

The videogame magazine

February 2000
Issue 16

Amaze

PlayStation Nintendo 64 Game Boy PC Dreamcast

Get flesh at the weekend

RESIDENT EVIL



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ON EVERY SYSTEM

132
pages of

Taxi Drivers
ISS Evolution
OAP Gamers
Banjo Tooie
Exorcists
Movies
Music & More!

SHENMUE

Is the world ready for this Dreamcast madness? Unveiled on page 66

GRAN TURISMO 2

More tracks, more cars – you'll never finish it. The big sequel reviewed

MESSIAH

Get inside a total stranger today

ZOMBIE INFESTED 12-PAGE SPECIAL INSIDE

INCLUDING: PLAYSTATION RESIDENT EVIL 3 REVIEW! DREAMCAST CODE: VERONICA! AND STACKS MORE

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This month *A light jog to warm up.*

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Res Evil 3 Nemesis!

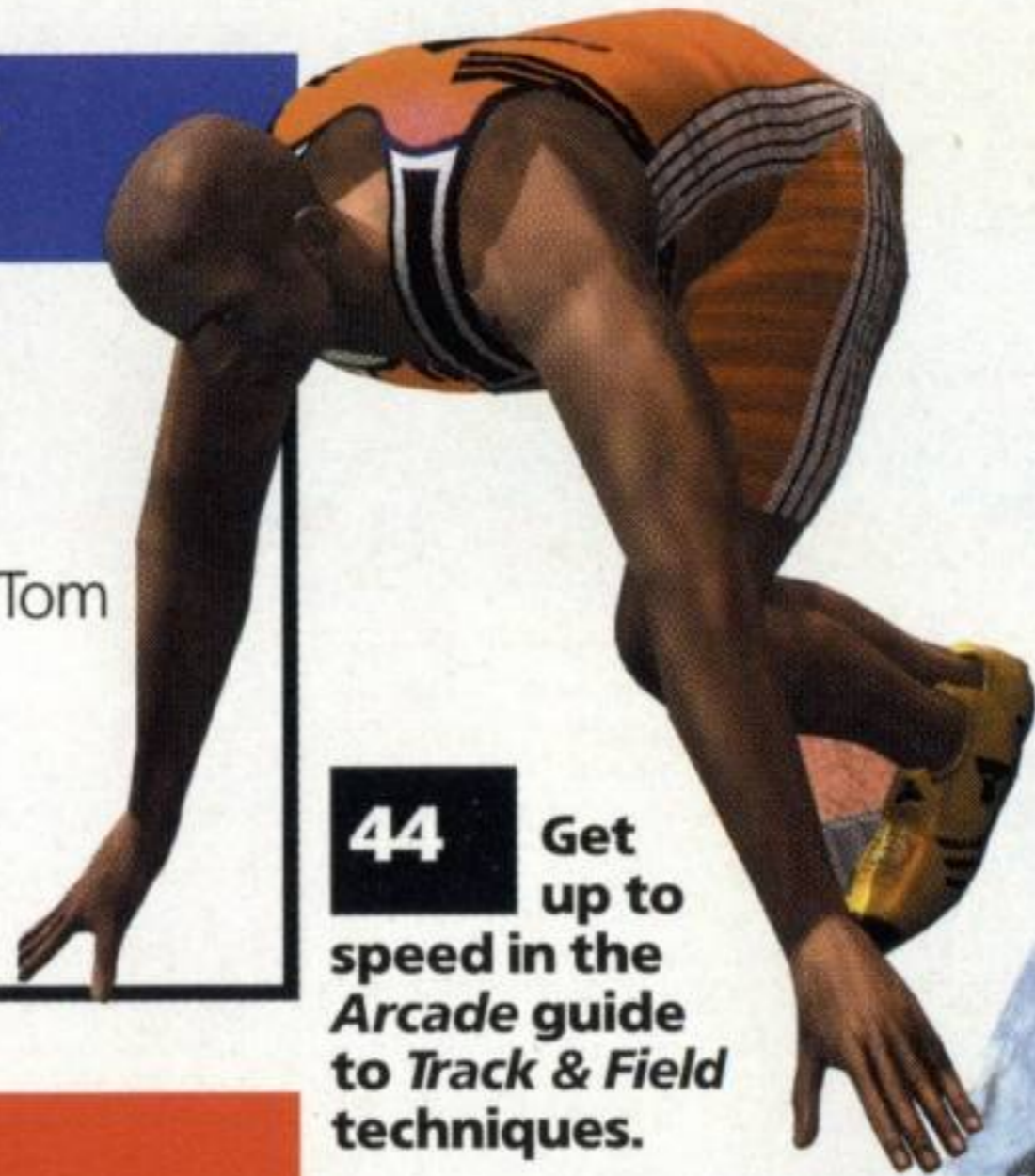
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Now Playing *Stretch out the muscles.*

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Features *Run, goddamnit, run.*

48 Veteran gamers *Ready 2 Rumble Boxing* and *Soul Calibur* may not have been designed with a group of 70-plus grannies in mind but, boy, do they love to kick the living shit out of each other. This could change your life forever... if you're 80-odd that is.

54 Get Flesh At The Weekend With the *Resident Evil* releases lined up on every platform known to man or beast, *Arcade* takes the opportunity to look at the history of gaming horror, the films they were inspired by and what's on the blood-splattered horizon.

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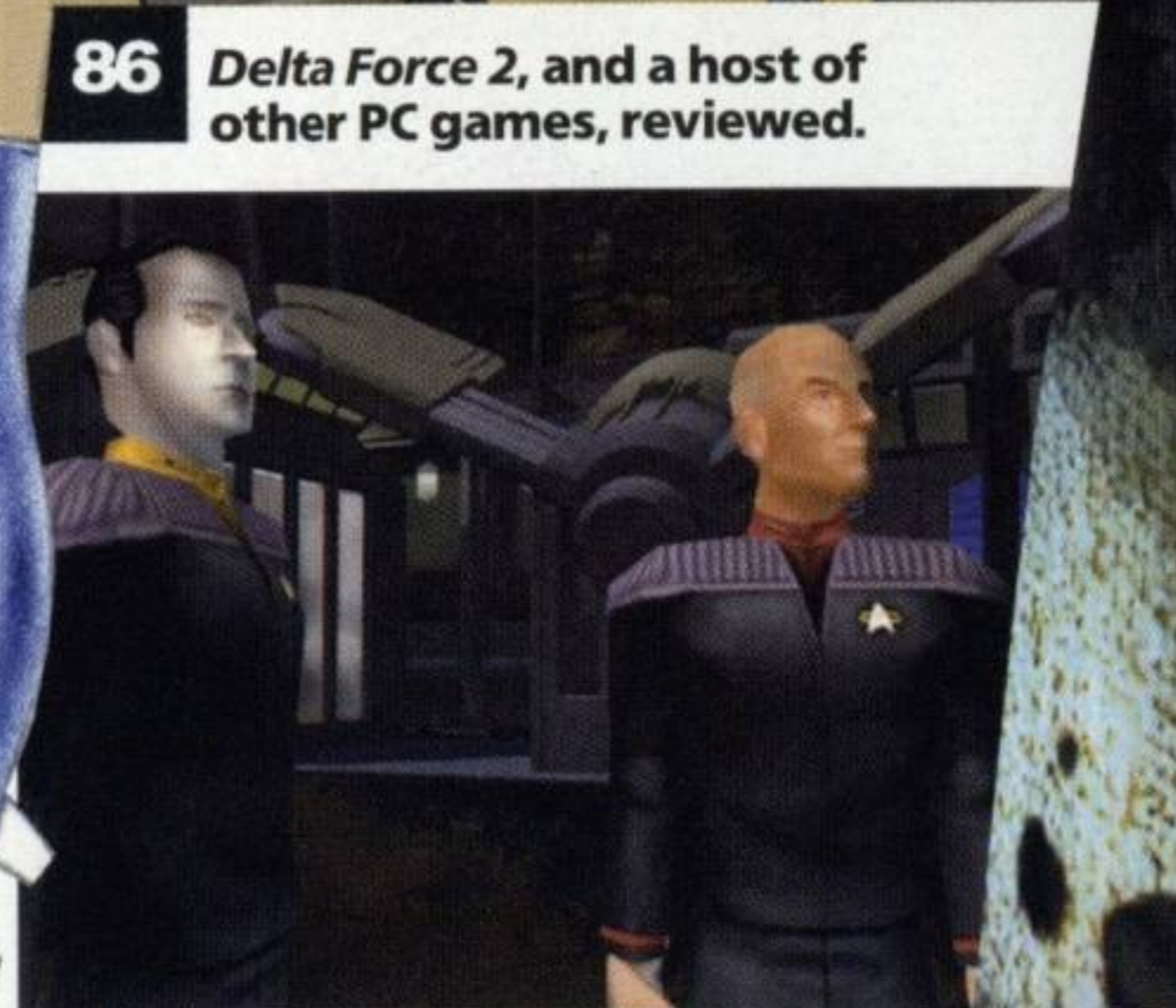
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PHOTOS: JUDE EDGINTON, THE MOVIE STORE COLLECTION, IMAGENET

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A Review

The Ultimate Game Buyer's Guide

74 New PlayStation Games



■ **Gran Turismo 2: speedy.**

Tetris, Worms Pinball, Rising Zan The Samurai Gunman

New releases: Resident Evil 3: Nemesis, Gran Turismo 2, ISS Pro Evolution, International Track & Field 2, Cool Boarders 4, Marvel Vs Capcom, Railroad Tycoon 2, Rally Championship, Toy Story 2, Tiny Tank, Pong, Overblood 2, Hellnight, The Next



86 New PC Games

New releases: Messiah, Interstate '82, Star Trek: Hidden Evil, Earthworm Jim 3D, Hidden & Dangerous: Fight For Freedom, Delta Force 2, Nerf Arena Blast, Hazard, Myst Masterpiece, Archipelagos 2000, Septerra Core, Warhammer 40,000: Rites of War, F-18 Super Hornet.

■ **Fight For Freedom: butch.**



92 New Dreamcast Games



New releases: Crazy Taxi, Virtua Striker ver 2000.1, Resident Evil 2, Sega NBA 2K

■ **Virtua Striker: soft goal.**

98 New N64 Games

New releases: Resident Evil 2, Top Gear Rally, EPGA Golf, A Bug's Life.



■ **Top Gear Rally.**

102 Other Games

Coin-op: Virtua Basketball

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■ **Mrs Nesbit, I presume.**

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58 "Unhand me!" A round up of zombie films.



Shit the bed! 12 pages of blood, gore, guts and zombies.

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The videogame magazine

Arcade

Editorial & advertising Telephone 01225 442244 Fax 01225 732275 (edit) 01225 732282 (ads) E-mail arcade.mag@futurenet.co.uk Cover Resident Evil 3 (Capcom)

"My Beautiful Arcade Lady Special"

They love shopping, Dr George Clooney and aqua-aerobics. Arcade says "wassup" to the female sex.



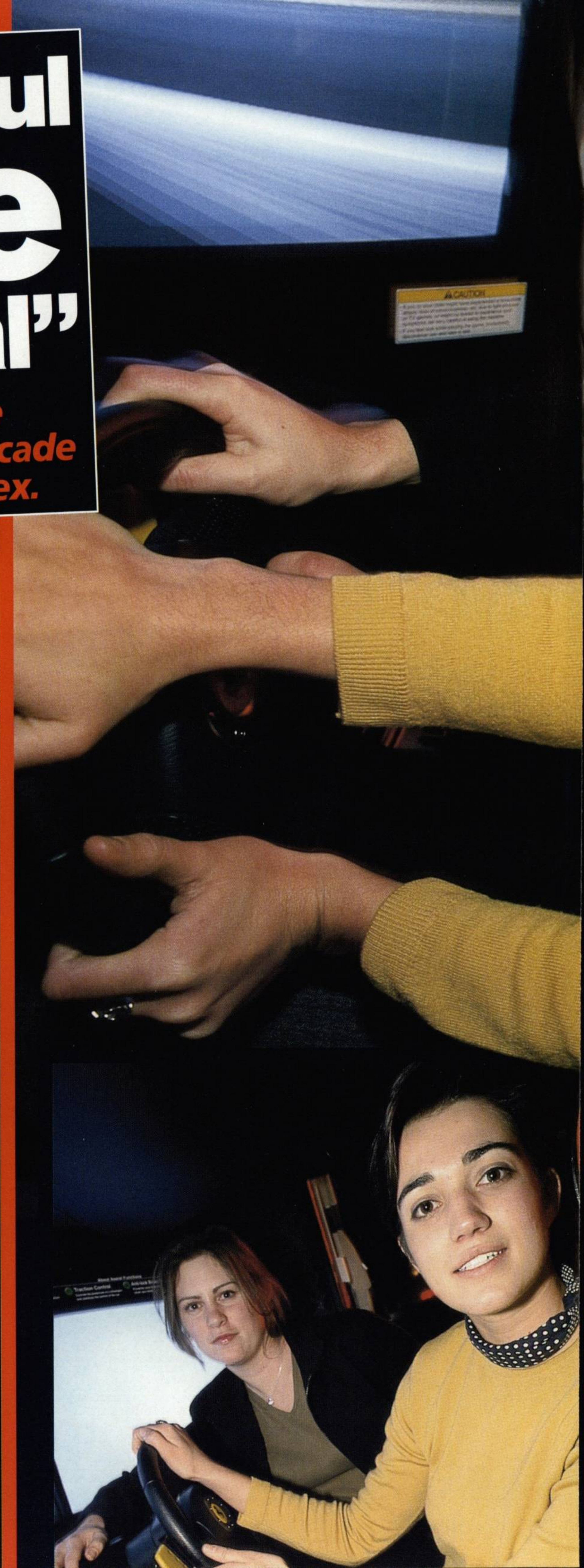
Game Zone Wardour Street, London

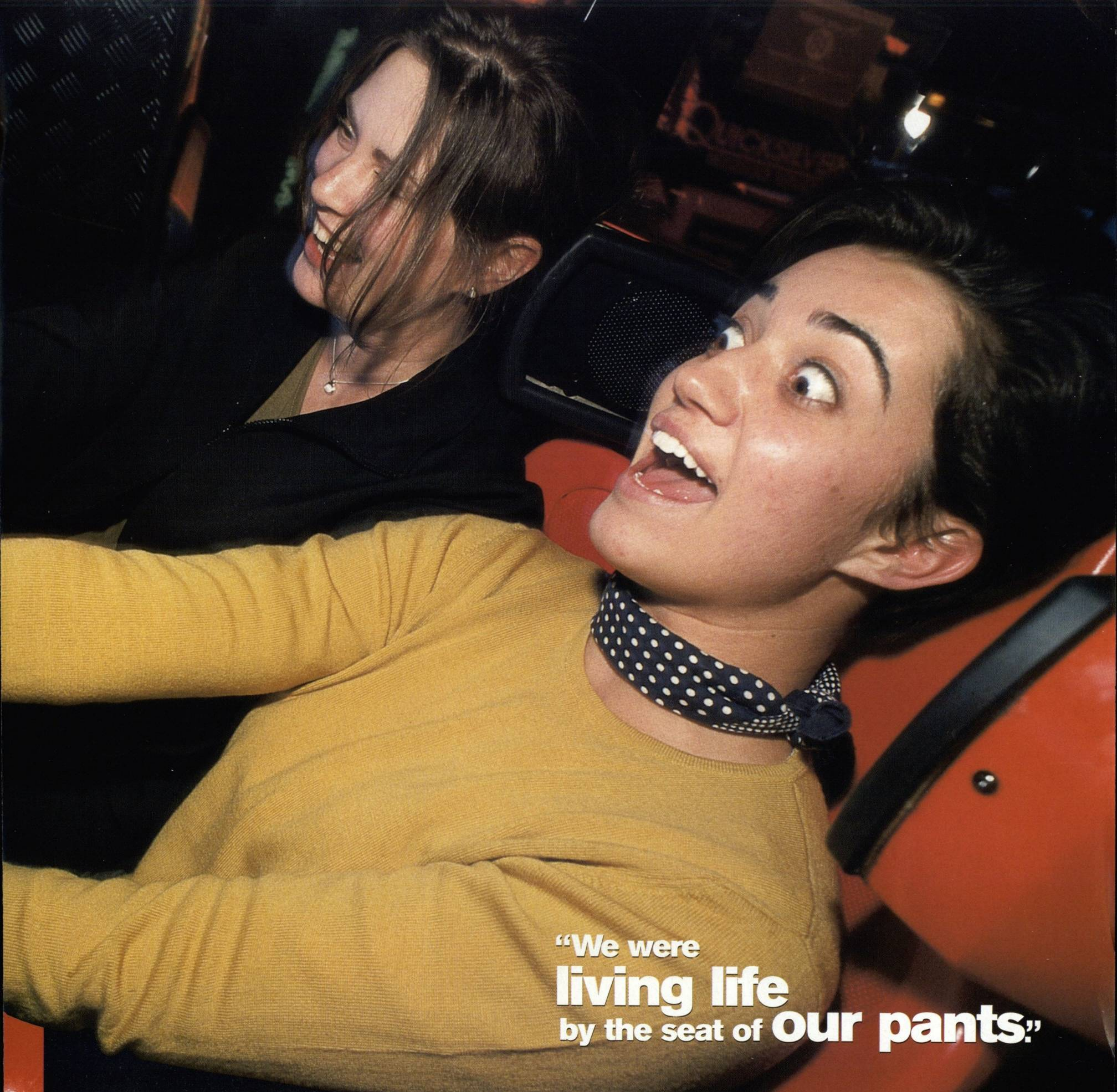
London: it's a very big place. Very big. The busiest city on earth, yet – unless you're careful – one of the loneliest too. With the Trocadero Centre's Segaworld losing its Sega sponsorship and undergoing a major as-yet-unnamed revamp, My Beautiful Arcade decided to head round the back of Leicester Square to see who we could find indulged in with joystick/steering wheel/gun in hand. No one. But armed with a big bag of money, an impromptu urge to meet some women and the hollow promise of fame and fortune within the hallowed pages of *Arcade*, it was amazing what an exquisite bunch were up for it. Mind you, they know they love it really...

Slot check

PHOTOGRAPHY: JUDE EDGINGTON

- Place: **Game Zone, 3/5 Wardour Street, Soho**
- Nearest Tube Station: **Leicester Square**
- Size: **Smallish**
- Entertainment: **Around 30 coin-ops, about eight good ones and pool tables upstairs and down.**
- Opening hours: **Various**
- Actual number of girls in arcade of their own accord: **Zero. Nada. Rien. Not a one.**





**“We were
living life
by the seat of our pants.”**

Rachael & Sarah 23 & 24, London

[Nervously] Er, hello. So what do you two do, then? [Sara speaks] “We’re both training to be solicitors. Do we get to wear a funny wig? No, only barristers do. Which is something of a pity, really.”

And what did you think of F355 Challenge? “I think we did quite well, we hit the barrier a few times but we didn’t spin off. It was screamingly good fun! A-ha ha ha ha ha.” [Rachael speaks] “Sara says with a cackle. Better put that in.”

Don’t worry, by the miracle of

publishing that will be done. So... was it good for you?

[Rachael] “It was certainly the drive of my life.” [Sara] “And the ride of my life too, baby.” [Rachael] “Although it was made all the more difficult because I was steering and Sara was changing gear.” [Scowling] “Except we didn’t seem to change gear at all.” [Sara] “We were living life by the seat of our pants, weren’t we Rachael?” [Rachael] “Yeah – fast and furious”.

So, er, do you ever play

videogames when you’re at home? [Rachael] I’ve played a few things in people’s front rooms, but I always seem to crash and die. What was the last thing I played? I was the guy with the mushroom head. You don’t know what I’m talking about, do you?”

Yes – you were playing as Toad on Mario Kart. So what you up to now? “We’re hitting the shops. Wanna come?”

Um, no thanks. Good luck with everything, though. **A**

“My Beautiful
Arcade
Lady Special”

“You’ve got to make sure
we **look pretty.**
You’ll be in **deep shit**
if you don’t.”

Amanda & Tamsin 24 & 23, London

Hello. [Amanda speaks] “Can I just say, did we look really naff?”

No, you looked lovely.

“We don’t really like guns, you know. We’re just so not gun girls.”

[Tamsin speaks] “I don’t even believe in guns, you know. You better not make us look stupid.”

You’re going to look fantastic, promise. You spent long enough putting your make-up on, after all. [Amanda]

“We just wanted to look pretty, that’s all.” [Tamsin] “You’ve got to

make sure that we look nice, otherwise you’ll be in really deep shit. If we don’t then that’s it.”

Look, forget the photos. It doesn’t matter now. Did you like *Time Crisis*, then?

[Tamsin] “Well... yes. But if those photographs slip out and we don’t look nice we’ll sue you, okay?”

[Amanda] “Yeah.” [Eyeing photographer] “He even made us blow into the top of the fucking guns. I ask you.”

[Anxiously] Anyway, back to





“We don’t really like
guns. We’re just so
not **gun girls.**”

Time Crisis. It usually proves to be something of a family favourite. **What exactly was the problem?** “It was actually really good fun.” [Eyeing up photographer again] “It was humiliating and embarrassing having *him* snapping away at all angles, but it was good fun.” **Do you play videogames much?** [Tamsin] “The last one I played was the Spice Girl one on the PlayStation. I’m not very good at games. My surname is Croft,

though, and my sister is called Laura, so everybody takes the piss out of her.” [Amanda] “Who’s Laura Croft?” [Tamsin] “Lara Croft. You know, that computer girl with the gun and the big boobs.” **Okey dokey, then. That’s enough of that sort of chat. Thanks for your time.** [Tamsin] “We have to look pretty in those photographs. We have to. If we don’t look pretty I’ll just die.” [Amanda] “And you’ll be in so much trouble...”



**"My Beautiful
Arcade
Lady Special"**



Malgorzata 16, Poland

[Shivering] Hello. Brrrrr. Cold today, isn't it? Bet it's colder in Poland though. "Um. Yes. No." [Hysterical giggling ensues] "More cold here. I wear more clothes here. You warm me up?"

[Grabs holds of interviewer]
Ker-ikey. So, er, what are you doing in England? "Visiting with our class." [Photographer] "I think she fancies you, mate."

Shhh. Um, so where are your class now? "Class?"

Where are your teachers? "Where are your teachers?"

Yes. You know. Teach-ers. "Moment?" [More laughing] "Walking." [Getting even closer] "We have free time now." [Photographer] "Get in there my son."

[Through clenched teeth] Shuddup.

Yerrmm... So, um, do you like England?

"Yes..." [Laughing] "I don't know, I think."

Do you play videogames?

"Videogames? Sometimes."

Well, you were playing Virtua Striker 2. Do you like football, then?

"Football? Our friends play. They wanted visit to Wembley but they didn't."

So how long have you been learning English? "Eh?"


Englishski? Speako – how longski? "Two years."

Is it hard? "I dunno."

Okay. Have a nice time, then.

"Very nice."





Helen 22, Snaresbrook

Hello. Where's Snaresbrook?

"On the Central Line. Haven't you heard of it?"

Erm, no. Do you work in Snaresbrook too? "No. I work in The Equinox Discotheque, round the corner. You know – it's cheesy."

Is it open in the daytime, then?

[Tutting] "No, silly. I'm just the receptionist. People phone up saying that they've lost their jumper, and then I have to go

downstairs to find it. Except of course it's usually not there.

Do I ever go to The Equinox in the evenings? Certainly not. It's far too cheesy for me."

Do you play many videogames?

"Yes. My favourites are *Tomb Raider* and *Gran Turismo*. I'm waiting to get a PlayStation2 as well. It looks pretty cool."

Indeed it does. See ya.



Michelle 19, Essex

Hello. Where were you off too, then? "I'm on my way to meet this guy I met on holiday. Don't worry – I haven't been stood up. I've gone and turned up early."

You're keen. Holiday romances, eh? Think it's all going to work out, then? "No, I don't think so.

We just agreed to meet up when we got back." [Slightly embarrassed] "Actually, he was the travel rep. Bit of a cliché, I suppose."

Pwthhh. Travel reps get all the luck. So, er, d'you come to arcades often, or has meeting

us tempted you to try something new and exciting?

"Well, I *do* like arcades. I usually come with my little brother – so he can keep an eye on me and stop me from spending too much money."

And do you ever play games at home?

"My brother's got a PlayStation. I like *Cool Boarders*. I've never been snowboarding for real."

You should – it's great. And you may get to meet a nice ski rep.

Er, if it doesn't work out with the last one, that is. Don't do anything we'd consider.



Your beautiful arcade

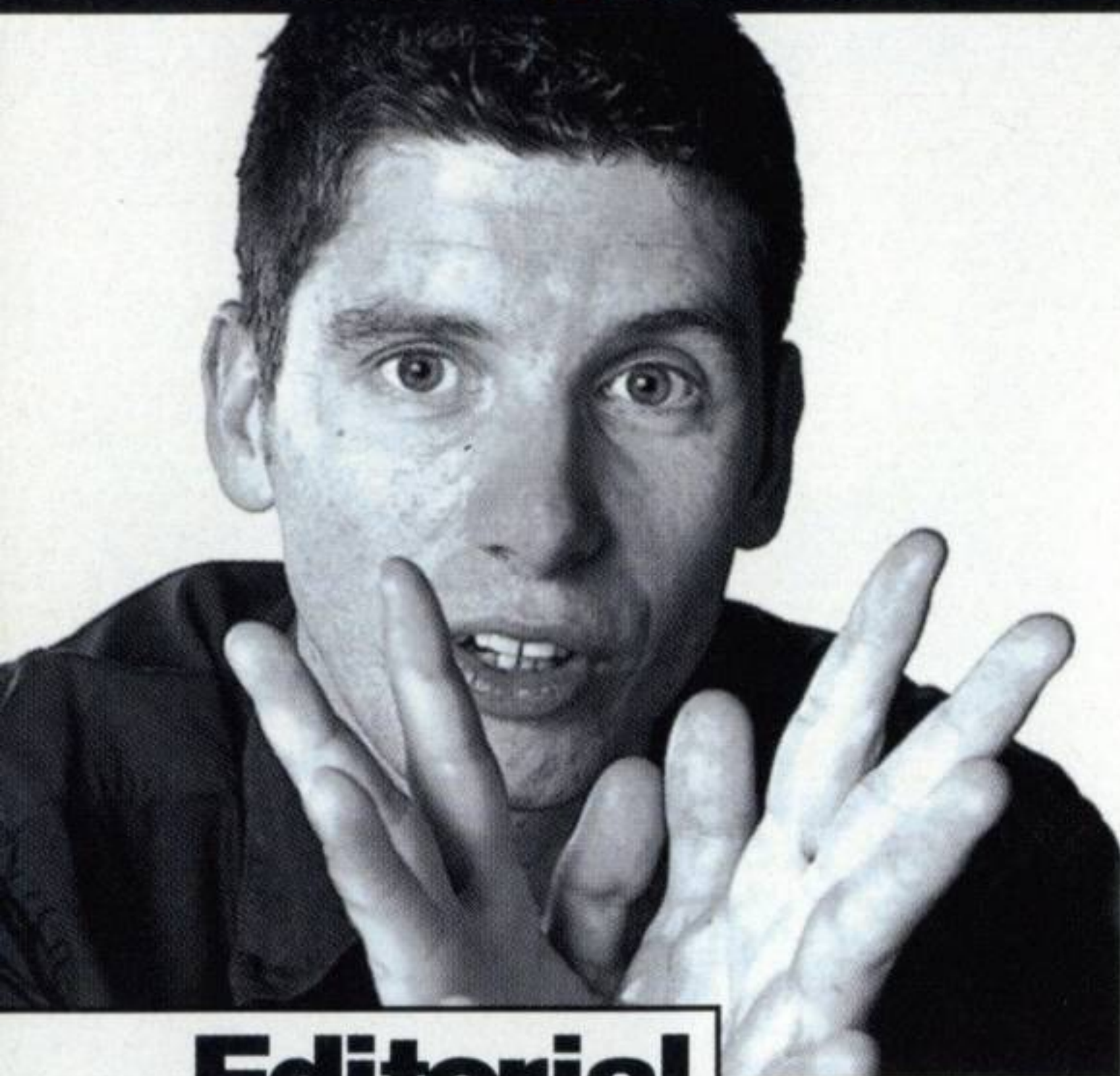
■ "Do you think you'll be going home with any of these fantastic women you keep bringing in?" asked the man working in Game Zone. But – hey – that's certainly not the philosophy behind My Beautiful Arcade, and they were probably teasing anyway – apart from that Polish girl, perhaps. Mind you, there's always next month to look forward to.

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Editorial

Evil in residence

Horror, eh? Why do we feel the need to test our mental metal with disturbing images, terror filled tales and impending atrocity? I dunno – what am I, a Psychology professor? What I do know is that over the next couple of months every major games system will boast a new, must-have, zombie-filled nerve shatterer. We've played the lot and reveal all on page 54 – don't get scared now.

These are indeed scary days for gamers. Great, but scary. The benchmark by which all other games are judged seems to be shifting on an almost weekly basis. One week *Gran Turismo 2* proves there's plenty of life left in the ageing PlayStation (page 76), the next, *Crazy Taxi's* pixel perfect Dreamcast conversion (page 92) actually prevents the *Arcade* team from indulging in the nightly ritual of a "cheeky pint", then the Japanese *Shenmue* both dazzles and baffles with its mix of epic realism and cat feeding on the ever more impressive Dreamcast (page 66) – it's all kicking off! And as if that wasn't enough, it's now only two weeks until we bag our very own import PlayStation2 – we'll be taking her out for a spin next issue.

Of course *Arcade* simply wouldn't be *Arcade* without an unpredictable splattering of oddities, so pay particular attention to the gaming grannies, mental cabbies, Hugh Scully and the nicest exorcist in the world, Rev Tom Willis – strange bunch.

Anyway, enough of my gibbering, you have in your hands the best videogames mag in the world. Get on with it.

Cheers,

Sean Atkins
Editor

It's your letters

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

Letter of the month Nostalgia's not what it used to be

Just reading the Xmas issue, and having a bit of a chuckle regarding a letter on the price of games. My dad was, fortunately, mad keen on arcades and pinball machines from an early age and got me hooked. We bought our first console, an old Atari 2600 VCS around Xmas 1978 almost the day they came out, and the price for this graphically rich, four whole K of memory, state of the art, black plastic with teak-wood effect piece of hardware was (and bear in mind this was over 20 years ago) a whopping £229. And each game cost around £25-£32. So of course I was never short of mates at the time as the only really affordable alternative was a binatone tennis machine (*B&W Pong*). So if you converted this cost to today's monetary value I bet there wouldn't be much change from a grand. We games players have never had it so good nowadays. Eee, nostalgia's not what it used to be, is it? And since then I've had at some time or other, or still got in the loft, almost every console released. Remember these? Intellivision, Colecovision, PC Engine, Vectrex, Jaguar, Master System, Phillips, Nintendo... ahh, the good times of a misspent youth.

Lee Trengove, Bolton

Listen up retro whingers everywhere, this is a very good point. Gaming is better value now than it's ever been, in fact, games just got even cheaper for Lee as the top five titles on the system of his choice should be with him shortly.

Hello young people

I wonder if you'd do me the honour of allowing me to become your official videogaming collectibles supplier? It would be a lucrative position. I feel your current contact must own a shop with extremely large windows, for he has assuredly seen you coming. £150 for an original Atari VCS? The current

going rate for a well-preserved one is around £3 at car-boot sales, or roughly £10 at Internet auction. £1,000 for an original Atari *Pong* console? One in excellent condition sold on eBay this very week for less than £50! And as for the astronomical £2,000 you quoted in an earlier issue for a *Space Invaders* arcade machine, I could easily get you one in the UK for well under £200 including delivery, leaving me with a splendid £1,800 of your money to spend on Werther's Originals and some fine pipe tobacco. Bless you. Most of your other prices were rather wonky too, though less wildly than these three. Please have your researchers roundly horsewhipped.

Mr Wilson, Worcester

Better still, we took the Arcade discipline-stick to him. Come on Wilson, it's a guide to value assuming mint condition, not the gospel according to Del Boy. Lighten up.

Tekken's mingin'

So your ad bloke Phil, out of last month's contributors, is an ex PC is he? Bollocks is he. The Emperor Ming-alike is clearly moonlighting from his other job which is none other than starring in the masterful *Tekken* series. Phil is Hihachi! Check out the pic.

Stuart Birch, Chesterfield



■ Both merciless, both minging.

Give it up Nintendo!

Surely the N64 is dead in the water. What, two decent games planned for 2000 and a current hardware price cheaper than a Game Boy Color, and that's before inevitable further price cuts? Give it up Nintendo and concentrate all your resources on Dolphin for Christ's sake.

Roger Dudding, Luton

Seems somewhat harsh. When the two big games are Perfect Dark and the Zelda 2, both sequels to two of the best games ever made, you'll get no complaints from us.



■ *Tekken Tag* kicks off *Arcade's* killer 2000 preview, old consoles are valued and *Quake 3 Arena* is taken apart.



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





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On the side

Please tell me how you get your letter published in On the side from your Rants & Raves section. Is it by writing weird stuff like, "bacon gave the sausage an egg"?

Thanks.
Matt Hill, Cheshire

Yes that's precisely how it works Matt.

Could you please enlarge your films section. If you can't, please tell me why.
William Wright-Moseley, via e-mail

Because Arcade is a videogames magazine!

I saw that you'd printed my letter in issue 14. I expected the letter to be edited, but why, oh why, did you choose, of all acronyms, Silent Bill? Okay, so I've got a stupid nickname but Silent Bill? Silent - Bill?!?
Mr Person, via e-mail

Is Silent Bill an acronym? You appear to have a silent brain also.

Some people know me as MrKevin.
Kevin Preston, via e-mail

Well done. Your parents must be so very proud.

Pokémon. What's going on in the world? Answer me this, is it me or is it total shit?
Lee Smith, via e-mail

It's you.

What about this?

Let Arcade know what you think about: **The design of PlayStation2** (see opposite)? **Old ladies** - got a gaming granny? **Track & Field 2** - have you got a better method? **The death of pinball** - could you give a flying toss?

Dreamcast will win

I've recently bought a Dreamcast and its only now that I'm really hearing and seeing what the PlayStation2 can do. No doubt I'll be getting a PS2, but walking through the arcade the other day and seeing games like *Crazy Taxi*, *Virtua Striker 2*, *The Lost world*, *Street Skater* and *Scud Race* has made me certain that in terms of quality games the Dreamcast will win hands down. I'm certain that there are many more arcade games such as these to come and that they will continue in the future. To be honest, quality is the only thing I'm interested in. I'm sure games like *Ridge Racer 5* and *Tekken Tag* will appear on Sega's machine in some form, especially as they're made by Namco, which has just brought us *Soul Calibur*. I think Sega's main problem is the fact that PlayStation is now such a strong brand name.

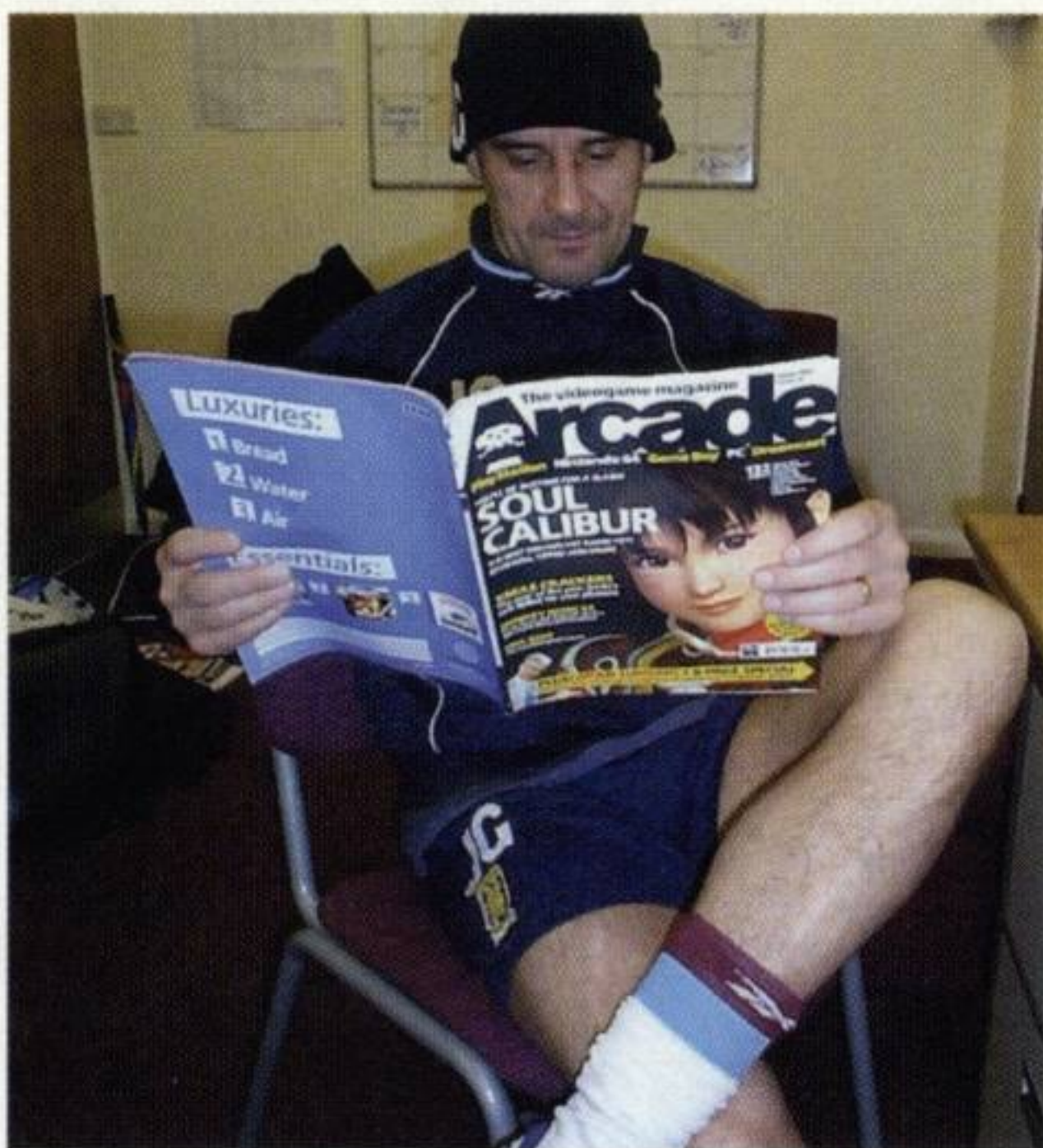
Peter McLeod, via e-mail

Surely whichever company produces the best and most consistent games deserves to come out on top. Can't we all just wait and see what happens? Calm it.

Just look at his hat!

After last issue's double whammy of Jim Smith and Graham Taylor reading the mighty *Arcade*, would it be possible to print a picture of football management's other Mr Cheerful, John Gregory, doing just the same?

J Ellis, Aston



Are my shorts too tight, or is this magazine damned good?

Die Sony DIE!

I'd just like to say that the PS2 is the most ugly revolting disgusting piece of hardware I've ever seen. I think the original PlayStation in my room looks far better and my N64 just looks beautiful with its sleek black design. Also if you think that Sony are going to produce any decent games in such a small space of time they've got another think coming. Just because they have nice graphics doesn't make them any good. Buy me a Dreamcast any day. I shall never purchase a PS2 as it seems Sony think they can obliterate the competition with their fancy fan base of teenagers who only buy a Sony machine to get in with "the crowd". If they ever played a decent game such as *Zelda64* or *GoldenEye* they'd sell their pathetic machines and buy something different. That's right all you PlayStationers, get a Nintendo or Dreamcast. Sony are trying too hard. Just go back to making bleedin' stereos. I feel much better now and just hope the president of Sony is reading this.

Mr Good, via e-mail

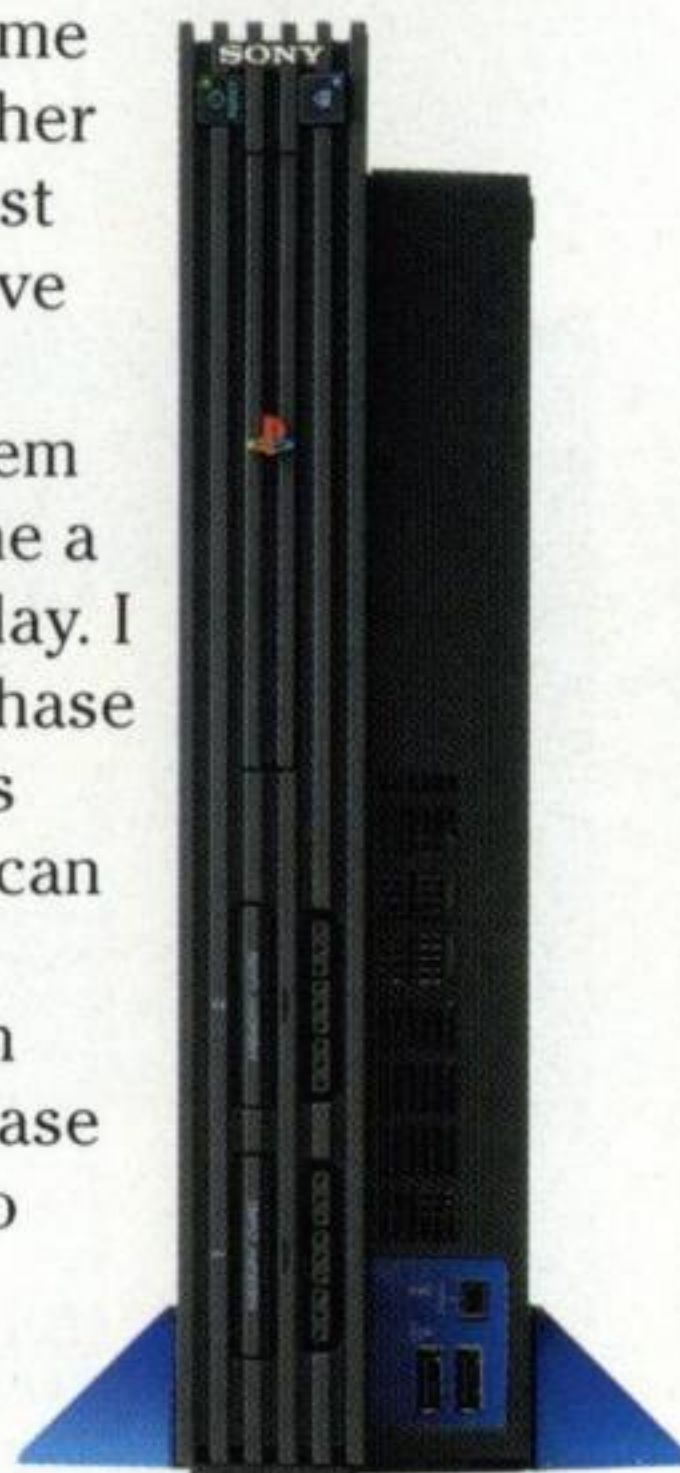
Of course the president of Sony will be reading. He devours every word of Arcade. That's opinion for you. Unfortunately your argument is merely playground speak and as such there is no suitable response to such primitive yet amusing rantage

Violence shrmiolence

I just want to say that I do not think there's anything wrong with violence in videogames. People say that violence in games causes violence on the street but games like *GTA* and *Kingpin* get their ideas of violence from the streets.

The Coppock family, via e-mail

And the whole family agrees? Nice.



The Videogame Magazine Arcade

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Editorial

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Contributors

Meet the select few who earn pin money working on Arcade.



Rich Pelley

Old Arcade stalwart Rich's favourite place on the entire planet is Bath's Micro World, an amusing museum containing

impressive tiny things such as a horse carved from ear wax. His future hopes for mankind include the invention of the sit-down shower and he's happiest when Jamie Sefton stops asking him stupid questions.

Fave game: *Crazy Taxi*



Alvin Weetman

Arcade's art supremo loves to go out on the town for a few "pops" in his beloved Newquay. He hopes mankind will develop

the magical powers of ESP in the coming centuries, so he can lay pages out with only the power of his mind. Alvin is happiest when he's tucked up in bed - asleep. Just don't go asking him to relate his celebrated taxi anecdote.

Fave game: *Spitroaster*



Maria Bowers

Brighton born Maria loves the fair city of Bristol and has dedicated her life to the study of pipe smoking, train-loving, Victorian

engineering visionary Isambard Kingdom Brunel. She truly hopes there will be world peace in the next thousand years, but if that's not possible, an inexhaustible supply of chocolate would be perfectly fine.

Fave game: *Resident Evil 3: Nemesis*



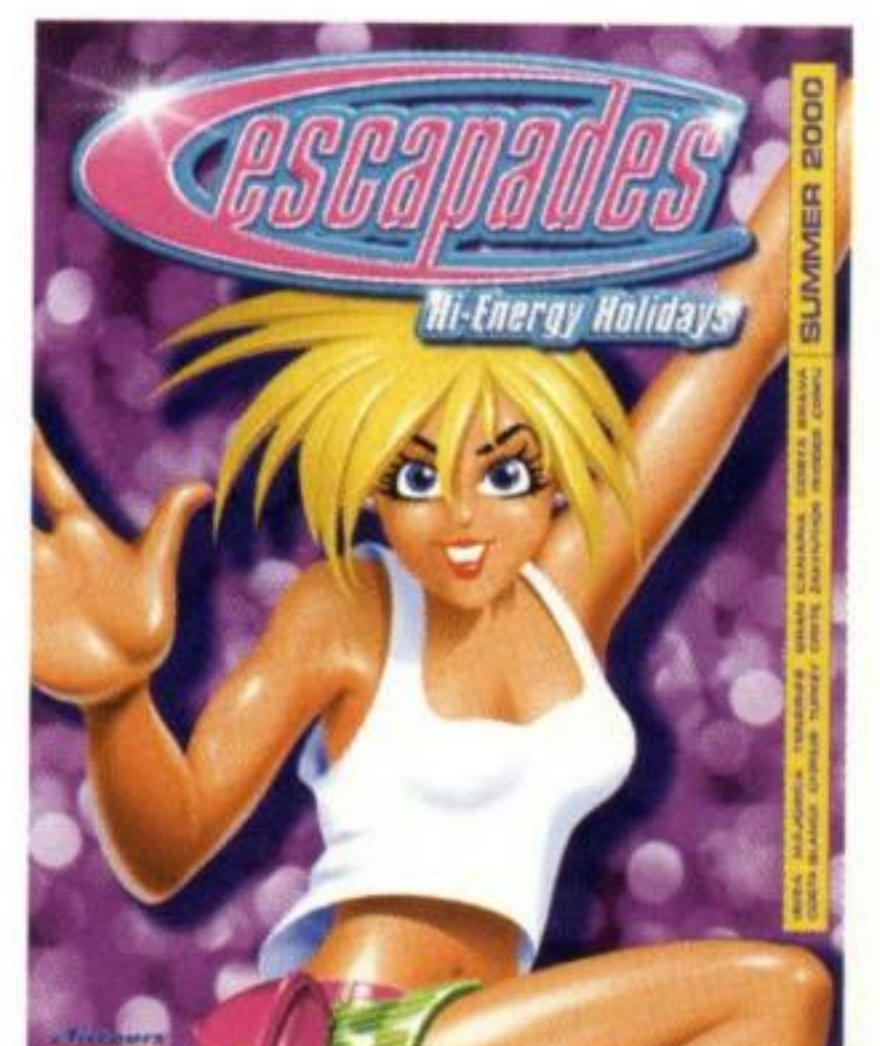
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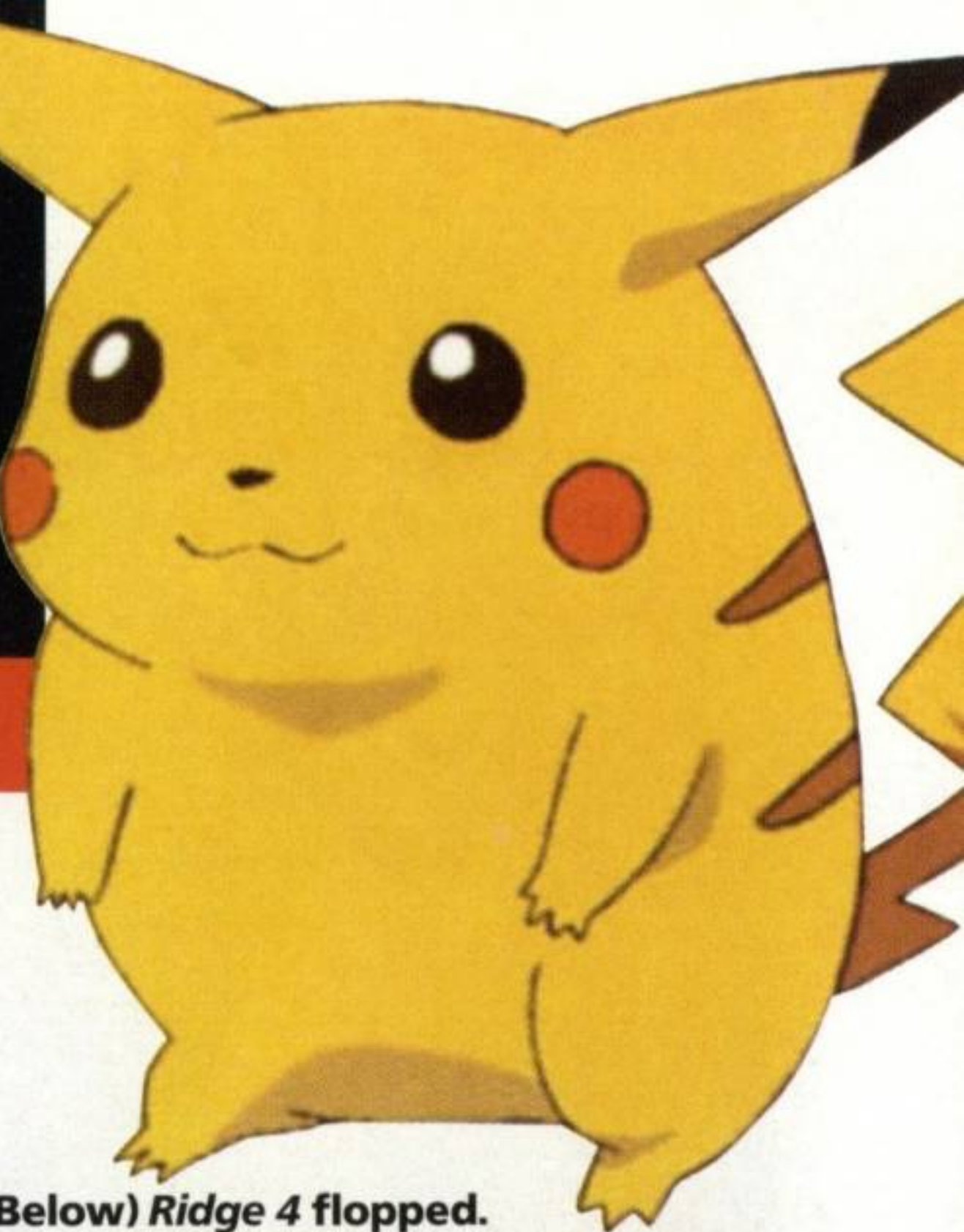
KICKIN' CLUBS, CHILLED OUT BEACHES, COOL BARS, BEACH PARTIES AND ALL ROUND AWESOME ANTICS. CHOOSE FROM IBIZA, MAJORCA, TENERIFE, GRAN CANARIA, COSTA BRAVA, CYPRUS, TURKEY, CRETE, CORFU, RHODES.

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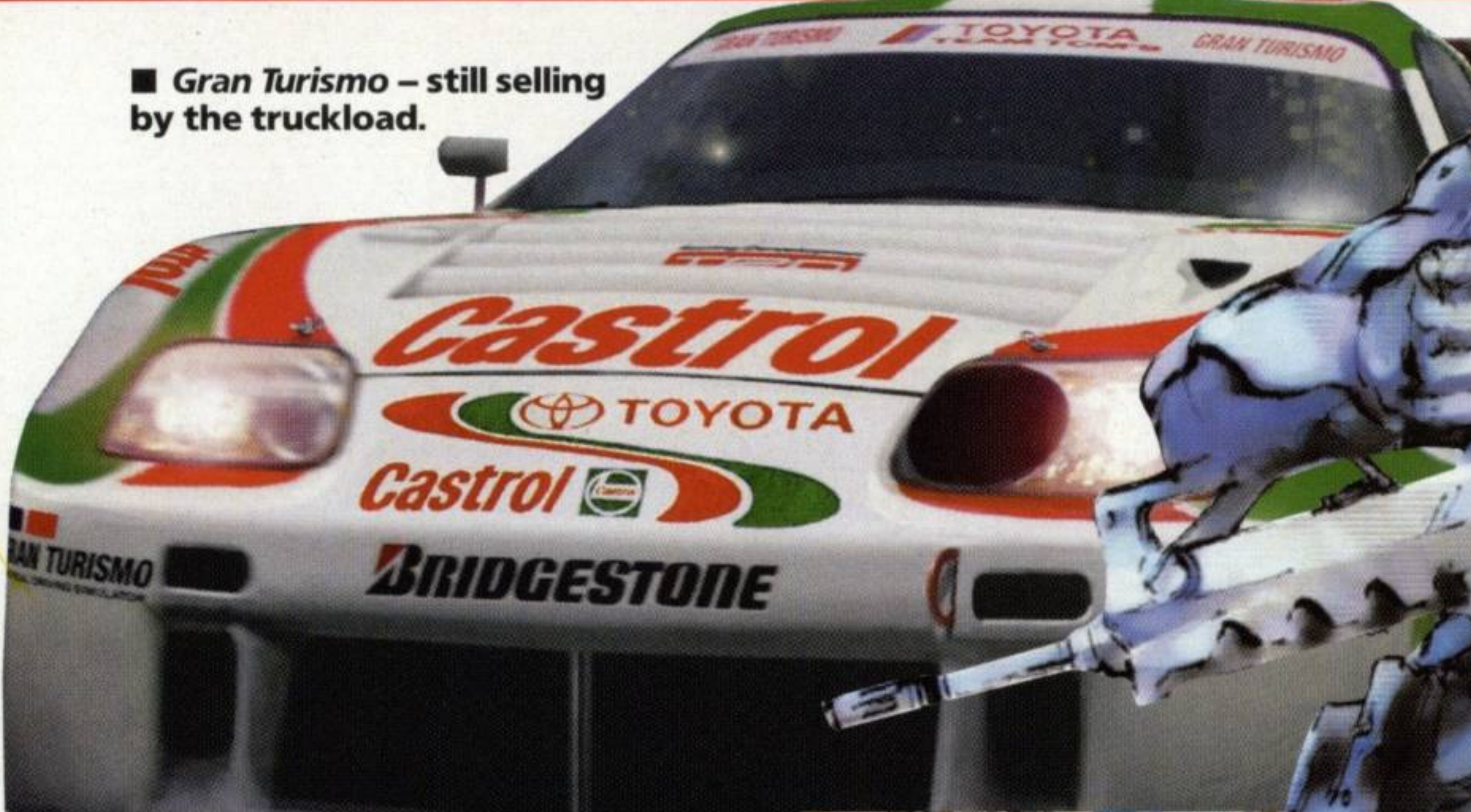


CHARTS



The world of videogames: we take you round the globe

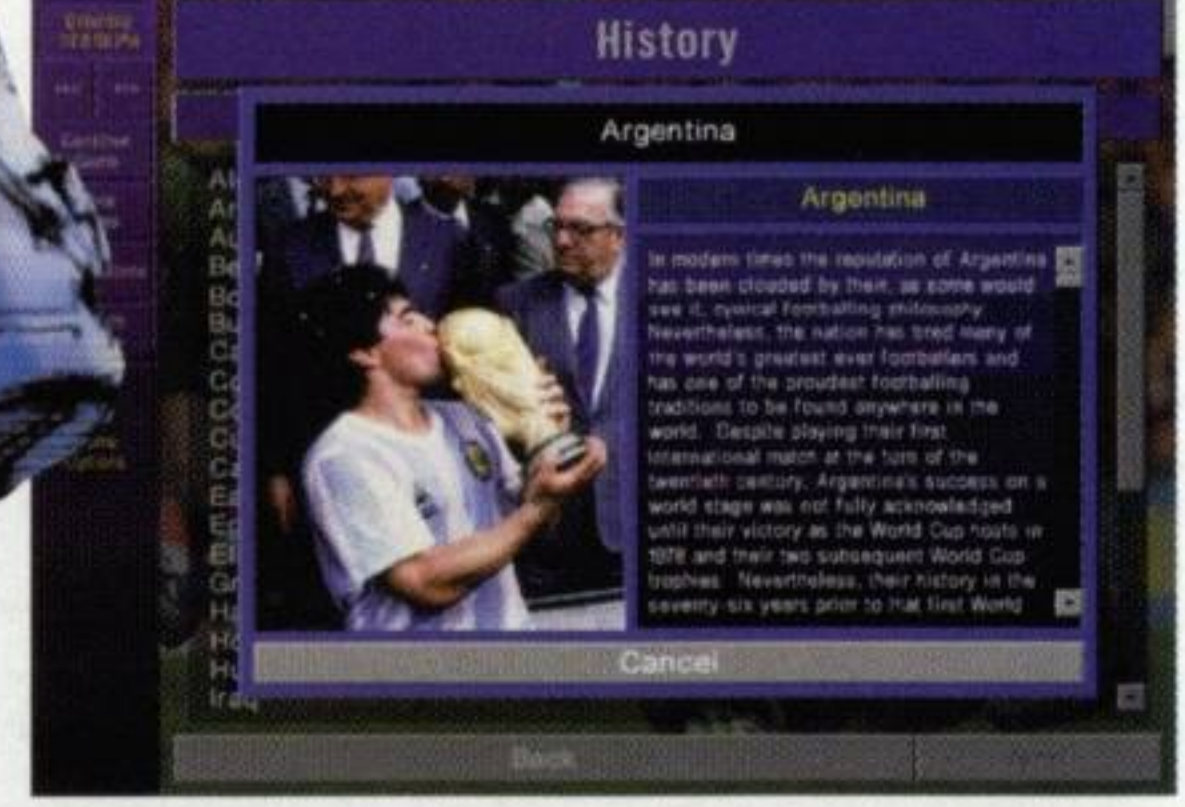
■ *Gran Turismo* – still selling by the truckload.



■ (Below) *Ridge 4* flopped.



■ (Below) *Champ Man* reigned on PC.



■ (Above) Massive PlayStation hits *Tomorrow Never Dies* and *Driver*.

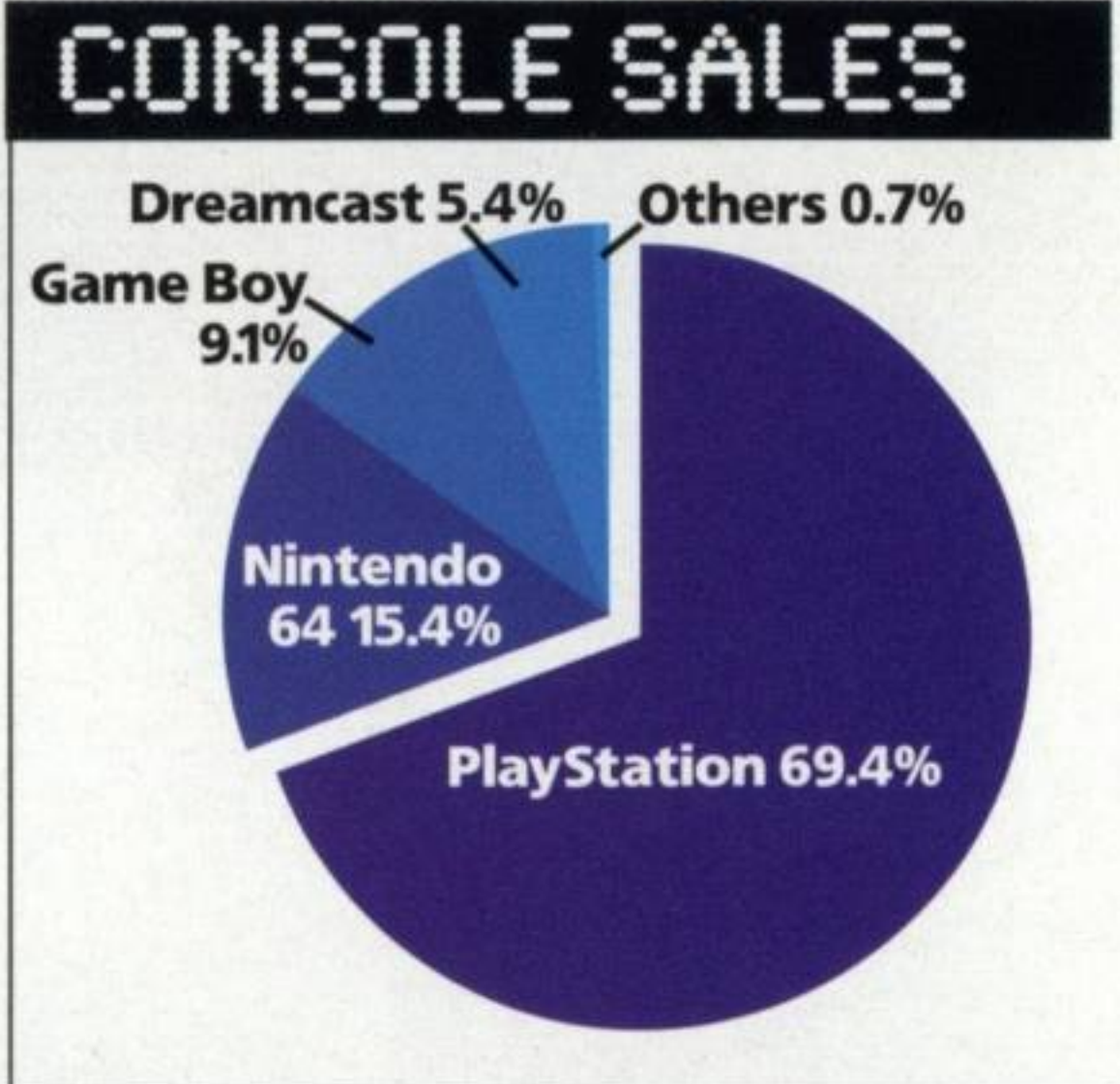


■ *Final Fantasy VIII*: Big in Japan.

■ *Metal Gear Solid* sneaked into the all formats Top Three.



■ EA Sports celebrates another fantastic year for its FIFA franchise.



CHARTS OF THE YEAR

1999: Winners and losers

FIFA, Driver and Metal Gear Solid make it another storming year for PlayStation.

The recently released Chart Track figures for top selling videogame software and hardware of last year show that the five-year-old Sony PlayStation is still trouncing competition, despite the introduction of a new competitor in the form of Sega's Dreamcast.

In 1999, the British public bought almost five times more PlayStations than N64s, with the Dreamcast barely making a dent into PlayStation's popularity.

Sony has now sold well over five million of its little grey boxes

in the UK. The dominance of Sony's hardware naturally had a strong influence on software sales. Every one of the all-format top tens for 1999 were PlayStation games.

The highest-selling PC-only game, *Championship Manager 3*, charted at number 11. Nintendo kept its end up in the top 20 with the snowballing *Pokémon* phenomenon placing the Red and Blue Game Boy games at 16 and 17 respectively. But the biggest N64-only game of the year – *The Legend Of Zelda* – failed to make the Top 50. Dreamcast's top-selling game was *Sonic Adventure*, limping into the chart at 72. As far as exciting

original games go, the ingenuity of both *Driver* and *Metal Gear Solid* were rewarded by huge sales. At the beginning of the year, Reflections' *Driver* didn't even have a publisher; by Christmas it was the top-selling PlayStation game of the year. Konami's groundbreaking stealth adventure deservedly finished in third place on the PlayStation full-price sales chart.

The other massive success stories, predictably, belonged to football game sequels. EA Sports' *FIFA 2000* was the second best-selling PlayStation game, but combined with PC sales, it was duly crowned as overall top seller of the whole year. This still

proves that a strong licence and a massive marketing campaign will eventually triumph over originality – it's hard to see the superior football title *ISS Pro Evolution* repeating the trick this year. The fact that *FIFA '99* also made the all-formats top 10 only emphasised the point, sending Electronic Arts to the top of the software publishers chart.

On the PC, Eidos' admittedly excellent *Championship Manager 3* swept all before it. The update, *Championship Manager Season 99/00*, also upset the form book by coming in third, with *Quake 3 Arena* nowhere.

The big film licensing goldmine was profitably mined

yet again with punters buying up *Tomorrow Never Dies* and *Star Wars Episode One: The Phantom Menace* in their droves, despite *Arcade's* stern warnings that these were inferior games being sold on their names alone and, what's more, stank of cat's piss.

The evidence of purchaser power in terms of games pricing was there for all to see. Four of the year's top ten bestsellers were old games selling at budget prices. This reticence to splash out on full price newbies surely influenced the fact that you can now buy nearly all new PlayStation games for only £30 almost everywhere. Good work, you guys!

'99 TOP TENS

1999 UK ALL FORMATS

Domestic Dons

- FIFA 2000**
(EA Sports) PSX, PC
- Driver**
(GT Interactive) PSX, PC
- Metal Gear Solid**
(Konami) PSX
- Gran Turismo**
(Sony Platinum) PSX
- Tomb Raider 4**
(Eidos) PSX, PC
- Colin McRae Rally**
(Codemasters Budget) PSX
- Grand Theft Auto**
(Take 2 Budget) PSX, PC
- Tomorrow Never Dies**
(EA) PSX
- Tomb Raider 2**
(Eidos Budget) PSX, PC
- FIFA 99**
(EA Sports) PSX, PC

1999 US CONSOLE

Stateside slammers

- Pokémon Blue**
(Nintendo) GB
- Pokémon Red**
(Nintendo) GB
- Pokémon Yellow**
(Nintendo) GB
- Pokémon Pinball**
(Nintendo) GB
- Pokémon Snap**
(Nintendo) N64
- Donkey Kong 64**
(Nintendo) N64
- Gran Turismo**
(Sony) PSX
- Super Smash Brothers**
(Nintendo) N64
- Driver**
(GT Interactive) PSX
- Spyro The Dragon**
(Sony) PSX

1999 JAPAN CONSOLE

Eastern promises

- Final Fantasy 8**
(Square) PSX
- Yugioh! Duel Monsters**
(Konami) GB
- Resident Evil 3**
(Capcom) PSX
- Dance Dance Revolution**
(Konami) PSX
- Crash Bandicoot 3: Warped**
(Sony) PSX
- Super Smash Brothers**
(Nintendo) N64
- Everybody's Golf 2**
(Sony) PlayStation
- Dragon Quest Monsters**
(Nintendo) GB
- Yugioh 2 - Dark Duel Stories**
(Konami) GB
- Simple 1500 Series Mah Jong**
(D3) PSX

TOP OF THE FLOPS

Hype versus sales

- Ridge Racer 4**
(Sony) PSX
- Carmageddon**
(SCI) PSX/N64
- Drakan**
(Psygnosis) PC
- Urban Chaos**
(Eidos) PC
- Shadowman**
(Acclaim) N64/PC/DC
- Speed Freaks**
(Sony) PSX
- Wipeout 3**
(Sony) PSX
- Fighting Force 2**
(Eidos) PSX/DC
- Virtua Fighter 3tb**
(Sega) DC
- Duke Nukem Zero Hour**
(GT Interactive)

NEW GAMES

Konami goes Universal

Bruce Lee heads for consoles, Solid Snake for the cinema.

■ Show me *The Mummy*.



Game giant Konami recently struck a deal with Hollywood's Universal Studios, allowing it to publish a vast number of film-themed titles over the next few years. The licence grabbed by Konami includes *Dracula*, *Frankenstein*, *The Mummy*, Bruce Lee and *Jurassic Park*, plus first option on any of Universal Studios new properties.

The first games likely to emerge under the agreement are tie-ins with recent movie blockbuster *The Mummy* and forthcoming films *The Grinch That Stole Christmas* (based on a Doctor Seuss book and starring Jim Carrey) and the more distant third instalment of the *Jurassic Park* series. It's believed that games are already under development both in-house at Universal and at France-based Kalisto studios, which is set to release *Nightmare Creatures 2*, the sequel to 1998's hit action horror game, under the Konami/Universal agreement in the spring.

The deal is surprising in that Konami has always previously relied on the success of its

■ Bruce Lee on PlayStation2?

arcade conversions and original ideas – *Metal Gear Solid* and *Silent Hill* proved to better "cinematic" games than anything with big film licences behind them.

However, the charts opposite show that big names are always moneyspinners and

Konami naturally fancies a piece of the action. The reciprocal nature of the deal means that Universal has the option to turn Konami games into movies, so you could yet see Solid Snake in a big screen adaptation of *Metal Gear Solid*.

PS2 POCKETSTATION

PlayStation2 palmed off

Hold a PlayStation2 in your hand.

■ Sony has announced a licensing deal with Palm Computing that could have serious implications for future PlayStation2 development. In the deal Sony has licensed the Palm operating system while in return Palm has committed to support Sony's Memory Stick technology.

The Memory Stick is a new digital storage format that Sony hopes will replace floppy disks. It boasts 16Mb of data storage but will eventually store as much as 1Gb.

What implications could this have for PlayStation2? Well, a new peripheral could work like an oversized PocketStation. Firstly, and most simply, with an infrared connection as a remote control for DVD movies – you wouldn't

have to use a joystick to access DVD menus. Or it could be as an alternative to, or to complement, the current analogue joystick with game commands or secret messages displayed on the screen.

But thanks to the PlayStation2's connectivity it could be used in other ways. One possibility is its use as a mobile Internet browser enabling you to send and receive e-mails. It would be entirely possible for game characters to send you e-mails while you're out. Your virtual pet needs a bath? He won't hesitate to mail you at work. In a similar way to Dreamcast's VM unit, game data could be uploaded in the peripheral and mini games played away from the main one. Data could then be downloaded back to the

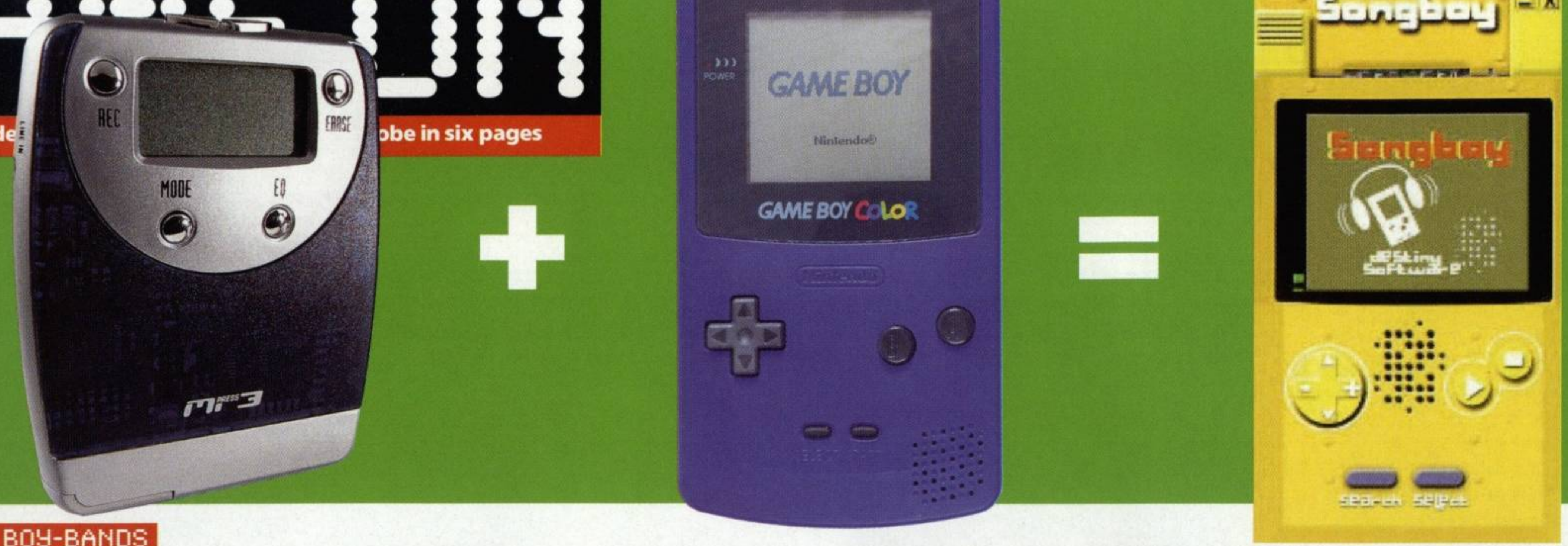
PlayStation2 and the main game continued. One of its functions could be as a storage device, and with larger Memory Sticks, it could be used to download movies and game demos.

Sony was unavailable for comment at the time of going to press but it seems that you may never need to leave your PlayStation2 alone for a second.



■ The PS2 pocketstation could resemble this Palm V organiser from Palm Pilot.

The world of video games in six pages



GAME BOY-BANDS

A Songboy for Europe

MP3 player announced for the Game Boy.

Great news for Mario fans who like music on the move. Digital Media Technology and Songboy Inc. has released details of the Songboy: a clever device enabling Game Boy

owners to play MP3-encoded sound files. Using a PC, you'll be able to download the near-CD quality compressed audio files from a special Web site and transfer them to the Songboy. It's likely that the unit will require external headphones rather than punishing

people by feeding the tunes through the titchy, tinny-sounding Game Boy speaker. Songboy will initially cost \$79 (£47) and come with 16Mb of storage – which may be a hindrance as this works out at only enough memory for around 15 minutes of music.

However, you'll also be able to buy 32Mb expansion modules, and as well as music, the Songboy will allow listeners to view file names, images of the bands, text for lyrics and album covers. The unit is still in prototype form, but there's a PC software version that emulates the controls

of the Songboy, which you can now get your hands on at <http://www.songboy.com>. There's no news as yet on the sound quality, but you can be sure Arcade will be reviewing this doubtless gaudily hued portable pal when it's finally released in the Spring. **A**

Smack my pitch up Arcade gets smashed down the juicer and vomits up an unworkable game concept.

No 666: Yak Racer



■ The Pitch: Tired of racing cars, trucks, bikes, boats, sleds and taxis? Arcade is. Hence the introduction of the world's first exotic mammal race game.

Choose to ride atop the beautifully rendered features of yaks, lions, zebras, camels, hyenas, antelopes, gazelles and wildebeest. Their racing physics have been

meticulously reproduced for a fully realistic experience. Weapons available include lasso, bow and arrow or pointy stick, but animals are allowed to eat each other – that's cruel mother nature for you. Complete the six safari courses to unlock the hidden kangaroo.

■ The response: Firstly I think your target audience will be a little limited. Finding enough people with diagnosed furry animal fetishes who enjoy racing games

to achieve a sales profit would be difficult. Also, the game idea does not fall within the exacting standards set out by Team 17, which is a serious company. The next thing you'll come up with is a game involving small pink creatures firing bazookas and concrete donkeys at each other. How seriously do you think people would take us if we did something like that? **■ Craig Jones** Associate Producer Team 17 Software

F1 2000

EA to bring FIFA know-how to the Grand Prix world.



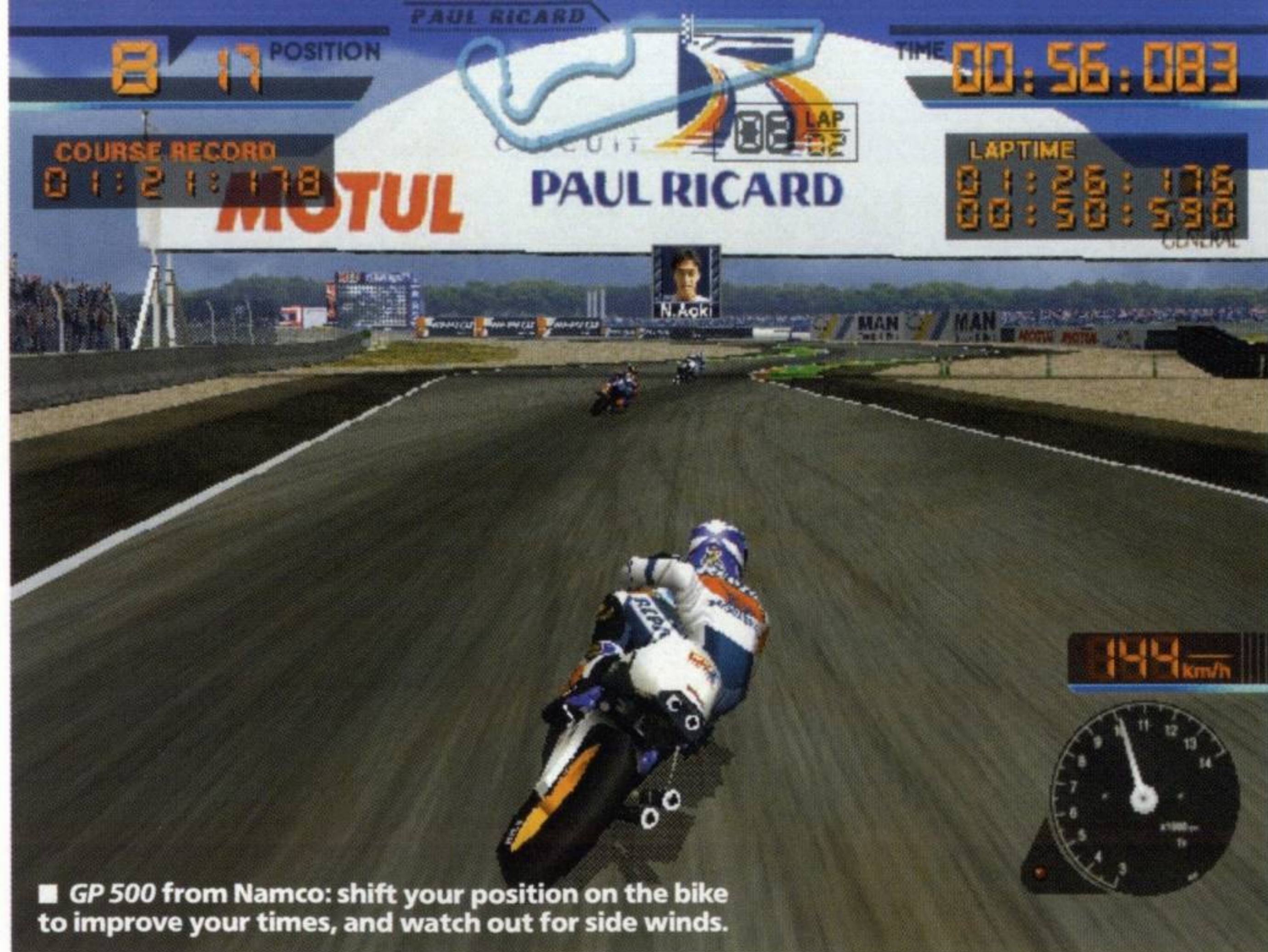
■ With the driving game scene creaking under the weight of titles, Electronic Arts has announced that it will lend its not-so-small presence to the market. Not one to do things by half, EA has snagged the official

FIA license for the game. *F1 2000* will be the only Formula One game on PlayStation that enables you to play the forthcoming F1 season with all the new drivers and teams. Commentary comes from ITV frontman Jim

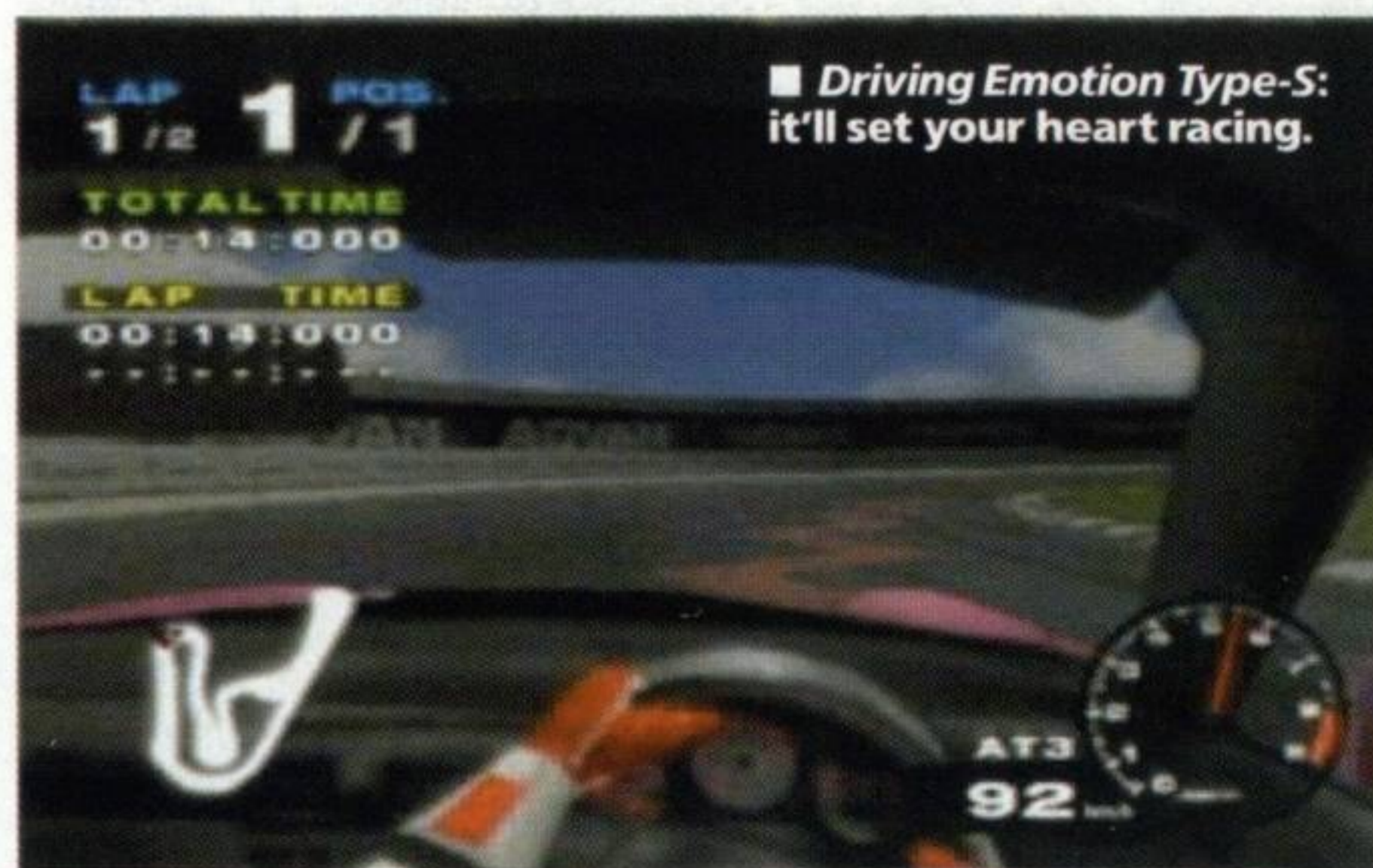
Rosenthal. EA boasts that *F1 2000* will be the most realistic F1 game ever and each driver will behave just like his real life counterpart. So, presumably, Schumacher will go to any lengths to win and Coulthard will be crap.

INCOMING Six forthcoming games smiling seductively from afar.

| 3 months | 6 months | 1 year |
|--|---|--|
| <p>Nox ■ PC ■ Westwood/EA ■ March Action-heavy RPG set in a vicious fantasy environment. Strong strategy and a great variety of multi-player modes.</p> | <p>Thief 2: The Metal Age ■ PC ■ Looking Glass/Eidos ■ March Complex and intelligent sequel to the underrated stealth adventure. Includes a remote camera mode.</p> | <p>Syphon Filter 2 ■ PlayStation ■ 989 Studios ■ May A rapid and welcome return to PlayStation for Gabe Logan. You can also play his assistant, Ling Xian, in this more cinematic adventure.</p> |
| <p>Ghosts N' Goblins ■ Game Boy Color ■ Digital Eclipse ■ Summer Handheld version of the coin-op classic (remembered fondly on page 61) by the people who did a great job with Defender/Joust.</p> | <p>TDR 2000 ■ PC ■ SCi ■ Summer The next in the Carmageddon series ditches racing in favour of all-out hires carnage and still more homicidal zombies.</p> | <p>Picasso ■ Dreamcast ■ Promethean ■ Autumn Probably the first ever game to take art gallery theft as its theme, this stealth adventure is being developed in the UK.</p> |



■ GP 500 from Namco: shift your position on the bike to improve your times, and watch out for side winds.



■ Driving Emotion Type-S: it'll set your heart racing.



NEXT GEN RACING

Mirror signal, manoeuvre

GP500 and Type-S: the new breed of bike racer.

The race is on for the most realistic PlayStation2 racer. Namco has revealed more shots and info on its conversion of top arcade racer GP500.

True to form, this is an accomplished arcade racer in the

tradition of Namco. While the arcade version features only three courses: Suzuka in Japan, the Paul Ricard in France and Jerez in Spain, it's highly likely that the PlayStation2 version will feature many more.

The game features bikes from Yamaha, Honda and Suzuki and it calculates wind resistance on the

bike for that realistic touch. It is also possible to alter your rider's position on the bike to gain maximum speed on different parts of the courses.

GP500 will be a PlayStation2 launch title in Japan in March.

Square has revealed a new racer for the console, titled *Driving Emotion Type-S*, although it's likely

that this Japanese name will be changed for its release over here.

As the name suggests, the concept behind the game is to focus on the emotion involved in the driving experience. Square says the game will feature real-life physics with the game attempting to recreate racing as realistically as possible. Apparently every driver

will have his own driving style. It will feature cars from Honda, Mitsubishi, Mazda, Toyota, Nissan and Subaru.

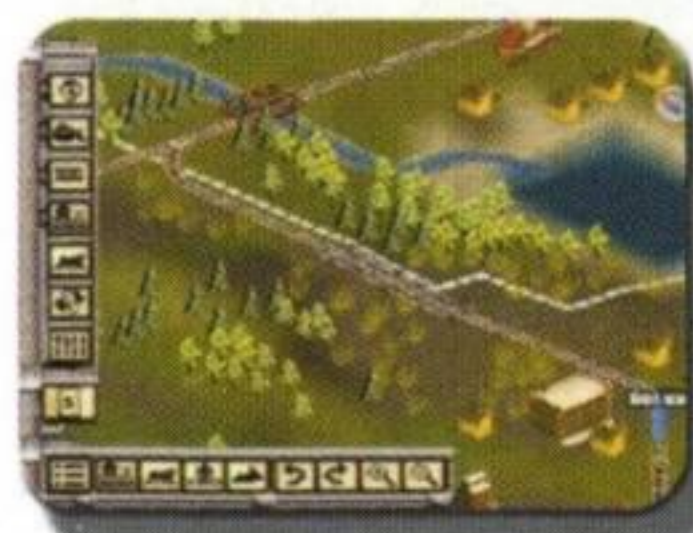
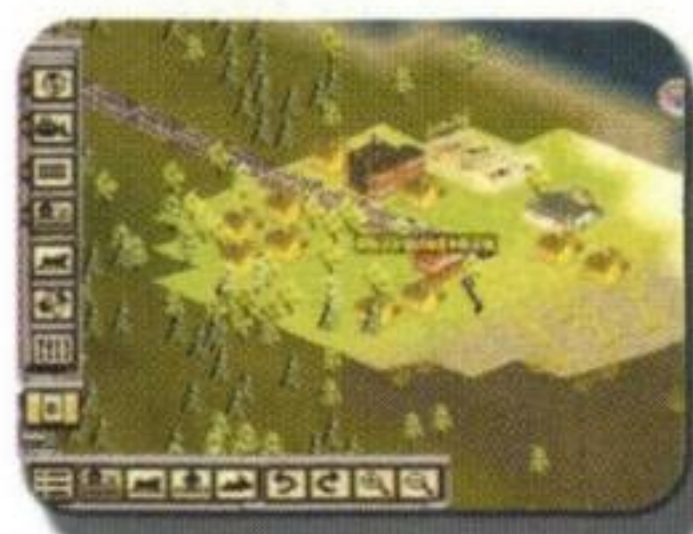
Type-S has been pencilled in for a Japanese release shortly after the PlayStation2 launch, so it should one of the launch titles over here. Racing fans: start your engines.



TRAILROAD TYCOON II



FIGHT YOUR WAY TO THE TOP OF THE CAREER LADDER BY BUILDING THE MOST PROSPEROUS TRANSPORTATION BUSINESS IN HISTORY!



GOT A ONE-TRACK MIND?

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NOW ARRIVING ON PLATFORM PLAYSTATION, THE AWARD-WINNING PC MANAGEMENT SIM



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PAL



"Gagging for it!"

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

Banjo-Tooie

The bird and the bear return.



The bear and the bird back for more – and this time, they aren't stuck together.

Big world

■ *Banjo-Tooie* has eight new worlds, featuring characters old and new. Plenty of bosses will also be on hand to try to thwart your plans. But you'll show 'em.

Banjo-Tooie

- Format: **N64**
- Developer: **Rare**
- Publisher: **Rare/Nintendo**
- Release date: **TBC**

Fun-size

■ There's at least one mini-game per world. For your delight and delectation, Banjo will be able to transform into different characters along the way.

Yadda yadda

■ *Banjo-Tooie* features a ton of technological improvements such as real-time lighting, refined textures, widescreen and surround sound options and a more intelligent camera.

Mumbo Jumbo

■ Everyone's favourite babbling shaman, Mumbo Jumbo, will also be back to lend a hand. What's more, you'll have the chance to control him.

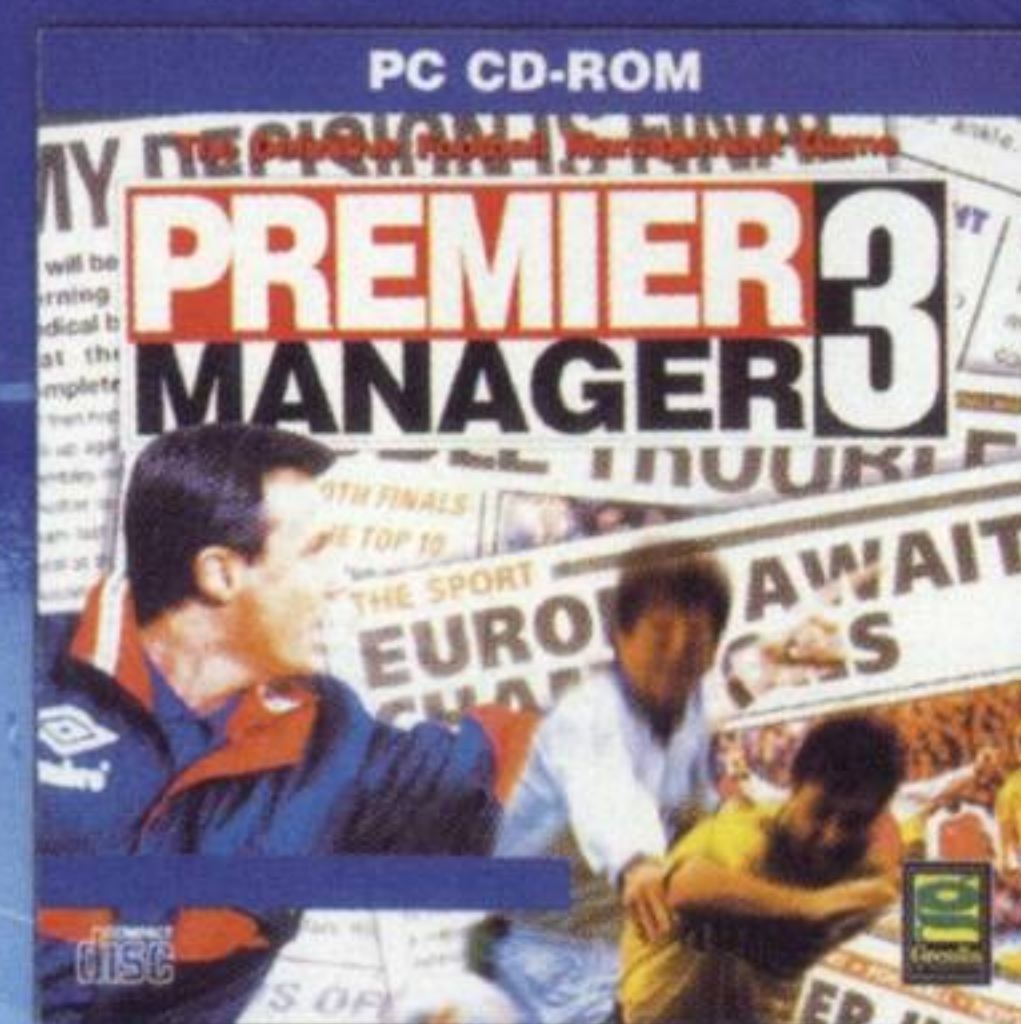
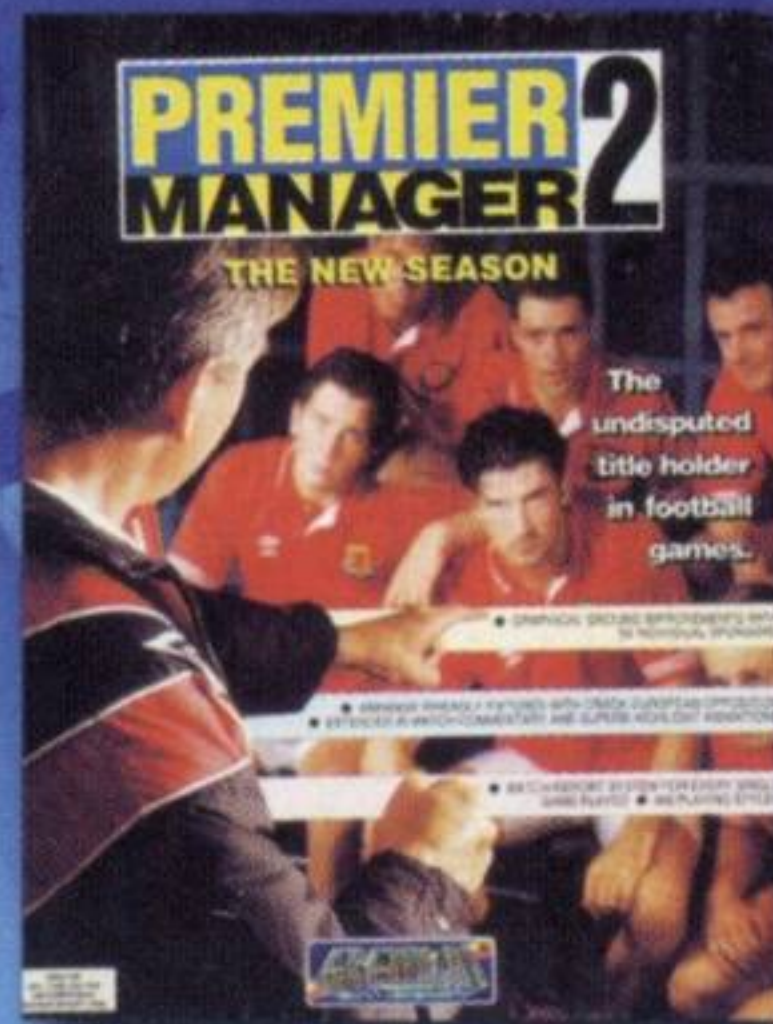
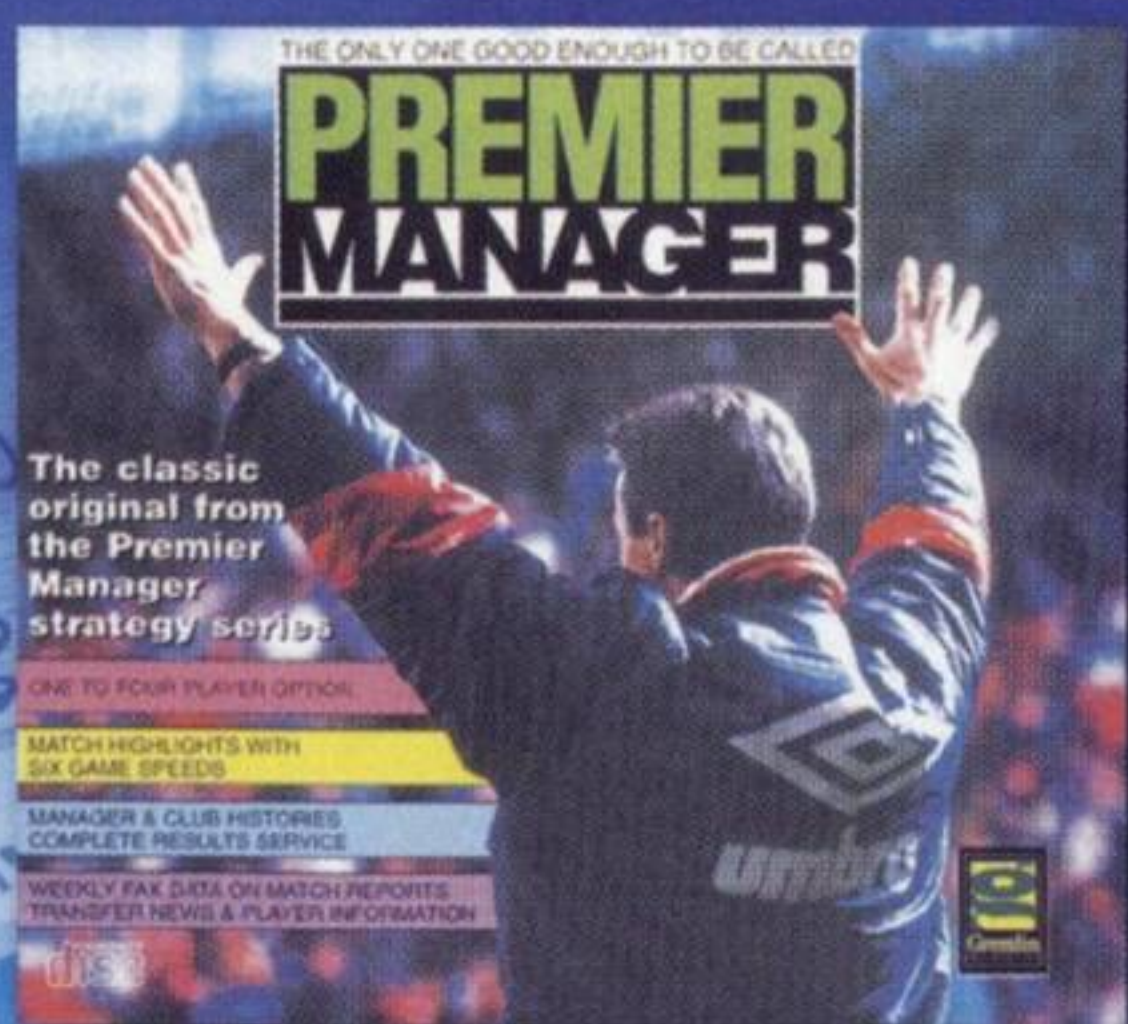
New moves

■ Both Banjo and Kazooie have new moves and this time Banjo can eject Kazooie from his backpack and the two characters can move around independently.

Chums

■ *Banjo-Tooie* will also come complete with a range of multi-player games, so up to four players can take part.

ONE MANAGEMENT GAME HAS LED



FOLLOW THAT CAB

Radikal Bikers

Radikal BIKERS.

Dough-based action for PlayStation.



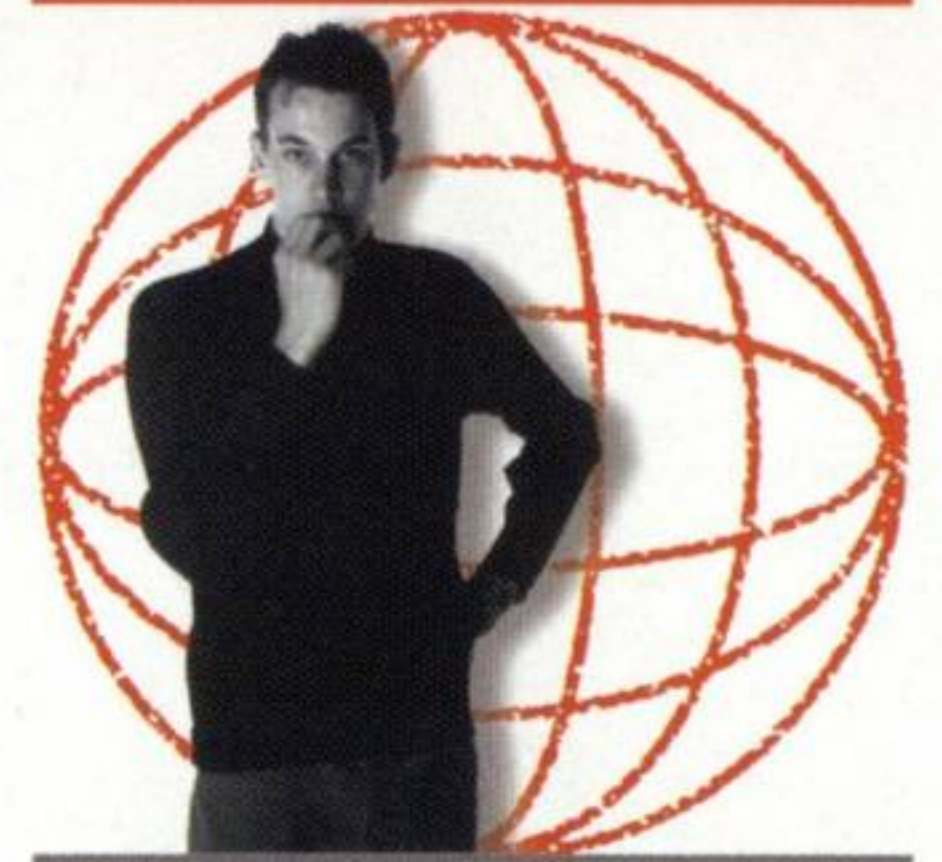
■ Feeling vulnerable on the dual carriageway? Get used to it.



■ Steer your fire-breathing steed to pizza delivery glory.



Sam Richards' World of Games



Prevalent evil

STOP PRESS! After completing the marvellous zombie infested feature you'll find on page 54, *Arcade* got wind of a brand new *Resident Evil* game for N64. *Resident Evil Zero*, is a prequel to the very first *Resident Evil* game. The lead character is Rebecca, a S.T.A.R.S. agent who first discovers the existence of the zombie-creating virus on a train heading towards Raccoon City. Expect more puzzling and no item box.

Working with dinosaurs

Sid Meier, the designer behind *Civilization* and *Alpha Centauri*, has begun work on brand new strategy title *Dinosaurs*. The project is set to be a prehistoric strategy game where you control a species or group of the lizards as they evolve. Details are foggy at the moment, but Sid has begun a development diary on his company's Web site (<http://www.firaxis.com/dinosaurs/diary/page.cfm>).

DC VS PS2

PlayStation2 is due out in March, but Sega is ready for a fight. The company has lined up a huge game release schedule for the same month. Top of the list of around 20 titles are a new translation of coin-op classic *Virtua Cop 2*, the Capcom beat-'em-up *Marvel vs Capcom 2* and promising basketball sim *NBA 2K*. With *Power Stone 2* also set to arrive soon after, this is going to be a decisive month in the fascinating world of videogame rivalry.

