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BRITAIN'S BIGGEST SELLING MULTI-FORMAT MAG!



GamesMaster

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HOT NEW GAMES!

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 - Jet Set Radio
 - Sydney 2000
 - WWF: Royal Rumble
 - Silent Bomber
 - ZOE
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 - Samba De Amigo
 - All the fresh Game Boy games
 - FIFA World Soccer PS2
 - Wacky Races
 - Ground Control
 - Conker's Bad Fur Day
 - Dragon's Blood
 - Disney Racing
 - Star Wars Racer DC
 - Daikatana
 - Hogs of War
 - Silver
 - Dragon Valor
 - Parasite Eve 2
- AND MANY MORE!**

EXCLUSIVE!

ALIEN RESURRECTION

THE BITCH IS BACK!

MASSIVE FEATURE INSIDE!

REVIEW & GUIDE!

RESIDENT EVIL CODE: VERONICA

Massive review and complete game guide!

FIRST LOOK!

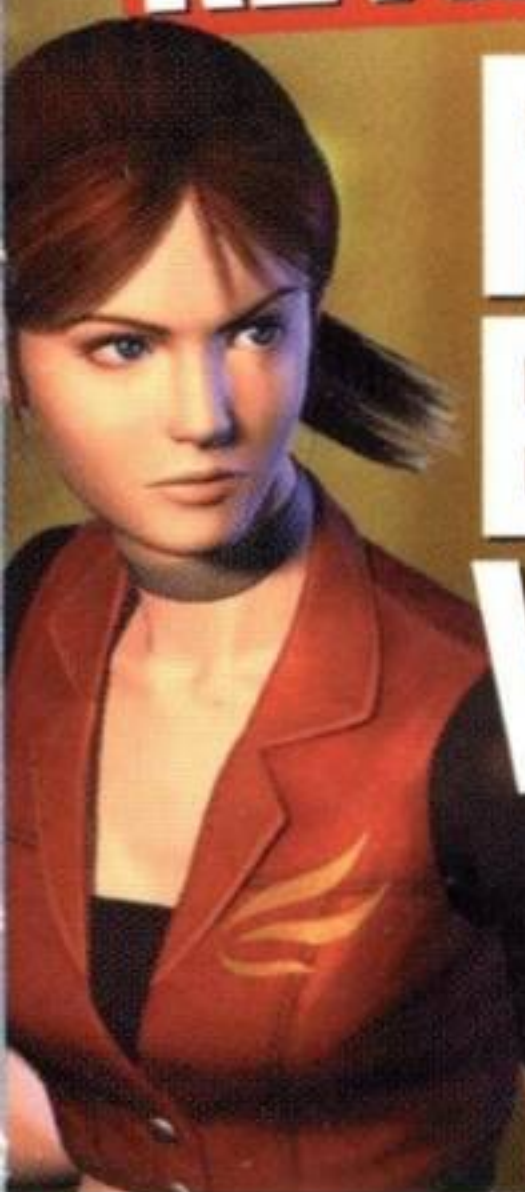
FERRARI 355 CHALLENGE

Arcade-perfect ultra-racing coming to your Dreamcast!

NEW SHOTS!

METAL GEAR SOLID 2

Brand new screens and info - only in GamesMaster!



REVIEWS * TIPS * PREVIEWS * 16 PAGES * COMPETITIONS

GAUNTLET

LEGENDS

**AXE'N' AND RELAX'N'
MULTI-PLAYER FUN IN THE SUN!**

The follow up to the arcade smash hit Gauntlet



36 different levels and subquests to complete



9 hero characters including 4 arcade classics





Games Master

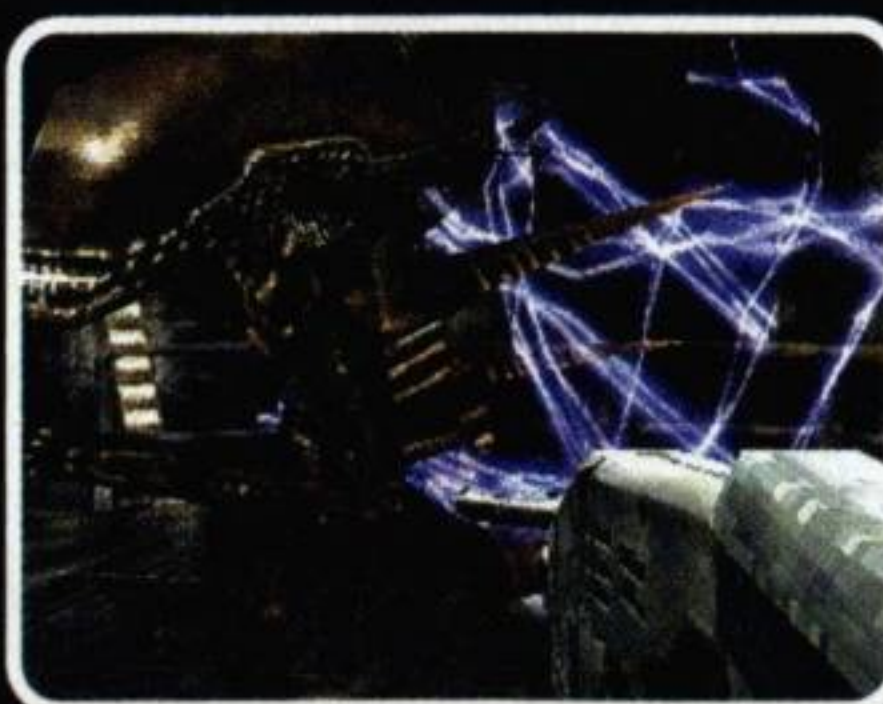
ALIEN RESURRECTION

You wake up scared, alone. Something moves in the darkness. Is this a dream? No, it's the beginning of your worst nightmare...

Want to see more of the PlayStation's scariest game ever? Turn to page 60!

Flip the page to find out what else lurks inside this bumper issue of Britain's best-selling multi-format games mag, GamesMaster!

IT ALL STARTS OVER THE PAGE! FLIP IT AND GET INVOLVED!





THE WORLD'S MOST EXCITING... THE WORLD'S MOST EXCITING...



MASSIVE FEATURE!



ALIEN RESURRECTION

p. 60

AT LONG LAST, IT'S FINISHED! AFTER FOUR YEARS IN THE MAKING, WE BRING YOU EVERYTHING YOU NEED TO KNOW ABOUT THE GREATEST ALIEN GAME EVER!



>> PREVIEWS

Previewed this month...

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You've played the arcade game now play it on your DC!	
Metal Gear Solid 2 (PS2)	24
Update of Solid Snake in his 128-bit sneaking trousers!	
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The ultimate rhythm action game. Get into it!	
Jet Set Radio (DC)	28
Spray graffiti and dodge the law. Yer mother won't like it.	
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Swearing and all-round rudeness from Nintendo. Huh?	
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TOCA World Touring Cars (PS)	31
The best TOCA ever made? Ooooh yes!	
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Easily the most addictive game this year!	
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It's like <i>Track & Field</i> with official Olympic approval!	
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Those bad boys of the ring in more slippery frottage!	
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Another masterpiece in the making from Mr Kojima.	
Samba de Amigo (DC)	42
Designed for those with a penchant for percussion.	

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As if nicking cars wasn't bad enough...	
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Teach those terrorists a thing or two about manners.	
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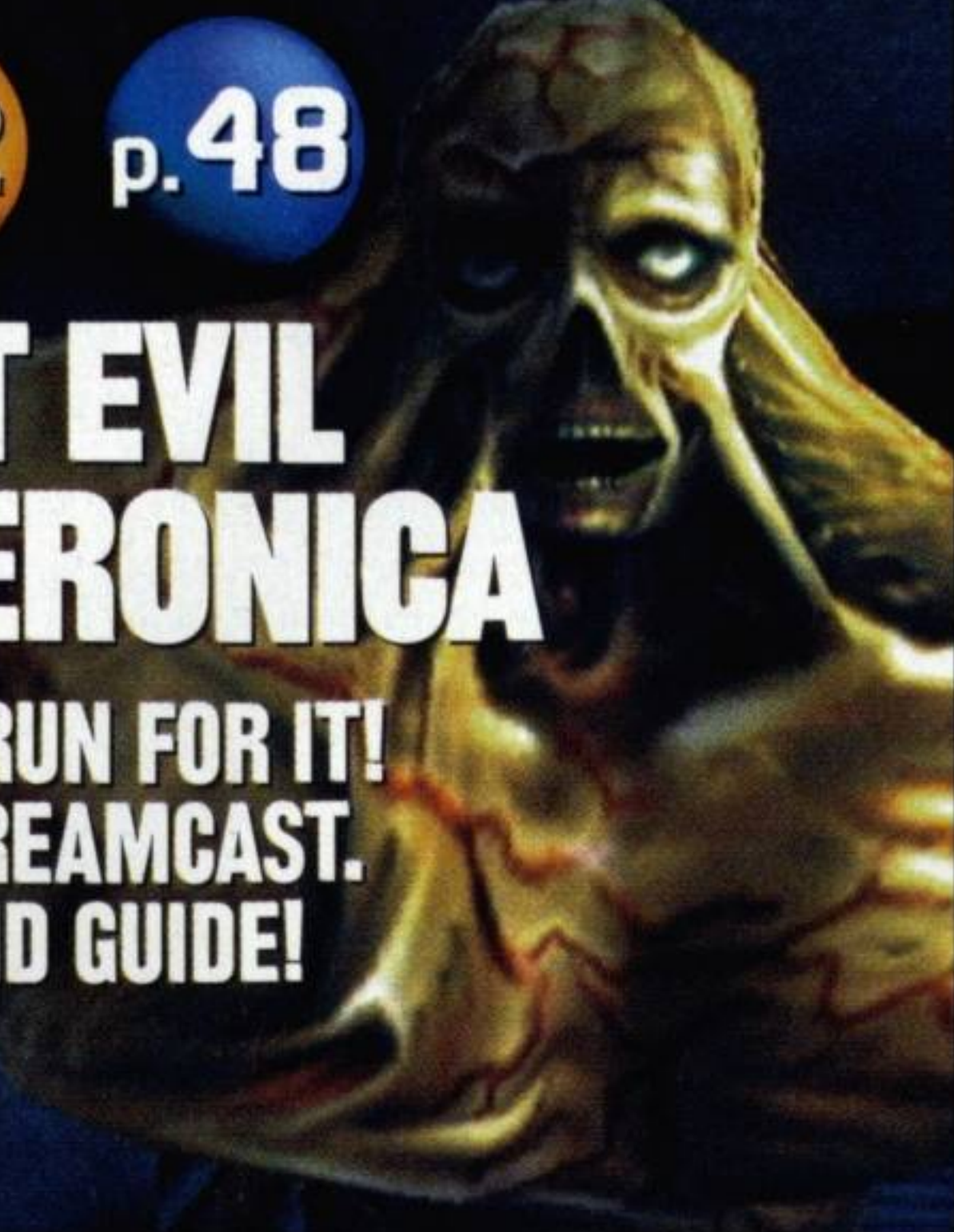


...ES MAG BEGINS...THE WORLD'S MOST EXCITING GAMES MAG BEGINS...THE WOR...

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RESIDENT EVIL CODE: VERONICA

AAARRRRGGHH, RUN FOR IT! RESI HITS THE DREAMCAST. HUGE REVIEW AND GUIDE!



METAL GEAR SOLID 2


THE LATEST ON THE MOST ANTICIPATED GAME EVER!

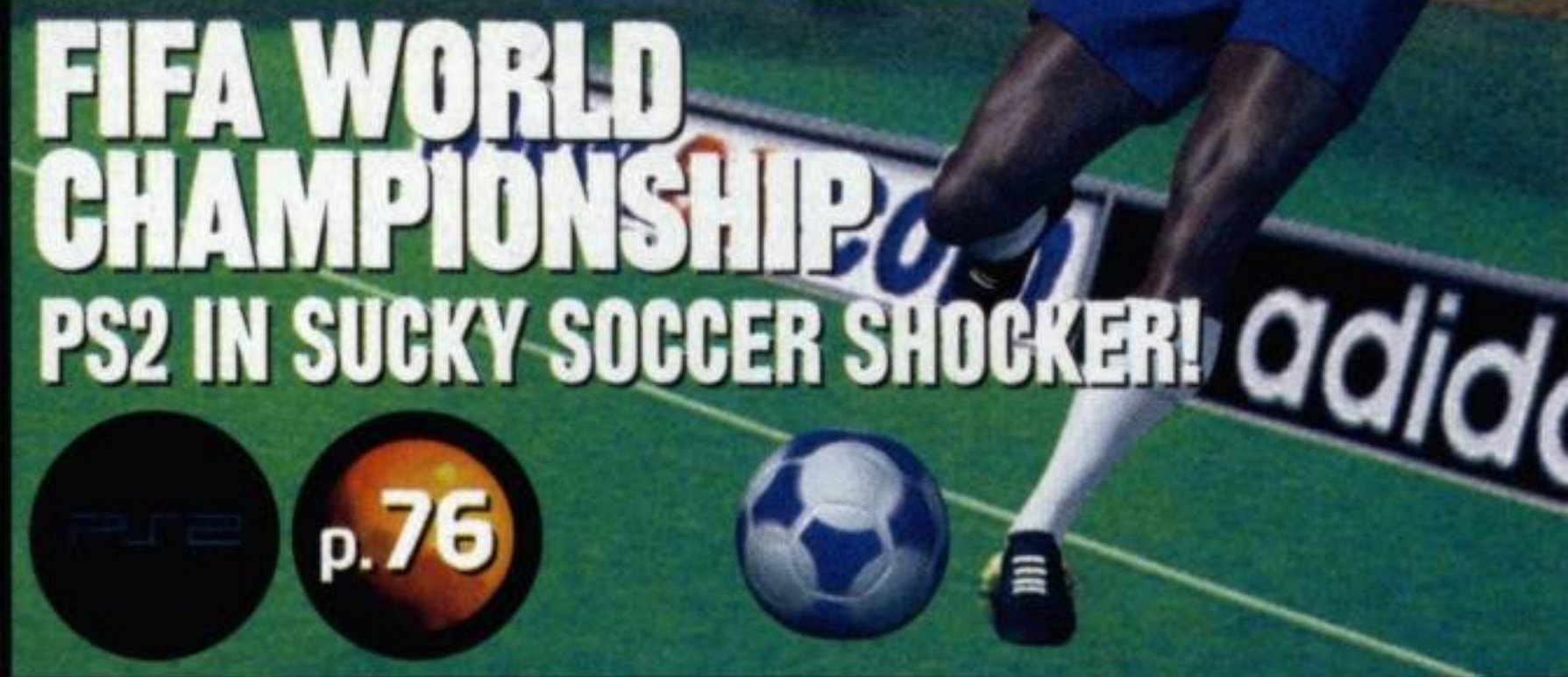
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FIFA WORLD CHAMPIONSHIP

PS2 IN SUCKY SOCCER SHOCKER!

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SYDNEY 2000

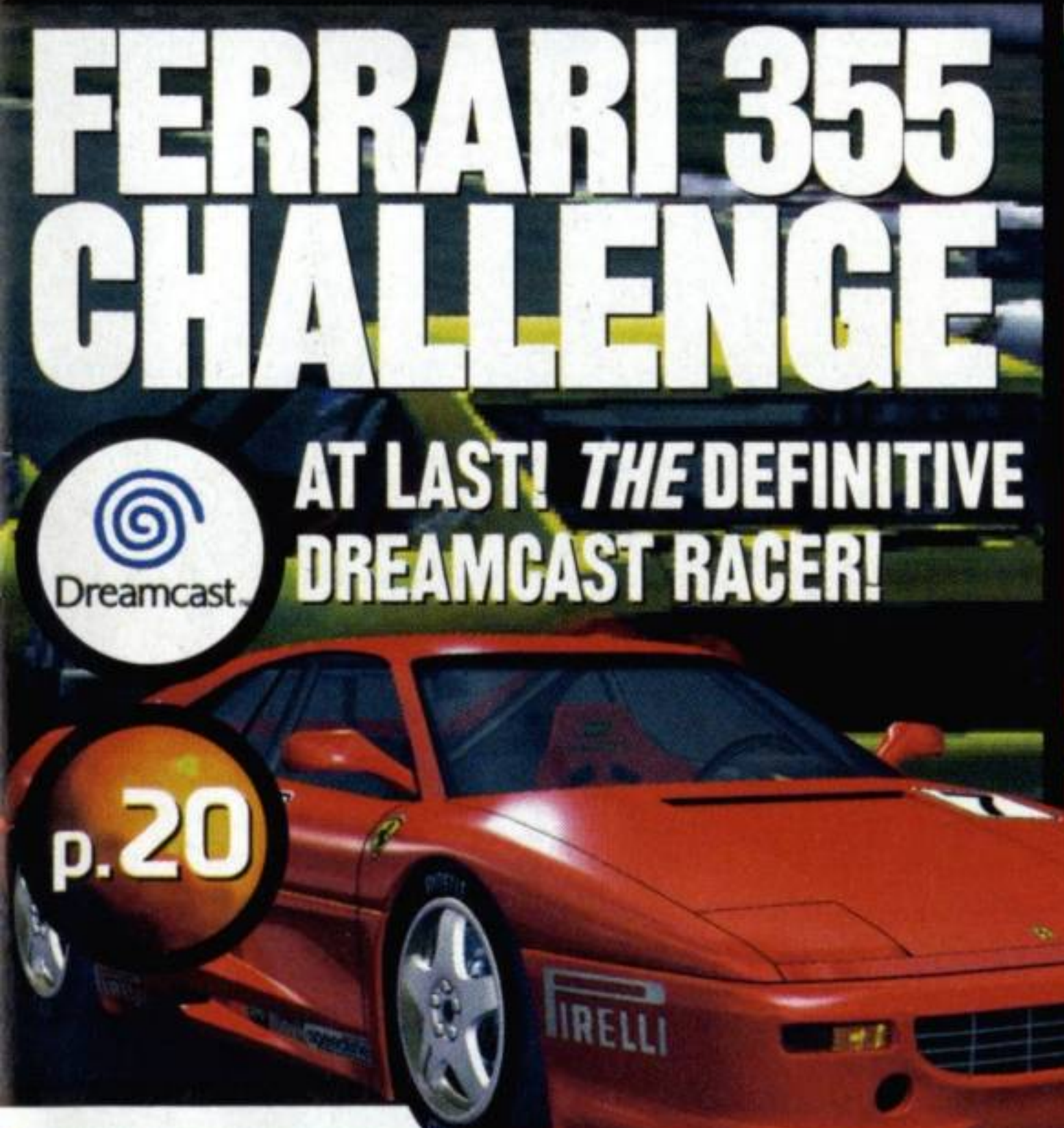
JUMP THOSE HURDLES! THROW THOSE JAVELINS! BASH THOSE BUTTONS!



FERRARI 355 CHALLENGE

AT LAST! THE DEFINITIVE DREAMCAST RACER!

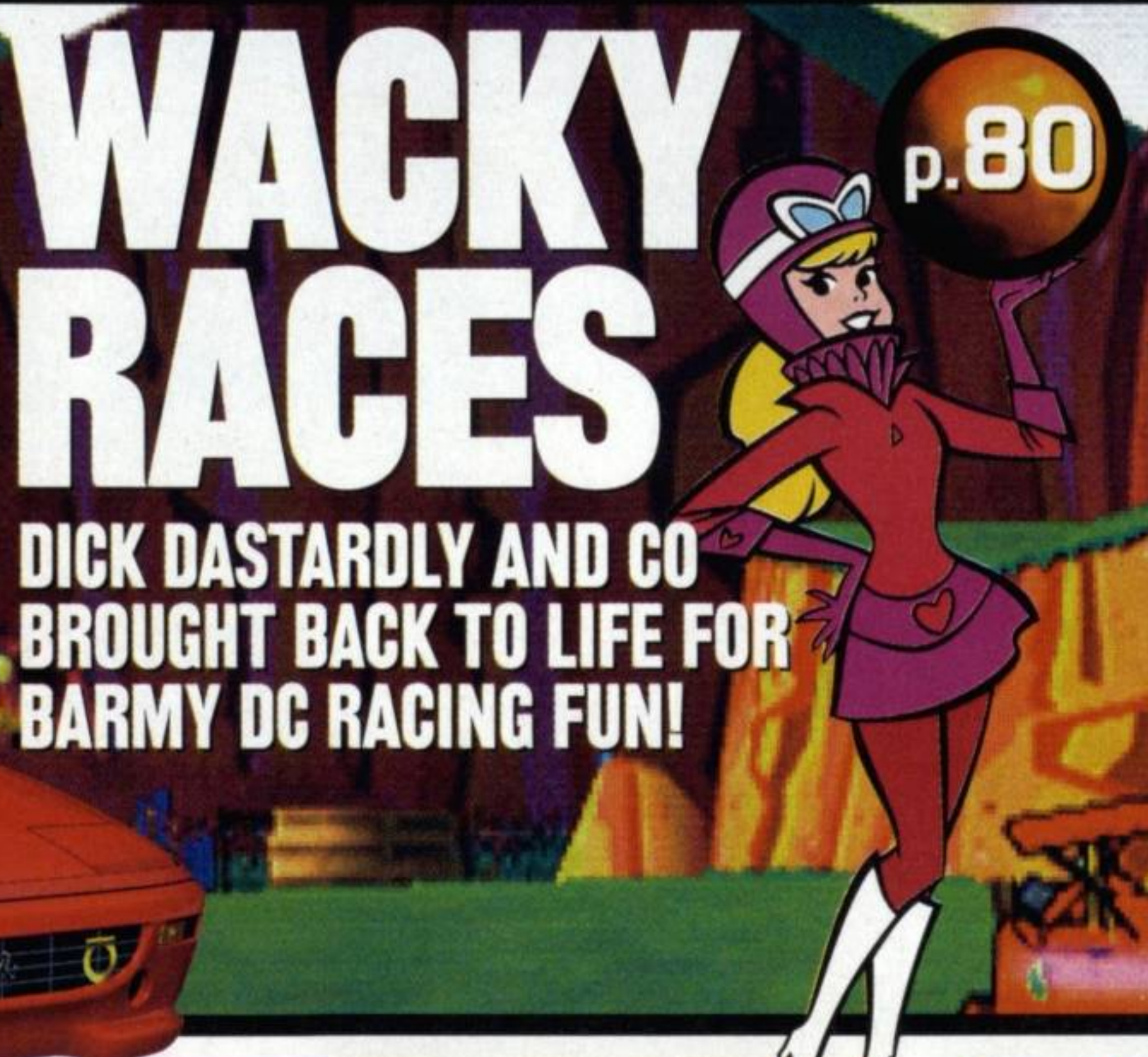
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WACKY RACES

DICK DASTARDLY AND CO BROUGHT BACK TO LIFE FOR BARMY DC RACING FUN!

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SAMBA DE AMIGO

TIME TO RATTLE YOUR MARACAS!

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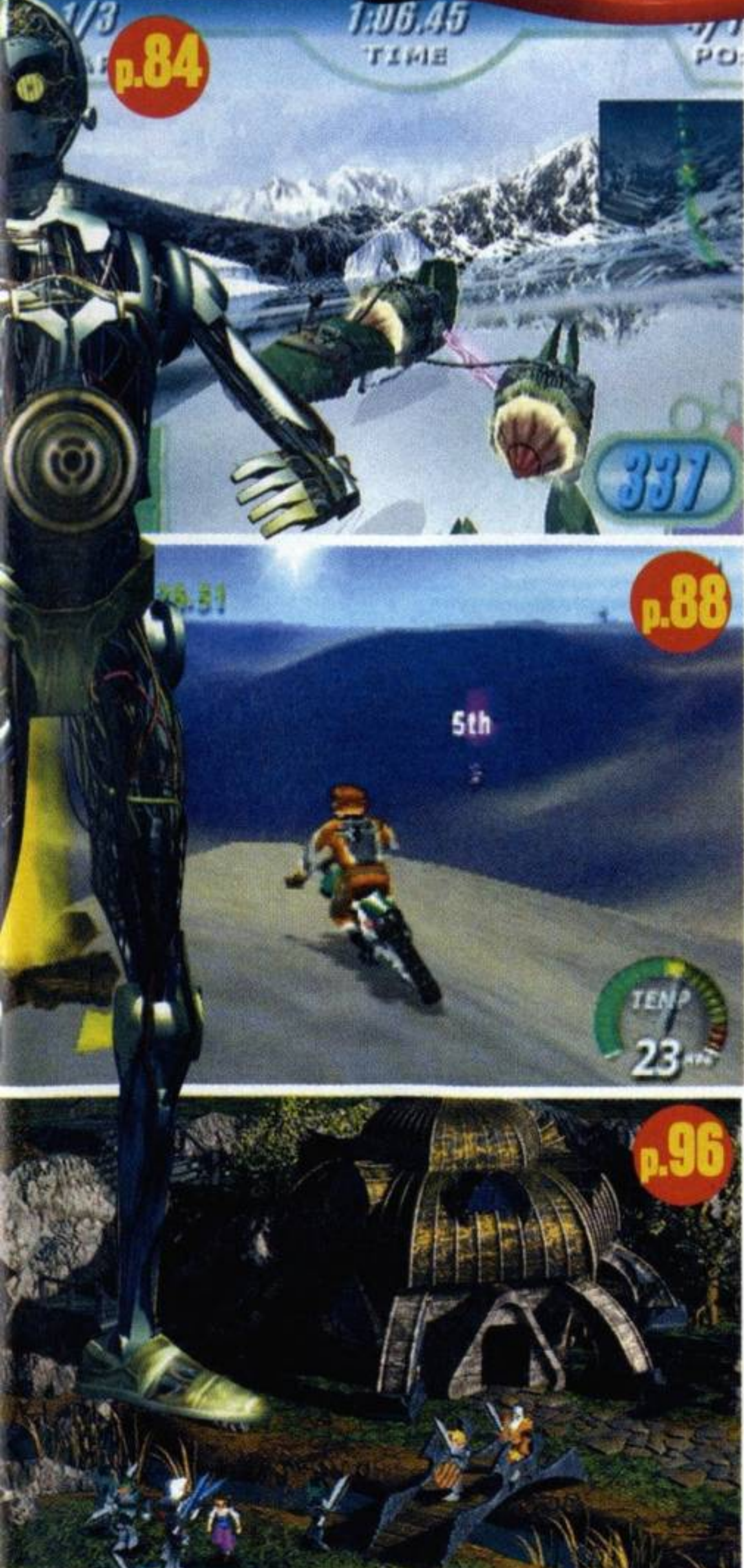
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DAIKATANA

ROMERO'S NEW BABY: WORTH THE WAIT?



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EVERY MONTH

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NIPPY FINGERS

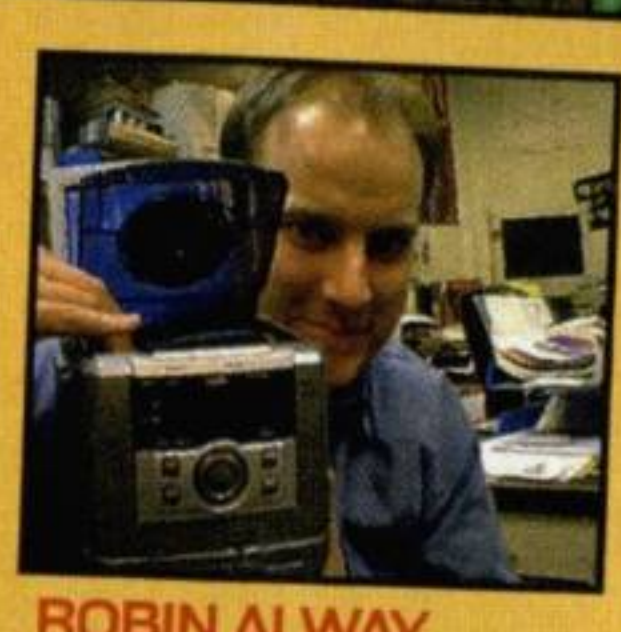
GM's fast-track to the biggest games this month...

Conker's Bad Fur Day	N64	p30
Colony Wars: Red Sun	PS	p94
Daikatana	PC	p92
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Resident Evil Code: Veronica	DC	p72
Samba De Amigo	DC	p42
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Z.O.E	PS2	p41

Games Master

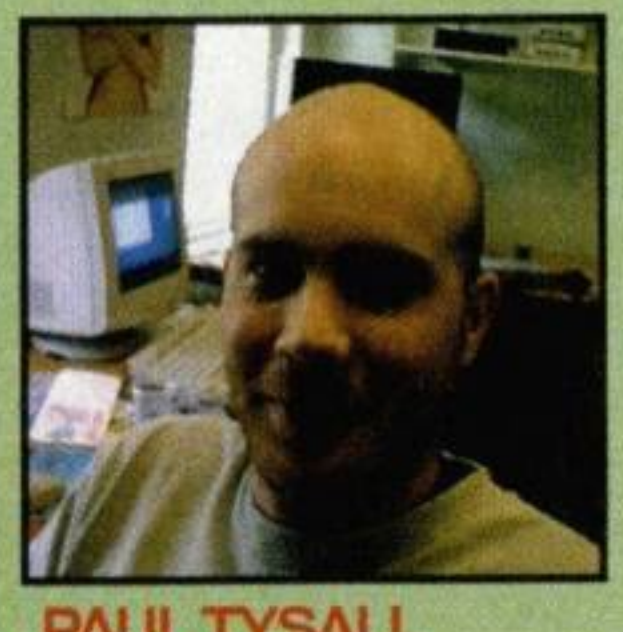
TEAM

Who's who in #97!
Alien Special!



ROBIN ALWAYS
PRIVATE HUDSON

Fave game this month:
Vib Ribbon
Worst game:
Midway Arcade Hits
Fave Biscuit:
I like to nibble on ginger nuts
What would you do with £1,000,000:
Hire the A-Team

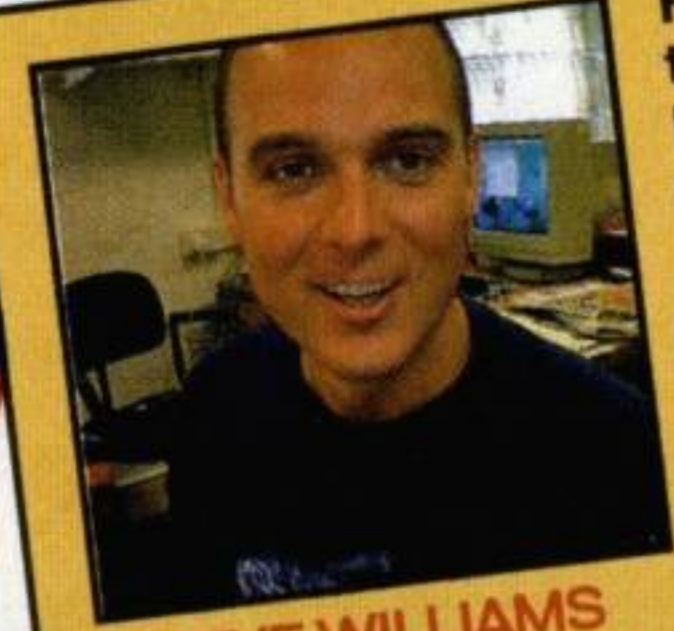


PAUL TYSALL
PRIVATE DANCER

Fave game this month:
Wipeout Special
Worst game:
Fur Fighters
Fave Biscuit:
Yo Yo's (the homie's choice)
What would you buy with £1,000,000:
Natalie Imbruglias under crackers



Robin is no stranger to Alien lifeforms having pickled thousands of them in jars for his own demented pleasure. Look at this terrifying creature from Uranus! Oh no, it's just Pikachu. How could Robin not recognise his own brother!



STEVE WILLIAMS
ALIEN QUEEN

Fave game this month:
Nomad Soul
Worst game:
Silver
Fave Biscuit:
Jammy Dodger
What would you do with £1,000,000:
Hire Cliff Richard for a private gig

After weeks of torture Paul finally finishes *In Cold Blood*. "Well that just great man, now what am I supposed to do? That's it man, over!" You've just got to press the reset button Paul, Jeez you're such a drama queen.

As GM's resident Alien Queen Steve, is able to whip out a tasty fry up in minutes! Cheers!



DANIEL GRIFFITHS
CAPTAIN DALLAS

Fave game this month:
Half-Life
Worst game:
Moho
Fave Biscuit:
Wagon Wheels (when they were big)
What would you buy with £1,000,000:
A big black jeep with a booming system

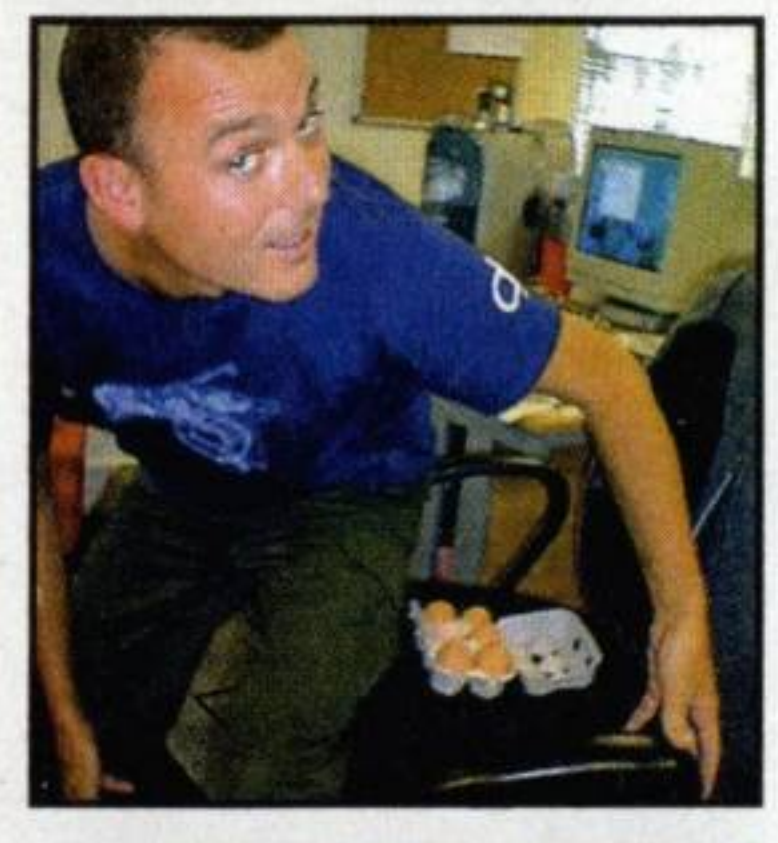
Jonnie's monthly experiments with 'hypersleep' mean that he goes to bed just when things start to get busy on the mag, and then conveniently wakes when it's all finished! However, as a strange bi-product of the process he's now 78 years old!

Oh no! Ten minutes to get to minimum safe distance! Ollie makes a mad dash to his escape podule, only to discover that it is in fact a cardboard box. And it's too small for him. What a muppet!

Dave never leaves home without his motion tracking device! "What's this! (beep, beep) There are Alien's in the areal (beep, beep). Ohmigod! It says they're right behind me!"

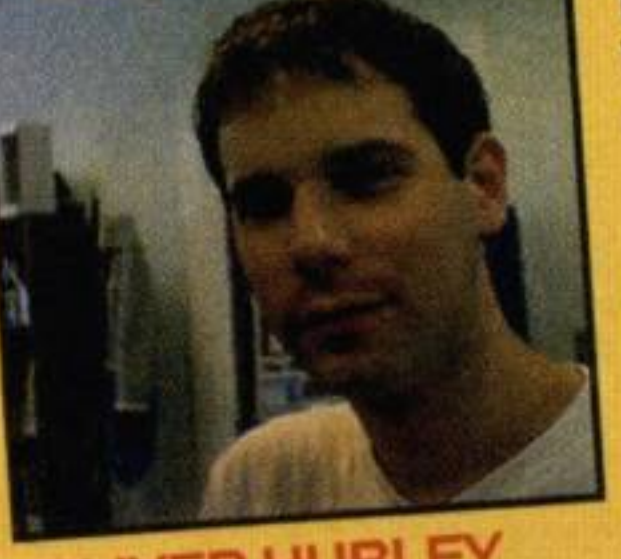


Whassat? An important message from 'Mutha', GamesMaster's in-office computer that keeps tabs on the team! "What could it be?" wonders Dan. "Ah, yes... quite..."



JONNIE BRYANT
JONESY

Fave game this month:
Wacky Racers
Worst game:
Nightmare Creatures 2
Fave Biscuit:
Boosters
What would you buy with £1,000,000:
A ticket to space



OLIVER HURLEY
LAMBERT

Fave game this month:
Virtua Tennis
Worst game:
FA Premier Stars
Fave Biscuit:
Mint Club
What would you buy with £1,000,000:
The Isle of Wight



DAVE HARRISON
BUTLER

Fave game this month:
Silent Bomber
Worst game:
Parasite Eve 2
Fave Biscuit:
Limp ones
What would you buy with £1,000,000:
A college education for my 17 kids

"Now listen you lot. I'll have no more talk of Alien's! As my Dad, the late actor Bryan Glover once told me, there are no such things as (mmmpgh, krash) Arrghhhh!"



GRAHAM DALZELL
HARRY DEAN STANDUP

Fave game: Ferrari 355 Challenge
Worst game: Moho
Fave Biscuit: Happy faces
What would you buy with £1,000,000: A space rocket

Graham's masterplan to make the tea is foiled by the fact that there's no milk. Undeterred he splits open Dave's head who turns out to an android and uses his creamy milk like blood instead! "Now for some ginger nuts," he says evilly Graham eyeing Alex...



ANDREW COLLINS
BRIAN GLOVER

Fave game this month: WWF Royal Rumble
Worst game: Excitebike
Fave Biscuit: 1970's Sports Biscuits!
What would you buy with £1,000,000: Porsche 911 Carrera 4

"Help some one's opened the airlock, we'll all be sucked out! Oh, my mistake. Ollie's been on the chicken tikka and lentil burritos again. What a muppet."

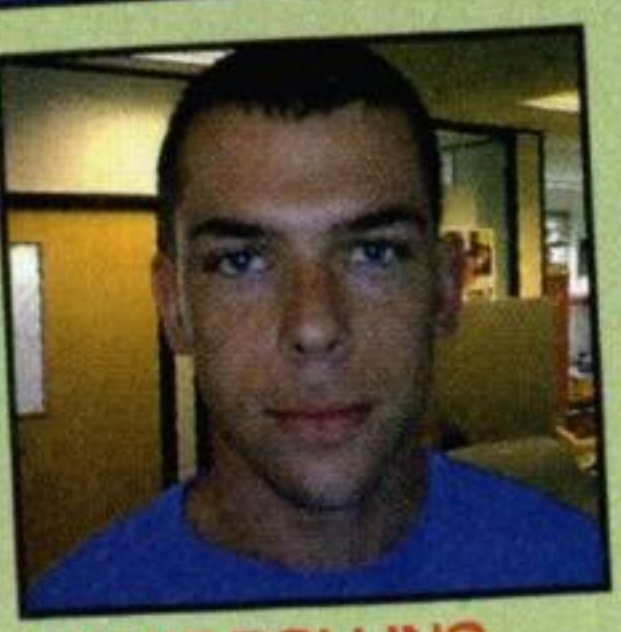


ALEX BICKHAM
LIEUTENANT ALEX

Fave game this month: Hogs of War
Worst game: Daikatana
Fave Biscuit: Fig rolls
What would you buy with £1,000,000: Duccati 996 (it's a push bike apparently)



Jamie was pretty freaked out that his usually quite chatty Cornetto was being so quiet. But then he realised - In space... no one can hear ice cream...



JAMIE DOLLING
VASQUEZ

Fave game this month: MGS 2
Worst game: Dragon's Blood
Fave Biscuit: Chocolate chip cookies
What would you buy with £1,000,000: Love (sniff)



MARTIN KITTS
JOHN 'OW THAT HURTS!

Fave game this month: Excitebike
Worst game: FIFA
Fave Biscuit: Plain Hob Nobs
What would you buy with £1,000,000: A T-shirt and some wooden shoes

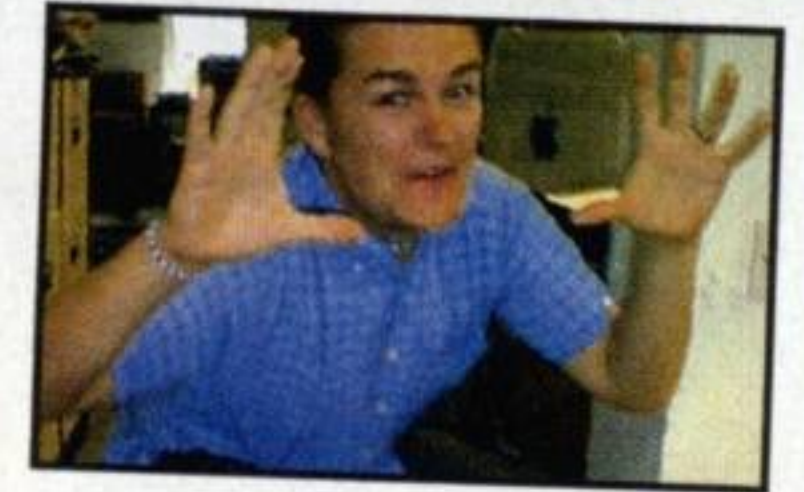
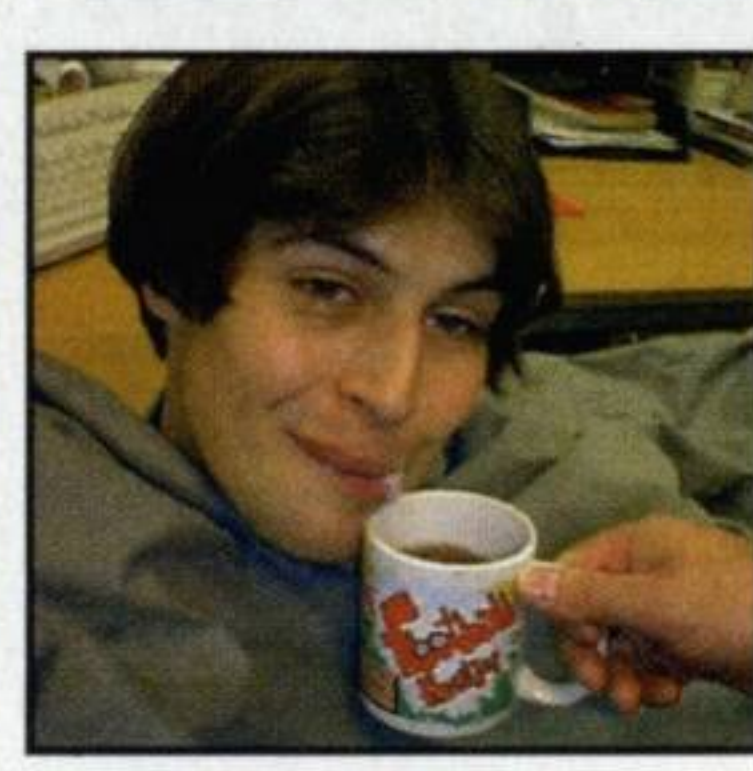


"Oof that Hoof 'n' Onion pasty is really repeating on me. Ohmigod... help me someone please... Oh it's you Dan!" And we thought he was just a pain in the arse.



SIGOURNEY WEAVER
FACE HUGGER

Fave game this month: Samba De Amigo
Worst game: Destruction Derby
Fave Biscuit: Digestives
What would you buy with £1,000,000: A beach house in Cape Town



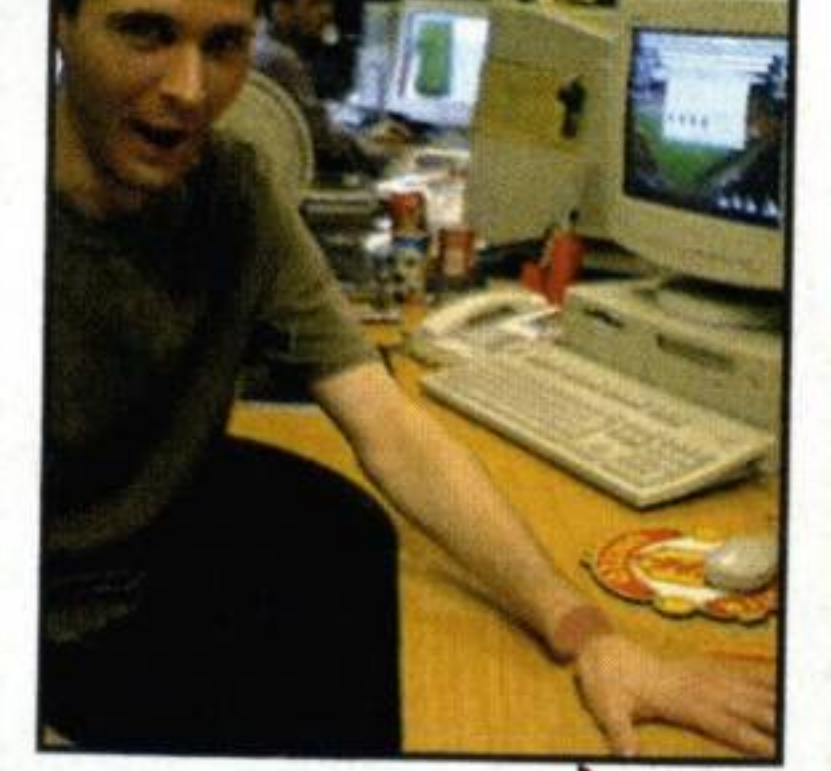
Tim's famed for his Alien impersonations. "Now what am I being?" he barks before scuttling across the floor and leaping on Ollie. A bloody nuisance, perchance?

Wilton, suspected of carrying a Queen Alien inside his belly is banned from the GM office. Despite his many attempts, the pane of glass glued to face keeps him out.



PETE WILTON
BURKE

Fave game this month: Code Veronica
Worst game: Rescue Shot
Fave Biscuit: Bourbon
What would you buy with £1,000,000: A lake with a wood around it



Want to Join TEAM GM? Be our Reader of the Month!

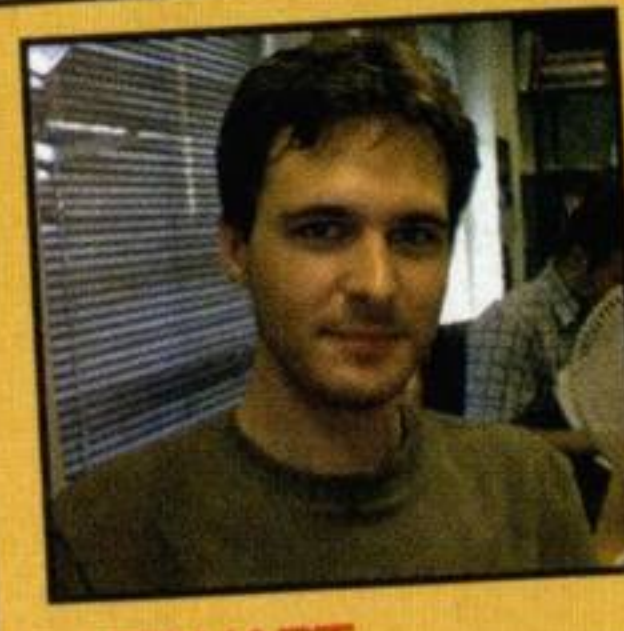
Just write and tell us why you should join Britain's most authoritative gaming force, right here on the Team GM pages!

Let us know what machines you own, what your favourite game is and what special skills you have that elevate you into games master territory! It could be your face gazing out from these pages next month!

And what's more our selected games pro will bag themselves a game of their choice too!

Write to: Reader of the Month, GamesMaster, 30 Monmouth St, Bath, BA1 2BW and don't forget to send a pic!

"Let me show you a trick I learnt at Marine corp," boasts Lee, and with that his hands were a blur, deftly juggling his safety scissors... Ah very good! It looks as though you've cut your hand off! Brilliant! Lee? Lee?...



LEE HART
'SMACK MY' BISHOP

Fave game this month: Code Veronica
Worst game: Midway Arcade
Fave Biscuit: Blue Ribbon
What would you buy with £1,000,000: A contract with Man Utd

NOT NEWS

THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...



PS1 unleashed!

>> New PlayStation for 2001!

The 'Station's getting a little bro! Codenamed PSone, the pint-sized PlayStation will hit the shelves in Japanese stores in a few months time. A UK release date hasn't yet been announced, but we suspect that Sony will be aiming to cash in on the Christmas crowds.

The diddy dynamo boasts identical performance to the original PlayStation, but is packed into a dinky case that measures about a third of the size. This obviously makes it a lot more portable than the original, and it looks cooler as well, with its clean-looking, curvaceous case. Just look at it, it's no bigger than the Dual Shock joystick!

It won't be a true handheld console, like the Game Boy, though. You'll still have to plug it into a wall socket to play games – the battery-drain caused by a spinning CD and all that polygon-processing means that running PS1 from a portable power source is tricky. However, there are rumours that the first peripheral to be released for PS1, a screen

attachment, could contain a battery unit too. With the screen attachment plugged into your PS1, it'll be totally self-contained – you won't even need a telly to play games on!

Sony have also announced plans to release a Network Cable that'll be compatible with other PSones, old-style PlayStations and PS2. This miracle of

POCKET POWER!

So, you'll be able to connect your PlayStation, PS1 or PS2 to the internet. But what does that mean?



We reckon the most likely use for connecting a mobile phone to your 'Station would be for entering your high scores into a global gamers' network. But who's to say that you can't download saved games and cheats straight to your memory card? Or even mini-games to play on your mobile phone or PocketStation? WAP

phone technology means that internet communication is easier than ever before, so expect some interesting 'Station-related announcements over the coming months!

wiring will enable you to connect a mobile phone to your console, and access 'Network Services'. Quite what Sony mean by this is unsure, but we're expecting some sort of website or database where you'll be able to submit high scores, best lap times and the like. It's highly unlikely that you'll be able to play

What's in the box?

Here's how the magically-minute PS1 looks on paper.

Supports: PlayStation games, Audio CDs

CPU: 32-bit RISC
Clock Speed: 33.8688 Mhz

Memory: 2Mb

Graphics: PlayStation GPU

Sound: SPU 24 Channel

Sound Memory: 4Mb

Disc Drive: 2x CD Rom

internet games though – the humble 'Station just doesn't have enough grey-matter on-board to cope.

And let's not forget PocketStation... It was never released over here, but there's every chance, with the network cable, that you'll be able to download PocketStation-style miniature games to your WAP enabled mobile phone. So for those who are thinking that PlayStation has had

its day... think again! A whole new life awaits!



▲ Look at this! It's only slightly larger than your standard Dual Shock controller. Fantastic!

▶ Slap your mobile phone in the front, log onto the Sony server and download oodles of stuff!



p. 10 STAR WARS
PlayStation2 straps itself to the LucasArts rocket with two blistering titles. Find out exactly what's waiting for you in a galaxy far away!



p. 13 GRAND PRIX 3
All the teams, all the cars and all the pomp and glory of the F1 world. You have to see these shots to realise just how lush this racer really is!



p. 14 PHANTASY STAR ONLINE
Dreamcast gets the world's first networkable console RPG and it's looking mighty fine. Check out the very latest news on page 14...

BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...

» Shiny Entertainment's president speaks out!



X-BOX SLAMMED!

So far, everyone's been getting pretty excited about Microsoft's next-gen console, X-Box. Everyone except Shiny Entertainment's president Dave Perry, that is.

Speaking of Microsoft's image, he told GamesMaster in a recent interview that "It's just not cool. In fact, it's decidedly uncool." One of the things that has helped the PlayStation rise to meteoric success in recent years is the fact that it is a cool system, and it's here that Perry thinks the X-Box might fail.

"If I were Microsoft," he continued, "I would shake off the Microsoft logos everywhere. I also hope they make some collectors' versions in the big chrome X." It's a well established fact that X-Box will not be available as standard in the silvery X-shaped form we've seen in so many photos recently, but Perry's argument is realistic - it would certainly raise the profile of the console if it were to appear in such a form. More on the X-Box as it happens.



X-Box? Your better off with a bag of spanners.

▲ Although GM has been wowed by the demos released so far, can the notoriously un-hip Microsoft pull off a marketing coup along the lines of Sony?

SCANDAL MONGER

GBA ETA DELAYED

The Japanese release date of Nintendo's new Game Boy - the Game Boy Advance - has now been put back to November with still no confirmed date for a UK launch. However, we are expecting both the GBA and the Dolphin to be on show at Nintendo's Spaceworld event in Tokyo on 25 August so all will be revealed then...



NEO GEO RIP

The Neo Geo Pocket is no more! The handheld's producers, SNK, have pulled out of both the US and UK markets in a bid to cut costs. In addition, the company's PlayStation and Dreamcast titles will also immediately cease to be distributed! Handheld fanatics, get a Neo Geo in while you can as there are some classic titles available for it, including *Sonic* and *Metal Slug*.

PS2-AND-A-BIT

Sony is already producing a new version of the PlayStation2 for sale in Japan. Although it looks identical to the previous version of the machine, a redesigned circuit board means that it's cheaper to manufacture while also prevents security-thwarting chips being used. Sony have done this in an attempt to stop software piracy.

TOWER OF POWER!

» Sony's PlayStation2 goes online at last!

More information has been released on PS2's hard-drive and broadband peripheral including these first shots of the chunky Japanese add-on module.

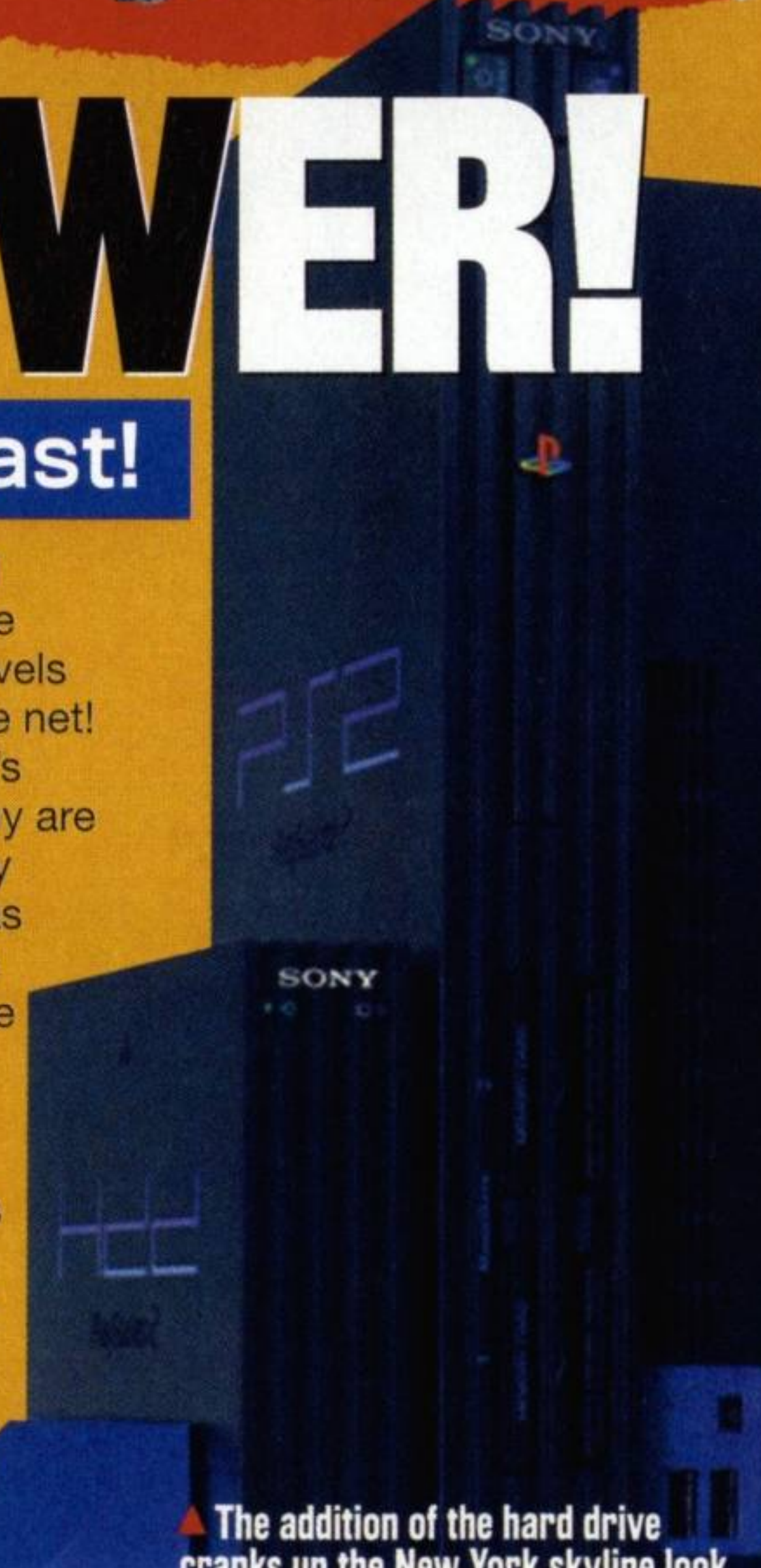
In the UK however, as reported last month, the unit will slot INSIDE the back of the console in the UK and US, giving it all the network and memory capabilities of a modern PC, ie, the ability to download and

store digital media. Sony will be establishing a broadband site to carry music and movies which you can store on your PS2 in good time for its 2001 UK launch.

The hard-drive unit may also change the very way we play games. New episodes, racing tracks, characters and so forth can be downloaded, then stored in the hard drive, meaning that games could go

on indefinitely - all you'll need is the original game disc, and subsequent levels can be acquired over the net!

In light of Dreamcast's internet-play fiasco, Sony are also very keen to employ realtime online gaming as soon after PS2's release as possible. And with the Broadband peripheral attached, lag should never be an problem because the peripheral's capable of shifting so much more information-per-second than a standard modem. Fast, trouble-free internet gaming? Bring it on!



▲ The addition of the hard drive cranks up the New York skyline look.



NAZ NO MORE?

Codemasters' long-delayed *Prince Naseem Boxing* - last seen way back in GM issue 79 (!) - may now never be released in the United Kingdom. A new version of the game, featuring a Mike Tyson licence, is currently being developed for the US market, but Codemasters have yet to decide which version of the game to release over here!

SKINT EIDOS TO BE BOUGHT BY ANOTHER COMPANY!



THE BIGGEST NEWS FIRST!...THE BIGGEST NEWS FIRST!...THE BIGGEST NEWS FIRST!

NABOO GOES NEXT-GEN

>> PS2 gets two new Star Wars games!

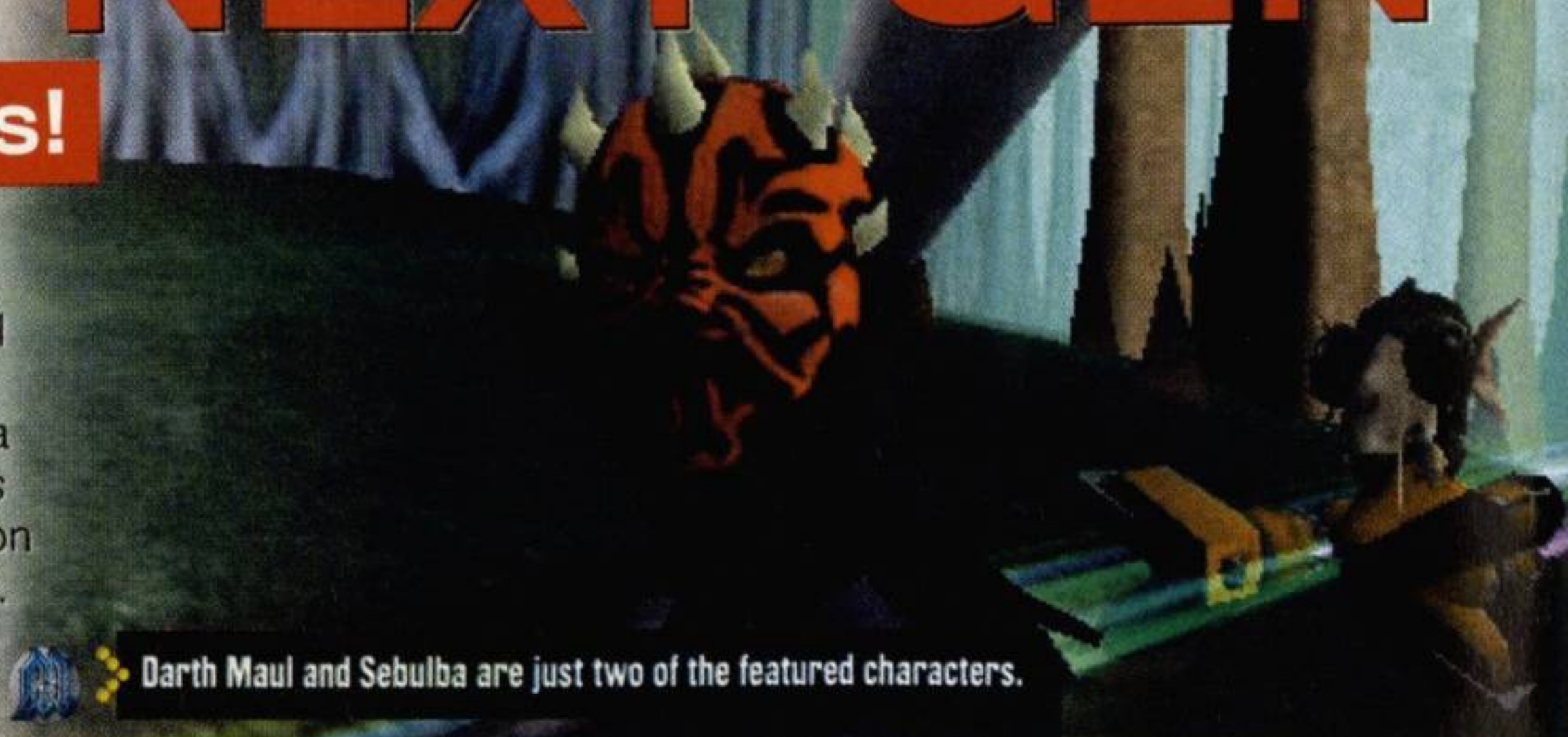


What better way to make use of PS2's fab graphical capabilities than by treating it to a bit of top-flight *Star Wars* action?

LucasArts, creators of the *X-Wing* series, *Dark Forces* and too many other *Star Wars* games to mention are hard at work on not one but two new *Star Wars* games. *Episode 1: Starfighter* is a 3D shoot-'em-up which loosely follows the plot of *Episode 1*, and has

you flying missions against the Trade Federation. You'll even participate in the climactic battle against the Droid Control Ship orbiting Naboo!

Next comes *Super Bombad Racing*, a *Mario Kart*-style racer in which *Star Wars* characters such as Yoda and Anakin hoon around in mega-nippy futuristic go-karts. They also sport ludicrously over-inflated noggins, which is always nice...

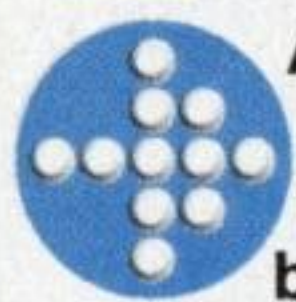


Darth Maul and Sebulba are just two of the featured characters.



NUCLEAR MISSION

>> Sir Duke's come back for more!



As we all know, Duke Nukem's not the kind of fella to beat around the bush when it comes to alien scum. He'll happily beat 'em round the mush though, and that's just what he'll be doing in *Planet Of The Babes* with

the very biggest of big sticks on offer.

N-Space, creators of *Duke Nukem: A Time To Kill* are developing the third-person 3D shooter, and we're promised some unusual innovations, as well as a skip-load of weapons and witless one-liners.

Aided by the Unified Babe Resistance Movement, Duke's on a mission to travel through time and save womankind. This time around, he's up against a veritable zoo-load of monkey-based aliens, such as flesh-chewing chimps and gore-slurping gorillas. Let's hope he's packing some nit-spray, eh?



There's plenty of life in the PlayStation yet, so long as they keep bringing stars like Duke Nukem back into the action.

BEASTIE BOYS TO PROVIDE MUSIC FOR EA'S SSX PS2 SNOWBOARDER!

FANTASTIC VOYAGE

>> New FF9 shots released!

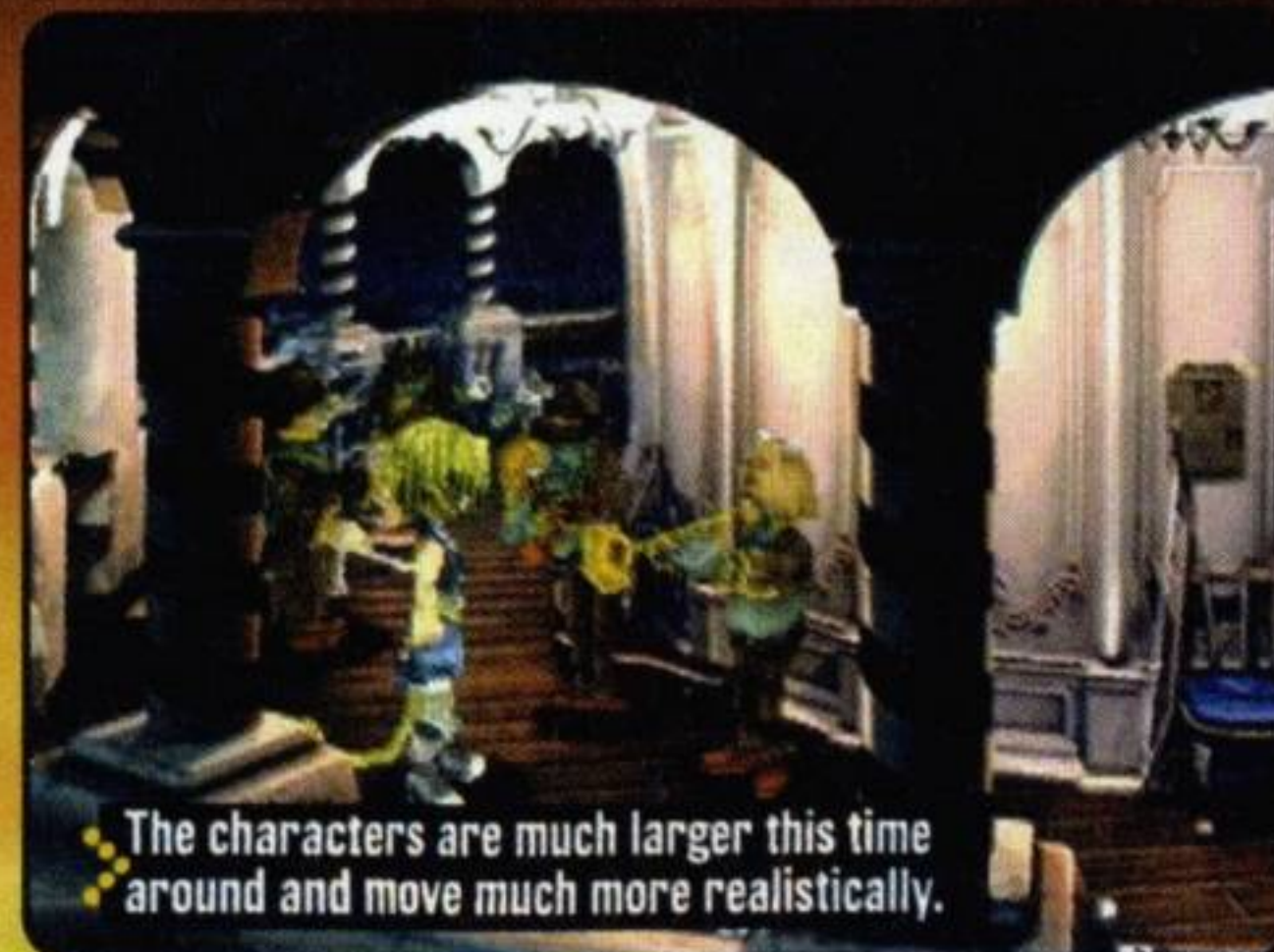


The next behemoth adventure in the *Final Fantasy* series stomps ever closer, and we've managed to clap our news-clammy mitts on some brilliant new shots, to give you a taster of what's to come.

FF9 will be the last *Final Fantasy* game on PlayStation and, as such, we're hoping it'll be a corker. It's expected to be released sometime in the Christmas period, so not long to go now. Full preview soon - till then, enjoy these sumptuous screenies!



The pre-rendered backgrounds continue but the look is so old skool.



The characters are much larger this time around and move much more realistically.



It's released in Japan soon so we'll have lots more in GM very shortly.



THE BIGGEST NEWS FIRST!...THE BIGGEST NEWS FIRST!...THE BIGGEST NEWS FIRST!...THE

HOMER GETS HEAVY

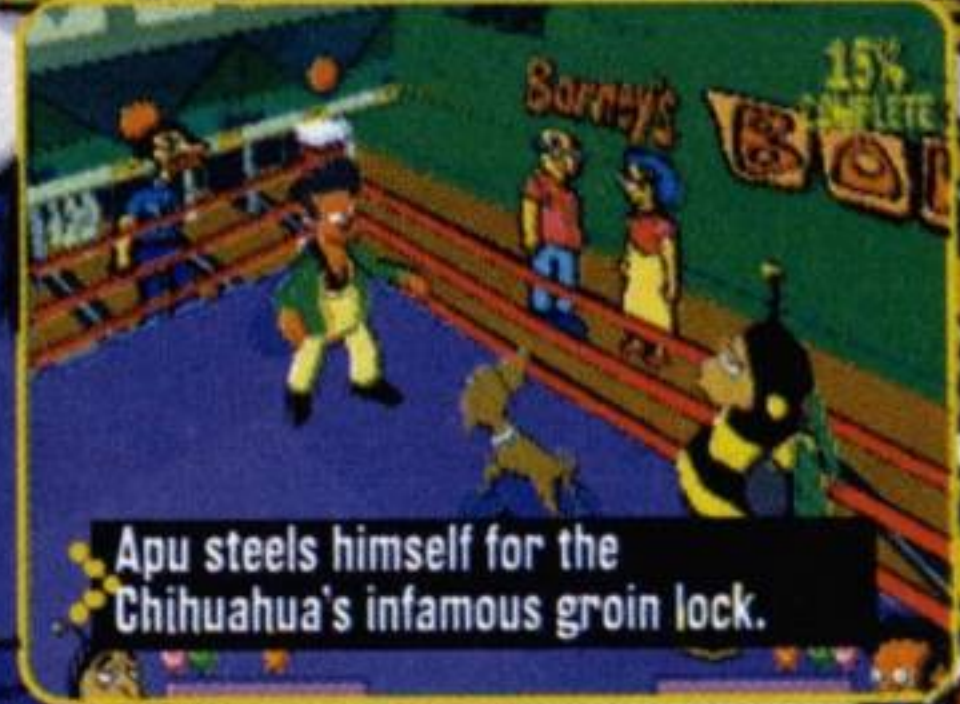
>> Get bent with Springfield's finest!

Ever wondered what Montgomery Burns would look like with his legs tied behind his head? You *have*? You weirdo!

Fox Interactive are currently working on a PlayStation-based spoof wrestling game, entitled *Simpsons Wrestling*, in which Homer and 21 other *Simpsons* characters are set against each other in mortal combat. The game features a variety of established wrestling moves, as well as character-specific-verbal taunts. Aye carumba indeed.



The Spanish fly gets knocked clean out of the ring by crazy Krusty.



Apu steals himself for the Chihuahua's infamous groin lock.

HOT NEWS WITH...

THE Stalker

BRITAIN'S MOST ILL-INFORMED GAMES JOURNALIST

More of the hottest games news from around the globe.

You won't hear this anywhere else...

- The latest news from Microsoft is that work is already underway on X-Box 2! The next-gen console will have its own screen and a joystick with over 100 buttons that will be known as a 'keyboard'. The new console will be called the PC or 'Private Computer'.
- Apparently the reason the yellow cat thing in the hit TV show, *The Pocketmen*, keeps on saying "Pikachu" all the time is because its name is Pikachu! It keeps on repeating it because it's Pokémental. You gotta scratch 'em all!
- Currently in the early stages of development is a

PS racing game that uses real cars. The developers have managed to sign top rally driver *Grant Turismo* to lend his name to the game, much like Professor Toby Hawking did with his rollerskating game.

I've managed to steal a top secret document from Nintendo's Basildon headquarters. It reveals that the new Mario game for the Dolphin will be a plumbing game. Ooh, *That's Going To Cost You* has Mario going back to his plumbing roots unblocking sinks and robbing old ladies!

After the disappointing return of *Ecco*, Sega have stated that they intend to include the big fish in more games to increase its popularity. Watch out for *Ecco the Golfing* soon.

More hot news next month! You heard it here first!

SCANDAL MONGER

PS2'S HAVING A THIRD PARTY...

In what will be a completely unprecedented move, Sony are set to allow other hardware manufacturers to make hardware with PS2 technology making them compatible with PS2 software. Obviously, the Sony boys will take a large cut of royalties but we could, in the near future see a top-of-the-range DVD or PC that can play PS2 games!

FREE GAMES?

A new web site has just been launched where you can download top PC games for free. Just go to www.freeloader.com and you can select from games such as *Jimmy White's Cueball* and *Hidden & Dangerous!* The games take about 15-20 minutes to download and are paid for by credits you earn by clicking on adverts and entering online competitions.



POKÉMON MUSICAL TO HIT BROADWAY IN SEPTEMBER!

WILD THING...

>> ... You make my wheels spin. I think I lurve you!

Thanks to folk like Rage Software, there'll be no shortage of smashing games available to PS2 owners on the console's release in October. *Wild Wild Racing* is one such game - a V8-powered, mud-flinging 4x4 racer.

With games like this, it's the handling of the vehicles that can make or break it. Rage assure us that they've got this sorted though, and describe the cars as "extremely fun to

drive." This comes from the feel of the car as it travels over different surfaces - gravel, ice, mud and so on. And after playing the game we're convinced that an aeon of time and effort has been spent tweaking it to perfection. And just check out those moonlit vistas too.

The game will feature various championship modes in which different classes of vehicle can compete, and there'll also be special stunt tracks and extreme driving challenges on offer. Do well in these and you'll unlock bonus cars and new tracks.

All sounds pretty tasty then, and it looks fabulous to boot. This is surely one to watch...



Axel-popping good looks as the madness of rc cars grows up.



NIMOY IMMERSSED IN SEAMAN

For the US version of the oddball Dreamcast man-fish game *Seaman*, the narrator will be none other than Leonard Nimoy of Time Computers and Star Trek fame. Yes, it will be Mr Spock letting you know if your Seamen are okay or whether they're in a sticky situation.

PS2 GAINS CONTROL

The fast and frenetic PC realtime strategy game *Ground Control* (reviewed on page 90) will be making its way to PS2. Massive Entertainment, GC's developer, are hoping to take the game to a new level using the PS2's power.



THE BIGGEST NEWS FIRST!...THE BIGGEST NEWS FIRST!...THE BIGGEST NEWS FIRST!

DC GETS ITSELF CONNECTED!

>> Online express with Chu Chu!

It's been a hectic time recently in the world of Dreamcast with its first online game, *Chu Chu Rocket*, being launched, and many retailers dropping the price of the console from £200 to a staggering £150.

Although *Chu Chu*'s official launch date was 9th of June, Sega sent out early copies of the game to some parts of the country. This was, no doubt, in a bid to stagger distribution so that there wouldn't be a massive surge of gamers all trying to gain online access to the game at once.

Meanwhile, the £50 price drop – with some packages also including a free game – is a move

made independently by retailers with still no 'official' price reduction by Sega. An official price drop was initially expected in time for Christmas although it's now highly unlikely that stores will go back to charging £200 for a Dreamcast whatever

Sega decide to do.

While there's been a definite lack of 'must-have' titles for Dreamcast recently, its forthcoming line-up – which includes *Jet Set Radio*, *Virtua Tennis*, *Quake 3*, *Shenmue* and *Half-Life* – is fantastically promising. It also looks far more exciting than the expected line-up of UK launch games for PS2...



◀ The one-player puzzler is ace, but think of the potential of going head-to-head with players over the net!



NINETY BOAST FOUR GAMES IN THE TOP FIVE OF LATEST US CHART!

FREE DEMO GAME

MAGIC

The Gathering

The best battle game on the Planet – Free with GM!

Found your free *Magic The Gathering* game with this month's GM? Well rend asunder the foil packaging and get involved. There's a full 24-card starter deck in there – everything you need to play the world's most popular fantasy trading card game!

Follow the step-by-step instructions inside and soon you (and a mate) will be knocking yourselves senseless without laying a finger on each other in real life! If this catches on it could well lead to world peace!

For your first go, dish out the cards like it says in the instructions ('Order of

Cards') and have a trial run to get you accustomed to how it works. When you think you've got the hang of it, each draw five cards at random and do battle for real.

And when you've exhausted the possibilities of your free GM deck why not top it up with additional packs available across the land! Have fun!



MAKEN BACON!

>> Fab Jap Shooter for Dreamcast!

▼ Mad action, some serious firepower and Dreamcast's meaty graphics. We want a bite of this pie!

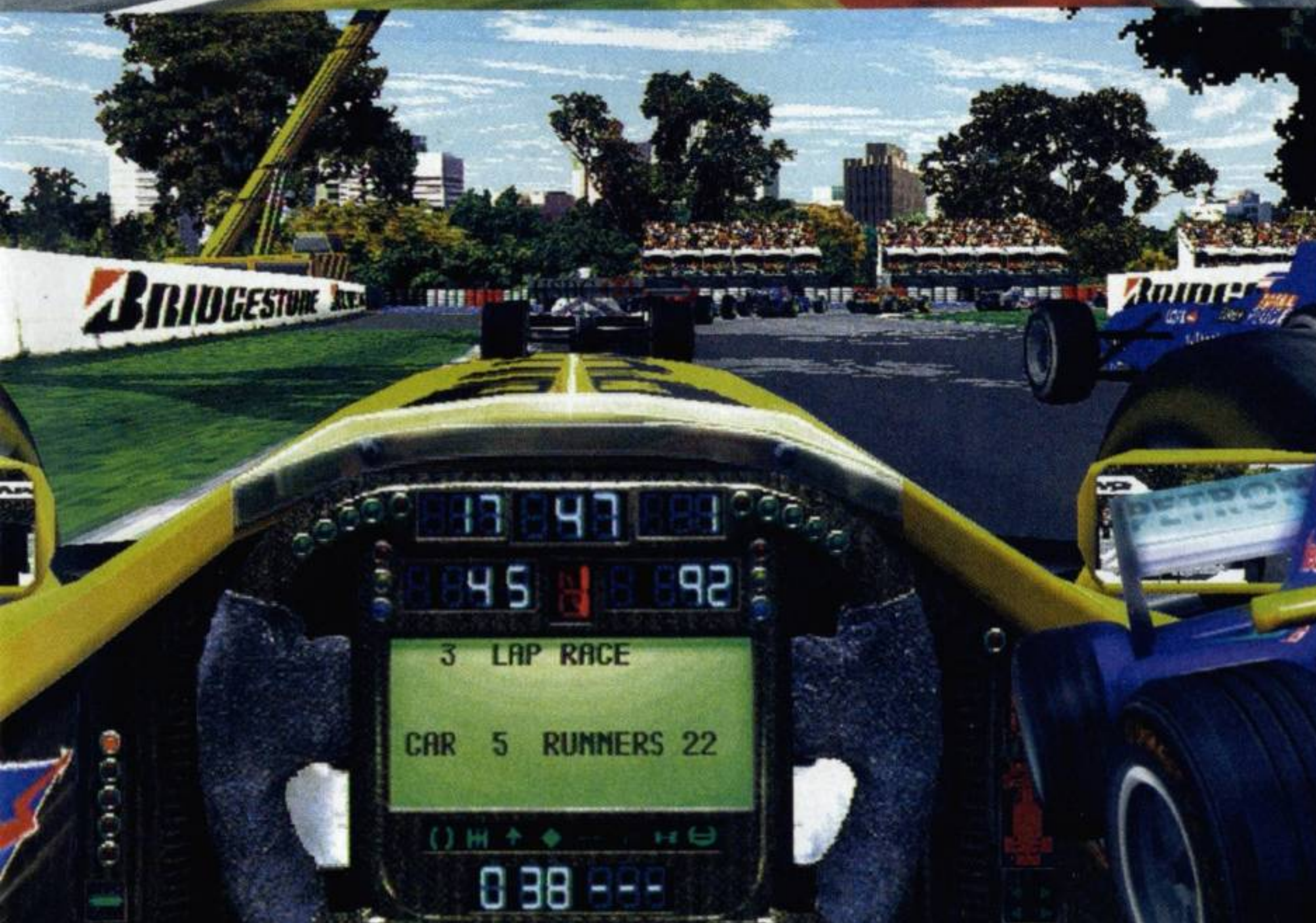


Picture, if you will, a 16-year-old Japanese schoolgirl, brandishing a deadly sword that's been fused with an artificial, physically gifted life-form. Hooked yet? We are...

Maken X, which translates as 'Demon Sword', puts you in the boots of Kei, the aforementioned lass, in one of the most incredible looking (not to mention bizarre!) first-person shooters we've seen. It's not just a shoot-'em-up though – the game features something called the Brain Jack System. This allows you, through the power of Maken, to jack into the minds of other characters, controlling them in the game's environments and using their weapons and abilities. *Maken's* going to be massive – expect a full preview next month!



THE BIGGEST NEWS FIRST!..THE BIGGEST NEWS FIRST!..THE BIGGEST NEWS FIRST!..THE



GRAND PRIX 3

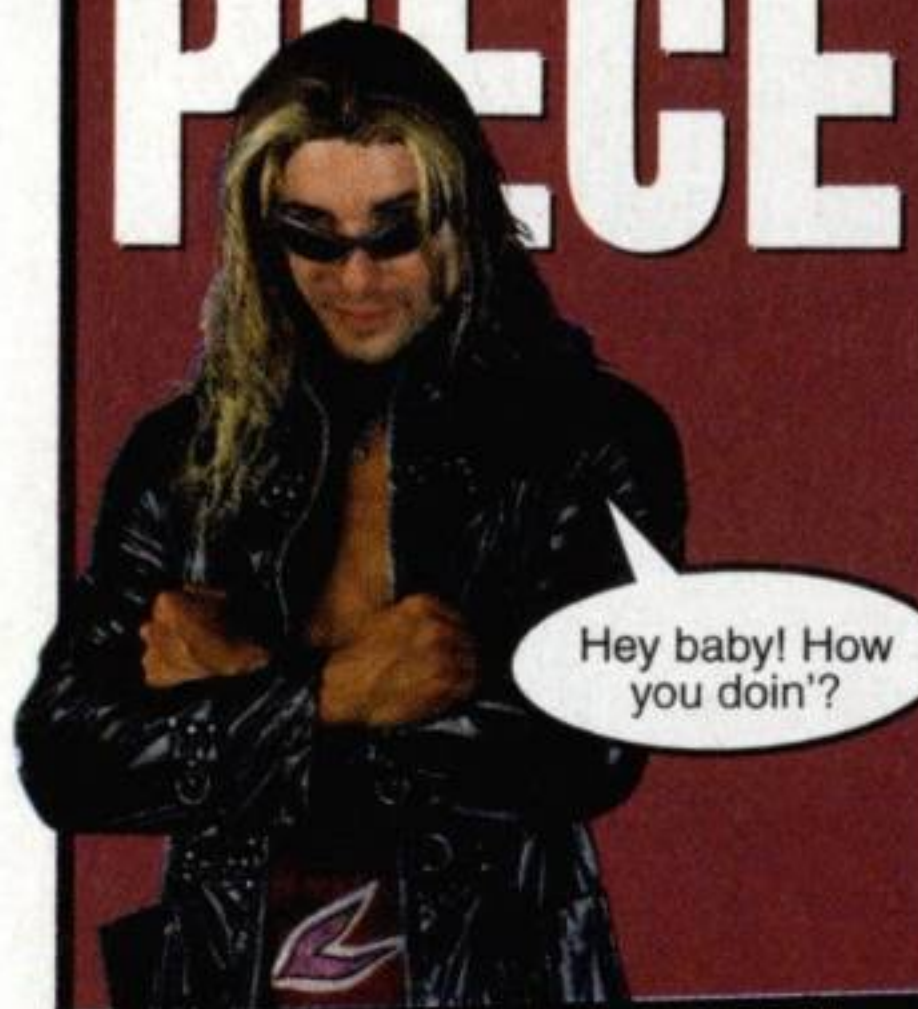
» Approaching it's final lap!

At last the long wait is nearly over! Way back in the mists of time a chap called Geoff Crammond invented an F1 driving game for the PC called *Grand Prix*, some years later he did a sequel and has spent the last three years producing this 3D accelerated *GP* for 2000. It's the most perfect and realistic F1 racer ever and it'll be having it large in the next issue of *GM!*





CRAZY OLLIE'S WRESTLING RING PIECE



Hey baby! How you doin'?

GM'S WRESTLING EXPERT DISHES THE DIRT!

WCW's loss of the plot continues. "If you're booking bumps so insane that you need trained stuntmen to pull them off, maybe you should think about booking a different finish," was the considered opinion of one critic following WCW's Great American Bash this year.

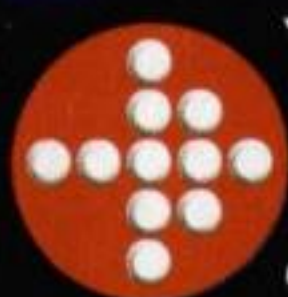
He was referring, of course, to the finish of the appalling Sting/Vampiro fudge-fest - 'highlighted' by Vamp setting fire to Sting's stunt double who then flung himself off the top of a video wall. None of which has much to do with wrestling. Which is how you could tell the match was booked by one Vince Russo.

When Russo dramatically left his WWF script-writing position for a similar role with WCW last year, many people predicted that the McMahons' days at the top o' the grappling heap were numbered. Without Vince McMahon's guiding hand though, Russo's booking was shoddy enough for some people to think that McMahon was actually paying him to destroy the opposition from within.

He wasn't, but it seems as if Russo is now so preoccupied with scripting ridiculous stunts that he's lost sight of the fact that there's not much point in employing wrestlers if you're not going to actually have them do some wrestling during a match...

PHANTASY STAR - IT'S ONLINE!

>> World's first networked console RPG ready!



Yet more new and exciting Dreamcast games are heading our way! *Phantasy Star Online* is a kind of console *Ultima Online* Lite for non-PC spud freaks who are more used to the likes of *Final Fantasy*.

Each *Phantasy Star* game features up to four human characters with the rest of the world's characters being AI-controlled. You play the part of a scout crew in deep space sent out to investigate an explosion on a planet called, funnily enough, *Phantasy Star*. Once you're underway, an innovative ID system allows you to get in

touch with other players - who can be anywhere in the world - to join you on your mission. Expect a UK release before Christmas.

Another Sega RPG, *Eternal Arcadia*, meanwhile, takes a rather different slant on RPGing. People are living on islands that float in the sky and use flying pirate ships as transportation (obviously) which you actually get to control. As a member of the Blue Sky Pirates you must discover new civilisations while attempting not to fall foul of the Black Sky Pirates. It's out soon in Japan but not expected here til 2001.



▼ The planet Phantasy Star: the only place you'll find beasts as wild and as weird as this lot.



MIYAMOTO'S FAVOURITE GAME IS SEGA'S SAMBA DE AMIGO! TRUE!

THE BOSS IS BACK!

>> LMA 2001 - Footie management for tomorrow!



The most successful and widely acclaimed football management sim *LMA Manager* will be returning to PlayStation this very winter!

LMA was the first PS game that was designed with console requirements in mind and, as a result, was the most user-friendly and detailed footie game. The biggest change this time around is the match AI which has been totally re-designed to make the action much more realistic. Also, more options have been included but without making the game any more complicated. The game will include over 8000 players from hundreds of clubs in 32 different countries - so what do think of them apples?



▲ Select your fave team and take them through the ranks to victory!

I've got a Girlfriend!

>> Have you got a girlfriend? Prove it!



Send in a picture of the two of you together and win a game of your choice!

This month Nick Smith of Colchester and his girlfriend Elaine! Well done!

Send your pics to I've got a girlfriend!, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.



ODDWORLD: MUNCH'S ODDYSEE: UPDATE!

PlayStation2 gets its own Mario-beater?



U. G. L. Y
I ain't got no alibi,
I's ugly, I's ugly...



Good news - the latest on the *Oddworld* update, *Munch's Oddysee* - it's good enough to be the PS2's *Mario 64*! The 3D adventure was playable at E3 and will be ready for the US PS2 launch.

Apart from the nifty gameplay and glorious graphics the most impressive thing so far has been the camera. Even the best 3D adventures have had troublesome camera angles, but *Oddworld* uses special 'camera logic' which always swings round to give the player the most practical view for tackling the game. This demonstrates the developers, *Oddworld* Inhabitants, aim to make the game as playable as possible for even first time gamers. This also means



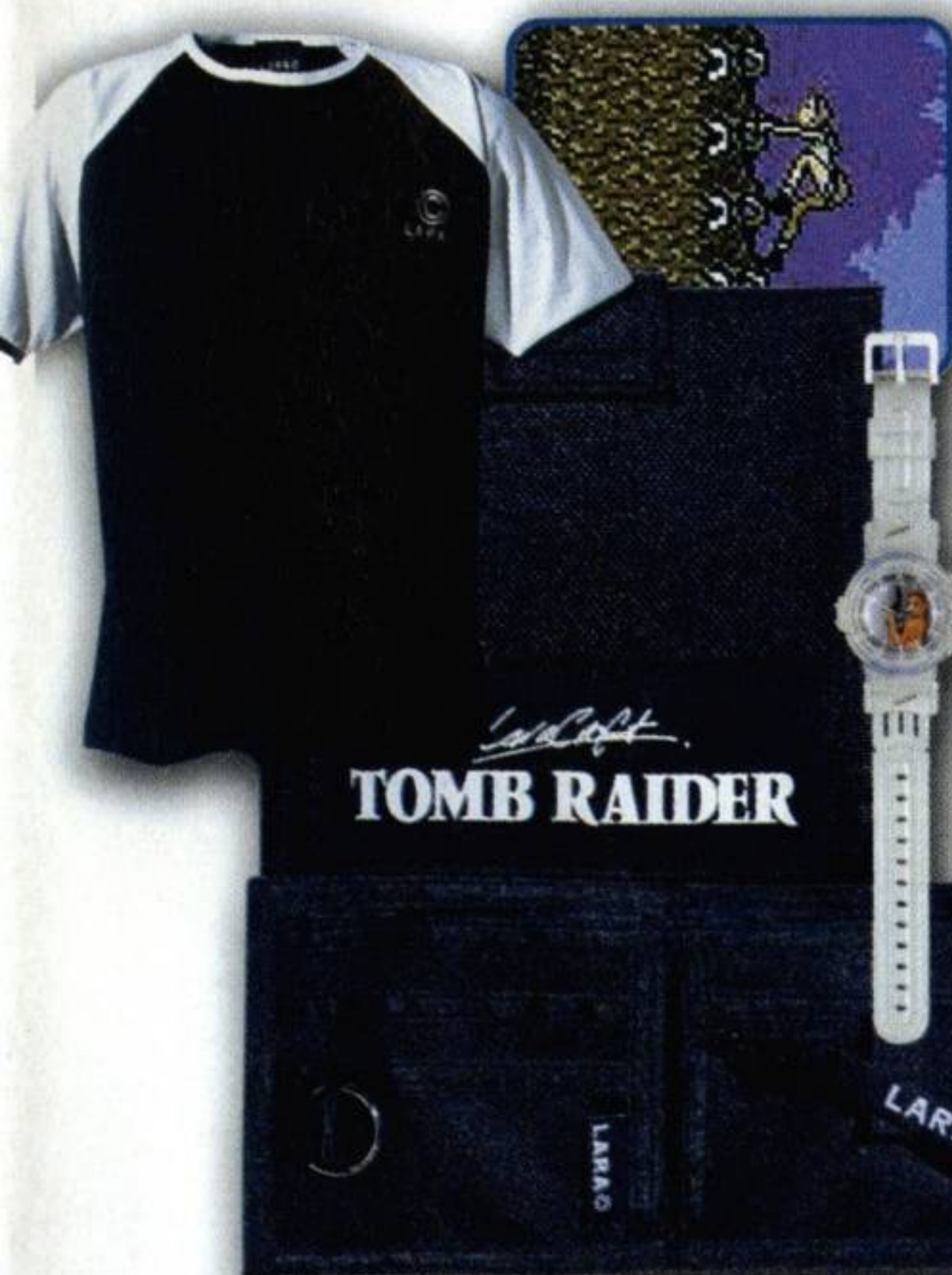
The Sligs are still bullying the unfortunate Mudukons.

you won't need your characters to be in exactly the right position to use switches and if you accidentally walk Munch into walls the game eases him round the obstruction rather than stopping him dead.

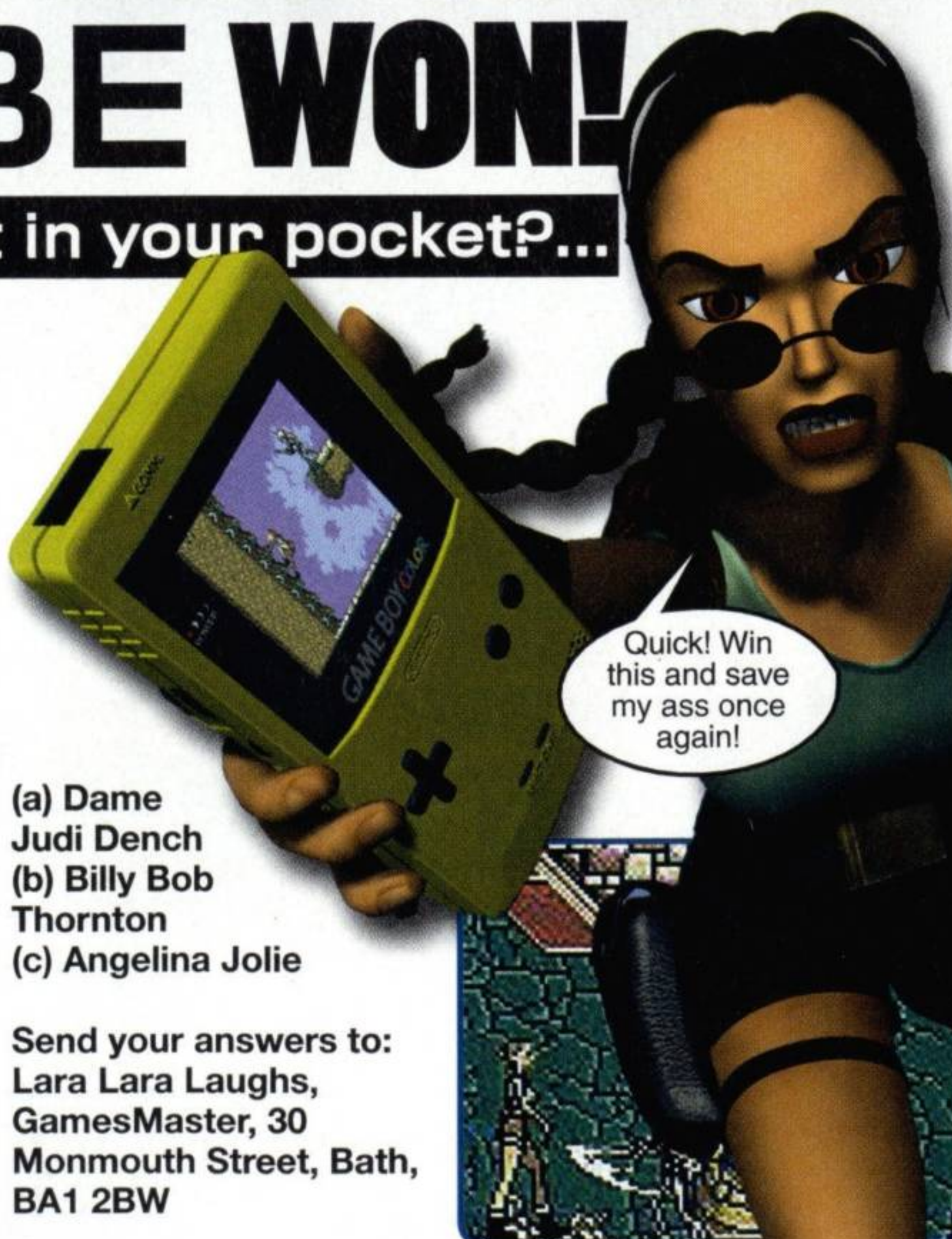
The only down side is that the developers have pretty much finished the game with no anti-aliasing bits on board, which means that (like most early PS2 games such as *Ridge* and *Tekken*, the edges are a little more jagged than we'd have liked. Rather than address the problem themselves they're waiting for Sony to fix it for them. Here's hoping either party gets their finger out and fixes it soon as it's the only blot on a unique and gorgeous *Oddworld* landscape.

GAME BOY AND LARA GOODIES TO BE WON!

Is that a portable Lara Croft in your pocket?...



To celebrate the release of *Tomb Raider* on the Game Boy, THQ are giving away five bundles full of Croft goodness, each containing the GBC version of *Tomb Raider*, a rucksack, T-shirt, wallet, cap and - get this! - a keyring. In addition, one lucky first prize winner will also receive a Game Boy Color machine. To be in with a chance of winning, simply tell us who's going to star as Lara Croft in the forthcoming movie. Is it:



Quick! Win this and save my ass once again!

- (a) Dame Judi Dench
- (b) Billy Bob Thornton
- (c) Angelina Jolie

Send your answers to: Lara Lara Laughs, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW

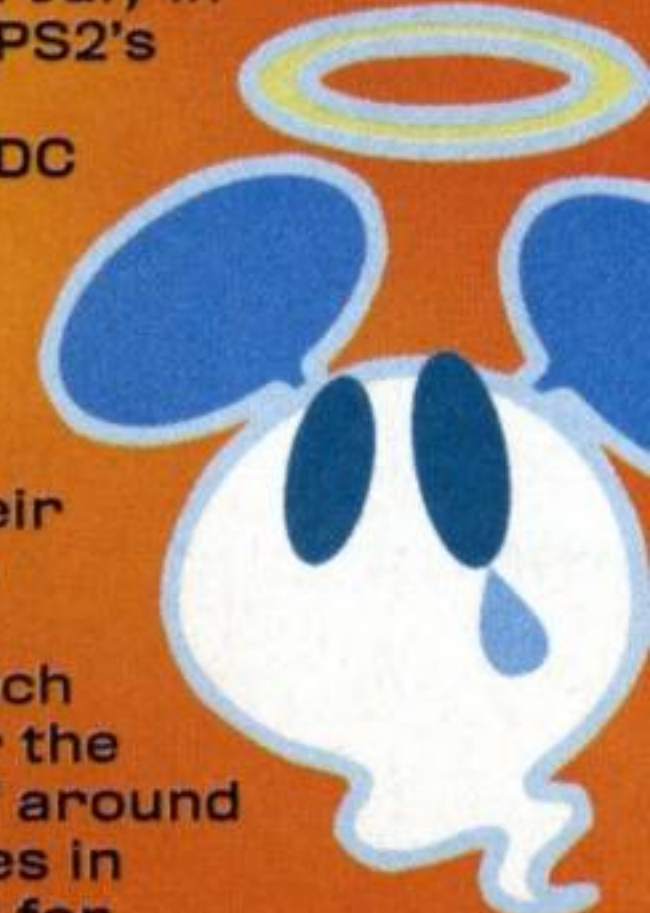
SCANDAL MONGER

PS3 CONFIRMED!

It's recently been revealed that Sony applied to the Japanese patent office for the PlayStation3 trademark way back in November - before PS2 was even launched in Japan! The current draft of the PS3 logo is identical to the PS2 one, just with a '3' instead of a '2' (obviously). Sony are already claiming that their next next-gen console will have 1,000 times the power of PS2. Whatever.

DREAMCAST GOES BROADBAND TOO!

Sega launch a Dreamcast broadband service in Japan on the 15th of July in response to PS2's broadband capabilities! DC owners can access the high-speed connection by simply swapping their modem for a broadband adaptor (which will retail for the equivalent of around £60). Services in development for broadband - a kind of Internet2 - include online films, games and music. A UK version isn't expected until well into next year.



SUCK MY QUAKE!

Red Faction, the first-person shooter from THQ, will be the most complex shoot-'em-up yet! A snazzy 3D engine means that, just as you could in real life, all parts of the scenery are fully destructible - so you'll even be able to blow holes in walls and destroy buildings to make your escape! Interestingly while currently being shown on PC (more next month) it'll actually debut on PS2 in early 2001! Can't wait!



GOR BLIMEY, GUV!

The team behind *Unreal Tournament* are currently working on an updated version of the game for the BBC. The final round of a new gameshow, to be shown on BBC2 at the end of the year, will feature the new *Unreal* levels. They are touted to include arenas based on TV sets such as *Eastenders*! *Bonkers*!

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THE BIGGEST NEWS FIRST!...THE BIGGEST NEWS FIRST!...THE BIGGEST NEWS FIRST!...THE

I EXPECT YOU TO DRIVE MR BOND

» Coming this autumn!

There's so much to admire in Bond films. The beautiful women, the wonderful locations, the nice slacks and, of course, the cars.

And Electronic Arts, being the smart bunch of guys they are, isolated that element and used it as the basis for a new James Bond game for PlayStation.

007 Racing takes you through 15 top secret missions exploiting the speed and gadgetry of the cars from the Bond series. You'll be able to park your butt behind the wheel of your Aston Martins, Lotus' and BMWs and put them through their paces in set-pieces based on some of the more memorable 007 motor moments.



Not only racing but helicopter shooting too!

SEGA'S FAMOUS SONIC TEAM TO PART COMPANY FROM SEGA?

GM FOODS

You can forget your McCoys and your Walkers, the sophisticated crisp is the Jonathan Crisp. Quite hard to find, the Jonathans are often found in 'alternative' sandwich shops that also sell tofu and other hippy crap.

But the Jonathan Crisp always remains respectable, neatly dressed in a different suit and tie for each flavour. A tweed and paisley ensemble represents Sea Salt & Malt Vinegar, a black polka-dot dickey bow with forest green shirt and cream jacket for Sun-dried Tomato & Basil and obviously a comedy cactus tie and peanut coloured jacket for Jalapeno Pepper. How we laughed.



