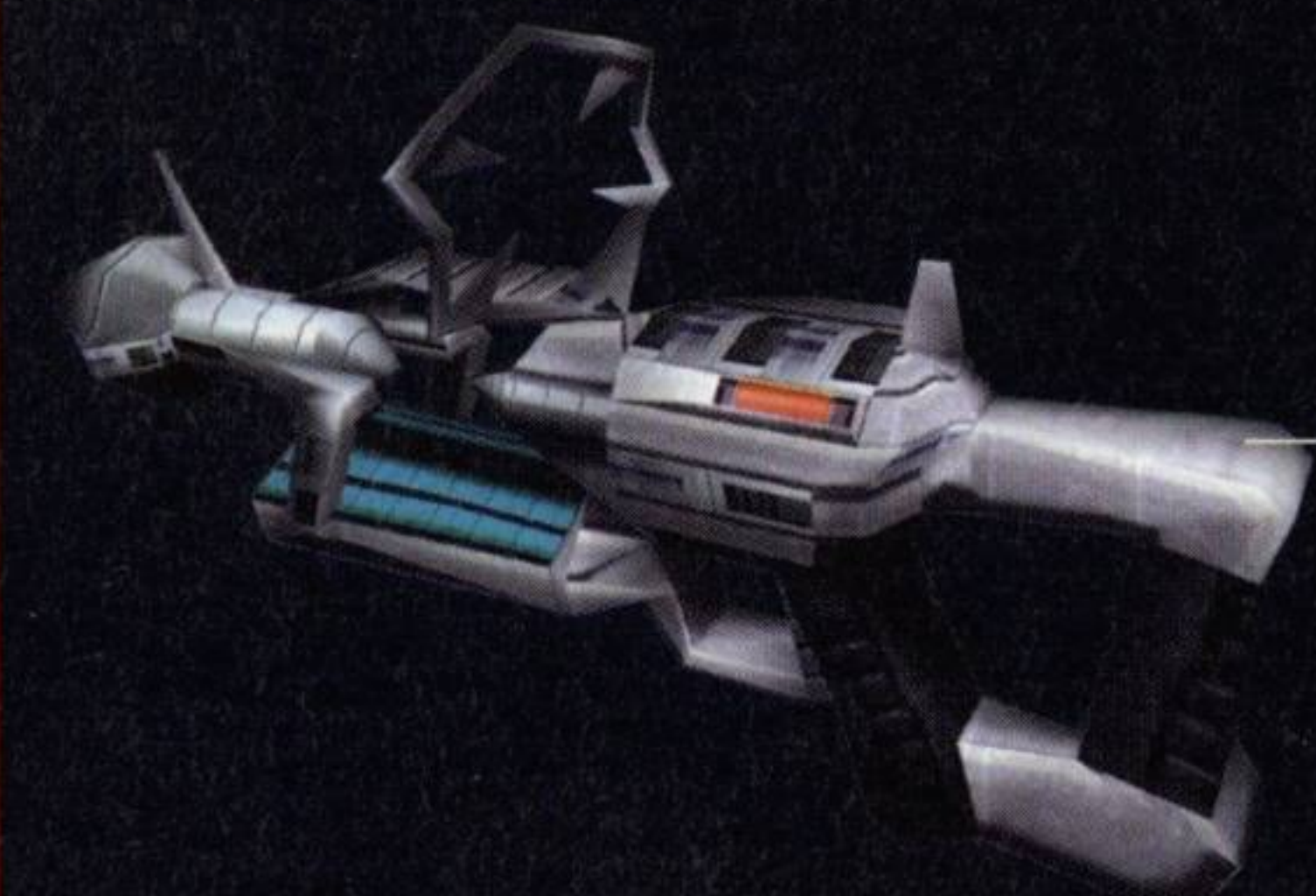
■ **Female zombie:** A non-player character from the Mansion level. Just your run-of-the-mill undead trailer trash kind of girl.

BRING OUT THE BIG GUNS

GoldenEye was renowned for its stockpile of weaponry, so it's no surprise that Free Radical Design has prepared enough firepower in *TimeSplitters* to arm a small developing country. Here's a handful of lethal lovelies from a stunning selection of over 30 cool weapons.

Mauser

Period handgun. Authentic and perfect for causing damage in tight situations.



RayCarbine

Fires bolts of green energy plasma. Just the ticket for vapourising arrogant aliens.

Tommy Gun

Spray bullets in a St Valentine's Day massacre-stylee. Mutant hoodlums better beware.

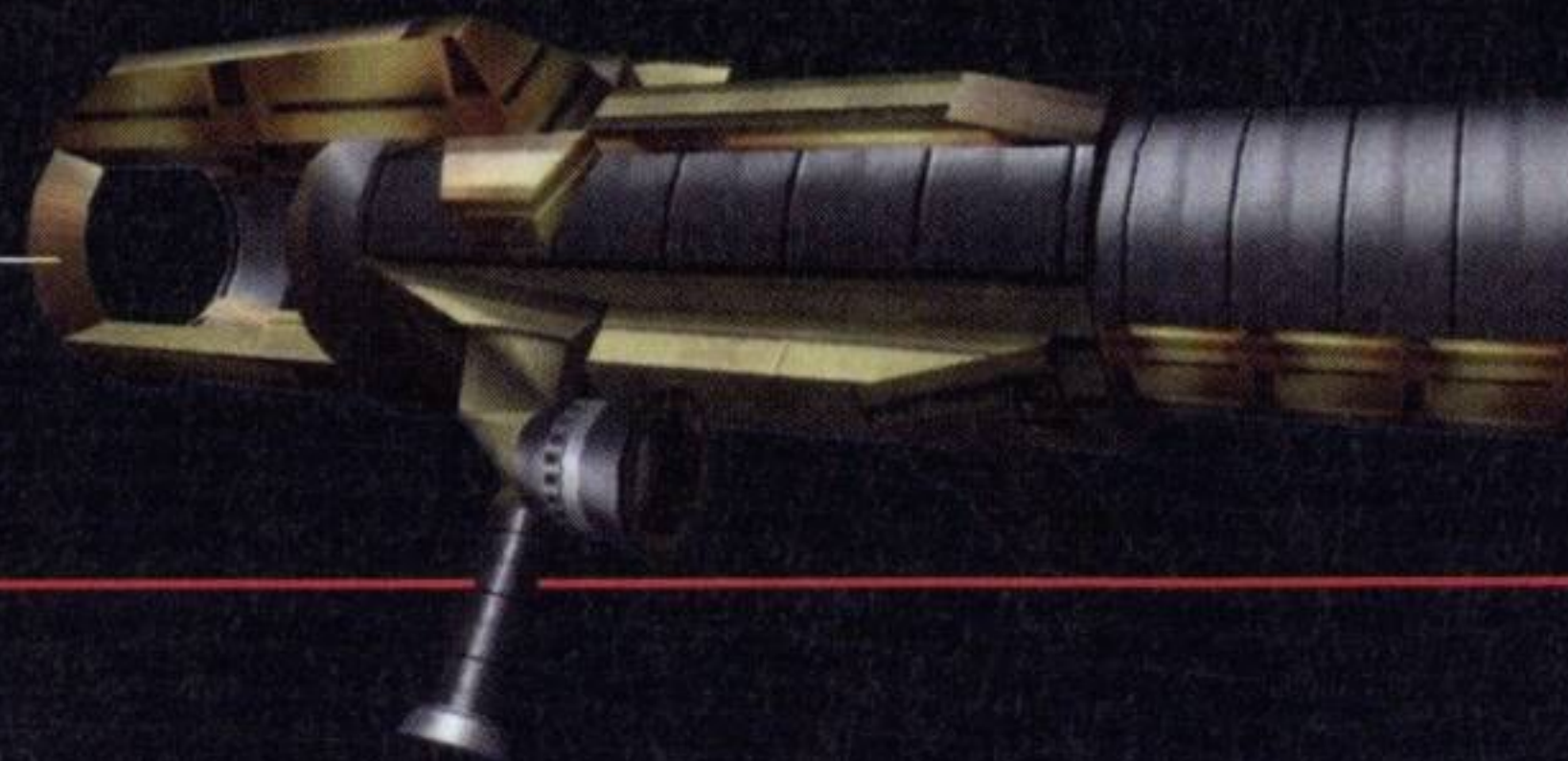


SFGun

Hi-tech handgun that packs a meaty punch. Very high fire rate and a sneaky ricochet alternative fire mode.

Rocket Launcher

An old family favourite returns. Full-on, long distance destruction.

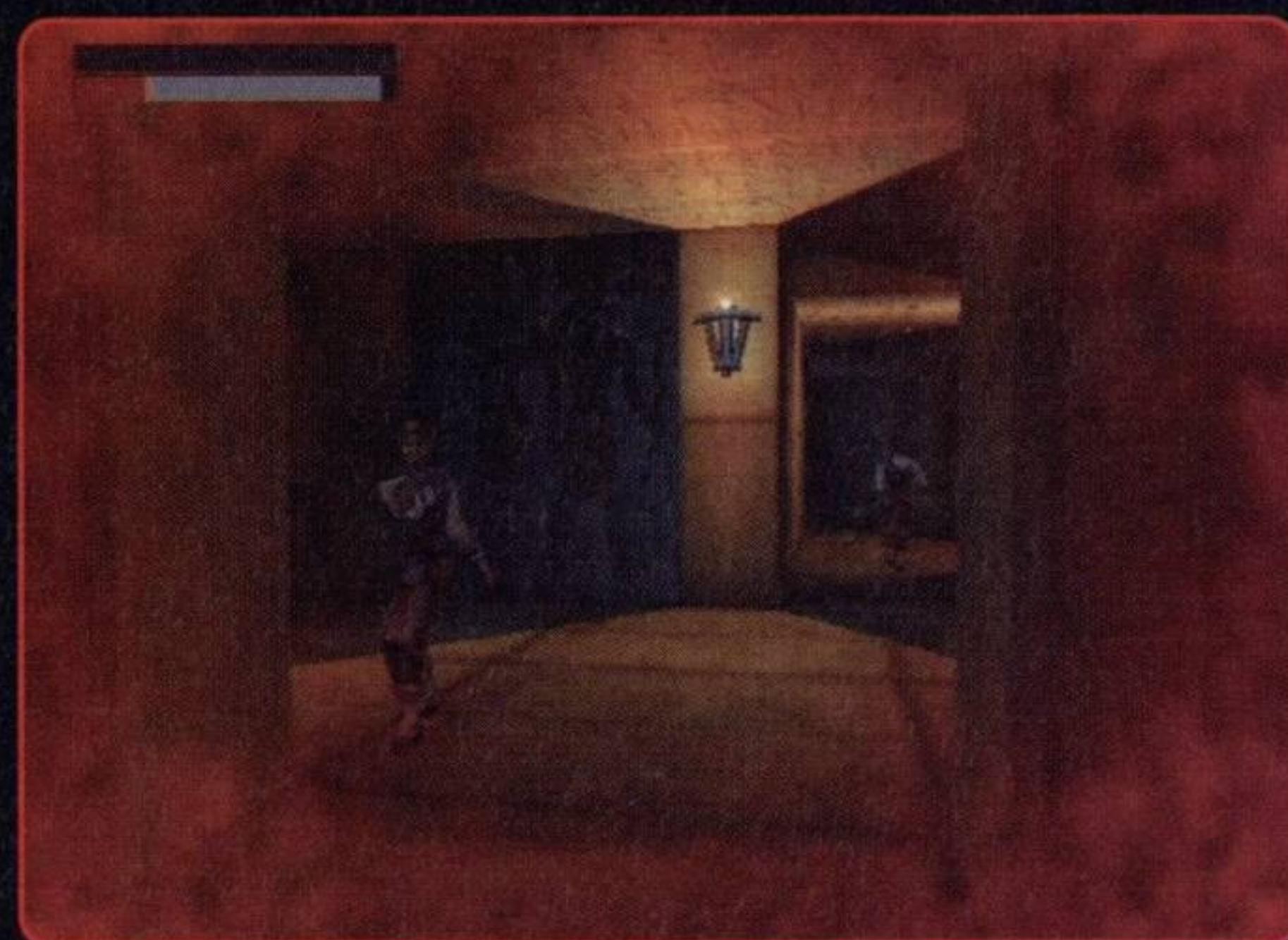


HANDGUNS ALLOW YOU TO RICOCHET BULLETS OFF WALLS AND ALONG PIPES.

Levels are divided into themes of horror, crime and sci-fi spanning the years 1935 to 2035, with locations and characters influenced by classic B-movies. There's a Fifties Cornish village populated by evil villagers and a Hollywood-style Thirties Egyptian tomb complete with mummies. Each unique setting has its own hero character sent to defeat the *TimeSplitters*, new weapons, psychopathic enemies and a complex cinematic soundtrack produced by *GoldenEye* musical genius Graeme Norgate.

TimeSplitters has an impressive line-up of over 50 beautifully-animated characters that include futuristic soldiers, gun-toting stewardesses, disturbing two-faced human/cyborg hybrids and Chinese hoodlums. FRD has been working hard to ensure that the AI allows these enemies to behave realistically in a battle situation, rather than just aimlessly wandering into your stream of bullets.

Weapons are big and bad, with over 30 to collect and stuff in your holster. These range from the kind of Thirties Tommy Guns that Capone carried in a violin case, to hi-tech devices that spew green plasma at unsuspecting alien scum (see Bring out the Big Guns). Turn on the alternative fire mode and your chosen gun can shoot faster with less



■ Take a lot of damage and a red haze appears around the edge of the screen warning that your character's at death's door.



■ "Good afternoon Sir, I'll be your killer today." This stewardess has a lot to learn about courtesy and customer service.

accuracy, while certain weapons allow you to pull off nifty tricks such as a grenade that explodes on impact or a handgun that ricochets bullets off walls and down metal pipes.

Playing first-person shooters with a console pad is somewhat trickier than the mouse/keyboard combo used by PC gamers, but several titles – including *GoldenEye* and *Quake II* on the PlayStation – overcome this with inspirational use of the analogue sticks. *TimeSplitters* allows the player to fully customise the controls, so using the Dual Shock sticks to look around and move forwards/backwards with R1 to shoot, was easily configured. Auto-aim is included, continuing the pick-up-and-play feel, although a *GoldenEye*-style sight is also available for more accurate shots.

The single-player experience in *TimeSplitters* is hugely enjoyable, but lucky PlayStation2 owners will also be treated to a superb multiplayer mode. Free Radical Design was conscious of the fact that gamers loved the deathmatch levels in *GoldenEye* and wanted to include the same frenetic four-player fragging. What's remarkable is that the split-screen multiplayer game still zips along at a steady 60fps with no slowdown. A total of 18 multiplayer maps are included, as well as a host of different games including the classic deathmatch, last stand and FRD's own take on the genre – Capture the Bag, where a holdall must be found. Players wanting the multiplayer experience on their own can also draft in computer-controlled bots to be their virtual opponents. PlayStation2's initial lack of Internet connections means that there won't be any online shenanigans, but FRD aren't too concerned yet. The team have long been huge fans of the old-fashioned hands-on console deathmatch, with four friends gathered round a TV screen shouting, screaming and taunting each other with increasingly obscene vocal outbursts.

One of the most innovative additions to the game has to be the inclusion of a mapmaker.

This easy-to-use feature allows players to construct their own multiplayer levels using 16 different building blocks, up to eight storeys, five varied scenarios including Spaceport and Gothic, plus options for character/bot/weapon placement. Players can also add a range of coloured lighting effects and even choice of 'mood' music. These huge levels can then be stored on memory card.

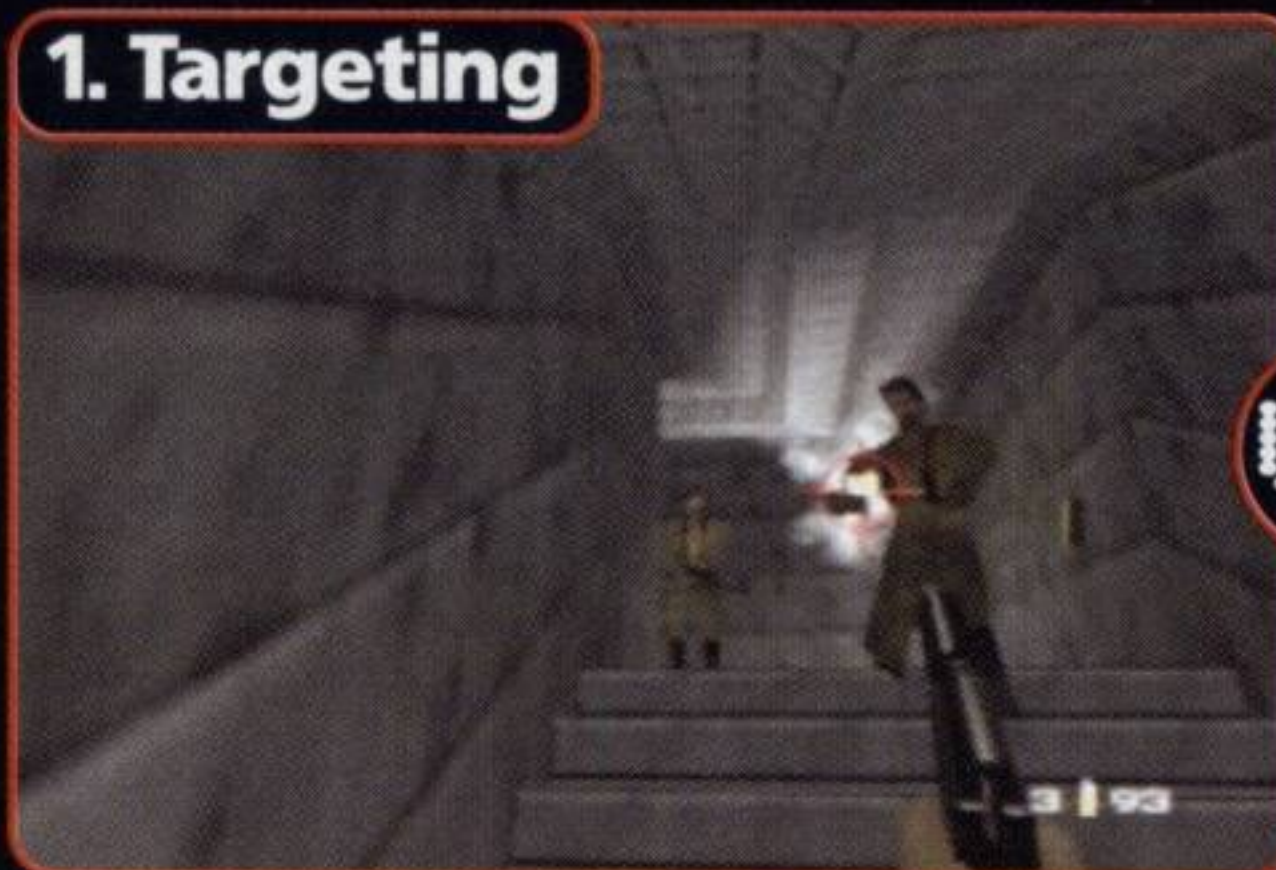
Finally, the whole *TimeSplitters* package is wrapped up in retina-scorching graphics that despite the frenetic pace of the action, keep up the fluid frame rate with no sign of annoying jerk-o'-vision. The levels are incredibly



GOLDENEYE VS TIMESPLITTERS

They're both very different first-person shooters, but inevitably the Free Radical Design team has incorporated certain *GoldenEye* elements into their flagship PlayStation2 title.

1. Targeting



VS



■ As well as being able to spray bullets in a kill-everything frenzy, both games include an analogue aiming system that allows for super-accurate shooting.

2. Destroy Paintwork



VS



■ Like *GoldenEye*, *TimeSplitters* features weapons that can scar the detailed scenery with bullet holes that remain plugged in the wall as you stalk the level for baddies.

3. Death Throes



VS



■ *GoldenEye*'s amusing death animations make a welcome reappearance on the brand new time-travelling 3D blaster.

4. Explosions



VS



■ There are fireworks aplenty in *TimeSplitters*, with colourful ear-splitting explosions erupting from a range of powerful weapons.

5. Multiple Enemies



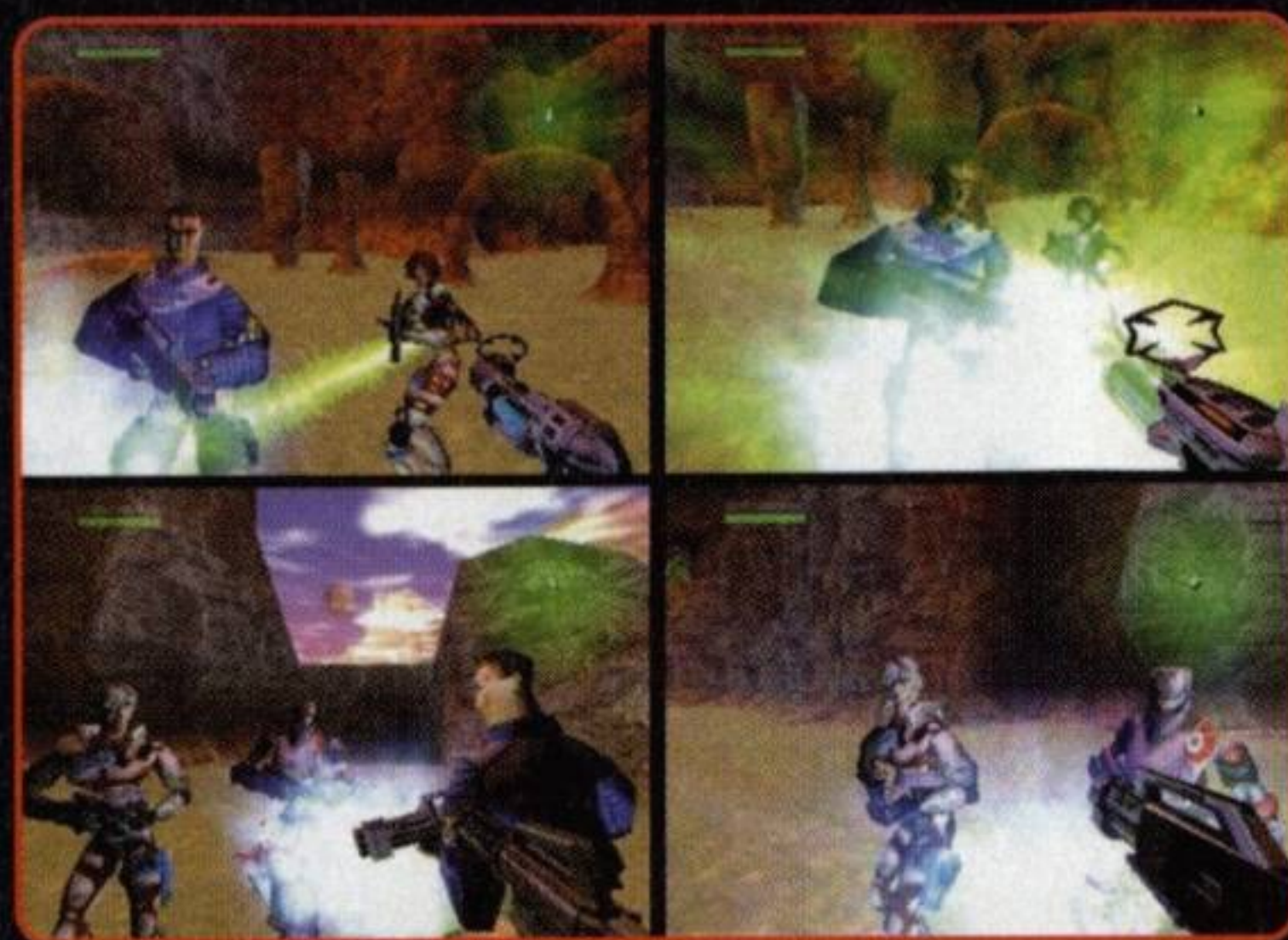
VS



■ Even more so than *GoldenEye*, FRD's first PS2 game has armies of enemies marauding towards you with no slowdown. At one point, *Arcade* counted over 16 baddies on-screen at the same time.

MULTIPLAYER MADNESS

TimeSplitters follows the *GoldenEye* tradition of having up to four players shooting each other with a variety of tough and lethal weapons.



Playing deathmatches over the Internet may be the future of multiplayer games, but you can't beat getting a few mates round a TV screen and blasting each other to pieces.

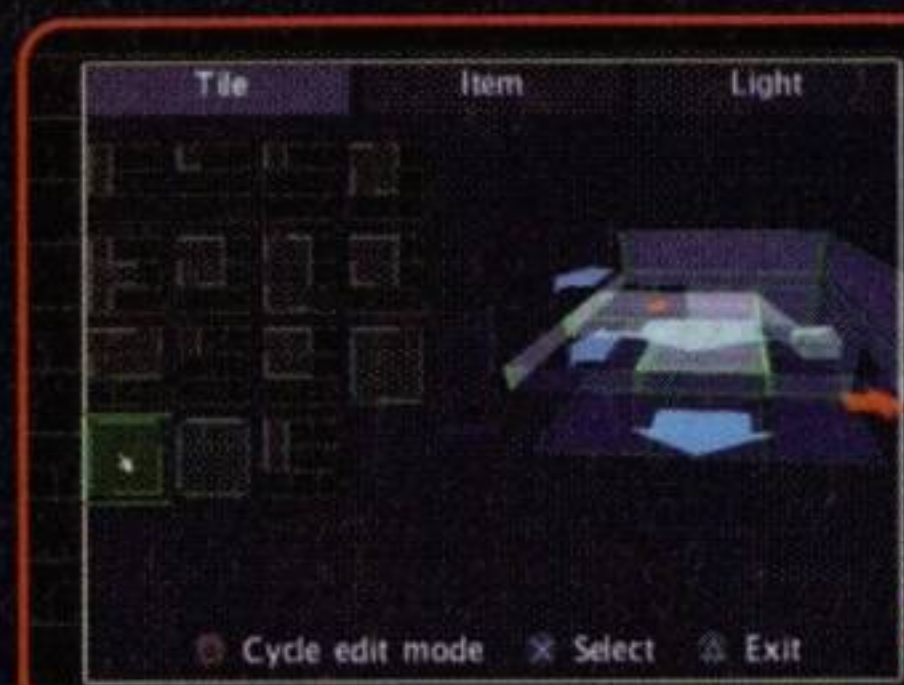
FRD has planned the split-screen option from the beginning, so the frame rate is consistently good – around 60fps. Different multiplayer maps and challenges are

opened up when you complete the one player game, eventually offering traditional deathmatches plus variations of last stand, escort – where you have to protect a

character – and Capture the Bag. You can also design your own multiplayer arenas with the mapmaker, save to memory card and swap with friends. Lovely.

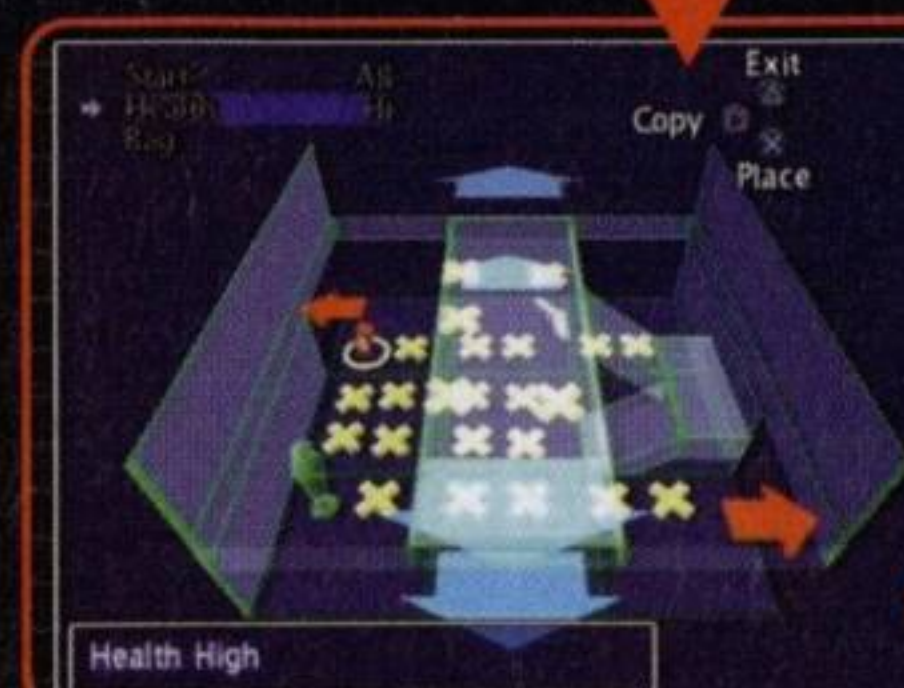
CHANGING ROOMS

Designing arenas for first-person shooters was difficult and laborious – until now, with the superb Mapmaker.



■ **Step 1: Start building your Deathmatch arena by choosing from 16 different blocks. Each separate room has a different design and size with doors set in different positions.**

■ **Step 2: Place your rooms on a grid, gradually increasing the complexity of the level. You can copy, cut and paste whole sections as well as zoom in and out, making the whole process quicker and simpler.**



■ **Step 3: Place Start Points, items such as health and armour, plus weapons of your choice in the individual rooms. You can also set the positions for the bags in the Capture the Bag game.**

■ **Step 4: Once you're happy with your level, you can choose from one of five tile settings including Virtual and Alien. It's also possible to set the style and colour of lighting you want to have in a particular room.**



■ **Step 5: You can now enter the 3D world you've created for final checks. Save the level to memory card and you can start fragging your mates. Easy.**



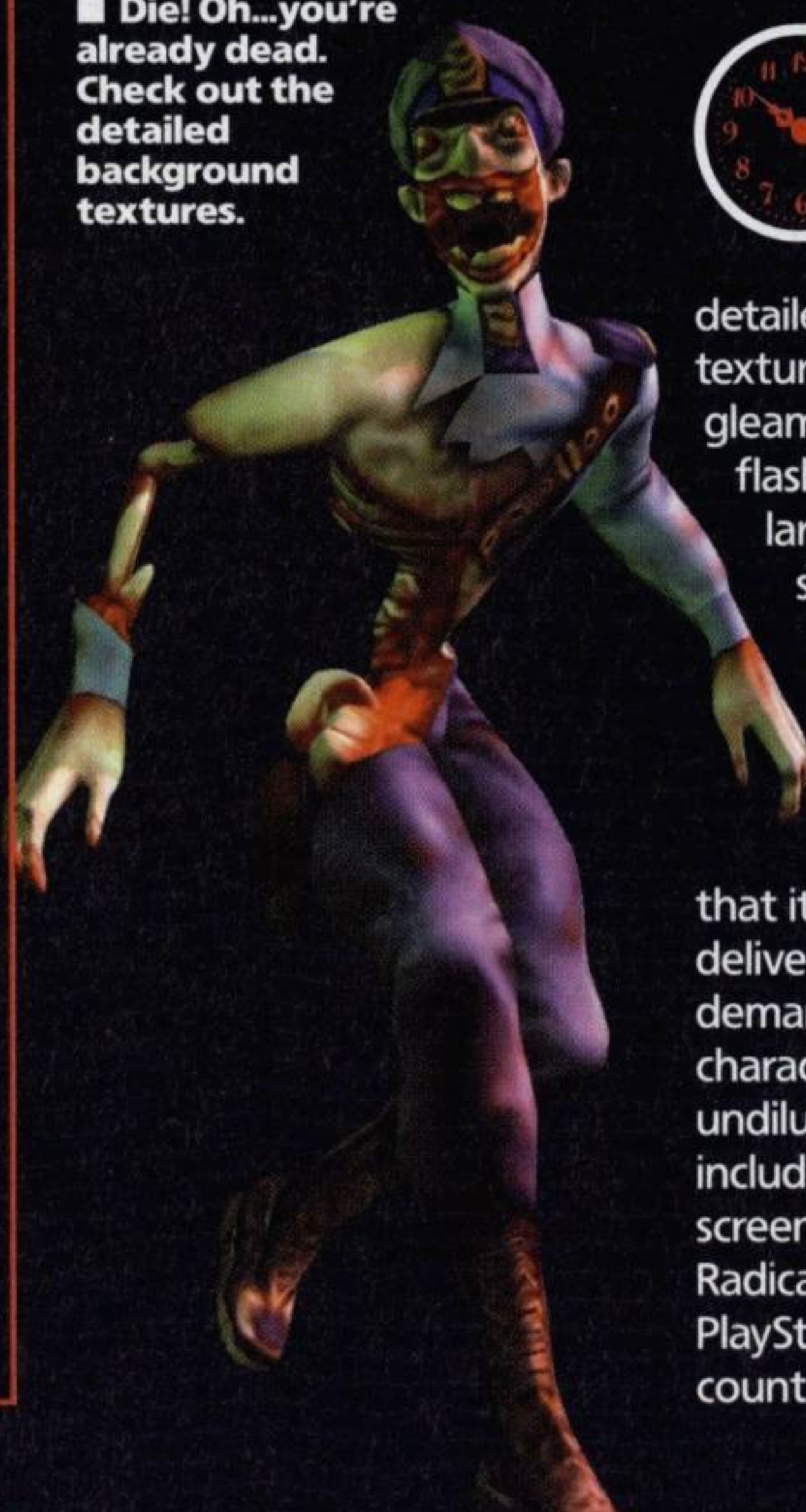
■ **Die! Oh...you're already dead. Check out the detailed background textures.**



THE GAME CONCENTRATES ON FAST ARCADE ACTION RATHER THAN GORE.

detailed, decorated with intricate brick, stone and wood textures or dominated by heavy rusting girders and gleaming industrial tubes. Weapons erupt with bright flashes of fire, while grenade explosions echo around the large multi-level environments. Hardcore first-person shooter fans may be disappointed with the omission of in-your-face gore, but FRD wanted to concentrate on fast arcade action, rather than limbs being blown off and guts bouncing off walls.

Numerous industry figures and cynical hacks have started to dismiss the PlayStation2, arguing that it's tremendously difficult to program and doesn't deliver the required technical leap into 128-Bits that gamers demand. Those people should see these rich graphics, cool characters, smooth animation, brutal weaponry and undiluted, frantic gameplay of *TimeSplitters*, which also includes a level editor and blindingly fast four-player split-screen deathmatch. All you have to do to experience Free Radical Design's exciting debut is kill time until the PlayStation2's launch on 24 November. The countdown has begun...





FREE SPEECH

Arcade tracked down the three founder members of Free Radical Design in their brand new Nottingham gaff and asked them about Rare, GoldenEye, PlayStation2 and mobile phone ring tones...

Why did you leave Rare to form your own company?

Karl Hilton: With the PS2 just around the corner, it seemed a good time to try a new challenge on a new console. It's always interesting to try and create something new from scratch and a new console gives you that opportunity.

David Doak: I think we had been as successful at Rare as was possible for us in that environment. After *GoldenEye*, the prospect of replicating that success under the same terms was not challenging or particularly appealing.

Steve Ellis: Driving one hundred miles on a round trip to Twycross every day wasn't too much fun either.

Was working for such an important company like Rare a valuable experience?

KH: Yes definitely. It's a unique and very challenging environment – you learn a lot.

DD: I think everyone at Free Radical who worked at Rare benefitted considerably from the experience. I also think Rare benefitted from having us work there.

Some developers have gone on record saying the PS2 is difficult to develop for. Is it? How does it compare with the N64?

SE: It's a machine with tremendous potential for clever tricks to gain extra performance. The N64 had a couple of hardware features that are lacking in the PS2 – such as independent anti-aliasing – but apart from that there are a lot of similarities. I think our experience helped us get started quickly on the PS2.

KH: It is undoubtedly the most powerful console I have worked on for graphics. However it has its limitations. Learning how to use it most effectively and create what you want makes the job interesting.

Do you feel Sony could do more for third-party developers?

SE: The main problem has been a general lack of preparation – due to the short timescale. English documentation has been slow in coming, and bugs in the tools and libraries have been around until an alarmingly late stage in development. Apart from that, Sony have been extremely helpful.

Quake II was a superb game on PlayStation, but it didn't sell many copies. Why do you believe that TimeSplitters will do better on PlayStation2?

DD: I agree that the port was very good – but that's also part of the problem. Almost everyone who was interested in *Quake II* had played it on their PCs before the PlayStation. By the time the PlayStation version came along it was old news. *TimeSplitters* is entirely new and the game has been designed for PS2 from the very start.

You've mentioned that you want a Doom-type experience for the gamer with tons of on-screen enemies to blast. Could there have been more blood and gore?

DD: *TimeSplitters* is not about gratuitous violence. We're aiming for a fast fun arcade experience. Obviously we want to appeal to the hardcore first-person shooter fans as well but we will do that through solid gameplay rather than resorting to gore.

KH: There is a time and a place for everything!

GoldenEye had a very strong narrative element. Do you think that TimeSplitters will be as enjoyable a single-player experience?

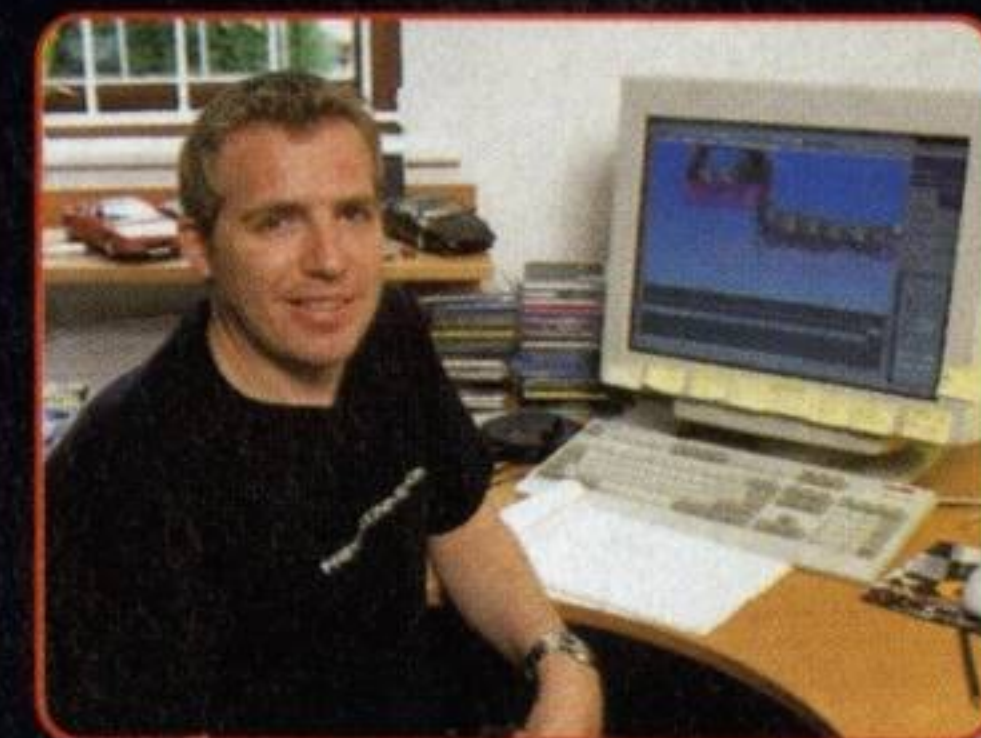
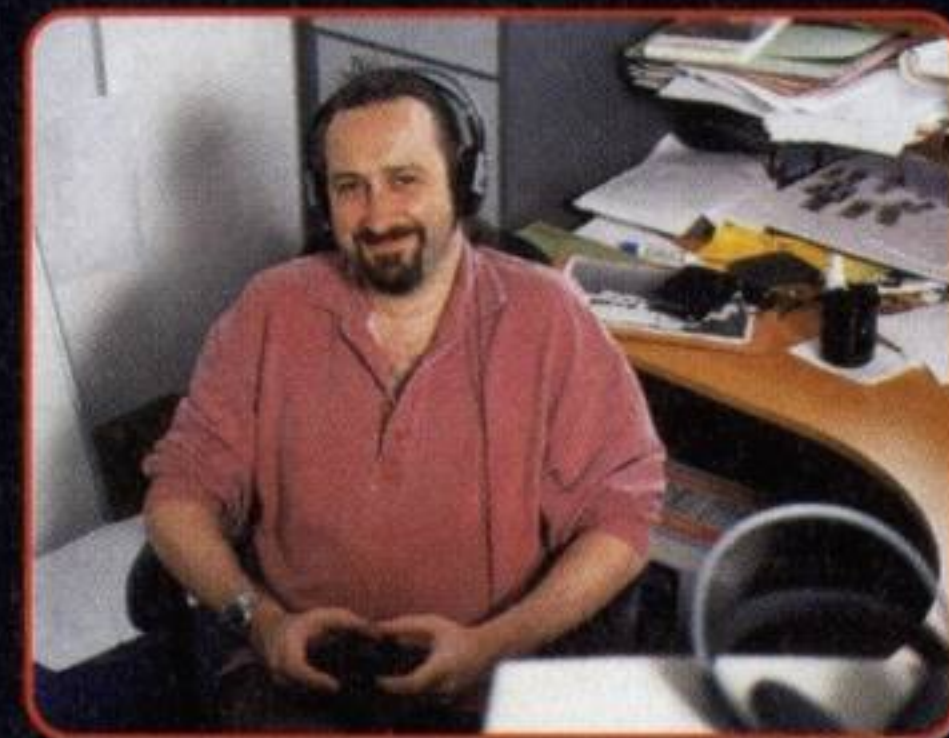
DD: You have to appreciate that they're both very different games. The story aspect of *TimeSplitters* is confined to a series of B-movie vignettes, it doesn't attempt to carry a complicated narrative. The one-player experience isn't just limited to the 'story' levels though, the multiplayer aspects can be played solo with bots.

What single element from working on GoldenEye helped you the most on TimeSplitters?

DD: An appreciation of the enormity of the task of making a good first-person shooter.



Free Radical Design include David Doak (Head of Design), Steve Ellis (Head of Software) and Karl Hilton (Head of Art). Formed in 1999, the team are keen to establish themselves as important games developers.



KH: The importance of good planning. Setting ambitious, yet realistic goals and the total necessity of having a team of high quality individuals.

TimeSplitters is fantastically fast – even in the excellent Multiplayer mode. Was the frame rate of prime importance?

DD: From the outset we have always been committed to a high frame rate. When we first saw the PS2 specs we didn't immediately program intricate curved surfaces. We sat down and carefully planned the game content to ensure that fast split-screen action would be a basic feature rather than an unfulfilled wish.

Erm...Capture the Bag?

DD: Bags are more fun than flags! (And slightly more plausible too).

GoldenEye had fabulous weapons. Which ones are your favourites in TimeSplitters?

DD: At the moment I think we get the most fun from the weapons which fire ricocheting plasma balls – but obviously rocket launchers and shotguns are perennial favourites...

KH: ...and the minigun... nice.

The Mapmaker is a superb innovative addition to TimeSplitters. Was this a feature you planned from the start?

DD: Certainly. One of the key elements of *GoldenEye's* success was its replay value and an obvious way to extend that for *TimeSplitters* was the mapmaker. However, the real innovation is not with the concept but in making it workable.

So what projects are you working on next for PlayStation2?

DD: Can't say I'm afraid.

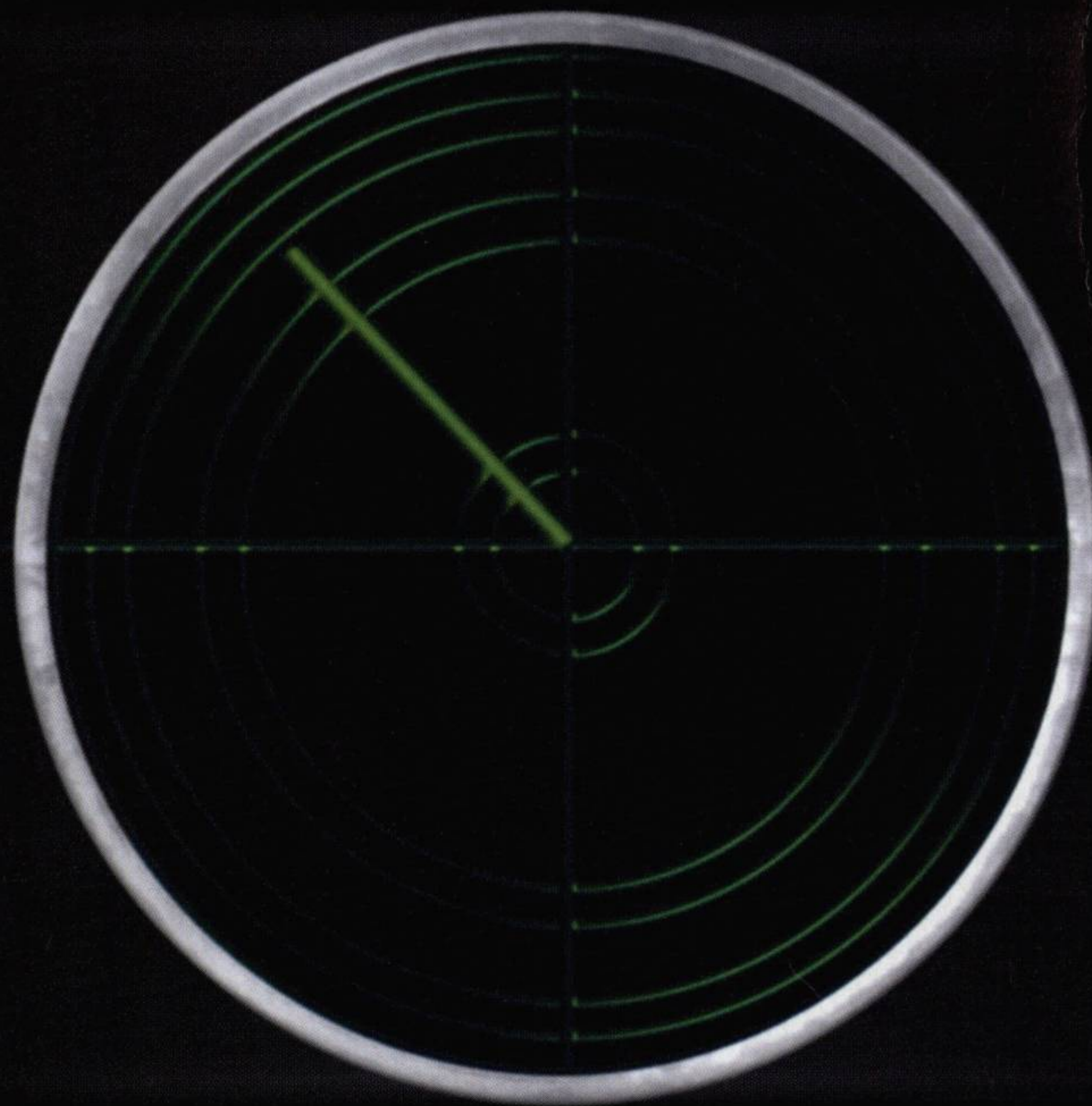
KH: We intend to keep on making fun games.

Finally – what's the motto of Free Radical Design?

DD: Well, it's not really a motto, but a question which game developers should ask of themselves at every step of the game making process: "Why would that be good?" If you can't think of a decent reason for implementing a feature then don't do it.

SE: It's not just a useful motto for making games, either. Imagine if the Millennium Dome people had asked themselves the same question a couple of years ago. Or the people who invented replaceable facias for mobile phones. Or programmable ringtones...

INCOMING!



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ALIEN RESURRECTION

PAGE 56

THE BITCH IS BACK, APPARENTLY. AND SHE'S REEEEEALLY HUNGRY.

PLUS! WE TAKE A FIRST PEEK AT FERRARI F355 – THE DREAMCAST'S BEST RACER YET, OUT ON IMPORT IN JAPAN. DON'T MISS IT...

Star ratings

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



Game info

- Publisher: Fox Interactive
- Developer: Argonaut
- Price: £35
- Release date: Out now
- Players: 1
- Extras: Dual shock-compatible, mouse, memory card

ALIEN RESURRECTION

Arcade
PlayStation
Game of
the Month

BE AFRAID. BE VERY AFRAID.



■ Brilliant lighting sets the scene and the atmosphere.

HR Giger has much to answer for. Many a sleepless night has been had thanks to his satanically evil creation: the alien. You don't need to be told that after Giger designed *Alien*, his gory influence went on to inspire three sequels that – with perhaps the exception of the last one – are real horror-fests ripe for conversion to videogames. Strangely, though, only a few such games have been successful; *Aliens Vs Predator* for PC was the only one that has really done the series any justice. Until now, that is.

Alien Resurrection places you in the quaking shoes of four of the film's main characters. Naturally there is Ripley (or rather the cloned, alien DNA-enhanced version), Winona

Ryder's android Call, the super sharp shooting Christie and Distephano, a US marine.

The game is more concerned with actual events in the film rather than the plot, although it does use the film's premise to set the scene. It's 300 years into the future and genetic scientists, working for the government, are developing the ultimate biological weapon: the alien species. Somehow they've got it into their heads that they can tame and turn them into productive members of society, always willing to help your granny across the road. When will these people ever learn?

To recreate the monsters that Ripley killed off in the third film, samples of alien DNA have been used. And the scientists aren't without a sense of irony – they've also



■ Things get very claustrophobic, especially when you have to use the air ventilation shafts. Obviously this is prime alien territory. Just make sure you shoot them at long range – the acid blood can still harm you.



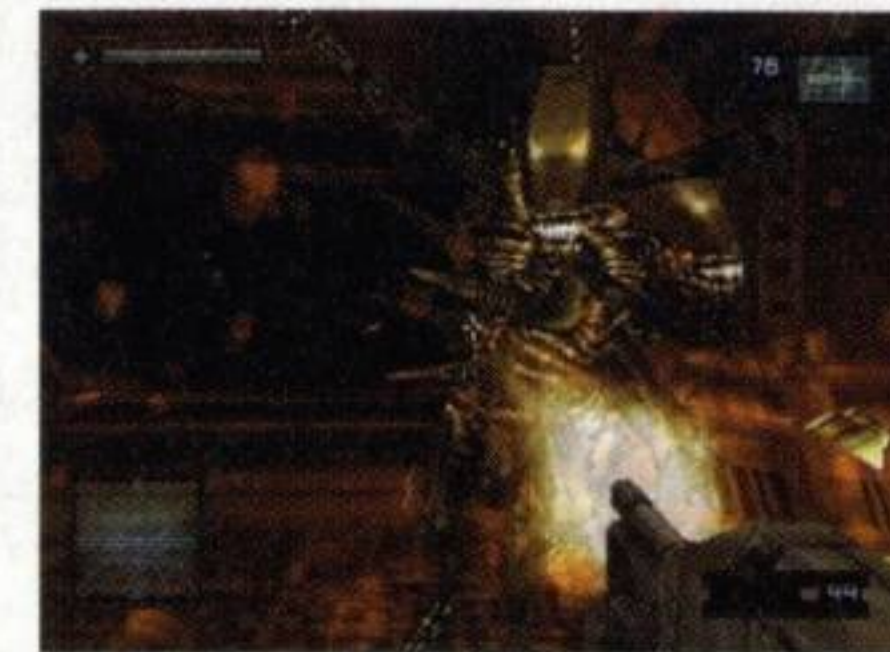
■ A room full of eggs and two alien tails. Happy days.



■ Ripley cloning experiments must be destroyed.



■ Set-pieces crop up all the time – above, an alien burst.



■ You have to worry about marines as well as aliens.



■ There are some powerful guns. Just not much ammo.



■ Gruesome scenes litter the game throughout.

cloned the dead Ripley to be used as a host for the creatures. The game begins just as the aliens have escaped from their holding pens and all hell has broken loose. Quite literally. The aliens are everywhere on the now panic-stricken space ship and you begin the game as Ripley, alone in your cell, with no weapons and an army of aliens and face huggers between you and your ultimate goal: escape.

Along the way you have to complete various tasks to get to commercial freighter Betty. One mission sees you having to launch one of the lifeboats manually to prevent it from destroying the ship. Another sees you locating and destroying all the failed attempts at cloning Ripley – these monstrosities have to be destroyed to prevent anyone else from recreating the alien species.

Although this sounds fairly inventive, gameplay is limited to traditional first-person shooter territory. In other words finding various keys, activating switches and shooting a spaceship full of nasties. But it's not quite as simple as that – much of *Alien Resurrection's* appeal comes from the intensely evil and foreboding atmosphere that it generates.

Alien Resurrection the game manages to recreate the atmosphere from the first three films, an atmosphere that was sadly lacking from *Resurrection* the film. With dimly lit corridors, strobe lights, smoke, the ambient sound effects of people screaming in the distance, the blip on your motion tracker and the tap-tapping of your feet on the metallic floors, this is classic *Alien* territory. A place where you're



■ The bite's worse than the bark. So is the acid spitting.



■ That'll be the alien queen's nest, then. Best not go there.



FOR REAL ATMOSPHERE, TRY PLAYING *ALIEN RESURRECTION* IN THE DARK, WITH NO ONE AROUND, LATE AT NIGHT. IT'LL SCARE YOU ABSOLUTELY WITLESS.

never sure what's around the next corner, even though it's usually an alien with a lust for human flesh. Of course for real atmosphere, play it in the dark, with no one around, late at night and it'll scare you absolutely witless.

Play alternates between the characters on different levels and each has slightly differing abilities. Thanks to Ripley's alien DNA she can sense the monsters approaching, with a slight rumble on the Dual Shock analogue pad signifying this. Being an android, Call can take slightly more damage than the others, while Christie and Distephano start with better weapons.

There are only three kinds of enemy in *Alien Resurrection*: human marines, the aliens themselves and face huggers. This is more than enough – after all the alien is possibly the most intimidating enemy ever dreamed up and is perfect for this kind of game. The face huggers pose a different kind of threat – they're faster and smaller and will impregnate you with an alien embryo if they get half a chance. Some will even play dead. This is the clever bit: if you do get impregnated then a time bar is displayed. When this reaches zero then you're in for some chest bursting of the highest order. The only way to get the critter out of your body is to find a portable Auto Doc. You'd think that the aliens would leave you alone if you've got one of their kind inside you, but they'll still attack, though will pause before they do so giving you vital seconds to blast them.

There's also a sense of subtlety that is missing in most games of this genre. We've already mentioned that the face huggers play dead and will attack you once you walk past but you're in for shocks even with the motion tracker; aliens still manage to hide and wait for you then jump out at the most unexpected moments. The result is that you're constantly on the edge of your seat – just like you were when you first saw the films. The attention to





■ Face huggers have a nasty habit of appearing from out of nowhere. They'll even play dead to try and fool you. Clever.



■ You change between characters via the TV screens.



■ No more than three aliens will attack you at once. Gulp.



■ Once impregnated with an alien embryo you only have a short time in which to find an auto doc and get the sucker out.

THE ATTENTION TO DETAIL EVEN GOES AS FAR AS THE VIBRATION ON THE DUAL SHOCK, WHICH POUNDS HARDER AND HARDER IN TIME WITH YOUR HEART BEAT.

↑ Uppers & Downers ↓

Xenomorph

- Terrifying atmosphere
- Fantastic graphics
- Frighteningly difficult

Morph

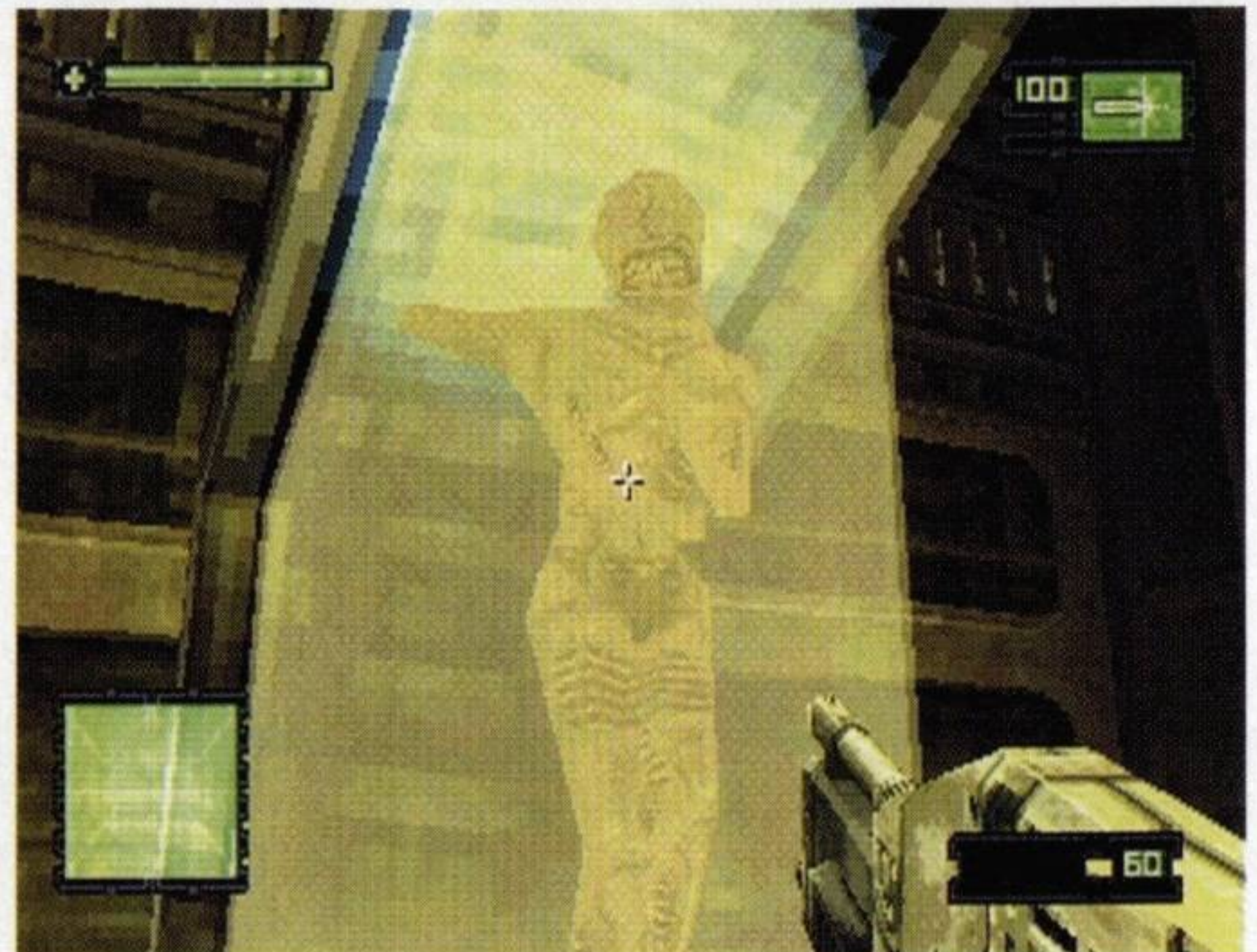
- Almost impossible without a mouse
- A little predictable at times

detail even goes as far as the vibration on the Dual Shock which pounds harder, the closer you get to the ship's engines, also pounding along with your heart beats when energy is low. It all adds immeasurably to the atmosphere, one of the scariest ever created in a videogame.