Following the route of Sega's *Crazy Taxi* comes pizza delivery game *Radikal Bikers*. The object of the game is simple – deliver your pizzas on

time, earn loads of cash and become the greatest pizza delivery boy in history.

Obviously avoiding cars and pedestrians helps, but you can also take shortcuts through shop windows and back alleys to get

your pizza to its destination while it's still hot. Also, you have to make sure the pizza arrives undamaged, or there's no tip. Unlike *Crazy Taxi* there will be a two-player Battle mode and you'll be able to pull off a variety of

stunts to gain extra points. *Radikal Bikers* is released on PlayStation in April. So make sure you've got your Certificate of Basic Training, reduced road sense and a disregard for your own safety by then. **A**

Stone me!

Capcom's brawl-'em-up sequel.

From out of nowhere comes the news that *Power Stone 2* is not only close to completion, it's likely to be out in coin-op and Dreamcast form in Japan come March.

Even more impressively, the game will support a four-player option, as if the brilliant two-player scraps from the original weren't mind-bendingly frantic as it was.

Four player beat-'em-ups have been dodgy territory in the past – *Wu-Tang: Taste The Pain* being a rather messy recent example – but if anyone can

make this concept work, Capcom can.

Power Stone 2 will also include moving scenery, fixed weapons such as giant catapults and levels where the fighters must swim or float in the air. Most of the original loveable cast return, and there will be four new characters: Axel the gunman, Julia the princess, the sinister Guruman and a young boy known simply as Pete.



■ Welcome to the Navy...



■ Life's tough on the oil rigs.

Orient excess

PS2, I love you

No Japanese console launch is complete without its fair share of utterly incomprehensible games – remember *Godzilla* and *Pen Pen Tricelion*? *A-Train 6* and *Drum Mania* look like they will more than fulfil PlayStation2's weirdness quotient, but Atlus has announced a new game which could trump them all. *Primal Image*, from what *Arcade* can tell, is some kind of dating simulation. The advertisements,

already appearing around Tokyo seem to seriously confuse the dividing line between games and real life.

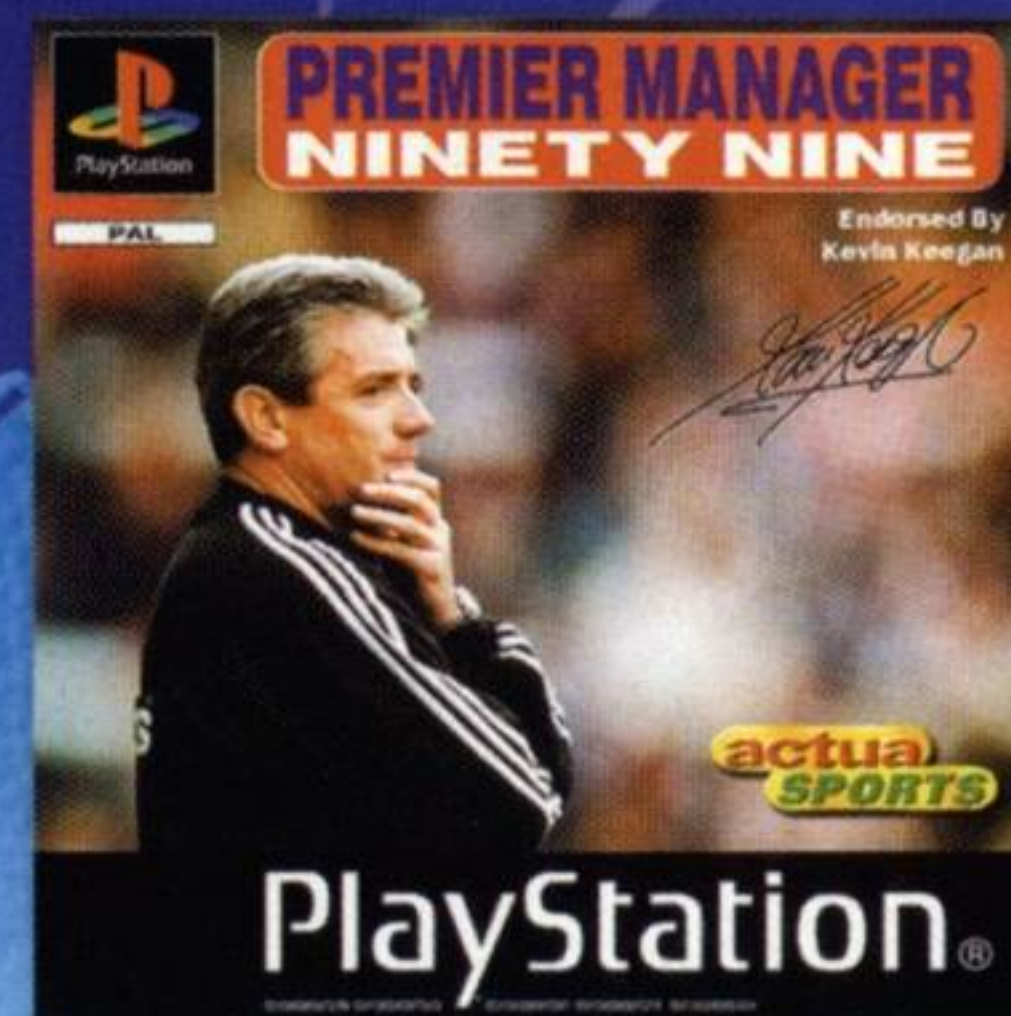
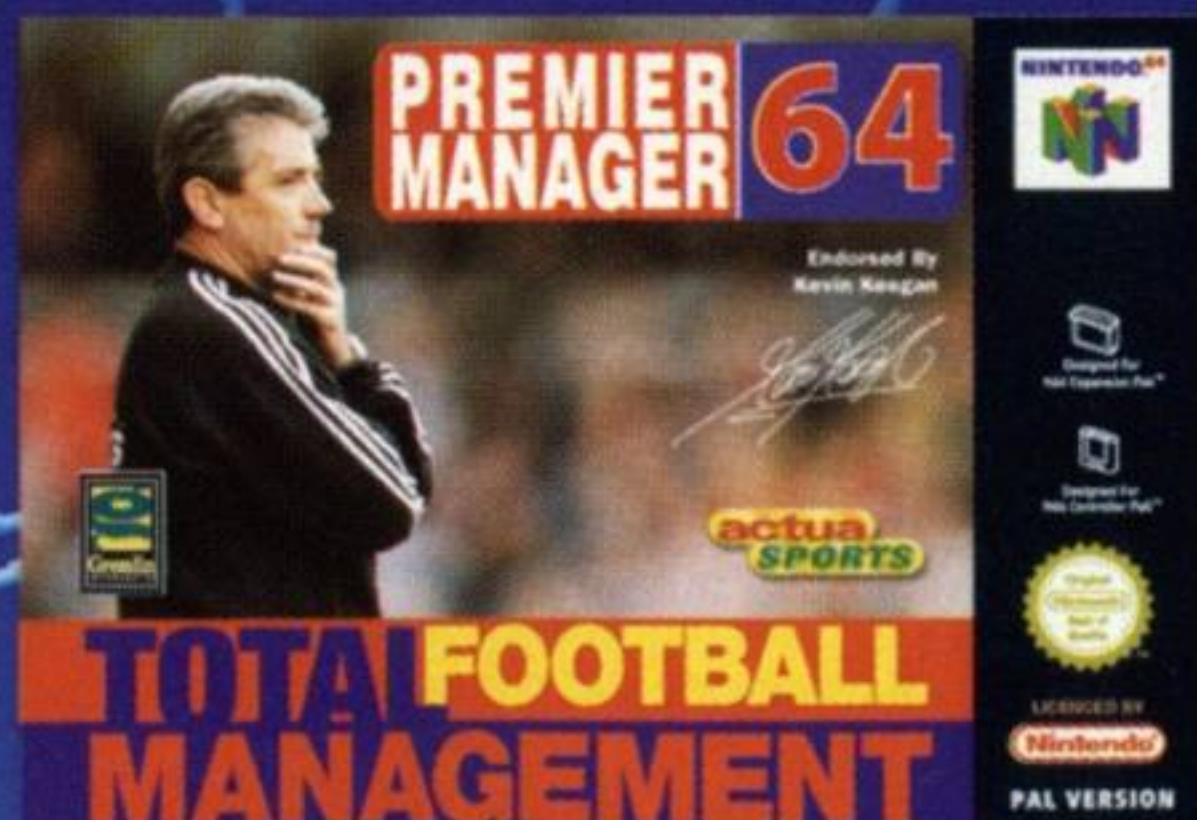
What you get for your money is a series of rendered temptresses, in various states of undress, the latest pictured sprawled invitingly across a giant CD. Apparently, the power of PlayStation2 has breathed life into these characters, and the game promises sleepless



■ Even better than the real thing.

nights ahead. The ads sign off with the words "PS2, I love you". Be afraid – the virtual foxes are truly on the prowl.

THE WAY OVER THE LAST DECADE.





■ ILLUSTRATION: MATT KENYON

NEWS ANALYSIS

Words by | **Cam Anderson**

Silver ball loses its lustre

Is this the end of the line for pinball? Arcade thrusts up against the cabinet of truth to see.

Coin-op's a funny old game. The upper echelons of the industry sport a lot of grey hairs and, while this may not lead it to be a dynamic marketplace, there is a lot of experience to draw from.

So when the oracles of the arcades saw the slump in the pinball business four years ago, their response was what can only be described as a Gallic shrug. "Some years pinball's up and video's down. Another year pinball's down, but quiz machines are doing well."

See, it's all cyclical to these guys. So when pinball started to

hit the skids some four years ago (following three years of significant boom) the perceived knowledge in the arcade industry was that someone would make an innovation and the rollercoaster would be off again.

And, happily, someone made that innovation. Just over a year ago, WMS Industries (owners of the mighty Williams and Bally brand names, and erstwhile owners of Midway Games) heralded the industry with a new stage in pinball's evolution: Pinball 2000.

Pinball 2000 was the neanderthal compared to the cro-magnon appeal of traditional

tables. The reasons for this were twofold. Firstly, the new tables utilised a video screen and a set up of mirrors that could generate fully animated, holographic images on the playfield with which the player could interact. Hit that flying spaceship? Ka-boooooom! 25,000 points, please.

The other reason was that this system was modular. No more would operators be forced to buy the complete table. With Pinball 2000, the operator simply had to purchase the software and the decals and Bob's your uncle... one new pintable.

Everything was looking good, but for one thing. Towards the

end of last year, WMS, after only two releases for their brand new table (*Revenge from Mars* and *Star Wars*) decided to pull the plug on the whole project. The reason? The damn thing just wasn't making money. Even more frustrating was the fact that orders on the second game had been low in Europe – a pinball stronghold – due to... the coin mech. When the first game, *Revenge from Mars*, was released, WMS deliberately chose not to factor into the cost the expense of the multi-currency coin mech required. Instead the company chose to combine the cost into the price of the second game,

Star Wars, and that – coupled with the expensive licence – meant distributors simply couldn't afford to purchase the game in sufficient numbers to keep the concept alive.

"We had only one profitable quarter in the last nine," explains WMS chief operating officer Kevin Werner. "We couldn't go on sustaining those losses, particularly with the gap in product we had coming up."

Fair enough. It's easy to understand that any large corporation is led by its accounts and its responsibility to provide dividends for its shareholders. The losses incurred by pinball were holding back the profitability of other elements of the WMS portfolio, including its far more lucrative gaming arm. And the decision to can pinball was no small one for the WMS board... the disposal will reportedly cost the company \$13.2 million.

But surely WMS also had a responsibility to its distributors

"We had only one profitable quarter in the last nine."

who had purchased an initially pricey modular system in the hope that those costs would be offset by competitively priced updates for the foreseeable future. What about them?

More frustratingly, WMS had two other games in development at the time it decided to up sticks and move out of the pinball firmament, one of which was *Wizard Blocks*, designed by pinball legend Pat Lawlor – which now looks unlikely to be released.

As Midway's director of licensing and pinball guru Roger Sharpe comments: "This [concept] hasn't even reached kindergarten – it's been aborted at the embryonic stage."

So how did pinball get into this state? Look back eight or nine years, and you would have found the industry in a similar position (albeit with more companies producing games). The pinball sector needed a kickstart and it got it thanks to one table: the fabulous *Addams Family*.

This Williams game rewrote the history books for pinball thanks to an advance in mechanical features and possibly the best gameplay the market has ever seen. In fact, the game was so good it was still picking up

awards at trade shows three years after its release.

The success of *Addams Family* spawned two things. Firstly, pinball was hot again and the distributors were hungry for more. Secondly, designers got into an arms war of technical innovation. Initially this led to increased sales and advances in the quality of the games. In the longer term, though, manufacturers found their designers were pushing the envelope a little too far. Due to the increasing numbers of parts required for the games, costs were going up and, worse, the games were breaking down far too often.

When the cycle turned, it turned fast and the industry found itself with a flat product that, in the face of increasing competition from home game systems, simply could not reinvent itself.

There now remains a single player in the market, SPI (formerly Sega Pinball Inc prior

to its buyout), the principal of which is Gary Stern, the man responsible for the most successful pinball of the last three years, *South Park*.

"I have a place in my heart for Williams and Bally," says Stern, whose father owned Williams from 1947 to 1964. "We intend for pinball to continue. But only if SPI can operate effectively and inexpensively as a business will there be continuing development and production. As the only experienced company in a position to devote itself to pinball, SPI is the hope for us all."

Self aggrandisement it may be, but Stern may be right. German company Nova, the biggest coin-op distributor in Europe and no small investor in the Pinball 2000 concept, had mooted the possibility of buying the technology from WMS. But WMS still retains all the key designers in the market, meaning Nova would be buying the rocket without the necessary scientists to make it work.

It would seem the Pinball Wizard has lost some of his former magic, and unless SPI can conjure an ace from its sleeve, this really could be a case of "Game Over".

PINBALL: RECENT HISTORY

Heroes and villains of the table

Pinball has had a tumultuous time over the last five years. Arcade scales the peaks and noses into the troughs.

Addams Family:



Created some seven years ago, *Addams Family* is notable here purely for longevity. The table still holds significant resale value and is probably the classic of the modern art of pinball design. This table was still number one in the US charts three years after its release. You only have to play it find out why. The crack cocaine of pinball.

Twilight Zone:

Possibly the point where pin designers became too clever for their own good. A great licence and more features than you can shake a stick at. The only problem? Too difficult... and that's according to the pinball experts!



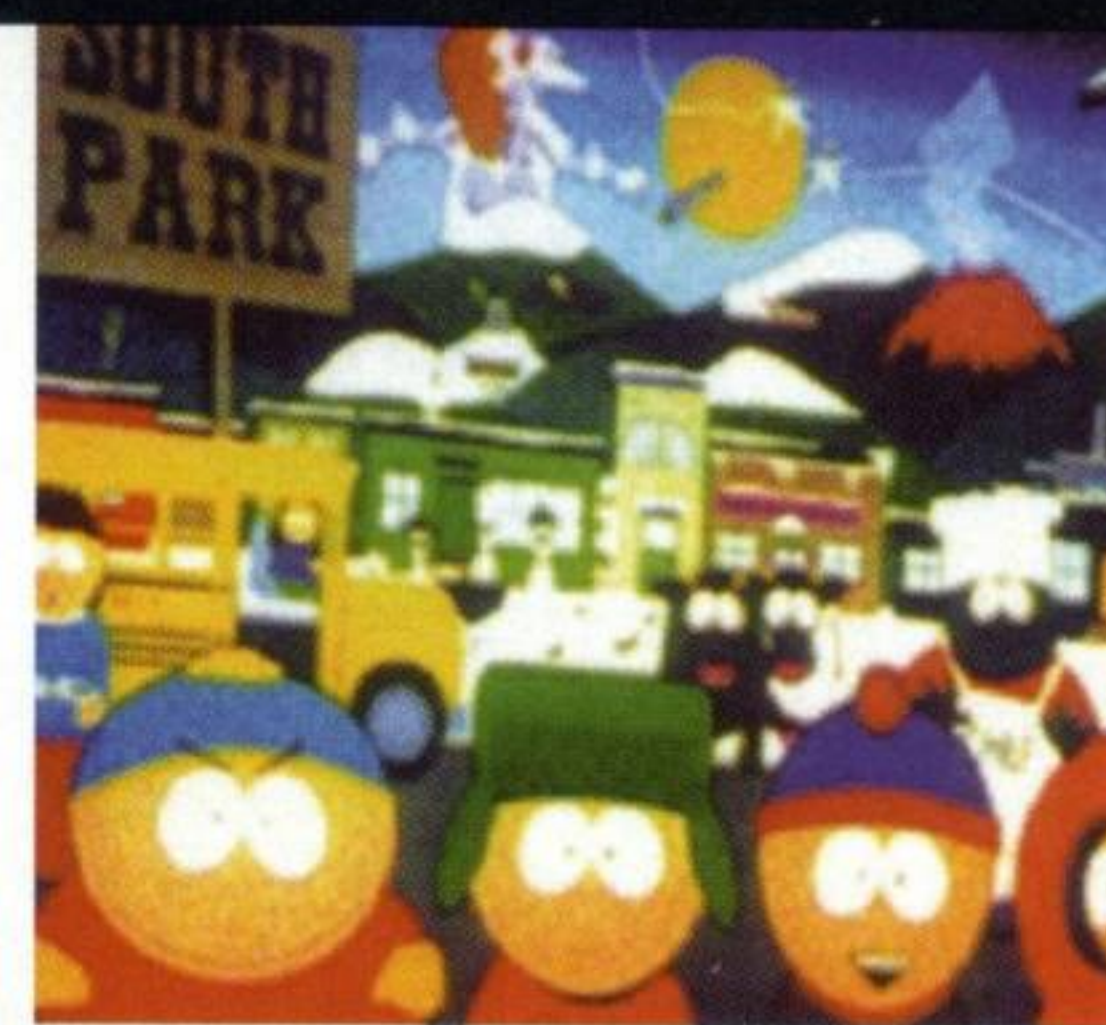
Popeye:



Guaranteed a place in the Hall of Shame. Clunky, incomprehensible, expensive and prone to breakdowns. And Popeye... who cares? Rumour has it containers of the game were instead shipped to Poland to be stripped down for Trabant parts.

South Park:

In a world of stagnant production lines and close downs, Sega Pinball Inc secured the one licence that would make a difference. Easily the most successful (and significantly, the most enjoyable) table of the last three years. Amazing how far you can get with a fart gag isn't it?



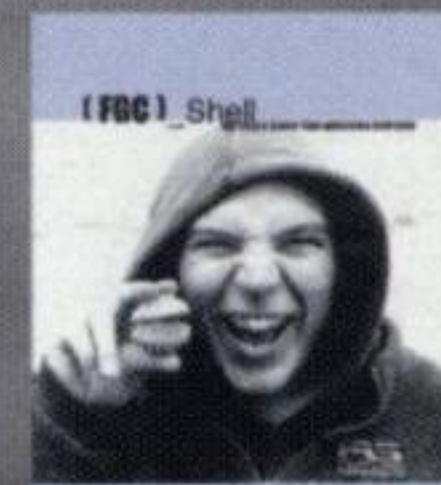
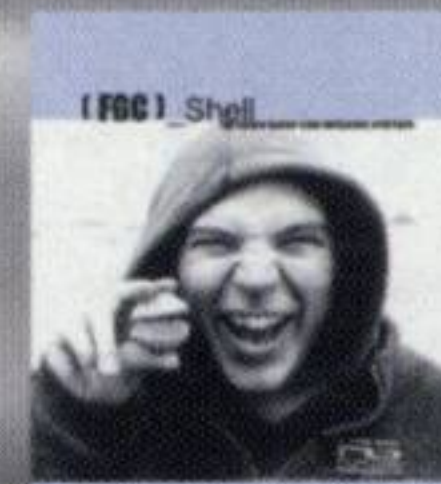
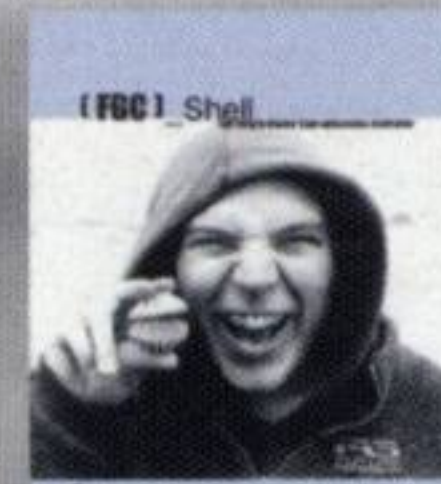
Revenge from Mars:

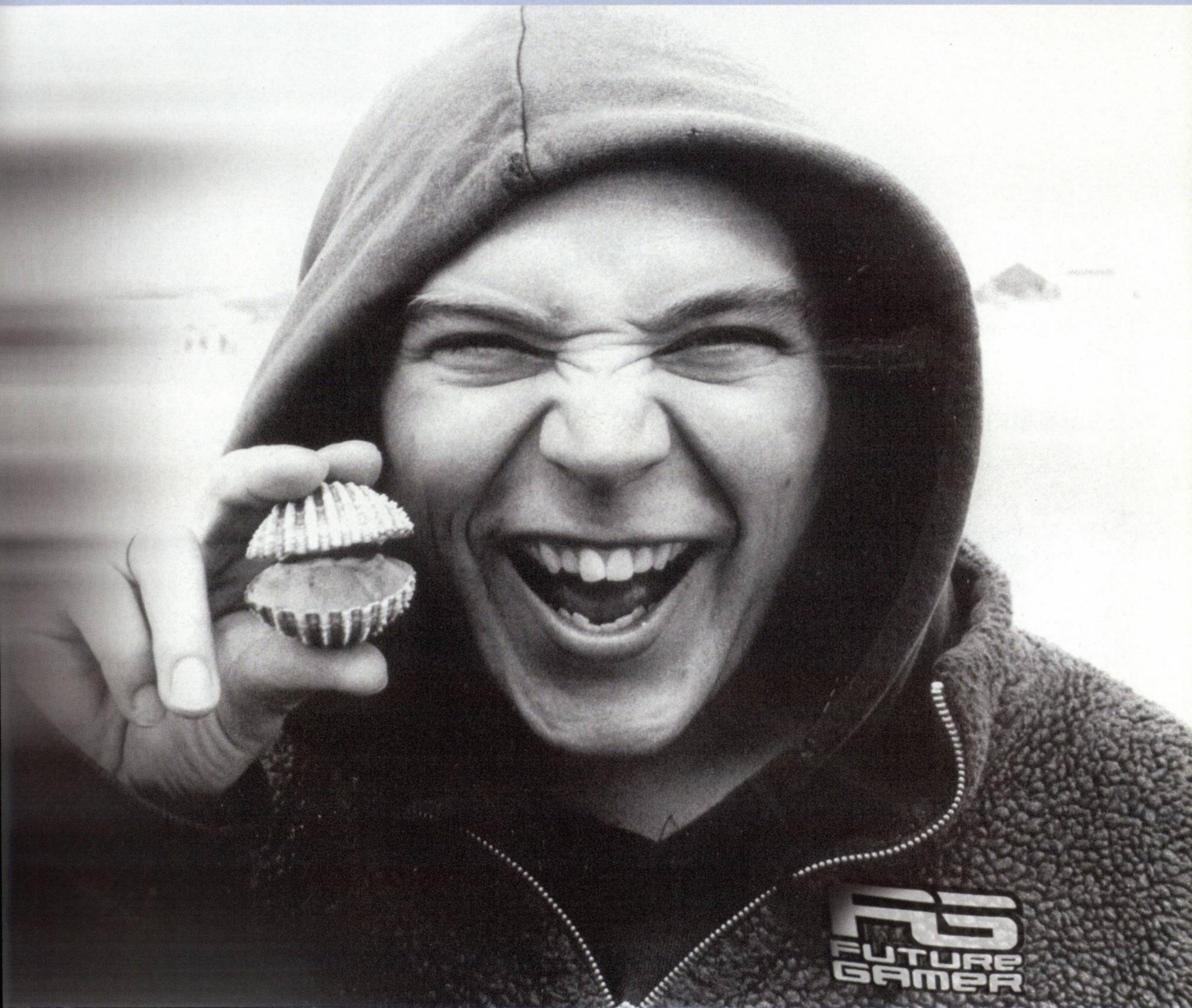


Pinball 2000's first offering had the industry drooling at the interactive, holographic images on the play field. Jaws dropped at the price tag, however. Could WMS have found a stronger theme for the first born of Pinball 2000? No doubt.

[FGC] _ Shell

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

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GAME ON

COMING SOON

With so many games lining up to enter the race for videogame glory it can be difficult to separate the potential front runners from the also rans. Luckily for you *Arcade* knows a thing or two about these things and over the next few pages runs the rule over seven of the most likely contenders.

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Save humanity from a killer virus.



■ Abe's old enemies, the Sligs, make a welcome return – but this time they're tooled up to the eyeballs.



AUTUMN

Format: **PlayStation2** | Developer: **Oddworld Inhabitants** | Publisher: **GT Interactive** | Players: **1** | On sale in UK: **Autumn**

MUNCH'S ODDYSEE

Follow him for the adventure of a lifetime.

A catchphrase can do wonders for a career in the entertainment industry. All the great game show hosts have one – Brucey with his “Nice to see you, to see you nice” malarkey and Larry Grayson’s “Shut that door” stick in the brain like a .22 slug. These two entertainers wouldn’t be the fine upstanding pillars of British TV without their catchphrases.

And it can work for videogame characters as well – you don’t need anything too complicated, keep it simple and you’ll soon have a star on your hands. Look at Abe, all he has to do is utter a

simple “Follow me” and suddenly he’s worshipped the world over.

Munch's Oddysee is the second in the Oddworld quintet and is so far advanced from the games that are on PC and PlayStation that it is something akin to the leap made from *Mario* SNES-style to the plumber’s N64 outing.

The story revolves around the Glukkon queen Margaret, the Gordon Gekko of Oddworld and mother to the late Molluck, the cigar smoking Glukkon that Abe so ably disposed of in his *Oddysee*. Her fiscal empire makes Bill Gates look like a man with not much money at all – she owned RuptureFarms and the SoulStorm Brewery, so she wasn’t best pleased when Abe inspired the Mudokon

uprising in the last Oddworld outings. What will she do? Is she out for revenge? Let’s put it this way, Abe wouldn’t want to be left alone in a room with her.

The Glukkons eco-unfriendly ways haven’t changed. This time it’s a new race, the Gabbits, that are being exploited and are being driven closer and closer to extinction. To the Glukkons the Gabbits are just walking donors, ideal for lung transplants to cure the cancer many of them have from smoking all those cigars.

Enter Munch (first name Latamire) the accidental hero who will lead them away from the jaws of extinction to their freedom. Or least that’s the theory. While Munch is the main character in the game Abe will also put in an appearance in a



■ Landscapes are affected by the passing of seasons.

■ The inhabitants of Oddworld will live their lives independently. But you can mess them up, if you like.



DEVELOPER Q&A

An Odd man speaks

Munch's Oddysee is going to be one of those groundbreaking games that's far too complicated for mere mortals to understand. So *Arcade* had words with Lorne Lanning, President of Oddworld Inhabitants and voice of Abe...

You've managed to reconstruct the lush pre-rendered graphics of Abe in a real time 3D world. Was this important?

Yes, because we are aiming to capture the illusion of life. We want to feel immersed in a world that is rich with life and struggle.

If you're going for a real world simulation, does that mean changing weather, seasons and time of day?

Yes. Land will be fertile if it hasn't been polluted and if the rains are still coming. But if the land has been raped and is barren then the life forms that live there will come into hard times, reproduce less often, etc. The gamer's actions, or lack of them, will influence the state of the landscape and influence the availability of resources and the behaviour of the inhabitants.

The Abe games were very puzzle oriented. How has the gameplay changed in *Munch's Oddysee*?

The world is far more alive, so the basic concept of pre-planned puzzles breaks down. Our puzzles that used to be "conquer this screen and pass these guys to move on," become more like "revitalise the land so that the water levels rise and you can swim up into the pharmaceutical factory and rescue animals." However, every factory is a puzzle in itself.

You've talked previously about simulating character's life cycles and social chemistry models. How does this work and what role does it play?

Social chemistry models are what happens based on the way characters feel and how you interact with them. You may want to empty all the vending machines so the characters that rely on them will get pissed off. This will alter their behaviour in ways you can take advantage of. Character lifecycles are the brains that tell each character what he needs to survive. The characters depend on various things for survival, if they change then this alters the creatures that live on the land.

Okay, last but not least, can Abe still fart?
You know it!

BEST BIT SO FAR

Attack of the munchies

If you enjoyed the feeling of absolute power over the characters that you possessed in the previous Oddworld games, then *Munch's Oddysee* will make you feel like a God. "Gamespeak" has been taken to new levels here and you'll be able to command not just one or two creatures at a time but entire armies of Scrab monsters. You'll also be able to take control of characters lives – and ruin them!



supporting role. It seems Abe and Munch's destinies lie on similar paths and you will have to use both to play the game. Quite what that destiny is, Oddworld Inhabitants isn't revealing at the moment. All that is known is that it involves Abe, Munch and their mums. Fair enough.

The lead characters have vastly different abilities and switching between them is a key part of the game. And although puzzles will still make up part of the game, *Munch's Oddysee* is more adventure and story orientated than the previous outings.

The all-new PlayStation2-only Oddworld is a wonder to behold. Gone is the 2D approach to the proceedings and in its place is a lush 3D world complete with its own ecosystem – weather and seasons change the landscape dramatically. The key thing here is that Oddworld is a "real world" simulation – an attempt to create a living, breathing world. *Munch's Oddysee* isn't just a game it's a nice place to visit as well. This beautifully created world will be home

to many of the creatures first met in Abe's *Oddysee* and *Exodus*. Almost all of them will return – the guard Sligs and their dogs, the Slogs; the spider-like Paramites and the Elum are there for you to ride around on. But these camels aren't the only form of transport you'll find in the game – a number of vehicles are available for you to fly and drive and have a number of functions. Obviously getting from A to B in this massive world is made easier with a flying machine but some vehicles can be used to round up herds of creatures and command them to do your bidding.

According to Oddworld Inhabitants all the creatures will follow lifecycles and will act independently and live out their "lives" in the game. On Oddworld beings are born, grow, yell, debate, and even swindle one another. They can nurture love, trust and forge friendships. They can also have bad sides to their personalities – developing fixations, getting paranoid and even suffering nervous breakdowns. You don't

need guns in *Munch's Oddysee* – there are much better ways of disposing of (or torturing) your enemies. For example why not possess someone, steal their credit card and bleed them dry? But don't leave it at that – give them a nicotine and alcohol habit and kick them out on the street to live the rest of their lives as worthless bums. Nice and sadistic. Without doubt *Munch's Oddysee* is one of the most

ambitious games ever attempted. It is perhaps a sign of things to come on PlayStation2, where simulations of real worlds become the norm. It seems the game's open-ended structure will be its best feature as it clearly has a strong narrative line, although you can play just for the hell of it. One thing is certain: the return of Abe and his flatulence is a welcome thing.



GAME ON

COMING SOON



■ Using only 16 colours on each character helps recreate the manga vibe.



■ In Hana, Kronos is trying for that Hollywood Heroine feel. Or is this an all new Lara? She's looking most chic....

■ (Below) Check out the John Woo-style Mexican stand-off.



BEST BIT SO FAR

Interactive cartoon

The realisation that you're actually playing a cartoon. Even from early code it was evident that *Fear Effect* was something a little bit different, and the way the animation runs in the background help to make it a highly cinematic game experience all round. Lights, camera and, indeed, action.



MAY

Format: **PlayStation** | Developer: **Kronos Entertainment** | Publisher: **Eidos** | Players: **1** | On sale in UK: **May**

FEAR EFFECT

The bitter stench of terror's in the air. That'll be the fear, then.

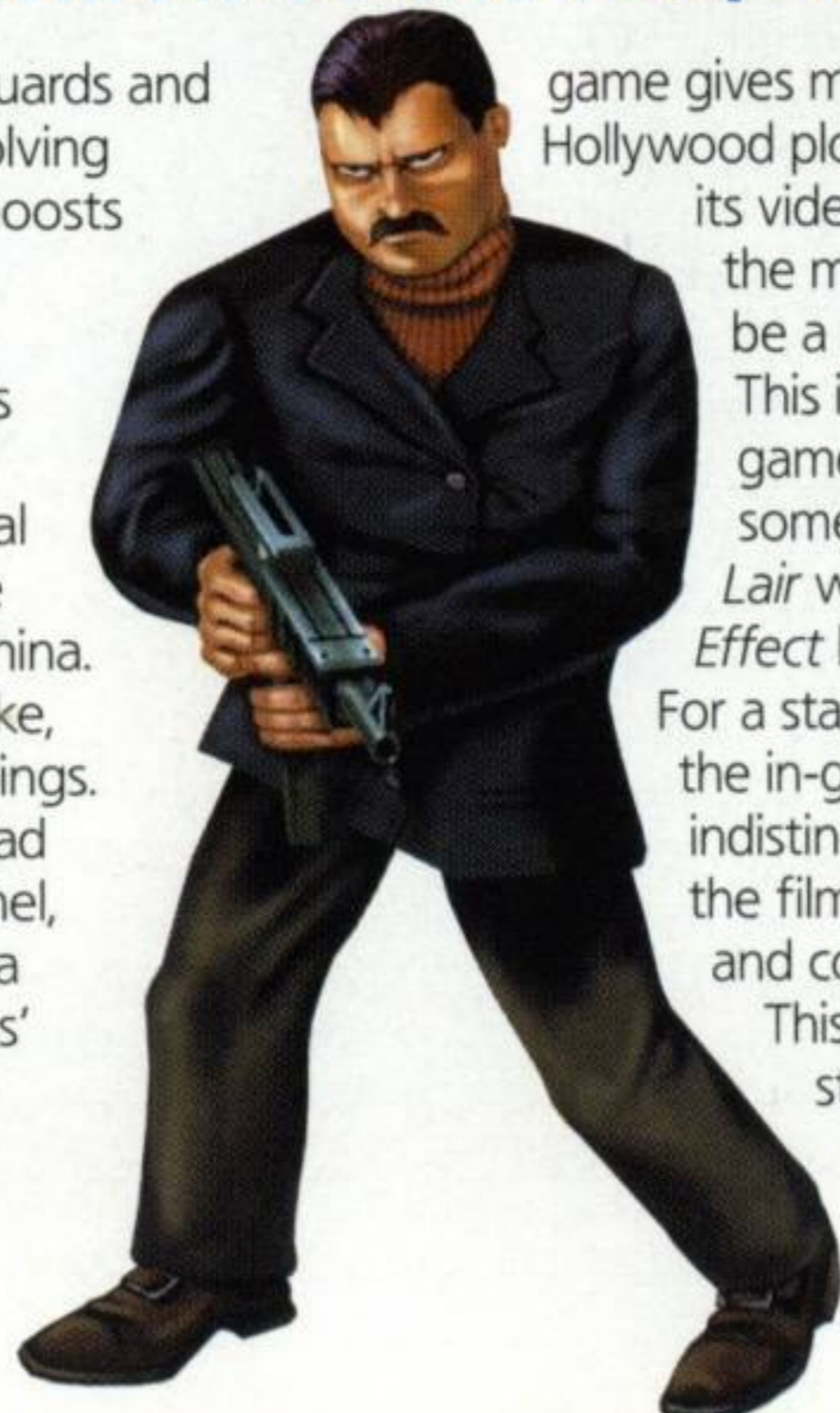
Confidence is a vital quality. If you don't think you can do something, you've got no chance. But if you're the kind of person who oozes self belief then anything is possible, regardless of talent.

While this is, perhaps, an acknowledged truth, there's a new videogame on the way which takes this idea one step further. *Fear Effect* is a spooky occult action horror game with a difference.

There's no health bar, instead you get a Fear Meter, which measures characters' confidence levels. Every time you take a bullet you lose confidence to the point where one more hit means you're fish

food. Sneaking up on the guards and delivering a head shot, or solving a particularly tricky puzzle boosts your confidence levels.

The plot starts off quite simply. A trio of mercenaries are hired to search for Wee Ming, the daughter of a local businessman who has gone AWOL in a dodgy part of China. Said trio, Hana, Glas and Deke, begin to uncover strange things. Wee Ming's old man is a Triad boss, she turns up in a brothel, a bunch of zombies are on a jungle march and our heroes' path leads to Hell. All very cinematic to be sure. The



game gives more than a nod to classic Hollywood plot lines as well as nailing its videogame credentials to the mast by threatening to be a playable *Dragon's Lair*. This immediately marks the game out as potentially something special. *Dragon's Lair* was a cartoon, and *Fear Effect* has the same anime feel.

For a start the cut scenes and the in-game play are virtually indistinguishable. You watch the film running, then leap in and control the same character.

This works by constantly streaming backgrounds off the CD. The result,

although it ships on five discs is impressive. Flickering shadows around candles, cars that move in the background and a world of water effects all add to the suspense.

If you find yourself hiding behind the curtains playing *Resident Evil 3*, then this game may well be up your dark, dingy and be-cobwebbed alley.



■ Although the majority of the foes you meet are terrorists, there are plenty of common or garden thugs to mow down too. They even respawn, so you need to watch your back.

■ Enemies clutch at whichever part of their anatomy you choose to shoot at.



■ The train-top sequence has clearly been influenced by *GoldenEye*.

■ Some of the scripted set pieces look like rivalling those found in *Half-Life*.



BEST BIT SO FAR

Toilet trading

In a scene reminiscent of the ludicrous but highly enjoyable toilet shootout in *True Lies*, one of the early levels in *Soldier of Fortune* features a bathroom packed with armed hoodlums. Using the urinals as cover (until they're destroyed), breaking down cubicle doors, and pockmarking the enamel with machine gun fire, you have to flush the human waste out before proceeding on your merry way. Good stuff.



MARCH

Format: **PC** | Developer: **Raven** | Publisher: **Activision** | Players: **1-32** | On sale in UK: **March**

SOLDIER OF FORTUNE

Mercenary killer steps up to take on *Quake 3* and *Unreal Tournament*.

Should the battle between *Unreal Tournament* and *Quake 3 Arena* result in any casualties, Raven's forthcoming *Soldier Of Fortune* may well be one. In these multi-player obsessed times, this ostensibly by-the-numbers narrative-driven first-person shooter has been developed with little fanfare – yet the joke could well turn out to be on the very people squabbling over the relative merits of Epic and id's deathmatch-skewed games.

A magazine tie-in (it's loosely based on the pro-gun US monthly), *Soldier Of Fortune* promises few innovations, yet

looks sure to provide some solid single-player action that has been in short supply since the final level of the criminally short *Half-Life: Opposing Force*.

As the title suggests, you inhabit the body of a mercenary killer, travelling the world's political hotspots to wipe out terrorists, secure yourself a hefty pay packet and generally cause carnage among the criminal underbelly of Asia and South America. So far, so-so. Yet this being a game by industry stalwart Raven (*Hexen 2*, *Heretic 2*, *Star Trek Voyager: Elite Force*), there are a few surprises in store.

Of paramount importance is the technology they are dealing with. The mature (but still worthy) *Quake 2* engine provides the backbone for the game,

although Raven has been busy butchering it for its own means. A new animation system is the result – a sophisticated feature that not only ensures that movements look spookily realistic, but offers an unprecedented 26 separate body zones. These areas enable incredibly specific targeting (and subsequent maiming) of your enemies, from hilarity-ensuing foot and hand shots, to genuinely cringeworthy groin wounds and chest implosions. This is a level of detail that culminates in your being able to shoot the sunglasses and, more usefully, the weapons from hapless foes, as well as opening the door to some of the most flesh-tearingly gratuitous effects ever seen in a game. *Kingpin* may have shocked the weaker-

hearted with its ghastly flame-thrower effect and juvenile approach to cussing, but *Soldier Of Fortune* promises to spur tabloid headline writers into a frenzy of moral crusading. Indeed, with all the entrails flying, it's easy to miss many of the game's more impressive subtleties. The *Quake 2* engine has been whipped into producing admirable outdoor locations – most notably a superb *GoldenEye*-inspired train sequence – while a cunning piece of coding has resulted in the new-found ability to lean surreptitiously around corners. Again, probably lifted from Rare's groundbreaking 007 title.

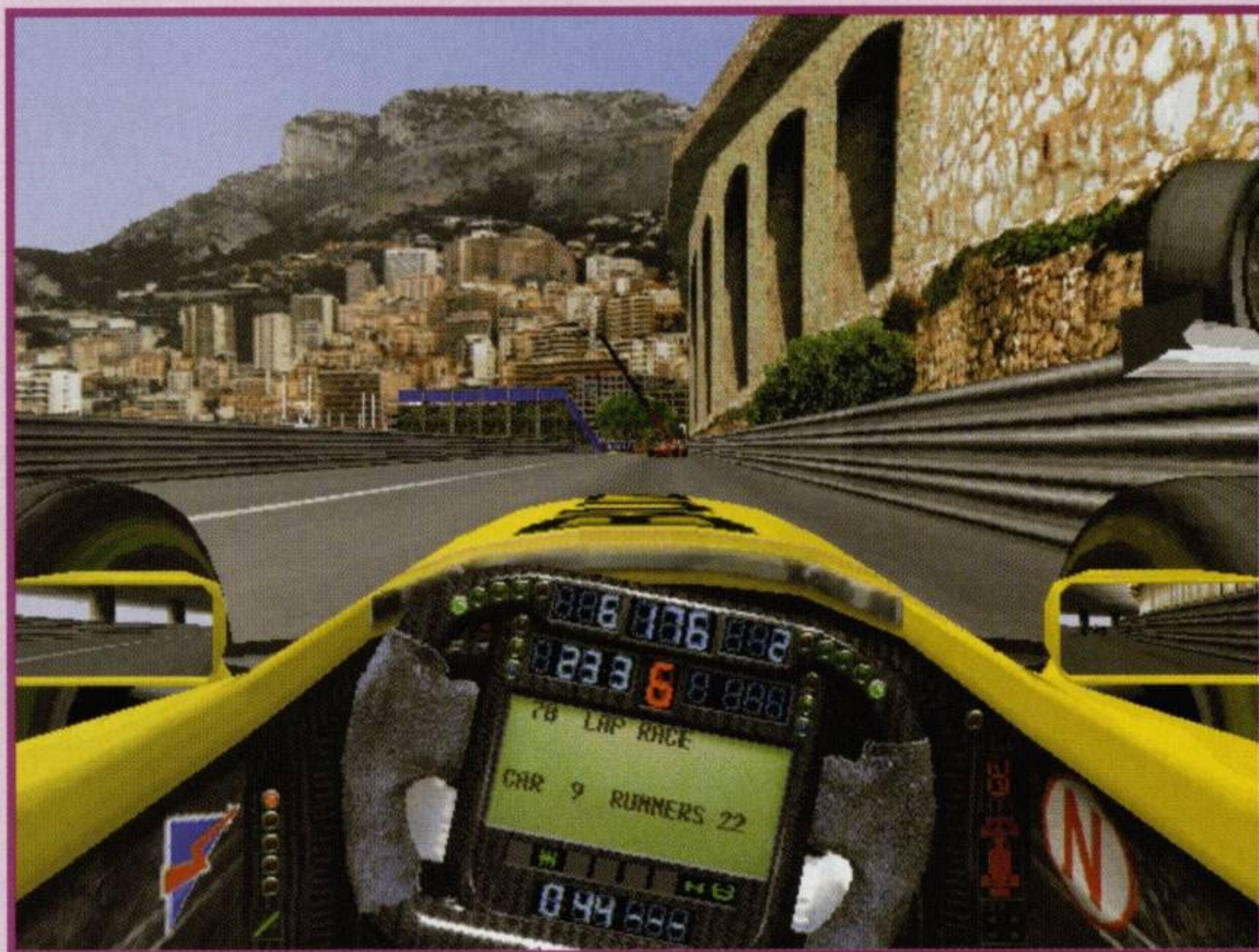
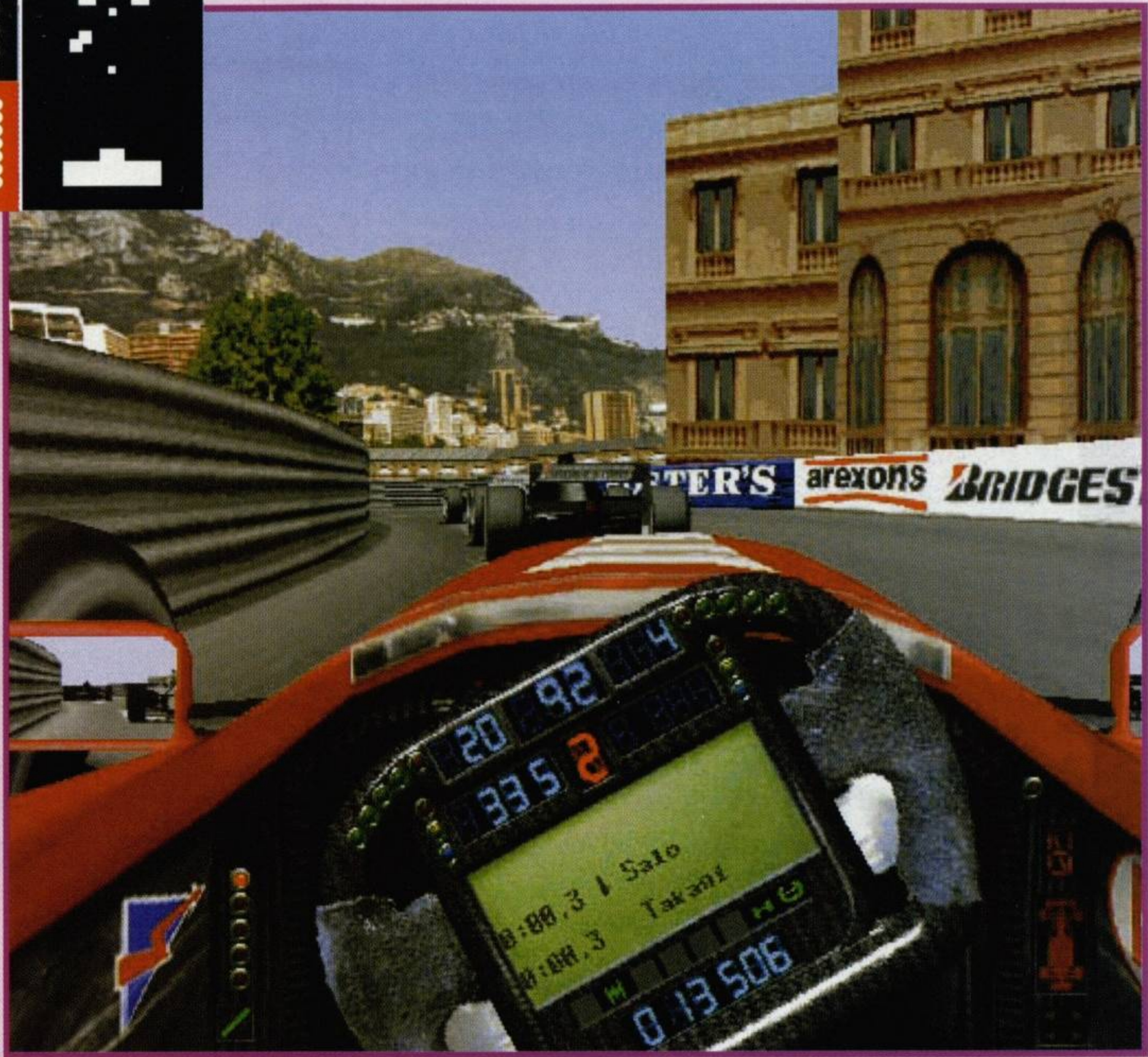
In the light of both *Unreal Tournament* and *Quake 3 Arena*, the pull of the deathmatch option will likely fade, just as it did for *Half-Life*, *Sin* and *Kingpin*. However, there may just be enough tricks up Raven's blood-soaked sleeves to ensure that *Soldier Of Fortune* is more than the gory also-ran many are writing it off as. Next month, you'll know for sure. **A**

GAME ON

COMING SOON



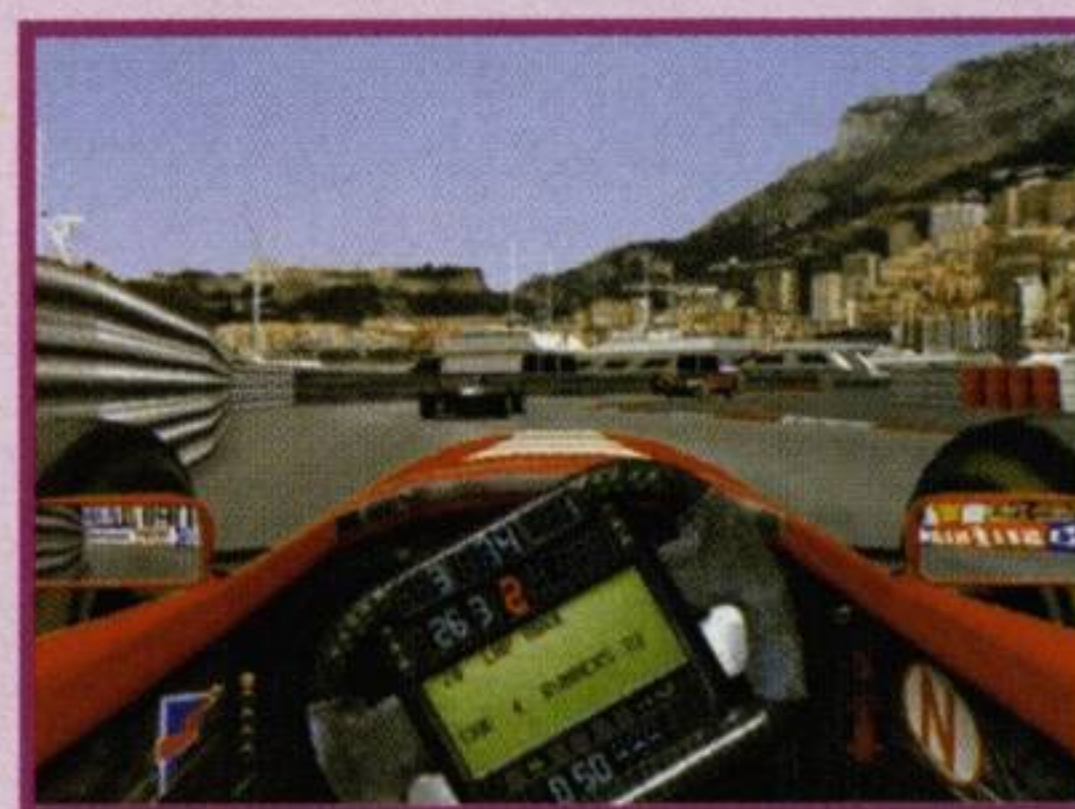
■ Although currently only running in software, *Grand Prix 3* still looks as impressive as any of its rivals.



■ Monaco is the only track yet revealed.



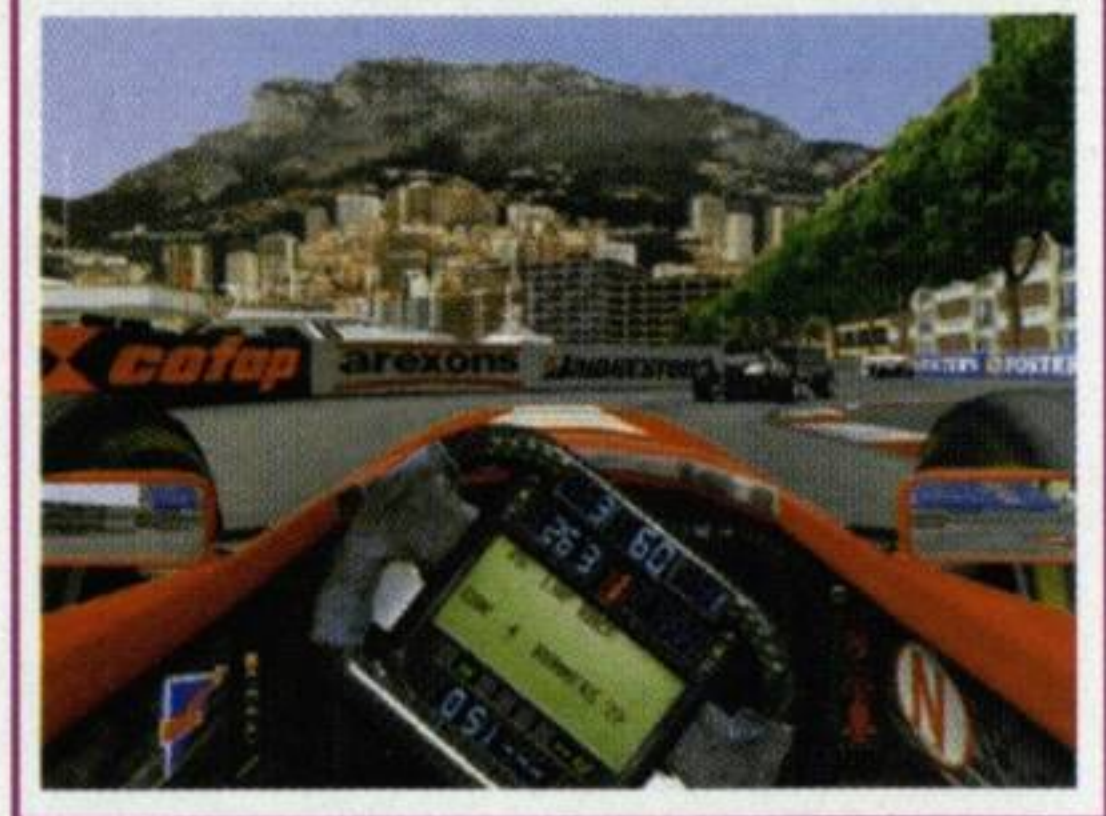
■ The season data may be two years old, but the rest is cutting edge.



BEST BIT SO FAR

Wheely good

It's comforting to see that the steering wheels have received just as much care as any other aspect of the game. Each of the car interiors have been modelled accurately from photographs, and as corners are taken, the wheels turn and vibrate dramatically with the subtleties of the track. It's a small point, but with meticulous details such as these being dealt with, it gives you confidence in the rest of the game.



SUMMER 2000

Format: **PC** | Developer: **Geoff Crammond** | Publisher: **Hasbro** | Players: **1bc** | On sale in UK: **Summer**

GRAND PRIX 3

Pole position for lone developer.

Generally it's accepted that the halcyon days when a programmer holed up in his or her bedroom could produce a hit game are now over.

Try telling that to veteran coder **Geoff Crammond**, who has only now, on his third Formula One simulation, relinquished a little responsibility to a select team of **MicroProse** developers.

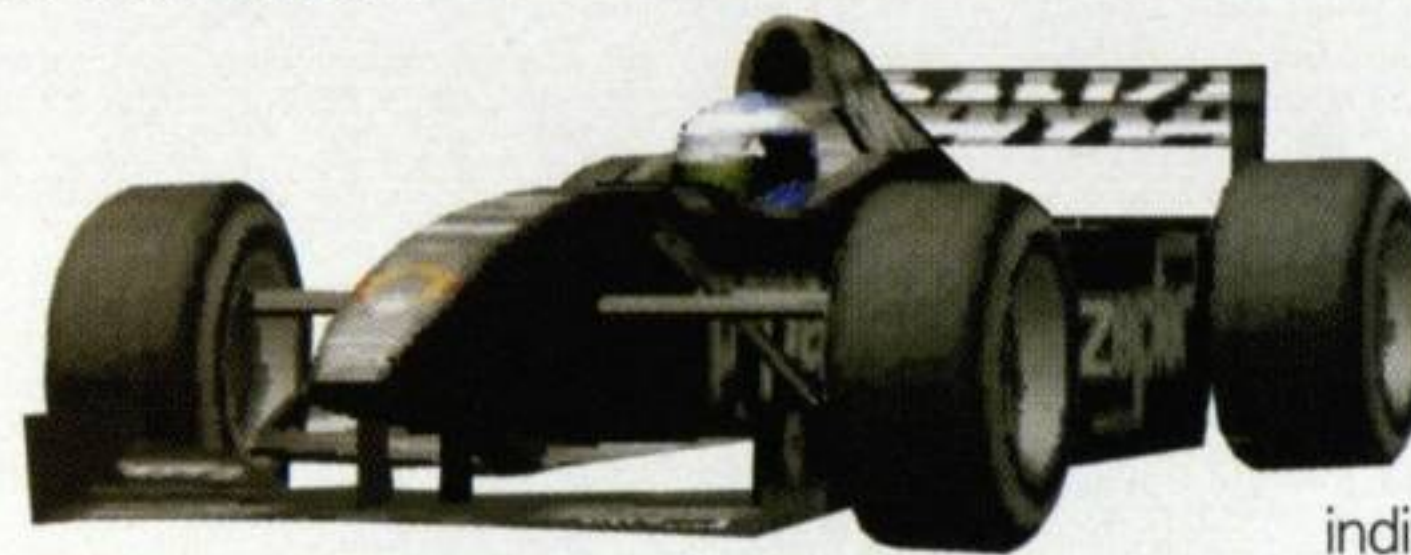
Of course it's still Crammond's game, and as such is worth suffering the constantly slipping release dates – yet the veil of secrecy surrounding the title remains.

As previous *Grand Prix* offerings have shown, Crammond is the Don when it

comes to Formula One games, and many still believe the four year old *F1 GP2* to be the finest motor sport sim ever made. *Arcade* isn't arguing either, for although the visuals have dated, it's in the details where Crammond's games have always shone.

Grand Prix 3 is set to continue the anal attention to detail that fans of the series have come to expect, although without doubt the game also looks to be the most appealing title on the market for newbie racers in terms of quick start options and arcade-style controls.

Although it's based on the 1998 season data (and as such is less up to date than most of its rivals), Crammond promises regular instalments in the series once this long-awaited effort



is finally finished.

A new game engine powers proceedings and – from the only public showing ever – appears to be doing very well, despite only running in software mode at the time (hardware acceleration is currently being implemented). Indeed, the tracks, level of distance detail and cars themselves all look fantastic. Yet it's the sheer depth of the simulation that has the aficionados drooling. The handling, the physics of the car movements (including full tumbling during crashes), and AI have received enormous work, while the amount of setup options are mind-blowing. Split into basic and advanced, these options

encompass such imperatives as tyres, suspension, wings, brakes, tactics, and telemetry data. A variety of weather effects are also included in the game, and Crammond promises that every individual puddle or gust of wind will affect the relative performance of your car.

Despite the four year gap between games, and the significant changes in PC technology that have occurred, Crammond doesn't appear to have betrayed his roots. The proliferation of steering wheels hasn't gone unnoticed, although he claims *Grand Prix 3* will be as user friendly towards keyboard-oriented drivers as his previous games managed to be.

Just as before, he's shunning pre-game publicity too, so until the perfectionist creator has completed his masterpiece you can expect little more in the way of information. Here's hoping the release date doesn't shift any further.



■ *Evolva* is extremely gory in a *Starship Troopers* way.

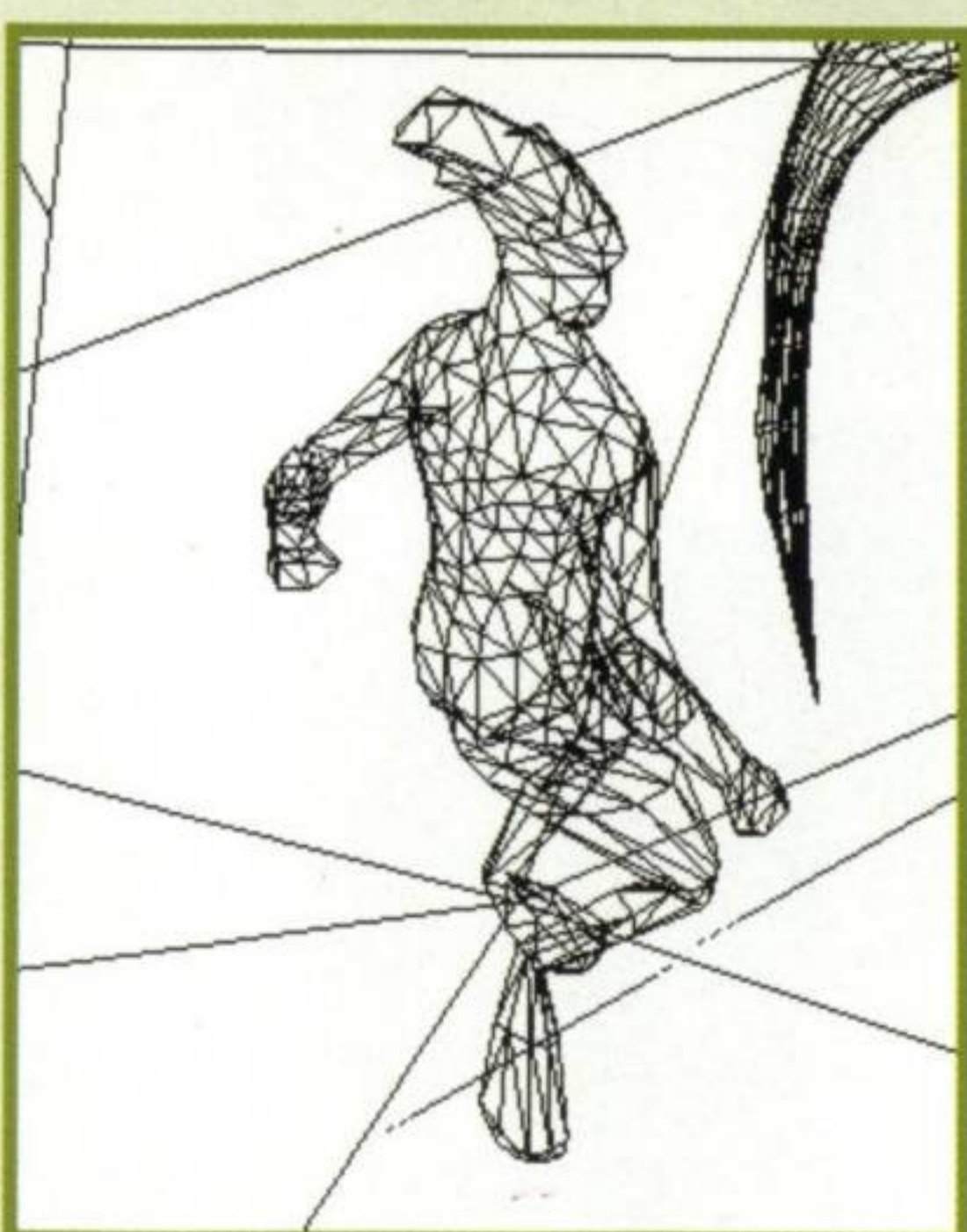
■ The screens along the baseline show the view and status of the other three Genohunters.



■ Some of the *Evolva* models have 7-8,000 polygons, meaning they can appear beautifully rounded.



■ Remember—destroy the eggs or it's curtains for your homeland. Yikes.



MARCH 2000

Format: PC | Developer: Computer Artworks | Publisher: Virgin | Players: 1 | On sale in UK: March

EVOLVA

Time to jigger around with the very building blocks of life.

The party line at present seems to be that developers are finding it hard to put a new spin on their games or come up with any fresh ideas.

Evolva is poised to blow that thinking out of the water with a recipe of constant choice, change and a real feeling that you play a part in both the look and feel of the title you are playing.

A squad-based game, *Evolva* sees you take control of Genohunters – fearsome looking characters that are able to absorb the DNA of their prey and choose to evolve enhancements and natural weapons from them. If you get to a point where some

extra height would be useful, kill a creature that you have observed has advanced jumping abilities and ruthlessly suck up its genetic code.

When you choose to activate that strand of DNA – it doesn't happen automatically once you consume an enemy – the Genohunter will morph and acquire stronger legs. Just to add to the complexity, stored DNA can be activated together – flame breath plus projectile mucus equals thoroughly disgusting napalm snot rockets – and thanks to the variety of qualities you can accrue and good old exponentials, there are potentially more than one billion different adaptations on offer.

You assume the role of an orbiting commander, switching control between

Genohunters while the others can either be given specific real-time strategy-style commands, or assume sensible routines using advanced artificial intelligence that matches behaviour to environment and situation. The views of the other characters appear in small baseline windows, so it's easy to see if your control is required for any particular one at any given time.

Missions are set in four continents of a planet that is being attacked by a giant parasitic egg, which is spreading tentacles, draining resources and setting down free-roaming agents to protect the baby eggs that will soon be hurled through space to find other worlds.

Evolva's ability to give every player a unique ride and the additional tactical

BEST BIT SO FAR

Give in to your anger

The AI of your Genohunters and enemy organisms is stunningly advanced and will have you sold in no time. It's so good that things like anger and fear can affect behaviour. A lone enemy's fear level will increase far more than if he were in a group, which may send him either into cowardly retreat or desperate attack, depending upon his individual emotional flags. Every creature type has a different line of sight and hearing range, which also significantly affect response. The non-player characters also have memory of a sort, and may return your position in greater numbers. Scary.



depth and the hours of gameplay pondering that gene splicing lends to the title will make it a genuinely weird but thoroughly exciting experience. No question whatsoever – Darwin would be brimming over with excitement.



GAME ON

COMING SOON



■ Once again, targeting and destroying scenery can be an effective way to scupper tailing cars.



■ The Scramble courses are basically drag strips suspended in mid air.



APRIL

Format: **PlayStation PC** | Developer: **ATD** | Publisher: **Psygnosis**
 Players: **1-2** | On sale in UK: **April**

ROLLCAGE STAGE 2

Futuristic racing is back on track.

Rollcage and Wipeout have been compared in the past, but while the Psygnosis title has gone from strength to strength, a sequel to Rollcage has yet to appear.

All that is set to change, as Rollcage Stage 2 is due for release in April. Criticism of the original centred around the fact that once you crashed, getting back on track was a nightmare. Stage 2 has toned the spinning down, but there are still plenty of wipeouts to be had.

The game features all-new tracks, but if you played the original the settings will be for the most part familiar, including all

BEST BIT SO FAR


One-on-one action

The new Combat game mode will considerably extend the playing life of Stage 2. There are a number of deathmatch arenas for two players to compete in and the stipulations for ultimate victory can be customised, either as a predefined number of kill-points, or as a time limit. This makes for a refreshing break from all-out racing and gives you the opportunity to hone your weapon skills. Great fun.



of the old league locations, such as the Outworld tracks of Mars. The range of power-ups has increased from seven to 12, with new weapons like a machine gun, a timed blastwave that radiates out in all directions and a repulse ring that pings your opponents into the wall. All weapons now have staggered levels of effect, so the more you hit, the more powerful – and visually striking – they become.

New game modes include Scramble, in which you drag race along mid-air strips, and Combat, a two-player deathmatch.

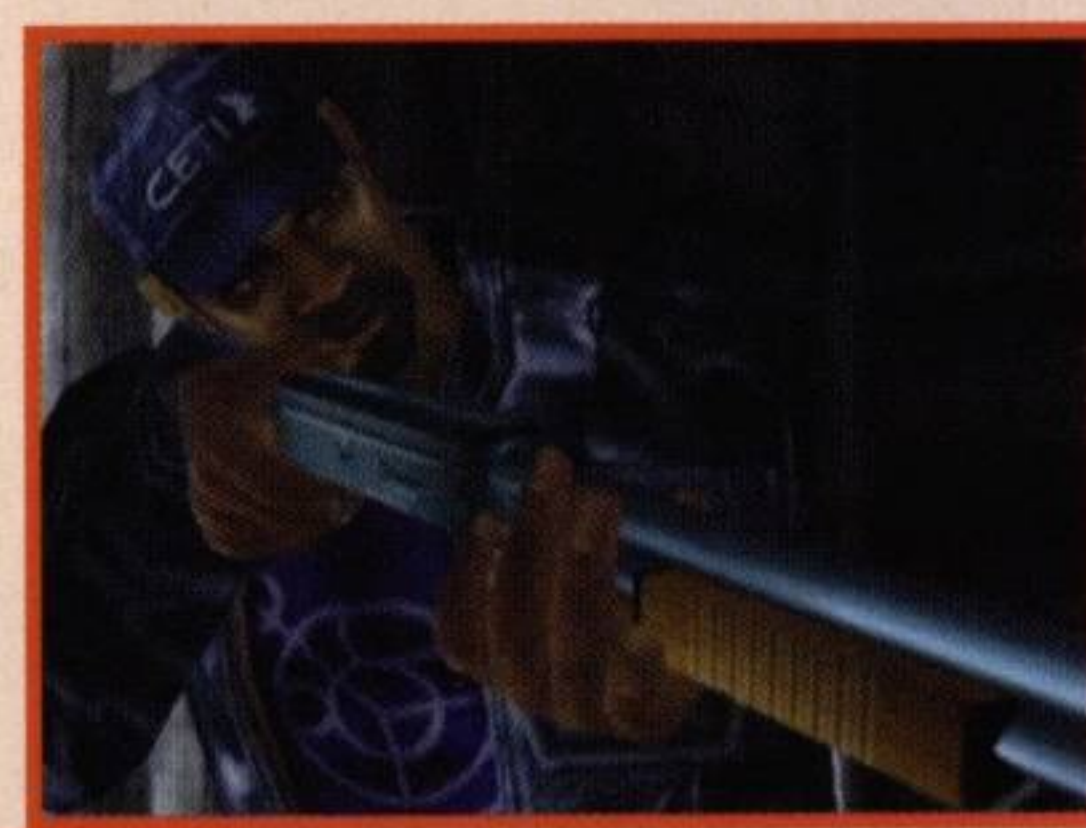
The new tracks, weapons and game modes should ensure that Rollcage Stage 2 makes the step towards forging a successful series. 



■ Open wide and say "arrgh!". The monsters have a unique way of passing the virus.



■ (Right) Chances to shoot crop up as you explore.



TBA

Format: **Dreamcast** | Developer: **Warp** | Publisher: **TBA** | Players: **1-2** |
 On sale in UK: **TBA**

D2

Woman is the warmest place to hide.

D2 certainly boasts a dramatic start. You play Laura – an innocent bystander in an intergalactic invasion. Terrorists seize the plane you are on, then a meteorite hits a wing and the jet crashes into the Canada wilderness.

The meteorite was carrying some sort of alien virus that possesses its victims by turning them into bloodthirsty vegetable zombie-type creatures. Their objective in life? To assimilate the entire human race.

D2 isn't a simple Resident Evil rip off, though. It combines elements from RPGs, adventure games and even Virtua Cop-style

BEST BIT SO FAR


Scary monsters

While the design of the monsters in D2 owes a lot to John Carpenter's film *The Thing*, they are perhaps some of the most disgusting, and perverse creatures ever seen in a videogame. A strange hybrid of flesh and plant life, these things are even scarier when they move – just watch out for the tentacles...



shooting games. But at its heart is an engrossing story and a lot of exploration.

A lot of work has gone into generating the feeling and behaviour of snow – apparently the setting was chosen because the colour reflects the tragic theme of the story. There are plenty of lovely effects: footprints, snow blowing around in gusts of wind. If only this much work had gone into Laura's outfit, as the poor thing must be freezing in her little mini skirt.

The game is an ambitious attempt to combine several genres to produce a flowing, cinematic title, and getting the balance between the genres right will be vital. Plants haven't been this scary since *The Day Of The Triffids*. 

RELEASE SCHEDULE

Arcade's answer to the nightly weather forecast, but focusing on games. Clever, eh?

FEBRUARY

| | | | |
|-----|-------------------------|------------|-----|
| 4th | Fear Factor | Eidos | PSX |
| 4th | Gran Turismo 2 | SCEE | PSX |
| 4th | Eagle 1: Harrier Attack | Infogrames | PSX |
| 4th | Missile Command | Midway | PSX |
| 4th | Toy Story 2 | Activision | PSX |
| 4th | X-Men | Activision | PSX |
| 4th | Resident Evil 2 | Virgin | DC |
| 4th | Delta Force 2 | Nova Logic | PC |
| 4th | X-Men | Activision | N64 |
| 4th | Supercross 2000 | EA | N64 |

| | | | |
|------|-----------------------------|---------|-----|
| 11th | ICC Cricket | EA | PSX |
| 11th | Dune 2000 | EA | PSX |
| 11th | Formula One | Eidos | PSX |
| 11th | South Park Rally | Acclaim | PSX |
| 11th | Starship Troopers | TBA | PC |
| 11th | Off Road | TBA | PC |
| 11th | International Track & Field | Konami | CGB |
| 11th | 40 Winks | GT | N64 |
| 11th | Gex 3: Deep Cover Gecko | Crave | N64 |

| | | | |
|------|-------------------------------|------------|-----|
| 18th | Alien Resurrection | Activision | PSX |
| 18th | ISS Pro: Evolution | Konami | PSX |
| 18th | Resident Evil 3: Nemesis | Eidos | PSX |
| 18th | Fear Effect | Eidos | PSX |
| 18th | International Track & Field 2 | Konami | PSX |
| 18th | Nightmare Creatures 2 | Activision | PSX |
| 18th | Die Hard Trilogy 2 | Pinnacle | PSX |
| 18th | Marvel Vs Capcom | Virgin | PSX |
| 18th | Urban Chaos | Eidos | PSX |
| 18th | Crazy Taxi | Sega | DC |
| 18th | Sega Bass Fishing | Sega | DC |
| 18th | Slave Zero | Infogrames | DC |
| 18th | Street Fighter Alpha 3 | Virgin | DC |
| 18th | Take That Bullet | Sega | DC |
| 18th | Zombie Revenge | Sega | DC |
| 18th | Alien Resurrection | Activision | PC |
| 18th | F1 World Grand Prix | Eidos | PC |
| 18th | Final Fantasy 8 | Eidos | PC |
| 18th | Max Payne | Eidos | PC |
| 18th | The Sims | EA | PC |
| 18th | Slave Zero | EA | PC |
| 18th | Shogun: Total War | EA | PC |
| 18th | Carmageddon 3 | SCI | PC |
| 18th | DaiKatana | Eidos | PC |
| 18th | Soldier Of Fortune | Activision | PC |
| 18th | Giants | Interplay | PC |
| 18th | Dragon Warrior Monsters | Eidos | CGB |
| 18th | Smurfs | TBA | CGB |
| 18th | Nuclear Strike 64 | THQ | N64 |
| 18th | South Park Rally | Acclaim | N64 |

| | | | |
|------|---------------------------------|------------|-----|
| 25th | Road Rash: Unchained | THQ | PSX |
| 25th | Saboteur | Eidos | PSX |
| 25th | Earthworm Jim 3D | Virgin | PSX |
| 25th | Player Manager 2000 | Anco | PSX |
| 25th | Evolution | Ubi Soft | DC |
| 25th | Soul Reaver: Legacy Of Kain | Eidos | DC |
| 25th | Red Dog | Sega | DC |
| 25th | Demolition Racer | Infogrames | PC |
| 25th | Diablo 2 | TBA | PC |
| 25th | Lord of the Realm | TBA | PC |
| 25th | Player Manager 2000 | Anco | PC |
| 25th | Ultima Ascension | TBA | PC |
| 25th | Ultimate Soccer Manager 2000 | Empire | PC |
| 25th | Army Men | 3DO | CGB |
| 25th | Billy Bob's Huntin' 'n' Fishin' | TBA | CGB |

| | | | |
|------|---------------------------|--------|-----|
| 25th | Rampage Universal Tour | Midway | CGB |
| 25th | Ready 2 Rumble Boxing | Midway | CGB |
| 25th | Vegas Games | 3DO | CGB |
| 25th | Army Men - Sarge's Heroes | 3DO | N64 |
| 25th | Paperboy 3D | Midway | N64 |
| 25th | Top Gear Rally 2 | Midway | N64 |

| | | | |
|-----|----------------------------|------------|-----|
| TBA | Mortal Combat Trilogy | Midway | PSX |
| TBA | Rayman 2 | Ubi Soft | PSX |
| TBA | NBA Showtime | TBA | PSX |
| TBA | Metropolis Street Racer | Sega | DC |
| TBA | Dark Reign 2 | Activision | PC |
| TBA | Half-Life: Team Fortress 2 | Sierra | PC |
| TBA | Hostile Waters | Rage | PC |
| TBA | Age of Wonders | GT | PC |
| TBA | Obi-Wan Kenobi | Activision | PC |
| TBA | Septerra Core: Legacy | TBA | PC |
| TBA | Sheep | Empire | PC |
| TBA | Star Trek - Armada | Activision | PC |
| TBA | Star Trek - First Contact | Activision | PC |
| TBA | Star Trek - Insurrection | Activision | PC |
| TBA | Star Trek Voyager | Activision | PC |
| TBA | Freelancer | Activision | PC |
| TBA | Disciples: Sacred Lands | TBA | PC |
| TBA | Duke Nukem 4ever | GT | PC |
| TBA | Mercedes Truck | TBA | PC |
| TBA | Splinter | TBA | PC |
| TBA | Loose Cannon | TBA | PC |
| TBA | Midnight GT | TBA | PC |
| TBA | Pokémon Pinball | Nintendo | CGB |
| TBA | Mario Party 2 | Nintendo | N64 |
| TBA | Loony Tunes Space Race | Infogrames | N64 |

MARCH

| | | | |
|-----|-----------------------------|-----------------|-----|
| 3rd | Midnight In Vegas | TBA | PSX |
| 3rd | Teletubbies | BBC Interactive | PSX |
| 3rd | UEFA Champions League 2000 | Eidos | PSX |
| 3rd | World Cup Rugby | TBA | PC |
| 3rd | Conquest: Frontier Wars | TBA | PC |
| 3rd | BattleTanx | 3DO | CGB |
| 3rd | BattleTanx - Global Assault | 3DO | N64 |

| | | | |
|------|--------------------------|-------------|-----|
| 10th | Snooker | Codemasters | PSX |
| 10th | Tomb Raider 3: Platinum | Eidos | PSX |
| 10th | Dragon's Blood | TBA | DC |
| 10th | MDK 2 | Interplay | DC |
| 10th | Demolition Racer | Infogrames | PC |
| 10th | Messiah | Interplay | PC |
| 10th | Snooker | Codemasters | PC |
| 10th | Tomb Raider 3: Premier | Eidos | PC |
| 10th | Magical Tetris Challenge | Disney | CGB |
| 10th | Mario Artist and Camera | Nintendo | N64 |
| 10th | Perfect Dark | Nintendo | N64 |
| 10th | Ridge Racer 64 | Namco | N64 |

| | | | |
|------|----------------------------|------------|-----|
| 17th | Spider-Man | Activision | PSX |
| 17th | Crusaders of Light & Magic | 3DO | PSX |
| 17th | Beatmania European Edition | Konami | PSX |
| 17th | Episode 1 - Racer | Activision | DC |
| 17th | Army Men - Air Tactics | 3DO | PC |
| 17th | Crusaders of Light & Magic | 3DO | PC |
| 17th | Thief 2 | Eidos | PC |
| 17th | UEFA Champions League 2000 | Eidos | PC |
| 17th | Tomb Raider | Eidos | CGB |
| 17th | Spider-Man | Activision | N64 |
| 17th | Top Gear Hyperbike | Midway | N64 |
| 17th | Hydro Thunder | Midway | N64 |

| | | | |
|------|-----------------------|-------------|-----|
| 24th | Jimmy White's Cueball | Virgin | PSX |
| 24th | Prince Naseem Boxing | Codemasters | PSX |
| 24th | Plasma Sword | Virgin | DC |
| 24th | Resident Evil 2 | Virgin | DC |
| 24th | Roadsters | Titus | DC |
| 24th | Casper | TBA | CGB |
| 24th | Cyber Tiger | EA | N64 |

| | | | |
|------|-----------------------------|----------|-----|
| 31st | Army Men - Sarge's Heroes | 3DO | PSX |
| 31st | BattleTanx - Global Assault | 3DO | PSX |
| 31st | Caesar's Palace | 3DO | PSX |
| 31st | Caesar's Palace | 3DO | DC |
| 31st | Caesar's Palace | 3DO | PC |
| 31st | Pokémon Stadium | Nintendo | N64 |

| | | | |
|-----|-------------------------|------------|-----|
| TBA | Incoming Forces | Rage | PC |
| TBA | Vampire: The Masquerade | Activision | PC |
| TBA | Babylon 5 | Sierra | PC |
| TBA | Pokémon Snap | Nintendo | N64 |

APRIL

| | | | |
|------|-------------------------|-----|-----|
| 14th | Baldur's Gate | 3DO | PSX |
| 14th | McGrath Supercross 2000 | THQ | PSX |
| 14th | WWF: Smackdown | THQ | PSX |
| 14th | McGrath Supercross 2000 | THQ | CGB |
| 14th | McGrath Supercross 2000 | THQ | N64 |

| | | | |
|------|--------------------------------|--------|----|
| 21st | Resident Evil 3: Code Veronica | Capcom | DC |
|------|--------------------------------|--------|----|

| | | | |
|-----|-------------------------|------------|-----|
| TBA | Hydro Thunder | Midway | PSX |
| TBA | Legoland | Lego Media | PC |
| TBA | Pokémon Design Factory | Nintendo | PC |
| TBA | Hydro Thunder | Midway | PC |
| TBA | Bugs Bunny Crazy Castle | Infogrames | CGB |
| TBA | Top Gear Rally 2 | Midway | CGB |
| TBA | Conkers Quest | Nintendo | N64 |
| TBA | DaiKatana | Eidos | N64 |
| TBA | Excite Bike | Nintendo | N64 |
| TBA | Perfect Dark | Nintendo | N64 |

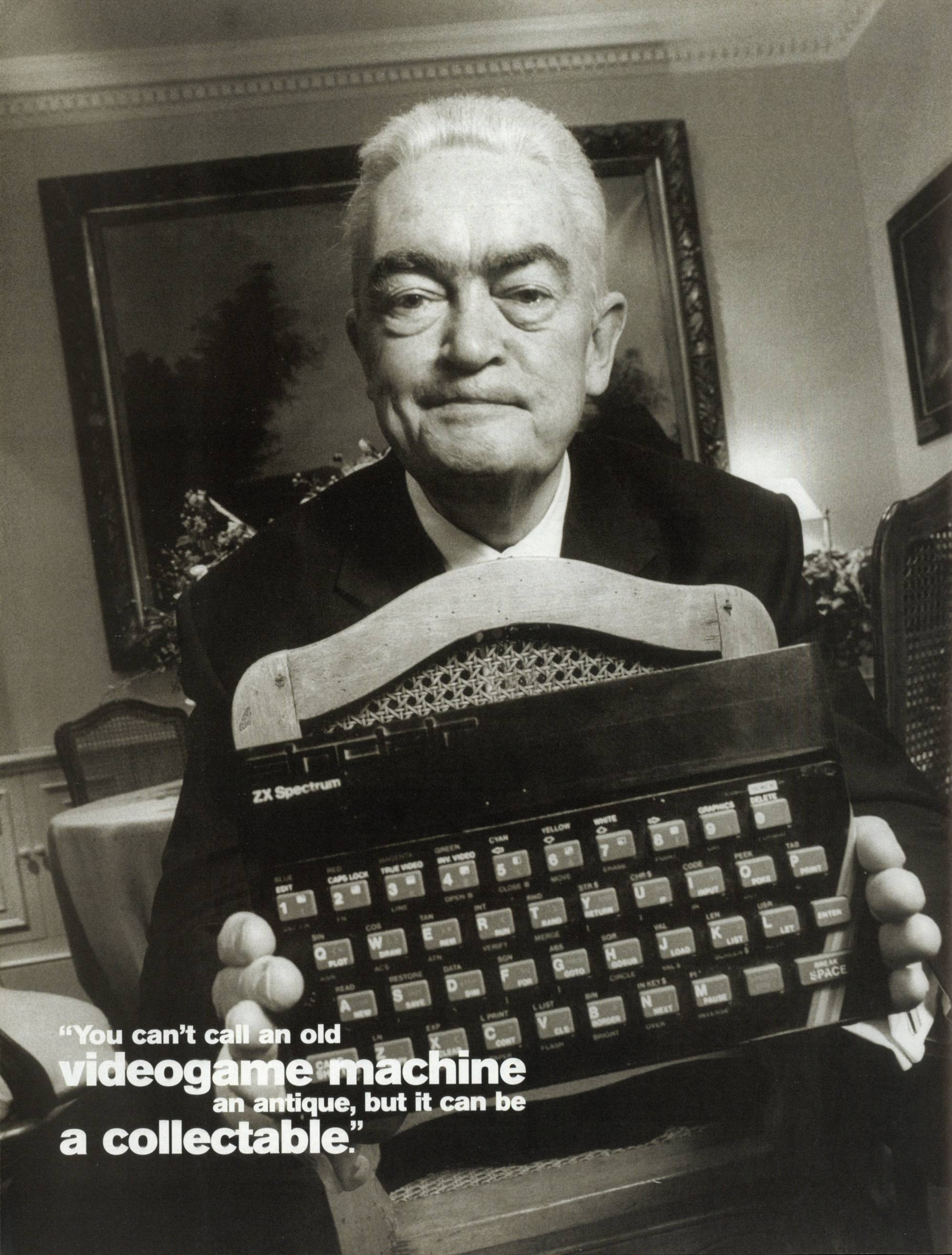
MAY

| | | | |
|-----|---------------------|---------|-----|
| 5th | Blair Witch Project | Take 2 | PSX |
| 5th | Blair Witch Project | Take 2 | DC |
| 5th | South Park Rally | Acclaim | DC |
| 5th | Blair Witch Project | Take 2 | PC |

| | | | |
|------|-------------------------|------------|----|
| 12th | Hidden & Dangerous | Take 2 | DC |
| 12th | Force Commander | Activision | PC |
| 12th | McGrath Supercross 2000 | THQ | PC |

| | | | |
|------|-----------------------|------------|-----|
| 26th | Star Trek: New Worlds | Activision | PC |
| 26th | Starcraft 64 | Nintendo | N64 |
| 26th | Resident Evil | Virgin | CGB |

| | | | |
|------|---------------------|---------------|-----|
| TBA | Prey | Activision | PC |
| TBA | Banjo-Tooie | Rare/Nintendo | N64 |
| TBA | Mickey's Racing | Nintendo | N64 |
| TBA | Zelda Gaiden | Nintendo | N64 |
| 16th | Alice In Wonderland | TBA | CGB |



**“You can’t call an old
videogame machine
an antique, but it can be
a collectable.”**

Hugh Scully

On his best behaviour | Rich Pelley

He's smooth, ladies of a certain age love him and he recently jumped ship from the BBC into the murky seas of the Internet. Arcade minded its manners and had a word.

Only the select few attain the rank of "housewife's favourite". Des made it. So did Barry. But with Hugh Scully's recent departure from *The Antiques Roadshow* to join Internet company QXL.com the BBC is now three silver-haired charmers down on this time last year.

Still, you've got to hand it to Mr Scully. He had been with the BBC for 36 years, and *The Antiques Roadshow* for 20. So, with a whopping share offer on the table, it was perhaps no surprise that Hugh shifted his allegiance to the mighty Internet, where he now hosts an antique valuation and auction service called, fantastically, *Hugh Scully's World of Antiques*.

Following last month's *Antiques Roadshow* feature, and in no way disrespectfully tying in with this month's *Grannies* feature on page 48, *Arcade* caught up with Hugh to talk all things videogames, Internet and – indeed – antique.

Hello. So, er, down to business, then. Some old videogame consoles are worth hundreds, but can they be classed as antique?

Well, the official definition of an antique is something that is at least 100 years old. So although you can't really call an old videogame machine an antique, you can certainly call it a collectable, where a collectable by definition is anything that anybody collects. And things do acquire extraordinary value when they trigger nostalgia. People who are now in their 20s like collecting the videogames they grew up with when they were teenagers. Nostalgia is always one of the most powerful motivating forces for collecting. Of course the other thing that governs value is rarity, so if you've got a game that was popular 20 years ago but is now rare, then your collectable is going to be all the more special.

There's an original *Space Invaders* machine in the office. That any cop?

Yes, yes, absolutely, but that's not really the sort of thing we dealt with on *The Antiques Roadshow*. We tended to focus more on those early tin models of space men and what have you. Oh, and what was that television series set in space? The one with Miss Penelope and the pink Rolls Royce? *Thunderbirds*, that's it. As an example, *Thunderbirds* toys are now worth a fortune – up to £1,000 – compared to their original cost, and of course they'll continue increasing in value. Again, it's to do with nostalgia. The same applied to Dinky toys, model soldiers and – I believe – *Star Wars* toys which have acquired a value that at the time no one would have expected.

Is there any way you can predict what might become collectable in the future?

[Sipping tea] Well, the toys of today's generation, really. They are always going to acquire a nostalgic value, especially if they are kept in absolutely pristine condition. I know people who go out and buy toys and then shove them away in the attic without even touching them, playing with them or opening them. I always think that's rather sad. I suppose the thing to do is to buy two: one to play with and one to keep. I couldn't really tell you what toys to buy, though. Since my kids have grown up, I've got a bit out of the habit of buying toys.

How about *Pokémon*?

What's that? [Following a lengthy explanation] Well, yes, that sounds like exactly the sort of thing.

Do you play videogames at all?

I don't really have time. But no, I don't look down on them, not at all. I regard the computer world as tremendously educational, and that includes videogames. All games test your reactions in some way. Providing one's not absolutely wasting one's whole day on them, I think videogames all have some education value or other stimulus. And you can play games over the Internet against real people now, which is a good thing. People have said that the Internet is anti-social but I don't think that it is. I think, on the contrary, it's social, but in a different kind of a way.

When did you develop your interest in the Internet and start using it?

Scully's rise to celebrity



■ Hugh's rise to fame, in his own words:

"The first house my wife and I bought was in South Devon in 1966, and we had £500 – around £5000 in today's money – to furnish it. We visited auctions all over Devon buying Victorian furniture. One day a BBC radio producer came to supper. Then two years later he rang up and offered me the position of host of a radio programme called *Talking About Antiques*. I protested that I was by no means an antiques expert, but he didn't seem to mind, and the rest, as they say, is history."

■ You can check out Hugh Scully's World of Antiques at <http://www.qxl.com>.

It must have been whenever it began, really. Having been involved in television and in writing for so long, it was a natural progression from using basic word processors to a broader use of computers to the Internet. I certainly use the Internet for at least a couple of hours every day. I think the Internet is the most significant thing to have been invented since the printing press – being able to contact virtually anyone in the world from your own desk or armchair is truly unbelievable.

So how's your antiques Web site going to work?

Well, we're going to value antiques via e-mail. People can e-mail a photograph of whatever they want valuing, and one of our experts will e-mail back. The big auction houses have been doing it for years on the basis of ordinary photographs, but you get even more detail from an e-mail image. So we can certainly make a very good assessment. And if the customer wants, we'll then auction it for them on the Net.

Sounds like a good idea. So, throughout your 20 years on *The Antiques Roadshow*, what was your favourite moment?

"There was a couple who had no interest in antiques and no intention of coming to the show. But the dog needed a walk, and as they reached into the umbrella stand for the lead they noticed this watercolour on the wall they knew nothing about. So they brought it in, and the expert took one look at it and couldn't believe it, – he valued it there and then at £100,000. £1 million in today's money."

Are you going to miss being a television celebrity?

Although I was very strongly identified with it, the essence of *The Antiques Roadshow* is a conversation between two people, with ten million others listening in. Having said that, I had a wonderful time. But as with everything in life, there's always a time to move on and this was it.





■ Ai Fukami: Set to fight Reiko Nagase tooth and nail for the top mascot slot in *Ridge Racer 5*.

Ai Fukami **Ridge Racer 5**

Driving Force

Experience the high octane charms of the woman set to win gamers' hearts in the forthcoming Ridge Racer 5.

Competition is no bad thing. Just look at how the British rail system and the National Health Service have thrived since the introduction of competitive tendering and the like. Well, perhaps not, but one realm in which everyone knows a bit of head-to-head is a good thing is the primal business of attracting and keeping a mate.

And nowhere is this as pronounced – and, let's face it, bloody entertaining – as in the world of celebrity babes. If you need any convincing, just look at the current state of Formula One. Jordan is currently comfortably sitting in pole position as the pit stunna of the moment. However, it cost her a no doubt painful chassis overhaul to win a first class seat on the gravy train, and she'll definitely pull out all the stops in order to stay where she is as time moves on – which will be fun to follow.

So imagine how desperate *Ridge Racer Type 4* mascot Reiko Nagase must be feeling at the moment. After a stint as the object of racing fans' affections, her image plastered across magazine covers worldwide – *Arcade* gave her a coveted cover role in issue three – it seems that the lissome one is going to have to fight to remain number one.

Why? Well, developer Namco is currently hard at work on *Ridge Racer 5*, which is scheduled to one of ten launch titles for PlayStation 2 together with games like *Tekken Tag Tournament*, *The Bouncer* and *ISS Pro 2000*. And as well as putting together "diverse lighting effects, shimmering heat waves and improved distance perspectives", the team has decided to introduce some new female blood into trackside proceedings.

Enter Ai Fukami, a confident looking young lady with a finely honed eye for skill behind the wheel. Namco intended for her to replace Reiko outright, but after the concerted efforts of the Nagase fan club the ladies now look set to share the spotlight.

But as everyone damn well knows, while they may have grudgingly accepted things there is no way either woman is going to give any ground in the battle for pin-up supremacy. Neither is exactly silicon-free at the moment, but anything can – and probably will – happen before they bring out the chequered flag. **A**

■ *Ai Fukami, when not revelling in having the finest double entente of a surname in gaming history, features in Ridge Racer 5, scheduled to be one of ten titles ready for the Japan launch of the Sony PlayStation2 on 4 March.*



T3

TOMORROW'S TECHNOLOGY TODAY

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Collect the first of two tokens in issue 43 to win the world's first DVD Recorder, worth £1,500.

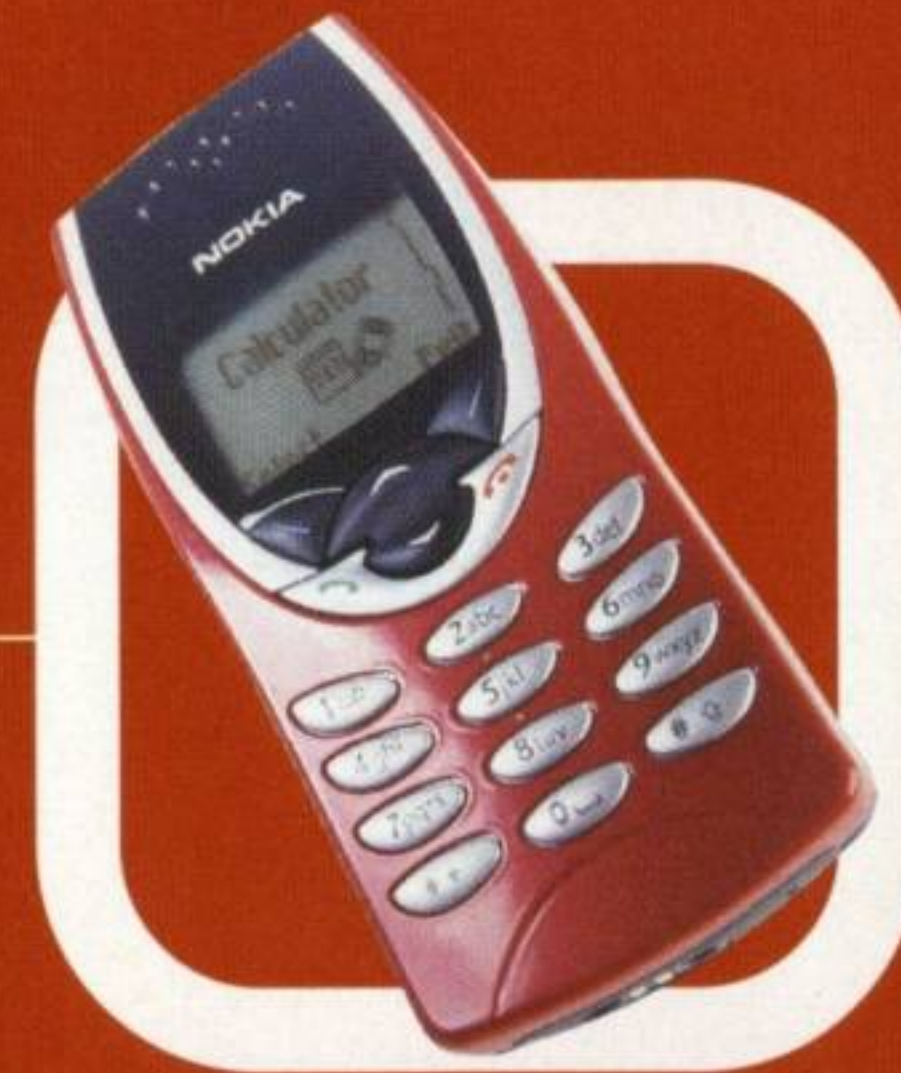


PLUS!

- MP3: the new music revolution
- T3** readers judge the battle of the big screens
- Subaru's World Rally Car hits the streets
- And more kit reviews than ever before!

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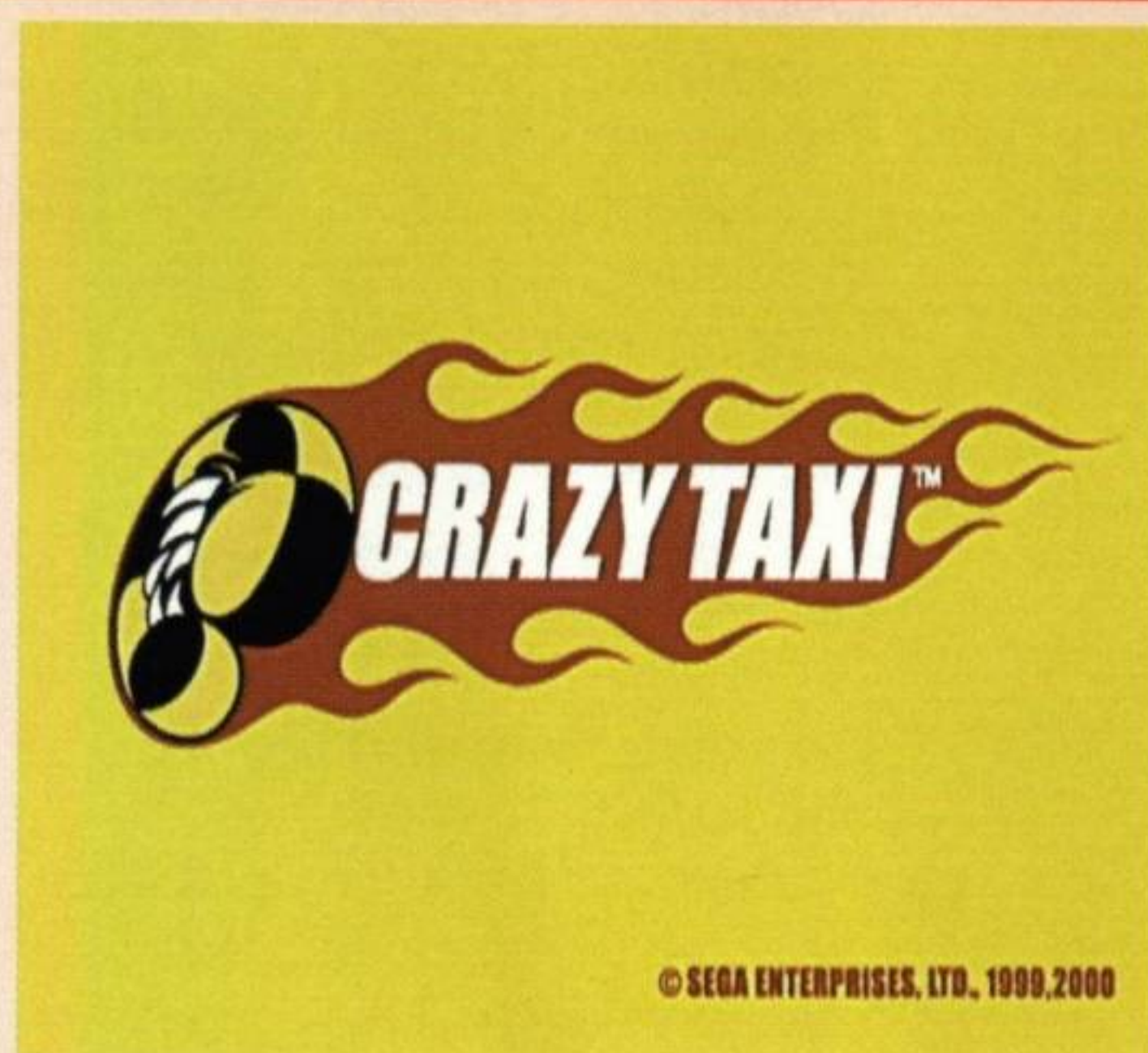


HI-FI

NOW PLAYING IN THE SHOPS THIS MONTH

Videogaming can get into your blood. One minute you're out gambolling in the fresh meadows of your innocence, the next you find yourself plunged into the depths of obsession thanks to an evil genius games designer. Arcade knows the feeling, and here's where it gets taken to the next level.

P40 CRAZY TAXI



■ It's all very well *Crazy Taxi* on Dreamcast encouraging you to spend hours in a cab, but what if you were forced to do so in real life? *Arcade* offers you a practical guide to surviving the taxi ride from hell and suggest how you may even benefit from the whole experience.