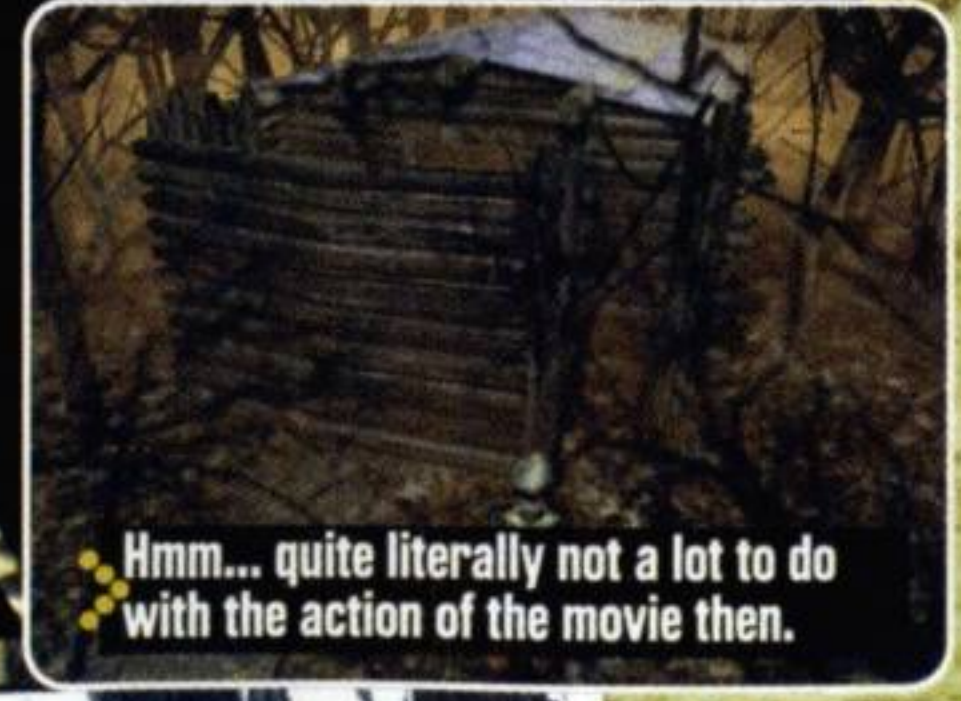
WICKED WITCH

» Blair do we go from here?

Good news for all you Blair Witch fans out there (yes, both of you). You won't just be getting one PC game - you'll be getting three, each one dealing with separate parts of the Blair Witch mythology.

First off is *Volume 1: Rustin Parr*, which has you investigating the woodland shack child murders of 1941. In *Volume 2: The Legend of Coffin Rock*, which is set in 1886, a whole search party have been mutilated. And finally it's 1785 in *Volume 3: The Elly Kedward Tale*, where you have to fight the evil in the town of Blair.

The first two volumes will be a blend of action and adventure while number three will be all action. In a word 'brr'.



Hmm... quite literally not a lot to do with the action of the movie then.



Here's hoping they get round to putting something scary in this room.



The Colony Wars team get their hands on all the Star Trek ships, characters and locations. This is very good news indeed!

OOF! ME KLINGONS!

» Star Trek heads to PS!

The Borg are up to their rubber-faced tricks again. This time, they're attempting to assimilate a hapless race of humanoids known as the Kam'Jahtae. And whose job is it to fly in and save their sorry alien butts? Yours, of course!

Star Trek Invasion will feature ships from all manner of Star Trek races such as the Federation and the Klingons, and charges you with the task of flying them about and kicking Borg ass. Neat fact: the dudes writing it are the same bunch who did the *Colony Wars* series, so expect some ace pyrotechnics and silky-smooth action.

SCANDAL MONGER

IT'S THE 251ST POKEMON!

The newest, rarest Pokémon in the world will be made available to 100,000 lucky Pokémaniacs at this year's Spaceworld in August. Seleby is the 251st Pokémon and is only downloadable to *Pokémon Gold* and *Silver* owners who sent a postcard to Nintendo and are fortunate enough to have been pulled out of the hat. Others will just have to rely on those dodgy cheat codes instead.

GBA FIRST DEMOS!

Just as we were going to press, the first demos of Game Boy Advance in action were unveiled. The one that really stood out was the single level demo of 2D platformer *Yoshi's Island*, which actually looked much better than the SNES original and appeared to be almost as good as 32-bit consoles! The sound was also a vast improvement over the tinny noises produced by the Game Boy. Lots more next issue!

HARK AT YOU PIKACHU

Seeing as how the PlayStation has gone all small and swanky, Nintendo have brought out a new design for their console. But rather than anything too complicated what they've done is get themselves a Pikachu and glued it on to the top of the console and shifted the cart hole slightly across to make room for the stricken 'mon. The Pokémon N64 is out now in Japan and will be out in the UK on 15th September.



It wasn't me, guv. Honest.

WANNA BE A PLAYER?

Reckon you're a goodfella? Well the latest 3D adventure from Talonsoft will test your gangster skills to the max. Set in the '30s, *Mafia* has you starting off as a lowly wiseguy with the aim of becoming a made man at the end of 20 missions by doing the dirty work for your boss Don Salieri. Here's hoping that they include scenes involving baseball bats and being buried alive... This could well be a PC game you cannot refuse. It'll be with us early 2001.



CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out here in the only chart that counts!



UK TOP 40 GAMES CHART

Last week
2 weeks ago
3 weeks ago

Weeks on chart

NO.	GAME	FORMAT	PUBLISHER	PREVIOUS POSITIONS	Weeks on chart
1	Colin McRae Rally 2.0	PS	Codemasters	NEW ENTRY	1
2	Pokémon Red	GB	Nintendo	2 3 2	35
3	WWF Smackdown	PS	THQ	1 1 1	9
4	Pokémon Blue	GB	Nintendo	3 4 3	35
5	Euro 2000	PS, PC	EA	5 5 4	6
6	Pokémon Stadium	N64	Nintendo	6 7 31	10
7	Code: Veronica	DC	Eidos	4 2 *	3
8	F1 2000	PS, PC	EA	13 11 11	12
9	Rayman	PS, PC, GBC	Ubisoft	9 8 8	141
10	The Sims	PC	EA	8 9 6	18
11	SW: Jedi Power Battle	PS	Lucasarts	7 6 5	6
12	Tomb Raider 3	PS, PC	Eidos	10 10 10	66
13	Crash Bandicoot 3	PS	Sony	11 14 15	33
14	Champ Man '99/'00	PC	Eidos	14 17 16	28
15	Medal of Honor	PS	EA	15 16 20	27
16	Syphon Filter 2	PS	Sony	12 12 9	9
17	Dukes of Hazzard	PS	Ubisoft	* 22 7	4
18	Metal Gear Solid	PS, GBC	Konami	16 13 13	36
19	Ronaldo V-Football	PS, GBC	Infogrames	32 * *	2
20	Gran Turismo 2	PS	Sony	21 20 17	20
21	FIFA 2000	PS, PC, GBC	EA	25 29 23	32
22	Spyro the Dragon	PS	Sony	20 25 25	32
23	Brian Lara Cricket	PS, PC	Codemasters	22 33 *	39
24	V-Rally 2	PS, DC	Infogrames	19 18 *	18
25	Medevil 2	PS	Sony	18 15 12	8
26	Tomb Raider 4	PS, PC, DC	Eidos	27 35 24	27
27	Colin McRae Rally	PS, PC	Codemasters	29 37 37	85
28	Galerians	PS	Crave	NEW ENTRY	1
29	Premier Manager 2000	PS	Infogrames	23 19 14	7
30	Theme Park World	PS, PC	EA	17 28 22	18
31	Toy Story 2	PS, PC, N64, GBC	Activision	24 23 18	19
32	Tekken 3	PS Sony	35	34 35 *	62
33	Age of Empires 2	PC Microsoft	33	31 27 *	30
34	Super Mario Bros	GBC	Nintendo	NEW ENTRY	7
35	Cricket 2000	PS, PC	EA	28 21 *	5
36	Soldier of Fortune	PC Activision	26	30 19 *	11
37	Jimmy White's 2	PS, PC, DC	Virgin	34 24 21	17
38	TOCA 2	PS, PC	Codemasters	38 39 39	44
39	Sim City 3000 World Edition	PC	EA	NEW ENTRY	1
40	C&C Tiberian Sun: Firestorm	PC EA	30	36 26 *	13

US CHARTS

No.	Game	Format
1	Perfect Dark	N64
2	Pokémon Trading Card	GBC
3	Pokémon Yellow	GBC
4	Vagrant Story	PS
5	WWF Smackdown	PS
6	Pokémon Stadium	N64
7	Special Ops	PS
8	Excitebike 64	N64
9	Syphon Filter 2	PS
10	Tony Hawks Pro Skater	PS

GO COLIN!

The fantastic *Colin 2* speeds in at number one, even managing to sell three times as many as its closest rival, *Pokémon Red*.



WHERE DC GO?



It's great to see *Resident Evil Code: Veronica* barging its way into the top ten. Sadly it's the only DC game in the top 20.

WHY, OH WHY?

Number nine! A staggering 141 weeks on the chart! Can anyone explain Rayman's relentless popularity? Even for its time - it's THREE years old - it was only above average. So who's buying it? Fess up now and we may still be able to help you.

HARDCORE!

Despite (or perhaps because of) *Galerians'* dodgy content and its not-exactly brilliant credentials (we gave it 68% last issue), it's still doing rather well for itself.



JAP CHARTS

No.	Game	Format
1	Dance Dance Revolution	PS
2	Super Robot Taisen	N64
3	FIFA Soccer Championship	PS2
4	Hunter X Hunter	WS
5	Zelda: Mask of Majora	N64
6	Sakura Taisen	N64
7	Kirby Star 64	N64
8	F1 2000	PS
9	Rent A Hero No.1	DC
10	Breath of Fire 4	PS

POKÉMASSIVE!

Pokémadness continues to sweep the nation with the *Pokémon* brand being so strong that *Stadium* is one of only two N64 games in the top 40 - the other being *Toy Story* all the way down at number 31. And with *Pokémon Red* and *Blue* at numbers two and four, Pikachu and co are as massive as ever.



BOY, OH BOY!

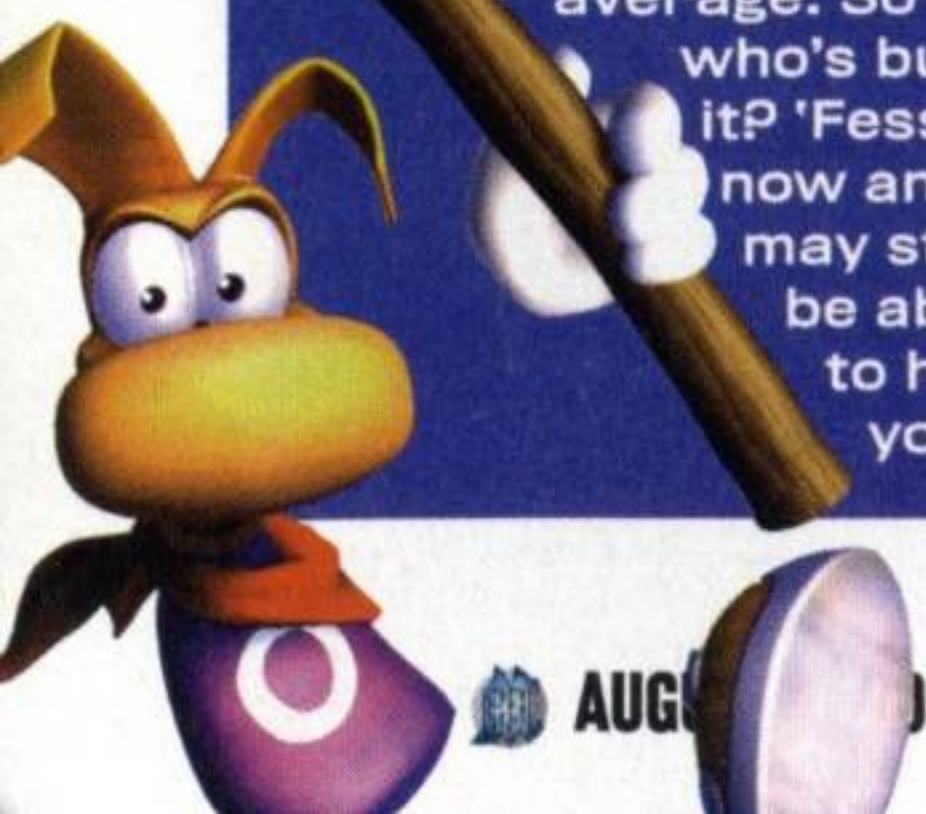
Before Pokémania arrived it would have been unthinkable for there to be seven Game Boy titles in the top 40. Even after two months in the shops, the fantastic *Super Mario Bros* returns to the 40.



ChartTrack

GM uses the ChartTrack chart - the only chart officially recognised by the UK software industry. Get the full 40 in GM every month! It's the only chart that counts!

Software charts compiled by ChartTrack, ©1999 ELSPA (UK) Ltd. www.elspa.com



COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule around so you can find out exactly what's on the horizon for your chosen format.

JUNE				
30th	TOMB RAIDER	Eidos	3-10	GB
30th	UEFA SOCCER	Infogrames	NONE	GB
30th	WACKY RACES	Infogrames	3-10	GB
30th	F1 RACING CHAMPIONSHIP	Ubi Soft	3-10	GB
30th	LEMMINGS	Take 2	NONE	GB
30th	UEFA 2000	Infogrames	NONE	GB
30th	WETRIX	Infogrames	NONE	GB
30th	WETRIX	Infogrames	NONE	N64
30th	PERFECT DARK	THE	NONE	N64
30th	TAZ EXPRESS	Infogrames	11-14	N64
30th	OPERATION WINBACK	Virgin	11-14	N64
30th	WORLD CHAMPIONSHIP SNOOKER	C'Masters	3-10	PS
30th	NBA IN THE ZONE 2000	Konami	3-10	PS
30th	SILENT BOMBER	Virgin	3-10	PS
30th	POOL ACADEMY	Ubi Soft	3-10	PS
30th	F1 RACING CHAMPIONSHIP	Ubi Soft	3-10	PS
30th	ALL STAR TENNIS 2000	Ubi Soft	NONE	PS
30th	MARTIAN GOTHIC: UNIFICATION	Take 2	11-14	PS
30th	ULTIMATE GOLF	Pinnacle	3-10	PC
30th	ICEWIND DALE	Virgin	11-14	PC
30th	STUART LITTLE	Hasbro	NONE	PC
30th	V-RALLY 2	Infogrames	NONE	PC
30th	DARK REIGN 2	Activision	11-14	PC
30th	UEFA MANAGER 2000	Infogrames	11-14	PC
30th	JEREMY MCGRATH SUPERCROSS 2K	Acclaim	3-10	PC
30th	ARCATERA	Ubi Soft	NONE	DC
TBC	STAR WARS EPISODE 1: RACER	Activision	NONE	DC
TBC	TOY STORY 2	Activision	3-10	DC
TBC	GAUNTLET LEGENDS	Midway	15-17	DC
TBC	PRO POOL	C'Masters	NONE	GB
TBC	EA RUGBY 2000	EA	NONE	GB
TBC	HERCULES	Virgin	NONE	GB
TBC	GROUND CONTROL	Sierra	NONE	PC
TBC	HEIST	Virgin	NONE	PC
TBC	KLINGON ACADEMY	Virgin	15-17	PC
TBC	SUDDEN STRIKE	Pinnacle	NONE	PC
TBC	ATARI COLLECTION	Hasbro	NONE	PC
TBC	GAUNTLET LEGENDS	Midway	15-17	PS
TBC	FLINTSTONE BOWLING	Ubi Soft	3-10	PS

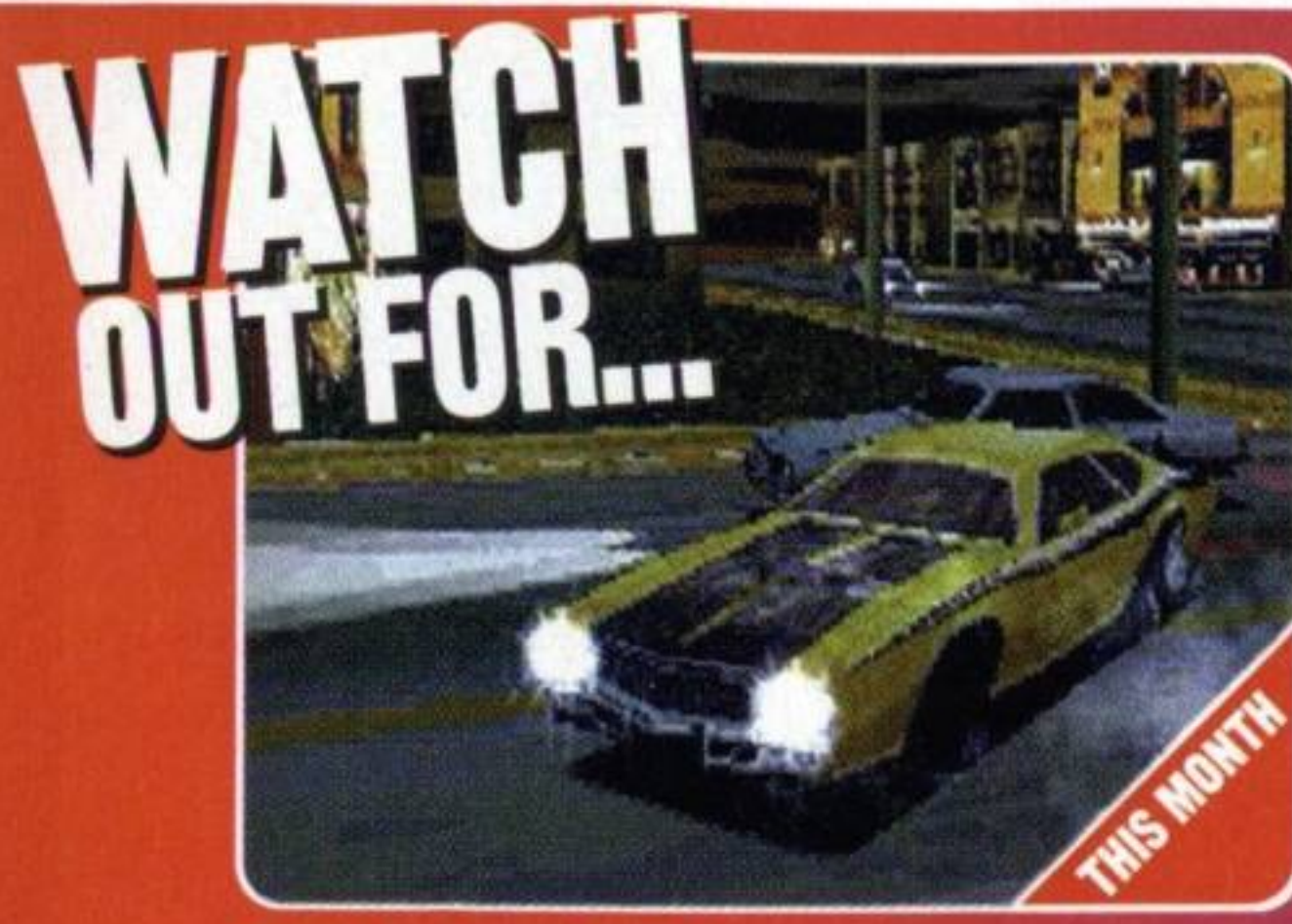
JULY				
7th	SOUTH PARK RALLY	Acclaim	15-17	DC
7th	SOCCER MANAGER	Acclaim	3-10	GB
7th	DRIVER	Platinum	NONE	PS
7th	VANDAL HEARTS 2	Konami	11-14	PS
7th	RENEGADE RAGERS	Virgin	3-10	DC
7th	CASPER	Virgin	3-10	GB
7th	ALICE IN WONDERLAND	THE	NONE	GB
8th	INFESTATION	Ubi Soft	NONE	PS
14th	HEROES OF M&M 3	Ubi Soft	NONE	DC
14th	DEAD OR ALIVE 2	Acclaim	11-14	DC
14th	KISS PSYCHO CIRCUS	Take 2	NONE	PC
14th	F1 RACING CHAMPIONSHIP	Ubi Soft	3-10	N64
21st	POCKET GT RACING	Virgin	NONE	GB
21st	ODYSSEY	Cryo	NONE	PC
28th	GRAND PRIX 3	Microprose	3-10	PC
28th	HIDDEN & DANGEROUS	Take 2	NONE	DC
TBC	DEE DEE PLANET	Gem	NONE	DC
TBC	SPACE CHANNEL 5	Sega	NONE	DC
TBC	NIGHTMARE CREATURES 2	Konami	11-14	DC
TBC	DEEP FIGHTER	Ubi Soft	NONE	PC
TBC	FLINTSTONES BOWLING	Ubi Soft	3-10	PC

AUGUST				
TBC	DIABLO 2	Havas	11-14	PC
TBC	FRONT MISSION 3	Crave	NONE	PS
TBC	NIGHTMARE CREATURES 2	Konami	11-14	PS
TBC	SUIKODEN 2	Konami	11-15	PS
1st	MAKEN X	Sega	15-17	DC
2nd	PROFLIGHT 2000	Gem	NONE	PC
3rd	SPEEDBALL 2100	Gem	NONE	PS
4th	TIMESTALKERS	Gem	NONE	DC
4th	MICRO MACHINES V3	Gem	NONE	GB
4th	INTERNATIONAL CRICKET CAPT 2K	Gem	NONE	PS
4th	MOHO	Take 2	NONE	PS
4th	STREET FIGHTER ALPHA 3	Virgin	NONE	GB
11th	INTERNATIONAL KARATE 2000	Virgin	NONE	GB
18th	X-MEN MUTANT ACADEMY	Activision	11-14	GB
18th	X-MEN: MUTANT ACADEMY	Activision	11-14	PS
18th	AUSTIN POWERS: OH BEHAVE	Take 2	NONE	GB
18th	AUSTIN POWERS: LAIR	Take 2	NONE	GB
18th	F1 2000	Take 2	NONE	GB
25th	POCKET GT RACING	Virgin	NONE	GB
25th	CASPER	Virgin	3-10	GB
25th	TOTALLY ANGELICA	Gem	3-10	GB
25th	WTC WORLD TOURING CARDS	C'Masters	NONE	PS
25th	STAR TREK: NEW WORLDS	Virgin	NONE	PC
TBC	KIRBY 64	THE	NONE	N64
TBC	SNOW-X	Crave	NONE	PS
TBC	PARASITE EVE 2	Square	15-17	PS
TBC	O'LEARY MANAGER	Nintendo	3-10	GB
TBC	PLAYMOBILE TIME QUEST	Ubi Soft	NONE	GB
TBC	EXTREME SPORTS	Sega	NONE	DC
TBC	SUPER MAGNETIC NEO	Crave	3-10	DC
TBC	STAR TREK: ELITE FORCE	Activision	NONE	PC

SEPTEMBER				
1st	RE-VOLT	Acclaim	3-10	GB
1st	ECW ANARCHY RULZ	Acclaim	15-17	GB
1st	TUROK 3	Acclaim	15-17	GB
1st	MAYA THE BEE 2	Acclaim	3-10	GB
1st	RE-VOLT 2	Acclaim	3-10	PS
1st	VANISHING POINT	Acclaim	3-10	PS
1st	JEREMY MCGRATH SUPERCROSS 2K	Acclaim	3-10	PS
1st	BMX	Sony	3-10	PS
1st	ECW ANARCHY RULZ	Acclaim	15-17	PS
1st	QUAD BIKE	Sony	3-10	PS
1st	JEREMY MCGRATH SUPERCROSS 2K	Acclaim	3-10	DC
1st	FUR FIGHTERS	Acclaim	3-10	DC
1st	VANISHING POINT	Acclaim	3-10	DC
1st	ECW ANARCHY RULZ	Acclaim	15-17	DC
1st	TUROK 3	Acclaim	15-17	N64
1st	ECW ANARCHY RULZ	Acclaim	15-17	N64
1st	F1 MANAGER	Pinnacle	3-10	PC
8th	EARTHWORM JIM 3D	Virgin	NONE	PS
8th	TENCHU 2	Activision	NONE	PS
15th	STUNT GP	Sony	NONE	DC
15th	SIMON THE SORCERER	Hasbro	11-14	PC
15th	STUNT GP	Hasbro	3-10	PC
15th	SPIDERMAN	Activision	NONE	PS
15th	GALAGA	Hasbro	NONE	PC
15th	SPIDERMAN	Activision	NONE	GB
22nd	FROGGER 2	Hasbro	NONE	PC
22nd	ACTION MAN PACK	Hasbro	NONE	PC
29th	TONKA DIG & RIGS	Hasbro	NONE	PC
29th	B17 FLYING FORTRESS	Hasbro	11-14	PC

OCTOBER				
6th	STARSHIP TROOPERS	Hasbro	NONE	PC
TBC	POKEMON PINBALL	THE	NONE	GB
TBC	CANNON FODDER	Pinnacle	NONE	GB
TBC	BANJO & KAZOOIE	THE	NONE	N64
TBC	SUPER MARIO RPG	THE	NONE	N64

THE UNDECIDED...				
TBC	POKEMON SILVER	Nintendo	TBC	GB
TBC	POKEMON GOLD	Nintendo	TBC	GB
TBC	RESIDENT EVIL ZERO	Eidos	TBC	N64
TBC	AIDYN CHRONICLES	THQ	TBC	N64
TBC	DRIVER 2	Infogrames	TBC	PS
TBC	ALIEN RESURRECTION	Fox	TBC	PS
TBC	CHASE THE EXPRESS	Sony	TBC	PS
TBC	DEMOLITION DERBY 3	Sony	TBC	PS
TBC	DANGER GIRL	THQ	TBC	PS
TBC	BUFFY: VAMPIRE SLAYER	Fox	TBC	PS
TBC	SYDNEY 2000	Eidos	TBC	PS
TBC	SEGA GT	Sega	TBC	DC
TBC	ULTIMATE FIGHTING CHAMP	Crave	TBC	DC
TBC	POWERSTONE 2	Capcom	TBC	DC
TBC	EVIL DEAD	THQ	TBC	DC
TBC	SONIC 2	Sega	TBC	DC
TBC	INDUSTRIAL SPY	Sega	TBC	DC
TBC	JET SET RADIO	Sega	TBC	DC
TBC	SAMBA DE AMIGO	Sega	TBC	DC
TBC	ALONE IN THE DARK 4	Infogrames	TBC	DC
TBC	HEAD HUNTER	Sega	TBC	DC
TBC	LEGACY OF KAIN: SOUL REAVER 2	Eidos	TBC	DC
TBC	OUTTRIGGER	Sega	TBC	DC
TBC	DRIVING EMOTION TYPE-S	Square Euro	TBC	PS2
TBC	THE BOUNCER	Square	TBC	PS2
TBC	STREET FIGHTER EX3	Capcom	TBC	PS2
TBC	GEKIKUUKAN PRO BASEBALL	Square	TBC	PS2
TBC	TEKKEN TAG TOURNAMENT	Namco	TBC	PS2
TBC	METAL GEAR SOLID 2	Konami	TBC	PS2
TBC	ODDWORLD: MUNCH'S ODDYSEE	GTI	TBC	PS2
TBC	FANTAVISION	Sony	TBC	PS2
TBC	ISS 2000	Konami	TBC	PS2
TBC	UNREAL TOURNAMENT	Eidos	TBC	PS2
TBC	GRAN TURISMO 2000	Sony	TBC	PS2
TBC	DRAKAN	Sony	TBC	PS2
TBC	ONIMUSHA	Capcom	TBC	PS2
TBC	SUMMONER	THQ	TBC	PS2
TBC	DARK CLOUD	Sony	TBC	PS2
TBC	ARMURED CORE 2	Sony	TBC	PS2



• DRIVER (PS)
At last! After selling a truckload at full price the beast finally goes £20 Platinum.



• PARASITE EVE 2 (PS)
The original game was never released in Blighty but the sequel is out in August.



• POKEMON SNAP (N64)
The next major chunk of Pokémania arrives in September. Say cheese!



• SAMBA DE AMIGO (DC)
Will this great game get a UK release? The bosses at Sega are still deciding.



p.24

METAL GEAR SOLID 2
Snake rocks! He rolls! He hangs out aboard a terrorist controlled tanker! Why not join him and check out the hottest preview this side of E3!

THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...T

OUT: NOW

FORMAT: DREAMCAST
PRICE: £40

DEVELOPER: SEGA
PUBLISHER: ACCLAIM

SPECIAL FEATURES: VMU, LINK MODE
OTHER FORMATS: NONE

CALL: 020 7344 5000
PLAYERS: 1-2

PREVIEWER



Dave Harrison



Factpack

The stuff you need to know...

Tracks	5
Max Racers	8
Steps	3
Countries	3



Ferrari 355 Challenge

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Okay, so what's faster than a Ferrari 355? A red Ferrari 355 that's what. And guess who's got a red one? You have! (Duh!)

If you're going to make a game that features just the one car it's a good idea to make it a very good car... and you can't go far wrong with a Ferrari.

It's got everything - history, sex appeal, high performance, at least four wheels and those little hooks you can hang your jacket on. Wow. And now Dreamcast owners will be able to get the Ferrari experience but without having to pay those high insurance premiums.

This is a port of the more-real-than-real arcade 355 Challenge but gone is the elaborate cabinet that included all the steering wheel and gearstick gubbins along with the three screens that gave you a wrap-around view of the action. Obviously,

Softography
These guys have also made...

Virtua Fighter 3tb.....	90%
House of the Dead 2.....	81%
Sonic Adventure	91%
Chu Chu Rocket.....	81%
Crazy Taxi	90%
Ecco the Dolphin.....	54%

some of the novelty value is lost but the superb handling and precise physics remain.

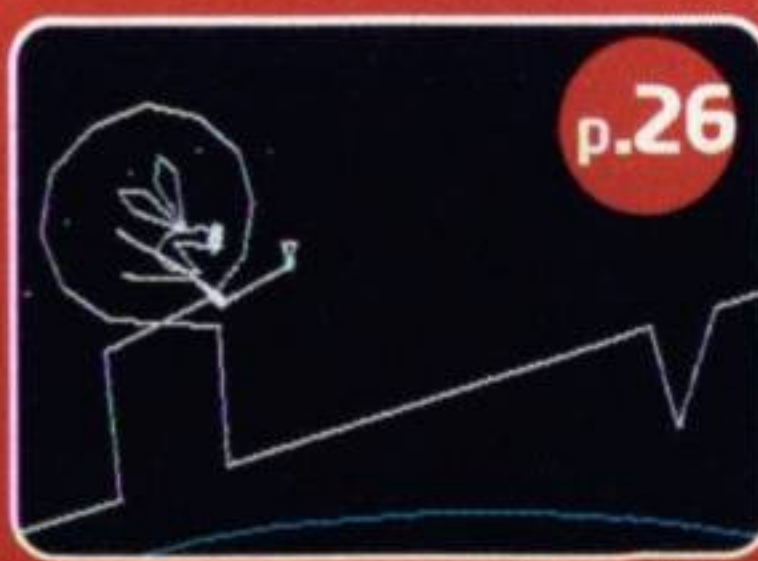
UNIQUE

This is one driving game that can't really be billed as a Gran Turismo beater as 355 is a slightly different type of title. While GT is packed with motors and features, 355's attraction is very focused. The challenge is to immerse yourself in the way of the Ferrari and learn the various subtleties and skills that are

needed to become king of road. And such is the sophistication of the gaming physics that it'll take more

...this is no bash-about racer, but a pure sim complete with next generation rendering...

than a few laps to get this title licked. Even though the game started in the arcade, this is no daft, bash-about racer. This is pure simulation complete with next-generation rendering. With a hefty input from the boys at Ferrari, under the guidance of Sega gaming-guru Yu Suzuki, it was always going to be a class act. And even though the driving sim market is a bit chokka at the moment, there's always room for a top quality racing sim. Brum, brum...



p.26

VIB RIBBON

PaRappa meets experimental Czech animation (with a bangin' beat) in the oddest Simon Sez-style title ever to grace the GM office.



p.28

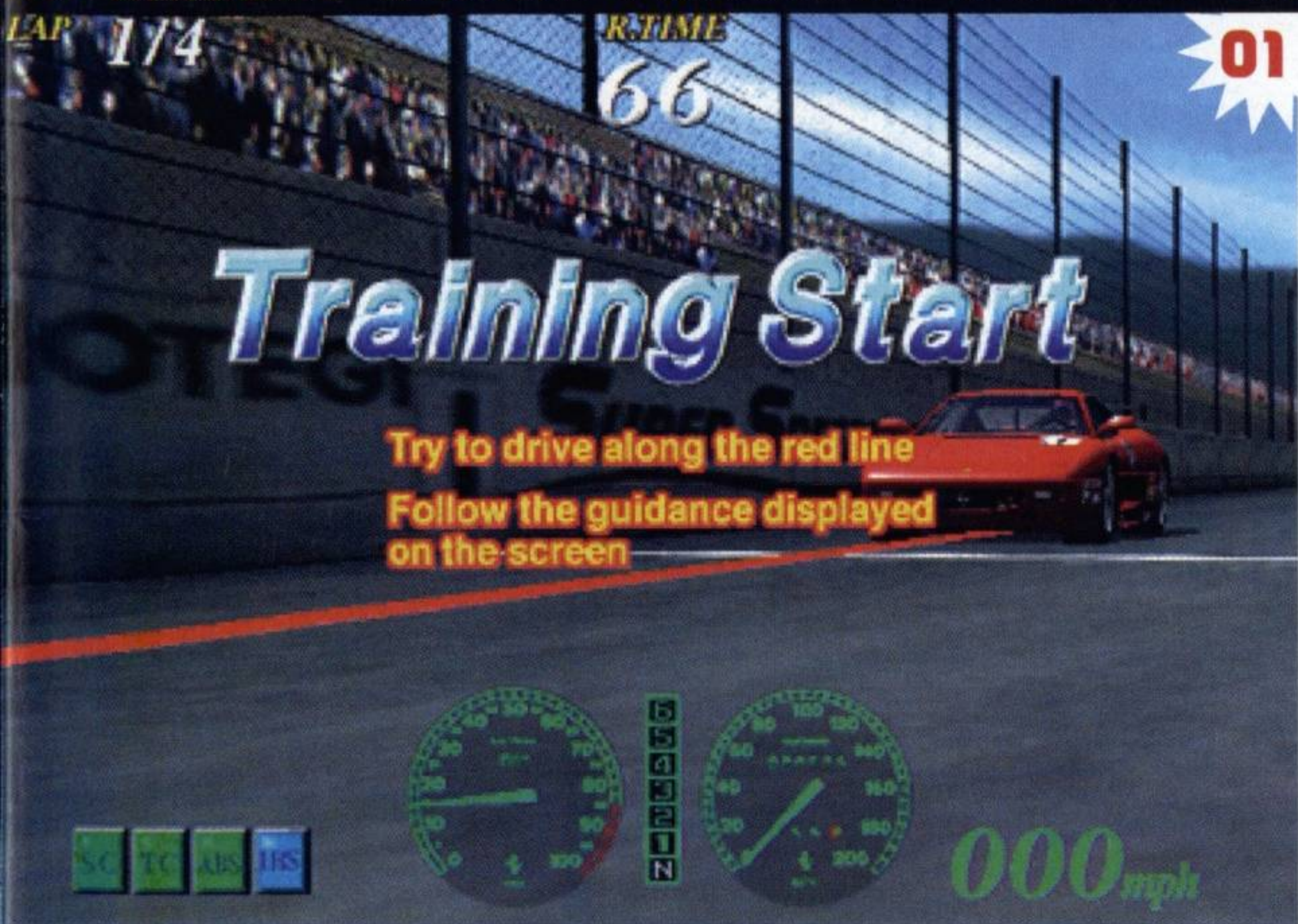
JET SET RADIO

Paint the town red, then yellow, then red again! And do it all on rollerblades! One of the hottest DC titles from E3 grinds to a halt right here.

PLUS!

CONKER'S BAD FUR DAY (N64) 30
 PREMIER LEAGUE STARS (PS) 31
 TOCA WORLD TOURING CARS (PS) 31
 VIRTUA TENNIS (DC) 32
 TENCHU 2 (PS) 33
 METROPOLIS STREET RACER (DC) 34

THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...TH



01 This game certainly is a challenge so it sits you down and takes you through each track nice and slowly. 02 Even though it seems a bit redundant following the line on the straights ensures that you approach the next corner at the correct angle. The whole game is about precision. 03 You also get information on the next bend in the road. 04 Using the IBS you don't have to worry about breaking or gear changing and can concentrate on your line.

JUST YOU AND YOUR MOTOR — HOW ROMANTIC!

Race tracks aren't usually the most inspired surroundings — you've got road, you've got crowds and you've got some grass. So to make the whole experience a bit prettier the developers have dreamed up some sunsets.



▶ You know what they say — red sky at night... big shoes. Or something along those lines.

▶ A less dramatic yellow tinge for the two-player challenge. Twice the action but still all the detail.

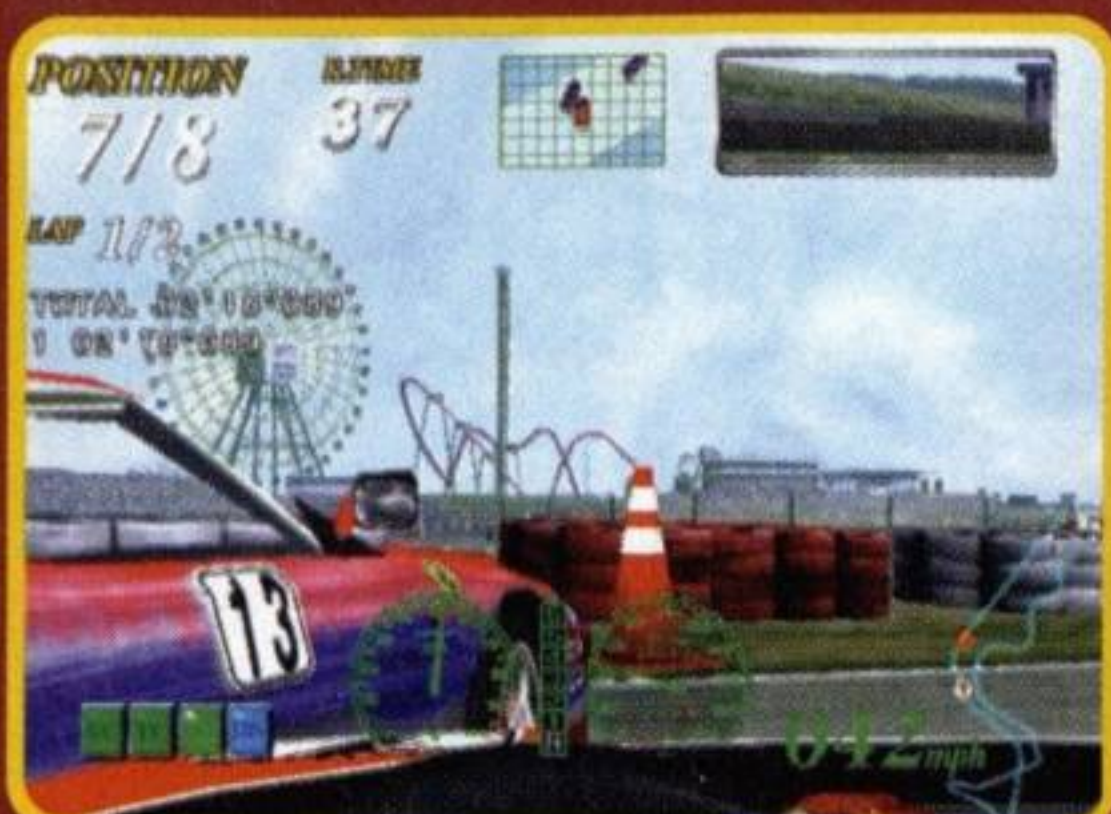


▶ Make sure you keep your eye on the road and aren't just admiring the nice pretty skies.



IT'S THE PITS!

On the Arcade mode, seeing as your car doesn't take damage, the pits aren't that important. But in the Championship mode it's time you started considering some pit moves. Then the animation is so detailed that you can see the mechanics deal with every single nut. Wow!



▲ It's not so much the body damage that you have to worry about, it's the wear-and-tear on the tyres.



▲ The computer takes control of the car as it doesn't trust you to park it properly. 'Nuff said.



▲ With the tyres taking a battering, the car will be less responsive and this is where the pits come in.



▲ The pit change takes about 20 secs off your time so use it sparingly. They do it in 10 secs at the Grand Prix.

TRAFFIC NEWS!

Even though the DC conversion has only the one screen to play with, it's packed with all the info you could wish for. You've got your rear view mirror to see who's on your tail and there's even a radar for the blind spots.



The course diagram moves round as you progress along the track so you always know what's coming up.

IRRITABLE BOWEL SYNDROME?!

One of the many ways the game eases you into the action is with the IBS (Intelligent Braking System). This is a setting that automatically slows you down to a speed where you can safely take each corner.



NO SURPRISES!

Gone are the days of pop-up. While the race-tracks aren't teeming with environmental features anything that does appear gradually emerges from the distance. Sweet!



◀ The track soon gets covered in skid marks. Lets burn some wheel rubber!

START YOUR INJUNS!

Once you feel confident enough with the handling, the next challenge is taking on seven other Ferraris in a 'motor race'. Fortunately, the AI drivers react as rashly as you do so are liable to spin out on the tougher corners or become too preoccupied with crashing into each other to notice the wall. It's all fender bending stuff which makes it a real struggle to get yourself ahead of the field. The smallest mistake can lose you time.



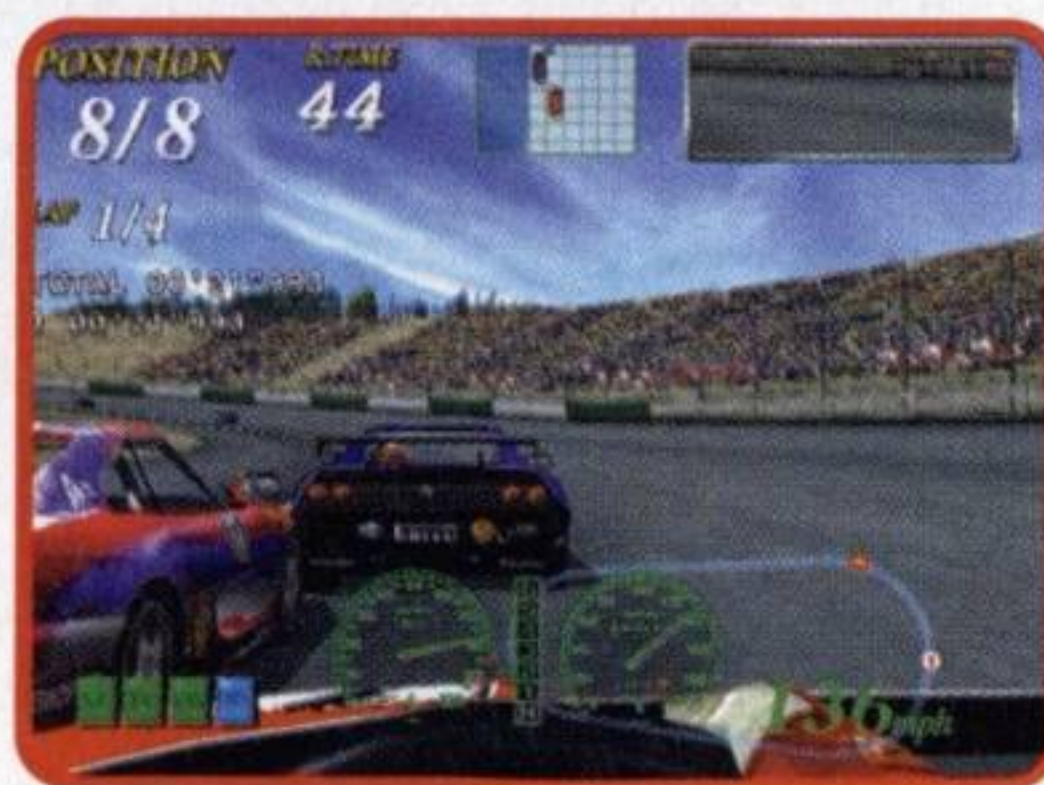
In this preview version you always seem have this pinkish car bringing up the rear so to speak.



► If in doubt, just follow the other cars and their racing lines.
◀ As you're all driving the same car there's no excuses for being rubbish here.



▲ Hey look! You see the hands of the virtual driver. My God the fool's got mittens on!



▲ Use the radar at the top of the screen to see if there's other cars threatening your position. This is here to compensate for the lack of side views.



HELMET!

The sheer amount of detail kick out by the game's engine is most impressive.



The intro sequence uses the in-game graphics to great effect.



The whole game is a celebration of the everything Ferrari, even the gloves.



It's loads of motorised fetishism - people must really like Ferraris.

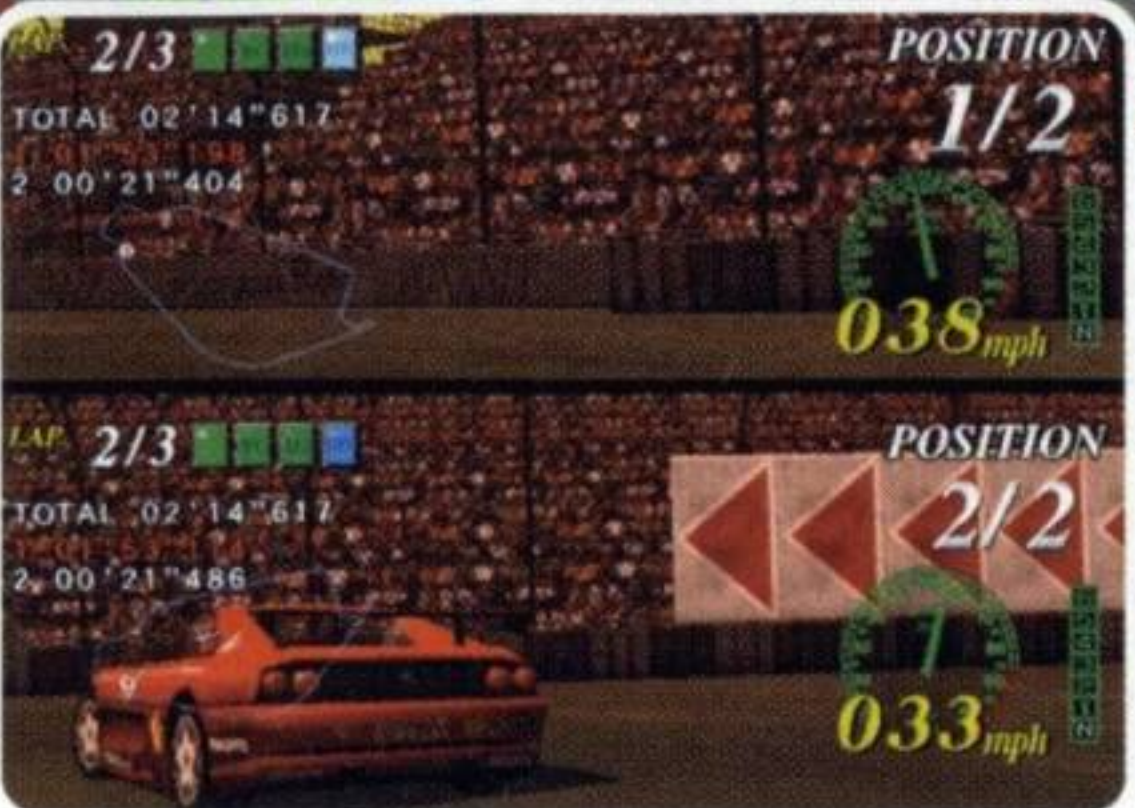


THE WINDING ROADS OF LONG BEACH!

This US track is the trickiest one in the game. Coiled within a very small area, every other turn is either a tight chicane or has you going back in yourself. Only on the long straights will you be able to get above 30mph, but only for a short time.



▲ The corners are so severe you'll have to take them at the pace of a slow snail. There's no place for powersliding you've got to do it nice and proper like.



◀ The American crowds are kept behind wire fences, where they should be.

▶ Everything can get a little too close for comfort on this very cosy track.



SPLITTER

While *Ferrari* will be classed as a simulator, it does include an Arcade option. This allows you to tackle three laps of any of the five tracks. But it's not just the other cars you have to worry about as you're up against the clock as well!



For an uptight sim it does have an arcade feel, complete with daft commentary.



Recovery from even small mistakes will cost you time, so concentrate!

ALL THE FUN OF SUSUKA!

This is the second track in and is a much harder ordeal. There's a short version which has most of the bends and a longer one which is an endurance test. Nice fair though.

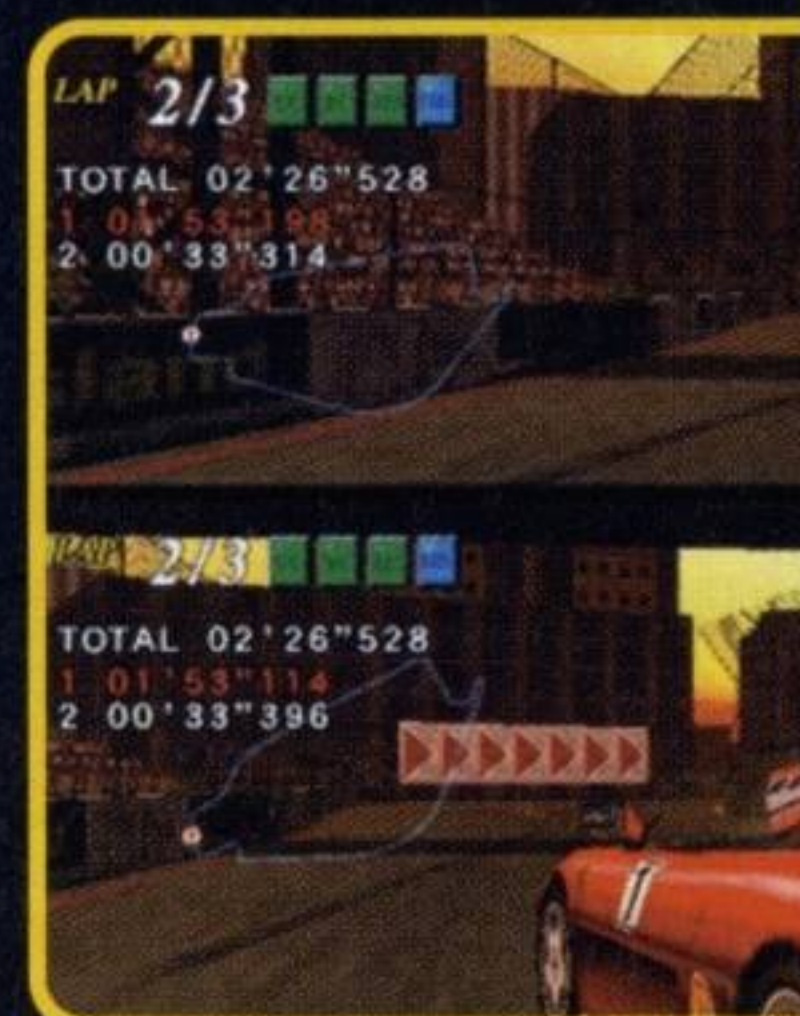
▶ It's a driving game and it's got nice graphics, therefore it's a really nice looking driving game.



▲ Here's a little tip, keep off the grass as it really slows you down. Also it ruins the turf.

IT TAKES TWO BABY...

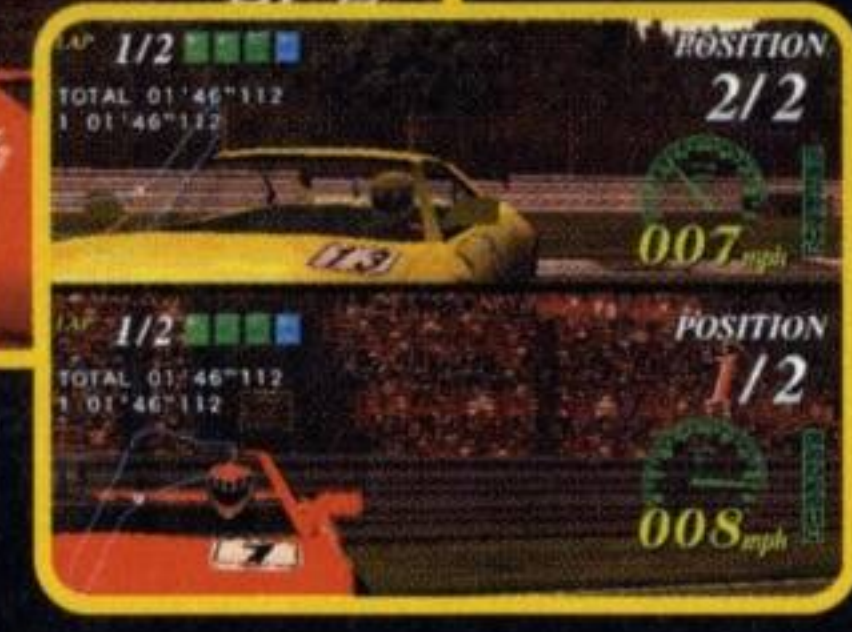
... for a two-player game. It's a basic split screen, head-to-head situation, so gone are the other cars but the game's as detailed and responsive as in the one-player mode.



▲ The racing line tends to go out the window when you've trying to stop your mates from getting past.



▲ The whole track seems a little deserted without all the other cars.



I GO, YOU GO, LET'S GO SUGO!

The last of the three Japanese tracks is a middling one. It's not the endurance test of the big Susuka track but is more of a challenge than the short Susuka. It lulls you into a false sense of security with an easy bowl shape track until it suddenly goes mental and contorts back on itself a few times just to annoy you.



▲ Some people believe that a big car makes up for your personal shortcomings. Well it makes them go faster.



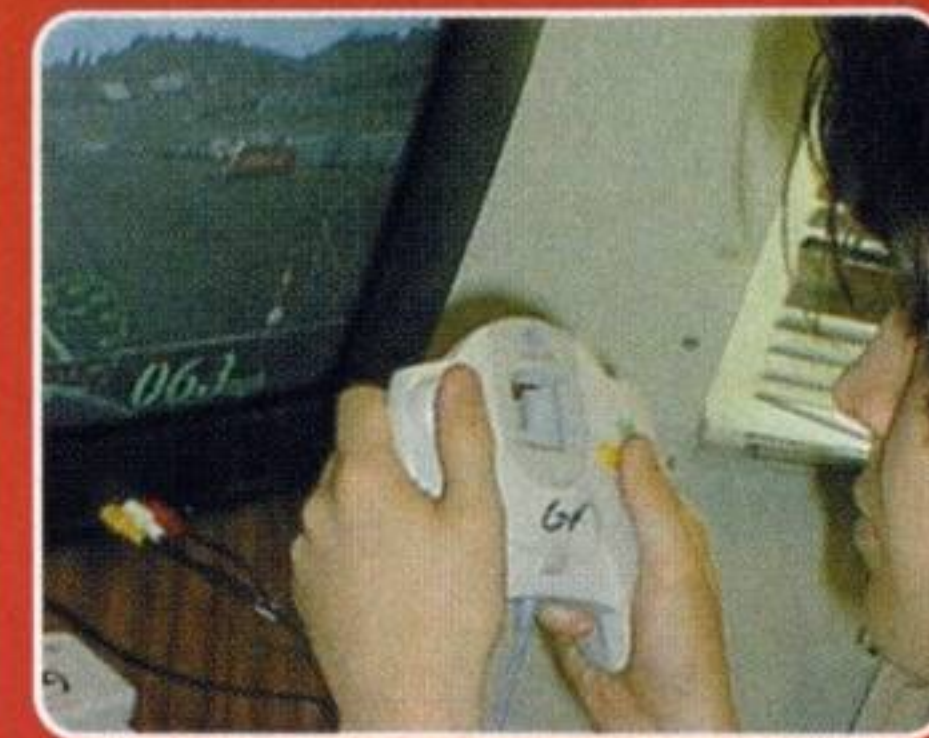
▲ Hey that's not fair! The guy in front has got a red Ferrari as well. Everyone knows they're the fastest ones.



▲ Sugo is one of the more leafy Japanese tracks but is still pretty featureless. Nice fence though.



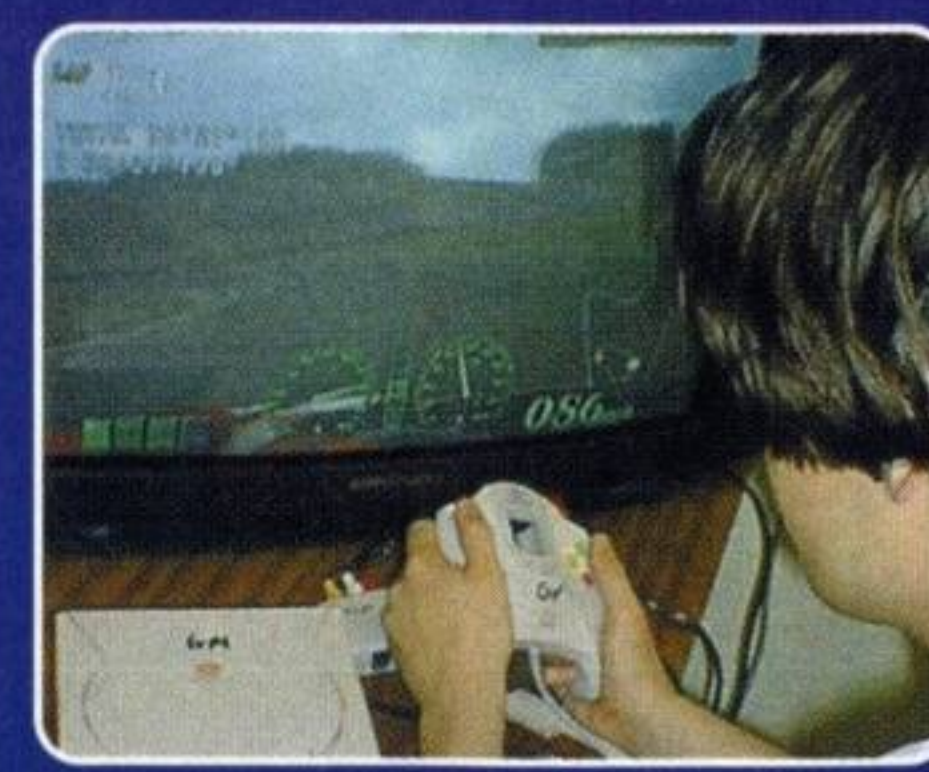
Breaking the Italian Stallion.



Who would have thought driving a Ferrari would be so tough. But it is... you've got to use your brakes and everything. This really is a game for hardcore driving fans who want to get to the summit of this extremely steep learning curve. What is reassuring though is that the game meets you half way. The three steps to learning – the Training, Driving and Racing are perfectly weighted to present a significant challenge but one that won't leave you frustrated.

At the start the IBS is a must and, even though you might think it would make the game a bit on the easy side, just keeping to the racing line is a task in itself. The back end swings out alarmingly, the brakes and steering can lock up and walls just seem to spring out from nowhere. Only by learning how to treat the analogue stick sensitively can you hope to stay on track as continual steering corrections effect the cars balance.

This is a top draw game that impresses with it's slick graphics, framerate and sophisticated gameplay. But while it tries to lighten the mood with a *Ridge Racer*-style commentary everything is dead serious – it's big, it's clever and it knows it is.



GOOD COP BAD COP



Smiles gaming excellence. One of the most impressive sims on any console anywhere at the moment.



Frowns One car, not many tracks and two-player only. Also not much here for fans of wrestling or football...

WHERE IT'S AT



We've only been able to get hold of the half finished preview version so there's still a bit to go.

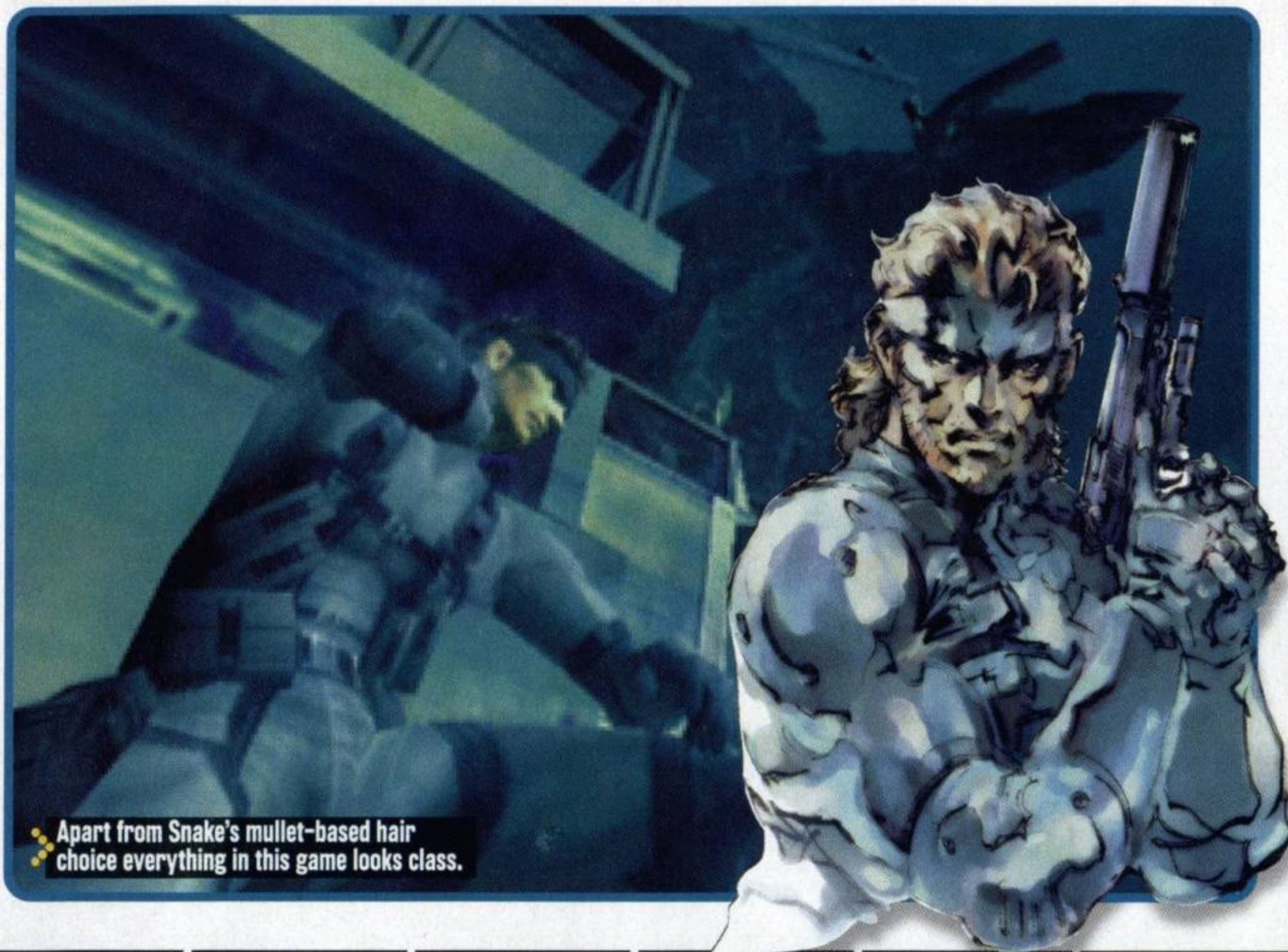
OUT: TBC

FORMAT: PLAYSTATION2
PRICE: TBCDEVELOPER: KONAMI
PUBLISHER: KONAMISPECIAL FEATURES: DUAL SHOCK 2
OTHER FORMATS: NONECALL: 01895 470 500
PLAYERS: 1

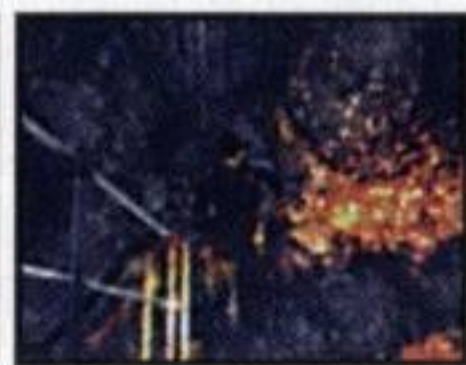
PREVIEWER



ROBIN ALWAY



Apart from Snake's mullet-based hair choice everything in this game looks class.



WHO'S SHE?

We reckon this slap head, combat wearing female could be a mysterious Daughter of Liberty. She's only been seen in a knife chucking sequence so far.



Shaven of head and badly of dress she's one mean mother. Where's Meryl when you need her, eh?



SNAKE gets engaged in a running gun battle with the mystery woman.

Metal Gear Solid 2: Sons of Liberty

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Snake's back in his stealth suit and up against the biggest lump mechanised metal we've ever seen!

Nine minutes was all it took for *Metal Gear Solid 2* to become the most eagerly awaited videogame in the world.

That was how long the video unveiling lasted at

May's E3 show in Los Angeles. Have ye no doubt, this is the most exciting game currently in development for PlayStation2. And it's only 10% complete. We've managed to calm ourselves sufficiently to bring you

everything we currently known about the project.

TERRORISTS

Set in New York some years after the last game, *MG* mastermind Hideo Kojima has gone on the record as saying it will "question the effects of the digitisation of society". What this seems to boil down to is another evil organisation (the Sons of Liberty?) with a

bloody great 200ft tall robot – Metal Gear Ray – and the fate of the world in Snake's far from clumsy hands.

This time around he'll be up against some old friends, Revolver Ocelot, for starters who's seen making a nuisance of himself around the storm lashed tanker featured in the video. He seems to be working for a terrorist force lead by someone who, at least,

Softography

These guys have also made...

Metal Gear Solid94%
Metal Gear Solid: Integral90%
Metal Gear Solid (GB)92%

sounds like Liquid Snake. We say 'sounds' because, as you'll remember, he was killed by the FoxDie virus at the end of the last game. Our money's on a new cloned Liquid.

Putting DNA based plot twists to one side, read on to see what Mr Kojima's got in store for you when you finally press Start on your Dual Shock2...

SNEAK POINT ALPHA!

The E3 video begins with Snake teleporting *Terminator*-style onto the rainswept deck of a tanker. Rarely has falling water been so damn exciting.



◀ The rain leaves drops of water on the first-person perspective.

▼ Raindrops bounce realistically off the bodies of the characters!



☞ ... seems that Revolver Ocelot's back and making a nuisance of himself around the storm lashed tanker... ☞



▲ The *Under Siege*-style the action takes place on a tanker and in NYC!

GET YOUR SNEAKING TROUSERS ON!

Let's not forget the main thing that's made *MGS2* the most hotly awaited game of all time. STEALTH! Shhh. Sorry (whisper) stealth. It's set to reach new heights with the Dual Shock2's analogue buttons. Pushing fire slowly will see you 'carefully' draw your gun. Similarly, pushing up quickly will make you crawl faster but you'll make more noise!



▲ Just look at these in-game graphics. What more could you possibly ask for? Check those shadows!



▲ It's still a case of keeping out of the guards line-of-sight and avoiding all those pesky security cameras.



▲ Once you outwit and out manoeuvre the soldiers, surprise them and take them out quietly. Shhhh...

HANGMAN!

MGS2 will feature the most manoeuvrable Solid Snake yet. You'll be able to jump, climb and hang off railings. Don't expect Lara Croft-like leaping around though, it's more likely to be tied in with hiding from guards and using the environment around you to the best of your sneaking abilities.



▲ This use of climbing is much like the crawling seen in *Syphon Filter*.



▲ Onwards and upwards for the new clambering Solid. Watch your fingers!

SHOOT TO THRILL!

We're very excited about *MGS2*'s first-person shooting mode. As well as *Goldeneye*-style head shots, you'll be able to shoot scenery to distract enemies - say, a heating pipe which gushes painful steam over 'em.



◀ Snake hastily tries to hide another dead body. What's he like? *Psycho...*



▲ You're in trouble with the bullet-proof shields until you duck and shoot them in the toes!

SMART!

MGS mastermind Hideo Kojima is promising much, much smarter guards and more of them. In fact, he reckons the AI will use a third of the Emotion Engine's power and be the most marked difference from *MGS*. Where you usually only faced one soldier, here there'll be a whole squad after you!



▲ The soldiers are a lot sharper than they used to be and they've got torches.



▲ A hail of bullets send the shelf's contents flying all over the place.

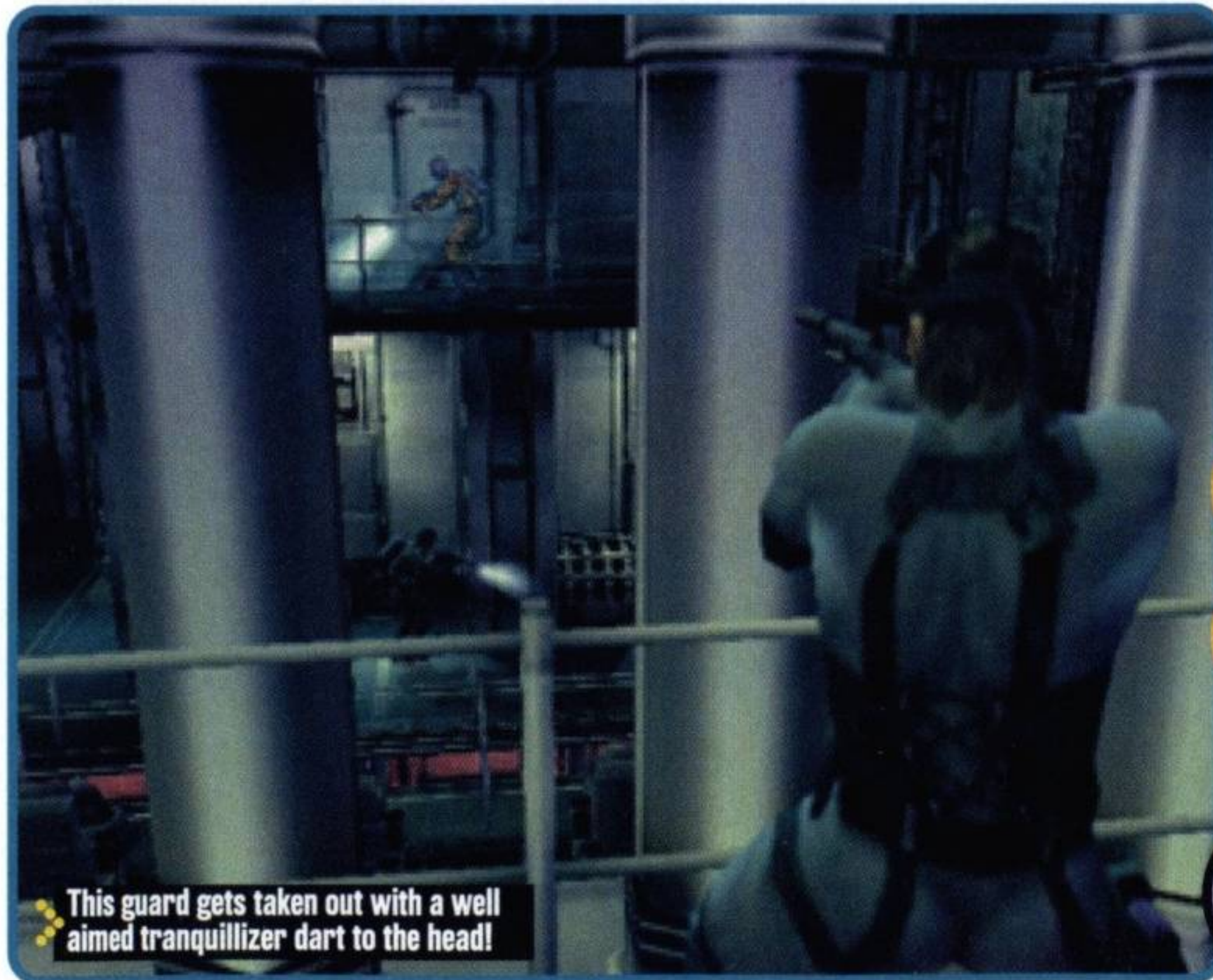
PUT A CRASHMAT UNDER YOUR JAW!

MGS2 looks incredible. The character models are among the most realistic yet seen and the level of detail on the scenery (all shootable) well, we need a lie down. Good thing is, as well as looking nice it'll actually make *MGS2* more thrilling to play.



▲ He'll never know what hit him... it'll be a bullet.

◀ Hey really nice strides Dave... er Snake.



▲ This guard gets taken out with a well aimed tranquilizer dart to the head!

First Impressions

Sneaky, sneaky catchy Snakey!

MGS2's nine minute debut film saw jaws flop open, eyes glaze over, the sick become healed and grown men sink to their knees and gently sob. Here, in handy bullet-pointed form, are our hastily scribbled out highlights:

- The stunningly realistic rain that lashes down on Snake as he hides on the deck of the terrorist controlled super tanker at the start of the vid. You could see each individual droplet bounce off his stealth suit. Has there ever been lushier videogame weather before?
- The first glimpse of Snake running. Incredible animation that outdoes most current pre-rendered cutscenes with ease. Best graphics ever?
- The bit where Snake distracts a guard by throwing an empty bullet case and forward rolling past him.
- The first-person shooting sections. One sees Snake being hunted in the dark by night-vision-goggle wearing guards. He shoots at a nearby pipe covering them in scalding steam.
- The bit where the guards have bullet proof plexiglass shields. Snake's bullets can't get through until he switches to first-person and shoots one in the foot!
- Snake sneaks past a garrison of soldiers, only he's caught a cold from all the rain! He lets out a sneeze and they all turn round with *MGS*'s trademarked exclamation marks above their heads!

GOOD COP, BAD COP



Quite simply the most amazing thing we've seen for a long time with some stunning cinematic graphics.



We'll have to wait over a year for a finished copy to grace the desks of the GamesMaster office.

WHERE IT'S AT



Early days. Expect another, more advanced, possibly playable showing at September's Tokyo Game Show.

OUT: AUG

FORMAT: PLAYSTATION
PRICE: £15

DEVELOPER: NANA ON-SHA
PUBLISHER: SONY

SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

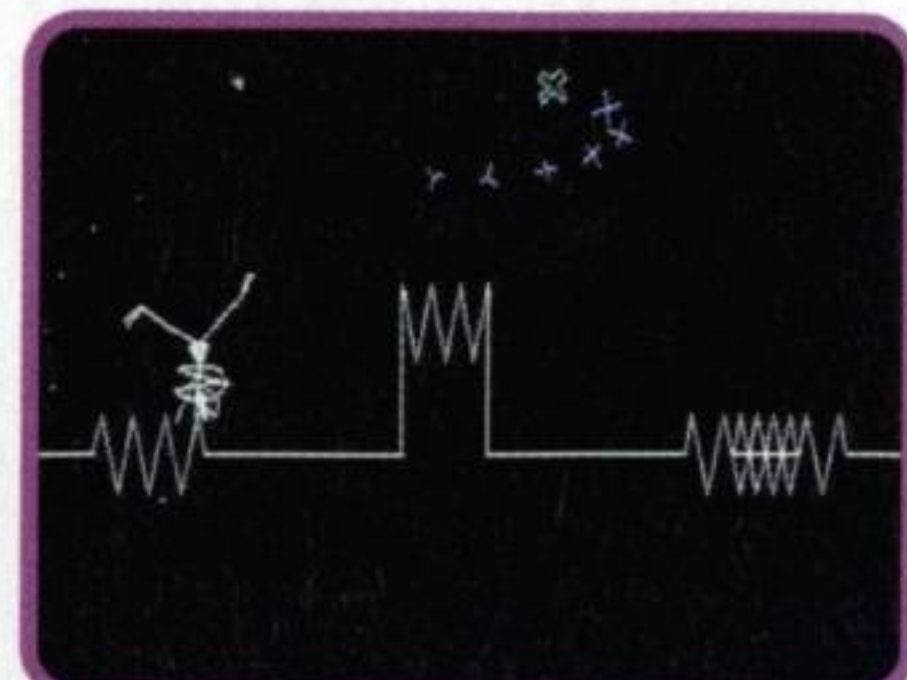
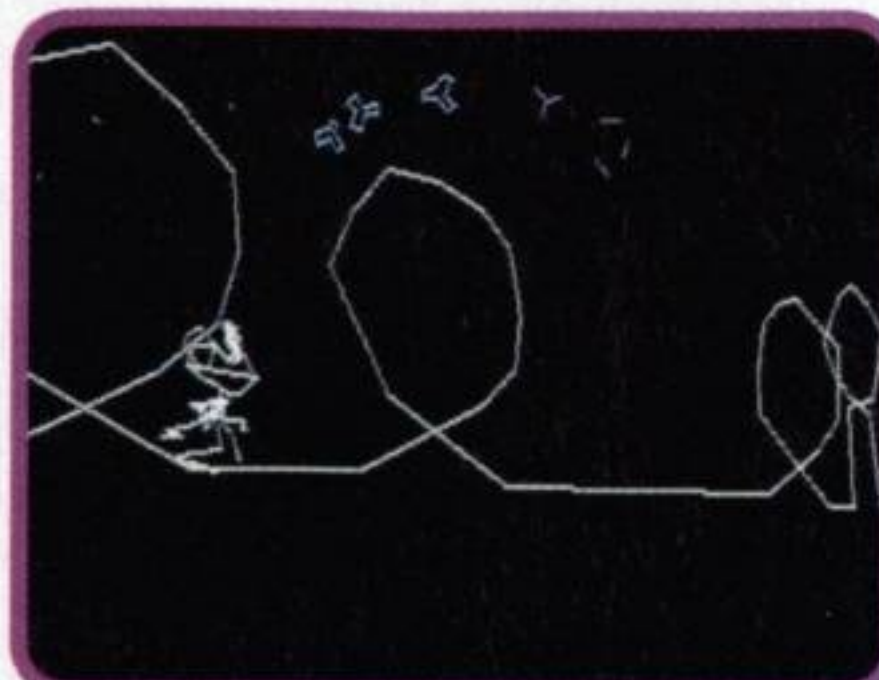
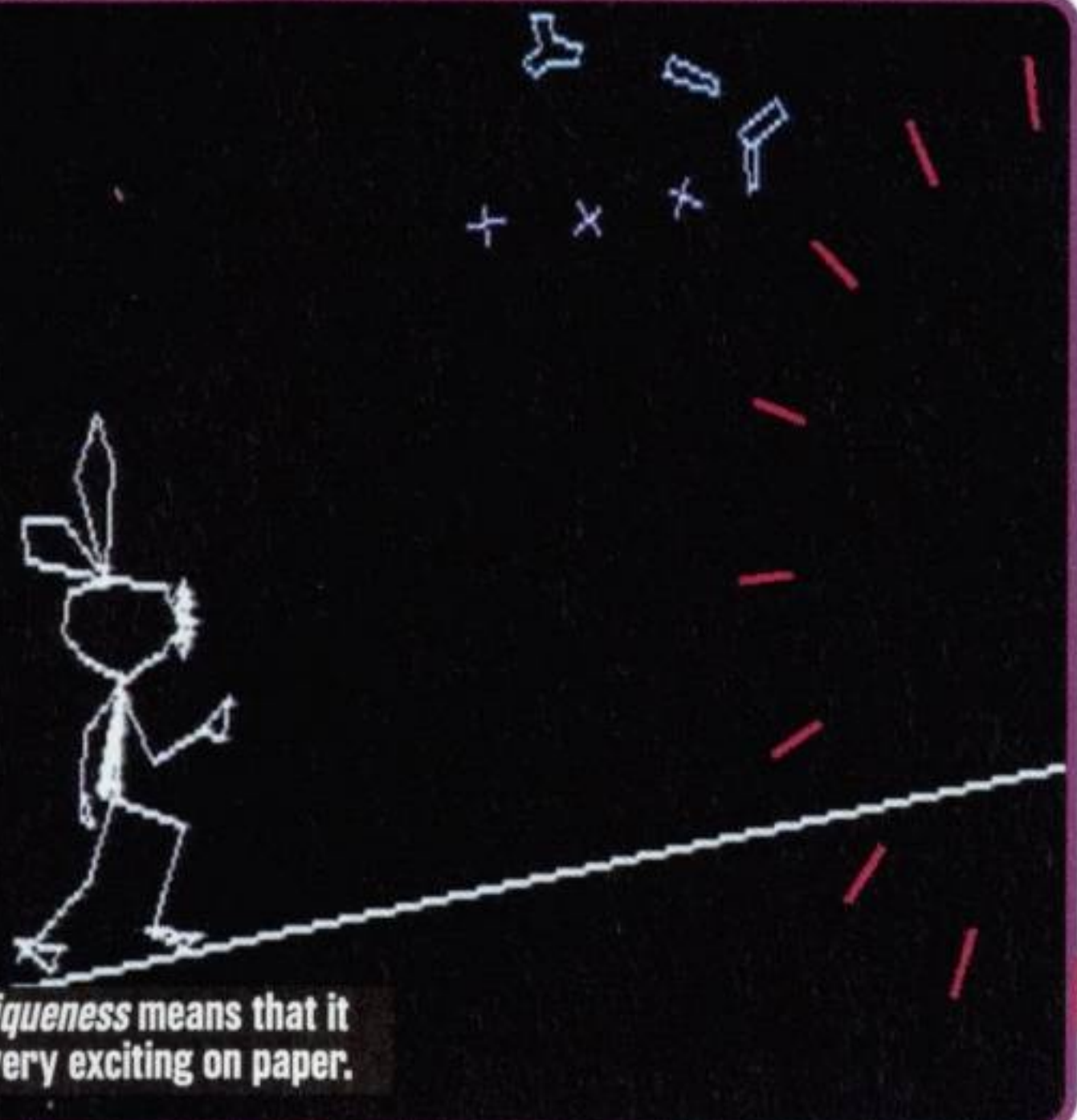
CALL: 020 7533 1400
PLAYERS: 1

PREVIEWER



Robin Alway

Vib Ribbon's, er, uniqueness means that it really doesn't look very exciting on paper.



▲ It's amazing that Sony are releasing a game that looks like this in 2000! Visually, it's not much better than Pong!



▲ You'll rarely come across a game as totally original as this though. And for around 10 or 15 quid, it's well worth adding to your PS collection.

Vib Ribbon

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Get down! Get Watership down! Vibri the funky rabbit's here and he's gonna dance to YOUR tunes!

Weird can be good. You don't want to sit next to it on a long bus journey or find it in your burger but when it comes to games, we're big fans.

Particularly if you're talking about the latest fresh picking from the fertile brain-garden of PaRappa/Um Jammer producer Masaya Matsuura.

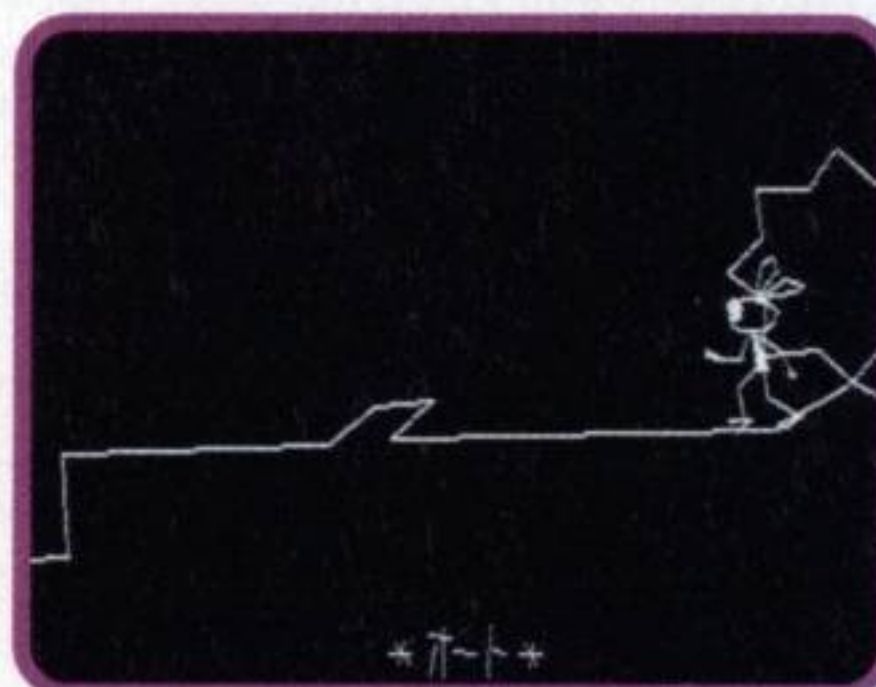
Even from the man who gave us paper thin, kung fu onions, *Vib Ribbon* is a bit off the wall. Imagine, if you can, a black and white vector graphics based world with a dancing rabbit star, Vibri. He skips along a never ending line (that'll be the vibrating

ribbon) that changes shape according to sound, throwing up different obstacles in time with the music that you need to avoid.

FUNNY BUNNY

The button pressing never gets quite as complicated as *PaRappa*. There's four main shapes to hop over with well timed button presses. Faster songs make the line clip along at a higher rate and more complicated compositions cause combined shapes which need two buttons pressed at the same time to clear.

There's six super-catchy songs on the game CD from Japanese popsters Laugh and Beats. But the feature that sees *Vib Ribbon* really work its squeaky voiced



▲ The camera rotates around the ribbon just to make it look more, um, interesting.



▲ Much as we tried to stop Dave from playing *Napalm Death*, he wouldn't listen.

magic comes when you chuck your own CDs on PlayStation's platter and see what sort of squiggles it throws up!

... Vibri the rabbit skips along a line that changes shape in time to the music!

Vib Ribbon's best thought of not so much as a game as a new, interactive way of listening to your CDs. Respect is very much due to Sony not only for releasing such quirky title in the UK (there are no plans for a US version) but also slapping a bargain £10-£15 pound price tag on it.

RAB HIT!

Once you've played the game's six pop tunes, it's time to slap in your own CDs. Cleverly, the game can scan ahead as it plays your chosen tracks and throws up obstacles on the ribbon to match. We found techno makes for regular patterns, Britney ups the pace and nosebleed gabba turns the line into scribble...



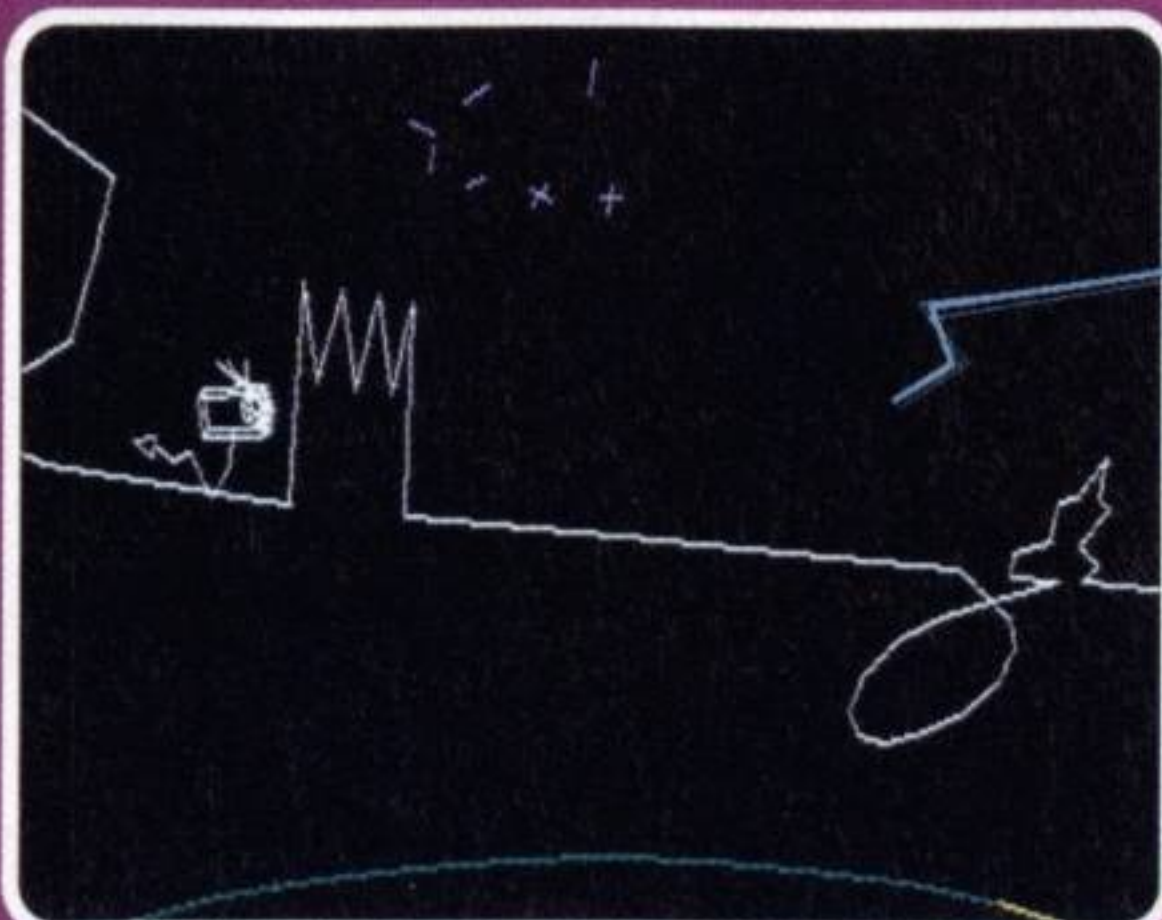
▲ "No no, no no no no, no no no no, no there's no limit!" Ah, we knew Dan's *2 Unlimited* CDs would come in handy.



▲ Blinkin' bananas! Don't like the look of this at all. Are you sure it IS music?!

DANCE TO THE RIBBON OF LIFE!

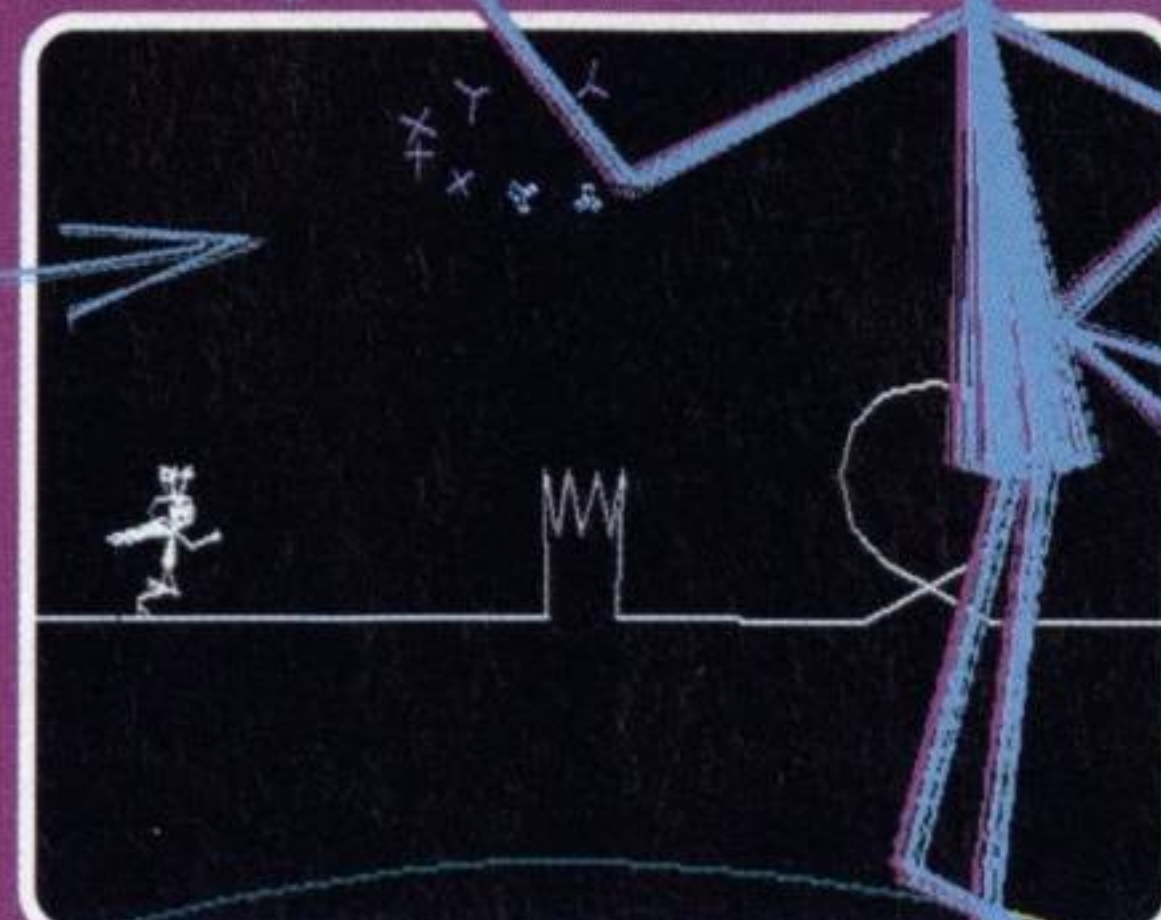
Without wanting to go all poncey on you, it's worth bearing in mind that *Vib Ribbon's* not so much a game as an interactive work of art. (Er, but much better than that sounds). So how do you know how well or badly you're doing? With ease. Successfully navigate the obstacles in the ribbon and Vibri evolves into a higher life form. Miss the beat and do badly, though and he'll devolve.



▲ Erk, looks like you're doing REALLY badly here. Better start grooving to those beats pretty soon, baby.



▲ Well, this is slightly better. With only simple shapes ahead of you this shouldn't cause too many problems.



▲ More complex squiggles require you to bash out different button combos.

GOOD COP > BAD COP



Like nothing else you've ever played. It's a whole new funky way of listening to your CDs!



The graphics don't always match the music perfectly. Not a 'proper' game as such.

WHERE IT'S AT



Out in Japan, it's being fully translated for review hopefully in the next issue of GM!

WHUPASS

NOW COMES
IN A BOX!

For the first time, the bone-crunching action of World Championship Wrestling leaps off the screen and into your hands with the WCW™ Nitro!™ trading card game.

You become your favorite WCW wrestlers. You perform their devastating moves. You make your opponents wish they had better health coverage.

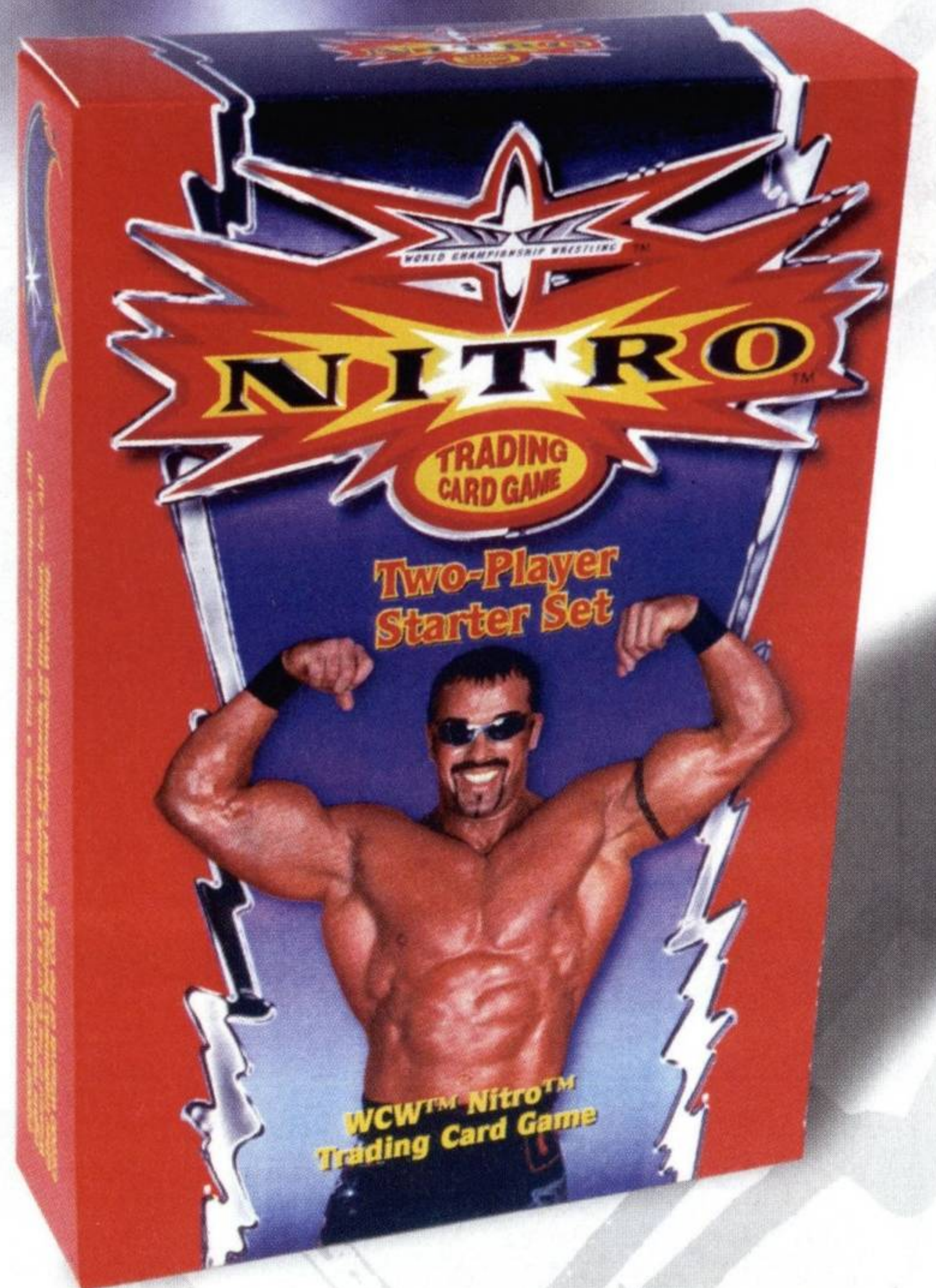
Goldberg, Sting™, Jarrett, Bagwell ... all the big boys are here. Get in the ring today with the Starter Set. Then take your deck on a rampage.

Punishment begins this June.

Order now from your magazine wholesaler!



Get in the ring!



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Customer Service
0345 12 55 99

OUT: NOV

FORMAT: DREAMCAST
PRICE: £40

DEVELOPER: SEGA
PUBLISHER: SEGA

SPECIAL FEATURES: VMU
OTHER FORMATS: NONE

CALL: 08456 909 090
PLAYERS: 1

PREVIEWER



Oliver Hurley



There are plenty of *Tony Hawk's*-style tricks you can pull off between spraying graffiti all over the shop.

Taking short-cuts through buildings is a good way of shaking off Babylon if they're about to feel your collar.



▲ There's little doubt that this is one of the coolest-looking games ever. How long till we see something this exciting on PS2?



▲ Nice muff. Don't spend too long admiring your handiwork though otherwise you'll be pounced on by manic cops wielding large truncheons. Yikes!

Jet Set Radio

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Jet set go! While the PS2 offers a host of sequels, the Dreamcast comes up with this unique little beauty...

Here at GM, we like nothing more than to spend a pleasant evening tearing round on rollerblades spray-painting random shapes on bus shelters and shop fronts.

Obviously someone at Sega HQ got wind of this and decided it sounded like so much fun they'd make a

Dreamcast game out of it. Hence *Jet Set Radio*.

Rather than being set in the rural backwaters of Somerset though, *Jet Set's* based in a stylised version of Tokyo. Weird, huh? Your task is to charge around and daub your tag in a certain number of areas in each stage while avoiding being rumbled by the boys in blue (well, black and white in this case).

shortage of objects to grind along and perform tricks off, and with multiple levels – from subway stations to the tops of towerblocks – there's plenty to keep you entertained throughout. It even includes a selection of secret areas that you can access by demolishing walls or scaling buildings. Coolio.

... charge around, daub your tag and avoid being rumbled by the cops...

The same degree of thought has also been put into the tabloid press-baiting graffiti aspect of *Jet Set*. Not only are there a load of preset squiggles that you can tag each wall with, you can also design your own and then swap them with other *Jet Setters* on the Dreamarena web site. And, if online skating, spray-can trickery and dodging the local constabulary isn't enough to keep you busy, you've also got to concern yourself with rival crews who are out on the streets trying to tag the same areas as you. Load up your paint can and skate!

Softography

These guys have also made...

Crazy Taxi	90%
House of the Dead 2	81%
Sega Bass Fishing	82%
Virtua Fighter 3tb	90%
Sega Rally 2	93%

THE BIG CITY

The city itself is vast and, much like *Crazy Taxi* or *Driver*, you are free to skate wherever you please. There's no

STREET!

One of *Jet Set Radio's* most noticeable features is its dead cool graphics and animations. Rather than taking the usual route of trying to look as realistic as possible, Sega have gone for manga-influenced visuals that cunningly combined both 2D and 3D imagery to stunning effect. Just check the shots here!



▲ Can't be bothered skating anymore? Simply leap on top of a bus, of course. It's the sort of thing we do all the time.



▲ As well as having to avoid the law, you also need to keep an eye out for rival gangs who are out to protect their turf.

TOKYO STORM WARNING!

If the filth catch up with you during your graffiti-writing escapades, it'll quickly drain your energy. Collect the cans of spray paint that are scattered around each level and your energy will be magically restored. Dodging the law also means you'll make it to the next tagging area more quickly and be in line for a tasty bonus.



▲ Helicopter gunships seem a little over the top.

◀ S'all right chief, it's just a can of Right Guard.

▲ In classic *Dukes of Hazzard* stylee, the cops are prone to a bit of bungling.

GOOD COP BAD COP

Combines the best bits from the likes of *Crazy Taxi* and *Tony Hawk's* with unique gameplay and visuals. Hurrah!
It may become a bit samey once the novelty of being a roller graffiti artist finally wears off.

WHERE IT'S AT

There wasn't a lot left to be added to the E3 version but it's still not due out here till the end of the year. Gah!

GOOD NIGHT, SWEET DREAMS...