But for all its brilliant spookiness, *Alien Resurrection* isn't without its problems. For starters, it's just far too difficult playing it with just a Dual Shock pad. Aiming is over-fast, so against the aliens, you've basically got no chance. But with a PlayStation mouse things become more straightforward – not that this makes *Alien Resurrection* an easier game, just a little more playable.

It's this difficulty that makes *Alien Resurrection* arguably the best first-person shooter on PlayStation. With ammo in short supply and aliens and face huggers in large quantities it makes for quite a challenge, even on easy mode where the game will automatically use medi packs and reload your gun for you. There are no such luxuries on the hard setting but watching your ammo running out while trying to blast several aliens brings back memories of the classic films.

If it weren't for the overly difficult default control method, *Alien Resurrection* would receive *Arcade's* five star treatment. But for this reason alone it loses a star. If you're going to play this game then you really need to invest in a mouse and that's an extra £20. It could have been sorted with the inclusion of a few control alternatives (just like



■ One of the horrific cloning experiments. One mission sees you having to track them down and destroy them.

GoldenEye, *Turok* and *Quake II*) but as it is, *Alien Resurrection* is almost unplayable without a mouse.

This aside, it's a terrific game. It drips with a horrific atmosphere that's guaranteed to give you nightmares, harking back to the good old days of *Doom* where you actually don't really want to play the game because it scares you, but are strangely compelled to do so, anyway. Of course it's come a long way from *Doom* and it helps that it has those aliens. But this is probably the best *Alien*-inspired game yet and one of the scariest games ever created. If you're a fan of the films then you'll hate and love every minute. Frightened? You should be. ★★★★★ **Nick Jones**

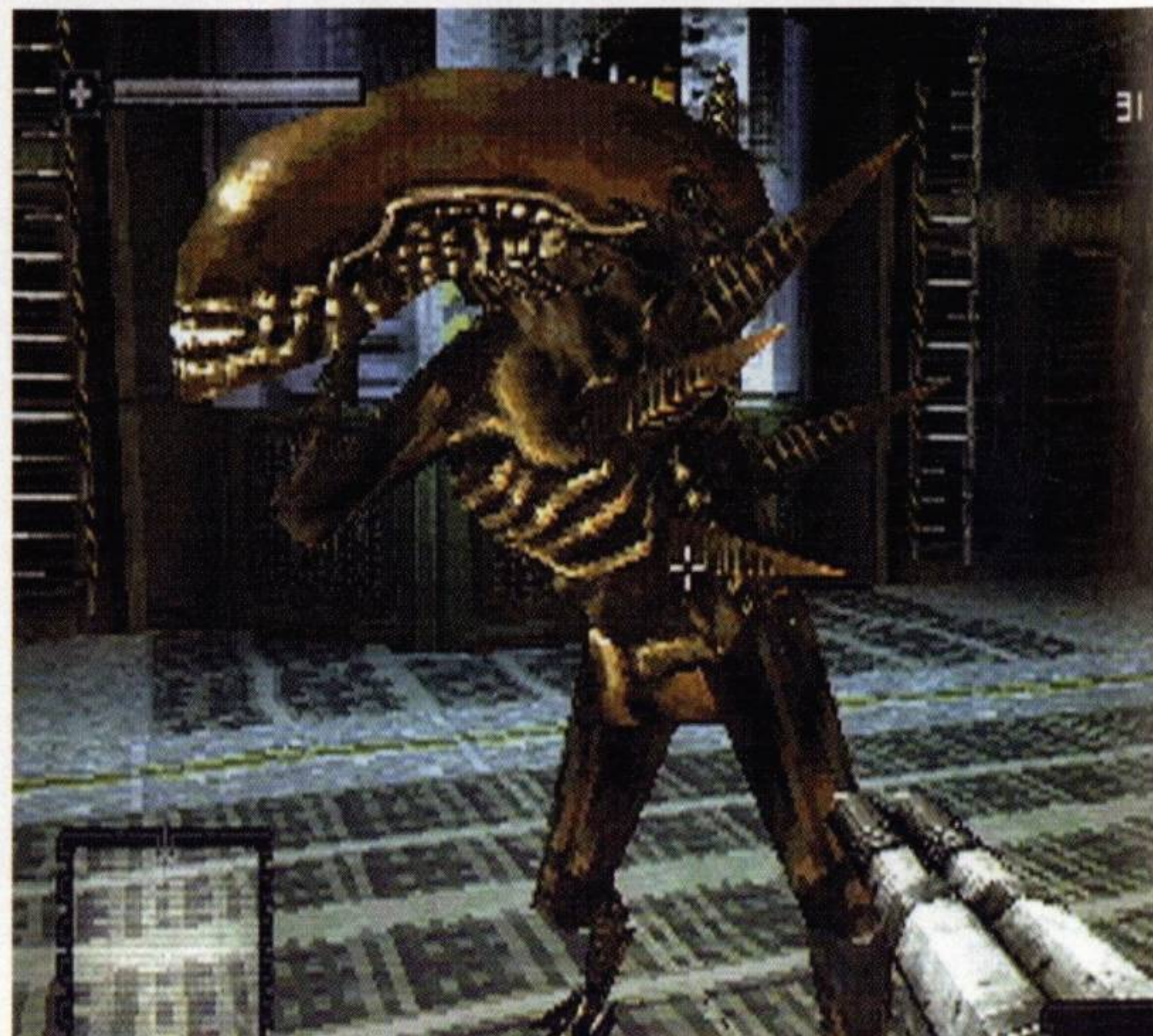
Or you could try...

Quake II
Activision ★★★★★
Brilliant port of the PC classic. A must-buy for fans of first-person shooters.

Doom
GT Interactive ★★★★★
Seminal corridor shooter, though obviously looking a little dated now. As scary as evil pie.



■ The flame-thrower heats things up a bit. Watch with glee as aliens dance around in agony. Not so scary now, eh?

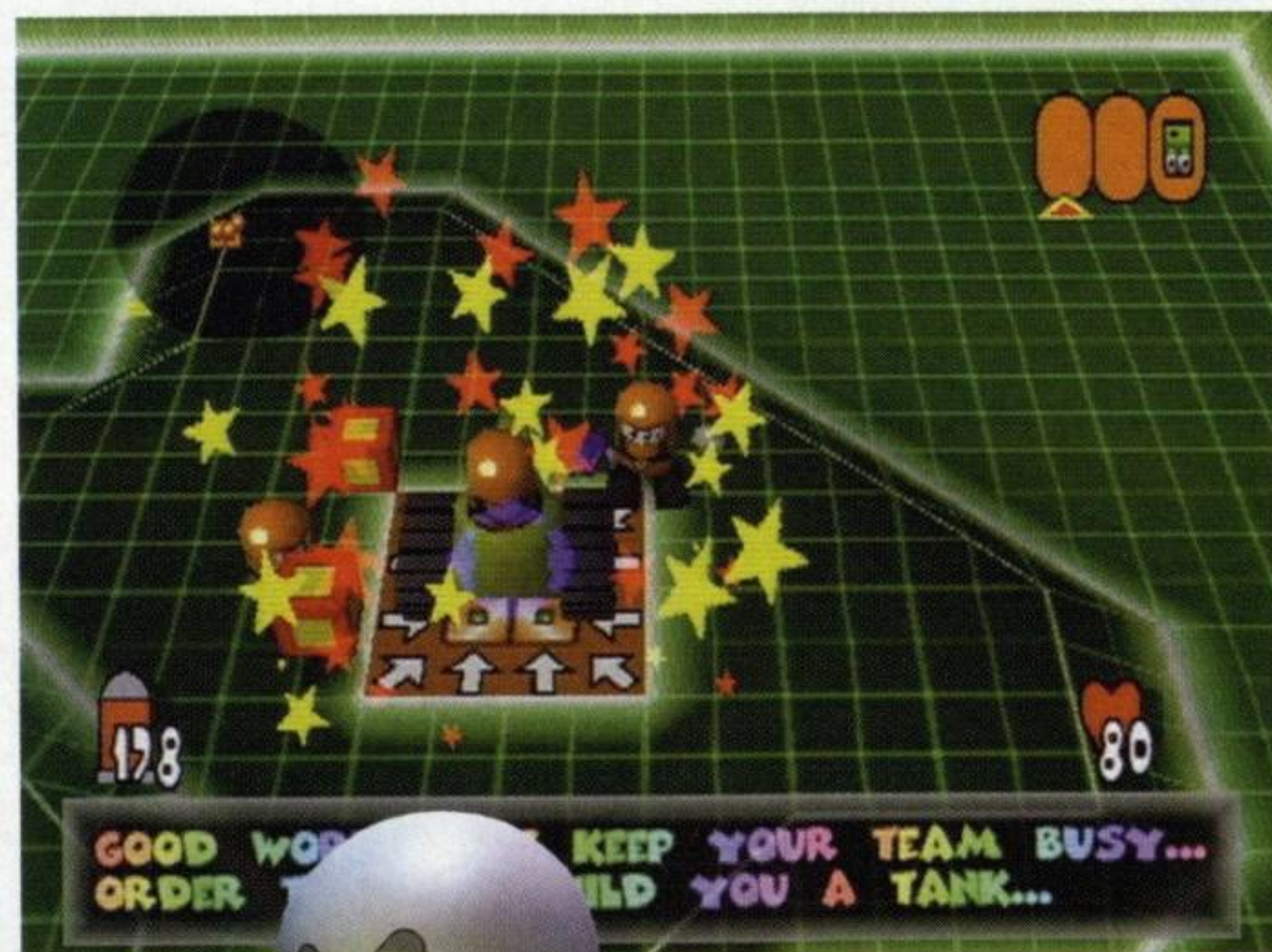




■ (Right) You've got your weapon, the target's in sight – now kick Tic Tac butt!

■ (Left) Collect the cubes to get weapons. The more boxes there are the bigger the guns.

■ (Below) You get some Training in this virtual reality world. And only two calories.



TEAM BUDDIES

LET LOOSE THE TIC TACS OF WAR!

Best billed as a cross between *Worms* and *Tetris*, *Team Buddies* is a fiendishly clever mix of arcade and puzzle styles where its apparent simplicity belies a very entertaining game.

Continuing the current vogue for transplanting *Worms*' gung-ho battles into a 3D environment, *Team Buddies* wipes the floor with its main opponent – Infogrames' *Hogs of War* – via a pincer movement of incredibly tight gameplay and a unique graphical style. The basic game idea involves guiding what appear to be factions of different coloured Tic Tacs and collecting red cubes to create weapons of destruction. The more cubes that are linked together, the better the weapon.

Via this almost childish premise, players can duly create additional troops, arm themselves with grenades, Uzis and assorted projectile weapons or even build tanks. Adding to the mayhem are coveted blue cubes that double the effectiveness of the current weapon when added to the pile. The sole aim in this bizarre arms race is to wipe out the enemy base and solve any secondary missions along the

way. This tight plotting works to great effect and there isn't an ounce of flab on *Team Buddies*' gameplay as its many aspects combine to create a superbly frenetic race against time – and it also manages to impress with growing layers of depth.

While just collecting the cubes and hoping to out gun the opposition is a fair enough tactic, the real skill comes in ordering your flunkies about and getting them to do the hard work. The shoulder buttons are used to bark orders at freshly created soldiers and this means it is possible to complete missions via both brains and brawn. Granted, it is when the tanks roll in and the grenades start to fly that the game really takes off, but these loose tactical elements add an extra dimension.

Team Buddies' inventive nature also extends to its unusual graphics, which tie in perfectly with the game's oddball premise. Each of the levels is presented within compact 3D worlds, with a stark use of primary colours perfectly in line with the functional look of the main combatants. This level of simplicity extends to some of the secondary missions – one of which involves getting your bike back from the thieving enemy! Bizarre, off-the-wall and with a stunning multiplayer mode, *Team Buddies* is fully engrossing. Its taut mix of action and fast-paced lunacy gels immediately, while the clever AI touches mean – and you'll curse when a rival nips in to nick a blue block – that *Team Buddies* makes bacon sarnies out of *Hogs of War*. ★★★★★ **Steve Merrett**

Game info

- Publisher: Sony
- Developer: Psygnosis
- Price: £29.99
- Release date: Out now
- Players: 1-4
- Extras: Memory card, Multi-tap

↑ Uppers & Downers ↓

- | Buds | Duds |
|---------------------------|-----------------------------|
| ■ The enemy AI | ■ Initially quite confusing |
| ■ Excellent orders system | ■ Unnecessary swearing |
| ■ Surprisingly non linear | |
| ■ Well balanced missions | |



■ Get to grips with the Training mode before heading out to battle. If anything it'll help you understand what's going on.

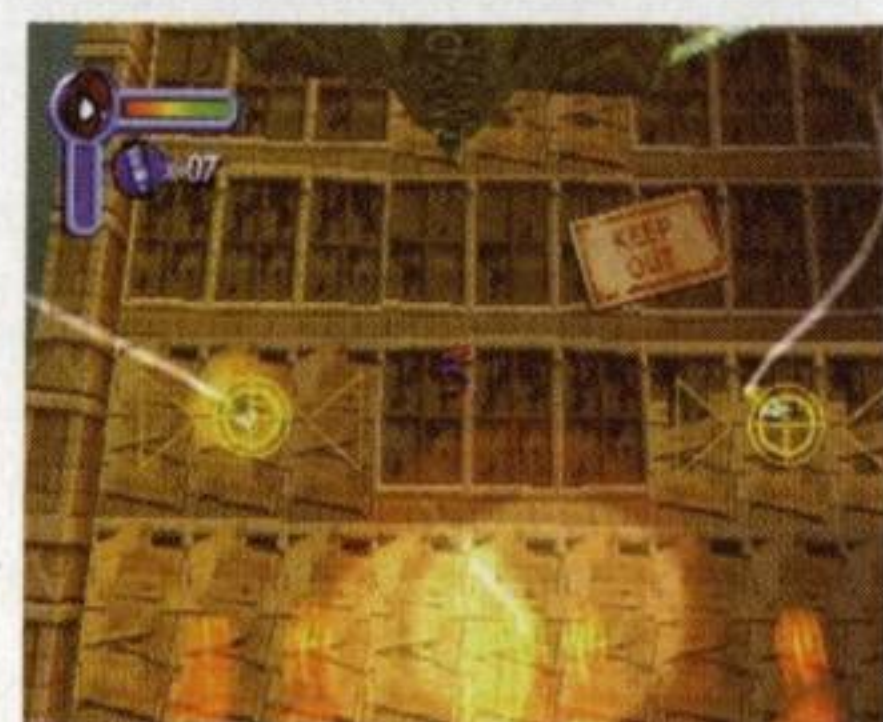
Or you could try...

Hogs of War
Infogrames ★★★
A woollier, but playable alternative.

Worms Armageddon
Hasbro ★★★
Hugely expanded sequel, but in a 2D setting.



■ (Above left) Spider-Man rescues Jonah Jameson from the evil (what else would he be?) Scorpion.



Game info

- Publisher: **Activision**
- Developer: **Neversoft**
- Price: **£35**
- Release date: **15 September**
- Players: **1**
- Extras: **Dual shock-compatible, memory card**

SPIDER-MAN

SPIN A WEB ANY SIZE, CATCH THIEVES JUST LIKE FLIES.

Surely you already know how Spider-Man came into being. For those under the age of 18 here goes. Student Peter Parker was bitten by a radioactive spider. That spider passed on its genes to Parker before it died and blessed him with super-human strength, a 'spider sense' that warned him of approaching danger and the ability to grip to almost any surface. The rest is Parker's doing: the red suit and the web

slingers – a product of his days as a chemistry student. Basically, what you've got is an ideal character for a videogame.

The story in *Spider-Man* is classic Marvel stuff: Live on national TV, an impostor disguised as Spider-Man robs the 'reformed' Doctor Octopus of a machine that promises to rid the city of its pollution. When the machine is actually used to fill the city with deadly toxins, Spidey finds himself in familiar territory – the whole world has turned against him. So off you set to clear your name and discover who's behind this dastardly plot to destroy New York and all its gullible citizens.

Spider-Man's comic book stylings are superb – it's full of bright, flat colours and makes no pretence of being anything but a homage to the comic books. As a result, *Spider-Man* looks quite unlike any other PlayStation game you care to mention – its whole appearance is inspirational in a primary colours kind of way. Of course, Neversoft has some great work to draw on: Stan Lee's classic characters are some of the most interesting and diverse superheroes and villains ever created.

This wouldn't be a *Spider-Man* game without the villains that make Spidey's life such a misery. Doc Ock, Mystero and Venom are the lead bad guys and there are cameos from Scorpion and Lizard but no sign of the Green Goblin. Surely



■ Spidey takes some advice in one of the many cut-scenes.



■ (Left) Spider-Man has loads of different attacks using his webbing. (Right) Spidey takes a licking off Venom in one of the numerous boss levels. Eventually, though, they join forces.





■ A view of New York City. It all looks rather lovely, in a comic book way but you can't do much exploring.

IF SPIDER-MAN'S GAMEPLAY HAD BEEN A LITTLE MORE OPEN ENDED, IT COULD HAVE BEEN BRILLIANT.

an opportunity missed. You also get a little help on the way from Captain America, Black Cat and The Human Torch, making this a full-on Marvel experience – one for the fans if you like.

While it's fantastic being able to climb on walls, ceilings and shoot webs, the control of Spidey is a little confusing. It's quite hard to explain but more often than not you find yourself moving the four-limbed arachnid wannabe in the wrong direction or you'll be desperately pressing down and Spidey will be moving up the screen – very confusing. This isn't helped by the awkward camera which is prone to give you a view of Spidey's front and not the bad guys attacking – which understandably gets very annoying.

But if it weren't for the fact that you get to play Spider-Man, this game would be little more than just an average action adventure game. Most of the levels are pretty dull – walking (or crawling on the ceiling if you want to be



■ Swinging between buildings with Spidey's web that seems to attach itself to the sky. Night time levels lend a bit of variety.

slower), taking out the bad guys, pulling few levers and that's about it. Some levels are just *really* repetitive – the section where Spidey is chased by SWAT teams over the rooftops of New York just goes on and on and on.

Much of the fun comes from seeing your favourite (childhood) characters on PlayStation and hearing the taunting banter between Spidey and Venom, Spidey and Mysterio, Spidey and Doc Ock. But then that's really what *Spider-Man* is all about. It's what you'd want from the game if you're a fan – a digital cartoon that's pretty easy to play, has some classic comic book moments and looks like it has been penned by Stan Lee himself.

In this area *Spider-Man* excels – you get commentary from Spidey's creator (just like the TV cartoon) and extra things to collect in the game such as classic comic book covers and extra costumes for our web-slinging hero. So for fans you have a great game, for everyone else, though, there's little here that will appeal. It's a shame really because a *Spider-Man* game with a whole city to explore and with gameplay that was a little more open-ended would have been absolutely brilliant. As it is though, you've got a by-the-numbers action adventure with a guy who can climb walls. Good but not quite good enough. ★★★ **Nick Jones**



■ Complete the game and get a load of storyboards.

↑ **Uppers & Downers** ↓

<p>Wall climbing</p> <ul style="list-style-type: none"> ■ Spidey's great ■ Just like the comic book ■ Cool tunes 	<p>Climb the walls</p> <ul style="list-style-type: none"> ■ Annoying camera angles ■ Too linear
--	--



■ Every character has a bio.



■ Fighting boils down to punch, kick and (above) grab.



■ A target system allows you to be precise with your web.

Or you could try...

<p>Syphon Filter 2 Sony ★★★★★ Comic book-style stealth-'em-up with big guns galore.</p>	<p>X-Men: Mutant Academy Activision ★★★ More Marvel mayhem, this time in the form of a beat-'em-up.</p>
--	--



■ Earning extra costumes for Spidey gives him more powers.





■ (Above) Pull off some of the campest tricks in history.

■ (Left) Negotiate even the gnarliest of ganrly terrain.

■ (Right) Fulfil the challenges and you're on course for new bikes and pretty new T-shirts.



Game info

- Publisher: **Acclaim**
- Developer: **Z-Axis**
- Price: **£30**
- Release date: **29 September**
- Players: **1-2**
- Extras: **Dual Shock-compatible, memory card**

DAVE MIRRA FREESTYLE BMX

EVERYTHING YOU COULDN'T DO WHEN YOU OWNED ONE...



■ A master-class by Mr Mirra precedes the game proper.

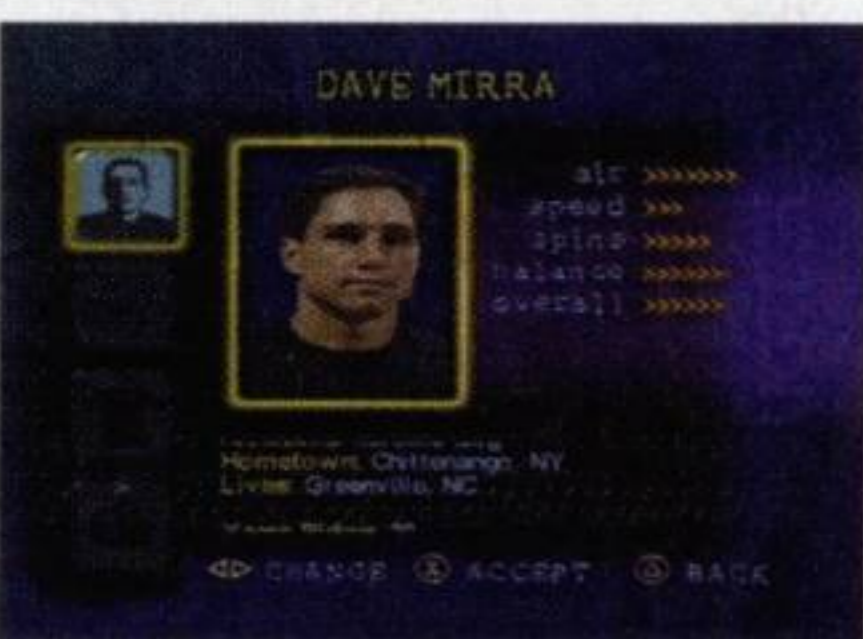
↑ Uppers & Downers ↓

Pedal power

- Nostalgia of BMX biking
- Decent difficulty curve
- Variety of tricks

Pedal poo

- No painful and bloody scrapes
- Not enough control of your own fate



■ Pick from a bunch of stars including gorgeous Dave.



■ The air-o-meter measures the radical-ness of each jump.

With *Mat Hoffman's Pro BMX*, built on the engine behind *Tony Hawk's* and *Tony Hawk's Pro Skater 2*, just around the corner, Acclaim has launched their own wheel-spinning stunt sim – *Dave Mirra's Freestyle BMX*.

Mirra is the World Freestyle BMX Champion and the game he endorses is not far from re-creating that *Hawk's* magic, and in many ways it's more fun to control a BMX than a skateboard. The tricks look more impressive and they are certainly more dangerous. Sadly that sense of edginess has not been fully translated in this offering.

The physics are sound, if less realistic than in *Tony Hawk's*, but the designers may have gone a little too far in ensuring you don't come to an abrupt end. Naturally, such games need to take something of the sting out of the sport to retain strong gameplay, however you do feel a little over protected at times. Set the bike rolling and it'll practically ride itself, diverting along the line of a wall even if it hits the barrier virtually head on.

Dave Mirra's is founded on a relatively sound Progression mode, called 'Proquest'. You choose from the world's top riders and tackle courses beginning in your back yard with a set of amateur challenges. As you successfully complete the series of trick challenges you unlock new tracks and gain new sponsors and bikes by progressing to professional trials which become tricky as you near the top of the profession.

There is a definite sense of achievement when you pull off some of the fiendish advanced tricks in the professional class and the replay value is increased by the hardcore challenges – some of which seem nigh on impossible, unless you've unlocked the better bikes – which unlock a string of secrets. Sadly, the Proquest is compromised by a sense that

you are being rigidly directed. A system based at least partly on credits would allow you to complete a more self-determined series of tasks and pick and choose which sponsors you accept.

The requisite one and two-player options have all been seen before; the BMX contest being the pick of the bunch – it's based on a copycat trick contest. Nice backdrops that are occasionally and effectively interactive set the scene for all the levels – grind a lawnmower on one course and it smashes a fence, opening up the entire park for you to tear up. The soundtrack is intermittently good, though it inevitably errs on the side of skater punk and, crucially, the difficulty curve is pretty well placed to enable new players to pull off big tricks and challenge even experienced extreme gamers in the latter stages.

The *Tony Hawk's* engine behind *Mat Hoffman* means many eyes will look to that game before choosing a BMX game. Frankly, it will have to be exceptional to beat this fun, occasionally tricky, but ultimately very playable title. Minor irritations aside, *Dave Mirra's* is not a classic, but it's certainly a worthy purchase. ★★★★★

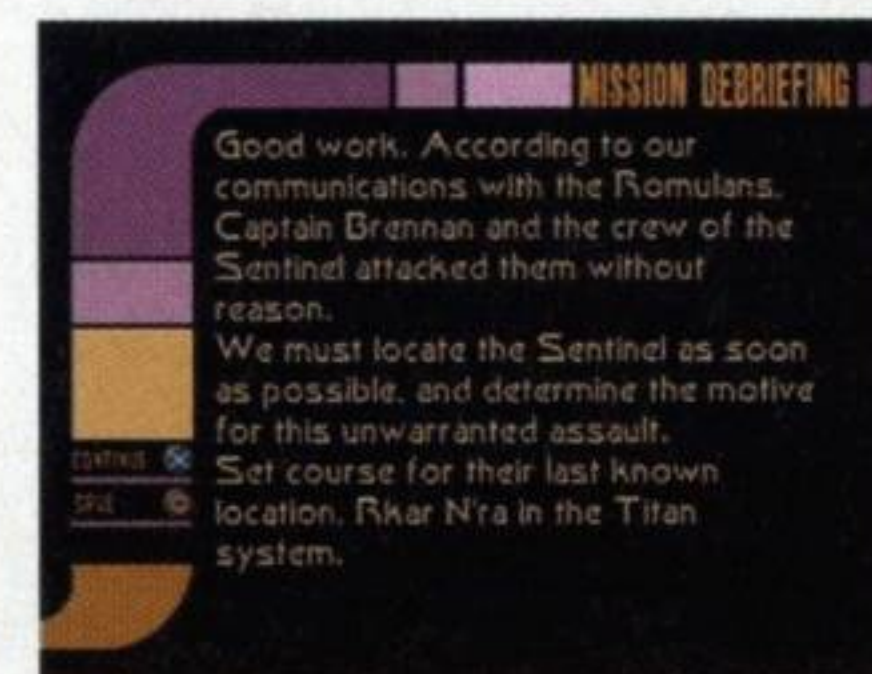
Lee Hall

Or you could try...

Tony Hawk's Skateboarding
Activision ★★★
The game that launched the craze for eXtreme sports titles.

Thasher: Skate and Destroy
Rockstar Games ★★★★★
This great streetwise skater came from the same development house.





■ The mission interfaces evoke *The Next Generation*.

■ Pasty headed Lieutenant Worf barks out commands as you prepare for each task.

STAR TREK: INVASION!

ALL ACTION TREKKING AND NOT A KLINGON GAG IN SIGHT...

If ever there was an unrepresentative beginning of a game, the training mission in *Star Trek: Invasion!* is it. You bump through a series of holographic rings in a ship that seems jerky and tricky to control. Yet, as you get to grips with the high speed and highly explosive missions, you'll realise this Trekkie tie-in is actually a very good game. What's more, the Valkyrie ship, a nippy, short-range fighter, is a highly manoeuvrable weapon of war.

You play Cooper, a Starfleet cadet under the tutelage of Lieutenant Worf, who is voice-acted by the bloke who plays him in *Deep Space Nine*. Throughout the game your skills improve as you fight to stave off the Borg – that bio-mechanical collective bent on rendering humans extinct. Along the way you get into tiffs with all the familiar baddies from the long-running franchise – the Cardassians, Romulons and a race of marauding insectoids, the Kam'jahtae, will all dare to pick a fight with you.

Star Trek: Invasion! utilises the licence well. The action is fast and furious and punctuated by a seemingly unending onslaught of ships, vibrant graphics and varied weaponry. The computer interfaces borrow heavily and evocatively from *The Next Generation*, and Picard even shows up (played by Patrick Stewart).

During battles you can use fancy evasive loops and spins to dodge missiles, blast out homing missiles, deploy a tracking beam, shoot good old-fashioned lasers and even hail for reinforcements. And, in true arcade fashion, some of

the missions contain hidden weapon top-ups. Furthermore, your ship is not supercharged, while the AI of computer opponents is good, ensuring that your own guile and skill will determine your success.

Invasion! looks the part, it is not short on gameplay and for fans of the shows it's certainly a 'must have'. Sadly, it falls short of being unreservedly recommended for all, though recommend it we do. For all the attempts at variety – you'll fly up the tail pipe of a Borg cube, use your tracking device and fight within the gravity pull of planets – the game feels a touch repetitive and over-reliant on formulaic gaming and television plots. Overall, *Invasion!* is technically exceptional and worth buying for its fantastic explosions and frantic action. Or if you enjoy being told what to do by a huge man with long hair and a slightly deformed forehead. ★★★★★

Lee Hall

Or you could try...

R-Type Delta
SCEE ★★★
Mind numbingly difficult retro shooter with loads of replay value.

Colony Wars: Red Sun
SCEE ★★★
The only game to surpass its elder sister – its good-looking and lots of fun.

Game info

- Publisher: **Activision**
- Developer: **Warthog**
- Price: **£40**
- Release date: **Out now**
- Players: **1-2**
- Extras: **Memory card**

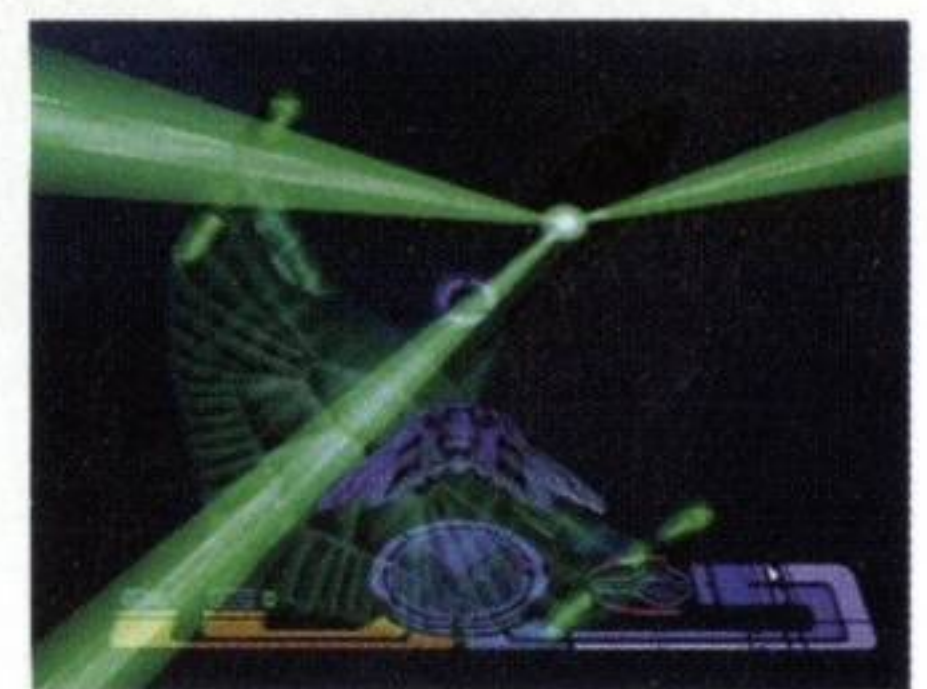
↑ Uppers & Downers ↓

Worf a look

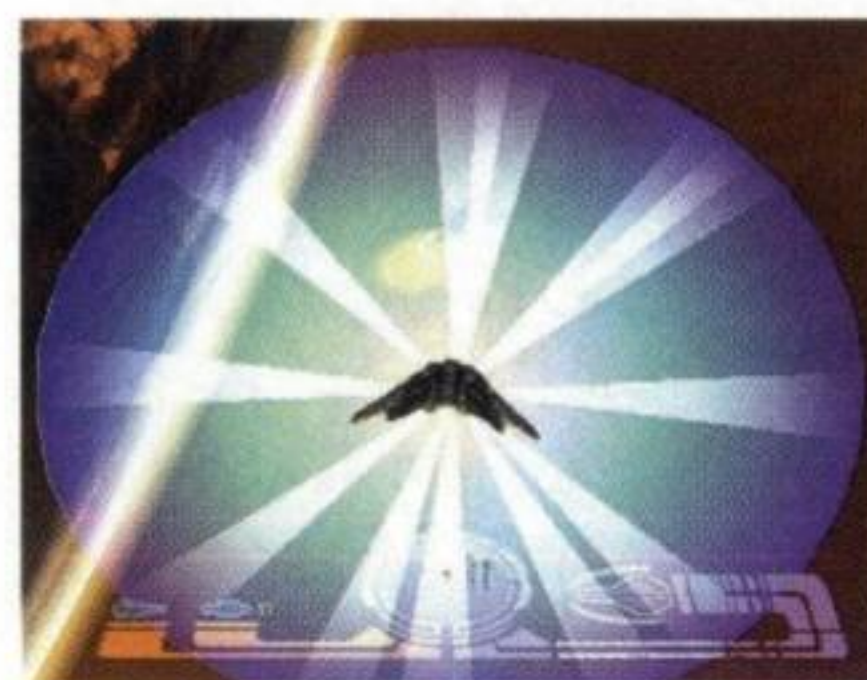
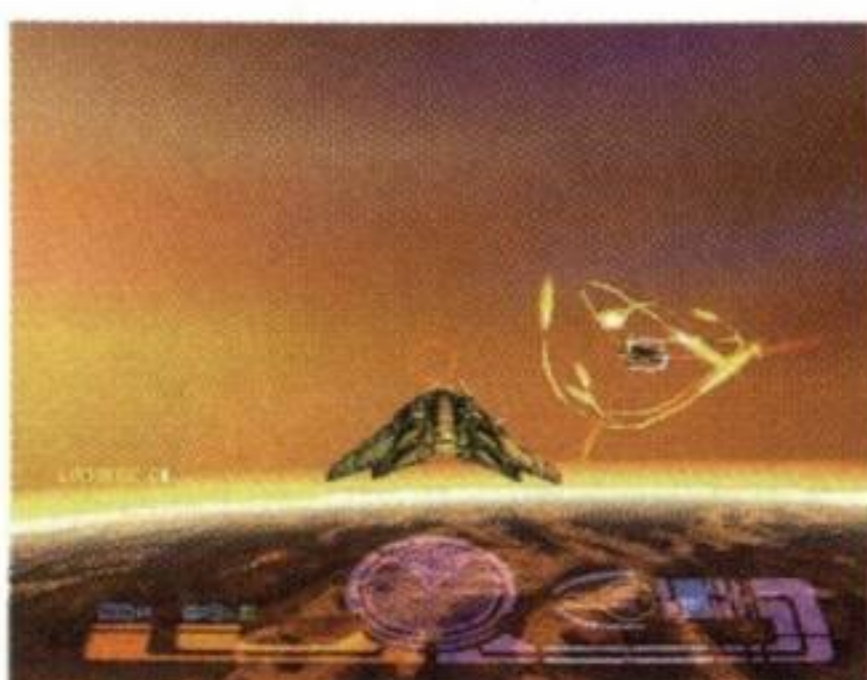
- Fantastic visuals
- Great use of licence

Worf-less

- Fairly standard plot
- A tad repetitive



■ Expect all the favourite *Star Trek* baddies to do all they can to frazzle you and your ship.





Game info

- Publisher: **Activision**
- Developer: **Sony Music (Japan)**
- Price: **£30**
- Release date: **Out now**
- Players: **1**
- Extras: **Dual Shock-compatible, memory card**



■ **Just hanging around:** This guard is about to die horribly.

TENCHU 2: BIRTH OF THE ASSASSINS

JOIN ANCIENT NINJA WARRIORS IN A THROAT-SLASHING SNEAK-'EM-UP.

A bead of sweat runs down your face. Your heart is thumping hard as you hear the breathing of an enemy guard a few metres away. Slowly you edge round the corner and see him walking away down the corridor. Sensing the moment, you rush up behind the unsuspecting enemy, unsheath your ancient sword and drag the blade across his neck, sending an arc of blood spurting into the air. A brief, stifled sound emanates from the shocked guard, before he slumps lifelessly to the floor. No-one has been alerted to your presence. Success...

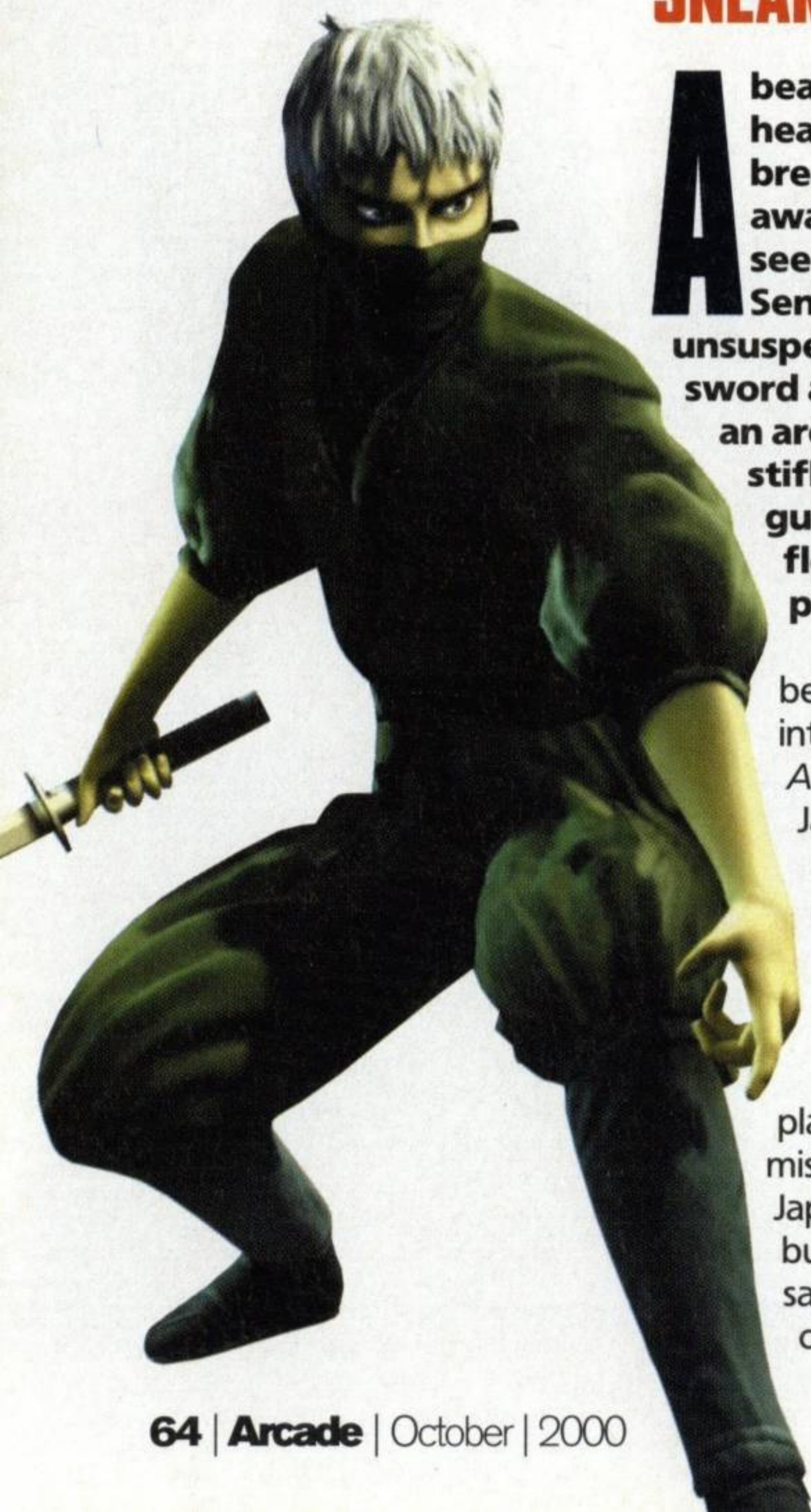
The original *Tenchu* beat *Metal Gear Solid* to become one of the first PlayStation titles to introduce a heavy element of stealth. *Birth of the Assassins* is a prequel set in a turbulent period of Japanese history when the Samurai warlords were waging a violent civil war. The story revolves around a trio of Azuma Ninjas who are called upon to defend a noble family from destruction through covert operations that involve daring rescues and assassinations.

You start the game with the option of playing as one of two Ninjas, each with their own missions set in various locations across Medieval Japan. These include sneaking into an occupied building to save your beloved Ninja Master and saving frightened villagers from a marauding gang of 'demons' wearing horror masks.

Controlling your assassin is fiddly at times – especially in hand-to-hand combat – but there's a useful training level where you learn all the tricks-of-the-Ninja-trade including a nifty roll that enables you to whip round 180 degrees. Moving around without being spotted is the most important element to the game and to help you is a device called the Ki Meter. This has four different states reflecting the emotions of a nearby character who can be either blissfully ignorant, suspicious, extremely suspicious or preparing to attack. Enemies can be alerted to your presence in various ways: stepping on a creaky floorboards, tripping special bottle-traps that make a loud distinctive noise and the most obvious one of being seen. Sound is an important aspect in the game and while attracting people as to your whereabouts can also be used to your advantage – such as listening out for guards' footsteps.

If an enemy character does become aware of your sneaking-about behaviour, there's a sting of scary music and a brief Dual Shock vibration which can be deeply unsettling. However, if you manage to sneak up behind a baddie without them noticing, you can perform a stealth kill, where you're treated to a mesmerising Hollywood-style slow-motion camera shot of your Ninja's silent and bloody assassination. In a final macabre twist you can then drag your unfortunate victim's body around and dump it in a dark corner to avoid detection.

As well as your trusty sword, there's a warehouse-full of James Bond-style gadgets and weapons to use in your missions including throwing knives, metal caltrops for





■ Breathing underwater through a reed is a crafty way of avoiding the attention of enemies. Notice the Ki Meter on the bottom left, that shows the emotional state of nearby characters.



■ The Mission Editor is a superb addition.



■ Bodies start to pile up as you continue your mission.

YOU CAN DRAG YOUR VICTIM'S BODY AROUND AND DUMP IT IN A DARK CORNER TO AVOID DETECTION.

spiking enemy feet and the trusty grappling hook from the first *Tenchu* that enables you to scale tall buildings. For particularly vindictive kills there are even bags of poisoned rice that careless enemies pick up and eat. Your adversaries also have a lethal armoury at their disposal including guns and terrifying knife-like claws, plus Ninjas have to watch out for spike traps, bottomless pits and explosives placed strategically around the different levels.

Tenchu 2 has many improvements from the previous game including more weapons and characters, but the most inspired addition is the Mission Editor. This simple-to-use feature allows you to create your own maps and specify mission objectives. Once you've built your level and placed all the relevant characters in the 3D space, you can save your work to memory card and swap with friends – a fantastic way to squeeze more enjoyment out of the game when you've completed all the missions and unlocked the third Ninja character.

Disappointingly, the graphics in *Tenchu 2* during the main game are decidedly ropey, featuring the kind of wobble-vision and glitches that were prevalent in PlayStation titles



■ Backs to the wall: The camera swings round as you sneak to the edge of a doorway revealing an innocent woman. However, you must be careful – her screams could alert the guards.



■ "Honestly, I can't take you anywhere without you getting drunk." Bodies can now be dragged around and hidden.

five years ago. But the cut-scenes really draw you into the story, the kill sequences are spectacular and most importantly, there's gore galore. Blood splatters around the place with alarming regularity, sticking to walls, dripping down trees and bursting from open wounds. However you're instructed never to strike innocent people and the killing is always done within the honourable code of the Ninja – so that's okay then.

Tenchu 2: Birth of the Assassins is a highly enjoyable sneak-'em-up with a superb atmosphere and engaging story and characters. The control system and camera views are clunky and the graphics sometimes appear dated, but if you forgive the programmers for these indiscretions, you'll be rewarded with a refreshingly brutal action adventure possessing richly involving gameplay and genuine moments of darkness and suspense. ★★★★★ **Jamie Sefton**

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Black Mask</p> <ul style="list-style-type: none"> ■ Atmospheric and involving ■ Great assassination cut-scenes ■ Level editor | <p>Gas mask</p> <ul style="list-style-type: none"> ■ Dodgy graphics and camera views ■ Difficult hand-to-hand combat |
|--|---|

Or you could try...

Metal Gear Solid
Accclaim ★★★★★
The best PlayStation game ever, with unequalled sneaking and shooting.

Syphon Filter 2
Hasbro ★★★★★
Stop a deadly virus in a stealthy sequel packed with exciting challenges.



■ Fighting is made trickier by the awkward camera angles.



KOUELKA

- Publisher: **Infogrames**
- Developer: **SNK**
- Price: **£29.99**
- Release date: **Out now**
- Players: **1**
- Extras: **Memory card**

■ **Genre splicing is a dodgy business: hence all the failed fighting/exploration titles. Bizarrely, Koudelka opts to mix elements of two of the more diverse genres – namely Survival Horror and RPGs – and while the resultant game is engaging it is still a less than successful experiment.**

Of the genres it plagiarises, *Koudelka* is an arcade/adventure first and foremost. The psychic who the game is named after finds herself lead to a decrepit monastery by a series of disturbing images. Courtesy of some clever scene setting, the lovely Koudelka is duly introduced to a supporting cast of Edward Plunket and James O'Flaherty, both of whom have also been drawn there. The trio team up and their investigations reveal that all is not well when a wealth of unholy monsters lurch out of the shadows – as do some rather predictable plot twists.

Unfortunately, despite its best intentions, the creepiness that the scenario promises is never fully realised. The monsters and locations are all neatly handled, but the Survival Horror genre is built on suspense and shocks which *Koudelka* just doesn't deliver. Everyone remembers the first time they met the Nemesis in *Resident Evil 3*. There's nothing as memorable in *Koudelka*.

Thus it falls to the RPG combat system to save the day. Battles against the inhuman denizens are fought within a grid area, wherein the three characters are manipulated into attack positions. On killing an enemy, the trio are awarded points to build up their attributes. This system has three unfortunate effects on the game, however. First, the frequent attacks prevent *Koudelka* from flowing; secondly, the battles are drawn out and finally the battles are far from challenging.

Koudelka is a brave idea, but lacks coherence. Attempting to balance ideas from two disparate genres puts too much strain on a flimsy horror tale, while the combat system highlights its lack of pace. There's much to admire, but *Koudelka* never really draws you in, leaving an unsatisfactory experience. ★★★ **Steve Merrett**



■ Car set-up can be changed during the game.



■ Hitting Triangle gives you a quick replay.

■ (Right) Irvine faces a mass pile up in front of him.



F1 CHAMPIONSHIP SEASON 2000

GOT A FEELING OF DÉJÀ VU? FUNNY THAT, SO HAVE WE.

Hang on a minute, haven't we already reviewed this game? For the more astute of readers out there, you will be aware of a game released by EA not three months ago that was titled *F1 2000*. So what's this? Another game based on this year's *F1 Championship* from the same company? How can EA possibly justify that one?

As you may be aware, that game was released before the racing season had actually started so EA had to take a few liberties. Stuff like car performance, advertising hoardings and grid positions was pure guesswork but seeing as we're halfway through the season, this side of it



■ The new Training mode teaches you exactly how to drive like a Formula One driver.

Game info

- Publisher: **EA Sports**
- Developer: **EA Sports**
- Price: **£35**
- Release date: **Out now**
- Players: **1-2**
- Extras: **Dual Shock-compatible, memory card**

↑ Uppers & Downers ↓

- | | |
|---|--|
| Shu
<ul style="list-style-type: none"> ■ Improved two-player game ■ Scenario mode | Poo
<ul style="list-style-type: none"> ■ Not really any different from the last one |
|---|--|

is still incomplete. Are we to expect another game at the end of the season?

These aren't the only 'improvements' in *F1 Championship Season 2000* – there are now some nice new smoke effects, lights that reflect in the wet and you get these nifty little raindrops on the lens of the replay cameras – when it's been raining of course. So you get the general idea, *F1 Championship Season 2000* is really just the same as the game that was released at the beginning of the summer.

There are perhaps two things that might warrant you trading in the old for the new, though, namely the two-player mode and the Scenario mode. EA has stripped down the old multiplayer game, to make a pure head-to-head race with just two cars on the track. Apparently a full on race with 20 cars was too much for the PlayStation to handle. So the two-player game has been much improved. Scenario mode is something new entirely: focusing on key events throughout (half) the season, you take control of a driver and follow what they did in the real life race.

If this were the first F1 game from EA then the score would reflect that – it would get a hearty four stars for being the best F1 game on PlayStation, which it undoubtedly is. But with the tiny changes in this update we can't recommend that you buy this, especially if you've already got the original. But if you just have to have the most up-to-date F1 game then it's probably worth a trade-in. But only just. ★★★

Nick Jones

Or you could try...

F1 2000
EA Sports ★★★
The same game but just a bit different. But we can hardly tell.

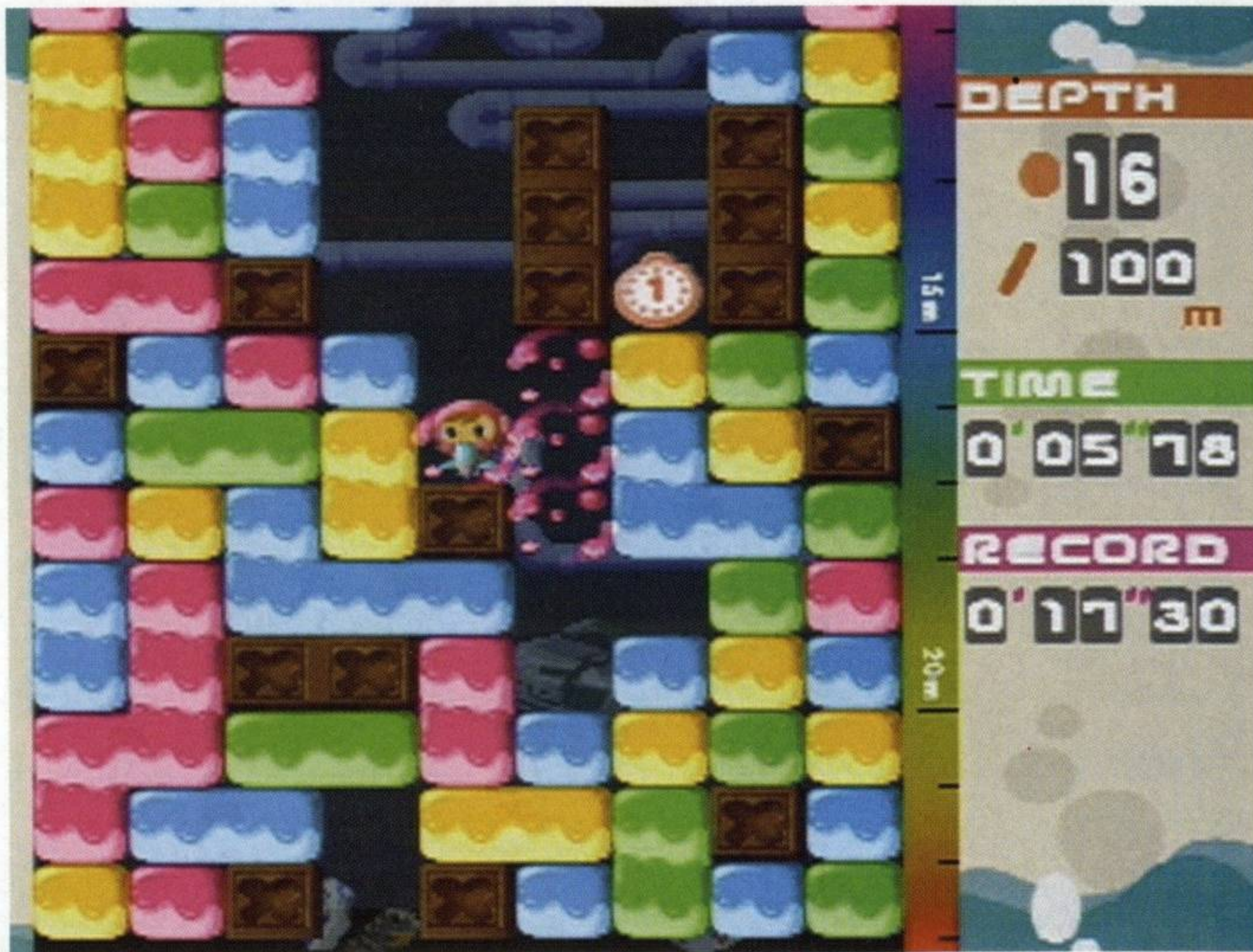
TOCA: World Touring Cars
Codemasters ★★★★★
The third and best TOCA game. It's almost better than GT2.



■ (Top) The Time Attack mode can prove fiendishly tricky.

■ (Left) Clear the levels and you unlock yet more backgrounds and frustration.

■ (Right) Our man Driller can burrow in all directions – that's why he was chosen.



MR DRILLER

HE CAME, HE DRILLED, HE LEFT A BIT SHEEPISHLY.

Those people responsible for publicising videogames often refrain from claiming their latest title is 'Tetris-like'. The description is often a euphemism for 'graphically simplistic game with coloured blocks and naff gameplay'. However, underneath the piles of 3D adventure games in every gamer's collection there is always room for the odd Bust-A- prefix. The trouble is, when all the screenshots of the latest Tetris clones look nearly identical it's hard to tell the wheat from the gaming chaff. So, which is Mr Driller?

The answer is, predictably, 'a bit of both'. Mr Driller is well designed with chirpy menu screens and retro-yet-functional graphics and main protagonist. Indeed, the title is receiving high praise from serious gaming buffs, but we think it lacks depth. There's not much here to make hardcore puzzle fans drool, and there's even less to convert the cynical gamer who finds the genre as dull as dishwater.

The intro sequence tells us, tongue in cheek, that, "Coloured blocks have over-run the city." Naturally there is only one person fit to burrow deep underground to find the source of this cubic mischief. Enter our hero, whose cosmonaut-style helmet looks like a beautifully coiffured pink barnet. He wields his pneumatic drill with such aplomb that he is able to swing it above his head in order to chivvy the surface above him.

The game works on a similar principle to Tetris – as you destroy coloured blocks (by drilling above, below and to the left and right of Mr D) any adjacent blocks of the same colour are destroyed. This dislodges the blocks above, which fall to settle next to another block of the same colour or find the lowest resting point. Got it? If you fail to drill your way out of a falling block's path you'll be pink pancake. The gameplay is complicated further by wooden boxes that are more tricky to destroy, and impetus is added to proceedings by an oxygen gauge, which you can replenish by collecting little canisters of air.

Unfortunately, Namco has made it increasingly difficult in Arcade mode to grab these air canisters.

The result is an insufficiently incremental difficulty curve that starts way too soon. Another major flaw is the absence of a two-player mode, which would have added much-needed longevity to the game.

The Arcade mode offers you a chance to fight your way to given targets, punctuated by respites every 100 metres – first aiming at 500m, then 1000m. You can also hammer your way through Survival mode, a quest to see how deep you can dig without losing a life. Time Attack mode requires you to beat a record time in a themed pit, such as the Armoury and the Egyptian levels. Success unlocks new backgrounds, which frame progressively harder levels.

Mr Driller is undoubtedly a decent game, inviting you to return to humble some of the tricky Time Attack levels. It perhaps teeters too close to damnable frustration instead of offering pure addictiveness. Mr Driller is, however, a puzzler with charm that provides commendable bursts of fun gameplay. Puzzle fans are likely to enjoy it, cynics will remain unimpressed. ★★

Lee Hall

Or you could try...

Bust-a-Move 4
Acclaim ★★★★★
Not a block in sight, but captures some of that Tetris magic.