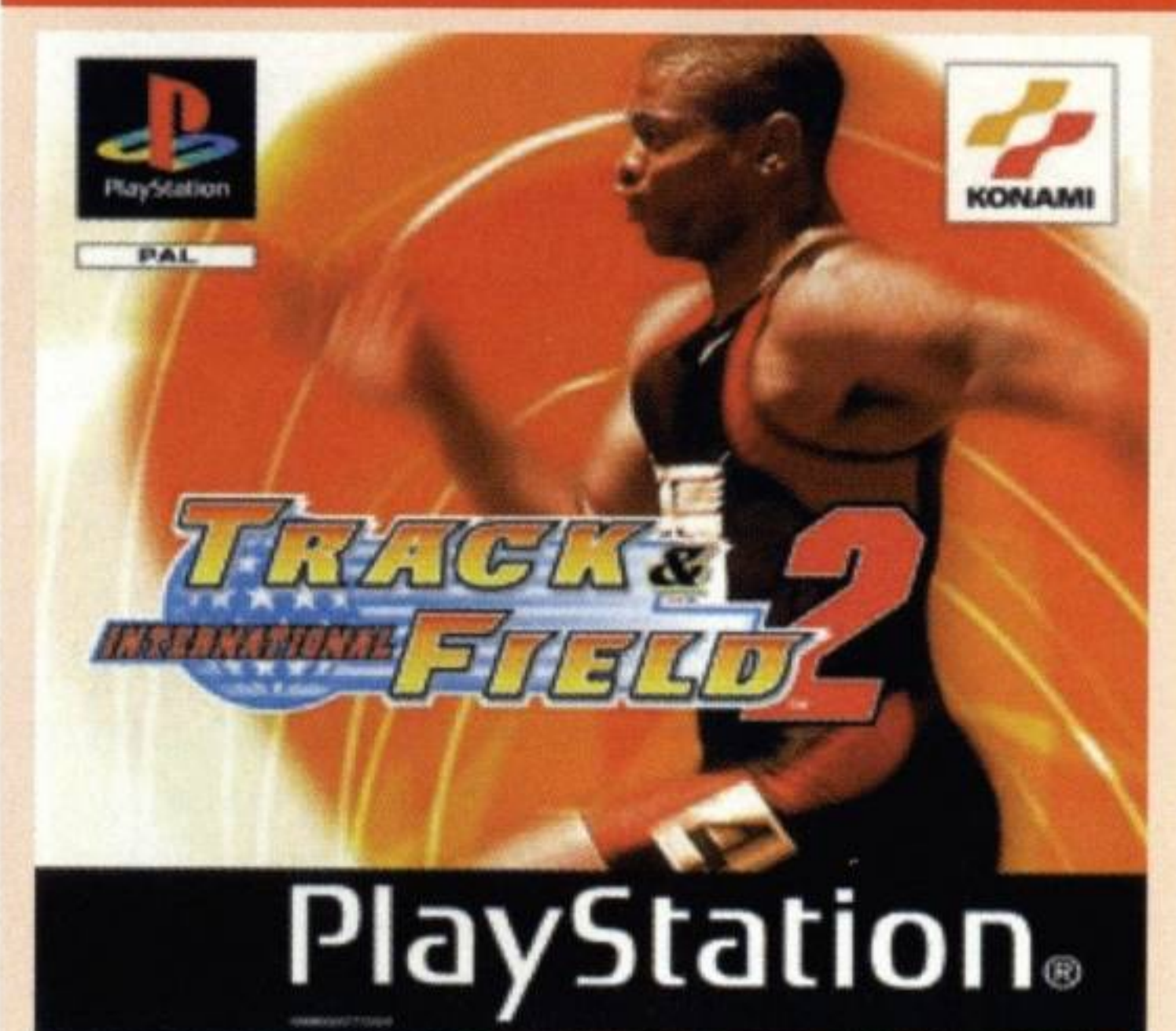
P42 MESSIAH



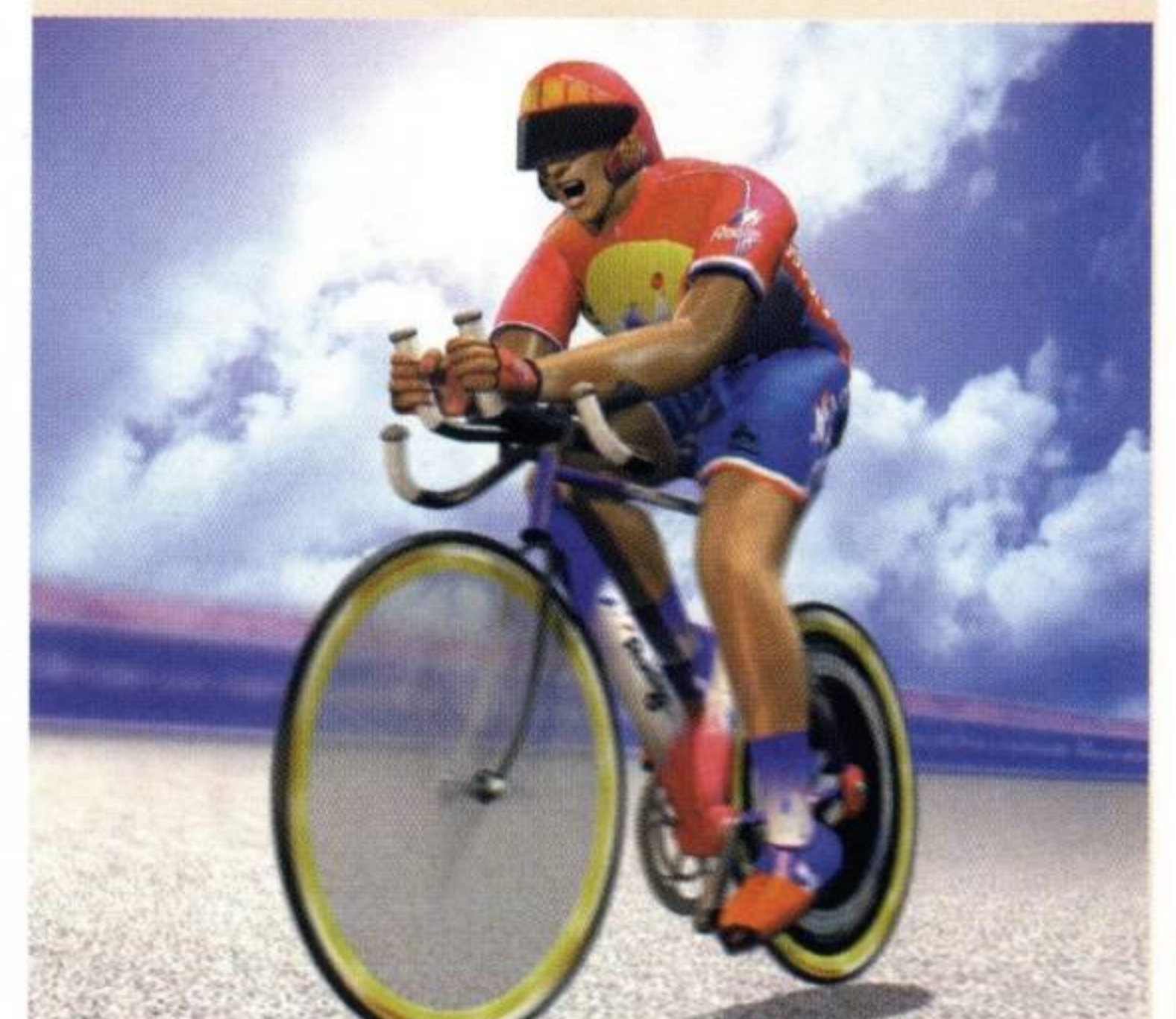
■ So, *Messiah* thinks possession is a funny business, does it? A rich gaming seam to mine with impunity? Well, *Arcade* decided to see what seasoned exorcist Reverend Tom Willis had to say about it. He's seen it for real, you see...



P44 TRACK & FIELD 2



■ Whoever told you playing videogames was a sedentary pursuit clearly hasn't ever seen the *Track & Field* series. Ever a publication to rise to a challenge, *Arcade* throws itself headlong into a specially prepared technical training programme in a bid to smash all world records.



NOW PLAYING IN THE SHOPS THIS MONTH CRAZY TAXI

Format: Dreamcast | Publisher: Sega | Developer: Sega | Price: £40 | Release date: on sale now | Players: 1 | Score: ★★★★★

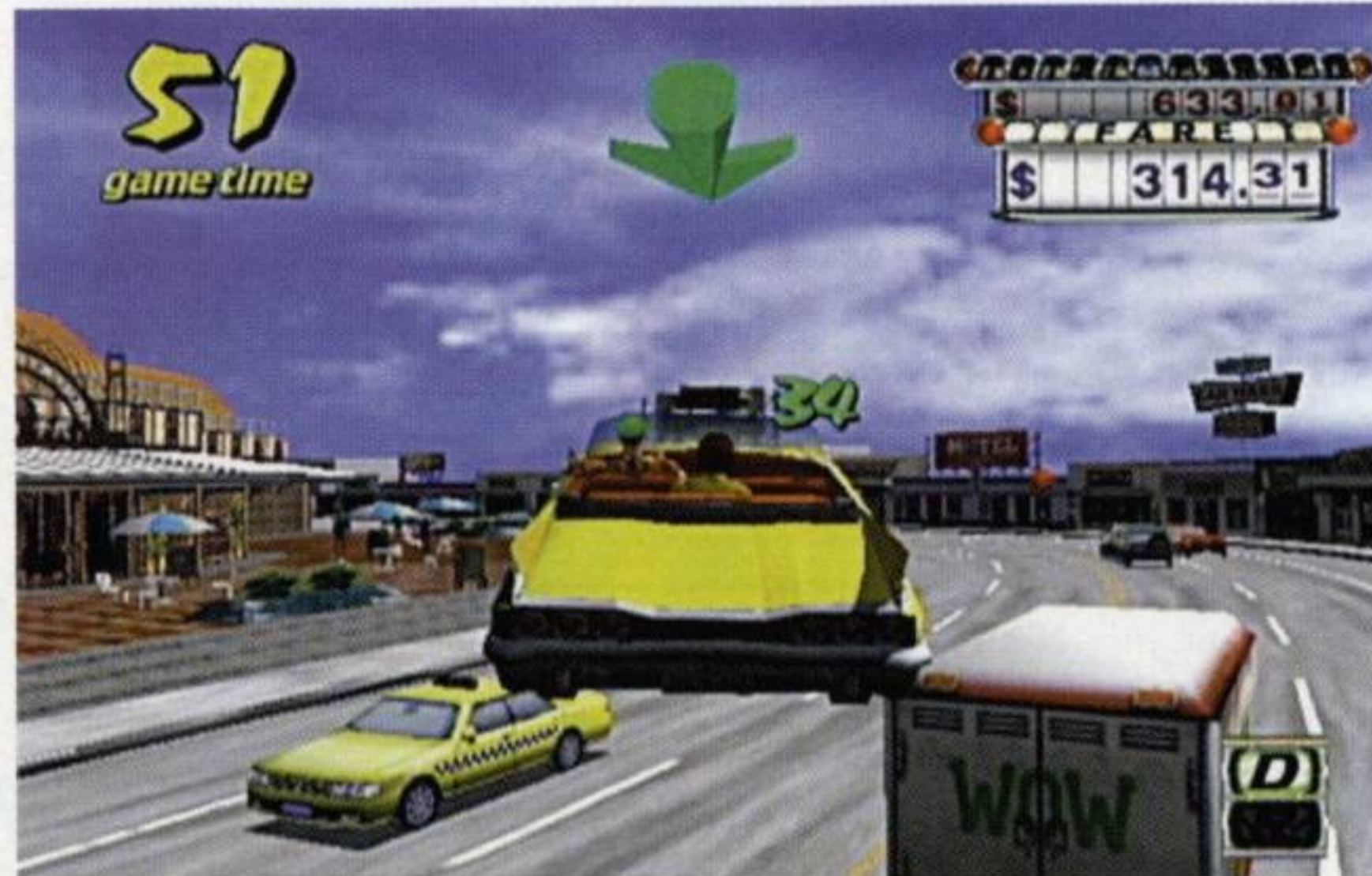


SO WHAT'S CRAZY TAXI ALL ABOUT?

■ If anything, *Crazy Taxi* is the perfect advert for Dreamcast, demonstrating its huge power and recreating the coin-op version down to a tee. What's more, it provides enough new methods of playing, with double the levels, to guarantee this is a release that deserves all the attention it can get.



■ Taking a taxi in San Fran can prove a real adventure.



■ Taxi Driver meets *The Dukes of Hazzard*.



TAXI TALK

How to deal with real-life crazy taxi drivers.

Taxi journeys can be difficult affairs. The effort of flagging down a cab, coupled with the dilemma of whether to tip on top of the enormous fare for a journey you could have walked in 20 minutes anyway is exhausting enough. But the trickiest part is negotiating the minefield that can be cabbie conversation.

Etiquette depends entirely on the driver. If you get cabbie a) who drives in abject silence or cabbie b) who swears perpetually at all other road users, rejoice, for you have been

delivered home with the minimum of vocal effort. Likewise if you are drunk, as the mental juggle of locating your keys and change and remembering where you live while trying not to yak is permission enough to forgo any attempt at conversation.

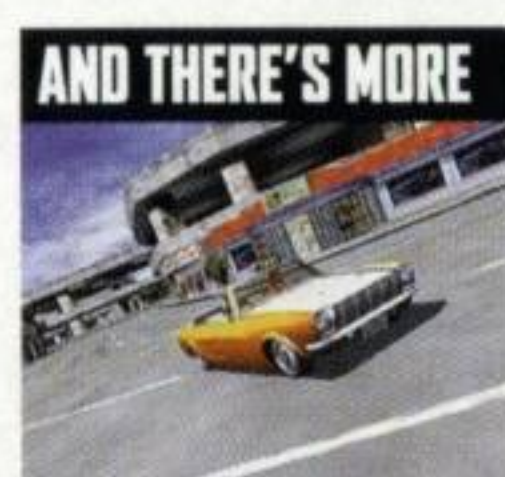
But when sober, it is with the amiable, chatty, type c) cabbie that caution must be exercised. Although he means well, if you're not careful you'll spend the entire journey gritting your teeth through a barrage of insults that, if they heard them, would reduce every ethnic minority and female you drove past to tears. All cabbies, however, hold a wealth of knowledge that, if prised from them, can prove invaluable. The secret lies with getting the questions in first.

What size engine have you got? I've got car trouble.

Only three types of people actually know how cars work – taxi drivers, AA men and other people's dads. Taxi drivers, therefore, are always happy to give a free assessment of your own car's problems. By interspersing their patter with an amateur diagnosis of your own ("yeah, my big end has been giving me gip for ages"), it has even been known for the taxi driver to get out the other end to prove his competence and fix your car for free and gratis. Result.

Tsk, these one way systems are a joke, aren't they?

Taxi drivers provide a location service unprecedented even by government satellites. If you want to know where



AND THERE'S MORE

■ This cheat is bound to be built into the Dreamcast version of *Crazy Taxi* somewhere, but meanwhile, next time you see *Crazy Taxi* in your local arcade and fancy riding as the hidden bike, then:

- 1 Insert coin(s).
- 2 Press and hold the accelerator and brake pedals.
- 3 Push Start.
- 4 Push gearshift up.
- 5 Release accelerator and brake pedals.
- 6 Choose driver.
- 7 Push gearshift down.
- 8 Press Start.

something is, the best way to get there, or where to park, then a cabbie will know, leaving no back-alley or sneaky short-cut the wrong-way up a one-way system unturned.

Oooh, got a bit of the old heartburn there.

The human body is not something to be taken lightly. But why bother with the hassle of a visit to the doctor when your friendly cabbie will diagnose you for free? The ultimate hypochondriac, he'll have already experienced your ailment and will be able to suggest the perfect cure.

Do you know who won the football?

It would be a lonely job being a cab driver, if it weren't for the radio. This blesses him with a knowledge of all sporting events more up-to-date than Ceefax, and guarantees you instant access to the results of any big games you might have missed.

I don't understand all this business about Kosovo. Do you know what's going on?

World politics is a tricky subject. However, with an over-exposure to news from the tabloids and radio, your friendly taxi driver will be happy to set the record straight in easy-to-digest layman's terms.

You know, I once saw Jim Bowen in Tesco.

Oooh, the anecdote. Your driver is guaranteed to be full of tales of who he had in the back of his cab the other day. And – as ever – a good anecdote is an anecdote you can steal and call your own. **A**

TOP TAXI TIPS

How to crank up your fare tally



■ Remember: treat 'em mean, keep 'em keen.

■ The key to scoring in *Crazy Taxi* lies in mastering the various Crazy Hit actions, for which your customers leave an added tip. You can link various hits together to form combos until you hit another car. Crazy Through combos clock-up as you weave through the traffic. You can Crazy Jump over the various ramps. Crazy Dash turbo boosts you to top speed. To perform one, take your finger off accelerate, snap in and out of reverse and accelerate again. Do the same at maximum

speed for a Limit Cut extra boost, while turning for a Crazy Dash, or reverse the gear-change for a Crazy Backdash. To Crazy Stop, do a Crazy Drift, slam into reverse and brake.

Also, while in Arcade mode, hit reverse, and pick up the woman behind you. She'll pay \$700 for a ride to the bottom of the hill. Try also to pick up the old lady from the multi-story car park. Make your way up the ramp to the roof by driving up and pick her up for a simplistic ride to the police station, worth \$975.



■ "That'll be \$4000, mate."

♦♦ Find out what Arcade made of *Crazy Taxi* in the full review on page 92.

■ **NOW PLAYING:** Crazy Taxi – You don't want to mess with type b) taxi driver. Unless you fancy a kick in the teeth, that is.





WHAT'S MESSIAH ALL ABOUT?

■ The game is a twisted, third-person 3D adventure where you play a small cute cherub, called Bob, who has been sent down to Earth to stop the arrival of a terrifying evil force. Bob has no weapons, but has the ability to "possess" other characters by sneaking up behind them and jumping between their shoulder blades. This enables the halo-wearing hero to walk about unnoticed, solve puzzles or wreak havoc by shooting people or jumping them off ledges. *Messiah* was produced by the eccentric Dave "MDK" Perry and also features smashing lighting effects, impressive animation and wonderful touches of dark humour. Heavenly.

GHOST BUSTER

Arcade gets scared and talks possession with a real-life exorcist.

Are poltergeists running amok in your house? Is a member of your family possessed by an evil spirit? Well, who ya gonna call? **The Reverend Tom Willis, that's who. This jovial, retired priest has been exorcising ghosts, apparitions and dark forces for more than 30 years, as well as advising luminaries such as the Archbishop of York from his Church of England-approved "Healing Ministry". Inspired by recent PC release *Messiah* – which features a cherub who can possess people – *Arcade* steeled itself, smoothed down the hairs on the back of its neck and talked turkey about the strange world of ghosts, ghouls and the supernatural.**

Hello Reverend, thanks for talking to us. So, how did you get into this kind of work?

I've always personally been interested in strange phenomena such as UFOs and the Loch Ness Monster. One of these mysteries was "do ghosts exist?", so I started collecting newspaper stories and talking to relatives and lots of sensible people who believed that they did. When I became a priest, I became involved with helping the victims of hauntings that the police and The Samaritans couldn't cope with.

How do you know if someone, or somewhere, is possessed?

I've had a bolt of electricity go through me and two other people and I've seen objects disappear from mantelpieces, but that's more poltergeist stuff. Possession of a person is reasonably rare. People who are genuinely possessed are aware of an unease about themselves – that they somehow seem to spread evil around them – but they aren't aware of being possessed themselves. You have to have a reason for possession, such as someone who's been worshipping evil. You don't just get possessed walking to the supermarket!

That's a relief. So what, or who, are the possessors?

Part of God's spiritual creation in the Beginning was the creation of angels. For some weird reason, part of this spiritual creation rebelled and is always trying to pull down the establishment – that which is good. There are evil spirits around that do attack when they have a chance to.

Oh dear. What's the scariest experience you've ever had?

I was once called to a children's party where they were acting very strangely – something seemed to be going round certain kids. This one lad started to say, "I don't feel well, I feel weird." I knelt him down, and as I went to lay hands on him, he snarled at me like a rottweiler. [Makes horrible snarling noise] I thought, the books say they don't actually bite you, so I just hoped the books were right!

Cripes. So what do you actually do to get rid of evil spirits?

I simply pray and ask God to deal with it. If I was blessing a house, I would say, "Peace be in this house and all who live in it" and bless each room with a holy water cross on all four walls, pray in each room and large cupboards and so forth.



■ *Messiah*: now with wings www.messiah.com



■ Bob took over from Jean Michel Jarre, stunning the huge crowd.

Does it work?

It usually does the trick. What amazes me is that I'm just going through the ropes, just saying the words and people make comments like "the house is warmer, it feels much better; the sense of peace is fantastic, I wouldn't have believed the difference."

So what do you think about the videogame *Messiah* and its, erm, fairly original take on possession?

Well, it's treating something very serious very lightly. But the only problem I could see is with the game is that it might encourage people to dabble with the occult.

What advice would you give to people to avoid being possessed?

If you do experience problems, there's always at least one priest in each diocese of the Church of England who is authorised to investigate these types of phenomenon. But it's best to avoid trouble in the first place by not calling in anything supernatural with Ouija boards or other occult practices. Evil does exist. People say, "I didn't believe it was that dangerous. I didn't believe it could happen."

GHOST GUIDE

Reverend Tom Willis' leaflet "The diagnosis and healing of hauntings" features a handy guide to the different types of phenomena.

Apparitions
■ 2D/3D figures of people known to be dead, living people or buildings, buses, furniture, objects or even mythical creatures.

Evil presences
■ A sense of menace infesting places, objects and people. In rare cases, possession of the minds and will of people and animals.

Good phenomena
■ Genuine experiences of God. Experiences of Angels are reported in various guises, sometimes with traditional wings.

Physical Hauntings
■ Movement or disappearance of objects and furniture in houses, factories and other buildings. Sharp drops in temperature and unaccountable smells.

Poltergeists
■ Similar to above focusing around a particular person who appears to be the "source" of the mischievous energy that harasses the unfortunate victim.

STRAIGHT FROM THE CHERUB'S MOUTH

Shiny Entertainment producer Stuart Roch talks about Bob



■ Beam me up, Goddy.

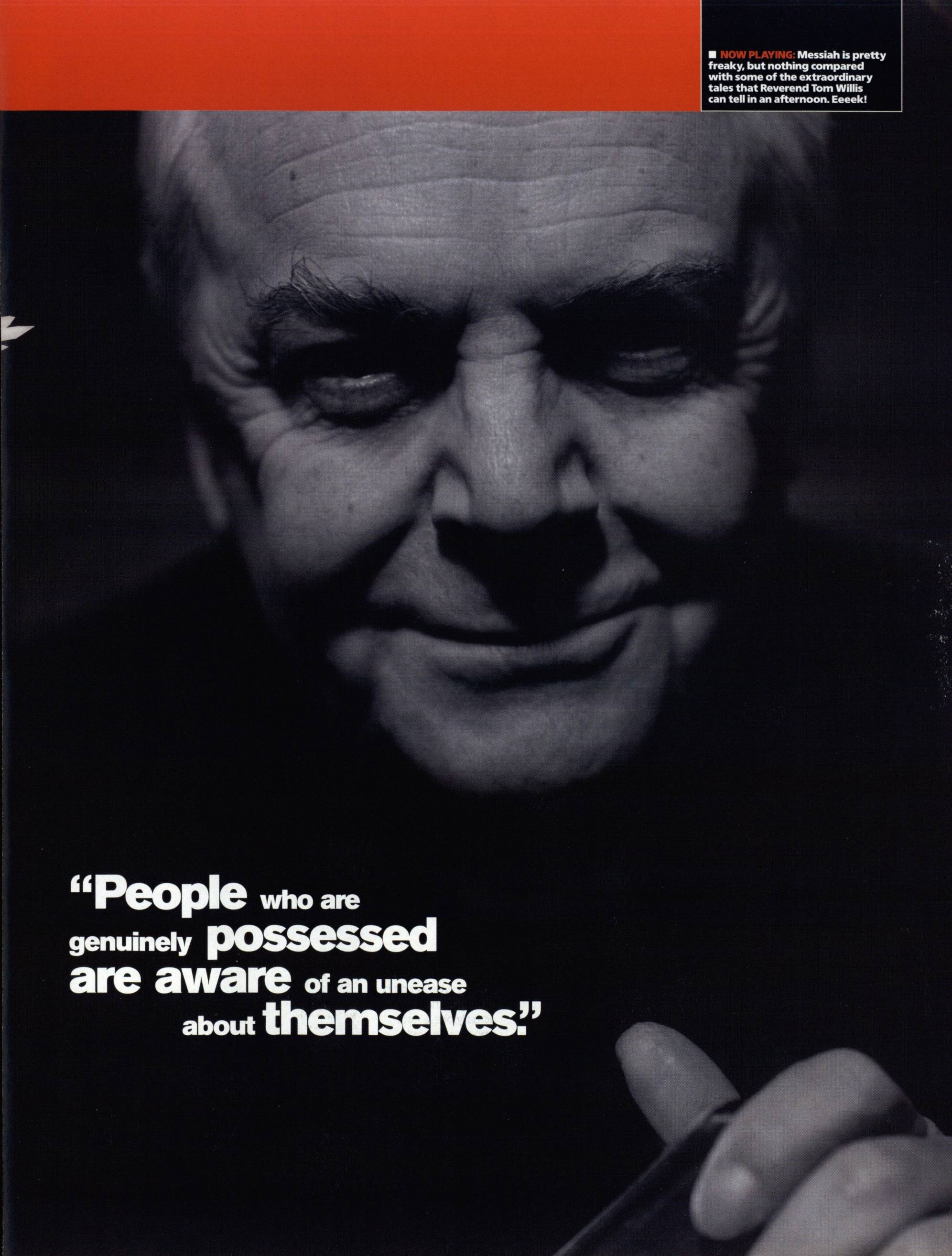
■ "When the team was originally trying to come up with a new concept for a character game, the baby cherub was brought up as a joke mostly. In *Messiah's* earliest stages, Bob wasn't an angel at all, but rather a little Cupid. The early game concept had this little cupid flying around shooting arrows at other characters that would make them fall in love. The game has obviously changed a lot since that original concept, but the little flying baby has stuck through all the changes. In the end, it's far more compelling to play as a little baby angel with the power to take over anyone's body in the game world. Bob was a name given to the main character through a joke as well. The name really sums up the character of our little angel as the ultimate anti-hero."

PHOTOGRAPHY: SIMON DODD



▶▶ Read the review of *Messiah* on page 86.

■ **NOW PLAYING:** Messiah is pretty freaky, but nothing compared with some of the extraordinary tales that Reverend Tom Willis can tell in an afternoon. Eeeek!



“People who are
genuinely **possessed**
are aware of an unease
about **themselves.”**

NOW PLAYING TRACK & FIELD 2

IN THE SHOPS THIS MONTH

Format: PlayStation | Developer: Konami | Publisher: Konami | Price: £35 | Release date: 4 Feb | Players: 1-4 | ★★★



WHAT'S INTERNATIONAL TRACK & FIELD 2 ALL ABOUT?

For the uninitiated, and those unfamiliar with the original PlayStation *Track & Field* game, here's the vic. A selection of athletic events are simulated, each with their own basic but often exhausting control method. The 100 metre sprint, freestyle swimming and cycling are pure waggle events where frantic button-strumming maintains a power bar determining the speed of your athlete. Disciplines requiring a run-up (long jump, javelin, pole vault) will necessitate a brief waggle before a well-timed button combination executes the technique.

It's madness which will puzzle and perhaps upset strangers unaccustomed to the beauty of wagging, but you will always find yourself laughing through the pain. Get a multi-tap, three mates and make your own Olympics. Only those with the strength, power, endurance and raw ability of a decathlete will prevail.

FINGER OLYMPICS

Waggle it, just a little bit.

Time to crack knuckles and get those digits dancing. From Konami, the company which brought you such ailments as "ISS Thumb" and "Dancing Stage Knee", comes *International Track & Field 2*, sure to be responsible for an epidemic of wrist and finger strain injuries. Its gruelling athletic disciplines require an effort every bit as physical as the real thing. While your pixellated sportsman is busting blood vessels trying to send the javelin ever further towards the magic 95 metre mark, you're pummelling the joypad in empathy.

Track & Field 2 is the latest and greatest in a long line of athletics sims requiring button-bashing mania, a unique method of hitting two keys in alternation at the fastest possible speed, officially known as "wagging". Daley Thompson's Decathlon was responsible for completely ruining the rubber keyboards of Spectrum 48K machines nationwide in 1984, but even recent tales of melted PlayStation joypads haven't lessened the thrill of running the 100 metres in under eight seconds. How? Read on for the various wagging methods recommended by the AAA (Arcade Athletics Association).

Reconfiguring the keys

Konami has rather sneakily defined square and circle as the default buttons for boosting the speed bar. As they're opposite each other on the PlayStation joypad this makes things awkward for some of the

more violent wagging methods, and you're likely to accidentally press the jump button, sending your long jumper into the air several metres behind the board. Go to the options screen and create a more ergonomic configuration. Using cross and circle as the waggle buttons is always a good bet, as is opting to use L1 and L2 as the action buttons.

Tap dancing

The biggest decision for all wagglers to make in the early stages of their career is whether to tippy-tap or rubby-rub. It's a bit like choosing between the Fosbury Flop or the Western Roll. You grip a joypad with your left hand (or between your thighs if you're a two-handed tapper) and go at it like a psychotic secretary on a two-letter keyboard.

Thumbs up

The most basic of the rubby-rub methods. The fleshy pad on the side of the thumb is used to rub rapidly back and forth across the two waggle buttons. Just don't snag.

Near the knuckle

The same as above, but using the first knuckle of the index finger. Viewed from the wrong angle, practise of this technique will definitely make it look like you're having a furious wank, but it sure is effective. A bonier area of the hand can apply more pressure when rubbing, but it's also more likely to lose you some skin. Hence...

Long jumpers

The potentially painful impact of rubbing by hand can be insulated by the sleeve or hem of a sweater.

Band Aid

Alternatively, the hand can be protected by sticking plasters. Use a plaster with a shiny edge – woven bandages tend to build up too much friction.

Knit Wit

A thimblette is used either when knitting or for leafing through a sheaf of papers without that licking of the finger business. Turn it inside out and you've got perfect waggle protection.

Kinder Surprise

Should you buy Kinder Eggs for the chocolate or the toy? Neither. You will now buy them for half the plastic shell, which can be wedged over the knuckle to make a superb waggle tool.

Lighter Fuel

This is serious waggle-lever technology territory. A cheap cigarette lighter is the ideal size and shape to do the work that's just too painful on your poor finger. Arcade sneaked this beauty from the office, sending the art editor into a blind panic.

Pen-tathlon

A chunky marker pen or highlighter will do much the same job as above.

AND THERE'S MORE



■ Olympic events making their debut in *International Track & Field 2* include weightlifting, springboard diving and canoeing. Weightlifting is arguably the best event of the whole game, requiring a combination of expert timing, iron nerve and a brief, but physically draining, burst of intense wagging. Diving favours the gambler, as more complex tricks are repaid with better scores from the notoriously erratic judges. Canoeing is bizarre, the only racing event which eschews wagging in favour of a rhythmic control system which would have even the most able percussionist struggling to beat reasonable time.



The Running Man

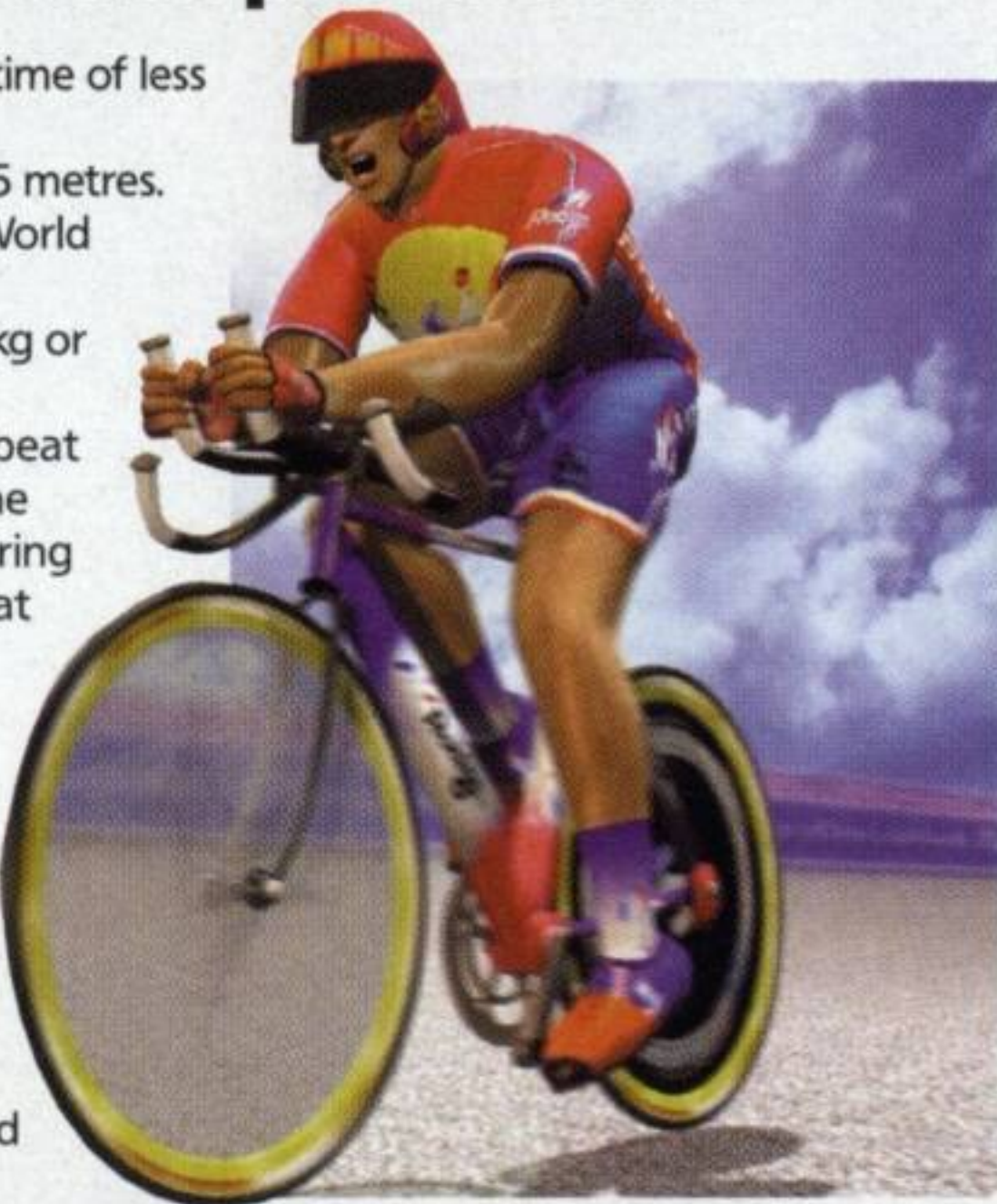
Thought joypad wagging was exhausting enough? To truly match the exertions of a real sprinter stride-for-stride, you'll need to get hold of Konami's *Dancing Stage* floor mat (available on import) and actually run the race. It's inefficient compared to the other methods, but it is the only way forward for the true professional. In the office challenge Sam courted heart failure by running the 100m in 10.99 seconds – truly an Olympic feat

♦♦ See the *International Track & Field 2* review on page 80.

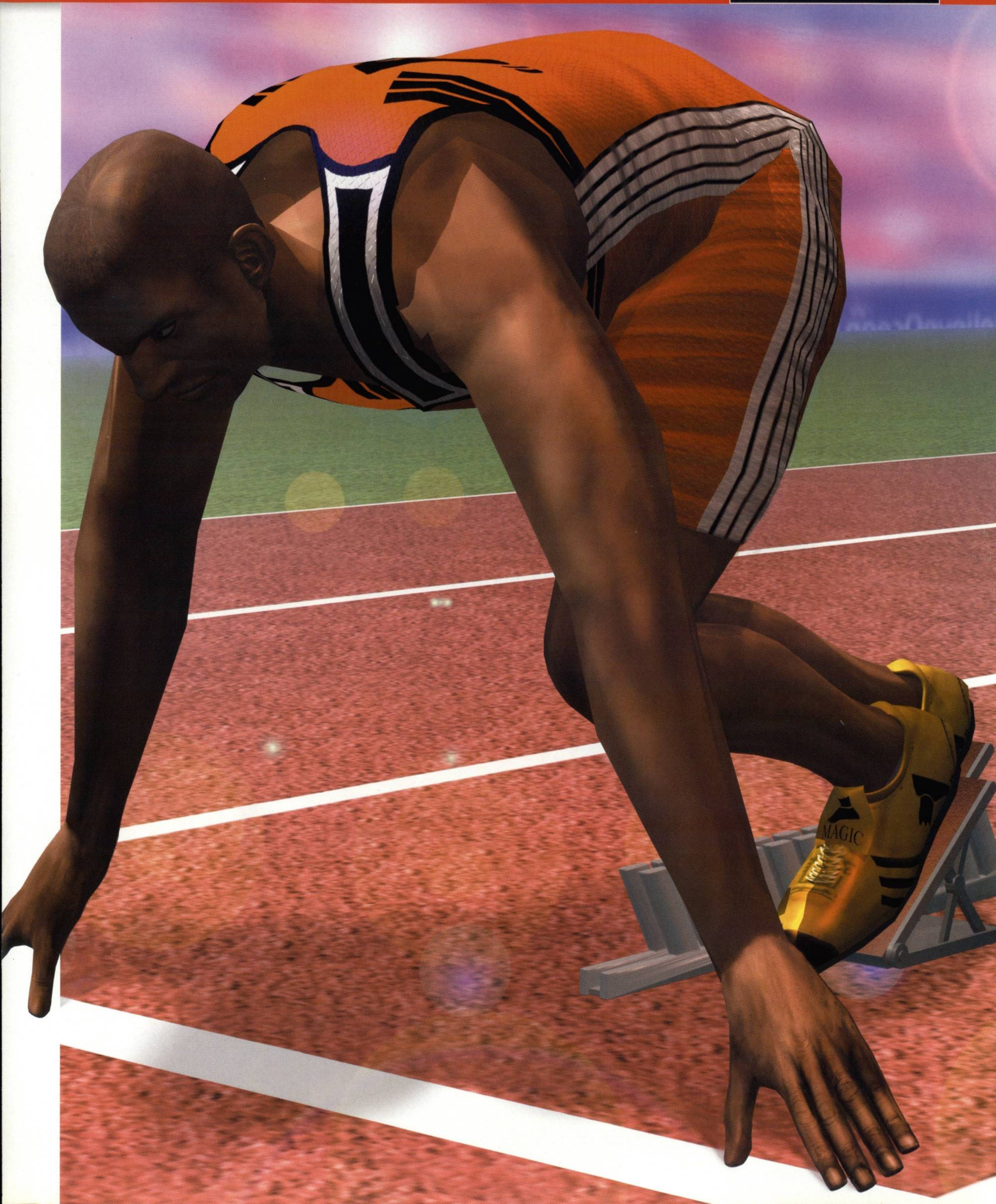
GAMEPLAY CHALLENGE

Take the Arcade pentathlon

- 100 metres:** Finish in a time of less than 8.4 seconds.
 - Javelin:** Throw over 95.5 metres.
 - Long Jump:** Beat the World Record of 8.95 metres.
 - Weightlifting:** Lift 270kg or more. Ouch.
 - Cycling Sprint:** Simply beat the CPU opponents in the final without once swearing or throwing the joypad at the screen.
- Use any of the waggle methods outlined above and let the AAA know which works best, or even if you've invented any better techniques of your own. **Warning:** too much wagging could make you go blind.



■ **NOW PLAYING:** *International Track & Field 2*. The most physically demanding PlayStation game in more ways than one.





Videogame bloopers

The mishaps you never get to see in your favourite games.

As top quality TV programmes hosted by Terry Wogan, Denis Norden and Jeremy Beadle (or that bird out of Emmerdale Farm, or whoever she is) goes to show, everybody makes a mistake once in a while. Yet you never see videogame characters fluffing their lines or falling off the back of their chair. But what if you did?

1 Jurassic Park: Warpath

What you see: A host of dinosaurs battling it out claw-to-claw.
What you don't see: One of the dinosaurs taking a dump on the carpet while Valarie Singleton looks on in awe, unsure of how to explain her way out of the defecation to the millions of kids watching.

2 Quake 3: Arena

What you see: Tooled-up madmen killing each other.
What you don't see: Three of the players walking off

Top ten

Top ten common misspellings for Shenmue

- 1 Shen Mue
- 2 Shenmeu
- 3 Chenmuew
- 4 Shenn Mewe
- 5 Chen-moo-hee
- 6 Ken's Mini Me
- 7 Send me a tee
- 8 Chegwin Wee
- 9 Gem-dong-huge-eee-eee
- 10 Shen Kong Phooey

in disgust after Clive Anderson jokingly quips a pre-rehearsed gag about the size of their teeth.

3 Pokémon

What you see: A stockpile of small, fluffy toys come-to-life.
What you don't see: Pikachu, Jigglypuff and Snorlax shocking the nation by swearing like troopers when Bill Grundy asks them to say something controversial.

4 Sega Bass Fishing

What you see: A man trying to catch some fish.
What you don't see: The inept novice snagging his first cast in his ear, forgetting the hook is barbed and ripping off his lobe as he hops around the riverbank.

5 Tomorrow Never Dies

What you see: James Bond getting in the action.
What you don't see: James Bond so out of his head on vodka martini, shaken not stirred, that even Michael Aspel can't tame him.

6 Music 2000

What you see: A create-your-own music programme.
What you don't see: Jools Holland claiming on prime time television that using *Music 2000* will turn you into a groovy fucker.

7 Earthworm Jim 3D

What you see: A big worm in a spacesuit.
What you don't see: A big worm in a spacesuit being eaten live on air by Emu as Michael Parkinson looks on.

8 Star Wars

What you see: Luke blowing up the The Death Star.
What you don't see: A Stormtrooper banging his head while walking the corridors of The Death Star.

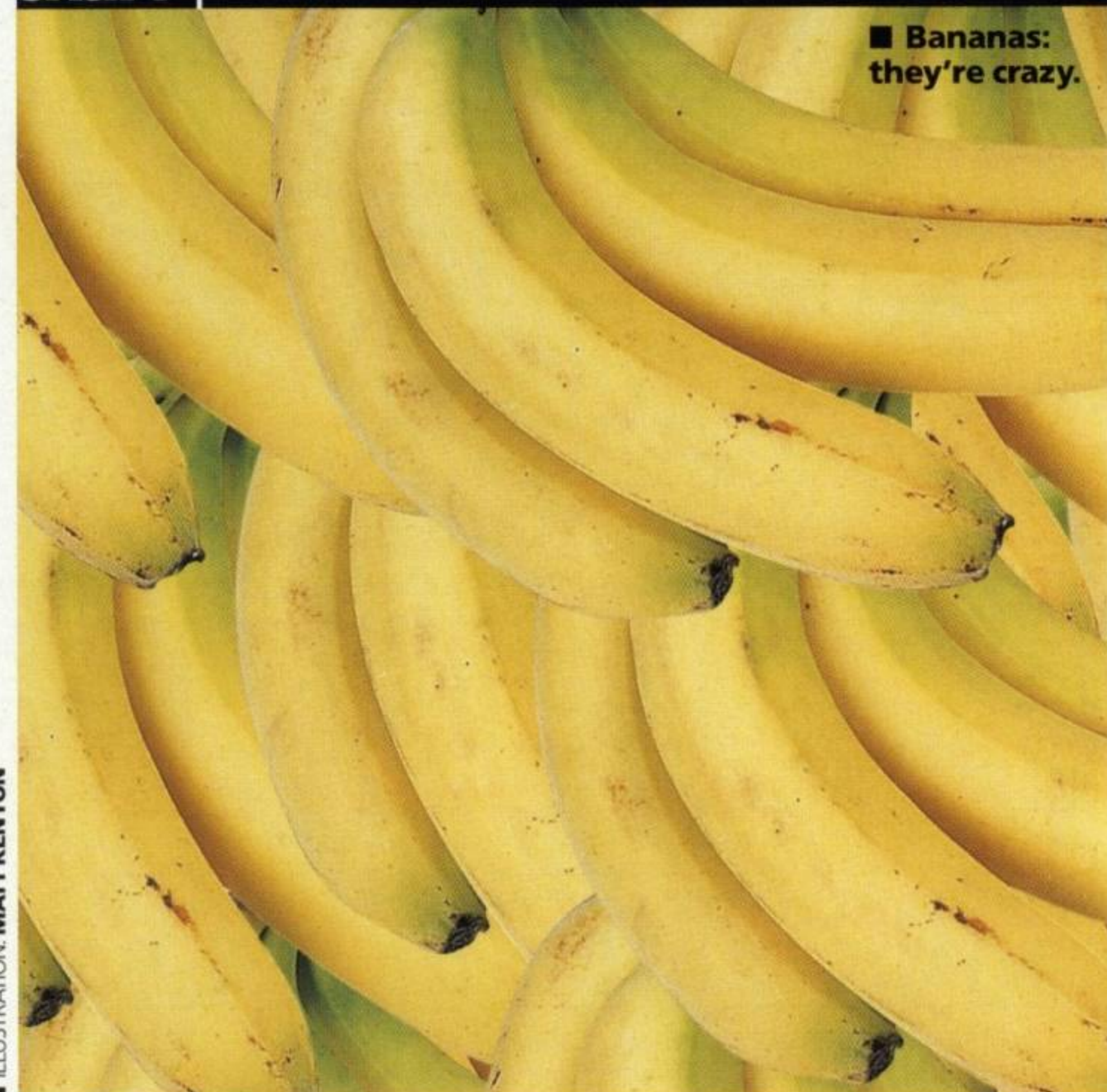
9 Mario Golf

What you see: Mario playing golf
What you don't see: Mark Curry showing off a full-size Lego replica of Mario, and then accidentally knocking its head off.

10 Donkey Kong 64

What you see: Five monkeys
What you don't see: The Five Monkeys being interviewed on *Saturday Superstore* and someone ringing up to ask them why they are so very crap.

Guest chart Top ten fruit



Indisputable proof that oranges are not the only fruit.

1 Bananas

The most comical-looking fruit. The unzippable yellow skin doubles as a handy tool for slipping-up passers-by and, if your name's Eric and you've got a pet crow, eating the white squidgy middle bit turns you into a crime fighting superhero.

2 Pineapples

The most uncomfy of the common fruit, so-called because it looks like a pine cone and tastes like an apple. Finds its natural home cut into chunks and placed on cocktails sticks with bits of cheese on big plates at parties.

3 Grapefruit

A sort of big orange. Versions with pink or red

flesh can help up the surprise factor. Served for breakfast or with a cherry on top as a disappointing starter. No matter how you try to cut them, they always squirt you in the eye.

4 Kiwi Fruit

Odd, oval-shaped fruit. For some reason favoured by girls as a snack. Largely tasteless, but with interesting furry skin. Come to think of it, they look and feel a bit like testicles. Wonder if that's the answer to the girl snack riddle?

5 Pears

Tasty, easily bruised and a firm favourite of Finbar Sauders and his double entendre-speaking pals,

leading to such beauties as: "What a large pear you have there, madam."

6 Star Fruit

One of those odd-looking fruit you see in its own special section in Sainsbury's that if you had more imagination you might buy instead of the traditional bag of Granny Smiths and net of satsumas.

7 Melons and plums

See pears.

8 Tomatoes

A herbaceous plant of the nightshade family native to South America. As every pedant knows it's not a vegetable but a fruit (because they grow on vines, or something).

You still don't get any of them in Fruit and Fibre, though.

9 Grapes

The fruit that you give to people when you visit them in hospital – presumably because grapes are the easiest to chew and digest – but which you sit at the side of the bed and eat yourself, if the person you've come to visit has selfishly run out of Quality Street.

10 Apples

Coupled with pears, can used as a handy reminder for people who live in the East End of London of how to get from one floor of their house to the other.

CHART ANALYSIS

With the Arcade Fat Lady

■ They say it's not over until the fat lady sings. Well, here I am. Hello! Interesting shenanigans at the top of this month's charts. *Tomorrow Never Dies* continues to sell on its name alone, while Lara's *Last Revelation* (we can only hope - skinny bitch) is down from number one to number three. And at the top? Why, it's *FIFA 2000*. All together now, then... you're shit, and you know you are. Three Lions on a shirt. It's coming home, it's coming home, football coming's home. You fat bastard, you fat bastard, who ate all the pies? [Burp] Well, I did, I suppose. But, hey, who's counting? Anyone fancy a pint? No? Oh well.



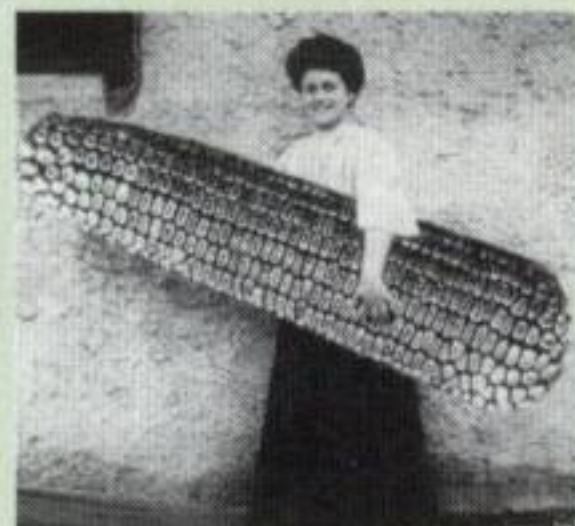
■ Your Mama.

Vox pops

This month: out in the countryside



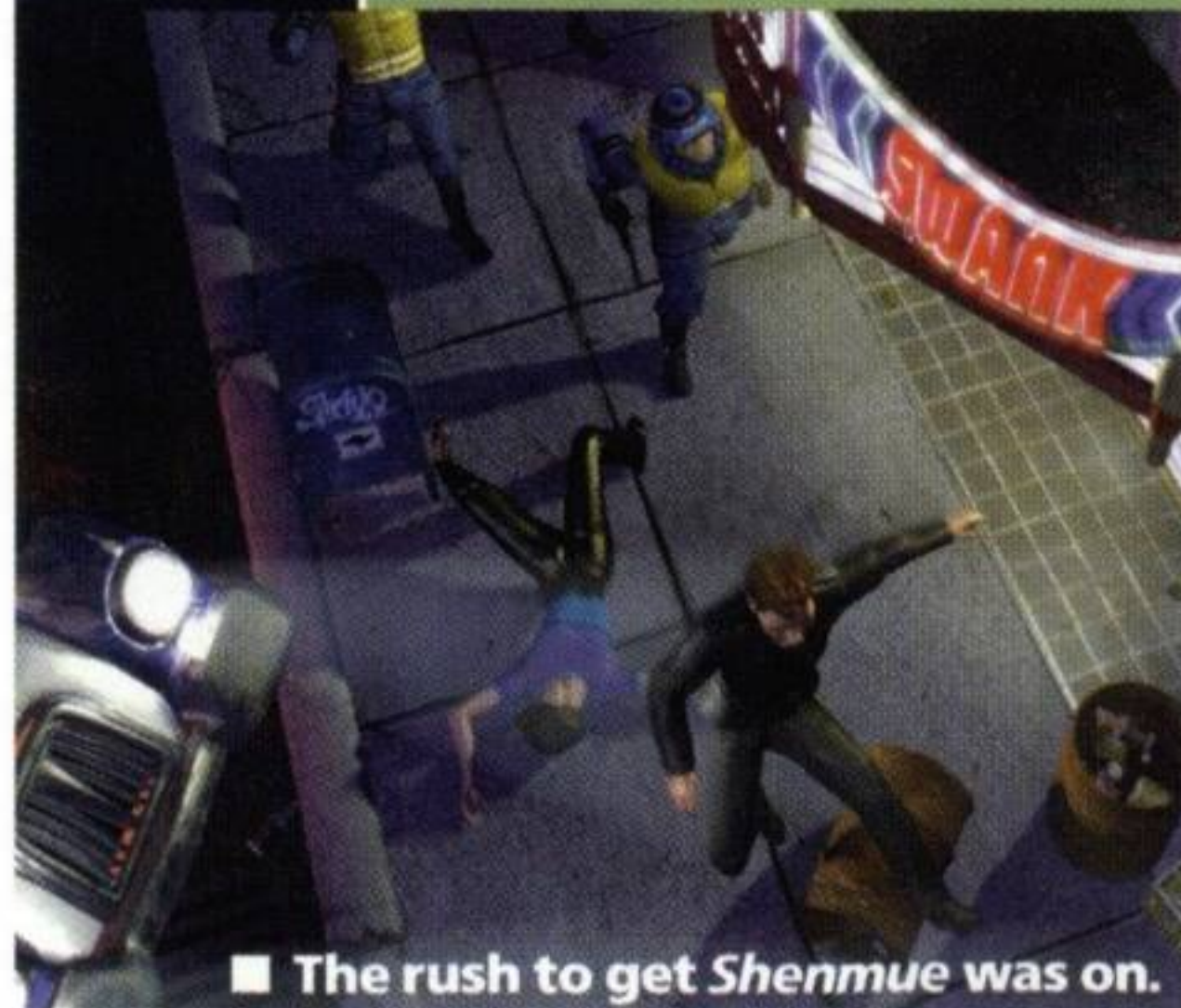
■ Hello. You've got very big melons. "Thank you. They're a bugger to shift, though." Do you want a hand? "No, that's all right. This stick ought to do the trick." So, anyway. You into games at all? "Not really. To tell the truth, I don't get the time much. My wife loves 'em, though. She's over there." Okay. We'll ask her, then. Bye.



■ Hello. That's a very big... er, cob of corn. "Cheers." So, it seems you're into games? "Yeah, I love 'em, me. Can't get enough of *Crash Team Racing* at the moment. Pity it's got no giant vegetables in it, though." Tsk, eh? Don't suppose many have, really. "*Final Fantasy VIII*'s full of them." Really? "Not. Not really. Just teasing." Oh well, Seeya. Bye.

Import zone

With Department 1 (0171 916 8440)



■ The rush to get *Shenmue* was on.

■ Time once again - Commissioner Gordon-style - to pick up the *Arcade Bat Phone*, which links straight to Department 1, who are located in their very own Bat Cave in London. "Hello. Andy here." Hi, Andy. So. Whassup? "Well, *Shenmue* is flying out of the door nearly as quickly as it comes in. The Japanese text doesn't seem to be putting people off one bit." And elsewhere? *GT2* is selling pretty well, but that and *Pokémon* aside that's about it." Okay, Andy, the *Arcade* logo is playing over the clouds, so it's time to go. Seeya.

Official Top 40

FIFA snags the top spot once again.



1 (3) FIFA 2000

■ PSX PC ■ EA Sports
Once again the FIFA franchise tops the table. Playable footballing fun that'll have you knocking them in from all angles in no time.

2 (2) Tomorrow Never Dies

■ PSX ■ EA
The most disappointing Bond since George Lazenby.



3 (1) Tomb Raider 4

■ PSX PC ■ Eidos
La Croft loses her top spot to football, showing how fickle boys can be.



4 (-) Championship Manager 99/00

■ PC ■ Eidos
Do what Graham Taylor never could. Manage a team, and actually win a few games.



5 (-) Medal Of Honour

■ PSX ■ EA
Travel back in time and take out members of the evil German army in your leisure time.



6 (17) Gran Turismo

■ PSX ■ Sony
Buy cars, race cars and tart cars up before the sequel hits.



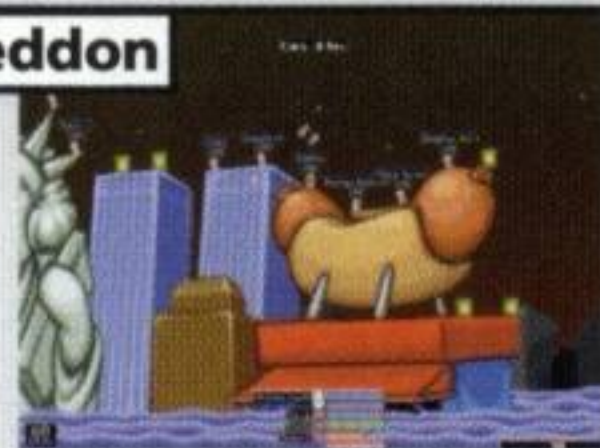
7 (14) Driver

■ PSX PC ■ GT Interactive
Win the trust of the criminal underworld with your driving skills.



8 (13) Worms Armageddon

■ PSX PC ■ Team 17/Hasbro
Enduring turn-based party game you can play while drunk.



9 (7) Colin McRae Rally

■ PSX PC ■ Codemasters
Colin's back once again - but this time on the cheap.



10 (26) Crash Bandicoot 2

■ PSX ■ Sony
That there bandicoot insists on continuing his money-making ways.



11 (19) Age Of Empires 2 ■ PSX ■ Microsoft

12 (27) Tekken 3 ■ PSX ■ Sony (budget)

13 (23) Grand Theft Auto 2 ■ PSX PC ■ Take 2

14 (15) Pokémon Red ■ GB ■ Nintendo

15 (18) Rayman ■ PSX PC ■ UbiSoft

16 (31) Mission: Impossible ■ PSX N64 ■ Infogrames

17 (16) Dino Crisis ■ PSX ■ Capcom/Virgin

18 (5) Crash Team Racing ■ PSX ■ Sony

19 (36) Grand Theft Auto ■ PSX PC ■ Take 2

20 (7) WWF Wrestlemania 2000 ■ PSX ■ THQ

21 (-) Quake 3 Arena ■ PC ■ Activision

22 (-) Spyro The Dragon 2 ■ PSX ■ Sony

23 (-) Tomb Raider 2 ■ PSX ■ Eidos

24 (20) Pokémon Blue ■ GB ■ Nintendo

25 (38) Resident Evil 2 ■ PSX ■ Capcom/Virgin

26 (-) Music 2000 ■ PSX ■ Codemasters

27 (37) Croc 2 ■ PSX ■ Fox

28 (-) Mickey's Wild Adventure ■ PSX ■ Sony (budget)

29 (-) FA Premier League Manager 2000 ■ PSX ■ EA Sports

30 (-) Bugs Bunny Lost In Time ■ PSX ■ Infogrames

31 (-) Super Mario 64 ■ N64 ■ Nintendo

32 (11) WWF Attitude ■ PSX N64 CGB DC ■ Sony

33 (-) Donkey Kong 64 ■ N64 ■ Nintendo

34 (-) Ready 2 Rumble Boxing ■ PSX N64 DC ■ Midway

35 (28) The Rugrats ■ PSX GB ■ THQ

36 (21) Star Wars: Phantom Menace ■ PSX ■ LucasArts

37 (-) Tom Clancy's Rainbow Six ■ PSX N64 PC ■ Fox

38 (-) Disney's Tarzan Action Game ■ PSX PC GBC ■ Disney

39 (30) WCW Mayhem ■ PSX ■ EA

40 (-) V-Rally 2 ■ PSX ■ Infogrames

JAPANESE TOP 10



- 1 (-) **Gran Turismo 2**
SCE, PSX
- 2 (-) **Parasite Eve 2**
Square, PSX
- 3 (2) **Pokémon Silver**
Nintendo, GB
- 4 (1) **Pokémon Gold**
Nintendo, GB
- 5 (-) **Momotaru Electric Railway V**
Hudson, PSX
- 6 (-) **Donkey Kong 64**
Nintendo, N64
- 7 (-) **Crash Bandicoot Racing**
SCE, PSX
- 8 (-) **Mario Party 2**
Nintendo, N64
- 9 (-) **Dekotora Legend 2**
Spike, PSX
- 10 (-) **Muscular List Vol 1: I'm the Strongest Man**
Konami, PSX

US CONSOLE TOP 10



- 1 (1) **Pokémon Yellow**
Nintendo, GB
- 2 (2) **Pokémon Blue**
Nintendo, GB
- 3 (3) **Pokémon Red**
Nintendo, GB
- 4 (4) **Pokémon Pinball**
Nintendo, GB
- 5 (-) **Resident Evil 3: Nemesis**
Capcom, PSX
- 6 (-) **Donkey Kong 64**
Nintendo, N64
- 7 (-) **WWF Wrestlemania 2000**
N64, THQ
- 8 (-) **NBA 2K**
Sega, DC
- 9 (-) **NBA Live 2000**
Electronic Arts, PSX
- 10 (-) **Pokémon Snap**
Nintendo, N64



Veteran gamers

“You realise we’re probably affecting sales. They’ll think, if those old dinks can do it there can’t be much in it.”



Ellie

Doreen

Ken



Old before I die

Nice young man | **Rich Pelley**

If it's with your head in your hands you watch your Dad struggle to set the video, you might've thought the chance of getting your gran playing, say, Ready 2 Rumble to be nonexistent. But you'd be wrong. Grannies are up for videogames big time, and Arcade is here to prove it.

Old people are great. If you'd lived through two world wars and seen in a new millennium, you too would want to take life easy and make sure you ate double your body weight in cakes and puddings every day in a bid to make up for all the tasty treats you were denied during rationing.

With this in mind, businesses seem to have decided to target the so-called grey pound with a vengeance. The brewing industry continues to bottle the sole fuel

OAPs require to survive – sherry. Effort saving devices like the Stannah Stairlift and the Kingsley Walk-in Bath are only a year's pension away. And biscuit manufacturers have sensibly seen no reason to change the design of those pink wafer biscuits, which have remained the same since 1932.

But what of entertainment? Of all people, those advanced in years have the most leisure time to kill – all day, every day. Whist drives and bingo aside, there's very little on offer. Could Sony, Sega and Nintendo be missing a lucrative opportunity? And rather than developing interactive crossword generators and knitting sims, ➤

Help the aged

This bunch don't need help, just a cup of tea and a Dreamcast.



Pat, 75
A little confused at first, but within minutes was playing mean enough to bring the most hardened *Ready 2 Rumble* battler to their knees. Pat also enjoyed *Soul Calibur*, starting games with the battle cry: "I'm better than you."



Ellie, 85
Granny Goodwin ensured *Arcade* was made comfortable by keeping the biscuits and crisps coming. Protestations that "you can't think too quickly at my age" didn't stop her from pummeling with the best of them in *Ready 2 Rumble*.



Doreen, 77
The loudest of the bunch, especially fond of "The girl with the lance" (*Sophita* from *Soul Calibur*), Doreen only quietened down when *Arcade* let slip it had been to her idol Hugh Scully's house for a glass of wine earlier in the week.



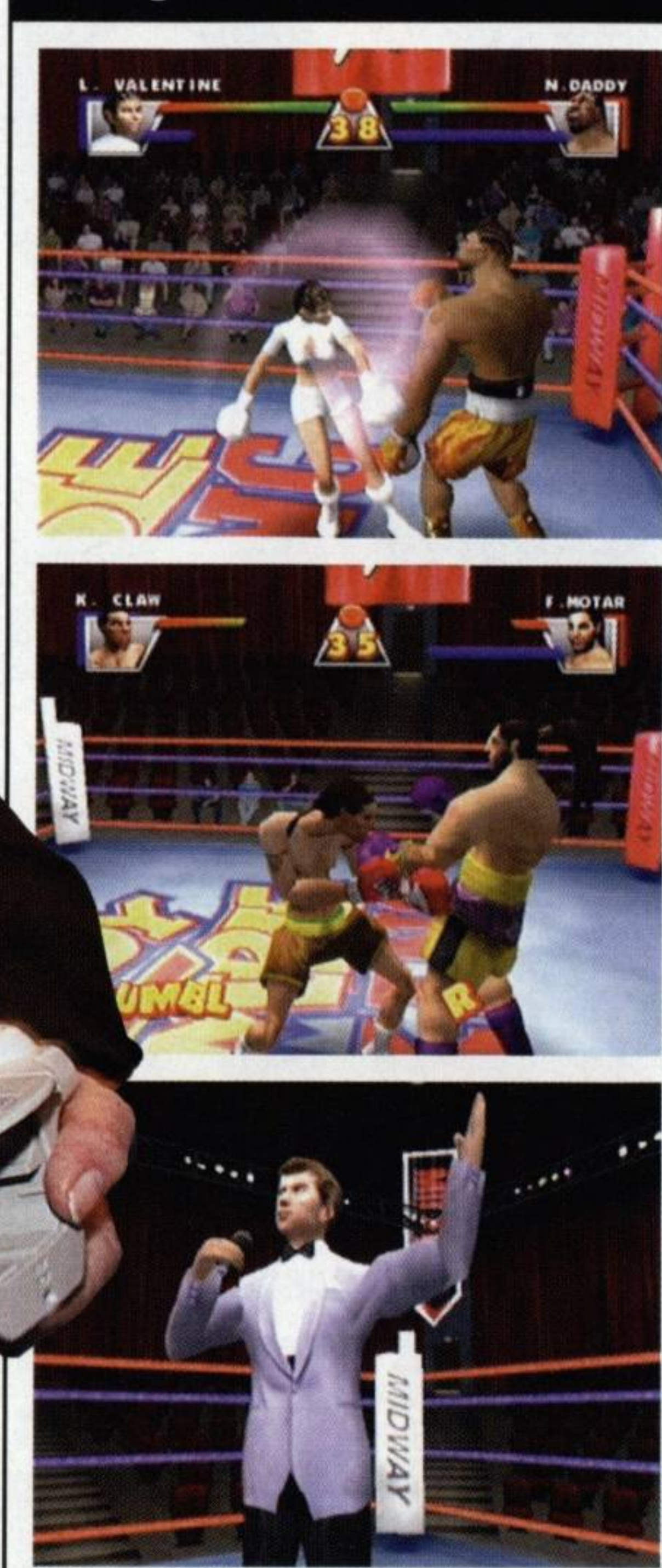
Ken, 76
Reluctant to get involved, and making an early exit, Ken still seemed to have a good time and needed no excuses – *Arcade* knows how hard it can be to spend any length of time in the exclusive company of women, regardless of age.

Veteran gamers



■ "I haven't had this much fun since 1943."

Ready 2 Rumble



■ R2R: "Is this what all the kids want for Christmas? My grandkids'd love it."

1080° Snowboarding



■ 1080°: "What's going on? What do you mean, retire? I am retired!"

isn't it possible that the current crop of videogames titles could rock the retired world? *Arcade* nipped round to its newly-adoptive grannies' house to find out.

3.29pm

Ready 2 Rumble (Dreamcast, Midway)

So, having politely sipped an introductory cup of tea and endured a gruelling round of probing questions about life, love and work, it was on with the action. First up, for no reason other it seemed like a good idea at the time, *Ready 2 Rumble*.

Ellie: "Oooh, isn't this exciting?"

[Munching biscuit] Right, then. This is a boxing game. You use these buttons to move and punch.

Doreen: "What dear? I need to pick a player, do I? Can you do it for me? Oooh, I'll be him. What's he called? Afro Thunder? Eeeuu. I like the look of him. You want to play, Pat? Will you pick a character for Pat too, dear? Hee hee. Will you look at him? Big Willie Johnson. He looks like you, Pat. Jolly good."

Okay. Ready ladies? Here we go.

Doreen: "Go on, give him one. That's my man. Go on, get going. Hit him. Ooooahhhh. Eeehh, my life. There's a thing. Oh no. Come on champ. That's it. Hoooo. I've knocked you out, Pat. Yippee"

Pat: [Staring blankly at joypad] "What's this for, then?"

In search of another biscuit, Doreen passes the joypad to Ellie.

Ellie: "You be the man then Pat, because he's bigger. I'll be the girl."

Pat: "I move around with this, do I? Oh, I see. And these buttons punch do they? Have we started?"

Ellie: "Go on. Hit him. Oi, don't keep pressing your buttons, Pat. Knock him down. Oi, that was bellow the belt. Oi, stop it, will you, Pat? My thumbs hurt. Exhausting work this."

Pat: [Suddenly getting the hang of it] "Ellie's taking some punishment, isn't she? Go on. Is this what all the kids want for Christmas, then? My grandkids would love it. Whoo hoo. You've had it now, Ellie. Go on, hit her." [Throwing arms in air] "Winner. I'm the winner! Hooray."

Ken takes up the challenge.

Pat: "Want a go Ken? Come on, you like boxing. My goodness, if I can do it, you can. Doreen, you have another go."

Doreen: "No, I want to play as the other man. Raging Rivera. That's his name. Now, Ken. Which boxer do you fancy?"

Ken: "I quite like the look of the sumo wrestler."

Doreen: "Hee hee hee. That's you, Ken. You weigh 358 pounds. Come on then. That's it. No, no, no. Knock him down. Go on. That's more like it. Hee hee hee. Oh, no. I'm down. End of round one."

Ken: "My boxer's terrible. This is the second round, is it?"

Doreen: "Yes, the second round. Come on. Give him one. That's right. No. I'm down. Now then, come on. Oh, he's falling down again. I'm down. I'm the loser."

Ken: "Hooray. Have I won?"

4.18pm

1080° Snowboarding (N64, Nintendo)

With boxing going down well (and Ken making a gracious exit) the time had come to find a game which would keep the adrenaline flowing.

"Can't we play the other one, with the punches? I prefer the thump, thump, thump!"

■ Pat enjoys the pleasures of granny-to-granny combat.

Ellie: "How many more games have you got in that big box?"

Doreen: "Has he got Snakes and Ladders? I like a bit of Snakes and Ladders, I do."

How about snowboarding?

Pat: "I don't like anything to do with snow. What happens here, then?"

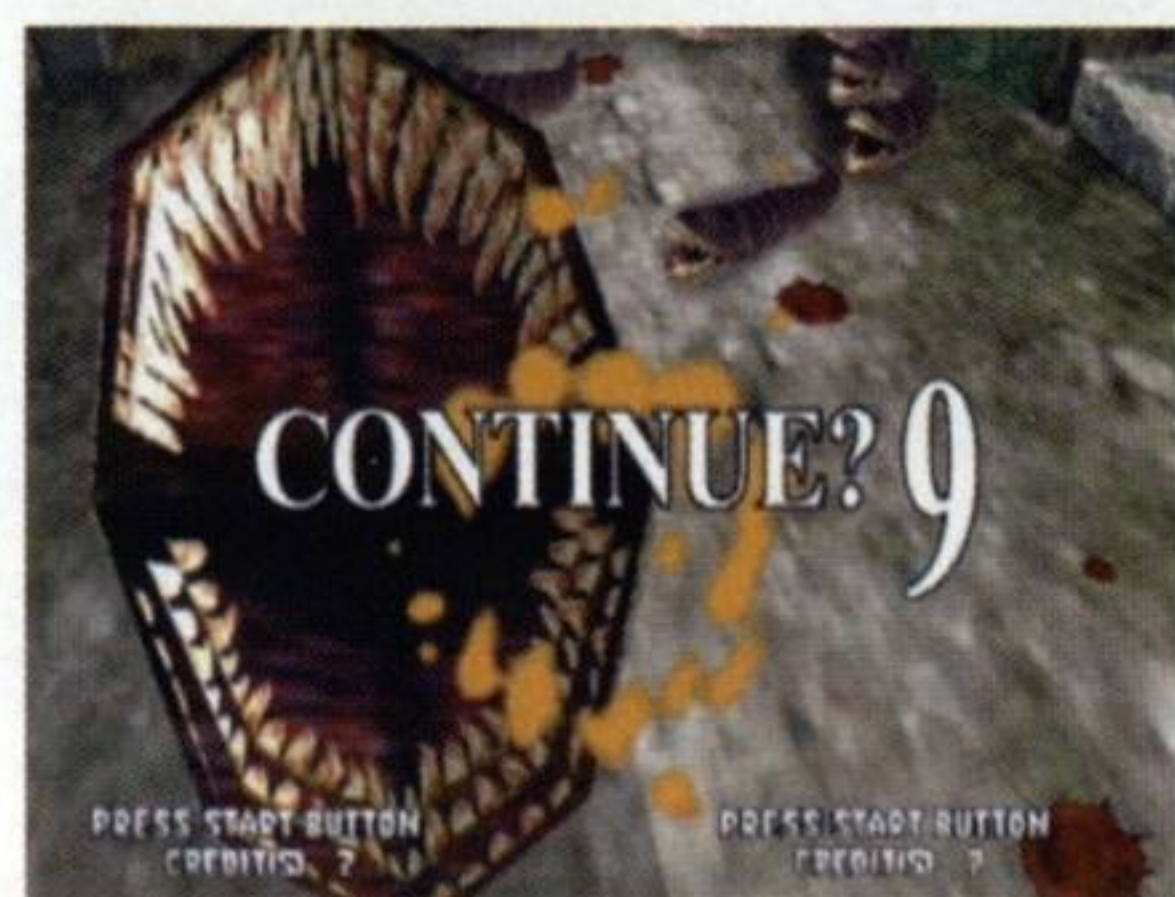
You use this joystick to steer.

Ellie: "Oooh, steer. That's going to be difficult. Which is mine? The red man at the top? Oh, he's disappeared. He must be in an avalanche."

Can I punch like in the last game? No? Pity."



House of the Dead 2



■ **HOTD2:** "Oh, I'm dead. I don't think I can fire the trigger fast enough."

Soul Calibur



■ **Soul Calibur:** "We'll see whether we're going to buy it for Christmas."

Pat: [Staring intently at screen] "Come on, mate. What's going on? Oooh, he's fallen off. Oh dear. Come on, mate. Round that way. He's fallen on his head now. Yeeh, that's better. I just went past you Ellie. Eeuuh, that was good. He did a somersault."

Doreen: "You're falling about all over the place, Ellie."

Ellie: "What's going on? Retire? I am retired! This is too confusing. Can we play something else?"

4.45pm

House of the Dead 2 (Dreamcast, Sega)

How about a spot of shooting? You have to shoot zombies with this gun. Ellie?

Ellie: [Accepting gun] "Euoooh, I know how to use one of these." [Dreamcast intro screen kicks in] "Cooo, Dreamcast."

Doreen: "It's been doing that every time. Haven't you seen?"

Pat: [Still staring at screen] "Am I playing? Why haven't I got a gun?"

Ellie: "Gosh, it costs a lot to buy all this lot, I reckon. The games cost £50? Oooh, they never do. And that box on the floor costs £200? Is that all? We'll have two please. Right, then, let's have a bash. Out the way, Doreen. Gee, it's easy, isn't it? Oi you, get down. Didn't I just shoot you? Why does everybody look the same?"

Pat: "What, it's £200 for all this gubbins, is it? Just for the box on the floor? Blimey. You realise that we're probably affecting the sales of these

games, us four. They'll think if those old dinks can do it, there's not much in it."

Ellie: [Disappointed] "Oh, I'm dead. I don't think I can fire the trigger fast enough. Can't we play the other one with the punches? I prefer the thump, thump, thump."

5.05pm

Soul Calibur (Dreamcast, Sega)

With snowboarding and shooting zombies getting the granny elbow, it was time to try to appease the masses. Grannies, it seemed, like beat-'em-ups. But how would they fare at *Soul Calibur*?

Ellie: "Is this the boxing game? It's a different one. Oh, all right. We'll see if we are going to buy it for Christmas."

Are you playing, Pat? Who do you want to be? How about Sophitia?

Pat: "Isn't she thin?"

Doreen: "Look at you, Pat. You're Joan of Arc! Who do I want to be? I'd like to be a nice looking man, dear. He'll do nicely. Can we start? Whoo, whoo, whoo. Come on man, what's the matter with you? Go on. That's better."



■ **Pat catches up with the latest releases while Doreen waves her knickers in the air.**

Swing it. Lovely. Whoops-a-deary. That's it. Time up. Maxi wins! I beat you, Pat! Round 2. Come on Maxi. What's the matter with you? You've gone off the boil. Stop it, Pat. He's down. That's no good. Round 3. Pat, stop it. Stop it, Pat. I'm down!

Pat: Winner! I'm the winner! Hooray! Action replay. Shall we play again?"

The old have the most leisure time... could Sony, Sega and Nintendo be missing a trick?

And there *Arcade* decided to leave it, with three grannies beating the living daylight out of each other in *Soul Calibur* into the early hours of the evening, with the tea flowing like wine and Ellie's secret weapon – a freshly-baked lemon cake – brought out to fuel those who remained.

And had the Dreamcast been left with them, they'd probably still be trying to knock the bejesus out of each other on *Ready 2 Rumble*. Ellie couldn't get enough of that cartoon boxing action. Pat, on the other hand, enjoyed *1080° Snowboarding*, even though she wasn't entirely sure what was going on. Doreen loved playing with the big sticks in *Soul Calibur*. And Ken hadn't had so much fun since 1943. Old folk like videogames as much as the next man. Who'd have thought it? *Arcade* doesn't know who was most surprised – us, you, or them.



■ **Ready 2 Rumble aside, Ellie's other specialities include lemon cake and apple pie.**



Win your own COIN-OP!

And not just any coin-op, you know! You can win an original 1978 Space Invaders machine – the game without which we'd have no videogames today. Hurrah!



An original 1978 *Space Invaders* coin-op is quite a prize, you know. It's worth some £2000, and that's without knowing that it's in absolutely top nick – apart from a bit of a sticky right button, but nothing a bit of WD40 can't sort out – with not a dent or a fag-burn in sight. To tell the truth, *Arcade* thought it'd be nice to get a *Space Invaders* coin-op for the office, which is why the very same *Space Invaders* machine that you could be winning has been sitting not three metres from the place of writing for the past couple of months, just asking to be played.

And we've had some happy times together. Arguments over who makes the tea are still settled by high scores. Frustrated girlfriends full-well know that none of the team are "in a meeting at the moment" when we are not available to take their calls. Some people even think we've had the sound of *Space Invaders* dubbed into the back of our phone calls, because we're called *Arcade* and we've got a *Space Invader*-type thing in our logo.

But we've been told it's got to go. Having a *Space Invaders* machine slap bang in the middle of a cramped office is – apparently – a health risk. We put up a fight with no avail, and decided to accept second best – give it away to one of you. So if you fancy a chance of winning your very own (and we warn you, very heavy) arcade machine, crank your brain into Retro mode, and answer the following question:

In *Space Invaders*, at what score is your first bonus ship awarded?

- a) 100
- b) 1000
- c) 10000



Send your answers on a postcard to:

They don't make 'em like they used to, *Arcade*, 29 Monmouth Street, Bath BA1 2DL.

And because this prize is somewhat close to our hearts, you may like to include something retro of your own to help the *Arcade* team commiserate its loss. All right! Best of luck!

THE RULES



- 1 No purchase is necessary
- 2 No Future Publishing employee or their associates may enter this competition.
- 3 The closing date is Wednesday, 1 March.
- 4 Unlike his *Space Invaders* skills, the Editor's decision is totally respected, and thus final.
- 5 There is no cash alternative to this competition.
- 6 Absolutely no correspondence will be entered into.
- 7 Individuals may only enter this competition once

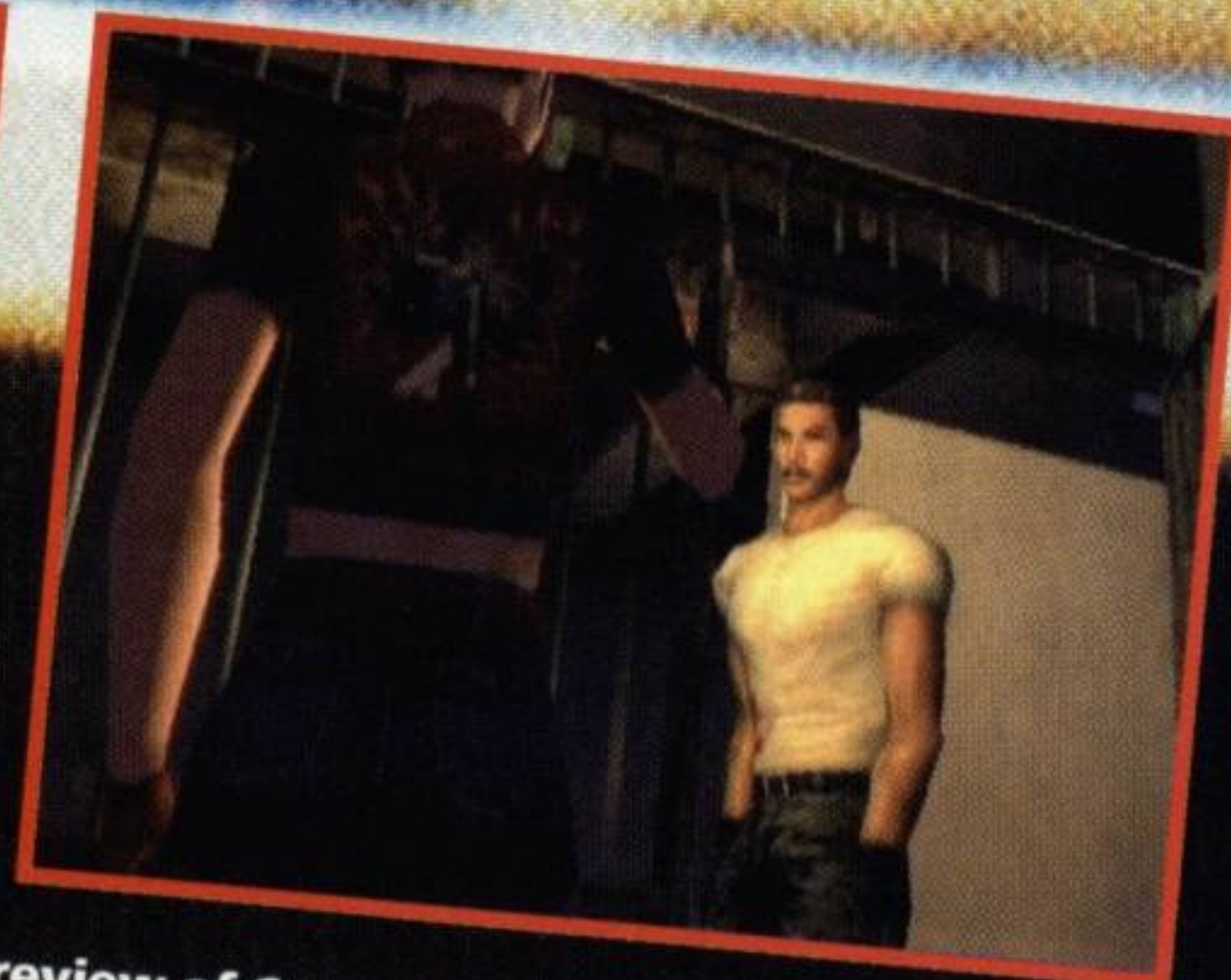
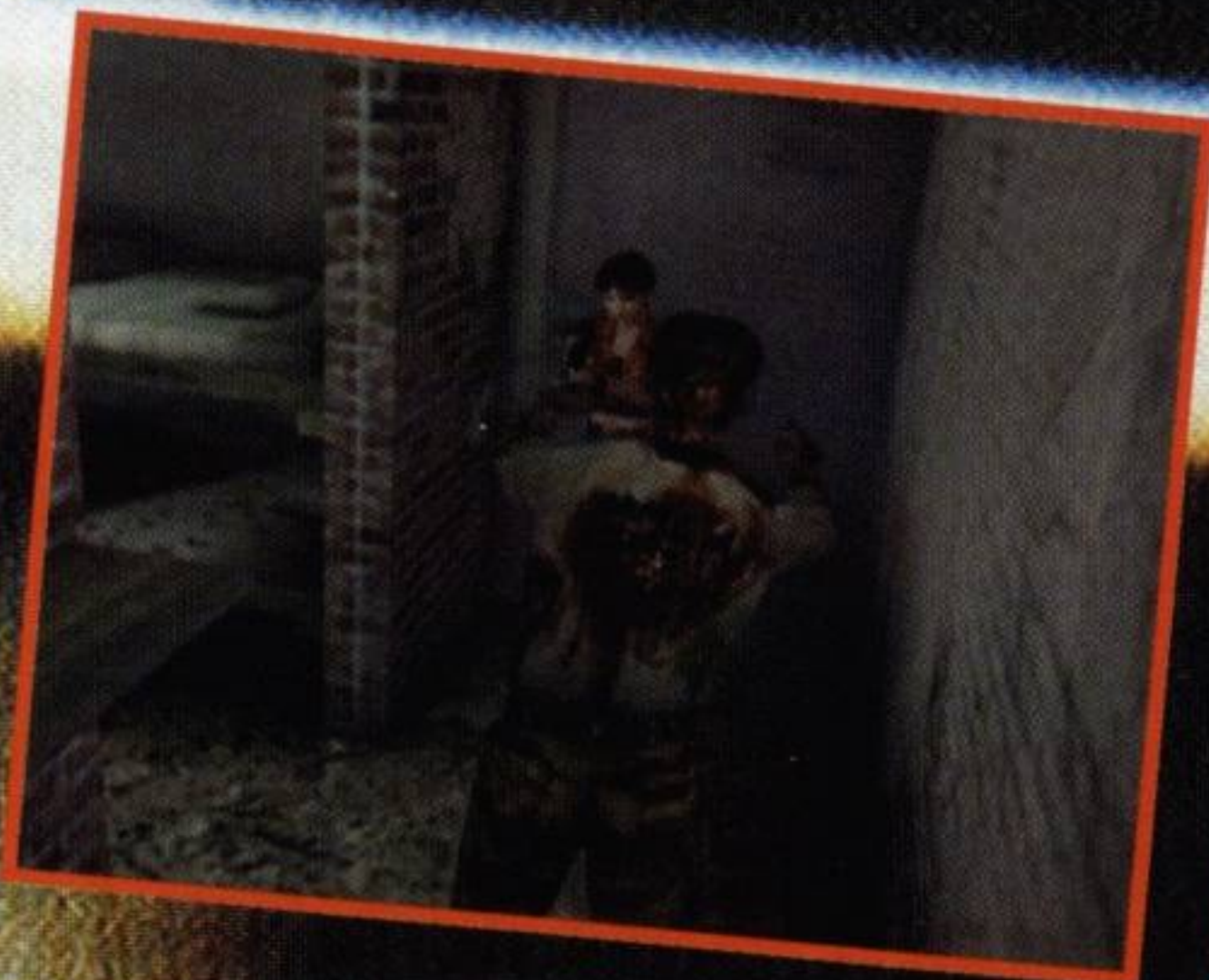
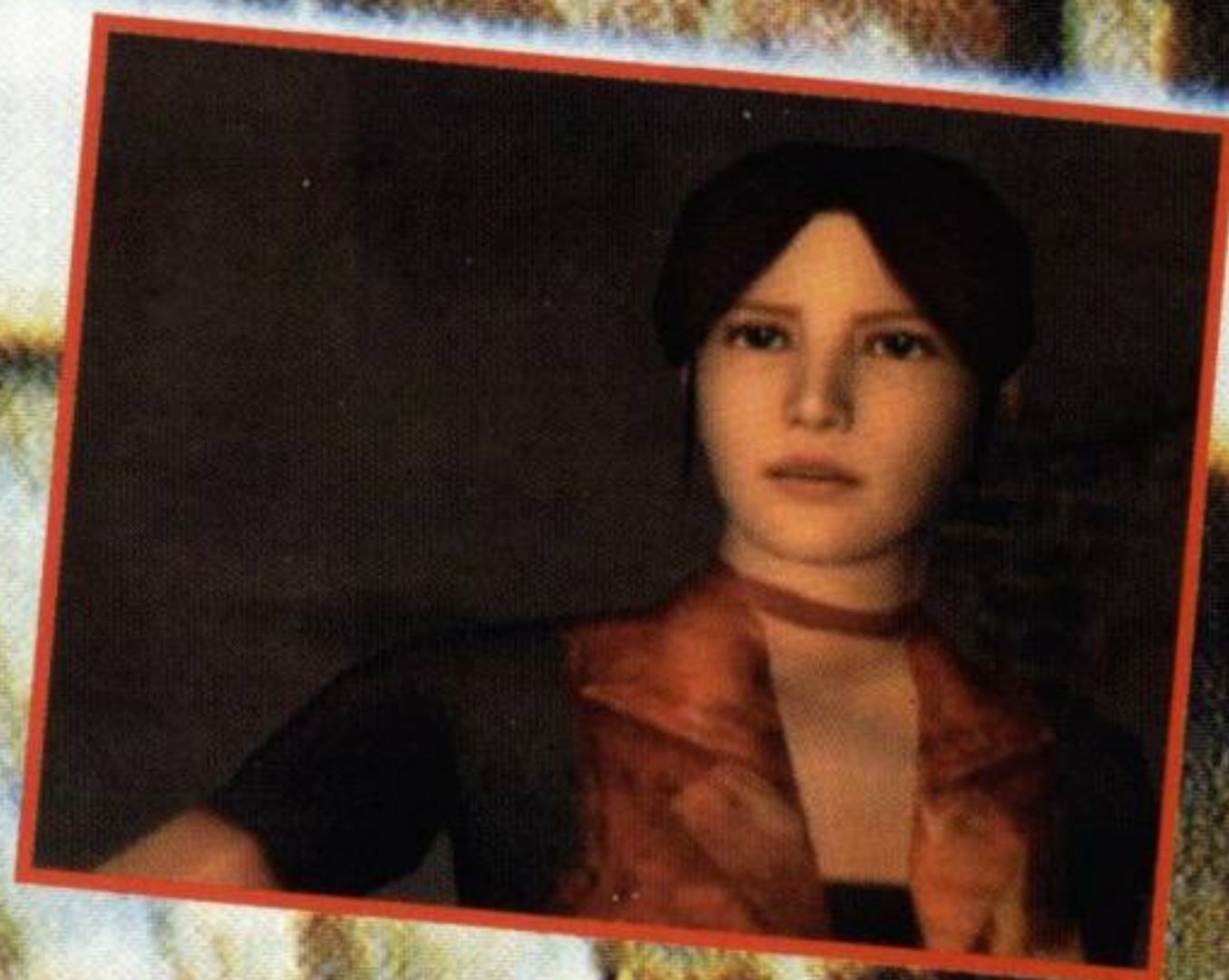




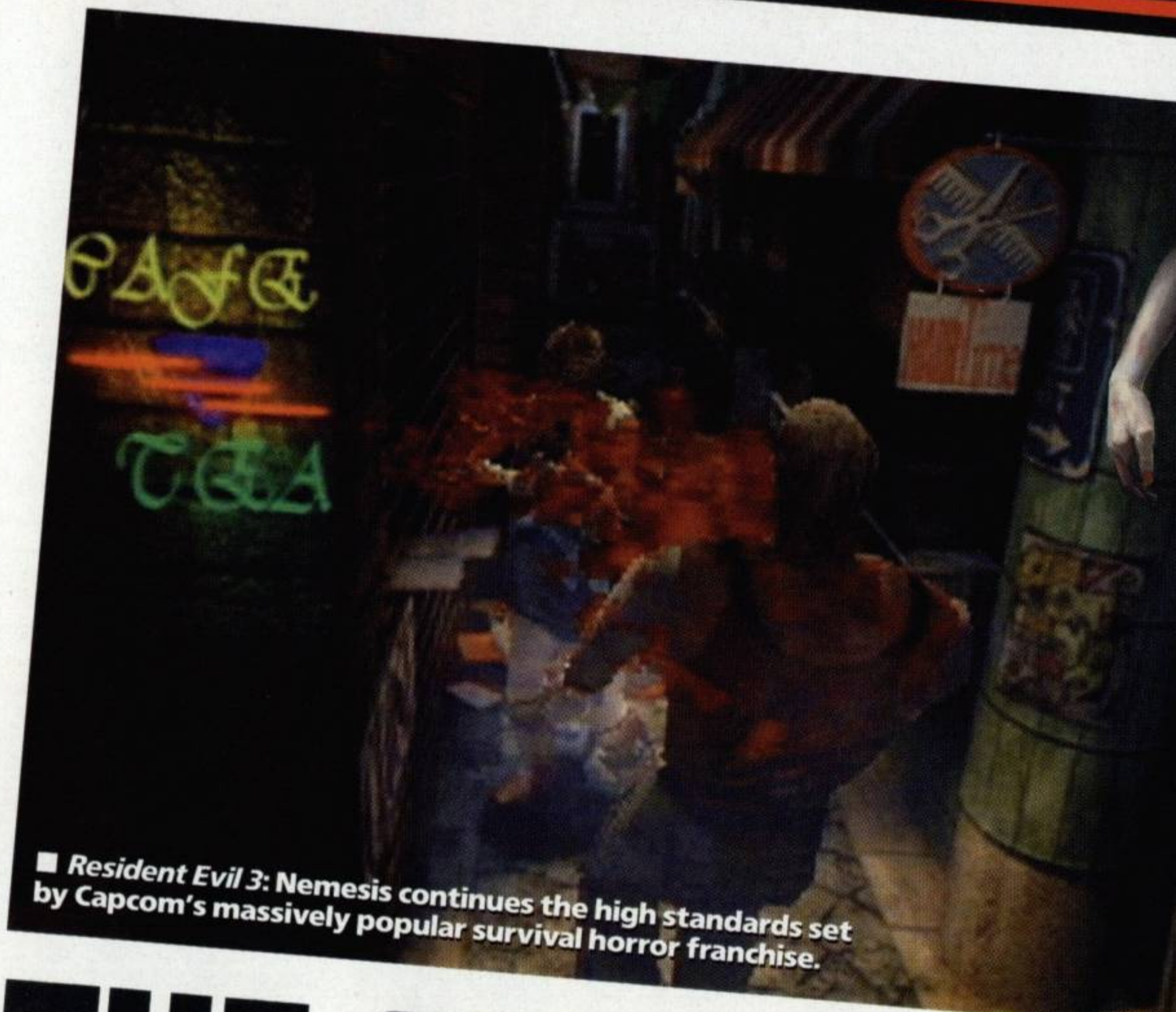
**GET
FLESH
AT THE
WEEKEND!**

**TO CELEBRATE THE IMMINENT RELEASE OF TWO FANTASTIC NEW RESIDENT
EVIL GAMES, ARCADE EXHUMES AND CONSUMES THE ZOMBIE PHENOMENON.**

GET FLESH! 



■ Read on for an exclusive preview of Capcom's first next-generation *Resident Evil* adventure, *Code: Veronica*, starring heroine Claire Redfield.



■ *Resident Evil 3: Nemesis* continues the high standards set by Capcom's massively popular survival horror franchise.



■ (Below) Shinji Mikami, the man responsible for your nightmares.



IMAGE: OFFICIAL UK PLAYSTATION MAGAZINE

THE SEEDS OF EVIL

RESIDENT EVIL WAS THE FIRST GAME TO REALLY SCARE YOU. FOR A CLOSER LOOK AT WHY, ARCADE EXHUMED THE SERIES' CORPSE.

The fetid, rasping breath of a reanimated corpse curls around the nape of your neck. You spin around, firing two shotgun rounds into the shambling, blackened figure. The second shot blows its skull apart and the zombie slumps to the ground, rancid blood pooling at your feet. You take off down the corridor, your footsteps echoing in the hollow air. A window breaks, and you fall, petrified, to the ground. Rarely has a videogame inspired this level of genuine terror.

Known as *Biohazard* in Japan, Capcom's *Resident Evil* franchise is the warped brainchild of one Shinji Mikami, who joined the company in 1990 as a designer. His debut project as a producer would bring together traditional elements of RPGs and adventure games, marrying them to an atmosphere of gore-drenched horror to create a hugely popular gaming

experience. After two years in development, *Resident Evil* was released in 1996 for the PlayStation and immediately acclaimed as the first genuinely terrifying videogame.

Sublime gameplay was coupled with stunning visuals, and the tension generated by the constant fear of zombie attack was a blatant Hollywood tactic. You were Chris Redfield or Jill Valentine of S.T.A.R.S. anti-terrorism squad, sent unwittingly into a zombie-infested mansion to investigate a spate of killings.

The game couldn't have come at a better time for Capcom. Despite a 20-year heritage as a leading developer and publisher, gamers were becoming bored by its stream of beat-'em-ups, riding on the back of *Street Fighter 2*. *Resident Evil* showed the world that Capcom was no one-trick pony, and Mikami-san was no doubt given a pat on the back by his beaming superiors. Inspired in part by the low-budget zombie movies of director George A.

Romero, the origins of *Resident Evil* can be traced to a title which has subsequently been written out of gaming history. *Alone In The Dark* was created for the PC by Infogrames in the early '90s. As detective Edward Carnby, you entered a zombie-infested mansion, which was depicted via static backdrops but populated by polygonal characters. The quirky camera angles, inventory system, neat puzzles and eerie atmosphere suggest that Mikami's opus wasn't quite as original as all that. Nevertheless, *Alone In The Dark* isn't the game that now boasts millions of sales, spin-off novels, action figures and countless tribute Web sites; a temporary *Biohazard* Theme Park was even built near Osaka, enjoying a successful six-month run.

The original *Resident Evil* may have been open to accusations of plagiarism then, but the series has gone on to bigger and better things, becoming ever more cinematic. *Resident Evil 2* saw the zombie infestation spilling out



onto the streets of Raccoon City. Two storylines intertwined; the first involving cop Leon Kennedy, and the second starring Chris Redfield's sister Claire (in town to find her missing brother). This time the game featured a chief bad guy, the horribly mutated and virtually indestructible William Birkin and explored the background to the zombie plague; and the shadowy Umbrella organisation behind it.

Resident Evil 3: Nemesis (reviewed on page 74) is another step forward and boasts the most impressive storyline yet. It recasts Jill Valentine as the heroine, on her own in the middle of the rapidly disintegrating Raccoon City, with events taking place before and after those of *Resident Evil 2*.

The series is also set to debut on new formats. Game Boy owners are due a surprisingly faithful version of the original, while both the N64 and Dreamcast are graced with flawless conversions of *Resident Evil 2* later this month. However, the real fervour is being reserved for *Resident Evil Code: Veronica* on Dreamcast, which introduces full 3D environments among a whole host of new features – plus the return of Chris and Claire Redfield in an entirely new plot.

Capcom has worked hard to create a memorable cast. As the series has progressed, characters have become more identifiable and the plot more involving. In this way, each *Resident Evil* game has managed to give the impression of being part of a true serial rather than the same characters dumped into a new environment.

People like to be scared, and the palpable atmosphere of the *Resident Evil* games is helping to make gaming as a whole more sophisticated. Besides, who can say they've never fantasised about crushing the skull of a rotting undead corpse beneath their Doctor Marten's? Long may the G-Virus wreak its havoc.



■ Leon and Claire took joint responsibility for wasting the undead in *Resident Evil 2*.

Meet The Residents

Who's Who In Resident Evil.

CHRIS REDFIELD



(Resident Evil, Code: Veronica)

■ Having been booted out of the Air Force for reasons unknown, Chris Redfield was recruited by S.T.A.R.S. for his weapons expertise.

JILL VALENTINE



(Resident Evil, Resident Evil 3)

■ Chris' team-mate in the Raccoon City Alpha Team. Is "The Master Of Unlocking", they say. Fights a lone battle throughout *Resident Evil 3*.

CLAIRE REDFIELD



(Resident Evil 2, Code: Veronica)

■ Chris' sister, and something of a cool biker chick, although the red jacket is ill-advised. Captured by Umbrella and left to rot on a zombie-infested island at the beginning of *Code: Veronica*.

LEON S. KENNEDY



(Resident Evil 2)

■ The last surviving cop in Raccoon City. Astonishingly, he doesn't use this opportunity to raid the evidence locker – put it down to inexperience.

BARRY BURTON



(Resident Evil)

■ Dopey ginger S.T.A.R.S. member. Is he bluffing? No, he truly is that dumb.

ALBERT WESKER



(Resident Evil)

■ Ostensibly a S.T.A.R.S. member but behind the aviator shades hides a dark secret – he's an Umbrella double agent, the dirty rat.

ADA WONG



(Resident Evil 2)

■ Enigmatic survivor of the Raccoon City zombie outbreak. Is out to get her hands on the zombie-creating G-Virus. Clearly doesn't know "wight" from "wong".

CARLOS OLIVIERA



(Resident Evil 3)

■ A hotshot 21-year-old South American dude employed by Umbrella's Biohazard Countermeasure Force. Suffice to say, once the zombies start biting on his ankles, he sees the error of his ways and sides with Jill.

SHERRY BIRKIN



(Resident Evil 2)

■ Not a popular cocktail served in bars throughout Raccoon City, but a 12 year-old girl hunted by her horribly disfigured father, who is...

WILLIAM BIRKIN



(Resident Evil 2)

■ Constantly mutating former Umbrella scientist. Every time Willy Birkin changes, he grows bigger and more powerful. Wants to infect his daughter with the G-Virus. Eww...

MIKHAIL VICTOR



(Resident Evil 3)

■ Another member of the Countermeasure Force, Mikhail is injured and confined to a bench for the duration of the game. Still manages to dispose of a legion of zombies in style.

NIKOLAI GINOVAEV



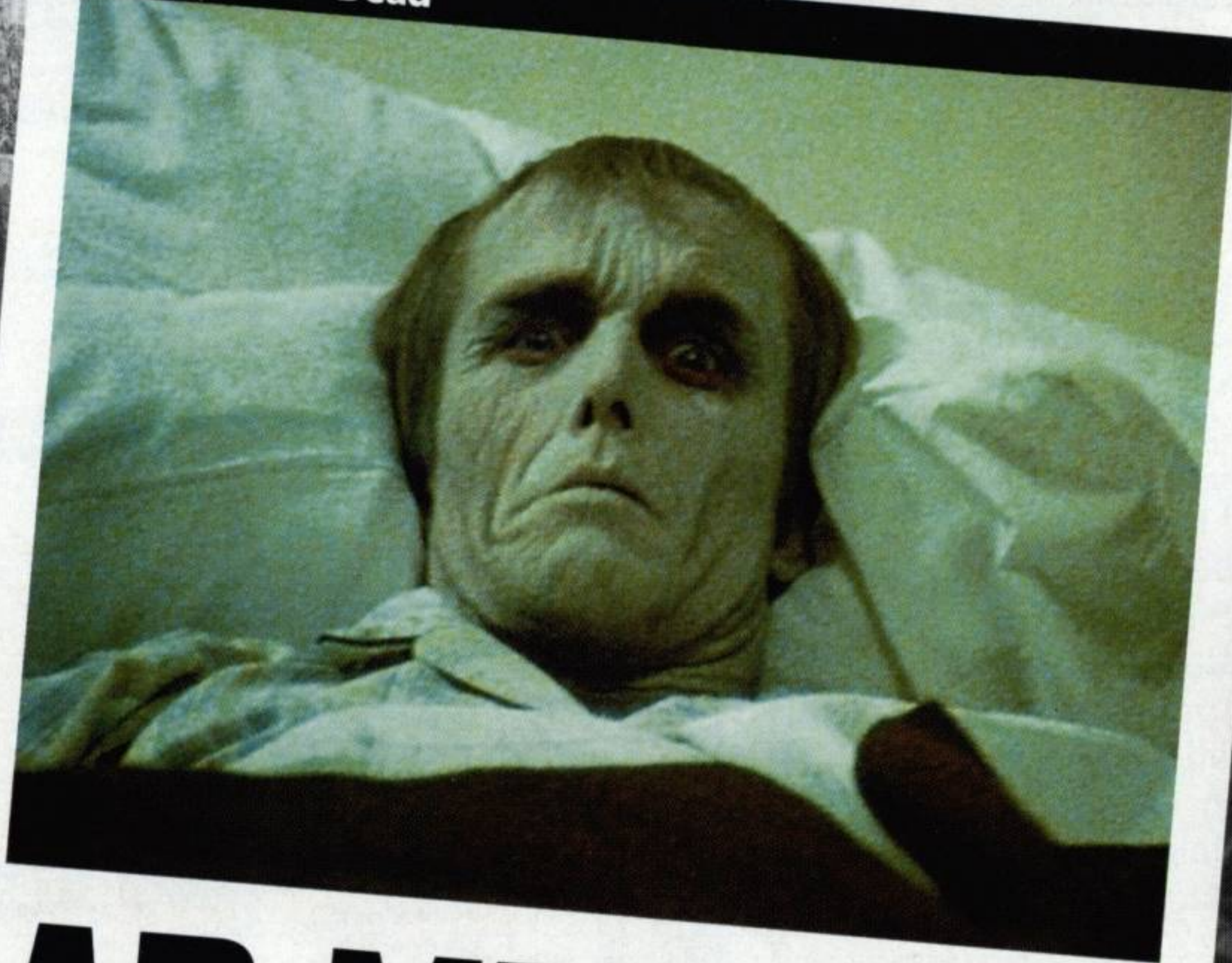
(Resident Evil 3)

■ A distinctly shady colleague of Carlos' on the Countermeasure force hired by Umbrella, with a stock Eastern European villain accent.