FORGET ABOUT SLEEPING, AND SAY GOODBYE TO YOUR SOCIAL LIFE AS YOU EMBARK ON THE GREATEST ADVENTURE EVER TO GRACE THE DREAMCAST. SILVER IS AN EXPLOSIVE MIX OF ARCADE ACTION AND ROLEPLAYING ADVENTURE:

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X CONTROL UP TO 5 CHARACTERS

X REAL-TIME COMBAT SYSTEM

X 75 ENEMY TYPES

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SILVER





OUT: DEC

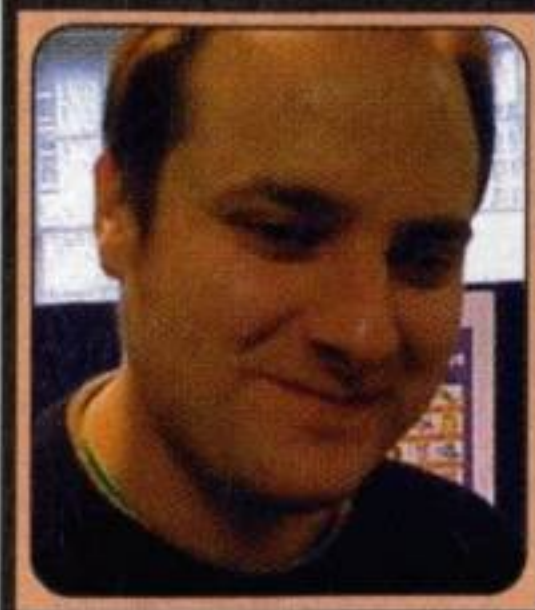
FORMAT: N64
PRICE: TBC

DEVELOPER: RARE
PUBLISHER: NINTENDO

SPECIAL FEATURES: EXPANSION PAK
OTHER FORMATS: NONE

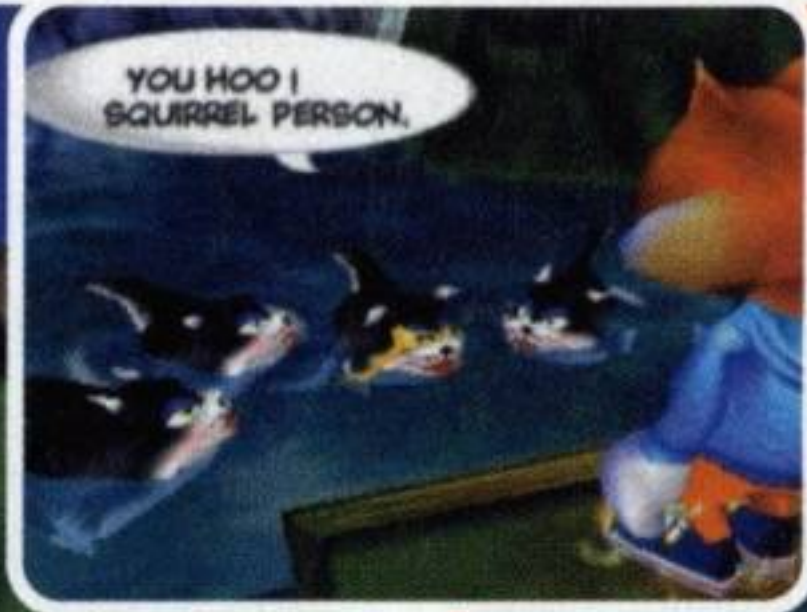
CALL: 01703 652 222
PLAYERS: 1-4

PREVIEWER



Robin Alway

The N64 has got enough very cute 3D adventures, so here's a right nasty one.



The whole game has got that *DK64*, *Banjo Kazooie* quality craftsmanship.



Conker's Bad Fur Day

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Swearing, gore and general rudeness ahoy! In an N64 platformer? Have Rare gone completely fruit and nut?

Swearly Squirrel!

Still think this is another cutesy Rare platformer? You are so very wrong...



▲ The characters may look dead cute but their motivation is a bit dodgy. Cash rules everything around them.



▲ A strange angry looking, cigar smoking baddie, swearing like a trooper. Makes a change, eh?



▲ Here's everyone's favourite cheeky chappy, Death, sorting out his conkers. Watch that scythe... Ouch!



At last! It's the news we've been waiting a lifetime for. Swearing IS big and IS clever!

Why else would hugely respected Britsoft coders, the mighty Rare, be preparing to unleash super swearly squirrel Conker and his *Bad Fur Day* on an unsuspecting world?

It might have started out some three years ago as a cute and colourful 3D platformer but anyone expecting something along the lines of *Banjo-Kazooie* will be in for a vicar-blowing-off-in-church shock. Conker's world, you see, has gone bad.

The scary eyed squirrel, last seen being irritatingly

... Conkers has to pee on cigar smoking enemies to put them out at one point!

cute in *Diddy Kong Racing*, now gets drunk, pukes up and, in one scene that shocked the crowds at E3 to their very core, even has to pee on cigar smoking enemies to put them out! Add enough bleeped out swearing to make a docker blush (even locked doors tell you to *&£@ off!), saucy nearly-nude lay-deez all over the shop and huge amounts of over-the-top gore and it's clear that BFD is unlike anything Nintendo or Rare have ever done before.

OI NUTTER

Thankfully, the Rare sheen of quality can be seen on top of

all the filth. Easily as good looking as *DK64*, Conker's facial expressions are particularly impressive, making for top moments of cartoon humour. His eyes pop out on stalks when he sees a woman and he does a great puzzled face when his fellow soldiers get shot to bits in a homage to the *Saving Private Ryan* opening scene.

The best thing about *Bad Fur Day* so far though is that it is actually funny, with Rare squeezing in plenty of good ol' fashioned British toilet humour throughout. From biting a angry caveman on the bum to swearing at Greg the Grim Reaper when Conker loses a life, we guarantee your Mum won't like it.



Look, a sniper scope, therefore this must be a great game.

BOOZARAMA!

Just to give you some idea of quite how crazy and downright rude *Bad Fur Day* is, sample (ha) this scene where Conker has to pee on cigar smoking fire monsters. First you have to fill his bladder by getting him drunk. Trouble is, Conker staggers around and is harder to control when he's had a skinful.



▲ Here's a fire monster relaxing with a fine cigar, minding his own business...



▲ ... then up pops Conker and has a whizz on him. Now that's just rude.

GOOD COP BAD COP



Ultra rude and crude platformer. It's never been done before. It'll be technically good. Could be a laugh.



Plenty of rude words and smut but let's hope the gameplay's up to usual Rare standards.

WHERE IT'S AT



Still early days with the finished game due out in December. We'll keep you posted here at GM.

Softography

These guys have also made...

Banjo Kazooie	90%
Goldeneye 007	93%
Donkey Kong 64	94%
Diddy Kong Racing	89%
Blast Corps	82%
Perfect Dark	96%



OUT: AUG

FORMAT: PLAYSTATION
PRICE: £30

DEVELOPER: EA
PUBLISHER: EA

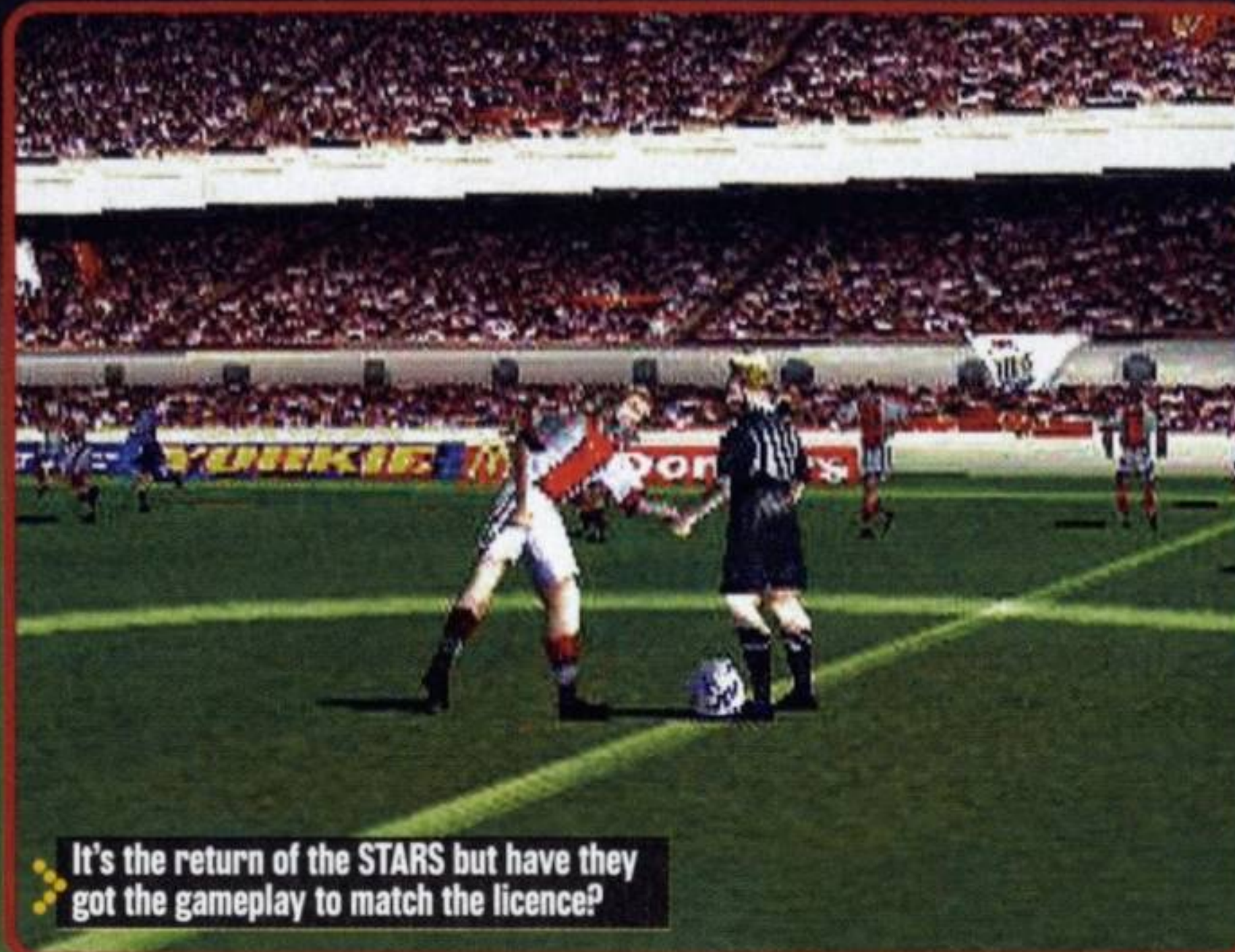
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

CALL: 01932 450 000
PLAYERS: 1-4

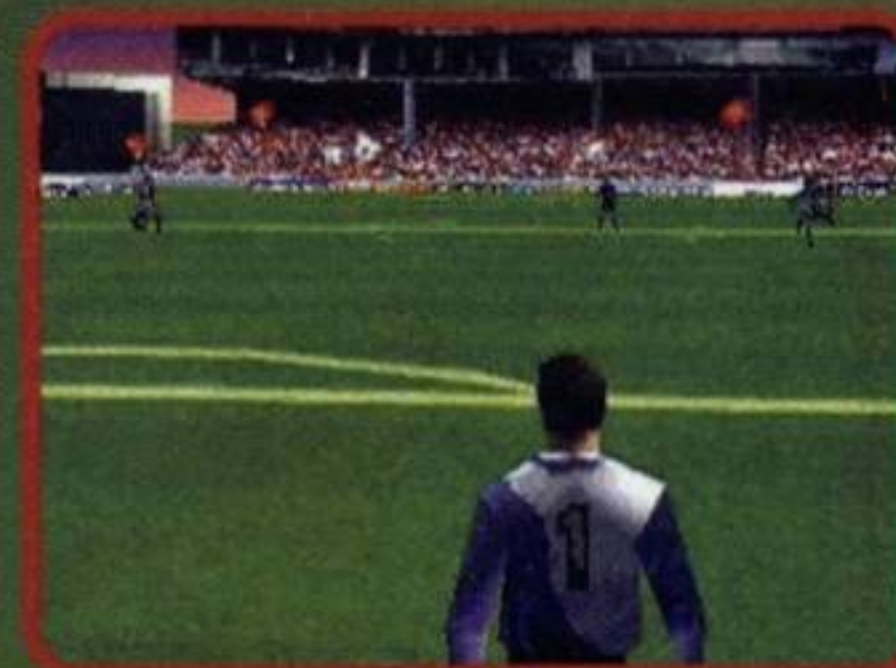
PREVIEWER: Dave Harrison



The game comes complete with all the transfers that occurred in the close season.



It's the return of the STARS but have they got the gameplay to match the licence?



FA Premier League Stars 2001

Reach for the Stars and you'll end up holding a football game with a difference!

Not content with filling their pockets with your Christmas money, last year, EA brought out a game during the summer to celebrate the start of the season.

And it sucked! It was a tired FIFA rip off and smelt of poo. But it did have a neat little reward system. For each

performance you were rewarded Stars which could



be spent on improving your team or saved up to make purchases on the transfer market. This was special as you could gradually upgrade your team, sculpting your favourite players into champions. But the gameplay let the side down.

Now it's a year on and, if the action improves, this may well deserve the big sales it



will probably receive. The AI has improved, it's easier to pass the ball and the squads have got bigger. Just the tonic to while away a week of no footie.

GOOD COP BAD COP



All the big names, all the stadiums and an interesting Stars feature give it extra dimension.



The last one played and looked like a sub-standard FIFA and so it really needs to improve.

WHERE IT'S AT



It's done the pre-match warm up, the national anthems have been sung so we're just waiting for the kick off.

OUT: AUG

FORMAT: PLAYSTATION
PRICE: £35

DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS

SPECIAL FEATURES: MULTITAP
OTHER FORMATS: NONE

CALL: 01926 814 132
PLAYERS: 1-4

BANGER!

WTC's car licences allows the top of the range touring cars to take one hell of a beating, so you'd better be careful.



▲ Ooof! Good job it's not your car, but boy your mum's gonna kill you.



▲ As the courses get tighter things get a little bit cosy between the racers.



▲ Pull up to the bumper baby... or could you just pull my bumper up please?

TOCA World Touring Cars

More driving?! It's as though we can't get enough, like we're livin' la vida TOCA!



If you just can't get enough of driving excellence then you'll be delighted to hear that once again you'll be able to test your touring skills.

WTC isn't actually TOCA 3, as now you're encouraged to explore the whole world of

touring cars and take part in the 14 motorised meets on 23 of the world's most famous race circuits.

This PlayStation exclusive garage of fun manages to combine the ice-cool elements of simulation with knee jerking excitement of arcade action.

You get to choose from 40 of the sexiest cars on the road including your BMWs, Toyotas and yes, that's right, Volvos! Then there's the Tournament Mode which allows you to create your own Championship, or you can embark on the Career option

which takes you through the National Championships before you get to compete on the world stage.

With an advanced damage system, allowing your car to get battered with every close car encounter and a unique 'momentum prediction engine' this will be the fastest, most frantic and nerve shredding TOCA yet. Which is really saying something...



So my girl's called Brakes. Gotta problem with that?

While the gameplay is a bit more arcadey all the detail is still there.

GOOD COP BAD COP



The TOCA returns and has the balls to reckon it's the greatest racer ever. Oooh, hark at them.



Is there still an appetite for even more driving sims on PlayStation? Might get lost in the crowd.

WHERE IT'S AT



The passengers are all aboard, the engine's running and it's ready to taxi. Chocks away...

PREVIEWER: Oliver Hurley



SEPT FORMAT: PLAYSTATION DEVELOPER: ACQUIRE SPECIAL FEATURES: DUAL SHOCK CALL: 01895 456 700
 PRICE: £35 PUBLISHER: ACTIVISION OTHER FORMATS: NONE PLAYERS: 1

02:00.2

On training levels you must complete several missions including this timed challenge.



The game looks just like the first but is packed with more levels and features.



▲ One sliced and diced neck coming up!



▲ It's as gory and gruesome as the original.

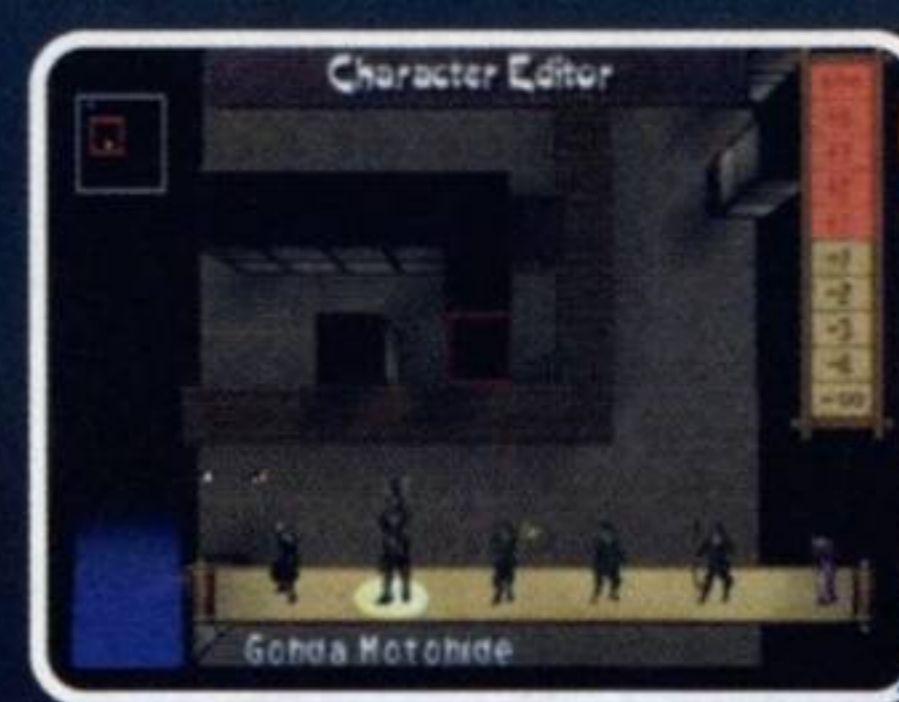
Tenchu 2

Tenchu!... Bless you. The slash 'n' dash, Shogun-worrying sneaker is back.

Before *Metal Gear Solid* was going around thinking it was clever, *Tenchu* already had its ninja slippers on. And while it wasn't the slickest production in the

world, it was chock-a-block with samurai action. Once again you take control of two ninjas, Ayame and Rikimaru, who are out to avenge the death of their master. Each character has 11 mission to complete

before a third character, Tatsumaru, is unlocked who's got seven of his own. On top of all this there's a fantastic Mission Edit mode where you can create your own specialised level... infinite Ninja possibilities.



GOOD COP BAD COP

More *Tenchu* – the game that put the 'elf' in stealth – but with tons of new features. A true ninja star.

Even though it's in its early stages the game really needs some work – especially the troublesome camera.

WHERE IT'S AT

Needs a good tweaking before release, but we'll be have a review before you can say 'slick shoes'.

THE ONLY WILL STRONGER THAN HIS—IS YOURS.

Willpower. The ability to forcibly take on any obstacle. And you'll encounter many obstacles in the *X-Men* trading card game, where you take the characters from the movie into battles of your own creation. And this is just the start. Because with booster packs on their way, you'll have even more *X-Men* to deal with. Consider it an evolution of your game.

The *X-Men* trading card game. It's your turn to seize control.

**WILL BE RELEASED:
 STARTER SET - JULY 2000
 BOOSTERS - AUGUST 2000**



X-MEN

TRADING CARD GAME

**CUSTOMER SERVICES
 0345 12 55 99**

OUT: NOW **FORMAT:** PLAYSTATION **DEVELOPER:** SQUARE **SPECIAL FEATURES:** DUAL SHOCK **CALL:** 020 8968 8088
PRICE: £35 **PUBLISHER:** SQUARE EUROPE **OTHER FORMATS:** NONE **PLAYERS:** 1

Parasite Eve 2

RPG meets Resi. Buckets of gore, lots of guns and absolutely **no elves in sight!**

Anyone who saw the original *Parasite Eve* didn't forget it in a hurry. Particularly the bit at the start when a theatre audience spontaneously burst into flames in the sort of class

CG cutscene that you'd expect from the people behind *Final Fantasy*. The sequel looks even more sumptuous. Set three years after the last game and starring the same heroine Aya Brea on another mission to track down mutated mitochondria creatures, it's Square's boldest attempt yet to make a 'cinematic RPG'. This means *Resi*-style survival horror and spine jangling camera angles but with a

more tactical, Hit Point governed battle system. Starting by chucking you into a LA skyscraper crawling with hideous creatures, it's as far from the traditional RPG's blacksmiths and wizards as you can get. Not only that, it also makes *Resi* look a bit creaky with some top camera work. Result!

GOOD COP > BAD COP

- Innovative stuff. *Res Evil* amounts of gore 'n' action with bags of Hit Point-fuelled gunplay.
- Could fall somewhere between RPG and action adventure stools and deliver weak versions of both.

WHERE IT'S AT

Expect the full stripped down review of this hot title in the very next issue of GamesMaster.

GUNNAGE!

Battles are all realtime using in-game camera angles but with hit points and energy based attacks.



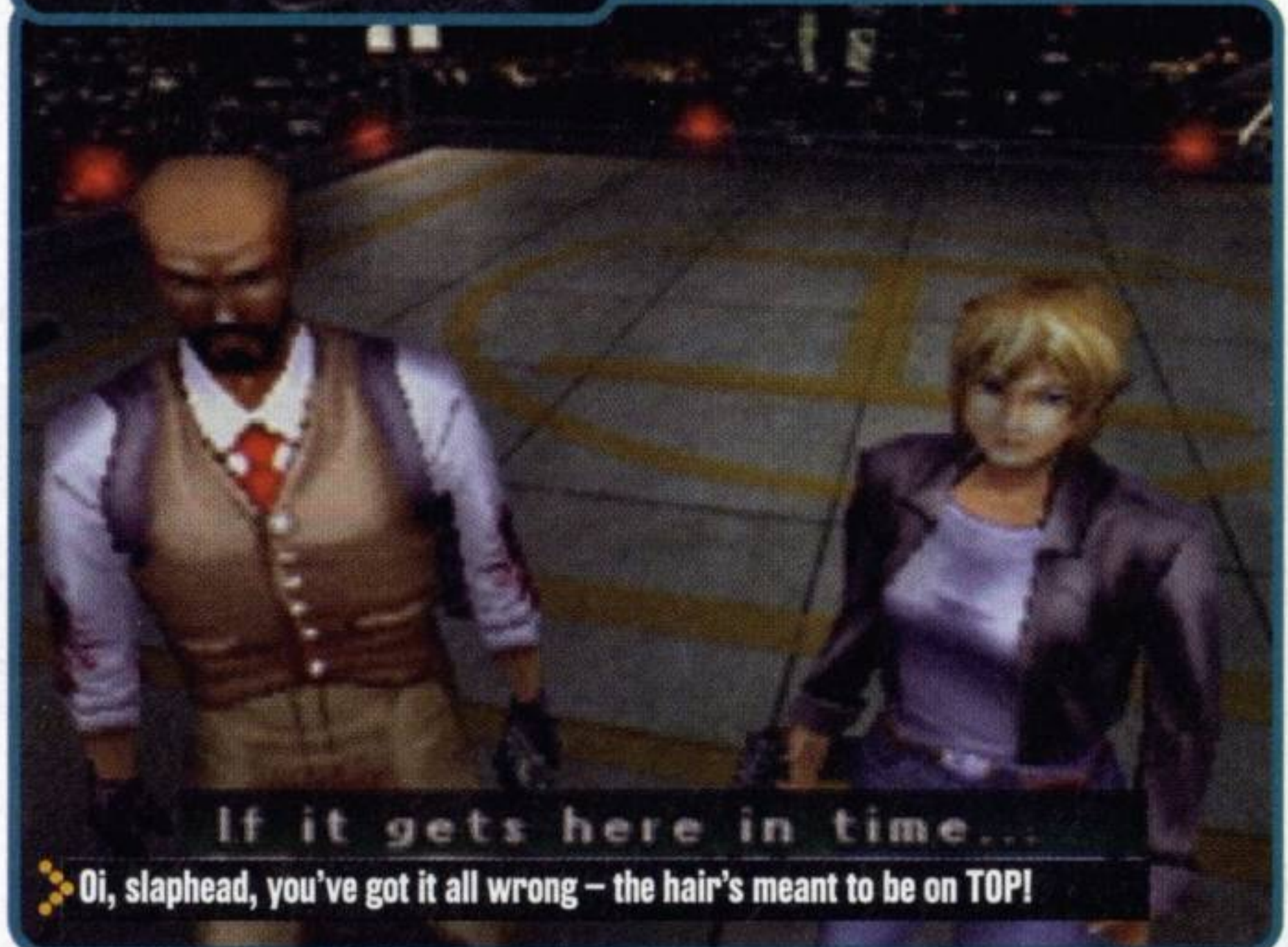
While it looks like an arcade-style game it actually uses RPG-style attacks.



There's no lack of REALLY disgusting creatures, you'll be pleased to learn.



Ahhh, we're all huge fans of those play tunnels we used to have as kids.



Oh, slaphead, you've got it all wrong - the hair's meant to be on TOP!



Expansive landscapes, great lighting effects and hideous undead creatures...

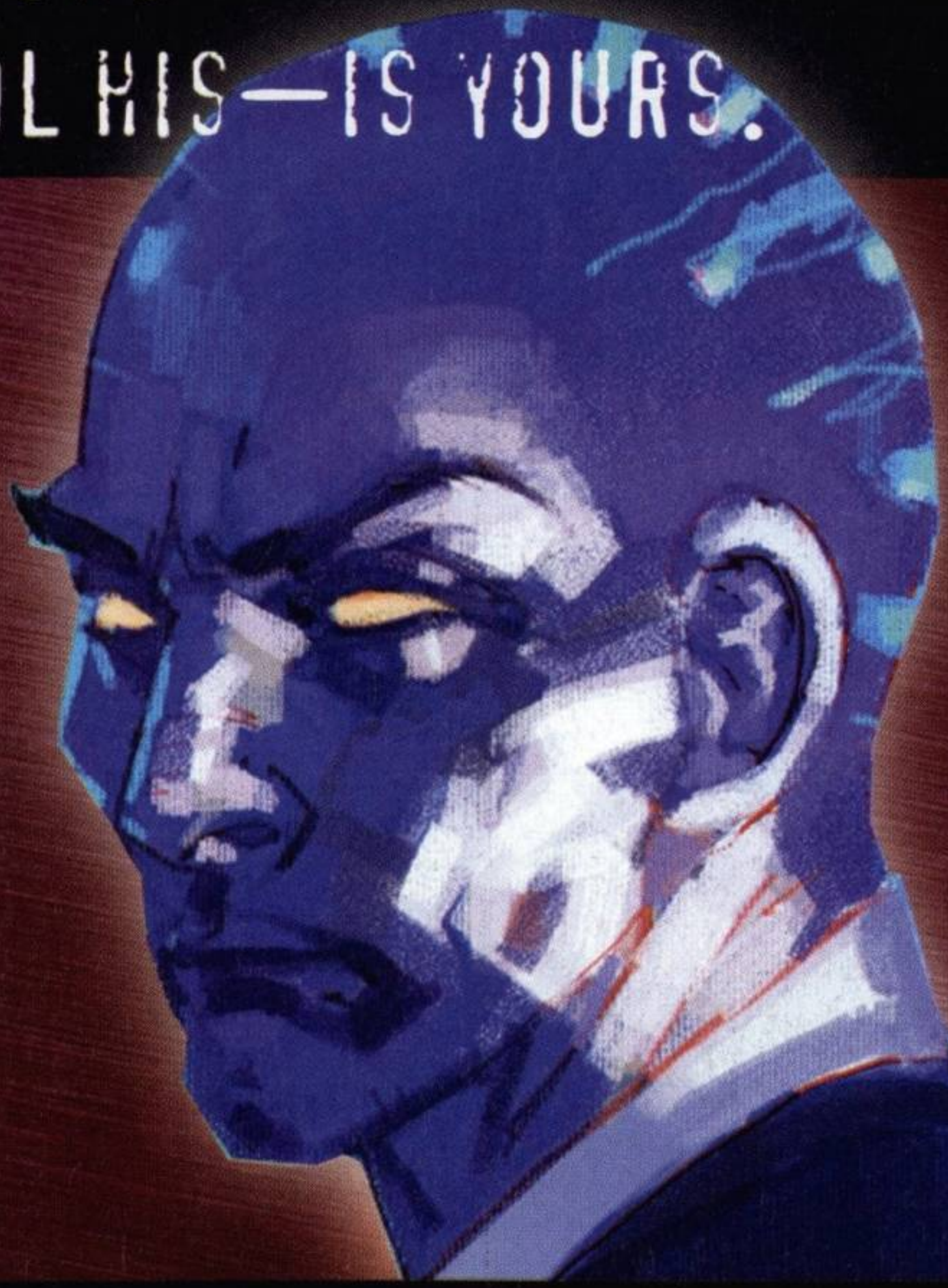
PREVIEWER: Robin Alway

THE ONLY MIND STRONG ENOUGH TO CONTROL HIS—IS YOURS.

Only the sharpest minds can make the toughest choices. And in a havoc strewn battlefield, quick thinkers prevail. Start with a relatively easy decision. Get the *X-Men* trading card game and take the characters from the movie into battles of your own creation. It doesn't take a mental giant to see the fun here.

The *X-Men* trading card game. It's your turn to seize control.

DATES TO KEEP IN MIND:
STARTER SET - JULY 2000
BOOSTERS - AUGUST 2000



X-MEN

TRADING CARD GAME



CUSTOMER SERVICES
0345 12 55 99

OUT: AUG

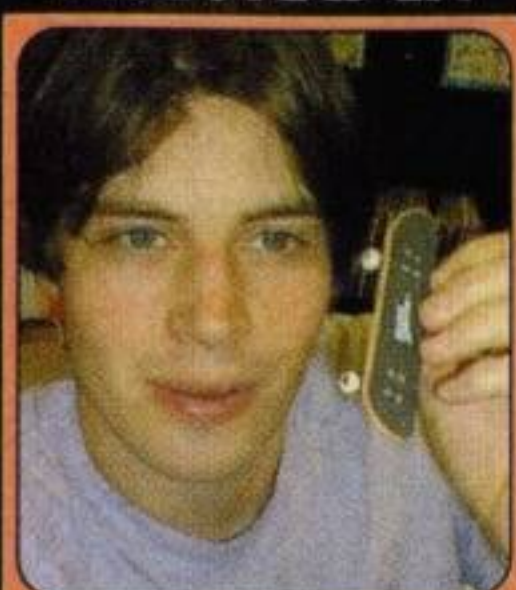
FORMAT: PLAYSTATION
PRICE: £30

DEVELOPER: SHABA
PUBLISHER: SONY

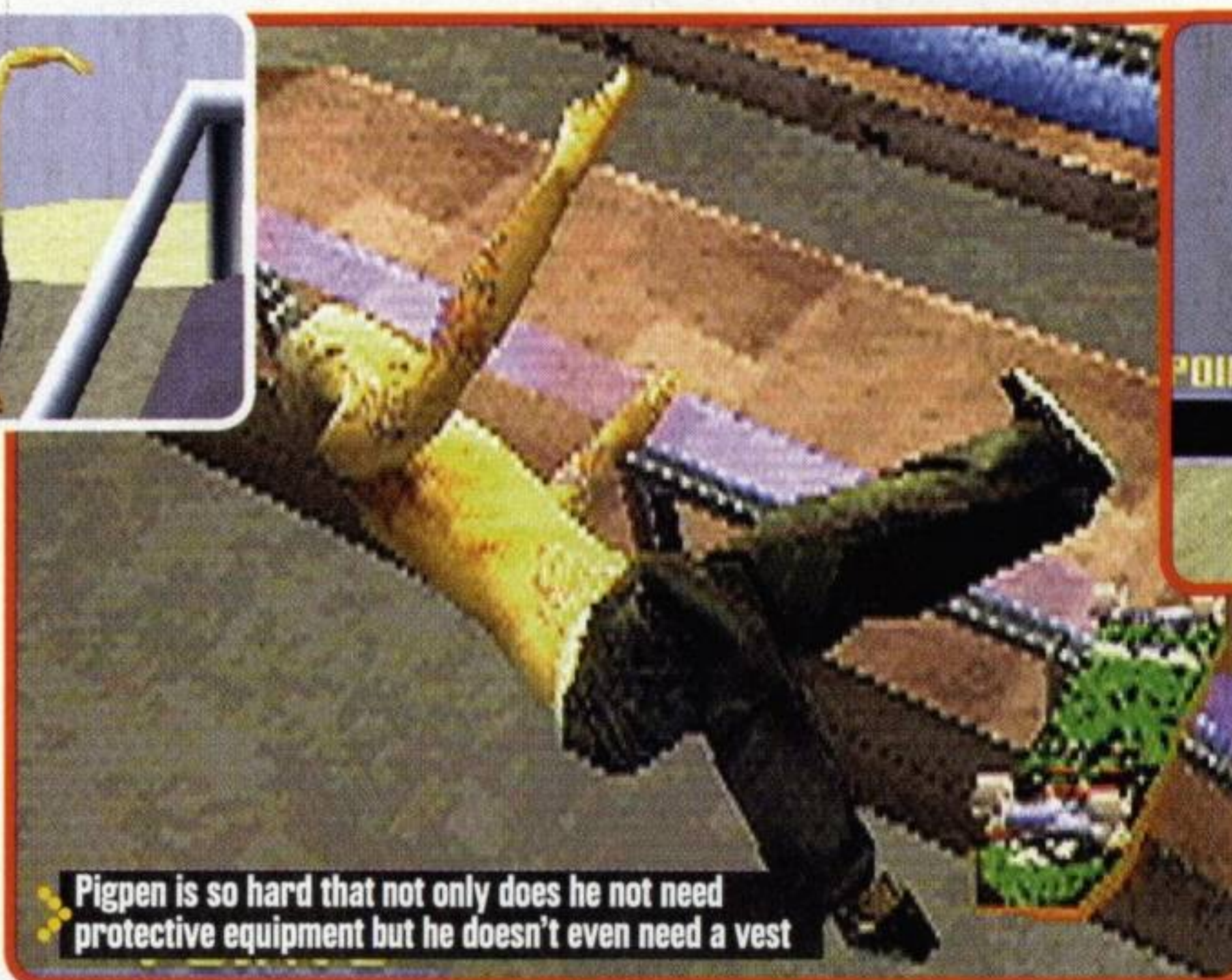
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

CALL: 020 7533 1400
PLAYERS: 1

PREVIEWER



Dave Harrison



Unfortunately for *Grind Session* it will face a lot of comparisons with *Tony Hawk's*. Well it's skateboarding innit!

Pigpen is so hard that not only does he not need protective equipment but he doesn't even need a vest

▲ You get a balancing icon so you can judge those railsides a bit easier.



▲ You'll find you can defy gravity on top of skyscrapers and other large buildings.

Grind Session

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Hey, now we can all have a **session of grinding**. Yes, that's right – a **Grind Session** skateboard style!

Who's The Man?

Grind Session has amassed the talents of some of the best skaters in the world to offer their unique skills.



Daewon Song

▲ That's right, you've got Daewon Song the mysterious headless skater starring in the knarly opening FMV.



▲ You get a short biography of each skater. Here we learn that Pigpen's blood type is 'cold'. Oooh scary...



▲ Here's the Pigpen rendered complete with those wonderful tattoos. (Everyone a transfer don't ya know.)

There is no way you can talk about *Grind Session* without mentioning *Tony Hawk's Skateboarding*.

Of course they both involve people in baggy pants trying to kill themselves on wheeled wood, but there's something just a bit too similar about these two PlayStation boarders. Now it would be unfair to say that *Grind Session* developers, Shaba, just took the *Tony Hawk's* disc and placed it in their own box – so I won't – but you've got to have the odd suspicion.

The set up is well charted territory. Take a celebrity skater through different stages, completing numerous challenges to unlock more

... as fast and furious as you could wish for from an extreme sport game...

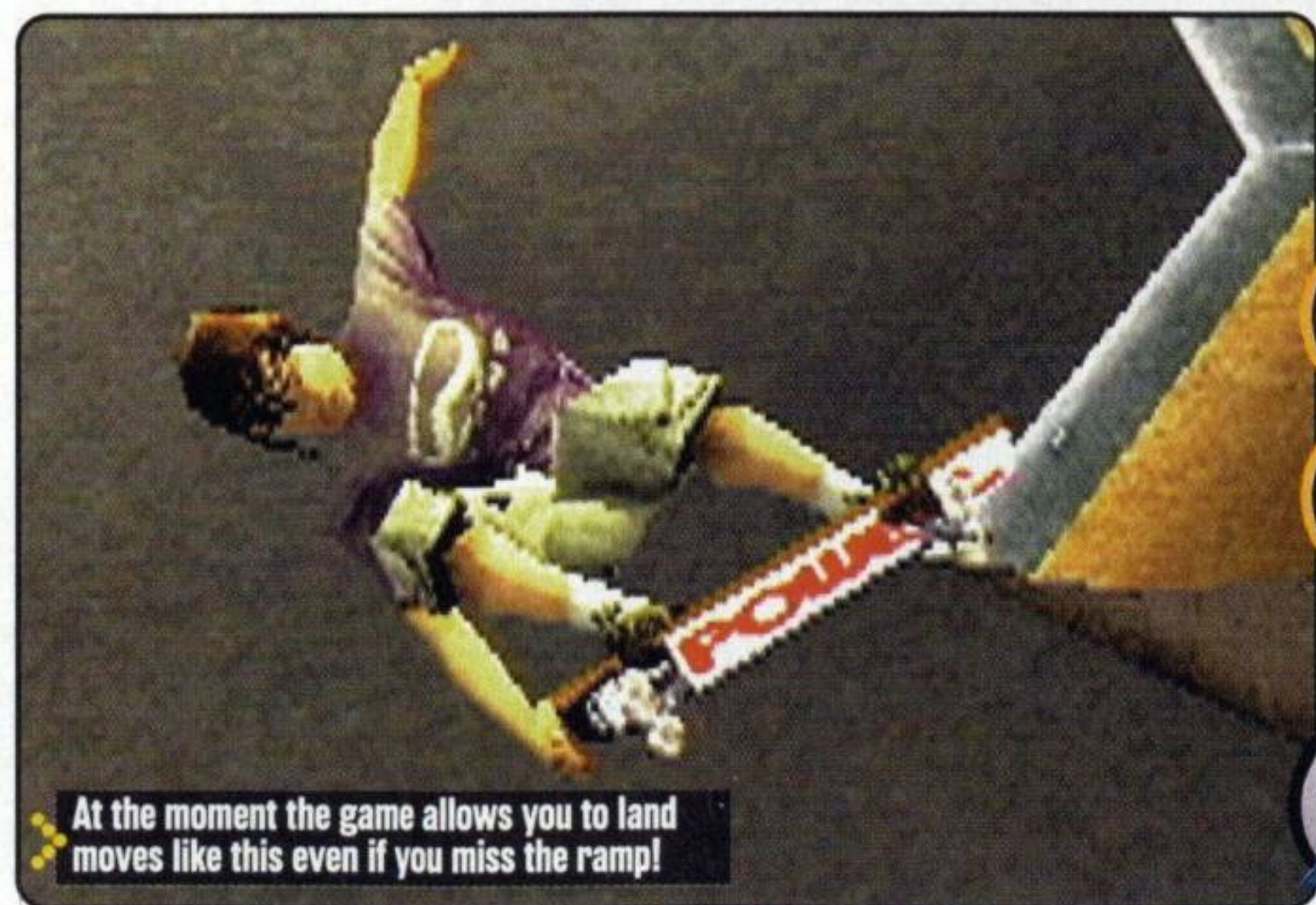
levels. But instead of collecting tapes, like in *Tony*, you've got to get 'respect' points by amassing trick scores, crashing into things and following designated paths (see **Tech Lines**).

SKATE WORLD

The various environments include a subway level, an aircraft hanger and numerous skate-parks including Burnside – also used in *Tony Hawk's*. One thing it has over the *Hawkster's* game is the fact that the levels seem to be bigger and are littered with ramps making the whole experience mucho intense.

As for the gameplay, it's far more arcadey than the painfully tricky *Thrasher Skate and Destroy* and is as fast and furious as you could wish for from an extreme sport game. But to help you slow things down and tackle the course in a more strategic fashion you have the 'Skater View' which allows you to have a look round and plan your moves.

Grind Session also offers a few multi-player options but those with multi-taps shouldn't get too excited as there's no split-screen option, but more of a 'hand the joypad around' type of thing. It's all quite slick, but whether it can take on the *Hawk*, especially with number 2 coming out, God only knows.



▲ At the moment the game allows you to land moves like this even if you miss the ramp!

TECH LINES!

The **Tech Lines** are *Grind Session's* innovative addition to the skateboarding world. To get the **Tech line** points you must follow the coloured arrows outlining a certain route over the various obstacles. They're colour coded according to the varying difficulty and trace the most daredevil route.



▲ The yellow lines are the easiest to complete and usually involve grinding a few specific obstacles in order.



Use the 'skaters eye' to seek out the different technical lines. See if it's possible to do all of them in one go.

GOOD COP BAD COP



A very sturdy and well balanced ride in the world of the skate, with a few fresh ideas in tow.



Currently comes across as a bit of a scruffy and not quite right *Tony Hawk's* fakie.

WHERE IT'S AT

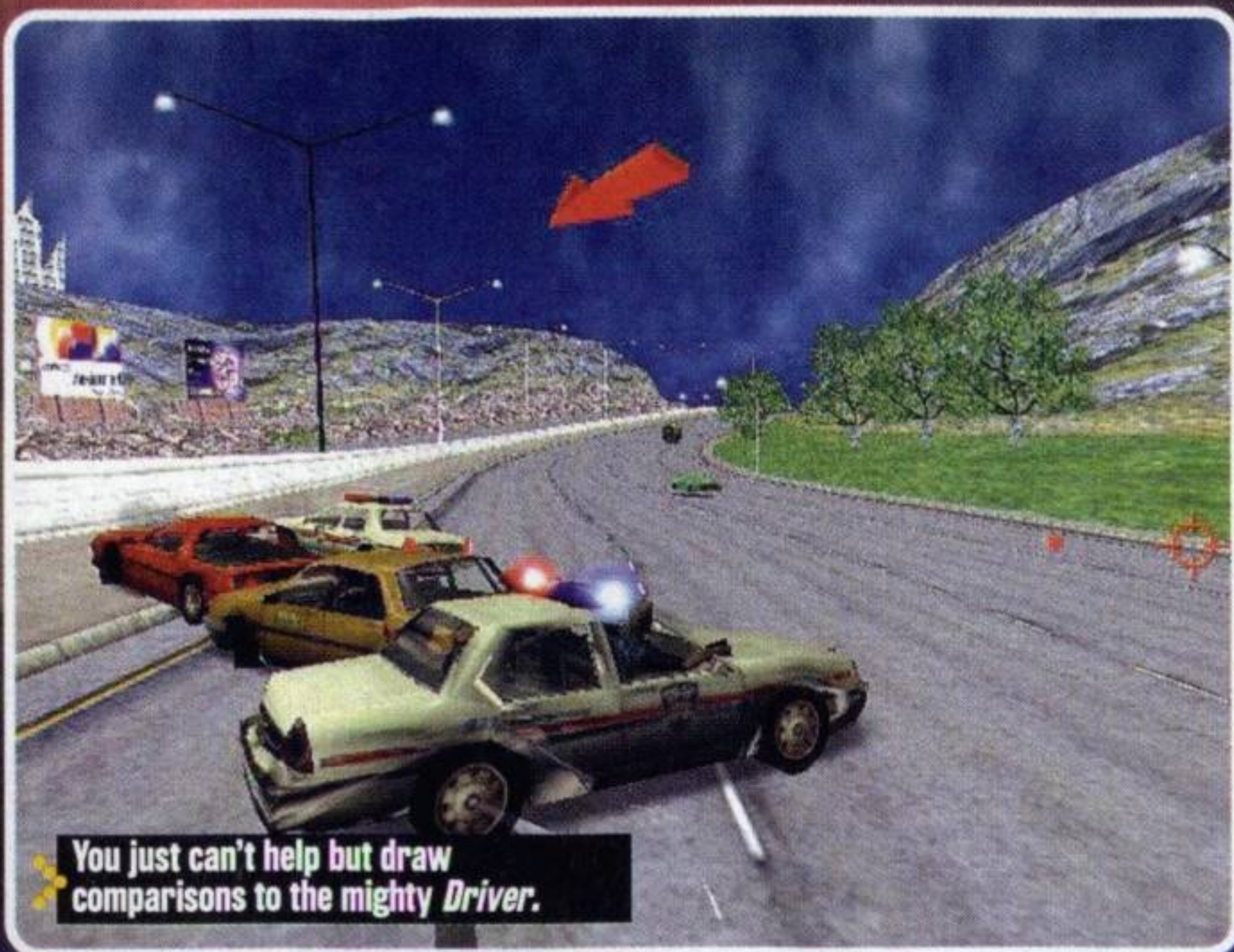


The game's complete and merely awaits an Ollie-Hurley-NTSC-to-PAL 180° conversion.

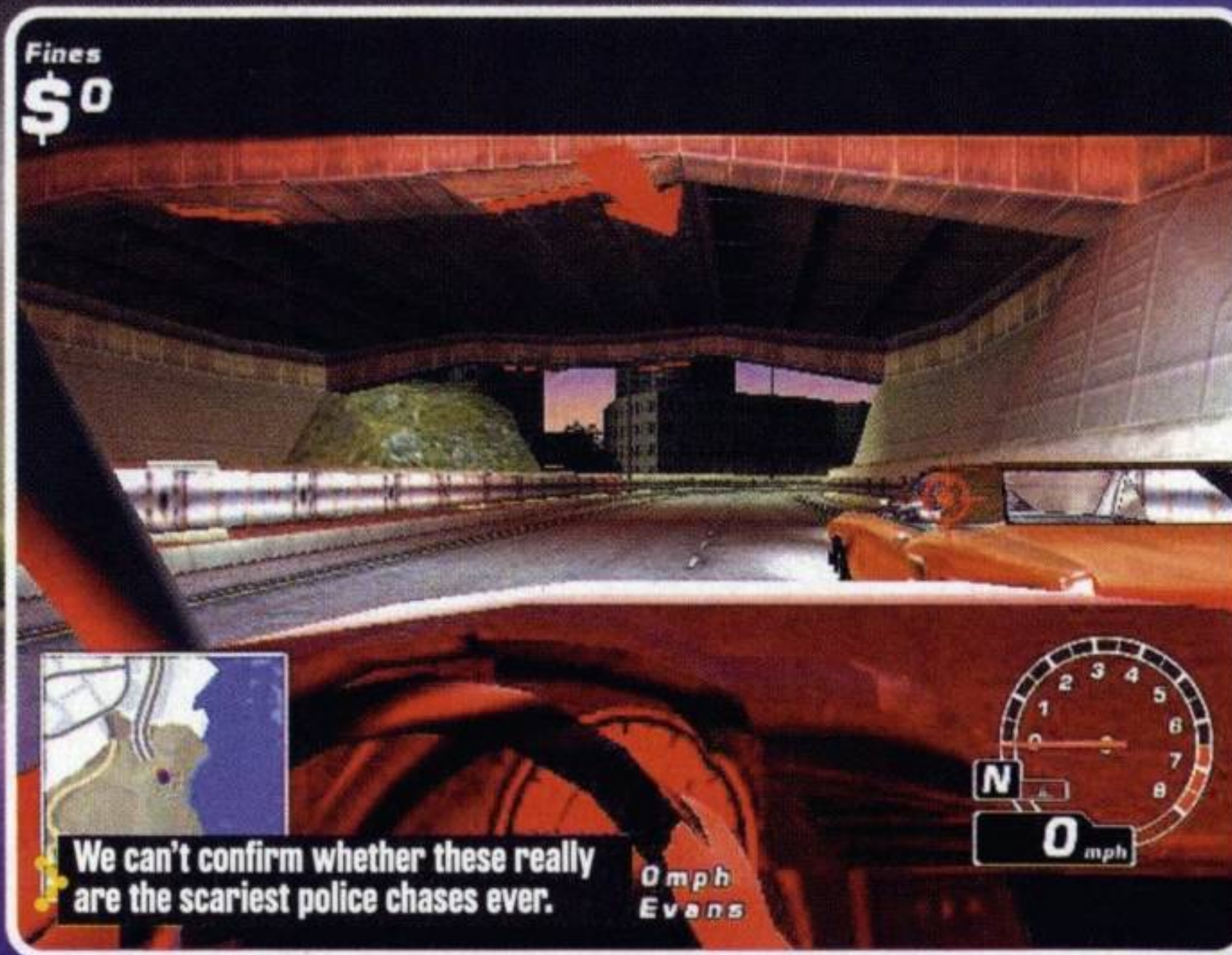


OUT: OCT FORMAT: DREAMCAST DEVELOPER: TEENY WEENY GAMES SPECIAL FEATURES: VMU
 PRICE: £40 PUBLISHER: FOX INTERACTIVE OTHER FORMATS: PS, PC CALL: 01932 450 000
 PLAYERS: 1-2

PREVIEWER: Oliver Hurley



You just can't help but draw comparisons to the mighty *Driver*.



We can't confirm whether these really are the scariest police chases ever.



The *Bill* never looked like this.



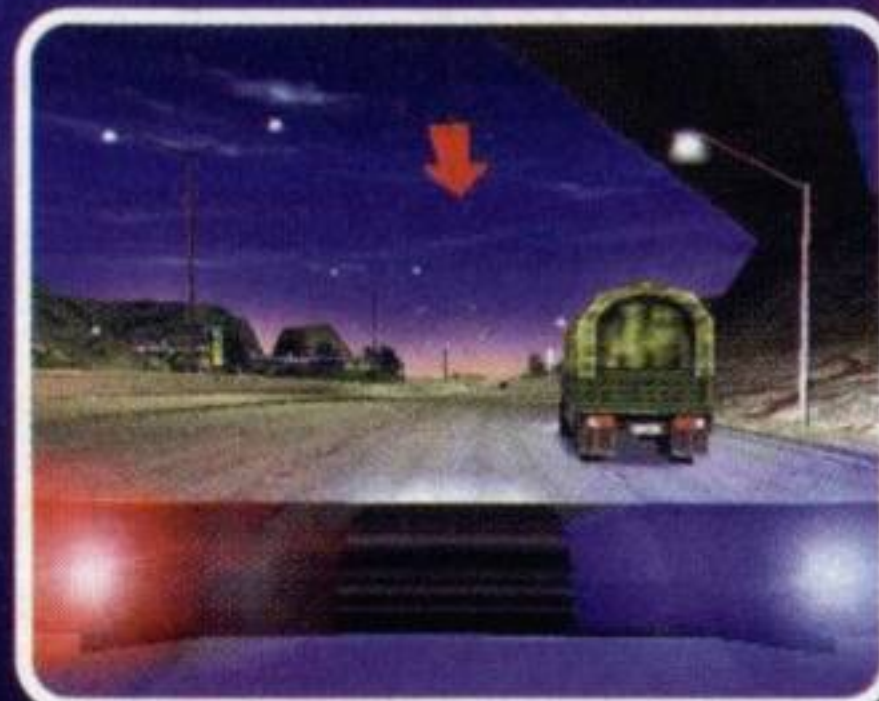
"You have the right to be driven into..."

World's Scariest Police Chases

Being on the right side of the law has never been so much fun! But where's John Suchet got to?

Few things are as entertaining as watching heinous joy riders trying to escape the cops in high-speed chases from the comfort of your reclining armchair. And a game based on the same concept doesn't sound a bad idea either.

WSPC actually lets you play as either the fuzz or a crook and features over 50 missions, such as escorting VIPs or chasing suspects. An additional 15 'Bad Boy' tasks



see you getting involved in some rather more illicit activities. And a multi-player mode offers six types of gameplay including deathmatches and races.

It's also possible to get out of your vehicle but you can't run about the place like you can in *Driver 2*. Instead, you get to perch behind your car and pick off the enemy with an impressive arsenal that ranges from 9mm pistols to anti-tank rockets. Heckin' flip!

GOOD COP BAD COP

- ☺ Loads of missions, great multi-player modes and rapper Ice-T does the commentary too!
- ☹ It's only set in one city and may pale in comparison to *Driver 2* which is due out around the same time.

WHERE IT'S AT

Still plenty left to finish off... There's even talk of it being playable online. Keep reading GM for more.

THE ONLY PERSON WHO CAN PUSH HIM AROUND — IS YOU.

On the front lines of combat, can you control the most uncontrollable X-Man? Find out by tearing into the X-Men® trading card game, where you take the characters from the movie into battles of your own creation. Bark out commands. Make some edgy moves and choose which of your X-Men to send into warfare. It's shear fun.

The X-Men trading card game. It's your turn to seize control.

STRIKE DATE:
 STARTER SET - JULY 2000
 BOOSTERS - AUGUST 2000



X-MEN

TRADING CARD GAME



CUSTOMER SERVICES
 0345 12 55 99

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THE CHALLENGES!

The game has the multitude of Olympic disciplines to choose from: Skeet Shooting, Tripple Jump, Javelin, Hammer, Kayaking, High Jump, Diving, Swimming, 100m, 110m Hurdles, Weight Lifting.



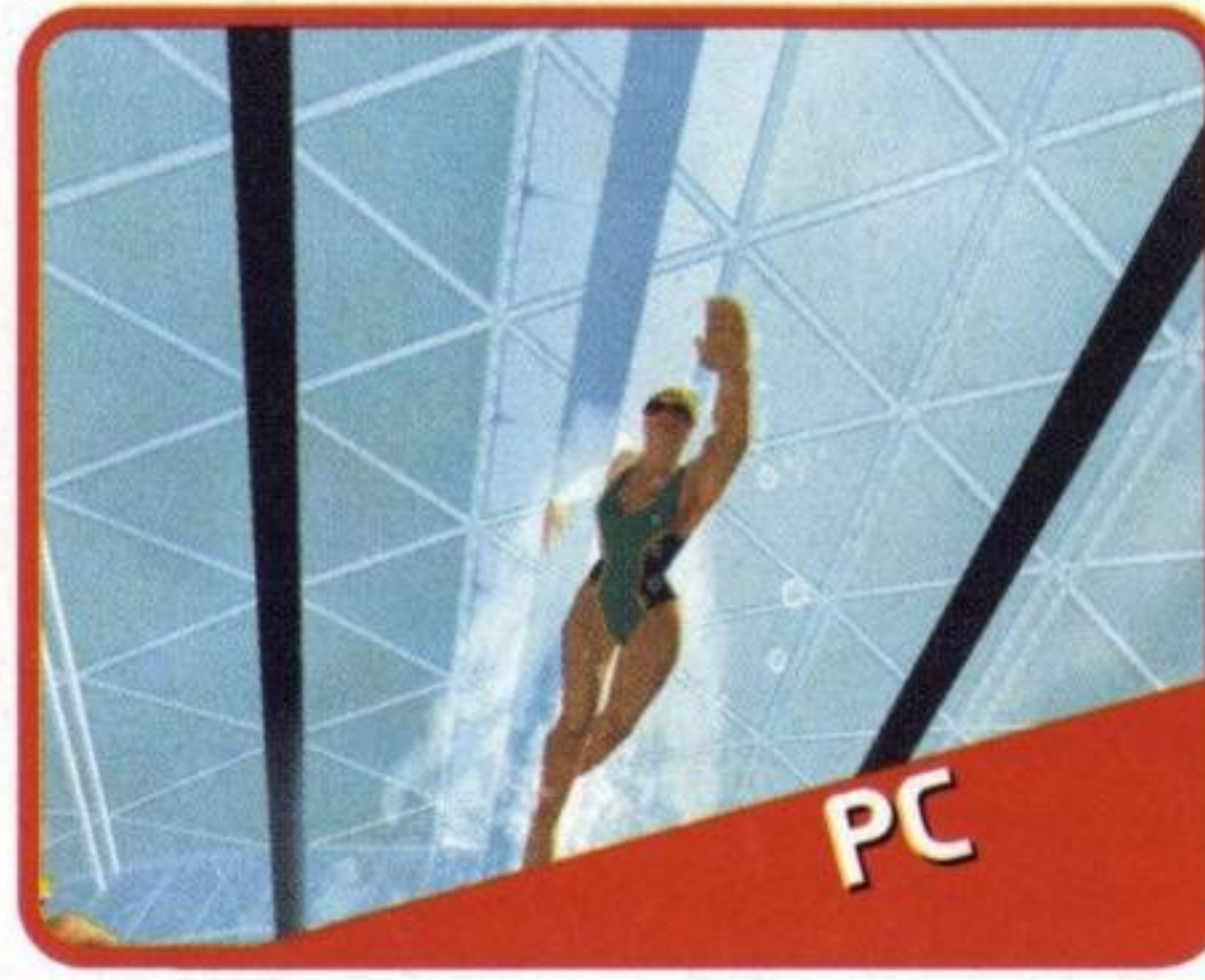
Dreamcast

▲ The Dreamcast version suffers slightly because the pad is a bit awkward. The buttons are a too close together.



Playstation

▲ While the PS graphics are the most simple, the 32-bit version retains all the subtlety of the animation.



PC

▲ Not surprisingly all the best graphics are found on the PC. In the swimming the key is your turn. Trust me...



▶ The javelin event is one of the easiest to master. The only tricky bit is getting the right angle for your trajectory before letting go. Now the hurdles, boy, that's another event.



◀ The Triple Jump is the toughest event as it requires you to get the speed and precision just right... three times in row! Now that's going to take some doing.



▲ It's important in this event to make your jerk as clean as possible. You have to maintain the button rubbing continually until you get the weight all the way up.

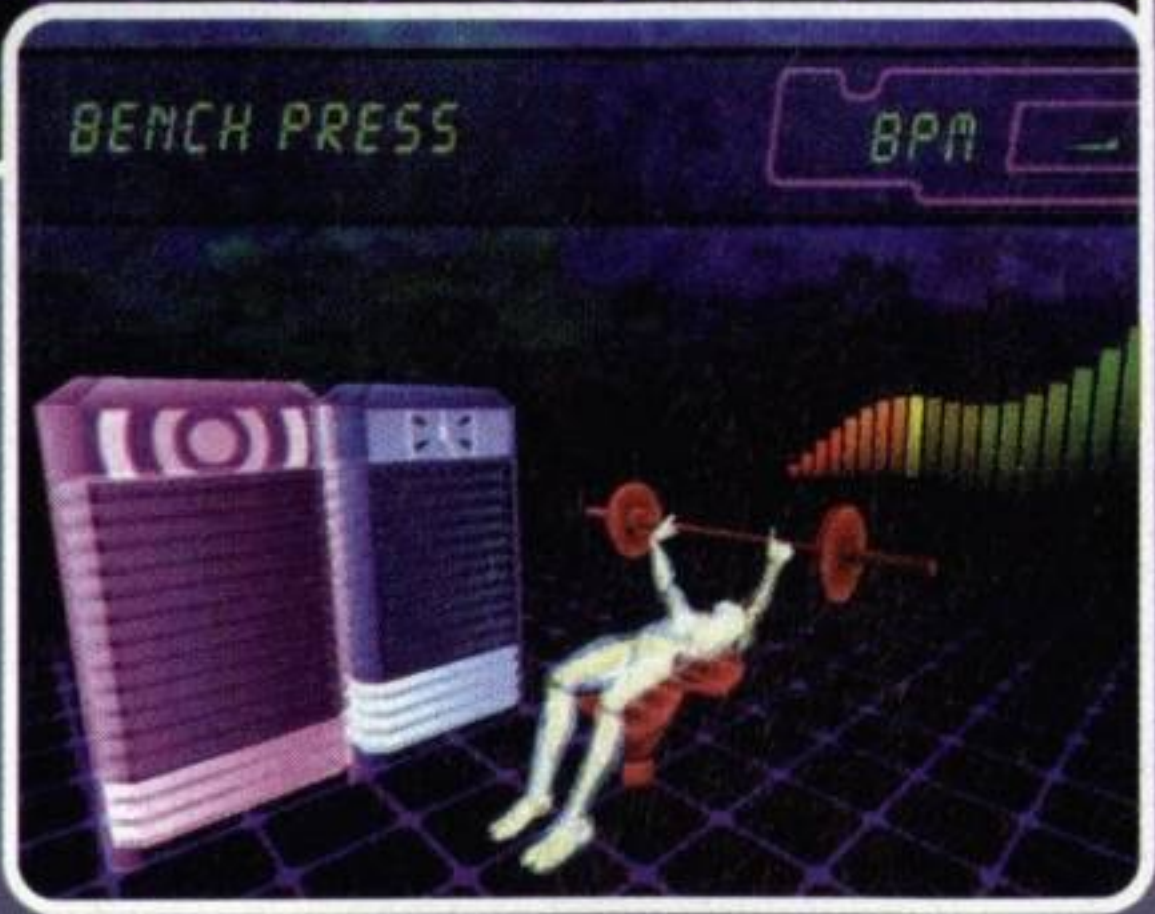
LET'S GET PHYSICAL!

In order to turn your squad of 12 athletes into world beaters you must pay in sweat. And you start paying here in the Virtual Gym.



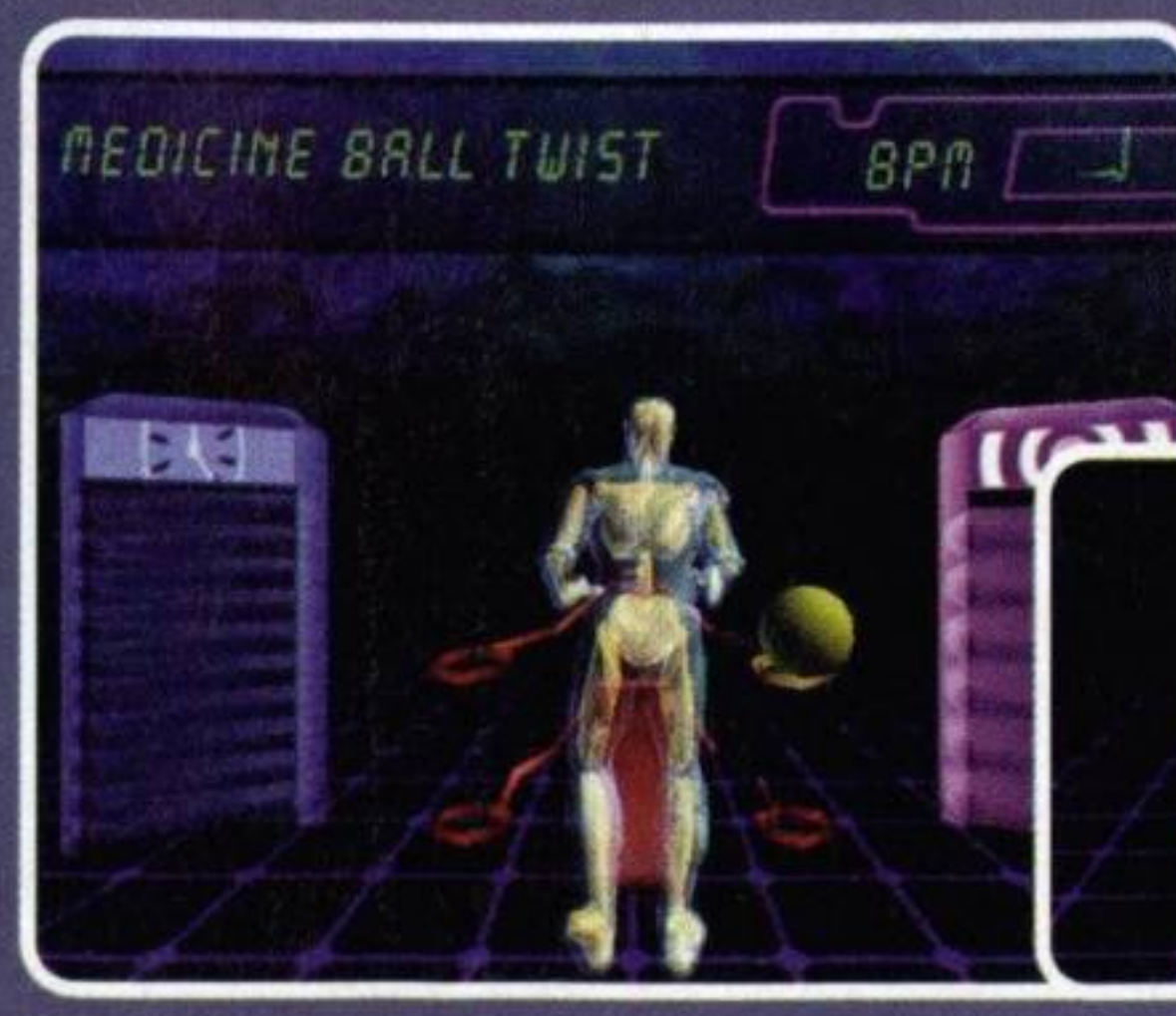
▲ Unfortunately, all the challenges still require a load of button bashing and little real skill.

▶ The athletes change in appearance the more they train - and your finger will slowly whittle away.



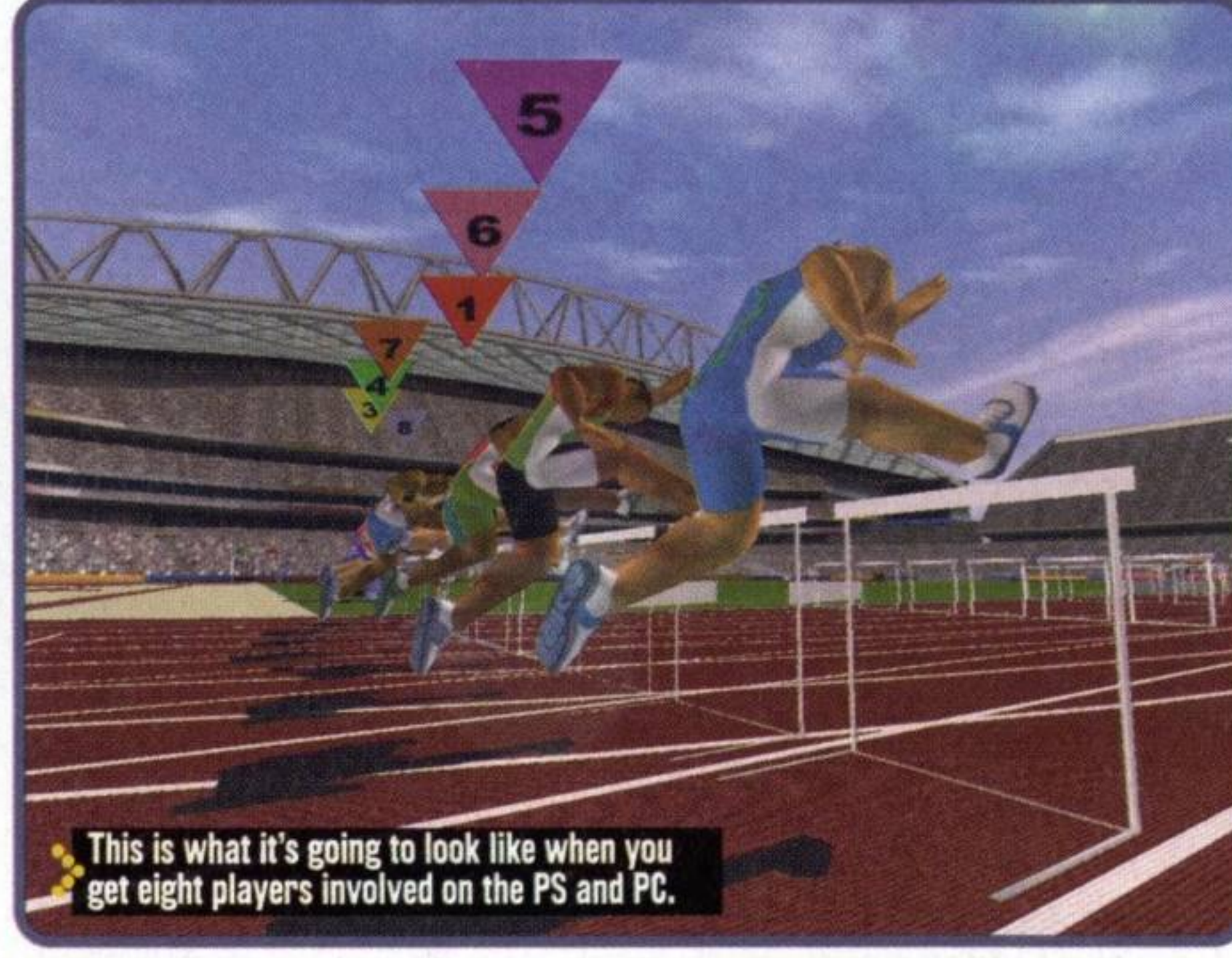
◀ Each different event requires specific strenghts and skills.

▼ The Skeet shooters get to test their reflexes.



LET'S SEE THOSE FINGERS!

These types of games are the most fun you can have collectively in 10 seconds. The game supports eight players for PC and PS, but only four for the DC and N64.



▶ This is what it's going to look like when you get eight players involved on the PS and PC.

THE GENTLE TOUCH!

It's not all work, work, work - occasionally you can rest your fingers. The Skeet Shooting is a test of timing while the Kayak requires to you be 'one' with the river.



▲ This is a test of strength and rhythm. Canoe? I duuno, can you?

First Impressions

Joint fusing, finger fun!



We were given the opportunity to rub our fingers to the bone on the Dreamcast version and got just what we were expecting - sore fingers. As for the gameplay, not surprisingly it's just like *International Track & Field* which makes it quite a one-dimensional experience. If anything *Sydney 2000* is actually more simple, with most events involving just building up the power and finding an angle.

There are some highlights such as the diving, but the skeet shooting is painfully awkward with the D-pad aiming. It does become easy with practice, though.

With the graphics, they've gone for the healthy clean out approach rather than busily detailed and the animation is fluid and realistic. But the sprinters hands are really worrying. They have crab hands - hands like crabs.

The one thing it has in it's favour is the Olympic mode which adds a little extra, but all the action in the Virtual Gym is still mainly button bashing. This is because there's only so much you can do with this one. You've got to hit buttons. And for all the licences and cool graphics in the world if pushing buttons doesn't push your buttons then this isn't for you.



GOOD COP BAD COP



If your fingers can take it, this one of the best multi-player experiences to be experienced.



Doesn't have much more to offer than *Track & Field*. Is anyone that fussed by the Olympics to buy the game?

WHERE IT'S AT



It's in the garage, getting a last wax job and MOT, before being revved onto the 100m blocks.

OUT: OCT

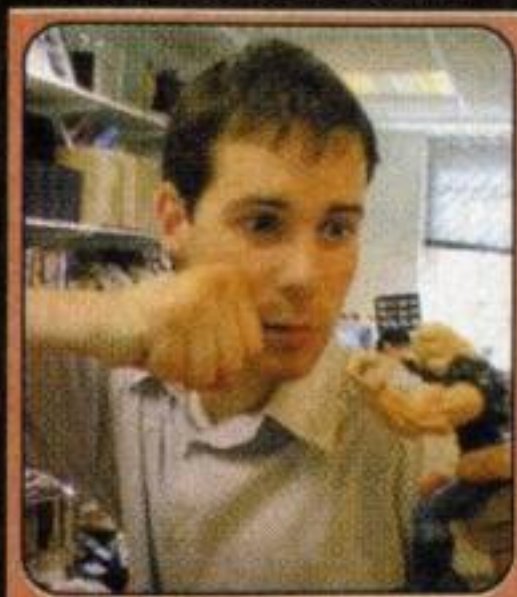
FORMAT: DREMCAS
PRICE: £40

DEVELOPER: YUKES
PUBLISHER: THQ

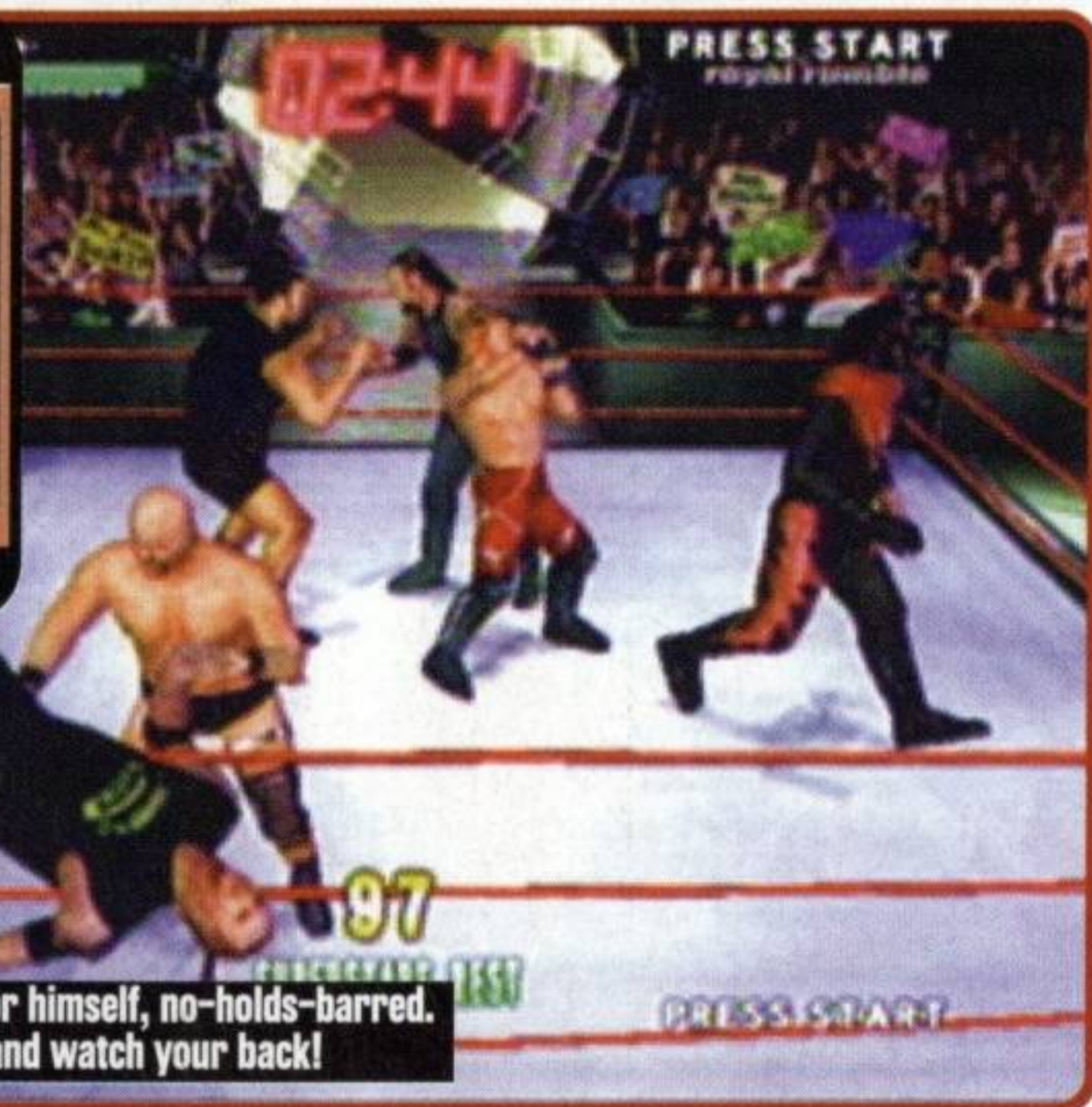
SPECIAL FEATURES: VMU
OTHER FORMATS: ARCADE

CALL: 01483 767 656
PLAYERS: 1-4

PREVIEWER



Oliver Hurley



It's every man for himself, no-holds-barred. So trust no one and watch your back!



The Rock says, "I'm really gonna feel this in the morning."



Vince, clearly well-known for his side headlocks, enters into intense contract negotiations with Rikishi.



In the current version of the game you get abducted by aliens to suddenly find yourself in one of the backstage areas!

WWF Royal Rumble

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Piledrivers! Powerslams! Chair shots! But, bizarrely, no sign of those 20-minute monologues from Triple-H.

If you're a Dreamcast owner and have been feeling a bit left out by all the hype surrounding *WWF Smackdown*, fret no more. *WWF Royal Rumble* – THQ's first Whiff game for the DC – already promises to uphold the high standards set by *Smackdown*.

It's actually a conversion of a forthcoming Sega coin-

op, so is one of the most immediate and accessible grapplers around. The core of the game is based upon the annual pay-per-view event of the same name that sees 30 suplex-heads having a big old ruckus with the aim being to throw everyone else over the top rope to the floor. Last man left wins – simple.

PILE-UP

Rumble's main innovation is that it allows up to nine characters on screen at once. Fortunately, to avoid big-time confusion, each player has a massive arrow over them to

ensure you have no difficulty in picking out yer Rock from yer Undertaker.

With its arcade roots though, *Rumble* may lack the depth and long-term appeal of other recent WWF titles – see the career modes of *Smackdown* or *Attitude*, for instance. In addition, there are no signs of create-a-

... the aim being to throw everyone else over the top rope and onto the floor...

wrestler or design a pay-per-view modes, both of which have become a staple of any self-respecting grappler.

Instead, *Rumble* will be relying on its playability and sheer good looks. Even compared to the stunner of *Smackdown*, this is the finest-looking wrestler yet. *Rumble* also boasts a bang up-to-date roster of violent ballet dancers, including recent additions such as Kurt Angle, Tazz and Rikishi.

Now if only someone came up with a WWF title that also featured a load of Pokémon, they'd have the biggest-selling game ever!

SLOT JOCKEY!

WWF Royal Rumble takes wrestling games back to their coin-op roots. Pick your favoured steroid freak, jump in the ring and bash those buttons! With up to nine characters on screen at once, and a new wrestler entering the ring at regular intervals, this should offer some of the most relentless WWF 'fighting' yet!



It's got a classic coin-op front end but you've only got 20 grapplers to choose from. 'Only' 20...



The combos are really simple and just consist of hitting two buttons at the same time.

HEY YOU, FISH FACE!

Interactive backstage areas allow for yet more hardcore walloping-each-other-with-bizarre-objects. Our favourite moment so far is when anyone who's not paying enough attention can wander around a comedy abattoir and end up being smacked in the face by a large sword fish that happens to be passing by on a conveyor belt.



Each player has a tag team partner – who appears to stand around doing absolutely nothing most of the time.



Vince, watch out for that fish! Doh! Some people just can't help themselves.

GOOD COP BAD COP

Really accessible and playable, and should be the best-looking wrestling game ever.

Compared to *Smackdown* and *Wrestlemania 2000* there's a definite lack of depth and modes.

WHERE IT'S AT

The latest code we've played is still fairly raw so there's plenty left to do between now and its October release.

OUT: NOW

FORMAT: DREAMCAST
PRICE: TBC

DEVELOPER: SONIC TEAM
PUBLISHER: SEGA

SPECIAL FEATURES: MARACAS, VMU
OTHER FORMATS: ARCADE

CALL: IMPORTERS
PLAYERS: 1-2

PREVIEWER



Oliver Hurley



Monkey magic: you'll soon get to know and love this cheeky chappy.



Developers Sonic Team weren't shy about including very garish graphics.



▲ It all looks a bit mad... and it is! Don't play this in front of any birds you want to impress as you'll look like a right gibbon.



▲ Fair play to Sega for going ahead with this as opposed to just taking the person who came up with the idea out the back and shooting them for being barking mad.

Samba De Amigo

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW G

Hold on to your sombreros, it's the Dreamcast's first music-stylee game. Grab your maracas and go crazy!

Think *PaRappa the Rapper*. Think psychedelic visuals. Think monkeys. Think maracas. Yes, welcome to the surreal world of *Samba de Amigo*.

While there's been a bit of a fad recently for music-based shenanigans (see *Beat Mania* and *Vib Ribbon*), *Samba* takes the, as yet uncharted, route of being based on Latin rhythm. With the aid of a pair of maracas and a *Dance Dance Revolution*-style mat, you have to shake, rattle and, indeed, roll in time with each song that blasts out.

Softography

These guys have also made...

- Sonic Adventure91%
- Chu Chu Rocket.....81%

OOOH LATINO

There's an eclectic selection of choons on offer. While the Ricky Martin tracks from the arcade original haven't made it into the console version, you'll be heartened to learn that the game does include a cover version of *Take On Me* by '80s cheese-mongers A-Ha. You'll also be able to download extra tracks from the Dreamarena web site!

In addition to the single-player games, there's also a cool two-player Party mode. This is made up of a selection of mini games, the cooperative Love-Love mode (!) and a Battle mode, where he who lacks the requisite maraca-shakin' skills ends up getting hit by a large bomb. Shake your bomb bomb!



▲ As well as shaking your maracas in time to the music you also have to strike poses.



▲ Holding the maracas at the right height is crucial. The mat senses where they are.

While the *unique* control system could have easily been unwieldy and cumbersome, it actually works incredibly well and it's

possible to get the hang of it pretty much straight away.

Like every other music game ever invented, there's not a great deal of depth to it and it's not the sort of game that's going to keep you up all night. It is, though, really accessible, a bit of a giggle and something completely different. And in a world populated by endless sequels and clones, you can't say fairer than that.

... you have to shake, rattle and, indeed, roll in time with each song...

DIRTY DANCING!

As well as trying to keep time with the special maraca controllers supplied, you also have to hold them in either a high, medium or low position, as dictated by the on-screen display (leading to mucho comic dancing). The degree of on-screen psychedelic craziness depends on how well you're doing. Rattle your maracas well enough and you'll be rewarded by your television exploding into a carnival of outrageously loud graphics. Arrriba!



▲ Flippety jipperty, has the whole world gone barmy? Monkeys, maracas, covers of A-Ha songs?!



▲ There are rumours that you may be able to play this over the Internet. Interesting way of meeting people...



▲ If just looking at these screens is enough to make your head explode, wait till you see the game in action!

ARRIBA!

Samba de Amigo is yet another perfect conversion from the Naomi arcade to the Dreamcast. Like other recent home conversions (*Crazy Taxi*, for example), the DC version actually includes extra modes that weren't in the coin-op, including a handful of mini-games and a two-player mode.



▲ While this makes a great party game, will the cost of the maracas be justified for what is really just a novelty?



▲ Luckily the songs by Ricky Martin aren't in the home version of the game!

GOOD COP BAD COP

Intuitive yet quirky maraca control system with cheesy pop choons and psychedelic graphics. Bueno.

Lacks depth and, if you don't like songs with maracas in them, this will do your head in.

WHERE IT'S AT

Still no confirmed UK release date due to the cost of producing the maracas for the European market. True!

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Q. Which of Walt Disney World's® water parks seems covered in snow?

Name Address Postcode Mobile number Date of birth

Phone number E-mail

Do you own: PlayStation Dreamcast PC Gameboy Color

What games do you like? Action Adventure Sports Role Playing Racing

Strategy Flight Sim

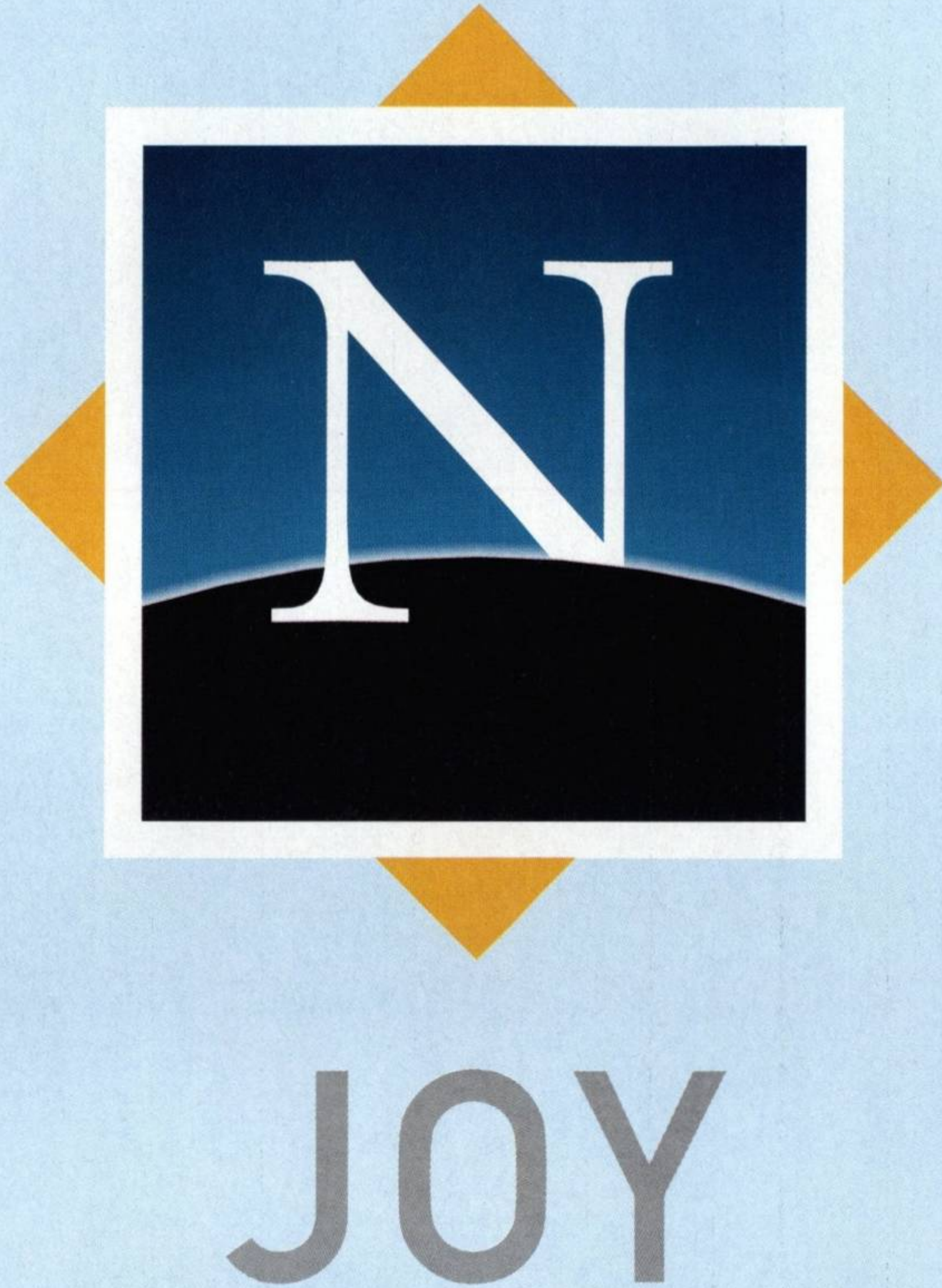
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THE HOTTEST TIPS FOR THE LATEST GAMES!...THE HOTTEST TIPS FOR THE LATEST GAMES!

>> TIPS MISTRESS



Code Girl here. It's up to me to organise all the tips, codes and cheats that flood into the GamesMaster office each month and select only the sharpest for publication. Got a problem with a puzzle? Can't kill that final boss? Or are you suffering from plain hamfistedness? Well, drop us a line and we'll do our best to sort you out.

>> Code Girl

GM's cheats and codes will keep you ahead of the pack!

p.72



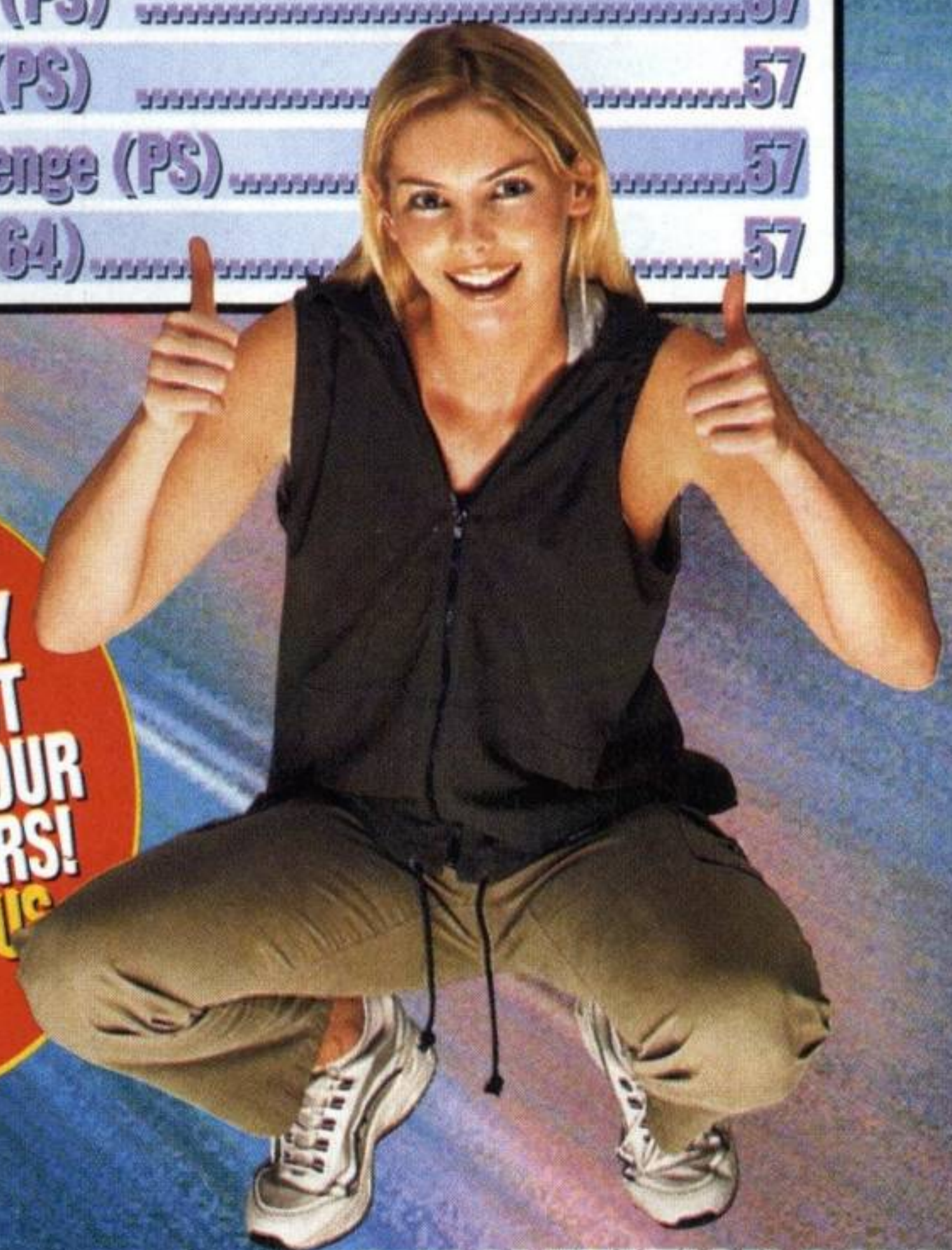
THE GUIDE RESIDENT EVIL CODE: VERONICA

ALL YOU'LL NEED TO FINISH THE GAME GOOD 'N' PROPPER!

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CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!



TIPS EXPRESS

LATEST CHEATS!

MASTER CLASS

YOUR TIPS

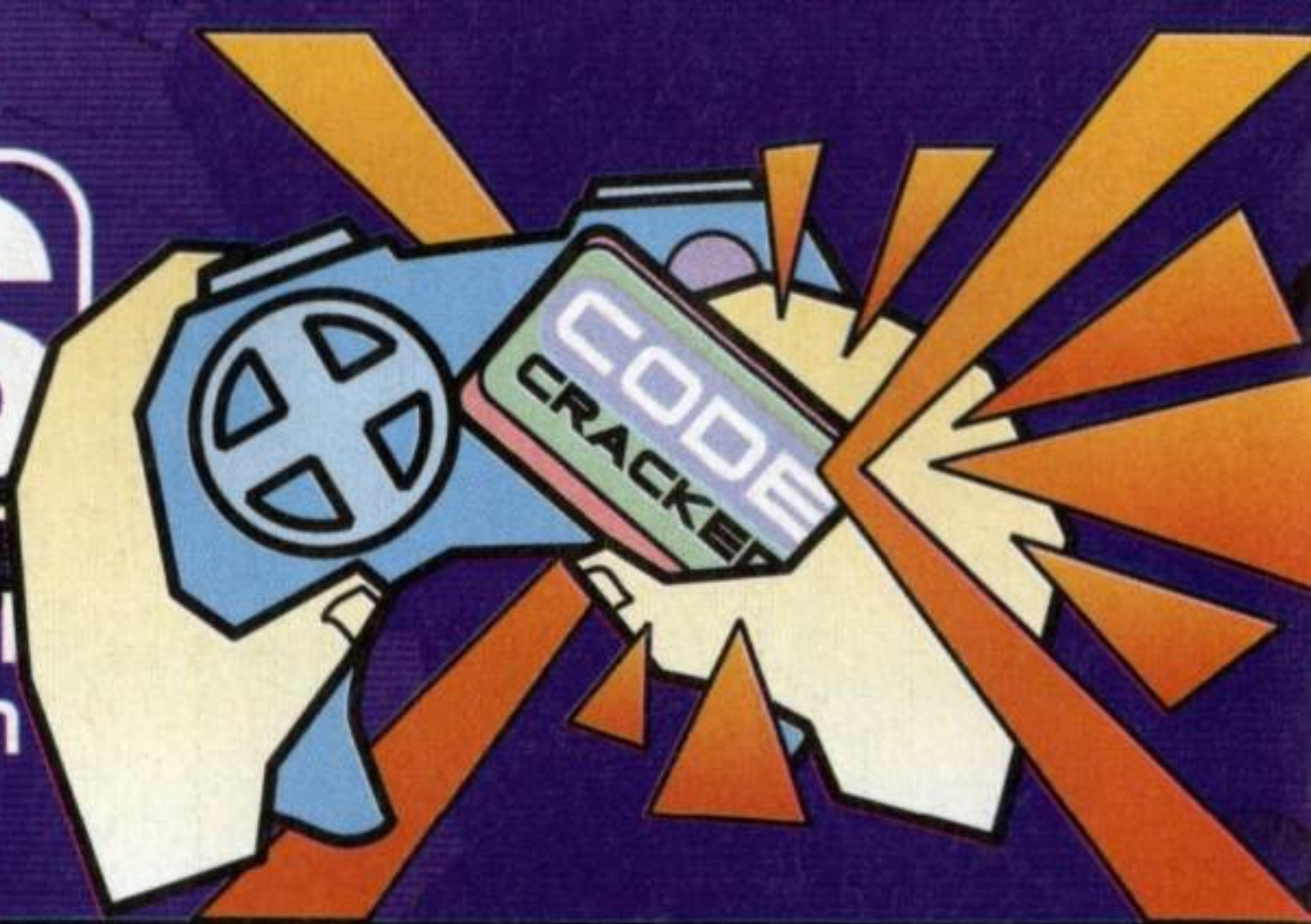
CONSOLETATION ZONE

YOUR QUESTIONS



ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.52

TIPS EXPRESS



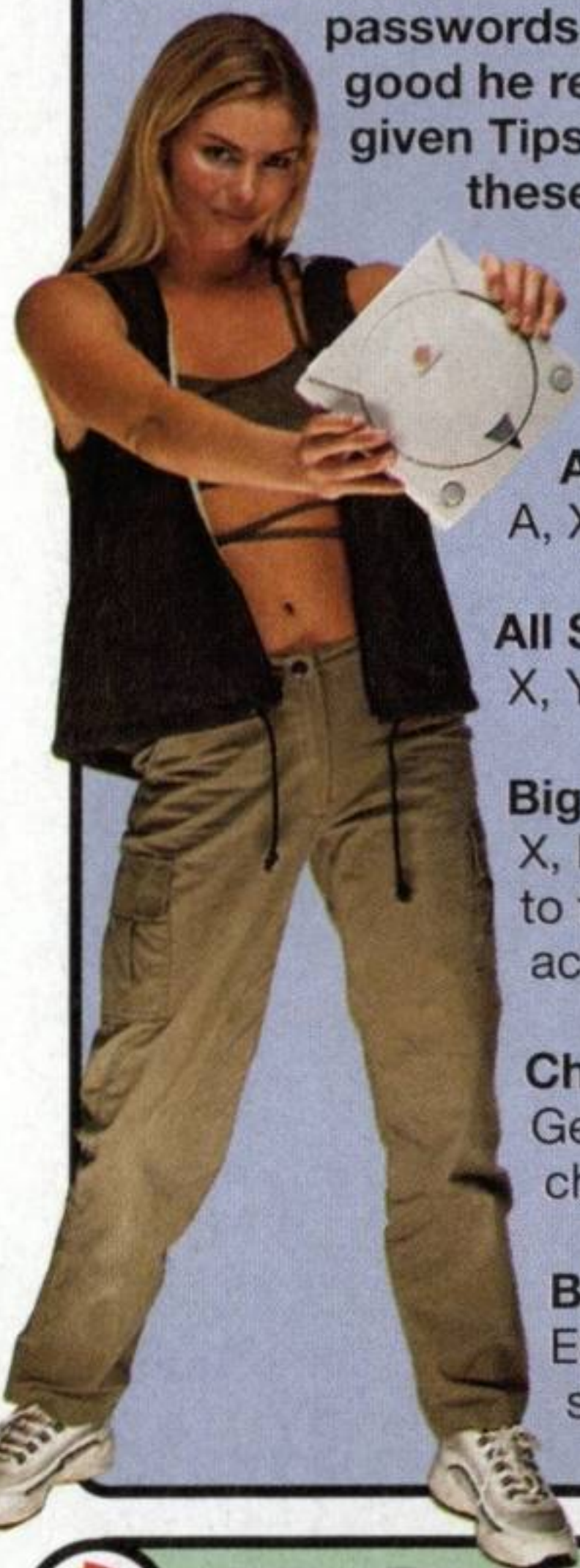
Welcome to the hottest tips in the world! Code Girl sifts fact from fiction and game-busting code from guff to bring you the latest cheats every month!

THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN...THE



AWESOME CODES RELEASED!

Top skater, Tony Hawk, this week revealed details of his massive gaming success... passwords. In a bid to show just how good he really is the superskater has given Tips Express special access to these codes. To enter them start the game, hit pause then hold down the L button and enter the code.



All Stats up to 13:
A, X, X, Y, Up, Down

All Stats up to 10:
X, Y, Up, Down

Big Head Mode:
X, B, Up, Left, Left (Now return to the character select screen to access the option.)

Character's End Video:
Get three Golds with any character in the competitions.

Bails Video:
Earn three medals using any skater in the competitions.

SLICK
WHEELED
SKATE
STARS!

Tony Hawk's Pro Skater



NOW THAT'S MAGIC Medieval 2

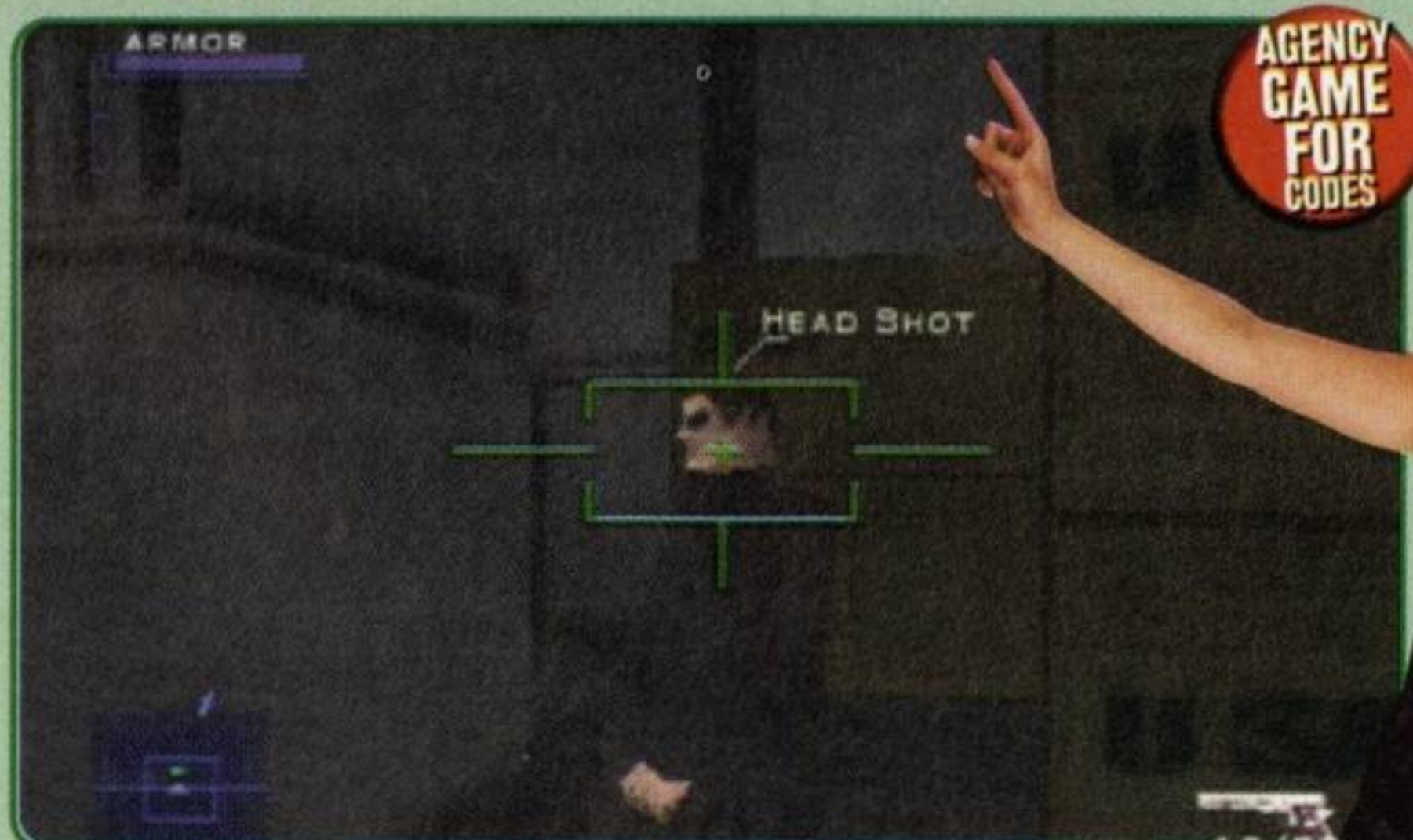
CHEATS
MAKE
DAN THE
MAN!