Ballistic THQ ★★
An unfortunate take on the original Tetris puzzle genre.

Game info

- Publisher: Namco
- Developer: Namco
- Price: £25
- Release date: Out now
- Players: 1
- Extras: Memory card

↑ Uppers & Downers ↓

Mr Thriller

- Camp protagonist
- Plenty of modes
- Puzzler with decent action

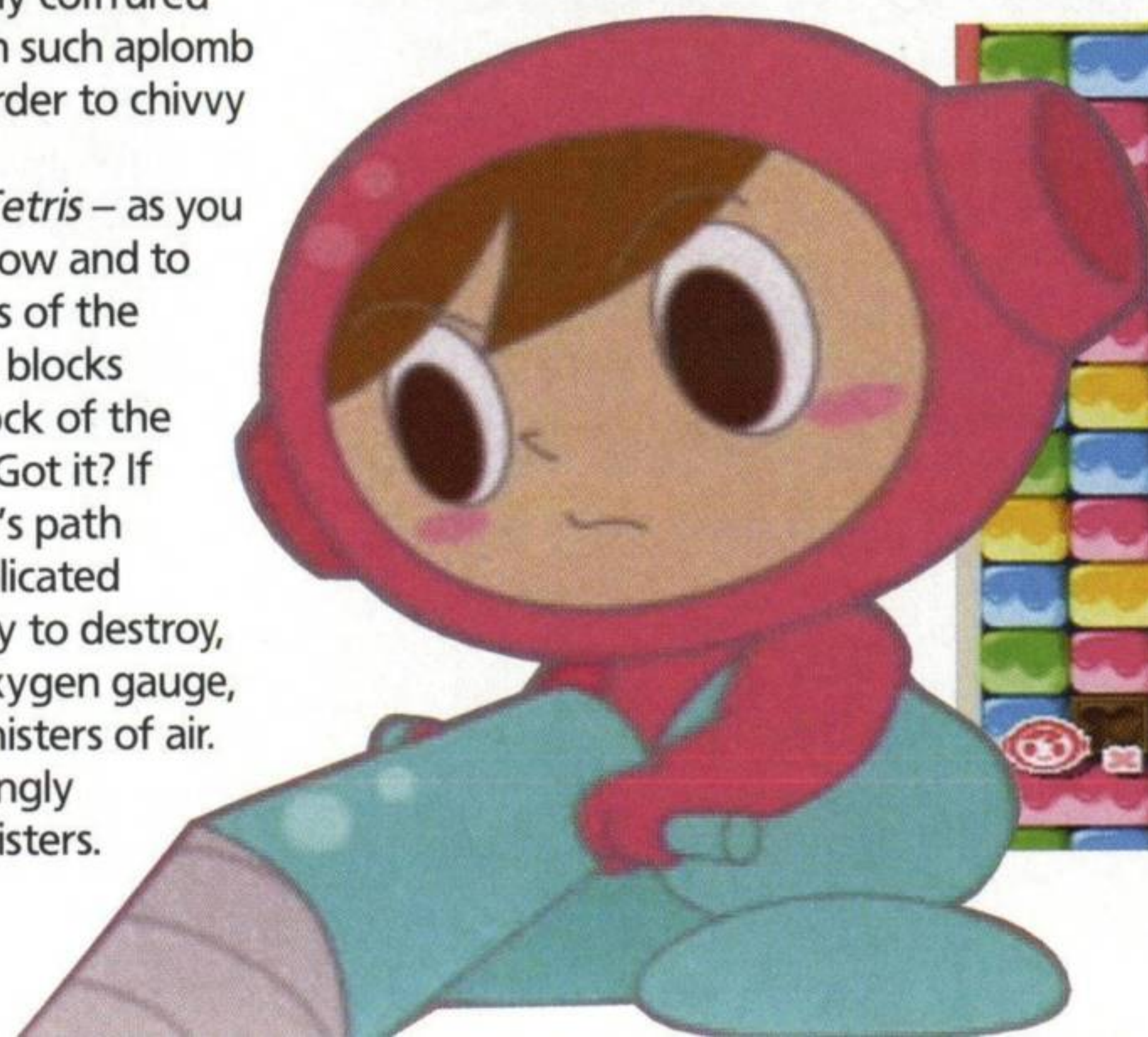
Mr Swiller

- No two-player mode
- Suspect difficulty curve
- Lacks depth



■ Time is on your side if you collect clocks to gain seconds.

■ Often the greatest respite is shortly after death...



New Dreamcast Games



Game info

- Publisher: Eidos
- Developer: Capcom
- Price: £39.99
- Release date: 15 September
- Players: 1-4
- Extras: VM Unit

**Arcade
Dreamcast
Game of
the Month**



■ When the timer runs out, it's down to sudden death.



■ Flattery (and bribery) will get you everywhere.

POWER STONE 2

LEARN TO BRAWL BEFORE YOU CAN WALK.

When *Power Stone* barged its way onto the scene a year ago, it revolutionised the beat-'em-up genre. Traditional two-dimensional standoffs looked positively mundane next to *Power Stone*'s chaotic, free-roaming brawls. It may have disregarded the deft duelling mechanics which make *Soul Calibur* or even the *Street Fighter* series such skilful skirmishes, but *Power Stone* was fun with a capital 'F'.

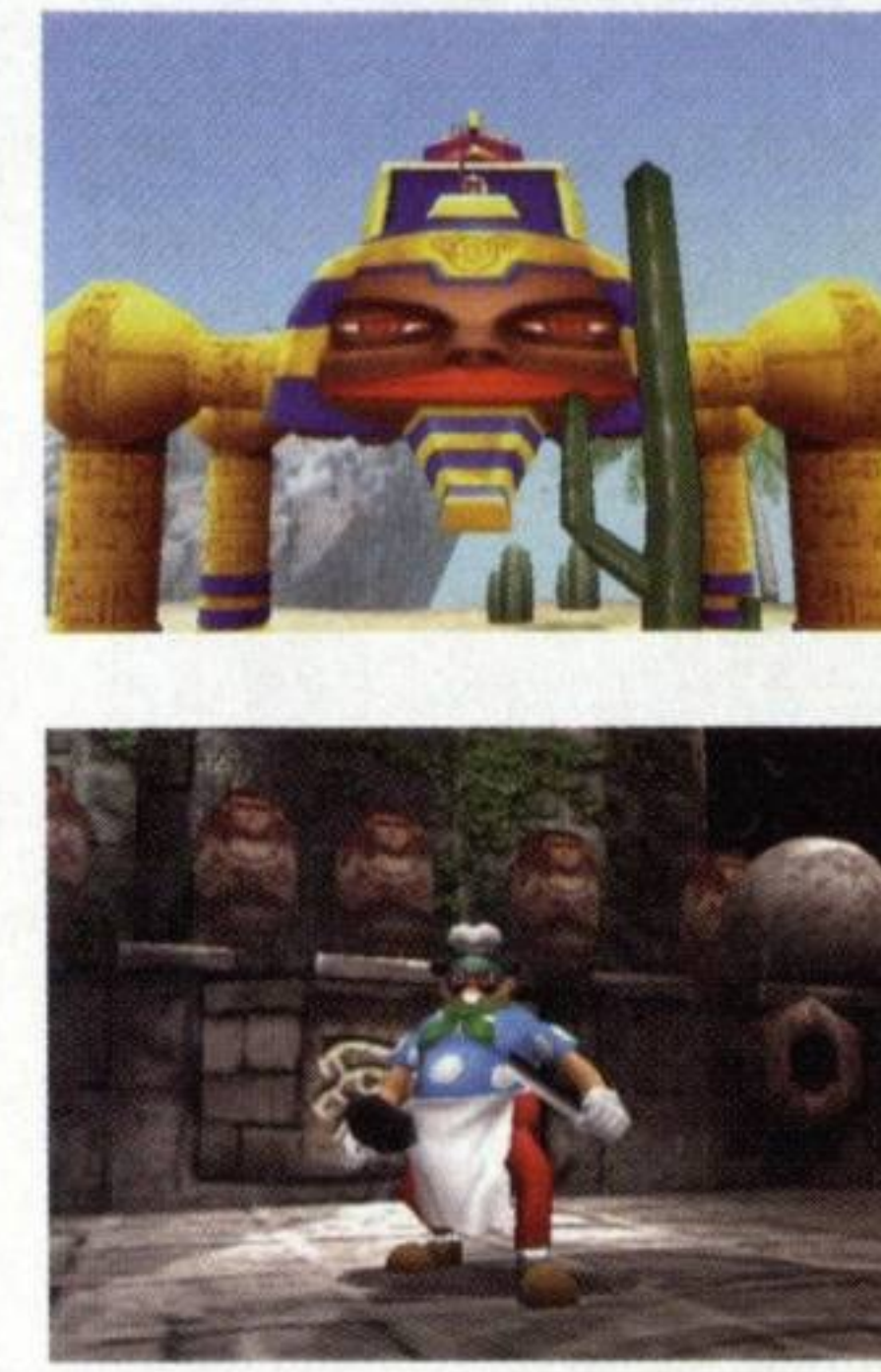
Capcom also proved that it was one of the few developers who could truly take advantage of what the next-gen consoles offer. It's a tribute to the trailblazing of the *Power Stone* team that they've managed to come up with an equally astounding sequel before any other studios have even had a chance to copy their idea.

So how can breathless five-star brilliance be bettered? Well, if the original *Power Stone* was a messy bar brawl, the sequel brings da ruckus all the way down the street and invites the whole neighbourhood to weigh in, comedy

weapons in hand. The addition of a four-player fracas has intensified the insanity while the arenas have become living entities in their own right.

Take the level which begins on a sea tanker. The first thrill is discovered when you leap inside the mounted gun turret and start spraying shells at all and sundry. Then another tanker pulls up alongside, allowing you to swim across and plunder its chests for more bizarre portable weapons. After they launch a series of missiles into the air (best to get out the way of those) the tankers run aground but the fighting continues as you hop to an adjacent iceberg which breaks up into the sea.





■ Mix meat and rice and you get... a hamburger? Oh yes.

■ Playing roulette with Mel is just like Caesar's Palace.

■ Leap from the sea tanker on to a nearby iceberg.

THE OPPORTUNITY TO LEAP INSIDE MOUNTED CANNONS OR CATAPULTS TO FLATTEN YOUR ENEMIES WITH A BURST OF HEAVY FIRE IS DEEPLY SATISFYING.

Then there's the level which deposits you atop a strange flying contraption. Overuse of the craft's hefty mounted cannons makes the vessel disintegrate and you're soon falling to the ground, wrestling with your opponents in midair in order to grab hold of an umbrella which will ease your descent to earth. Once safely on solid ground, you can immediately wrap said umbrella around a hapless enemy's face.

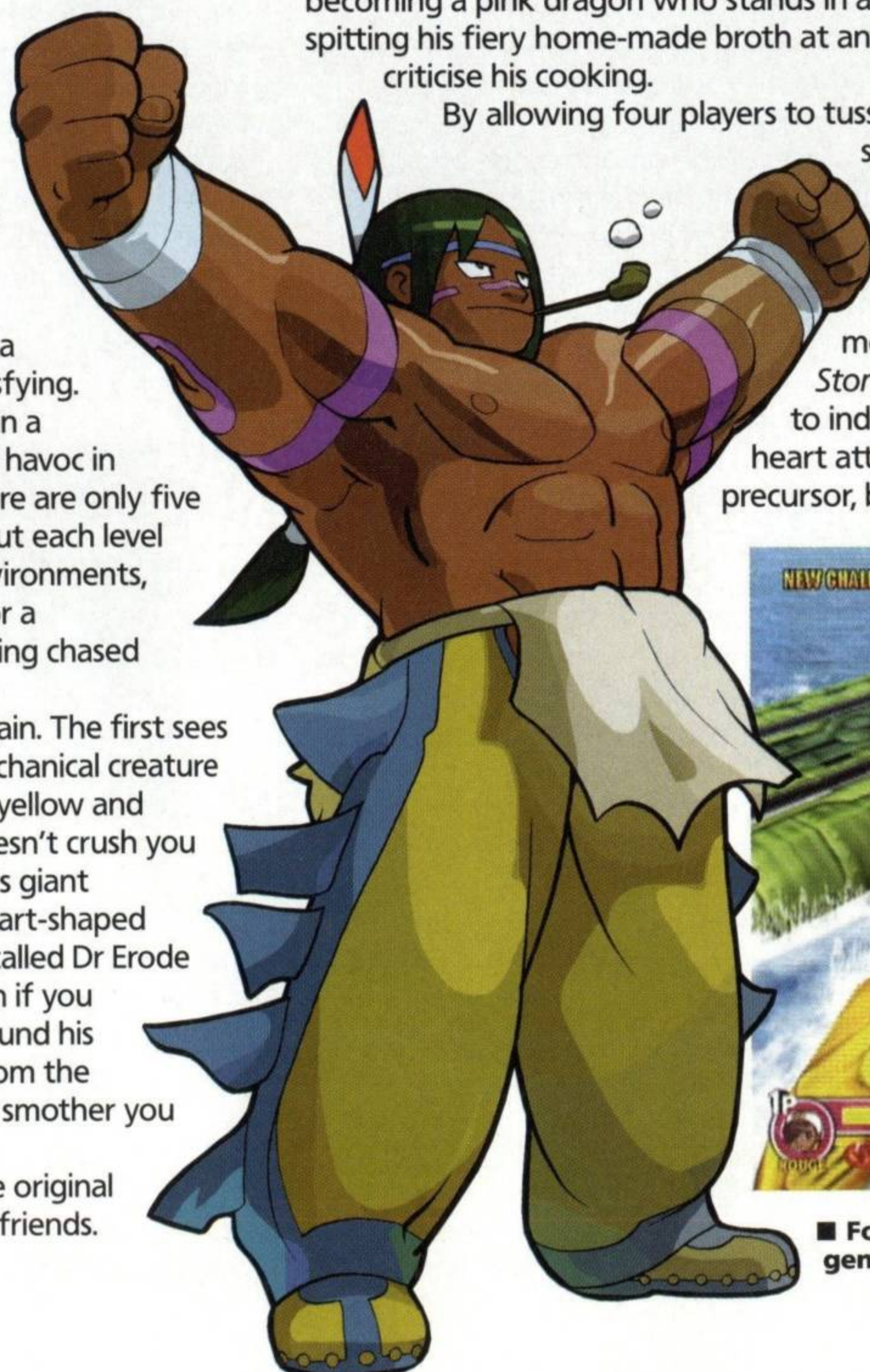
Each level is packed full of little surprises to distract and amuse you, whether it's the conveyor belts, the giant eagle flying overhead or the traps in the floor which open to reveal a pit of spikes. The opportunity to leap inside mounted cannons or catapults is often available – flattening your enemies with a burst of heavy artillery fire is deeply satisfying. On some levels you can even ride about in a miniature tank or plane, leaving a trail of havoc in your wake. Excepting the boss levels, there are only five arenas in total. This may sound measly, but each level essentially takes place in two distinct environments, separated by a tumble through thin air or a slapstick caper down a corridor while being chased by an *Indiana Jones*-style rolling boulder.

The boss levels are something else again. The first sees you taking on the Pharaoh Walker, a mechanical creature not unlike *Star Wars'* AT-ATs but painted yellow and sporting the face of the Sphinx. If he doesn't crush you under his steel feet, he'll slap you with his giant tongue or fire fatal pink rays from his heart-shaped tail. The final boss is an unsavoury chap called Dr Erode and this green giant is far from jolly. Even if you can avoid the swarm of flies buzzing around his rancid head, he'll take a swig of mead from the tankard at his side before attempting to smother you in a shower of virulent puke.

The eight distinctive characters of the original game return, accompanied by four new friends.

As before, on collection of three coloured gems, your fighter will morph into their oft bizarre ultra-powerful alter ego. The power-up routines of the new characters achieve new heights of lunacy with Mary Poppins clone Julia transforming into a psychotic beach babe who nails opponents to wooden crosses and portly chef Gourmand becoming a pink dragon who stands in a large vat of soup, spitting his fiery home-made broth at anyone who dares to criticise his cooking.

By allowing four players to tussle together in the same arena, Capcom has doubled the game's craziness quotient. This means that *Power Stone 2* is twice as likely to induce hysterics or heart attacks as its precursor, but it can also



■ Arcade mode offers endless continues.



■ In Adventure mode, grab coins at the end of each stage.



■ Four-player mode can get out of hand. Collect the gemstones so you can power-up and cause more chaos.



■ Buy new items or snacks at Mel's village shop.



■ Final boss Dr Erode – a very sick man. Literally.



■ The bubble gun is one of the most amusing weapons.



■ Team up to defeat the giant Pharaoh Walker.



■ New character Gourmand prepares to roast all-comers.

↑ Uppers & Downers ↓

Stone me

- New four-player fracas
- Huge interactive arenas
- Item collection mode

Stone dead

- Can get dumpty with four fighters

get a bit untidy. Just as a riot never erupts with the grace of mano-a-mano combat, so *Power Stone 2*'s arcade or four-player modes are likely to irk the beat-'em-up purist. While it's a brilliant laugh, the case for *Power Stone 2*'s essential tactical subtext becomes impossible to uphold once four fighters are scrapping it out. The camera works miracles in maintaining all four characters on screen simultaneously, but it is sometimes forced to pan out to a distant vantage.

Thankfully there's a mildly less manic One-on-one mode and all levels in the Adventure mode involve only one computer opponent. The latter mode is also where the game's longevity lies.

Clearing all stages in Arcade mode won't take that long, but the difficulty level of this mode is far more advanced. The emphasis is placed upon collecting the special cards, coins and items which are scattered about the arenas during bouts.

Every treasure chest you open will reveal a comedy weapon or item. These range from soap bubble guns to giant toy mallets to massive bazookas to magic wands. Chests are also the source of restorative items such as cakes, fruit and joints of beef. When you make use of an item in Adventure mode, it automatically enters your inventory. You are then ready to pay a visit to the village shop.

Staffed by a cheery lass named Mel, the shop is where you can buy and sell new items, or begin the bizarre process of fusing items together to create new objects. Mel will suggest two items which mix well together before baking them in a magic stove. Little natural logic is involved; a sword and a grenade may combine to create a bazooka, but who'd have thought the beef joint would combine with the apple to make a banana? This amusing aside does serve a purpose, because any new items bought or created in

the shop are then available to find and use in the game itself. A full inventory can only be achieved by mixing items with rare essence cards, a task which adds much replay value to the game.

It's cheering to come across a sequel which is happy to expand on the remit of the original game rather than just repeat the feat with a handful of new characters. Meanwhile, Dreamcast's rapidly-expanding library of quality four-player games is making house-sharing seem like a really good idea.

Power Stone 2 is a game like no other, assaulting the senses to the extent that you'll need a spell in rehab after each three-minute bout. Neglecting subtlety in favour of all-out insanity, *Power Stone 2* is the epitome of cartoon violence. The only option is to roll up your sleeves and get involved. ★★★★★

Sam Richards

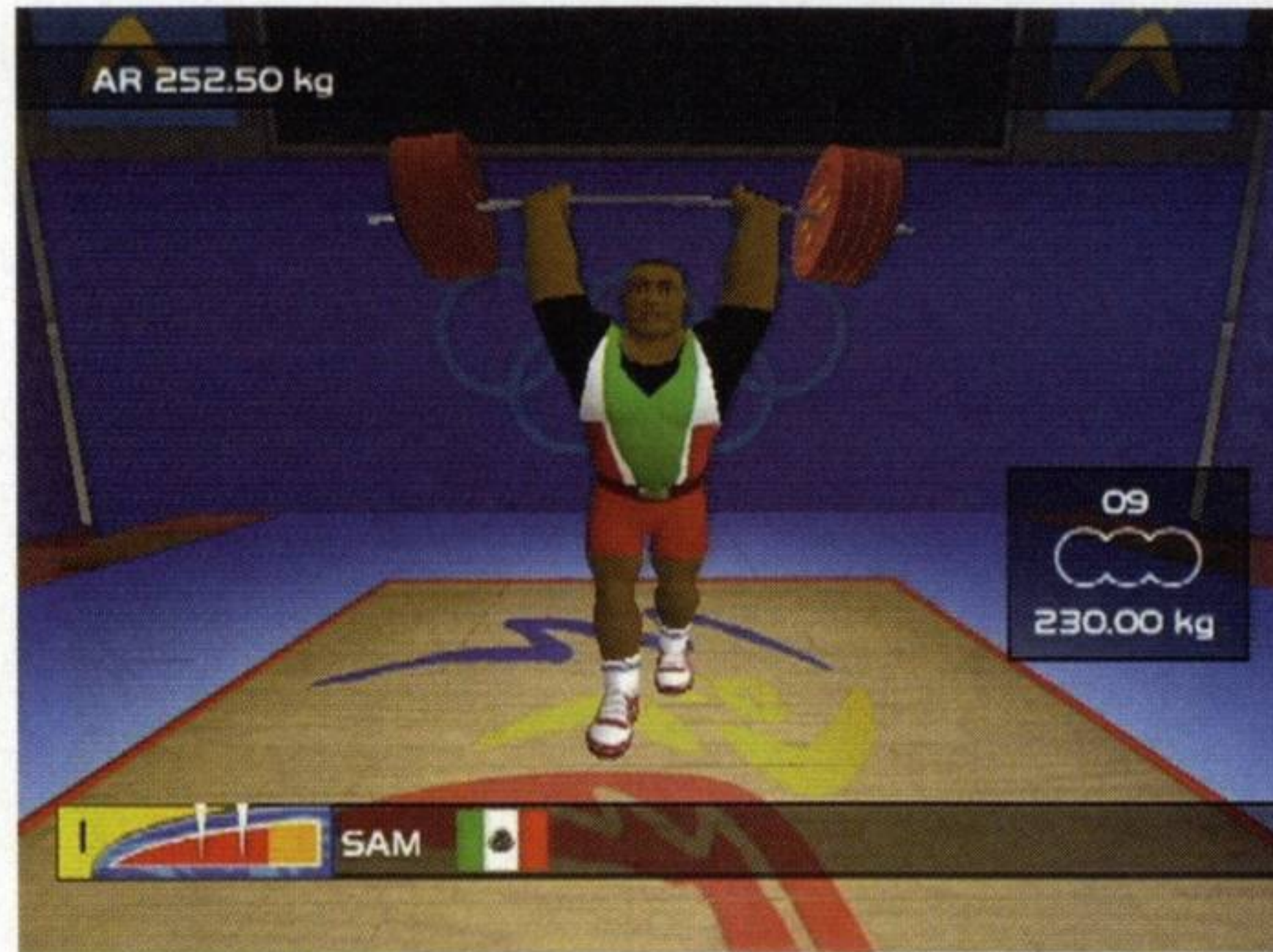
Or you could try...

Power Stone
Capcom ★★★★★
Should still be at the top of your Dreamcast game pile.

Street Fighter Alpha 3
Capcom ★★★
Capcom chaos inna old-skool stylee.



■ Savour the characters' pistol-firing, flame-throwing, arse-wiggling, tush-slapping victory routines. What a result!



■ There aren't any real athletes, instead you get these comic-looking freaks.

■ Ah, the Olympic flame. Doesn't it make you feel all dirty and cheated?

SYDNEY 2000

EIDOS GOES FOR GOLD WITH THIS YEAR'S OLYMPIC ENTRANT...

As depressing as it sounds, it appears that games based on athletic events peaked in 1982 with Konami's *Track'n'Field* coin-op. While the subsequent PlayStation updates obviously surpassed the original in terms of aesthetics, they and countless others have all been based on that game's simplistic button-pummeling control system. The latest effort to hit this glass ceiling is Eidos's officially licenced *Sydney 2000*. However, while it may fall back on this tried and tested – not to mention joypad wrecking – technique, *Sydney 2000* at least fleshes it out with a couple of interesting events and some excellent presentation.

In terms of gameplay, there are fewer surprises in *Sydney 2000* than there are gold medals in the British team's trophy cabinet. There are 12 events on offer, including the usual 100m sprint, 110m hurdle events, javelin and high jump (although, thankfully, no 400m or 1500m slogs...). The supporting cast includes weightlifting, kayaking and sprint cycling, which while a little less traditional, have still formed integral parts of sports games long gone. Remember Epyx's *Summer Games II* and Daley Thompson's *Super Test*?

Predictably, the events are also a mixed bag with some working better than others. The running, swimming and cycling events are all much of a muchness in terms of control, while javelin and hammer throwing offer little more than glitzy presentation. The diving, high jump and weight lifting events, however, are cleverly worked and show just how good this dated control system can be, with the button bashing needed to lift the heavier weights prompting real sweat to pull off that final clean and press. Of all the events, the kayaking is the least successful as it's fiddly and tedious. Similarly, the skeet shooting merely serves to emphasise just how annoyingly over-sensitive the Dreamcast's analogue stick can be.

Ultimately, then, it falls to the implementation and presentation of these familiar events and this is where *Sydney 2000* earns a silver medal. Although the actual

characters are more obviously rendered and less detailed than those of Konami's organic-looking *Track'n'Field 2* athletes, the animation is well handled with effortless grace throughout the events. The camera work is also exemplary, with distant cameras panning in and out of the action, before capturing the obvious elation of a gold winner or a valiant loser. There are also plenty of pre- and post-event sequences, with additional commentary from a panel of experts, including Steve Rider.

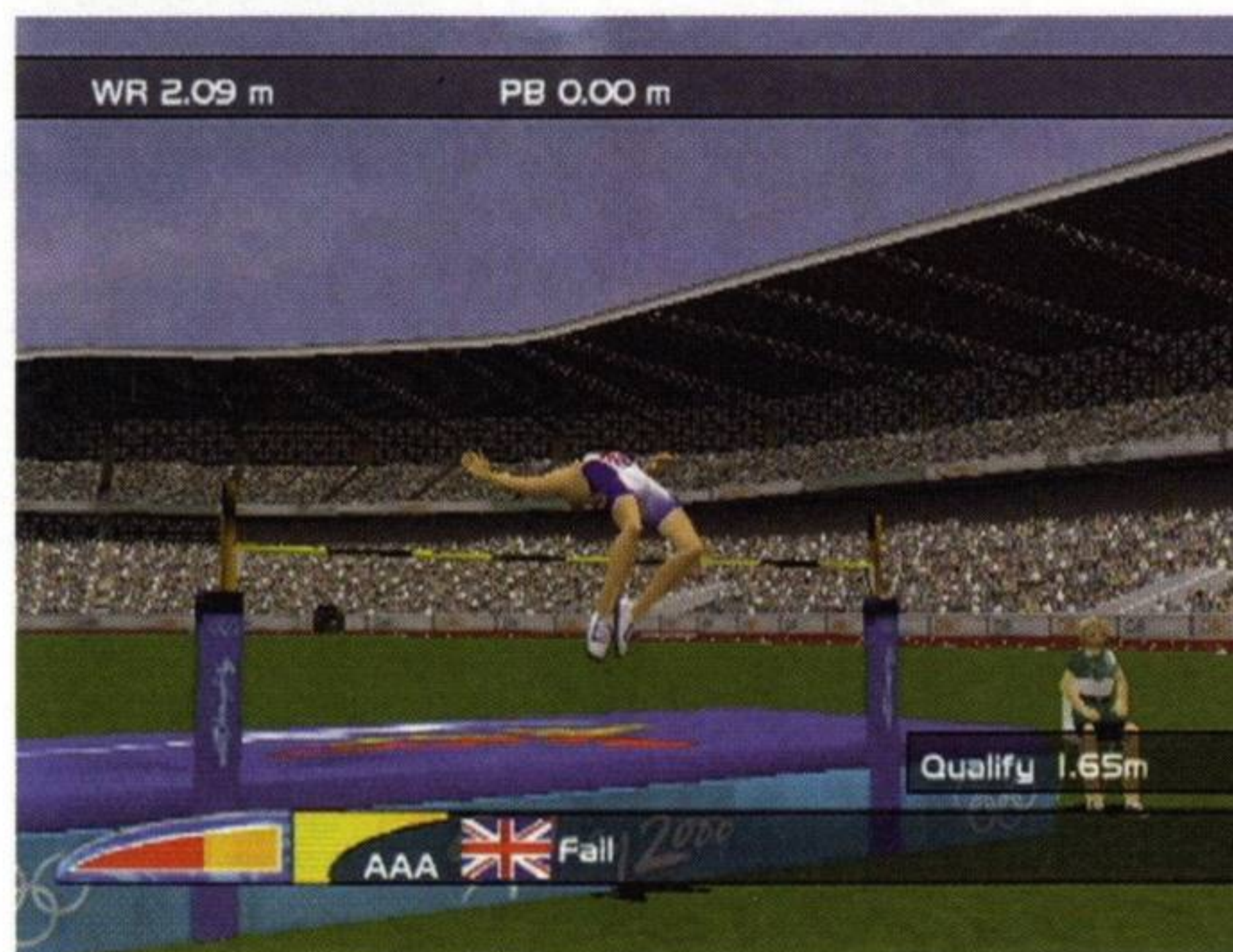
All this presentation, though, cannot disguise the fact that most of the actual events are over in seconds and that much of *Sydney 2000* is padding – although the training modes where you build an athlete up is genuinely different and well worth a look. Even so, too much of *Sydney 2000* is pomp and ceremony. ATD has produced a worthy licenced title, but the limitations imposed by the events are even more restrictive than those of the three button control method. ★★★

Steve Merrett

Or you could try...

NBA 2K
Sega ★★★★★
An equally polished sports effort from Sega.

Soul Calibur
Sega ★★★★★
Tenuous we know, but it... um, does involve button bashing. Ahem.



Game info

- Publisher: Eidos
- Developer: ATD
- Price: £39.99
- Release date: August
- Players: 1-4
- Extras: VM Unit

↑ Uppers & Downers ↓

- **Gold medal**
- TV-style presentation
- Good single-player Training mode
- Great multiplayer

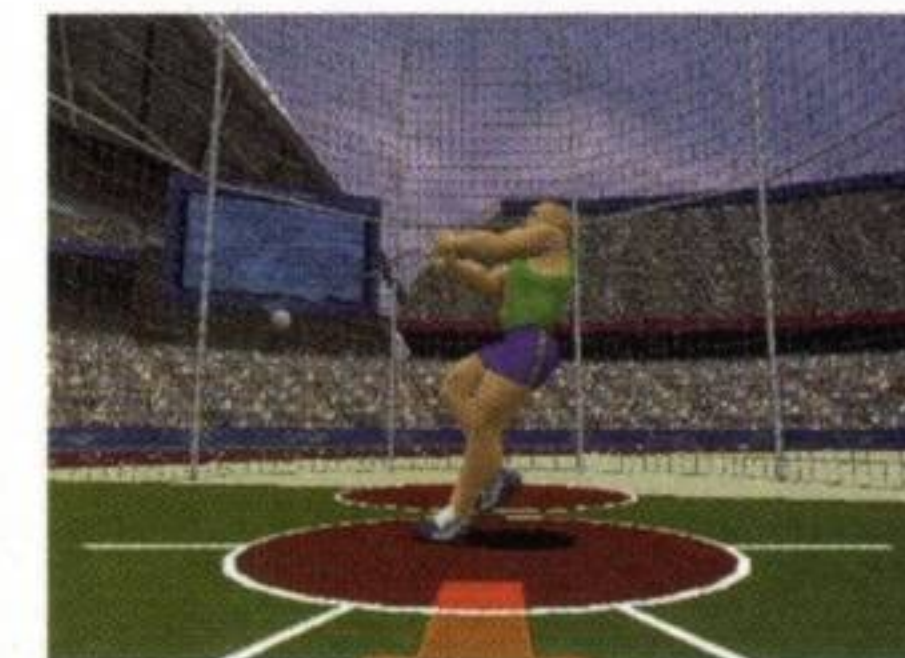
- **Disqualified**
- Events too similar
- The skeet shooting and kayaking just don't work



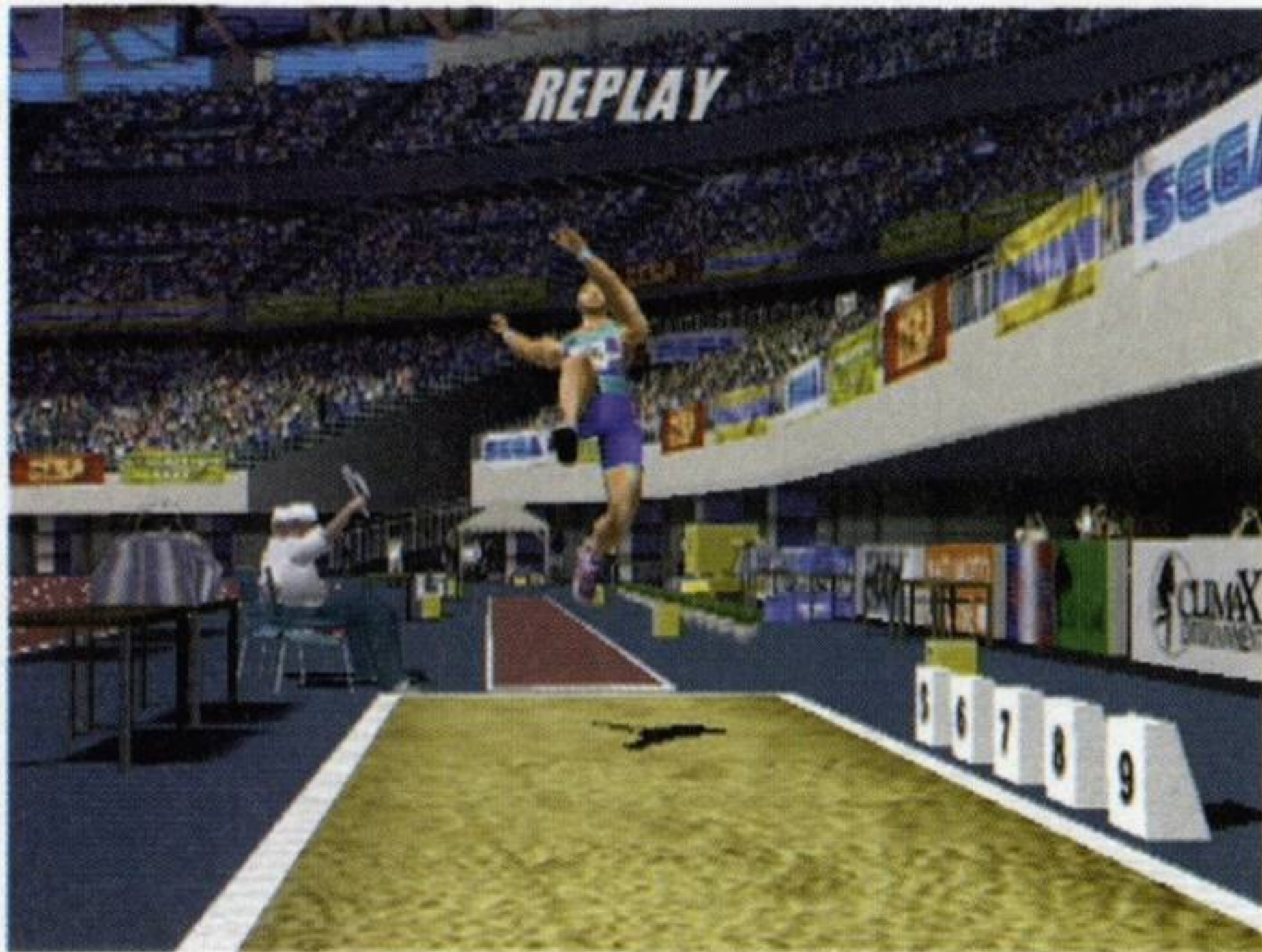
■ Typically uninspiring TV-style presentation.



■ Train your athlete in this, er, virtual gymnasium.



■ The stadium is impressive.



■ (Above) Typically, the presentation is television-style.

■ (Right) You can customise your athlete's appearance but not improve his performance.



Game info

- Publisher: Sega
- Developer: Sega Sports
- Price: £40
- Release date: Out now
- Players: 1-4
- Extras: VMU, Internet (high scores)

VIRTUA ATHLETE 2K

SEGA GOES FOR GOLD WITH ITS OLYMPIC GAMES CASH-IN.

↑ Uppers & Downers ↓	
P.B. ■ Decent multiplayer game	D.S.Q. ■ Only seven events ■ Laughable motion capture ■ Stale gameplay



Hmm, it must be that time in the sporting calendar. Two athletics-related games in one month must mean that it's the Olympics or something. Therefore due to Sega Sports' growing reputation, we're expecting this to knock spots off Eidos's official Olympic licence. How wrong could we be? The answer is simple: very wrong indeed. Despite Sega Sports' good track record what we have here is a by-the-numbers Track'n'Field rip off.

Unsurprisingly the basis for *Virtua Athlete's* gameplay is the old 'bash the buttons' technique that was first used in this kind of game around 200 years ago. Yes, we're bored of getting cramp in our arms now and we'd like something that required a bit more skill and timing and doesn't require the use of an ice pack.

As for the events you have the 100m, 110m hurdles, long jump, high jump, javelin, shot put and 1500m. That's right, just seven. Not eight or nine or even ten (which would have been just about acceptable) but a measly seven. Not what you'd call value for money is it? All of these games are pretty much passable, in a sort of low expectations kind of way, except the 1500m which doesn't really represent the discipline as run by the finest runners in the world but rather as run by 12-year-old boys at a school sports day. The athletes stumble around like headless chickens, banging into each other, sometimes sprinting, sometimes walking and never looking like they have any idea of what they're doing. Totally unlike a real 1500m – Steve Cram would be spinning in his gravy.

The game works kind of like a decathlon – competing in each event gives you a number of points, these points are added up and at the end a winner is declared. And that's really about it as far as the game goes. Your reward for finishing the game (it's not hard) is a new 'interest' for your athlete something like cricket, classical music or judo. With these you can define and customise your athlete by assigning the various different interests to him. But as far as we can tell this has absolutely no effect on his ability and serves no purpose, so what's the point?

So what's going on with Sega Sports? Last month it gave us one of the best tennis games ever made in the shape of *Virtua Tennis*. Now it gives us this, a no-more-than average *Track'n'Field* game with very few frills and very little in the way of gameplay. And with only seven events, this really is a poor excuse for an Olympic Games cash-in. It's not the execution that's the problem but the real lack of any longevity. Oh, and the debacle that is the 1500m race. Do yourself a favour and just watch the Olympics on television – it's far more entertaining and the two-week period that it lasts for is about 13 days longer than *Virtua Athlete 2K* will. ★★

Nick Jones



Or you could try...

Sydney 2000
Eidos ★★
Average Track'n'Field done with the official Sydney 2000 licence.

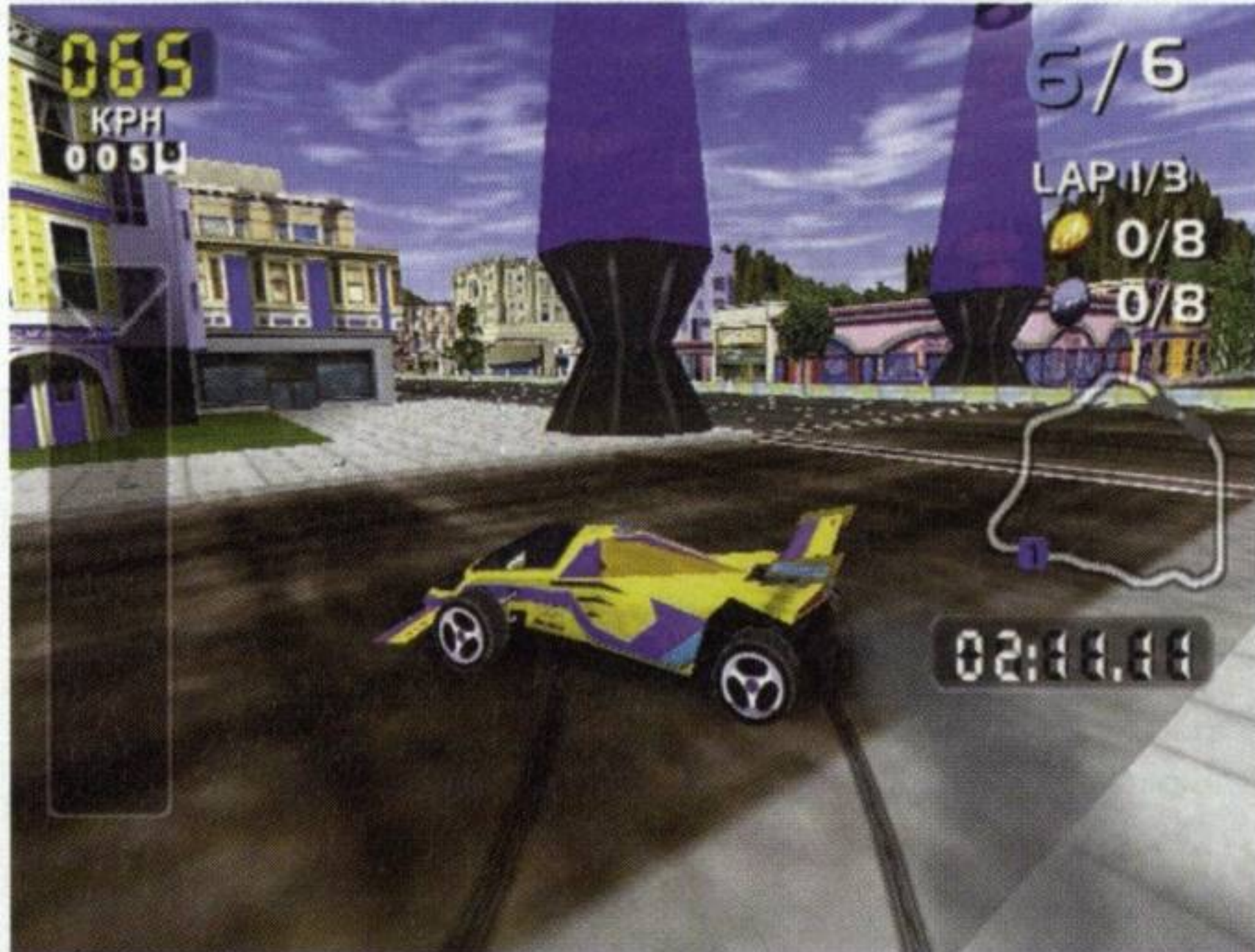
Virtua Tennis
Sega ★★★★★
Sega show just how well they can do a sports game. One of the best ever.



■ (Left) In the absence of traditional fog, there's a really nice sunset to admire.

■ (Right) Bring on the rocket cars. Just as well there are few corners on this track.

■ (Bottom) In the future, traffic lights will be replaced by huge lava lamps. Honest.



SAN FRANCISCO RUSH 2049

WHERE WE'RE GOING, WE DON'T NEED WHEELS.

Judging by what we've seen of it in countless TV cop shows, San Francisco must have the richest car mechanics in the world. All those dizzying, suspension-wrecking leaps down near-vertical streets must take their toll on the city's getaway vehicles, and if Midway's vision of the future is anything to go by, forward-thinking entrepreneurs could do a lot worse than invest in Californian Kwik Fit franchises.

San Francisco Rush 2049 is the latest evolution of a popular arcade and N64 racing series, but for all its technological advances (rocket-powered cars and buildings shaped like lava lamps), it's still all about flying off the lip of a hill and soaring through the air before coming to a halt embedded halfway up a concrete skyscraper. Realism is hardly the point.

The tracks are very wide and the corners are very gentle, traits which have always suited the barge-like handling of the vehicles in the *Rush* games. This time though, there's a sharper handbrake turn option which can flip the cars around and send them on a tyre-screaming slide – perfect for making sudden changes of direction when a short-cut beckons. The courses are riddled with tunnels, back alleys and secret routes that can only be reached by jumping over the rooftops.

It's very similar to the previous games in the series, but this time there's more emphasis on acrobatics, thanks to a set of specially designed stunt tracks and the smart little wings that pop out from the sides of the cars at the touch of a button. The idea is to zoom off a ramp and perform a set of random spins and flips to build up a combo score. If you land on your roof then the car just explodes and you



get zero points; which is where the wings come in. They help slow the car's movement so that it's just about possible to make it land the right way up. If you're brave enough to try stunts without the aid of stabilisers there's a huge bonus for escaping intact, although since the cars rotate at about a million rpm, it's entirely down to luck.

A further bonus is the addition of a Battle Mode in which four players attempt to blow each other to smithereens with a selection of mines, guns and missiles. There's also a simple obstacle course race, although with all the cheats and hidden extras to be found in the main game, it will probably be a while before the additional modes see any extended playing time.

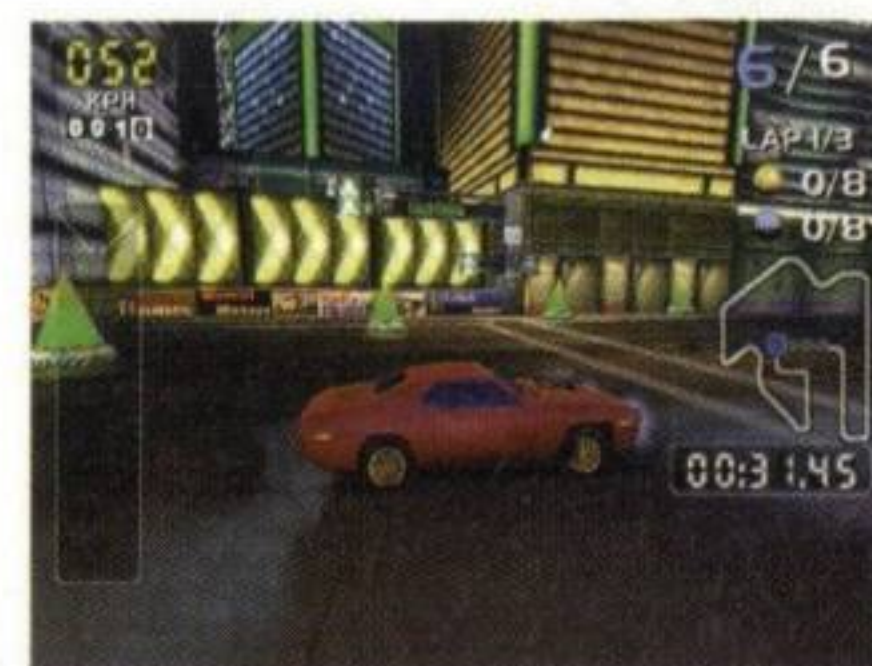
Apart from being the most complete and playable *Rush* game to date, this is by far the most attractive. Having previously only played the N64 versions, we were pleasantly surprised to find that San Francisco is not actually the world's smoggiest city. Must be those 21st century pollution regulations. ★★★★★

Martin Kitts

Or you could try...

Hydro Thunder
Midway ★★ ★
More excessive American racing, this time with boats.

Re-Volt
Acclaim ★ ★ ★
Tiny remote-control cars racing around in real-life environments.



■ The floaty physics that make the Stunt Mode such good fun (left) also apply to the standard racing game (right).

Game info

- Publisher: Midway
- Developer: Atari
- Price: £40
- Release date: Out now
- Players: 1-4
- Extras: Vibration, VM
- Other formats: Nintendo 64



■ It's a Dyson vacuum cleaner.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Head rush</p> <ul style="list-style-type: none"> ■ Great graphics ■ Loads of secrets ■ Decent bonus games | <p>Hot flush</p> <ul style="list-style-type: none"> ■ Stodgy handling ■ Few computer opponents ■ Lacks any kind of depth |
|--|--|



■ This leap must have set a brand new distance record.



■ Just a dab of the handbrake and the cars start spinning.



Game info

- Publisher: **Sega**
- Developer: **AM2**
- Price: **£60 (import)**
- Release date: **Out now (Japan)**
- Players: **1-2**
- Extras: **VMU, rumble pack**

FERRARI 355 CHALLENGE

LOOK NO FURTHER FOR THE BEST DRIVING GAME ON DREAMCAST.

A quick trip to your local games arcade will reveal a most impressive arcade racer. Possibly the most impressive racer ever in fact. Stood in prime position – if your arcade is half decent and not one of those which still charges a quid for a go on *Out Run* – will be a three-screened, hydraulic-powered monster painted bright red and emblazoned with a familiar horse motif.

This modern day classic is *Ferrari F355 Challenge*, Yu Suzuki's latest and greatest driving game and homage to the world's most desirable sports car. Yu Suzuki's other triumphs include the aforementioned *Out Run*, which also starred a Ferrari, but the two games couldn't be further apart in terms of philosophy and style. Realism is the key to *Ferrari F355 Challenge*, that and an unerring attention to detail – there's not a powerslide in sight. But it's not realism

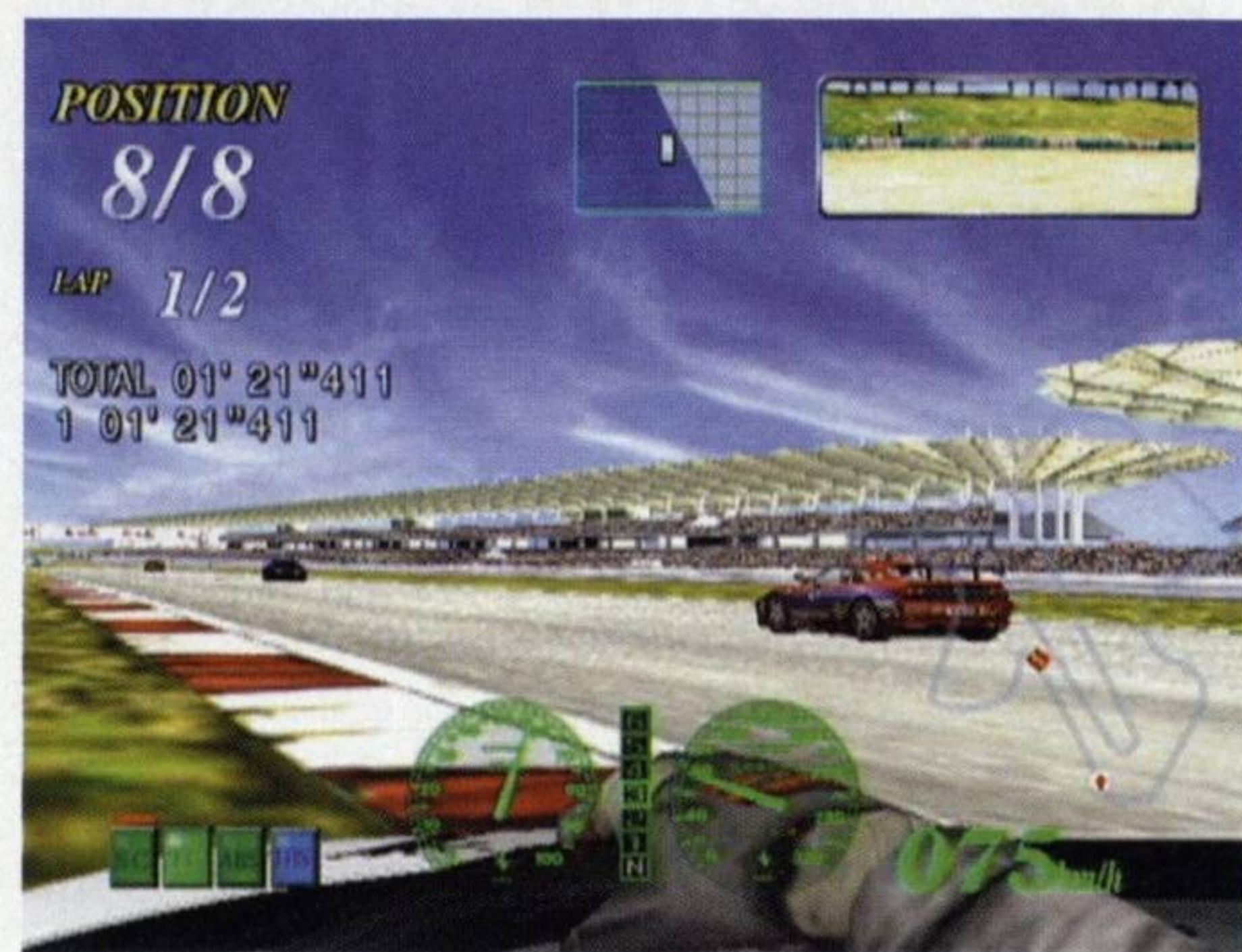
in the sense of the recent *Driving Emotion Type-S*; in other words it's playable. And then some.

For you lucky Dreamcast owners, this port is winging its way to the console, somewhat stripped down, but a port nonetheless. Gone are the three screens (how could they have done this?) and hydraulics, but for the most part the game is identical to its arcade counterpart – an amazing feat on a home console, and no mistake.

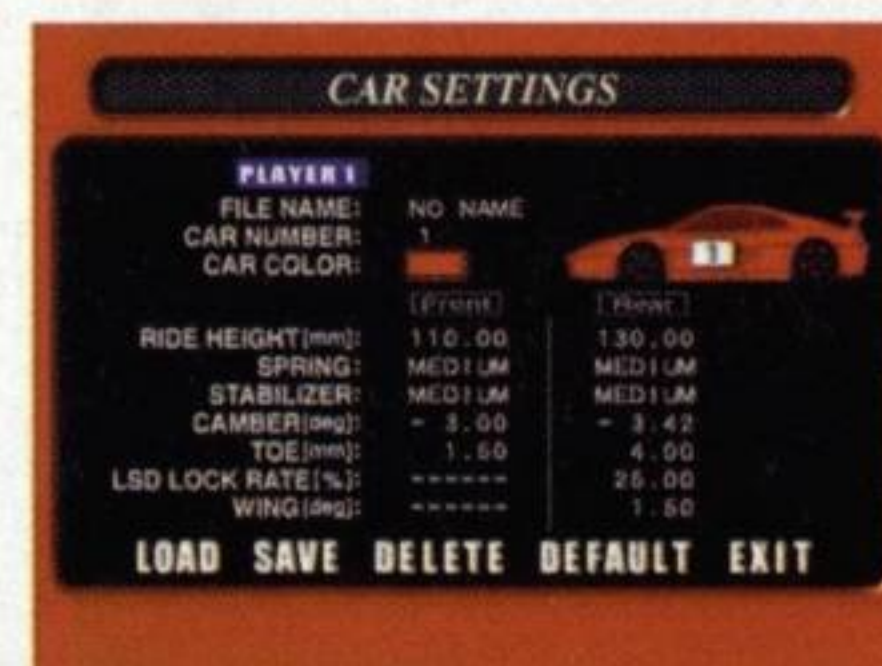
Because *Ferrari F355 Challenge* is an accurate simulation, it's as difficult as driving one of the fastest sports cars in the world should be. To say you need to be precise in your driving would be a gross understatement. You just can't get away with traditional moves like braking and turning at the same time – this will just cause the car to go straight on, usually into a wall of tyres. Likewise your speed and racing line have to be spot on when you race into corners. Anything other than driving close to perfection will be severely punished. This all sounds like a bit too much to bear; and it is at first, but perseverance reaps huge rewards.



■ The famous horse motif of the Ferrari team.



■ While there are only six tracks open to you at the start, four more can be earned for winning the Championship Mode.



■ (Above) Spin off once and it is likely to be the end of the race for you.

■ (Left) Changing stuff like the car's ride height and the angle of the wing drastically effects performance.

TO SAY YOU NEED TO BE PRECISE IN YOUR DRIVING WOULD BE A GROSS UNDERSTATEMENT.

For the beginner, though, Sega has included a novice option that helps you out big time. You get help with steering, braking and traction – each can be individually turned off as you get better at the game, giving it a marvellous learning curve. With all the help turned on, the car suffers from decreased acceleration, and you find that the car brakes too early going into corners. So it is to your advantage to turn the help off – in fact, turning the help off is the only way you are going to win races.

F355 is one of the first racing games where precise use of the analogue comes into play. It's no good racing around tap-tapping the analogue to take corners, as you might a D-pad – this will just slow you down. You see, it's vital that you think about the direction of your wheels when you're taking corners. The straighter they are, the more acceleration you get and the faster you go. If you put your foot to the floor while you've got full lock on the wheel then it's likely that you'll wheel-spin and lose vital seconds. Smoothness of steering is what's required, just like the real thing; and in this sense, F355 is unlike any driving game that has gone before.

So, in F355 you're always thinking about the racing, thinking about your car and it's position on the track, and

that's before you've even started worrying about the opposition. Suitably for this kind of simulation, the CPU-controlled cars are excellent. They've been programmed in such a way that they race like human drivers. This means they often make mistakes, and that little battles break out on the track; they also move out of the way if you have the racing line. Well, most of them do. You see, the AI is so good that some of the drivers are fairly courteous, while others seem hell-bent on crashing into you and causing some kind of mass pile-up. Again it's a feature that makes the racing a different experience every time you go out on to the track. It makes each individual game really interesting. It's a good job that your opponents do make mistakes – this at least gives you an opportunity to get past them. Because everyone drives the same car it's all down to driving skill rather than speed; and you are rarely offered anything better than eighth place on the starting grid.