White Zombie



Dawn Of The Dead



Zombie Flesh Eaters



Night Of The Living Dead



The Evil Dead



DEAD MEN WALKING

RESIDENT EVIL OWES ITS EXISTENCE TO B-MOVIE ZOMBIE FLICKS. ARCADE DIGS UP TEN CLASSICS OF THE GENRE.

Who are the stars of the *Resident Evil* games? Are they Jill Valentine, Claire Redfield and Leon Kennedy with their skimpy streetwise cop outfits, deft handling of heavy weaponry and charming naivety regarding the intentions of Umbrella? Nah, it's the zombies themselves who steal the show with their devil-may-care attitude to personal hygiene and unwavering devotion to the pursuit of human flesh. Long before *Resident Evil*, these crazy undead hordes were dazzling all and sundry with stellar celluloid appearances. Here are some of their finest moments.

Top Ten Zombie Films

White Zombie (1932)

Widely regarded as the first ever zombie film, this stars Bela Lugosi as evil warlock Murder Legendre. The concept of the zombie here is largely based on Haitian voodoo legend. There is no flesh eating, the zombies look like they've got a nasty dose of the flu and the film is about as scary as a fluffy bunny.

Night Of The Living Dead (1968)

The original low-budget, black and white George A. Romero classic. Previously zombies had all been products of Haitian voodoo ceremonies – now they simply rose up out of the graves at the slightest whiff of radiation. Every zombie characteristic you know and love – the vacant eyes, the

shambling gait, the hollow moan, the dubious dress sense – comes from this. A stone cold classic.

Dawn Of The Dead (1978)

After a host of European copycat zombie films, Romero's belated colour sequel to *Night Of The Living Dead* redefines the zombie blueprint. As the Three Mile Island nuclear plant "sprays radiation into the atmosphere like an atomic tea kettle that someone forgot to take off the burner" (according to Stephen King's hyperactive introduction), zombies rampage and civilisation disintegrates. Heaps of white face paint is de rigueur and some Hell's Angels get chewed.

Zombie Flesh-Eaters (1979)

Known as *Zombie* in the US, or *Gli Ultima Zombie* in its native Italy,



this film was directed by the Italian answer to George A. Romero, Lucio Fulci. *Zombie Flesh-Eaters* opts to take an even more graphic path, with even less justification for the carnage you witness in terms of storyline. It's never made clear whether the undead are raised as a result of a plague or a curse, but who cares? Gratuitous, wanton, needless filth.

The Evil Dead (1982)

Sam Raimi's masterpiece of gory horror. Made on a tiny budget, it's the story of a group of friends who stumble across an evil Book of the Dead in a deserted cabin surrounded by woods. The holidaymakers are turned into violent satanic zombies and it's left to the hero Ash, played by Bruce Campbell, to send them all back to hell. Innovative camera techniques are employed throughout, including the influential "fast chase through a forest" shot to create a feel of evil.

Day Of The Dead (1985)

Romero's tribute to *Dr Strangelove* with a bit of *Planet Of The Apes* thrown in for good measure. Created by the make-up brush of Tom Savini, these zombies are more savage than before. Best

scene is where "tame" zombie Bud grooves to a Walkman before shooting the military general in the head.

Return Of The Living Dead (1985)

Years before *Scream* got all postmodern, *Return Of The Living Dead* smartly parodied the burgeoning zombie flick phenomenon. The movie boasts the usual weak excuse for mass zombification (leaked chemical vapours) and no humans are spared the effects of the virus. Here, the zombies feast on brains, severed limbs function of their own accord and two halves of a zombie dog wander around separately. *Carry On Flesh Eating*, to all intents and purposes.

Re-Animator (1985)

In the greatest ever year for zombie flicks, *Re-Animator* makes it a hat-trick for the kingdom of the undead. This adaptation of an HP Lovecraft story camps it up to the max, as an insane Swiss rookie scientist devises a formula for reawakening the dead, breaks into the local morgue and much unnecessary gore ensues. Severed heads a speciality. so not one for the kiddie's party.

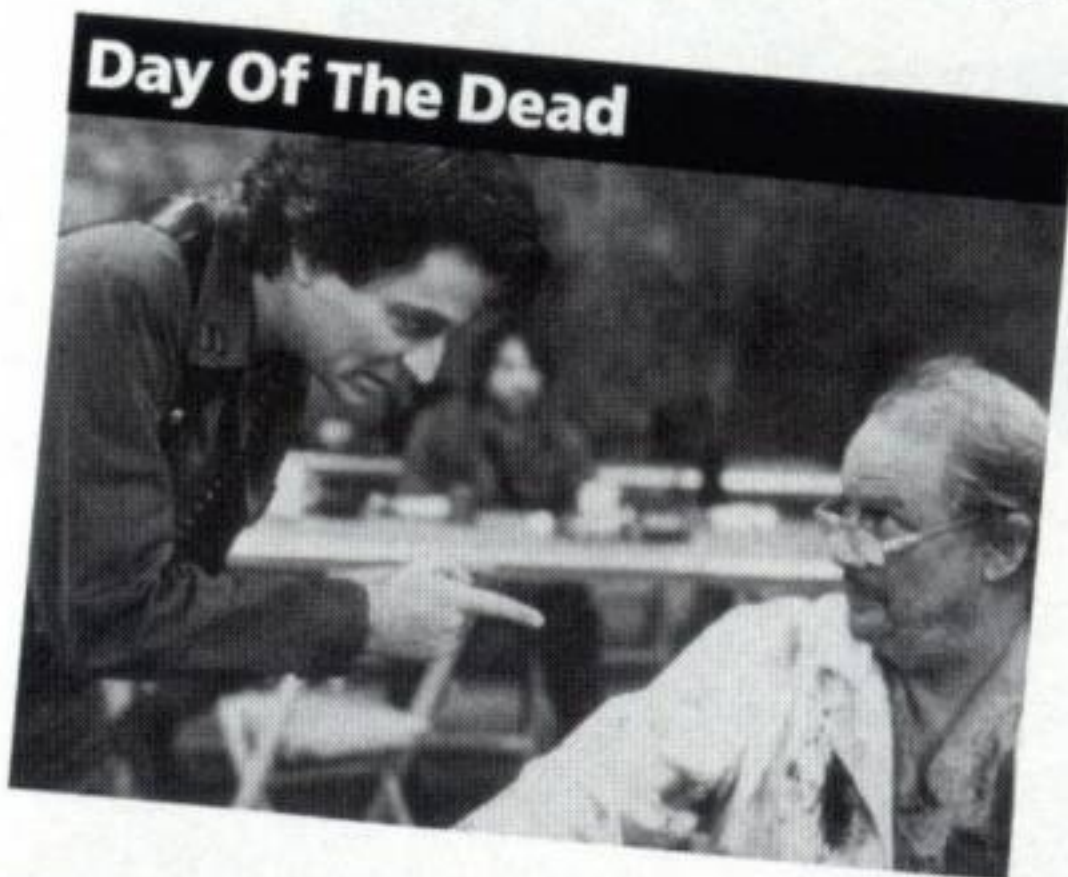
Evil Dead 2 (1987)

More of a remake than a sequel, this second instalment of Sam Raimi's trilogy has wonderful touches of slapstick humour. Bruce Campbell's character returns to the forest with his fiancée, who soon becomes one of the living-impaired. Ash's hand becomes possessed by evil, so he resorts to cutting it off. The severed hand goes on the rampage, attacking him like a demented Thing from *The Addams Family*. Sick, gory and very funny.

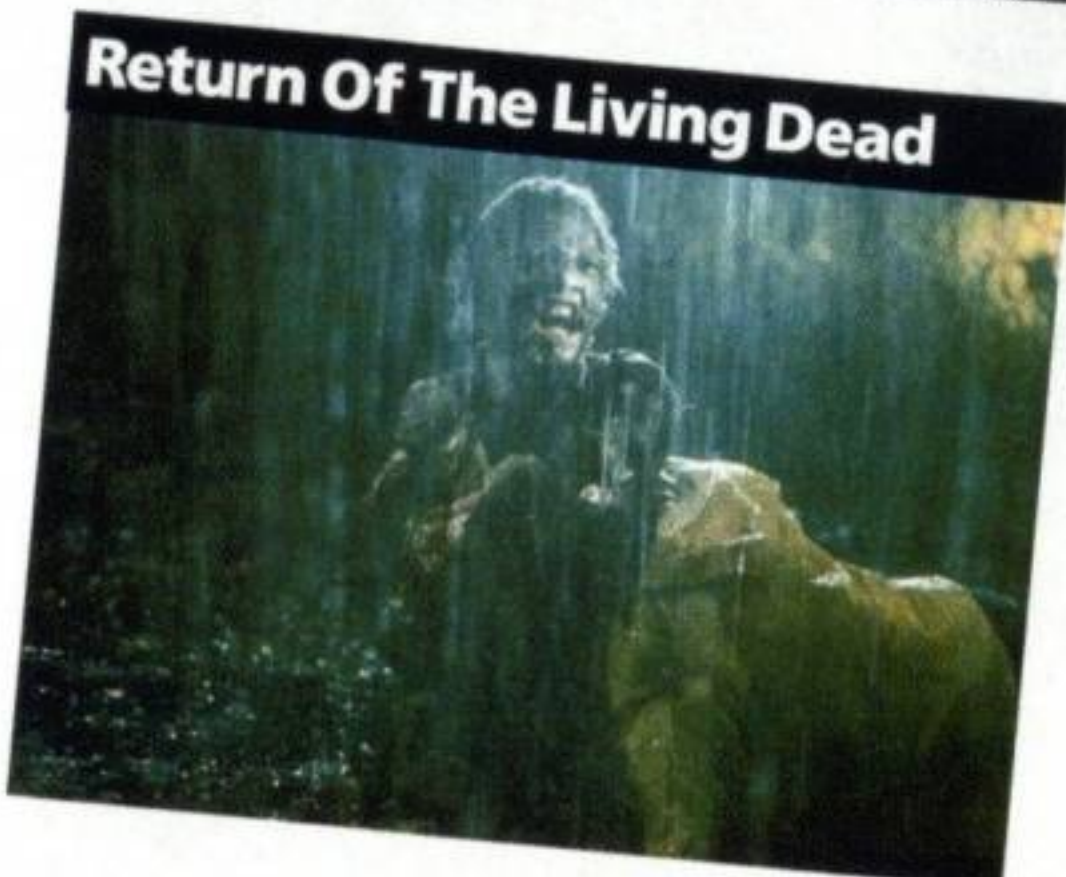
"It's the zombies who steal the show with their devil-may-care attitude."

Army of Darkness (1993)

The third and most ridiculous of the *Evil Dead* films features the hapless Ash travelling back in time to a medieval castle under siege from hoardes of the undead. This is less a horror film more of a live-action cartoon with many wonderfully stupid comedy set pieces, including a battle where Ash has to take on an evil version of himself. Great fun, but *Evil Dead* is scarier.



Day Of The Dead



Return Of The Living Dead



Re-Animator

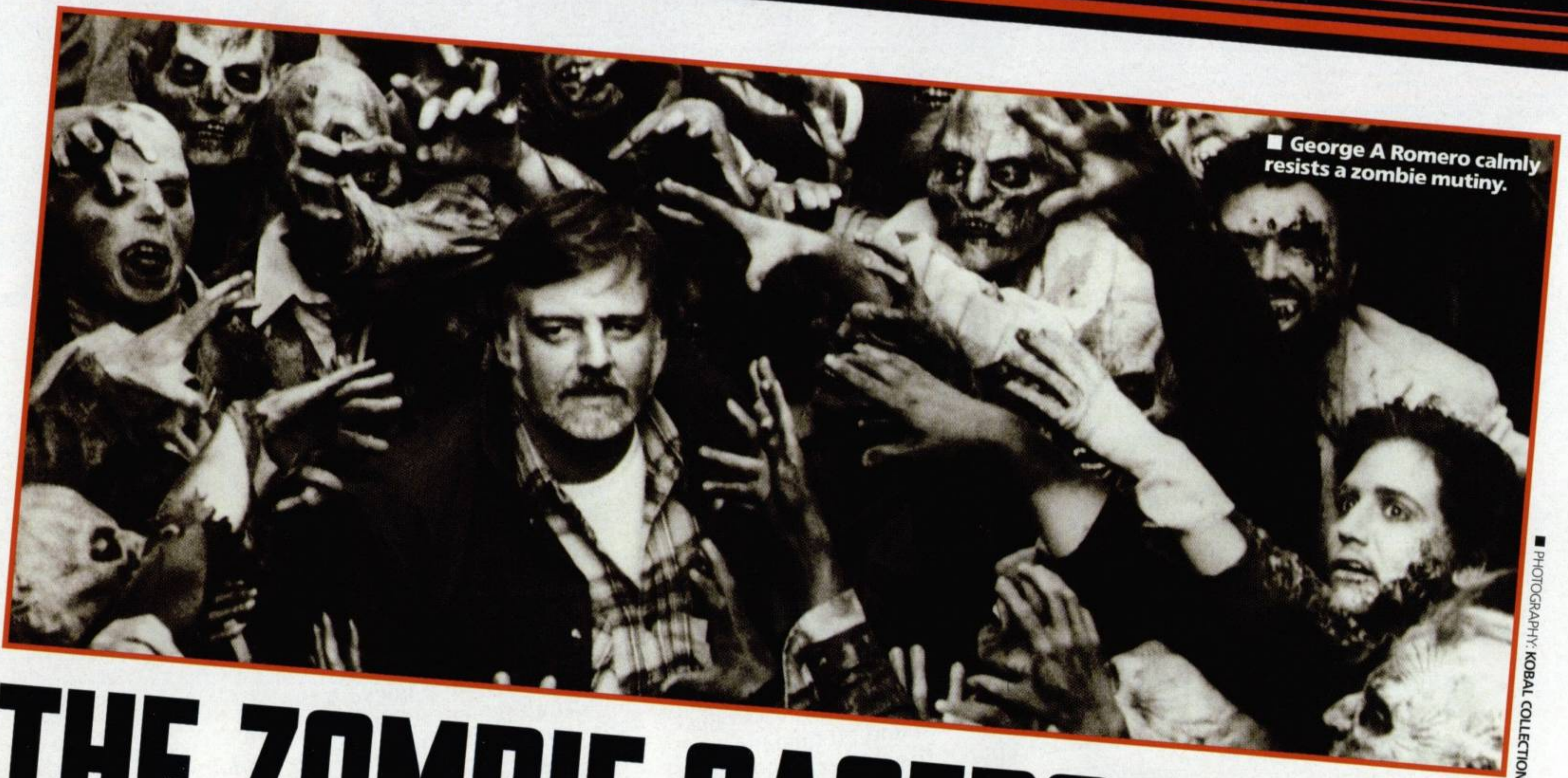


Evil Dead 2



Army Of Darkness

PHOTOGRAPHY: KOBAL COLLECTION, THE MOVIE STORE



PHOTOGRAPHY: KOBAL COLLECTION

THE ZOMBIE CASEBOOK

FROM HAITIAN VOODOO LEGEND TO RESIDENT EVIL CODE: VERONICA, THE INEXORABLE RISE OF THE ZOMBIE EXPLAINED.



They're coming to get you Barbara!" – the famous line from George A. Romero's *Night Of The Living Dead* uttered as a legion of undead zombie flesh-eaters terrorised a humble farming household. This was the film which launched a thousand zombie nightmares, and Romero's concept of the zombie has remained largely intact (bar a few decaying limbs) right through to the *Resident Evil* series.

The word "zombie" can be traced to Haiti and the quasi-religious rituals practised there for centuries. Over the years there have been many reported cases of zombies: people returning to walk the earth after being declared dead. Haitian myth and legend is virtually impenetrable to outsiders, but if you're interested in a serious investigation, try reading *The Serpent And The Rainbow* (Simon & Schuster) by ethnobotanist Wade Davis who visited Haiti in 1982.

From the '30s American filmmakers spotted the potential of the zombie

as a horror icon and rapidly ditched all the anthropological history. It was *Night Of The Living Dead* which really nailed the modern perception of the zombie. The film barely bothered to address the reason for their existence, concentrating on the terror they wreaked once reanimated. Later horror films blamed zombification on everything from meteors to nuclear leaks, and *Resident Evil* attributes it to a man-made virus – whatever fuels the fears of the age.

"We all dread the witch hunters, the lynch mob, the terrorists who plant bombs to kill those they have never met. The existence of this primal fear and its basic evocation is the reason for the success of *Night Of The Living Dead*." So said co-writer John Russo, but you can also put the enduring popularity of the zombie down to another factor: humour. The second and third Romero films exploited the amusement factor of the dim but deadly zombies, while other movies such as *Re-Animator* went all out for gory black humour. That's why the *Resident Evil* games work so well.

The zombies are scary, but they are also figures of fun. That's why it's so much fun to blast them in the head. Long live the zombies! At least, as much as they are ever alive in the first place...

Are you a zombie?

Take Arcade's quick test.

- Has there been a massive radiation leak near you recently?
- Have you been living underground?
- Do you seem to have lost all capacity for showing emotion?
- Is your face looking a little pale?
- Do you find yourself moaning pitifully every time you try to speak?
- Are your clothes ripped, torn and coated in blood?
- Are you still able to move even though several of your vital organs have been removed?
- Do you have an odd craving for human flesh even though you're not really hungry?
- Do you find all your old friends have deserted you and are now trying to shoot you in the head?
- If you answered yes to all these questions, you are probably a zombie. There is no hope for you. You must be exterminated. Goodnight.



ZOMBIES THROUGH TIME

ZOMBIES IN GAMES? NOT A NEW IDEA. ARCADE TOOK A TRIP DOWN THE MORTUARY TO SUMMON FORTH SOME OF THE GHOSTS OF THE PAST AND SEE HOW ZOMBIES HAVE SHAPED GAMING...



Evil Dead

- Format: **ZX Spectrum**
- Released: **1983**
- Publisher: **Palace Software**
- No, not the new licence, but rather an 8-bit specky game based on the film. You wandered around a house chopping up zombies, and that was about it. The blueprint for every zombie game to follow. Not really. It's kind of hard to be scared of a one-colour, flickering sprite, but if you squinted your eyes... no, there's no way these "creatures" could pass for anything undead. The colour clash was pretty terrifying though.



Ghosts n Goblins

- Format: **coin-op**
- Released: **1984**
- Publisher: **Capcom**
- Capcom's legendary platform adventure wouldn't have been the same without the inclusion of these never-ending enemies. Those unfamiliar with the game were soon down to their medieval underpants trying to cope with the hordes of undead. Much like The Terminator and debt collectors, they absolutely will not stop. *Ghosts n Goblins* will soon appear on Game Boy Color, so track it down.



Doom

- Format: **PC**
- Released: **1991**
- Publisher: **id Software**
- Zombies with guns? Not strictly the lumbering, flesh-hungry beasts gamers are accustomed to, but dead soldiers resurrected by Satan himself to provide you with a bit of cannon fodder. On their own they were pretty weedy, but if you disturbed a whole pack of these demons you were in trouble. They also had the habit of fighting among themselves. Easy to kill and stupid: the perfect zombie.



Alone In The Dark

- Format: **PC**
- Released: **1993**
- Publisher: **Infogrames**
- This was the original "survival horror" game, and it's doubtful whether *Resident Evil* would exist without it. The action took place in – you've guessed it – a haunted mansion and your enemies were, um, not alive. Thanks to those creaky old PCs you never got more than one zombie on the screen at once so the fear factor was somewhat limited. Pretty scary at the time, though.



Zombies Ate My Neighbours

- Format: **SNES**
- Released: **1993**
- Publisher: **Konami**
- Zombies take over suburbia – how do you tell the difference? A zombie invasion put you in the role of "undead vigilante", killing zombies and rescuing your neighbours from being an undead's lunch. Wandering around trying to latch on for that "kiss of death" – for this reason alone they will always go down as some of the scariest digital zombies ever.



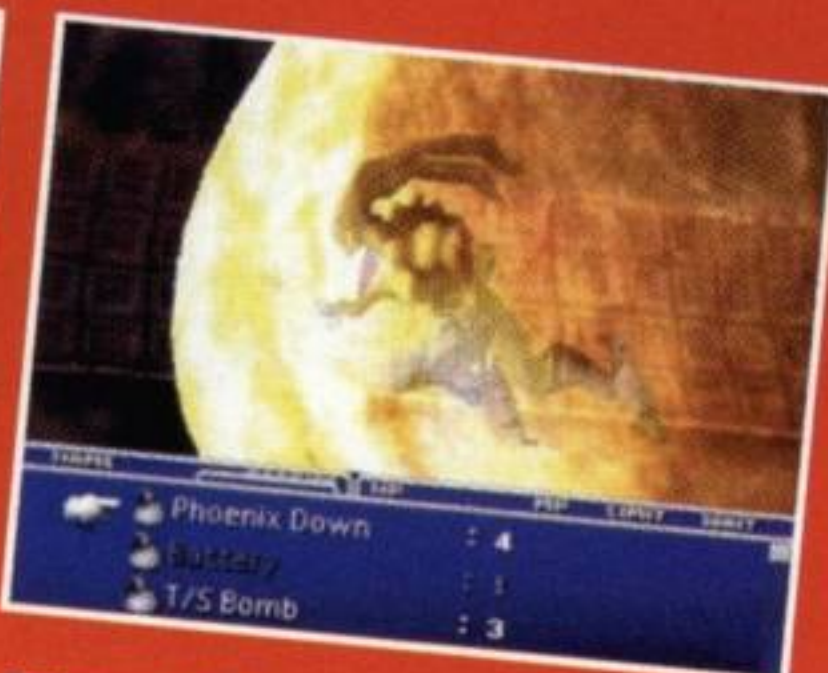
Darkstalkers

- Format: **coin-op**
- Released: **1993**
- Publisher: **Capcom**
- A zombie would make a great character for a beat-'em-up, right? Lord Raptor is one of the strangest zombies ever. This rock-loving Australian zombie couldn't just kick ass with the best of them but could play "Stairway to Heaven" while doing it. Lord Raptor will always be remembered for his immortal victory chant, "I need backup to get in the mood... more scream!" He's undead and profound – what a hero.



House of the Dead

- Format: **coin-op**
- Released: **1996**
- Publisher: **Sega**
- This is probably the most obvious zombie appearance in a videogame, but still one of the best. Sega's brilliant "on-rails" shooter enabled you to take great pleasure from killing zombies. With careful aiming of the lightgun you could remove arms, legs, blow holes in chests and even decapitate your foes while on a mission to send them all back to undead hell.



Final Fantasy 7

- Format: **PlayStation**
- Released: **1997**
- Publisher: **Squaresoft**
- This zombie wasn't an enemy, but an ally to your cause. Vincent, one of the game's secret characters, had a limit break that transformed him into a zombie. Being of the undead persuasion, and being thirsty for brains, you lost all control over him but it didn't matter – he was quite happy munching on monsters until the fight was over. He was pretty much indestructible as well, so this is an example of how helpful a zombie can be. Now, doesn't that warm your heart?



Medieval

- Format: **PlayStation**
- Released: **1998**
- Publisher: **Sony**
- Not surprisingly, Sony's comic-horror adventure featured hundreds of undead people – in fact, you played one of their kind. Not wanting to do much that original with the dead, Sony had them living in graveyards, wandering around aimlessly. Probably the least frightening and most boring zombies ever seen in a game.



Legend of Zelda: Ocarina Of Time

- Format: **N64**
- Released: **1998**
- Publisher: **Nintendo**
- Zombies popped up all over *Zelda*, but spent most of their time at the bottom of a well. They were more than a little bit tricky to get rid of. If he looked directly at one, Link would freeze and they could munch away at him to their evil heart's content. That was until you learned the song that would turn the tables on them and blind the flesh-hungry bastards with rays of sunlight. Touché.

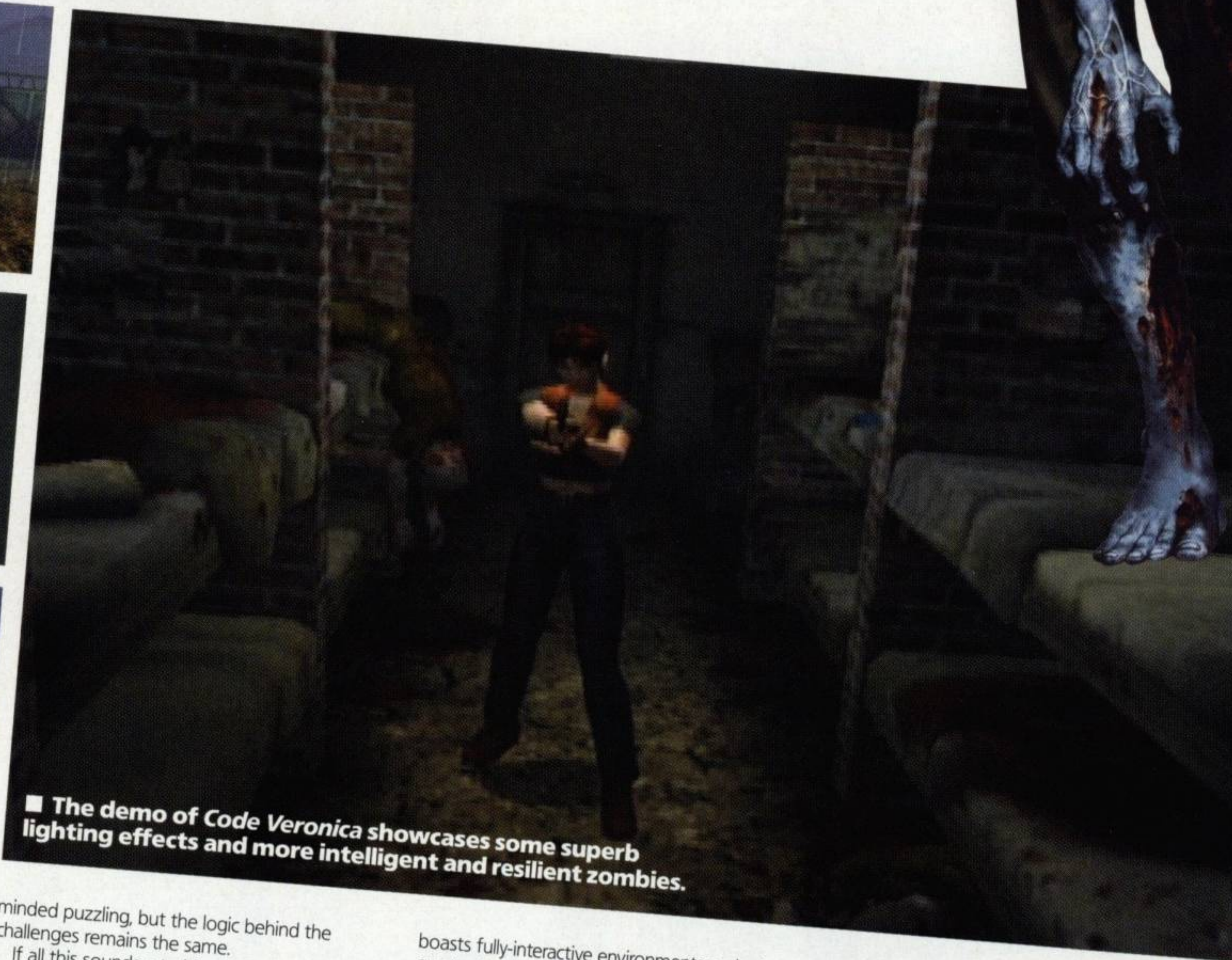
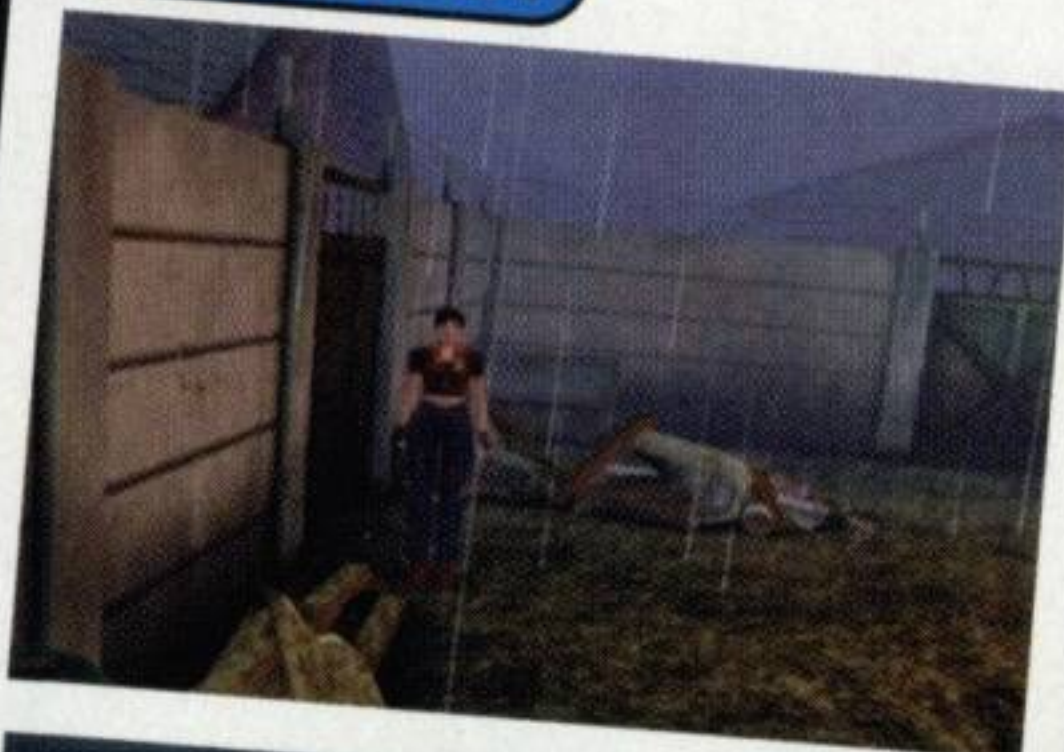
BRING OUT THE DEAD

BEYOND THE SMALL MATTER OF THE RESIDENT EVIL 3: NEMESIS ON PLAYSTATION, THERE'S A PLAGUE OF RESIDENT EVIL GAMES ON ITS WAY TO EVERY SYSTEM.



Resident Evil Code: Veronica

DREAMCAST



■ The demo of *Code Veronica* showcases some superb lighting effects and more intelligent and resilient zombies.

■ On sale in UK: **Late summer (tba)**

■ While *Resident Evil: Nemesis* on PlayStation returns to Raccoon City, *Code: Veronica* takes the series abroad for the first time. Three months after her escape in *Resident Evil 2*, Claire Redfield heads for Europe to continue the search for her missing brother Chris (star of the original game). Instead of enjoying a foie gras baguette atop the Eiffel Tower, Claire's visit is disturbed by the activities of the Umbrella Corporation and she's shipped to a prison cell on a seemingly deserted island. Deserted, that is, except for a sizeable posse of the local zombie massive.

Code: Veronica isn't a massive departure from previous titles in the series in terms of gameplay. The cinematic adventure format remains intact, with creepy cut-scenes interspersing the zombie-blasting and puzzle-solving action. The idea of Claire wandering around an abandoned Umbrella plant has allowed for some more technologically-

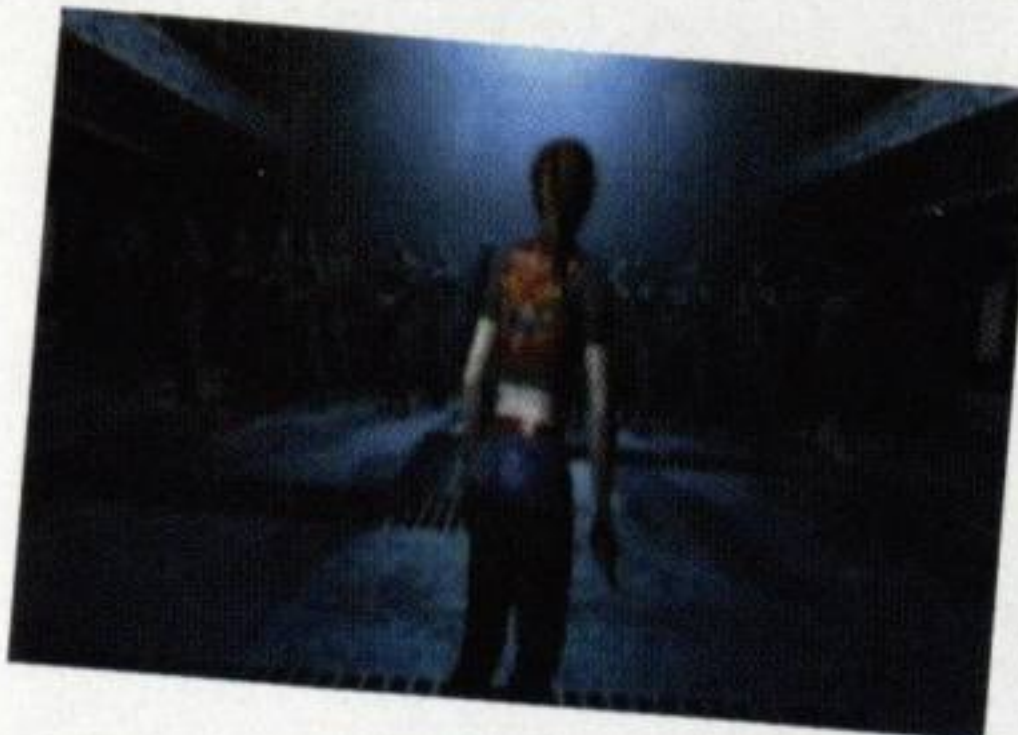
mindful puzzling, but the logic behind the challenges remains the same.

If all this sounds a tad familiar, *Resident Evil* fans needn't worry as *Code: Veronica* has some exciting new features to distinguish it as a true next generation title. Although the device of having two playable characters (Claire and Chris) remains, unlike *Resident Evil 2* - where Claire and Leon's routes through the game were virtually identical - you get two separate adventures that merely share the same locations. Another playable character is Steve Burnside, who can be controlled during part of Claire's game after they have been imprisoned together. He teaches Claire a two-gun shooting technique which allows for entertaining John Woo-inspired action sequences as you run along wasting two zombies at a time.

The most significant new feature is its revolutionary setting in a real-time 3D world. Whereas the PlayStation *Resident Evil* games used pre-rendered backgrounds, *Code: Veronica*

boasts fully-interactive environments and a far greater freedom of camera movement, adding an even greater cinematic feel. Zombies tend to be more tenacious and the usual variety of undead mutants return to haunt your nightmares. The improved elements infuse the game with a greater sense of fright and foreboding than ever. It's also absolutely immense: Capcom says

it could be twice as long as *Resident Evil 3*. While the Japanese release is imminent it could be autumn before you get your grubby and trembling paws on it. It's certainly going to be a frustrating wait because, from what *Arcade* has seen so far, *Code: Veronica* is a superb showcase for the Dreamcast and crucial for a machine with a lack of quality adventure games.



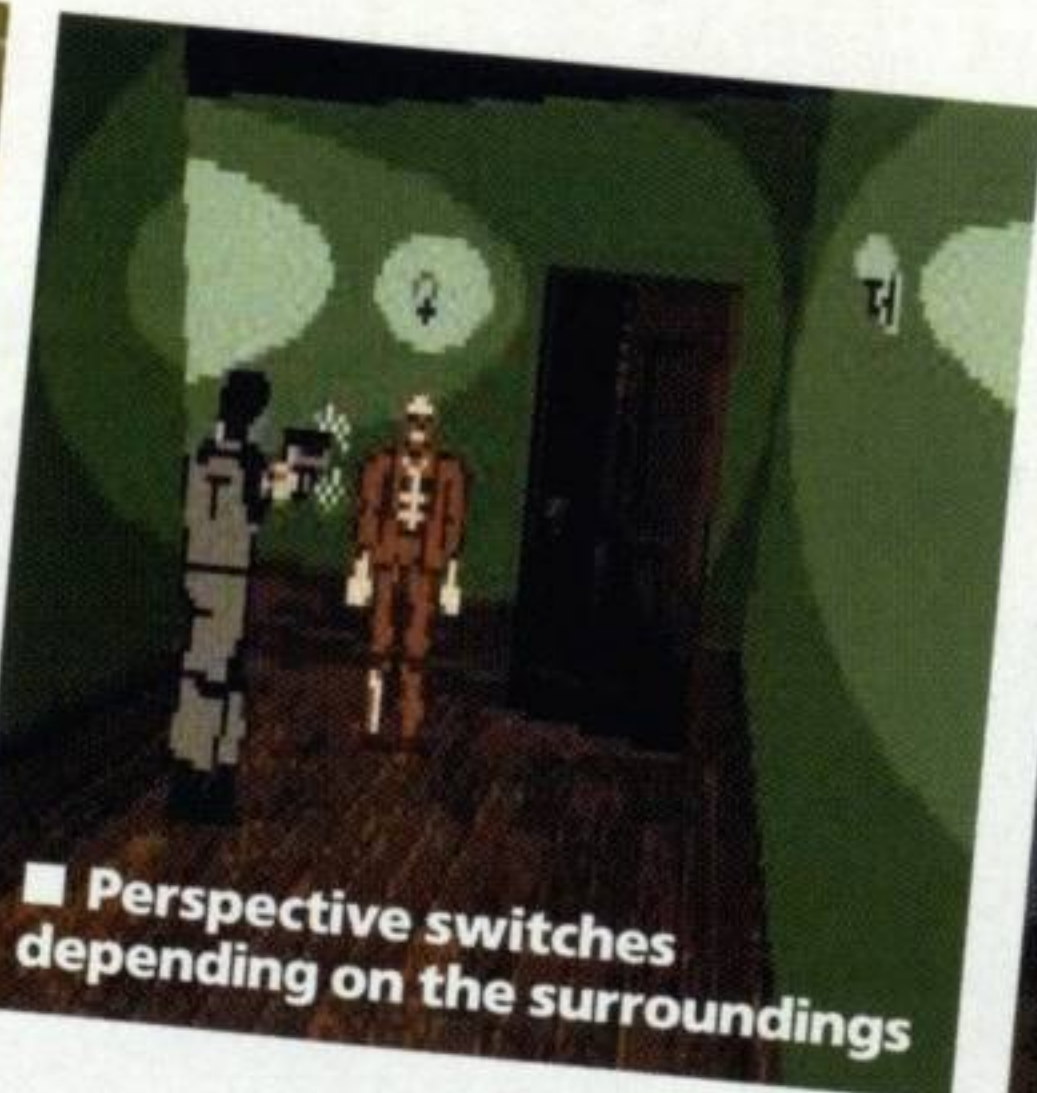
■ The menu system is familiar.

GET FLESH!



GAME BOY COLOR

Resident Evil



■ Perspective switches depending on the surroundings



■ On sale in UK: **March**

■ In its own way, this is the most revolutionary of the new *Resident Evil* games to be announced. New developer HotGen has squeezed what is essentially the whole of the original *Resident Evil* PlayStation game on to a tiny little Game Boy Color cartridge. They're not cheating either – this isn't your typical Game Boy 2D platformer, rather, it's possibly the first proper third-person adventure for the handheld console. As the

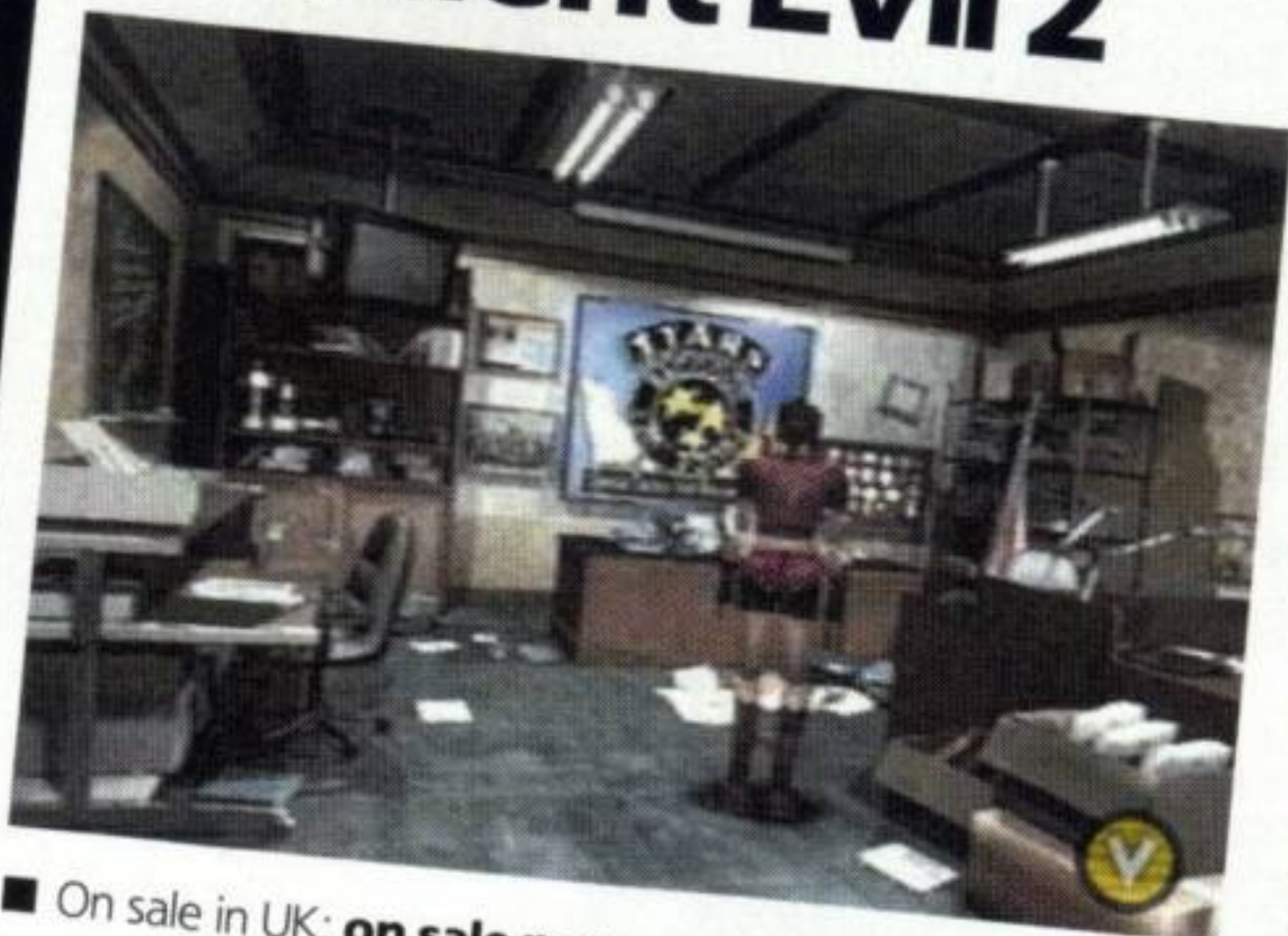
screenshots show, Jill and Chris are controlled from a variety of quasi-3D perspectives depending on the surroundings, just like in the PlayStation game. In fact, the content of the Game Boy version is faithful to the original to the point where HotGen claim you can use a PlayStation walkthrough to complete it. Taking account of a few understandable limitations (the number of zombies on screen at once, and the restriction of multiple routes) this is a mammoth achievement. Naturally, *Resident Evil* will be the biggest Game Boy Color cart to date. If the gameplay matches the ambition of this project, it could herald a new era of handheld adventures.



■ Frankly, you've never seen a Game Boy game like it.

NINTENDO 64

Resident Evil 2



■ On sale in UK: **on sale now**

■ It may two years too late, but the Nintendo 64 has finally got its dose of the zombie-creating G-Virus. For authenticity, Capcom has ensured the port is virtually identical to the PlayStation version to the extent of including those door-opening/ladder-climbing loading sequences despite the cart-based machine's instant loading capabilities. There's also a randomiser option available when you complete the game for the first time which redistributes weapons and ammo to add replay value, plus a smart new control system exclusive to this version.

■ Full review page 98.

DREAMCAST

Resident Evil 2



■ On sale in UK: **on sale now**

■ No system is complete without its own version of *Resident Evil 2* it seems, and this Dreamcast release serves as a fleshy hors d'oeuvre for *Code: Veronica*. Again, this differs not from the PlayStation pioneer of two years past, but the bonus mini-games are available from the start. These include the marvellous Extreme Battle game (where you've really got to save those bullets) and the infamous giant tofu attack, which should appease vegetarians beginning to pale at all the flesh eating jokes.

■ Full review page 95.

PLAYSTATION

Resident Evil Gun Survivor



■ On sale in UK: **TBA**

■ News of this *Resident Evil* light-gun shooter surfaced in the autumn at the Tokyo Game Show, but new details have yet to be forthcoming. The game looks very much like Capcom's answer to Sega's successful arcade shooter *House Of The Dead 2*, but the game will not play "on rails". Apparently there will some element of choice as regards direction and manoeuvrability, and even puzzle solving elements – just like the other *Resident Evil* adventures. Set to be surefire hit with anyone who loved wasting the zombies but couldn't be arsed to run about for hours searching for the bronze book. More news as it comes in.

ANNUS HORRIBILIS

TAKING RESIDENT EVIL'S LEAD, THE YEAR AHEAD IS JAM PACKED WITH HORROR-THEMED GAMES TO GIVE YOU THE HEEBIE-JEEBIES.

DREAMCAST

Zombie Revenge

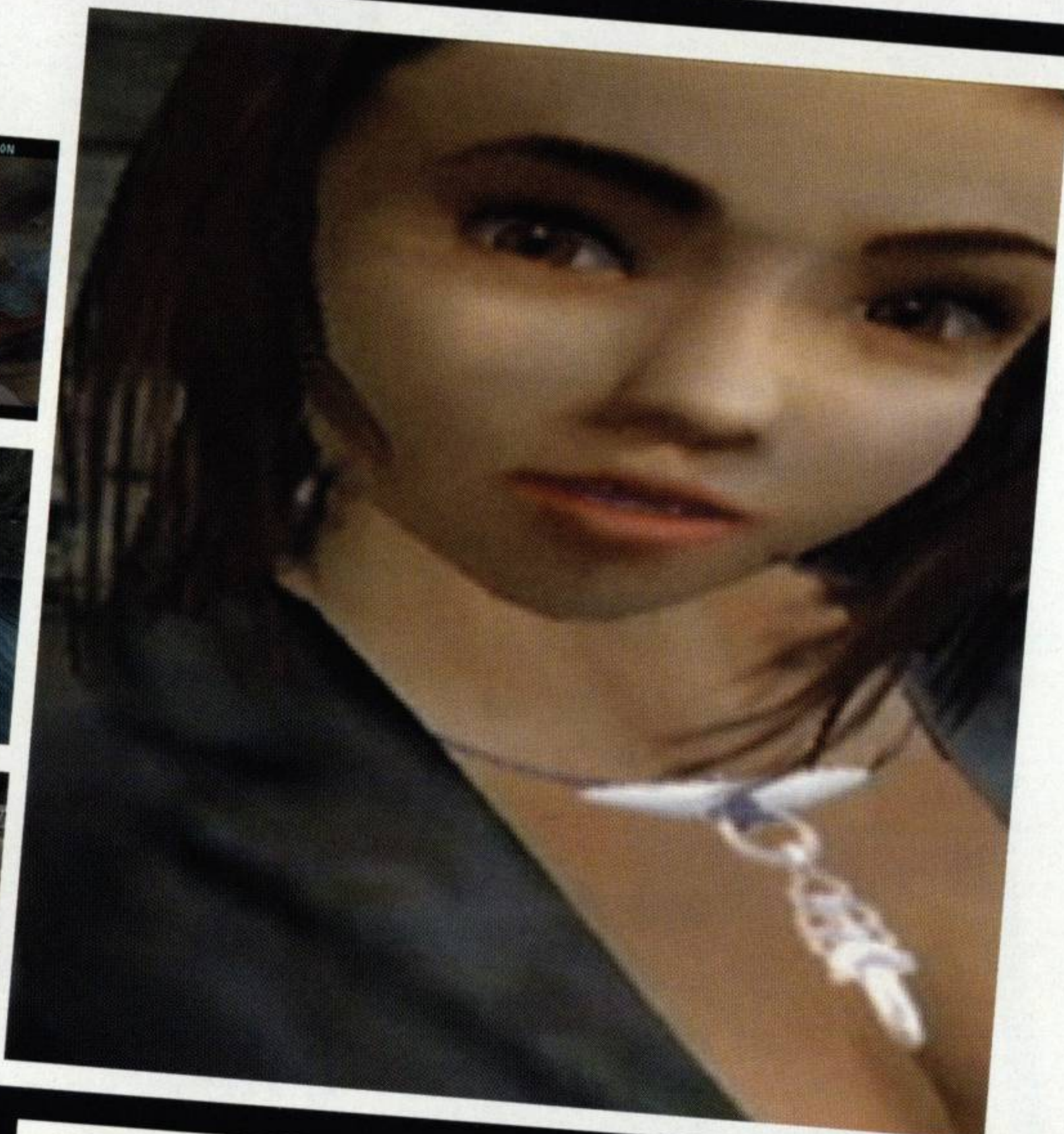
Zombie revenge

- Developer: **Sega AM1**
- Publisher: **Sega**
- Released: **April**
- Horror Rating: **84**
- Fear Factor: **52**

■ *Zombie Revenge* isn't a game which will haunt your every waking moment, but some of its more unsavoury creatures might put you off your breakfast. It shares more than just a zombie-blasting similarity with *House Of The Dead 2*, being a strict coin-op port itself. *Zombie*

Revenge is pure arcade, right down to the exhortations to "insert coin" as your character falls to their knees.

Essentially *Zombie Revenge* is a side-scrolling beat-'em-up gone 3D. *Soul Fighter* tried this trick recently on the Dreamcast and failed, but *Zombie Revenge* looks to be built on more solid game mechanics. You can play as one of three unsuitably attired chancers who can either fire guns at the undead foe or simply let fly with a volley of kicks and punches which land on rotting flesh with a satisfying thud. Action is fast, furious and probably limited in the long term, but *Zombie Revenge* does boast some superb flash graphics and is probably the closest you'll get to a 3D *Double Dragon* for now.



PLAYSTATION

MediEvil 2

MediEvil 2

- Developer: **Sony**
- Publisher: **Sony**
- Released: **April**
- Horror Rating: **79**
- Fear Factor: **60**

■ The sequel to Sony's original quirky take on the horror adventure genre, *MediEvil 2* again unearths skeletal hero Sir Dan Fortesque. London has reached the Victorian age and the new enemy is Lord Palethorn, arch criminal and sorcerer disguised as society gent.

The backdrop is really an excuse for a circus of ridiculous enemies from zombies to bearded women to dinosaurs. Dan can let rip with weapons ranging from truly medieval broadswords to the modern Gatling gun. He can also be played as Headless Dan, Dan-kenstein and, in a tribute to *Evil Dead 2*, his own severed hand. Possibly the only truly horrific element of this game will be the humour.



NINTENDO64

Castlevania 2: Legacy of Darkness

Castlevania 2

- Developer: **Konami**
- Publisher: **Konami**
- Released: **TBA**
- Horror Rating: **70**
- Fear Factor: **86**

■ It would be harsh to label *Castlevania* a *Resident Evil* clone – the series has been around since the side-scrolling era. The first N64 game was a well-received adventure, laden with macabre atmospherics and some truly unpleasant adversaries. *Legacy Of*

Darkness is actually a prequel, set eight years before *Castlevania*, as Dracula's resurrection is imminent. Few further details beyond the graphics shown here are available yet, but in a nod to classic Spectrum game *Knight Lore*, there will be a werewolf who metamorphoses

depending on time of day. As *Resident Evil 2* hung about for two years before surfacing on the N64, a new horror game exclusive to Nintendo's system is great news.





PLAYSTATION Galerians

Galerians

- Developer: ACSII
- Publisher: Grave
- Released: May
- Horror Rating: 77
- Fear Factor: 91



The design of the game may strongly resemble *Resident Evil*, but the concept is potentially one of the strangest to grace the PlayStation. It's the future, and a sentient supercomputer has created a race of artificial humans called Galerians, intent on wresting power from the real humans. Add to this *Blade Runner* scenario a protagonist named Rion, who doesn't carry weapons in favour of causing enemy heads to explode by use of psychic powers alone, plus what looks like scenes of characters shooting up some form of futuristic smack, and you've got one unsettling adventure. Arriving on three CDs, this could be an epic.



DREAMCAST Carrier

Carrier

- Developer: Jaleco
- Publisher: TBA
- Released: TBA
- Horror Rating: 84
- Fear Factor: 95

If any forthcoming survival horror adventure is guilty of plagiarising *Resident Evil*, *Carrier* is it. At least Jaleco has realised that gorgeously designed environments in complete 3D combined with blasting of sickly mutants (in this case the result of a deadly ancient virus wreaking its havoc on a shipwrecked aircraft carrier) will invariably turn out to be a winner.

PLAYSTATION 2 Dino Crisis 2

Dino Crisis 2

- Developer: Capcom
- Publisher: TBA
- Released: TBA
- Horror Rating: 68
- Fear Factor: 89

Among a handful of titles confirmed by Capcom for PlayStation2, the mention of *Dino Crisis 2* was detected by Arcade's survival horror antennae. Understandably there has also been talk – direct from the mouth of Shinji Mikami – of a PlayStation2 *Resident Evil*, but the sequel to his t-rex trashing adventure will be first out of the blocks on the new machine, probably before the year is through.

PLAYSTATION Evil Dead 2: Ashes to Ashes

Evil Dead 2

**EVIL DEAD
ASHES 2 ASHES**

- Developer: Heavy Iron
- Publisher: THQ
- Released: Summer
- Horror Rating: 92
- Fear Factor: 82

A fully licensed deal sees Bruce Campbell voicing this entirely new *Evil Dead* story. You get to play his character, Ash, in an adventure which hopes to repeat *Resident Evil*'s winning formula of exploring, puzzling and battling with enemies which just won't stay dead. These naturally include *Evil Dead*'s answer to zombies, the deadites, plus a host of newly-invented beasts.



DREAMCAST D2

D2

- Developer: Warp
- Publisher: TBA
- Released: TBA
- Horror Rating: 89
- Fear Factor: 81



An adventure which doesn't simply ape the survival horror trend – the long and detailed cut-scenes have more in common with a role-playing game, while the gun battles switch to first person perspective in a manner similar to *Virtua Cop*. Sexy heroine Laura trudges through the Canadian snow protected only from the cold by a skimpy Ally McBeal suit and suddenly finds herself battling disgusting alien plant creatures which burst from the ground. If the variety of genres can be combined successfully, *D2* will definitely be one to watch out for on its UK release.

(full preview page 32).

PLAYSTATION Parasite Eve 2

Parasite Eve 2

- Developer: Squaresoft
- Publisher: TBA
- Released: TBA
- Horror Rating: 85
- Fear Factor: 73

Sequel to an adventure which proved hugely popular in Japan but remained unreleased in the UK. This was always puzzling, as a *Resident Evil* tribute from the *Final Fantasy* creators would surely be a hit anywhere. Hopefully the return of trigger-happy heroine Aya will find a home on UK shop shelves. Also look out for Squaresoft's gothic horror adventure *Vagrant Story*.

PLAYSTATION 2 PC Blair Witch Project

Blair Witch

- Developer: GoD
- Publisher: Take 2
- Released: Summer
- Horror Rating: 63
- Fear Factor: 99

The rights to the biggest horror film of recent times were recently snaffled by the Gathering Of Developers cartel and work is well underway on an epic adventure using the Nocturne engine from *Terminal Reality*. How does a lot of running about in woods pursued by an unseen menace make for a good videogame? They're not telling.

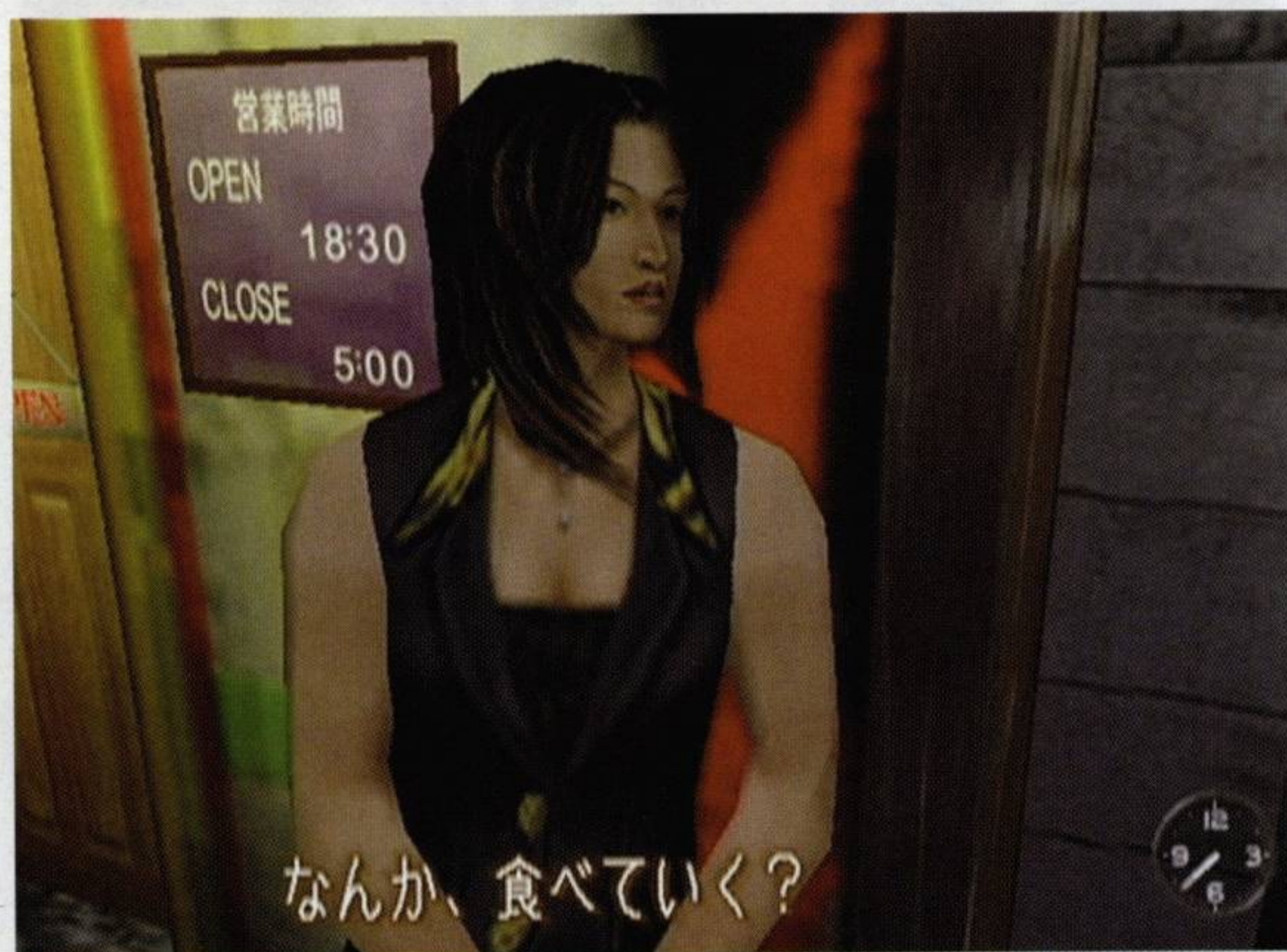


SHEN

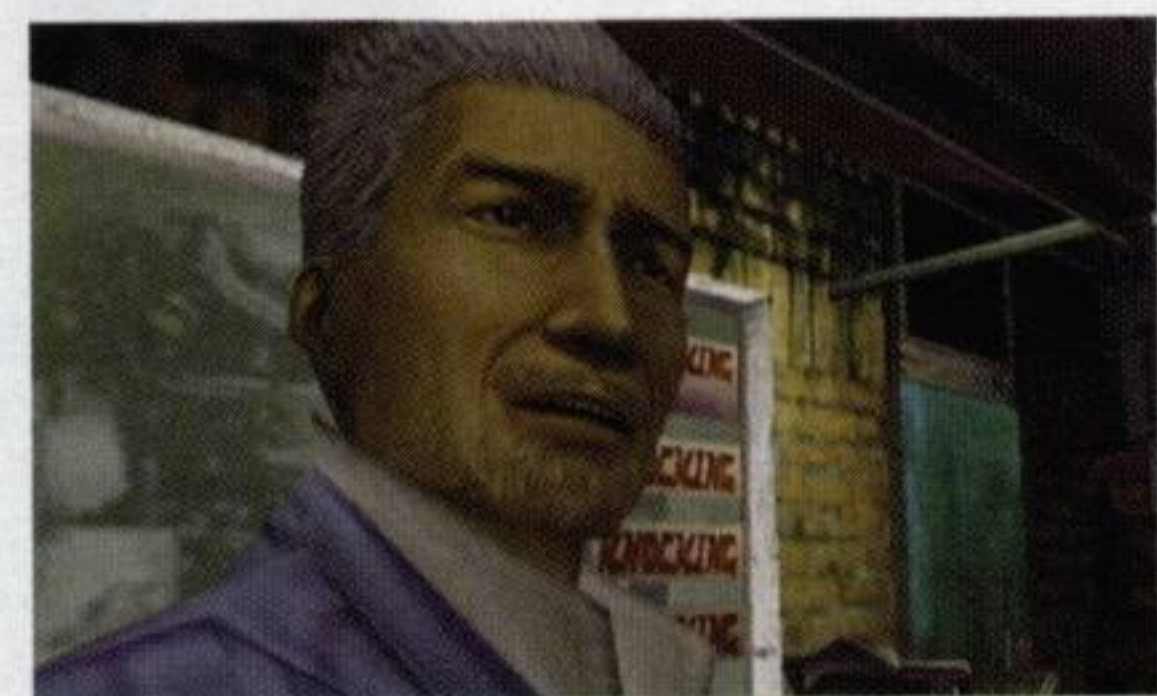
BETTER THAN LIFE?

MULE

MEET THE TITLE THAT IS GOING TO REVOLUTIONISE VIDEOGAMES. INCREDIBLY DETAILED GRAPHICS, A PLOT SO DENSE IT COULD PRESENT KIDS TV AND A LARGE SLICE OF THE EVERYDAY MIXED IN WITH THE EXCITEMENT. MADNESS.

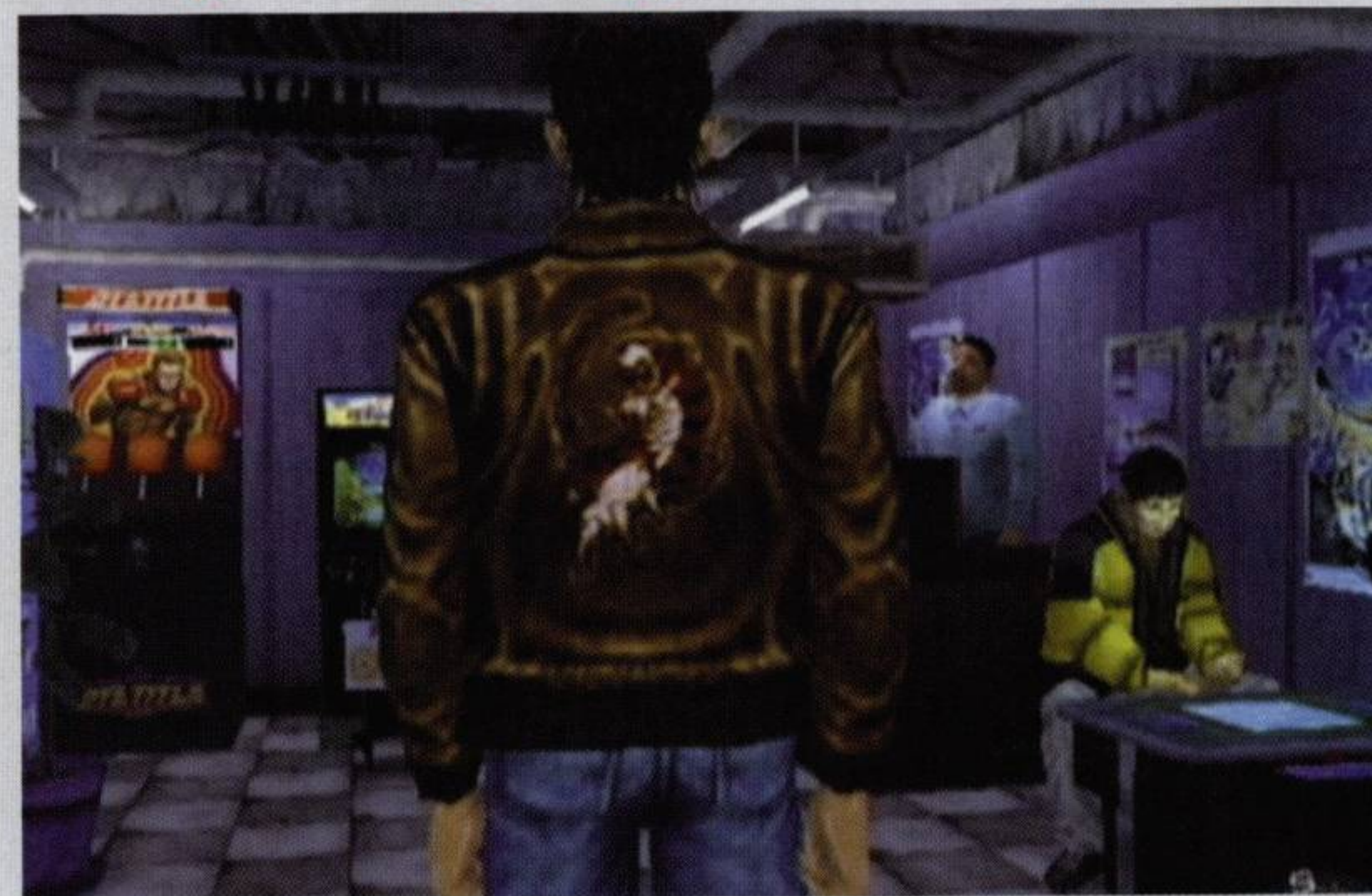


■ You don't get many old people in games. Pretty girls, on the other hand...



Play it again, Sam

Re-live your videogaming past. It's like being 12 again.



■ Here's the "Game" arcade. And – hang on – what's that over in the corner?



■ Why, it's *Space Harrier!* Hurrah!



■ What fun! For 12 minutes, maybe.



■ It's *Super Hang On*, bike and all.



■ Ah, happy days. Nice horizon.

■ Fantastically, *Shenmue* enables you to relive your videogame past by including full versions of a couple of programmer Yu Suzuki's previous games. You'll find a retro arcade featuring the original *Super Hang On* and *Space Harrier* coin-op cabinets. Whack in a couple of Yen from your daily allowance and you can ride an over-sensitive motorbike, or press Fire to your

heart's content. The versions you get to play aren't the arcade version but are the Mega Drive conversions, but are worth a go just the same. There's also a Sega Saturn underneath your television at home, and you can win games by having a crack at the lottery in the supermarket.

R eal life can be a pain in the arse. Granted, there are nice bits like walking to work on a crisp sunny morning, having baths and eating toast. But add to that the general hassle of learning or working for a living while maintaining all manner of human relationships and you have to ask yourself whether it's really worth the effort.

Well, here's your chance to duck out of real life for a while. Videogames have always managed to distract for a while, but you will never have come across anything as realistic as Dreamcast title *Shenmue*. The lack of any details on the game have ensured *Shenmue* was something of an enigma. This has led to

the universal belief that it's a great game – and with its pedigree, it should be.

Shenmue was created by Yu Suzuki, the man behind past Sega family-favourites *Virtua Fighter* and *Outrun*, and uses a new engine known as FREE – Full Reactive Eyes Entertainment. But, like with cars, it's not what an engine's called, but what it can do. The answer is blow your socks off.

The detail in, for starters, your house boasts an incredible attention to detail. Every item of furniture can be examined, with your bed-side cupboard revealing pants and socks and the kitchen cupboards containing pots and pans. Progress out of the house into the garden and the wonder continues. The outside world is just as beautiful as the inside,

and fully explorable in all directions. And you haven't even solved any puzzles yet.

It's once you get to the town that the game proper starts. The other unique aspect of *Shenmue* is the huge number of individual characters you can interact with. *Shenmue* is, you see, the world's first mundane-'em-up. The majority of the gameplay involves talking to the people you come across and using their advice to solve all sorts of mini-quests.

So off you trot, chatting up women in flower shops, buying things in the supermarket, questioning waiters and hairdressers and nosing in on everyone else you find wandering up and down the High Street. The graphical detail of the town is amazing. All the shops can be entered –



■ You can play darts too.



■ Sorry, but sticking it up at the front doesn't hide the fact that Ryo's actually got a mullet.

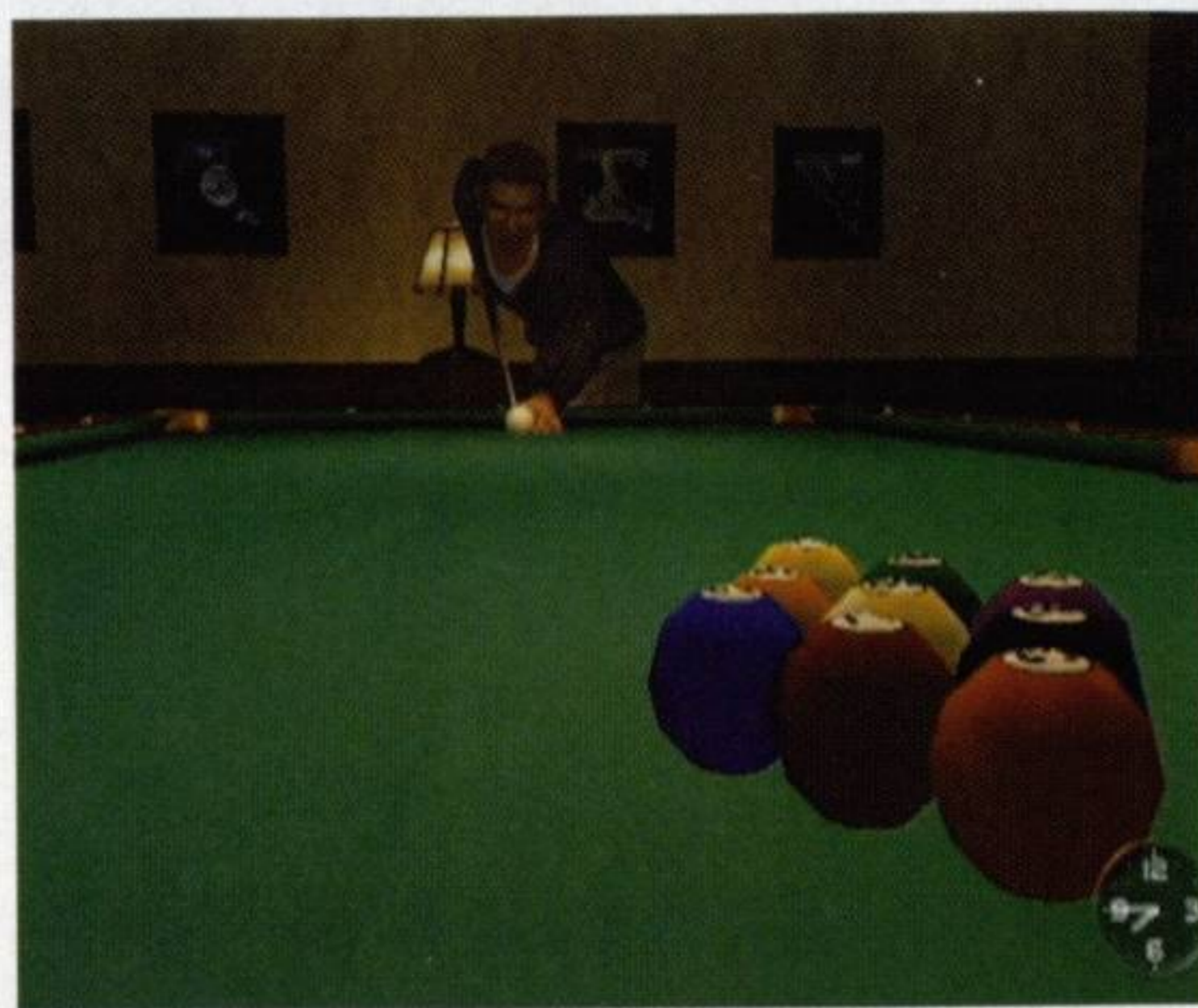
“This is the world's first mundane-'em-up... interesting.”

provided they're open. When it gets dark, the shops close and the bars start up. *Shenmue* is played in simulated real-time, you see, to the extent that you even have to go home and go to bed at the end of each day.

Also featured in *Shenmue* are “Quick Time Events”, where *Dragon's Lair*-style you steer through lots of pre-rendered cut-scenes by following the directional prompts. They tend to be fights with thugs and punks, and you



■ You've got to give this woman some respect – she works all day, every day in the supermarket.



■ You even get to play a frame of pool. Well, you get take a shot for a drunken sailor – of all people.

I'm free

The awesome power of Shenmue's FREE engine exposed.

■ It's the awesome attention to graphical details that sets *Shenmue* apart from the opposition, from stroking cats to buying cans of Coke.

In fact, the detail in *Shenmue* is so good that at times you may well find it gets hard to tell what's videogame and what's real life. Tricky.

Darts



■ There's a dart board in the arcade for you to pass time throwing arrows into a cork board.

Magazines



■ The supermarket may not stock *Arcade*, but you have to admire the cover of this month's *Poo*.

Coke



■ Coke – it's the real thing. Grape flavoured Fanta sounds intriguing, though. If you like wine.

Cats



■ Cats, eh? They're fluffy, like milk, eat mice, and chase balls of string. They're also very cute.

Trees



■ Trees – they're made of wood, are very tall, and you can climb up them and build houses. Cool.

Draws



■ Every drawer in *Shenmue* can be opened, revealing all manner of interesting things.

“You have to go home to bed at the end of the day.”

get as many chances to succeed as you need. On top of the Quick Time Event fights, some battles switch to real time, *Virtua Fighter*-style. Your moves are more limited than in the full *Virtua Fighter*, but part as the game progresses, you learn new ones.

Shenmue comes on three discs, which in spite of the huge amount of disc whirring that goes on as you play, implies that it's pretty big. The first town (along with the intro)

takes the whole of disc one, but once you've swapped discs, a harbour and an entire other city are waiting to be explored. *Shenmue* also promises to go all *Metal Gear Solid* towards the end, with a streetful of old warehouses to sneak down without getting caught.

Shenmue comes into its own thanks to its dazzling looks, which combined with such a huge array of characters goes to producing the most believable universe ever seen in a game. Unfortunately *Shenmue* is only available on Japanese import right now. This means that everybody you speak to replies in Japanese. *Shenmue* is set for release in English later this year, and you can bet your bottom Yen *Arcade* will live it for your reading pleasure closer to the time.



No speako da lingo

Shenmue's great. Except... anybody know what's actually going on?

■ The huge snag with *Shenmue* – and the reason *Arcade* advises you wait until a PAL release rather than splashing out on the Japanese import – is that, unless you speak Japanese, the huge amount of Japanese text renders the game entirely unplayable. In an attempt to actually find out what's going on, *Arcade* enlisted the help of Mayumi Furuyama, a Japanese student found loitering in McDonald's. Could she understand what was going on?

[Looking at title screen] So, what does that say?

"I don't know. It doesn't make sense."

It probably says *Shenmue*. [Starting intro screen]

What's that say?

"It's a place, it's a name. That man there. Something's happened to his dad. The man in green says where's the mirror? He wants to know the answer. He says the mirror is under the tree. Now he's shouting 'Father!'"

You want a go? You move around like that.

[The game starts] "What's he saying? Money. Something to do with money. Now what? He's looking for the person who killed his father. Can I open the door? Yes."

Do buildings look like this in Japan?

"Yes, with the sliding doors. And the Tatami – the woven reed mats on the floor, we have those. That man, he said, I didn't get his name, but he said your brother is in the Dojo, which is the big Karate hall. He says your brother is depressed and is staying at the Dojo to think about his dad."

[Opening up another door]

"Look – here's the toilet. Yes, this is what they look like in Japan. They are the same for men and women. They are very small rooms. You have to sit up again to shut the door." [Walking into kitchen] "The cupboard with the glass door is very Japanese. And there's a rice cooker! What are they eating there? I think it's sushi." [Walking into garden] "Oooh, this garden is huge. Your character must be very rich!"



■ *Arcade's* hastily drafted-in Japanese expert, Mayumi Furuyama, lends a hand on the "what the hell is going on" front.

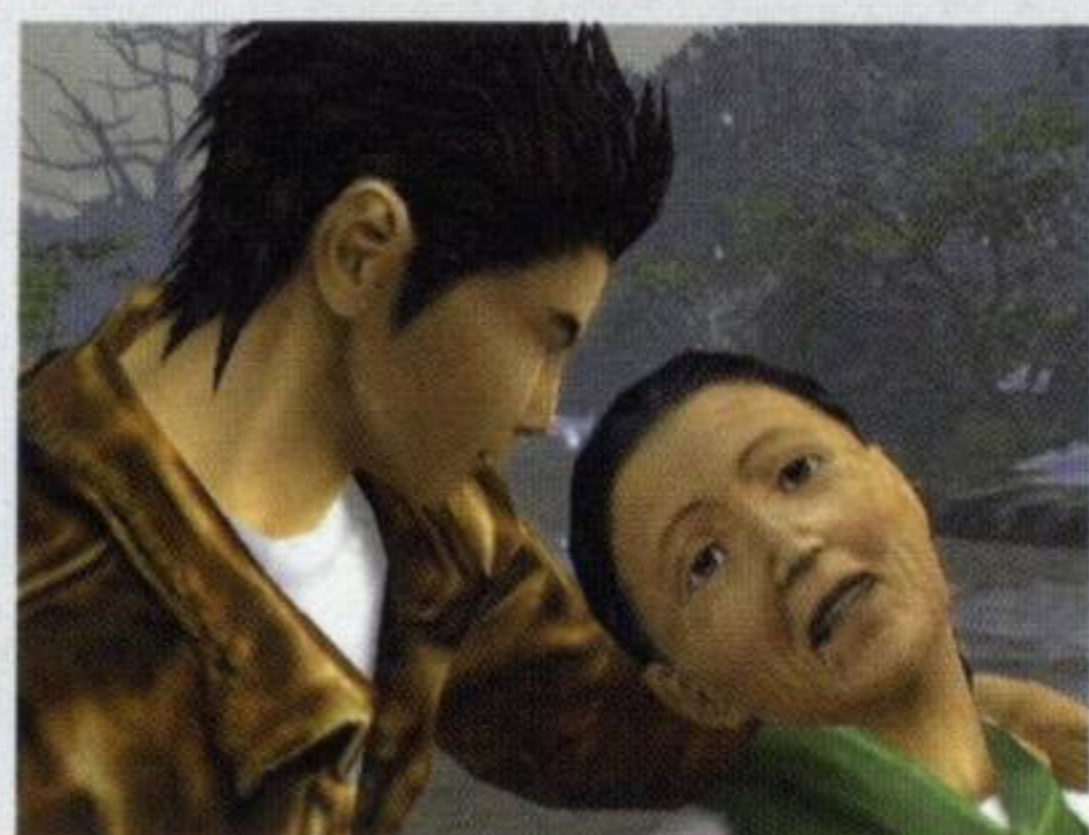


The plot

Who did what to the where how what now?



1 You play Ryo Hazuki, an 18 year old Japanese High School student. One day you are innocently walking home when...



2 Youch! You find your house keeper lying on the floor. Wondering what all that noise is coming from the family Dojo, you venture around when suddenly...



3 Yowser! Your brother comes flying out of the door. You go inside only to find...



4 Gasp! Your Dad is having a fight with a scary man in a green dress. Then...



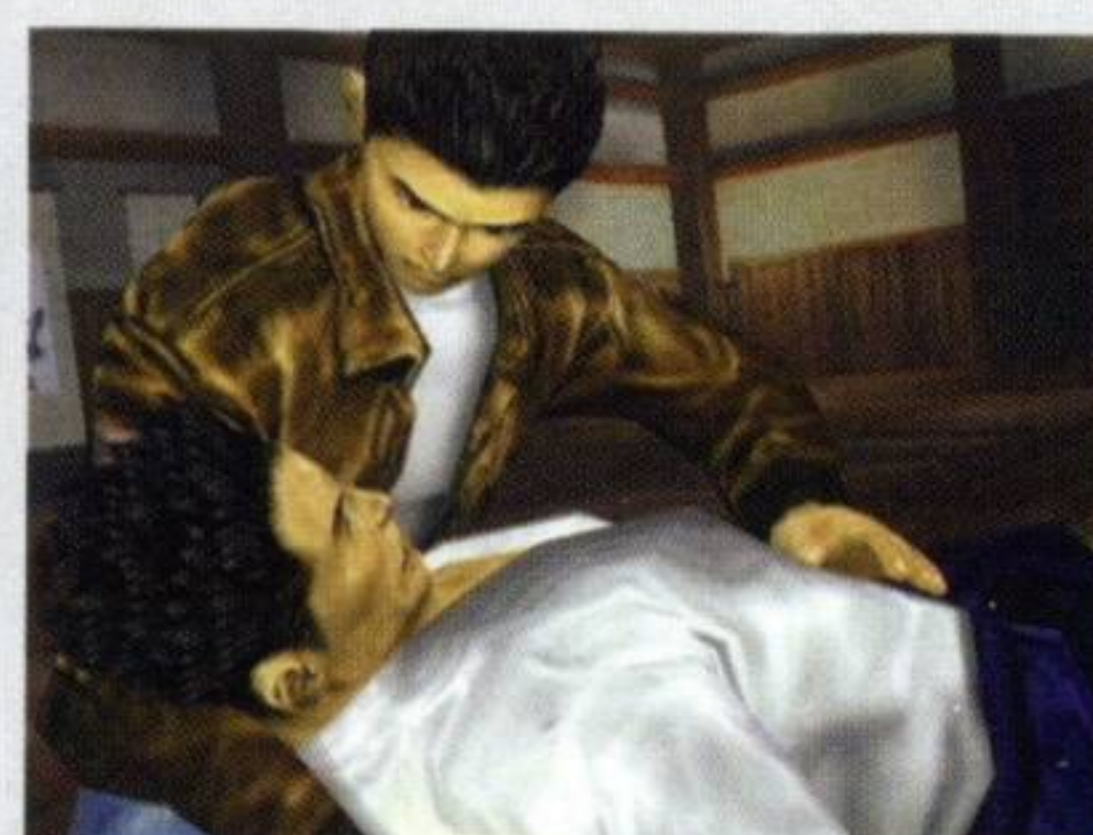
5 Oh no! Your Dad gets knocked to the ground. And...



6 Yikes! The man in the green dress starts throttling you, demanding your Dad tell him where a magic mirror is. You Dad tells him it's under the tree, but...



7 Jeez! The man in the green dress lets you go, grabs the mirror and legs it. And...



8 Weep! Your Dad croaks it. Vengeance is struck.

Total

Football

THE ULTIMATE FANS' MAGAZINE

**EXCLUSIVE
INTERVIEW!**

Who the hell is
JOE COLE?

PLUS!
Alan Green
Mark Kennedy
Stuart Hall
Mark Fish
Sir Geoff Hurst
Freddie Ljungberg

**Total
Football
ISSUE 57 ON SALE
NOW!**

Harry
Kewell

"If you think you can get close to him, forget it"



PLUS!

THE

50

FUNNIEST MOMENTS IN FOOTBALL

See the game's biggest names make complete buffoons of themselves

February 2000



A Review

The Ultimate Game Buyer's Guide

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RESIDENT EVIL 3

CAPCOM'S SCARIEST
BACK TO HAUNT YOU.

46
GAMES
REVIEWED!



INSIDE...

- Gran Turismo 2
- ISS Pro Evolution
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PLUS! VIDEOS/BOOKS/MUSIC/COMICS/INTERNET/TOYS/GAMES
ACCESSORIES/CD-ROMS/FILMS/DVD/GADGETS

Star ratings

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



■ Agents of S.T.A.R.S. – prepare to meet your Nemesis.

Game info

- Publisher: Eidos
- Developer: Capcom
- Price: £40
- Release date: 18 February
- Players: 1
- Extras: Dual Shock-compatible, memory card

RESIDENT EVIL 3

ZOMBIE OR NOT ZOMBIE? YOU KNOW THE ANSWER.

Stare at that screen too long, warned your Mum, and you'll turn into a zombie. How wrong she was. Of course, you can only become a zombie when infected by the dreaded G-Virus, a plague developed by the sinister Umbrella Corporation and – it transpires – deliberately spread among the inhabitants of Raccoon City whose zombified population have unwittingly become part of a horrific, large-scale human experiment.

It's incredibly easy to become embroiled in the *Resident Evil* adventures, and before long you too will find yourself piecing together the fragments of the yarn which decree that this game is part-prequel and part-sequel to *Resident Evil 2*. The plot isn't particularly complex, but the creators have succeeded in interlinking storylines which run through the *Resident Evil* series and adding some in-jokes.

You play Jill Valentine, feisty survivor of the original *Resident Evil*. She begins the game alone in the rapidly

disintegrating Raccoon City, which is now overrun by zombies. Her sole objective is to escape alive, but there are soon complications.

Resident Evil takes its cues from the world of low-budget zombie flicks, most of which have a plot you could write on the back of a stamp. *Resident Evil 3* is involving enough, but its triumph is the atmosphere of impending dread it instils in you as you play.

The startling soundtrack – a combination of haunting, recurring themes and listless zombie moans – makes for full immersion into a world where you're always alert to the



■ This is easily the best looking *Res Evil* game yet.





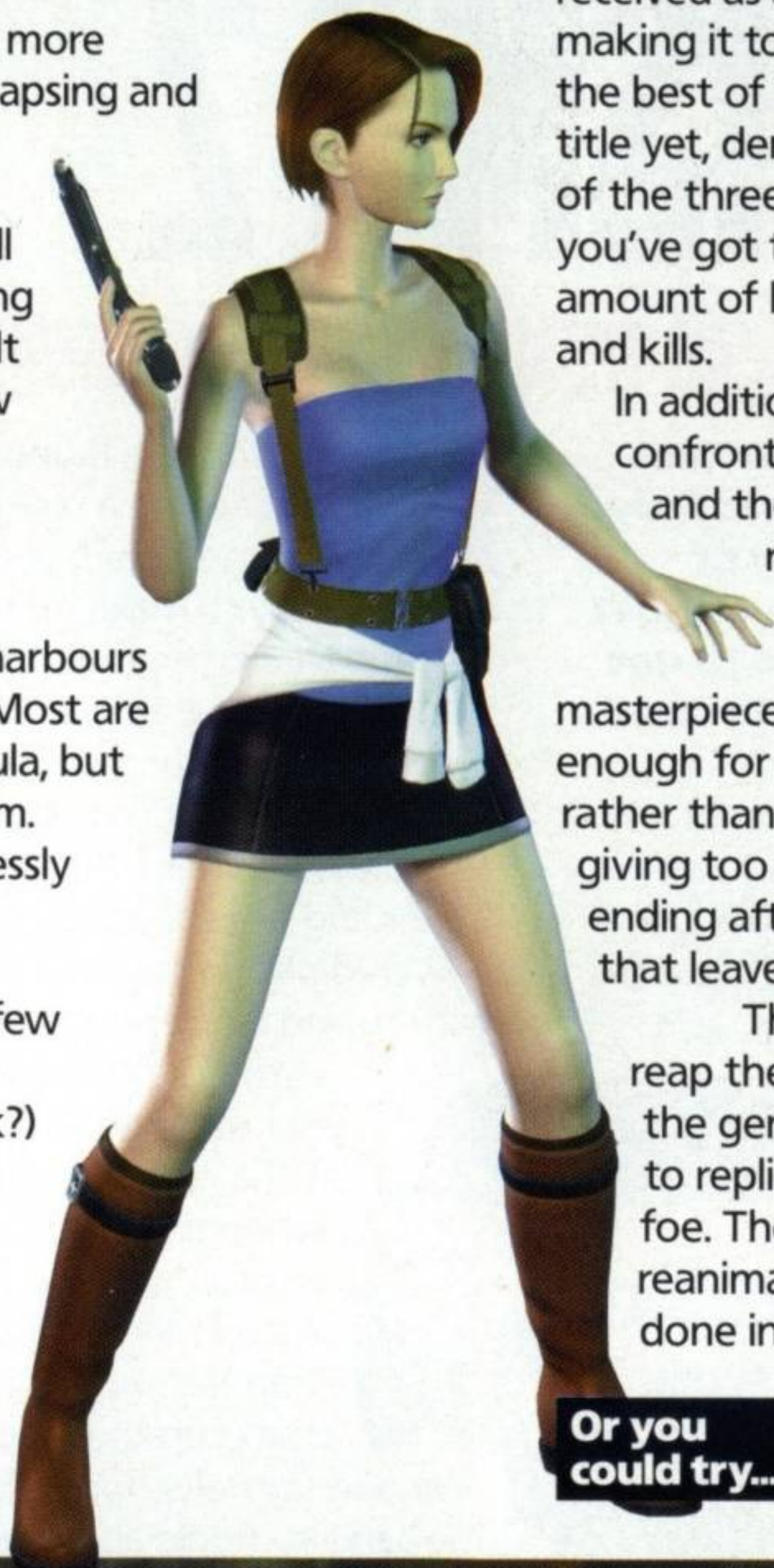
next attack. Zombies don't move fast, but they attack in numbers and just keep coming.

Alternative strategies are required for dealing with other baddies, which include rabid dogs and nasty giant spidery things which climb the walls. Then there's the Nemesis, a boss creature who makes the tyrant of *Resident Evil 2* look soft. He's a repulsive, ten-foot-tall, sputum-dribbling mutant with razor-edged tentacles and a shoulder-mounted rocket launcher. The only word he can say is "S.T.A.R.S." and it's fair to say this isn't an offer of friendship. He makes regular appearances throughout the game and prefers the spectacular entrance – why use the door

if leaping through the ceiling will more effectively cause involuntary prolapsing and months worth of bed-wetting nightmares? You soon learn the best policy is to run. There are still flaws in the control system making boss confrontations more difficult than they should be, but the new advanced dodge moves must be learnt and timed to perfection if you are ever to prevail.

When not throwing undead assailants at you, *Resident Evil 3* harbours some fine puzzling experiences. Most are based around the lock/key formula, but take this concept to the maximum. You're rarely left to wander aimlessly only to discover the solution by accident, as in so many inferior adventures. The game throws a few curveballs (what would you ever expect to do with a bronze book?) but *Resident Evil 3* strives to lend every puzzle an element of real world logic.

As with the previous games, ammunition and health-giving herbs are in short supply, so managing these resources



Or you could try...

Resident Evil 2
Capcom ★★★★★
Play this before *Nemesis* to get the full perspective on the zombie invasion.

Silent Hill
Konami ★★★★★
Chilling adventure that makes up in scares what it lacks in cohesion.

tactically is vital, and can affect your final rating.

The bonus mini-game received as an award for making it to the end is easily the best of any *Resident Evil* title yet, demanding hours of play in itself. Playing as any of the three Umbrella mercenaries Jill meets in the game, you've got to get from point A to point B with a limited amount of health and ammo, gaining a rank based on time and kills.

In addition to the atmosphere, the mighty Nemesis confrontations, the inspired puzzling and the consistently sharp design of Raccoon City's remains, *Resident Evil 3* is full of future Great Gaming Moments which will make you gasp, groan or simply smile in appreciation of a masterpiece of game design. Every twist is justification enough for Shinji Mikami and chums expanding the series rather than working on an entirely new game. Without giving too much away, there's a marvellously cruel fake ending after which you switch characters – a sequence that leaves you reeling.

There are a host of other games attempting to reap the benefits of *Resident Evil's* pioneering work in the genre of survival horror; many have tried and failed to replicate the fear instilled by the advance of zombie foe. The bottom line is that when you want a reanimated corpse gnawing on your ankle, you want it done in style. ★★★★★

Sam Richards

WHEN YOU WANT A REANIMATED CORPSE GNAWING ON YOUR ANKLE, YOU WANT IT DONE IN STYLE.

↑ Uppers & Downers ↓

Cadaver

- Scariest *Resident Evil* to date
- Brilliant scenery and level design
- Challenging boss encounters
- Zombies in better health than ever

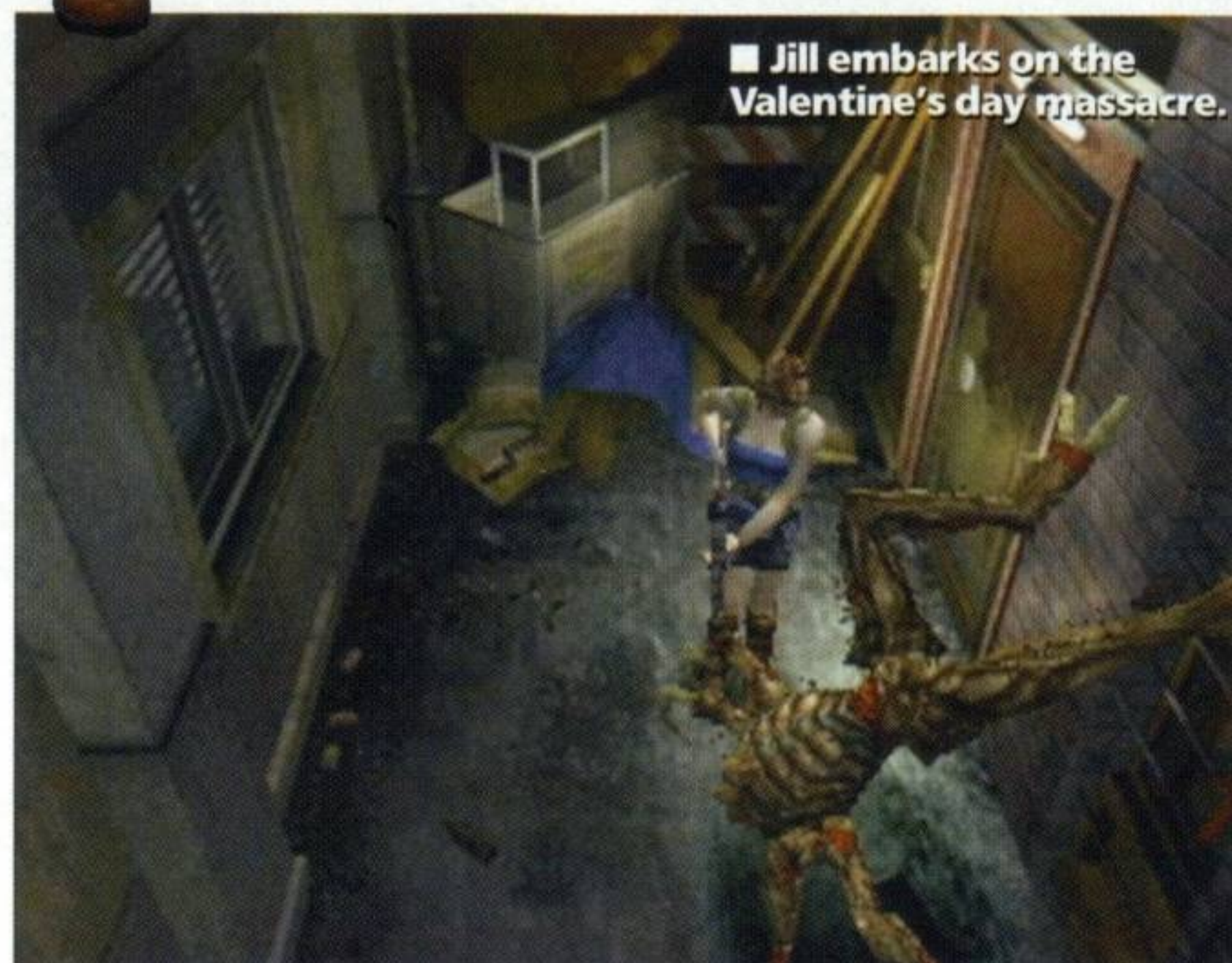
Palaver

- Controls and camera not always perfect
- Occasional weak puzzle

Remember where you saw that fire hydrant – extinguishing the blaze clears the path to a new area.



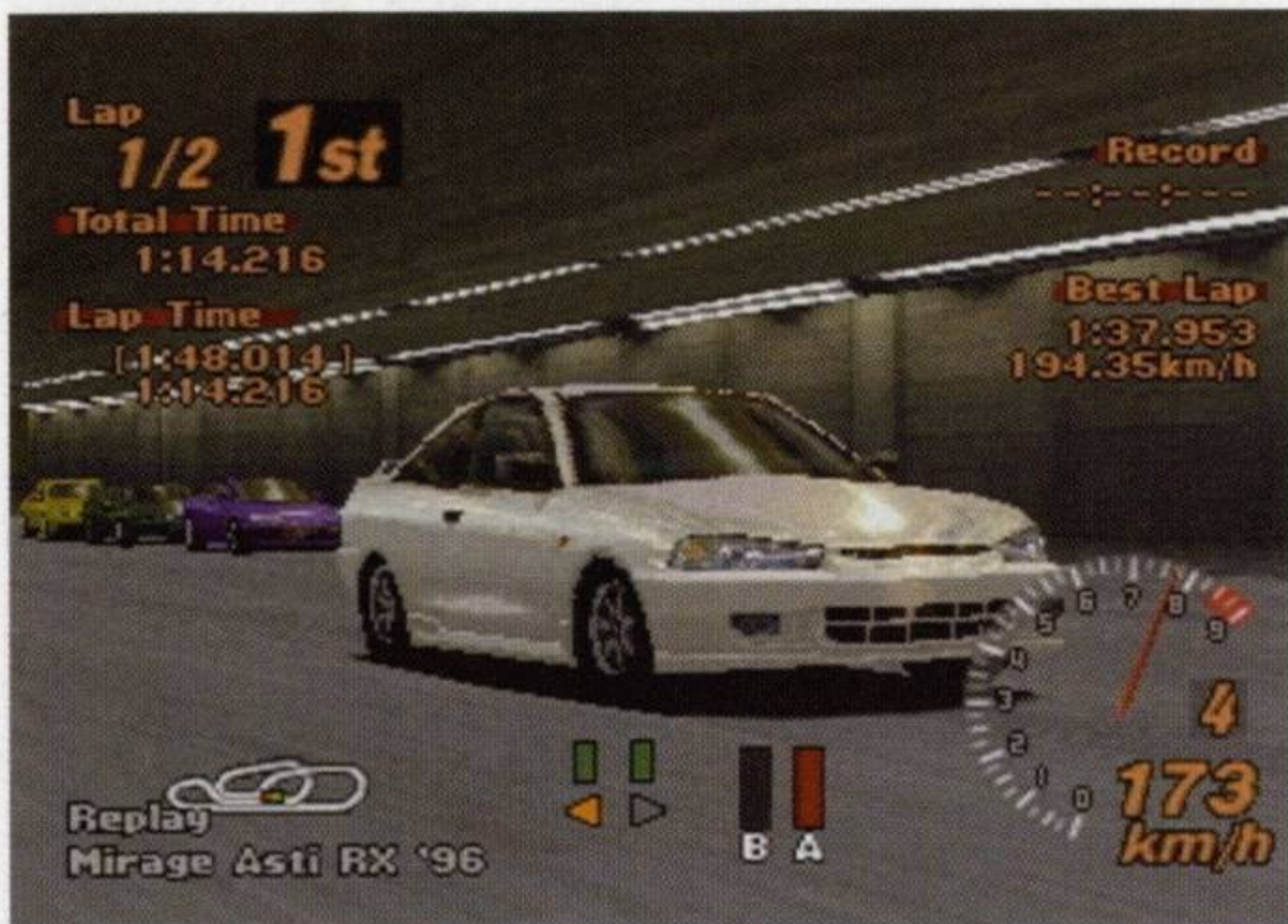
It may seem useless, but every item has its place.



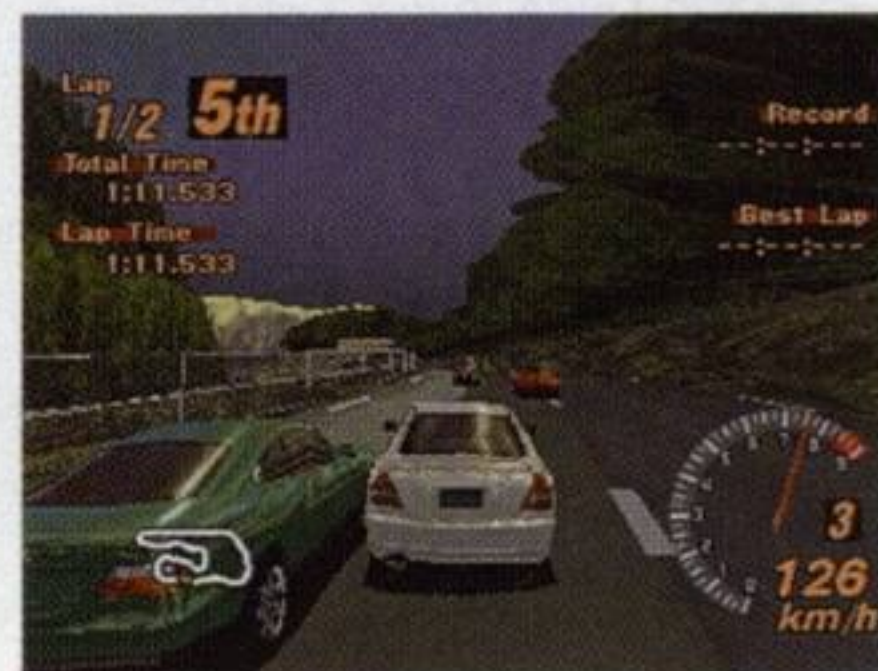
Jill embarks on the Valentine's day massacre.



The "Grave Digger" – as unpleasant as it looks.



■ A nifty system shows you where you went wrong in replay.



Game info

- Publisher: Sony
- Developer: Polyphony Digital
- Price: £35
- Release date: on sale now
- Players: 1-2
- Extras: Dual Shock-compatible, memory card

GRAN TURISMO 2

↑ Uppers & Downers ↓

- | | |
|--|---|
| Racing line <ul style="list-style-type: none"> ■ Bloody huge ■ A real challenge ■ Fantastic motors | Speeding fine <ul style="list-style-type: none"> ■ Looks a little sketchy ■ You can't get 100% ■ GT 2000 on its way |
|--|---|

GET YOUR MOTOR RUNNING, AND RUNNING, AND RUNNING...

Car ownership is a tricky business. After the thrill of lashing out on a new motor has faded and you're faced with the grim reality of running costs and an ageing machine you get philosophical about transport. "A tool to get from A to B" and "I'd be lost without it" are familiar refrains, as is "it's a real time saver".

Well, get ready to save all the time you can. Forget all that green jargon about not taking the car on short journeys; drive everywhere if it means you can clock up more game minutes. You're going to need them, because *Gran Turismo* is back – and it's big.