If you thought Medieval 2 was tough you wouldn't be alone. This game is so hard that the coders have finally revealed a handy little code to allow you to skip levels, gain invincibility and access unlimited health and weapons. Pause the game then quickly press the follow button combo while holding **[L2]**: **[A]**, **[C]**, **[A]**, **[C]**, **[C]**, **[A]**, **[←]**, **[C]**, **[↑]**, **[↓]**, **[→]**, **[C]**, **[←]**, **[←]**, **[A]**, **[→]**, **[C]**, **[←]**, **[←]**, **[A]**, **[C]**, **[↓]**, **[C]**, **[C]**, **[→]**. This will open up the very useful cheat menu and give you a whole new look at the game.



TOP TRICKS SAVE SPIES! Syphon Filter 2

AGENCY
GAME
FOR
CODES

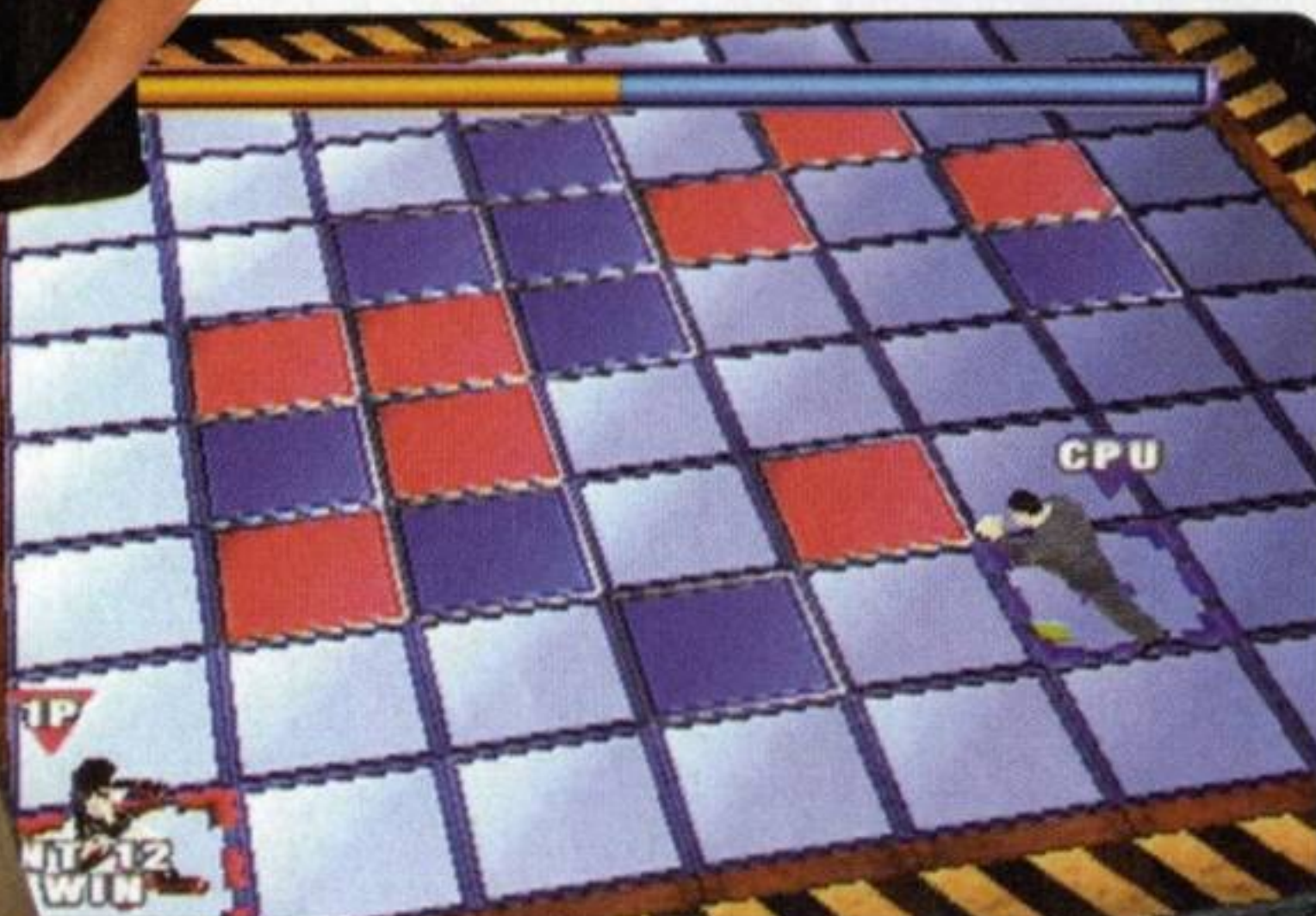


To select any level, pause the game and let the cursor flash over the Map option and press **[→]** + **[L2]** + **[L2]** + **[C]** + **[C]** + **[X]**. At the options screen there should now be a 'Cheats' menu available. For an Ultra-Hard mode, highlight the 'New Game' menu on the title screen, then press **[↑]** + **[SELECT]** + **[L1]** + **[L2]** + **[C]** + **[C]** + **[X]** at the same time. Finally, the Super Agent mode. Pause the game and highlight 'Weaponry' at the options screen and press **[SELECT]** + **[L2]** + **[C]** + **[C]** + **[X]** (in that order). Now go to the Cheats menu and turn the option on to allow one-shot kills.



BATTLERS BRUISED Street Fighter EX2 Plus

For every Boss and the secret Bonus game, score more than 200,000 points in the first two fights. Now wait until the words 'Here comes a new challenger' appear on screen and you'll fight Kairi. If you beat him by pulling off an Excel you'll now have to fight Shadow Geist. Defeat this chap and you'll have a quick bonus game which will give you 20 seconds with a full bar. Now beat Garuda, Sagat and Bison. Beat him with a Super Move then you'll face Bison 2. Beat him and all the bosses will be yours as well as the Bison 2 secret game.





BIGGER TRUCKS MORE TRACKS 4-Wheel Thunder

In a dramatic bid to add a bit of turbo boost to the longevity of their hotrod-powered beasts, racing authorities have unveiled some special tricks to the world's press. For extra tracks complete Championship mode and this will unlock a further six courses. Defeat the Arcade mode for another eight tracks then best the Indoor mode for five more. If you want to improve your chances of a Jackpot win after completing a Championship race save your game then, if you don't get it right first time, you can replay it over and over again until you do win - simply reload it from the Options screen. If you want to race more than the paltry effort the game starts with work hard at finishing the game and, as the reward for completing Championship, Arcade and Indoor, a different truck is awarded each time you complete a mode. Finally, if, for any reason, you fancied viewing the pause screen without any sub-menus getting in the way press X and Y on pad 1 during a paused game.

4X4 MOTORS TEAR IT UP!



LOCK, STOCK SECRETS OPENED Grand Theft Auto 2

Due to the delay of the much hyped GTA 2, Tips Express takes another look at the codes for this game.

\$500,000 MUCHCASH
All Weapons BIGGUNS

If you fancy receiving a bit of extra money and don't want to use the cheat code try this little trick. Hunt down the Elvis impersonators using a big car or truck and aim to run them all down (if they get scared and bolt you won't get the extra quids). If you manage to nail them all the screen will tell you 'Elvis has left the building.'



CAR CRIME PAYS OUT BIG-STYLE!



HACKERS PARADISE



This month Xplorer codes for everything you might need while hammering around the tracks of Colin McRae Rally 2.0:

- RCJC P1
70058286 ????
- RCJC P2
700582A8 ????
- PAL2NTSC
\$85AD7037CECD
- Y-Fix
\$85AB4A6FCECD



RALLY-MODE

- Infinite Set-up/Repair-Time
\$75AF342D7A52
\$05AF342BCECD
- Timer Stopped/Always First
\$75AFB537CED1
\$05AFB537CECD

Have 136 Points (Championship Won)
\$35AEC45DCE55



ARCADE-MODE

- Have 20 Points (Championship Won)
\$35AEC5E1CEE1
- CPU-Cars Gain No Points
\$B5AEBED3CECD
\$35AEC5E5CECD

That should keep you occupied for a while!

ALIENS CUT DOWN TO SIZE Maken X

There aren't many here but the two that do exist are likely to get you out of any scrape. To activate the codes pause the game then press the required key combo:

- All Weapons:**
Up, Right, Left, Down, B, L, R, A, Right, X, B, Left, R, Y, Up.
- Invincibility:**
Down, Left, Up, Right, L, A, X, Left, R, B, Y, Up, L, A, Down.



SOLDIER'S SECRETS Rainbow Six

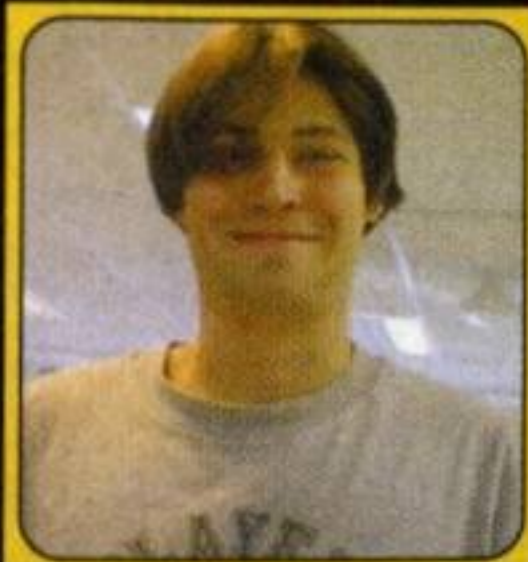
In a bid to kerb any problems with fake cheats currently circulating, the Secret Service have leaked some of the true codes for Rainbow Six. Simply head for the Password screen and any of the first 12 levels on Veteran difficulty can be yours.

- | | |
|------------------------|--------------|
| 02: Red Wolf | 1ZL1S2RF2MQQ |
| 03: Sun Devil | BJJBC3RF25QQ |
| 04: Eagle Watch | BZJBSMR28RQ |
| 05: Ghost Dance | CZBCS5RFFMRQ |
| 06: Fire Walk | DJBDCYRFF5RQ |
| 07: Lion's Den | DJDDC6R2FWR8 |
| 08: Deep Magic | LZBDS8R2F8RQ |
| 09: Lone Fox | MJB2D1R2G2RQ |
| 10: Black Star | 2ZB2T2R2GMQQ |
| 11: Wild Arrow | FJJFD3R2G5RQ |
| 12: Mystic Tiger | FZJFTMR2G8RQ |

TEAM TACTICS ARE GO!



TIPSTER



Dave Harrison

The Guide

THE LATEST GAMES BUSTED!...TOP TIPPAGE!...THE LATEST GAMES BUSTED!...TIP

Rather than **taking all the fun** of playing **Code: Veronica**, here's the solution to the **trickiest bits...**

Resident Evil CODE: Veronica



CLAIRE ON THE ISLAND

Copying The Hawk Emblem

On the other side of the metal detectors, pick up the 3D Duplicator User Manual. Enter the other door in this room and check the desk to get the Hawk Emblem. Hit the blue switch, leave the room and put the emblem in the 3D Duplicator. Leave the building and go to the steel shutters which you can now open. Kill the zombies inside and get the fire extinguisher. Use this to put out the burning wreck in the graveyard and grab the case. Use the TG-01 inside to duplicate the emblem.



Rescuing Steve

In order to rescue Steve from the airtight secret Weapons Room you have to solve a puzzle. The solution is to select the two guns (geddit!) from the six options. This is the top right and the middle bottom. The door will open and Steve will nick off the with the guns. Don't worry, you'll get them off the muppet later on.



The Picture Puzzle

To solve this puzzle you must hit the buttons under the paintings in the following order:

1. Beautiful Woman
2. Bloke with baby twins
3. Red haired man with tea set
4. Red haired man with plate
5. Old man with vase
6. Man with candles
7. Young Alfred - the big painting

As a result of doing this you will receive a vase which you must inspect in you inventory screen to find a Red Bug.



A beautiful woman is holding a tea set.



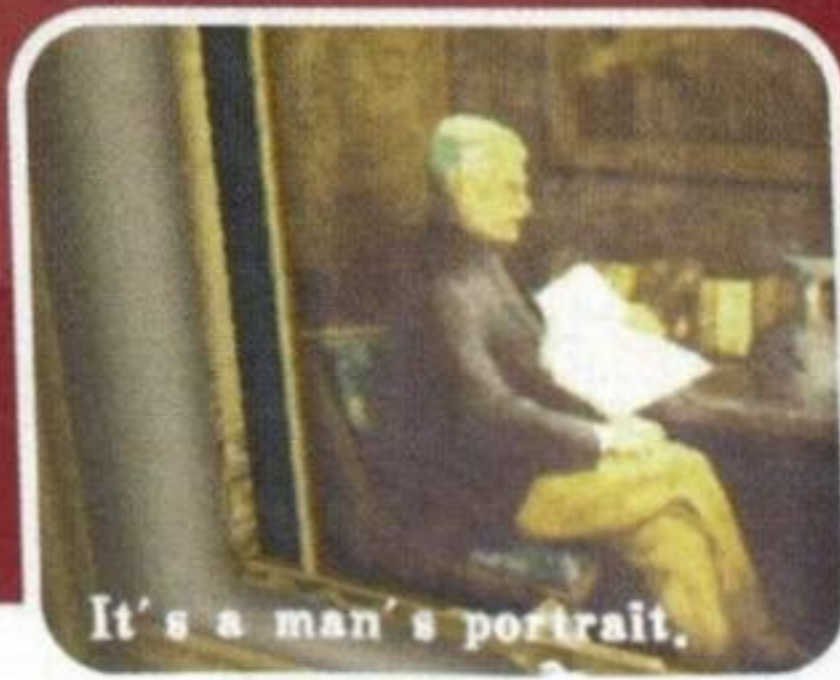
A middle-aged man is with red-haired twins.



A red-haired man is holding a tea set.



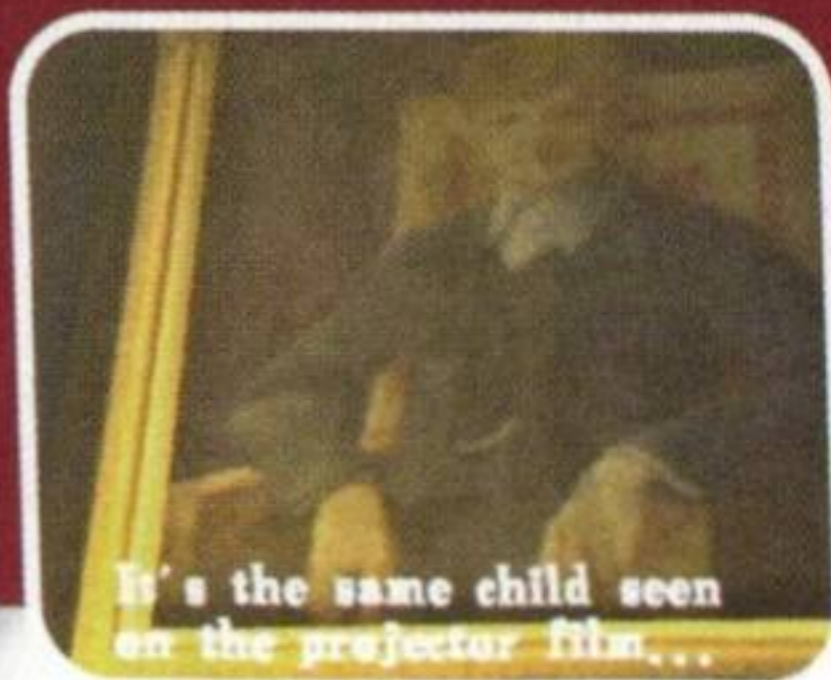
It's a picture of a red-haired man.



It's a man's portrait.



It's a picture of a man.



It's the same child seen on the projector film...



Earthenware Vase

The Blue Bug

In the medical room of the Prison Complex you will be attacked by a doctor zombie (he's the one wearing the white lab coat). Once dispatched he'll drop a glass eye. Put this eye in the model body which can be found in the adjacent room and go down the secret stairs now revealed. At the bottom, take a right to find the Statue Room. Take the rusty sword from the wall and the room fills up with gas. To stop yourself dying push the pipe on the statue in the middle of the room anti-clockwise. Then place the sword in the centre statue... watch out for the encased zombie though. Take the piano roll and place it in the piano found in the Mansion's games room to get the blue bug. Phew!

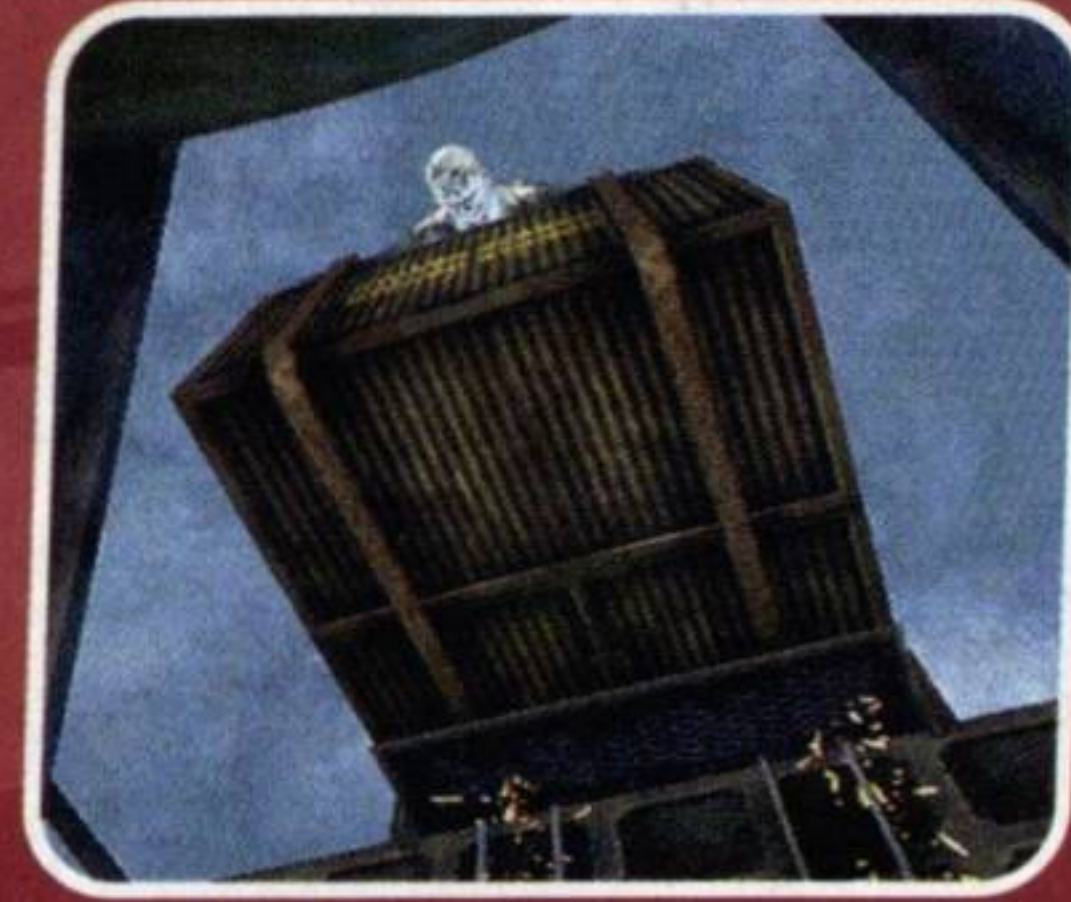


You've taken the Glass Eye.



Fighting the Tyrant on the Plane

Once Steve and Claire are in the plane make sure you save the game then stock up on weapons and health. You can't kill the Tyrant during this encounter, instead you must force him out the plane by hitting the cargo release button found by the door. You can either weaken him with your weapons and then force him gradually down the fuselage, or avoid his attacks long enough to hit the mechanism four or five times – but remember it takes about 30 seconds for it to charge.



CLAIRE IN THE ANTARCTIC

Switching the Power On

You may have realised that this base is a bit on the gloomy side. So to get some light on the situation you have to get the power going. You'll find the key to the Mining Room in the Weapons Room. Use this on the door up the steps on the opposite side of the Conveyor Belt Room. Now keep to the left and enter the Generator room. There are three dogs here so watch your step as you walk through and hit the switch under the blue light. Now head to the other side of the room and hit the Main Power Switch.



Getting the Gas Mask

You need the power on for this. Get the BOW Sticker from the BOW Room and place it on the crate on the conveyor belt in the main room. Turn the belt drive on and then return to the BOW Room to pick up the gas mask which is hanging next to the door.



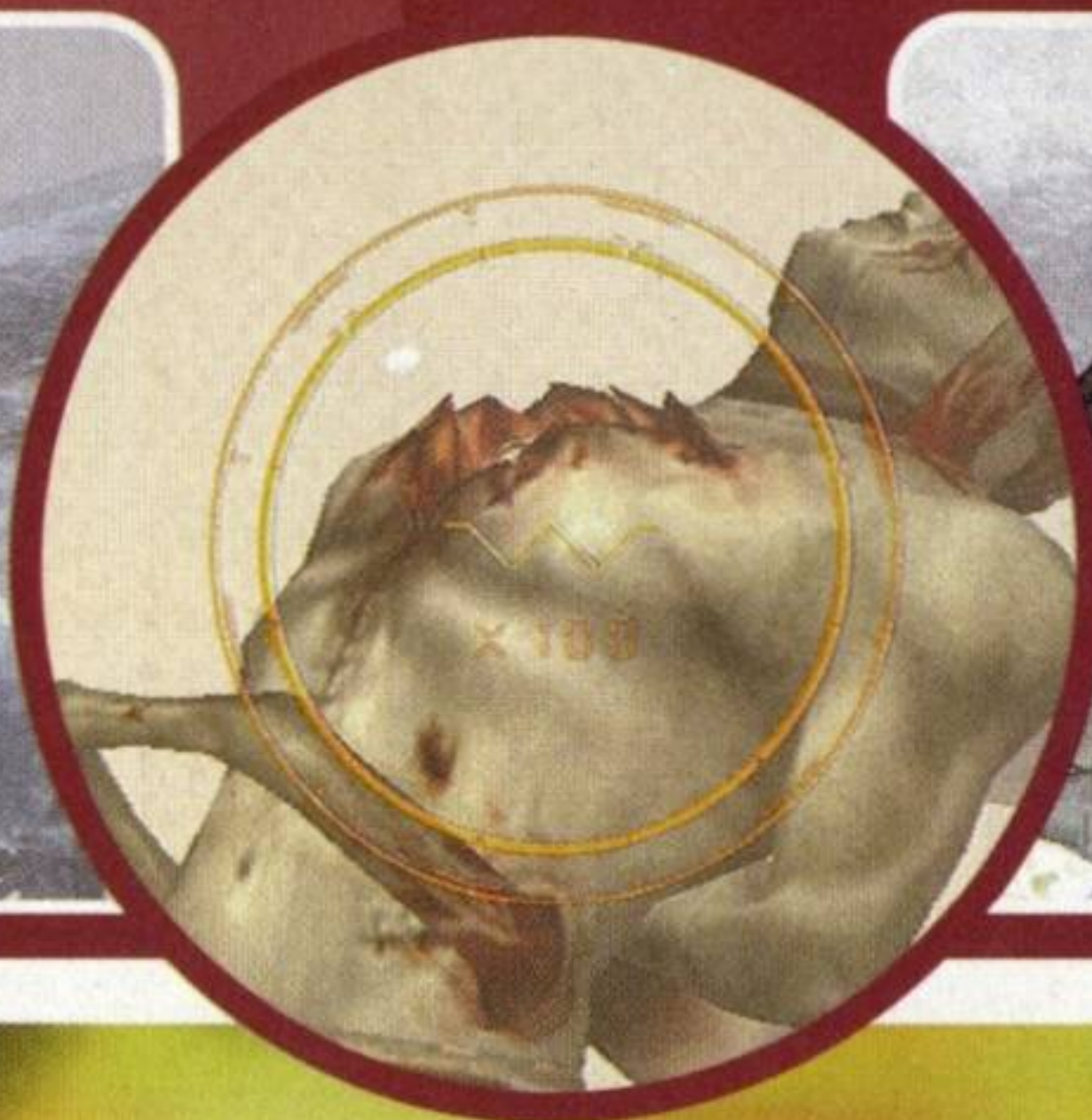
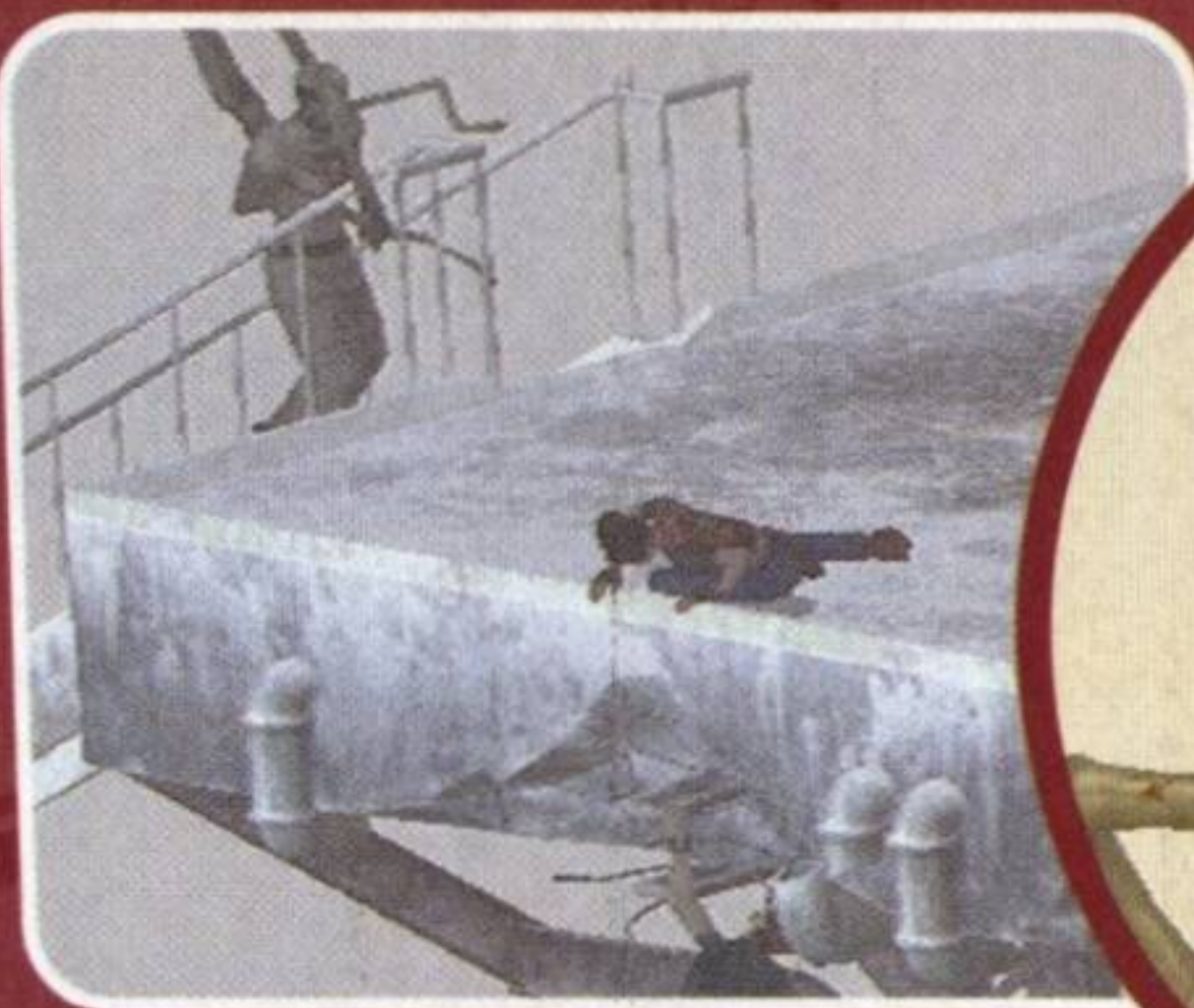
Sealing off the Gas

You'll get the Machine Room key underneath the plant pot in the secret area beyond the Save Room. In the Machine Room you'll find a valve wheel with four sides, but you need it to be eight sided. Use the machine in the room with the caged zombie to alter the shape of the wheel. (Note - you have to have inspected the pipe in the Mining Room before you can do this.) Then use your gas mask to go into the Mining Room and turn off the gas at the pipe.



Father Ashford

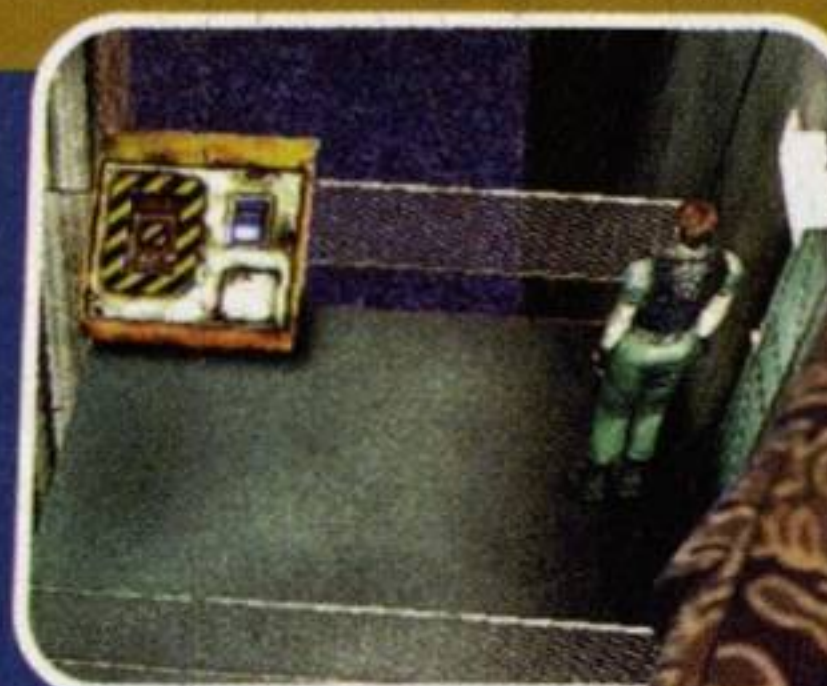
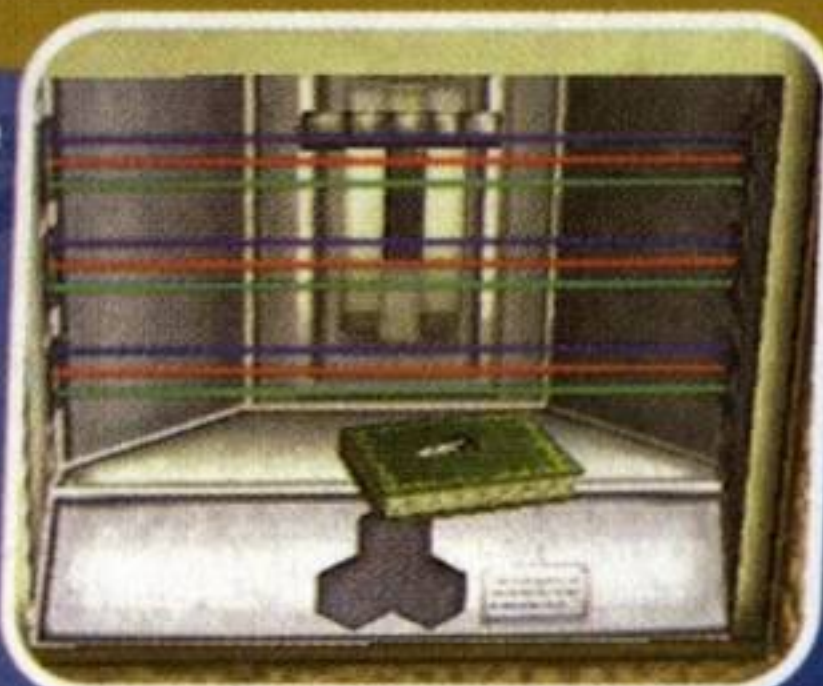
To fight this Boss effectively you need to pick up Alfred's Sniper Rifle which he drops after the cutscenes just before Claire tries to escape in the digger. *Do not get in the digger before you get the rifle!* When you're confronted with the baddie you must shoot him in the heart three times. Use the shoulder buttons to zoom in on the target area.



CHRIS ON THE ISLAND

Getting the Shields

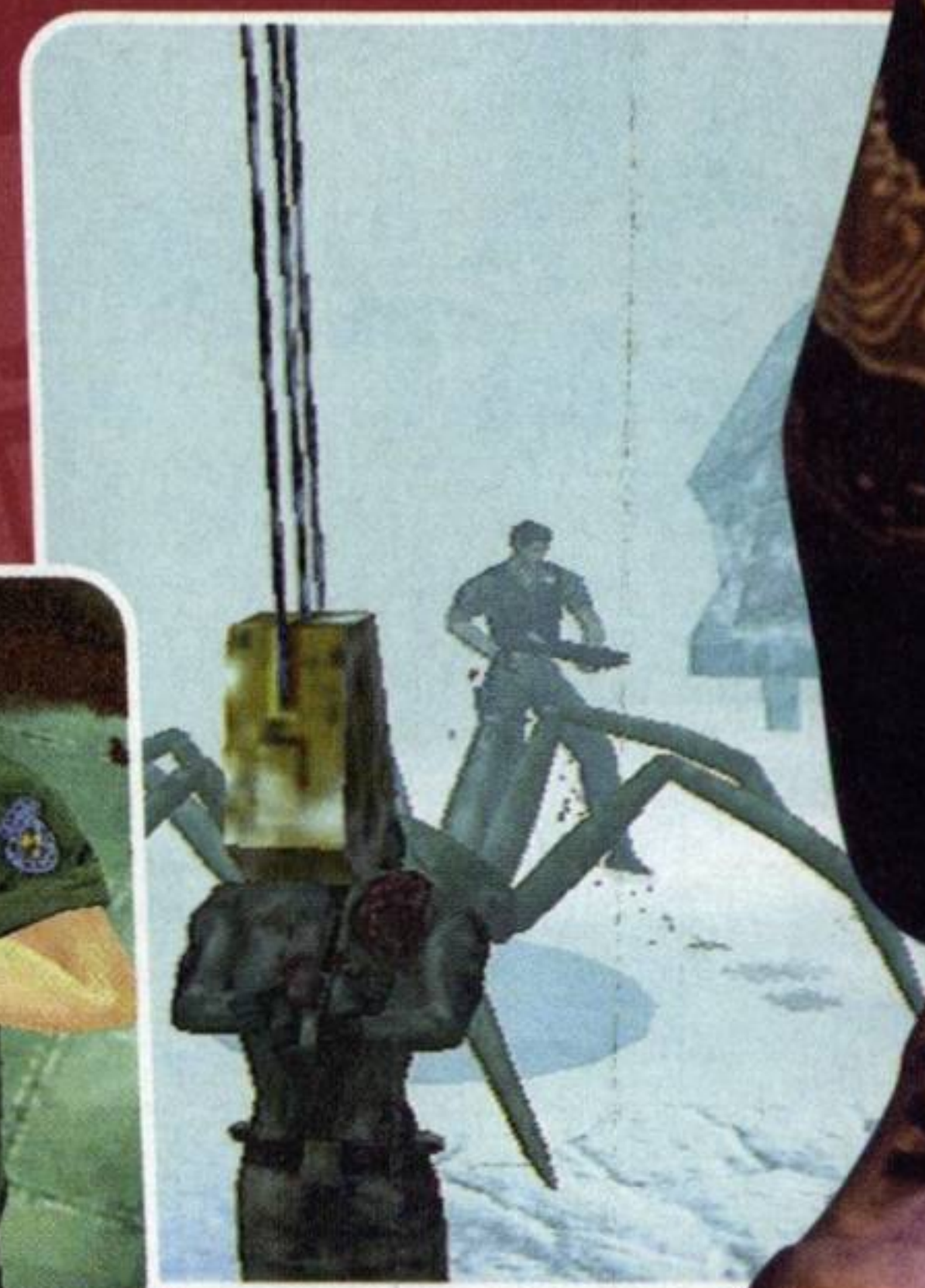
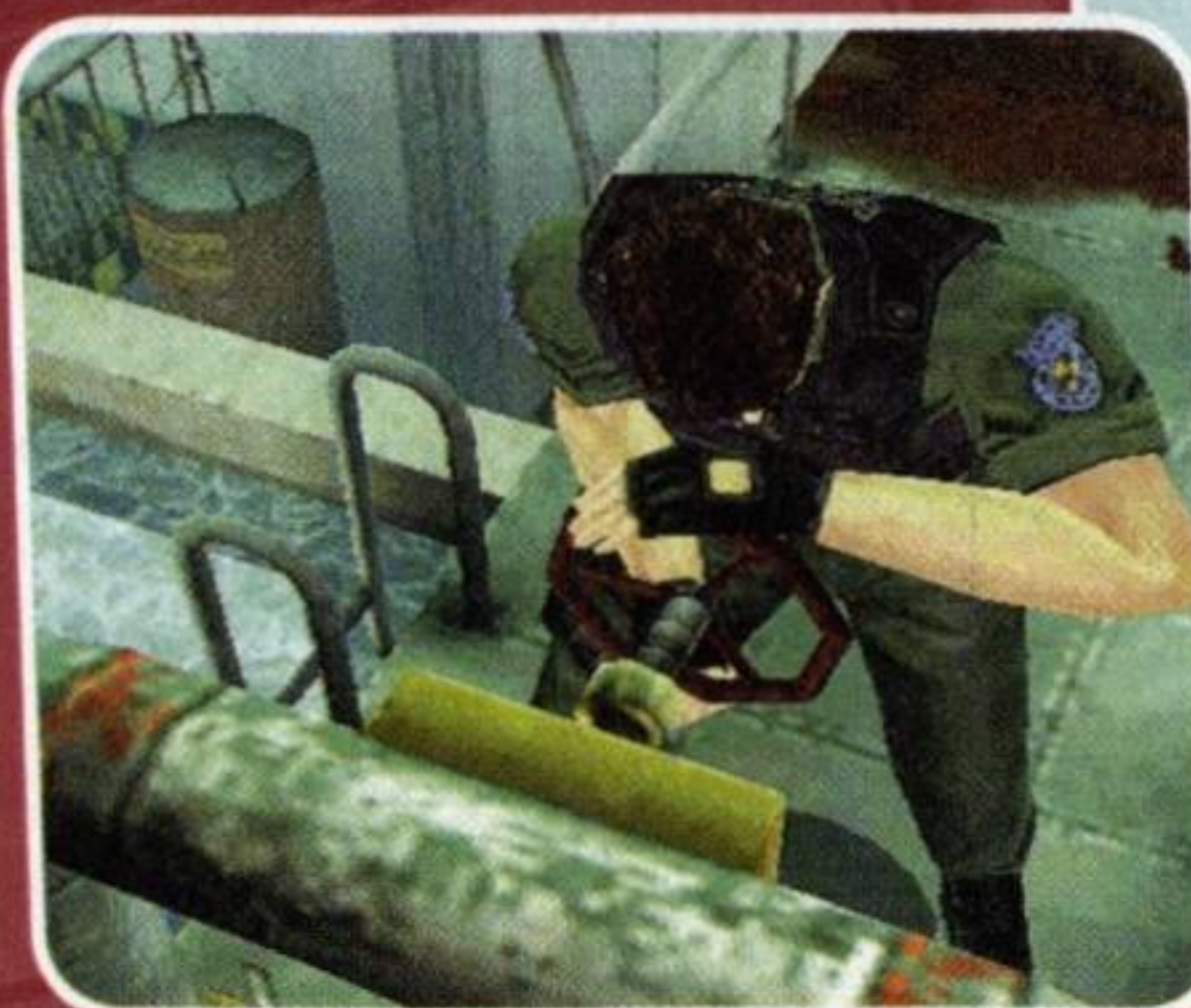
Take the key from behind the picture in the Model Room. Take the lift up and go through the door at the top. Then take the elevator with the double doors in the Facility Courtyard. Next it's up the smaller lift then across the bridge to find the Boiler Room. Here you must solve the Oil Puzzle. Press the three litre button twice, the five once, the 10 once, the three twice and finally the five once. Go back across the bridge, pull the lever to get to the shields.



CHRIS IN THE ANTARCTIC

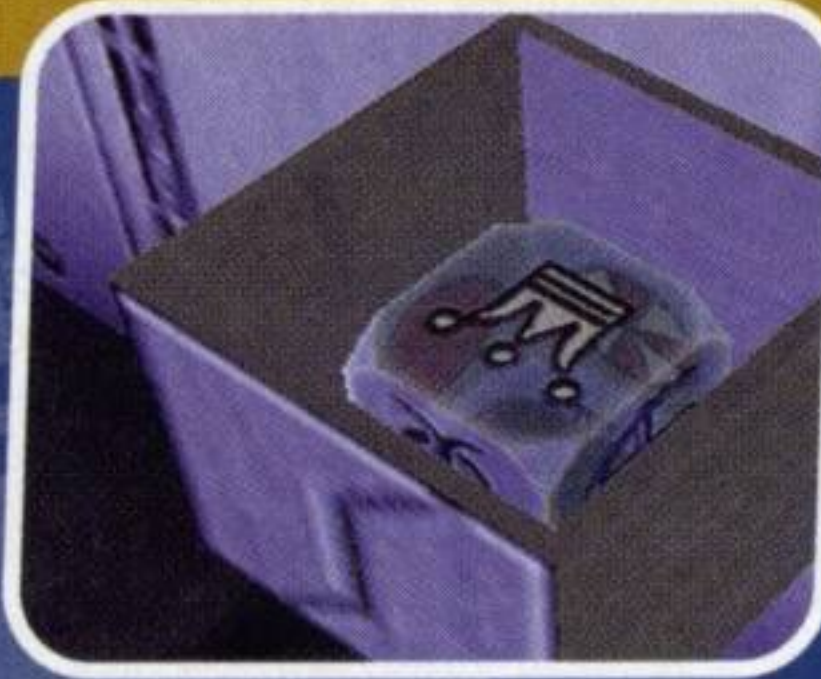
Green Gem

Retrieve the Valve Socket that you'll find hiding behind the Tiger's Head by removing the Blue Eye from the statue. Now combine this with Claire's Eight-sided Valve and take it to the Weapons Room where the two lifts are located. Take the lift up and use the wheel on the pipe to drain the water from the tank. Climb inside the empty tank to get the Crane Key. (Watch out for the Hunter!) Use it in the frozen conveyor belt room, avoid the spider and grab the gem in Father Ashford's ear-ring.



The Blue Gem

Use the Golden Halebro to get the Dice in save room where the Killer Moths were. Go to the electronic door opposite the Tiger's Head and take the hallway on the right-hand side to enter Alfred's lab. Here enter the following code - AA, crown, heart, spades - on the panel to the right. Now place the Dice in the draw that opens. Alfred will then reveal himself to you and you get to squeeze the Gem out of his ring (ouch!).



BACK WITH CLAIRE

Helping Steve

Tip up the cannon and a Glass Ball will roll out of its barrel. To break it, run under the stone trap, quickly select your inventory button and hit 'use' once the crystal sphere is selected. The stone will now drop, shattering the ball so you can get the card - you'll have to do this quickly mind. Use this to access the door opposite where you find Steve in a bad way. Shoot him a couple of times with a grenade launcher to buy yourself some time then sprint up the path.

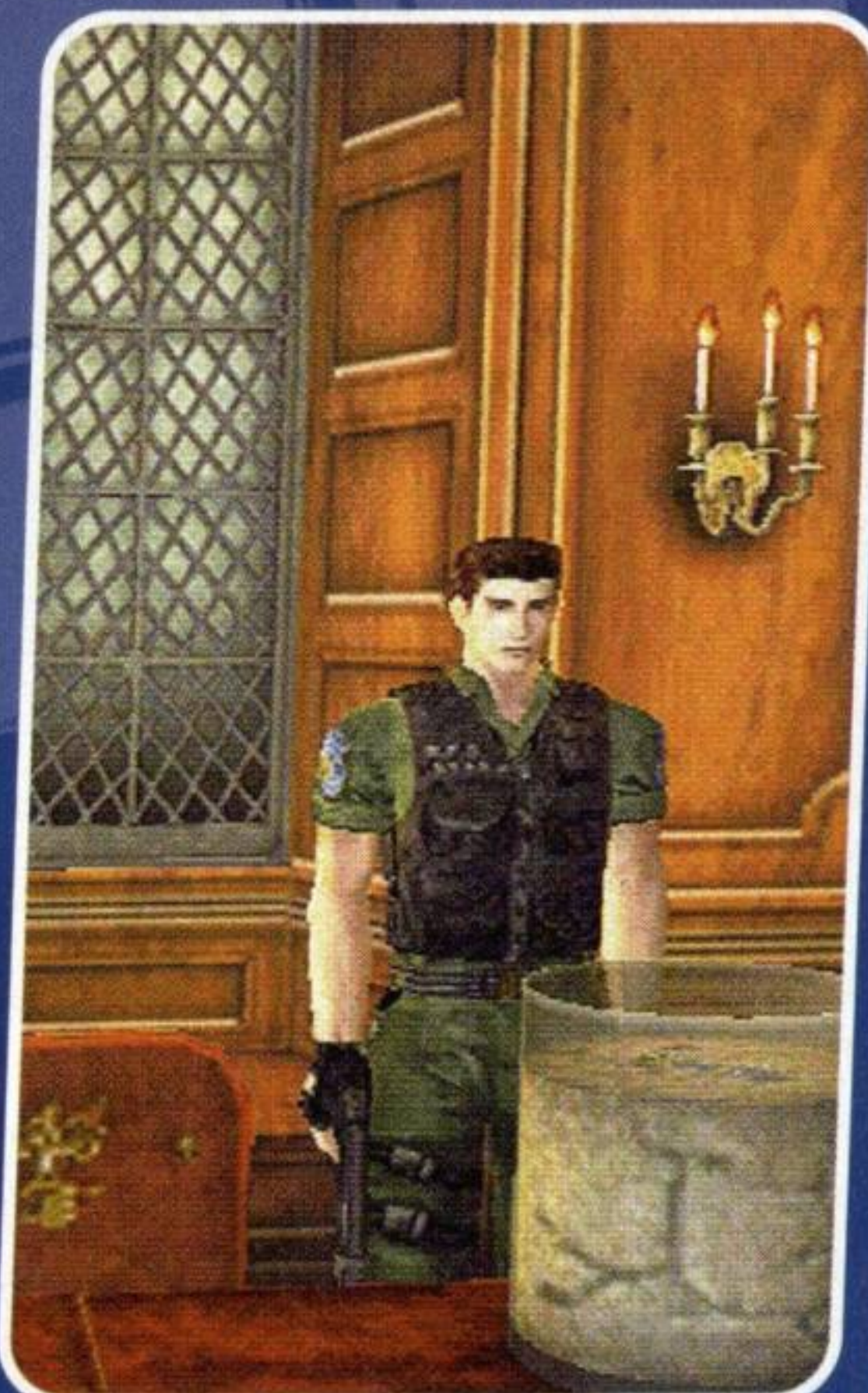


OVER TO CHRIS

Mosquito Key

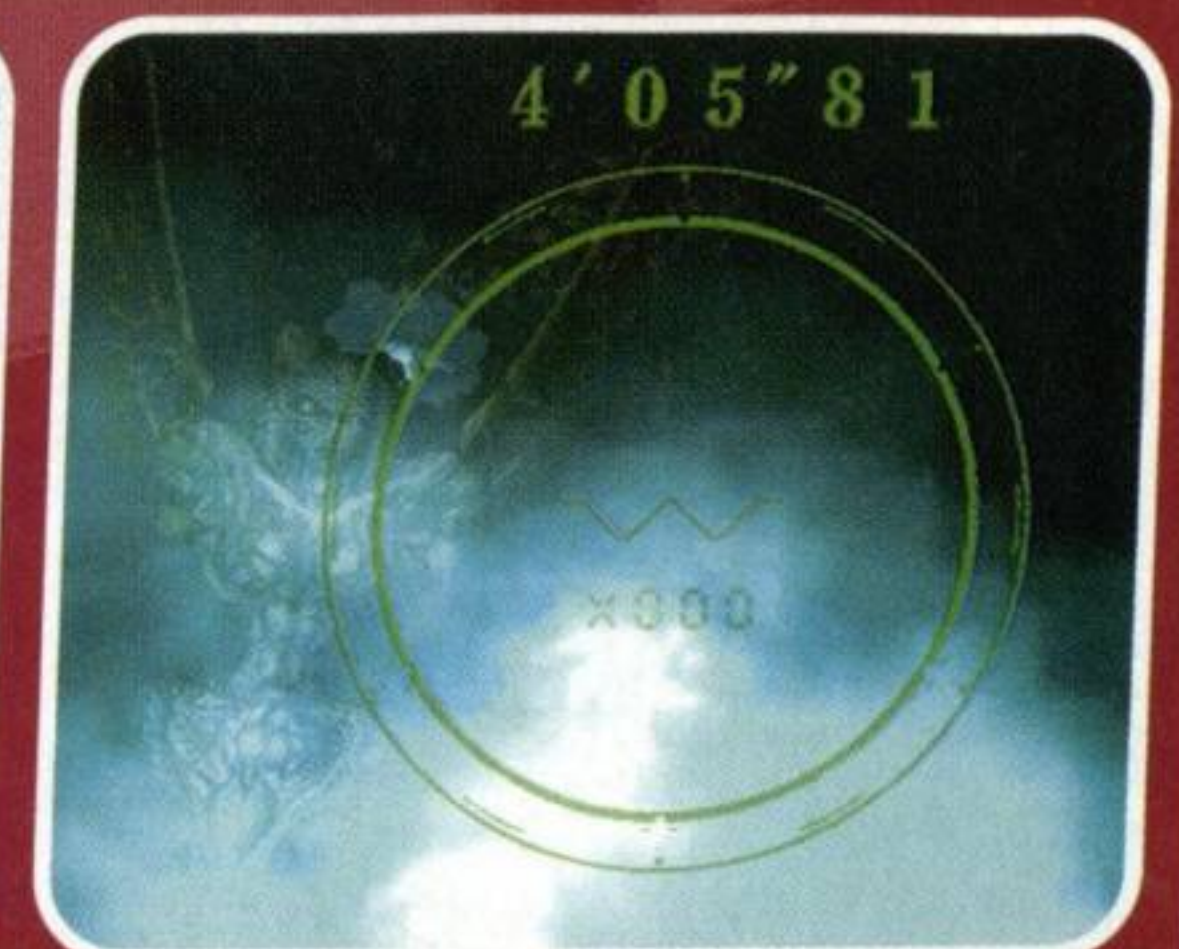
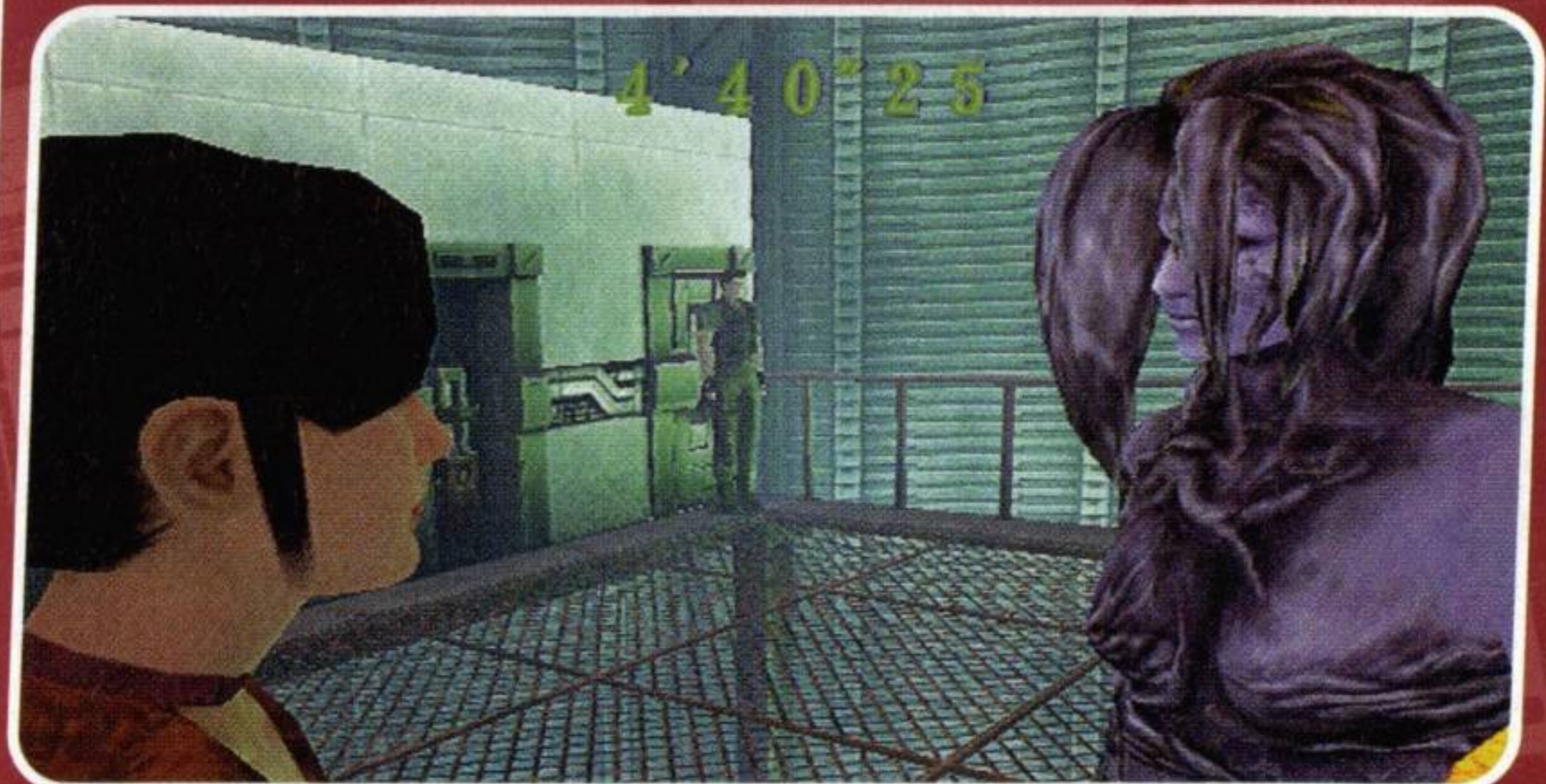


Switch off the power in the Antarctic base then return to the Tiger Head statue and remove both jewels. Place the Red Jewel on the Music Box in Alexia's bedroom then take the Music Plate and place it in the Music Box in Alfred's Room (which you open using the Blue Gem). A ladder will descend from the ceiling of the room. Climb up it to retrieve the Body then combine it with Mosquito Wings.



Last Boss

When Alexia traps Claire, get Chris to fire one shot to attract her attention. Now she starts mutating and getting interesting. Avoid the tiny friends she spawns and unload everything you've got at her. When she starts flying, use the Linear Launcher that conveniently drops down behind you. Dodge the projectile attacks each time they are launched by running in a half circle. Now aim just as you did with the sniper rifle and one shot will finish her off.





TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...YOUR TOP TIPS...

cheat, and repeat the same routine until you have done all your cheats.
Tom Satherley, e-mail

ALIEN VS PREDATOR (PC)

Alien Cheats

Hold the ` key and F12 at the same time to bring down the cheat console. Now enter any of the following cheats.

Alienbot: Create AI controlled alien.

Giveallweapons: All weapons and ammo.

God: God mode.

Light: Create an aura of light around character.

Marinebot: Create AI controlled Marine.

Observer: Instant invisibility.

Predator: Create AI controlled Predator.

Showfps: Show framerate.



Predator Cheats

Gimme Charge: Replenish energy supply.

Giveallweapons: All weapons and ammo.

Marine Cheats

Freakoftheuniverse: God mode

Rajib Khan, London



BASS HUNTER 64 (N64)

Open All Lakes

Enter ALLDLAKES on the cheat code option screen to access this cheat.

Extra Money

Enter ALLDCASH on the cheat code option screen.

All Lures

Enter ALLDLURES on the cheat code option screen.



▲ "No, I am not doing the ironing again! It's your turn dickweed!"

Win Tournament

Enter IWINIWIN on the cheat code option screen.

Large Fish

Enter MONDOFISH on the cheat code option screen.

Perry Goodwin, Ockendon

POKEMON RED/BLUE (GB)

Clone Your Pokémon

If you want to make a double of a pokémon, first you trade the pokémon that you want to clone with a pokémon that you won't mind losing (eg, Ratata). On the 'please wait' screen, after they have both traded, the person that traded the pokémon that they want cloned turns of their Game Boy. The other Game Boy should say trade completed and have the cloned pokémon. When the other person turns on his Game Boy again he should also have the cloned pokémon. Simple!

Trevor McKnight, e-mail

LEGACY OF KAIN: SOUL REAVER (PS)

Soul Sucking Codes

All these cheats should be activated by pausing the game (pressing **START**) then holding **(L)** or **(R)** while tapping the buttons in the order listed. If the code is entered correctly the new ability will be evident when the game is unpaused.

Refill Health Bar: ↓, ○, ↑, ←, ↑, ←
 Raise Health Level: →, ←, ○, ↑, ↓
 Raise Health To Max: →, ○, ↓, ↑, ↓, ↑
 Inflict Pain On Raziel: ←, ○, ↑, ↑, ↓
 Refill Glyph Meter: →, →, ←, ○, →, ↓
 Glyph Meter To Max: ○, →, ↓, →, ↑, ○, ←
 Pass Barrier Ability: ↓, ○, ○, ←, →, ○, ↑
 Activate Soul Reaver: ↓, ○, **(L/R)**, →, →, ↓, ↓, ←, ○, ↓, →
 Activate Wall Climbing: ○, ↓, **(L/R)**, →, ↑, ↓
 Activate Force Blast: ←, →, ○, ←, →, ←
 Raziel Swims: ↑, ○, ↓, →, ○, ←, ↑
 Simon Pang, Worcester

WCW MAYHEM (N64)

Unlock All Wrestlers
 Enter PLYHDNGYS as a PPV access code.

Play As Same Wrestler
 Enter DPLNGRS as a PPV access code.

Infinite Stamina

Enter PRNTSTMN when creating a wrestler.

Improve 'Quest for the Best' Rank

Enter CMT4DBST as a PPV access code.

Infinite 'Create a Wrestler' Credits

Enter MKSPRCWS as a PPV access code.

Matthew Deacon, Ilkley

SIM CITY 2000 (PC)

Metropolitan Codes

Open the cheat menu by pressing Ctrl + Alt + Shift and C during gameplay.

Space Death

Type UFO SWARM in the cheat menu and then choose UFO from the disaster menu.

Feathered Friends

Type THE BIRDS in the cheat menu and birds will flock above your city.

Build Anything

No need to use the cheats menu this time. Simply open and close the Power Plant menu, then open and close the Rewards menu, then open and close the Garbage menu and then open the Landmarks menu. All building types will now be available.

Kian Mokhtray and Jonathan Dowland, Whitley

UM JAMMER LAMMY (PS)

Create Your Own Lyrics and Notes

At the title screen, as soon as Lammy appears, reset your PlayStation. Now do this again. At the third title screen when Lammy appears a



▲ Want to unlock all Lammy's secrets with the minimum of effort? Here you go then!

special menu will pop up near Lammy's guitar. In this menu you will be able to edit lyric lines and musical notes. You can execute them simply by pressing the 'custom' button during gameplay.

Hidden Stages

Complete any two stages in the normal game. A new option will appear letting you play two-player Lammies. Complete the one-player game and you will be able to play as Parappa.

Complete the two-player Lammy game and you be able to play the verses version of this sub-game. Complete the one-player Parappa games and you can have Lammy and Parappa two-player mode.

Complete the two-player Parappa and Lammy mode and you can play them head-to-head.

Anthony Hopkins, London

TINY TOONS ADVENTURE (GB)

Open Mini Games

Hold down the A and B buttons at the title screen and press Start. Let go of this

combination and you will be given three choices of mini game: football, basketball and tug of war.

Aaron Grey, Gloucester



▲ Calm down lads, one at a time! There's enough Lucky Charms for everyone.

QUAKE 2 (N64)

Access All Areas

Enter all of these codes at the password screen.

Twist Level: FBBC VBBB FBBC VBF7

Deathmatch Level: FVBS LBBB 7VBC 3BGB

Additional Costumes: S3TC 00LC 010R S???

Unlimited Ammo: S3TL1 NF1N 1T3S HOTS

Low Gravity: S3TL 0WGR V1TY

Open Level 2: PGBR VK?B 65BH Y3HD

Open Level 3: 1KLS DN5H 7NBF DWRQ

Open Level 4: 2KLR SDRY ?VV4 YQ8X

Open Level 5: VK3T 7LFC 94B7 D3R3

Open Level 6: WK3H QNBW NLV5 XGL3

Open Level 7: TK7P 6LLP KWGY XD4V

Open Level 8: ST0N QPX4 2WGY JXTS

Open Level 9: R??P 7NY4 2WGX 99TX

Open Level 10: Q??K BBBV NBQ1 7GCV

Open Level 11: P64? ZM5B ?BM0 5YH6

Open Level 12: N664 SQ63 XB?K B7LF

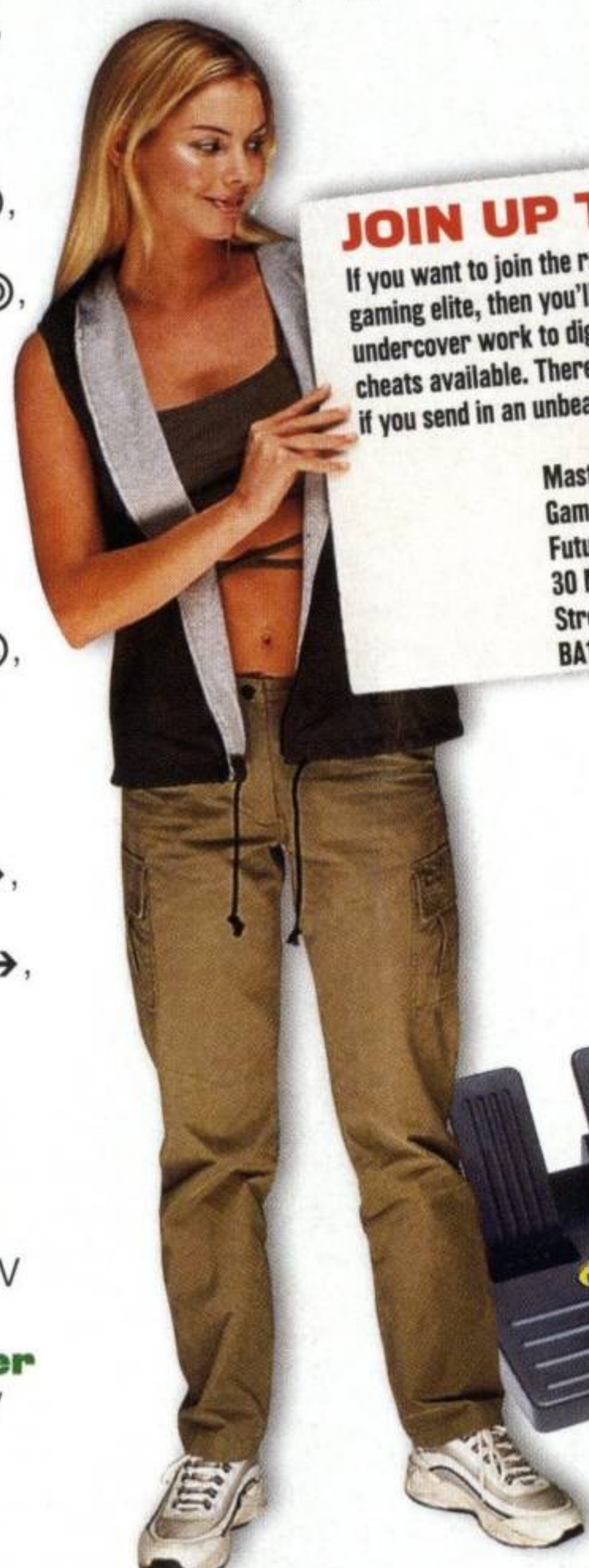
Open Level 13: M682 M7QT 1215 8098

Phil Smith, Bristol

HIDDEN AND DANGEROUS (PC)

Secret Service Codes

Type 'iamacheater' any time during gameplay to enable the cheat mode. If you



JOIN UP TODAY!
 If you want to join the ranks of Britain's gaming elite, then you'll need to do some undercover work to dig out the freshest cheats available. There's a prize each issue if you send in an unbeatable set of tips!

Masterclass Games
 Future Publishing
 30 Monmouth Street, Bath BA1 2BW

SEND YA CHEATS AND WIN!

Why not prise your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across and, who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Mad Catz. So stop playing and get writing...



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NBA2K

Dear GM

I need to know the new cheats for *NBA 2000*. Can you help me here as I've looked in all sorts of magazines and can't find them anywhere. Please help me!

Darren Butt, Gloucester



We've had a word with the coders and here are all the cheats available for the game. Enter the names at the code screen unless told otherwise.

- | | |
|-------------------------|-----------|
| 2D Players | SQUISHY |
| Beach Ball | BEACHBOYS |
| Big Feet | BIGFOOT |
| Big Heads | FATHEAD |
| Fat Players | DOUGHBOY |
| Hidden Message | HIMOM |
| Hurt Coaches | COACHOUCH |
| Large Players | MONSTER |
| Sega Sports Team | DEVDUDES |
| Small Players | LITTLEGUY |

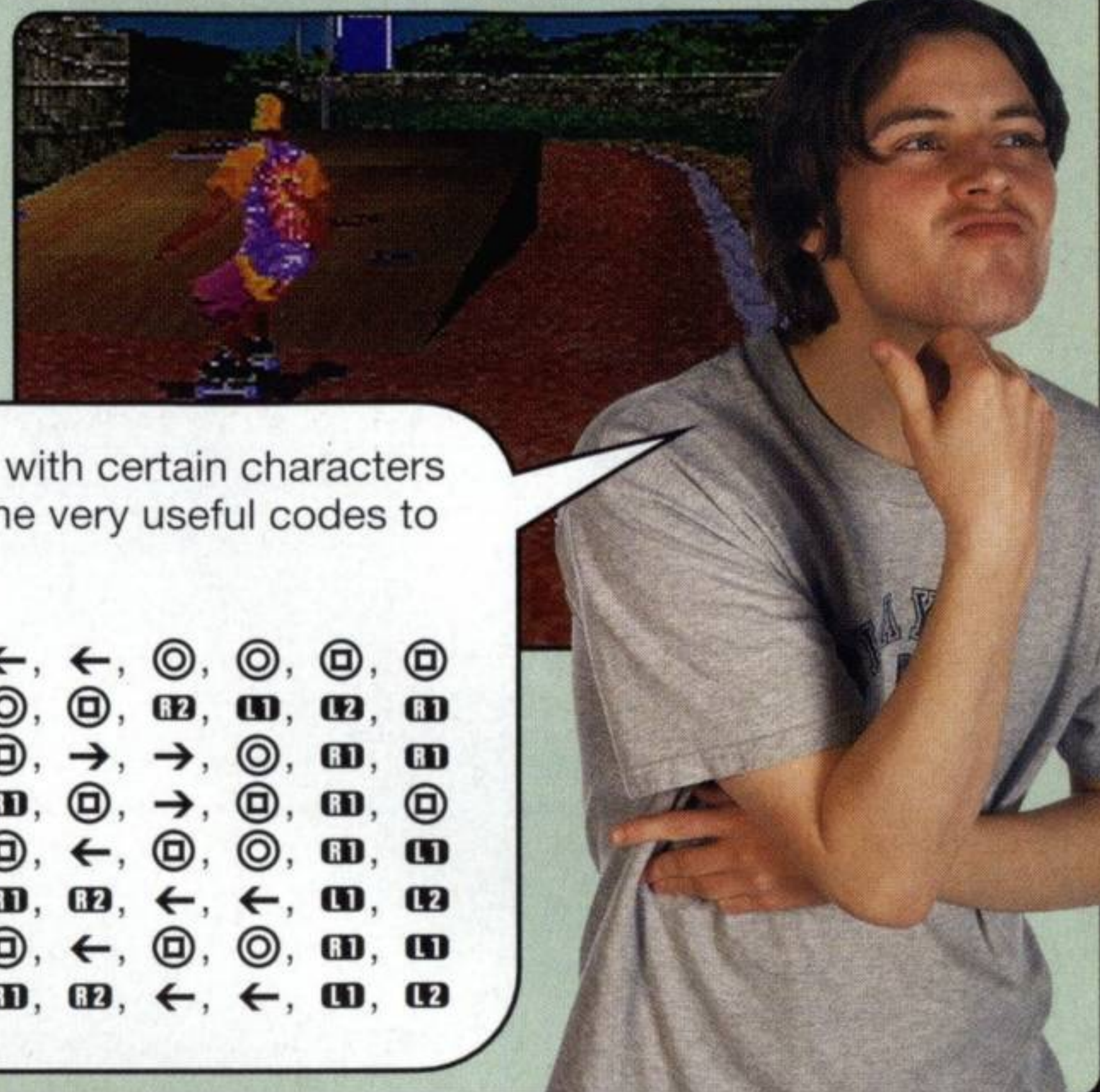


STREET SK8TER

Dear GM

Hey guys, can you help me with some codes for *Street Sk8ter* as I've heard there are lots of ways to open up the extra characters without having to play all the way through?

Adrian Tomes, Basildon



Instead of finishing the game with certain characters to unlock others there are some very useful codes to enter at the main menu.

- | | |
|-------------------|----------------------------|
| Play as Bonobo | →, ○, ←, ←, ○, ○, ○, ○ |
| Play as Mick | ←, →, ○, ○, R2, L1, L2, R1 |
| Play as Sarah | ←, ←, ○, →, →, ○, R1, R1 |
| Shao the Ninja | L2, L1, R1, ○, →, ○, R1, ○ |
| Unlock All Tracks | →, ○, ○, ←, ○, ○, R1, L1 |
| All Boards | →, →, R1, R2, ←, ←, L1, L2 |
| To Street Courses | →, ○, ○, ←, ○, ○, R1, L1 |
| Bonus Boards | →, →, R1, R2, ←, ←, L1, L2 |



NIGHTMARE CREATURES

Dear GM

Nightmare Creatures 2 is about to come out, so I really need your help to finish the first game. Do you know any tips which will help me through the final stage?

Don Breiheim, Dulwich



For the Cheat mode which basically gives you everything, go to the Password screen and enter ←, ↑, ⊗, ○, ↓, △, ○, ↓. Just remember to start a new game once you've done this. If this is too much cheating for you here are the passwords for every level.

- | | |
|----|------------------------|
| 2 | △, ○, ○, △, △, ↑, ⊗, ↑ |
| 3 | △, ⊗, ○, ↑, △, △, ○, ← |
| 4 | △, ○, ○, ↑, △, ○, ↑, ← |
| 5 | △, ↑, ○, ↑, △, ⊗, ↓, ← |
| 6 | △, ↓, ○, ⊗, △, ⊗, ←, ↓ |
| 7 | △, ←, ○, ←, △, ↓, △, △ |
| 8 | △, →, ○, ↑, △, ↓, ○, ← |
| 9 | ○, △, ○, △, ○, ↑, ○, ↓ |
| 10 | ○, ○, ○, ⊗, ○, ←, ↑, ← |
| 11 | ○, ⊗, ○, ↑, ○, ○, ↓, △ |
| 12 | ○, ○, △, ↑, ○, ↓, ←, ○ |
| 13 | ○, ↑, △, ⊗, ○, ↓, △, ⊗ |
| 14 | ○, ↓, △, ↑, ○, △, ○, ○ |
| 15 | ○, ←, △, ↓, △, ○, ○, ↑ |
| 16 | ○, →, △, ○, △, ○, ↑, ○ |
| 17 | ⊗, △, △, ○, △, ○, ↓, ○ |
| 18 | ⊗, △, △, ○, △, ○, ←, ○ |
| 19 | ⊗, ⊗, △, ↓, △, ↓, △, ↑ |
| 20 | ⊗, ○, △, ○, △, ↓, ○, ○ |



WIPEOUT 64

Dear GM

I recently dug out my cart of *Wipeout 64*. The problem is I've wiped all my save points and wondered if you could sort me out with details of how to get all the ships and tracks?

Dave Atkins, Leicester

To get all the ships go to the Main Menu then hold **Z + L + R** and very quickly press **C-Down** four times, **C-Right** once, **C-Up** once then **C-Left** once. The screen will now flash green and every craft will be available. The next cheats require you to have finished the game on a certain challenge but, once you set the previous Craft cheat going, you shouldn't have too much of a problem. For the extra-effective Cyclone cheat complete the 'Weapons' challenge with at least a Bronze medal. Your power will be doubled. If you still want more weaponry hold **Z, L, and R** mid-game then press the following: **C-Down, C-Down, C-Left, C-Left, C-Right, C-Right, C-Up**. To open up the hidden Velocitar track complete the 'Race' competition with at least a Bronze. For the Piranha 2 team, score at least a Bronze medal in all six trial challenges. Infinite Energy is simply a case of holding down **Z, L, and R** mid-game then pressing the following combo: **C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right**. Finally, you can unlock a Super Combo Challenge once you've beaten the three challenges.



ZOMBIE REVENGE

Dear GM

I've heard that you can change the blood colour and do other cool stuff with cheats for this gory smack-'em-up. Any chance you could let me in on them?

Duncan Jones, Bradford

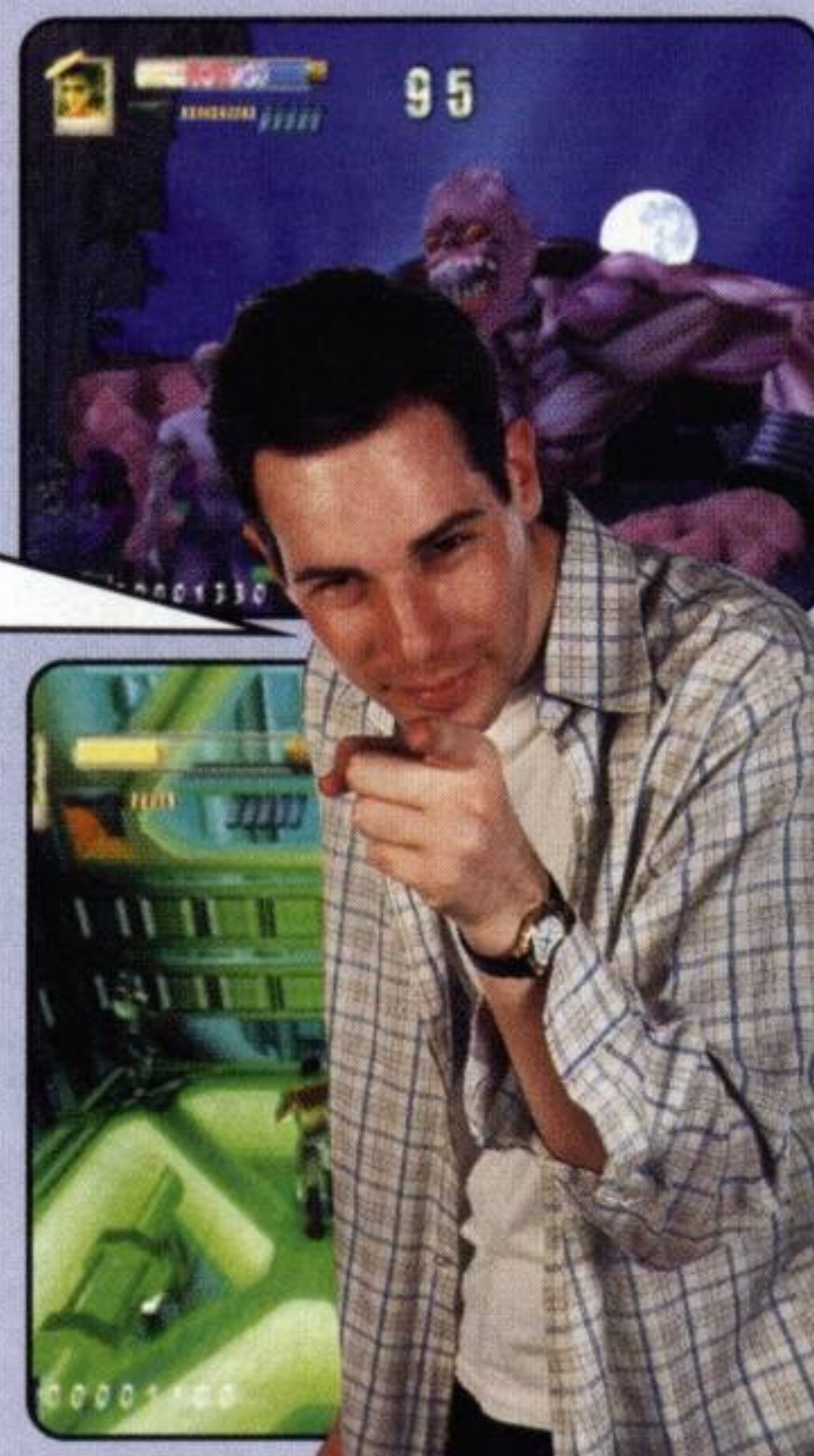
Okay there are a few codes for this and we'll start off with the one you're most interested in:

Change Blood Colour: Successfully complete the arcade mode to unlock the 'Blood Colour' option.

Free Play: Successfully complete all three original modes to allow free play in arcade mode.

Alternate Costumes: Highlight a character, then hold Start and press B, X or Y.

Stage Select: Select the fighting mode screen and hold Start and select any option to activate this cheat.



CLASSIC

F-ZERO X

Dear GM

I picked this excellent game up for a knock down price at my local games shop. Don't suppose you've got any tips for it?

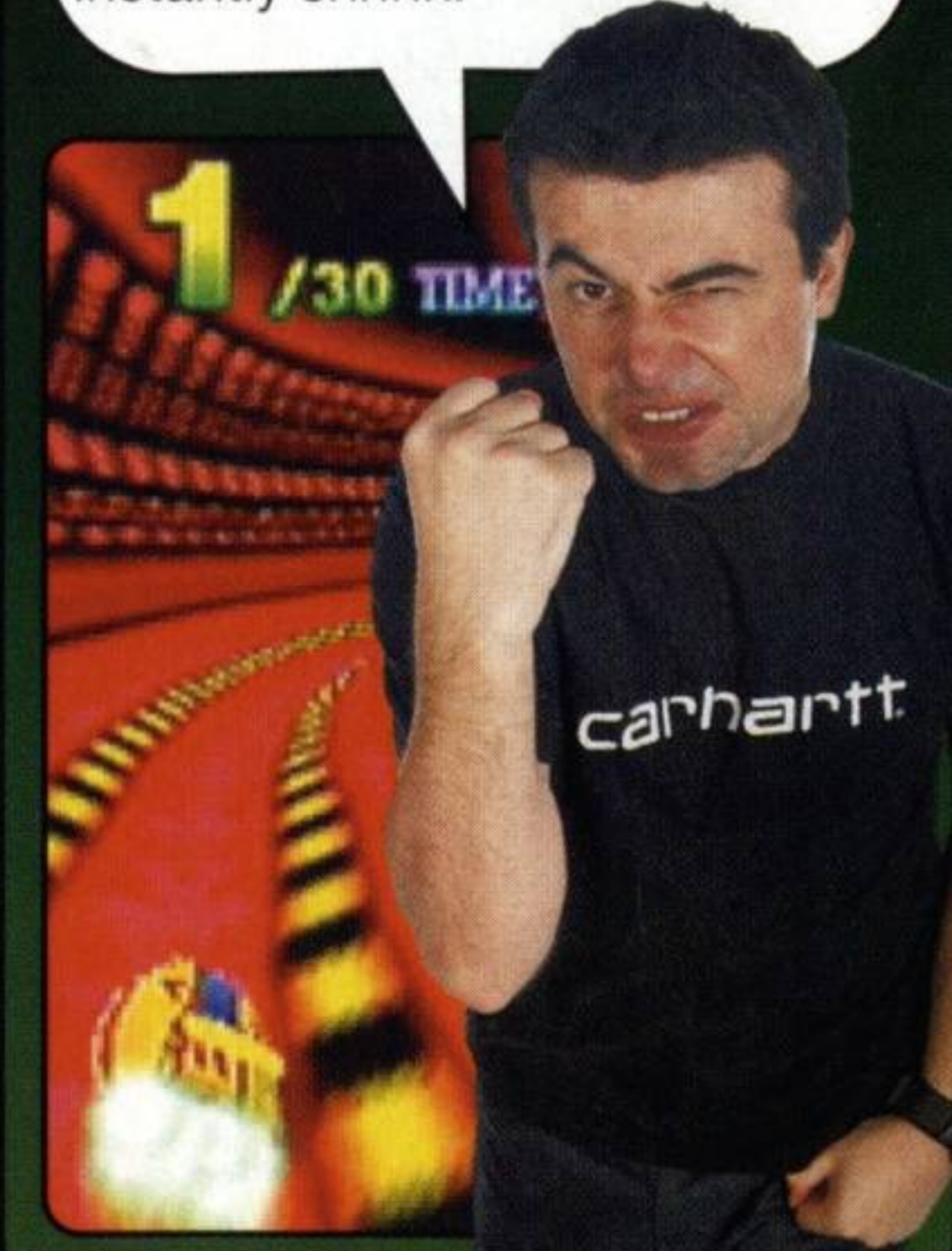
Daniel Stocks, Bridport.

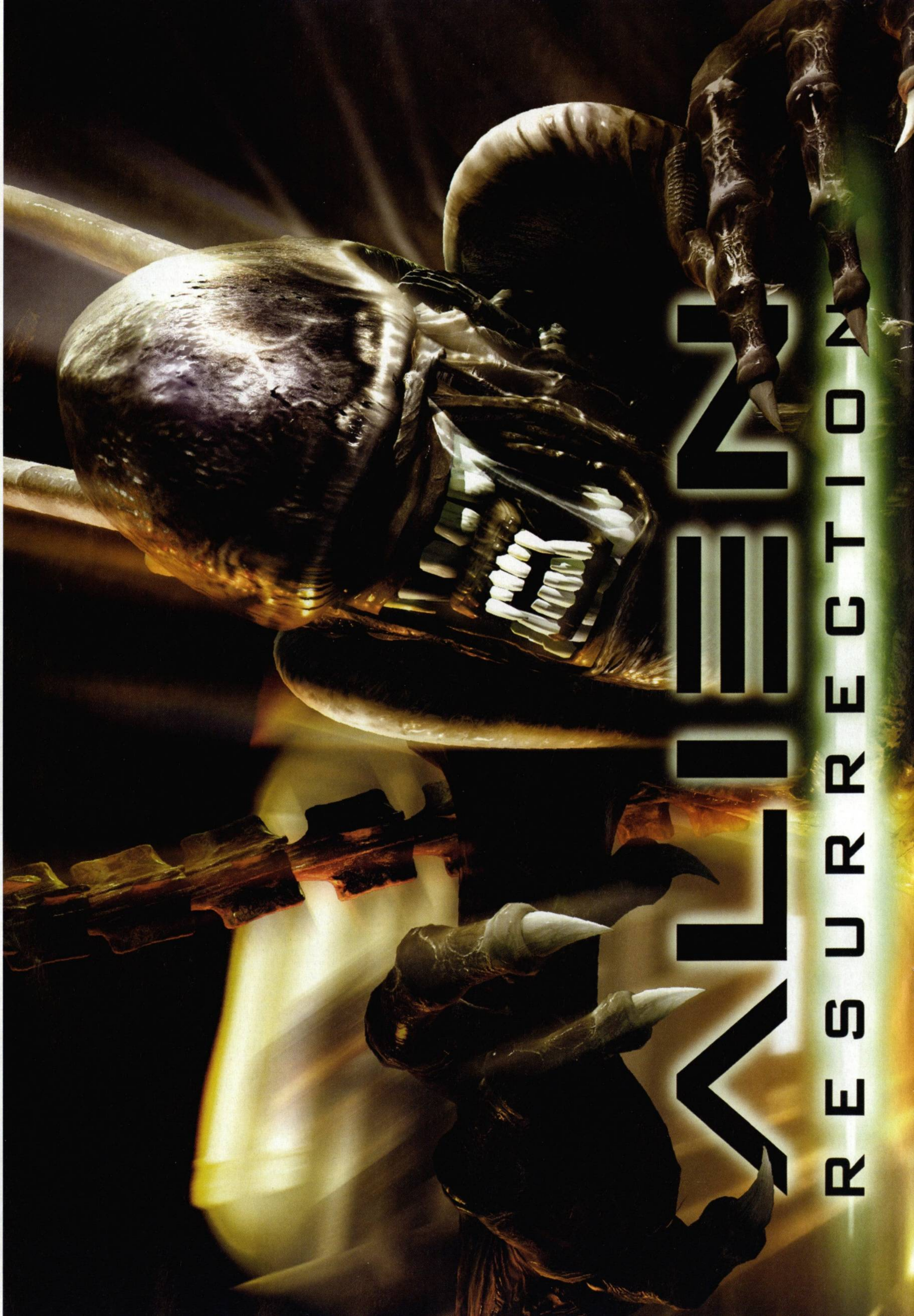
Yeah, we've got a few tasty codes for this old warhorse. To open up all the tracks, vehicles and difficulty levels, head to mode selection screen and press **L, Z, R, C-up, C-down, C-left, C-right, Start**. You'll hear a noise to confirm the correct entry.

To activate the Super Spin attack mode, hold **R** and tap **Z** twice. Now if you hit another vehicle during a race you'll take it out.

To open the X-Cup, beat all the previous cups while playing at the Expert difficulty level.

To have flattened cars on the track press and hold **L, R** and all four **C-buttons**. All vehicles will instantly shrink!





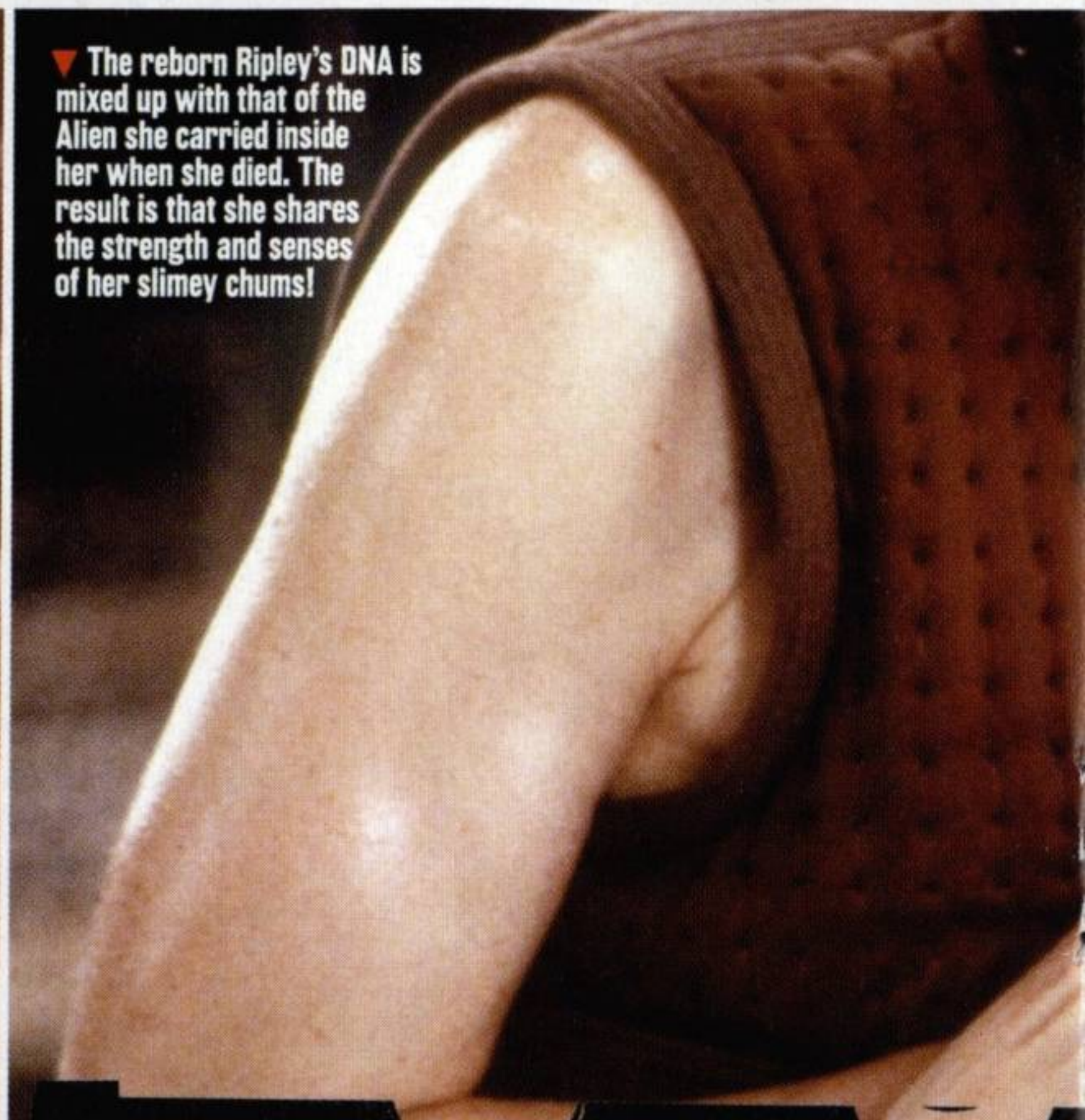
ALIEN RESURRECTION

RESURRECTION





Galaxy Quest



▼ The reborn Ripley's DNA is mixed up with that of the Alien she carried inside her when she died. The result is that she shares the strength and senses of her slimey chums!

▲ After just escaping with her life in the first two *Alien* movies, Ripley, played by Sigourney Weaver, dies at the end of *Alien 3*. So what did she do for *Alien Resurrection*? Resurrected her of course!

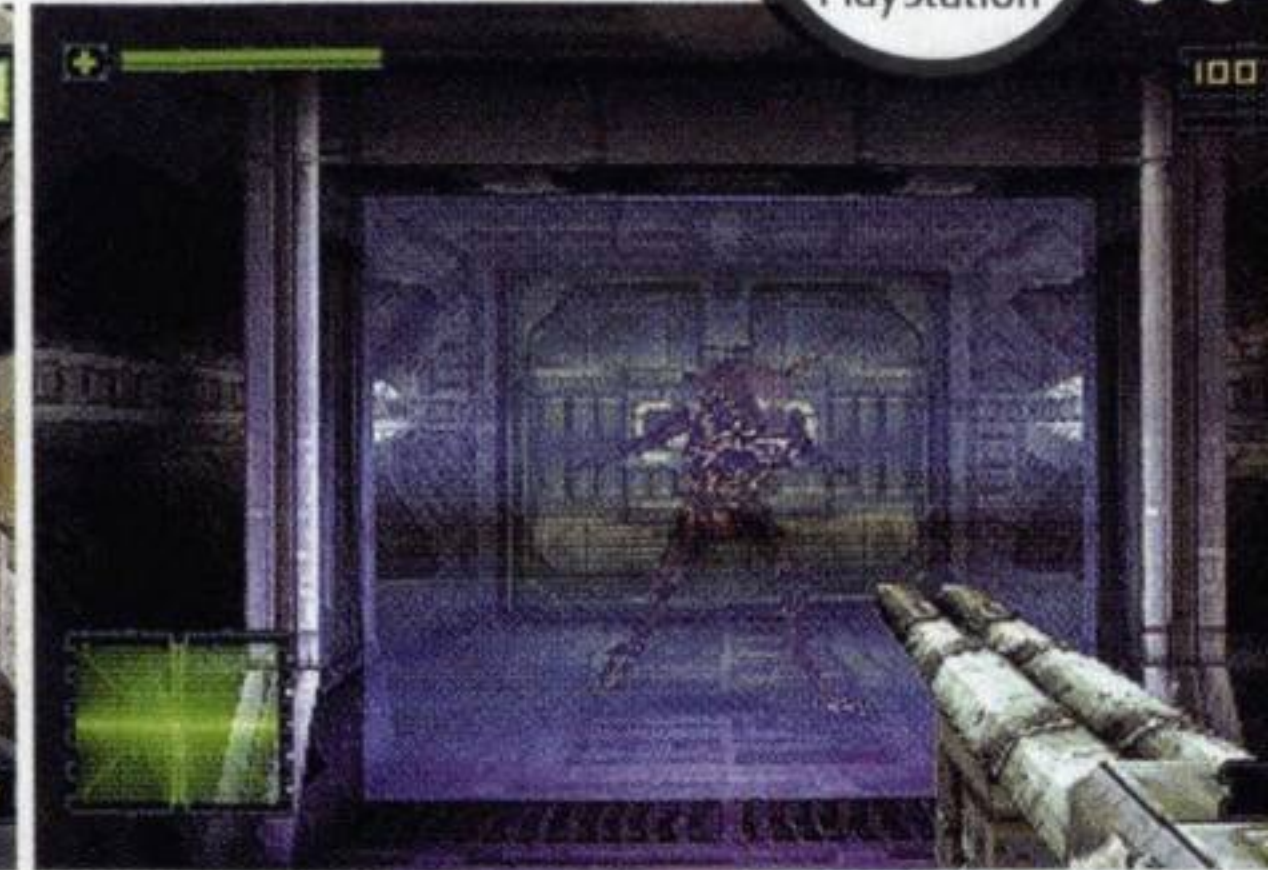
PLAYSTATION GAME OVER, MAN!



Four years in the making and two years after the film's release, it seems that the creation of *Alien Resurrection* on PlayStation has been as difficult as evading a bucketful of facehuggers in a phone box! But at last the game is finished and GM got to visit Argonaut's *Alien* HQ to put it through its paces...



ALIEN RESURRECTION



▲ Hold it riiiiight there! This little fella seems to be reaching for the sky while you train your shotgun across his oily torso. Now let him have it!

► As you would expect for an Alien game there's lashings of ketchup getting flung around! And mind you don't get splashed with nasty acid Alien blood too!



▼ Christonabike! The game can fling up to four Aliens at you at once so sometimes the best policy is to run backwards spraying your pulse rifle at the writhing mass!



Alien Resurrection – from the makers of... *Croc*? Hardly fills you with confidence does it but it's true. *Alien Res* is the product of UK gamesmasters Argonaut, the hardcore team behind such ground-breaking smashes as *Star Wing* on the SNES and in more recent times *Croc* on the PlayStation.

Landing the rights to make a game based on the *Alien Resurrection* movie, the team first made a game rather akin to *Tomb Raider* but, after working for a few years on the game they realised that – ulp! – it just wasn't scary!

The remote, third-person view was great for watching Ripley and her co-survivors pick their way around the ladders and walkways of the USS Auriga, the game and film's setting, a huge spaceship unexpectedly overrun by escaping

Aliens. However, being able to take in so much in a single eyeful meant that you could see the Aliens coming from a mile off so the brave and admirable decision was made to scrap the game about a year ago and begin again – this time as a first-person *Quake*-style title full of suspense and dark Alien-infested nooks and crannies. The team produced a demo to show the bosses back at 20th Century Fox (who own *Alien*) and they were wise enough to allow *Alien*-nutters Argonaut to realise their gorey vision for the game.

At last, the definitive *Alien* experience? We think so...



IF IT MOVES... KILL IT!

Thanks to game being based on *Alien Resurrection* (which has human characters as nasty as the Aliens!) there's plenty of variety in what you get to kill too.



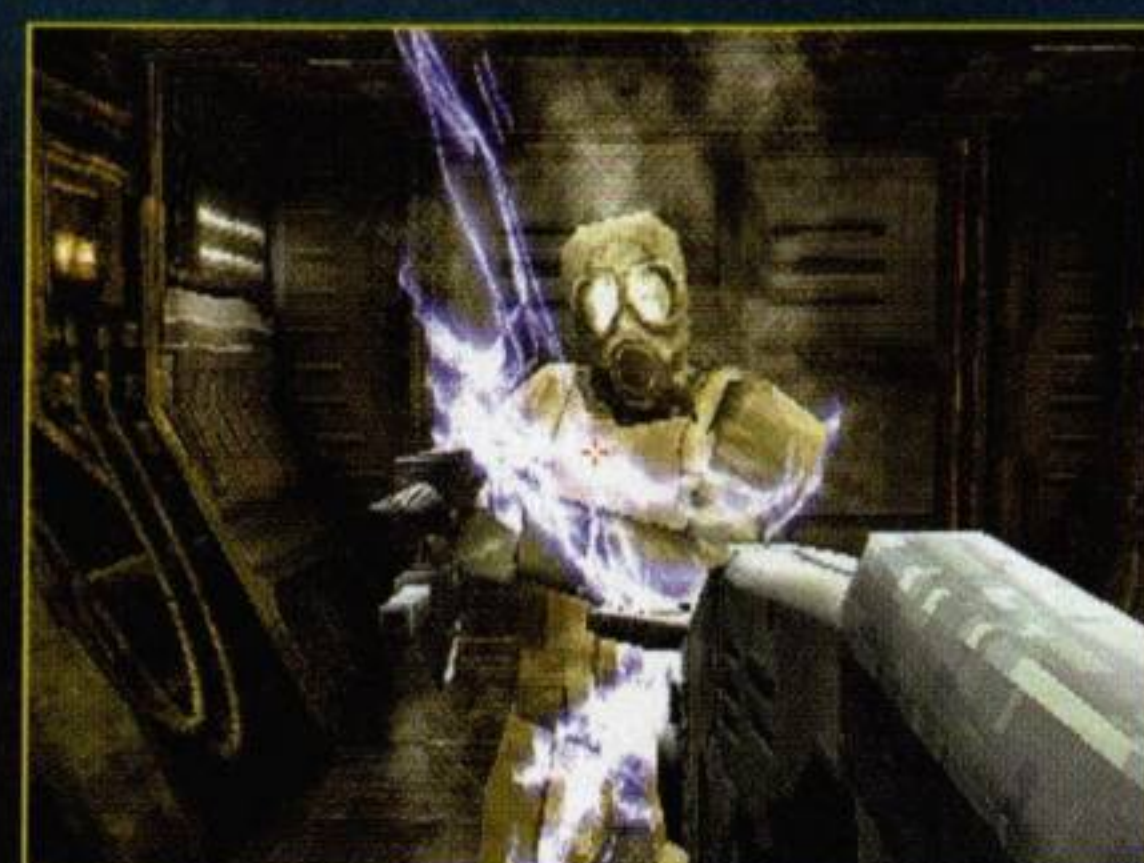
▲ The Auriga is full of guards and marines who can cause you as much grief as the Aliens! Fighting men as well as beasts helps keep the variety level up.



▲ Ah this is what it's all about! The game features the brownish Aliens of *Alien 3* which aren't so bad, the bluey ones from 4 and the real hardnuts from 1!



▲ The facehuggers are lightning fast, often leaping into view half a second after your motion sensor alerts you! Cue much backtracking and shooting at the floor.



▲ As your journey through the Auriga you meet all sorts of folk – non of them pleased to see you. Mid-level game engine cut-scenes help the plot along too.



FRESHLY HATCHED!

Much of the level design could be salvaged but once the switch was made from third-person to first-person the whole mood of the game changed dramatically for the better. This is one of the most atmospheric games we've played. Even the Settings screen insists that you have your TV's brightness set nice and low so as not to be tipped off when an Alien is about to strike! In fact, much of the first level is spent creeping around catching glimpses of the Aliens who scuttle away as soon as you spot them.

Sound effects (all lifted from the film) go a great way to conveying the tense atmosphere of the movies and the bloke who did the computer voices and booming loudspeaker announcements has been drafted in to say things like 'Level 2 pass required' or 'Power re-routed' as you flick the Auriga's umpteen switches.

LEAPING LIZARDS!

Played *Alien Trilogy*? Wha-ha-ha! What a shambles! Comparing this to *Alien Trilogy* is like saying Scotch and Steps are the same! *Resurrection* uses fully-polygonal smoothly

animated monsters, each constructed from 400 polygons rather than *Trilogy's* paper-thin waddlers.

And, unlike *Trilogy*, where the Aliens only ever attacked head on, in *Resurrection* they are able to leap around the scenery, often scuttling along the ceiling towards you or springing from wall to wall while you wheel around trying to plug them!

BE AFRAID...

To help you keep tabs on the slimy suckers the game features a motion tracker in the bottom left of the screen. If an Alien moves, it beeps, the shriller the beep the closer it is!

However, it can only detect Aliens which are moving so be prepared for those that lie in wait then spring up out of nowhere!

BE VERY AFRAID...

It all adds up to a fantastic experience. The grungy look of the ship's interior, the fast and smooth Aliens, level design that'll keep you exploring deeper and deeper and atmosphere that'll bring you out in a cold sweat... More soon.

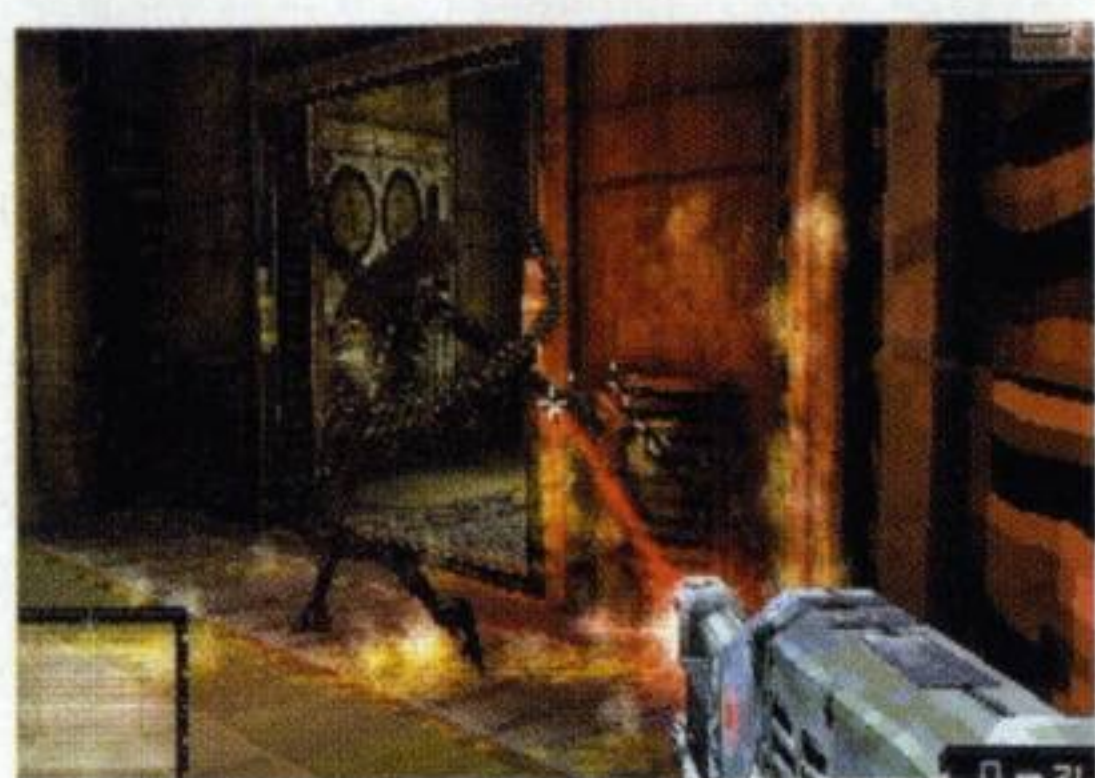
▼ Compared to the 2D Aliens in old PlayStation hit *Alien Trilogy* those featured in *Resurrection* are much scarier. You'll leap out of your chair. Promise.