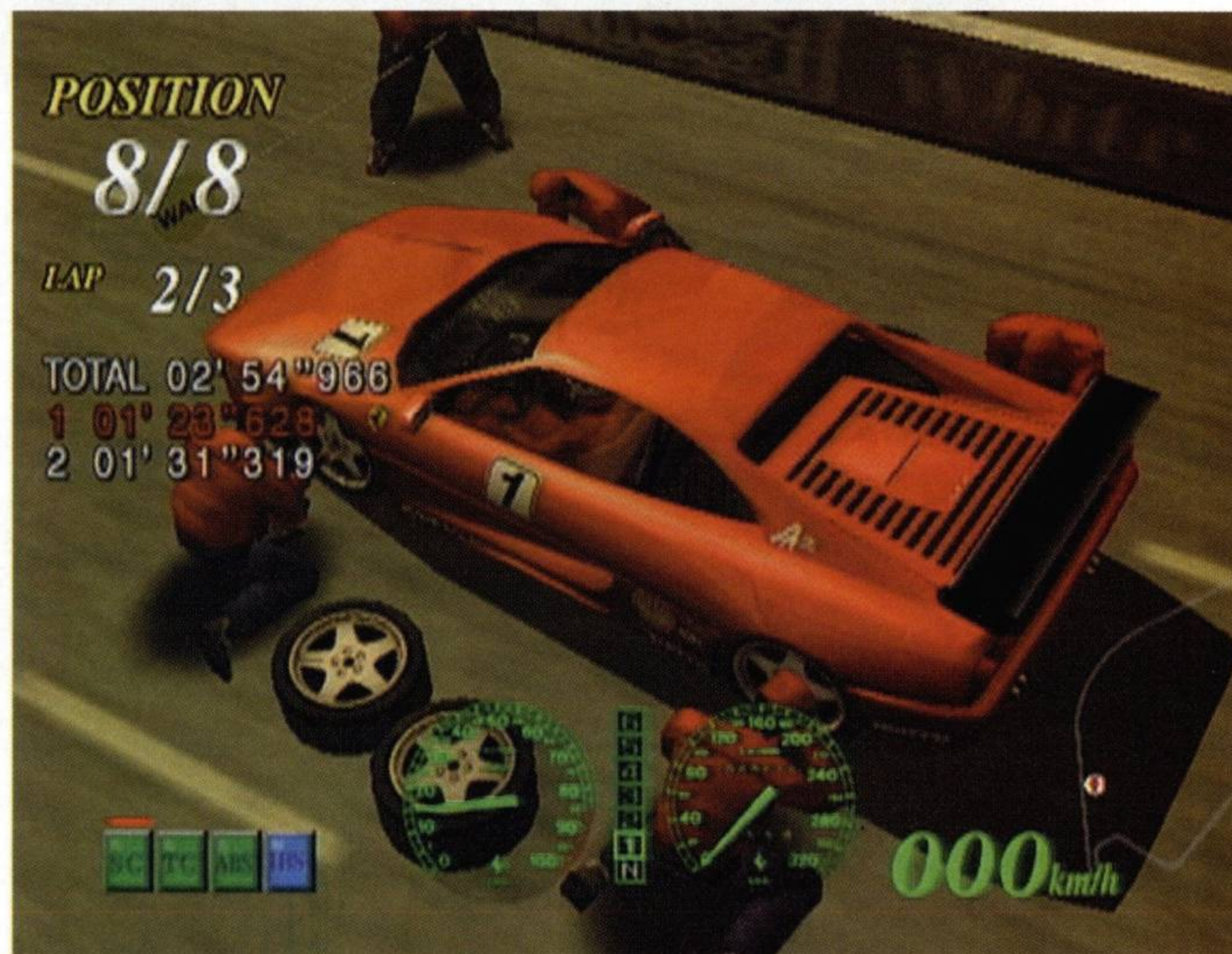
Tinkering with your car can sometimes have positive results; you can change things like the angle of your rear wing and the ride height of the car and so on. But before fiddling with the specifics you must put in some serious testing time to work out the best settings for each track.



■ The only view is the from the driver's eye.



■ (Right) Pit stops look nice but don't really serve any purpose, as the longest race is only four laps long.





■ While the replay beautifully shows off the incredible car models, it is something of a disappointment because it only shows 30 seconds of your last lap.

SMOOTHNESS OF STEERING IS WHAT'S REQUIRED, JUST LIKE THE REAL THING; AND IN THIS SENSE, *F355* IS UNLIKE ANY DRIVING GAME THAT HAS GONE BEFORE.

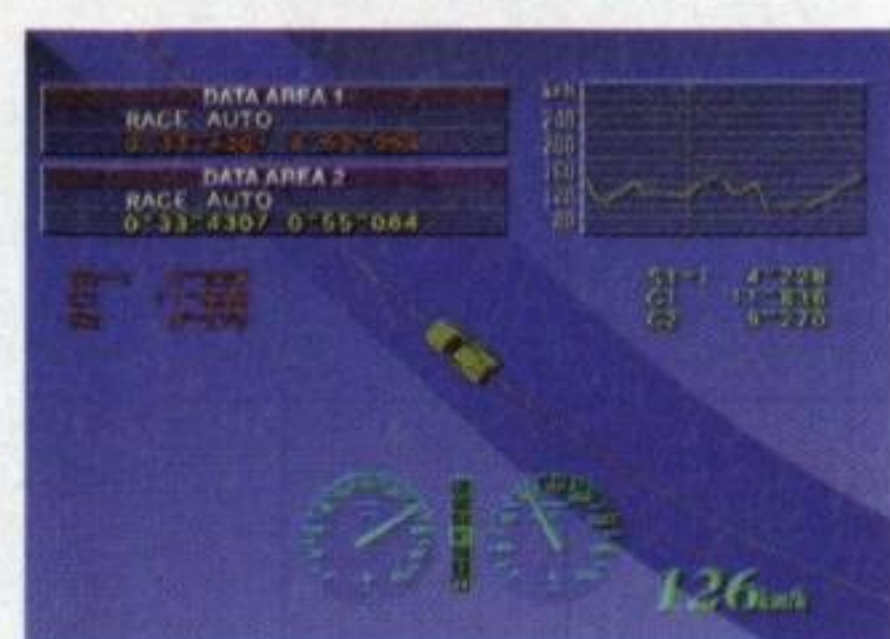
↑ Uppers & Downers ↓

- | | |
|--|------------------------------|
| Stallion | Mule |
| ■ Amazing physics and feel | ■ Not many tracks |
| ■ Looks gorgeous | ■ Not enough play modes |
| ■ Very rewarding when you take the corners right | ■ Collisions are a bit dodgy |

The best part of this game is the feeling of sheer exhilaration you get when you're driving. You always feel like you're driving one of the fastest cars on the planet, right to its limit. The brilliant sound, combined with juddering screen and a rumble pack gives you an unprecedented feel for the car. The excellent physics in the game lead to the car behaving as you would expect a real Ferrari to behave on a real track, and this level of feel is vital if you're to keep the vehicle on the track and under control.

So is *Ferrari F355 Challenge* the best driving game ever? In one sense it is. It has by far the best driving physics in any racer (yes, better than the great *Gran Turismo 2*). Also, the responsiveness of the cars is spot-on. Sure, it's a difficult game to play, but it's also really rewarding when you out-brake an opponent and take him on a corner. Even more so

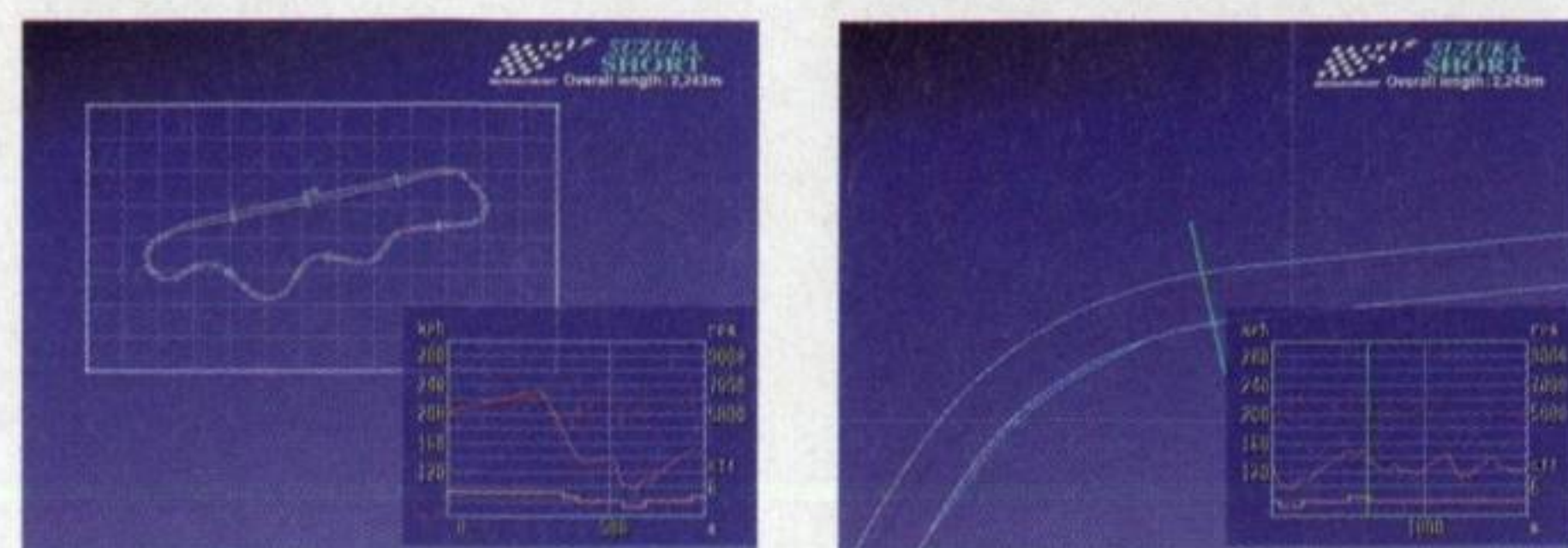
■ (Below) Each course has a practice mode so that you can learn the best racing line.



■ Take your car around this virtual test track. You can load data from different laps and compare split times and so on.



■ (Below) You can save and study your race data, find the best racing line to shave thousandths of seconds off you best time.



if you manage to go on and win the race. It also has that classic arcade quality, an addictiveness that makes you want to have that elusive 'one more go'.

However, the game does have a flaw: it lacks extra stuff like play modes, extra tracks and so on... True, there are ten brilliant tracks but you can't get away from the fact that there is only one championship and one car. Player control is also rather limited – you should at least be able to set the number of laps on each track – as you're stuck with what the programmers have decided. And despite the fact that the game promises to be a simulation, there is no kind of qualifier, which often leaves you frustrated at the back of the grid with a mountain to climb each time you race.

Then again, that's the challenge. *F355's* moniker is spot on – it's the most challenging driving game to date but also one of the most rewarding. There's probably not enough in here to last you more than a month but it's sparkling visuals and near-perfect physics will have enthusiasts purring like the famous red sports car itself. ★★★ **Nick Jones**

Or you could try...

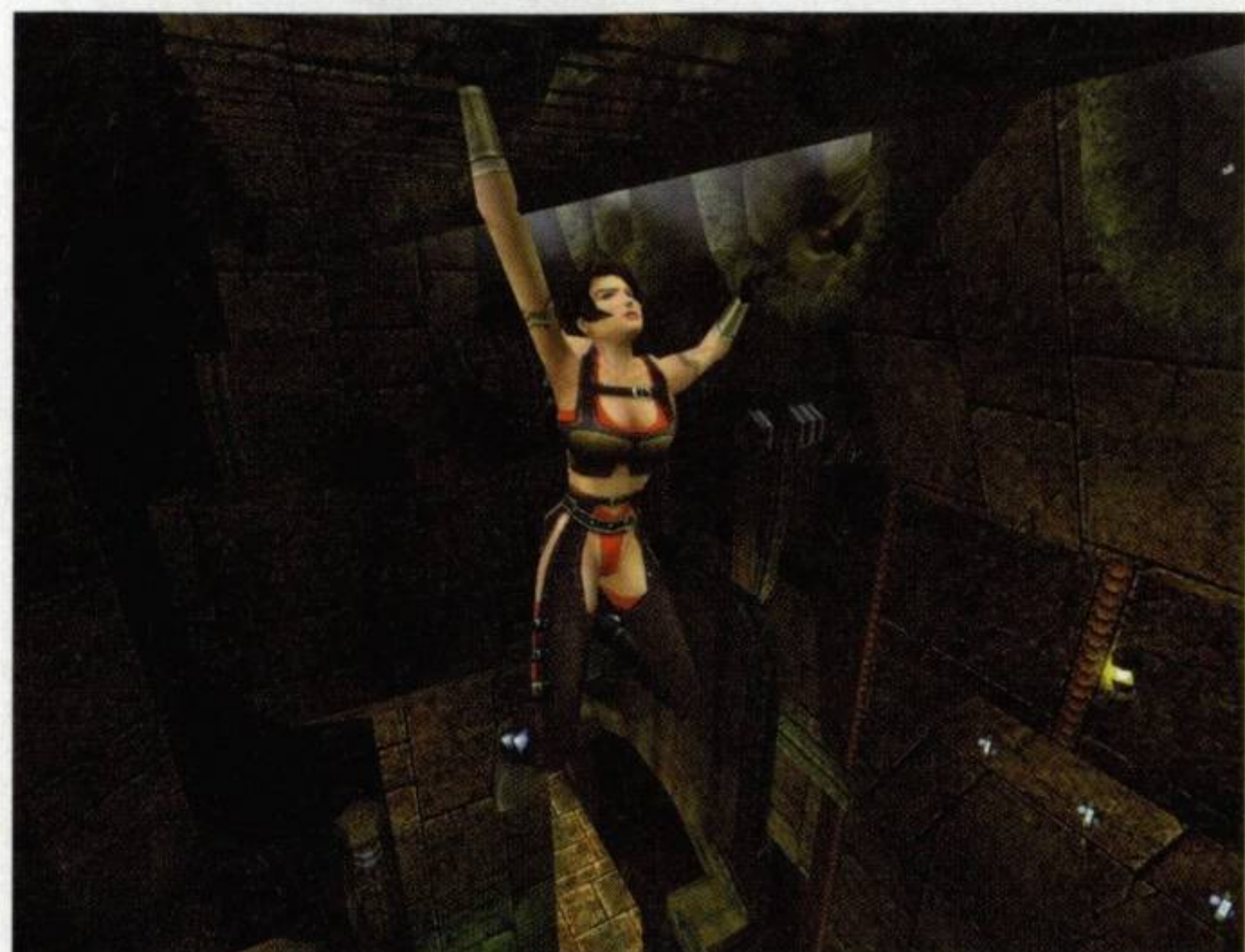
Sega Rally 2
Sega ★★★
A decent conversion of an arcade classic. Two-player mode is a bit rubbish, though.

Crazy Taxi
Sega ★★★★★
Not a serious driving game but the most fun you can have on four wheels.

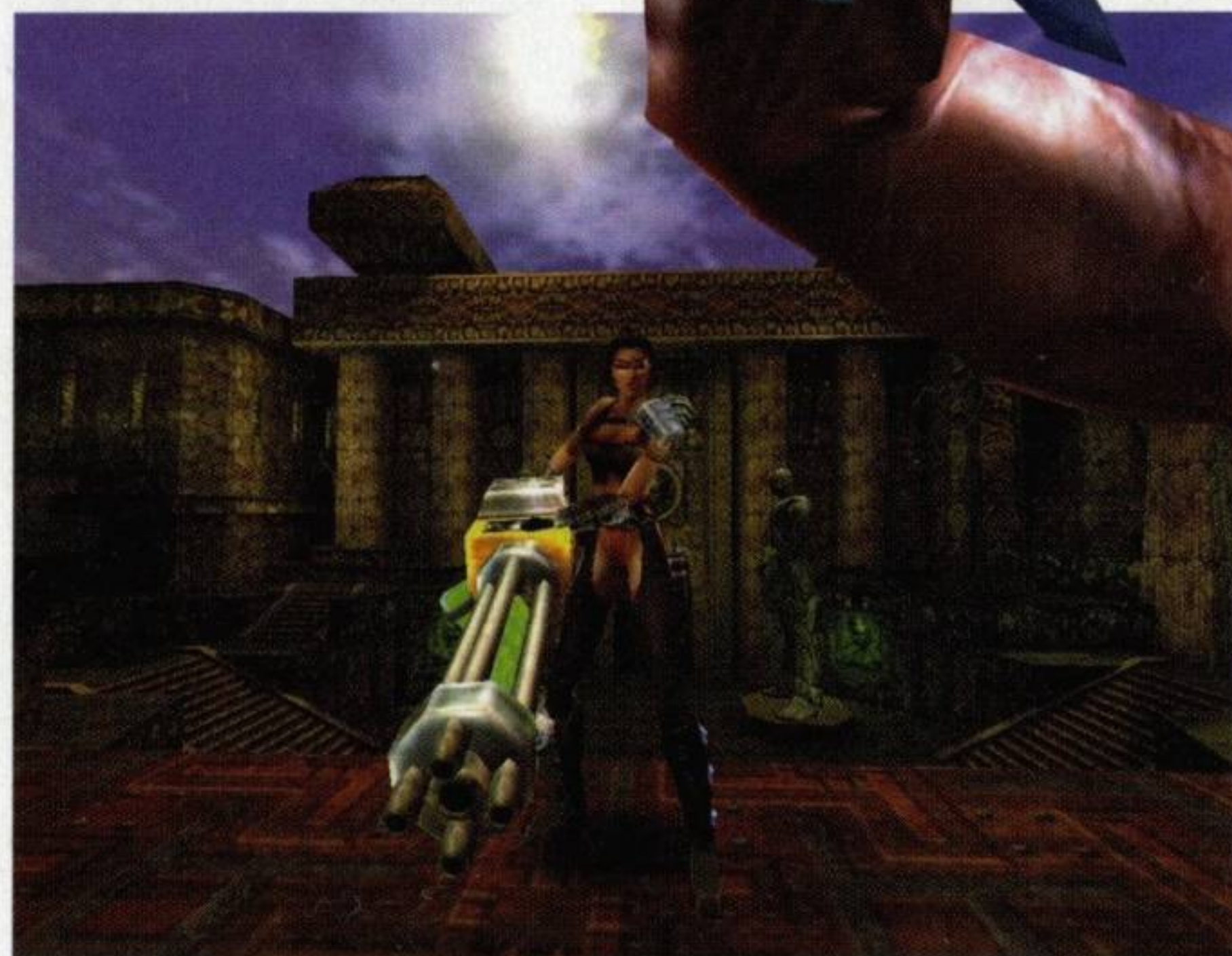


■ Despite the game's excellent physics, collisions aren't exactly well depicted. Hit a Ferrari at something over 200mph and you'd expect a little more than a wee judder.

New PC Games



■ You will do a lot of dangling and climbing in *Heavy Metal: FAKK2*; mastering the moves is fundamental to your progress.



■ Julie and her naked left buttock meet the beating heart of GITH's 'industrial consultancy programme'

■ (Right) Lush cinematics keep you up to date, as Miss Strain is compromised by the ever-roaming camera.



Game info

- Publisher: **Ritual Entertainment**
- Developer: **Take 2 Entertainment**
- Price: **£35**
- Release date: **Out now**
- Players: **1**
- Minimum specs: **P300, 64MB RAM, 200MB HD space**
- Recommended specs: **P400, 64MB, 500MB HD, 8MB graphics card**



HEAVY METAL: FAKK2

IT'S NOT LARA CROFT IN THIS GARDEN OF EDEN...

Due to the fact that *Heavy Metal: FAKK2* is a third-person action adventure with a foxy broad at the helm, it will inevitably be likened to the *Tomb Raider* series. This is a very superficial comparison, though. A more investigative probe into the gameplay and underlying design of the two games actually reveals that they are... er, well, pretty similar after all.

The most important difference is that *Heavy Metal* is something of an improvement over most of Lara's outings. Imagine Ms Croft a-leaping and a-puzzle-solving in some of the most eye-bulgingly magnificent locations that you've ever seen on your humble desktop. Let it be said from the off: Ritual Entertainment has come of age, and *Heavy Metal* is this year's undisputed visual triumph.

FAKK2 accompanies the upcoming film of the same name, and both are brainchildren of Kevin Eastman – the man responsible for unleashing those bizarre Teenage Mutant Ninja Turtles on an unsuspecting public. Eastman has

chosen a novel way to repent for his sins by allowing every PC owner access to his wife, in the form of Julie Strain – *Heavy Metal's* excessively curvy protagonist. In the game it's Julie's task to rid her homeland – Eden – of the corporate forces and monstrous minions of GITH Industries. And with an ultra usable control system and a bevy of unique weaponry, it's up to you to see her right.

The mouse/keyboard control system is very intuitive. Jumping and swinging is easy to master, which is handy because many of the game's puzzles involve these tactical athletics. Another fairly unique attribute is the



■ The other original sin: garden-hopping in Eden





■ Crazy weapons in inspired combinations ensure games move at pace. Ghost particle effects mean every blow is unique.

TO BE FLIRTED WITH BY THE MAIN CHARACTER ON THE OPTIONS SCREEN IS, IN *ARCADE'S* OPINION, A WELCOME EXTRA.

two-handed weapon-wielding – both mouse buttons are used to independently control each arm – which really comes into its own when you're tooled up with a chainsaw sword in one hand and an Uzi in the other.

Using two weapons of quite different ranges would normally pose real problems within a third-person design, because in most cases, third-person camera angles have enough trouble simply coping with low ceilings and corridors. However, *Ritual* has overcome this with a flawless roaming camera, and a clever system of previously fixed camera points throughout the levels. What this means for the gamer is frustration-free shoot-and-slash fun. It's almost back to the days of rock-solid 2D platformers, where you kick yourself for not being careful enough when something goes wrong.

After such great game design it's unfortunate that the jumping and block-sliding puzzles become immediately tiresome. The passage through the game is also fairly linear – unless you really go out of your way to explore for hidden rooms. This decision (ie whether to pace yourself and suck up the scenery or simply hammer it) becomes more acute when you realise that you might mistakenly clock the game in the touted 12 hours.

With regards to the necessary hardware, you'll need a hardhitting set-up to run at the blissful 1248x1024 resolution with effects all turned up. But don't despair – at 800x600 with curve and texture detail lowered, *Eden* still lives up to its name (apart from being infested with toxic carnivorous plants and particularly slippery characters called Soul Harvesters, of course). The only other glitch that



■ The sharp end of *GITH's* rather hostile takeover bid: Julie stumbles across a terrifying mid-point boss. A scene that would make Lara Croft soil her khakis.

Arcade stumbled across was Julie's penchant for clipping – that is, getting caught on what should be unobtrusive scenery. This was especially notable when pole-climbing near other climbable walls. But these are clearly small flaws when you consider the big picture, and look at how far the *Quake III* engine has come.

Throughout the game meaty gun shots and juicy splatters of bodily fluids resonate around the room making the action all the more playable; sometimes these sounds can be too noisy and smother the obvious heavy metal soundtrack (which possibly isn't a bad thing). Strangely for a game of this type, the voice-acting is a marvel: the apathy portrayed by all characters as their world is besieged by belligerent wildlife is calming, almost meditative. And, to be flirted with by the main character on the options screen is, in *Arcade's* opinion, a welcome extra.

If you're fond of *Tomb Raider*-style wall-scaling and puzzle-solving, yet have also fallen for the bloodthirsty charm of recent first-person shooters, then *Heavy Metal: FAKK2* provides a near perfect blend. Be warned that it's an inherently difficult balance: ammo is scarce throughout the initial stages and by the time you're equipped enough to elicit any real bloodshed, you'll be too puzzled-out to make heady progress. Also be aware that you may finish the game with a sense of only half-completing it. Don't let that put you off though, this is a beautiful romp through some great scenery. ★★★★★

Gerred Blyth

↑ Uppers & Downers ↓

Garden of Eden
 ■ As beautiful as they come
 ■ Fast & furious, though cerebral
 ■ Faultless interface

Gates of Hell
 ■ Could have been longer
 ■ Puzzles become weak



■ An NPC encounter descends into double entendre chaos.

Or you could try...

Heretic II
 Activision ★★★★★
 Smooth medieval 3D shooter – all the essential elements working together.

Requiem
 Ubi Soft ★★★★★
 This violent first-person shooter takes you on a unique journey through virtual Hell.



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CARMAGEDDON TDR 2000

BLOOD AND GUTS REIGN SUPREME IN THE NEW DEATH RACE 2000...

The *Carmageddon* games have been so hyped-up and laced with controversy, that it's easy to gloss over the shortcomings of the first two releases. Whilst it's been a blindingly successful series, all the best features appealed to your inner sociopath and the cornerstones of videogame entertainment were addressed only briefly, though satisfactorily.

TDR 2000 acknowledges that some of the second game's features detracted from the heady carnage of its predecessor. Now, the single-player missions are much more sensible – there's a great deal of collecting items and switch flicking. Also, SCI has worked closely with graphics card manufacturers to ensure that the glitches plaguing *Carmageddon 2* have been sent the way of the zombies.

In addition to these modifications, there's a bounty of new features. There are 50 (count em!) cars to wreak your own brand of havoc in. These range from the classic Eagle to dune buggies, *Knightrider's* KITT and several articulated beasts. All of these are available through the wrecks gallery – where you can buy whatever was eliminated in the previous race – and then strap on your selection of bull bars, riveted panels, bonnet flares and so on. You can modify the appearance of any of these cars (a

personalised paint job somehow makes a particularly brutal crash all the more fun) and SCI is

promising a complete car editor to be released shortly after the game itself.

The story underpinning the game has the rich and powerful upper classes sectioning themselves into lush prefab utopias whilst the underclasses remain scurrying around their post-apocalyptic cityscapes. This lends itself to a host of diverse environments, including urban sprawl and urbane pastures, tumbleweed towns and military desert zones. The maps are a very impressive in size, but also maintain a focused structure so you won't feel as directionless as you did in *Carmageddon 2*.

Although the environments are good looking, it's the overall graphical feeling of *TDR 2000* that make it a true winner. The 3D physics of racing and crashing are absolutely superb – especially hammering across bumpy terrain or leaping off one of the many swingbridges to be found. The cars can take a real battering that will stay with them for the remainder of the race, and affect how subsequent collisions pan out. There's also some amazing dust and particle rendering, alongside equally impressive real-time shadows and reflections. These all combine to make a very special experience, though slower PCs will struggle if there are more than ten vehicles on screen.

Deathmatches will always be the *raison d'être* for games like the *Carmageddon* series. *TDR 2000* allows for a stack of multiplayer games beyond simple deathmatches, with a choice of ten unique arenas. And you can now hook up to seven other like-minded mayhem mongers via modem play – in fact, the entire game engine has been written to support this feature. This should inevitably result in one of the most popular gaming experiences this side of *Team Fortress*, *Quake III* and *Unreal Tournament*.

Be warned: motor chaos is coming our way again, in the shape of a careering corvette with an unwitting pedestrian splashed all over its windscreen. Which means, of course, bring it on! ★★★★★

Gerred Blyth

Game info

- Publisher: SCI
- Developer: Torus
- Price: £35
- Release date: Out now
- Players: 1-8 (Lan/Internet)
- Minimum specs: P200, 32MB RAM, 200MB HD, 4MB graphics card
- Recommended specs: P233, 32MB RAM, 500MB HD, 8MB 3D graphics accelerator

↑ Uppers & Downers ↓

Brains on bonnets

- Immaculate 3D engine
- Longevity guaranteed
- Multiplaying barnstormer

Meals on wheels

- Should only be played with a top end PC
- Power-ups are a little sparse
- Dingy levels



■ Leaping through a (snigger) ring of fire. Dangerous, this.



■ Skidding around the city in search of hapless pedestrians.



■ There's up to 50 new cars.

Or you could try...

Motocross Madness 2
Microsoft ★★★★★
Dirt-spitting bike racing across beautifully designed outdoor courses.

Carmageddon 2: Carcarnapocalypse Now
SCI ★★
Entertaining but limited and, eventually, boring pedestrian-splattering prequel.





ARCATERA: THE DARK BROTHERHOOD

- Publisher: **UbiSoft**
- Developer: **Westka Entertainment**
- Price: **£30**
- Release date: **September**
- Players: **1**
- Minimum specs: **P233 32MB RAM, 600MB HD**
- Recommended specs: **P266, 32MB RAM, 600MB HD**

■ **Point-and-click adventures have grown to very sophisticated levels over the last decade – LucasArts' *Monkey Island* series being, for many, the recent pinnacle. However, the genre suffers from one inherent flaw: once you've clocked the game, there are few reasons to ever return to it. With *Arcatera*, UbiSoft has attempted to kick-start this stalled genre with a choice of four distinct characters, a free-for-all non-linear environment and ten possible endings.**

Your goal is to put an end to a satanic cult. You can play with one of four standard character classes: Barbarian, Monk, Magician or Thief. Each has their own skills, including different social skills – it easier will be easier to build up relationships with non-playing characters using the sociable Monk, for example, whereas the Barbarian is better equipped to get what he wants using a more 'direct' approach.

Each adventure plays for three weeks of game time; never more, never less, and at the end of this time, you will always arrive at one of ten endings. In *Shenmue* fashion, NPCs live their life whether you choose to get involved or not. So you may find yourself caught up in a thickening plot even though you've been sitting on your thumbs and twiddling your arse for a fortnight.

The game combines beautiful 3D characters with even better 2D backdrops and looks absolutely stunning. There are hours of top-notch cinematics to enjoy (though the actors' voices are fantastically hammy – even Durahn the hardy Adventurer comes across like a *Learning Zone* case study).

Though *Arcatera* claims a non-linear environment, you will often find yourself moving from one adventuring set-piece to another. It's not an overly imaginative game, but it is huge and it is visually sumptuous, and it should guarantee longevity if nothing else. ★★★ **Gerred Blyth**



■ Naval combat is far easier with the tweaked AI.



■ This rabble is charged with changing the course of history. God help us.

■ For sale. Seaside residence with added security features.

AGE OF EMPIRES II: THE CONQUEROR'S EXPANSION

WHO'D HAVE THOUGHT IT? IT'S A MICROSOFT MISSION PACK...

For 25 quid you expect more than a handful of additional levels from an expansion kit. With *Age of Empires II: The Conqueror's Expansion*, Ensemble Studios has managed to tweak an already excellent original game, adding a smattering of new features and a range of new military campaigns.

The new plots, as you re-enact the ascent of legendary figures such as El Cid and Attila the Hun, are still very tight, and you can enjoy new twists on the original premises. As El Cid, for example, you must beat King Alfonso's champion for the right to lead his force; the Attila scenario begins with a political deception that is superficial in terms of gameplay, but proficient as a scene-setting tool.

There are four new campaigns that encompass five new civilisations – the Huns, Aztecs, Spanish and Koreans –

each of whom boasts new technologies and units. There are also two new game modes, which add a slightly less imperialistic slant to proceedings. Defend The Wonder and King Of The Hill mimic the original modes, but Wonder Race is a non-confrontational sprint to create an ostentatious monument to wealth and power.

As well as the relatively superficial tweaks, such as the garrisoning of soldiers inside battering rams, Ensemble has improved gameplay. Queuing farms for re-seeding, arranging ships in formation and commanding allied troops all serve to smooth the passage of play, and idle workers may be a thing of the past with the improved AI system that forces villagers to seek new tasks.

In short, the expansion kit is one of the few that deserves the moniker. A slightly less prohibitive price would make this an essential addition to your collection, but as it stands, *The Conqueror's Expansion* rectifies some inadequacies of the main game and provides a good range of new missions. Dedicated fans of the original take note. ★★★

Lee Hall



Or you could try...

Civilisation: Call to Power
Activision ★★★
The third in the series marks a coming of age with an imperial tour de force.

Shogun: Total War
Electronic Arts ★★★★★
More battle-based than your average strategy offering. Novel and good.



↑ **Uppers & Downers** ↓

Conquered

- Adds loads to the original game
- Great new civilisations
- Addresses many problems

Conked-out

- It costs 25 English pounds
- Would benefit from more new weaponry

■ The game features the world's biggest ever tent.



■ A kick for touch – lovely motion-captured players.



■ You're a long way from the action.

■ (Right) Your lofty vantage point lets you see how the play is developing.



RUGBY 2001

CAN RUGBY REALLY TRANSLATE TO A VIDEOGAME?

You wouldn't necessarily associate rugby with videogames. It's a sport where you need a PhD to understand the rules and regulations and there are 15 players per side, each with a markedly different role to play.

So it follows that the sport would be difficult to translate to the home computer. All those different moves open to the players equate to a lot of keys or buttons. Keyboard play is really out of the question so a good, eight-button joystick is what's really required for *Rugby 2001* and even then things get a little complicated. You've got passing in two different directions, dummy passes, three different types of kick... you get the idea. With a little practice, though, it's possible to get a game going that resembles ruggur.

Fortunately, the tricky stuff like tackling is handled by the computer leaving you free to think about passing, flowing rugby which is no easy feat.

↑ Uppers & Downers ↓

Try

- Realistic rugby gameplay
- Comprehensive options
- Great commentary

Fail

- You feel detached from the game



Game info

- Publisher: EA Sports
- Developer: EA Sports
- Price: £35
- Release date: on sale now
- Players: 1-2
- Minimum specs: P200MMX, 32MB RAM, 100MB HD space
- Recommended specs: PII 300, 64MB RAM, 400MB HD space, 8MB graphics



As this is an EA title, there are plenty of different options to get your muddy little mitts on. You can play in the World Cup, a Six Nations competition, contest the Calcutta Cup, the Tri Nations Cup and the Bledisloe Cup. Hey, you've even got all the major and minor rugby stadiums in the world – Wrexham's even in there. Commentary is by Bill McLaren and all the proper player names are in there. You can also tailor the game's difficulty to suit your playing experience – letting you have a decent game without having to master the complicated controls.

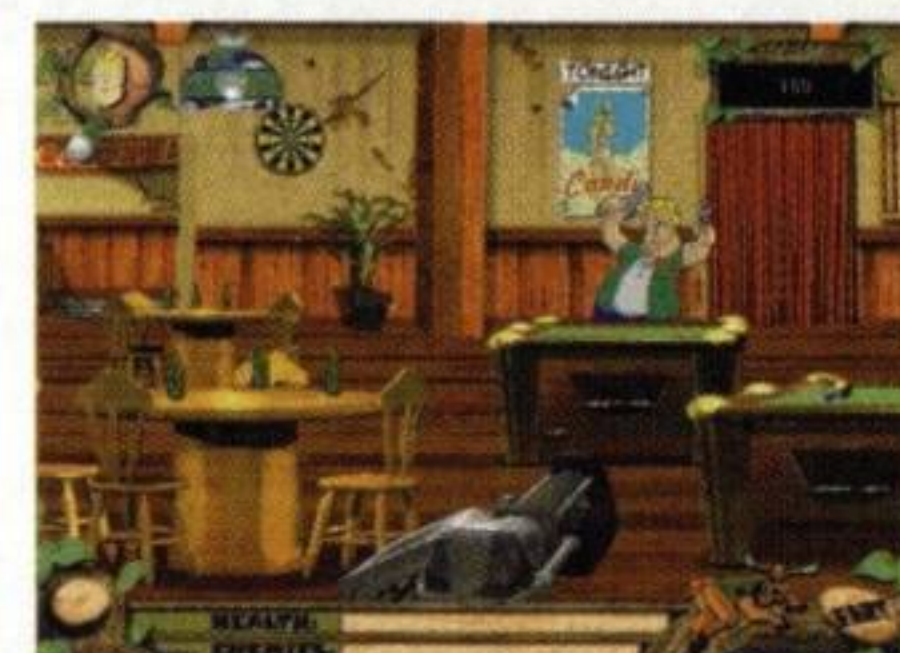
So *Rugby 2001* is a competent rugby simulation. It's pretty faithful to the sport, especially considering the difficulties of bringing the sport to computer. The only real flaw we could find was that the camera is too high above the play – leaving you feeling a little detached from all the man stuff down at grass level. Obviously you're only going to want to invest in this if you're a fan of the sport but it's safe to say that it's the best rugby game we've seen on any format. ★★★★★

Nick Jones

Or you could try...

FIFA 2000
EA ★★★★★
The PC's best footie game to date. Great to control and play.

Brian Lara Cricket
Codemasters ★★★★★
The most authentic cricket game around. Difficult but very rewarding.



DEER AVENGER 2

- Publisher: Simon & Shuster
- Developer: AAA Games
- Price: £20
- Release date: Out now
- Players: 1
- Minimum specs: P90, 16MB RAM, 90MB HD Space
- Recommended specs: P90, 32MB RAM, 90MB HD Space

■ The (oh-so-hilarious) premise of *Deer Avenger 2* is that you're an avenging deer, fed up with all those rednecks rampaging around the countryside with rocket launchers blowing up your fellow forest-dwelling buddies.

You get to go to redneck hotspots such as bars, suburbs and offices and then shoot them. Or rather you tranquillise them because in America it's okay to buy a real gun in a shop but not to shoot people in games with them. Go figure.

Anyway, 'gameplay' consists of moving a sight over a scrolling 2D background shooting the various people that pop up. You can also duck to avoid their return fire (they get to shoot real bullets) and fart but we couldn't actually find any use for this move, just that it made us weep in despair. Oh and you can shoot objects in the background resulting in 'hilarious' consequences – for example, computer screens revolve to reveal, get this, pictures of the boss with a dart in his neck.

To make matters worse, *Deer Avenger 2* is full of sickening racial stereotypes, which we can only assume are in there as what redneck types would like to shoot – if only it was legal. These include a Japanese tourist, a black guy with an Afro and a Russian doing a Cossack dance.

Deer Avenger 2 is officially the worst game to ever appear in the pages of *Arcade*. It plays just like one of those Flash games emailed to you from a friend – in other words, it's totally without any kind of gameplay. And it's also fairly offensive, even if it does pretend to be tongue in cheek. Rightly, it's the first game ever to receive no stars whatsoever. **Nick Jones**

New Nintendo 64 Games

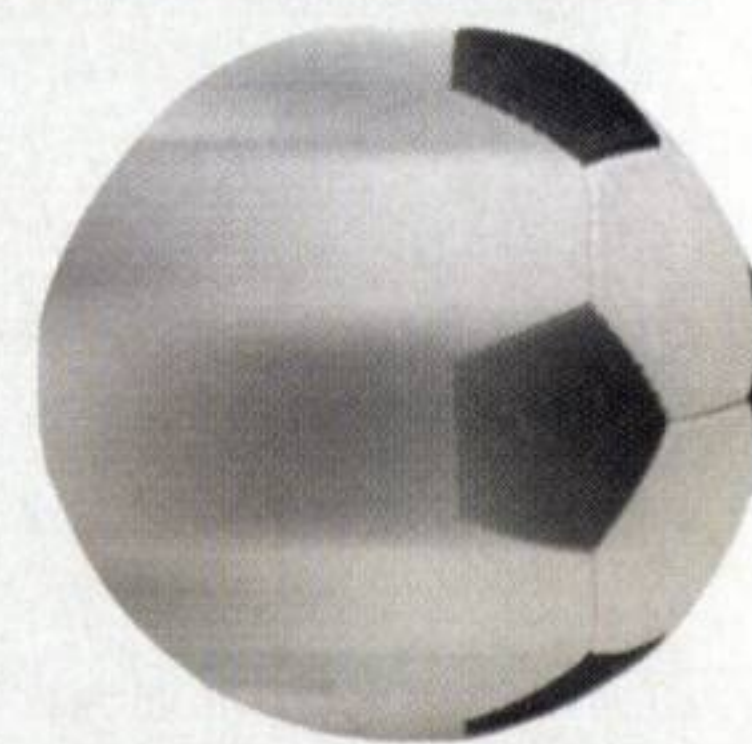


Game info

- Publisher: Konami
- Developer: Major A
- Price: £40
- Release date: Out now
- Players: 1-4
- Extras: Expansion pak, memory card, rumble pak

ISS 2000

Arcade
Nintendo 64
Game of the Month



N64 FOOTBALLING GIANT RETURNS FOR A NEW SEASON.

After spending endless lunchtimes in the company of PlayStation's *ISS Pro Evolution*, switching formats to the N64's *ISS 2000* comes as a bit of a shock. Visually, the PlayStation game is a lot more appealing, while this version of Konami's brilliant footballing series seems to have less flash and less subtlety. It's not exactly a nil-nil mid-winter trudge, but it's far from the champagne Champions League footie that *Pro Evolution* so effortlessly, and successfully, played.

Surprisingly, then, *ISS 2000* is still the essential purchase it has always been for N64 fans, although perhaps no longer the powerhouse it once was. Play is clean and smooth, with passing and shooting beautifully free of 'lag' – that awful, awful gap between the time you press the button and the time players react on screen – a problem that has afflicted *FIFA* games since the beginning of time. Animation is superb, though disappointingly hidden behind a wall of fuzz and murk that N64 games – if Rare and Nintendo titles are to be believed – should no longer suffer from. Goals are

easier to come by than in the PlayStation version, with goalkeepers more prone to David James-like indecisiveness, so there's not, perhaps, such a reliance on build-up play, especially as the through-ball works so consistently well. Apart from that, though, the relationship between the two versions is actually pretty close.

As a rule, the *ISS* games care more about *feel* than they do about looks, and that's certainly the case with *ISS 2000*. Like *Pro*, players are intelligent enough to make runs for themselves, finding space, nipping down the channels, drawing defenders out of the equation. The result is a masterpiece of realism: much of the time you don't have to consider whether players are around when it comes to attacking – they just will be. *FIFA* could learn a lot from the way Major A has structured this game. Even in EA's visually glorious *FIFA* outing on PlayStation2, computer AI was still light years behind the equivalent demonstrated here.

In terms of improvements in-game, the differences between *ISS 2000* and the two-year-old *ISS '98* are fairly minimal. Key animation changes only amount to a new flick



■ Replays enable you to relive those classic moments.



■ French whinger, Anelka, hammers home a corker.



■ Scenario mode gives you the opportunity to relive classic moments from real European Championship qualifiers.

when you double tap Z, and a couple of nondescript refereeing changes, where he ticks you off before he books you. There's also a snazzy Kanu-style toe poke, but your timing has to be to the second in order for that to really be effective in front of goal, so you don't see it too often.

Where *ISS 2000* is markedly different to both its predecessor and *Pro Evolution* is in the inclusion of a new RPG mode. The RPG mode is an interesting, but ultimately tedious, attempt at adding a little longevity. Filling the boots of an inexperienced youth player, the idea is to bring him up through the system, from reserves to the first team to internationals. Along the way you'll find yourself not only having to contend with battles on the pitch but – yes – battles off it too, with girlfriend problems, personality clashes and injuries all rearing their ugly heads. Disappointingly, actual games of football are rare events, so the RPG just descends

THE RPG MODE IS AN INTERESTING BUT ULTIMATELY TEDIOUS ATTEMPT AT ADDING A LITTLE LONGEVITY.



■ In RPG mode, you have to play in trials to have a chance...



■ ...of making the first team. Here we've scored a cracker...



■ ...which you can replay time and time again. Yummy.

into a trawl through endless screens of text, where your nemesis tries to goad you by telling you you'll never play for the first-team, and the manager says bizarre things

like "If you love the game, it'll come back and bite you." Naturally, you admire Major A for attempting something as brave as this, but you're unlikely to spend any amount of time scrolling through screens and screens of multiple choice answers and descriptions of what you did in training.

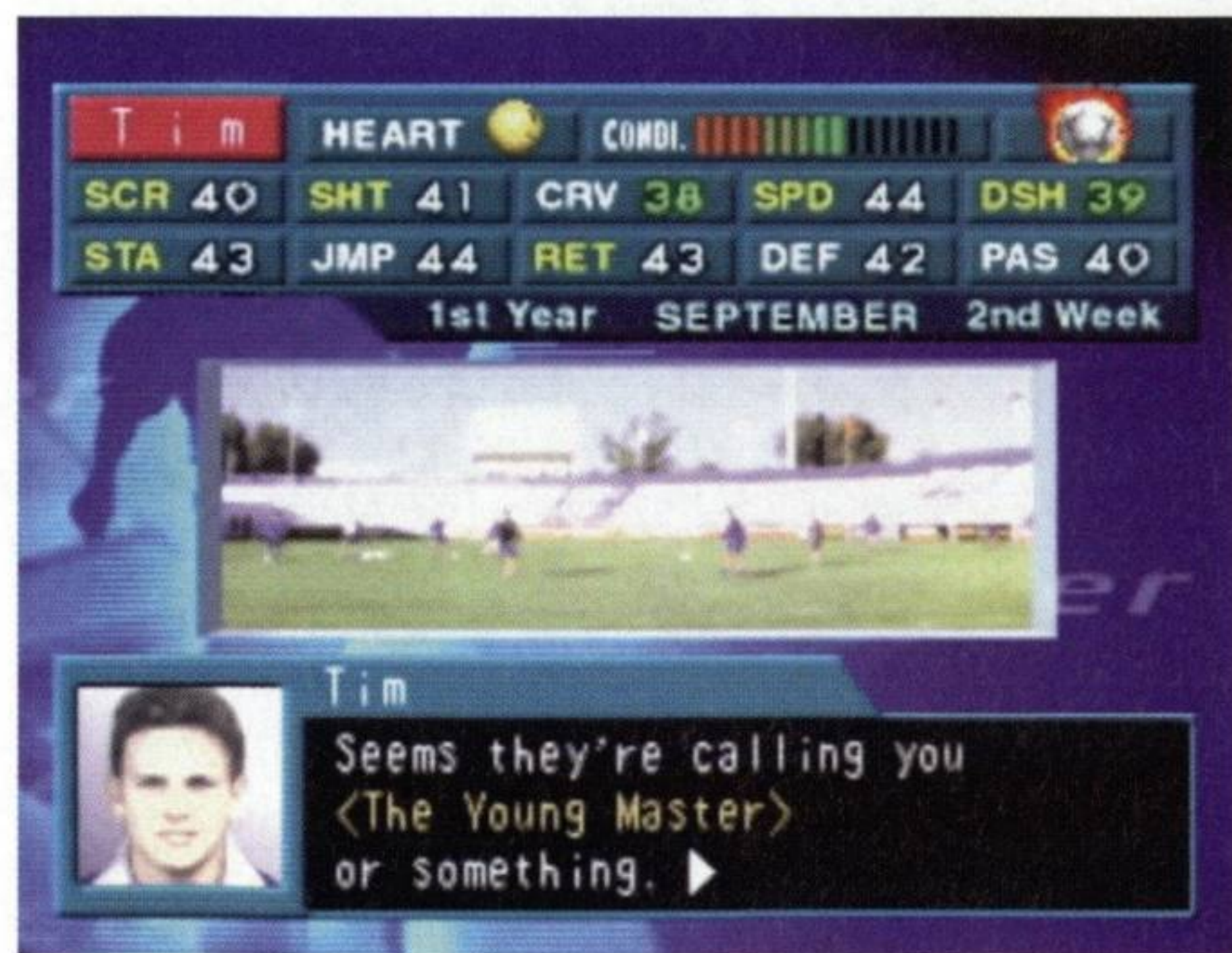
Which just leaves the main game and the excellent Scenario mode, where the computer sets you 16 impossible missions, such as saving England from defeat in Germany when they're 2-1 down and there are only 30 seconds left. By about the fifth scenario, it's absolutely rock hard, but the need to win and the sense of achievement is immense, making it hard to neglect.

Visually, *ISS 2000* looks about three years old, and the commentary from Terry Butcher and Chris James (? – Ed) is absolutely appalling. In fact, it's perhaps the worst commentary we've ever heard in any game but, to play, it's as glorious as it always was. The RPG mode doesn't add much at all, but the game's creativity and tactical awareness is supreme, making this a sterling advocate for substance over style. Not exactly the *beautiful* game, but certainly brilliant. ★★★★★

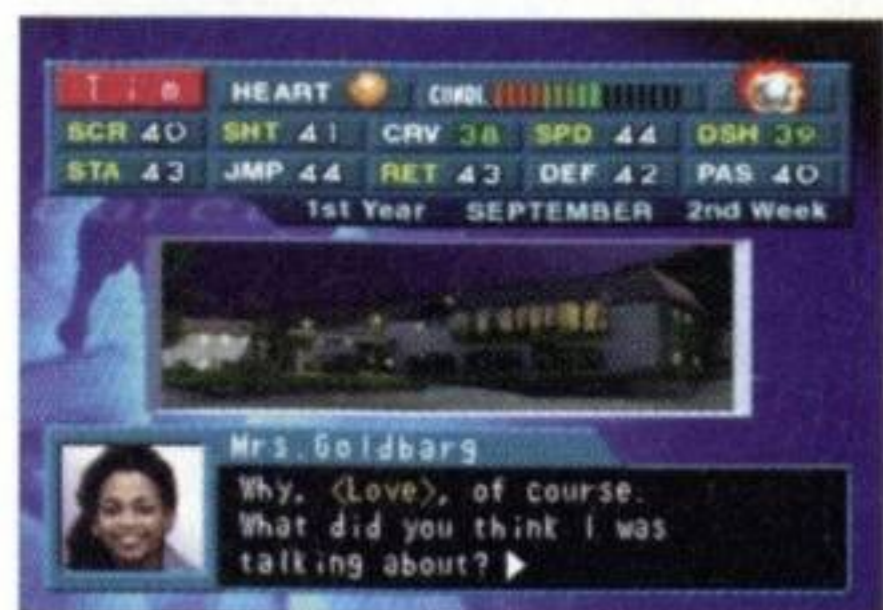
Tim Weaver

↑ Uppers & Downers ↓

- | | | | |
|---------------------------------|----------------------------|-------------------|---------------------|
| Goal Kick | ■ Smooth, end-to-end play. | Goal Cack | ■ Awful commentary. |
| ■ Intelligent computer players. | ■ Tactically top drawer. | ■ Dreary visuals. | ■ RPG mode. |
| ■ Scenario mode. | | | |



Or you could try... Michael Owen's WLS '99 THO ★★★★★ Not as fluid as ISS, but hi-res and playable, and it has club teams. ISS Pro Evolution Konami ★★★★★ PlayStation relative, and without doubt the best football game ever.



■ Ludicrous conversation is plentiful in the RPG mode.



New Nintendo 64 Games



■ (Left) Looks like our adorable hero is about to take a sever beating. Hooray!

■ (Right) This puzzle involves prison canteen food. Tasty.

■ (Below) Always remember your Green Cross Code.



Game info

- Publisher: **Titus**
- Developer: **Player 1**
- Price: **£40**
- Release date: **Out now**
- Players: **1-2**
- Extras: **Controller pak, Rumble pak**

↑ Uppers & Downers ↓

Elwood

- Okay visuals

Smellwood

- Non-existent gameplay
- No enemy AI
- Dreadful music
- It's a game from Titus

BLUES BROTHERS 2000

NOT EVERYBODY DESERVES SOMEBODY TO LOVE.

There are many potentially fantastic film licenses out there. There has never been a *Matrix* game and *Mission: Impossible 2* remains tantalisingly untapped. So why base a platform game, aimed at younger players, on one of the worst movie sequels the world has ever seen?

The game opens with a scrolling list giving credit to the various Motown classics it's about to butcher. In the movies these usually come at the end, but *Blues Brothers'* designers were canny enough to realise that nobody is ever likely to play all the way through this embarrassingly amateurish effort, so it's best to get all the legal stuff out of the way as soon as possible. Then we're treated to a discordant version of *Respect*, so appalling that Otis Redding's ghost must surely have been doing a poltergeist number on the 'musician' responsible. It sounded very much like one of those out-of-key tunes you sometimes hear on joke Web sites; five other songs are similarly mistreated later on.

The game itself is even worse than the soundtrack, and can be associated with the likes of *Gex 64* and *Bubsy* as one of the poorest 3D platformers ever made. Although not quite as bad as Titus's own *Superman*, it's distinctly lacking in the Redeeming Features department.

The gameplay steals from the few titles that have ever managed to succeed in this genre, but still manages to get everything hopelessly wrong. As you butt-slam switches to solve yet another pathetic puzzle – the

soundtrack wheezing along as soothingly as the sound of an asthmatic chain-smoker coughing his guts up after running for a bus – you'll wonder how this rancid game managed to slip through Nintendo's normally pretty reliable Seal of Approval process.

If any part of the *Blues Brothers* movie stood out as something that might make a reasonable videogame, it's the massive car chase scene. Unfortunately the developers decided to omit anything like this and made the gameplay about pushing switches and jumping on bad guys. We're sure we can't remember any part of the film when the Brothers were jumping on 20 foot-tall prison inmates and comedy zombies. It must have been during the part of the film that we slept through. (From shortly after the opening titles until just before the end credits.)

A feeble two-player dancing sub-game is thrown in as a bonus – just in case anyone feels the need to inflict *Blues Brothers 2000* on an unsuspecting mate. As in similar games, you have to push buttons in time with the beat of the music to make your on-screen character bust a few twitchy moves. PaRappa the Rapper won't lose too much sleep over it. Being the worst N64 game since *Carmageddon*, it's something that you might want to check out just so you can say, "I was there." But we wouldn't advise wasting any cash on it. ★

Martin Kitts

Or you could try...

Super Mario 64
Nintendo ★★★★★
Still arguably the most wonderful 3D platformer ever created. An absolute gem.

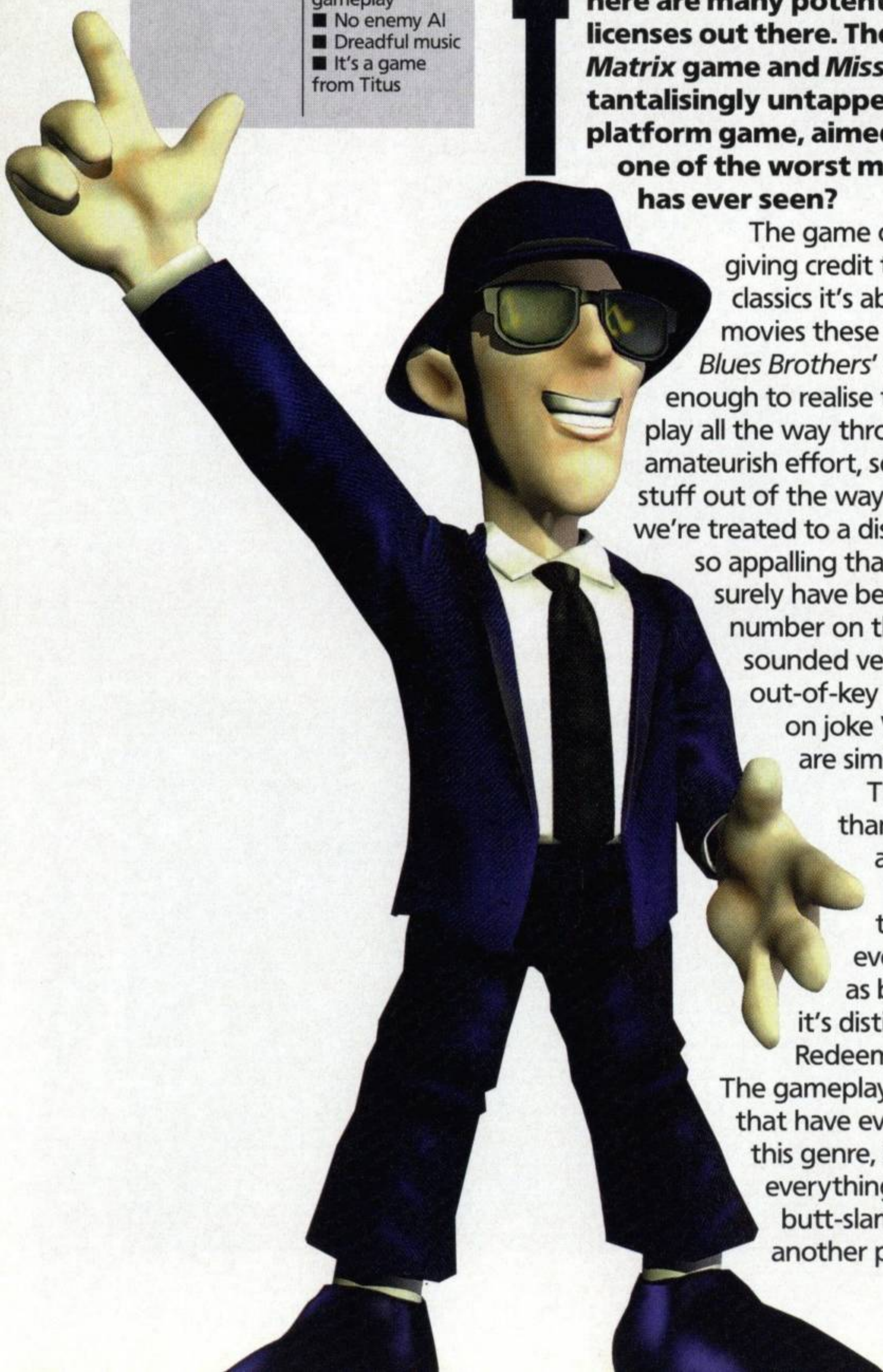
Donkey Kong 64
Rare ★★★★★
Rare introduce the chimp crew to the delights of the N64 in this wonderful adventure.



■ It's slopping-out time for Dan Ackroyd and Titus.



■ That's one of the band members you need to save.





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No 1!

**WORLD
EXCLUSIVE**

**interview in the current
issue of the Official
Manchester United
Magazine**

**ON SALE
NOW!**



■ Choose your car from a list of well-known models.

■ They're lined up on the grid... and they're off! Race starts are often littered with multiple pile-ups.



Game info

- Format: **Game Boy Color only**
- Publisher: **THQ**
- Developer: **Codemasters/ Spellbound**
- Players: **1-2 (with link-up)**
- Price: **£25**
- Release date: **Out now**

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Ford Mondeo</p> <ul style="list-style-type: none"> ■ Smoothly animated cars ■ Great game options, including multiplayer ■ Realistic | <p>Ford Capri</p> <ul style="list-style-type: none"> ■ Difficult - takes patience ■ No two-player link-up |
|--|--|



■ Tracks are opened up by competing in competitions.