If you've played *Gran Turismo*, you know what to expect from *Gran Turismo 2*: cars, tracks and tuning. If you haven't, here's

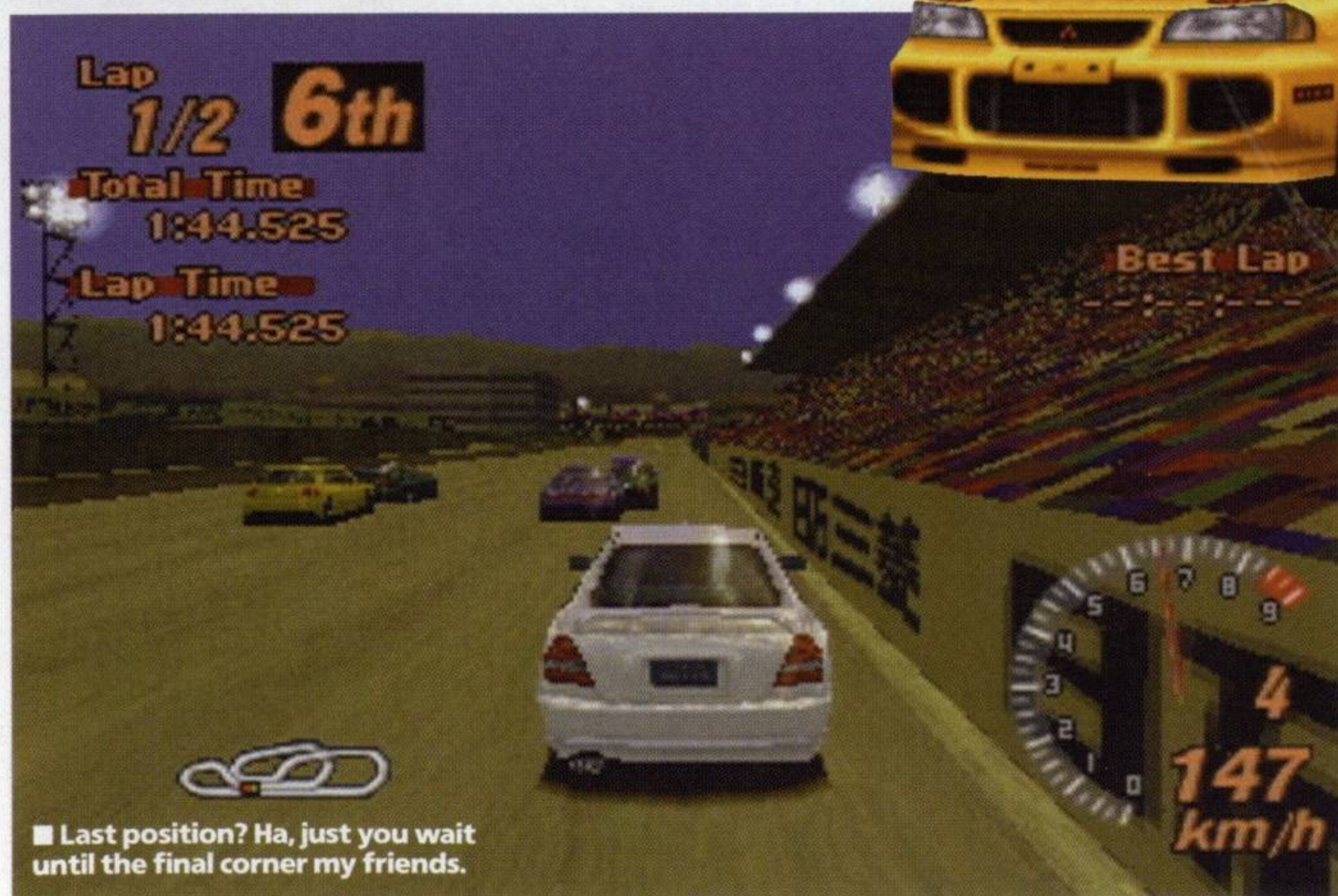
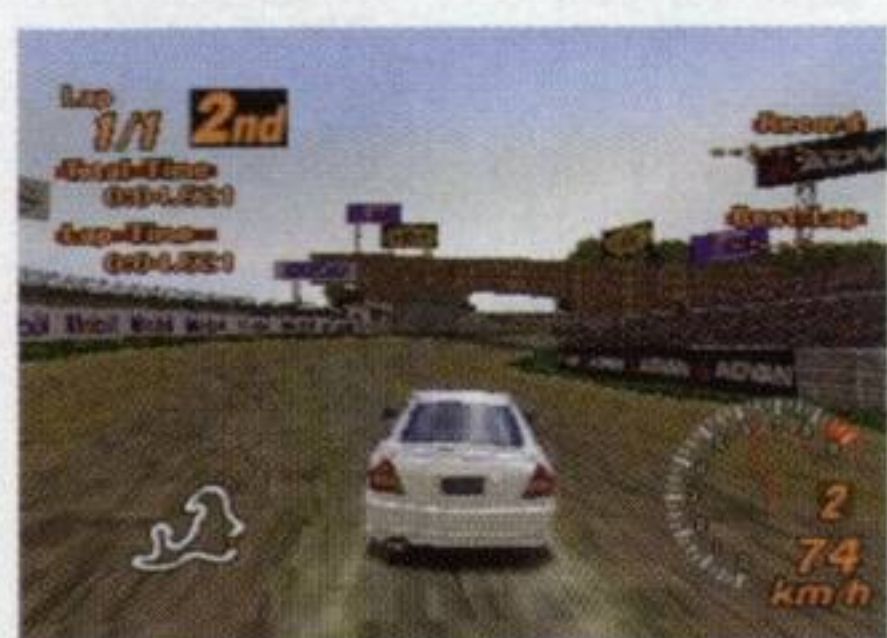
the deal: much like a faded pop star you've got a burning yearning to become a race car driver. However, rather than money being no object you have £10,000 in your pocket. The only way to make money is to race, and if you manage to top the table in leagues or feature races you get a free car to add to your stable. Simple.

Mind you, getting in the winning way is no mean feat, especially when you're likely to start your racing career in a second hand machine. The seeds of a longing for bigger, better and faster cars are sown early. You only have to be powered past in the final straight once for an obsession with tuning, horsepower and handling to take root.

You can change pretty much everything about your machine, from the tyres to the suspension, at the garage you bought it from. There are a whopping 34 different showrooms to wander around, and you can pick up anything from an Aston Martin to a Vector. A cheeky addition to *Gran Turismo 2* is a wheel shop, where you can stomp up the readies for a new set of rims – let no-one say Polyphony Digital doesn't know its market. You can also fiddle about with your steed's settings at the start of racing, if that sort of thing floats your boat.

But when all's said and done, you've got to get out on the track and show the game what you've got. There are five areas of racing: Special Event, Dirt, Manufacturer, Endurance and Gran Turismo. While anyone can race in some of the events, there are requirements to race in others. To take to the dirt you need special tyres – go on, get the Mini Cooper out there. Manufacturer races demand you race in a certain model, and other competitions require a licence. To acquire each of the five licences you have to fulfill ten criteria. It may seem dull, but completing these is vital.

This is because *Gran Turismo 2* is a serious sim. It looks good (as good as its predecessor, but not any better – and there's a wee bit of annoying pop-up) and it's stacked with sexy cars, but you'll only get so far by stamping on the accelerator. The licences demonstrate how different motors handle (there's a huge difference), introduce you to the



■ Last position? Ha, just you wait until the final corner my friends.



■ *Gran Turismo 2* is a game no race fan should be without.

■ Lust is a great motivator. Find your car and get saving.

concept of racing line (leave the track and you'll be left behind) and generally school you in the racer's art.

The tracks you get to ply your trade on are terrifically thought out. Early in the game you get plenty of room for error, with walls waiting to bounce you back on line (as in *Gran Turismo*, you can't damage or roll your car), but as soon as you get into the GT series the gravel traps await. Opponents jostle you for position, you can shut them out but you may be shunted by a would-be Schumacher. In short, you feel like you're in a race, especially if you choose to shun the automatic gear box for a stick shift.

As in *Gran Turismo*, watching a replay of your performance can be as much fun as racing. An addition is an icon that shows your acceleration, braking and steering, but that's about it. Indeed, beyond the inclusion of the perfectly acceptable rallying option in the game proper and the

Arcade mode (which has replaced outlandish speed of *Gran Turismo* with a more realistic pace), there's little between the sequel and the original bar more of the same. To say that *Gran Turismo 2* feels rushed would be to overstate things, but Sony recently admitted it is impossible to complete 100% of the game due to a miscalculation. Hmmm.

Nevertheless, you won't find – and may never get – a better racer on PlayStation. This is the sort of game you fall in love with, and tearing yourself away from the screen can prove a real trial. If it's a stunning update on the original you're after, you should wait for *Gran Turismo 2000* on PlayStation 2. But if you like to race, you have to own this game. ★★★★★

Jamie Dolling

Or you could try...

Wipeout 3
Psygnosis ★★★★★
The refreshingly playable future of racing.

Driver GT ★★★★★
Stunning looking '70s car chase sim that'll have you talking jive in no time.





■ Scotland parade their new "girly pink" strip, while the world laughs.

FW Sheerer

Dury

MF

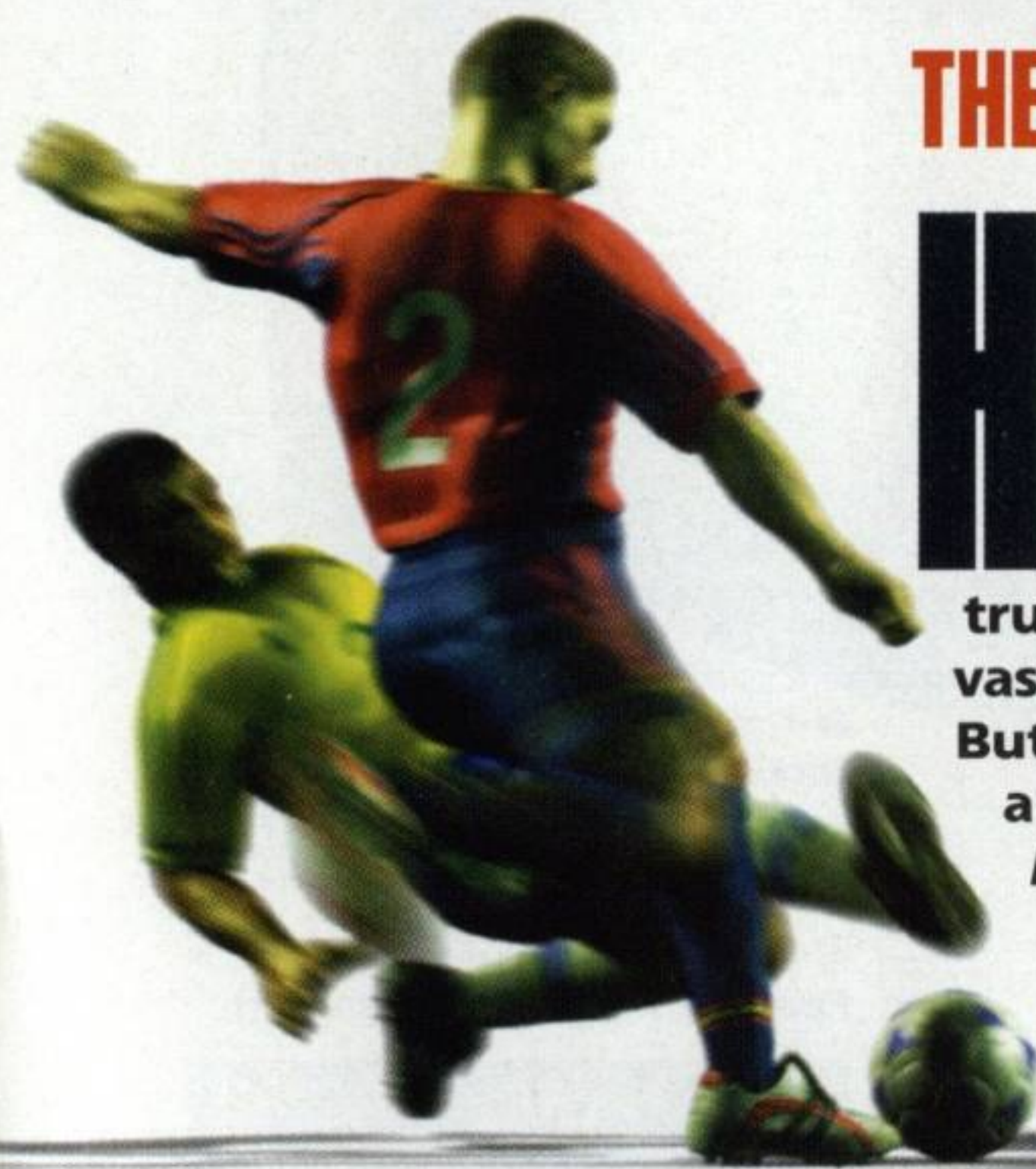
Game info

- Publisher: Konami
- Developer: Konami
- Price: £40
- Release date: February
- Players: 1-4 (with multi-tap)
- Extras: memory card

ISS PRO EVOLUTION

Arcade
PlayStation
Game of
the Month

THE BEST FOOTBALL GAME IN THE WORLD, BAR NONE.



He dribbles past one player, slots it through to the striker, who skips past a defender and shoots... GOOALL! Ah, football. It's the best sport in the world, but how on earth can you recreate the excitement and sheer unbridled joy in a videogame? *Sensible Soccer* on the trusty Amiga came close, and was improved upon vastly by Konami's last footie outing, *ISS Pro '98*. But this latest version looks gorgeous, plays like a dream and will have the makers of the glitzy *FIFA 2000* scurrying back to the drawing board.

Starting off in single-player mode, the first thing that strikes you is the incredible amount of options.

You can choose from all the international squads, settings for day/night, golden

goals and penalties, plus the type of stadium – which has recognisable grounds with changed names such as the amusing Apex Twin. Then you get to mess about with your squad in the formation editor – including the individual position of each player – before tackling the daunting strategy editor, where you can set offside traps, ask your central defenders to join in attacks or adopt a dizzying array of other footballing tricks of the trade.

The graphics are superb, with silky smooth motion-captured players that trap the ball, hold their heads when they miss chances, roll over dramatically when fouled or try to pull players back by holding their shirt. Although the real names aren't used, certain players have instantly recognisable characteristics such as the balding head of Zinedine Zidane or the coloured braids of Taribo West. The attention to detail is excellent, so you get the long free kick run-up of Roberto Carlos and when time is running out, players will collect the ball from the back of the net when they've scored and run with it to the half-way line. Brilliant.

A sign of a great game is when you can just pick up and play without having to wade through instruction booklets full of key combinations and set-up menus. *ISS Pro Evolution* is one such game, with intuitive controls that enable you – eventually – to pull off some intricate passing moves and net-busting shots.

All the passing moves that were in *ISS '98* have been improved. The through-balls, chipped-passes and skills such as the one-two and the low shot-cross have been refined to near perfection. As in the real thing you really have to work



■ Losing 1-0 to the Germans? Cheat and reset the game – if only this was possible in Euro '96.





■ This is the most breathtakingly realistic football game ever made. Play a few games and it'll become a way of life.

to score goals, building up moves, playing like a team and switching tactics during a match – unlike *FIFA* where virtually every move ends in spectacular goals flying in off every body part imaginable. But there's a feeling of real exhilaration when you produce a great free kick or a corner that results in a thumping headed goal.

As well as the exhibition matches, there's a standard League mode, a cup competition that can be fully customised and a new Master League. This addition to the *ISS* franchise allows you to play as a club team, such as Chelsea, Liverpool, London (Arsenal) or Amsterdam (Ajax). You take part in a league and get points for a win or draw that you can spend on acquiring players for your team. Certain footballers are obviously more costly, so you have to save up twice as many points to get Ronaldo rather than Tony Adams, but that's where your "Big Ron" manager instincts start to come in handy.

All the statistics, such as team performance charts, leading scorers and club form are available and you can also import your personalised master team into the main game. As a single-player experience, the Master League is inspirational, with a hellishly addictive mixture of a league-based football game and management sim.

The marvellous 3D zoom-in-and-out replays are there from *ISS '98*, but you now get TV-style instant replays after brutal fouls or heart-pumping goal-mouth chances. You can also save your favourite goals on memory card to play over and over again, or compile your own goal of the month competition with similar-minded footie videogame nutters.

But the most important part of any football game, and the thing that'll make sure you keep slapping the disc in your grey box, is the two-player game. *ISS Pro Evolution* is undeniably the most enjoyable and emotional two-player football game experience on any format. You and a friend could play ten



games with the same teams and each match would have different patterns of play, refereeing decisions, crowd-pleasing moves and memorable goals.

The sad thing about *ISS Pro Evolution* is that it probably isn't going to sell as well as *FIFA 2000* because it lacks a trendy music score and an official licence, having to resort to comedy player names such as McMananan and Djerkoff. It also has terrible commentary that sounds like a bloke the developer met down the pub who managed to convince everyone he was the next Motson. But this is a minor criticism of a game that boasts wondrous graphics, amazing depth and compelling gameplay. Football has come home to the PlayStation. ★★★★★ **Jamie Sefton**

↑ **Uppers & Downers** ↓

- | | |
|---|--|
| <p>Kevin Keegan</p> <ul style="list-style-type: none"> ■ Fantastic animation ■ Wonderful gameplay ■ More addictive than crack | <p>Graham Kelly</p> <ul style="list-style-type: none"> ■ Poor commentary ■ Only a few club teams ■ Daunting amount of game options |
|---|--|

Or you could try...

ISS Pro '98
Konami ★★★★★
Now superseded, but this version still plays beautifully and only costs £20.

FIFA 2000
EA Sports ★★★★★
A highly professional title with an official licence and top music, but less to offer in the gameplay stakes.



■ (Above) The weightlifting clean and jerk. Invent your own innuendo.

■ (Right) World records? Ooh, dedication's what you need.



Game info

- Publisher: Konami
- Developer: Konami
- Price: £35
- Release date: 4 February
- Players: 1-4
- Extras: waggle tools (see page 44)

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Athletic</p> <ul style="list-style-type: none"> ■ By far the best athletics sim on any format ■ Looks wonderful ■ Hilarious, exhausting and hugely competitive | <p>Arthritic</p> <ul style="list-style-type: none"> ■ A mere 15 events – and some are very similar ■ Incredibly limited lifespan ■ Risk of waggling injuries |
|---|--|

INTERNATIONAL TRACK & FIELD 2

ON YOUR MARKS, GET SET, WAGGLE.



Make sure you lock the door before you start to indulge in a spot of javelin tossing. If anyone walks in you while you're sat there, concentrating intently on your rhythm, right hand furiously at work between the thighs, face pulled into a taut grimace, it could lead to an embarrassing no throw. These are the perils of waggling, the technique of tapping or rubbing two buttons in quick succession. It's a bizarre, unsightly and often painful method of controlling a game, but the temptation to test the boundaries of athletic endeavour without vacating the sofa are virtually irresistible.

This method will be familiar to anyone who's ever played an athletics game before and while it may seem anachronistic, not to mention punishing, at least it makes *International Track & Field 2* an easy game to pick up. The 100 metres, for example, is represented as a pure power event; no technique, just speed. Once you've mastered the ways of the waggle, it's possible to shave two whole seconds off any time Maurice Greene could manage. The more interesting events are the ones which combine speed with elements of skill and timing. Long jump, pole vault and hammer are all contests which rely on precision timing.

Move away from the athletics arena and things begin to get really strange. A couple of the new events, or those that have been fully overhauled since the original *Track &*

Field actually turn out to be the most enjoyable. Weightlifting is a mighty test of strength, while mastery of the horse vault and its rapid-fire trickery is surely unobtainable to all but the most subtle finger gymnasts. The canoeing requires nothing but metronomic rhythmic control, but beware of the cycling events as their gruelling endurance exams could easily hurry the onset of arthritis. There's no doubting the game looks great, but one of its major disadvantages is that you never need to look at what the on-screen athlete is doing in order to pull off the events. You merely need to focus on the set of power bars and control bars at the bottom of the screen, so you often only catch the graceful pirouettes of your springboard diver out of the corner of your eye, or during the replay. With only an Arcade Mode or a Challenge Mode (the same event over and over again) to choose from, the game is crying out for the Konami pentathlon, but the paucity of gameplay modes is reflective of *International Track & Field 2*'s innate limitations. With a bunch of mates in tow, this game can provide one of the most chortlesome videogame experiences known to man, and the waggle control method still makes it virtually unique. Play it on your tod and it becomes self abuse. There's only so much waggling a man can take and like every schoolboy knows, too much of it can make you go blind. ★★★

Sam Richards

Or you could try...

Olympic Games US Gold ★
Ailing multi-event sports sim which serves to emphasise *Track & Field*'s dominance.

ISS Pro Evolution Konami ★★★★★
What happens when strategy and flair are added to the Konami sports game equation.



Game info
 ■ Publisher: Sony
 ■ Developer: 989 Studios
 ■ Price: £40
 ■ Release date: on sale now
 ■ Players: 1-2

■ Snow, boards, hats: the kids'll love it.



COOL BOARDERS 4

SO-SO SNOWBOARDING. WILL THEY NEVER LEARN?

The *Cool Boarders* franchise is the most successful snowboarding series on the PlayStation. However, its success hasn't always tallied with the quality of the games. Compared to snowboarding sims on other formats, such as Nintendo's *1080°*

Snowboarding, and Sega's under-rated *Steep Slope Sliders*, the first three instalments of *Cool Boarders* were ugly, shambling abominations. Indeed, it really says something when the third game of a series is the worst yet.

The control system in *Cool Boarders 3* was seemingly designed by someone who'd confused snowboarding with sliding down the white cliffs of Dover on a big sheet of sandpaper. Therefore all due respect to developer 989 Studios, which recognised the problems of the past and pledged that *Cool Boarders 4* would address them.

This time around, players who find themselves unimpressed with the game's selection of 16 real-life boarders (Chad Otterstrom or Jimmy Halopoff, anyone?) can create their own. Selecting everything from the height, weight and sex to the clothing of your boarders should ensure a theoretically infinite selection of fatties and thinnies. There are five vast mountains in the game, each with several distinct events. Downhill and Half-Pipe are self-explanatory, CBX a type of slalom, Slope Style basically Downhill but with more jumps, and Big Air a sort of ski-jump thing. Perform sufficiently well on the "pro" difficulty setting, and a special event will be unlocked.

The courses give ample opportunity for skilled players to show off with stunts, such as the stupidly-named Stalefish Tweaks and Method Melons. There are obstacles aplenty, ensuring the courses are constantly surprising.

In terms of graphics, this is easily the best-looking *Cool Boarders* to date. Indeed, even in four-player mode it retains much of its sheen. Unfortunately, *Cool Boarders 4*

isn't a big enough leap over its insipid predecessor. Yes, it's pretty but the control system, despite some improvement, isn't good enough, rendering the game an ultimately unrealistic and futile affair. Your boarders still appear to take an age to respond to commands, and what's more, the *Road Rash*-style "combat" has a life of its own: boarders occasionally lash out at thin air, seemingly in possession of their own free will.

Though it runs at a respectable 30 frames-a-second, it suffers from slowdown and jerkiness, and the boarders never really seem to sit well within the backdrops. Worse still, you'll collide with some objects, while others you'll pass cleanly through like a ghost, suggesting the game hasn't been properly play-tested.

Maybe if it were the first and only snowboarding game on the PlayStation, *Cool Boarders 4* would be a more attractive proposition. Unfortunately, it isn't and there are far better examples around. ★★★

Paul Rose

↑ Uppers & Downers ↓

Board games

- Plenty of options
- Tons of boarders and stunts
- Neat "special events"

Bored games

- Ropy controls
- Glitchy visuals



Or you could try...

MTV Snowboarding
 THQ ★★★
 An emphasis on tricks and fun but a little easy to be challenging.

Big Air
 EA ★★★
 Six characters, six courses but patchy, slow and unrealistic.

■ Fakie? More likely to be aching or breakie on landing.



■ Spot the steroid using wrestler wannabe.

Game info

- Publisher: **Virgin Interactive**
- Developer: **Capcom**
- Price: **£35**
- Release date: **on sale now**
- Players: **1-4**



■ Comics, eh. A brightly hued law unto themselves.

MARVEL SUPER-HEROES VS CAPCOM

KRAMER VS KRAMER EAT YOUR HEART OUT.

Until Marvel Comics and arch-rival DC joined forces for an increasingly pointless and low quality series of inter-company collaborations, it was something of an inevitability whenever comics fans got together that talk would turn to which publisher had the toughest characters. Could the Hulk kick Superman's butt? Is Batman more agile than Spider-Man? Does Marvel's Mr Wobbly out wobble DC's Captain Wobbly?

Although the potentially awe-inspiring Marvel Vs DC videogame has yet to appear, Capcom has already pitted its own characters against Marvel's soon-to-be immortalised-on-the-silver-screen mutant heroes, the X-Men, in *X-Men Vs Street Fighter*, and the inevitable follow-up *Marvel Vs Street Fighter*. This time, a selection of Marvel's best go head-to-head with characters drawn from Capcom's pantheon of gaming stars – with a fair few surprises. If you never considered The Incredible Hulk and diminutive cartoon NES platformer star Mega Man as a quality rumble then prepare to have your preconceptions shattered. Indeed, pick your own fantasy bouts from the following rogues gallery: *Strider's* Strider Hiryu, *Street Fighter's* Zangief, Ryu and Chun Li, plus Marvel's Captain America, Wolverine, Venom, Gambit and Spidey.

Inevitably, this being a Capcom beat-'em-up, the gameplay will prove familiar to anyone who has played a Capcom beat-'em-up. Despite the quirky selection of characters, the same old combo and power-up system remains, meaning the same old semi-circles on the D-pad for the veterans, and same old random button-stabbing for the novices. You'll either find this reassuringly welcoming, or extremely tedious.

Hackneyed gameplay aside, there are plenty of play options to get to grips with, including the inevitable Survival and Training modes. Players tackling the basic Arcade mode



■ Captain America: macho.

get a choice of tag-team or non-playable special partners. You can either select a tag partner from the line-up, or choose your special partner – who can be called on to deliver a hefty attack if you're getting a kicking – from a huge menu of Marvel and Capcom characters. This is an intriguing addition for the dedicated fan, but it's too bad they're not selectable as regular fighters. That would have made the game truly spectacular.

Of course, as with any beat-'em-up, the game comes into its own with multi-player games. Indeed, the incentives offered to the solo player are disappointing. Defeat the absurdly difficult boss, Onslaught, and you're rewarded with a couple of scrappy pics, and some poorly-translated dialogue (bad translation is rife in the game. At one point Spider-Man reveals he wants to get hold of some photographs "for the J.J.").

Marvel Vs Capcom is a spot-on conversion of a perfectly playable arcade game. Unfortunately, it has been preceded by a dozen or so games which play – and look – almost identical. *Power Stone* on the Dreamcast shows that Capcom is moving forward. Unfortunately, for now, *Marvel Vs Capcom* remains mired in the past, and not even the awesome sight of Mega Man kicking The Hulk's backside inside out can change that. ★★★

Paul Rose



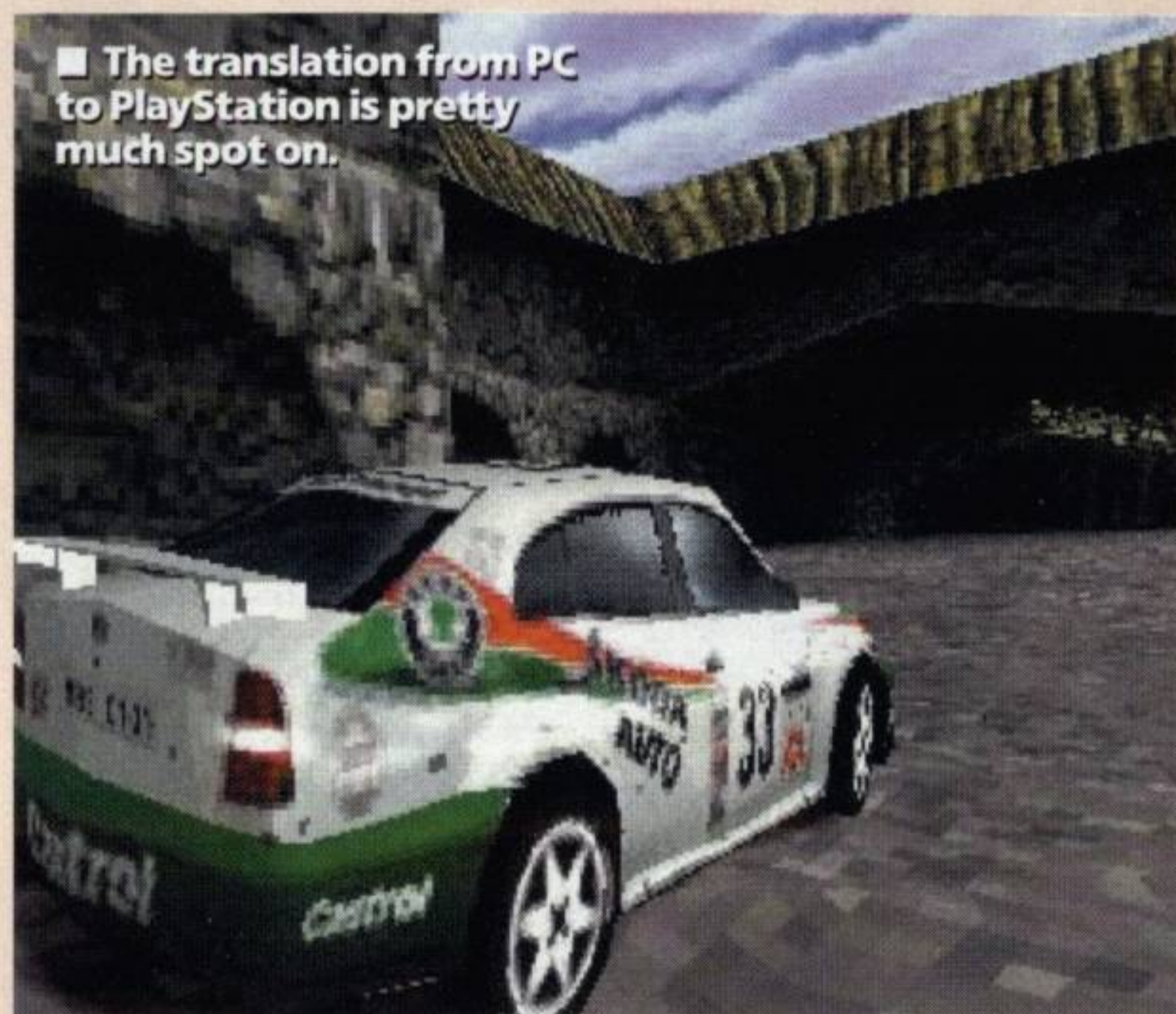
↑ Uppers & Downers ↓

- | | |
|---|---|
| <ul style="list-style-type: none"> ■ Super heroes ■ Stunning special moves ■ Loads of characters ■ Hardcore gameplay | <ul style="list-style-type: none"> ■ Stupid zeros ■ Seen it all before ■ Same as any Capcom fighter ■ Muted sonics |
|---|---|

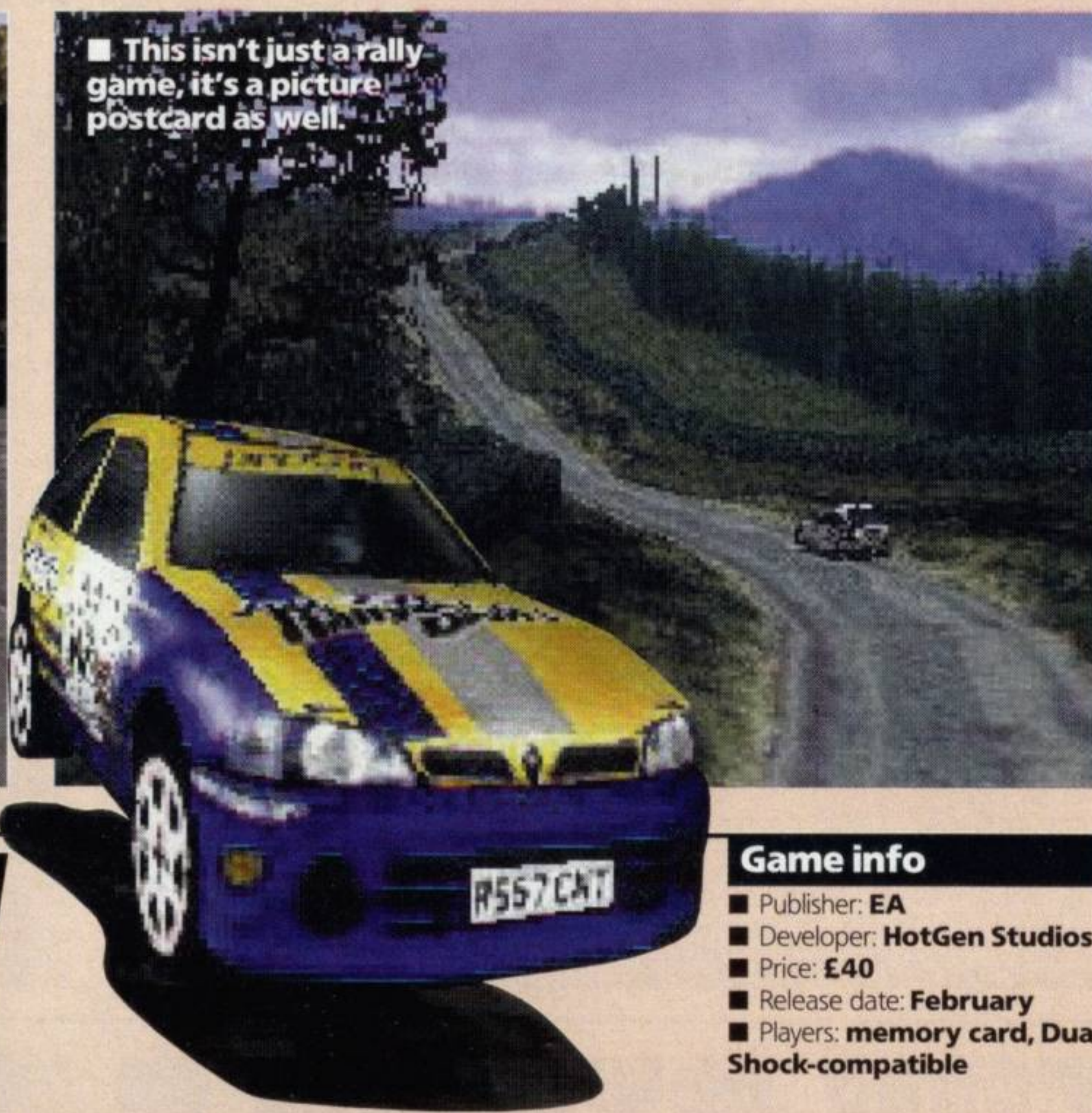
Or you could try...

Tekken 3
Namco ★★★★★
The best fighter on PlayStation. 'Nuff said.

Street Fighter Alpha 3
Virgin ★★★★★
Capcom's polished 2D fighter with extra variation on the SF theme.



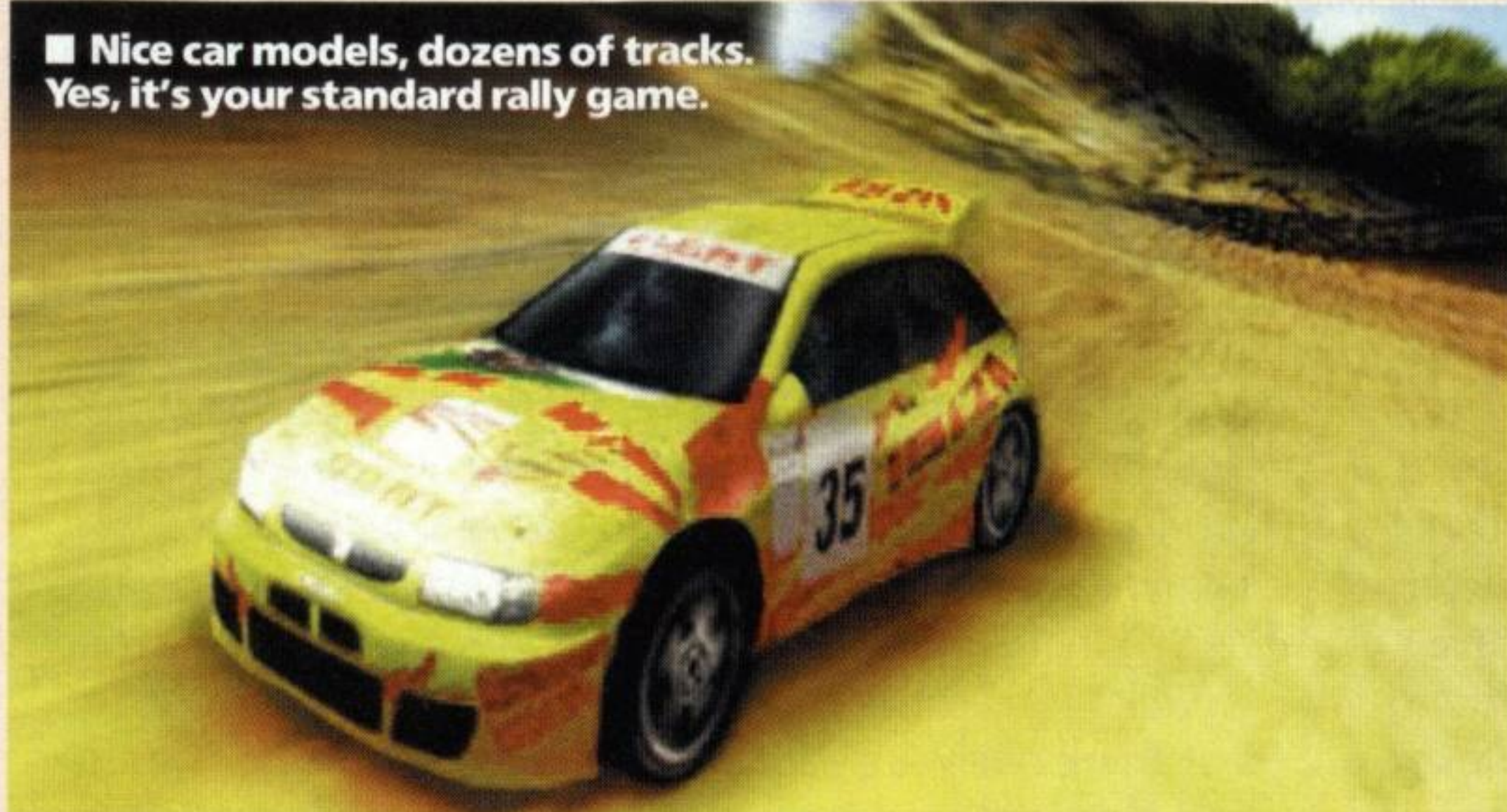
■ The translation from PC to PlayStation is pretty much spot on.



■ This isn't just a rally game, it's a picture postcard as well.



■ Spectacular replays? You've got it.



■ Nice car models, dozens of tracks. Yes, it's your standard rally game.

RALLY CHAMPIONSHIP

LIVE THE LIFE OF A RALLY DRIVER.

Four left! Long hard right five! Three right into hairpin left over hill! If the above meant nothing to you, then this isn't the game for you. Rallying has a language all of its own and you'll need to understand exactly what your co-pilot is ranting on about to have any chance of staying on the road.

Rally Championship is a feast for the eyes. The car models and track detail are excellent and the draw distance is the best you'll have seen in a driving game. And best of all, it moves along at a speedy rate. Without doubt this is the best-looking rally game you can currently get on PlayStation.

However, where *Rally Championship* falls down is in the way the cars handle. What makes *Colin McRae* such a good game is the

Game info
 ■ Publisher: EA
 ■ Developer: HotGen Studios
 ■ Price: £40
 ■ Release date: February
 ■ Players: memory card, Dual Shock-compatible

↑ **Uppers & Downers** ↓

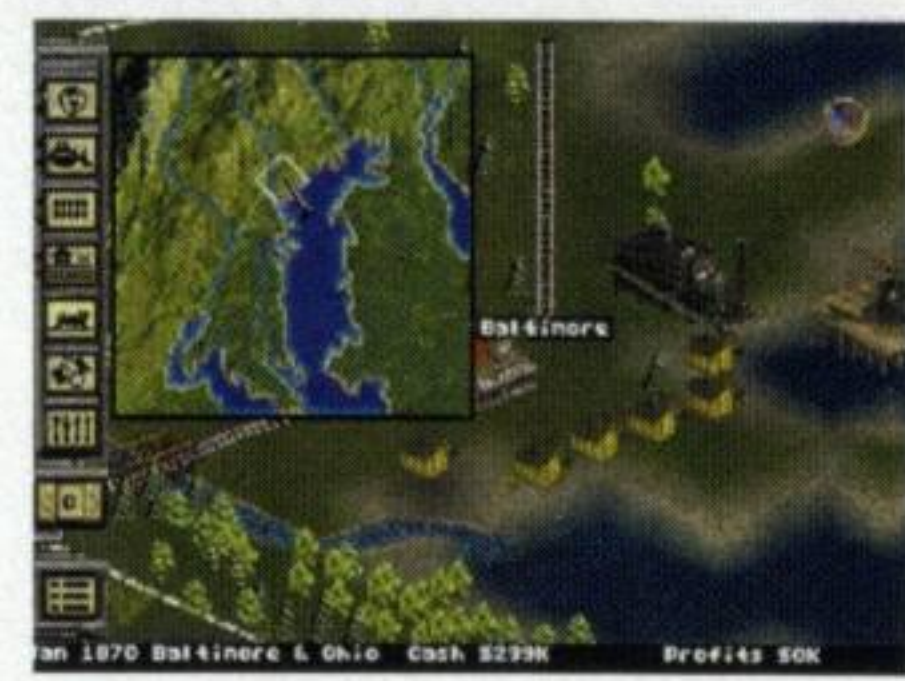
- | | |
|---|---|
| Flying start ■ Great graphics ■ Loads of options ■ Very challenging | Wheel spin ■ Unresponsive controls ■ Poor handling |
|---|---|

subtle balance between an arcade-style race and simulation. Although *Rally Championship* has tried to replicate

this, it falls way short of the mark. Cars are unresponsive at best and seem to float around the track. It gives you a feeling of driving a biscuit box on trolley wheels, not a state-of-the-art rally car. The environment isn't all that convincing either: driving into banks and ledges often sees you driving while at 90° to the road. And why are the bushes made of concrete? Driving into the smallest bush is enough to spin you out completely and waste valuable seconds. It's a small thing, but it doesn't half wind you up.

It's not all bad, though, as there are loads of tracks and cars to choose from and the three usual race modes to play: Championship, Arcade and Time Trial. Two-player mode is decent enough, even if it does slow the game down a lot. There's plenty here to keep you occupied in the world of rallying.

While *Rally Championship* isn't as immediately enjoyable as *Colin McRae*, or even the rally mode in *GT2*, it comes a close third. If you can put up with the unresponsive controls, then this is one of the better driving games on PlayStation. It looks fantastic, offers a real challenge and comes with enough options to shake a gear stick at. Not the best, but it's still pretty good. ★★★ **Nick Jones**



■ One for budding Bransons.

RAILROAD TYCOON 2

■ Publisher: Take 2
 ■ Developer: Take 2
 ■ Price: £40
 ■ Release date: on sale now
 ■ Players: 1
 ■ Extras: memory card, Dual Shock-compatible

Railways are not a sexy subject, what with trainspotters, cancellations and Richard Branson. Presumably in an effort to avoid such damaging connotations, *Railroad Tycoon 2* takes you back to the golden age of steam.

You are the chairman of a fledgling train company charged with the task of accumulating as much cash as you can. Set up your company, invest in stations, build track and rake in the money. It's your job to spot opportunities for profit. This means buying up companies and supplying towns with the goods they need.

There are several play modes. The two main ones are a scenario which gives you a blank map and puts you in competition with other companies and a campaign which gives you a set of objectives to complete by a certain date.

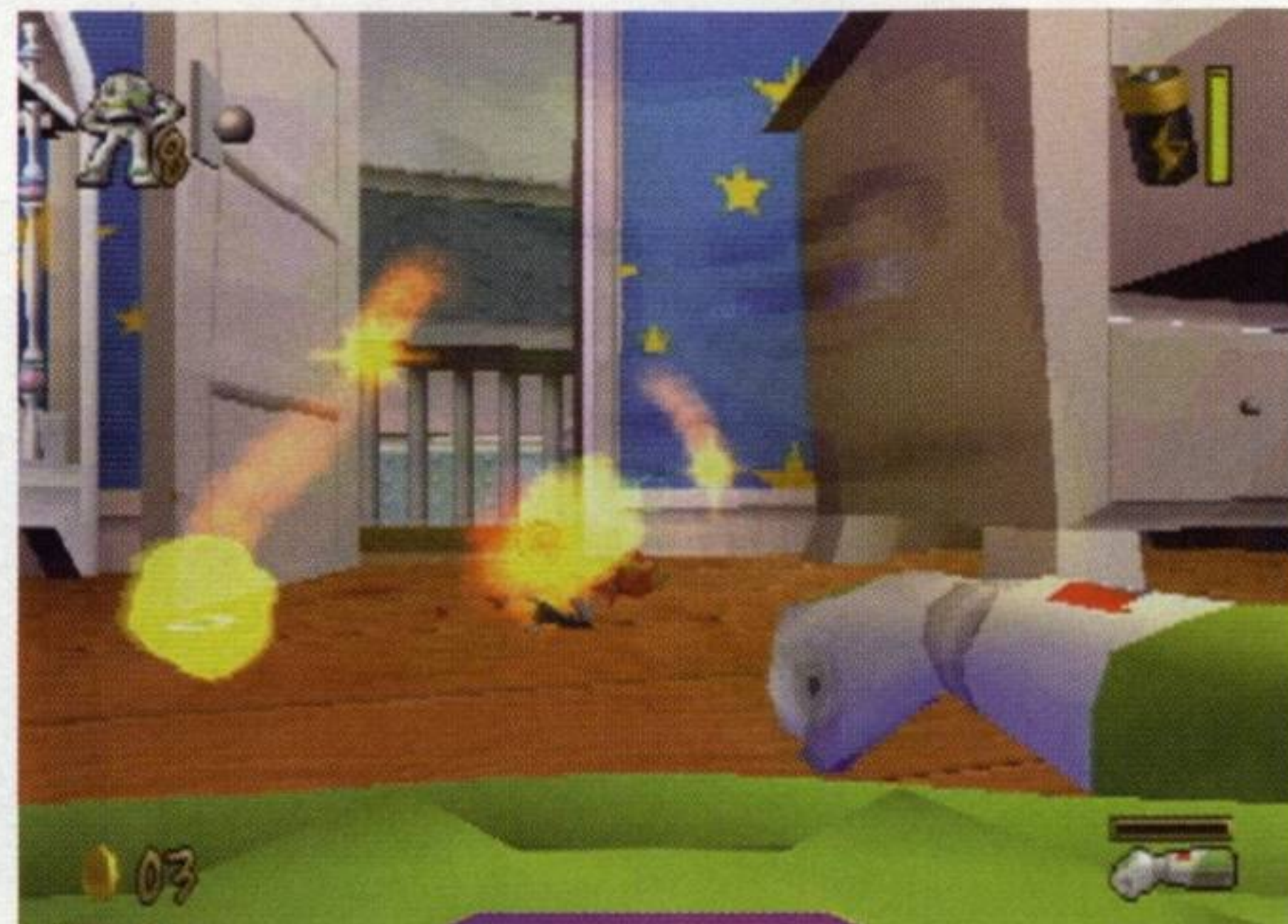
There is plenty of depth to the gameplay, but it's so dense it will put a lot of people off.

Railroad Tycoon 2 will appeal if you're a fan of strategy games or God sims. Otherwise, it's slow, tedious and far too complicated. It's a competent game, just don't expect anything too exciting. *Railroad Tycoon 2* is about as happening as the 7.15 from Manchester.

★★ **Nick Jones**



Or you could try...
 Colin McRae Rally Codemasters ★★★★★ Brilliantly responsive controls make this the best.
 Gran Turismo 2 Sony ★★★★★ Rallying is only a small part of Sony's racing masterpiece.



■ (Above) First-person as Buzz. Note the reflection of your face.



Game info

- Publisher: **Activision**
- Developer: **Pixar Entertainment**
- Price: **£40**
- Release date: **on sale now**
- Players: **1**
- Extras: **Memory card, Dual Shock-compatible**

TOY STORY 2

TO INFINITY AND BEYOND?

Once upon a time there was a company that made cartoons. One day it decided to make a cartoon about the lives of toys. Its little workers toiled long and a hard and eventually *Toy Story* was born – a rather special film it was too. But the company wasn't happy with the millions of dollars it was making from the film itself so it decided to make a PlayStation game as well. It was a huge success and everyone involved lived happily ever after in a big castle made entirely of gold. Hooray for merchandising.

As this is the game of the film, *Toy Story 2* on your PlayStation stays as close to the plot as moles on grandma. When Woody is kidnapped by a toy collector, Buzz and his friends decide there's only one course of action open to them – rescue their buddy from a life of living in a museum. Taking control of Buzz Lightyear you must make your way across 15 levels – all inspired by sections of the film.

Gameplay is all too familiar. On each of the levels you have to track down your toy friends and they'll give you tasks to complete. This usually means collecting a number of objects – Sarge of the Army Men wants you to find his missing troops, Little Bo Peep wants you to find her sheep and so on. For completing tasks you are rewarded with tokens which

let you progress in the game. Occasionally you'll get a special weapon for your efforts – things like the Rocket Boots give you access to new areas. There are also timed mini games scattered around the levels – again you usually have to collect certain objects or race against a character to earn your token. Unsurprisingly, boss characters have to be defeated for you to progress. In fact, *Arcade* found not one shred of originality here – *Toy Story 2* is as close to a by-the-numbers 3D platformer as you could get.

Toy Story 2 suffers from the curse of all 3D platform games: poor camera angles. The camera never seems to be in the right place and in turn this makes controlling Buzz



■ Being 12 inches tall makes a garden into a world of fun.



■ *Toy Story 2* mops up the competition. Ha.



■ Action takes place in 15 different locations, all taken from the film.

THE SLIGHTEST MISTAKE CAN TAKE YOU ALL THE WAY BACK TO THE BEGINNING. THIS IS NOT MUCH FUN.

↑ Uppers & Downers ↓

- | | |
|---|--|
| <p>Ladders</p> <ul style="list-style-type: none"> ■ Great presentation ■ Hilarious cut scenes ■ Captures the feel of the film | <p>Snakes</p> <ul style="list-style-type: none"> ■ Uninspiring gameplay ■ Bad camera angles ■ Dodgy controls |
|---|--|

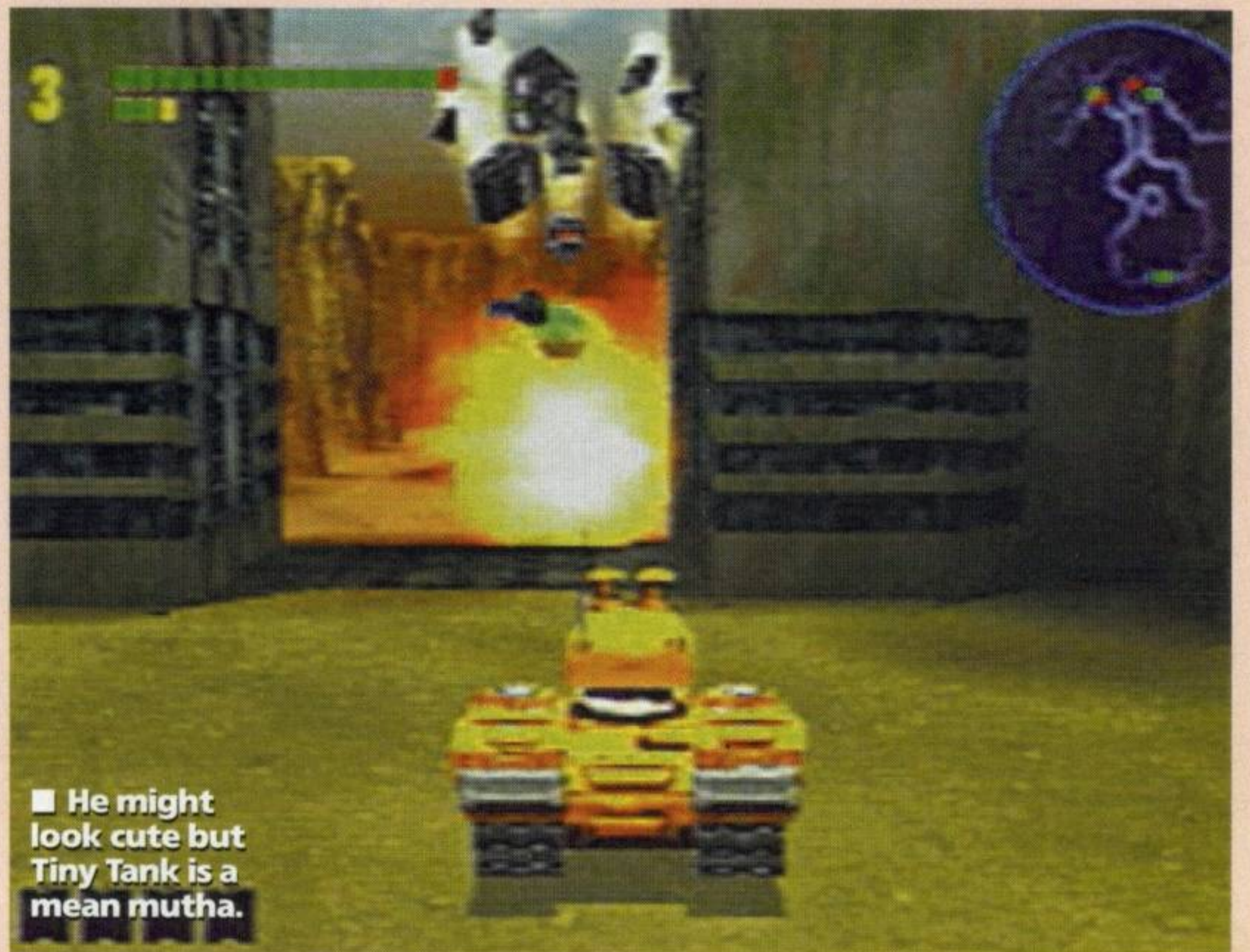
and judging your jumps downright frustrating. And because *Toy Story 2* is of the old school of platformers, the slightest mistake can take you right back to the beginning of a massive series of platforms. This is not much fun.

It says rather too much about *Toy Story 2* that the best thing about it is not the game itself but the cut scenes in-between levels. Taken from the movie, these are the driving force behind you progressing through the game. It's not that *Toy Story 2* is a bad game, it just lacks imagination. It does capture the feeling of the film well and running around in a giant world is a lot of fun – for a while. The licence should ensure it sells by the storeful, but there really are a lot of better games around. This is one story without a happy ending. ★★ **Nick Jones**

Or you could try...

Spyro 2: Gateway to Glimmer
 Sony ***
 Kiddie platformer with bags of charm.

Gez 3D: Enter the Gecko
 Eidos ***
Mario 64 on PlayStation? Not quite, but very nearly.



■ Send out "teeny tanks" to do your bidding.

■ He might look cute but Tiny Tank is a mean mutha.

TINY TANK

Game info

- Publisher: **Sony**
- Developer: **Andnow**
- Price: **£35**
- Release date: **on sale now**
- Players: **1-2**

TOY STORY MEETS WILD METAL COUNTRY.

Generally speaking, cuteness isn't associated with weapons of mass destruction. With the exception of the atomic bombs dropped on Hiroshima and Nagasaki (nicknamed "Little Boy" and "Fat Man" respectively), killing machines are more usually connected with carnage, not funny names and soppy eyes. However, perhaps if guns and whatnot were a little more aesthetically appealing, people wouldn't be so quick to dismiss them as horrible. Indeed, the concept behind *Tiny Tank* is that sometime in the future, to generate public financial backing for a new line of miniaturised robot killing machines, the US military chooses to make its prototype resemble a sweet, soppy-eyed toy. For all its originality, and genuinely funny cut sequences in which the reluctantly cute *Tiny Tank* grumbles and cusses through a series of promotional ads, a lot of the game treads all too familiar territory.

Playing as *Tiny Tank* you are sent into battle against an army of robots bent on the extinction of humanity. Being a state-of-the-art war machine, you have a whopping great cannon at your disposal (disguised as *Tiny Tank's*

cheeky nose), and can collect weapons from the enemies you destroy. In addition, you can absorb their "nanometal" remains to make repairs. Better still, *Tiny Tank* has a number of remote "teeny tanks" which can be sent out as roving bombs, or to explore areas without putting you in any danger. Better still, you can use the brains of your defeated enemies meaning your teeny tanks can act independently, searching out power-ups and enemies.

Third-person shoot-'em-ups are two-a-penny, and the mission objectives in *Tiny Tank* don't differ much from other such games, usually being of the "Destroy Objective A, and head for Area B" variety. However, throughout the game there's a refreshing air of originality, which puts a spin on gaming convention. For example, to destroy a cargo ship you have to shoot the remote drones hovering above it, which then drop down and explode.

Despite its cute main character *Tiny Tank* isn't the prettiest game ever, and the two-player deathmatch is fun only to a point. Yet by being generally very playable, and genuinely funny, it exposes so many other games as the po-faced nonsense they really are. ★★★ **Paul Rose**



■ Familiar gameplay lets down an interesting concept.

Or you could try...

Quake 2
Activision ★★★★★
The daddy of PlayStation beat-'em-ups.

Driver
GT Interactive ★★★★★
Stunning-looking '70s car-chase sim.

↑ Uppers & Downers ↓

HEAVY METAL
■ 25 increasingly tough missions
■ Genuinely funny

ANY OLD IRON
■ Fairly generic objectives
■ Average visuals

Also released

And bringing up the rear...

Words by Justin Calvert



PONG

- Publisher: **Hasbro**
- Developer: **Supersonic**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-4**

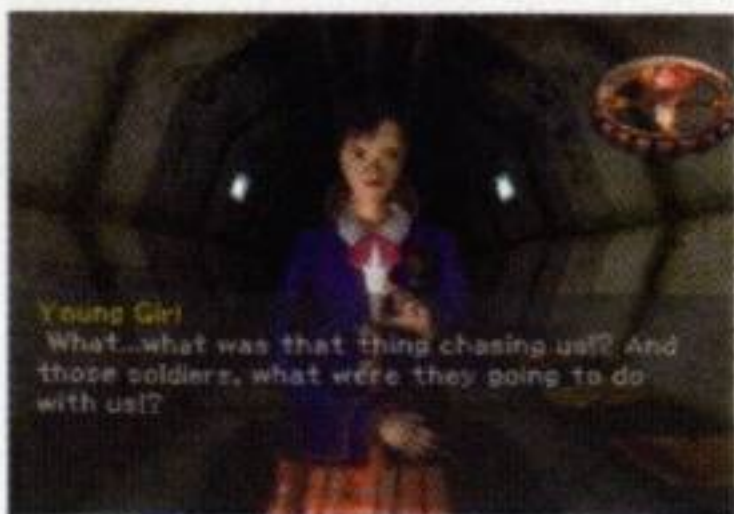
■ Retro gaming at its very worst. This update of the "classic" *Pong* seeks to improve the original with flashy graphics and themed levels. Unfortunately it's still nothing more than "Bat and Ball". Even features such as multiball and a four-player mode fail miserably to justify anyone forking out £30. Like many retro updates, *Pong* is arguably worse than the original and definitely outdated. ★



OVERBLOOD 2

- Publisher: **PBH Systems**
- Developer: **Riverhillsoft**
- Price: **£30**
- Release date: **on sale now**
- Players: **1**

■ Everything about *Overblood 2* brings to mind an extremely poor *Final Fantasy VII* clone. Why anybody took the time to bring this game to the West is a complete mystery. Obscure puzzles, appalling controls and an incredibly glitchy, not to say confusing, free-roaming 3D camera system are just some of the many reasons not to bother investing in a copy of *Overblood 2*. ★



HELLNIGHT

- Publisher: **Konami**
- Developer: **Atlus**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**

■ If, after the delicious *Silent Hill*, you were expecting Konami's new horror game to be a bit special, *Hellnight* is going to be a real disappointment. It's a bizarre mix of real-time 3D labyrinths, 2D locations and text-based interaction. While any attempt at originality is to be praised, *Hellnight* will not be remembered as a game that did anything for the horror genre, but as something of an oddity. ★



THE NEXT TETRIS

- Publisher: **Hasbro**
- Developer: **Blue Planet**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-2**

■ If ever there was a game that doesn't need a makeover it's *Tetris*, as countless "versions" have proved. Surprisingly though, *The Next Tetris* will do little to offend fans of the original – choosing instead to make only a few intelligent alterations to the classic gameplay while including the original as a bonus. With good presentation and a two-player mode, there's really little else *Tetris* fans could ask for. ★★★



WORMS PINBALL

- Publisher: **Infogrames**
- Developer: **Team 17**
- Price: **£25**
- Release date: **on sale now**
- Players: **1**

■ Console versions of this coin-swallowing pub favourite are traditionally reliant on accurate ball physics and good table design, two qualities that can generally be taken for granted nowadays. Where *Worms Pinball* improves on all that's gone before is in the selection of sub games. Table two, *World Rally Fever*, is not quite as good as the title game but certainly helps to add value for money. ★★



RISING ZAN THE SAMURAI

- Publisher: **Virgin**
- Developer: **Agetec**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**

■ *Fighting Force* meets *Tenchu* and both are introduced to *Syphon Filter* in this slightly peculiar third-person adventure. Repetitive combat is a problem, the only variety coming in the form of some strange weapons. Six shooters and samurai swords make you a formidable fighter, but tricky controls and confusing camera angles even up the odds as you mow down the artificially unintelligent enemies. ★★

New PC Games



■ The last temptation of Christ? You're too young to think about that sort of thing.



MESSIAH

GOOD GOD! IT'S THE SECOND COMING.

The Ten Commandments say, "thou shall not kill". If only someone had told the makers of *Messiah*. If the idea of a cherub running around blasting the hell out of all and sundry runs contrary to your religious beliefs, then you should stop reading now because *Messiah* is the God squad on angel dust. It's Jesus with an Uzi. And it's absolutely brilliant.

Messiah is a classic story of good versus evil. The earth of the future is in trouble – thousands of years of sin have brought humanity to the brink of destruction and, some would say quite foolishly, science has created the ultimate evil being – the Devil himself. Fortunately God, in His mercy, has granted mankind one last chance. To clean up the world He has sent a working class cherub named Bob. Bob's task is simple – get to the source of the sin and root out the evil once and for all. But it won't be that easy. In this age of atheism The Messiah is not so much seen as a messenger from God, as just another freak.

As Bob you are as vulnerable as, well, the baby he resembles. You need protection from the outside world, and where better to shelter than inside a human? You get to possess hosts by flying between their shoulder blades. You then become that character, taking on all of his or her abilities and status within the game. This is vital, and much of the game depends on your being the right character at the right time. But there is so much more to it than that.

The best part of *Messiah* is the freedom you have. You have a choice: either take on the forces of evil head on or go about things with a bit more thought and stealth. Possessing someone's body will allow you to pass undetected but stick a gun in someone's face and you'll be rumbled as the freaky cherub.

There are always a number of different approaches to solving problems – either with brainpower or with brute force, but usually a combination of the two. Opening locked doors is a prime example; you could go through a long process to open a door via a switch as a scientist or just blast it open with a rocket as a policeman. The problem with the latter is that it will alert the guards of your presence. Not a great idea if you want to live. You could

also sneak through a gap as the diminutive Bob, but then you'll be vulnerable to attack. The choice is yours.

Each of the characters has a different opinion of Bob, if the police see you they won't hesitate to shoot, but scientists see you as a curiosity from the research lab. Characters also have different attitudes to one another. These can be used to your advantage – much fun can be had starting trouble between groups and then just letting them fight it out among each other. The intelligence of the computer-controlled characters is excellent. Each one has a convincing sense of their environment and a memory: if you leave the body of a policeman he'll remember you took advantage of him and will hunt you down.

For all its originality, *Messiah* does borrow heavily from *Tomb Raider*. Many of the moves found in Lara's adventures are here, although in a simplified system. Some of the puzzles are straight out of the series: activating switches, climbing blocks and so on. But in *Tomb Raider* you can't possess people, you can't torture guards and you can't do half of the cool stuff that you can in *Messiah*.

This is an immensely enjoyable game full of original ideas and a great sense of humour. How you play *Messiah* is entirely up to you, and in this sense it is always different. Possibly more could have been made of the different characters and their abilities, but it's hard to find fault with *Messiah*. While the game's vision of the future is, sadly, far from original, the manner in which you interact with that world takes the third-person action adventure to a new level. You will be constantly delighted with its design, and the balance between action and puzzles is pretty much spot on. If you hadn't guessed it by now you should get *Messiah* immediately – it's an adventure of Biblical proportions. ★★★★★

Nick Jones

Or you could try...

Tomb Raider 4
Eidos ★★★★★
Lara's latest and greatest adventure.

The Nomad Soul
Eidos ★★
French flair and Bowie in this possession-themed adventure.

Game info

- Publisher: **Interplay**
- Developer: **Shiny**
- Price: **£40**
- Release date: **February**
- Players: **1**
- Requires: **P233, 64Mb RAM, 400Mb HD-space, 3D accelerator card**
- Recommended: **P300, 64Mb RAM, 400Mb HD-space, 3D accelerator card**



■ **Boy wonder** – you might be the Messiah but that won't stop people shooting at you.



↑ Uppers & Downers ↓

Heaven

- Open-ended gameplay
- Fantastic graphics
- Very challenging

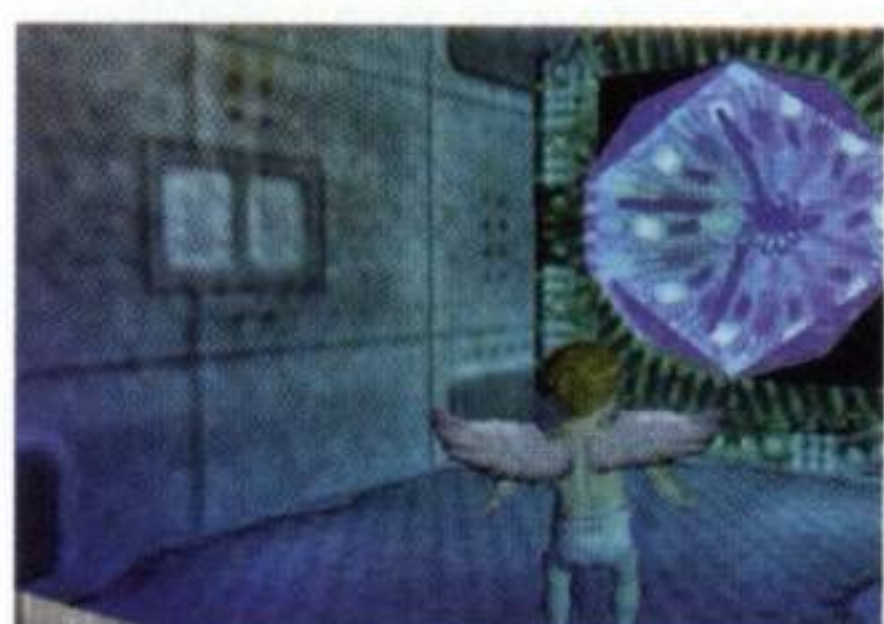
Hell

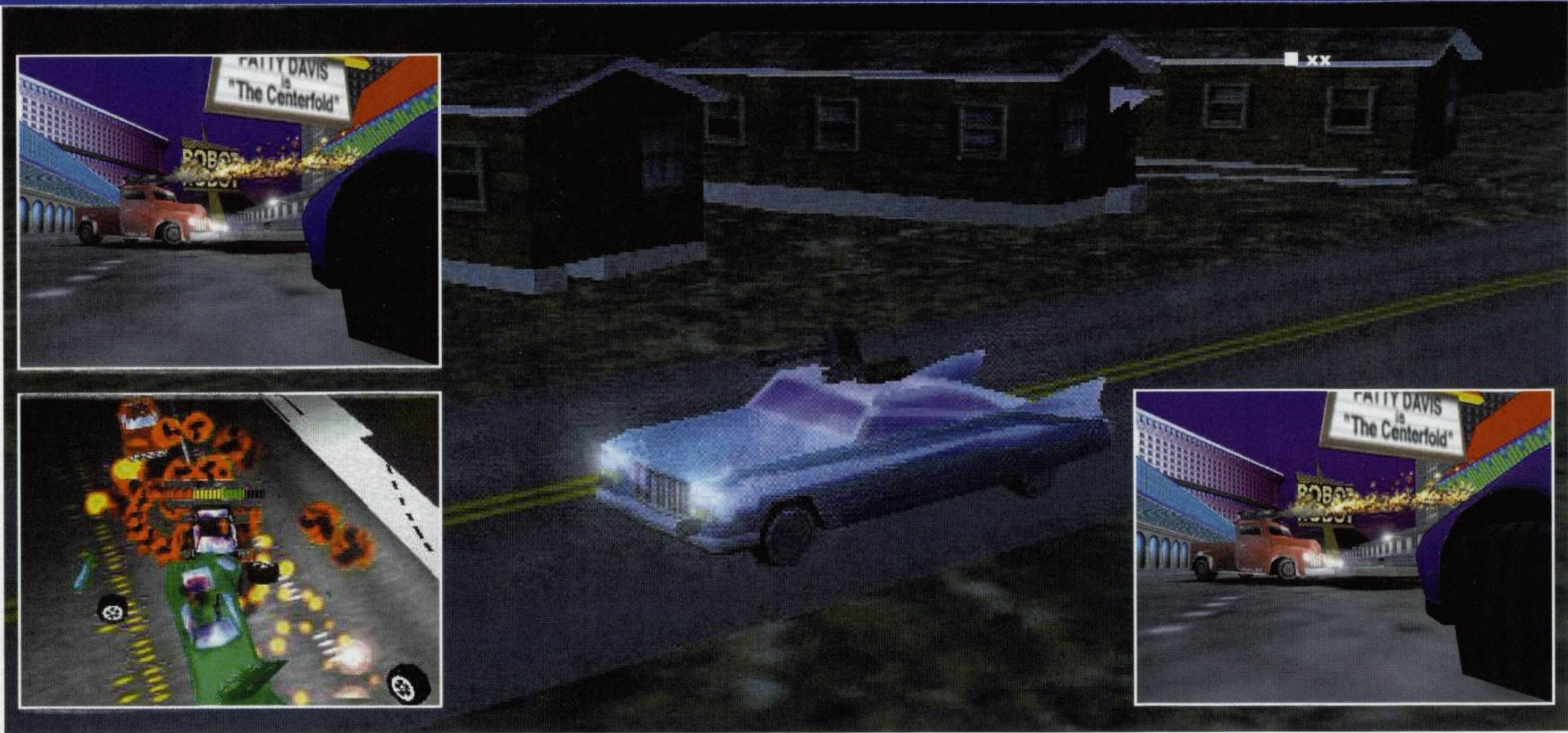
- Could be a little too difficult
- You'll need a high-end PC

THIS IS AN IMMENSELY ENJOYABLE GAME, FULL OF ORIGINAL IDEAS AND HUMOUR. YOU SHOULD BUY IT NOW.



■ **God is a DJ.** Bob takes to the podium in a downtown club.





Game info

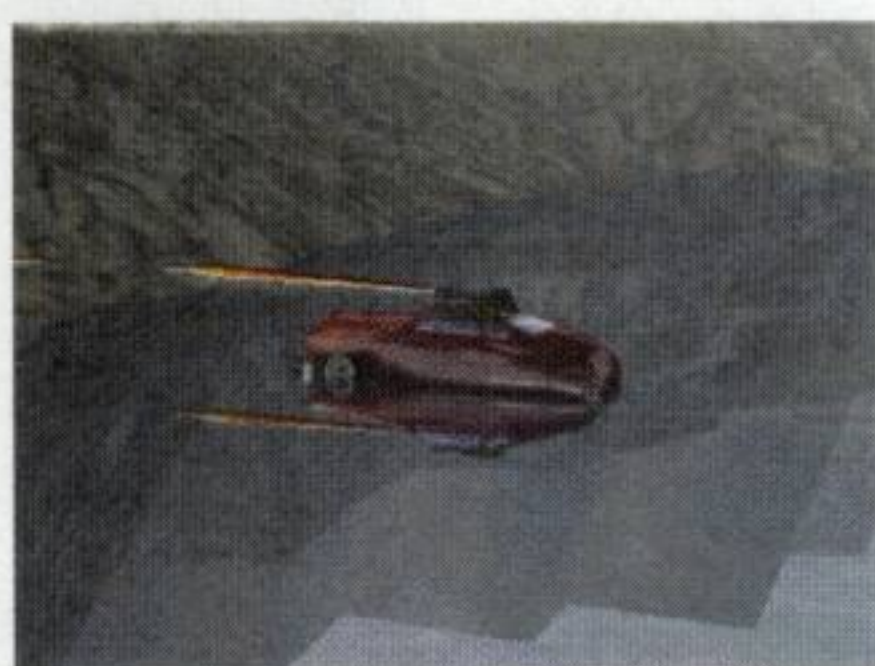
- Publisher: **Activision**
- Developer: **Activision**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**
- Requires: **P233, 64Mb RAM, 3D accelerator card**
- Recommended: **P400, 128Mb RAM**

INTERSTATE '82

MULLETS, PASTEL SUITS AND DODGY GRAPHICS. IT MUST BE THE '80s.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Understated</p> <ul style="list-style-type: none"> ■ Excellent open environments ■ Great car customisation ■ Nice reflections | <p>Overstated</p> <ul style="list-style-type: none"> ■ Appallingly dull plot ■ Awkward pedestrian control ■ Detail-starved buildings |
|--|--|



■ Flying high in Las Vegas. Some scenes closely resemble *Carmageddon 2*.

Road gangs, terrorism and the '80s. Sound like unlikely bedfellows? In which case, you probably haven't come across the *Interstate* series. It seems a group of roughnecks have taken to scaring the bejesus out of innocent travellers and the secret services have become involved... interesting.

In this, the sequel to *Interstate '76*, you find yourself playing as vigilante Taurus, who has lost some inches off his afro since the last instalment and is looking awkward in a nasty pastel suit of the *Miami Vice* style. Your mission, which you have to accept, is to save your grossly-mulleted partner of the first game, Groove Champion, uncovering the sinister goings-on at the same time.

As you can imagine, this struggling plot is utterly disengaging and made worse by being stretched molecule-thin over the limping FMVs, which lurk between missions like a party bore in front of the punch-bowl. It's no exaggeration to say that you'll be leaping for the escape key every time, to cut short these protracted and clueless cut-scenes. Unfortunately this is not the limit of the action-punctuation. *Interstate '82* is further strangled by intermission loading screens: one for the FMV, one for the level and one for the intro that uses in-game graphics. If the game was designed to have frequent save-points this wouldn't have been such an issue, but you must complete the lengthy and difficult missions before you progress, so failure means putting the kettle on while the level reloads.

The best mission environments are those that replicate the great outdoors of the US interstate highways, conveying a genuine sense of the sometimes vast spaces between cities. Even so, restrictions are clumsily enforced and if you head in a direction deemed to be outside mission guidelines, a lengthy sequence takes control of your car and

sends you back on course. Cities themselves, such as the Las Vegas clone, are disappointingly blocky and repetitive. Levels such as shopping malls manage to

be even more bland than the real thing and lack any detail that might have made them convincing.

One of the most hyped aspects of *Interstate '82* is the ability to leave your vehicle and control your character third-person-style. You do this when you need to commandeer cars, operate switches or enter key buildings. This could have been a really fun addition to the game, but is weakly handled. You have to position your pedestrian character with absolute precision in front of switches and beside car doors to operate them, which is so frustrating that you come to loathe rather than love the frequent opportunities. The animation of the human characters is very poor and it's a relief to get back behind the wheel.

One plus to *Interstate '82* is the degree to which you can customise vehicles. With every enemy car you destroy you earn salvage money, which you can use between levels to outfit your vehicle with a vast choice of weapons, shields, mechanics and specials (such as flares and nitro). Different vehicles can hold different sizes and numbers of these objects. Many are weakly humorous parodies of famous '80s numbers. Giggle at the A-Group van and stifle a chortle at the sleek, black Night Writer.

With online support, it will perhaps be tactically demanding to come up against constantly unique opponent combinations, but as a single-player game the highest *Interstate '82* reaches on the entertainment scale is "occasionally quite fun". ★★

Steve Brown

■ (Below) Fogging is used shamelessly to reduce draw distance.



THE STRUGGLING PLOT IS UTTERLY DISENGAGING... AND THE CITIES ARE TOO BLOCKY AND REPETITIVE.

Or you could try...

Driver GT Interactive ★★★★★
A much better plot than *Interstate '82* and consistently exciting missions.

Carmageddon 2: Carpalypse Now! ★★★★★
If you prefer more jam on your toast, then this gore-fest has buckets.



■ Attractive pre-rendered screens soon give way to disconcerting camera angles.



■ Data attempted to ignore Picard's constant guffing.

Game info

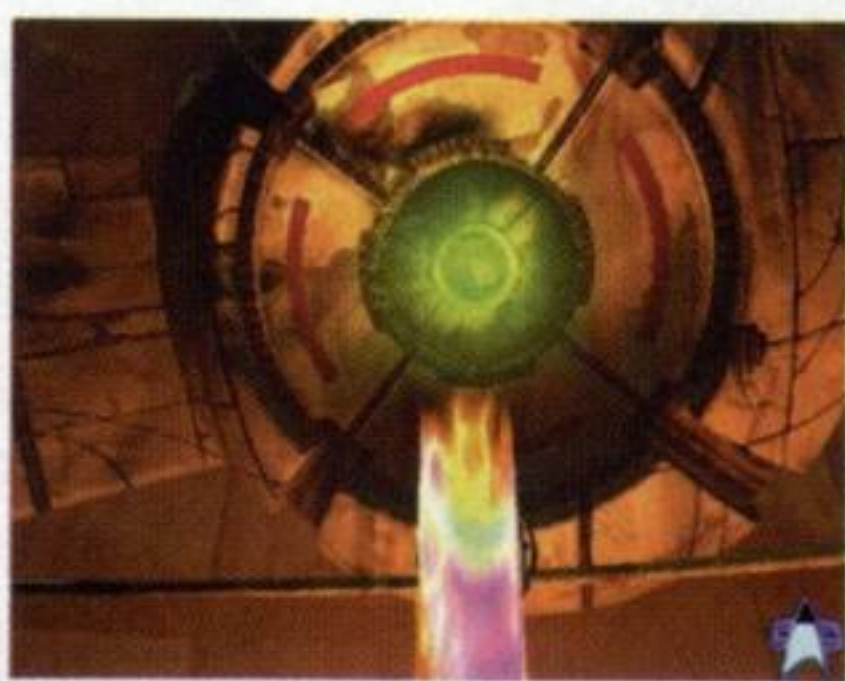
- Publisher: **Activision**
- Developer: **Presto Studios**
- Price: **£20**
- Release date: **on sale now**
- Players: **1**
- Requires: **P200, 4xCD ROM-drive, 32Mb RAM, 225Mb HD space**
- Recommended: **P300, 16xCD ROM-drive, 64Mb RAM, 3D accelerator**

STAR TREK: HIDDEN EVIL

QUALITY TREK GAME STILL HARD TO FIND.

To boldly go... yeah, sure. Like you haven't heard that before. With at least another nine games set in the *Star Trek* universe in development, you can expect to hear it even more. The fact is, if one Trekkie in every hundred was to buy a *Star Trek* game, those titles would out-sell every other game on the market. Scary eh?

Fortunately, Trekkies watch the TV series and buy the films because they appreciate sharp storylines, interesting characters and kickass special effects. Indeed, it could be



■ Initially interesting puzzles soon become frustrating.



■ "What did I say?"

argued they don't buy the games for the lack of the same elements.

Star Trek: Hidden Evil is an adventure game. You control a new character called Savok through what is basically an episode of *Star Trek: The Next Generation*, replete with the voices of Patrick Stewart (Picard) and Brent Spiner (Data). Using the sparse controls – forward, back, left, right, jump and action – and encumbered with disconcerting camera angles, you move Savok through fixed and initially nice pre-rendered screens as you attempt to foil a fiendish plot hatched by a renegade Romulan. In the process you get to shoot aliens, perform the Vulcan Nerve Pinch in a stealth mission, take items from one place to another and use a completely useless tricorder.

This is not a hard game, by any stretch of the imagination. It features some interesting, albeit simple, puzzles which will see you don your lateral thinking cap, but these quickly become frustrating. There are too many instances where you will know what needs doing but, hamstrung by the camera, the controls, a distinct lack of health boosters and the fact that your phaser seems to have a two-second delay and can't be aimed at anything you want to aim at, you tend to die a lot – an awful lot, in the most annoying fashion.

If this had not been a *Star Trek* game, it would have been laughed into oblivion at an early stage of its development, especially as it only takes about six hours to complete. As it is a *Star Trek* game, it merely joins the growing list of sub-standard games set in a much-loved universe. Full marks should be awarded to Presto for trying something different, but a little more thought would have gone a long way. This evil should remain hidden. Wait for *Elite Force* to beam in instead. ★

Ian Merison

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>Enterprise</p> <ul style="list-style-type: none"> ■ It's Star Trek ■ Pretty graphics | <p>Schmenterprise</p> <ul style="list-style-type: none"> ■ It's Star Trek ■ Everything else |
|--|--|

Or you could try...

Star Trek: Birth of the Federation
Hasbro ★★★
Civilization for Enterprise fans. In depth, challenging Trekkie fodder.

Tomb Raider: The Last Revelation
Eidos ★★★★★
Adventure action from the franchise that justly rules the genre.



■ Dodgy camera angles ruin an otherwise good game.



EARTHWORM JIM 3D

- Publisher: **Interplay**
- Developer: **Vis**
- Price: **£35**
- Release date: **on sale now**
- Players: **1**
- Requires: **P200, 32 Mb RAM, 72 Mb HD-space.**
- Recommended: **PII 300, 64 Mb RAM, 3D accelerator card**

■ The problem with major faults in life is that they refuse to remain hidden. Ex-boyfriends, for example, often have some pretty ugly faults (hence ex, presumably). They may be the proud owner of an ego the size of Brazil, but you'll still probably go out with him for ages just the same.

Much in the way that you'll play *Earthworm Jim 3D* for days in the vain hope things will get better. You'll row daily, threaten to strangle the little wriggler with the mouse cord and Jim will promise he'll change his camera angles. Sadly, you probably won't be reconciled. You'll change your password and uninstall. The slimy worm. Who does he think he is?

Earthworm Jim was the star of a 2D platformer from the early '90s that was so good it spawned a brilliant cartoon. Here, you meet him in glorious 3D. However, Jim has not travelled well at all.

The story goes that Jim was stood on by an enormous cow, and his brain got squished until it was empty. So he has to "find his marbles" – very good. There are four realms to navigate, roughly describing the states of Jim's mind. You explore them, collect marbles, solve a few puzzles, blat some evil looking hedgehogs and generally sort Jim's head out.

There are plenty of prompts, in the form of Jim's chums Snot and Peter Puppy. The graphics and audio are manically psychedelic, and the whole Earthworm-in-winkle-pickers scenario is too bizarre not to get a few laughs.

Frankly, it's kids stuff, but even dappy kids wouldn't tolerate the monstrous camera angles. These get more frustrating than a tangled Hoover cord – which is very frustrating. If you are the sort of person who thinks deep anger is a good form of therapy, then go and buy it. Because, except for the camera angles, the game is great. ★★ **Katherine Little**



■ It looks good, but *Fight For Freedom* doesn't cut it.

HIDDEN AND DANGEROUS: FIGHT FOR FREEDOM

- Publisher: **Take 2**
- Developer: **Softworks**
- Price: **£15**
- Release date: **February**
- Players: **1**
- Requires: **3D card, P166, 16Mb RAM**
- Recommended: **8Mb 3D card, P266, 32Mb RAM**

■ What a waste. *Hidden and Dangerous* was a superlative soldier sim let down by a serious bug infestation and some unorthodox glitches. Surely *Fight For Freedom* was the perfect opportunity to correct the peripheral shoddiness of the original and deliver a really quality add-on pack. That it doesn't makes *Fight For Freedom* little more than a half-hearted effort; war by numbers.

What *Fight For Freedom* gives you is pretty much the minimum you'd expect from an add-on pack. There are nine new missions making up three campaigns. You can play the spy and saboteur in Poland, capture a new bomber in Germany and scupper terrorists in post-war Greece. To accomplish these objectives you get a few extra weapons and some new vehicles to drive. The missions aren't bad, but they are certainly no harder and never as complex or gripping as the original's.

A prime example of the pack's half-heartedness is the emphasis on tanks. Feedback from *Hidden and Dangerous* suggested that control of these behemoths would be appreciated and so *Fight For Freedom* provides them in abundance, even letting you drive one. However, this hasn't been fully thought through. Once in control of a tank you're almost invulnerable and when on foot you can avoid the dangerous end of an enemy tank by walking behind it. Once again the AI leaves much to be desired.

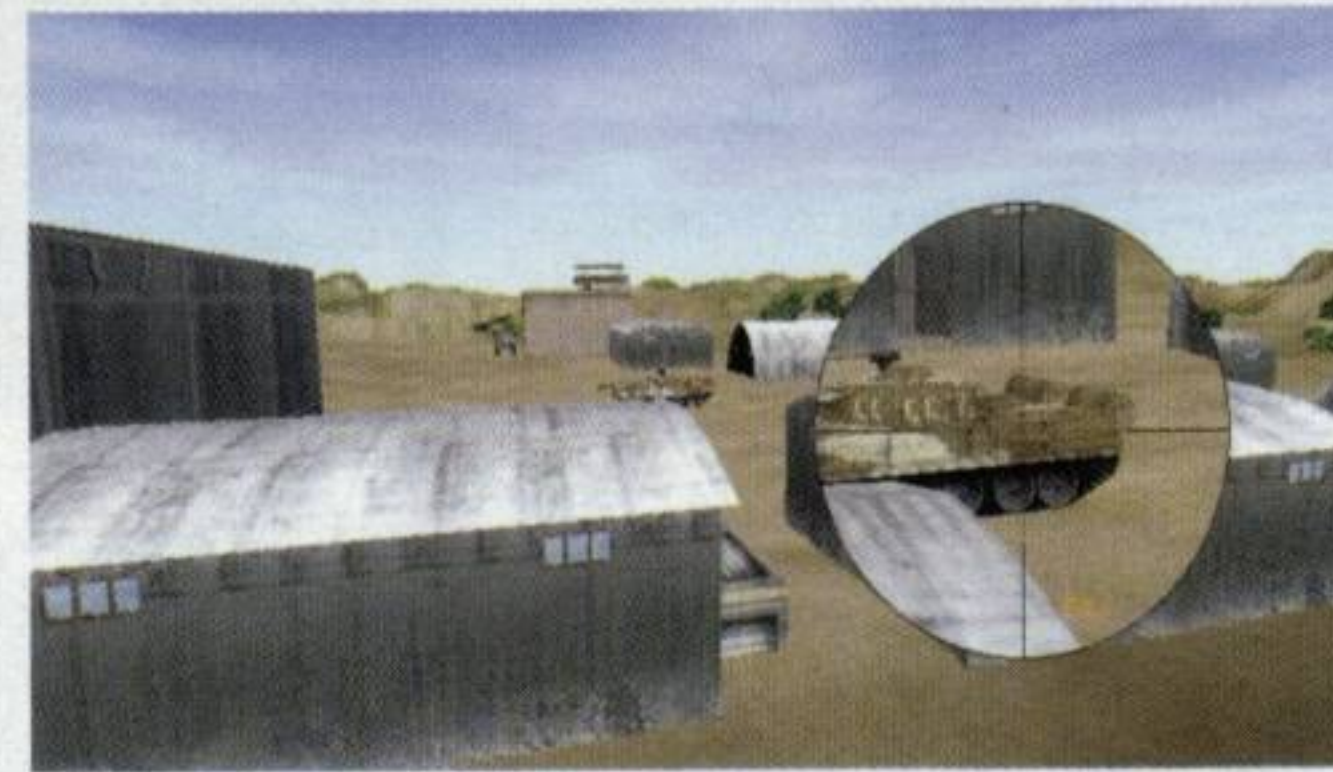
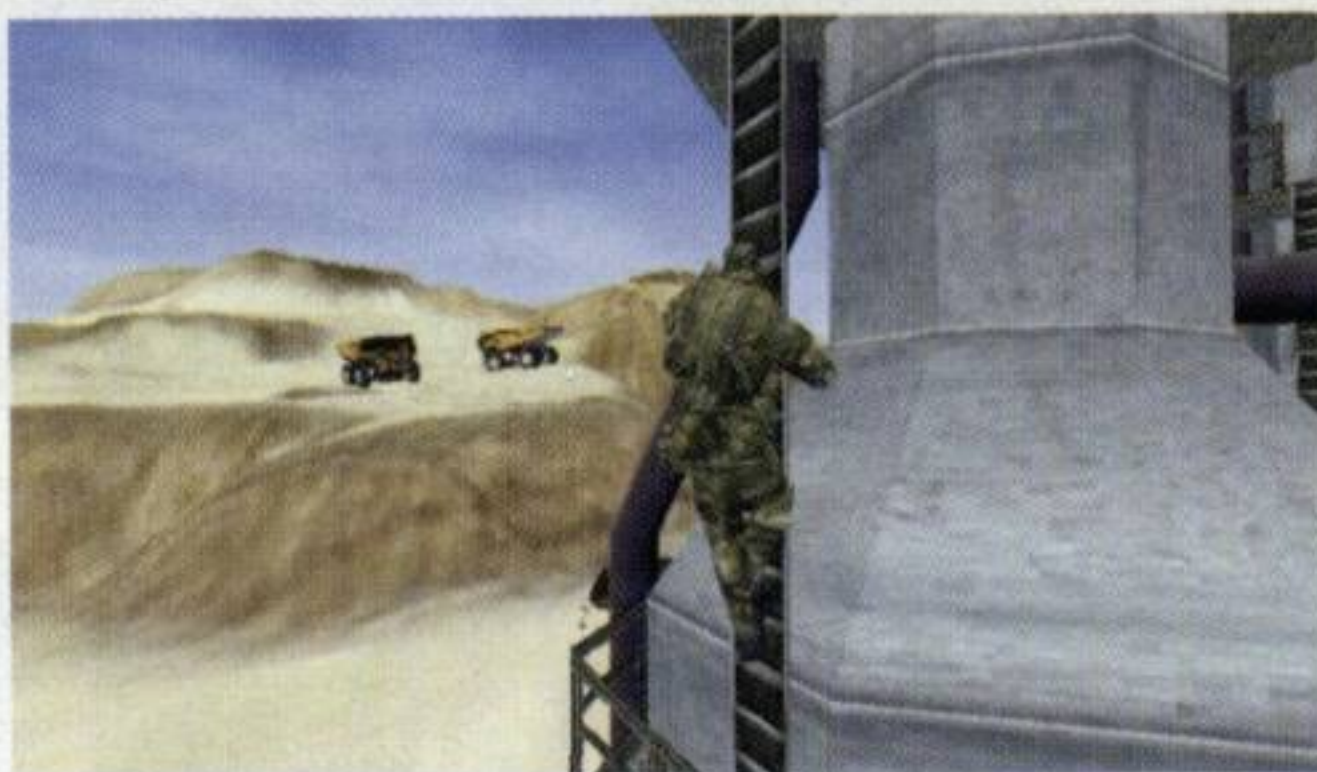
With *Hidden and Dangerous 2* due to be released this year, this add-on may serve to sustain interest and is certainly enjoyable. But with a bit more work it could have scored a few more direct hits, not to mention an extra star or two. ★★★ **Steve Brown**



■ Sneak, snipe. Sneak, snipe. Sneak... well, you get the idea.



■ You can put that camo to use by hiding in the grass.



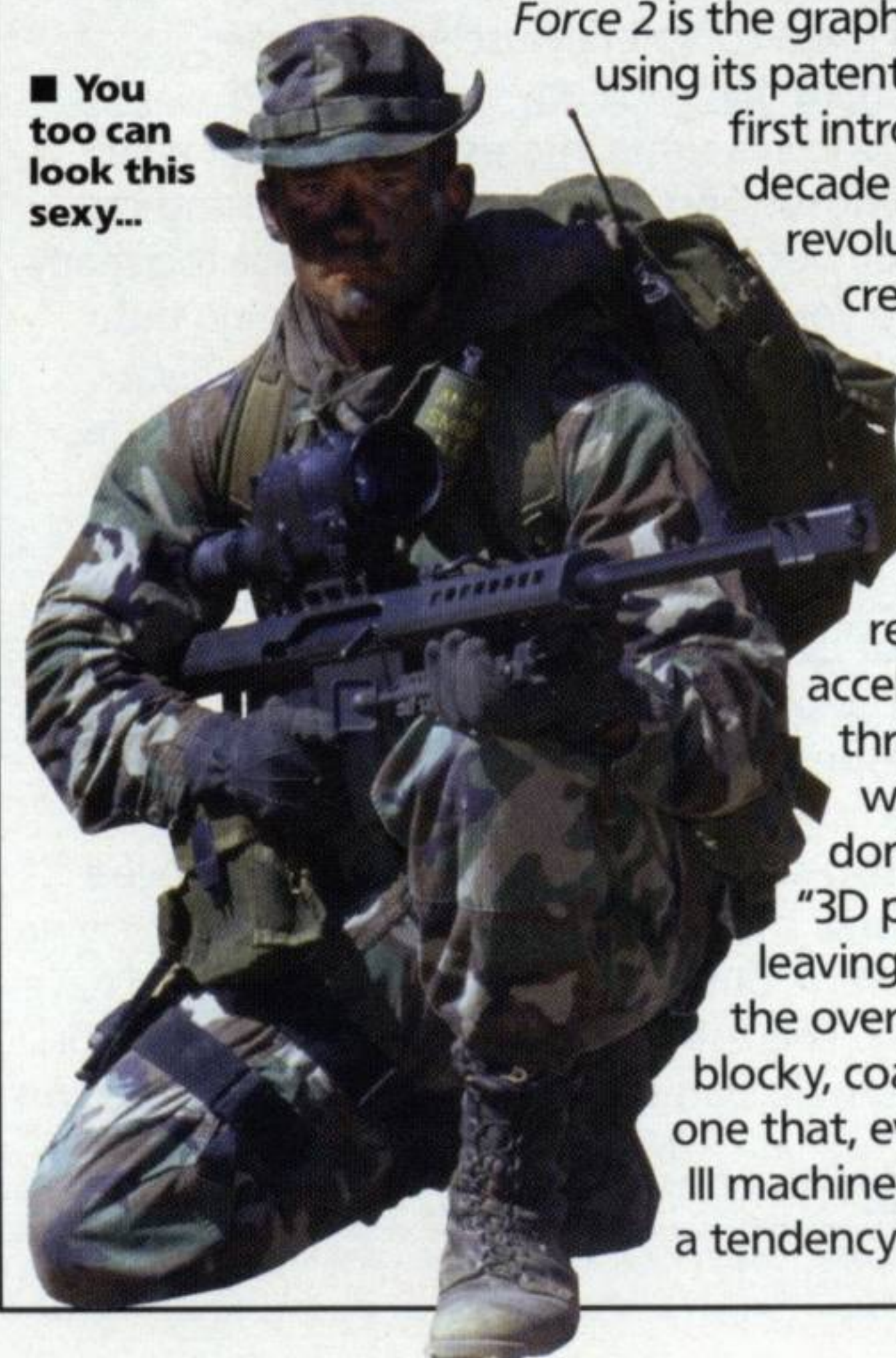
DELTA FORCE 2

TEACH AN OLD DOG NEW TRICKS? NOT LIKELY...

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Shoot</p> <ul style="list-style-type: none"> ■ Great fun in multi-player mode ■ Nice selection of guns and toys ■ Some interesting level designs | <p>Sheet</p> <ul style="list-style-type: none"> ■ Slow, dated graphics engine ■ Laughable team AI ■ Repetitive single-player gameplay |
|---|---|

■ You too can look this sexy...



When it first appeared, Novalogic's *Delta Force* was one of the first of the new generation of Special Forces "action sims", and proved to be quite a fun little game. In the time since, though, things have moved on. Sadly, as *Delta Force 2* shows, Novalogic hasn't.

Perhaps the biggest problem with *Delta Force 2* is the graphics. Novalogic still insists on using its patented Voxel graphics engine, first introduced more than a decade ago. Back then it was fairly revolutionary stuff, allowing the creation of rolling 3D terrain on machines that lacked the oomph to render a polygonal landscape. Now, though, the situation has been reversed. Today's 3D accelerator cards have PCs throwing polygons around with abandon, but they don't help a jot with the "3D pixels" of the Voxel engine, leaving the bulk of the work to the over-taxed CPU. The result is a blocky, coarsely-drawn world, and one that, even on a powerful Pentium III machine, has a tendency to chug whenever it's

subjected to having to represent more than one thing happening at any one time.

Of course, great game design can overcome a multitude of ills. Sadly, *Delta Force 2* is bereft of any such thing. Instead, you're faced with a wide selection of stand-alone and campaign missions, nearly all of which break down to a protracted period of long-range sniping, sometimes followed by a brief close-range encounter when you rescue the hostages/plant the satchel charges or whatever else you're supposed to be doing. Even on the missions where you lead a team of soldiers you're often reduced to working alone due to the intense stupidity of your fellow "elite professionals".

In fact, the only saving grace *Delta Force 2* has is its multi-player game on Novalogic's Novaworld server. With up to 50 people charging about in a variety of different game modes, multi-player *Delta Force 2* is fun enough to keep you smiling despite the dated graphics engine and many minor glitches.

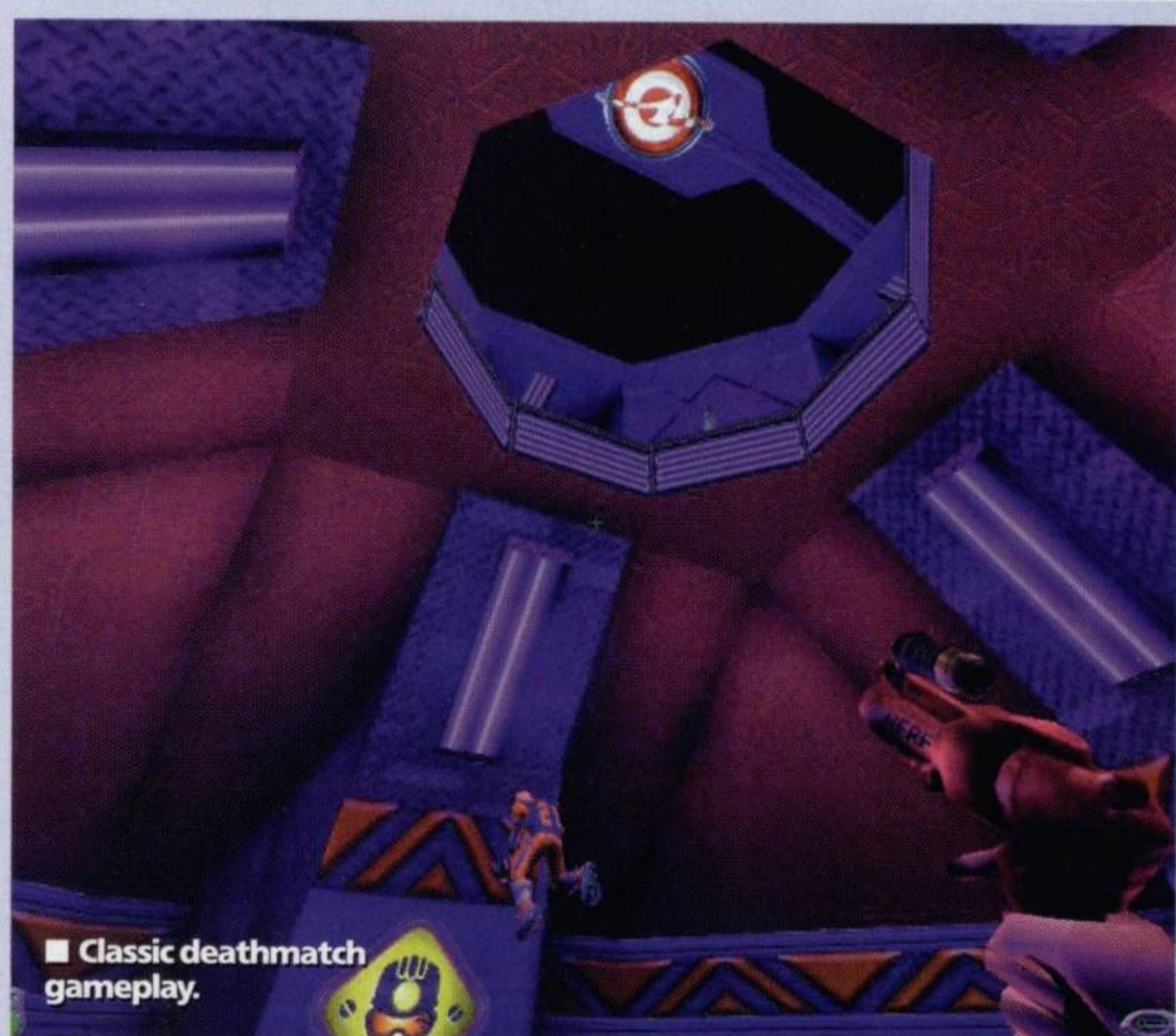
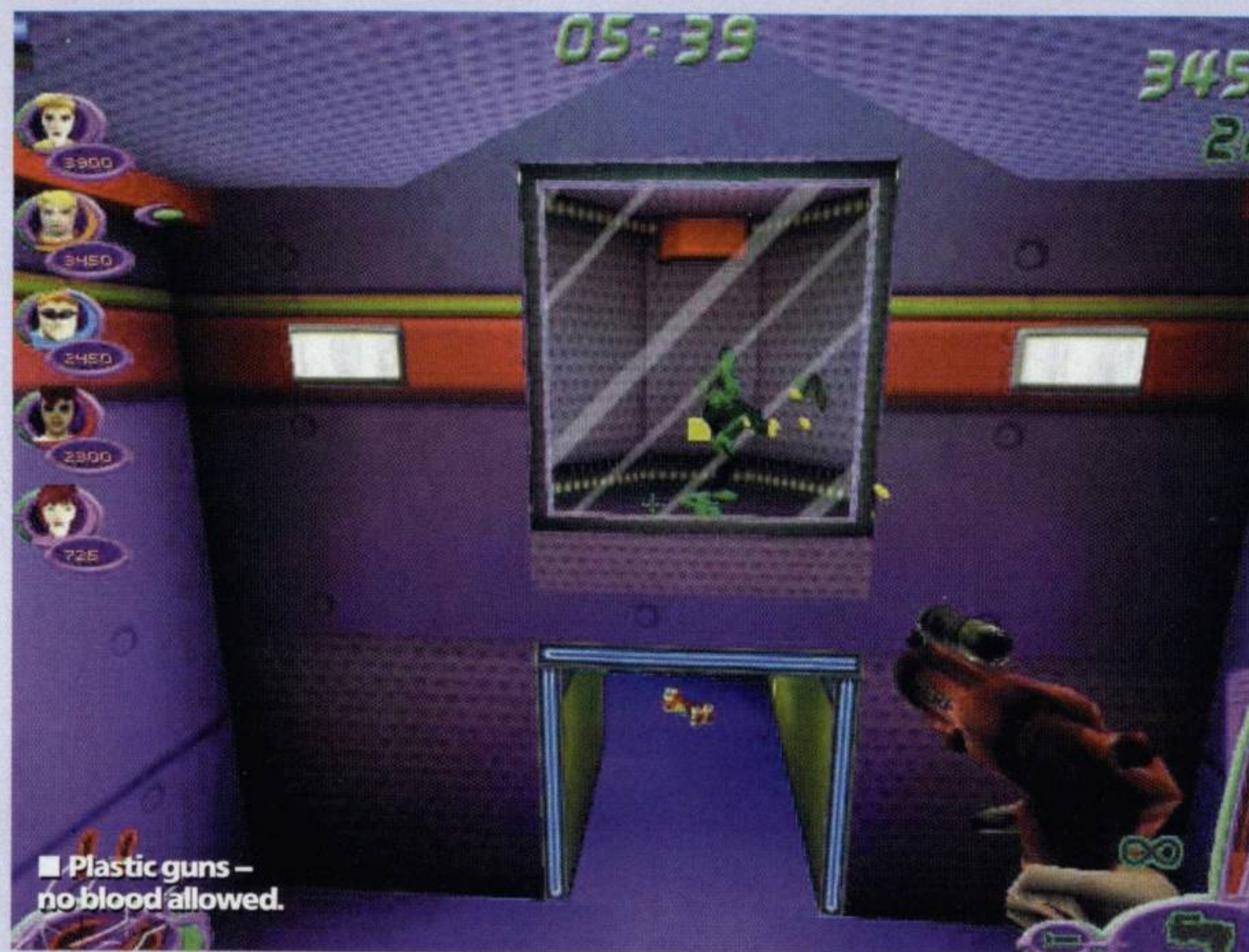
Even taking into account the multi-player game and the innate appeal of running around with a selection of very large guns dressed in funky camouflage pants, *Delta Force 2* is hard to recommend – even dedicated fans will find little new to interest them here. ★★

Andy Butcher

Or you could try...