▲ See the splats of acid Alien blood? Looks like there's a hell of a fight going on – and you've only got a pistol left...

◀ The Aliens respond depending on where you shoot 'em. A shotgun blast to the head sends them reeling backwards!





▲ Playing the game with the Dual Shock pad is tricky (with one stick for movement, the other for looking around) but you'll suss it soon enough.



▲ There are great bits where Aliens drop on you from above or come smashing through locked doors to give chase. Run for your life!



HUG MY FACE!



▲ Uh uh, Alien eggs can only mean one thing – impending facehugger attack! Erk!

lose a bit of health, oh no, it actually implants an Alien in your stomach and a little 'Alien' bar appears on-screen below your health bar. This counts down and when it hits zero the Alien hatches out of your stomach (with much bloodshed) and you die!

The solution is to find and use an Alien Extraction device which will remove the embryo before it hatches, leading to much panicky pegging about!



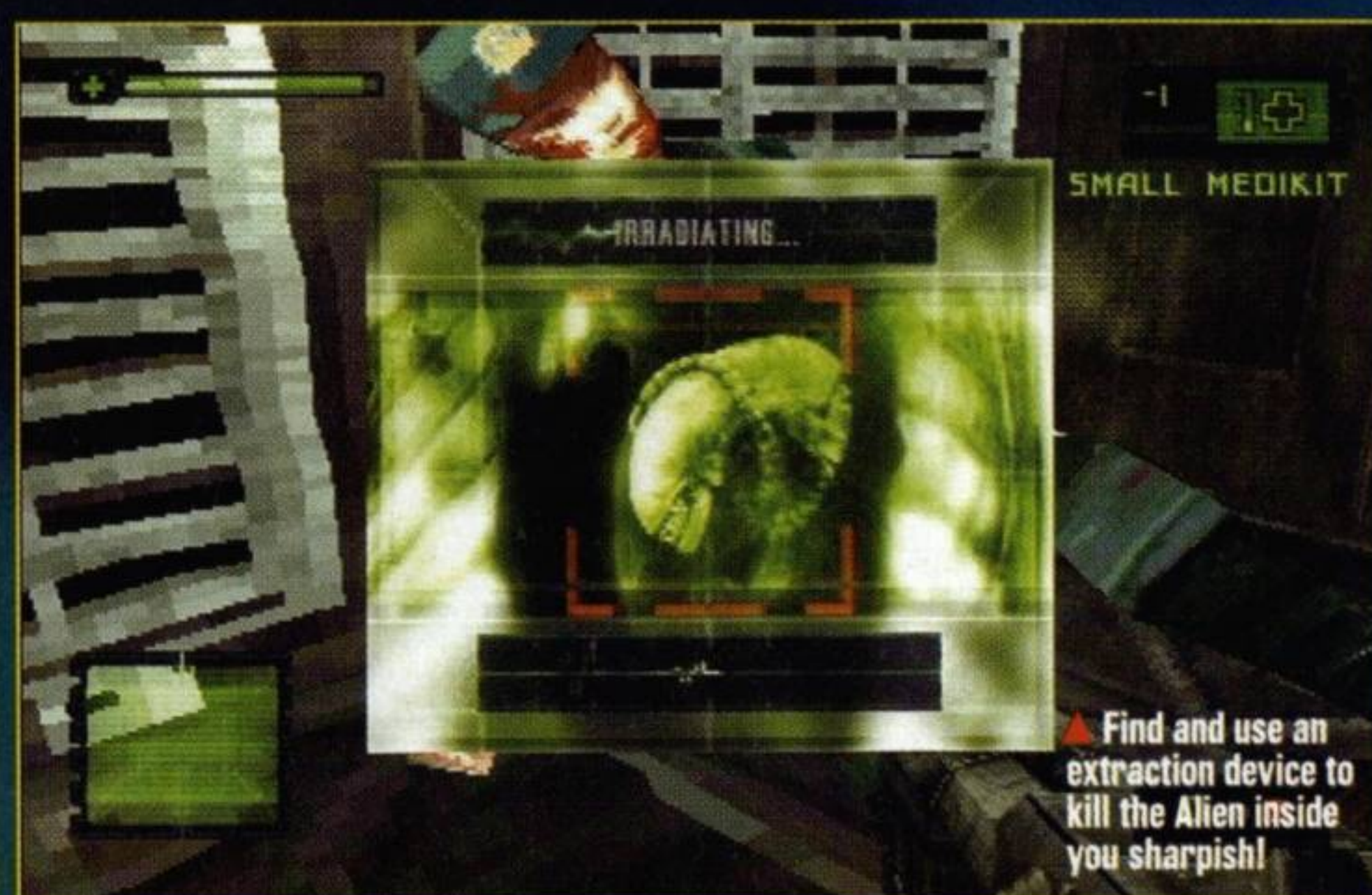
▲ They can be real swines to kill especially in confined air-ducty spaces.

Of course, one of the major stars of an *Alien* movie or game are those lovable facehuggers! In *Resurrection* the facehugger system is amazingly complex and clever.

If you get attacked by said nasties you can – of course – shoot them to bits – problem solved. If, however, you leave them alone once they're hatched they'll come after you, following you throughout the level! If one of them facehugs you you don't just



▼ Arrgh! You've been facehugged! You've two minutes to live!



▲ Find and use an extraction device to kill the Alien inside you sharpish!



CAST AND CREW

Throughout the game you play as four different characters Ripley, Call, Distephano and Christie. There are 10 missions in the game and each involves one of the crew carrying out a vital task to aid their escape from the Auriga.



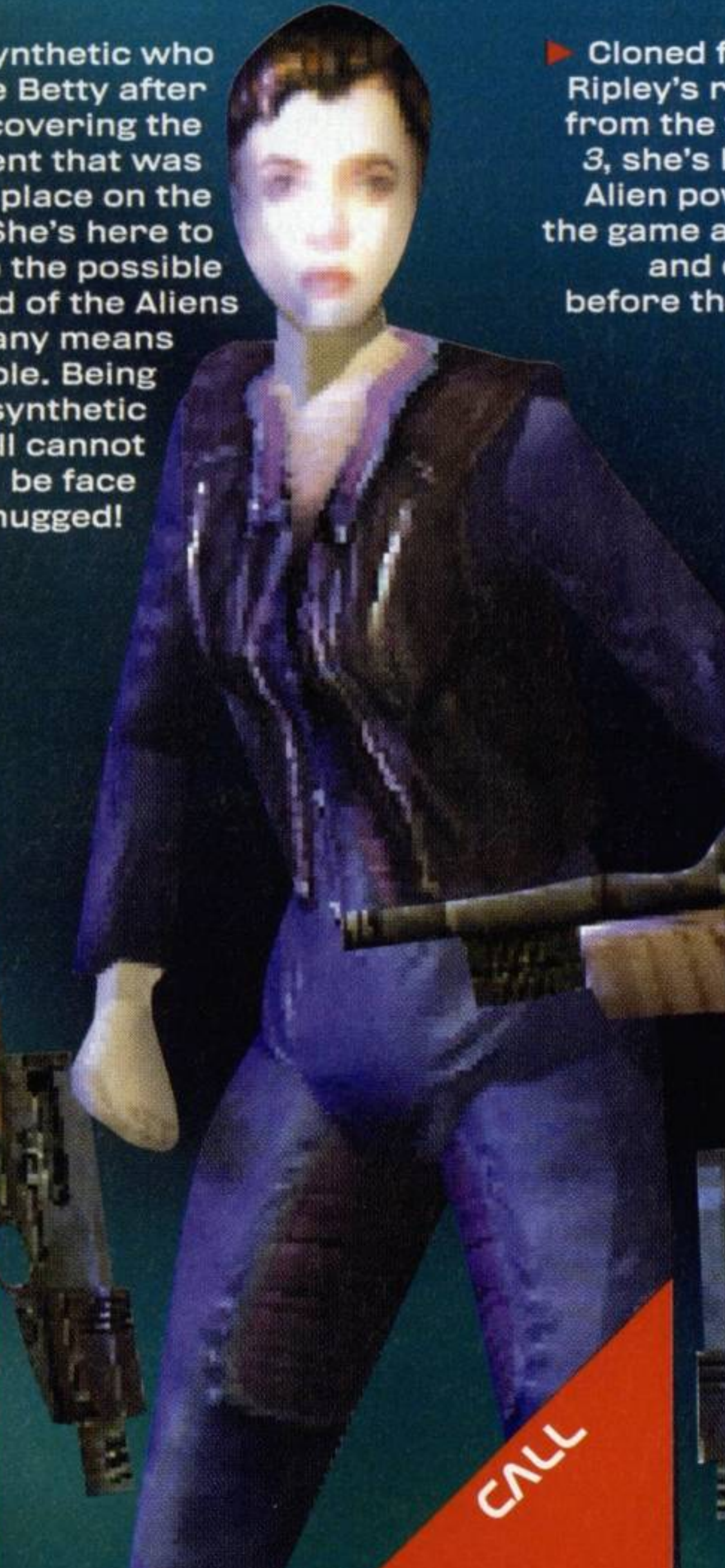
▶ Another member of the crew and a deadly shot. When his finds Vreiss midway through a mission he helps him by strapping the little fella to his back so as to cover his rear!

DISTEPHANO



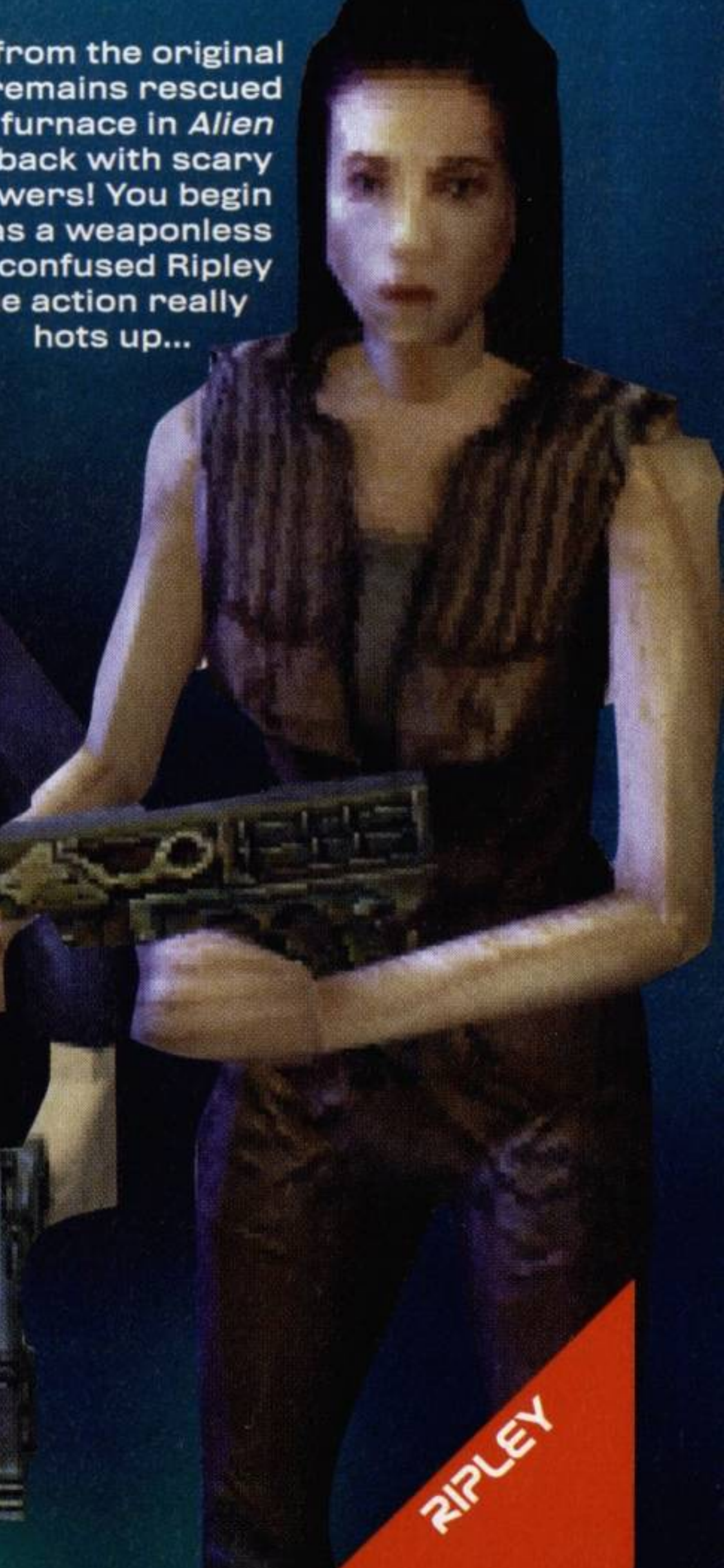
▶ A Synthetic who joined the Betty after discovering the experiment that was taking place on the Auriga. She's here to stop the possible spread of the Aliens by any means possible. Being a synthetic Call cannot be face hugged!

CHRISTIE



▶ Cloned from the original Ripley's remains rescued from the furnace in *Alien 3*, she's back with scary Alien powers! You begin the game as a weaponless and confused Ripley before the action really hots up...

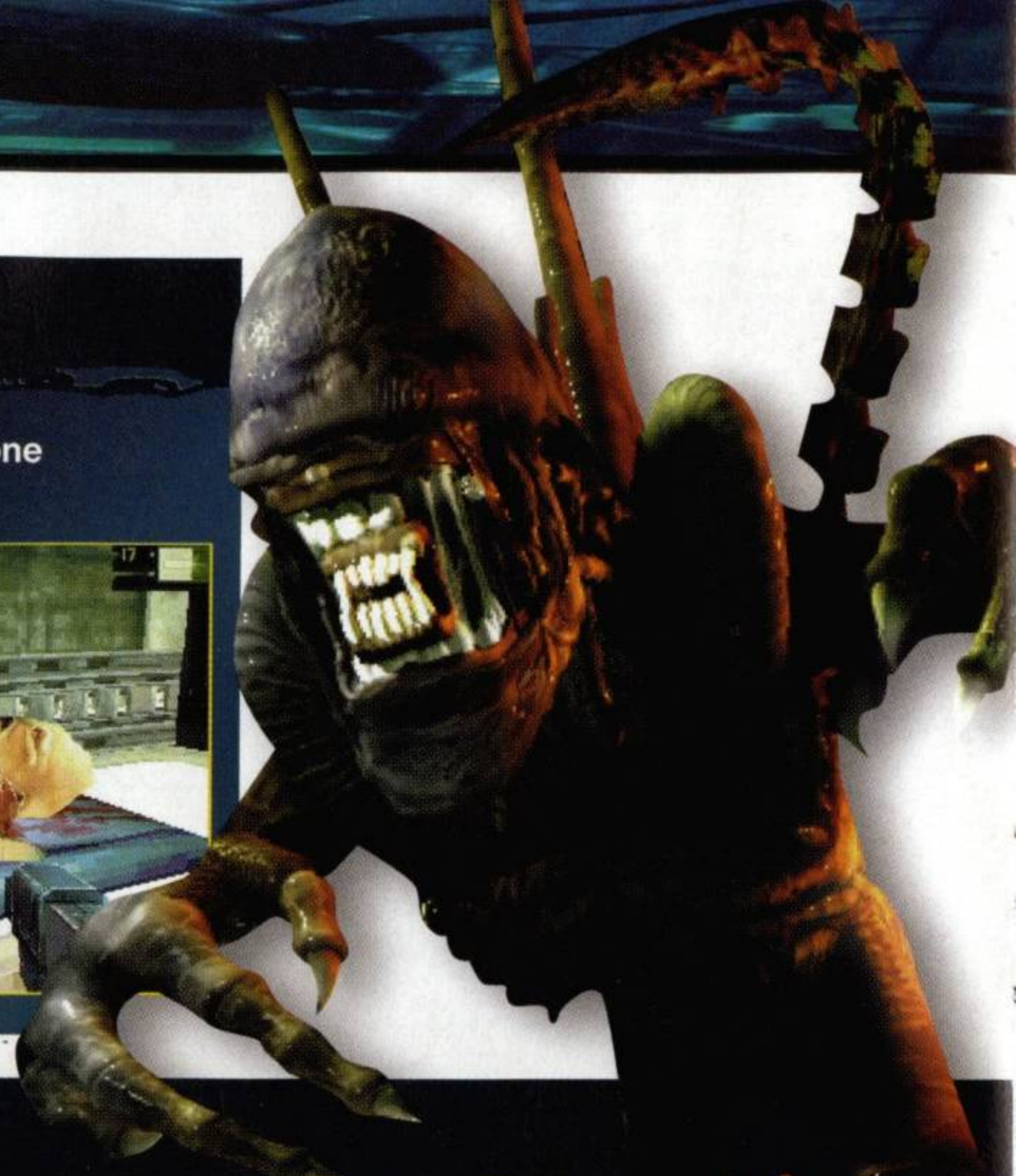
CALL



RIPLEY

SEND IN THE CLONES!

One of the missions features Ripley as she locates and destroys the Alien clones – who is in fact one herself... Simply sneak up to it and take it apart with a single shotgun blast. Urgh!



ALIEN ARMOURY

Where would a first-person shooter be without a decent crop of weaponry eh?



▲ **Pistol:** The basic weapon which will barely scratch an alien.



▲ **Shotgun:** Guaranteed to knock a nasty flat on his spiny buttcakes!



▲ **Flamethrower:** Good short range device. Watch them squirm!



▲ **Grenade Launcher:** Pop a huge, dynamite-laden cap in his ass!



▲ **Laser:** Stupendously powerful long-distance beam weapon.



▲ **Missile launcher:** Just the ticket for the slo-mo underwater combat!



▲ **Double pistols:** Distephano's guns dishing out twice the hurt.



▲ **Pulse rifle:** Remember the marine's guns in the movie *Aliens*? You got it.



▲ **Electric gun:** Great for clearing out large areas. Fire and forget it!

ALIEN RESURRECTION: WHAT'S IT ALL ABOUT?

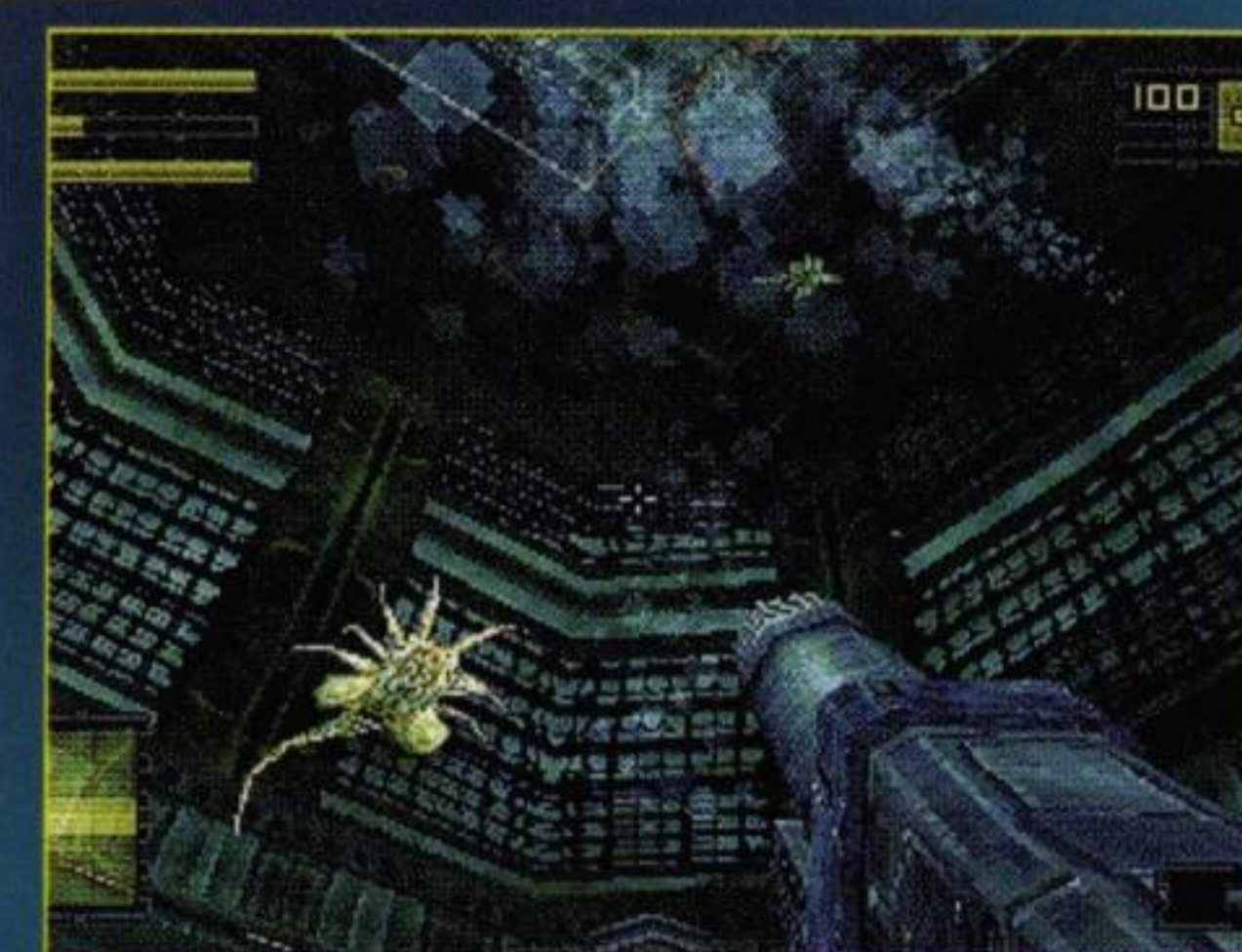


Resurrection is the fourth movie in the famous *Alien* series and sees Ripley being reincarnated *Jurassic Park*-style from a blood sample taken at the end of *Alien 3*. On board the USS *Auriga*, a huge research spacestation, evil scientists have been working on cloning Ripley in order to get at the *Alien* she carried within her at the end of the third movie.

Meanwhile the rough-and-ready scavenger crew of *The Betty* arrive to do a little business – just as Ripley, and the *Aliens* the scientists have raised, escape from quarantine!

There follows a battle with enemy Marines and *Aliens* of all sizes and shapes as the crew of the *Betty* and Ripley try to get off the ship...

SWIM FOR IT!



One of the most memorable parts of the film and best bits of the game are the underwater sections. Here your motion through the level is much slower, and you have to navigate corridors that not only turn left and right but drop down and climb vertically above you

too! And all the while there are shoals of *Aliens* and facehuggers swimming towards you! You also have to watch your O2 meter! Gah!

PUZZLER

It's not all shooting and killing y'know. To get from one side of the *Auriga* to the other you've got to do a fair amount of collecting, hoarding and fiddling...



▲ **Darn it!** Your path is blocked by some painful-looking hot steam jets.



▲ **Ah!** A simple twist of the valve nearby ought to sort it out for you.



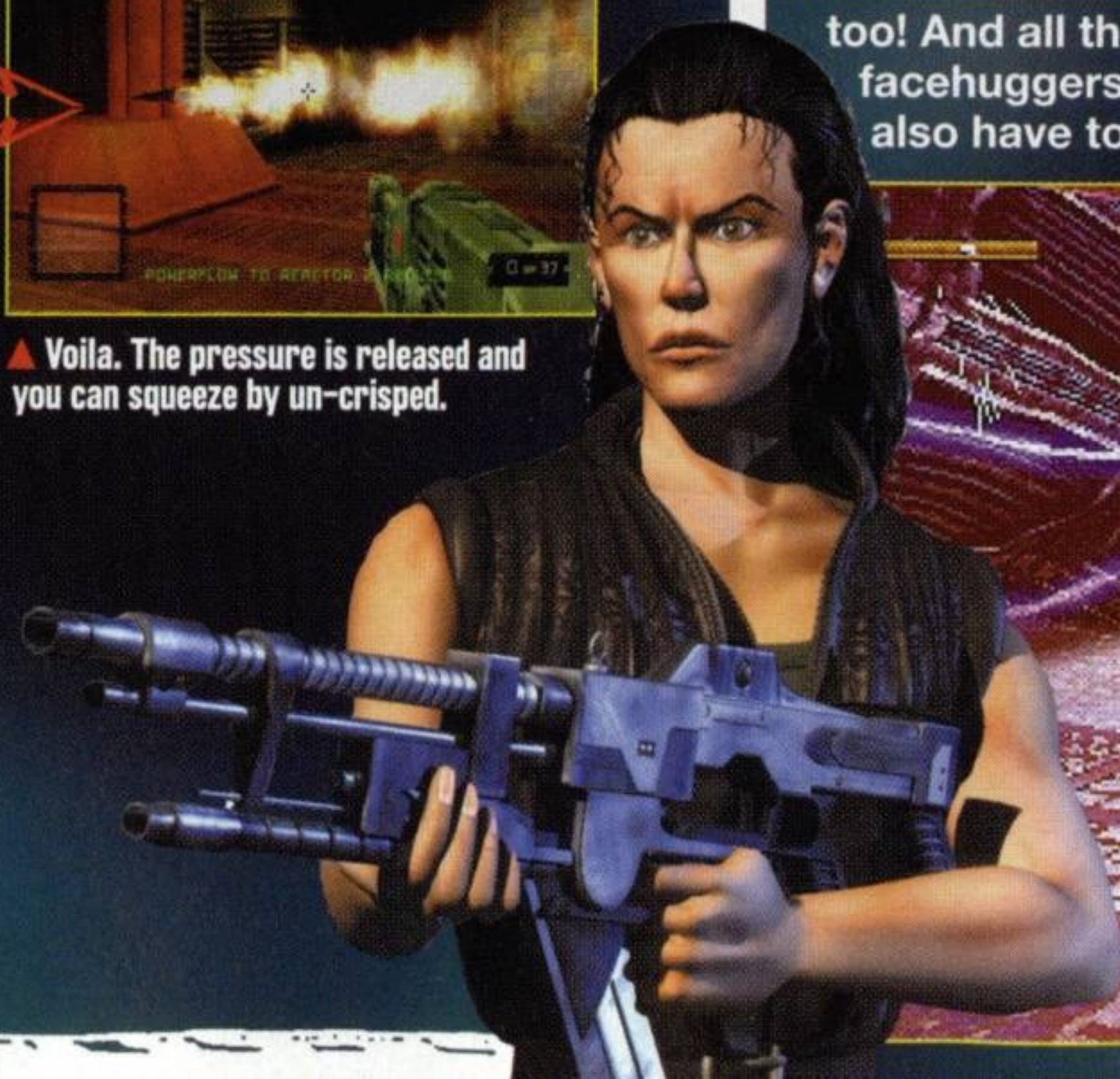
▲ **Voila.** The pressure is released and you can squeeze by un-crisped.



▲ **The damaged ship** features electrical traps with lightning zinging about.



▲ **Re-routing the power** to other areas via control units will clear the path for you.





DESTRUCTION DERBY RAW

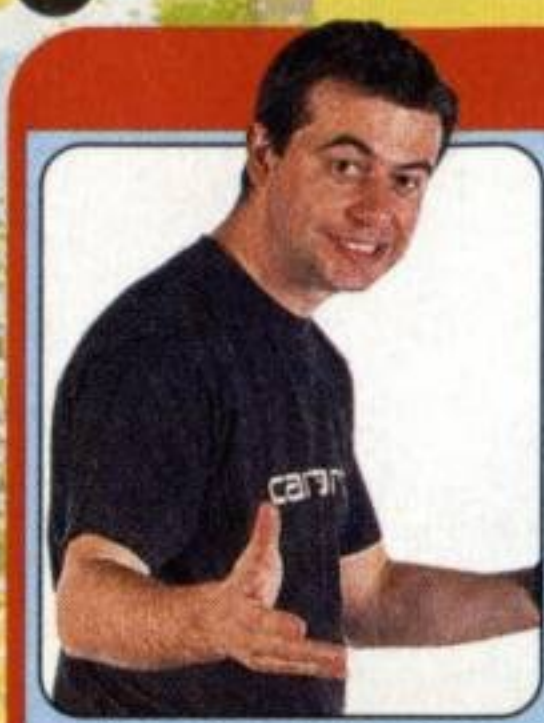
Typical Sunday morning. Washed the car, took the wife for a nice drive. Floored it into the first car I saw. Handbrake turned into the side of another, bullseye. Then rammed some bloke off the road into a wall. Got back about six & had a nice cup of tea. Smashing.

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YOUR SHOUT



EDITOR

Welcome to your bit of the mag! We want your letters, pics, reviews and games ideas and will stump up top booty for star contributions! Simply get scribbling, cram you stuff in an envelope, fill out the coupon on page 69 and post it all to us here at: GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Sharpish!

Daniel Griffiths

➤ Another bumper pile of streetwise opinion from the coolest readers on the planet. Want to get involved? Then scrawl a letter and get yourself heard! Then mark your envelope up 'Your Shout' and slip in the coupon on page 69.

COVER ME BAD

Dear GamesMaster I'm sure you've heard the old saying 'Never judge a book by its cover.' Well I had a good think about this and started doing some research in relation to videogames. And what did I find? *Resident Evil 2* – a great game with a black and white cover! *Star Wars Episode 1: Racer* – another cool game but with another dull cover. **We sense a pattern forming...** Then there was *Zelda* on the N64 – another brilliant game wrapped in dull graphics. Hardly exciting.

It was here that I turned my attention to PlayStation games and found *Final Fantasy 7* and *8* – both amazing but with text heavy covers – and finally *Driver* – a decent drive but the wrapping was yet another let down. Now I understand that not all games need an exciting cover, but I still think that for the money a few companies could try a little harder.

Matthew Mulligan, Oxon
We couldn't agree more. Seems the age of crap airbrushed fantasy pics on boxes are sadly at an end. Until publishers make their boxes a bit more exciting why not slip in a piece of artwork of your own design into the box instead!



A lady sniper, huh?

BACK IN THE BOX



Dear GamesMaster Will the X-Box play existing PC games? If the answer is yes, then I think Microsoft's new console will be the biggest selling games machine ever. If no, then I think it's destined to fail. My reasoning is this. If the X-Box comes out and all PC games can be played on it, then it has a market already in place as there are so many excellent PC games out there already. There are also many great PC games that aren't available on any consoles at the moment. With such a large potential market then the console could well outsell PlayStation2.

M. Livingstone, Croydon
Wise words but no, X-Box WONT play PC games. Why? 'Cos no-one would by a

▲ *Sniper Wolf* – bringing the races and creeds of Earth together in peace and harmony. Somehow.

crusty Dad-style PC then would they? Say what you like about Microsoft boss Bill Gates (we couldn't possibly comment...) but he's not daft.

MR TELEPHONE MAN

Dear GamesMaster I have recently found myself participating in the vast world that is online gaming. After many years of great gaming experiences this is unbelievably brilliant! But there is one thing that bothers me: cheating!

While playing *Diablo* online I have developed a 20+ character (which takes some serious time to achieve) only to have them blown apart by

some punk-ass who has switched God mode on! **(Gumph!) Excuse us while we choke on our Jaffa Cakes!** It appears that a section of players don't have the skill or honour to play graciously and so are denying themselves any satisfaction and any development skills to complete the game properly. Okay, I agree that the occasional cheat in a one-player game can give the experience more dimension, but when you're disadvantaging others it really is pointless. I sincerely hope that when online gaming comes to my beloved Dreamcast that multi-player cheats are forbidden!

Lauchlan Horsburgh, West Lothian
Brilliant Isn't It? Some twonks go and render an entire online game pointless. Seems that 'virtual' people can be just as irritating as 'real' ones...

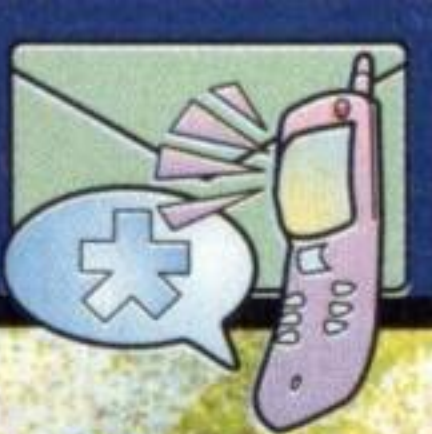
WELL 'ARD

Dear GamesMaster I was out on the town with my mates the other night when a fight started near us. We took no notice and continued our conversation about *Metal Gear Solid*.

As you do... I was on about how I had just beaten the final boss when the bloke who had started the fight came over to me and said he was stuck on the second encounter with *Sniper Wolf*. We started chatting and I told him you could easily beat her using the stinger missiles. He then thanked me and walked off swearing at his mates.

Joe Warden, High Wycombe
A moving story and proof that future peace on earth depends on the kinship established through our shared inability to do certain tricky bits of videogames. God bless us all!





SLAP HAPPY

Dear GamesMaster
This is a very urgent matter. My friend said to me that he thought your magazine was the biggest pile of crap in the world. So I tried to put him right but we ended up scrapping and I slapped 'im one! So is there any chance you could print this letter so that I can show him who's right once and for all! Cheers.

J. Bailey, e-mail

Even better. Give us his address and WE'LL slap 'im too!

POKEMENTALISTS

Dear GamesMaster

Have you all gone mad?! Pokémon

are taking over the world! In my opinion this game is utter pants. You walk around and occasionally start monotonous fights. People deny their obsession yet they still tune into the TV show with its oversized sweat droplets and stupid plotlines.

Please pull yourselves out of this psychotic phase and re-enter reality. Forget about Pikachu and Ash and try to wipe Team Rocket from your memory!

Jill Goodfellow, Hexham

Not a pokémon fan then. We say give it another go.



Get into a (brightly lit) wardrobe with a copy of Pokémon Yellow (and plenty of Nutella sarnies) and play it for a day. We guarantee you'll be hooked!

OLD WIVES' TALE

Dear GamesMaster

A lot of my friends have stopped playing their consoles. When I asked them why they told me that their parents won't let them because it ruins the television. I checked a few

TV instructions in my house and I found out that old TVs (pre 1991) burn out after playing consoles. So are we in danger of frying our parents TVs?

Luke Linnel, Beverley

Not a chance. The screen will only be damaged if the image keeps still for ages, so as long as you don't pause your game all day you'll be fine.

STAR LETTER

simplyGAMES

Every star letter wins the top five titles for the console of your choice from those excellent people at Simply Games. Contact them now at:

[HTTP://WWW.SIMPLYGAMES.CO.UK](http://www.simplygames.co.uk)

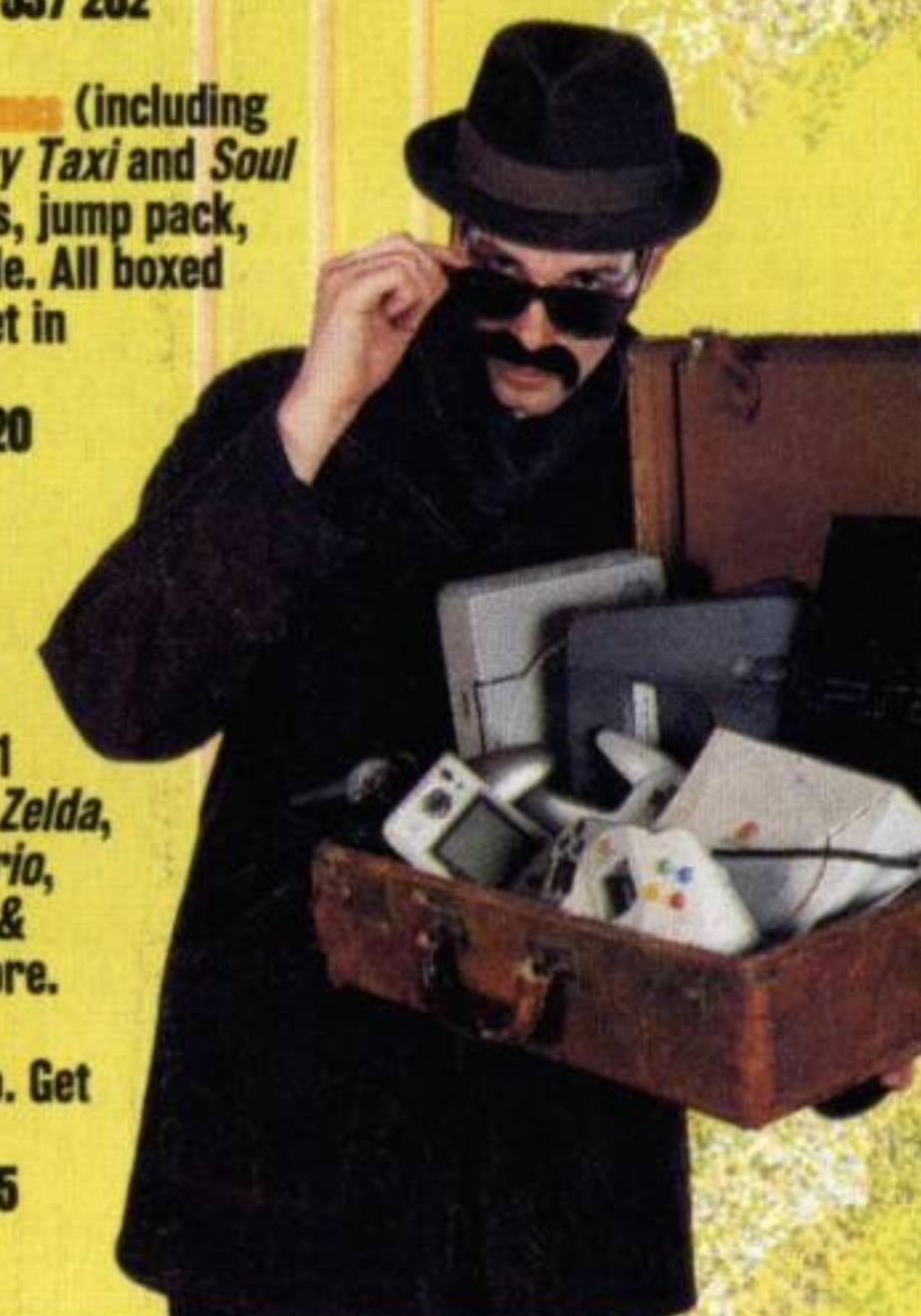
and be willing to collect. Call: Andrew Lelshman on 01332 521 638

Sega MegaDrive for sale with one control pad, two games and cheat book. All in good condition. £20 the lot. Andrew Souron on 01543 682 567

Playstation for sale plus 20 games: four controllers, three memory cards, G-con 45 light gun, steering wheel with pedals, six demo discs and four cheat books. All for £250 to £300. Call: Joe Warden on 01494 537 262

Dreamcast with 11 games (including *Ready 2 Rumble*, *Crazy Taxi* and *Soul Calibur*) plus two pads, jump pack, VMU and internet cable. All boxed and going for £320. Get in contact with: Richard Millican on 020 8236 0518

N64 for sale with two controllers one memory pak and one rumble pak plus 11 top games, including: *Zelda*, *Goldeneye*, *Super Mario*, *Formula 1*, *Command & Conquer* and many more. (Call for details.) The whole lot for £185 ono. Get in contact with: Iain Dalgleish on 01875 610 600



CART BOOT SALE!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send 'er in with the coupon on page 69!

Looking for Zelda on the N64. I also have some PlayStation games for sale, including: *Final Fantasy 8*, *Final Fantasy 7*, *A Bug's Life*. Call Giles Chaffer on: 01243 552 799 (Call me now!)

US version of WWF Wrestlingmania 2000 on the N64. Willing to pay up to £35 for a copy. Contact Barry Wilson on: 07833 176 010

Games To Swap

Get out Neo Geo Pocket games that you want to trade for *King of Fighters*, *R2* or *Biomotor Unitron* (all boxed and in mint condition). If the answer's yes, then get in contact with Alan McGeer on: 01475 639 765

I will swap WWF Wrestlingmania and WCW/NWD Revenge for *WWF Smackdown* or either one for *ECW Hardcore Revolution*. Contact me for any other swaps for *WWF* games.) Contact: Vincent Hartley at mich394@netscapeonline.co.uk

I will swap Ranjo Kazuo for *WWF Wrestlingmania 2000*. Get in touch with: Joseph Hazzard on 028 3083 0751

I will swap three PC games *Dark Colony*, *Overkill* and *ANXI* for a Game Boy Color with at least one game. Contact: Jon Godling on 01282 812 461

I will swap Micro Machines V3 plus three demos for *Resident Evil 2*. Call: Harry Dix on 01732 458 617

I will swap Need For Speed 3 and SWAT 3 (both PC titles) for *GTA2* on PC. Contact Rhys Handley at: RHandley@cablenet.co.uk

I will swap a PlayStation (in good condition) with 11 games, including *Resi Survivor*, *Wipeout*, *Final Fantasy 8* and *Soul Reaver* (plus two dual shock controllers and four memory cards) for a N64 plus games, a Dreamcast and a game or a Game Boy Color with and *Pokémon* game. Get in touch with: Stephen Galton on 01446 795 338

Will swap Computers, Sim City 2000 and Warcraft (all with manuals) for a Game Boy Color or will sell for £50 the lot. Please ring and ask for: Jack Rogers on 01429 256 527

I will swap Tomb Raider, with manual, and case in good condition for *Pokémon Red*, *Blue* or *Yellow* for the Game Boy Color. Call: Sean Harris on: 01884 840 457

Consoles For Sale

Sega Saturn for sale, plus two official controllers RF and SCART leads, 11 games (including *Sega Rally*, *Die Hard Arcade* and *Trilogy* plus *Mortal Kombat 3*). All for 60 ono. Get in touch with: Guy Joyner on 01494 890 529

Japanese Dreamcast with two pads one VMU, four games (*Soul Calibur*, *House of the Dead 2*, *Dynamite Cop* and *Aero Dancing*) all for £150 and I'll throw *Blue Stinger* in as well. Call any time after 6pm. Contact: Alex Peobles on 01323 503 449



Good things come in small packages. Ask my missus...

Games For Sale

Ridge Racer Type 4 box set. Includes the Namco Jog-con controller. £30. Also, *Micro Machines V3* £10, *Driver* £15, *Coolboarders 2* £10, *Grand Theft Auto* £12, *Worms* £8, *Mass Destruction* £10, *Future Cop LAPD* £15, *This Is Football* £20, *FIFA '98* £10, *Ready 2 Rumble* £15 and a Space Station Tidy Case £10. Call: Nick on 01206 211 248.

N64 games for sale. *Buck Bumble*, *Armorines* and *Worms Armageddon*. All Boxed and with manuals. Each sold separately for £30 or £70 for all three. Contact James Taylor on 001437 766 621.

For sale on PlayStation. *Croc* £8, *Tomb Raider* £10 or *Oddworld: Abe's Exoddus* £10. Or you can bag the lot for just £25. Ring: Martin Stanley on 01928 717 697.

PC games for sale. *Admiral*, *Disc World 2* and loads more - e-mail or ring me now! (Also willing to swap.) George Gascolgne - 020 8505 7347, e-mail george.bulck@aol.com.

N64 games for sale. *Beetle Racing*, *Mario Kart* and *Roadsters*, *Cruisin' USA*, *Top Gear Overdrive*, *V-Rally '99*, *F1 WGP*, *Diddy Kong Racing*, *Lamborghini 64* and *Super Mario 64*. All Boxed with instructions. £15 each ono. Sinclair Surgeon at ssurgeon@compuserve.com.

F1 '97, V-Rally, This is Football and *Porsche Challenge* for sale. Various prices on demand or £50 package deal. All games for PlayStation. Ask for Ben on: 0120 9820 100.

Pokémon Yellow for sale. Cart in perfect condition. Going £40 ono. Get in contact with: James Smith on 020 8533 0653.

Total Driving for PlayStation with steering wheel, gear stick and pedals. Analogue controller also included. The lot for £30. Ring: James Mansell on 01246 569 693.

For sale, Legend of Zelda: Ocarina of Time. N64 strategy guide included for £25. Also *Soul Blade* and *Shadowman* (both on PlayStation) for £10 each. Both boxed with manuals - e-mail: jcarnie@madasafish.com.

Games Wanted

Looking for any old Final Fantasy games. I will pay up to £30 for any one game. Would love to get my hands on *Final Fantasy 6* for SNES. Contact: Stuart Campbell on 0247 6619 493

Pokémon Yellow for £40? He must be mad in the 'ed!

Penpals

Want to chat with like-minded loons who are barmy about games? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and use the coupon on page 69!

Female penpal wanted aged between 14-17. I'm 15. Could you please try and send a photo. Must have a PC and like football and the World Wrestling Federation. I will try and reply to everyone. Russell Bradford, 56 John O Gaunt Road, Kenilworth, Warwickshire, CU8 1D2.

Wanted, male pen pal 12+. Must be into WWF, BMX and skateboarding. Photo would be cool. Don't delay, write today. Michael Ward, 39 Rowan Court, Peter Street, Folkstone, Kent, CT20 1JE.

Male penpal wanted aged between 14-17. Must like PlayStation and music. Drop me a line boys. Kelly Grocott, 8 Crestway Road, Baddeley Green, Stoke-on-Trent, Staffordshire, ST2 7LD.

Male 12-year-old seeking penpal aged 12+. Must love Game Boy, the internet, Dreamcast and Playstation. So go an get some paper. See ya. Aaron Killalea, Leam, Boyle, Co. Roscommon, Ireland, e-mail aaronkillalea@hotmail.com

Male penpal wanted aged 14-16. I'm a 14-year-old female who loves Sci-fi, PlayStation, *Silent Hill* and crazy lads. All responses will be replied to. Jade Hunter, 113 Woodland Drive, Anlaby, Hull. e-mail avenging_angel@excite.com

Female penpal needed aged 14-16. Must like Capcom, Dreamcast or PlayStation. Also into music and horror films. I am 15. Chris Gurr, 25 Cool Hurst Road, Crouch End, London, N8 8EL

Female penpal wanted aged 10-12. Must like WWF, PlayStation, *South Park* and *The Simpsons*. Also no crazy people please. Send me a photo if you can. Michael Sykes, 135 Yews Lane, Barnsley, South Yorkshire, ST0 3LW.

Female penpal wanted aged 12-14. Must like WCW and WWF. Also into PlayStation, N64, *Friends* and *South Park*. Please send a photo of yourself. So get writing. Adam Wilding, 5 Oliver Place, The Grove, Witham, Essex, CM8 2OD.

M/F penpal wanted. Ten to 14 (I'm 11). Send a photo if possible. Must like *The Simpsons*, *Pokémon*, PlayStation, Game Boy Color and *Robot Wars*. Sam Learmonth, The Golden Gates, Lodge Lankick Estate, EK18 6NJ.

Female penpal wanted 17-21. Into music PlayStation, PC and horror films. One hundred per cent reply guaranteed. Paul Jones, 62 Lougher Place, St Athan, Barry, South Glamorgan, CF62 4PU

Male or female penpal wanted aged 13-15. I'm 14. I like PlayStation, WWF, *South Park* and horror movies. One hundred per cent reply guaranteed. Aaron Ball, 58 The Clarksons, Boundary Road, Barking, Essex, IG11 7JS

Male or female e-pal wanted aged 12-15. I'm 13. Must like PlayStation, *Pokémon*, *The Simpsons*, *South Park*, Radio 1 and GamesMaster! But must hate wrestling! No photo necessary. Write or e-mail me today! Jim Friel, 2 Primrose Avenue, Inverkip, Scotland, PA16 0DS or e-mail jimfriel@icscotland.co.uk



GM ART HOUSE

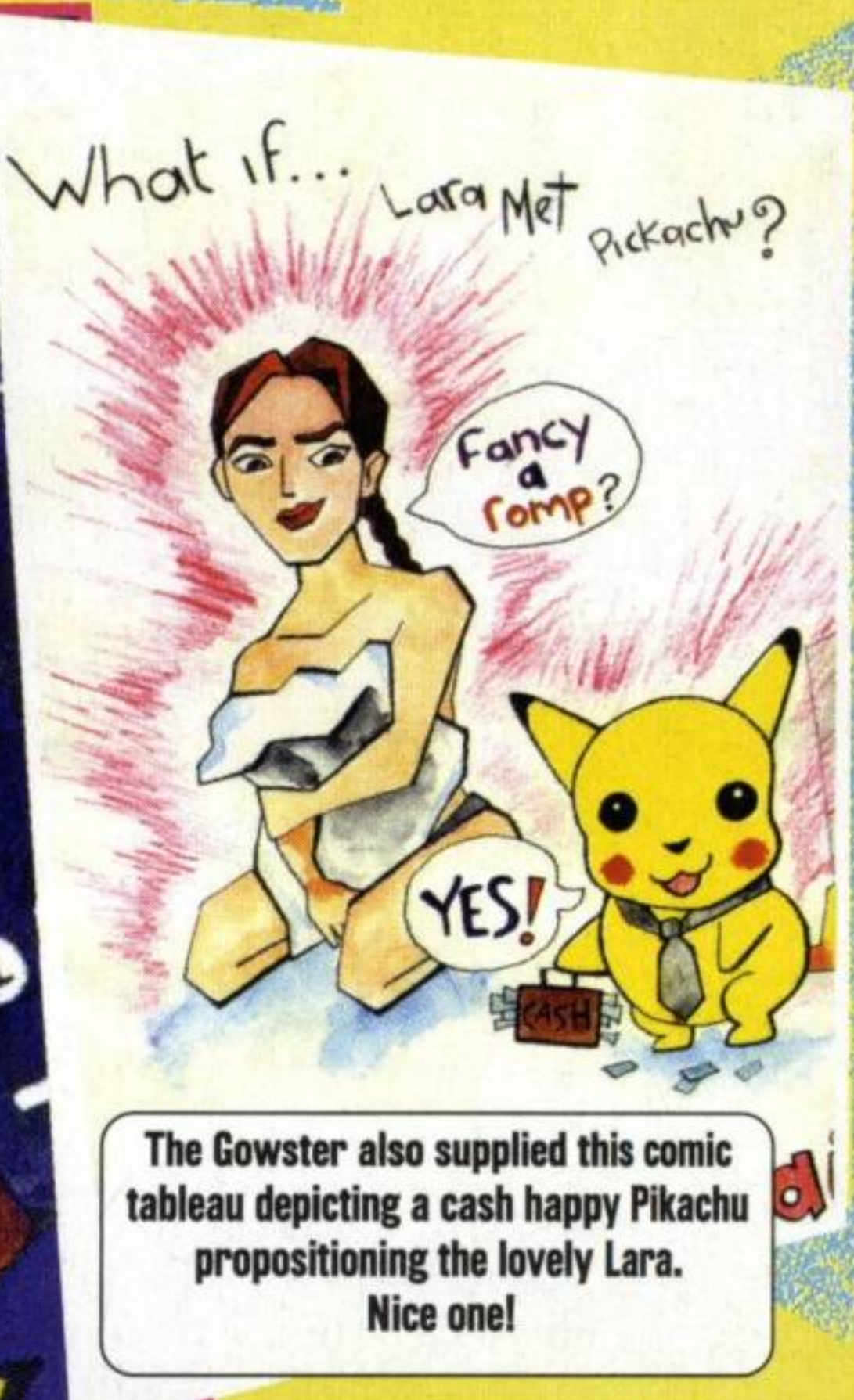
Are you a whizz with the old felt tips? Why not send us a pic and show it off to the nation? And our fave each month wins a game of their choice too! And don't forget to include that famous GM entry coupon on page 69 too!



Ace pics from Kieran Walker and Stuart Couch.



And the winner is... Martyn Gowen for this most excellent image of Mario zapping Crash, Pikachu and Sonic.



The Gowster also supplied this comic tableau depicting a cash happy Pikachu propositioning the lovely Lara. Nice one!



Ken Paye had us all a-shiverin' with his dark image 'Resident Amalgamation'.



A dead cool Spidey from Sara Adams and a sharp rendition of Tekken Tag from Kane Cali.

James Reilly sent in a top sketch of the Mortal Kombat team in all their powered-up glory.

Rockachu meets Mewkind! Thanks to Nick Martin for this picture of the Pokémon Wrestling Federation. Smart!



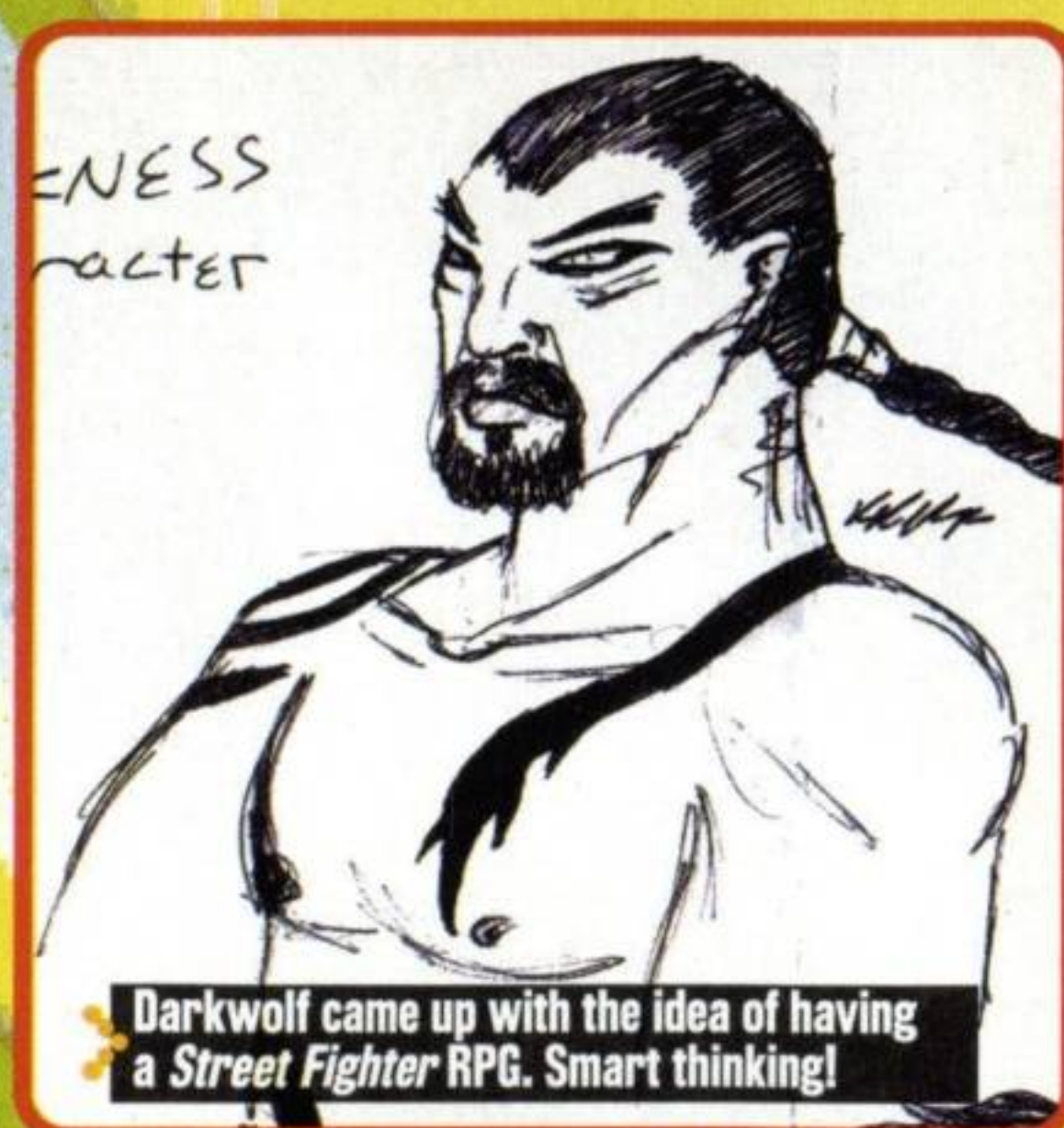
GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month dish out a free game to the best effort. Think you can do better? Send your design in now!

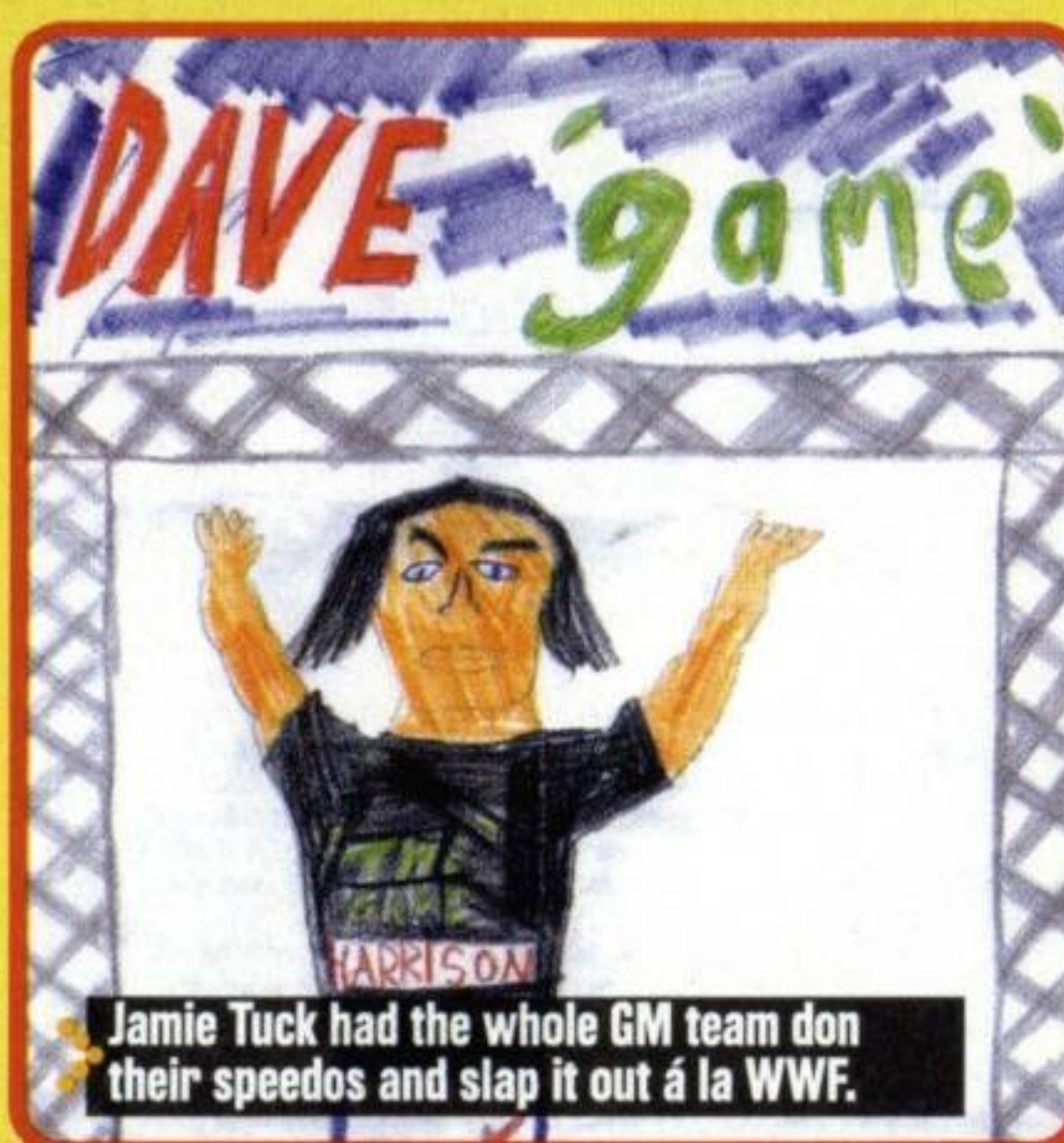
THIS MONTH'S WINNING GAME!

And the prize goes to... Rob Hague for his highly detailed skate park sim. Build your own courses, hire staff and try and get the local board, blade and BMX crews paying to dice with death. He wins a game of his choice!

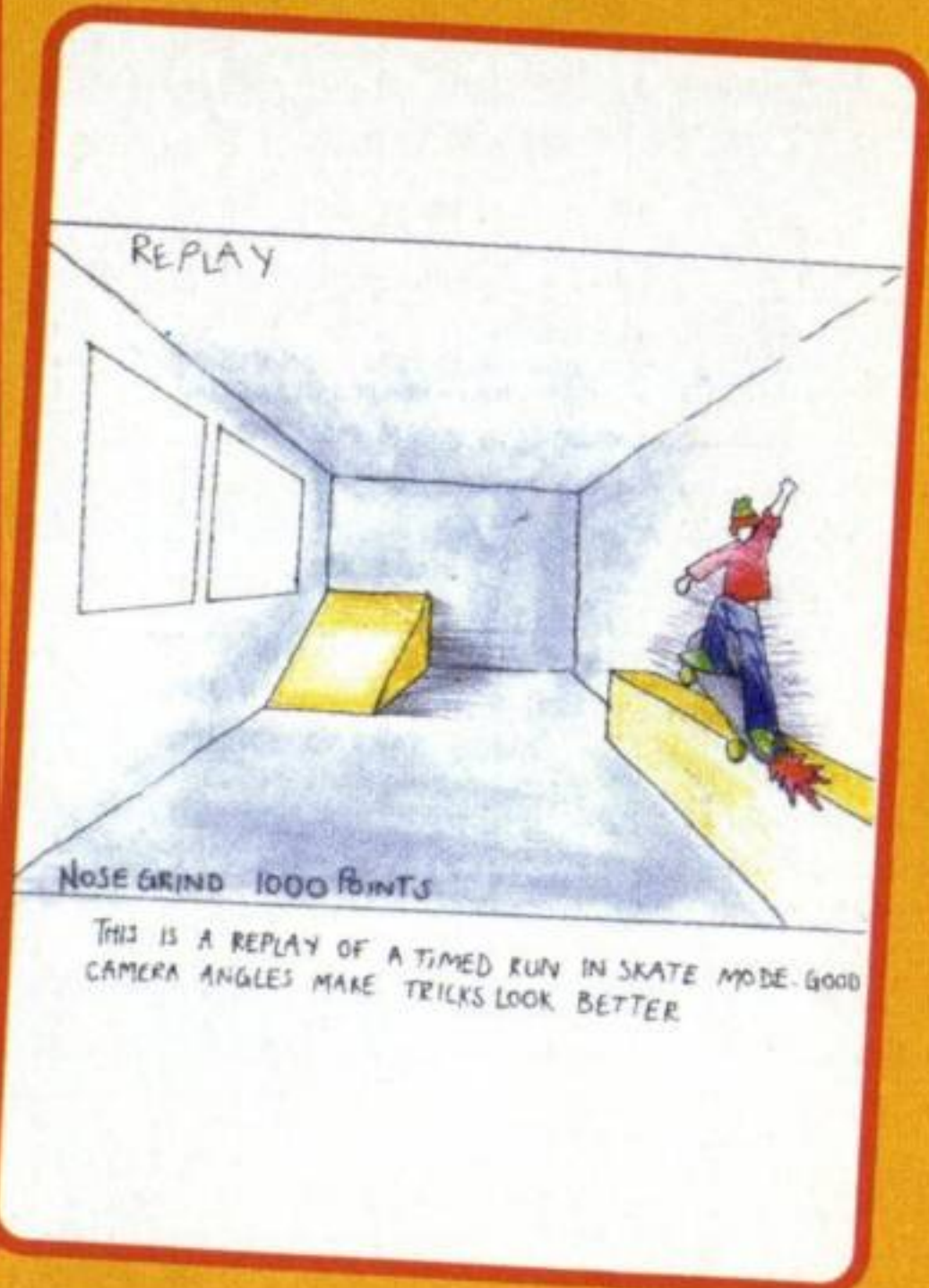
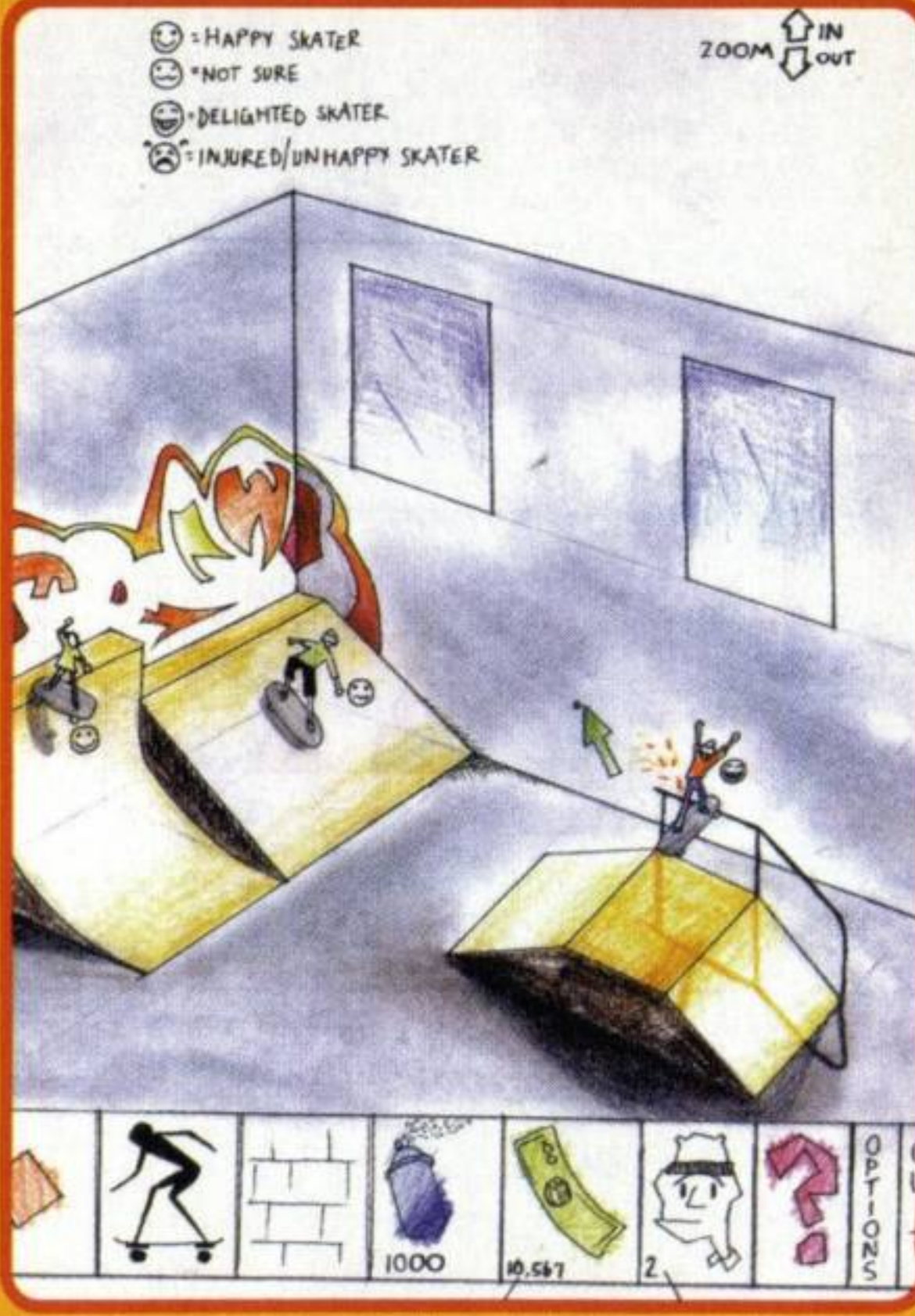
Once you've built your dream park, you can switch to a third-person view and test drive the rampage yourself. Fantastic! Seems like Doctor Rob has thought of everything!



Darkwolf came up with the idea of having a Street Fighter RPG. Smart thinking!



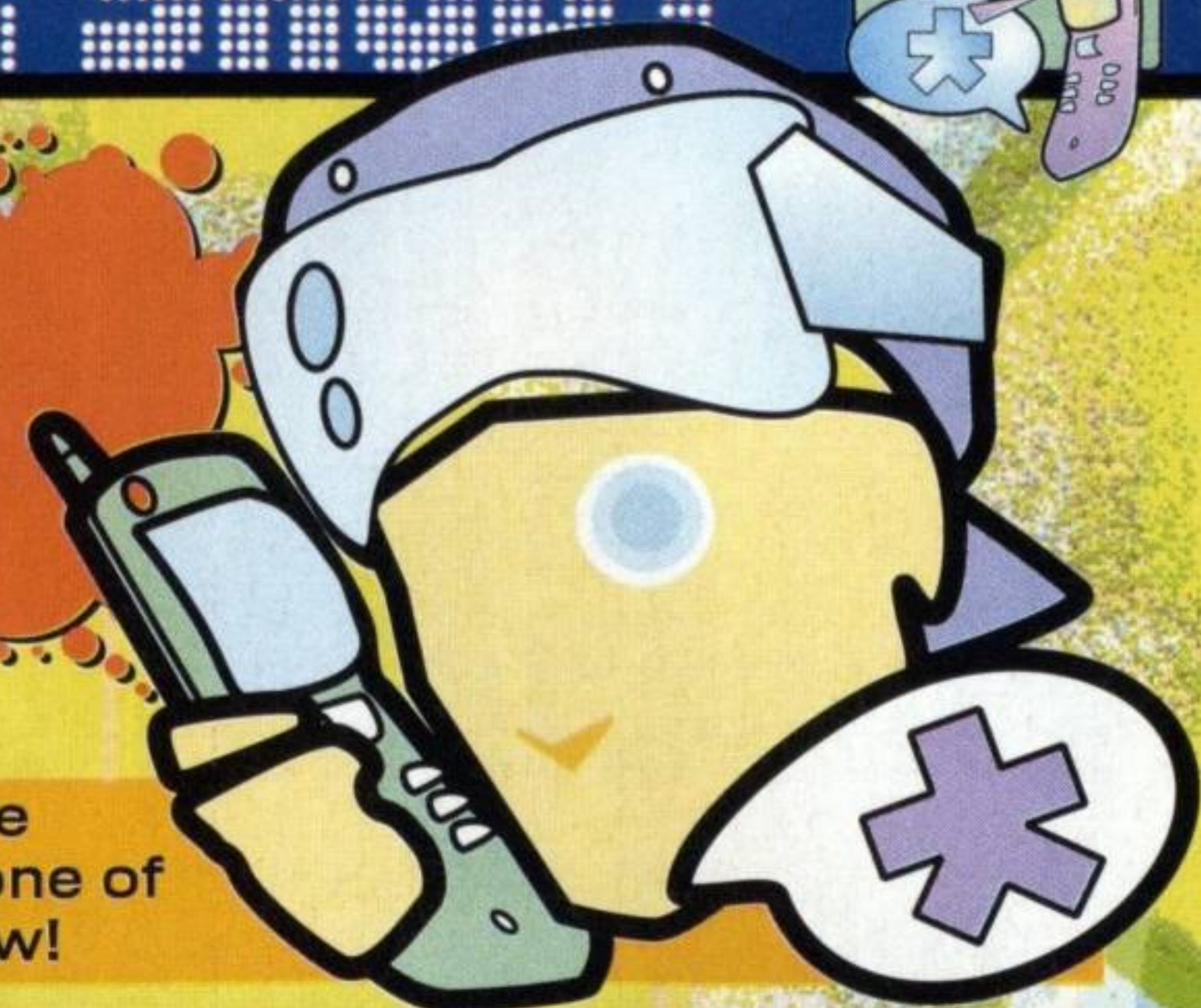
Jamie Tuck had the whole GM team don their speedos and slap it out à la WWF.



How to Enter
Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays. Include as much detail as possible then mark your envelope 'Games Designers' Workshop' and send it with the coupon on page 69. Get going!



OUT NOW!



Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark 'er up 'Out Now' and send it in with the coupon below!

Pokémon Yellow

PRICE: £25 PUBLISHER: NINTENDO



Arran Jackson

Being both a fan of Pokémon and a person who considers themselves ahead of the times, I recently invested in an import copy of *Pokémon Yellow* for the Game Boy. I did the same early last year to get my hands on *Pokémon Blue* and, again, it was well worth it. I was a little hesitant to make this

purchase in case it was not sufficiently different from the original two but, after much consideration, I came to the conclusion that it was. But only just.

This version of the game is meant to be like the cartoon so, although you still play as Ash trying to best your rival to become the world's greatest trainer, the first Pokémon you get is Pikachu. At any time you can check how happy he is and eventually you and your 'mon develop a loving owner/pet relationship.

Surprisingly these changes are the only major ones of the game. Every so often Jessie or James appear and there is supposed to be a surfing game of some description. So, overall a superb game but one for die-hard fans only.



Weezing caught showing his arse to a stunned Spearow. Some people will do anything to win!

Jagged Alliance 2

PRICE: £35 PUBLISHER: SIR TECH



Andrew Corden

I believe that *Jagged Alliance 2* could well be one of the best strategy/RPG games ever developed. It comes from a good stable of previous titles. After playing the second of these excellent games I felt that the third installment was a 'must have'.

You are the leader of a group of mercenaries and it's your task to free the country of Arulco from its evil, slave-driving queen (Deldrianna). You gain loyalty from any town you free from the Queen's control and there are also hundreds of sub-plots along the way. For example, you can become a bounty hunter at one point.

For any old timers of the *Alliance* games there are a few familiar faces like Ivan, Lynx and Scope, plus many new characters.

I love this game because it is a mixture of puzzle, real-time and turn-based action. You really should buy this game.



The A-Team, after the obligatory thumping of Mr T, dash for the jet. Look, there's Mad Murdock doing something mad at the front!

Super Smash Bros

PRICE: £40 PUBLISHER: NINTENDO



Joshua Hickling

This is a very original game, as it's a beat-'em-up which contains all your favourite Nintendo characters. The basic aim of the action is to hit your opponent off the screen. You do this by increasing their damage (shown on-screen as a percentage) to one hundred, then you can pull off your character's smack move.

The characters get more hard to beat throughout the game and there are also bonus stages in which you have to break targets or step on platforms and other things like that.

In the matches, you can get weapons like baseball bats, hammers and even Pokémon which appear out of Pokéballs that you find on the stages.

This game consists of eight main characters: Mario, Donkey Kong, Kirby, Yoshi, Pikachu, Link, Fox McCloud and Samus Aran. There are also four hidden characters can be found who are: Jiggly Puff, Luigi, Ness and Captain Falcon.

I recommend this game because it is totally addictive and well worth the money.



Donkey does his best to 'talk down' his foxy friend after finding a farewell note from his missus pinned to his brush.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM all you need do is mark you letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the whole bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now!

My name is: _____
 My address is: _____

 My age is: _____
 The bit of GM I like is: _____
 The bit of GM I hate is: _____

Affix a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send to...
 GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey question is...
 Who's your favourite pokémon? Which wrestler do you cheer for? And who's the best out of Ant and Dec? The nation needs to know!

POKEMON _____
 WRESTLER _____
 ANT OR DEC _____
 Check back next month for the results!

Result! In issue 94 we asked you for words meaning good, bad and an insult. The most popular (okay, we admit, 'amusing') offerings were:

Good: Minted, Booyal, Rocking
Bad: Sprouts, Rank, Pish
Insult: Munter, Mudmagnet, Quentin!

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

STAND UP TO GENERAL NAGAROV AND YOU DON'T STAND UP FOR LONG.

THE VOLGIAN WORD FOR MERCY IS *CHE*, BUT IT'S DIFFICULT TO SAY WHEN YOUR HEAD'S BEING HELD UNDER WATER. THAT'S WHAT HAPPENS WHEN YOU DARE TO QUESTION THE AUTHORITY OF GENERAL DMITRI NAGAROV. SINCE HIS ARMED TAKE-OVER OF VOLGIA A DECADE AGO, MANY THOUSANDS OF PEOPLE HAVE BEEN IMPRISONED AND TORTURED IN THIS AND OTHER EQUALLY BARBARIC WAYS.

An ethnically diverse region, racial and religious conflict has become part of everyday life in Volgia. Nagarov embraced hard line racism as a way of gaining the support of the majority. It worked.

Many Volgians have enthusiastically backed his victimisation of minorities. We call it persecution. Nagarov calls it canvassing votes. And he doesn't just limit this treatment to his fellow countrymen.

ENGLISHMAN CAUGHT UP IN VOLGIAN CONFLICT

British citizen John Cord entered Volgia as a tall, fit, handsome 36 year-old. He has performed dutifully in the Army and Security Services for 18

years, a loyal servant to his country. Now he lies weak and helpless on a prison cell floor, the victim of brutal and continued torture. Eyewitness reports from outside the barren prison complex say he is a shadow of the man who was taken into custody two months ago. And the most shocking thing about all this? Nobody seems to care. Politicians around the world ignore the situation. They refuse to play the game. They're leaving that up to you. But why should you bother when you probably couldn't point to Volgia on a map?

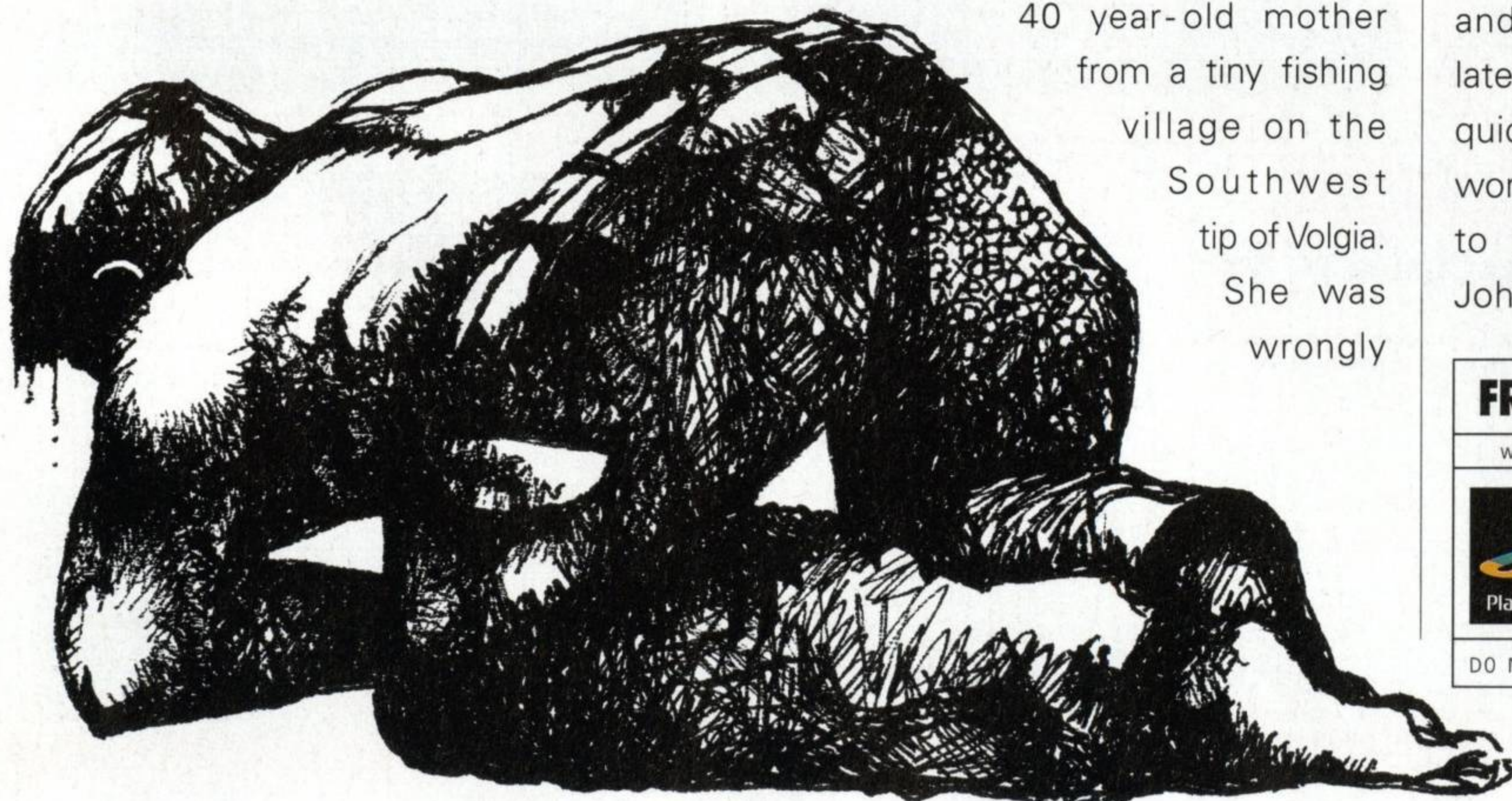
GOVERNMENTS SHUN RESPONSIBILITY

Calottia (not her real name) is a 40 year-old mother from a tiny fishing village on the Southwest tip of Volgia. She was wrongly

accused of being a member of the Volgian Freedom Fighters. "Nagarov's men came in the night, dragged me away in front of my child. They said I was being taken away 'for questioning'. Then they locked me up for seven years. The world knows what is happening here, the brutality, the injustice. They know about your John Cord too, yet no one takes action. Nagarov uses persecution and fear to get what he wants. But his deadliest weapon is apathy! Since her release Calottia has become an active member of the V.F.F. Now we're asking you to take up the challenge and fight too, for John's sake.

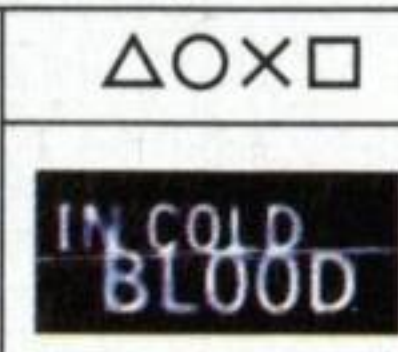
JOHN CORD NEEDS YOUR HELP

You have the power to stop Nagarov's blatant violation of human rights. You have the power to free John Cord. It doesn't cost a lot to buy him the chance of survival. Just go to your nearest computer games outlet now and purchase a copy of PlayStation's latest title 'In Cold Blood.' It won't be quick and it won't be easy. But nothing worthwhile ever is. The time has come to get on your backside and help. John Cord's life is in your hands.



FREE JOHN CORD

www.playstation.co.uk/blood




DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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REVIEWS EDITOR



Welcome to my domain! You're about to enter the most in-depth, no-stone-unturned reviewing area in the world! We endeavour to review EVERY new game EVERY month, along with reviews of games that are currently big in Japan and America, letting you know if they're worth waiting for and keeping you right up-to-date. Enjoy!


Oliver Hurley

FIFA World Championship



p.76

Wacky Races



p.80

RESIDENT EVIL CODE: VERONICA

THE SHAMBLING BOYS ARE BACK IN TOWN AND CLAIRE REDFIELD'S PACKING SOME SERIOUS HEAT!



THE SCORE

- 90 to 100%** Tippetty top cream of the crop. If you own the console, buy this!
- 80 to 90%** A great game. If you like the sound of it you should get it in.
- 70 to 80%** Neat enough but a little lacking. Still, if you really must have it...
- 60 to 70%** A game scuppered by an annoying flaw or two. Shame.
- 50 to 60%** Above average but only just. Spend your cash elsewhere.
- 40 to 50%** Quite simply not very good. We played it - we didn't like it.
- 30 to 40%** Oh dear. Perhaps the programmers should play some 'games'.
- 20 to 30%** What the...P! This looks awful and plays awful to match.
- 10 to 20%** Not a videogame at all but a device of mental torture.
- 0 to 10%** Like dangling your diddies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know

- Drivers22
- Manufacturers11
- Circuits17
- Levels of Difficulty4

Softography
These guys have also made

- FIFA '9868%
- FIFA '9990%
- FIFA 200078%
- NHL 200045%
- NBA LIVE 200091%
- MADDEN NFL 200058%

It's crunch time. Here's where you'll find the real deal for every game. Each game is assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game work? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

- GRAPHICS** Perfectly acceptable, and you certainly get the impression of being airborne.
- GAMEPLAY** A bit muddled, what with multi-levelled racing and unclear combat elements.
- LIFESPAN** If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

Overall

70%

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

GAMING MASTERPIECE

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

The final verdict in one snappy soundbite with the only score that counts at its side.

REVIEWED THIS ISSUE...

HANDHELD HEAVEN p.86 • Puzzle Link 2 (NEO) • All Star Tennis 2000 (GBC) • Moomin's Tale (GBC) • Ultimate Paintball (GBC) • Puchi Carat (GBC) • Blaster Master (GBC) • Catz (GBC) • Martian Alert (GBC)

RESIDENT EVIL CODE: VERONICA (DC) ...72	DAIKATANA (PC)92
FIFA WORLD CHAMPIONSHIP (PS2)76	DISNEY MAGICAL RACING (PS)94
MOHO (PS)78	COLONY WARS: RED SUN (PS)94
NIGHTMARE CREATURES 2 (PS)78	HOGS OF WAR (PS)95
WACKY RACES (DC)80	SILVER (DC)96
DESTRUCTION DERBY RAW (PS)82	NHL 2K (DC)99
RESCUE SHOT (PS)83	SILENT BOMBER (PS)100
STAR WARS RACER (DC)84	MIDWAY ARCADE HITS (DC)100
MARTIAN ALERT (GBC)87	DRAGON VALOR (PS)101
EXCITEBIKE (N64)88	HALF-LIFE: LEGACY (PC)102
GROUND CONTROL (PC)90	NOMAD SOUL (DC)102
DRAGON'S BLOOD (DC)91	LEGACY OF KAIN: SOUL REAVER (PS)103

Reviews Round-up p103 • Soulbringer (PC) • Dogs of War (PC) • Gauntlet Legends (PS) • Dukes of Hazzard (PS) • Championship Manager 3 (PC) • Legacy of Kain: Soul Reaver (PS) • Dino Crisis (PC) • Marvel vs Capcom 2 (DC) • Sim City 3000 (PC) • Landmaker (PS) • Yeh Yeh Tennis (PS) • MDK 2 (PC)



REVIEWER



Pete Wilton



OUT: NOW

FORMAT: DREAMCAST
PRICE: £40

DEVELOPER: CAPCOM
PUBLISHER: EIDOS

SPECIAL FEATURES: VMU
OTHER FORMATS: NONE

CALL: 020 636 3000
PLAYERS: 1

Softography

These guys have also made...

Resident Evil: Director's Cut	92%
Resident Evil 2	90%
Resident Evil 3: Nemesis	94%
Resident Evil: Survivor	66%
Dino Crisis	93%

Her brother's MIA, men are just after her body and she's on a herbs only diet. No wonder Claire's mean!

Resident Evil

Code: Veronica



If there's one thing we've learned it's that the living dead are no match for a girl with a cocked bowgun.

Back in the old days of *Resident Evil* Claire was a successful S.T.A.R.S. agent with the world at her feet. But sooner than you could say "Is that Chris's blood!?" her career, her family and probably her entire shoe and make-up collection went up in a cloud of super-powerful bio-toxins! She's been shot at, nibbled, abandoned by her bro' and now she's banged up on a remote island where you can only pick-up Challenge TV: Those Umbrella boys are going to pay...

PAST PERFECTION

Maybe it's zombie dust or perhaps it's the smell of flame rounds in the morning but *Resident Evil* has a magic that no amount of sequels seem likely to dispel. The great news is that, not only does *Code: Veronica* deliver the same banquet of gore, goose-bumps and heavy artillery that made 1, 2 and 3 smash hits but now the extra gumph of the Dreamcast pretties it up into an even tastier spectacle for your peepers.



Shooting Party!

If there's one thing that's worse than being stranded on an island full of peckish zombies, it's waking up to find that all the guns have been half-inched. Get some of these in... quick!



▲ M-100 machine pistols. These are the business for dealing with undisciplined dogs. Come on, lie down and play undead. Good boy!



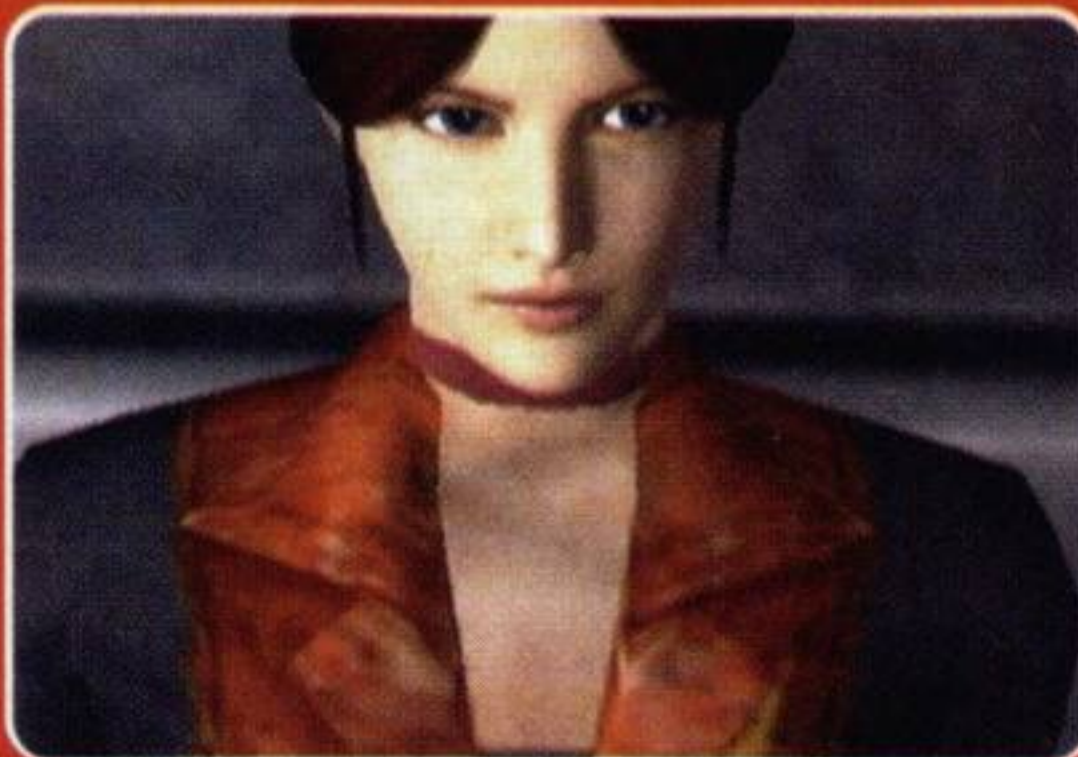
▲ Ah, the luvrly AK-47 (drool). It may take up two slots in your inventory but it makes mincemeat of anything without a pulse.



▲ Grenade! The launcher is back with a bang. Most fun you can have short of strafing explosive barrels and then running away.

You Beauty!

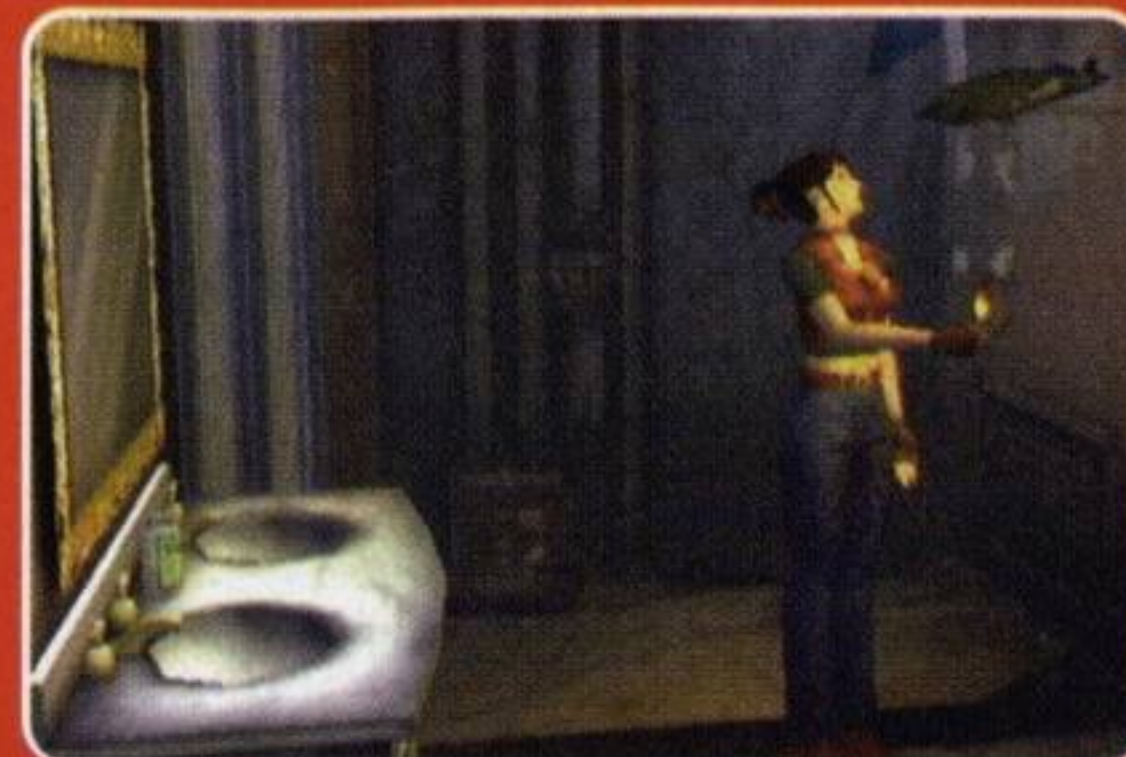
However ugly the monsters get *Code: Veronica's* graphics are by far the prettiest of any previous *Resi*.



▲ The intro sequence at the start in which Claire seemingly takes on the entire Umbrella corporation.



▲ Close-up the rendering is superb and the game flits seamlessly from a cutscene back to the action.



▲ This bit where Claire wafts her lighter and turns her head to track the bats is very nifty.

... maybe it's the smell of flame rounds in the morning, but Resident Evil has a magic that no amount of sequels can dispel...

Factpack

The stuff you need to know...

Grenade Rounds	4 Types
Discs	2
AK-47	1
Zombies	1000s

SEAT'S EDGE

Just watching Claire turn to observe flittering bats or pick herself up after an explosive cutscene will make you hanker for extra zombies with a side order of hot lead.

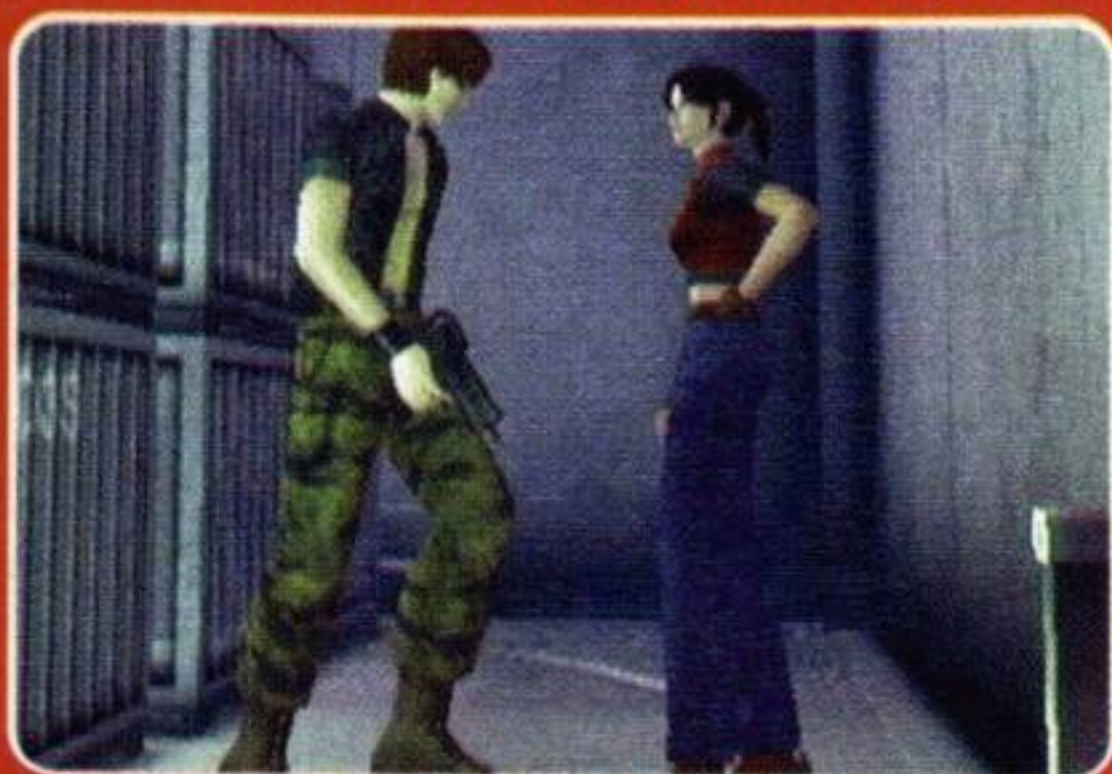
From the moment the cell door creaks open you know more or less what to expect. But knowing that something is out there, in the dark, waiting doesn't exactly calm your nerves. If anything the knowledge of what's gone before makes this latest *Resident* even more suspenseful, and through ingenious lighting and sound, Capcom force you to fear what turns out NOT to be there as much as what sprouts out of the soggy earth and proceeds to gnaw frantically on your shins!

SAW THAT COMING!

Wet blanket-types may complain that *Veronica* relies on the same bag of tricks as every other *Resi*, with dramatic camera angles, shock horror appearances and an on-going item hunt, but it's the way it combines these elements that makes it special. While in the past *Resi* games have been guilty of making you run around an empty mansion swapping objects, *Veronica* skillfully merges the adventuring AND the action. Undead creatures appear in rooms you've previously cleared and cutscenes interrupt as you've completed one set of tasks. Like all the

Help Wanted!

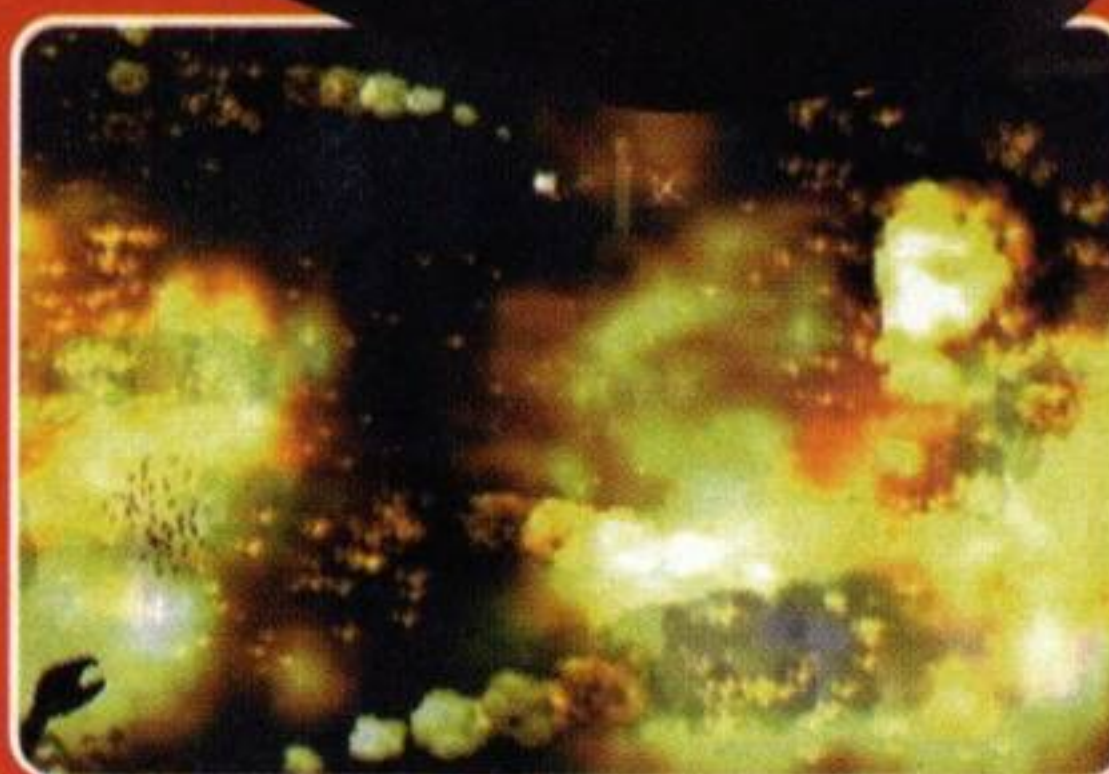
The first nice, none zombified person you run into is Steve. Aw, bless 'im!



▲ Giving guns to strangers is not a good idea but if you're fighting a zombie invasion it makes sense!