TOCA TOURING CAR

THE PLAYSTATION RACING SIM GETS A NIFTY GAME BOY RESPRAY

Thrashing a souped-up car round a track at break-neck speed, nipping deftly between other vehicles and sending traffic cones spilling in all directions doesn't sound like the sort of gaming experience you'd expect to play on the 'Boy. However, Codemasters' latest title is a thrills 'n' spills, edge-of-your-seat racer with great graphics and really sharp car handling.

Plough straight into a single race in TOCA and after choosing the car and course, you get your first chance to marvel at the splendid isometric 3D graphics. Tracks feature tremendous detail including tyres, cones that can be hit, barriers, road signs and TV cameras mounted on hydraulic cranes. Cars zip along smoothly, leave skid marks if they spin off the track and spray water in wet weather - impressive.

TOCA has a heap of game options available including the classic single race and a tough Championship. There's a

superb Time Trial Mode and a hugely enjoyable Party Play option for challenging up to four of your friends.

However, one fact potential purchasers of the game should be aware of is that TOCA is difficult. To prove it, there isn't even an Easy option in the difficulty settings, just Medium and Hard. Gradually you learn that you can't just keep your finger pressed on acceleration for the whole race and that you have to use the brake now and again.

TOCA Touring Car Championship has excellent graphics, plenty of addictive game options for built-in longevity, plus cars and tracks from actual real-world driving competitions. If you accept that you're going to be frustrated for a few hours, TOCA is definitely worth playing, presenting Game Boy owners with the best in realistic racing games. ★★★★★

Or you could try...

Micro Machines 1 & 2: Twin Turbo
THQ ★★ ★★
Codemasters' other Game Boy racer.
Gameplay alone makes this a winner.

Driver
Infogrames ★★★★★
Not a racer, but a superb driving game with Starsky & Hutch-style action.

A Handheld roundup

A world of videogaming in itty-bitty cartridges

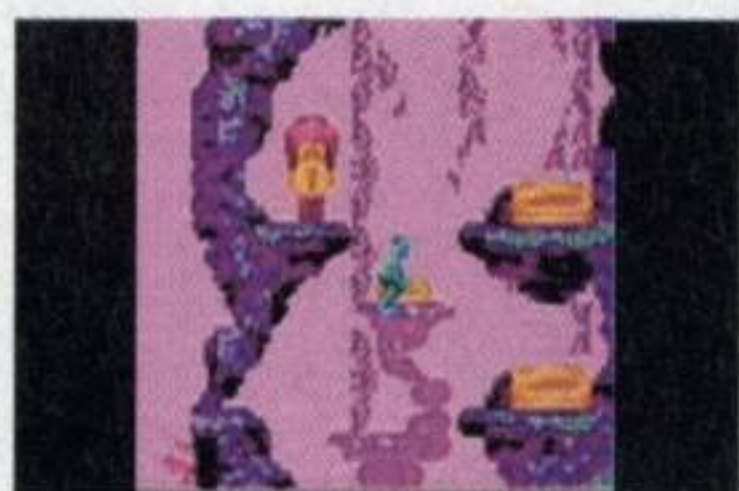
Words by | **Jamie Sefton**



COOL BRICKS

- Publisher: **SCI**
- Developer: **Pukka Games**
- Price: **£25**
- Format: **GBC only**
- Players: **1**
- Release date: **Out now**

■ **Arkanoid** makes a return to gaming scene with this conversion for the Game Boy. Bounce a ball around the screen smashing blocks and collecting bonus power-ups including a laser bat, magnetic bat and sleepy ball - complete with animated 'Z's. Although gameplay is limited, not to mention rather predictable, the game remains enjoyable for a couple of hours. ★★



ODDWORLD ADVENTURES 2

- Publisher: **Infogrames**
- Developer: **Saffire**
- Format: **GB/GBC**
- Price: **£25**
- Players: **1**
- Release date: **Out now**

■ Platformer starring lovable Mudokan Abe. Rescue your fellow workers from the evil Glukkons by using certain voice commands to solve puzzles and deliver your most potent weapon: lethal exploding farts. Unfortunately this pocket version has difficult controls, average-looking graphics and uninspiring level design, making it an oddly tiresome experience. ★★



PUZZLED

- Publisher: **Swing!**
- Developer: **Conspiracy**
- Price: **£25**
- Format: **GBC only**
- Players: **1**
- Release date: **Out now**

■ If you hate crosswords and Mensa-type lateral puzzles, then for goodness sake do not think about buying this. It's a bizarre game where you control an amorphous blob and have to solve 150 mind-boggling levels to save the galaxy from an evil professor... or something. Very hard work - a bit like being back in a maths lesson at secondary school. ★★



MAGICAL DROP

- Publisher: **Swing!**
- Developer: **Conspiracy**
- Price: **£25**
- Format: **GBC only**
- Players: **1-2 (with link-up)**
- Release date: **Out now**

■ Lightning quick **Bust-A-Move**-type puzzler that first appeared on the Neo Geo Pocket as **Magical Drop Pocket**. Use your jester character to clear screens of balloons by frantically grabbing and throwing them together into groups of three or more. Great fun in single player, but there's also a link-up mode for madcap battling against a friend. Magic. ★★



ALFRED'S ADVENTURE

- Publisher: **SCI**
- Developer: **Mobius**
- Price: **£25**
- Format: **GBC only**
- Players: **1**
- Release date: **Out now**

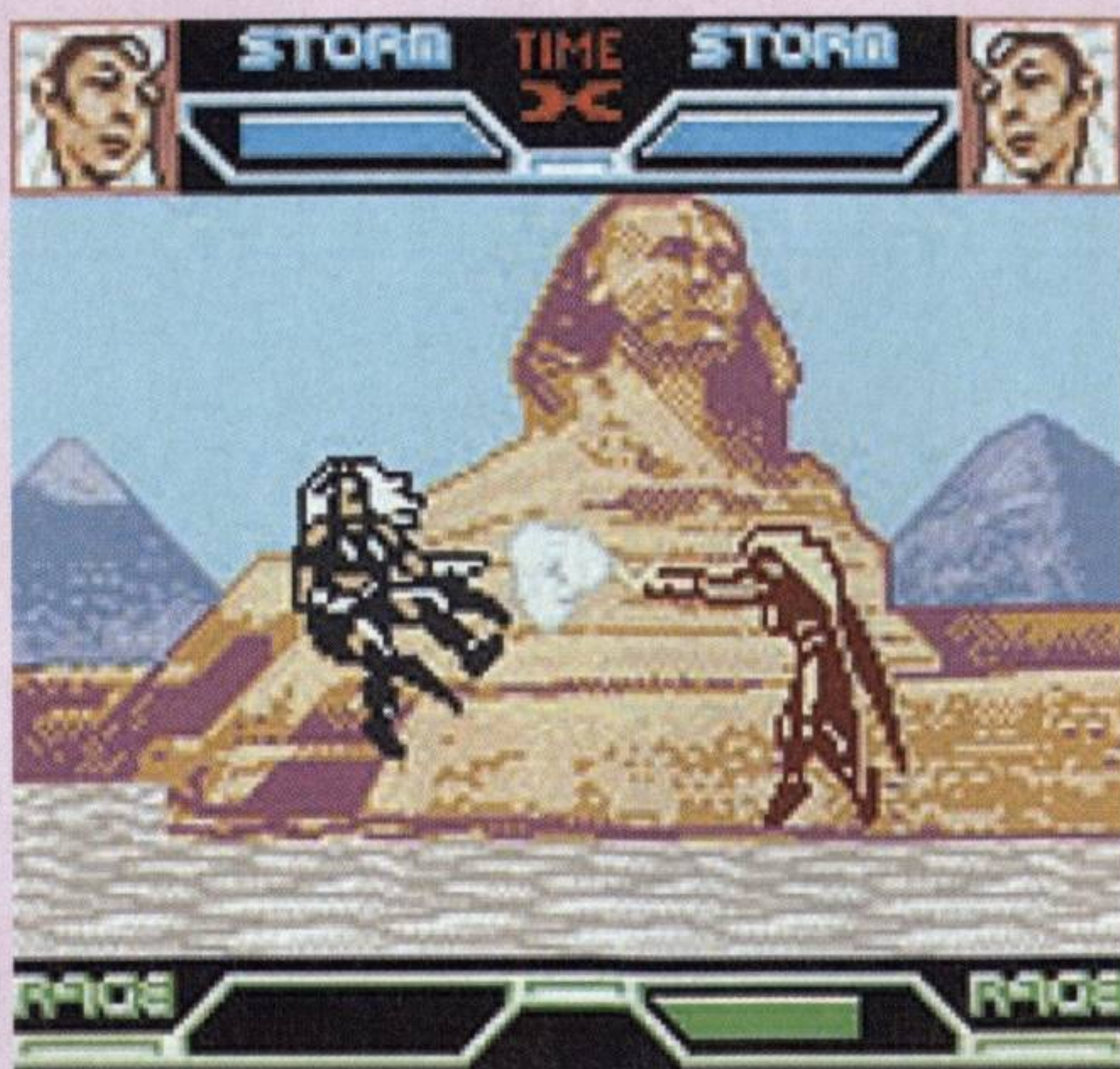
■ Alfred the chicken first cropped up in an obscure game on the Amiga and SNES many eons ago. This new adventure has the chick jumping, flying and (bizarrely) swimming through 11 varied levels packed with switches, lifts, bombs, clockwork mice and other odd adversaries. Slickly done with neat graphics, but it's still well down the pecking order. ★★



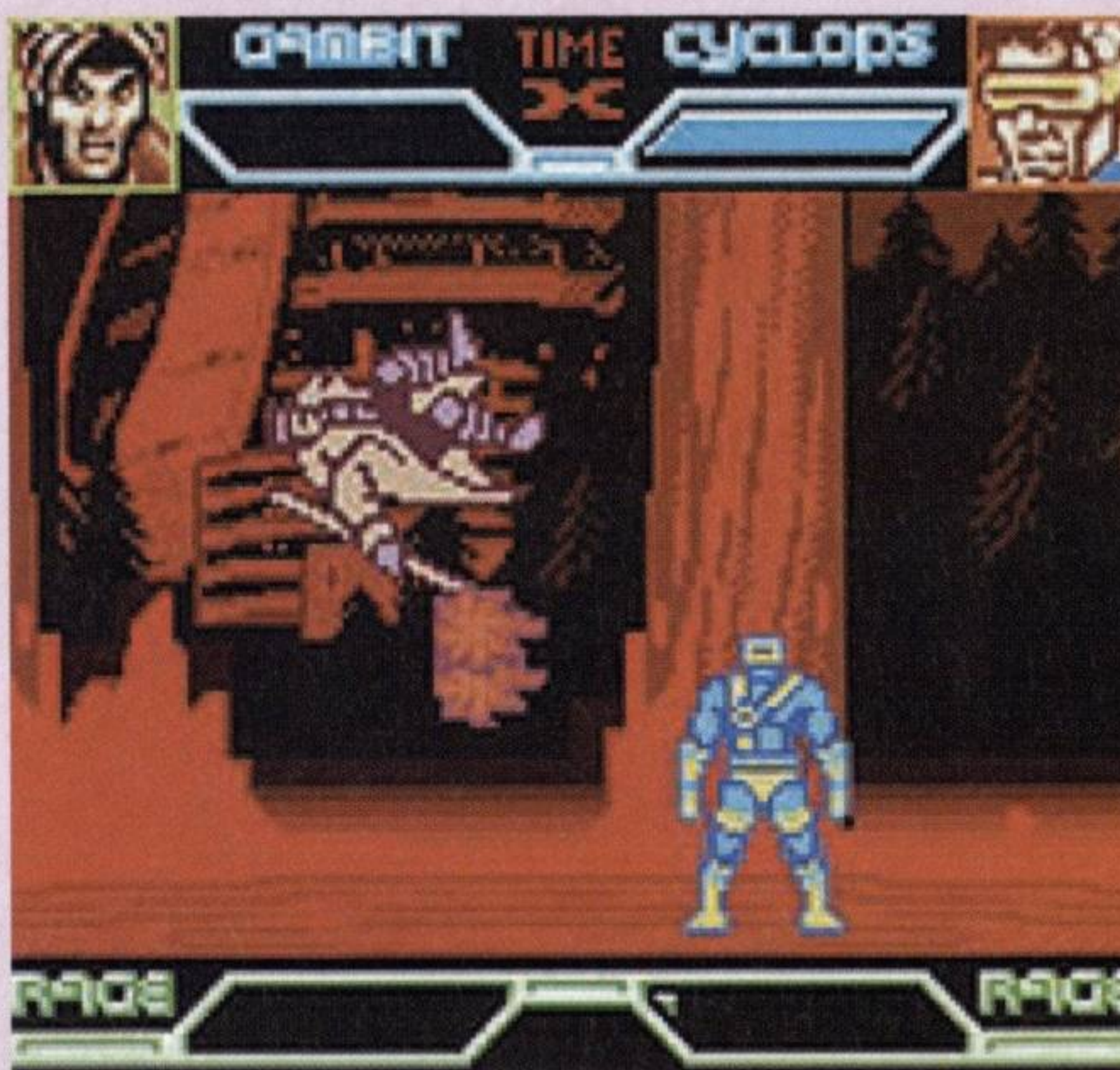
BLASTER MASTER

- Publisher: **Sunsoft**
- Developer: **Sunsoft**
- Price: **£25**
- Format: **GBC only**
- Players: **1**
- Release date: **22 September**

■ Platformer/shoot-'em-up hybrid where you take control of a futuristic assault vehicle. Destroy various mechanoid enemies by leaping about and firing a range of upgradeable weapons. Not bad, but an awkward control system, functional graphics and bog-standard level design hamper the gameplay somewhat. ★★



■ Violence-loving weathergirl Storm, gives her doppelgänger rival a darn good punch in the pyramids.



■ Rage attacks are difficult to pull off, but when they work your opponents suffer the full wrath of your short temper.



■ Rumble in the Jungle: X-Men has global locations.

■ Magneto's poor helmet is going to be sore...



X-MEN: MUTANT ACADEMY

BEAT UP A MUTANT IN THIS X-CITING MARVEL COMIC-BASED FIGHTER

Decent pocket fighting games are thin on the ground when it comes to the diminutive Nintendo handheld. Unfortunately the Neo Geo has passed on into the great videogame arcade in the sky, taking *King of Fighters R-2* and *The Last Blade* with it.

So when *X-Men: Mutant Academy* plopped through the Arcade letterbox, we had a sinking feeling that Activision had rushed out a cobbled-together fighter to cash in on the *X-Men* blockbuster film. How wrong we were – this is the best Game Boy beat-'em-up yet.

The X-Men are a long-running Marvel comics legend, featuring a band of genetically-enhanced super-heroes with powers that they can use for good or evil. A total of 11 characters are featured (there are two secret ones) including a razor-sharp claw endowed Wolverine, a weather girl of a different kind called Storm and an evil blue-skinned metamorph, Mystique.

All the X-Men have the standard punch and kick moves as well as special attacks that use the characters' powers – such as the nasty poison sting that the slimy

Toad spits at unwary adversaries. You also have a Rage bar at the bottom of the screen that shows how angry the characters are. When it flashes, you can execute a deadly move by pressing A and B together, but this only works intermittently and can cause real Rage when it fails to come off in mid-brawl.

Graphics are neatly done, with colourful backgrounds set in various world locations and expressively animated sprites that jump and punch their way around the tiny LCD screen. There's also plenty to keep fussy gamers happy, with a choice of different games including a Story Mode to unleash hidden characters, Survival Mode for masochists, an arcade-style Battle Mode and a superb Vs Mode for two-player fisticuffs.

X-Men: Mutant Academy is probably a little light on substance for Game Boy owners used to the depth of *Metal Gear* or *Zelda DX*; but for no-nonsense button-pummelling action, it's a knockout. ★★★★★

Or you could try...

Street Fighter Alpha
Ubi Soft ★★★★★
Cracking arcade fighting action, but no two-player link-up.

Metal Gear Solid
Konami ★★★★★
A sneaking, fighting stealthy adventure with real depth and atmosphere.

Game info

- Format: Game Boy Color
- Publisher: Activision
- Developer: Crawfish
- Price: £25
- Release date: Out now
- Players: 1-2 (with link-up cable)

↑ Uppers & Downers ↓

X-Citing

- Good graphics
- Oodles of character moves
- Two-player link-up

X-Cremet

- Limited gameplay
- 'Rage' moves often don't work



■ Complete Story Mode to unlock hidden characters.



www.GamesKingdom.com



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



■ (Above) Cut-scenes set up the races nicely, playing back great moments.

■ (Left) The in-car view provides a faster, leaner racing experience. You're closer to the ground, and it's easier to negotiate crowded packs and sharp turns.



Game info

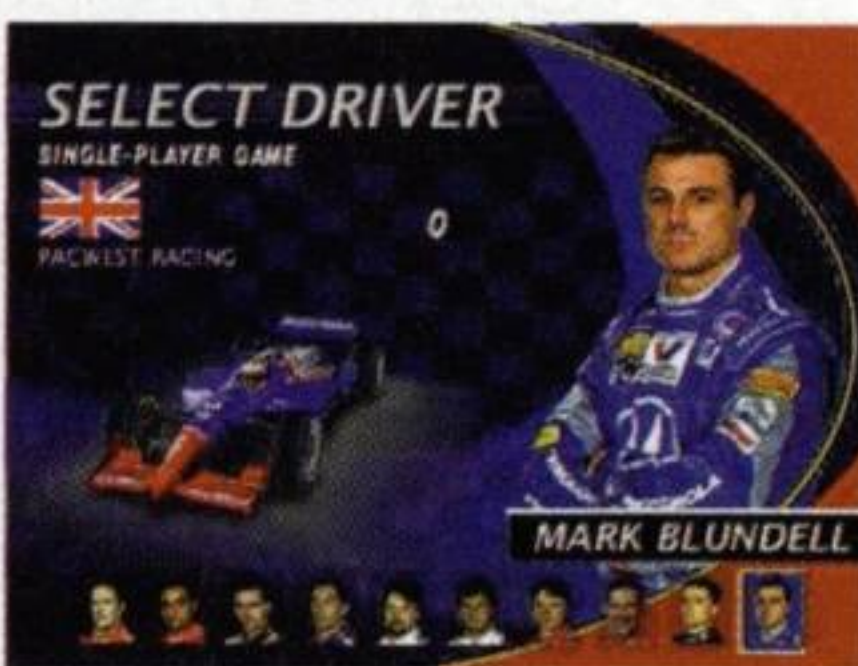
- Publisher: **Midway**
- Developer: **Midway**
- Players: **1-4**
- Release date: **Out now**

CART FURY

NOT A COIN-OP MARIO KART, BUT A SLICE OF AMERICAN RACING PIE.

↑ Uppers & Downers ↓

- | | |
|--|---|
| <p>Cherry Pie</p> <ul style="list-style-type: none"> ■ Secret cars and tracks ■ Licensed drivers ■ Frenzied pace | <p>Arctic Roll</p> <ul style="list-style-type: none"> ■ Uninspired commentary ■ Lack of 'loyalty' keypad ■ Basic graphics |
|--|---|



■ Mark Blundell keeps the British racing end up.



■ The graphics are basic – not good enough for the arcade.



The action in Midway's latest racer, *CART Fury*, is furious to say the least, notably in its brutal competitiveness. The game is licensed from the US-based Championship Auto Racing Teams (CART) series, which is huge in the US. Those Formula One devotees out there needn't fret, though. Players receive pit advice from no less a figure than legendary 1998 CART series champion and 1985 Indy 500 'spin and win' champ Danny, er, Sullivan via the booming sub-woofer seat surround.

As if trying to control the active feedback steering wheel wasn't enough trouble, without some crazed yank screaming at you. And to be honest, Murray Walker could have displayed as much shrewd insight into the proceedings as Danny, who came over the wires with the priceless warning that, "Andretti has a fast car. Watch out."

Of more use may be the various tactical short cuts and strategically timed 'boost' facilities available. The latter, a sudden acceleration kick, can be employed three times per race, while fastest lap times are rewarded with a Superboost. A word of warning though – don't try and use this one on the bends. Such is the

intensity of the action that cars lose body parts after collisions, with the debris and shrapnel becoming physical elements in the race.

Hidden cars, complete with jet-powered engines, can also be accessed by more wily players, through secret button combinations. Ignorant competitors will have to rely instead on one of the ten cars available to negotiate eight authentic CART courses and four 'fantasy' tracks. At least they can assume the guise of such household names as Christian Fittipaldi and Michael Andretti (plus Jimmy Vasser and Juan Montoya, for the real anoraks) to guide them through the action.

The link facility is bog standard, as is the commentary. ("He's hit the wall," is the accompanying comment in case you're wondering why your car has exploded into smithereens.) At least Midway provides players with an imaginary competitor if you're lacking mates. Unfortunately, there's no incentive to beat the chosen character, since drivers must finish first out of a mere 25 to qualify for a free game. A more likely source of gratification comes in the chase to clock up the greatest number of wrecks, by careering into, and writing off opponents' cars.

Arguably Midway's neatest touch in recent times has been its keypad facility, which allows frequent players to be recognised, to log scores and names and to be given access to special features via their PIN. Alas there's no sign of it here. Which could be taken as a reflection of the generally Grade B feel to the whole game. ★★ **Guy Woodward**



Online gaming

FRIENDS AND FOES

Since *British Bulldog*, team games have been all the rage. Now they're back with a vengeance...

Like most pursuits, group action is usually more fun than going solo. You only have to look at the world's most popular online game – *Half-Life Counter-strike* – for proof that working as a team can be as satisfying as working for your own ends.

Many multiplayer games offer co-operative play, although few come near to the level of camaraderie and skill that the best *Counter-strike* teams (clans) exhibit. A mod that began life as an amateur project, but, like *Team Fortress Classic*, quickly evolved into something far larger and more ambitious, CS is a first-person shooter that's big on stealth, tactical considerations, and (as the best clans will always boast) communication between team members.

Teams of terrorists and counter-terrorists do battle over multiple levels that vary in size and objectives. Rescuing hostages, bombing

important locations and, of course, simply wasting the opposing team are generally the teams' aims. Where CS succeeds in being different though, is in its semi-realistic approach to warfare. Only two weapons can be bought with the cash you receive for completing your team's objectives, while once you're dead, expect to sit the level out and spectate on the remaining action.

With each new release of the mod (at the time of writing, it's on version 6.6) new weapons, levels, models and animations get added – meaning it's a game that's constantly improving thanks to the commitment of its creators.

Although the days of the straight free-for-all first-person shooter hardly seem numbered, team-based games are certainly flavour of the month. id Software obviously recognised the deficiency of their own *Quake III*, and is hoping to rectify it with the forthcoming *Team Arena*

add-on, *Unreal Tournament* gained enormous popularity by shipping with various types of co-op play, and the aforementioned *Team Fortress Classic* has been packing servers ever since its release. Not without reason have *Half-Life* coders, Valve Software, signed up *TFC* for release with newer versions of *Half-Life*, and set to work on *Team Fortress 2* (due out early 2001).

The appeal of team-based games is arguably greater than conventional multiplayer games. By playing as a tight knit group, players can experience previously lacking levels of interaction; your colleagues depend on you, just as your life is sometimes (virtually, at least) in their hands. It's the norm for team members to assist you in times of trouble, and vice versa. It's also not unusual for players to sacrifice their lives for the greater good. For example, if you're a terrorist defending your newly planted bomb, the usual reaction to being outnumbered (flee, searching for more health or weapons) doesn't apply. The only courageous option is to go down fighting, and hope that your last man standing approach gives the explosive time to do its job. The winner's therefore, the team – not any single individual – and this spirit of working together has resulted in some brilliantly co-operative clans (spanning many game titles) who regularly prove their worth in organised tournaments.

These titles are only the beginning of the movement too. Of the PC's forthcoming release schedule, it's becoming increasingly rare for a game to come *without* some kind of co-op multiplayer mode. The days of the solo fighter might not be numbered just yet, but working *with* your fellow gamers seems to be becoming just as popular as killing them all. And long may it continue. **A**

NET CO-OPERATION IS WHAT YOU NEED

For a bit of online teamplay, visit these great sites.

Counter-strike

www.counter-strike.net

The home page of the most popular online team game ever. News on new versions, plenty of downloads and an amusing newsletter link, too.



Planet Unreal

www.planetunreal.com

A haven of info for all things *Unreal Tournament*-based. An excellent source of amateur skins, levels, modifications and other, even more imaginative downloads.



Team Fortress 2

www.sierrastudios.com/games/teamfortress/

Find out all about arguably the most long-awaited team game ever – Valve's *Team Fortress 2*. If it's anywhere near as fun as the *Classic* original, it will rule the world's servers.



Barrysworld

www.barrysworld.com

Still probably the best place for UK gamers to get their fix of first-person shooters. *TFC* and *Counter-strike* are supported, as well as popular mods such as *Action Half-Life*.



■ Become a part of a team, take down the enemy and bask in all that wonderful glory.

100% PlayStation

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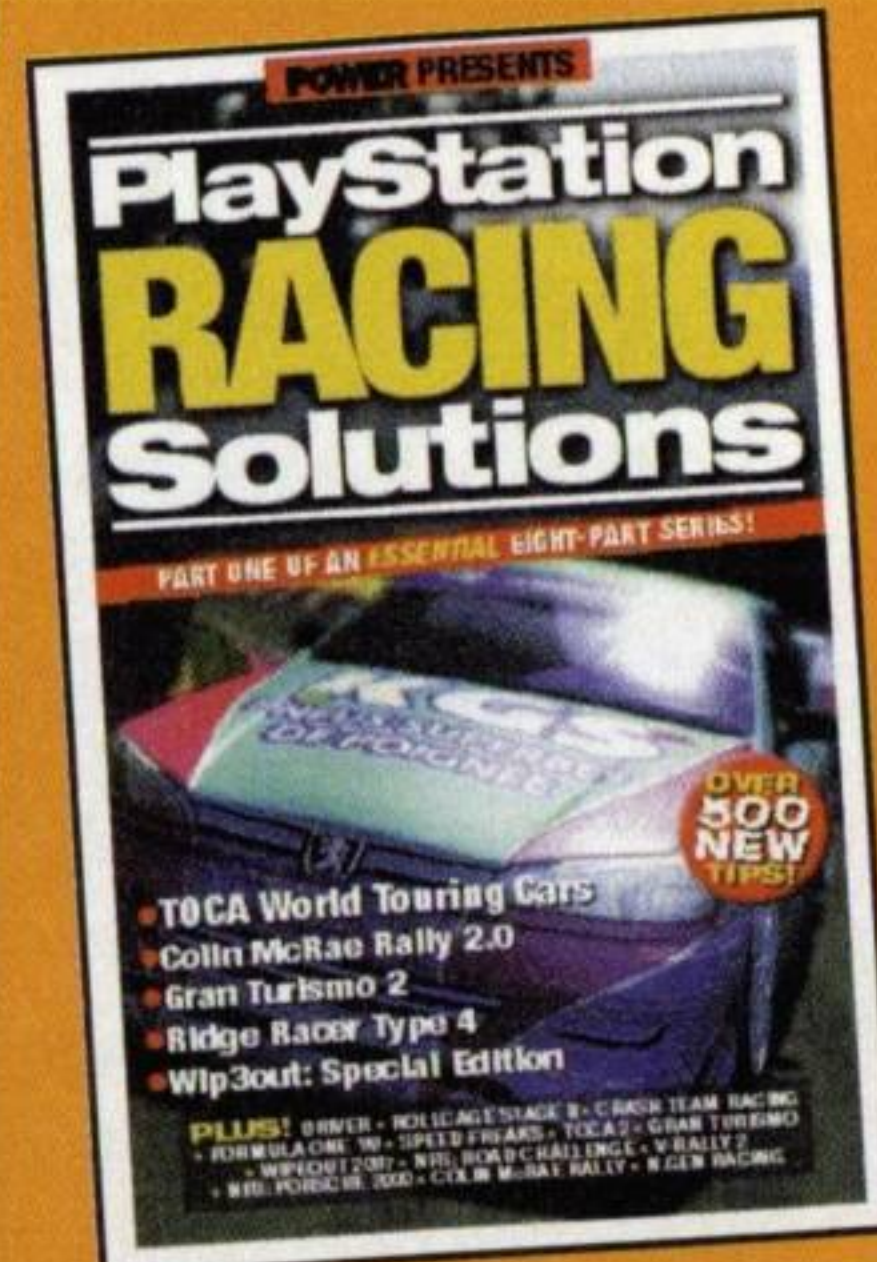
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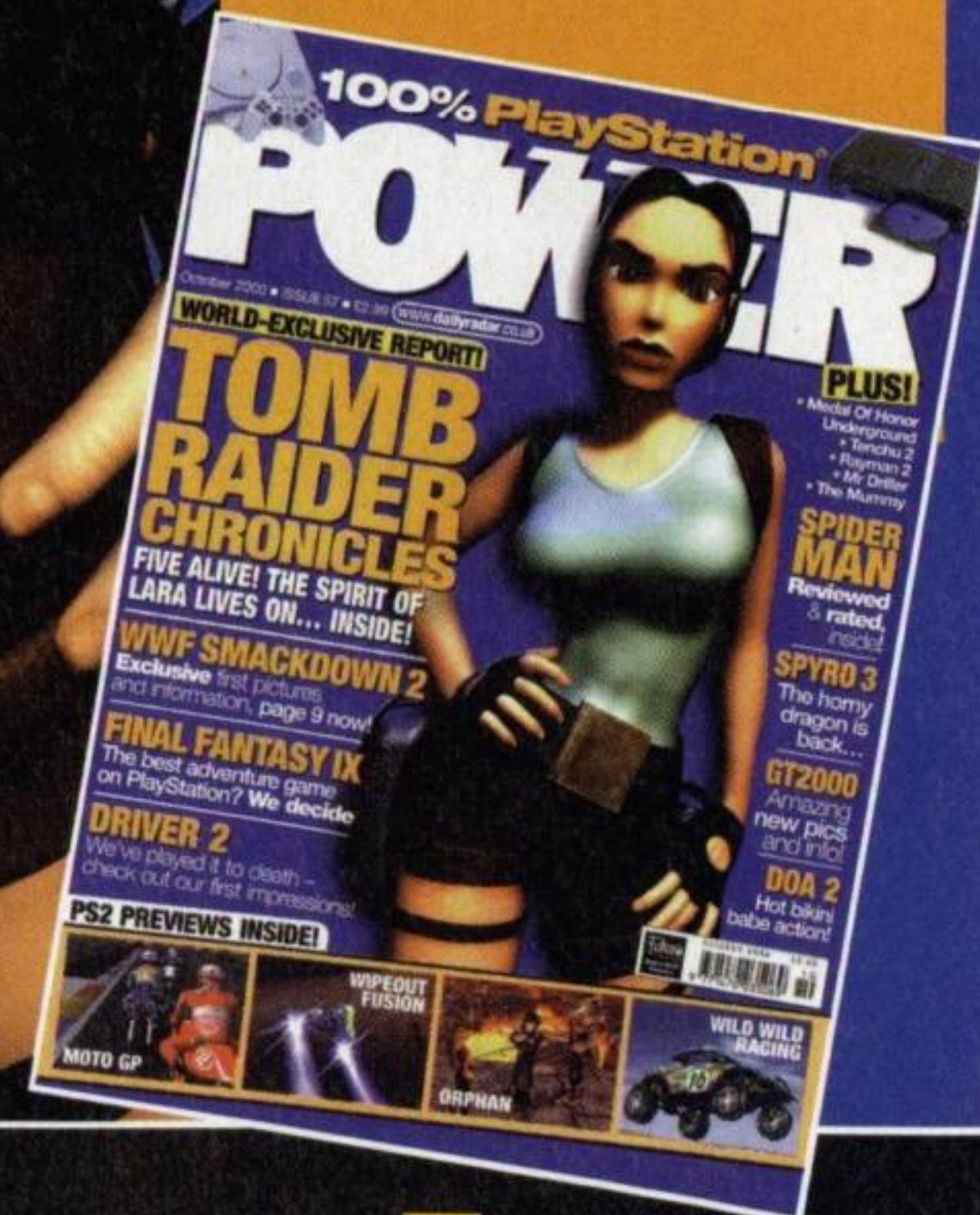
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essential racer!



On Sale: 11 September

**PLAYSTATION
 PLASTIC**



Slipstream

- For: **PlayStation**
- Price: **£30**
- Available from: **Wild Things on 02920 755 774**

■ This miniature steering wheel is considerably cheaper than its competitors, but is it worth the dosh? Hmm...
 Unusually, rather than bolting onto the edge of a table, Slipstream sits on the top which doesn't work too badly. Although with enthusiastic use it has a tendency to slip about a bit and doesn't

engender confidence that it'll stand a punishing from, say, a hyperactive child. The wheel comes with a set of good quality pedals and there's an excellent row of LEDs that light up when you accelerate – this is its best feature. Slipstream looks a bit 'cheap', but has rubber pads on the side for extra grip, a nifty D-pad disc and several useful fire buttons.
 In practice, the wheel feels spongy and isn't quite accurate enough – you end up having to wrench it violently left and right to get movement on-screen. A nice idea that's disappointingly executed. ★★

**GAME BOY
 & PC**

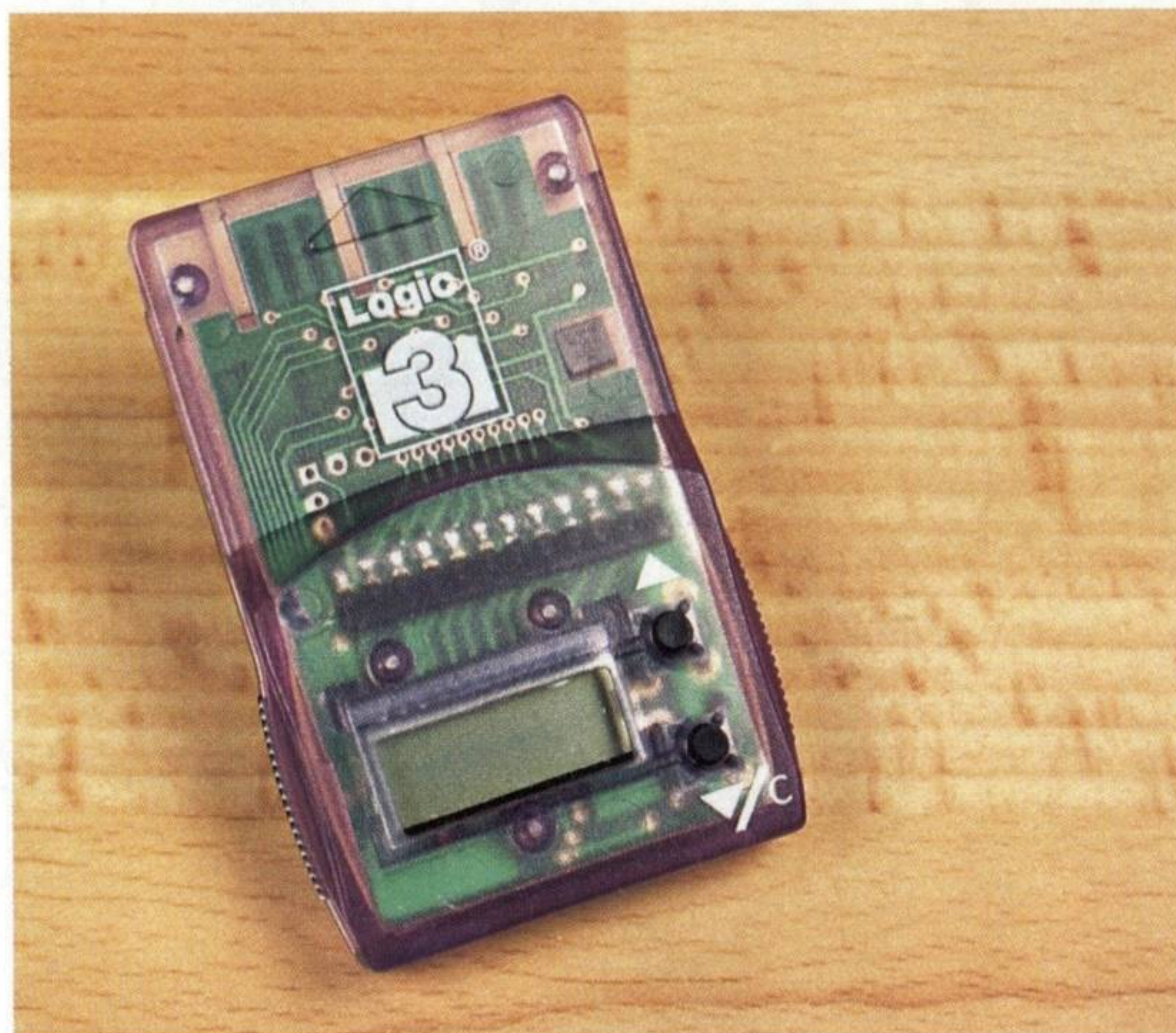


Gamer Pack

- For: **Game Boy Color**
- Price: **£20**
- Available from: **Mad Catz on 01992 707400**

■ If you've just purchased a sparkling new Game Boy Color, you'd be best advised to buy a carry case. They're useful for slinging all your cartridges, power supplies and gubbins in and prevent that pristine LCD screen from getting scratched to buggery. Mad Catz' Gamer Pack comes in an excellent quality case, that contains three

useful Game Boy gizmos. First up is a pair of earphones that boost the tinny Game Boy sound and can be used with personal stereos. Second is a light and magnifier that works well, but needs two AAA batteries. Finally, a tip-top link-up cable is included, for perfect *Pokémon* battling and two-player *O'Leary Manager* matches.
 With space for no less than ten game cartridges and nifty foam compartments, you can't go wrong for 20 quid – or nowt if you win one with *Arcade's Kick Ass* competitions. See page 111 for more details. ★★★★★

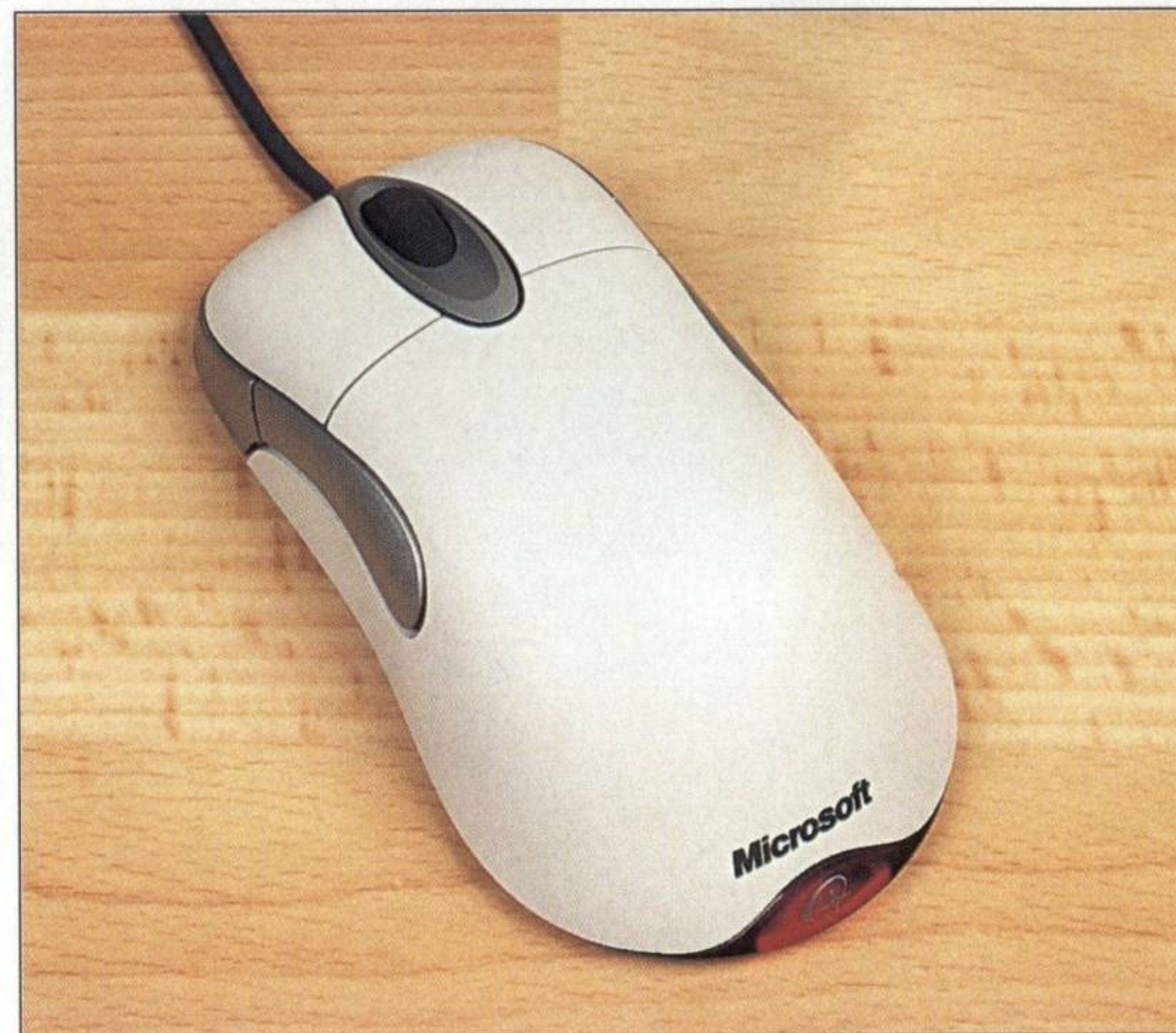


LCD Memory Card

- For: **PlayStation**
- Price: **£20**
- Available from: **Logic 3 on 0208 1902 2211**

■ Memory cards are essential if you want to progress in huge adventures such as *Parasite Eve 2* or save your finely tuned teams in *ISS Pro Evolution*. At around seven quid a pop, these handy plastic wedges are quite expensive and have an annoying tendency to litter themselves about the place.

Enter the Logic 3 LCD memory card, a brilliant idea that could solve many perennial storage problems. The 8MB card is basically eight memory cards in one – you just choose which space you want to save in by using the tiny buttons on the surface and checking the display. It works very well, seems reliable and will save you £30 on buying the equivalent in ordinary cards.
 The only annoyance is the difficulty of using it is when a multi-tap is plugged in – the damn thing is just too bulky. It's still a great add-on though, and excellent value for money. ★★★★★



Intellimouse Optical

- For: **PC**
- Price: **£40**
- Available from: **Microsoft on 0870 6010 100**

■ If you're one of those devil-infested left-handed freaks, try out this superb bit of kit. Intellimouse Optical is an ambidextrous mouse that uses the latest technology to dispense with the old unreliable ball and replace it with a sensor and digital processor. This means you get an incredibly accurate mouse that does

away with previous fluff-encrusted plastic nightmares. Intellimouse Optical can be plugged into the USB or mouse port and installs easily within a few minutes.
 It is incredibly cool to look at, with a red laser light at the base and five buttons that can be used with Internet Explorer, making Web browsing even easier. It's versatile enough to work with packages such as Word and fast-paced first-person shooters – once you've used an optical mouse for playing *Quake III Arena* you'll never go back. An essential purchase for both lefties and righties. ★★★★★

PHOTOGRAPHY: GAVIN ROBERTS

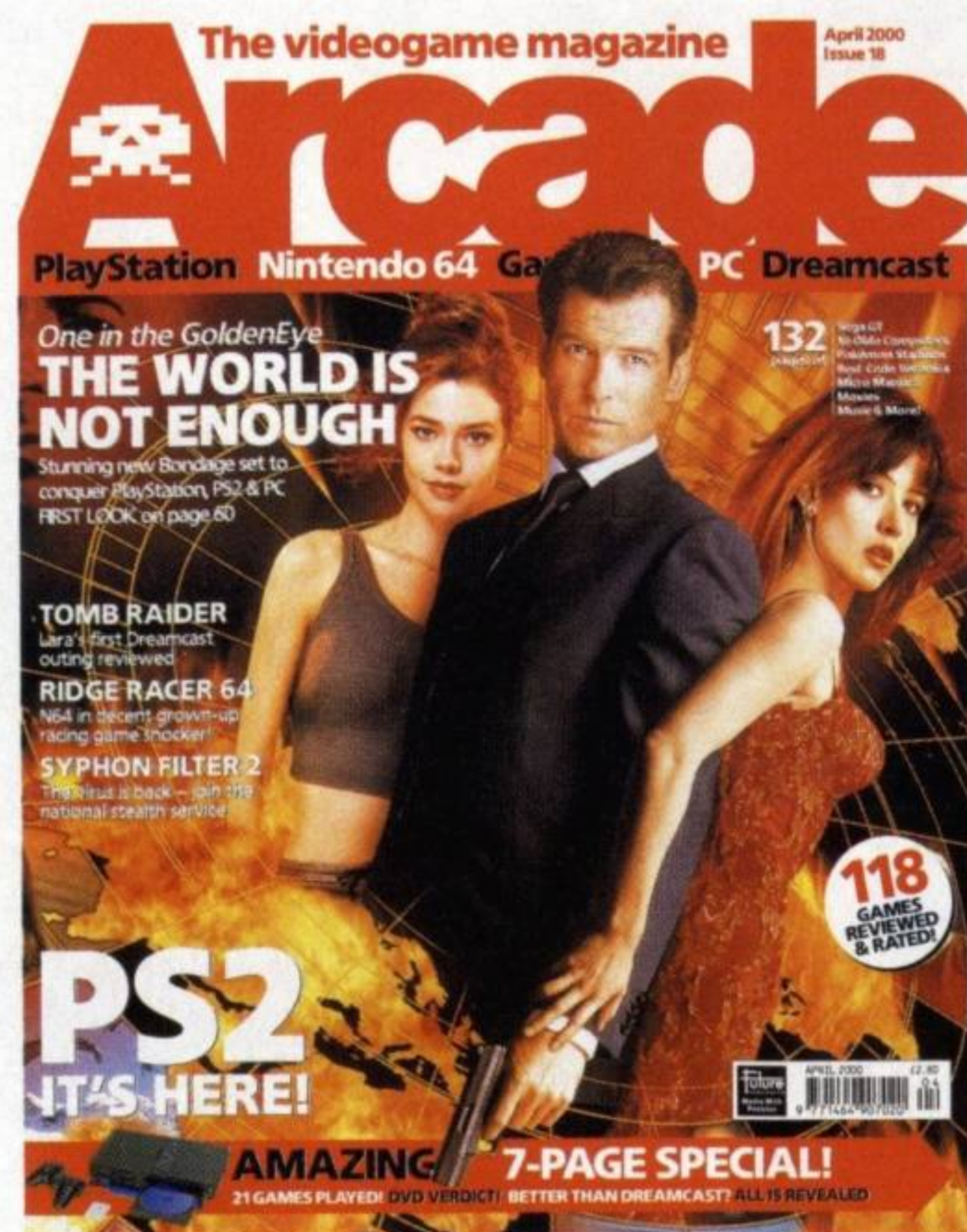


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Turn to page 101

Arcade

Issue 18 April



■ Exclusive details of *The World Is Not Enough*, PlayStation2 festival and the future of handhelds.

Issue 19 May



■ Exhaustive PlayStation2 feature, the real-life *Soldier Of Fortune* and a talk with Trip Hawkins.

Issue 20 June



■ *Perfect Dark*, the sequel to *GoldenEye*, arrives on the N64, plus online gaming on the Dreamcast.

Issue 21 July



■ Snake sneaks back – a first look at *Metal Gear Solid 2*, we visit E3 and *Driver 2* hits the gas.

Issue 22 August



■ Exclusive shots of *Quake III*, plus *Half-Life* and *DoA2* on Dreamcast. *MGS2* comes to PlayStation.

Issue 23 September



■ A look at *Final Fantasy IX* plus exclusive news of *X & XI*. We reveal the latest shots of *MGS2*.

A Back issues

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The A-List

Arcade's Top 20 PlayStation games

WIN!!!
WRITE IN WITH YOUR TOP FIVE AND WIN A GAME OF YOUR CHOICE!

Your top five can be just about anything you put your mind to: your top five most exhausting games, your top five sexiest female characters, your top five bloodiest games, anything you fancy. The most important thing is that it's innovative and new. Oh, and make us laugh and we'll give you extra special consideration.

SENT IN BY **M. C. PIGG**
 FROM BRIDGWATER

TOP 5 PLAYSTATION GAMES TO IMPRESS YOUR BIRD.

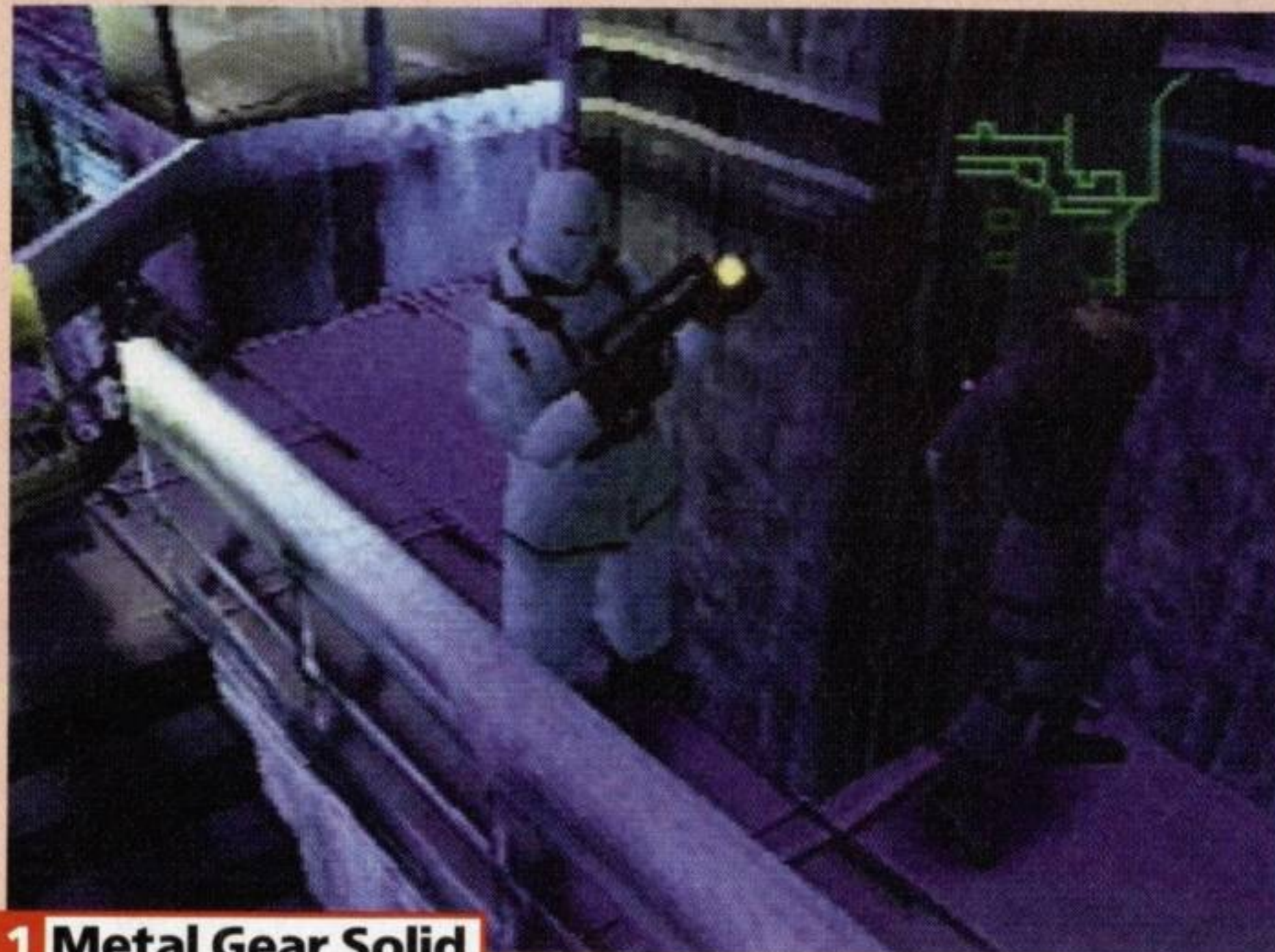


- ISS Pro Evolution**
 Konami
 Impress her with your outstanding ball control.
- Gran Turismo 2**
 Sony
 She can't fail to admire the way you handle the gear stick.
- Fisherman's Bait**
 Konami
 Show her that you know how to use a rod.
- Barbie Super Sports**
 Sony
 To prove that you're in touch with you feminine side.
- Vandal Hearts**
 Konami
 Because that's what men do best.

Don't worry about anything other than your Top 5 games - we'll fill in the rest!