Rainbow Six: Rogue Spear
Take 2 ★★★★★
Complex, involving and realistic counter-terrorist action.

Hidden & Dangerous
Take 2 ★★★★★
Still the king of commando simulations – superb stuff.



NERF ARENA BLAST

TAKE A TRIP TO THE PLASTIC FANTASTIC.

Does the blood, mayhem and murder of the *Quake* series give you nightmares? Well you're in luck, Atari has come up with the perfect way for big girl's blouses, and children, to climb aboard the deathmatch bandwagon. *Nerf Arena Blast* is, quite simply, *Quake 3 Arena* for kids. The structure of the two games are almost identical – work your way up the deathmatch ladder until you are crowned King of Nerf or some other made up title. Not surprisingly it takes on the *Nerf* licence with relish – this is a game of bright colours and fluffy characters.

Weapons are surprisingly varied and aren't just puny little foam guns. Well, not quite. For every *Quake* weapon you can think of, *Nerf* has a plastic equivalent: Rail Gun? A one shot, one kill foam gun. Grenade Launcher? A beach ball-firing gun. Hyper Blaster? A gun that fires plastic really quickly. You get the idea. It does, however,

improve on *Quake* in one aspect – all the weapons come with an alternative fire, the best being a missile that you guide. Try doing that in *Quake 3*.

Nerf Arena Blast is really rather good – the arenas are well designed, it looks excellent and follows the tried and trusted deathmatch gameplay. It's not all deathmatch though, there are games where you have to race to flags (using guns to slow down your opponents) and collect balls and hit targets with them to score points.

It's hard to see how *Nerf Arena Blast* will appeal to anyone bloodthirsty enough to play *Quake 3* but that's not what it's about. Parents can buy it for their nippers safe in the knowledge there's no blood, nobody dies and it's all just a game. Now isn't that nice. ★★★★★ **Nick Jones**

Or you could try...

Quake 3 Arena
Activision
For the more bloodthirsty among you. ★★★★★

Unreal Tournament
GT Interactive
Excellent deathmatch bloodfest. ★★★★★

Game info

- Publisher: **Hasbro**
- Developer: **Atari**
- Price: **£35**
- Release date: **on sale now**
- Players: **1-16**
- Requires: **P200 MMX, 300Mb HD, 32Mb RAM.**
- Recommended: **P300, 300Mb HD, 32Mb RAM, 3D card.**



■ Not surprisingly, weapons fire foam rather than bullets.



↑ Uppers & Downers ↓

Foam

- Classic game play
- Colourful graphics
- Good level design

Fume

- Bored of deathmatch yet?
- Too cute and cuddly

Also released

Haven't you had enough already?

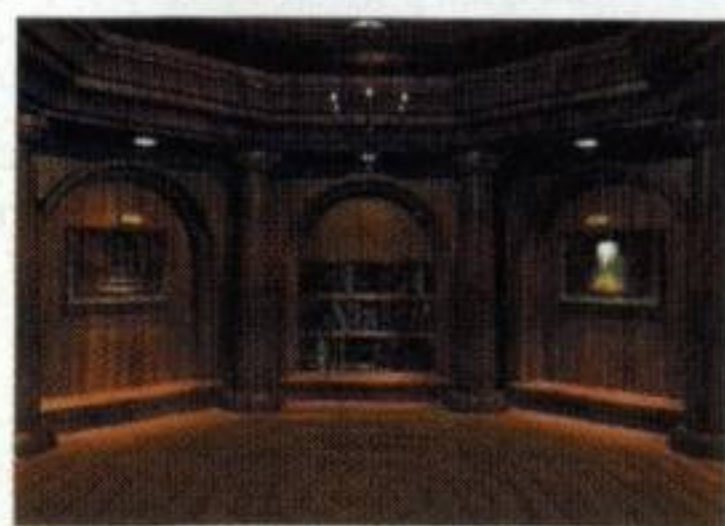
Words by **Nick Jones and Justin Calvert**



HAZARD

- Publisher: **Interplay**
- Developer: **Pumpkin Studios**
- Price: **£30**
- Release date: **on sale now**
- Players: **1**

■ Put simply: *Hazard* is one massive RPG cliché, and it isn't even a half decent one at that. Move your characters around the landscape, talk to a few villagers, fight a few ropey monsters, collect a few objects, listen to a predictable story, yawn. It's far too much like playing an old NES RPG from the '80s. There's nothing here to keep your interest far beyond 30 seconds. ★



MYST MASTERPIECE

- Publisher: **The Learning Company**
- Developer: **Red Orb**
- Price: **£30**
- Release date: **on sale now**
- Players: **1**

■ This re-release of the "classic" point-and-click adventure comes with special help. Apparently more than a million people bought the original and only a small percentage of those completed it. So if you get stuck here just turn to the help book and you're off. But *Myst* never was any good and seeing it again is a bad experience. It all seems a bit pointless really. ★



ARCHIPELAGOS 2000

- Publisher: **Sold Out/Interplay**
- Developer: **Anthill Studios**
- Price: **£5**
- Release date: **on sale now**
- Players: **1**

■ According to the blurb: "When it was originally released in 1989, *Archipelagos* caused quite a stir". Note the 1989 bit. This game is from the *Sentinal* school of puzzlers – it's all a bit weird and you're never quite sure what is going on. Strange worlds, weird plants and energy-giving rocks: there's not much else to it, or like it. Unless you enjoy messing with your head you'll want to stay well clear. ★



SEPTERRA CORE

- Publisher: **Mindscape**
- Developer: **Valkyrie Studios**
- Price: **£30**
- Release date: **on sale now**
- Players: **1**

■ Clearly influenced by Square's RPGs, *Septerra Core* is a poor imitation. It's all the usual RPG fare: talk to people, explore towns and cities and fight monsters in the tried and trusted "turn-based" battle system. It's not helped by some shoddy visuals. There's a decent story somewhere, if you want to invest a lot of time. But the truth is that life's too short to spend it on a game like this. ★★



WARHAMMER: RITES OF WAR

- Publisher: **Mindscape**
- Developer: **Mindscape**
- Price: **£30**
- Release date: **on sale now**
- Players: **1**

■ The thing with turn-based strategy games is you either love them or hate them. *Warhammer 40,000 Rites Of War* (to give it its full title) is even more specialist than that – you'll need to have at least some knowledge of the Games Workshop *Warhammer* series to get anything out of it. It's a pretty solid title, though – fans of the game will love it. Sadly, everyone else won't. ★★



F-18 SUPER HORNET

- Publisher: **Interplay**
- Developer: **DID**
- Price: **£30**
- Release date: **on sale now**
- Players: **1-16**

■ Flight sims usually require you to have the sort of aeroplane knowledge that would put the RAF to shame. *Super Hornet* is a different kettle of fish entirely. It's easy to get into as a novice, but offers the kind of depth needed to keep even the experienced flight sim hack happy for weeks on end. *F-18* is one of the better flight-combat games out there. ★★

New Dreamcast Games



■ A couple of grabs from *Crazy Taxi*'s exclusive-to-Dreamcast second level, here. The train track runs right through the city – probably your quickest route from A to B, but make sure you watch out for the train.



Game info

- Publisher: Sega
- Developer: Sega
- Price: £40
- Release date: on sale now
- Players: 1
- Extras: VM unit, Force Pack

CRAZY TAXI

Arcade
Dreamcast
Game of
the Month

AIN'T GOING SOUTH OF THE RIVER THIS TIME OF NIGHT, MATE.

↑ Uppers & Downers ↓

- | | |
|--|--|
| <p>£2.80</p> <ul style="list-style-type: none"> ■ Arcade perfect ■ Tons of options ■ Exhilarating | <p>£18.50</p> <ul style="list-style-type: none"> ■ Only two cities. ■ Repetitive soundtrack. |
|--|--|

Haven't played *Crazy Taxi*? You haven't lived. The original coin-op gives the impression of looking fantastic but actually being a bit shallow. But once you've cranked up the Dreamcast's pixel-perfect conversion and (helped by the host of new options) ventured on a bit further, you soon realise what a fantastic, varied and extreme game lies beneath the surface. In fact, there's so much to *Crazy Taxi* there's only one way to get through it all. With an A to Z, of course.

A is for... Aardvark. Actually, forget A. And B.

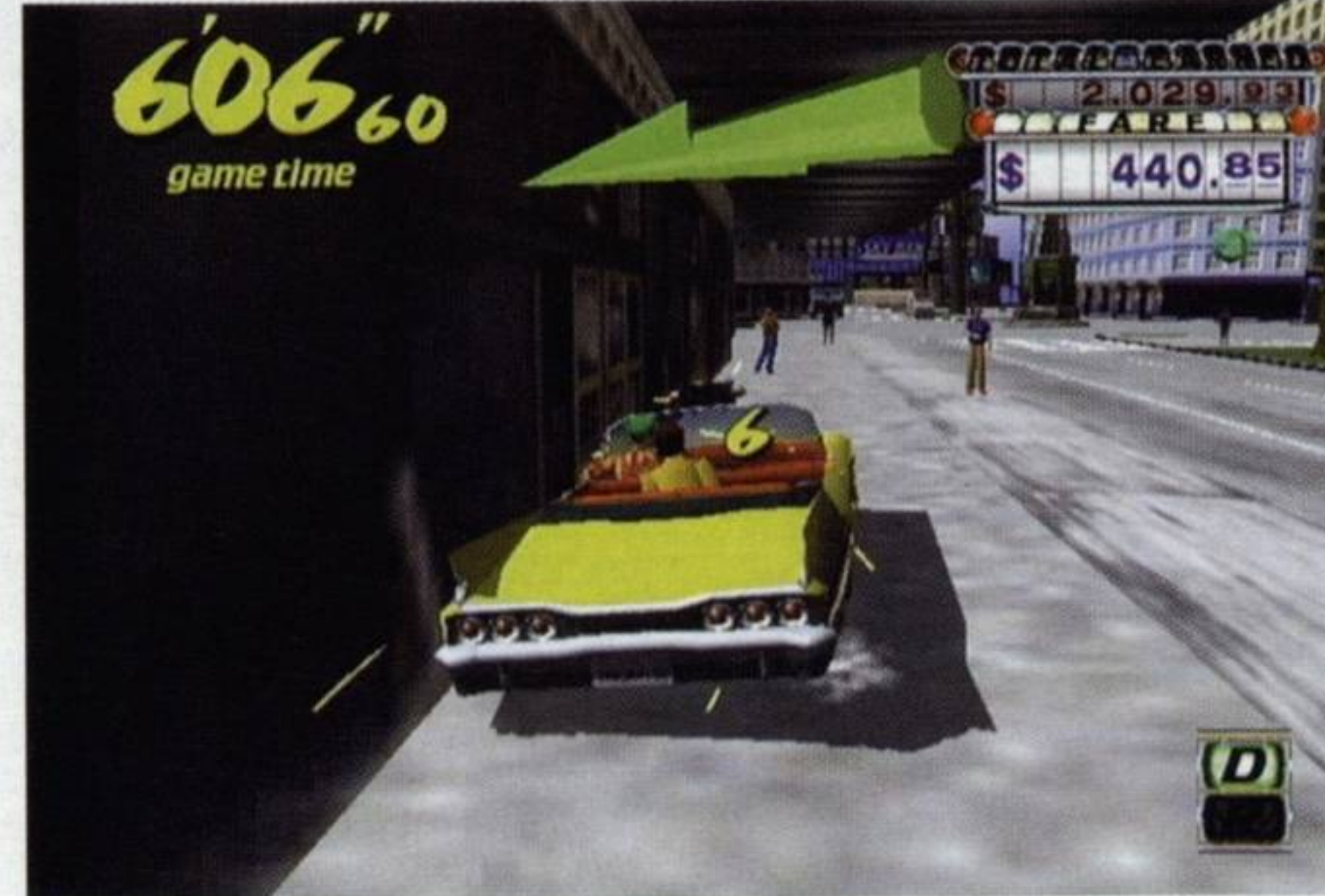
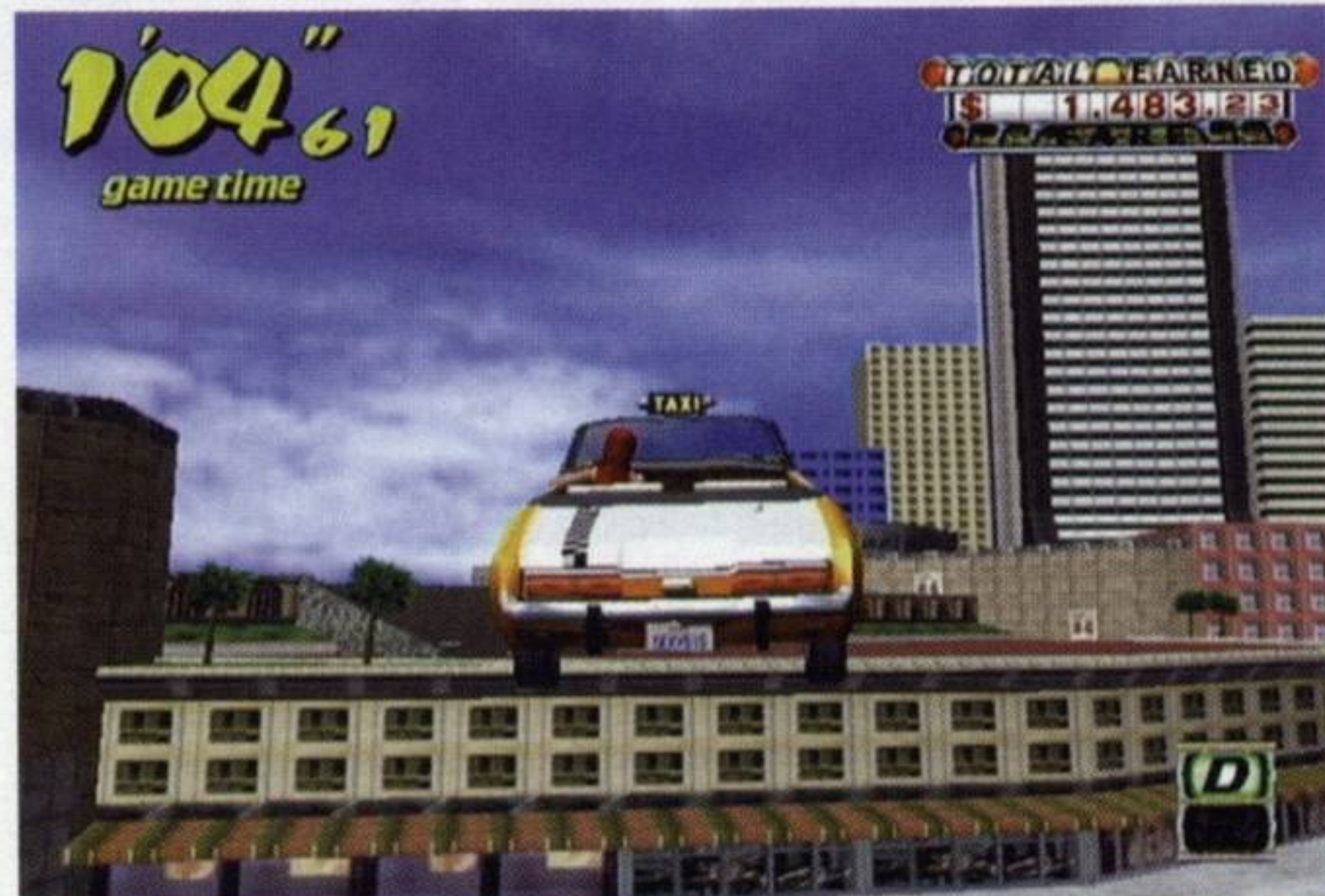
C is for... Cabbie. *Crazy Taxi* straps you in the sneakers of a maniacal American taxi driver. The challenge lies in the strict time limit (see T) in which you must ferry passengers to their destination. Driving like a madman, you weave in and out of the traffic, taking short-cuts (and in *Crazy Taxi* – everywhere from over the grass to through a shopping mall is considered a short-cut) whenever you can. You can't trash your taxi, so you remain safe while rubbish bins go flying, traffic clangs to a halt, and pedestrians dive out of the way. However, every bump slows you down, and that isn't good.

F is for... fares. In *Crazy Taxi*, you play for cash. Your fare is increased if you make a particularly speedy journey, and

reduced if you're slow. If your time limit runs out, the passenger hops out of the car (sometimes when you're still moving – rather worrying when you're travelling at 100 mph along the freeway) leaving you with no fare and little time to pick up and deliver another passenger. Bonus tips are awarded for scoring various Hit Points, but you'll find out all about them in H.

G is for... graphics. *Crazy Taxi* is easily one of the most visually impressive Dreamcast games. The cities are so chocked-full of shops and landmarks it's no surprise that some of the passengers you pick up are tourists. And the distance away from which you can, say, judge the path of the oncoming traffic is tremendous. Sega's Naomi board (technology common to the coin-op and the Dreamcast) effectively means that the coin-op and Dreamcast versions look identical. And you've got to tip your hat to Sega for being able to manage that.

H is for... Hit Points. The longevity of *Crazy Taxi* lies partly with the control you have over your taxi. The simple forward/reverse gears (on the A and B buttons) and accelerate/brake (on the triggers) initially suffice. But it's only when you get the hang of power-sliding around corners, turbo-boosting along the straights and hand-brake



■ And, as you can see, the fun isn't merely limited to the road. The air, for example, is a great place to avoid everyday traffic.



turning into the taxi ranks that your fares, time-limits, and ultimately, success starts increasing. Mimicking the coin-op, Hit Points are pulled off by slamming the throttle in and out of the gears, with a finger-twisting intuition and a sense of achievement not seen since *1080°* on the N64. Fantastic, hard-driving stuff.

L is for... levels. On top of the San Francisco-esque city featured in the *Crazy Taxi* coin-op, a brand new exclusive-to-Dreamcast level has been chucked in. Two play areas may not sound much, but these are not so much levels as entire cities, complete (in the San Francisco one) with a freeway and beach, and (in the other more rural and probably fictitious level) fully-functional train track. The full exploration – which after a solid week of playing *Arcade* is still nowhere near – is just another thing that'll keep you playing and playing.

M is for... modes. Playing in classic coin-op Arcade mode, your time counter starts low and charges up with the pick-up and safe delivery of each passenger. In this mode, it's a real fight to stay alive. Better off for practice is to fix your time limit to up to ten minutes. And while ten minutes queuing at the cinema or waiting for the bus seems like an eternity, ten minutes on *Crazy Taxi* flies by.

CRAZY TAXI STRAPS YOU INTO THE SNEAKERS OF A MANIACAL AMERICAN TAXI DRIVER... AND IT'S SHEER ADRENALINE-PUMPING FUN.

T is for... traffic. And time limit. Oh, those have been covered already. Except T is also for training, and there's a fantastic training/challenge mode that helps you get to get to full grips with your taxi.

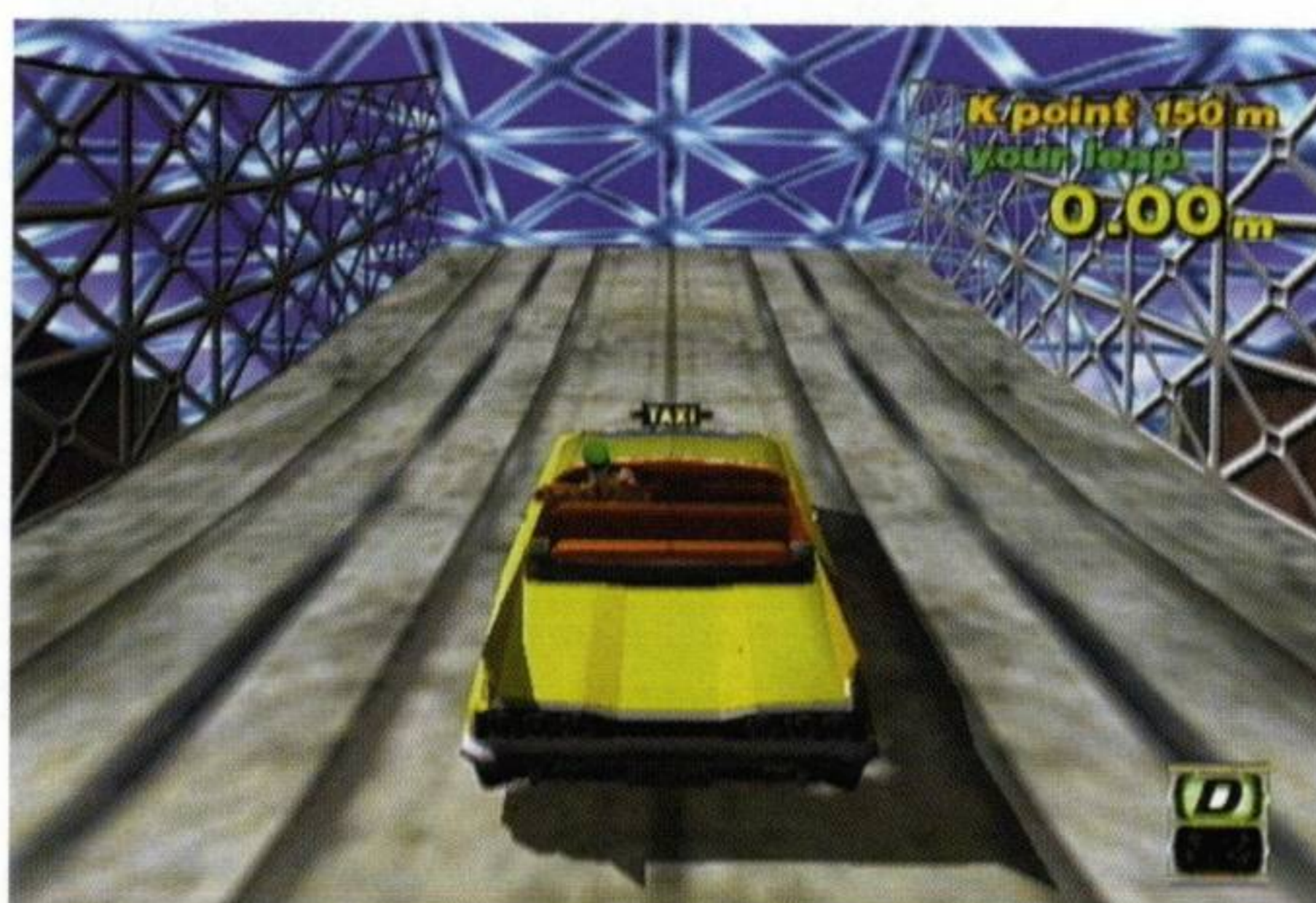
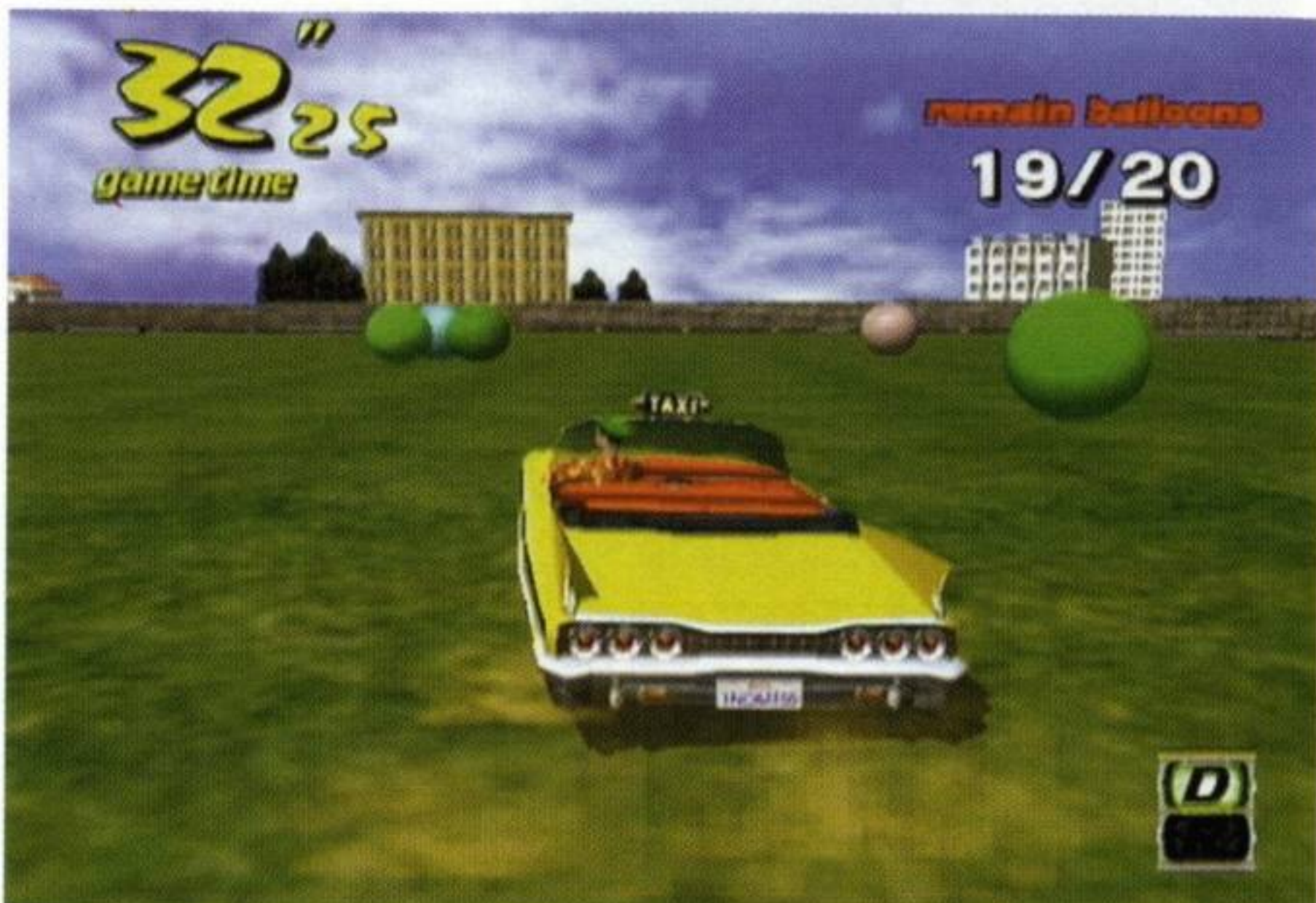
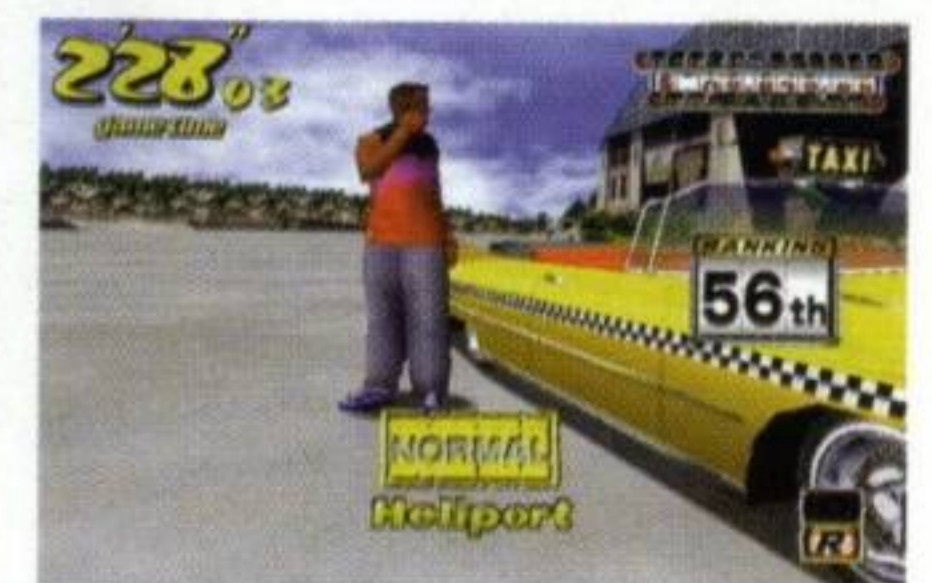
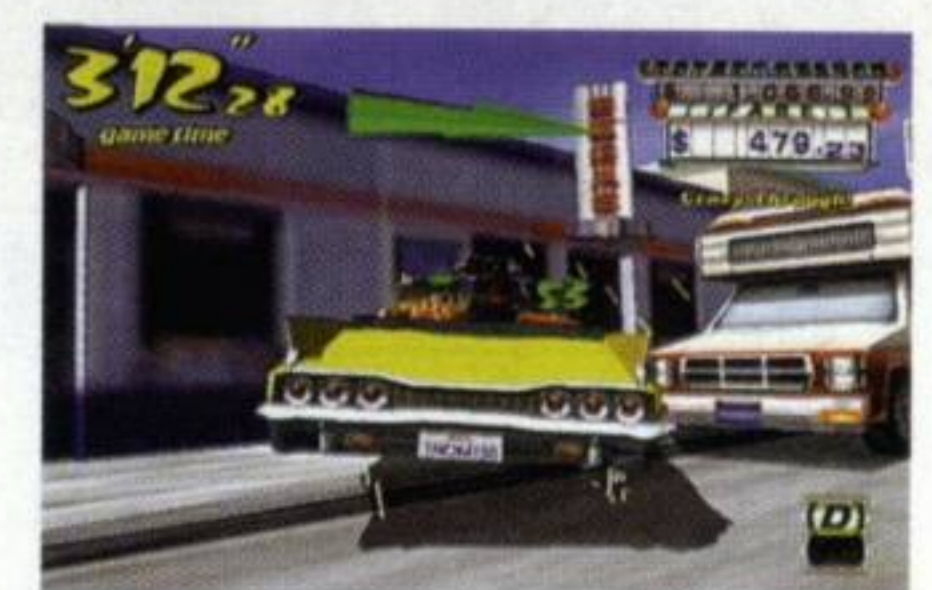
U is for... uncertain. Uncertain, that is, on how to conclude this review. *Crazy Taxi* pulls together everything that you require to give a game the "great" tag: a unique learning curve, the constant challenge to improve (on the licence you are awarded after each game), stunning visuals, a concept that – like your favourite record or meal you will never truly tire of – and sheer adrenaline-pumping fun. So there you go: it's great. ★★★★★

Rich Pelley

Or you could try...

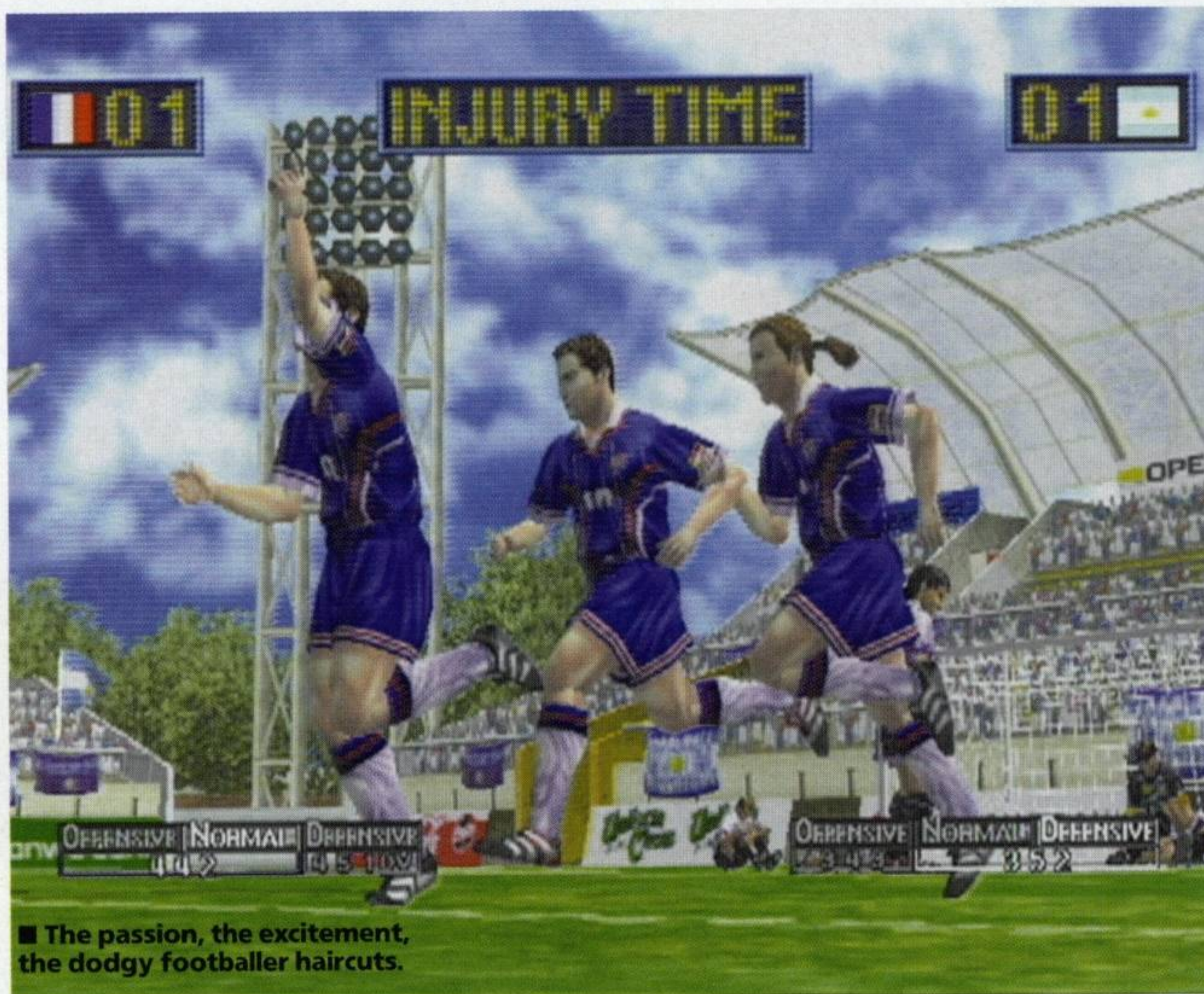
Sega Rally 2
Sega ★★
Take to the track in the best-looking rally sim you have ever seen.

Speed Devils
Ubi Soft ★★
Horny driving delights in Ubi Soft's fantasy oriented racer. Entertaining stuff.



■ Two of the training modes. Bursting the balloons and jumping the gap help you get to grips with the powerslides and boosts.

■ *Crazy Taxi* offers you the choice to play as one of four cabbies, each with their own style, dress sense and car.



VIRTUA STRIKER VER 2000.1

Game info
 ■ Publisher: Sega
 ■ Developer: AM2
 ■ Price: £40
 ■ Release date: on sale now
 ■ Players: 1-2
 ■ Extras: VM unit

FOOTBALL WITHOUT HALF TIMES? WHAT WERE THEY THINKING?

↑ Uppers & Downers ↓

Goal rush

- Gorgeous graphics
- Spectacular goals

Mush

- Awkward camera
- Unresponsive players
- Dodgy camera angle

Like the Italians, Dreamcast swept into the console World Cup looking good and brimming with confidence. And much like the Azzurri it is having a slow start, certainly where footie sims are concerned. *UEFA Striker* showed some early promise up front but with *FIFA 2000* and *ISS Pro Evolution* the aging PlayStation still manages to field the classiest players.

Unfortunately promoting Sega's arcade game *Virtua Striker* to the console's team has done nothing to beef up the Dreamcast line-up. You have to wonder what Sega was thinking when it decided this was a good title to release. *Virtua Striker ver 2000.1* was never going to satisfy glory-hungry footie sim fans – it doesn't even have half-time, that's hardly football, now is it? The beautiful game has been stripped down to the bare bones – short pass, long pass, shoot and sliding tackle. There's no room for subtlety here and things like through-balls and one-twos are like a Chris Sutton goal: more luck than judgement. And the goalkeepers – surely a crucial part of any footie game – are unreliable at best and will happily let a striker dribble into the six-yard-box before challenging. OK, this makes for an exciting, high-scoring game but these guys make famously crap Scottish goalie Alan Rough look fantastic.

Things wouldn't be so bad if the players actually did what you told them. Confusingly, pressing the pass button doesn't always mean your player will pass. This is a disaster when attempting clearances. There's little that's more likely to get your on your feet, veins-a-bulging and fist denched, than seeing four supposedly world-class defenders fail to get anywhere near a hopeful punt. But then that's what life must be like as a Sheffield Wednesday fan.

Sega has included a few options to try and give *Virtua Striker ver 2000.1* a bit of life. There is a (slightly) more realistic mode where you can at least play games of two

halves in league and cup tournaments. But this is nothing like the kind of options you'd expect from a football title and both *UEFA* and *Worldwide Soccer* do it much better.

Despite everything *Virtua Striker* is the best-looking football game you're likely to have seen. It's basically identical to the arcade game: massive, beautifully drawn footballers in lush animated stadiums. It's definitely one to show your mates – just don't give them the controller.

Virtua Striker ver 2000.1 is a chance missed. It's almost acceptable as an arcade game and is fun for an hour or so, but play any longer and you soon realise there just isn't enough to it. If only Sega had combined a simulation mode with the gorgeous graphics. Sadly *Virtua Striker ver 2000.1* is not going to lead the line for the Dreamcast team, in fact it's barely worth a seat on the bench. ★

Nick Jones

■ Relive your greatest goals by saving to your VM unit.



Or you could try...

UEFA Striker
 Infogrames ★★★
 Fast and furious arcade football game.

Sega Worldwide Soccer
 Sega ★★
 A few niggles completely ruin an otherwise passable game.



■ Atmosphere is generated with choice camera angles.



■ Nothing quite like the fear of lumbering zombies.



RESIDENT EVIL 2

ZOMBIES ATE MY NEIGHBOURS.

Survival horror returns in force this month and the Dreamcast is playing catch up. Luckily you've got *Resident Evil 2* to whet your appetite for the real horror show: *Resident Evil: Code Veronica*, due for exclusive Dreamcast release in April.

Resident Evil 2 has become something of a modern classic. It is a couple of years since its PlayStation release but the title has aged extremely well. This conversion adds very little to the original, except, of course, the high-res graphics the Dreamcast offers. And it looks fantastic.

The basic premise is simple. There's a zombie-infested town and you've been thrown right in the middle of it with nothing but a puny handgun to prevent you from becoming a flesh-eater's lunch. To get out of town alive you have to gun down zombies and solve puzzles, usually of the "find the key" variety.

The best things about *Resident Evil 2*, have always been the spooky, tense atmosphere and the cinematic story. As a result there's no gaming experience quite like the *Resident Evil* series: turn off the lights, lock all your doors

and scare yourself bloody stupid.

The PlayStation version's extra modes are available from the start, meaning you don't have to finish the game three times to get a change of gameplay. There are two bonus characters: a Special Forces soldier and, bizarrely enough, a giant lump of tofu with arms and legs.

The Extreme Battle mode is a fairly novel addition to proceedings. You have to fight your way through a veritable mountain of zombies, with only a limited amount of ammo. There's also an art gallery where you can earn renders, 3D models and movies. These extra features add a great deal to the replay value of the game.

Resident Evil 2 is little more than a warm-up for *Resident Evil Code: Veronica* but is still a classic. There's nothing like it for tension and atmosphere. This fact, and the few little extras, make it a worthwhile purchase for any newcomer. But for everyone else, you're better off waiting for *Code: Veronica*. ★★★★★ **Nick Jones**

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■ If the wind changes, your face will stay like that.

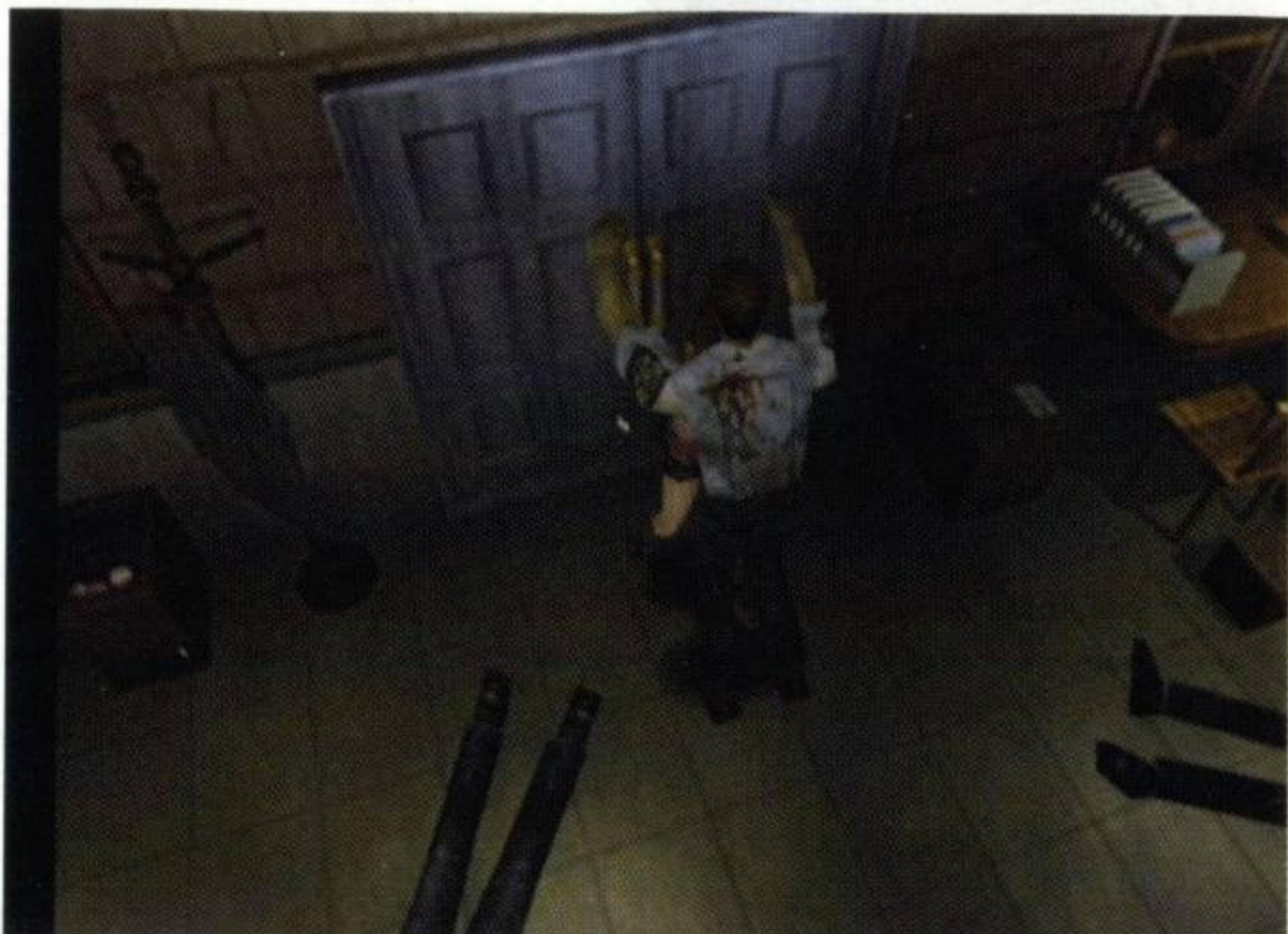
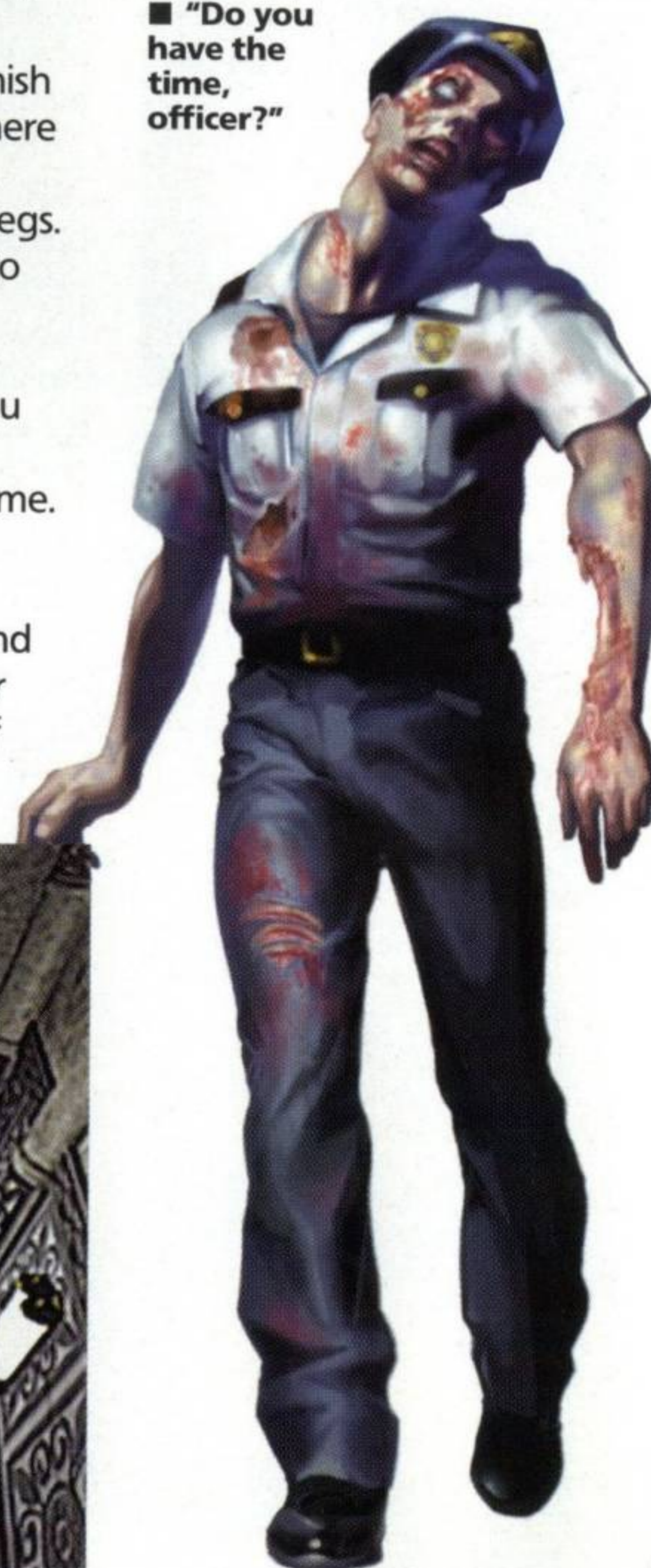
Game info

- Publisher: **Virgin Interactive**
- Developer: **Capcom**
- Developer: **£40**
- Release date: **on sale now**
- Players: **1**
- Extras: **VM unit**

↑ Uppers & Downers ↓

- | | |
|--|--|
| Living Dead <ul style="list-style-type: none"> ■ Terrific atmosphere ■ Challenging gameplay ■ Lots of extras | Rotting corpse <ul style="list-style-type: none"> ■ No real enhancements |
|--|--|

■ "Do you have the time, officer?"



■ When zombies chomp on you it doesn't seem to bring on the dreaded lurgy. But it's best to keep them a shotgun's length anyway.





■ Calm before the storm.



NBA 2K

Game info

- Publisher: Sega
- Developer: Sega
- Price: £40
- Release date: February
- Players: 1-4
- Extras: VM unit, vibration pack

FROM DA STREET TO DREAMCAST.

↑ Uppers & Downers ↓

- | | |
|---|---|
| <p>Ally Oop</p> <ul style="list-style-type: none"> ■ Top basketball gameplay ■ Create your own players ■ Great commentary | <p>Ally Oops</p> <ul style="list-style-type: none"> ■ Difficult to begin with ■ Poor training mode |
|---|---|

Welcome to a whole new language – phrases like “travelling”, “double dribble” and of course “slam dunk” are lost on the majority of Brits, but take a closer look and you realise that basketball is actually a very good sport. So, while it’s a good game, **NBA 2K looks unlikely to prove a smash hit sales-wise.**

NBA 2K gives you all the options that a b-ball head coach could ever possibly need. You can play seasons, play-offs and exhibitions. You can even generate your own team with the “create-a-player” option. This is most detailed yet seen in a game – players can be given tattoos, Afros or a pair of safety goggles – you can even alter the width of someone’s ankles for heaven’s sake. You should have no trouble fashioning yourself as a star player for the Bulls.

For all the frills, *NBA 2K* is a real winner in the gameplay stakes. You’d think it would be hard to make a bad basketball game, but Sega has clearly relished the opportunity to bring the real NBA to Dreamcast. It’s all so fluid and, of course, players come complete with their own individual special move. The AI of the players is excellent and it’s easy to alter formations and tactics with just a flick of the d-pad. The computer controlled teams play pretty much

like the real thing – the mistakes they make just add to the feeling of realism.

As you’d expect from a Dreamcast game, this is a fantastic-looking sim. It’s the small things that make the difference. Things like player reflections on the court, the animated crowd and television-style replays give the game an unprecedented sheen. Player animations are great and using the replay option you can even see their facial expressions as they take it to the hole.

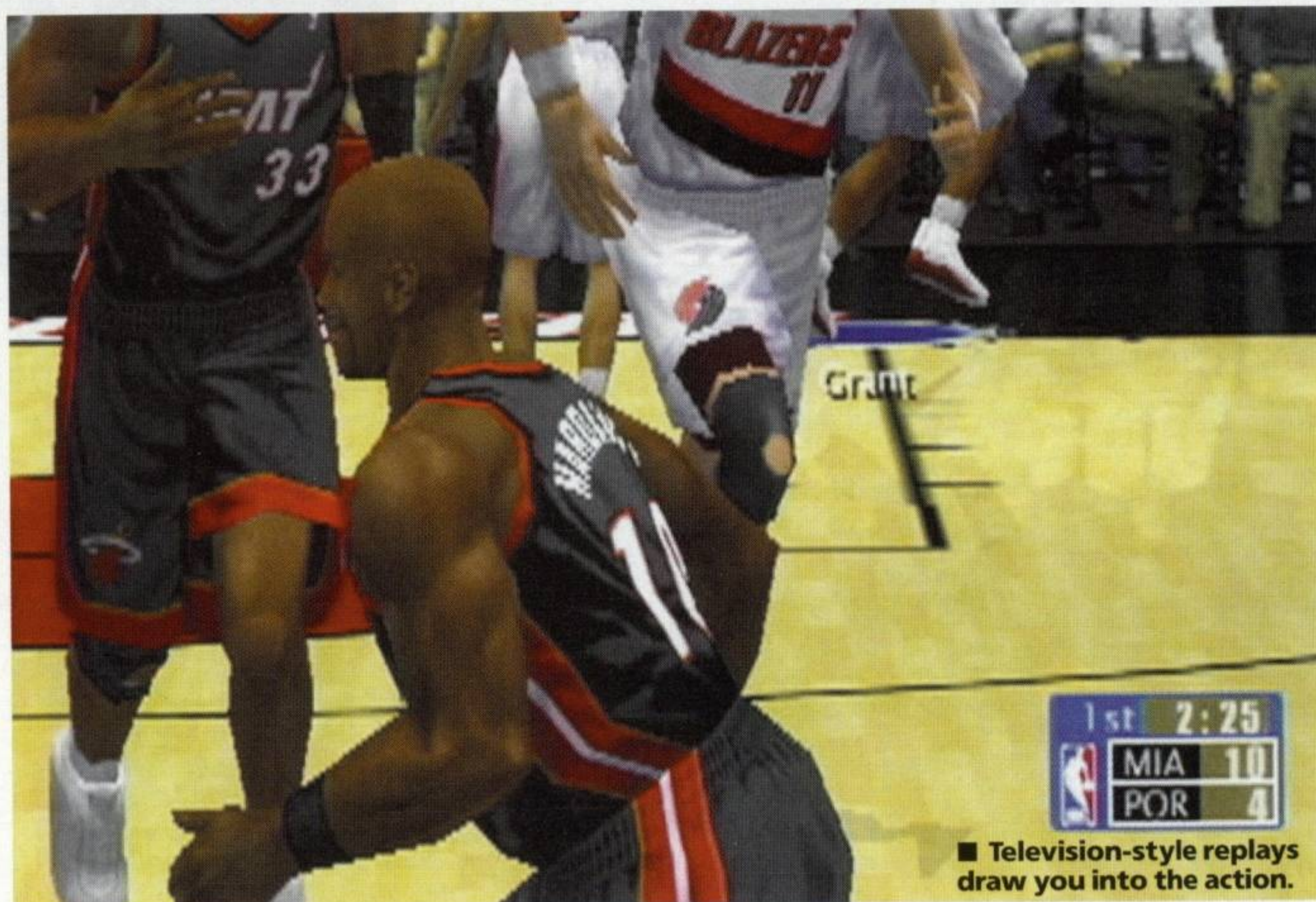
The sound also enhances the whole basketball experience. The TV-style presentation of the game is underpinned by some brilliant commentary which actually corresponds to the on screen action and doesn’t repeat itself too often. The ambient sounds are good fun: occasionally the coach will shout advice and players will talk to one another, try to gee each other up.

There is very little you can fault *NBA 2K* on – as a basketball sim it has it all: great presentation, a wealth of options and infallible gameplay. Basketball may not have too many followers on this side of the pond, but *NBA 2K* is so good it could well pull off a surprise and win over a good number of converts to the sport. This is one for fans of basketball and novices alike. ★★★★★

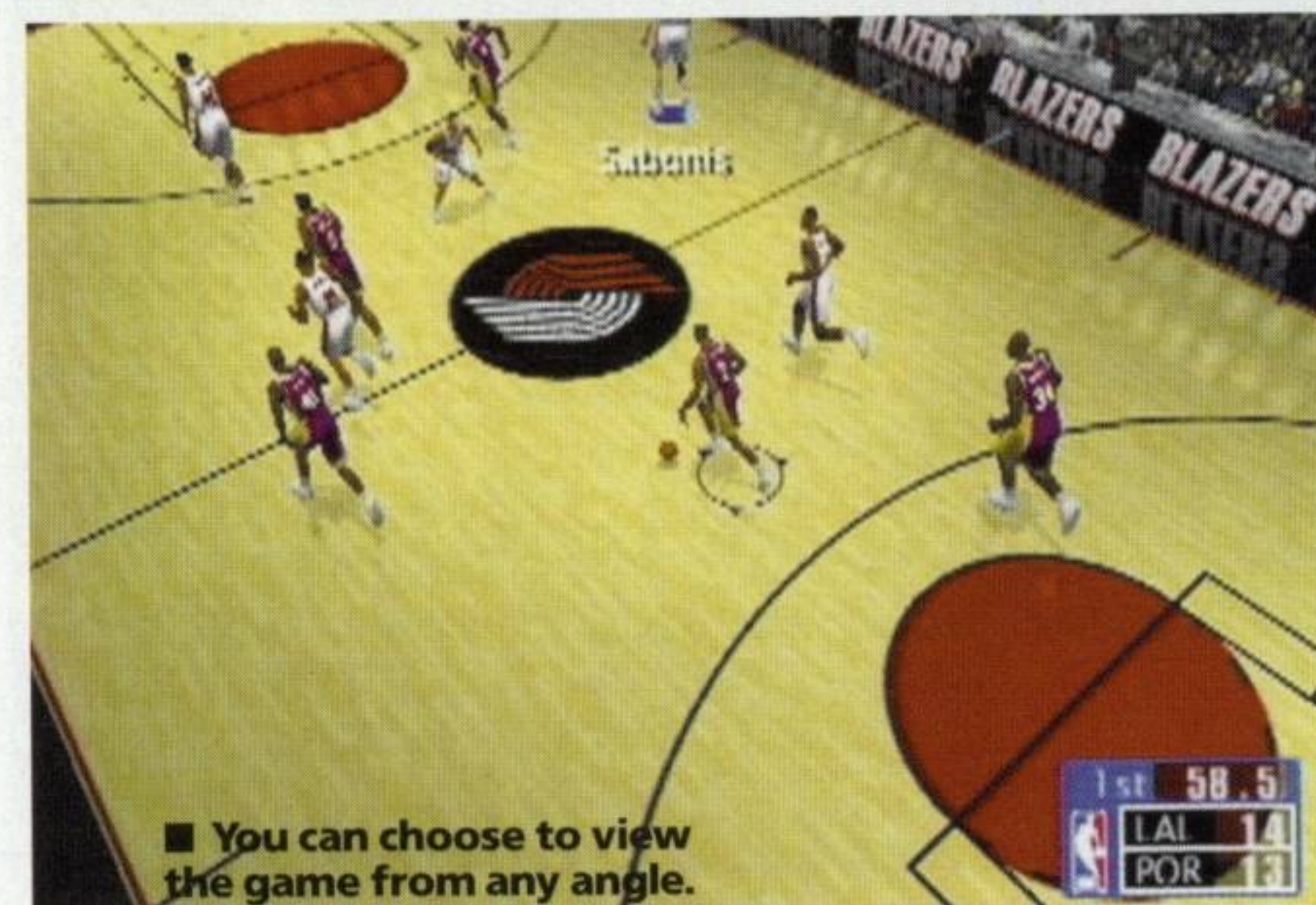
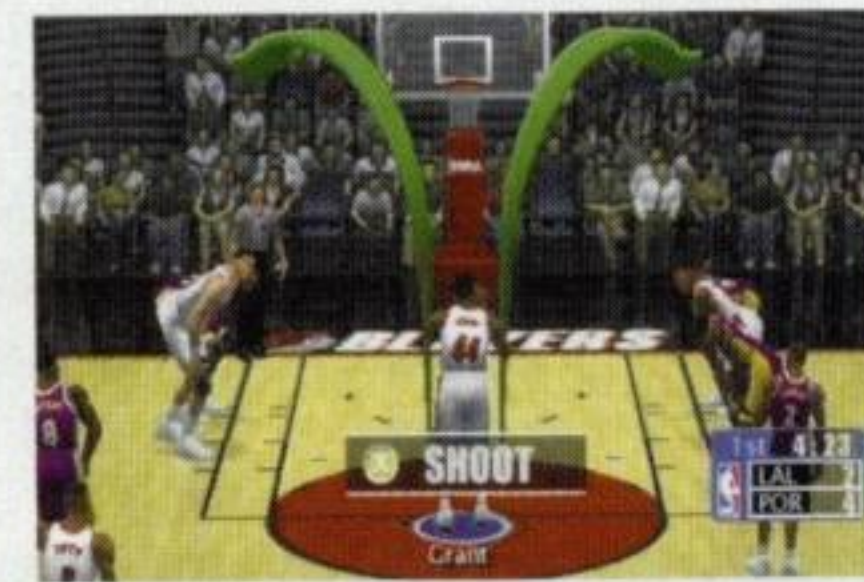
Nick Jones



■ Oh, the fun you can have in the design-a-player feature.



■ Television-style replays draw you into the action.



■ You can choose to view the game from any angle.



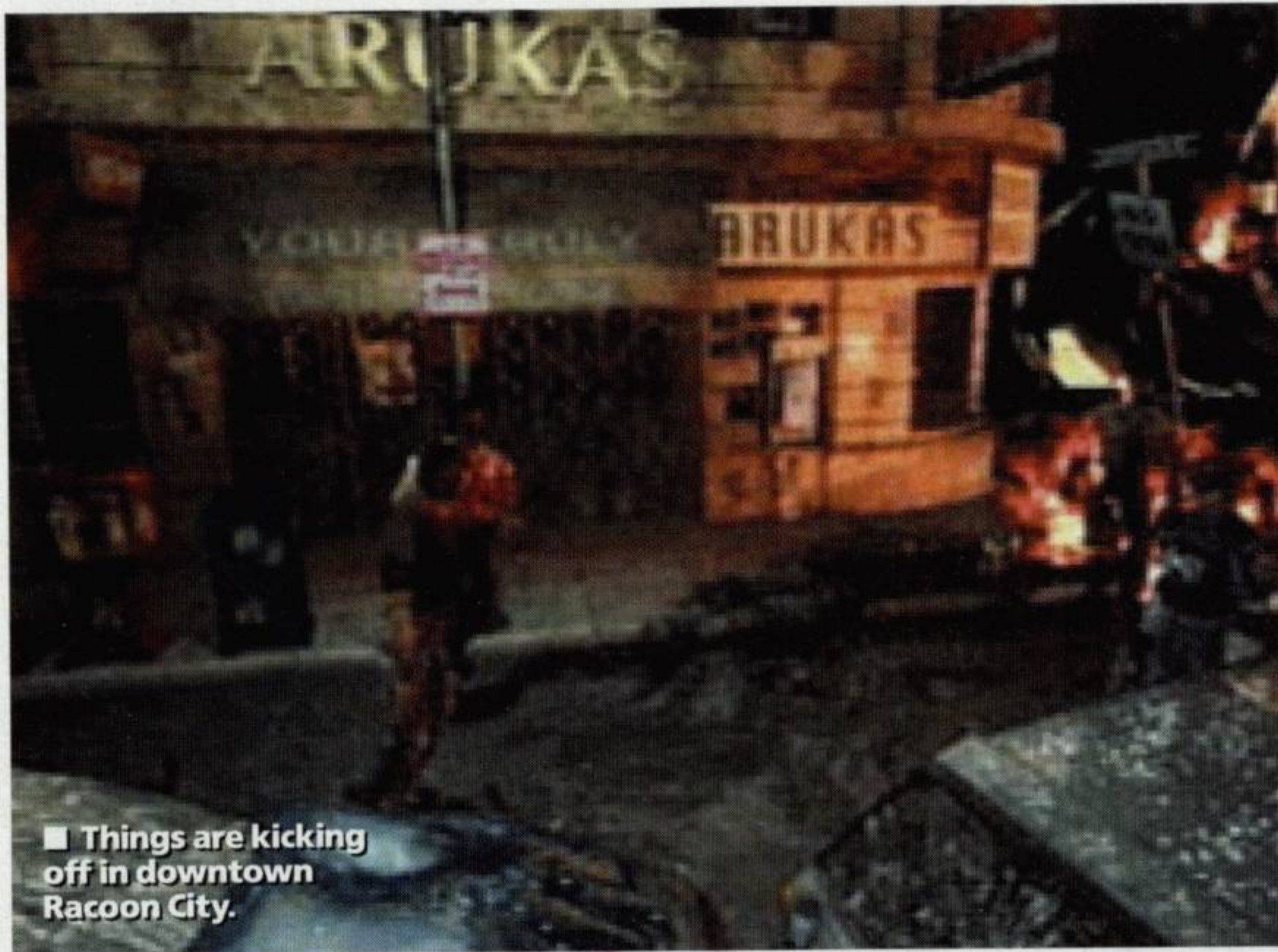
In the new issue of Total Film...

CENSORED!

Special 16-page sealed section on censorship, the full story behind the making of The Beach, and the new adventures of Buzz and Woody in Toy Story 2...

ON SALE NOW

New Nintendo 64 Games



■ Things are kicking off in downtown Raccoon City.



■ Don't make polite conversation – leg it!

Game info

- Publisher: **Virgin Interactive**
- Developer: **Capcom**
- Price: **£50**
- Release date: **on sale now**
- Players: **1**
- Extras: **Rumble Pak, Expansion Pak, surround sound**

RESIDENT EVIL 2



THE NIGHT OF THE LIVING DEAD.

Not content with secret experiments in a mansion, the evil bio-weapons manufacturer **Umbrella** has unleashed its **zombifying G-Virus** on the unsuspecting inhabitants of **Raccoon City**. You join the action with the virus in full effect and the town under siege from the **undead** – and it ain't pretty.

When rookie policeman Leon Kennedy and Claire Redfield crash into town much of the population has given up fly-fishing and taken up flesh eating. The heroic duo quickly make their way to the police station and try to figure out what has happened. What transpires is a story of corruption, illegal bio-weapons and good old-fashioned zombie blasting. It's all typical B-movie stuff but incredibly gripping all the same.

Resident Evil 2 has been around for a while now, and with PlayStation and Dreamcast owners readying themselves for the respective sequels you might think that this has all come too late for owners of the Nintendo system. Can *Resident Evil* stand the test of time?

You choose which of the two characters to play as: Claire or Leon. And this isn't just a superficial choice either, the

beauty is that once you've completed the game as one of the characters you can play from the other's point of view. You retread the same locations but there are new puzzles and monsters, and things like ammo and weapons are affected by the decisions you make while playing through as your first choice of character.

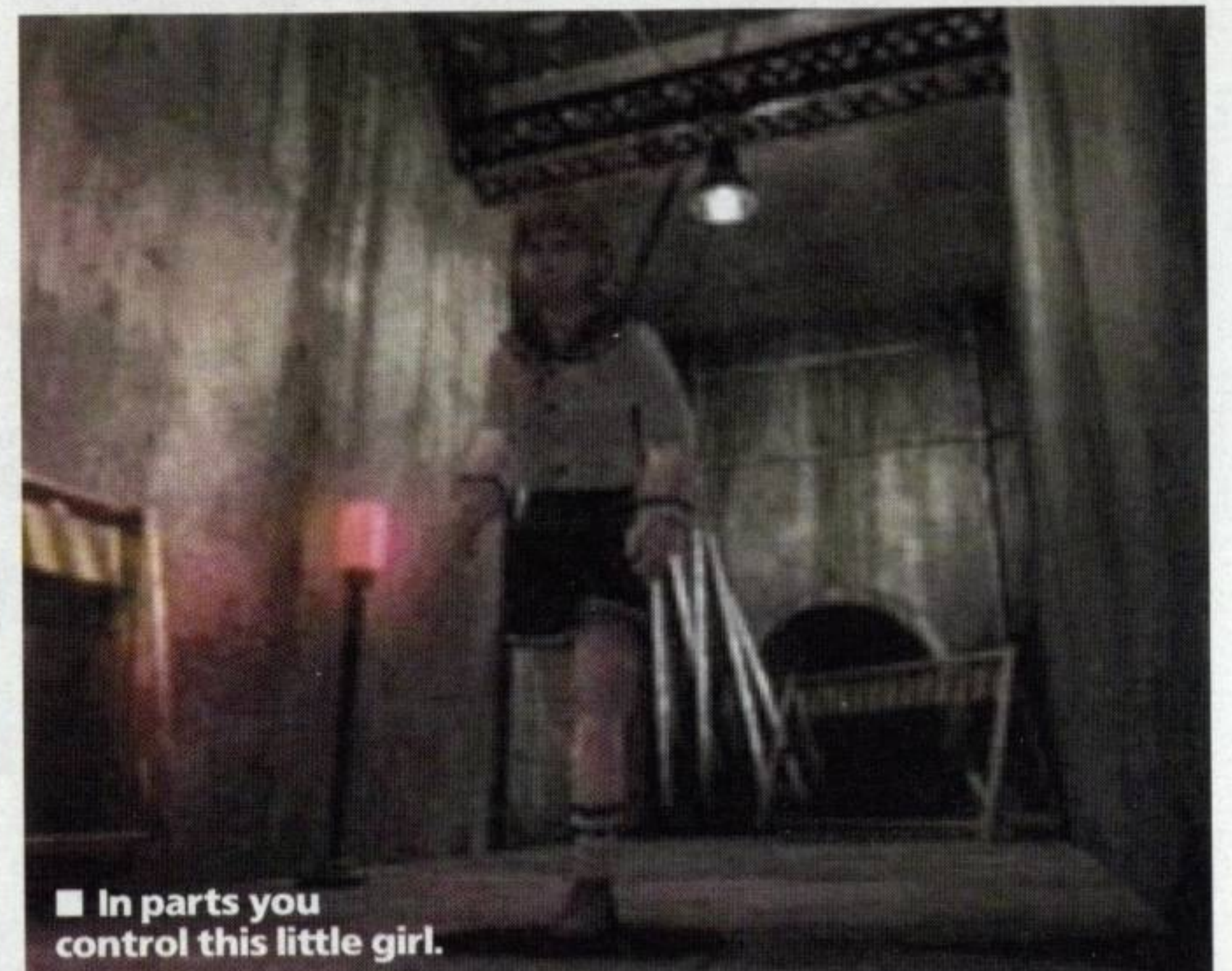
The gameplay is tried and trusted stuff. The cinematic story is punctuated by sections of zombie blasting and puzzles. Many of the puzzles simply involve collecting objects and using them in the right places or finding keys, but many of them will have you thinking logically – *Resident Evil 2* is a game where you have to use brains as well as brawn. The lack of ammo is a constant worry, making the game extremely challenging and adding to the intense



■ Someone really should lance that boil...



■ The deserted police station makes a great setting.



■ In parts you control this little girl.



■ There are constant references to the first *Resident Evil* game. It helps if you've already played it, but it isn't essential.

A STORY OF CORRUPTION, ILLEGAL BIO WEAPONS AND GOOD OLD FASHIONED ZOMBIE BLASTING.

atmosphere. Edge of your seat? Unless you've battled real zombies, you've never seen anything quite like it.

Resident Evil 2 on the N64 is a spectacular achievement. It is identical to the PlayStation version, something that would have seemed impossible a few years ago. It includes all the cut-scenes, all the speech and both sides of the adventure. Not surprisingly it comes on an N64 cartridge that's twice the size of *Zelda: Ocarina of Time*. Strangely, though, the game also includes the "door opening" loading screens from the PlayStation version. There's no need to keep these in for a cartridge-based game – perhaps it was left in for added tension.

You also get a few minor bonuses in the N64 version. When you've completed the game once, objects are placed in random locations adding ever so slightly to the replay value. There are also new costumes hidden in the game and an option to choose the intensity of the zombie invasion. This is all topped off with the option to play the game in high-res if you own a Memory Pak.

As a game, *Resident Evil 2* has lost nothing of its gruesome appeal in the transition to the Nintendo machine,



■ Cinematic camera angles add to the tense atmosphere.



■ Zombies are only part of your problems.

and is probably the scariest game ever committed to a console. The idea of the intertwined adventures is more than just a gimmick and adds immeasurably to your enjoyment of the whole experience. But it is the now classic zombie-shooting action combined with puzzles and atmosphere that makes *Resident Evil 2* such a joy to play. It's a little bit late on N64, but if you've never entered the world of survival horror before, then *Resident Evil 2* is a must buy. ★★★★★

Nick Jones

Or you could try...

Doom 64
GT Interactive ★★★
Classic suspense-ridden first-person shooter.

Castlevania 64
Konami ★★★★★
Classic platformer dripping with gothic atmosphere.

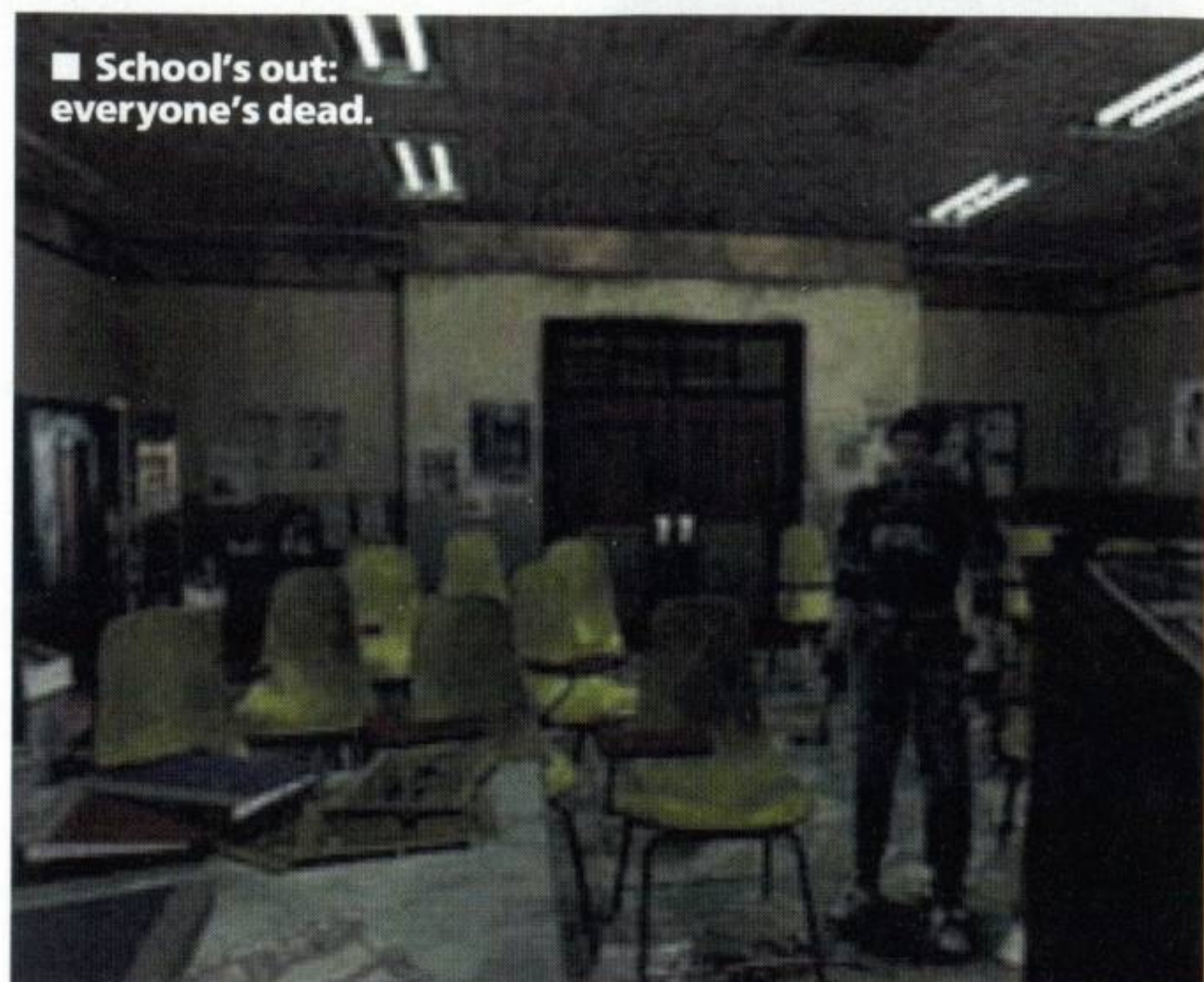
↑ Uppers & Downers ↓

Flesh eaters

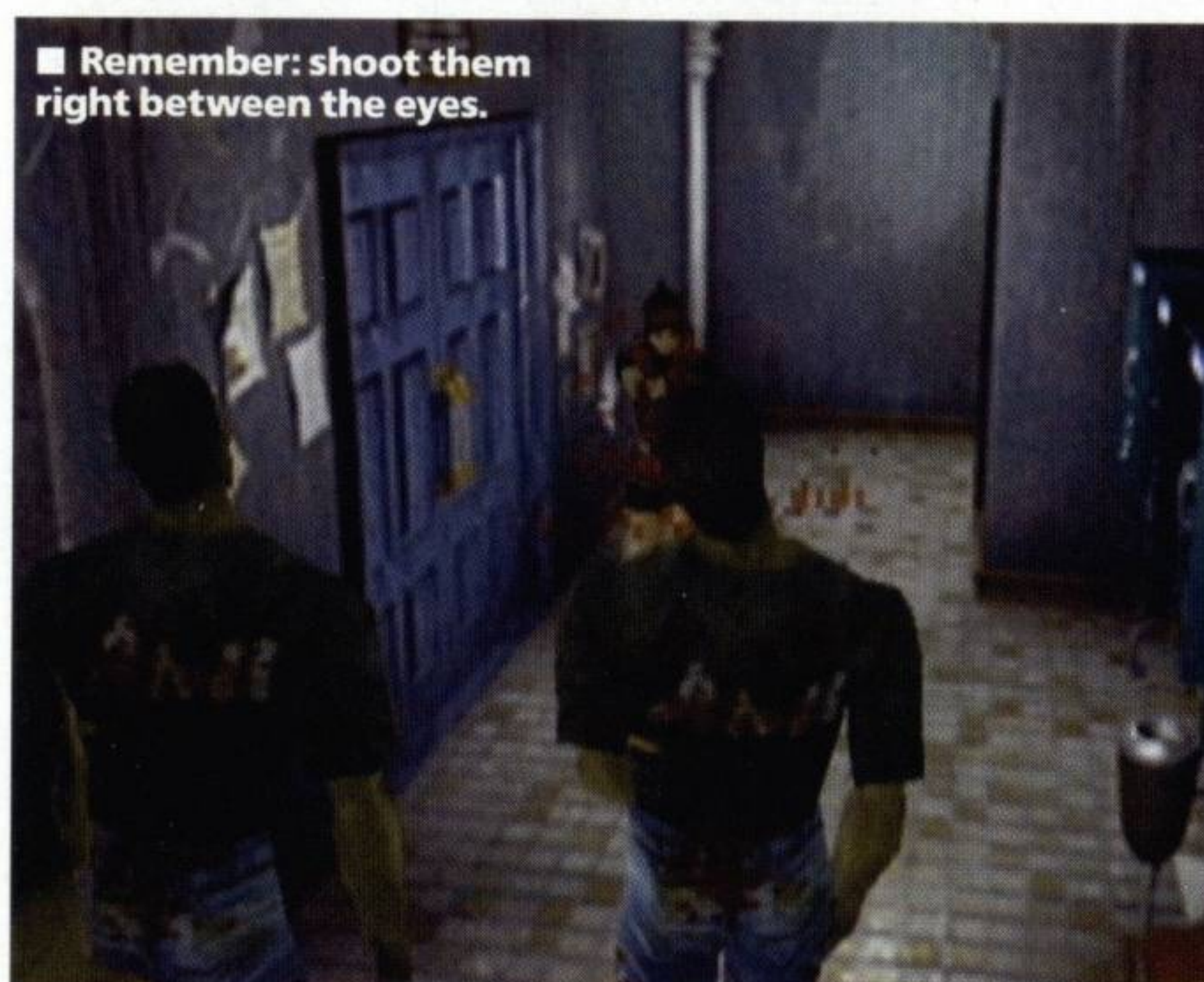
- Tense atmosphere
- Everything from the PlayStation version
- Extra N64 bonuses

Odour eaters

- Getting a bit old



■ School's out: everyone's dead.



■ Remember: shoot them right between the eyes.



■ A fight for office stationery breaks out.





Game info

- Publisher: **Kemco**
- Developer: **Saffire**
- Price: **£40**
- Release date: **on sale now**
- Players: **1-4**
- Extras: **Rumble Pak, Controller Pak**

TOP GEAR RALLY 2

FAST CARS, OPEN ROADS AND NO COPPERS.



■ Fast multi-player rallying

↑ Uppers & Downers ↓

- | | |
|-------------------|----------------------|
| Rally good | Rally poor |
| ■ Quick | ■ Samey graphics |
| ■ Slick | ■ Not very realistic |
| ■ Friendly | |



■ Pelting along a slippery mountain road at 100mph.



IT'S ARGUABLY THE BEST OF ITS KIND ON THE N64... TOP CLASS.



■ Surely driving tests shouldn't be this tough?

After an impressive original and a disappointing semi-sequel, it wasn't clear what to expect from this, the third instalment in the *Top Gear* series. The proposed combination of rally action, team management and driver development always sounded ambitious, but would the company responsible for the worthless *Knife Edge* really be able to pull it off?

Fortunately, *Top Gear Rally 2* is probably Kemco's finest moment. It's one of a rare breed of racing games that are as much fun for a five-hour marathon or a five-minute sprint. The combination of immediate appeal and hidden depth makes *Top Gear Rally 2* arguably the finest game of its kind on the N64, a machine not yet blessed with an abundance of world class racing sims.

Starting with a fairly basic car and a handful of undemanding courses, you should be able to notch up enough first and second places to win the first cup and open the next set of track within about 30 minutes. But if you want to progress much further and see everything the game has to offer, you'll have to spend your hard earned winnings on improving every bit of your car, right down to the dump valves (whatever they may be). Either that, or join another team and gamble on the standard model being easier to upgrade than your current vehicle.

Whether you like it or not, you'll have to buy new parts at one time or another as the cars are prone to breaking down if you push them too hard. Driving too fast over bumps or railway tracks results in punctures, broken drive trains

or other expensive mishaps, costing you plenty of valuable time on the tricky off-road courses.

The handling is much closer to the arcade antics of *Beetle Adventure Racing* than the serious sim stuff of *V-Rally*, although braking and powersliding are skills that you'll have to master to conquer the tougher opponents found in the last two cups. There's a series of *Gran Turismo*-style rally licences to try for, usually involving cones, tight time limits and slippery conditions. Completing them isn't essential but a good knowledge of the basics

will eventually knock seconds off your best times and give you a better chance of landing a job with a better team.

The graphics on show in *Top Gear Rally 2* are sharper than those of the original, but not quite as good as the Expansion Pak-enhanced *Top Gear Overdrive*, which is perhaps a little strange. It's all very smooth though, which is to be expected when you consider the relatively sparse scenery and the repetition of many track segments in each course. However, because the courses are put together from sequences of modules, the designers have been able to include an *F-Zero X*-style random track generator as a bonus for completing the game. Coupled with an above-average four-player mode and the endless customisation options, *Top Gear Rally 2* should last quite a lot longer than your average racer.

Top Gear Rally 2 doesn't do anything new as far as racing sims go, but even at its worst it's never anything less than highly enjoyable. Accessible enough to appeal to casual players and with enough subtlety to please all but the most critical of racing nuts, it's definitely one to look out for if you've been looking for a top class 64-bit driving title. ★★★★★

Martin Kitts



Or you could try...

V-Rally 99
Infogrames ★★★★★
Smooth, fast rallying with sensitive handling. Great if you prefer a more severe challenge.

Beetle Adventure Racing
EA ★★★★★
Arcade racer featuring enormous courses, multiple routes and top notch graphics.



■ Seen these missed before.



Game info
 ■ Publisher: Infogrames
 ■ Developer: Infogrames
 ■ Price: £40
 ■ Release date: on sale now
 ■ Players: 1-4
 ■ Extras: Memory Pak, Rumble Pak

EPGA GOLF

TEE OFF WITH A SWINGING SIM.

Of course, any golfer worth his handicap wouldn't be seen playing a digital version of the beautiful game – he'd be out on the local course hitting wedges, punch shots and all the other things that go up to make that weird and wonderful vocabulary of golf.

But for the hackers of the world there's EPGA Golf.

You can forgive *EPGA Golf* for its foggy graphics, as the courses are lush and all are well designed. It looks as good as a golf game could on the N64. Even the golfers



■ For the amateurs there's a handy yellow line.



■ Lush green courses, just like the real thing.



■ Tee up your ball and straight down the fairway. Lovely.



look presentable – a rare treat – and the animation is just about spot on.

But it's the gameplay that's the best part of *EPGA Golf*. It's one of the best attempts at a simulation ever. This is mainly down to the realistic way the ball reacts to the varying golf surfaces. The little white object of your affection acts just as you would expect when it lands on a fairway, in the rough or on the green. If you apply a little golf knowledge, it actually pays off. This has got to be a first for a golf sim and definitely in this series.

If you want options then *EPGA Golf* has pretty much got them all. Play modes include strokeplay, skins, fourball and so on. If you really want to get into your golf, there's a Career mode where you take your golfer on the European Tour to play against the big boys of world golf. You can customise everything for your golfer, and even do a Faldo on his swing and completely rebuild it. There's also innovative use of the analogue stick to simulate your boy's swing. Top hole.

It goes without saying that you need to be well into your golf to get anything out of *EPGA Golf*, but that said it's still a pretty enjoyable game for the novice. On the N64 you've got two choices: if you want a "fun" golf game then go for *Mario Golf*. If you want a realistic simulation with loads of replay value, then look no further than *EPGA Golf*. It's the best console golf game by a mile. ★★★★★

Nick Jones

Or you could try...

Mario Golf
 Nintendo ★★★★★
 Golf's a laugh a minute with Mario.

Virtual Pool
 Interplay ★★★★★
 Faultless ball physics make this a winner.



■ (Above) One false move and you're bird food.



A BUG'S LIFE

■ Publisher: Activision
 ■ Developer: Traveller's Tales
 ■ Price: £50
 ■ Release date: on sale now
 ■ Players: 1
 ■ Extras: Memory Pak, Rumble Pak

■ At last, *A Bug's Life* is finally available on N64. Honed and polished, this revolutionary platformer will wipe the floor with *Mario*, *Donkey Kong* and friends. Or not.

No, Traveller's Tales has not mined a rich source of originality for this licence. In the long tradition of film licences, especially those aimed at kids, *A Bug's Life* is an uninspired platform adventure which follows the film's plot as closely as possible.

The evil grasshoppers, headed by chief bad guy Hopper, have invaded the ant's world, demanding their winter food. When the ants are unable to pay up the grasshoppers give them a month to come up with the food. Knowing this is impossible the ants have no option but to stand and fight. So feisty ant Flik heads for the outside world to find help.

Taking control of Flik is like taking control of any number of 3D platform heroes – he can jump, run, slam jump, pick stuff up and fire a weapon, in Flik's case it's berries. The world in which all this happens isn't much better. It's certainly no looker, but it does give the impression that it's teeming with life. Enemies pop up all over the place and you have the ability to grow seeds. Moving these around lets you get access to different areas. Of course there are the usual items to collect, giving you extra lives and so on.

Gameplay is pretty standard stuff and each level just requires you to find the end. There is a lot of variety, though, with the levels coming almost directly from the film. However, you just can't disguise the fact that *A Bug's Life* is a very simple platformer.

But to criticise it for being simplistic would be missing the point. It is an out and out kiddie's game. But anyone who's played *Mario 64* will become bored very quickly indeed. ★★ **Simon Garner**

Other Systems

Neo Geo

■ Sega's mighty blue hog spins and sprints through some wonderfully designed and colourful 2D worlds.



Game info

- Publisher: **Sega**
- Developer: **Sega**
- Players: **1-2 (with link cable)**
- Price: **£25**
- Release date: **25 February**

SONIC THE HEDGEHOG POCKET ADVENTURE

BOSS HOG COMES OUT OF HIBERNATION WITH A SPIKY HIT



■ Finished Act 1? Time to get to the bar for those drinks.

Not since Sega's chunky Game Gear have blue hedgehog aficionados been able to get their *Sonic* shot from a handheld. Good news, then, because *Pocket Adventure* is better than all of those other games put together.

Even after all these years evil Dr Robotnik is still imprisoning innocent animals in hideous machines, and it's Sonic's task to free the cute critters as well as clearing zones by collecting all the golden rings. *Pocket Adventure* features the same bright, sparkling visuals that first wowed gamers on the 16-bit Mega Drive in the early '90s, plus the classic sound effects, including the classic "tinkle" when you collect rings and the "Sega!" that's triumphantly sung when you power-up the game.

The different levels are fantastically designed, with a mesmerising array of trampolines, secret passages, platforms, twisty-turny tubes and jet-powered ejector seats, many of which are new to this version. Zones are spread across many different worlds, including power plants, underwater Aztec cities and the Cosmic Casino, which bounces Sonic around a glitzy, Las Vegas-style pinball

extravaganza with flippers, bumpers and a fruit machine for winning extra rings.

End-of-level bosses include Robotnik himself piloting a collection of silly inventions, Knuckles the echidna and a spiky metallic hedgehog that will require all your patience and numerous Sonic spins to defeat. Worth a mention is the excellent 3D special stage which is reached if you collect more than 50 rings per level.

What you forget if you haven't played *Sonic* for a while is the sheer speed of the game. Rolling into a ball and executing the Sonic Dash sends the panickypin-cushion careering around the screen in a way that makes Mario look like he's in slow-mo.

As well as the main game, there's a great two-player link-up duel and a puzzle room where you can assemble photo pieces that you've collected. Sega has created a superb pocket version of its flagship gaming icon that's worth buying a Neo Geo for. Get this game and you'll be in hedgehog heaven. ★★★★★

↑ Uppers & Downers ↓

- | | |
|---|---|
| Super Sonic ■ Great graphics ■ Very fast ■ Magnificent level design | Super Chronic ■ Can be frustrating ■ Er... that's it |
|---|---|



■ A see-through Neo Geo and *Sonic Game*, yesterday.

Jamie Sefton

Neo Geo / Game Boy

Shove these up your plastic pal.

Words by Jonathan Davies & Jamie Sefton



BIOMOTOR UNITRON

■ Format: **Neo Geo** ■ Publisher: **SNK** ■ Developer: **Yumekobo**
 ■ Release date: **on sale now**
 ■ Price: **£25** ■ Players: **1-2 (with link-up cable)**

■ Here's an incontestable reason to invest in a NeoGeo Pocket. *Biomotor* sits somewhere between *Final Fantasy* and *Pokémon*, and has you developing a combat robot and sending it into *Final Fantasy*-type battles. While there's no storyline as such, a pointy-eared cast is eager to assist. And the more you beef up your robot, the further you'll get in the four explorable dungeons and the greater the rewards. ★★★★★



FATAL FURY: FIRST CONTACT

■ Format: **Neo Geo** ■ Publisher: **SNK** ■ Developer: **SNK** ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1-2 (with link-up cable)**

■ *Fatal Fury* gives you 11 characters who can be controlled with dazling finesse using the Neo Geo joystick. Each has a full complement of special moves, ranging from Joe Higashi's Golden Heel Hurter to Mai Shiranui's Super Deadly Ninja Bees. There isn't the variety of playing modes of games like *King of Fighters*, and the backgrounds aren't as scenic as those of *Samurai Showdown 2*. But it's a perfect link-up game. ★★★★★



PAC-MAN/MS PAC-MAN

■ Format: **Game Boy, Game Boy Color** ■ Publisher: **Acclaim** ■ Developer: **Namco** ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1-2 (with link-up cable)**

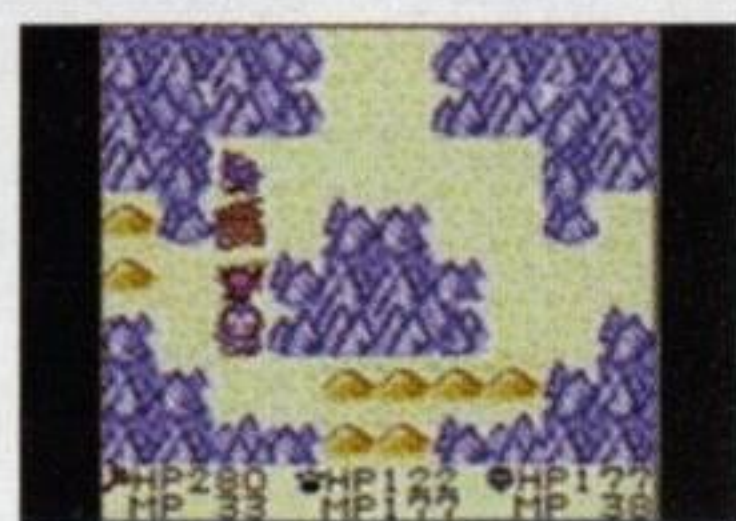
■ Namco's dot-munching, yellow pizza pie has finally eaten his way onto the Game Boy, along with the glamorous *Ms Pac-Man*. These two releases are a feast for fans of the '80s classic. You also get a bonus game with each cartridge, so *Pac-Man* features a *Tetris*-style puzzler called *Pac-Panic*, while *Ms Pac-Man* comes with the arcade flop *Super Pac-Man*. ★★★★★



STAR WARS: EPISODE ONE RACER

■ Format: **Game Boy Color** ■ Publisher: **LucasArts** ■ Developer: **LucasArts** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1-2 (with link-up cable)**

■ Hey ho, hey ho, it's off to Tatooine we go. LucasArts should be commended on this excellent conversion of its pucker pod-racing title. It's one-on-one, and there are more than 20 different characters to choose from, spread over five planets from the *Star Wars* universe. Fast, furious and addictive with super graphics. ★★★★★



DRAGON WARRIOR MONSTERS

■ Format: **Game Boy** ■ Publisher: **Eidos** ■ Developer: **Enix** ■ Release date: **on sale now Color** ■ Price: **£25** ■ Players: **1-2 (with link-up cable)**

■ The *Pokémon* clones are coming! *Dragon Warrior Monsters* is more of a role-playing game than *Pokémon*, but it is identical in almost every way. Collect monsters, fight them and best of all, breed your own. Each one has a male and female version, which means you can lock them in a pen so they can produce lots of little monsters. This is a top game, but isn't as good, or loveable, as *Pokémon*. ★★★★★



MICKEY'S RACING ADVENTURE

■ Format: **Game Boy Color** ■ Publisher: **Disney Interactive** ■ Developer: **Rare** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1**

■ Rare's deal with Disney has produced an excellent game that combines role-playing elements with a slimmed down *Mario Kart*. *MRA* has huge colourful sprites of all the Disney characters, with some of the best animation on the Game Boy. The object is to collect money and upgrade your vehicle to race evil Pete and his cronies on a series of top-down 3D tracks. ★★★★★

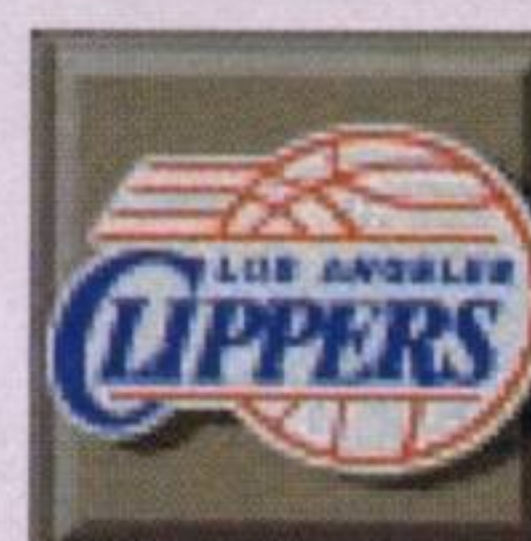
A Coin-op



■ (Above) The graphics are of the highest standard you can get on an arcade game.

■ (Left) The Invisible Man's hoisting exploits secured the win for Sacramento.

VIRTUA NBA



REALISTIC HOOP DREAMS BOUNCE INTO THE ARCADE.

Ever heard the expression, "keep your head in the clouds and your feet on the ground"? It's a tough piece of advice to take... unless you're a basketball star. When your pituitary gland has kicked into overdrive, that little saying isn't philosophical – it's anatomically possible.

Basketball is arguably the second most popular sport on the planet, after our own beloved football. And while Sega bagged the best footie arcade game around with *Virtua Striker*, its efforts in other sporting arenas have been lacklustre, to say the least.

Last month saw the release of *Virtua Tennis*. And, despite it being a fine game, mention of the word "tennis" is unlikely to get the juices flowing. Basketball, however, is a big, big sport and with the official NBA licence Sega will be hoping to put a full court press on the arcade market.

Unexpectedly, the game is of the highest quality. All the NBA teams are represented and rendered on Sega's ubiquitous Naomi board. The graphics are, therefore, of the highest arcade standard. As with *Virtua Tennis* the players are beautifully realised, right down to the facial expressions, the motion capture is superb and the level of detail impressive, with crowd fully realised and responsive to the action taking place on the court.

As for controls, like *Virtua Tennis*, *Virtua NBA* is disgustingly simple, with only the two buttons to worry about... one for shot/block, the other for pass/steal.

The major question mark comes with the gameplay. As in all sports sims there is that fence-straddling dilemma of realism. Do you make it as close to the real thing as you can get, or do you make it a tad more user friendly? Soft 2

seems to have opted for the former and, while there is certainly nothing wrong with this approach, it can make for a frustrating game if you are less than familiar with the intricacies of basketball. In a footie sim everyone at least knows the basics of man marking. In basketball, however, those kind of techniques are radically different. For instance, you may be able to man mark in the game but do you know how to defend when the offence sets a screen? In fact, do you even know what a screen is?

The biggest test for *Virtua NBA*, however, is the obvious comparison with Midway's fine *NBA Jam* series. *NBA Jam* was a bastardised two-on-two match up... an understandable sacrifice to ensure maximum gameplay. Again, for the sake of realism Sega has opted for full five-man teams. But is it a more rewarding experience for the player? Well, that's a question only the cashbox will be able to answer. ★★★★★

Cam Anderson

Game info

- Publisher: Sega
- Developer: Soft 2
- Players: 1-2 (up to 4 with linked cabinets)
- Release date: on sale now

↑ Uppers & Downers ↓

Downtown
 ■ Takes realism to a new level
 ■ Probably the best graphics in the world
 ■ Every NBA team and player represented

Brick
 ■ Slow gameplay compared to *NBA Jam*
 ■ Basketball isn't big in the UK
 ■ No Harlem Globetrotters



■ The controls are disgustingly simple, with only two buttons to worry about.



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PLAYSTATION
PADS
'N' WHEELS

Dual Force Controller

- For: **PlayStation**
- Price: **£15**
- Available from: **Mad Catz on 01992 707400**

■ Transparent coloured pads are an essential item for gamers who want the latest in catwalk controller chic. This stylish purple pad comes courtesy of US manufacturer Mad Catz. It's a solidly made bit of kit and includes rubber pieces on the back for a sturdy grip. All the buttons work well, although the directional disc isn't quite

as good as the D-pad on the official Sony controller. The analogue sticks are excellent, working well with a series of thumb-intensive games such as *Quake 2*. Also shoved into the mix is a Dual Shock-style feature that gives a rumble like an empty stomach before Christmas lunch.

One annoying feature that could've been avoided is the placement of the Mode button, which happens to be in the same position as Start on the official controller, resulting in several muttered swear words. But this is a minor gripe with a respectable pad. Cool for Catz. ★★★★★



3D Rumble-Controller

- For: **PlayStation**
- Price: **£15**
- Available from: **Freitag/Vivanco on 01142 403020**

■ Vivanco is a well-respected German accessory company more used to making hi-fi leads and headphones. Another third-party manufacturer landing on these peripheral-crammed shores isn't high on *Arcade's* wish list, but its PlayStation pad is definitely worth consideration. Design-wise, the controller looks exactly the same as the

official Dual Shock pad. It feels well-made and rugged enough to withstand a few knocks, although the D-pad disc is a bit on the wobbly side. The analogue sticks work well and seem reliable enough on the PlayStation games that accommodate the little critters.

Other features include a relatively useless slo-mo option, a long lead, a handy turbo-fire and a tip top rumble effect that'll probably pummel weaker hands into a fine powder. This is a good first effort from our European friends, but for an extra fiver you can get the superior Sony version that the Vivanco enthusiastically imitates. ★★★



Top Drive GTO

- For: **PlayStation**
- Price: **£25**
- Available from: **Logic 3 on 0181 902 2211**

■ No, it isn't a "My First PlayStation Steering Wheel" made by Fisher Price, it is in fact a proper games accessory for grown-ups. The bright yellow GTO is a cut-down wheel at a cut-down price – and it shows.

It feels very plasticky and you get the impression that the rigid casing won't last long after a few over-enthusiastic wrenches.

during *Gran Turismo 2*. The shock effect is plain shocking and the ⊗ button for acceleration has inexplicably been shoved to the left hand side.

In practice the wheel plays poorly because it isn't very sensitive, needing a large turn left or right before any movement is registered on-screen. Also you look like a complete idiot when you're using it because of its twee nature.

A gear stick and pedals can be added if you want to abuse your wallet still further, but that would be throwing good money after bad. ★



A Our Choice

Act Labs RS

- For: **PlayStation**
- Price: **£60 Extra cartridges £20**
- Available from: **Act Labs on 0118 989 3959**

■ With its solid brown leather-look and '60s sports car styling, you know you're on to a winner the moment you take this wheel out of the box. It's very solidly put together and has ingenious built-in clamps that you can use to secure it firmly to any surface. Fantastic.

The wheel's a little stiff, but demonstrates an excellent degree of sensitivity and works

like a dream with racers such as the wonderful new *Gran Turismo 2*. The pedals are mounted on a heavy, rubber-coated non-slip base that stays where it's supposed to when you're stamping away like a demented *Riverdance* cast member.

Another brilliant innovation is the ability to plug different cartridges for other platforms into the back of the unit, enabling you to use the wheel with your PC, N64, or whatever platform turns up in the future.

The RS doesn't rumble, but when a wheel is this good, who cares? ★★★★★

N64 PADS



PX2500 Double Shock

- For: **PlayStation**
- Price: **£25**
- Available from: **Saitek on 01454 855050**

■ This silver, gold and glittery brown controller gives the impression that Saitek has accessed reverse-engineered alien technology – on a low budget. It's awkward to hold and is top-heavy, so *Arcade* managed to drop the thing and knacker one of the analogue sticks. Ooops. Using the pad with PlayStation games is

a painful experience. The D-pad is an appalling flat disc that's terrible to play with and the \otimes , \odot , \ominus and \oplus buttons are too small and close together. Also the pad has possibly the worst shock effect ever produced, giving off a sustained and alarming rattling sound.

A throttle button is included, but it's located on the bottom of the unit and there aren't many games that'll use it anyway. At five pounds more than an official pad, the PX2500 is an expensive and wasteful use of your time – steer well clear. ★



MC2 Racing Wheel

- For: **PlayStation**
- Price: **£60**
- Available from: **Mad Catz on 01992 707400**

■ It was a very close-run competition this month for the *Arcade* accessory of the month and poor old Mad Catz just missed out. But this shouldn't put you off taking a gander at the MC2, which is a damn fine PlayStation wheel.