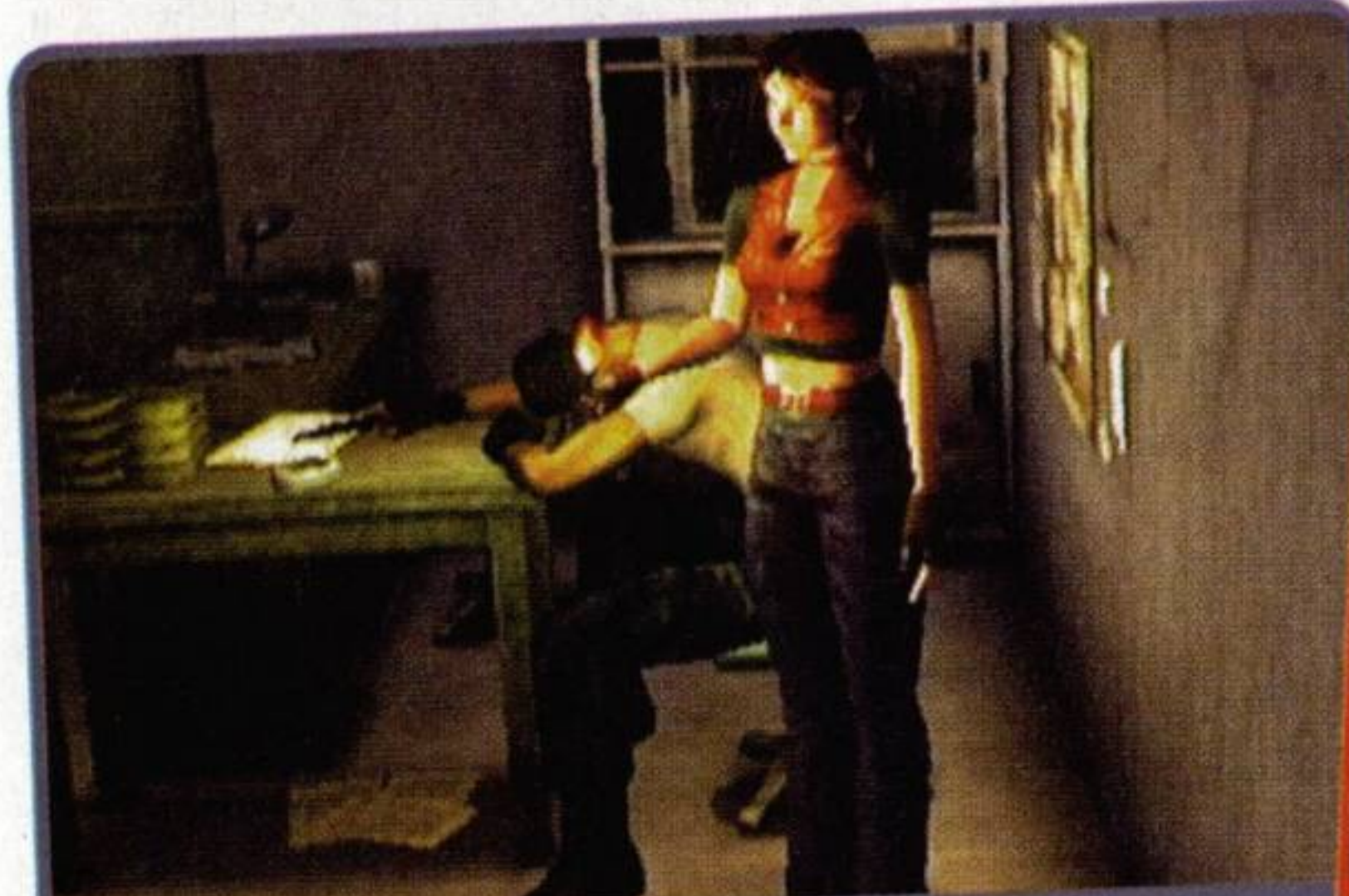
▲ Okay Steve, we think that you've probably ensured that this lot won't be nibbling on anybody's neck.



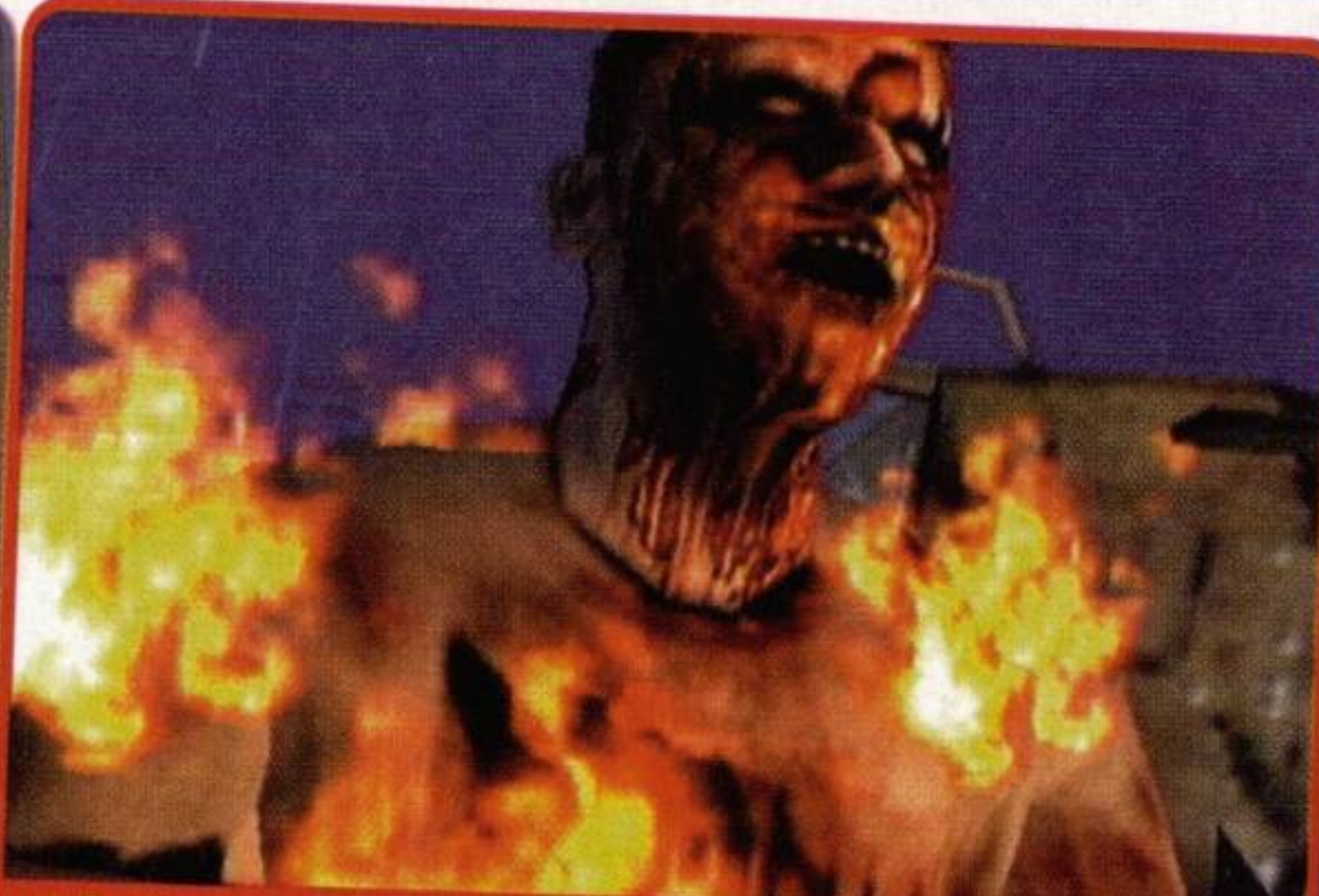
▲ Steve, just LEAVE IT! ALRIGHT? Didn't you see that 'Danger: High Explosive' sign back there?

It's A Fist Fight!

It doesn't take long for *Resident Evil Code: Veronica* to put the willies up you. Almost as soon as Claire gets out of jail she's in zombie infested tee-rouble...



▲ The guard is on his last legs but after telling you you'll never escape the island he sets you free!



▲ Don't go near the graveyard young lady... Oh no! Too late! This zombie's got a burning desire to bite you.



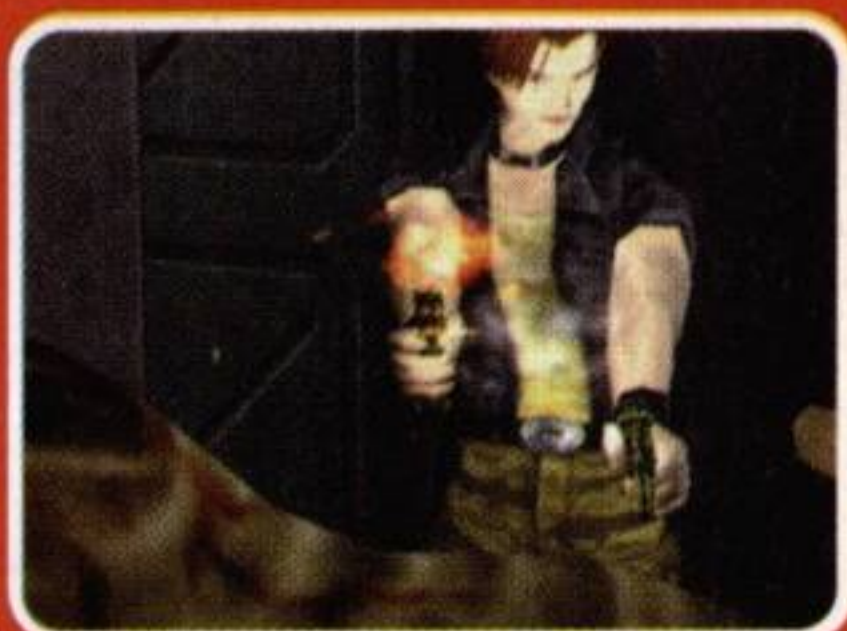
▲ His mates pop over for a bit of a snack quickly surrounding you - and you're only armed with a kitchen knife!

Look Away Now!

We just had to tell you about one fabulous sequence that shows how *Code: Veronica* manages to combine brilliant in-game action with electrifying cutscenes. If you don't want to be forewarned then read no further!

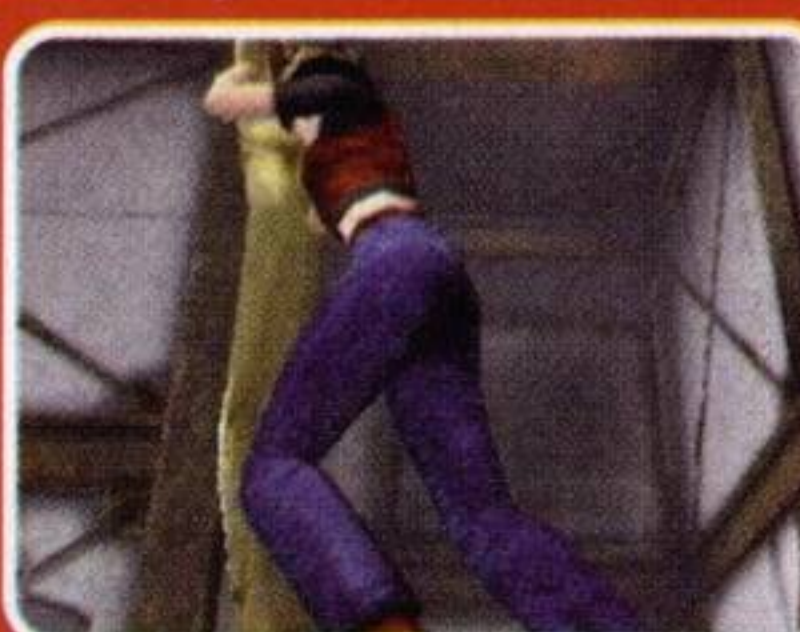


▲ You find a pair of guns. Oooh we bet Steve would like those.



▲ Oh, they're yours are they? Mr Bandersnatch looks somewhat narked.

▼ A scuffle ensues, Claire legs it down some steps but has she escaped?



▼ Not on your life, Banders uses strong arm tactics. Oi, gerorr!



▲ Broken glass and super-slow motion lend grace to Steve's entrance.



Ah-ah-choo! This has got to be the worst cold I've ever had!

▲ He may be nuts but the boy is lethal with a couple of pistols. Cheers.

best horror movies *Veronica* moves effortlessly between periods of manic action and chill-out sections that let you re-arm, figure out a puzzle and get your breath back. The pacing is spot-on as well so that you always feel you've got something to do, someone to kill or somewhere new to explore.

ALL THUMBS

There are familiar gripes about finicky controls and not being able to leave items where you please but like the annoyance of a laughter track on a particularly good comedy show *Resi* just wouldn't be the same

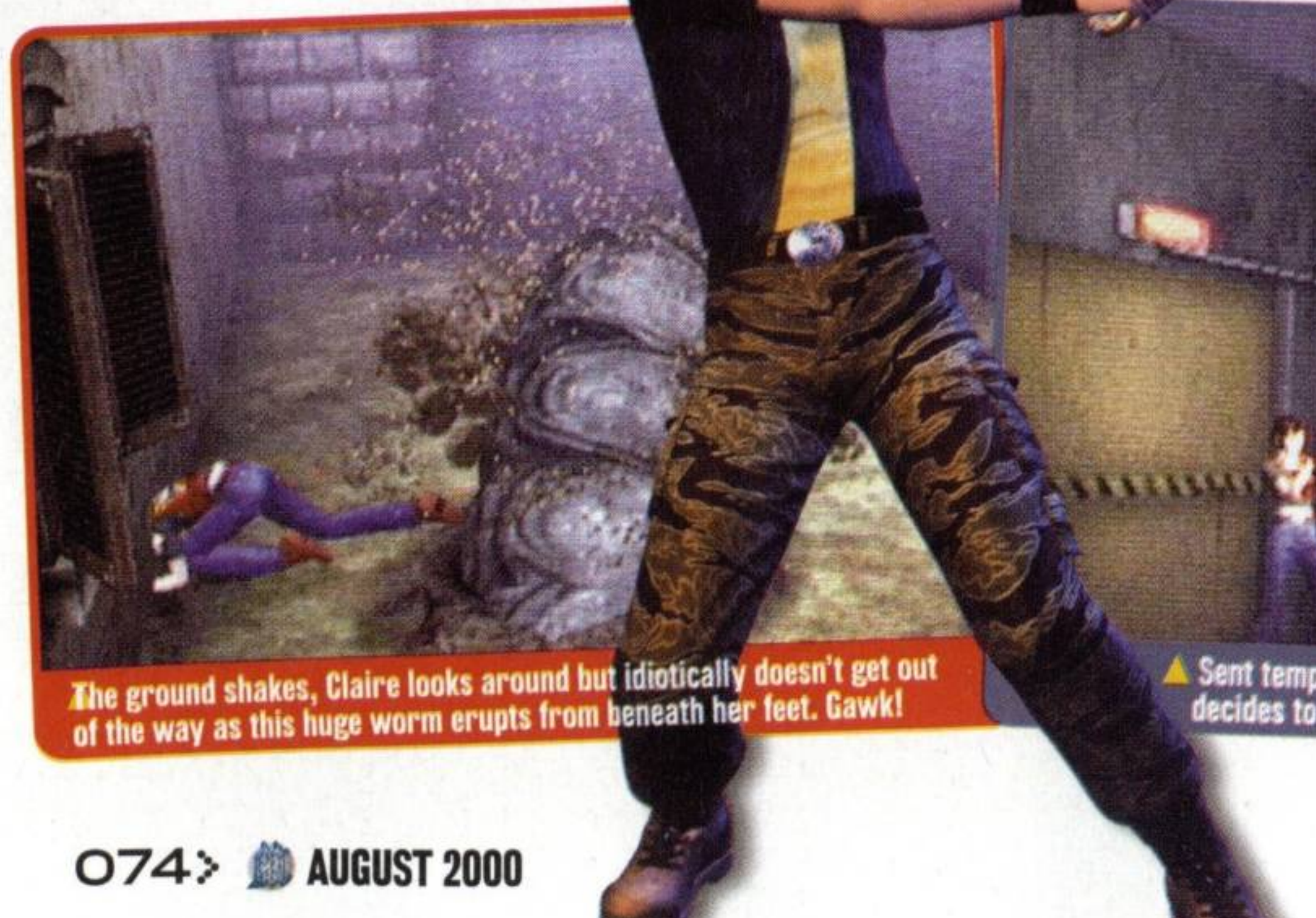
without being mauled while trying to bring your guns to bear or munching herbs to make space for a sub machine-gun. Frankly, there's so much else here to grab your attention like the rising heartbeat as you open each door (yes, those doors are another

lovable imperfection), remote control of cranes and cameras and scaremongous moments where enemies tumble through doors, play dead or watch from windows and under buildings...

If this game does have a vulnerable spot in its rock

Worm Food!

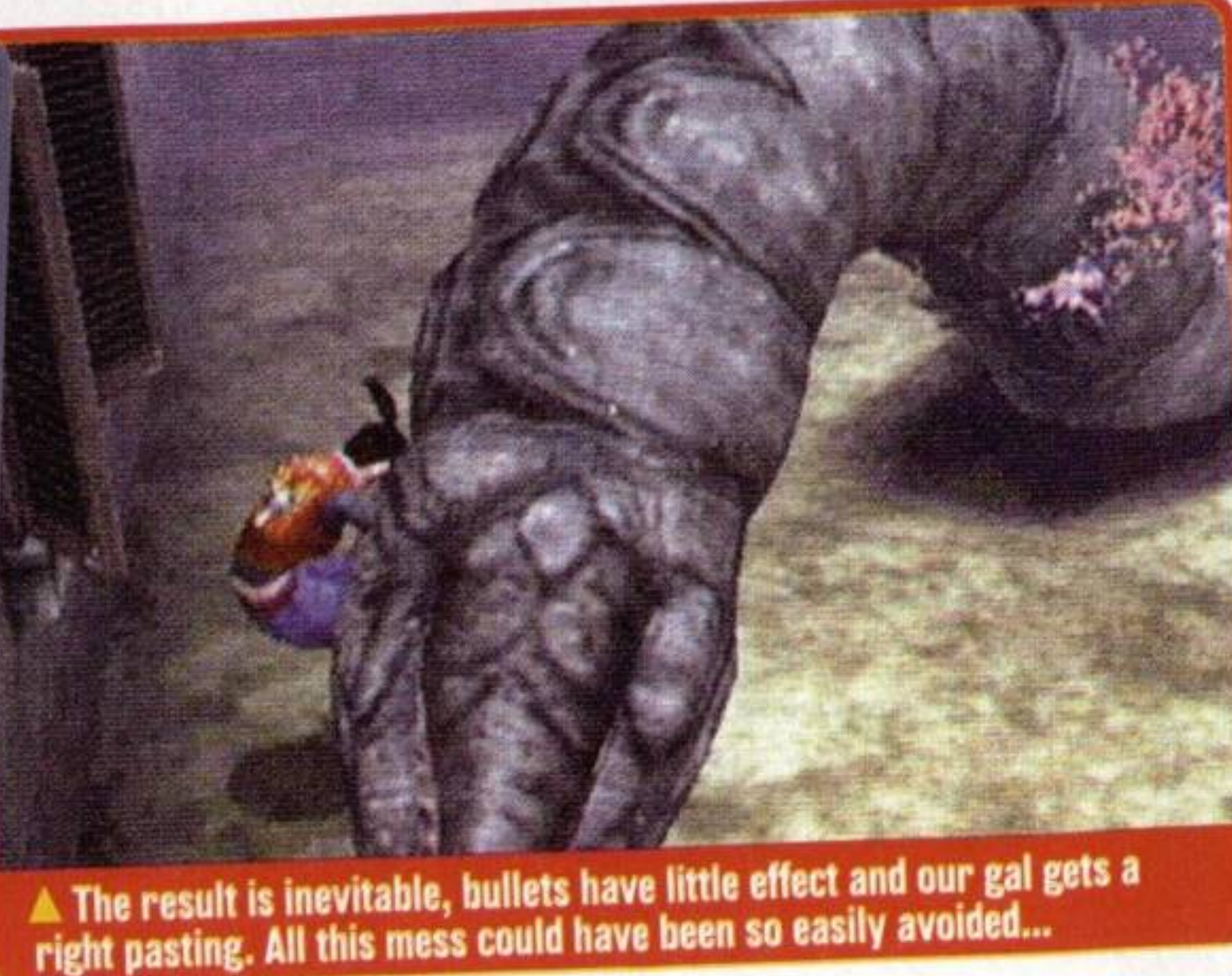
We don't know who's to blame but all those powerful biogenic toxins have been seeping into the soil. The results would make even Alan Titchmarsh skittish.



▲ The ground shakes, Claire looks around but idiotically doesn't get out of the way as this huge worm erupts from beneath her feet. Gaww!



▲ Sent temporarily barmy by a blow to the bonce Claire decides to take the worm on with her sub machineguns.



▲ The result is inevitable, bullets have little effect and our gal gets a right pasting. All this mess could have been so easily avoided...

▶ This Way Up!

Don't expect the puzzles to slow you down too much as you progress. Most of the time it's fairly obvious which item you need to take where and how to use it. Of course surviving long enough to actually find anything could be a bit of a problem.

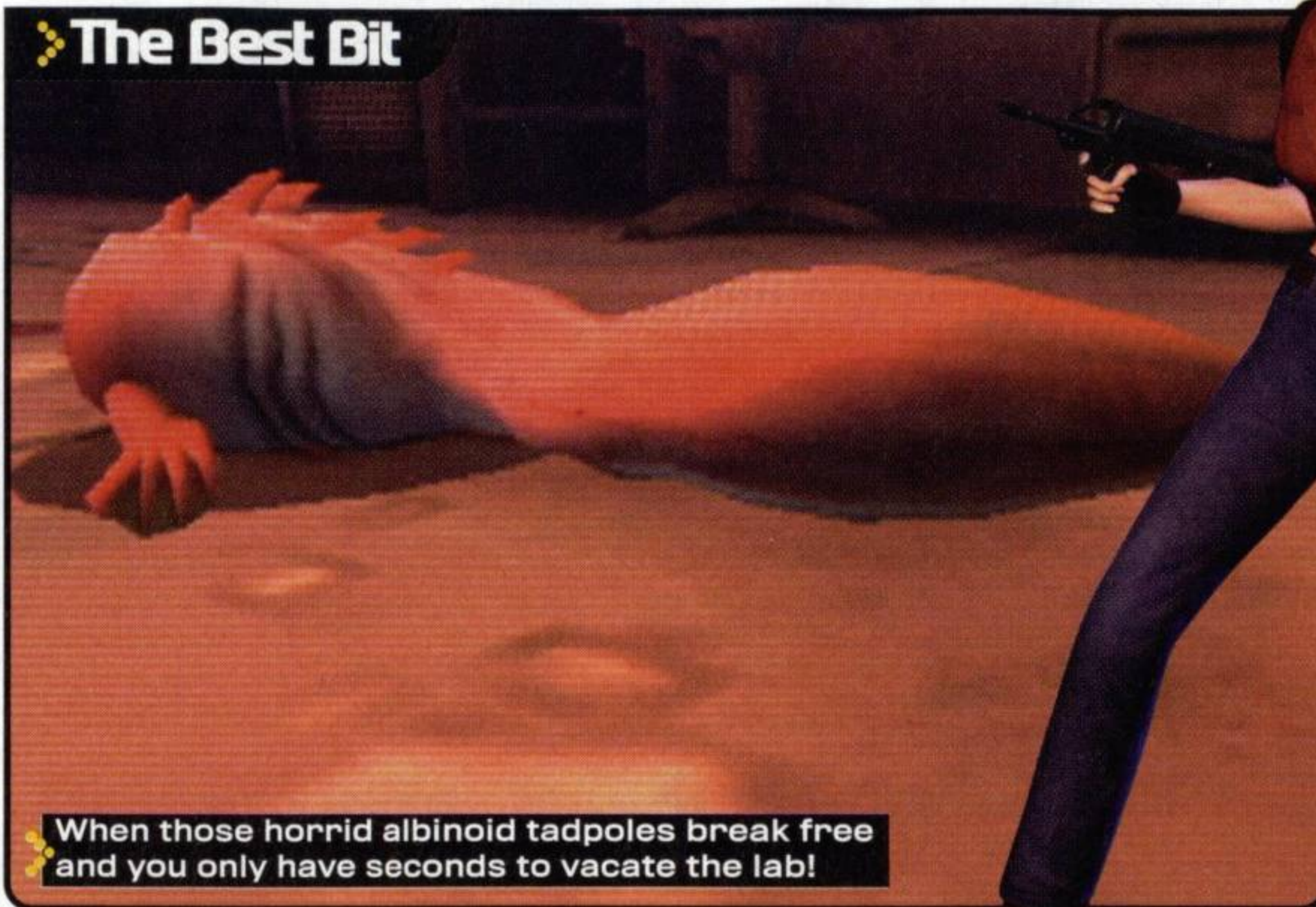


▲ Why can't they just have normal push buttons? Tsk, Umbrella and their rubbish secret equipment.

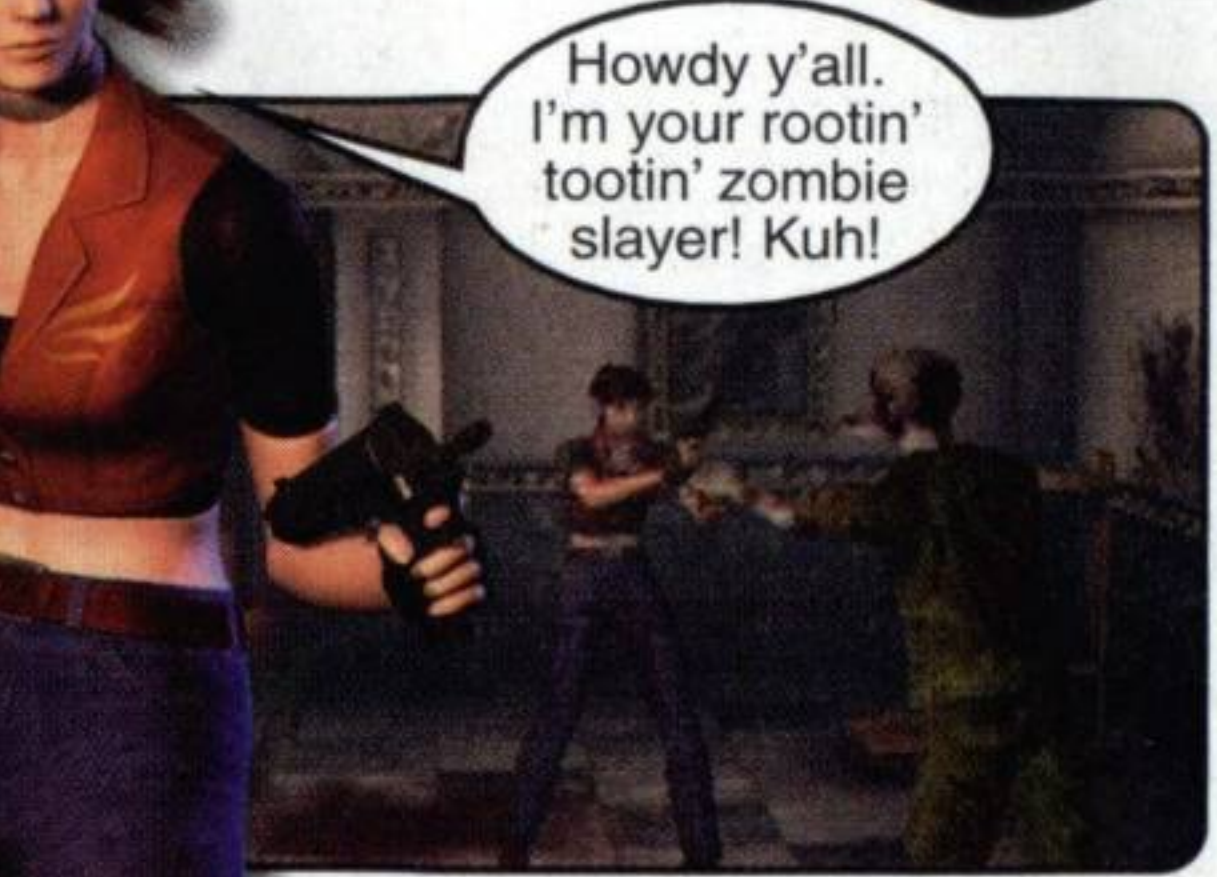


▲ Want to see a secret underwater base? Then you'd better get your submarine licence. Curses!

▶ The Best Bit



▲ When those horrid albinoid tadpoles break free and you only have seconds to vacate the lab!

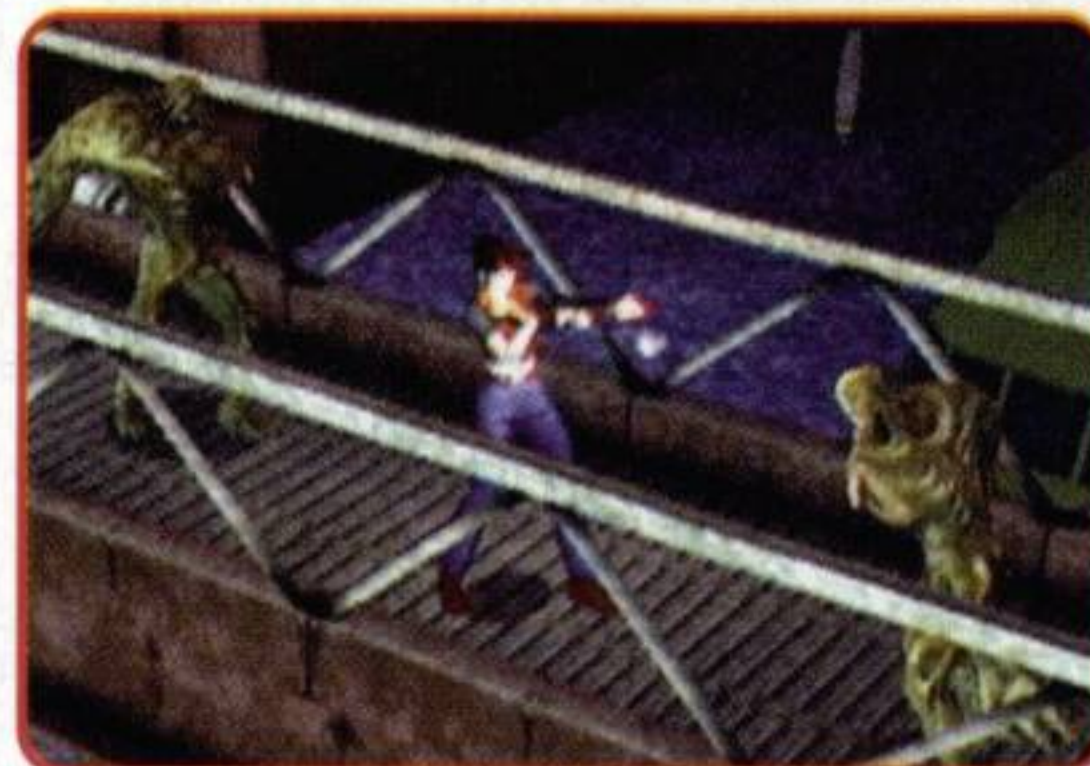


Howdy y'all. I'm your rootin' tootin' zombie slayer! Kuh!

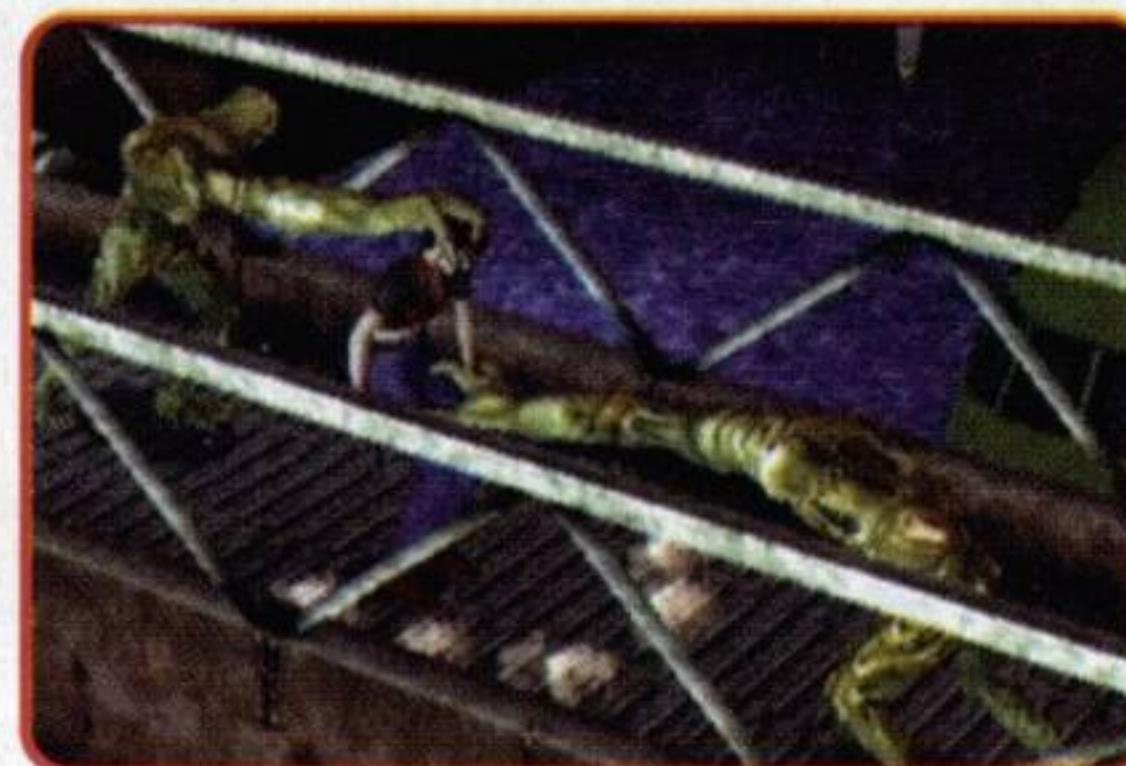


▶ Bandersnatched!

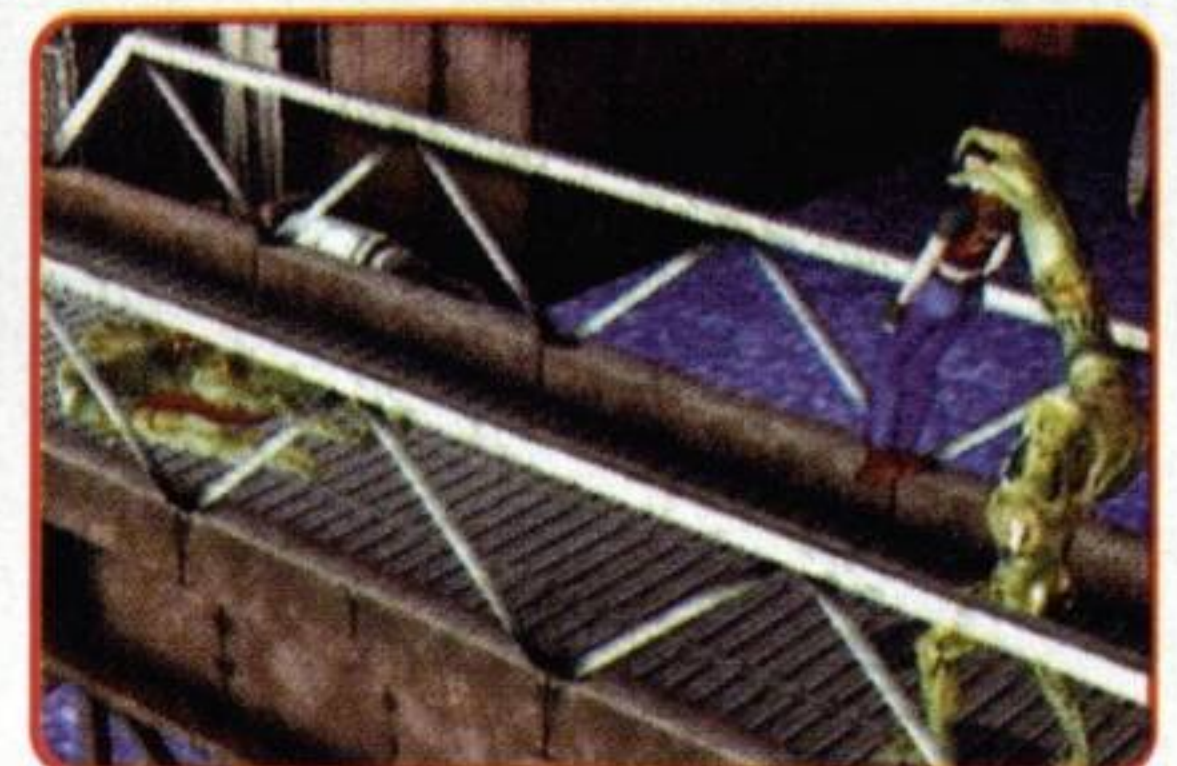
One of the things that sets *Veronica* apart from its *Resi* chums is the fact that the zombies respawn!



▲ Whoops! In Umbrella's underwater base Claire is jumped by two unexpected guests.



▲ Figuring that two arms are better than one the banders attack simultaneously. Cads!



▲ No wonder they don't get many dates if this is how they treat a girl. Choke!

📁 ... munch the odd herb to make room for a sub-machinegun in your inventory... 📁

hard mutated body shell it's that there are so few new monsters to gawp at. Okay, you get freaky tadpole people, the albinoids, and a giant worm that's HUNGRY but most of the time you're fighting the same zombies, dogs and bandersnatches as in other *Resis*. If you wanted to you could argue that this is criminal laziness on the part of the game's programmers but then if the living dead were sacked in favour of dinosaurs or aliens would you be getting the *Resident Evil* you ordered? The puzzles too are just as recycled – find a wheel and the chances are

you'll be opening a valve or activating a lift, discovering a number on a painting and you can bet that it'll be the combination to access some secret laboratory – but if these were ramped up to *Tomb Raider* proportions they'd take over the game quicker than Umbrella's T-Virus, leaving no time for all that oh so enjoyable point-blank head splattering.

Like the creatures of the *Alien* film series *Code: Veronica* on Dreamcast fulfils the potential of *Resident Evil* without breaking any new ground. Slicker and smarter than all the *Resis* that have gone before it's a roller coaster ride of plot twists, surprises and predictable gore that cleverly leaves you to fend for yourself in a world brimming with creatures that deserve to be repeatedly shot in the face. Praise Capcom and pass the bowgun arrows!



▲ When Steve Burnside isn't slaying zombies his hobbies include, sailing, swimming and patricide.

▶ Painted Lady!

This room full of paintings is actually a giant puzzle that had many Japanese gamers stumped. It really is perfectly logical... honest!



▲ Next to the room full of Nazi gold, Claire stumbles on the Umbrella gallery.



▲ Gah! I don't know art but I know what I like – shooting first and thinking later!

Judgement

GRAPHICS The crispest, bloodiest, nastiest and bestest looking *Resi* this side of the grave.

GAMEPLAY Not much new to speak of just the same cunning mix of shooting, puzzling and running.

LIFESPAN Two discs means that *Veronica* is reet large. You'll spend ages on this 'un.

The best *Resi* yet. Glorious graphics meet blood, guts and sinister scenes to produce a fearful cocktail. Your DC was made for this!

Overall
93%



OUT: NOW (JAPAN) **FORMAT: PLAYSTATION2** **DEVELOPER: EA** **SPECIAL FEATURES: DUAL SHOCK** **CALL: IMPORTER**
PRICE: IMPORTER **PUBLISHER: EA** **OTHER FORMATS: NONE** **PLAYERS: 1-8**

Shut Up Shop!

To prevent runs from midfield you have to close down players and give them no time to settle on the ball. Then the team are restricted to long shots which can deal with by the keepers.



▲ The goalies are bit on the inconsistent side. They're rubbish at one-on-ones but are very good at keeping 90mph shots out. Easy.



▲ The sliding tackle is a bit on the violent side. As you never quite sure which angle you're coming in from you usually give a freekick away.



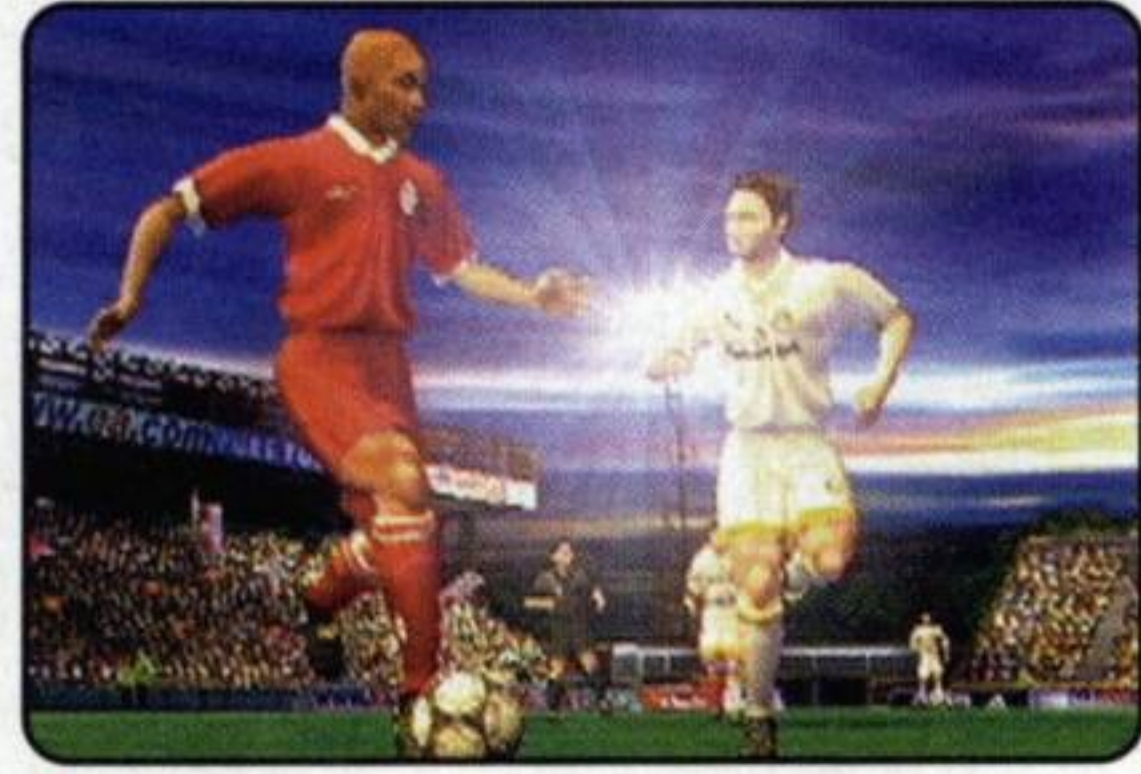
▲ Every shot has a natural bend to it so the best idea is to aim just outside the post and hope the keeper decides to let the ball in. Great.

Hey, looky what the Japanese have got! I thought it was only us who got average football games!

FIFA Soccer World Championship

Now That's A Nice Picture!

Welcome to the world of arse-scratchingly smart graphics. It's like watching a really good computer game.



▲ The lighting effects for the night games are amazing even making Leeds look good. Heh.



▲ Here's recently retired England Hero Alan Shearer looking quite a lot like balding biffer John Hartson.



▲ The birds-eye view doesn't show off all the glorious detail but is still pretty darn realistic.

Bet you couldn't see this one coming. A FIFA game for PlayStation2, who'd have thunk it?

But this isn't the one that we'll be getting, as *FIFA Soccer World Championship* is only going to be released in Japan. But I think it's safe

Softography
These guys have also made...

FIFA 2000	78%
FIFA '99	90%
World Cup '98	68%
FIFA '98	68%
FIFA '97	76%
FIFA '96	62%

to say that the *FIFA* we'll be getting this Autumn will pretty similar but without as much Japanese words.

SHARPLY DRESSED

Now you may be thinking that this is just going to be like any other *FIFA* game, but with better graphics. Well, we'd like to point out to all you po-faced sceptics that you're wrong... But we can't, as this time you're right on the money. This is supposedly the next generation of games, taking the virtual experience to new heights and untouched greatness. But just

including cameramen in the background isn't going to do it. There's no doubt that this is one the best looking games you will see today. It rises above anything that the Dreamcast soccer sims can produce not just through the quality of animation and player rendering but through the use of light. The effect that the sun has, it's position in the sky and which part of the grass is shadowed by the stadium is all taken into consideration and it looks as though you're watching a televised game. But that's all the game is good for - watching.

Nice Hair!

This is the most impressive *FIFA* so far for getting the player likenesses right. The pick of the bunch is Japanese superstar Nakata who was used for the motion capture.



▲ Here's ol' Emanuele Petit (named after a porno flick) with his flowing locks. But notice - no DC sponsorship on the Arsenal Kit!



▲ Here's the star of the whole show Nakata doing a pretty nifty ape impression. This is one face that the developers have got spot on.



▲ Never have Roma had so much attention as wherever Japan's favourite son goes there's always a massive media following.



Butt-Like!

Kevin Phillips shows he's not just a goal scorer and that he's got skills. Just look at him roll his foot over the ball. Cor.



Joe Max-Moore the deadly Everton striker plays like the ball's tied to his feet to nip past this hapless fellow from Coventry.

Big ol' mincing Gianfranco Zola dances merrily over the ball with elf-like grace. Guaranteed to bamboozle any defender.



Every player can do an overhead kick and they do it all the time, so, after a while, it doesn't seem that special anymore.

POOR PLAY

FIFA have never, ever got the gameplay right. And they haven't bothered improving it because every year everyone goes out to buy it. They sell buckets loads of FIFA's so why should they try and make a decent game when they can swizz people out of their money with a few celebrity ties, a comprehensive licence and some trendy pop-type music.

... just kick it dead hard and if the computer decides it's time you scored, the ball will go in...

What's The Score?

Despite being packed with tactical and skill features there's no point in trying to be clever with FIFA. Either burst your way through the centre of the pitch or work the channels and get the crosses in. Very direct, very dull.



▲ You've got a through-ball to use but there's no point when you can just run.

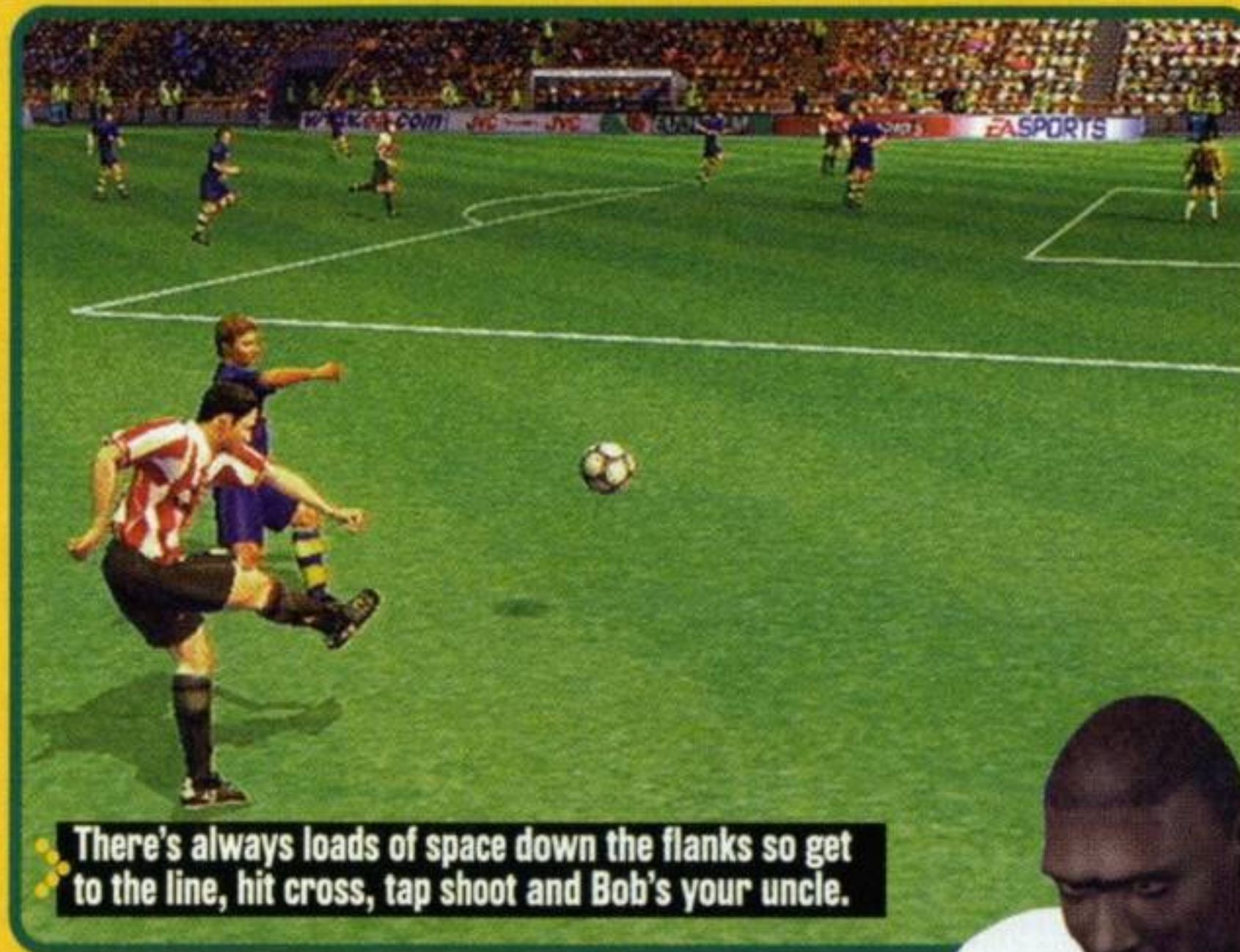


▲ There's no skill involved when you shoot as you seem to have no control!

▼ Every player seems to be left-footed when taking penalties for some reason.



▼ Corners, unless you're lucky, are impossible to score from.



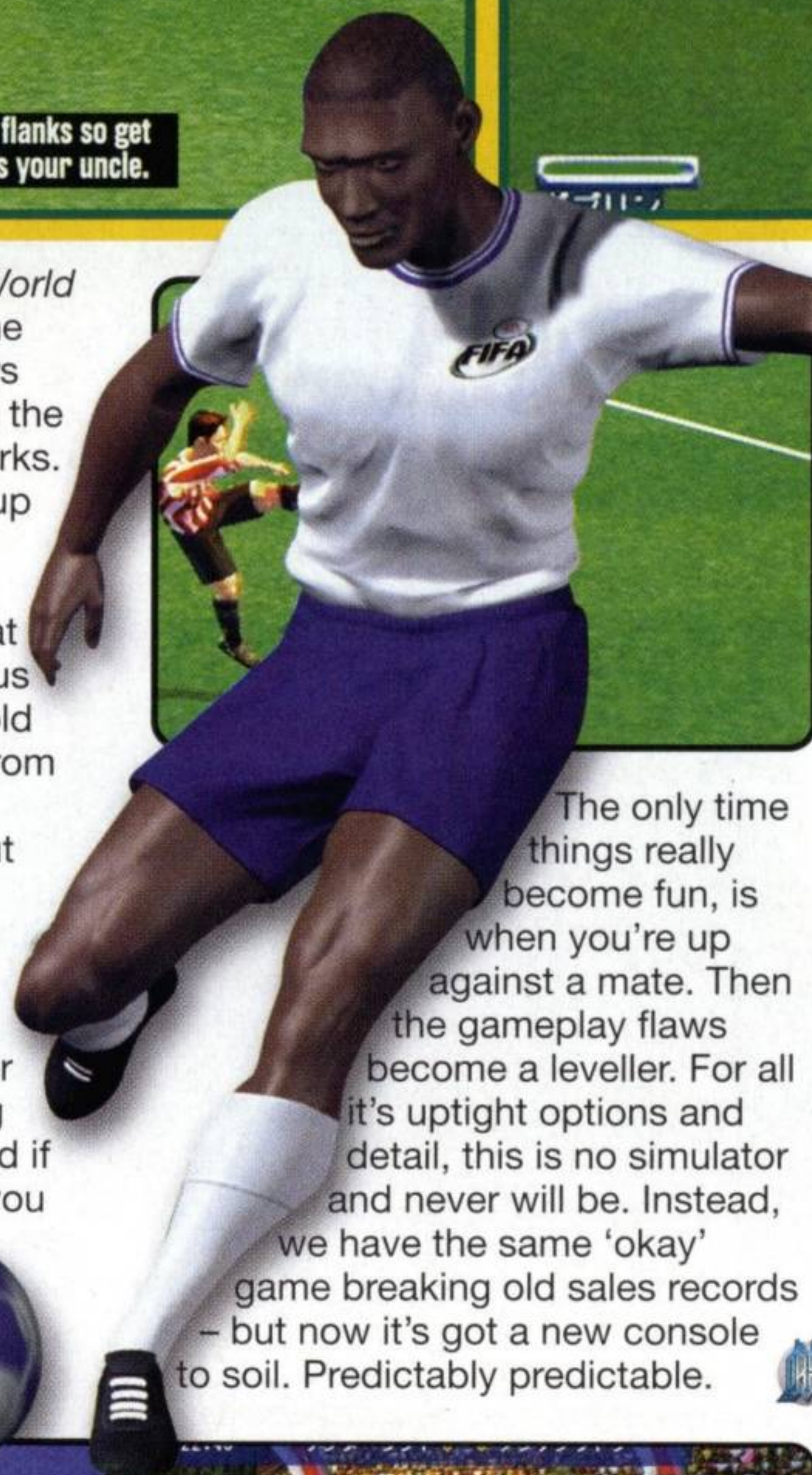
▲ There's always loads of space down the flanks so get to the line, hit cross, tap shoot and Bob's your uncle.



▲ The ball always stays at the players feet so you might as well sprint all the time. So easy, it's dull.

So it's no surprise that *Soccer World Championship* suffers from all the flaws that it's many predecessors suffered from because, as far as the developers are concerned, it works.

It's nigh impossible to build up any momentum with a passing game as every single team member is so tightly marked that finding a free player is a laborious task. You're dependent on the old coloured arrows that fluctuate from red to green depending on how successful your pass will be. But as you scamper around you realise that the best option is to just batter the speed up button and go direct for goal. And then when your faced with the keeper there's no reason to try anything fancy – just kick it dead hard and if the computer decides it's time you scored, the ball will go in. If not, the keeper will make an impossible save.

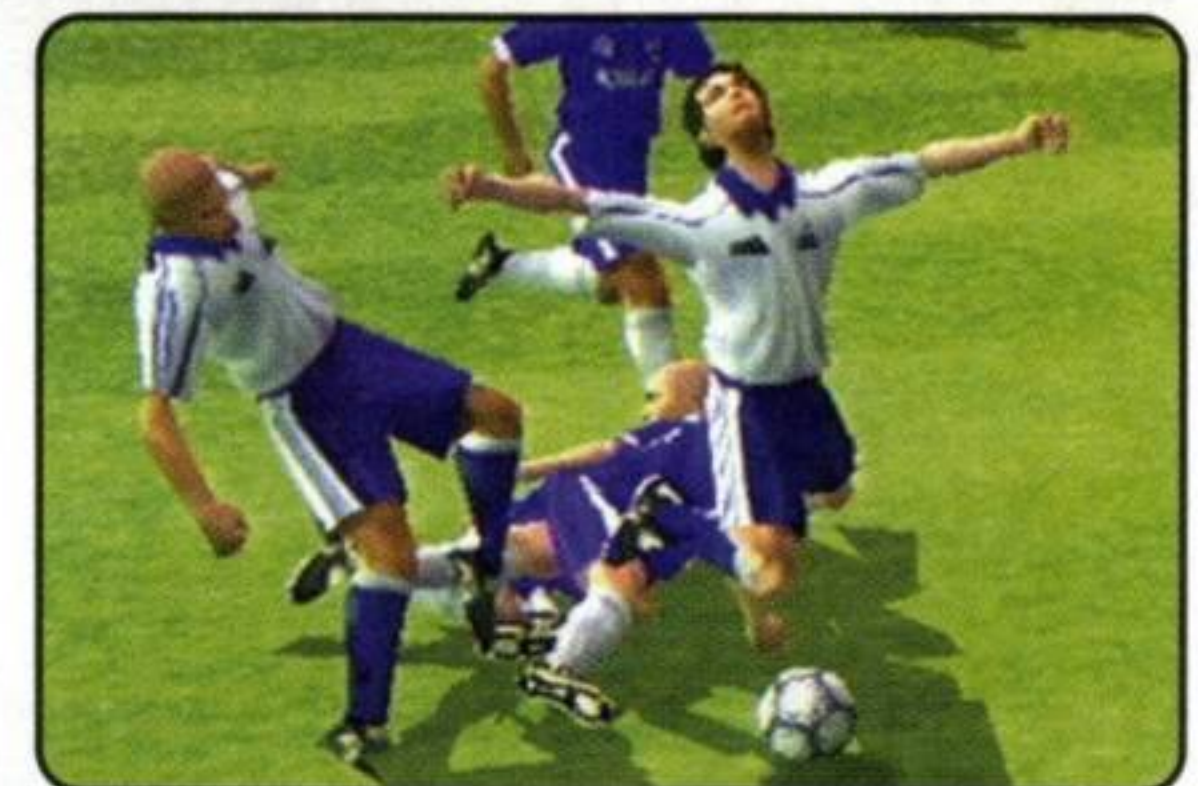


The only time things really become fun, is when you're up against a mate. Then the gameplay flaws become a leveller. For all it's uptight options and detail, this is no simulator and never will be. Instead, we have the same 'okay' game breaking old sales records – but now it's got a new console to soil. Predictably predictable.

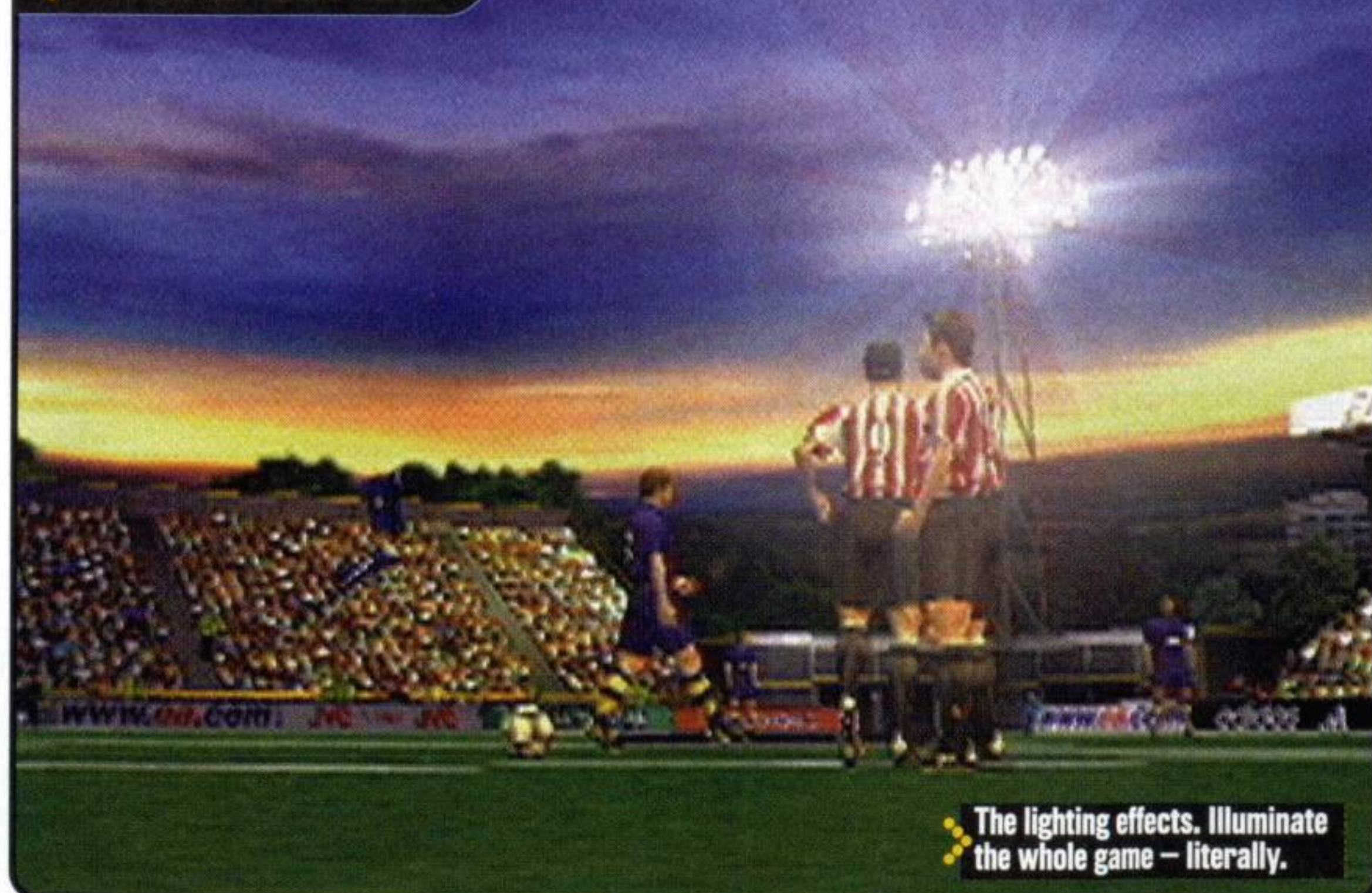
Factpack

The stuff you need to know...

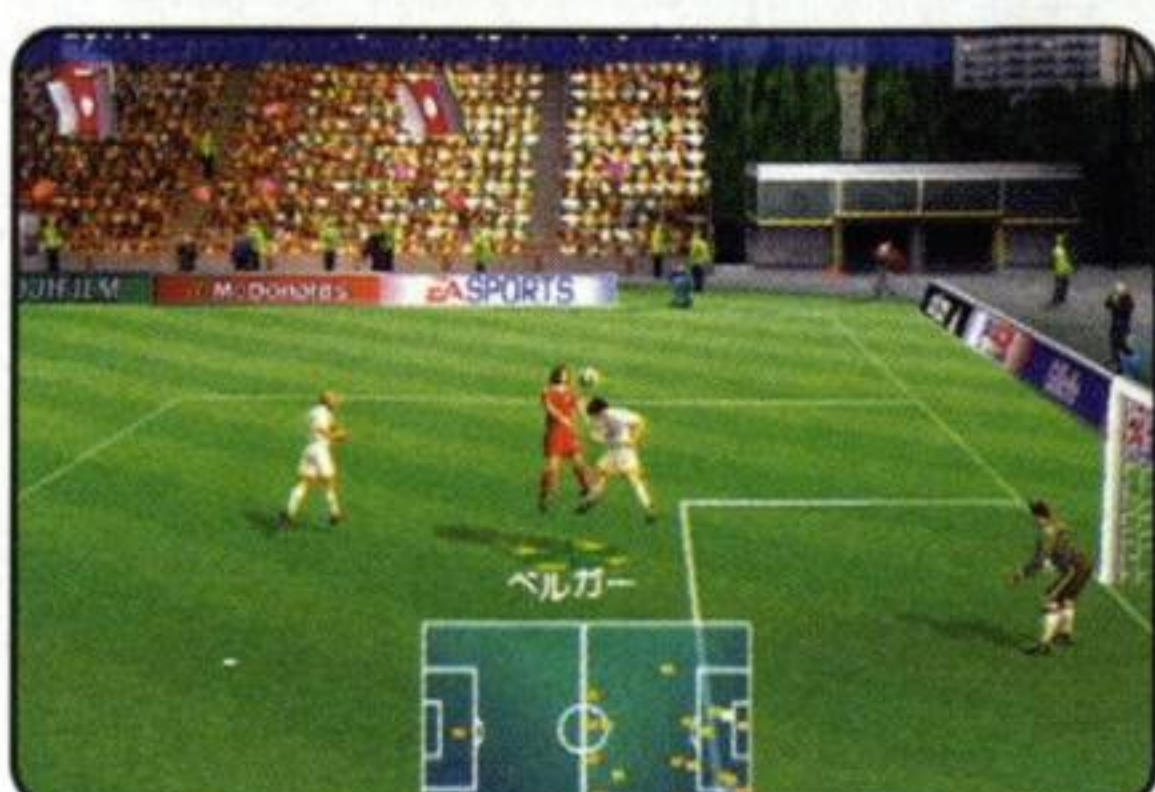
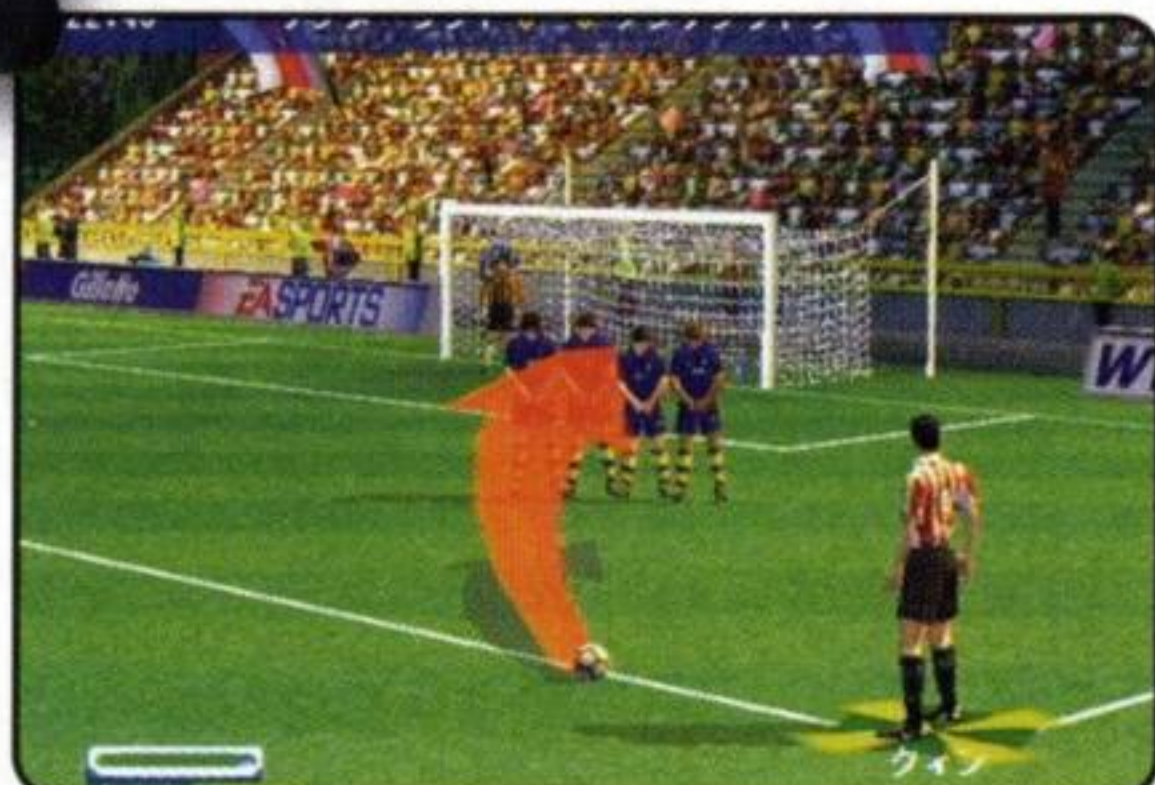
International Teams	47
U23 Teams	16
Leagues	5
Squad Size	16



The Best Bit



▲ The lighting effects. Illuminate the whole game – literally.



Judgement

GRAPHICS Amazing. The nasty pointy FIFA men of old have finally been replaced.

GAMEPLAY Sucky suck suck. Poo-poo bler-bler piffft – that's all that can be said.

LIFESPAN Unless you can play with your mates, the game is too one-dimensional to care about.

The Ferrero Roché of football games – sickly sweet and fancy but devoid of any nutritional value or real flavour.

Overall

67%

OUT: NOW FORMAT: PLAYSTATION DEVELOPER: LOST TOYS
PRICE: £35 PUBLISHER: ROCKSTAR



▲ Tag levels see you having to collect tokens within a time limit.



▲ In the Powerball games you have to collect balls (doh!) and fling them against a post. Thrilling...

Moho

Moho: a punk's hairdo or one of the layers in the Earth's crust?

Compared to the number of new games that are churned out, the number of new ideas in them is startlingly low.

So it's always refreshing to see a game that tries something a bit different... even if it doesn't quite work. Such is *Moho*.

The vague pretext is that you're a top-security prisoner who must plough through 80 Gladiator-style contests in order to win your freedom. Oh, and you've had your legs replaced by a large sphere.

There are seven different types of game on offer, from the skate-park-style Tag to a beat-'em-up-esque Last Man Rolling (ho-hum). While some of the games are compelling (the Tag ones are best) too many of them quickly become all-too dull and repetitive.

There are some interesting concepts at work here – the unique morphing landscape is a particularly good touch – but it's not enough to prevent *Moho* from being little more than a novelty. At least it's a step (or a roll) in the right direction.

Having A Ball!

Moho supports up to two players with this nifty split-screen option. The same modes are on offer as in the one-player game. Unfortunately, there are no AI opponents though so it's just pure one-on-one fun 'n' games.



▲ The most impressive aspect of the game is the morphing effect that ripples along the ground.



▲ You've got a brake that comes in very handy but you can only use it a limited number of times.



▲ You can punch your opponents in races but your best bet is to concentrate on staying as close to the inside as possible while hitting all the speed-ups.

Judgement

GRAPHICS Cool 'ground waves' effects, fast 'n' smooth but nothing to get too excited about.

GAMEPLAY Despite the various game types, you never really feel fully absorbed by it.

LIFESPAN Gets tricky very quickly, so it'll take you ages to make it through all the prisons.

Could have been on to a winner but it's let down by too many frustrating and repetitive elements in its gameplay.

Overall
68%

OUT: NOW FORMAT: PLAYSTATION DEVELOPER: KALISTO
PRICE: £35 PUBLISHER: KONAMI



▲ You know what they say: if it moves, hack it death limb by limb with the aid of a very large axe. Er, joke.



▲ Um, don't try this at home. Blood-letting aside, there's nothing hugely thrilling about the game.

Nightmare Creatures 2

Plenty of fun hacking disgusting creatures to death. And that's it?

Computer games and zombies... they'll be forever linked, just like the Queen Mum and gin.

This latest take on the 'killing the undead' theme (er, they're dead already) sees you take on the role of a chap, improbably called Herbert Wallace, who must fend off endless hordes of zombies while solving a variety of puzzles. Hmmm...

you do get though are plenty of hideous monstrosities that let loose with gallons of the red stuff. Fine if you're after some no frills slash-'em-up mayhem. However much gore there is though, it's never enough to make up for the one-dimensional gameplay.

DEAD GOTH

The game plays much like any other third-person adventurer with a spooky setting. Trawl round suitably gothic landscapes while collecting objects and fending off the baddies that show up every so often – in this case in a particularly bloody manner with a very large axe. Which seems to be this title's main selling point.

While there's nothing really *bad* about the game, there's nothing particularly new or thrilling about it either. The 'puzzles' are not exactly taxing and the progression through the game is decidedly linear. What

Judgement

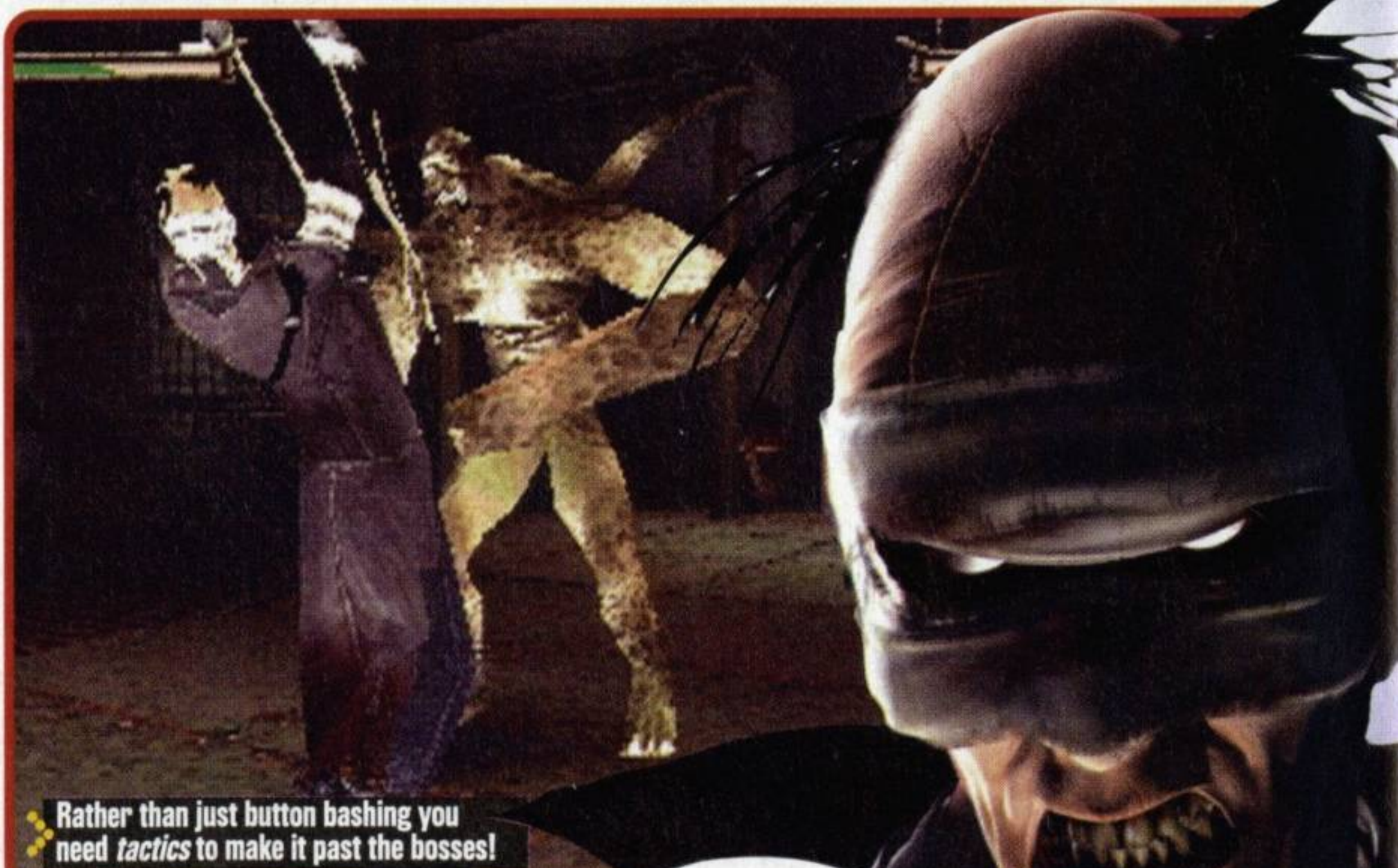
GRAPHICS As you'd expect, very gloomy but there are a load of cool looking creatures.

GAMEPLAY Make it trough the first couple of levels and you realise there's not a lot of variety.

LIFESPAN Not the trickiest of games and when you've finished it once you won't rush back to it.

A fun, if limited, 3D slasher made better by its 'orrible array of nasties and the buckets of blood they spill as they die. Gory stuff.

Overall
73%

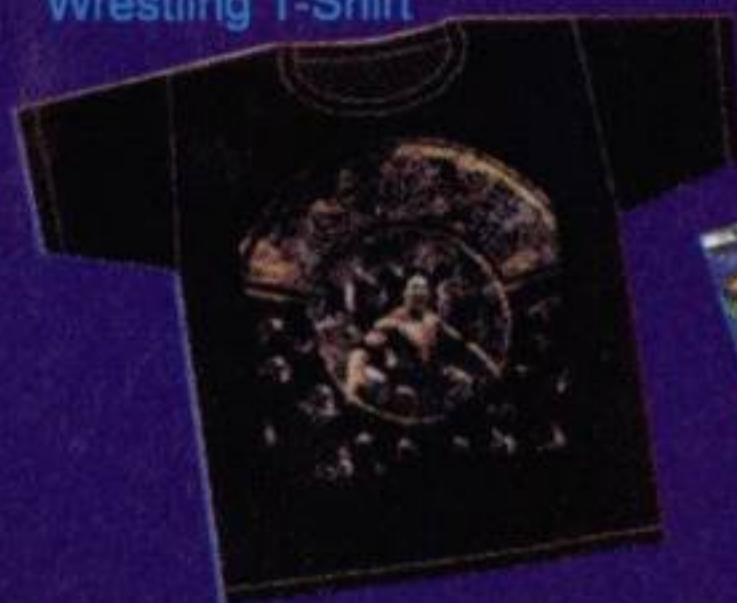


▲ Rather than just button bashing you need tactics to make it past the bosses!

My barber?
Him dead!

GO FOR IT!

Wrestling T-Shirt



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PLAYSTATION, NINTENDO 64, DREAMCAST, PS2, GAMEBOY & PC

Cheats and Tips

09063 608001

WWF Smackdown
Find a Pokemon
Pokemon Stadium
Zelda 64

A Bugs Life
Banjo Kazooie
Championship Manager 00
Crash Bandicoot 1,2,3
Crash Team Racing
Crazy Taxi
Croc 2
Diddy Kong Racing
Dino Crisis
Donkey Kong 64

Earthworm Jim 3D
ECW: Hardcore
Extreme G 2
Final Fantasy 8
Get Bass
Gran Turismo 2
Grand Theft Auto 2
House of the Dead 2
Hydro Thunder
ISS: Evolution

Jet Force Gemini
LMA Manager
Mario Kart
Medal of Honour
Metal Gear Solid
Parasite Eye
Pokemon: Blue
Pokemon: Pinball
Pokemon: Red
Pokemon: Stadium

Ready 2 Rumble
Rayman 2
Resident Evil 1,2,3
Rollage
Shadowman
Sonic Adventure
Super Mario Land
Syphon Filter
Tekken 1,2,3
Tenchu

The Sims
This is Football
Thrasher: Skate or Die
TOCA 2
Tomb Raider 1,2,3,4
Tomorrow Never Dies
Trickstyle
Turk: Rage Wars
UEFA Striker
Unreal Tournament

Virtua Striker 2
WCW Mayhem
WCW Nitro
Wipeout
World League Soccer
WWF Attitude
WWF Smackdown
WWF Warzone
WWF Wrestling
Zelda 64

PLUS HUNDREDS MORE TITLES NOT LISTED.



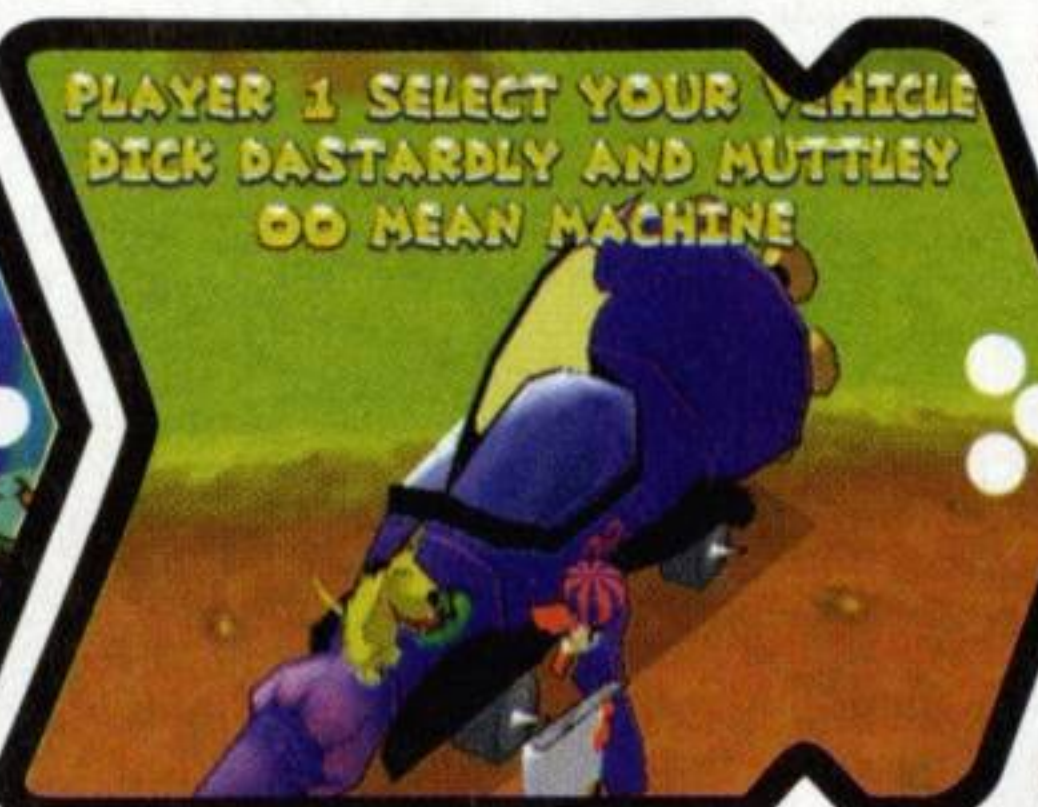
WWF Wrestlemania
Driver
Goldeneye
FIFA 2000

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OUT: NOW **FORMAT:** DREAMCAST **DEVELOPER:** SPIRAL HOUSE **SPECIAL FEATURES:** MULTIPLAY
PRICE: £40 **PUBLISHER:** INFOGRAMES **OTHER FORMATS:** PLAYSTATION **CALL:** 020 8222 9700
PLAYERS: 1-4

Factpack
The stuff you need to know...

Tracks.....	15
Battle Arenas.....	3
Wacky Racers.....	111
Race Modes.....	6

See that **dust plume** in the distance? Hear that muffled snickering? Watch out, **Team Wacky** are on their way!

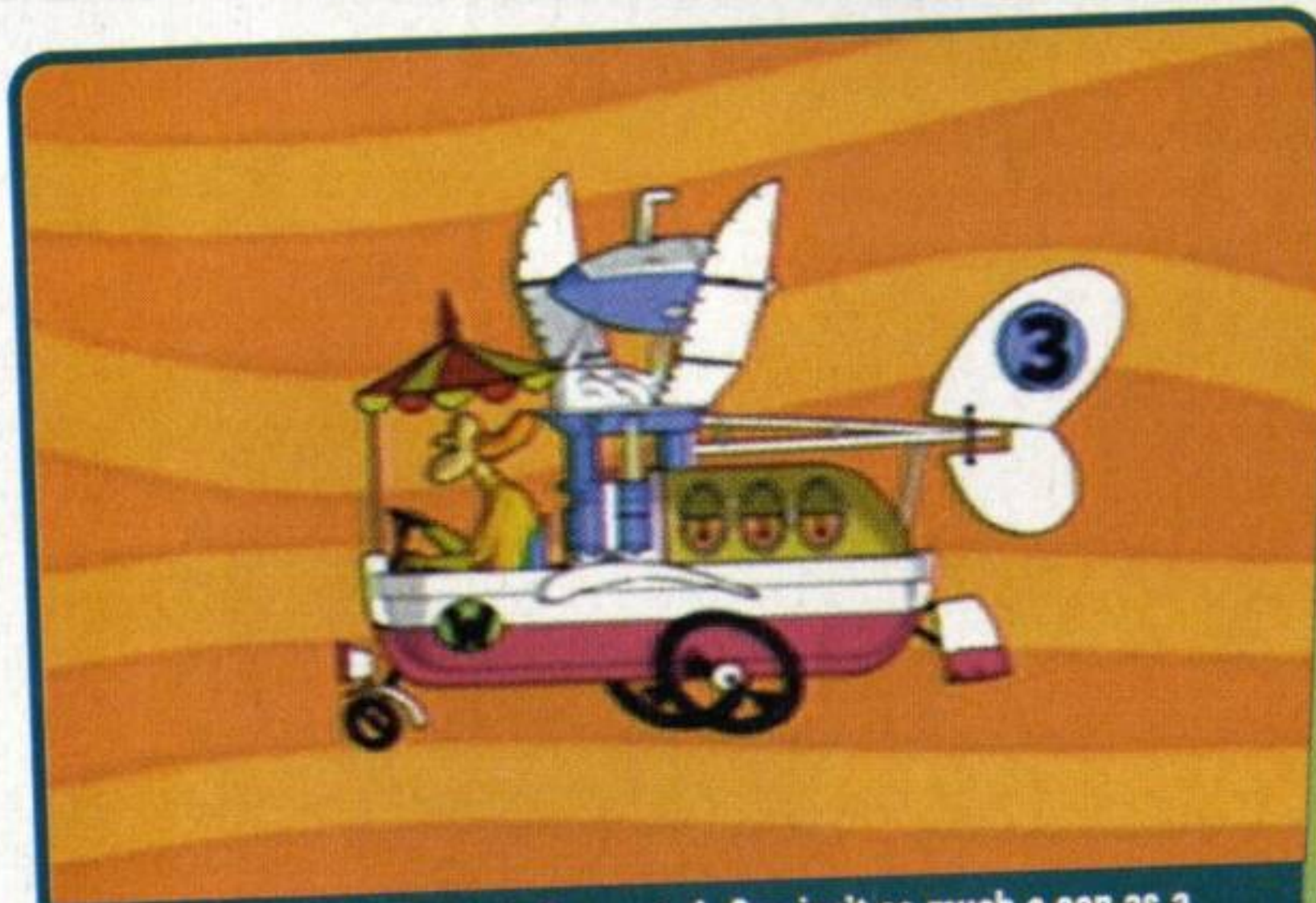


Wacky Races



Away They Go!

As if the racers weren't Wacky enough to start with each one has a vehicle that reflects their somewhat (ahem) 'unique' personality. So who'd drive in a car like this?



▲ Professor Pat Pending's Convert-A-Car isn't so much a car as a science lab on wheels. Turn it into a boat, rocket or jet pack!



▲ The creaky, Creepy Coupe is a mystery machine complete with its own fire-breathing dragon. It's one batty drive!



▲ Dick Dastardly's Mean Machine has a bootful of dirty tricks and rocket engines in the rear. So why does he never win?

Trial by Whack!



▲ Win all the basic races and you'll get the chance to compete in events like the Golden Muttley Challenge.



▲ You won't be able to access every racer's special abilities straight away. You'll have to work hard for the juiciest power-ups.

Anvils fall from the sky, barrels explode and anything electrical will give you a nasty shock... but nobody ever dies.

The world of cartoons is a strange old place and it's from Toonsville that *Wacky Races* motors with rolling logs, flying cars, mad professors and snickering dogs in hot pursuit.

Many games have *claimed* to be cartoony but few have the credentials of the *Wacky Races* crew. Peter Perfect, Dick Dastardly, The Anthill Mob, Penelope Pitstop – basically if you've seen the cartoon then you'll know who we're talking about and if you don't, trust us, they are

(im)famous characters who race in a suitably bonkers fashion.

TOON TASTIC

Almost because of the beautifully animated graphics it's easy to write off *Wacky* as fun but simple. In fact, get past the first track in each area and you soon realise you've got a battle royale on your driving mitts. The track design is super-cruel with wrong turns, dead ends and psychotic hairpins waiting to ambush the unwary. Unlike some kart racers you really need to learn each track before you can win. Then there's the small matter of mastering the controls

that demand use of every ounce of turn from the analogue stick. Timing is crucial as you hurl yourself into each corner early pulling the front end of your car around the curves.

WACKING DAY

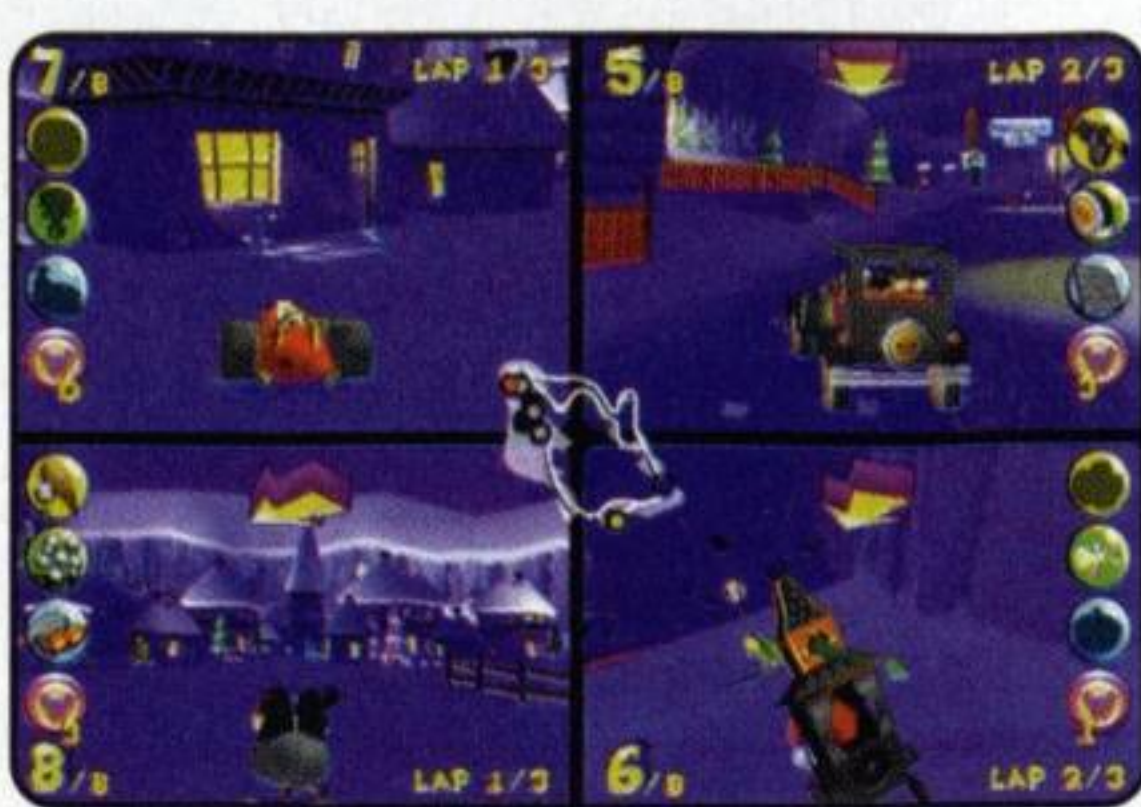
Of course, it isn't just the tracks you'll be fighting, it's your on-track rivals as well and, with *Wacky's* clever power-up system, this is where things get really interesting. As you bomb around each course you collect tokens. Get enough and you can use them to activate one of three special abilities so that Penelope Pitstop can blow a dizzyfying kiss or the Creepy



▲ The bouldermobile is likely to turn itself into rubble with bad driving like that!



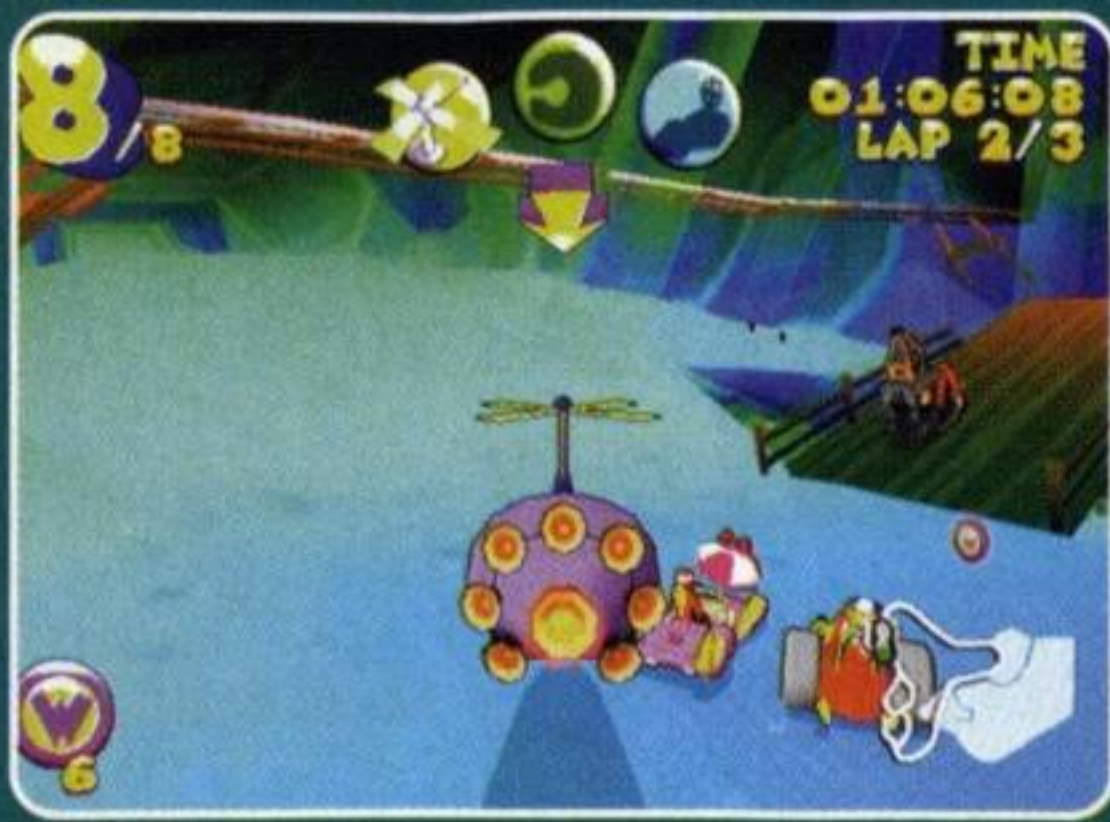
▲ The drink gets the better of the Anthill Mob – nurse, get the stomach pump!



▲ Sadly, it's very hard to see where you're going with this four-way screen.

Uh-ho, Looks Like Trouble!

Of course nobody said that you had to race fair - here's just a few of the tricks you can pull:



▲ Dastardly's Mean Machine sprouts rotor blades and gets airborne. The cad!

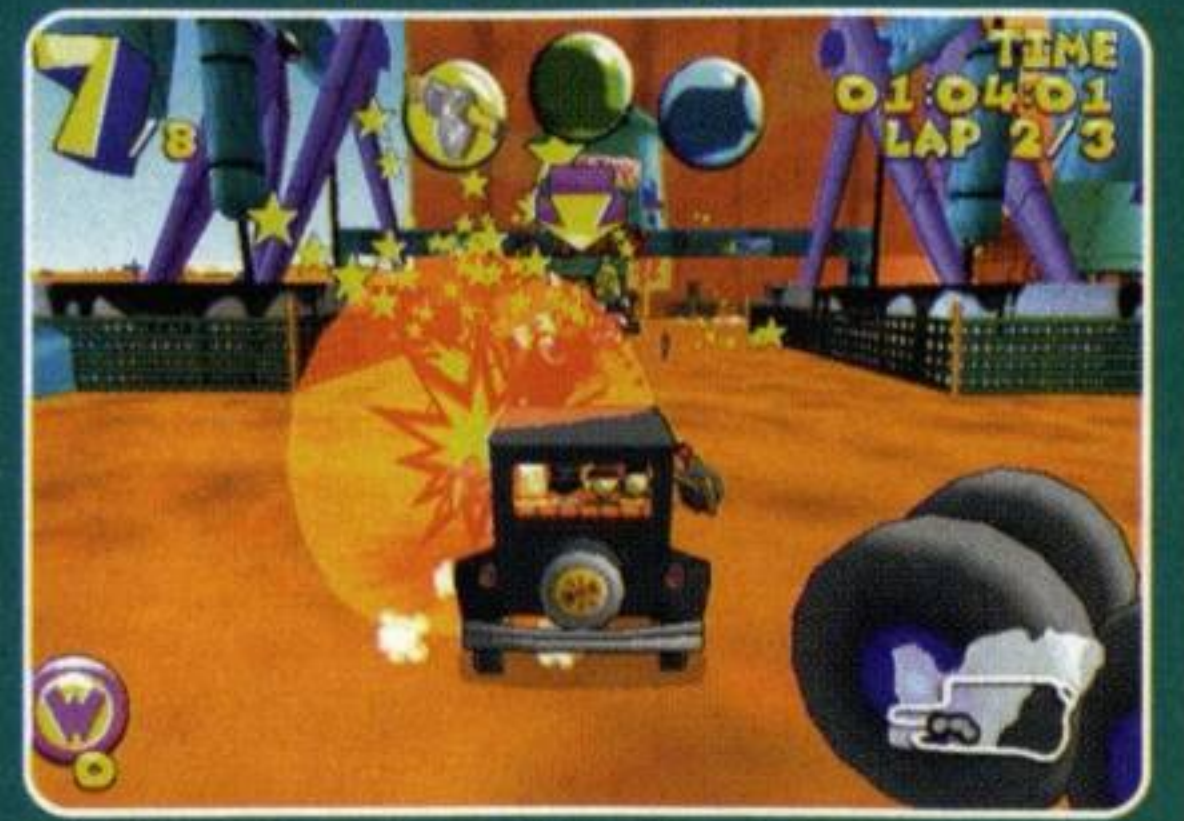


▲ Pat Pending has a ball as his Convert-A-Car rolls into action. Strike!

▼ Dragon power sees the Creepy Coupe hot foot it back into contention.



▼ Those wiseguys The Anthill Mob say Happy Valentines Day with a machinegun.



The Best Bit



Just the fact that you can BE Dick Dastardly and use filthy tricks to steal the lead!

Softography

These guys have also made...

Silver74%

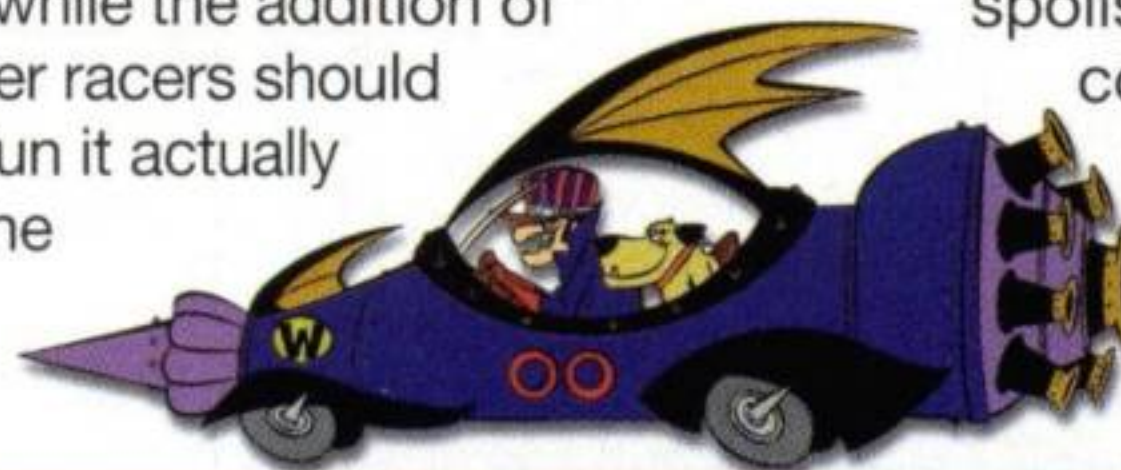
Coupé is able to sail through the air. The great thing is that each set of abilities is unique to each racer so that some characters have homing weapons that are good for taking out single enemies, while others have less accurate devices that are better at removing multiple road hogs.

Truth is, it's not enough just to be a fun racer any more. Driving fans

... the track design is super-cruel with wrong turns, dead ends and psychotic hairpins waiting in ambush...

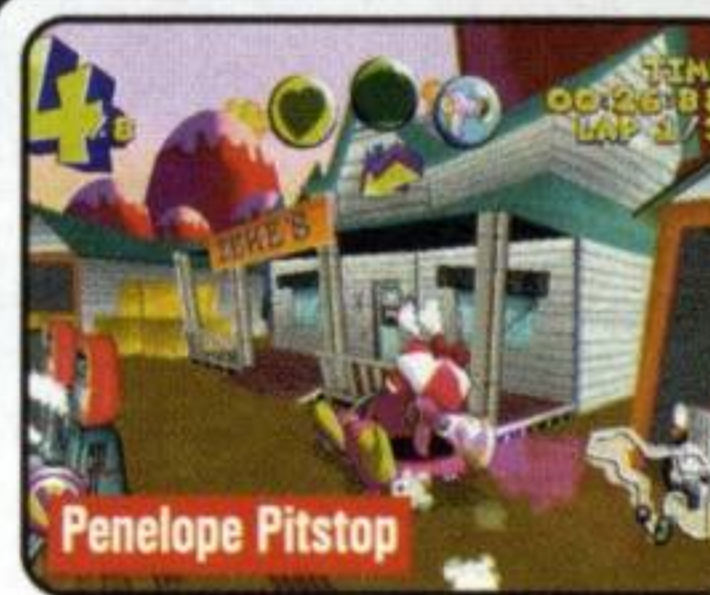
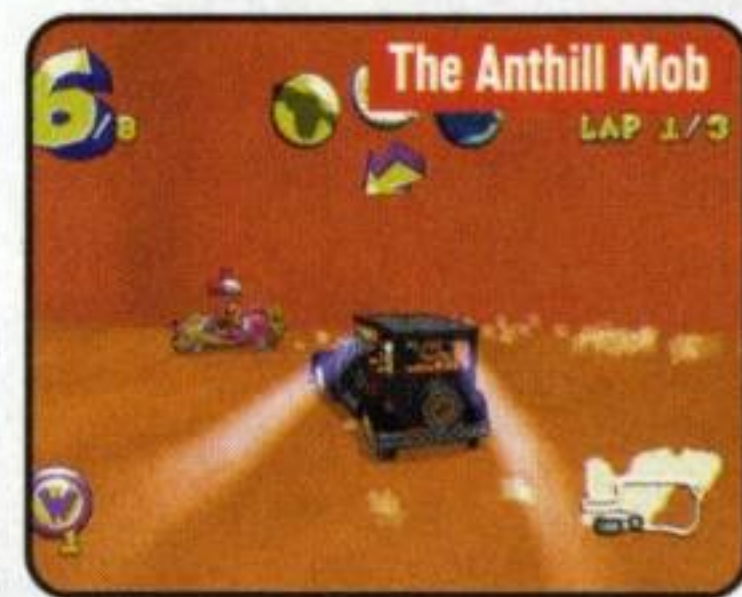
demand depth at every level and this is what *Wacky Races* delivers. On one-player there's an initial clutch of tracks to try out but later courses need to be unlocked with stars awarded for winning. This means that it's not enough just to become an expert on racing Snowfall Peaks' slippery slopes, Wild Frontier's deathtrap dustbowl or Redwood Valley's watery lanes - you need to master all the areas to progress, open up new tracks and access the Wacky Cup and Boss Challenge.