Send your top five to:
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 Arcade
 30 Monmouth Street
 Bath
 BA1 2BW

or, alternatively, email it to:
 arcade.mag@futurenet.co.uk

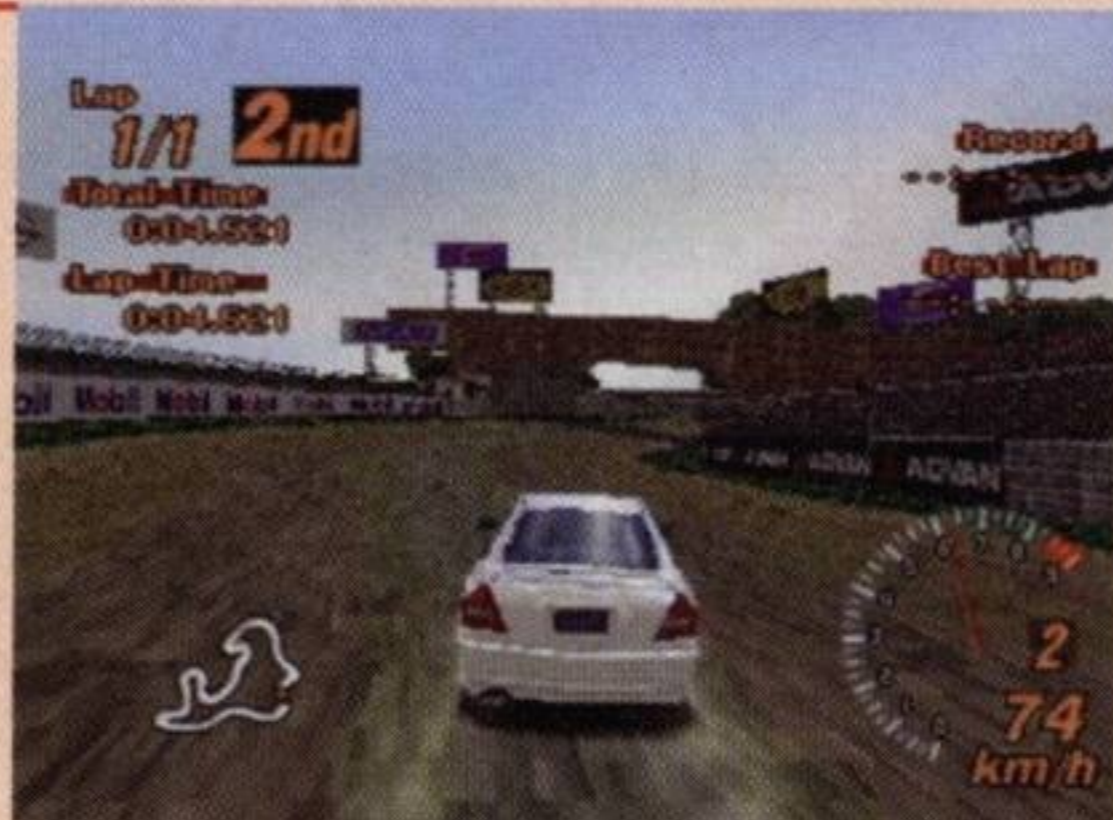


1 Metal Gear Solid

■ Sneaker ■ Konami ■ £40
Infiltrate a shadowy enemy installation Metal Gear Solid is brilliant - sneak around and avoid detection rather than blasting everything in sight. Despite the end-screen coming around after only a few hours, you'll adore every single minute of play. ★★★★★

2 Gran Turismo 2

■ Racer ■ SCE ■ £35
Get your motor running With nearly a thousand different cars to get your hands on, loads of tracks to tear around plus the chance to retune and upgrade your vehicle, this is the most comprehensive driving sim since the first Gran Turismo arrived on the PlayStation. Although it's now starting to look a little rusty in places, it's still the best racing sim ever. If you love to race, then you have to own this game. ★★★★★



3 ISS Pro Evolution

■ Sports ■ Konami ■ £35
Possible the best football game in the world Evolution lacks the trendy music and official licence of other titles, but it's still the most breathtakingly realistic football sim ever made. The two-player game is undeniably the most enjoyable and emotional footie game on any format. With wondrous graphics, amazing depth and compelling gameplay - football has come home to the PlayStation. ★★★★★



4 Tekken 3

■ Fighter ■ Namco ■ £20
Huge slapfest Major improvement to the earlier versions in almost every way: graphically flawless and the new moves add something for both newcomers and veterans alike. A wide variety of sub-games, bonuses and hidden characters, as well as a frightening difficulty level, means there's so much to do that it's almost the Mario of fighting games. But without the cute stuff, obviously. ★★★★★



5 Quake II

■ Shooter ■ Activision ■ £40
Magnificently violent first-person shooter A PlayStation conversion of id's classic shouldn't have been possible but Hammerhead has pulled it off - big style. With 20 different maps and other options to choose from there is plenty to you entertained for months. The one-player game is immersing and scary while the multiplayer options are unsurpassed. This really is gaming heaven in hell. ★★★★★



6 Tomb Raider ■ Action Adventure ■ Eidos ■ £20
Baps entertainment The original and now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



7 Resident Evil 3 ■ Horror Adventure ■ Eidos ■ £35
Splatter undead assailants This part-prequel, part-sequel to Resident Evil 2 sees feisty survivor Jill Valentine taking on the zombie hordes and avoiding the frightening Nemesis. More brilliant level design, challenging bosses, fantastic scenery and buckets of blood 'n' gore. ★★★★★



8 Driver ■ Racer ■ GT Interactive ■ £40
Stunning-looking Seventies car-chase sim Rocket through real American cities, evading the filth and causing upset for pedestrians. The missions don't vary much, but as a driving 'toy' Driver's unbeaten. Smashing through piles of boxes is thrilling and the replay editor makes for added fun. ★★★★★



9 Colin McRae Rally 2.0 ■ Racer ■ Codemasters ■ £35
The sequel motors to the front of the pack Everything that made the original a triumph and more. Graphics as good as anything on PlayStation, improved opponent AI and an arcade mode that lets you race against five other vehicles. Rally good. ★★★★★



10 Wipeout 3 ■ Racer ■ Psygnosis ■ £35
The future of racing As if the year 2097 wasn't far enough in the future, the Psygnosis boys have set this one in 2116. Every element has been improved and rather than attempt to reinvent the wheel/hover device, the inspiration here is a refreshingly playable back-to-basics approach. ★★★★★



11 Final Fantasy VIII ■ RPG ■ SCE ■ £35
Latest and best instalment of Square's epic RPG series A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut-scenes that make Toy Story look like South Park. Bid a fond farewell to your free time. ★★★★★



12 Silent Hill ■ Horror Adventure ■ Konami ■ £40
Chillingly atmospheric scare-'em-up A seamless Resident Evil clone. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose - all in splendiferous 3D. Only flawed by a few too many illogical puzzles. ★★★★★



13 TOCA World Touring Cars ■ Racer ■ Codemasters ■ £35
Here's the real racing simulator This racer is arguably better than Gran Turismo 2. The tracks are based on real-life ones such as Silverstone, plus you're able to smash up the cars and body parts that fall off litter the track creating obstacles. It looks great, handles well and has months of gameplay in it. ★★★★★



14 Micro Machines V3 ■ Racer ■ Codemasters ■ £20
Tiny cars race around your living room The old top-down 2D game souped-up into pseudo-3D, and it's a beauty. There are 30 innovative courses, based on kitchen tables and school desks, coupled with a perfect overhead camera, plenty of amusingly behaved vehicles and a multi-player game that's ace. ★★★★★



15 Ape Escape ■ Platformer ■ SCE ■ £35
Satisfying simian search Catching panicky monkeys with nets refreshes the platforming genre, while the coin collecting sub-quest and bonus games ramp up replayability. The true 3D world looks lovely, the controls are perfect plus it's fun and challenging, too. ★★★★★



16 LMA Manager ■ Sport ■ Codemasters ■ £40
Finely-tuned footballing excellence Finally, a football manager game on a console that's worth its weight in balls. A great interface, nifty transfer system and the real names of the players create a cracking management sim that even Ruud Gullit could master. Premier League stuff. ★★★★★



17 Colin McRae Rally ■ Racer ■ Codemasters ■ £20
Lifelike rural driving sim A departure from the usual racing game, as your rally car rattles around countryside tracks with time and damage your only opponents. The variety of terrain and responsive controls give real driving feedback. And it's a bloody bargain at £20. ★★★★★



18 Fear Effect ■ Action Adventure ■ Eidos ■ £30
Stylish, mould-breaking adventure There are episodes in Fear Effect where you really feel like you're playing the most important videogame of recent times. Wonderful graphics and ingenious puzzles, slightly spoiled by quirky controls and long loading times. ★★★★★



19 Syphon Filter 2 ■ Sneaker ■ SCE ■ £30
A deadly virus has never been so enjoyable Gabe is back in a sequel with more sneaking, shooting, bombing and silly running-about-behaviour. Packed with exciting challenges and unreconstructed gunplay, Syphon Filter is a good game but just falls short of being an all-time classic. ★★★★★



20 Anna Kournikova Tennis ■ Sports ■ SCE ■ £35
Quirky racket-play Cute polygonal pros battle it out in a game that's a little more serious than previous Smash Court Tennis titles. Sublime controls and an addictive multiplayer feature. In fact, this is by far the best tennis game you can buy - so there. ★★★★★



Spoilt for choice in your local videogame shop? Then take a look at our definitive A-List for what we rank as the best games out there. If you don't heed our advice, you could waste some serious moolah.

Arcade's Top 20 PC games



1 Deus Ex

Adventure ■ Eidos ■ £40

The future's dark The human race is threatened by a horrific virus and the government hold control over the cure. You are Agent JC Denton who must find and return the cure after it is stolen. A terrific story and ingenious puzzles make this the best first-person game around ★★★★★

2 Half-Life

Shooter ■ Sierra ■ £35

Stunningly atmospheric first-person shooter Built with a truly terrifyingly believable environment and logic puzzles, the game incorporates mind-bogglingly intelligent bad guys and a decent amount of gorgeous all-out alien-blasting. Around every corner lies some new and fantastic sight – there's not a moment's slack. *Half-Life* is close to perfect, in fact it's like playing all the best bits from your favourite films ★★★★★



3 Quake III Arena

Shooter ■ Activision ■ £45

id perfects the first-person blaster The eagerly awaited third instalment of the now legendary franchise has loaded up with missiles, gritted its teeth and blasted onto the PC in a shower of bloody entrails and splintered bone. *Quake III* plunges you into an atmospheric, brutal world that creates moments of genuine fear and excitement. Astounding. It's an awesome game that is truly at home on the Internet. ★★★★★



4 Unreal Tournament

Shooter ■ GT Interactive ■ £40

The pre-Quake deathmatch revolution Although it's just behind *Quake III*, *Unreal Tournament* is still gorgeous, quick, frantic and brilliant. Tremendous AI 'bots, plenty of big guns, loads of options – everything is in there. Be warned though, a hefty PC is required to do this masterpiece any kind of justice at all, but it's worth it just to see the beautifully rendered levels. ★★★★★



5 Grim Fandango

Adventure ■ LucasArts ■ £35

You look like Death warmed up Nearly two-years-old, this game's refreshing adventure style still warrants it a place in the top five. The style, presentation and content of this odd, amusing adventure leave it towering above everything else. The puzzles are a little on the obscure side but you'll forgive it thanks to neat touches, absorbing plot and downright loveliness. ★★★★★



6 C&C: Tiberian Sun

Strategy ■ EA ■ £40
Engrossing and imaginative strategy game Just like its predecessors, the emphasis in *Tiberian Sun* is on total warfare. You're constantly on the brink of disaster – make the wrong strategic choices and your army will get its arse kicked. If you want to try a strategy game, try this one first. ★★★★★



7 Grand Prix 3

Racer ■ Hasbro ■ £35
Get excited it's Geoff Crammond doing F1 This is a culmination of a decade of perfecting the Formula One experience, a simulation as detailed as you could hope for. Getting into it is hard but rewarding – it can take almost an hour to set up your car. But, *GP3* is as pure as simulations come. ★★★★★



8 Championship Manager 99/00

Sports ■ Eidos ■ £25
Out-coach Keegan Guide lowly teams to the top of the football tree in one of the most absorbing games ever made for the PC. A wealth of footballing stats put *Championship Manager* in a league of its own. Gooaaaall! ★★★★★



9 System Shock 2

Action/RPG ■ EA ■ £35
Stomach-somersaulting horror Your character awakes stranded on a deep space starship with no memory. The entire crew have been butchered and there are weird cybernetics grafted onto your body. Difficult, but atmospheric, scary and original. ★★★★★



10 Tomb Raider: The Last Revelation

Action Adventure ■ Eidos ■ £40
Four-play with Lara Latest in the incredibly successful franchise sees our heroine take on all manner of nasties in ancient Egypt. Won't stretch your hardware but has oodles of gameplay and puzzles galore. ★★★★★



11 Dungeon Keeper 2

Strategy ■ EA ■ £35
Prepare to unleash the beast within This strategy masterpiece bubbles and seethes with a pitch-black humorous atmosphere. And it's non-repetitive! If you're going to open one intellectual bottle this year, *Dungeon Keeper 2* is the one to savour. ★★★★★



12 Shogun

Real time strategy ■ EA ■ £35
The Seven (Thousand) Samurai Real-time strategy on an epic scale. Command an army of thousands of samurai warriors in some of the most brutal and beautiful battles ever seen on a PC. Some might argue it's difficult to get into but, then, that's not the point, is it? ★★★★★



13 Theme Park World

Strategy ■ EA ■ £30
All the fun of the fair A fantastic sequel to the popular *Theme Park*, with an easy-to-use interface and superb 3D views of all the roller coasters and attractions. So build more vomit inducing rides and keep the punters happy. Worth the price of admission. ★★★★★



14 Thief 2

Action Adventure ■ Eidos ■ £35
Atmospheric, first-person adventure with a gripping plot In *Thief 2*, Looking Glass has produced a stealthy sequel that exceeds its predecessor in every way. Beautifully designed missions mix with authentic interiors to create a game that's immensely rewarding and great fun. ★★★★★



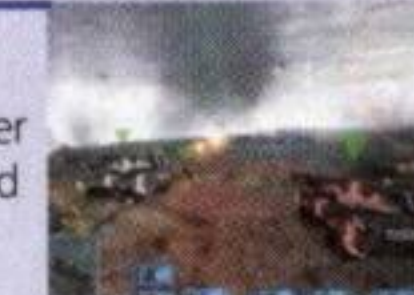
15 Midtown Madness

Racer ■ Microsoft ■ £35
Fender-bending racer with terrific traffic You can't run people over but this incredibly realistic driving game has great challenges, amazing graphical detail and cars, cars, cars. Crash some vehicles and get rid of some of that pent up road rage. ★★★★★



16 Ground Control

Strategy ■ Sierra ■ £35
Searing squad combat for the action-fixed It may look like another *Command & Conquer* game but there's no resource gathering and a shedload more action. A smooth display and a graceful camera that swoops over the terrain leads you through some top drawer apocalyptic gaming. ★★★★★



17 Final Fantasy VIII

RPG ■ Eidos ■ £30
Lip-smacking conversion of the PlayStation title No less than five CDs contain this sprawling and ambitious RPG. It's a game you'll need to work at, but it'll reward your efforts many times over with a twist-riddled storyline and glorious cinematic sequences. ★★★★★



18 Homeworld

Strategy/Shooter ■ Sierra ■ £35
Compelling space combat and management game Takes the best elements of real-time strategy games and shoot-'em-ups, with jaw-dropping space battles, spooky music and scary baddies. One of the defining PC games of 1999. ★★★★★



19 Curse of Monkey Island

Adventure ■ Lucas ■ £40
Fantastic point-and-click adventure Genuinely amusing and with clever puzzles, *The Curse of Monkey Island* scores well for its controls, which make exploring and examining as easy as possible. Great to look at and listen to, if a tad frustrating and illogical. ★★★★★



20 GTA2

Action ■ Rockstar games ■ £40
Carjacking, gun-toting sequel to the controversial action game Be a mean mutha in this inner-city joyriding extravaganza where crime does pay. Wonderful dark humour, great car handling, funky music and plenty of invention. A worthy update of a classic title. ★★★★★



■ Storming straight to the top of the charts without a moment's hesitation is *Deus Ex*. Better than *Half-Life* and *Quake III*? Too right.

SENT IN BY PHILIP CRAKEN FROM SCOTLAND

TOP 5 PC GAMES THAT COULD ALSO BE THE NAMES OF BANDS



- 1 **Dogs of War**
Take 2
Undisputed noise-terror pollution from the Mighty Dogs. Earplugs not provided.
- 2 **Gruntz**
Sierra
Catchy baggy indy-pure pop with Madchester attitude.
- 3 **Majesty**
Hasbro
Epic, stadium-based middle of the road adult rock. Complete with dodgy perms.
- 4 **Koi Koi**
Neechez Innovation
Big-beat hands in-the-air summer anthems to play all night long.
- 5 **Wages of Sin**
Activision
You know. They did *Birdhouse In Your Soul*. Er, didn't they?

The A-list

Arcade's Top 20 Nintendo 64 games

■ This is starting to get beyond a joke now, but there are still no new games for the N64. We're reviewing some this issue, though – how will they fare?



1 The Legend of Zelda

■ RPG Adventure ■ Nintendo ■ £30

Best game in the world and that's a fact Traditional *Zelda* hallmarks wrapped up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. Worthy of all the hype thanks to the genius of Miyamoto. ★★★★★

2 Super Mario 64

■ Platformer ■ Nintendo ■ £30

The king of 3D platformers This is a true masterpiece, with huge levels, sublime controls and immersive gameplay. Mario 64 could be considered the game that invented a genre – at the time being way ahead of any near rivals – with a totally immersive lesson in game design, feedback and control. As with all Miyamoto games, it slowly sucks you in and refuses to let go while its full-on 3D graphics still impress. ★★★★★



3 Perfect Dark

■ Shooter ■ Nintendo ■ £50

Staggering GoldenEye sequel The question was never going to be whether *Perfect Dark* would be any good. Rather, how good. As it's turned out, *GoldenEye's* long-awaited sequel is just about as close to perfection as you can get. The endlessly inventive, ingeniously structured one-player levels are backed-up by a lifetime-long multiplayer – and it's really bloody violent too. Astonishing. ★★★★★



4 GoldenEye

■ Shooter ■ Nintendo ■ £30

Stealthy first-person shooter It's taken three years of development for a game to come along that bettered this Bond shoot-'em-up. The 3D worlds were believable and immersive, with 20 awesome missions taking you from gorgeous snow-covered wastelands to grubby men's toilets. One of the best multiplayers and, probably the best film licence ever – if you still haven't bought it get it now! ★★★★★



5 Mario Kart 64

■ Racer ■ Nintendo ■ £30

Cute characters go to the races The original comedy racer that started life on the SNES returns. The single-player game is a lonely experience but the time trial adds longevity. However it's multiplayer option which brings out the best in what is the greatest racer on any platform. So addictive it could be classed as a legal drug. And in the three years it's been around there have been many copies, but none come remotely close. ★★★★★



6 Donkey Kong 64

■ Platformer ■ Nintendo ■ £60

Monkey magic DK and a family of wacky simians return in a huge cartoon adventure. The price of the game is hiked due to the inclusion of an Expansion Pak but the exquisite platforming, enjoyable multiplayer and wealth of hidden secrets make this an essential purchase. ★★★★★



7 Jet Force Gemini

■ Shooter ■ Rare ■ £40

Twin trouble Rare did it again with this fantastic 3D shoot-'em-up that's big, ballsy and heart-thumpingly exciting. The huge platform exploration, puzzles, great soundtrack and some of the best visuals on the N64 make it an instant classic. ★★★★★



8 Shadowman

■ Shooter ■ Acclaim ■ £40

Chock full of serial killers and all manner of dark grisliness A tidy, atmospheric next generation *Quake* with a decent plot and lashings of voodoo spookiness. Incredibly big, intelligent, rewarding, challenging and thoroughly deserving of your time. Classic stuff indeed. ★★★★★



9 Turok 2

■ Shooter ■ Acclaim ■ £40

Dino hunting This looks stunning, and the game itself is helped by impossibly large guns and an end to the precision jumping nonsense that marred the original. The tasks may appear familiar if you're a *Doom* fan though, and on occasions it's too difficult. ★★★★★



10 F1 World Grand Prix 2

■ Racer ■ Nintendo ■ £40

Eddie Irvine simulator Looking as good as real-life, with all the real cars, drivers, stats and other nonsense. Whether you're an arcade racer or a true F1 fan, there's something here for you, with a two-player option to round it all off nicely. ★★★★★



11 ISS '98

■ Sports ■ Konami ■ £40

Tremendous goal-fest The N64's best footie sim and arguably the best on any system. Oh-so-intuitive controls, silky smooth animation and very nearly as addictive in multiplayer as the mighty *Mario Kart*. You will lose months of your life. ★★★★★



12 1080° Snowboarding

■ Racer ■ Nintendo ■ £40

Snow-based racing A brilliant range of modes, plenty of tricks and loads of boards and courses for you to have a crack at. You get beautiful controls, brilliant replays and challenging racing. A gorgeous, technically superb, super quick experience. ★★★★★



13 Banjo-Kazooie

■ Platformer ■ Nintendo ■ £40

Bizarre bear-bird crossover Beautiful levels that beg you to explore, a genuine challenge with plenty of variety, and the first Rare game not to feature an eye-wincing amount of cute. Almost knocks Mario from his perch. Praise indeed. ★★★★★



14 Lylat Wars

■ Shooter ■ Nintendo ■ £30

On-rails 3D space blast Loosely based on *Star Wing* on the SNES, and intended to be an immersive, movie-like experience, with cut-scenes that ape films like *Independence Day*. It's too easy, but it's still addictive, well-crafted and frantic. Pure blasting action. ★★★★★



15 Pilotwings 64

■ Flyer ■ Nintendo ■ £30

Fly about a bit and cry at the difficulty of it all Along with *Mario 64*, this is the game that launched the N64. It boasts beautiful, realistic scenery and some of the hardest tasks this side of Mensa. Basically, it's a truly unique flying experience. ★★★★★



16 Quake II

■ Shooter ■ Activision ■ £50

Travel to Stroggos, massacre its people Non-stop action, plenty of secrets and a more than worthy sequel. Unfortunately the single-player lifespan is poor. In deathmatch terms though, *GoldenEye* may have the brains, but *Quake II* has the brawn. ★★★★★



17 Ridge Racer 64

■ Racer ■ Nintendo ■ £40

Faithful conversion of the racing classic It's taken four years, but the N64 is finally catching up with driving games on PlayStation. Lovely looking, silky controls and a stonking four-player option. It's not *Gran Turismo* but it's still a damned fine game. ★★★



18 Wave Race 64

■ Racer ■ Nintendo ■ £30

How jet-ski games should be done Water-based frolics that are second to none, even compared to coin-op titles at a thousand times the price. The tracks are beautiful and the controls are as responsive and intuitive as you'd expect from Nintendo. ★★★★★



19 Resident Evil 2

■ Horror Adventure ■ Virgin Interactive ■ £50

Fresh flesh-filching Although a little late, has lost nothing of its gruesome appeal in the transition to N64 and is one of the scariest games ever committed to a console. Classic zombie-shooting action. ★★★★★



20 Rocket: Robot On Wheels

■ Platformer ■ UbiSoft ■ £40

Robot wars Developer Sucker Punch proves that not only Rare and Nintendo can create top-drawer platformers. Fabulous graphics and levels crammed full of sub-games and quests, *Rocket* is a breath of fresh air. ★★★★★



WINNER!

SENT IN BY NICOLA SIMMS FROM EXETER WHO WINS A COPY OF PERFECT DARK

TOP 5 NINTENDO 64 GAMES THAT WILL GET YOU TO WORK ON TIME



1 Battle Tanx 2

THE

Drive over those traffic jams and park where you want.

2 ExciteBike 64

Nintendo

Even if your work's not great, get excited on the way.

3 Jet Force Gemini

Rare

Private jets: the preferred transport of Ms Spears.

4 Rocket: Robot On Wheels

UbiSoft

Fuel costs would be high.

5 Mario Kart 64

Nintendo

Those turbo boosts are handy if you oversleep.

Arcade's Top 10 Dreamcast games



1 Soul Calibur

■ Fighter ■ Sega ■ £40

The best fighting game ever Magnificent beat-'em-up, where the participants wield huge metal weapons. Incredibly detailed characters, realistic backgrounds and beautiful lighting effects make this a must-buy for Dreamcast owners. A cut above the rest. ★★★★★

2 Crazy Taxi

■ Racer ■ Sega ■ £40

Visually impressive cabbie-sim An adrenaline-pumping driving game that straps you in the seat of a maniacal American taxi driver. Deliver passengers to their destinations by weaving in and out of traffic, careering through parks and taking hair-raising short-cuts. Fantastic fun. ★★★★★

3 Resident Evil: Code Veronica

■ Horror Adventure ■ Eidos ■ £40

The best Res Evil game yet and it's only on the Dreamcast Everything that's great about Shinji Mikami's franchise is here and it's been polished to a sheen. The Dreamcast's graphics engine enhances the look and there's more scares than in past efforts. ★★★★★

4 Power Stone

■ Fighter ■ Capcom ■ £40

The beat-'em-up bar brawl Welcome to the game where you can throw chairs, vases, tables or anything else that comes to hand at your opponent. The aim – quite simply – being to knock the gemstones out of them. Spring around the spaces like a new-born lamb. You looking at me? ★★★★★

5 Dead or Alive 2

■ Fighter ■ Acclaim ■ £40

Bouncy, bouncy Perhaps *Dead or Alive 2*'s biggest claim to fame will be the size of its female competitors' knockers – which is a shame. As Tecmo have created a quite staggering beat-em-up: beautiful, intuitive, innovative and, most importantly, satisfyingly bone-crunching. An absolute winner. ★★★★★

6 Ready 2 Rumble

■ Fighter ■ Sega ■ £40

Funky fighting Gobsmaacking arcade-style boxing game with a ringful of hilarious characters and fabulous graphics – check out the toothless grin of the victor or dazed and bloodied face of the loser. Massive fun in two-player mode, this is the true heavyweight champ of console pugilism. A knockout. ★★★★★

7 TrickStyle

■ Racer ■ Acclaim ■ £40

Speedy tricks outside the red light district Welcome to the place where your *Back To The Future 2* dreams of riding a hoverboard become reality. Chose to play as a racer, a stunter or a bully on the mean streets of the 23rd Century. A *Wipeout* wannabe that hits the spot. ★★★★★

8 Virtua Tennis

■ Sports ■ Sega ■ £40

What the deuce? This is the best sports game on the Dreamcast. Sega has finally provided a game that will satisfy true tennis fans as well as stimulating the trigger fingers of casual raquet followers. The most striking plus has to be the graphical quality, the sportsmen are portrayed in a detail, not seen before. ★★★★★

9 Sonic Adventure

■ 3D platformer ■ Sega ■ £40

Hedgehog heaven on Sega's latest platform Steer a spanky new Sonic around a wonderful new world, meeting up with his old friends Tails the fox, Knuckles the um, echidna, and a rather sexy squirrel named Amy. It all makes perfect sense once you get going through the labyrinth of levels. ★★★★★

10 Chu Chu Rocket

■ Puzzler ■ Sega ■ £40

Frantic cat-and-mouse madness from Sonic Team A colourful amalgamation of *Bombeman* and *Lemmings*, this kerrazzy Japanese puzzler thrives in four-player mode. It's also the first game on Sega's online network. Catch the mice and avoid the cats – simple but very addictive. ★★★★★

■ This month the only new entry is *Virtua Tennis* – with this game it is possible to get *Henman* somewhere near the semifinals.

Arcade's Top 10 Game Boy games



1 Zelda DX

■ RPG ■ Nintendo ■ £25

Puzzle-solving with your fave elf An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *Final Fantasy VII*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

2 Metal Gear Solid

■ Sneaker ■ Konami ■ £25

Small screen Solid Snake Breathtaking stealth sim, complete with all-new one-player levels and all 180 of the PlayStation's Virtual Reality missions plus a great two-player link-up mode. Apart from some obvious graphical cutbacks, this boasts the same great gameplay as its 32-bit cousin. Just about as good a Game Boy game as you'll ever see. ★★★★★

3 Tetris DX

■ Puzzler ■ Nintendo ■ £20

Brick drop return shock What better way to lose five hours of the day than connecting odd shaped bricks to rack up a better score than your last. The graphics, sounds and modes might have changed, but this is still the most effective time waster we all know and are addicted to. It's *Tetris!* Quite simply, get it in. ★★★★★

4 Super Mario Bros DX

■ Platformer ■ Nintendo ■ £25

Seminal Mario platformer Uncomplicated, hugely enjoyable platform brilliance, transferred to your portable friend 14 years after its debut and it has lost practically none of its appeal. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedfull of extras including an organiser and a two-player link-up racer. ★★★★★

5 David O'Leary Manager 2000

■ Sports ■ Ubisoft ■ £25

Be Big Ron An incredibly comprehensive game, consisting of league matches plus two domestic and European cups. Backed up with loads of stats – although they are a little out of date – this is a compulsive title that will keep your Game Boy glued to your hands for months. ★★★★★

6 Driver

■ Racer ■ Infogrames ■ £25

Cop-baiting 70's funk Top grade conversion of PlayStation blockbuster, with tight controls and similarly fantastic missions – shame there's no two-player option, though. Some gorgeous visuals help set the scene but it's the car chases with realistic car handling and ingeniously designed maps that really win the day. ★★★★★

7 Mario Golf

■ Sports ■ Nintendo ■ £25

Pocket putting A compelling cocktail of golf and RPG elements with a bunkerful of game options including a cup-winning Tournament and a Match game where you can take on Mario himself. Great graphics and a superb control system add polish to this mini masterpiece. Grab your wood and tee off. ★★★★★

8 Perfect Dark

■ Shooter ■ Rare ■ £25

Ms Dark comes to the handheld Rare has produced a highly polished and addictive adventure that you'll be returning to again and again until you've defeated every boss, discovered all the weapons and found every secret. Also you can link up with a friend for a deathmatch game. Not perfect, but as-damn-well-near-Perfect-as-you-can-get *Dark*. ★★★★★

9 Harvest Moon

■ Strategy ■ Nintendo ■ £20

Down on the farm Clear your land, till the soil, plant some seeds – there aren't many farming sims out there, but *Harvest Moon* proves that they should be more popular than *Lara*. Ported-over from the SNES, the detail and graphics are astonishing making the gameplay "sow" compulsive. You'll be playing it until the cows come home. ★★★★★

10 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

Mazza's arch enemy returns Features a novel 'can't die' aspect and insists on you collecting all the coins from each level, creating fist-clenching difficulty in the process. With five different endings to view depending on which route you take and heaps of treasure to collect, you'll be hooked for ages. Top quality and fiendishly challenging. ★★★★★

■ *Perfects Dark's* port over from the N64 is surprisingly good and well realised on the little LCD screen.

SENT IN BY GLYN DAVIES FROM NORTH LONDON

TOP 5 DREAMCAST GAME HOLIDAY DESTINATIONS. WISH YOU WERE HERE...?



1 Tomb Raider: The Last Revelation

Eidos
Take a trip to Egypt and explore the pyramids

2 Crazy Taxi

Sega
Have fun in San Francisco.

3 Get Bass

Sega
Take a relaxing holiday in beautiful surroundings.

4 Snow Surfers

Sega
Who can resist hitting those slopes on a piece of plywood?

5 Ecco The Dolphin

Sega
For peace and tranquillity.

SENT IN BY JAMES HARTLEY FROM LEEDS

TOP 5 GAME BOY GAMES THAT YOU COULD PLAY ON A DESERT ISLAND



1 Billy Bob's Huntin' 'n' Fishing Midway

Learn to fend for yourself.

2 Pokémon

Nintendo
Catch a Pikachu, then spit-roast him for dinner.

3 Antz

Infogrames
Watch out for those bugs.

4 Harvest Moon

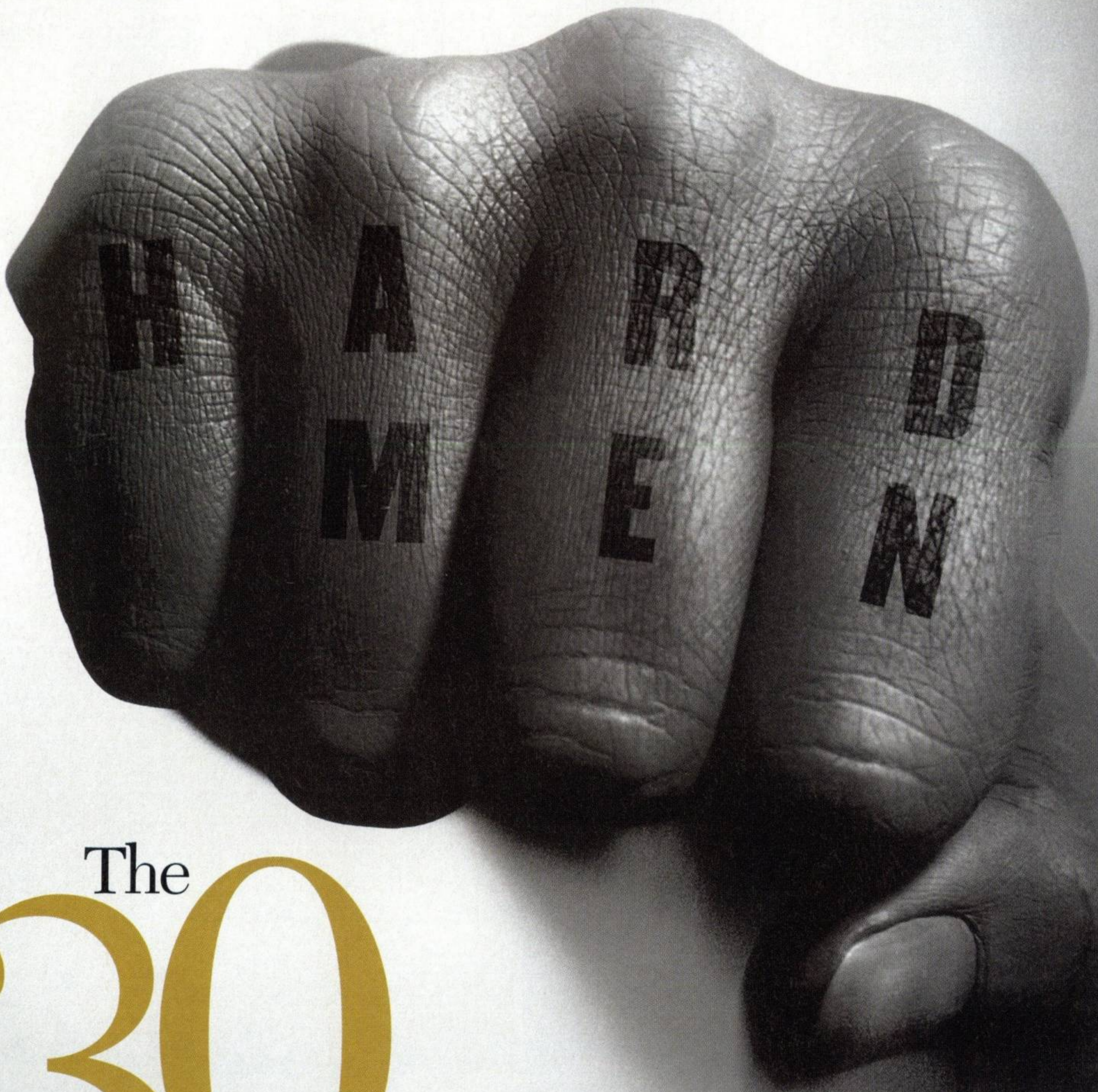
Victor
If the fishing's no good, grow your own supplies.

5 Papyrus

Ubisoft
Make your own paper to send SOS bottle messages.

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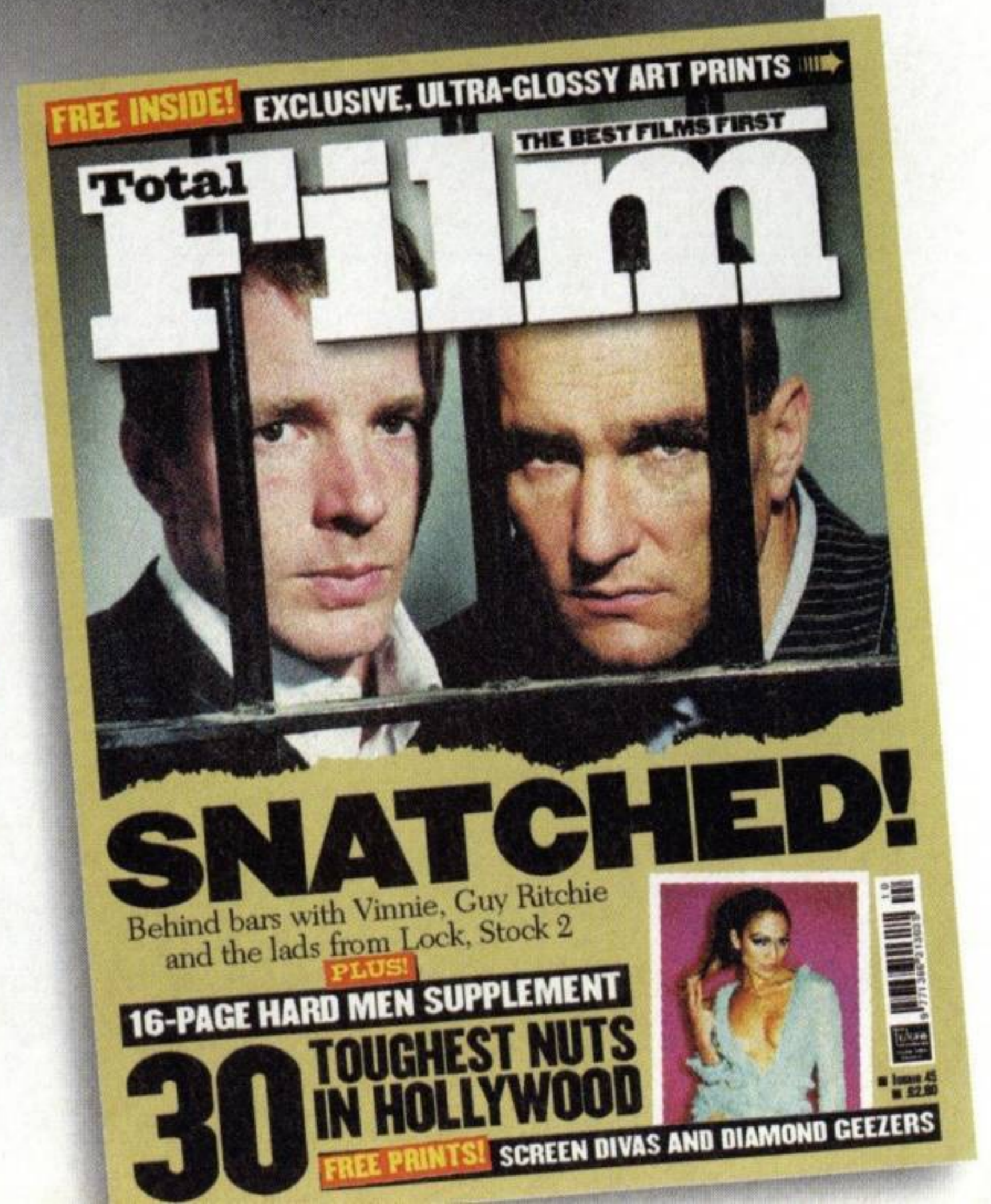


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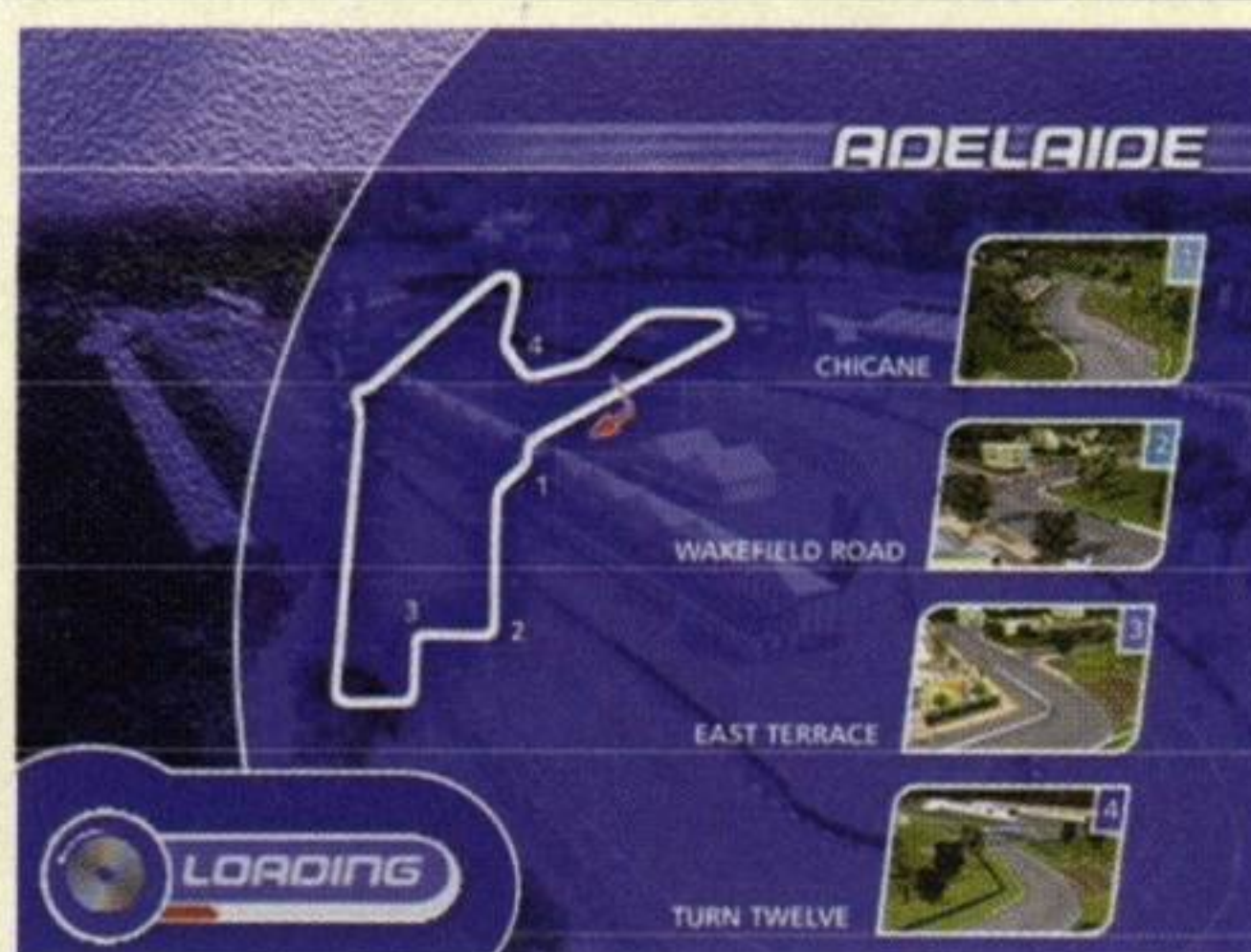
Get geared up for glory

■ To get your campaign off to the best start begin with the South and Central American championship, with its predominantly gentle curves and rolling starts. Because *WTC* is the most arcade-oriented of the *TOCA* games, you are unlikely to skid off the track without a major shunt or poor cornering. As a result, you can always use other cars more frequently as you corner. Angle your approach slightly and drop your speed before bouncing your vehicle off opponents to ease your cornering and knock them out of the race. Similarly you can be more ruthless in your attempts to ram vehicles on straights. If a faster car is passing you, ease your driver into him so he scrapes alongside, then violently turn in to flick his back end and send him careering off the road. Finally, select the lowest downforce option (except in wet races). Your car will have a touch less grip, but the extra speed on the straight will win you races.

Fiendish corners and tricky chicanes come as standard in Codemasters' outstanding third instalment in the *TOCA* trilogy. We've singled out the ten most devilish tracks and provided tactics that will aid you in your quest for glory.

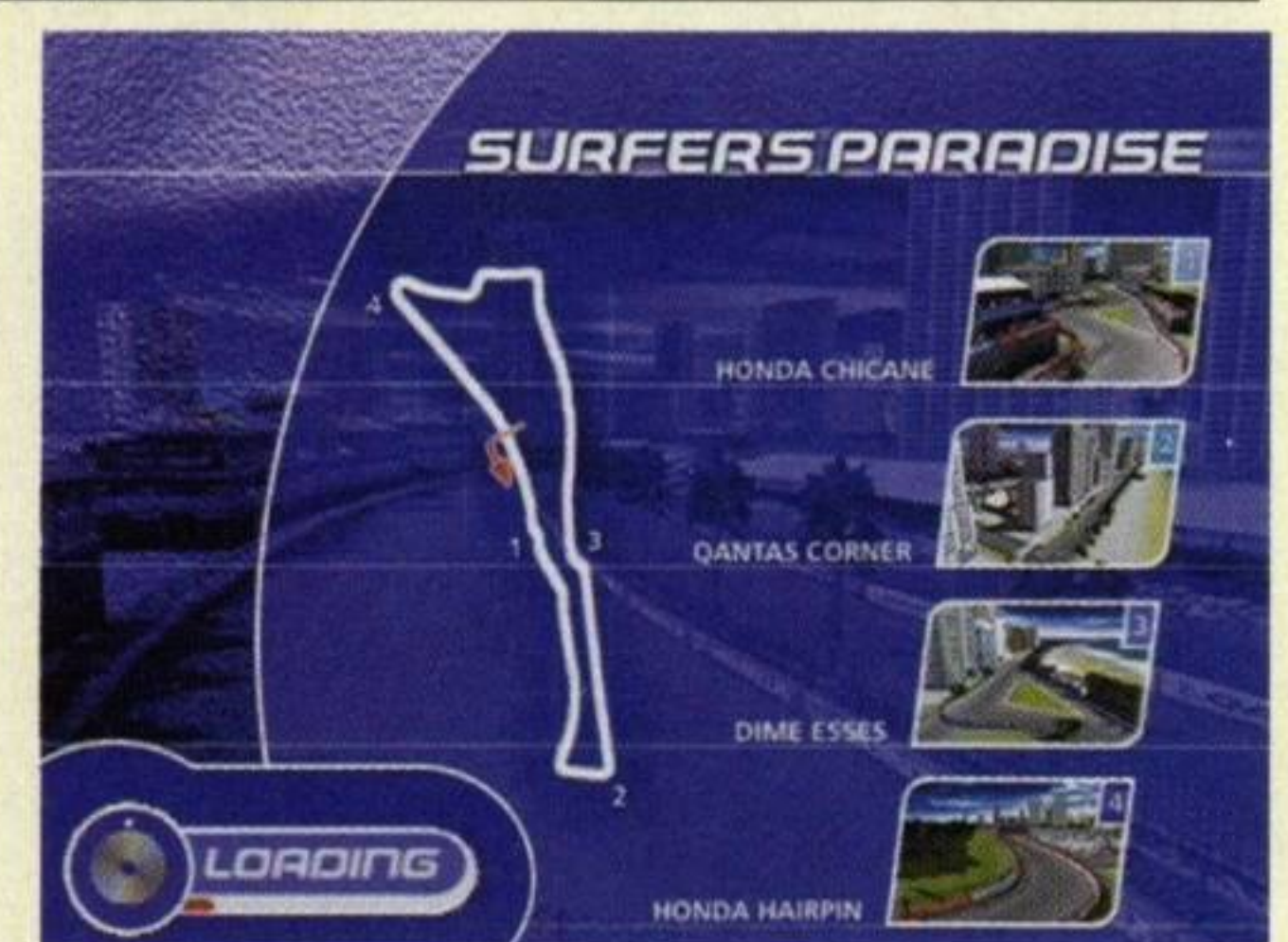
Adelaide

■ Success here relies on the successful negotiation of the deceptive Wakefield Road and East Terrace right angles. Wakefield Road shapes up as a left, which can throw drivers in a race situation. Hit it at 70mph and let the car slow down, accelerating on exit. Blast into the East Terrace corner and execute a handbrake turn. Dab on the handbrake for the next two turns or go wide left and turn hard into them with no acceleration. Turn 12 is not as bad as it appears. Take it at 70 mph, but hit the previous bend at 40 mph.



Surfers Paradise

■ Another dastardly Australian track. After a mild chicane reduce your speed to 40mph for the corner preceding Qantas, which you should take wide, hitting the curve at 65-70mph with no acceleration and turning hard left. It is possible to take the tricky Dime Esses at 70mph for the conservative approach. Or you could gamble on hitting them at full speed, provided that you use the grass to flick your tail out left so you exit safely after the inevitable skip when you touch the chevrons.



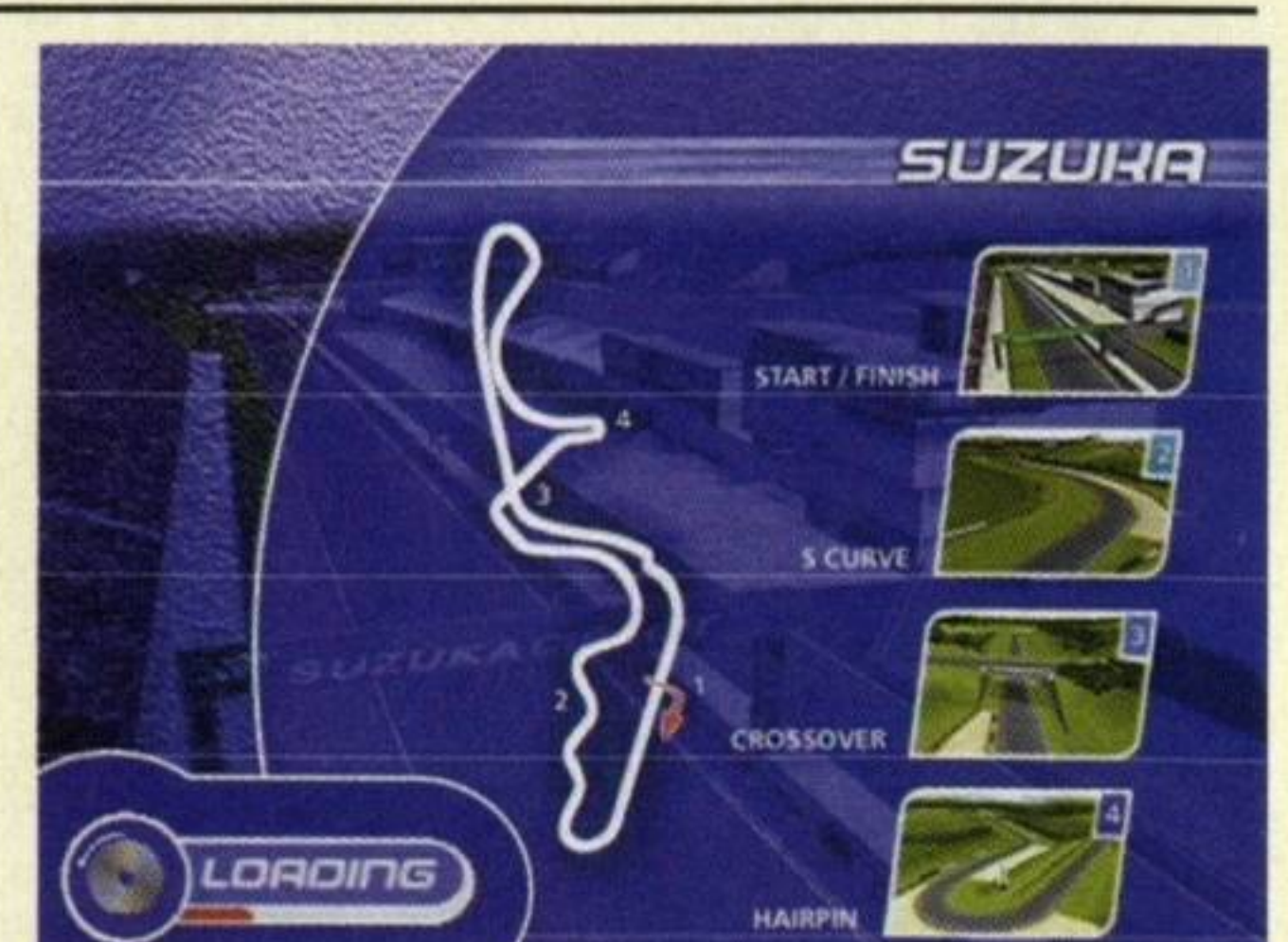
Monza

■ A course familiar to racing game hacks the world over, but one that often wrecks title aspirations. The two killer corners – the Curve Grande and Variante Ascari – will result in disastrous crashes if you take them wrongly and mess them up. Hitting the barrier will kill your engine, so approach them both at 85 mph, but go tighter on the left-hand side for the nastier Variante Ascari. Don't accelerate out of them, but ensure you avoid over-caution, which can prove just as fatal as over-confidence.



Suzuka

■ This is sinewy course that is awash with pit-falls. The hairpin and the host of tight corners can make the best drivers fall apart and lose control. Take your speed down as low as 30mph on the second bend of the s-curve. Fail to negotiate the hairpin (drop to 60/70mph) and you'll skid into some lethal barriers. The tight chicane before the home straight is probably the slowest corner in the game. To corner safely drop to 20 or 25mph and do everything possible to avoid the deadly tyre wall.



**29
GAMES
TIPPED
THIS
MONTH**

PLAYSTATION

- P102** TOCA WTC
- P108** X-Men Mutant Academy
- P108** Vib Ribbon
- P109** Grind Session
- P109** Tiger Woods PGA Tour 2000
- P109** Resident Evil 3
- P110** Chase the Express
- P110** Premier Manager 2000

DREAMCAST

- P109** Virtua Tennis
- P109** Maken X
- P109** Plasma Sword
- P110** Zombie Revenge
- P110** Virtua Striker 2
- P110** Wacky Races
- P110** Fur Fighters

NINTENDO 64

- P106** Pokémon Snap
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PC

- P104** Deus Ex
- P109** Brave Heart
- P109** Icewind Dale
- P109** KISS Psycho Circus
- P110** Half-Life: Opposing Force
- P110** FA Premier League All Stars
- P110** Battlezone 2

COLOR GAME BOY

- P110** Worms Armageddon
- P110** Tetris DX
- P110** Bust-A-Move 4

WELCOME

■ Blimey. Just when you thought Kick Ass couldn't get any more stuffed, this month it's literally bursting its sides, spilling tips, cheats and challenges all over these pages. There's a heap of handy hints for Codemasters' superb *TOCA WTC*, Nintendo's quirky *Pokémon Snap* and Eidos' world-beating



first-person shooter *Deus Ex*. Plus we've a doggie bag of delicious gaming scraps as well as a chance for you to win a menu of Mad Catz goodies. *BURP*. Excuse me...

Brands Hatch

■ Another popular course in racing games, but its shortness and pacy, slippery corners mean skids will result in poor finishes. Corners 1 and 2 ('Druids') are the ones to watch for here. If you skid into the sand you'll lose vital speed. Corner 1 is at the foot of a hill, so failure to negotiate it successfully will be doubly costly. Take the first tricky turn quickly with a quick jerk right and a dab on the brakes. Exercise caution on 2, but achieve a good racing line and it's pretty straightforward.



Vancouver

■ Exit the relatively gentle first curve in a good position to the right of the track so that you can negotiate the nasty left-handed kink without meeting the tyre wall. Until you reach the chicane use minimal steering and travel at full speed through the easy left and right curves. Once you reach the chicane go tight on the curb and then turn hard right. The pit entrance can be passed at full speed – nudge left, then turn hard left, exiting quickly and with as little deceleration as possible.



Road America

■ This track is great and tests your skill at high speeds, especially on the corners. Firstly Corner 1 will catch you out if you take it at too high a speed, so your best option is to stick to around 110mph. In order to be successful you must capitalise on the faster bends. The Billy Mitchell Corner, for example, can be taken at speeds of anything up to 95mph with a good racing line, and you can easily afford to put your foot down and reach 110mph on the second part of the curve to gain seconds on opponents.



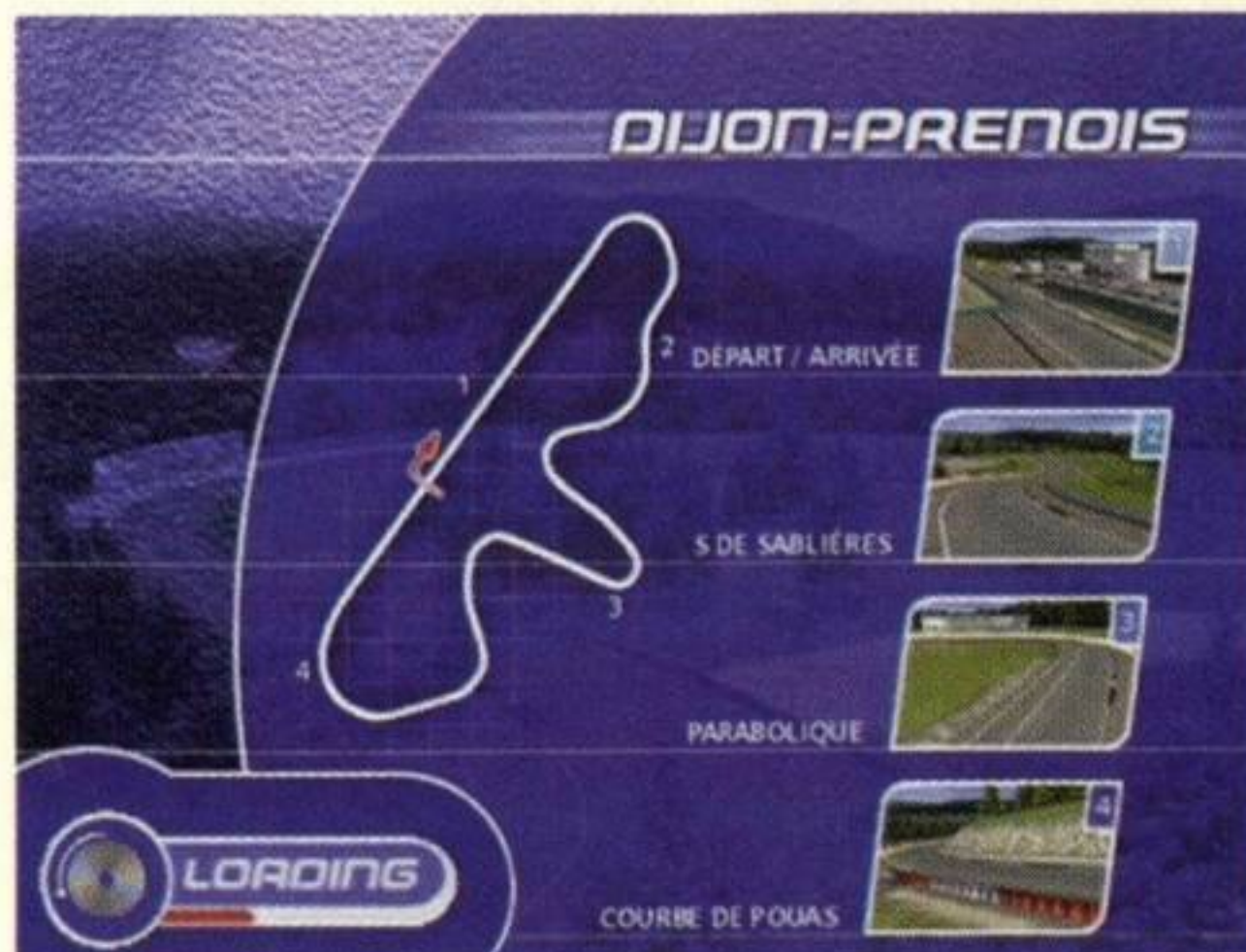
Laguna Seca

■ The Andretti curve should be taken at 60mph, and as the name would suggest the Corkscrew is absolutely lethal – it jumps at you over the brow of a hill, so slow to a crawl if you're playing it safe. You can try a handbrake turn, approaching at full acceleration and skidding left at the beginning of the chevrons, but be ready to fight the spin of the car with a hard right. The same trick will wow friends and win races on the Rainey Corner. Remember – full tilt, full left, then hard compensation.



Dijon-Prenois

■ It's easy enough to get on the podium here, but tricky to win if you veer from the line. The turn that precedes the Parabolique should be taken at 80 mph and exited at 70mph. The Parabolique itself can be taken at full tilt if you take your finger off the gas, the incline of the hill will naturally slow you down so you won't have to use the brake either. The biggest danger is that you stop turning hard right for the split second the corner appears to straighten – this will result in a skid-off.



Snetterton

■ This is a relatively straightforward course that makes it into the top ten for one very good reason – the wicked Russell chicane. It is possible to take the Esses comfortably at 100, but you must exercise extreme caution before rounding the nightmarish Russell bends. Approach them wide left at 70mph, then turn hard right and hard left immediately. Never risk the chicane at speed, unless you are desperate to gain on an opponent, and even then your chances of success are negligible.



HOW TO BE BETTER THAN BOND IN...