There are two great features that make the MCS stand out from the crowd. The

first is the inclusion of retractable legs so you can sit and play driving games with the wheel comfortably on your lap – a smashing idea because most gamers don't have a conveniently large desk to accommodate a PlayStation steering wheel. The second feature is a rev counter on the dashboard that lights up when you push the accelerator pedal. It's a bit gimmicky but good fun all same.

The wheel looks a bit tacky, but works smoothly and is responsive. Chuck in a vibration function and you have a wheel that goes the distance. Top gear. ★★★★★



6T4 Pad

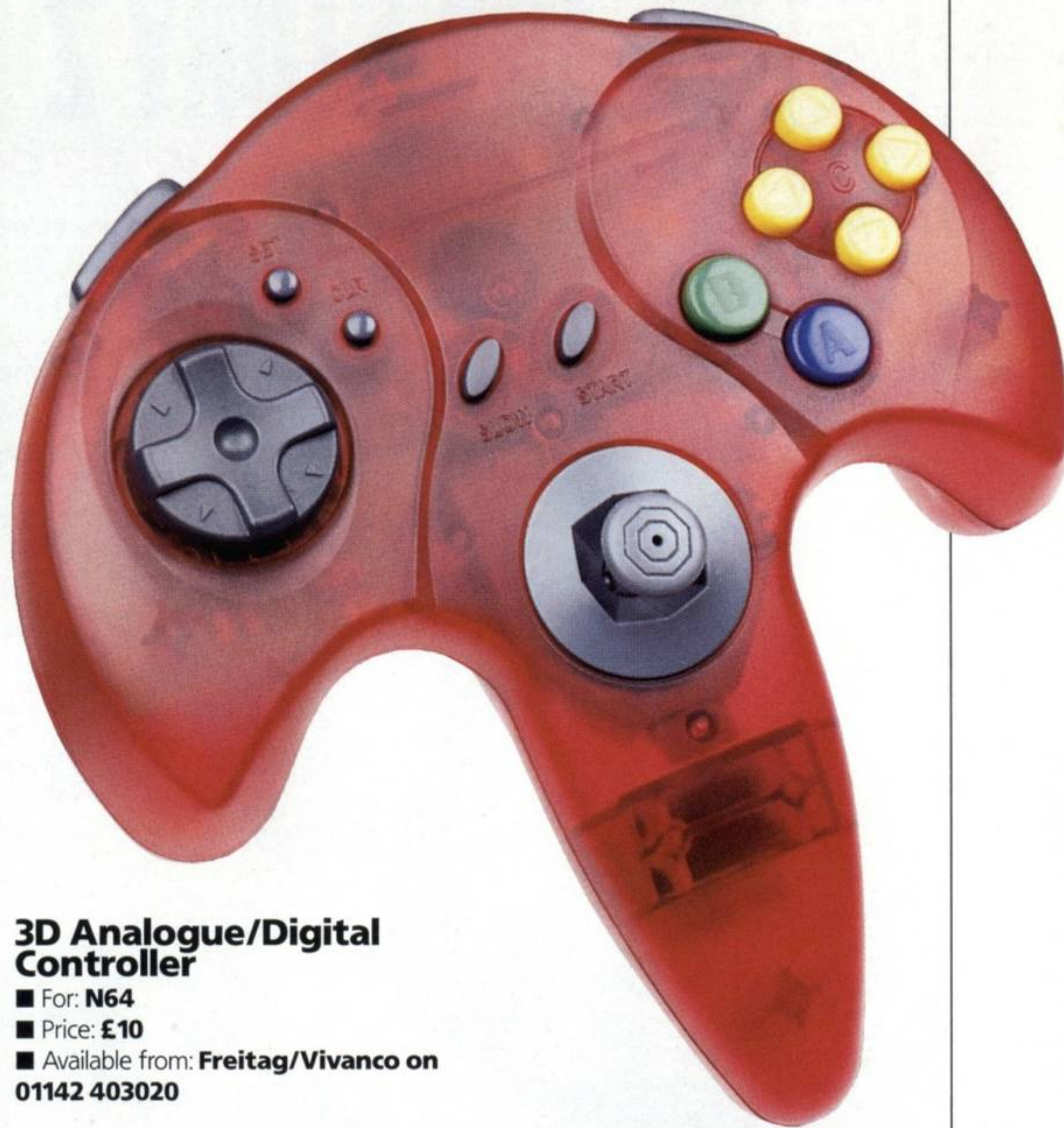
- For: **N64**
- Price: **£15**
- Available from: **Logic 3 on 0181 902 2211**

■ So Santa has fulfilled your wildest dreams by mugging a few elves to cobble together enough cash to give you *Donkey Kong 64* for Christmas. But if you want to expand your collection of controllers for that essential four-player experience, which one do you go for?

Well, you maybe shouldn't plump for the 6T4. It's available in a range of transparent colours and has a solid feel to

the buttons, although it discards the official D-pad in favour of a directional disc. An excellent turbo function gives you rapid-fire, or even rapid-jump if you wish.

But the cardinal sin with this pad is the analogue stick – it's awful. The problem is that the stick has a much larger circumference than the Nintendo pad, so you have to perform thumb gymnastics to play games. As all N64 games require a decent stick, manufacturers have no excuse for making one that's tough to use. ★★



3D Analogue/Digital Controller

- For: **N64**
- Price: **£10**
- Available from: **Freitag/Vivanco on 01142 403020**

■ Hmm. Still looking for an inexpensive controller? Well, this second N64 pad fares little better than the 6T4. At £10 it's certainly cheaper, but all the buttons feel sub-standard – especially the directional disc, which is nasty and wobbly. Like the Logic 3 pad, Vivanco's is a different shape to the official pad, and results in a somewhat uncomfortable *Donkey Kong 64* experience. The best feature of this controller is the built-in rumble which

works brilliantly, meaning no more frittering away of cash on the battery-hungry vibration pack. Yes!

But again the analogue stick is Bowser's backside, having a dreadful action that fights against you when playing your fave games. Do yourself a gaming favour and give Mario and chums a few extra pennies for an official pad – you'll be giving Nintendo a little bit extra to spend on the new Dolphin console. ★★

Film of the month



■ **Toy Story 2:** Lightyear's ahead of the opposition.

Film info

■ Director: **John Lasseter**
 ■ Starring (voices): **Tom Hanks, Tim Allen, Joan Cusack, Kelsey Grammer.**
 ■ UK release: **11 February**

TOY STORY 2

Playing with the big boys. And winning.

Creating *Toy Story 2* may have taken a level of processing power that would make NASA weep with envy, but anoraked über-nerds who bore on about Pixar's techno wizardry are missing the point. By a very long way. Forget the technology. From the white knuckle showdown between Buzz and the evil Emperor Zurg

that kicks things off

to the rousing Vegas revue number at the close, *Toy Story 2* is actually an old-fashioned crowd-pleaser: engrossing, character-driven entertainment of the very best kind.

Dialogue has been finely honed, laughs are drawn from the well-developed characters rather than one-liners (though the one obvious patched-in joke about *The Empire Strikes Back* is very funny indeed) and every action sequence is unfailingly exciting. Who'd have figured a scene involving Mr Potato Head narrowly escaping becoming mash on a busy road could get the adrenaline pumping?

In the last film it was Buzz who had to be rescued. This time it's Woody (Hanks) who's out on his own, stolen by an evil collector because it turns out he is a priceless cowboy toy from a 1950s TV show. Buzz (Allen), Hamm the piggy bank, Slinky the dog, Mr Potato Head and the T-Rex head off on a rescue mission, but can they get there before Woody is sold off to a Japanese toy museum? And will Woody – now that he is surrounded by new toys like trusty steed Bullseye, Stinky Pete the Prospector (Grammer) and Jesse the cowgirl (Cusack) – even want to come back?

A slightly darker tone than the original – the movie keeps asking what happens to toys when their owners grow up – only adds more depth to what is already a fantastic film. *Toy Story 2* is virtually flawless and its irrepressible charm makes it one to watch again and again. ★★★★★

Ceri Thomas



■ The toy world was flooded with cheap E.

PHOTOS: IMAGENET

HOLY SMOKE

■ Director: **Jane Campion**
 ■ Starring: **Kate Winslet, Harvey Keitel, Pam Grier.**
 ■ UK release: **10 March**

■ Backpacking her way through Asia, teenage Ruth (Winslet) falls in with a charismatic Indian cult. Unsurprisingly, her yobbish Aussie family are none too pleased by this and, after tricking her home with bogus tales of her Dad's impending death, they hire arrogant American "deprogrammer" PJ Roberts (Keitel) to return their little girl to normal. But will it be Ruth who cracks first or will it be PJ, whose growing feelings for the girl threaten to destabilise his already rocky grasp of reality?

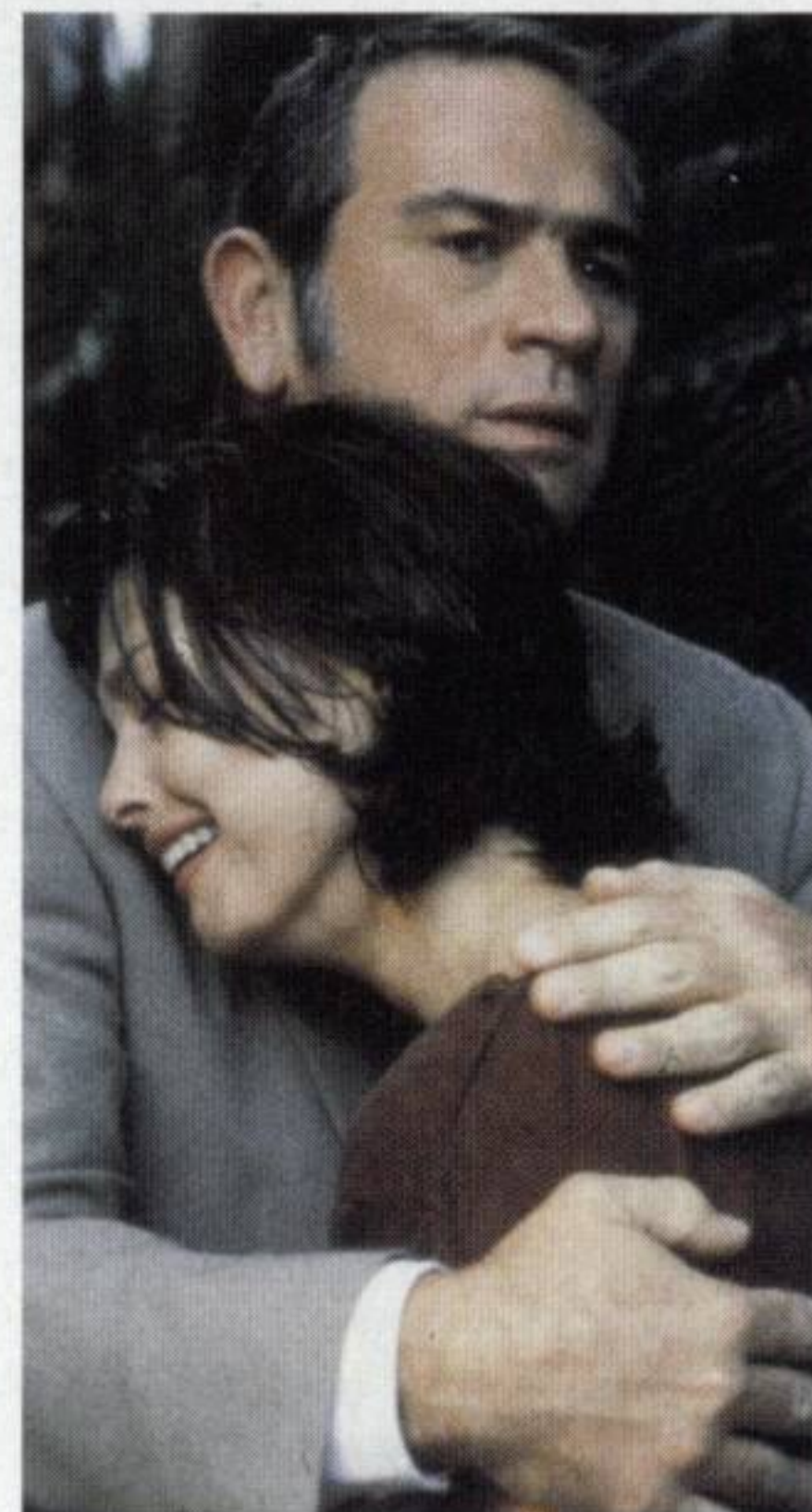
Don't be fooled by the pedigree. *Holy Smoke* may have Keitel, Winslet and Pam Grier (a blink-and-you'll-miss-it appearance as PJ's long-suffering girlfriend) in front of the camera, and Jane "The Piano" Campion behind it, but this is drivel. What could have been meaty drama is inexplicably played as rude, crude comedy. Every beer-swilling Australian cliché in the book is wheeled out and the cast – Keitel in particular – indulge in some of the most ham-fisted overacting seen for many a year. Only Winslet emerges with any credit but she can't be chuffed that the performance of her life comes in a film quite this bad. ★

DOUBLE JEOPARDY

■ Director: **Bruce Beresford**
 ■ Starring: **Ashley Judd, Tommy Lee Jones, Bruce Greenwood**
 ■ UK release: **out now**

■ According to the Big Hollywood Book Of Legal Clichés, "double jeopardy" is a piece of lawyerly mumbo-jumbo that means you can't be tried twice for the same crime. This apparently means that if they tried you for murdering, say, your spouse and packed you off to jail and then you found out that, for

■ **Double Jeopardy: would you like to phone a friend?**



the sake of argument, your spouse wasn't actually dead (are you getting all this?). Well, then you could kill said spouse when you got out of chokey and there wouldn't be a damn thing that Officer Plod could do about it.

Which is exactly what happens to pretty young wife Libby (Judd). Imprisoned for the murder of hubby Nick (Greenwood) despite no trace of his body ever being found, she then goes looking for vengeance while on parole. Cue a couple of car chases, some fairly decent action scenes and the chance for Tommy Lee Jones (as Judd's parole officer) to wheel out his gruff good guy persona from *The Fugitive* one more time. A daft, but perfectly enjoyable popcorn flick ensues. ★★★

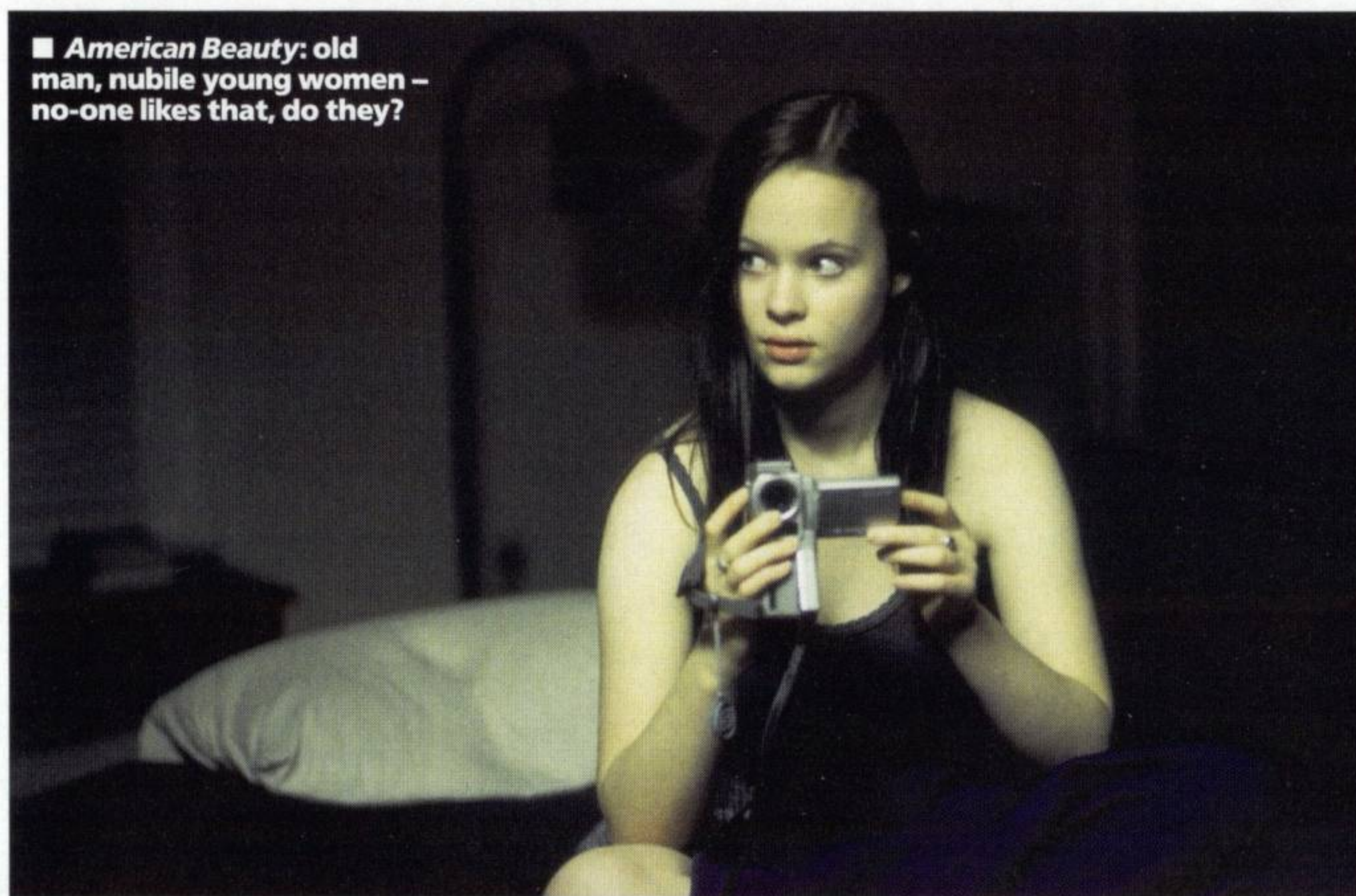
AMERICAN BEAUTY

■ Director: **Sam Mendes**
 ■ Starring: **Kevin Spacey, Annette Bening, Thora Birch, Mena Suvari**
 ■ UK Release: **out now**

"In a year's time, I'll be dead," reveals Kevin Spacey's omniscient narrator at the beginning of *American Beauty*, setting the tone for the bizarre, quirky and darkly humorous action in British theatre director Sam Mendes's hugely accomplished film debut.

Spacey is Lester Burnham, a lowly wage slave with a midlife crisis the size of Kansas. Faced with a wife (Bening) who detests him, a daughter (Birch) who feels much the same way and a thankless job in sales, this suburban Everyman decides to recreate himself as a pot-smoking, weight-lifting, burger-flipping drop-out. He also develops an unhealthy crush on one of his daughter's classmates (Mena Suvari), a latter-day Lolita who makes Narcissus look downright humble in comparison.

Lester's radical transformation has profound consequences for all



■ *American Beauty*: old man, nubile young women – no-one likes that, do they?



the residents of his spotless, buckled-up and solidly respectable American neighbourhood, resulting in a subtle, moving and very witty satire. All the actors turn in performances at the very peak of their form, not least Spacey, whose tribute to masturbation is one of the funniest things you'll see all year. One to think on as you struggle to get ahead this year. ★★★★★

SUMMER OF SAM

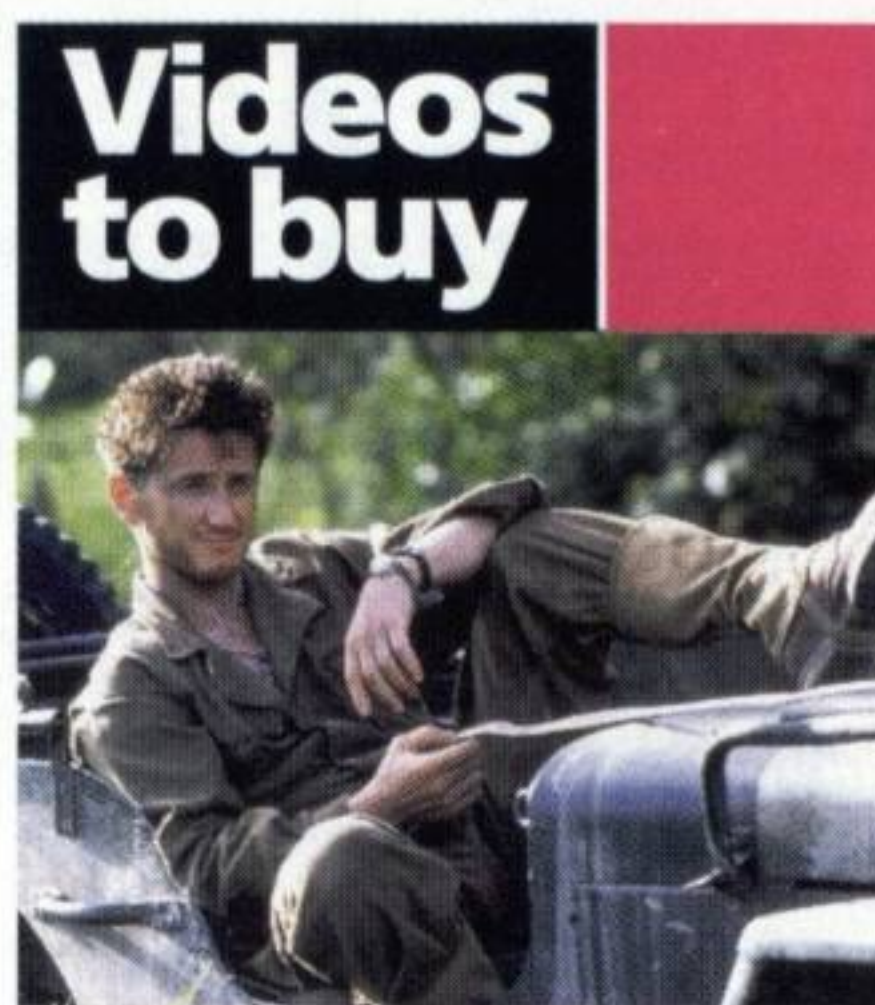
■ Director: **Spike Lee**
 ■ Starring: **John Leguizamo, Mira Sorvino**
 ■ UK Release: **out now**

■ Spike Lee is back – and when he's on top of his game, there are few directors who can equal his in-your-face style of film-making.

Summer Of Sam marks a return to form for the iconoclastic

Lee, a formidable, if erratic, talent who hasn't struck paydirt since *Do The Right Thing* in 1989, although he has garnered critical acclaim for movies *She's Gotta Have It* and *Malcom X*, as well as his knockout series of Nike ads. His latest effort is a similar cocktail of sweaty ethnic tension and simmering violence. Here, however, the catalyst is not some fictitious outrage, but the real-life serial killer David Berkowitz – "Son of Sam" – who brought terror to the streets of New York back in the scorching summer of 1977.

Lee cannily juxtaposes the hysteria Berkowitz initiated with the contrasting forces of punk and disco that fought to dominate the late '70s music scene. Though the action ranges all over the Big Apple, the focus is on the Bronx, where young marrieds Vinny (John Leguizamo) and Dionna (Mira Sorvino) struggle to stay sane against a backdrop of sex, drugs and bloody slaughter. If you can stand the heat, *Summer* is sizzling stuff. ★★★



■ *The Thin Red Line*: you got a Penn, soldier?

THE THIN RED LINE

■ **20th Century Fox**
 ■ In 1998 it was meteors, this year it'll be Mars missions, but last year's multiple film theme of the day was World War 2 yarns. Spielberg's Oscar-laden *Saving Private Ryan* you can't help but know about, but it was Terrence Malick's first film since *Badlands*, *The Thin Red Line*, the harrowing journey of a small marine unit in the South Pacific, boasting a stellar cast that includes Sean Penn, Woody Harrelson, George Clooney and John Travolta – in largely career best performances – that got critics salivating like rabid dogs yet kept cinema audiences away in their droves.

Often infuriatingly slow and with a running time of three hours, *The Thin Red Line* was never going to be a take home laugh for a quiet Friday night, but although it may not boast the epic, parent-friendly glossy sheen and sweeping set pieces of *Saving Private Ryan*, in terms of the gritty realities of war it shaves Ryan's privates. ★★★★★

MY NAME IS JOE

■ **Film Four**
 ■ Over the years the name Ken Loach at the top of a film has become a synonym for gritty, working-class realism. *My Name Is Joe* doesn't break the mould, but it is another shining example of the genre and probably the best Loach film since *Kes*. There are even a few great jokes, particularly the episode concerning a struggling park football team's theft of an immaculate Brazil replica kit. Don't go expecting a happy ending for recovering alcoholic Joe and his care-worker partner though; Loach tells it like is, and it often hurts. ★★★★★

BULWORTH

■ **20th Century Fox**
 ■ It's three days before polls open and incumbent Democrat Jay Bulworth is rapidly losing it. Finally sick of the corporate political bullshit, he takes out a \$10m life insurance policy as well as contract on his own head. But then a trip to South Central suddenly rekindles his faith in left-wing ideals and he dons homeboy attire before rapping his way through the rest of the campaign, flygirls in tow. What sounds like a stupid and patronising forum for Warren Beatty's ego is actually a funny and endearing film. The message may be a little confused but *Bulworth* boasts its fair share of daring satire. ★★★

DVD The biggest new releases.



GO!

■ **Columbia Tristar**
 ■ A breathless romp through an eventful night in the lives of three young Californians from *Swingers* director Doug Liman. Sadly, *Go!* isn't equal to this masterpiece, and it inexplicably stars a guy

who used to be in *Grange Hill*. This aside *Go!* is a frantic and hilarious interweaving yarn of sex, drugs, clubs and shady policemen who suddenly reveal themselves to be home furnishing sales representatives. It's *Pulp Fiction* without

the guns and *Human Traffic* minus gurning. If *Go!* doesn't make you immediately want to get up and go out for a memorably large one, you are probably a corpse. ★★★★★
 ■ **Extras:** 14 deleted scenes, interviews with cast and director, Len and No Doubt videos.

Videos to rent

AUSTIN POWERS: THE SPY WHO SHAGGED ME

■ **Entertainment In Video**

■ Doctor Evil has been defrosted, badly cloned (the irresistible dwarf, Mini-me) and has travelled back in time – all in an effort to steal Austin Powers' mojo.

Plot shmot, what you have here is a slightly thinner retreat of the original – lighter on charm and jammed with more misses than hits in the gag department. Most surprising of all is how irritating Powers himself has become, explaining the prominence of Doctor Evil and his cronies.

But that's the deal with all sequels isn't it? Myers has still come up



Austin stretches for another laugh.

with a funny film, it's just that – like Wayne and Garth before – the charm of his creation is fading fast. ★★★

THE WAR ZONE

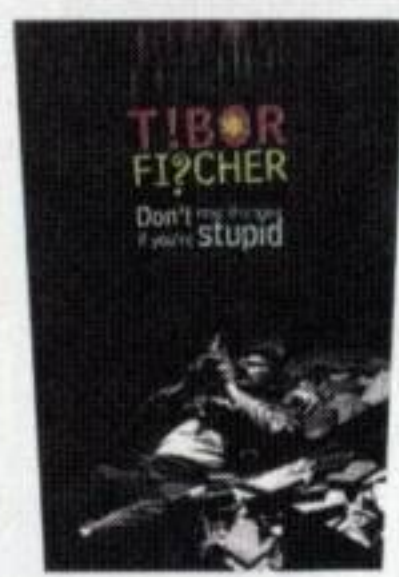
■ **Film Four**
 ■ Tim Roth's directorial debut couldn't be further in tone from the Tarantino films which made his name in Hollywood. Instead he

returns to his roots in the hard-hitting English drama of Alan Clarke and Ken Loach. Selecting the most challenging subject matter imaginable, Roth casts Ray Winstone as the seemingly caring father who is abusing teenage daughter. Barely a glimmer of light is allowed to permeate this deeply arresting portrait of a family torn apart and the fact that the two adolescent leads are played by unknowns makes their determined performance all the more astounding. It's unlikely you'll choose this over *Austin Powers* for a fun night in, but *The War Zone* is the film with more lasting impact. ★★★★★

Book of the month

DON'T READ THIS BOOK IF YOU'RE STUPID

Short, sharp shock for the intellect.



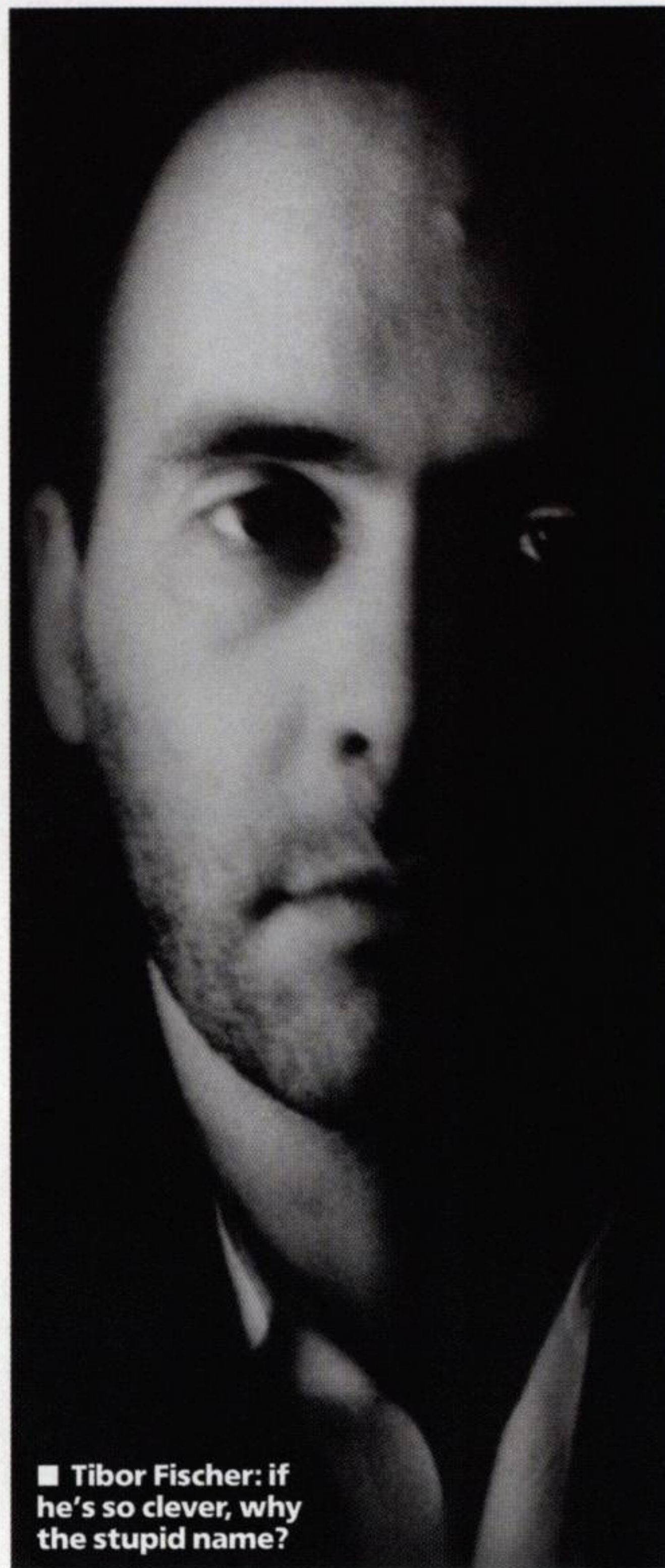
Book Info

■ Author: **Tibor Fischer**
 ■ Publisher: **Secker & Warburg**
 ■ Price: **£10**
 ■ ISBN: **0-436-22082-2**

Labouring under the impression that short stories are what authors write when they can't be bothered with a whole novel? Well, think again.

Tibor Fischer has managed to string together a strong selection here, and the results are well worth a read. Each of the seven stories collected under the impressively aggressive title explore the wonderful minutiae of life in a way that is often trampled over by novelists in their rush to assert the importance of their characters and the deep significance of their carefully crafted plot devices.

Fischer's characters are usually impotent rather than important. Opening novella *We Ate The Chef* stars Jim, the proprietor of a failing Web site design firm: "He'd been in a goldrush and ended up with a lump of coal". Beleaguered Jim desperately clutches the offer of a villa holiday in Southern France hosted by Hugo, a clumsy geek struggling to cope with the embarrassments of wealth and a beautiful Russian girlfriend. The presence of fellow tech-nerds Ralph and Derek only makes things clumsier still. Rude waiters, Russian gangsters and uncomfortable sleeping



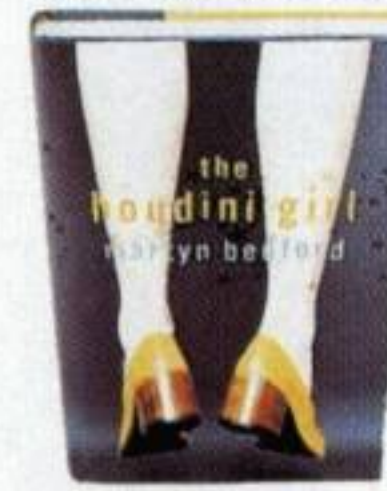
■ Tibor Fischer: if he's so clever, why the stupid name?

arrangements conspire to create a superb black comedy from a portrait of serial no-hopers. "Death would be like the vet," it is suggested. "Bald. Fat. Badly dressed... Death would be the last to be picked at football."

Other stories sift through the debris of the London comedy club scene, suggest how to deal with nutters who hassle you at Brixton bus stops and, in the same gloomy yet somehow universally empathetic tone, visit the ugly periphery of the Romanian civil war. You don't have to be clever to read this book, but it probably helps. ★★★★★ **Sam Richards**

THE HOUDINI GIRL

■ Author: **Martyn Bedford**
 ■ Publisher: **Penguin**
 ■ Price: **£7**
 ■ ISBN: **0-14-027288-7**



■ Red, aka Fletcher Brandon, aka Peter Prestige the Prodigious

Prestidigitator, is a professional conjuror. He makes a living from diverting the attention of his audience and thus purporting to perform miracles. He maintains his art is illusion, not trickery or deceit. All that business is reserved for his girlfriend, the sassy, alluring Rosa Kelly. She arrives without warning in his life, and leaves just as suddenly a year later, falling from a train she should never have been on.

Thus unravels a tremendous thriller in which Red battles to understand the woman he loved while trying to avoid the inquiries of the local constabulary and a bunch of shady acquaintances from Rosa's mysterious past. All this, and you get to find out how Red saw a woman in half. Magic. ★★★★★

FORTUNE HOTEL

■ Edited: **Sarah Champion**
 ■ Price: **£7**
 ■ Publisher: **Penguin**
 ■ ISBN: **0-14-028108-8**



■ Sarah Champion, editor of this collection of cutting edge travel tales,

says in her introduction: "Most travel writing seems stuck in some colonial time warp." Like her club culture collection, *Disco Biscuits*, this book is trying to make travel writing trendy. To this aim, she has persuaded some hip young novelists to come up with a tale, on the theme of a "fortune hotel".

Some are true: William Sutcliffe's excellent account of his bizarre Italian job and Douglas Coupland's brief encounter with politics in Santiago are both strangely touching. Others are fiction and don't work as well: Will Self supplies a typically impenetrable effort and Howard Marks never gets past being stoned. ★★★★★

DREAMCAST INTERNET GUIDE

■ Edited: **Paul Bartlett**
 ■ Publisher: **FKB Publishing**
 ■ Price: **£10**
 ■ ISBN: **1-902160-24-X**



■ Just bought a Dreamcast? Want to get online but until now

have classed yourself an Internet ignoramus? Then this, as the advertisement surely runs, is the book for you. Everything you may wish to know from the moment you log on is here and the book successfully capitalises on Sega's failure to include an in-depth guide to Internet surfing using the Dreamcast.

It is a well written and fairly simple to understand guide but the lack of online Dreamcast gaming leaves the authors with a limited amount to say. Despite an enlightening chapter on simple Web site design, there's only so much you can say about clicking on links in order to access information. So the rest of the book, and taking up about half its 200 pages, is a fairly uninspiring Web site directory. ★★★★★

EVERYBODY SMOKES IN HELL

■ Author: **John Ridley**
 ■ Publisher: **Bantam**
 ■ Price: **£10**
 ■ ISBN: **0-593-04469-X**



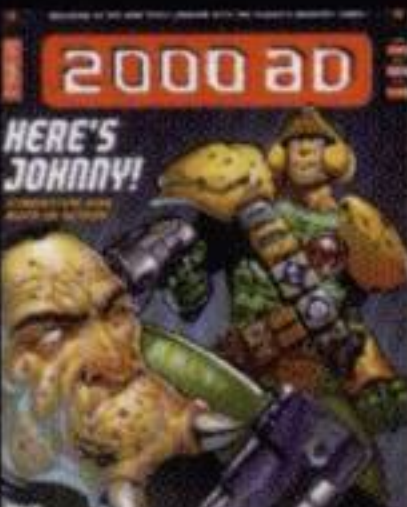
■ John Ridley used to be a screenwriter and frankly it shows. The plot moves

in such short, frantic bursts that you can practically see the cuts, fades and wipes.

Wal-Mart employee Paris nicks the mastertape of a suicidal rock star and his mates nick a big bag of drugs from the local Mr Big. The now dead rock star's agent chases Paris and Mr Big kills the hapless thieves, then goes after Paris.

Cue a farcical mistaken identity trip from LA to Las Vegas. Blood, torture and shootings ensue, a resolution is reached and the credits roll. Film over. If it sounds exciting as a movie pitch, it should have been just that. *Everybody Smokes In Hell* just doesn't make for a good novel. ★★

Comic of the month



2000AD

■ So, the mystery of what Britain's most important comic would be known as in the year 2000 has been solved – it stubbornly refuses to change its name at all, and why should it?

Now 23 years young, the weekly sci-fi anthology enters the millennium it was named for in suitably rude health. The body

count is still high, but so is the black humour that has underpinned all but the most forgettable strips.

Following a fantastic New Year double issue with the cream of characters and creators from the book's illustrious history, recent copies have settled down to a healthy mix of the familiar and the

new. Judge Dredd, the fascist cop and magazine mascot, is going through a series of short adventures designed to provide breathing room between the mega-epics; Glimmer Rats is a beautiful-but-sometimes-confusing example of the "future war" genre that has become a 2000AD staple; and

Missionary Man is basically a Western with ray guns. Best of all, though, is the return of the classic character Strontium Dog. This is another space Western, but it is fast moving, inventive, and fantastic to look at. In fact, it epitomises all that is best about 2000AD. ★★★★★ **Matt Bielby**

Comic Info
 ■ Writers: **Various**
 ■ Artists: **Various**
 ■ Publisher: **Egmont Fleetway Ltd**

Music

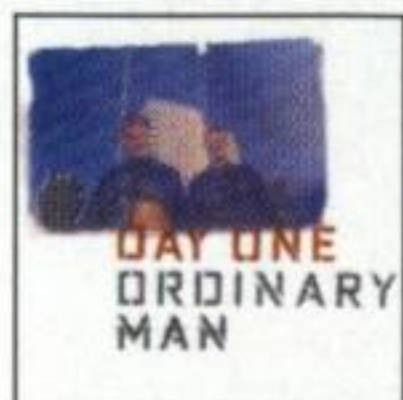
■ **Day One: transforming the everyday into the humdrum.**



DAY ONE

Ordinary Man

■ Label: **Melankolic/Virgin**



■ As you would expect from a Bristol band signed to Massive Attack's label, Day One

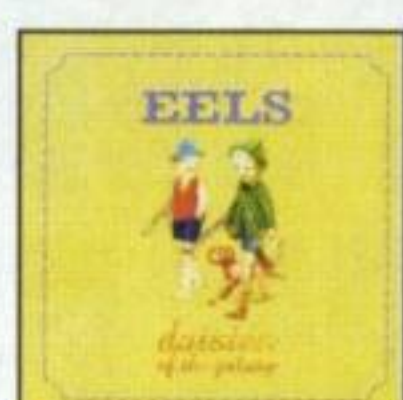
are fully conversant with the ways of the trip and the hop but find a new method of energising the much-maligned genre. The duo's charming lo-fi grooves have more in common with the scratchy folk offerings of Badly Drawn Boy or *Mutations*-mode Beck than their illustrious patrons.

Sadly, the endearing acoustic grooves and scuffed up loops of the music aren't matched by the vocals of wannabe urban prophet Phelim. In striving to present a portrait of the ordinary world as he sees it, he makes the mistake of writing some very ordinary lyrics – your visit to the dole office may be "real", but nobody wants to hear a song about it. Phelim can't rap and he most definitely can't sing, opting for a passionless drawl somewhere between the two. Day One have produced a promising debut, but next time they should travel further than their local for inspiration. ★★★

EELS

Daisies Of The Galaxy

■ Label: **Dreamworks**



■ It has been a few years since "Novocaine For The Soul" and "Susan's House" troubled the

charts and in the meantime everyone has been doing their best to ignore Eels and their irritating brand of specky indie rock. The band's last album attempted to broach some deep subjects through heavy use of irony, but a collision of such smugness made it pretty much unbearable listening. For *Daisies Of The Galaxy*, the themes are lighter but the often juvenile smugness remains: "It's all right if you act like a turd, 'cos I like birds" ("I Like Birds").

This is a shame, because Eels are capable of penning a decent psychedelic pop tune when they feel like it. Both "Jeannie's Diary" and "Selective Memory" are superb, but they seem to take pleasure in shooting themselves spectacularly in the foot – the one song on the album which feels truly heartfelt labours under the unnecessary title of "It's A Motherfucker". Lovely ★★★

LAMBCHOP

Nixon

■ Label: **City Slang**



■ Before you run screaming from what is unashamedly a country and western album,

listen up. Lambchop may hail from Nashville, Tennessee, but in no way do they advocate line-dancing or Garth Brooks and nor is their album title a redneck reappraisal of America's most crooked president. This is country music at its most tender and graceful, marinated in a rich Southern soul and gospel sauce.

The medium tempo of most tracks will sadly preclude the possibility of hit singles or wider radio exposure, but the depth of sound created by Lambchop's 18-piece ensemble demands to be heard. The songs are anchored by the weighty, worldly vocals of Kurt Wagner (floor-layer by day), a man who can conjure poetry from mundane events such as his dogs wrestling over a bone in the backyard or kids breaking toys in the street; Day One's Phelim could certainly learn a thing or two. *Nixon* is an unusual but immediately rewarding album well worth seeking out – so long as you can bear anyone spotting you rooting through the country and western section. ★★★★★



KELIS

Kaleidoscope

■ Label: **Virgin**

■ If the rumours

are true, and TLC are poised to split up amid ugly scenes of public slanging matches and arson charges, disappointed fans of the classy R&B laydeez should find some sort of solace in the emergence of Kelis.

A precocious 19-year-old from Harlem, she's got a powerful soul voice which doesn't feel the need to scale the octaves like a distressed seal, she raps with the attitude of Missy Elliot, and – judging by her lurid make-up and shocking orange fem-afro – she possesses the kind of maverick fashion sense which will propel her into the spangled ranks of MTV's most wanted.

The music, produced by fast-rising studio team The Neptunes, is superb throughout. Tough hip-hop beats provide the bedrock, but the songs are fresh and melodic, packed with twists and quirks which Kelis gleefully wraps her lips around. A quick blast of viciously brilliant single "Caught Out There" (shouted chorus: "I hate you so much right now") and "No Scrubs" will soon sound like a polite invitation to dinner in comparison. Kelis – a name to keep your eye on. ★★★★★

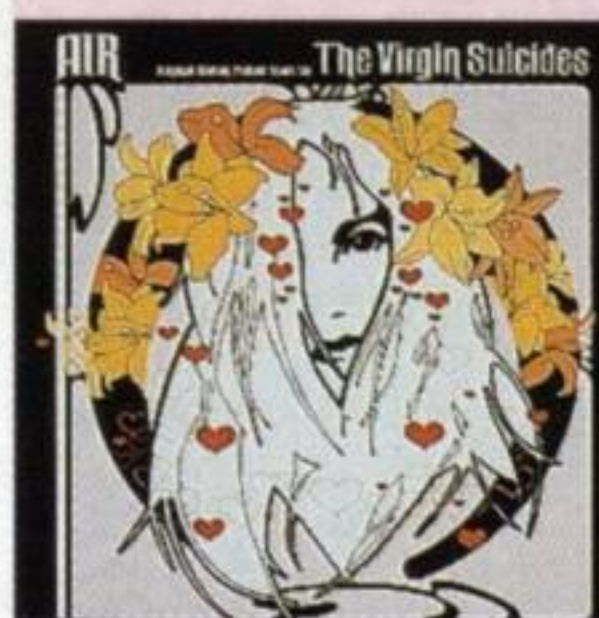
Album of the month



■ **The gentrification of Sesame Street continued apace.**

AIR

Filmic French fancies.



Album info

■ **Air**
■ **The Virgin Suicides (Soundtrack)**
■ Label: **Source/Virgin**

soundtrack from Air.

While the tunes only sporadically scrape the rarefied heights of *Moon Safari*, they make for a superb suite of atmospheric music in themselves; it's certainly a far more satisfying listening experience than the incoherent compilations which usually pass for soundtrack albums.

The film concerns a coven of eternally grounded teenage sisters who eventually commit joint suicide. The playful electro romps of "Sexy Boy" or "Kelly Watch The Stars" would hardly be appropriate, so instead Air have made contact with their dark side. The contrast is obvious, but anyone familiar with Air's early recordings (collected on *Premiers Symptomes*) won't be too shocked. The series of interweaving instrumentals evoke both the '70s (the era in which the film is set) and the gothic cinema of the '30s from which the film takes its influence, but still manage to sound startlingly modern.

The only vocal number is sung by the intriguingly named Gordon Tracks. "Playground Love" ranks with anything on *Moon Safari*, but in keeping with the mood it's an eerie, haunting performance. A common trick of vacuous musicians is to release an album of bland instrumentals and ask you to think of it as a soundtrack. Air have written an actual soundtrack to a rather fine film, and it's the best thing released this month. If their "proper" new album, set for release in October, is better than this, it will be magnificent. ★★★★★ **Sam Richards**

Millennium jukebox

Making office life bearable during the January comedown.

I'M A GOOD WOMAN

Various Divas

"Funk classics from sassy soul sisters" boasts the cover. It does exactly what it says on the tin. Smooth, and just a little bit feisty.

MARK MORRISON

Return Of The Mack

The incidents with the stun gun, the handcuffs and the guy out of Another Level can only make him stronger. Go Mark!

VAN MORRISON

TB Sheets

Mark's big, bad Irish

brother in the best example of sniffing ever captured on a pop record, courtesy of the *Bringing Out The Dead* soundtrack.

BURNT FRIEDMAN & THE NU DUB PLAYERS

Just Landed

Loose, wobbling, unstable dub music from Berlin via New Zealand attempts to re-earth *Arcade's* speakers.

MACY GRAY

On How Life Is

The Marge Simpson of soul makes a welcome

reappearance on the *Arcade* stereo.

LUPINE HOWL

Vaporizer

The geezers who got sacked from Spiritualized fight back with a groove rock frisbee that lands not a million miles away from Primal Scream's superb *Exterminator* LP.

ALL SAINTS

Pure Shores

OK, so *Arcade* has been celebrating the fact that the girls are back and all over the telly. Woof.

■ Wingo hated the nickname "FA Cup".



WINGO 2 MP3 GHETTOBLASTER

The combined solution to all things MP3.

As the MP3 revolution continues unabated the time has come to look at a player with a difference: the Wingo 2 ghetto blaster from Samsung.

If you aren't yet be up to speed on the format, a quick recap: MP3 is a file format for music, a way of shrinking music files on your computer so they take up something like one tenth of the space and can therefore more easily be moved around over the Internet. As a result the Web is now stacked full of sites carrying all kinds of music in MP3 form – and once you've downloaded that music, all you need is an MP3 player – either a portable

Walkman-like affair or something more substantial – and it's free tune time.

Enter the Wingo 2. This portable solution comprises a ghetto blaster-style main unit and a detachable personal MP3 player which slots in the top. You can record straight from CD to MP3 without going anywhere near a computer, as well as linking the Wingo 2 to a PC to transfer tracks you've downloaded from the Net. What's more, the Wingo 2 is a fully-functioning regular 'blaster in its own right, featuring a cassette deck, AM/FM tuner and of course CD player. Weighing just 4.5kg, it's definitely the coolest beatbox to be seen with this spring. ★★★★★

Game info

- Price: £tbc
- Available from: Samsung on 0208 391 0168
- Release date: Spring 2000

Alarm clock info

- Price: £25
- Available from: The Gadget Shop on 0800 783 8343
- Release date: on sale now



■ 4:35 – a great time to wake.

SIMPSONS ALARM CLOCK

Wake up to a singing can of beer.

Not a lot you can say about this one, really. Presumably everyone's familiar with the concept of an alarm clock? It's a clock with an alarm. You know, it's that thing that makes the horrible beeping noise that wakes you up in time for school/work/Richard 'n' Judy every morning.

Wouldn't it be nicer to be roused by the theme tune of everyone's favourite cartoon show? For that's exactly what this particular alarm clock – cunningly disguised as a mouthwatering can of Homer and Barney's favourite tippie – does. At the appointed hour, the doors at the bottom swing back to reveal Homer sat on the world's most famous couch, remote in hand, while the clock blares out the Simpsons theme.

It's not the most hi-tech of gadgets in the world, and it has to be said it does feel particularly plasticky given that they're asking £25 for it. But for the Simpsons fan in your life, it's perfect. All together now: doo, doo-do do do do doo-doo do do do. ★★★★★

Ripper info

- Price: \$40 (£25)
- Available from: Spin Master Toys on 001 416 364 6002
- Release date: on sale now

■ Just give it 35 strokes and the Ripper shoots off. A boy's toy.

ROAD RIPPER

An air-powered small-scale speedfreak.

No man alive has ever grown out of remote controlled cars – fact. Go down the House of Lords with a couple of RC dragsters and within minutes the entire assembly of Worshipful Lordships will be trying to get 'em to do wheelies in the back car park.

There's something about being a big man in charge of a tiny car that obviously appeals to some deep-seated bloke instinct.

And here's a remote controlled car with a difference: it's powered purely by hot air (just like the House of Lords, in fact). You pump the supplied, er, pump 35 times to compress enough air to propel the thing, step on the foot pedal to release

it from the start gate and watch it burn off at scale speeds of up to 200 mph. You don't have to worry about batteries running low or your antenna breaking: that's all there is to it.

Except everything's not quite as groovy as it seems. For a start, the Road Ripper isn't remote controlled at all, in that there's no remote with which to control it. It's a simple matter of

starting it up, watching it whizz across open space and then going and picking it up, which does get kind of tiresome. What's more, pumping the thing up takes considerably longer than the few seconds it actually runs for, and a "scale speed" of 200 mph translates to a real-life speed of just 10 mph. Full marks for novelty value then, but not a lot for achievement. ★



SHARP SHOOTERS

Clever cameras using that there Advanced Photographic System are the future of snapping, according to Russell Deeks of *T3* magazine. Looks like the time has come to have a look at some.

FOTONEX TIARA

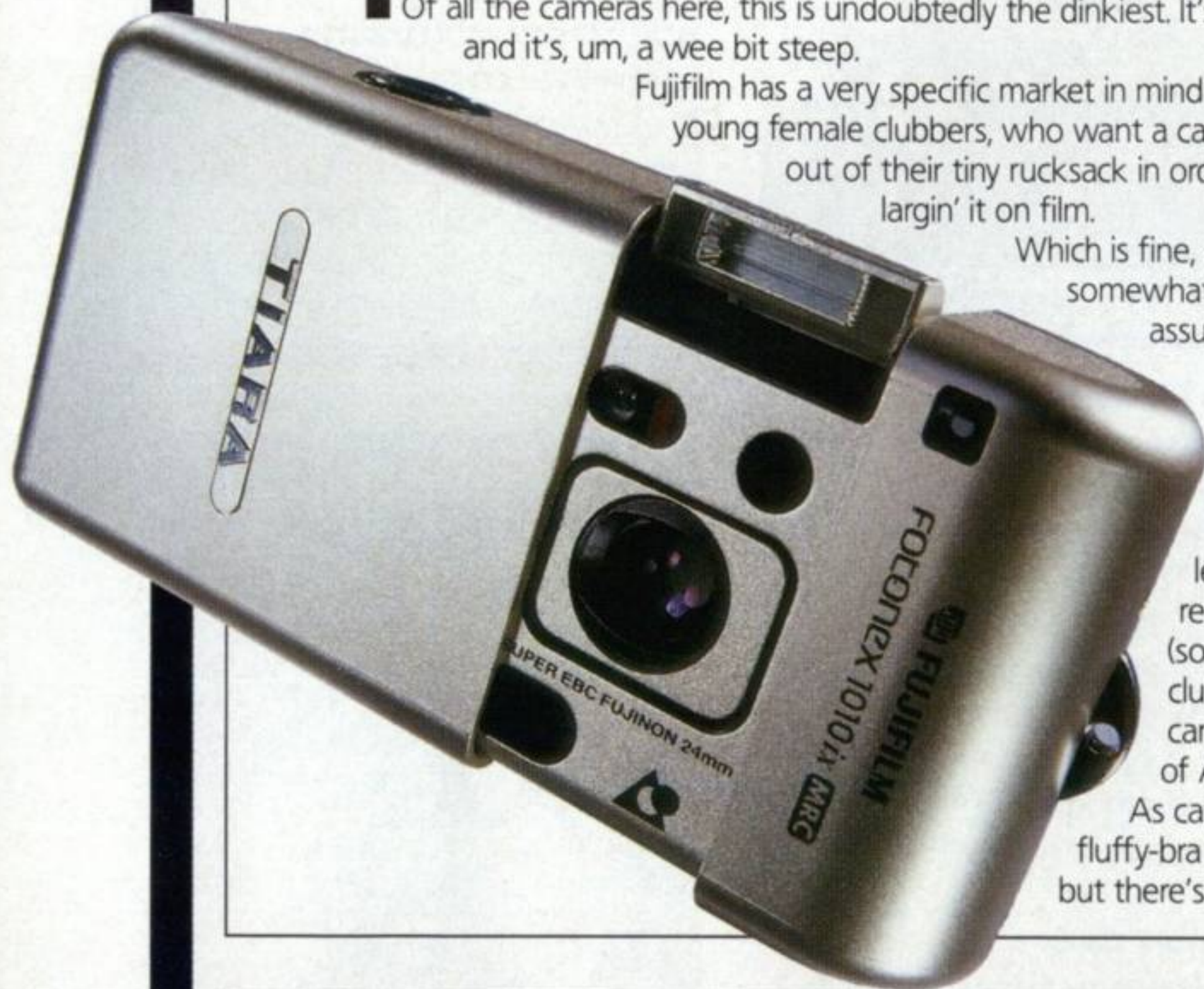
- Price: **£130**
- Available from: **Fujifilm on 0171 586 5900**
- Web: **www.fujifilm.co.uk**
- Release date: **on sale now**

Of all the cameras here, this is undoubtedly the dinkiest. It's small, it's silver, it's svelte, and it's, um, a wee bit steep.

Fujifilm has a very specific market in mind here: the Tiara is aimed at young female clubbers, who want a camera they can easily whip out of their tiny rucksack in order to capture their mates largin' it on film.

Which is fine, although Fuji seems, in a somewhat sexist fashion, to be assuming that girls aren't capable of operating a camera properly. Because while the Tiara is most definitely very coo-some, it does lack features. There's no zoom lens for a start, no red-eye reduction flash mode (something of a necessity in club-type scenarios) and you can't change film mid-roll (one of APS's strongest selling points).

As cameras go, then, it's a bit of a fluffy-bra podium dolly: looks great, but there's not a lot of substance. ★★★



ADVANTIX C700

- Price: **£130**
- Available from: **Kodak on 01442 261122**
- Web: **www.kodak.co.uk**
- Release date: **on sale now**

For the same amount of money as the Tiara, you could lay your hands on this practical little model from Kodak's acclaimed Advantix range instead.

More of a "proper" camera than a clubber's toy, the C700 comes packed with a whole range of features, such as auto-fill flash and multi-spot auto focus – don't worry if the words don't mean much to you, just take it as read that this means you'll get better pictures. There's a date, time and labelling feature, so you can make your pictures say "2:15pm, 23/02/00, Honeymoon" on the back should you so wish. Just to follow that thought up, there's a self-timer for taking your own picture, and a 2.7x zoom lens.

All in, it's much better value than the Tiara – but on the downside, there's still no red-eye reduction and no mid-roll change, and it isn't much of a looker, either. ★★★



NEXIA 3100 IXZ

- Price: **£170**
- Available from: **Fujifilm on 0171 586 5900**
- Web: **www.fujifilm.co.uk**
- Release date: **on sale now**

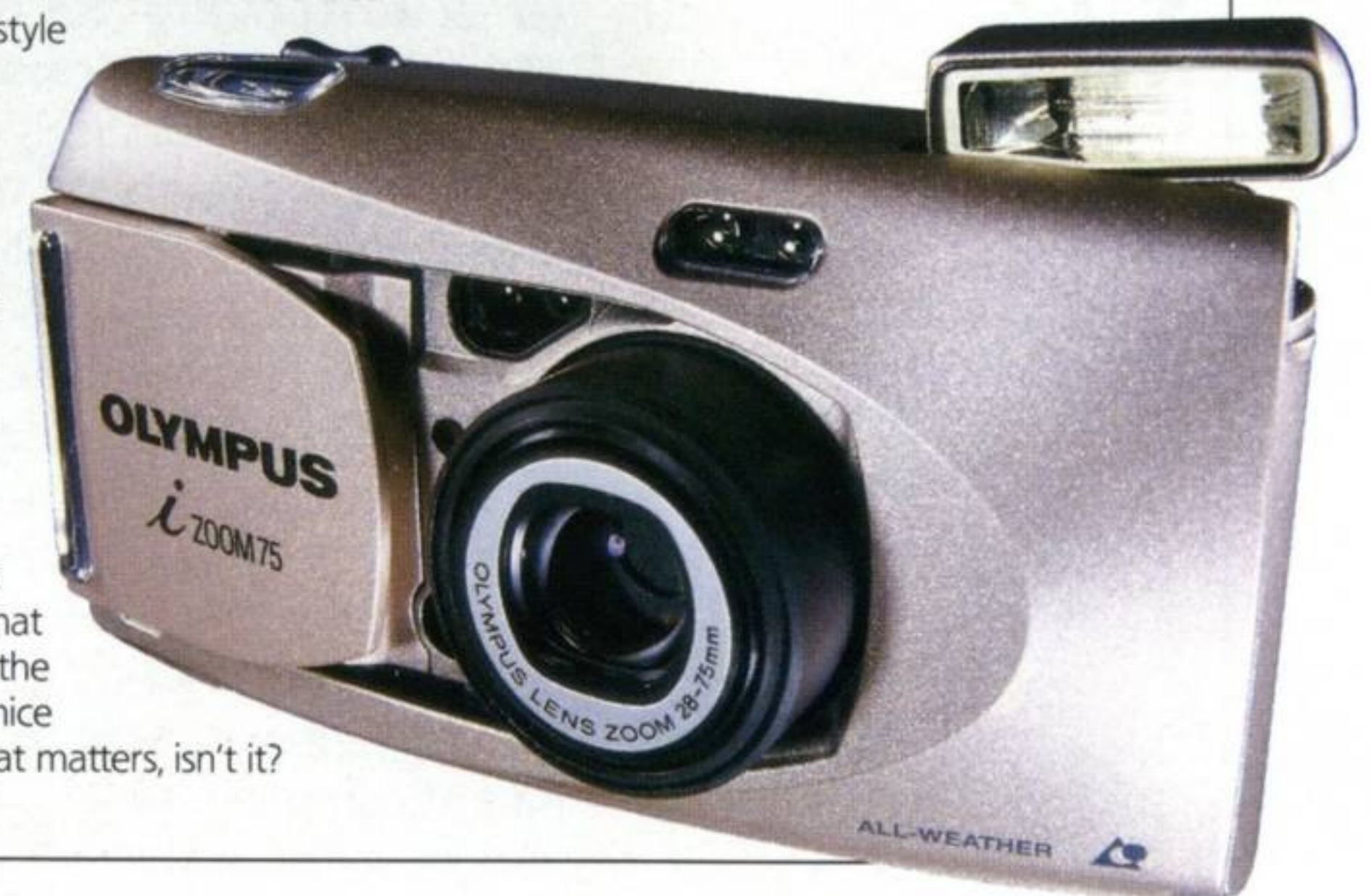
Moving up in price a little now, and it does appear that in the world of APS cameras, you get what you pay for. Just £40 more than you'd spend on either of the two budget snappers above gets you another Fujifilm camera that's got a whole lot more to offer than the Tiara. There's a powerful (for an APS camera) 3x zoom, date and time marking, infra-red auto focus and red-eye reduction on the flash, making the Nexia a considerably better bet for you if you soon become disgruntled with a camera that doesn't enable you to improve the quality of your snaps. It lacks the Tiara's sexy slimline styling, admittedly, but it does come in a particularly nice case, so all is not lost. Oh, and this time you can change films mid-roll. ★★★★★



IZOOM 75

- Price: **£200**
- Available from: **Olympus on 0171 253 0513**
- Web: **www.olympus.co.uk**
- Release date: **on sale now**

Another price hike, as the two-ton mark is reached with this Olympus offering. Again, it's worth spending the few extra pounds for what you get. What you get, specifically, being a neat and compact little APS from one of the world's best camera manufacturers. The iZoom offers a nice compromise between style and functionality: it's small and sleek, yet packs in loads of nifty features such as a whole variety of flash and focus modes, date and time marking and a self-timer for those moody self-portraits. The name would lead you to expect a zoom lens, and you'd be right – but one grumble is that it's only a 2.7x job. Still, the iZoom does take very nice pictures, and that's what matters, isn't it? ★★★★★



Our choice




NUVIS S

- Price: **£230**
- Available from: **Nikon on 0800 230220**
- Web: **www.Nikon.com**
- Release date: **on sale now**

Nikon, of course, is one of the names in photography, so you'd expect its APS offering to be a bit special. Thankfully, there's nothing about the Nuvis S that disappoints. It's far from being the cheapest camera here, but it's also far and away the best. The features aren't actually that different from the rest – you get a multi-function flash, mid-roll film change, date and time marking, self-timer, 3x zoom lens, yada yada yada – it's just that the Nuvis S manages to cram in everything you'll find on any of the others, look really cool, feel nicely substantial in your hands and take particularly good pictures. A winner, then – and if £230 is a bit much for your pocket, have a look at Nikon's £140 Nuvis 300 instead. ★★★★★

Director online



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NewsAskeW Poll
WHAT ARE YOU DOING ON NEW YEAR'S EVE?

- GOING OUT
- STAYING IN
- WORKING (BECAUSE OF Y2K)
- WORKING (NOT Y2K RELATED)
- NOT SURE YET

Vote!

View Results

News AskeW

Latest News:
December 1999
November 1999
October 1999
September 1999
August 1999
July 1999
June 1999
May 1999
April 1999
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GO SEE DOGMA - NOW PLAYING NATIONWIDE IN NORTH AMERICA!

January 3, 2000 - Y2K Starts, Peanuts Ends, High Times Piece, Starz, NewsBites

* Hey!!! Wow, here we are in a brand new millennium. Feels pretty much the same to us. It'll be nice to never hafta hear the phrase Y2K again.

NewsAskeW Countdowns

| DATE | SCHEDULED EVENT | DAYS LEFT | LINK |
|----------|---|-----------|------------------------------|
| 02.07.00 | Oriskany: The Animated Series Debuts On AEC | 34 | more info... |
| 02.22.00 | Tall Lights Radio Released On Video And D/D | 49 | more info... |
| 04.15.00 | Dogma Released On VHS & D/D!!! | 86 | more info... |
| 04.25.00 | "A Better Place" Released On D/D!!! | 112 | more info... |

DOGMA
RUMOR CONTROL
(Last updated: 12-14-99)

* I check News AskeW every morning BEFORE I check View Askew. I do not read all the stuff on the board but I know I won't miss anything important because it will be at News AskeW! - Gramp

Wonder what Jay and Silent Bob have in their stash this week...

The match box

Gets on board

Thrasher

What happens when you offer Rockstar Games' skateboarding title up to the whims of cyberspace?

Representative John Thrasher
<http://www.leg.state.fl.us/house/members/h19.html>
No skateboarding here. Republican John Thrasher doesn't look the sort to stand for any scruffy hoodlums ruining the calm of his Florida constituency.

Thrasher Qawwal
<http://www.thrasherquawwal.com>
Qawwali is the popularised singing of ghazals, from ancient Persia. Punk/ska musician Larry Thrasher has taken the sound and made it relevant to the modern day. Bet they're overjoyed.

Hairy transport: the fabled Moto Guzzi Thrasher.



E, P & F's Thrasher homepage
<http://www.epfgruzzi.com/thrasher.htm>
This Thrasher is a mid-'70s Moto Guzzi motorbike. A heavily bearded man has decided to: "Keep what's beautiful, throw out what's ugly and build what's left into something that's totally unique and satisfying to ride."

Thrasher 4x4
<http://www.thrasher4x4.com>
Big truck action from Connecticut courtesy of one Patrick Summa. He won the 1991 US Hot Rod event in Toronto and in '98 moved the engine to the rear of Thrasher. Crafty.

Sally Thrasher: Gay Snowboarders
<http://www.sallythrasher.org>
Have a shuftly at shots from the Sally Thrasher trip to St Moritz in '98, which looks darling, and shoot the breeze with fellow gay snowboarders. Priceless

CD-ROM of the month

Are we dressing for the ladies sir? Ooh!

THE FAST SHOW

- Publisher: **BBC Multimedia**
- Developer: **BBC Multimedia**
- Price: **£30**
- Release date: **on sale now**
- Requires: **P133, 16Mb RAM**

There you are young sir. Started shaving yet or does the dog just lick it off in the morning? Ooh, suits you. It can only be Ken and Kenneth, mincing round the tailor's, but now you can thrust your own inside leg into the proceedings as *The Fast*

Rockstar Games
<http://www.rockstargames.com>
Rockstar Games' site. The *Thrasher: Skate and Destroy* page is less than exciting, but there's the thermometer of cool to turn to: Phil Collins and "Dancing On The Ceiling"-era Lionel Richie get the thumbs up, Mick Jagger and Commodores-style Lionel Richie are left languishing in the dirt. All's as it should be.



Show goes interactive. Frolic in the shop with a game of "dress the dummy" while goaded on by the UK's favourite shop boys. Things hot up even more when haute cuisine arrives on the menu in the shape of cheese and, yes, peas. The "Appease the Squeazy Cheezy Peaz" spectacular is a gourmet version of *Space Invaders* - your mission is to save the world from mam's bland foodstuffs. For heat of scorchio proportions, you'll have to sidestep to the Channel 9 Ton Big Show, Quizzico Bonanazo. You can play this as a single or two-player game, challenging fellow comedy heads in *The Fast Show* knowhow. Then sit back and get very, very drunk with Rowley Birkin's Video Chestnuts. There are clips from all the series - just choose from Vintage, Oaked or Young casks. So, if you fancy sinking into a warm vat of catchphrases, then this is for you, even if the gameplay is diametrically opposed to the cutting edge and the video sync leaves a little to be desired. ★★

SLACKER SUPREMO AT HOME ON THE WEB

Submerge yourself in Kevin Smith at a site devoted to the slanted and enchanted US indie cinema hero.

Angry Americans and fallen angels: it's all here.

Download clips from classics like Clerks.

Americans are different. It could be those wide open spaces, easy access to firearms, or the whole Las Vegas "fun" thing, but for some reason their critical faculties can go askew. Take *Dogma*, the latest film from Kevin Smith, writer/director of the fabulous *Clerks* and the almost-good relationship flick *Chasing Amy*.

Destined to be quickly forgotten by mainstream cinema goers, *Dogma* managed to garner much-needed publicity after attacks from Catholics angry at the representation of the church, especially the bawdy angels (Matt Damon and Ben Affleck) and mute, female God (Alanis Morissette).

Anyone that would balk at the prospect of a mute Morissette clearly has issues, and for an insight into the minds of these folk take a look at the official Web site of Kevin Smith's production company, View Askew (<http://www.viewaskew.com>). The majority of the letters posted here were sent to *Dogma* maker Miramax and its parent company Disney. Among the gems is this: "The ancient saints of the Old Testament must mourn for the evil you do... PS. You have placed a curse upon your head and business." Although it is only a small part of this huge site, this is the funniest thing on offer. For more laughs you have to go to the movie and sound clips from the films. Of the rest there's a bias towards *Dogma* with news, reviews and a very funny out-take from the film involving a man, a woman, a door and a dog's arse.

If you prefer the lo-fi fun of *Clerks* there are loads of clips and sounds-bites ("37. My girlfriend's sucked 37 dicks." "In a row?"), some of which were cut from the final film. You can also check out a couple of different endings where Dante, the hapless till jockey at the centre of the film, gets shot in a hold-up. So, whether it's reliving that "finger cuffs" moment, leafing through the deranged rantings of joke-missers or just catching up with the latest Smith news, View Askew is well worth a visit.

Next month

PLAYSTATION

2

Arcade's got one! Right here in the office! It's being plugged into the TV now! Want to know how good this baby really is? See you next month...



Arcade

Plus! £100 money off game vouchers
DO NOT buy another game until you've bagged next month's issue.

Arcade 17 on sale Tuesday 29 February

Contents subject to change

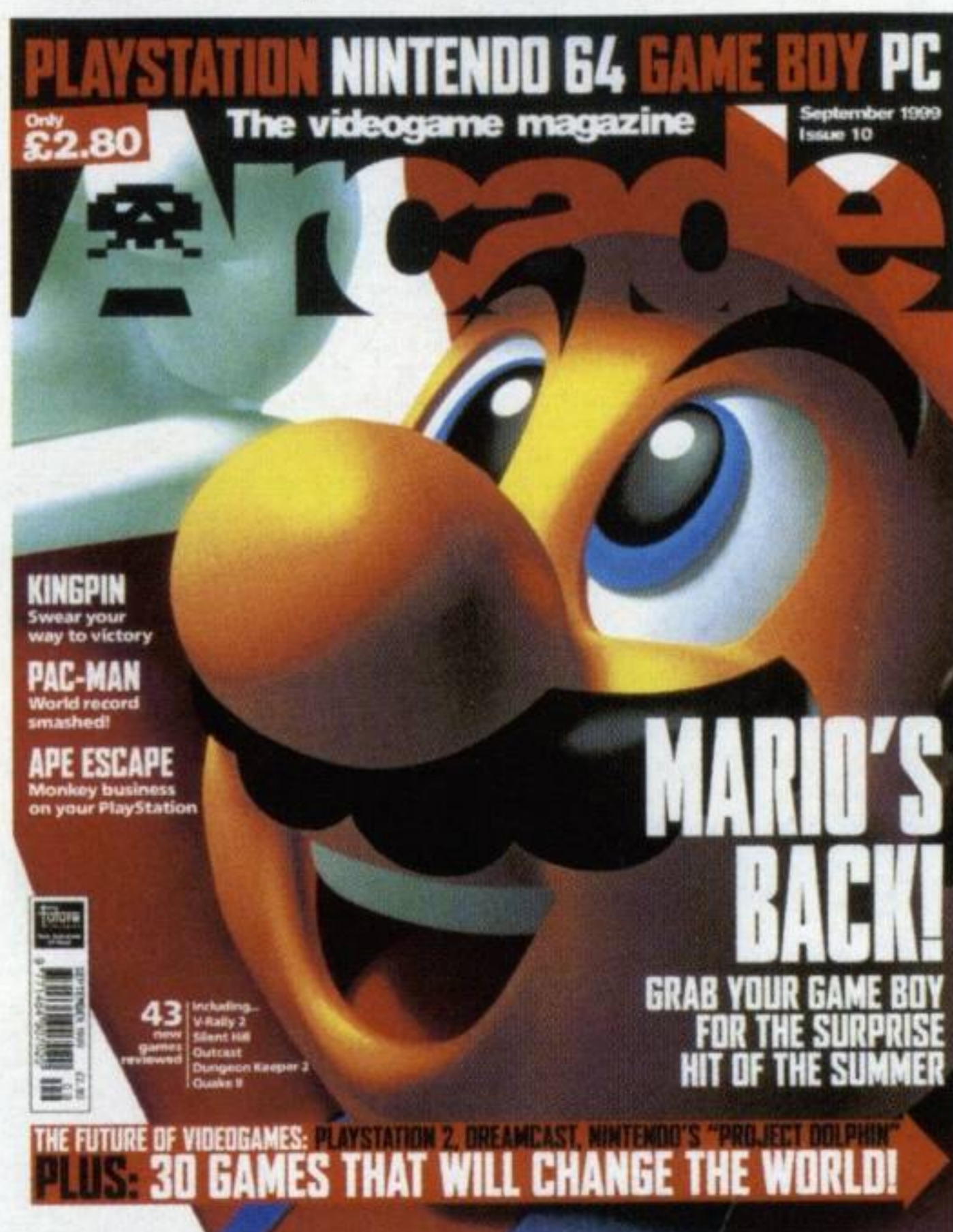
February | 2000 | **Arcade** | 113

Arcade

Back issues

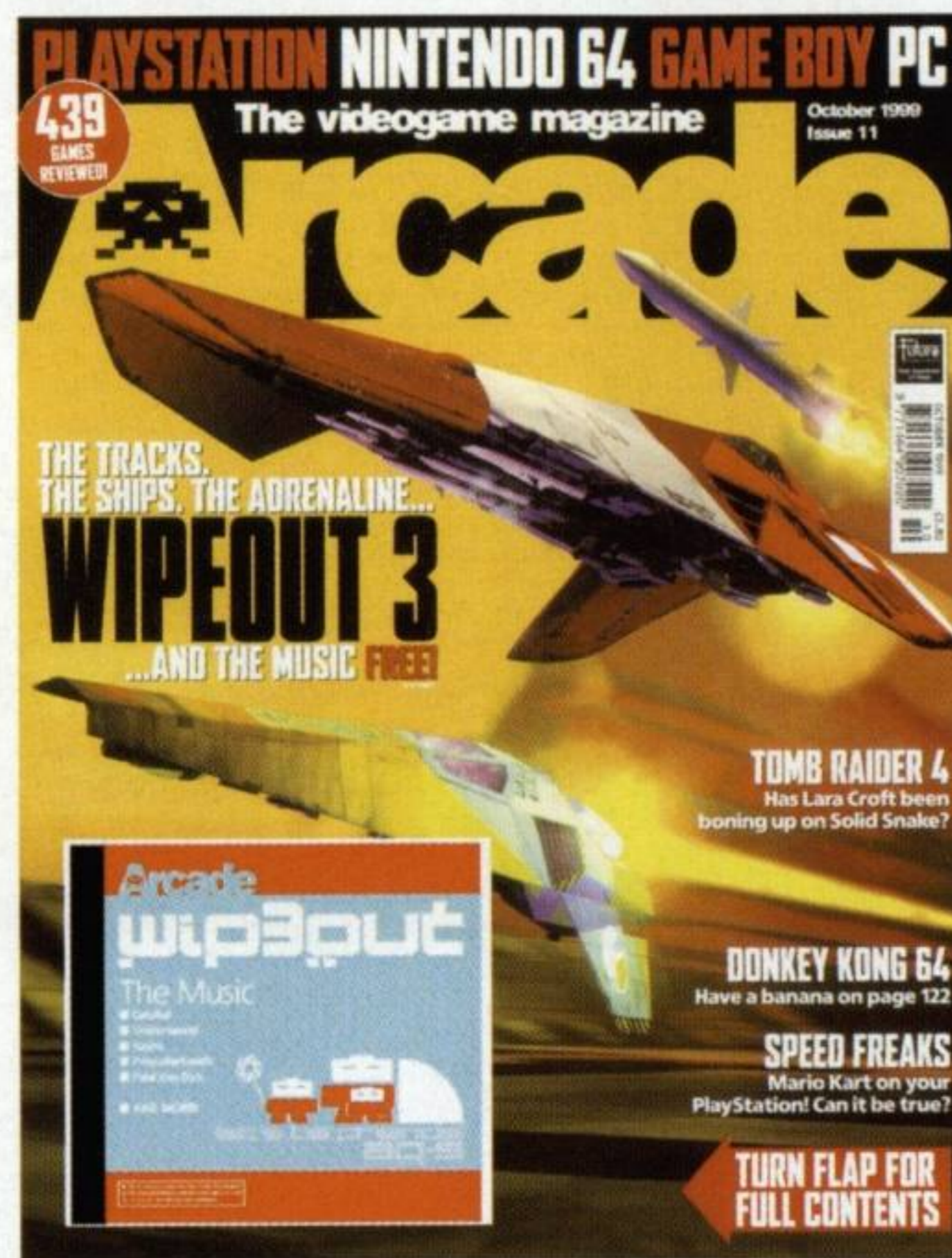
As they say, it is better to have loved and lost than never to have loved at all. The same thing goes for Arcade, but if you let an issue slip through your fingers, it isn't game over.

Issue 10 September



■ Future of Gaming special, Game Boys in the park and Roger Mellie on rude words in *Kingpin*.

Issue 11 October



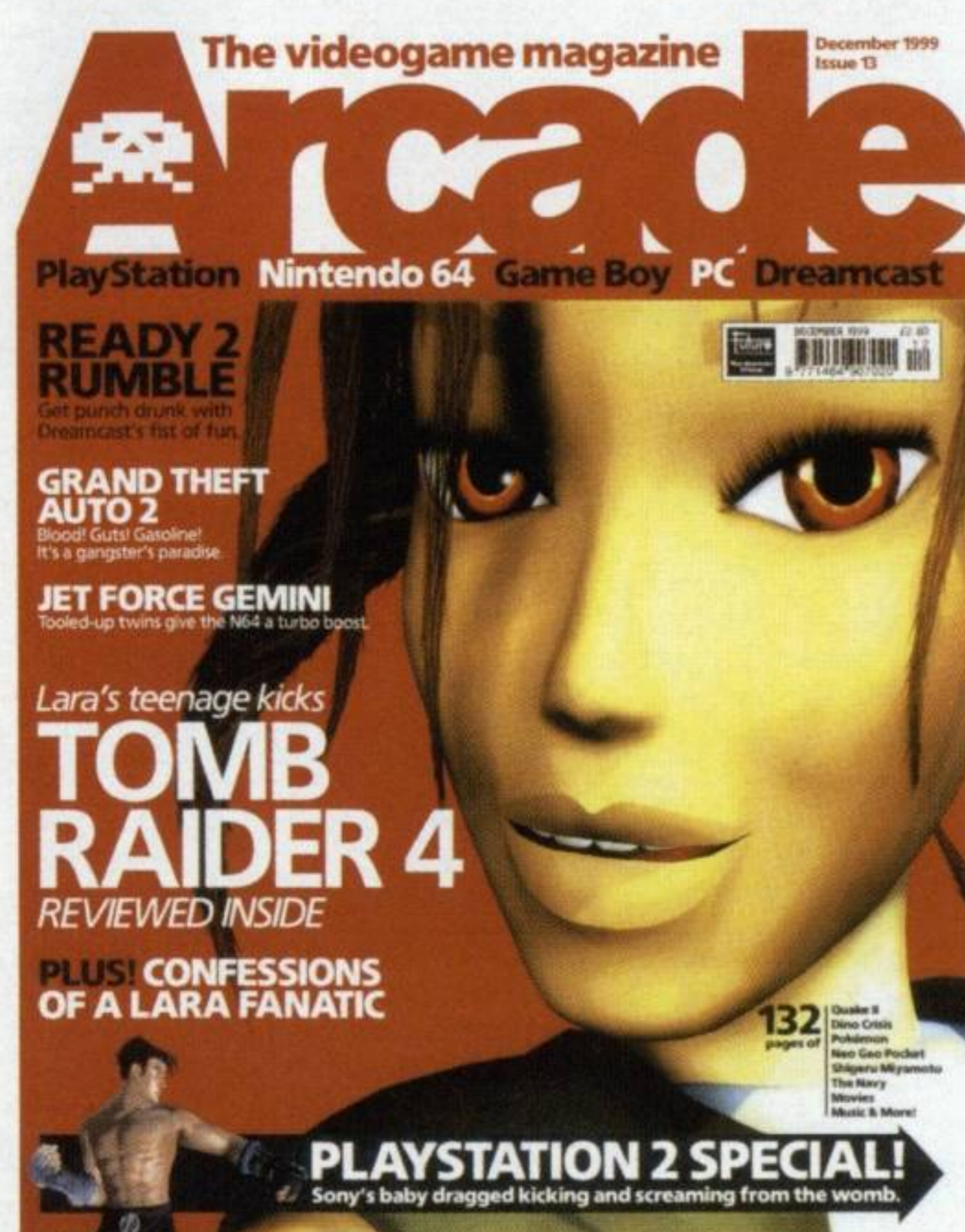
■ Free *Wipeout 3* music CD, the BITS girls and The Great Football Game Debate continues.

Issue 12 November



■ Sega's new system sussed out, clued-up kids and a look at the Christmas games deluge.

Issue 13 December



■ *Tomb Raider 4* reviewed, war sims get real and PlayStation2 is revealed in all its glory.

Issue 14 Xmas



■ *Soul Calibur* sorted, Swiss Toni talks totty, Santa spills his sack and the gorilla returns.

Issue 15 January



■ The biggest games of 2000, England in Euro 2000 and a videogaming trip to The Big Apple.

A Back issues

If you fancy getting hold of a back issue, all you need to do is tick the relevant box on this coupon and fill out the details. Make sure you've remembered to put the wedge and the coupon in the envelope, and send the whole lot to: **Arcade Back Issues, Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR.** Overseas readers should send the form to: **Future Publishing Ltd, Cary Court, Somerton, Somerset, England TA11 6TB.** However, if you long for human contact, call the hotline on 01458 271126.

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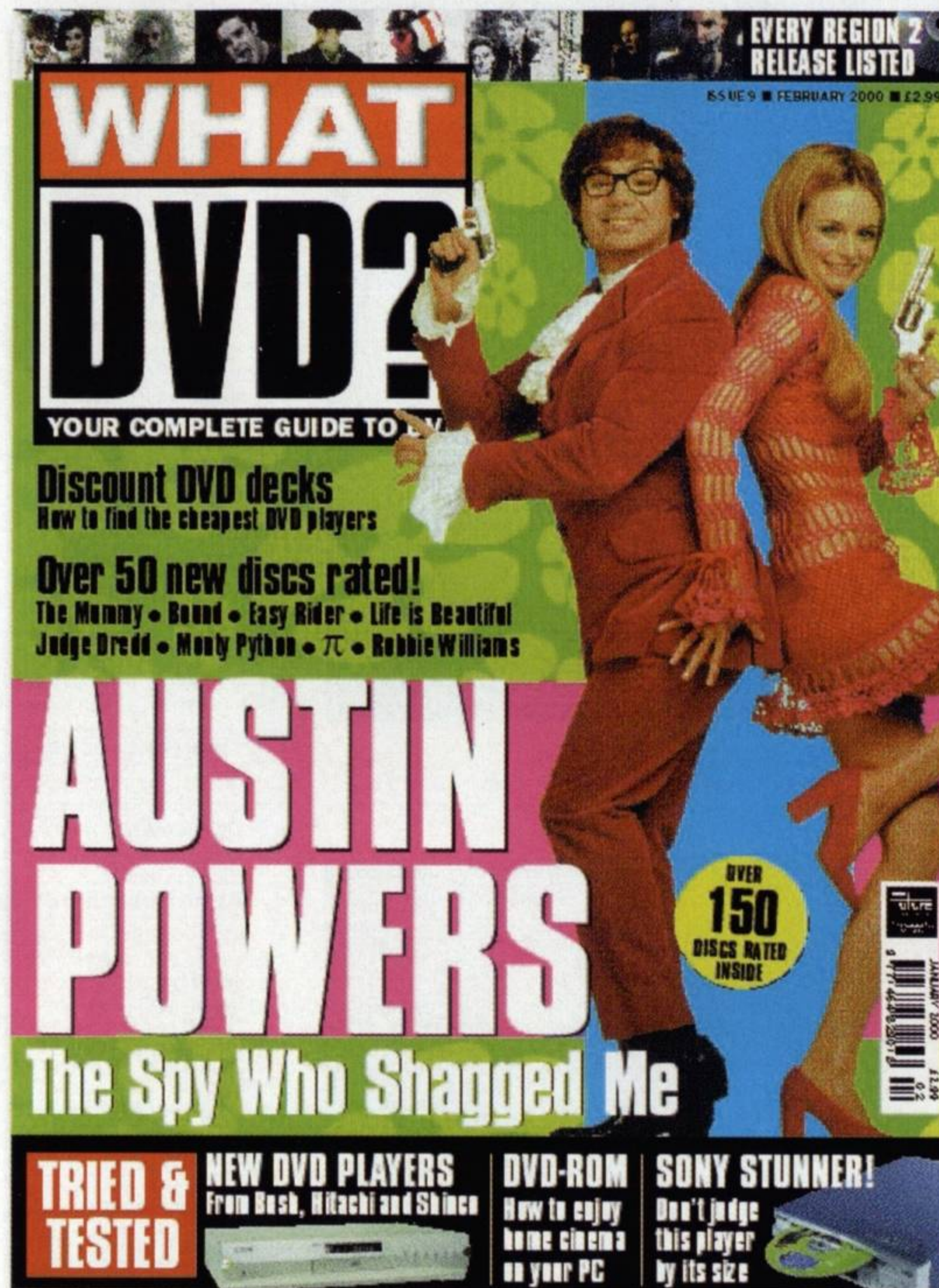
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WHAT DVD? ISSUE 9 ON SALE 24th FEB



Austin Powers

gets into the groove on DVD with a psychedelic, shagadelic feature-packed disc.

Save Big Bucks

We track down the best deals on home cinema kit.

Easy Rider

The cult classic goes digital

Tried & tested

New DVD players from Hitachi, Bush, Sony, and Shinco.

Plus

- The Mummy, Arlington Road, Robbie Williams, *Life Of Brian* on Region 1, and more than 150 DVDs reviewed and rated
- All the top discs revealed in the *What DVD?* Top 100
- Every Region 2 release listed

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The A-List

Arcade's Top 20 PlayStation games

■ Play the best of the best... er, of the best, with Arcade's perfectly honed collection of grey-console classics.



1 Metal Gear Solid

■ Sneaker ■ Konami ■ £40

Infiltrate a shadowy enemy installation *Metal Gear Solid* is brilliant – sneak around and avoid detection rather than blasting everything in sight. Despite the end screen coming around after only a few hours, you'll adore every single minute of play. ★★★★★

2 Quake 2

■ Shooter ■ Activision ■ £40

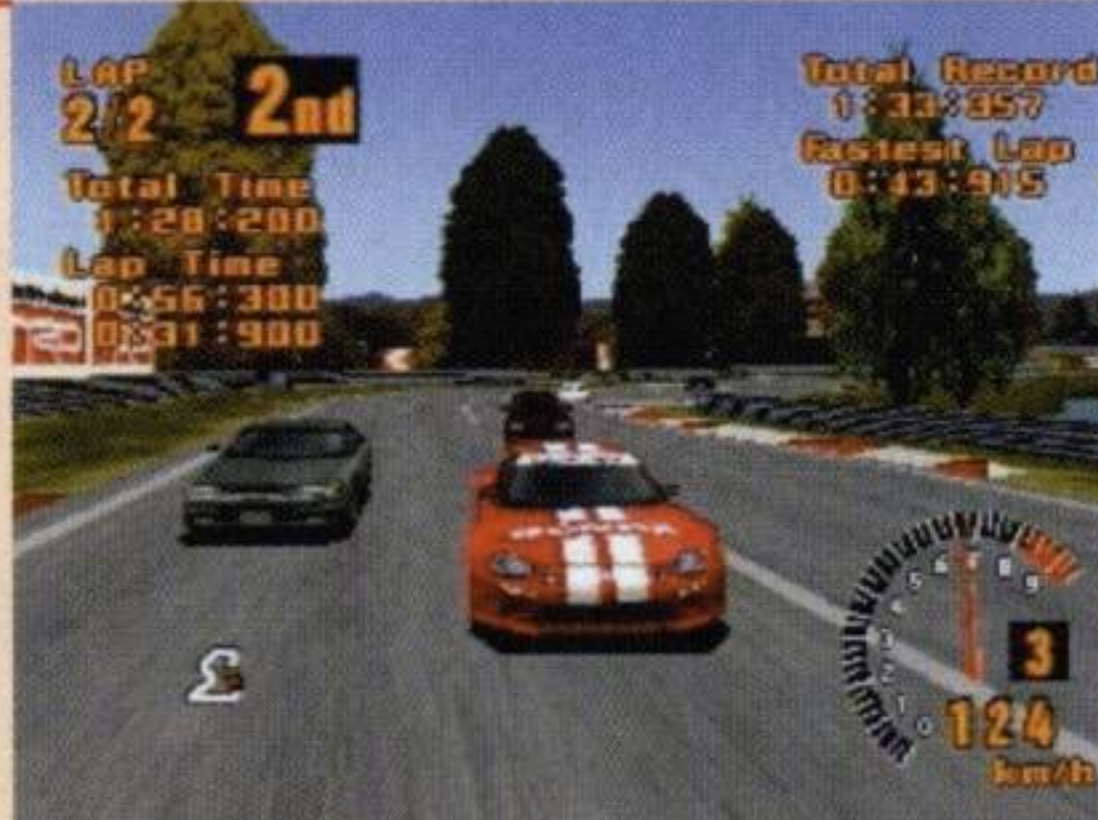
Magnificently violent first-person shooter A PlayStation conversion of id's classic shouldn't have been possible, but Hammerhead has pulled it off – big style. The one player game is immersing and scary while the multi-player options are unsurpassed. Gaming heaven in hell. ★★★★★



3 Gran Turismo

■ Racer ■ SCE ■ £20

Probably the best racer in the world Take one measure of outrageously good graphics, another of near-perfect handling, a couple of pinches of immediacy of play and limitless levels of depth, and you've got an unmissable pleasure pie. Ridiculously realistic, replays you'll want to watch annoyingly often – it's like taking all your favourite cars for a test drive! Another PlayStation classic that defined a genre. ★★★★★



4 Tekken 3

■ Fighter ■ Namco ■ £20

Adept slapping Major improvement to the prequels in almost every way: graphically flawless and the new moves add something for both newcomers and veterans alike. A wide variety of sub-games, bonuses and hidden characters, as well as a frightening difficulty level, means there's so much to do that it's almost the *Mario* of fighting games. But without the cute stuff, obviously. ★★★★★



5 ISS Pro '98

■ Sports ■ Konami ■ £40

Frighteningly addictive footy sim Certainly the best football game on PlayStation and arguably on any system. With silky play, perfect motion-capture, scores of teams, comedy player names and the most intuitive control system this side of a light switch; you'll lose years and a few friends the second you first switch it on – which is what quality gaming is all about, surely. ★★★★★



6 Tomb Raider

■ Adventure ■ Eidos ■ £20

Baps entertainment The original and, now that it's a Platinum-tastic £20, still the best of Lara's tomb ransacking antics. The second outing didn't add enough to the franchise, the third game smelt slightly of a rush job and the fourth, while ace, is just too damn pricey compared to this. Lovely. ★★★★★



7 Resident Evil 2

■ Horror Adventure ■ Capcom ■ £35

Sequel to the original gore-fest The ability to control two characters is gimmicky, and the puzzles are similar to the first incarnation, but *RE2* is better than the original in all other respects. It will scare your skin off – a polished and very creepy package. ★★★★★



8 Driver

■ Racer ■ GT Interactive ■ £40

Stunning-looking '70s car-chase sim Rocket through real American cities, evading the Filth and causing upset for pedestrians. The missions don't vary much, but as a driving 'toy', *Driver's* unbeaten. Smashing through piles of boxes is thrilling, and the replay editor makes for added fun. ★★★★★



9 Wipeout 3

■ Racer ■ Psygnosis ■ £35

The future of racing As if the year 2097 wasn't far enough in the future, the Psygnosis boys have set this one in 2116. Every element has been improved and rather than attempt to reinvent the wheel/hover device, the inspiration here is a refreshingly playable back-to-basics approach. ★★★★★



10 Final Fantasy VIII

■ RPG ■ SCEE ■ £35

Latest and best installment of Square's epic RPG series A finely crafted sci-fi story with brilliantly detailed characters, involved gameplay and utterly astounding cut scenes that make *Toy Story* look like *South Park*. Bid fond farewell to your free time. ★★★★★



11 Anna Kournikova Tennis

■ Sports ■ SCEE ■ £35

Quirky racket-play Cute polygonal pros battle it out in a game that's a little more serious than previous *Smash Court Tennis* titles. Sublime controls and an addictive multi-player feature. In fact, this is by far the best tennis game you can buy – so there. ★★★★★



12 Silent Hill

■ Horror Adventure ■ Konami ■ £40

Chillingly atmospheric scare-'em-up A seamless *Resident Evil* done. Grimy, decrepit, littered with hanging corpses and depressing enough to make you string up a noose – all in splendiferous 3D. Only flawed by a few too many illogical puzzles. ★★★★★



13 Ridge Racer 4

■ Racer ■ Namco ■ £35

Super-fast racing Thrills come from the breathtaking speed at which the eight gorgeous tracks rush past and the brilliance of the two-player mode. Master the powerslide and you'll unlock 320 unique cars. If you're after realism, though, *Gran Turismo* is for you. ★★★★★



14 Colin McRae Rally

■ Racer ■ Codemasters ■ £20

Life-like rural driving sim A departure from the usual racing game, as your rally car rattles around countryside tracks with time and damage your only opponents. The variety of terrain and responsive controls give real driving feedback. And it's a bloody bargain at £20. ★★★★★



15 MicroMachines V3

■ Racer ■ Codemasters ■ £20

Tiny cars race around your living room The old top-down 2D game souped-up into pseudo-3D, and it's a beauty. There are 30 innovative courses, based on kitchen tables and school desks, coupled with a perfect overhead camera, plenty of amusingly behaved vehicles and a multi-player game that's ace. ★★★★★



16 Everybody's Golf

■ Sports ■ SCEE ■ £35

Cartoon-style stick-and-ball antics Simplistic looks, but complex gameplay, with an arcade slant that injects a welcome burst of speed and a host of hidden extras. Great if you don't take golf seriously – and why should you? ★★★★★



17 Ape Escape

■ Platformer ■ SCEE ■ £35

Satisfying simian search Catching panicky monkeys with nets refreshes the platforming genre, while the coin collecting sub-quest and bonus games ramp up replayability. The true 3D world looks lovely, the controls are perfect and it's fun and challenging too. ★★★★★



18 LMA Manager

■ Sport ■ Codemasters ■ £40

Finely-tuned footballing excellence Finally, a football manager game on a console that's worth its weight in balls. A great interface, nifty transfer system and the real names of the players create a cracking management sim that even Ruud Gullit could master. Premier League stuff. ★★★★★



19 Brian Lara Cricket

■ Sports ■ Codemasters ■ £40

Leather-on-willow simulator This cricket sim is so realistic that you know it's your fault when you're losing. It's painfully hard, but surprisingly playable and very well-crafted, with the commentary and graphics in particular standing out as a cut above the rest. ★★★★★



20 Crash Team Racing

■ Racer ■ SCEE ■ £35

Marvellous Mario Kart clone Four-player racing insanity with the appropriately-named Crash and friends. Crazy cars, power ups and heaps of courses make this a fun, if derivative, racer. ★★★★★



TOP 5 PLAYSTATION GAMES IF YOU'RE VERY, VERY HUNGRY



1 Hard Boiled

EA

What better way to start off than with a tasty egg wæg?

2 Space Jam

Acclaim

Spread on space toast.

3 Motor Mash

Activision

Available from your nearest road-side cafe. Served with a sausage and congealed beans.

4 Tiger Shark

GTI

Alright, it's an acquired taste, but still damned delicious.

5 T'ai Fu

Activision

Wash it all down with lashings of hot tea.

It's hard sometimes, deciding which games you should buy to make life just that little bit more bearable. Well, presented here using the finest words the English language can provide, is Arcade's collection of golden nuggets. Enjoy.

Arcade's Top 20 PC games



1 Half-Life

■ Shooter ■ Sierra ■ £35

Stunningly atmospheric first-person shooter Built with a truly terrifyingly believable environment and logic puzzles, and incorporating mind-bogglingly intelligent bad guys and a decent amount of gorgeous all-out alien-blasting. ★★★★★

2 Quake 3 Arena

■ Shooter ■ id ■ £45

Id perfects the first-person blaster. The eagerly awaited third instalment of the legendary franchise has loaded up with missiles, gritted its teeth and blasted onto the PC in a shower of bloody entrails and splintered bone. *Quake 3* plunges you into an atmospheric, brutal world that creates moments of genuine fear and excitement. Astounding. ★★★★★



3 Unreal Tournament

■ Shooter ■ GT Interactive ■ £40

A pre-Quake deathmatch revolution Gorgeous, quick, frantic, brilliant. Tremendous AI bots, plenty of big guns, loads of options – everything. But be warned, a hefty PC is required to do the masterpiece any kind of justice at all. ★★★★★



4 Grim Fandango

■ Adventure ■ LucasArts ■ £35

You look like Death warmed up The style, presentation and content of this odd, amusing adventure leave it towering above everything else. The puzzles are obscure, but you'll forgive it, thanks to neat touches, absorbing plot and downright loveliness. ★★★★★



5 Tiberian Sun

■ Strategy ■ EA ■ £40

Engrossing and imaginative strategy game Just like its predecessors, *Command & Conquer* and *Red Alert*, the emphasis in *Tiberian Sun* is on total warfare. You're constantly teetering on the brink of disaster – make the wrong strategic choices and your army will get its arse kicked, but plan well and victory will be yours... eventually. ★★★★★



6 TOCA 2

■ Racer ■ Codemasters ■ £35

Heavily realistic revs Even with 15 cars jostling for position in front of you, *TOCA 2 Touring Cars* always looks stunning. The realistic handling makes free-wheeling over the varied courses a pleasure, and the added support races supply extra value-for-money. ★★★★★



7 Curse of Monkey Island

■ Adventure ■ LucasArts ■ £40

Fantastic point-and-click adventure Genuinely amusing and with clever puzzles, *The Curse of Monkey Island* scores well for its controls, which make exploring and examining as easy as possible. Great to look at and to listen to, if a tad frustrating and illogical, but mostly top notch throughout. ★★★★★



8 Championship Manager 99/00

■ Sports ■ Eidos ■ £25

Out-coach Keegan Guide lowly teams to the top of the football tree in one of the most absorbing games ever made for the PC. A wealth of footballing stats put *Championship Manager* in a league of its own. Gooaaall! ★★★★★



9 Tomb Raider: The Last Revelation

■ Puzzle ■ Eidos ■ £40

Four-play with Lara Latest in the incredibly successful franchise sees our heroine take on all manner of nasties in ancient Egypt. Won't stretch your hardware but has oodles of gameplay and puzzles galore. ★★★★★



10 Dungeon Keeper 2

■ Strategy ■ EA ■ £35

Prepare to unleash the beast within This strategy masterpiece bubbles and seethes with a pitch-black humorous atmosphere. And it's non-repetitive! If you're going to open one intellectual bottle this year, *Dungeon Keeper 2* is really the one to savour. ★★★★★



11 Theme Park World

■ Strategy ■ EA ■ £30

All the fun of the fair A fantastic sequel to the popular *Theme Park*, with an easy-to-use interface and superb 3D views of all the rollercoasters and attractions. Worth the price of admission. ★★★★★



12 Alien Vs Predator

■ Shoot-'em-up ■ EA ■ £40

She's a bitch, he's invisible and they're expendable So much more than a *Quake* clone. Atmospheric, gorgeous, truly frightening, bloody hard. Play as a marine and your motion tracker will beep in constant panic – worth the asking price alone. ★★★★★



13 Midtown Madness

■ Racer ■ Microsoft ■ £35

Fender-bending racer with terrific traffic You can't run people over but this incredibly realistic driving game has great challenges, amazing graphical detail and cars, cars, cars. Crash some vehicles and enjoy a little bit of a road-rage frenzy. ★★★★★



14 Flight Simulator '98

■ Flight sim ■ Microsoft ■ £40

Ultra-realistic aeroplane antics Not for the casual gamer, including, as it does, a load of knobs to control. It's supposed to be a true flying experience, so the controls are difficult to use, however some of the graphics aren't very realistic. There's a difficult-to-control helicopter included too. ★★★★★



15 Final Fantasy VII

■ RPG ■ Eidos ■ £20

PlayStation's best RPG arrives on PC A great story, lavish graphics and brilliant selection of spells. It's a little confusing, rarely enabling you to see your opponents before you get into a fight, but put this down to Japanese quirkiness and you're on to a winner. ★★★★★



16 Worms: Armageddon

■ Party ■ Hasbro ■ £30

Twisty-turny slap-'em-up Destroy your opponent's pink 'uns with an arsenal of both serious and comedic weapons. As with earlier incarnations, this loses much in single-player, but flawless controls and eye-popping visuals create a multi-player gem. ★★★★★



17 Kingpin

■ Shoot-'em-up ■ Interplay ■ £30

Pop a cap in you momma's ass, bitch An ultra-violent, ultra-sweary, retro-futuristic gangster romp. In fact it's funting great, you cusk! Single-player is totally immersive and you feel proud to finally be playing a proper "grown-up" game which, in fact, is utterly childish. ★★★★★



18 Homeworld

■ Strategy/Shoot-'em-up ■ Sierra ■ £35

Compelling space combat and management game Takes the best elements of real-time strategy games and shoot-'em-ups, with jaw-dropping space battles, spooky music and scary baddies. One of the defining PC games of '99. ★★★★★



19 Delta Force

■ Strategy/God ■ EA ■ £40

Gung-ho army squad action Realistic simulation of battles, this time with a mission-based structure. Although it is possible to embark on a crazed killing spree, true pleasure comes from indulging in the tricky tasks proper. ★★★★★



20 GTA2

■ Action ■ Rockstar games ■ £40

Carjacking, gun-toting sequel of the controversial action game Be a mean mutha in this inner-city joyriding extravaganza where crime does pay. Wonderful dark humour, great car handling, funky music and hugely inventive. A worthy update of a classic title. ★★★★★



■ Sometimes you hate your PC, but every now and then, it opens up gaming heaven – a golden chink of light streaming through a dark swathe of cloud.

TOP 5 PC GAMES FOR NEIL HAMILTON TO PLAY WITH HIS WIFE



- 1 Kingpin: Life of Crime**
Interplay
Because he is a greedy, corrupt liar.
- 2 Half-Life**
Sierra
Because he is a greedy, corrupt liar.
- 3 Forsaken**
Acclaim
Because he is a greedy, corrupt liar.
- 4 System Shock**
Electronic Arts
Because he is a greedy, corrupt liar.
- 5 Grand Theft Auto**
BMG
Because he is a greedy, corrupt liar.

The A-List

Arcade's Top 20 Nintendo 64 games

■ It might be the autumn years for your 64-bit chum, but genius in the form of an ape, swings through the golden-leaved trees.