The one-player game is addictive enough to keep you competing for extra stars but, strangely, the multi-player proves disappointing. With your view hogged by the bulky vehicles so, unless you know a track, it's easy to get lost. And while the addition of four non-player racers should increase the fun it actually undermines the four-for-all atmosphere

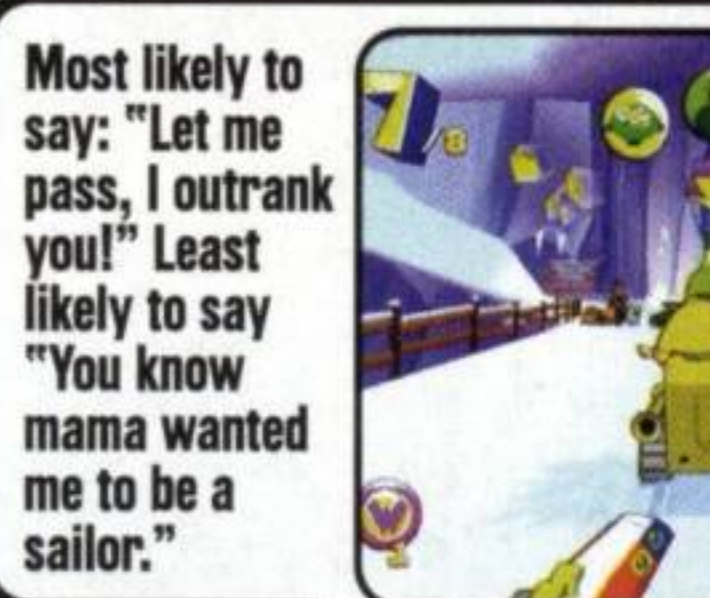


Say What!

Most likely to say: "Let's show deez guys our getaway power!" Least likely to say "Anyone for basketball?"



Most likely to say: "I'm only making up a little time, sugar!" Least likely to say "That's it, I'm burning my Wonderbra!"



Most likely to say: "Let me pass, I outrank you!" Least likely to say "You know mama wanted me to be a sailor."



Most likely to say: "Drat, drat and double drat!" Least likely to say "It's not the winning that counts, but the taking part."

(better ensure that you have three expert racers for mates then). These annoyances stop *Wacky Races* from being Peter Perfect but even spoilsport Dick Dastardly couldn't deny that its quirky characters, ridiculous power-ups and high-speed action make it totally loveable.

Wacky Cup!

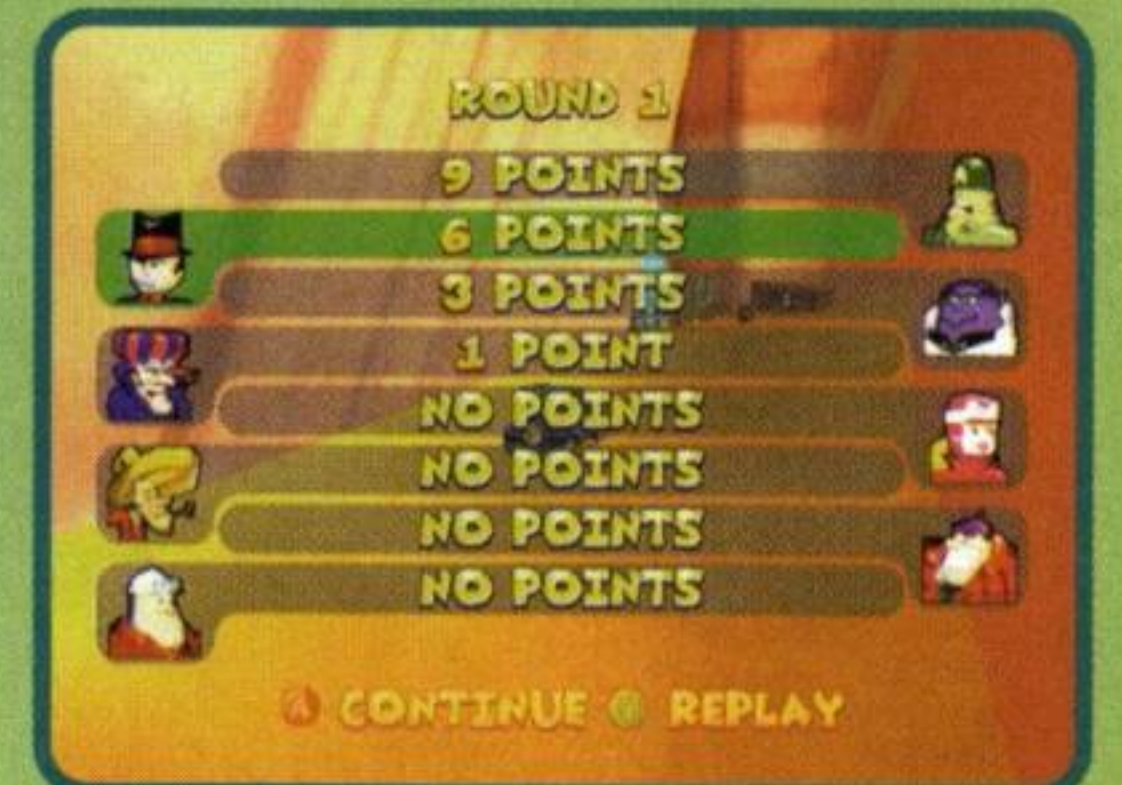
Wacky Races is an on-going affair. Open up the Wacky Cup and get into the super league...



▲ The Anthill Mob choose their weapons. We recommend the awesome Rat-A-Tat!



▲ Superior getaway power sees the Anthill Mob zoom past their rivals and into the points.



▲ It's only second but, just as in F1, it's collecting the most points overall that counts.

Judgement

GRAPHICS Gob-smackingly smart! The Anthill Mob even move their heads to check corners!

GAMEPLAY Clever use of tokens to pay for power-ups make this a pleasure to play.

LIFESPAN Lots to keep the player occupied with bosses and the excellent Wacky Cup.

Let down by multi-play niggles this is still one of the best kart racers on any format. It's like the cartoon brought to life!

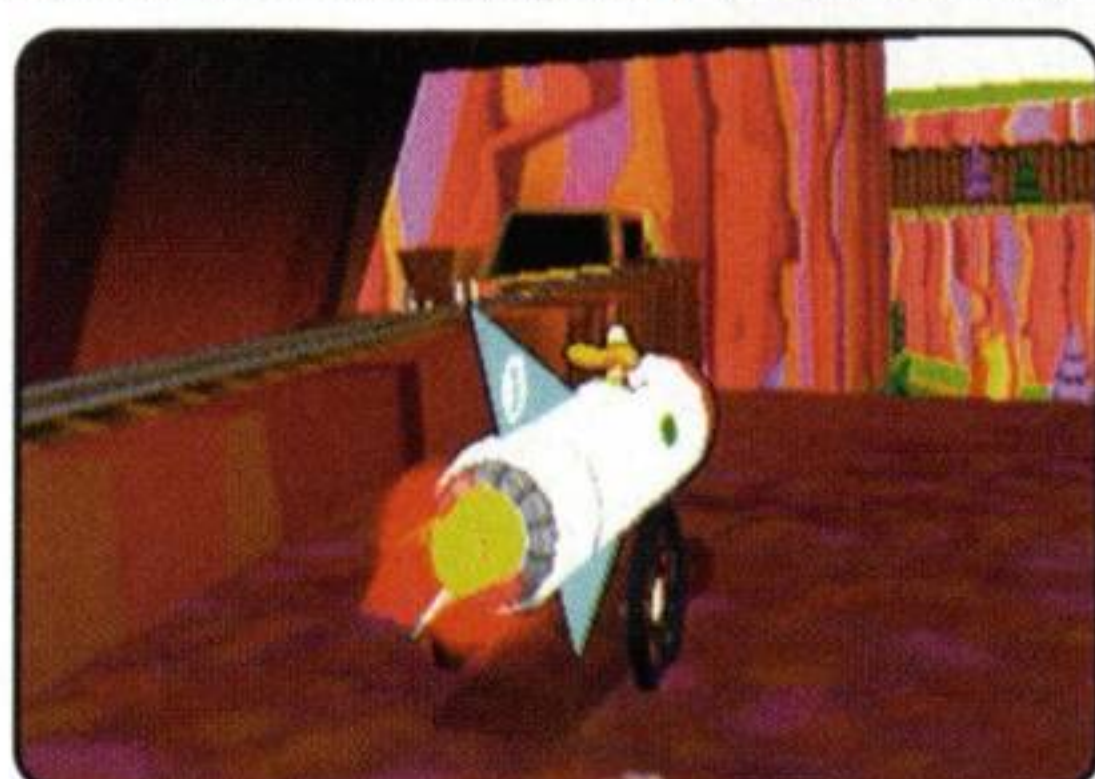
Overall
88%

Challenge A Boss: The Red Max!

If you want the ultimate challenge then how about taking on this air ace...



▲ Here you decide which of the two haybailer challenges you want to take on.



▲ The Prof's off like a rocket but mad Max is still flying on ahead. Have him!



▲ Jetpack power makes certain that Pat wins and takes a victory lap.

REVIEWER



Jamie Dolling



OUT: NOW

FORMAT: PLAYSTATION
PRICE: £35

DEVELOPER: STUDIO 33
PUBLISHER: PSYGNOSIS

SPECIAL FEATURES: MULTITAP
OTHER FORMATS: NONE

CALL: 0151 282 3000
PLAYERS: 1-4

Body Function!

You can forget the namby-pamby ways of the likes of *Gran Turismo*. The cars in *Destruction Derby Raw* bear the scars of your recklessness behind the wheel.



▲ The most obvious way to deal with the opposition is to ram them head on. Your bonnet will buckle, but is surprisingly resilient.



▲ However, if you go all out to gain damage points you can expect the hood to part company with the rest of the motor in no time.



▲ It's all very well bringing the pain, but overdo it and your damage meter will top up (bottom left), and your engine will burst into flames.

Scrap Metal!

Battle mode offers games that can be played by one to four people. On the right is yer everyday destruction derby carnage.



The arenas set high above the city on the top of skyscrapers are – believe it or not – a real test of your strategic thinking.

Revvin' engines, **slamin' metal** and the stench of **burning oil!** And that's just **the pit lane!**

Destruction Derby Raw

Hey, any of you guys seen ma prize pig? Sue-wheeel!

Softography

These guys have also made...

Newman Haas Racing.....	78%
Formula One '97.....	92%
G-police.....	84%
G-Police 2.....	90%
Colony Wars.....	74%
Blast Radius.....	72%

The *Destruction Derby* series has been solid through its first two incarnations, and the third – *Destruction Derby Raw* – does nothing to put that status at risk. It's a heady mix of high revs racing and bodywork abuse, but beneath its reckless shell lurks a classily balanced driving game.

INSURANCE

Even so, Direct Line probably wouldn't entirely approve as *Destruction Derby Raw* positively encourages you to floor the accelerator and show no mercy over three modes: Wreckin' Racing, Smash For Dollars and Battle. All of the modes offer you points for inflicting damage on your fellow racers (things like causing them to spin, roll or just hitting them hard), but Wreckin' and Smash also award them for your finish position, provided you make it

The Best Bit



Head for the skyscraper arenas and shunt opponents off the edge.

that far – which is where a bit of tactical thinking comes in. Max out your damage meter and your engine goes up in flames, ending your game and scoring opportunities.



And your score is important. In Wreckin', a sort of career mode, you progress through tracks by hitting a points target, and in Smash you fund vehicle repairs and purchases through your points total. In Battle – which

I Get Around!

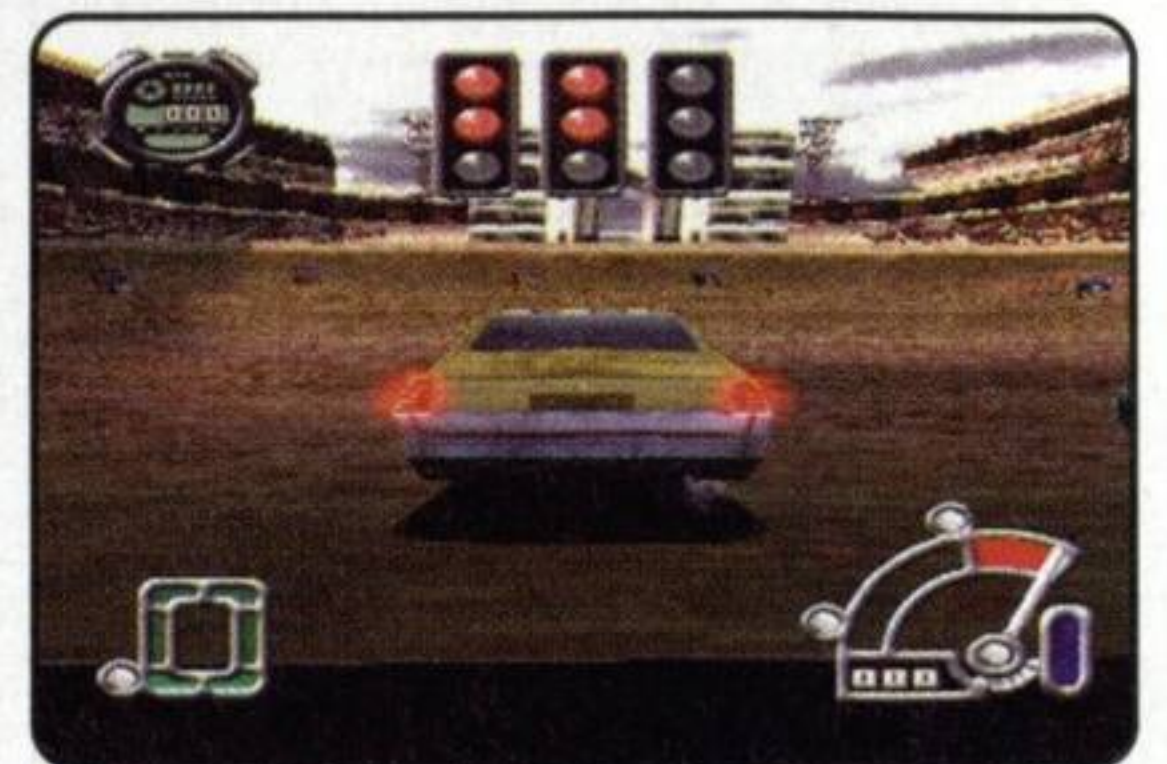
Racing lies at the heart of *Destruction Derby Raw*, so make an effort to win, won't you?



▲ It isn't only your opponents who will come off worse in any spot of on-track argy bargy.



▲ As you gain experience you'll find new ways to frustrate and fight other drivers. Slam 'em...



▲ As in any race, a good start is vital. Work your way up the field before you start looking for trouble.



OUT: NOW **FORMAT: DREAMCAST** **DEVELOPER: LUCASARTS** **SPECIAL FEATURES: VMU**
PRICE: £35 **PUBLISHER: SEGA** **OTHER FORMATS: N64, PC** **CALL: 020 9953 399**
PLAYERS: 1-2

Quick Fitter!

The courses in *Racer* are intelligently mapped out, if lacking in the graphical inspiration department – some of the anti-gravity tracks are particularly dull. That said, there's still a big bundle of lushness to discover as you rattle around their twisting treats. Let's take a quick tour of the Star Wars universe...



▲ Tatooine, home to (grrrr) Anakin, and the centrepiece of the *Phantom Menace* movie. This course won't test you too much.



▲ Mon Gazza Speedway is a natty little neon-lit city. Pretty simple, though some awkwardly-placed columns might help you come a cropper.



▲ Ando Prime is top grade, slippy-slidey ice world fun. Your handling goes completely to pot on the frozen lake though.



▲ There really is nothing better than cracking it flat out along the home straight at the head of the pack.

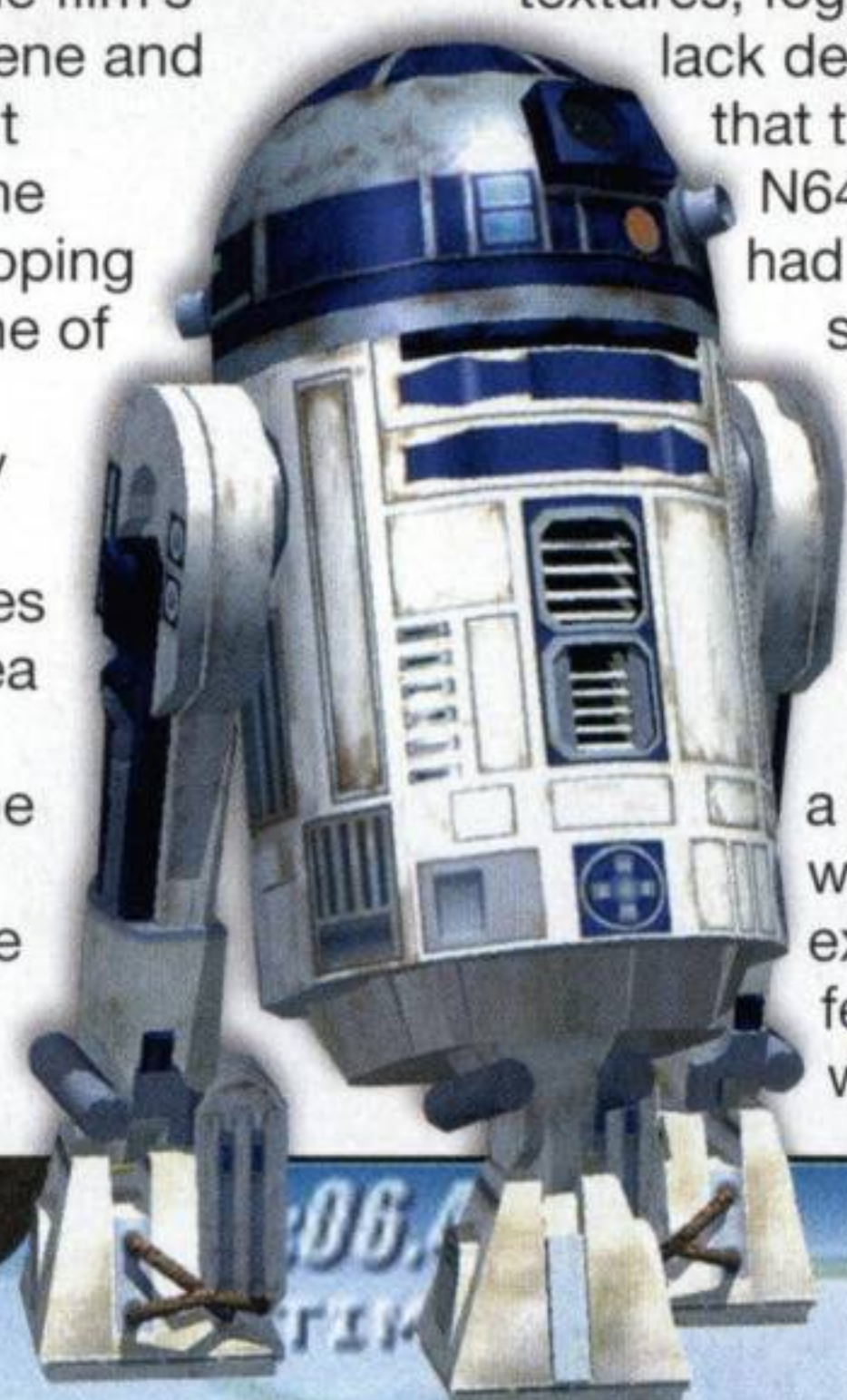
It was great on **N64**, average on PC, and now it's a year late on Dreamcast. So will it get the **pod of approval?**

Star Wars Episode 1: Racer

Historically, *Star Wars* games have always been about as reliable as George Lucas' scripts, so at least DC owners can sleep easy knowing that for the system's first *Star Wars* game it's the thoroughly decent *Episode 1: Racer* and not something chuffular like *Jedi Power Battles*.

SPEEDY

Essentially a rip-off of *Wipeout*, *Episode 1: Racer* takes the film's impressive pod racing scene and gives you a chance to pelt around the course from the movie, plus 25 others, slipping into the cockpit as any one of six characters (at least to begin with). Each ker-razy competitor has their own pod, and each one handles slightly differently. The idea is to cross the line first – the more times you do, the more money you collect, the more you can upgrade your pod adding all sorts of power-upping bits.



Softography

These guys have also made...

Dark Forces.....	68%
X-Wing vs Tie-Fighter.....	85%
Dark Forces: Jedi Knight.....	89%
The Phantom Menace.....	75%
Jedi Power Battles.....	68%

Racer is fun, handles nicely and is certainly exciting, but this Dreamcast version is about a year too late.

There's absolutely no extra features – except the ability to post your best times online – and the game reeks of conversion. Blurry textures, fogging and tracks that lack detail all remind you that this started life on N64 – and its plainly had no work done to it since. Even the framerate seems dodgy. About the only improvement is the music, which plays continually.

Okay, so this is still a neat little game, but whereas on N64 it felt exhilarating, on DC it feels decidedly workmanlike.

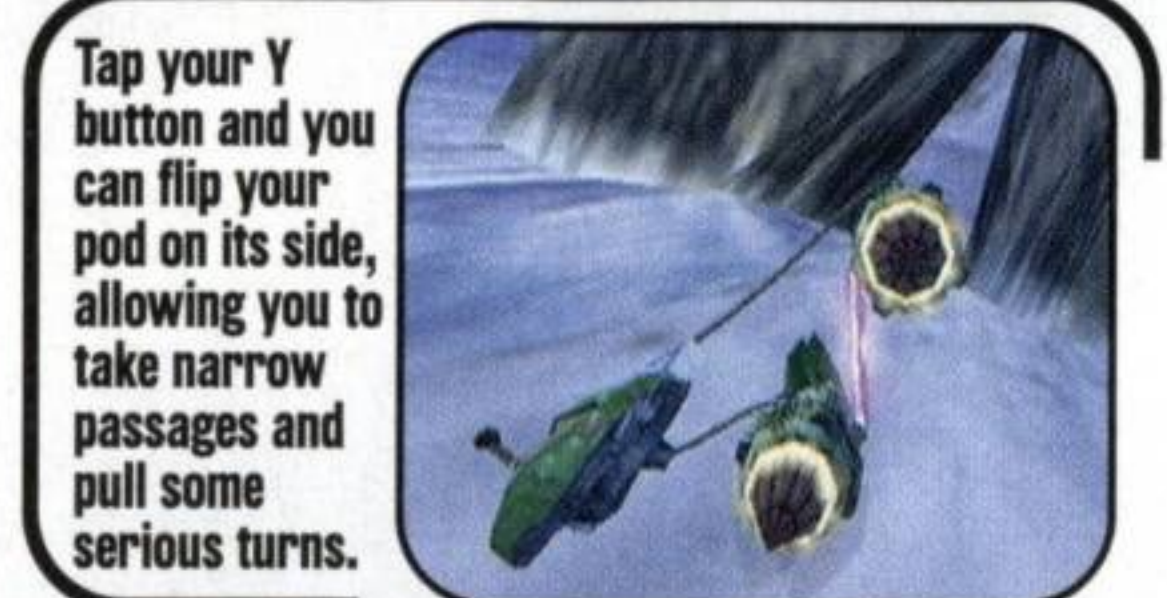
The Best Bit



▲ The handling on the craft is still superb, with an attractive 'floaty' feel to proceedings. Whizzing round corners and flipping your pod is a must!

Race Off!

There's a stack of stuff you can do to your pod, including searching the scrapyards for cheap parts and inspecting it pre-race.



Tap your Y button and you can flip your pod on its side, allowing you to take narrow passages and pull some serious turns.



Keep an eye on the bottom left, to see which parts of your pod are taking a battering. Get your pit droids to work on these.



Once that green blob on the speed-o-meter lights up, you can use the turbo boost and send your pod ballistic!



Judgement

GRAPHICS A straight conversion of an N64 game with no attempt to add spit and polish.

GAMEPLAY The handling was designed for an analogue pad, and it still feels the business.

LIFESPAN Not particularly difficult, and not particularly inspiring in two-player mode!

Still a pretty decent game, but this conversion has made no attempt to take advantage of the DC's whizz-bangery.

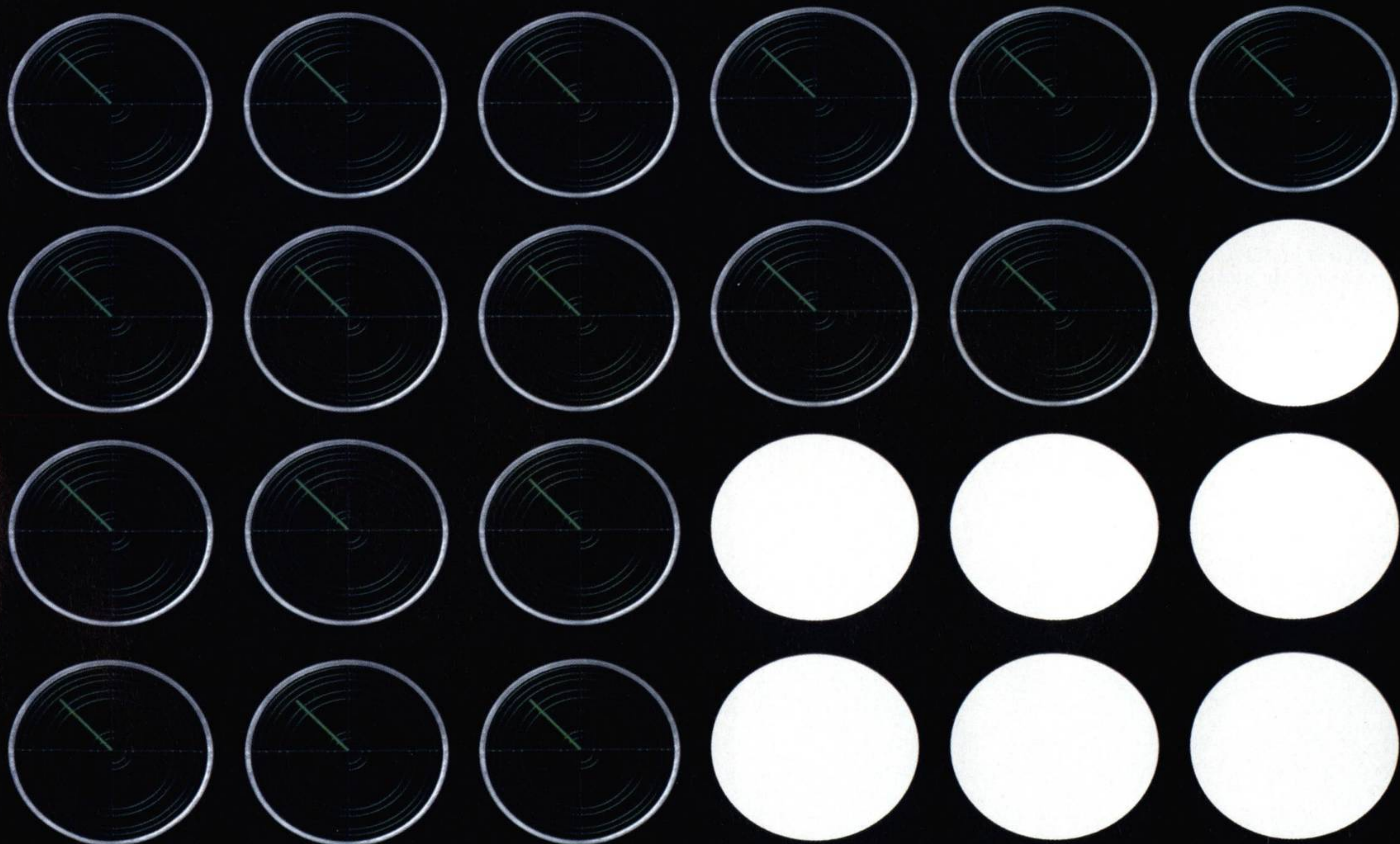
Overall
76%

Finished playing a game?

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- b) Hire a game for £3.50, great but who completes a game in 3 days?
- c) Place and advert or swap your game for just £3

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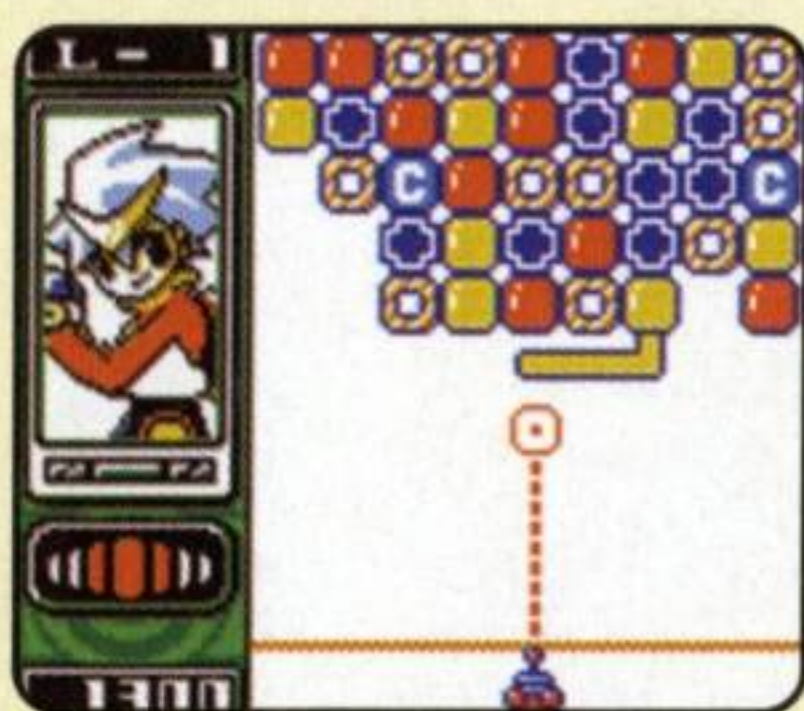
DEVELOPER: YUMEKOBO PUBLISHER: SNK PLAYERS: 1-2

Puzzle Link 2

Crikey. At this rate we'll be up to *Puzzle Link 1,000,000* by teatime. The spitting image of *Puzzle Link 1* in virtually every respect, this game sees you once more being buried by hearts, clubs, cookies and so forth.

Your salvation is the ability to draw connectors between them. Connect – or, indeed, 'link' – two

groups of similar items and they'll disappear, in accordance with the laws of gaming. This time round there are power-up shots, which clear all matching blobs on the screen, and a card battle mode that allows you to fully exploit the cards you win in the main game.



Unchanged but still highly compulsive. **88%**

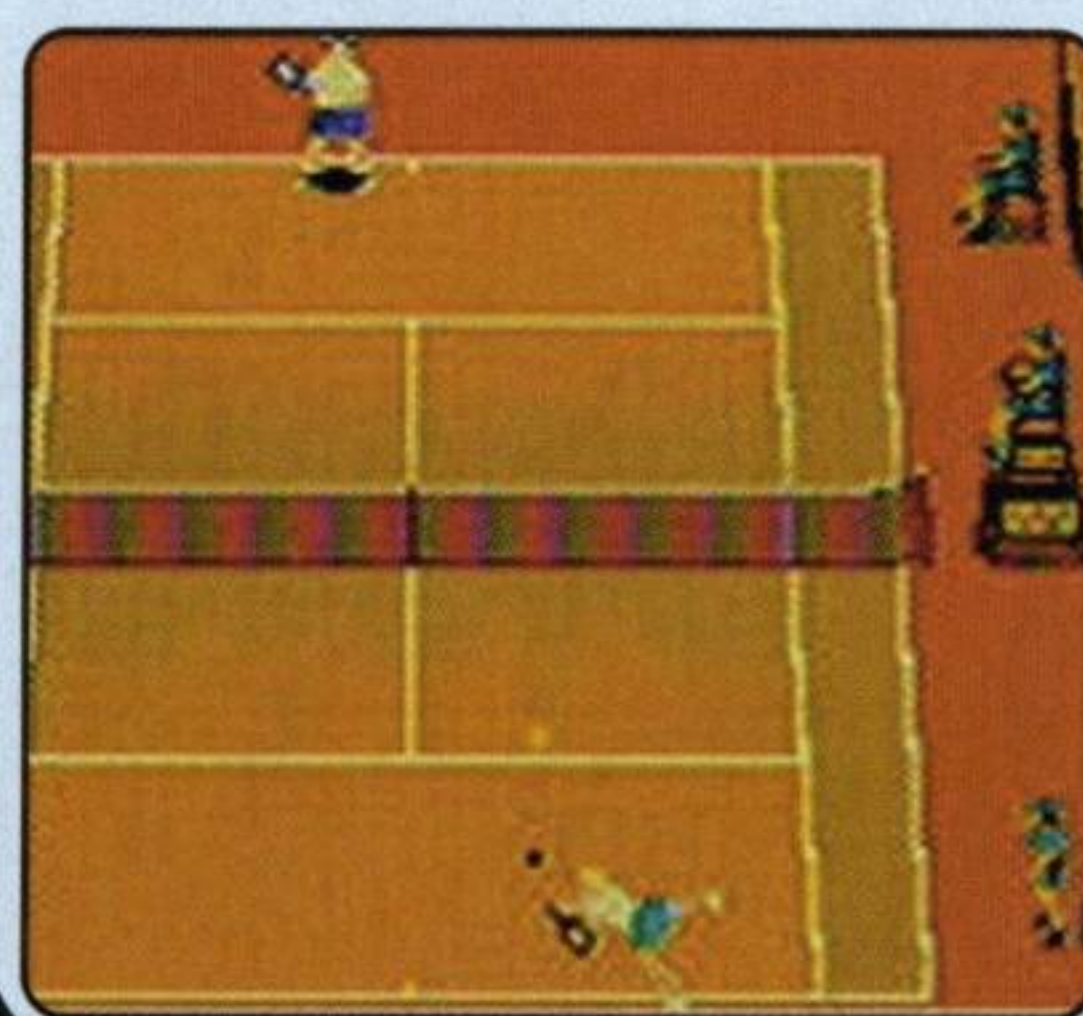
DEVELOPER: SMART DOG PUBLISHER: UBI SOFT PLAYERS: 1-2

All Star Tennis 2000

Arriving just in time for the summer, *All Star Tennis 2000* (or '99, depending which page of the manual you read) has plenty to recommend it. It includes eight real-life players, plus four made-up ones, and various playing modes including a curious bomb game and two-player link-up.



There's a talking umpire, and the graphics are clear and colourful. On the downside, attempting to perform inventive shots too often results in a muffled "Out!" from the line judge, and you've got to play half your games from the top of the screen.



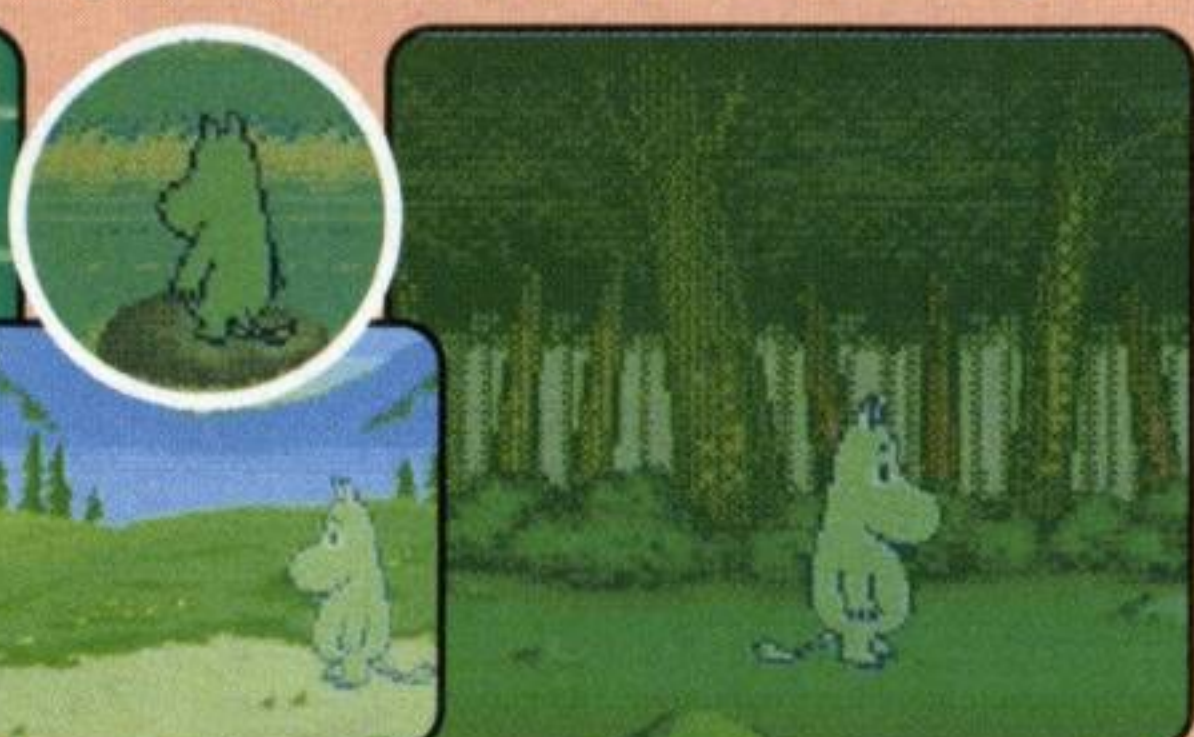
A solid effort, but not NeoGeo Pocket Tennis. **70%**

DEVELOPER: SUNSOFT PUBLISHER: SUNSOFT PLAYERS: 1

Moomin's Tale

Moomin's Tale is bloomin' weird. You control a giant hippopotamus type thing with no mouth, which stands about a quarter of the screen high.

You've got to perform a series of tasks, mostly involving jumping around platforms, but occasionally there's *Track & Field*-style button hammering, maze-exploring or baddie-dodging. It's in no sense a vital purchase, but there's a cheery air to the whole thing, and you're never quite sure what'll happen next. Oh, except there's a rubbish bit when you're running away from a giant rock and the screen won't scroll fast enough. So, weird, but well worth a go.



The oddest pocket game of the month. **72%**

DEVELOPER: CREATIONS PUBLISHER: THQ PLAYERS: 1

Ultimate Paintball



Here it is – the game of the game played by proactive marketing executives on

team-building away-days, trying to make sure they're on the same page while they're thinking out of the box!

You scatter your flags around the map, and then watch as the team from Customer Relations try to nick them! Bump into group



of the blighters and suddenly you're playing a dire version of *Operation Wolf*, taking pot-shots at fellow execs as they lurk in the undergrowth. It's hard to think how they could have made it less fun – except, perhaps, by having a PowerPoint presentation of your score displayed on a Nobo flip pad at the end. Tally ho!

No link-up and as interesting as watching paint dry. **45%**

REVIEWER: Jonathan Davies

DEVELOPER: TAITO PUBLISHER: TAITO PLAYERS: 1-2



Puchi Carat



Once again, a tide of brightly coloured blobs is advancing inexorably down the screen. But fear not, because this is *Puzzle Bobble* crossed with *Breakout*, so

you've got a little bat at the bottom of the screen with which you can swat a ball into the blobs and make them vanish. It's tricky stuff – perhaps a little too tricky. Unless you're a *Breakout* genius it'll take all your concentration simply keeping the ball in play, leaving you no spare brainpower to employ clever tactics. So it gets a bit repetitive after a while. Two-player and card-collection options add a bit of spice.



Arkanoid-with-a-twist and not a great puzzler. **70%**

DEVELOPER: SUNSOFT PUBLISHER: SUNSOFT PLAYERS: 1



Blaster Master



It's a platform game. But what's this? It's been converted from a 10-year-old NES title from about 10 years ago! And people don't tend to convert old NES titles unless either they're sure they've got something pretty nifty, or they're desperate. With *Blaster Master* it's definitely the former. You're hopping around in a little tank, shooting things with a range of weaponry.



Don't expect miracles – this is basic stuff – but it's got neatly designed levels and responsive controls, and it's strangely enthralling. Shame you've got to scrawl down passwords, though.

A simple but entertaining platform shooter. **79%**

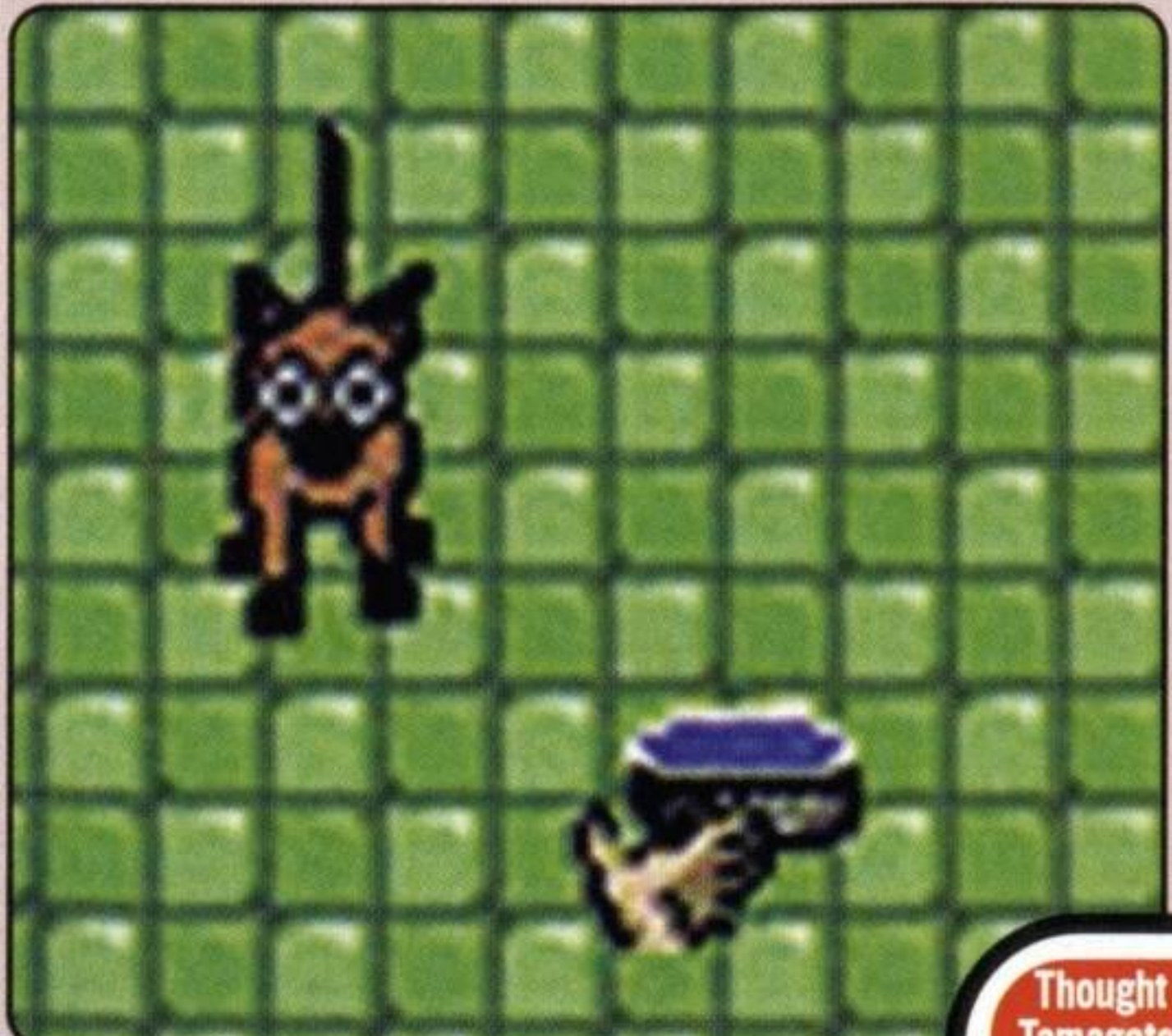
DEVELOPER: SAFFIRE PUBLISHER: MINDSCAPE PLAYERS: 1



Catz



Everything endsz with a 'z' in *Catz* ('Your Virtual Petz Palz'), but that's far from the worst thing about it. You know how sometimes, when you stop playing a platform game for a bit, your character starts doing a little animation – snoring, or picking its nose?



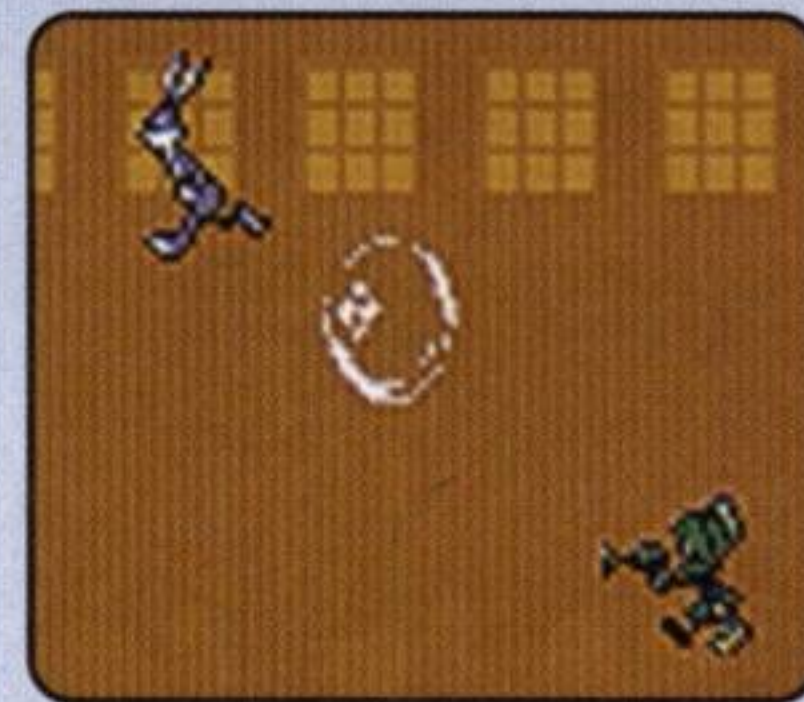
In *Catz*, that's the nature of the WHOLE GAME. You can tickle your cat, or give it things to play with, or even feed it, but why you'd want to is anyone's guess. What you should be able to do is train it up, strap a selection of weapons on its back and send it into battle against other people's cats. But you can't. *Catz? Catzzzz*, more like.

Thought Tamagotchi had died? Think again. **20%**

DEVELOPER: INFOGRAMES PUBLISHER: INFOGRAMES PLAYERS: 1-2



Martian Alert!

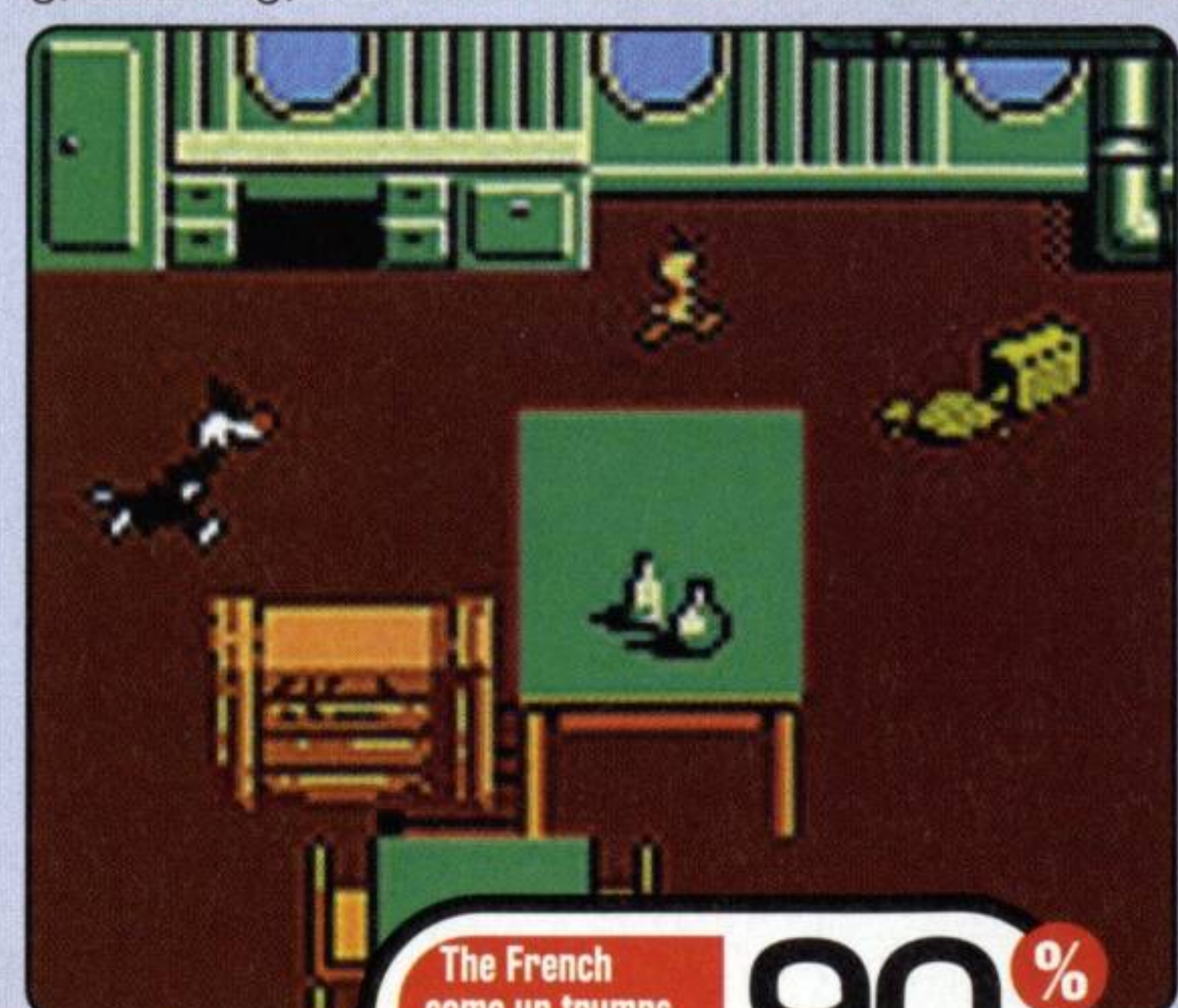


A Game Boy game... A licence... You just know it's going to be a platform game. But, incredibly, it's



not! In fact, *Martian Alert* is a real gem.

It looks a bit like *Zelda*, but combines adventuring with jumping, shooting, swimming, punching and all manner of other 'ings'. You start as Bugs Bunny but can eventually switch between 14 Loony Tunes characters, all with different abilities. The graphics are superb, there are 11 huge levels, link-up fans can swap characters and play six mini-games, it's got funny jokes and there's even battery back-up. Hurrah!



The French come up trumps with cartoon fun. **90%**



N64

REVIEWER



Martin Kitts



OUT: NOW

FORMAT: N64
PRICE: £45

DEVELOPER: LEFT FIELD
PUBLISHER: NINTENDO

SPECIAL FEATURES: RUMBLE, EXPANSION PAKS
OTHER FORMATS: NONE

CALL: 01703 652 222
PLAYERS: 1-4

Bonus Games!



▲ Bounce over sand dunes in the desert rally.



▲ Rev your way up a mountain. Try not to flip!



▲ Go retro with the brilliant *Excite 3D*. This is the NES original with a smart new graphical twist.

Who needs **four wheels** when you can do **10 times as much** with two. Pump those **kickstarts** it's...

Excitebike 64

Motorbike games have always lagged behind their four-wheel cousins in terms of playability and popularity, but all that's about to change. *Excitebike 64* is basically *Wave Race* on dry land, and it's absolutely brilliant.

Using a similar control system to both *Wave Race* and *1080° Snowboarding*, *Excitebike* allows you to connect with your bike as though it's an extension of your pad. In fact, slap in a rumble pak and you might as well be in the saddle yourself, feeling the machine shudder as your rear wheel begins to slip out on a corner, correcting it with a tweak on the analogue stick. We've played plenty of racers that give a good sensation of being in the thick of the action, but this is nothing short of perfect. The 20 standard courses are divided into two

types – tight indoor circuits and numerous, short-cut riddled outdoor tracks.

TRACKS

The outdoor ones are the nicest to look at, thanks to scenery that stretches all the way to the horizon, but the indoor versions offer the biggest challenge in terms of pure racing. There are loads of hairpin bends to test your powersliding skills, plus huge leaps which you need to time just right if you're to clear the obstacles beyond.

Not that the racing is particularly clean, as you can swing your rear wheel across to swipe the front wheel of the bike behind you, causing a crash. Get it right and your rider waves a triumphant fist.

There are loads of extras to unlock as well, including a biking football game, the original 1984 NES version of *Excitebike*, and a special stunt track. There's also a scary hill climb

game in which you have to prevent the bike from flipping over while riding up a mountain. In addition to this there's a fantastic race between checkpoints that sees you hammering across a vast desert region.

You can also play most of the games with two or four players, so there's always the lasting challenge of going head-to-head with your mates in a motorised battle royale. The football game and the hill climbing contest are our favourites.



...feel the machine shudder as your **rear wheel begins** to slip out, then correct it with **a tweak** of the analogue stick...

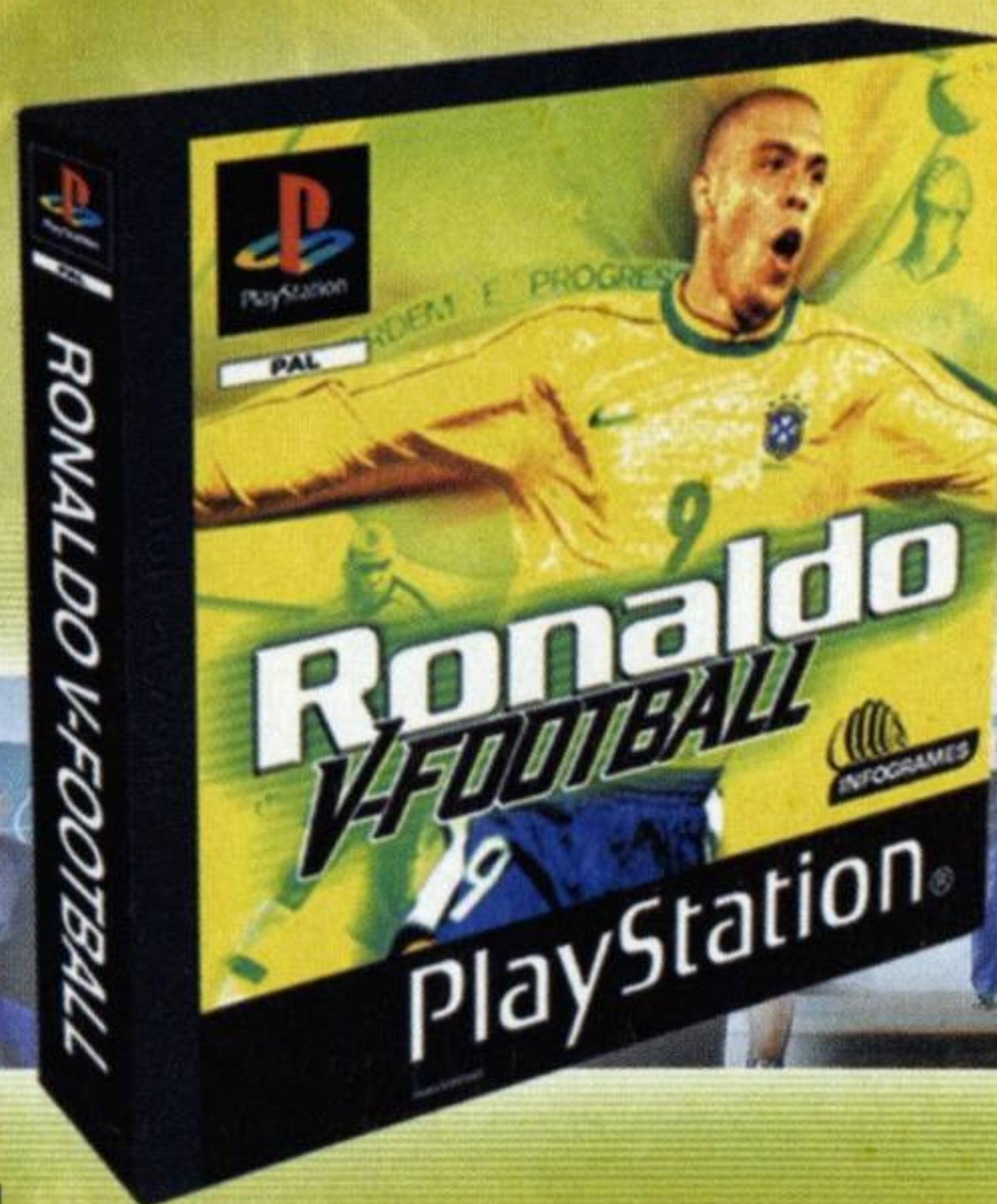
Softography

These guys have also made...

NBA Courtside	85%
NBA Courtside 2	89%

"Sexy soccer - this is Ronaldo V-Football."

91% Total Station



www.ronaldo-v-football



Motorbike Maniacs!

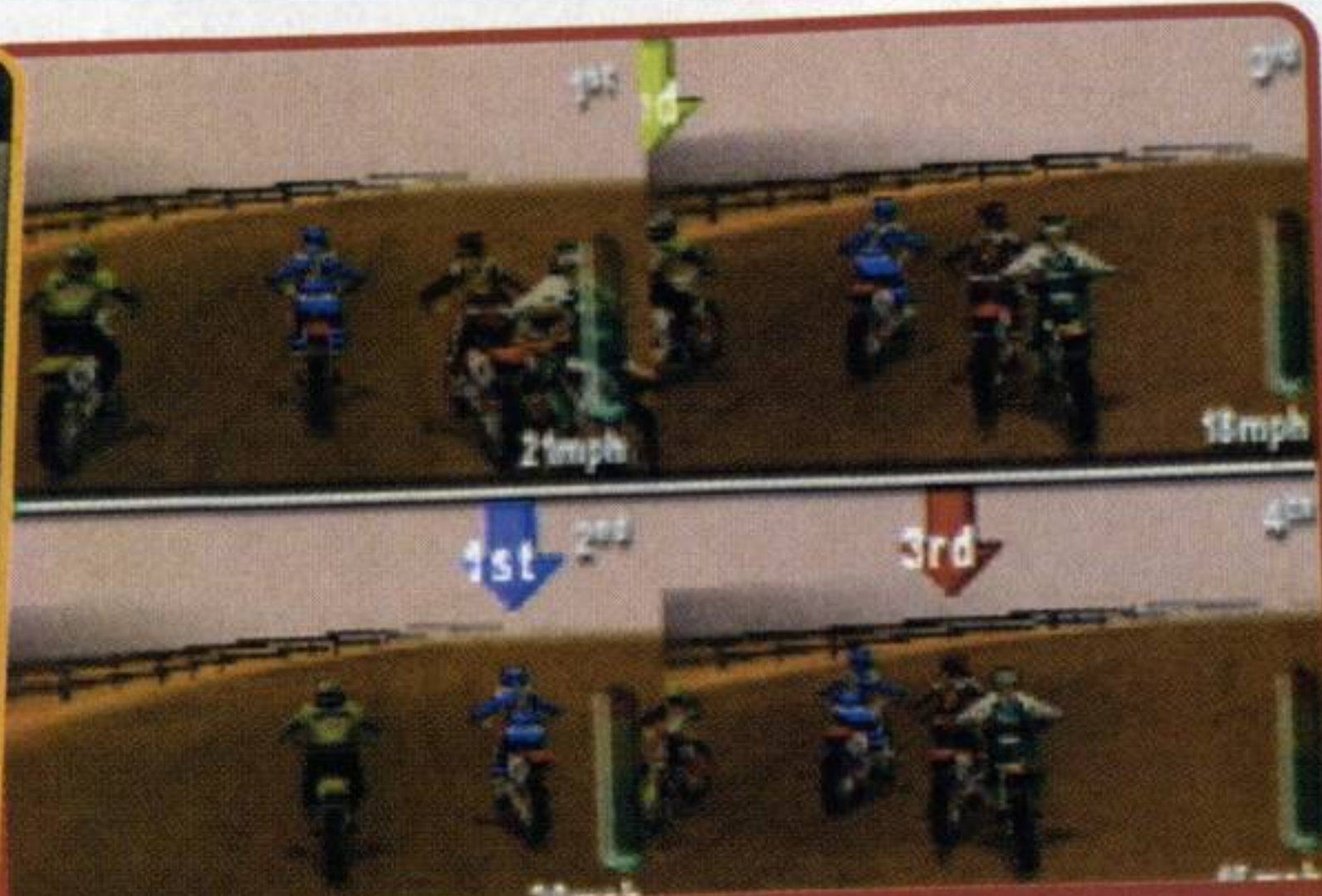
To beat the other riders in a multi-player game you'll have to master the art of foul play. Knocking your mates off the course is as much a part of the game as braking, turning and eating dirt.



▲ Lining up for the start with the modern day Hell's Angels. Somebody is going to get a face full of dirt in about five seconds.



▲ Looks like players two and four have had a bit of a snarl up. Forget about road rage though - just get straight back in the saddle.



▲ This wild west course looks a bit foggy with four players but it's one of the fastest and most dangerous tracks in the game. A multi-player fave.

The Best Bit



Race: 01:18.45
Lap t: 01:18.45
Best: 01:30.00

BOY RACER

It's hard to fault *Excitebike* on any level. It looks good, it sounds good, it plays like a dream and it's the best N64 racing game since *F-Zero X*. Actually, it's probably even better than that - it even gives the fantastic *Wave Race* a good run for its money. It might still be tucked away on

Nintendo's ever changing release schedule but, after *Perfect Dark*, it's the jewel in the N64's foreseeable future, at least until the translated version of *Zelda: Majora's Mask* makes it to these shores towards the end of the year.

You'll be kick starting yourself if you miss out on this little gem, so start saving those pennies right now!



Eat My Dust!



Race: 00:12.26
Lap t: 00:12.26
Best: 00:23.93

▲ A quick tap on the R button and a well-timed tweak of the joystick will flick the rear wheel.



Race: 00:02.10
Lap t: 00:02.10
Best: 01:30.00

▲ Get this move right and you can inflict some wicked pain on the other riders. Hooray.

Factpack

The stuff you need to know...

Tracks	20
Bonus Games	6
Bikes	6
Championships	3



▲ You can really look like a fool if you make a mess of your landing and go flying over the handlebars. Try to keep the bike level with whatever surface you're going to touch down on, and don't sit down too fast!

Judgement

GRAPHICS Great bike animation, gorgeous scenery and no fogging, pop-up or dodgy framerates.

GAMEPLAY The controls are perfect. If this is what a real bike is like, we want one now!

LIFESPAN There's almost too much to do here. All of those bonus games will make this last.

Fast bikes, wild stunts, bonus games and the slickest control system since *Wave Race*. This is the ultimate bike racer. Go buy it now!

Overall
92%

Ronaldo V-Football

The magic of Brazilian football on the PlayStation



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REVIEWER



Daniel Griffiths



OUT: NOW

FORMAT: PC
PRICE: £35

DEVELOPER: MASSIVE
PUBLISHER: SIERRA

SPECIAL FEATURES: NETWORKABLE
OTHER FORMATS: PS2
CALL: 0118 920 9111
PLAYERS: 1-16

Total Warfare!

Ground Control is all about all-out action. To that end there are loads of ace weapons to unleash on your hapless opponent.

The Aerodynes are like flying tanks – planes, if you will – able to deliver a payload of death onto the heads of your enemies.



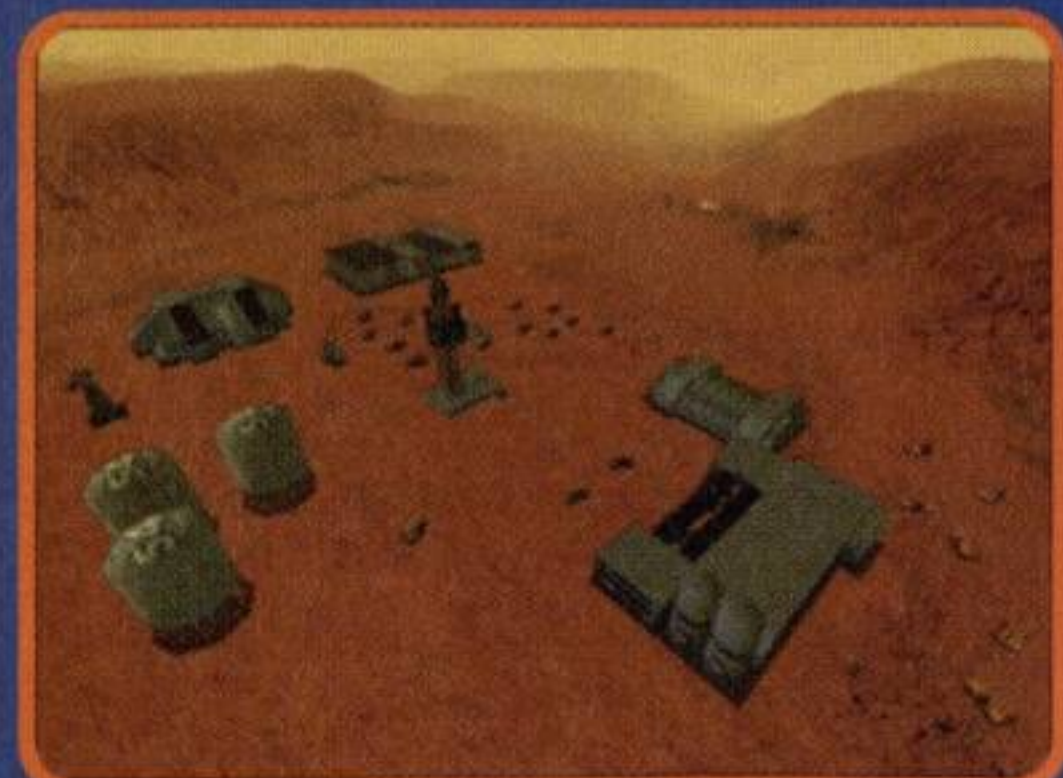
There are loads of tanks and trailers to get acquainted with, some of which fire space-age beam weaponry. Fzzzzzzzzt!

Enemy buildings and gun emplacements are prime targets for a spot of heavy shelling. It looks really pretty too.

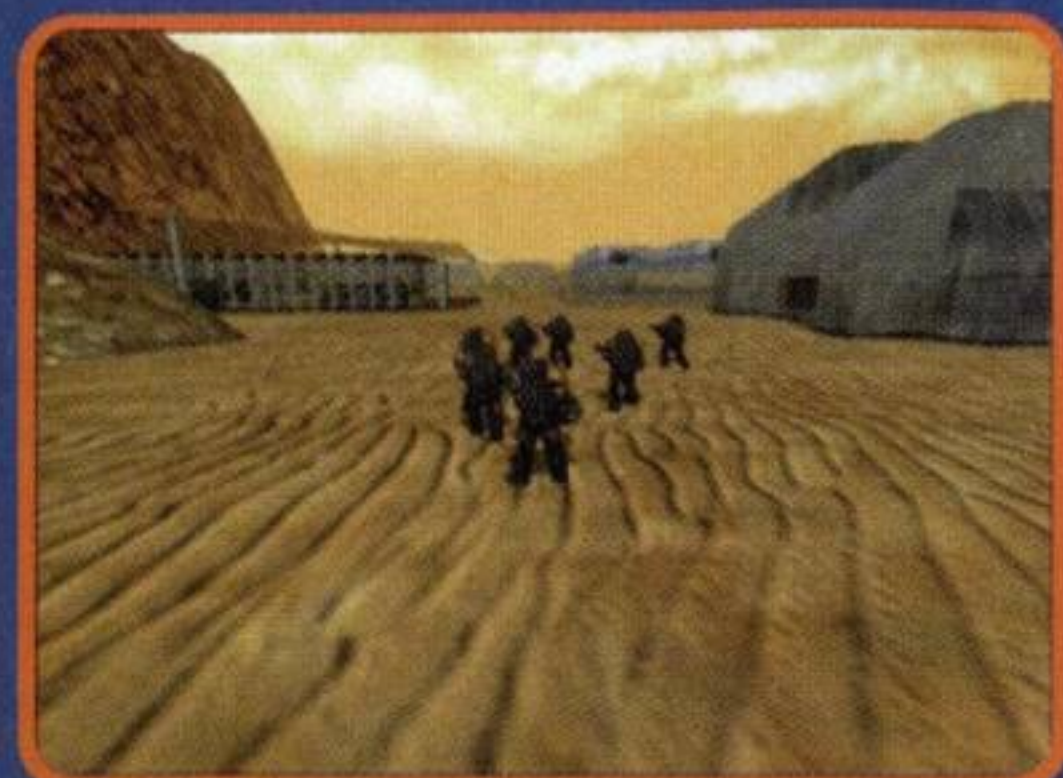


Action!

One of the best bits about the game is that you can dish out orders from a 'miles off' view, then fly in and watch the action from an 'in yer face' perspective, even adjusting orders and playing the game from right in the thick of it!



▲ Hellooooo down there! Yes you! The little fella in the green. It's meeee! Up here! Looooook!



▲ Okay fellas you go first. I'll, um... hang back here and keep guard with my camcorder.

Ground control to Major Tom... Ground control to Major Tom... Err... Is Major Tom there? Cheers.

Ground Control

Once upon a time you bought yourself a copy of the latest *Command & Conquer* and that was it – yer realtime strategy sorted. These days – thanks to the likes of *Ground Control* – things aren't as simple as they used to be...

Of course, at its heart *GC* is one of those click-on-a-bloke-and-tell-him-what-to-kill games, but what it has done is remove all the 'rubbish' stuff from previous games and replace it with lots of 'good' stuff instead.

SKY ROCKETS

F'rinstance, reckon *Tiberian Sun*'s blocky troops look like Sir Clive Sinclair's pizza? *GC* uses full on polygon power throughout. Can't really see what you're doing in *Dogs of War*? *GC* lets you fly a virtual camera around quickly and easily, taking in everything from a sky-high view of the battlefield to an up close 'n' personal troop level view (and everything in between). Grappling with fiddly controls and a clunky interface in *Force Commander*? Getting countless men



to wage furious death is a couple of clicks away in *GC*. We think you get the idea. *Ground Control* is the best action strategy game we've played.

One of the main reasons for this accolade is the total removal of any resource management stuff (you know, gather 'groats' via your 'groat' harvester and turn them into 'piddles' which power your 'podule'). Instead *GC* is a stand up fight between two rival future Earth forces. These opposing sides ruck-up on alien worlds with a toupé-load of heavy armaments and try to knock seven shades of shine out of each other. Last cyber-moped standing wins. Thus you've a game with lots of

action and zilcho faffing about. Brilliant! And as if it wasn't ace and clever enough already it does the whole thing via some of the best graffix in the world ever.

Gunships and trucks explode brilliantly, weapons crackle and fizz across the mountain ranges and tanks and hoverdynes skitter and slide around the rocky terrain while squads of armour-suited

troops nuke each other in the plums right before your eyes! It's total war on a grand scale, so what more recommendation do you need?



▲ Left a bit, right a bit... FIRE! Another enemy becomes a small splat of charred cockpit juice.



▲ It's worth waging war just to admire the gorgeous graphics. More, more! Shell them again, again!

Factpack

The stuff you need to know...

Opposing Sides	2
Missions	40
Multi-player Maps	15
Different Planet Styles	73

Judgement

GRAPHICS Get the easy-to-control camera down among the action for a real eye-treat.

GAMEPLAY Easy to learn, easy to play and as rewarding as nursing sick animals!

LIFESPAN The great plot and neatly ramped difficulty will have you plugging away for months!

Like *Command & Conquer* with all the tedious bits taken out. That said it's not the game for real chin-strokey strategy masters though.

Overall
92%

The Best Bit



▲ After dishing out your orders you can spend ages just flying the camera around, as if you're directing your own futuristic war movie!

REVIEWER



Jonnie Bryant



OUT: NOW

FORMAT: DREAMCAST
PRICE: £40

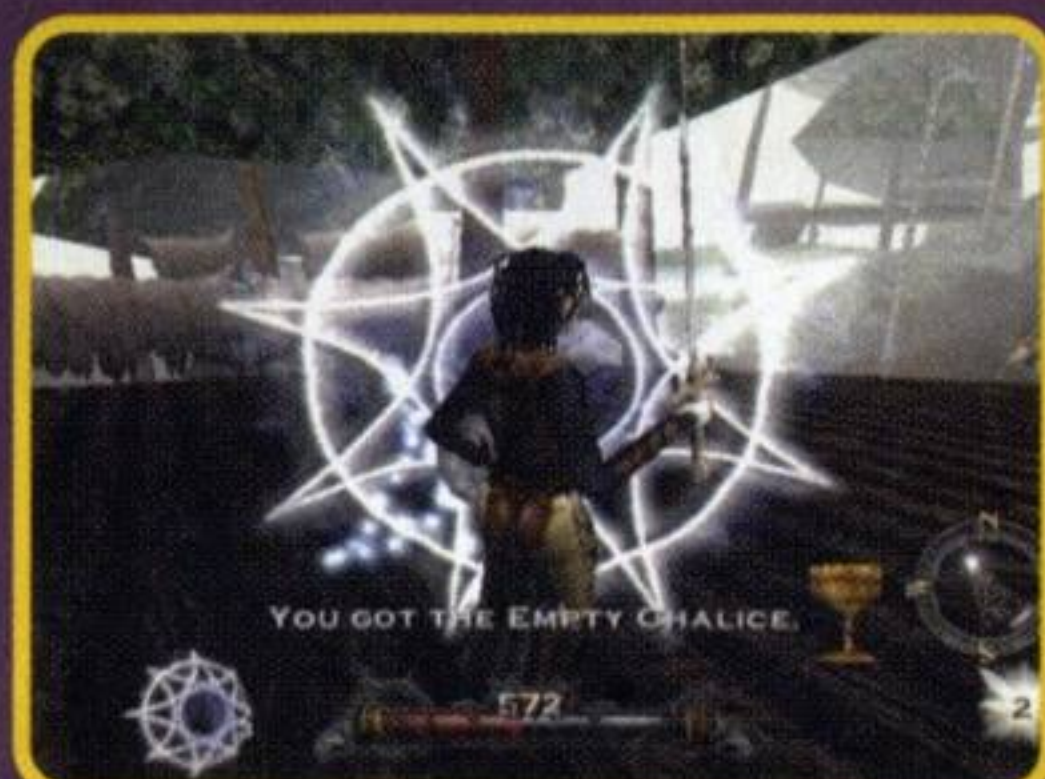
DEVELOPER: TREYARCH
PUBLISHER: INTERPLAY

SPECIAL FEATURES: VMU
OTHER FORMATS: NONE

CALL: 01628 423 666
PLAYERS: 1

» Quester!

Each of the massive levels has a collection of sub missions to keep the plot flowing. Although they often lead to your character finding another key, they occasionally require a bit more nouse. And, if you're not too sure where you're heading, pull up the map screen and the next point of interest will be highlighted.



▲ After teaching one of the head trolls the true meaning of pain, our heroine grabs the chalice and makes a hasty retreat to...



▲ ... a fountain on the other side of the map. As soon as she fills it up with the magic water it begins to sparkle.



▲ Returning to the derelict temple she pours the liquid on the alter and receives the ability to break walls from a minotaur goddess!



▲ "Okay, so I've found the boat. Now how am I supposed to get across to the other island?" Forget about sailing love and go kebab a lizardman...

After the mindless gorefest of *Sword of the Berserk*, it's nice to have a bit of thoughtful carnage!

Dragon's Blood



I'll mow your lawn for £1.50 an hour and a bottle of Tizer!

Lob those multi-sided dice down the nearest drain, melt your wargame miniatures and dust off that plastic Centaurian's outfit – the Dreamcast's finally got a decent third-person fantasy adventure. Huzah!

The mystic land of Parthem is under threat from some bog-hopping nasties and it's up to you to stop the land from becoming the kind of place where our heroes (Cynric the warrior and Aeowyn the sorceress) wouldn't be seen dead. Literally.

So it's off to the woods for a bit of slice 'n' dice swordplay with a gore dressing and a side order of spells.

Softography

These guys have also made...

This is Treyarch's first title!

» The Best Bit



The slightly tongue-in-cheek cutscenes that find you nattering to the locals for information are ace.

» That's Magic!

When the Trolls, Goblins and Krujen get a bit too big for their sandals, zap 'em with you magic, man! It's the only thing they respect.

Cynric doesn't have spell abilities, but he does get hold of some tasty magical hardware like this Enchanted Sword. Cor!



Aeowyn's Energy Bolt spell can toast a Krujen with one blast. Very useful for breaking up larger groups of enemies.

The Shield Armour does exactly what it says on the grimoire. As soon as it's in place, crack as many enemies as possible.



Judgement

GRAPHICS Eye-bleedingly gorgeous. The little things like flames and dragon flies really make this lush.

GAMEPLAY Nicely mixed up but a bit too chaotic in combat. Plus there aren't enough puzzles.

LIFESPAN Treyarch manage to squeeze a huge amount of time out the limited levels.

A sharp and well crafted slice of fantasy gaming. Lacking in puzzles and skilled swordplay, but still a rattling good adventure.

Overall

80%



REVIEWER



Daniel Griffiths



OUT: NOW

FORMAT: PC
PRICE: £35

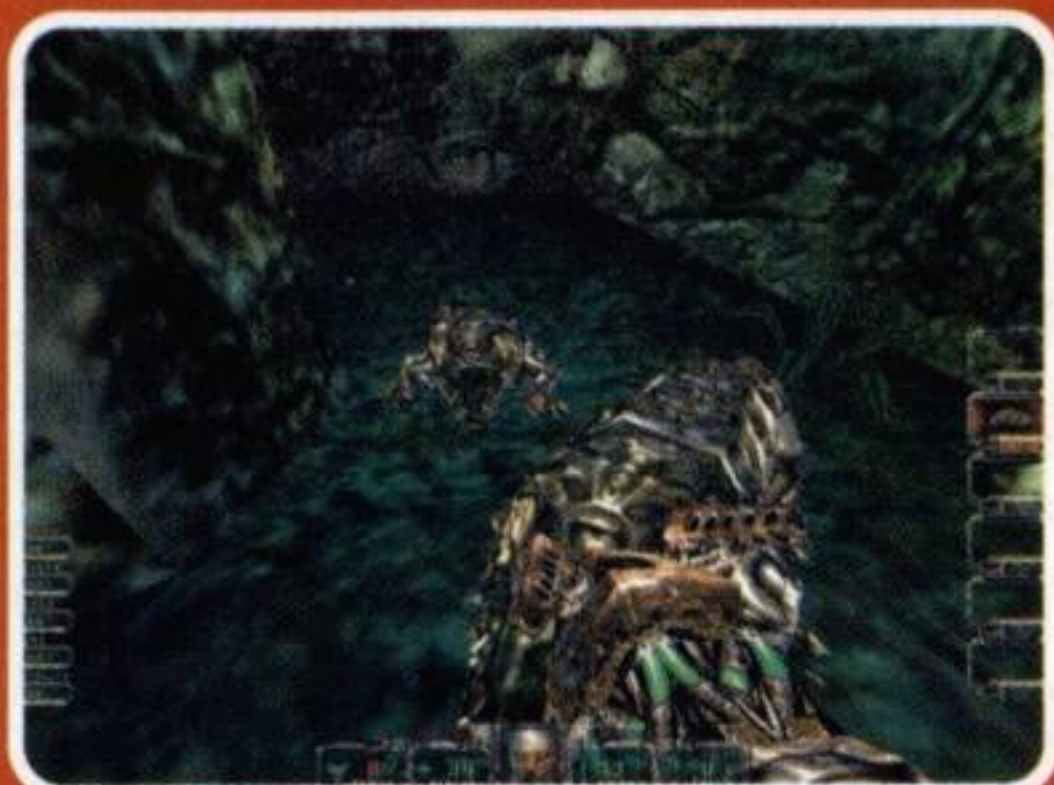
DEVELOPER: ION STORM
PUBLISHER: EIDOS

SPECIAL FEATURES: NETWORKABLE
OTHER FORMATS: GAME BOY

CALL: 020 8636 3000
PLAYERS: 1-16

Croc Hunter!

The first Marsh level is full of annoying crap mechanical reptiles which even Steve Irwin would give up on. These are supposed to be the guardians of Mishma's secret burger factory.



▲ Ticking like Captain Hook's nemesis, these metal crocs are easy to spot and kill. See you later alligator? Yes, all through the Marsh level.



▲ Metal frogs. Oooh, no, too scary! It took four years to come up with these devilish hoppers. I've filled more pants watching 15 to 1!



▲ The mechanical dragonfly/mosquito/whocares? is a bugger to hit without auto-aim on and is almost as annoying as a real mossie.

In four years you could travel to Mars and back, twice! Alternatively you could develop this game...

Daikatana

Swiping It Up!

The Daikatana is a close combat weapon but there's zero control other than initiating a simple swipe.



▲ It seems absolutely random as to whether a mouse-click gives a swipe or a thrust of the sword.



▲ Sword fights make more sense in scraps against other close-combat enemies such as ninja-girl here.



▲ The sword does increase in power and change in appearance as it gains experience points.



For those who aren't up on their ancient Japanese weaponry, a Katana is a sword which means that a **Daikatana** is...

Well, it's a time travelling sword that, when charged to the max, can spirit the wielder through the fourth dimension in an attempt to kill its previous owner, who used it to set up a multinational burger chain with dead humans as the meat source! Stupid plot?! You'd better believe it!!!

Softography

These guys have also made...

Dominion 72%

OOH

Weapons vary with every episode (from crossbows to throwing discus and multi-rocket launchers) and although central to the story of the game, the *Daikatana* itself is not very useful at all. You only control it with single mouse clicks and there's no ability to sweep it with any direction (unlike *Dark Forces: Jedi Knight* which did it so well years before).

STICK YOU

The more enemies that you kill with the sword, the more its stats and

power build up, but it's still very clumsy and obviously pretty useless in a fire-fight. Its time travelling properties should also not be over-emphasised. You have no choice over when to use it in this way and it's basically a plot device for getting you from one episode to another during cutscenes. The time travelling aspect does mean that you get to play four very different episodes (far-future Japan, ancient Greece, Dark Ages Norway and post-modern San Francisco) and each one is so huge in length, if not in quality, that they all could have got away with being a whole game. Despite episode length, playing through the whole thing feels

Burger Time!

Mishma has been using the Daikatana to time travel and become the head of his own burger chain by getting cheap meat from pre-cremated coffins. A pretty Mclaughable plot if you ask us.



▲ Here we see the rows of human coffins at the crematorium. Little do the relatives know that they could be eating Granny later.



▲ A human-burger rolls off the line ready for delivery to Mishima's dastardly fast food outlets. Not a nice way to meat your maker.



▲ Mishima knows the power of corporate branding with his McMishima logos. Evil clown Rona McDonor appears at kids parties with a scalpel.

Moron Mates!

You need your two sidekicks to get onto the next level, but they always run off, getting stuck in doors or hurting themselves!



Superfly hasn't quite got the hang of ladders yet, preferring to go straight up walls and hit his head on the ceiling.

Superfly holds the lift for Mikiko... with his head. There's being a gentleman and there's being a dott. Make up your own mind.



Superfly and Mikiko try to descend this tower together and manage to get stuck on top of each other, twitching madly. Fools!

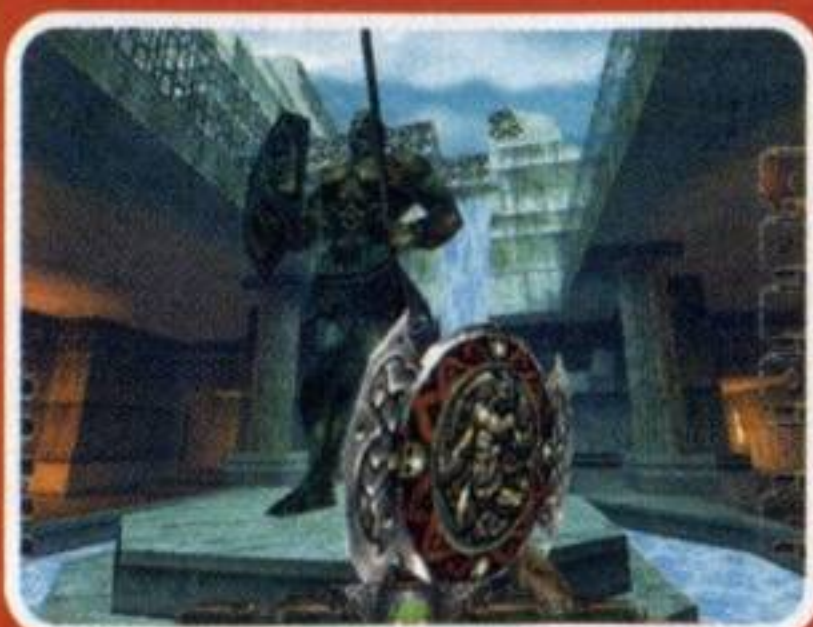
like unwinding the world's largest ball of twine, constantly kicking the massive game ahead as you mindlessly follow the single strand of play at your feet.

YOUR MOMMA TOO

On top of the linear progression, you have two rescued partners, Superfly and Mikiko to take safely through most of the game. Although they are supposed to be there to help you, obeying five commands: stay; come; attack; back off and get, in practice they act like lobotomised monkeys, wandering back through whole levels instead of 'coming' (and you need them for every level transition), getting stuck in lifts and doors and refusing to pick up better weapons or use health re-charge points. If they die then it's

Gods and Monsters!

The most beautiful episode is set in ancient Greece, where you come up against all sorts of mythological enemies in gorgeous classical surroundings. It's a shame that the inside of the buildings isn't that impressive.

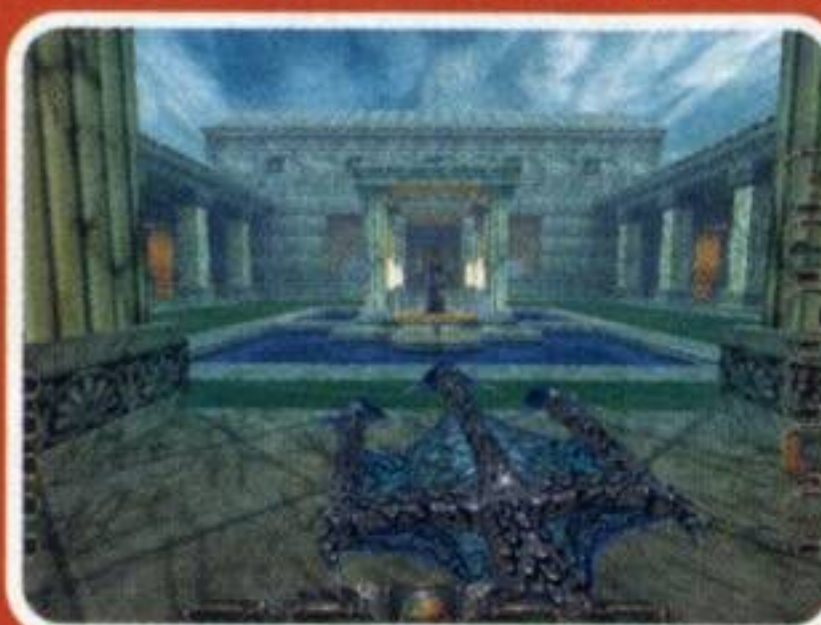


▲ The throwing discus acts like a razor-sharp yo-yo and is a lot of fun.

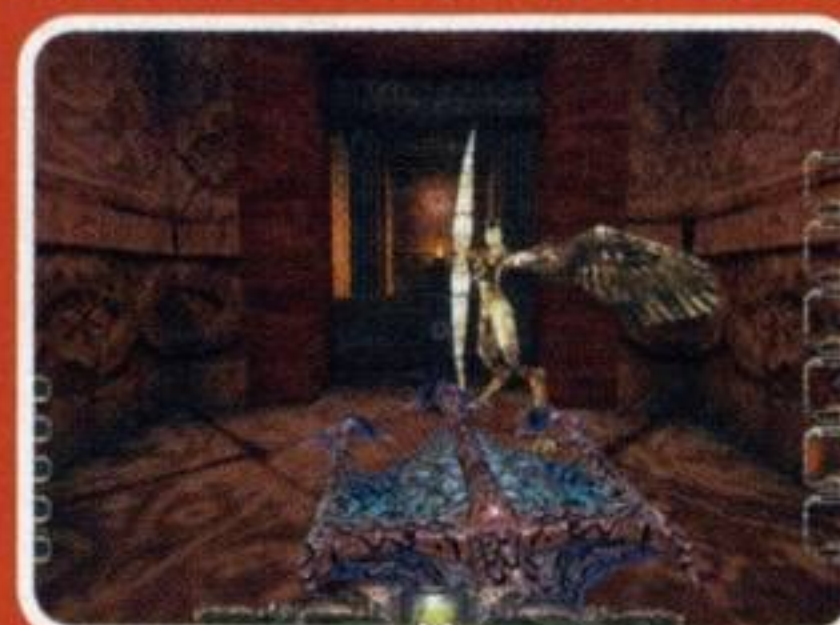


▲ Skeletons and spiders set the skin crawling like an old Sinbad film.

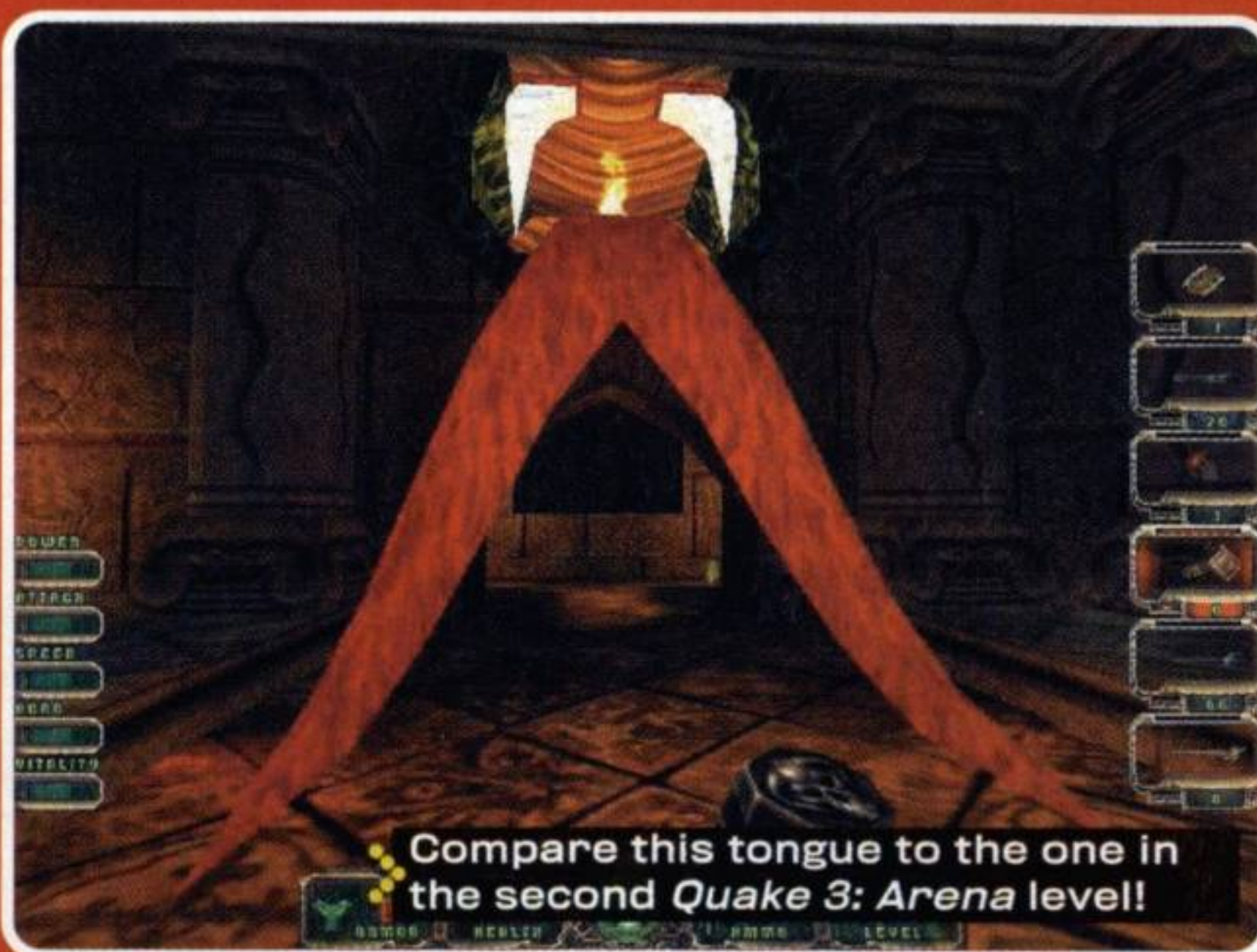
▼ The scenery of ancient Greece is the most impressive of the four episodes.



▼ Harpies and gryphons make it important to look to the skies as well.



▼ Minotaur-esque beasties lurk in the dark corridors. Pity they aren't more labyrinthine.



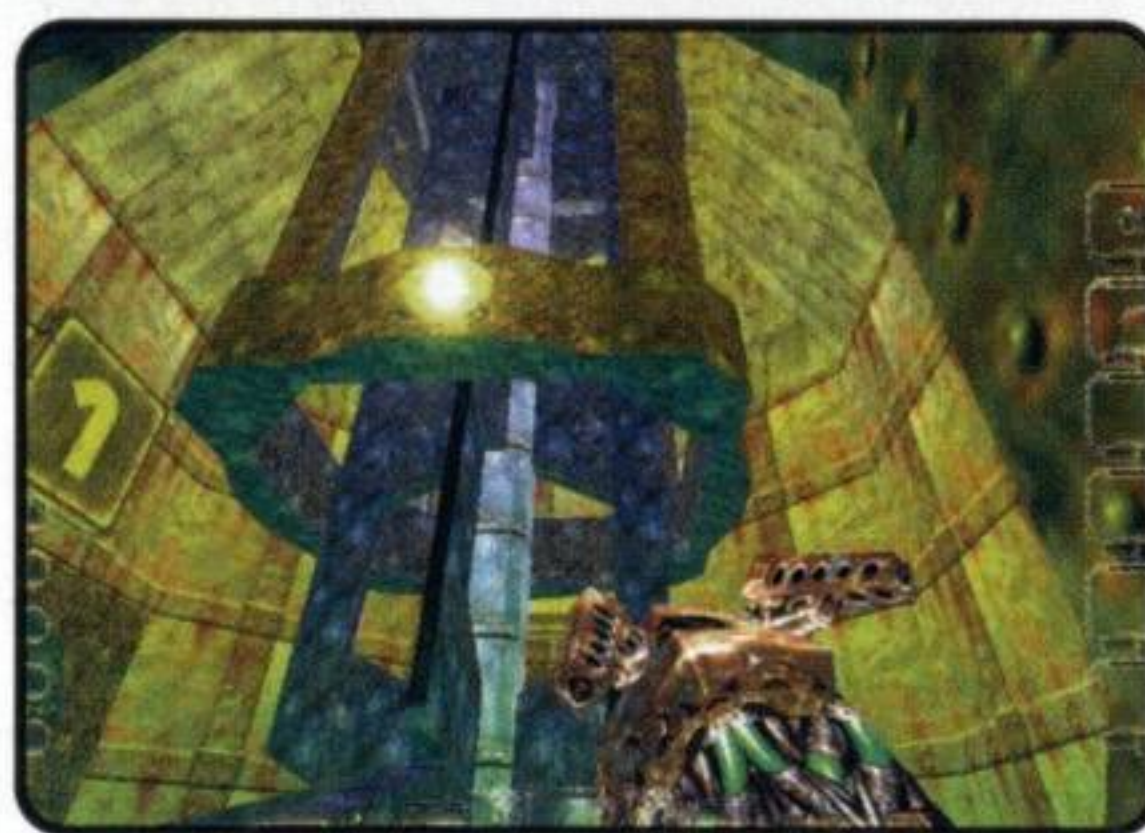
▼ Compare this tongue to the one in the second *Quake 3: Arena* level!

game over, so in effect they're both major liabilities thanks to their Scotch-like AI.

AND YOUR DADDY

Because *Daikatana* has been delayed for three years and had so many of its development team leave or get sacked, the end result is extremely disjointed and looks very dated, especially against Ion Storm's other soon-to-be-released title, *Deus Ex*. On top of this is the disastrous

... the huge levels cannot save it from being a first-person shooter that only fires blanks and has a very nasty recoil...



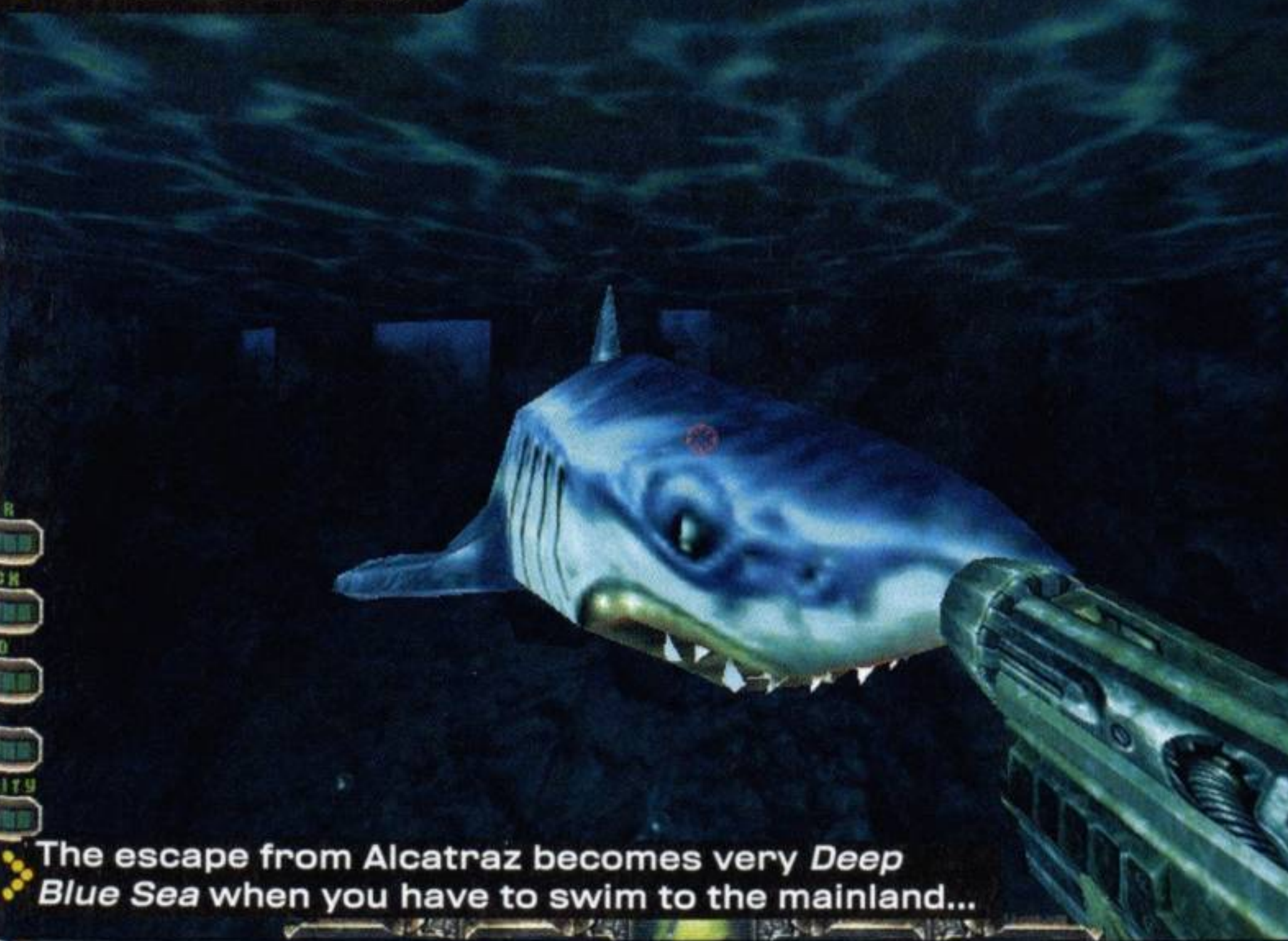
▲ The industrial levels of future Japan have a very *Half-life* appearance at times.

sidekick system (the dullards Mikiko and Superfly) which drags the game into unplumbed depths of frustration and boredom. Huge and varied levels cannot save it from being a first-person-shooter that only fires blanks and has a very nasty recoil.



I'll just slip into something more comfortable...

The Best Bit



▼ The escape from Alcatraz becomes very *Deep Blue Sea* when you have to swim to the mainland...

Factpack

The stuff you need to know...

Levels	8
Weapons	20
Buddies	2
Time zones	4



Judgement

GRAPHICS The *Quake 2* engine's now definitely showing its age. Goodnight, grandad!

GAMEPLAY Frustrating when you're dragging the sidekicks through each level and far too linear.

LIFESPAN At least a week of pretty solid play if you can stand all the faffing around.

If you're a first-person shooter fan then don't touch this with a Kendo stick. If you're still interested then download the demo first.

Overall
55%

OUT: NOW **FORMAT:** PLAYSTATION **DEVELOPER:** CRYSTAL DYNAMICS **SPECIAL FEATURES:** DUAL SHOCK **CALL:** 020 8636 3000
PRICE: £35 **PUBLISHER:** EIDOS **OTHER FORMATS:** NONE **PLAYERS:** 1-2

Hey Mickey, you're so lame, you're so lame you blow my... er, gasket. Hey Mickey, hey Mickey!

Walt Disney World Quest Magical Racing Tour



Who They?



▲ You don't get any Mickey, Donald or Goofy or anyone particularly famous. Instead you get naff ducks and a couple of chipmunks.

Familiar!

Part of the *CTR* likeness is the additions of speed boosts that require you to power slide.

Use the hop buttons to start sliding into the corner, then when evil green fumes come out from your rear...



Everyone loves kart racing type things because they're fast, messy and great as a multi-player driving experience.

Sadly *Disney Racing* only supports two-player action, so immediately the fun is halved. But this mini-racing game is very functional, it has a fairly slick game engine, some nice ideas for course

designs and weapons plus it's irritatingly addictive. But so is *Crash Team Racing* and a plethora of other kart racing games. So the only real difference is the characters you get to handle. Muppets are cool and Crash is familiar, but with Disney you get Chip, Dale and Jimminy Cricket who can all kiss my hairy ass. If you like C-list Disney characters then you will like this.



Judgement

GRAPHICS Occasionally glitchy but bold, bright and brash as these racing things should be.

GAMEPLAY Looks and handles an awful lot like *Crash Team* - if perhaps a little scruffier.