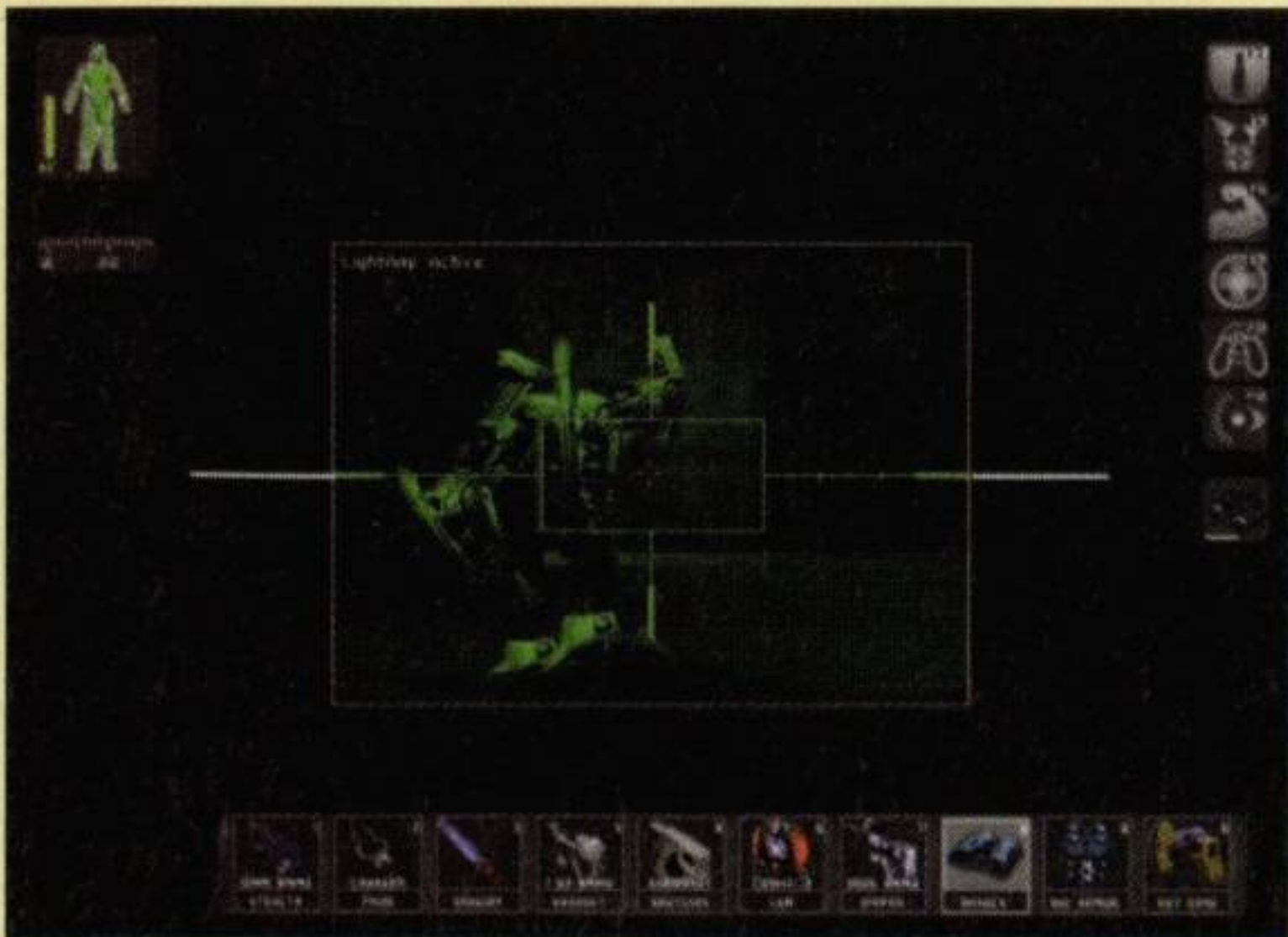
DEUS EX

Format: **PC** | Publisher: **Eidos** | Price: **£40** | Players: **1** | ★★★★★

Completing Ion Storm's *Half-Life* beater is no easy task. So here is *Arcade's* handy guide to become a better secret agent and defeat the evil Majestic 12 organisation.

HOW TO BE SUPER STEALTHY

The only real way to be successful at *Deus Ex* is to be as stealthy as possible. Trying to play this game as if it were *Quake III* will only get you in big trouble. You must stay in the shadows as much as possible – although that's common sense. Take your time, too – running around blindly will just trigger off cameras and alarms. Move slowly and be aware of your surroundings and that includes guards and cameras. Also, keep an eye out for quick exits or hiding places should you get spotted.



HOW TO DEAL WITH BAD GUYS

Because the guards in *Deus Ex* are so well armed it's a bad idea to go in with guns blazing. Instead use the Prod Charger as much as possible. Use maximum stealth to get behind a guard or lay in wait in the shadows. Use the Prod Charger once to stun the guard and then fire a slug in his head with the stealth pistol. This method only takes one charge to render your enemy incapacitated and you won't alert any other guards.



It may be tempting to use the sniper rifle to take out guards from long range. You should only really attempt to do this if you've upgraded your sniper rifle to prevent shaking and have trained yourself to use one. Make sure you have a clean head shot – anything else and you'll probably set off an alarm.

A good way of clearing a room full of guards is to wander in and let them see you. Get out quickly and set a LAM mine on a wall. Theoretically, the guards will follow you, trigger the mine and get blown to kingdom come. This is especially useful later on when you come up against MJ12 Commandos.

HOW TO DISTRIBUTE YOUR SKILL POINTS



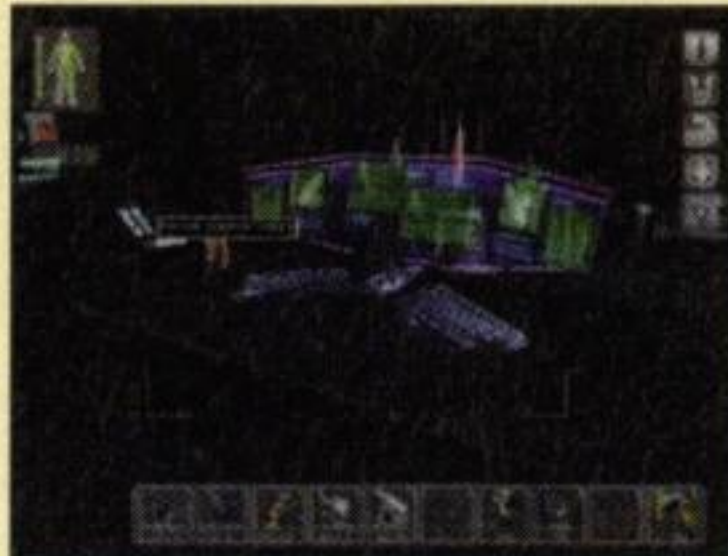
It's entirely up to you how you distribute your skill points but if you want to go for stealth, then we advise that you concentrate on these categories:

Lockpicking



The higher you upgrade this, the fewer lockpicks you'll need to get through doors. The higher the grade, the better really – you should go to level three at the very least.

Computer



This skill is vital for hacking into email accounts and for disabling security systems. Again, the further you upgrade this skill, the better and the more time you'll have on security systems to shut down cameras and open locked doors.

Weapon: Pistol



Best used in conjunction with the stealth pistol. If you can get up to grade four then it's possible to take guards out with a single head shot. Very useful.

How to be a cheat

■ To get the cheats working, you're going to have to do some tinkering with your user.ini file. Open the user.ini in the C:\DeusEx directory and find the section where it assigns functions to the keys on the keyboard. Find a key that is unused, preferably 'T', and assign it to 'talk' by changing the line to something like 'T=Talk'. Make sure that you assign 'Talk' to both the uppercase and lowercase versions of the key.

Start *Deus Ex* and make a new game on any difficulty level except Realistic, for which cheats are disabled. Next, press 'T'. Delete the 'Say' part that comes up by default and type 'set DeusEx.JCDentonMale bCheatsEnabled True', then hit Enter.

Now, you can enter the cheats. Hit 'T', delete the 'Say' bit, and type in a code from the list below.

God	God mode
Invisible	makes you invisible
behindview 1/0	third person view
fly	fly mode
ghost	no clipping
walk	fly mode off
iamwarren	activates EMP field
allskillpoints	maximum skill points
allweapons	spawns all weapons
allammo	spawns all ammo
allaugs	gives you all augmentations
tantalus	kills selected enemy
opensesame	opens selected door
legend	brings up secret menu
allhealth	restores maximum health
allcredits	gives you 10,000 credits
allimages	gives all images

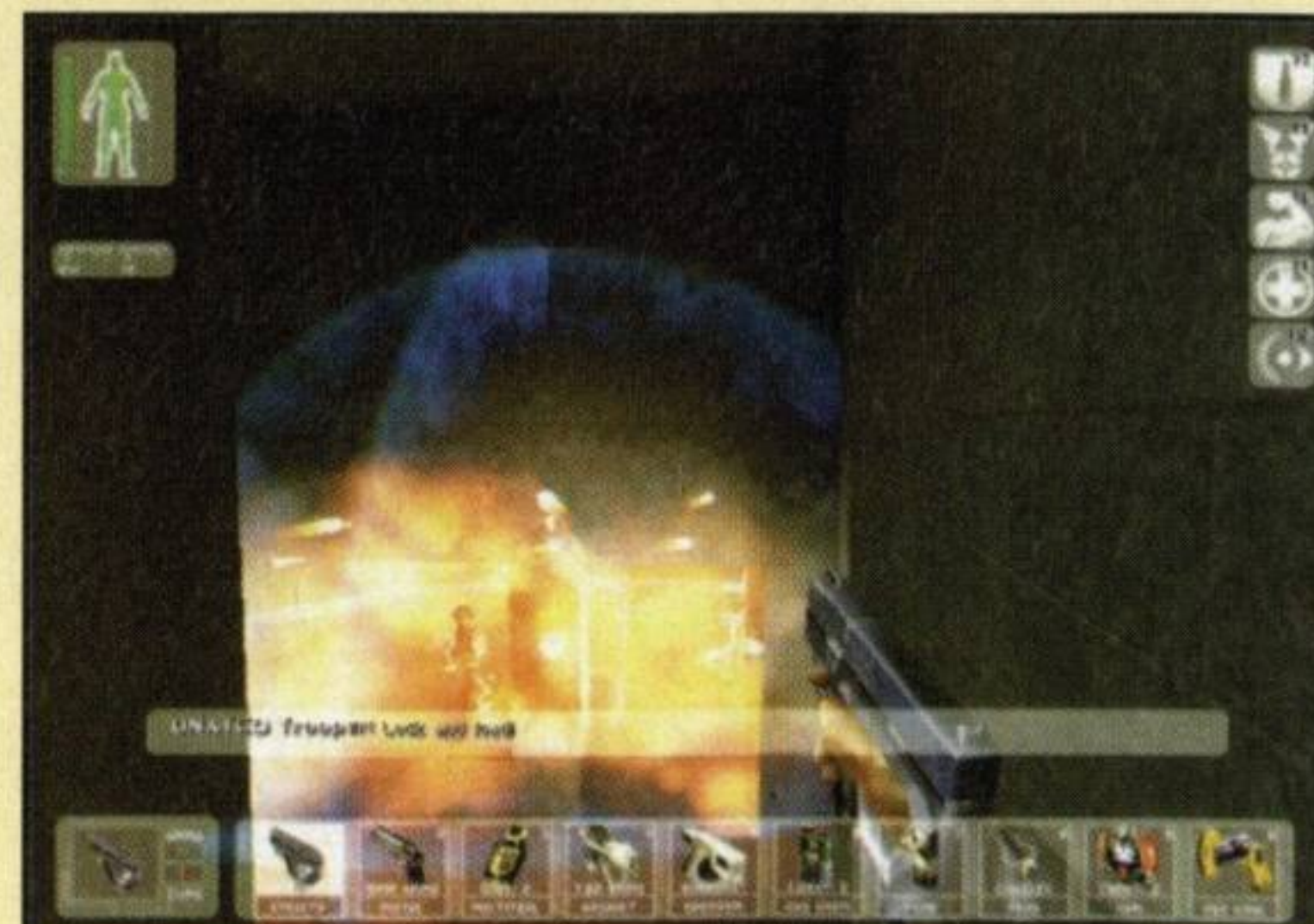


Electronics

Used for disabling security systems such as key pad locked doors and machine gun turrets. Breaking into secure areas is a lot easier if you can turn off the alarm. The higher the upgrade, the fewer multitools you'll need.

HOW TO AVOID TROUBLE

There are lots of different tactics to employ if you want to stay hidden and away from the enemy's line of sight. If you come up against one of the game's big enemies (a MJ12 Commando or a Military Bot) then don't run in head first. Look around – there's usually a way around the problem, either through a vent/air duct or a long way round. Also stick to the shadows to get past. You should only really engage the enemy when there is no other option. Don't be afraid to run away, either.



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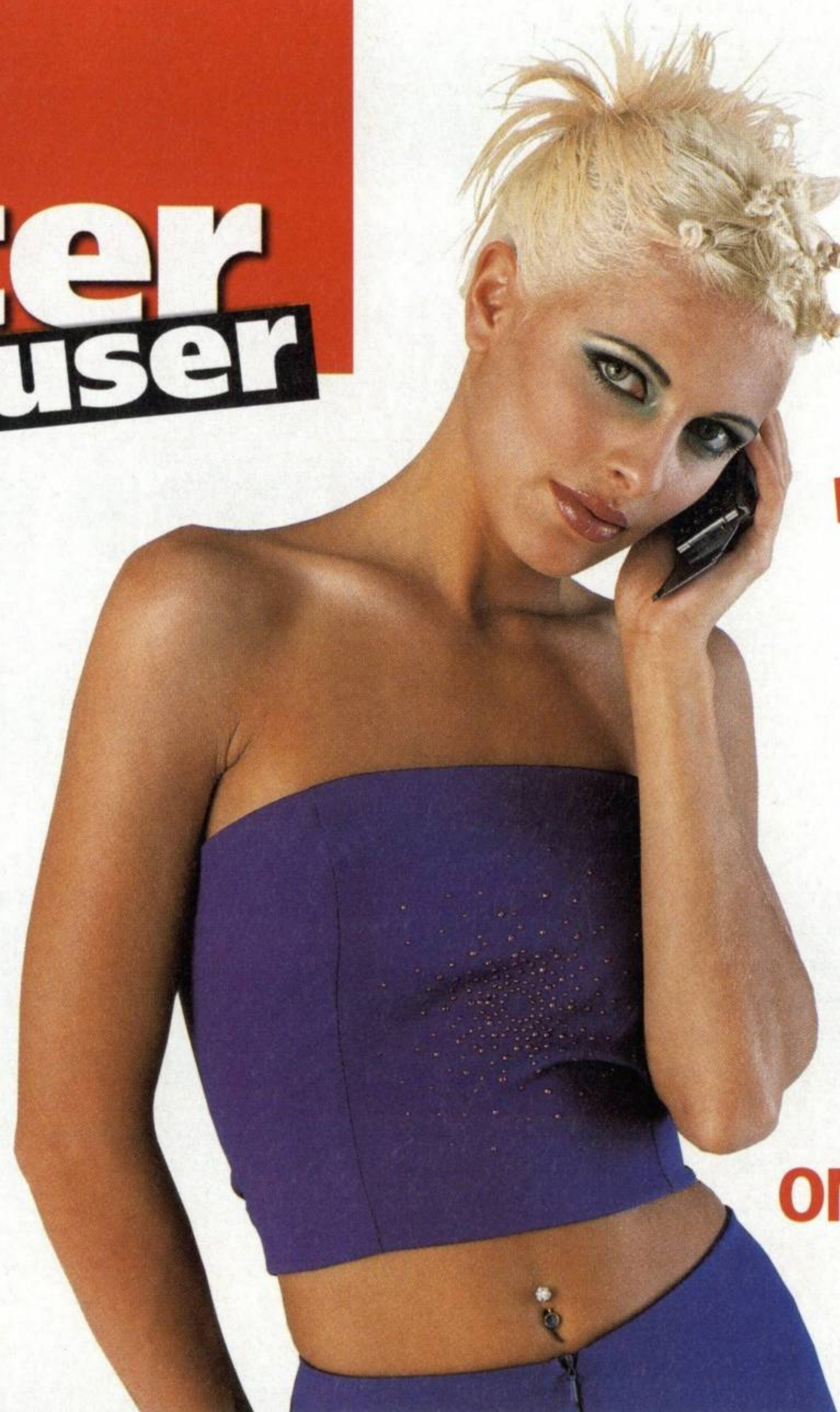
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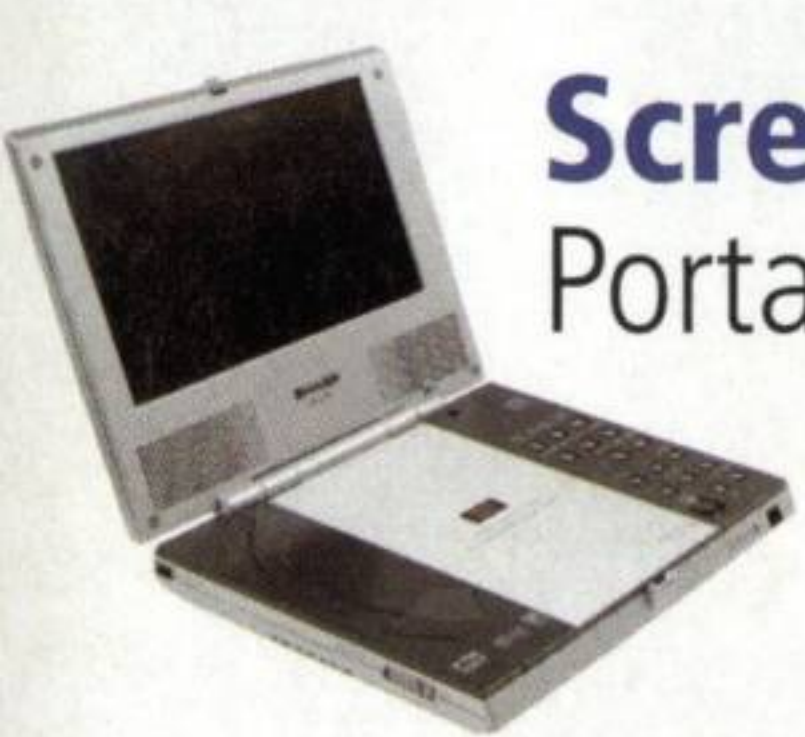
Definitive guide to choosing your new WAP phone



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Arcade

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Arcade Shopping

HOW TO SNAP THE TRICKIEST MONSTERS IN...

POKÉMON SNAP

Format: **N64** | Publisher: **Nintendo** | Price: **£40** | Players: **1** | ★★★★★

Gotta snap 'em all, eh? There are 63 Pokémon in *Pokémon Snap*, all waiting to be included in the perfect Kodak moment. Getting photos of some of them is as easy as taking a photo of your own genitals. But getting snaps of the others can prove as tricky as getting a photo of your own bottom – nigh on impossible without a complicated set-up of mirrors, or – in the case of the former – this very guide. Are we too good to you? Sometimes, it makes us wonder.



#006 – Charizard

■ **Where:** Volcano

■ **Description:** The evolved form of Charmeleon. He's bright orange, and flaunts a fetching pair of wings. He's a hell of a size, too.

■ **Best shot:** Get to where you found a Charmeleon going around a pool of lava at the very end of the stage. Then, lob an apple at him so that he is knocked back into the pool of lava, and a huge Charizard will pop out. Throw another apple, and he'll spin around to face you, and let rip with some serious flame breathing. For the highest score, get a complete shot of him breathing fire with his wings showing.



#025 – Pikachu

■ **Where:** Beach, Tunnel, River, Cave

■ **Description:** The Pokémon that even your Gran's heard of. A sort of yellow mouse with a lightning-bolt for a tail. Can't say much.

■ **Best Shot:** There's a whole bunch of Special Pikachu pictures to be taken throughout the game, but the very best one is at the Beach. After you pass by the Meowth on the little hill, there are some bushes at the left with some grass and leaves being tossed above it. Throw a few Pester Balls into the bushes until a Scyther pops out. On the other side of the bushes two Pikachus will come out and perch themselves on the two stumps. To make the shot one better, play the Pokéflute and they'll both do thundershocks! Get a snap of both of them on the stumps with lightning bolts coming out, and you'll be awarded the "Pikachu on a Stump".

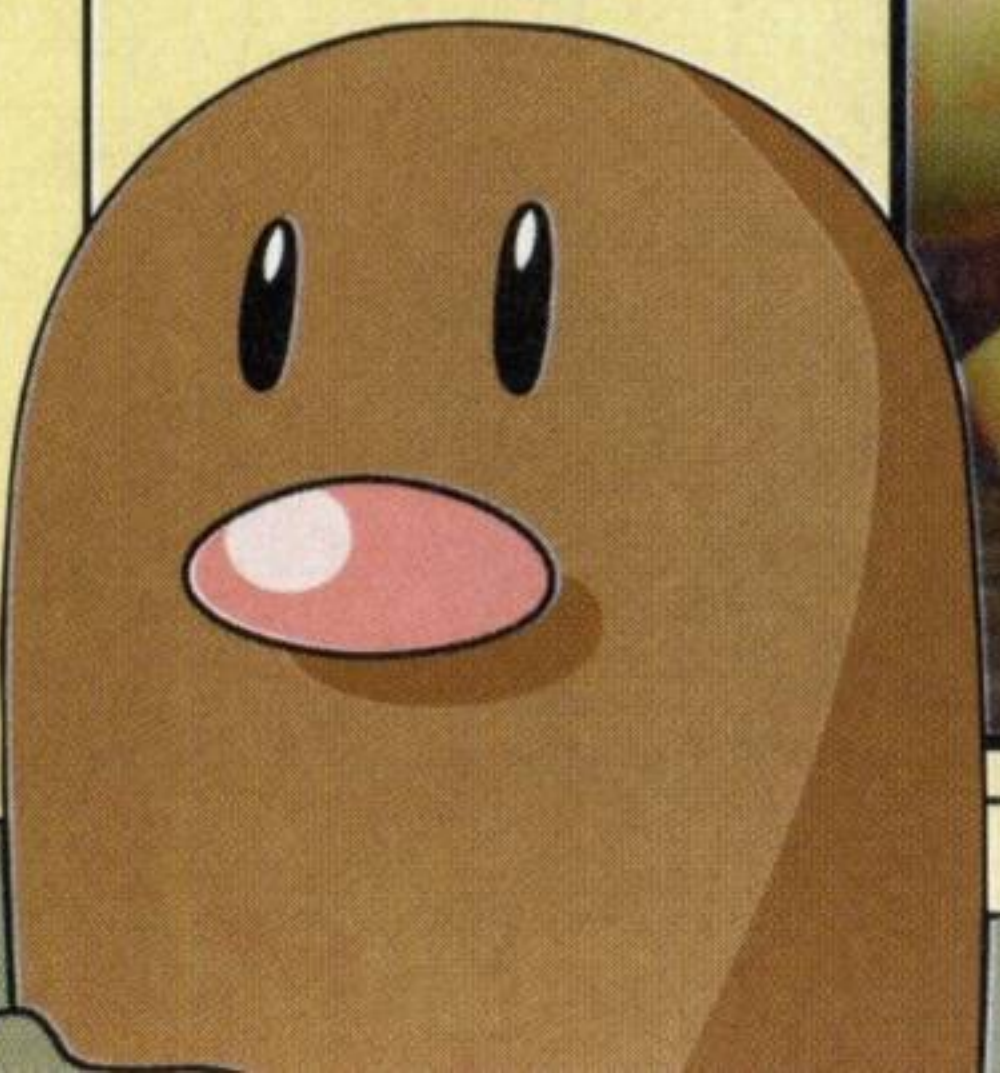


#059 – Arcanine

■ **Where:** Volcano

■ **Description:** The evolved form of Growlithe. He's much bigger and has better hair.

■ **Best Shot:** At the end of the course (near the place with the Charmeleon), take a look to the right and you will see three craters with lava in them. Toss a Pester Ball into a crater and an Arcanine (or sometimes a Growlithe – in which case try again) will pop out. The best shot to aim for is when the little fellow is shaking his lava off. You can also try throwing Pester Balls into all three craters to get three Arcanines for a nice group shot.



#071 – Victreebell

■ **Where:** Cave

■ **Description:** The evolved form of Weepinbell, bigger and turned the right way up.

■ **Best Shot:** Find a Weepinbell, as above. Before he makes it to the water, hit it with a Pester Ball to knock it into the water and it will evolve into Victreebell. Take a whole bunch of shots and pick the one that has most of its tentacles in the frame.



#075 – Graveler

■ **Where:** Valley

■ **Description:** The evolved form of Geodude. He's a lot bigger and has a darker brown colour. Also likes to cling onto walls of mountains.

■ **Best Shot:** After you go through the long 'rapid waters' part, you will get to a waterfall. Look to the opposite side – there are three Gravelers stuck to the wall. Play the Pokéflute. The Gravelers will jump off and do a cute group dance, a different dance for each different song. Get a shot of him as close as possible with the other two Gravelers in the background. You get a 'Special' bonus for this because it's the 'Graveler Group Dance'.

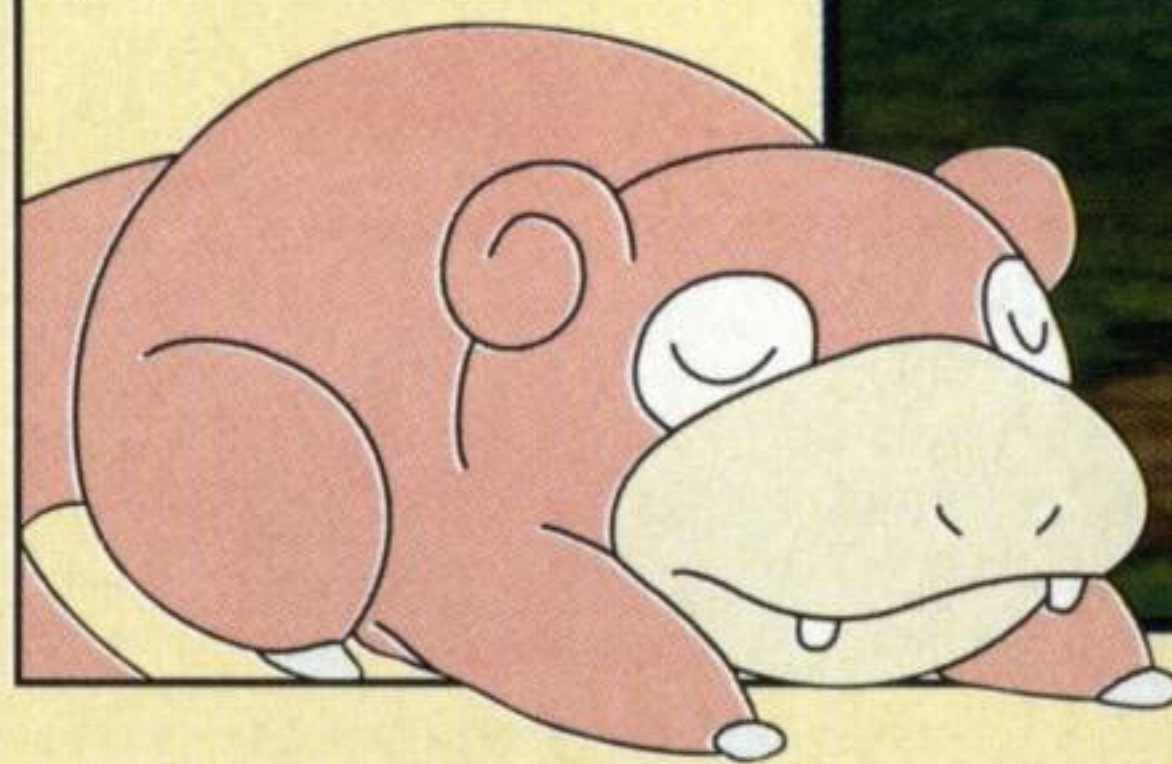


#080 – Slowbro

■ **Where:** River

■ **Description:** The evolved form of Slowpoke. He stands on his two legs and has a big shell stuck to his tail.

■ **Best Shot:** As soon as you can see the first Slowpoke (after you pass the Polywags) throw some apples to the right. Keep throwing and he'll head for the small circle of dirt near the sign of Shellder – he's slow, but he'll make it, and turn around and dangle his tail in the water. A Cloyster will attach to his tail, and he'll evolve into Slowbro. Use the Pokéflute get him to face you, and take a picture.



#118 – Goldeen

■ **Where:** Valley

■ **Description:** An orange and white fish.

■ **Best Shot:** Probably the hardest Pokémon to find all game. At the opening or end section of the valley, throw apples or Pester Balls into the water. Sometimes a Magikarp pops out, sometimes it's a Dratini, and sometimes it's a Goldeen. You have to be quick though, it jumps in and out of the water like lightning! It's very hard to get a close-up picture of him. It's hard to get a picture of him at all, so just do your best.

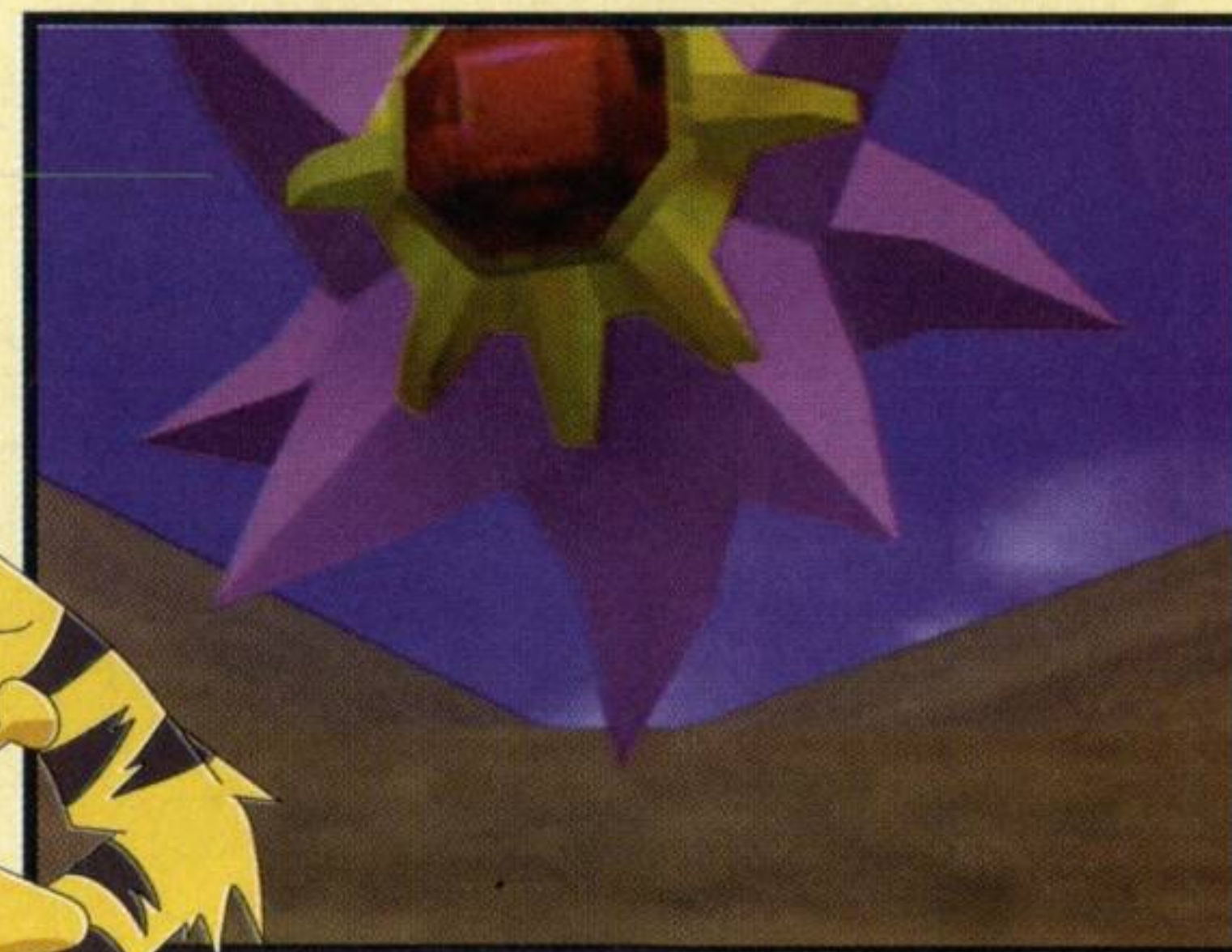


#121 – Starmie

■ **Where:** Valley

■ **Description:** The evolved form of Staryu. It's purple this time and has more arms.

■ **Best Shot:** In the middle section of the Valley course this time, some Staryu will pop out of the water and float in the air. Snap them and they will start spinning around you really quickly. Try to get all three of them to spin around you. Near the end of the course, the Staryus will go into the whirlpool and evolve into Starmies! The Starmies move really quickly and usually don't face you. You might need to use the accelerator to get a shot of their face. Take a whole bunch of pictures and show the best one to Oak.

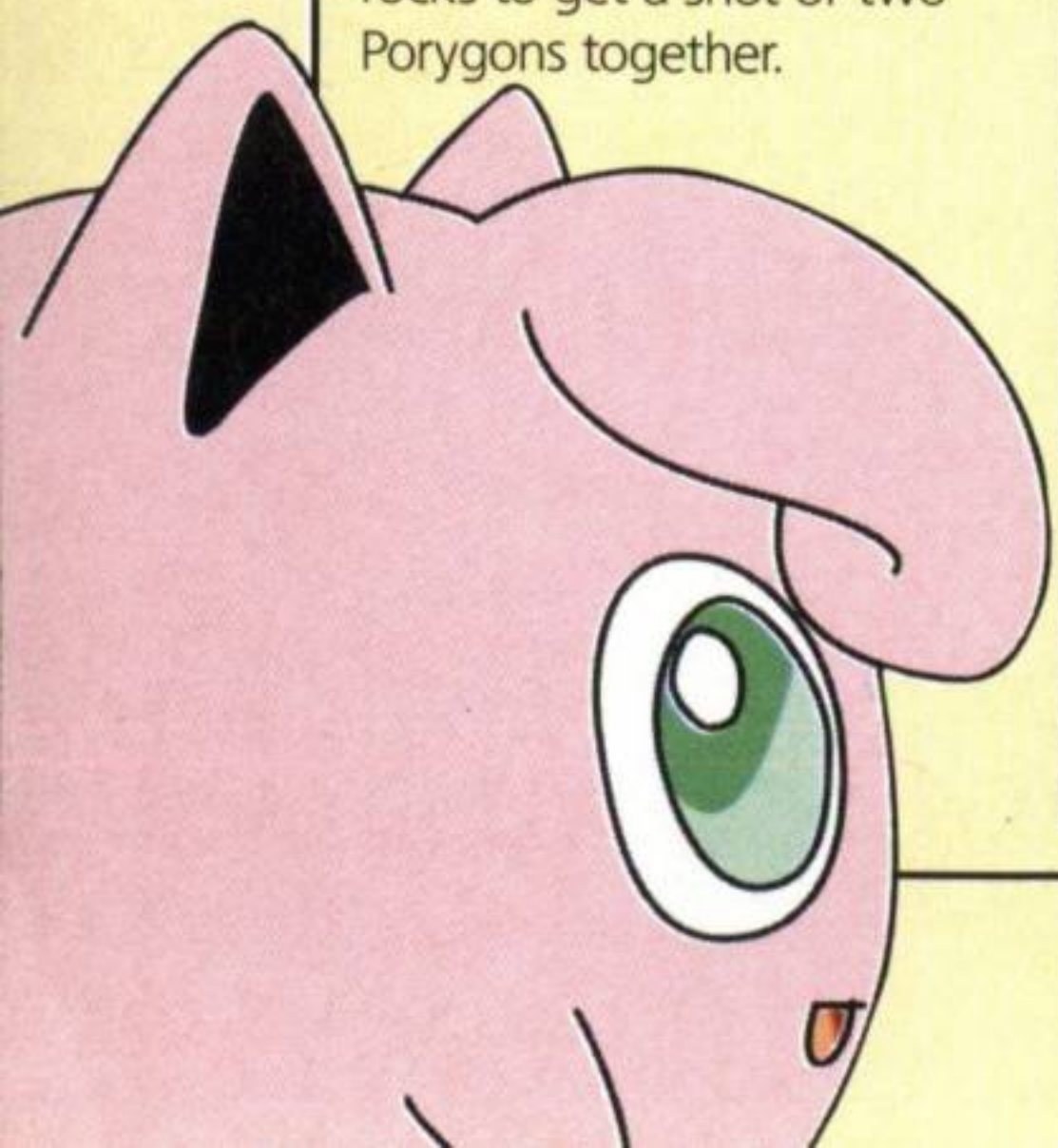
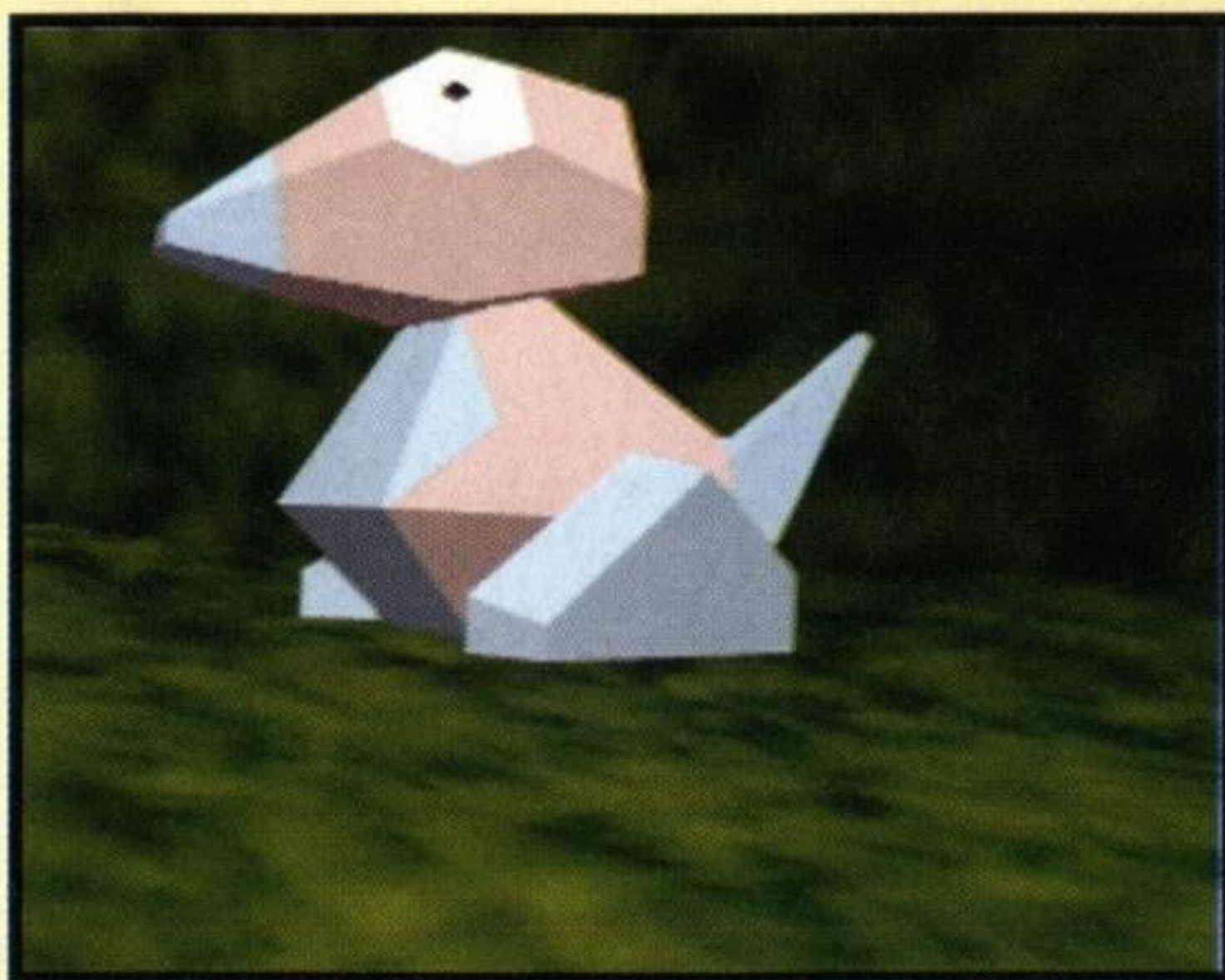


#137 – Porygon

■ **Where:** River

■ **Description:** A sort of blocky Pokémon. His true colours are pink and light blue, but he has the ability to blend with the surroundings.

■ **Best Shot:** After you pass the Psyduck in the River course, look to your right and you'll see some kind of weird rock moving up and down on the walls. Hit this with a Pester Ball to make it jump out, revealing a Porygon. Get him in a good position and take the picture. You can also hit two rocks to get a shot of two Porygons together.



#151 – Mew

■ **Where:** Rainbow Cloud

■ **Description:** This is the rarest Pokémon. Looks like a white mouse that can fly gracefully.

■ **Best Shot:** This is the only Pokémon in the Rainbow Cloud. You can't miss him. There's no real environment here, so press C-Up so you're facing forward. At first, he'll be in a blue bubble, hit him with a Pester Ball. After three hits, he'll go into a yellow bubble. Hit him with three more Pester Balls and he'll be out. He either comes from the left or right of the screen and heads to his bubble. You can already get a good shot of him, but for a better shot, hit him with another Pester Ball. He'll stop, spin around, and face you. Snap like crazy! Any picture of him gets you a 2500 point bonus. To get an even closer shot of him, keep hitting him with Pester Balls. If you get the whole of Mew into the frame, including his tail, it's possible to get up to 10,000 points!



PLAYSTATION

HOW TO UNLOCK THE SECRETS IN X-MEN: MUTANT ACADEMY

If you enjoyed the Marvel comics, bringing the characters to life in this beat-'em-up from Activision will keep you going for hours. If you want even more though, *Arcade* shows you how to get extra costumes and take a look at pictures from comics and the new movie, so you will really get your money's worth.

In cerebro mode:

Unlock secret pictures

Beat the game with all of the characters in their Movie costumes (selected using Square button on character screen).

Unlock boss characters

Beat the game with at least four characters to unlock the bosses one by one.

Unlock comic pictures

Beat ten rounds with any character in Survival mode while in their normal costume.

Unlock character introduction FMV

Beat the game with any character in Arcade mode.

Unlock movie pictures

Beat 20 rounds with any character in Survival Mode while in their movie costume.

Unlock historical comic pictures

Beat the game with all of the characters in their normal costumes.

Unlock movie pictures

Beat 20 rounds with Gambit in Survival Mode to unlock the Movie Pix in Cerebro mode.

Unlock extra costumes

Graduate from the Academy with straight A's with any character to unlock their third costume, selected using the O button.



PLAYSTATION

VIB RIBBON

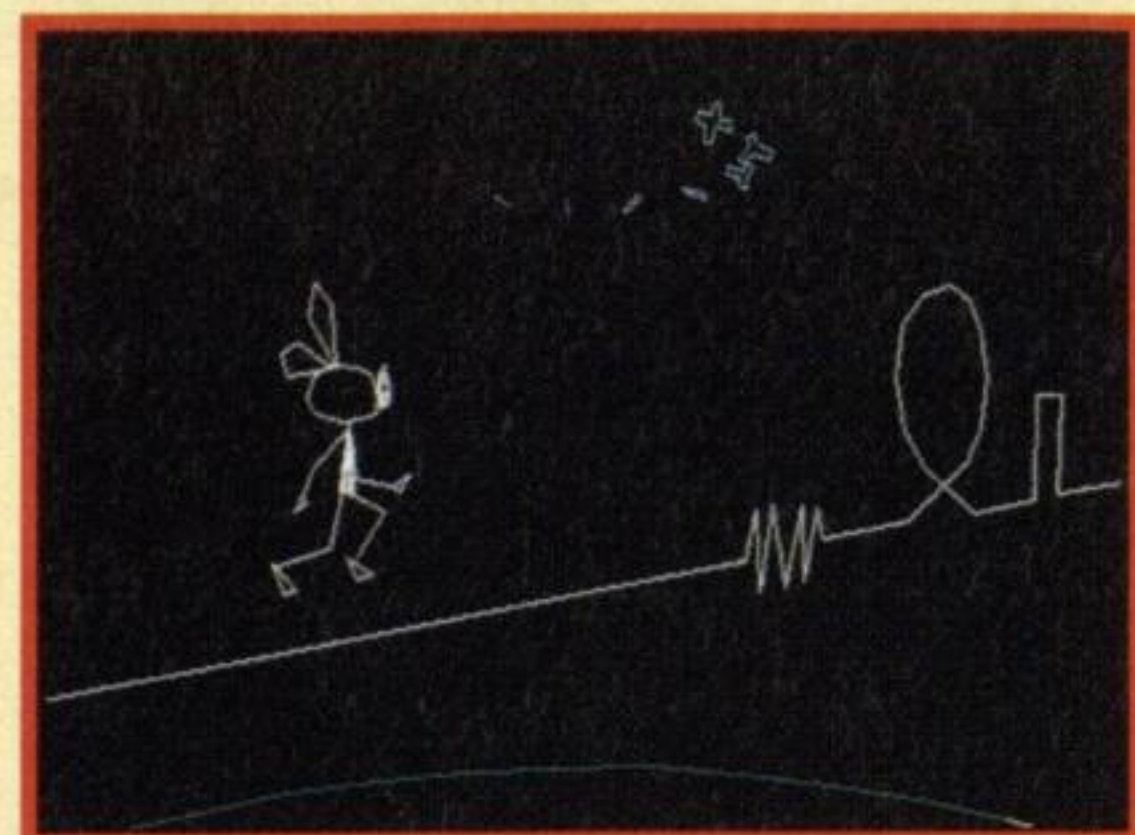
■ *The bonkers world of Vib Ribbon, explained.*

The Evolution of Vibri

Virbi starts as a rabbit, but he can evolve into a cross between a king, an angel and a rabbit after you successfully complete 18 obstacles.

You will notice pink dots which encircle Vibri as he progresses. When these form a circle, the next obstacle will make vibri evolve. However, for each 9 mishaps Vibri has, he will devolve into a lesser organism. First, Vibri becomes a frog-like entity, and then a snake with a box head. After 9 mishaps as a snake, Vibri dies. If you devolve, Vibri can change back into the next highest creature if you complete 18 more consecutive obstacles.

Look out for the line on the bottom of the screen which measures your progress. The line will change from green to yellow (right to left) as you complete the level.



NINTENDO 64

MARIO GOLF

■ *Fill up your golf bag with these great goodies.*

New costumes

While selecting your golfer at the character select screen press C-Left, C-Right, C-Up, C-Down.

Replay hole

First pause the game during the hole you want to replay then pick the save and quit option. Now select continue to tee off at the same hole.

Stop swing

Press B immediately after pressing the A button to swing.

Get left-handed golfer

Press L while selecting your golfer at the character select screen.

Taunt opponent

While your opponent is swinging press C-Left, C-Up, C-Down or C-Right to put him of stroke.

Compliment opponent

Use the D Pad in any direction during opponent's turn.

Get Donkey Kong

Get all 36 rings on all 6 courses.

Be Luigi

Use Get Character Mode and defeat Luigi.

Be Yoshi

Use Get Character Mode and after unlocking Luigi, defeat Yoshi.

Be Sonny

Use Get Character Mode and after unlocking Yoshi, defeat Sonny.

Be Wario

Use Get Character Mode and after unlocking Sonny, defeat Wario.

Be Harry

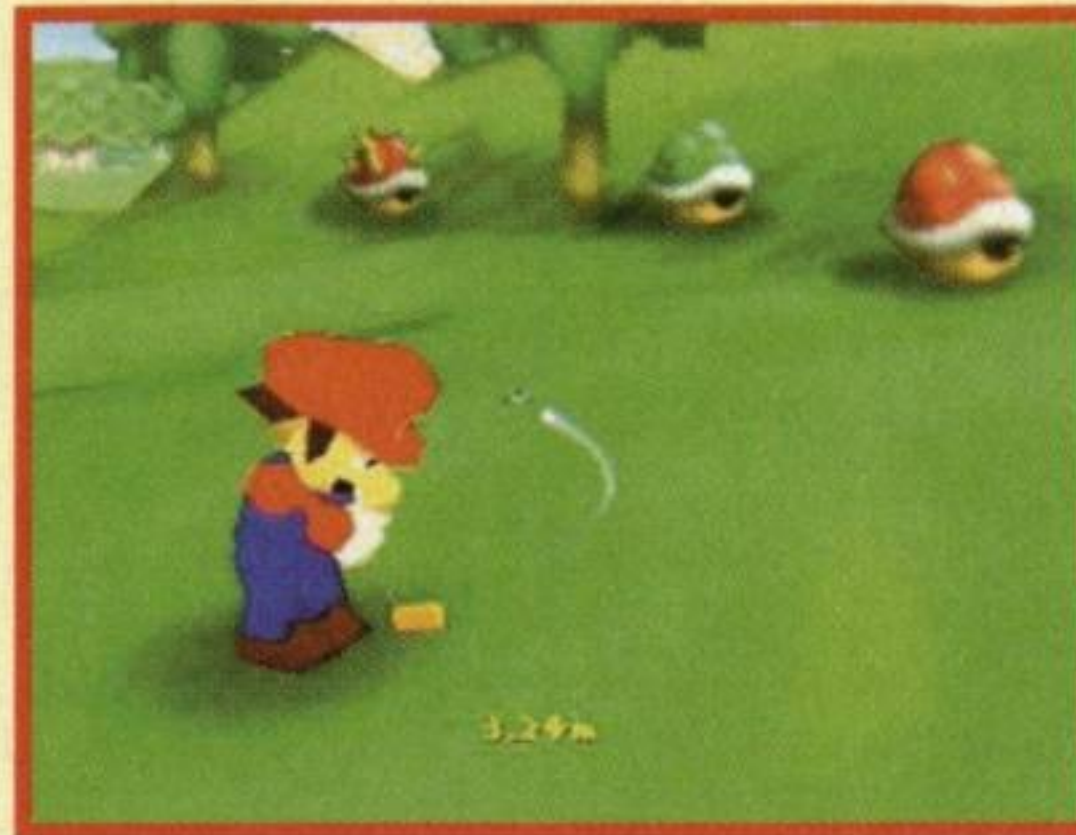
Use Get Character Mode and after unlocking Wario, defeat Harry.

Be Mario

Use Get Character Mode and after unlocking Harry, defeat Mario.

Be Bowser

Use Get Character Mode and after unlocking Mario, defeat Bowser.



Password Screen

At the main menu highlight the club house option and press Z+R+A simultaneously.

Get Maple

Earn birdie badges on 50 different holes in tournament mode.

Be Metal Mario

Collect all 108 Birdie Badges from the six courses in the tournament mode.

Get Mario Star Course

After unlocking five other courses in the game score at least 2200 points.

Hit the ball further

While you are lining up the cursor hold Z + Down on the joystick. You will hit the ball from underneath and it will go about twenty yards farther.

More roll

After hitting a ball, press Z rapidly once it has landed to get more roll on the ball and make it go a few yards farther.

See your shot again

To have a replay of your shot simply press the B button right before your shot is finished.

DREAMCAST

VIRTUA TENNIS

■ *All change, new characters please.*

Play as King

Select Arcade mode and play doubles with the computer or a friend. Finish the game on normal difficulty without using continues. Master and King will appear – beat them to unlock King.

Play as Master

Beat Master in Arcade mode without using continues.



Invincibility:

Pause the game, and then press: Down, Left, Up, Right, L, A, X, Left, R, B, Y, Up, L, A, Down.

Select a Character:

To select who you want to be, beat the game 20 times and enter Left, Right, Up, Up, X, B, L, Y, A in three seconds.



Spectator	Fly mode
ChaseCam	Chase camera (5 different angles)
CyclePlayerClass	Cycle through 4 player classes
NextArmor	Increase armour and health
PrevArmor	Decrease armour
NextMonster	Go to next monster
PrevMonster	Go to previous monster
RestartLevel	Restart current level

To activate these cheats: Enter the PROFILES folder under the game's install folder and find the player configuration files. In the profile you want the cheats to be enabled, open the .cfg file (example C:\KISS\PROFILES\PLAYER.CFG), and find the line: 'Developer' '0' and change it to: 'Developer' '1' Sadly, the game resets this to '0' when exiting, so it will have to be changed each time you boot up. In the game, go into SETUP/KEYBOARD and scroll down to the bottom. There are two new sections titled 'HUD TOGGLES' and 'CHEATS'.



PC

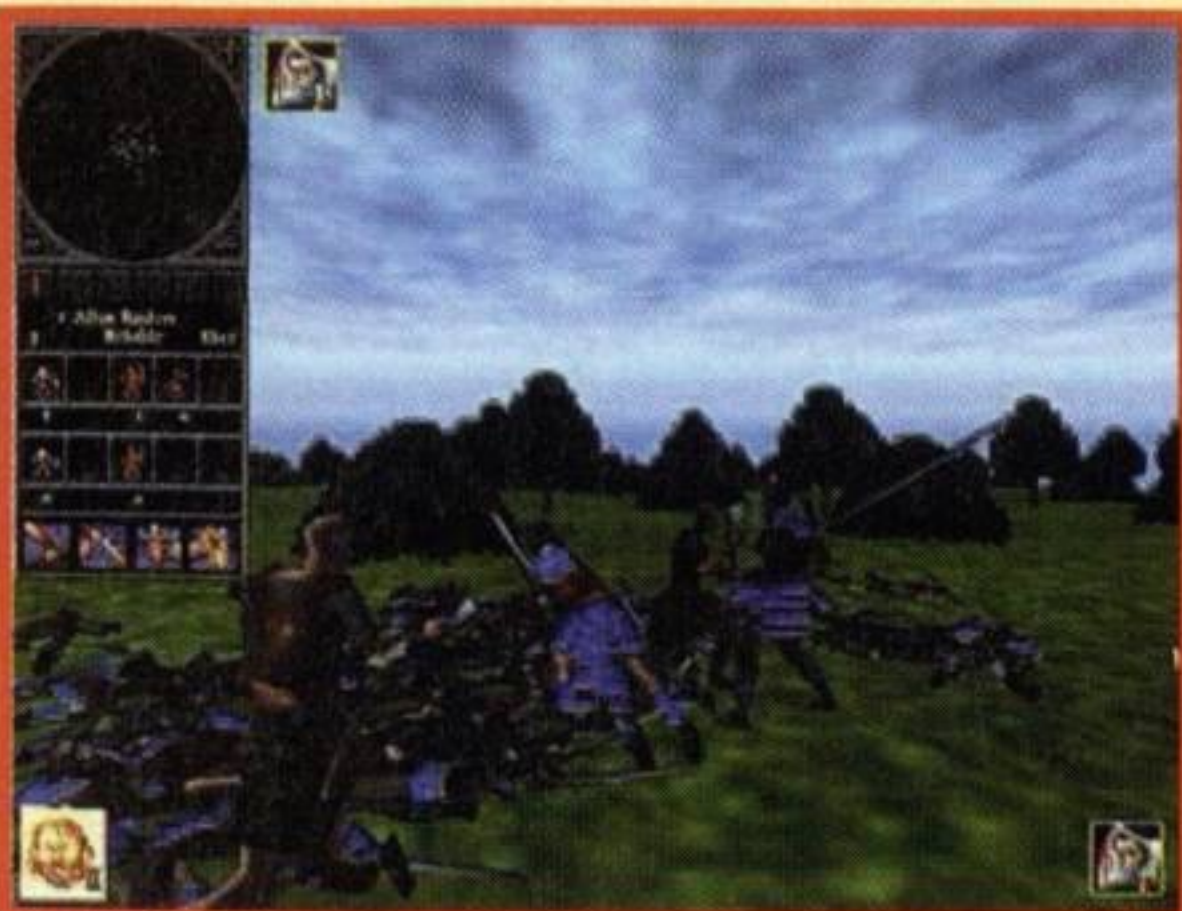
BRAVEHEART

■ *You can take our country, but you'll never take our cheats.*

Cheat mode:

Press [Delete] during game play in 3D mode to open the message console. Then, enter one of the following codes to activate the corresponding cheat function.

Enable AI cheats	sesquipedilian
Kill all opponents	bannockburn
Kill own troop	the five hundred
Set all buildings on fire	dresden
All troops harder to defeat	steve reeves
All troops retreat	bucks fizz
All walls breached	bastille day
Disable blood	haemorrhage
Kill camera	killcam



PC

ICEWIND DALE

■ *Brrr! It's time to break out those red-hot cheats.*

It's advisable to make a backup copy of the icewind.ini file in the game directory before continuing. After doing this, open up the file in a text editor and add the line Cheats=1 under the [Game Options] section. Now begin the game and press [Ctrl] + [Tab] to display the console window. Type CHEATERSDOPROSPER:EnableCheatKeys(); exactly as it is displayed to enable the Cheat Mode. Now enter one of the following cheats during the game.

Move characters to pointer position

[Ctrl] + J

Heal/Resurrect selected character/portrait

[Ctrl] + R

Kill selected monster/NPC with no EXP

[Ctrl] + Y

Display trigger polygons; shows traps

[Ctrl] + 4

Display character bounding boxes

[Ctrl] + 9



DREAMCAST

PLASMA SWORD

■ *Unsheathe these sharp cheats.*

Be Evil Gamof:

Highlight Gamof on the character select screen, then press and hold Start and A.

Be Kaede:

Highlight Rain on the character select screen, then press Down, Down, Left, Left, Up.

Be Rai-On:

Highlight Byakko on the character select screen, then press Up, Down, Left, Left, Right, Left, Up.

Be Kaede:

If you defeat Kaede in one of the random matches (not matches five, eight or nine) she appears on the character roster. Don't forget to save the game.

Fun with Gore:

Select Gore and configure the taunt command to the controller. You can make Gore's head grow by pressing this button. Roll the D-pad back and forth while pressing the Taunt and he will shrink down and remain that size until the move is repeated.