1 The Legend of Zelda

Best game in the world and that's a fact Traditional *Zelda* hallmarks wrapped up in a beautifully realised 3D world. The wandering about, talking, fighting and cut-scenes have been fine-tuned until they're perfect. Worthy of all the hype thanks entirely to the sheer genius of Shigeru Miyamoto. Maybe Sony should poach him. ★★★★★

2 Super Mario 64

■ Platformer ■ Nintendo ■ £30
The king of 3D platformers A masterpiece, with huge levels, sublime controls and immersive gameplay. The game that invented a genre. As with all Miyamoto games, it slowly sucks you in and refuses to let go, and its full-on 3D graphics still impress. ★★★★★



3 GoldenEye

■ Shooter ■ Nintendo ■ £30
Stealthy first-person shooter A believable and immersive 3D world, with 20 challenging missions taking you from gorgeous snow-covered wasteland to grubby men's toilets. One of the best multi-players that money can buy, too. Which is nice. ★★★★★



4 Mario Kart

■ Racer ■ Nintendo ■ £30
Cute characters go to the races The original comedy racer returns. The single-player game is a lonely experience, but the time trial adds longevity and the multi-player game is arguably the greatest on any platform. So addictive it could be classed as a legal drug! ★★★★★



5 Donkey Kong 64

■ Platformer ■ Nintendo ■ £60
Monkey magic DK and a family of wacky simians return in a huge cartoon adventure. The price of the game is hiked due to the inclusion of an Expansion Pak, but the exquisite platforming, enjoyable multi-player and wealth of hidden secrets make it an essential purchase. ★★★★★



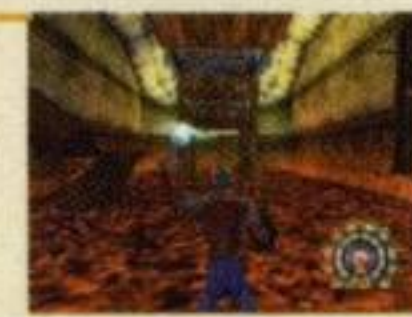
6 Jet Force Gemini

■ Shoot-'em up ■ Rare ■ £40
Twin trouble Rare finally returns with a fantastic 3D shoot-'em up that's big, bally and heart-thumpingly exciting. A great soundtrack and some of the best visuals on the N64 make it an instant classic. ★★★★★



7 Shadowman

■ Shooter ■ Acclaim ■ £40
Chock full of serial killers and all manner of dark grisliness A tidy, atmospheric next generation *Quake* with a decent plot and lashings of voodoo spookiness. Incredibly big, intelligent, rewarding, challenging and thoroughly deserving of your time. Classic stuff indeed. ★★★★★



8 Turok 2

■ Shooter ■ Acclaim ■ £40
Dino hunting This looks stunning, and the game itself is helped by impossibly large guns and an end to the precision jumping nonsense that marred the original. The tasks may appear familiar if you're a *Doom* fan, though, and it's occasionally too difficult. ★★★★★



9 F1 World Grand Prix 2

■ Racer ■ Nintendo ■ £40
Damon Hill simulator Looking as good as real-life, with all the real cars, drivers, stats and other nonsense. Whether you're an arcade racer or a true F1 fan, there's something here for you, with a two-player option to round it all off nicely. ★★★★★



10 ISS '98

■ Sports ■ Konami ■ £40
Tremendous goal-fest The N64's best footy sim and arguably the best on any system. Oh so intuitive controls, silky smooth animation and very nearly as addictive in multi-player as the mighty *Mario Kart*. You will lose months of your life. ★★★★★



11 1080° Snowboarding

■ Racer ■ Nintendo ■ £40
Snow-based racing A brilliant range of modes, plenty of tricks, and loads of boards and courses for you to have a crack at. You get beautiful controls, brilliant replays and challenging racing. A gorgeous, technically superb, super quick experience. ★★★★★



12 Banjo Kazooie

■ Platformer ■ Nintendo ■ £40
Bizarre bear-bird crossover Beautiful levels that beg you to explore, a genuine challenge with plenty of variety, and the first Rare game not to feature an eye-wincing amount of cute. Almost knocks Mario from his perch. Praise indeed. ★★★★★



13 Lylat Wars

■ Shooter ■ Nintendo ■ £30
On-rails 3D space blast Loosely based on *Starwing* on the SNES, and intended to be an immersive, movie-like experience, with cut-scenes that ape films like *Independence Day*. It's too easy, but it's still addictive, well-crafted and frantic. Pure blasting action. ★★★★★



14 Pilotwings 64

■ Flyer ■ Nintendo ■ £30
Fly about a bit and cry at the difficulty of it all Along with *Mario 64*, this is the game that launched the N64. It boasts beautiful, realistic scenery and some of the hardest tasks this side of Mensa. Basically, it's a truly unique flying experience. ★★★★★



15 Quake 2

■ Shooter ■ Activision ■ £50
Travel to Stroggos, massacre its people Non-stop action, plenty of secrets and a more than worthy sequel. Unfortunately the single-player lifespan is poor. But, in deathmatch terms, *GoldenEye* may have the brains, but *Quake 2* has the brawn. ★★★★★



16 Wave Race 64

■ Racer ■ Nintendo ■ £30
How jet-ski games should be done Water-based frolics that are second to none, even compared to coin-op titles at a thousand times the price. The tracks are beautiful, and the controls are as responsive and intuitive as you'd expect from Nintendo. ★★★★★



17 Rocket: Robot On Wheels

■ Platformer ■ Ubi Soft ■ £40
Robot wars. In a surprise of epic proportions, developer Sucker Punch's *Rocket* is damn good, disproving the theory that only Rare and Nintendo can create top-drawer platformers. With fabulous graphics and levels crammed full of sub-games and quests, *Rocket* is a breath of fresh air. ★★★★★



18 F-Zero X

■ Racer ■ Nintendo ■ £30
Quick-as-you-like space-age racer The fastest, smoothest racer ever, thanks to its lack of graphical detail. The controls are sublime, the handling fantastic and the tracks horrifically difficult. But somehow there just isn't that usual Nintendo spark. ★★★★★



19 Mario Party

■ Party ■ Nintendo ■ £40
Bring your own controller A traditional board game featuring all your favourite Nintendo characters and a plethora of original and enjoyable multi-player sub-games. Not good for solo gamers, but a laugh a minute with a bunch of friends. ★★★★★



20 Star Wars Episode 1: Racer

■ £40 Force-based pod racing Great scenery, cool racing craft and – most importantly – speed. And a *Star Wars* licence, of course. The option to upgrade the pod is cool, and the similarity to *Wipeout* isn't a bad thing. No weapons, though, and too short. ★★★★★



TOP 5 NINTENDO 64 GAMES TO PLAY WHEN YOU'VE A TOUCH OF THE WIND



1 Wetrix

Ocean
An unfortunate accident when you heave just a bit too hard.

2 Blast Corps

Nintendo
Why hey! You don't get many of those for the pound.

3 Golden Nugget

EA
A little pump of pleasure.

4 Re-volt

Acclaim
The effect you have on your unfortunate nearby victims.

5 Trump World

Bottom Up
Welcome to your world.

Arcade's Top 10 Dreamcast games



1 Soul Calibur

■ Beat-'em-up ■ Sega ■ £40

The best fighting game ever. Magnificent beat-'em up game, where the participants wield huge metal weapons. Incredibly detailed characters, realistic backgrounds and beautiful lighting effects make this a must-buy for Dreamcast owners. A cut above the rest. ★★★★★

2 Power Stone

■ Beat-'em-up ■ Capcom ■ £40

The beat-'em-up bar brawl! Welcome to the game where you can throw chairs, vases and tables at your opponent; the aim – quite simply – being to knock the gemstones out of them. Spring around the spaces like a new-born lamb. You looking at me? ★★★★★

3 Ready 2 Rumble

■ Beat-'em-up ■ Sega ■ £40

Funky fighting. Gobsmacking arcade-style boxing game with a ringful of hilarious characters and fabulous graphics. Massive fun in two-player mode, this is the true heavyweight champ of console pugilism. A knockout. ★★★★★

4 Sonic Adventure

■ 3D platformer ■ Sega ■ £40

Hedgehog heaven on Sega's new platform Steer spunky new Sonic around a wonderful new world, meeting up with his old friends Tails the Fox, Knuckles the um, echidna, and a rather sexy squirrel named Amy. It all makes perfect sense once you get going. ★★★★★

5 TrickStyle

■ Racer ■ Acclaim ■ £40

Speedy tricks outside the red light district. Welcome to the place where your *Back To The Future 2* dreams become reality, and play as a racer, a stunter or a bully on the mean streets of the 23rd century. A *Wipeout* wannabe that hits the spot. ★★★★★

6 Hydro Thunder

■ Racer ■ Midway ■ £40

A splash-happy speedboat stunner. Nothing new in the gameplay stakes, but a large collection of speedboats and geographical locations make this an enjoyable ride. Sets a benchmark in terms of presentation and flashy visuals. Lovely. ★★★★★

7 House of the Dead 2

■ Shooter ■ Sega ■ £55, including gun

Bloodthirsty zombie shoot-'em-up. A faithful conversion of the arcade coin-op. Shoot your way through a hideous, bloody army of the undead without having your flesh filched. The most fun you can have with a light gun. ★★★

8 UEFA Striker

■ Sports ■ Infogrames ■ £40

Dreamcast finally has balls. The first footy offering on Sega's console looks Premier league but plays a bit Nationwide Division One. Lovely graphics and a wealth of options should keep Dreamcast owners satisfied, but only just. ★★★

9 F-1 World Grand Prix

■ Racer ■ Video System ■ £40

Wannabe Mika Hakkinen? Formula One cars have been created in never-seen-before-detail for this superior next-gen racer. It's atmospheric, the cars have excellent handling and for the most part, the game is velvet smooth and gives a fearsome sensation of speed. ★★★★★

10 Sega Bass Fishing

■ Sports ■ Sega ■ £60 (with fishing controller)

Something fishy. Put on your wellies, grab your rod and cast off in this fishing equivalent of a *Quake* deathmatch. Sadly no two-player fish-off is included, but the great graphics and novelty fishing rod controller should keep you hooked. ★★★

■ Hurray, hurry! Enjoy the cream of digital entertainment before Sony spoils it with a number 2.

Arcade's Top 10 Game Boy games



1 Zelda DX

■ RPG ■ Nintendo ■ £25

Puzzle-solving with your fave elf An involving plot, beautiful graphics, and a story where the emphasis is on engaging the player in the same way as *FFVII*. It's incredibly difficult, with a vast range of interesting challenges. A good one for the beach. ★★★★★

2 Tetris DX

■ Puzzler ■ Nintendo ■ £20

Brick drop return shock! The graphics, sounds and modes might have changed, but this is still the same old *Tetris*, known world-wide as the most addictive version of the Russian puzzler. It's *Tetris!* Quite simply, get it in. ★★★★★

3 Super Mario Bros DX

■ Platformer ■ Nintendo ■ £25

Seminal Mario platformer Uncomplicated, hugely enjoyable platform brilliance, transferred to our portable friend after 14 years. Running, jumping and gobbling mushrooms has never been so much fun, and there's a shedful of extras! ★★★★★

4 R-Type Delta

■ Shooter ■ Nintendo ■ £25

The daddy of side-scrolling shooters Arcade perfect, if inevitably small, conversions of *R-Type*, *R-Type II* and a groovy remix of the two all one one irresistible cart. Bloody hard too. ★★★★★

5 Mario Golf

■ Sports ■ Nintendo ■ £25

Pocket putting. A compelling cocktail of golf and RPG elements with a bunkerful of game options including a cup-winning Tournament and a Match game where you can take on Mario himself. Great graphics and a superb control system add polish to this mini masterpiece. Grab your wood and tee off. ★★★★★

6 David O'Leary's Total Soccer 2000

■ Sports ■ Ubi Soft ■ £25

The beautiful game. Do the Wembley bounce in celebration – the Game Boy finally has a decent footie game. Intuitive gameplay, great instant replays, a two-player link-up and all the European teams make this a cup winner. Yeeees! ★★★★★

7 Super Mario Land

■ Platformer ■ Nintendo ■ £15

The pipe man cometh One of the GB's original releases, *Super Mario* still excels in most areas, despite having reached a very elderly nine-years-old. The graphics are simple, but the subtlety of control and excellent level designs are top. ★★★★★

8 Warioland 2 DX

■ Platformer ■ Nintendo ■ £25

Mazza's arch enemy returns Features a novel "can't die" aspect and insists on you collecting all of the coins from each level, creating fist-denching difficulty in the process. Top quality and fiendishly challenging. ★★★★★

9 Defender/Joust

■ Retro ■ Midway ■ £25

Old coin-ops for your pleasure A double helping of retro arcade fare: a splendid side-scrolling shooter and a rather good fire-button-free flap-'em-up played on ostrich mounts. Oh the joy of holding old coin-ops in your palm. ★★★★★

10 Harvest Moon

■ Strategy ■ GT Interactive ■ £20

Down on the farm... Clear your land, till the soil, plant some seeds – there aren't many farming sims out there, but *Harvest Moon* proves that they should be more popular than Lara. The detail is astonishing. There's so much stuff to do! ★★★★★

■ Who needs 3DFX, polygons and super-accelerated voxels when you've got *Zelda* in your palm?

TOP 5 DREAMCAST GAMES TO PLAY FOR PEACE AND QUIET



1 Sega Bass Fishing

Sega
Ah. Relax by the river with a rod, a net and 50 lagers.

2 Snow Surfers

Sega
Pause the game and look at the lovely mountain views.

3 Jimmy White's 2: Cueball

Virgin
Snooze-tastic action with Jimmy and his dull chums.

4 Hydro Thunder

Midway
Slow your speed for that "holiday on the canals" feel.

5 NFL Blitz

Midway
Rest those tired eyes with a boring American sport. Zzzzz.

TOP 5 GAME BOY GAMES TO PLAY IN FRANCE



1 Obelix

Infogrames
Join a famous Gaul for a bit of Roman bashing.

2 Harvest Moon

THE
Farming, French-style. Ban some beef and burn your sheep.

3 Looony Tunes

Infogrames
Characters you meet on any street in Paris.

4 Pocket Bomberman

Nintendo
Greenpeace learned about this chap in New Zealand.

5 Frogger

Take 2
Yep. That's them.

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KICK ASS

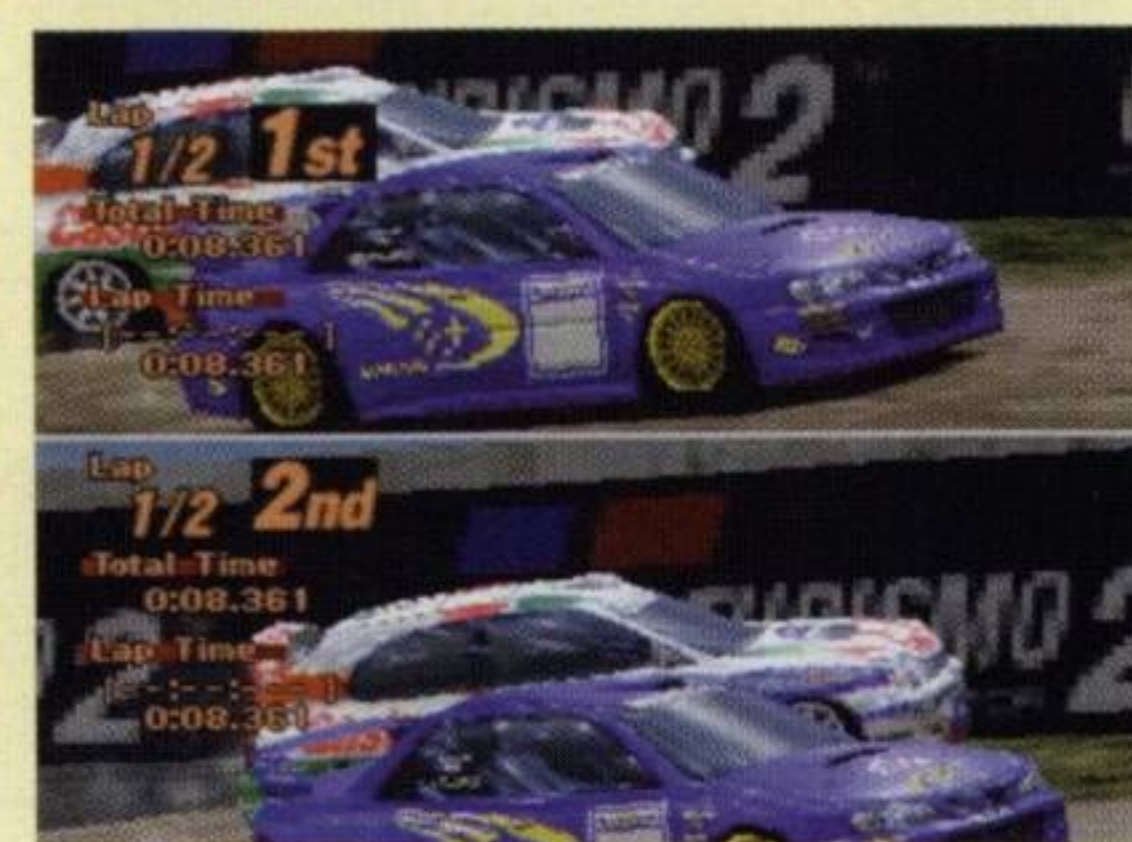
BECOME A DEMON GAME PLAYER OVERNIGHT

SURGE TO THE FRONT IN...

GRAN TURISMO 2

Format: **PlayStation** | Publisher: **Sony** | Price: **£35** | Players: **1-2** | ★★★★★

The PlayStation drive of your life is back with a dazzling selection of courses and a massive garageful of cars from nearly every manufacturer on the planet. Arcade proudly presents the top ten hints and tips guaranteed to stop you getting road rage.



TEN TOP GRAND TURISMO 2 TIPS



1 Damaged paintwork

Drive aggressively. Bash into cars, shove them out of the way and use your rear-view mirror to block them from overtaking. Also, a great way of taking corners at high speed is to use other cars as a physical means of slowing you down and levering you through a sharp bend. Grrrrrr!



2 Rally round

It's essential that if you play the rally courses, you drive a rally car. Don't go expecting your beautifully tuned, shiny new Volkswagen Golf to spin round the course like Colin McRae's doppelganger. You'll be humiliated and left far behind the fastest lap "ghost" car.



3 Easy as A, B, C.

The best way of progressing in the game is to do the licences. These give you access to faster and more varied tracks and vehicles, as well as improving your driving skills with displays of the best driving lines. A hidden "Super Licence" is unlocked when you complete them all.



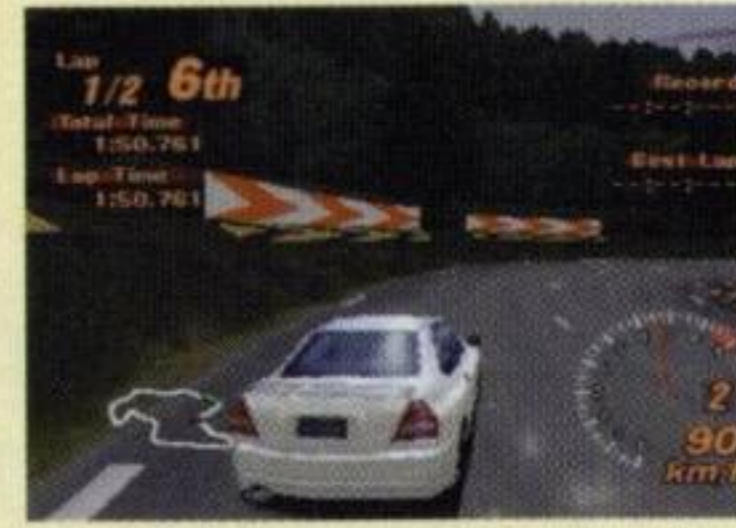
4 Through the windscreen

Many of these screenshots were taken in the third-person camera view for aesthetic purposes, but you should always use the first-person in-car view. This is essential for a better driving experience and gives you the extremely useful rear-view mirror for preventing cars from overtaking.



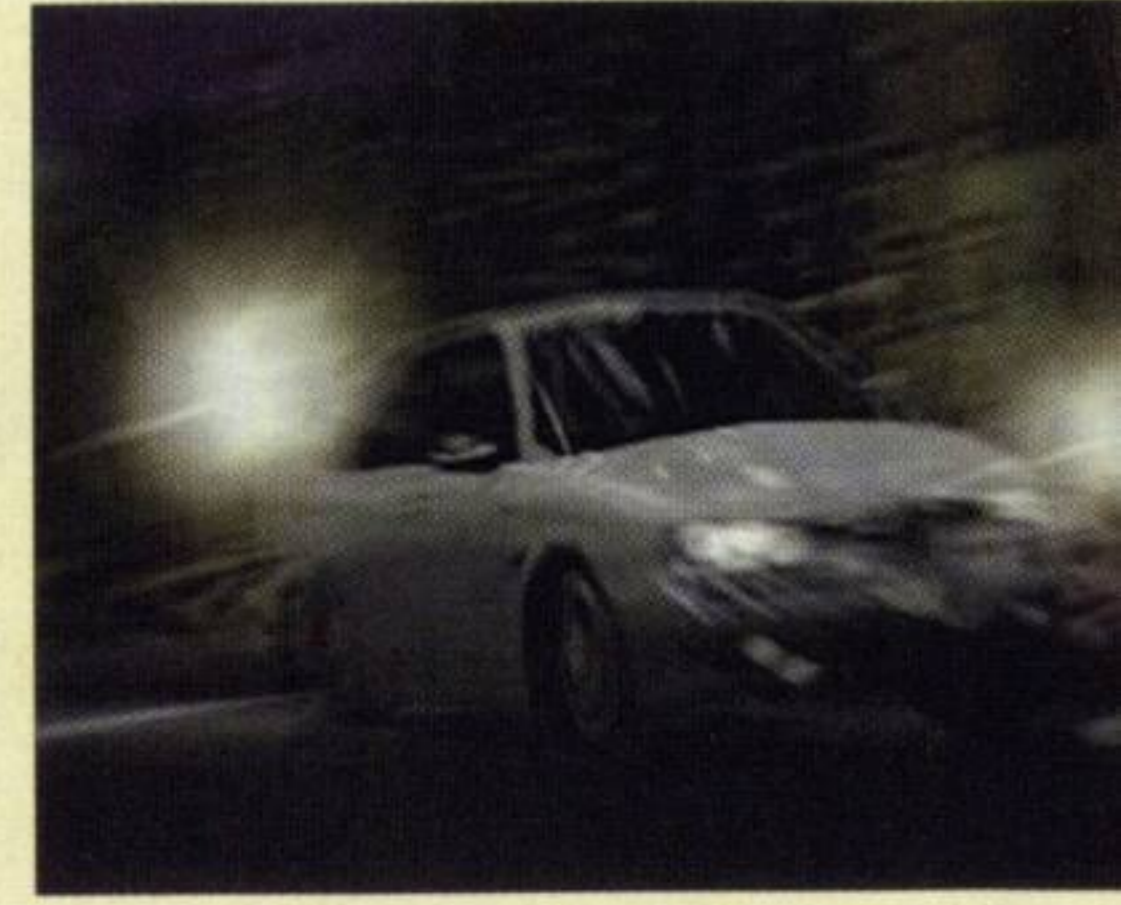
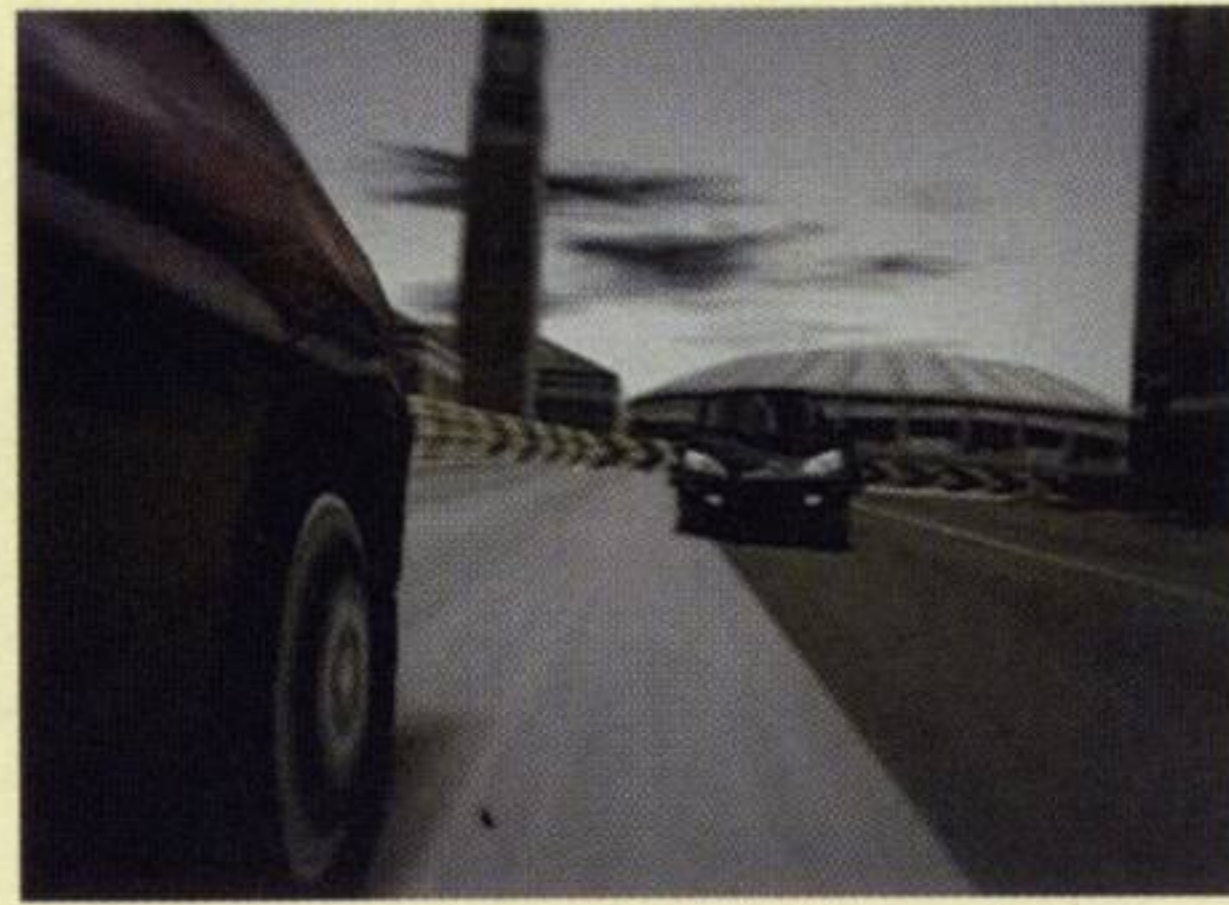
5 Go spare

When you're starting it can be quite slow getting the car you need to win races and get more cash. New tyres are the cheapest and easiest way to improve performance and should be top of your shopping list. They're also a major contribution to road safety.



6 Corners 101

The best way of taking corners is to take it as wide as possible so you can keep up your speed. But you should also stick as close as you can to the inside of the bend, or "clipping point" and then accelerate away from the corner as quickly as possible.



19
GAMES
TIPPED
THIS
MONTH

PLAYSTATION

- P124** Knockout Kings 2000
- P125** Fisherman's Bait
- P126** Dark Forces
- P126** Tomorrow Never Dies
- P127** Legacy Of Kain
- P127** Ace Combat 3

NINTENDO 64

- P125** Army Men: Sarge's Heroes
- P125** Roadsters
- P126** Mortal Combat 4

DREAMCAST

- P124** Speed Devils

PC

- P124** Unreal Tournament
- P125** Indiana Jones And The Infernal Machine
- P125** Battlezone 2
- P126** Magic Carpet 2
- P126** Quake

COLOR GAME BOY

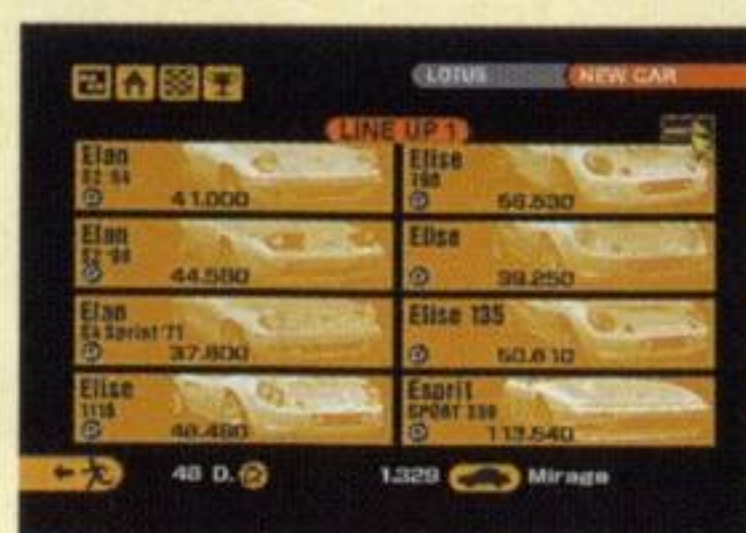
- P126** Spy Hunter/Moon Patrol
- P126** Space Invaders
- P126** Donkey Kong Land 3

WELCOME

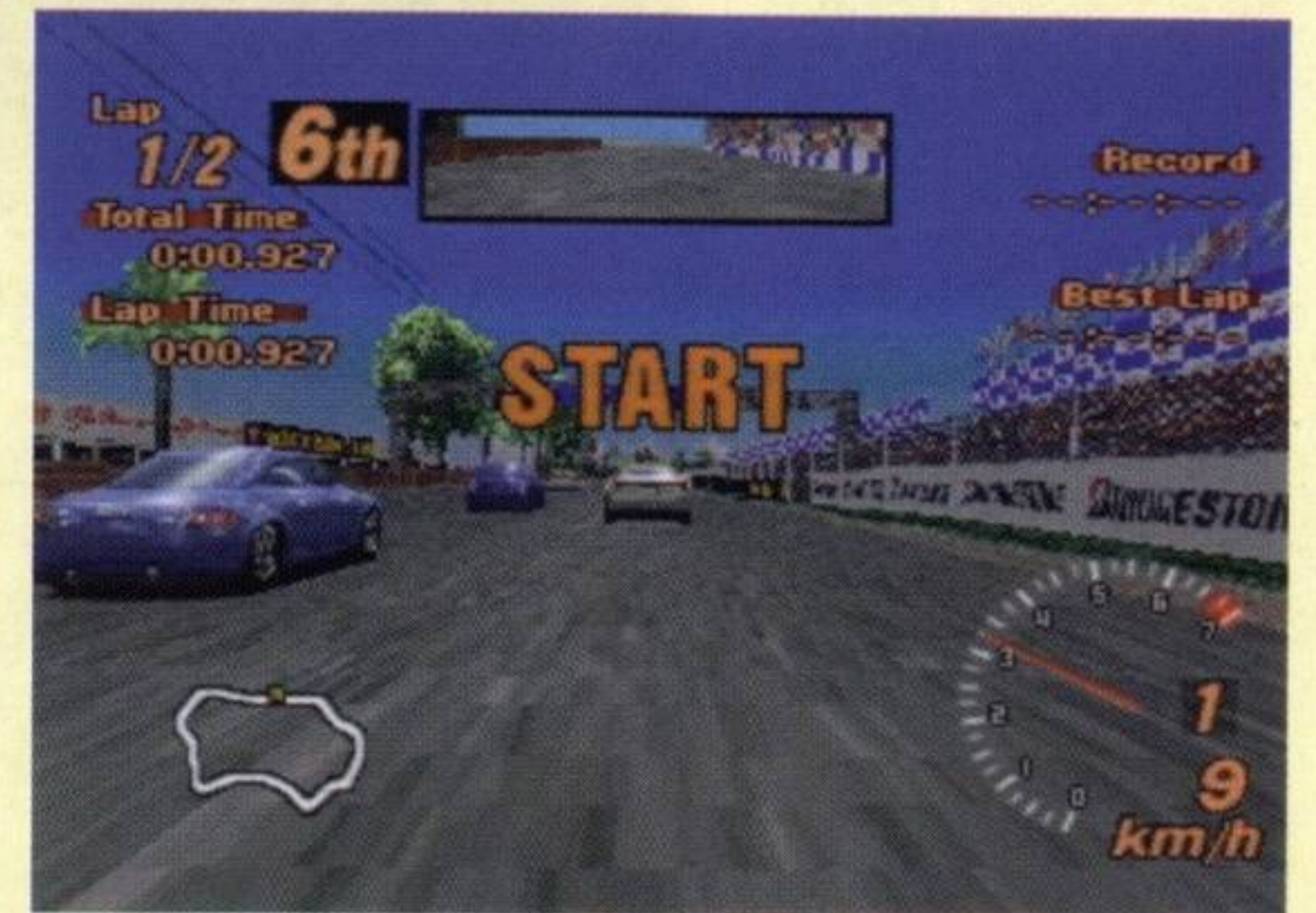
■ The long-awaited sequel to the incredibly popular *Gran Turismo* has arrived and we've got a fresh pot of GT Tips to quench that parched gaming throat. There's also some cracking cheats for *Knockout Kings 2000*, *Speed Devils* and the LucasArts biggie *Indiana Jones and the Infernal Machine*. Nice. If



you haven't tried them before, have a crack at our gaming challenges and squeeze the last remaining drops of pleasurable juice from those wrinkled releases. Ugh.



■ GT2 has incredible realism – Minis shake to pieces at 65mph.



7 Advanced corners

An underused cornering trick is the *Dukes of Hazzard*-style handbrake-turn. When approaching corners at speed, tap **Ⓞ** and "drift" round the bend. It'll take a lot of practice, but when perfected you can really show off your ostentatious *Gran Turismo* skills to adoring fans (your Mum).

8 Showroom shenanigans

When you're browsing for cars, don't miss extra vehicles. Make sure you check for a small right arrow at the top right-hand corner of the screen for extra models. Also check out the "specials" screen – for example Lotus has a model hidden away.

9 Digital, shmigital

How many times does *Arcade* have to tell you? Use the analogue stick to steer your car, as you can tap it left and right to straighten up your vehicle and it always returns to the centre position. The stick delivers much more accurate driving, so get to it!

10 GT upgrade

Before you sell your old version of *Gran Turismo*, make sure that you save all your licence data on a spare memory card. *Gran Turismo 2* recognises saved games from the original with the "Data Transfer" option. This means you can quickly bypass the B, A, and International licences. Handy.



■ With nearly 600 vehicles, there's plenty in GT2 to keep you busy.



HOW TO SPILL SOMEONE ELSE'S GUTS IN... UNREAL TOURNAMENT

Grab your Redeemer and cheat your way to Tournament champ

■ To enable the cheat mode in this violent classic press the ~ key during a single-player game and enter **IAMTHEONE**. Enter the following code for better bloodshed.

| | |
|-------------|---|
| LOADED | All weapons |
| ALLAMMO | 999 units of ammo for all weapons |
| ADDBOTS x | x is the number of new bots to add |
| OPEN x | x is the name of the desired map |
| FLY | Flight mode |
| WALK | Disable flight mode |
| PLAYERONLY | Freeze players |
| GOD | God mode |
| KILLPAWNS | Kill all enemies |
| KILLALL x | x is the character class you want to kill, eg Mercenary |
| BEHINDVIEW1 | Third-person perspective |
| BEHINDVIEW0 | First-person perspective |



DREAMCAST

SPEED DEVILS

■ Tips to give you the horn. While playing the game, press the following buttons for the corresponding codes.

- B, Right, B, Right, Up, B, Up**
All cars and courses
- A, Right, A, Right, Up, B, A**
Extra money
- Up, Down, Up, A, X, A**
Infinite nitros
- Down, Right, Down, Right, A, X, A**
Skip current class



PLAYSTATION

KNOCKOUT KINGS 2000

■ For all the bonus boxing brutes, go to Career and type these codes.

| | |
|-----------|------------------|
| GARGOYLE | A Gargoyle |
| SHMACKO | A Clown |
| ROSWELL | An Alien |
| ED MAHONE | Undefeated boxer |
| MARC ECKO | Clothes designer |
| O | Rapper |

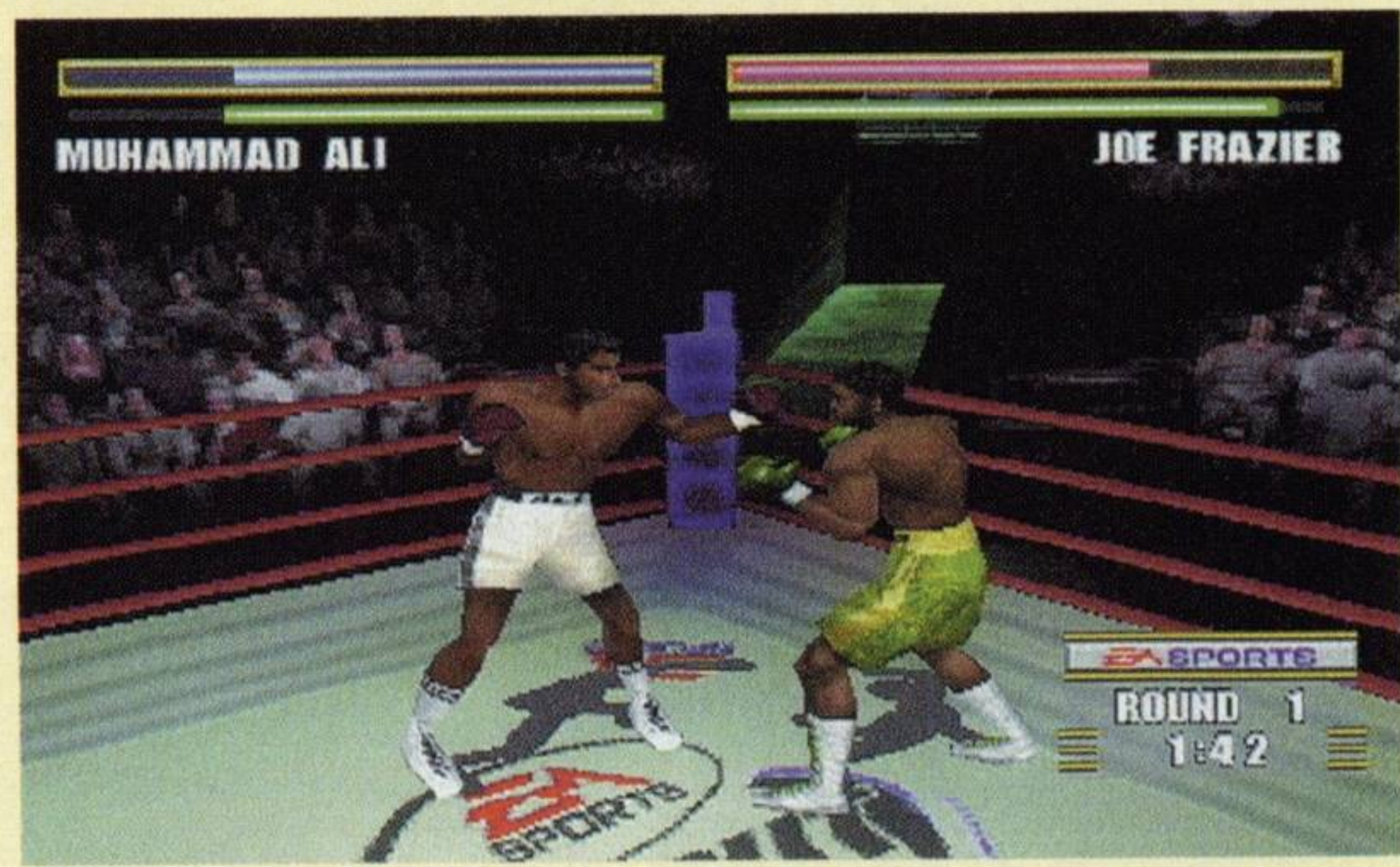
Q TIP A Tribe Called Quest rapper

JERMAINE DUPRI Rapper JD

TIM DUNCAN Basketball Star

MARLON WAYANS US TV comedian

■ For the Super Punch, hold **R1 + R2** for as long as your opponent is dazed. When he wakes up, let go and you will unleash a vicious punch.

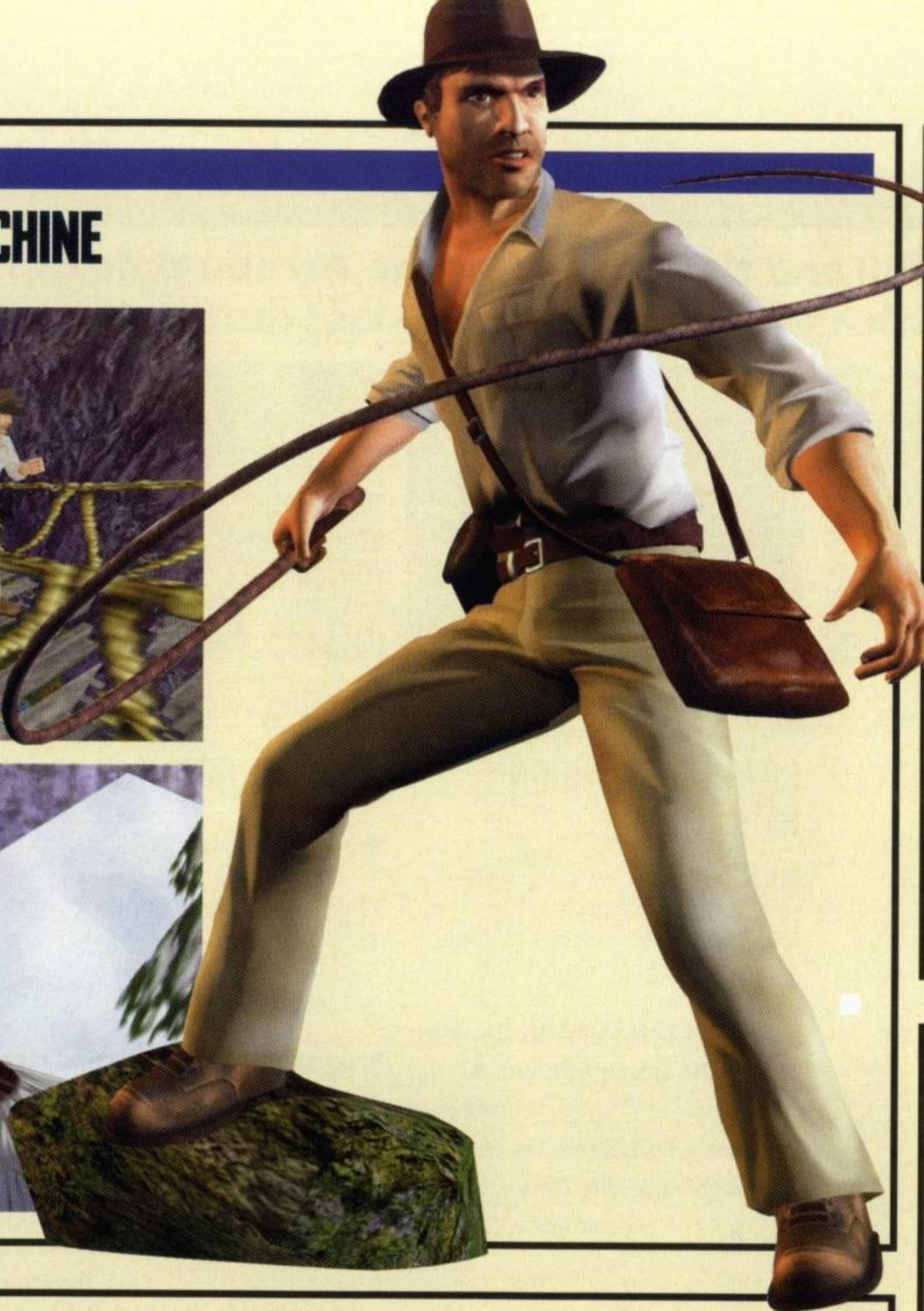


PC

INDIANA JONES AND THE INFERNAL MACHINE

■ The original raider is back, so here's how to get the best out of your favourite action hero. Simply press F10 during the game and enter these codes at the console window.

- FRAMERATE**
Display frame rate
- VERSION**
Display version number
- FIXME**
Free Indy when he's stuck
- URGON_ELSA**
All weapons
- TAKLIT_MARION ON**
God mode on
- TAKLIT_MARION OFF**
God mode off
- AZERIM_SOPHIA**
Health stuff
- MAKEMEAPIRATE**
Pirate costume
- ENDCREDIT** View credits



PLAYSTATION

FISHERMAN'S BAIT



■ Become the Muhammad Ali of er...fishing. When the title screen comes up press @, @, @, @, Up, Down, Left, Right. If you've inputted the code correctly you'll hear a splash, indicating that you can now catch as many slippery critters as you like. Just fish off.

PC

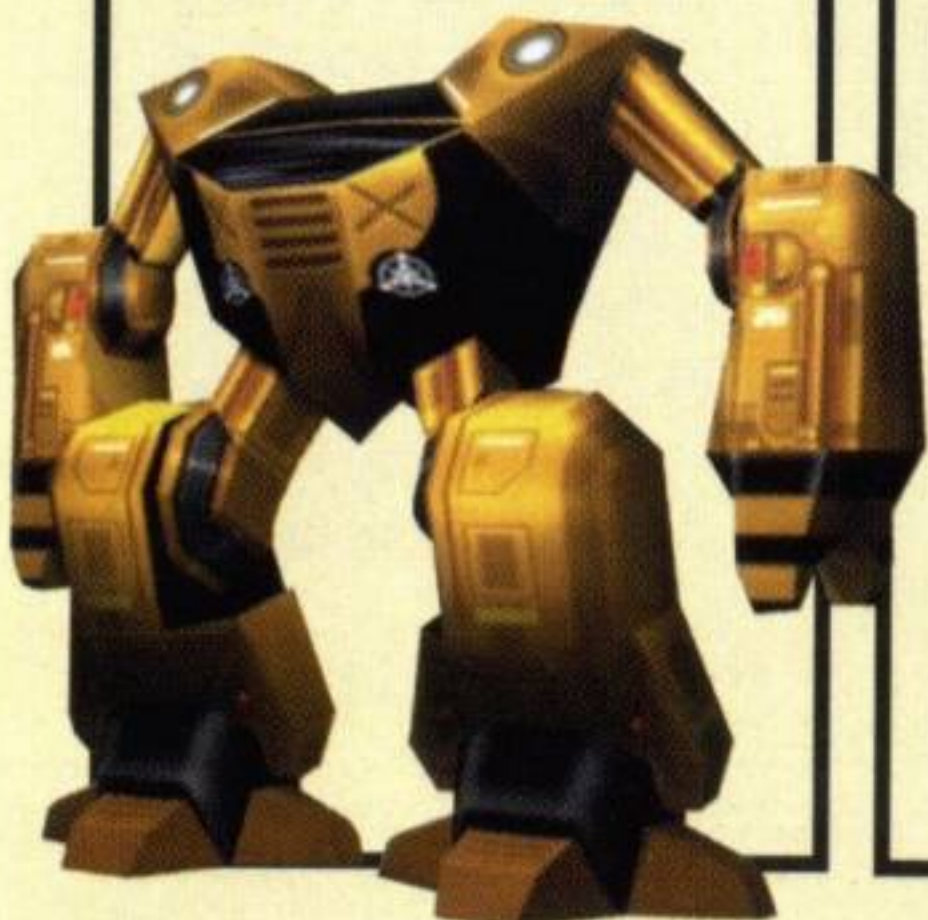
BATTLEZONE 2



■ The game has come a long way from the vector-graphics classic that dominated seaside arcades in the early 1980s. Here are a few cheats to warm a robotic deathmachine's cockles.

To activate, hold ALT + SHIFT when entering the code. A beep and flashing screen will confirm a correct entry.

- TEDONTDIE**
Full Map
- TEBUFFY**
Invincibility
- TENERD**
Satellite view
- TEDEADITE**
Unlimited ammo
- TERAT**
Unlimited fighting



NG4

ARMYMEN: SARGE'S HEROES

- War! Huh! What is it good for? Cheating, that's what.
- AtteenSHUN! Here's a selection of crafty cheats for your barny army. Enter them at the password screen.

| | | |
|--|-------------------------------|--|
| ALCHR All characters in Single-Player mode | MMLVSRM Full ammo | TNSLDRS Play as Tin Soldier |
| VRCLN All characters in Multi-Player mode | LVNLRG Large mode | GRNGRLRX Play as Vikki |
| NSRLS All weapons | DRVLLVSMM Mini mode | PLSTRLVSVG Play as General Plastro |



NG4

ROADSTERS



■ For Dick Dastardlys everywhere. Enter any of the following as the driver's name in any driver selection page to activate the cheat. You must use the correct lower/upper case characters.

- Extra rez**
Adds the option to change resolution to the Options menu
- EasyMoney**
\$1 million for starting the Roadsters Trophy
- Anyway**
Race the circuits backwards or mirrored
- Gimme ALL**
Access to all cars and circuits
- Smurfing**
All voices become Smurf-like
- BigWheels**
All cars get Monster Truck-style wheels
- Skywalker**
All cars become Star Wars Speeder style flying vehicles
- Car Radio**
Activates radio control car mode
- Chopper**
Helicopter camera view
- CheatsOff**
Turns off all cheat codes that you've activated

CLASSIC TIPS

It's the year 2000 and time to dig up the Arcade time capsule which is crammed with a top selection of the last century's best games. Enjoy.



N64

MORTAL KOMBAT 4

■ Follow these instructions to get access to the cheats menu which includes easy fatalities.

■ Go to the Options menu and move the cursor down to "Continues". Hold C-Left and C-Down for about ten seconds and you should hear a nasty laugh followed by "excellent".



GAME BOY

SPY HUNTER/MOON PATROL

■ Charlie cheats. Go to the game selection screen and press the following combinations of buttons. A tone will confirm correct entry.

Up, Down, Left, Right, Up, Down,
Left, Right, Up, Left, Down, A
Infinite Lives
Up, Down, Left, Right, Up, Down,
Left, Right, Up, Left, Down, B
Infinite Weapons



PLAYSTATION

DARK FORCES

■ Use the cheats, Luke.

While playing press Left, ◎, ⊗, Right, ◎, ⊗, Down, ◎, ⊗. A list of cheats will appear - here's what they do.

| | |
|------------|---------------------------------|
| Invincible | God mode |
| Coords | Shows current position |
| Palmode | Black and white screen |
| Supermap | Shows the full map of the level |
| Maxout | All weapons and ammo |
| Pogo | Big jumps |
| Ponder | Turns thinking off |
| Gamewon | Skips level |



PC

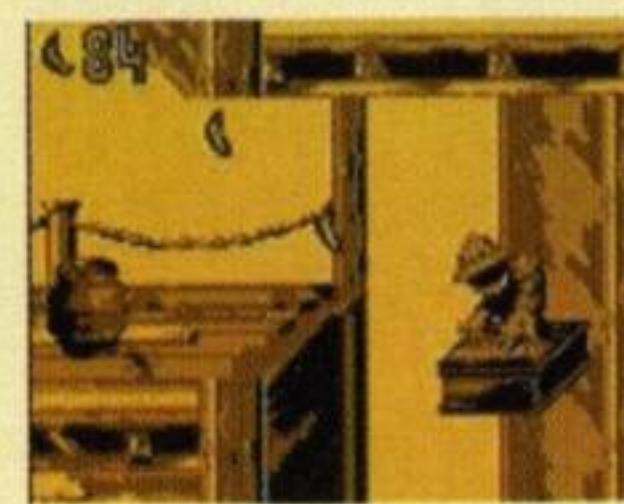
MAGIC CARPET 2

■ Open sesame! These cheats should help your quest in carpet world. Activate the cheat mode by pressing I while playing and type WINDY. To use a code, press any of the following during a game. Happy flying.

| | |
|---------|------------------------------|
| Shift-D | Complete current objective |
| Shift-C | Complete level |
| ALT-F1 | Access all spells |
| ALT-F2 | More mana |
| ALT-F3 | Destroy all players |
| ALT-F4 | Destroy all castles |
| ALT-F5 | Destroy all balloons |
| ALT-F6 | Heal |
| ALT-F7 | Kill all creatures |
| ALT-F8 | More Spell Experience Points |
| ALT-F9 | Free Spell Usage On/Off |
| ALT-F10 | Invincibility On/Off |

GAME BOY

DONKEY KONG LAND 3



■ Be King at Kong. For two tricky cheats, press the following keys on the title screen.

Down, Down, Up,
Left, Right
Infinite lives
Up, Up, Down,
Left, Right
Bonus card game

PC

QUAKE



■ Arena's the boy, but the original Quake is still a belter. To use these cheats, press ~ while playing to call up the console, then type in the code.

| | |
|-------------|--------------------------------------|
| GOD | Invincibility |
| FLY | Flight |
| IMPULSE 9 | All weapons |
| IMPULSE 11 | Display runes |
| IMPULSE 13 | Silver key |
| IMPULSE 14 | Gold key |
| IMPULSE 255 | Quad damage |
| GIVE Sx | Gain x shells |
| GIVE Hx | Gain x health |
| GIVE Nx | Gain x nails |
| GIVE Rx | Gain x rockets |
| GIVE Cx | Gain x cells |
| GIVE x | Get weapon x |
| KILL | Commit suicide |
| NOCLIP | Go through walls |
| NOTARGET | Enemy won't attack unless provoked |
| MAP ExMy | Warp to Episode x, Mission y |
| SKILL x | Sets difficulty level x (can be 1-3) |

GAME BOY



SPACE INVADERS

■ Forget the colourful update, play the magnificent classic by entering the following as a password.

CLSS1281999DBM

PLAYSTATION

TOMORROW NEVER DIES

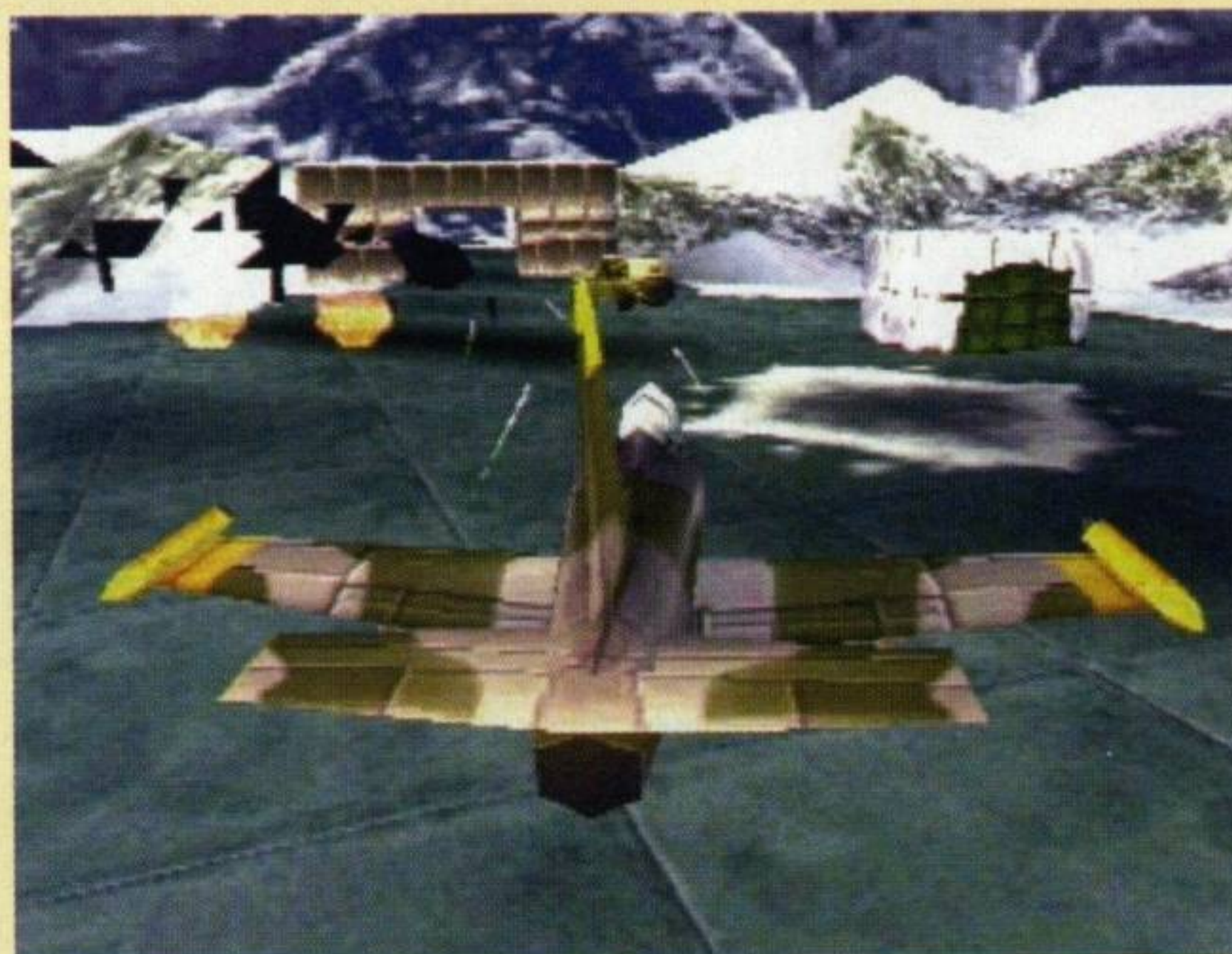
■ Hit them right between the goldeneyes.

■ Enjoy a bit of Bond-age with these choice cheats. Pause the game then press the following combinations of buttons.

Select (x2), ◎ (x2), ⊗, Select
50 medical kits
Select (x2), ◎ (x2), L1 (x2), R1 (x2)
All weapons
Select (x2), ◎ (x2), Select (x2), R1 (x2)
Freeze all objects
Select (x2), ◎ (x2), ⊗ (x4)
Limited invincibility
Select (x2), ◎ (x2), Up (x2), Down
Maximum health
Select (x2), ◎ (x2), Select (x2), Square (x2)
Remove all objects
Select (x2), ◎ (x2), ⊗ (x2), ◎ (x2)
Run faster
Select (x2), ◎ (x2), Select (x2), ◎ (x2)
See through walls
Select (x2), ◎ (x2), L1 (x2), ◎, L2 (x2)
Select mission
Select (x2), ◎ (x2), Select, ◎
Win mission
Select (x2), ◎ (x2), R2 (x2)
Control camera

■ Use the following buttons for the different camera moves.

| | | | |
|----|------------|----|-----------|
| R1 | Move ahead | R2 | Pan right |
| L1 | Move away | ◎ | Pan up |
| L2 | Pan left | | |



If you can't take the heat of these gaming challenges, get out of the Arcade kitchen. If you can, feast hungrily upon our meaty quartet. Oh yes.



NG4

LYLAT WARS

■ Challenge: **smarter bombs**

■ Join Fox, Slippy, Peppy and dead Austrian singer Falco, best remembered for monster-hit *Rock Me Amadeus*, in an epic challenge. On the first level, Corneria, you must score as many points as you can by using only the smart bomb B button. You are allowed to top up your supply of three with extra bombs (a red hexagon with a "B" in it), but if you run out, the challenge is over. *Arcade* managed a superior 21 points. Tip – go for groups of aliens and the big robots.



PC

QUAKE 3 ARENA

■ Challenge: **hide your ass**

■ *Quake 3* is a bloody scary game, but this challenge is frightening and requires nerves of steel. Choose single player in the Arena of Death level (Q3DM3) on a Nightmare setting. The object is to avoid Mynx and Orbb by hiding/ducking out of their way for as long as possible without using any weapons. You get points for any Mynx/Orbb frags, but if you get killed it's game over. *Arcade* managed a gut-wrenching 13 frags before Orbb ended the non-violent participation with a rocket up the jacksie. Tip – find the dark corner.



PLAYSTATION

TEKKEN 3

■ Challenge: **survival**

■ "I fought Law and Law won", as The Clash nearly said about *Tekken 3*'s Bruce Lee-alike. This challenge requires you to play as Law in Survival mode. Although the game has a plethora of slinky moves, you must try and beat as many foes as possible using the movement buttons and kick (⊙). *Arcade* Games Ed, Nick, managed a fairly decent score of three opponents defeated. Can you kick it? Yes you can.



PLAYSTATION

ISS PRO '98

■ Challenge: **own goal spree**

■ *ISS Pro Evolution* is now the champion of footy sims, but *ISS Pro '98* is still a great game. So, to squeeze an extra bit of fun out of the old pro, try this stupid challenge. Choose a game against the computer and attempt to score as many own goals as you can in a single game, using the "chip" button (⊙) to score them. You can't walk the ball into the net or use the keeper – that's too easy. *Arcade* lost 12-0, but managed only two calamitous Sheffield Wednesday-like own goals. Beat that if you can...

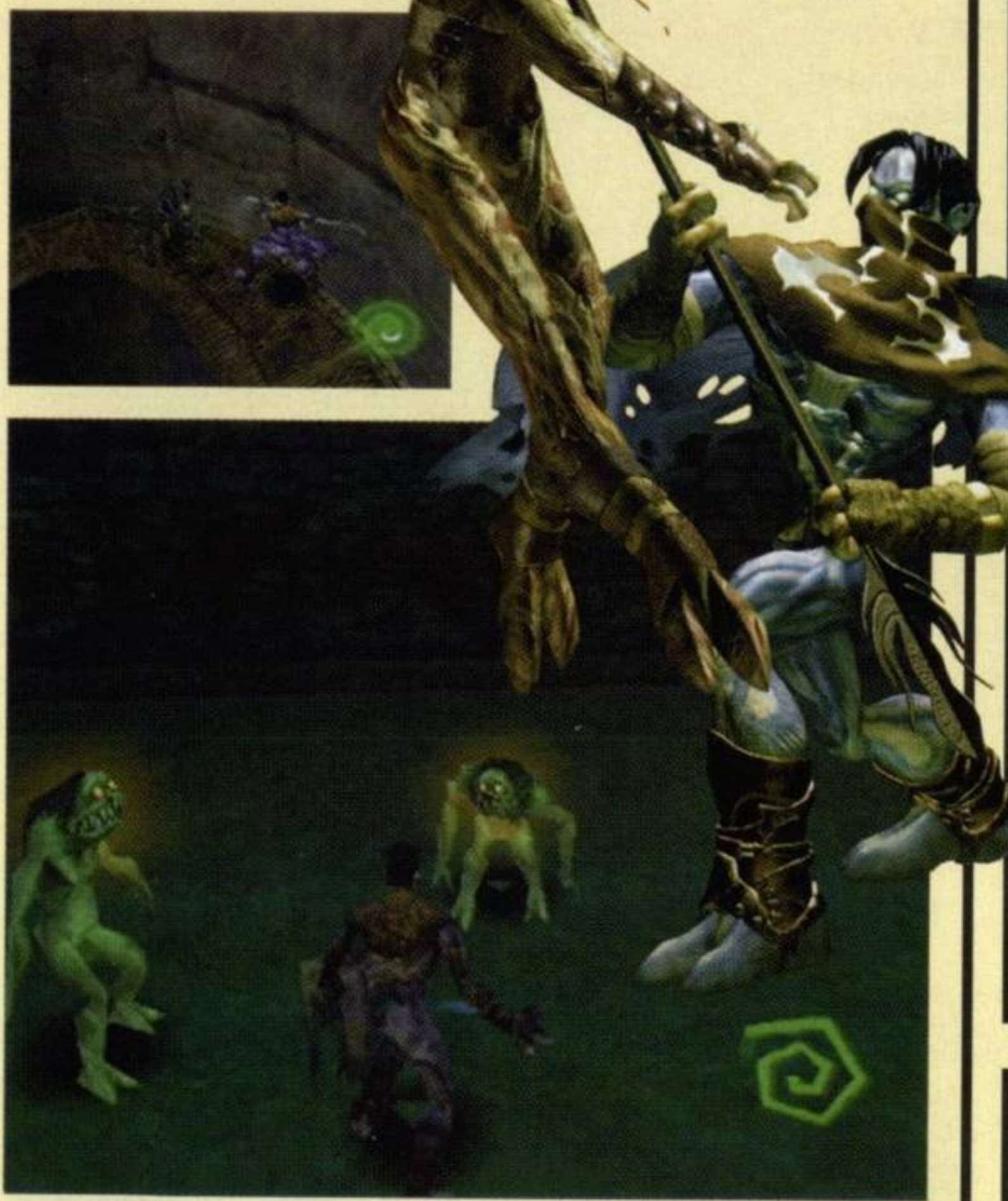
PLAYSTATION

LEGACY OF KAIN: SOUL REAVER

■ Pause the game and enter the following sequences for the corresponding horrific cheats.

Hold L1, then...

| | |
|--|------------------|
| Up (x2), Down, Right (x2), Left, ⊙, Right, Left, Down | All Abilities |
| Down, ⊙, Up, Left, Up, Left | Refill Health |
| Right, ⊙, Down, Up, Down, Up | Maximum Health |
| Left, ⊙, Up (x2), Down | Hurt Raziel |
| Right (x2), Left, ⊙, Right, Down | Refill Magic |
| ⊙, Right, Down, Right, Up, ⊙, Left | Maximum Magic |
| Down, ⊙, L2, Right (x2), Down (x2), Left, ⊙, Down, Right | Soul Reaver |
| ⊙, Down, L2, Right, Up, Down | Wall Climbing |
| Down, Up, Right, Up, Down, Left, ⊙, Right, Down | Fire Reaver |
| ⊙, Right, Down, ⊙, Up | Make Fire Reaver |
| X, Right, Up (x2), ⊙, Left (x2), Right, Up | Aerial Reaver |
| X, ⊙, Right, ⊙, Left (x2), Right, Up | Kain Reaver |
| Down, Left, ⊙, Down, Up | Force Glyph |
| Down, ⊙, Up, Left, Down, Right (x2) | Stone Glyph |
| Right (x2), Down, ⊙, Up (x2), Down | Sound Glyph |
| Down, ⊙, Up, Down, Right | Water Glyph |
| Up (x2), Right, Up, ⊙, L2, Right | Fire Glyph |
| Left, ⊙, Left, Right (x2), Up (x2), Left | Sunlight Glyph |



PLAYSTATION

ACE COMBAT 3: ELECTROSPHERE

■ To unlock the Mission Simulator, finish the game with the same account five times with five different endings. Easy-peasy.



CLOCKING OFF

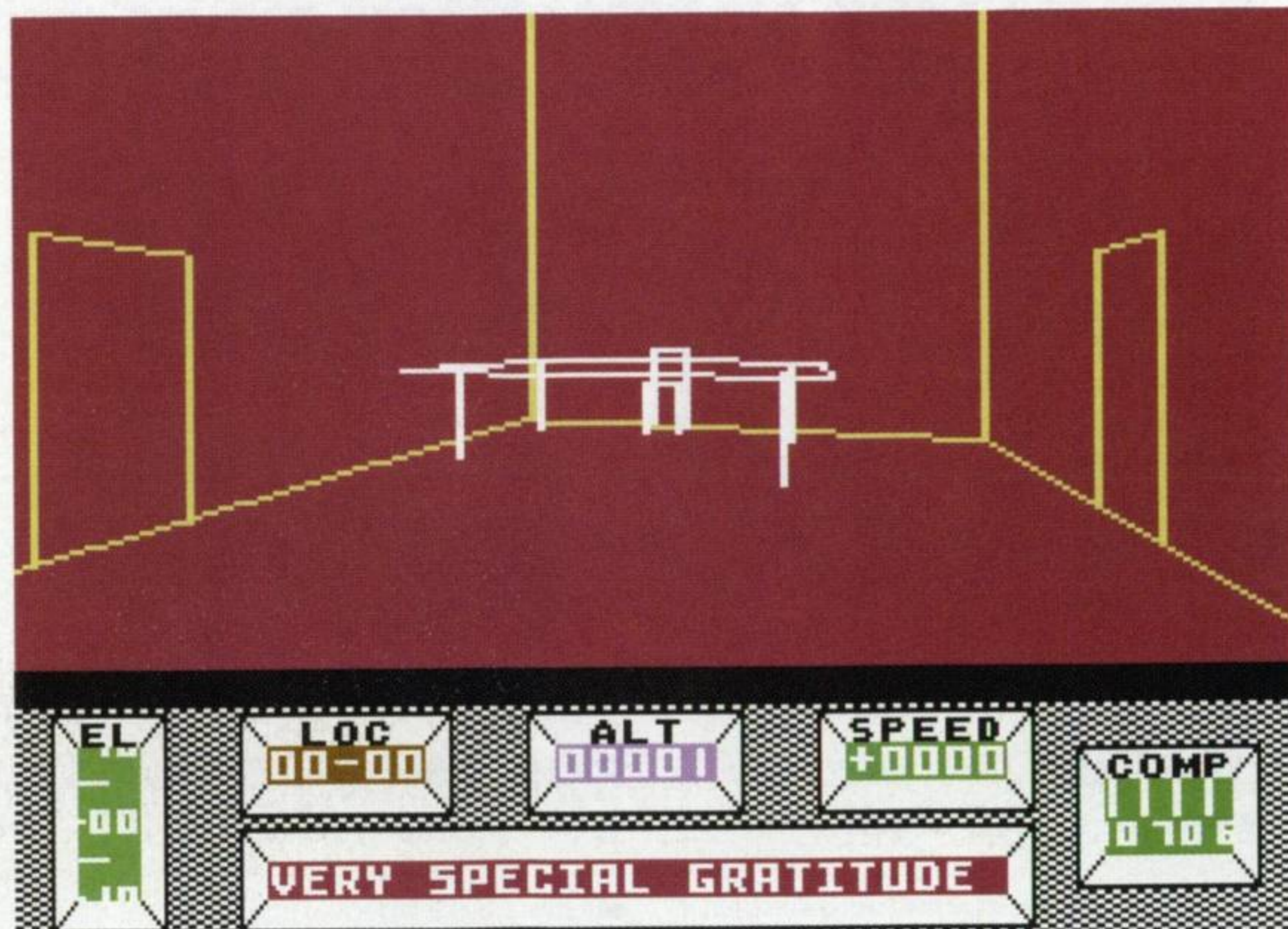
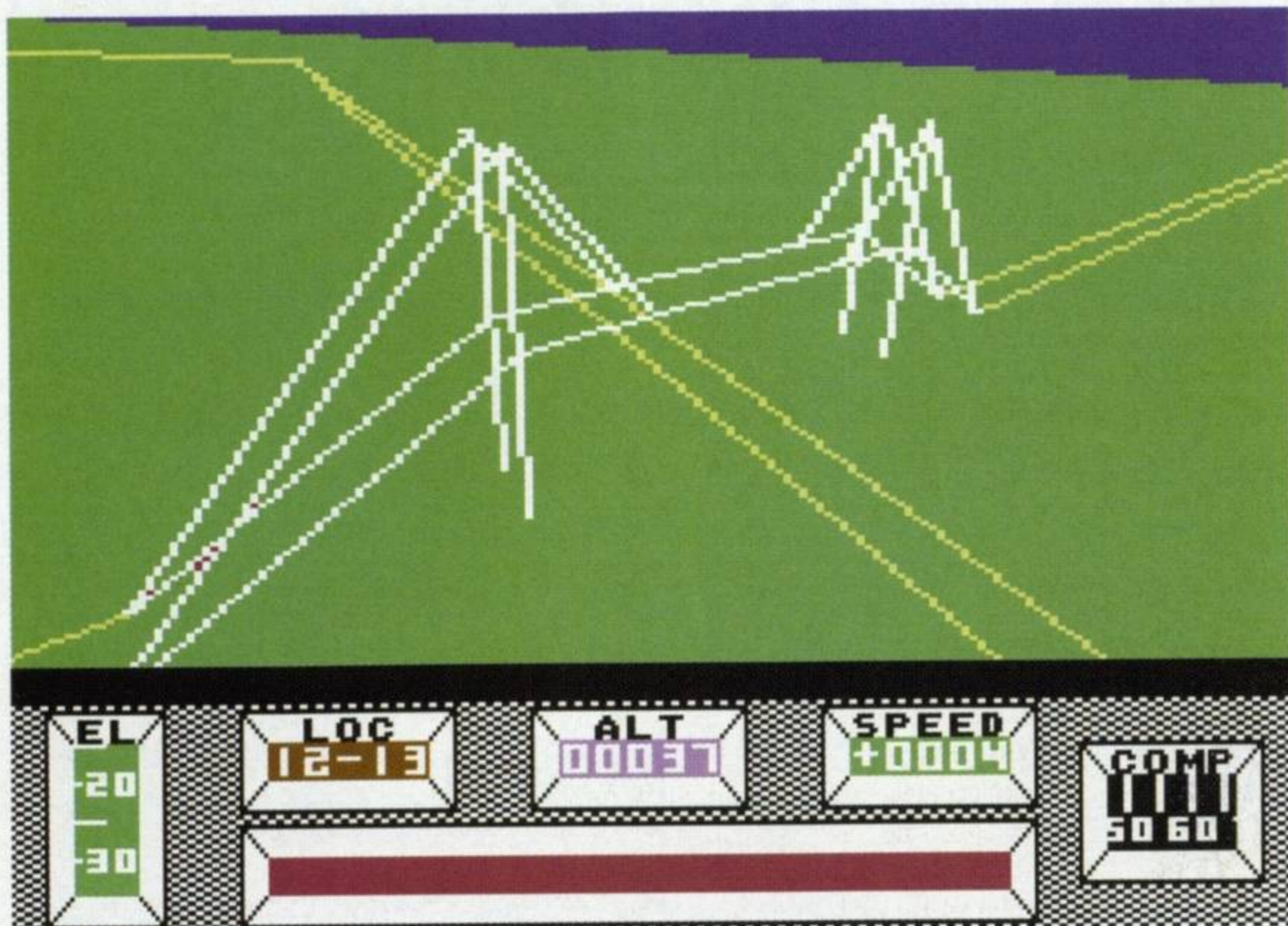
The new millennium is now well into its stride. As we look forward to the innovations and incredible gaming experiences the next thousand years will offer, one thing's certain: people will always want to cheat. Shame on you. Why you can't you just play the games without resorting to the marvellous tips and cheats on offer on these golden pages? Shame!

Arcade

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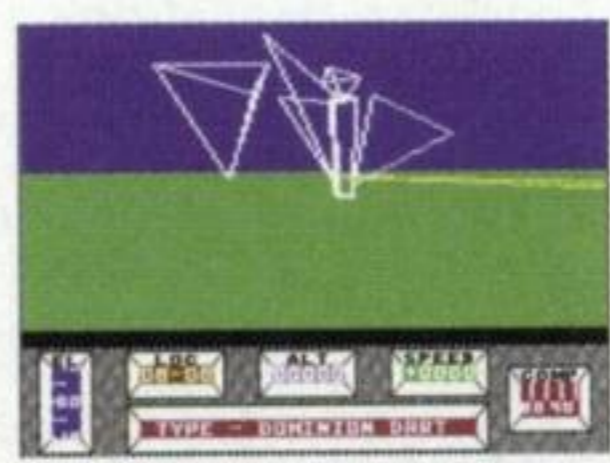
Mercenary

There's a lot more to the planet Targ than meets the eye.

Despite all predictions, the 21st Century has arrived without the invention of personal spacecraft. And here's the reason: they're rubbish. According to videogames, a one-man galaxy-going ship is less likely to serve you well than to accidentally transport you to a pirate-packed "witchspace", overheat its lasers for no apparent reason, or – most common of all – fail completely to do its job and crash on some godforsaken alien planet.

And so it was with *Mercenary*, a Commodore 64 title released back in February 1986. The game began with you staring at the mangled remains of your ship and your computer-based sidekick, Benson, helpfully informing you that you'd crashed on an alien planet. But this planet – Targ – was special. The breathable atmosphere, Earth-like gravity and presence of two warring factions, as dictated by Alien Planet Law, were nothing new.

That said, previous explorers of strange new videogame worlds had been lucky to catch a glimpse of even two dimensions, Targ used "wireframe" visuals to create a fully-explorable



Mercenary

- Publisher: **Novagen**
 - Developer: **Paul Woakes**
 - Genre: **Arcade Adventure**
 - System: **C64, Spectrum, Amstrad**
 - Players: **1**
 - Score: **9/10**
- Your Sinclair*
"Yes, *Mercenary* is that good. What a ripper!"

3D world. As with *Driller* (showcased in issue 15), which introduced solid 3D levels to gaming, the primitive sights of *Mercenary's* world are shocking, especially to those of you who can remember your eyes popping out on springs back in 1986. With an eye-wateringly garish blue-and-green background, and white, rigidly angular, transparent "buildings", Targ looks like the result of giving a primary school child a roll of sellotape and some pipe-cleaners. Back in the 20th Century, though, the ability to swoop over, around and through scenery had gamers foaming at the mouth. Half a millennium after the Renaissance, home videogaming had discovered perspective.

Taking its cue from the seminal *Elite* on the BBC, the first rule of *Mercenary* was "there are no rules". After purchasing a new ship (lying just next to your old one, wouldn't you know it), you were free to explore the whole planet at will. Fairly soon, you'd stumble upon a rectangular lift – at which point Targ unveiled its vast network of underground tunnels, which linked lifts to the surface that lay miles apart. Even better, when a faster ship came into your possession a room-filled complex high above the surface could be reached – and it was perfectly possible to step out of a

booby-trapped door and watch, horrified, as you tumbled thousands of miles to the ground.

All the while there'd be no clues as to what to do next. With the two warlike factions offering money in return for menial jobs – collect this, fetch that, destroy the other – it was anybody's guess who were the goodies and who the baddies. With no reading material anywhere – let alone signposts – the function of the city's various pearl-white structures remained a mystery for the duration of the game. Indeed, this ended up sucking you as you were bombarded by questions at you that simply had to be answered. What's behind that skull-and-crossbones door? What's in that locked bunker lying in an unpopulated area of the planet, acres away from the main city? Is there any way to escape the planet?

If you did manage to wave goodbye to Targ, an add-on pack was released, containing a "Second City" (yes, the ship crashed again), and a solid 3D sequel – *Damocles* – appeared in the early '90s. All were programmed by Paul Woakes, the original author, but the man has vanished since. If you're out there, Paul, let *Arcade* know. Just one thing, though – if you decide to visit, promise you'll take the bus.



Games of the month Everyone's sweethearts back in February '86.



Hardball

System: **C64**
Publisher: **Accolade**
■ It wasn't until *John Madden Football* on the Mega Drive that US sports games truly took off in the UK, but this slick interpretation of American yawncathon baseball found plenty of fans. Blame the success of *Hardball* for the continued popularity of wrestling games, if you like.
■ *Commodore News*: 9/10



Borrowed Time

System: **C64**
Publisher: **Activision**
■ From the impossibly tense opening shoot-out, with your man being chased by gun-toting mobsters, *Borrowed Time* had a sense of pace that text adventure games shouldn't, by rights, have been able to achieve. The icon-driven controls were something of a revelation, too.
■ *Commodore News*: 8/10



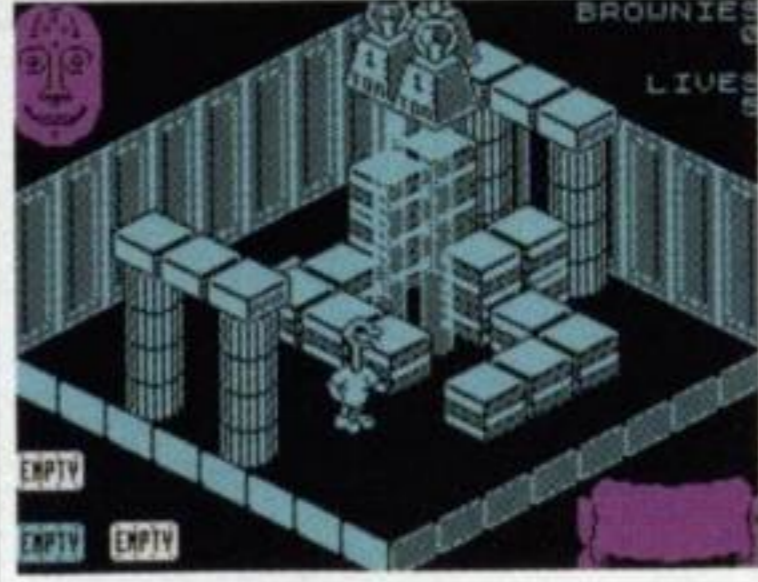
MOVIE

System: **Spectrum**
Publisher: **Imagine**
■ Just as *Goldeneye 007* gave first-person shooting a realistic sheen, this private-eye adventure transplanted tired isometric visuals into a real-life world of gangsters, molls and, er, ghostly hovering knights. It was involving, but *MOVIE* could be plodding at times. No idea what it stands for.
■ *Your Sinclair*: 9/10



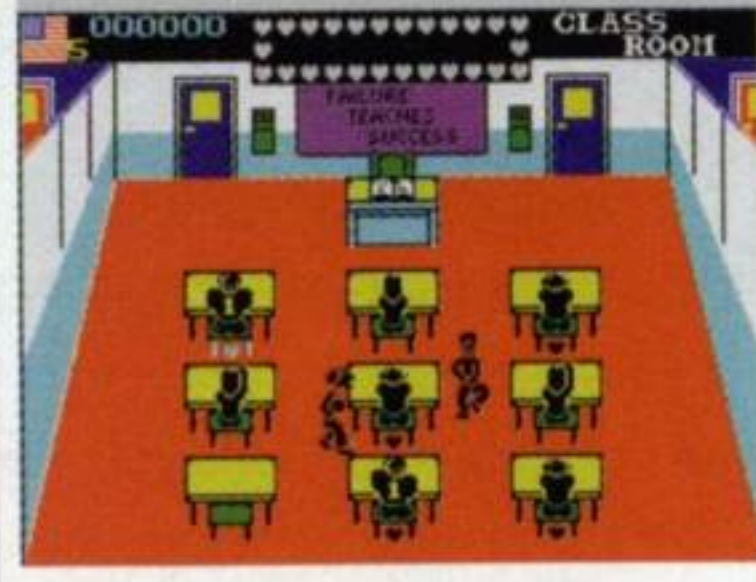
Yie Ar Kung Fu

System: **Spectrum**
Publisher: **Imagine**
■ Konami's beat-'em-up starred squat fighters with personalities and special moves, making it the forerunner of Capcom's groundbreaking *Street Fighter 2*. Joystick control was a must, unless you had a couple of extra hands to spare to cater for the multi-key controls.
■ *Your Sinclair*: 8/10,



Sweevo's World

System: **Spectrum**
Publisher: **Gargoyle**
■ Better known for its evocative adventures based on Irish legend, Gargoyle went all *Monty Python* with this isometric puzzler starring a Stan Laurel-lookalike robot. Squashing chickens and collecting elves were just two of the bizarre tasks for bewildered players.
■ *Your Sinclair*: 9/10



Mikie

System: **Spectrum**
Publisher: **Imagine**
■ Another Konami coin-op ably converted by the Imagine team. *Mikie* involved a young schoolboy's quest to earn a kiss from his sweetheart at the school gate, avoiding irate teachers, wayward janitors and cake-chucking chefs. They just don't make 'em like this anymore.
■ *Your Sinclair*: 9/10

Uridium

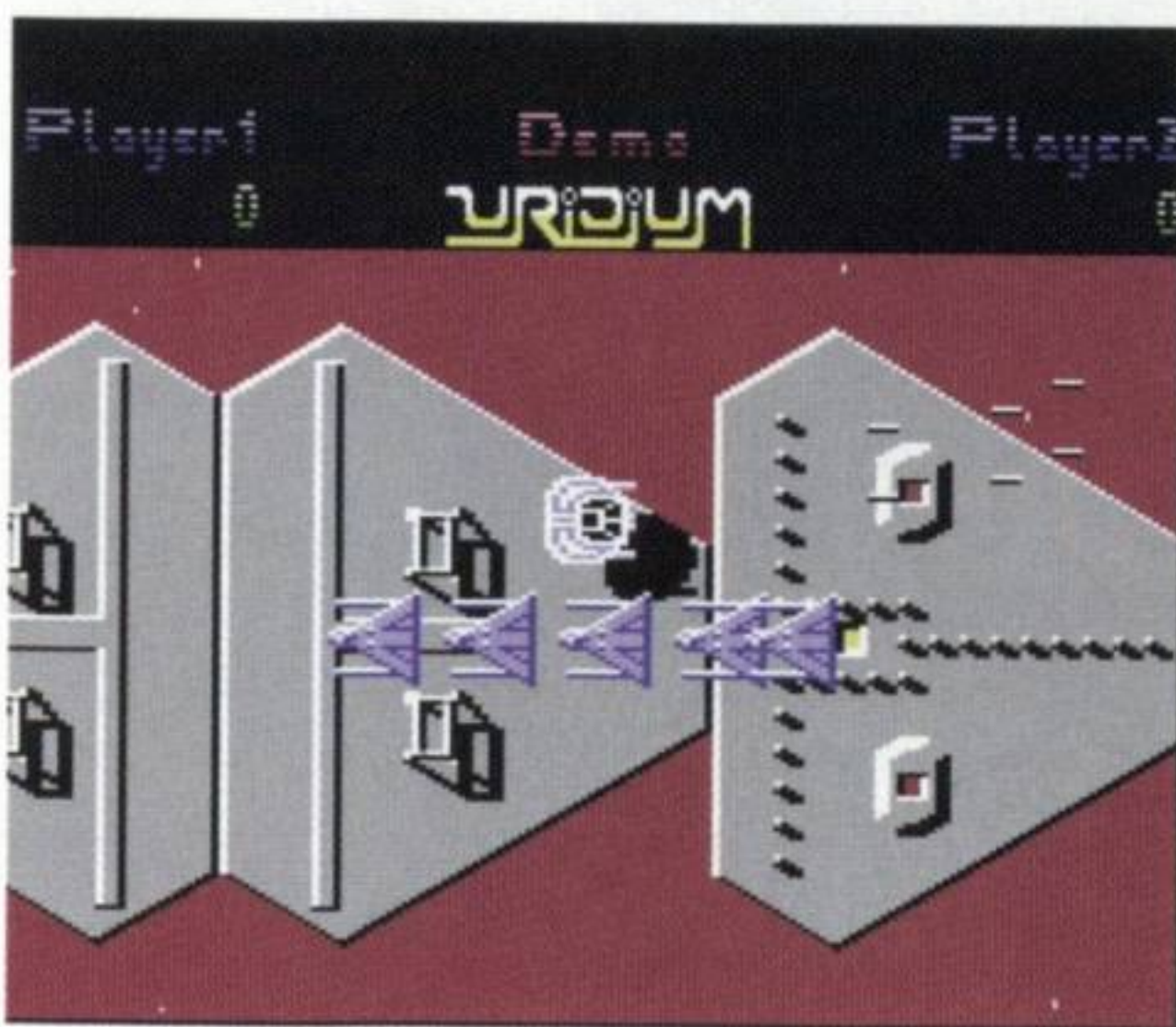
A shoot-em-up at the speed of light. Nearly.

When the question "Where Are They Now?" is asked of videogame authors, **Matthew Smith and Andrew Braybrook** are two ex-programmers who inevitably pop up. But, whereas Mr Smith, the programmer of *Jet Set Willy*, recently resurfaced from a sea of obscurity, Mr Braybrook prefers to remain anonymous.

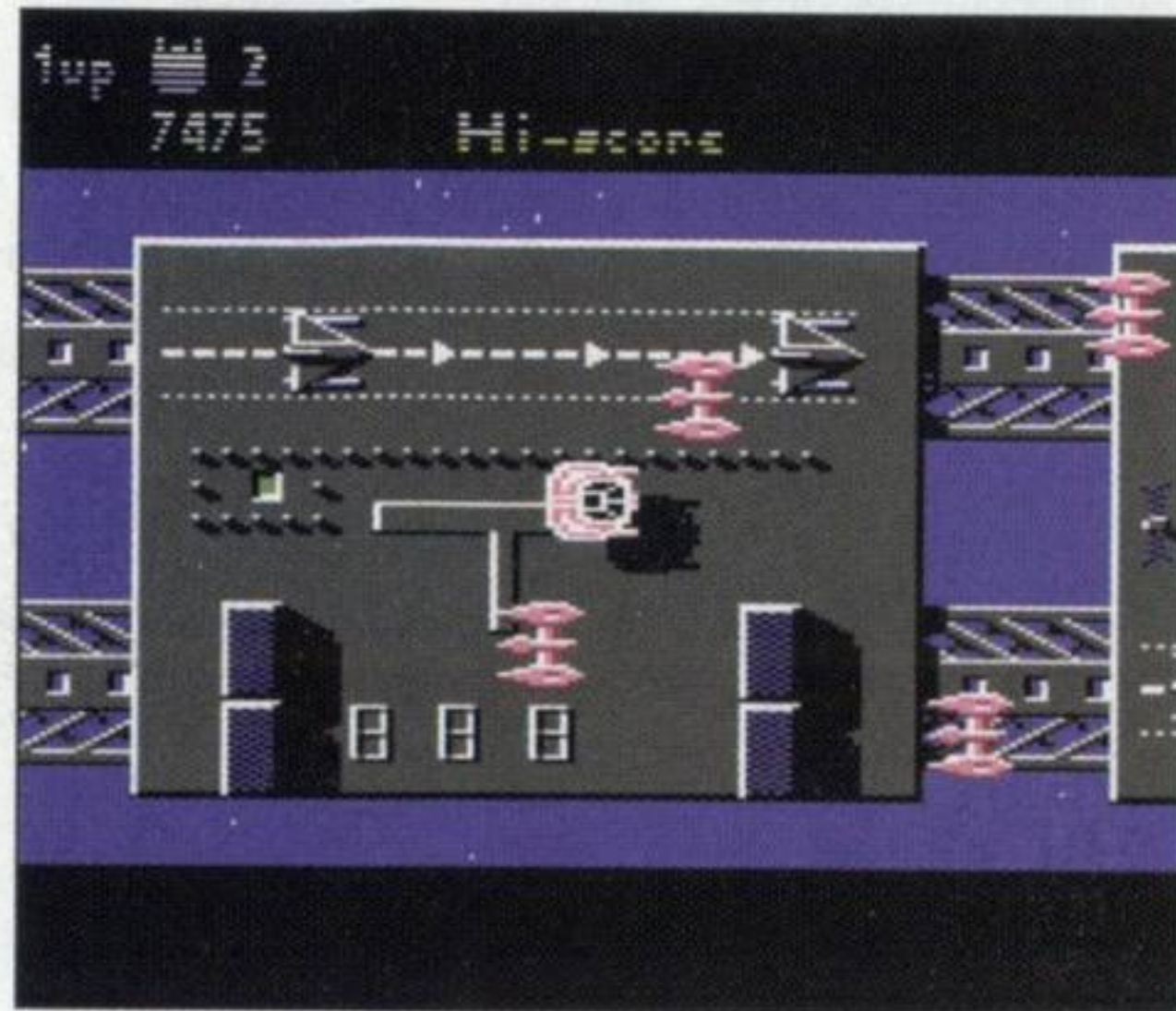
Which is a shame, because thousands would no doubt relish the opportunity to chat to him about his work. Not his work *now*, which apparently involves working for an insurance company somewhere in the UK. Andrew developed his most famous projects in the early '80s, and one – the C64 game *Uridium* – gave shoot-em-up fans their most exhilarating, adrenaline-fuelled blasting experience yet.

Uridium (the name came from a chemical element that one of Andrew's friends was certain existed – it doesn't) presented a series of "dreadnoughts" – alien spaceships that spanned multiple screens and featured a deckful of guns, docked ships and random bits and bobs to shoot at. However, rather than shunt scenery past at monotonous speeds, *Uridium* gave you the opportunity to zip back and forth over the vessel at face-flapping velocity, shooting it to bits while dodging jutting emplacements and gunning down waves of flying attackers.

It was mayhem, and it made previous high-speed king *Defender* look like *Battleships*. To make



■ Not a record-breaking *Uridium* score, that.



■ The Commodore 64's colourful palette used to particularly eye-burning effect.

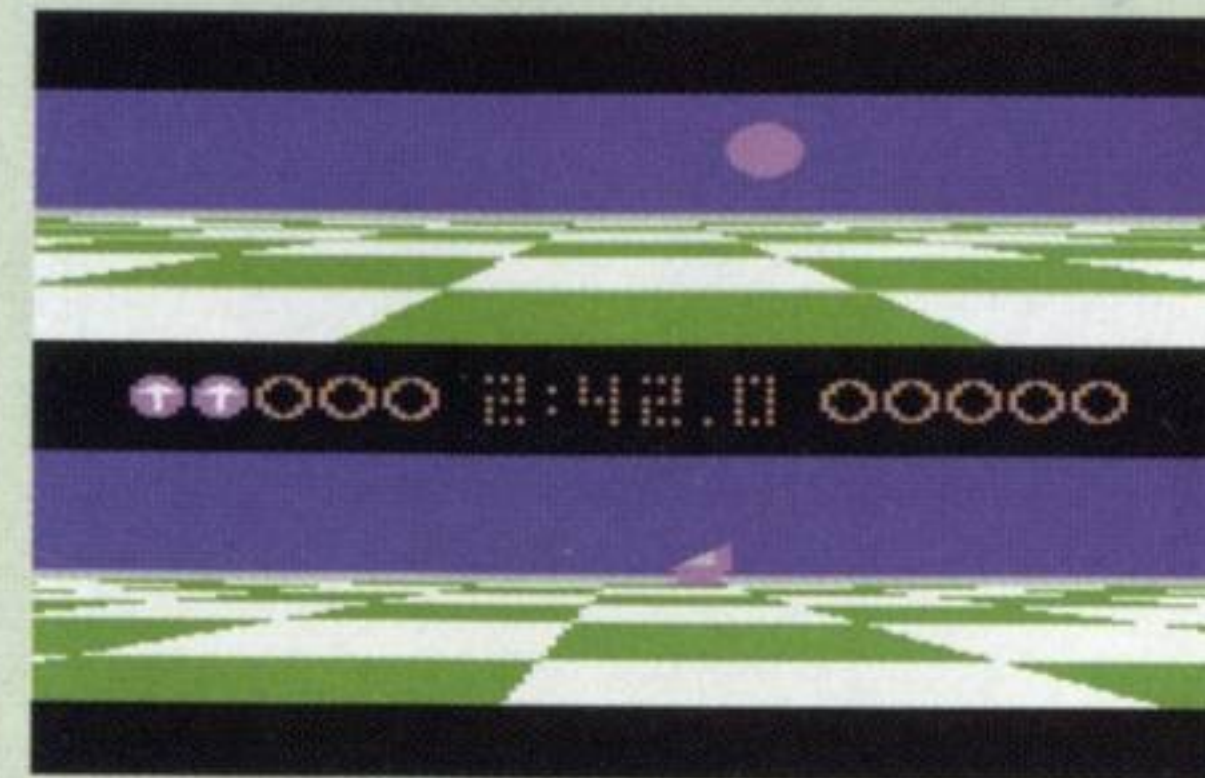
proceedings even more hectic, *Uridium* offered no indication of when the level would end. Until the "Land Now!" signal flashed up, signalling your task to fly slowly over the dreadnought's landing strip, your only choice was to make multiple runs across the craft's bow. The joystick would inevitably be coated in sweat as your panic increased, the landing signal still not appearing as another super-fast squad of flying foes missed your ship by a whisker and a homing missile made its way towards you with a sinister, regular beep.

Perhaps the only letdown was what happened if you did finally get to land – a simple, fruit machine-style gambling game, with the only reward for victory being a bundle of extra points. In the sequel, released on the Amiga in 1993, this was replaced with a far more enjoyable subgame featuring your little spaceman blasting away at the dreadnought's core, but C64 owners were stuck with the tedious double-or-nothing screen. Lucky, then, that Andrew supplied exactly what was needed immediately afterwards – a hugely satisfying panning shot of your craft screaming away, as the dreadnought exploded neatly from one end to the other.

So, if one of your friends is called Mr Braybrook and he happens to work for an insurance company somewhere in the UK, say the word uridium to him and see what happens. Just don't blame *Arcade* if you end up embroiled in a bad tempered, three-hour argument about whether it's actually the name of a chemical element or not. It isn't, of course... **A**

Gaming round-up

Also going on this month



■ *Ballblazer*. Not renowned for its looks.

Smith speaks

■ *Your Sinclair* featured an interview with the great Matthew Smith, programmer of *Jet Set Willy* and *Manic Miner* – including a rare photo of the man. The rumours of a *Jet Set Willy Meets The Taxman* game were fuelled here, but Mr Smith would soon disappear to a commune in Holland, a petrol station in Hull, or a roving gang of pot-smoking bikers, according to which rumour you listened to.

BTFF botch

■ The rights to produce a game of the smash-hit Michael J Fox *Back To The Future* went to Firebird software. Despite the potential for a time-hopping adventure starring Biff, Doc Brown and... er, that pretty girl, Firebird turned the licence into a monstrously poor nothing of a game. There was also a game tied-in to *Back To The Future 3*. That was rubbish, too.

Gamer George

■ *Zzap 64's* interview concentrated on the games offshot of George Lucas' notorious film company (now called LucasArts). Apparently, Lucas had a limited hand in games such as *Ballblazer* and *The Eidolon*; "It's his company, and he's essentially the senior designer and developer of any project that happens here. He's been in from time to time to give us support on projects." Judging by the quality of *The Phantom Menace* game, he has as small a role today.

Super specy

■ After a launch in Spain, Sir Clive Sinclair released the ZX Spectrum 128k in the UK. A Spectrum+ with more memory and sonics, promises it could play the entire Spectrum back catalogue were soon blown apart when some of the Specy's most popular games refused to run on the new machine.

YOUR SINCLAIR TOP 10 SPECTRUM GAMES

- 1 *Commando*, Elite
- 2 *Yie Ar Kung Fu*, Imagine
- 3 *Back To Skool*, Microsphere
- 4 *Tomahawk*, Digital Integration
- 5 *Elite*, Firebird
- 6 *Daley Thompson's Super Test*, Ocean
- 7 *They Sold A Million*, Hit Squad
- 8 *International Karate*, System 3
- 9 *Monty On The Run*, Gremlin
- 10 *Saboteur*, Durell

ZZAP 64/ COM 64 READER'S TOP 10

- 1 *Paradroid*, Hewson
- 2 *Uridium*, Hewson
- 3 *Mercenary*, Novagen
- 4 *Winter Games*, US Gold/Epyx
- 5 *Summer Games II*, US Gold/Epyx
- 6 *Boulder*, Gremlin Graphics
- 7 *Way Of The Exploding Fist*, Melbourne House
- 8 *Pitstop 2*, US Gold/Epyx
- 9 *The Eidolon*, Activision
- 10 *Elite*, Firebird

WORLD NEWS HEADLINES

Challenger explodes

■ The funerals were held for the seven astronauts killed in January on the Space Shuttle Challenger. The craft exploded shortly after take-off, due to a programming error.

Palme assassinated

■ Swedish Prime Minister Olaf Palme was assassinated as he strolled down a street in Stockholm. His successor was... er... next!

Halley's Comet thrills

■ Britain started gearing itself up for the passing of Halley's Comet in March. Astronomer Patrick Moore was said to be very excited, blinking and twitching for all he was worth, according to witnesses.

Scally sitcom a hit

■ The hit BBC comedy series *Bread*, written by Carla Lane, began life on TV. Several years of pisspoo jokes

about Liverpudlians, unemployment and family meals would follow. So successful, the series is set for a rerun on the BBC.



■ *Bread*: currently showing weekday afternoons on the BBC.

MUSIC CHARTS

1 February 1986

- 1 *The Sun Always Shines On TV*, A-Ha
- 2 *Only Love*, Nana Mouskouri
- 3 *Walk Of Life*, Dire Straits
- 4 *Borderline*, Madonna
- 5 *Broken Wings*, Mr Mister

FILM CHARTS

1 February 1986

- 1 *Rocky 4*
- 2 *A Chorus Line*
- 3 *Kiss Of The Spiderwoman*
- 4 *Back To The Future*
- 5 *Year Of The Dragon*

The videogame magazine

Arcade

Spectrum Commodore 64 Amstrad

WHERE'S THE BASE?

In Hardball, the best baseball sim yet!

MERCENARY: Wire I Here?

URIDIUM: Will Those Aliens Never Die?

SWEEVO'S WORLD: Another Fine Mess

SPECTRUM 128 IT'S FINALLY HERE!

■ Given the pose, it's not surprising his face is red.

Remembered by | **Rich Pelley**

Turned off

If you've ever found yourself still playing games at 3.30am, you'll appreciate this one.



PCs are big, cost a fortune and weigh a ton. But as anyone who has ever fumbled their presents under the Christmas tree will know, weight is directly proportional to quality. Thus the PC plays host to some of the finest games money can buy – if you haven't played *Half-Life* or *Unreal Tournament* then, frankly, you haven't lived.

For while some games come ready-prepared for you to snaffle a few quick tries before bed time – and won't leave you lying between the sheets trying to figure out how to make it through a troublesome spot – many PC games often have a sneaky habit of making you forget that you need to sleep in the first place.

It's when after three quarters of an hour of trying, you finally manage to clear the sewers of aliens in *Half-Life: Opposing Force*,

or rewrite history and Hollywood by taking Mel Gibson's William Wallace to victory in the reconstruction of *Braveheart* in *Age of Empires 2*, and glance at the bedside clock and realise that it's 3.30am that this Great Gaming Moment comes. Out you click of the current application, chose Shut Down from the Start menu, and up it pops.

Your eyes can barely focus, but there it is, the screen full of little fluffy clouds and the heart-warming message: "Please wait while your computer shuts down." It's the relief of a job well done, tantamount to the feeling you get when your girlfriend's parents finally leave after coming round to visit. Your eyes feel like they've been freshly Optrexed, while the message is so heartwarming you almost want to cry. But you know this isn't goodbye, merely au revoir.

No other games system bothers to say goodbye when you turn it off. The PlayStation, Dreamcast and Nintendo almost make you feel guilty for cutting them off in their prime. But your PC even offers you the choice. "Are you sure you'd like to a) Shut down the computer? b) Restart the computer? c) Restart the computer in MS-DOS mode? or d) Close all programs and log on as a different user". Charming. Of course, you can simply yank the power out instead,

Wanna play?

■ You too can shut down a PC and listen to the internal genius whirring to a close by clicking on the Start menu and choosing option a).

but your PC doesn't like that one bit. "Windows was not properly shut down" it scolds with the tone of a teacher who has just caught you filling the contents of Sharon Tilley's lunchbox with the section of recently-dissected cow's lung you smuggled out of biology class.

"One or more of your disk drives may have errors on it. Press any key to run ScanDisk on these drives." And up pops a load of horrific-looking ailments about media descriptors, file allocation tables and directory structure. Your PC doesn't look well at all. The worry is the equivalent of your son coming home and showing you the black eye he got in a fight. And the guilt, like getting caught on a train with no ticket, is so great that you promise never to do it again.

So next time you turn off your PC late at night, take a moment to thank it for having you, and wish it a good night's sleep. 'Cos while you may not believe it, machines have feelings too.



No other games system bothers to say goodbye when you turn it off.

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