LIFESPAN Doesn't have a two-player mode, but the one-player should keep you occupied.

This is an alright game, ideal for younger gamers. Very safe, very predictable - just reeks of Disney.

Overall
63%

REVIEWER: Dave Harrison

OUT: NOW **FORMAT:** PLAYSTATION **DEVELOPER:** PSYGNOSIS **SPECIAL FEATURES:** DUAL SHOCK **CALL:** 0124 465 9286
PRICE: £35 **PUBLISHER:** PSYGNOSIS **OTHER FORMATS:** NONE **PLAYERS:** 1

Eye Joy!

Colony Wars: Red Sun has you flying missions and battling Johnny-space-alien through some truly spectacular areas. Deep-space, weirdly coloured planets and majestic space stations all feel the heat of you jets. There are even times when you just want to distance yourself from all the action and take in some of the exraterrestrial views.



▲ Some missions will see you plagued by living creatures as well as enemy craft.



▲ Straight out of *Return Of The Jedi*, this floating platform looks bloomin' marvellous.

I see a Red Sun rising, I see trouble on the way... best drop your blast visor and hit the afterburners!

Colony Wars Red Sun

WAR! What is it good for? Well, quite a lot in this case.

Red Sun is the third game in the fab *Colony Wars* series, and just like the first two, it puts you at the helm of some nippy whizz-bang space-fighters, replete with lasers and other wig-singeing hardware.

Graphically, it's on a par with *Colony Wars: Vengeance*, boasting some ace lighting effects and fruity explosions. The soundtrack's the biz

too - if you've got your 'station hooked up to a stereo, then prepare for epic ear-candy.

But apart from a lot more ground-based missions, it doesn't really offer much in the way of new stuff. Instant satisfaction for itchy trigger-fingers then, but not much else.



▲ Attacks on command ships still offer some of the most intense action around along with the biggest explosions in gaming.

Judgement

GRAPHICS Rather tasty, but as the action hots up, it all slows down and gets a bit jittery.

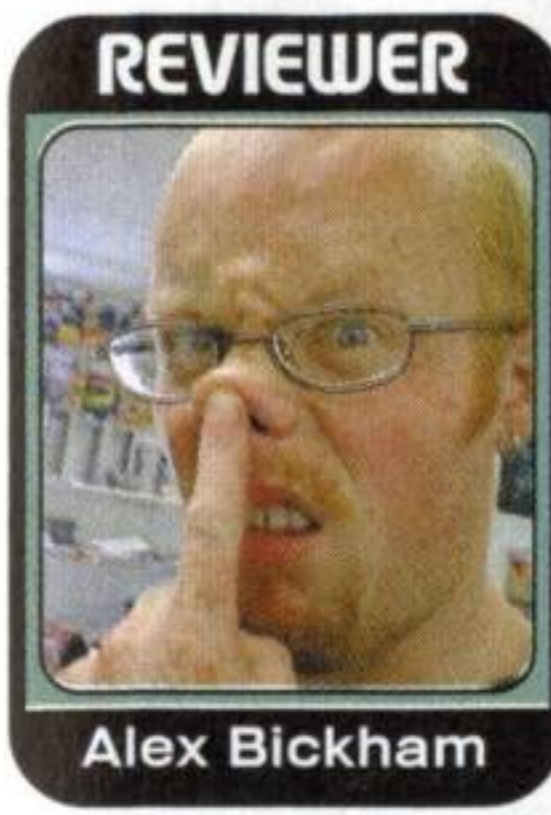
GAMEPLAY It's fast, furious and fun, but nothing we haven't seen at least three times before.

LIFESPAN *Colony Wars* veterans will have it licked in a jiffy. Newbies will play it for days.

A good, solid space-shooter, that tests your hand-to-eye coordination and asks little of your brain. Pretty (if short-lived) fun.

Overall
75%

REVIEWER: Alex Bickham



WAR!

EVERYTHING YOU NEED TO KNOW



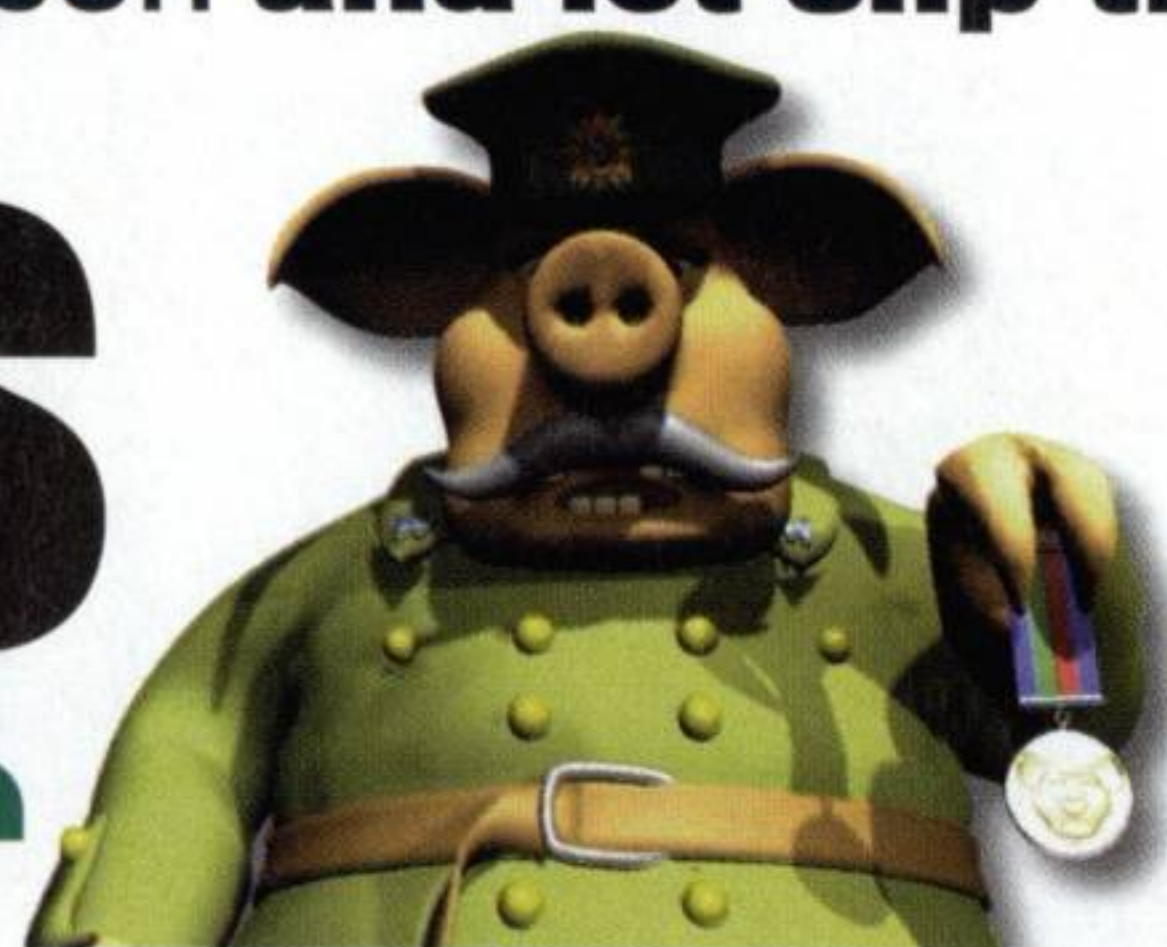
OUT: NOW **FORMAT:** PLAYSTATION **DEVELOPER:** INFOGRAMES **SPECIAL FEATURES:** DUAL SHOCK **CALL:** 020 8222 9700
PRICE: £35 **PUBLISHER:** INFOGRAMES **OTHER FORMATS:** NONE **PLAYERS:** 1-4

Hog Roast!
 Each Hog on your team begins with a basic selection of weapons, but you'll find others littering the battlefield to boost your armoury.



Head to the county show, get your local swineherd to unlock the pig-pen and let slip the hogs of war!

Hogs Of War



The humble bacon sandwich: one of mankind's crowning culinary achievements. A dash of ketchup, a squirt of HP, maybe an egg thrown in for good measure. Lush!

It's the process by which bacon is produced that's a bit less appetising though. Except in this case - *Hogs Of War* is about one thing, and one thing only: makin' bacon... with very big guns. Huzzah!

MIKED PIG BAG

If you've ever played *Worms Armageddon* then *Hogs Of War* will be pretty familiar to you. It's a turn-based wargame, where teams of four battle it out over different terrain types. Each hog on your team has a bunch of weapons at his disposal, from pistols, rifles and grenades to heavier stuff, such as mortars and rocket launchers. Each weapon has its own method of use, and some of

them take a bit of getting used to - the various grenades on offer, for example, require you to judge the elevation at which you throw them, and how much power to put into the throw. Tricky Stuff.

SPECIAL PORKERS

The single-player game is quite progressive too. As you work through the missions, you can train up your pigs to be explosives experts, snipers and so on, giving them access to meatier and more advanced weapons as the missions go by. But it's the multi-player games that really hit the spot though. In these up to four players can battle it out at any one time. And, get this, you only need one joypad, as the players take it in turns to control their pigs. All in all then, it's porking good fun with a bacon slice of tactical thought thrown in. Oh, and Rik Mayall does all the voices in the game. Ace!



▲ Take that you swine! Dust off the old sniper rifle and have yourself a pork kebab. Where's the apple sauce?



▲ Pigs in Space. Trying to get from A to B in the shortest time possible? Use the jet pack!

Softography
 These guys have also made...

Rally Masters	54%
V-Rally	92%
Ronaldo V-Football	57%
UEFA Striker	86%
Gekido	55%

World of Pain!

The land of Saustralasia (ha ha honk... ah, I appear to have laughed my head off) is where the action takes place. There are oodles of different landscape types, which makes for some varied and challenging games.

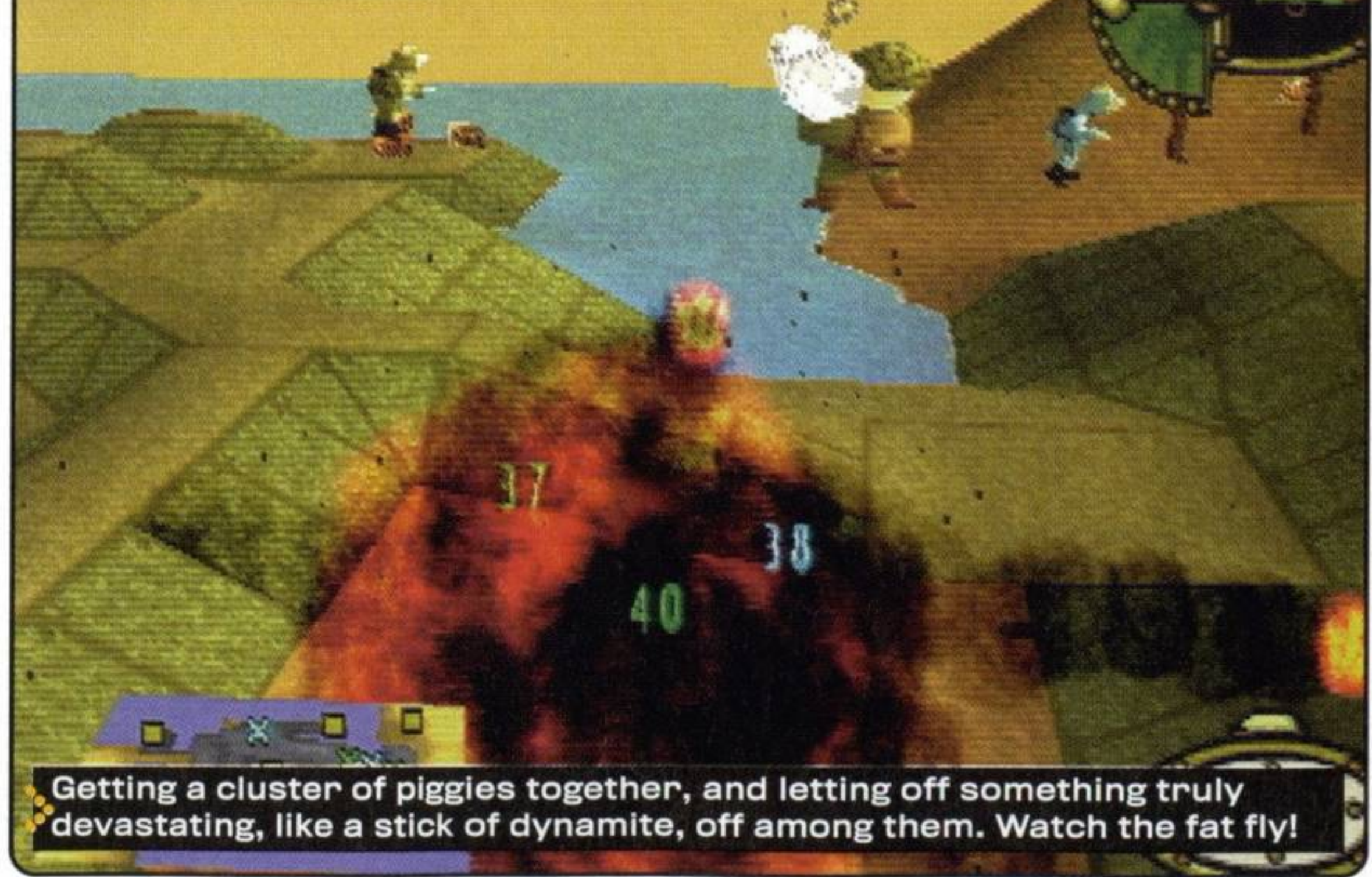


▲ The Death Bowl is aptly named - here the pigs slide into the hollow at the bottom.



▲ The Frost Fight! Slippier than your average terrain and great for multi-hog pile-ups.

The Best Bit



Getting a cluster of piggies together, and letting off something truly devastating, like a stick of dynamite, off among them. Watch the fat fly!



Judgement

- GRAPHICS** As smooth as a well-shaven pork scratching and totally yummy to boot!
- GAMEPLAY** Very similar to the shenanigans of *Worms Armageddon*, but even more fun.
- LIFESPAN** Not one you'll want to trade in any time soon - multi-player mode's the biz.

There are few games around that offer this much fun for four players with only one controller. Squeal like a pig, boy!

Overall
85%

REVIEWER



Pete Wilton



OUT: NOW

FORMAT: DREAMCAST
PRICE: £40

DEVELOPER: SPIRAL HOUSE
PUBLISHER: INFOGRAMES

SPECIAL FEATURES: VMU
OTHER FORMATS: PC

0800 3222 9700

Fighting Farce!

While it may have worked just dandy on PC with a mouse and function keys, the combat in *Silver* is definitely on the fiddly side. Prepare to rub your belly while holding down the R-trigger.



Whilst holding down the RIGHT TRIGGER button, move the thumb pad DOWN.

▲ Your Grandad shows you the basics before the fighting really starts. It's easy to pull off the wrong move during battle.



▲ Projectile weapons like this slingshot can be tricky to use. Arming with one also means leaving yourself open to attack.



▲ The combat isn't helped by the often titchy size the characters are shown. It's hard to see just who's slashing who!

An evil old Emperor's looking for a new missus. His name is...

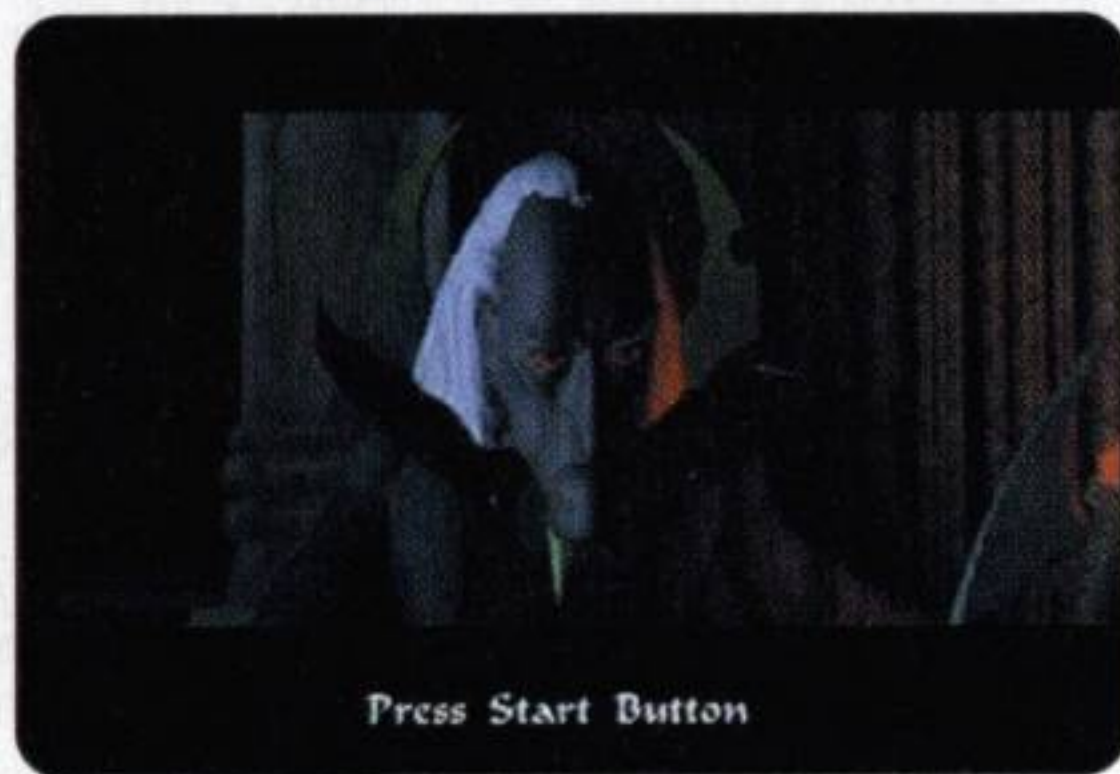
Silver



Always lead with your left and save the right for picking toe jam.

Plotted History!

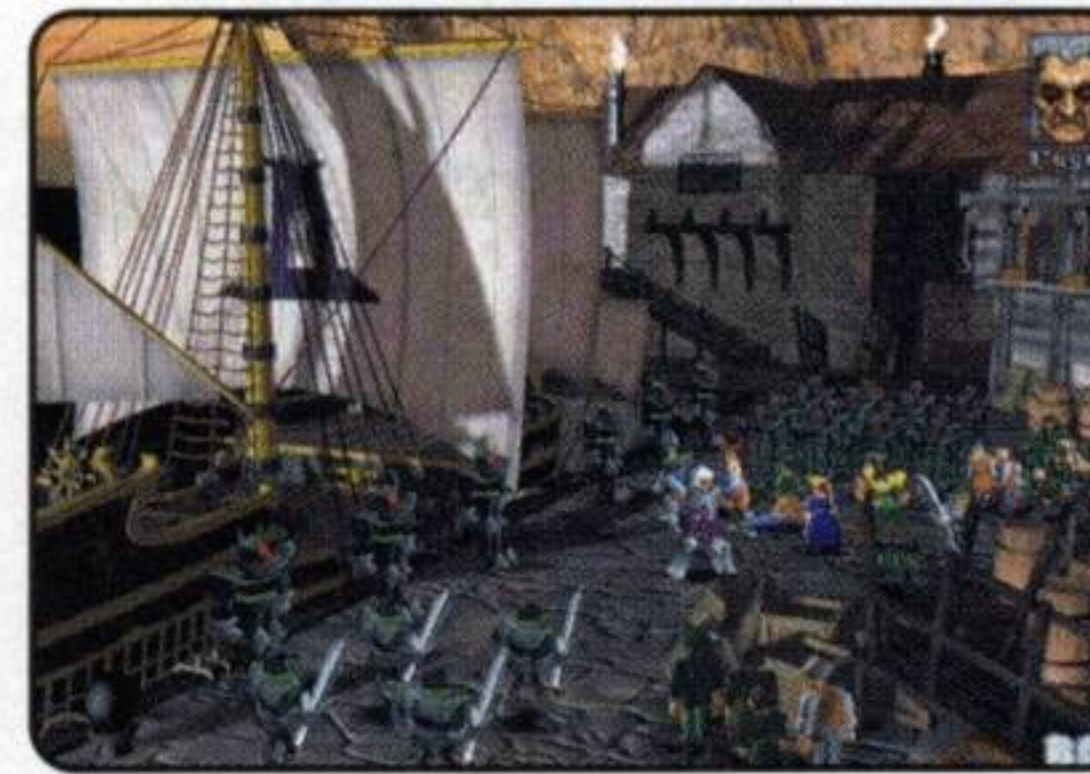
While not brimming with plot twists *Silver's* tale starts off strong enough.



▲ The evil Emperor Silver does away with his wife and decides to take a new one.



▲ His horrid Henchman Fuge rounds up the local lasses to take back to the palace.



▲ The cad even kidnaps David's wife, the lovely Jennifer. We wants revenge!



Action and role-playing usually buddy-up about as well as Vic Reeves and Bobby Davro so *Silver* comes as something of a surprise.

Here you'll get none of that turn-based, mana-munching, tiddlywinks-with-spells beloved of beardy-weirdies. Instead, scrapping is strictly DIY as you swish a sword, rain pellets from your catapult or attempt to

deflect deadly blows with your shield. The plot is a classic from the Big Book of Revenge.

LADEEZ MAN

An evil Emperor has spirited away all the womenfolk from your community (including your foxy missus) and – without wishing to spoil the plot – his minion commits a fiendish act that stokes your ire still further. The action takes place in rendered environments that scroll and then load-up the next area while the 3D characters shrink and grow to give a sense of

perspective (like when you're going down stairs).

SLASH FEST

Control-wise it's actually rather tricky. Hold the right trigger and by moving the analogue stick you can perform different swipes and lunges with your chosen implement. Hold it down and press B and our hero, David, raises his shield. Because the characters are often shown pitifully small it's sometimes hard to know which way they are facing and therefore which attack you should use. This is made

Softography

These guys have also made...

Wacky Racers.....88%

Meet The Locals!

Just like the world outside your drawn curtains both good and evil people can be bumped into to provide some useful (or downright dangerous) advice.



▲ Professor Whittle: He mighty nice guy. Looks rather like stargazer and wicked xylophonist Patrick Moore. We like him.



▲ Slink smells like bad medicine. We no like. Mum said never to trust imps – so don't, alright?



▲ Da Duke. He may have a gaping maw the size of Manhattan but he's a solid, jovial fella.

Street Fight!

The dark, brooding clouds and distinct lack of lighting doesn't put our heroes off going into town. They're well 'ard!



Wrong turn lads! The town guard are out in force and this lot are a damn sight meaner than the cast of *Dad's Army*.

Don't panic! An ambush mounted by a brace of bold archers. Fear not! Feel the wrath of my catapult bow boy! (Twang!)



For the love of Mikel No sooner do you walk out of one barney than you're straight into another. "I bite my thumb at you sir!"

worse by the fuzziness of the stick that means, in the heat of battle, a sideswipe can easily turn into a backswipe leaving your rear exposed to the enemy. Oh, and you'll also forget that you're holding a shield, let alone have the presence of mind to use it (we'd have preferred the option to hold, say, a dagger or a cannon in the shield hand).

... flying enemies are a boil on the behind to deal with, mainly because using projectile weapons is stupidly fiddly...

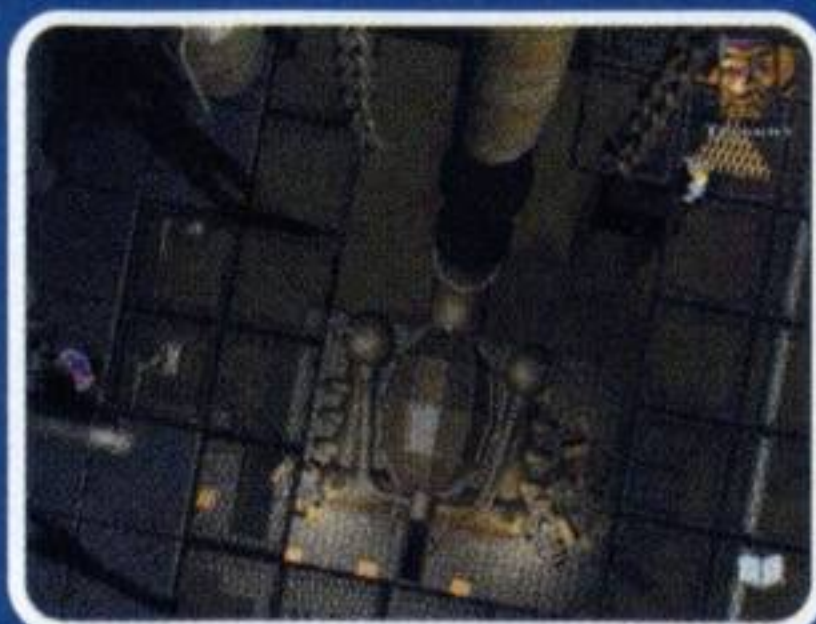
The Best Bit



Because combat can be tricky, it's super-satisfying when you take out several enemies at once!

Give in to the Devil Inside!

The lush meadows above may have smelled of sweet midsummer but there's a stinking great demon in the basement. Better sort him out then...



Going down! This lift takes you to the catacombs. Like we're scared.



Whatever that is it just laughed when we pelted it with our catapult.

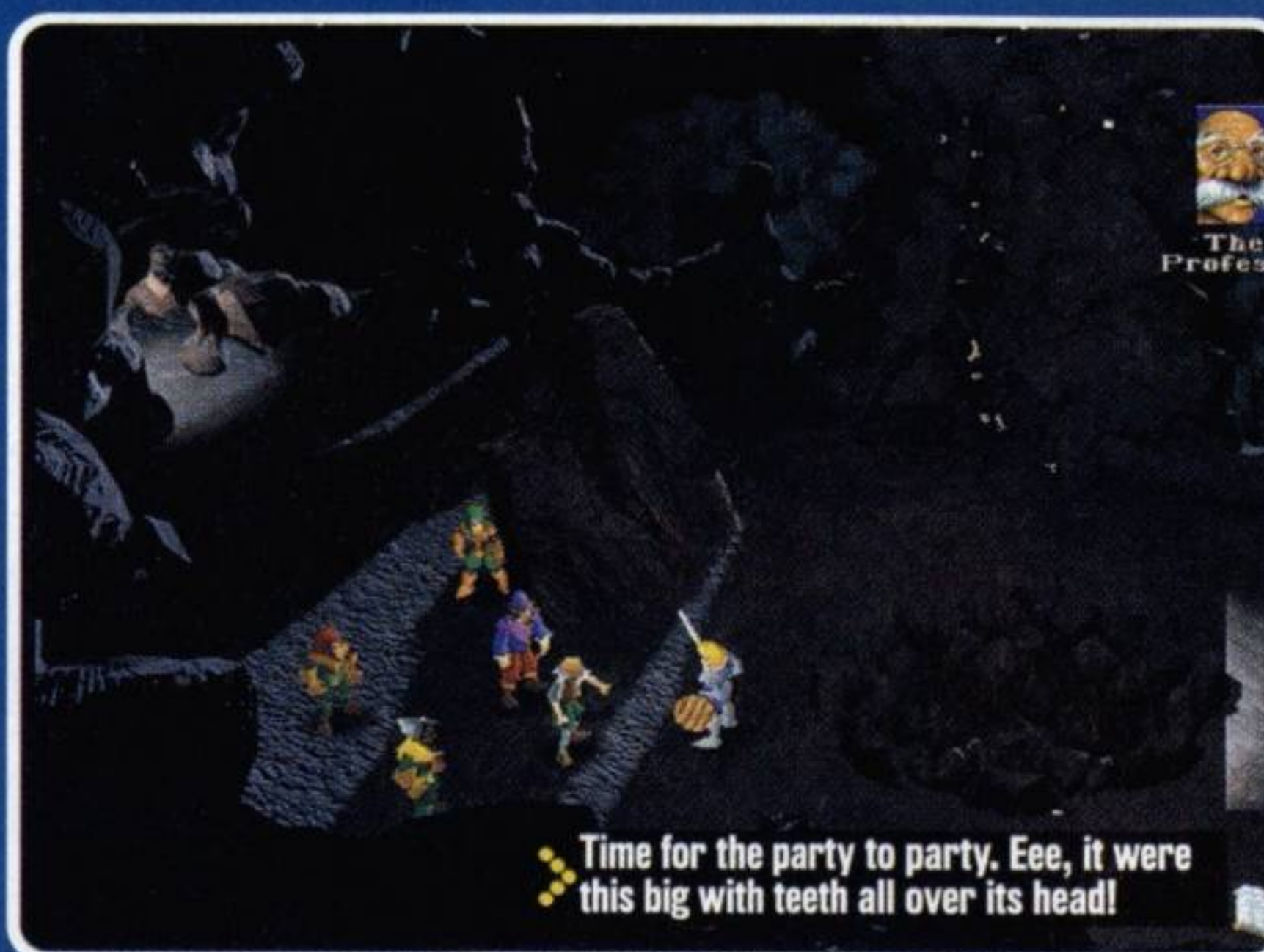
Find the gap! Shoot through the fissure with your lurverly ice wand.



Try as he might crimson-chops can't squeeze a fireball through.



As with all demons he dies a coward's death alone and unloved.



Time for the party to party. Eee, it were this big with teeth all over its head!

AERIAL BOGIES

More unholy water is sprinkled on proceedings by flying enemies such as demons and imps. These geezers are a boil on the behind to deal with, mainly because using projectile weapons is stupidly fiddly... B button, left trigger, X button OH JUST FLIPPIN' SHOOT HIM! This is a shame because *Silver* is just the kind of non-threatening, arcade RPG that could win its genre new admirers. In many other ways its eminently sensible: Cartoon mouths above people's heads show you who you can talk to, a hint button gives you clues and a floating hand invites you to nab the contents of chests. It's baffling, then, when this sort of hand-holding goes out of the window as with the pauseless inventory that lets you get lumped by enemies. Fighting multiple assailants, for instance,



The default setting means looking at your inventory makes you defenceless!

is a fine idea when you have a non-player pal to watch your back but otherwise it's a nightmare.

Silver is ultimately a mildly enjoyable title but without the conversational depth of traditional RPGs it needed the action side of things to pep it up. The sad fact is the awkward combat just drops a particularly spiky mace on its foot.

Factpack

The stuff you need to know...

Playable Characters	3
Orbs to Collect	8
Sword Moves	10+
Guards	100s



Judgement

GRAPHICS The backgrounds are nice in places but the view never flatters the characters.

GAMEPLAY Flawed controls mean you're often fighting them more than the irksome enemies.

LIFESPAN Eight orbs means eight levels. It's not huge but it's tricky enough to linger.

A good idea poorly realised. this plays like a PC port that hasn't really been thought through or addressed the dodgy combat.

Overall

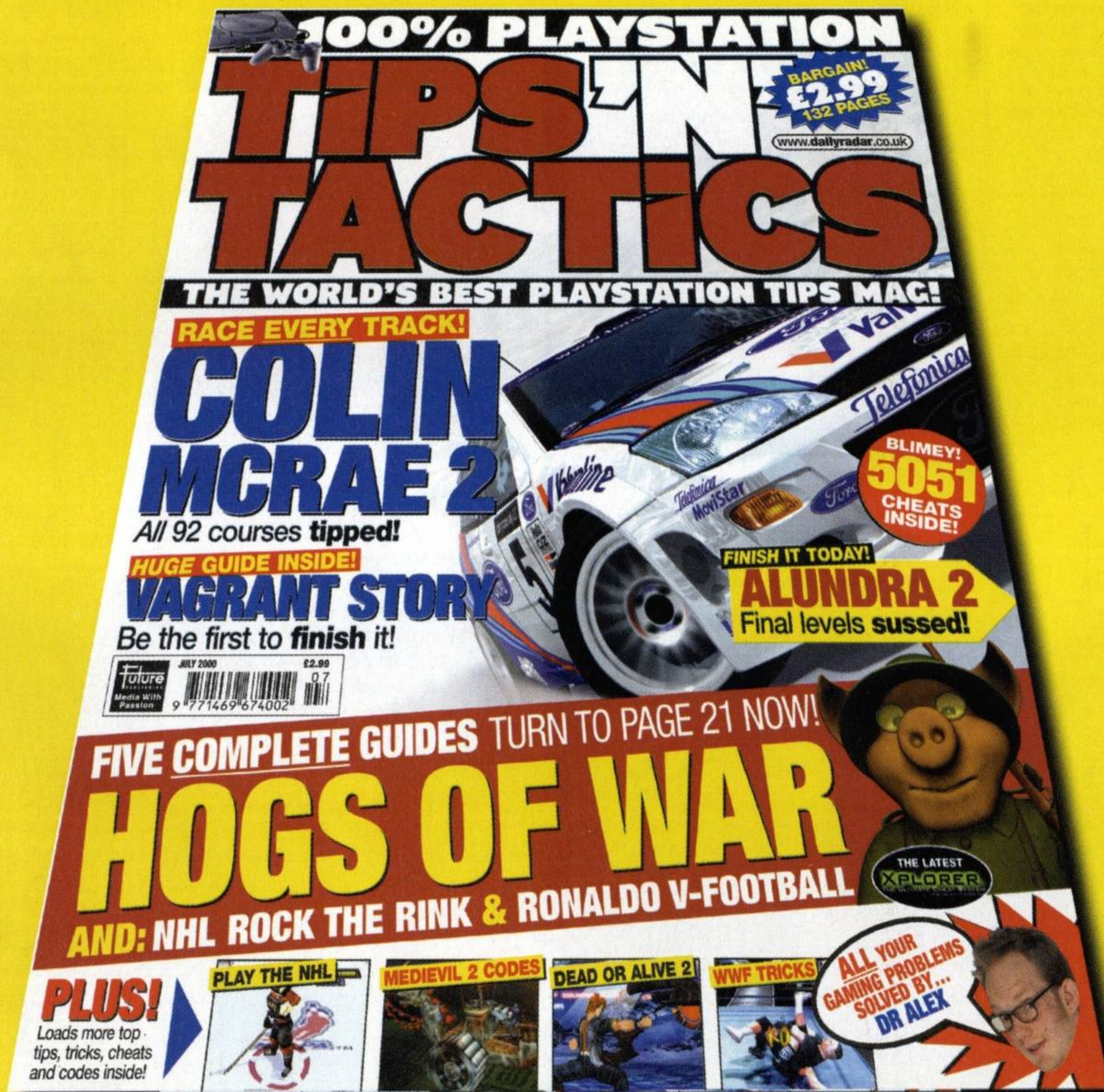
74%



100% PLAYSTATION

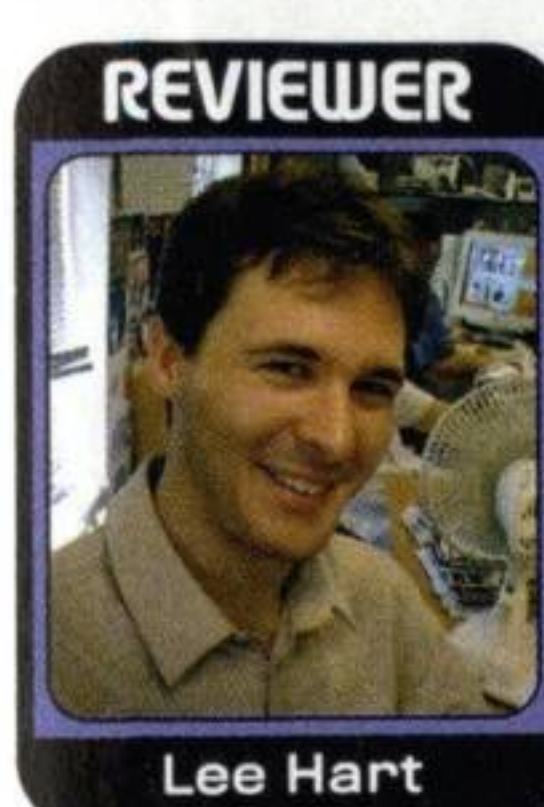
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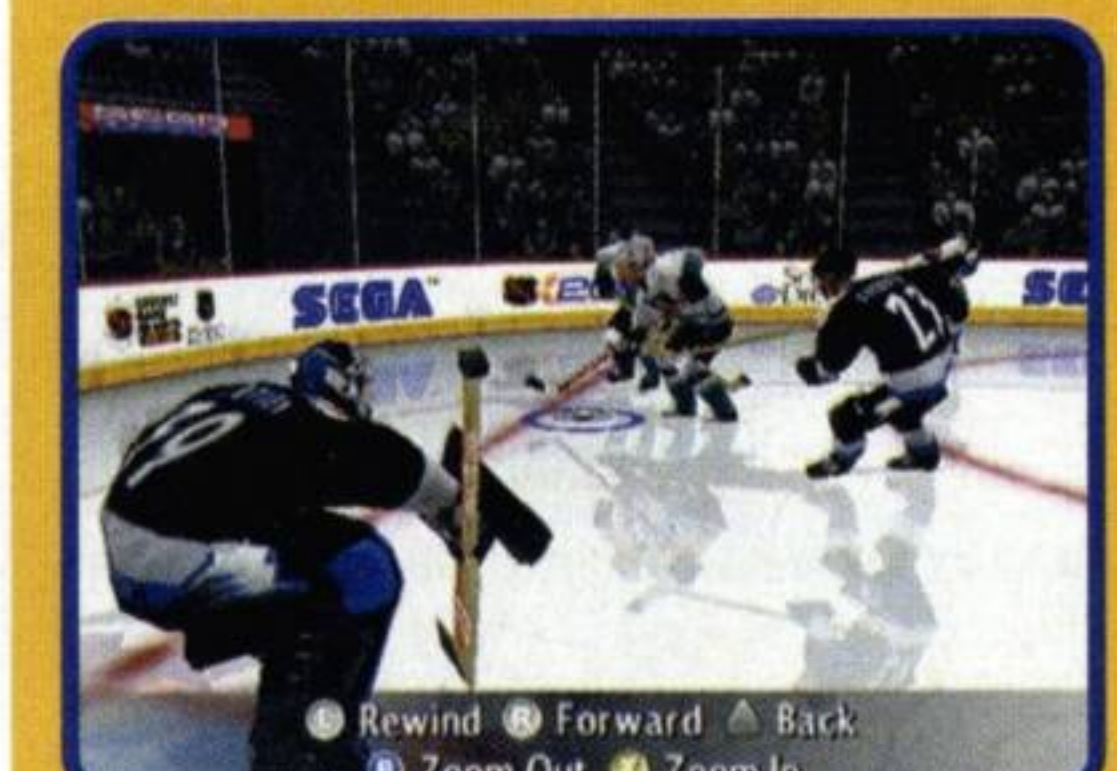
ISSUE 5 OUT NOW!



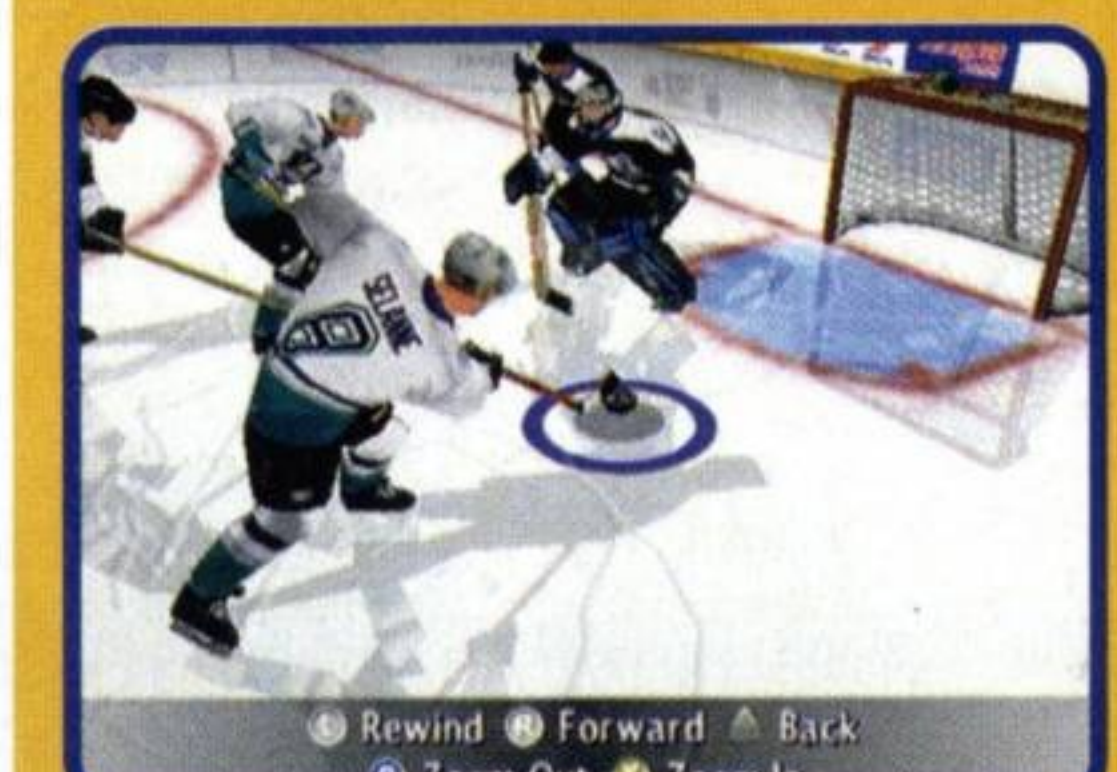
OUT: NOW **FORMAT: DREAMCAST** **DEVELOPER: BLACKBOX** **SPECIAL FEATURES: MULTIPLAY** **CALL: 08456 909 090**
PRICE: £40 **PUBLISHER: SEGA** **OTHER FORMATS: NONE** **PLAYERS: 1-4**

Eat My Goal!

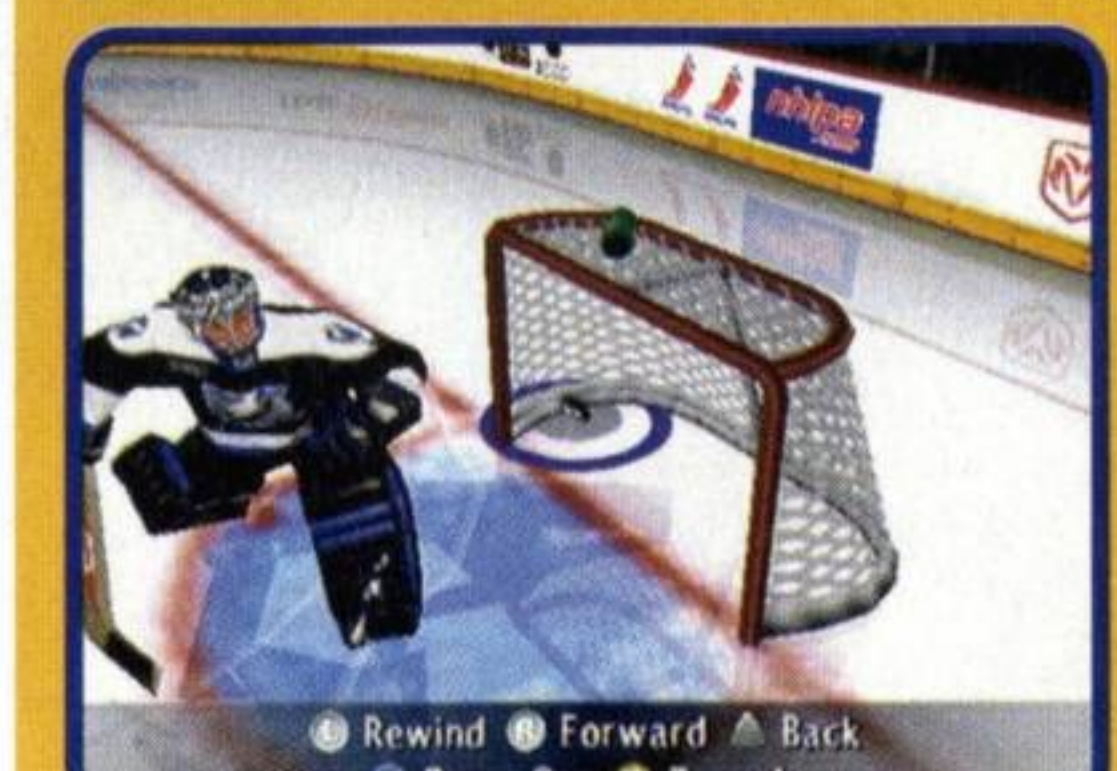
Actually scoring in *NHL2K* can be quite tricky. Analogue is used to accurately direct the shots but nine times out of 10 you'll still end up whacking the puck straight at the 'keeper's sack. Thankfully, for the long-suffering goalies (and their goalies) we've found a rather more subtle goal scoring method. Check it out...



▲ Collect the puck, speed down the wing and several of the sheep-like opposition will flock towards you to cover the attack.



▲ Unfortunately for them, this leaves one of your team-mates unmarked. With a deft pass you can square the puck across to him...



▲ ... which bypasses the 'keeper' and leaves him with a half-empty goal to shoot into. Slap it in there and let the drubbing begin. Gooooaaal!

Forget poncey Torvill and Dean and pricey Magnum lollies, this is what ice was really made for!

NHL 2K

Although it's not a widely popular sport in the UK, ice hockey videogames have always gone down well round these parts, but that's probably more to do with the enjoyment of hitting people with big sticks than any affection for the sport itself.

Anyone looking for that kind of comedy ice hockey ultra-violence in Sega's *NHL2K* should look elsewhere, because this is a true simulation which encourages you to actually play the game rather than shove your stick in the opposition's punani while against the barriers.

HOUDAY ON ICE

As with its basketball cousin, Mr *NBA2K*, *NHL2K* is a painstakingly accurate representation of its sport, with all the teams, all the players, all the kits and all the stadiums exactly as you'll see them on Channel 5 at one o'clock in the morning. But just

Softography
These guys have also made...

NBA2K	91%
NFL2K	77%
Virtua Striker 2K	55%

because a game's emphasis is on simulation doesn't mean it isn't a barrel load of fun. No siree! Despite its rather serious approach, *NHL2K* is one of the best ice hockey titles we've ever played.

ICE TO SEE YOU!

The game's real achievement is that caters for veterans and newcomers alike. Experienced players can leave all the rules switched on, play the massive 56 game Season mode and enjoy a true ice hockey sim' with realism bursting out of its crash hat. While newbies can turn off all the boring rules and regulations and get down to a more arcade-style game full of end-to-end attacking play along with some vicious hacking fouls. Can't be bad.

Whichever level you want to play the game at, *NHL2K* remains a super-fast, super-slick game of ice hockey with fantastic visuals, faultless animation and more amusing Canadian names than a border crossing episode of *South Park*. It won't replace footie in your sport-based affections but this is as good an alternative as you can get for your money.

Customiser!

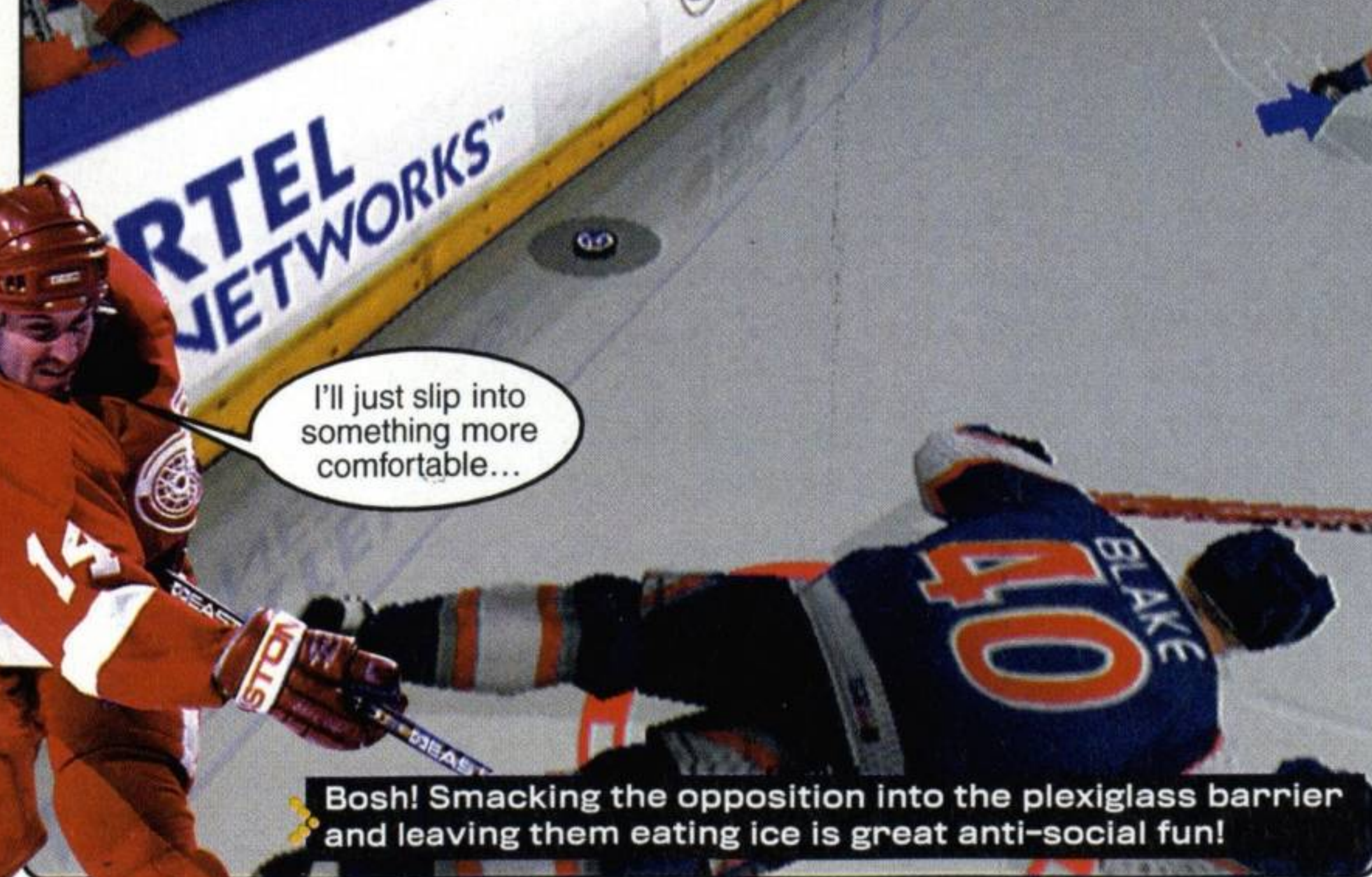
As with most sports games nowadays, *NHL2K* has an amusing option to create your own horrific custom players. Meet Dr Lecter...

Why not muck about with the goalie? First off, give him a name. We settled on Dr Lecter because of the scary face mask.

Next, you can alter his physical attributes. We cruelly turned our bod into a gigantic (7ft) fatboy (297lbs).

Finally, you can alter all his ability settings. Naturally, we whacked Dr Lecter's aggression up to 99!

The Best Bit



I'll just slip into something more comfortable...

Bosh! Smacking the opposition into the plexiglass barrier and leaving them eating ice is great anti-social fun!



▲ Using your stick to interfere with a player going for an open puck can earn you time in the sin bin.

Judgement

- GRAPHICS** Detailed players and superb interactive arenas. Smash that plexiglass!
- GAMEPLAY** Difficult at first but if you're after a proper ice hockey sim' then this is the bidnizz.
- LIFESPAN** Season mode will keep you going for ages and you'll never tire of the multi-player.

The best ice hockey game since the glory days of the MegaDrive and SNES. It's fast, it's exciting, it's slapshot heaven!

Overall
80%



OUT: NOW

FORMAT: PLAYSTATION
PRICE: £30

DEVELOPER: BANDAI
PUBLISHER: STUDIO 3

SPECIAL FEATURES:
OTHER FORMATS:

DUAL SHOCK
ONE

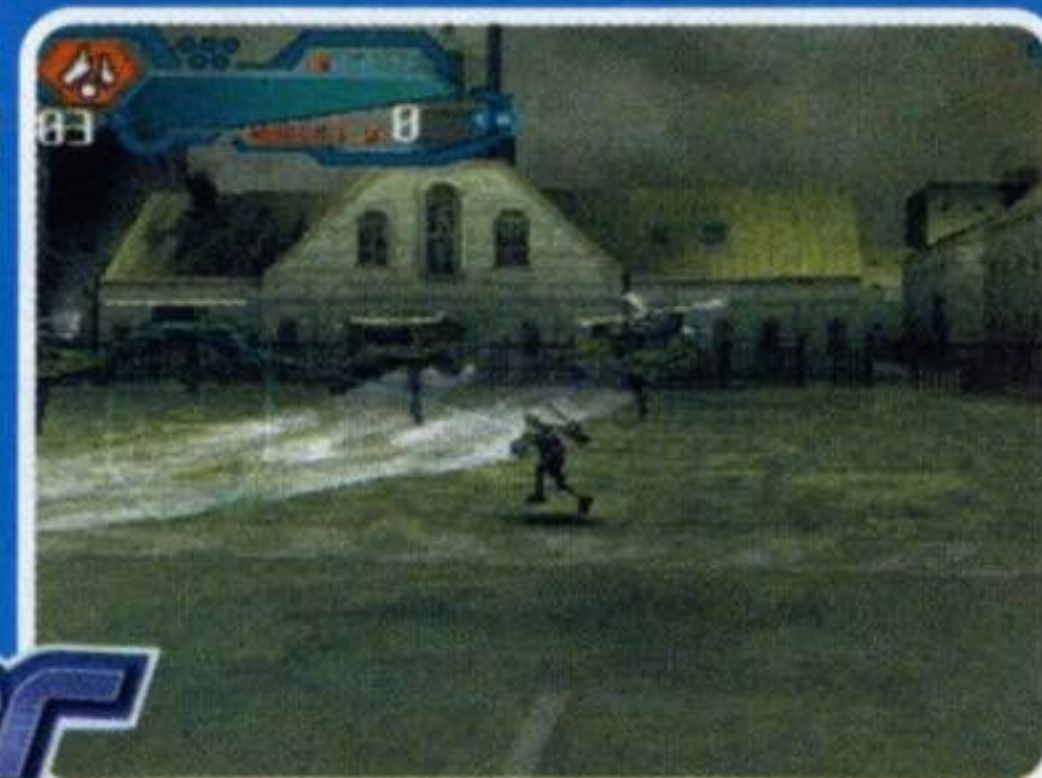
CALL: 020 7909 2100
PLAYERS: 1

You're the one with the bad hair, and you're surprisingly chatty for a **Silent Bomber**.

Silent Bomber



Learn 'em!



▲ The game lets you get straight into the action with a training course that initiates you. The simple gameplay is a fun and action-packed.

Da Bomb!

Along the way the number of bombs you can drop at any one time increases – very useful.

When you have a lot of targets it's best to 'stack' the bombs you drop to maximise the damage you create.



Ooh that's a large one! On the bigger enemies you have to use the aiming function which allows you hit air borne targets.



Blimey Charlie. They don't make games like this very often, which is a shame because this is a gem.

You are the *Silent Bomber*, called Jutah, who has a daft haircut and magic sleeves. And out of these magic sleeves he can drop bombs. With this special power he's sent aboard the evil mothership, Dante, which is threatening his home planet.

His mission is to take it down from the inside.

This is pure frantic gameplay, that takes a simple and addictive concept and cranks up the action using uncomplicated and functional graphics. It's quite like the old scrolling shoot-'em-up *Mercs*, but there's an element of strategical thinking involved as well. Not sexy, but it's got it where it counts.



Judgement

GRAPHICS Not that much to crow about but they're slick enough to support the gameplay.

GAMEPLAY Just involves blowing up anything that looks at you wrong. Simple but brilliant.

LIFESPAN There's 26 missions to complete, but the top gameplay guarantees replay value.

Might get lost among the driving and football games but this is arcade-style class and deserves your attention.

Overall

86%

REVIEWER: Dave Harrison

OUT: NOW

FORMAT: DREAMCAST
PRICE: £40

DEVELOPER: DIGITAL ECLIPSE
PUBLISHER: MIDWAY

SPECIAL FEATURES: VMU
OTHER FORMATS: PS, PC, GB

CALL: 020 7938 4488
PLAYERS: 1-2

Retro-a-go-go!

With a retro compilation like this, you really want to get some cool extra stuff to tweak your nostalgia glands. After all, the games themselves hardly take up much room on the disc. This DC version's got very little stuff for the old school gamer to gaze lovingly over. And what you do get just isn't very special.



▲ The intro screen is almost as clunky as the games you'll find beyond.



▲ You do get a potted history of each game as well as information about spin off products.

Another trip around the museum of retro gaming. Fill your factsheets and hand them to teacher!

Midway

Greatest Arcade Hits

This crusty old compilation of William's finest coin-ops has appeared on just about every format bar the Delonghi Deluxe Sandwich Toaster.

Half of the six games – *Defender*, *Joust* and *Robotron* – are still all-time classics. Ear-frazzling sound effects and reaction pummelling gameplay.

The other three aren't quite so memorable. *Defender 2*'s an

unnecessary update of the original, *Sinistar*'s unremarkable and *Bubbles* is bizarre but oh so bobbins.

Anyone old enough to have sunk 10 new pence in the originals will get misty eyed seeing this lot again. But we can't help thinking Midway have been a bit stingy with the bonus stuff. Everyone knows the best thing about visiting a museum is a novelty packed souvenir shop at the end!



▲ *Defender* in all its noisy glory! Zap field after field of alien ships, rescue hostages, teleport and fry you retinas with those smart bomb effects.

Judgement

GRAPHICS Cutting edge back, ahem, 'in their day'. Not so good now. That's being authentic for you.

GAMEPLAY Some cast iron classic stuff here that'll have you shouting "Eat death alien scum!"

LIFESPAN You could be firing these old war horses up for a quick blast in years to come.

Some classic stuff here. As a package though, Midway haven't done much more than chuck 'em on a DC disc and market it.

Overall

65%

REVIEWER: Robin Alway

REVIEWER



Alex Bickham



OUT: NOW

FORMAT: PLAYSTATION
PRICE: £35

DEVELOPER: NAMCO
PUBLISHER: SONY

SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

CALL: 020 7533 1400
PLAYERS: 1

That's Magic!

Begone, Paul Daniels you toupéd wand waggler! *This* is how magic should be done, big bangs and whizzes galore!

Hurrah! It's a toasty and welcome return for the good old Fireball. How can a thousand wizards be wrong?



A bit hi-tech this 'un, but we'll let the Magic Mines off on account of their awesome power. Ace!

Transform Magic Points to Hit Points with Heal and sort yourself out. Great for extended battles with big bosses.



▲ The dragon's eye is a terrible thing to behold. Kick sand in it, stamp on his tail, and... RUN FOR IT!!!

The Best Bit



There are a lot of bosses to bosh, and many of them will surprise you with their varieties of sparkly, twangly magic. Aah, so pretty!

A dragon-swatting, chop frenzy that looks so smooth it could easily have been called *Dragon Velour*. Ah...

Dragon Valor



Now here's a curious onion. From the very off, *Dragon Valor* comes on like an RPG – lots of combat, lots of stat-building, and the kind of character dialogue that's crustier than the front row of a Levellers gig at Glastonbury!

Let's face it, what self-respecting Japanese RPG would be complete without the latter?

GUN BLADES

But despite the fact that it's rammed to the hilt with all the right kind o' gubbins, such as dragons, ogres and some terribly pretty-looking spells, *Dragon Valour* never really fulfils the promises it makes. To be honest, it's not really an RPG at all; it's more like the sword-swinging, fireball-throwing

Softography

These guys have also made...

Soul Blade	91%
Soul Calibur	96%
Ridge Racer 4	93%

equivalent of a shoot-'em-up, and it's pretty good fun for a while. But after you've tromped through yet another beautifully drawn 3D dungeon, and reduced your 122nd Orc to a pile of limbs, things begin to wear thin.

GRAND FROMAGE

It's a shame to say it, because in many ways *Dragon Valor* is quite a likeable little game, but it *is* flawed. Take the dialogue – cheesy we can handle, but it takes so long for two characters to have a simple conversation that you're virtually asleep by the time the action kicks off. Also it's just a bit too simple – it's really just about smacking monsters up, and bog-all else. Fine for a while, but you'll soon tire of it.

Lastly, the whole 'buying neat stuff' element is just pointless as traders only seem to offer health and magic potions. So why bother with this, when *FF7* can be yours now for half the price?

Beastly Things!

It's all about smacking 12 buckets of poop out of the monsters, and here they are, in their dungeon-dwelling starring roles...



▲ The ghostly, floating Demon Armour is a cheeky foe – he'll block your blows, so make 'em count!



▲ Flesh Demons are particularly repellent. They spray a snooze-inducing magical ichor at you.



Judgement

GRAPHICS Nice backgrounds and beasties, plus the bosses are stupendous. Nice one, Namco.

GAMEPLAY With some super sword-action it's fun for a bit, but the novelty soon wears off.

LIFESPAN It's just too samey to play for long – and it's not all that difficult either.

A lovely looking, slick moving little RPG wannabe that twinkles, but never really shines. The lengthy dialogue lets it down too.

Overall
71 %



OUT: NOW

FORMAT: PC
PRICE: £35

DEVELOPER: SIERRA
PUBLISHER: HAVAS

REVIEWER: Daniel Griffiths



This is what happens when you combine great graphics with a brilliant plot and ace levels.



Half-Life Generation

What do you get if you put all the Half-Life games in one box? This...

If you own a PC you must buy this. For packaged inside this, um... package are two of the finest PC games ever made.

First of all there's *Half-Life* – the most exciting and original first-person shooter you'll ever play. As Gordon Freeman you're a hapless scientist working in a top-secret base when the experiments go horribly wrong, transporting countless beings-from-another-dimension into the wrecked complex. And the 'clean-up squad' of marines aren't too friendly either...

You get the full original game plus *Half-Life: Uplink*, an ace demo-length new episode. Then there's *Team Fortress Classic* add-on, the multi-player only game that features 'Life-inspired

arenas, weapons and skins for you and your buddies to blast each other out of via a local network or over the Net.

The second disc in the pack is *Half-Life: Opposing Force*. This sequel also features lots of new multi-player guff but also a whole new single-player adventure. This time you play as one of the nasty soldiers in a plot which cleverly weaves in and out of that of the original game. Finally, chuck in a T-shirt (in early 'Limited Editions') and a price tag of just 35 squid and you've got a must MUST buy game on your hands.

Waddyawaitinfor?

Judgement

GRAPHICS Get it 3D-accelerated right up and it's the most gorgeous thing ever.

GAMEPLAY Tense, exciting, even frightening with some the best designed areas ever.

LIFESPAN The 'Life is HUGE! Chuck in the other bobbins and you'll be playing till Crimbley!

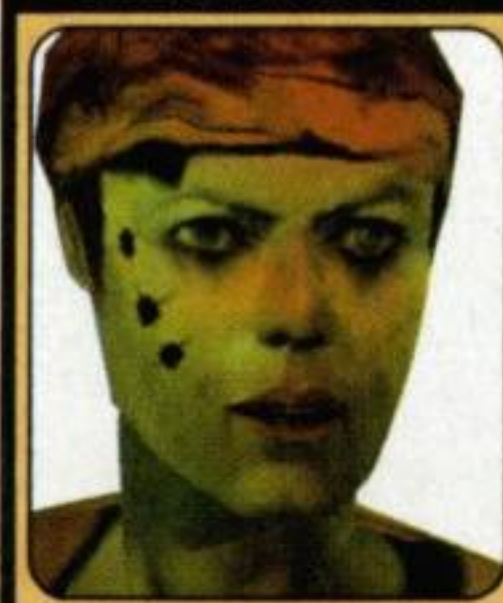
The best first-person shooter ever, plus loads of great add-ons all in one box for a bargain price. Quite simply worth buying.

Overall
97%



▲ Potentially the most exciting and clever game in the world. Do you own a PC? YOU MUST BUY THIS NOW!

REVIEWER



Robin Alway



OUT: NOW

FORMAT: DREAMCAST
PRICE: £40

DEVELOPER: QUANTIC DREAM
PUBLISHER: EIDOS

Soul trading in a future city so big it makes Tokyo look like Disbury!

Nomad Soul

What's that? Stay in just the one body for an entire game? That's so last millennium!

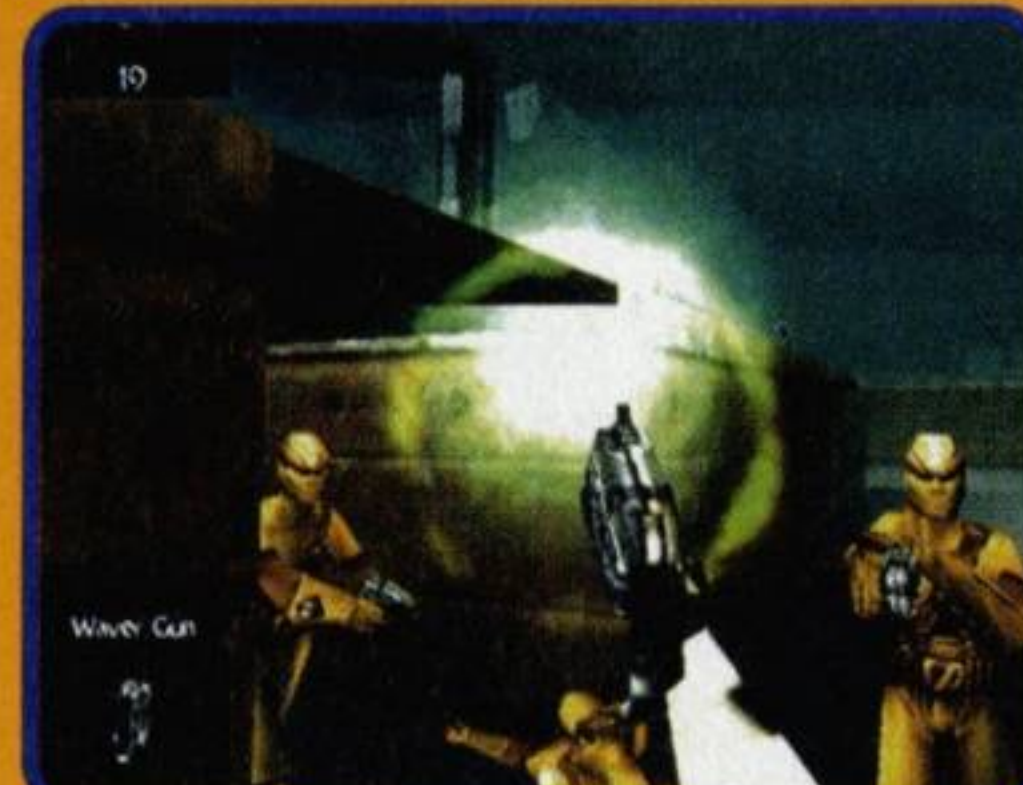
This DC port of Eidos' sprawling third-person PC adventure lets you

foist your soul upon 20-odd other characters like someone giving out leaflets for a mobile phone shop sale.

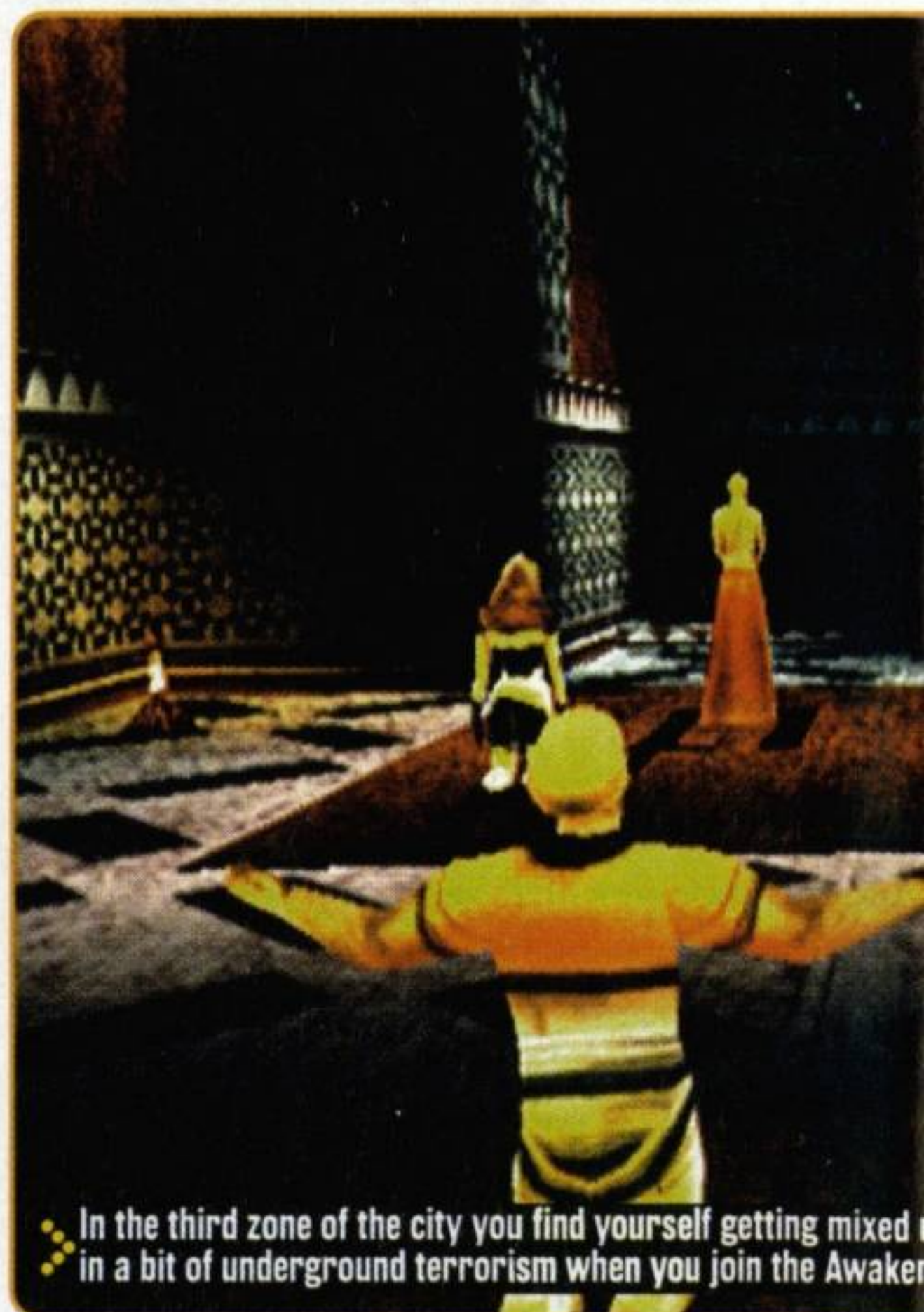
Possessing other folk is only the start of it. Set in a sprawling future metropolis, you're given the illusion at least, of being able to do exactly what you want. You can pop in one of the many supermarkets, take a prescription to the drug store or sit around in your flat watching daytime

Shootah!

Most of yer actual action in *Nomad Soul* comes in the form of bolted on, bog standard 3D beat-'em-up and first-person shooter bits which you're suddenly thrown into. Go on a mission to blow up a bridge for a shadowy terrorist group and you'll find yourself blazing away with your gun in a tramp's take on *Quake*.



▲ The first-person blasting is serviceable but a bit ropey. Here dockers taste your Waver Gun.



▲ In the third zone of the city you find yourself getting mixed in a bit of underground terrorism when you join the Awakened.

PREVIOUSLY IN Games Master

Missed a copy of GM and are thirsting for game scores? Want to know if a game is a complete muppet or total magic? Here's where we group together the results from the last few issues for your 'at a glance' perusing! Simply recite the list of games opposite over and over again, memorise the scores and then recall them the next time you head out to purchase a game!

HITS

THE ONES WE THINK ARE TOP OVER 90%

PITS

THE ONES THAT SHOULD BE SHOT UNDER 50%



POKEMON YELLOW (GB)	77%
COLLIN MORRAN RALLY 2 (PS)	92%
WIPEOUT 3 SPECIAL EDITION (PS)	75%
FUR FIGHTERS (DC)	90%
TONY HAWK'S PRO SKATER (GB)	80%
DEAD OR ALIVE 2 (PS2)	88%
GRAND THEFT AUTO 2 (DC)	87%
V-RALLY 2 (DC)	86%
STREET FIGHTER 3: WITH IMPACT (DC)	80%
DRIVING EMOTION TYPE-S (PS2)	80%
ROCK THE RINK (PS)	80%

F1 WORLD GRAND PRIX (PC)	71%
GALERIANS (PS)	68%
GIANT KILLERS (PC)	64%
RONALDO V-FOOTBALL (PS)	57%
SWWS EURO EDITION (DC)	55%
GEKKO URBAN FIGHTERS (PS)	55%
ECCO THE DOLPHIN (DC)	54%
POOL ACADEMY (PS)	45%
BLUES BROTHERS 2000 (N64)	41%
IN GOLD BLOOD (PS)	39%
TORN BONNE (PS)	33%



SPECIAL FEATURES: VMU
OTHER FORMATS: PC

CALL: 020 8636 3000
PLAYERS: 1



▲ A trip to the morgue (not for the squeamish) helps you find out who killed your partner and why.



▲ Dave gettin' down at a gig. See that bloke at the back? He's got the most versatile guitar skills ever!

Factpack

The stuff you need to know...

Playable Characters	24
Spells	5
Demons	100s

TV. Best of all, using the Sneak (a wrist computer that also manages your inventory) you can call the far future version of a taxi.

But where the state-of-the-art likes of *Shenmue* can walk the talk, *Nomad Soul* never quite manages to pull off its big plans. Although the scale of the city's jaw dropping, everything slows down regularly and the character's are never smoothly

...pop to the supermarket, pick up a prescription or just sit around watching daytime television...

animated. Similarly spoiling the atmosphere, there are sub-*Tekken* fighting bits and a pauper-poor first-person shooter sections.

Accept its faults and you can get lost in *Nomad Soul*. The plot might come to a halt as it waits for you to speak to the right character but when it does get going your VMU'll run red hot with saves. You can't help but admire its 'I want to be an astronaut' ambitions even if, technically, it's more of a burger flipper.

Judgement

GRAPHICS Occasionally stunning city scapes spoil by some dodgy character animation.

GAMEPLAY Intriguing adventure with ambitious go-anywhere, do-anything gameplay.

LIFESPAN Absolutely her-uge. The city's vast and the plot's long with lots of twists and turns.

Only delivers half of what it promises but, despite the flaws, this is still involving enough to be worth a look for adventure fans.

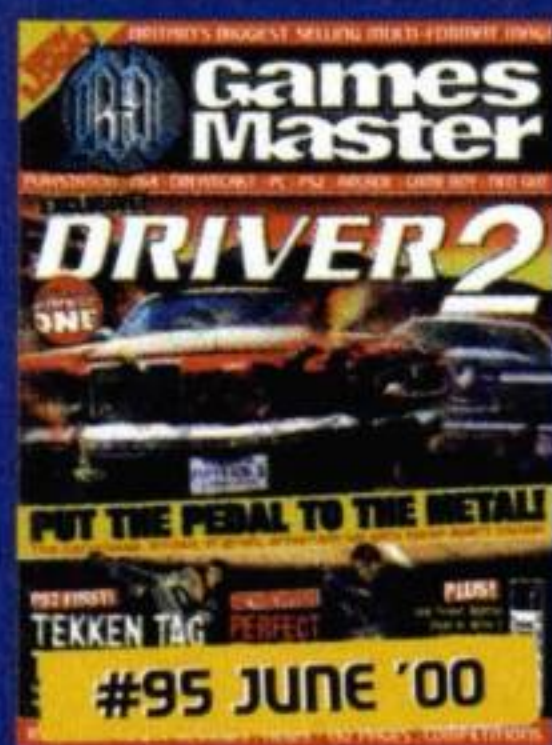
Overall
74%



A brief look at the rest of the reviews in...

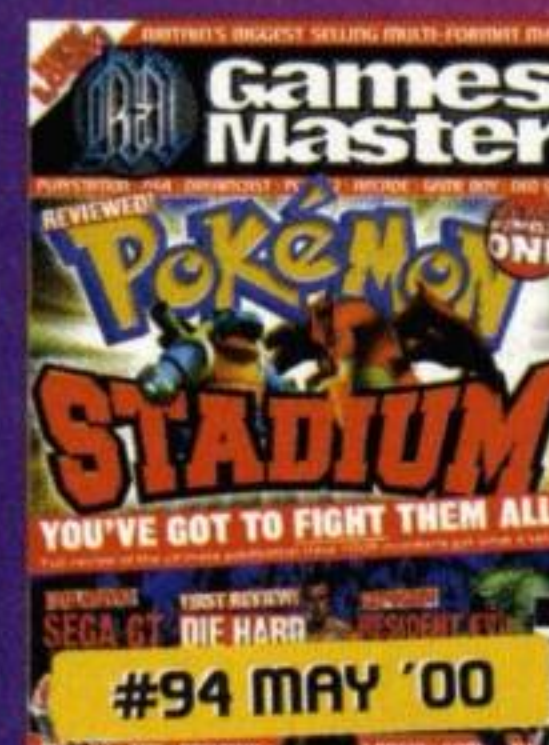
Reviews Round-up

SOUL BRINGER 62% As an RPG, this one's really just the same old thang - lots of monster-bashing, spell-casting and stat-building. And that's your lot, sadly.	DOGS OF WAR 85% An intense, hard-as-nails strat-fest that'll really have you using your noodle. Great graphics, big booms, and Craig Charles does the voice-overs. Er...
GAUNTLET LEGENDS 73% Hacky-slashy fantasy fun. It's all action, so don't mistake it for an RPG, but it's still a great blast. The fantastic two-player mode keeps it real.	DUKES OF HAZZARD 35% Great TV show, pants game. Basically, an utterly standard driving title where you get to throw the General Lee at other hick-mobiles. Fun for a short while.
CHAMPIONSHIP MANAGER 3 90% Not the most user-friendly of footie management games, but well worth getting to grips with. One of the most satisfying sims money can buy.	SOUL REAVER 95% Raziel gets a fresh airing cut-price-style. <i>Soul Reaver</i> is <i>Tomb Raider</i> with bloodlust, much faster gameplay, and seriously tight plotline. Get it in!
DINO CRISIS 81% Scales, tails and terror come to the PC in this fine conversion. It's as good as the PlayStation version, but seems a bit underpowered on the mighty PC.	SIM CITY 3000 90% One of the most complex management games ever returns... and it's brilliant! Similar to previous <i>Sim Cities</i> , but the attention to detail is staggering.
MARVEL VS CAPCOM 2 91% Top-notch DC 2D beat-em-up that pulls no punches, and takes no prisoners. Excellent old skool graphics and more characters than you've had hot dinners.	LANDMAKER 85% Head-noodling puzzle game that's fast-paced and totally addictive. Great fun in two-player mode but, it's actually better on your own. Utterly hatstand!
YEH YEH TENNIS 54% Cartoonish tennis game that's more knockabout-fun than simulation, but sadly, it seems to be missing the fun bit. Dodgy controls don't help.	MDK 2 87% Kurt returns to shock and astound us once again. <i>MDK2</i> is a peach to look at, and is stoked to the funnel with clever puzzles, spectacular weaponry.



PERFECT DARK (N64)	83%
VAMPIRE STORY (PS)	93%
TEKKEN TAG TOURNAMENT (PS2)	80%
DRIVER (N64)	90%
DEAD OR ALIVE 2 (DC)	84%
TONY HAWK'S PRO SKATER (N64)	84%
NFS PORSCHE 2000 (PS)	84%
STREET FIGHTER ALPHA 3 (DC)	80%
STREET FIGHTER EX 2 PLUS (PS)	81%
INT T&F SUMMER GAMES (N64)	75%
WETRIX (DC)	74%

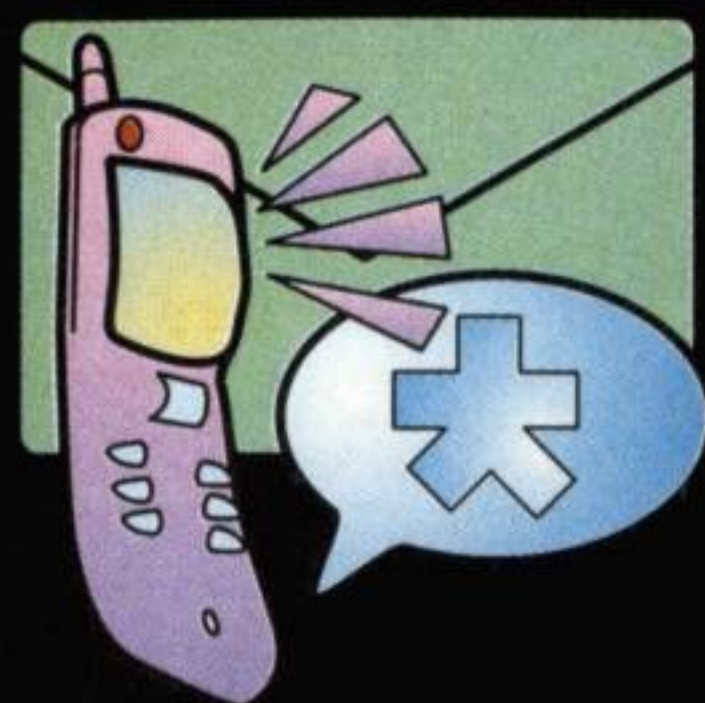
EHERGEIZ (PS)	71%
4 WHEEL THUNDER (DC)	69%
PLAYER MANAGER 2000 (PS)	69%
JEDI POWER BATTLES (PS)	68%
FORCE COMMANDER (PC)	65%
JACKIE CHAN'S STUNTMAN (PS)	65%
SWORD OF THE BERSERK (DC)	63%
WINBACK COVERT OPS (N64)	60%
ROAD RASH JAILBREAK (PS)	57%
MONDAYS STUDIO TOUR (PS)	42%
EURO 2000 (PS)	38%



METAL GEAR SOLID	92%
TRINE 2	92%
EVERYBODY'S GOLF 2	85%
MARIO PARTY 2	88%
POKEMON STADIUM	88%
MDK 2	87%
EVOLVA	86%
TOMB RAIDER TRILOGY	85%
CYBER TIGER	83%
VANDAL HEARTS 2	80%
F1 2000	80%

STREET SKATER 2	(PS) 78%
MEDIEVIL 2	(PS) 75%
N-GEN RACING	(PS) 70%
HYDRO THUNDER	(PS) 70%
BISHI BASHI	(PS) 70%
RED DOG	(DC) 68%
RESIDENT EVIL SURVIVOR	(PS) 66%
EVOLUTION	(PS) 62%
VICTORY BOXING 3	(PS) 60%
PREMIER MANAGER 2000	(PS) 57%
DIE HARD TRILOGY 2	(PS) 49%

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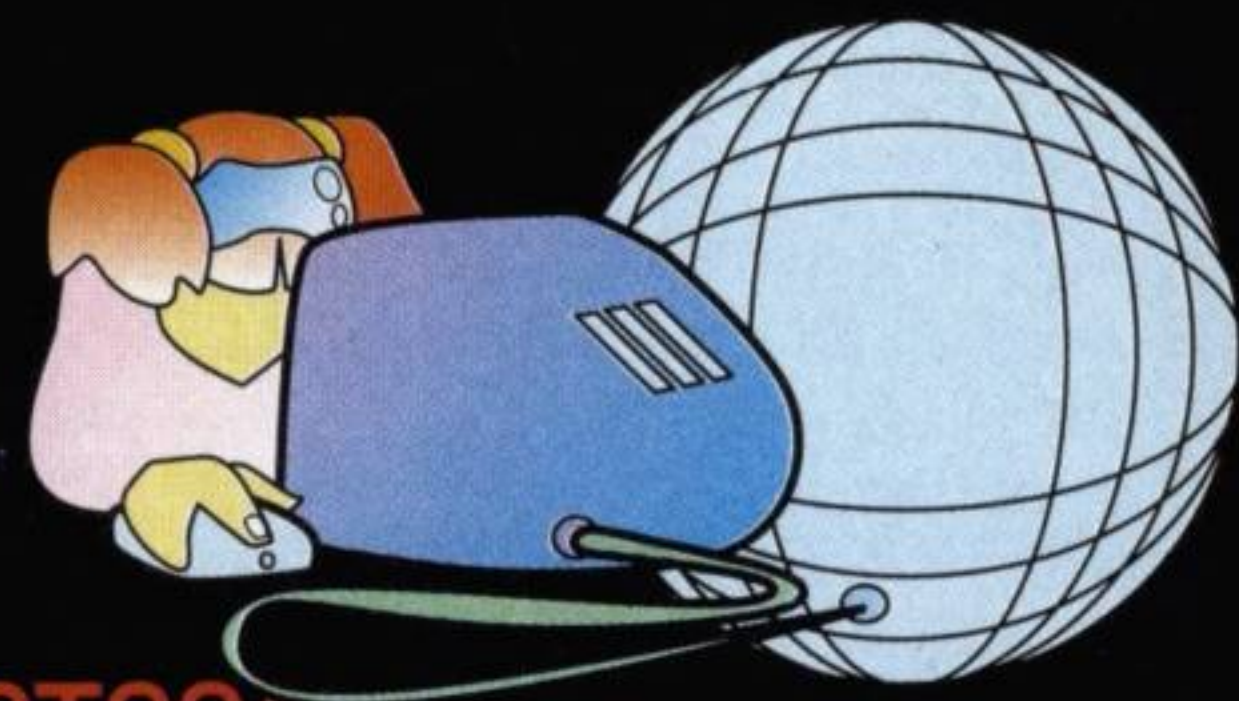
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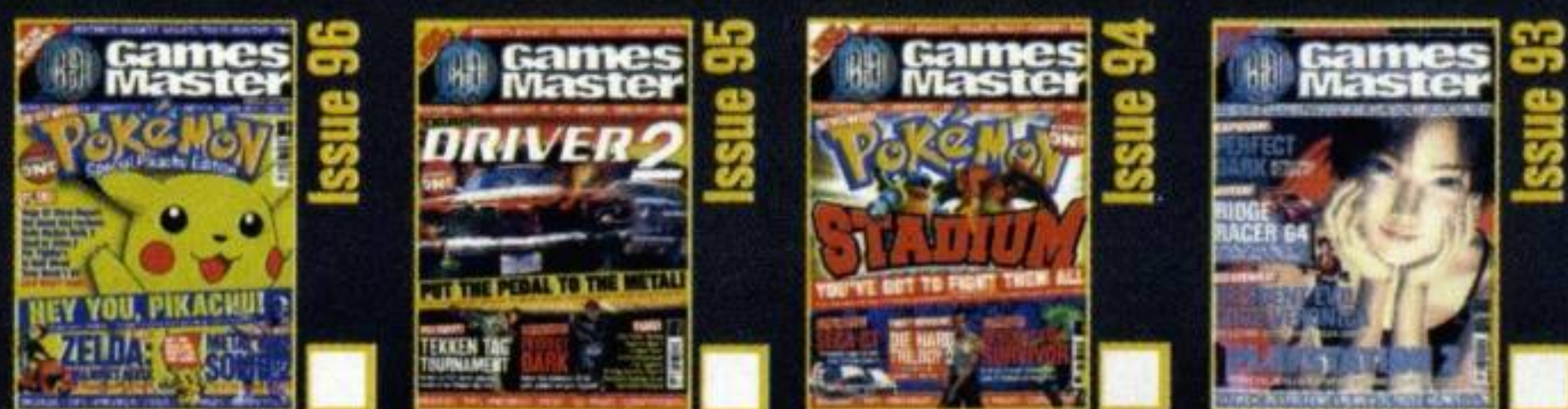
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FEATURES EDITOR



It's great living in world of toys - it's just fun, fun, fun all day long. I never stop smiling ever, apart from when the joypads come... I hate joypads.

Dave Harrison



BUFFY FIGURES

Miniature incarnations from the best TV show of the nineties. There are four in the set, Buffy, whiny Angel, Willow and the Master but where's Xander and Giles?

PRICE: £9.99

AVAILABLE: Internet Giftstore

CONTACT: www.internetgiftstore.com

PIKACHU C-WATCH

Like Pokémon, but like knowing the time even more? Well get this, it's a watch that plays tons of Poké sounds including the theme tune from the cartoon show!

PRICE: £19.99

AVAILABLE: WWL

CONTACT: 0161 633 9800



CHICKEN RUN FIGURES

The soon to be household faces (beaks?) of the Aardman animated feature *Chicken Run* (which is no turkey). The cast was cheap they all worked for peanuts (... that ain't right).

PRICE: £7.99

AVAILABLE: Toy Options

CONTACT: 0161 633 9800

TIGER WOODS TUTOR

Test you skills against the Tiger himself. The golf club isn't full size so you feel a bit daft swinging it round but it is in a very fetching shade of yellow... lemon I think.

PRICE: £19.99

AVAILABLE: Radica

CONTACT: 01992 503 133



COMPETITION!

We have three Pokémon C-Watches to give away thanks to the top guys at WWL. To win one answer this simple question - what is the capital of Japan? Send you answers to 'Watch this!', GM, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

SOLITAIRE

If you're locked up in your bedroom and people accuse you of 'playing solitaire', then whip this beauty out to prove you were indeed playing the one-player card game.

PRICE: £14.99

AVAILABLE: Radica

CONTACT: 01992 503 133

TOY DIVISION!

It's been a few years but it's back. Yes the Space Hopper has had a respray and lost the funny face and now becomes the gentleman's choice for getting around town. Another highlight is the Sky Ball which many at GM would gladly swap their tellies for. But remember toys aren't just for Christmas, you can buy them any time you want.



DAN SAYS:



Hey! You've smeared it with super glue... You guys!

GRAHAM SAYS:



I said a 'sandwich', not a 'sand wedge'! You guys!

JONNIE SAYS:



Great! Solitaire! You guys fancy a two-player game?

WIN WIN



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SCREEN BEAT ES80

There's always going to be better speakers than these couple of puppies but you get what you pay and for 25 squids you're not going to be too disappointed. They're very simple, fairly discreet in appearance but have 360 watts of sonic wool to offer, all encased in elegant magnetically-shielded acoustically engineer cream jacket. If you want top quality listen elsewhere but these are snappy and to the point. Also there's an 80 watt set for a tenner and 160 watts £13.
FROM: LOGIC 3
CALL: 0208 902 2211
PRICE: £24.99

82%

PSX CHALLENGER

DUAL SHOCKFORCE

Very workman like. Tries to fool you that it's special by being gold, but if this was a girl, it would have a nice personality. You know what we mean. Still, it's rugged and pretty dependable.

FROM: LOGIC 3
CONTACT: 0208 902 2211
PRICE: £14.99

71%

Not bad value as it comes with a memory card. Comes in a soothing blue as well as the sensitive red. Only problem is the D-Pad is more a plastic dollop than a joyypad feature.

FROM: VENOM
CONTACT: 01920 484 444
PRICE: £19.99

75%

VERDICT:

In this contest it's a shame their has to be a loser as both are very honest pads, but it's the Dual Shock that rings my bell mainly because it has the tastiest shoulder buttons ever.

TILT PAK

More tilt, but this time for the N64. Does it's job (and the rumble pak bit is cool) but is only useful for racing games. Adds a bit of fun to stuff like 1080° Snowboarding but this is by no means an essential purchase.

FROM: PELICAN
CALL: 0113 230 6305
PRICE: £19.99

65%



Competition PRO



ON TEST



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CD-ROMS

The hottest multimedia discs to make your D-drive bulge at the seams!

MUSIC 2000

This is the PC version of the PS hit and has one or two advantages over its console cousin. Now you can now jam against fellow *Music 2000* owners over the internet. Whoopee doo! But there are, in fact, some good differences. Now it's midi compatible so you can plug it into your synth keyboard and use it as part of the mix. Also, it can use any sample from any source including microphones and those new fangled MP3 things. It doesn't allow you to create tunes as quickly as E-Jay, but it is much more sophisticated.

FROM: CODEMASTERS
CALL: 01926 814 132
PRICE: £34.99

▲ It's all set out just like the PS game but with short loading times.

▲ The menu screens seem to be a bit on the over-complicated side.

▲ You can create your own loops and samples, or use the library.

DINOSAURS 3D

If you want to see what MegaSauras actually looked like then this will reveal the full terror. As *Jurassic Park* proved, Dinosaurs look best when they're in 3D and you'll learn about all the different species of the beasts that ruled earth for 200 million years before dying through mobile phone use. Did you know that Dinosaur, means 'terrible lizard' - yer see, you're learning already! There's over 240 pages of clear and concise dino-mation and 535Mb of 3D animations complete with voice-overs. The audio explanations also allows you to learn those tricky pronunciations. (Is it T-Rex or Trex?)

FROM: GLASKLAR
CALL: WWW.GLASKAR.COM
PRICE: £19.99

▲ This gives you details about every dinosaur you could think of.

▲ The highlight of the whole package are the 3D animations.

▲ All the info's detailed but presented in an easily digestible happy way.

DVDs

Which new DVDs have the best interactive features? Do you just get the movie or do they deliver double the fun?

SLEEPY HOLLOW

Hold onto your head as the Burtster goes creepy again and Christina Ricci gets eyebrows.

Sleepy Hollow is a film that's drenched in a spooky dreamlike atmosphere and the interactive menus follow suit. While this isn't bursting with extra features, it is interesting learning more about how Burton, one of Hollywood's most unique directors, goes about his business. Alongside the usual biographies, stills gallery and trailers is a fascinating audio commentary by Burton himself. Then there's a 30 minute long 'Behind The Legend' documentary and a short 'Reflections on Sleepy Hollow' which both manage to shed some light on the legend which is well known to US audiences but may be unfamiliar to UK ones. A healthy package for a glorious film.

FROM: PATHE
OUT: NOW
PRICE: £17.99
CERT: 15

▲ The features menu. Here you too can peek 'Behind the Legend'.

DEEP BLUE SEA

Sharks get smart in classic B-movie-style fashion and Samuel L Jackson make his worst wardrobe decisions ever.

For a film as lightweight as the *Deep Blue Sea*, the DVD is surprisingly interesting and insightful. The interactive menu is made particularly spooky with the film's soundtrack swelling in the background, then you enter the Decompression Chamber for all the special features. The highlights here are the deleted scenes where Renny Harlin gives an incite into what they attempted to do with the film. Then in the two documentaries 'When Sharks Attack' and 'The Sharks' you get to see how the amazing special effects were done. Most impressive is seeing actor Thomas Jane being forced to swim with real sharks with only a chainmail glove and a pair of Speedoes to protect him! It's scarier than the film.

FROM: WARNER BROS.
OUT: NOW
PRICE: £17.99
CERT: 15

▲ And just when you thought it was safe to go back in the water!

MYSTERY MEN

Ben Stiller and a bunch of C-list, worthy actors put on capes for this loser/superhero 'comedy'.

There doesn't seem to have been much effort to make the features that special but the film, to be fair, doesn't offer much to be exploited. The worst part of this pretty lame presentation is the Spotlight on Location featurette. This just has all the many co-stars kissing each others arses, smooching up to one another's cheeks and saying how wonderful they all are. Next up is the deleted scenes which are presented in a pretty random order with no explanation why they were taken out and so are rendered completely irrelevant. Then the Music Highlight option continues the downwards trend as all it offers you is easy access to the scenes with music in them which you can't hear anyway because the actors are talking over it. What's the point I ask you?

FROM: UNIVERSAL
OUT: NOW
PRICE: £17.99
CERT: PG

▲ The menu's are dull, no music, no animation, no nothing.

COMPETITION

Win one of three copies of the top film *Sleepy Hollow*.

Thanks to our friends at DSA we've got our clammy mits on three copies of Tim Burton's masterpiece *Sleepy Hollow* on DVD. To win all you have to do is answer this easy question:

In which film did Johnny Depp play a guy called Edward who had scissors for hands? Is it...

A) Who's Eating Gilbert's Grapes?
 B) Terry and June
 C) Edward Scissorhands

Answers to 'Sleepy Hollow', GamesMaster, Future Publishing, Bath, BA1 2BW

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| <p>A</p> <ul style="list-style-type: none"> A Bug's Life Abe's Exodus Abe's Oddysee Aero Dancing Aerowings Age of Empires 1 & 2 Air Force Delta Alien Trilogy Alien vs Predator Alleyway Alundra 1 & 2 Armada Army Men Series <p>B</p> <ul style="list-style-type: none"> Baldur's Gate B. Simpson's Esc. C. D. Blue Stinger Bomberman Broken Sword 1 & 2 Buggy Heat Burai Fighter <p>C</p> <ul style="list-style-type: none"> C&C Series Caesar 3 Carmaggedon Carrier Casper Champ. Man. Series Chao Adventure Chu-Chu Rocket Climax Landers Colin McRae Rally 1 & 2 Colony Wars: Red Sun Commandos Series Constructor Cool Boarders Series Crash Bandicoot 1-3 Crash Team Racing Crazy Taxi <p>D</p> <ul style="list-style-type: none"> Daytona USA 2 Dead or Alive 2 Deadly Skies Delta Force 2 Die Hard Trilogy 1 & 2 Dino Crisis | <p>D</p> <ul style="list-style-type: none"> Discworld Noir Donkey Kong Donkey Kong Land 1-3 Dragon Warr. Monsts. Driver Duke Nukem Series Dune Dungeon Keeper Dynamite Cop Dynamite Deka <p>E</p> <ul style="list-style-type: none"> ECW Hardcore Rev. Elemental Gimm. Gear Episode One: Racer Evolution 1 & 2 Expendable <p>F</p> <ul style="list-style-type: none"> F.A. Manager FA PL F'tball Man. 2000 FA Prem. League Stars Fear Effect Felony 11-79 FIFA Series Fighting Force 2 Final Fantasy VII Final Fantasy VIII Flag to Flag <p>G</p> <ul style="list-style-type: none"> Game Boy Camera Generator Get Bass Gex Series Giant Gram Wrst. 1&2 Godzilla Godzilla Generations Gran Turismo 1 & 2 GTA 1, 2 & London <p>H</p> <ul style="list-style-type: none"> Half Life & Opp. Force Hardcore Heat Harvest Moon Hidden and Dangerous House of the Dead 2 Hydro Thunder <p>I</p> <ul style="list-style-type: none"> Incoming I. Jones & Inf. Machine | <p>J</p> <ul style="list-style-type: none"> Jackie Chan James Bond 007 Jimmy White 2 Cueball Jojo's Bizarre Adv. Jurassic Park:Lost World <p>K</p> <ul style="list-style-type: none"> Killer Instinct King of the Fighters '99 Kingpin Kirby's Pinball Land <p>L</p> <ul style="list-style-type: none"> LMA Manager LoK - Soul Reaver Longest Journey, The <p>M</p> <ul style="list-style-type: none"> Mario Golf Marvel vs Capcom MDK 2 Medal of Honour MediEvil MediEvil 2 Men In Black Metal Gear Solid & SM Metroid 2 Metropolitan H'way Bat Mickey's Racing Adv. Micro Maniacs Midtown Madness Millenium Soldier:Exp. Mission Impossible Monaco Grand Prix Mortal Kombat Gold <p>N</p> <ul style="list-style-type: none"> NBA 2K NBA Showtime Need For Speed Series NFL 2K NFL Blitz 2000 NFL Qback Club 2000 <p>O</p> <ul style="list-style-type: none"> Oddworld Adventures Oddworld Trilogy <p>P</p> <ul style="list-style-type: none"> Pac In Time Pac Man World | <p>Q</p> <ul style="list-style-type: none"> Parodius Pen Pen Tri Icelon Perfect Dark Pharoah Pitfall Plasma Sword Pocket Bomberman Pocohontas Pokemon Pokemon Pinball Pokemon Yellow Pop n' Music Power Modeller Powerstone Premier Manager 98 Premier Manager 99 Prince of Persia Psychic Force 2012 Puyo Puyo Puzzlemaster <p>R</p> <ul style="list-style-type: none"> Quake 2 <p>S</p> <ul style="list-style-type: none"> Rs2: Mon. Grand Prix Rainbow Six Rayman 1 & 2 Ready to Rumble Box. Redline Racer Resident Evil 1, 2 & 3 Resident Evil: Survivor Resident Evil:Code Ver. Revolt Rippin Riders Riven Roadsters Roller Coaster Tycoon Rugrats <p>T</p> <ul style="list-style-type: none"> Sega Bass Fishing Sega Rally 2 Seventh Cross Shadowman Shogun Total War Shotuko Highway Battle Silent Bomber Silent Hill Silver | <p>S</p> <ul style="list-style-type: none"> Sim City 2000 Sims Sin Slave Zero Soldier of Fortune Sonic Adventure Soul Calibur Soul Fighter Soul Reaver: LoK South Park South Park Rally Special Ops Speed Devil Spyro 2: Ripto's Rage Spyro the Dragon Star Gladiator 2 Star Trek Armada Star Trek Birth of Fed. Star Wars: Phant. Men. Star Wars: Yoda Stories Star Wars: Force Com. Star Wars: Jedi Pow.Bat. Star Lancer Stranded Kids Street Fighter Series Super Mario Land 1 & 2 Super Speed Racing Suzuki Alstare Ext. Rac. Sword of the Berserk Syndicate Wars Syphon Filter 1 & 2 <p>T</p> <ul style="list-style-type: none"> Tachyon: The Fringe Tee Off Golf Tekken 3 Tenchu Test Drive Series Tetris The Pagemaster The Sims Theme Hospital Theme Park Theme Park World Thrasher Time Crisis TNN Motorsports Tokyo Extreme Racer | <p>U</p> <ul style="list-style-type: none"> Tomb Raider 1,2,3 & 4 Tomorrow Never Dies Tony Hawk's Total Annihilation Toukon Retsuden 4 Toy Commander Toy Story 2 Trickstyle Turok Series <p>V</p> <ul style="list-style-type: none"> UEFA Striker Ultimate Soc. Man. 98 Urban Chaos <p>W</p> <ul style="list-style-type: none"> Vigilante 8 - 2nd Off. Virtua Fight 3tb Virtua Striker 2 V-Rally 2 <p>X</p> <ul style="list-style-type: none"> Warzone 2100 WCW Mayhem Wild Metal Worms Armageddon Wu Tang:Taste the Pain WWF Attitude WWF Smackdown WWF War Zone WWF W'mania 2000 <p>Z</p> <ul style="list-style-type: none"> X - Files Xena Warrior Princess Zelda Zombie Revenge |
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