PlayStation small tips

GRIND SESSION

■ *Have some tricks on us.*

To unlock every trick in the game, press Down, Left, Up, Right, Down, Left, Up, Right while the game is paused in Tournament mode.

TIGER WOODS PGA TOUR 2000

■ *Make the ball hit the target.*

After hitting a bad shot, hold Left or Right while the ball is in flight and you'll be able to steer it closer to the fairway or green.

READER'S TIP!

PLAYSTATION



RESIDENT EVIL 3

■ Everyone's still after zombie blood in Resident Evil 3, including Sarah Lusted of Reading who sent in this nifty tip. Sarah wins a cracking Mad Catz Dual Force controller. Nice one!

Once you've knocked down the Nemesis seven times you'll receive infinite ammo. Then when you get the rocket launcher, combine it with the ammo to make the Infinite Rocket Launcher.



Nintendo 64 small tips

TARZAN

■ *Are you swinging mad? Try this di-vine cheat.*

At the Main Menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Scroll down to reveal the 'Cheat' option.

F-ZERO X

■ *Unlock everything you need.*

All tracks, ships and levels
Press L, Z, R, C-Up, C-Down, C-Left, C-Right, Start at the mode selection screen.

Smaller racers

Hold L + R + C-Up + C-Down + C-Left + C-Right at the ship selection screen.

Larger racers

Hold L + R + Z + C-Up + C-Down + C-Left + C-Right at the ship selection screen.

DREAMCAST

MAKEN X

■ *We're maken your life easier.*

All weapons:

First pause the game and then press: Up, Right, Left, Down, B, L, R, A, Right, X, B, Left, R, Y, Up, then take your preferred weapon.

Get Full Pause screen:

Simply press X + Y after pausing the game.

PC

KISS PSYCHO CIRCUS

■ *Roll up, roll up – the heavy mental cheats are here.*

While playing, press '~' to enter console, then type:

Invuln	God mode
GimmieGimmieGimmie	All weapons
NoClip	No clipping mode
NoTarget	Monster targeting on/off

DREAMCAST

ZOMBIE REVENGE

■ *Daytime TV makes us angry, too.*

Alternate outfit

Select your character, hold START and press X, Y, or B to begin the game.

Cheat select

Play the VMU mini-game to open up the following cheats in original mode: eternal life, area select, free continue and free time limit.

Hidden items

Shoot the fan at the beginning of the Biological Weapon Plant level to collect some hidden items.

Select level

Choose a fighting mode. Then hold Start while selecting a character.

Change blood colour

Beat all 3 'Original Modes'. Go to the option window and you should see a new option open, 'BLOOD COLORS'.

Weapon trick with first Boss

When the boss is dead, you can pull a pipe out of his carcass.

Get all bosses up to Zed

At press start screen, let demos run through intro, fighting demos, then best agent screen. Then go to Fighting mode. Play one match against the cpu, win, then exit. Highlight Vs boss mode, press start and A. At the character screen, press start and A.

Free play in Arcade mode

Beat all three original modes.

Stick Brietling's extra costume

Go to the options screen. Select 'very hard' difficulty with 15 credits. Then select 'original mode' and 'normal mode'. Now at the character select screen hold the start and Y button when choosing your Stick. Your guy will look like the dudes from *Tron*.



PLAYSTATION

CHASE THE EXPRESS

■ *Hurry! Or you'll miss this secret end sequence and some monster cheats.*

Unlimited ammunition:

Pause game play and press L1, L2, R1, R2, @, @ (x2). A scream will confirm correct code entry.

Special level:

Achieve Scenario A, Paris, France under the rookie, normal, or expert difficulty settings. The Special Level game features unlimited ammunition.

Multiple endings:

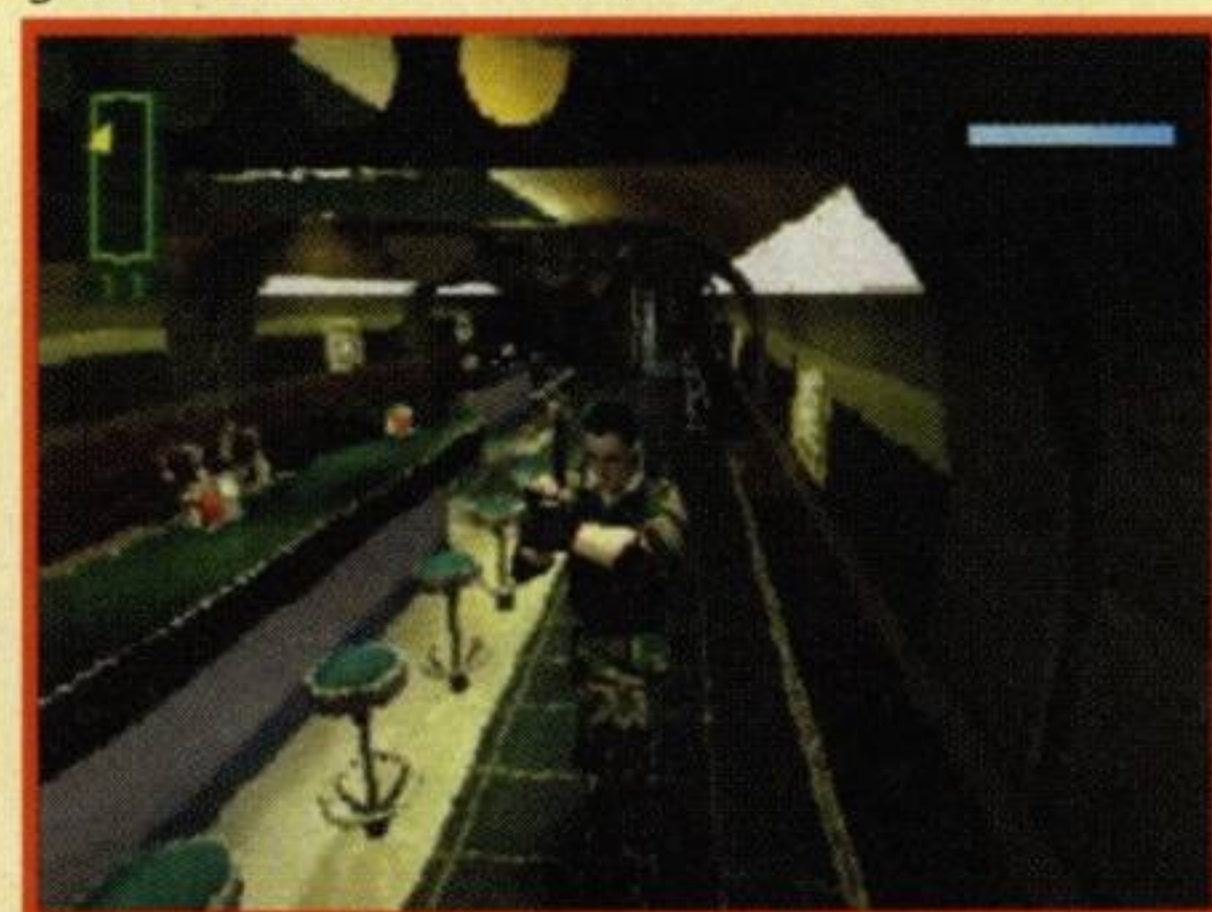
Your actions will affect the ending (or route) you take throughout the game. There are a total of

seven different possible endings, with one being the grand ending. The best ending you can achieve is Scenario A Paris, France.

Get Scenario A:

In Car 2, diffuse the three bombs using your microfilm picture files. After this is done, go back to the beginning of Car 2 and climb the ladder. Go through the next door, across the heater bridge, kill the guard, and you should reach another ladder. You have made it to Car 1. Use the save box at the beginning of Car 1. You will then pick up the assault rifle, grenade launcher add-on, and grenade ammo. (Make space for these items by disposing of your guns, but keep the cigarette case, life kits and the disc.) Go up the stairs and a control panel will appear. Read the memo in the control panel. Go to the left side of the control panel, and turn the switch to detach Car 1 from the rest (this must be done to achieve Scenario A).

Combine your rifle and grenade add-on to form a grenade launcher and head outside. There is a bomb in the front of the car. Memorise your cigarette case poem and diffuse the bomb. Mason will cut you off in his helicopter. Pull out your grenade launcher and show him who's boss.



PC

HALF-LIFE: OPPOSING FORCE

■ *Make your life whole with these incredible codes.*

Cheat mode

Load the game using the '-CONSOLE -GAME GEARBOX' command line parameters. Your command line should look like this: HLEXE -CONSOLE -GAME GEARBOX Press ~ to activate cheat mode.

All weapons and ammo

Enable Cheat mode. Then press ~ and enter 'impulse 101' at the console window.

Create item

Enable Cheat mode. Then press ~ and enter 'give item' at the console window, where item is the object you wish to create. Example: Give weapon_knife

Object list

Ammunition Ammo_556
Ammo_772
Weapon_grapple
Weapon_knife
Weapon_pipewrench
Weapon_eagle
Weapon_M249
Weapon_Shockrifle
Weapon_Sniper rifle
Weapon_SporeLauncher

Disable clipping and flight modes

Enable Cheat mode. Then press ~ and enter

'/noclip' at the console window.

Invincibility

Enable Cheat mode, then ~' and enter '/god' at the console window.



DREAMCAST

VIRTUA STRIKER 2

■ *Actual goodies.*

Team MVP Yuki Chan

Enter Arcade mode and press Start on the following countries, Yugoslavia, USA, Korea and Italy. Team Yucki Chan should then appear.

Unlock New Stadiums

Hold Start, press A at the stadium selection screen



PLAYSTATION

PREMIER MANAGER 2000

■ *With our transfer market tips, you'll put Fergie to shame.*

Best players:

The following players are recommended for purchase.

Baggio	Parma
Glass	Swindon
Iversen	Tottenham
Popovic	Graz
Ruddock	West Ham
Shearer	Newcastle
Sheringham	Manchester United
Stewart	Huddersfield
Suker	Arsenal
Sullivan	Wimbledon
Wright	Aston Villa

Extra money:

Play until the end of a season and refuse any player looking for a new contract. When they enter a Free Transfer, wait until another club moves in. Select the player that is being given the offer, then give him a contract with a slightly increased wage. They always accept, the money grabbing gits.

Dreamcast small tips

WACKY RACES

■ *Dastardly codes.*

At the Main Menu go to 'Cheats' and 'Enter Code', and for the following cheat type in the passwords below:

Unlock all abilities
BARGAINBASEMENT
Unlock all tracks & bosses
WACKYGIVEAWAY
Unlock all cars
WACKYSPOILERS
Hard as nails mode
CRACKEDNAILS

FUR FIGHTERS

■ *Super furry artwork.*

Place the game disc in a PC compatible CD-ROM drive to find more graphics from the game in the 'omake' directory.

PC small tips

FA PREMIER LEAGUE ALL STARS

■ *Ensure victory.*

For a six goal advantage plus 1000 stars, enter a new season with the name 'Goalrush Utd'.

BATTLEZONE 2: COMBAT COMMANDER

■ *Cheat menu*

Hold [Ctrl] and press ~ to display the console screen. Then, enter one of the following codes to activate the corresponding cheat function.

Full shields	bzbody
Full resources	bzfree
Full map	bzradar
Full ammo	bztn
Instant combat link	bzview
Mission skip	ai.winmission

Game Boy small tips

WORMS ARMAGEDDON

■ *Don't lose that high.*

To double your jetpack time, change weapons whilst airborne and then return back to get 20 seconds extra.

TETRIS DX

■ *You'll brick yourself.*

Expert mode

Press Start to pause the game, then press Select. The preview window will no longer show the next piece to be dropped!

BUST-A-MOVE 4

■ *A heaving bust of secrets.*

Hidden characters

Press Up, Down, Left(X2), Right, Up, A, B(X2), A at the main menu.

Hidden levels

Press A, Left, Right, Left, A, when 'Push Start' appears at the title screen. A game character will appear in the bottom right corner of the screen to confirm correct entry.

GAMEPLAY CHALLENGE

Just when you thought it was safe to play videogames, *Arcade* presents the most difficult and ticklish challenges ever to grace the *Kick Ass* pages. Slap a game in your choice of machine and get cracking – but don't forget to send in your own challenges for a chance to win magnificent prizes from gizmo kings Mad Catz.



GAME BOY

X-MEN: MUTANT ACADEMY

■ **Challenge: Kick up a Storm**

■ Get kicking in a pocket beat-'em-up challenge. Choose Survival mode and Storm, then last as long as you can using only the 'B' button. Vary your style of fighting or you'll soon get your ass, erm, kicked. We managed to last eight rounds before a doppelgänger Storm spoiled the fun with a Whirlwind Blast.



PC

DEUS EX

■ **Challenge: Pacifist agent**

■ This brilliant first-person shooter has replaced *Half-Life* this month as *Arcade's* favourite PC game ever. *Deus Ex* gives each player a chance to enjoy a different gaming experience as they progress and this challenge takes advantage of that. You must complete the first Liberty Island level on Easy, without killing anyone, knocking anyone unconscious or being spotted. Hmm... get sneaking.



NINTENDO 64

SUPER MARIO 64

■ **Challenge: Ghost bash**

■ *Super Mario 64* is still packed with gameplay four years after its release. This timed challenge requires you to find, borrow or steal a stopwatch. In the garden at the back of the castle is an area packed with Boo ghosts which you must splat as quickly as possible, before jumping into the hidden carousel. *Arcade's* super quick time was 53.35 seconds – can you kick the Boos?



PLAYSTATION

SPEED FREAKS

■ **Challenge: Shipwreck speeding**

■ Time Trial mode is where you'll find a rough 'n' ready racing challenge. Choose to race as the character of Tempest on Easy and try to beat *Arcade's* art chimp Sam 'Just' Toogood who got the best time on Shipwreck Shore of 25.48 seconds. Tips: get the big speed-up near the pirate ship and use on the following lap for a super start, plus don't forget to take advantage of the ship short cut.



PLAYSTATION

TENCHU 2

■ **Challenge: Podium jumps**

■ *Tenchu 2* has been stuffed to the brim with nifty moves that your characters can perform, but can you pull off a series of circus-style jumps? Choose Rikimaru on the Training Course and using the grappling hook, climb up to one of the two large wooden towers. This challenge requires you to make large jumps (press Circle, then X + Up) as many times as you can between the towers without falling off. *Arcade* managed 17 jumps... We challenge you to beat that!



NINTENDO 64

PERFECT DARK

■ **Challenge: Falcon 2 trigger-finger**

■ Ah... so many different weapons and so many enemies to shoot and kill. However this challenge calls on your skill, quick reactions and plenty of target practice. When in the Carrington Institute, go downstairs to the firing range and choose the Falcon 2 on Bronze level. You must shoot 120 points with 100% accuracy beating Games Ed Nick 'Psycho' Jones' time of 3.58 seconds. We just hope that he doesn't manage get his hands on a real gun when he's run out of ciggies.



DREAMCAST

SOUL CALIBUR

■ **Challenge: Maxi-mum annoyance**

■ Ceri Jones from somewhere in Wales has sent us this cracking challenge. It seems that although the game was released more than nine months ago, you still want more. So Ceri's challenge is this: In Arcade mode as Maxi, you must last as long as you can without being hit and without hitting back – if you sustain damage, you have to restart. This is tremendously difficult and had *Arcade* pulling what's left of its hair out in frustration. Thanks Ceri!



DREAMCAST

VIRTUA TENNIS

■ **Challenge: Smash box**

■ This game is so good that last issue it was awarded the *Arcade* Dreamcast Game Of The Month accolade. Now it's time to sort the Agassis from the Rusedskis in this challenge from the hugely enjoyable training levels. On the World Map, Training Level 1, Smash Box, hit all of the large boxes out of the court as fast as possible. This is tremendously tricky, but *Arcade's* classic and well skilled forehand delivered a marvellous record time of 16.10 seconds remaining. New balls please...

READER CHALLENGE

CLOCKING OFF

WIN!
MAD CATZ
GAMES ACCESSORIES!

Yet another box of delights from the *Kick Ass* tips team. For a chance to win a quite wonderful joypad from those fragrant people at Mad Catz, send in your tips, cheats and challenges using the handy form opposite (a photocopy is okay if you don't want to cut up your beloved mag). Every month, the senders of the best tip and trickiest challenge will win a peripheral for the format of their choice – PlayStation, N64, Dreamcast, Game Boy or PC. So put crayon to paper now!

Kick Ass
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Bath BA1 2BW

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E-mail us at:
arcade.mag@futurenet.co.uk

REMEMBER: YOU CAN SEND IN A CHEAT OR CHALLENGE. IF YOU SEND IN BOTH YOU HAVE DOUBLE THE CHANCE OF WINNING MAD CATZ GOODIES.



MY TOPTIP/CHEAT

Game:.....
.....
Format:.....
Tip/Cheat:.....
.....
.....
.....
.....

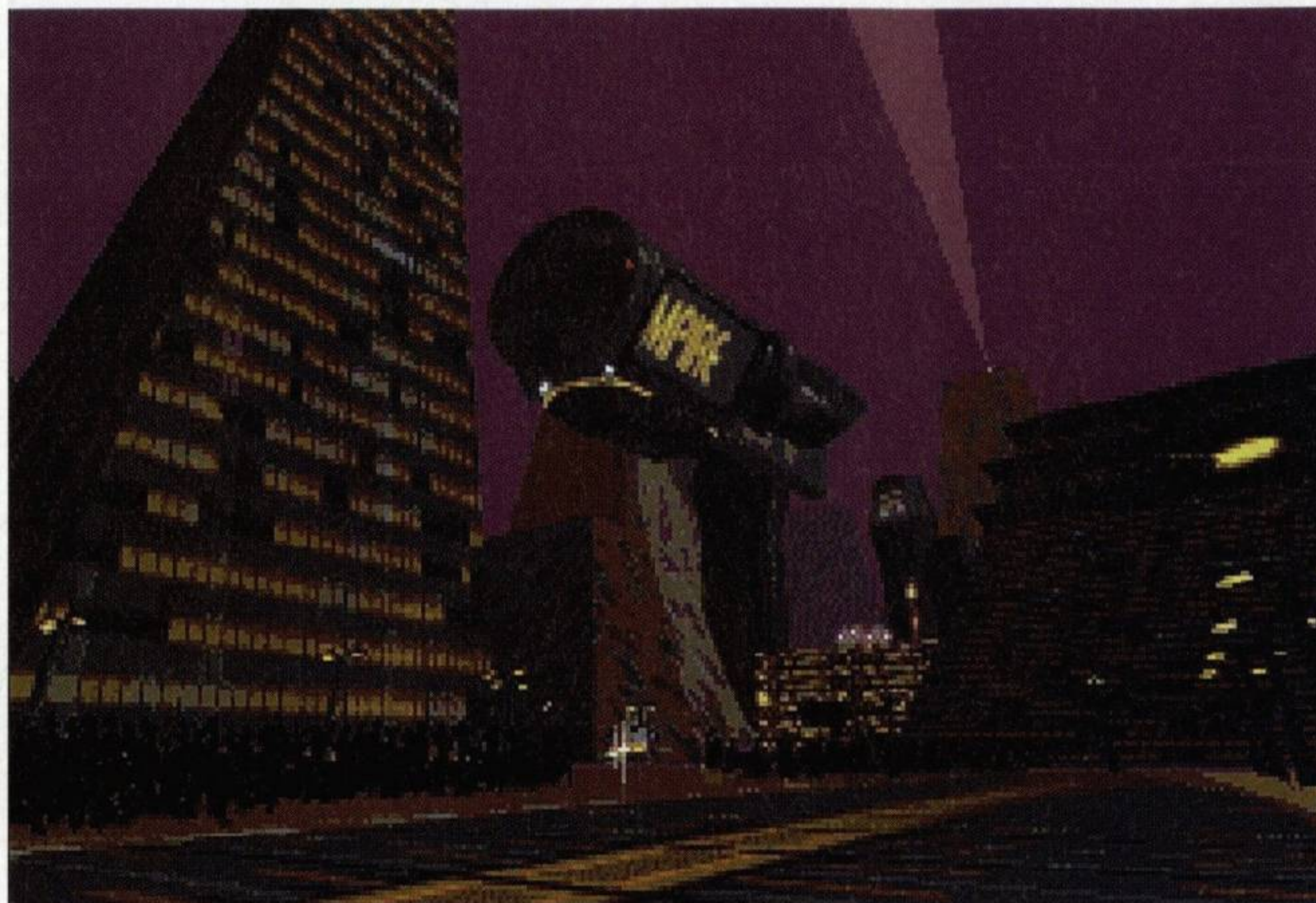
MY GAMES CHALLENGE

Game:.....
.....
Format:.....
Challenge:.....
.....
.....
.....
.....

Name:.....
Address:.....
.....
Postcode:.....
Choice of prize format:.....
.....
.....



■ *Syndicate's* teeny characters were straight out of *Populous*, but the space-age industrial cities borrowed heavily from *Blade Runner* – including needless searchlights filling the night sky.



Syndicate

Not much white but plenty of black in Molyneux's dark epic.

A videogame that borrows from *Blade Runner*? It's hardly the most original idea in the world. You'd have expected 1994's Amiga owners to cry at the prospect of *Syndicate*, a game full of rain-sodden cities, floating hovercars, dingy neon-lit cafes and gigantic animated billboards staring down from skyscraper facades.

But with Peter Molyneux at the helm, *Syndicate* always promised to be more than a Ridley Scott wannabe. Primarily an RTS title – the main aim being to hand-pick and equip a team of cyborgs to capture areas of a city – Bullfrog's epic dripped with atmosphere, giddy violence and, most notably, some belief-begging AI that enabled Molyneux and his team to build a city populated by scores of independent citizens who would walk, shop, take the tube and wander home whether you had your fingers on the keyboard or not.

"The living, breathing city of *Syndicate* came as a result of our work with moving

Syndicate

- Publisher: EA
- Developer: Bullfrog
- Genre: Strategy
- System: Amiga
- Players: 1
- Score: "One of the best games ever to appear on the Amiga." GamesMaster, 89%

hundreds of people around in *Populous*," recalls Molyneux. "But we also created incredibly complex behaviour by tricking the human mind. If you saw *Syndicate* citizens standing in one of the city's cafes, you automatically assumed they were eating. So, we got the citizens moving around with the computer doing very little actual work. The player invents entire scenarios for the characters."

It was tempting to sit back and watch *Syndicate's* populace work, rest and play – but the real pleasure came with seeing them react. When it came to assassinating a city leader or recruiting an enemy (using the superbly-named 'Persuadatron' gun) sending your trilby-wearing cyborg crew in with all guns blazing would lead to the breaking loose of all hell. Bystanders running screaming at the sight of guns, local police arriving on the scene with lethally accurate aim, and stray bullets blowing up parked hovercars, fire hydrants and lampposts, creating knock-on explosions and sending unlucky locals – who'd dived for cover behind the scenery – to a premature grave.

Terrifying screams, blood-drenched bodies and burning citizens running around like headless chickens before dropping to the ground, charred and blackened, were part and parcel of Bullfrog's conscious decision to create a violent game. But they were also intentional rewards for simply mucking about. "The player should be allowed to do whatever they want in a real, living city," says Molyneux. "Lots of people these days talk about simulations set in cities, but the player is still restricted by the choices of the designer. I much prefer an open-ended game where you can quite literally kill anyone if you want."

The Bullfrog designers didn't manage to cram all their ideas into the final version – no huge city riots, no movie-quality billboards, no irate citizens ganging up on cyborgs – but *Syndicate* was still a staggering exercise in combining complex strategy and management with a game world that was as immersive as it was beautiful. It's no coincidence that, six years later, with *Black & White*, Peter Molyneux is set to do precisely the same thing. **A**

Games of the month A sextet of classics from October '94



Sonic and Knuckles

- System: MegaDrive
- Publisher: Sega
- Part four of the stupifyingly popular *Sonic* series of platformers offered both the blue hedgehog and his rusty-coloured echidna buddy as playable characters – and, incredibly, *Sonics* 2 and 3 could be plugged into the *Sonic and Knuckles* cart, enabling you to play either prequel with Knuckles as the star.

■ GamesMaster: 90%



Road Rash

- System: 3DO
- Publisher: Electronic Arts
- Described as 'the game that the 3DO's been crying out for' at the time, *Road Rash* positively encouraged you to run over pedestrians with your two-wheeled monster. By today's standards, it's tame and tiresome – but that hasn't prevented 3DO pursuing its odd strategy of endless sequels.

■ GamesMaster: 91%



Earthworm Jim

- System: SNES
- Publisher: Virgin
- The animated annelid is best-known in his TV cartoon guise these days, but this is where it all began: a platformer that used Disney-style animation techniques to fashion some gorgeous running, jumping and hamster-riding (no really), which went against the grain of many awful early '90s platformers.

■ GamesMaster: 92%



Urban Strike

- System: MegaDrive
- Publisher: EA
- A busy month for Electronic Arts, with the third in the *Strike* series wowing MegaDrive owners with its familiar shoot-'em-up antics and gung-ho, jingoistic storyline. This time, the chopper pilot stepped out of his transport for some primitive isometric indoor sections, but the all-out violence was the key.

■ GamesMaster: 92%



Dynamite Headdy

- System: MegaDrive
- Publisher: Sega
- From the insane brains behind the N64's *Mischief Makers*, *Dynamite Headdy* featured – yep – a hero whose head was the game's main weapon. If that bizarre concept wasn't enough to give you a horrendous migraine, the outlandish colour scheme put to use in the game's unexciting levels was.

■ Gamesmaster: 76%



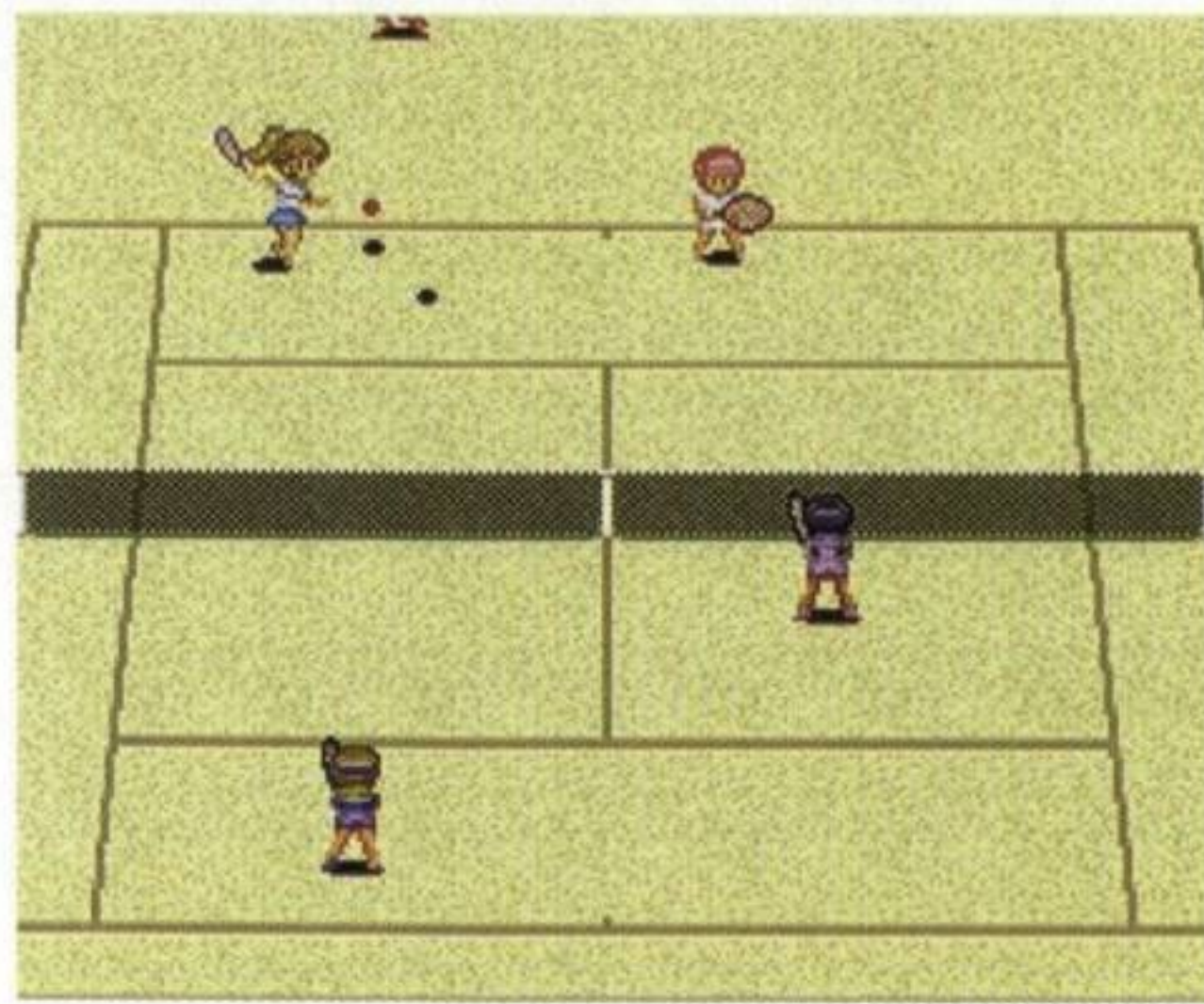
Breath Of Fire

- System: SNES
- Publisher: Squaresoft
- Actually a Capcom game translated for the Western market by the folk behind *Final Fantasy*, *Breath Of Fire* featured the world's least original RPG storyline – young hero out for revenge after seeing his village burnt down – and a fairly unexciting mix of exploring, chatting and irritatingly frequent battles.

■ GamesMaster: 79%



■ Sega's *Virtua Tennis* could learn a lesson in sexism from *Smash Tennis*, where there was equal space for both men and women on the character select screen. Although the girls did tend to fall over a lot more than the guys. And wear worryingly short skirts. And cry.



Smash Tennis

Tongue-in-cheek tennis without a trace of tantrums.

Back in October 1994, with the hairy-chested charms of Andre Agassi still fresh on everyone's mind, SNES owners separated into two camps as they sought to recreate the thrills of Wimbledon at home: those who opted for the po-faced action of Nintendo's *Super Tennis*, and the faction who chose the comedic, cartoony thrills of Namco's superb *Smash Tennis*.

If *Smash Tennis* made anything clear, it was just how mischievous the coders at Namco could be. Filled with characters whose heads were as big as their torsos, courts that dragged the ever-grinning players from the shores of some sun-kissed beach to the cloudy peaks of a mountain range, and spectators who ranged from crabs to buddhists, *Smash Tennis* refused to take itself seriously. Even the most conservative grass-court zealot found it tricky not to fall in love with its innocent idiosyncrasies. It was also a timely reminder of the superb sport that lay beneath the media-grabbing personalities and Cliff Richard sing-alongs of the real-life game.

Smash Tennis' controls cheekily chose to ignore the SNES' wealth of controller buttons, with a full complement of racquet moves available from just two buttons. Those uncomplicated controls gave even the most amateur joypad jockey the chance to be a

champion – something that clearly didn't go unnoticed by *Mario Tennis* developers, Camelot.

Smash Tennis offered blistering tennis with every match, choc-a-block with aces, pleasingly long rallies, and Namco's patented powershots – which came complete with a beautifully echoing 'thwock' and an unnerving ghostly trail from the ball as it blazed its way over the net. The camera angle led to the same problem that has cursed a million tennis games – playing at the top of the screen being infinitely trickier than aiming from the bottom – but the speed and ease of play meant barely having time to notice the problems before being back at the 'easy' end of the beach, temple or sports hall.

Perhaps *Smash Tennis'* most pleasing feature, though, was its 'interactivity'. Smashing a shot into the trees outside the Buddhist temple would cause birds to flutter from the branches; firing a ball into the palm trees lining the beach court dislodged a coconut that bounced off the bonce of a posing beachgoer; and even the climber who slowly clambered his way to the top of a mountain could be sent flying with a stray powershot.

The peculiar delights of *Smash Tennis* aren't restricted to 1994, though. Namco's own *Smash Court Tennis* on the PlayStation is all but identical to its ageing predecessor – and we're sure one court features Sir Clive Sinclair squatting on a C5. It quite simply doesn't get any better. **A**

Gaming round-up

Also going on this month



■ The month's mane event from Disney.

Dr Mario

■ After the epilepsy-related "Nintendo Killed My Son" scare stories in the tabloids, more optimistic news arrived from the health world. The Royal College of Surgeons reported using SNES games as a training technique for junior surgeons, citing the improved hand-to-eye co-ordination as a useful benefit of the trainee doctors messing about with *Mario*. A convincing argument.

Big Boy

■ With the Game Boy sales charts showing an upward trend that still shows no sign of dipping, Nintendo began a hefty advertising campaign for the Super Game Boy, a device that enabled Super Nintendo owners to play GB games on the big screen. "You've got really wicked graphics. You've got really kicking sound," assured the ever-fashionable Nintendo in their ads.

Tame Lion

■ Disney geared up to unleash a videogame version of their upcoming animation *The Lion King* on an expectant public. Don't worry, though, if you missed the side-scrolling platformer, whose main innovation was levels where Simba ran 'out' of the screen from approaching wildebeest. The clever folk at Disney recently released *Tarzan* on N64 and PlayStation; both games being very similar indeed.

New Jag

■ "Buy Now – Pay Later!" screamed the adverts for shops selling Atari's sparkling new Jaguar console. Unlucky punters certainly did pay later when the Jaguar went belly-up only a few months later. Only eight games were available for the first few months of the console's launch, with the best – *Aliens Vs Predator* – coming in a whopping £54.00 thanks to its already outdated cartridge technology.

GAMESMASTER TOP 10 SNES GAMES

1. *The Jungle Book*, Virgin
2. *Dungeon Master*, Nintendo
3. *FIFA Soccer*, Ocean
4. *Super Metroid*, Nintendo
5. *World Cup Striker*, Elite
6. *Mech Warrior*, Activision
7. *Turn 'n' Burn*, Sony
8. *NBA Jam*, Acclaim
9. *World Cup '94*, US Gold
10. *Super Battle Tank 2*, Sony

NUMBER CRUNCH

Average price of a videogames magazine: £2.25...
 Average price of SNES game: £40...
 Nintendo games in SNES Top 10: 2...
 Number of Sony games: 2...
 Number of 3DO games available: 16...
 3DO games that weren't interactive movies or educational titles: 6...
 Action games planned for the PlayStation launch: 1...
 Rail management games planned: 1

WORLD NEWS HEADLINES

Clinton Impotent

Wide-ranging changes in the USA, as the Democratic party – led by Bill Clinton – lost its



control of the House of Representatives for the first time in 40 years, frustrating all Bill's law-changing plans.

Ferry Disaster

Proving that worse things really do happen at sea, the car ferry Estonia, with a full load of passengers, sank in the Baltic Sea just off the coast of Finland. Over 900 lives were estimated to have been lost, with scores of bodies unaccounted for.

Chechnya Mate
The rogue republic of

Chechnya continued to cause Russian headaches. Rebel forces attempted an assault on the capital Grozny but failed, leading Boris Yeltsin to issue an ultimatum for both sides to drop arms.

Boys On Top

Take That scored another number one with 'Sure' – the last single that Robbie Williams would see through to the end of its chart run. The Stoke madman left soon after the release of their next single 'Back For Good'.

MUSIC CHARTS

The kickin' choons

1. Saturday Night, *Whigfield*
2. Always, *Bon Jovi*
3. The Rhythm Of The Night, *Corona*
4. Girls Just Want To Have Fun, *Cyndi Lauper*
5. Secret, *Madonna*

FILM CHARTS

The big screen in 1994

1. *Speed*
2. *Clear and Present Danger*
3. *The Mask*
4. *True Lies*
5. *Four Weddings And A Funeral*

The videogame magazine
Arcade
 Amiga/SNES/MegaDrive/Jaguar/3DO/Game Boy/PC

Balls!
 Game, set and match to *Smash Tennis*.

Blade Runner!
 Syndicate brings Ridley Scott to Amiga.

Bad breath!
 If that's what *Breath Of Fire* is really about.

Big bangs!
 Snake's back for a third outing.

IS THE JAGUAR DEAD ALREADY?

■ You'll mostly find this young lady posing for the Littlewoods catalogue.

“Another visitor...
Stay a while...
STAY FOREVER!”

An introduction to platform perfection in Impossible Mission...



As introductions to the world of videogames go, it was unbeatable. I was sitting in front of my C64 looking at a blank, powder blue screen as my first game for my new computer loaded off tape.

I had owned a Spectrum before and had tinkered with the school's Commodore Pets, but the C64 was the gamer's weapon of choice. My bank account may have been down to the tune of £249 plus the £9.99 for the game, but it was about to be repaid in an instant. The tape stopped spooling and my TV hissed. Then it spoke: "Another visitor... Stay a while... STAY FOREVER!" Impossible Mission had loaded and secured a place in my heart.

Designed by Epyx – the team behind the Summer and Winter Games titles – Impossible Mission gripped the moment those words were spoken. Its hero, Agent 4124, was everything most platform game heroes weren't. For a start he wasn't a cutesy animal and, secondly, he was

athletic. Not just in the Miner Willy walk and jump mould, though. Oh no, 4124 ran through Impossible Mission – as befitted the urgency of his world-saving task. He also somersaulted. Frankly, he made Bond look like a bit of a pansy.

The reason for this athleticism was that one Elvin Atombender was holding the world to ransom. Tucked away at the top of his hi-tech tower block, Atombender was set to blow up the world. However, Agent 4124 had been tipped off that the madman had left parts of a code dotted around his multi-level building. Dalek-like robots guarded each location, but once the pieces were gathered and pieced together then maybe... just maybe... the world could be saved.

What a mission it was, too. It wasn't quite as impossible as the game's title suggested, but for four long days and nights I got to grips with different robot styles. Atombender had left fast-moving ones, ones that shot you with bolts of electricity and others that were inert until you got too close. I even solved the 'Simon'-style musical puzzles and died a thousand deaths by

Wanna play?

Impossible Mission was initially released on import in the UK by Epyx. The C64-only title was then snapped up by US Gold for a wider release, with conversions to Amstrad CPC and Spectrum following. Mac and PC owners can track down a copy via the emulation scene – not that Arcade condones that kind of thing. A sequel followed but was too similar and lacked the impact of the first game. Microprose also started work on a poor sequel for the Atari ST, but it was never completed.

falling off ledges and moving platforms. Each death was announced with a high quality digitised scream – unusual at a time when 'speech' in games was a lisping approximation of the human voice.

Eventually, I cracked the code and took the lift up to Atombender's lair. As the bespectacled madman turned and screamed "No... no... NOOOOOOO!" a feeling of total satisfaction washed over me. Impossible Mission had gripped me harder than any other game. From that initial, crystal clear speech through to the end it had married stunning gameplay, incredible graphics and great sound with ease.

A trick that still troubles some developers to this day...



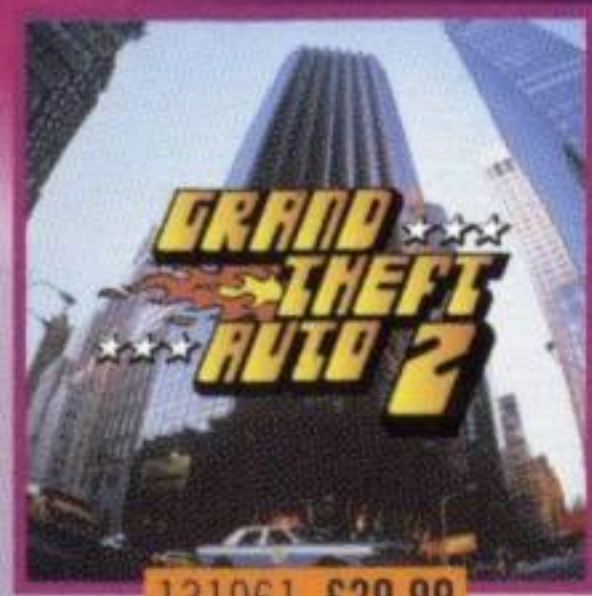
Agent 4124 was everything most platform game heroes weren't. He made Bond look like pansy.

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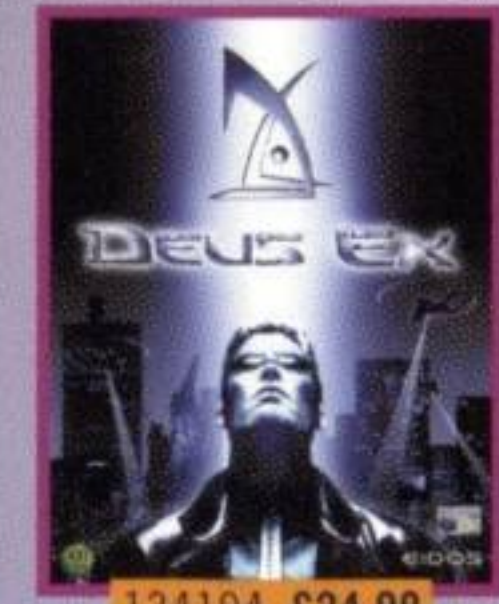
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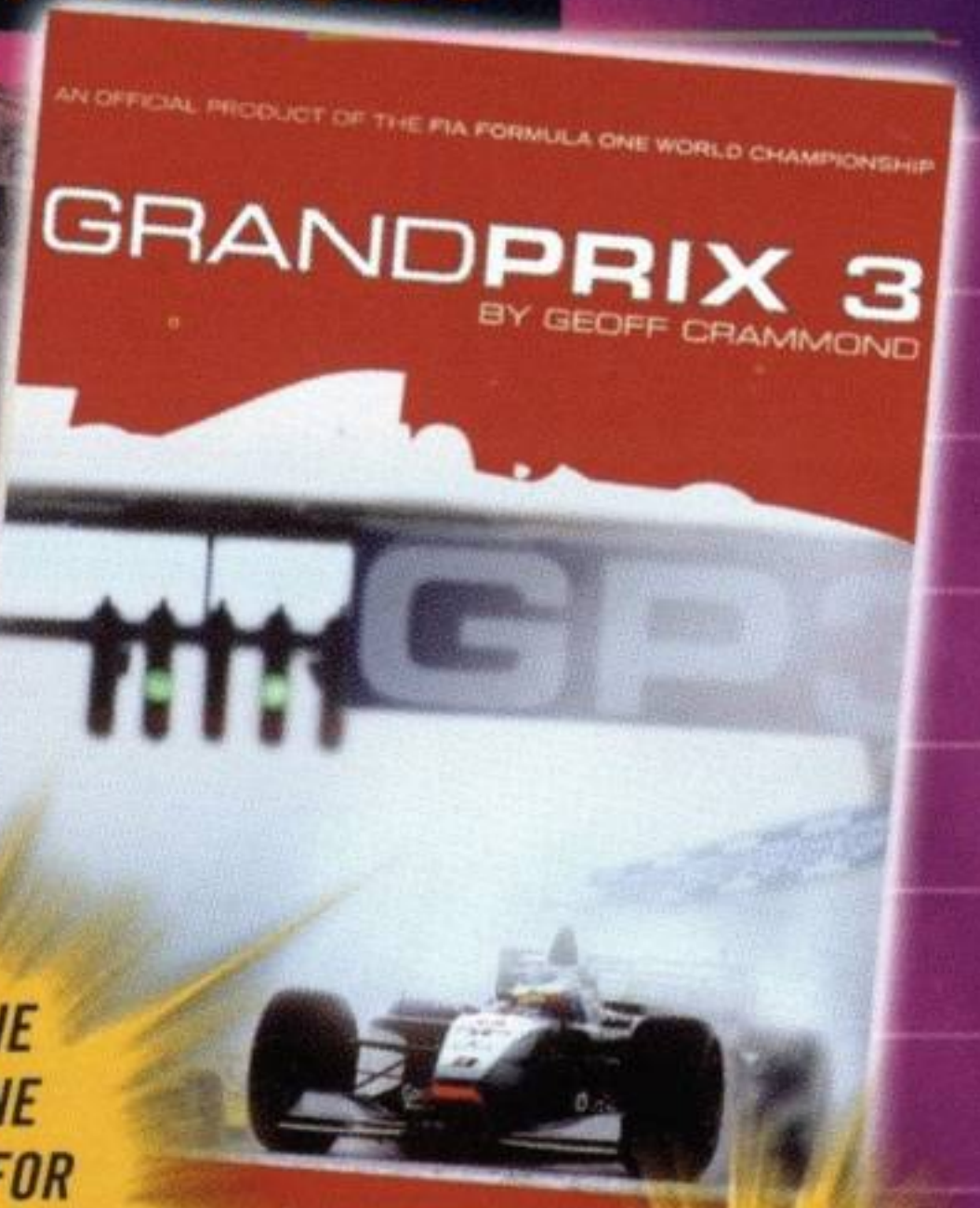
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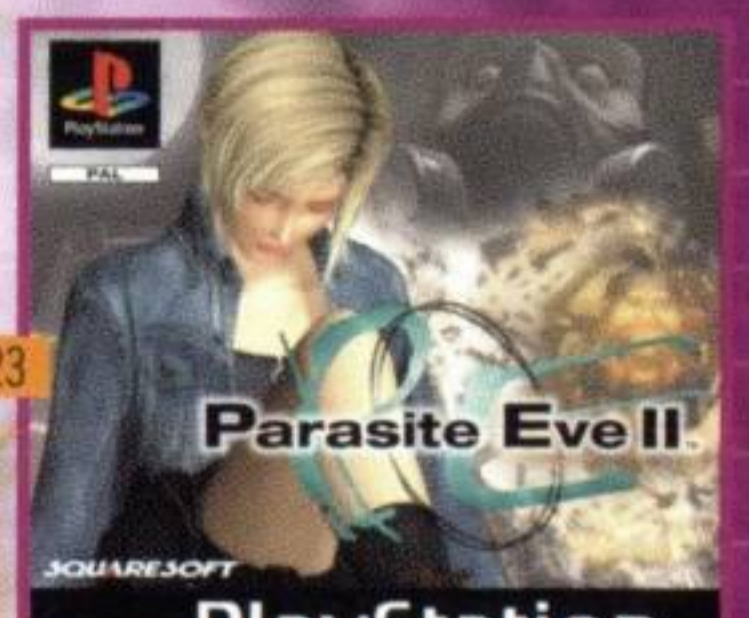
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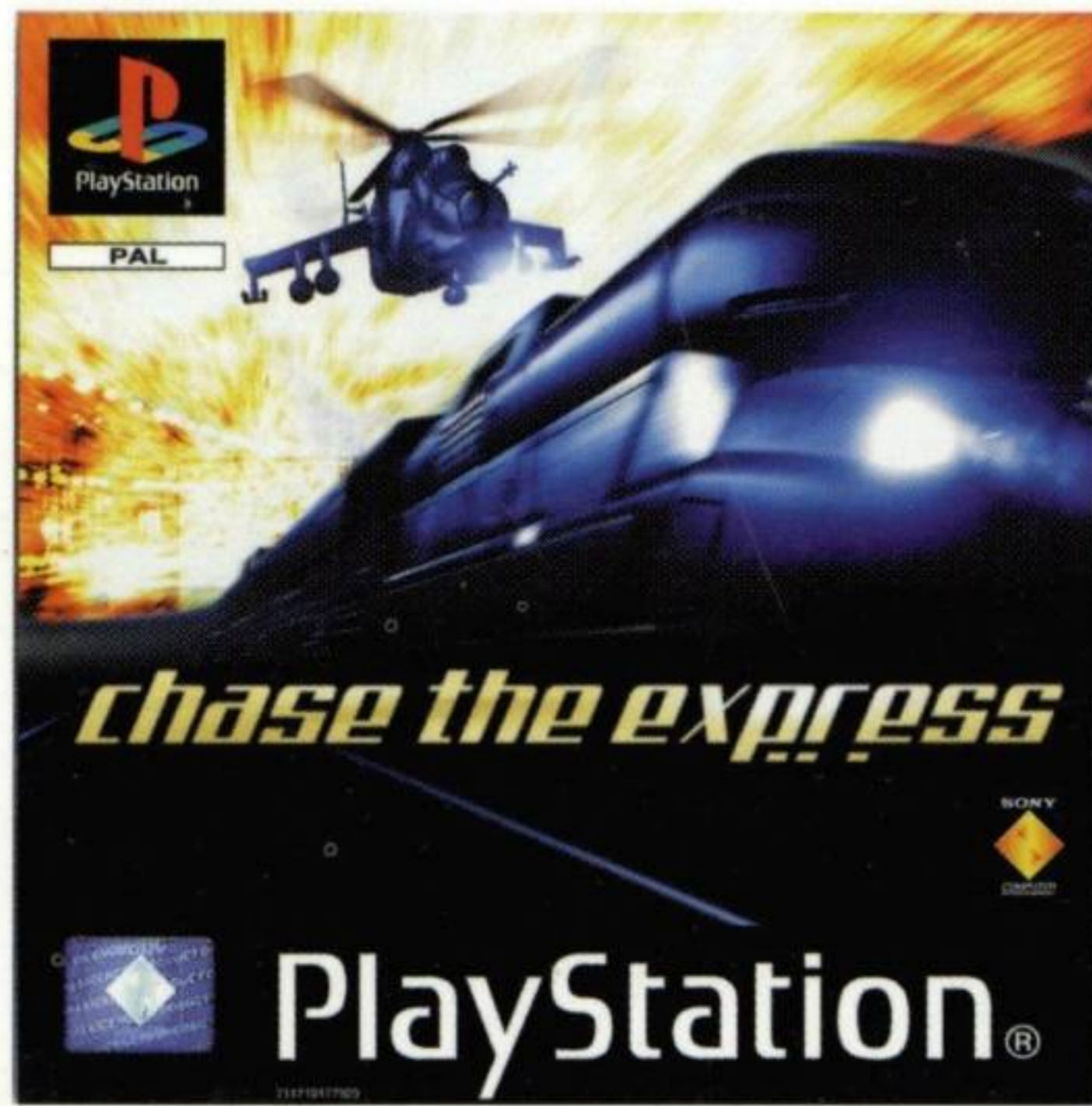
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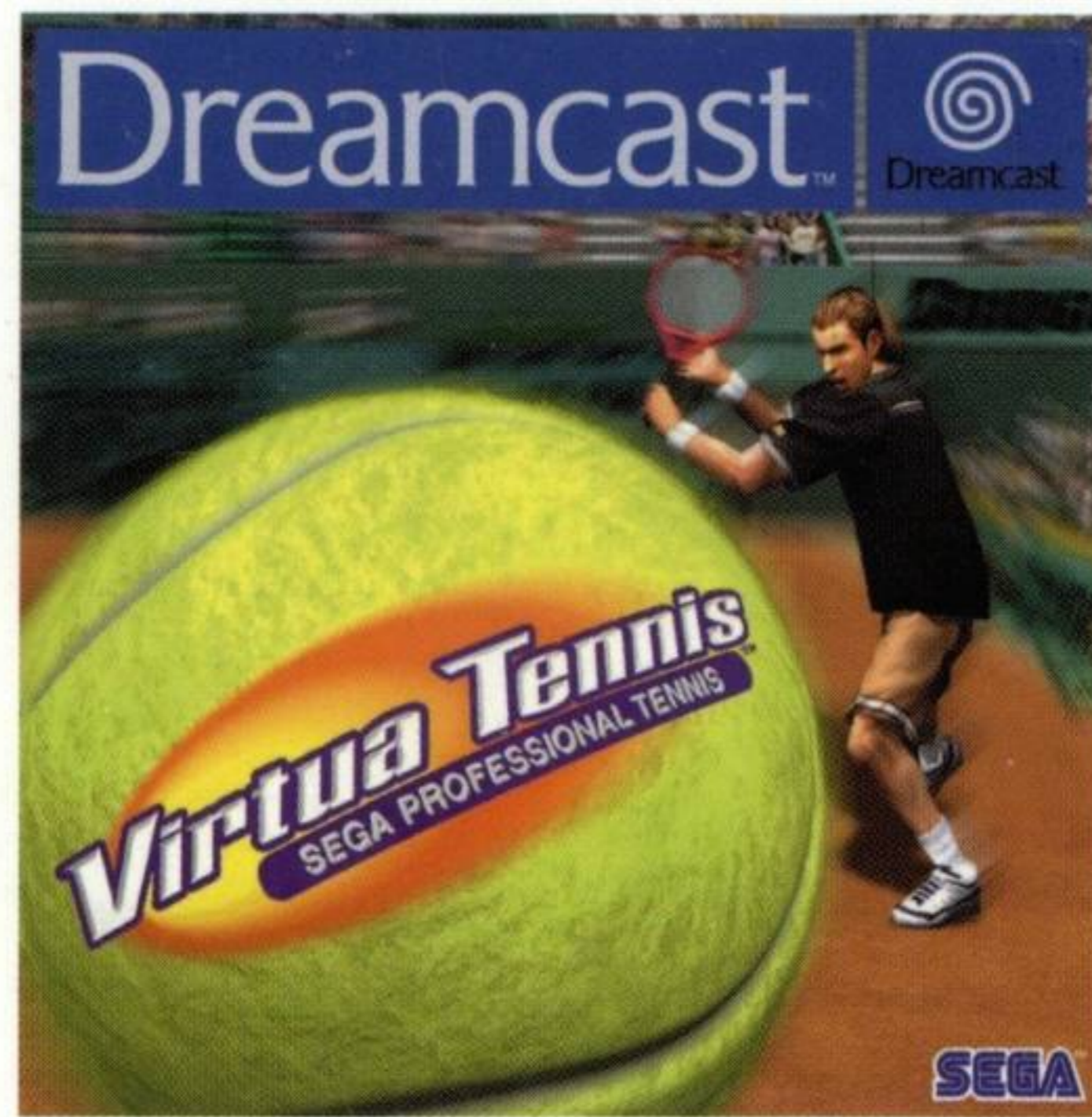
games of the month

PlayStation



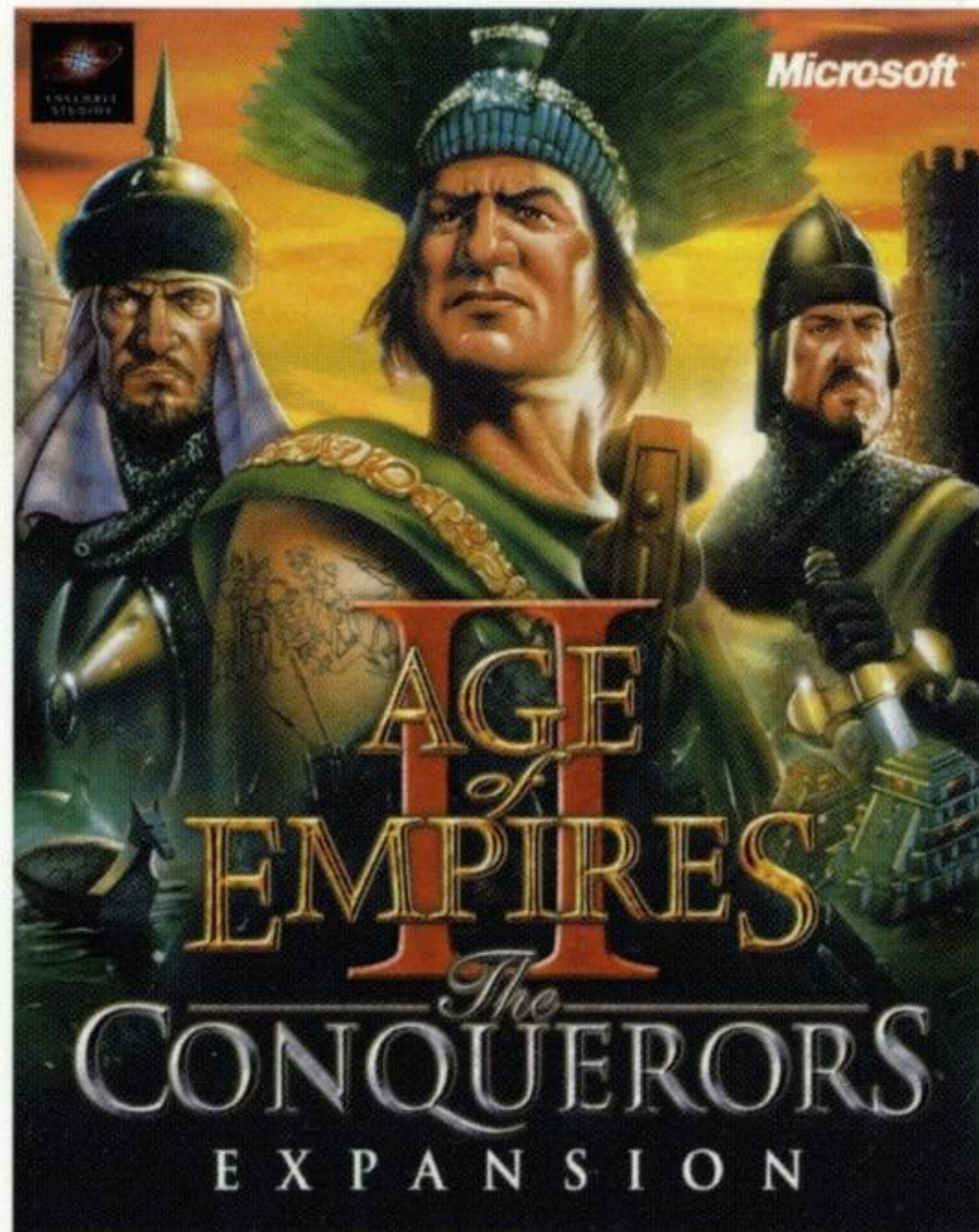
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